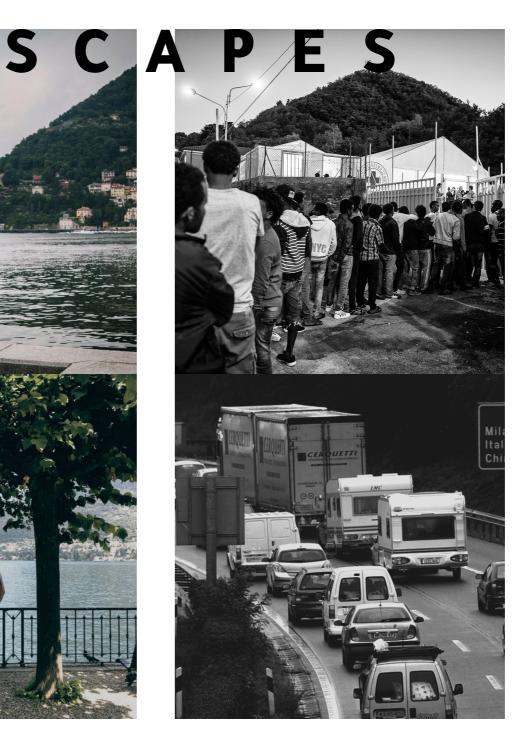
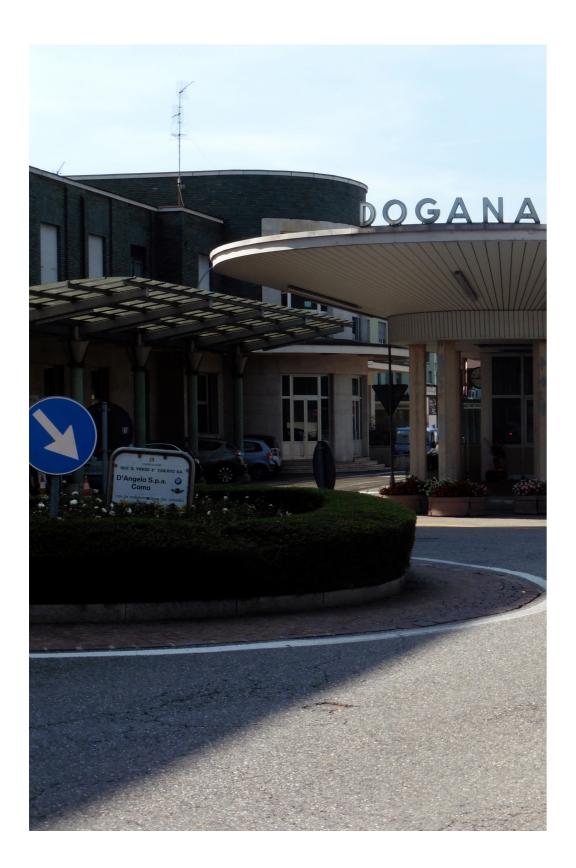


Laura Thomas First mentor: Rients Dijkstra Second mentor: René van der Velde Delegate: Andy van den Dobbelsteen





28.01.2021



Contents

INTRODUCTION

Context

PONTE-CHIASSO

Towards a border space design

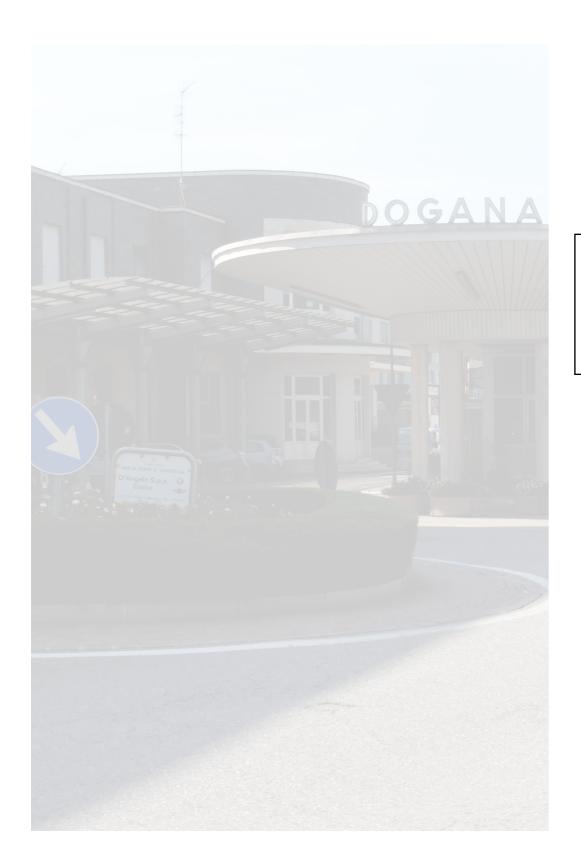
DESIGN AMBITIONS

Affordable housing, Diverse public spaces and Slow traffic networks

ZOOMING IN

The Refugee Community and the Customs Park





Contents

IN	ITR	OD	UC	TI	0	Ν
Context						



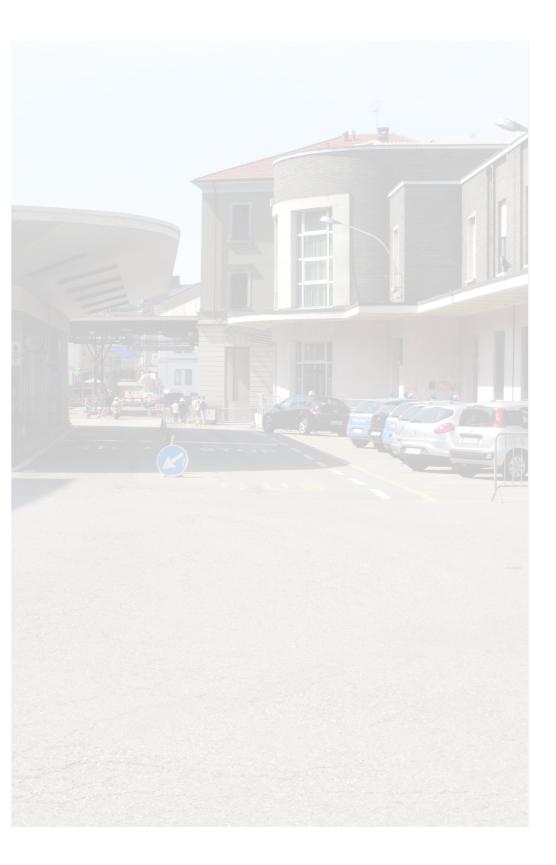
SPATIAL ANALYSIS Towards a border space design

DESIGN AMBITIONS

Affordable housing, Diverse public spaces and Slow traffic networks

ZOOMING IN

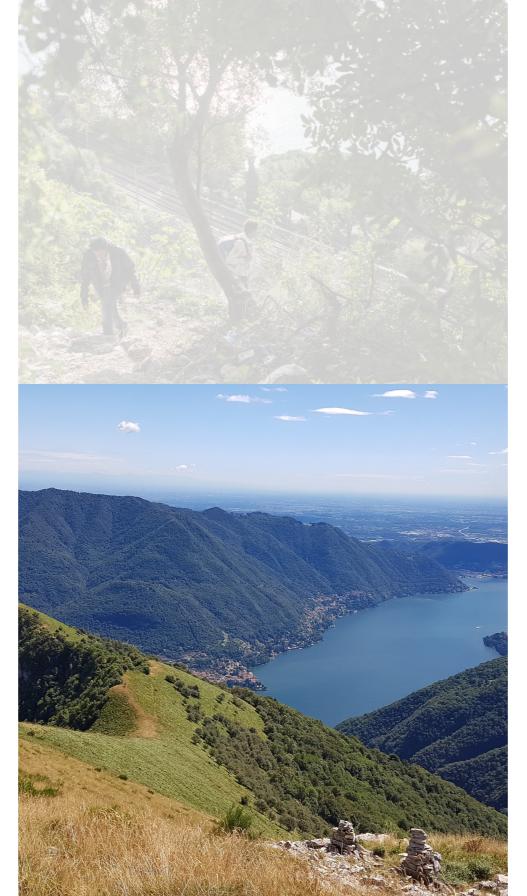
The Refugee Community and the Customs Park







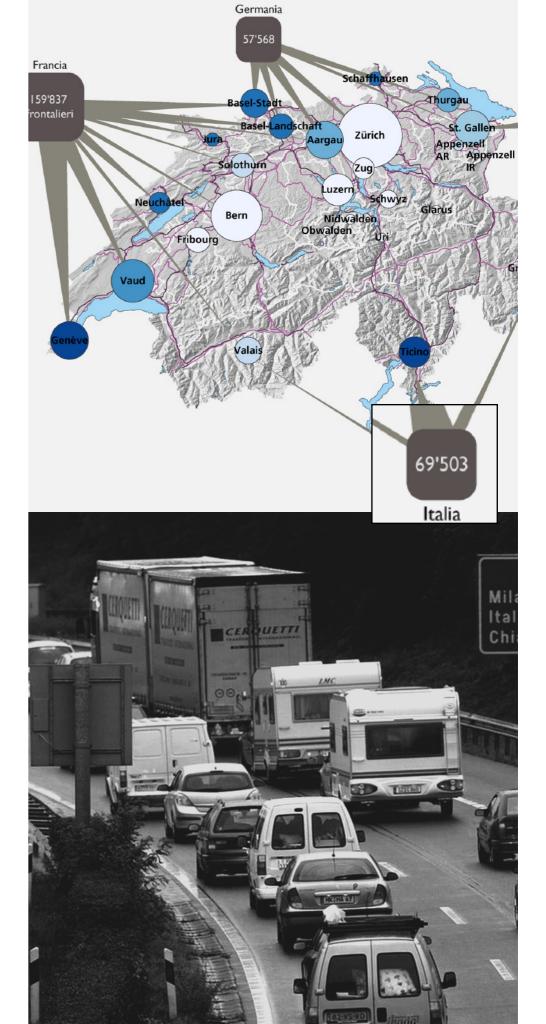






5/112

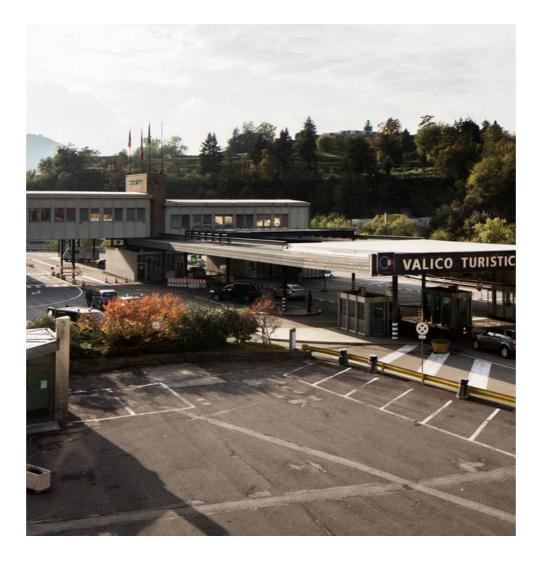
Chiasso - Como crossing

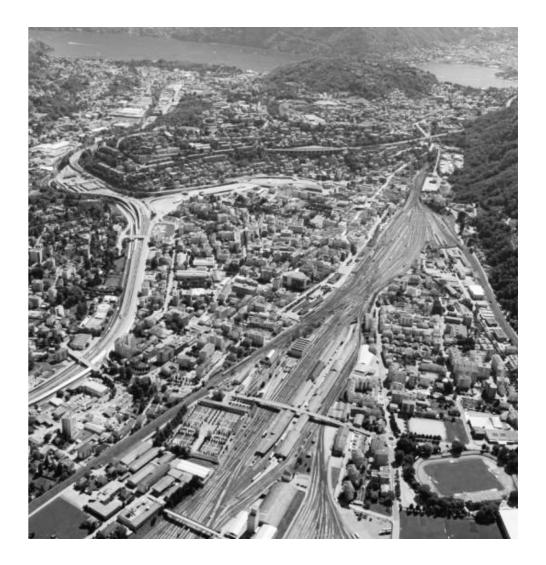


6/112

Chiasso - Como crossing







Chiasso - Como crossing



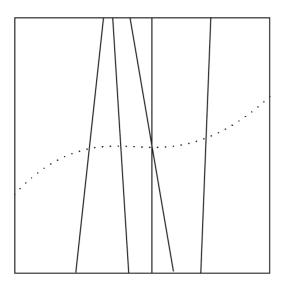
ENTRANCE INTO ITALY



'SQUARE' NEXT TO CHURCH



PARKING REPLACES SCHOOLYARD

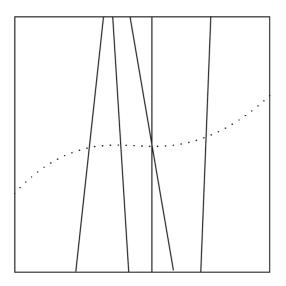


SMOOTH BORDER

- crossing time is minimized
- places to stay are non-

existent





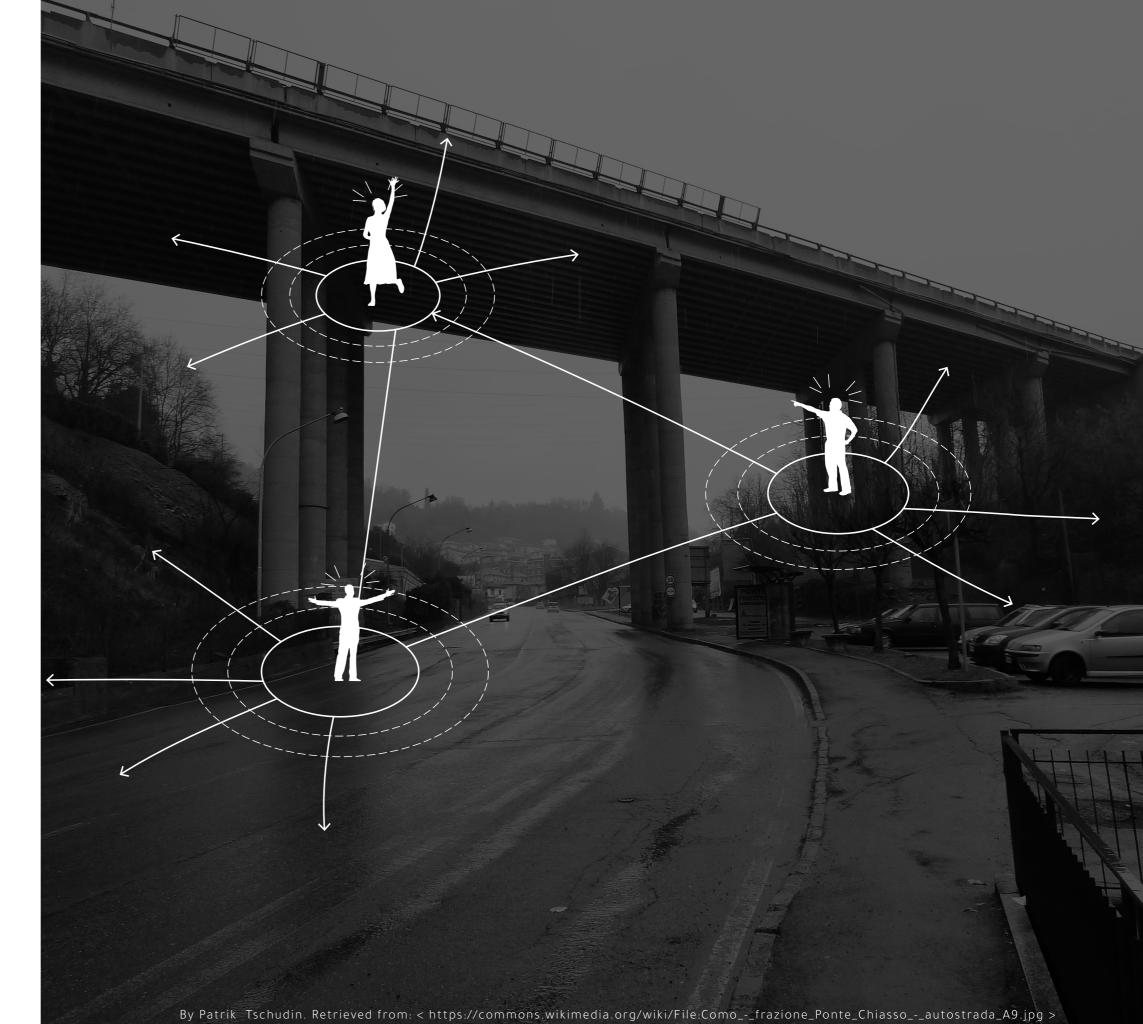
SMOOTH BORDER

- crossing time is minimized
- places to stay are non-

existent

opportunities accessible by

crossing

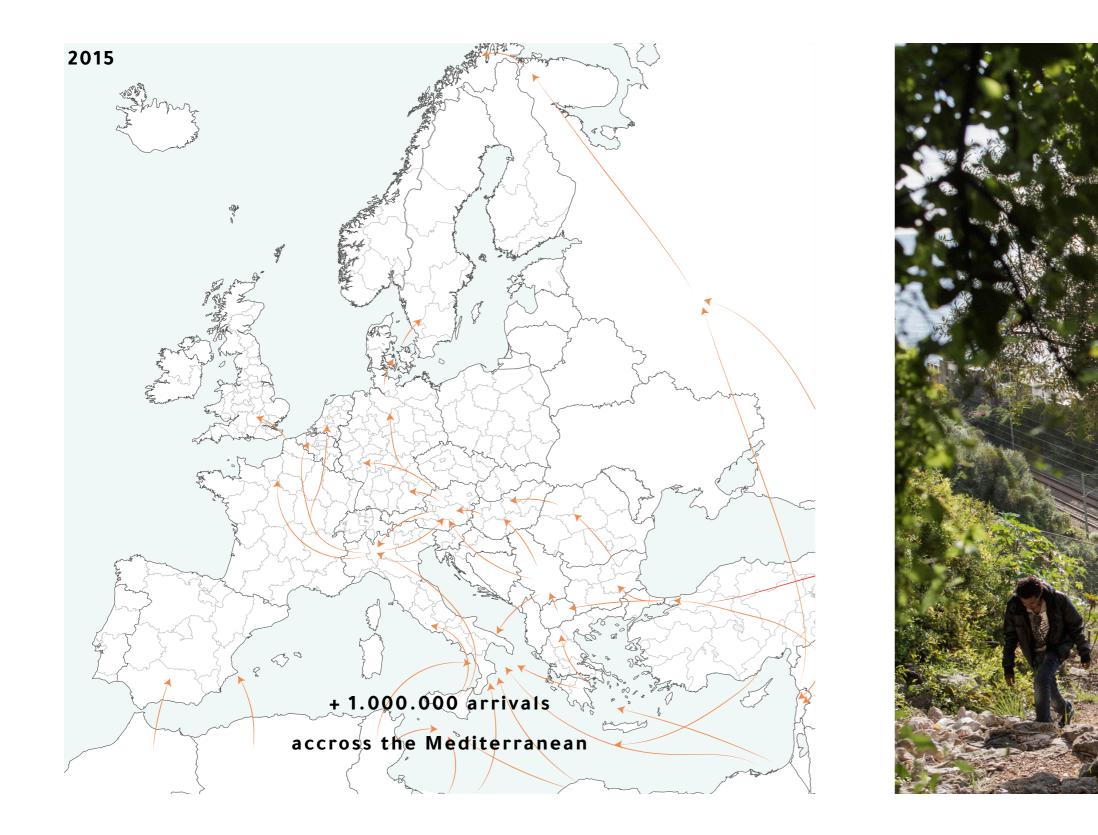


Mobility Paradox



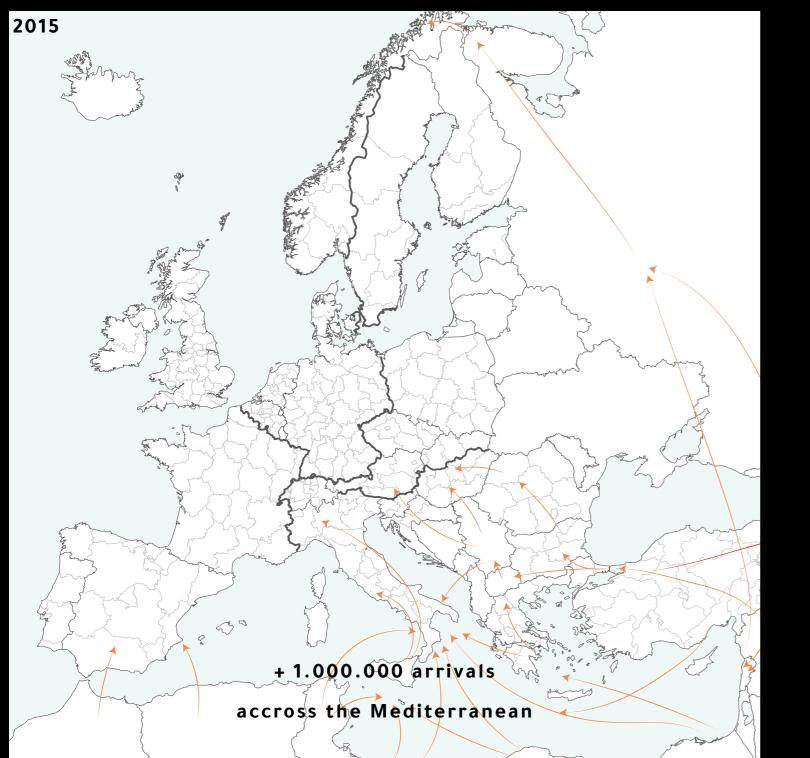


Refugee "crisis"





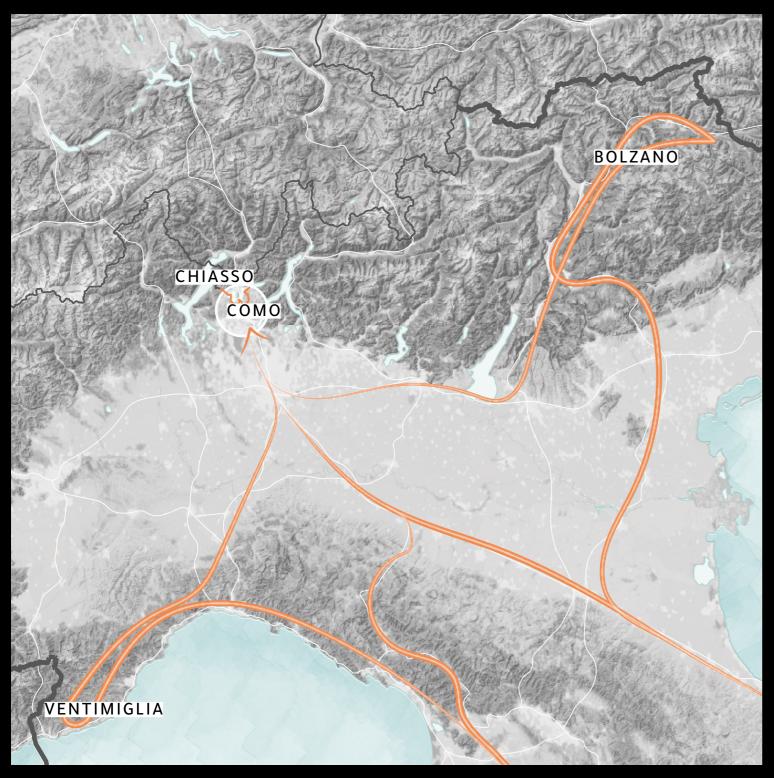
Closing Borders







Como - Chiasso crossing





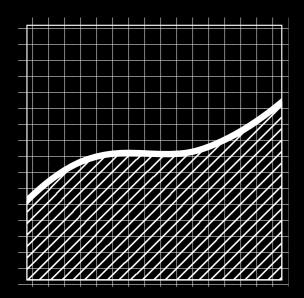
Como - Chiasso crossing



Como - Chiasso crossing

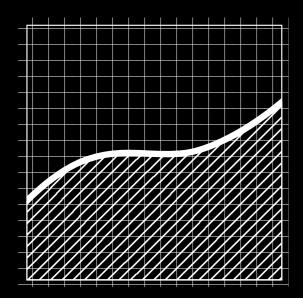






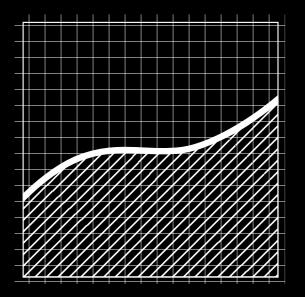
- crossing is impossible
- places to stay are isolated



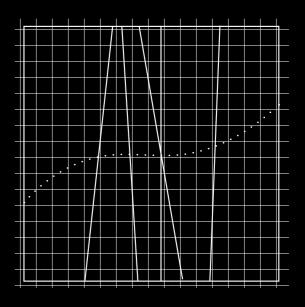


- crossing is impossible
- places to stay are isolated
- there are no opportunities



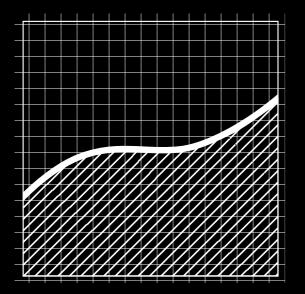


- networks end at the border
- crossing is impossible
- there are no opportunities
- places to stay are isolated
- people are unmoved and unmixed



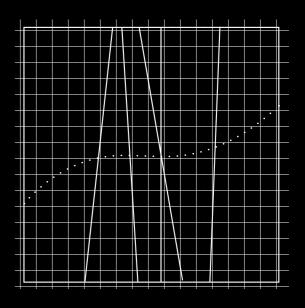
SMOOTH BORDER

- networks run parallel and efficient
- crossing time is minimized
- opportunities accessible by crossing
- places to stay are non-existent
- people move swiftly past each other



- networks end at the border
- crossing is impossible
- there are no opportunities
- places to stay are isolated
- people are unmoved and unmixed

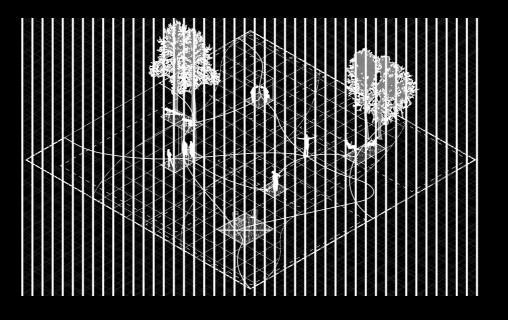
8



SMOOTH BORDER

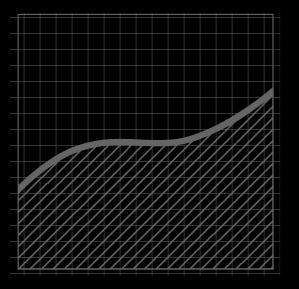
- networks run parallel and efficient
- crossing time is minimized
- opportunities accessible by crossing
- places to stay are non-existent
- people move swiftly past each other

Ambition



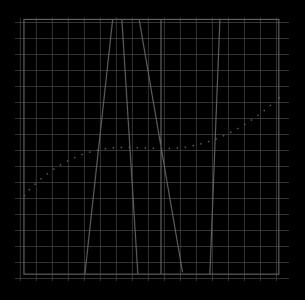
BORDER SPACE

- networks cross and overlap
- crossing time is interrupted
- opportunities are fairly distributed
- places to stay are diverse
- people meet and exchange



HARD BORDER

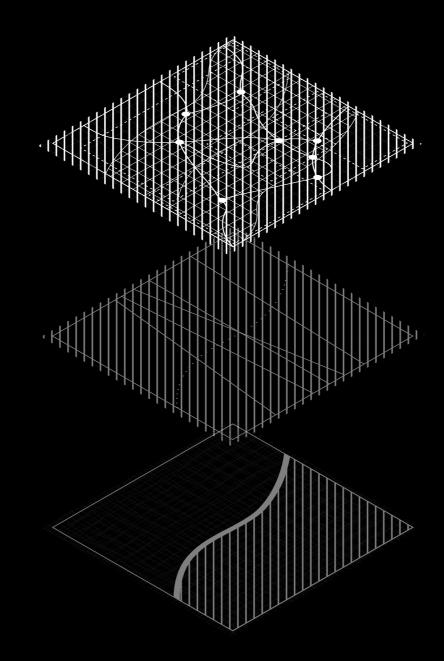
- networks end at the border
- crossing is impossible
- there are no opportunities
- places to stay are isolated
- people are unmoved and unmixed



SMOOTH BORDER

- networks run parallel and efficient
- crossing time is minimized
- opportunities accessible by crossing
- places to stay are non-existent
- people move swiftly past each other

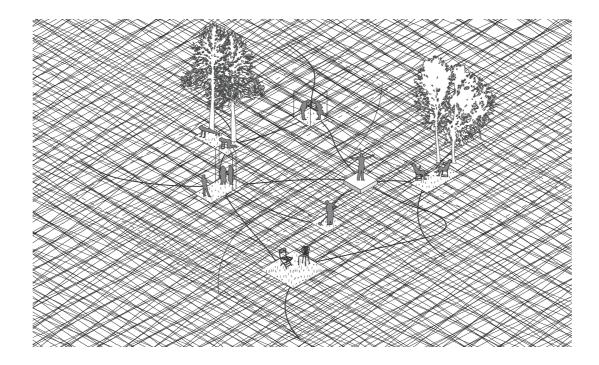
COMPLEMENTARY LAYERS



22/112

Research Question

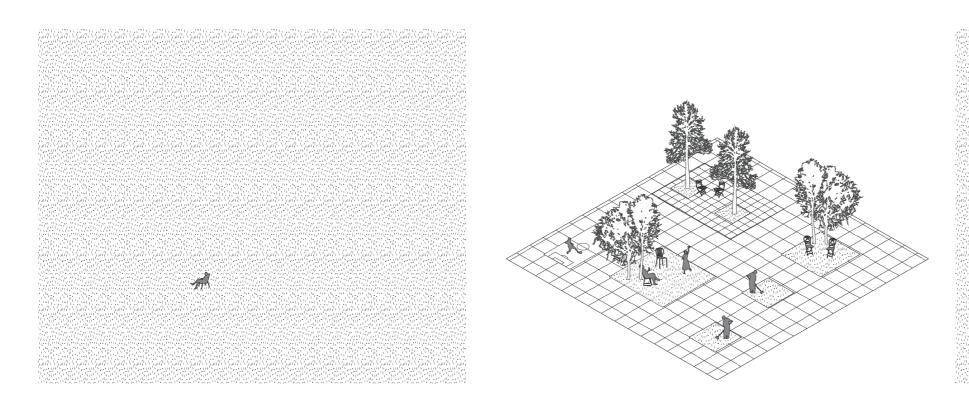
How to design border space that provides access to (social and economic) opportunities for all inhabitants, and that functions as an attractive **integrative edge** for people from different backgrounds?



BORDER SPACE AS A HIGH QUALITY LIVING ENVIRONMENT

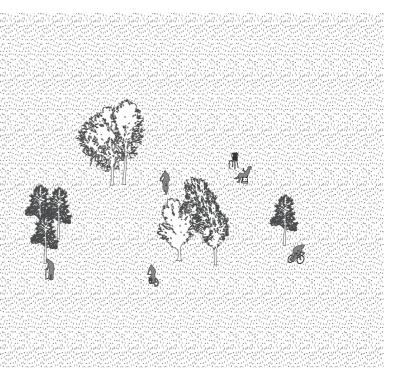
- networks cross and overlap
- opportunities are fairly distributed
- places to stay are diverse
- people meet and exchange

Design Ambitions



Affordable housing

Diverse places to stay



Slow traffic networks



Target Groups



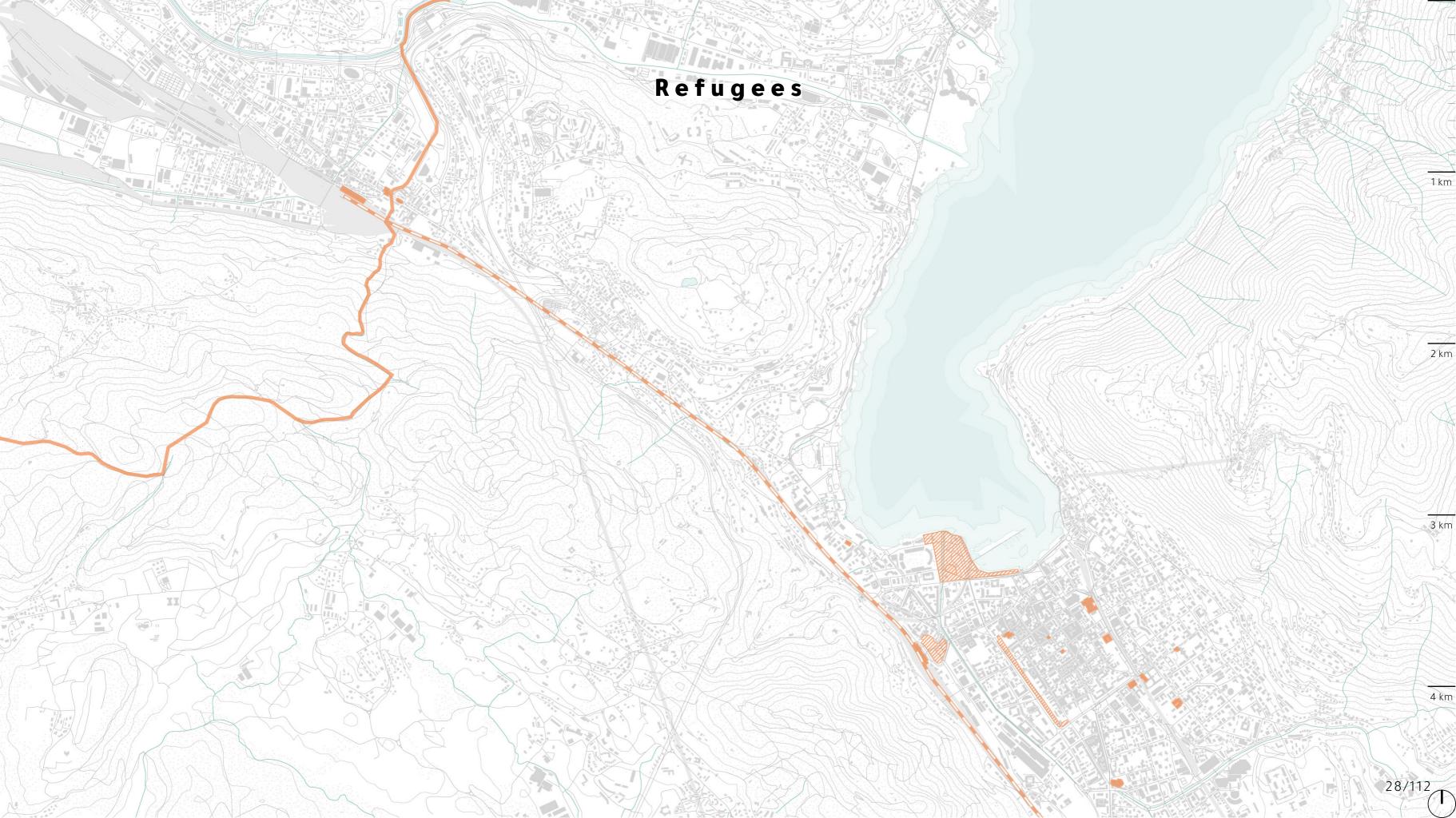
REFUGEES

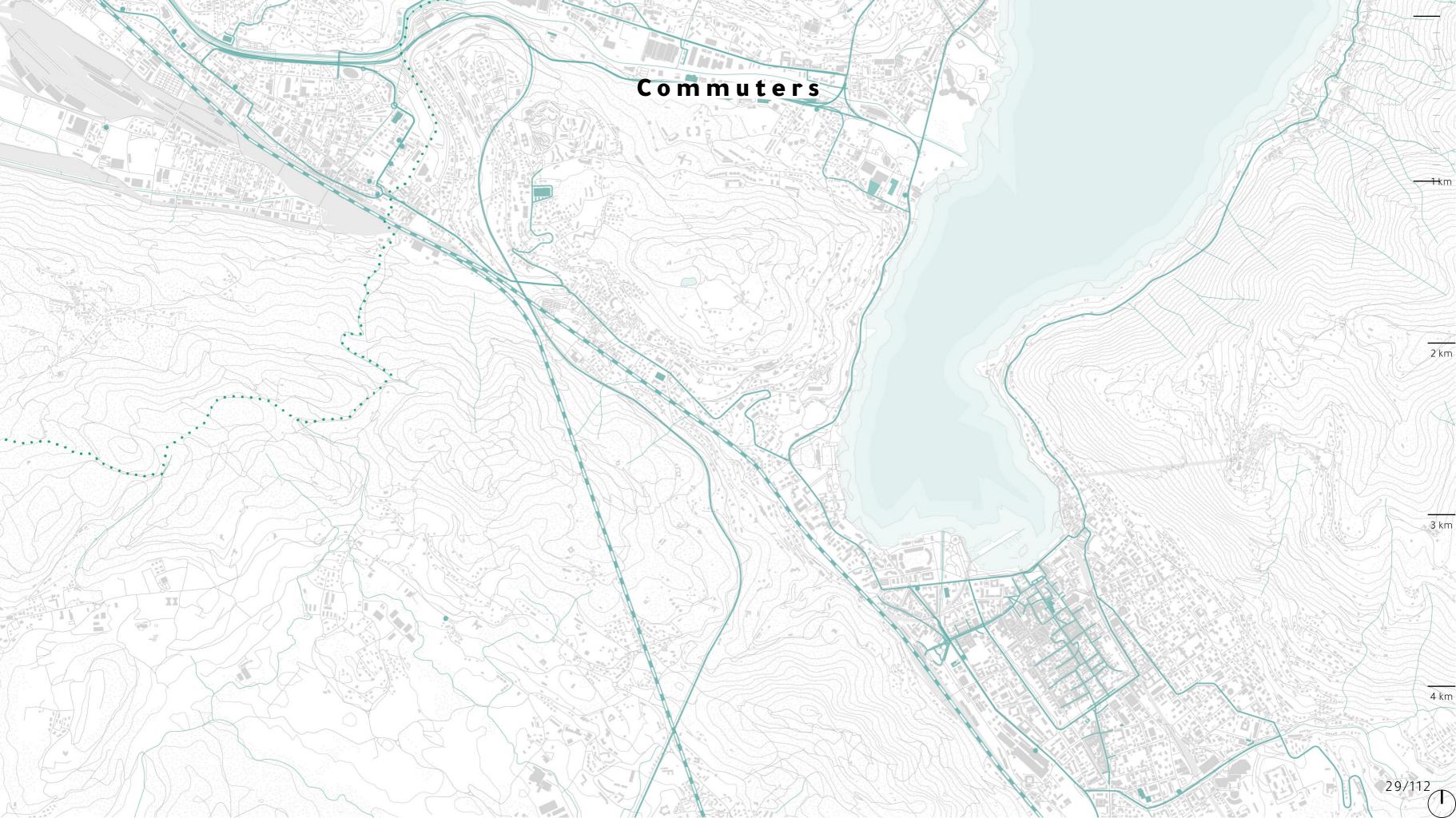
COMMUTERS

TOURISTS

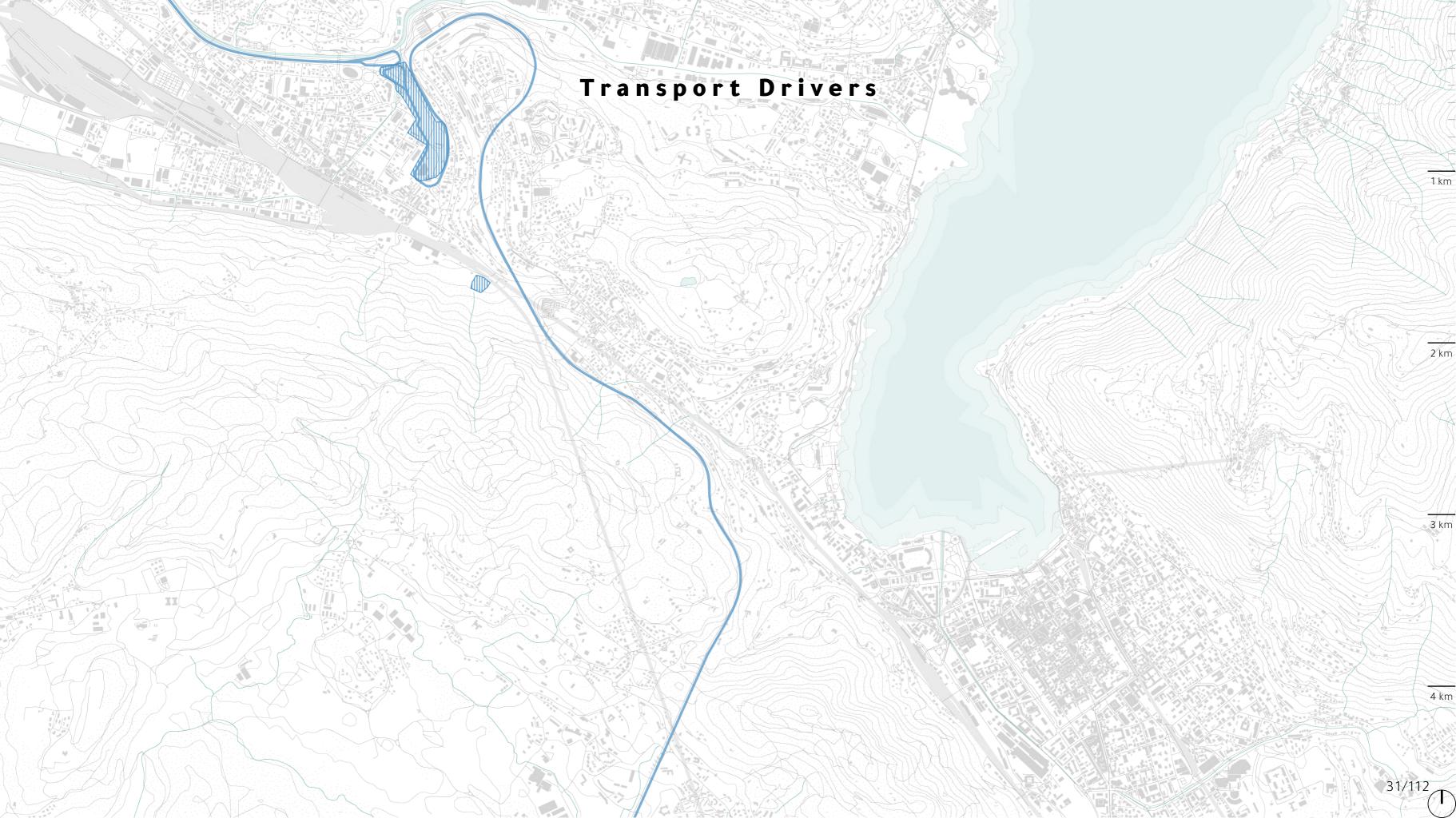


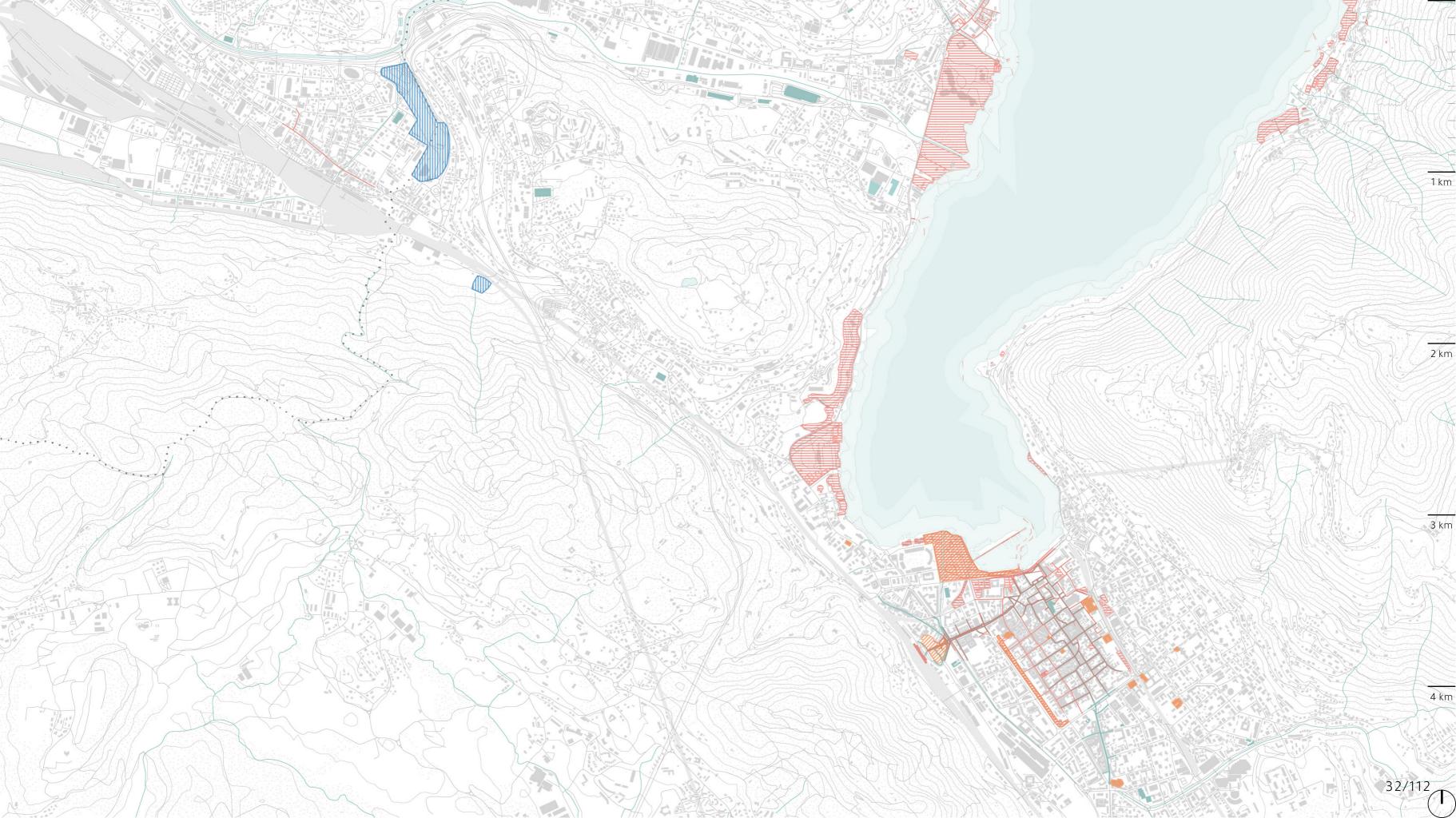
TRANSPORT DRIVERS

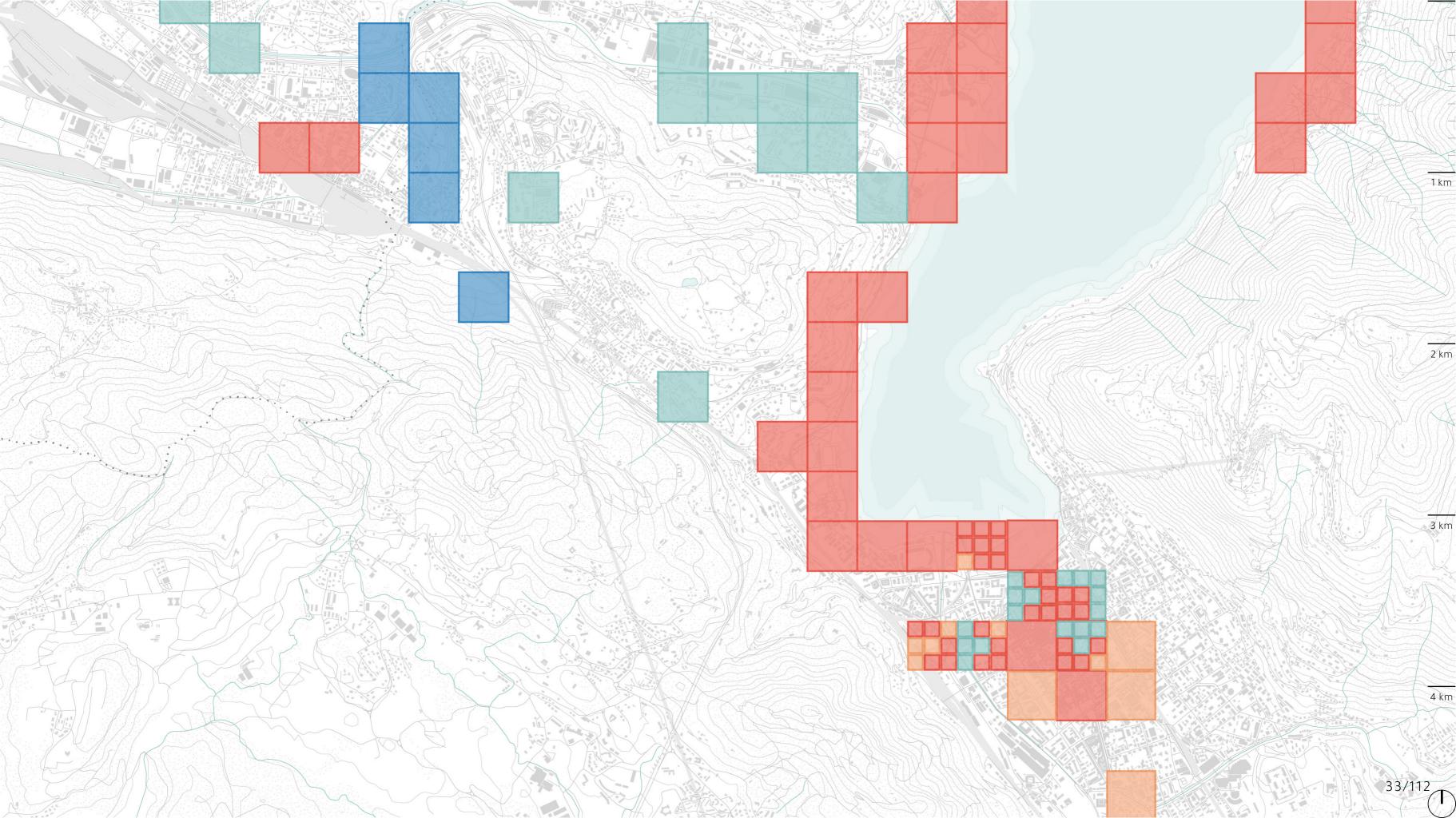










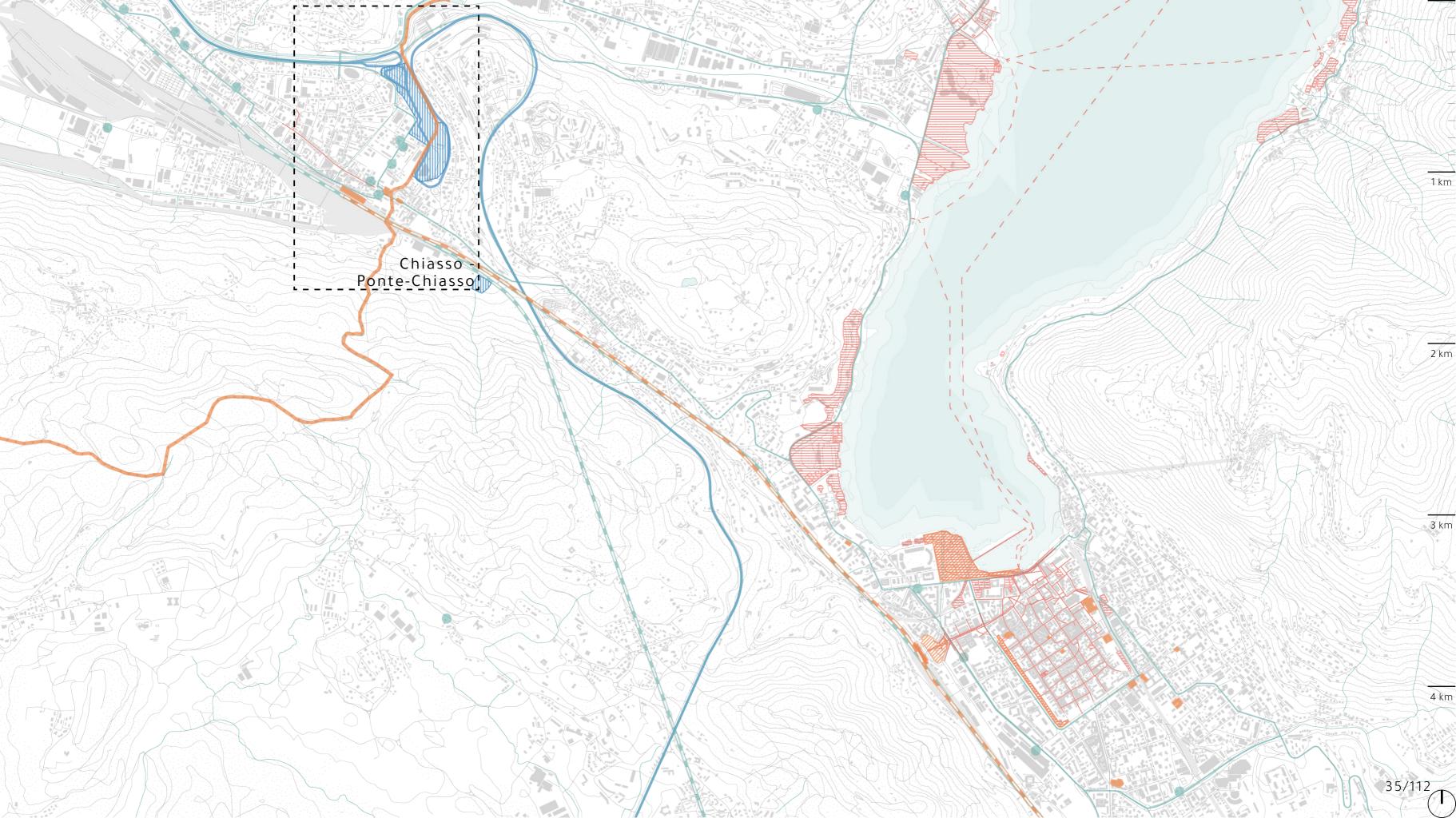


Lack of Places to Stay





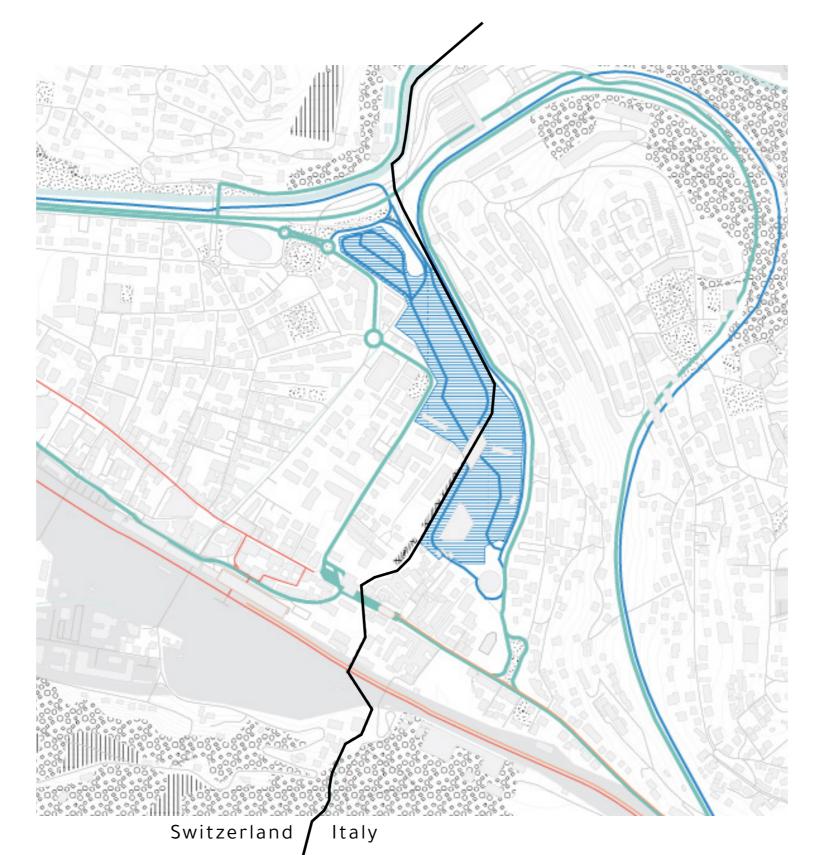


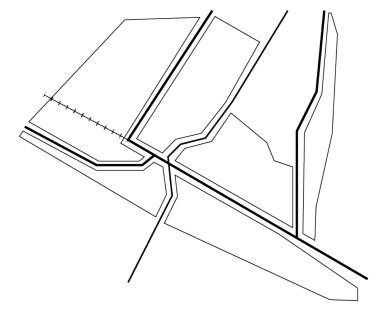


Space Claim Lorries

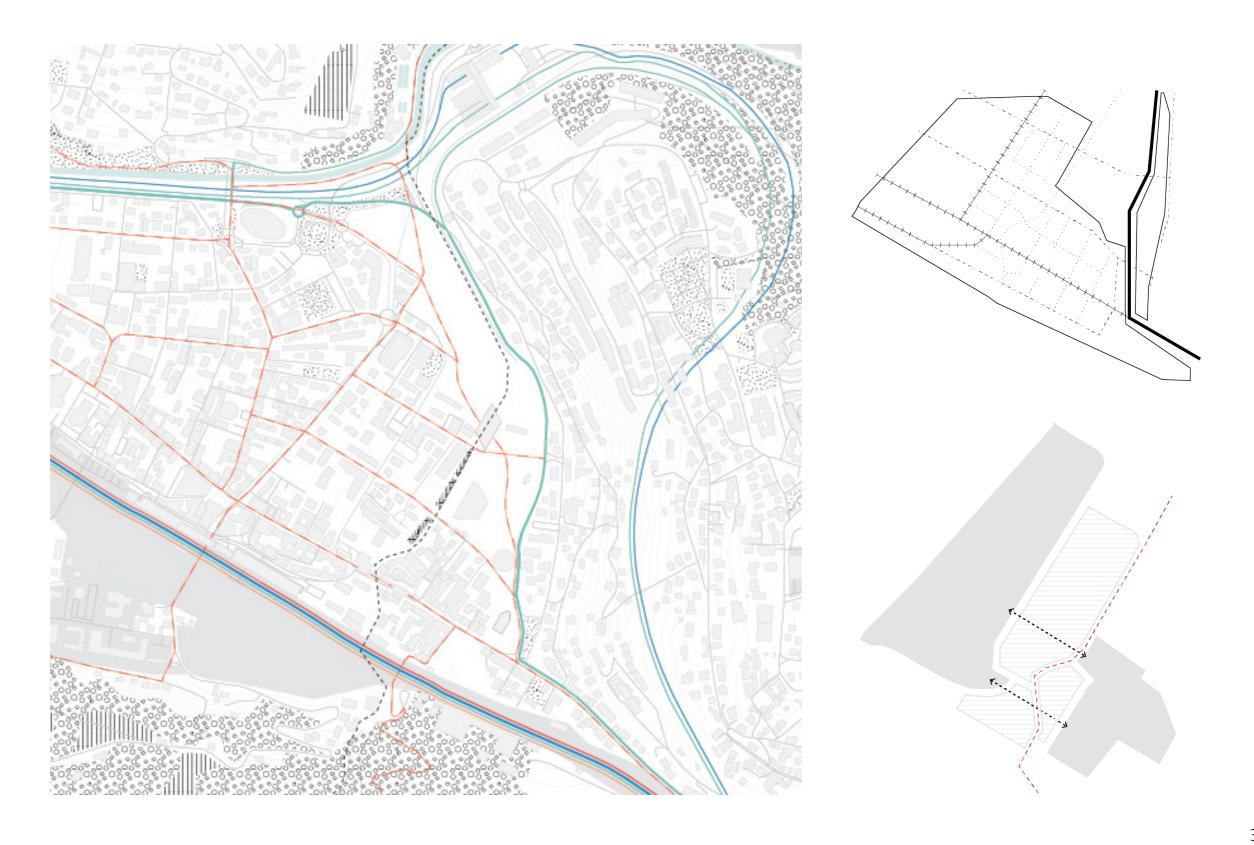








Border Space

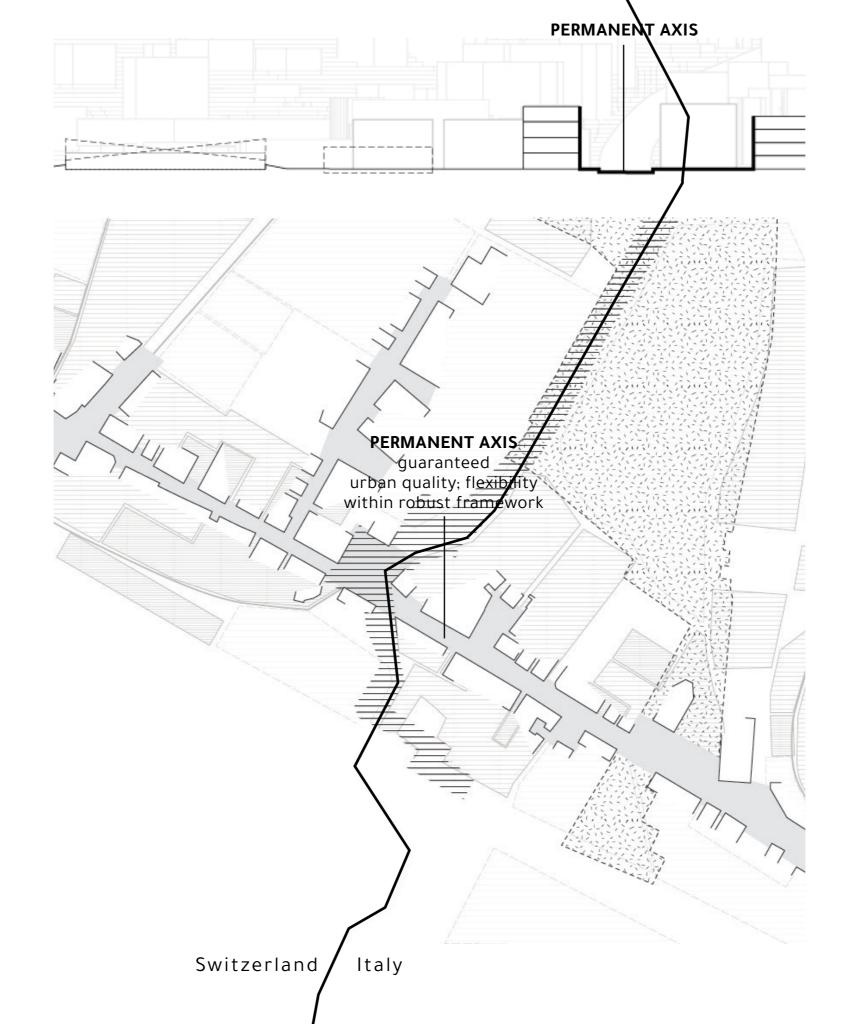


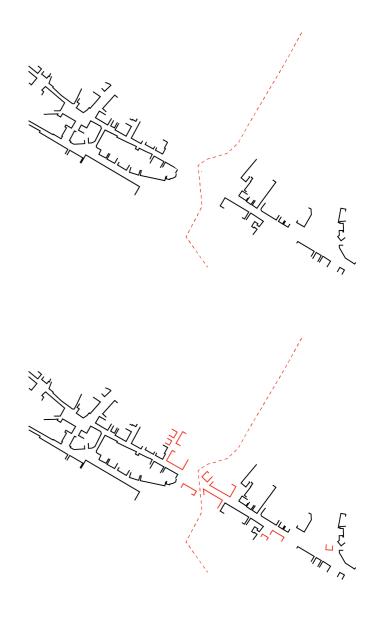
Border Space



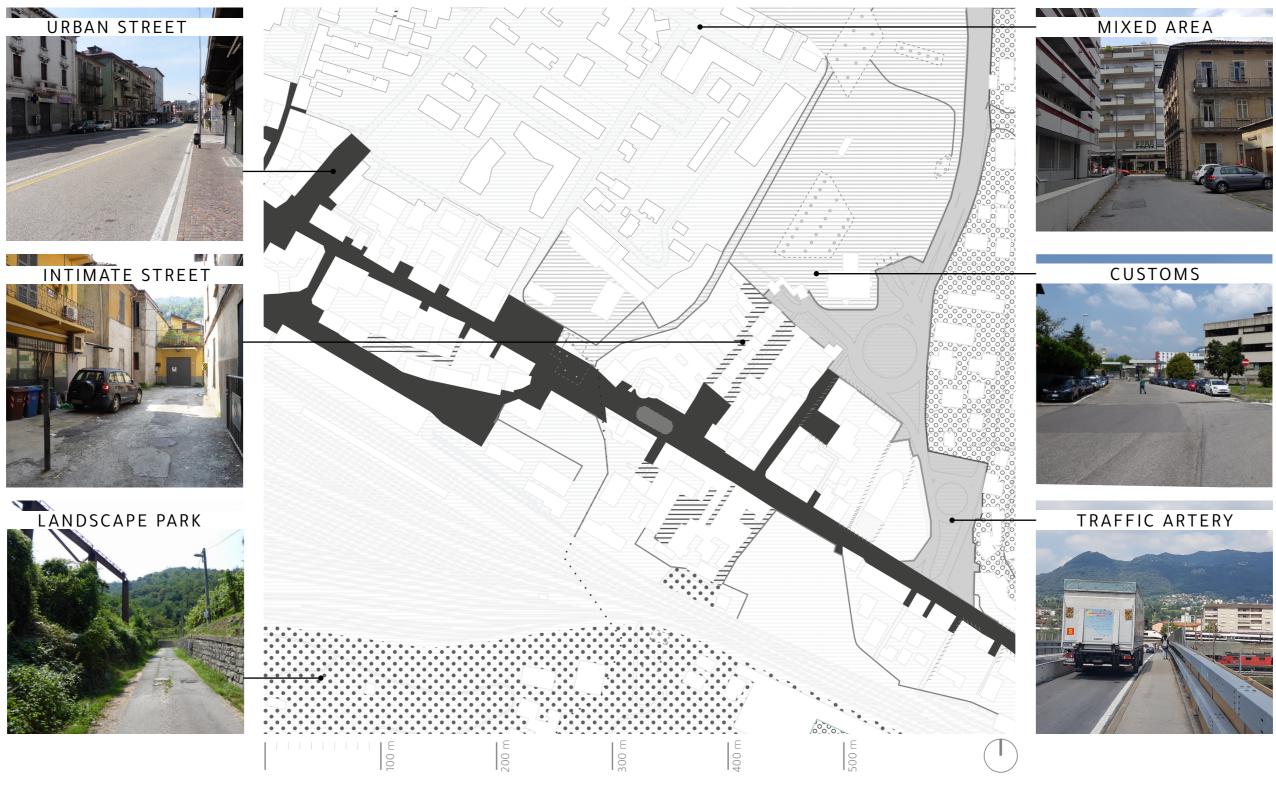
Border Space



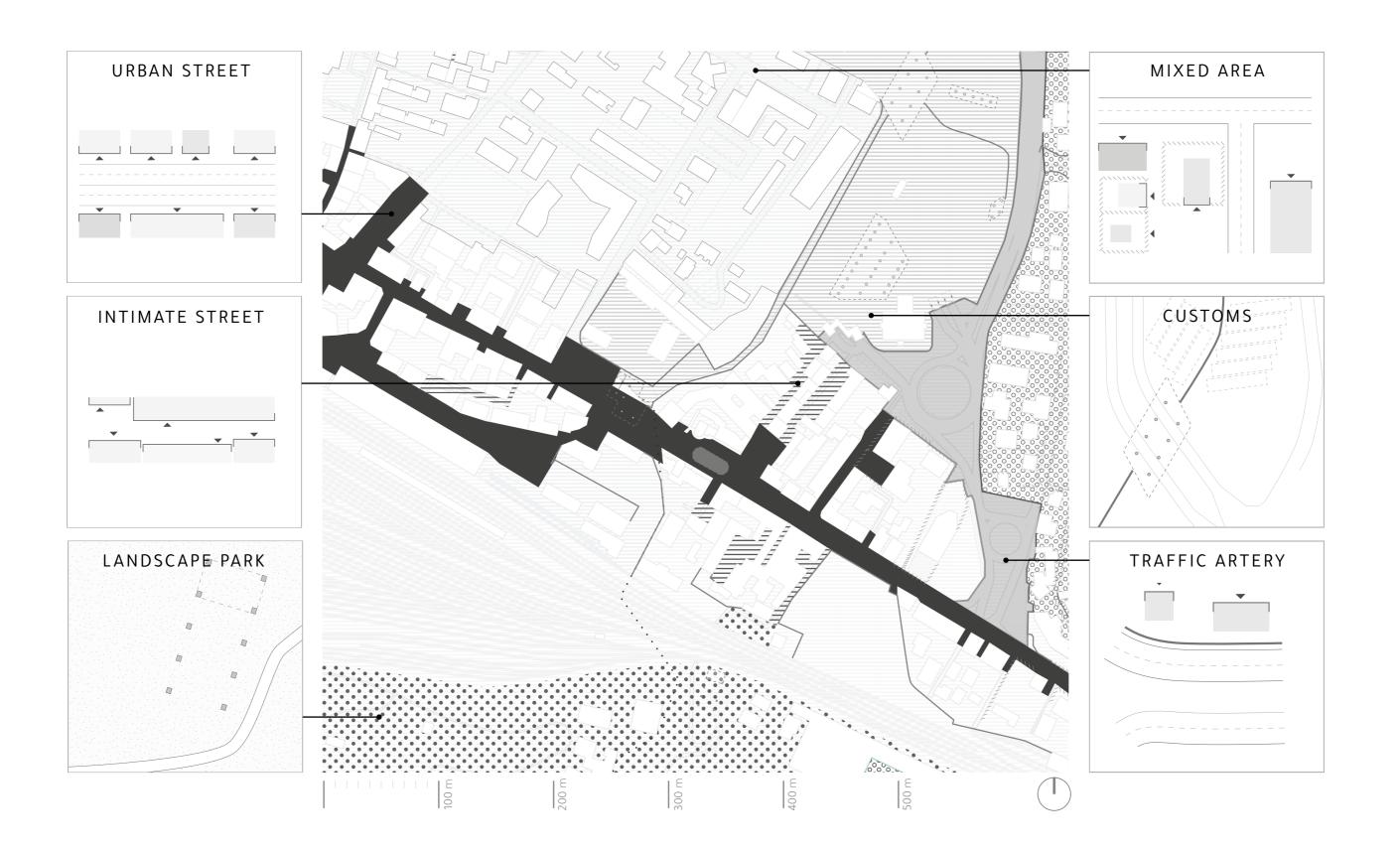




Open Space Typologies

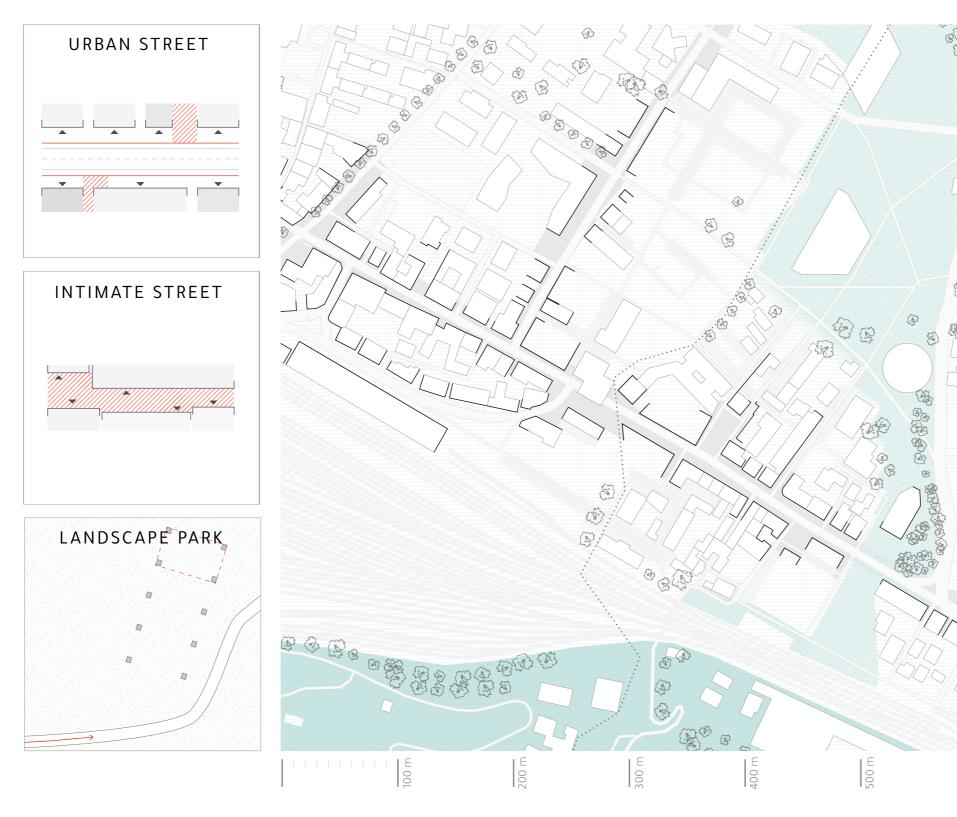


Open Space Typologies



Base Layer

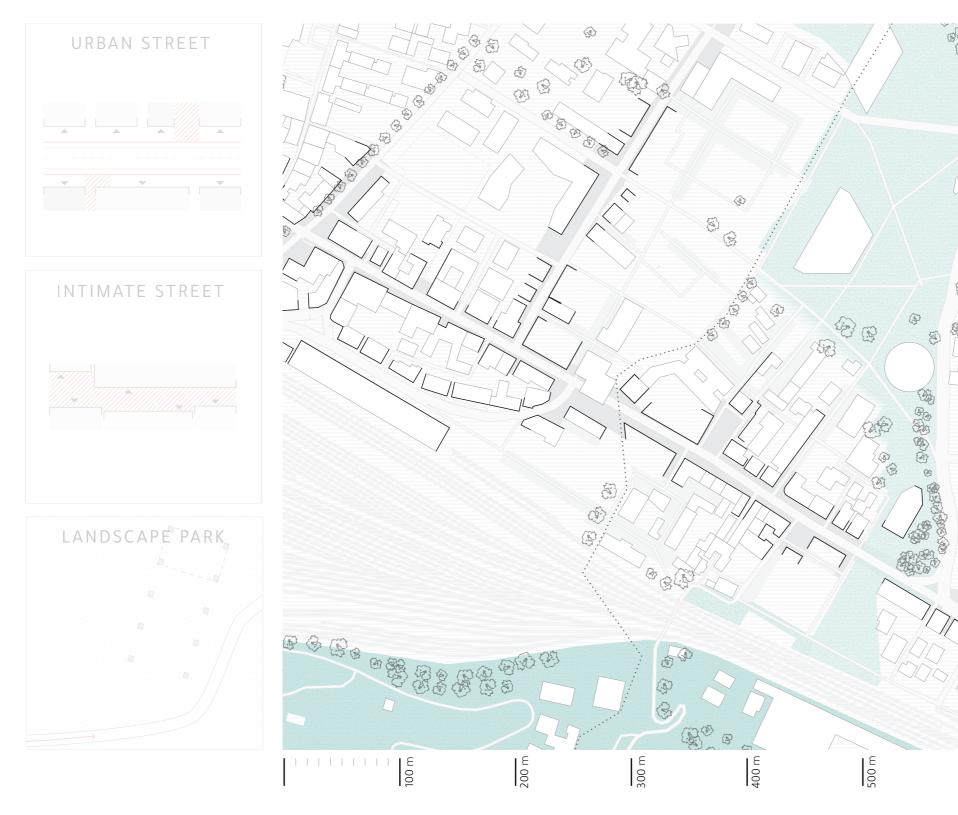
Open space typologies



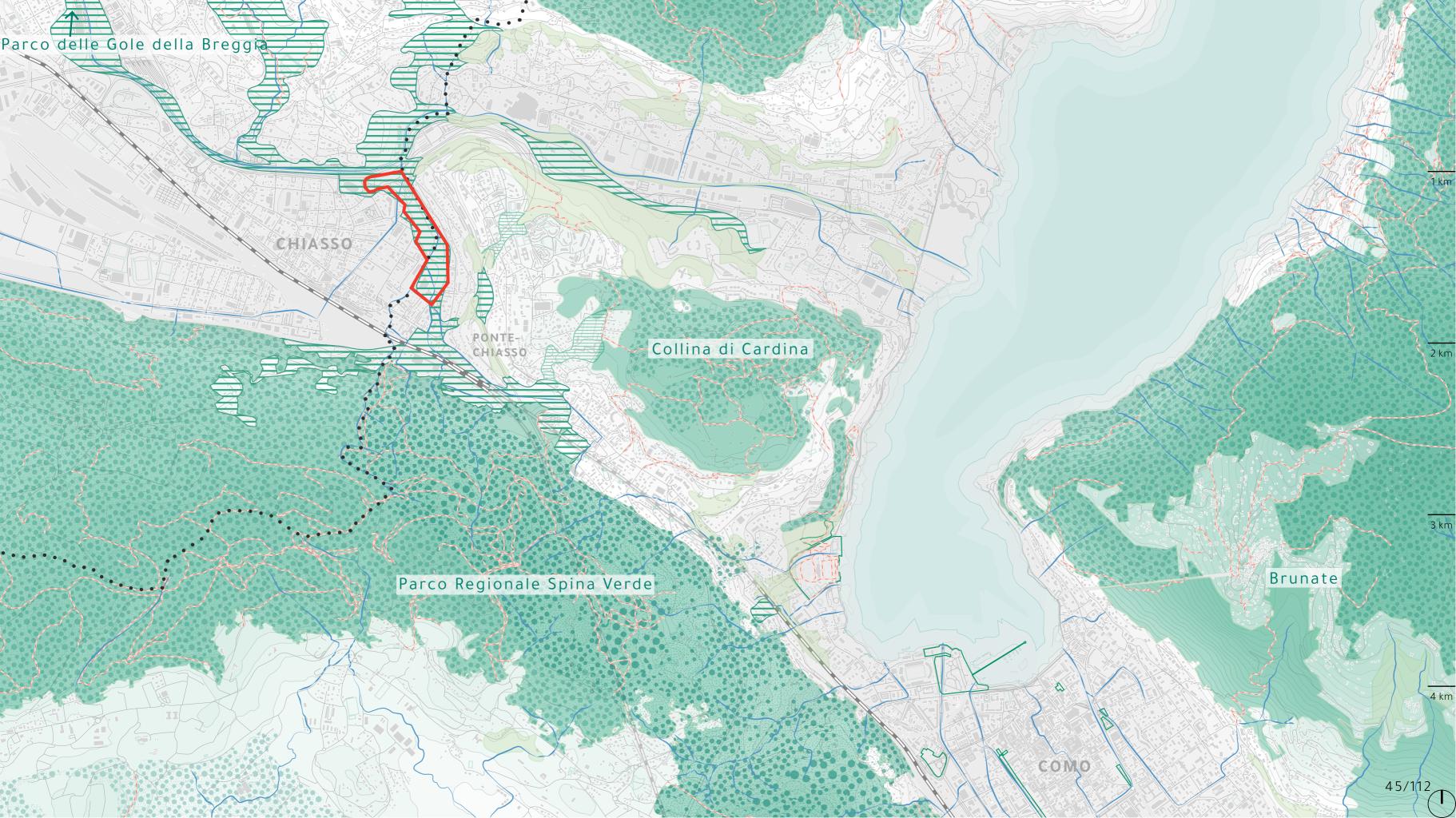


Base Layer

Open space typologies







Ecological & Recreational Connection

Customs park

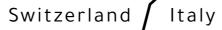


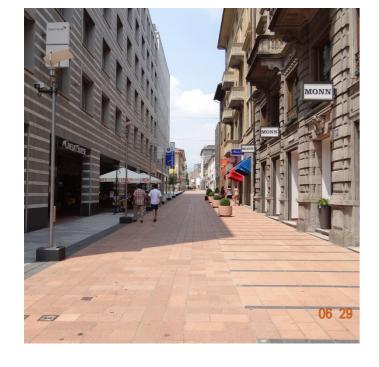
PARCO DELLE GOLE DELLA BREGGIA \leftarrow CUSTOMS PARK \leftarrow

 \longrightarrow PARCO REGIONALE SPINA VERDE

Structural Interventions







CHIASSO





PONTE-CHIASSO (COMO)

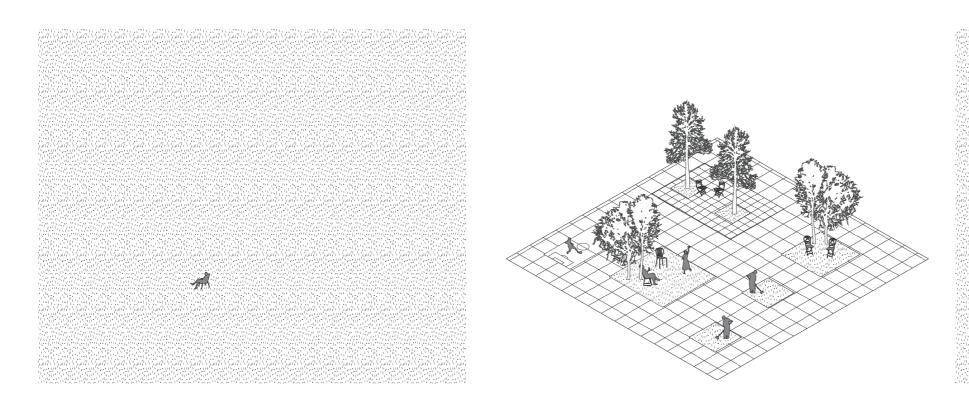




DEVELOPING THE DESIGN AMBITIONS

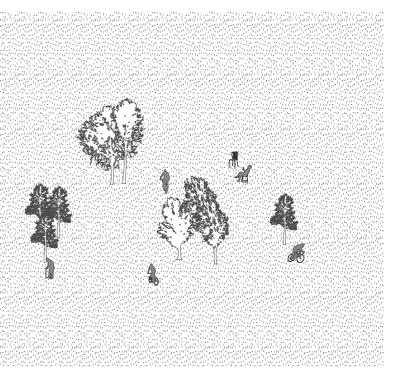


Design Ambitions



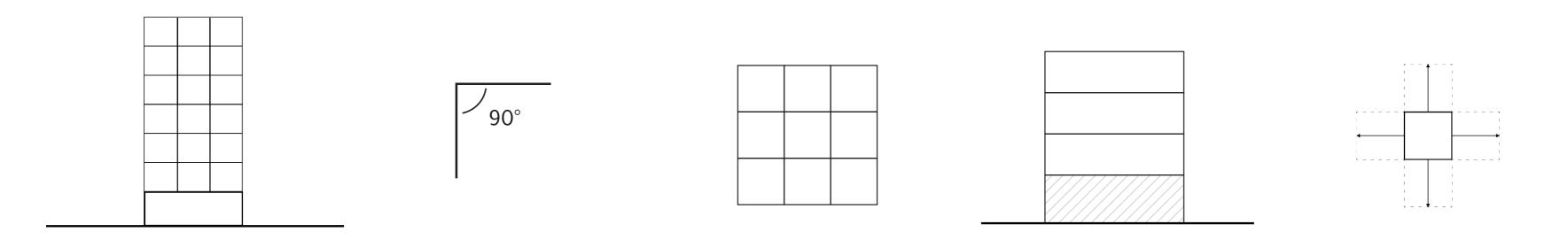
Affordable housing

Diverse places to stay



Slow traffic networks

Design principles



HIGHER DENSITIES

90-DEGREE ANGLES

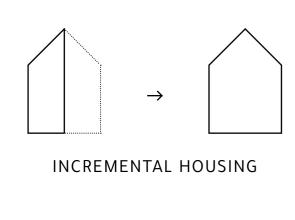
REPETITIVE UNITS

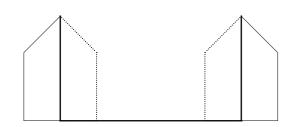
COMMERCIAL GROUND FLOOR

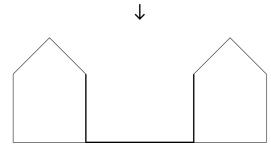
INCREMENTAL HOUSING

Incremental housing concept

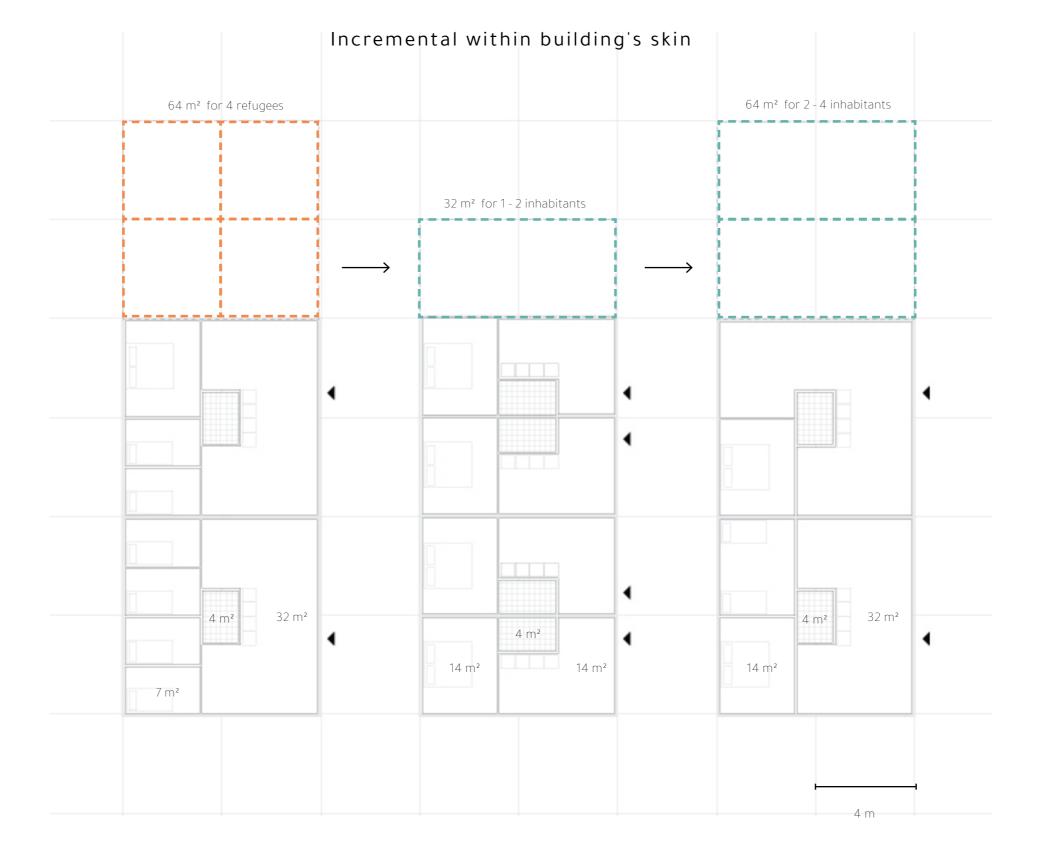


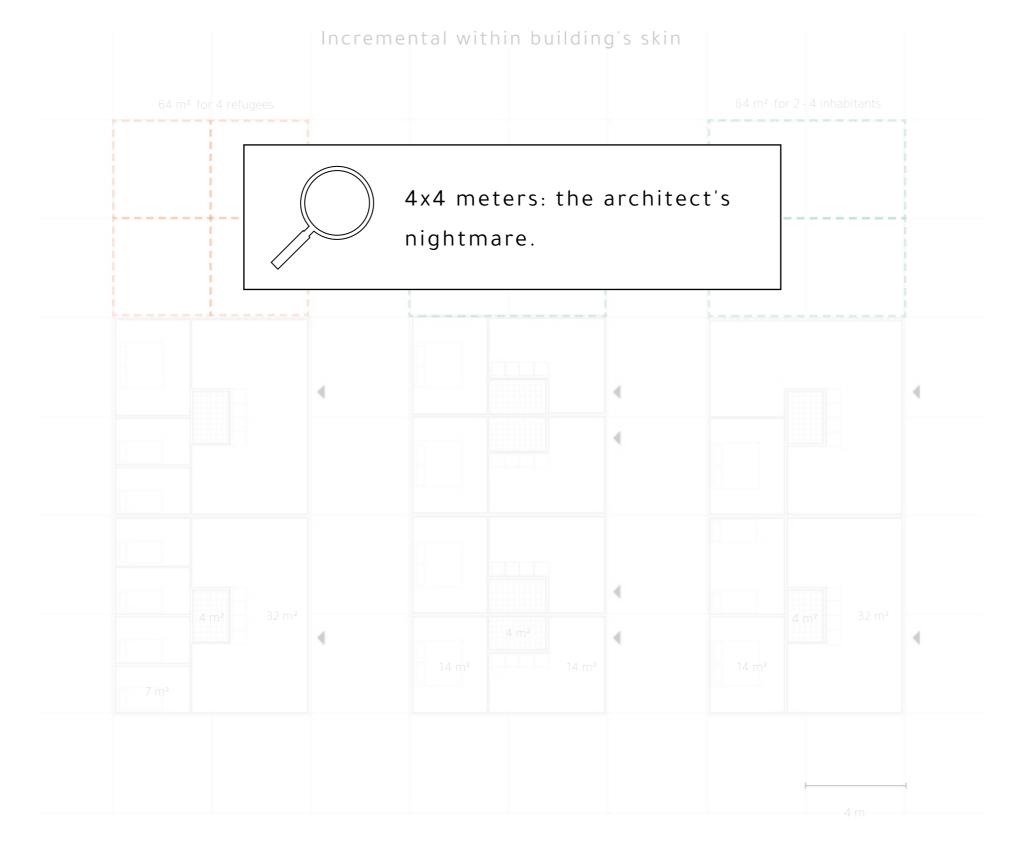




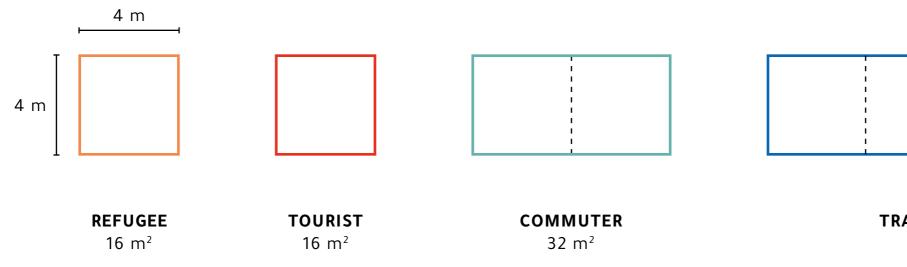


PUBLIC SPACE





The 4x4 unit

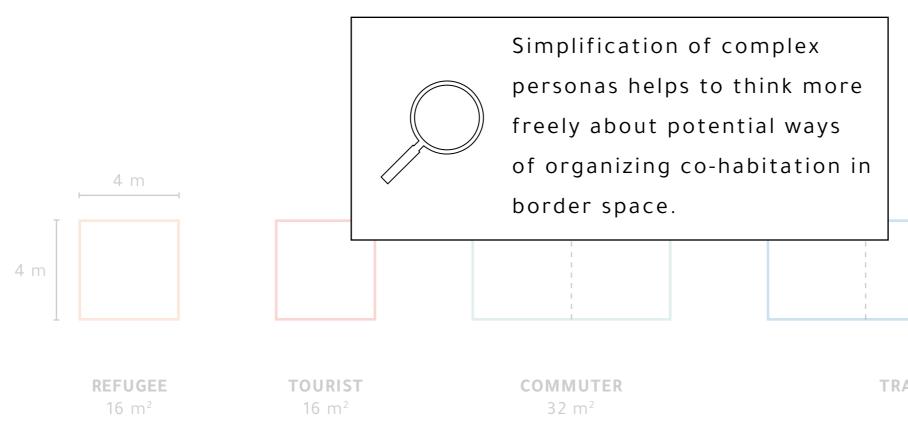


1	1	
1	I	
1	I	
1	I	
1	1	
1	1	
1	1	
1	1	
1	I	
I		

TRANSPORT DRIVER

64 m²

The 4x4 unit



1	1	
1	1	
1		
1		
1		
1	1	
	-	
1	1	

TRANSPORT DRIVER 64 m²

Urban Design

Integration of the 4x4 module

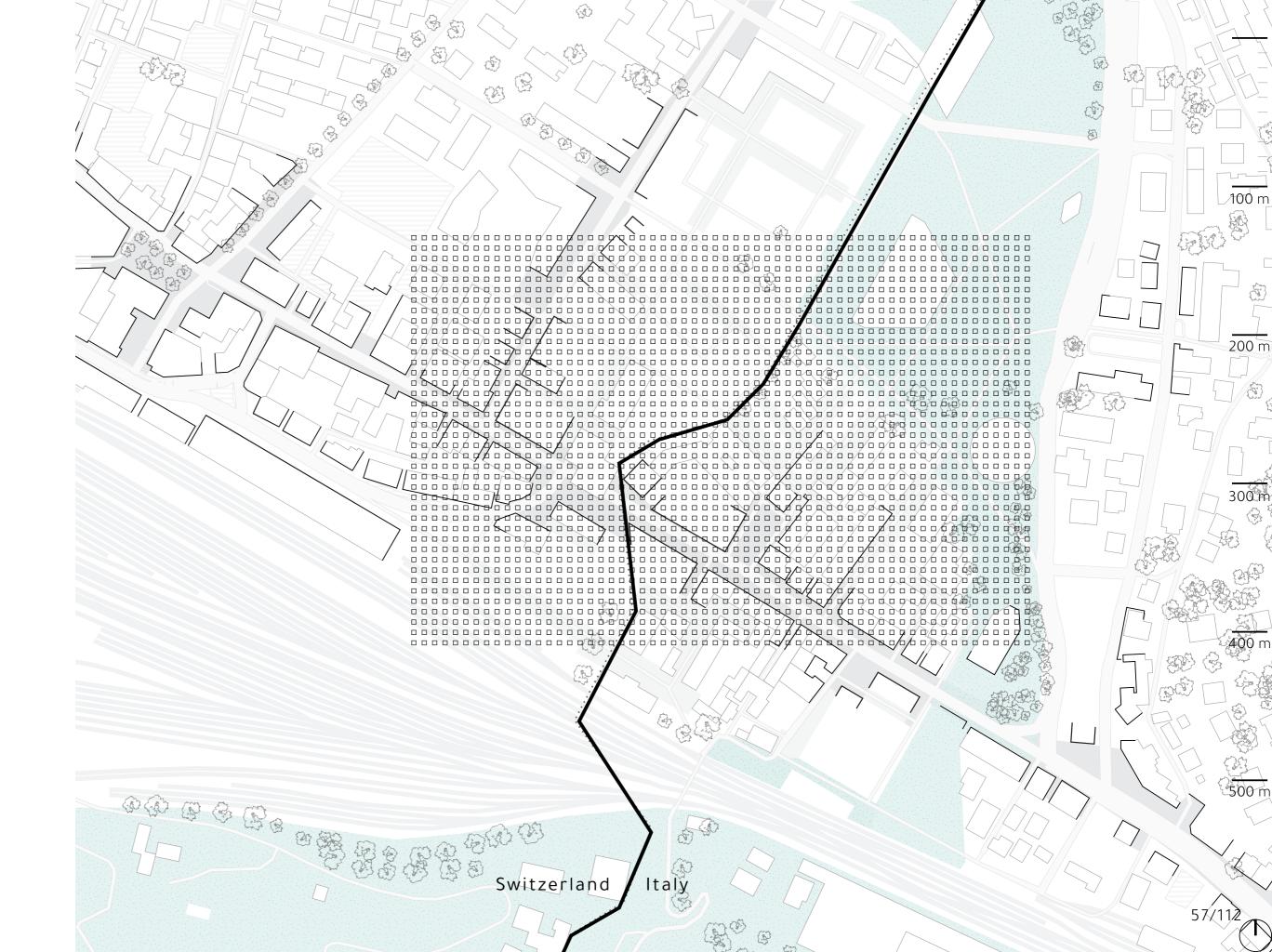






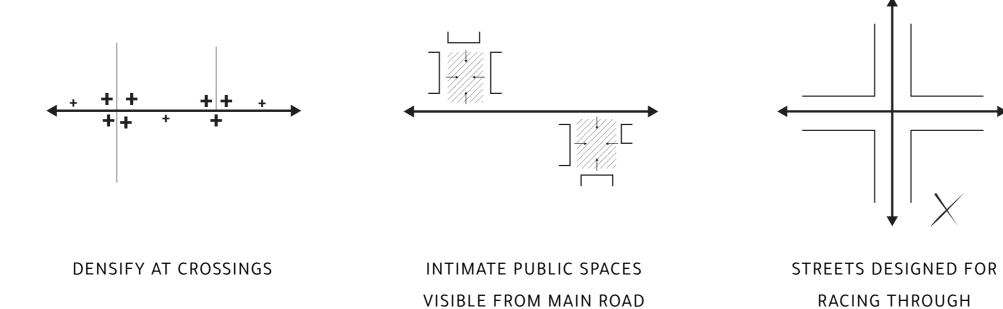
CHIASSO -PONTE-CHIASSO

+ 2.000 - 2.500 inhabitants

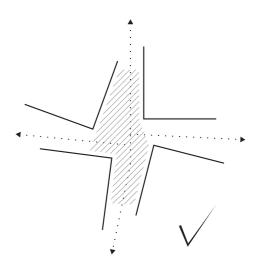


Diverse Public Spaces

Design principles



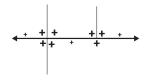
RACING THROUGH

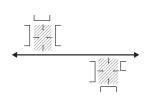


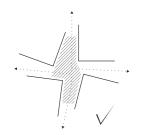
STREETS DESIGNED FOR STAYING IN

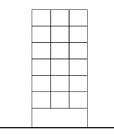
Diverse Public Spaces

+ 2.000 - 2.500 dwellings



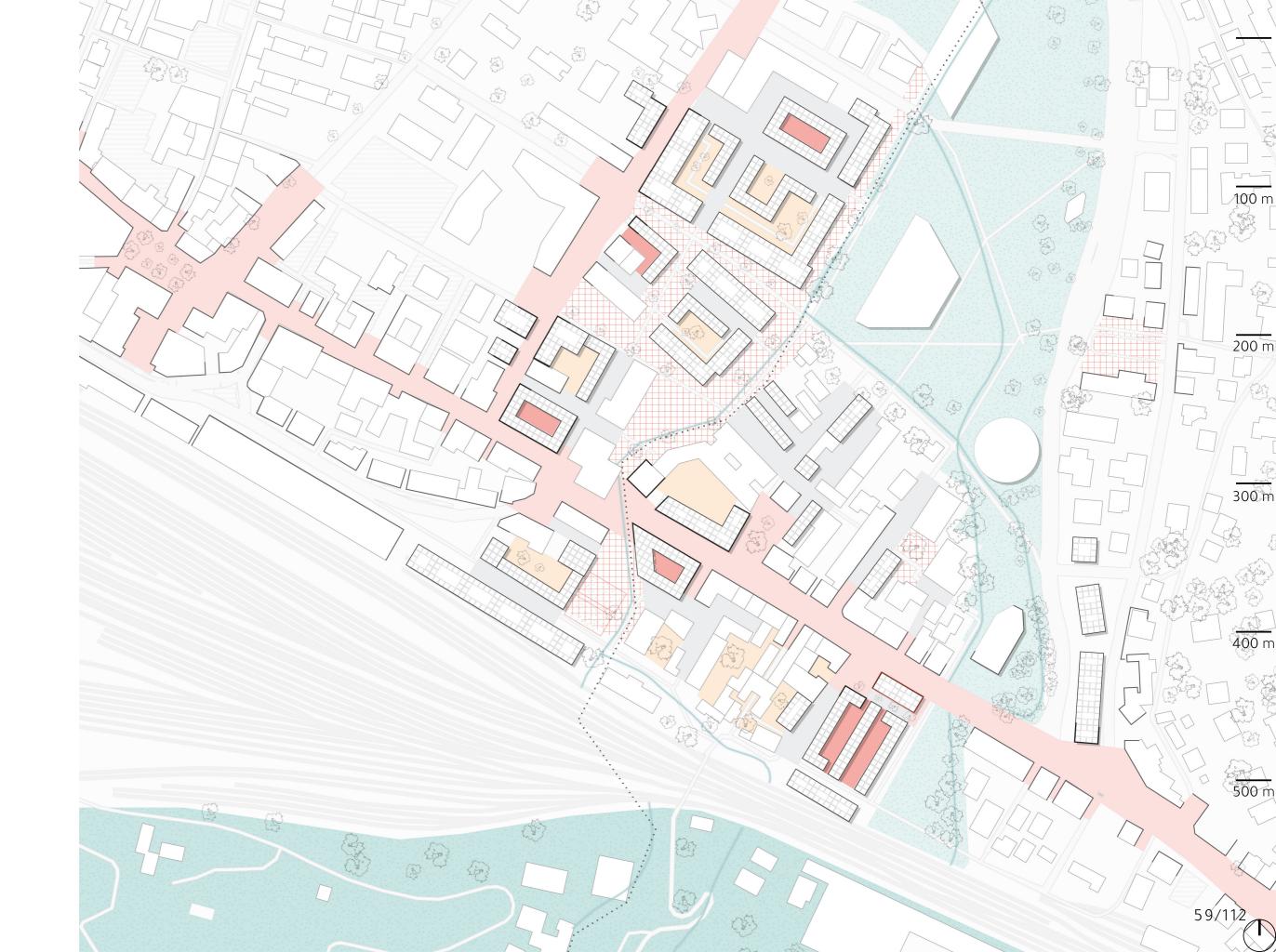


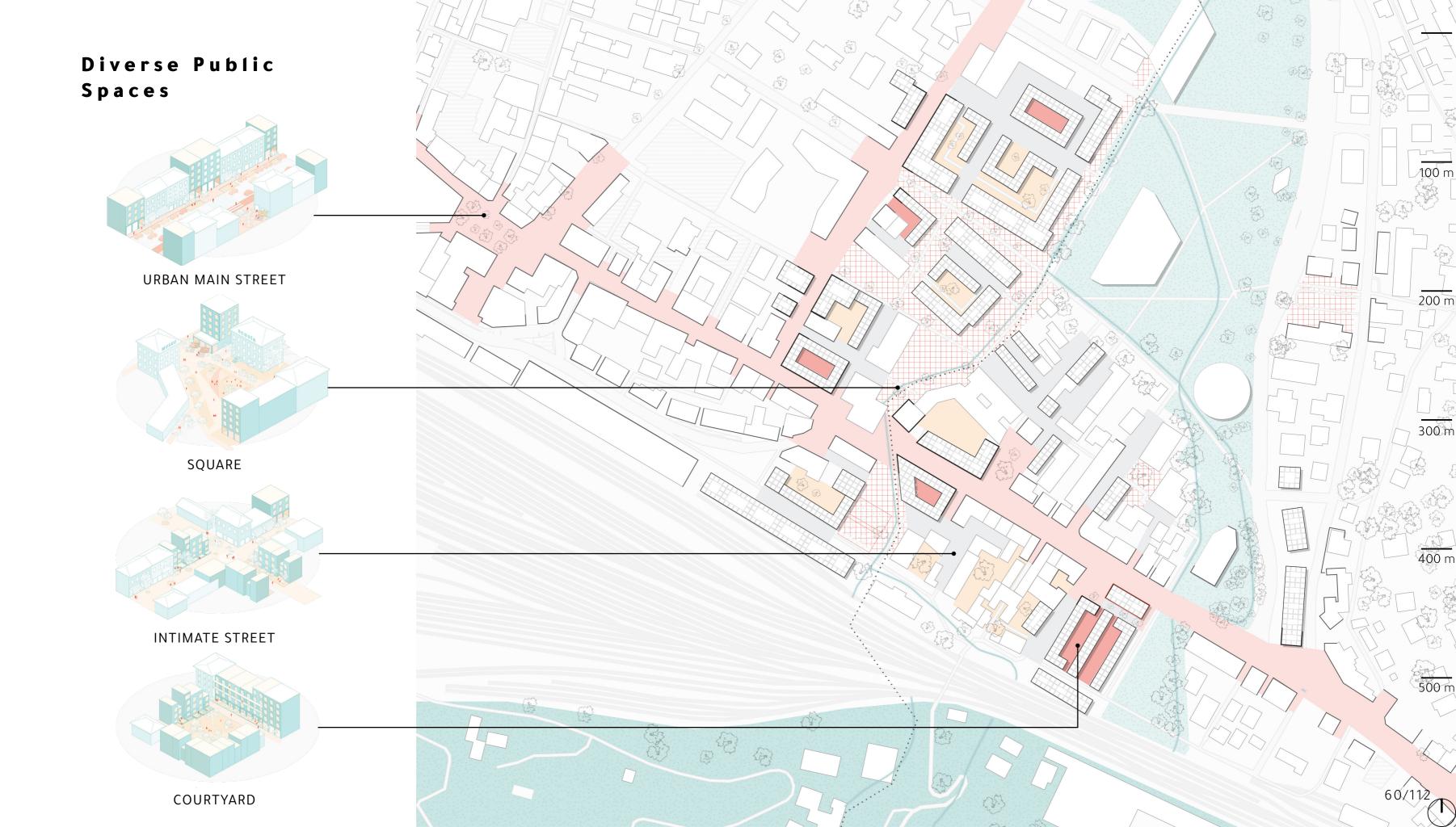


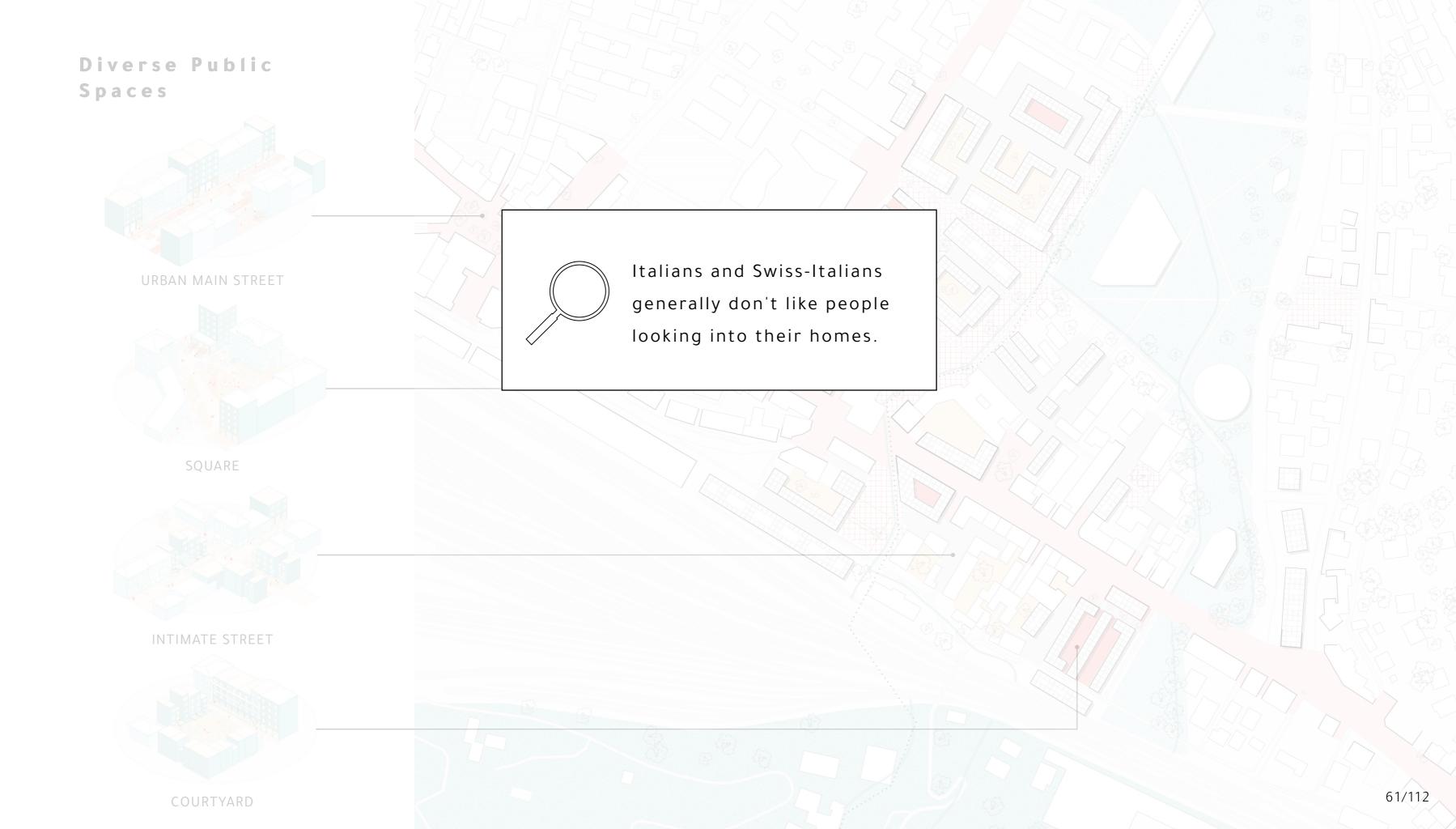




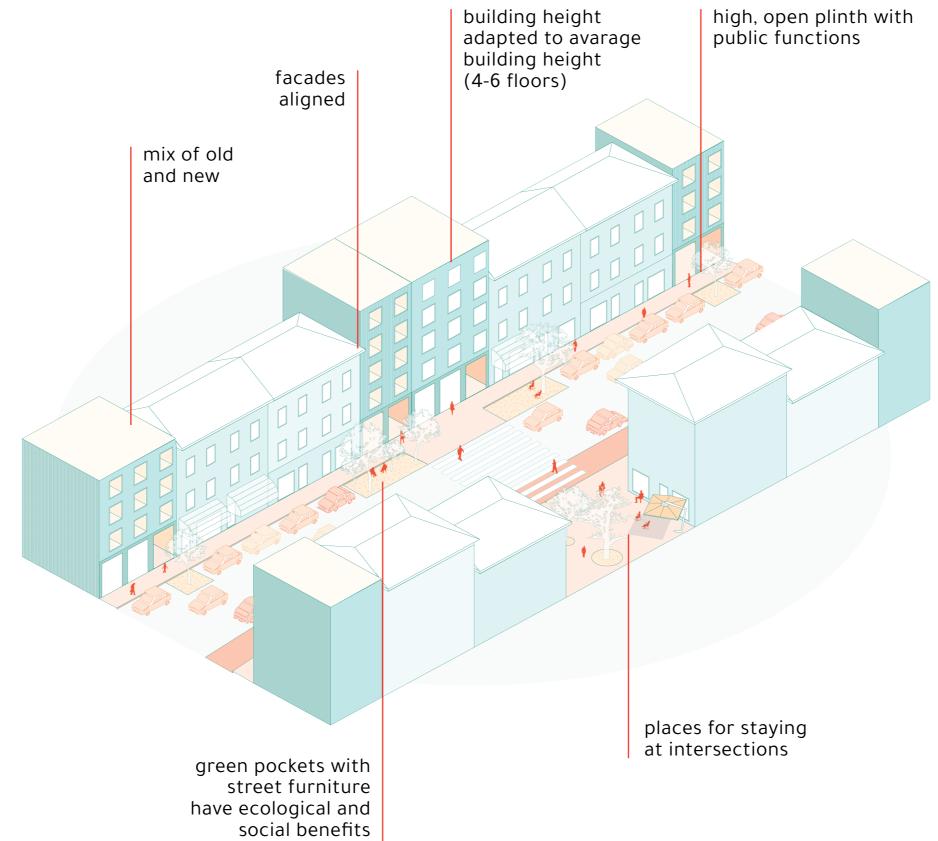
ŀ	







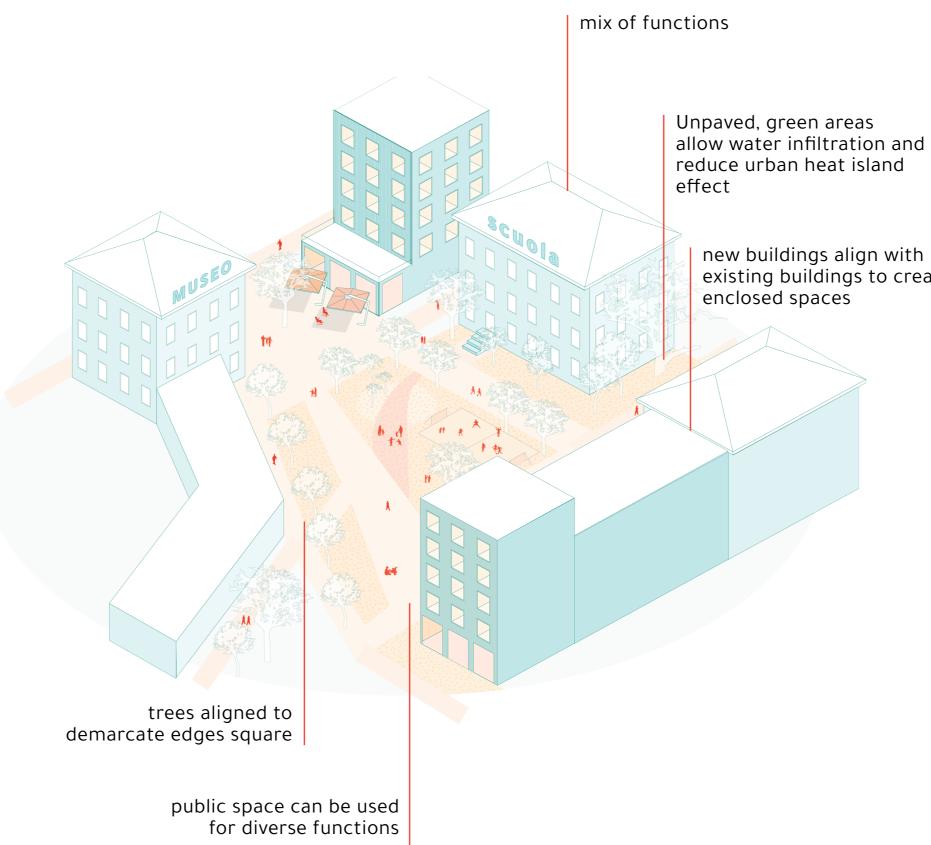
Urban Main Street



Urban Main Street



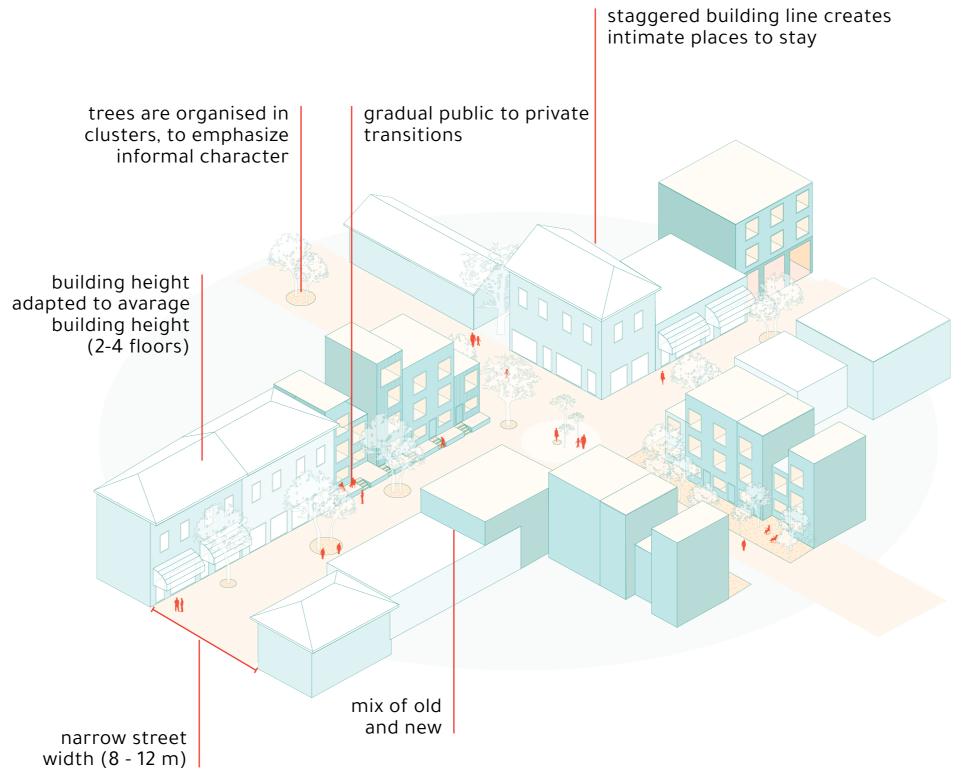
Square



new buildings align with existing buildings to create enclosed spaces



Intimate Street

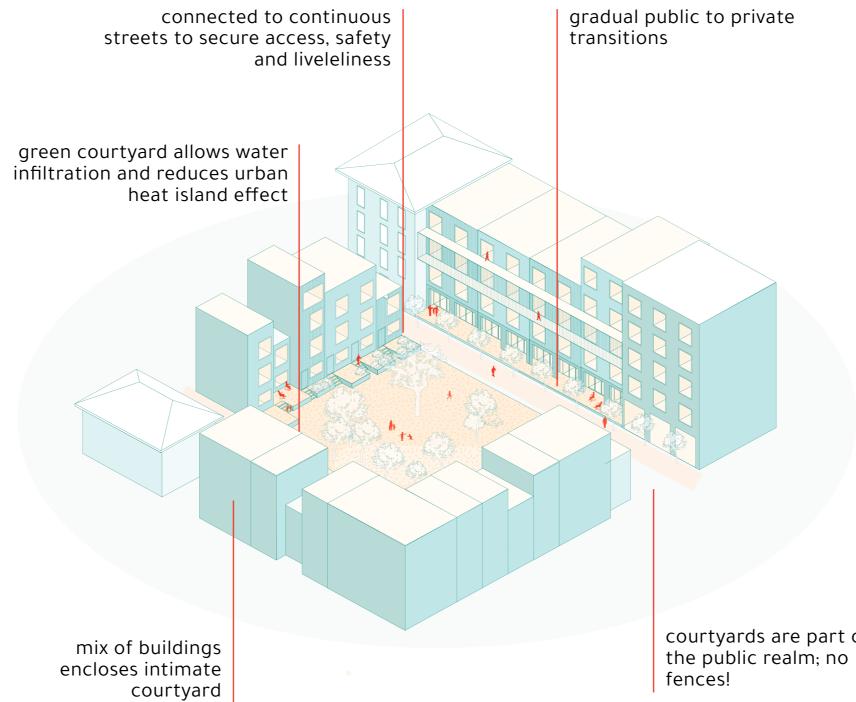


Intimate Street

caffè e lib.



Courtyard

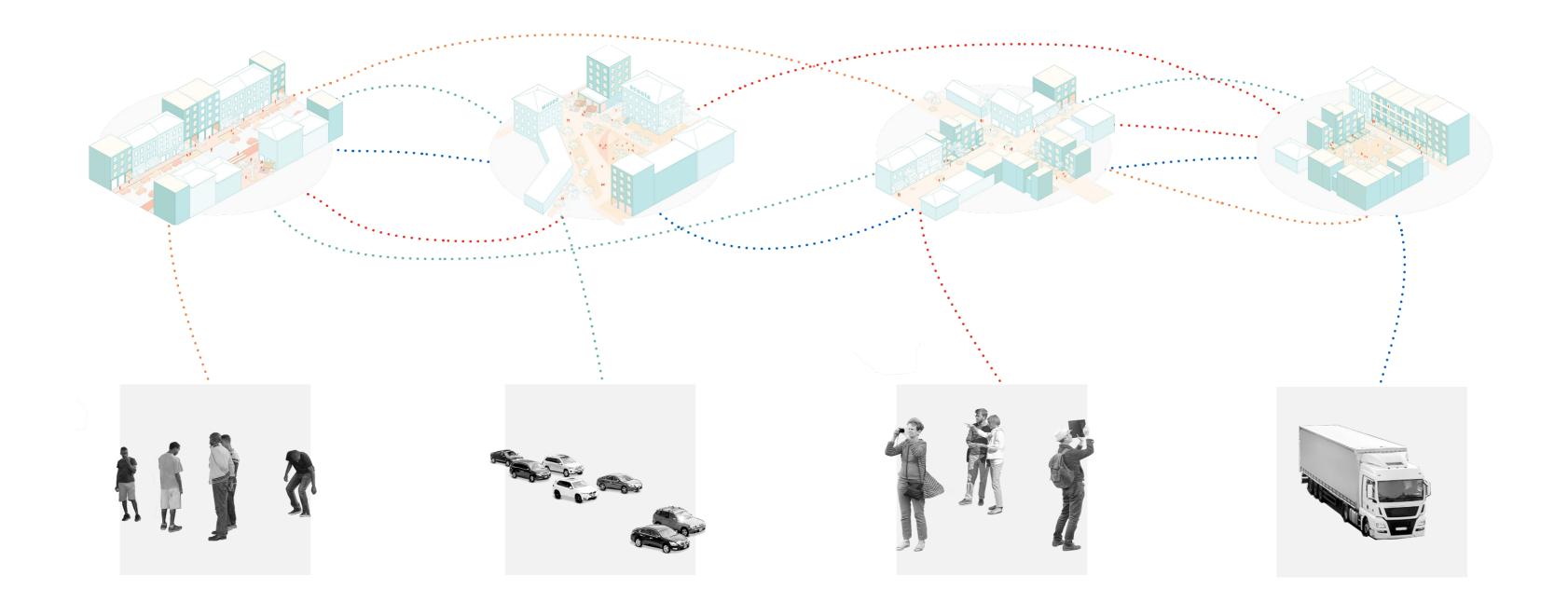


courtyards are part of





How to Activate these Spaces?



	Health centre	Market place	Sports facilities	Bar / café	(Small) library	(Small) theatre	Mensa	Language school	Primary school	Kindergarten
GROUP										
	•	•	•	•	·	•	•	•	·	•
	•	•	•	•	•	•			•	•
9										
作用 童	•	•		•		•		•		
	•			•			•			

Office / work space	Migration centre	Tourist information	
•	•		
		•	

First, Second and Third Place

FIRST PLACE

SECOND PLACE

	L		
market place / event location		basketball field	
health care		dance and music centre	
pavillion		allotment gardens for 16 families	
look-out		children's farm	
		language school	
		library	
(botanical)		kindergarten	
garden		primary school	
		small exhibition space	
public garden		museum	
supermarket		tourist information office / work space	

THIRD PLACE

bar / café		
restaurant		
small shop		
playground		
		100 m

FIRST PLACE

SECOND PLACE

market place / event location	basketball field	
health care	dance and music centre	
pavillion	allotment gardens for 16 families	
look-out	children's farm language school	
	library	
(botanical)	kindergarten	
garden	primary school	
	small exhibition space	
public garden	museum	
supermarket	tourist information office / work space	

bar / café		
restaurant		
small shop		
playground		
		100 m

FIRST PLACE

SECOND PLACE

market place / event location	basketball field	
health care	dance and music centre	
pavillion	allotment gardens for 16 families	
look-out	children's farm	
	language school	
	library	
(botanical)	kindergarten	
garden	primary school	
	small exhibition space	
public garden	museum	
supermarket	tourist information	
	office / work space	

bar / café		
restaurant		
small shop		
playground		
		100 m
	1	

FIRST PLACE

SECOND PLACE

	market place / event location	basketball field	
	health care	dance and music centre	
	pavillion	allotment gardens for 16 families	
	look-out	children's farm	
		language school	
		library	
(botanical)	kindergarten		
	garden	primary school	
		small exhibition space	
	public garden	museum	
	supermarket	tourist information office / work space	

bar / café		
restaurant		
small shop		
playground		
		100 m

FIRST PLACE

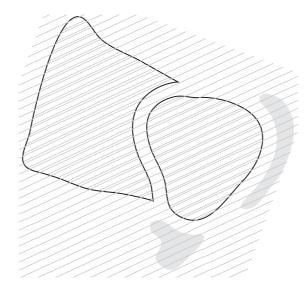
SECOND PLACE

market place / event location		basketball field	
health care		dance and music centre	
pavillion		allotment gardens for 16 families	
look-out		children's farm	
		language school	
		library	
(botanical)		kindergarten	
garden		primary school	
		small exhibition space	
public garden		museum	
supermarket	D	tourist information	
		office / work space	

bar / café		
restaurant		
small shop		
playground		
		100 m
	1	

SECOND PLACE CONNECTIVE SPACE

FIRST PLACE ANONYMOUS SPACE



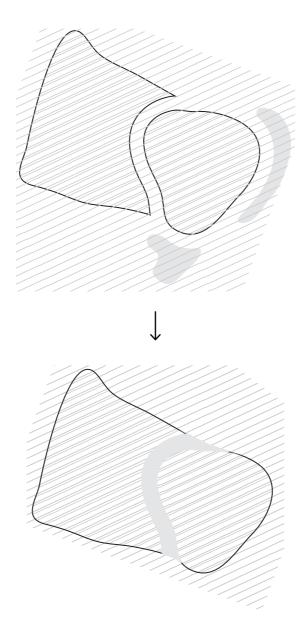


THIRD PLACE FAMILIAR SPACE

100 m

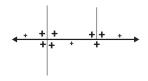
SECOND PLACE CONNECTIVE SPACE

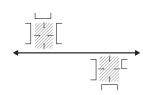
FIRST PLACE ANONYMOUS SPACE

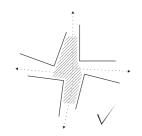


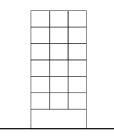


+ 2.000 - 2.500 inhabitants

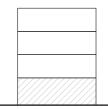


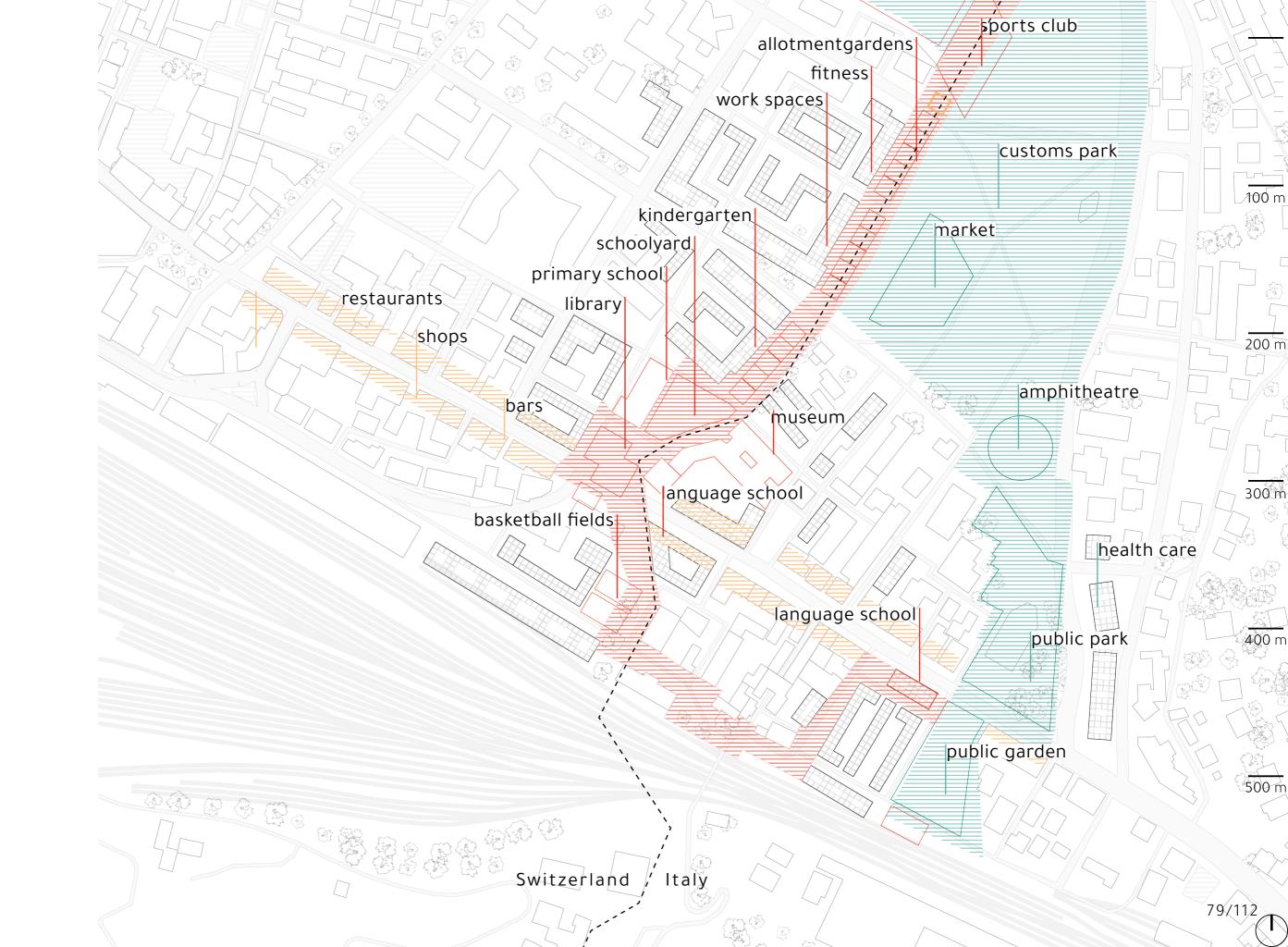




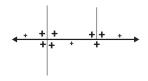


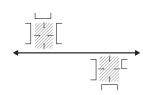


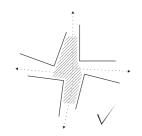


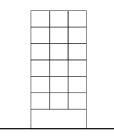


+ 2.000 - 2.500 inhabitants

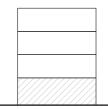


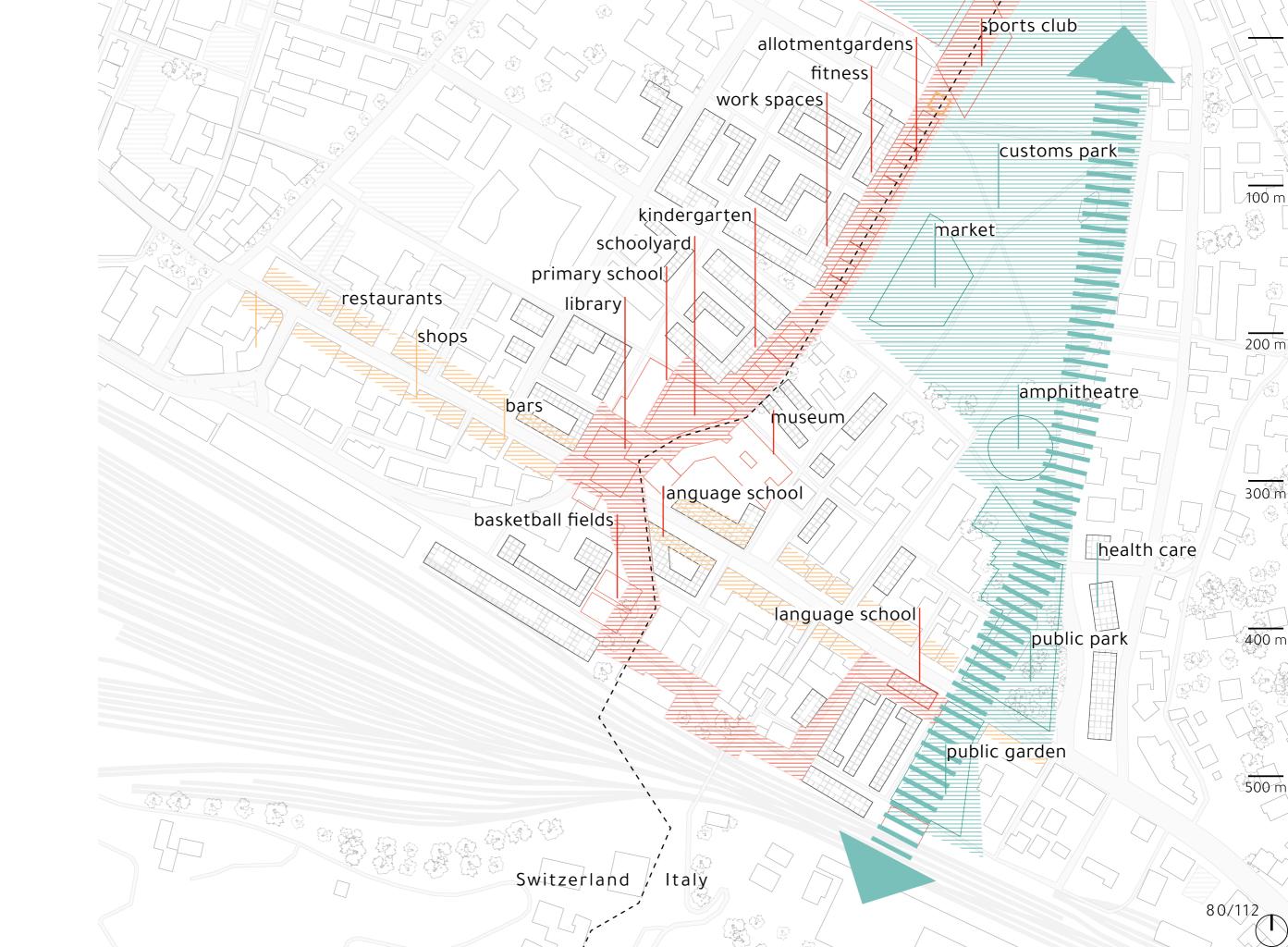




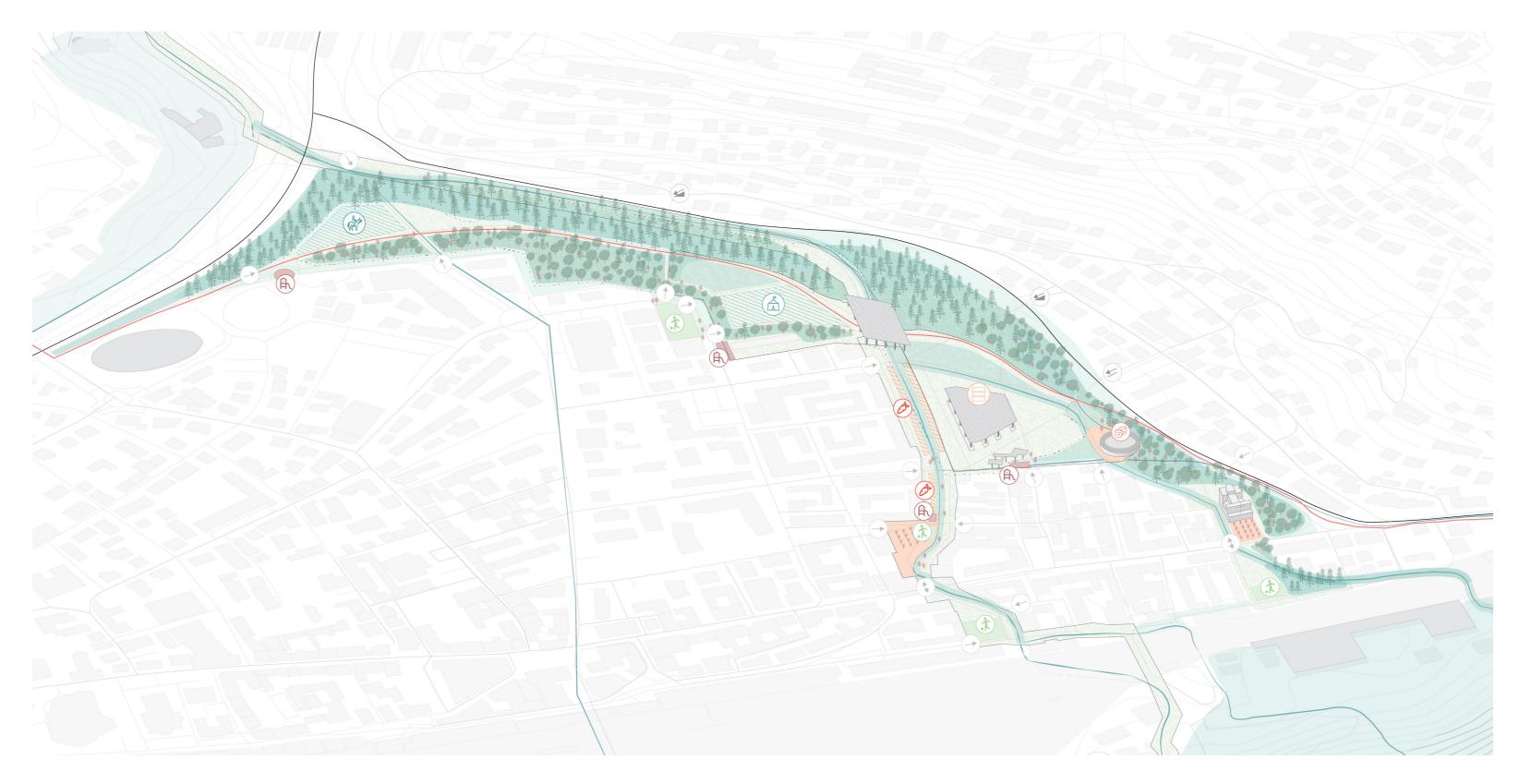








Customs Park





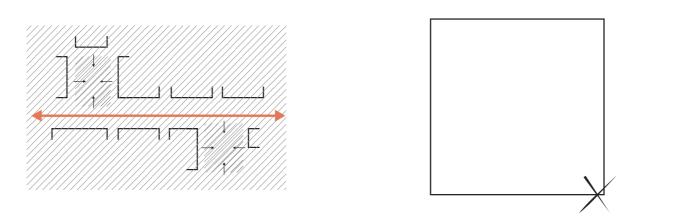






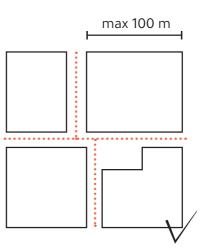
Slow Traffic Networks

Design principles



SLOW TRAFFIC NETWORKS	LARGE BUILDING BLOCKS
EMBEDDED IN MAIN URBAN AXES	ENCOURAGE HOMOGENEITY

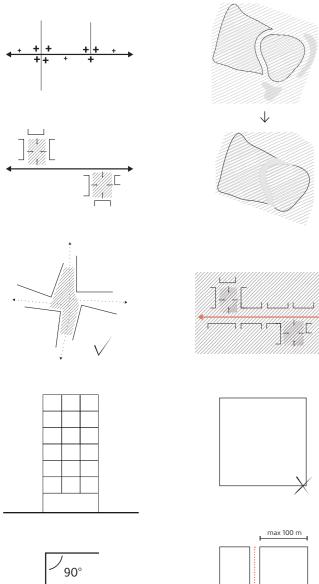
S	M	A
	Е	Ν



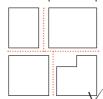
ALL BUILDING BLOCKS NCOURAGE WALKING

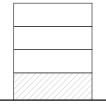
Slow Traffic Networks

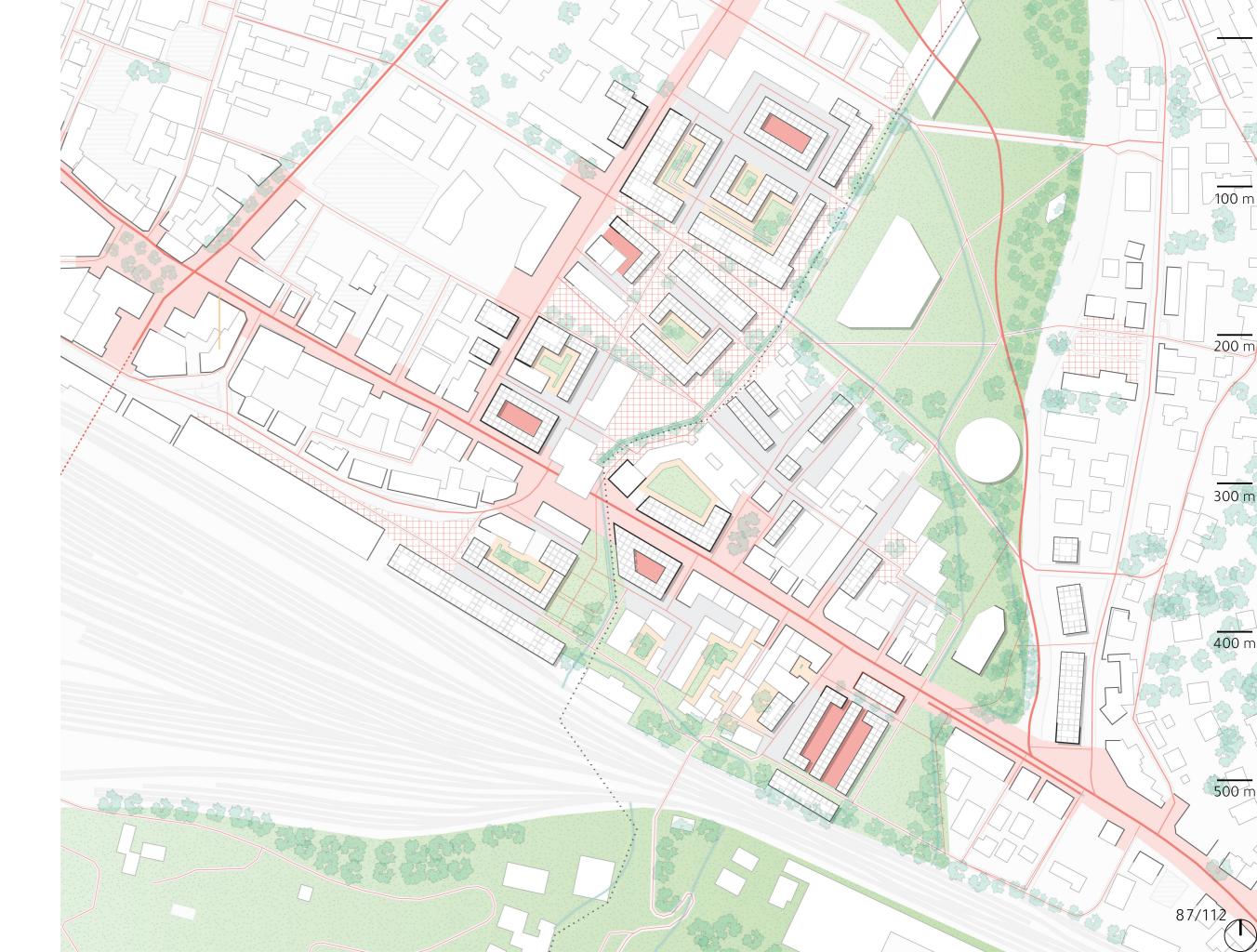
+ 2.000 - 2.500 inhabitants





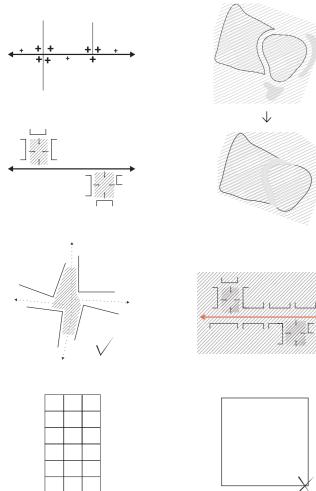


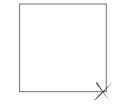


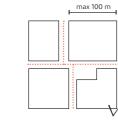


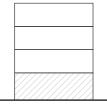
Urban Plan

+ 2.000 - 2.500 inhabitants

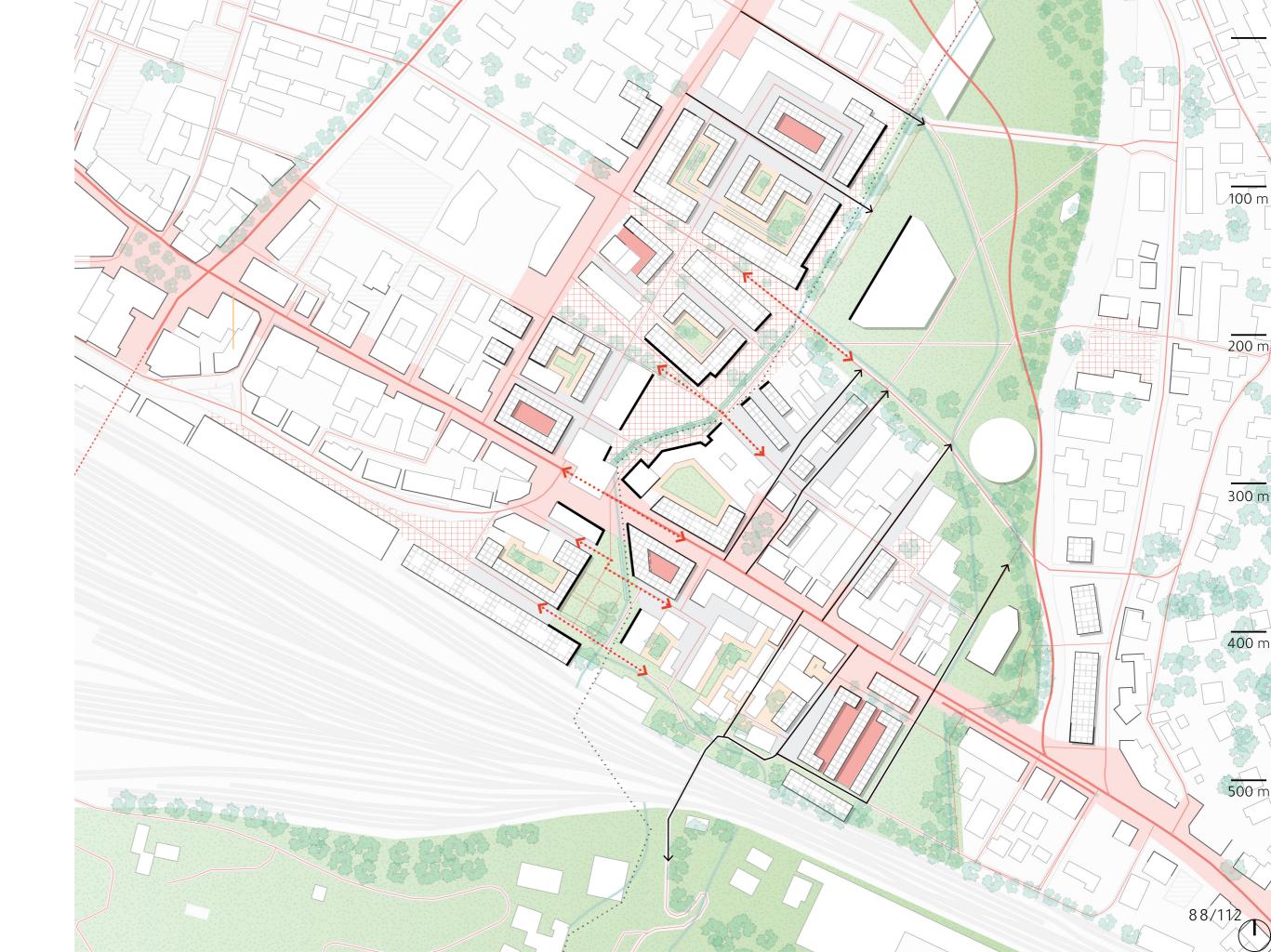






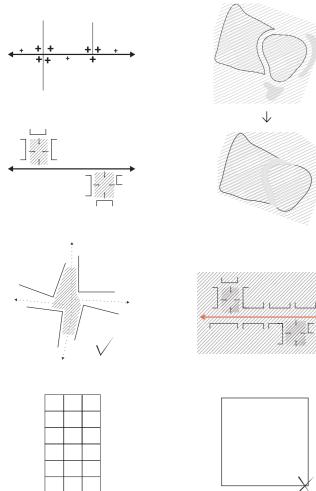


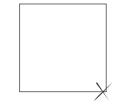
ノ_{90°}

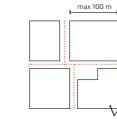


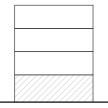
Urban Plan

+ 2.000 - 2.500 inhabitants

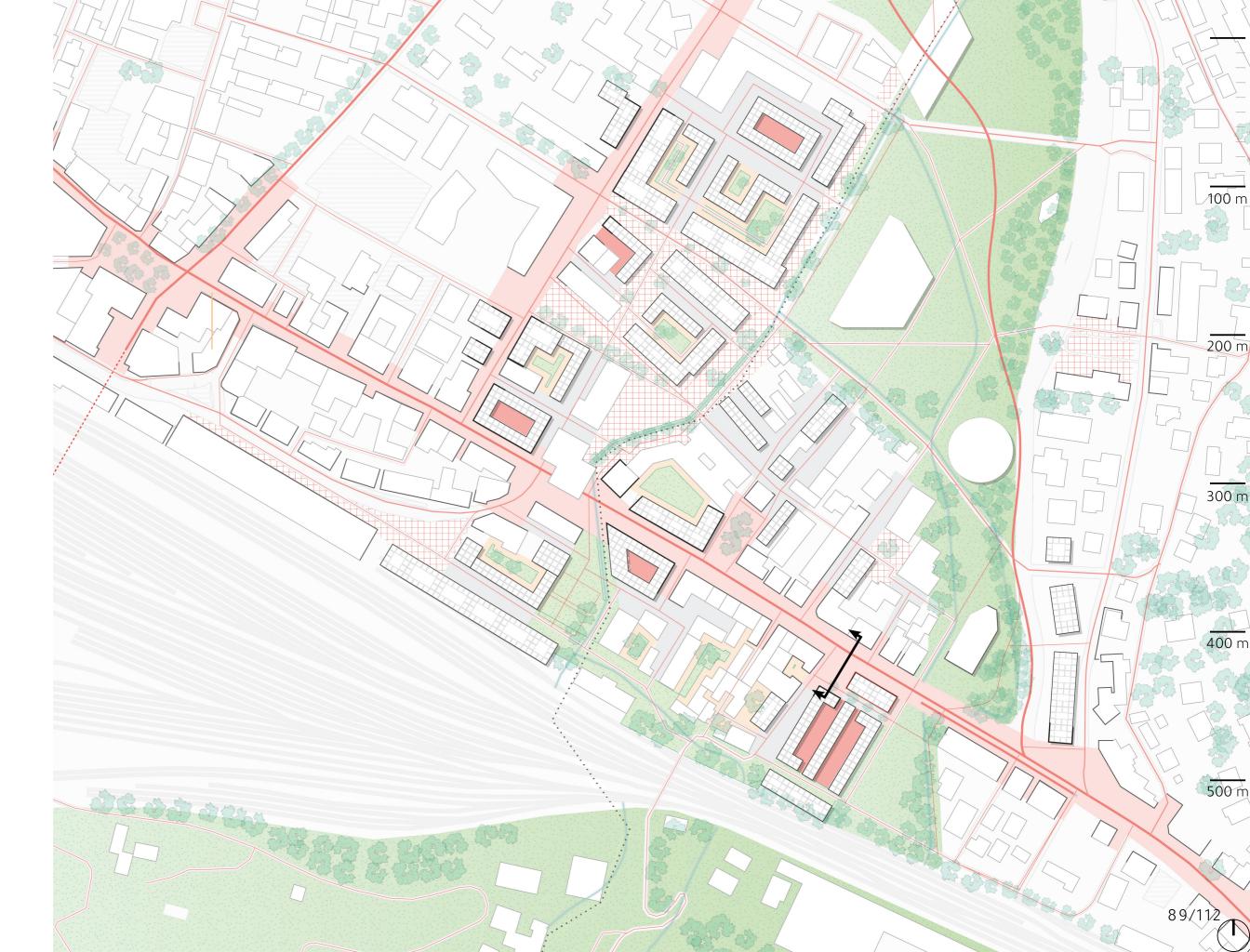






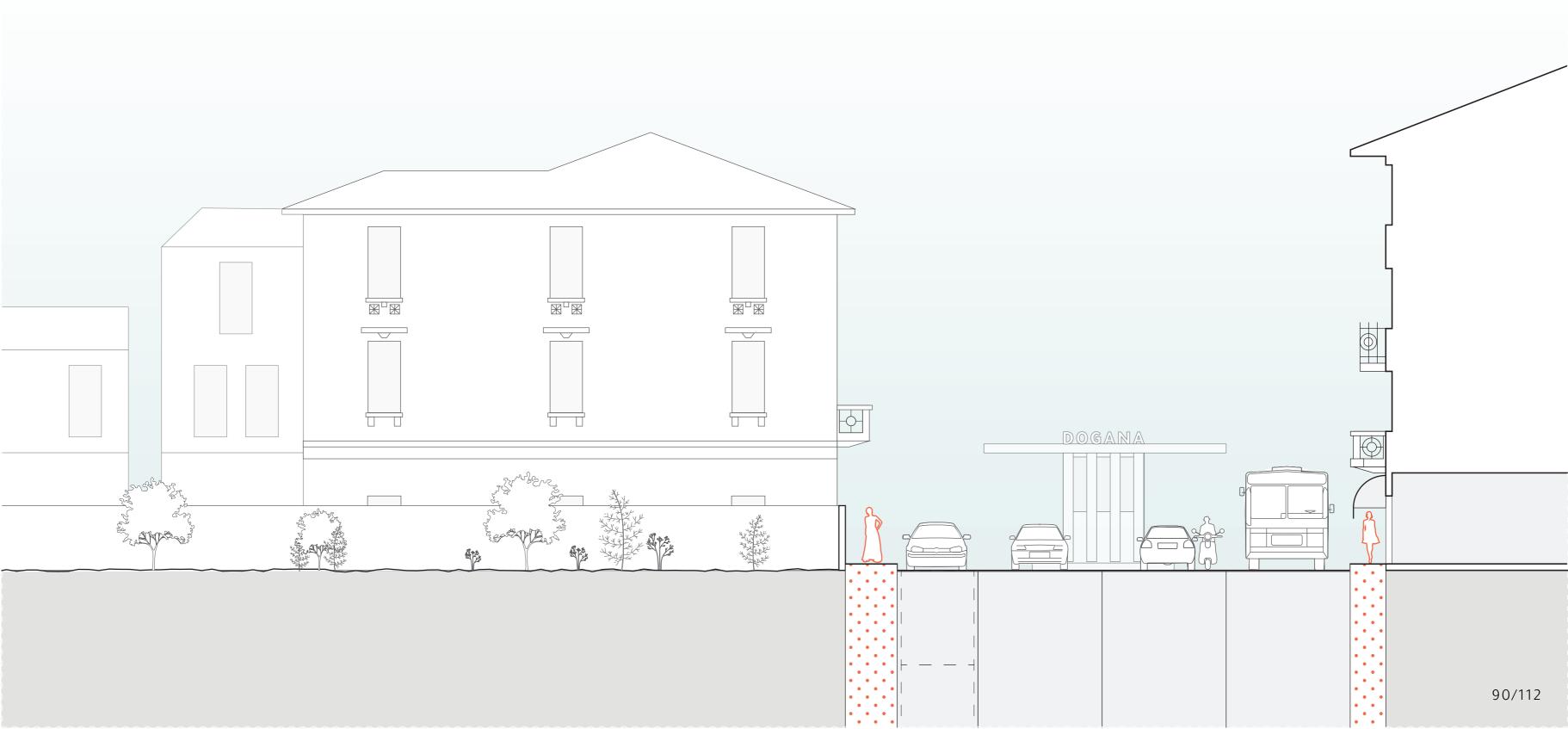


ノ_{90°}



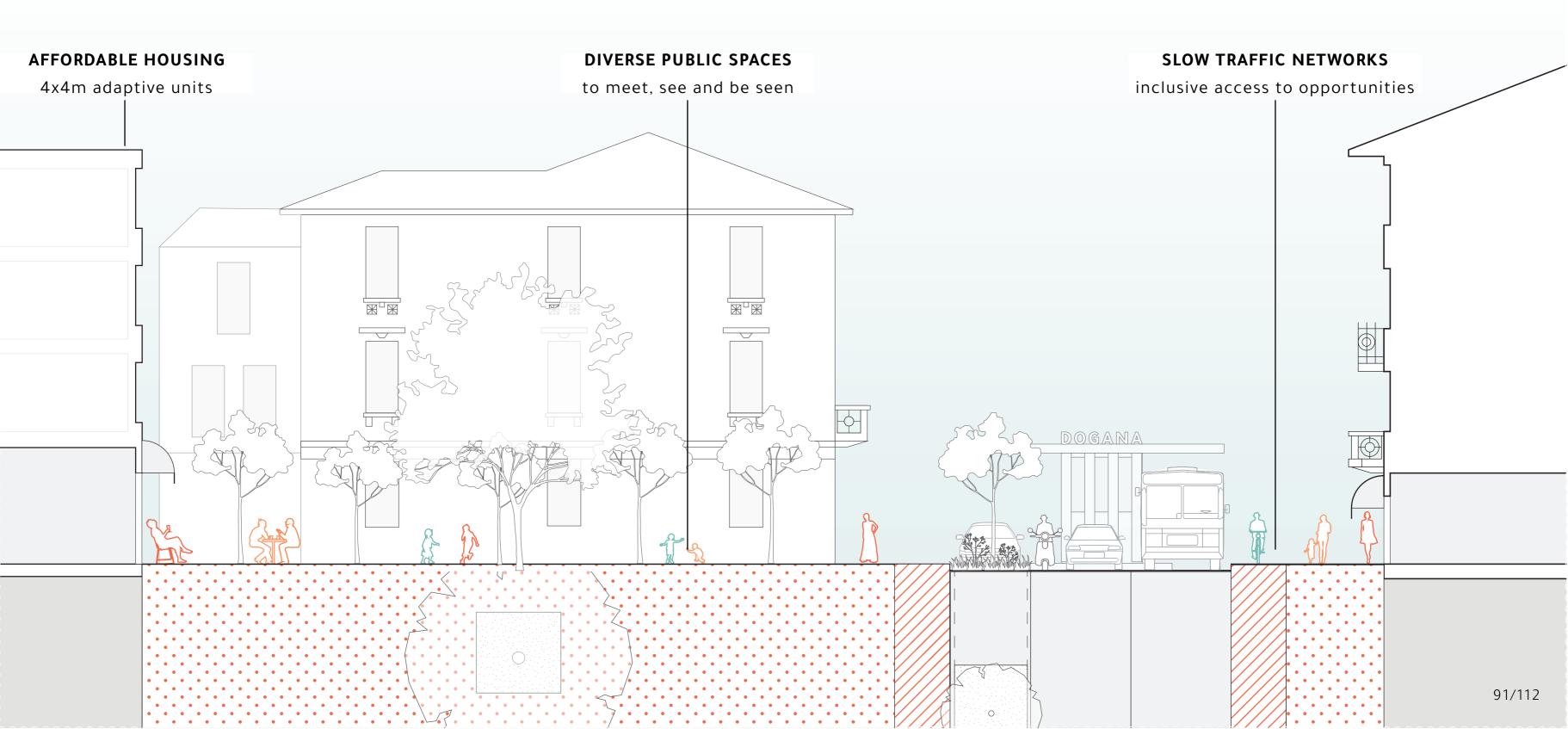
Towards Inclusive, Inhabitable Border Space

Current situation

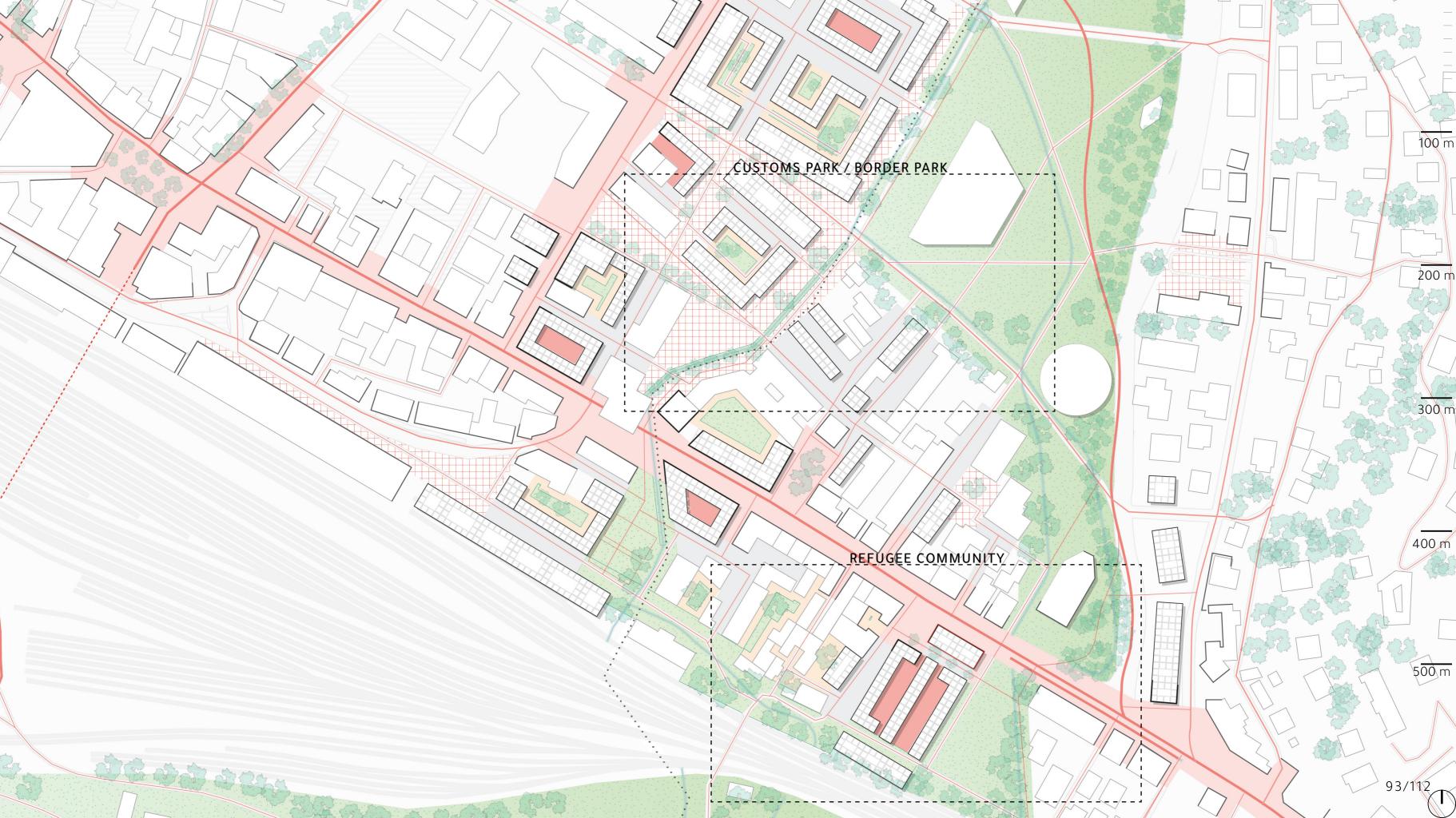


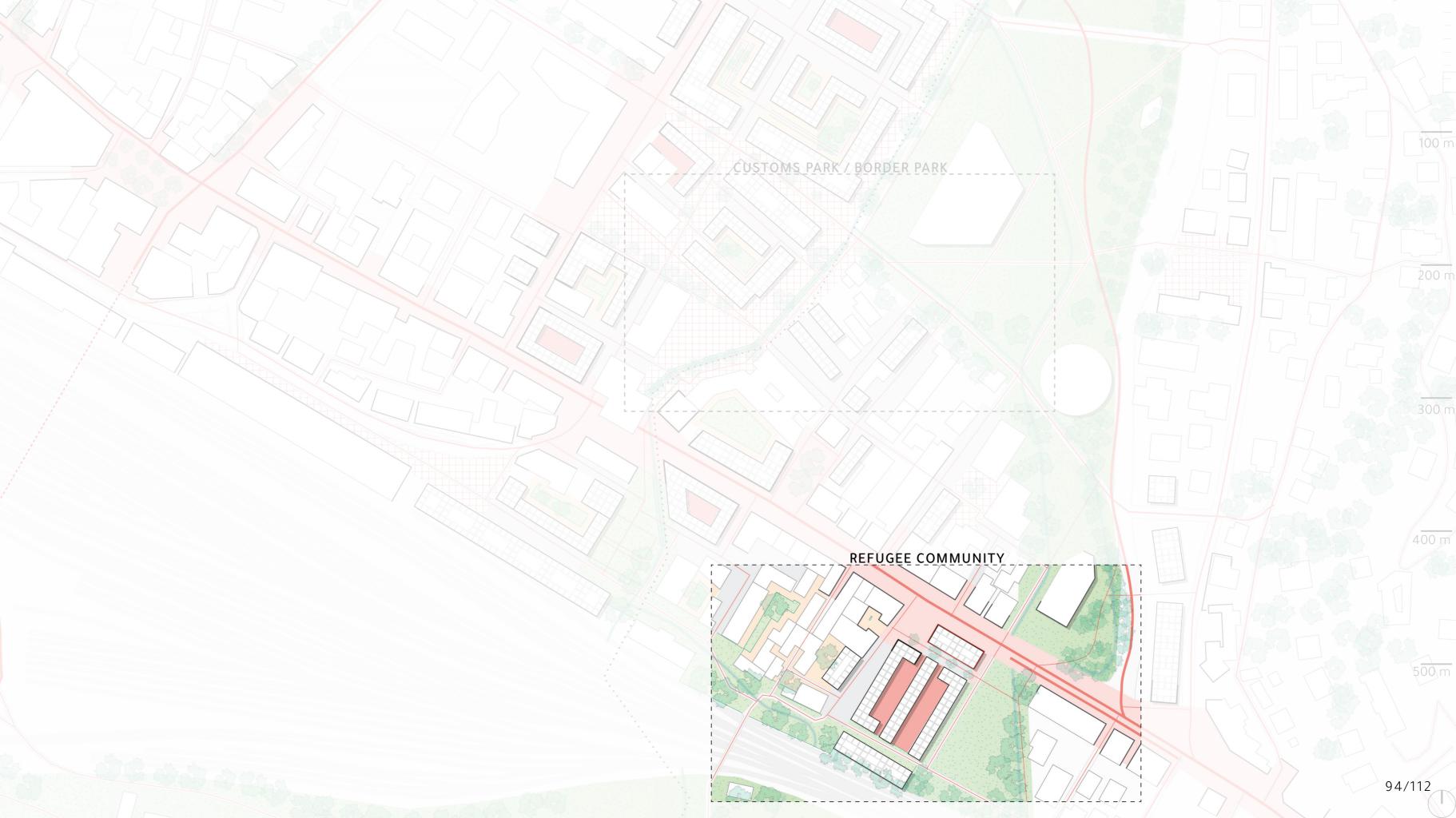
Towards Inclusive, Inhabitable Border Space

Current situation









Reviving a Dead Area

Chiasso - Ponte-Chiasso







Reviving a Dead Area

Chiasso - Ponte-Chiasso

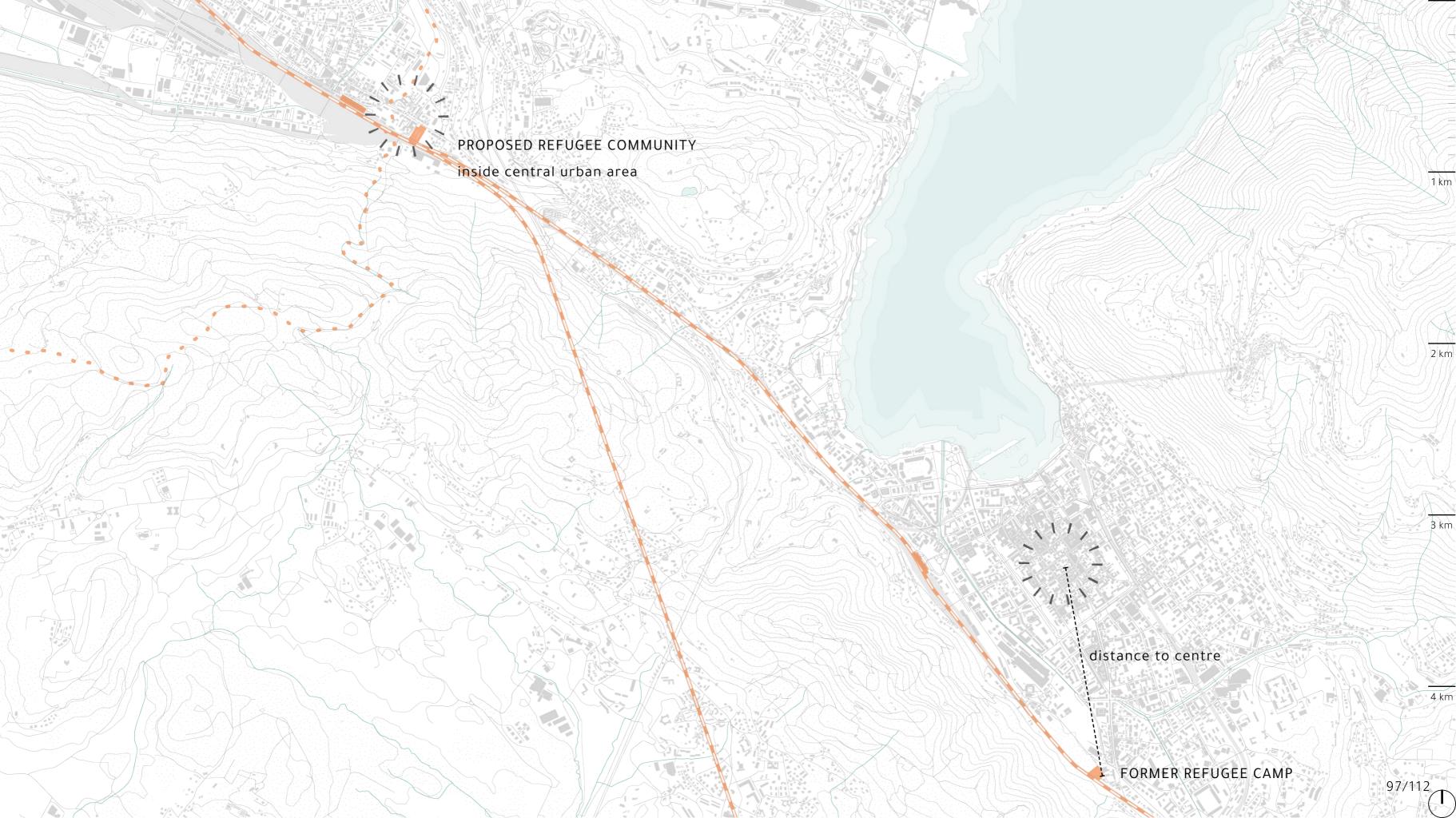


Pragmatic? Idealistic?

The aim of this thesis is to develop a new understanding of refugee-space; to explore what could be and ask critically: why are we (not)dealing with things the way we are now?

> A spatial design experiment.







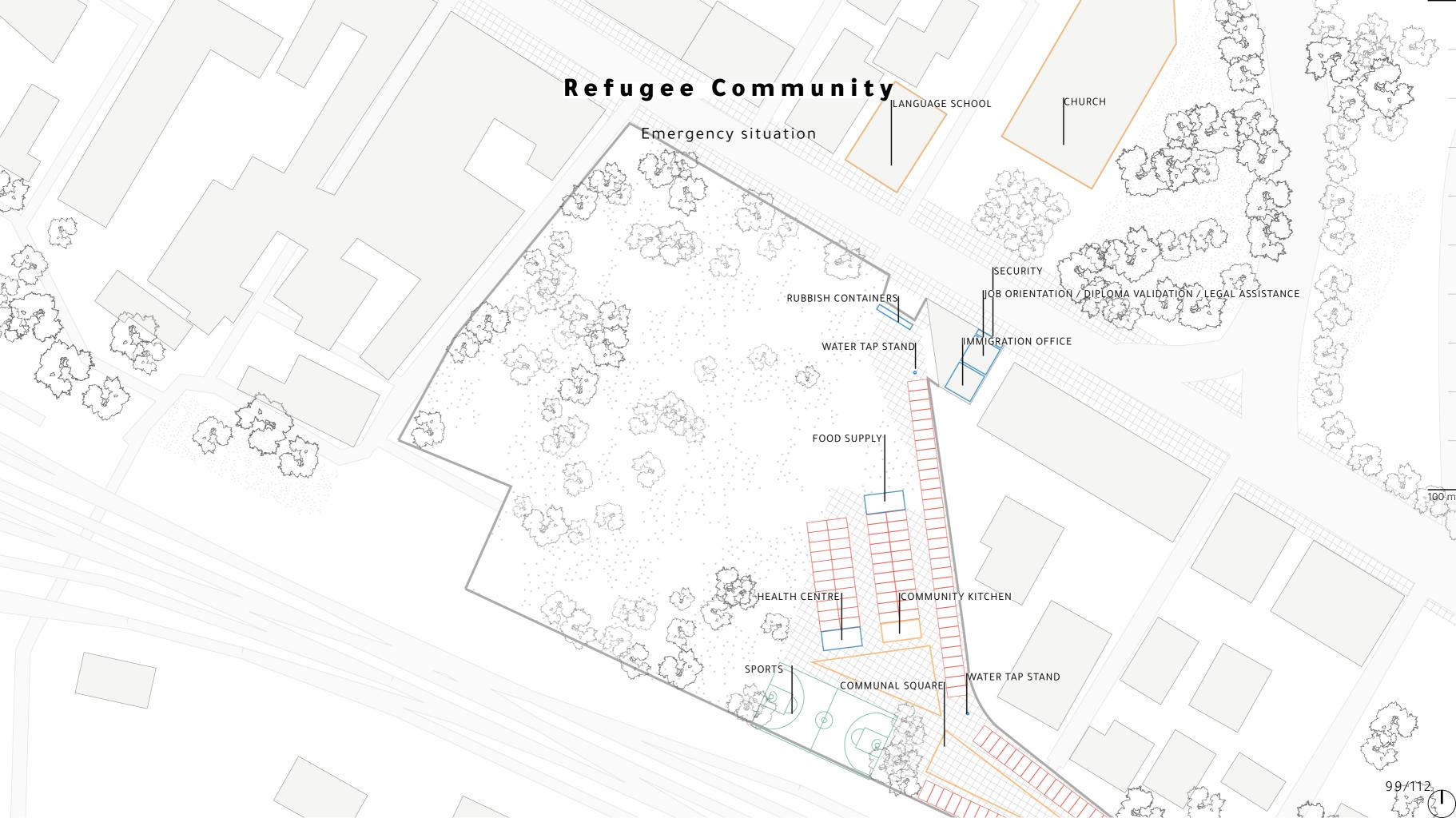
Current situation

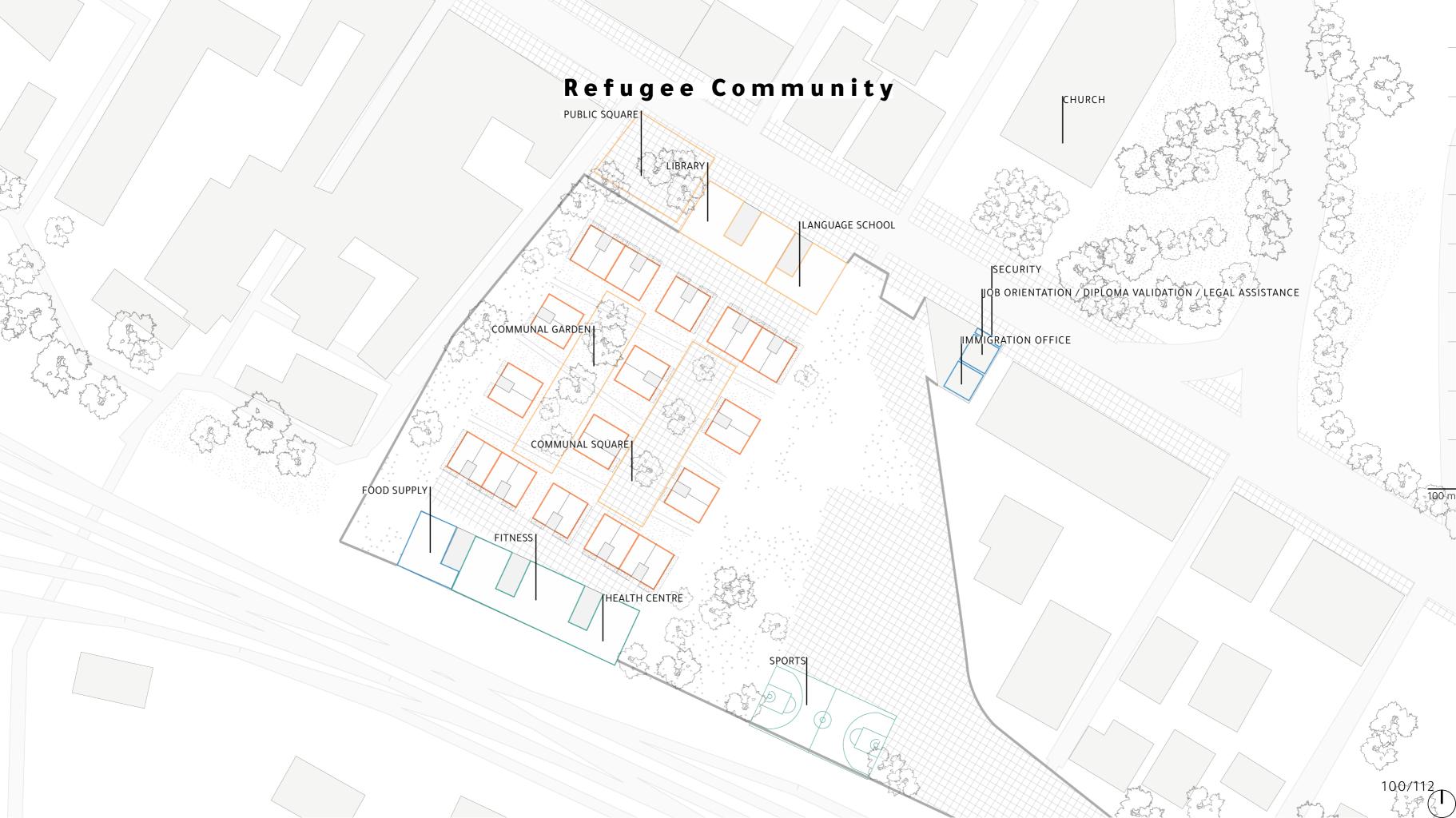
s Sa

5.3ª

(And)



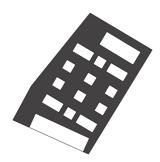




Refugee Community

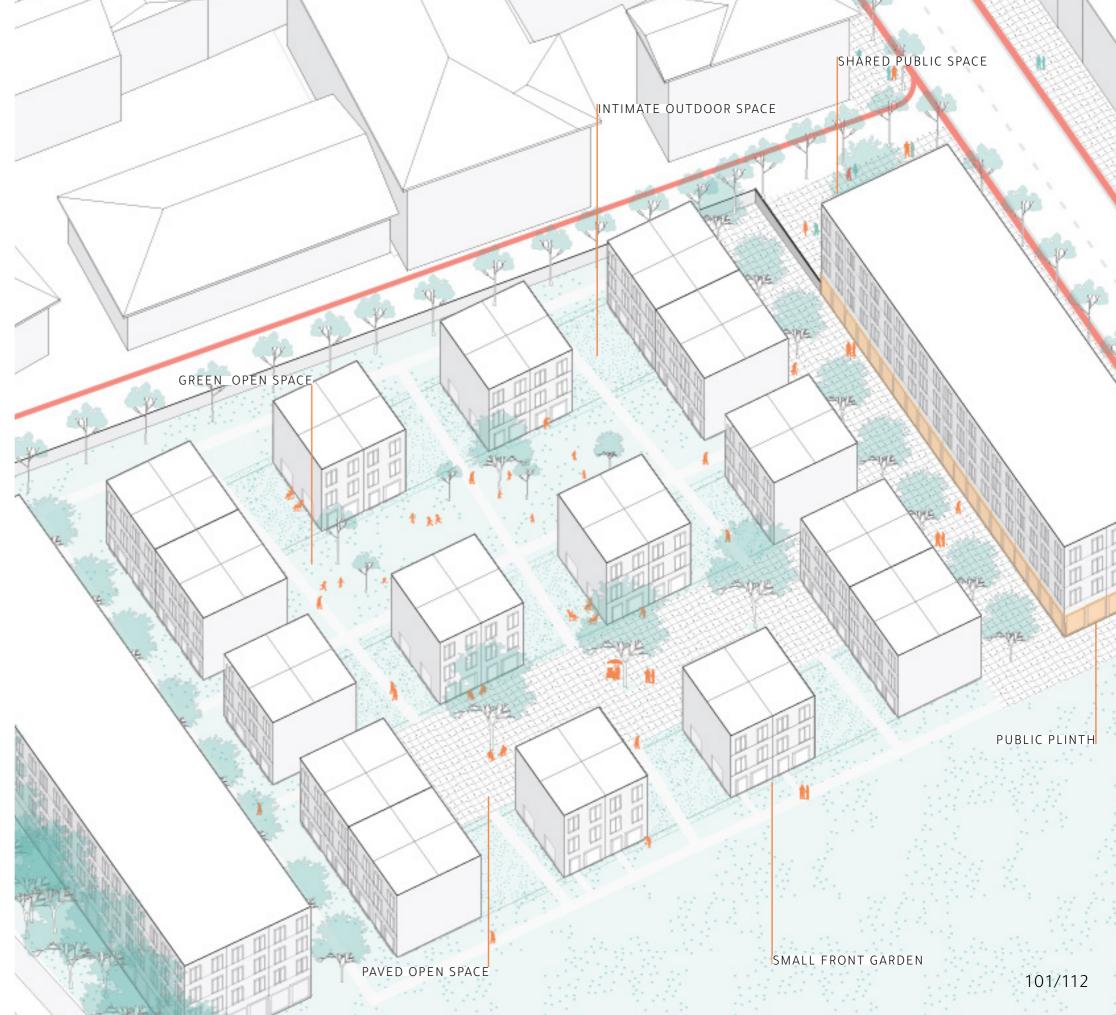
- Mutual support reduces aid dependency
- 'Top-down' collaborative incremental housing
- Co-design and development encourages feeling of ownership over spaces





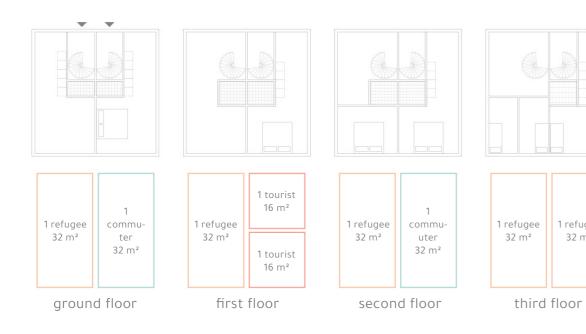
(4x4) units: 342

refugees: 342



Mixed Community

- 50/50 balance promotes the opportunity to meet and interact on a regular basis and on an even footing
- Co-design and development encourages feeling of ownership over spaces





4x4 units: 564

inhabitants: 282

1 refugee 32 m²

refugees: 141



Mixed Community

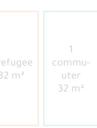
- 50/50 balance promotes the opportunity to meet and interact on a regular basis and on an even footing
- Co-design and development encourages
 feeling of ownership over spaces

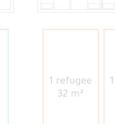
Finding a balance between pre-defined and undefined / "spontaneous" development





first floor







4x4 units: 564

inhabitants: 282

refugees: 141



Refugee Community

111111111111

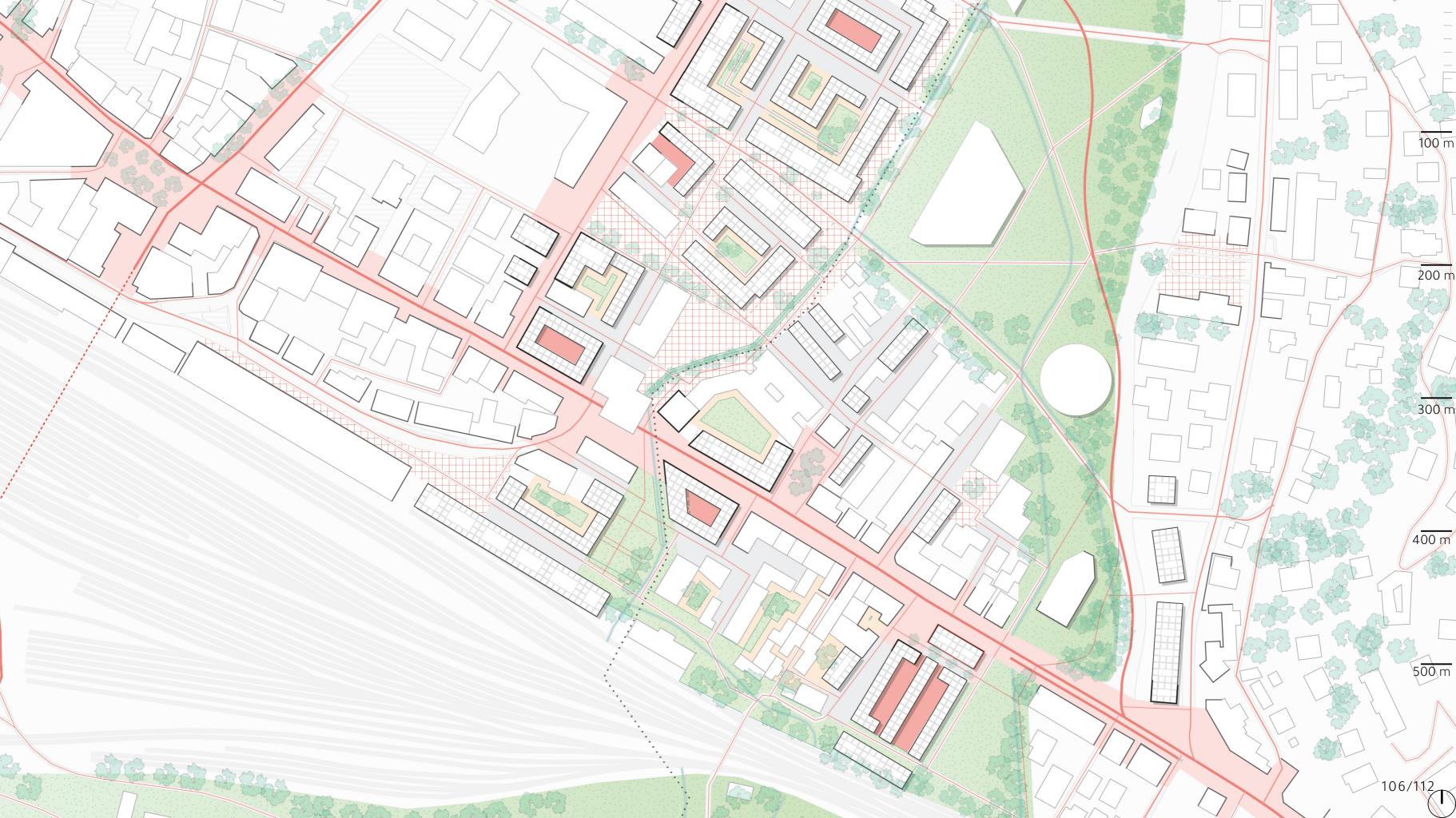
in the second

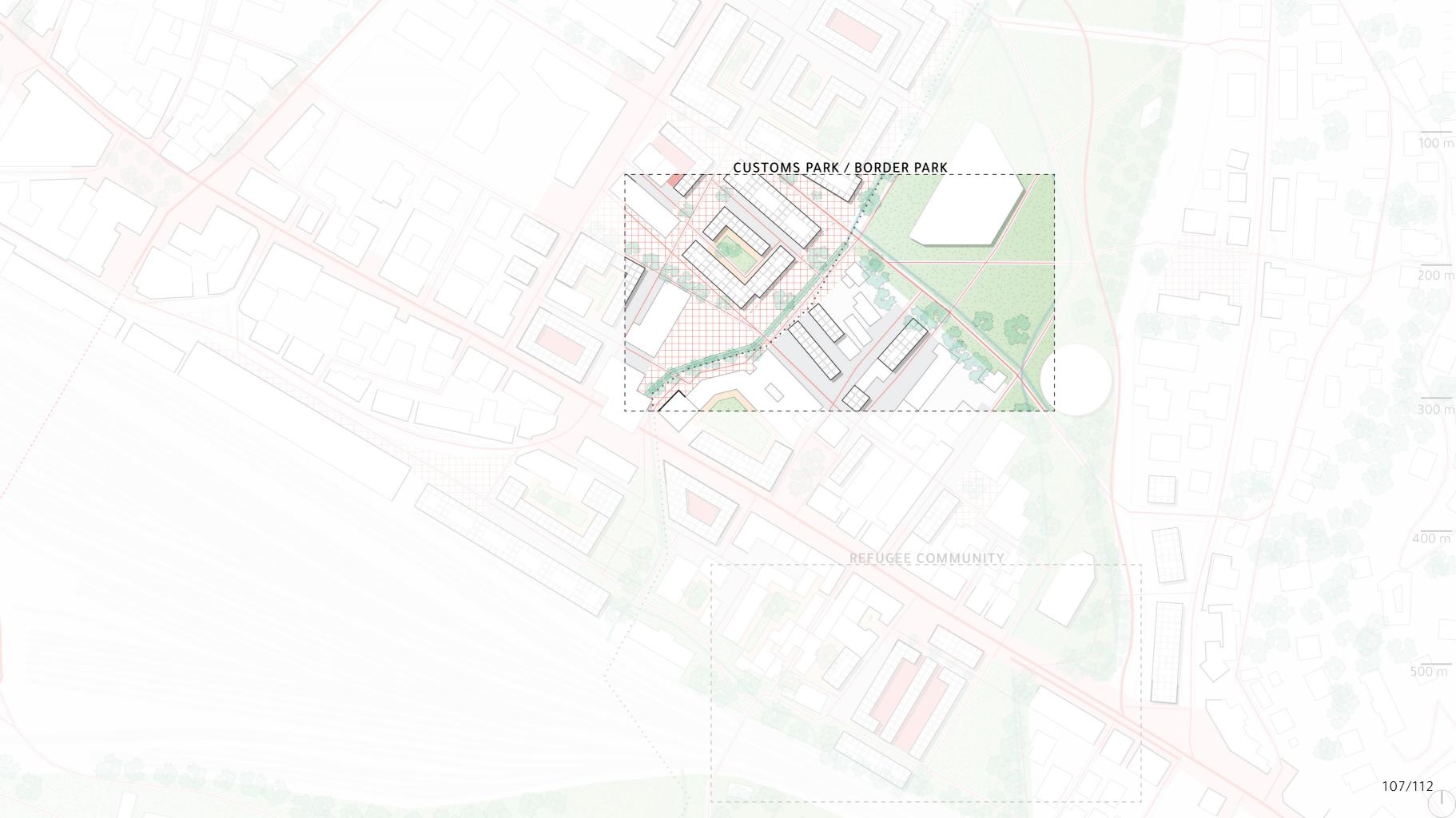


Mixed Community

FOR MARK









Customs Development

A A

250

and the second

and a state of the state of the

Strand and

~ 35.3

J.

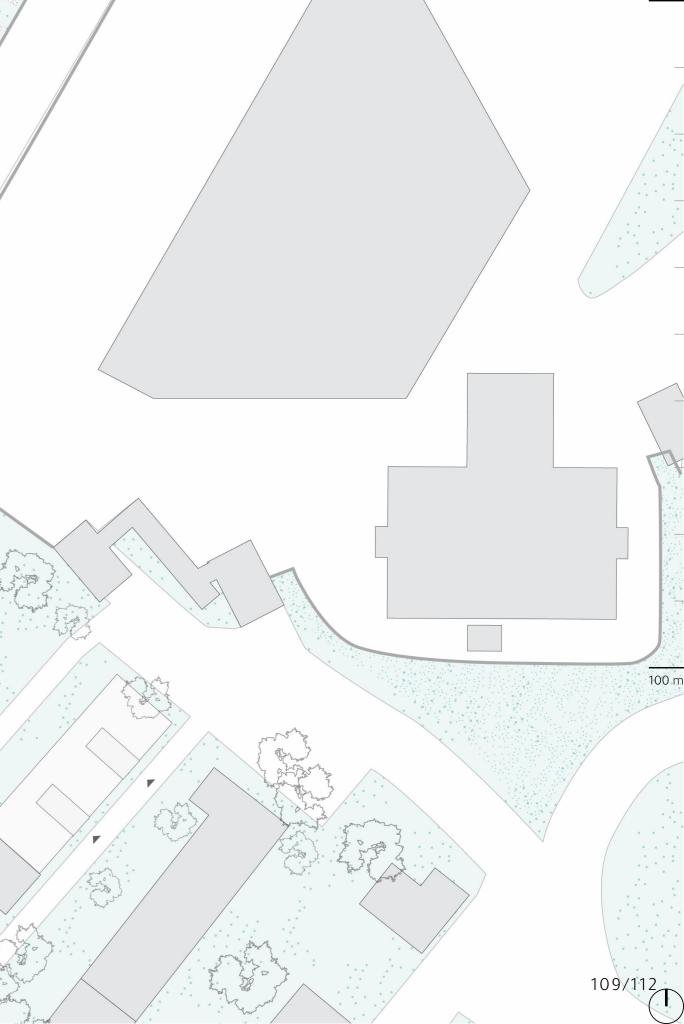
a france

and the second

SC'S

1 - A

× ×



Customs Park / Border Park

1

library

museum











Evaluation & Recommendations

- Advocating open borders in times of
 COVID-19 ???
- The implications on governance of such a plan could be studied more thoroughly
- Rather than spatially fitting refugees into currently established frameworks, my thesis seeks to spatially experiment on European territory.
- Area in which many contemporary urban issues come together; of course the findings are transferable to less extreme circumstances
 - I really enjoyed it!



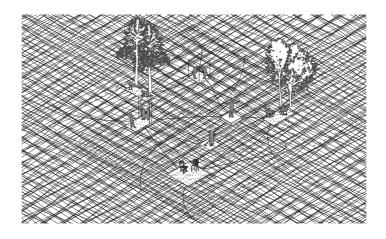












BORDER SPACE AS A HIGH QUALITY LIVING ENVIRONMENT









