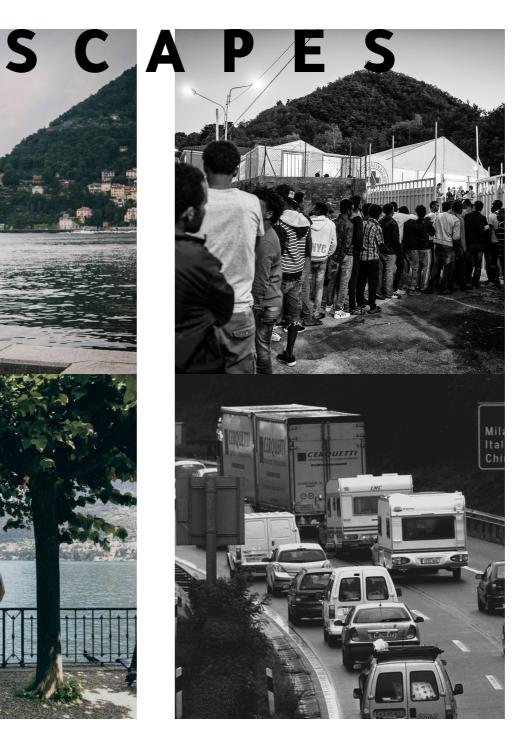




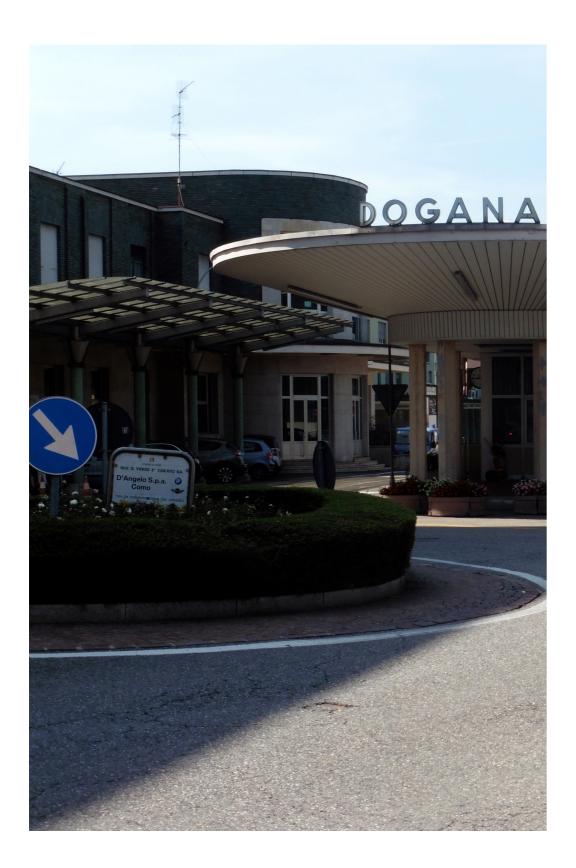


Laura Thomas First mentor: Rients Dijkstra Second mentor: René van der Velde Delegate: Andy van den Dobbelsteen





#### 28.01.2021



## Contents

#### INTRODUCTION

Context

#### PONTE-CHIASSO

Towards a border space design

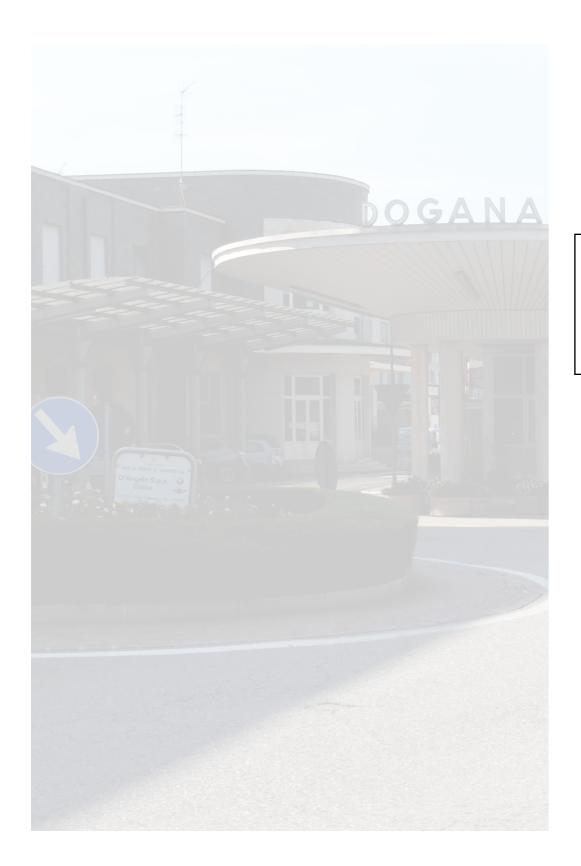
#### DESIGN AMBITIONS

Affordable housing, Diverse public spaces and Slow traffic networks

ZOOMING IN

The Refugee Community and the Customs Park





## Contents

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Context						



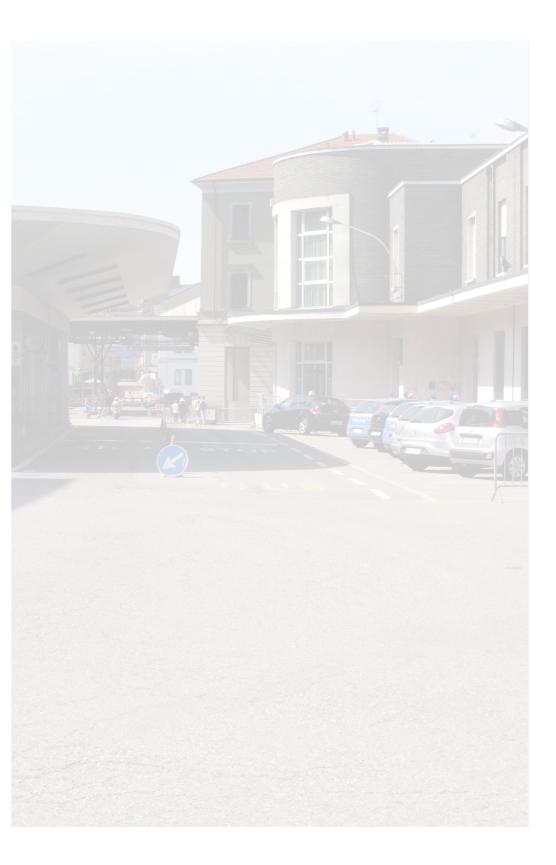
SPATIAL ANALYSIS Towards a border space design

#### DESIGN AMBITIONS

Affordable housing, Diverse public spaces and Slow traffic networks

ZOOMING IN

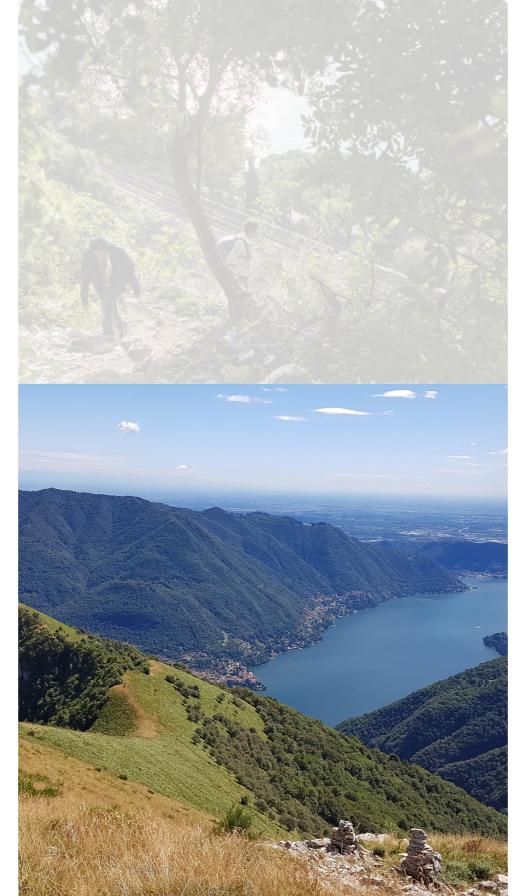
The Refugee Community and the Customs Park







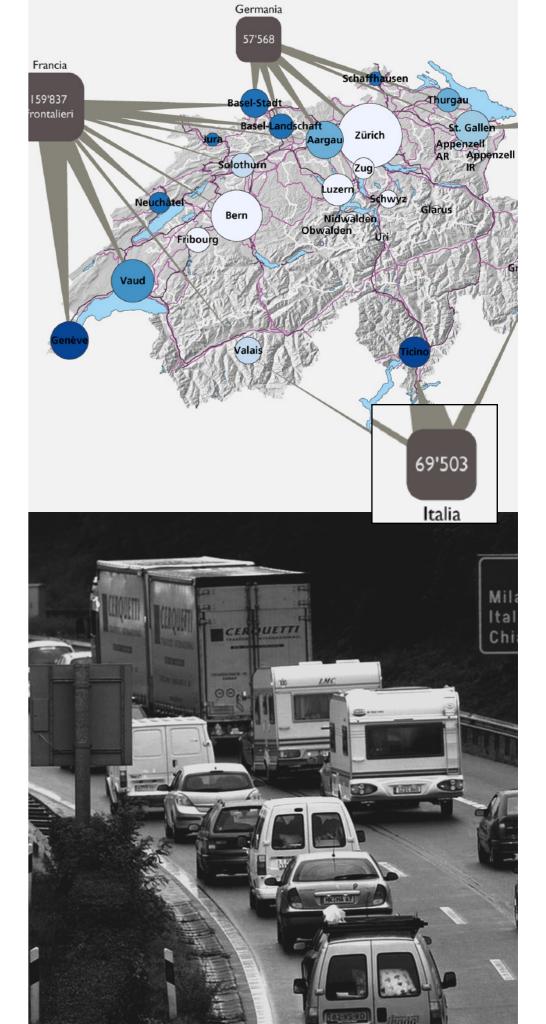






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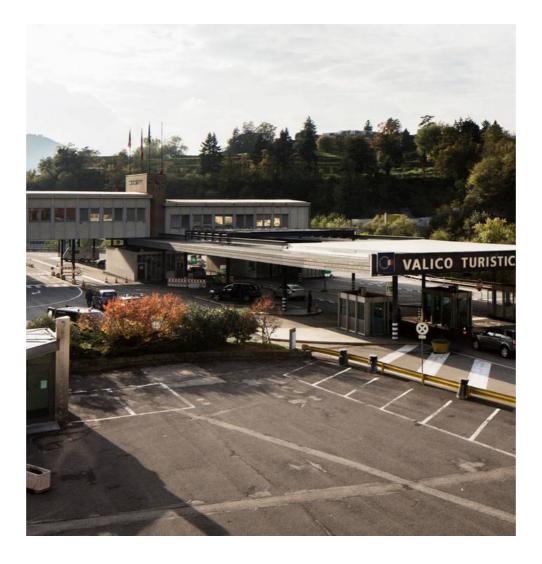
Chiasso - Como crossing

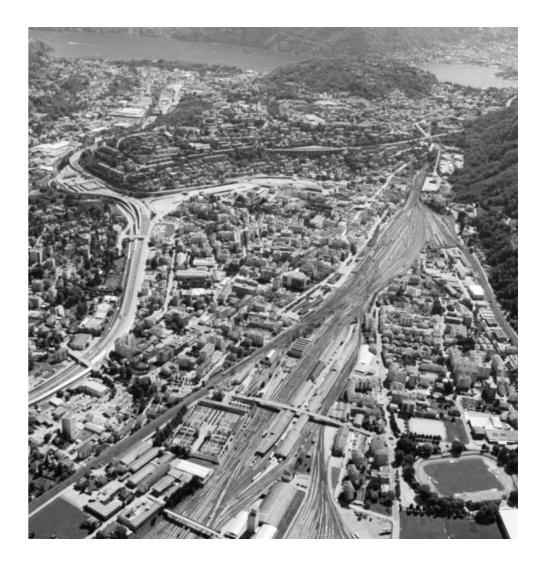


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Chiasso - Como crossing







Chiasso - Como crossing



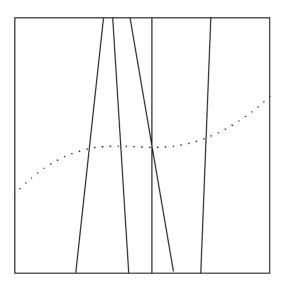
ENTRANCE INTO ITALY



#### 'SQUARE' NEXT TO CHURCH



#### PARKING REPLACES SCHOOLYARD

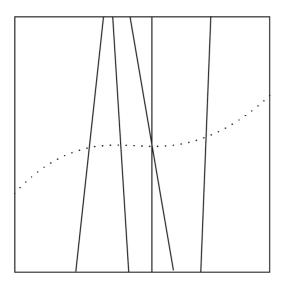


#### SMOOTH BORDER

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

existent





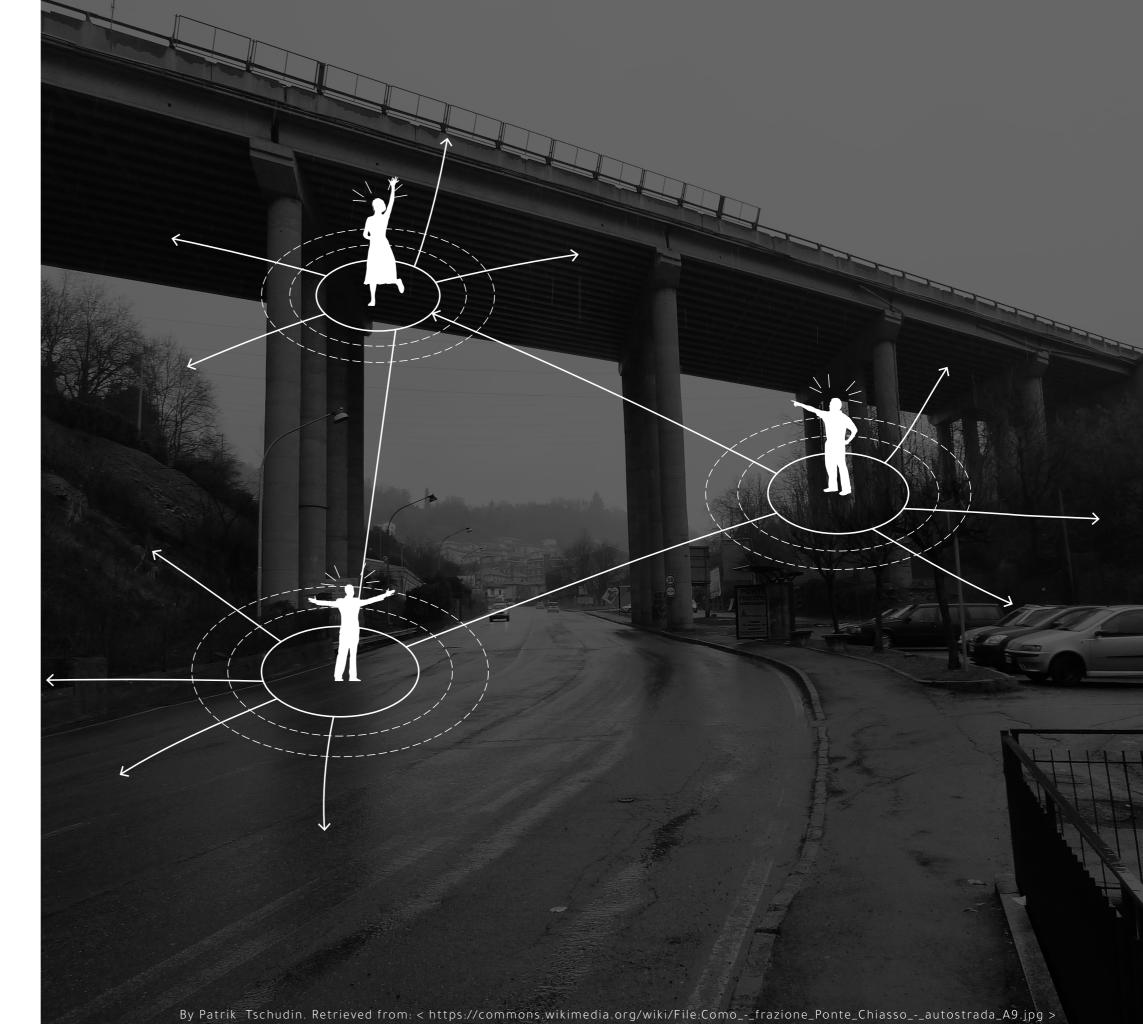
#### SMOOTH BORDER

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

existent

opportunities accessible by

crossing



# Mobility Paradox



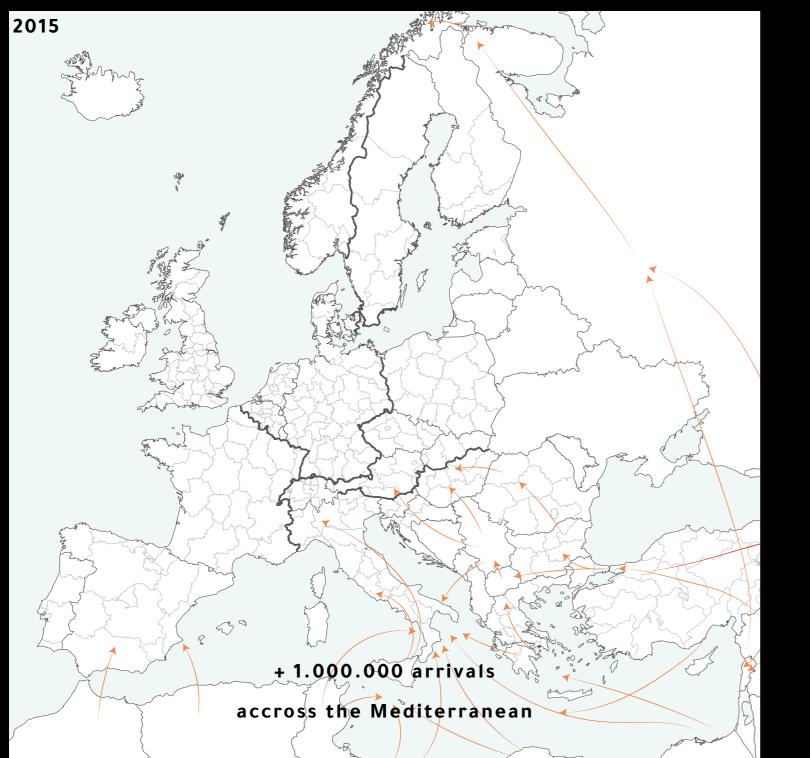


Refugee "crisis"





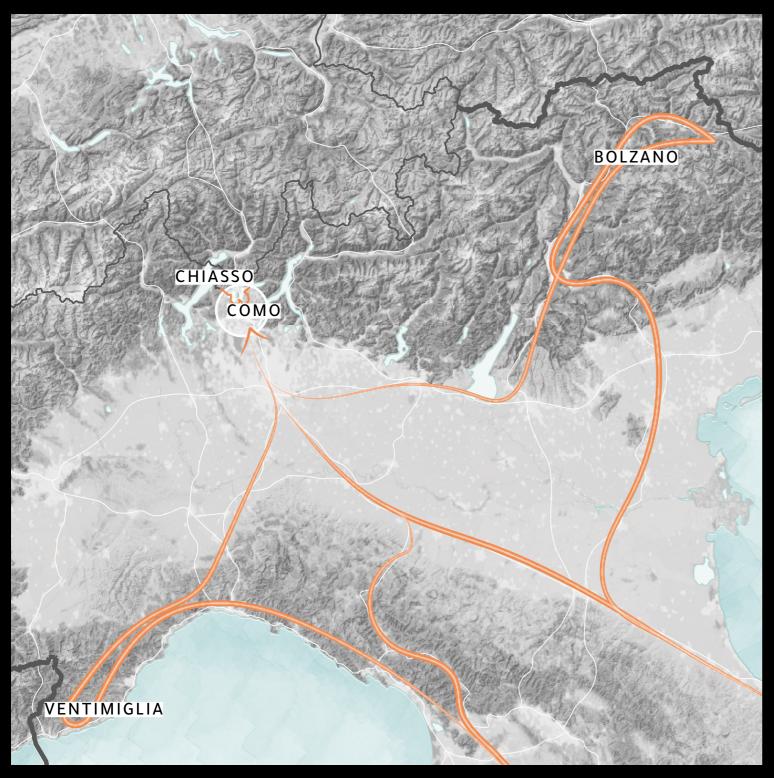
# Closing Borders







Como - Chiasso crossing





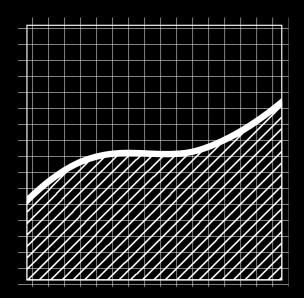
Como - Chiasso crossing



Como - Chiasso crossing

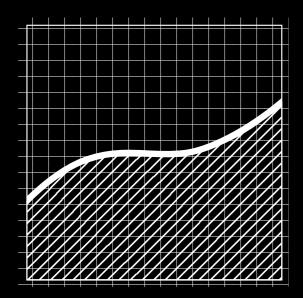






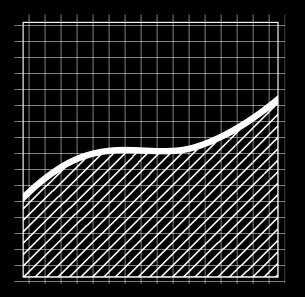
- crossing is impossible
- places to stay are isolated



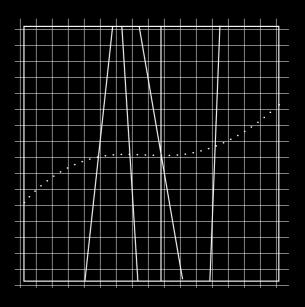


- crossing is impossible
- places to stay are isolated
- there are no opportunities



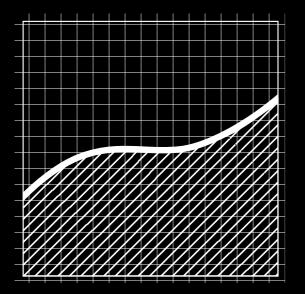


- networks end at the border
- crossing is impossible
- there are no opportunities
- places to stay are isolated
- people are unmoved and unmixed



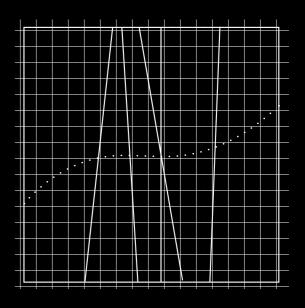
#### SMOOTH BORDER

- 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

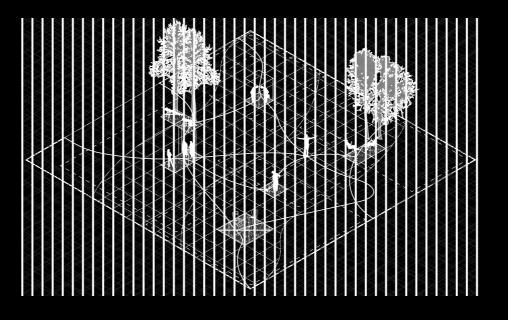
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#### SMOOTH BORDER

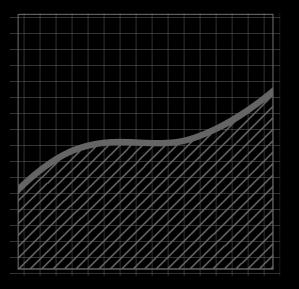
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## Ambition



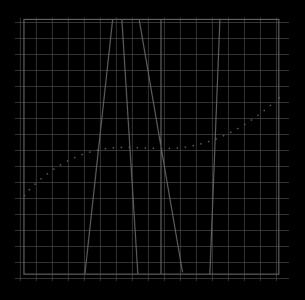
## BORDER SPACE

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



#### HARD BORDER

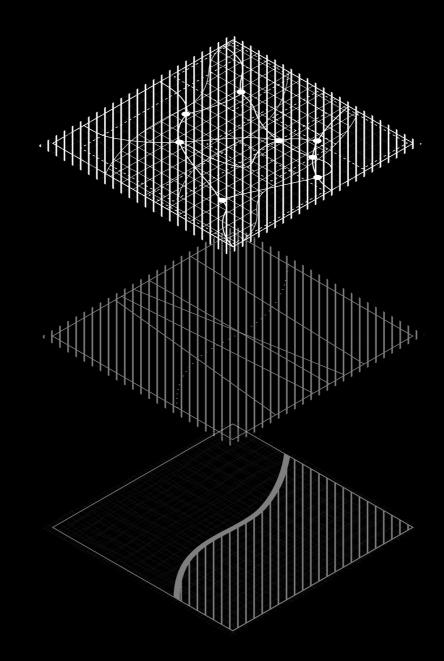
- networks end at the border
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#### **SMOOTH BORDER**

- 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

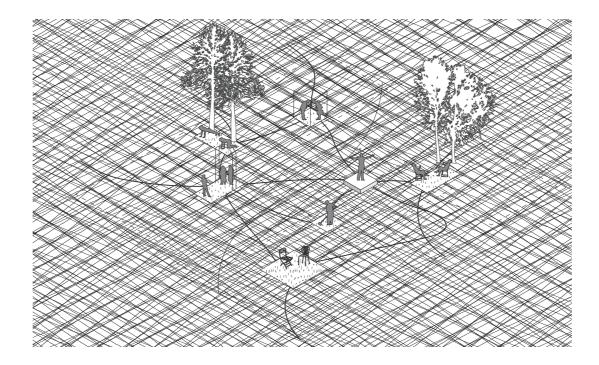
# COMPLEMENTARY LAYERS



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## **Research Question**

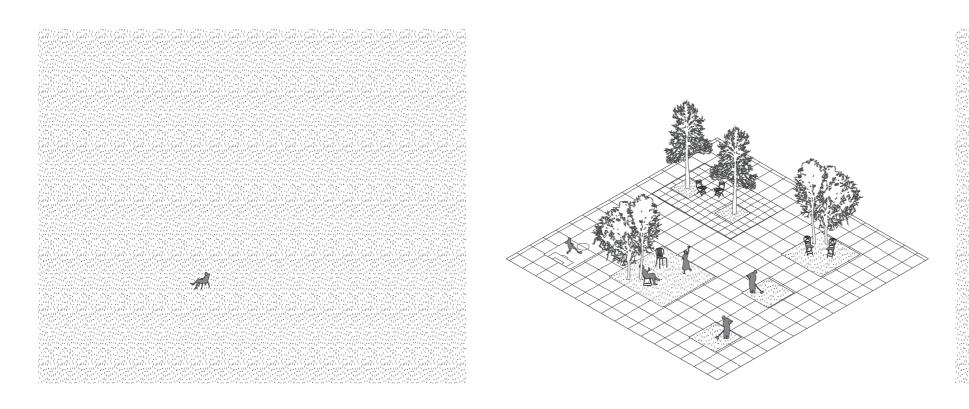
How to design border space that provides access to (social and economic) opportunities for all inhabitants, and that functions as an attractive **integrative edge** for people from different backgrounds?



# BORDER SPACE AS A HIGH QUALITY LIVING ENVIRONMENT

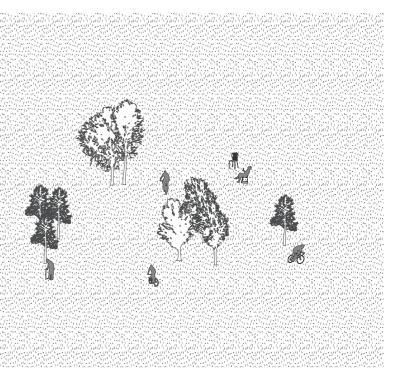
- networks cross and overlap
- opportunities are fairly distributed
- places to stay are diverse
- people meet and exchange

# Design Ambitions



Affordable housing

Diverse places to stay



#### Slow traffic networks



# Target Groups



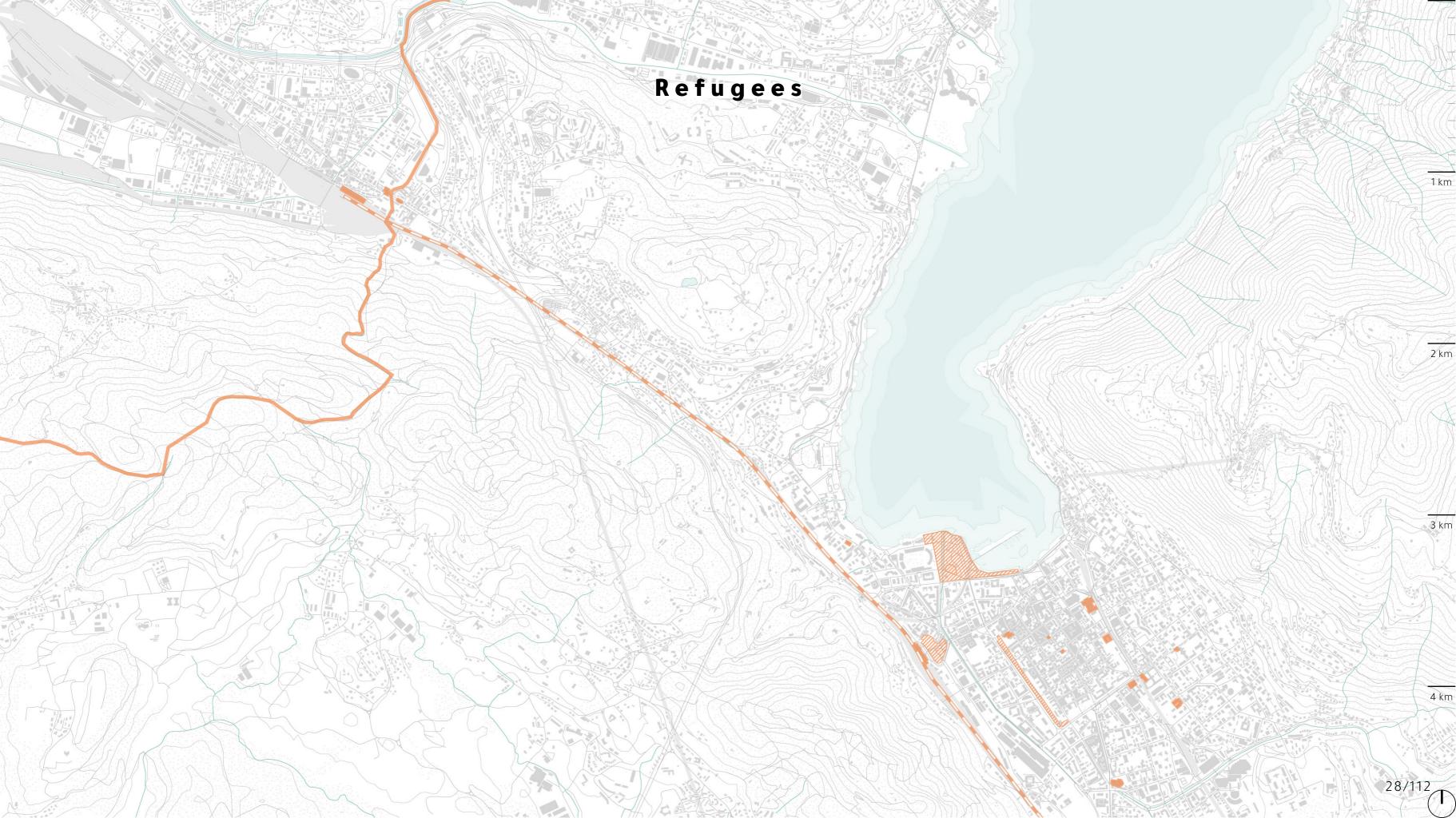
REFUGEES

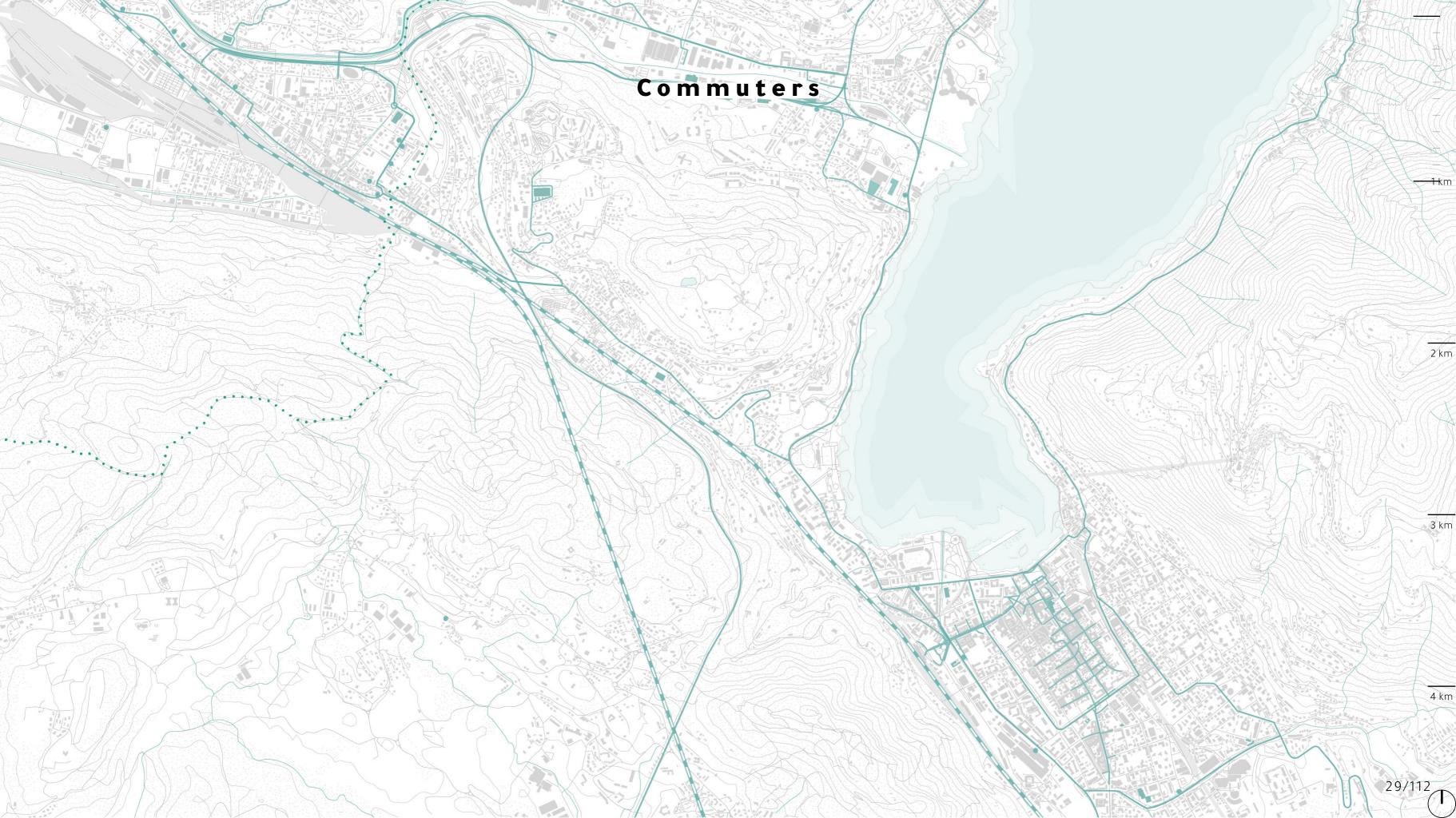
COMMUTERS

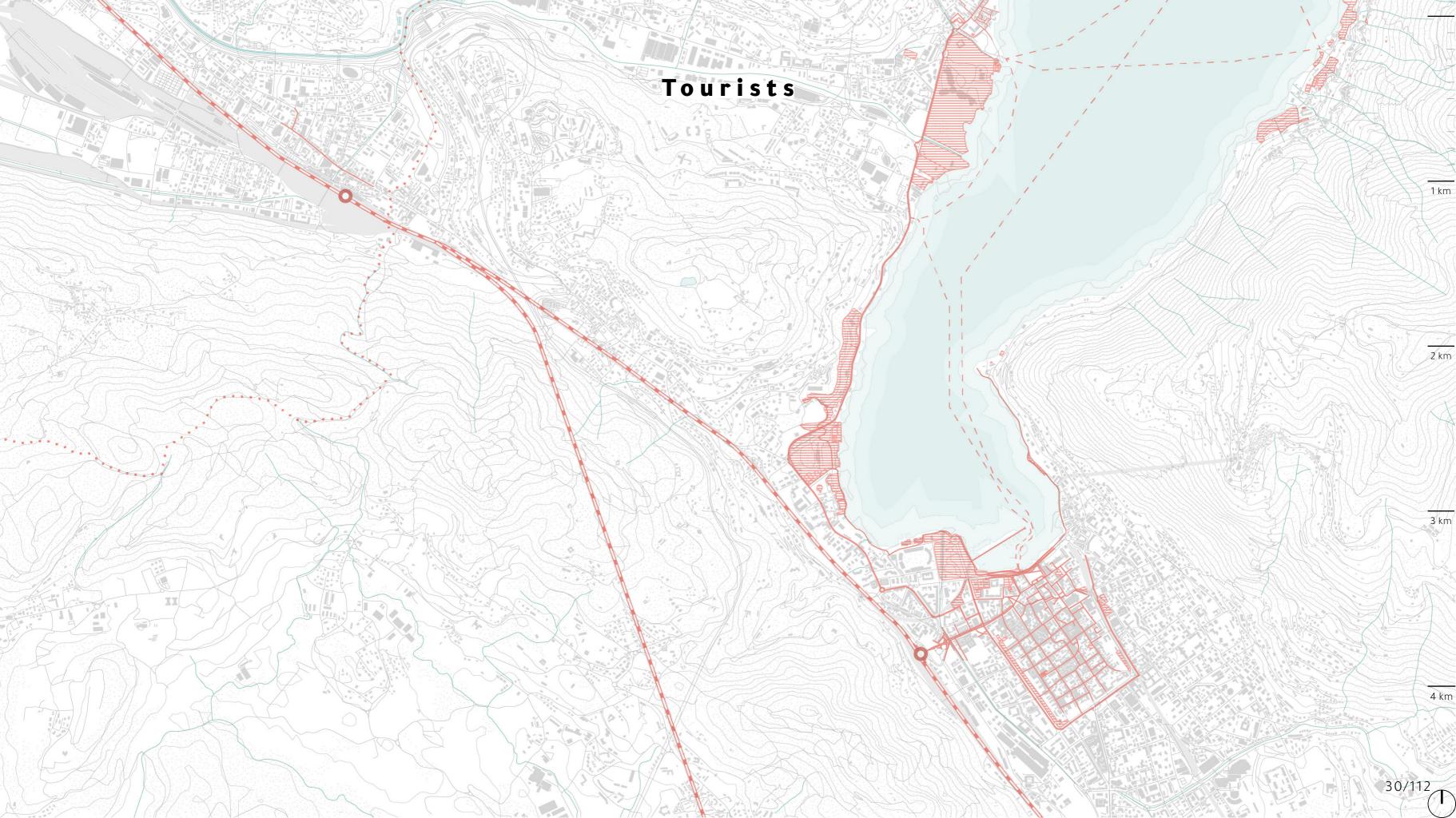
TOURISTS

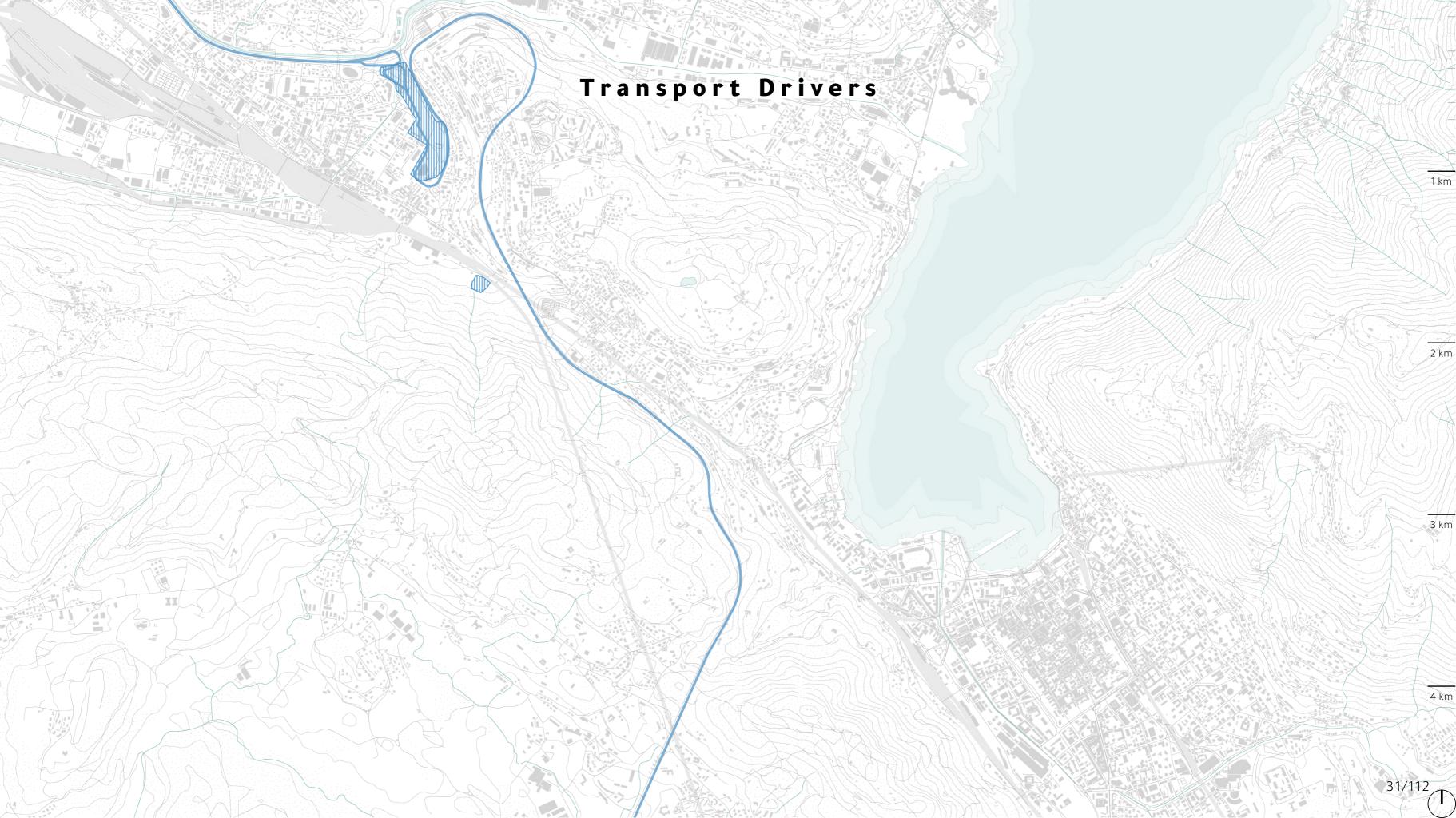


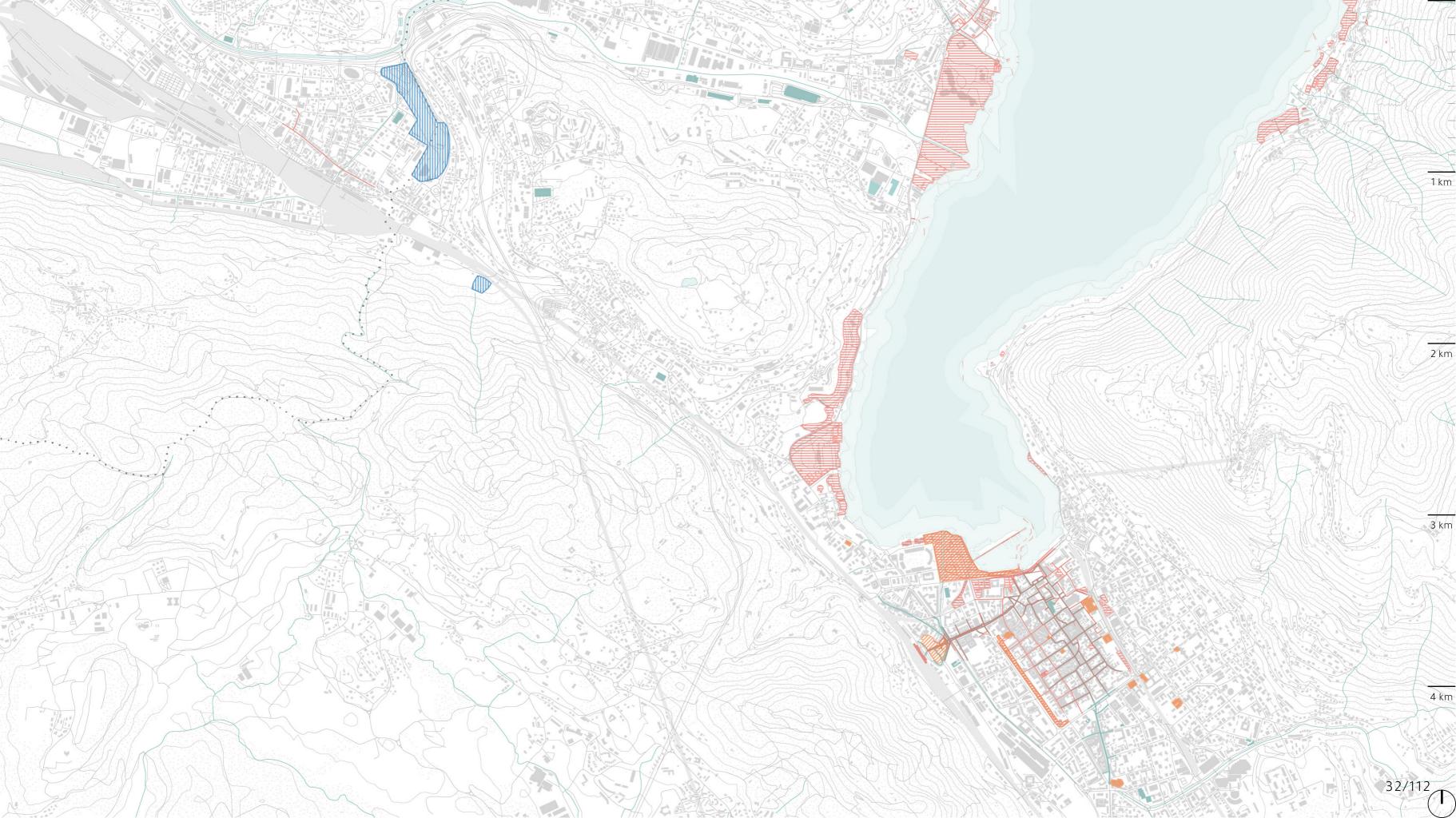
### TRANSPORT DRIVERS

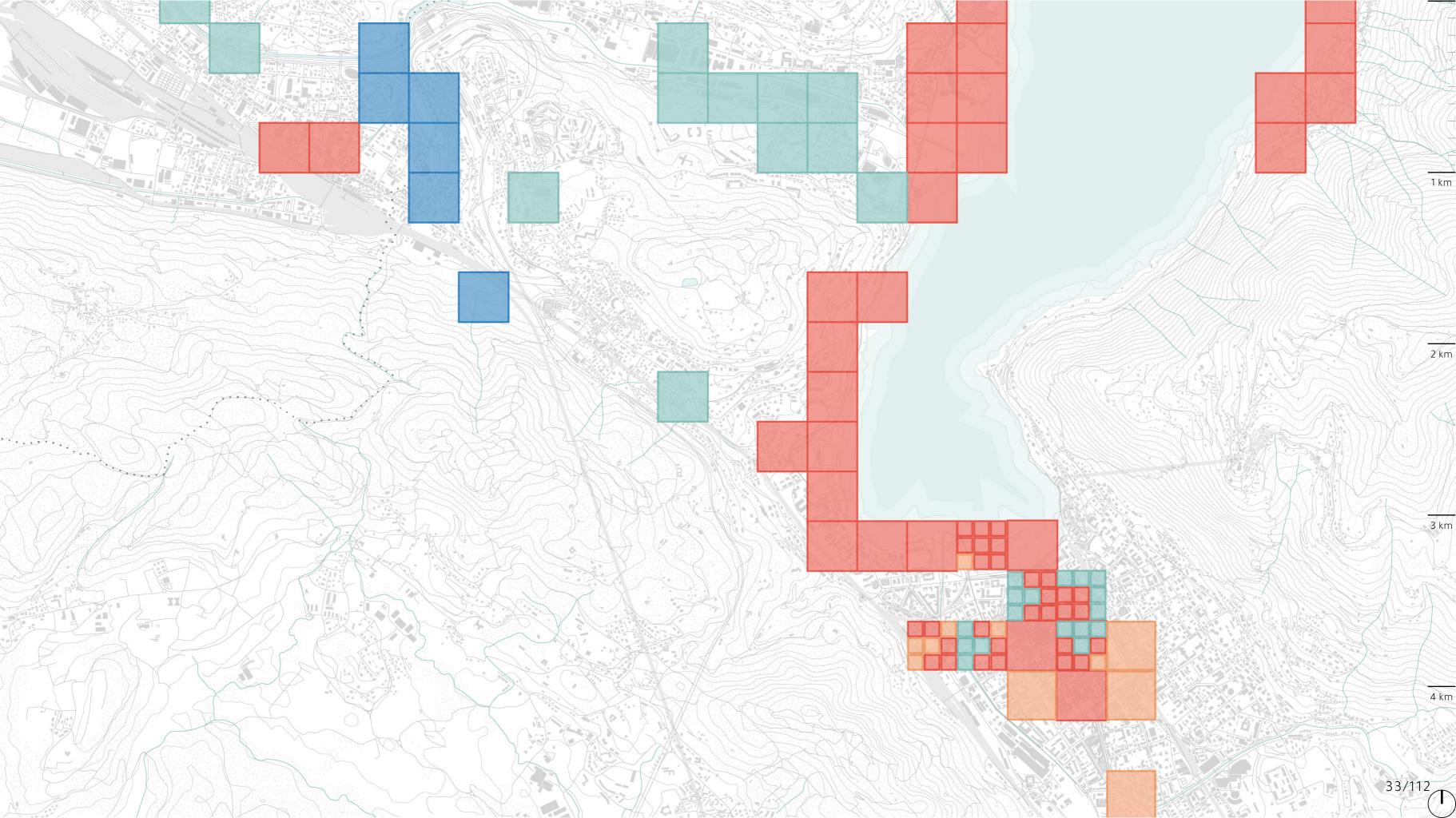










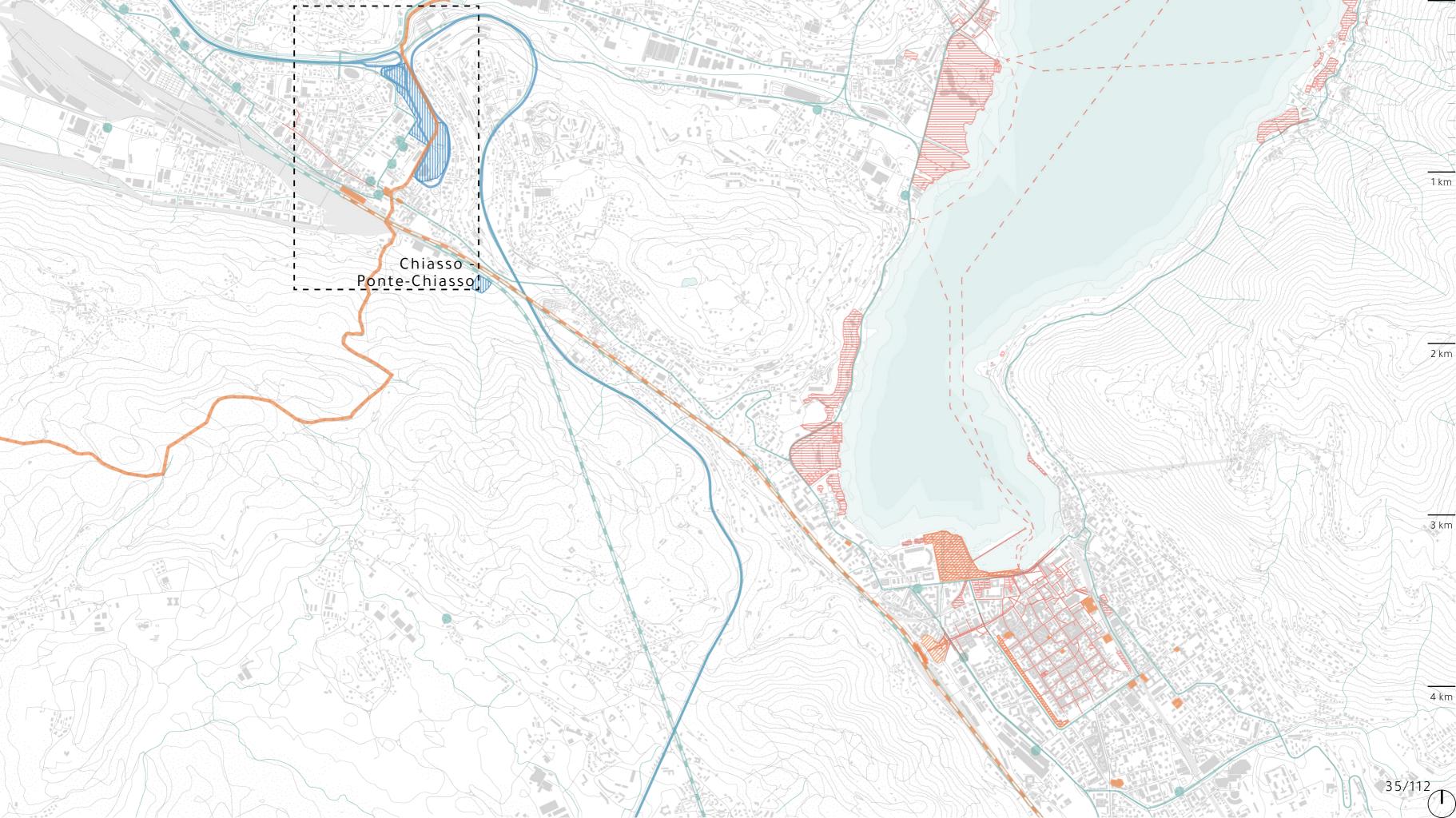


# Lack of Places to Stay



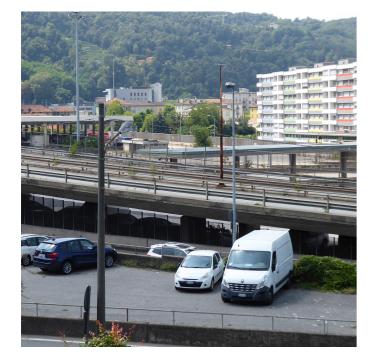


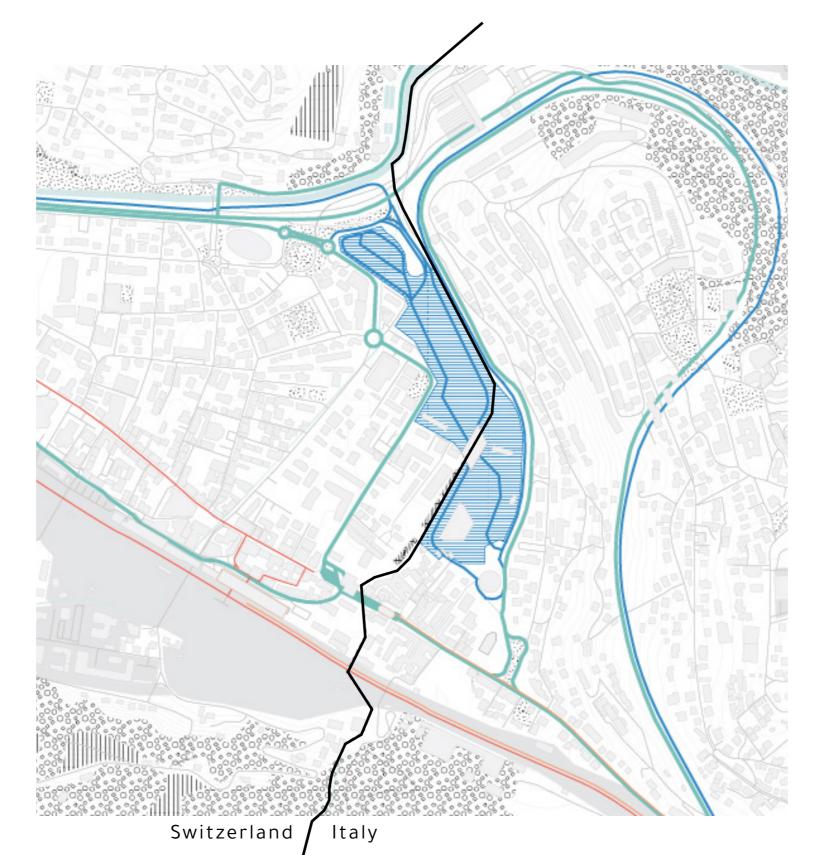


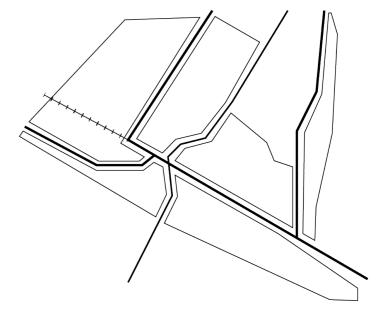


# Space Claim Lorries

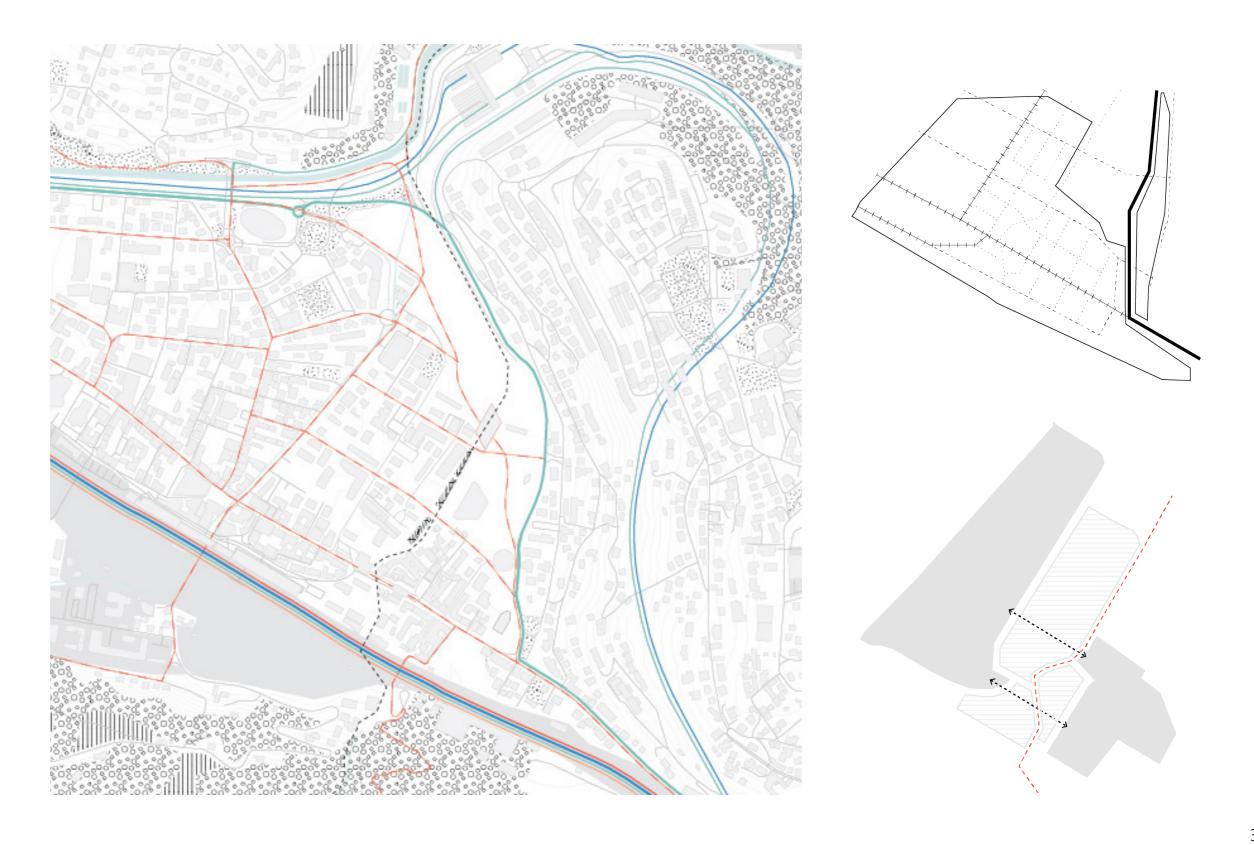








### Border Space

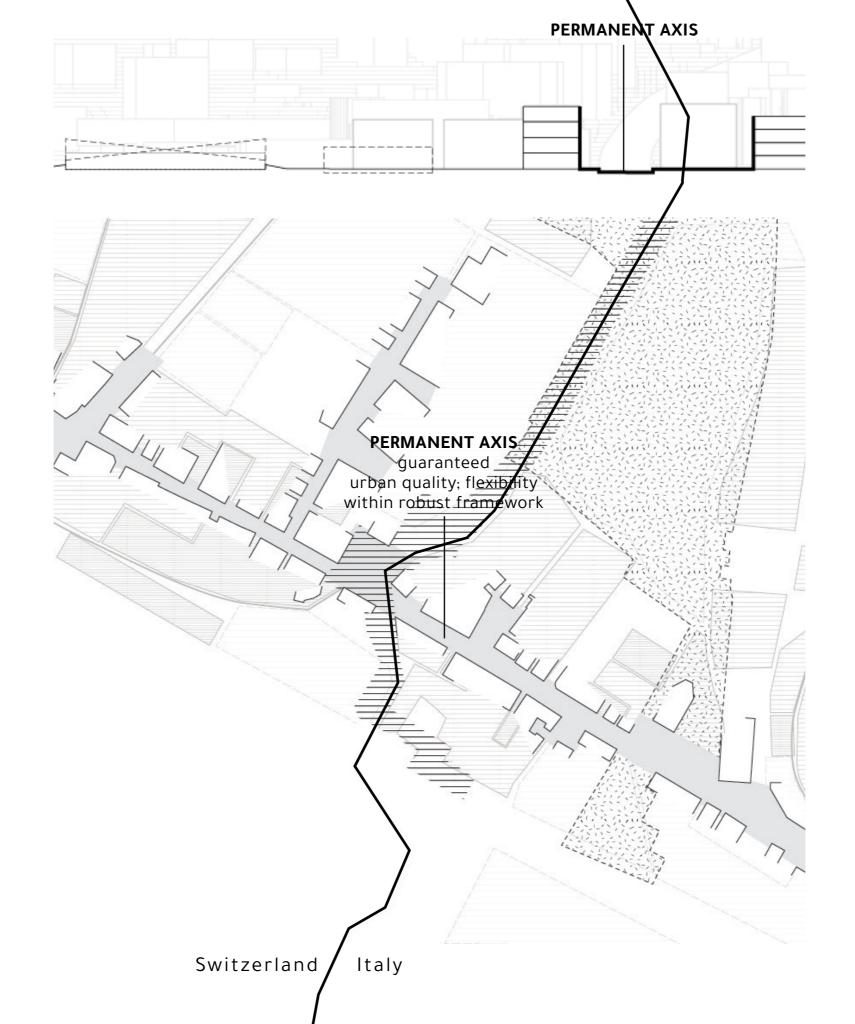


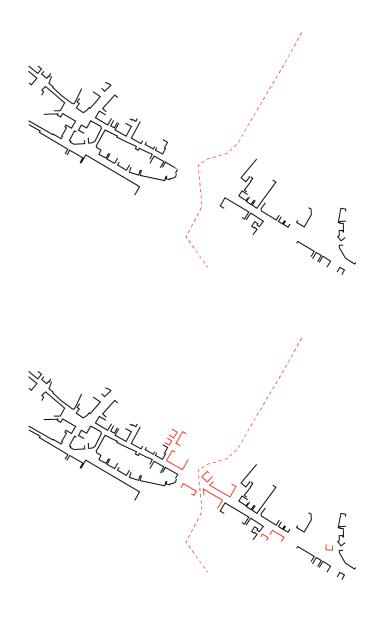
### Border Space



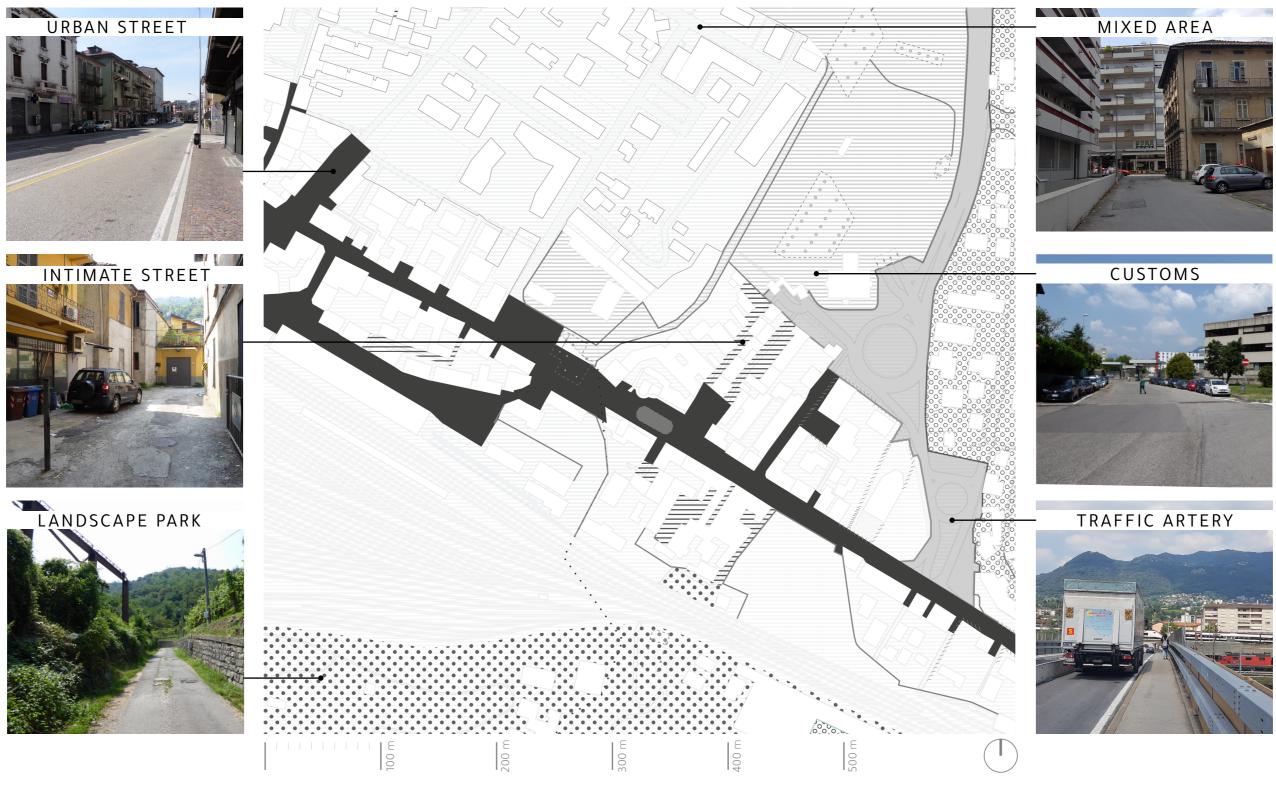
### Border Space



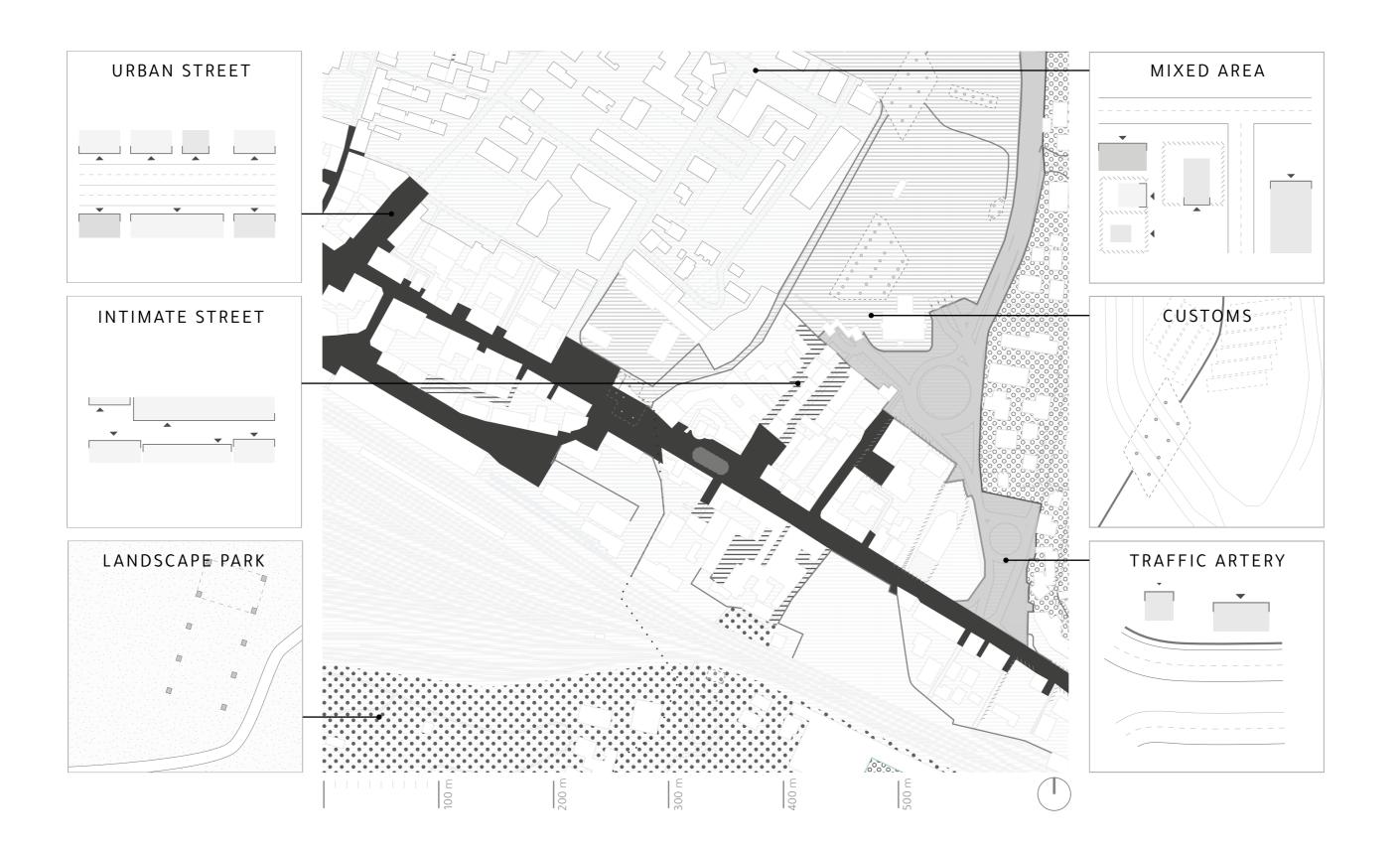




Open Space Typologies

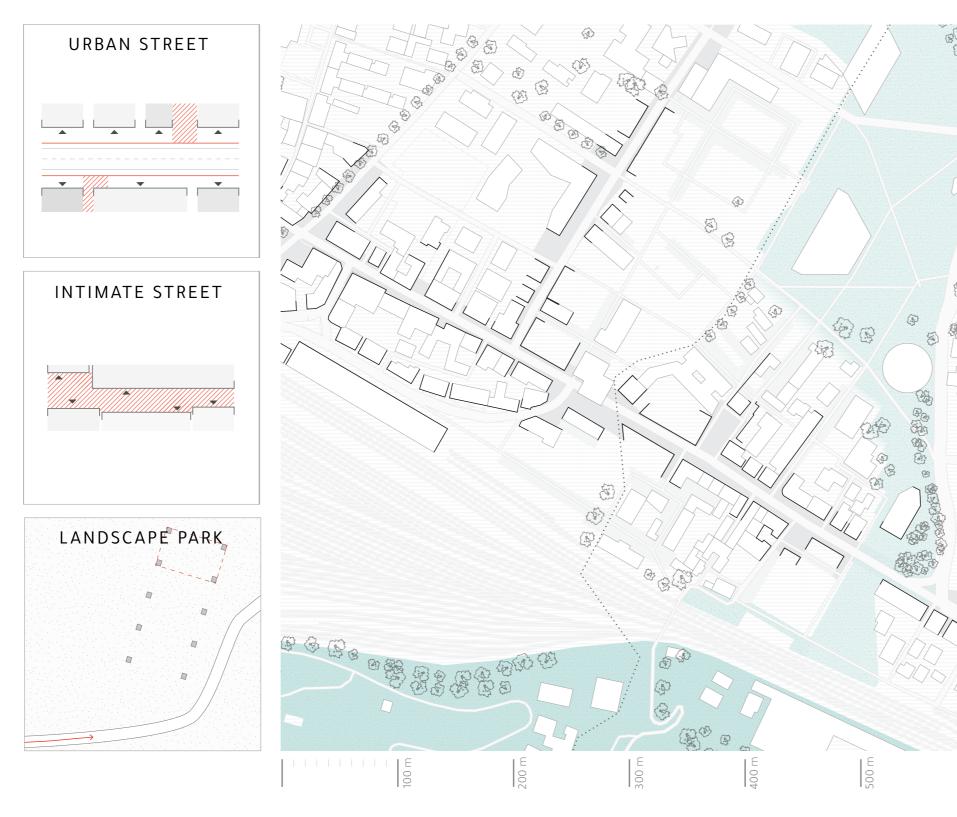


Open Space Typologies



#### Base Layer

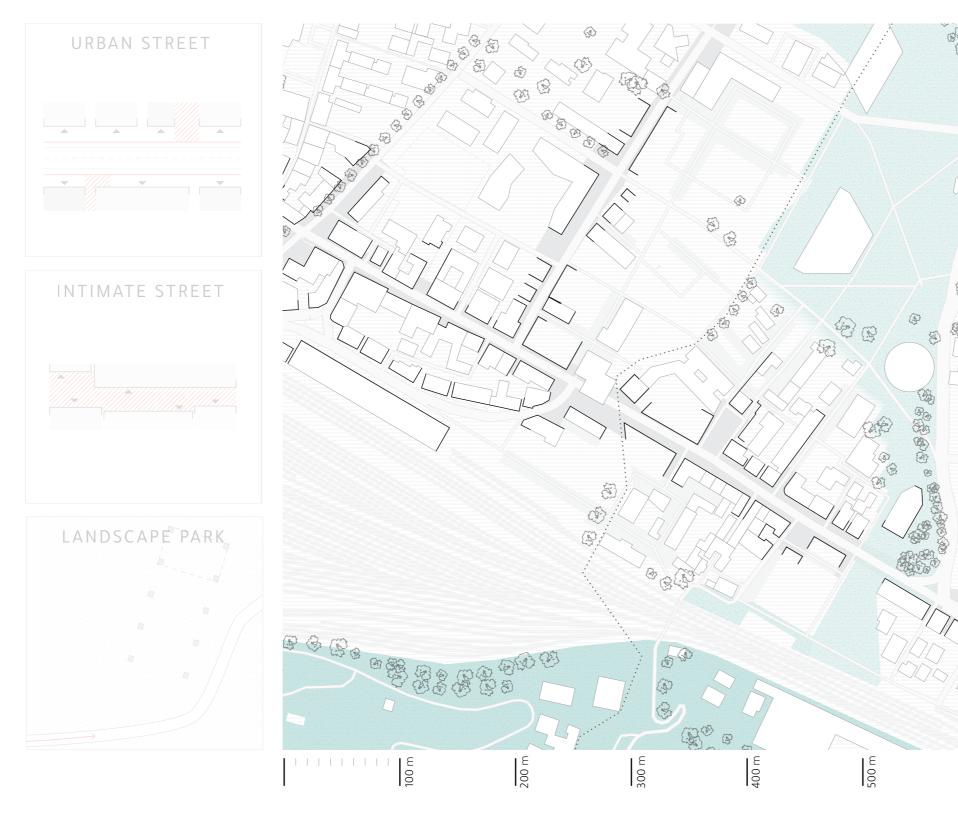
Open space typologies



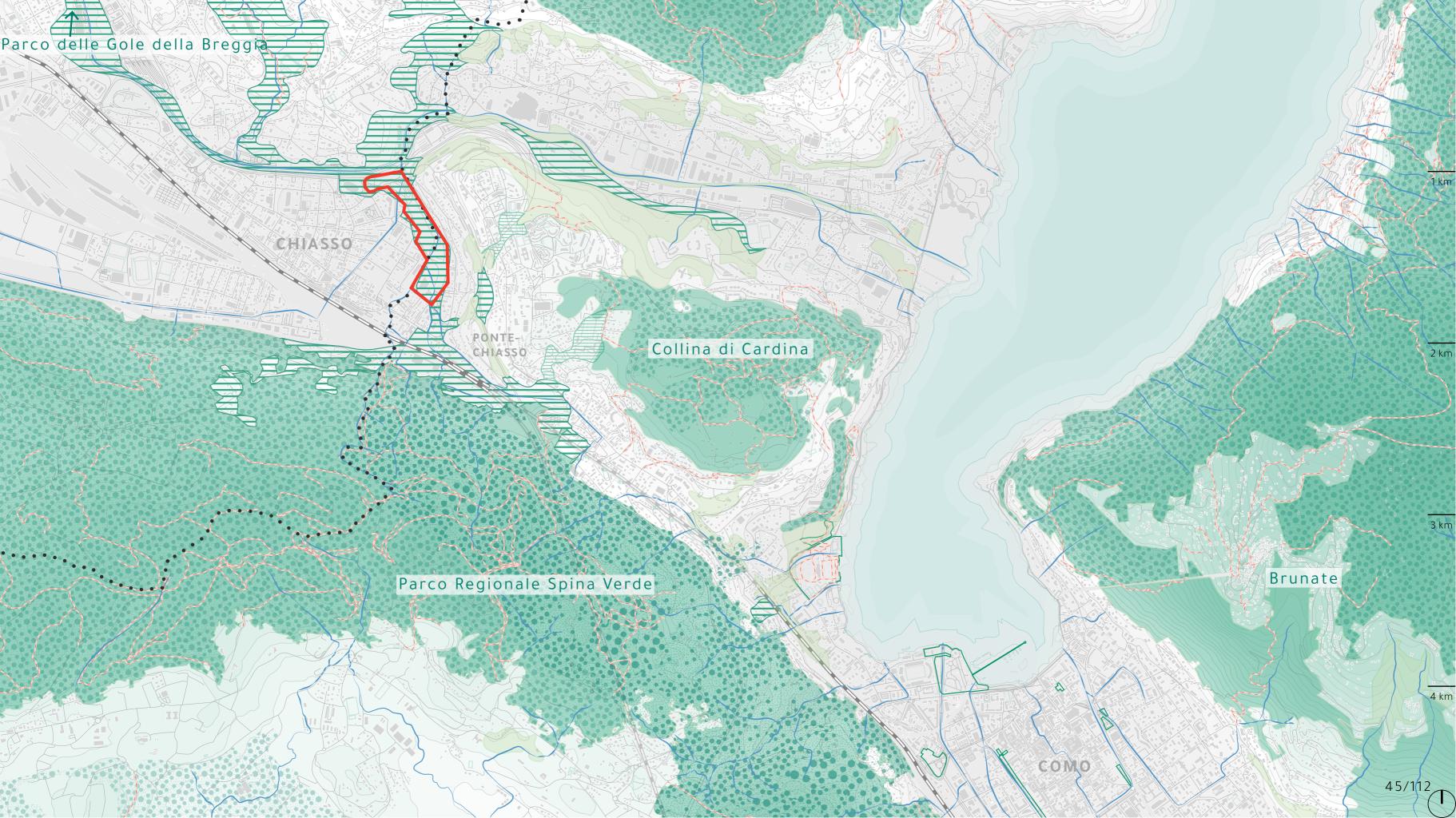


#### Base Layer

Open space typologies







#### Ecological & Recreational Connection

Customs park

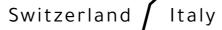


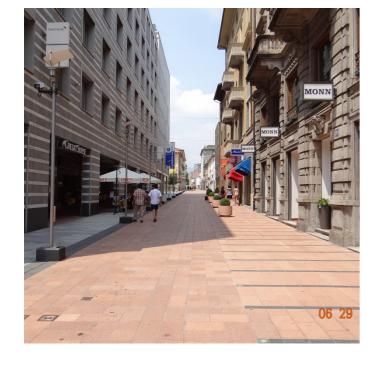
PARCO DELLE GOLE DELLA BREGGIA  $\leftarrow$  CUSTOMS PARK  $\leftarrow$ 

 $\longrightarrow$  PARCO REGIONALE SPINA VERDE

#### Structural Interventions







#### CHIASSO





#### PONTE-CHIASSO (COMO)

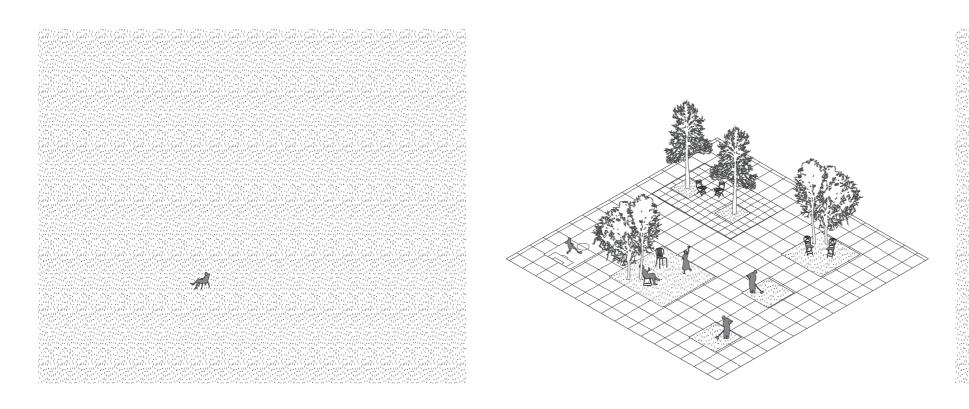




# **DEVELOPING THE DESIGN AMBITIONS**

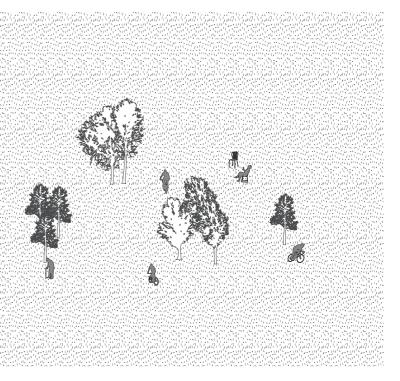


### Design Ambitions



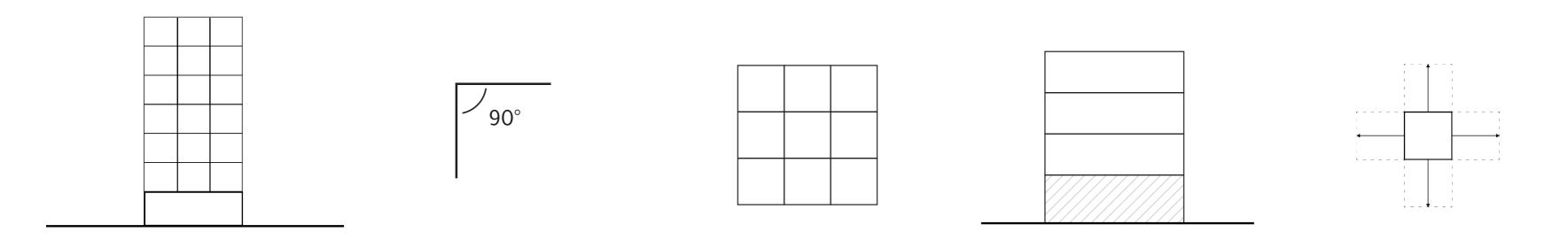
Affordable housing

Diverse places to stay



#### Slow traffic networks

Design principles



HIGHER DENSITIES

90-DEGREE ANGLES

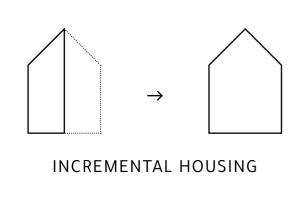
REPETITIVE UNITS

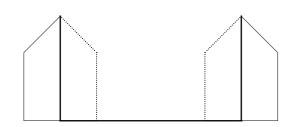
#### COMMERCIAL GROUND FLOOR

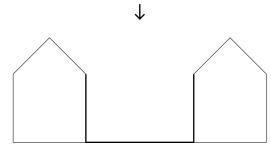
#### INCREMENTAL HOUSING

Incremental housing concept

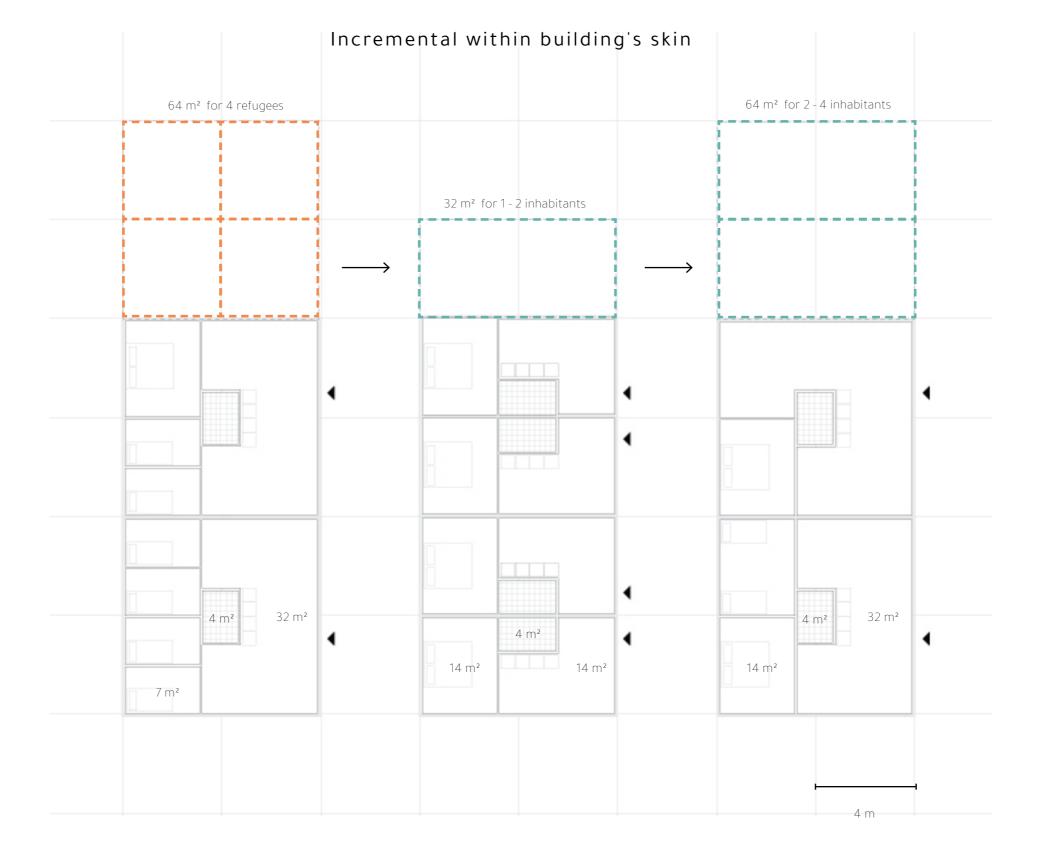


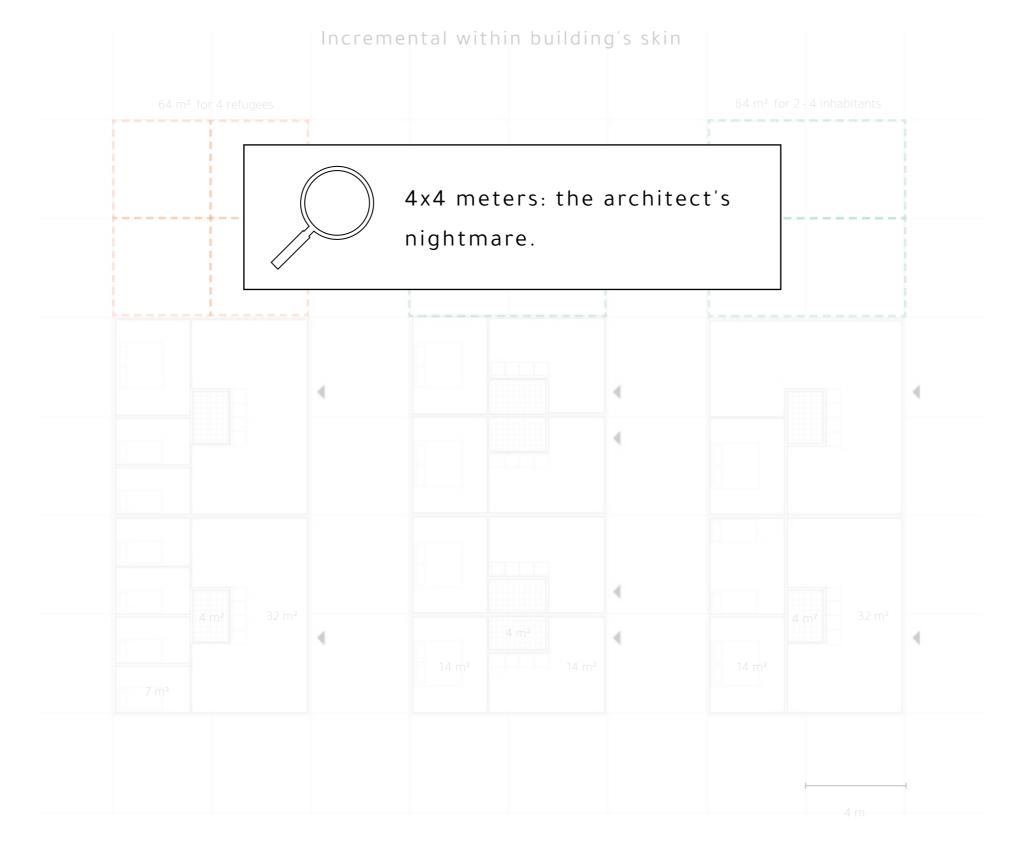




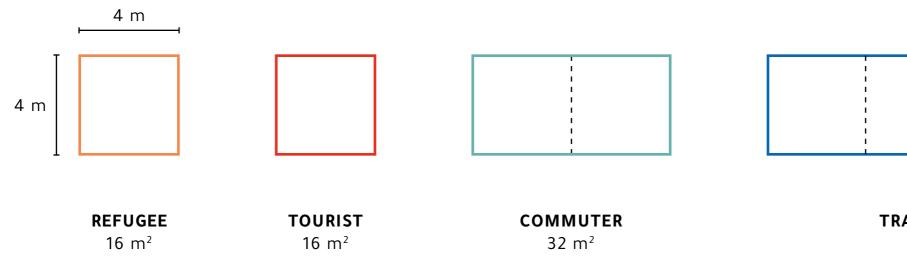


PUBLIC SPACE





The 4x4 unit

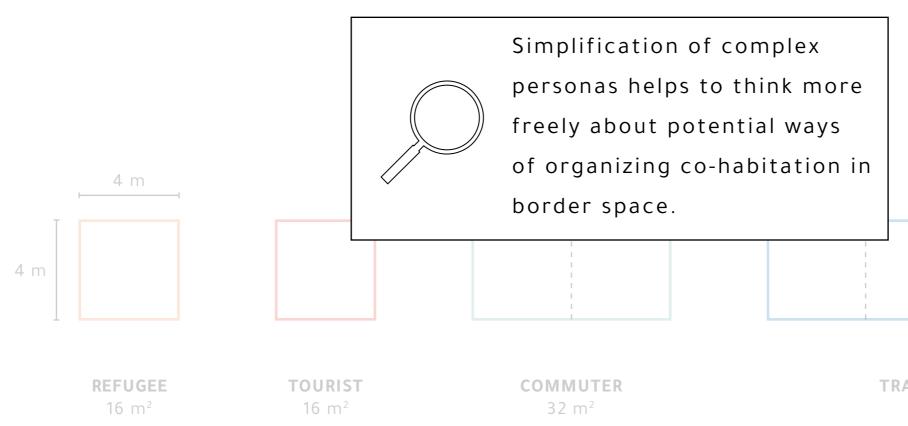


1	1	
1	I	
1	I	
1	I	
1	1	
1	1	
1	1	
1	1	
1	I	
I		

#### TRANSPORT DRIVER

64 m²

The 4x4 unit



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

#### **TRANSPORT DRIVER** 64 m<sup>2</sup>

### Urban Design

#### Integration of the 4x4 module

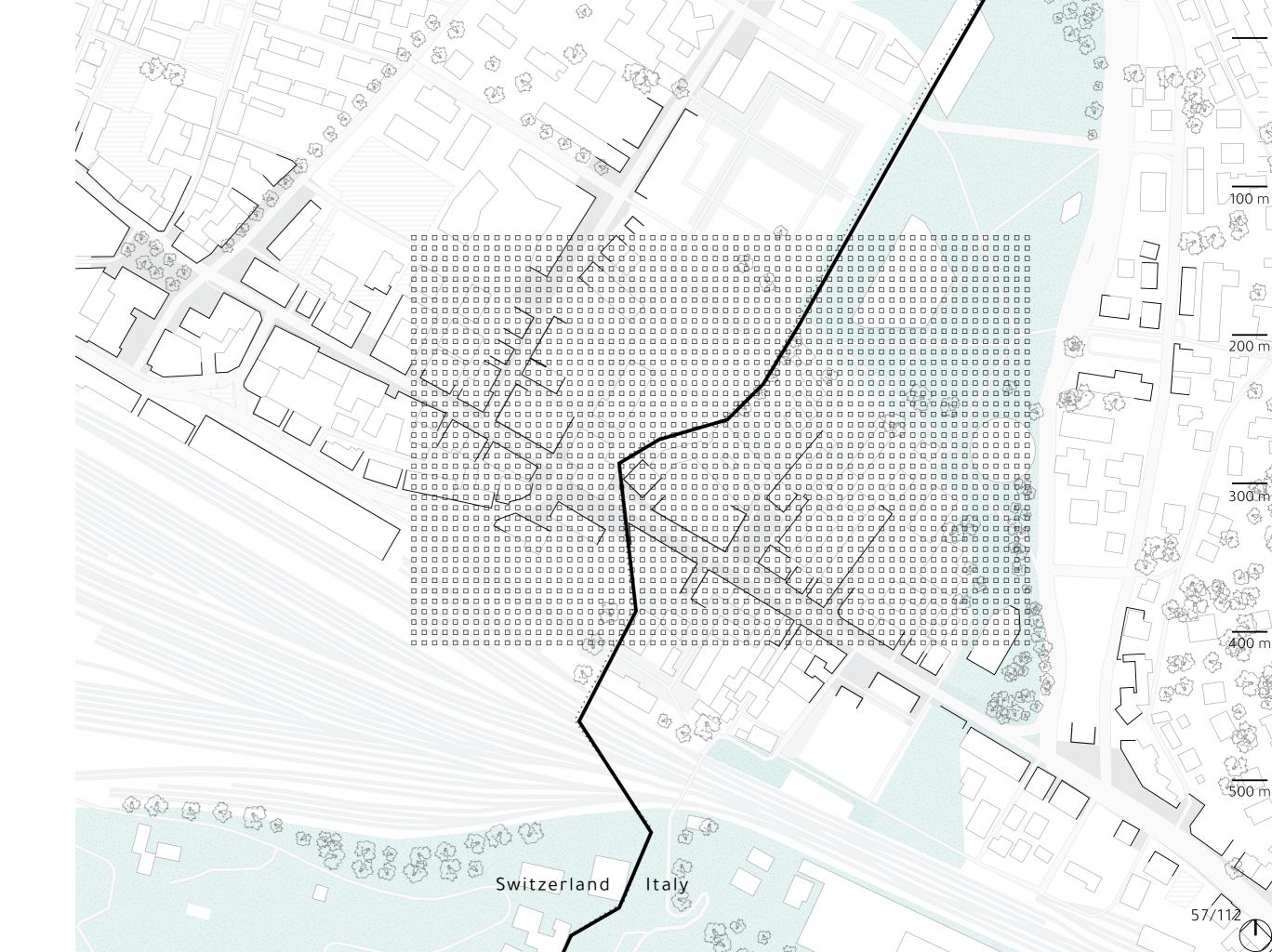






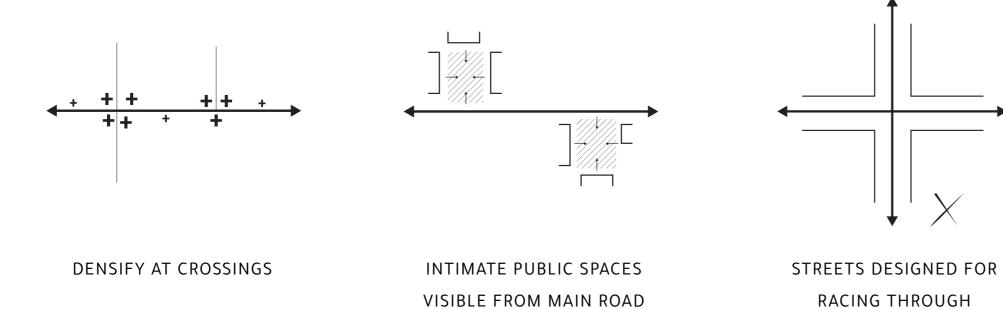
#### CHIASSO -PONTE-CHIASSO

+ 2.000 - 2.500 inhabitants

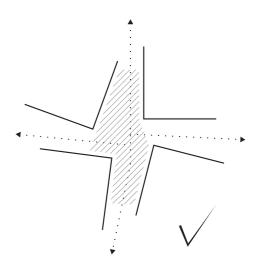


#### **Diverse Public Spaces**

Design principles



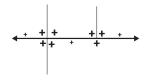
RACING THROUGH

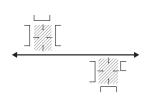


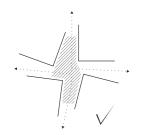
STREETS DESIGNED FOR STAYING IN

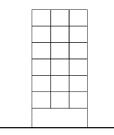
#### Diverse Public Spaces

+ 2.000 - 2.500 dwellings



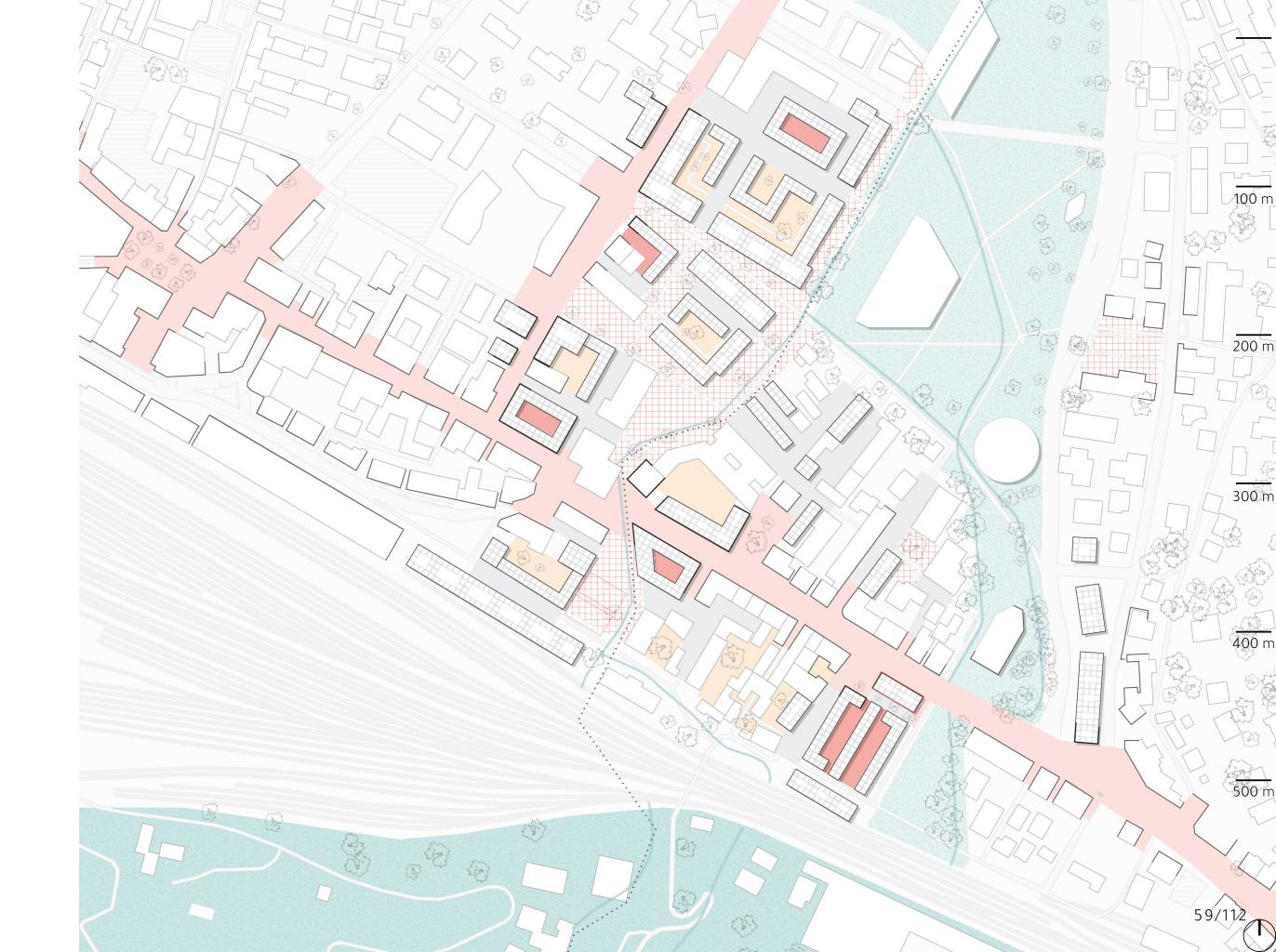




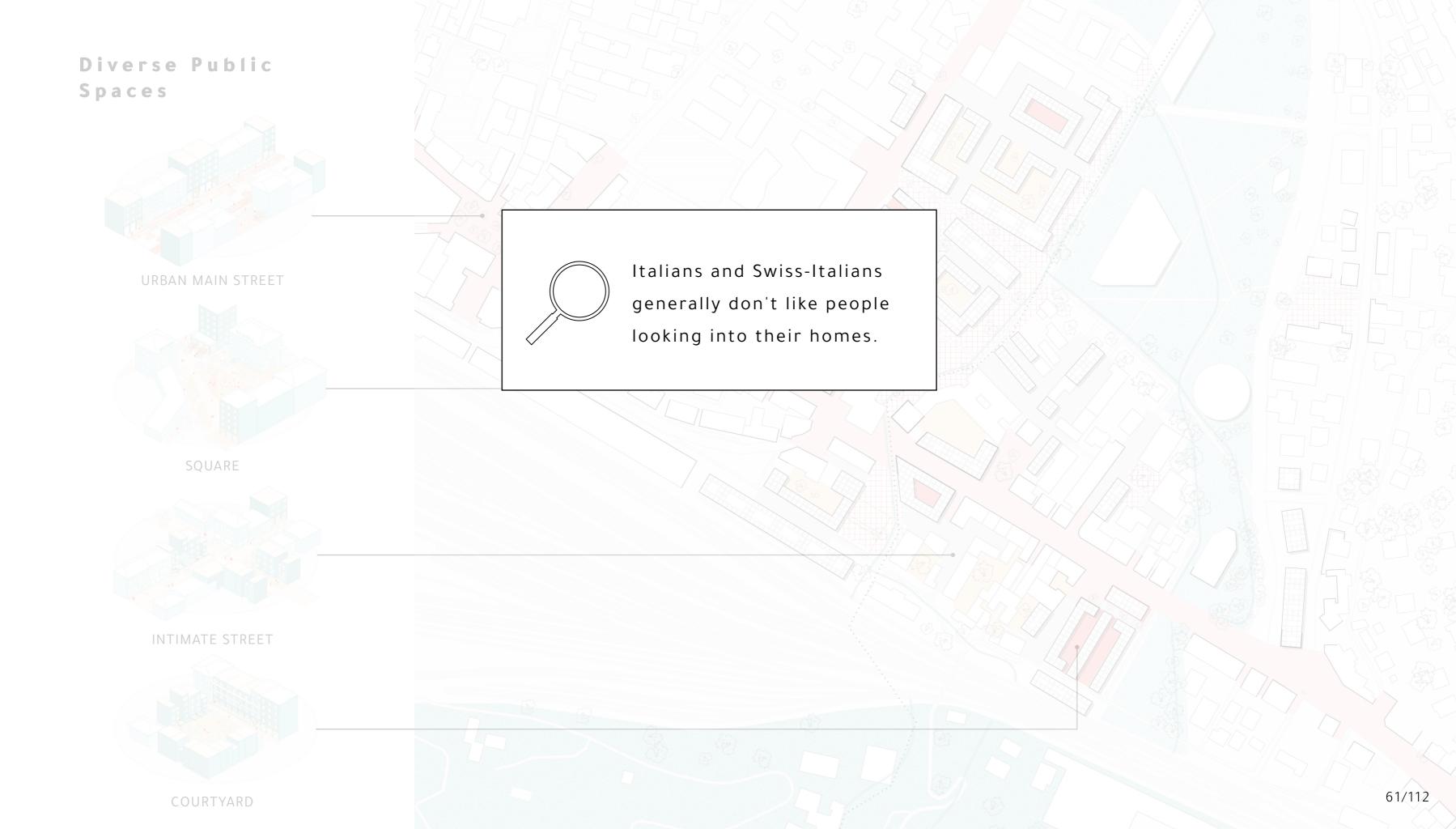




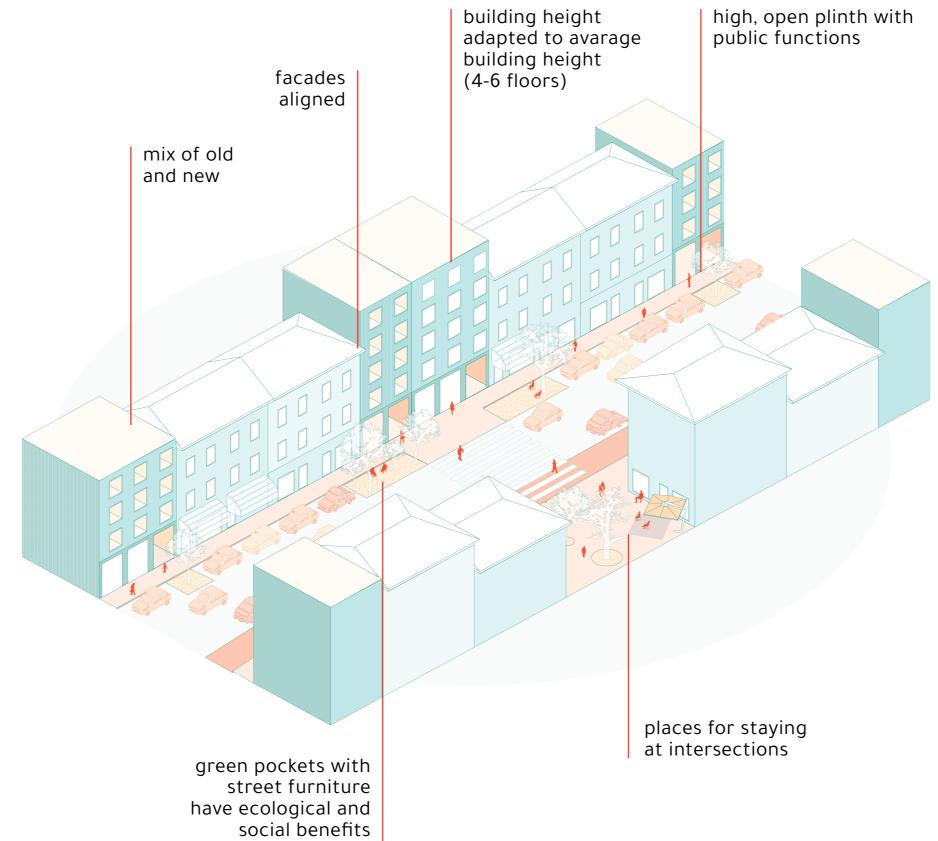
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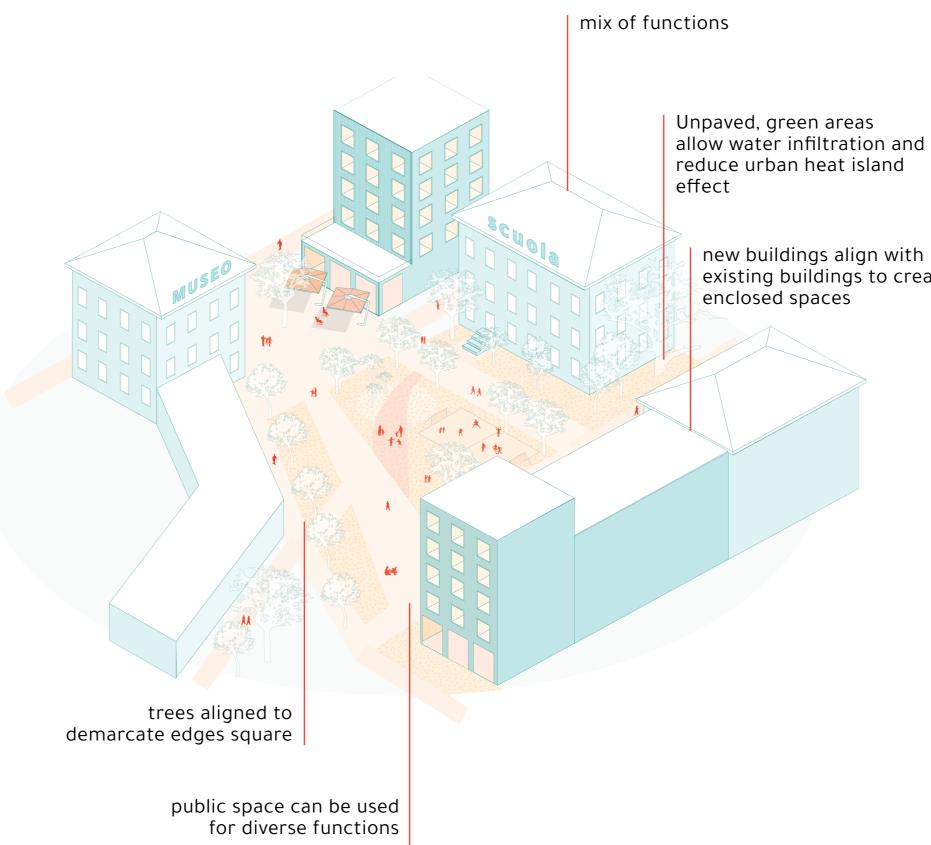
#### **Urban Main Street**



## Urban Main Street



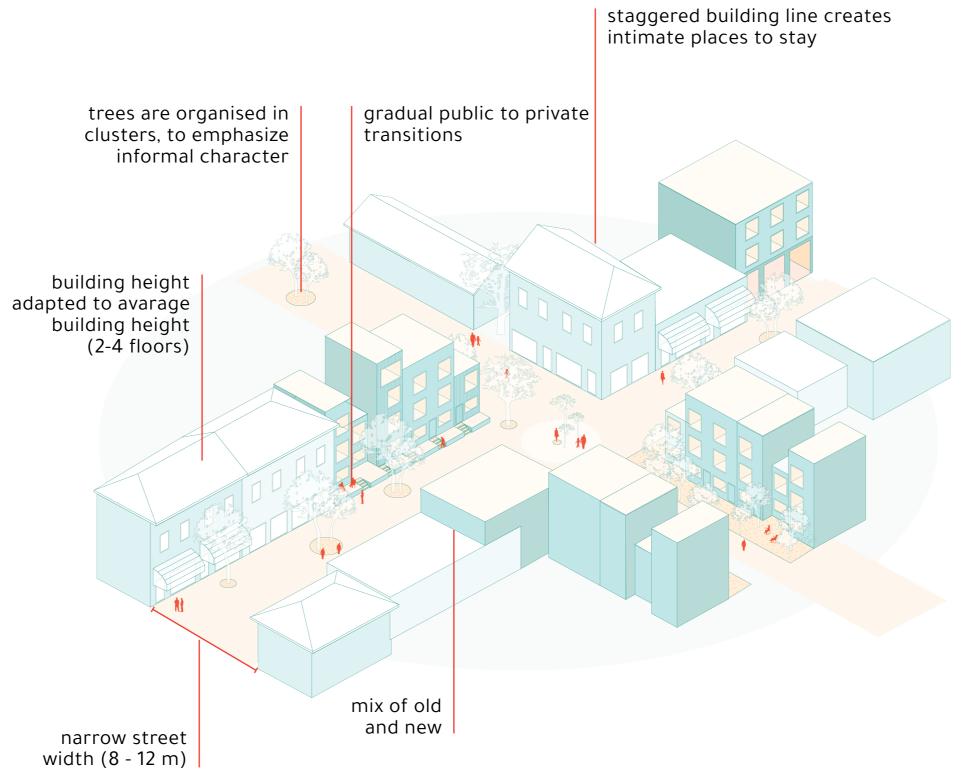
### Square



new buildings align with existing buildings to create enclosed spaces



#### Intimate Street

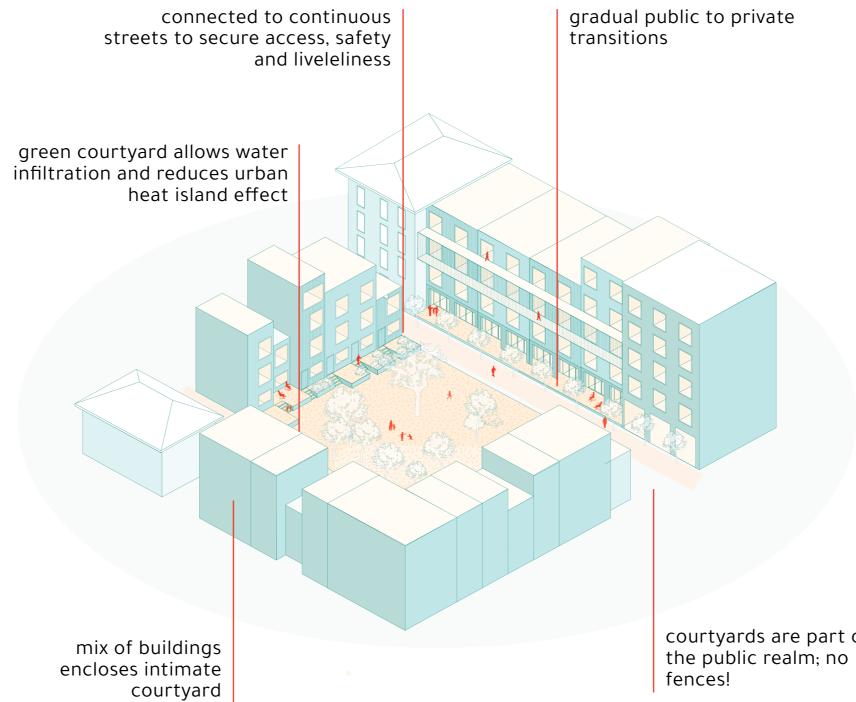


## Intimate Street

caffè e lib.



#### Courtyard

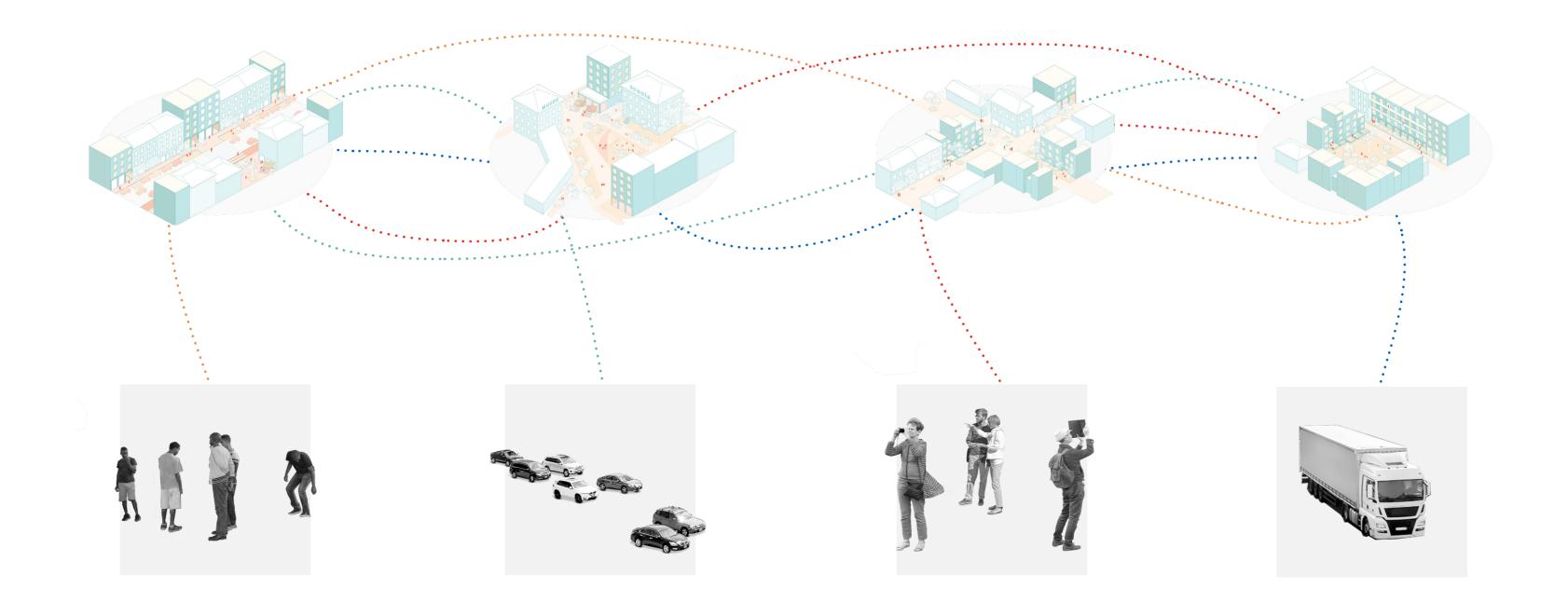


courtyards are part of





### 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	
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	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

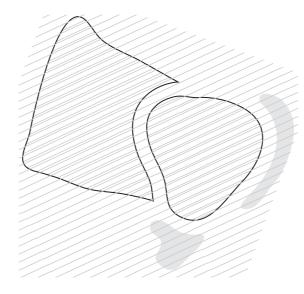
# SECOND PLACE

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



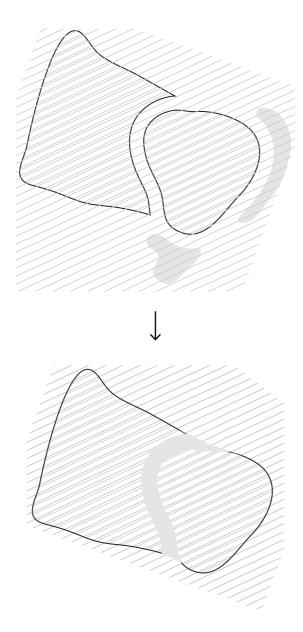


#### THIRD PLACE FAMILIAR SPACE

100 m

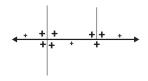
SECOND PLACE CONNECTIVE SPACE

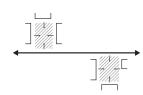
FIRST PLACE ANONYMOUS SPACE

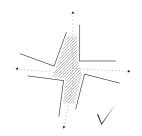


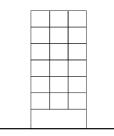


+ 2.000 - 2.500 inhabitants

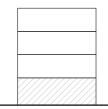


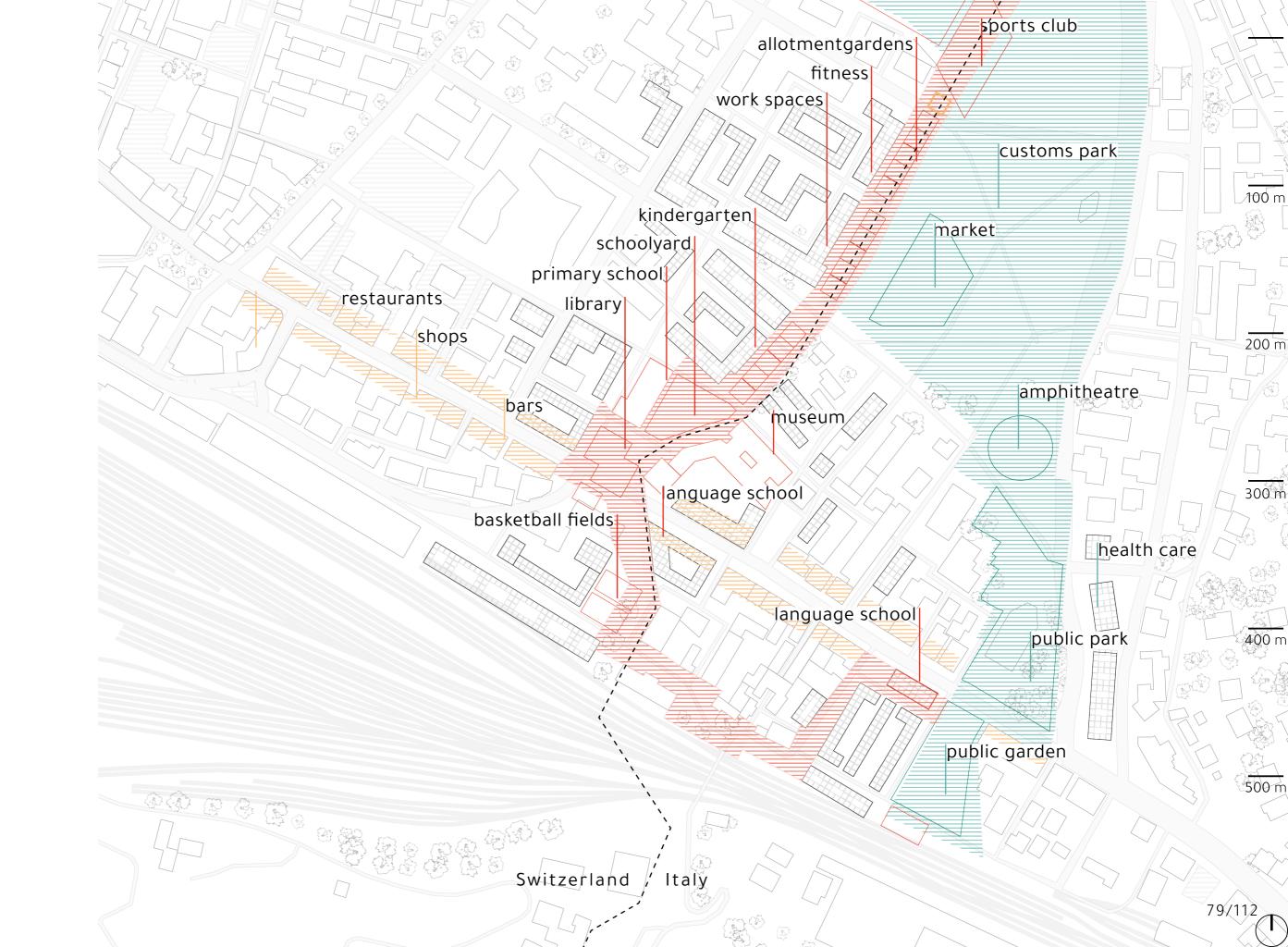




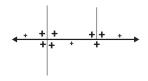


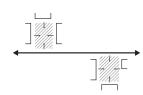


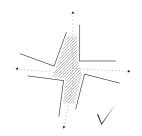


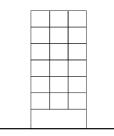


+ 2.000 - 2.500 inhabitants

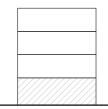


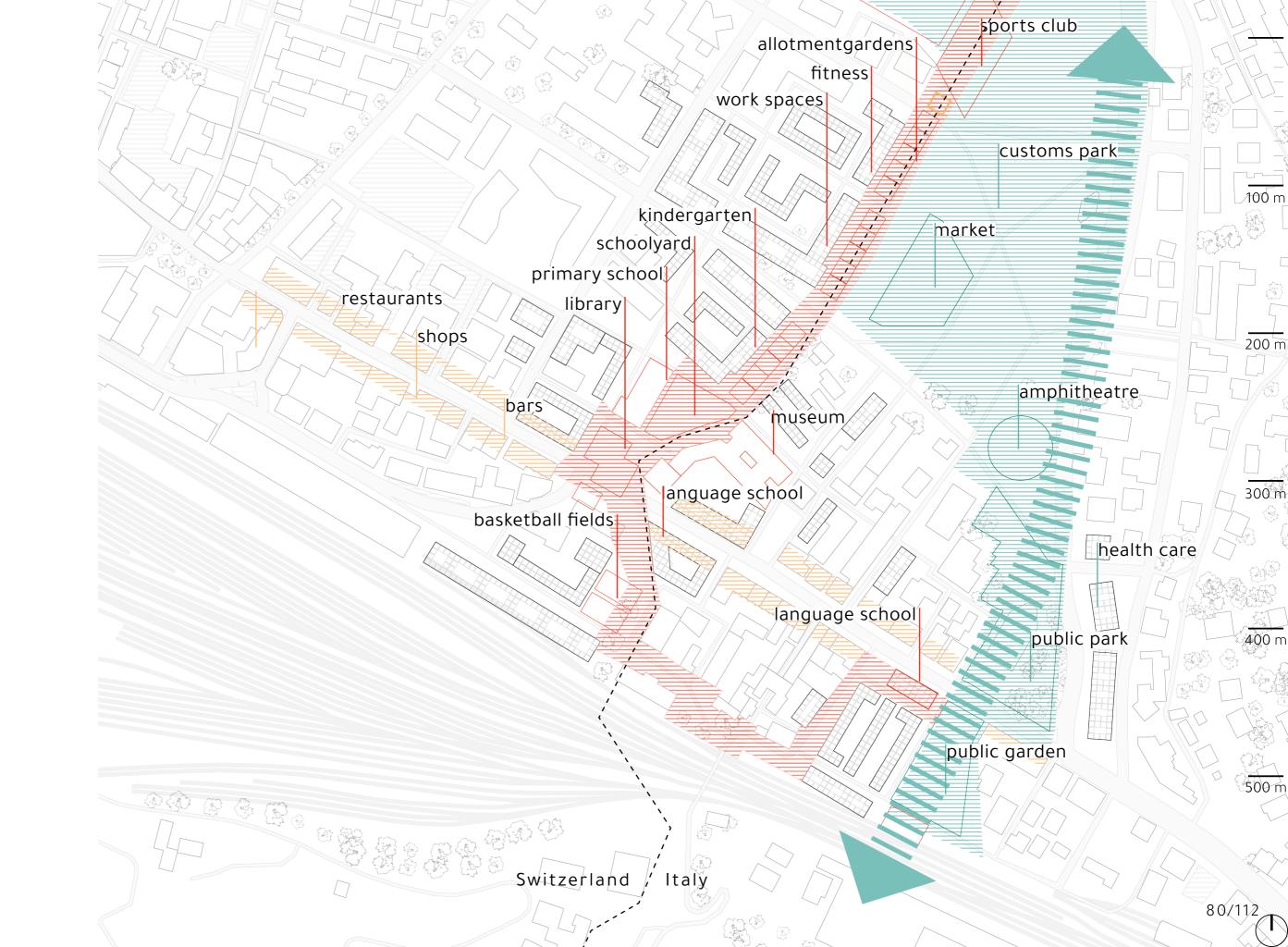












#### Customs Park





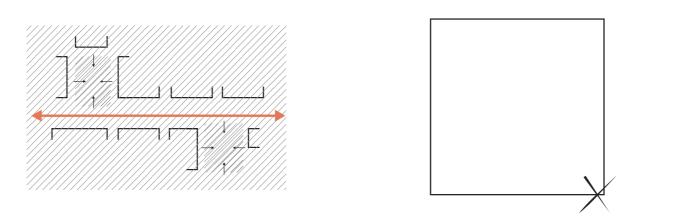






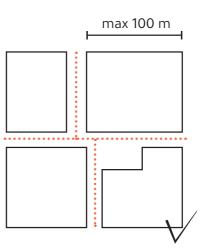
### Slow Traffic Networks

Design principles



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

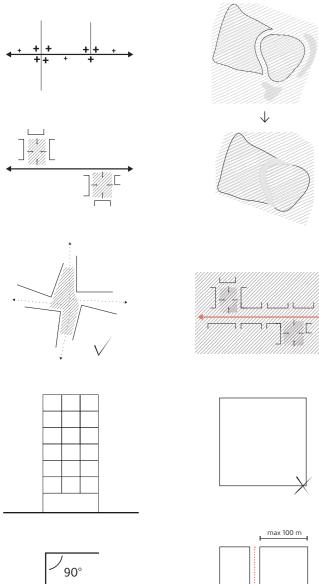
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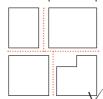
#### ALL BUILDING BLOCKS NCOURAGE WALKING

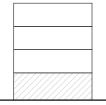
#### Slow Traffic Networks

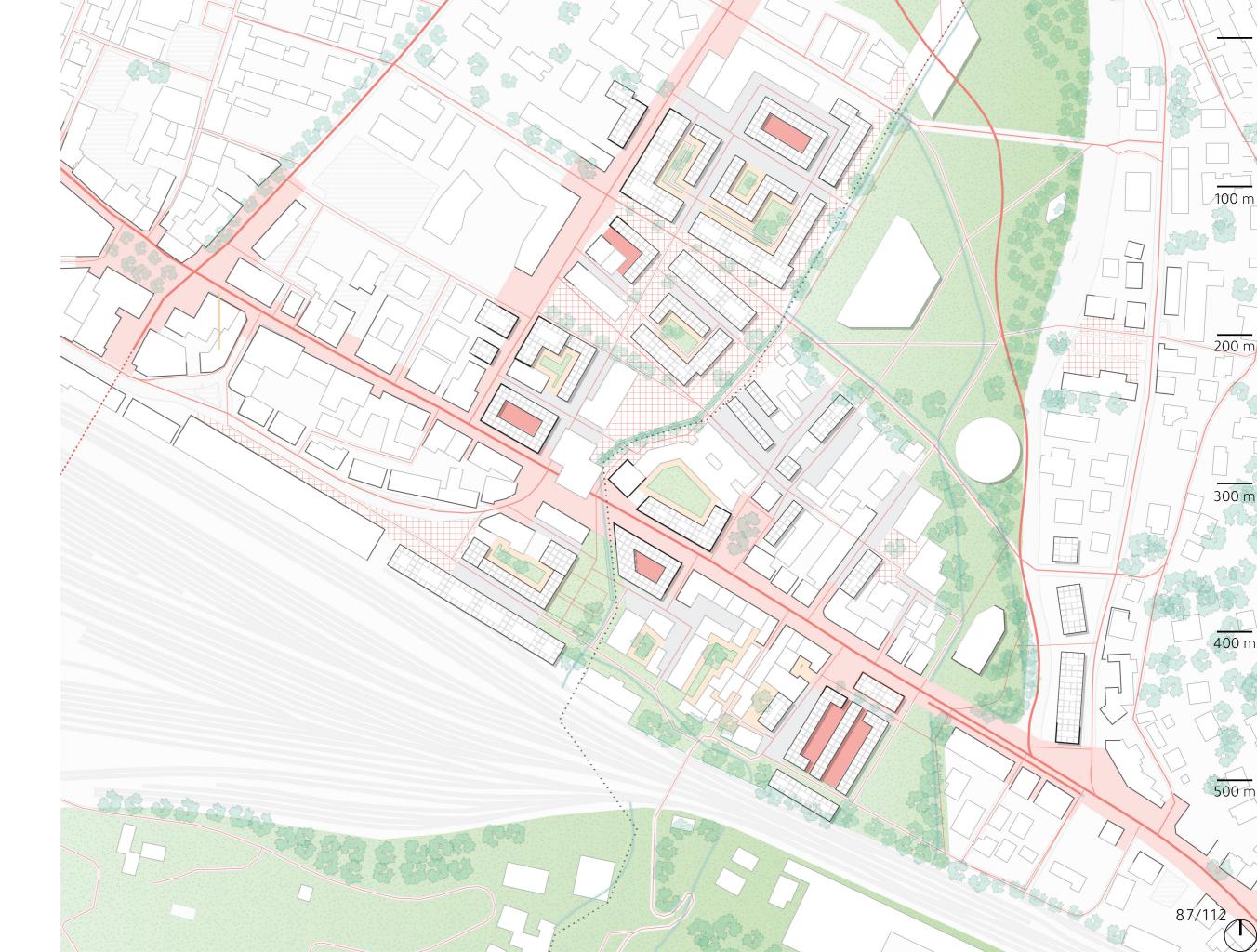
+ 2.000 - 2.500 inhabitants





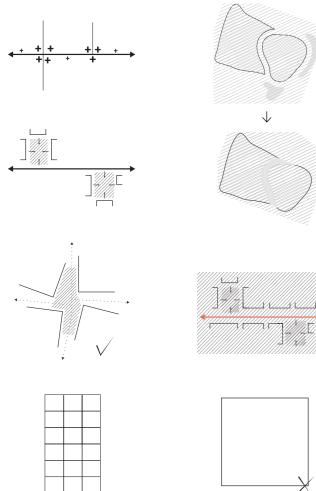


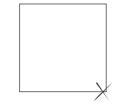


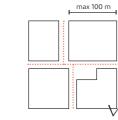


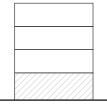
#### Urban Plan

+ 2.000 - 2.500 inhabitants

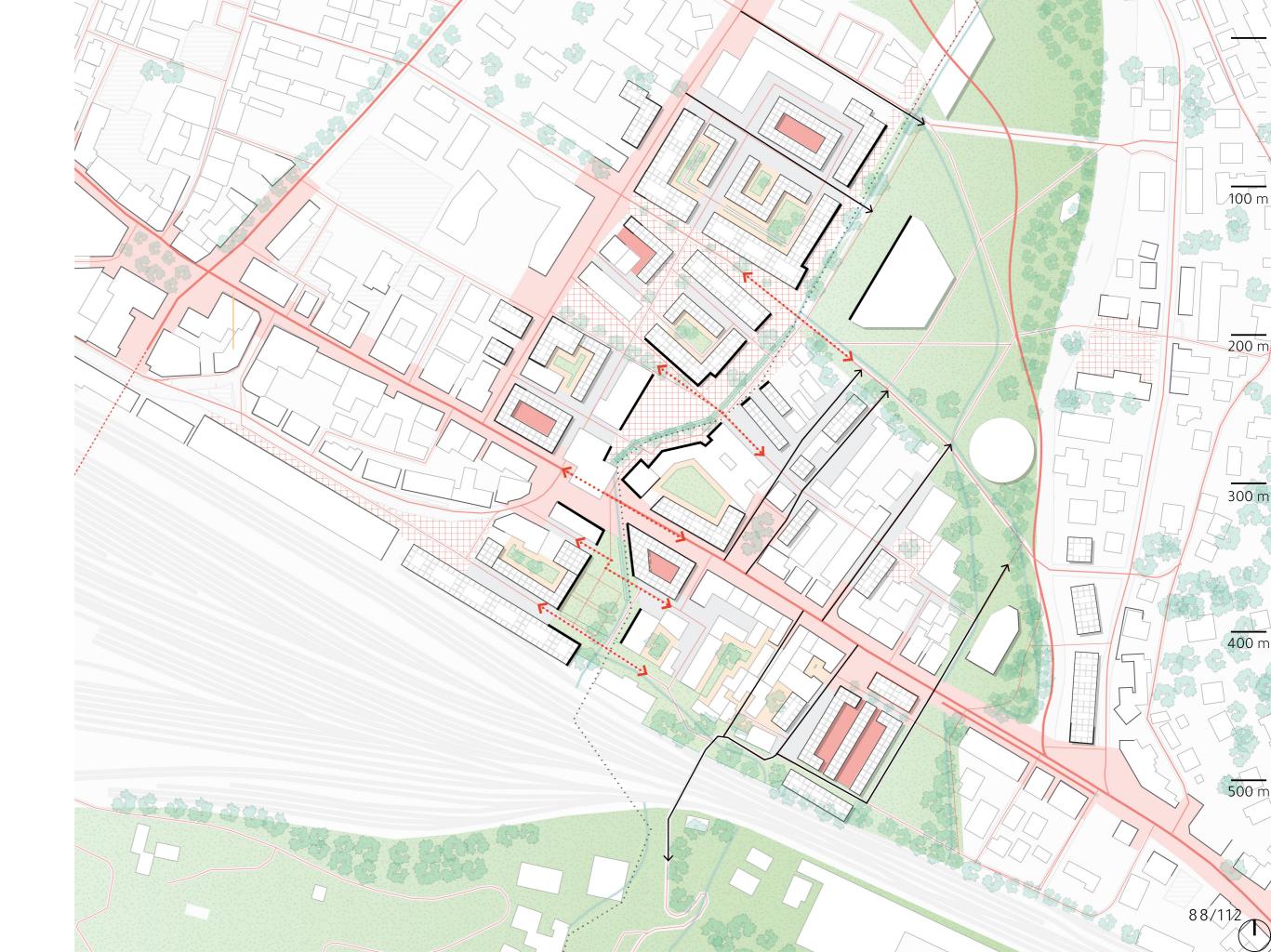






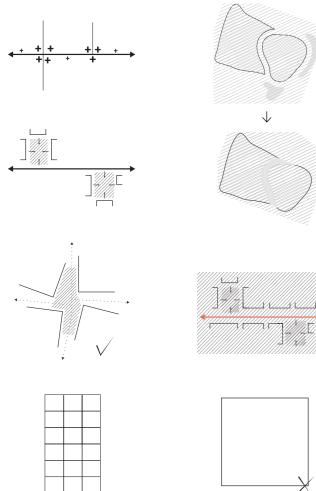


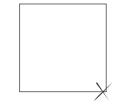
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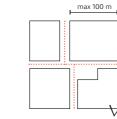


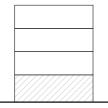
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+ 2.000 - 2.500 inhabitants

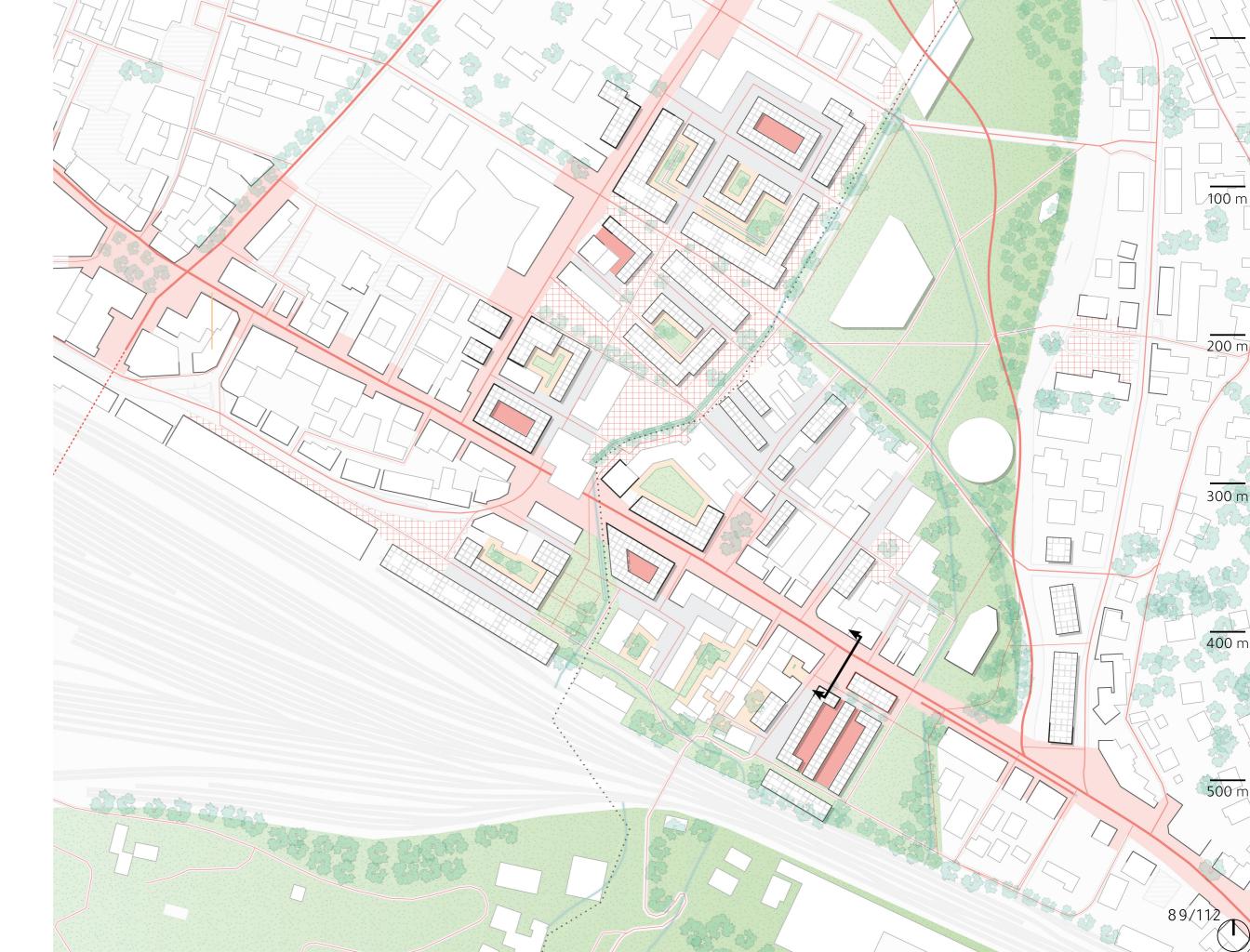






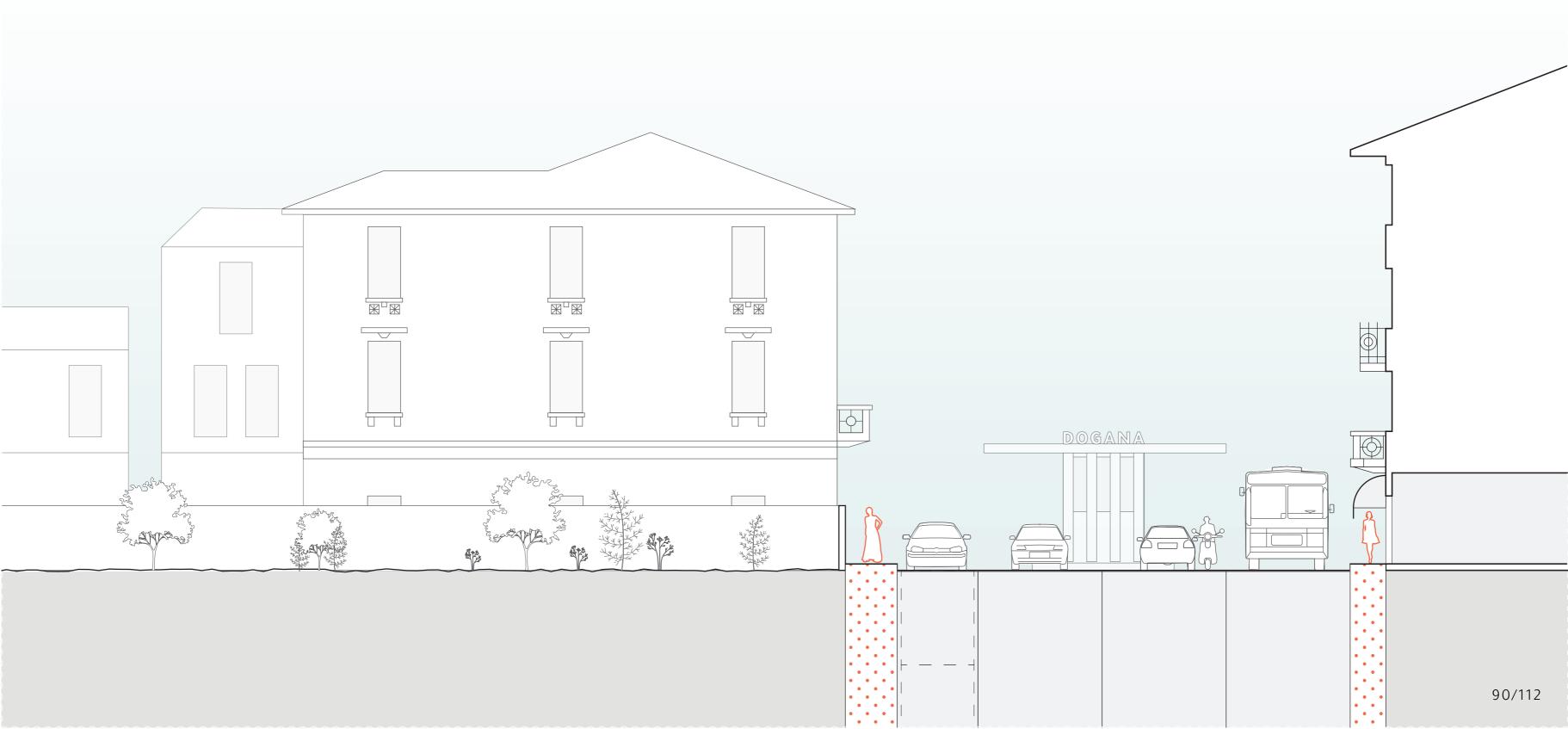


ノ<sub>90°</sub>



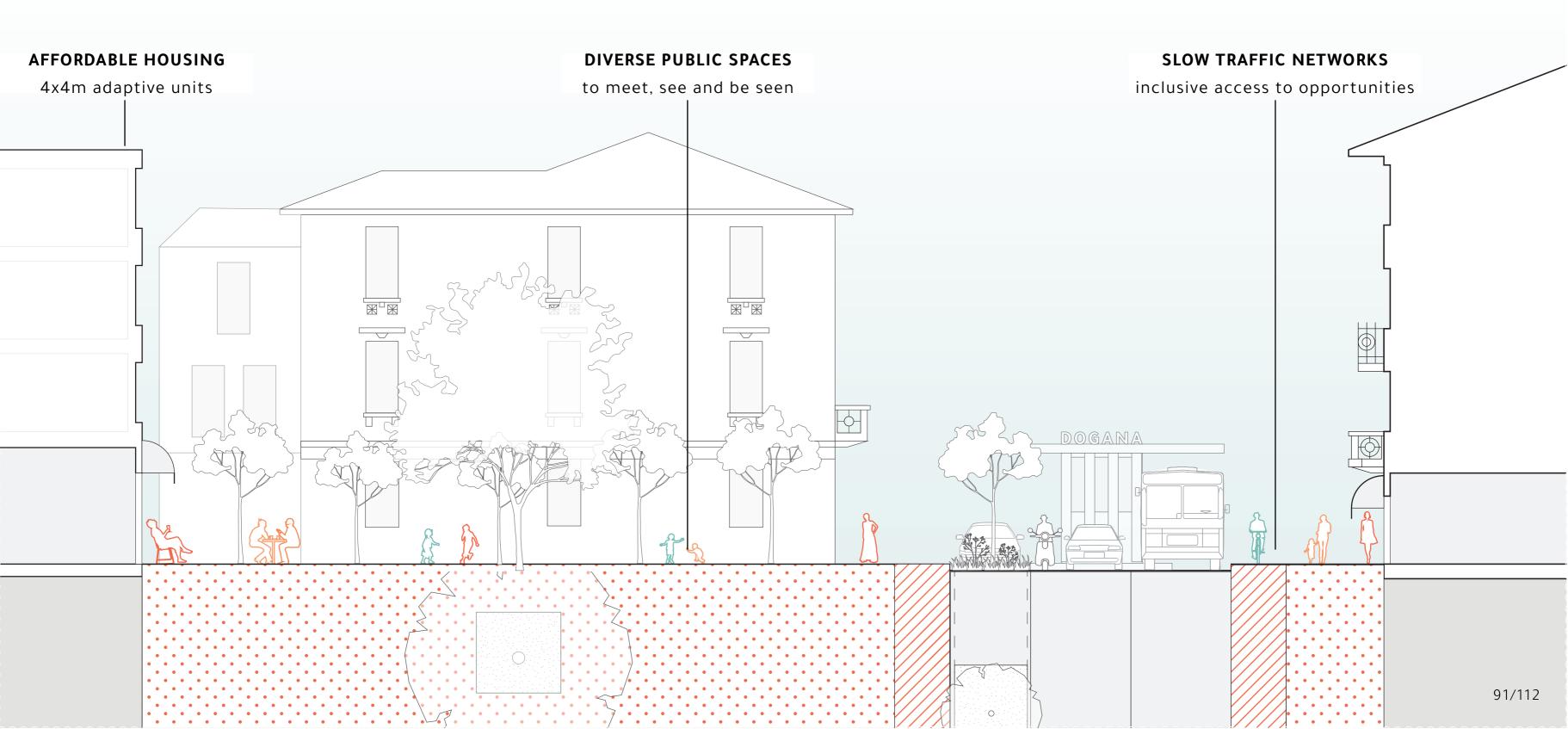
### Towards Inclusive, Inhabitable Border Space

Current situation

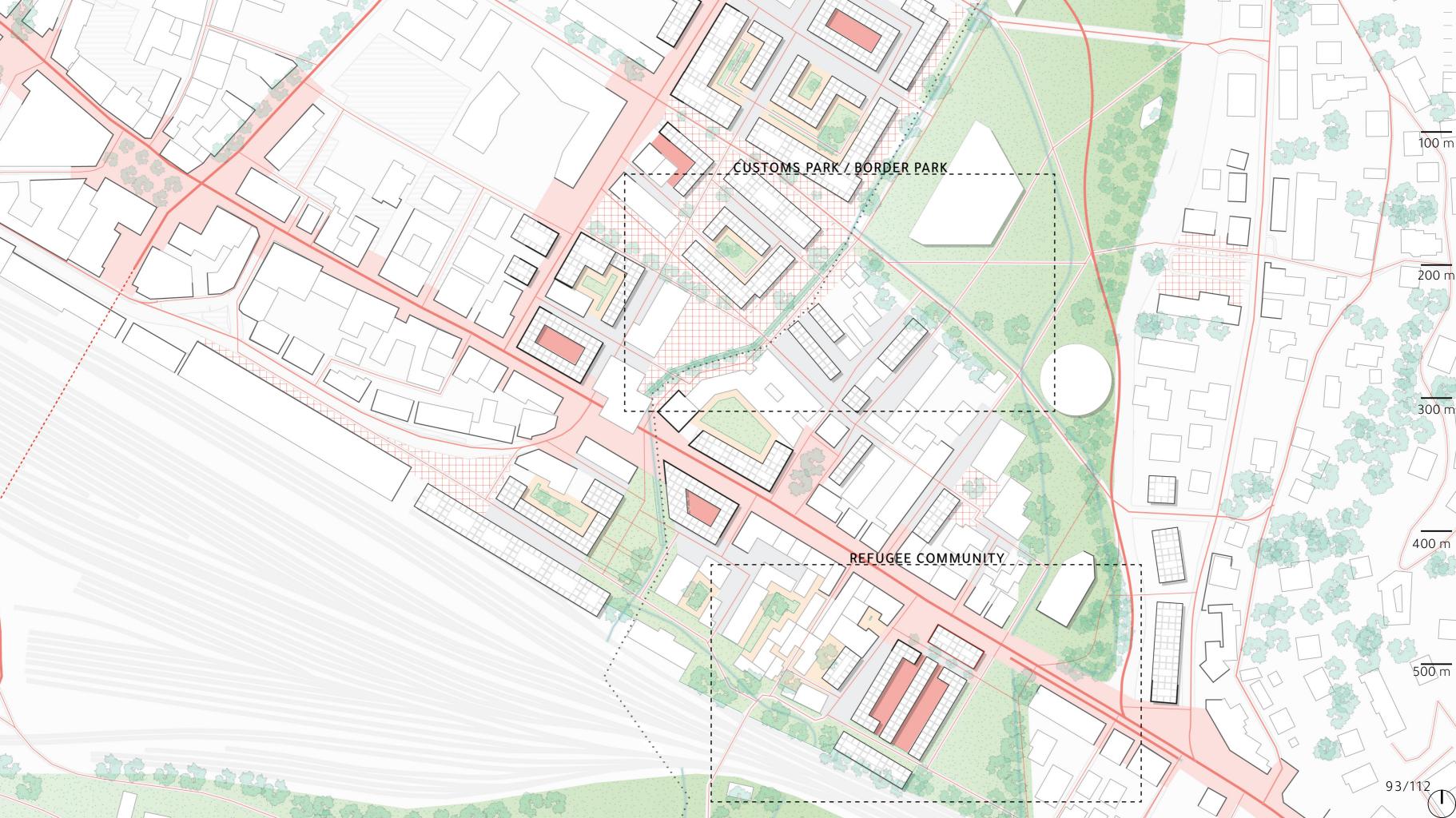


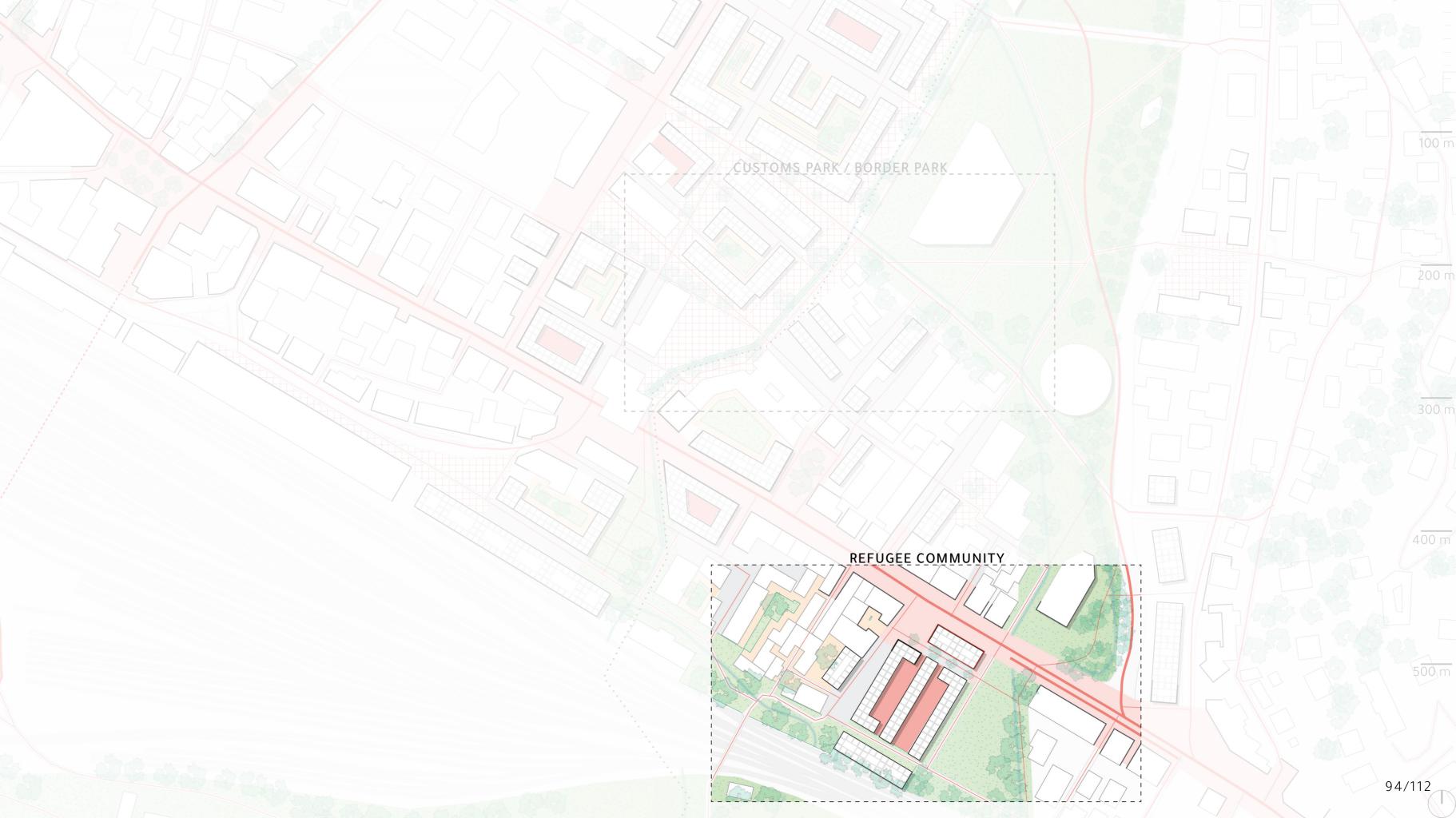
### Towards Inclusive, Inhabitable Border Space

Current situation









### Reviving a Dead Area

Chiasso - Ponte-Chiasso







#### Reviving a Dead Area

Chiasso - Ponte-Chiasso

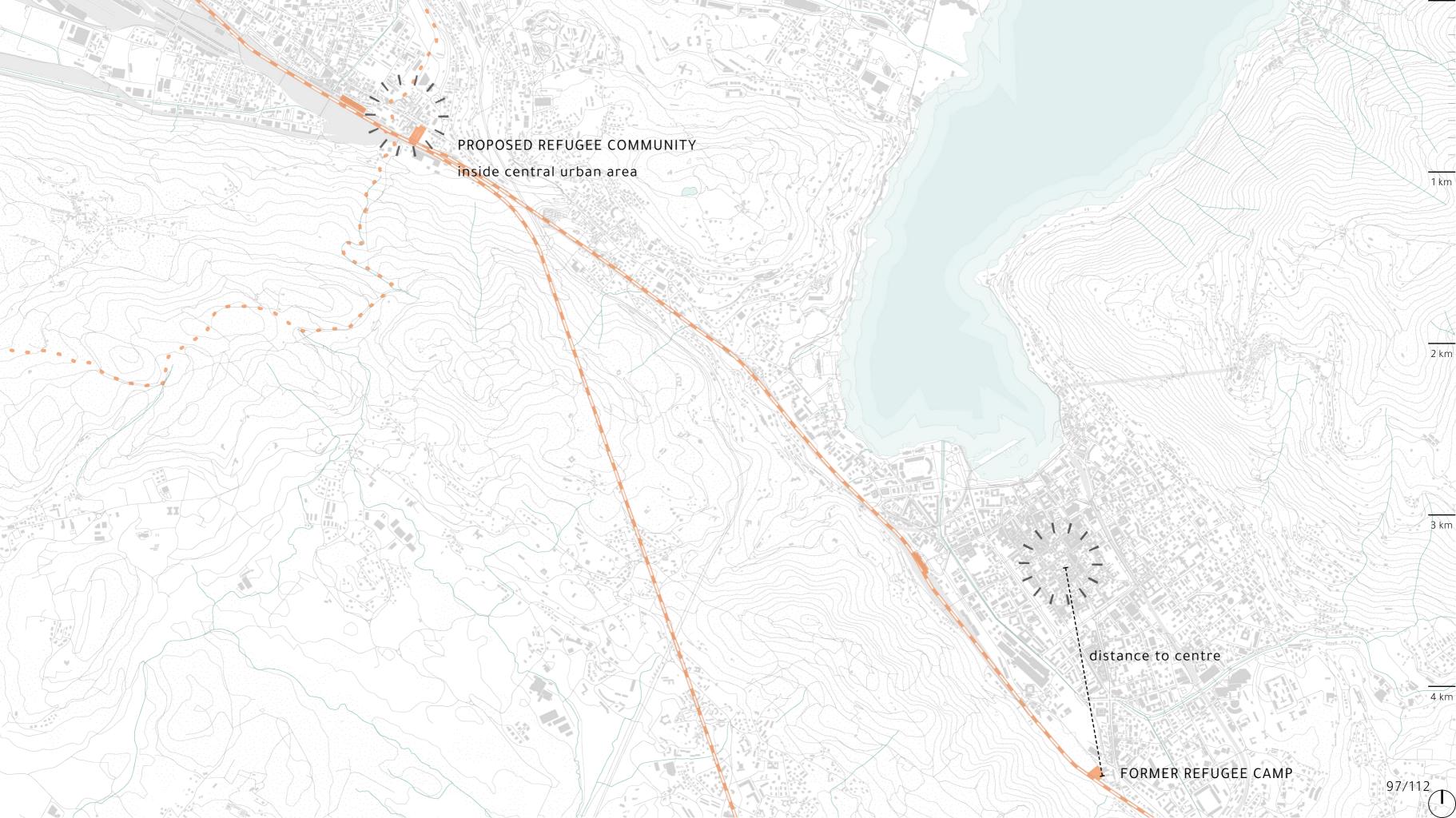


#### Pragmatic? Idealistic?

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.







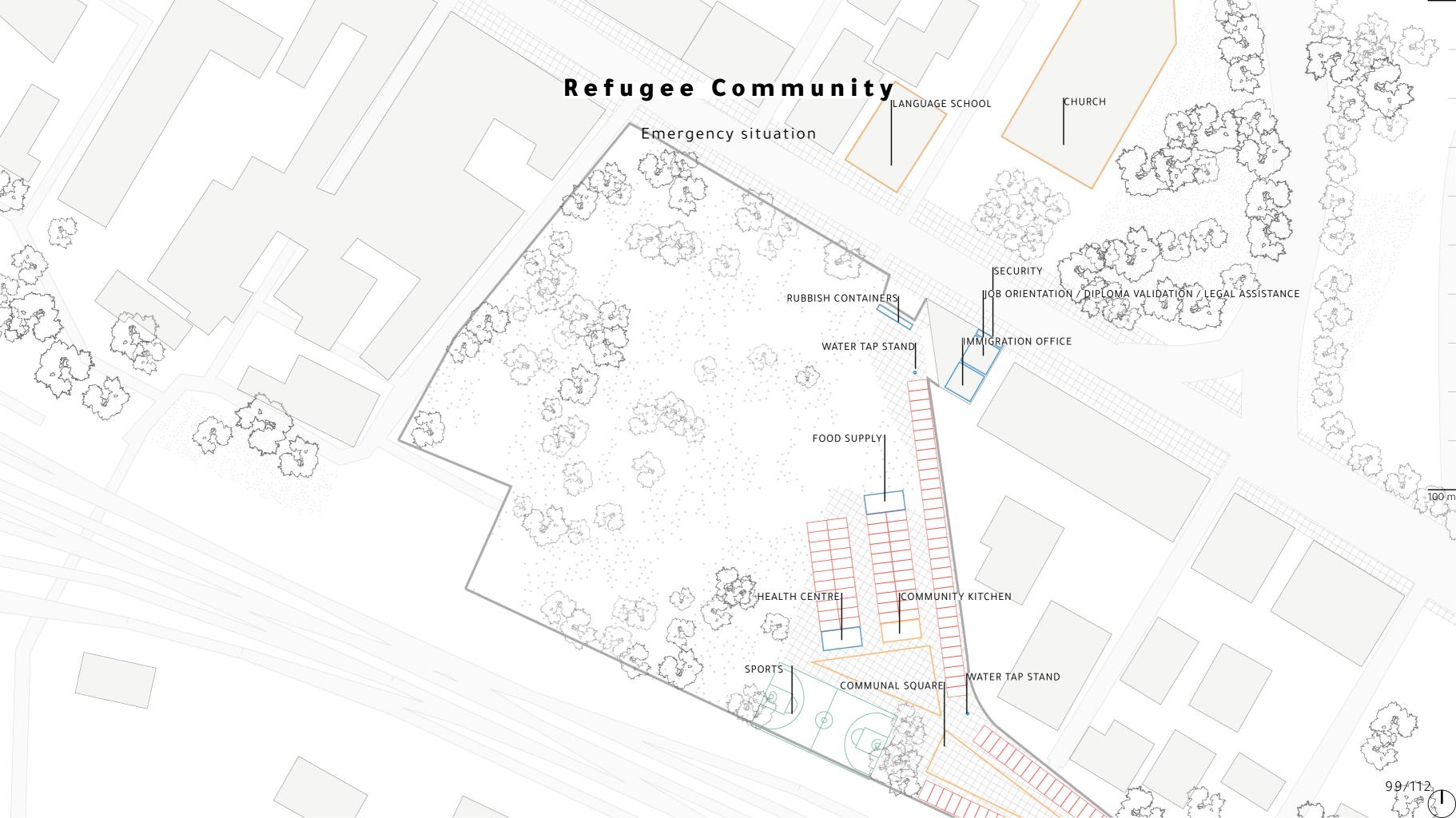
Current situation

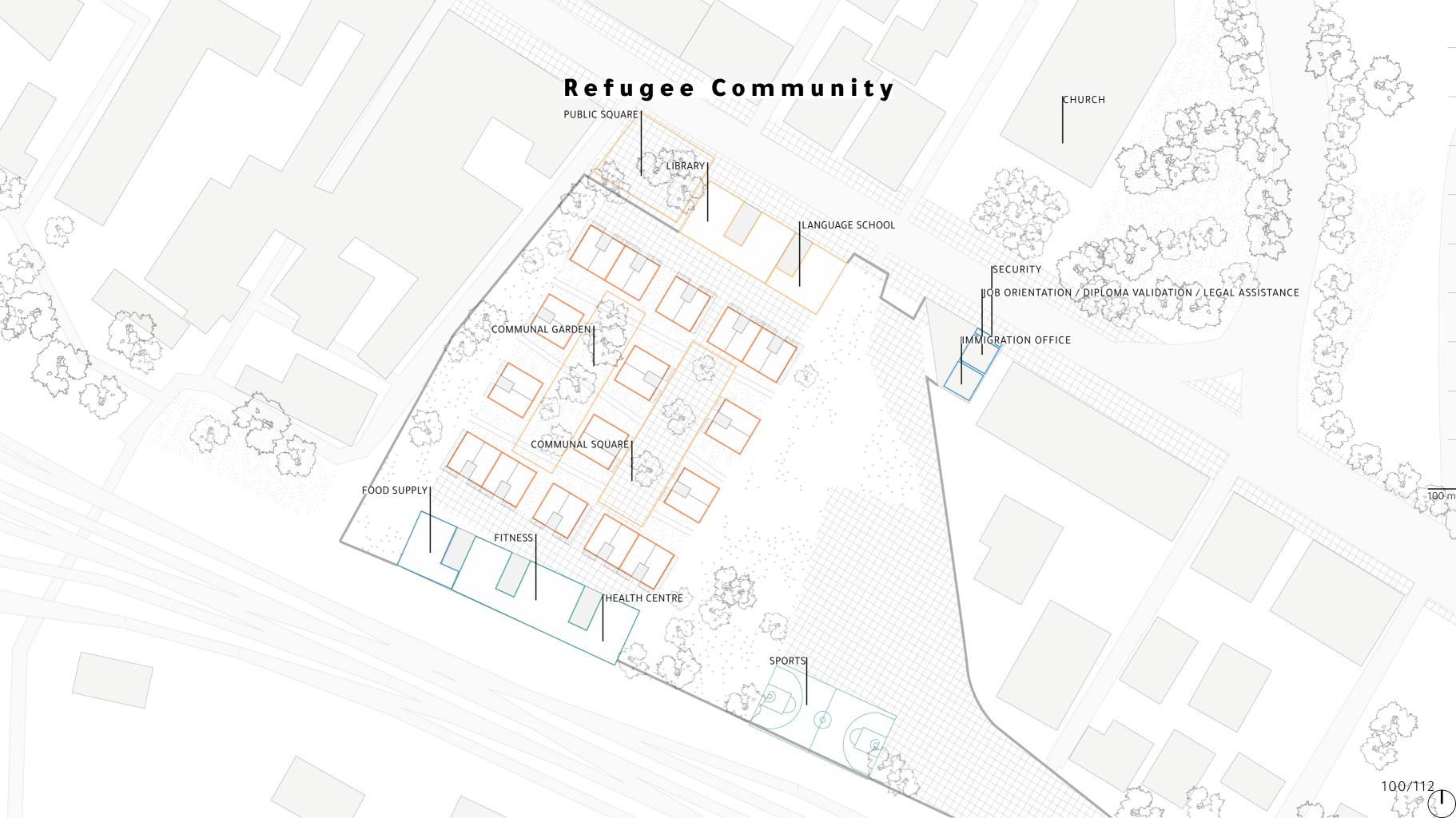
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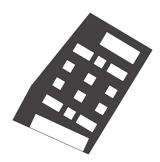




### Refugee Community

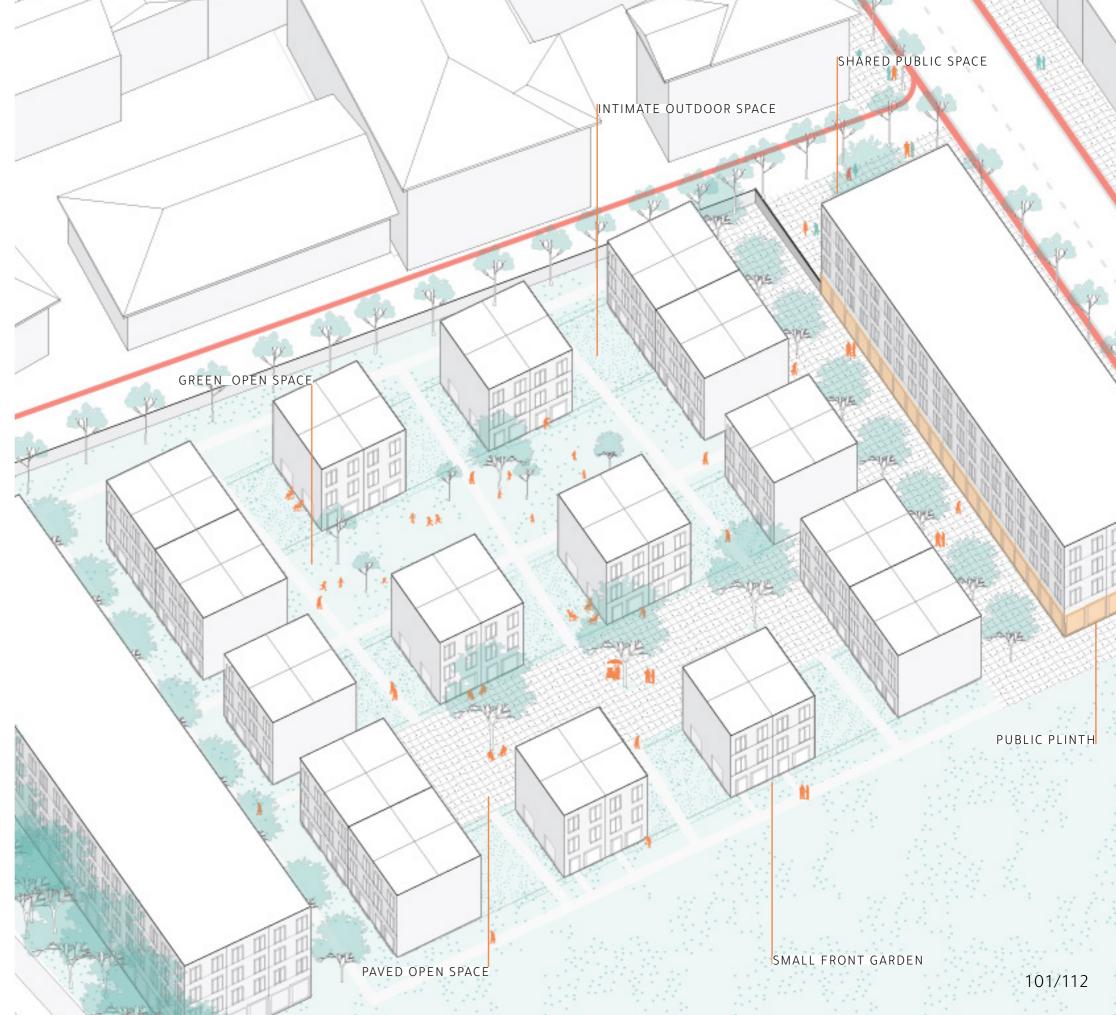
- Mutual support reduces aid dependency
- 'Top-down' collaborative incremental housing
- Co-design and development encourages feeling of ownership over spaces





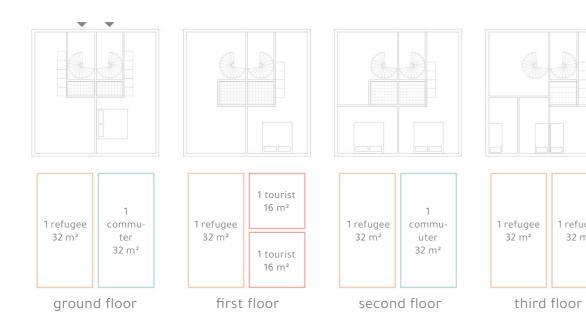
# (4x4) units: 342

# 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

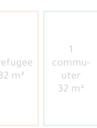
- 50/50 balance promotes the opportunity to meet and interact on a regular basis and on an even footing
- Co-design and development encourages
  feeling of ownership over spaces

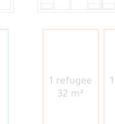
Finding a balance between pre-defined and undefined / "spontaneous" development





first floor







# 4x4 units: 564

# inhabitants: 282

# refugees: 141



### Refugee Community

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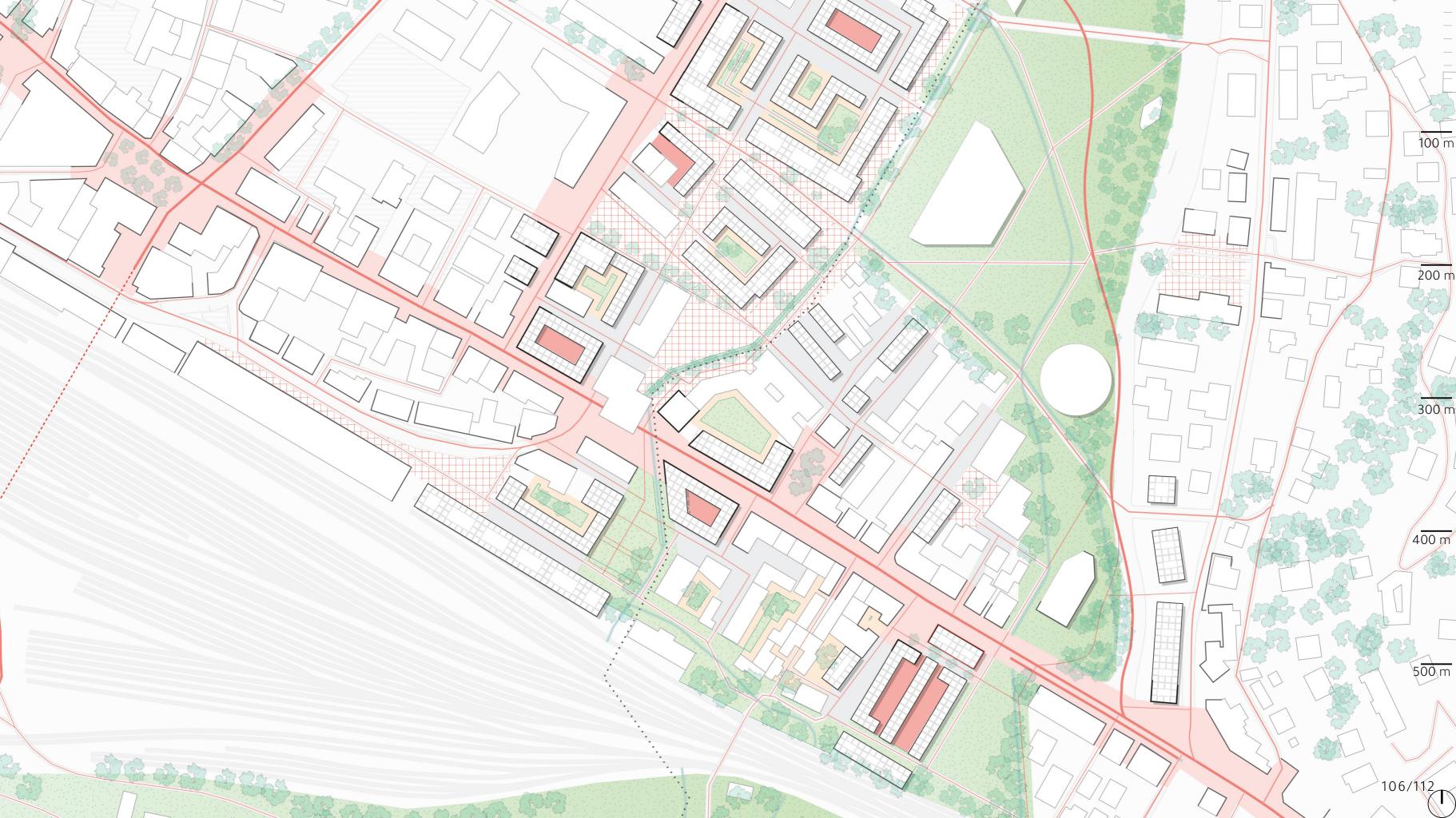
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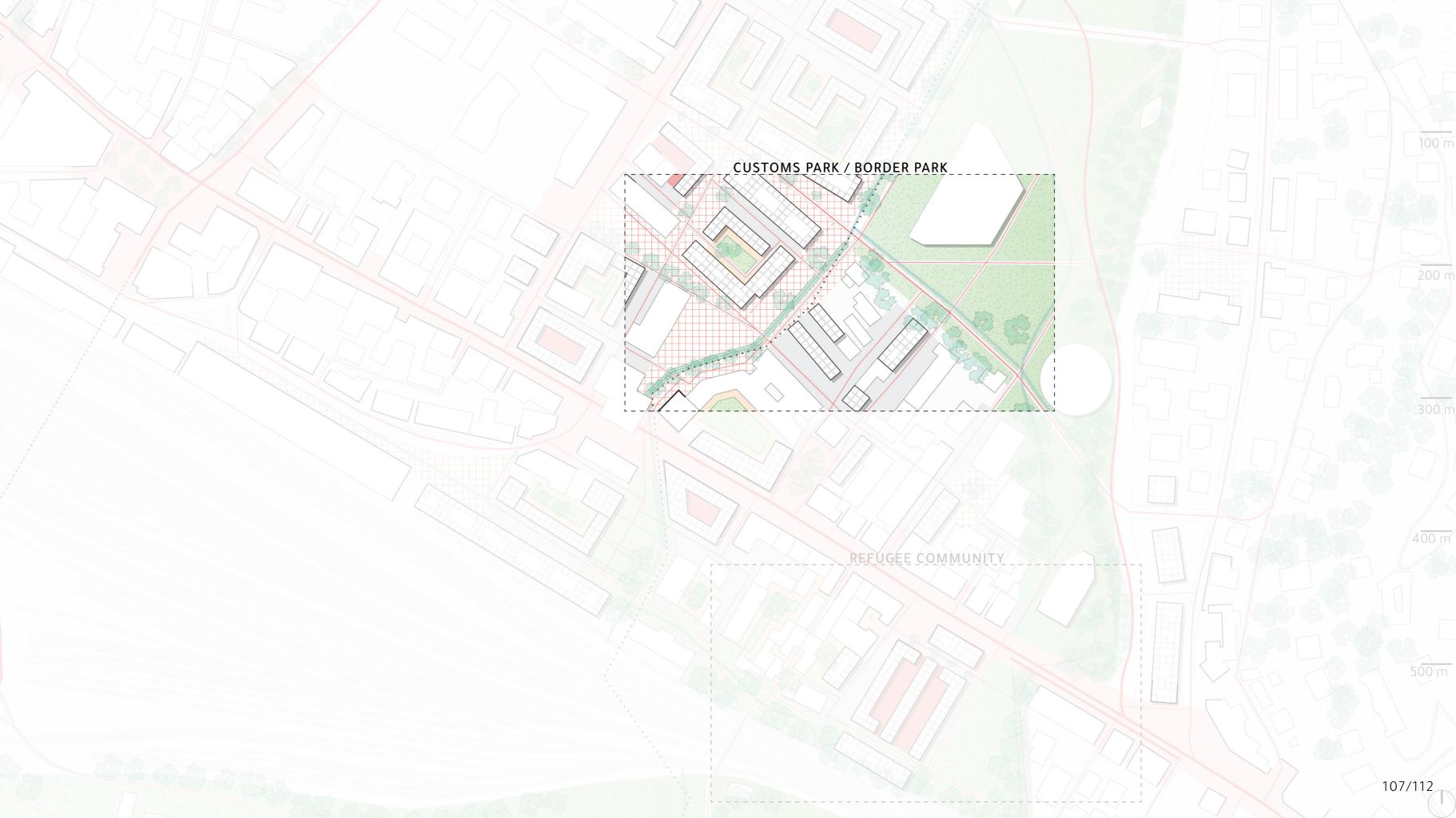


# Mixed Community

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# Customs Development

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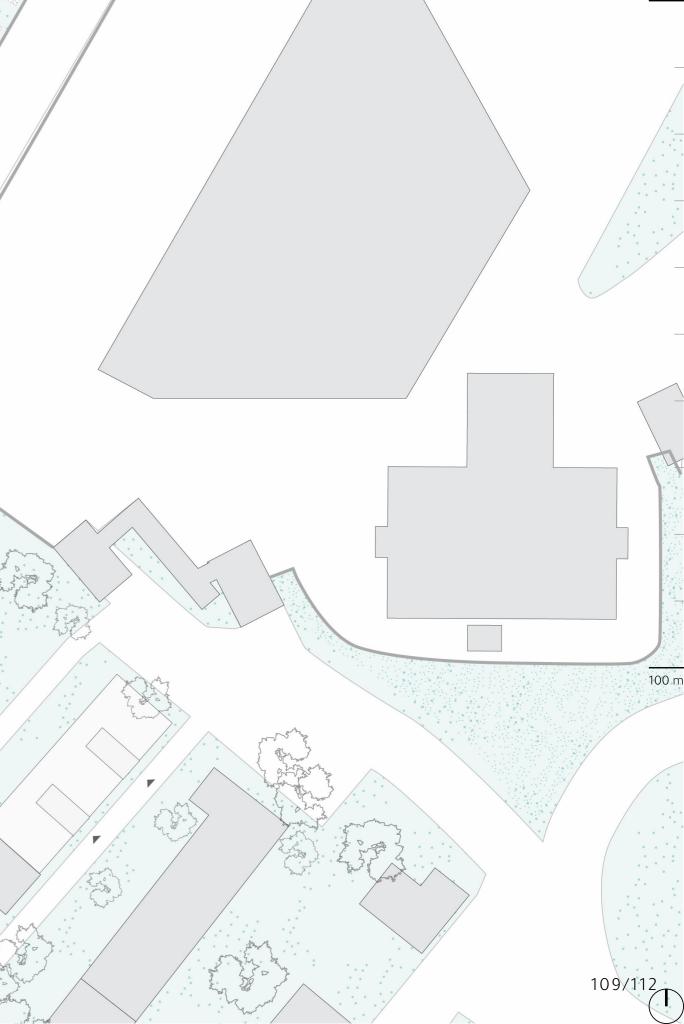
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# Customs Park / Border Park

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!



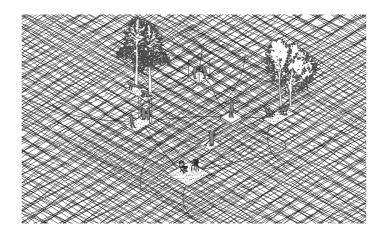












BORDER SPACE AS A HIGH QUALITY LIVING ENVIRONMENT









