

## Reflection

The territorial city learns from ecology, landscape urbanism, B. Secchi and P. Viganò's (1984-2016) works, as well as from approaches coming from mathematics and complexity science. When superimposing these perspectives, it seems that challenging and effective methods are yet to come. While tracing territorial projects tackled from different ecological perspectives, the conclusion outlines the potential innovation coming from experimentally joined fields. For example, morphology, contemporary mathematics (Burgin 2005) and ecology seem to synchronize their ways of thinking and indicate the coming of new methodologies in urbanism. Further, a personal concern was to accommodate such perspectives in a certain context, in strong link to reality and address the local context and actors. Throughout the project, research and design come together: theoretical framework informs the context and the other way around, so that the strategic actions settle on site following its principles, but adapt to specific situations.

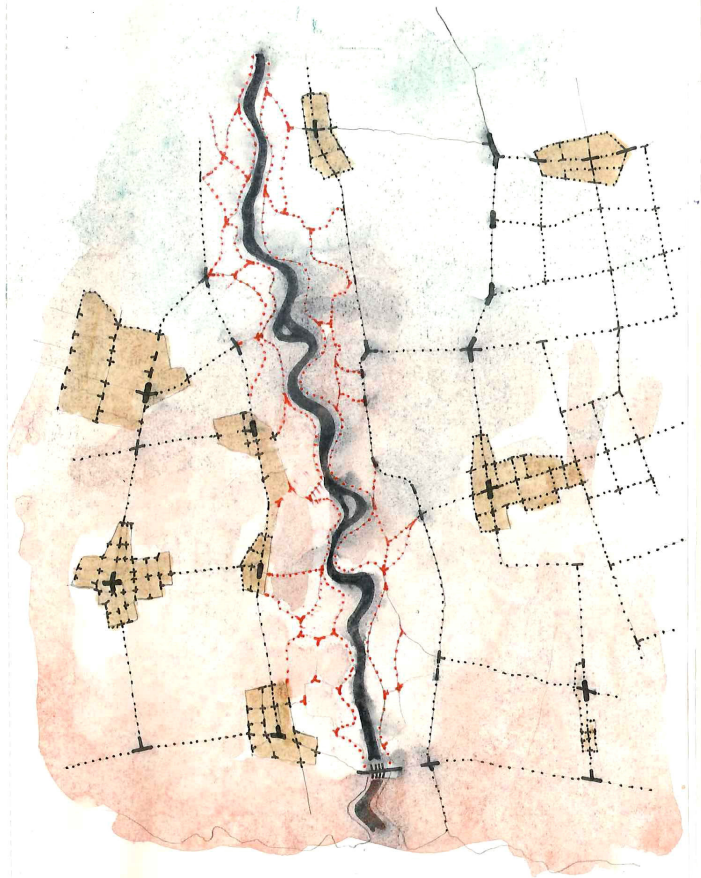
This was an exercise started in previous projects at the territorial scale. In this respect, I find the process as an extreme exercise of imagination and research for one designer. In this respect, if I could choose three indispensable specialists to involve in my project, they would be an ecologist, a planner and a social anthropologist. Hence, the project did involve three specialist meetings with a planner, a biologist and an anthropologist who were familiar with the context.

Secondly, the thesis was an opportunity to refine, exercise the use of certain methods or tools, such as Space Syntax, GIS mapping or more personal methods such as 'The Space Journal' and, in general, the work with people whom the project addresses. The case study of Craiova and the challenging design goal is perceived as a work laboratory, open to provocations, avoiding the fear of complexity, yet in search of clarifications. A personal goal is to refine and learn from my methodology and to better understand my position towards the very complex discourse about territorial cities coming from ecology and landscape urbanism.

Along the design process, I was both critical to and inspired by certain methods, such as the scenario and the images. The experience to 'go to the future' was a complex design exercise which required an extended investigation. Along this process I had to educate myself to be open to reiteration and superimposition of many stories. Embracing the complexity of the project made me adopt a more critical view on certain theories such as my position towards the Landscape Urbanism debate, while grounding the process with new tools, such as the image and the scenarios.

At the end, I would compare this thesis project to a complex narration in which I, the designer was both an author and a character. Even though the design process was opened to experiment and opened the story to other characters and narratives, I would not define myself as a curator, but as a designer who dives in the complexity of the story, but who has the capacity to step back and have a critical look.

As bottom-up scale does not go against top-down, the territorial city approach does not fight negative trends, but it involves them in the design story, just like Alan Berger suggests, dross and sprawl are not necessarily bad.



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