

# Graduation Plan

Master of Science Architecture, Urbanism & Building Sciences



## Graduation Plan: All tracks

The graduation plan consists of at least the following data/segments:

Personal information	
Name	Anca Ioana Ionescu
Student number	4420136
Telephone number	0619340418
Private e-mail address	anca.ionescu@gmail.com

Studio	
Name / Theme	Design of The Urban Fabrics
Teachers / tutors	Ir. B, Phd., Birgit Hausleitner; Ir. C.T.M., Phd., Saline Verhoeven
Argumentation of choice of the studio	<p>I regarded the Design of Urban Fabrics group as an Explore Lab in terms of how the research would link to grounded design projects and strategies. The desire to work with morphology, design, types and specific methodologies enhanced within this group led to the decision of this specific studio.</p> <p>The project seeks to re-use existing types of structures in order to determine new relations between city, rural and natural morphologies. The studio was picked with the aim of refining methods and theories I have been previously explored through my design projects and that the group researches on. For example: links between visible and invisible patterns in relation to morphology, scenarios, collective and collaborative design or re-use. 'As the project of the territory is not necessarily a large scale project' as Paola Vigano states, the quest to design a strategy that would be scaffolded through scales, involving small scale design relations as well. also led to the studio choice.</p> <p>In addition, the choice of the second mentor would add knowledge regarding landscape architecture, natural morphologies and dynamics. By joining these two different research fields the aim is to design common grounds between the cultural built lands (city and rural territories) and natural territories.</p>

Graduation project	
Title of the graduation project	Towards a Territorial City
Goal	
Location:	The case of Craiova, a mid-size Eastern European city

The posed problem,	The disconnection, the social and spatial boundaries between the territories of Craiova city, its rural surroundings and the Jiu river valley led to the degradation and abandonment of spatial structures (1), social imbalance (2) and ecological problems (3).
research questions and	How to determine common grounds between Craiova city and its natural and rural surroundings and consequently enhance social and ecological relations between and within the three territories?
design assignment in which these result.	A territorial strategy proposing Jiu Valley as a scaffold, a system to determine new social and ecologic relations between Craiova city, rural units and the natural valley. The strategy uses a gradient of scales to research by design, while the design is scaffolded at three main scales: the valley scale, the transect scale and the project scale.

**,Process**

**Method description**

- What is the territorial **structure** of Craiova city, Jiu River Valley and rural areas?
- Which are the **common grounds and relations** between the territories of Craiova city, Jiu valley and rural areas ? (spatial contact and processes that connect city-rural-valley)
- What are the **main trends, driving forces and actors** that may influence the development of the common grounds?
- How can these current dynamics (trends, driving forces and actors) together with the common grounds support the design of the territorial city?
- How can the **integration and interaction** between the three territories (city, rural, valley) be enhanced through design?

Methods that would respond the questions: explorative mapping, diachronic mapping, GIS, Interviews, Site Visits, Literature Review, Space Syntax, Projects and Actors Map, Talks with Locals;

## Literature and general practical preference

The literature references mainly the work of Bernardo Secchi and Paola Viganò. Furthermore, theories coming from Ecology or Landscape Urbanism define the conceptual framework of the project. The meaning of territory is researched through a set of selected theories and design precedents perceived in the design and theoretical work of: P. Geddes (1909), A. Corboz (1983), A. Branzi (2006), G. Descombes (1999), B. Secchi, V. Gregotti, P. Viganò (1980- 2012), S. Tjallingii (2005, 2015), C. Waldheim (2006), Pickett, McGrath (2013).

Other important data practical for the researched was provided by INSSE (Statistics National Institute in Romania); GIS and General Urban Plans of the Craiova city and rural units, Natura 2000 GIS mapping provided by Craiova Municipality (GIS department and Natura 2000 group); Planning UE reports and articles.

Additional useful information was the qualitative data collected through interviews, talks with locals and experts (planner, ecologist, historian).

## Reflection

### Relevance

#### Scientific

The thesis proposes the join of several design and theoretical tools, such as *the valley section* (P. Geddes 1909), *the palimpsest* (A. Corboz 1983), the concept of *porosity* and *permeability* (explored in the work of B. Secchi and P. Viganò 1980-2016), *the two network theory* (S. Tjallingii 2005, 2015) and *drosscapes* (Alan Berger 2006). These tools and theories come from slightly different perspectives: Urbanism, Landscape Urbanism, Ecology. Some of these are used in more practical design projects, while others refer to more conceptual and abstract ones. The combination of these concepts, joined through research by design explorations aim to discover possible superimpositions between the slightly different perspectives, which together could determine new methods to design cultural and natural territories with better links between theory and practice.

#### Social

The project refers to the case of an Eastern European mid-size city in Romania as a site: Craiova city and its surrounding territory within the Jiu River Valley. The outer territory is very poor in contrast to the city. However, both territory and city development are declining. Social and ecological problems are identified during the context exploration. These seem to be the consequences of spatial and social fragmentation, mainly due to practices and changes perceived during communism. As a consequence, the property is fragmented, individuals are educated to act individualistic and consequently the ecological and economic values in the rural lands are degrading. The ecologic degradation consumes one of the main resources for the

possible revitalization of the area. Opening the city towards the nature and rural area that surrounds could develop both city and territory. This incipient hypothesis of the project imagines the rural, the natural valley and the city routes functioning as a park, a system where people inhabit, where ecological values are enhanced and new economies can develop. A discharge of urban intensity could happen towards the villages placed in very close distances. The new designated streams based on ecology and economy, would imagine a conceptual re-shape of the city within its territorial context. Such development streams would be irrigated by innovative economic facilities, lighting infrastructures, small scale follies design for activity patterns encountered on site, increasing the porosity and permeability of the three sites (city, valley, rural). Mobility and safety along streams represent critical needs embedded in the design as people in the villages are isolate and their movement restricted. However, currently, a multitude of projects start rebuilding the territory. This 'project archipelago' mainly supported by larger scale actors (UE, Government, Municipalities) could be guided to stir a coherent development, if projects would support and complete each other at scales in and out. Unfortunately the many projects do not create a coherent narrative together and hardly support smaller actor projects.

The graduation project delivers a solution inspired by several research by design exercises (the scenarios, the journal, the project and actors map, the images), bringing the conceptual framework of the project very close to the context and its users (through the method of The territorial Journal: interview, talks with experts, locals, site visits, statistics). In this way, the current thesis designs a grounded strategy for a territory which is in need of a vision both at smaller and a larger overview scale.

### **Time planning**

**Week 1.1- 1.10** (9 weeks) // preliminary research, research question, concern with the societal and scientific relevance, site selection, site visit, design question

**Week 2.1- 2.8/ 2.9** (7 weeks) // mapping, continuation of research, preliminary design sketches, testing different scales of design, collective mapping through interviews// P2

**Week 2.9- 3.5** (6 weeks) // finalizing research, refining design patterns and test different scenarios, model, structure and confront different analytic outcomes// P3

**Week 3.5- 4.4/ 4.5** (9-10 weeks) // refine and restructure research, design exploration and design refinement, model if relevant// P4

**Week 4.5- 4.11** (5 weeks) // design refinement, final research, final design, reflection and final project structure// P5