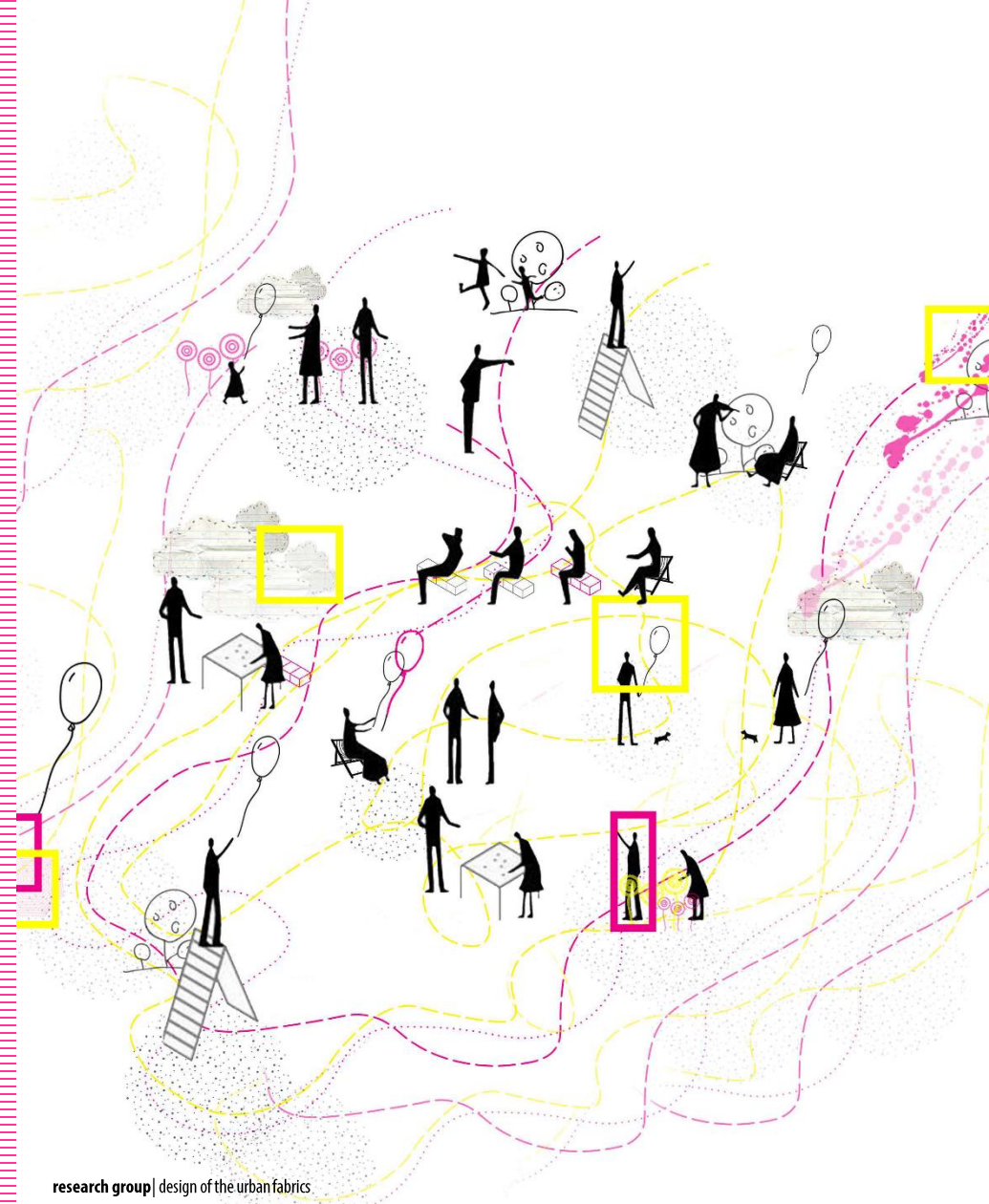


Playgrounds of commons

Spatial interventions for collective appropriation towards liveability and diversity in
Rotterdam South. The case of Oud Charlois and Waalhaven area

Vaggy Georgali



research group | design of the urban fabrics

first mentor | dr. Ir. Victor Muñoz Sanz

second mentor | dr. ir. Diego Andres Sepulveda Carmona

external examiner | dr. Ir. Roberto Cavallo

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MOTIVATION
PROBLEM FIELD

PROBLEM
STATEMENT
+
RESEARCH
QUESTION

METHODOLOGY

THEORY
PRACTICES
APPROPRIATION
LIVEABILITY:
SCHOLARS +
PRACTICES
✕ THE TOOLKIT

CHARLOIS
WAALHAVEN
SOCIO-SPATIAL
PROCESSES

AN INCLUSIVE
VISION

PLAY TIME!
FACILITATION
TOOL

STRATEGY PT.1
HACK
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STRATEGY PT.2
HACK SPACE

PROJECT A

PROJECT B

PROJECT Γ

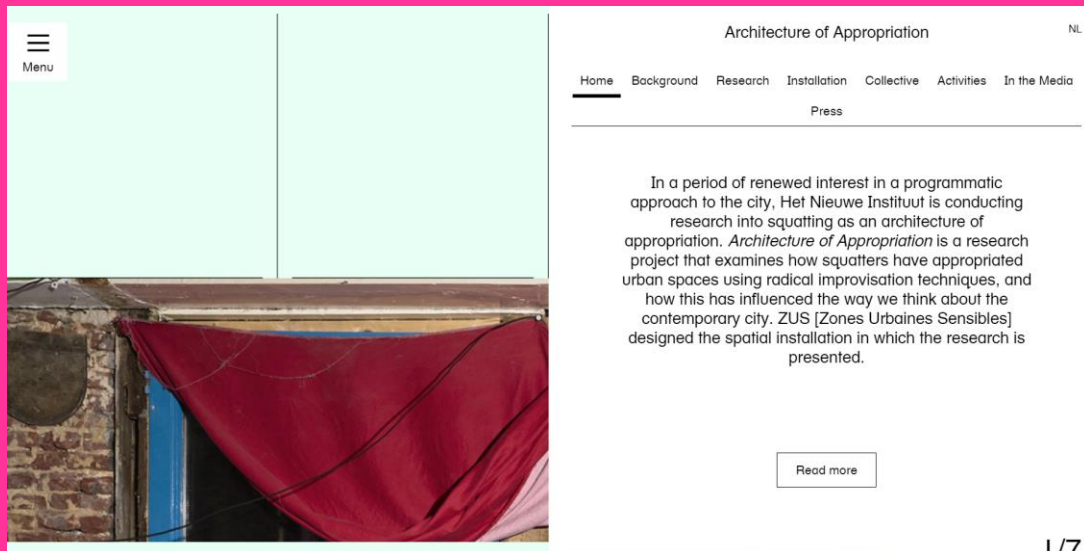
PROJECT Δ

DESIGN
EVALUATION
CONCLUSIONS
REFLECTION

MOTIVATION



Architecture of appropriation and appropriation tactics



How can **appropriation** fuel a **spatial strategy**?

TIME FOR A SMALL EXERCISE!

FLIP YOUR CARD!



USE YOUR PHONE





LiveSlides web content

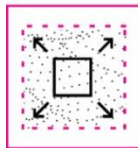
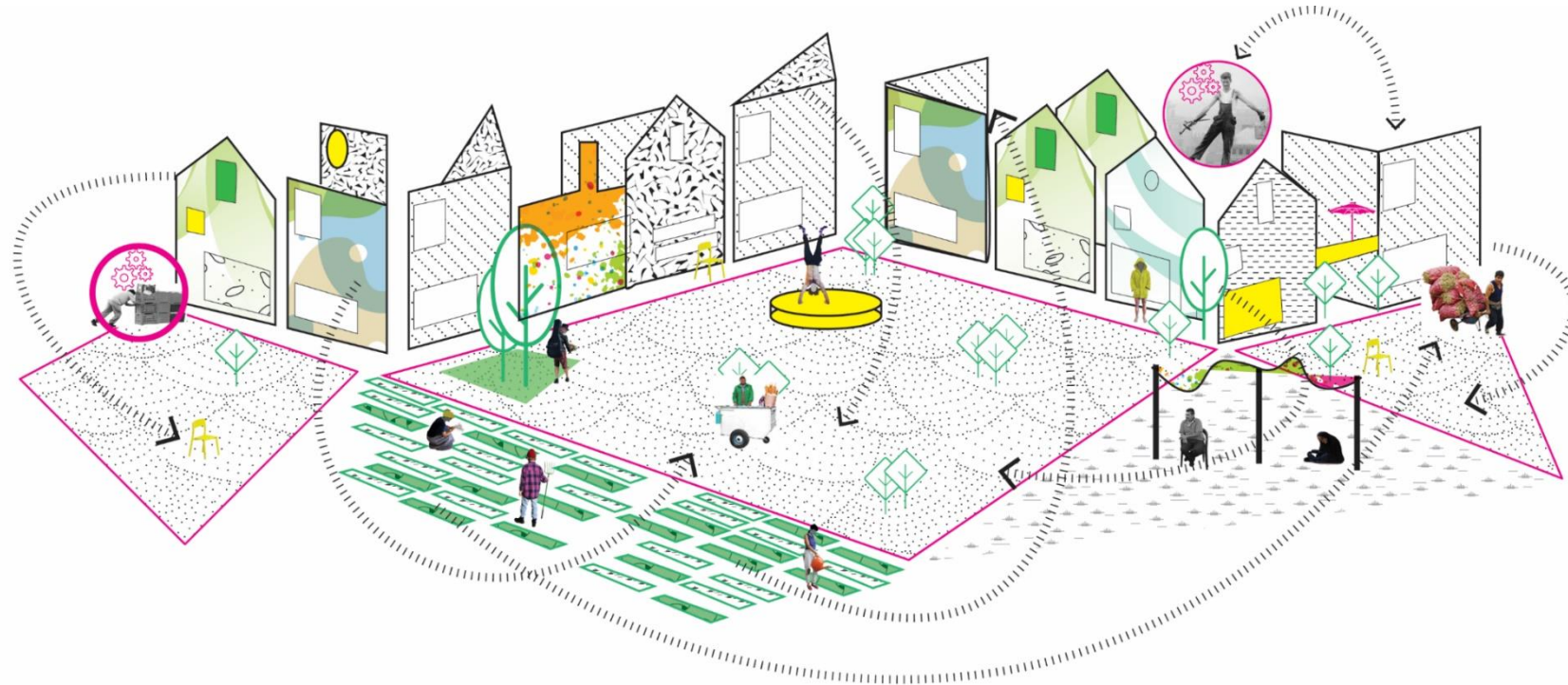
To view

Download the add-in.

liveslides.com/download

Start the presentation.

DEFINING COLLECTIVE APPROPRIATION



expand ownership from private to public space



shared management co-creation



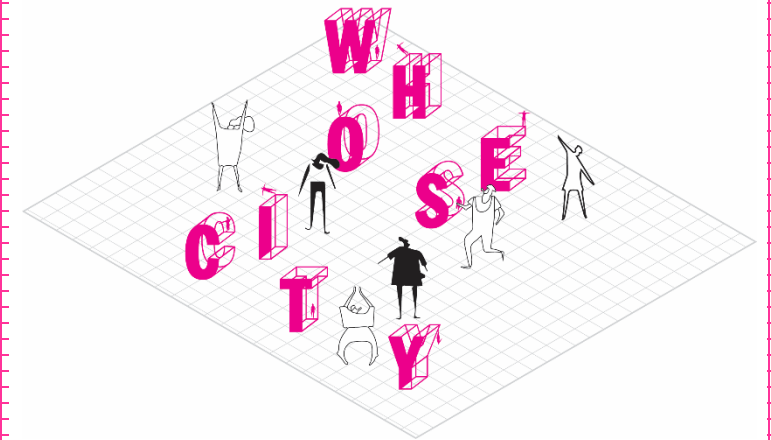
integration of voices integration of skills

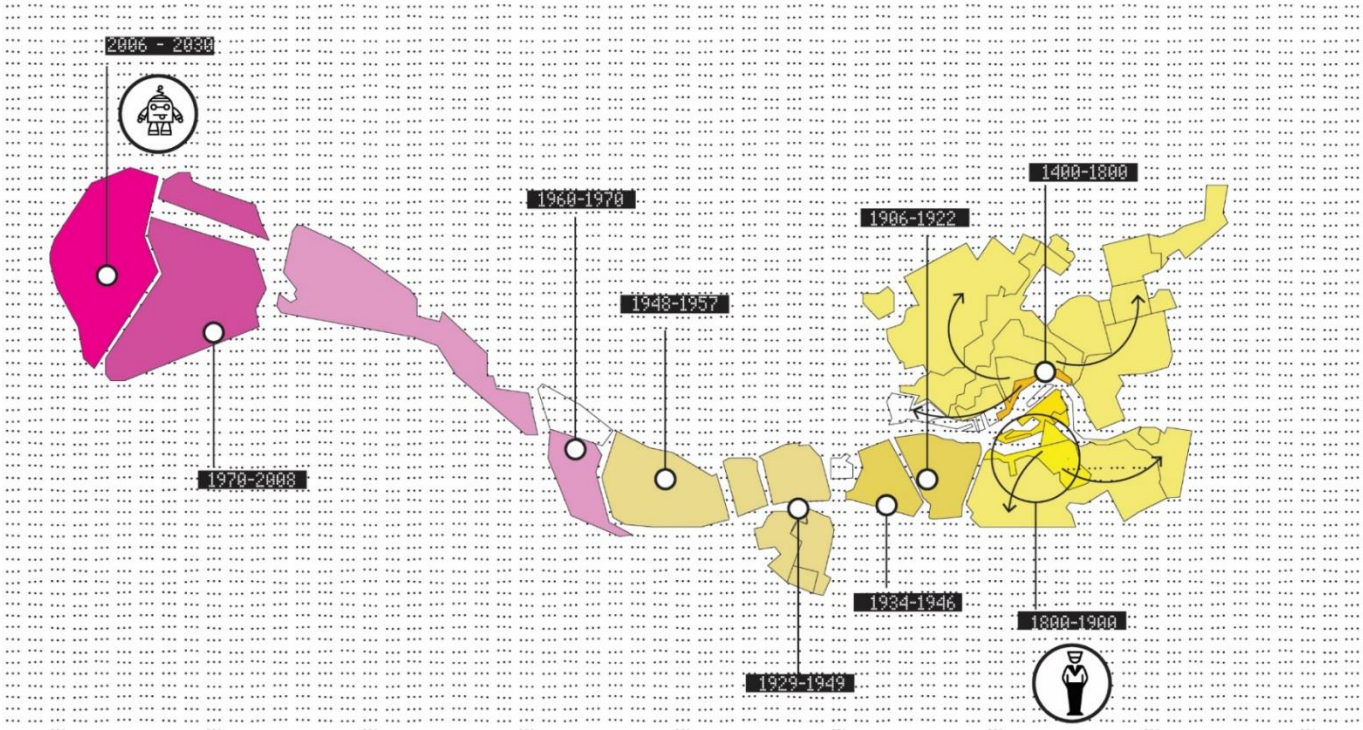


adaptable and flexible urban form

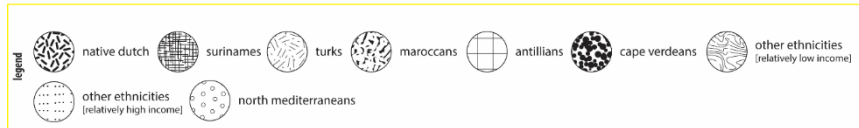
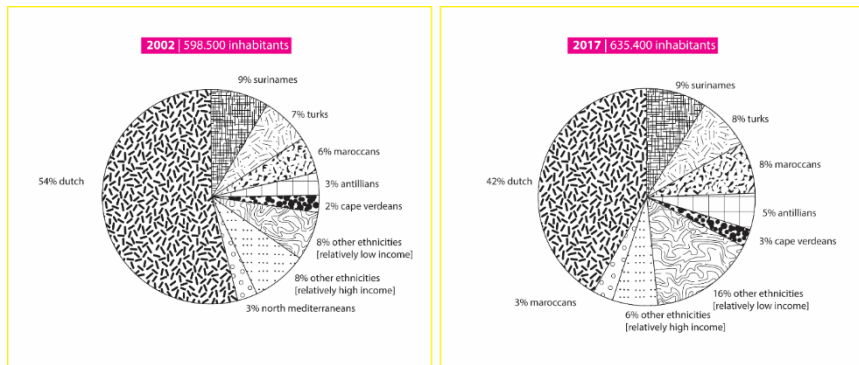
CONTEXT

*WHOSE CITY IS
ROTTERDAM?*



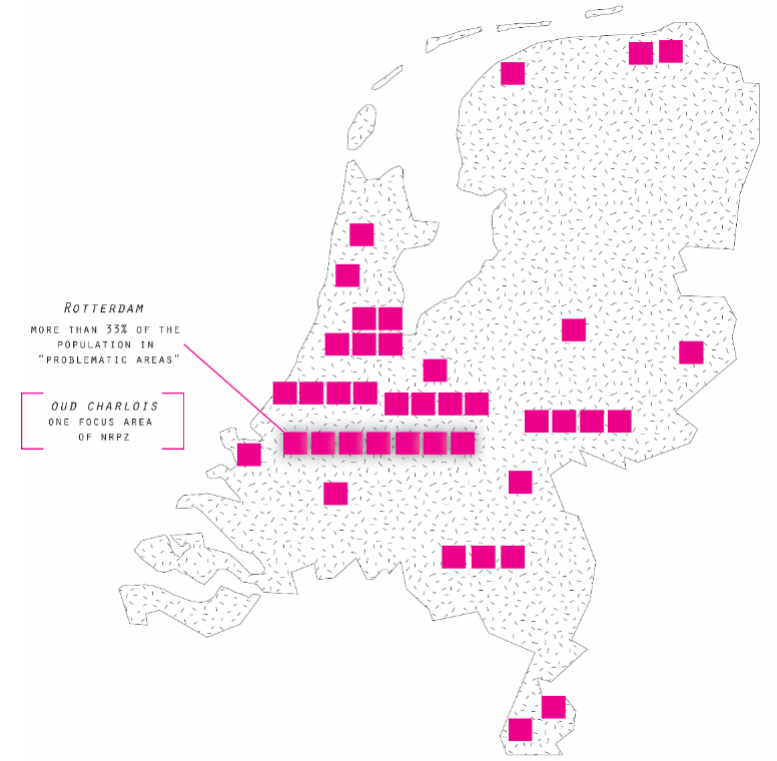


port related



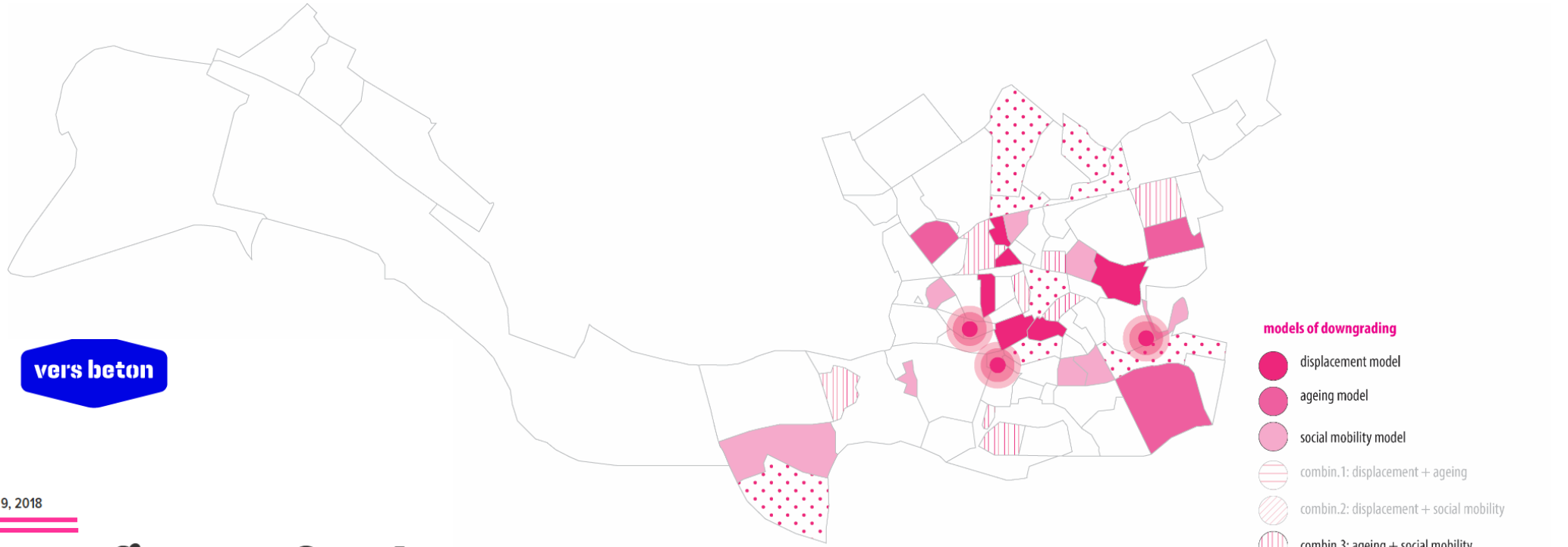
175 nationalities

multi-cultural



More than 33% - problematic neighbourhoods

Gentrification forces – urban renewal processes



ECONOMY THE NEXT ECONOMY MARCH 9, 2018

Highlights recent figures: South
and lower educated people
benefit little from economic
growth

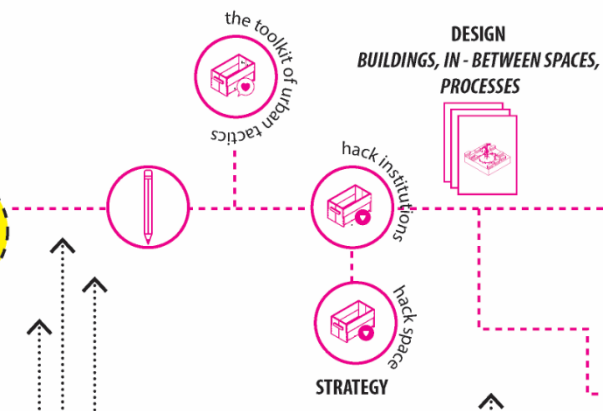
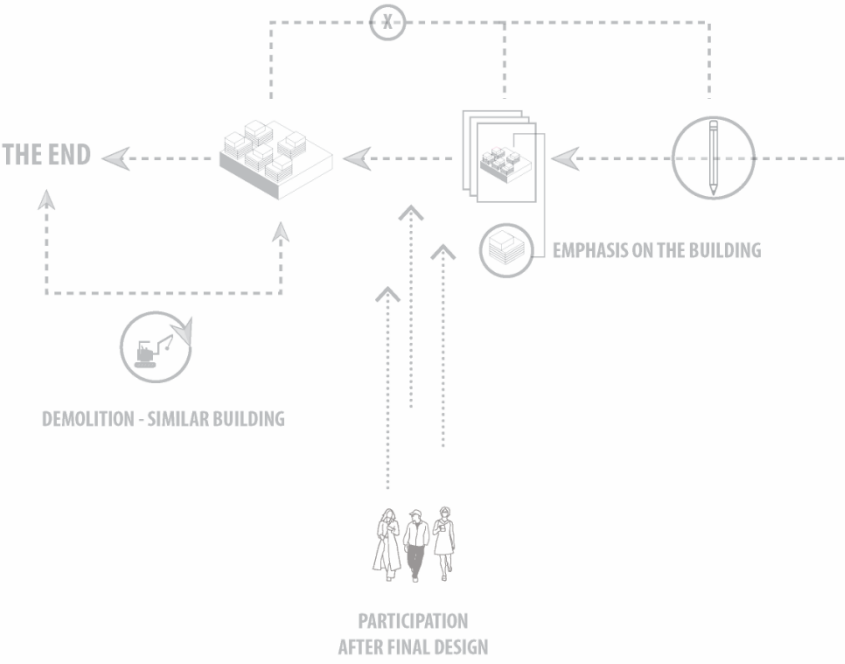
Source: based on Cody Hochstenbach, Wouter PC van Gent (2015), edited by the author

Let's take a closer look
Let's take a closer look



ADAPTABILITY

NOT REALLY ADAPTABLE



DESIGN
BUILDINGS, IN - BETWEEN SPACES,
PROCESSES

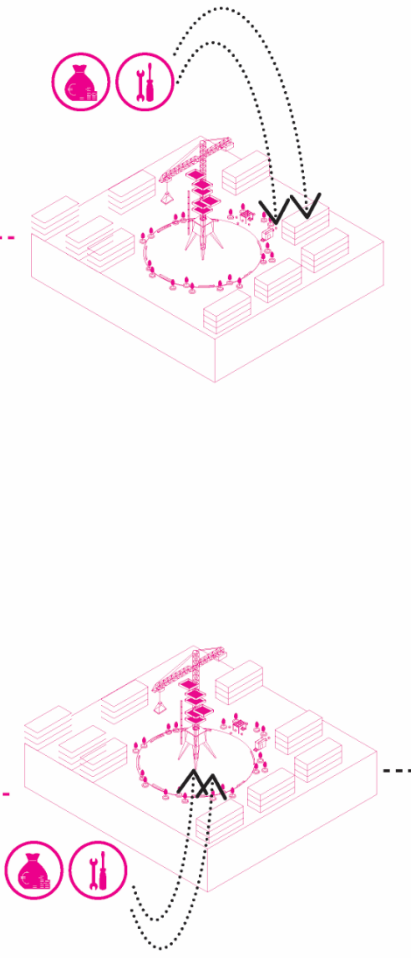
top - down

long term

short term

bottom - up

PARTICIPATION B' AFTER DESIGN



*the traditional approach
business as usual
the one angle*

*the proposed approach
not business and not as usual*

the multiple angles



oud charlois one of the problematic areas

"A MONOTONOUS AREA FOR THE HIGH AND MIDDLE INCOMES"



Oud Charlois is a neighborhood that experiencing transition, we are starting to feel that gentrification is moving us out of our neighborhood



Christina, young architect living and working in Oud Charlois, originally from Greece

The municipality does not have a Clear vision for this part of the city

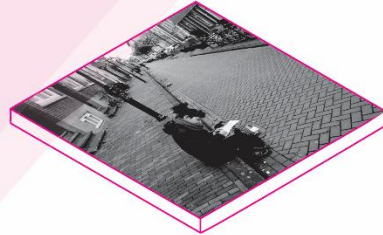
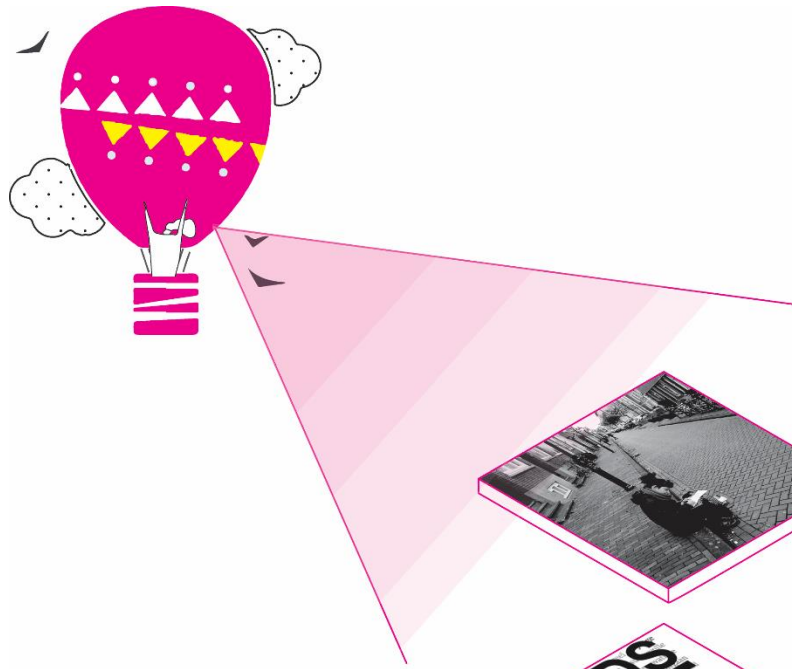
Architect + owner of Charlois aan het water (QU, 2017)



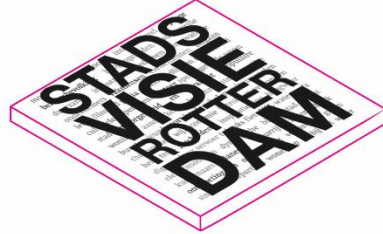
Research question

Within the current urban renewal plans and trends, what are the **spatial interventions and strategies** needed and feasible so as to encourage **collective appropriation** towards liveability and diversity in **deprived neighborhoods** in Rotterdam?





socio - spatial analysis
an urbanist's approach to inclusive design



official visions + projects
overlay + juxtaposition

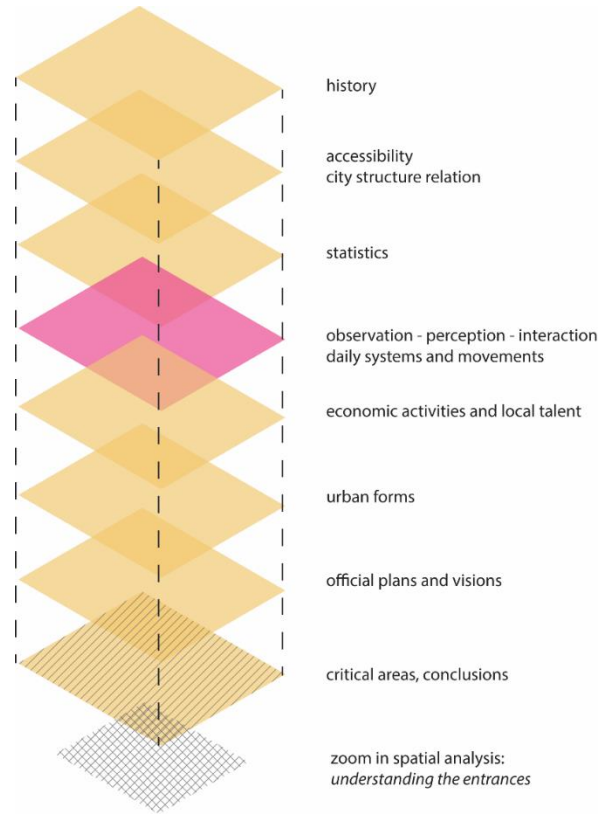


on site interaction
interviews and close observation



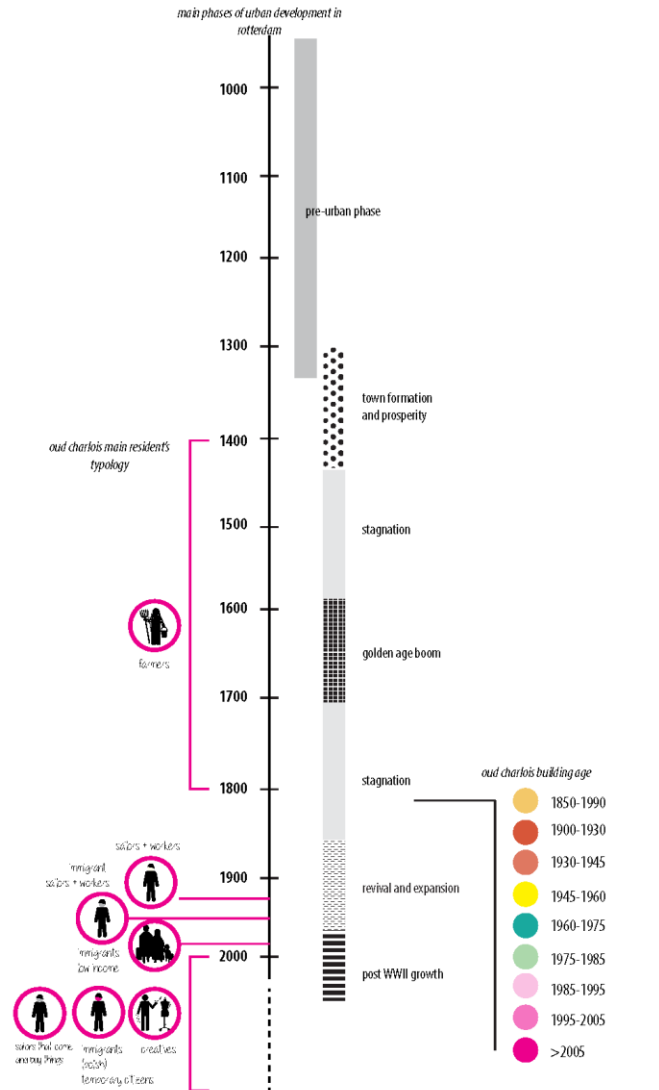
participatory approach
the game

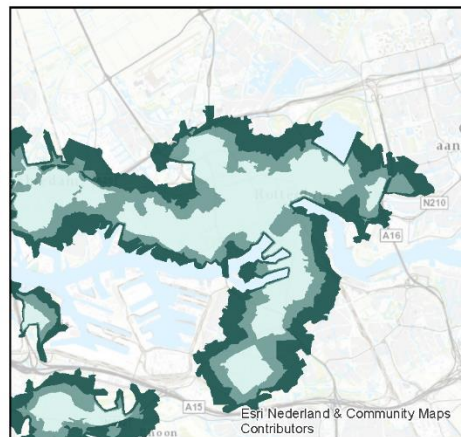
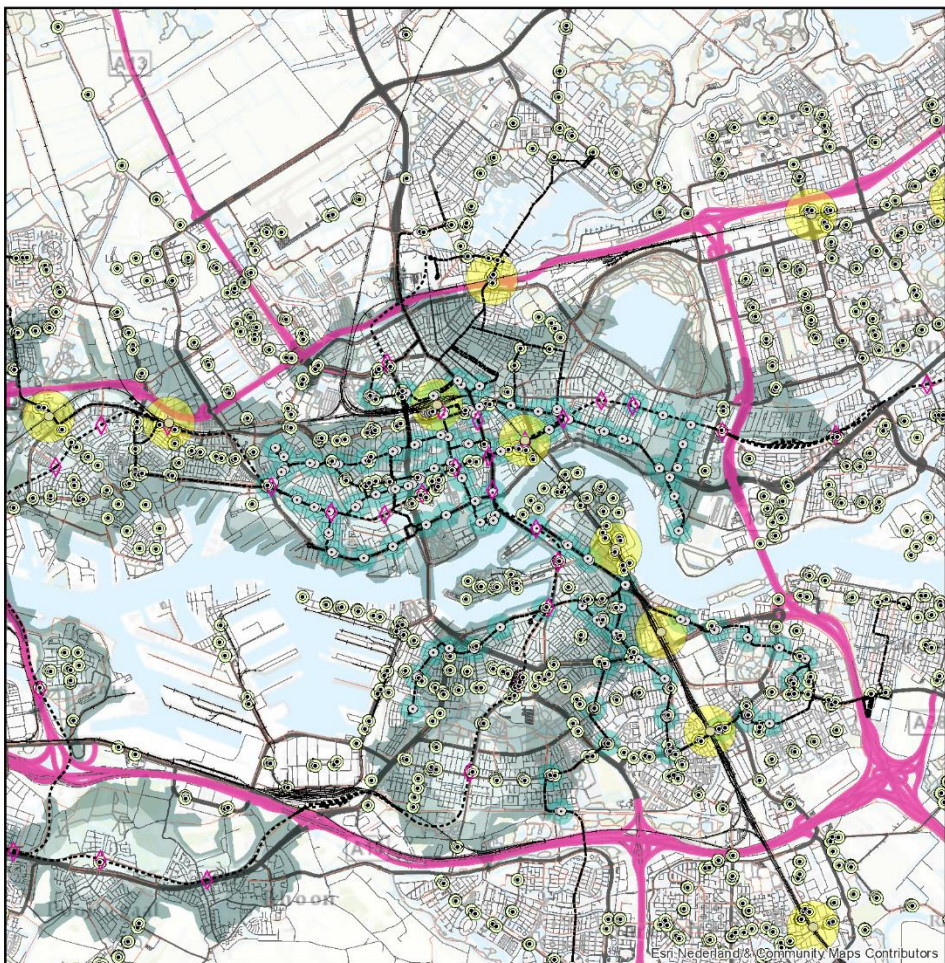
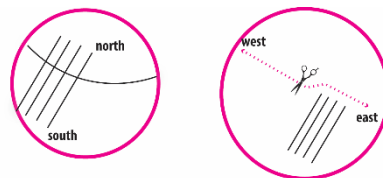
LAYERS OF ANALYSIS



UNDERSTANDING
OUD CHARLOIS
+
WAALHAVEN

-200 artists
 -high presence of migrants (Polish, Bulgarian)
 -high presence low skilled - unemployed





metro service areas

public transport

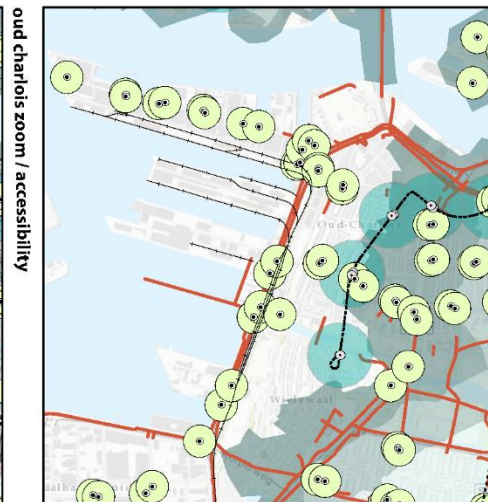
- bus stops
- train stations
- ◇ metro station
- ⊙ tram stops
- ⋯ metro lines
- ⋯ tram lines
- ⋯ train lines

road network

- motorway
- primary road
- secondary road
- tertiary road
- ⋯ road under construction
- cycleway
- pedestrian

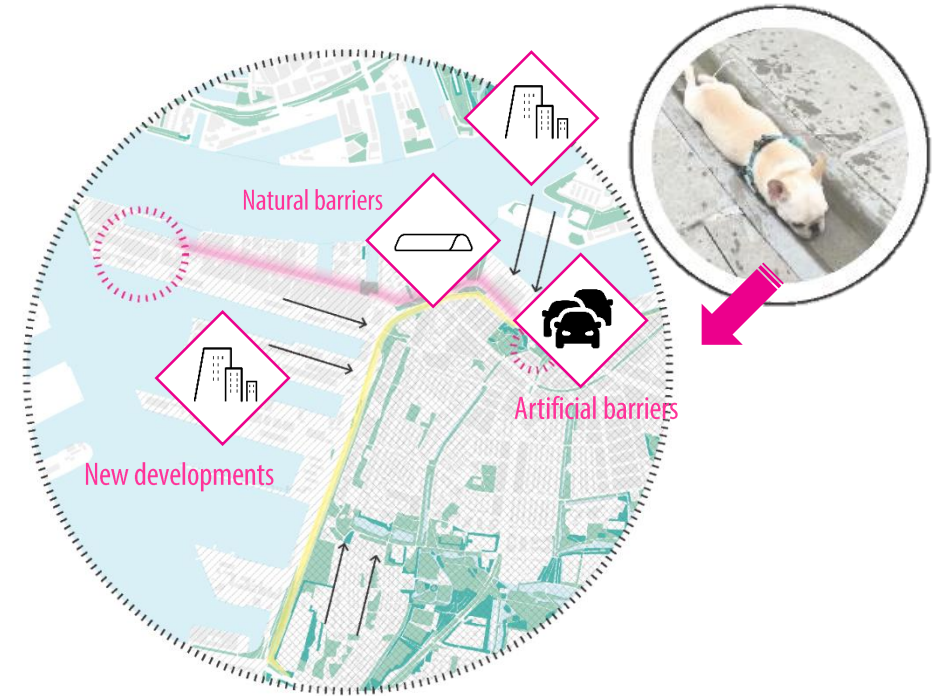
public transport (buffer zones and service areas)

- buffer zone train r=400 m.
- buffer zone bus r=100 m.
- buffer zone tram r=200 m.
- metro service area 0, 800, 1200 m.

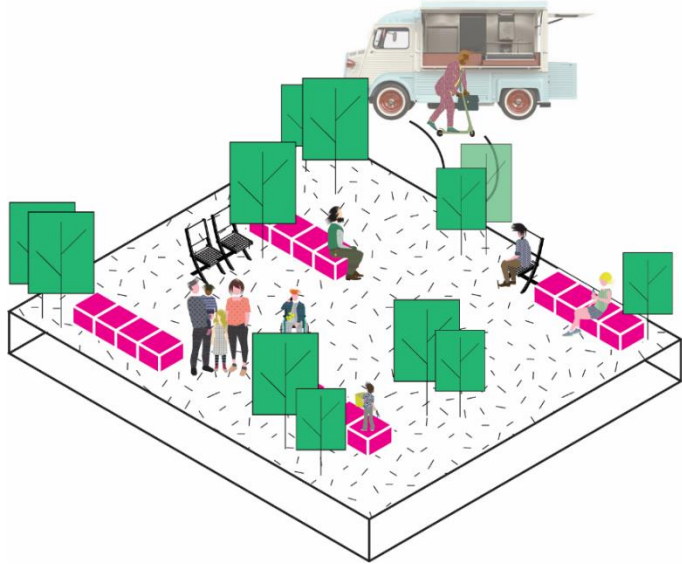


source: <https://data.overheid.nl>

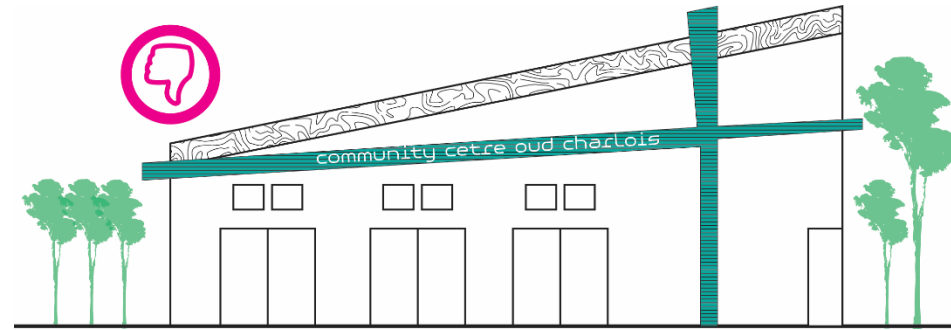




- Legend
- community / educational garden
 - urban farm / produce green
 - ⋯ proposed new urban nature network (Delta Metropol + LOLA)
 - dike
 - ▨ inner dike area
 - ▧ outer dike area



No central meeting point



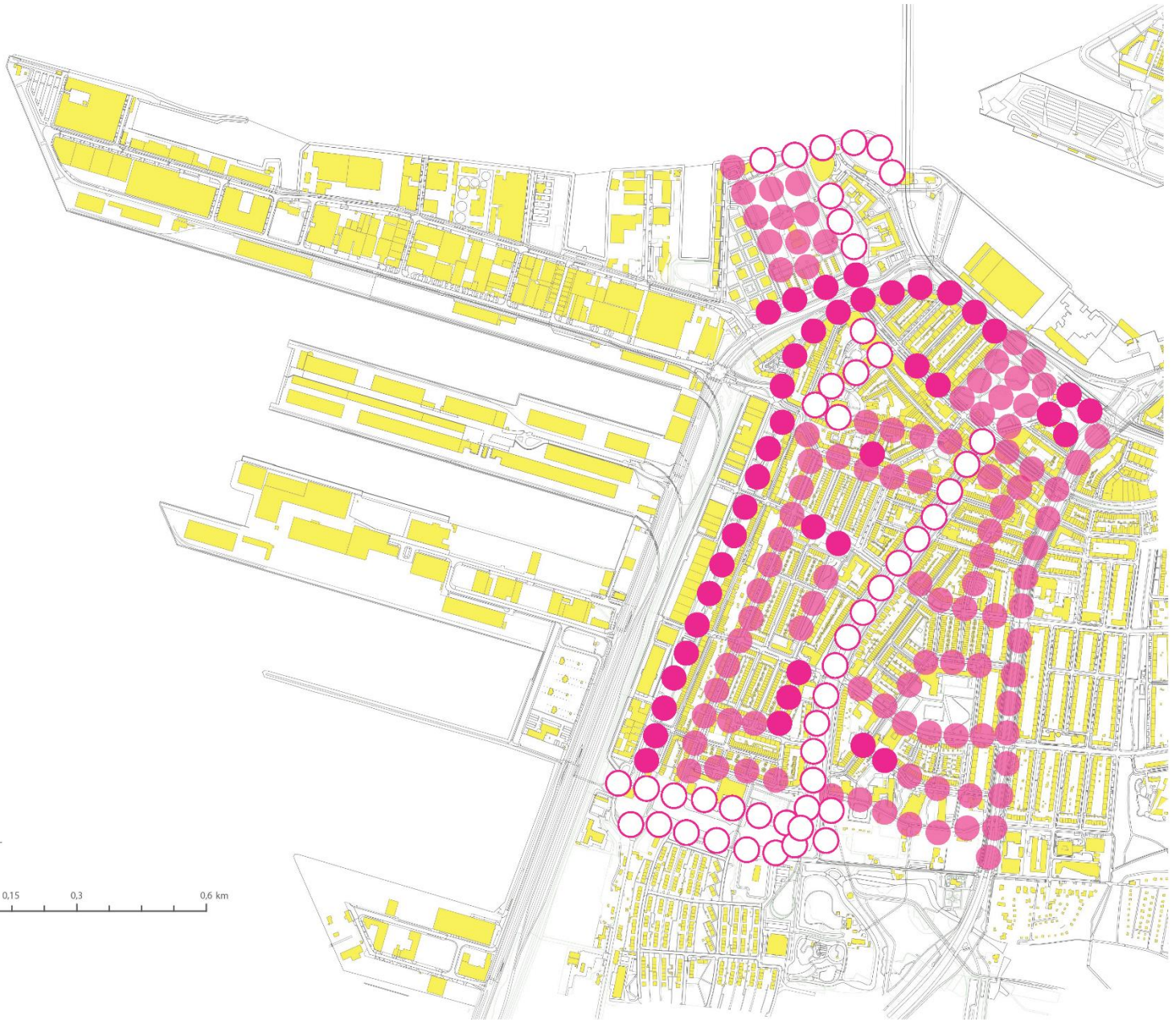
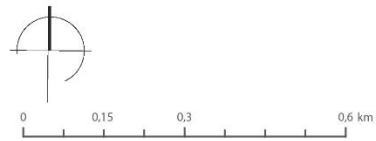
Community centres (not really)

CONCLUSION NO. 5

A LOT OF GREEN SPACES,
VS. NOT CALLING FOR ACTIVITY - UNATTRACTIVENESS

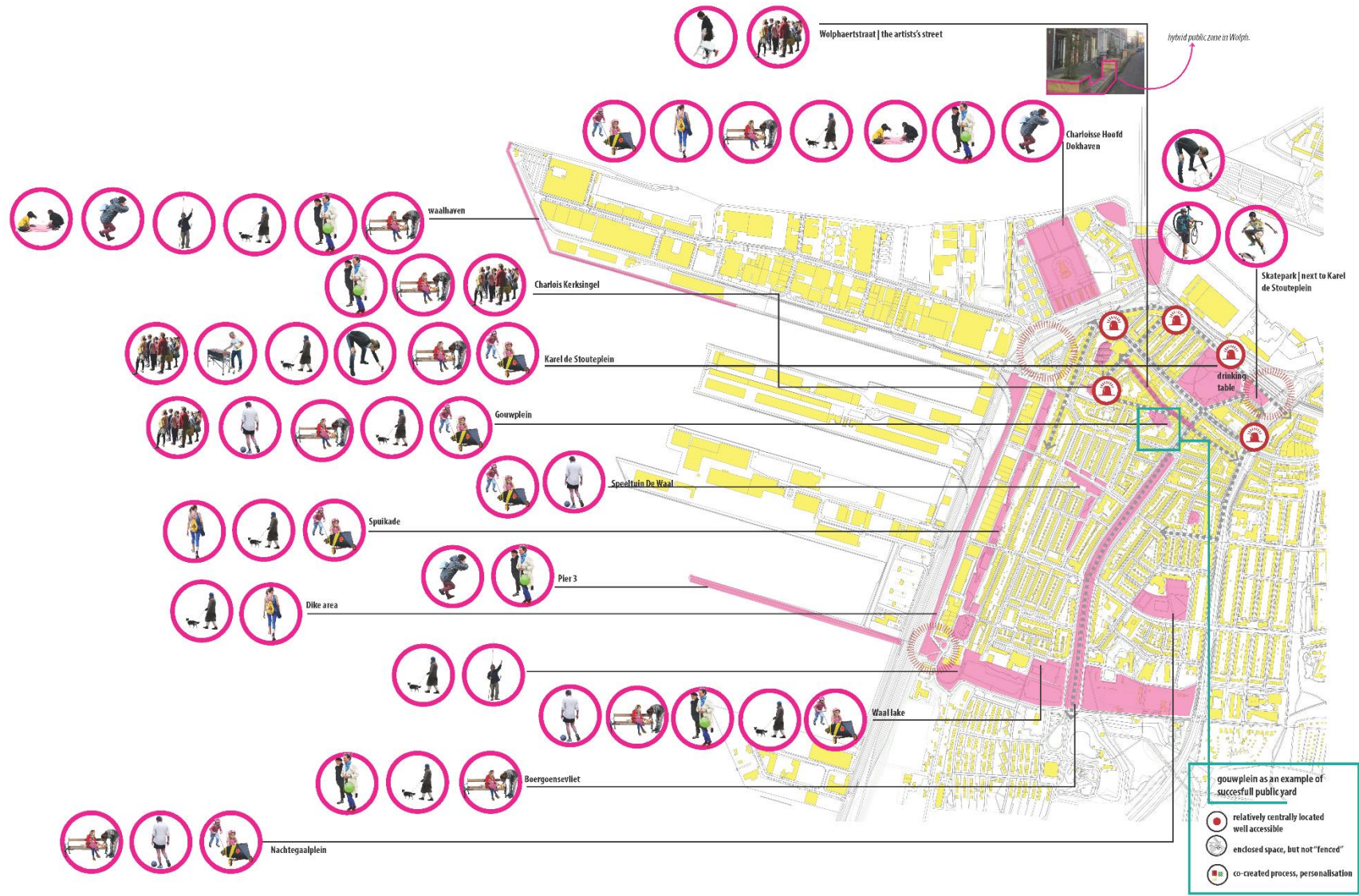
legend

- high quality
- upper average quality
- poor quality, lower average



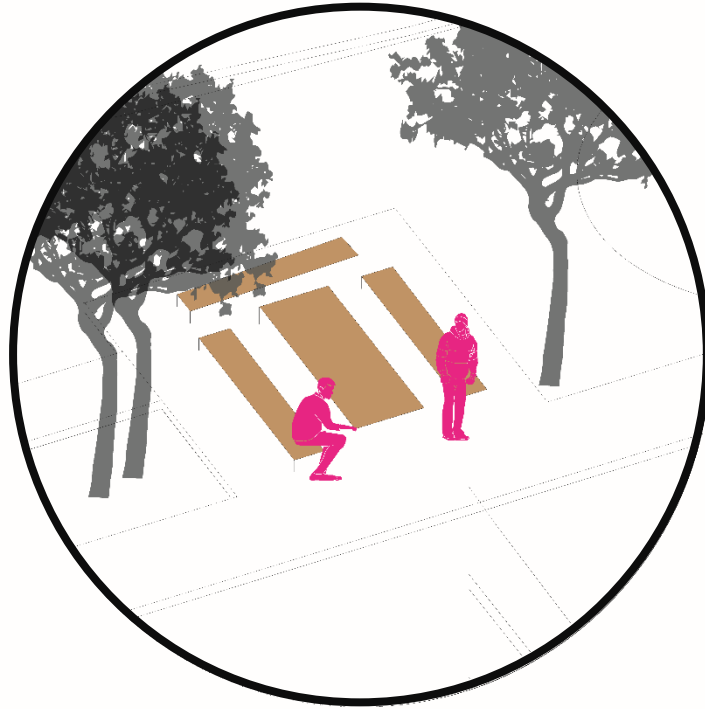
legend

	picnic		bring out the chair
	dog walking		fishing
	play time		pausing moments
	walking around, strolling		barbecue
	viewpoint		bmxing, cycling on the skate ramps
	festival, event gatherings		"black spots", fenced entities lack of connectivity
	drinking		inner pedestrian routes in the neighbourhood
	skating		areas where un-healthy habits were observed (drinking, unhealthy eating, people under the use of drugs, etc)
	running, jogging		fast food cheap food
	basketball, soccer activities		energy drinks, children
			beers and alcohol consumption from early morning
			smoking
			physical environment
			lack of local production
			many green spaces no active free time
			not enough pedestrian and cycling routes



gouwplein as an example of successful public yard

- relatively centrally located well accessible
- enclosed space, but not "fenced"
- co-created process, personalisation



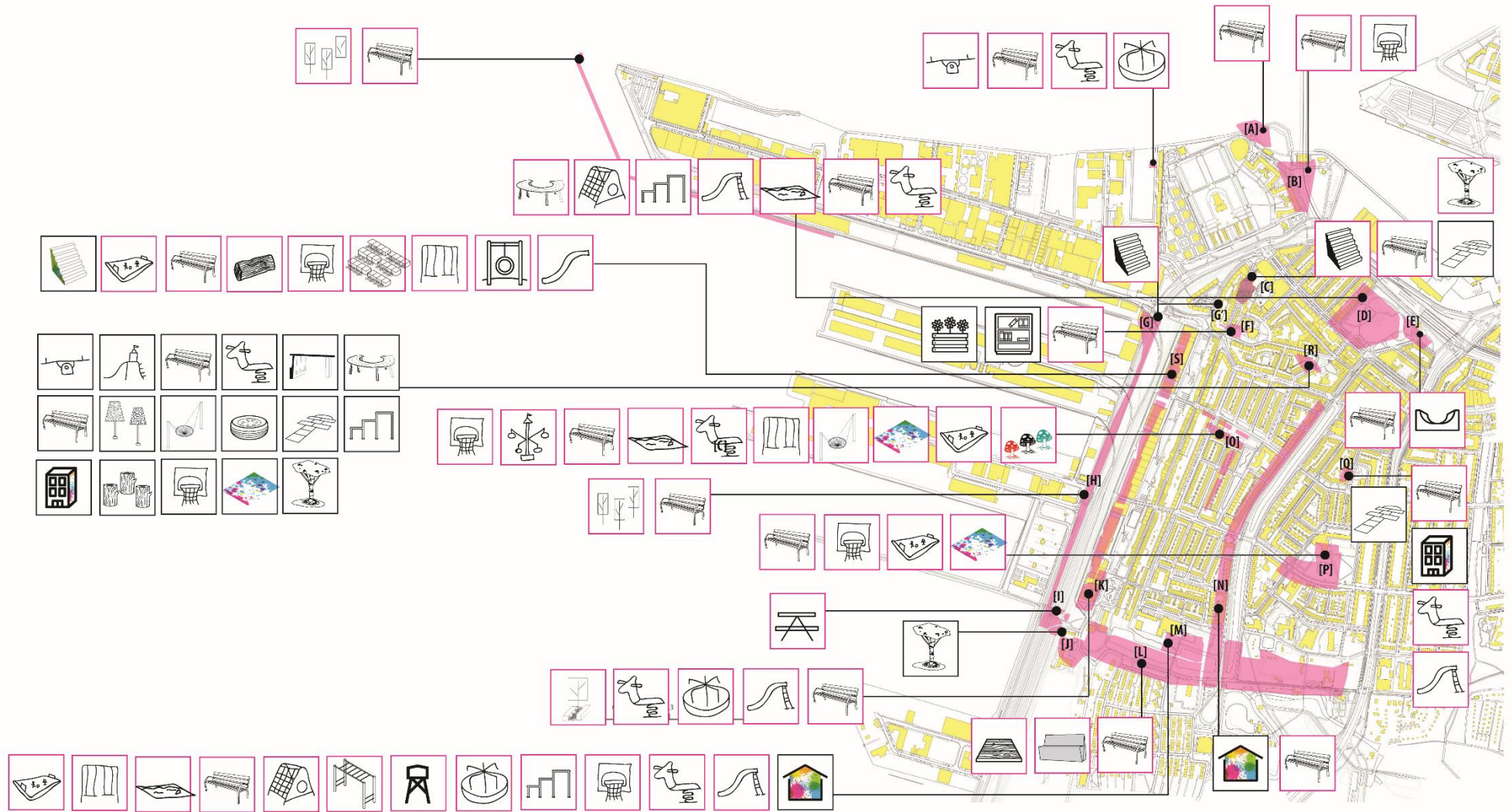
LIKE THE **DRINKING TABLE** // KAREL DE STOUTEPLEIN

CONCLUSION NO. 7

MOST ELEMENTS ARE FIXED – WITHOUT ENCOURAGING APPROPRIATION,
 PROGRAMME: NOT MANY EXERCISE OPPORTUNITIES, ESPECIALLY NORTH

legend

- | | | | | | |
|--|--|--|--|--|--|
| | coloured small units | | graffiti on the stairs walls | | staircases |
| | slide | | wooden platform on water | | mushroom steps |
| | monkey bars (1) | | sandpit | | parasit library |
| | basketball field / basket | | short wall (plans and trees) possible seating | | one swing |
| | horse ride | | wash-tower for kids | | concrete platforms seating and watching football |
| | monkey bars (2) | | swing (2) single | | seesaw |
| | football field | | newly plant trees | | circular bench |
| | wall painting | | merry go | | slide on the grass |
| | wooden logs (perpendicular) | | hopsotch DfF | | scare ramp |
| | craike lighting | | wooden bench | | wooden logs (parallel to the ground seating and playing) |
| | swing (1) | | drinking surface | | carrousel with tires |
| | house of trees as seating spots filled with sand | | flowers on a pit | | public space |
| | floor decoration | | picnic table | | semi-public space |
| | sculpture | | pergola-like construction | | top-down equipment |
| | swing with little house | | concrete bench | | bottom-up equipment |
| | | | code letter of each open source to be linked with photos | | |



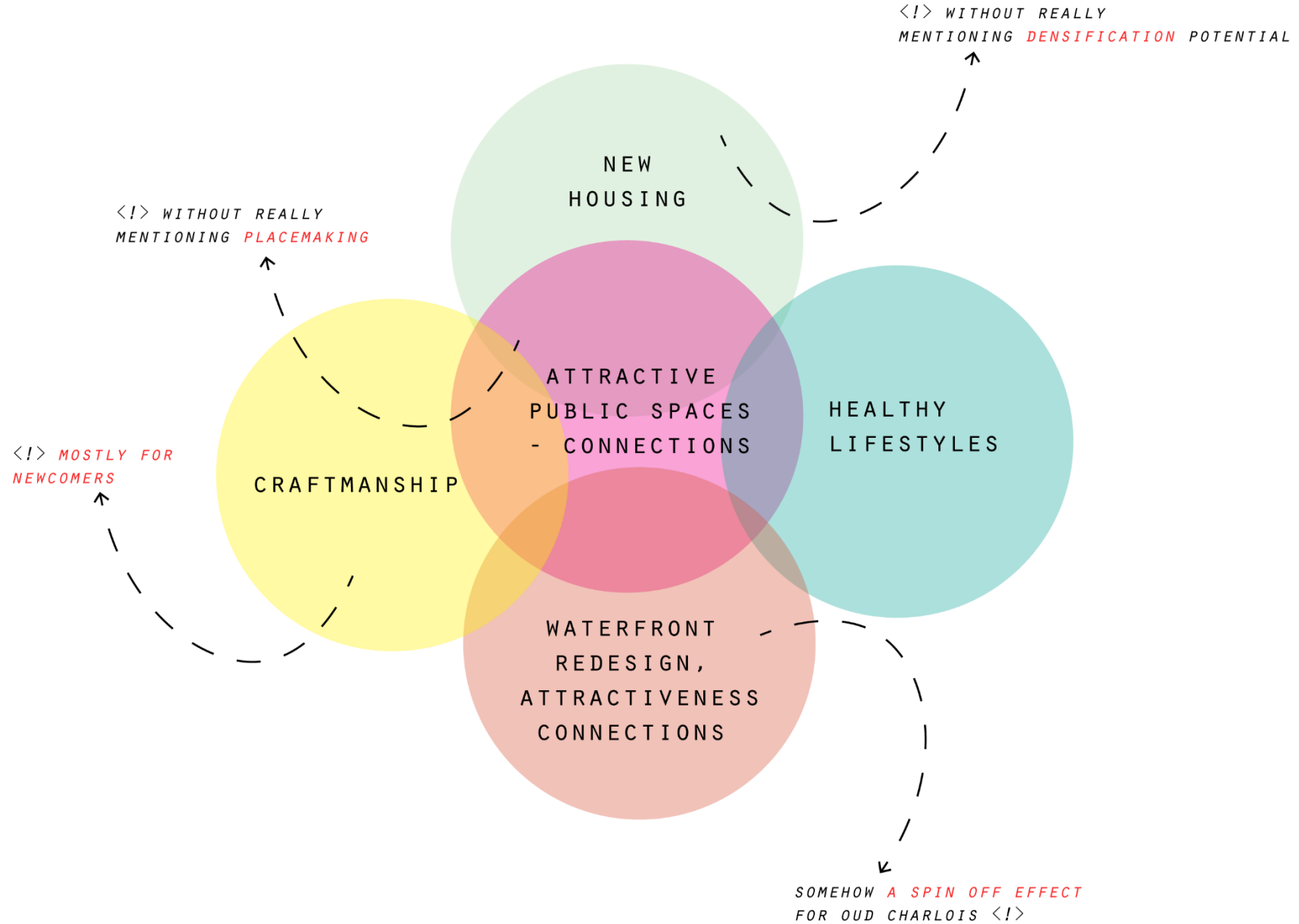


FOOD SECTOR



CREATIVE SECTOR

- MISSING HEALTHY AND AFFORDABLE FOOD



JUXTAPOSITION

NO

official plans do not mention anything about placemaking, whereas according to the interviews this is something that the neighbourhood would need (e.g. feeling of unsafety or anonymity in huge green parks)

FOOD



ARTS



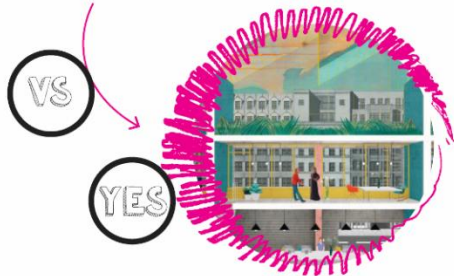
MUSIC



remarks

NO

based on the interviews, the analysis and the theoretical framework it seems that the municipality does not have a clear vision for living and working, based on the local talent or potential. It is either demolishing or combining as if following a suburbanisation scenario.



proposals like GroLiWO from IABR have a vision for working and living environments, that can attract mixed residents and stimulate local potential.

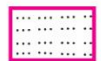
legend



the importance of connections retrofitting the entrances



transformation and connection of the port



rethink of that part! residents and visions agree on the challenge of this part



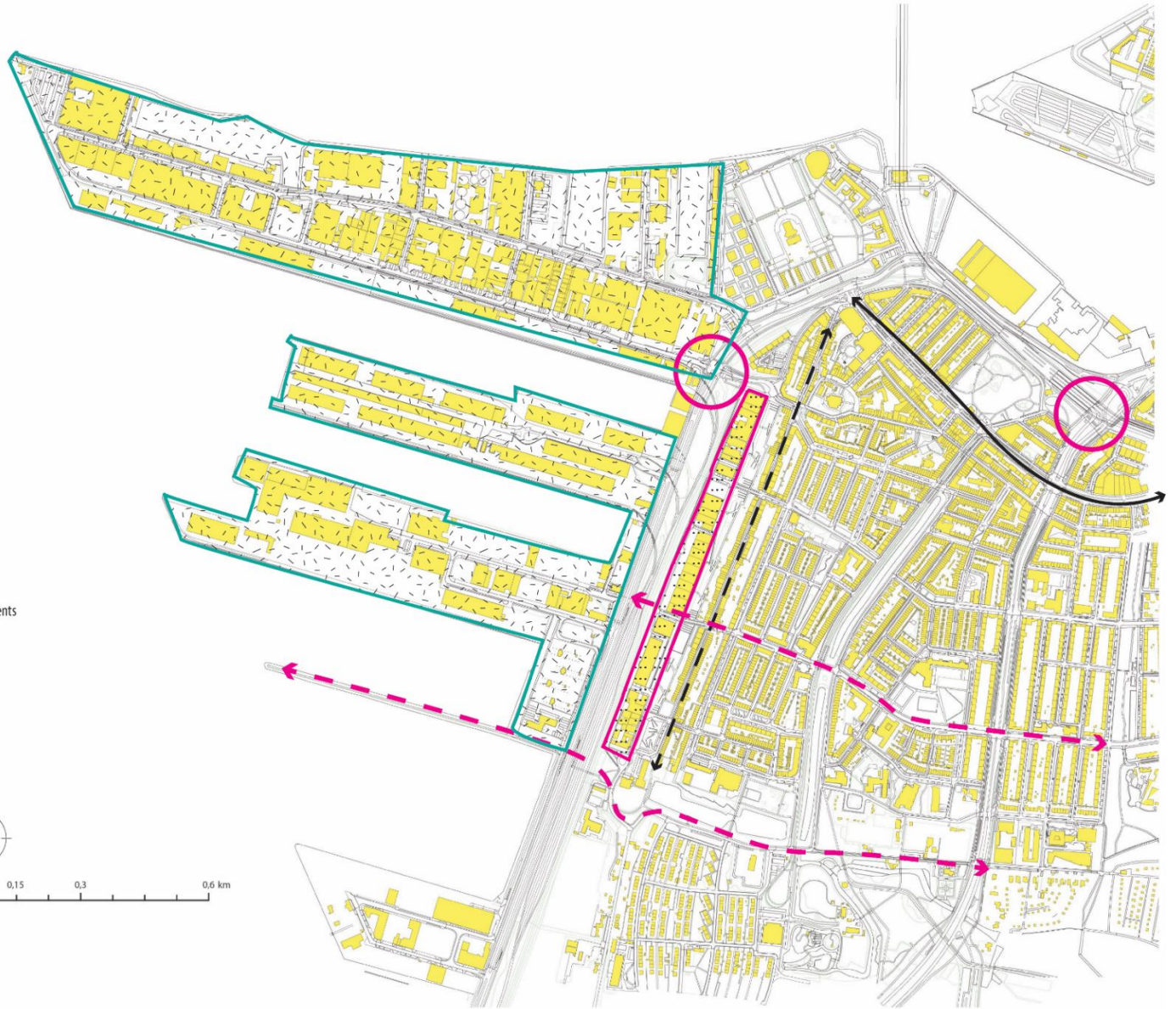
slow mobility and connections



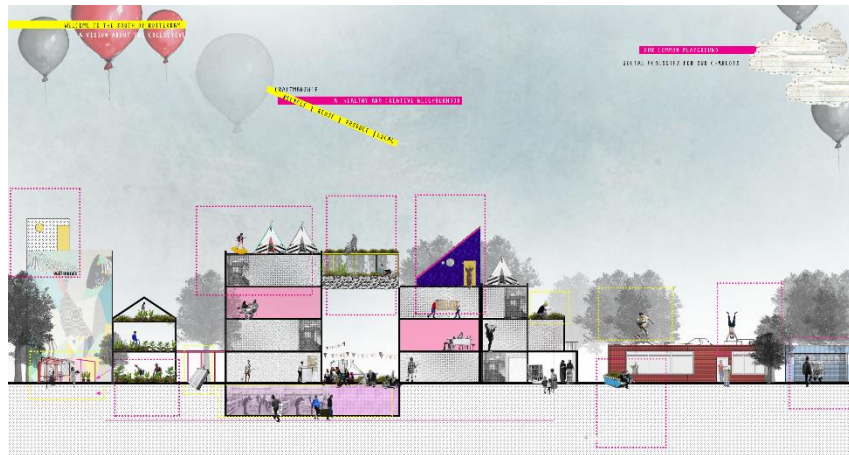
dealing with Zuidhoek (residents think it is important, visions, do not mention it that much)



revitalisation of the street (residents and official visions agree on the urgency of addressing this part)



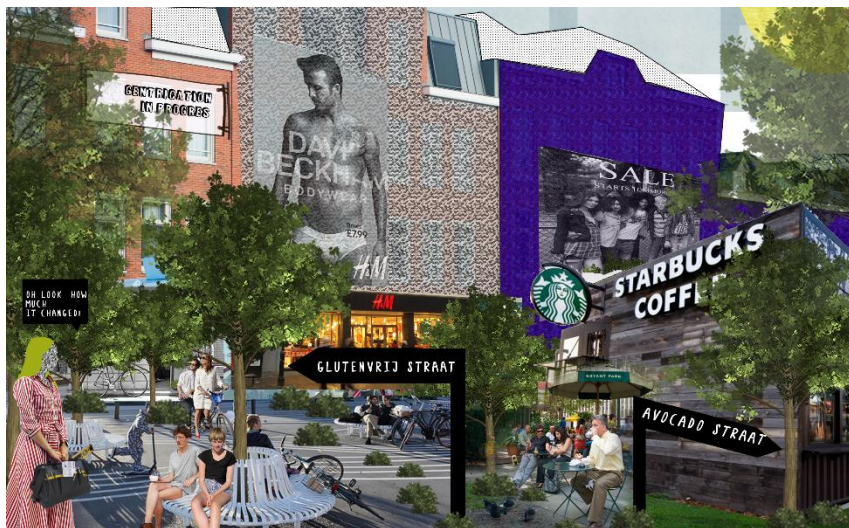
LET'S TALK
VISIONS



SCENARIO _1
HAPPY TOGETHER! THE IDEAL COMMONING NEIGHBOURHOOD



SCENARIO _2
NEIGHBOURHOOD RE-LOCALIZED (STATE COUPLING)



SCENARIO _3
QUINOASALADEBUURT! THE GENTRIFIED NEIGHBOURHOOD

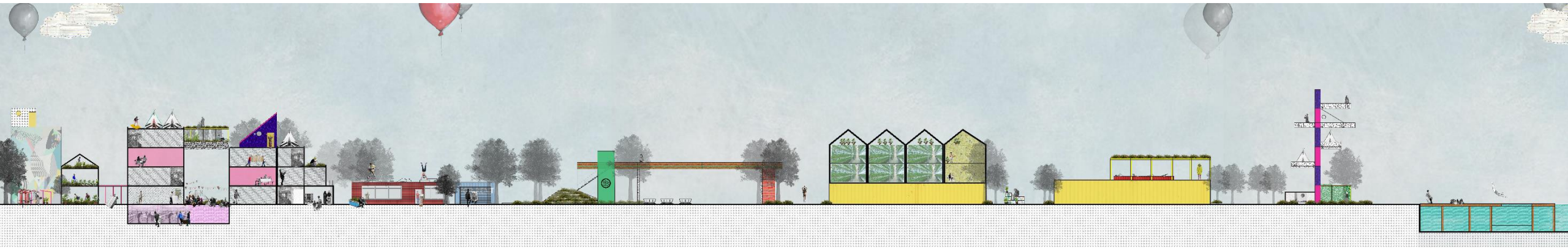


SCENARIO _4
TAKING CONTROL! TAKING SPACE! THE DIY NEIGHBOURHOOD

Active free time ↔ Reimagining connections ↔ Local production

Playground of commons

Social ecologies in Oud Charlois



a healthy neighbourhood

a neighbourhood with **slow mobility networks**

a productive neighbourhood

a self-sufficient neighbourhood

an open and inclusive neighbourhood

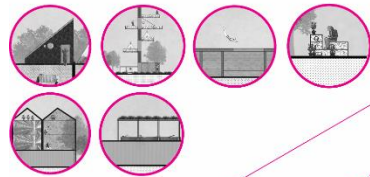
a well – connected neighbourhood

a circular neighbourhood



Waalhaven, work - live and play in the harbour
MIXED USES ENVIRONMENT
EXPERIMENTAL DESIGN

PROJECT 1



PROJECT 2
reimagining the entrance of Oud
Charlois

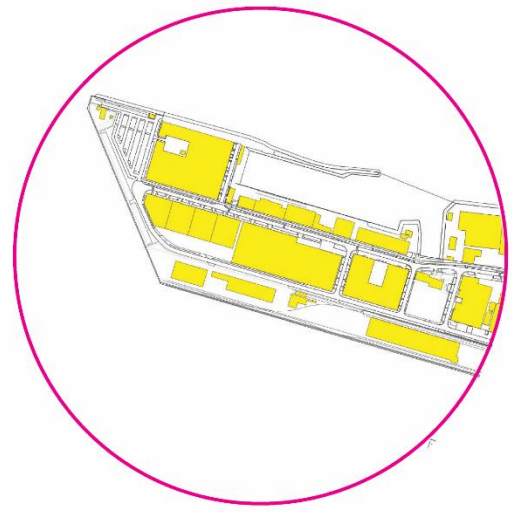


DESIGN CONNECTIONS
AND A SUBSET FOR THE
OPPORTUNITY OF OUD CHAR
LOIS



PROJECT 3
Urban living and working
in the dikes, or 'tween
water and land

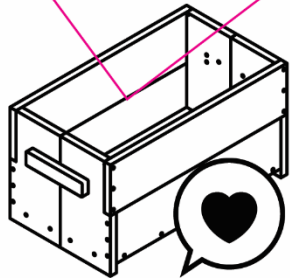
REPURPOSING THE CONNECTIONS



Two areas with
Different challenges



PLAY TIME!



the smoking girl

I think there are places during night that you don't want to go. The whole neighborhood at night feels unsafe. I think new buildings and activities will improve the image of this area. It would be nice, if buildings looked nice. Also, a playground could be nice.



the sociologist

I am a sociologist. I am working on the issue of Rotterdam Zuid. I live on the main canal. On the rich side. We have a small collective with the neighbors and we trust each other. We are doing things together for the neighbourhood. We also have each other keys. This part (linear park close to Zuidhoek) is an area in decay. You can see that people do not take care of their gardens or houses. I wish one day we can form a group and clean these gardens and streets. Also, look at the houses, the condition is bad and in some of them even 10 people live together. There are many immigrants, mostly polish or Bulgarians that are seeking for a job. Municipality should give them the tools to fix these houses. The problems, though, are cannot only be resolved with building and demolishing. They are also (government) building new houses, lots that would raise the rents. But, who is going to live in those houses? Is that thing that we need? People need affordable housing. Maybe, those new lots are for a big developer that would put them in airbnb. In general, the neighbourhood is changing. Even here, there used to be a school, they demolished it and build these huge building for business. A grocery shop that used to be on the corner forced to close down, as well. Students from the school were buying their snacks from there, but once the school was gone, they were facing difficulties keeping the shop open and running. Those actions change the neighbourhood, the community and the economy.



THE GAME

THE TOOLKIT OF URBAN
TACTICS FOR APPROPRIATION

THE LAYERS OF SITE
ANALYSIS

THE INTERVIEWS

communicate
raise awareness
sense of place
like/dislike
no winners



THE MAP OF THE SITE (EXISTENT SITUATION)

THE BOX

THE EXTRA WHITE CARDS AND PAWNS

[EXTRA FOR SIMULATION] THE ROLE CARDS

THE PHOTOS OF THE SITE (EXISTENT SITUATION)

THE CARDS (BASED ON THE TACTICS STUDIED, DESIGNS FOR APPROPRIATION AND INITIAL INTERVIEWS ON SITE)

THE PAWNS

WHO PLAYED?

1 - 1 GAMING SESSIONS // LOCAL ARTISTS

Ghislain, France
Founder of PEACH



Joshua, US
Founder of Wolfart projectspace



Maziar
Founder of RIB
Rotterdam art
scene



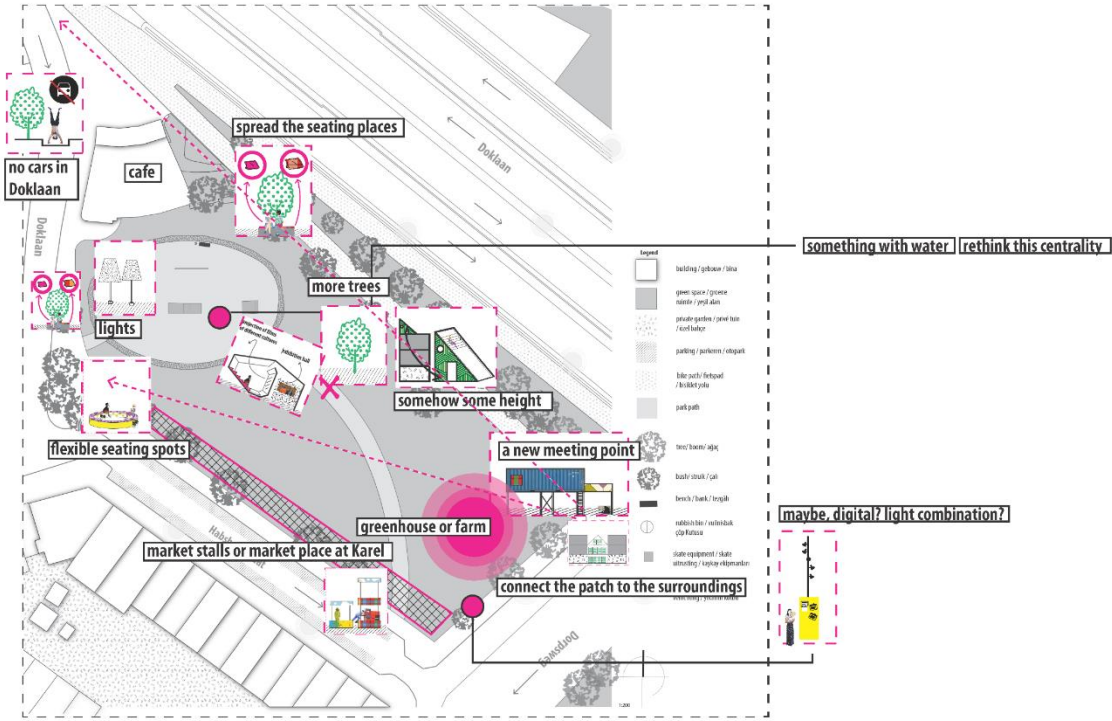
ONONO
Social and art space
5 artists, several countries

Vitibuck architects

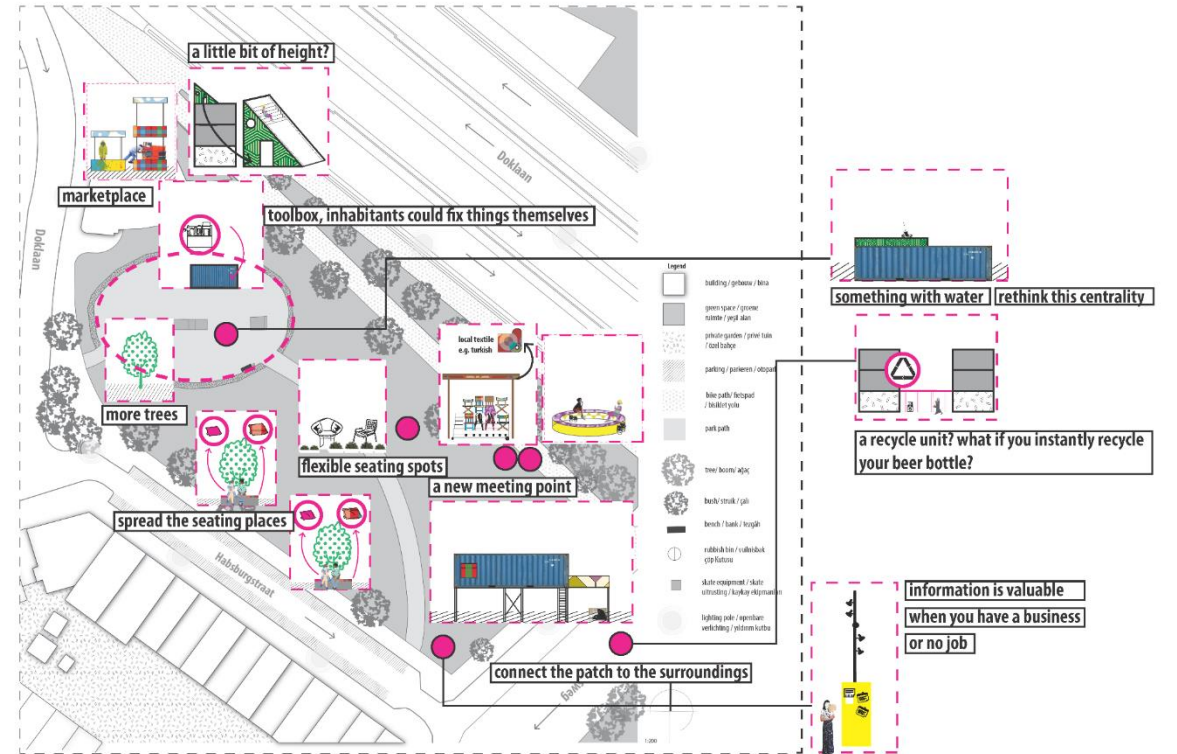
SIMULATIONS GAMING SESSIONS //
8 PLAYERS / 2 DUTCH / 1 DESIGNER



1 - 1 GAMING SESSIONS // RESULTS

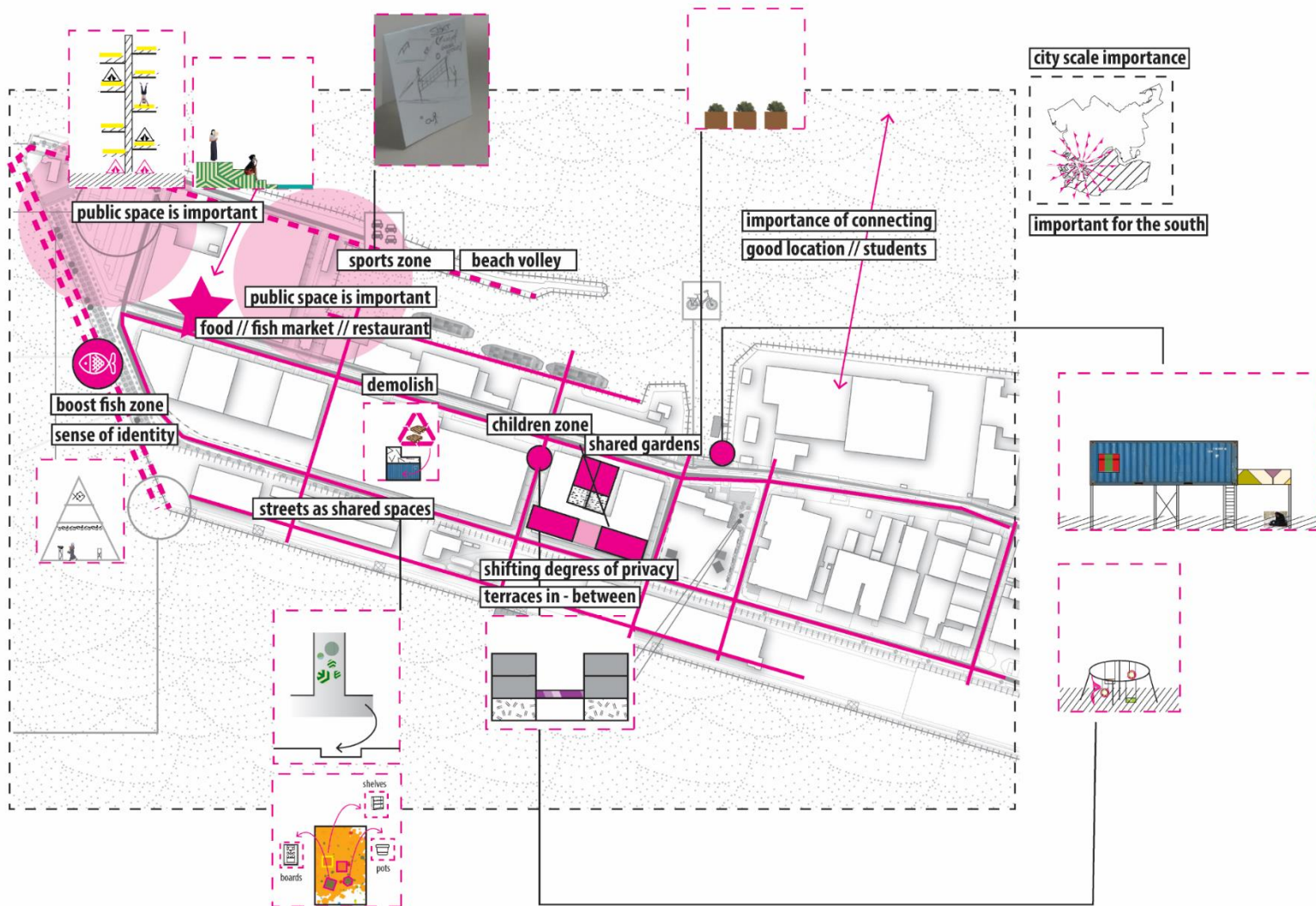


SIMULATION GAMING SESSIONS // RESULTS



Conclusions

- **Connection** of Skatepark to Karel – attractive entrances
- **Productivity** of green spaces, leisure
- **Safety**
- **Interaction**, craftsmanship, reuse



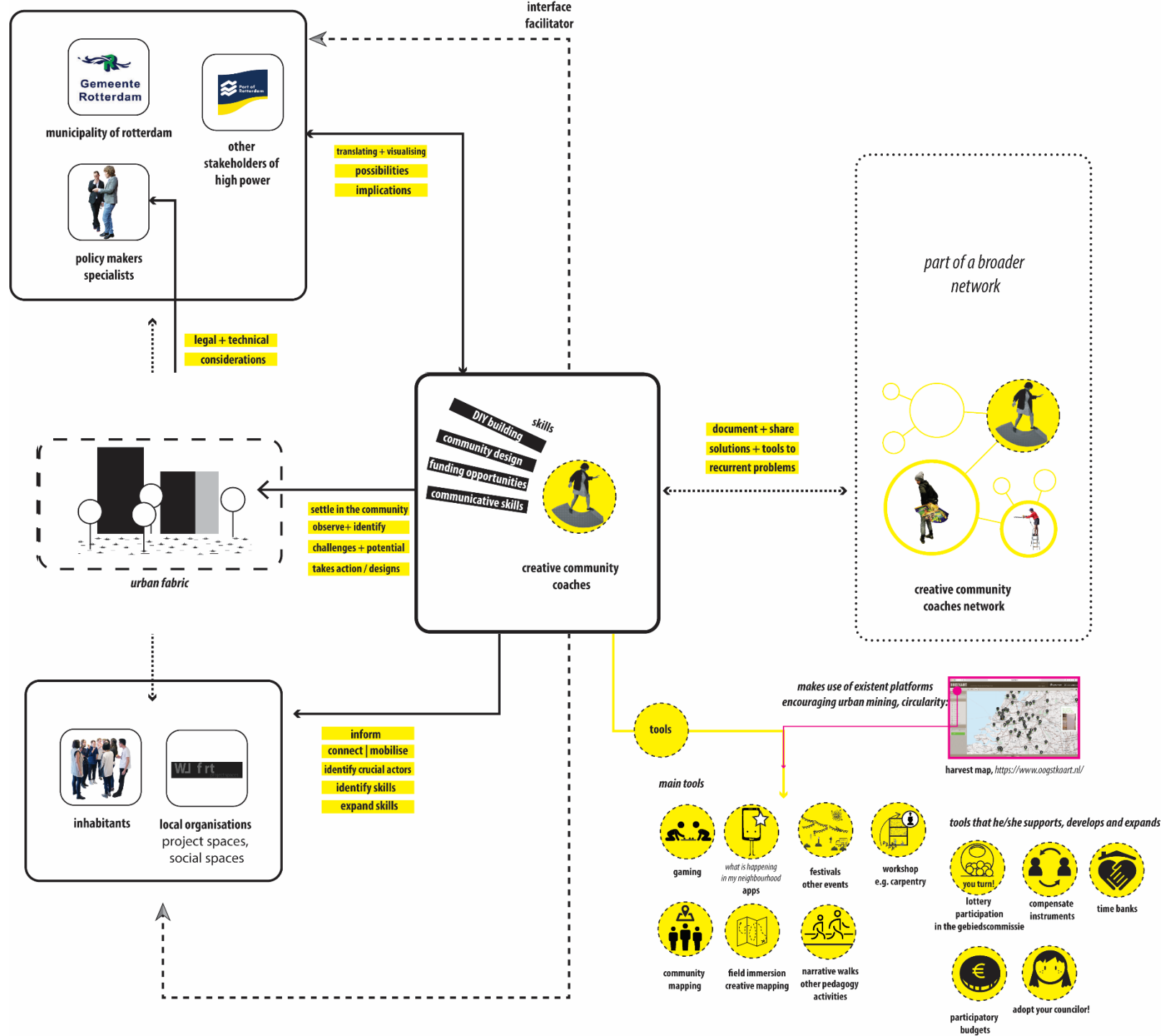
Conclusions

- Waalhaven – importance of **affordability, accessibility, central space** and **leisure (sports zone)**
- **Shared green spaces** in housing projects

THROUGHOUT ALL THIS PROCESS I IMAGINE (BECAME) A NEW AGENT

WELCOME ALL THE CREATIVE COMMUNITY COACH

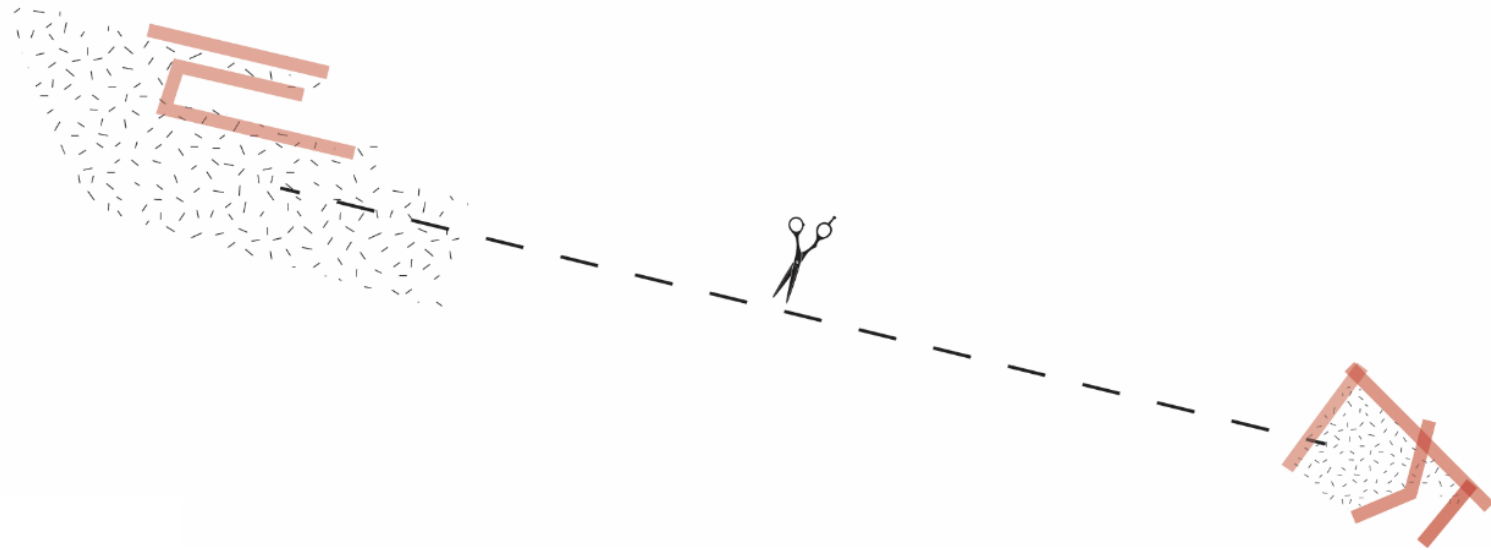






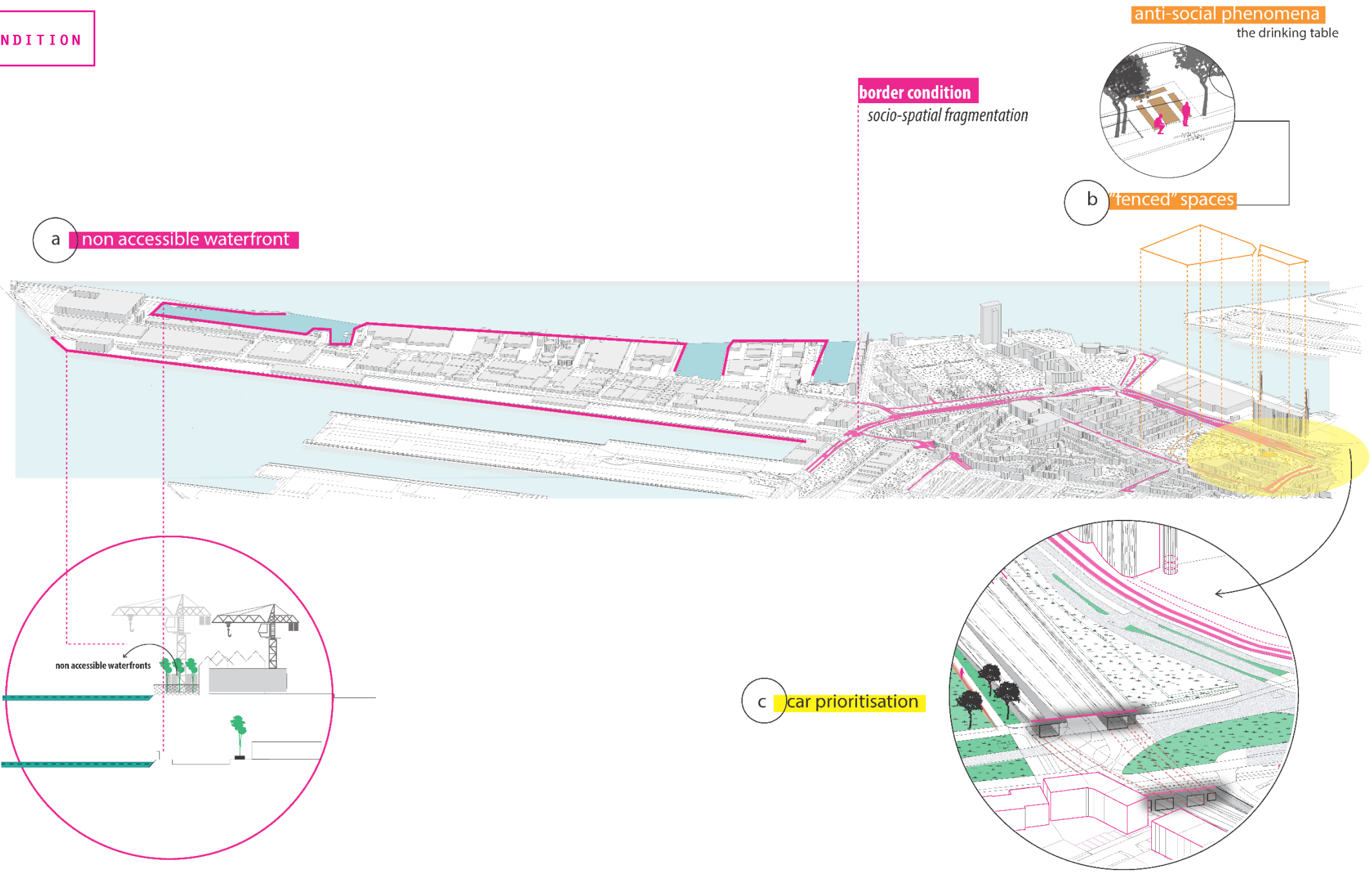
SETTLING IN OUD CHARLOIS I STARTED TO WONDER

BEFORE
/ANALYSIS/



WHAT IF A CORRIDOR FUNCTIONING NOW AS...

A BORDER CONDITION



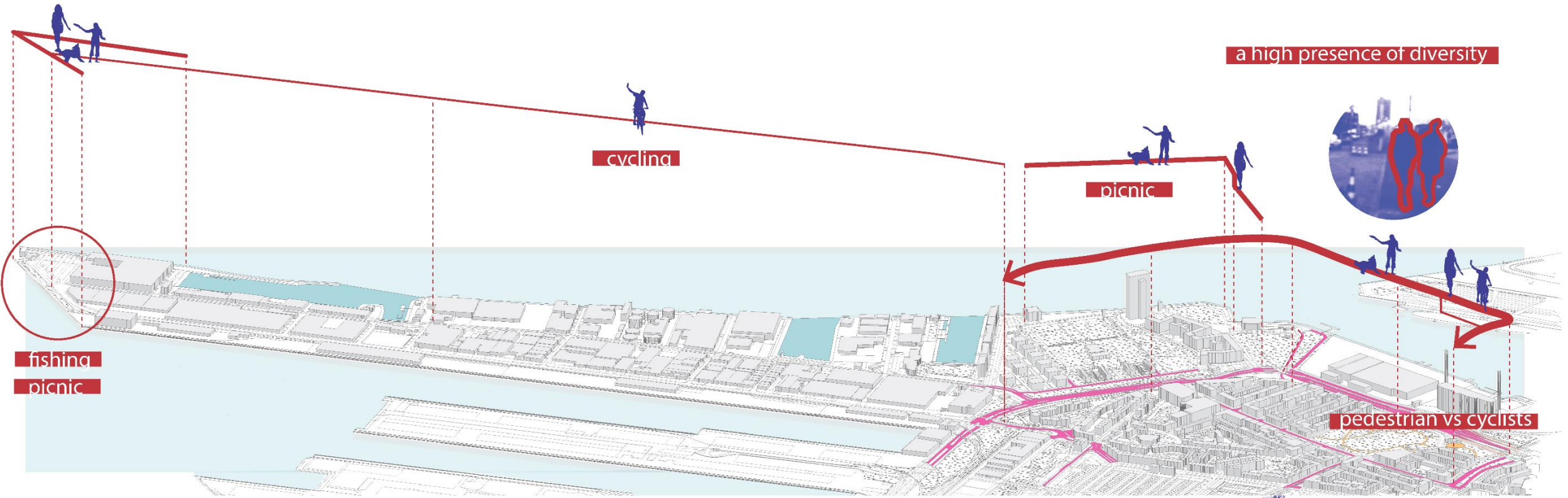
A FLOOD BARRIER, A PROTECTOR



outer dike

inner dike

AN AXIS OF MOVEMENT – NON MOVEMENT



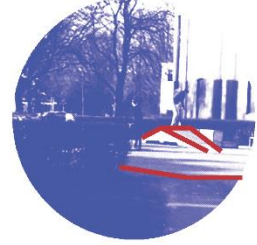
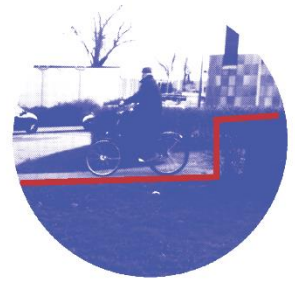
a high presence of diversity

fishing
picnic

cycling

picnic

pedestrian vs cyclists



A LANDSCAPE OF HIDDEN QUALITIES AND A CARRIER OF BIODIVERSITY

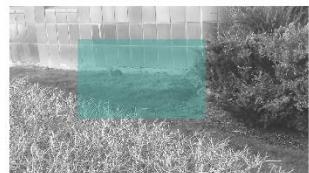
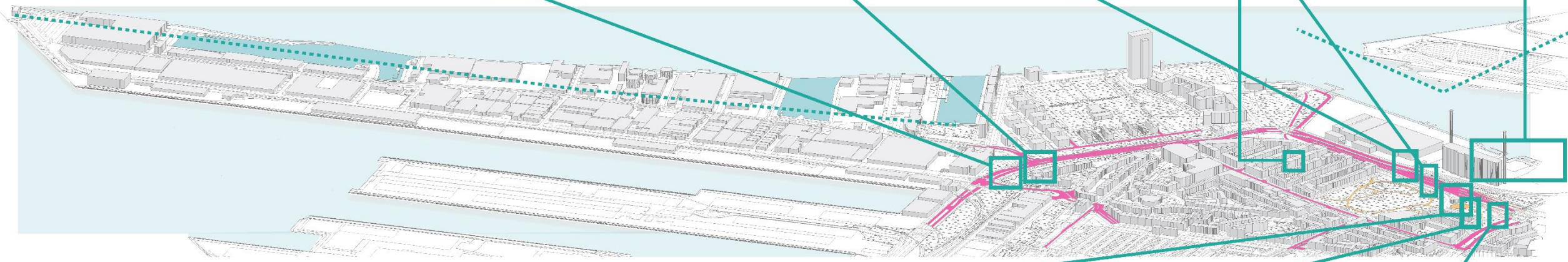
opportunities for a green promenade



low car traffic



city viewpoints



natural biodiversity

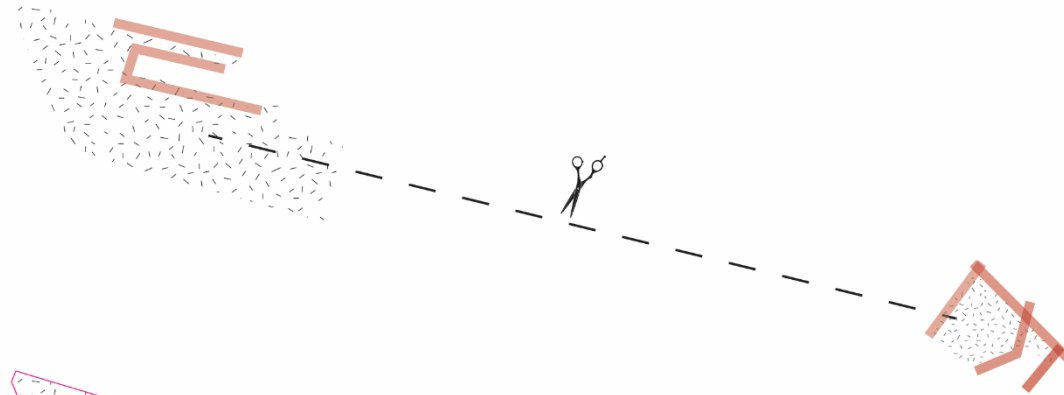


cultural heritage

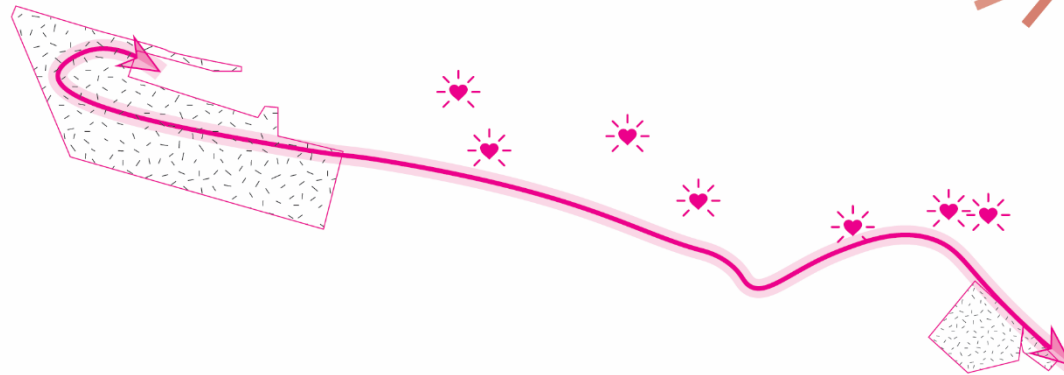


opportunity for legibility

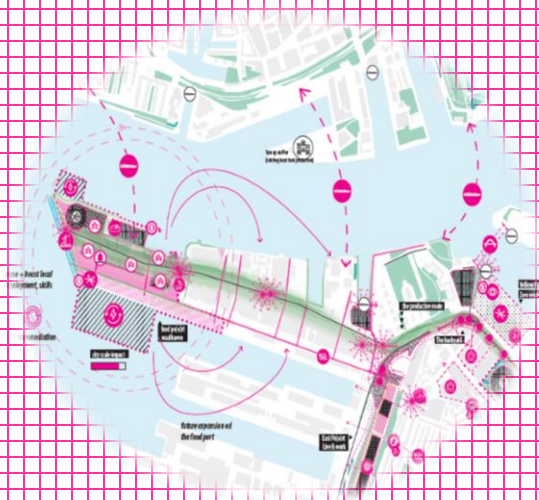
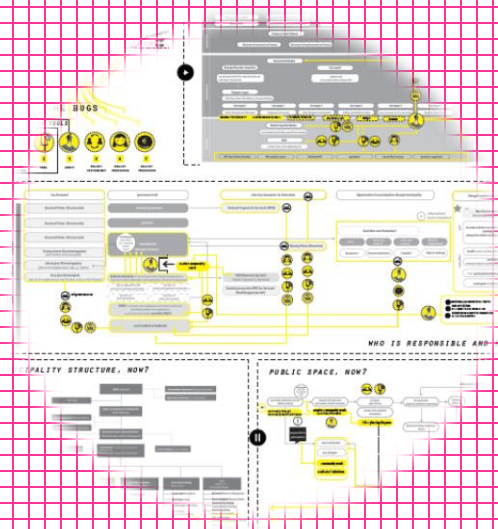
BEFORE
/ANALYSIS/



AFTER
/STRATEGY/



...COULD BECOME THE BACKBONE OF A STRATEGY EMBODYING APPROPRIATION



hack institutions

7 proposed changes in the planning processes
+ alternative phasing

hack space two key projects

large to extra large wasteland

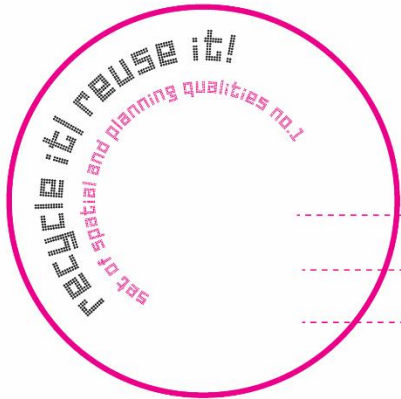
micro - medium wasteland

design principles

THE PRODUCTIVE ROUTE STRATEGY

leisure _ food _ crafts

STRATEGY PRINCIPLES



re-build on site and urban mining (recycle and employment)



reuse of existent building stock, landscape objects and infrastructures



renewable energy: wind, solar and co2 (algea), kinetic



R ○



accessible governance - accessible participation - connect it to media



access to facilities and **social infrastructures** (e.g.sports)



access to **public spaces**
 (e.g.seating opportunities, flexible boundaries, slow mobility networks)



A ○



diversify employment and local economy
diversify food and diet



diversify the landscape
natural biodiversity and artificial (height differentiation)



diversify programme
combine housing, working, producing

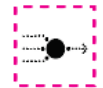


diversify public space
combine art, education and landscape (art related urban tactics)



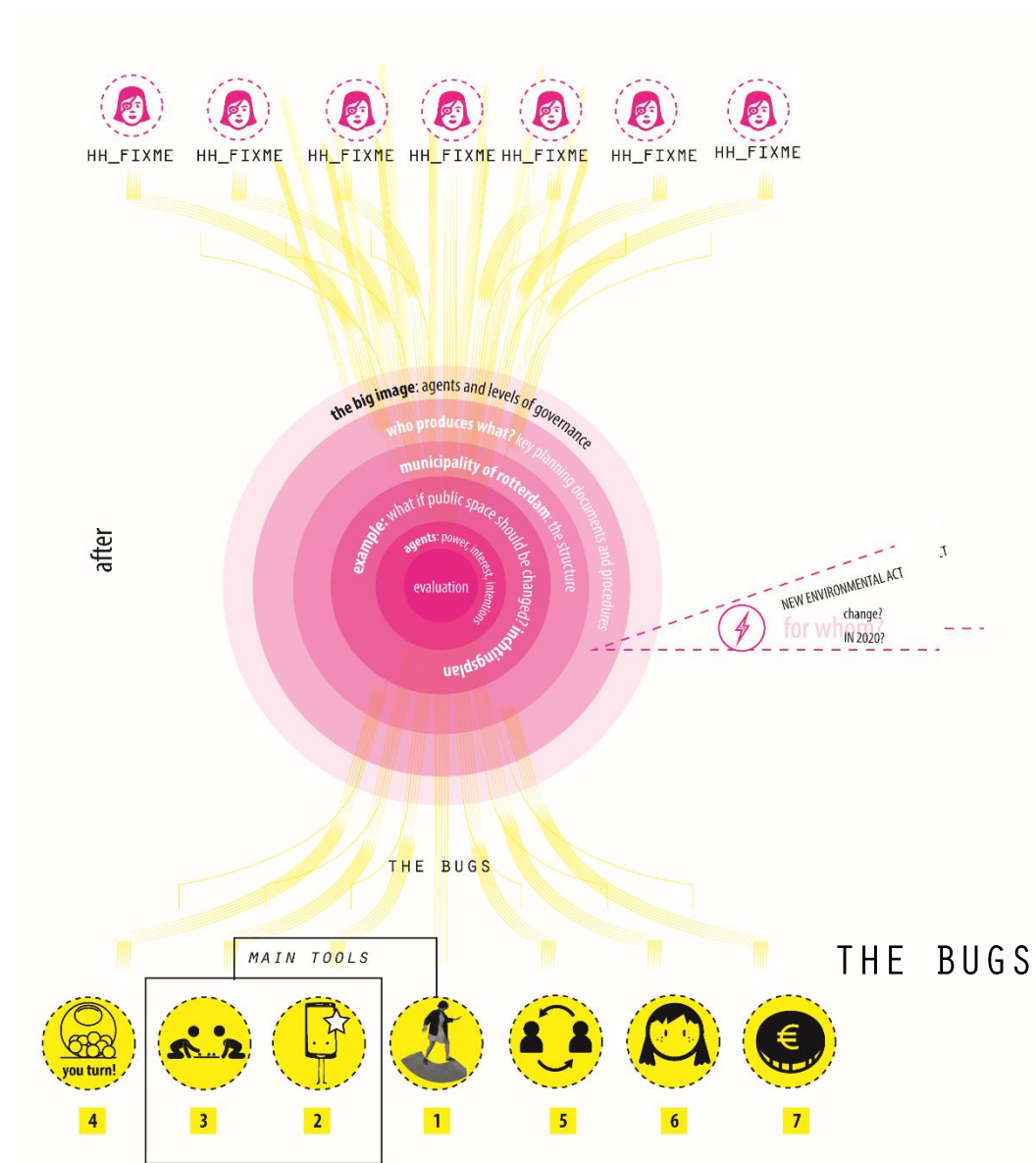
C ○

hack institutions

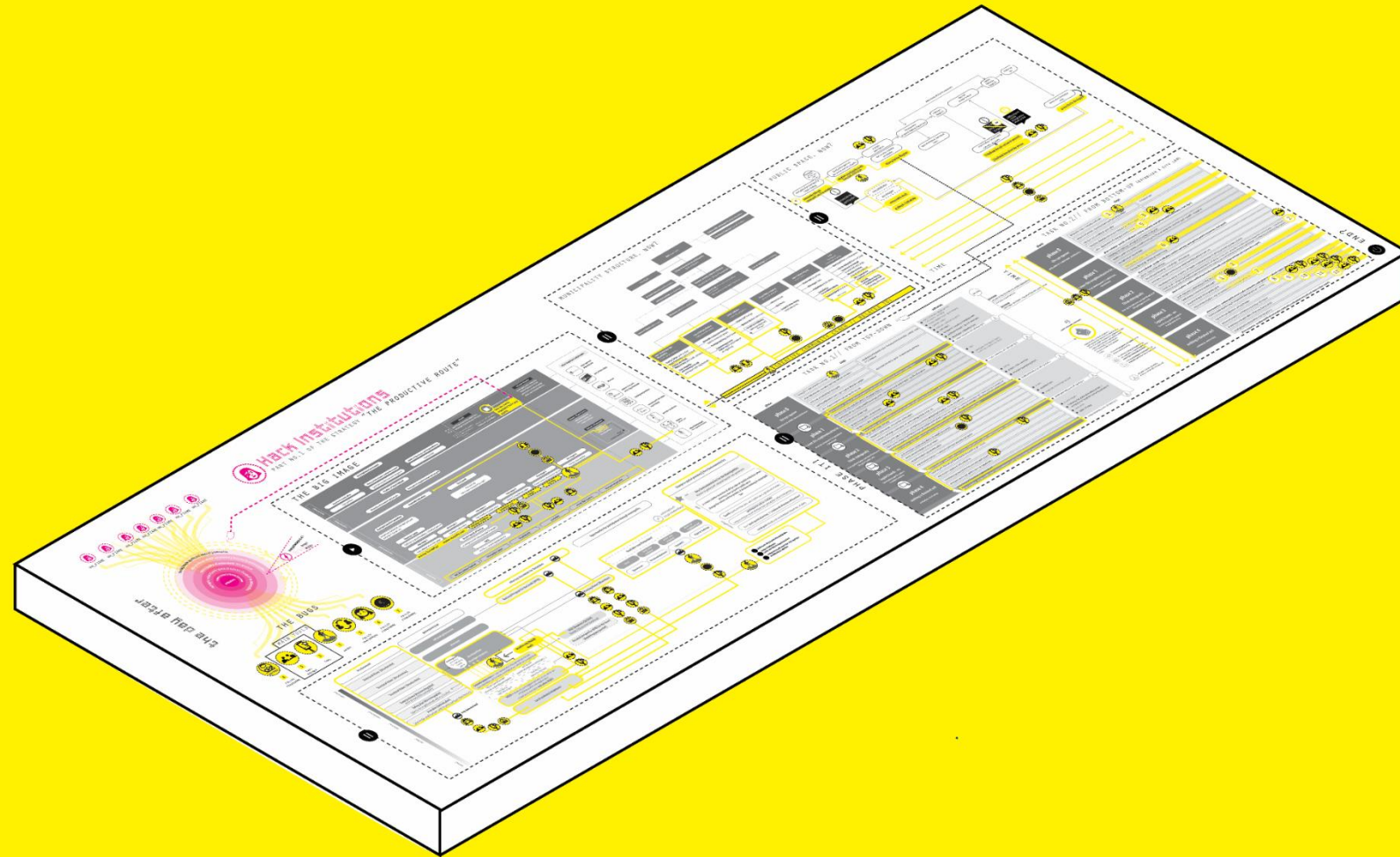


7 proposed changes in the planning processes
+ alternative phasing

RECOMMENDATIONS – PARTICIPATORY FRAMEWORK



Please pick up your yellow flyer



hack space

two key projects



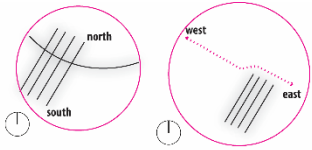
large to extra large wasteland



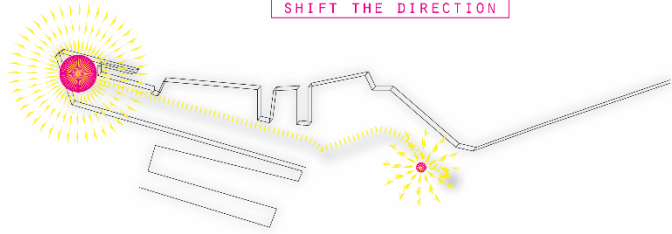
micro - medium wasteland



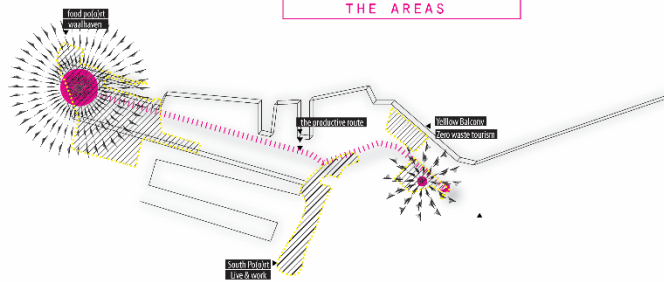
design principles



SHIFT THE DIRECTION

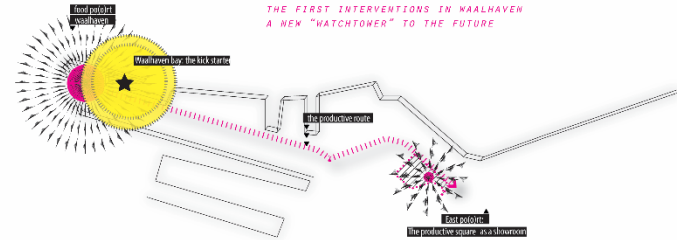


THE AREAS



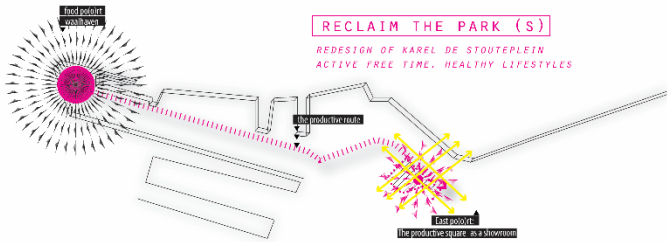
THE WAALHAVEN "BAY" AS A START

THE FIRST INTERVENTIONS IN WAALHAVEN
A NEW "WATCHTOWER" TO THE FUTURE



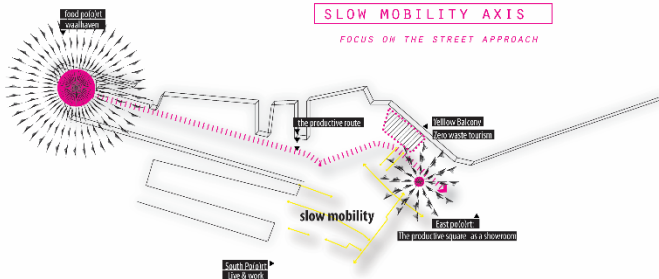
RECLAIM THE PARK (S)

REDESIGN OF KAREL DE STOUTEPLIJN
ACTIVE FREE TIME, HEALTHY LIFESTYLES

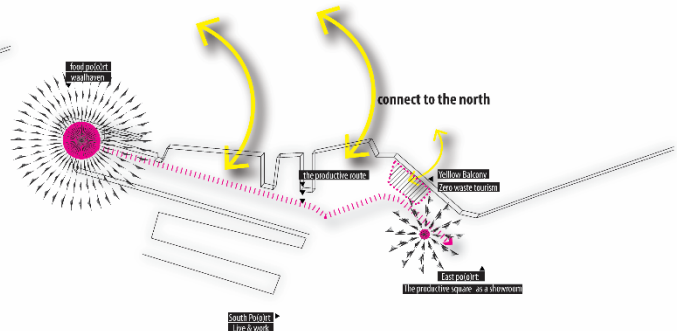


SLOW MOBILITY AXIS

FOCUS ON THE STREET APPROACH

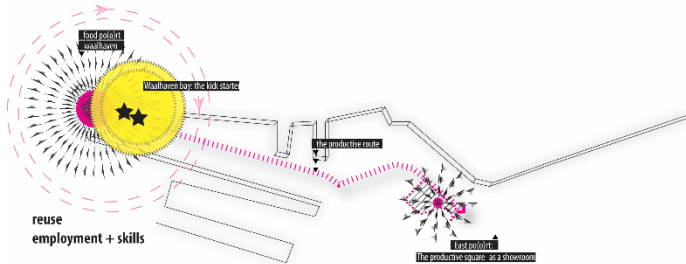


INTENSIFY + EXPAND WATERCONNECTIONS



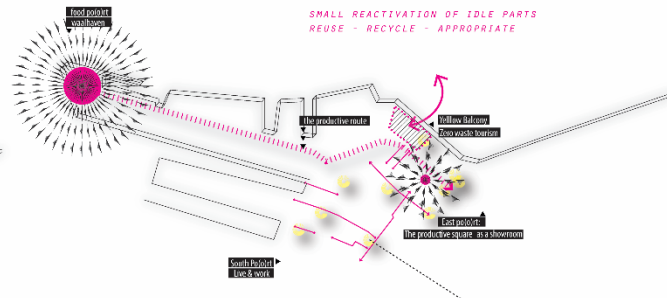
THE WAALHAVEN "BAY" EXPANDS

HOUSING EXPERIMENTS
LEISURE INFRASTRUCTURE



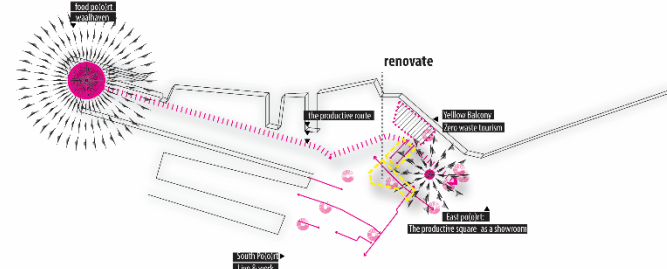
MICRO - TACTICS TIME

SMALL REACTIVATION OF IDLE PARTS
REUSE - RECYCLE - APPROPRIATE



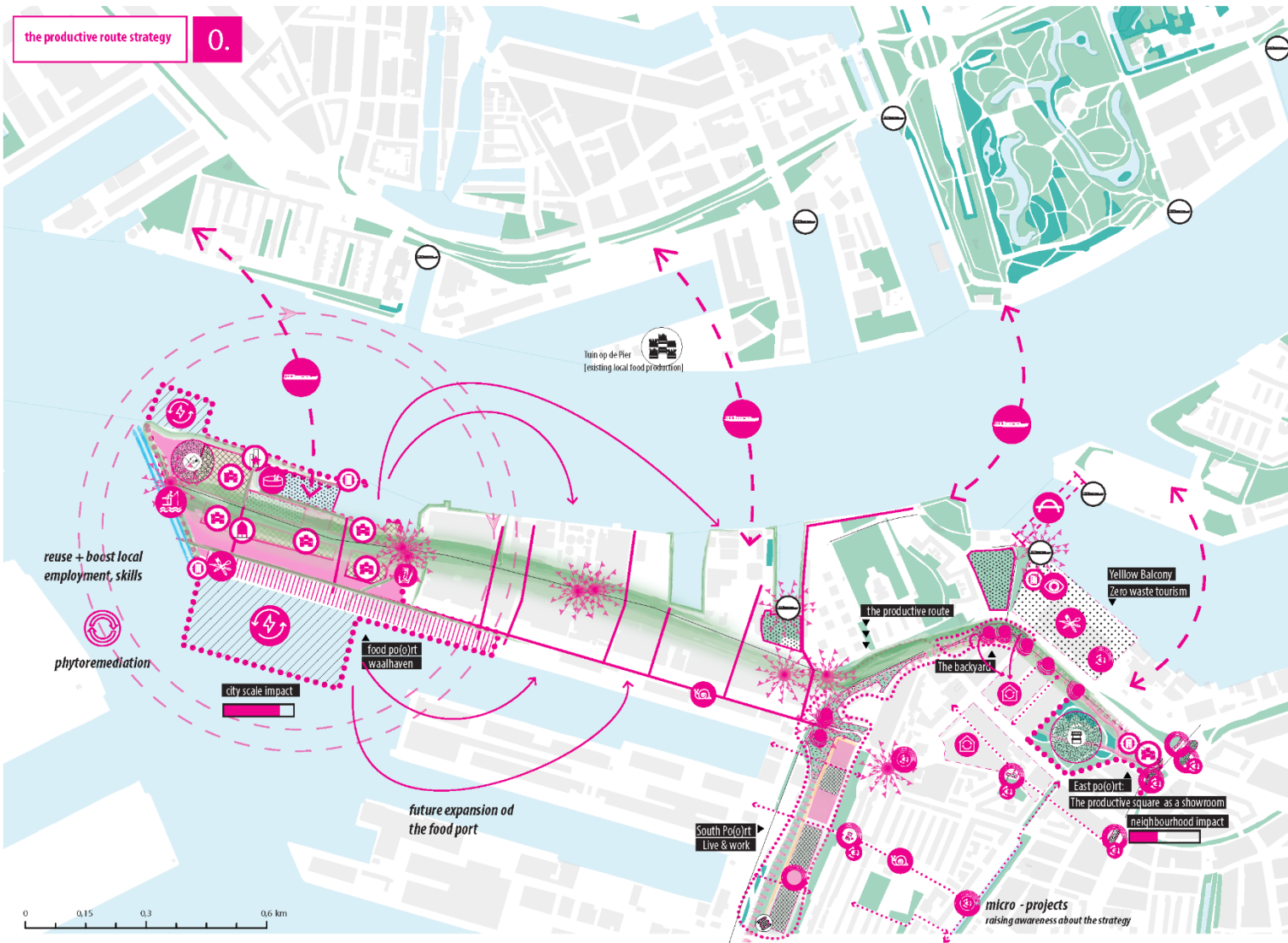
RENOVATION OF BLOCKS

STARTING FROM TWO BLOCKS



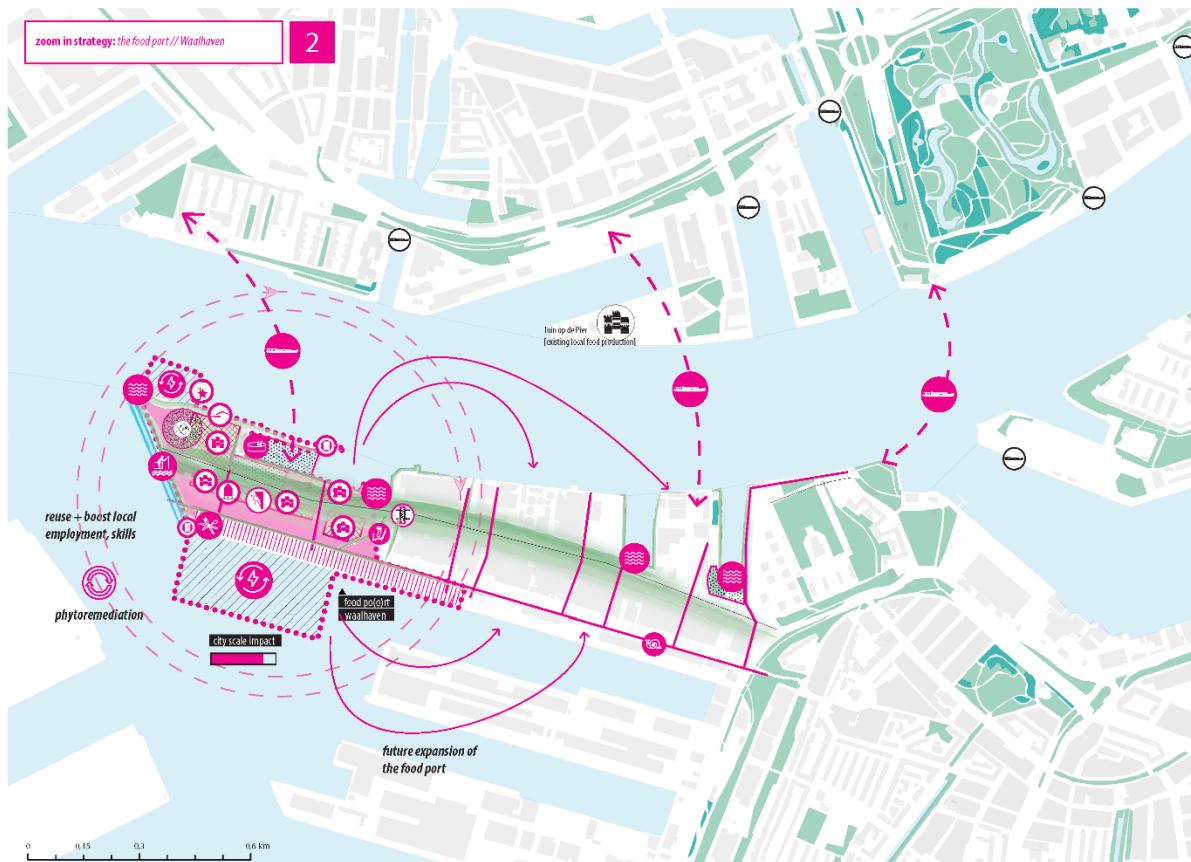
micro-project
urban tactics

the productive route strategy 0.



- legend**
- infrastructures & connections**
- existing watertaxi stations
 - proposed watertaxi connections
 - proposed public transport connections [waterbuses] intense services and permanent itinerary
 - proposed cyclists & pedestrian bridge
 - existing cycling routes
 - proposed cycling routes
 - thinking beyond the station** proposed redesign of the public transports
 - downgrading street / pedestrian street
 - downgrading street / woonerf
 - proposed public green boulevard [connecting oud charlois to waalhaven]
 - regreenation and regeneration of the dike strip
 - proposed public green port corridors
 - proposed green connections / street approach
- land uses, functions and activities**
- proposed housing and small scale commercial activities & workspaces on the dike
 - proposed food production [food port]
 - proposed local food production areas
 - proposed marketspaces [fish market and vegetable, fruit market]
 - sustainable production of energy
 - proposed zero waste tourism zone
 - proposed sports facilities
 - proposed housing and small scale commercial activities and workspaces on the food port
 - proposed public space
 - proposed reactivated patches public space regeneration \ active free time
 - proposed restaurants & food stalls
 - enhanced water permeability water platforms water - sensitive design of public space
 - proposed belvedere, viewpoints
 - proposed urban beach
 - adaptive reuse of building or object yellow rail from the recycling facility crane [port] Doklaan 145, maastunnel complex
 - slow mobility networks
 - proposed fishing spots
 - proposed fishing strip
 - proposed events space
 - sustainable housing renovation
 - appropriate the narrow dike strip!** proposed seating opportunities on the dike
 - raising awareness in public space | developing activity | reusing & expose material
 - local economy
 - flood resilient design

- ONE EXAMPLE OF THE ZOOM MAP -



Legend

<p> water permeability</p> <p> fishing spots</p> <p>access to the water - balconies to the river</p> <p>[design principle no.1]</p> <p>R <input type="checkbox"/> F <input checked="" type="checkbox"/> C <input checked="" type="checkbox"/></p>	<p> collective roofs</p> <p>[design principle no.4]</p> <p>R <input checked="" type="checkbox"/> F <input checked="" type="checkbox"/> C <input checked="" type="checkbox"/></p>	<p> events space water permeability water sensitive design</p> <p>[design principle no.7]</p> <p>R <input checked="" type="checkbox"/> F <input checked="" type="checkbox"/> C <input checked="" type="checkbox"/></p>
<p> flood resilient design</p> <p> phytoremediation</p> <p>[design principle no.2]</p> <p>R <input type="checkbox"/> F <input checked="" type="checkbox"/> C <input checked="" type="checkbox"/></p>	<p> interactive walls</p> <p>[design principle no.5]</p> <p>R <input type="checkbox"/> F <input checked="" type="checkbox"/> C <input checked="" type="checkbox"/></p>	<p> proposed food production [food port]</p> <p> proposed local food production areas</p> <p> proposed restaurants & food stalls</p> <p>[design principle no.8]</p> <p>R <input checked="" type="checkbox"/> F <input type="checkbox"/> C <input checked="" type="checkbox"/></p>
<p> street as a square [Industrial character]</p> <p> proposed public space</p> <p>[design principle no.3]</p> <p>R <input type="checkbox"/> F <input checked="" type="checkbox"/> C <input checked="" type="checkbox"/></p>	<p> proposed housing and small scale commercial activities and workspaces</p> <p>[design principle no.6]</p> <p>R <input type="checkbox"/> F <input checked="" type="checkbox"/> C <input checked="" type="checkbox"/></p>	<p> urban gardening</p> <p>[design principle no.9]</p> <p>R <input checked="" type="checkbox"/> F <input checked="" type="checkbox"/> C <input checked="" type="checkbox"/></p>

4 PROJECTS



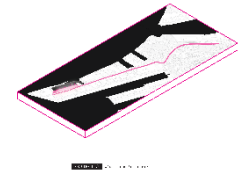
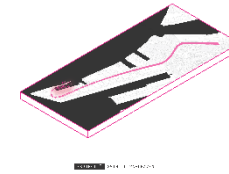
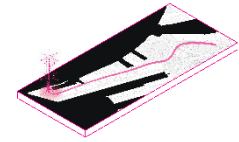
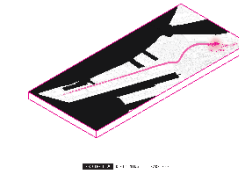
THE LOGICS OF THE PROJECT



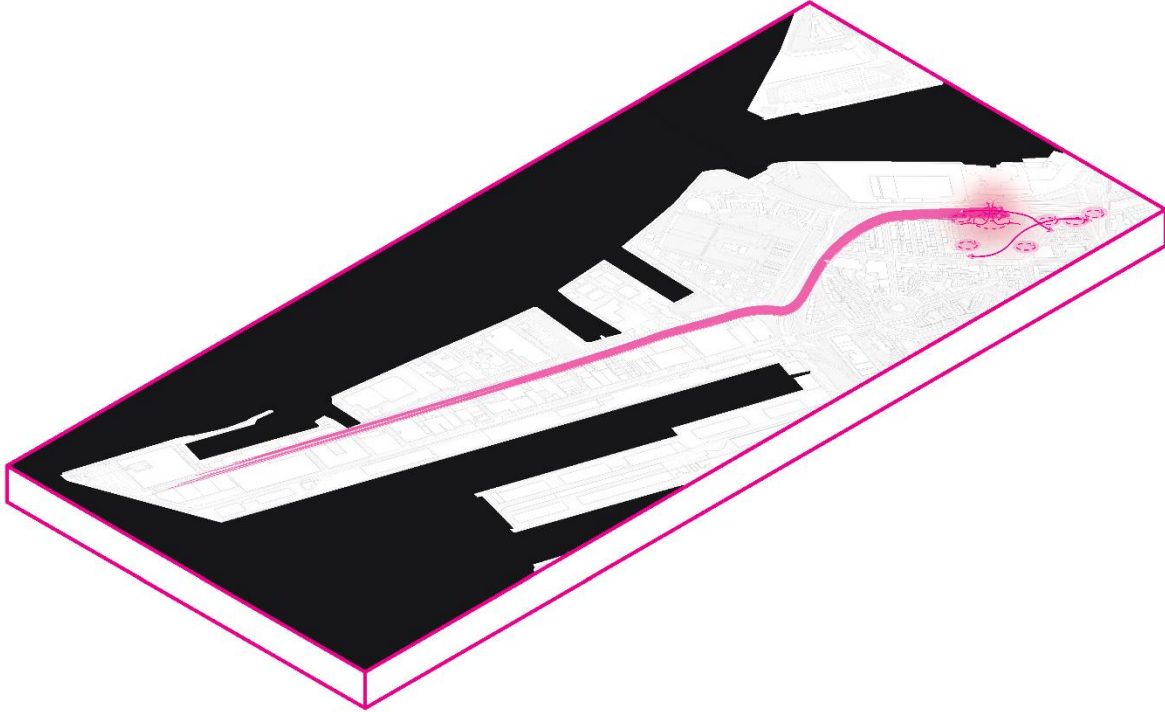
ZOOM IN DETAILS (ONLY A BIT)



SPREAD THE WORD ("BRANDING")



A DESIGN
PROPOSAL



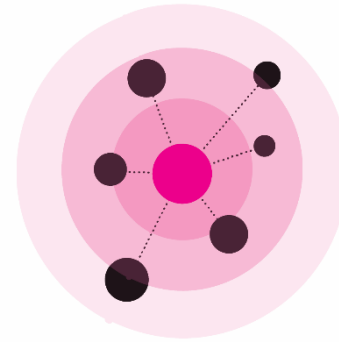
PROJECT A

RECLAIMING THE PARK (S)

THE PRODUCTIVE SHOWROOM IN SKATEPARK AND KAREL DE STOUTEPLEIN



BRIDGING NOSTALGIA WITH
APPROPRIATION TACTICS



THE MISSING CENTRALITY





INSPIRED BY THE PAST



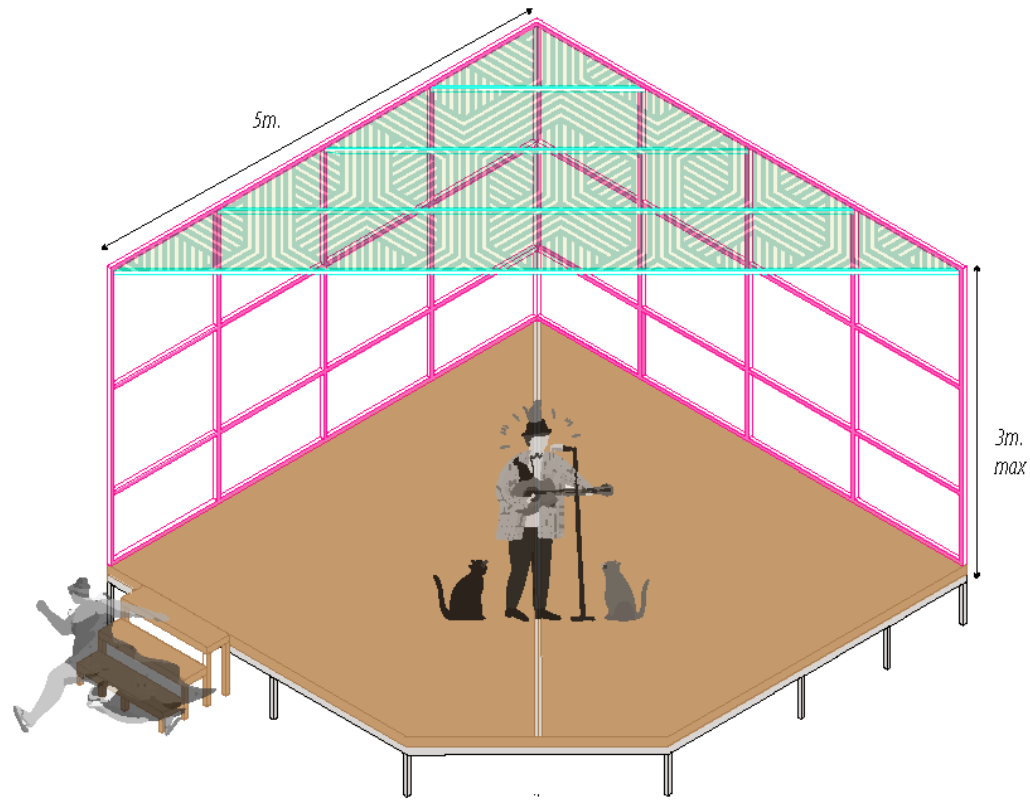
*MUSIEKTENT AT
KAREL DE STOUT.*

AND THE PRESENT



*PRESENT APPROPRIATION PRACTICES
AT KAREL DE STOUT.*



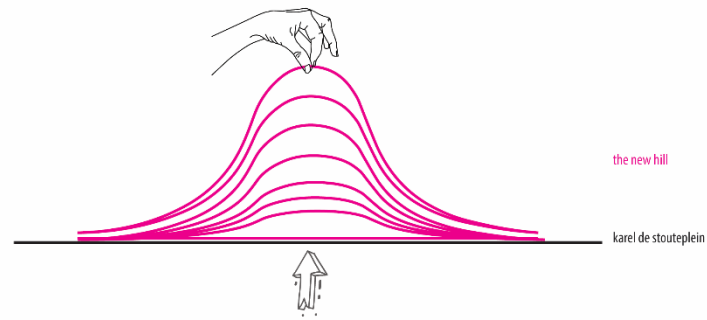


THE NEW MUSIC TENT
*it will initiate the transformation of the park
putting forward the reinforced come back of the pavilions*

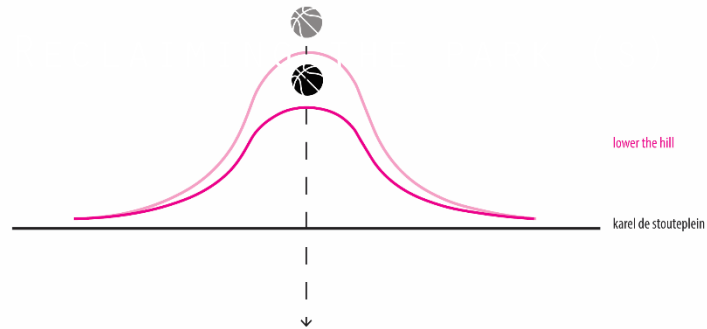


REINVENT THE CENTRE

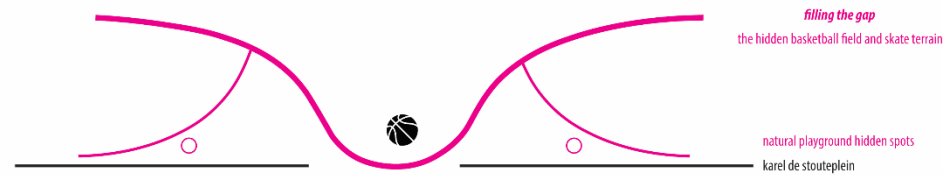
① STEP ONE // LIFT IT UP



② STEP TWO // THE BALL BOUNCES

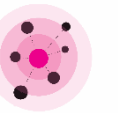


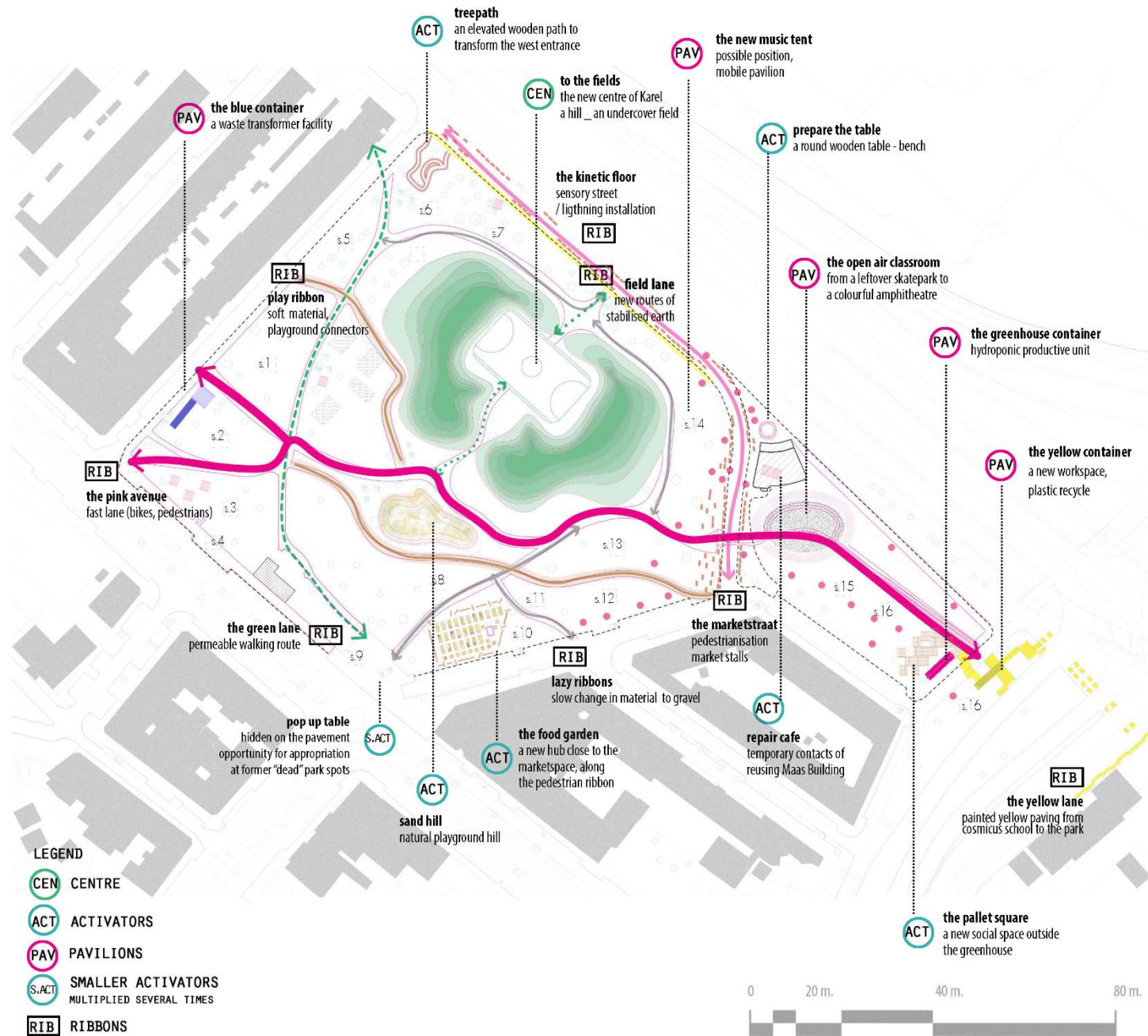
③ STEP THREE // BALL FINDS ITS PLACE

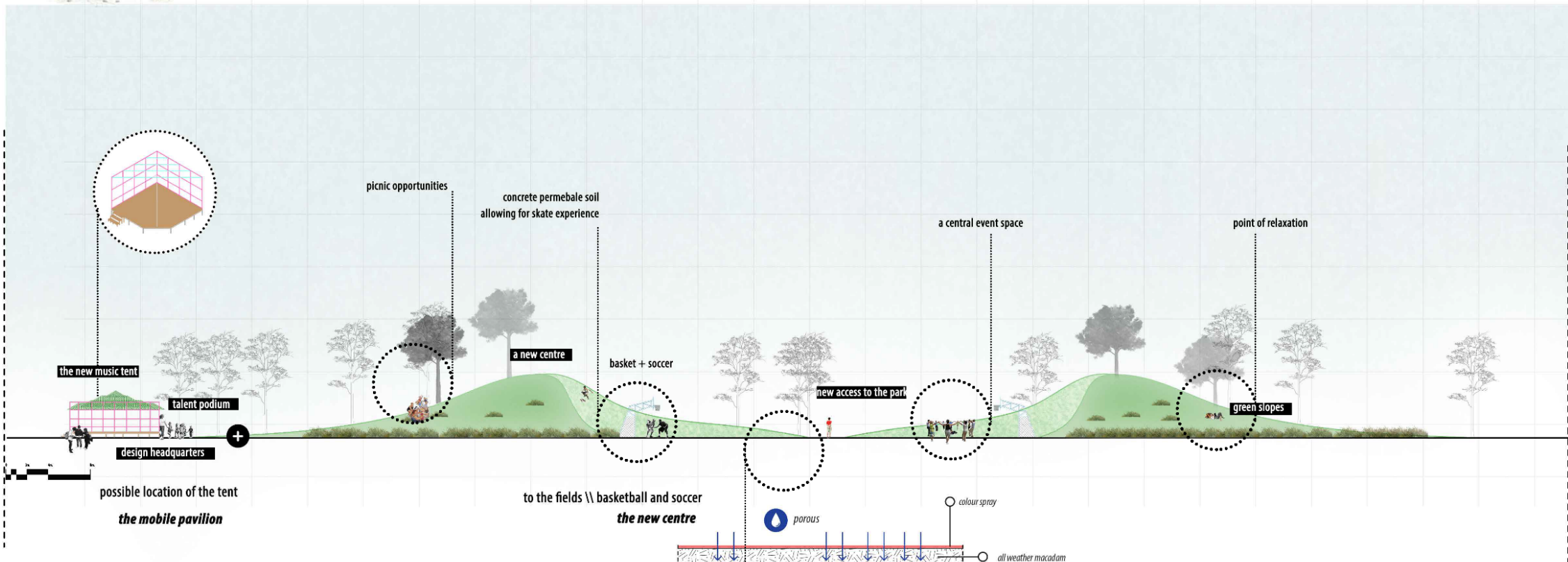


BASED ON THE STRATEGY
PRINCIPLES FOR:

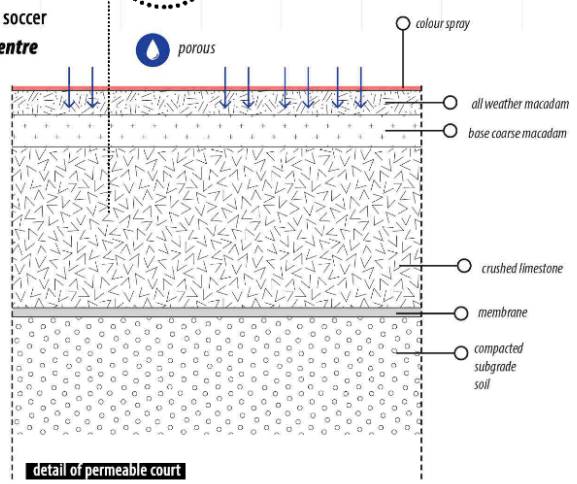
- > DIVERSIFICATION OF THE LANDSCAPE
- > SPORTS
- > HEALTHY LIFESTYLES





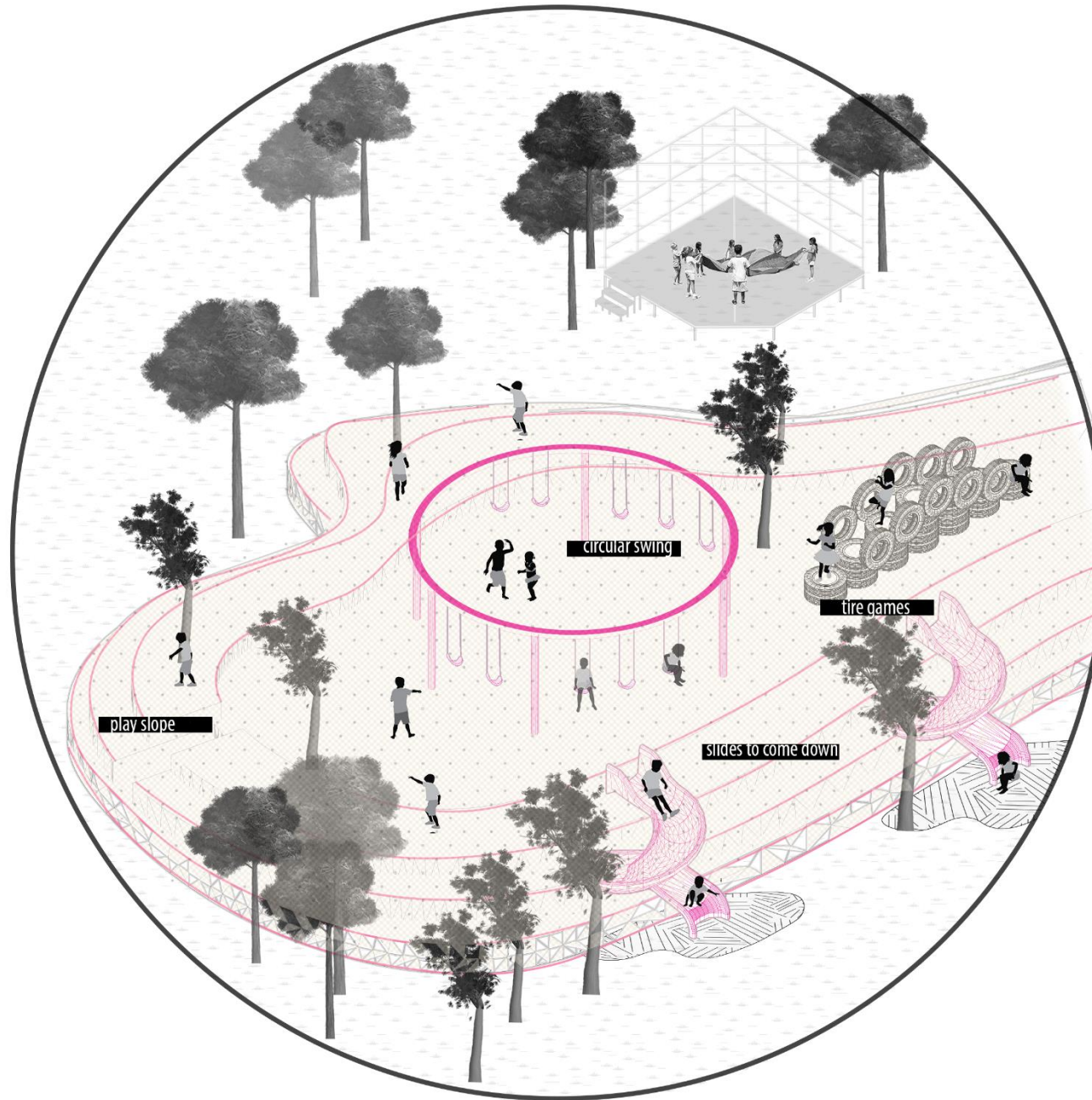


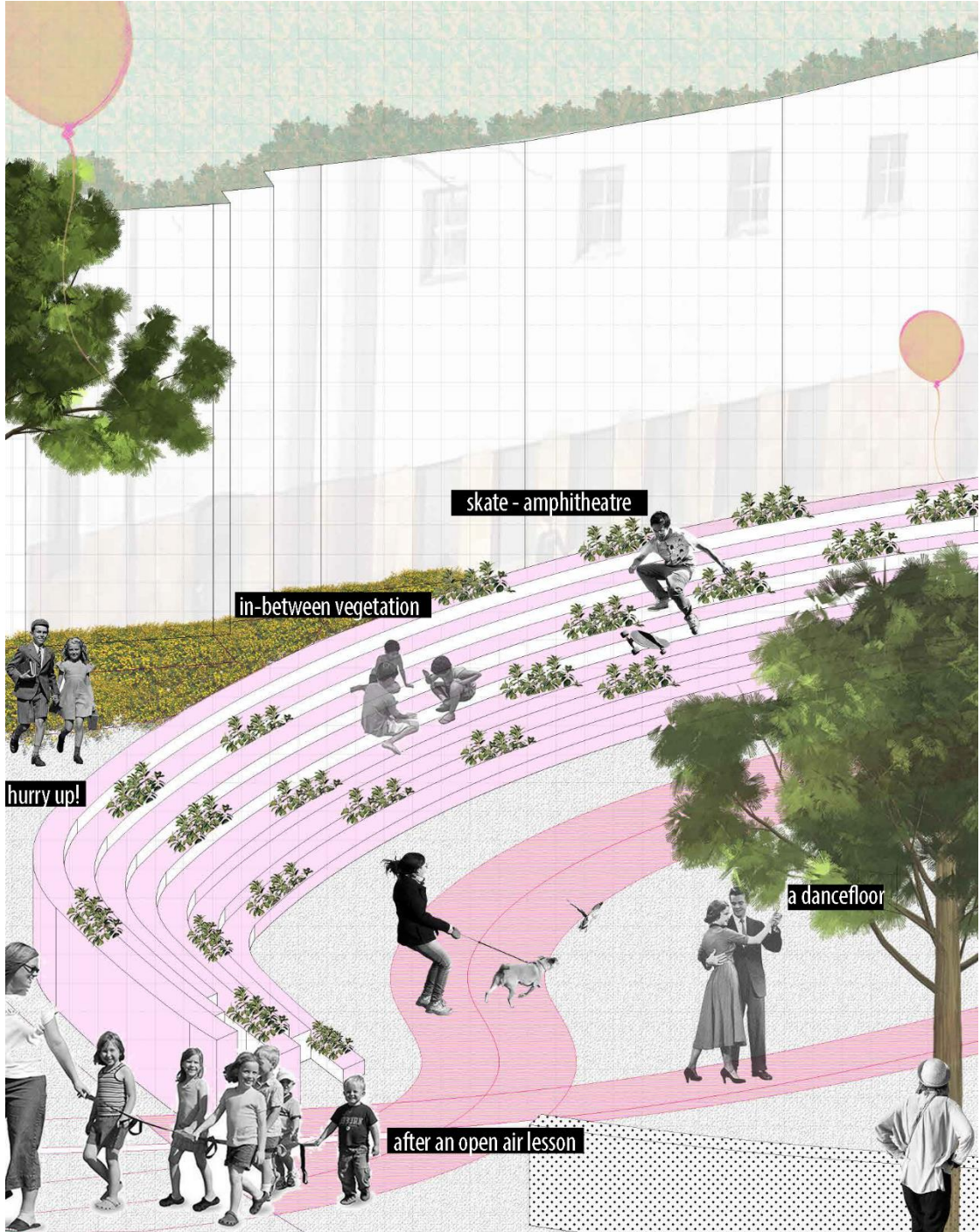
to the fields \\
basketball and soccer
the new centre



detail of permeable court







doklaan becomes a pedestrian axis



karel de stouteplein meets the skatepark





reuse abandoned greenhouses

new workspace | reuse plastic

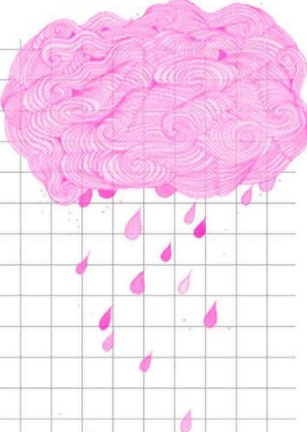
recycle plastic into urban equipment

pop up tables to connect to the other patches

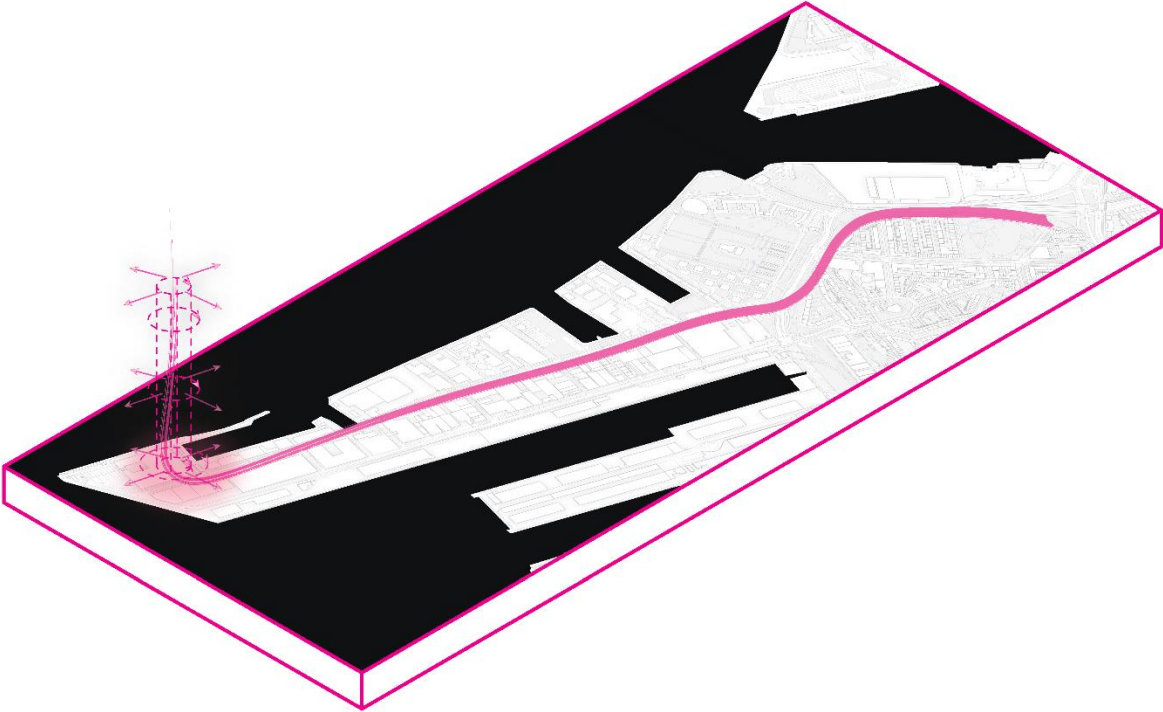
URBAN GREENHOUSE
OUD CHARLOIS

PLASTIC RECYCLING
WORKSPACE

recycle plastic into urban equipment





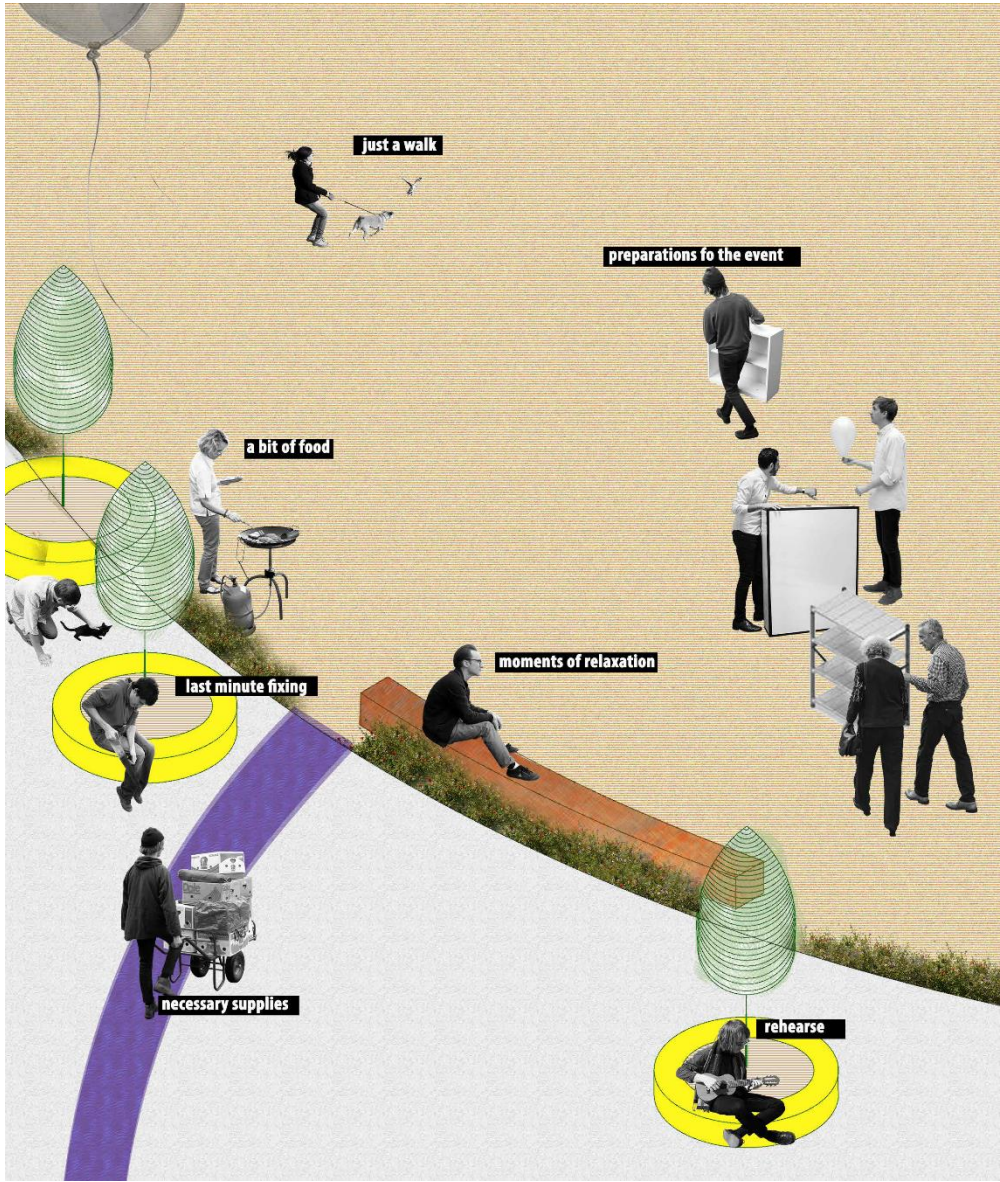


PROJECT B

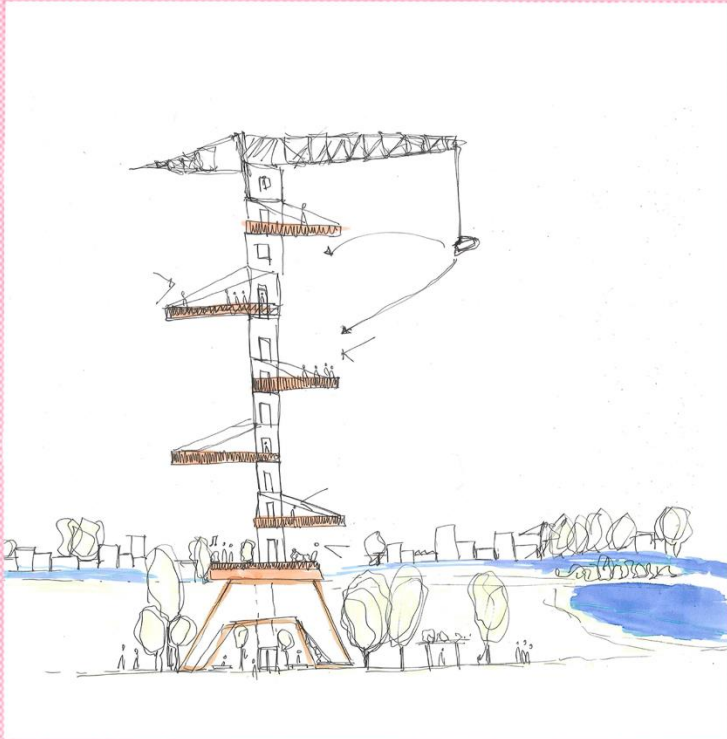
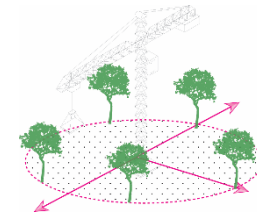
THE CRANESQUARE

A NEW TYPE OF "SQUARE"

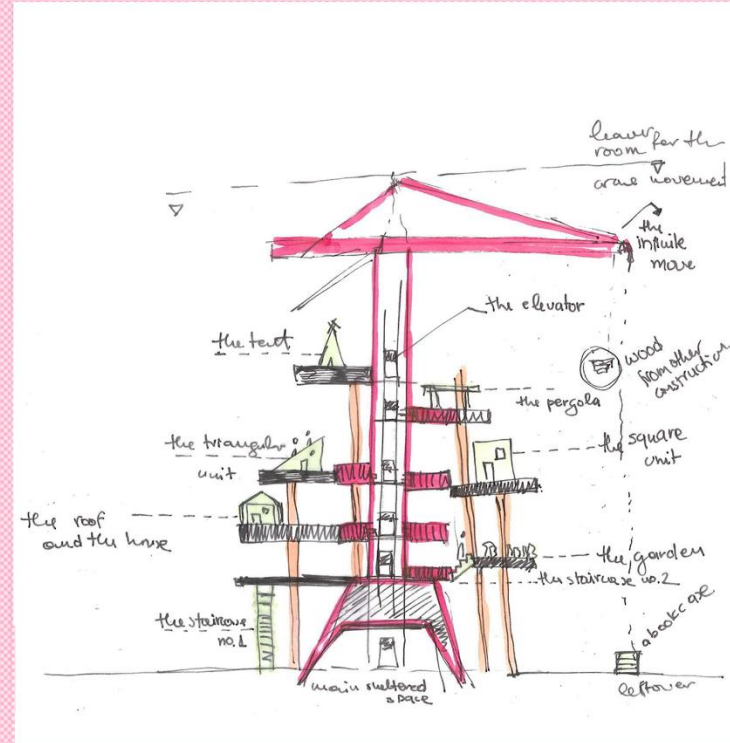
MERGING INDUSTRIAL PAST WITH APPROPRIATION



!AT THE CENTRE OF THE CIRCLE – PLACE A CRANE



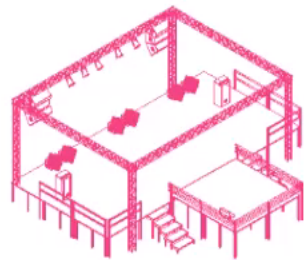
A LANDMARK - A PUBLIC OBSERVATORY
BUT ALSO
A CONTROL TOWER
CONSTRUCTION TRANSPARENCY - LOCAL TOURISM



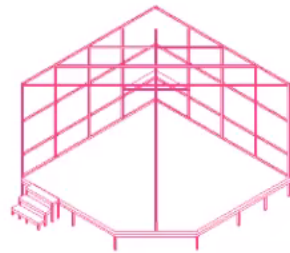
AN OPEN, TRANSFORMABLE STRUCTURE
A PLAYGROUND



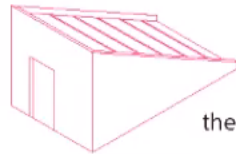
WHAT IF THE CRANE BECOMES A CONCERT VENUE?



the concert stage

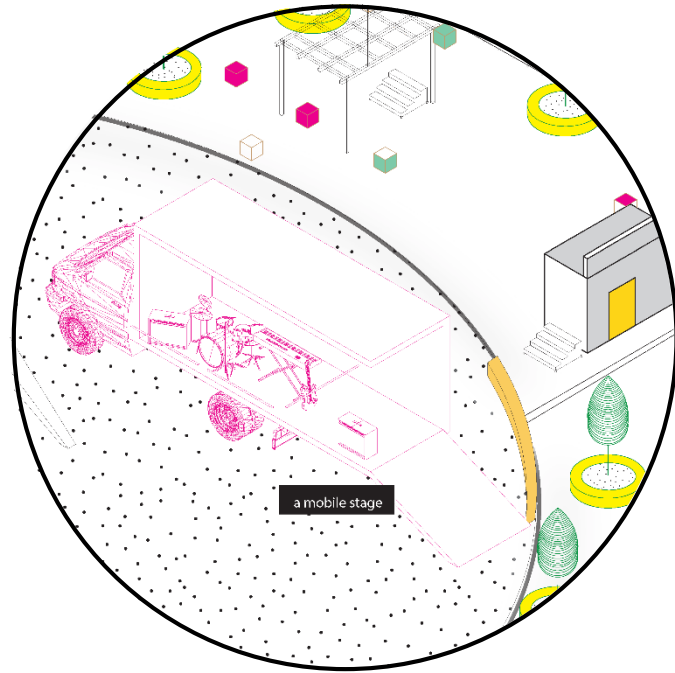


the (music) tent



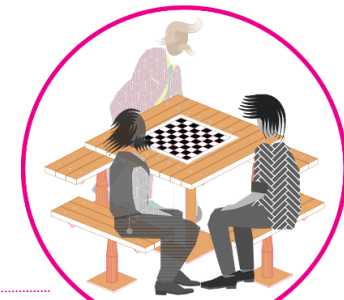
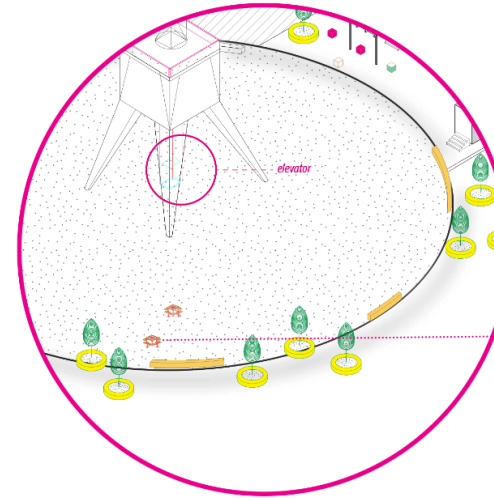
the sheltered triangle

SCENARIO// CONCERT MANIA

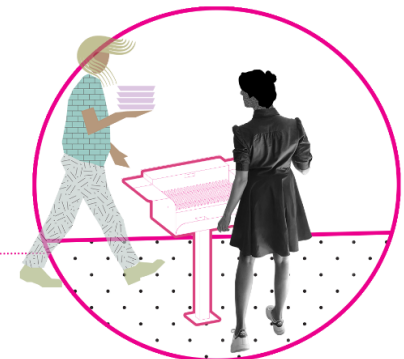
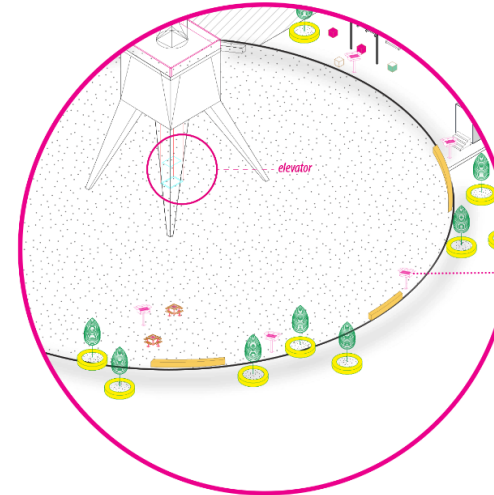


NOT ONLY MOBILE ELEMENTS

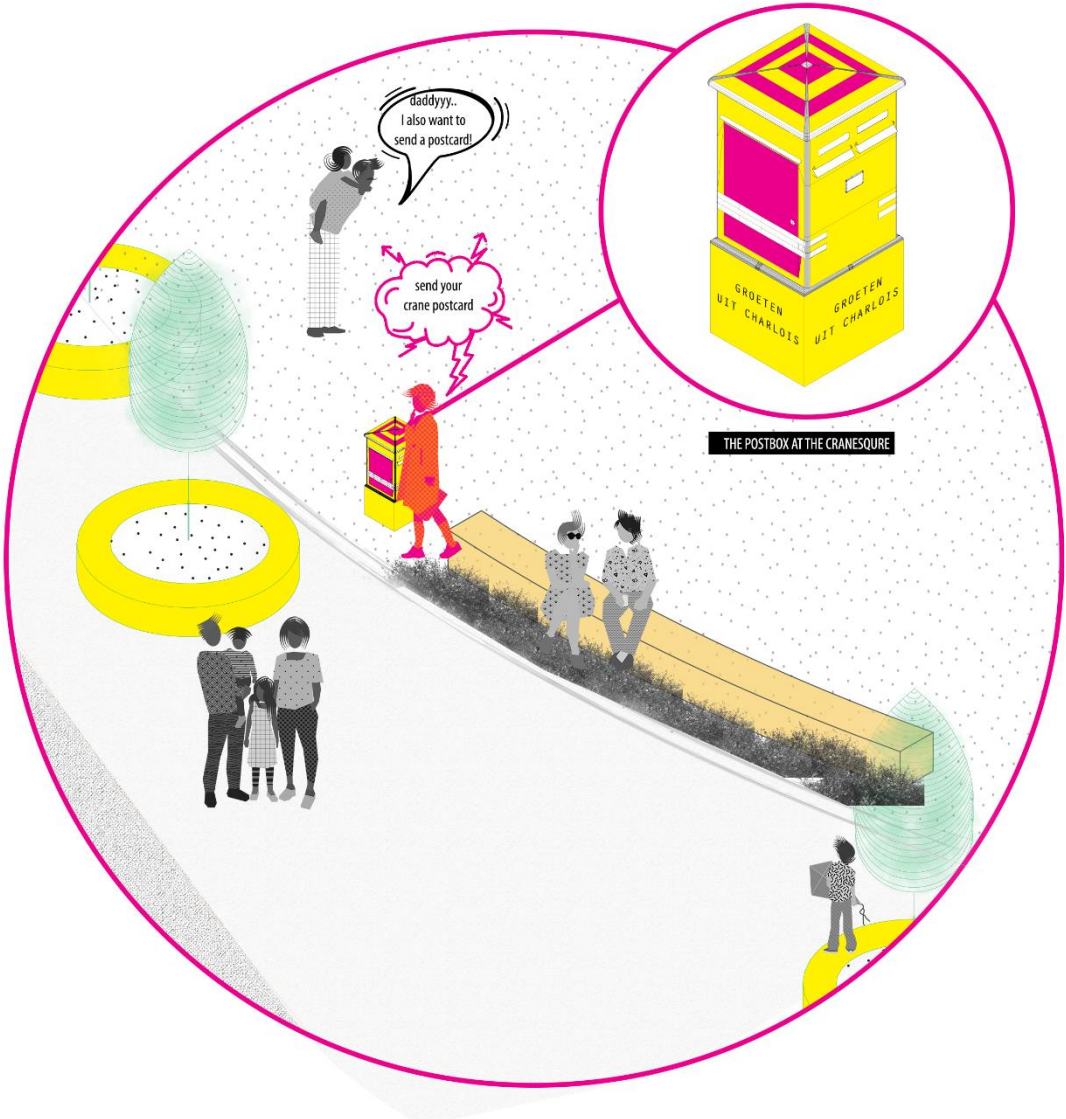
FIXED URBAN EQUIPMENT – DOMESTICITY AND INTERACTION



the chesstable



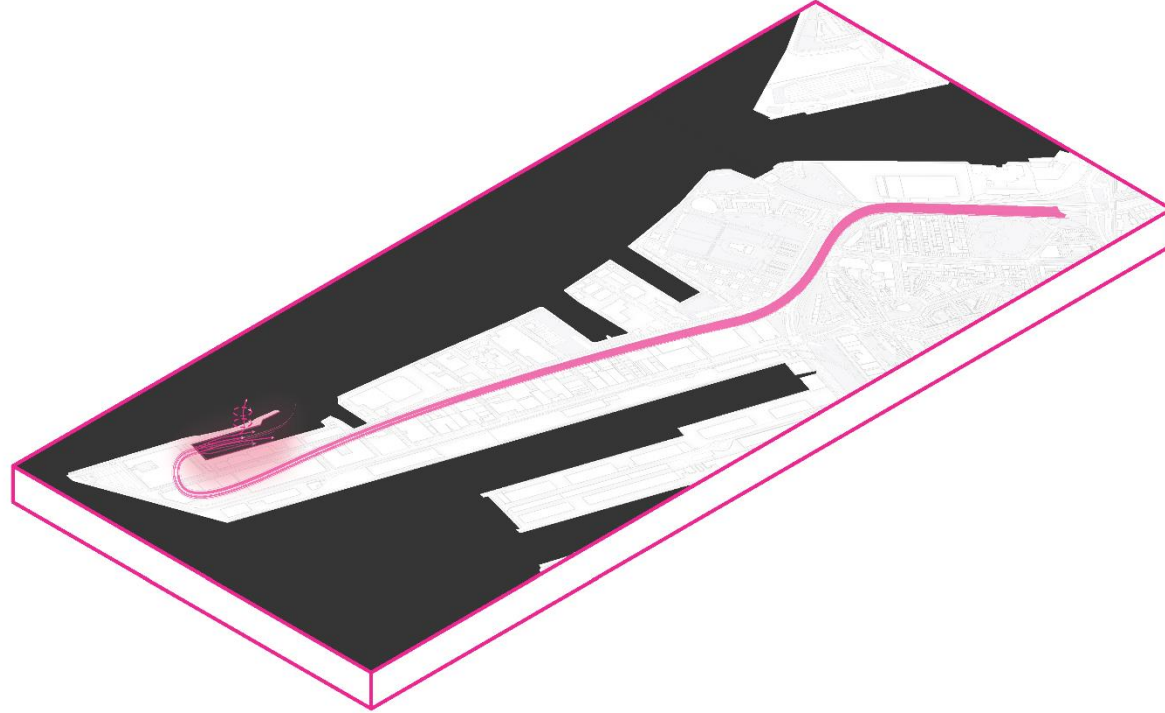
the barbecue spot



- THE POSTBOX -



- THE POSTCARD -



PROJECT Γ

SWIM IN WAALHAVEN



relax pool

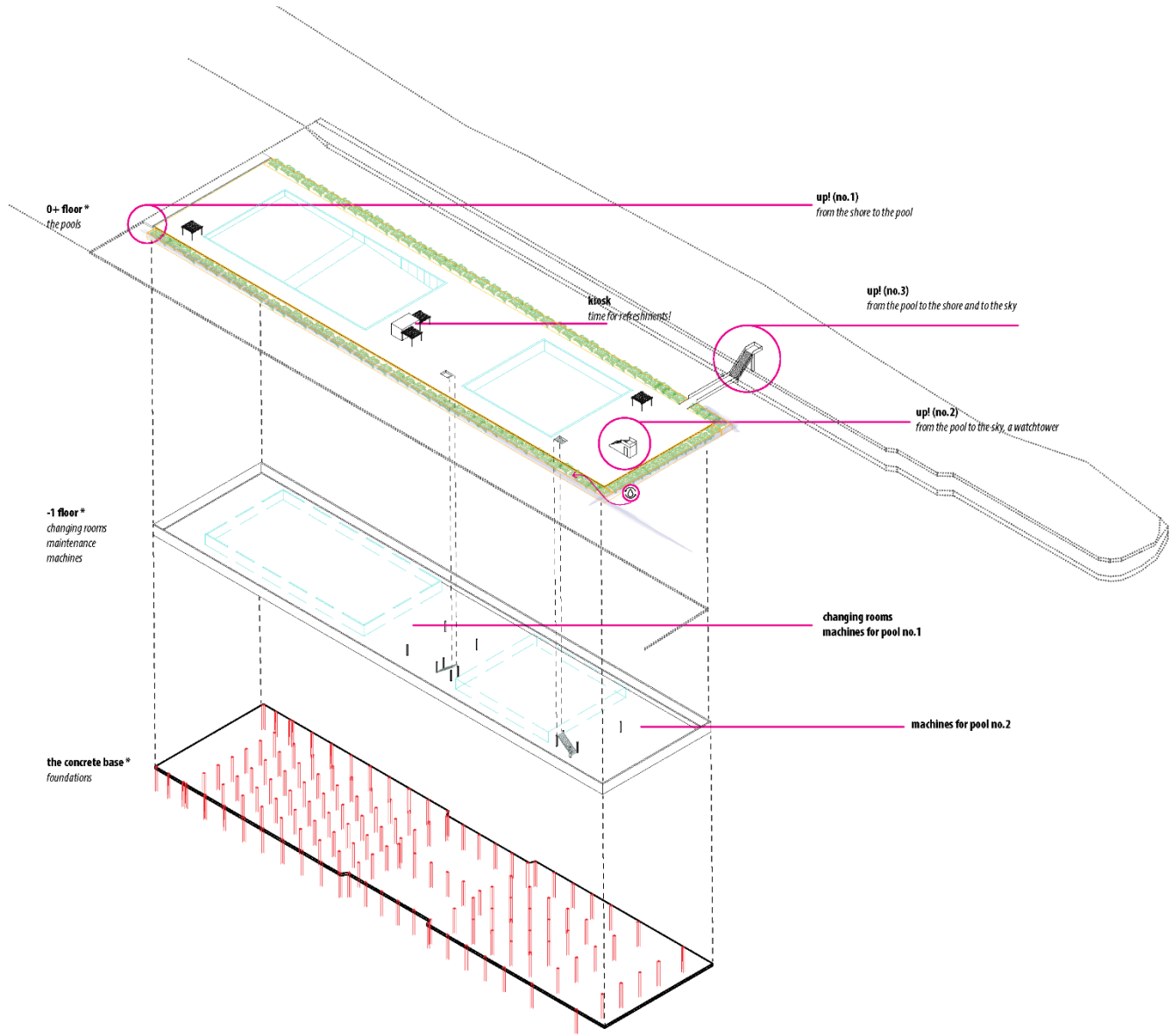
bridge to nature

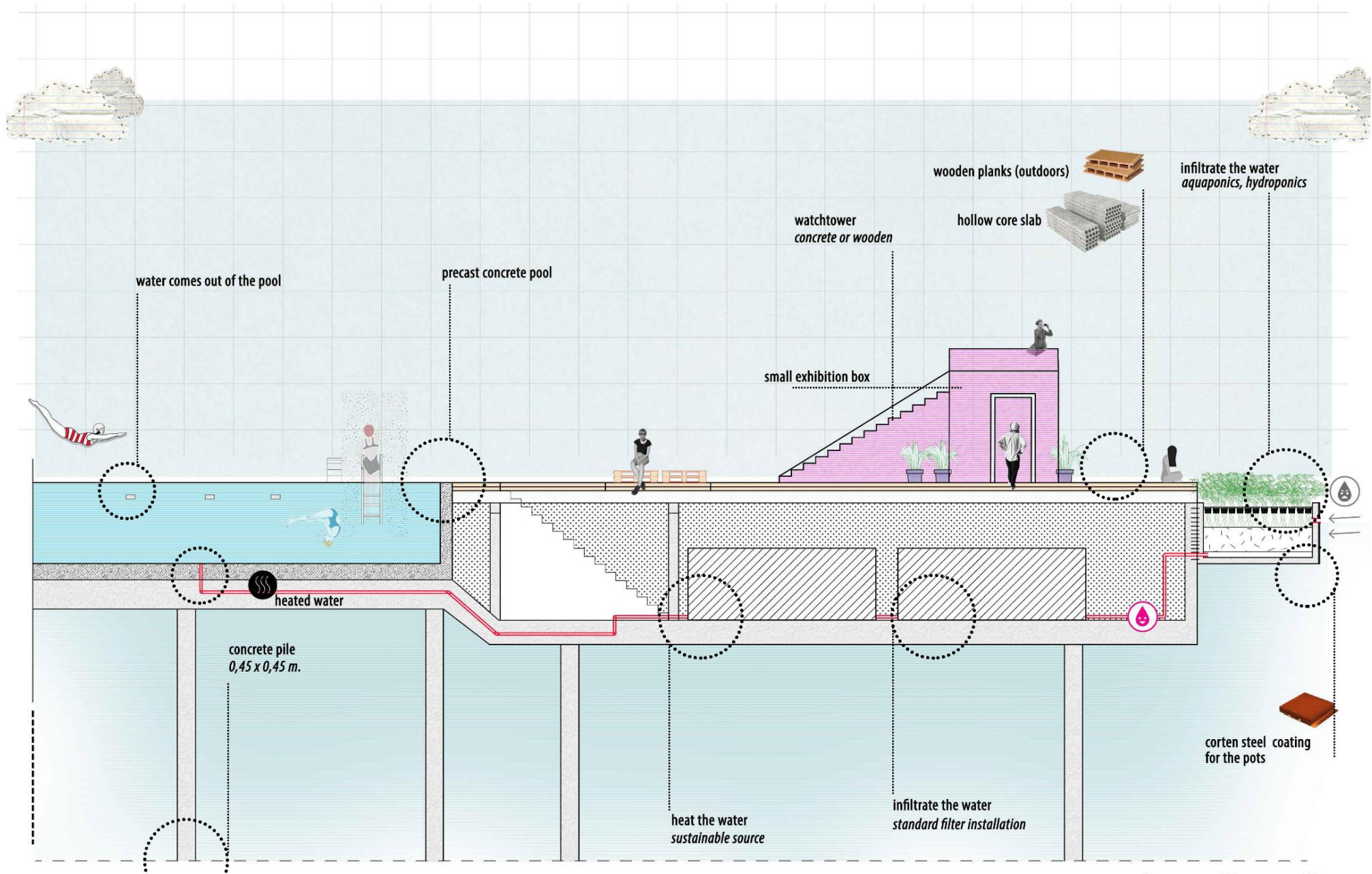
the pink watchtower

hydroponics' filtration

LEISURE INFRASTRUCTURE

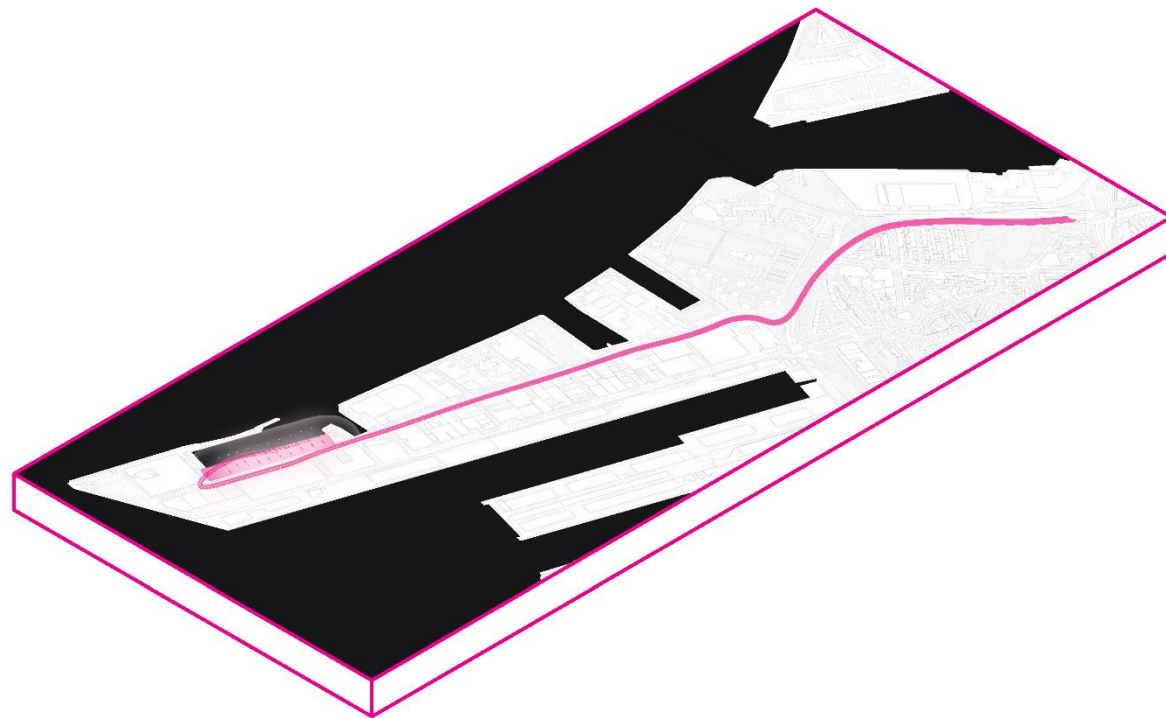
ENVIRONMENTAL MECHANISM





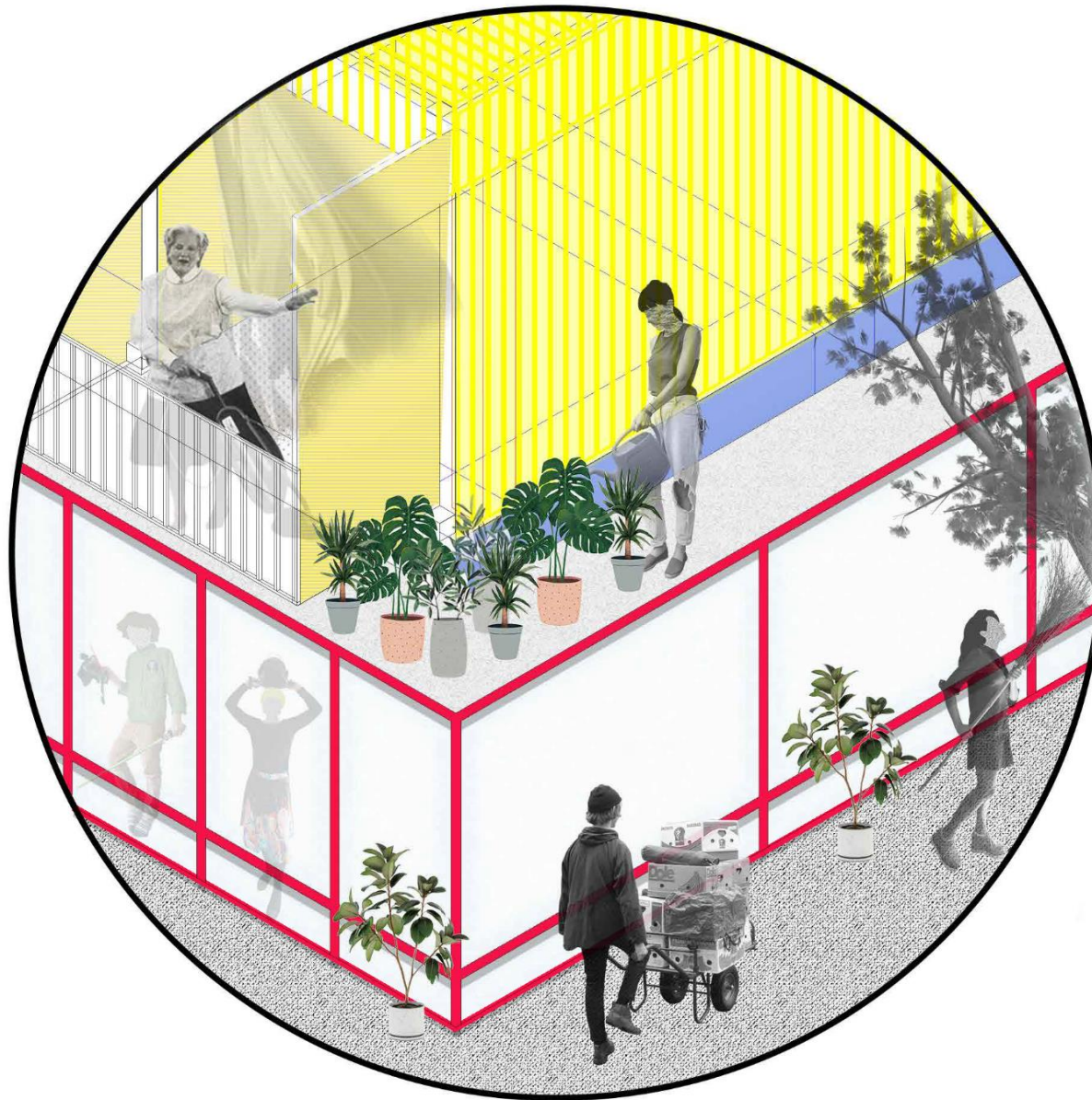
BECOME A MEMBER



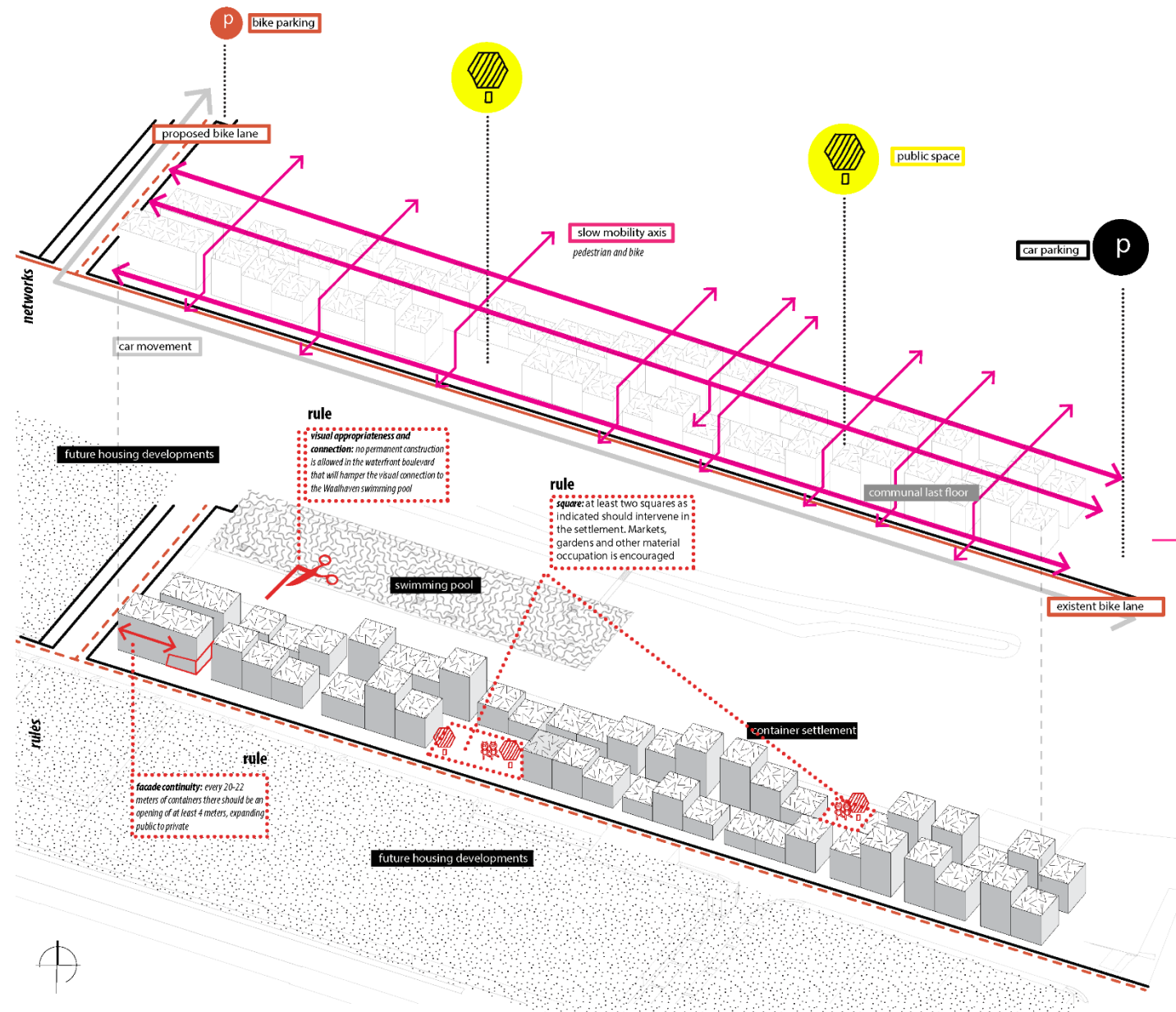


PROJECT Δ

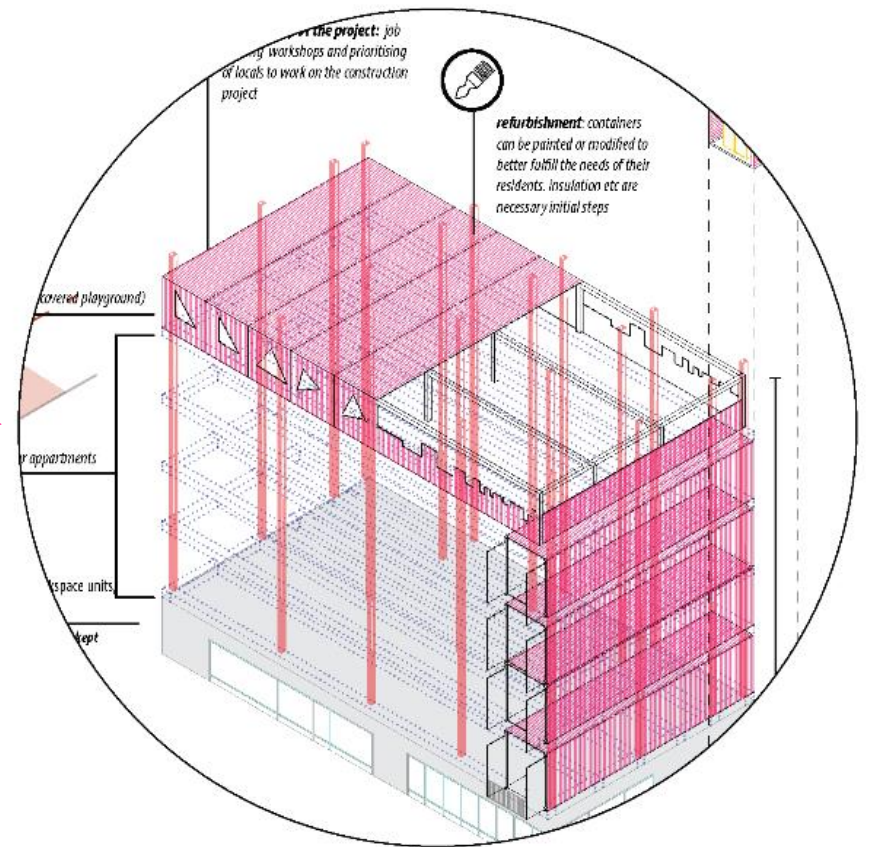
CONTAINERS' SETTLEMENT / THE FIRST HOUSING EXPERIMENT IN WAALHAVEN



A SETTLEMENT MERGING INDUSTRIAL CHARACTER WITH HOUSING AND MANUFACTURE



COMPOSITION



PROTOTYPE



SPATIAL CONFIGURATION BASED ON THE COMBINATION OF SEPARATE ENTITIES



DO YOU WANT TO BE THE FIRST ONE
TO LIVE IN WAALHAVEN?

YOU CAN MAKE YOUR DREAM COME TRUE!

CONTAINER SETTLEMENT
WALHAVEN EST. 2030



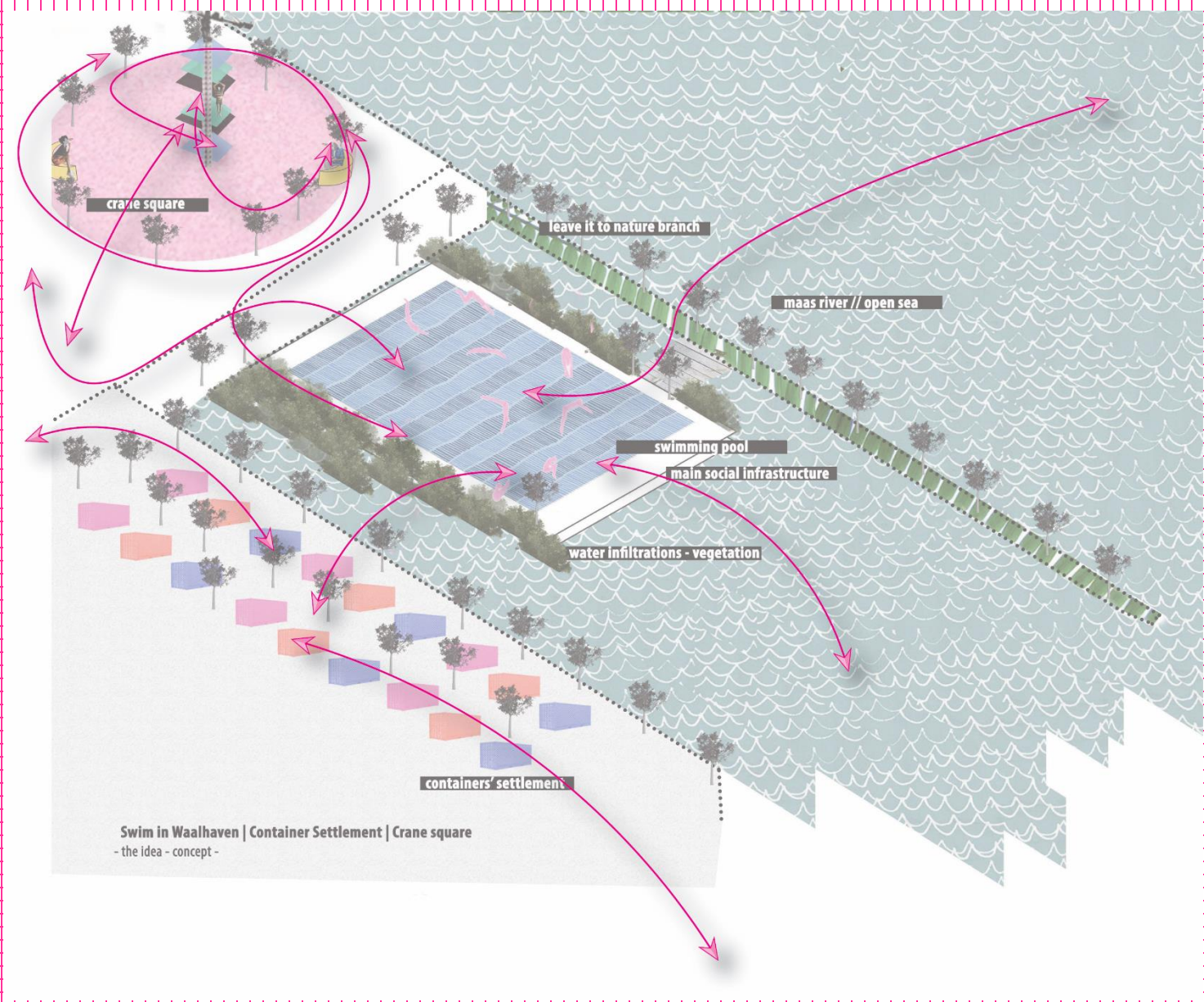
TRY
THE CONTAINER
COME

MORE THAN **300**

APARTMENTS

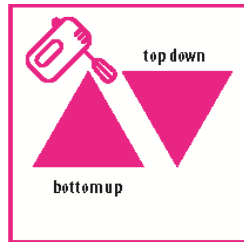
FOR MORE INFO CALL:
0031698393011





CONCLUSIONS

Playgrounds of commons concern:



A mix of bottom up and top down solutions for the redevelopment of Oud Charlois and Waalhaven



A new integrative sight to urban renewal through design and planning “disruptions” to the spatial software



Using Oud Charlois and Waalhaven as a starting point to **trigger greater discussion and change**

From small design solutions to big agendas

But, why this project could generate greater changes?

1. Site perception (transformation areas – urban renewal processes)

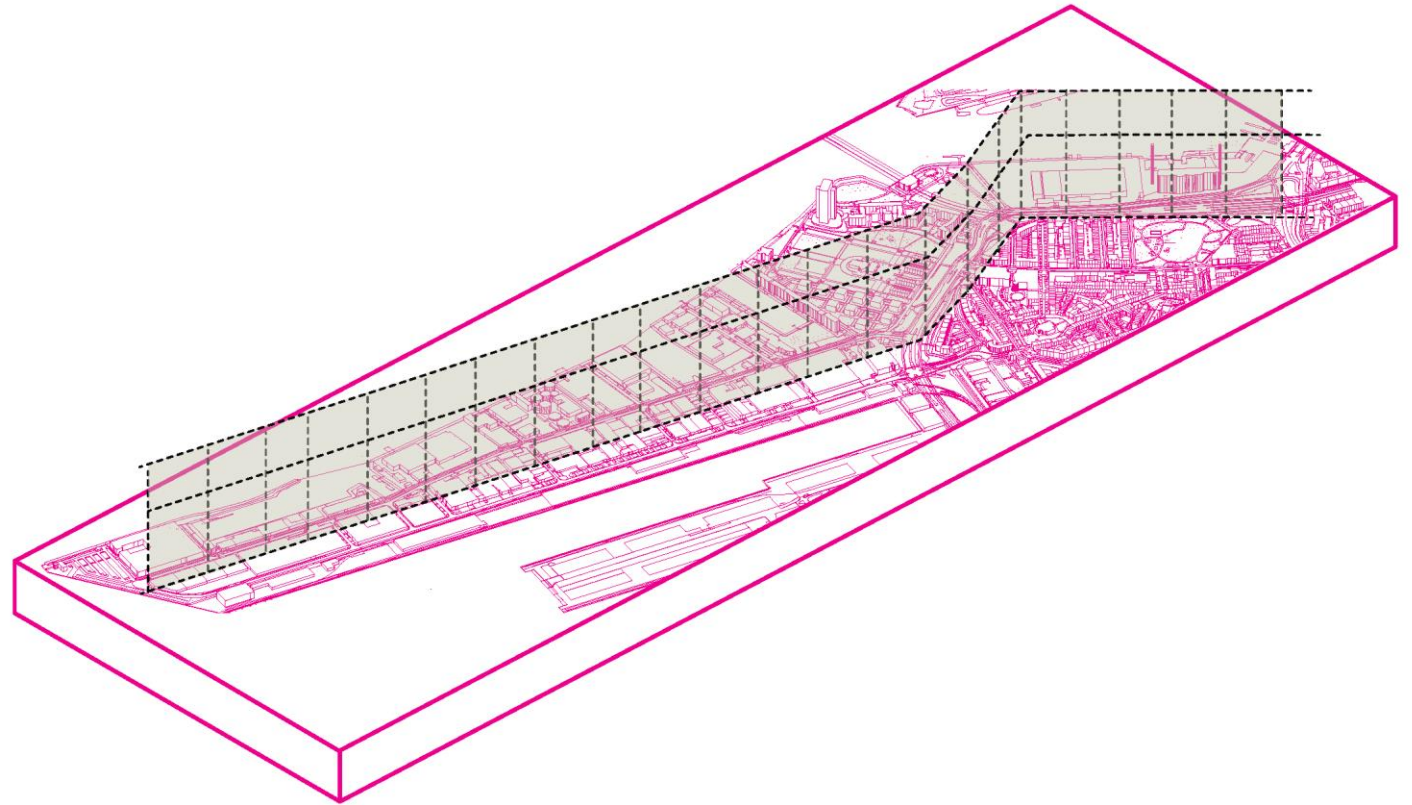
Waalhaven as a transformation area and Oud Charlois as a “deprived” neighbourhood



Boundaries to borders* > border as a potential

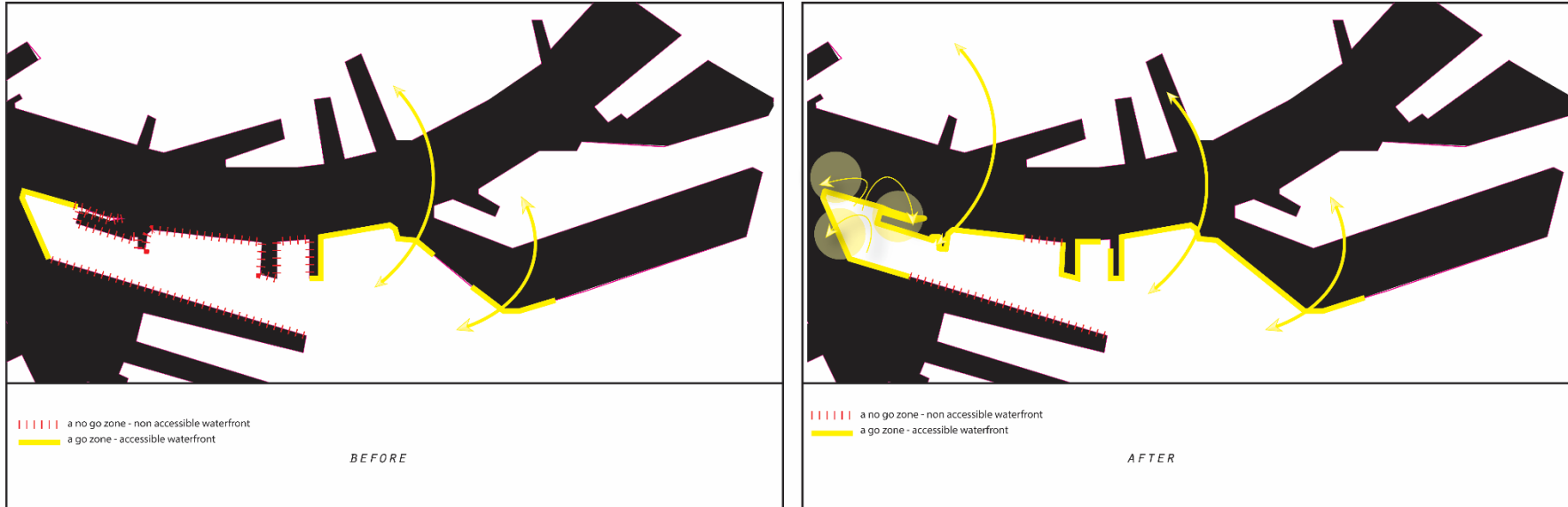
Through a flexible design, not a masterplan (heterotopias)

*Relevance at city scale, e.g. Feyenoord City and adjacent neighbourhoods



*Sennett - *Open city*

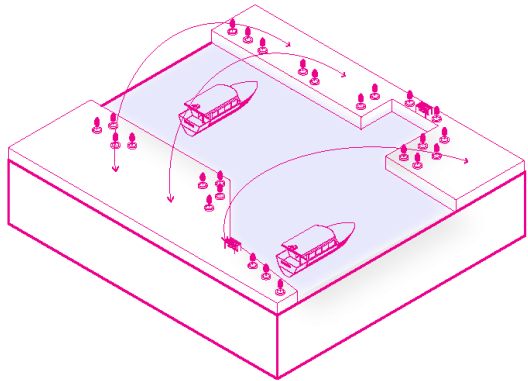
** Shane (2003) – *Recombinant Urbanism*



Site perception result → **water accessibility** (neighbourhood and city scale)

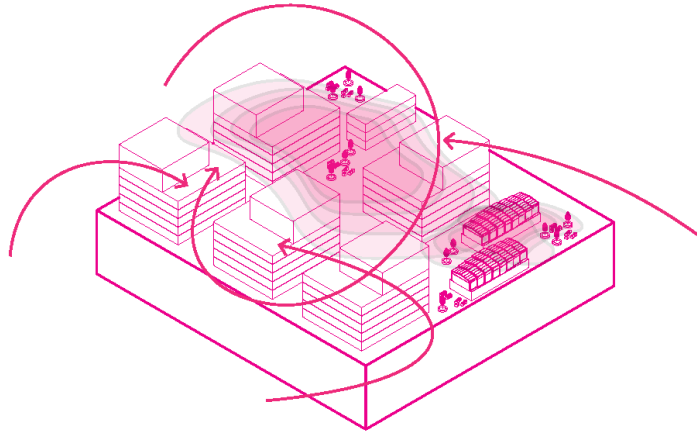
2. Accessibility

accessibility
city scale



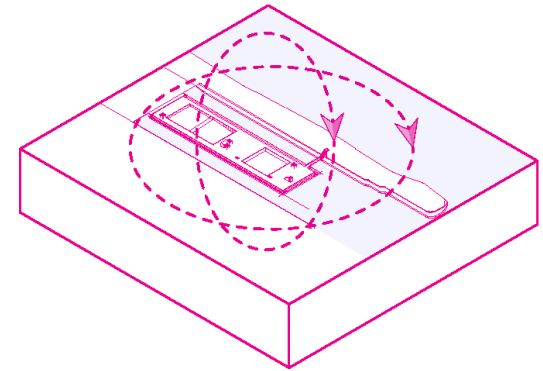
1

increased connectivity Waalhaven - North Rotterdam
sea transport



2

alternative **daily systems**
less dependence on Rotterdam North

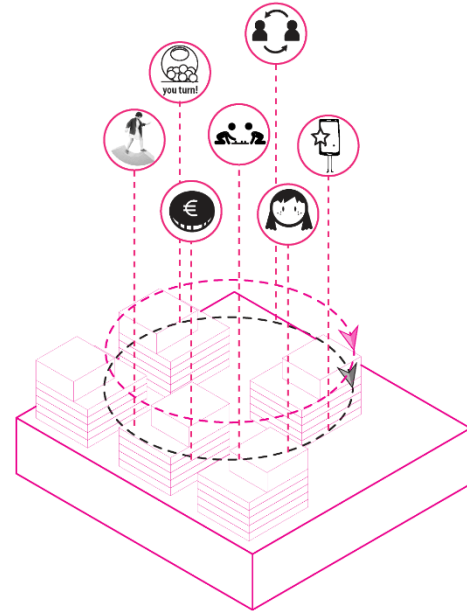


3

ecological infrastructures Maas river
accessible waterfronts

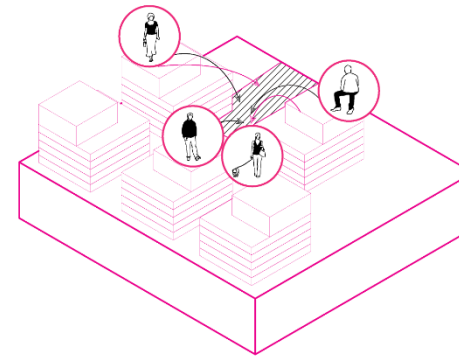
3. Process (agency and participation)

agents + platforms
city scale
neighbourhood scale
digital space



12

new **agents** and **platforms** for participation
creative community coach, participatory budget, citizen card



13

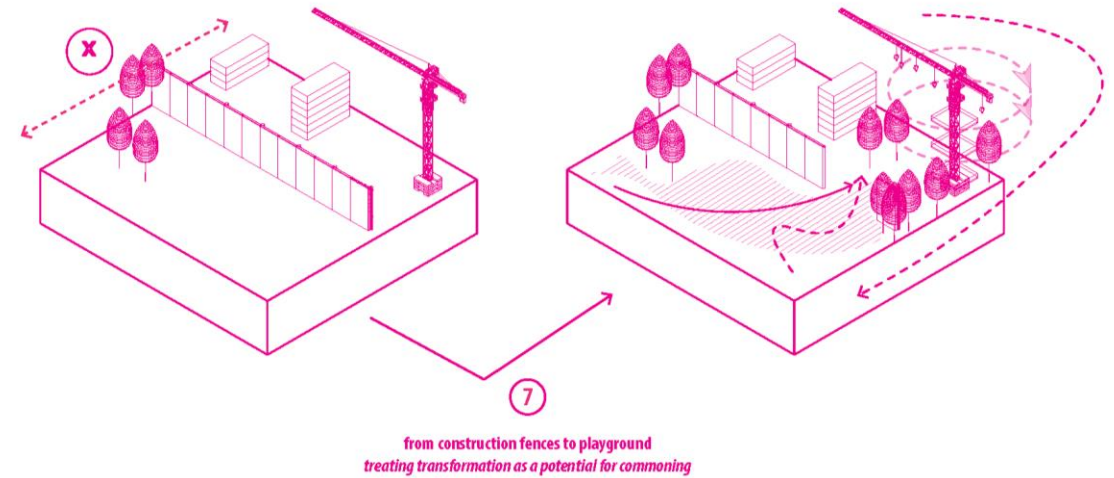
alternative models of **land tenure**
community land trust

4. Urban renewal process and the agency of design

From closed fences to transparent playgrounds

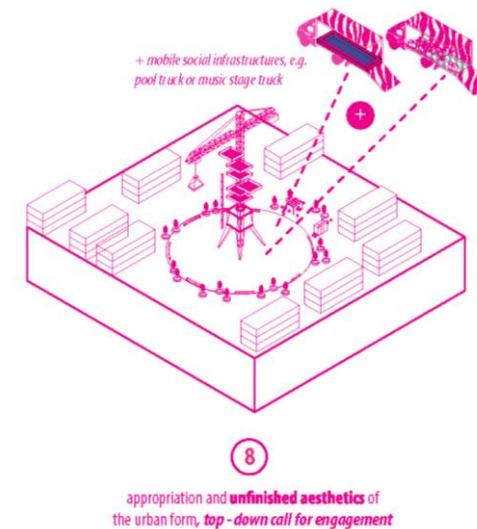
Urban renewal as a processes that raises awareness

urban renewal
city scale
neighbourhood scale
wastelands



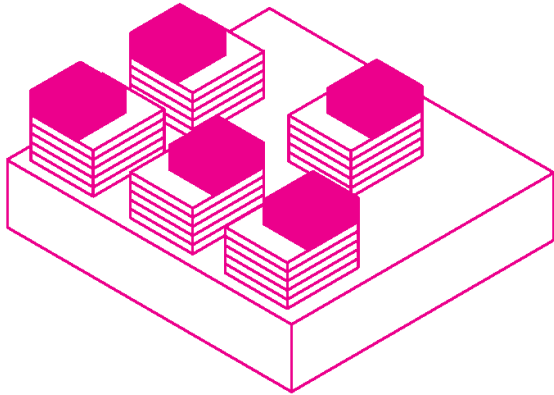
Call for engagement through urban form – The invention of new types of urban spaces

Participation as something more than social programmes, identity



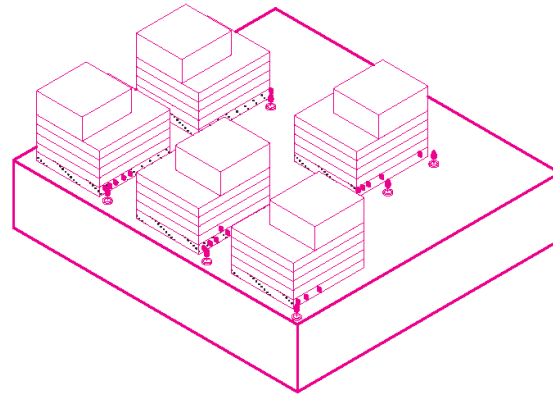
5. Living and working

living and working
city scale
neighbourhood scale



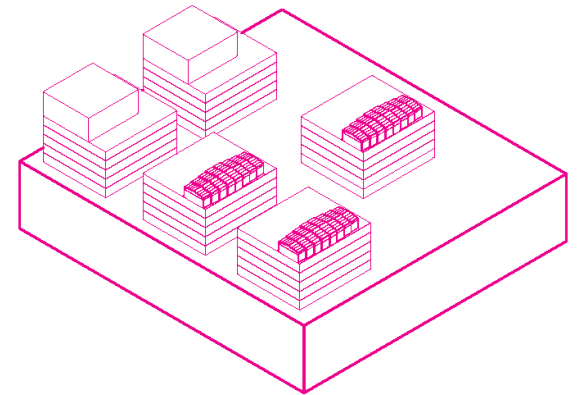
4

densification, extension on top of buildings or facades
encourage new activities, avoid displacement



5

workspaces on the ground floor
visible workspace, lightbox

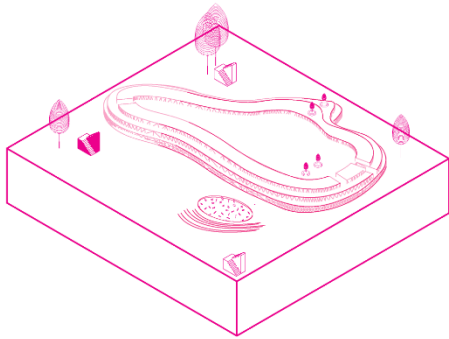


6

combining **local production + living**
the greenhouse addition

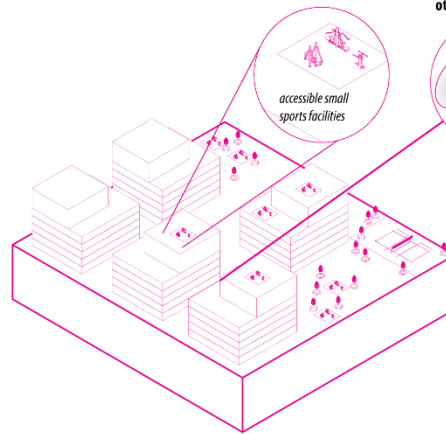
6. Collective spaces

public spaces, collective spaces
neighbourhood scale



9

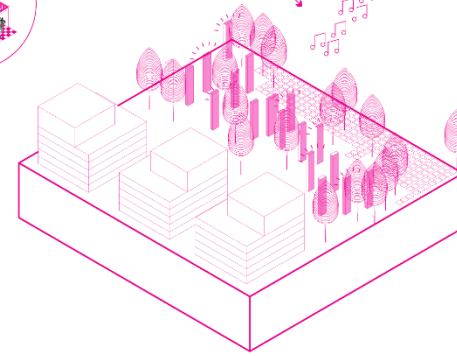
emphasis on **topography**
the ups and the downs



10

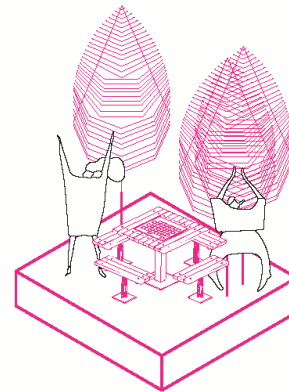
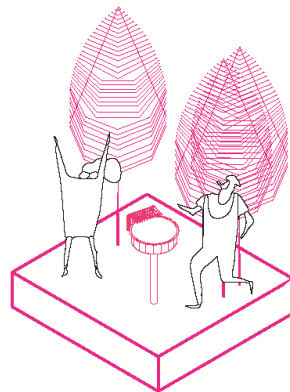
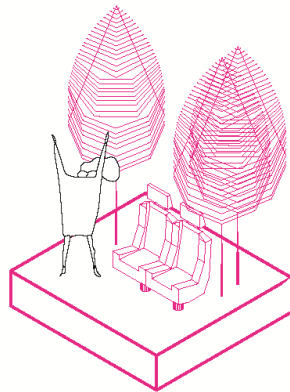
invest on education and intervention associated with **health**
municipality could benefit in the long run
(less money invested on health insurances)

other forms of exercise

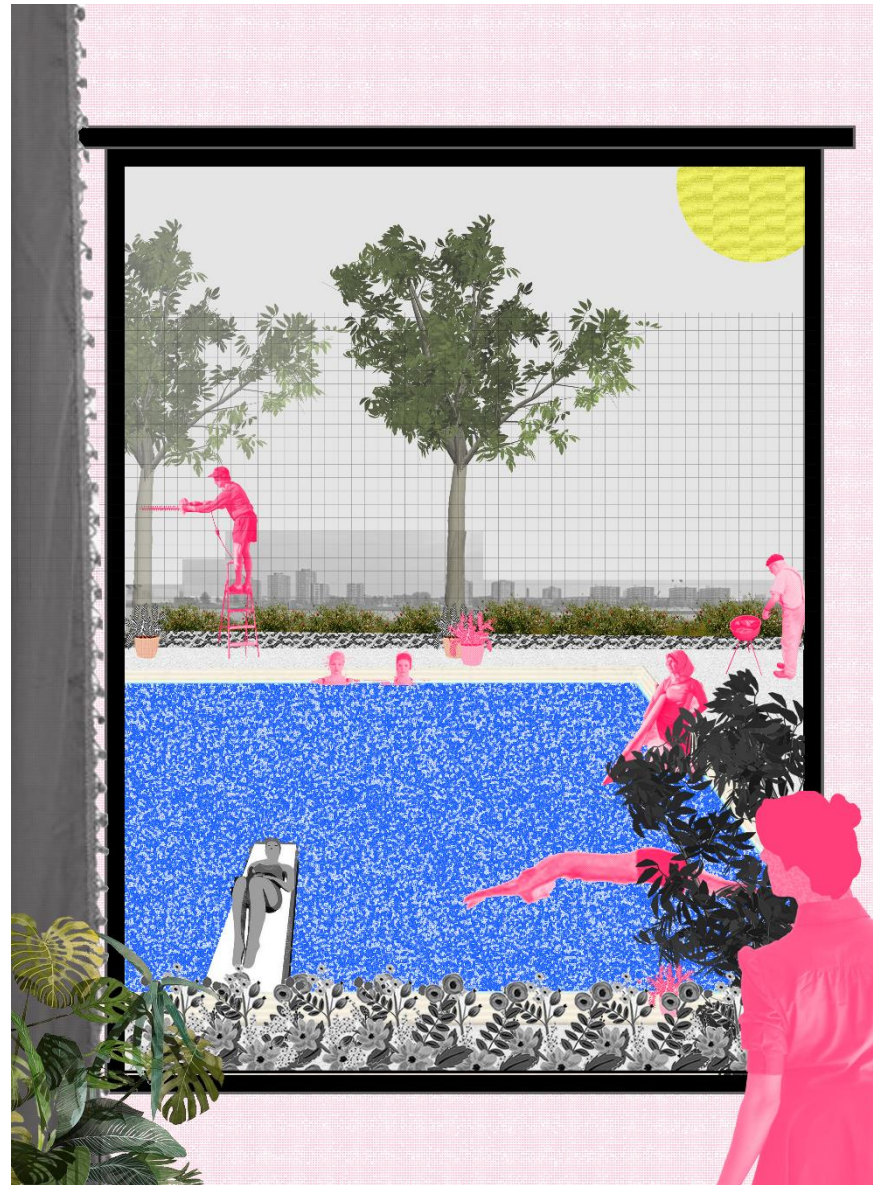


11

art installations and participation through **body movement**
lightning strategies in public space



incorporation of local elements and diverse traditions in design of the urban equipment



HETEROTOPIAS ARE 'AMBIGUOUS STRUCTURES', WHICH FACILITATE CHANGE (SHANE, 2003)