

THE THINGS WE HAVE IN COMMON.

The Role of Landscape Architectural Design in
Transforming Landscape Edges into Commons

INTERACTION

: mutual or reciprocal action or influence

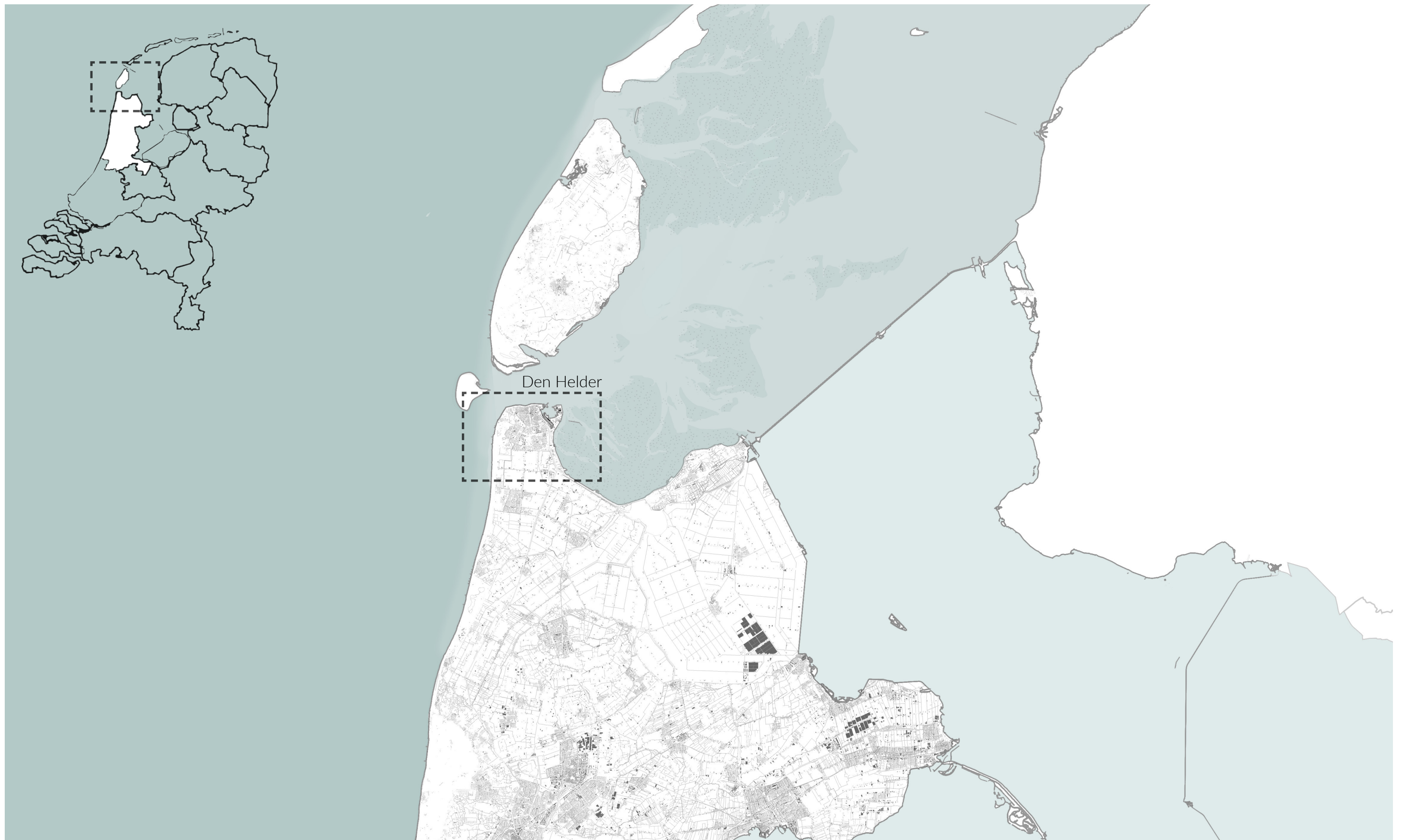


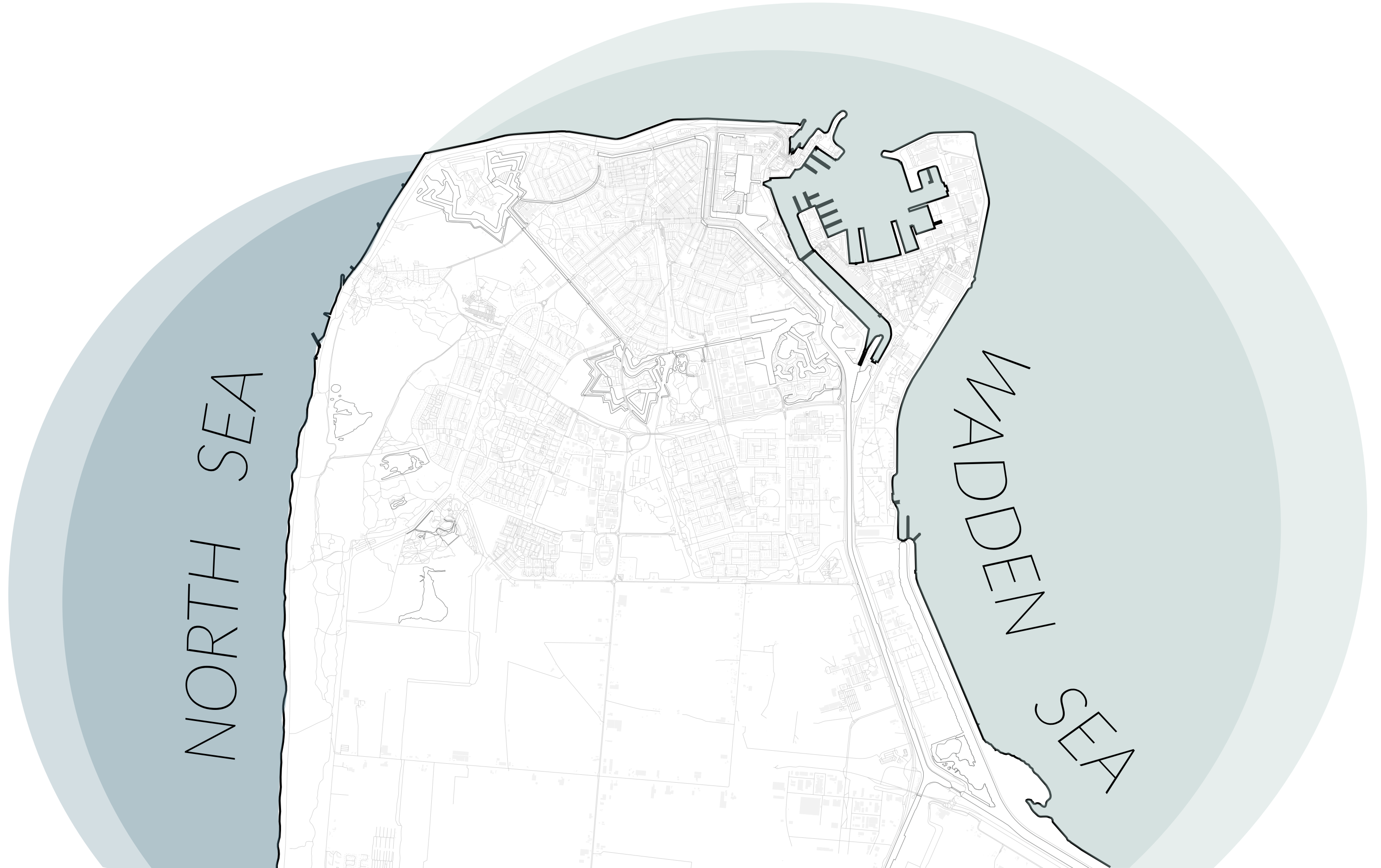
Interaction between Land and Water





Interaction between People and Landscape







A
BEACH AND DUNES

B
NORTH SEA DIKE

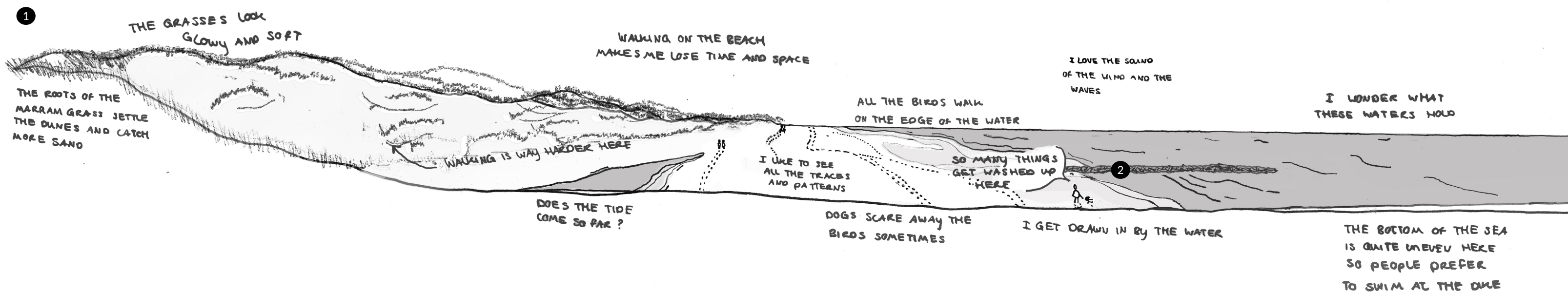
C
NAVY HARBOUR

D
WADDEN SEA DIKE



BEACH AND DUNES



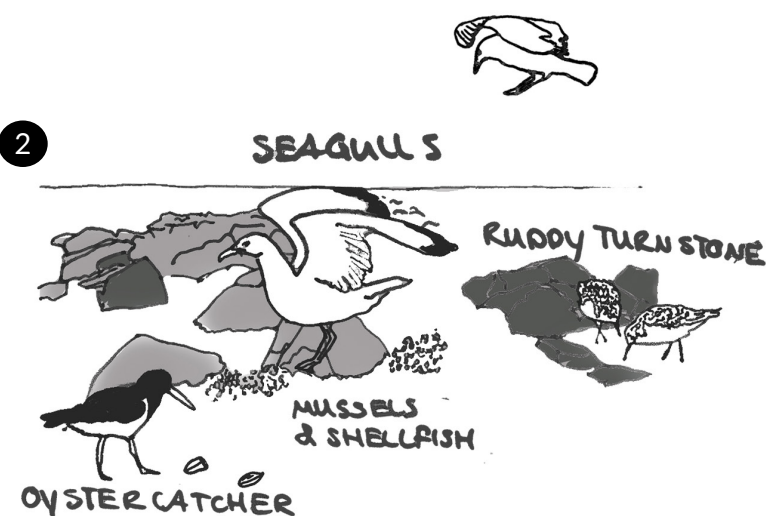


PROTECTED AREA BEHIND
THESE DUNES WITH
BIG GRAZERS



2

SEAGULLS



NORTH SEA DIKE





YOU CAN ONLY HEAR THE SEA
ONCE YOU CROSS THE DIKE

A PLACE TO MOVE, NOT TO STAY

EVERYONE WALKS THEIR DOG HERE

SUCH BEAUTIFULL
WIDE VIEWS!

I LIKE BIKING
HERE

AN UNEXPECTED
SWIMMING SPOT!

YOU CAN SEE THE
ISLANDS FROM HERE!

I LIKE TO SWIM HERE
WITH MY HUSBAND AND
SISTER EVERY MORNING

THIS SLOPE IS QUITE STEEP

IT IS NOT SO TEMPTING TO
GET CLOSE TO THE WATER

BASALT

THERE ARE A LOT OF PLANTS
ON THIS EDGE

THE ROCKS ARE
NOT SO NICE ON MY FEET

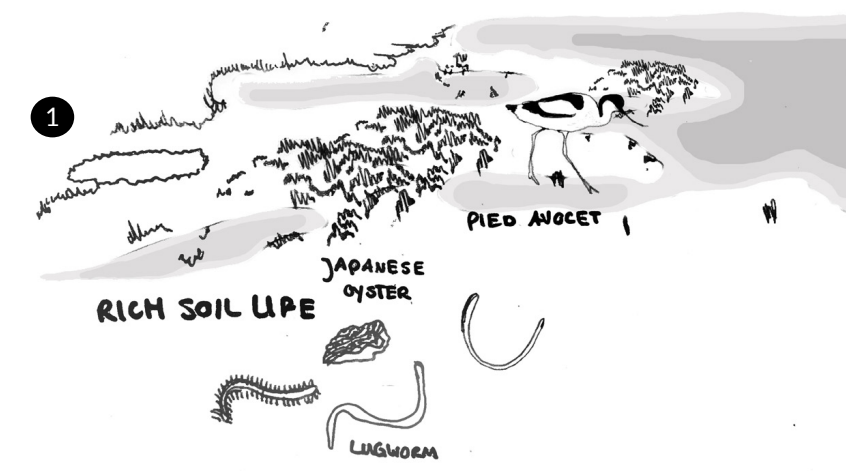
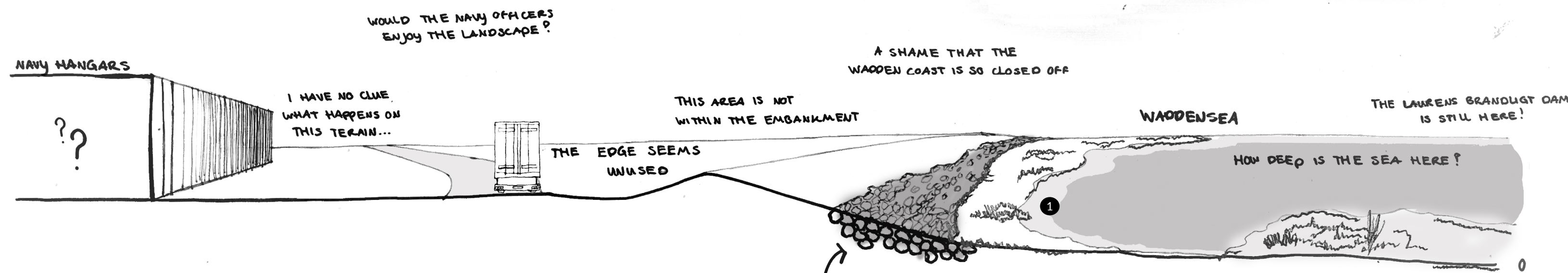
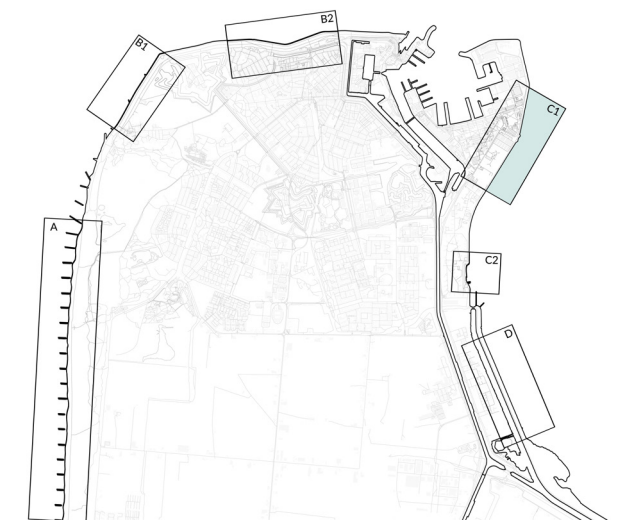
I HOPE THESE STONES ARE
NOT SLIPPERY

NAVY HARBOUR



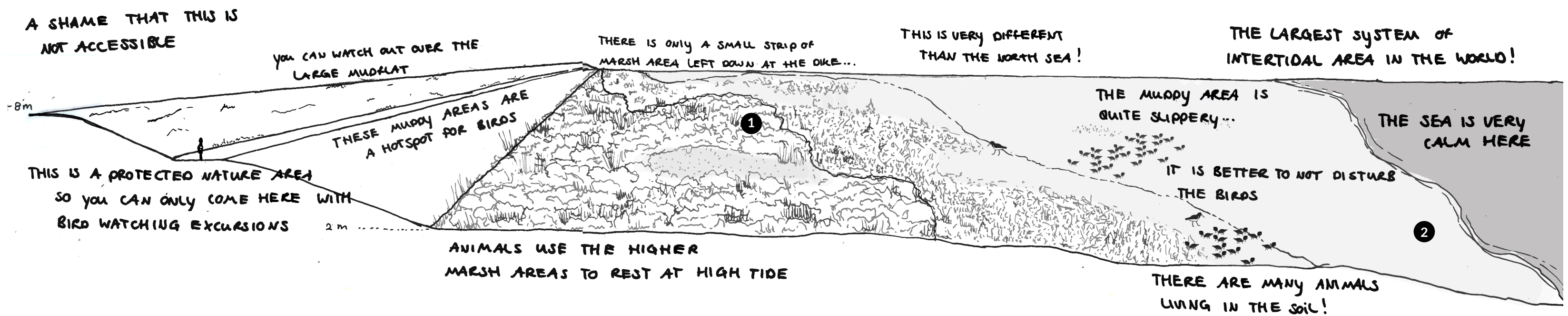
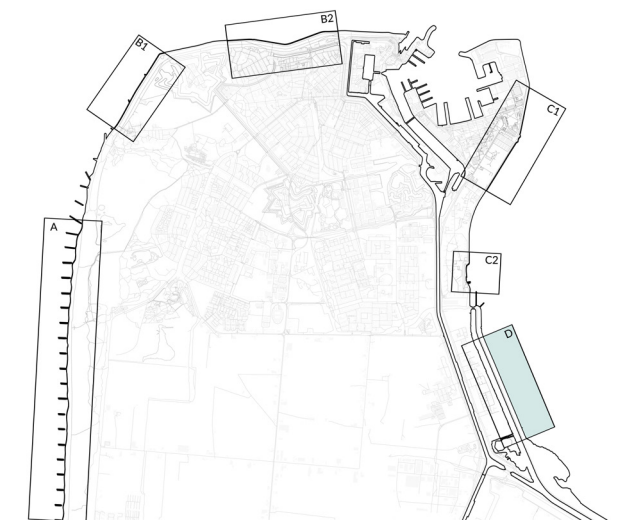
NAVY HARBOUR





WADDEN SEA DIKE





1



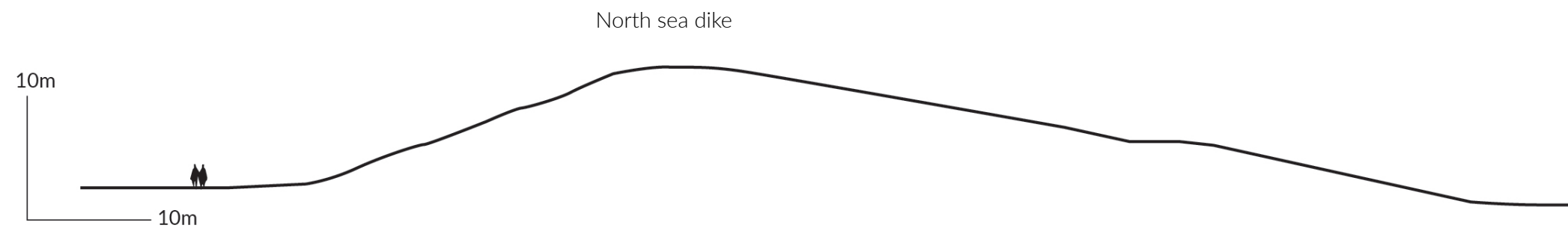
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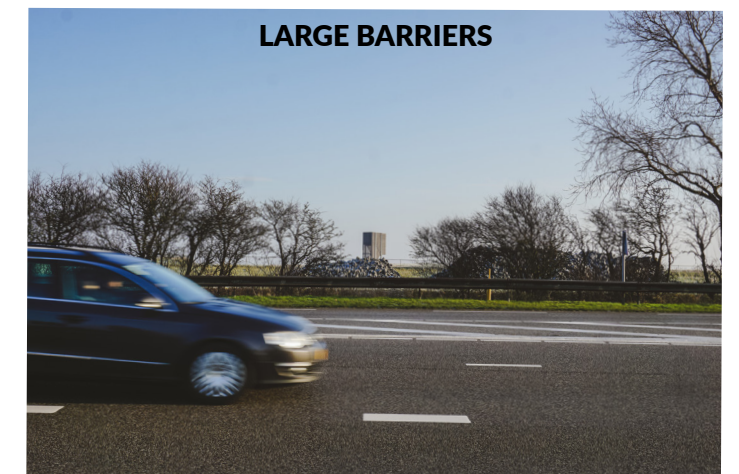
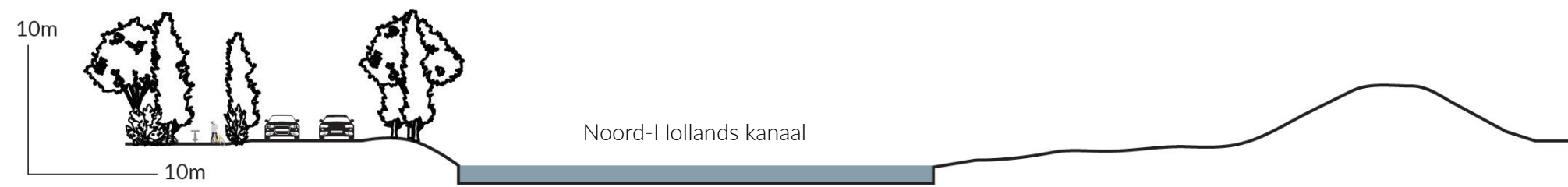


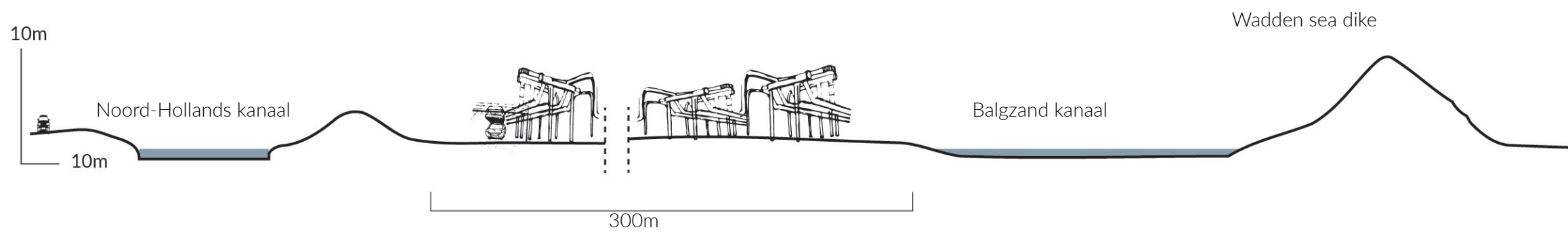


- Industry
- Navy
- Open natural area
- Residential
- Dike
- Park structure









PROBLEM STATEMENT

Landscapes have essential qualities for their human and non-human users. In the land-water of Den Helder both people, flora and fauna are in search for these qualities, but the current design and occupation of this edge do not respond appropriately to these social and ecological values of the landscape.

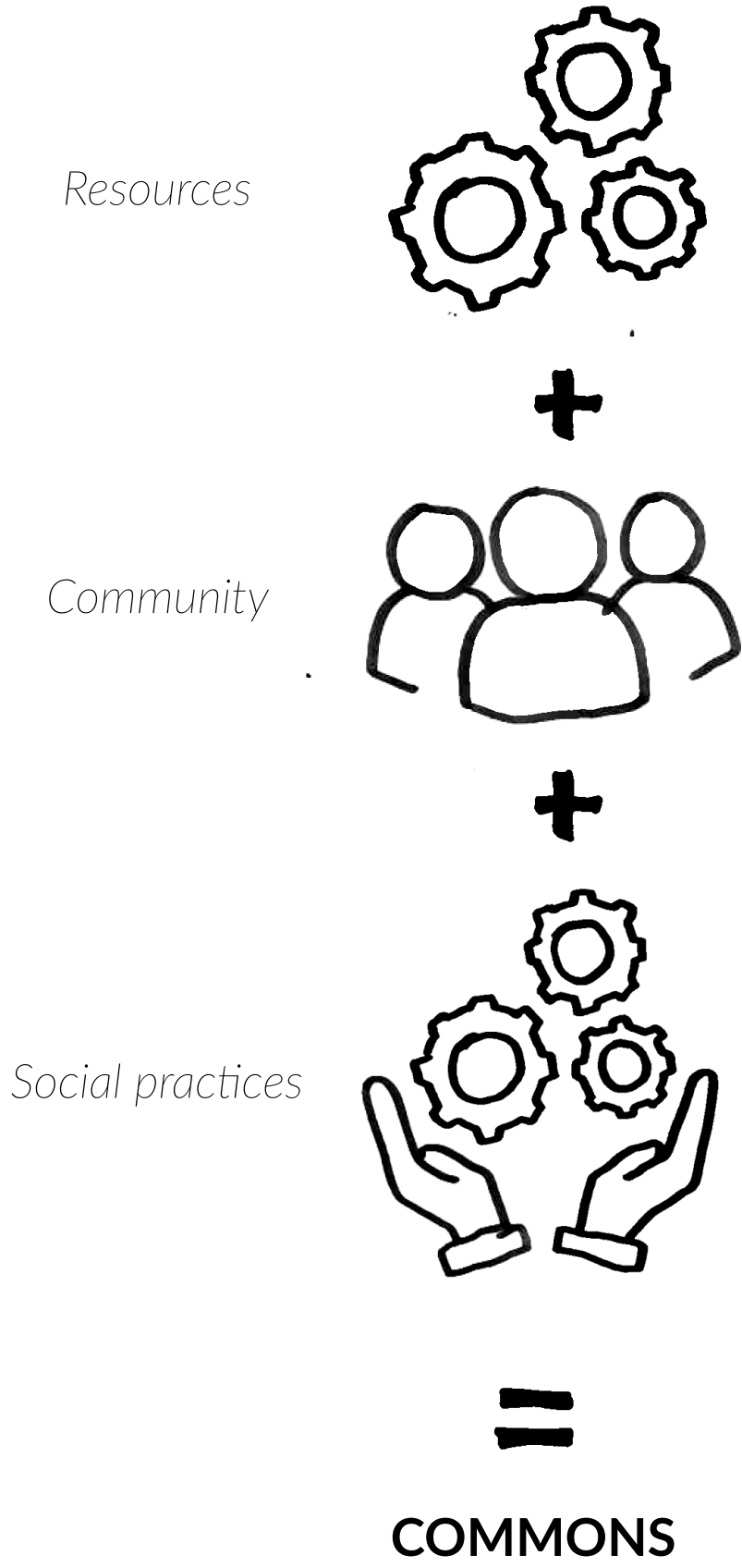




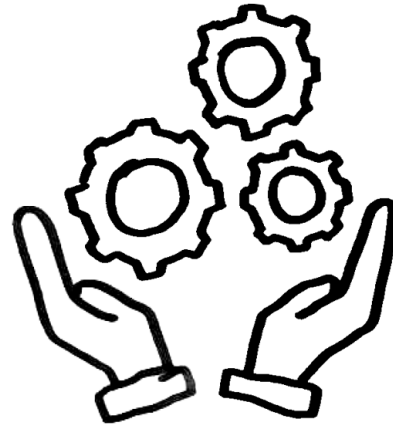
Common pasture or *commons*
shared and managed by a community



Commons can indicate a (reclaimed) resource as well as the movement, space or community connected to using, protecting and (re)creating it



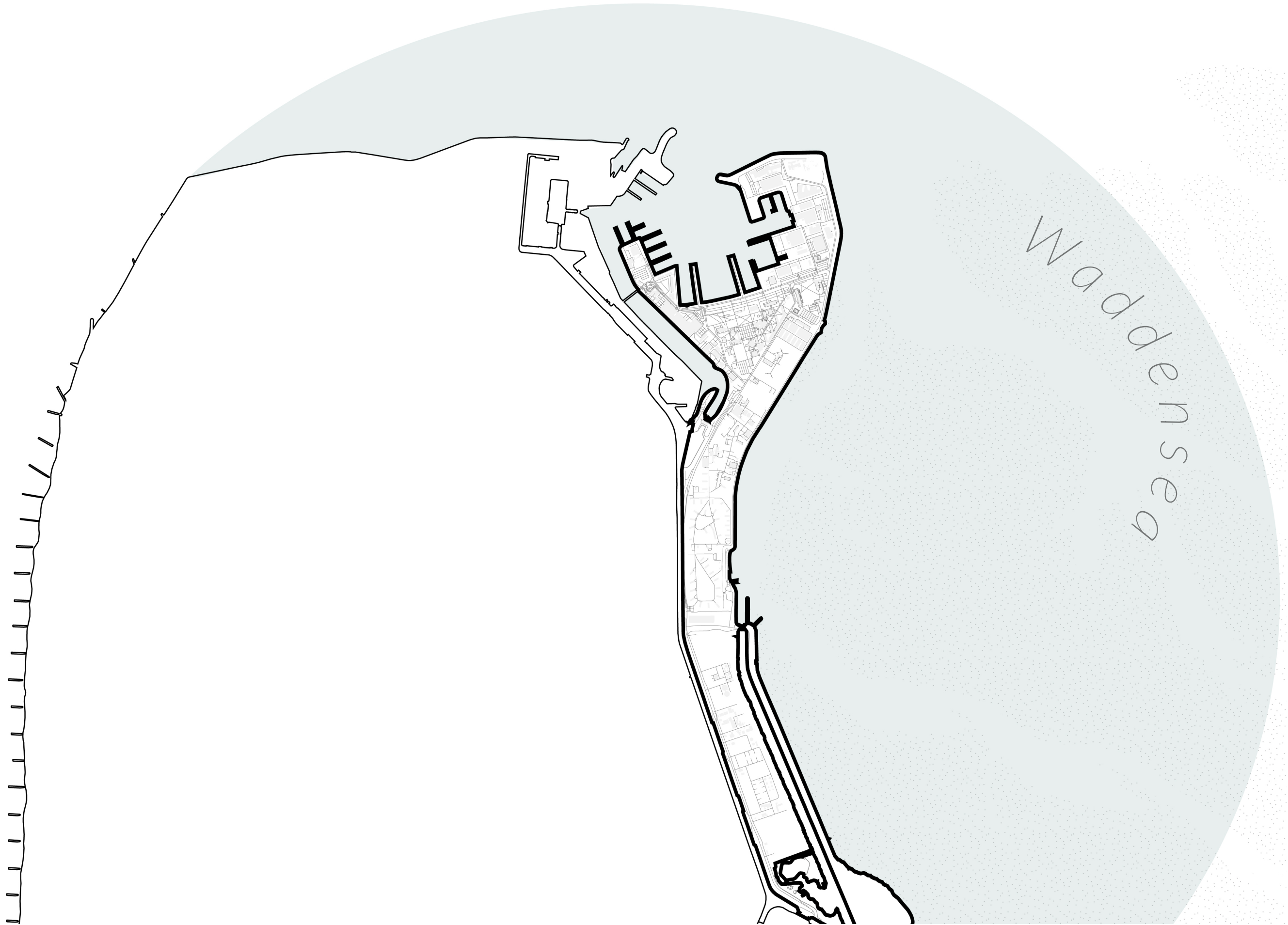
Social practices



Interaction between People

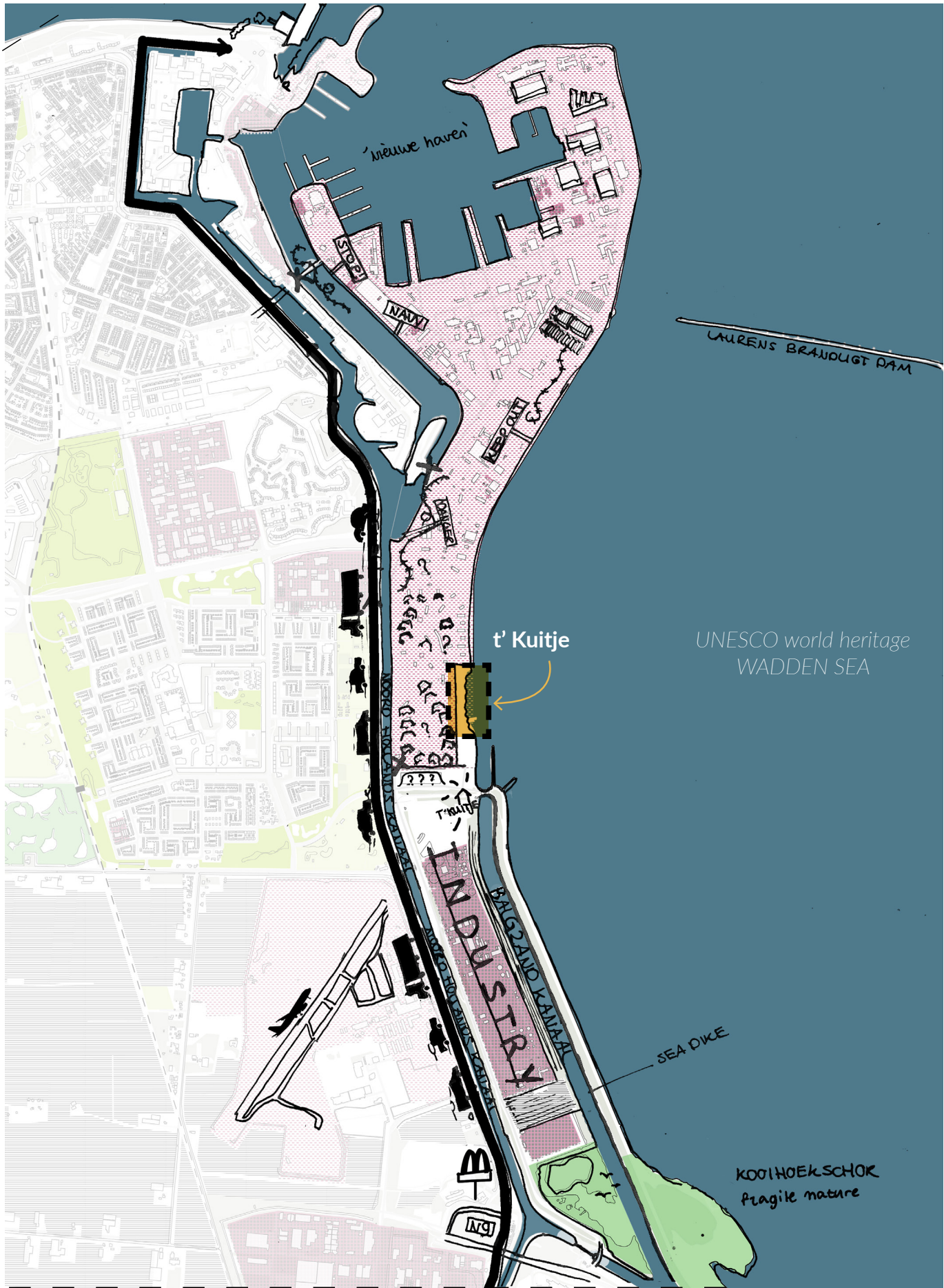
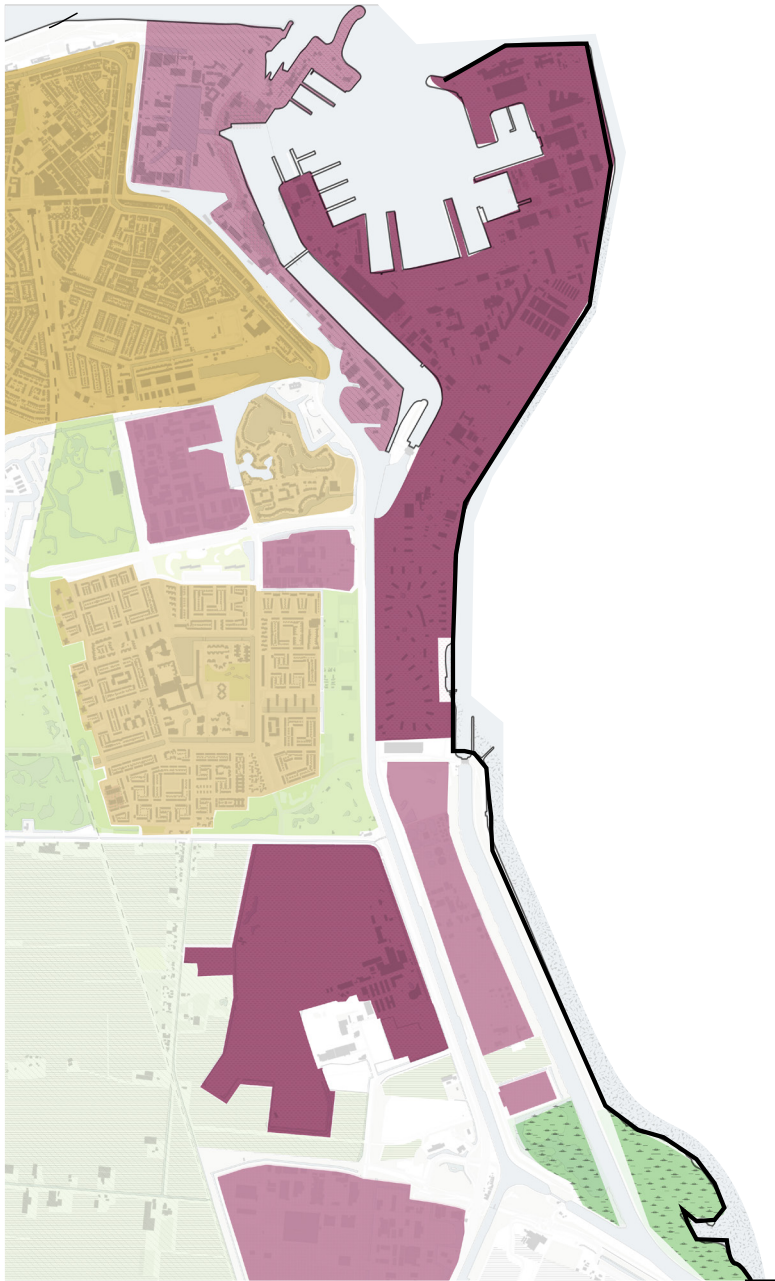
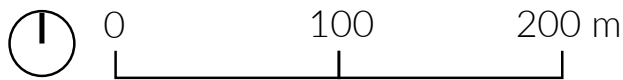
RESEARCH AIM	Develop a way to use commons-theory within landscape architecture in order to increase the value of the edge-landscape for humans and non-humans
DESIGN AIM	Transform the land-water edge of Den Helder into a commons, which enables the use and management of the landscape as a resource and supports social and natural processes

‘What can be the role of landscape architectural design
in transforming landscape edges into commons?’

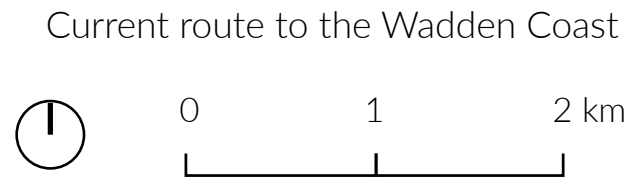
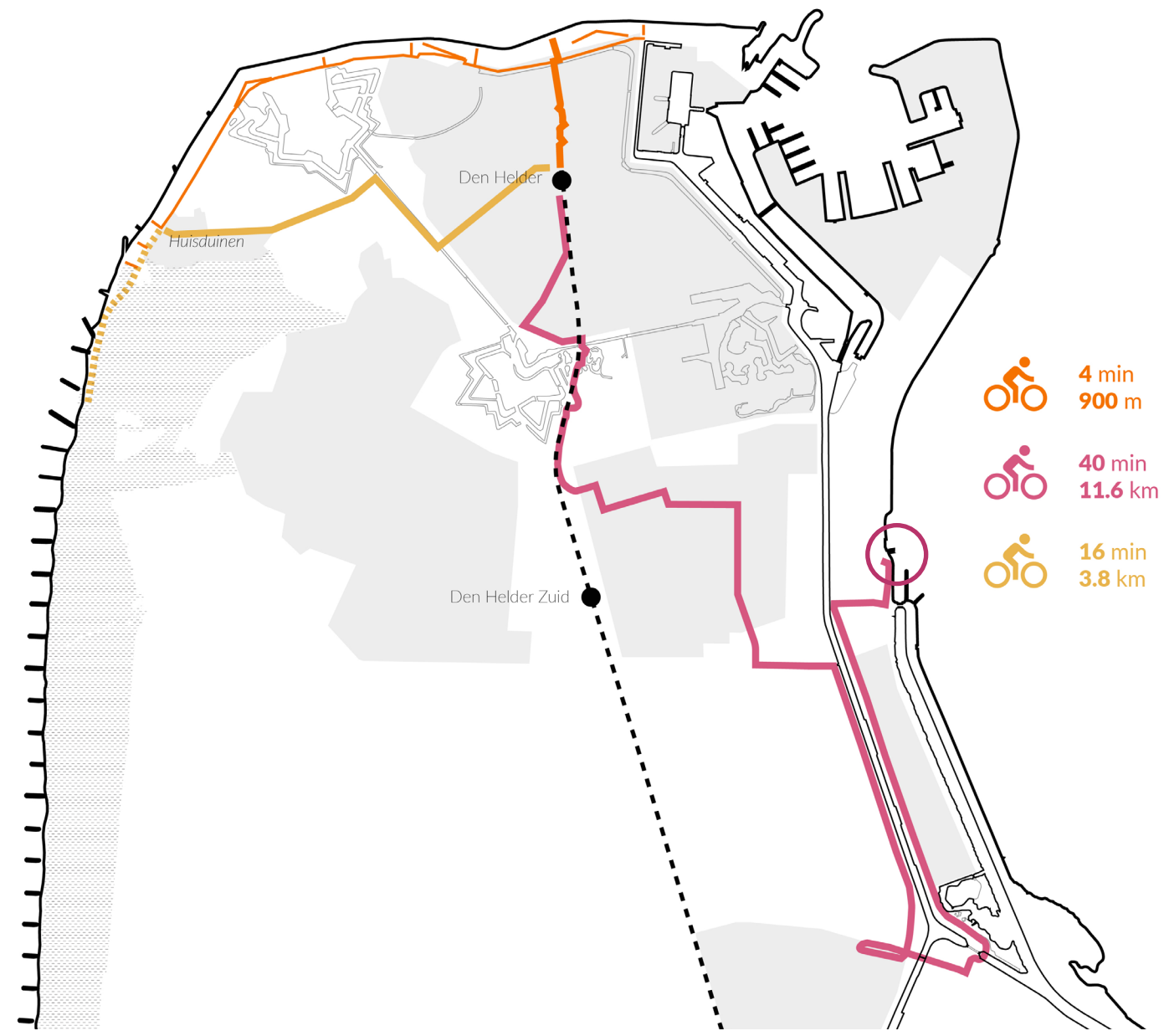


SITE // Lost Wadden Coast

- Navy
- Industry
- Living
- Park
- Agriculture
- Port
- Protected nature



SITE // Looking for the Waddensea





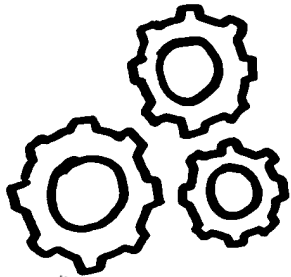








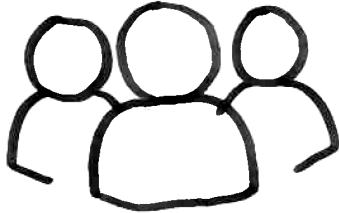
Resources



Landscape
H: recreation, health, purpose etc.
NH: food, safety, reproduction



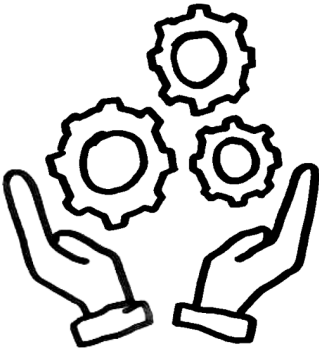
Community



Human
Non-human



Social practices

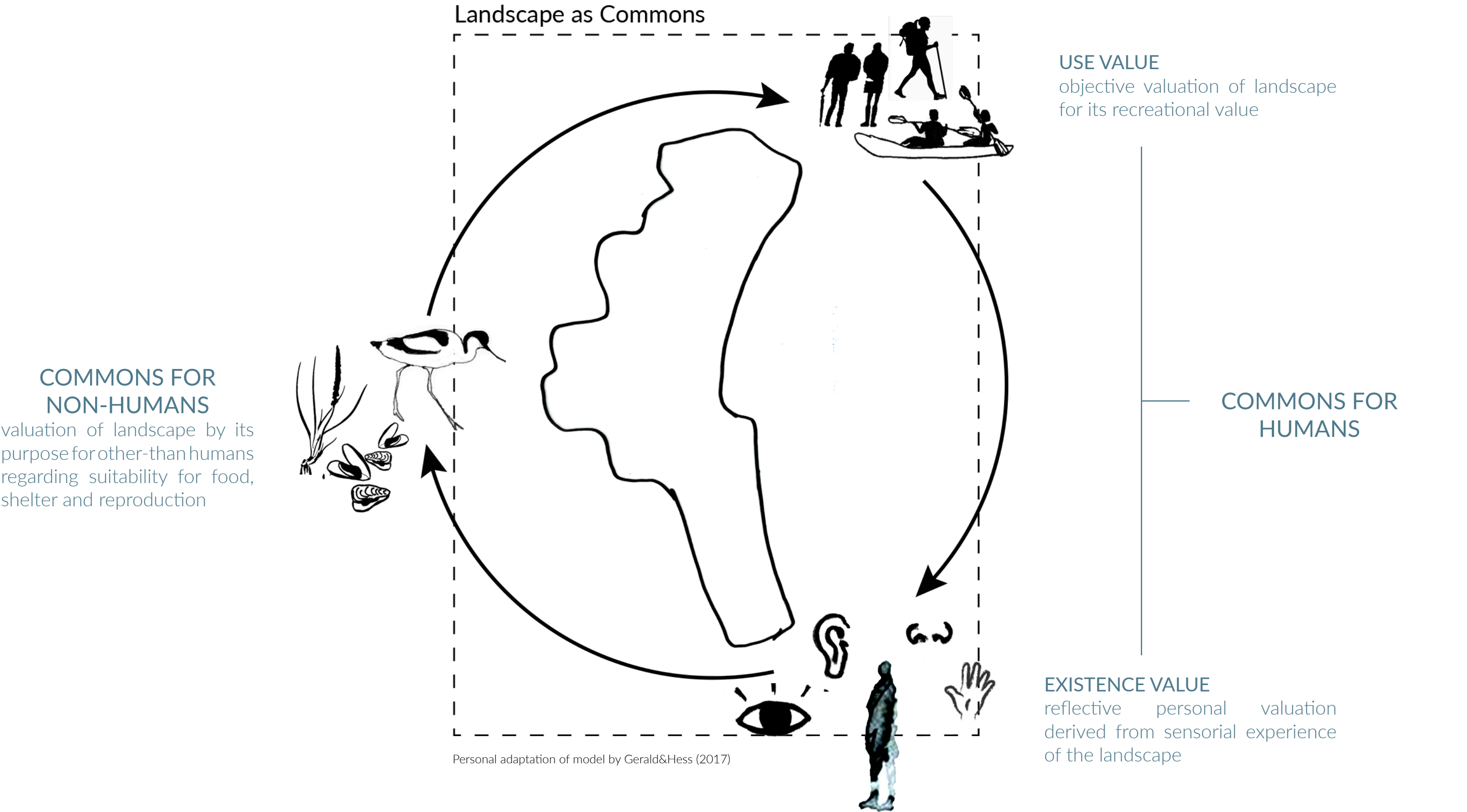


Acts of care, responsibility, and governance



COMMONS

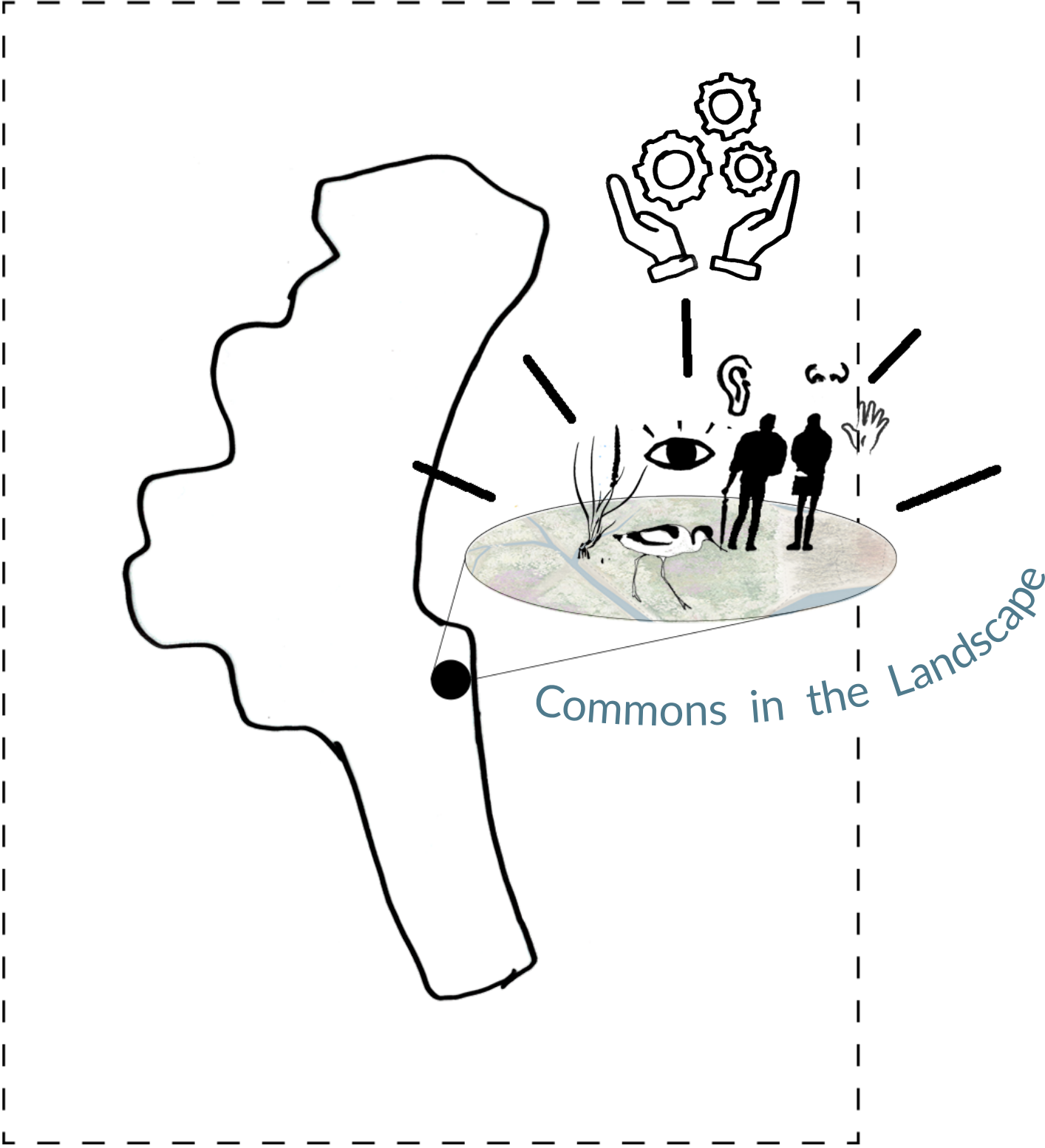
CONTEMPORARY LANDSCAPE COMMONS FRAMEWORK



NON-HUMANS
ecological value of the landscape

- Design that enables non-humans to appropriate, change and inhabit the landscape, to make it function as an important resource.

Landscape as Commons

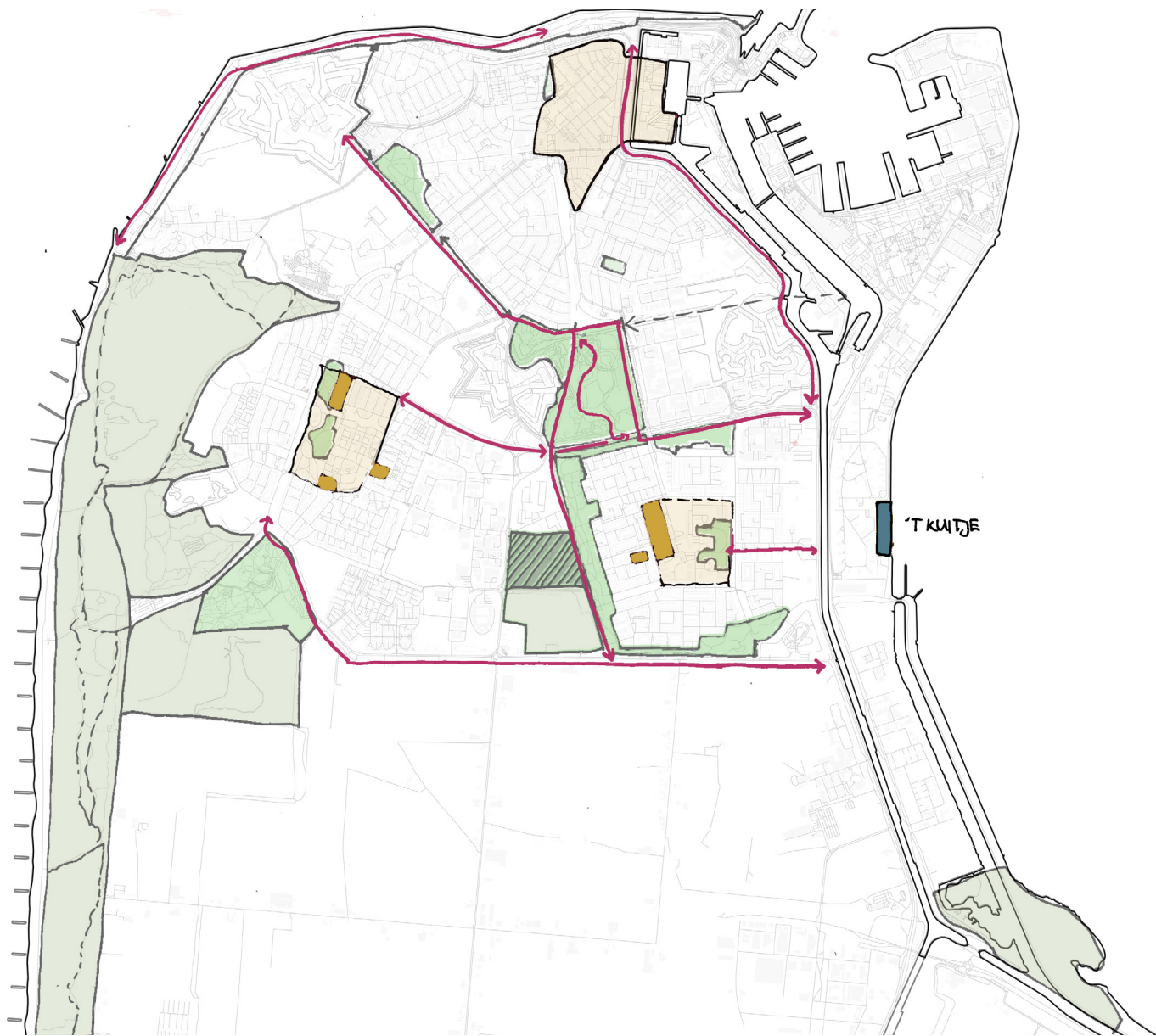


HUMANS
social value of the landscape

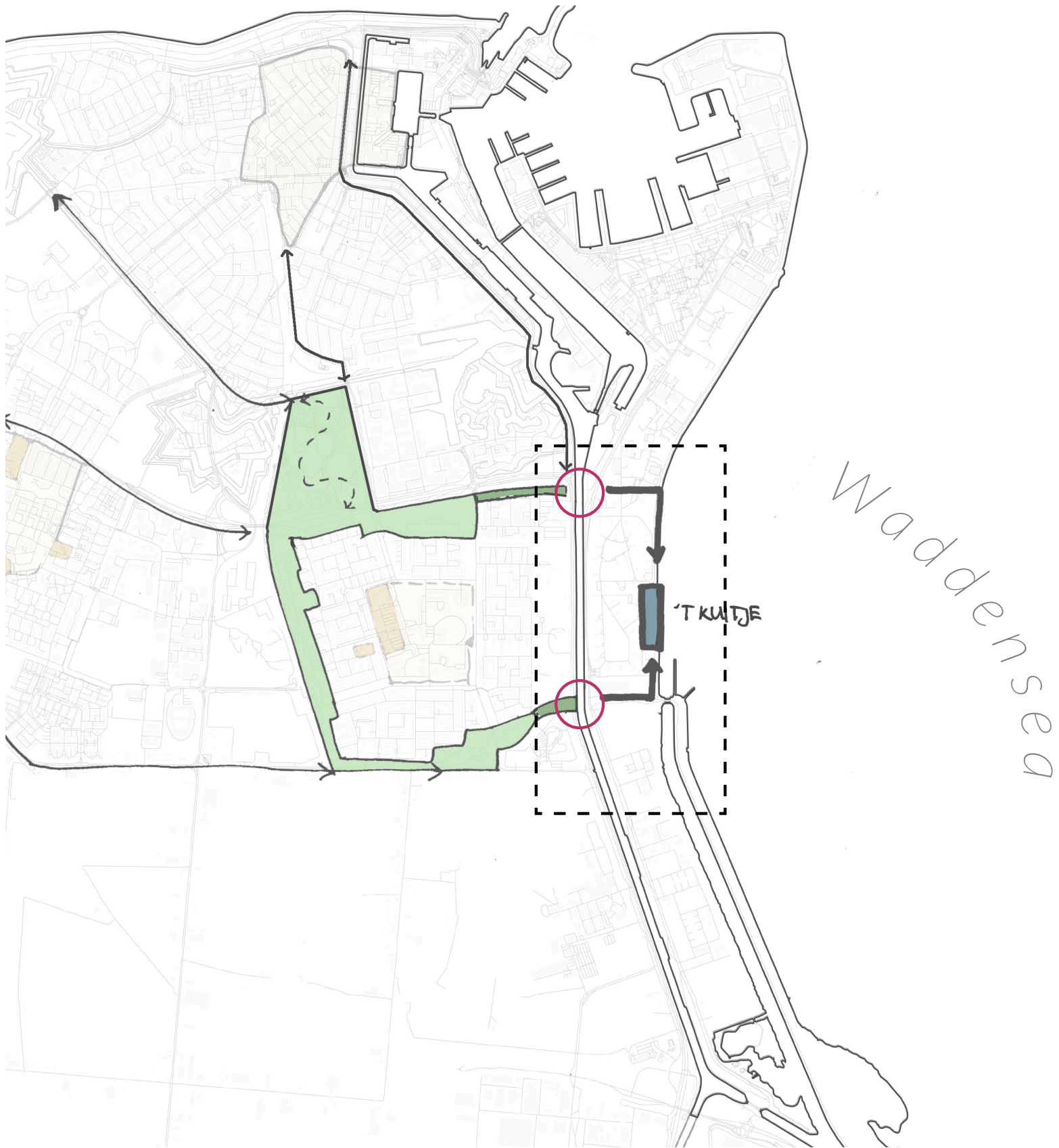
- Design that allows people to connect to the landscape through programming and activities (use value)
- Design that works with and strengthens experiential landscape qualities (existence value)
- Design that evokes a sense of care and responsibility to govern the commons through social processes.

DESIGN // Concept

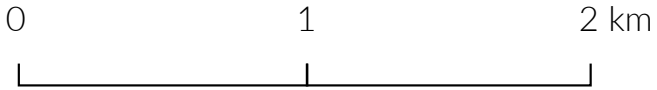
Connecting edge to city



Existing green structure and important connections

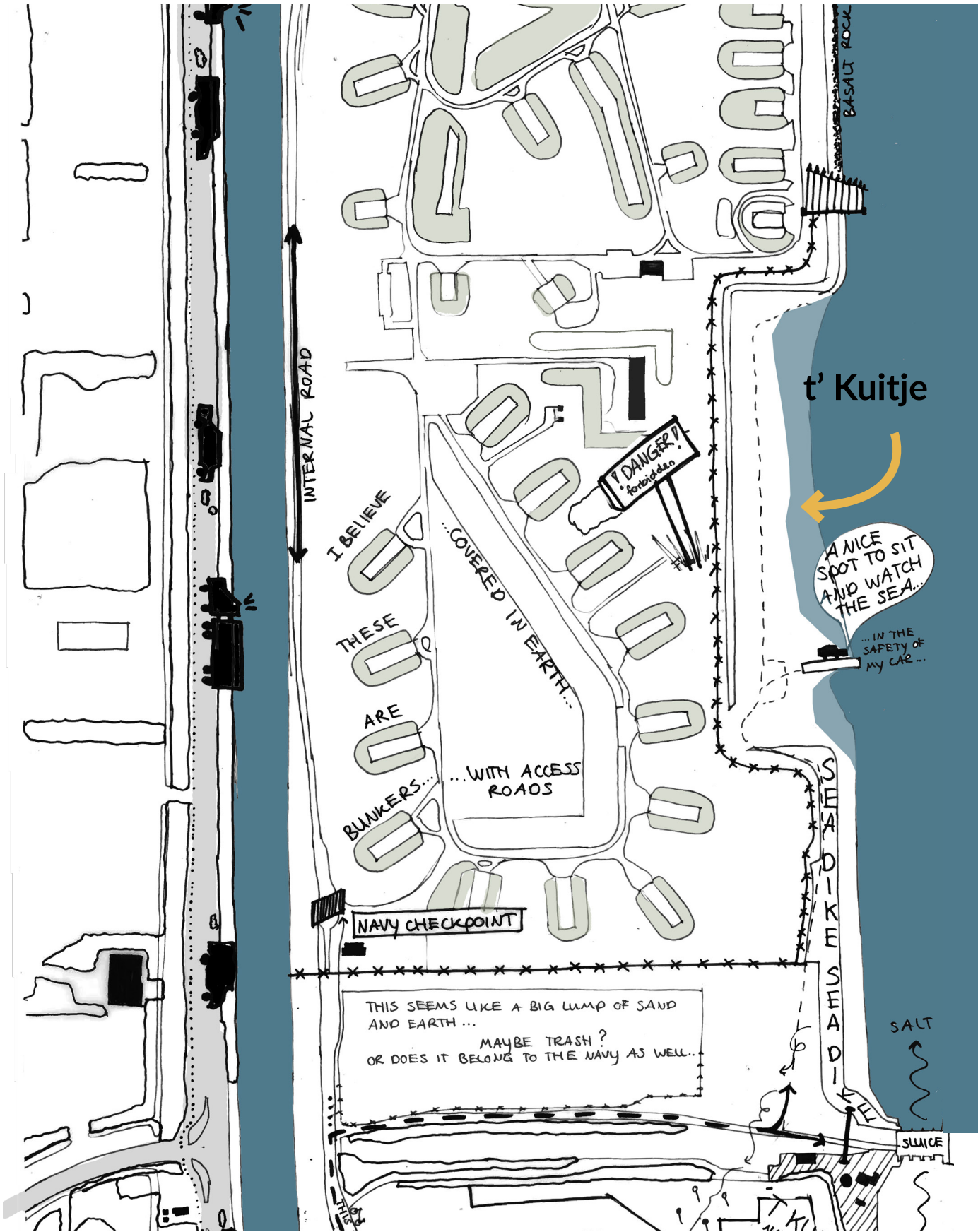


Connecting Kuitje to existing green structure



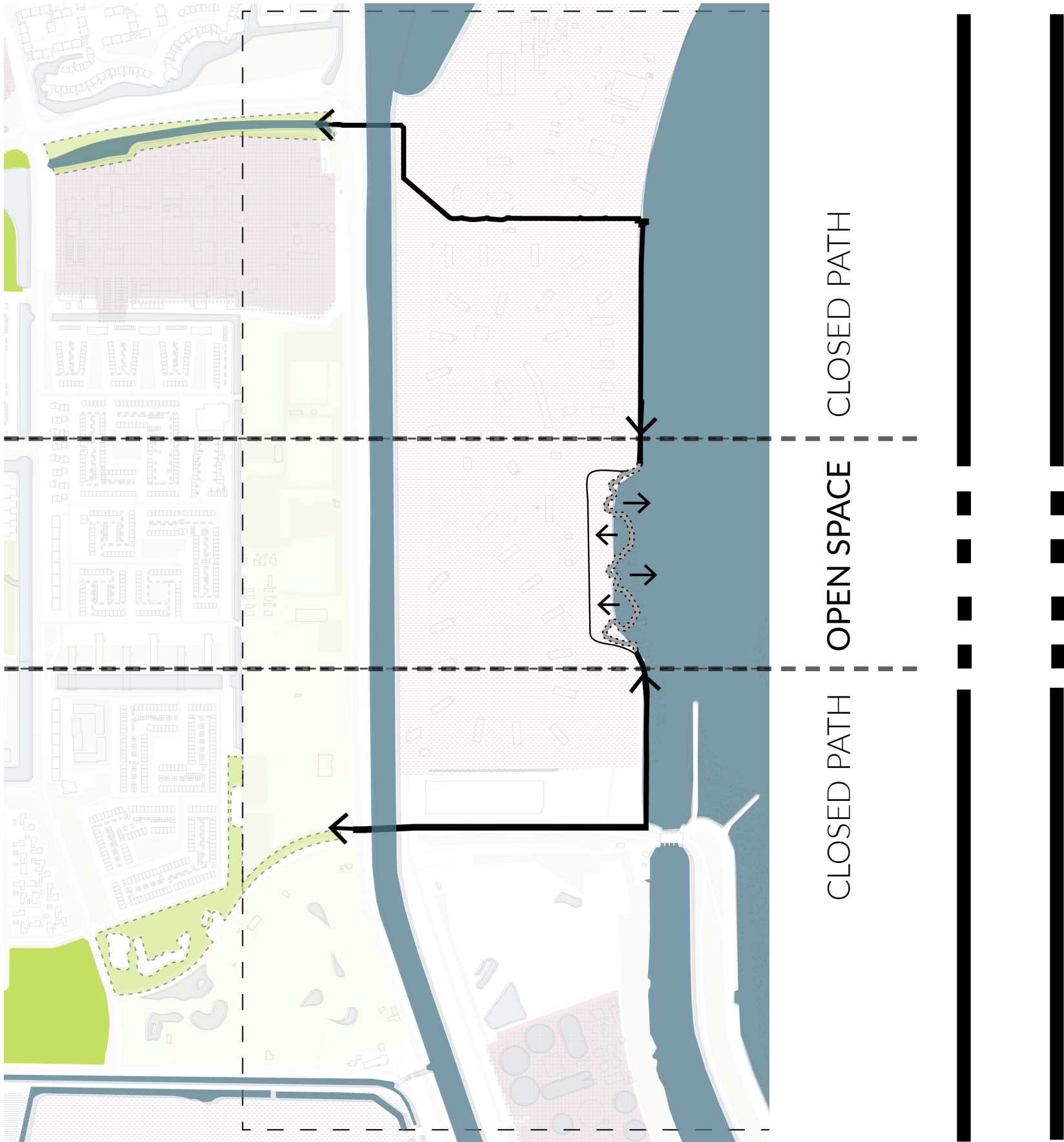
DESIGN // Concept

Commons versus non-commons

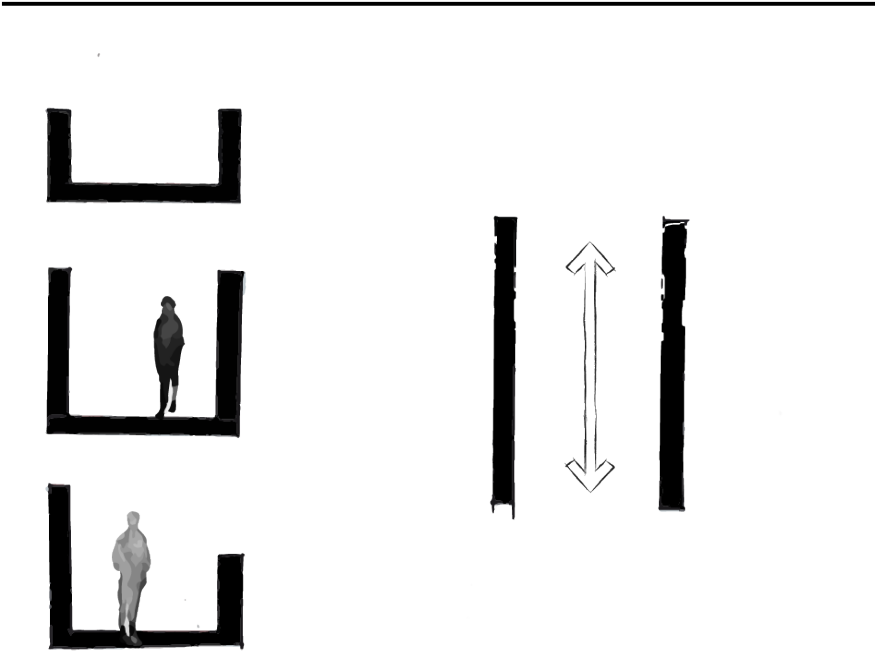


DESIGN // Concept

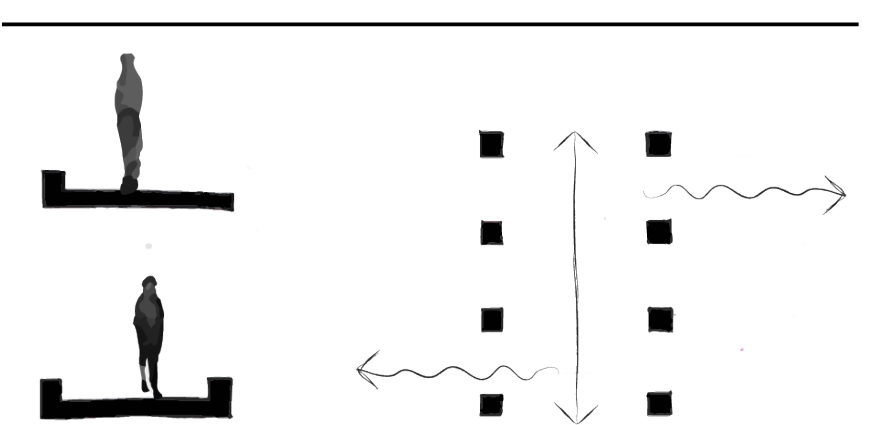
Duality of routing



CLOSED PATH

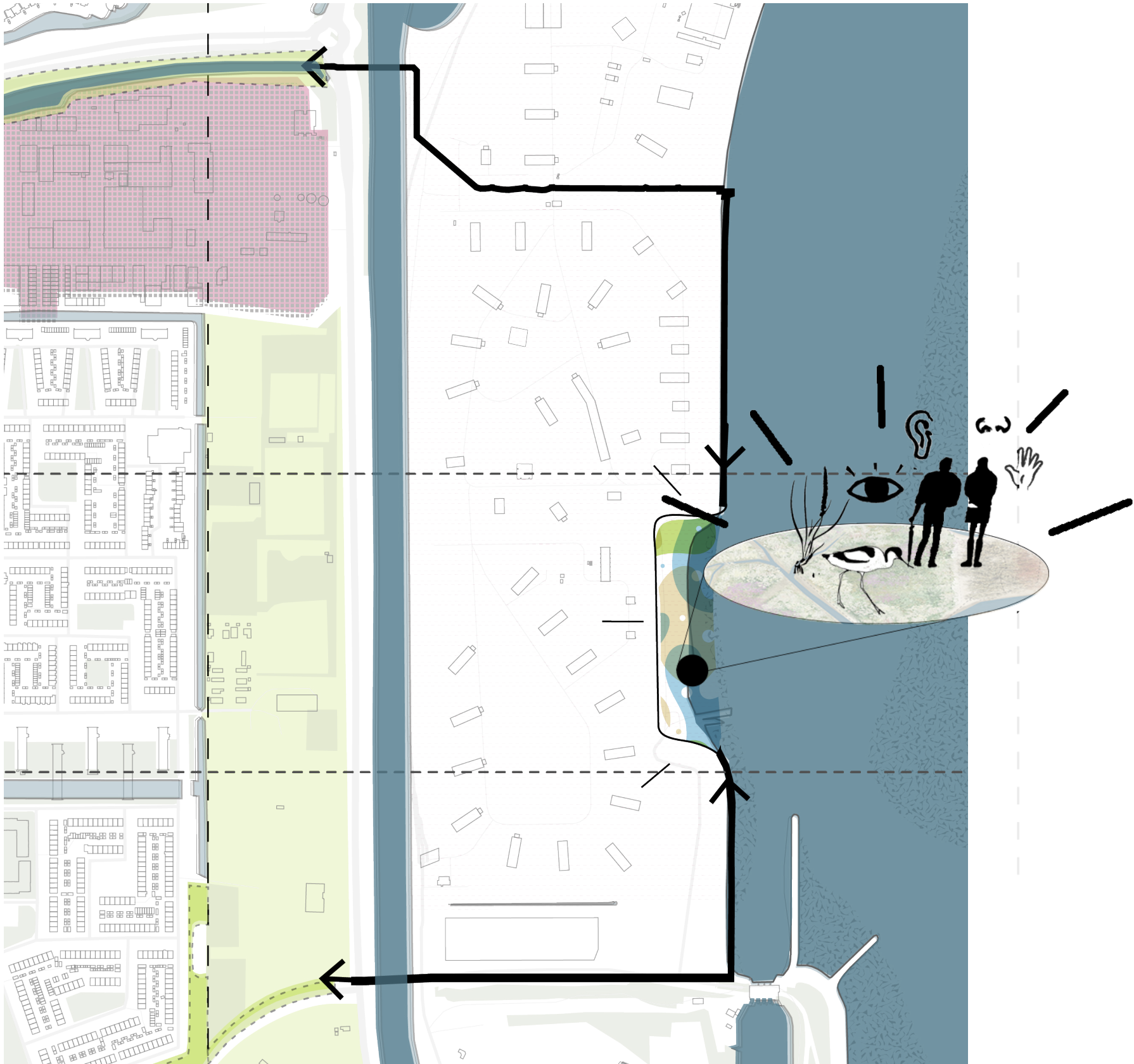


OPEN SPACE *Commons in the lanscape*



DESIGN // Concept

Connected commons in the land-water edge



Design part I

The Closed Path

Bridging Barriers

DESIGN // Bridging barriers

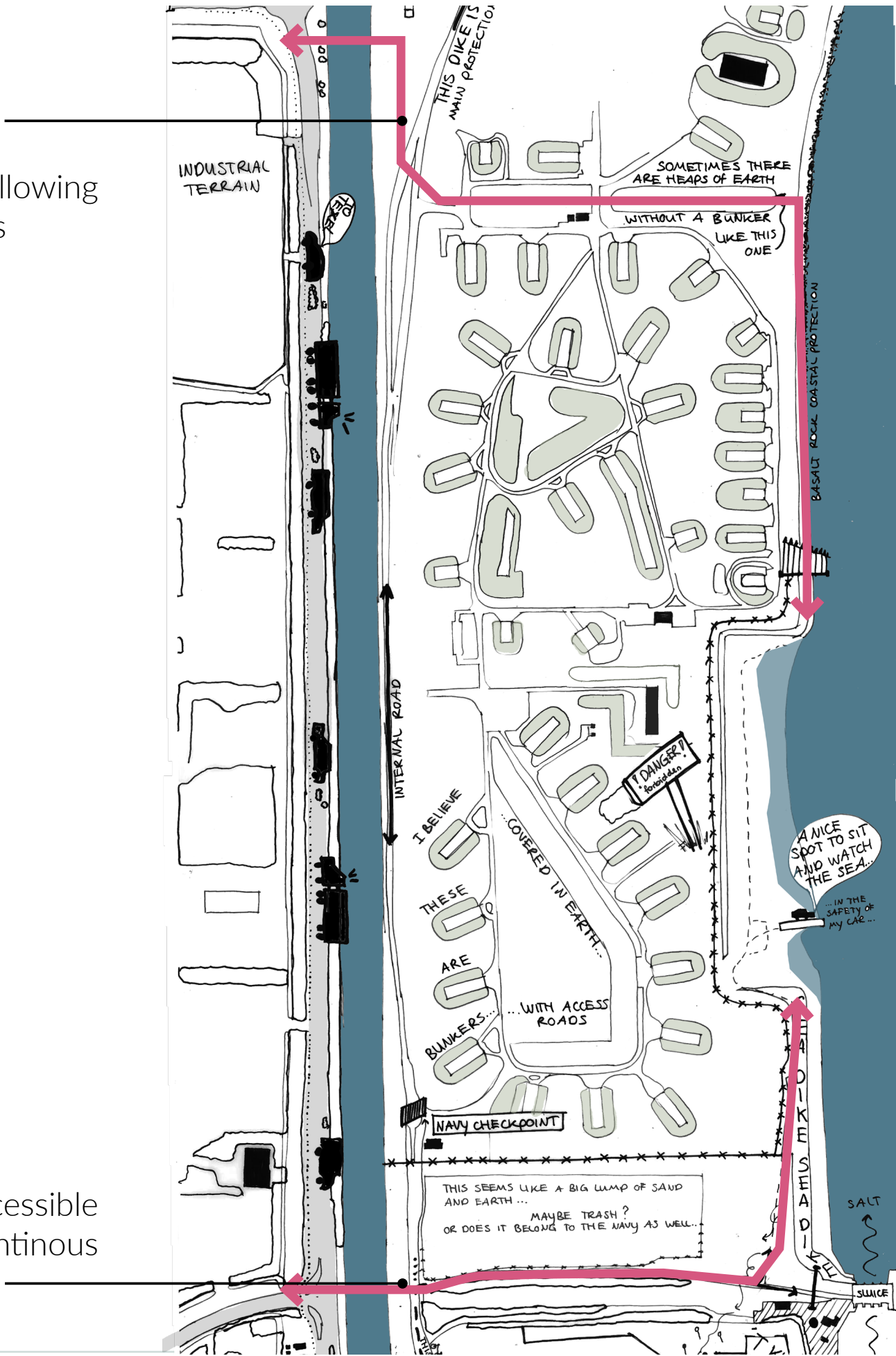
Proposed routing

Crossing navy terrain

Northern Navy Route:
Runs through navy terrain following
topography of earth covered bunkers

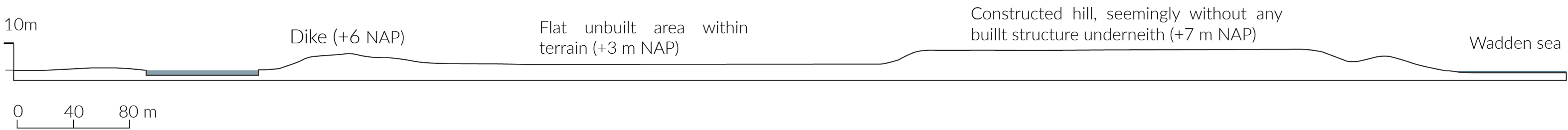
Following existing road

Southern route:
Bridges road and canal with an accessible
bike and pedestrian ramp and continuous
over existing road





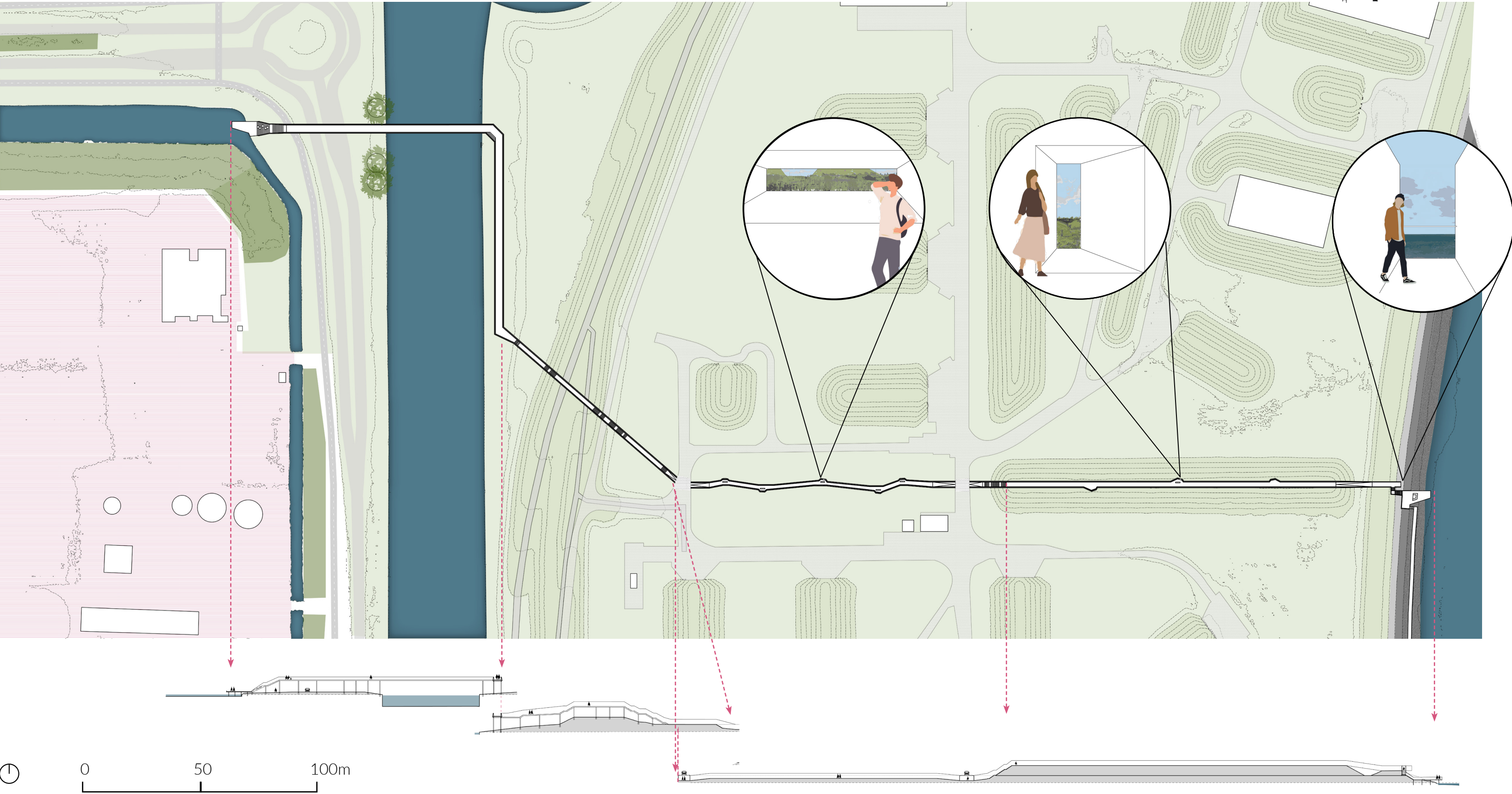
Section of navy terrain on place of route



DESIGN // Bridging barriers

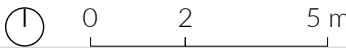
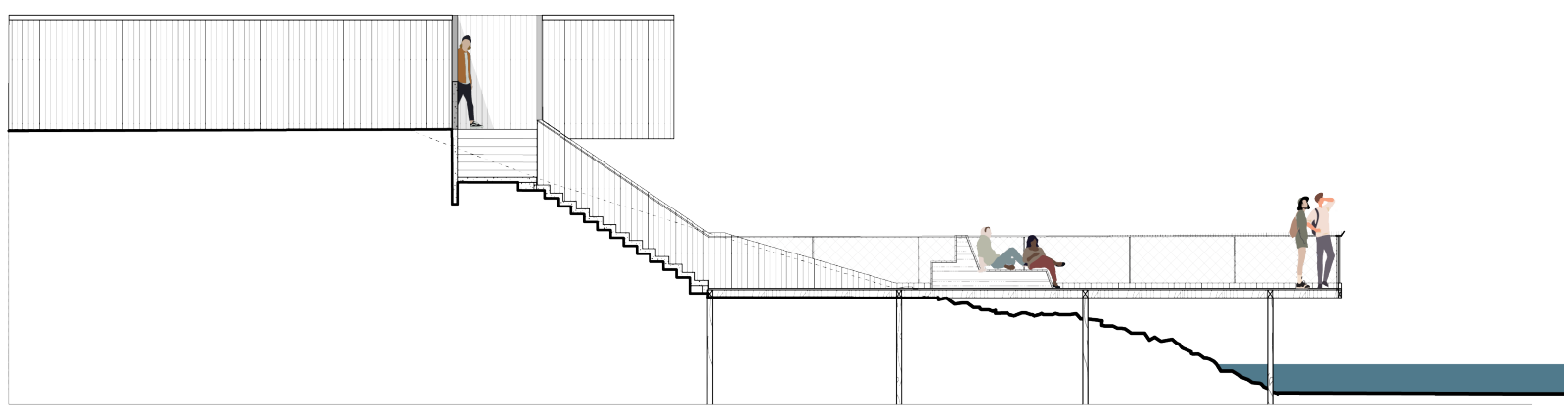
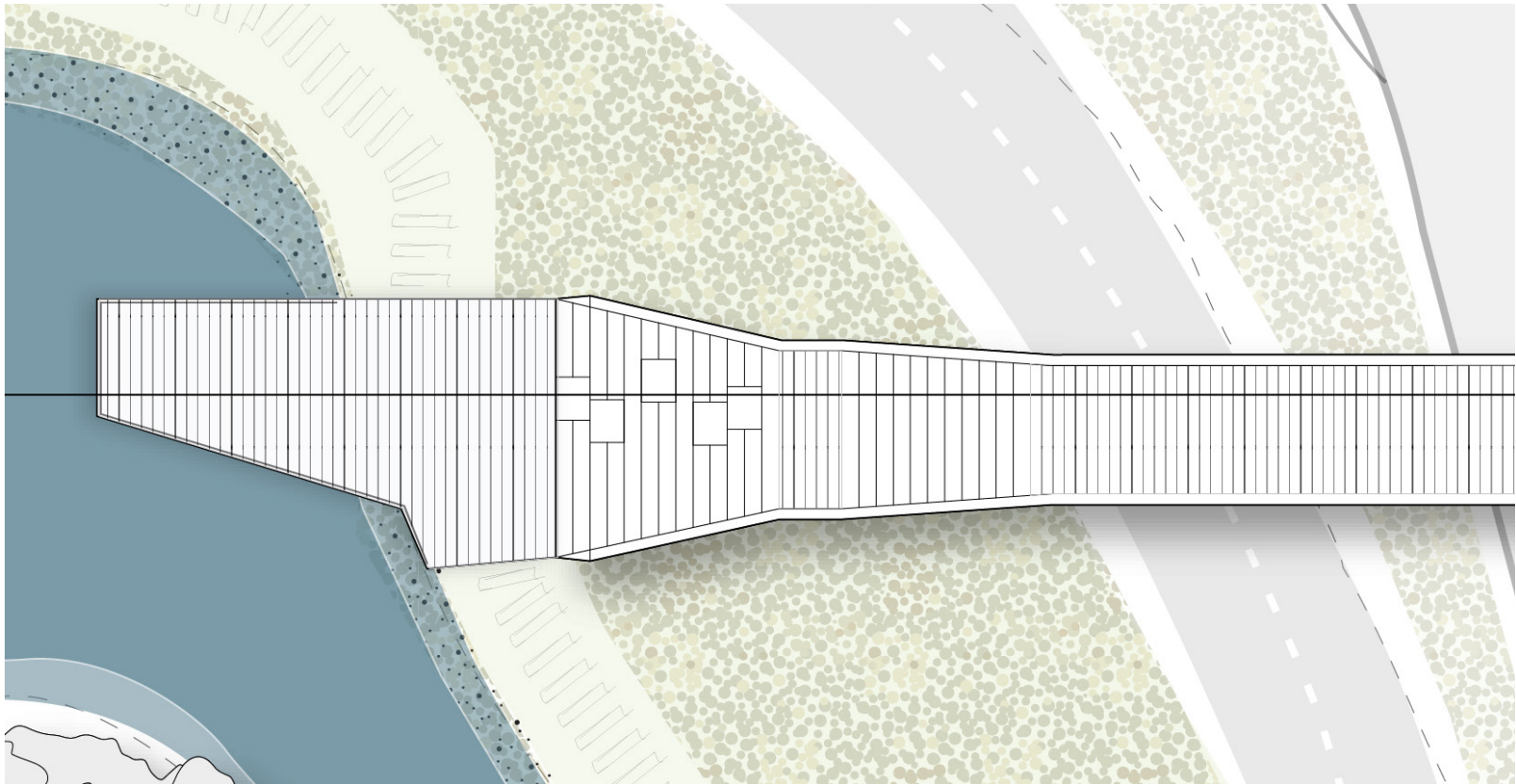
Trajectory of navy route

CLOSED PATH



DESIGN // Bridging barriers

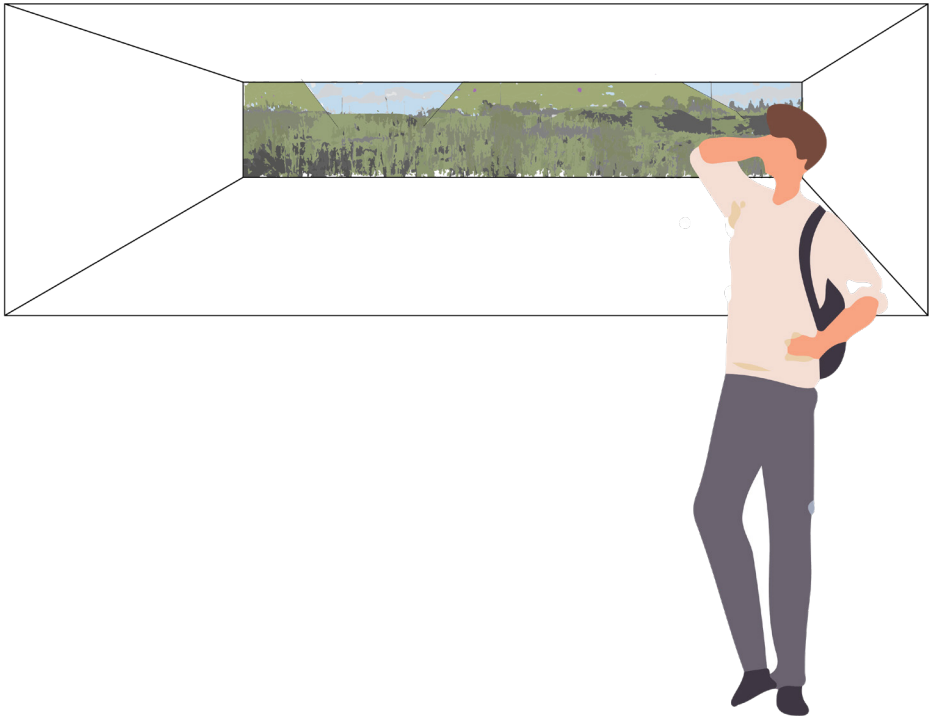
Starting point



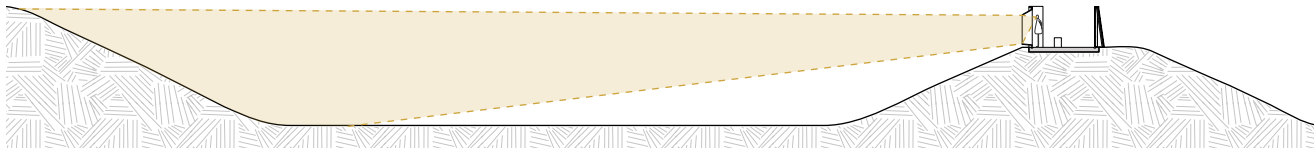
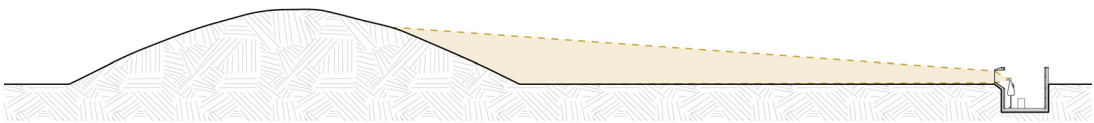
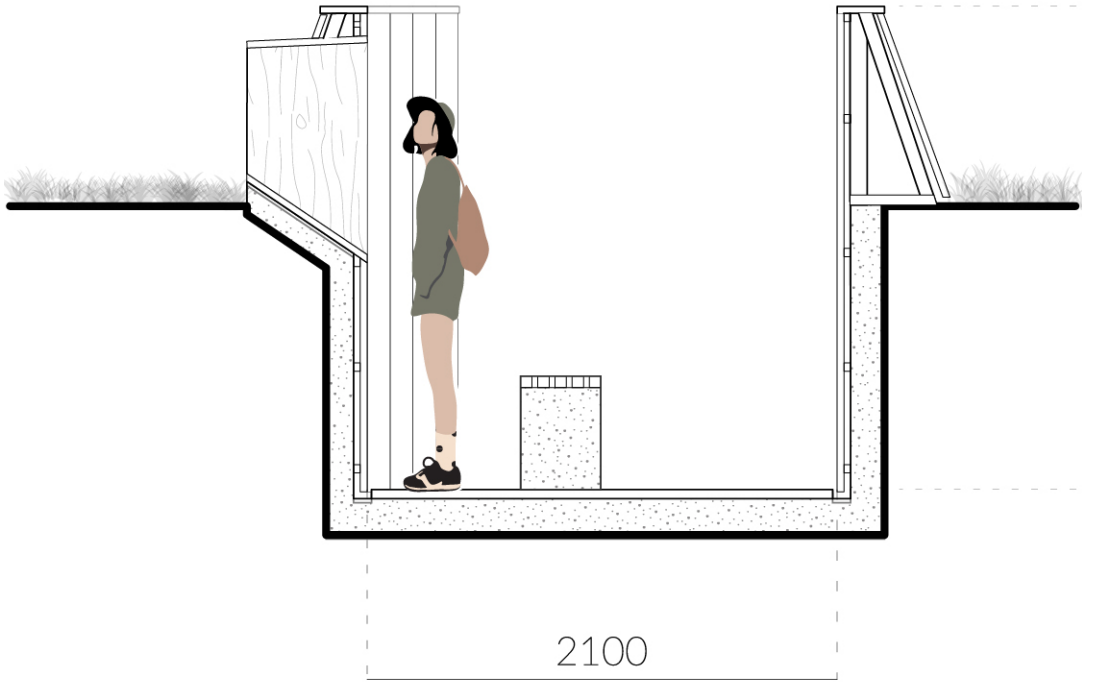
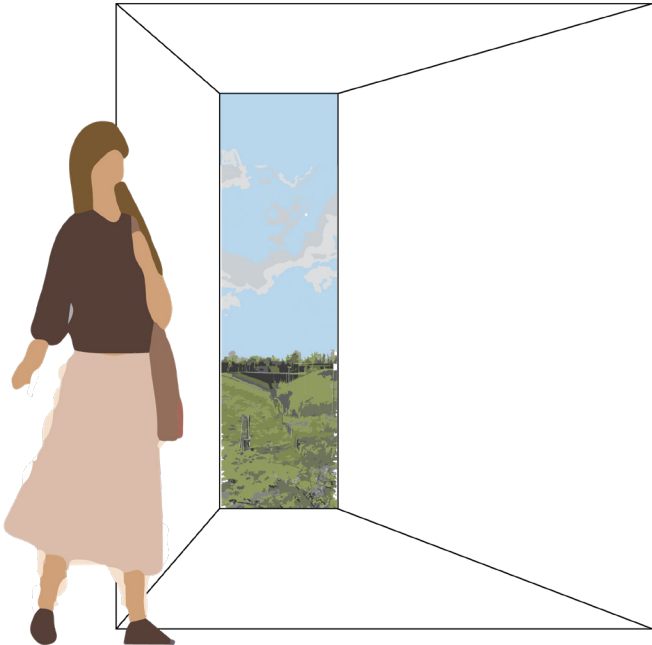
DESIGN // Bridging barriers

Building tension

Looking up



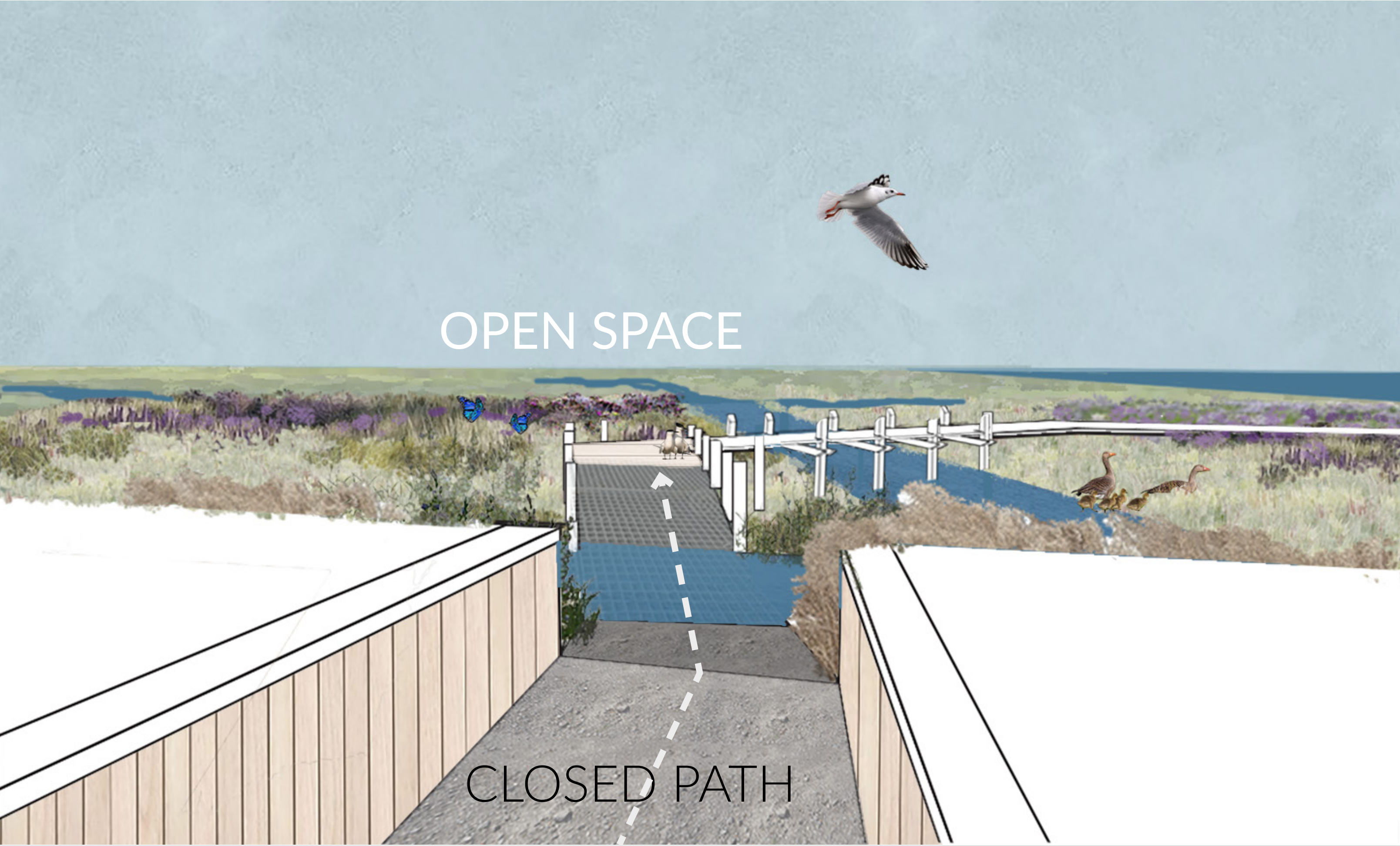
Looking down



DESIGN // Bridging barriers

Opening at the sea





Design part II

Open Space

Commons in the Landscape

Commons for non-humans



DESIGN // Commons for non-humans

Current situation



DESIGN // Commons for non-humans

Current situation

MATERIALS FROM PLATEAU

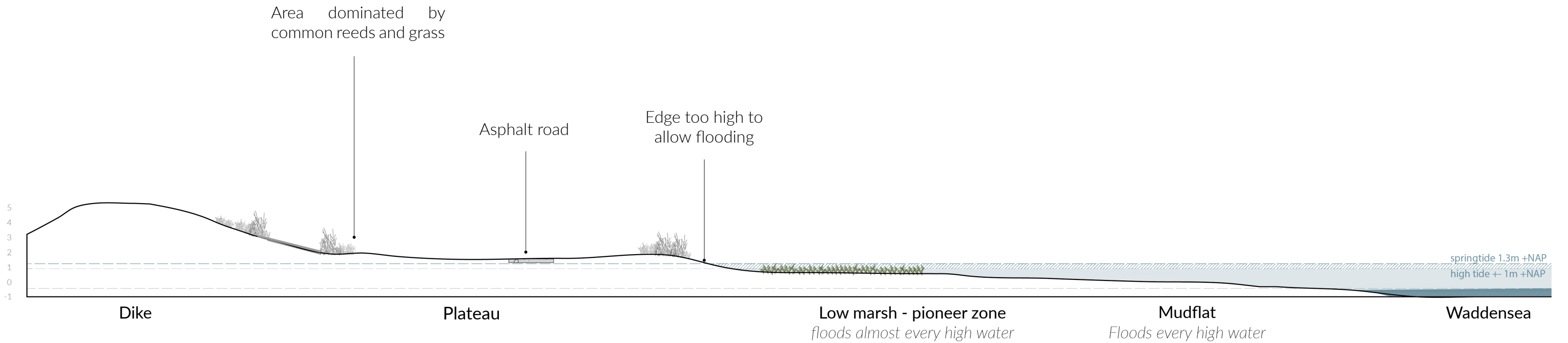


common reed, asphalt, grass

MATERIALS FROM MUDFLAT

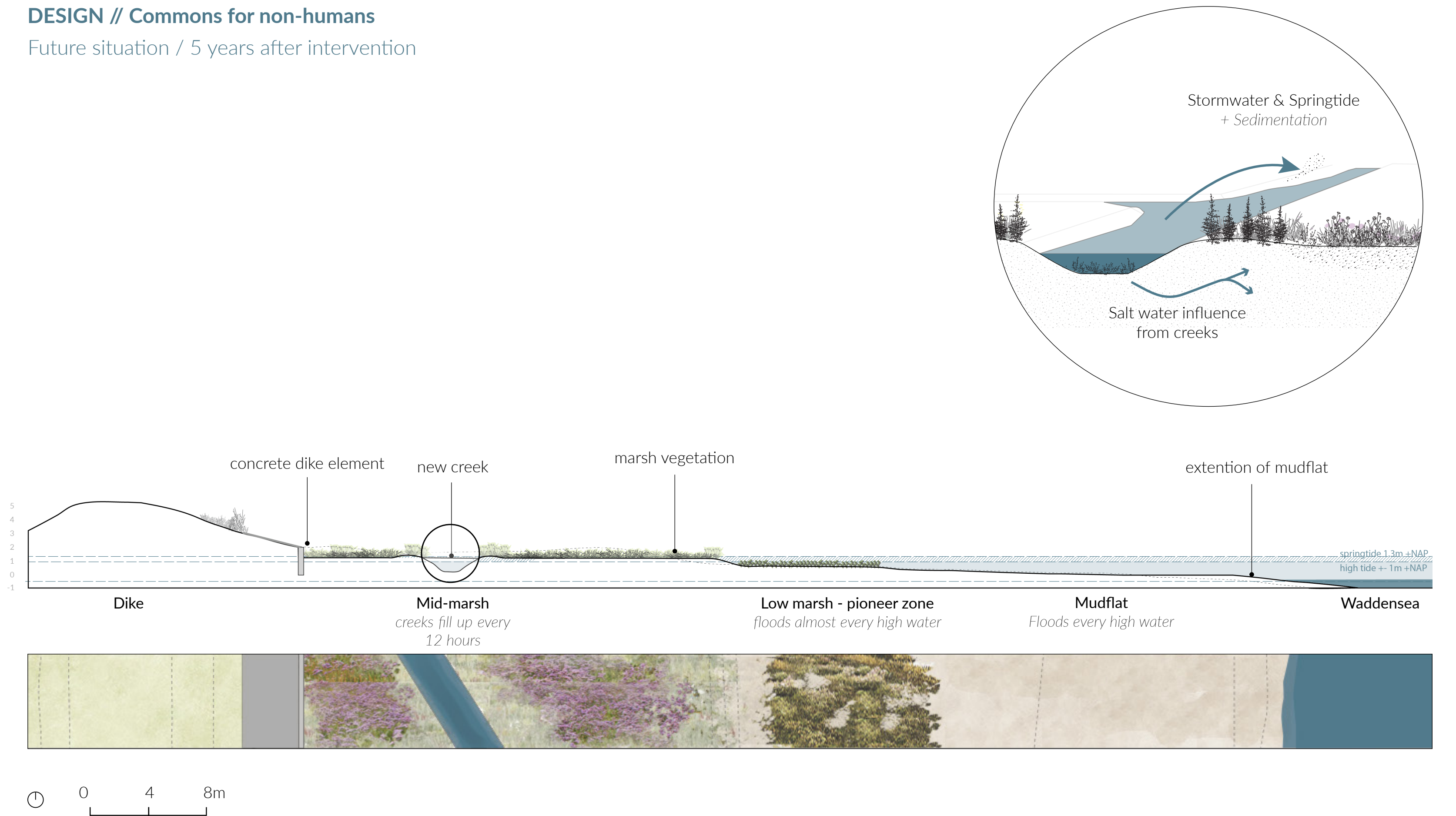


Glasswort, animal traces, common cordgrass



DESIGN // Commons for non-humans

Future situation / 5 years after intervention



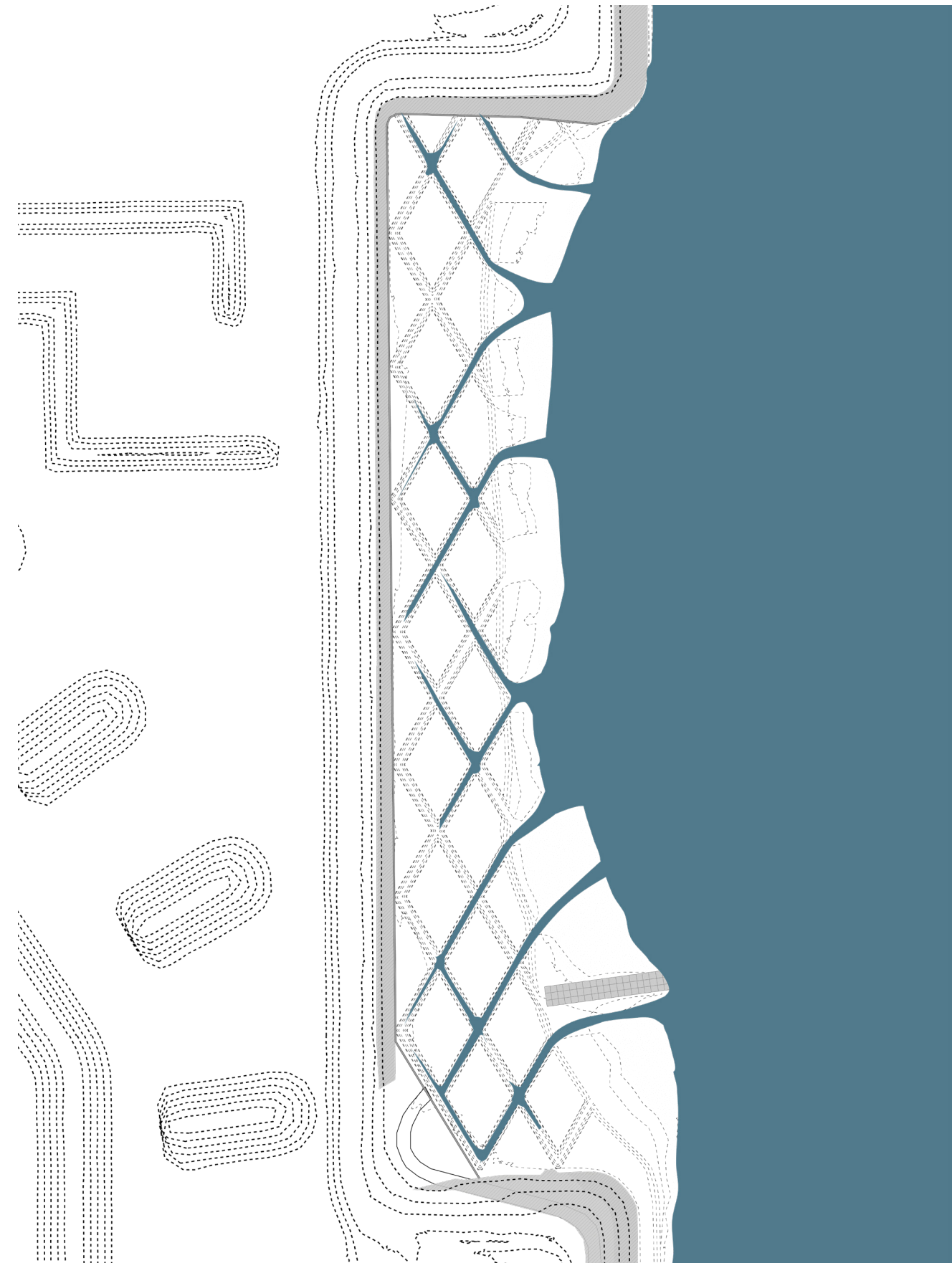
DESIGN // Commons for non-humans

First waterflow in the shallow creek system

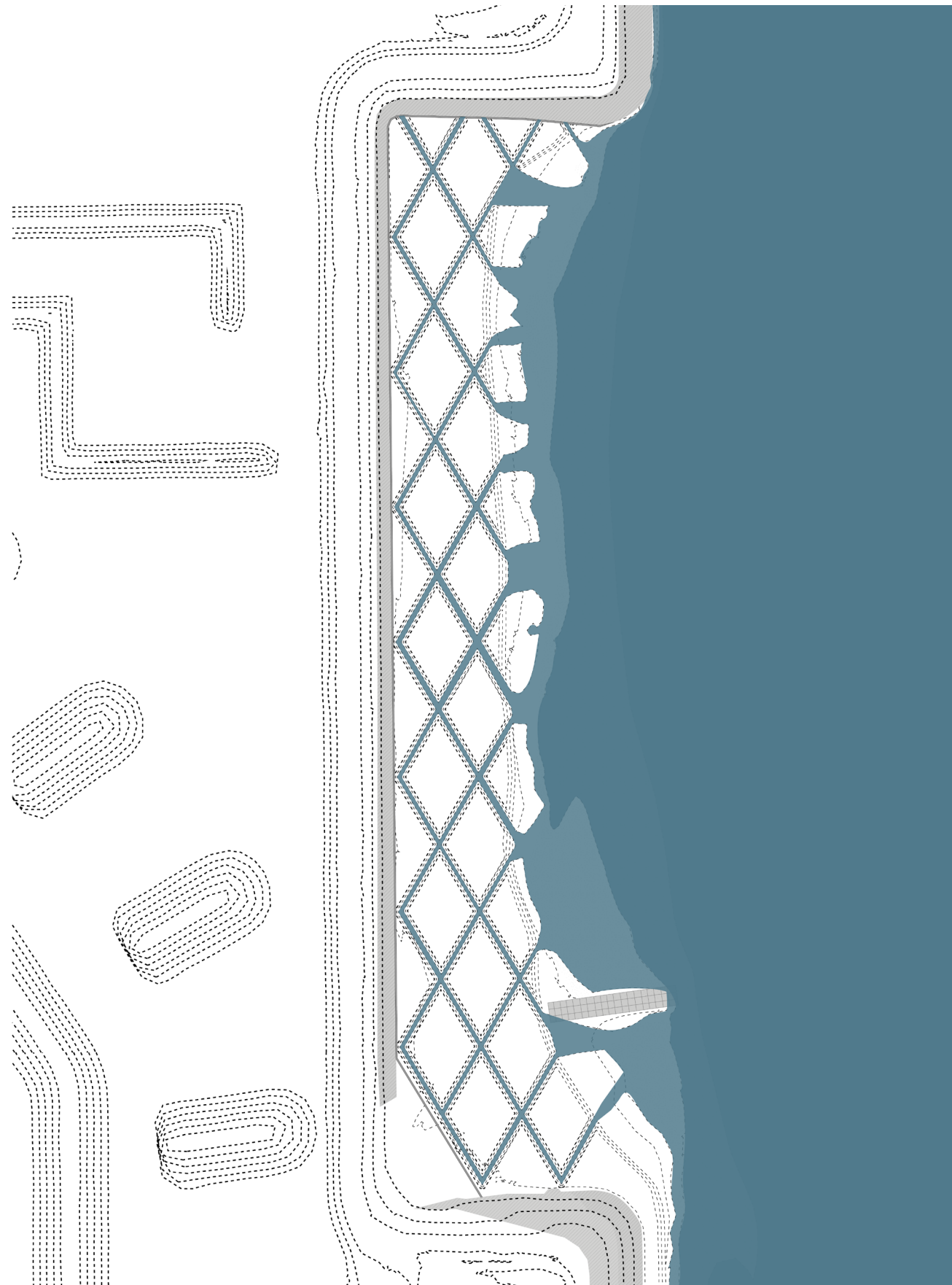
1st year
waterlevel + 25cm



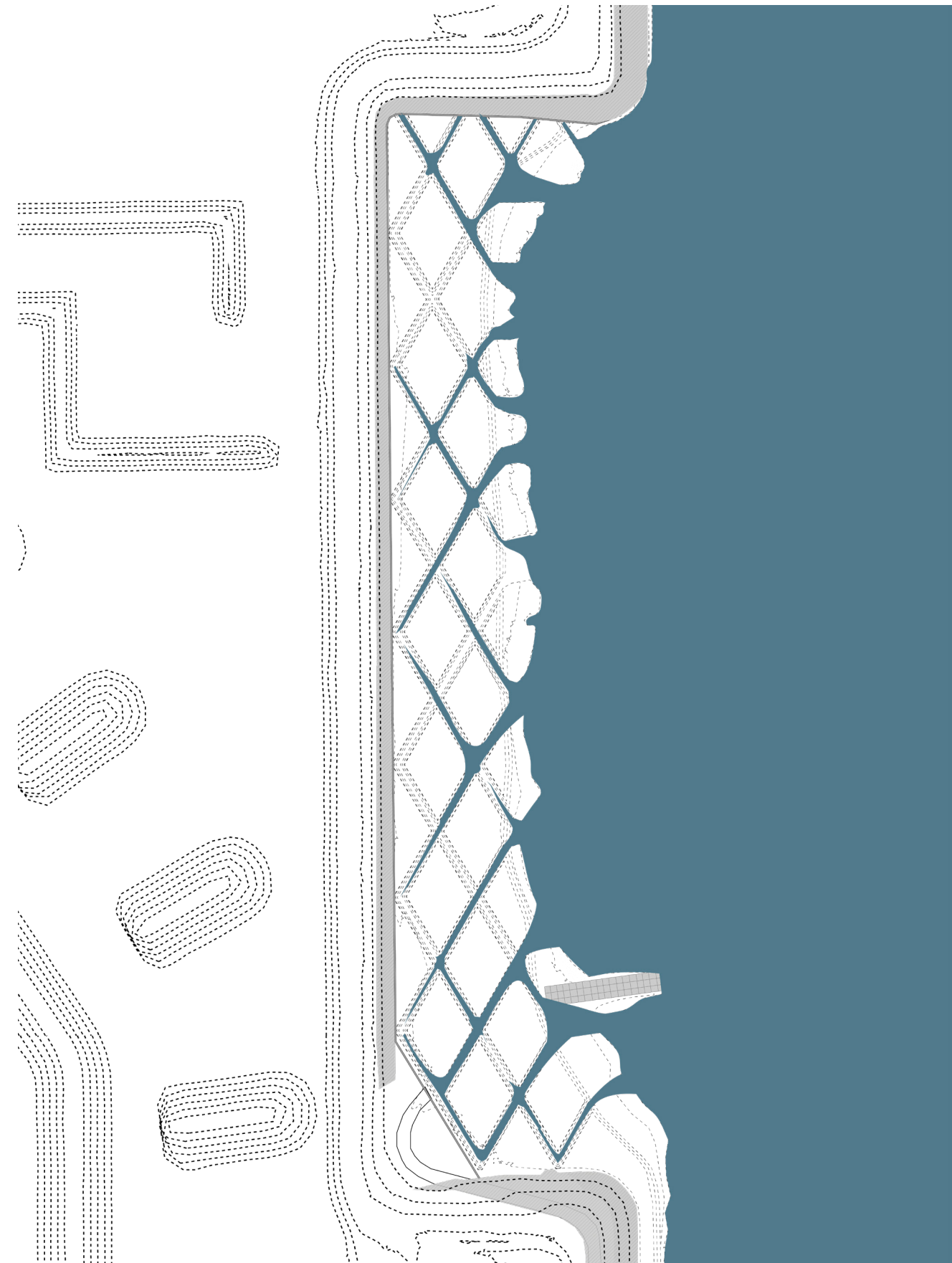
5 years
waterlevel + 25cm



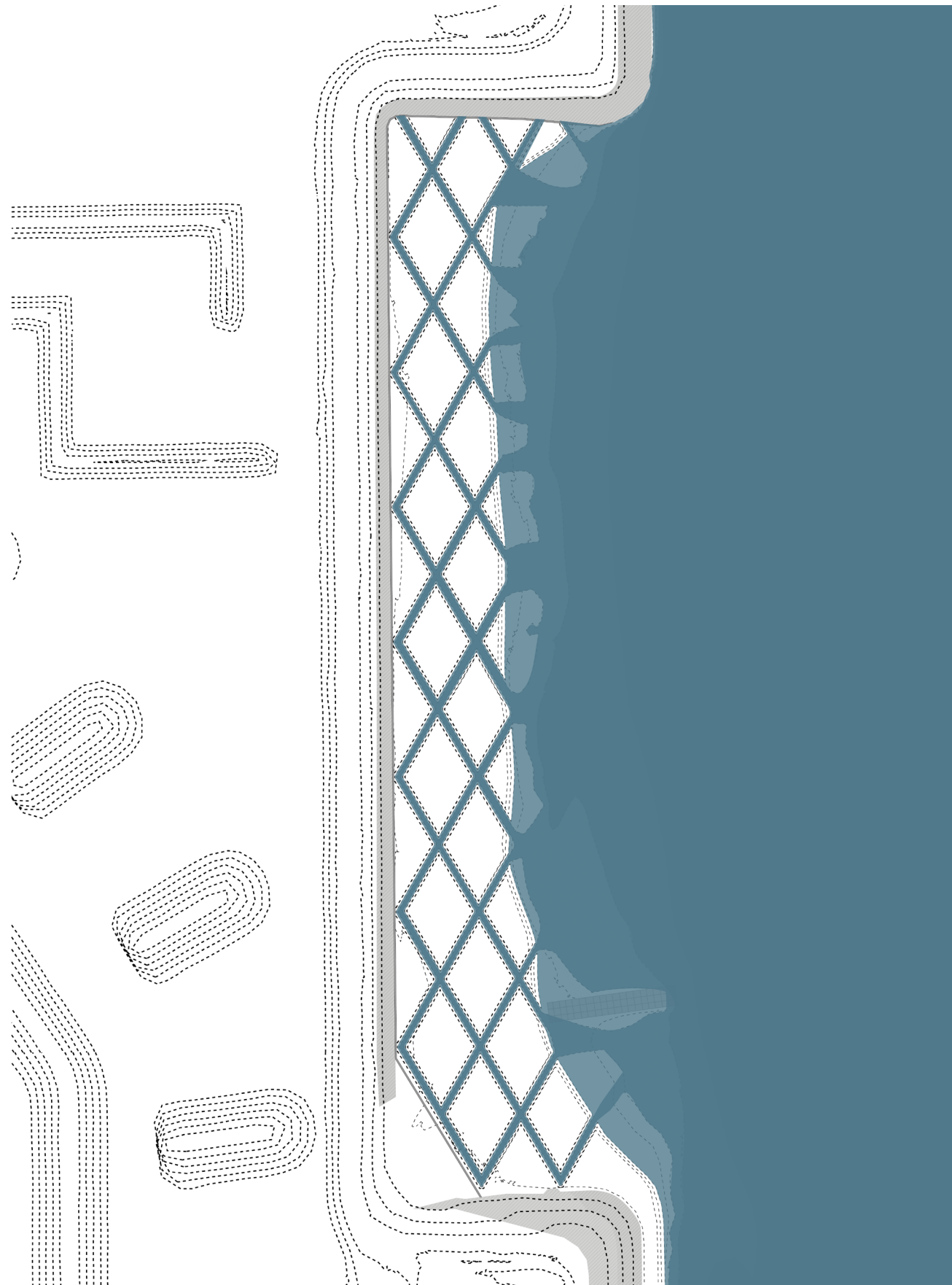
1st year
waterlevel + 50cm



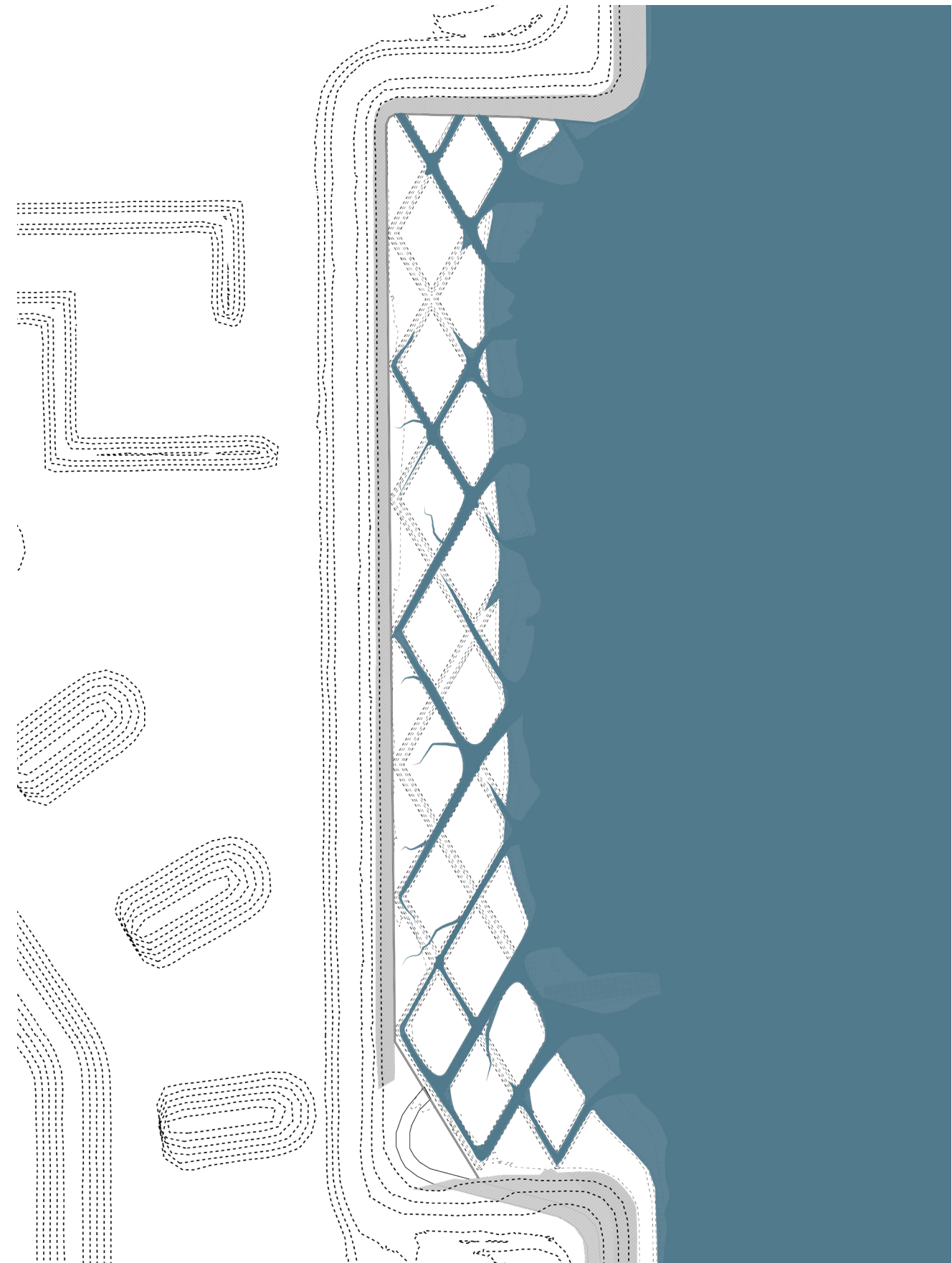
5 years
waterlevel + 50cm



1st year
waterlevel + 75cm

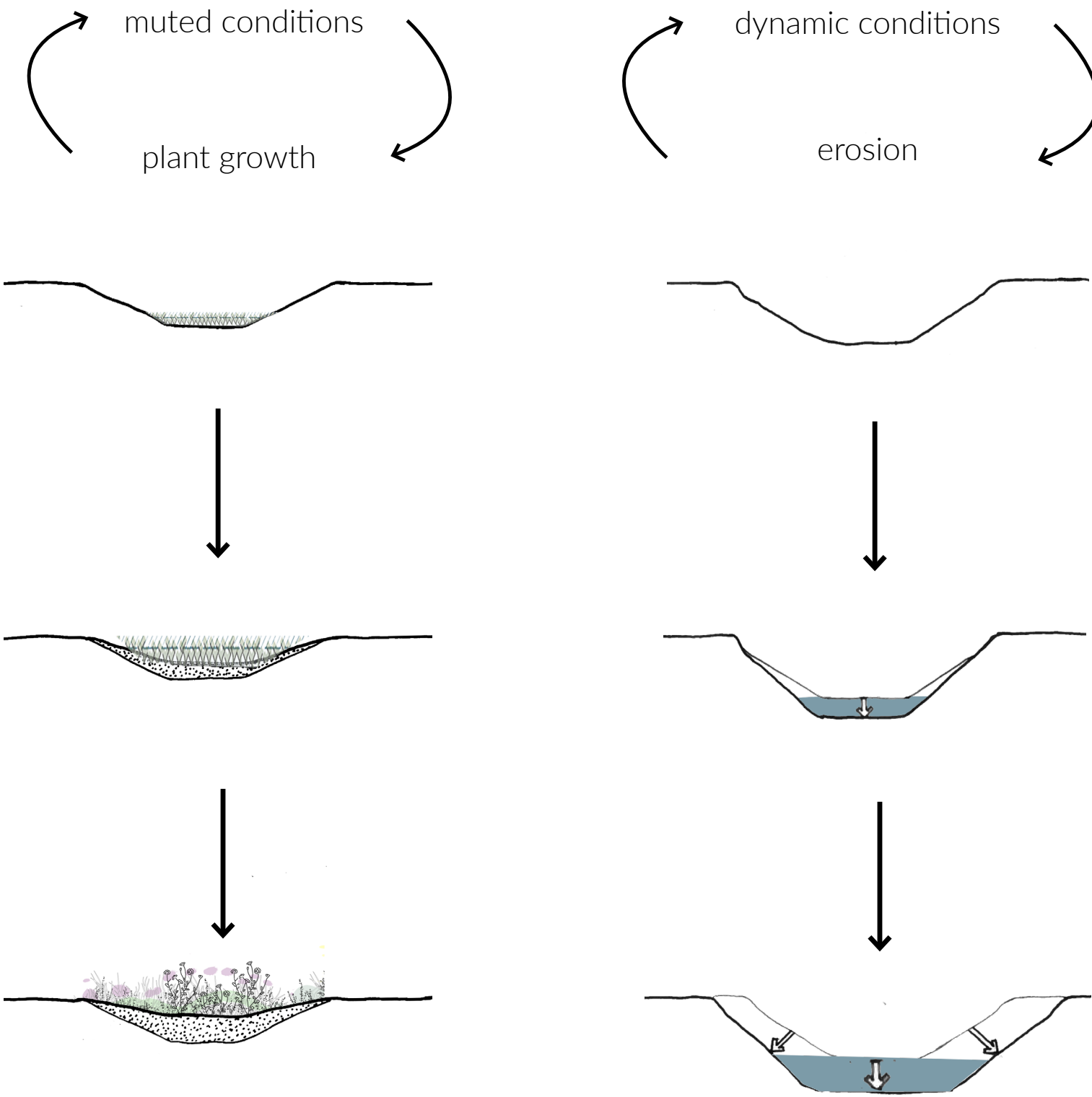


5 years
waterlevel + 75cm



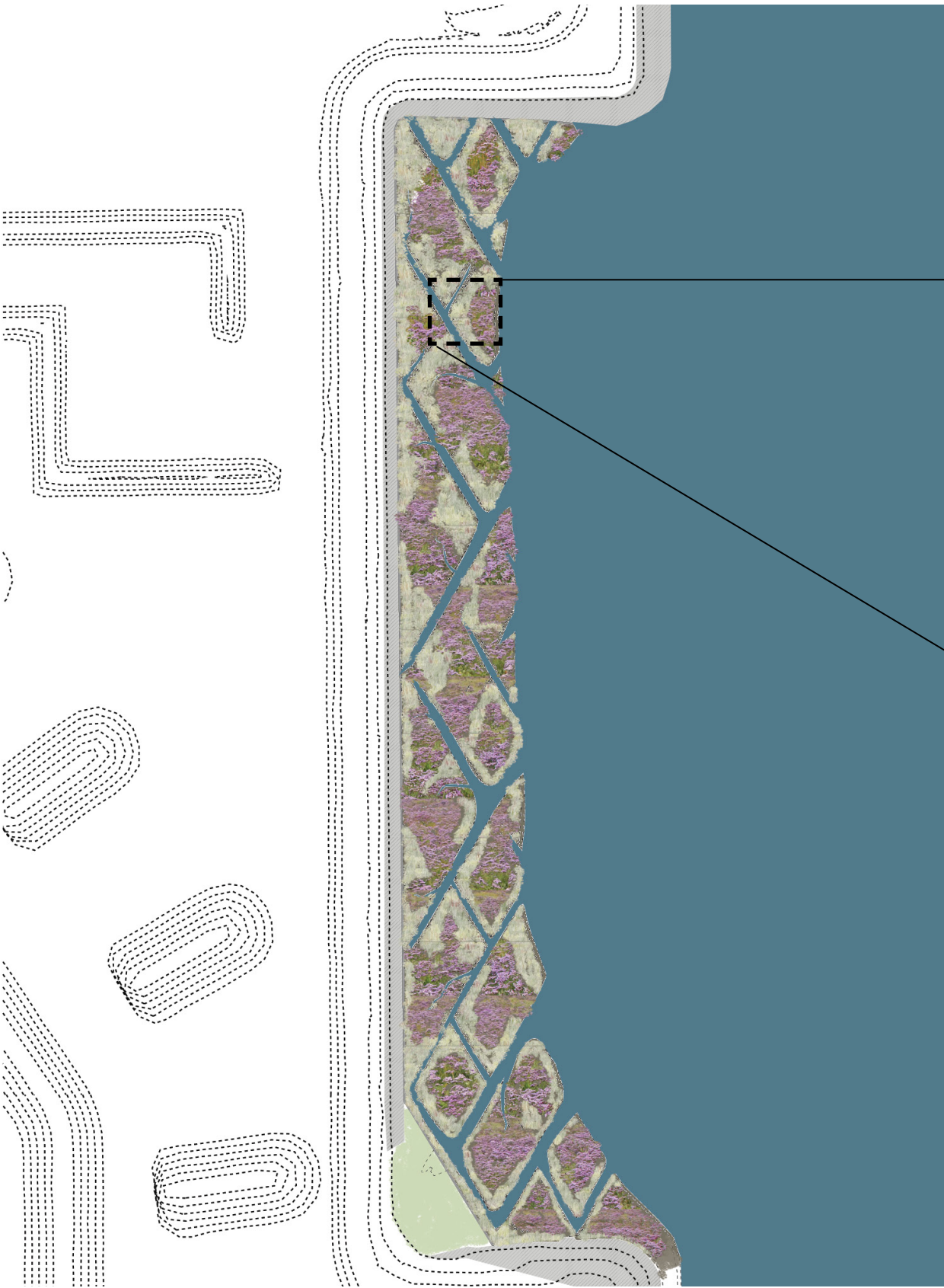
DESIGN // Commons for non-humans

Natural processes of appropriaton of the grid



DESIGN // Commons for non-humans

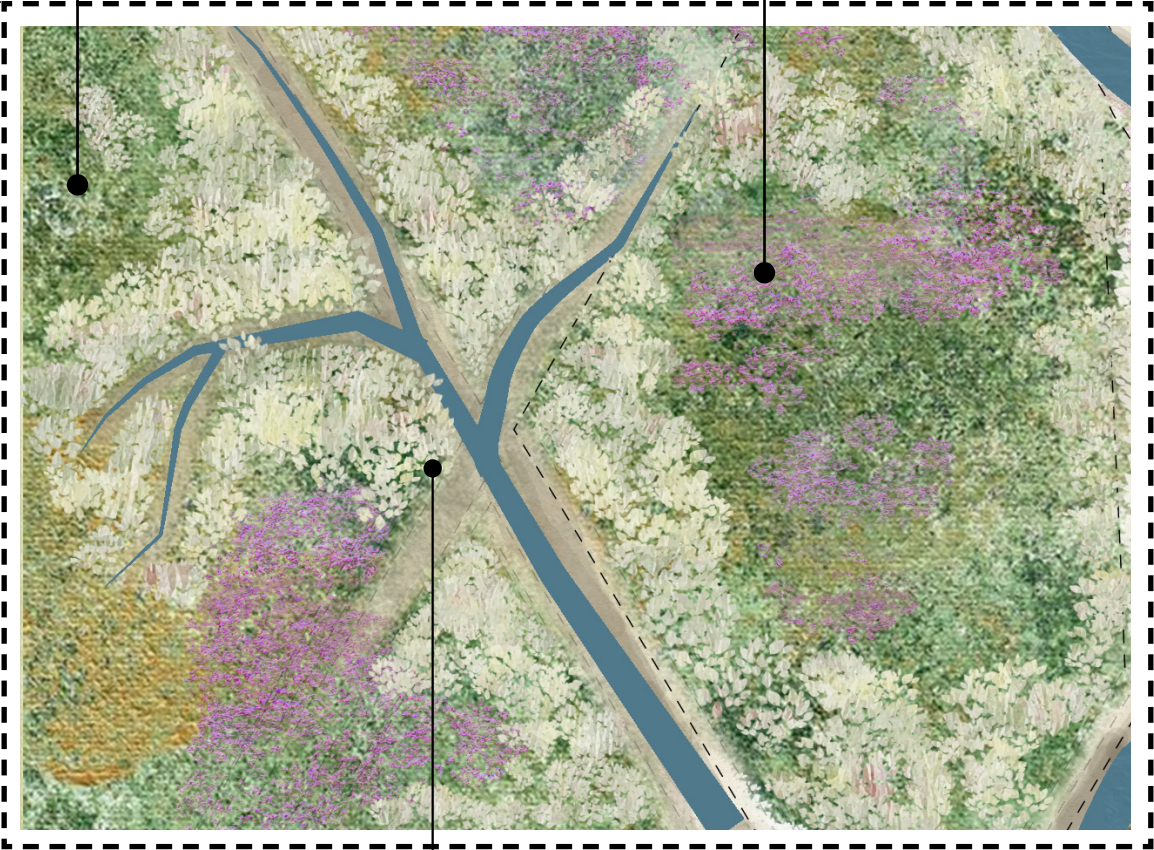
Flora species Respond to Changed Conditions



Marsh Arrowgrass
Tripolium pannonicum



Common sea lavender
Limonium vulgare

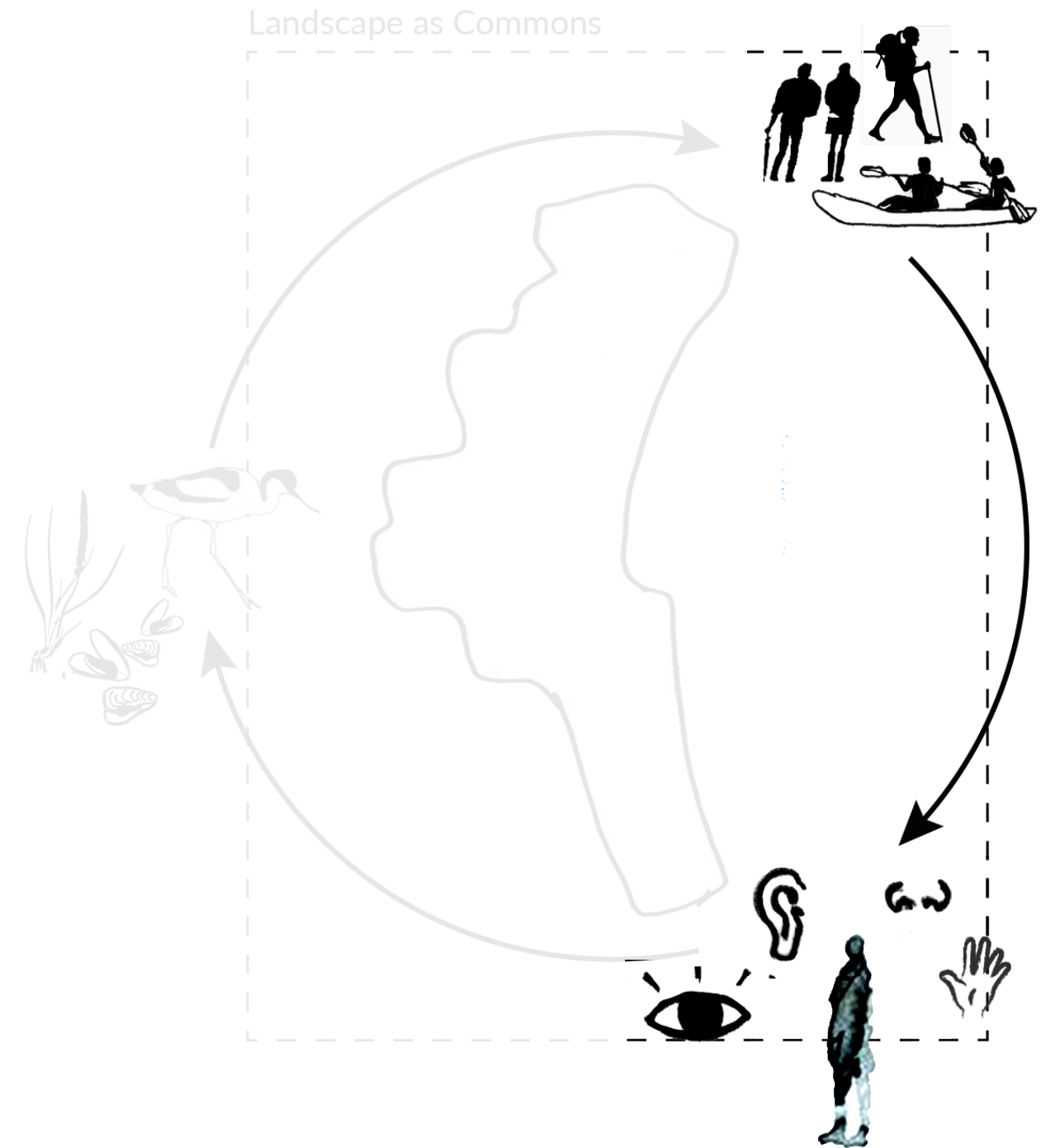


Sea Wormwood
Artemisia maritima



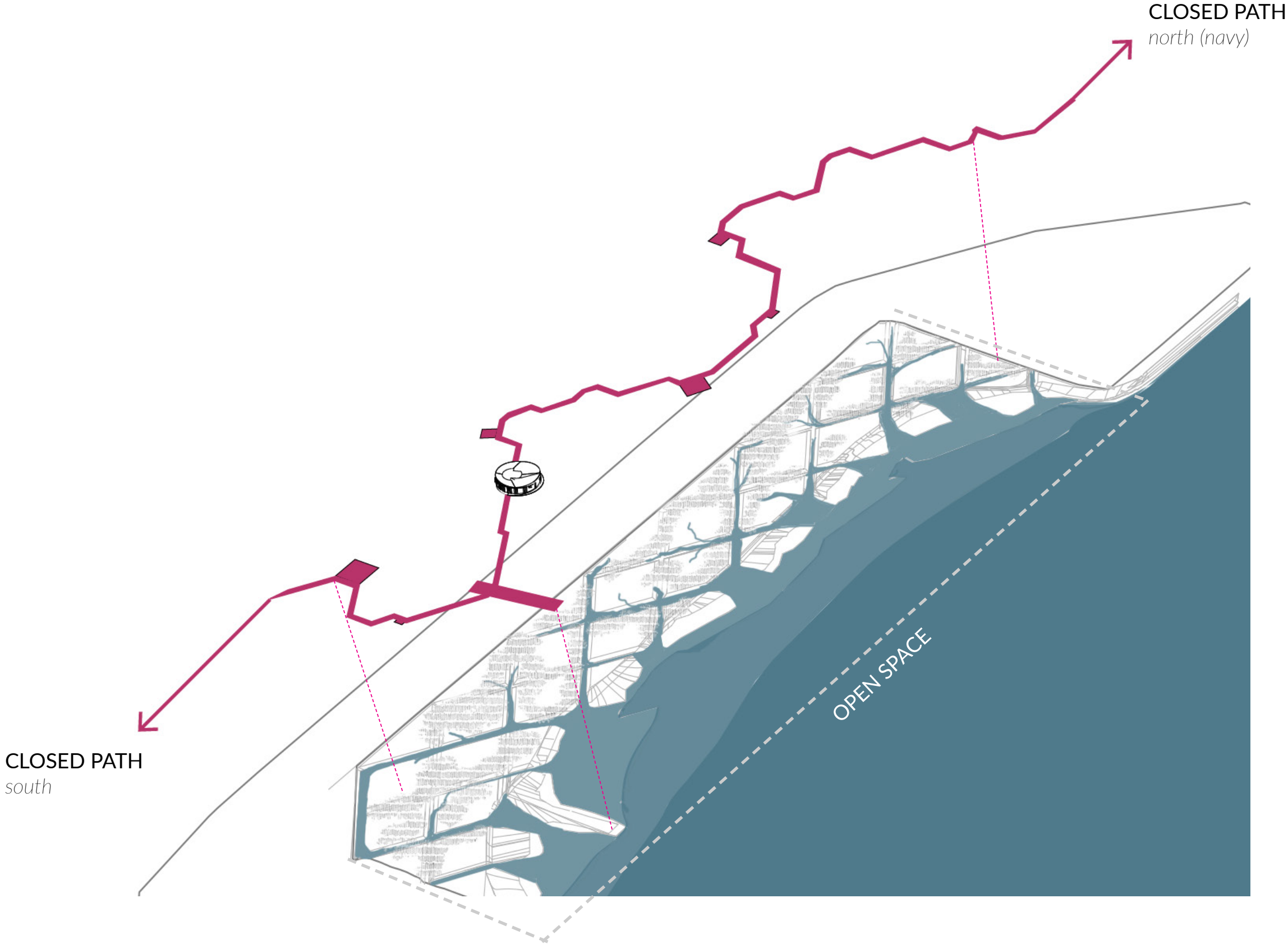
Sea Purslane
Atriplex portulacoides

Commons humans



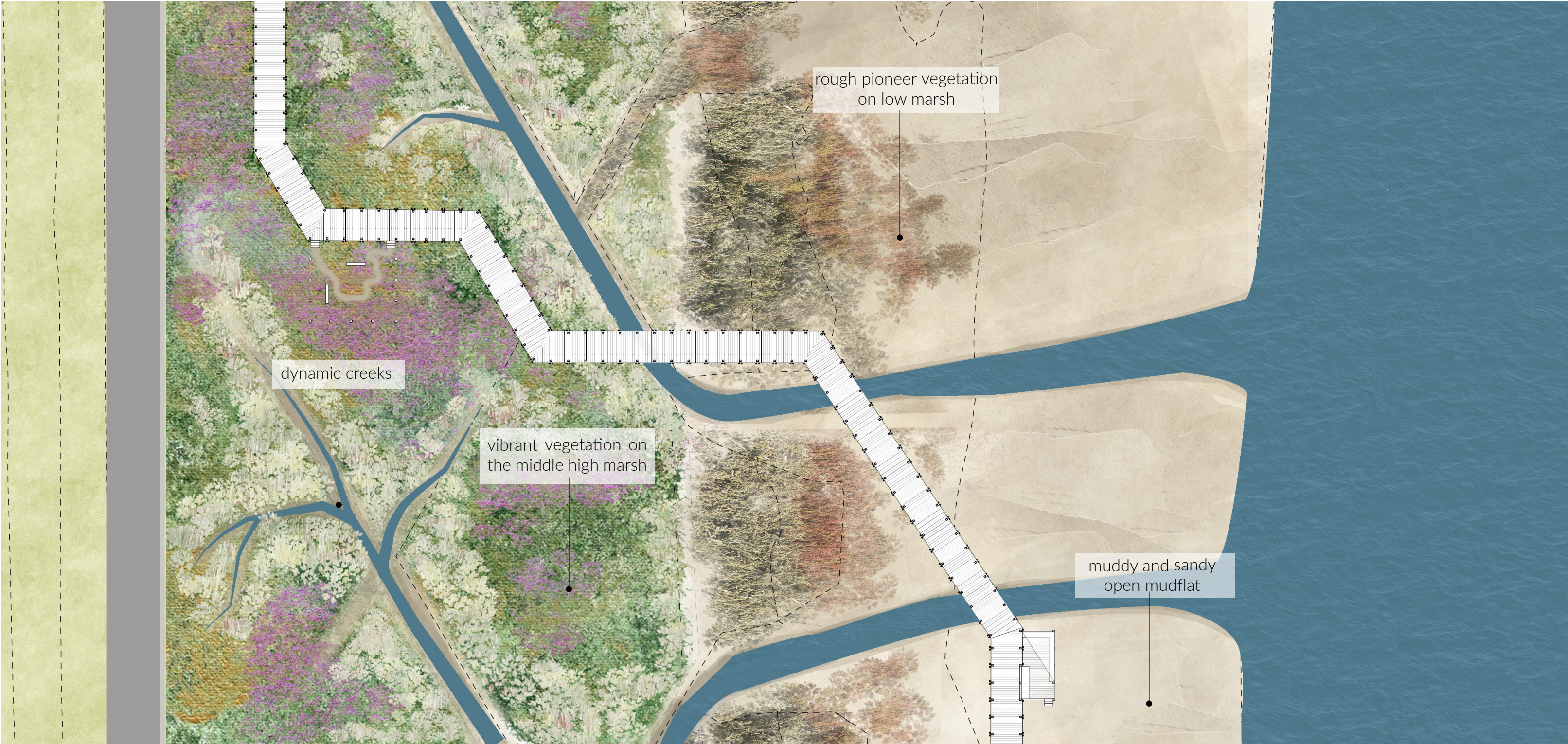
DESIGN // Commons for humans

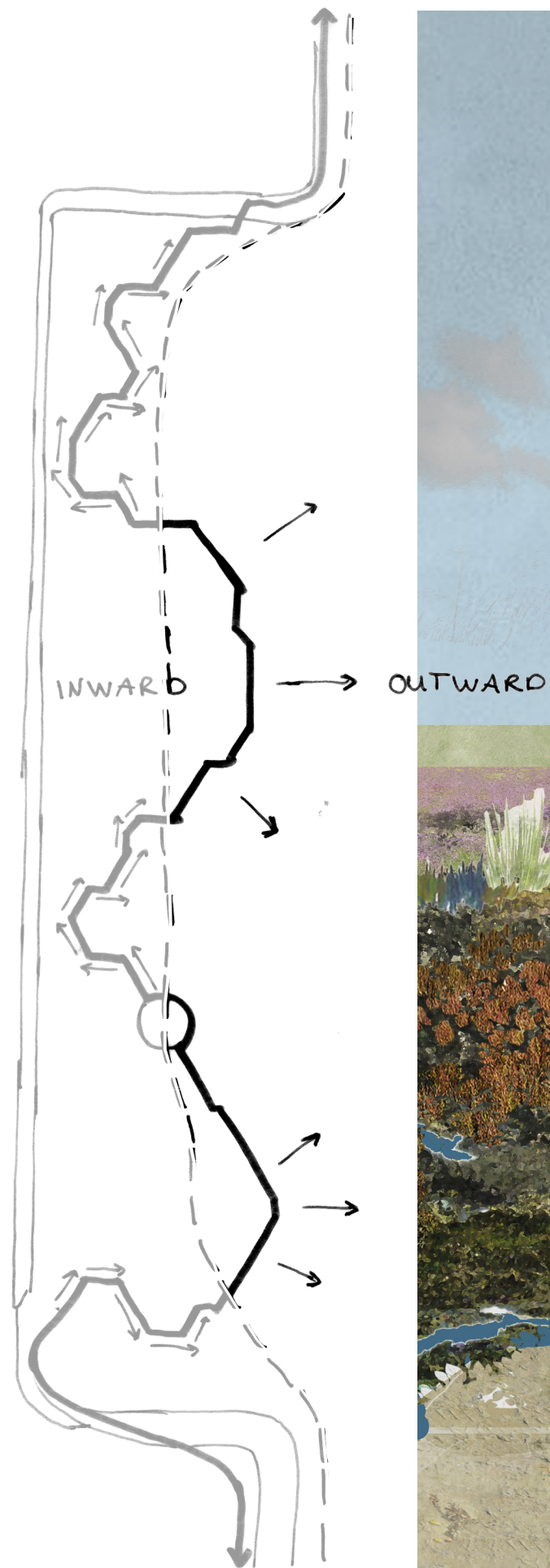
Continuation of route within the commons

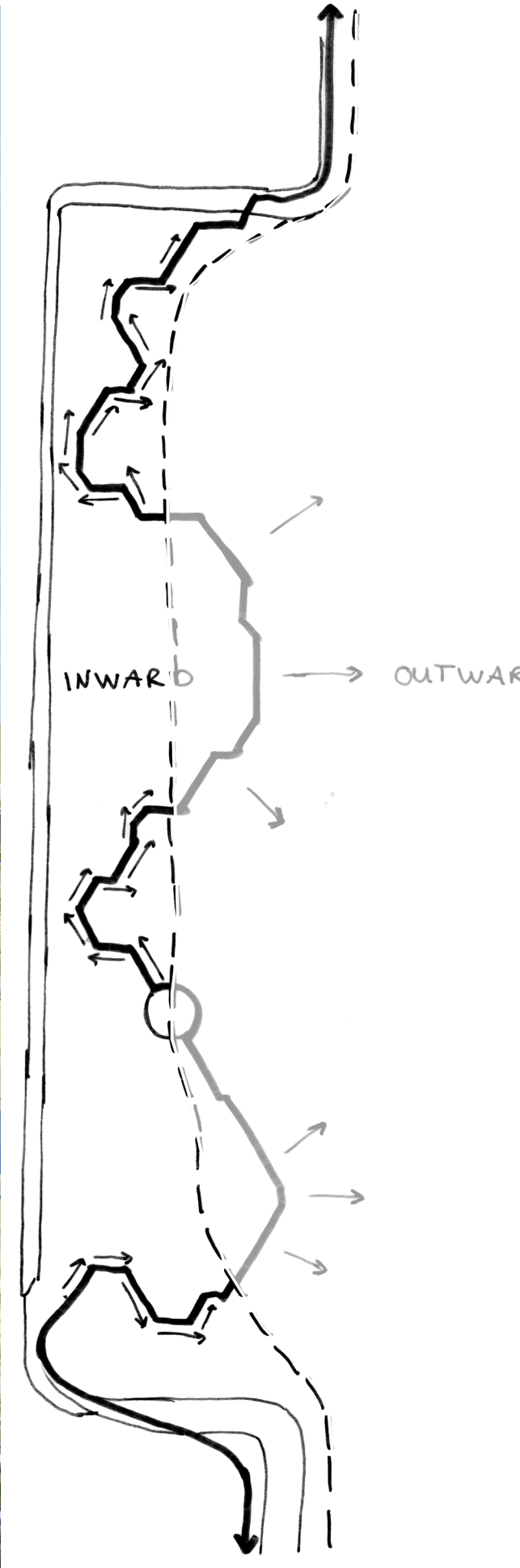


DESIGN // Commons for humans

Boardwalk meandering over the edge

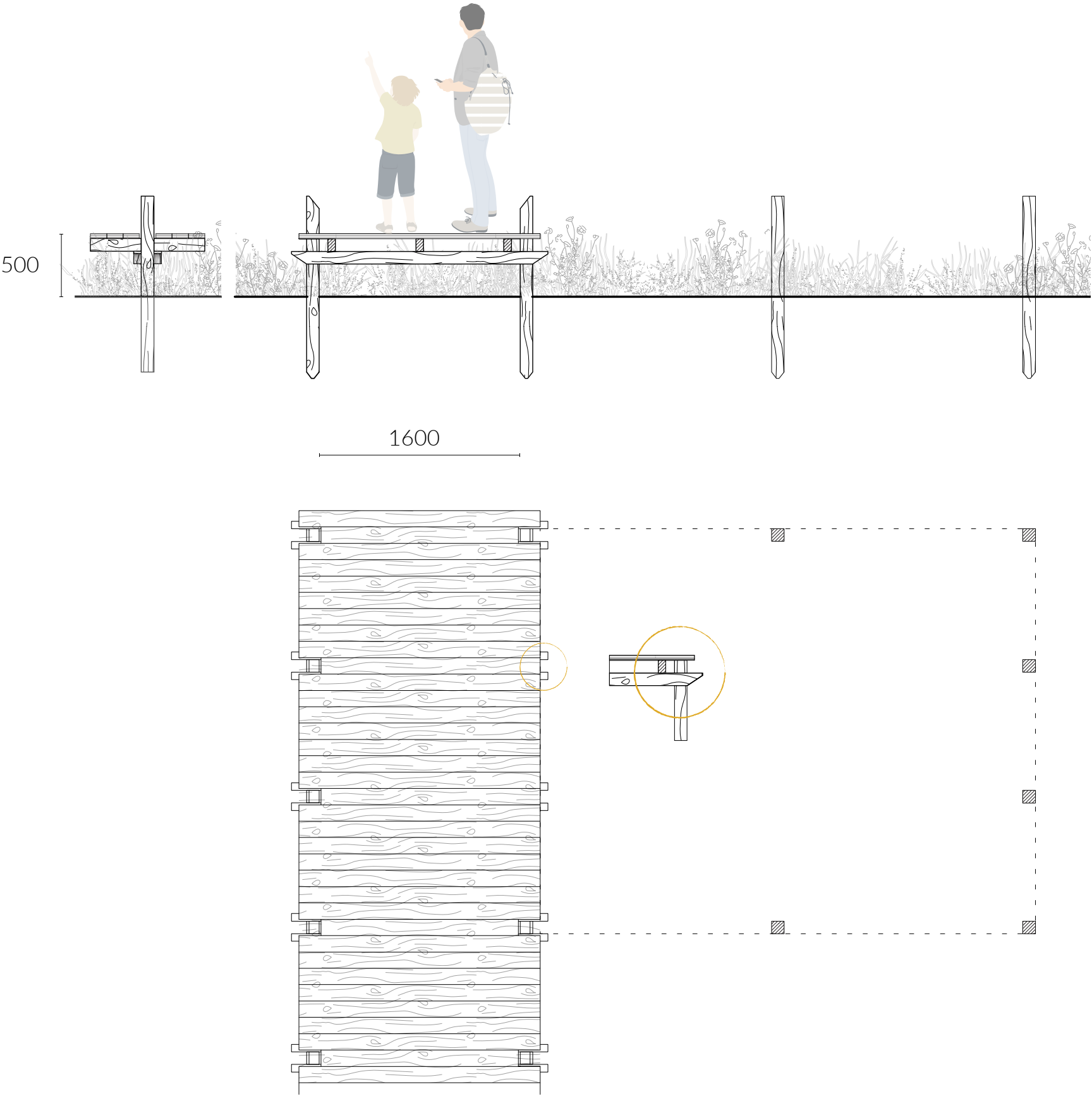






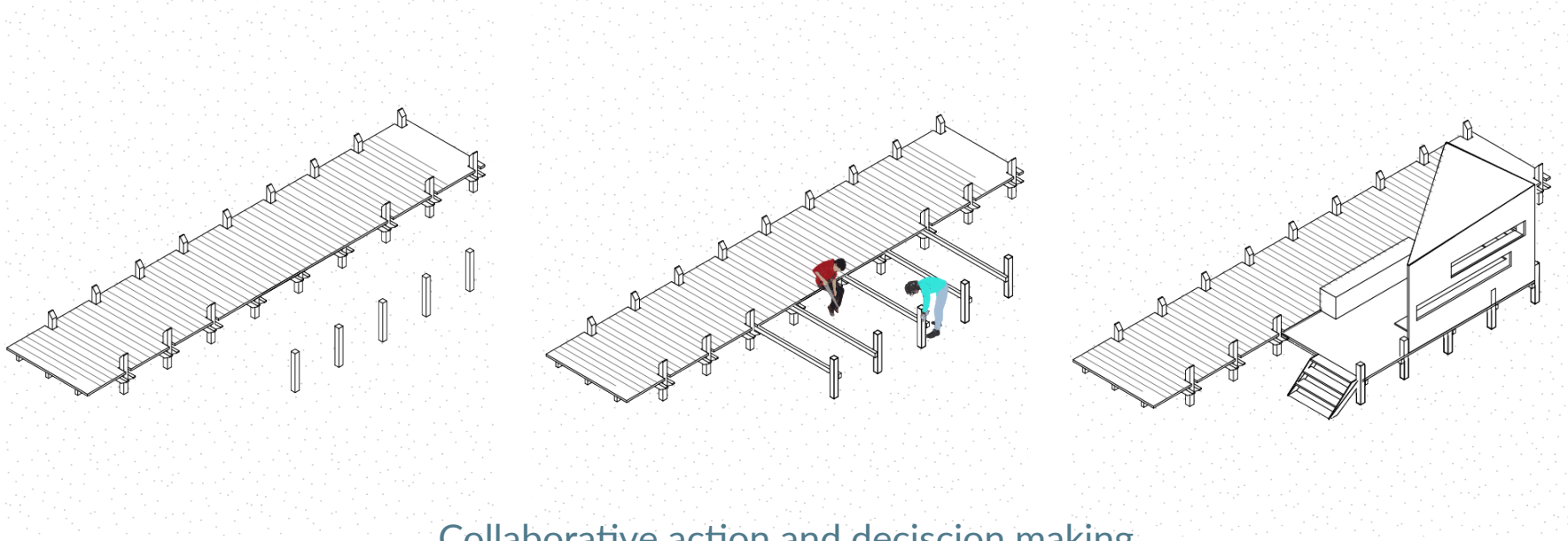
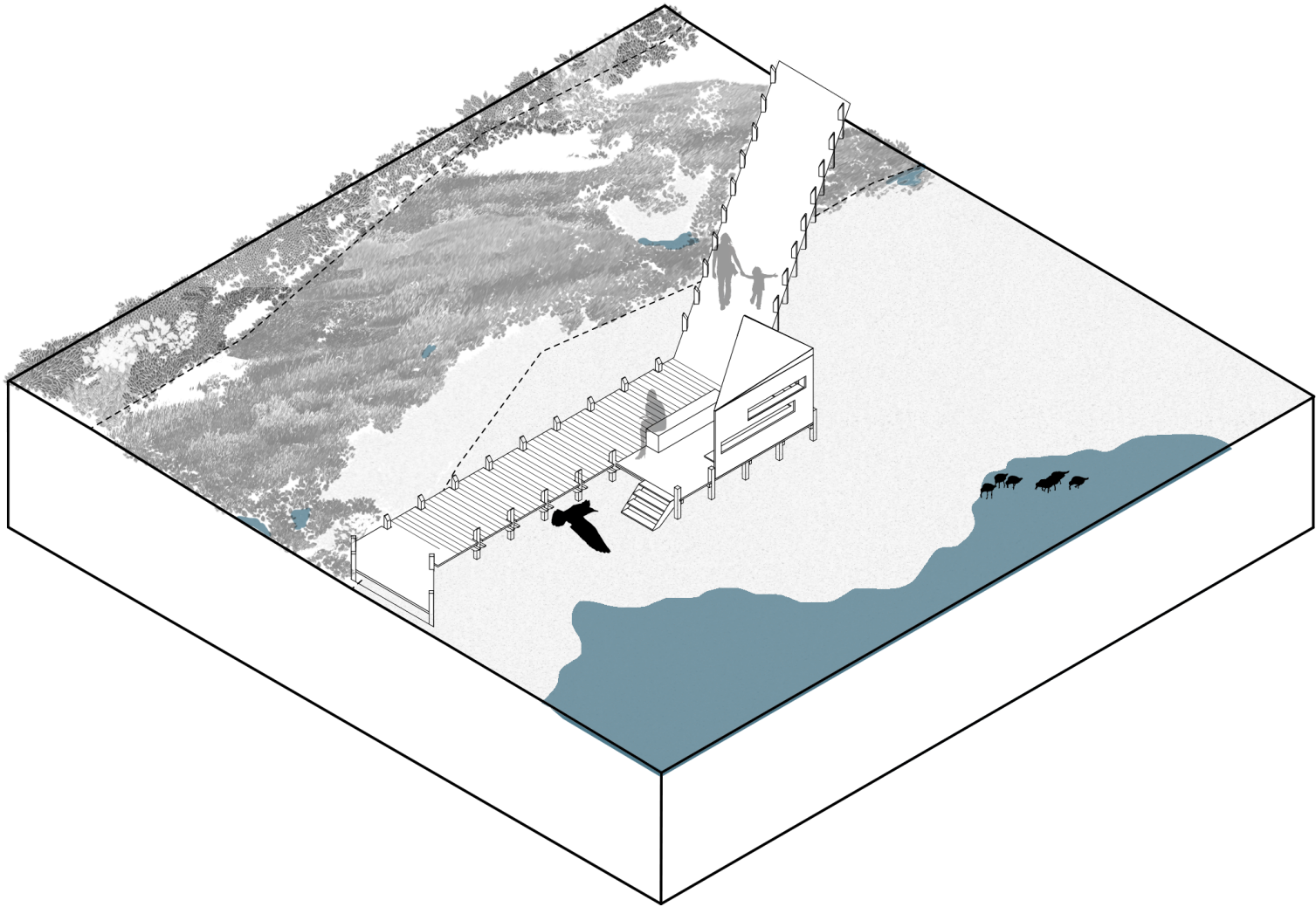
DESIGN // Commons for humans

Inviting for interaction



DESIGN // Commons for humans

Group appropriation of the landscape

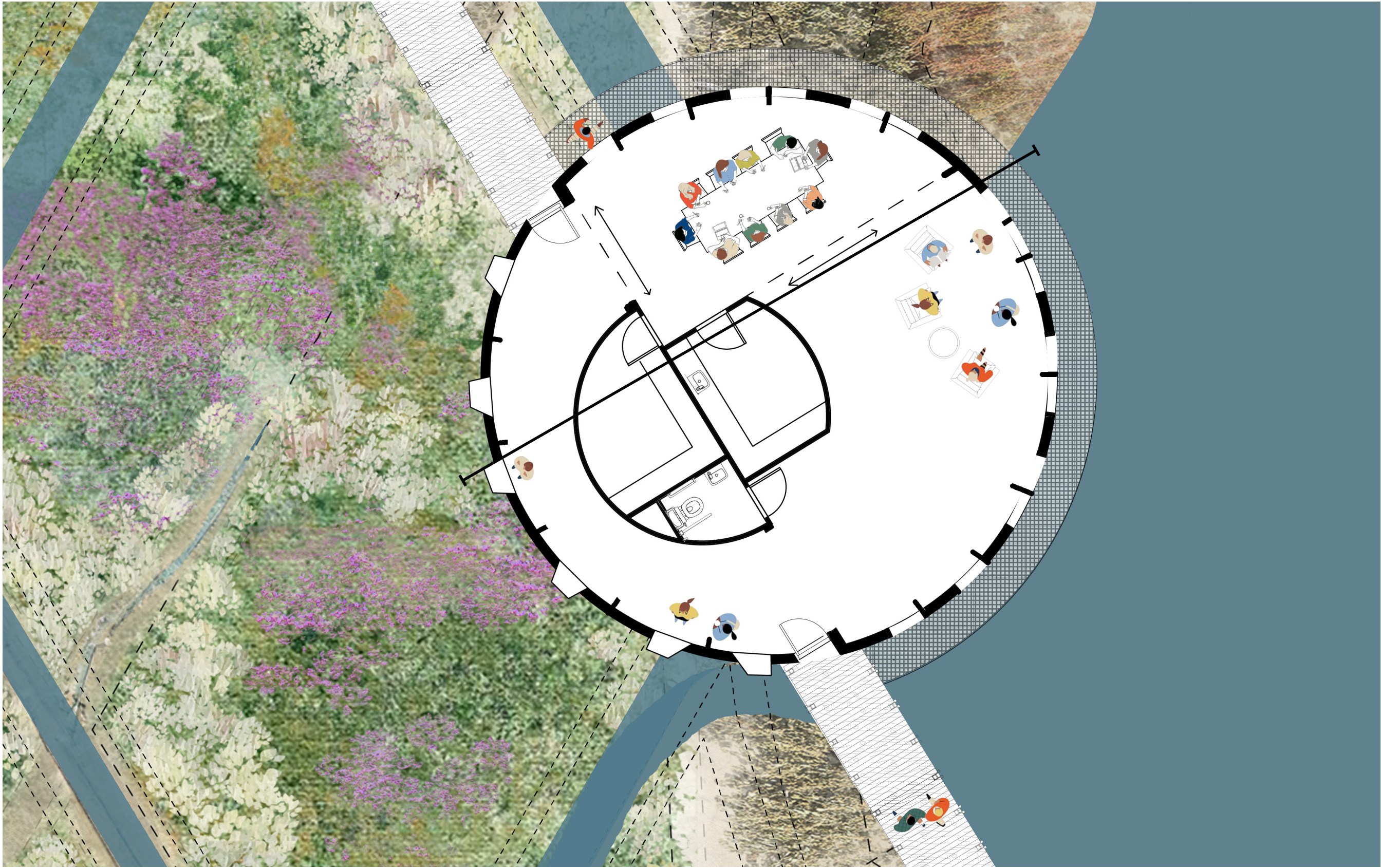


Collaborative action and decision making

connecting through activity

DESIGN // Commons for humans

Community pavilion



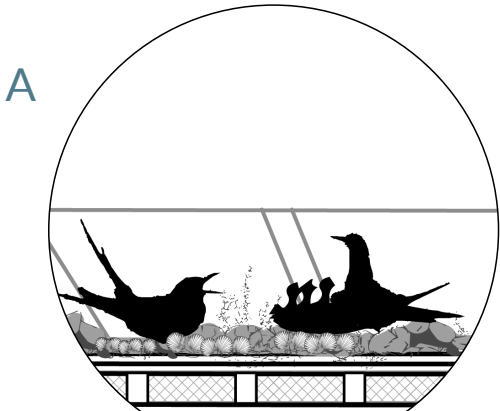
0 2 5 m

DESIGN // Commons for humans
Structure for humans and non-humans

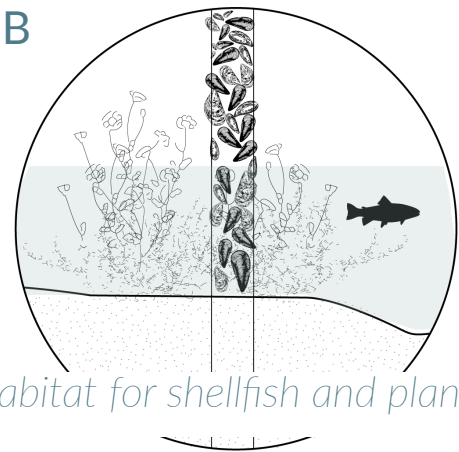
Window frames as gallery of the landscape



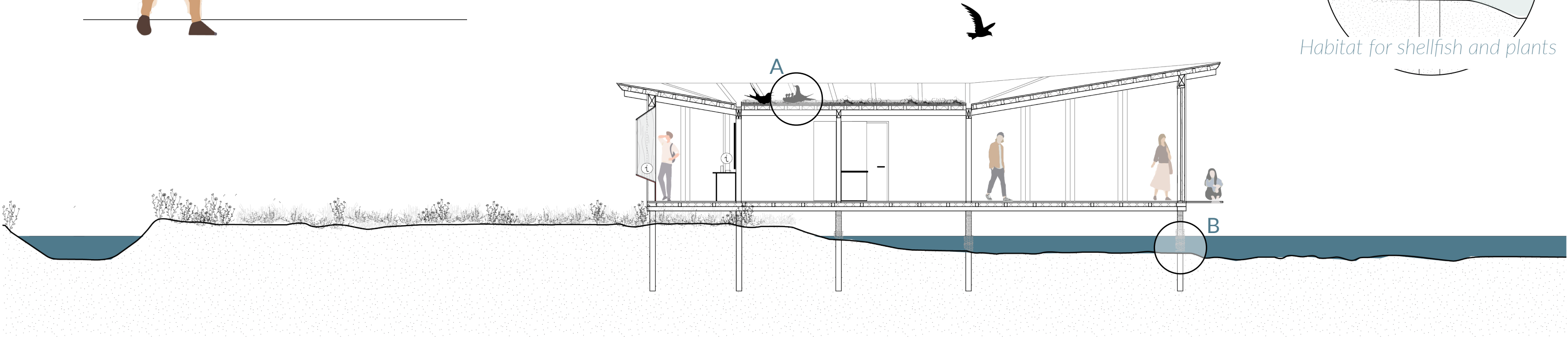
Places for non-human appropriation



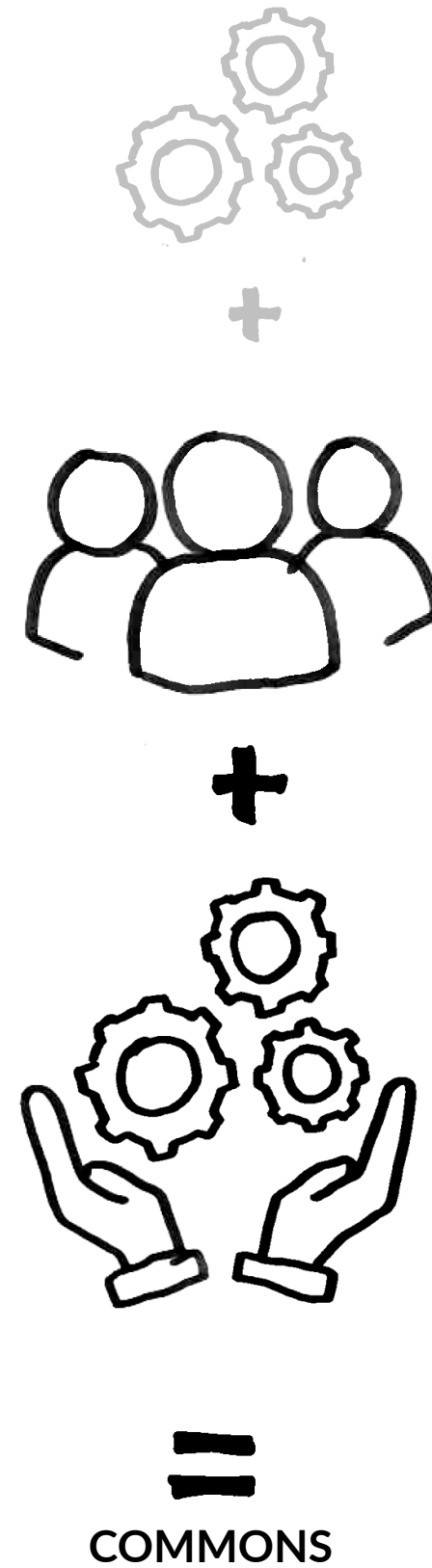
Nesting place for common tern



Habitat for shellfish and plants

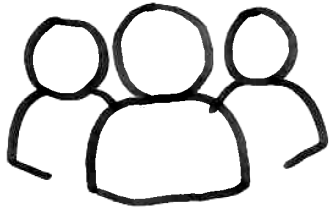


Commoning After Design



COMMONING // Community

Connecting to the social network of Den Helder



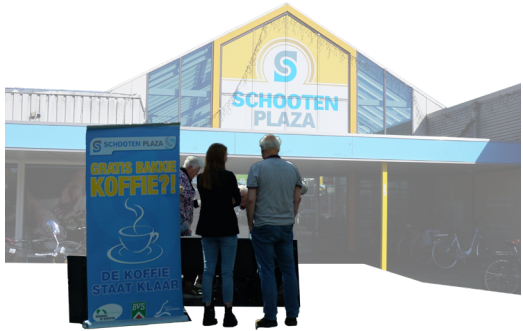
Library Nieuw Den Helder



School 7



De Groene Stek



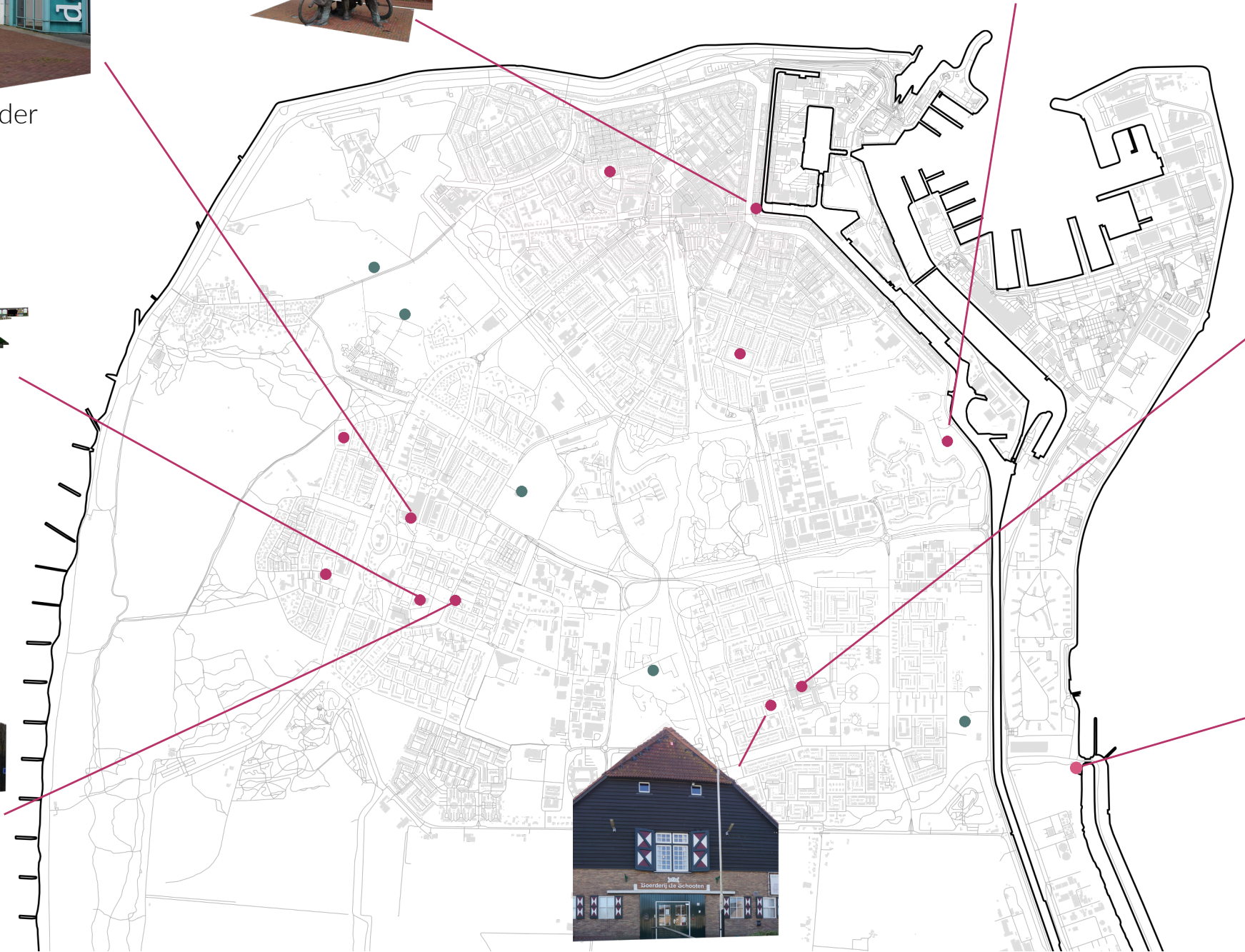
Schooten Plaza



Het Fundament



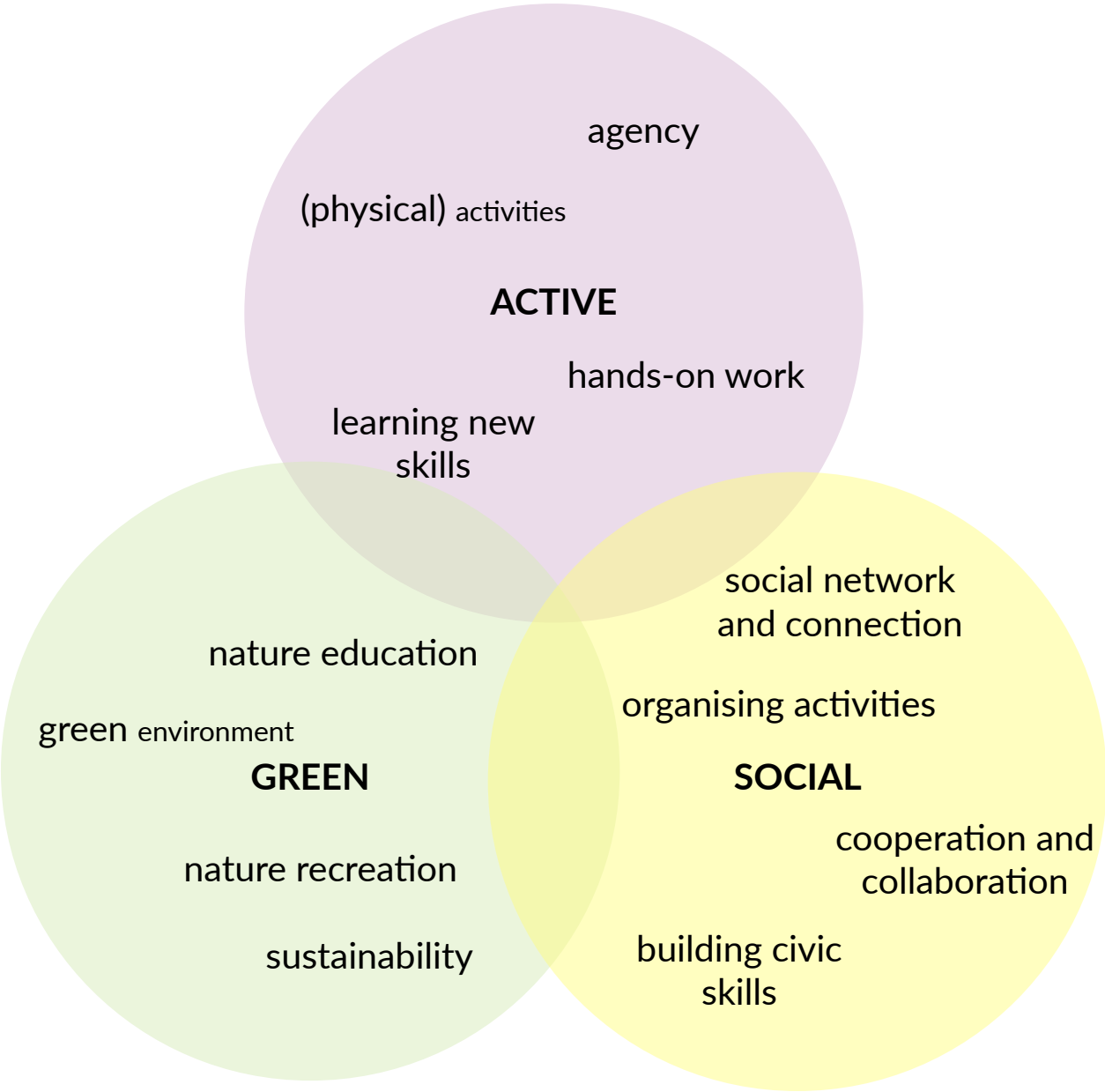
't Wijkhuis Nieuw Den Helder



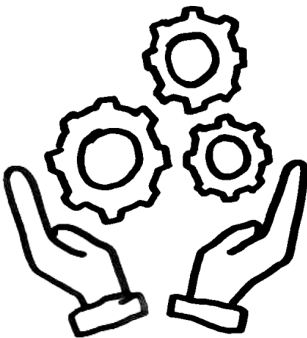
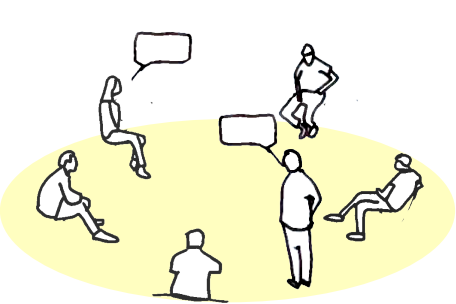
Boerderij De Schooten



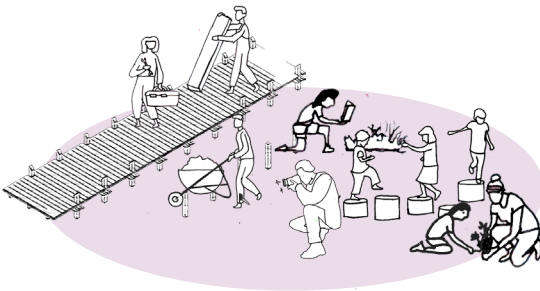
Natuurcentrum Balgzand 't Kuitje



COMMONING PROCESSES



APPROPRIATION AND USE OF THE LANDSCAPE



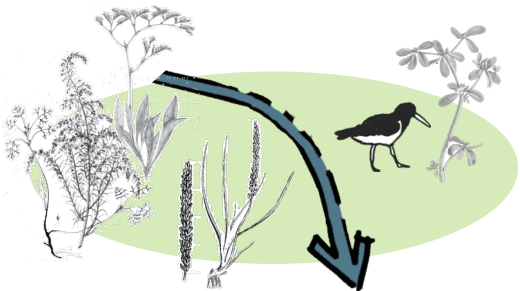
CARE FOR THE LANDSCAPE



LANDSCAPE EXPERIENCE

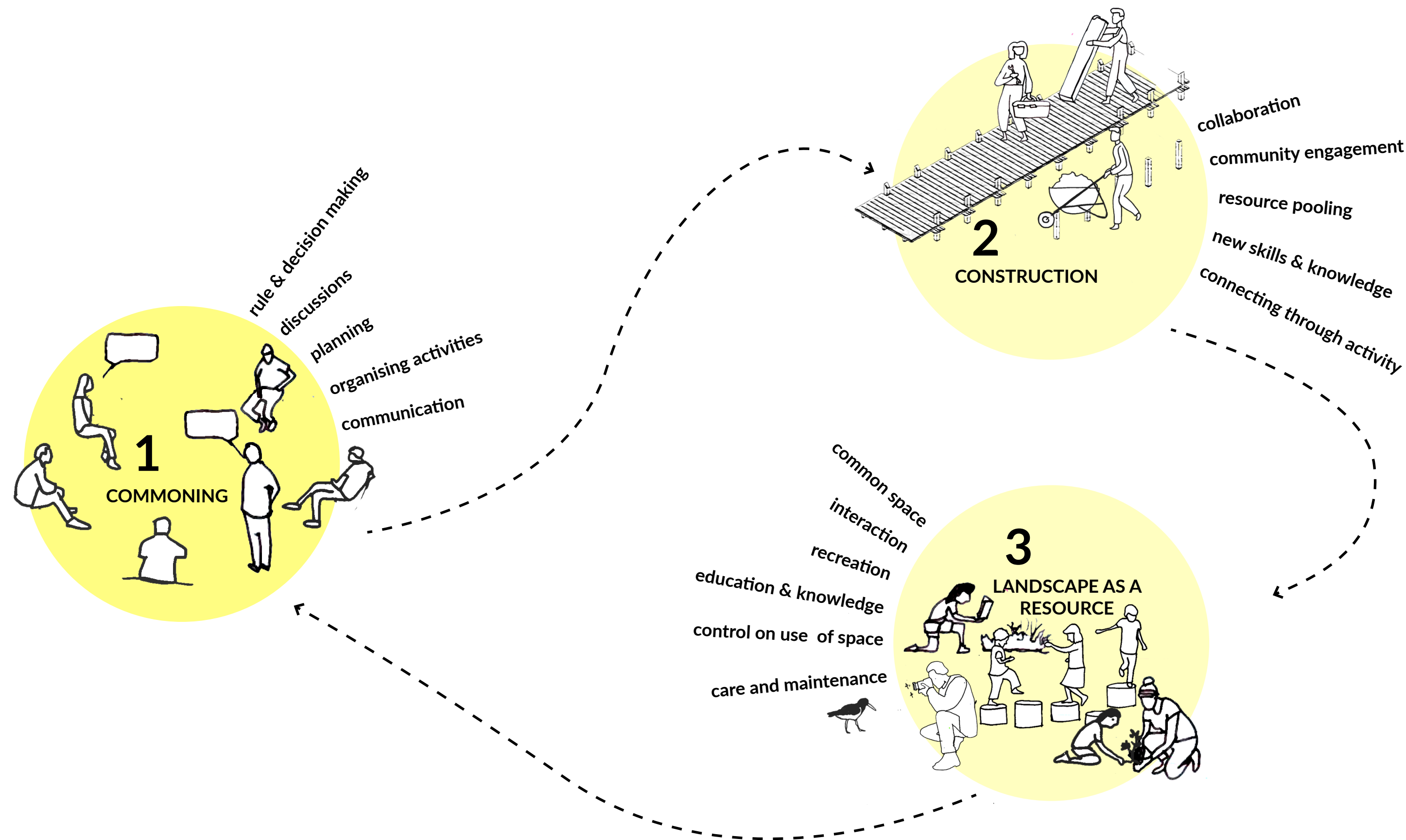


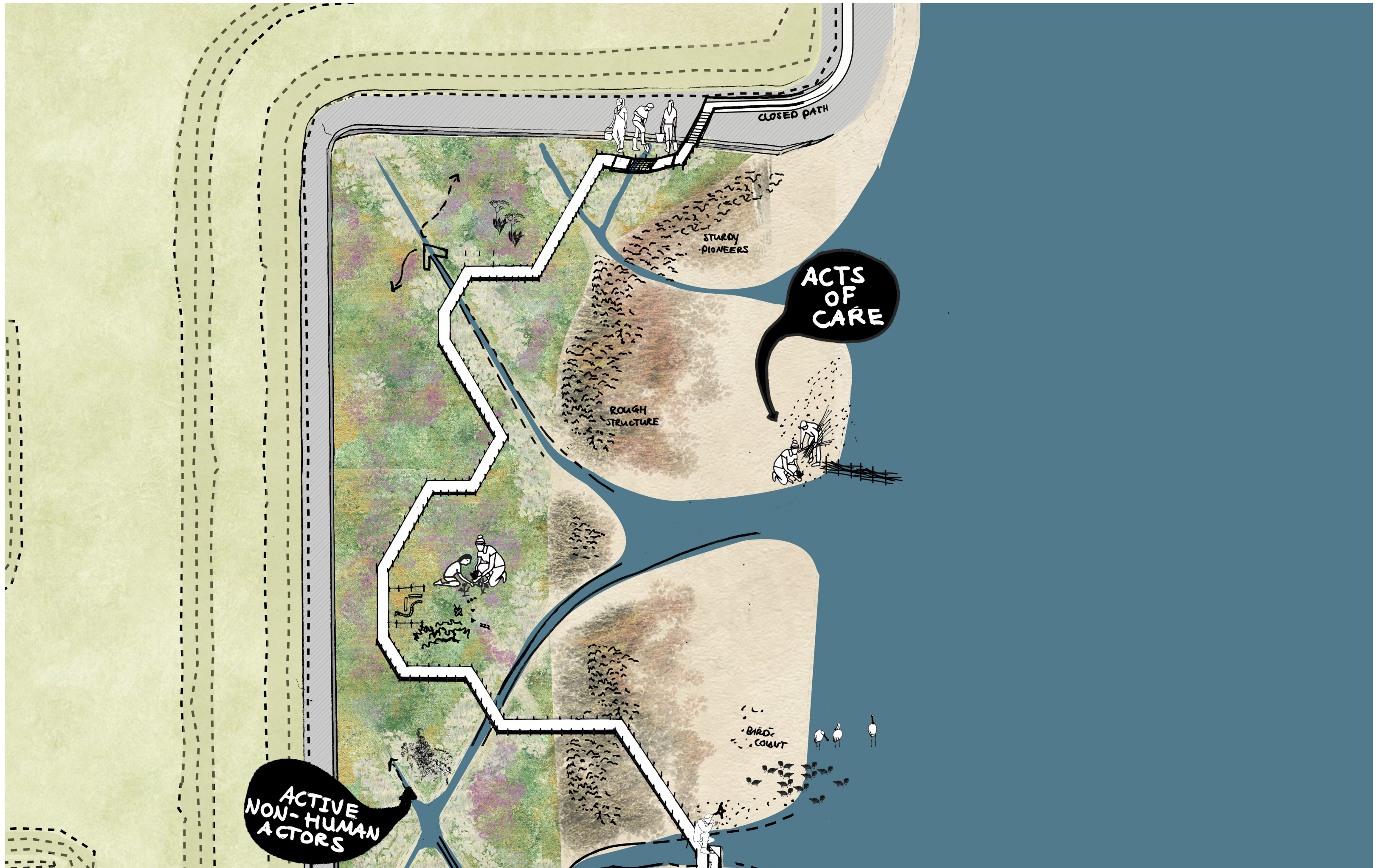
NON-HUMAN APPROPRIATION



COMMONING // Practices

Commoning process and appropriation of frames







ACTIVE
NON-HUMAN
ACTORS

SPECIES
RECORD

CARE

LANDSCAPE
EXPERIENCE

Vibrant marsh

landing path

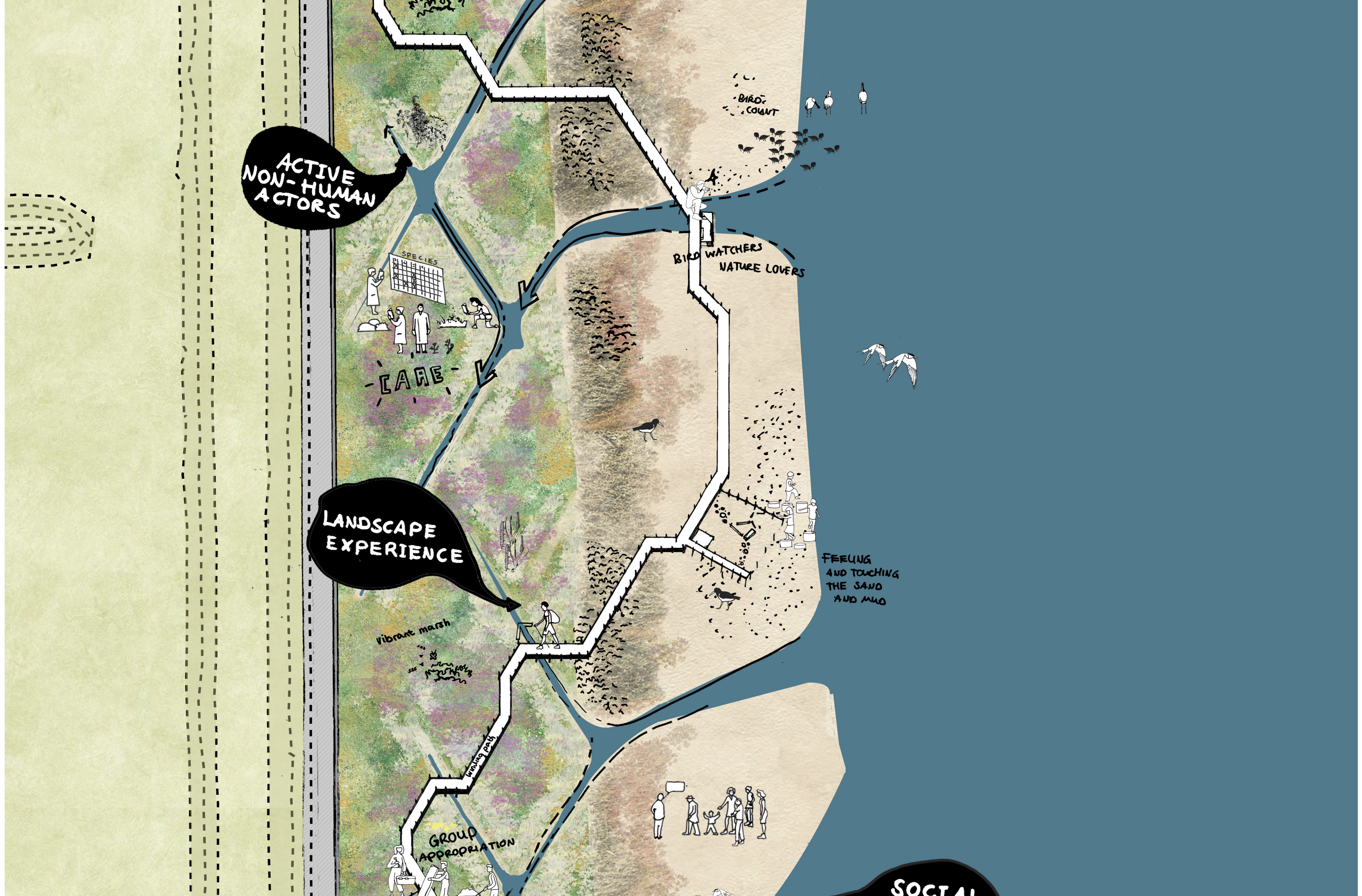
GROUP
APPROPRIATION

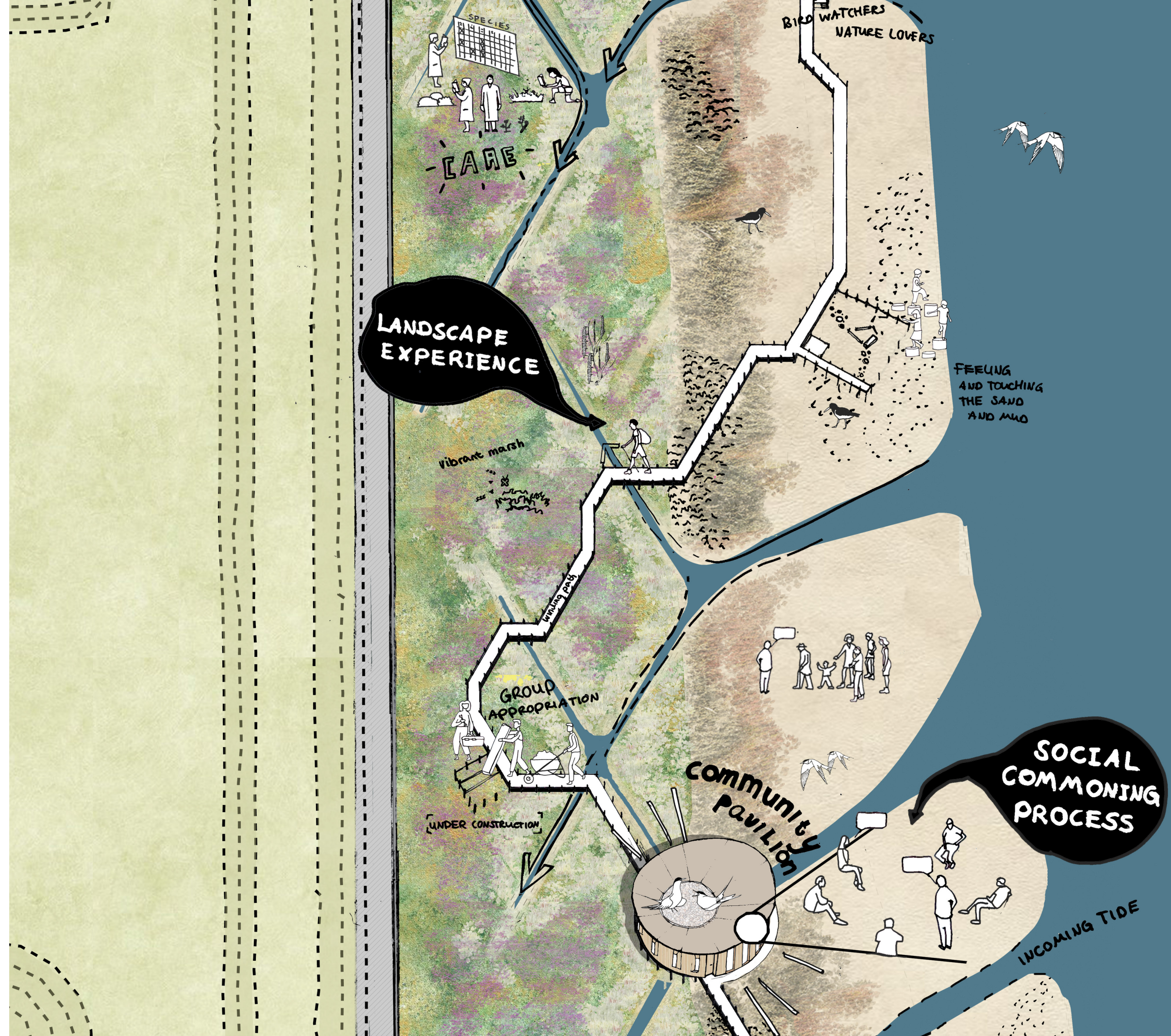
BIRD WATCHERS
NATURE LOVERS

BIRD
COUNT

FEELING
AND TOUCHING
THE SAND
AND MUD

SOCIAL





LANDSCAPE
EXPERIENCE

FEELING
AND TOUCHING
THE SAND
AND MUD

SOCIAL
COMMONING
PROCESS

Vibrant marsh

winning path

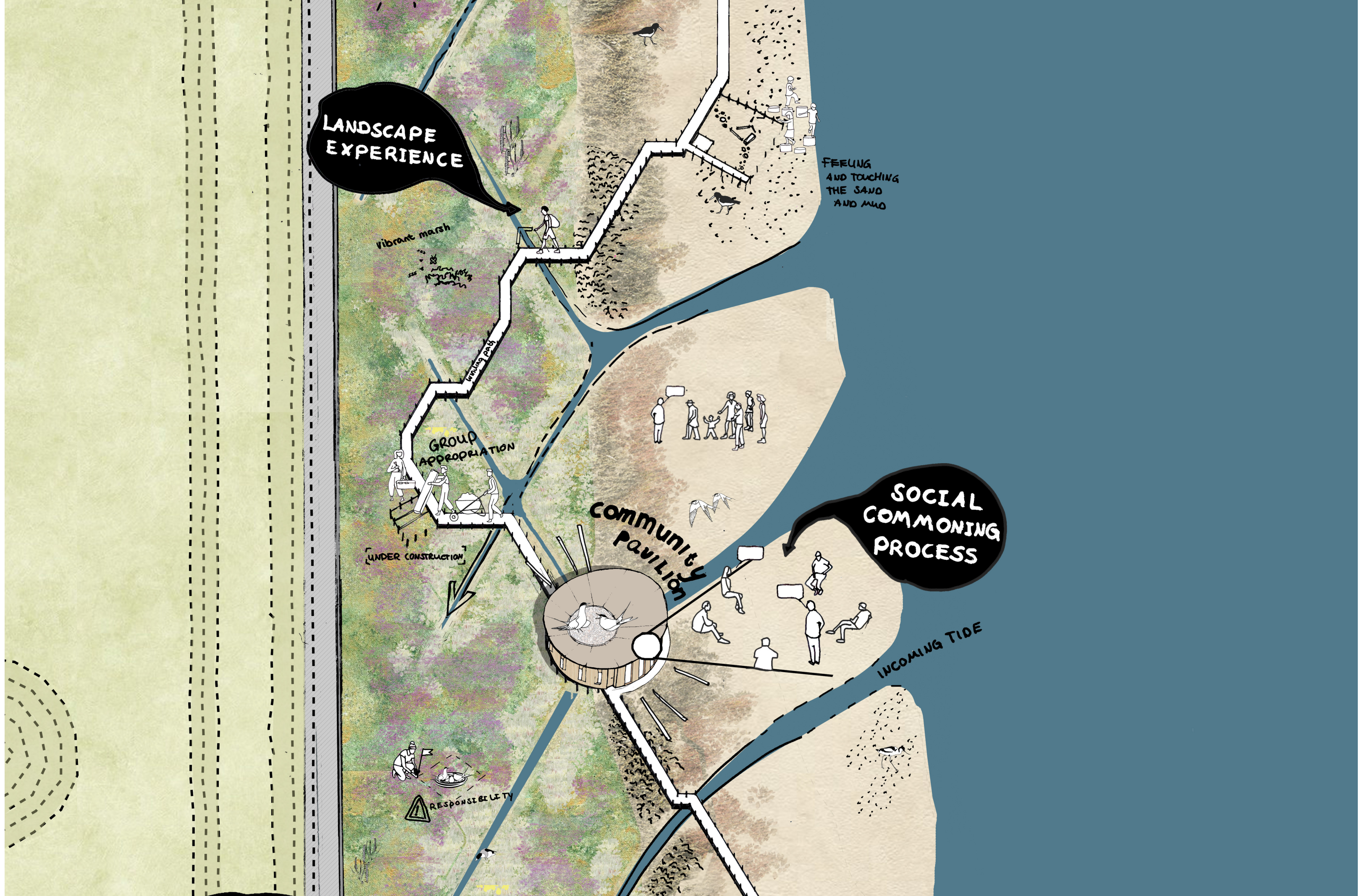
GROUP
APPROPRIATION

[UNDER CONSTRUCTION]

community
pavilion

INCOMING TIDE

RESPONSIBILITY



vibrant marsh

winning path

GROUP APPROPRIATION

[UNDER CONSTRUCTION]

community pavilion

SOCIAL COMMONING PROCESS

INCOMING TIDE

RESPONSIBILITY

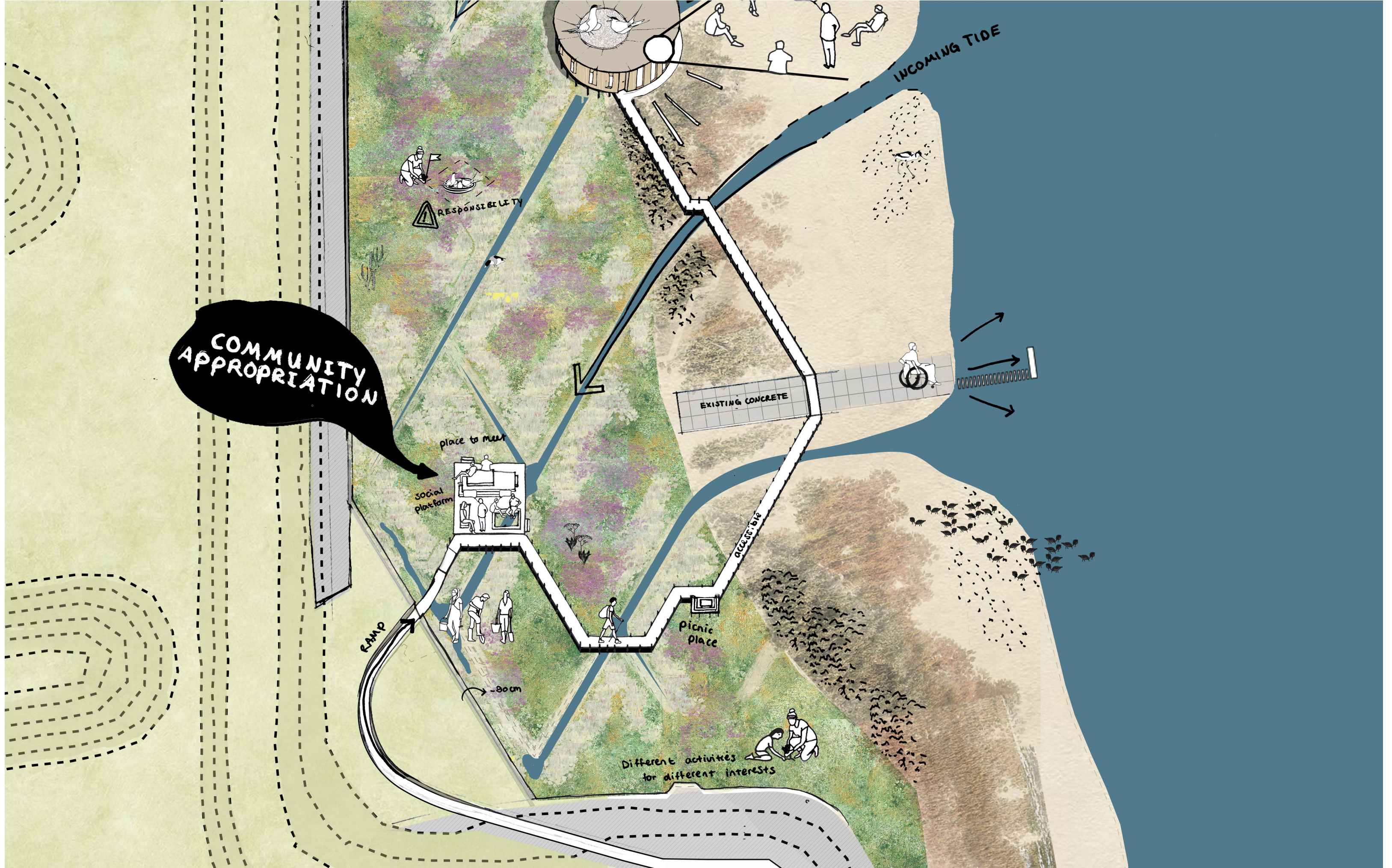
COMMUNITY APPROPRIATION

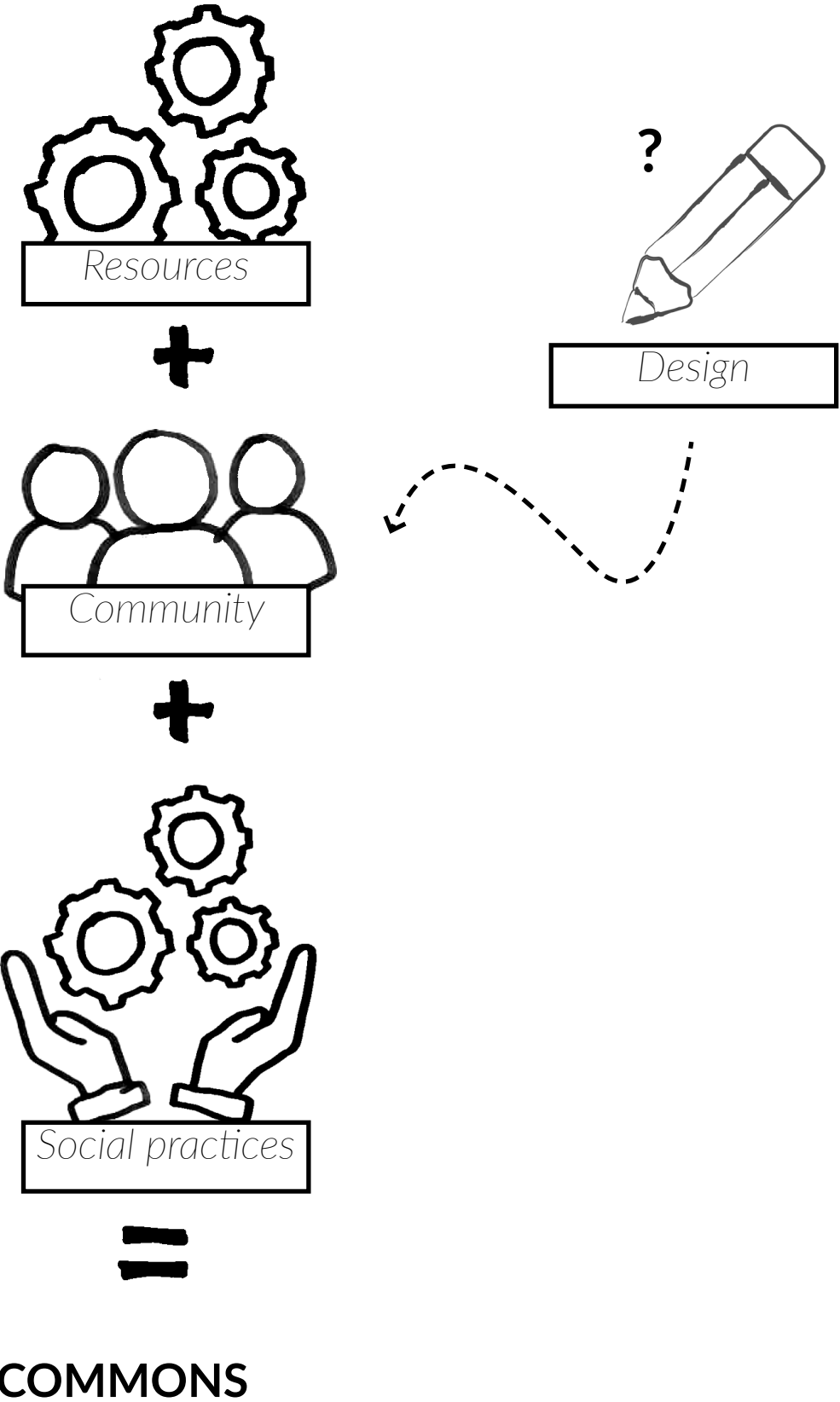
place to meet

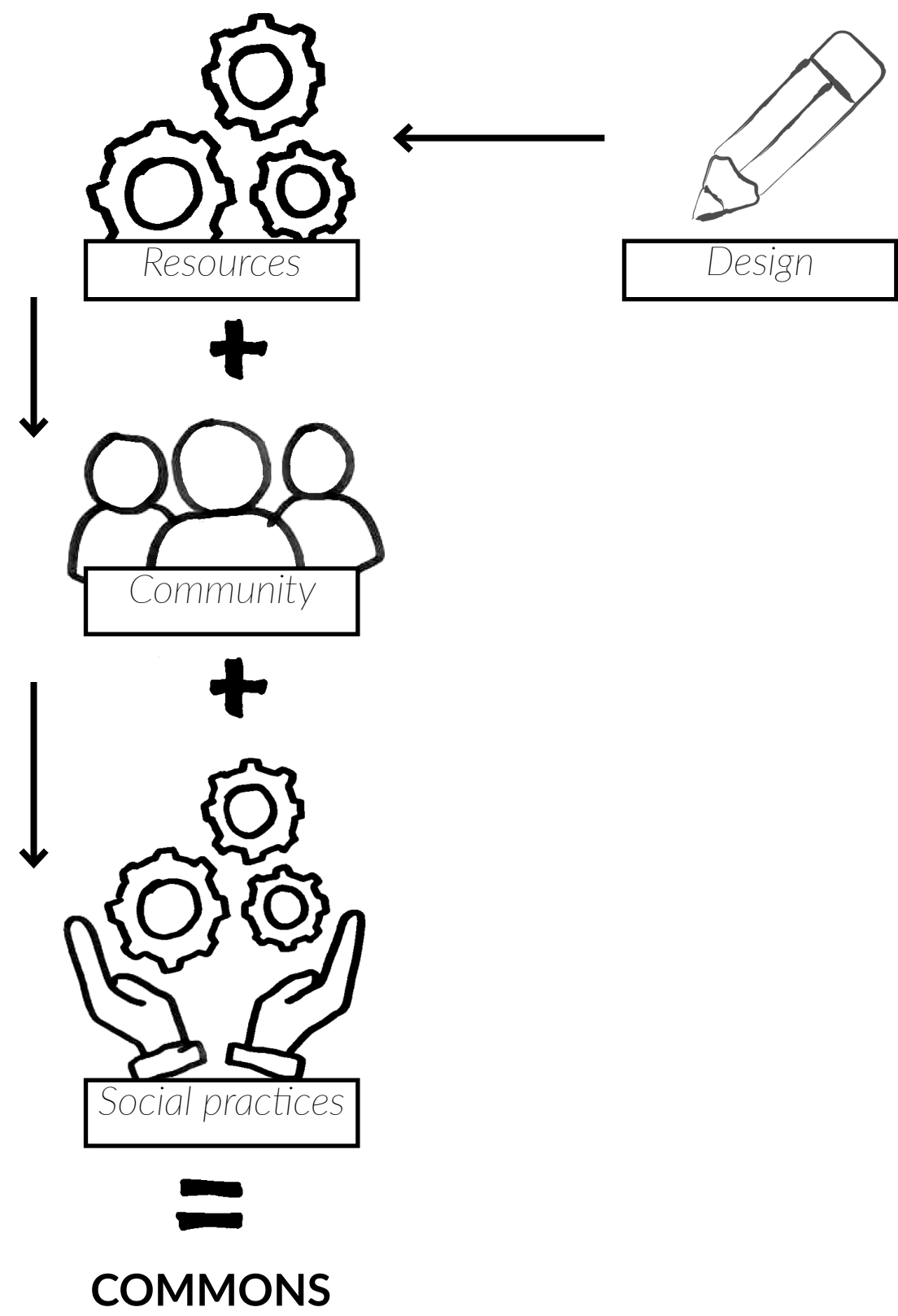
social platform

EXISTING CONCRETE









AFTER DESIGN

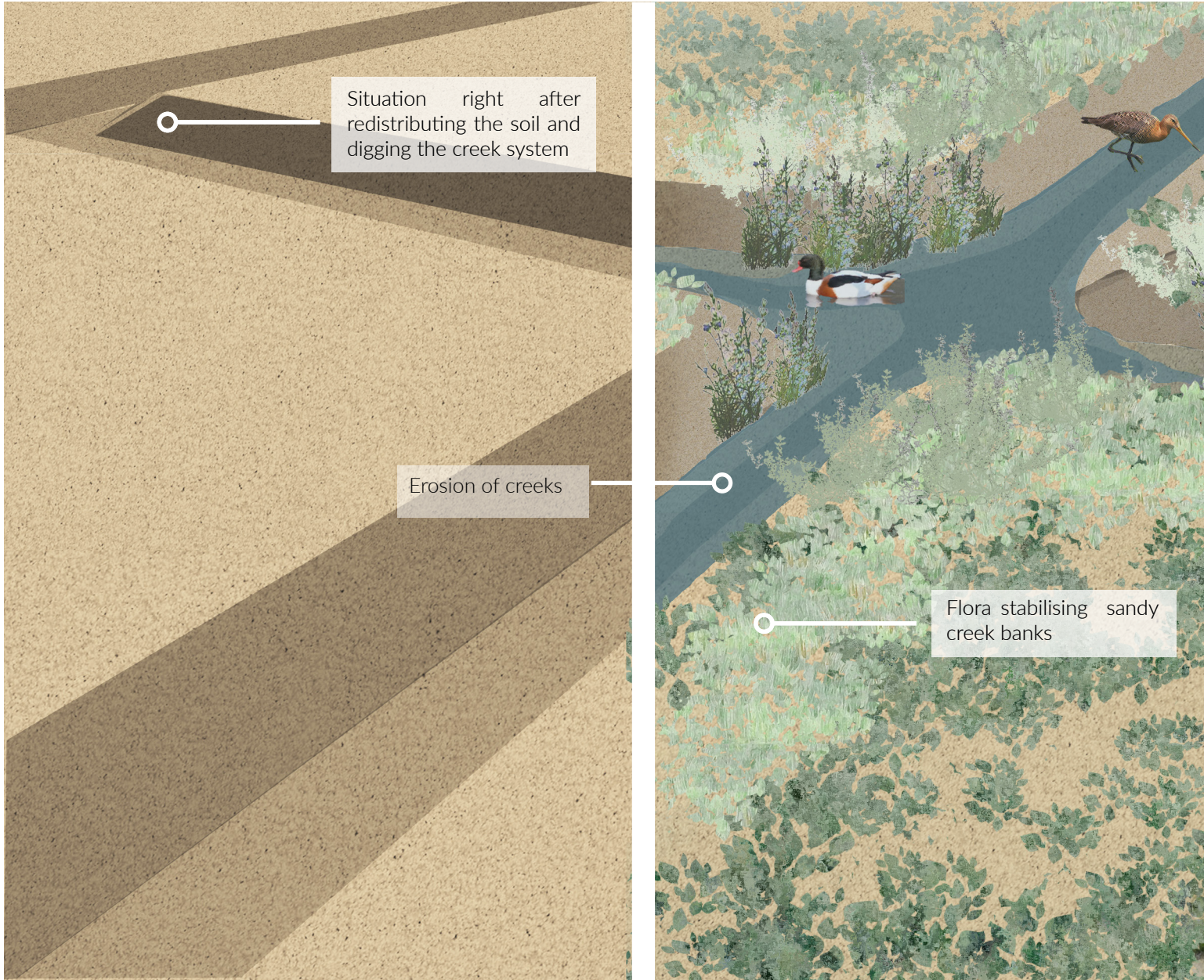
Non-humans as active actors in the landscape



After intervention

AFTER DESIGN

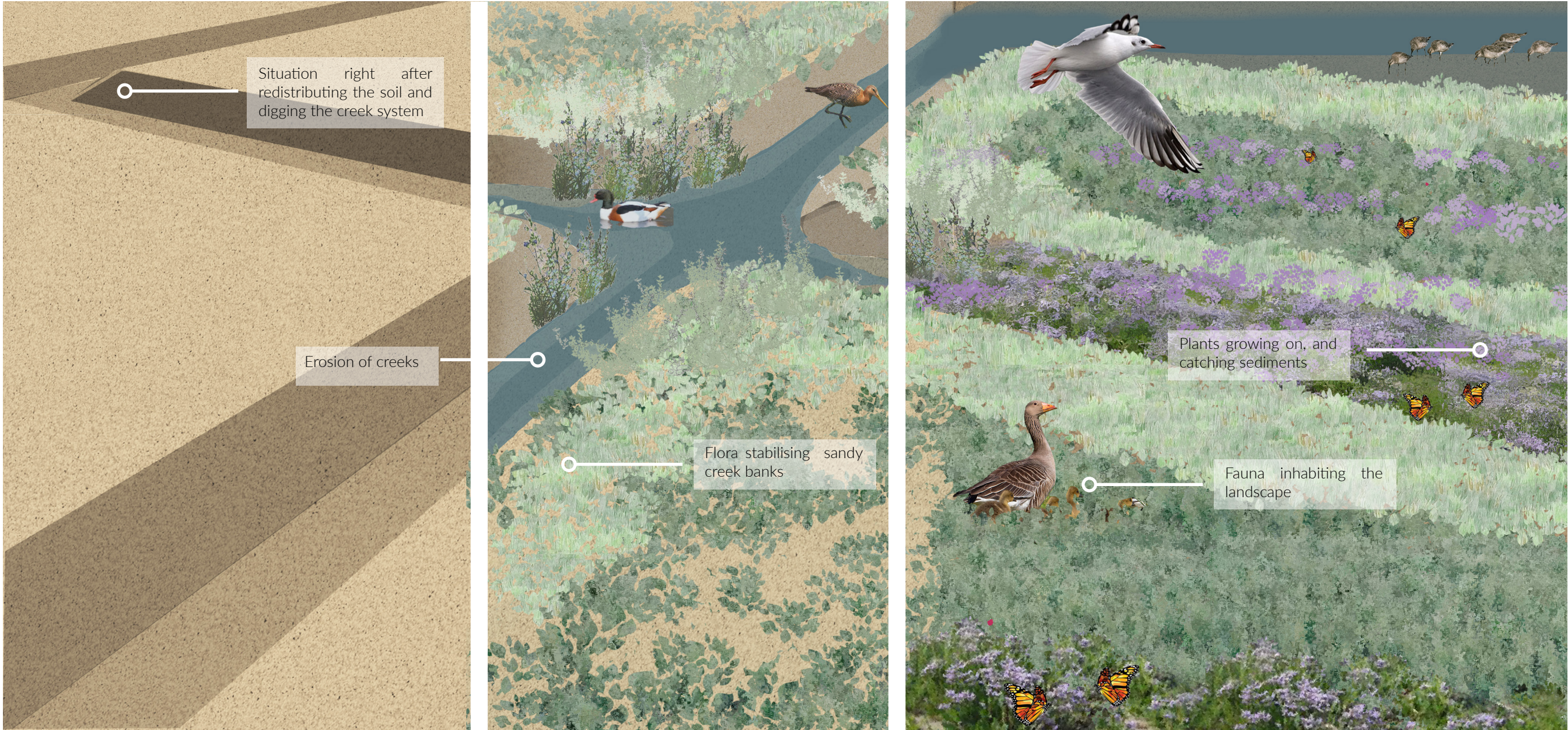
Non-humans as active actors in the landscape



Fauna inhabiting and affecting the landscape

AFTER DESIGN

Non-humans as active actors in the landscape



Landscape as commons for non-humans

AFTER DESIGN

Human collaboration and engagement in the landscape



After intervention

AFTER DESIGN

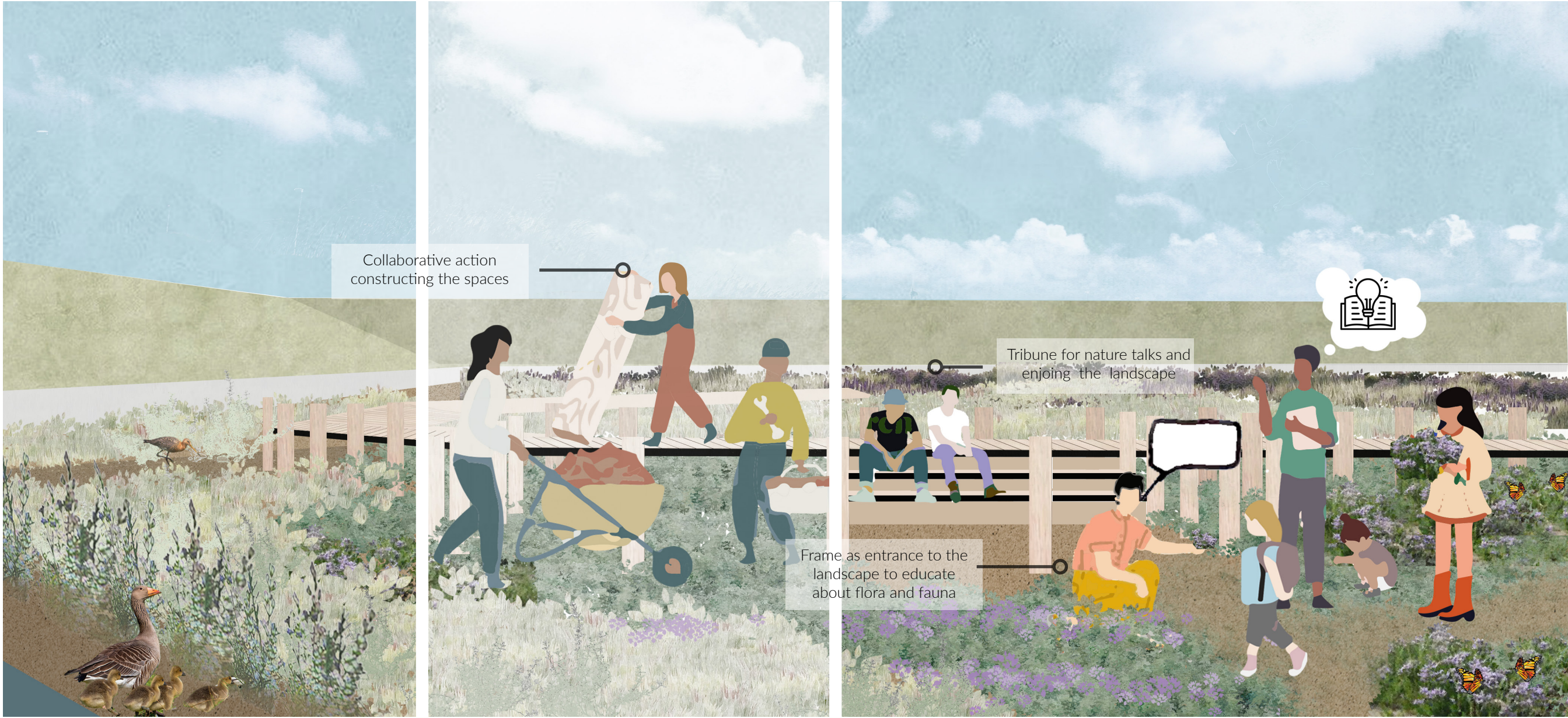
Human collaboration and engagement in the landscape

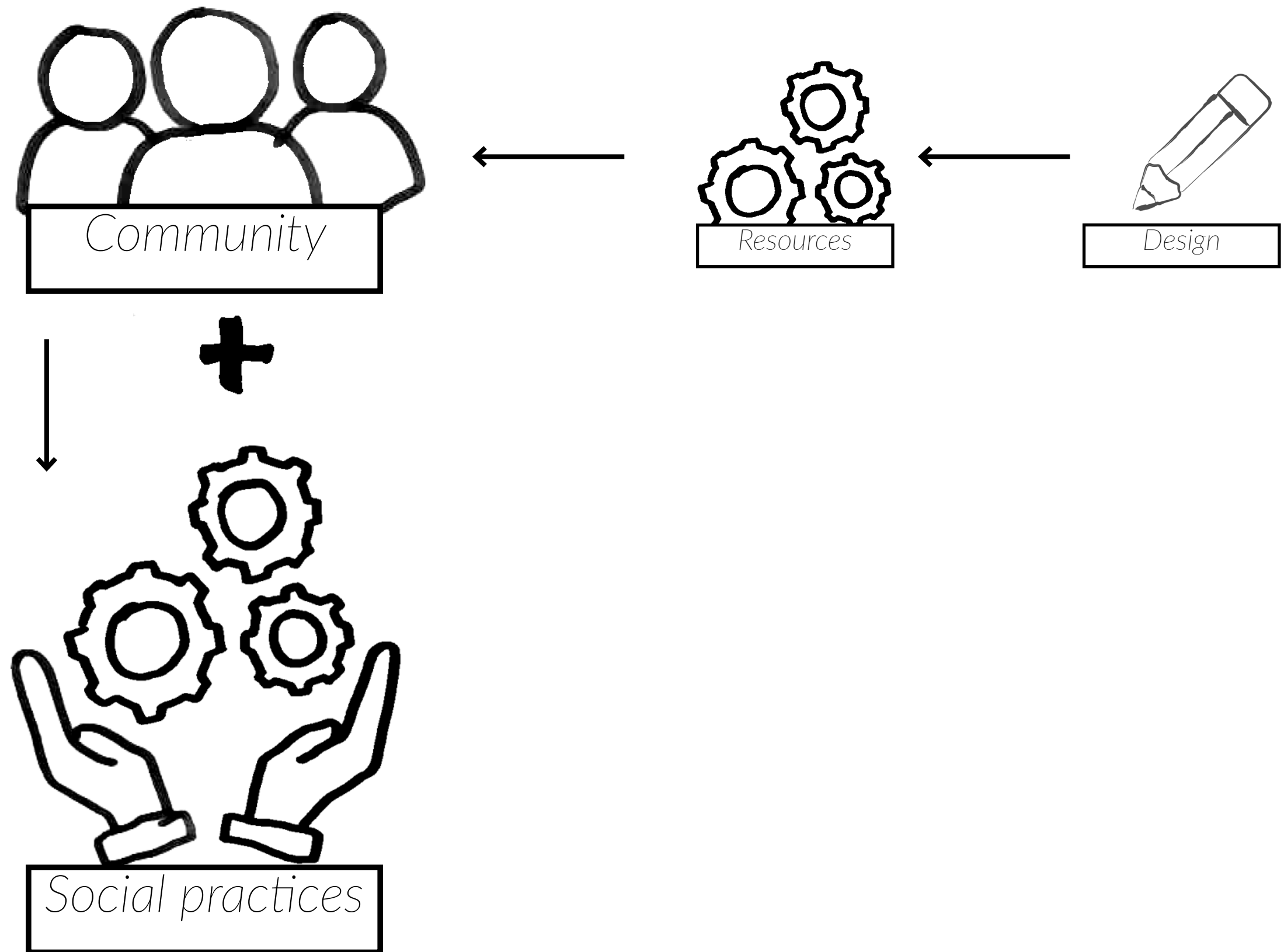


Humans as active actors in the Landscape

AFTER DESIGN

Human collaboration and engagement in the landscape





THANK YOU FOR YOUR TIME

