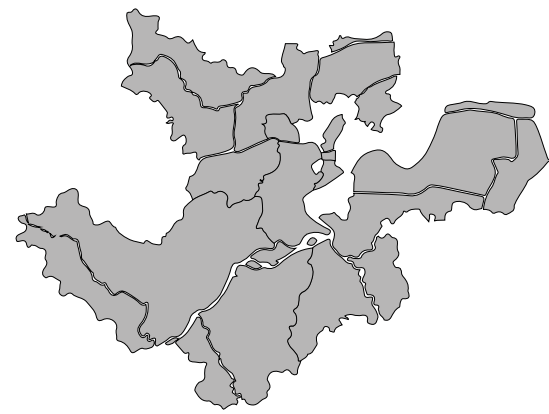# Break the tourist bubbles!

Shuangyun Chen
First Mentor: Arie Romein
Second Mentor: Gerdy Verschuure-Stuip

Master graduation project in Planning Complex Cities,
Urbanism, BK, TU Delft
P5

2020.07.06
2019.9-2020.7
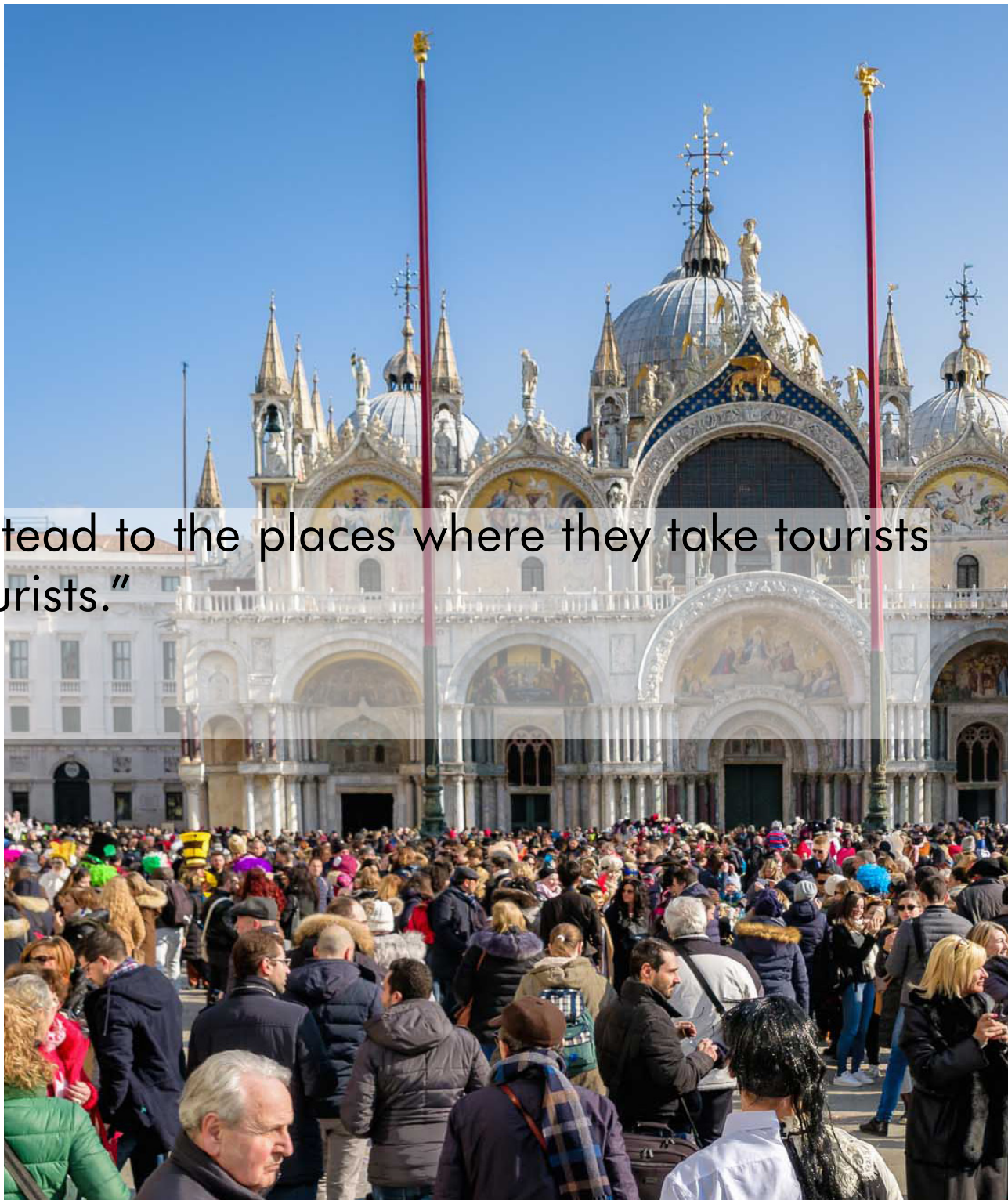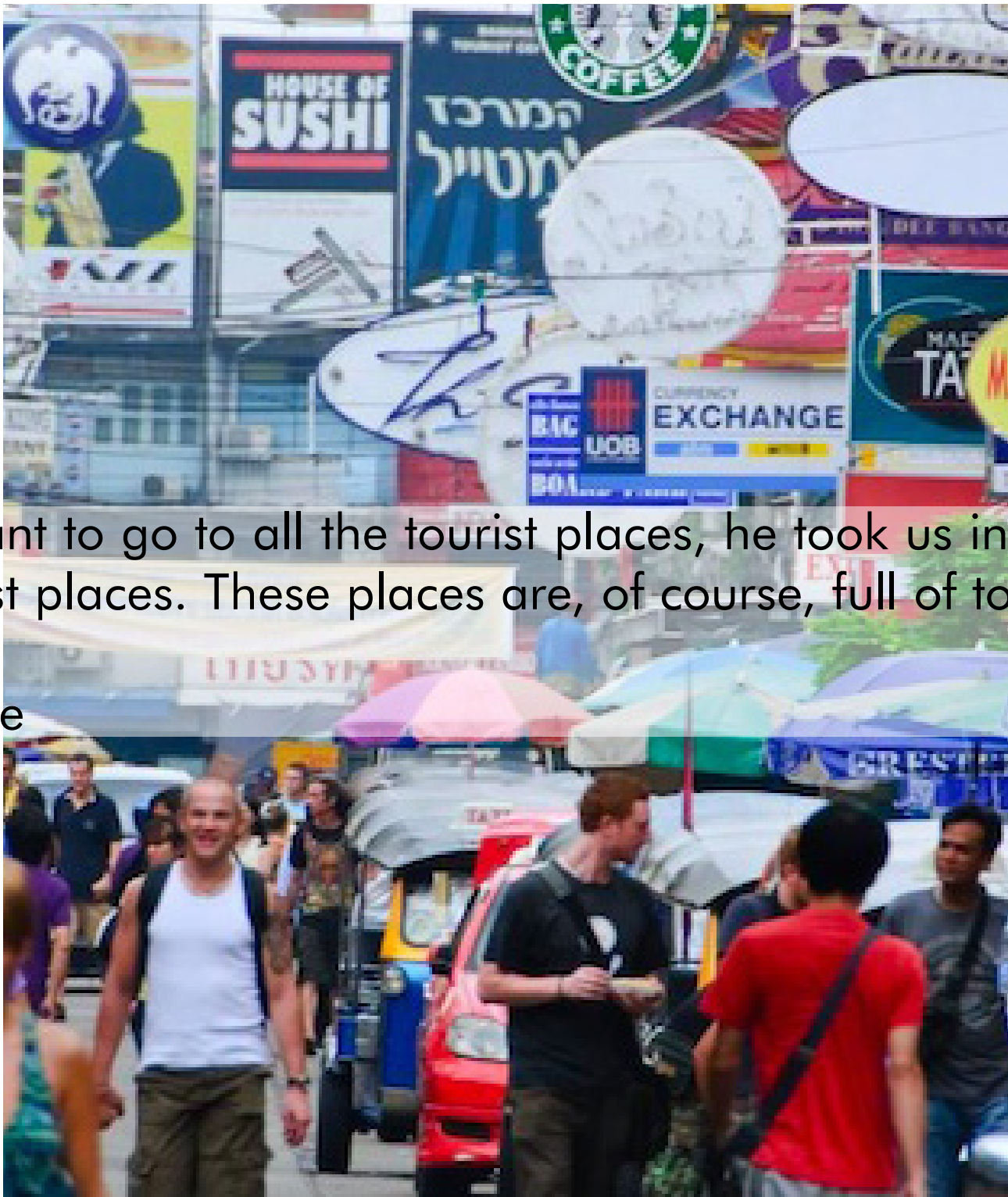
Tourist bubbles   in Hangzhou   With 3 representative cases   & 4 types of visitors

Have you ever experienced…?

"When we told our guide that we didn't want to go to all the tourist places, he took us instead to the places where they take tourists who say that they don't want to go to tourist places. These places are, of course, full of tourists."

Douglas Adams (1990), Last Chance To See

Priority given to the tourists

Spaces occupied by the tourists

Functions switched to the tourists

No pets, no cycling, no roller-staking
Source: www.hangzhou.gov.cn, 2018

Tours, 2020
https://www.touropia.com/tourist-attractions-in-bangkok/

jarino47/iStock, 2018
https://adventure.com/venice-overtourism-slow-travel/

TOURIST BUBBLES

The **activity** of the urban tourists can be either melted into the urban fabric or <u>confined to distinct urban tourist zones</u> (Bosley & Brothers, 2008). These geographic areas, which are <u>planned and managed for tourists</u>, have been described as "tourist bubbles" (Judd & Fainstein, 1999).

Tourist bubbles

Enjoyable environment occupied by tourists; the city identity is capsuled inside the tourist bubbles

Segregations for tourists area and the city life

Over-tourism inside
Loss of daily life inside

Outside: loss of identity & liveability under fast urbanisation
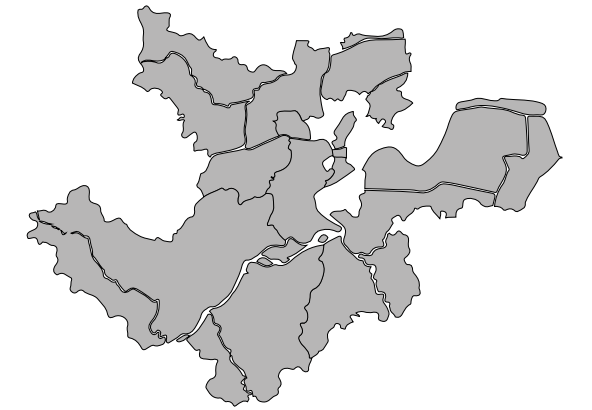
Pressure at the edge
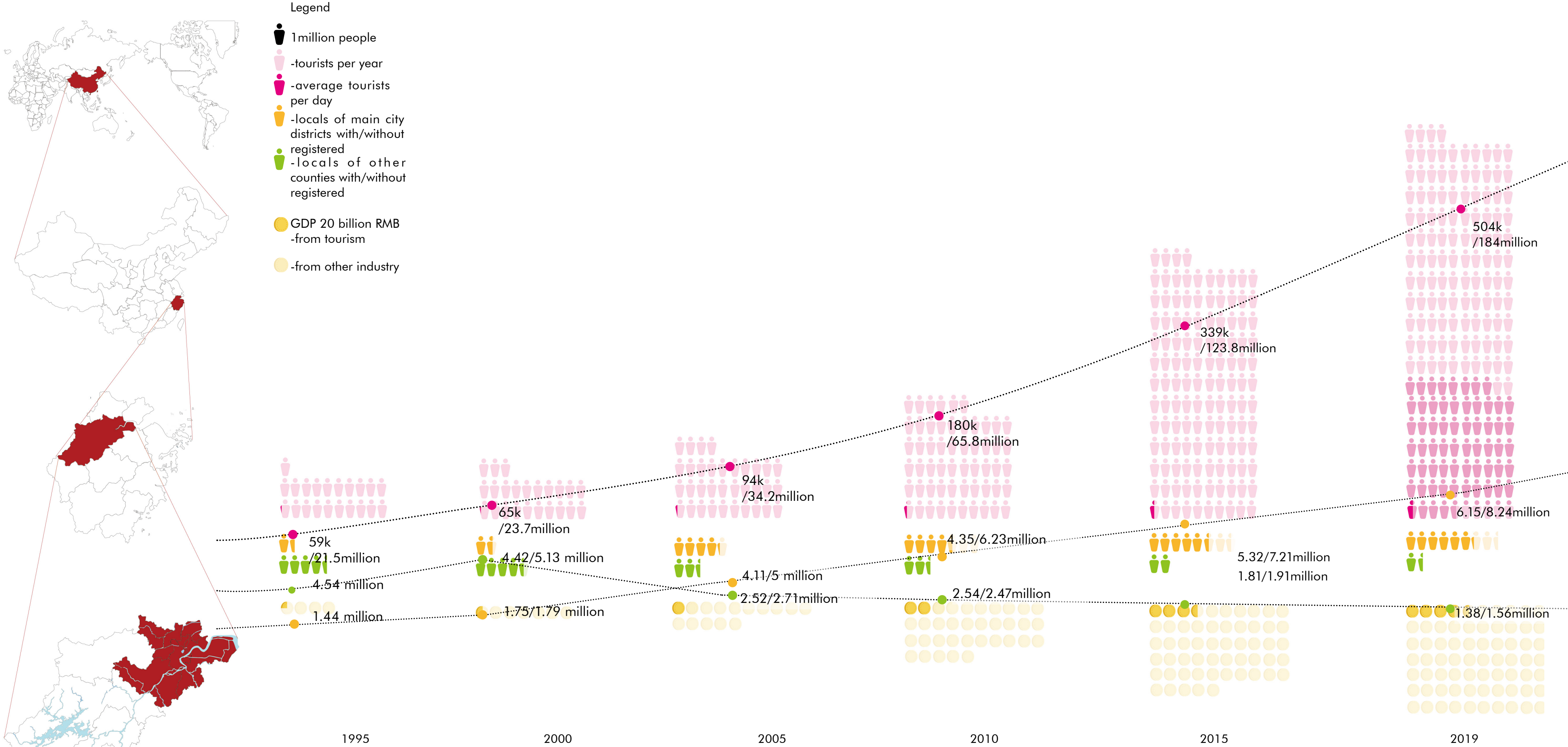
Locals outside are ignored

The overview of the probelm

Author
2020

7

Hangzhou?

Tourist number on the rise

Legend

1million people

-tourists per year

-average tourists per day

-locals of main city districts with/without registered

-locals of other counties with/without registered

GDP 20 billion RMB -from tourism

-from other industry

504k /184million

339k /123.8million

180k /65.8million

94k /34.2million

65k /23.7million

59k /21.5million

6.15/8.24million

4.35/6.23million

5.32/7.21million

4.42/5.13 million

4.54 million

4.11/5 million

2.52/2.71million

2.54/2.47million

1.81/1.91million

1.44 million

1.75/1.79 million

1.38/1.56million

1995   2000   2005   2010   2015   2019

Location of Hangzhou

source: Hangzhou.gov
2020

The change of Hangzhou's population, tourists and GDP

source: gov.hangzhou, draw by author
2019

9

7%

HANGZHOU
杭州

Tourism is not as a pillar of the economy;
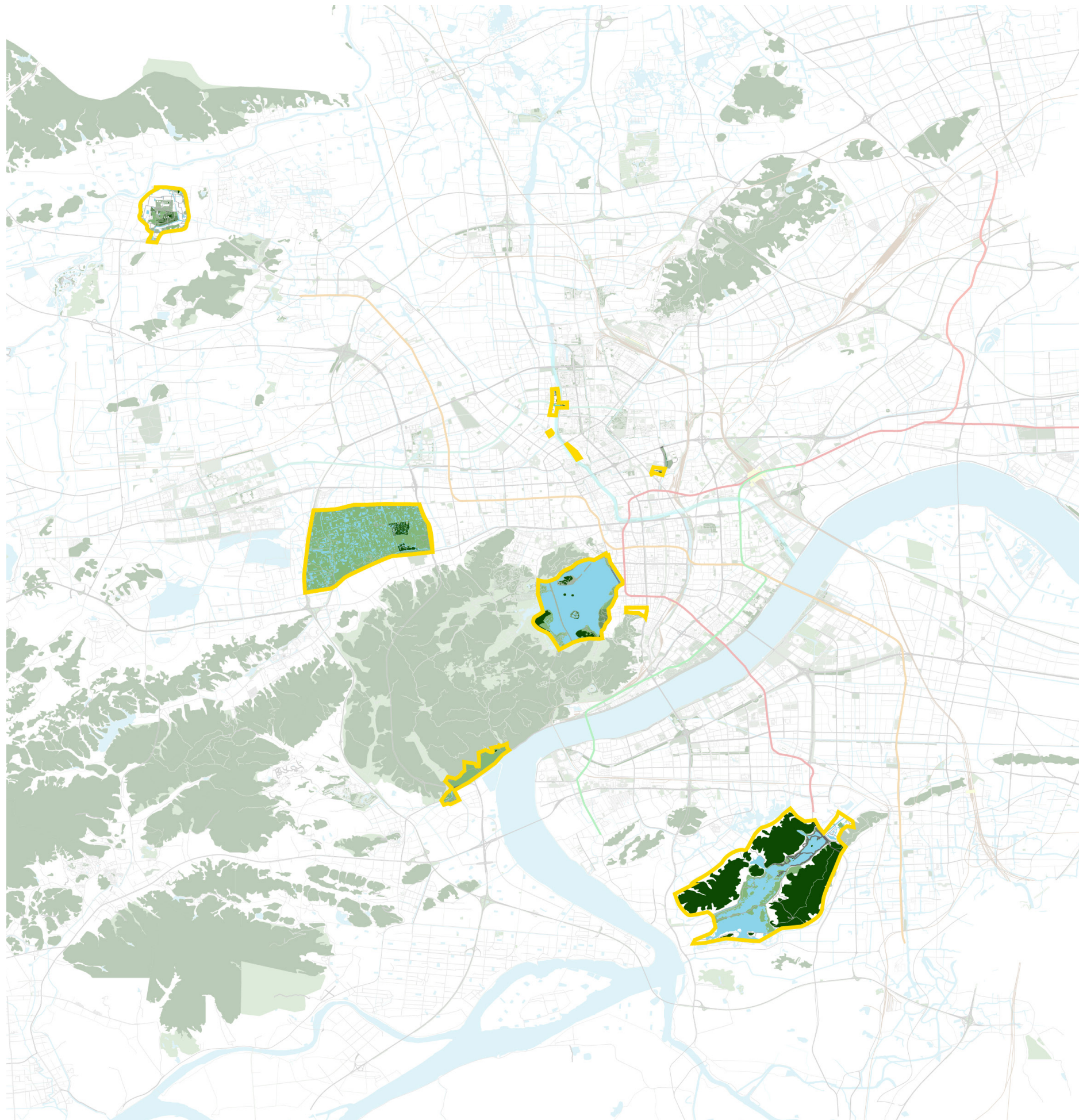But tourist areas as the city branding

Great natural structure

Historical city

Culture resources

The tourist areas in
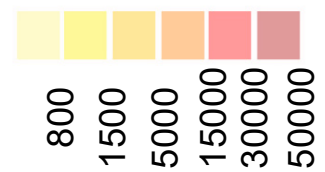Hangzhou

author
2020

Tourists bubbles in Hangzhou

Tourists occupy the best part of the city.

Legend

Tourist visiting

⬡ ⬣ ⬢
5,000,000/a   20,000,000/a
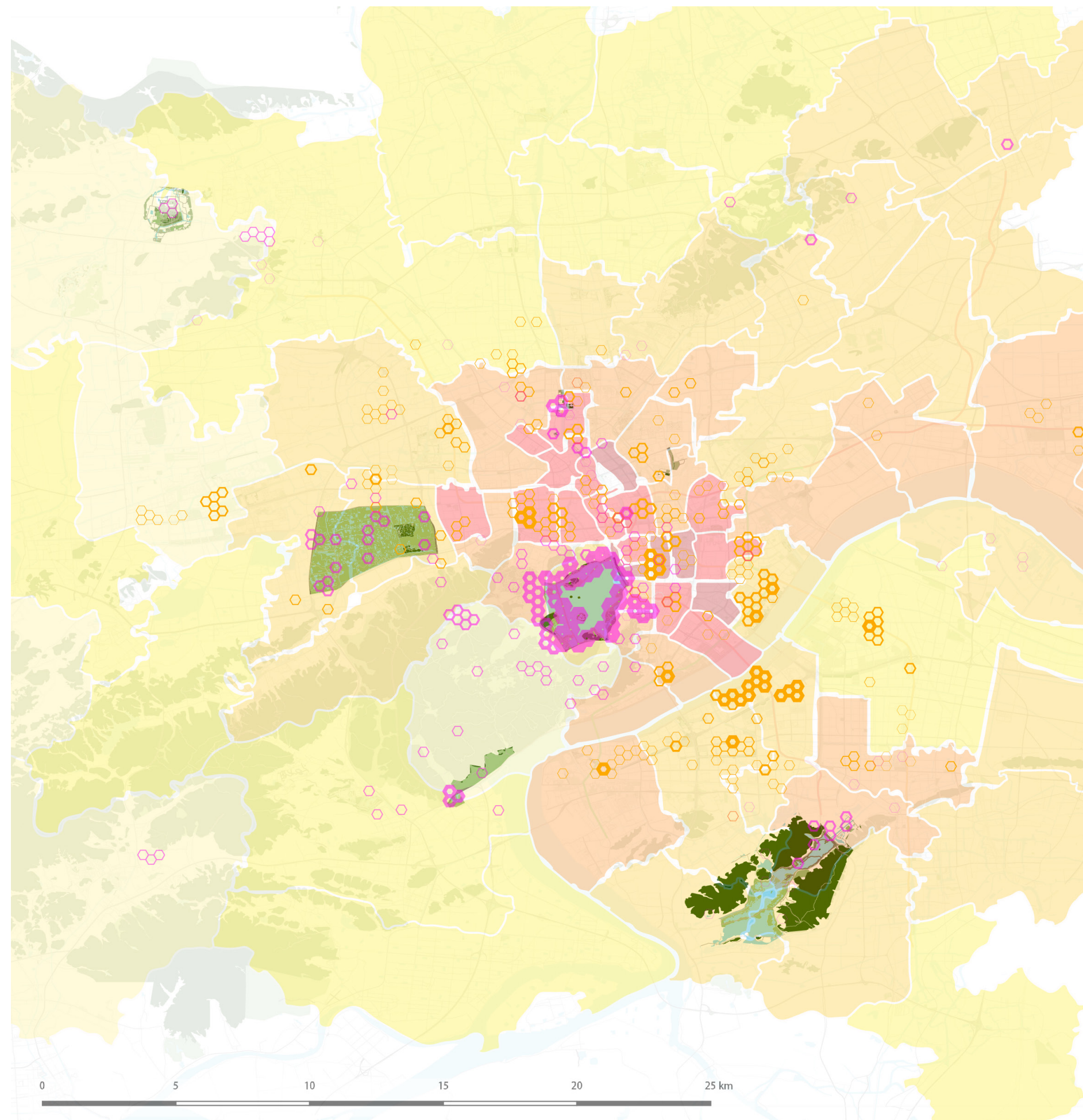data from Hangzhou tourism commission

The population density ppl/km^2

800 1500 5000 15000 30000 50000

Business/office clusters

⬡ ⬢ ⬢
by numbers of avaliable offices
data from scraping websites

The tourist areas with
the business centres &
residential areas

author
2020

0   5   10   15   20   25 km

The office/residential area besides the bubbles

Fast-urbanised areas

The tedious new-built neighbourhood which has littel consideration on humane scale and city identities

The urbanisation around the tourist bubble area of Gongchen Bridge

The skyline of Hangzhou

Xinke Wang, 2014
source: 3g.163.com/dy/article/ECQ8LEKE0514R9P4

Xinke Wang, 2014
source: 3g.163.com/dy/article/ECQ8LEKE0514R9P4

https://upload.wikimedia.org/wikipedia/commons/c/c3/Hangzhou_CBD.jpg
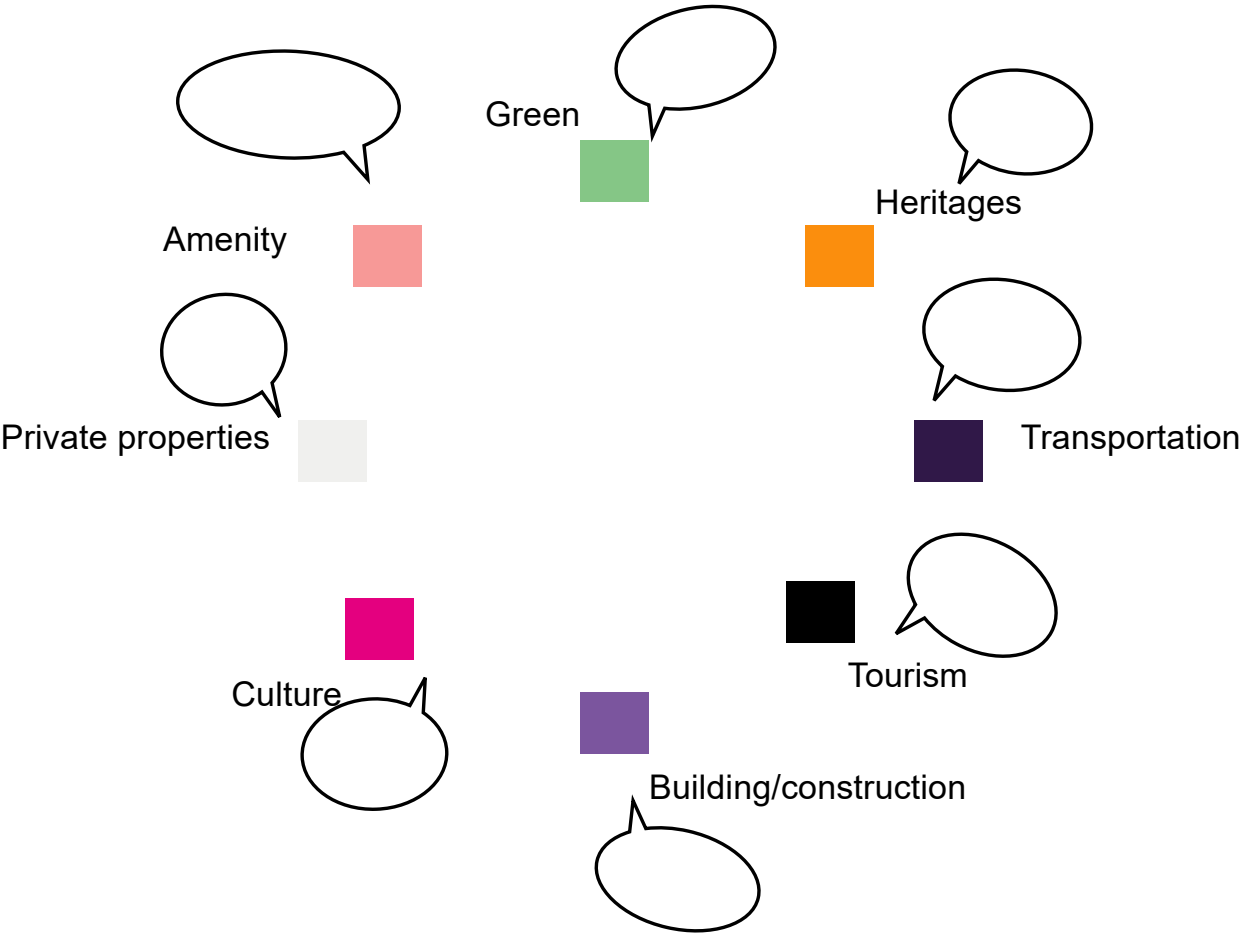
15

Spreading tourism out of the city is the main concept. However, does it work?

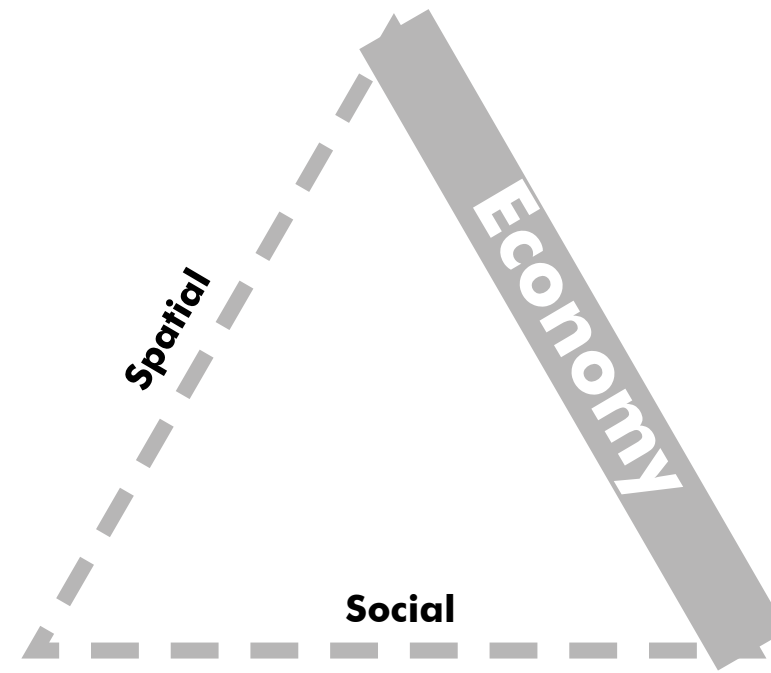Only focusing on amount(numbers) Spreading tourists, more bubbles?

Current solution

the non-integrated planning

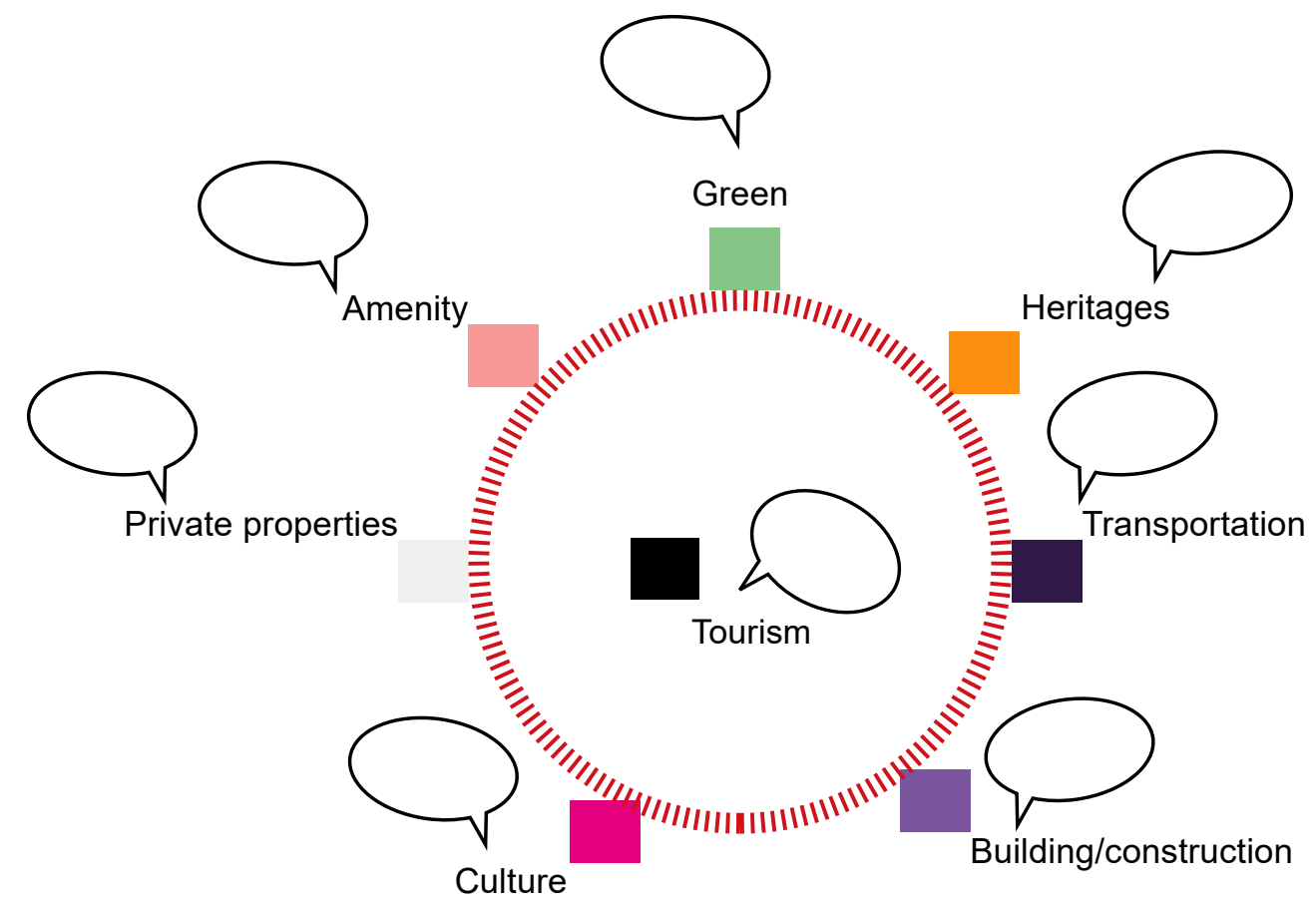The planning system is now changing, and encourages new cooperation

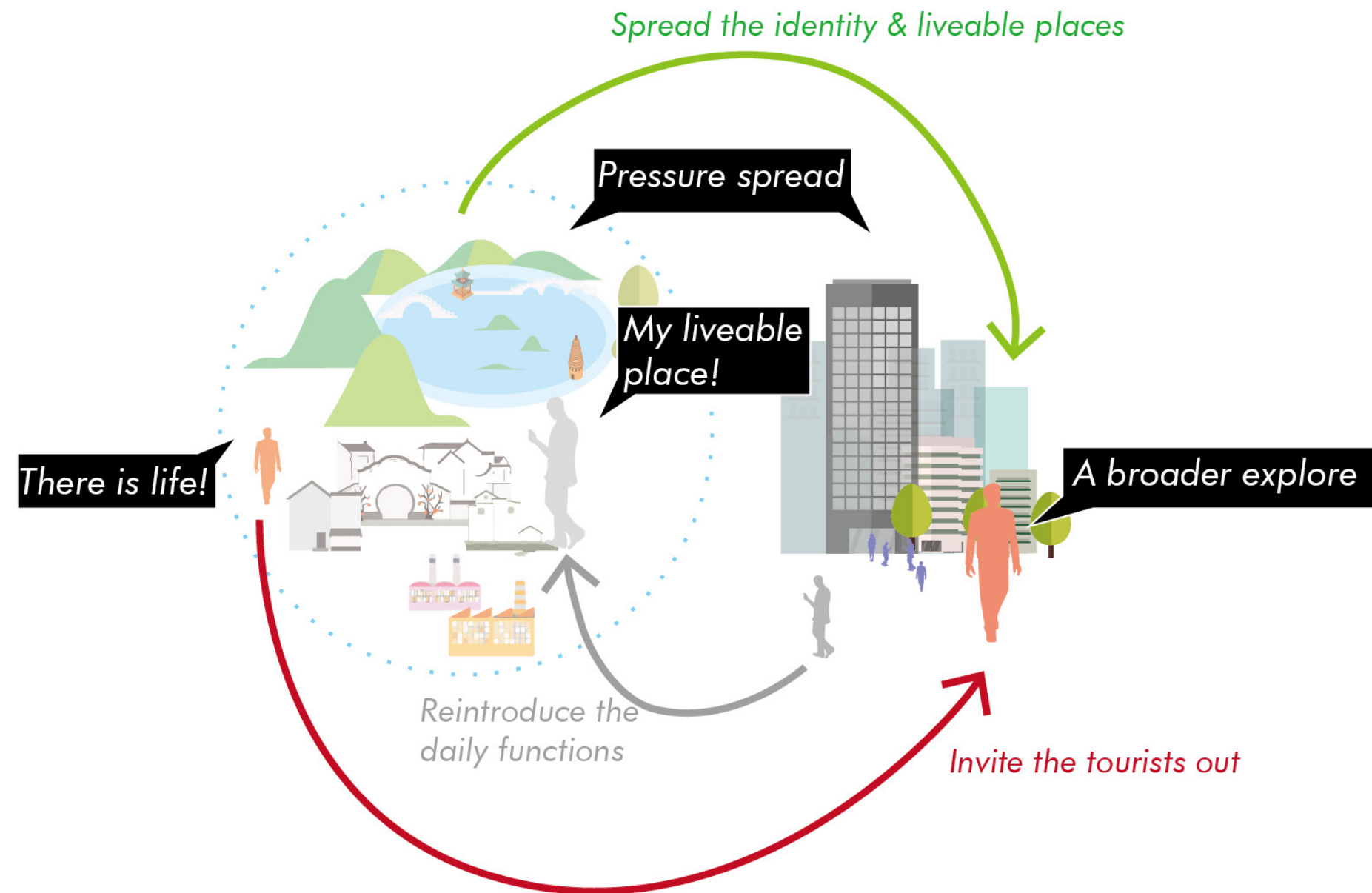**Economy becomes the main focus.**

The official tourism slogan of Hangzhou
Aiming at Tourism Enhance Local Life
Only remaining on economic aspects

A chance

The planning system is now changing, and encourages new cooperation
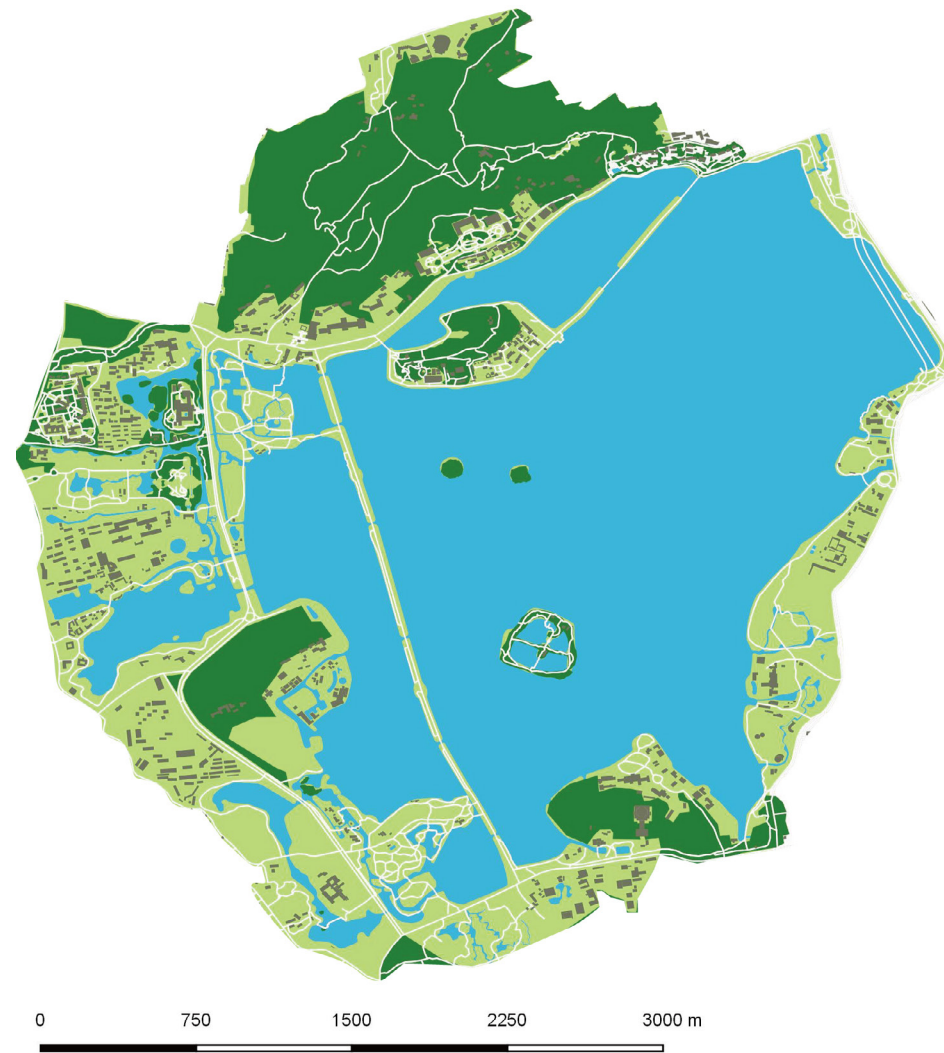
Goal of the project

Reintroduce the locals in the current tourist areas, and invite the tourists out.

Where to change?
What to change?
How to change?

**The West Lake
(Lake Zone)**
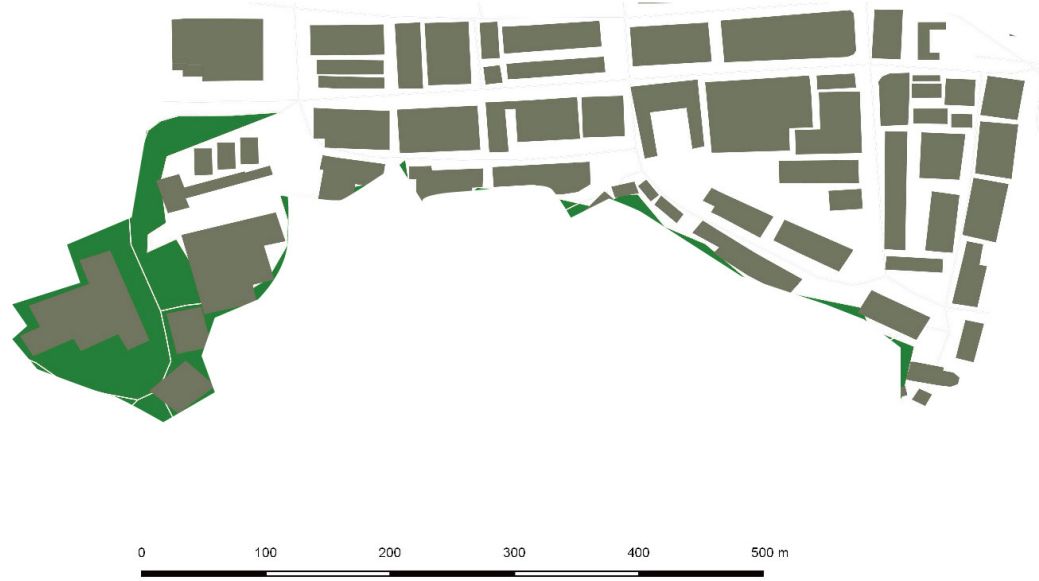
Hefang Neighbourhood
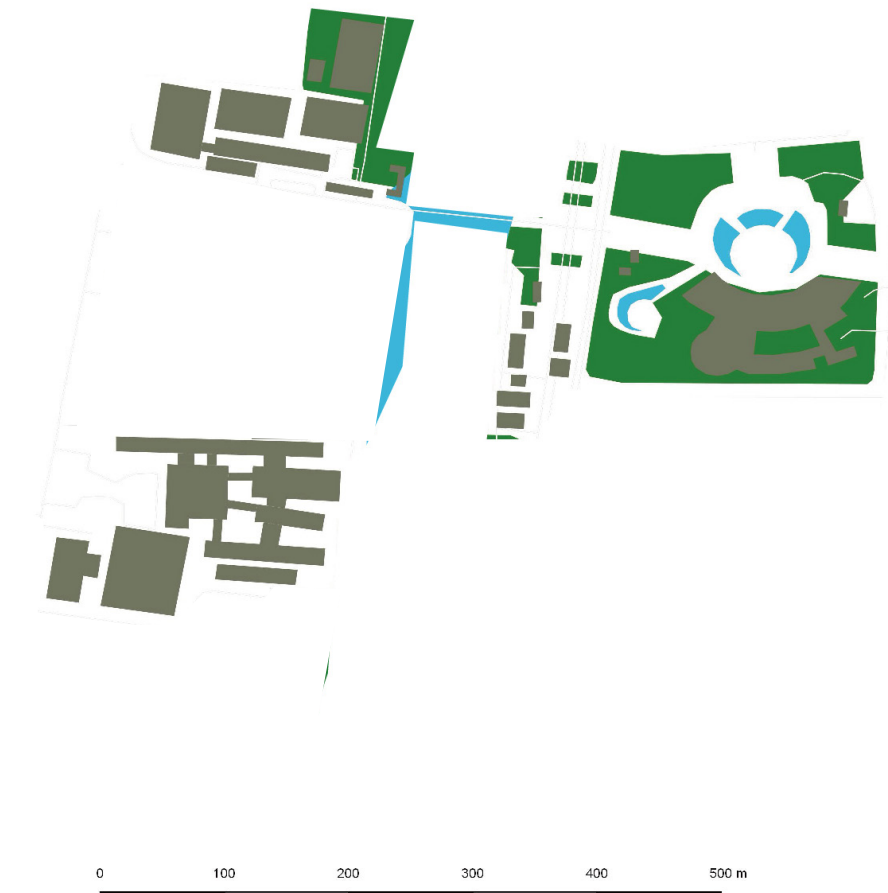
Qiaoxi Museum clusters

3 representative bubbles

寶石山
Precious Stone Hill

23
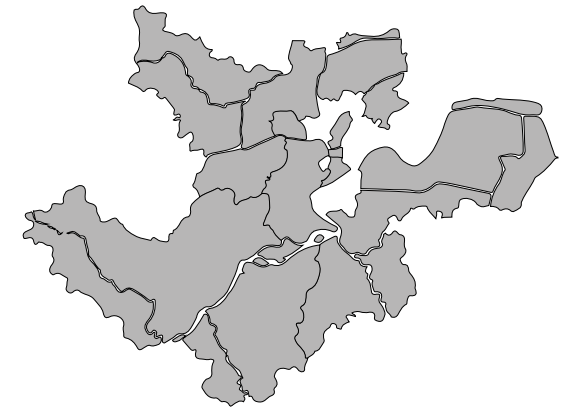
The view of this project

Methodology: Patterns/behaviours

Two gaps:
Planning----Tourist Spaces----Different group of visitors

People

Behaviours/ moving & staying

Online survey on the route, the stopping points, the visiting time, the staying time...

(In total 301 valid cases.)

Patterns

Mapping & Field work*
*Video watching

Spaces

Planning
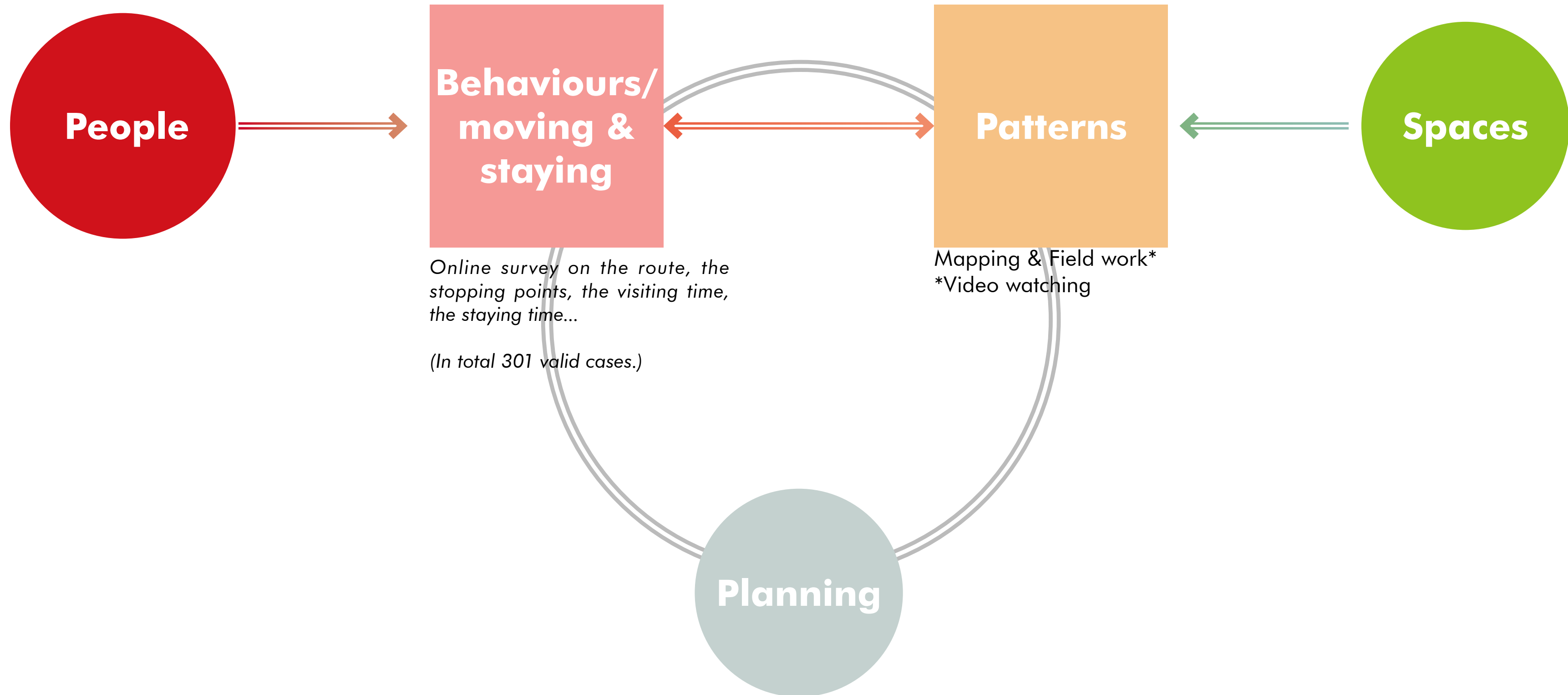
"Each pattern describes a problem which occurs over and over again in our environment, and then describes the core of the solution to that problem, in such way that you can use this solution a million times over, without ever doing it the same way twice."

Christopher Alexander, A Pattern Language 1977, p10

Patterns

Spaces

Mapping & Field work*
*Video watching

public services

arena

community projects

marketplace of ideas

university crossroads

open admission

scattered facilities

Entrances/Exits
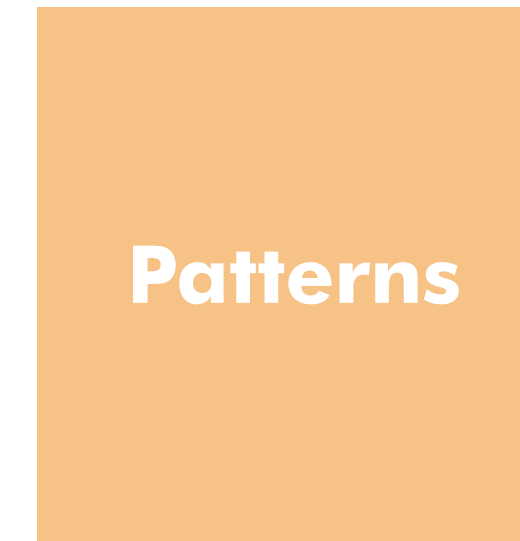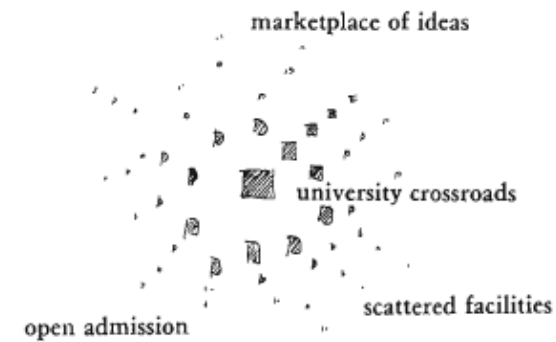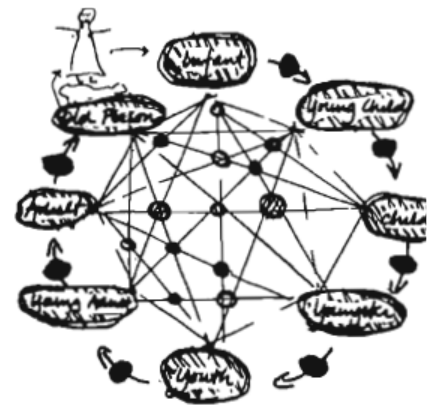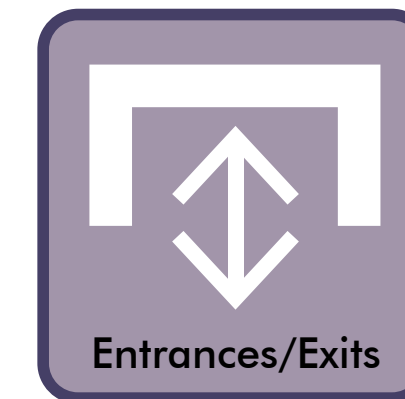
Repetitive phenomenon

Cover diverse forms in the reality

Patterns ← **Spaces**

Mapping & Field work*
*Video watching

Cross scales

Linked

Patterns from different scales and attributes are linked with each other

Entrances/Exits
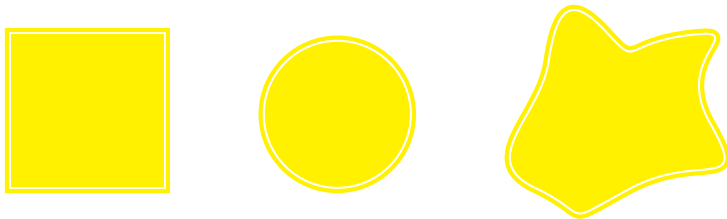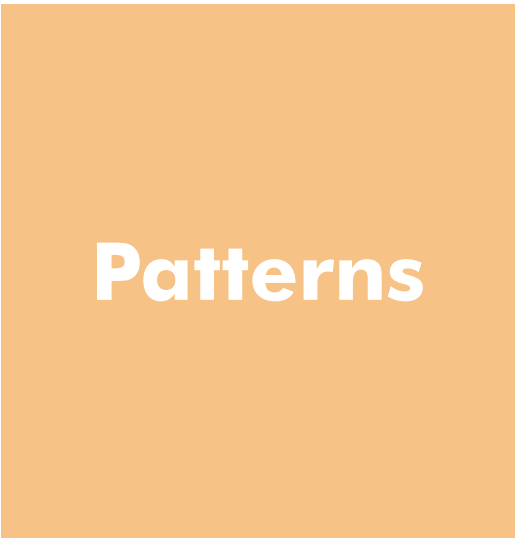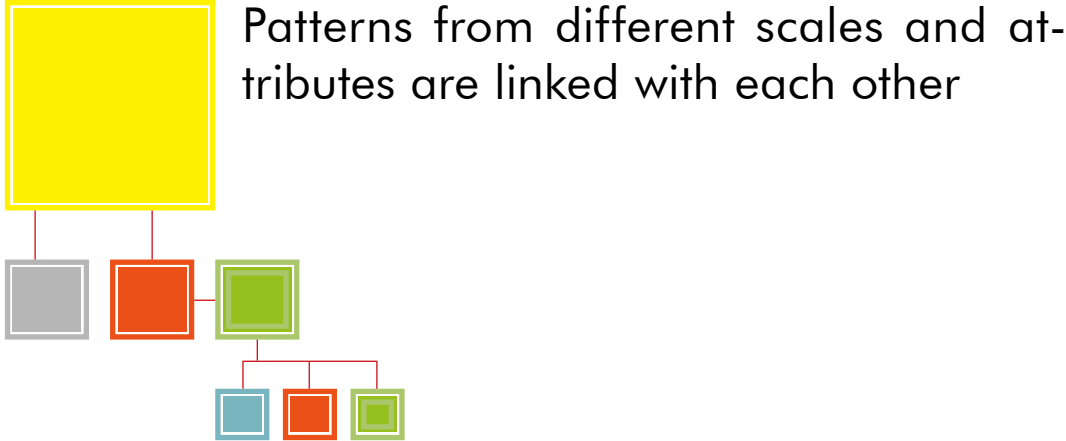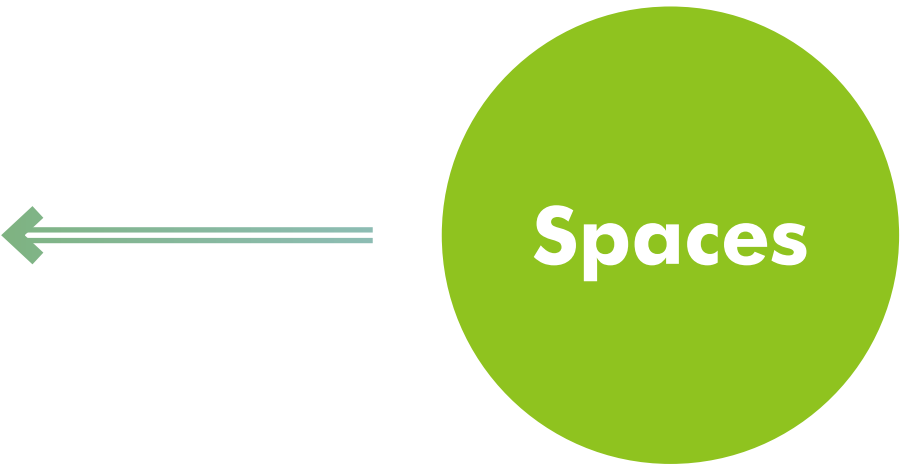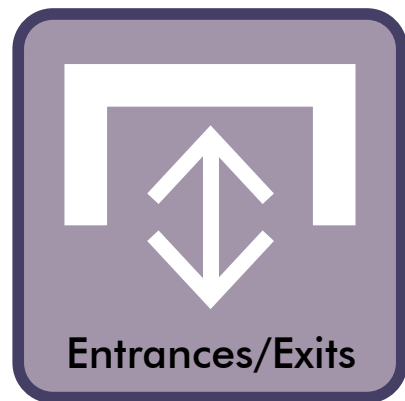
Cover diverse forms in the reality

NHK, 2019
https://www.bilibili.com/video/
av53734855/

YiFan, 2019
https://www.bilibili.com/video/

KatAndSid, 2017
https://www.bilibili.com/video/
BV1ks411y7NY

0   25   50   75   100 m

Repetitive phenomenon

Tourist bubble area

B

H

M
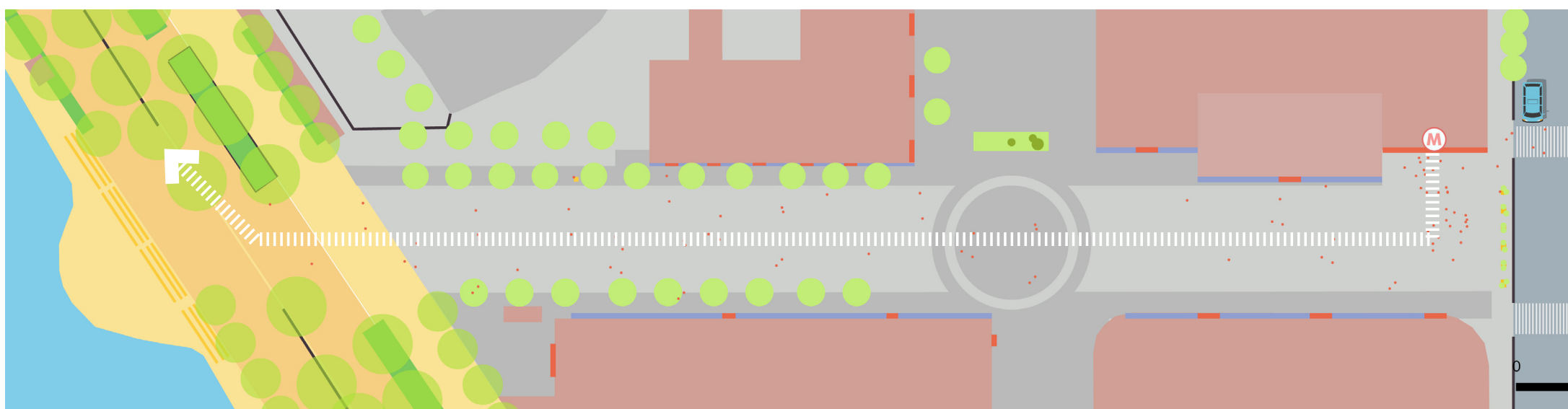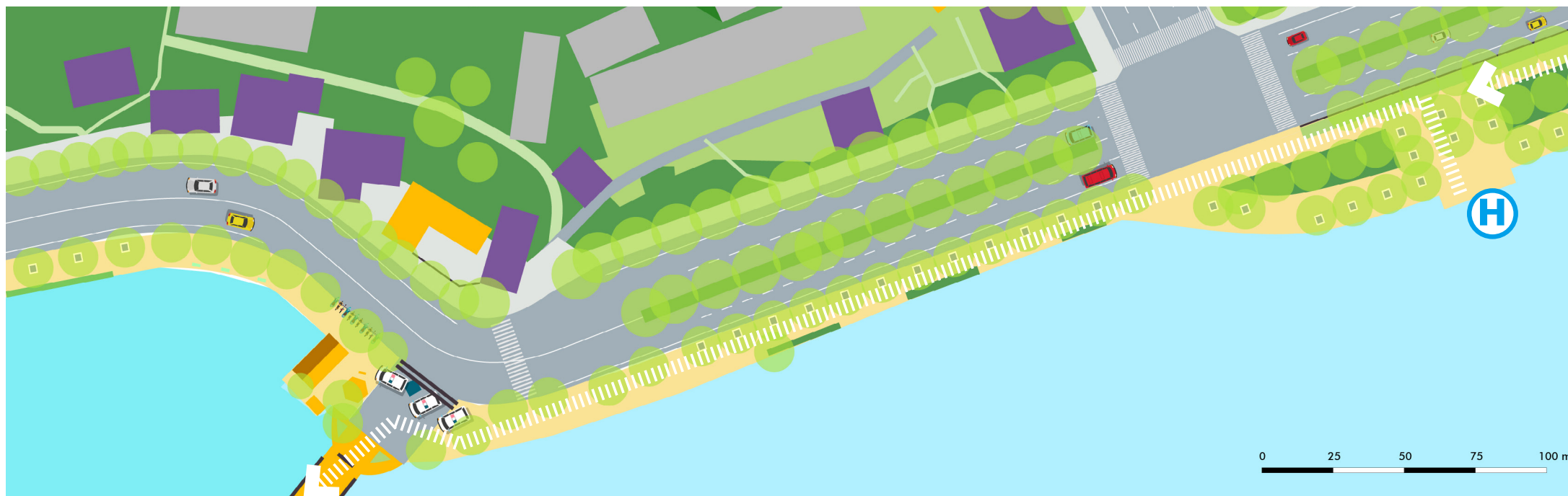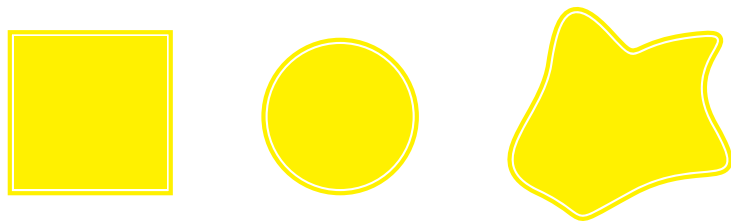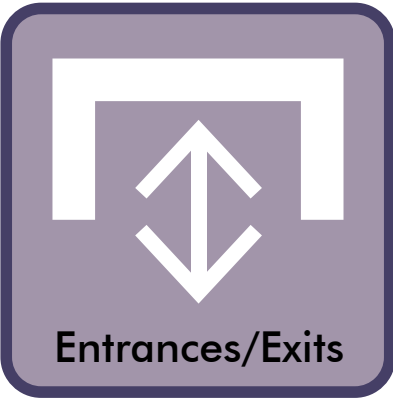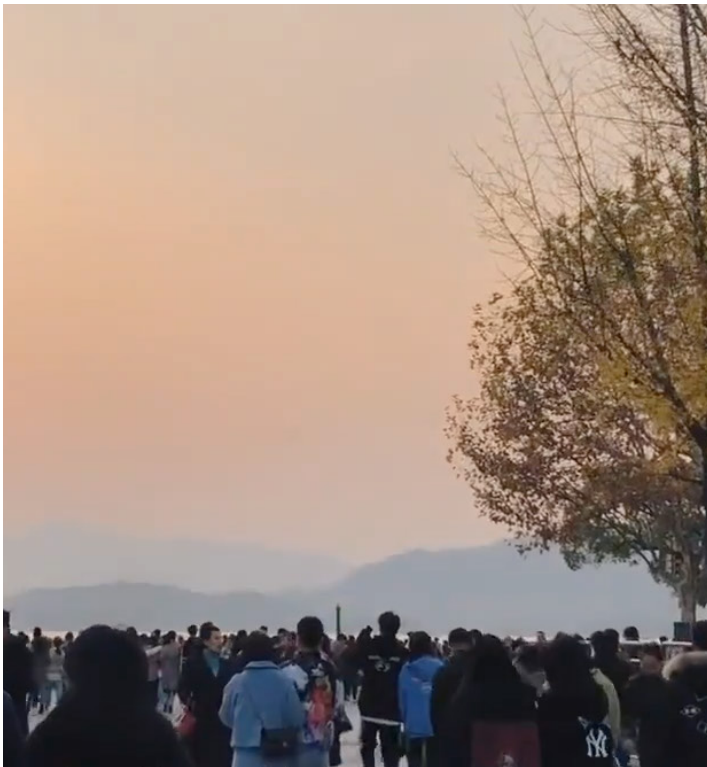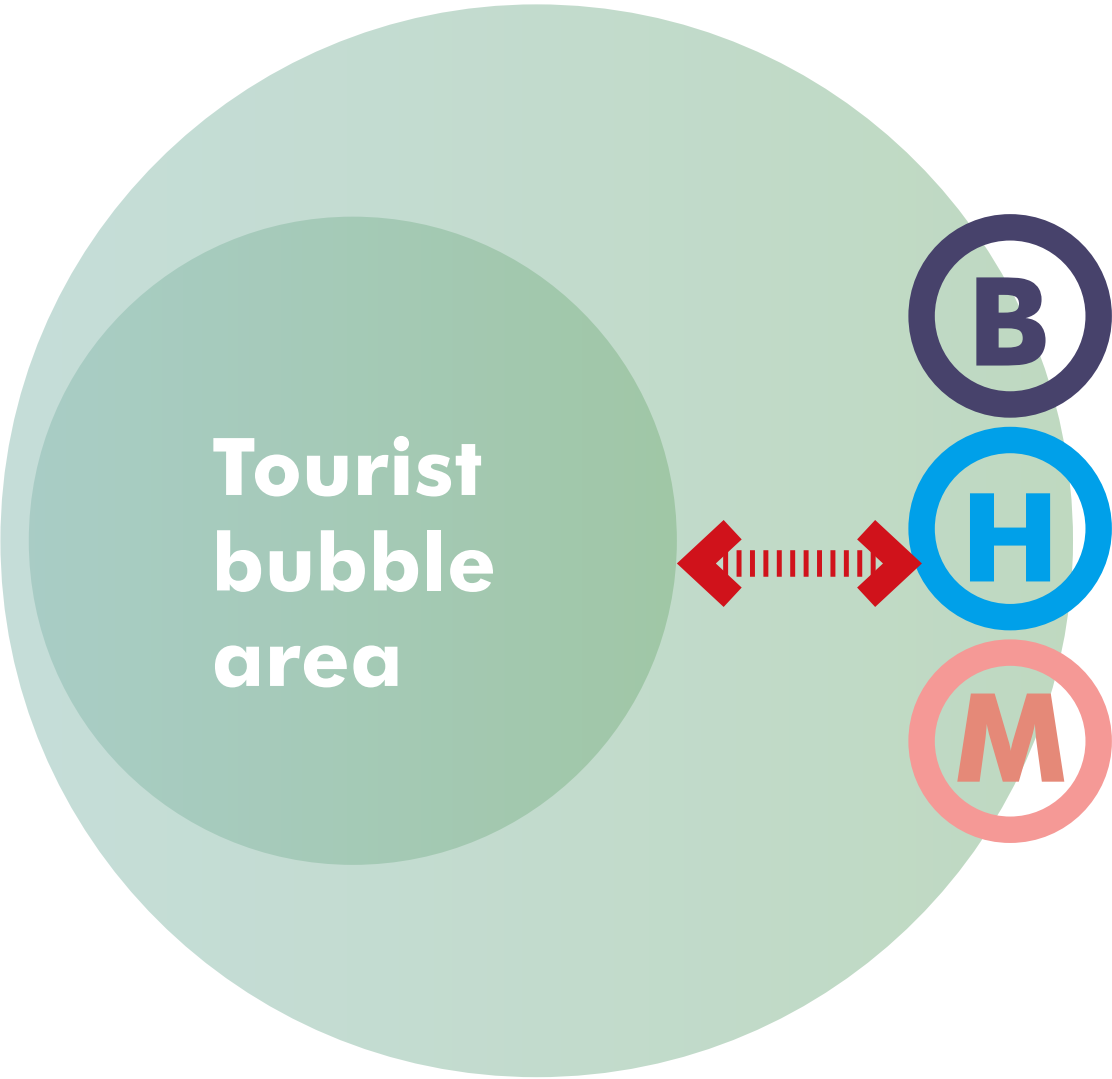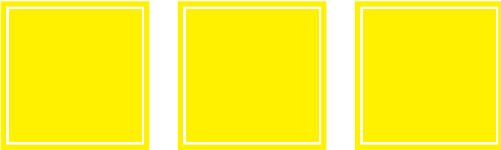
From the public transportation to the tourist area

Digging out reason behind the big pattern with patterns at smaller scale

The lake area M

Juhe Jainer, 2019
https://www.bilibili.com/video/BV1dJ411W76F/

YiFan, 2019
https://www.bilibili.com/video/BV1AJ411m7Sx

YiFan, 2019
https://www.bilibili.com/video/BV1AJ411m7Sx

Entrances/Exits

Entrances/Exits
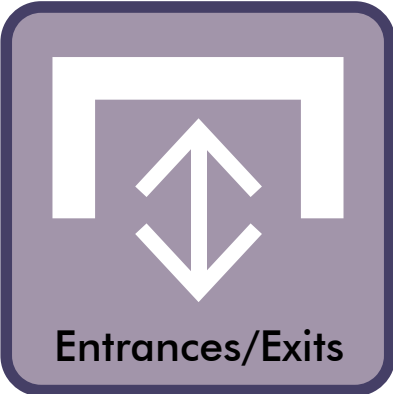
Cross scales

Digging out reason behind the big pattern with patterns at smaller scale
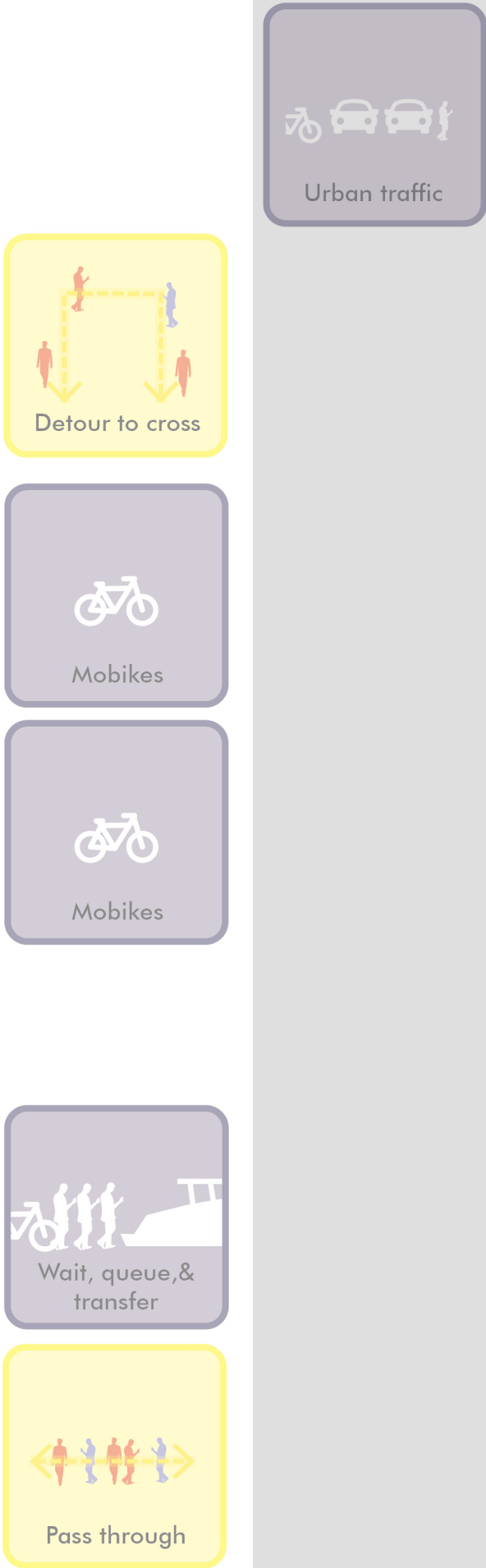
Wait, queue,& transfer

Fences*

Spot mark

Mobikes

Detour to cross

Shopping pass

Urban traffic

Fences*

Fences*

Fences*

Fences*

Fences*

Spot mark

Mobikes

Mobikes

Mobikes

Shopping pass

Detour to cross

Mobikes

Mobikes

Wait, queue,& transfer

Pass through

Wait, queue,& transfer

Legend
Colour stands for the categories

Green
Heritages
Amenity
Transportation
Urban grey elements
Circulation
Building/construction

Linked

Entrances/Exits
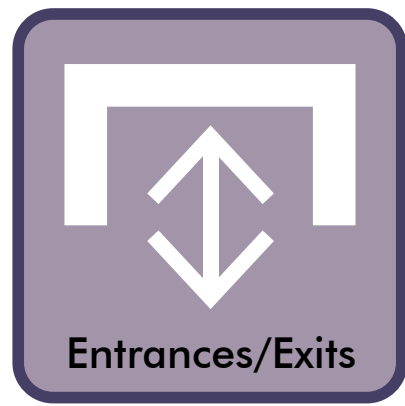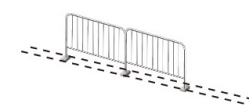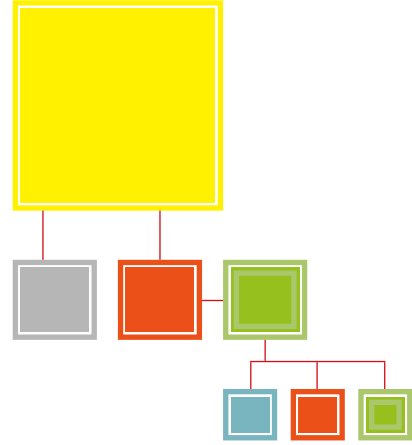
the transfer point from cycling to walking

people parking mobikes at the transfer place
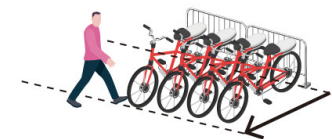
the bikes form a stronger edge
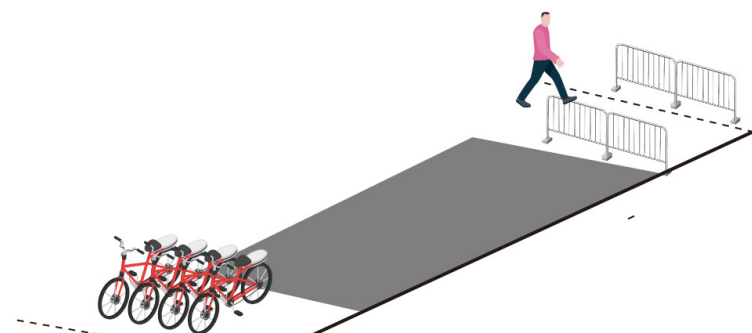
adding fences=pushing the edge further

the edge
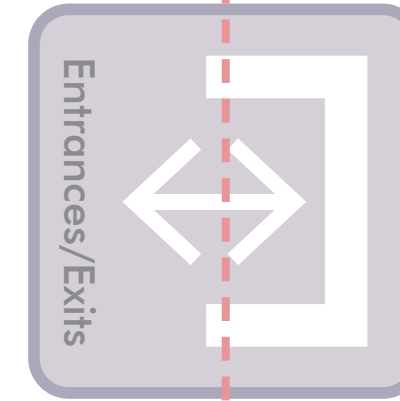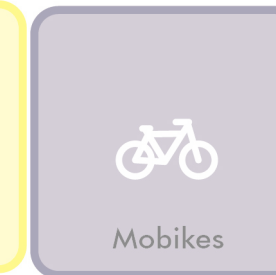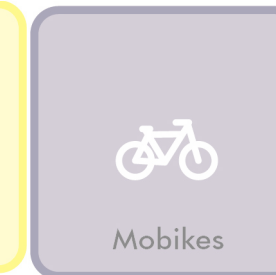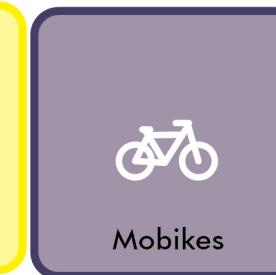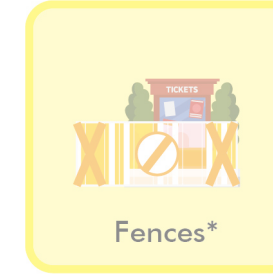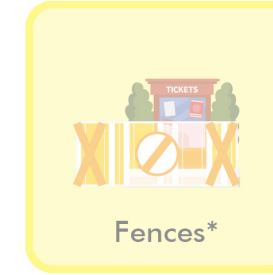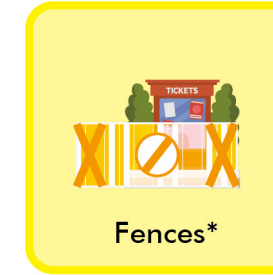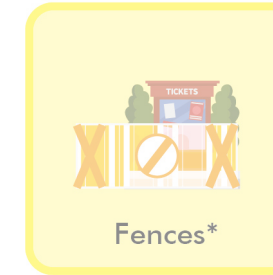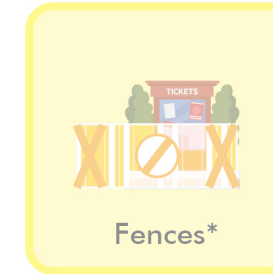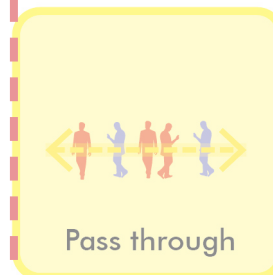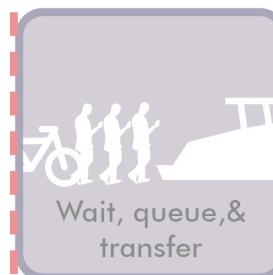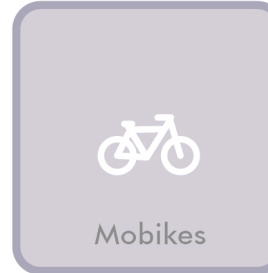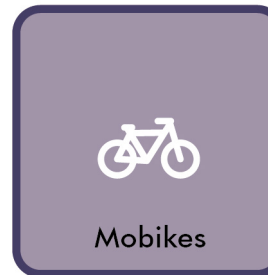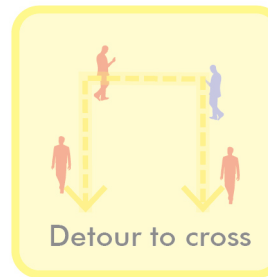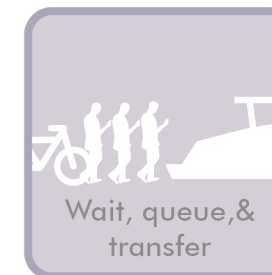
Detour to cross

Mobikes

Mobikes

Wait, queue,& transfer

Pass through

Urban traffic

Fences*

Fences*

Fences*   Mobikes

Fences*   Mobikes

Fences*   Mobikes

Entrances/Exits

Spot mark

Shopping pass   *

Wait, queue,& transfer

Legend
Colour stands for the categories

Green

Heritages

Amenity

Transportation

Urban grey elements

Circulation

Building/construction

The West Lake Urban Scenic Area(Lake Zone)
author
2020

Spaces

Big impression
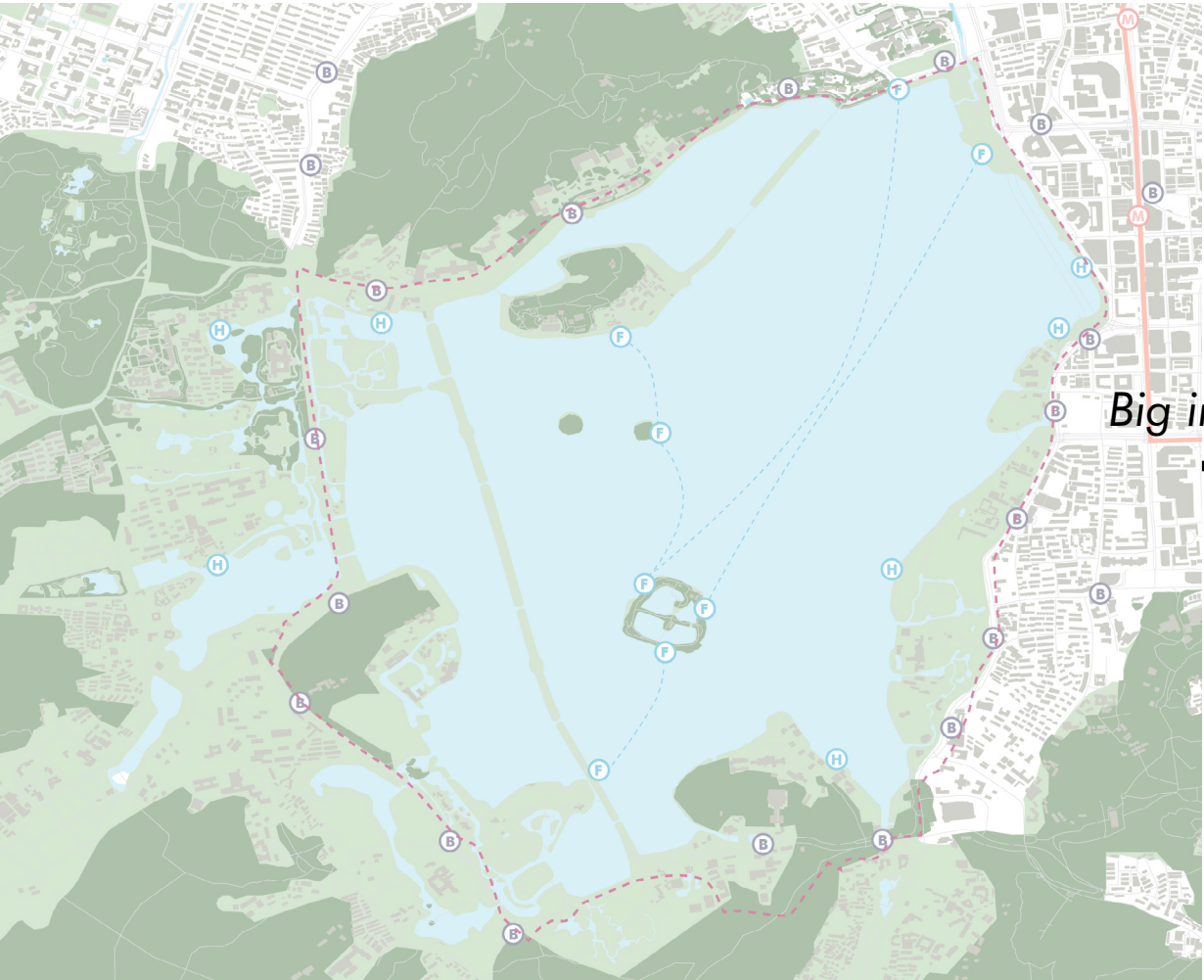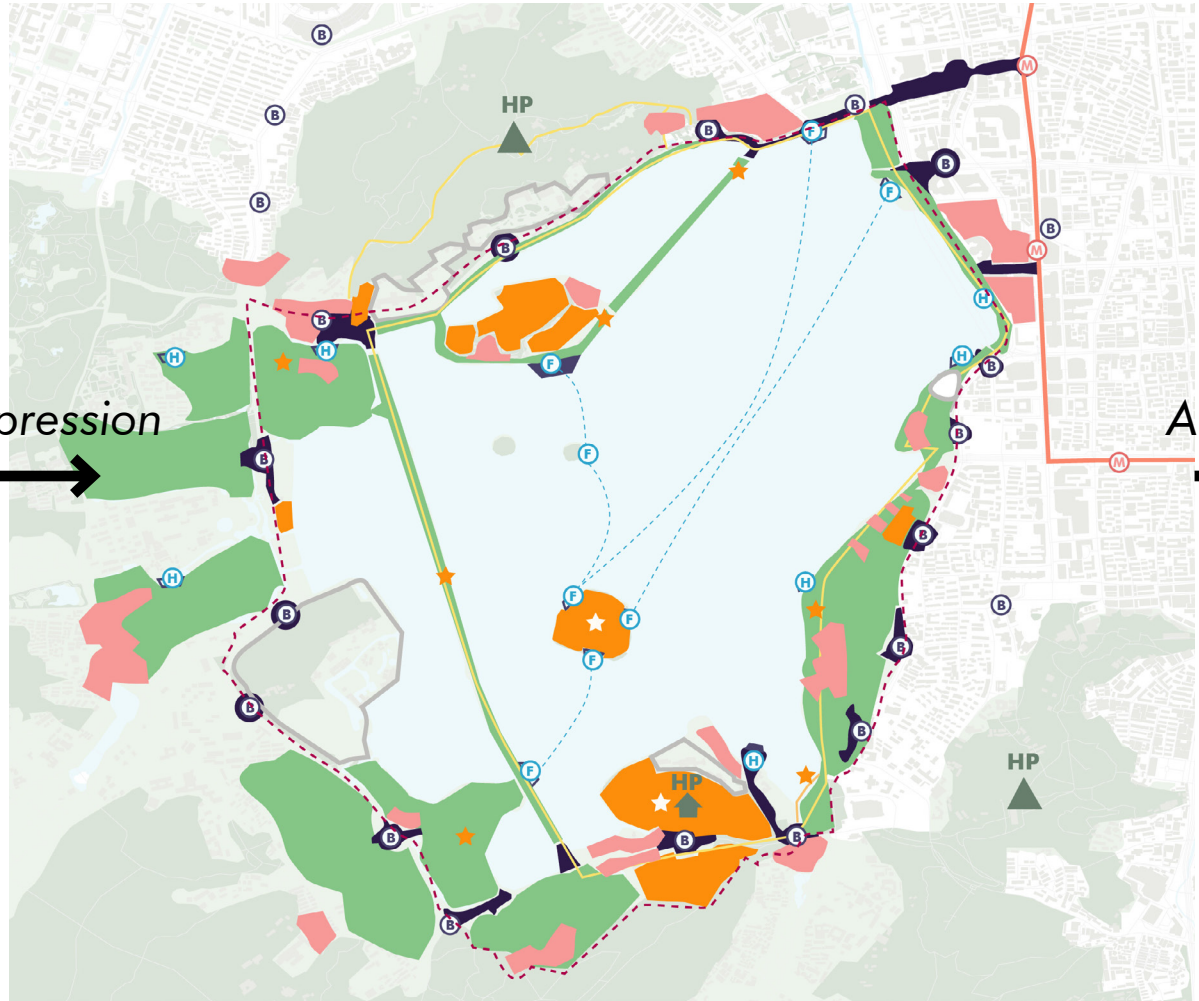
The spatial patterns of the West Lake Urban Scenic Area(Lake Zone)
author
2020

Legend

■ Park necklace

■ Heritages need extra tickets

■ Catering & Shopping

■ Entrances

□ Private properties

---- Tourist bubble boundary

Abstract

Urban Scenic Area

In the tourist bubble

Park necklace

The network of Must-visits

Extra ticket heritage

Entrances/Exits

Catering & Shopping

Private property (No Entry)

Out of the tourist bubble

Urban Scenic Area

In the tourist bubble

Park necklace

The network of Must-visits

Extra ticket heritage

Private property (No Entry)

Entrances/Exits

Catering & Shopping

Out of the tourist bubble

Digging deeper

Patterns

The network of Must-visits

Parallel walkways

Urban traffic

Sidewalk & urban traffic

Mainstream walk-way

Wandering path in green

Waterfront path

Heritage path

Extra ticket heritage

Mobikes

Green as a barrier

Stages for locals

Spot mark

Must-visit

Fences & checking point

Wait, queue, & transfer

Must-visit

Entrances/Exits

Statues/fountains/flowerbeds

Seats

Must-visit

Seats

Semi-public gardens

Parking & Logistic

Seats

Spot mark

Entrances/Exits

Big, empty, grey

Tour bus/hop-on, hop-off bus

isolated retails

Green as a barrier

Extra ticket heritage

Wait, queue, & transfer

Catering & Shopping

Parking & Logistic

Take away window

Shopping pass

Entrances/Exits

Must-visit

Fences & checking point

Seats

Mobikes

Green as a barrier

Try and Step-in

Catering & Shopping

Park necklace

Urban Scenic Area

Semi-public gardens

Green as a barrier

Playground/-free-field

Seats

Green as a barrier

Green as a barrier

Green as a barrier

Green as a barrier

Building only as background

Private property (No Entry)

isolated restaurants

Parking & Logistic

isolated restaurants

Green as a barrier

Outdoor catering

Stages for locals

Parking & Logistic

Fences & checking point

Semi-public gardens

Green as a barrier

Path to the nature

Private property (No Entry)

Parking & Logistic

Building only as background

Green as a barrier

Fences & checking point

Detour to cross

OUT   ON THE EDGE   IN

People

→

Behaviours/ moving & staying

Online survey on the route, the stopping points, the visiting time, the staying time...

(In total 301 valid cases.)

2 general behaviours

Different combination

Visitor types

Type A →
Type B →
Type C → Tourists/local
Type D →

Move   Stay

Different spatial needs ....> *Different* needs on a sequences of spaces

Start

Staying point

Staying point

Staying point

Staying point

Staying point

End
4h

Staying point

Tourists   The description of case No.303 in the West Lake area

author
2020

34

Tourists

The description of case No.49 in the West Lake area

author
2020

Tourists

The description of case No.303 in the West Lake area

author
2020

Locals

The description of case No.30 in the West Lake area

author
2020

Tourists

The description of case No.107 in the West Lake area

author
2020

Locals

The description of case No.81 in the West Lake area
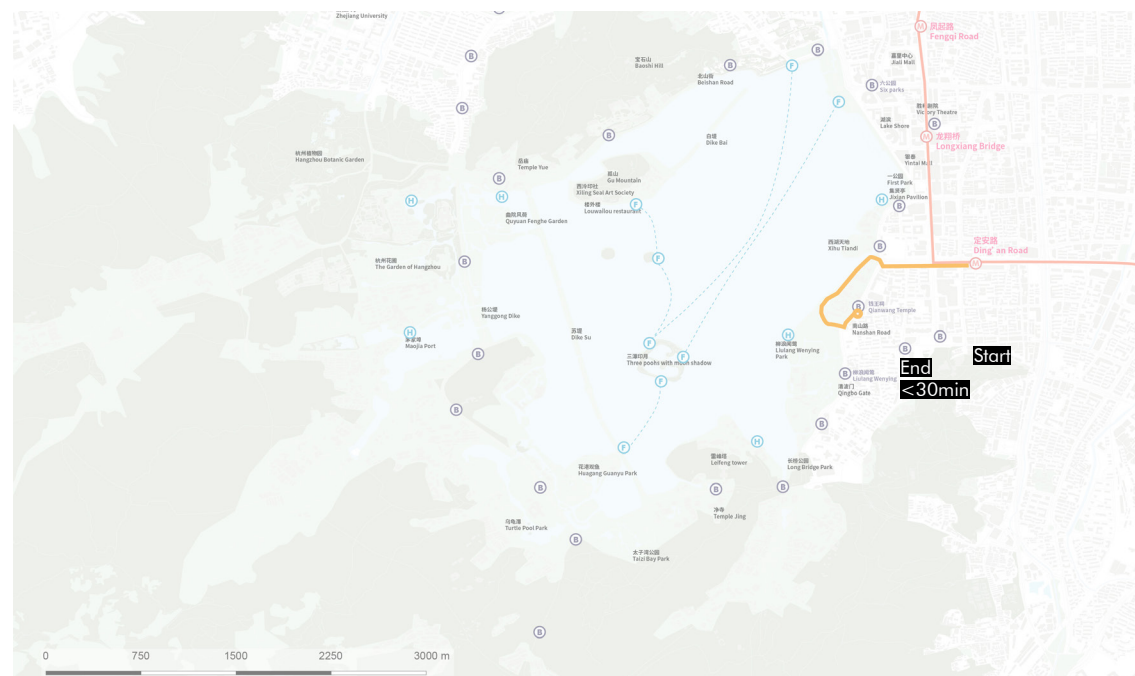
author
2020

Locals

The description of case No.100 in the West Lake area

author
2020

Tourists

On-the-run sightseeing

Random wandering

Go and stay

Daily routine

Locals

On-the-run sightseeing

Structured

Strict time-money budget

Long & fast moving

Many stops but short staying for each
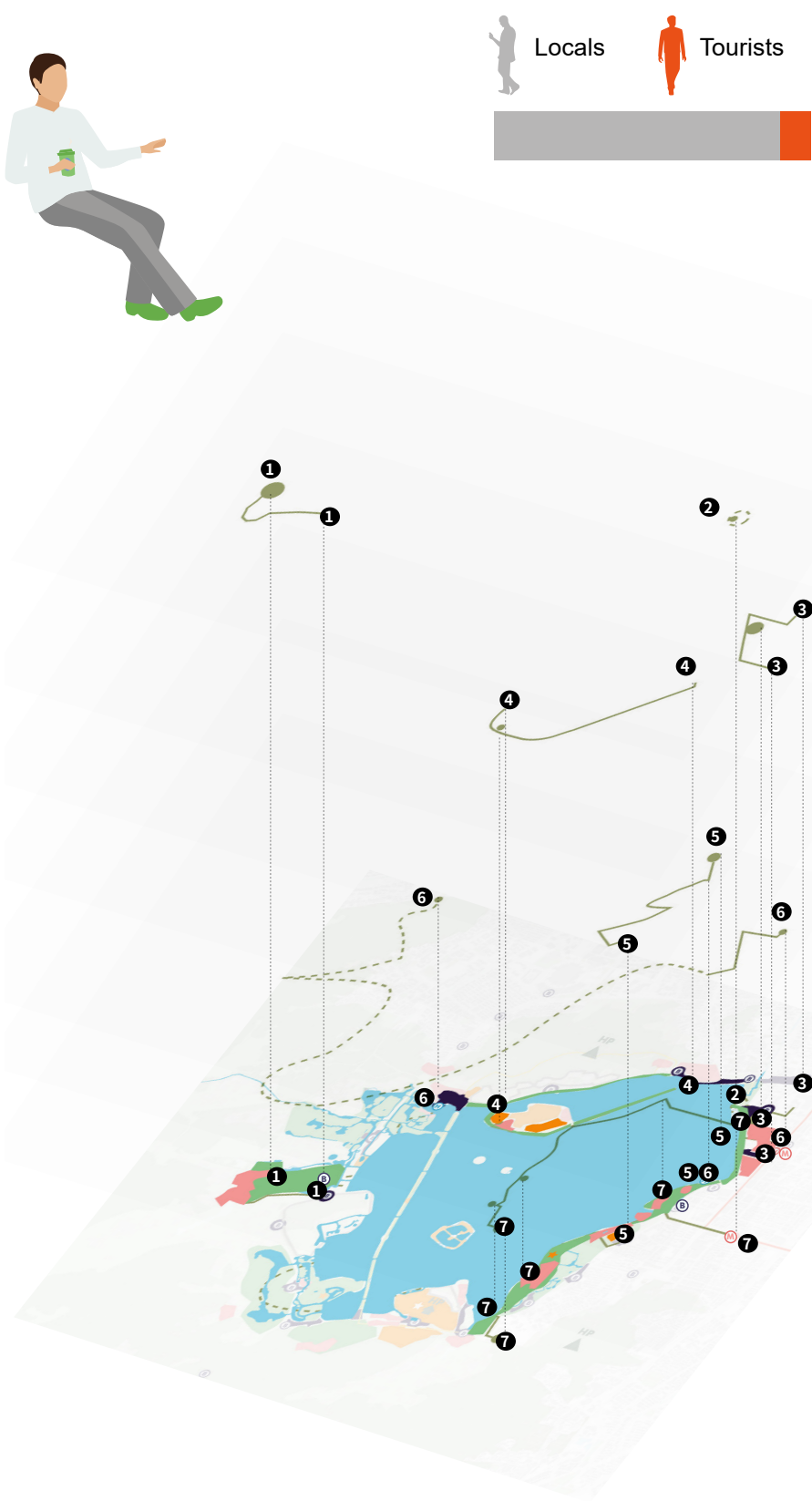
Go and stay

Half-structured

Directly to the destination

Very limited stops, but staying long for each

Random wandering

Flexible time budget

Easy to be distracted

Always with other motivations for the visit

Short time visiting and staying
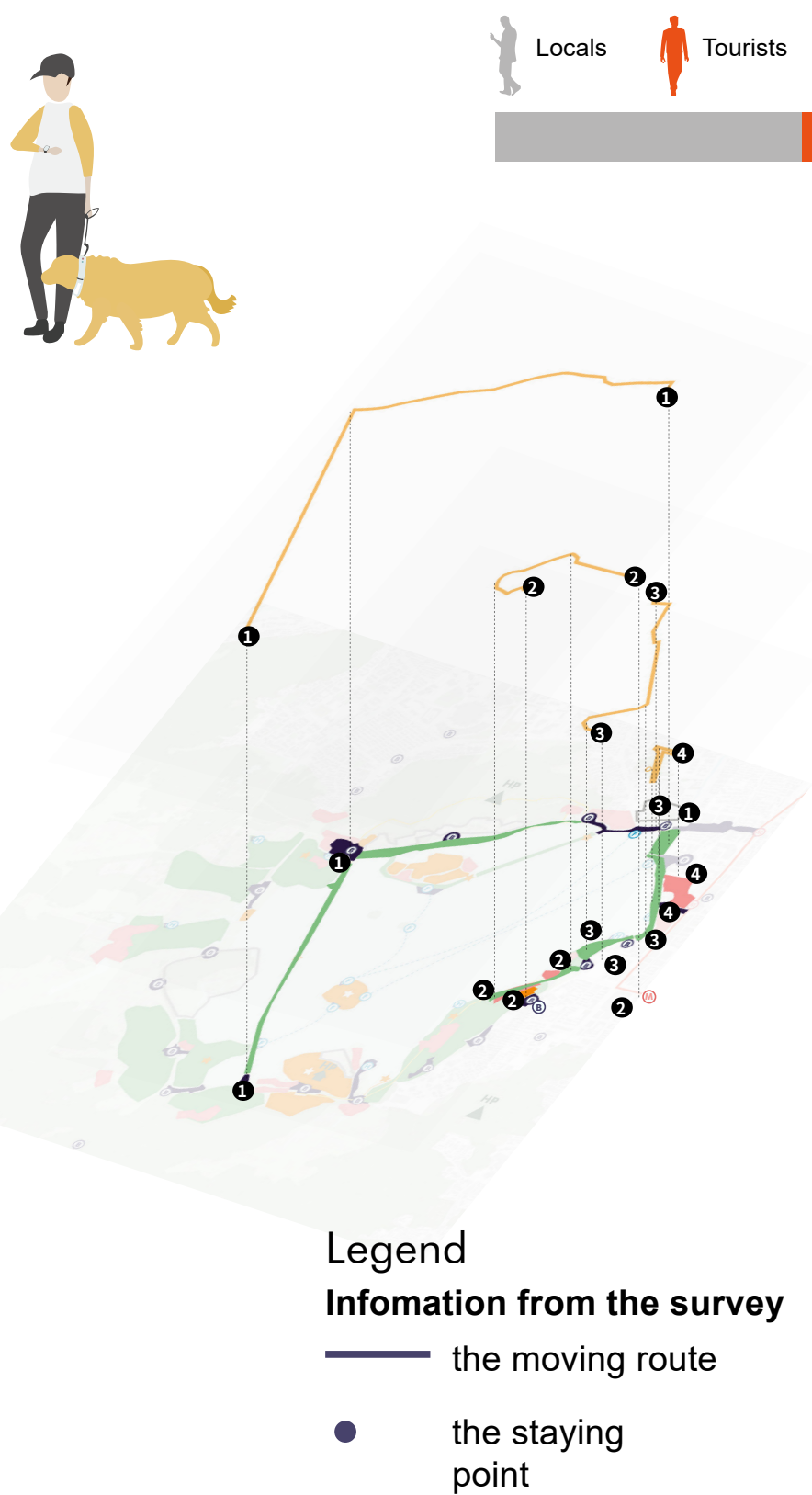
Daily routine

Fixed routine/
Fixed gathering point

Depends on different individuals/groups

Professional needs/social connections to the site

Stable attractions

Locals   Tourists

36

On-the-run sightseeing

Random wandering

West Lake Show

Go and stay

Daily routine

Legend

moving
staying

staying time duration

1h

the spatial attribute on the route

transportation-entrance
attached parks
catering & shopping
heritages
show/event
water(on boat)

B bus station

M metro station

1h

37

On-the-run sightseeing
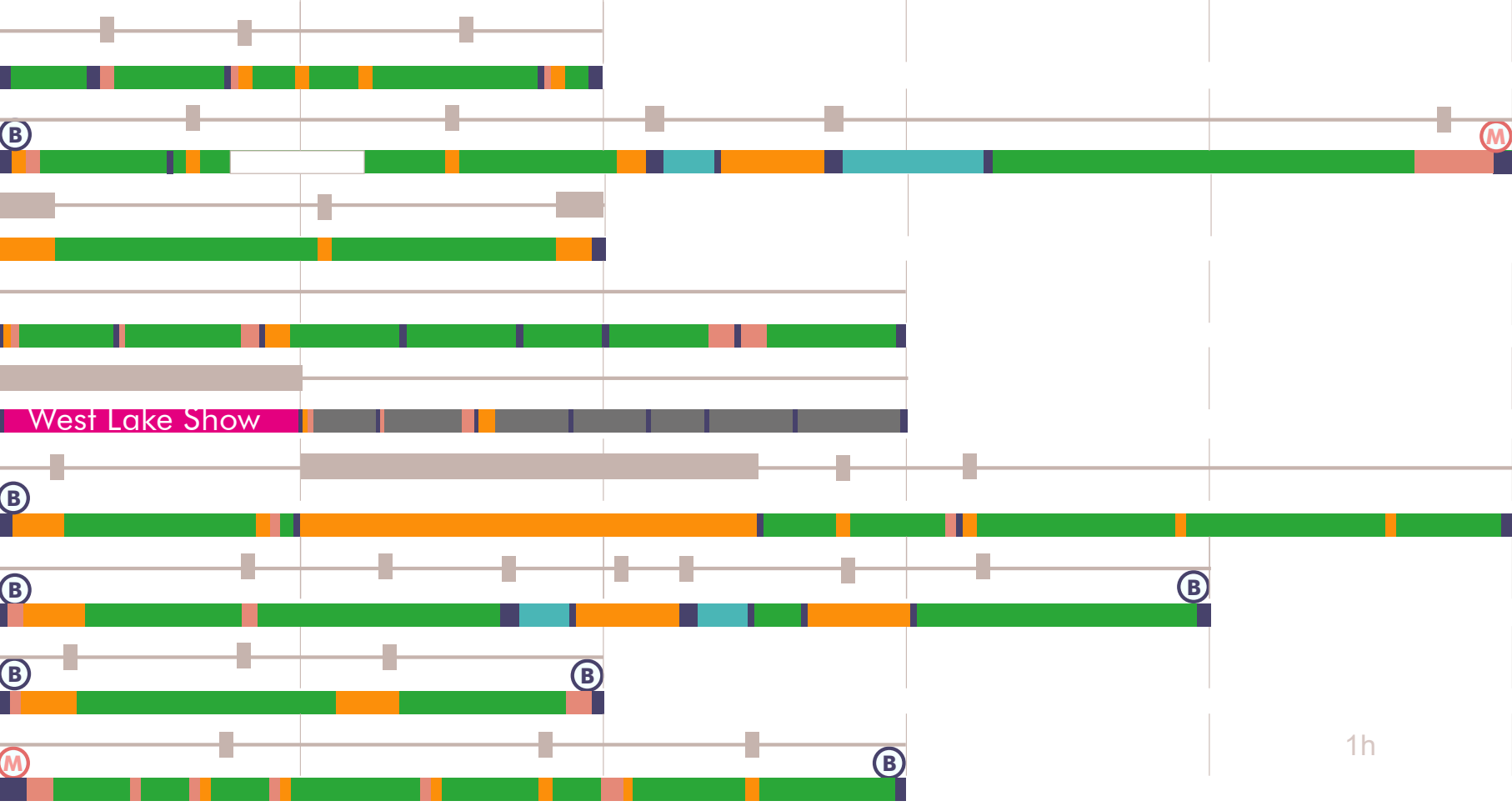
Go and stay
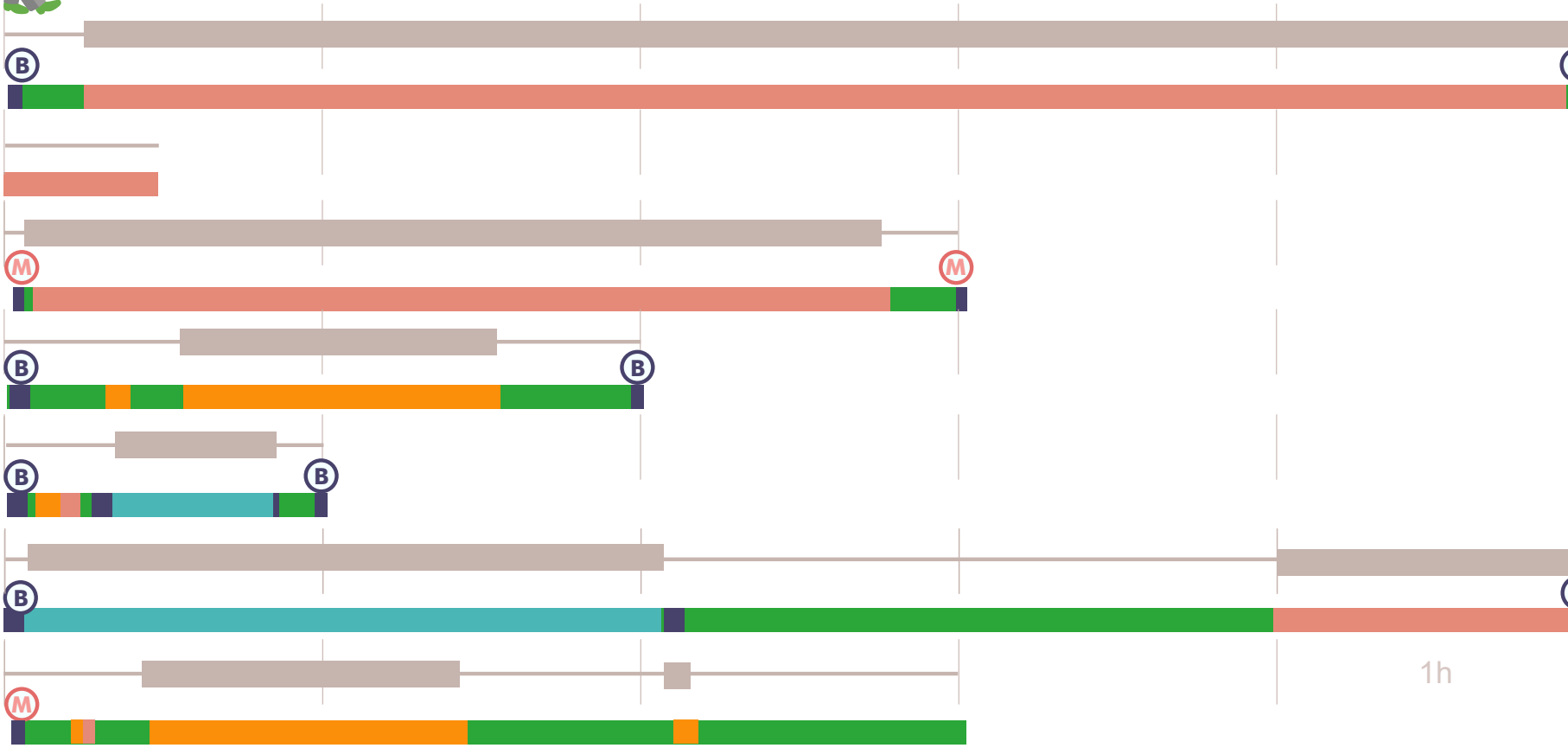
Random wandering
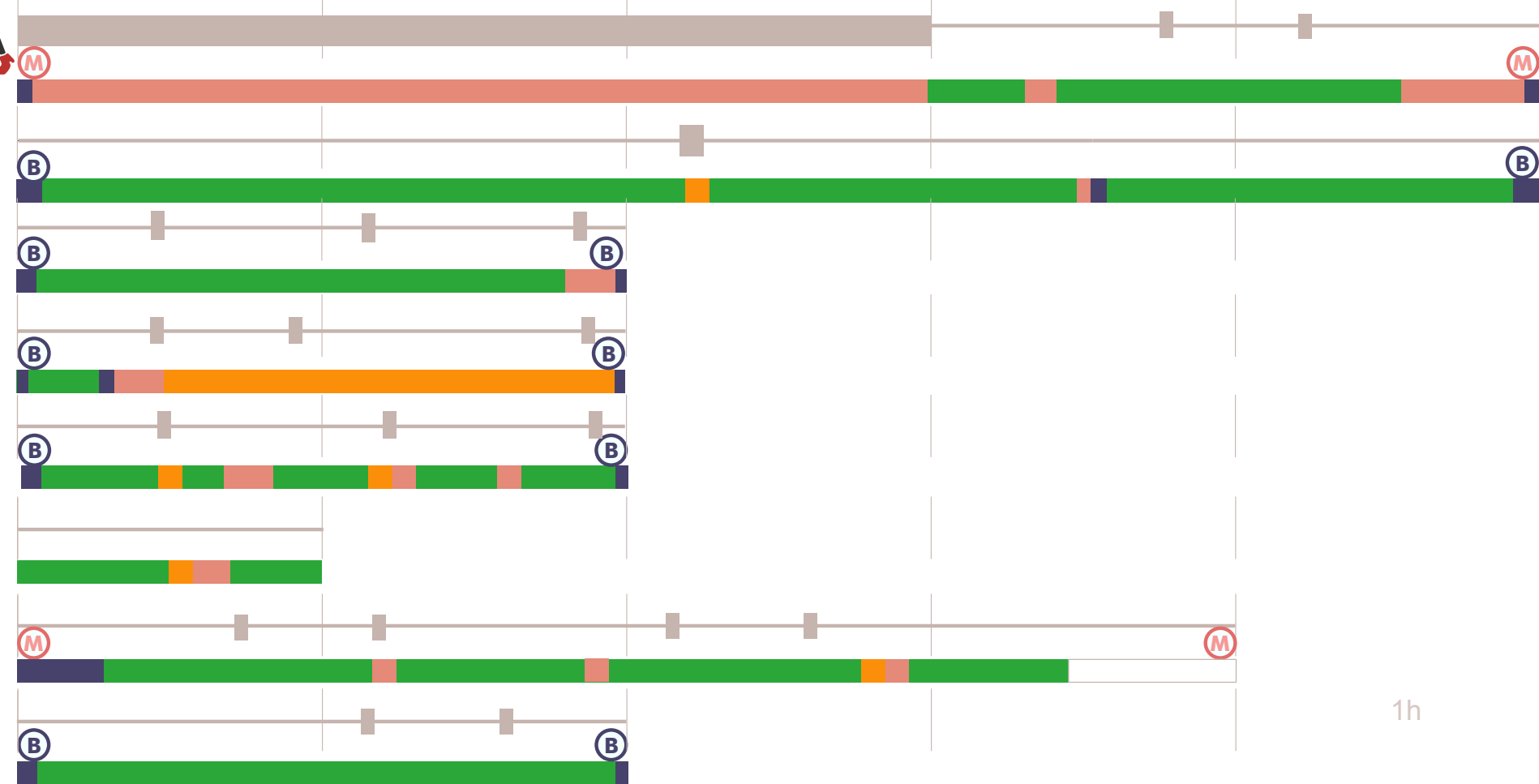
Daily routine
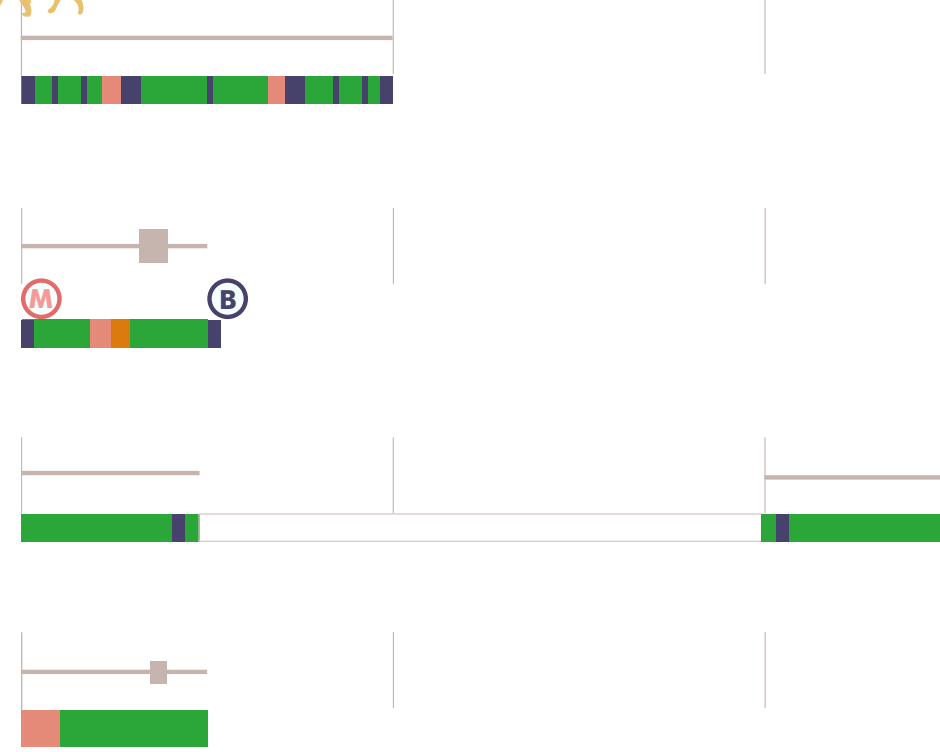
Legend

moving
staying

staying time duration

1h

the spatial attribute on the route

transportation-entrance
attached parks
catering & shopping
heritages
show/event
water(on boat)

Ⓑ bus station

Ⓜ metro station

38

Step 1. mapping the physical existence

Spaces   Functions
Forces/stakeholders

Patterns

Who are encouraged by the
patterns?
Who are disturbed?
Who are ignored?

How?

putting toegther

Patterns

People

Problems
Potentials

Step 3.understand the reasons
behind the spatial patterns

Step 4.outcomes

behaviour pattern   Step 2.mapping the people in

Behaviours/
moving &
staying

tourists

locals

39

Behaviours of different types of visitors in Urban Scenic area

Sightseeing dominance

Different levels

Different attributes

Clear edge

Potentials scattering around

Legend

→← the moving route of fast sightseeing visitors

● the staying point of fast sightseeing visitors

→← the moving route of the go-and-stay visitors

● the staying point of the go-and-stay visitors

→← the moving route of wandering visitors

● the staying point of wandering visitors

→← the moving route of daily routine visitors

● the staying point of daily routine visitors

The conceptual summary on the cirulation of the four types of visitor in the Urban Scenic Area

author
2020

OUT · ON THE EDGE · IN

40

The vision

For all

Permeable Edge

System for all visitor's uses

Legend

⟷ the moving route of fast sightseeing visitors

⟷ the moving route of the go-and-stay visitors

⟷ the moving route of wandering visitors

⟷ the moving route of daily routine visitors

● the staying point of fast sightseeing visitors

● the staying point of the go-and-stay visitors

● the staying point of wandering visitors

● the staying point of daily routine visitors

OUT — ON THE EDGE — IN

The patterns related to the visitor groups

Group 1 (with map/backpack visitor):

Waterfront	Seats	The whole-view point
Shopping pass	Show and sell	Take away window
Try and Step-in	Isolated retails	
The network of Must-visits	Must-visit	Spot mark
Extra Ticket Spots	Heritage path	Tour bus/hop-on, hop-off bus
Entrances/Exits	Wait, queue,& transfer	Public transportation network
Mainstream walkway	Parallel walkways	Building as the core
Events	Activity tour	Exhibitions

Group 2 (seated visitor with drink):

Playground/-free-field	Seats
Outdoor catering	Semi-public gardens
Isolated restaurants	Catering & Shopping Cluster
Public transportation network	Wait, queue,& transfer
Mobikes	
Stages for locals	Inner courtyard

Group 3 (visitor with phone):

Park necklace	Wandering path in green	Seats
The green network	Semi-public gardens	Gateway to the nature
Isolated retils	Take away window	Shopping windows
Mobikes	Wait, queue,& transfer	
Traditional shop	Heritages gate/Hidden heritage	
Hidden street/ Back street	Branch street	Statues/fountains/-flowerbeds
Screen and crowds	Shared theme	Events
Open markets	Education course	Exhibitions

Group 4 (visitor with dog):

Wandering path in green	Unattached small spaces	Seats
The green network	Gateway to the nature	
Isolated retils	Catering & Shopping Cluster	Shopping windows
Parallel walkways	Stages for locals	
Parking & Logistic	Wait, queue,& transfer	Mobikes
Public transportation network	Sidewalk & urban traffic	Huge square + huge buildings
Urban Edges	Big, empty, grey	Private Property (No Entry)
Education course		Open markets

The patterns related to the visitor groups

Column 1 (Weaken these!):
- Waterfront
- Seats
- The whole-view point
- Shopping pass
- Show and sell
- Take away window
- Try and Step-in
- Isolated retails
- Museum park
- Extra Ticket Spots
- Heritage path
- Tour bus/hop-on, hop-off bus
- Entrances/Exits
- Wait, queue,& transfer
- Public transportation network
- Mainstream walkway
- Parallel walkways
- Building as the core
- Events
- Activity tour
- Exhibitions

Weaken these!

Column 2 (Promote these!):
- Playground/-free-field
- Seats
- Outdoor catering
- Semi-public gardens
- Isolated restaurants
- Catering & Shopping Cluster
- Public transportation network
- Wait, queue,& transfer
- Mobikes
- Stages for locals
- Inner courtyard

Column 3:
- Park necklace
- Wandering path in green
- Seats
- The green network
- Semi-public gardens
- Gateway to the nature
- Isolated retails
- Take away window
- Shopping windows
- Mobikes
- Wait, queue,& transfer
- Traditional shop
- Heritages gate/Hidden heritage
- Hidden street/Back street
- Branch street
- Statues/fountains/-flowerbeds
- Screen and crowds
- Shared theme
- Events
- Open markets
- Education course
- Exhibitions

Promote these!

Column 4:
- Wandering path in green
- Unattached small spaces
- Seats
- The green network
- Gateway to the nature
- Isolated retails
- Catering & Shopping Cluster
- Shopping windows
- Parallel walkways
- Stages for locals
- Parking & Logistic
- Wait, queue,& transfer
- Mobikes
- Public transportation network
- Sidewalk & urban traffic
- Huge square + huge buildings
- Urban Edges
- Big, empty, grey
- Private Property (No Entry)
- Education course
- Open markets

Strategies

Strategy 1:
Lively edge

Strategy 2:
Diverse Green for daily life

Strategy 3:
Social nodes

Strategy 4:
Heritages for each

Strategy 5:
Multi-direction routes for casual visits

Strategy 6:
An Explorable network

Weaken
by unlinking
by adding other patterns

Promoting
by adding
by linking

Changing
by adding/deleting elements
by changing the relationships

Legend
- - - - the new links
- - - - the unlinks

Wait, queue,& transfer

Pass through

Green as a barrier

Extra Ticket Spots

Must-visit

Spot mark

Entrances/Exits

Big, empty, grey

Wait, queue,& transfer

Heritages gate/Hidden heritage

Parallel walkways

Parking & Logistic

Catering & Shopping Cluster

Playground/-free-field

Stages for locals

The whole-view point

Pass through

Gateway to the nature

Outdoor catering

Semi-public gardens

Unattached small spaces

Seats

Mobikes

Park necklace

isolated restaurants

The network of Must-visits

Parallel walkways

Strategies

STRATEGY 1: LIVELY EDGE

Entrances/Exits

Catering & Shopping Cluster

Big, empty, grey

Green as a barrier

Weaken the pattern Entrance/ Exit
Use the green and amenity together on both sides to form continuous and experiential spaces;
Soften the big entrances and add more entrances for daily crossing;
Give proper places and arrangement for different means of transportation;
Give proper facilities for the daily commuting people at the transportation nodes;
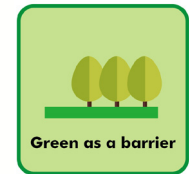
More for the experience series
Create direct entries for the people who want to stay;
Organising activities/events around;
Add surprises in the necessary detours;

STRATEGY 2: DIVERSE GREEN FOR DAILY LIFE

Park necklace

+

X

More green types with more combinations in the park necklace
Create diverse and remarkable areas at different scales and with different pavements;
Form shades and enclosure for small groups of people aiming at long stays;
Combine the accessible green with the paths;
Combine the green settings with heritages, amenities and transportations.

STRATEGY 3: SOCIAL NODES

Stages for locals

Seats

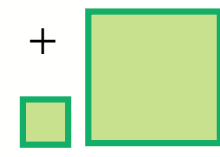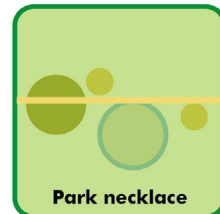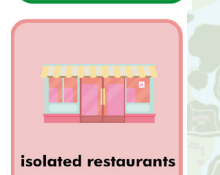**isolated restaurants**

Wait, queue,& transfer

Various social nodes
Create for social areas based on different activities;
Forming staying areas along the amenity both for passers-by and stayers;
Create lively sharing places for people with same routines and visiting purpose;
Create places for random meeting and communicating yet not disturbing each other;
Make use of the transportation nodes which naturally mix all types of people;
Create a slowing down commercial node with greens and heritages

STRATEGY 4: HERITAGES FOR EACH

The network of Must-visits

Extra Ticket Spots

+
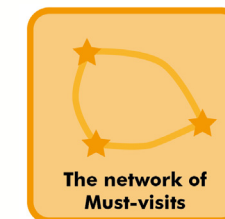
Heritage both as a network for picture taking, education and social life
Separate the fast-visitors who wanted to tour around and those who only target for limited destinations;
Make hidden heritages discovered and used as local stages or landmarks for local events;
Make the extra-ticket heritages more tangible and easier access for the people;
Rearrange the must-visit network with new promoted routes.

STRATEGY 5: MULTI-DIRECTION ROUTES FOR CASUAL VISITS

Parallel walkways

Pass through

Wait, queue,& transfer
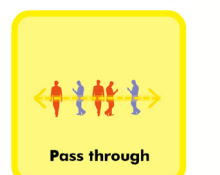
Less crowd
Unlock the hidden parallel routes;
Reorganise the circulation around the bottlenecks, adding proper explorable route from both sides;

Freer passing
Create more crossing flows between the different parallel routes;

Soften the dominance of the tourist streamlines
Organise the water lines for more than tourist purpose.

STRATEGY 6: AN EXPLORABLE NETWORK

Gateway to the nature

Unattached small spaces

The network of Must-visits

Stages for locals
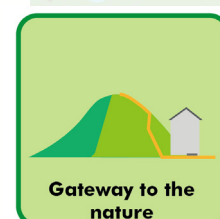
Green as links and hints
Link the out and the in as a whole with visual and physical connections with green;
Push the natural identity out of the boundary;
Highlight the existing staying places and paths with green;

Port way for multi-directions
Make the entrance for explorations to multi -directions;
Build up various identities;

Heritage as the attractions and nodes
Enlarge the heritage networks and organise more exploring possibilities with one must visit site;

Events for atmosphere
Hold events at the edge for distracting the main flows.
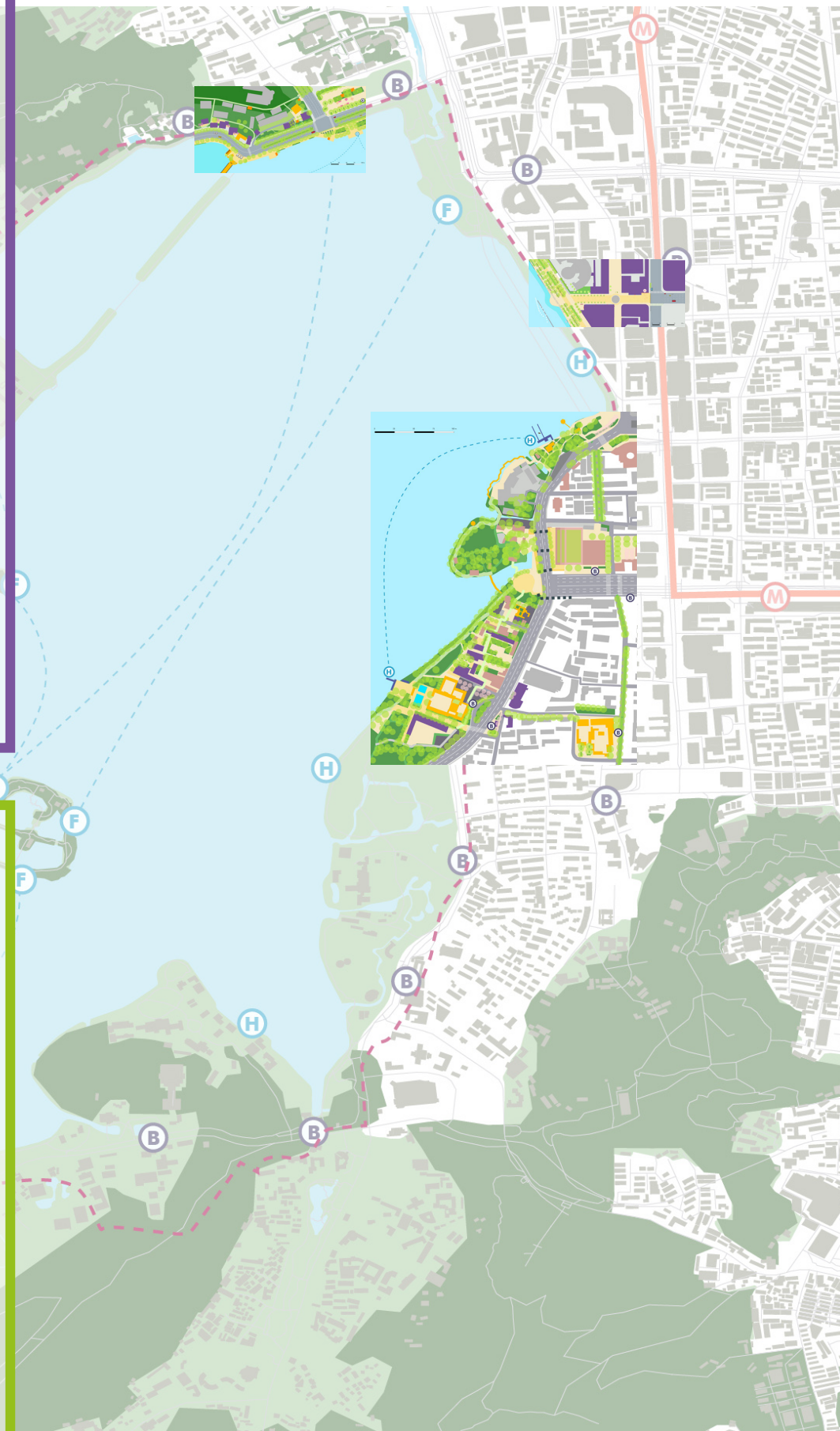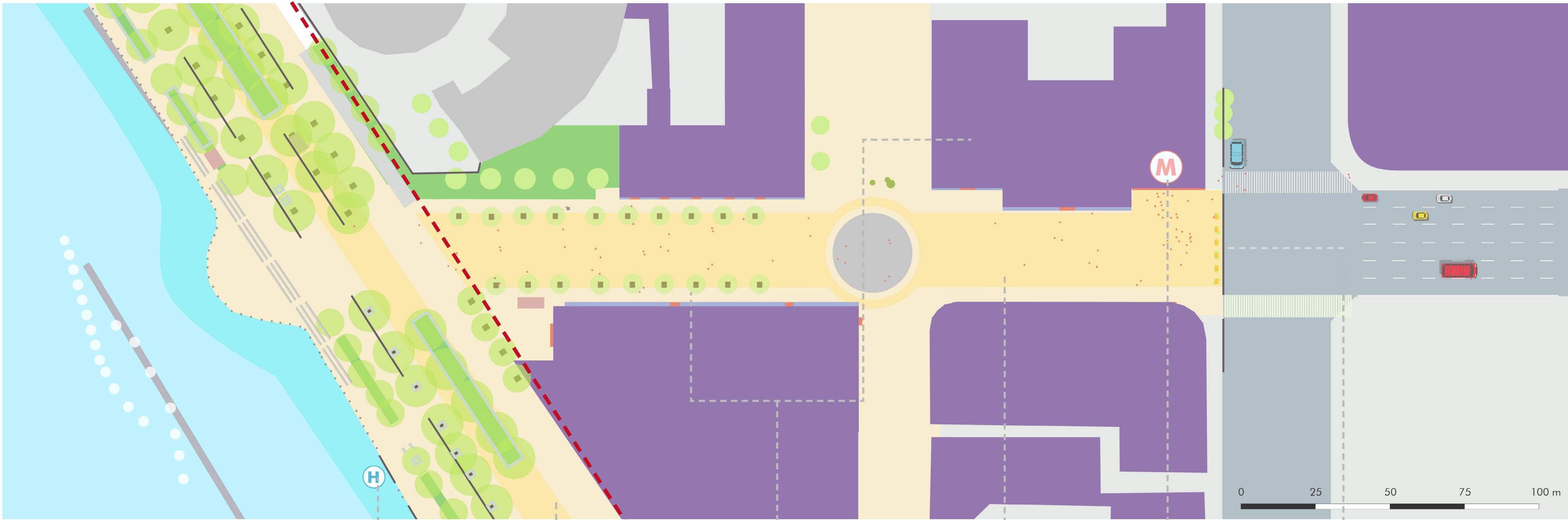
The existing status

Daily visitor number:
The peak day in the year-
145k
Normal peak-50k
Average day-3k
(Hangzhou tourism au-
thority, 2018)

Parallel walkways

**Catering & Shop-
ping Cluster**
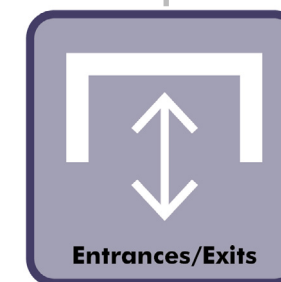
Entrances/Exits
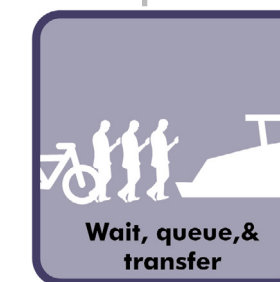
**Wait, queue,&
transfer**
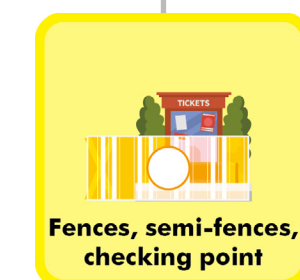
**Fences, semi-fences,
checking point**

The design of the Lake shore area

Daily visitor number:
The peak day in the year-145k
Normal peak-50k
Average day-3k
(Hangzhou tourism authority, 2018)

Stages for locals

Playground/-
free-field

Mobikes

Outdoor catering

❶ Square clusters around the egde
❷ Open green belt
❸ Fountain plaza
❹ Harbour with a staying square
❺ Staying places of different scales along the main route

❻ Lively facade with outdoor cafe/ takeaway windows
❼ Outdoor cafe/ restaurant in green
❽ Multiple seats for a quick and easy rest
❾ Mobike parking area
❿ Round lake waterline
⓫ Water as the contiuous theme

Parallel walkways

Catering & Shopping Cluster

Entrances/Exits

Wait, queue,& transfer

Seats

Playground/-free-field

Mobikes

Outdoor catering

Seats

The design of the Lake Shore area

Daily visitor number:
The peak day in the year-145k
Normal peak-50k
Average day-3k
(Hangzhou tourism authority, 2018)

1 Square clusters around the edge
2 Open green belt
3 Fountain plaza
4 Harbour with a staying square
5 Staying places of different scales along the main route

6 Lively facade with outdoor cafe/ takeaway windows
7 Outdoor cafe/ restaurant in green
8 Multiple seats for a quick and easy rest
9 Mobike parking area
10 Round lake waterline
11 Water as the contiuous theme

Catering & Shopping Cluster

Entrances/Exits

Wait, queue,& transfer

0   25   50   75   100 m

Wait, queue, & transfer

Fences, semi-fences, checking point

Wait, queue,& transfer

Playground/-free-field

Outdoor catering

公路咖啡

HIGHWAY COFFEE

6

11

7
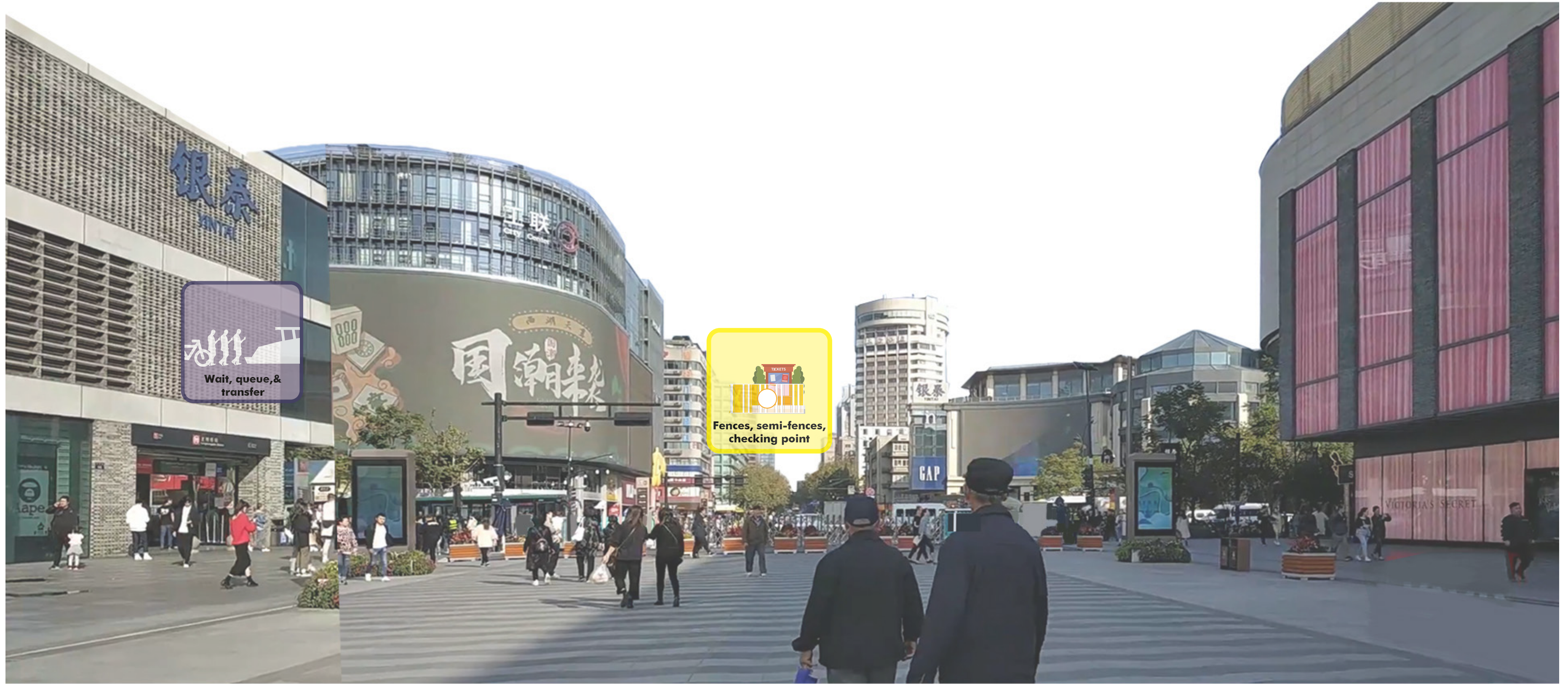
Seats

11   Water as the contiuous theme

7   Outdoor cafe/ restaurant in green

Pass through

Catering & Shop-ping Cluster

Playground/-free-field

Pass through

Seats

11

3

8

2

Pass through

8 Multiple seats for a quick and easy rest

2 Open green belt

3 Fountain plaza as a node

11 Water as the contiuous theme

Fences, semi-fences, checking point

Parallel walkways

Parallel walkways

Stages for locals

Seats
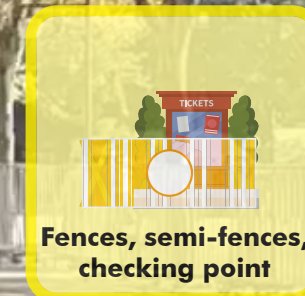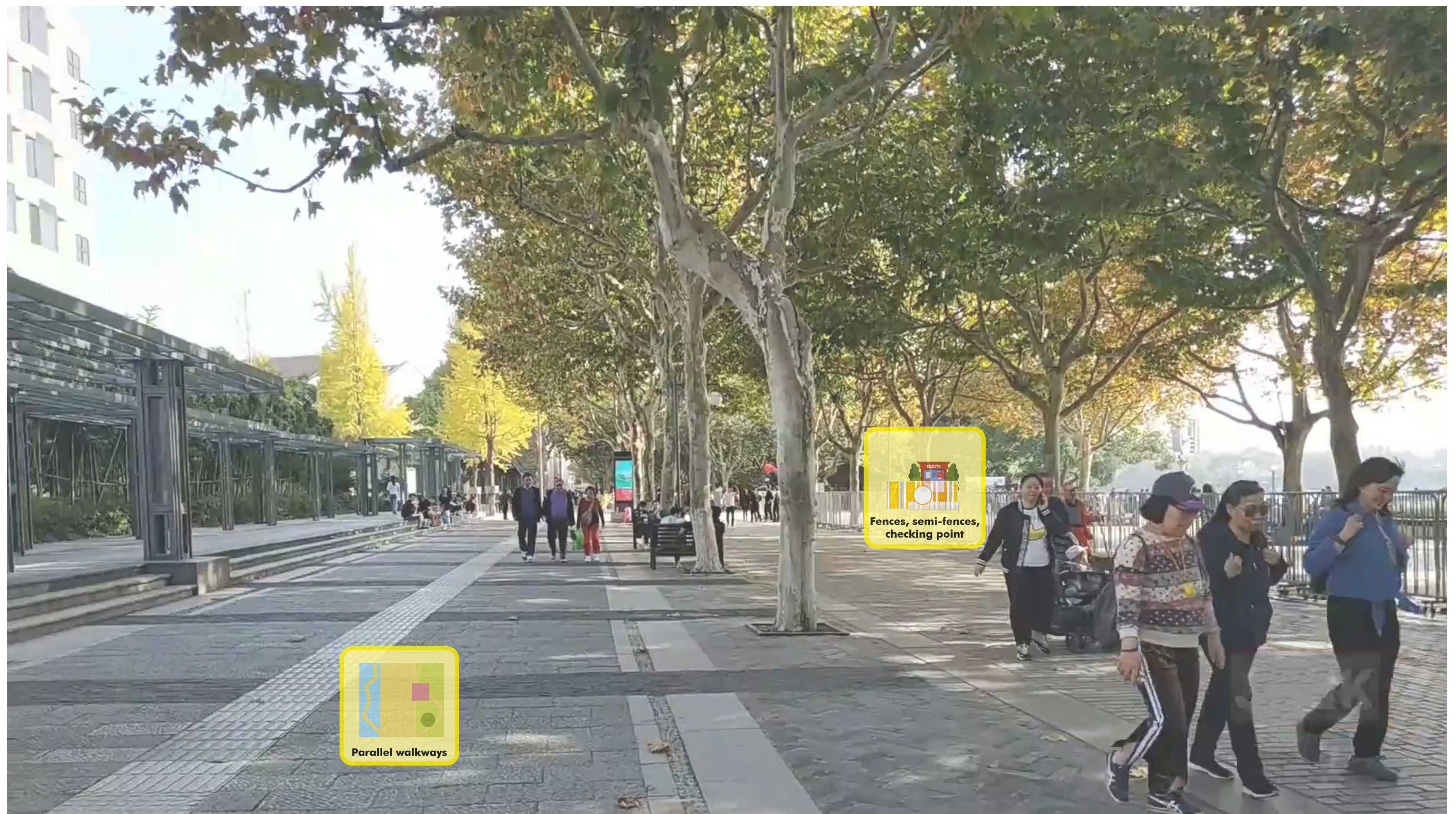
5 Staying places of different scales along the main route

11 Water as the contiuous theme

The existing of the Dike Bai area

Daily visitors:
Peak day in the year-142k
Normal peak-50k
Average day-6k
(Hangzhou tourism authority, 2018)

0   25   50   75   100 m

The whole-view point

Stages for locals

Spot mark

Mobikes

Wait, queue,& transfer
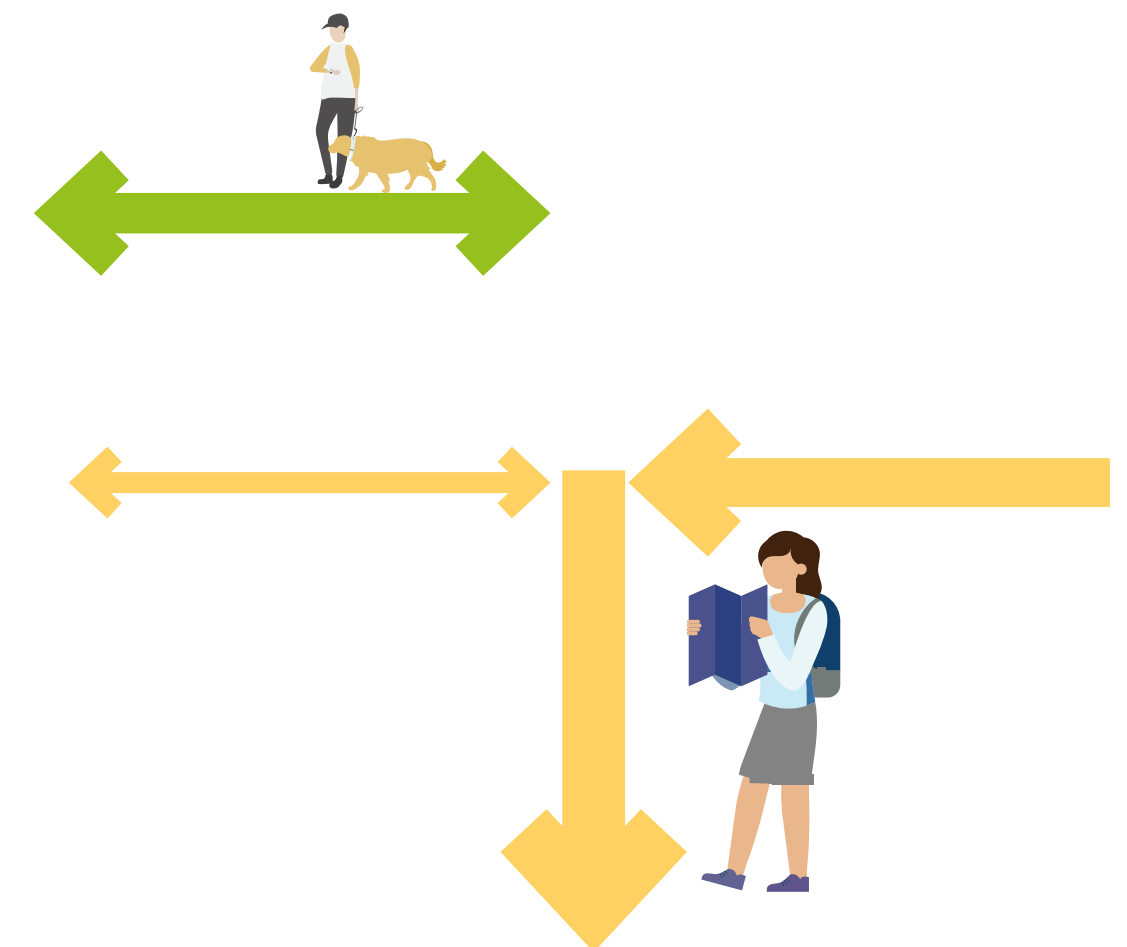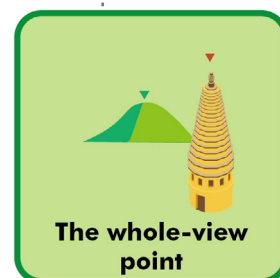
The design of the Dike Bai area

Daily visitors:
Peak day in the year-142k
Normal peak-50k
Average day-6k
(Hangzhou tourism authority, 2018)

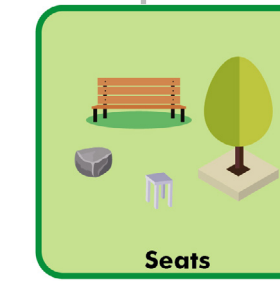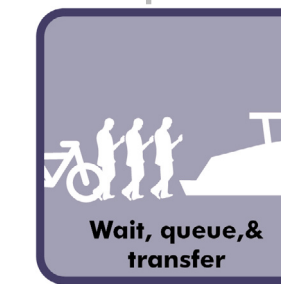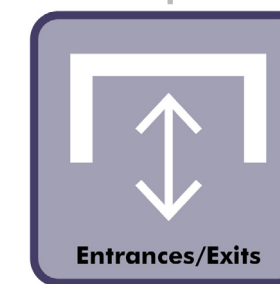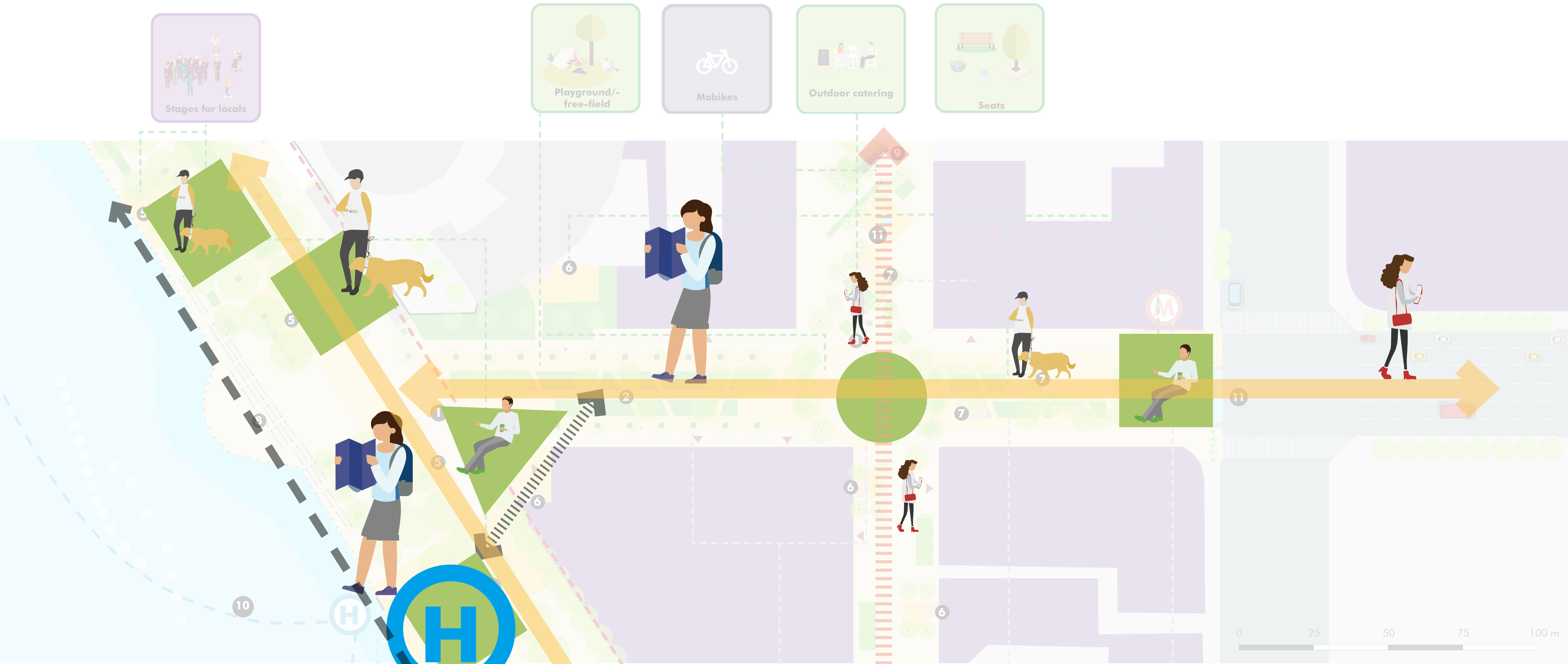❶ Add mobike parking lots

❷ Events and markets in the square nearby

❸ Add staying point at the view on top of the nearby hill, form a platform

❹ Add pavilion to form a staying area in the nearby square

❺ Remove the hedge at the edge of the nearby square

❻ Add series of photo-taking platform with pavilion to form local stages along the bank facing the heritage bridge

❼ Add hiking lines and linkages, highlight them with spot marks, pavilions and plants

❽ Round-lake water line and a harbour square behind it

0   25   50   75   100 m

The whole-view point

Open markets

Stages for locals

Spot mark

Mobikes

Wait, queue,& transfer

2 Events and markets in the square nearby

5 Remove the hedge at the edge of the nearby square
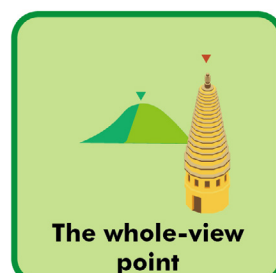
Open markets

1 Add mobike parking lots

8 Round-lake water line and a harbour square behind it

Wait, queue,& transfer

Mobikes

The whole-view point

Spot mark

6 Add series of photo-taking platform with pavilion to form local stages along the bank facing the heritage bridge

Stages for locals

3 Add staying point at the view on top of the nearby hill, form a platform

Stages for locals

7 Add hiking lines and linkages, highlight them with spot marks, pavilions and plants

Parallel walkways

isolated restaurants

① ② ③ ④ ⑤ ⑥ ⑦ ⑧

IN   EDGE   OUT

The design of the attached parks with parallel routes

Existing situation around Yongjin Park

Daily visitors:
The peak day of the year-50k
Normal peak-
Average day-5k
(Hangzhou tourism authority, 2018)

Design around Yongjin Park

Potentials to form daily routine, short/long staying for multi-groups

Catering & Shopping Cluster

A gradual change from the playground lawns to the semi-public gardens

Playground/-free-field

Outdoor catering

Semi-public gardens

isolated restaurants

Parallel walkways
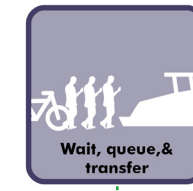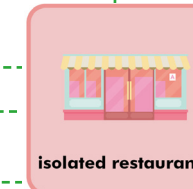
Public transportation form new meeting point & local use & parallel route

Wait, queue,& transfer

Hidden heritage for more route options

Heritages gate/Hidden heritage

❶ Add a crossing and add flourish trees at both sides

❷ Add underground commerical with the new development to form a continuos commericial space from east side of the road to the west

❸ Form a new path crossing a series the semi-public gardens

❹ Open up the woods with outdoor cafes and picnic field in front of the cafes

❺ Add another bridge and for a small spaces along the water front with squares, amenities and underground shopping pass

❻ Add trees and small squares for events

❼ Form pocket garden with the fenced-up heritage

❽ Round-lake water line with a harbour square

IN   EDGE   OUT

The design of the attached parks with parallel routes

Encourage this change

5 Add another bridge and for a small spaces along the water front with squares, amenities and underground shopping pass

2 Add underground commerical with the new development to form a continuos commericial space from east side of the road to the west

Heritage path

Waterfront

Parallel walkways

Sidewalk & urban traffic

Catering & Shopping Cluster

Isolated restaurants

Semi-public gardens

Outdoor catering

Wandering path in green

Playground/free-field

3 Form a new path crossing a series the semi-public gardens

4 Open up the woods with outdoor cafes and picnic field in front of the cafes

Hefang Neighbourhood

Qiaoxi Museum clusters

Spaces

Behaviours

Commercial mode

Spaces

Behaviours

Building management

Commercial dominance, linear crossing by

	Urban traffic	Branch street	Fences & checking point		Mobikes
Urban edge	Indoor catering	Fences & checking point	Take away window		Wait, queue, & transfer
	Try and Step-in	Green as a barrier	Indoor catering		Parking & Logistic
Main commercial street	Show and sell	❷	Spot mark	❶	Entrances/Exits
	Take away window	Green as a barrier	Must-visit		Fences & checking point
	Indoor catering	Parking & Logistic	Shopping windows		
Hidden street/ Back street	Traditional shop	Private property (No Entry)	❸ heritage		Path to the nature

Traditional neighbourhood

EDGE OUT

IN

IN THE EDGE OUT

❶

❷

❸

Vision of Hefang Neighbourhood

Urban traffic

Entrances/Exits

OUT

Urban edge

Indoor catering

Mobikes

Outdoor catering

Take away window

Traditional neighbourhood

Try and Step-in

Indoor catering

Seats

Main commercial street

Show and sell

Seats ❷

Spot mark

Entrances/Exits

Shared theme

Take away window

Must-visit

Mobikes

Wait, queue,& transfer

Catering & Shopping

Indoor catering

Parking & Logistic

Shopping windows

Parking & Logistic ❶

Entrances/Exits

The network of Must-visits

Hidden street/ Back street

Seats

Path to the nature

Outdoor catering ❸

Path to the nature

Traditional shop

Private property (No Entry)

Hidden heritage

IN EDGE OUT

Vision of Qiaoxi museum cluster
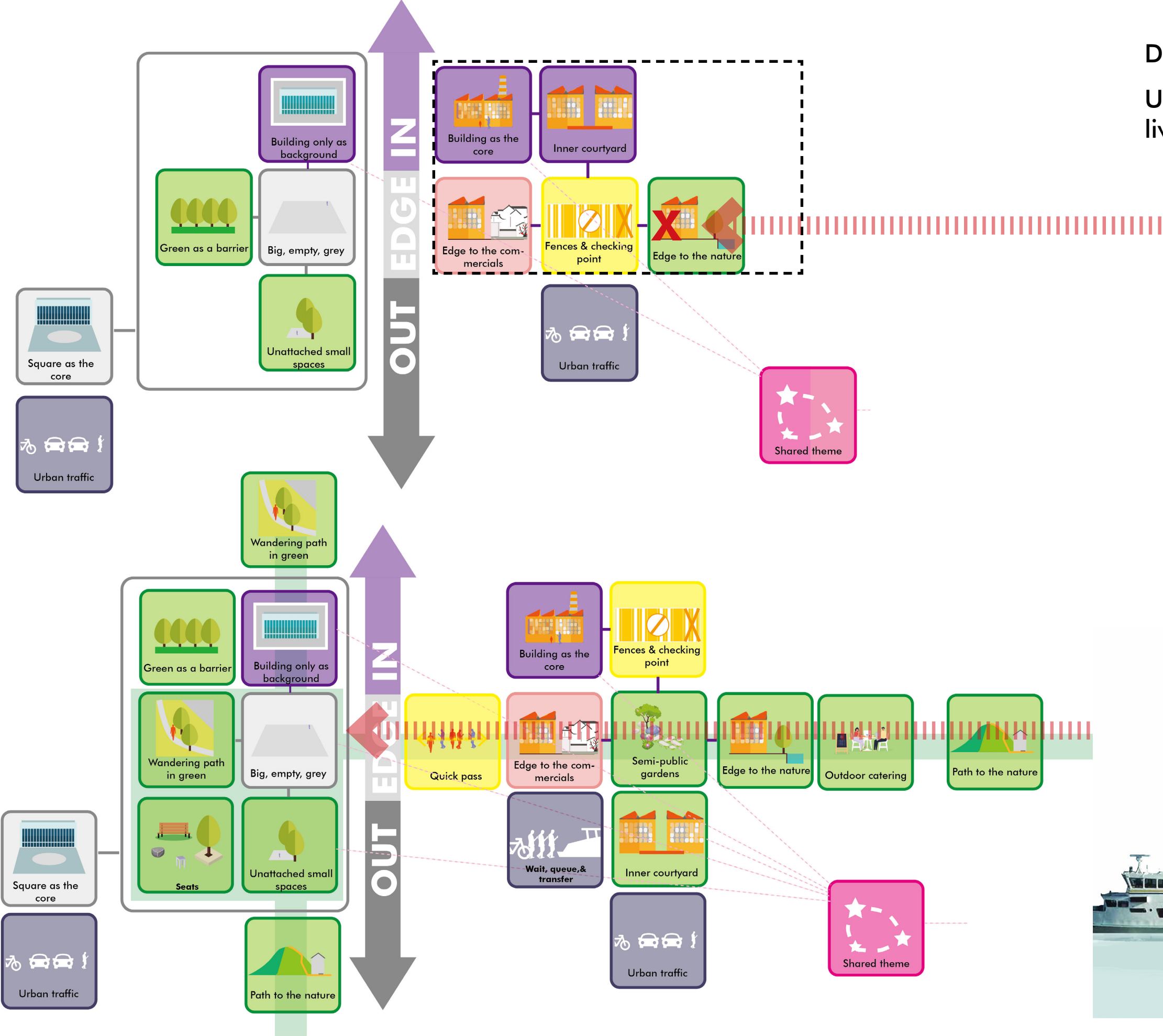
Distanced building with management fences

Using outdoor places to keep the circulation lively

Building only as background

Green as a barrier

Big, empty, grey

Unattached small spaces

Square as the core

Urban traffic

EDGE IN

OUT

Building as the core

Inner courtyard

Edge to the commercials

Fences & checking point

Edge to the nature

Urban traffic

Shared theme

Wandering path in green

Green as a barrier

Building only as background

Wandering path in green

Big, empty, grey

Seats

Unattached small spaces

Square as the core

Urban traffic

Path to the nature

Building as the core

Fences & checking point

Quick pass

Edge to the commercials

Semi-public gardens

Edge to the nature

Outdoor catering

Path to the nature

Wait, queue,& transfer

Inner courtyard

Urban traffic

Shared theme

City & planning

Back to the city level

Different visitors have different focuses in the system.
The system can offer places for them to meet and communicate.
It triggers the transformation of the typeA visitors to other types.
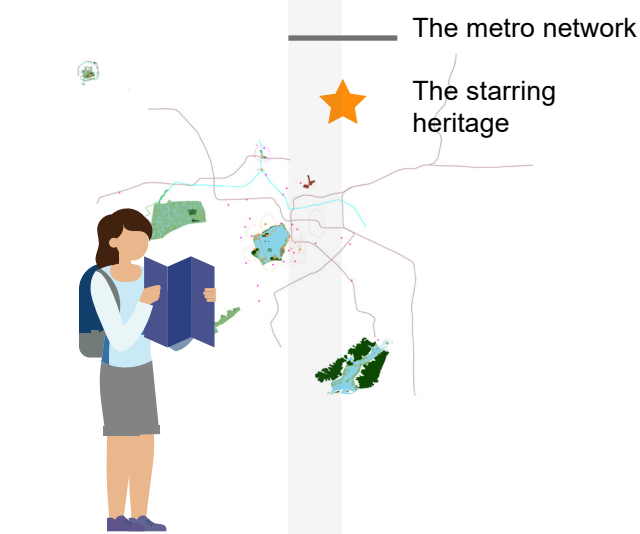
"More attractions and an efficient public transportation system linking them"

"May the new paths lead me to the untouched places for me in the city. Adventures start."
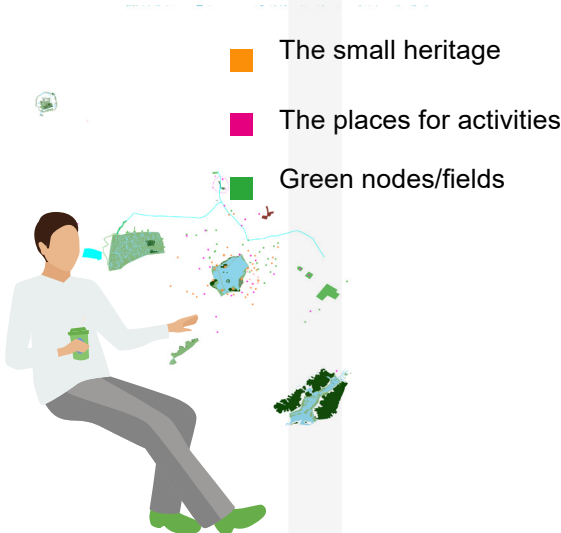
"More places for relaxing and doing nothing!"

"Exercising route, check!
Commuting route, check!
Daily shopping area, check!"
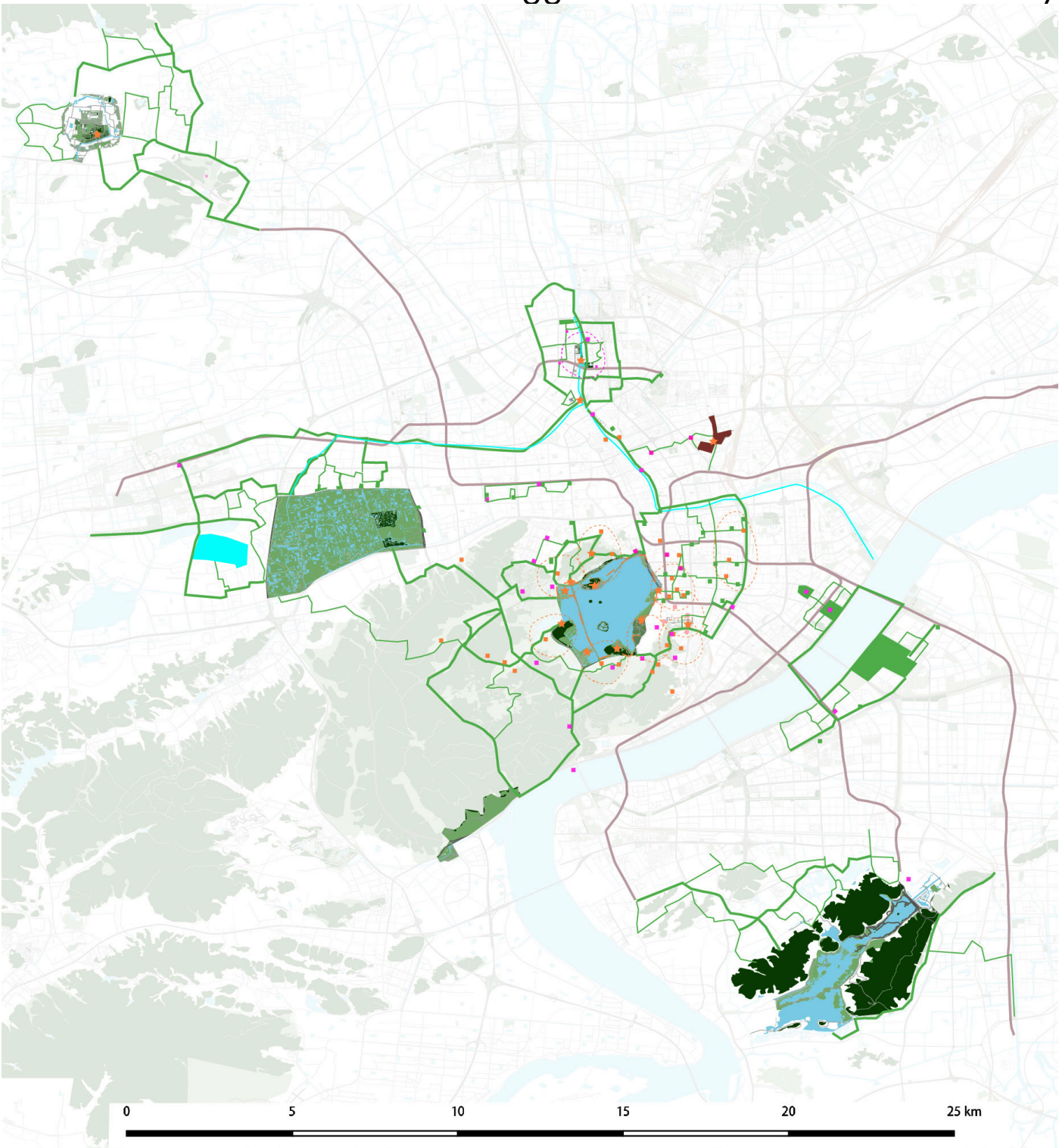
The city scale vision for Hangzhou with breaking the tourist bubbles

0   5   10   15   20   25 km

Legend

——— The green network   ⬚ The heritage distracting circle   🟧 The small heritage

——— The metro network   ⭐ The starring heritage   🟪 The places for activities

——— The canal (ferry)network   🟩 Green nodes/fields

Two gaps:
Planning----Tourist Spaces----Different group of visitors

People

Behaviours/ moving & staying

Online survey on the route, the stopping points, the visiting time, the staying time...

(In total 301 valid cases.)

Patterns

Mapping & Field work*
*Video watching

Spaces

Planning

???

For the changing planning system...

Urban Scenic Area

Traditional neighbourhood · Catering & Shopping Cluster · Private Property (No Entry) · Extra Ticket Spots · Park necklace

Huge square + huge buildings · Parallel walkways · Must-visit · Playground/free-field

Gateway to the nature · Shopping pass · Hidden street/Back street · Branch street · Urban Edge · Hidden Heritages · Big, empty, grey · Sidewalk & urban traffic · Waterfront · Mainstream walkway · Heritage path · Wandering path in green

Outdoor catering · Unattached small spaces · Stages for locals

Entrances/Exits

Traditional shop · Show and sell · Try and Step-in · Take away window · Shopping windows · Screen and crowds · Building only as background · Building as a block · isolated restaurants · Parking & Logistic · Mobikes · Wait, queue, & transfer · Tour bus/hop-on, hop-off bus · Isolated retails

Open edge to the commercials · Open facade to the nature · Semi-public gardens

Exhibitions · Open markets · Education course · Events · Activity tour

Seats · Fences, semi-fences, checking point · Huge statues/fountains/flowerbeds · Green as a barrier · Spot mark

Residential communities · Factories · School/Campus · Offices

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Discover stakeholders & start conversation

1. It offers a way to discover stakeholders in the starting stage of a project. It is a way for different departments/disciplines to work together.

Transportation Department

Tourism&Culture Department

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Discover stakeholders & start conversation

The commission of the Scenic area

Green and Heritage Department

Urban Scenic Area

Developers

Shop owners

Catering & Shopping Cluster

The owner & working people

Private Property (No Entry)

Extra Ticket Spots

Park necklace

Management office of the park/scenic area

Parallel walkways

Residents

Huge square + huge buildings

Urban edges

Shop owners

Big, empty, grey

Waterfront

Mainstream walkway

Heritage path

Wandering path in green

Transportation Department

Entrances/Exits

Tourism&Culture Department

The bus company & ferry company

Traditional shop

Show and sell

Try and Step-in

Take away window

Shopping windows

Screen and streets

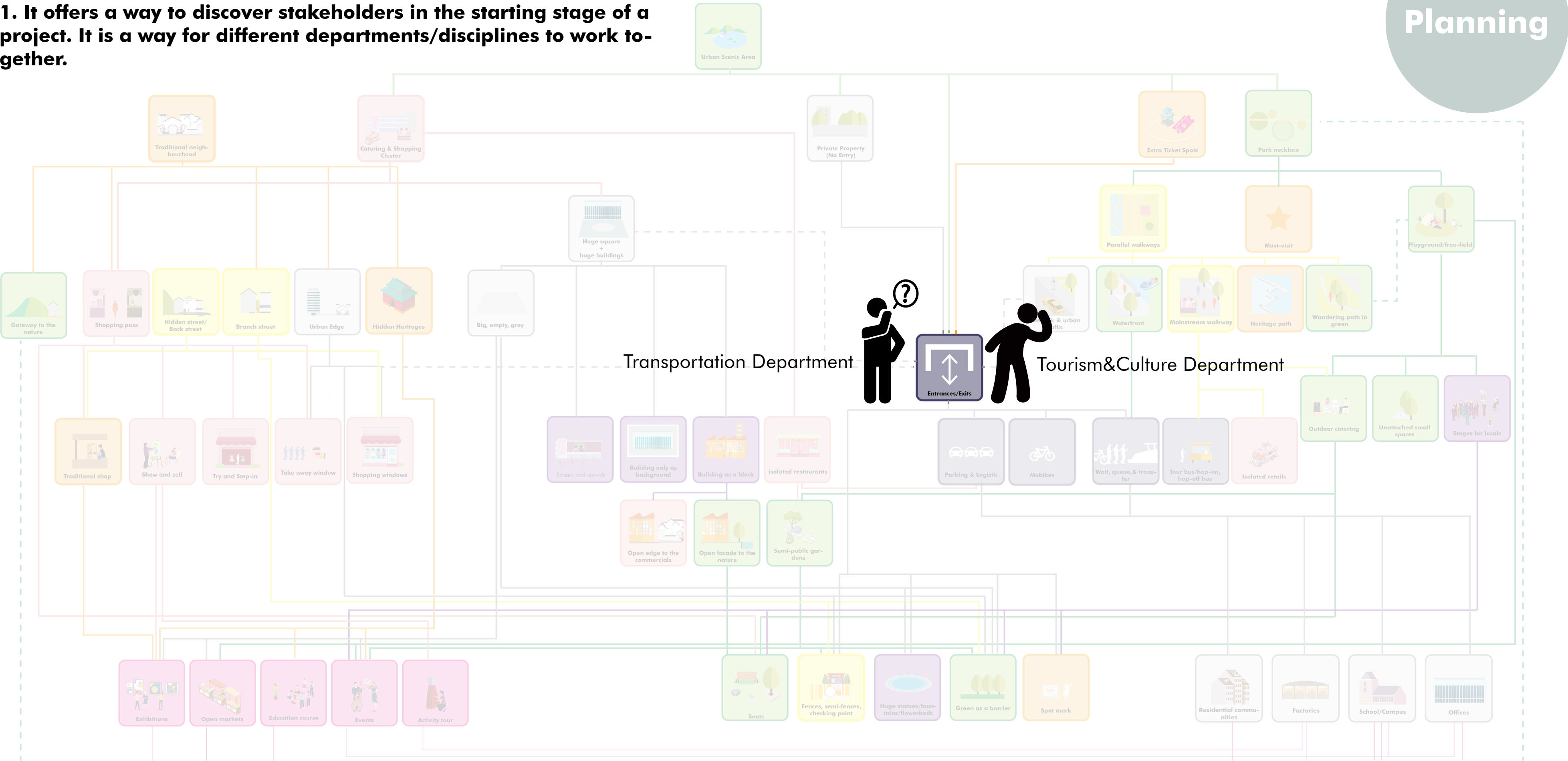Building only as background

Building as a block

Isolated restaurants

Parking & Logistic

Mobikes

Wait, queue,& trans-fer

Isolated retails

Residents

Mo-bike company

Open edge to the commercials

Open facade to the nature

Semi-public gar-dens

City maintenance group

Exhibitions

Open markets

Education course

Events

Activity tour

Seats

Fences, semi-fences, checking point

Huge statues/foun-tains/flowerbeds

Green as a barrier

Spot mark

Residential commu-nities

Factories

School/Campus

Offices

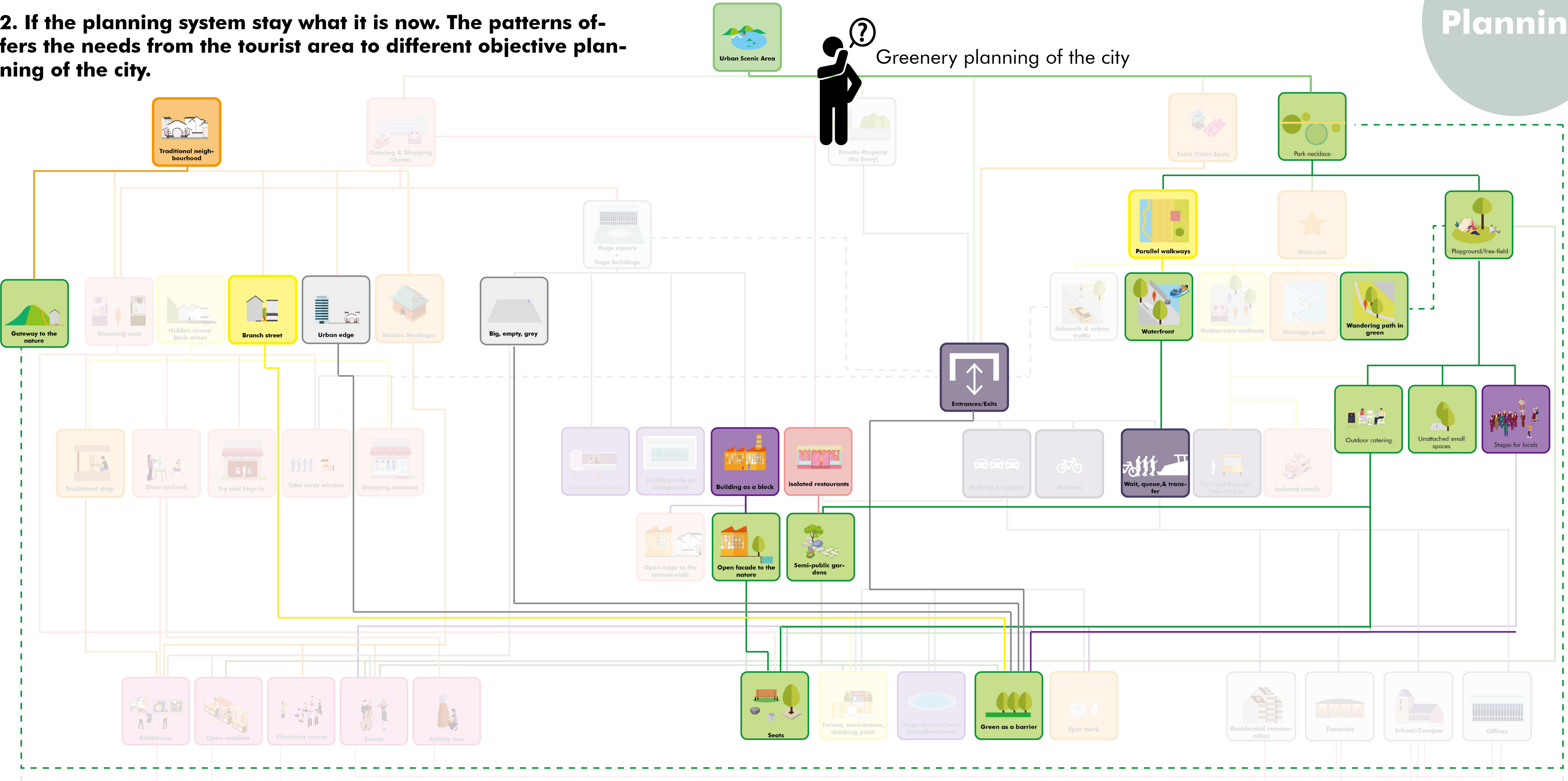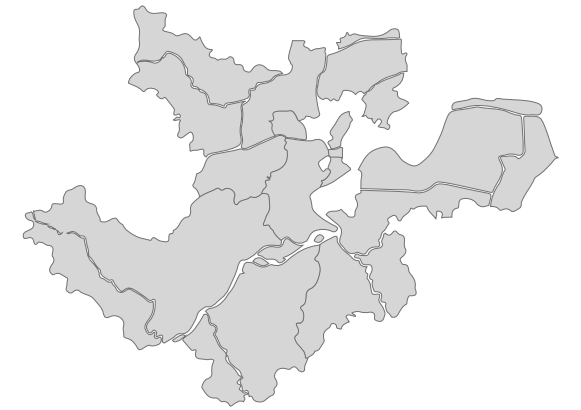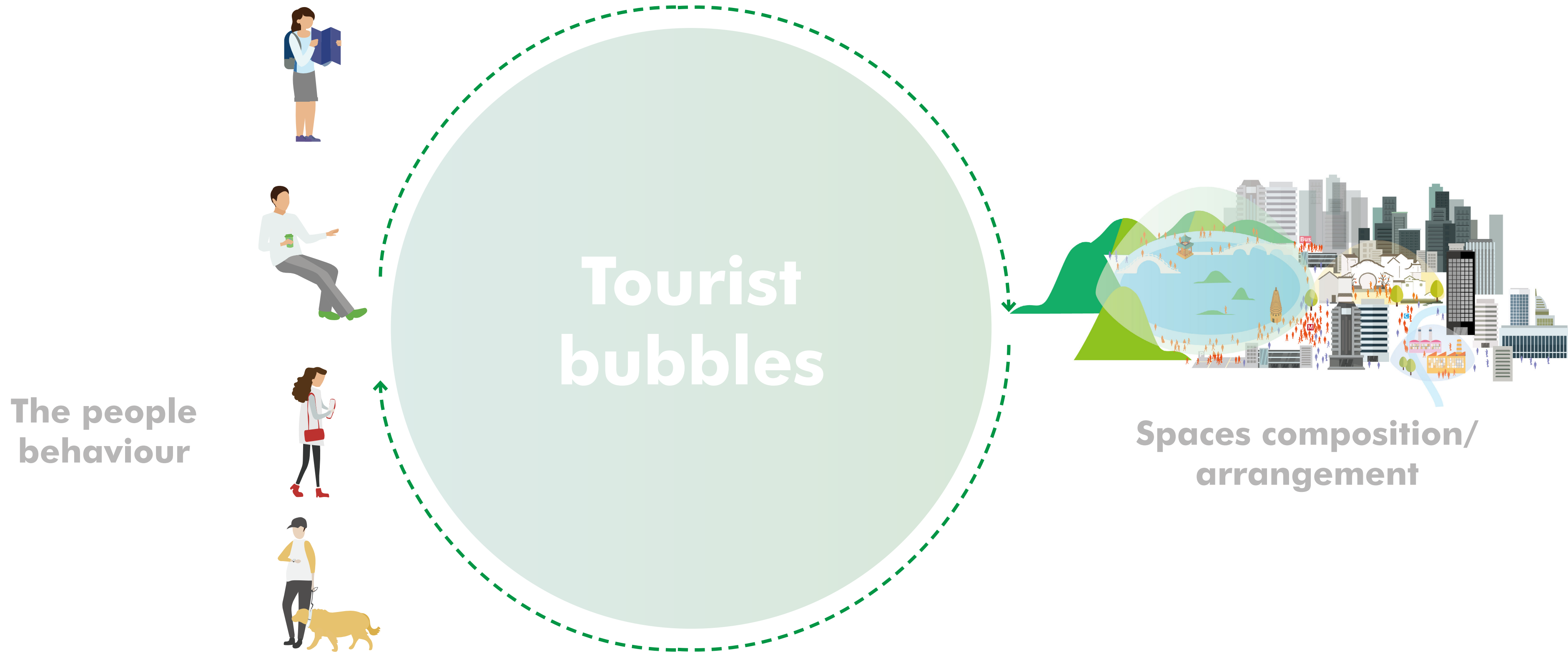# Offer a wholesome view for different city agendas in tourism area

2. If the planning system stay what it is now. The patterns offers the needs from the tourist area to different objective planning of the city.
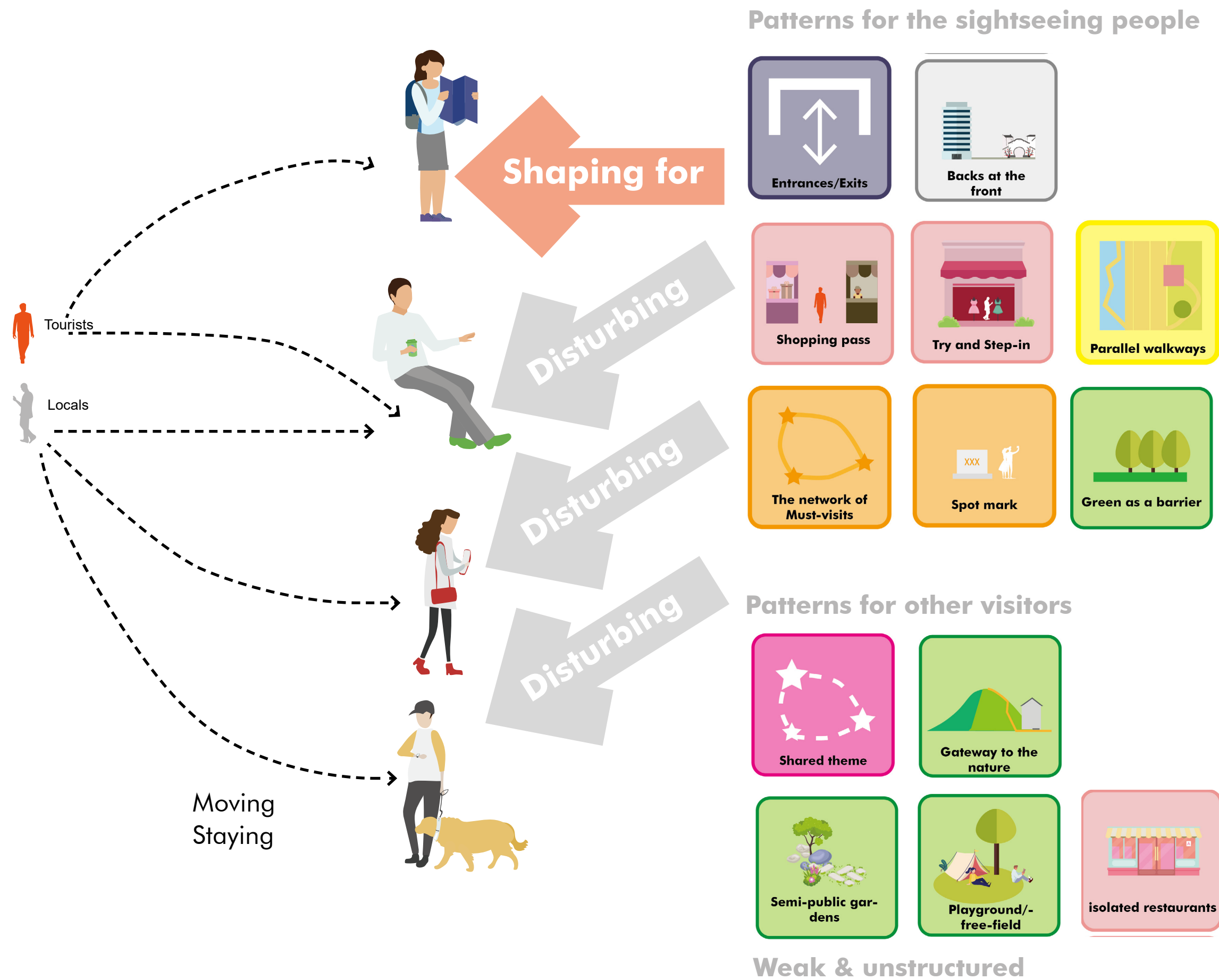
Urban Scenic Area

Greenery planning of the city

Private Property (No Entry)

Traditional neighbourhood

Catering & Shopping Cluster

Extra Ticket Spots

Park necklace

Huge square + huge buildings

Parallel walkways

Must-visit

Playground/free-field

Gateway to the nature

Shopping pass

Hidden street/ Back street

Branch street

Urban edge

Hidden Heritages

Big, empty, grey

Sidewalk & urban traffic

Waterfront

Mainstream walkway

Heritage path

Wandering path in green

Entrances/Exits

Outdoor catering

Unattached small spaces

Stages for locals

Traditional shop

Show and sell

Try and Step-in

Take away window

Shopping windows

Screen and crowds

Building only as background

Building as a block

isolated restaurants

Parking & Logistic

Matches

Wait, queue,& transfer

Tour bus/buses, bus-stop box

Isolated retails

Open edge to the commercials

Open facade to the nature

Semi-public gardens

Exhibitions

Open markets

Education course

Events

Activity tour

Seats

Fences, semi-fences, checking point

Huge statues/fountains/flowerbeds

Green as a barrier

Spot mark

Residential communities

Factories

School/Campus

Offices

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Take-away messages

Tourist bubbles

The people behaviour

Spaces composition/ arrangement

It is not only about a management line/ the amount of the tourists.

Conclusions

Patterns for the sightseeing people

Shaping for

Entrances/Exits	Backs at the front

Shopping pass	Try and Step-in	Parallel walkways

The network of Must-visits	Spot mark	Green as a barrier

Tourists

Locals

Disturbing

Disturbing

Disturbing

Moving
Staying

Patterns for other visitors

Shared theme	Gateway to the nature

Semi-public gardens	Playground/-free-field	isolated restaurants

Weak & unstructured

The spaces in tourist area disturbing/ support different visitors.

The spaces work systematically.
It is not a problem of one pattern or several patterns which form the problem.

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Conclusions

Encourage certain the behaviour type
Trigger the change on the change of behaviours

Change the patterns can be the starting step to break the loop.

Stimulating internal fast crossing+planned visiting

Entrances/Exits

Backs at the front

Shopping pass

Try and Step-in

Parallel walkways

**Change!
Mix!
Eliminate!**

The network of Must-visits

Spot mark

Green as a barrier

Tourists

Locals
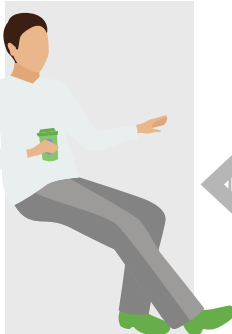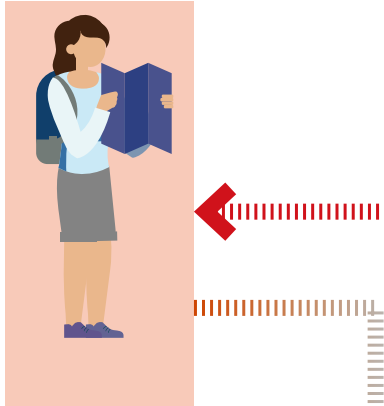
Moving
Staying

Stimulating stays short and long+casual visiting/daily visiting

Shared theme

nature

**Add!
Mix!
Encourage!**

Semi-public gardens

Playground/free-field

isolated restaurants

Change the relationship between the locals & tourists & the tourist area

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Transferability

Other tourist bubbles

Other tourist bubbles

Examine with two questions

1. How similar is the social and cultural context?

Very ⭕ **Little** ❌

⭕⭕ The strategies

⭕❌ The patterns

2. How similar are the scale and spatial composition?

Very ⭕ **Little** ❌

❌⭕ ❌❌ The methodology

Entrances/Exits

Entrances/Exits

🧍 Tourists

🧍 Locals
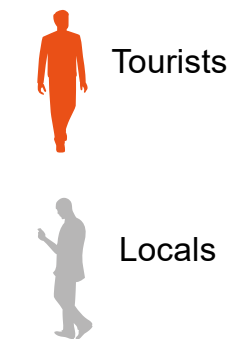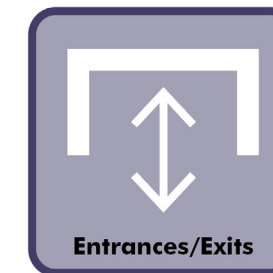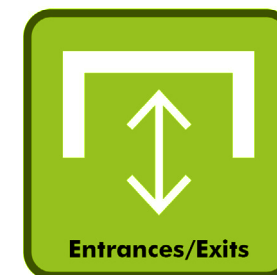
Reflections

Digging deeper in the problem

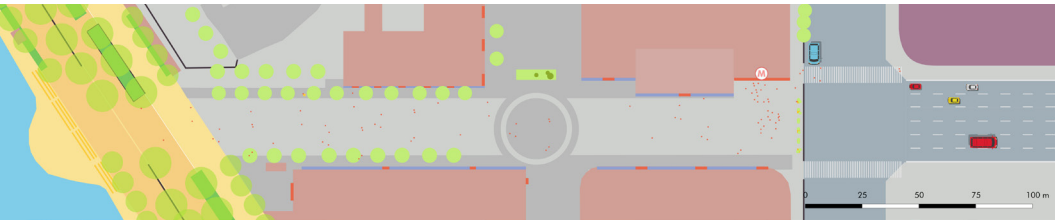It is a nice way of digging out the spatial reasons behind the phenomenon.
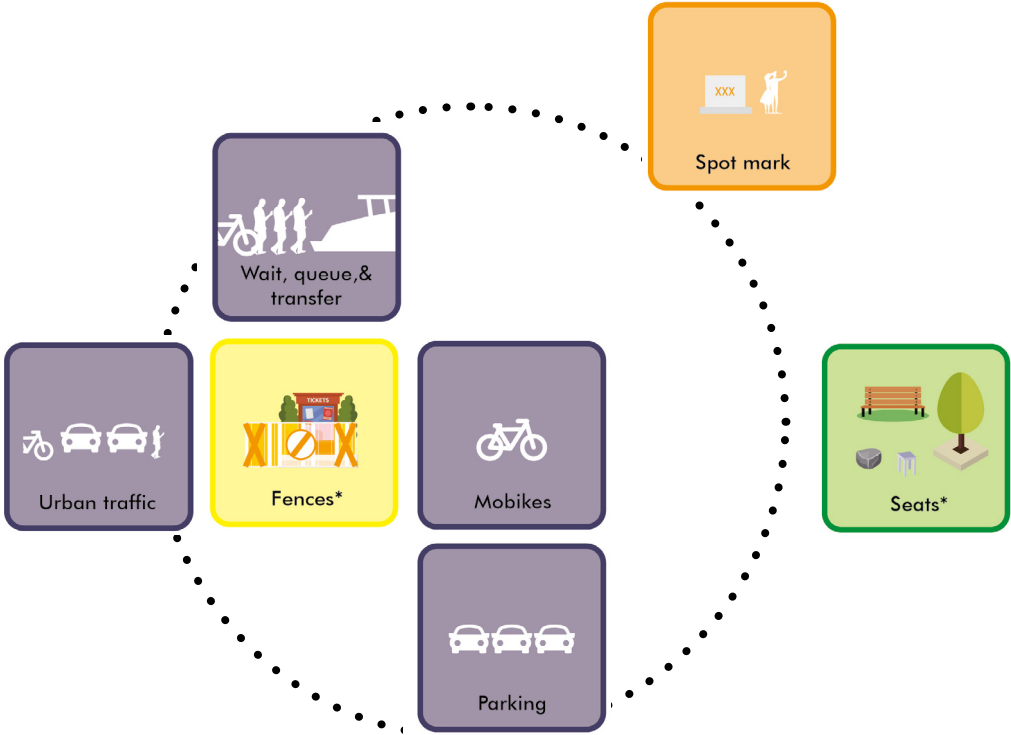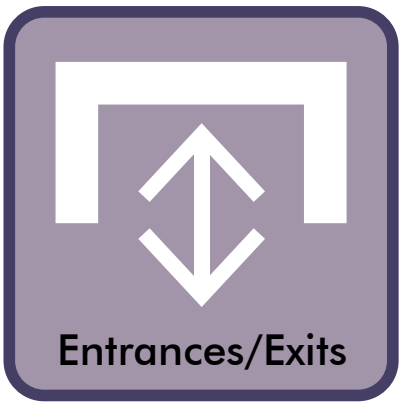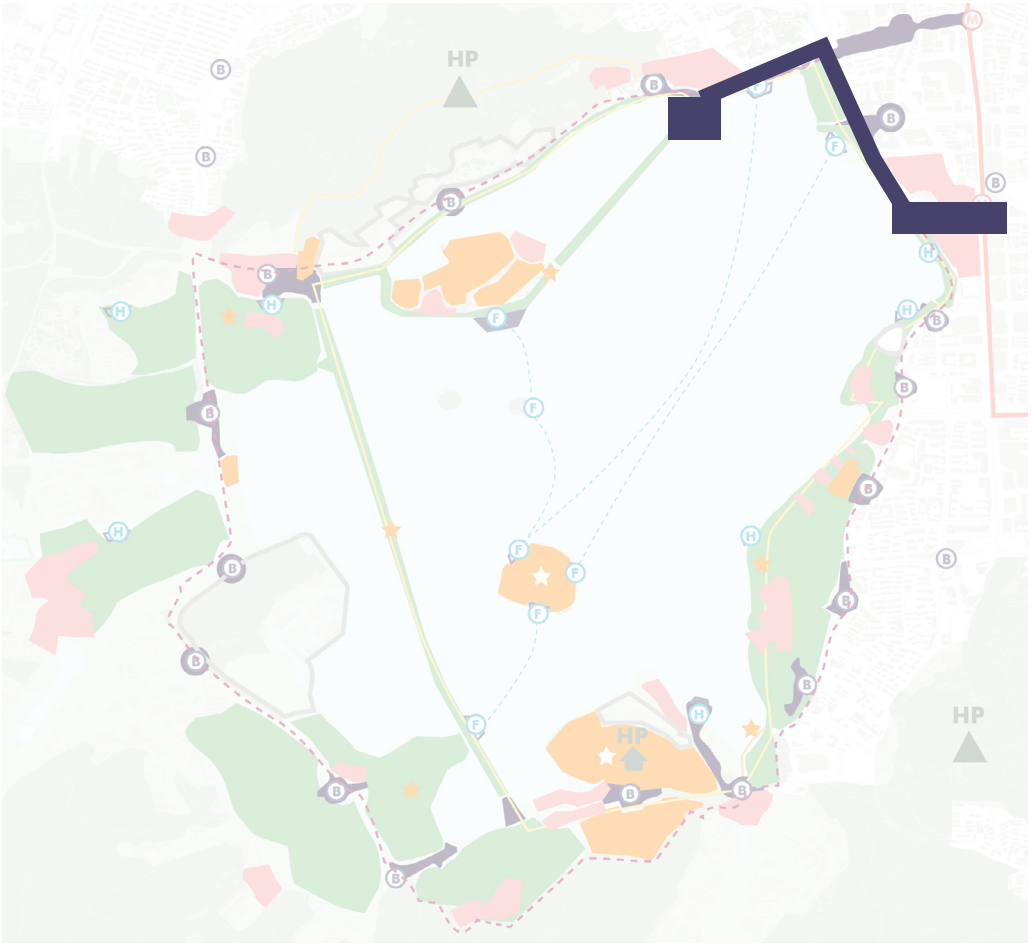
Abstract gives the new understanding:

It breaks the spatial boundary when distinguish the pattern from the reality.

Entrance of Dike Bai

Can be use as case study & problem analysis

Good and bad example can all use the language.

Entrance-Metro to the lake shore

If it is only metro-Dike Bai then the whole area could be see as an entrance

Reflections

## As a dictionary with a system behind:

To check and use singly as the starting point;
See the parallel patterns at the same scale and same category, possibility to change one into the other;

The first step towards the digitalising and modelling?

The pattern language is the first step to set up a model to do examine how different people will change when the spatial patterns change.

Based on a personal observation??

Different system from different person, patterns scattering around and growing endlessly.
A base for going on for the discussion, but not a final work.
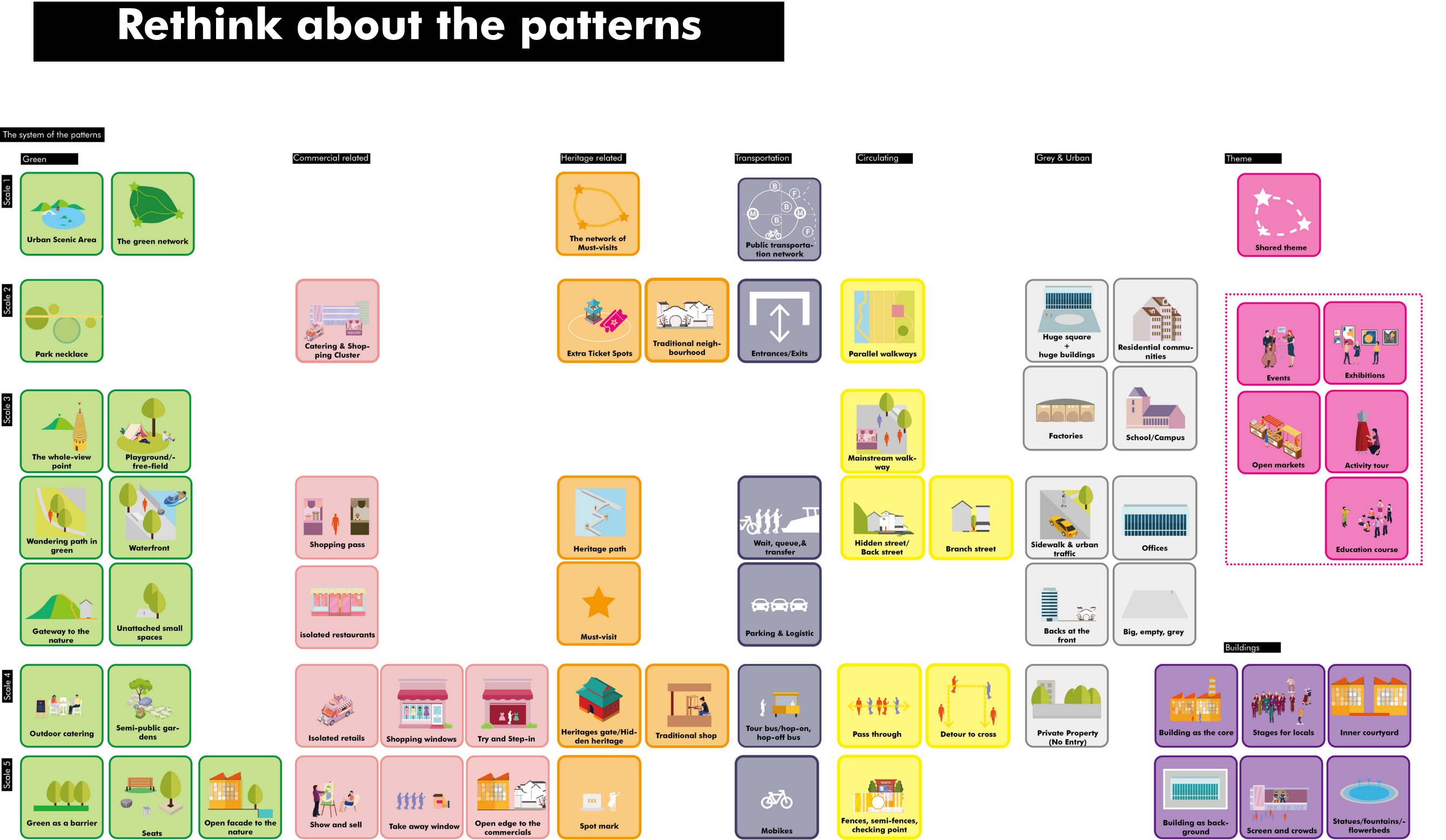
The summary index of the patterns with categories

New Challenges
&
New Chances

March 2020
https://whatsupwithamsterdam.com/corona-in-amsterdam-week-1/

Reuters, Febuary 2020
https://www.scmp.com/news/asia/southeast-asia/article/3048543/coronavirus-hits-thailand-tourism-chinese-visitors-desert

April 2020
https://www.dw.com/en/what-will-be-the-future-of-tourism-in-venice/a-53823135

Switch from economic **efficiency** to **robustness** for a certain city area:

Bankrupt shops in tourist area, 2020
https://www.bilibili.com/video/BV1ot4y1X7Bk

The shops closing during the covid-19, 2020
https://www.bilibili.com/video/BV1x7411B7Jd

It is a good chance to break the tourist bubbles

Local market/local needs

Understanding of **different culture/lifestyles** in the new age

The foriegn visitors in Hefang neighbourhood
https://www.bilibili.com/video/BV1Jx411e7sx

Pakistan tourist in the West Lake
https://www.bilibili.com/video/BV1fE411S7PD

South Korean TV show in the West Lake
https://www.bilibili.com/video/BV1BW411Z7CJ

**De-globalisation?
Tensions?**

Urban tourism as the bond for the social-cultural understanding of the world

Thanks.