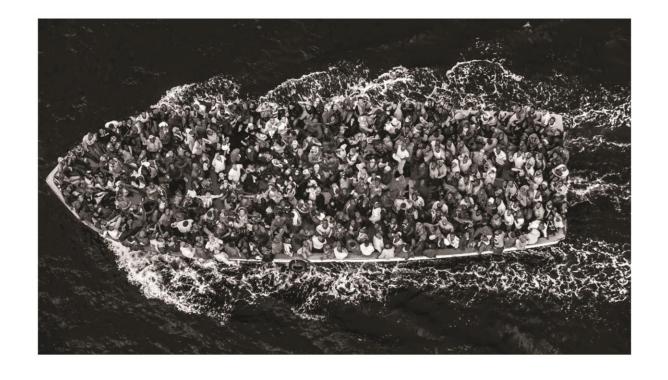
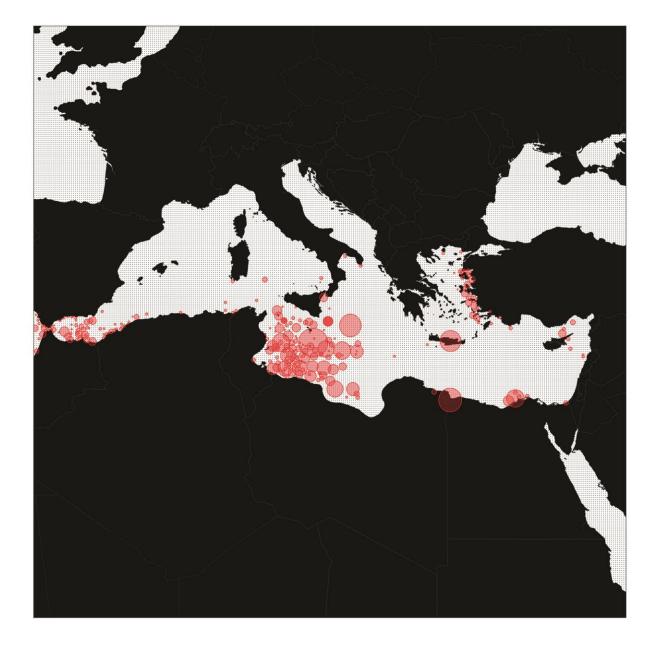


The Sea as Island borderscaping the Mediterranean Basin

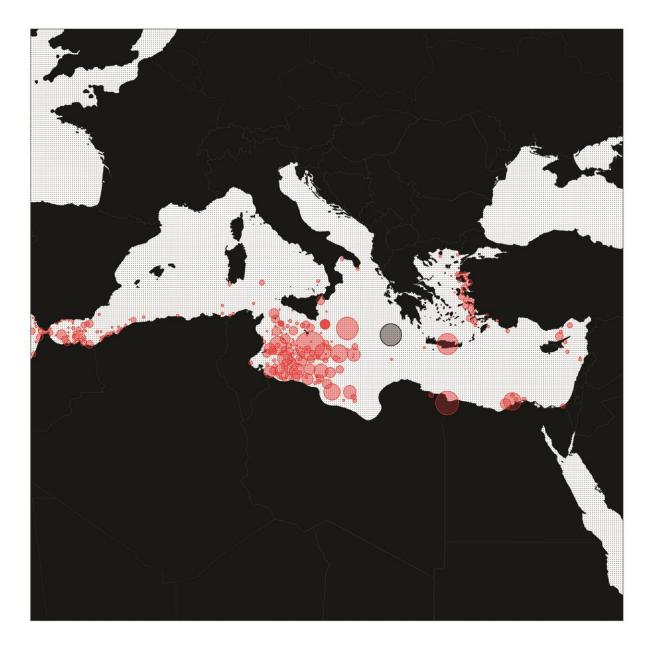


0 250 500

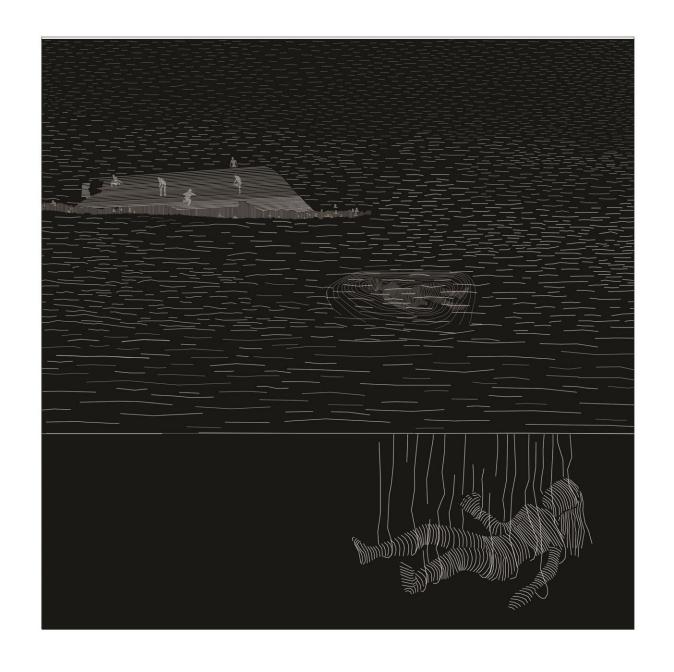




0 250 500





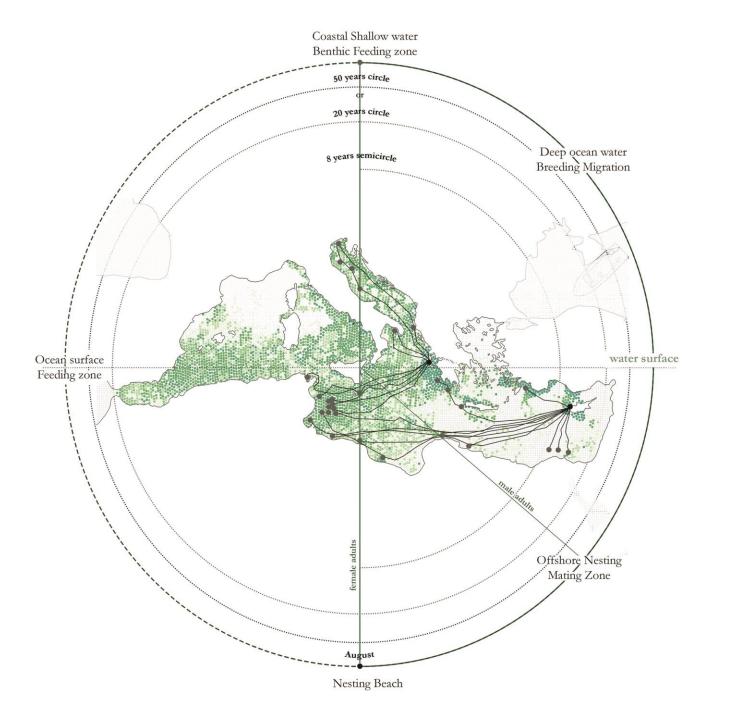


"We are stuck with the problem of living despite economic and ecological ruination.

Neither tales of progress nor of ruin tell us how to think about collaborative survival."

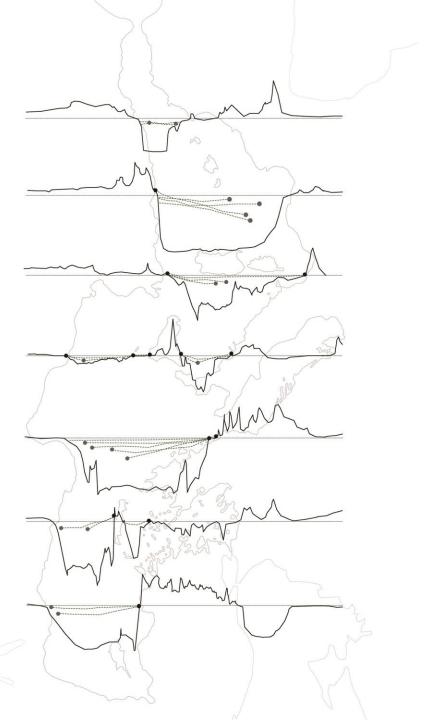
Anne Lowenhaupt Tsing (2017). Art of Living on a Damaged Planet

Living on a damaged planet



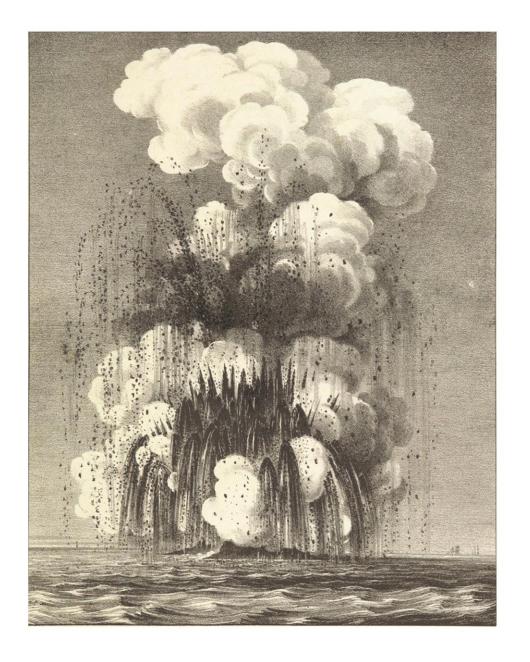
Species densities Nesting Beaches Feeding Zones Sea turtle routes Water surface

0 250 500 km

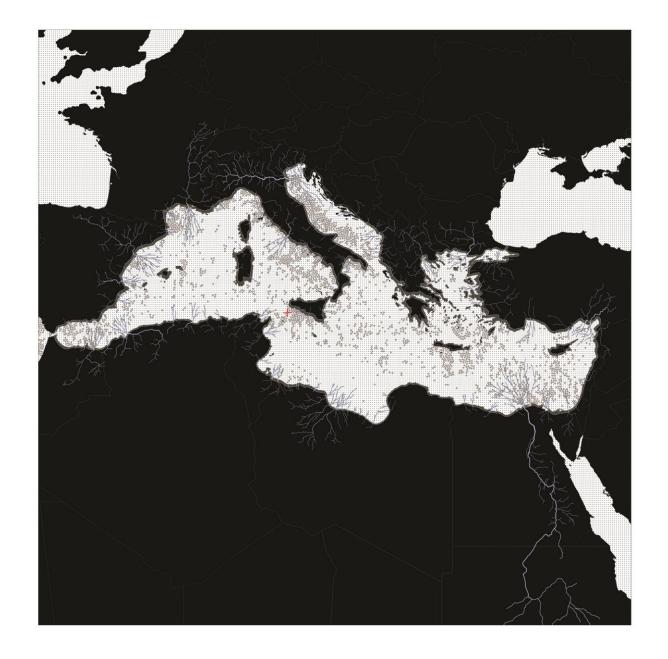


Nesting Beaches Feeding Zones Sea turtle routes Water surface Living on a damaged planet

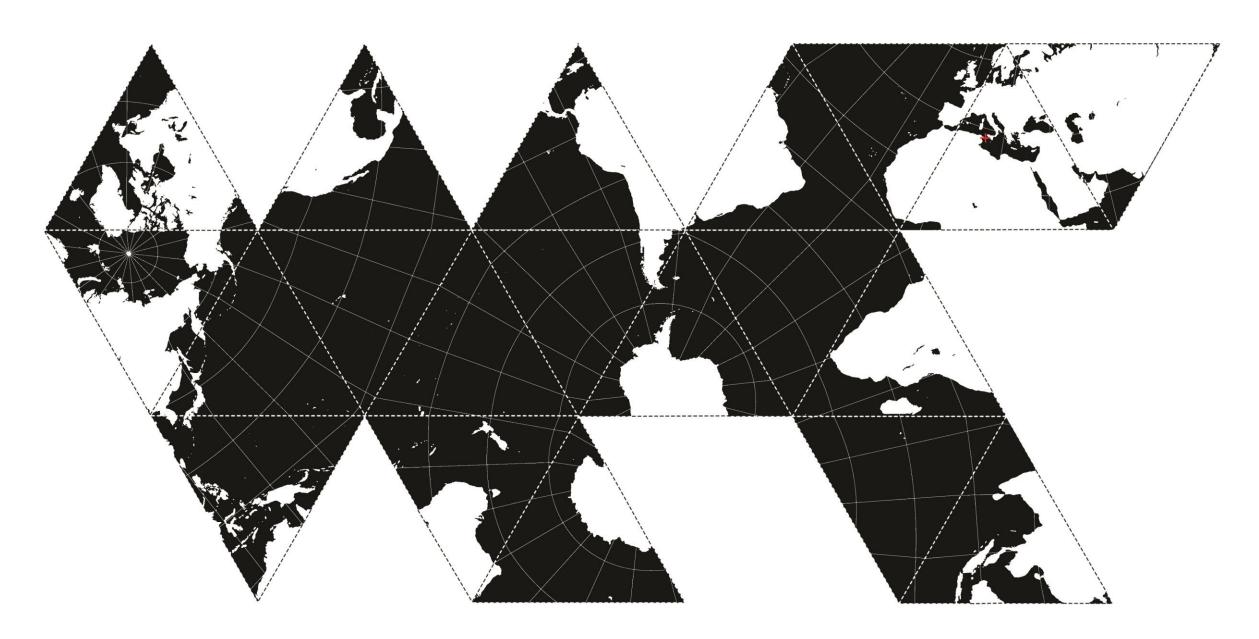
FIGURE OF JULIA ISLAND

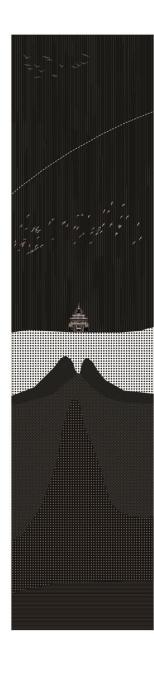


0 250 5

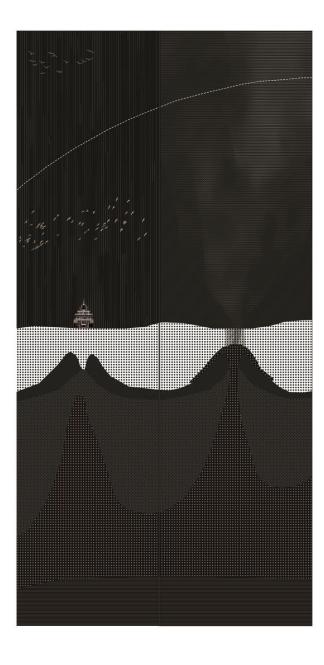


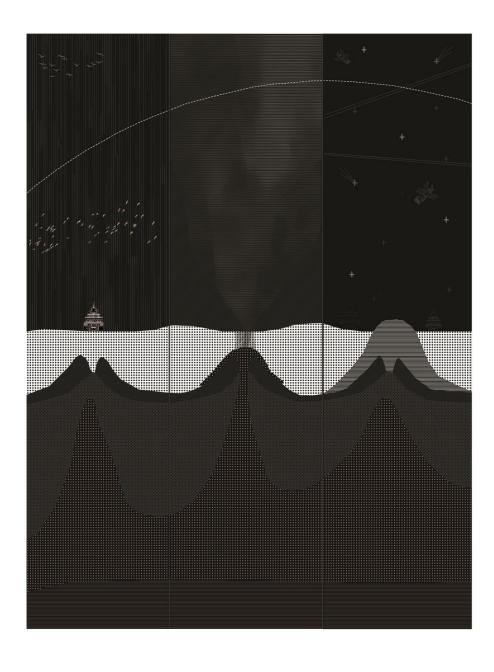
2100 sea level rise scenario River discharges Oceanic spreading ridge

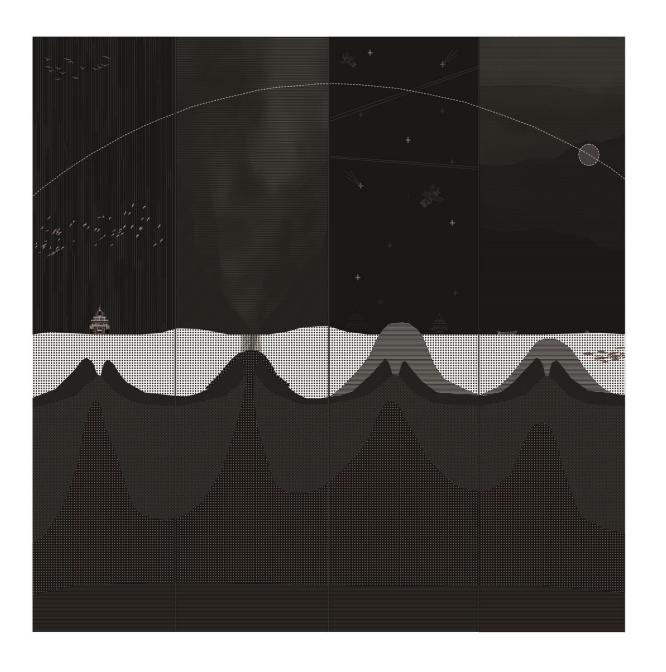


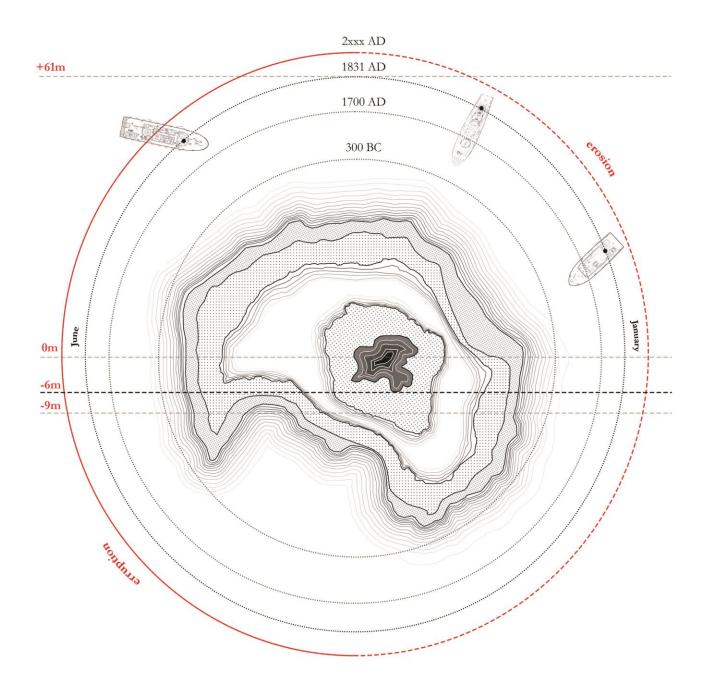


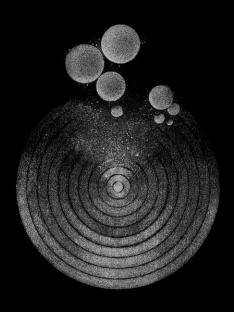
Living on a damaged planet FROM SHOAL TO ISLAND





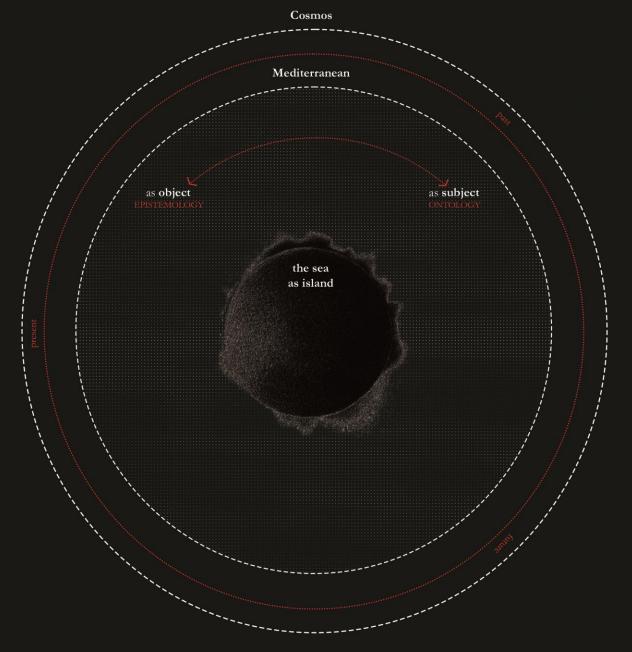


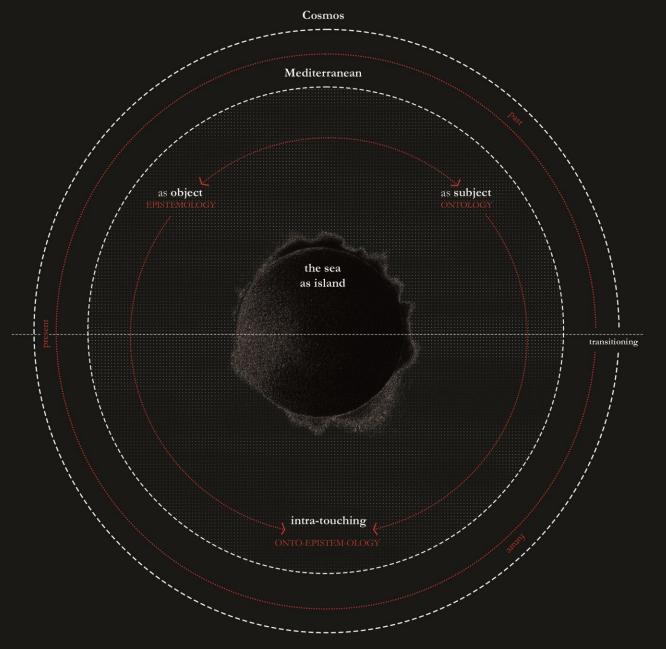




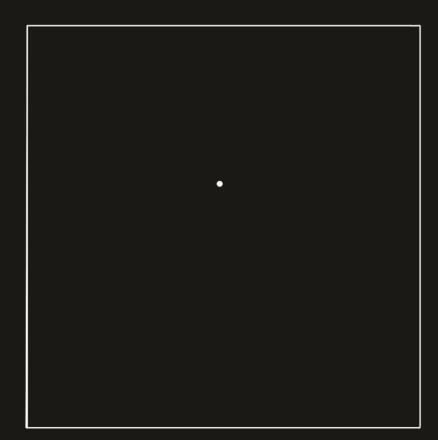
Mediterranean Basin

Common Ground in the Making





How can borderscapes direct the creation of a new common ground between human and more than human entities in the Mediterranean Basin through an inversed understanding of the sea as island?



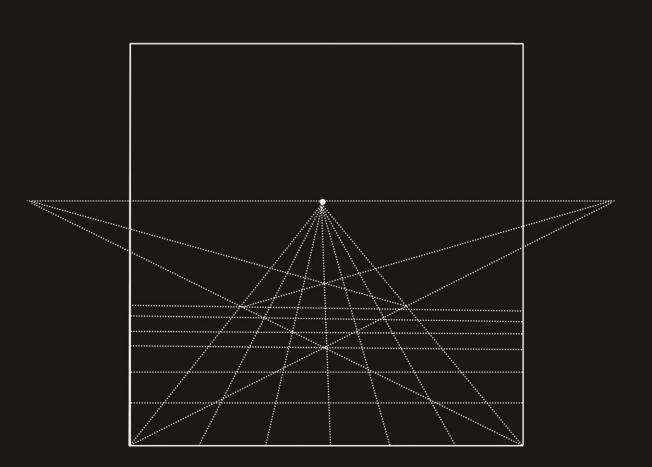
What are the design possibilities for the borderscapes, especially the ones contained in water?

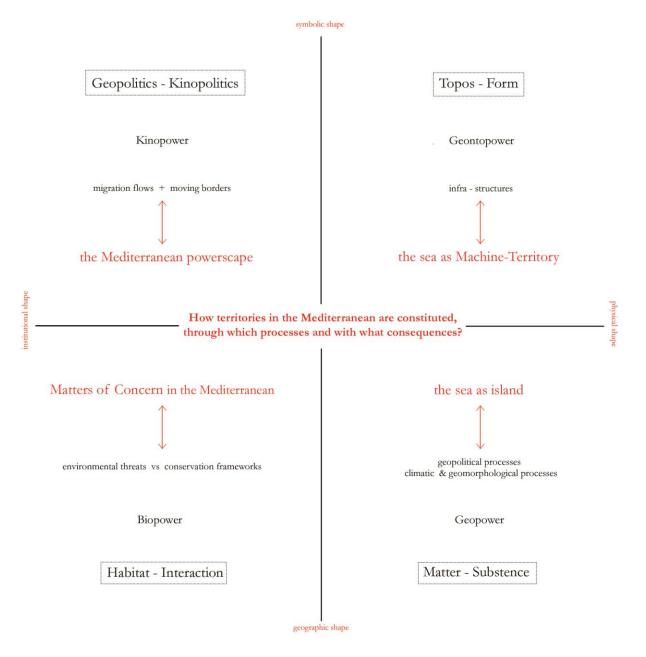
What are the methods, elements, and conditions for a co-construction of a common ground?

How can borderscapes direct the creation of a new common ground between human and more than human entities in the Mediterranean Basin through an inversed understanding of the sea as island?

How does this inverse understanding of the sea as land strengthens its recontextualization from an object to a subject through the redefinition of its boundaries?

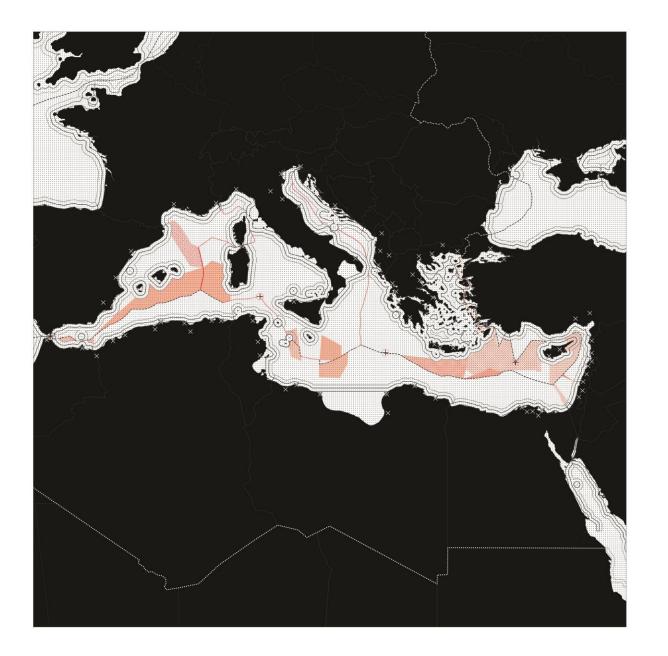
What does the specific study of borders and crosspoints in the Mediterranean has to offer in the understanding of extended urbanization?





TERRITOROLOGY

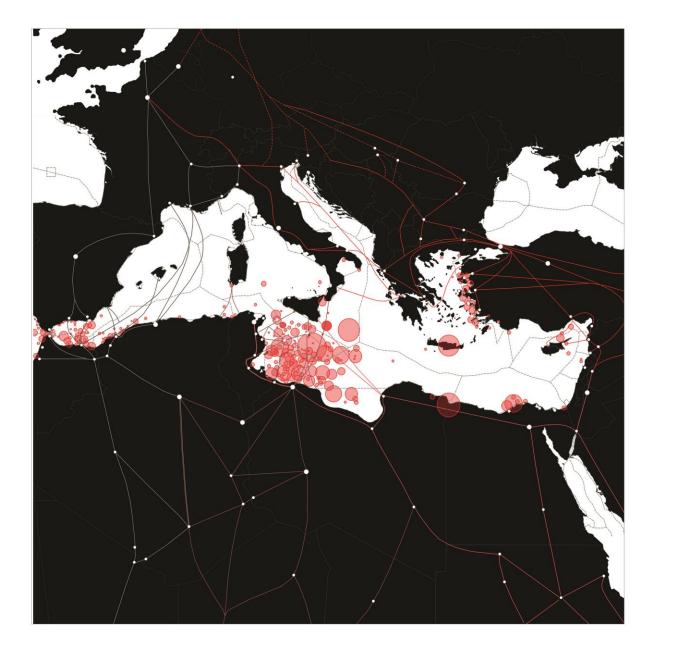
250 500 km

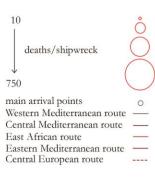


border control operations NATO military bases 12nmi national territorial sea -24nmi national territorial sea --established EEZ borders EU external borders EU Sub-saharan borders Algerian EEZ claims 911111 French EEZ claims Italian EEZ claims 8888 Tunisian EEZ claims W///// Turkish EEZ claims Egyptian EEZ claims Libyan EEZ claims 

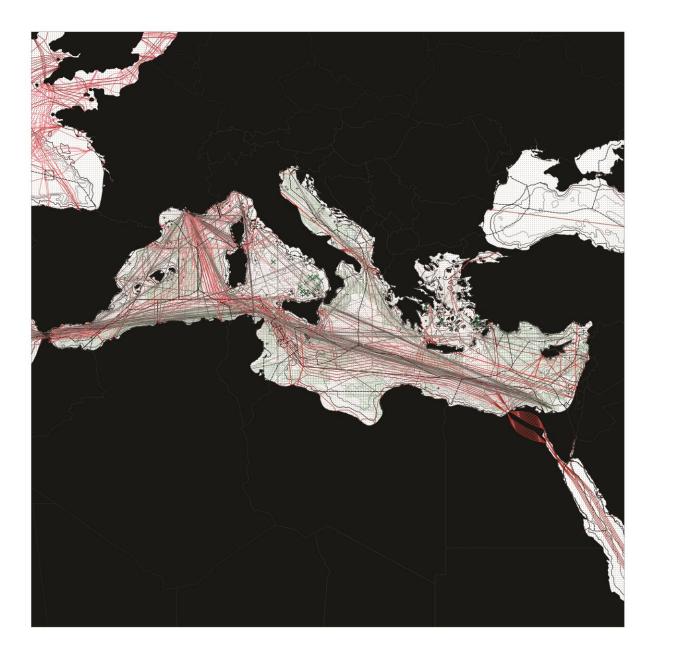
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0 250 500 km



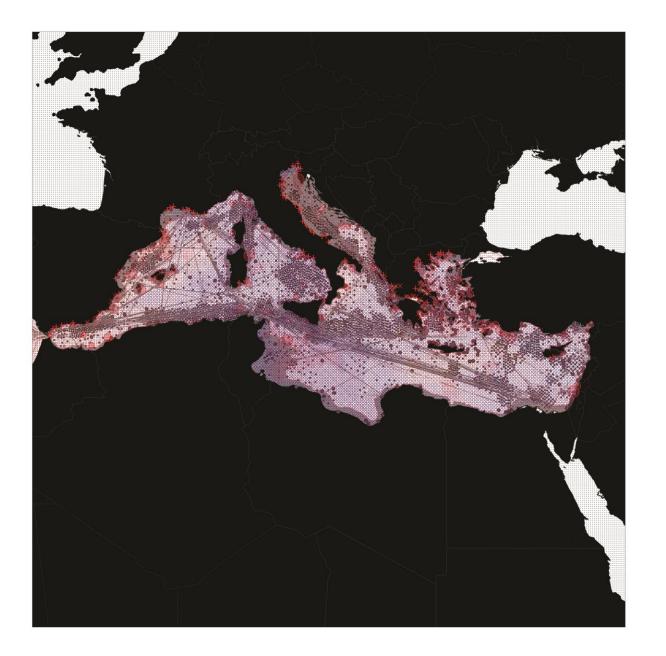


0 250 500 km



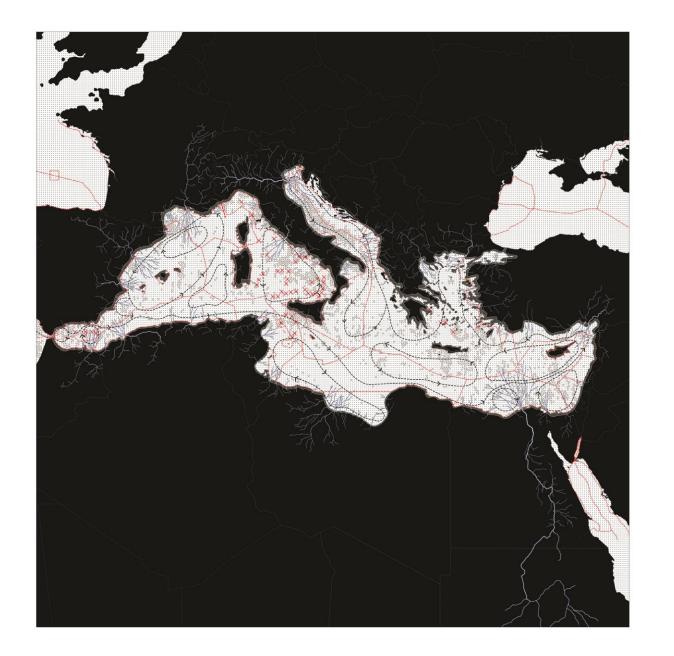
shipwrecks
deep sea mining
shipping lanes
oil pipes
electric cables
telecommunication cables
unspecified cables
oil extraction contracts
oil exploration contracts
oil development contracts
bathymetry contours

0 250 500 km



Acidification
Temperature Rise
Fishing Zones
Shipping Lanes
Aquaculture Finfish
Aquaculture Shellfish
Non indigenous species
Oil spills locations
Microplastics densities

0 250 500 km



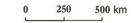
River discharges
Littoral cell movement
EEZ border configurations
Volcanic activity
Littoral cell movement
Underwater mountains
Underwater low shelf
Underwater medium shelf
Underwater high shelf

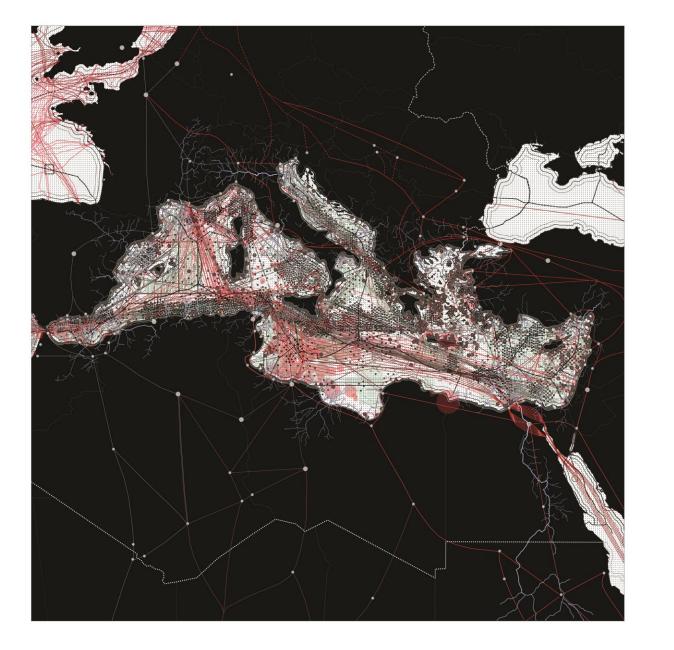
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HHH

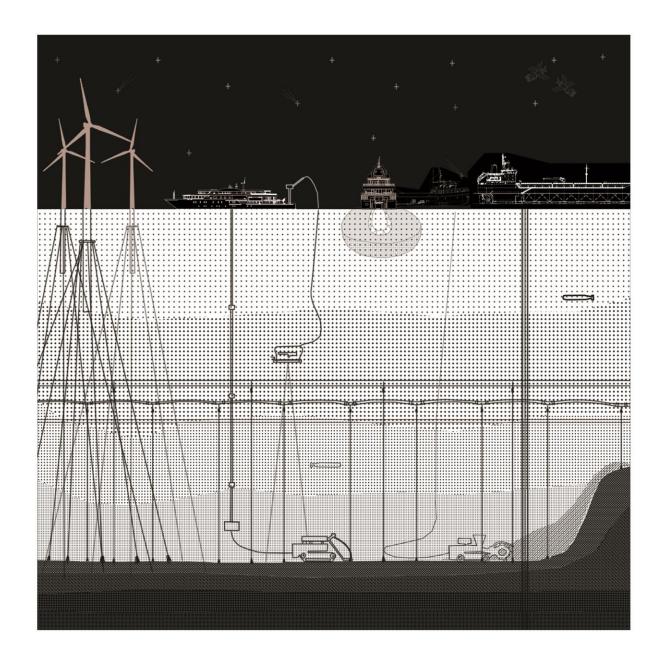


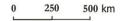


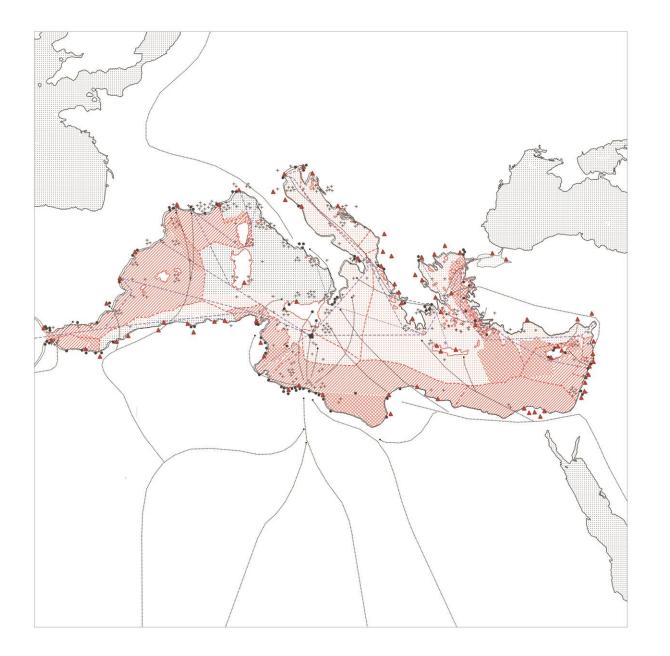


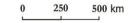


EU external borders EU Sub-saharan borders







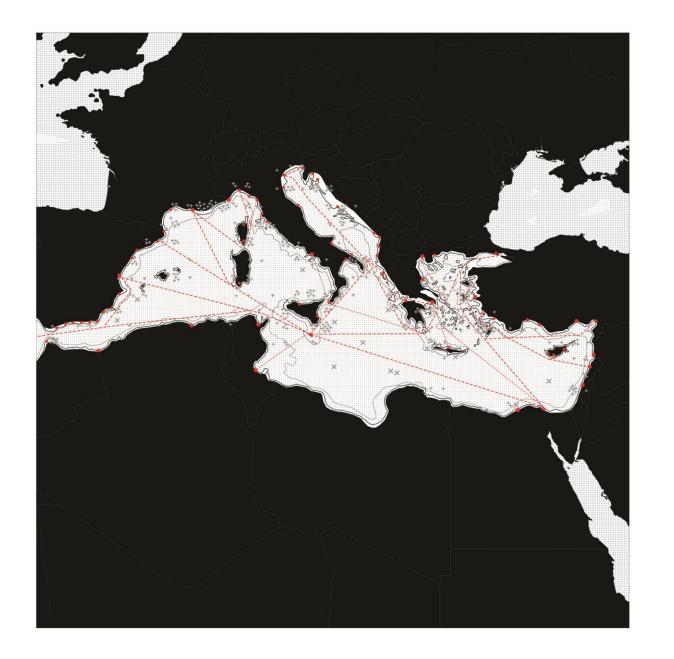




shipwrecks
sunken cities
main currents
Aegean sea
Adriatic sea
Levantine sea
Ionian sea
Alboran sea
Tyrrhenian sea
Ligurian sea
Algerian sea

X

0 250 500 km



## Territorology

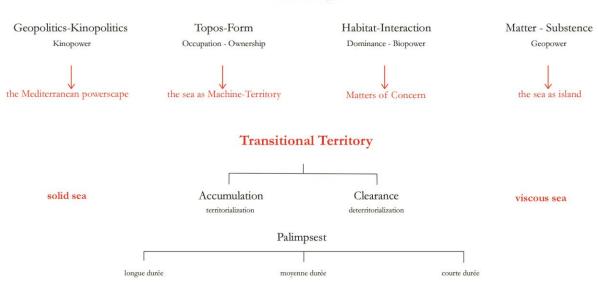


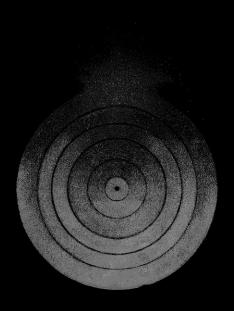
ANALYTICAL FRAMEWORK

Mediterranean Basin as Common Ground

ANALYTICAL FRAMEWORK

## Territorology





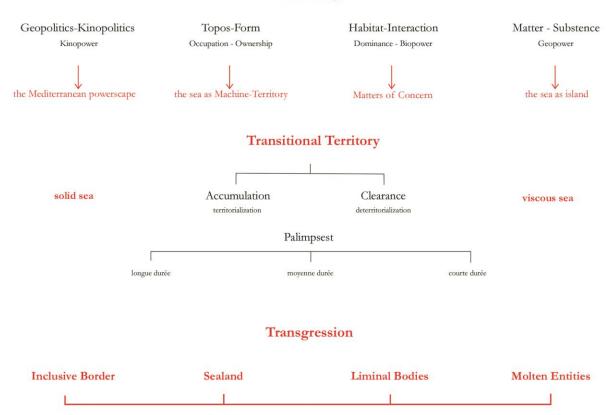
Borderscaping

Mobilizing Territories, Territorializing Mobilities

Borderscaping as method

ANALYTICAL FRAMEWORK

## Territorology

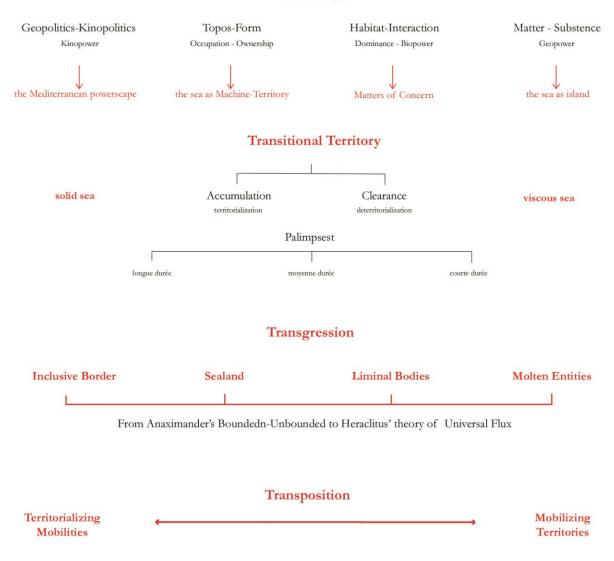


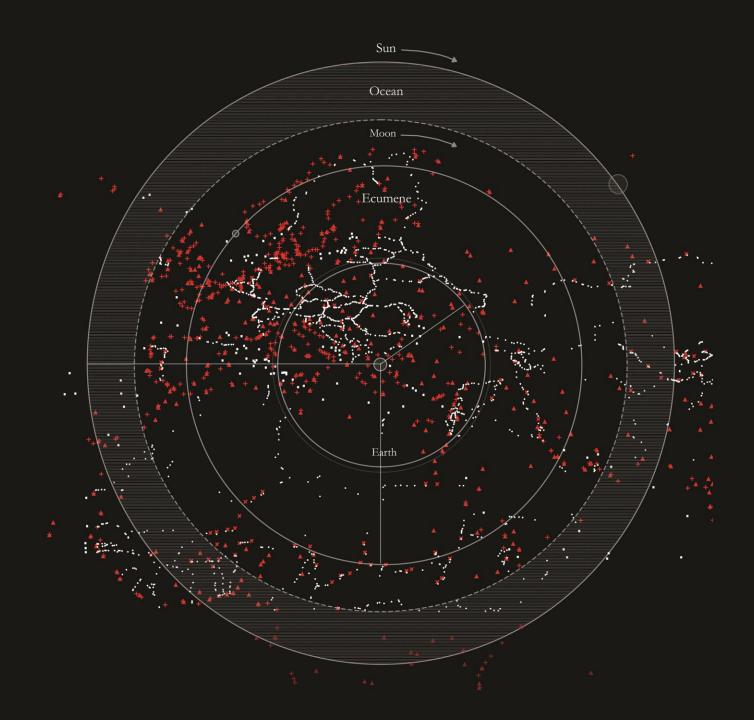
From Anaximander's Boundedn-Unbounded to Heraclitus' theory of Universal Flux

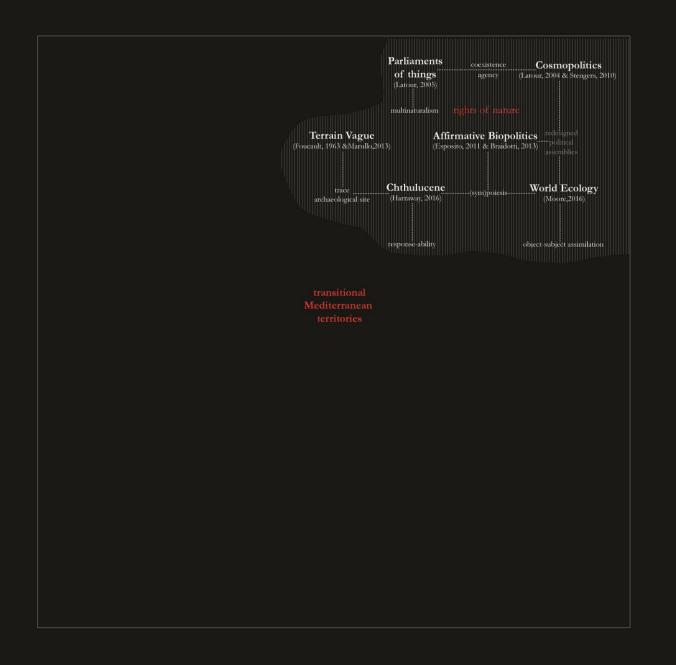
Borderscaping as method

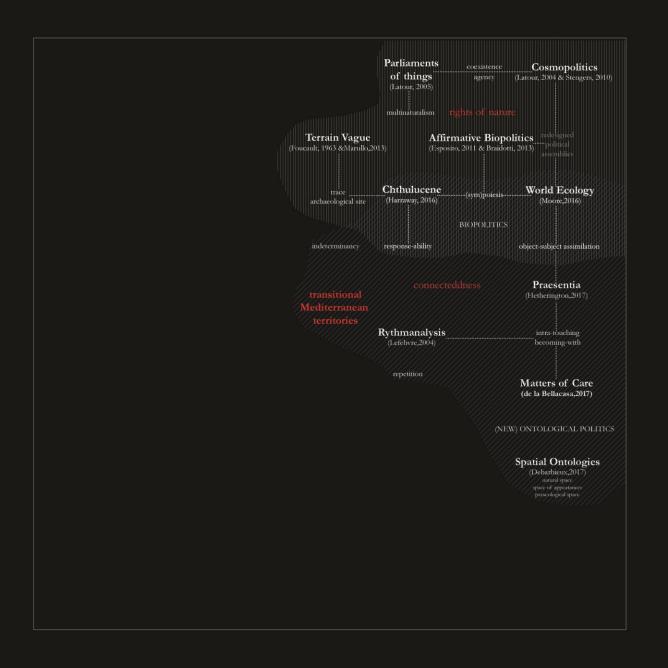
ANALYTICAL FRAMEWORK

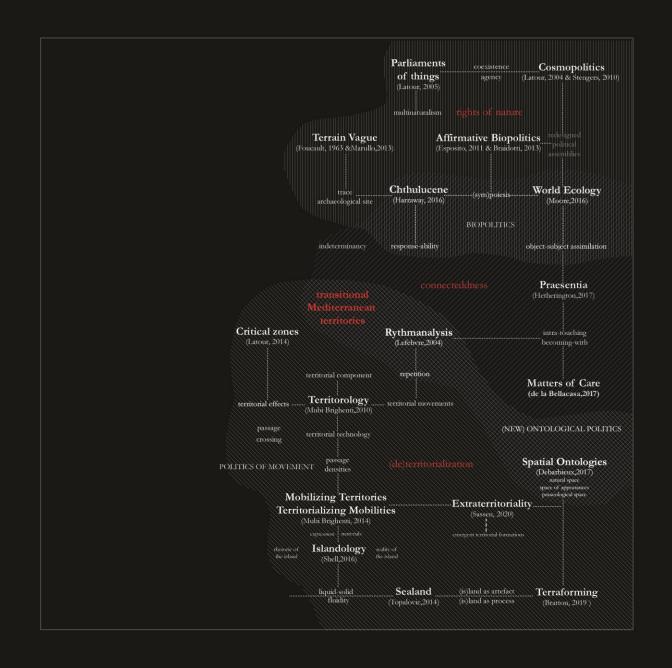
## Territorology

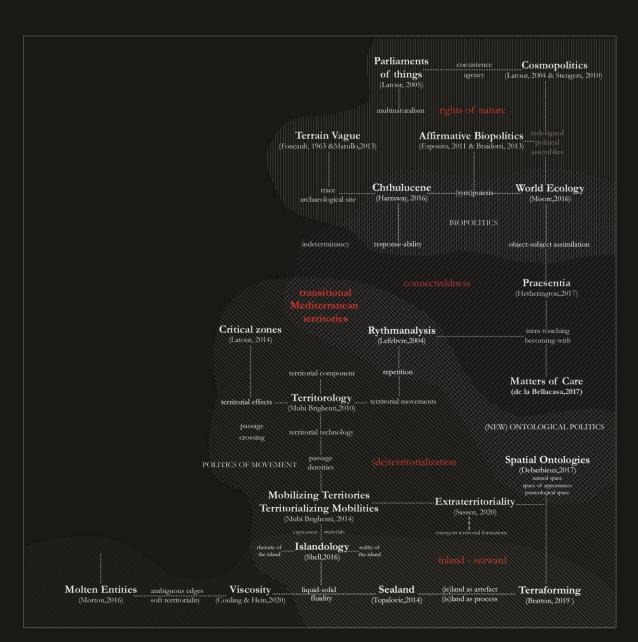




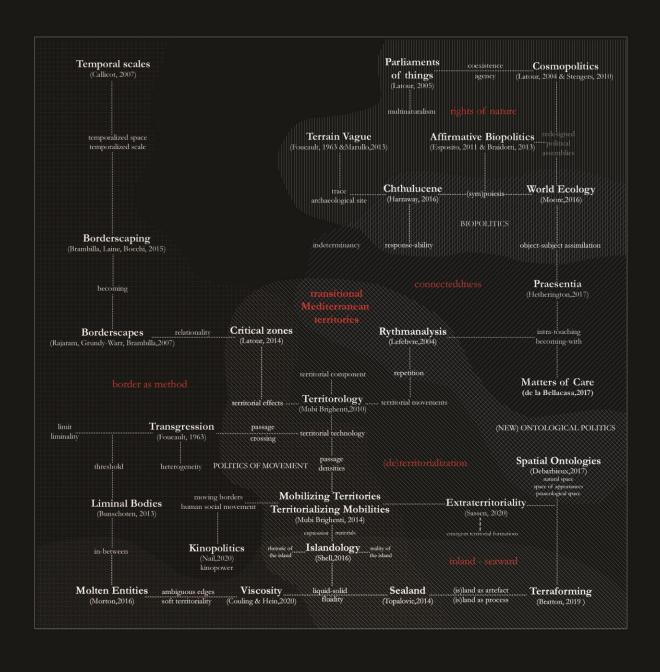


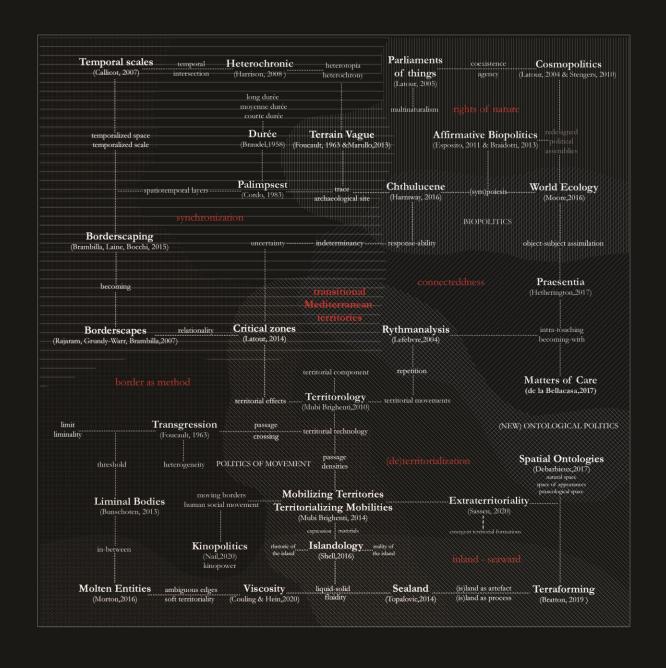


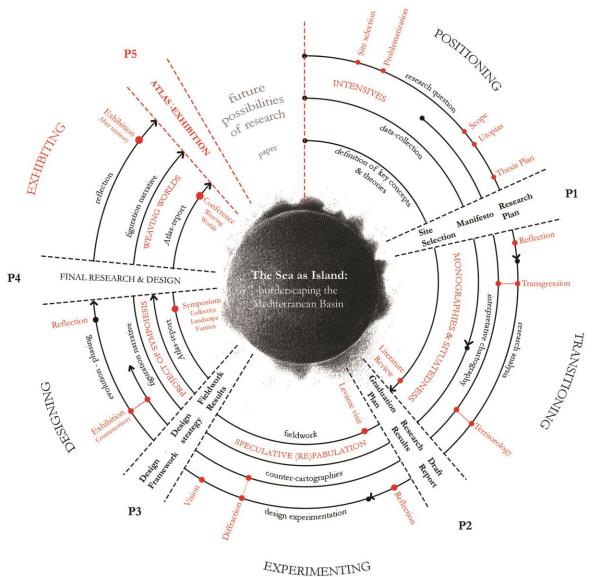




THEORETICAL FRAMEWORK





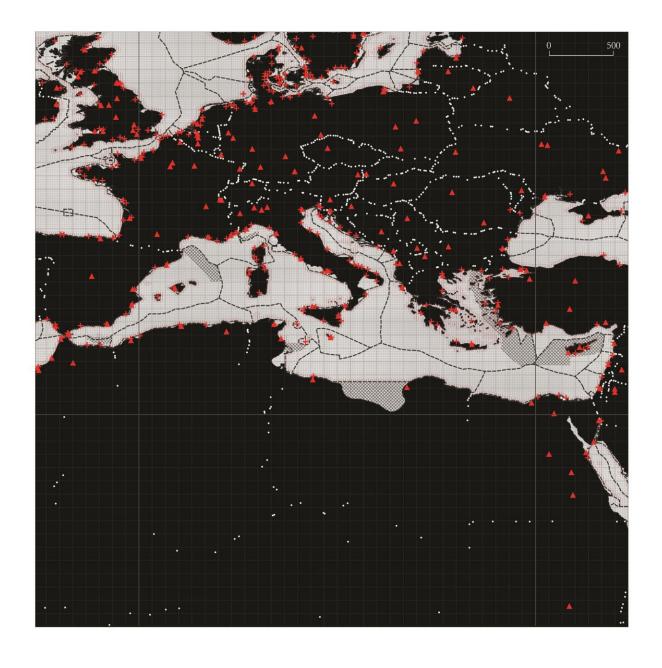


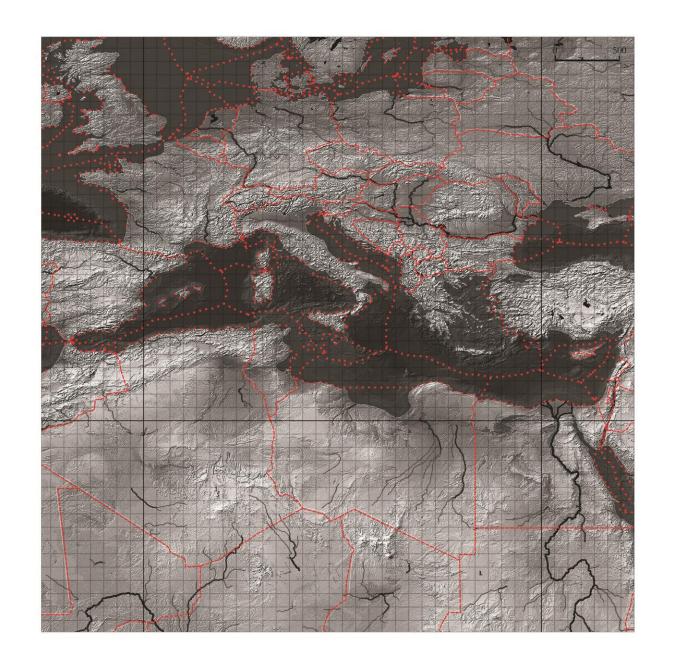
THERIMEN III



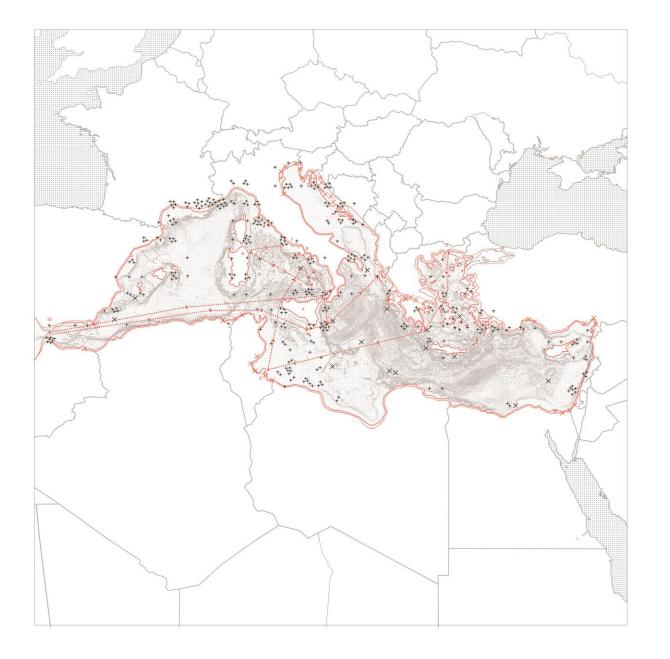
Borderscaping as method INCLUSIVE BORDERS



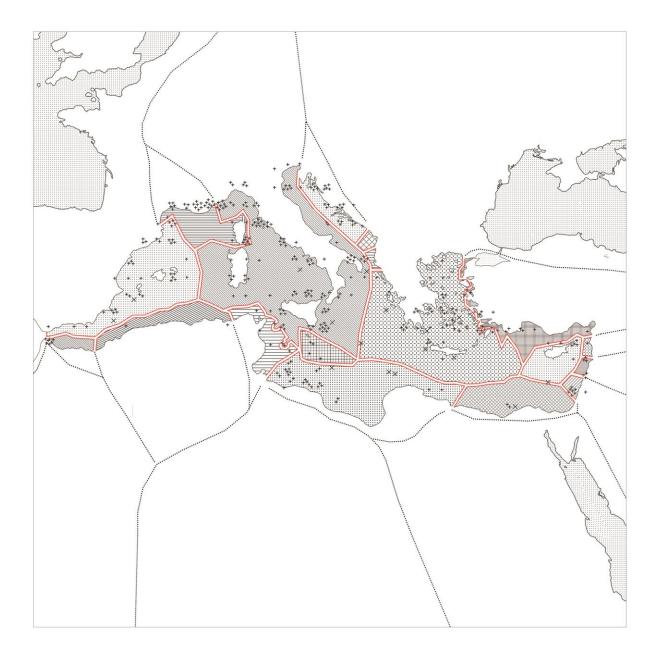










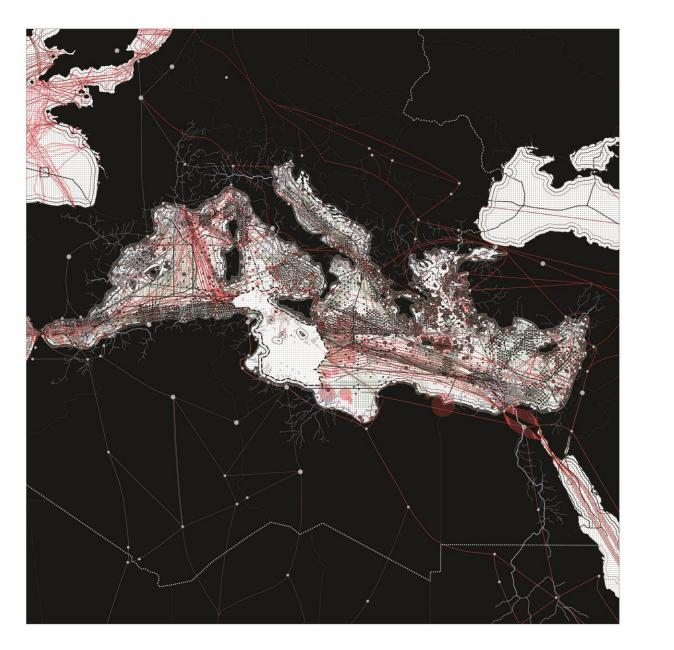


0 250 500 km

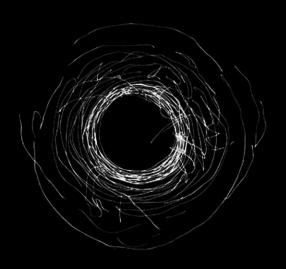
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HIHI



2100 sea level rise scenario River discharges Oceanic spreading ridge Tectonic activity Volcanic activity Littoral cell movement Acidification Temperature Rise Fishing Zones Aquaculture Finfish Aquaculture Shellfish Non indigenous species Oil spills locations Microplastics densities shipwrecks deep sea mining shipping lanes oil pipes electric cables telecommunication cables unspecified cables oil extraction contracts oil exploration contracts oil development contracts bathymetry contours 10 deaths/shipwreck



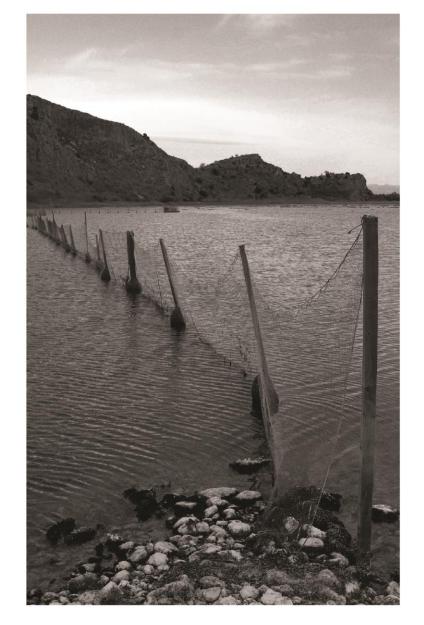
The Sea as Island

Julia as SF in the Project of Sympoiesis

Human vs More-than-human Processes

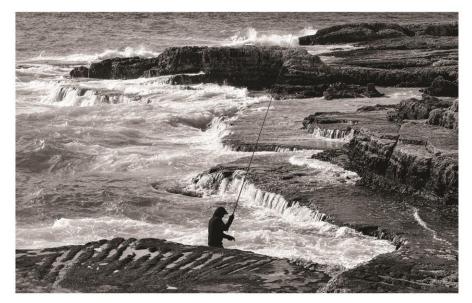


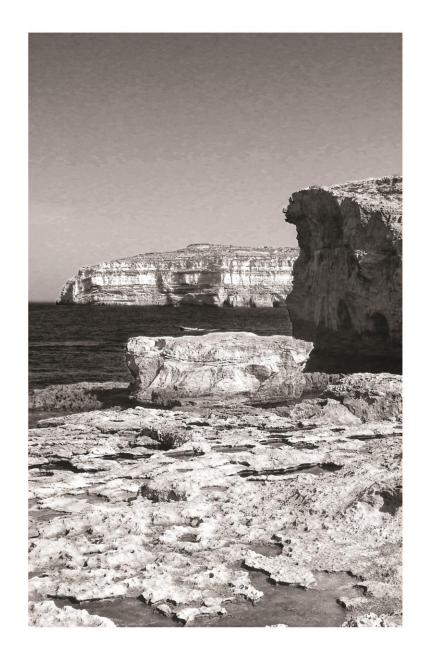




Conditions of Liminality







Inventory of (Mediterranean) Islands





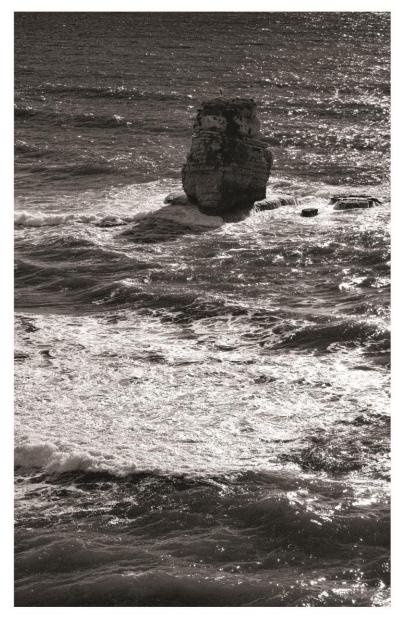




Inventory of (Mediterranean) Islands







"Every act of knowing brings forth a world. All doing is knowing. All knowing is doing.

Action and exprience are more than only about what happens in the physical world.

Every reflection brings forth a World."

Humberto Maturana & Francisco Varela (1987). The Tree of Knowledge

The Sea as Island

DESIGN FRAMEWORK

(string figures - proxy stories)

Composition

Julia as site 

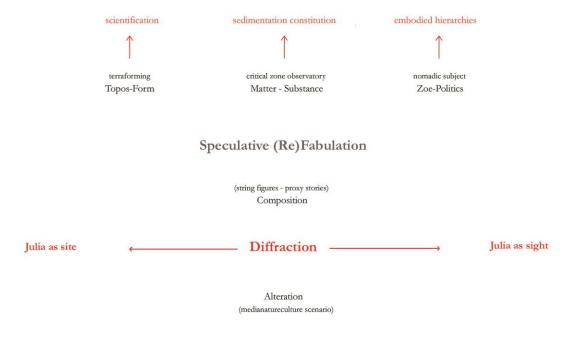
Diffraction 

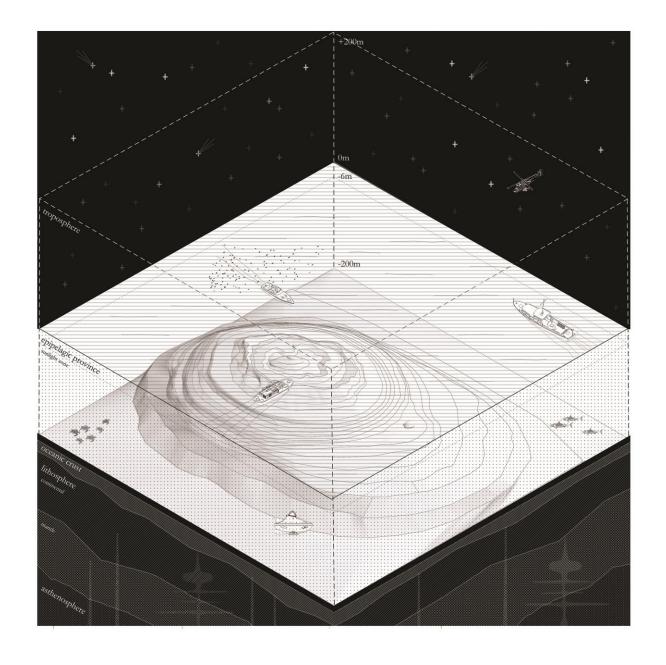
Julia as sight

Alteration (medianatureculture scenario)

The Sea as Island

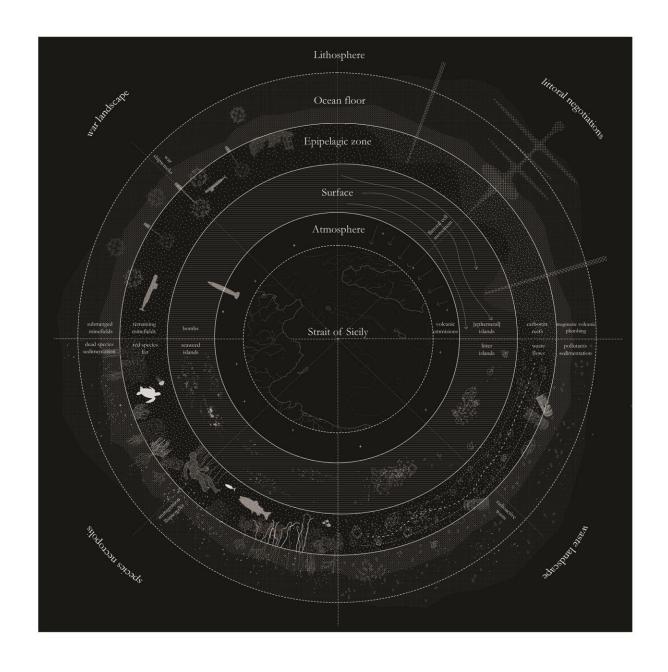
DESIGN FRAMEWORK





The Sea as Island

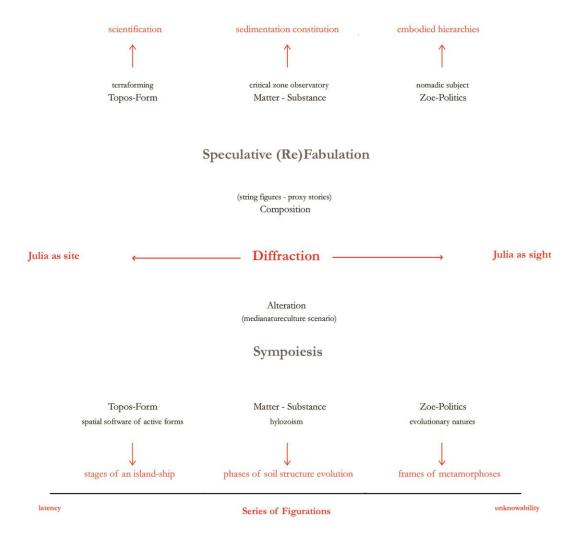
MATTER-SUBSTANCE





The Sea as Island

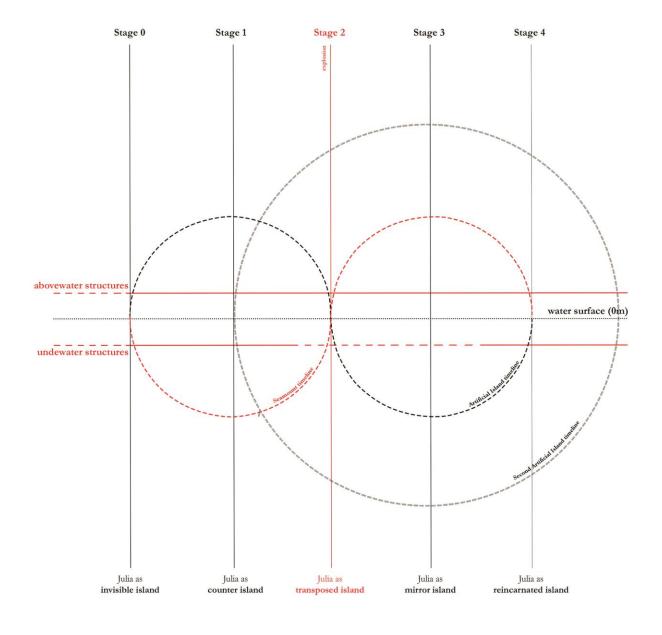
DESIGN FRAMEWORK



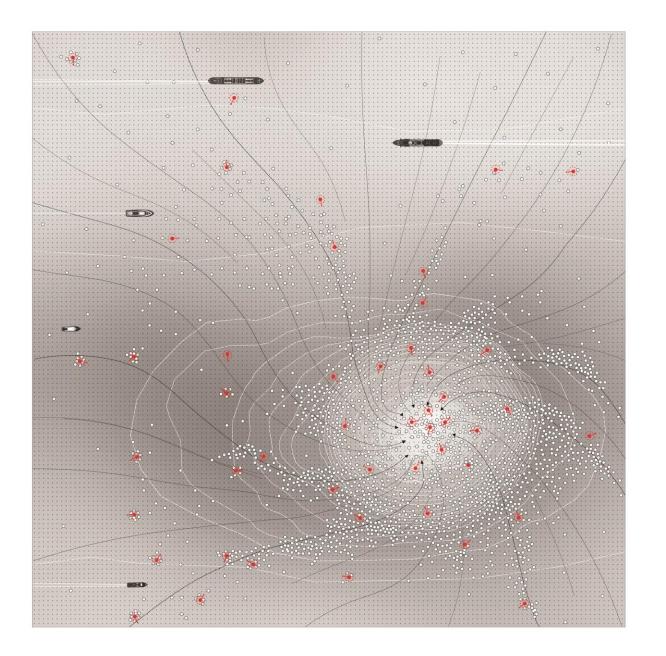
The Sea as Island

DESIGN STORYBOARD

Medianatureculture scenario stages

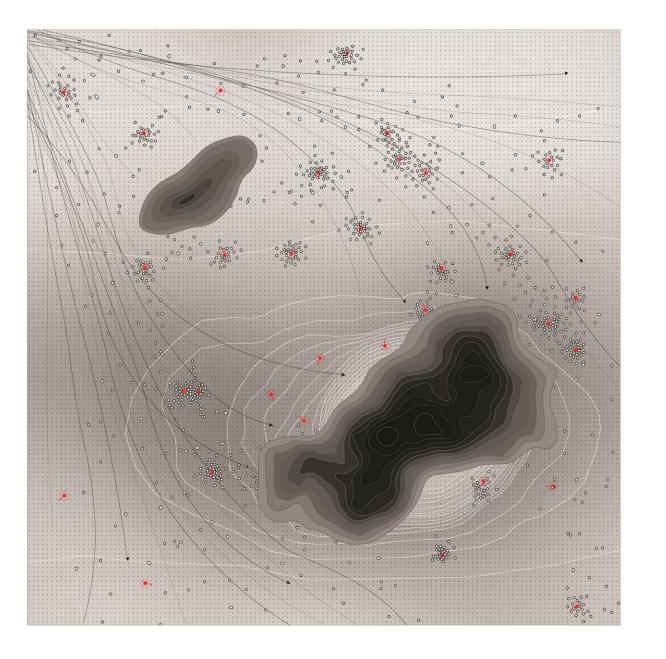


0 25 50 km



island topography seamount topography swarming directions cyborg positioning material gathering

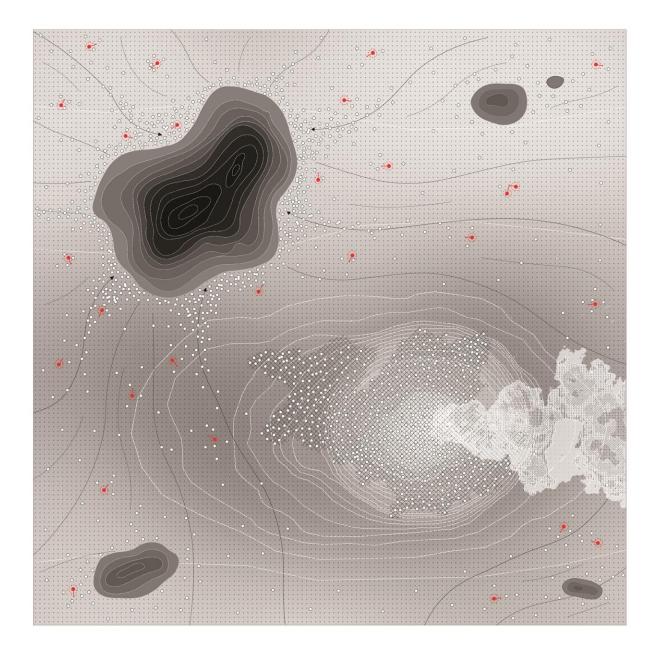
0 25 50 km



island topography seamount topography swarming directions cyborg positioning material gathering

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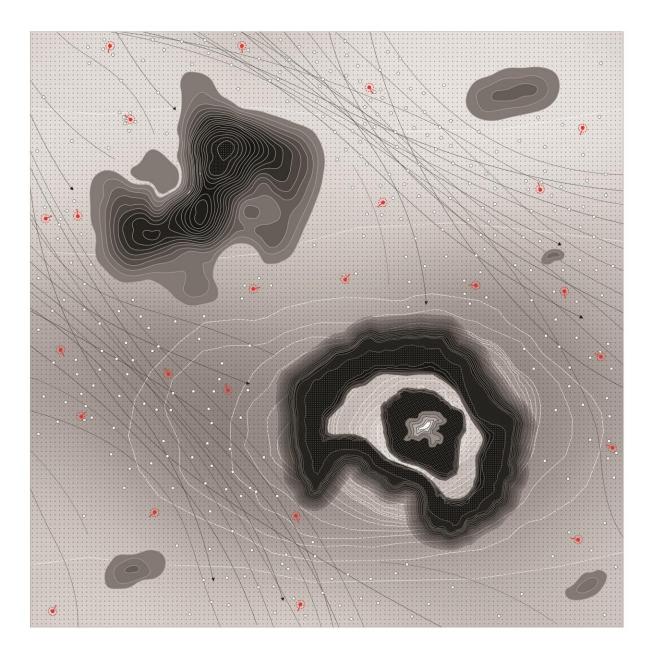
0 25 50 km



island topography seamount topography swarming directions cyborg positioning material gathering

**()** 

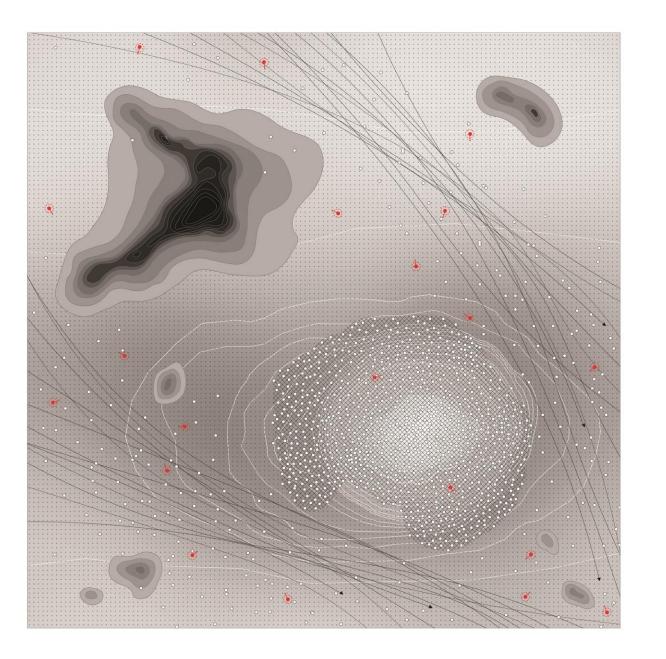
0 25 50 km



island topography seamount topography swarming directions cyborg positioning material gathering

**()** 

0 25 50 km

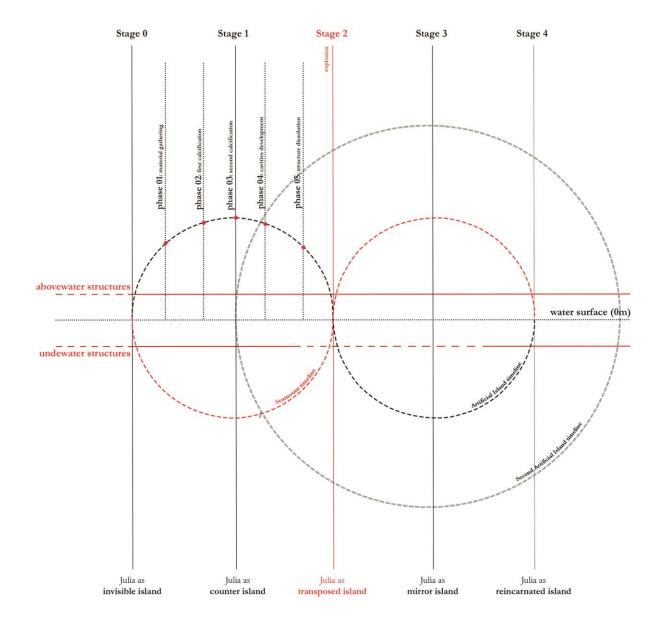


island topography seamount topography swarming directions cyborg positioning material gathering

The Sea as Island

DESIGN STORYBOARD

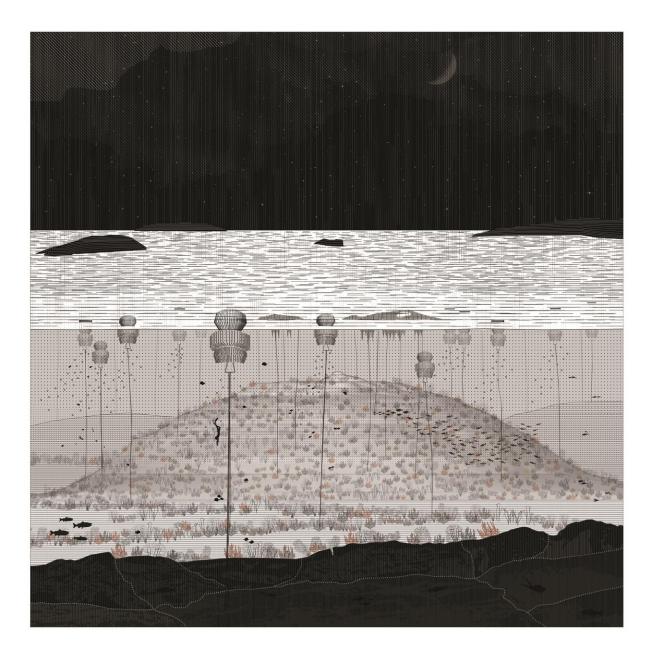
Medianatureculture scenario phases



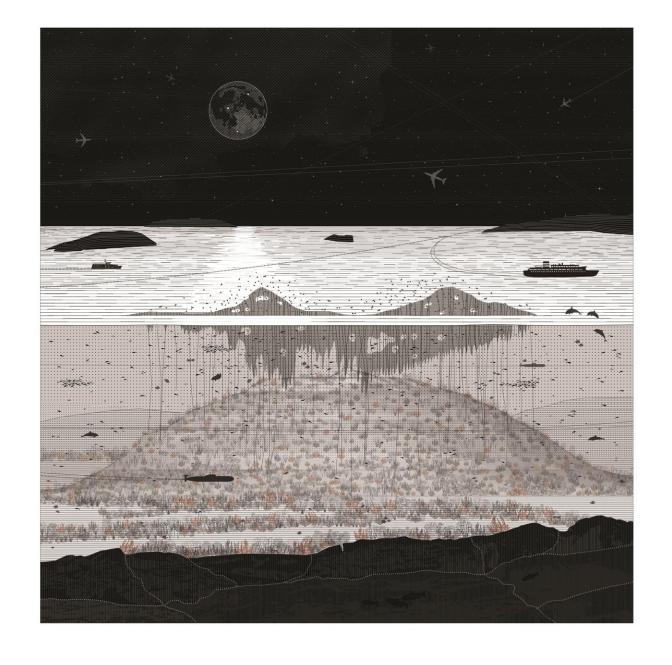
The Sea as Island

MATTER-SUBSTANCE

Cyborg Intrusion Phase



Initial Development Phase (first calcification)



Layer Development Phase (second calcification)



Inhabitable Cavities Development Phase



Structure Dissolution Phase



Sealand Interface - Arrival points

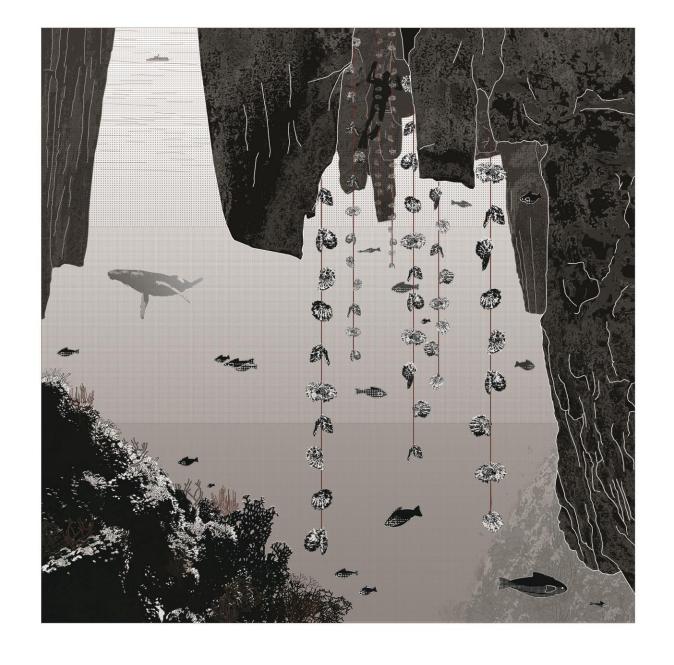


The Sea as Island

Sea turtle breeding coast



ZOEPOLITICS



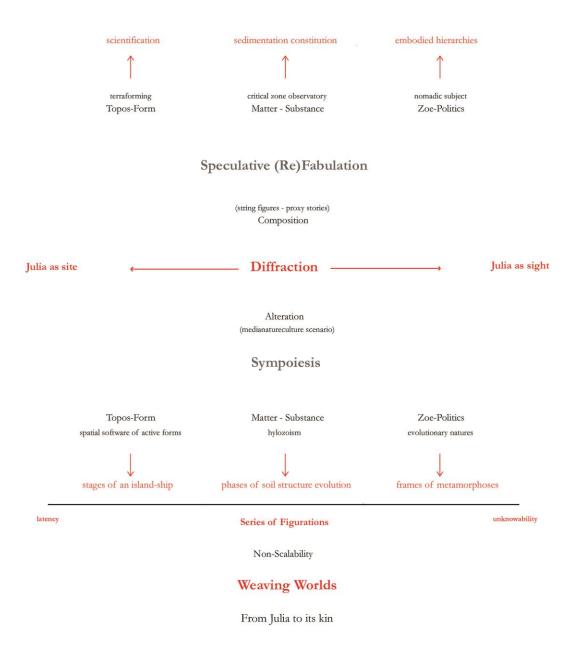




Julia as Synecdoche of the Mediterranean Basin

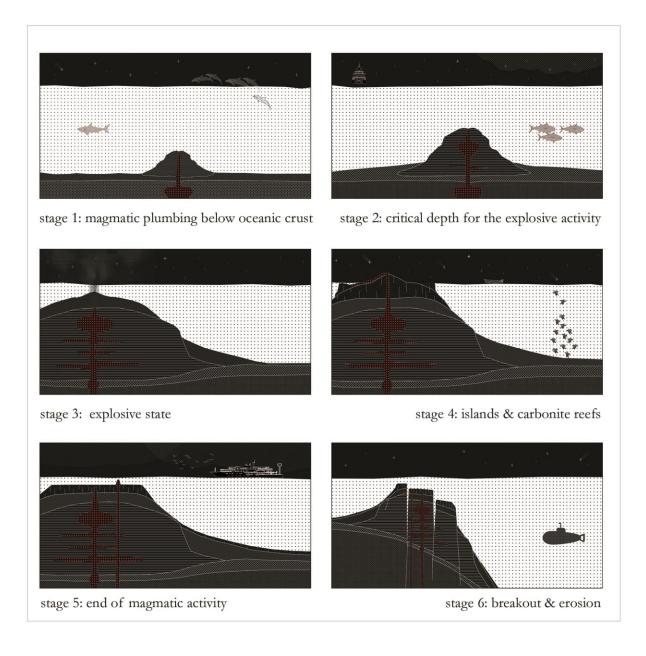
Weaving Worlds

DESIGN FRAMEWORK

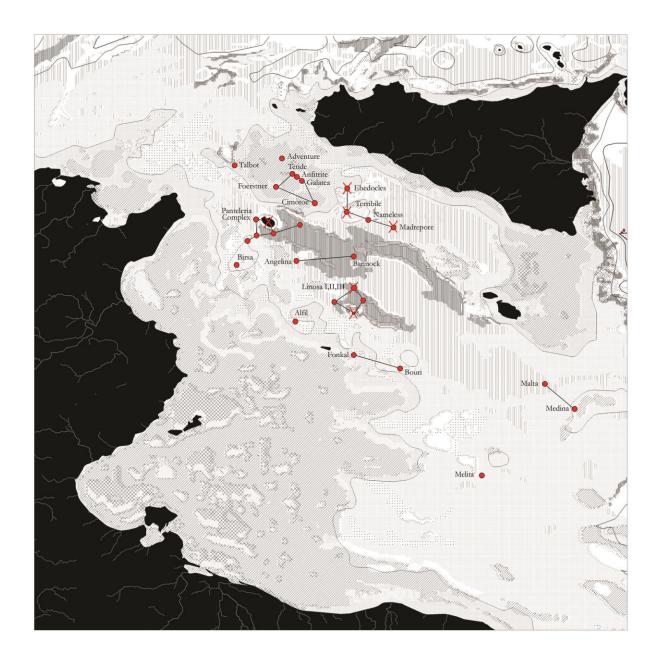


Weaving Worlds

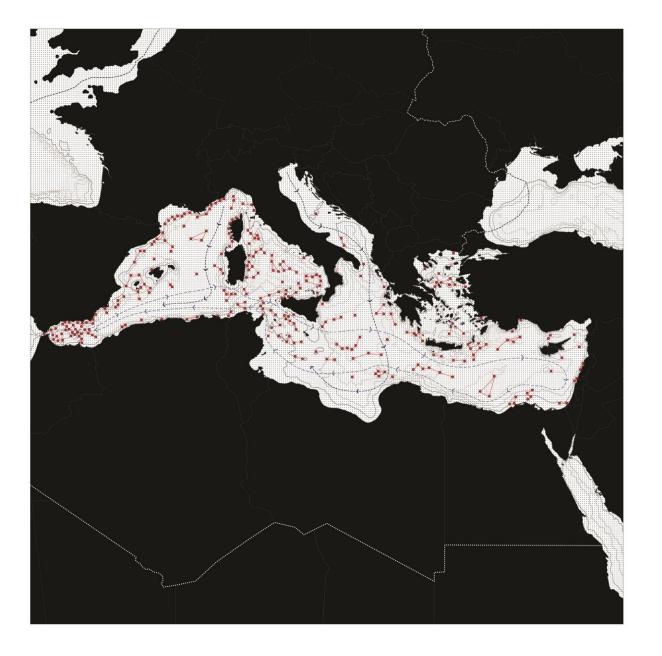
SEAMOUNT STAGES

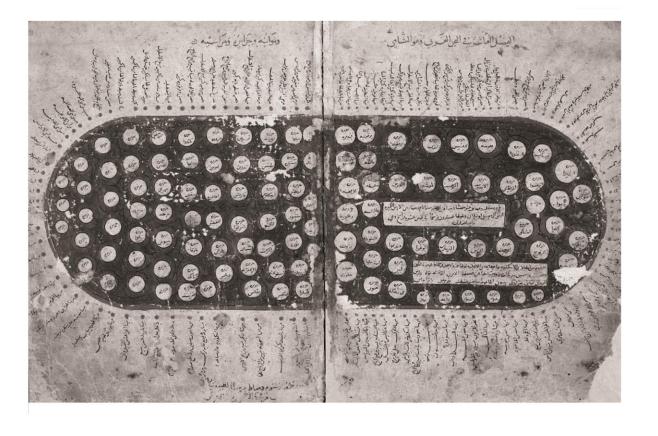


0 75 150 km



0 250 500 km



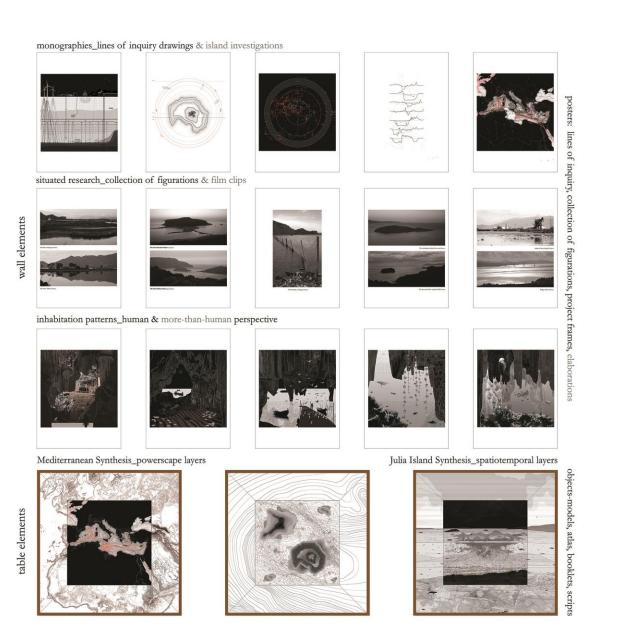


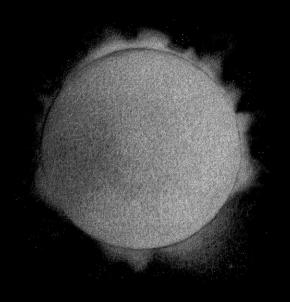
"Figurations are performative images that can be inhabited. Verbal or visual, figurations are condensed maps of whole worlds."

Donna Haraway (1997). The Virtual Speculum in the New World Order

Weaving Worlds

EXHIBITION AS URBAN PROJECT





thank you