AN URBAN DESIGN OF A “GHETTO”

FOR THE FLOATING POPULATION

THE RAILWAY STATION AREA OF SHANGHAI AS THE EXAMPLE
CONTENTS

1. INTRODUCTION
   1.1 THE CONTEXT
   1.2 THE EMERGENCE OF FLOATING POPULATION
   1.3 SHANGHAI AS THE VERY EXAMPLE

2. RESEARCH
   2.1 ANALYSIS OF THE FLOATING POPULATION AND THEIR SETTLEMENTS
   2.2 PROBLEM STATEMENTS AT DIFFERENT SCALES

3. TAKE MY POSITION
   3.1 RESEARCH QUESTION
   3.2 EMPOWERMENT OF THE DEPRIVED AND VULNERABLE PEOPLE
   3.3 BOTTOM UP COMBINED WITH TOP DOWN

4. STRATEGY AND DESIGN
   4.1 SIX INTERVENTIONS ON FOUR THEMES
   4.2 THE LOOP AS THE KEY PROJECT
   4.3 PLAY THE GAME
   4.4 PHASING, ACTION AND REACTION

5. CONCLUSION
   5.1 CONCLUSIONS ON THE GRADUATION PROJECT
1. INTRODUCTION
1.1 THE CONTEXT
RAPID PROCESS OF URBANIZATION
WIDENING REGIONAL DISPARITIES
STRICT HOUSEHOLD REGISTRATION SYSTEM

MIGRATION

SOCIO-ECONOMIC

POLICY

1949
Household Registration System

1978
Reform and Open-up Policy
Market Oriented

Planned Economy Period
Path to Industrialization Based on Heavy Industry
A Lot of Surplus Labor Forces in the Countryside

Market Oriented Economy Period
Secondary and Tertiary Industry

1980
Reformation of Housing Allocation System
Reformation of Land Utility System
Reform of the Household Registration System

1990
Voluntary migration
Widening Regional Disparities

Involuntary migration
People's Commune System
1.2 THE EMERGENCE OF FLOATING POPULATION

THERE HAS BEEN A HUGE *RURAL TO URBAN* MIGRATION FOR ECONOMIC REASONS.
1.2 THE EMERGENCE OF FLOATING POPULATION

The floating population could find low-skill jobs, but not **affordable housing**.
1.2 THE EMERGENCE OF FLOATING POPULATION

They end up in living together in the rented “homes” of the squatter settlements.
1.2 THE EMERGENCE OF FLOATING POPULATION

WITH LIMITED COMMUNICATION AND ENTERTAINMENT.

FLOATING THROUGH SHANGHAI'S BACKYARD

Photoed by Andreas Seibert
Source: http://www.andresselbert.com/
1.3 SHANGHAI AS THE VERY EXAMPLE
1.3 SHANGHAI AS THE VERY EXAMPLE
1.3 SHANGHAI AS THE VERY EXAMPLE
1.3 SHANGHAI AS THE VERY EXAMPLE

6 million
2. RESEARCH
2.1 ANALYSIS OF THE FLOATING POPULATION AND THEIR SETTLEMENTS

SOCIAL CHARACTERISTICS

Migrant Worker

**Basic Information**

- Networks: 1/6,000,000 of the floating population in Shanghai, 1/211,000,000 of the floating population in China
- Relationship: Single
- Sex: Male
- Age: 27
- Hometown: Rural villages in Zhejiang, Jiangsu, Anhui Provinces

**Personal Information**

- Interests: Making money in larger cities
- Education: Junior High
- Working Experience: Farmer, construction worker, manufactory worker, informal-sector
- Entertainment: Watching TV, gambling
- Dream: Better social welfare and benefits, equal treatment, children's education, more included social status
- About Me: I have no sense of belonging. I have difficulties in obtaining a permanent residence permit. I am in a marginalized status with low income, unstable job and poor living conditions.

**Contact Information**

- Mobile Phone: 13912345678
2.1 ANALYSIS OF THE FLOATING POPULATION AND THEIR SETTLEMENTS

SOCIAL CHARACTERISTICS

Who?

Who is the migrant worker?

Why?

Why are they coming to the city?

What means?

What are their interests and education?

Wishes?

What are their dreams and aspirations?

How?

How are they trying to improve their situation?

Keywords

Economic inclusion
Social exclusion
Deprivation of time, space, resources
2.1 ANALYSIS OF THE FLOATING POPULATION AND THEIR SETTLEMENTS

SOCIAL CHARACTERISTICS

THE SOCIAL AND MENTAL GHETTO
2.1 ANALYSIS OF THE FLOATING POPULATION AND THEIR SETTLEMENTS

SPATIAL CHARACTERISTICS

1. Concentrated in a large size together with local people of low income
   - Spatial Morphology
   - Architectural Code

2. Located in the old city center/urban-rural fringe zone
   - Spatial Morphology
   - Architectural Code

3. Self-built low buildings/Group wise
   - Spatial Morphology
   - Architectural Code

4. Self-built, mixed buildings with commercial and communication functions
   - Spatial Morphology
   - Architectural Code

5. Located in the urban-rural fringe zone, industrial area, construction sites, evenly spread, close to work
   - Spatial Morphology
   - Architectural Code

6. Located near the train station, bus station, or highway entrance
   - Spatial Morphology
   - Architectural Code

7. Scattered, small size due to the uncertainty of jobs
   - Spatial Morphology
   - Architectural Code

8. Could be anywhere within the city
   - Spatial Morphology
   - Architectural Code

9. Urban voids, abandoned factories, under the highway, etc.
   - Spatial Morphology
   - Architectural Code

10. Located on the streets with certain activities, such as “tea-food street,” clothing market
    - Spatial Morphology
    - Architectural Code

11. Linear configuration along streets dominated by the occupation difference
    - Spatial Morphology
    - Architectural Code

12. Concentrated in a similar size, mainly close to infrastructure
    - Spatial Morphology
    - Architectural Code

13. Regulated concentration
    - Spatial Morphology
    - Architectural Code

14. Poor accessibility to public services: No connection with others
    - Spatial Morphology
    - Architectural Code

15. Surrounded by privileged neighborhoods, within city center or residential area
    - Spatial Morphology
    - Architectural Code

16. Standardized, portable, dormitory style buildings
    - Spatial Morphology
    - Architectural Code
2.1 ANALYSIS OF THE FLOATING POPULATION AND THEIR SETTLEMENTS

INTRODUCTION TO THE SITE, A REPRESENTATIVE IMAGE OF THE SPATIAL GHETTO

THE INNER RING AREA OF SHANGHAI

THE SUZHOU CREEK DISTRICT

THE SITE
2.1 ANALYSIS OF THE FLOATING POPULATION AND THEIR SETTLEMENTS

HOUSING WITH POOR CONDITIONS AND LITTLE CONTROL OF LIFE

Photoed by author
2.1 ANALYSIS OF THE FLOATING POPULATION AND THEIR SETTLEMENTS

GUIDE BOOK AND VIDEO CLIPS AS THE RESULT OF THE ANALYSIS
2.1 ANALYSIS OF THE FLOATING POPULATION AND THEIR SETTLEMENTS

SUMMARY OF THE MOVIE CLIPS

POOR HOUSING CONDITIONS
LOW LIVEABILITY
UNSUSTAINABLE DEVELOPMENT
SOCIO-ECONOMIC ISSUES SUCH AS VIOLENCE AND UNEMPLOYMENT

STRONG SOCIAL INTERACTION
MIXED AND FLEXIBLE USE OF SPACE
FREQUENT INDIVIDUAL PARTICIPATION
IDENTITY AND DIVERSITY

Photoed by author
2.2 PROBLEM STATEMENTS AT DIFFERENT SCALES

The Scale of Individual

NO HEALTHY OR SAFE LIVING ENVIRONMENT

The Scale of Society

NO LEGAL STATUS;
NO ACKNOWLEDGEMENT;
MARGINALIZED & ISOLATED;
WORSENING INFORMAL SETTLEMENT

The Scale of Groups

LACKING EMPOWERMENT
LIMITED ACCESS TO PUBLIC FACILITIES OR RESOURCES

Political And Social Scale

WEAK SOCIAL HOUSING;
PLANNING SYSTEM NOT INVOLVING THE VULNERABLE AND DEPRIVED PEOPLE;
RAPID URBAN DEVELOPMENT
3. TAKE MY POSITION!
3.1 RESEARCH QUESTION

**EMPOWER** THE FLOATING POPULATION THROUGH SPATIAL INTERVENTIONS AND POLITICS, IN ORDER TO IMPROVE THE LIVABILITY OF THEIR SETTLEMENT AND UPGRADE THEIR SOCIAL STATUS AND SELF-ESTEEM WHILE KEEPING THE VALUABLE QUALITIES?
3.2 EMPOWERMENT OF THE DEPRIVED AND VULNERABLE PEOPLE

WHAT DOES EMPOWERMENT MEANS TO THE COMMUNITY

GAINING
3.3 BOTTOM UP COMBINED WITH TOP DOWN

LESSONS LEARNED FROM EUROPEAN CITIES

VIENNA

KARL-MARX-HOF, VIENNA

HUNDERTWASSER-HAUS, VIENNA
Source: http://www.panoramio.com/photo/4455633

AMSTERDAM

AMSTERDAM SCHOOL, AMSTERDAM
Source: http://mitpress.mit.edu/images/products/books/9780262040747-130.jpg

SPAARNDAMMERBUURT, AMSTERDAM
Source: http://farm6.static.flickr.com/5042/5243068579_4994a48527.jpg

FRANKFURT

BRUCHFELDSTRASSE, FRANKFURT
Source: http://www.stadigeschichte-ffm.de/images/chronnik/ro-emerstadt.jpg

BRUCHFELDSTRASSE, FRANKFURT
Source: http://www3.architektur.tu-darmstadt.de/stadtwiki/upload/c/c0/Bruchfeldstrasse_ernst_may.jpg
3.3 BOTTOM UP COMBINED WITH TOP DOWN

MY POSITION

CONCERN ABOUT THE VULNERABLE AND DEPRIVED PEOPLE

GUIDED EMPOWERMENT
4. STRATEGY AND DESIGN
4.1 SIX INTERVENTIONS ON FOUR THEMES

- **Housing Shortage**: Social Housing
- **Limited Knowledge**: Education
- **Lack of Jobs**: Job Opportunities
- **Social Segregation**: Public Space

- **Improve the Road Connections**: Top Down
- **The Iconic Entrance**: Combined
- **Social Housing Provision**: Combined
- **Factories' Renovation**: Combined
- **Communal Living Rooms**: Bottom Up
- **The Loop**: Combined
4.1 SIX INTERVENTIONS ON FOUR THEMES
FOUR SOLUTIONS AS THE RESULTS OF ANALYSIS

- ACCOMMODATION
- HOUSING SHORTAGE
- LIMITED KNOWLEDGE
- EDUCATION
- COMMUNICATION PLATFORM
- STRONG SEGREGATION
- PRACTICE OPPORTUNITY
- LACK OF JOBS
4.1 SIX INTERVENTIONS ON FOUR THEMES
SIX INTERVENTIONS IN A SCHEMATIC DIAGRAM

**CONNECTION**

**THE ICONIC ENTRANCE**

**NEW SOCIAL HOUSING**

**RENOVATION OF FACTORY BUILDINGS**

**THE COMMUNAL LIVING ROOM**

**THE LOOP AS THE BACKBONE**
4.1 SIX INTERVENTIONS ON FOUR THEMES

INTERVENTION ONE: CONNECTION
4.1 SIX INTERVENTIONS ON FOUR THEMES

INTERVENTION TWO: THE ICONIC ENTRANCE

- Social Housing
- Headquarter & Education Center
- Business Quarter
- Public Functions
  Commerce, public stage, leisure and entertainment
4.1 SIX INTERVENTIONS ON FOUR THEMES

INTERVENTION THREE: SOCIAL HOUSING

DECENT SOCIAL HOUSING
4.1 SIX INTERVENTIONS ON FOUR THEMES

INTERVENTION THREE: SOCIAL HOUSING

RENOVATION OF THE EXISTING SHIKUMEN HOUSING
4.1 SIX INTERVENTIONS ON FOUR THEMES

INTERVENTION THREE: SOCIAL HOUSING

SELF-BUILD HOUSING
4.1 SIX INTERVENTIONS ON FOUR THEMES

INTERVENTION FOUR: RENOVATION OF OLD FACTORIES
4.1 SIX INTERVENTIONS ON FOUR THEMES

INTERVENTION FIVE: COMMUNAL LIVING ROOM (PUBLIC SPACE IMPROVEMENT)
4.2 THE LOOP AS THE KEY PROJECT
4.2 THE LOOP AS THE KEY PROJECT
LOOP AS THE REFLECTION OF THE FOUR SOLUTIONS

EDUCATION
HOUSING
PRACTICE OPPORTUNITY
PUBLIC SPACE

INTEGRATED BY

THE LOOP
4.2 THE LOOP AS THE KEY PROJECT

THE EXISTING SITUATION

NOT COMPLETED, BORING STREET PROFILE, MONOTONOUS SPATIAL FEELING
4.2 THE LOOP AS THE KEY PROJECT

DESIGN CONCEPT

THE LOOP IS THE PLACE WHERE MOMENTS OF PROGRAMMATIC COLLISION RELEASE UNEXPECTED POTENTIALS WITH STRONG SOCIAL INTERACTION.
4.2 THE LOOP AS THE KEY PROJECT

INTRODUCTION TO THE CARRYING STRUCTURE

HOW SHOULD WE REALIZE THE DESIGN?

CONTROL AND LAISSEZ-FAIRE

THROUGH A DESIGN FRAMEWORK WITH A CERTAIN FREEDOM
RATHER THAN A FIXED DESIGN
4.2 THE LOOP AS THE KEY PROJECT
SET THE CARRYING STRUCTURE AND INVITE URBAN INFILLS
4.2 THE LOOP AS THE KEY PROJECT

FREEDOM AND RULES

Photoed by Steve Pyke
4.2 THE LOOP AS THE KEY PROJECT

WHAT ARE RULES

FRAME

RELATIONSHIP

THE CAPACITY TO GENERATE VARIETY
### 4.2 THE LOOP AS THE KEY PROJECT

**Rules Involving All Scales**

<table>
<thead>
<tr>
<th>Building Rules</th>
<th>Parcel Rules</th>
<th>Neighbourhood Rules</th>
<th>Streetscape Rules</th>
<th>District-related land use Rules</th>
<th>General declaration, Motive</th>
</tr>
</thead>
</table>

It should not be thought of more than social party lines in necessarily encompassing and incorporating the issues that arise from the point of view of the society. As a consequence, the context in which social problems arise must be taken into account in the formulation of policies. The resolution of social problems requires a comprehensive approach that addresses the underlying causes and considers the broader social context. The solutions must be developed collaboratively, involving all stakeholders, to ensure their effectiveness and sustainability. The long-term benefits of such an approach are significant, as it fosters social cohesion and supports equitable development.
4.2 THE LOOP AS THE KEY PROJECT

THE SET OF RULES
4.2 THE LOOP AS THE KEY PROJECT
ONE RULE AS THE EXAMPLE

AIM

RULES

DEMANDS

REFERENCE
4.2 THE LOOP AS THE KEY PROJECT

**RULE 1: GENERAL MOTIVE**

**AIM**
- Privately motivated development contributing automatically to the common welfare
- Generating a robust and desirable connection

**DEMands**
- "I WANT A PIECE OF LAND, I NEED TO PROTECT MY RIGHTS AND INTERESTS!"
- "WE WANT AN OPEN SPACE TO SIT!"
- "WHAT I CAN DO, WHAT I CAN'T DO"

**REFERENCE**
- "INVISIBLE HAND"
- "PUBLIC & PRIVATE INTEREST"
- "FREEDOM & COERCION"
4.2 THE LOOP AS THE KEY PROJECT
SUMMARY OF THE RULES AND FREEDOM

INDIVIDUAL  THE GROUP OF FLOATING POPULATION

FREEDOM

WHEN IT APPROACHES THE INDIVIDUALS, THERE ARE LESS RULES WHICH ARE LESS ABSTRACT THAT ENSURES MORE FREEDOM AND EMPOWERMENT
4.2 THE LOOP AS THE KEY PROJECT

RULES ARE **BORING!**

VARIANTS ARE **AMAZING!**
4.2 THE LOOP AS THE KEY PROJECT
THE WAY TO ORGANIZE AND THE POSSIBLE VARIANTS
4.2 THE LOOP AS THE KEY PROJECT
THE WAY TO ORGANIZE AND THE POSSIBLE VARIANTS

OPPORTUNITIES

- own identity
- full freedom
- enjoy the variety

MORE WISE LAND USE

- potential to create a shared atmosphere
- benefit from the identical block

CLEAR ZONING

- designed environment
- strong sense of community
- a powerful image of the floating population

RISKS

- You can’t choose your neighbour
- unsatisfying programme arrangement
- less shared amenities

- negotiation
- lose a certain degree of freedom

- long time negotiation
- less freedom
- less identical

OUTCOMES

- different type of building
- various shops
- diverse public space

- organized collective space
- build with your neighbours
- functional zones

- a combination of different urban forms (spatial diversity)
- zoned functions (commercial, educational, leisure and entertainment, exchange, etc.)
4.2 THE LOOP AS THE KEY PROJECT

INDIVIDUAL DEVELOPMENT

- **BUILDING**
- **PRIVATE OPEN SPACE**
- **PUBLIC OPEN SPACE**
4.2 THE LOOP AS THE KEY PROJECT

GROUP DEVELOPMENT

- BUILDING
- PRIVATE OPEN SPACE
- PUBLIC OPEN SPACE

GROUPS_CLOSED, UNIFORMED
4.2 THE LOOP AS THE KEY PROJECT

GROUP DEVELOPMENT

- BUILDING
- PRIVATE OPEN SPACE
- PUBLIC OPEN SPACE

GROUPS_ TRADITIONAL CHINESE COURT-YARD
4.2 THE LOOP AS THE KEY PROJECT

GROUP DEVELOPMENT

BUILDING
PRIVATE OPEN SPACE
PUBLIC OPEN SPACE

GROUPS_OPEN, ICONIC
4.2 THE LOOP AS THE KEY PROJECT

GROUP DEVELOPMENT

- BLACK: BUILDING
- GREEN: PRIVATE OPEN SPACE
- LIGHT GREY: PUBLIC OPEN SPACE

GROUPS_ARCADE
4.2 THE LOOP AS THE KEY PROJECT

GROUP DEVELOPMENT

- BUILDING
- PRIVATE OPEN SPACE
- PUBLIC OPEN SPACE

GROUPS_ A COMBINATION
4.2 THE LOOP AS THE KEY PROJECT

ZONING DEVELOPMENT

- Day Care and Educational Facilities
  - Families with children and old people
- Nearby Entertainment and Catering
  - Single migrant workers
- Accessible Open Market
  - Rural farmers
- Open spaces that still allow vending
  - Street vendors
- A community centre accessible to all neighborhoods
  - The association of floating population
- Public and social facilities such as library, craft workshops

4.2 THE LOOP AS THE KEY PROJECT
SUMMARIZE THE BUILDING PROCESS OF THE LOOP

MUNICIPALITY → URBAN DESIGNER → FLOATING POPULATION

LAND LEASE → RULES → ADDED VALUES → ARCHITECTS → PRIVATE SECTORS
PLAY THE GAME
AN EXAMPLE OF THE OUTCOME
4.3 PLAY THE GAME

MASTERPLAN
4.3 PLAY THE GAME

DETAIL PLAN OF THE LOOP
4.3 PLAY THE GAME
THE TREE STRUCTURE OF THE LOOP
4.3 PLAY THE GAME

BUILDING BLOCKS
4.3 PLAY THE GAME
BUILDING BLOCKS_ ICONS
4.3 PLAY THE GAME
BUILDING BLOCKS_ICONS_COMMUNITY CENTER
4.3 PLAY THE GAME
BUILDING BLOCKS _ ICONS _ MARKET AND SHOPPING MALL
4.3 PLAY THE GAME
BUILDING BLOCKS_ICONS_JOB CENTER
4.3 PLAY THE GAME
BUILDING BLOCKS _ GROUP DEVELOPMENT
4.3 PLAY THE GAME
BUILDING BLOCKS _ SOCIAL SERVICES
4.3 PLAY THE GAME
BUILDING BLOCKS_ GROUP DEVELOPMENT_RETAIL DISTRICT
4.3 PLAY THE GAME
BUILDING BLOCKS _ GROUP DEVELOPMENT _ BUSINESSES DISTRICT
4.3 PLAY THE GAME
BUILDING BLOCKS_ groups development COMMERClAL DISTRICT
4.3 PLAY THE GAME
BUILDING BLOCKS _ GROUP DEVELOPMENT _ HOTELS WITH CATERING ANS ENTERTAINMENTS
4.3 PLAY THE GAME
BUILDING BLOCKS_ INDIVIDUAL DEVELOPMENT
4.3 PLAY THE GAME
BUILDING BLOCKS_ INDIVIDUAL DEVELOPMENT_ SHOPS, STUDIOS, CAFES, BARS, ETC.
4.3 PLAY THE GAME

BUILDING BLOCKS _ INDIVIDUAL DEVELOPMENT _ SHOPS, STUDIOS, CAFES, BARS, ETC.
4.3 PLAY THE GAME

OPEN SPACE
4.3 PLAY THE GAME
OPEN SPACE_PRIVATE OWNED OPEN SPACE
4.3 PLAY THE GAME
OPEN SPACE_PRIVATE OWNED OPEN SPACE_PRIVATE GARDENS, URBAN AGRICULTURE
4.3 PLAY THE GAME

OPEN SPACE_PRIVATE OWNED OPEN SPACE_CONDUCT SMALL BUSINESS, DAILY USE
4.3 PLAY THE GAME
OPEN SPACE_COLLECTIVE SPACE
4.3 PLAY THE GAME
OPEN SPACE_COLLECTIVE SPACE_PLAYGROUNDS
4.3 PLAY THE GAME
OPEN SPACE_COLLECTIVE SPACE_SPORTS FIELDS
4.3 PLAY THE GAME
OPEN SPACE_COLLECTIVE SPACE_PUBLIC GARDENS
4.3 PLAY THE GAME
OPEN SPACE_COLLECTIVE SPACE_KEEP IT OPEN FOR SOCIAL INTERACTIONS
4.3 PLAY THE GAME
OPEN SPACE_PUBLIC SPACE
4.3 PLAY THE GAME
OPEN SPACE_PUBLIC SPACE_GREEN SPACE
4.3 PLAY THE GAME
OPEN SPACE_PUBLIC SPACE_SQUARES
4.3 PLAY THE GAME
OPEN SPACE_PUBLIC SPACE_SQUARES
4.3 PLAY THE GAME
OPEN SPACE_PUBLIC SPACE_TUNNEL, BRIDGES, CORRIDORS AND STEPS
4.3 PLAY THE GAME

DETAIL PLAN OF THE ENTRANCE SQUARE
4.3 PLAY THE GAME

THE TREE STRUCTURE OF THE LOOP
4.3 PLAY THE GAME
WALK AROUND TRANSPORTATION

Main Entrance

ENTRANCE

Main Entrance

CAR ACCESS

PUBLIC TRANSPORTATION (BUS LINES, METRO, BICYCLE PARKING)
4.3 PLAY THE GAME

WALK AROUND
4.3 PLAY THE GAME

WALK AROUND
4.3 PLAY THE GAME

WALK AROUND
4.4 Phasing, Action and Reaction

Problems:
- Housing Shortage
- Limited Knowledge
- Lack of Jobs
- Social Segregation

Solutions:
- Social Housing
- Education
- Job Opportunities
- Public Space

Interventions:
- Improve the Road Connections
- The Iconic Entrance
- Social Housing Provision
- Factories' Renovation
- Communal Living Rooms

Approaches:
- Top Down
- Combined
- Bottom Up

The Loop
### 4.4 Phasing, Action and Reaction

<table>
<thead>
<tr>
<th>Stage 1</th>
<th>Stage 2</th>
<th>Stage 3</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Improvement</strong></td>
<td><strong>Enrichment</strong></td>
<td><strong>Upgrade</strong></td>
</tr>
<tr>
<td>1. Grant Legal Residence Status</td>
<td>5. The Loop</td>
<td>7. The Iconic Entrance</td>
</tr>
<tr>
<td>Improve the road connections</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2. Communal Living Rooms</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3. Social Housing Provision</td>
<td>6. Factories' Renovation</td>
<td></td>
</tr>
<tr>
<td>Decent Social Housing; New Shikumen Type Housing</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4. Social Housing Provision</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Self-Built Housing; Renovation Shikumen</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Stage 3: Upgrade**
- **Link to the City**

**Stage 2: Enrichment**
- **The Loop**
- **The Iconic Entrance**

**Stage 1: Improvement**
- **Grant Legal Residence Status**
- **Improve the Road Connections**

**Urban Designers in the Central Position to Bring Different Parties to the Same Table**
- Top Down: Municipality
- Bottom Up: Floating Population
- NGOs
- General Public
- Private Sector
4.4 PHASING, ACTION AND REACTION

ESSENCE OF THE PHASING:

• DECIDE THE SCALE OF LEVEL
• IMPLANT THE CARRYING STRUCTURE, TAKE ACTION
• REACT TO THE ACTION
• INTERACT WITH EACH OTHER
5. CONCLUSION
5.1 CONCLUSIONS ON THE GRADUATION PROJECT

CONCLUSIONS ON THE PROCESS

ANALYSIS

STRAT FROM THE INDIVIDUALS, SEEK FOR COMMON GROUNDS
DISCOVER BOTH MERITS AND DEMERITS WITH AN OBJECTIVE ATTITUDE
INVOLVE DIFFERENT SCALES (SPATIAL, SOCIAL, POLITICAL)

RESEARCH BY DESIGN

TRAIL AND ERROR
DEMANDS, THE ABILITIES, CRITERIA

STRATEGY, PRODUCTS

DESIGN THE PROCESS AS WELL AS AN EXAMPLE
WITHIN DIFFERENT CONTEXT, TOP-DOWN AND BOTTOM-UP INTERVENTIONS
WILL TAKE PLACE IN ORDER TO ACHIEVE THE GOAL
PROVIDE THE PLATFORM THAT CREATES POSSIBILITIES
5.1 CONCLUSIONS ON THE GRADUATION PROJECT

CONCLUSIONS ON RULES AND FREEDOM

- POSSIBILITIES TO HAVE CHOICES
- RULES ARE ALSO PART OF THE GAME AS THE GUIDELINES
- TOO MUCH FREEDOM DOESN’T WORK
5.1 CONCLUSIONS ON THE GRADUATION PROJECT

CONCLUSIONS ON THE STRATEGY AND DESIGN

• LARGE NUMBER OF FLOATING POPULATION
• SHARING COMMON PROBLEMS
• A LOT OF SIMILAR LOCATIONS
5.1 CONCLUSIONS ON THE GRADUATION PROJECT

SUMMARY

HEALTHY LIVING ENVIRONMENT VOICES IN DECISION

SOCIAL SUSTAINABLE DEVELOPMENT, MOVING UP

ACKNOWLEDGEMENT, ALTERNATIVE WAY OF DEVELOPMENT

The Scale of Individual

The Scale of Groups

The Scale of Society

Political And Social Scale
THE END

COMMENTS AND QUESTIONS