EVENTSCAPE

Site: Duisburg
Jingni Li
Mentor: Rene van der Velde
Marjolein Overtoom
On 24 July 2010, a **stampede** at the Love Parade **Music Festival** happening in an **abandoned industrial railway station** just near the Duisburg **city center** caused the death of **21** people, with at least **500** others injured.
Such tragedy raised two serious **problems** for designers:

1. Socially, **crowd safety** needs to be guaranteed in large urban events.

2. Spatially, complete **abandoned** industrial land in central urban area needs a proper way to re-develop and re-use.
Meanwhile, great potentials are discovered from this event:

1. Large urban events can draw a new possitive image for struggling post-industrial cities.

2. To implement public activities on inner-city brownfields can bring second life for them.
PROBLEM vs POTENTIAL

LARGE ACTIVITY VS COMPLETE PUBLIC

CROWD SAFETY VS COMPLETE ABANDONED
Can this possible connection between events and vacant land create a new value for those potential urban brownfield?
PROBLEM vs POTENTIAL

PUBLIC FEATURE
POSITIVE IMAGE
NEW VALUE

URBAN EVENT

SAFETY
ORGANIZED SPACE
DIVERSITY OF EVENTS

URBAN BROWNFIELD

?
Intention of benefiting industrial and economic needs has led to a special urban structure for those industrial cities. The coal mining companies developed housing around the pits. Public infrastructure then followed the mines and steel works. It served industries first, before other demands were met. This has resulted in the unattractive urban fabric for most of post-industrial cities, with lots of brownfields in urban areas.

Nowadays, to develop brownfield has been an important issue in Ruhr area.
A number of brownfields still remain in Duisburg. However, lots of plans have been realized to turn urban brownfields into commercial areas or post-industrial landscapes for public use.
## PRE-RESEARCH

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### Market

- **The Market**
- **THE ARTillery**
- **The Foodie**
- **The Beer**

### Theater

- **THEATER KRONBERG THEATER**
- **STADT THEATER KRONBERG**
- **THEATER PRODUKTE**
- **THEATER AVENTURE**
- **THEATER AVENTURE**

### Electronic Artists

- **ELEKTRONISCHE ANGEL**
- **ELEKTRONISCHE ANGEL**
- **KURZKINO**
- **KURZKINO**

### Film Festival

- **KINO FESTIVAL KRONBERG**
- **KINO FESTIVAL KRONBERG**
- **KINO FESTIVAL KRONBERG**
- **KINO FESTIVAL KRONBERG**

### Music Festival

- **MUSIK & STADT**
- **MUSIK & STADT**
- **MUSIK & STADT**
- **MUSIK & STADT**

### Children's Events

- **KINDERKINO KRONBERG**
- **KINDERKINO KRONBERG**
- **KINDERKINO KRONBERG**
- **KINDERKINO KRONBERG**

### Holiday Events

- **CHRISTMAS MARKET KRONBERG**
- **CHRISTMAS MARKET KRONBERG**
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### Sports Events

- **sports KRONBERG**
- **sports KRONBERG**
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- **sports KRONBERG**

### Special Events

- **THEMENKINO**
- **THEMENKINO**
- **THEMENKINO**
- **THEMENKINO**
PRE-RESEARCH
The area around city center has the most diverse events than other places, and it also gathers most of large events. Therefore, this central area has great potential to become the center in Duisburg for both urban events and daily activities.
However, it is exactly in this potential center that the extremely large events in a large urban brownfield ended into a tragedy.

Such large events are good for Duisburg. They could strengthen social interaction, promote better reputation, and attract more outside interests. But they need larger space to organize, which is the limitation of the site Love Parade took place.
In fact, there are in total three similar brownfields in this central area. They are located near each other along the existing railway. These three sites are necessary to be developed, and indeed they have great potential. Can these urban brownfields become lively public spaces by adding the new value from urban events?
1. How to re-develop abandoned industrial sites in Duisburg central area in order to fill urban fabric and connect surrounding public spaces?

2. How to regain the public feature of brownfield to strengthen social interaction and improve public life quality by implementing both urban events and daily activities?
Transform potential brownfields in Duisburg central area into event park for different scales of urban activities.
1. How to define the position of those three sites in Duisburg?

2. How to read existing urban context in order to characterize the sites spatially and socially?

3. What kind of methods could be implemented to lead such a design focusing on different scales of events and activities?

4. What kind of experiences would people have in future in the event park? Which basic needs are necessary to be satisfied in order to realize these different scenarios?
Public spaces in Duisburg central area are scattered. They provide diverse space for different urban activities, but somehow they are inevitably limited by specific conditions. Therefore, these public parcels are not capable to hold large events.
Three site together will become a special public space -- a series of culture zones -- holding large activities for Duisburg urban area. They can also separately hold medium and small activities to attract creative and innovative Duisburg residents.
Transport infrastructure provides fair connection for public parcels:

At **regional** scale, inter-city connection are provided by trains as an important support for potential large event in future.

At **local** scale, tram lines connect most of main public spaces in Duisburg.
Highway builds regional connection; railway serves for distribution of people and industry cargo. They work efficiently at certain level, but have formed **hard boundaries** within Duisbug central area. Three sites are **blocked** by these physical borders, with **low accessibility** from surrounding urban areas.
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**New potential entrances** are necessary in order to make these sites **open** to nearby areas.
The block effect from those borders has caused some negative influences for east part neighborhood near city center, especially in terms of connection with surrounding green spaces.
On the contrary, west neighborhood has better living environment with more green spaces. As existing connections between west and east part are merely traffic roads, the difference between two neighborhoods becomes bigger.
Therefore, a good **in-between** public space is necessary to improve **social interaction** between them.

The first site is expected to become a **modern park** as a meeting place, aiming at improving daily social interaction between east and west neighborhood.
The other two sites, located near Duisburg sport park between inner city and outskirt forest, will join the big plan of sport center but provide extra value through cultural activities.
These three sites are located between inner center and outset forest. They are surrounded by different contexts, thus they are covered with distinctive characteristics.
This context provides colorful spatial typologies for urban events and daily use. These typologies are valuable to be analyzed as basic information for further design.
SITE ANALYSIS -- CHARACTERISTIC IN CONTEXT -- typology
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Sport park
Spatial typologies out of existing contexts will be developed and implemented in future event park, following distinctive characteristic of each site.
First site is featured by urban characteristic. It is a large area of vacant land partly covered by abandoned railways. Some buildings still exist, including the old train station and other small constructions. These potential elements will be reused and connected through implementing urban typologies such as boulevard and square.
Second site is blocked from outside by railways. It is hidden and totally vacant. Its large, semi-circle-shape area is potential to hold outdoor activities such as concert and camping.
The third site has many industrial elements in different scales. They coexist with invading natural elements from surrounding area. This combination can be developed into landscape elements.
"The transcripts are about a set of disjunctions among use, form, and social values. ... Disjunctions between movements, programs, and spaces inevitably follow as each pursues a distinct logic, while their confrontations produce the most unlikely combinations."

"Only together do they define the architectural space of 'The Park'."

-- Manhattan Transcripts
Bernard Tschumi
METHOD -- Theoretical support

Program

Space

Activity

Space

Movement

People

EVENT

Define the park
EVENT

ACTIVITY
- Marathon
- Parade
- Cycling Competition
- Music Festival
- Exhibition
- Concert
- Open Market
- Daily Activities

SPACE
- Avenue
- Parking
- Stage
- Interior
- Square
- Greenland
- Service Points
- Path
- Playground
- Water
- Forest
- Farmland

PEOPLE
- Safety
- Random
- Guidance
- Herd
- Individual
- Interaction
- Privacy
Garden City:
The center of activity, shows, and experimentation, including facilities for sports, exhibits, clubs, workshops, schools, and even housing....

Garden-in-the-City:
The center of relaxation, of well-being of both body and mind. A series of gardens and outdoor spaces would provide an experience of nature in the city.
STARTING POINT

Park as a new type of urban creation. A cultural park that will be a distinctive and innovative kind of park embodying a change in social programme, physical form, and social context.

CASE STUDY -- Parc de la Villette
Tschumi accomplished his aim of creating a urban park as a social center by using abstract spatial devices to organize and distribute the required activities across the site. This is the system of three layers -- POINTS, LINES, and SURFACE.

Instead of attempting to integrate three layers together, he instead superimposed each one of them so that they can distort and clash with one another.
Connection throughout the park, providing a strong linear focus. Those linear elements not only connect physical pieces at one hand, but also build the "coherent logic" for people at the other.
CASE STUDY -- Parc de la Villette

POINTS

Matrix of Follies defined as abstract construction without meaning, functioning to organize the park and to inspire and trigger different activities.
CASE STUDY -- Parc de la Villette

SURFACE

Geometric planes with different materials including natural and artificial characteristic. Conventional landscape elements are removed, turning the "park" into a neutral space allowing for complete programmatic freedom.
Follies are the result of destructure and restructure of programs. They are located evenly in the whole park, making those programs also evenly distributed.
In the early to mid 1990's, the site was vacant and in limbo. Slowly artists and other groups started to use the site for gatherings and studio space, creating an "underground" second life for the site. In late 1990's, it was decided that the site should be turned into a park with rental event space.
CASE STUDY -- Westerpark

Event Organization-- L
CASE STUDY -- Westerpark

Event Organization-- XXL

map festival

1 Unseen Photo Fair
2 Unseen After Hours
3 Foam Magazine Pavilion
4 Foam Magazine Talent Exhibition
5 Unseen Collection
6 Bright Young Things Pavilion
7 Unseen Exhibition: FASHION!
8 Offprint
9 Unseen Cinema
10 Unseen Speakers’ Corner
EVENT

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METHODS -- Destructure

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METHODS-- Layers -- Patch
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**Scale-S**
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Four layers are superimposed on site. They can separately work for different category of activity, meanwhile they together form the complex system for mixed use.
Experience

In general:
**Sequence** of events, independent or interacting, scheduled events or daily activities.

Three sub-experience (scenario) as follows:

- **Fully daily use**
  (normal park)

- **Combined experience**
  (with events and daily activities)

- **Fully occupied events**
  (e.g. Music festival)
Strip will function as **basic connection** for the whole site. It also **extends** at certain points to meet city road in order to create more entrance for people and to connect existing urban public space.

Meanwhile, strip will also support **linear events** such as marathon and parade. It will become part of the whole route for those events.
Patches will support clustered events such as market and exhibition. They are calculated in two scales after analyzing main events in Duisburg.

Area per people is defined from the theory of Vitual Personal Space.

**Scale S = 5,000 people = 0.5 hecter**
**Scale M = 20,000 people = 2.0 hecter**

These patches can hold different activities, and they can also work together to support larger event if necessary.
Confetti supports daily activities. It is mainly designed in two parts:

Four theme gardens will function as traditional park area for daily use.

Facilities scattered in the whole site will decorate the park and trigger daily activities.
Canvas supports fully occupied events such as music festival. Basic programs for these mega events such as stage, audience area, and route will be prior considered, thus they might influence the structure of other layers in design process.
Crowd safety will be considered as a crucial factor in this layer. Several pieces of theoretical research about crowd safety and people’s movement will be implemented to structure the design and space.
Important values are concluded in overlayed master plan:

**Public corridor** between inner city and outskirt nature;  
**Urban park** improving social interaction for citizens;  
**Event container** for colorful urban events in diverse scales.