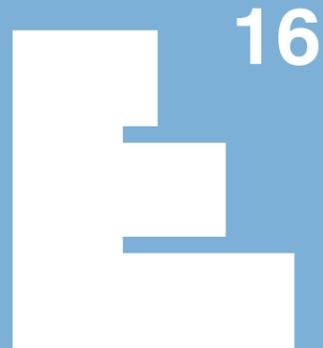


living cities

CREATIVE PROCESS-PROJECTS TO REGENERATE INHABITED MILIEUS

The European I6 theme focuses on living cities in which new kinds of synergies can be considered between the environmental, biological, social, economic, cultural and political dimensions: it is about thinking the space in terms of co-evolution and interactions, and working with regenerative project dynamics, combining metabolic and inclusive vitalities.



European: competition of urban-architectural ideas, followed by implementations

WHAT IS EUROSPAN?

Europspan is shaping the idea of a Europe of the young architectural, urban and landscape design by federating European countries around competitions of urban-architectural projects and professional exchanges in these fields of design. Europspan does so within the framework of the sustainable city and the qualitative changes that it operates, and taking into consideration the economy of resources, new mobilities and the enhancement of natural spaces.

— Europspan addresses European cities in search of innovative urban answers to the evolution of lifestyles and environment.

— Europspan offers young European professionals of the architectural and urban design the possibility to express new ideas in projects that contribute to the development of the European cities, and we help implement operations that materialise these ideas;

— In this context Europspan sets up professional and cultural exchanges so as to better share what is common to the European countries and cities, and to benefit from each other's experiences while asserting the national, regional and local specificities.

EUROSPAN I6 THEME

LIVING CITIES

Creative process-projects to regenerate inhabited milieus

INTRODUCTION

In the conditions of the Anthropocene –a new bio-geological period where human activities on the global scale have a destructive impact on life on earth– how to face climate change and inequalities? How to imagine other possibilities to inhabit the planet Earth?

The European I6 topic focuses on living cities as a new paradigm, in which new kinds of synergies can be considered between the environmental, biological, social, economic, cultural and political dimensions.

This paradigm leads us to think the space in terms of co-evolution and interactions, and to work with regenerative project dynamics, combining metabolic and inclusive vitalities.

METABOLIC VITALITIES

Metabolic vitalities go beyond the nature-culture combination, allowing the European projects –mixing architecture, urban design and landscape architecture– to identify and to negotiate with an ensemble of transformations taking natural elements into account –like water, material flows, energy...– which are all part of the life cycles. These new relations generate inhabited milieus.

These milieus are considered as complex ecosystems generating flows (with entries and exits) and in constant evolution. Developing such cyclic processes leads the design process to minimize the environmental footprint and the consumption of non-renewable energy, and to promote new forms of dwelling.

Metabolic vitalities encourage design processes on different scales. The recycling competence, the enhancement of organic or energy material, the adaptation to climate change, the integration of nature and biodiversity are as many metabolic vitalities that European I6 sites should trigger to allow their own transformation into ecosystems between nature and culture.

To be rewarded, the projects should translate this metabolic dynamic in their proposals.

INCLUSIVE VITALITIES

Urban environments are facing increasing inequalities and conflicts produced by invisibility, exclusion, marginalization, and inaccessibility to housing, to work, to education and to public services. To fight against these social fractures, inhabited milieus should become places where new inclusive policies and practices are supported.

Inclusive vitalities put on the foreground modes of doing that can support territorial justice articulating social and ecological concerns. Issues of accessibility to public infrastructures and to housing should get a predominant role, promoting conviviality. Taking care of living environments could promote inclusion by transforming marginalised spaces into places of exchange, co-learning and biodiversity. This could allow new inclusive narratives of inhabited environments across scales and generations, promoting new forms participatory democracy.

When choosing the sites, when defining the programmatic frames that come with their evolution, and when judging the participants' proposals, European I6 will emphasise on the consideration of the inclusive dimension of the inhabited milieus.

CONCLUSION

If we want to face these social and environmental emergencies, we have to address new creative and responsible project dynamics, which should be able to reconnect with the cycles and rhythms of the living nature, associating metabolic and inclusive vitalities.

The European I6 sites should therefore consider these two dimensions in their transformation goals. How can the project spatialize and, at the same time, spare resources, common goods, recycling processes, hybridisations, sharing and the different temporalities?

This is the question raised for European I6.

WHY PROPOSING A SITE FOR EUROPEAN I6?

— To participate to a platform of European actors on the transformation of the city and its ecological and social challenges, in order to exchange, with them and with other international experts, on ideas, cultures, methods and tools around concrete themes and issues raised by the current society;

— To benefit from the know-how of an organization of competitions of ideas (followed by implementations) that has a unique experience accumulated over more than 30 years, and has implemented many stimulating projects as well as initiated urban projects based on innovative approaches and processes;

— To propose to the competition a fragment of your territory that requires strategic thinking and relevant answers that would be impossible to find in other competitions;

— To receive ideas and projects from teams of young professionals of the architectural, urban and landscape design, who will bring you new perspectives, allow you to make better choices and initiate your site's transformation.

— To venture with one or more young multidisciplinary teams (with national and/or international members) and initiate your site transformation through an innovative process that is rich of exchanges and gathers a multiplicity of actors.

I. CONNECTION THEME-SITES

The sites must relate to the session theme –“Living cities”– and simultaneously to the 2 sub-themes of the session: metabolism and inclusivity.

METABOLISM

— with issues of transformation of the existing, taking their environmental impacts into account;

— with processes that develop the economy of resources and the re-use of the existing on different scales;

— with sites impacted by climate change, where adapted spatial solutions should be put forward.

INCLUSIVITY

— in territories where social equity can be developed;

— with programs promoting social diversity and integration, and helping to fight against social segregation;

— with processes involving all the stakeholders, and particularly the users and the inhabitants.

The E16 sites have to combine criteria related to both urban metabolism and inclusivity.

CALENDAR



2. SITE REPRESENTATIVES

It can be a city or a public body, alone or associated to public and/or private partners. If it already exists actors that are or will be involved in the site's transformation process, it is important that they are involved in the competition as early as possible. These site representatives must be looking for innovative answers to their urban questions through the projects proposed by European; and they must also be involved so as to materialize the ideas through collaborative implementation processes.

3. A SITE = REFLECTION AREA + PROJECT AREA

The sites must clearly define two different areas in relation to their scales.

— The reflection area (red perimeter) includes the larger context of the project site with the main parameters that impact it –natural elements, mobility infrastructures, environmental and programmatic frame...

— The project area (yellow perimeter) is the one on which a more detailed project should be developed.

Both areas –the red and the yellow one– are complementary and have mutual effects on one another.

Which actors?
Which procedure?
Which criteria for the research of sites?

4. SCALES AND SITE DEFINITION

The sites can be on different scales corresponding to different interests of the site actors, and linked to the different processes after the competition, in 3 categories:

S-SCALE: IMPACT MISSION

Small sites, that nevertheless should always develop larger effects on the urban scale.

L-SCALE: ARTICULATION MISSION

Medium-size sites –between the urban and the architectural scale– which should respond to the site's specific logic, yet articulating it with its larger surrounding.

XL-SCALE: TRANS-LOCAL MISSION

Extra-large sites, considering the co-evolutions of cultural, ecological, infrastructural and geopolitical issues on the large scale of a territory, yet articulating them on smaller scales.

Whichever the scales of sites –S, L or XL–, their transformation must allow the different scales to entwine.

5. BRIEFS AND SYNTHETIC DOCUMENTS

— The Briefs must clearly express the types of innovative answers which are looking for.

— The presentation of the site and the context must be done on the 3 different scales, explaining the site's spatial policies: territory, city and of the site itself.

— The Brief must make understandable the ecological, sociologic and cultural frame the site transformation is included in – i.e. the context's natural, human and symbolic dimensions.

— A programmatic frame will be defined, but not too prescriptive to let some flexibility to the competitors.

— The layout of synthetic presentation (a summary in 4 pages), the integration on the website, and the Brief itself must communicate, not only technically, but also mentioning the challenge on each site (context), the research of innovation (idea) and the way to do it (process).