CITY SPACE DEMOCRACY

Digital Summer School, October 19 to 28, 2020



Summer School, October 19 to October 28, 2020

_University of Stuttgart, Faculty of Architecture and Urbanism, Institut für Raumkonzeptionen und Entwerfen (IRGE), Plattform elnszuelns, Stuttgart, Germany
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_University of Stuttgart, International Centre for Cultural and Technological Studies (IZKT), Stuttgart, Germany

Dr. Elke Uhl and Dr. Felix Heidenreich

_Association IntuyLab, in cooperation with Universidad de Ciencias y Artes de América Latina, Facultad de Arquitectura, Lima, Peru Hannah Klug, Walter Soto and Prof. Rudolf Giese

_Univerza v Ljubljani, Fakulteta za arhitekturo, Ljubljana, Slovenia Prof. Tadej Glažar and Jure Henigsman

_Universidad National de San Martin (UNSAM), Instituto de Arquitectura y Urbanismo, in cooperation with DAAD ,Walter Gropius' – Chair, Buenos Aires, Argentina Prof. Roberto Busnelli, Graciela Runge and Visiting Prof. Markus Vogl

_Universidade do Porto, Faculdade de Arcquitectura (FAUP), Portugal Prof. Luis Urbano and Prof. Ana Neiva

- ...in cooperation with Forum Hospitalviertel e.V., Eberhard Schwarz
- ...and with financial support from Deutscher Akademischer Austauschdienst (DAAD)





time schedule

Oct 19, 2020 Lima 9am Buenos Aires 11am Porto 3pm Ljubljana, Stuttgart 4pm

 $_{4\,hrs}$ Day 1 - Monday - Introduction

_Welcome by the host, introduction of the course and partner universities _Team Building: 'Magic Box'

_Input Lectures: Seminar, Summer School, Method, Organisation

_International Forum: 'Code of Conduct'

_Plenum, Q&A

_Digital City Walks: Stuttgart, Buenos Aires, Lima, Ljubljana, Porto

_Handout of Task 1: 'My Town'

Oct 20, 2020 9am/11am/3pm/4pm 3 hrs Day 2 - Tuesday

_Plenum, Presentation of Task 1: 'My Town'

_Input Lectures: 'Experiencing the WE', 'Still Pleading for the Spatial Turn'

_International Forum, 'Spatial Catalogue'

_Handout of Task 2: 'Research'

Oct 21, 2020 9am/11am/3pm/4pm 2,5 hrs Day 3 – Wednesday

_Plenum, Q&A

_Input Lectures: 'VORORT', 'City Research. Alternative Ways'

_International Forum: 'Five Scenarios'

Oct 22, 2020 9am/11am/3pm/4pm 3 hrs Day 4 - Thursday

_International Forum _Input Lecture: 'From Human to Territory, from Territory to Human!'

_International Forum: 'Role Play'

_Plenum, Q&A

Oct 23, 2020 9am/11am/3pm/4pm 2 hrs Day 5 - Friday

_Plenum, Q&A

_Input Lecture: 'Designing Neighbourhood'

_International Forum

_Local Groups Review, attended by tutors

Oct 24, 2020 9am/11am/3pm/4pm 2,5 hrs Day 6 - Saturday - Presenting Research and Strategries

_Presentation of Research: Stuttgart, Buenos Aires, Lima, Ljubljana, Porto

_Plenum, Research Discussion

_Each former international forum becomes an international working group

_Handout of Task 3: 'Intervention'

Oct 25, 2020

Day 7 - Sunday

_International working groups continue on given task

Oct 26, 2020 10am/12am/3pm/4pm 3 hrs Day 8 - Monday

_Local Forum, discussing the intervention ideas

_Plenum, Q&A

Oct 27, 2020 10am/12am/3pm/4pm 3 hrs Day 9 - Tuesday - Designing

_Local Forum, discussing the intervention ideas

_Plenum, Q&A

Oct 28, 2020 10am/12am/3pm/4pm 3,5 hrs Day 10 - Wednesday - Final Presentation and Evaluation

_Final Presentation: Stuttgart, Buenos Aires, Lima, Ljubljana, Porto

_Plenum: Summer School Review

_Farewell

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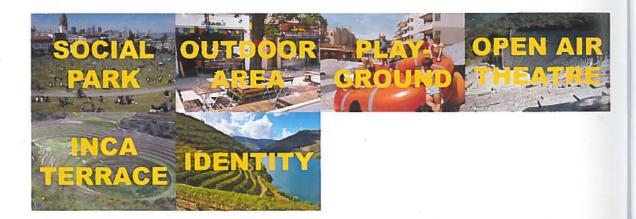
WHO

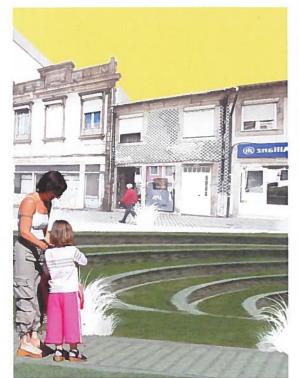


WHERE



WHAT







porto

Largo Dr. Tito Fontes, Tim Kocjančič, Saúl Navarette, Alexander Silva, Sofia Goros Tide and Laura Weigl

This entire process was characterised by an intense reflection on what democracy means in the public space. What is a truly democratic design? What does democratic architecture look like? How can designing public space be a participatory process? At the beginning of this exercise, we went on a deep local research of the place and soon understood that in order to design a meaningful and functional space we needed to be part of the city and more important, part of its people. So we started by asking where? Where are we located and what characterises this public space? Then we asked who? Who are the actors and users of this square and when do they use it? And finally, we needed to know what? What are the users' needs? Only after answering these questions, we were able to design the most democratic solution that better adapted to the characteristics of the square.

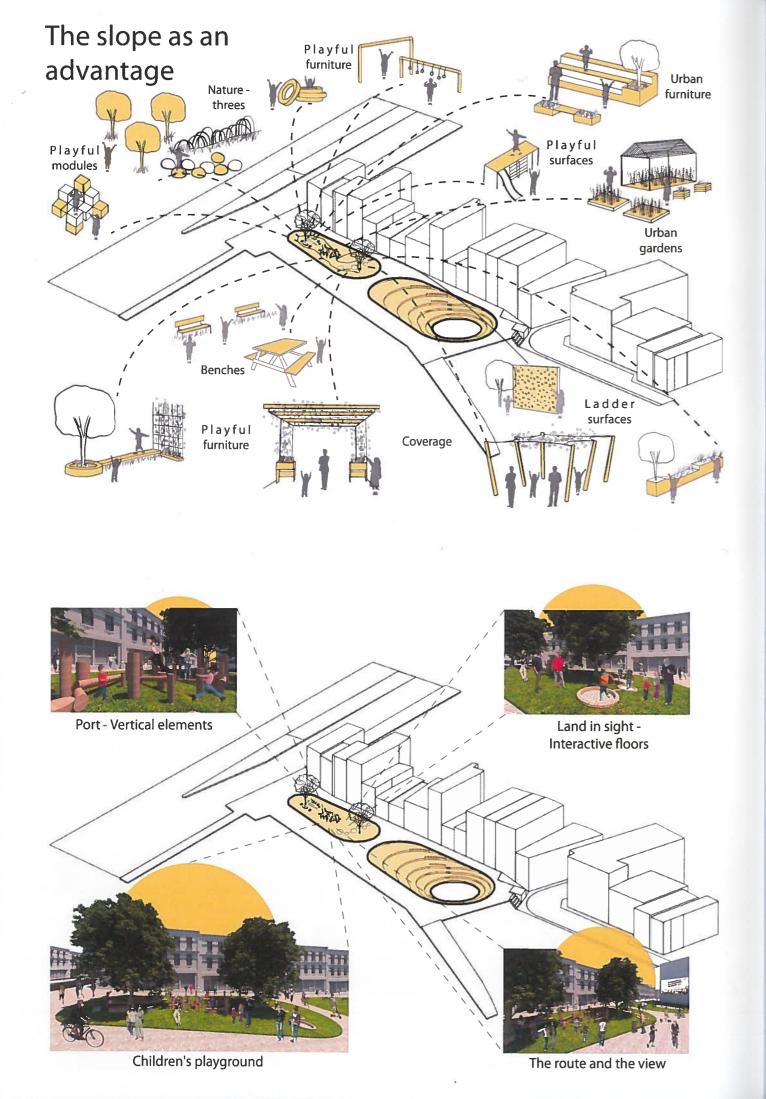
Where are we? The Largo Tito Fontes, located in Porto's city centre is a sloped trapezoidal-shaped square, near Trinidade metro station. The entire plaza is surrounded by buildings, with three to five floors, except the north side which is limited by the transited Gonçalo Cristovão street. This is also the highest place of the square since the entire space develops as a slope, with a six metre difference between its highest and lowest point. As we walk down the plaza, it's possible to find gardens placed in the centre of the square, with the same trapezoidal shape, but fragmented, in order to create walking paths. In between the pathways and gardens, some stone benches are displayed. On both sides of the gardens, two big trees provide some shade on the square. The surrounding buildings have some services and commerce on the ground level, we can find restaurants and cafés, hairdressers, a laundry shop, and a grocery store. On the rest of the floors are local residences, apartments for tourists, and offices of several companies.

Who are we? We quickly found out that we needed to be those residents, those tourists, those local owners, and also the people walking by, the pedestrians, the dog owners, the playful children. Only through their eyes and in their skin, we realised a series of problems that as architecture students we couldn't have understood. How did we become them? By using the research film of the place provided by the local group. We were mostly listening, as simple as that might seem, listening to the dialogue with the 'people of the square', it gave us so much to open our vision to the problems. And with this dialogue, the participatory process started, at the end the final project solution was also shaped by these people.

What are we? We are the junction of the physical: architectonic and urbanistic problems; with metaphysical problems: the social and economical issues. The architect as a coalescing entity needs to have a global vision of all the parts. For us, this global vision came with the analysis of the information, after processing all the dialogues with the locals, after understanding the physical issues of the site. We realised that this plaza lives with the ambiguity of not being fully pedestrian because the access of cars is allowed. So as a pedestrian walking by or as a person using the plaza, this condition made the space uncomfortable; but as a business owner, the cars on the square were an advantage. Another conclusion was that the gardens and its path ways were not really attractive or functional. The pathways didn't work well

top | 'who' sequence, photography by the authors; 'where' sequence, Google Maps screen shots edited by the authors, goo. gl/maps/Sg9jEiaawrF3txue6, 13/12/2020; 'what' sequence from left to right: 'Visitors sit inside circles designed to help prevent the spread of the coronavirus by encouraging social distancing at Dolores Park in San Francisco', Jeff Chiu/Associated Press, 'Dawa's', Adam Friedlander/The Infatuation, 'The Playground Project', DAM showing 'Lozziwurm, Goehner-Siedlung Sonnhalde, Adlikon bei Zuerich', Ivan Pestalozzi, 'Speak up, the people in the cheap seats can't hear you', DEA/G.DAGLI ORTI/De Agostini/Getty, ' Doline Qechuyoq in Moray (Inca ruin)', Philipp Weigell, 'The Douro valley is a majestic wilderness, one of the oldest demarcated wine regions in the

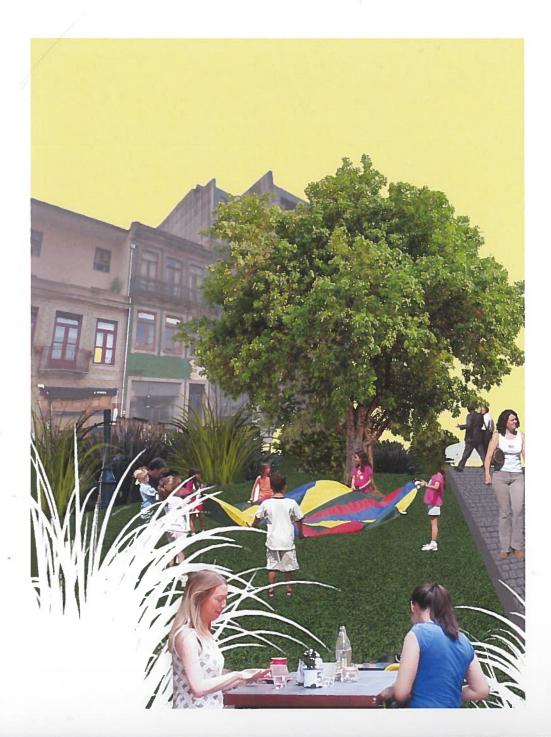
bottom | intervention, renders by the



left | intervention map, drawings by the

below | intervention, render by the authors

for the pedestrian flow, and the gardens with the benches were not comfortable for the daily or users, only the dogs seemed to be happy about the grass of the gardens. The lack of comfortable areas or children's zones made this square a place to walk by, rather than a place to stay. With all these in mind, the design process began. Our solution characterises by its inclusive design, which intended to democratically 'open' the square to everybody. We tried to avoid the typically urbanistic strategy of 'zoning' spaces, instead, the solution has several elements that are not intended for any specific group, class, or age. An open-air amphitheatre is the centrepiece of the design: inspired by the Douro valley landscape and the Inca terraces in Peru, this element takes advantage of the slope of the plaza to make a tribune, that could host future city events or simply work as a sitting area. We also defined an organised access line for cars, so their presence wouldn't disturb the general atmosphere of the plaza, but allows logistic possibilities for the business owners.



CITY - SPACE - DEMOCRACY

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