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- FULL-TIME INTERDISCIPLINARY PROGRAM

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- REAL-CASES

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- FULL-TIME INTERDISCIPLINARY PROGRAM
- LEARNING-BY-DOING
- REAL-CASES
- PROFESSIONALS FROM ALL OVER THE WORLD

urbanism.ua:
(RE) START

- **STUDIO #1:** ‘FROM GENERAL PLAN TO GUIDING PLAN: STRATEGIC TOOLS FOR CONTEMPORARY CITY DEVELOPMENT’

- **STUDIO #2:** ‘TACKLING THE FUTURE OF UKRAINIAN (POST) INDUSTRIAL CITIES’

- **STUDIO #3 ...**

- **STUDIO #4 ...**

STUDIO #1

‘From General Plan To Guiding Plan: Strategic Tools For Contemporary City Development’

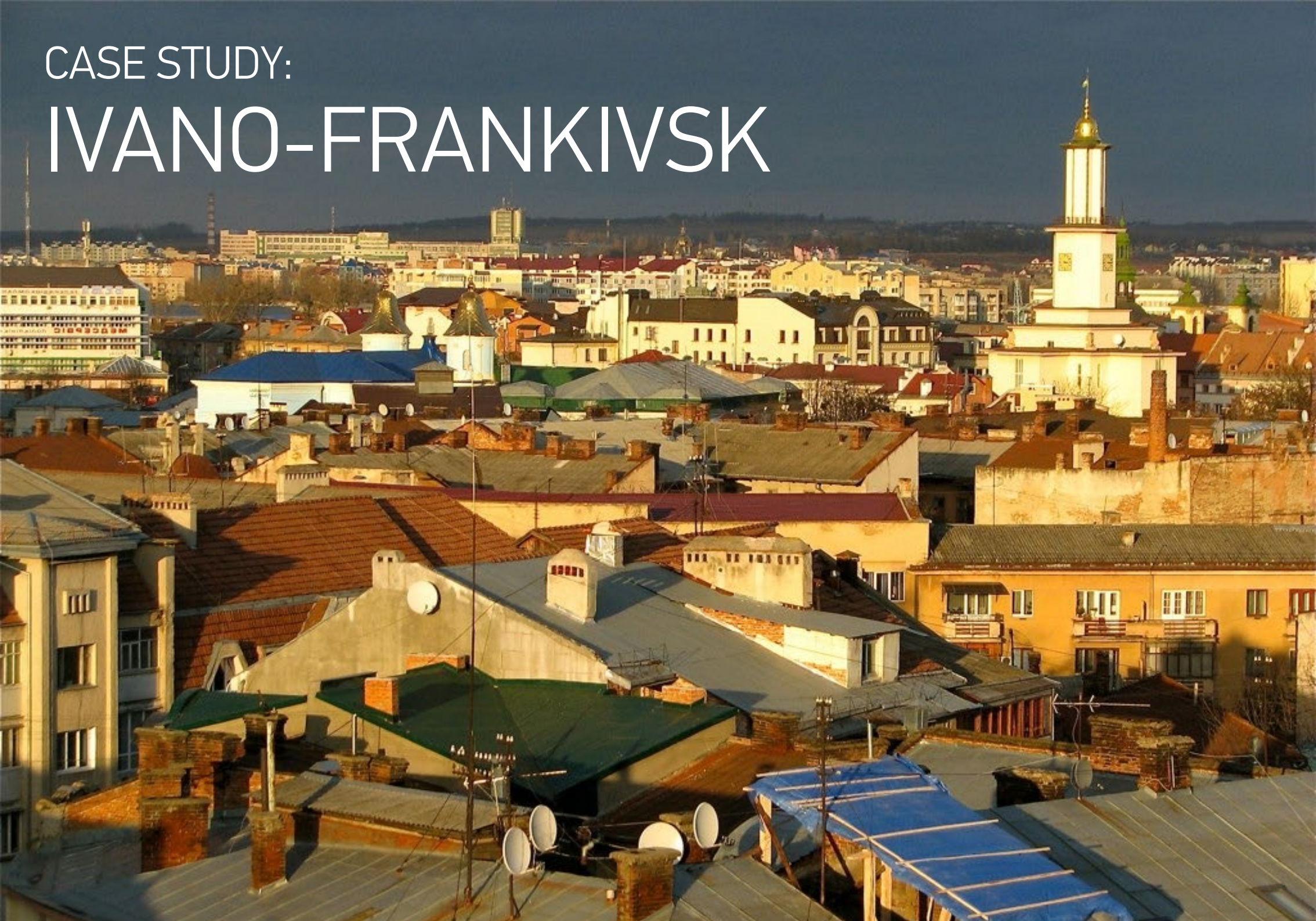
AUG 25 – DEC 18, 2015

curator: URS THOMANN / CH

BLOCK #0: PRELIMINARY DISTANCE COURSE	BLOCK #1: INTRODUCTORY COURSE	BLOCK #2: CASE STUDY: FIELD TRIP, RESEARCH OF IVANO-FRANKIVSK	BLOCK #3: URBAN CONSTITUTION AND PROJECT PROPOSALS DEVELOPMENT
3 WEEKS	3 WEEKS	4 WEEKS	7 WEEKS

CASE STUDY:

IVANO-FRANKIVSK



STUDENTS

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CARLA COESTER / CH

STEFAN ROSCHI / CH

HAN VAN DE WETERING / NL

«Колибрис» — рынок или культурный центр?

Я живу на Борщаговке, это один из самых криминальных и маргинальных районов, центром которого является рынок под автомобильной развязкой. Актуальность рынка угасает с каждым днем. Однако его не сложно превратить в культурный центр.

Anna Levadna Киев

BLOCK #1:

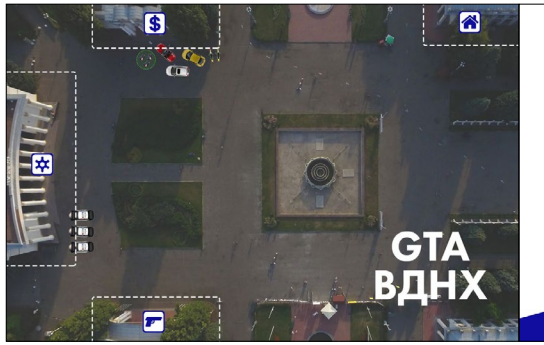
INTRODUCTORY COURSE

Прикинь, я один на 300 гектарах и могу делать все что захочу!!

Могу включить фонтаны, врубить везде свет, орать как резаный и отдавать приказы в телефон, могу врубить музыку на полную (тут огромные колонки на зданиях!) у меня ключи от всех замков — и это все мое!

Только на час, но я реально Царь!

Игорю
49302 Украина
г. Днепропетровск
ул. Ленинградская 16



Привет.
Помнишь как мы с тобой играли на приставке? Последний раз я проиграл. А теперь хочу отыграться. Давай реванш?!

Правда масштаб и технологии немного изменились. Ну, ты сам знаешь.

Собирай команду и жду тебя в самый нескучный понедельник этого года, 24 мая, 14:00 на ВДНХ.

Дорогой внучек!

Я помыла Поллока! Наше родное ВДНХ уже не то. Какие-то художники делают тут свою культуру из мусора. Но кое-что мне нравится, и я его не убираю.

Твоя баба Тома.

ВДНХ. ПАВИЛЬОН 7: УБОРКА КУЛЬТУРЫ. 2015 Г.

55 EAST 52,Nd STREET, 21 FLOOR NEW YORK, NY 10022. UNITED STATES

Привет! Пишу от руки – тут телеграф не работает. Электрички из киевского пригородного поезда и машина времени тут не ходят. Но я выспалась, отдохнула и готова к новым приключениям! Скорее бы, до встречи осталось всего пять минут!

P.S. Нашла тест Бехдель, которому ты так доволен.

Твой Борис.

Куда: ул. Михайловская 22 Б, Киев, Украина
Кому: Маргарите Дергачево

Индекс предприятия связи и адрес отправителя

Индекс предприятия связи места назначения

Пан, спасибо, что отправил меня

Мы с пацанами классно проводим время. Мы разработали дрон, который может летать за пивом, чинить автомобили реально, это почти как Need for Speed, но понастоящему. Оказывается есть более 50 методов убедить женщин, а не два, как ты мне рассказывал в 9 классе.

Мы за раз лепили и ели пельмешки, так что я использовав знания по менеджменту открыл свой ресторан и зарабатываю по фейсконтролю, а не как для К.О.Л.Я, так что проблем с законом у меня не будет. Теперь я точно от вас переезду, а не как в прошлый раз.

OVERVIEW

Our group was working with ideas of site development. Our topic was to show how giving some freedom to artist can transform Platforma to real art-claster through self-organized community phenomena.

This is an approach based on simultaneous development of all site area that helps to reach the goal to create a real profitable art-claster at Platforma within:

- shorter time-period
- less investments
- less of effort from administration part

The main idea is to give space that is not used on day time basis to creators that can organize it by themselves. That will create an artistic community in a short-term period and will attract a lot of people to participate.

ART-ZAVOD NOW

For now Art-Zavod Platforma is a place for festivals held on weekends only and co-working with IT specialization. The last ones are almost only residents, who spend week day time at site.

festivals

coworking

WHERE IS ART?

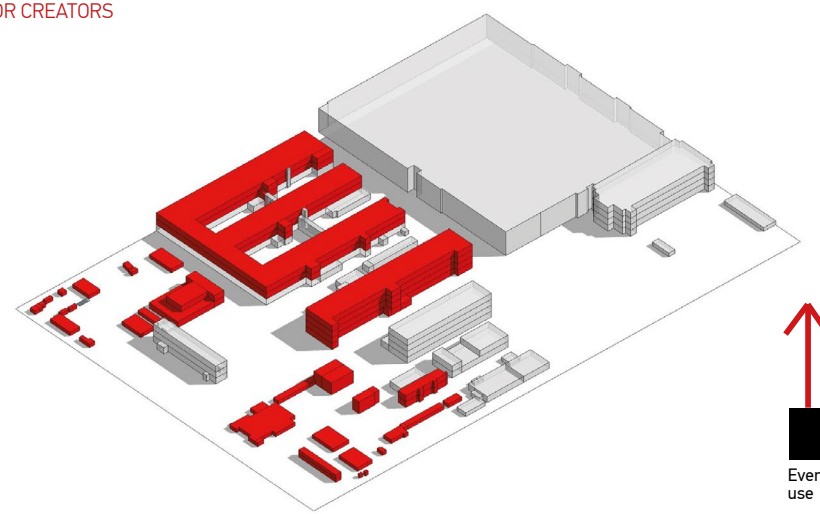
Platforma needs to invite new kind of residents, actually an artistic ones.

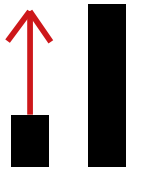
- **MANUFACTORY**
- **DESIGN**
- **MEDIA ART**
- **SOUND ART**
- **PERFORMANCE**
- **ANIMATION**
- **INSTALLIATION**
- **PHOTOGRAPHY**
- **CINEMATOGRAPHY**
- **MUSIC**
- **THEATRE**

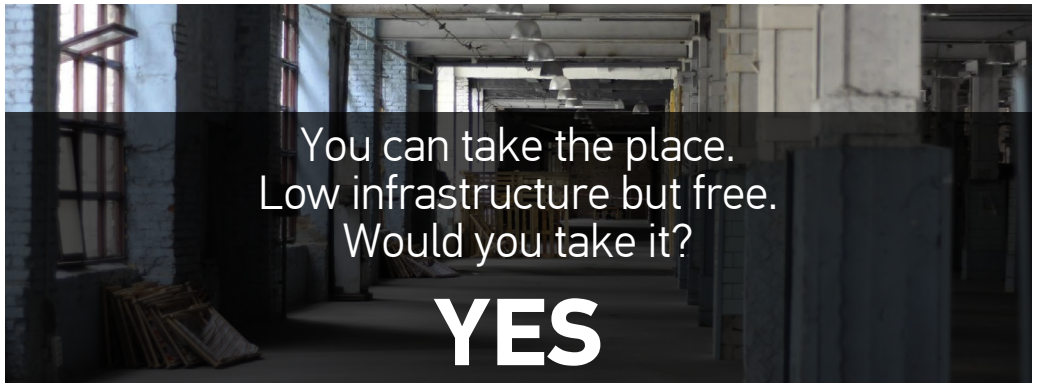
BLIND SPOTS / POTENTIAL:

SPACE FOR CREATORS

Space that nobody is using on day-time basis is a potential place for creators. So the only thing that Platforma has to do is to give it for free or propose with some low prices for artistic residents and giving them freedom to organize the place.







SELF-ORGANISATION:

Artist creating with passion will share it with love in their works, and this will attract a lot of people to the site and will create a profit.

PASSION LOVE MONEY

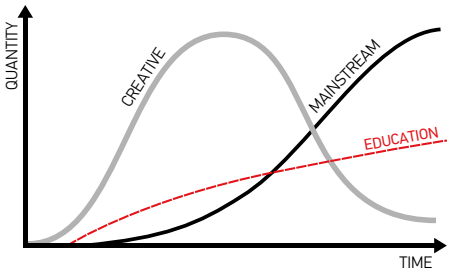
FROM ANARCHY TO MANAGEMENT:

In theory of self-organized communities having not a management system but freedom - everything will be creative but a bit chaotic. With time flowing the residents of such kind of community start to interact between each other, that will lead to some organizational form any way.

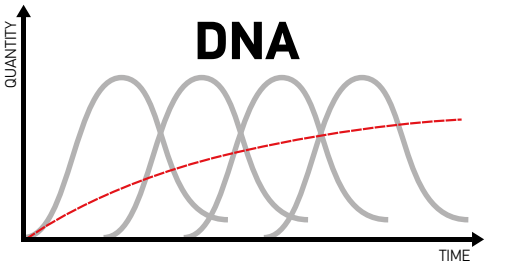
CHAOTIC INTERACTION ORGANISED

HOW IT WORKS?

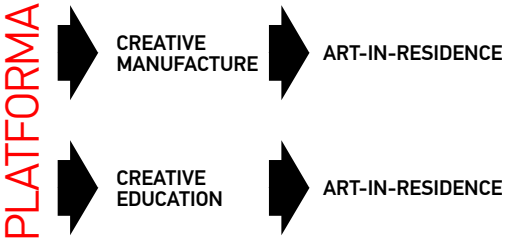
Creators start doing some works or inventing some trends and then early adopters (people who are ready to be the first to try something new) following them through educational processes starts to attract people masses and idea becomes a mainstream.



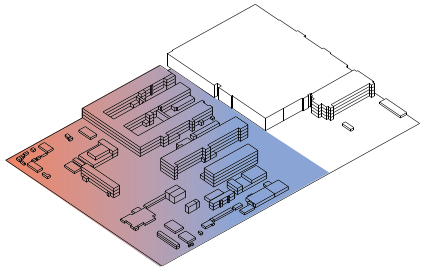
Creators generating new ideas permanently or new residents will appear that is why they will make some kind of creative DNA of Platforma.



PLATFORM EVOLUTION



TEMPERATURE OF CREATIVITY



PROGRAMMES:

CLOUD OF IDEAS

manufacturing

- electronic car factory
- local crafts + retail
- bikers garage and workshops with racing places
- manufacturing open co-working with all tools needed (wood, glass, clay etc.)
- co-working for fashion industry with show-rooms market place and podium + fashion institute
- food-industry co-working and institute
- guitar | drums fabric
- puppet doll ws
- patchwork ws
-biotechnology centre that is growing organs and cloning people
- robototechnic ws with a fair
- garbage recycling plant with creative laboratories
- urban cosmetics and media façade laboratory
- product design and furniture
- small-scale air modelling studio
- linocuts
- bicycle repair place with specific stands and masters
- alternative coffee ws
- 3d printer

education

- working place for blind people or for those one who want to try how to live like that
- IT+tech campus + educational programs + incubator
- live science school laboratories
- Canactions branches activities
- calligraphy scriptorium
- old books restoration workshop
- cooking courses
- dancing classes
- music academy with classic, ancient and modern types of musical educational programs (like a DJ-ing and on-line music production)
- FutureEverything cluster for creating futurism models
- social urban studies institute
- cosmos investigating centre with observatory
- open space kindergarden like one made by Takaharu Tezuka in Japan
- art school for children and grow-ups together (painting, cinema, photo, theatre, opera)
- open educational platform where everybody can propose classes to other
- book publishing house with lithography workshops and literature clubs
- co-working for moms, women business education programs with playgrounds, kindergartens and schools
- gig place for jazz musicians

sport & entertainment

- skatepark with making music
- IT urban golf in Oculus
- parkour courses
- yoga on the roof
- extreem dance (exploring)
- batut = big soft rabbit
- bungee!!!
- climbing sports school
- boxing and wrestling arena for relaxation
- rope park inside of the building
- autodrome
- platform for real game simulator (quests and simulators of famous online games)
- shooter
- multileveled SPA
- aqua park
- beach with poll with surfing waves
- jumping from the roof terrace on the rescue pillow in the yard
- crash place - where you come to destroy things
- streetball yards

residental & hospitality

- restaurant with locally produced food
- conference centre
- microbrewery from materials that grew at Platforma plant
- hospital of holistic medicine with orphanage
- post-office
- barbershop-library with barbers-writers
- temple for one of few! religious confessions
- recreation retreat zone with place to stay there
- helicopter parking place
- food market with products made by grannies from suburbs and by local hand-made producers
- beauty salon
- open-air summer hostel
- “China Town”
- artist residence programme
- “city in the city” with homes on the roofs with own agriculture technologies and sun batteries
- budget housing district
- TV studio
- squat caffee

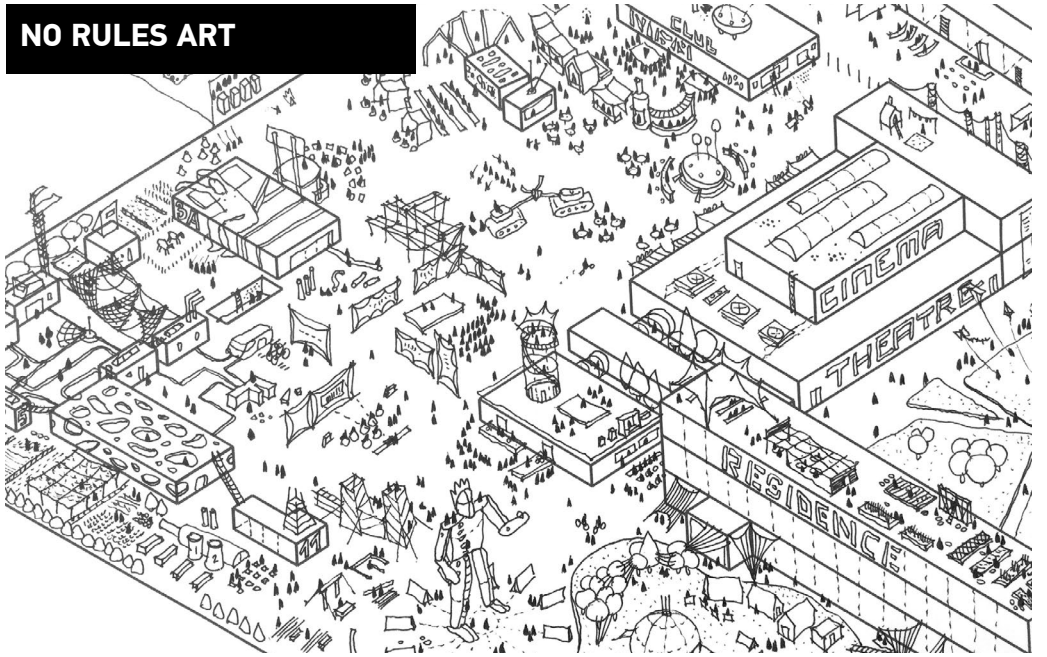
art & culture

- theatre and cinema production studio + cinema halls dance theater
- space for performances (yoga and other similar activities)
- endless music festival: 24hours | 7day per week | 365 day in a year)
- live art museum - art that’s created just behind you and gallery with live performances
- Lenin twin museum with Leninopad presentations
- sex museum | investigation of body
- modern library with BookWorm festival
- comics fans factory with cosplay festivals, and comics school
- retrospective live museum recreate part of silk factory to simulate life of that times
- modern artists gallery with classes
- opera without decorations
- radio station

agriculture

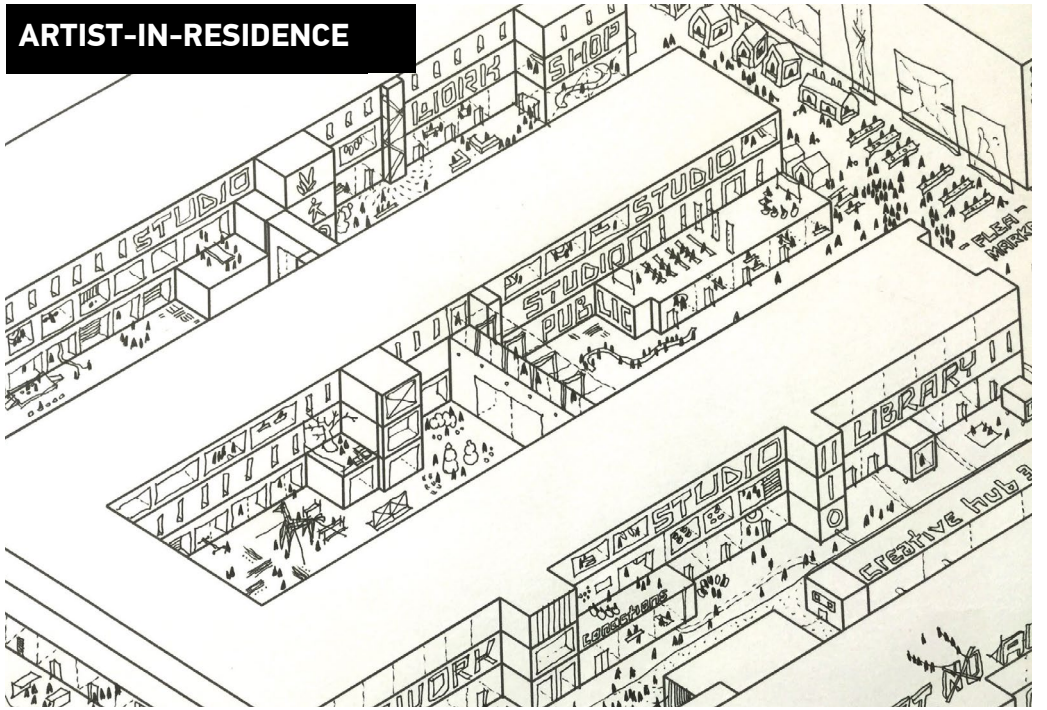
- aquaponics
- mushroom farm
- shrimp farm
- green roof
- community gardens
- water recycling
- tree orphanage
- bees rooftop
- eco-city farming
- vertical farming
- zoo with cows - Mother Farm branch
- fruit garden continuous bloom and bees

NO RULES ART



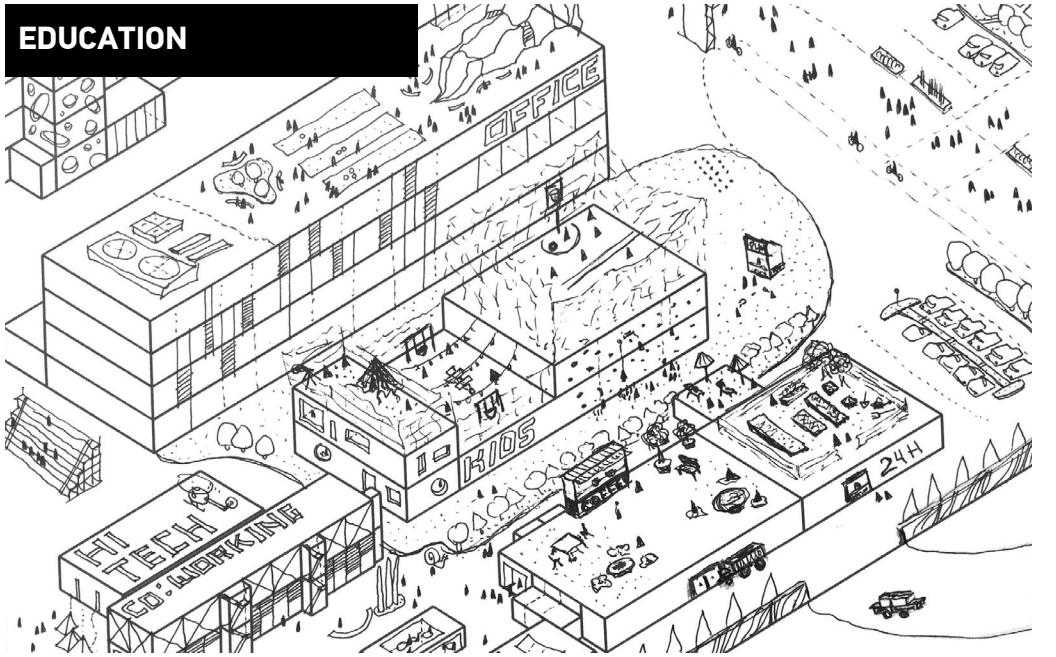
No rules art space - it`s a place of totally freedom. Artists can create their masterpieces and this space without any restrictions or push.

ARTIST-IN-RESIDENCE



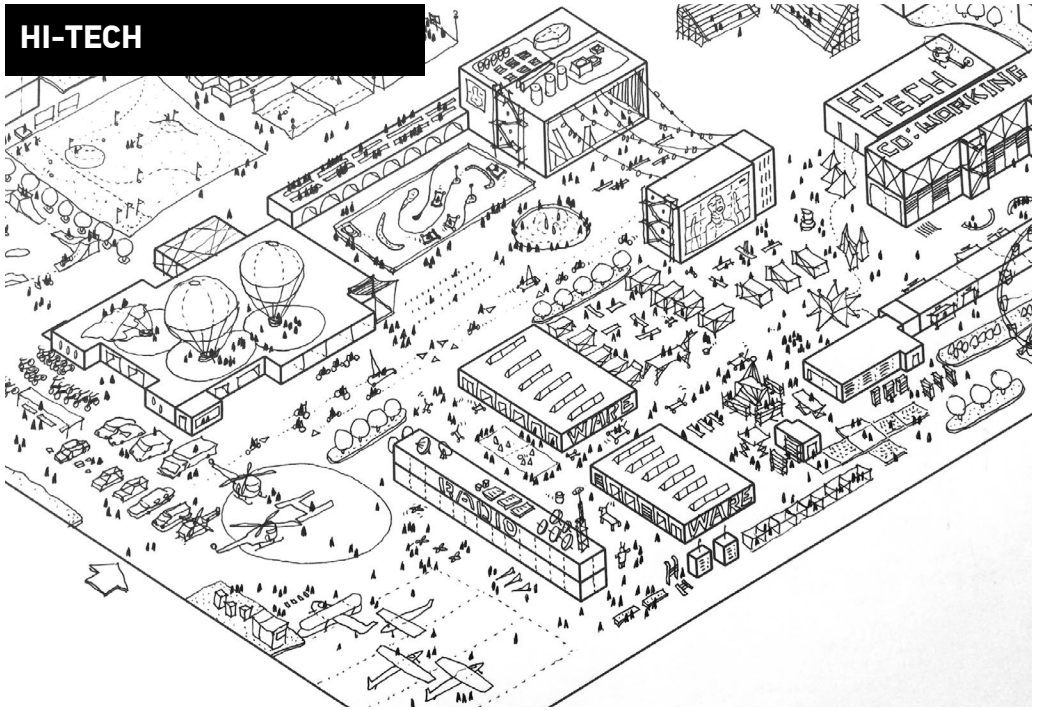
We identified artists-in-residents space in existing Litera 3 building, where will be more organised place with different workshops for artists.

EDUCATION



We imagine Platforma like a potential educational hub. Also, this educational platform would be a connecting link from self-organised community to institutional.

HI-TECH



Hi-Tech community can attract young scientists and enthusiasts to create projects, which can combine with artists' installations, performances and be a part of it.

BLOCK #2:

FIELD TRIP TO IVANO-FRANKIVSK

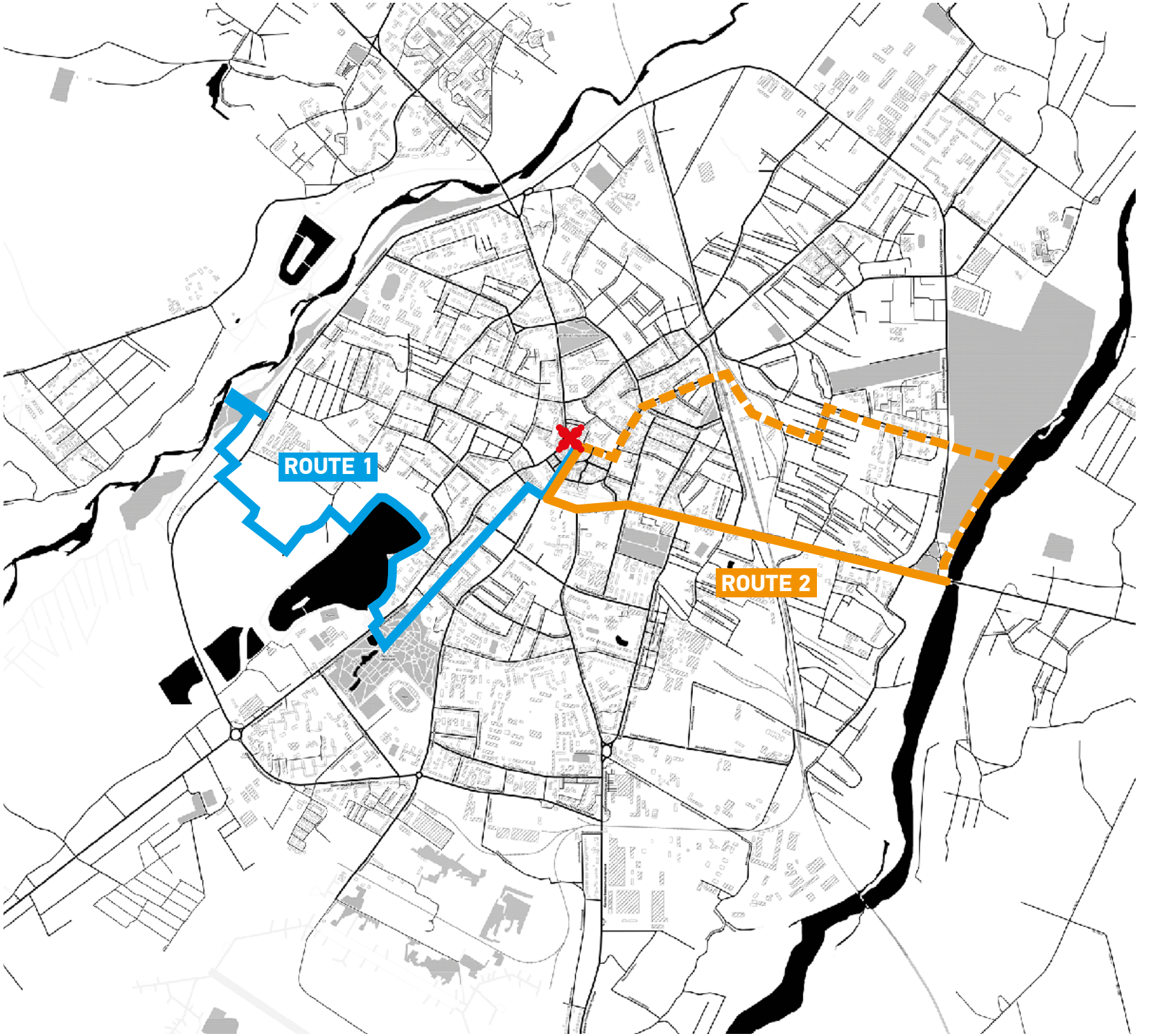
READY! STEADY! JUMP!

There is a need to start this story with snapshot of our preparation week before fieldtrip. Looking at the map we realised that Ivano-Frankivsk is absolutely compact and cosy place, moreover situated between two rivers which create absolutely unique ecosystem. Being in a confluence of two rivers set a specific context for the city development and rare similar case of city can be found (e.g. Passau, Germany).

We were aware that during the last century the city was under four different States. But coming physically to the city drastically changed our perception of the city and distances within it. An estimated google calculation of walking some three kilometres was around half an hour but in fact it became double longer.

Walking from the city centre towards the river water front was successful only from the third attempt as the river itself was approachable only in specific places. Being an outsider without a map you might never recognise that there is a river behind the city-scene.

Trying to identify a trend or dependence we came to a conclusion that a set of layers are creating obstacles on their borders. As driven by different strategies of city development the city itself is strongly split into Austrian, Polish, Soviet, Ukrainian layers. Thus, an Austrian park and a Soviet lake staying side-by-side do not create a synergy.



OBSTACLES CATEGORIES

NOISE

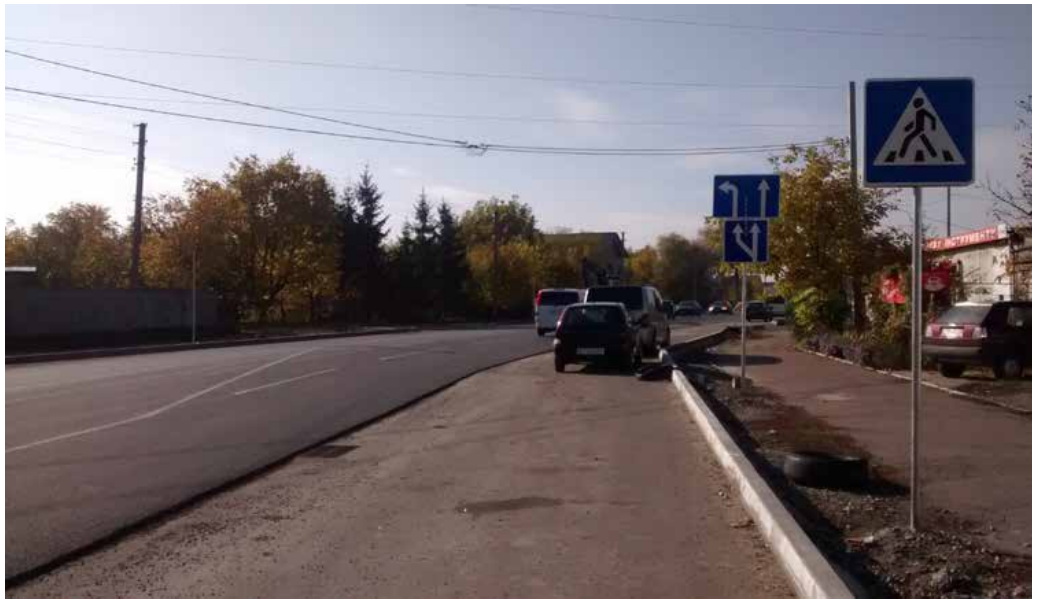
- Loud music from agitation tents
- Church music from dynamics
- Car noises
- Street musicians
- Sound advertising

OLFACTORY NOISE

- Busy polluted roads with old cars and tracks
- Garbage

VISUAL NOISE

- Shop signs
- Addverts
- TV screens in public spaces and cafes
- Political agitation
- Appartment blocks destroying river/lake landscape



HEALTH AND SAFETY

- Pedestrian crossings without any signs
- Stray dogs
- Street lighting

USABILITY

- Physical barriers (broken surfaces, steps etc)
- Lack of infrastructure

PSYCOLOGIC BARRIERS

- No navigation and visual contact

SUMMARY

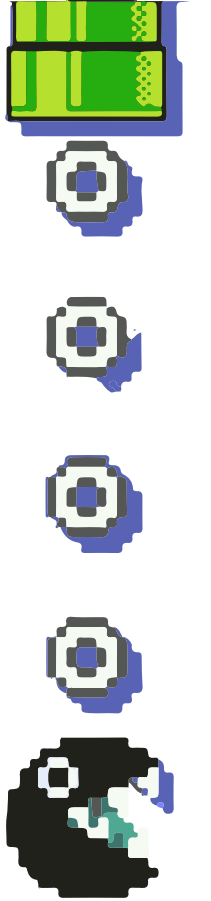
As analysed Ivano-Frankivsk tends to be divided into a number of separate territorial sectors with specific obstacles on the borders (e.g. river front, dachas, residential quarters, trade zone in the centre of the town). Thus, getting from point A to point B becomes twice longer and harder as stated for instance by Google Maps.

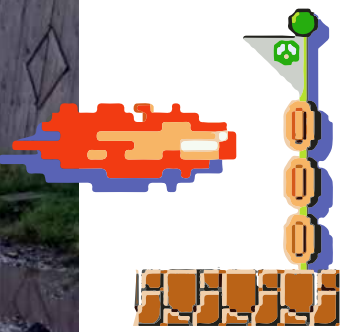
The concept of representation the different types of obstacles like horizontal infrastructure, sense barriers (visual noise, air pollution, ads noises) is built around the Super Mario game. This gives a fresh view on the reality of current state of the city connectivity and leads to few subsequent conclusions:

- The perception of the common, public empty spaces is characterised by lack of citizen ownership. An empty place is not seen as a potential place of common interest but brings huge protests if is planned to be built up

- Due to development in different historical periods (Austrian, Polish, Soviet, Ukrainian) there is a significant split and mismatch of functionality on the border of these sectors. For instance, the park built during early Austrian times disunites with the new lake created during Soviet era.

- The context of non-connectivity can be conditionally divided into site-specific issues like trade gap between "100m street" and "market place" and general city obstacles as "not safe" crosswalks, overload by colourful advertisements, etc.



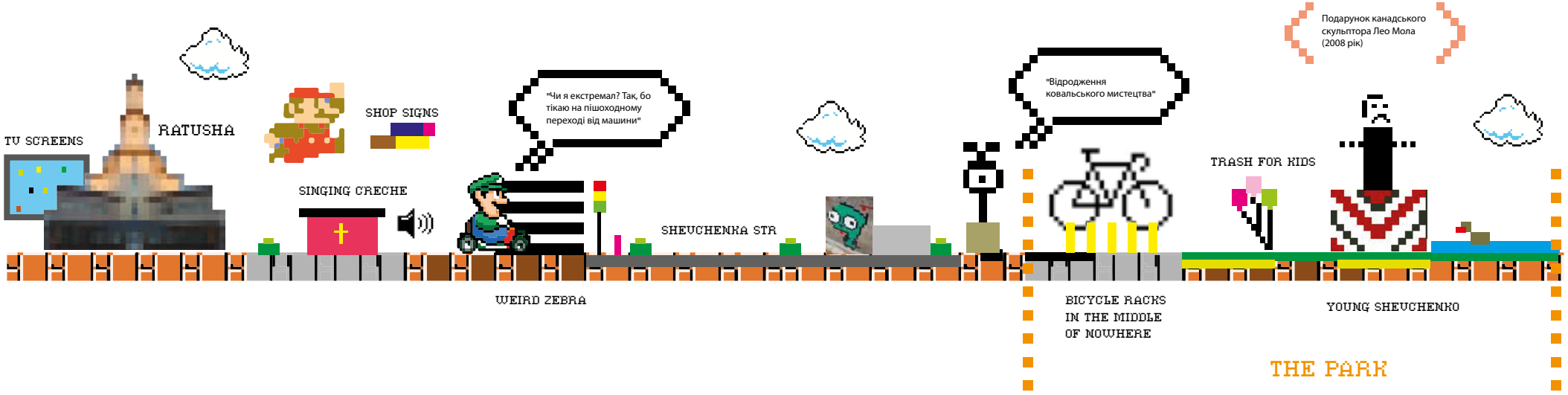


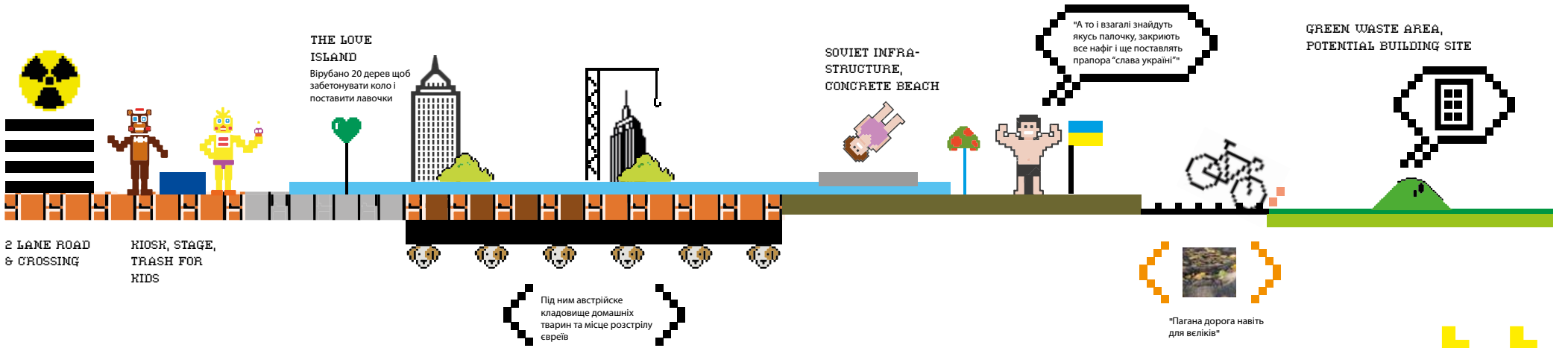
AND NOW FEEL YOURSELF A REAL HERO....

FRANKIVSK SUPER MARIO -> RATUSHA TO THE RIVER, LEVEL 1

GOOGLE ESTIMATE: 44 KM, 54:00

YOUR TIME: 00:00

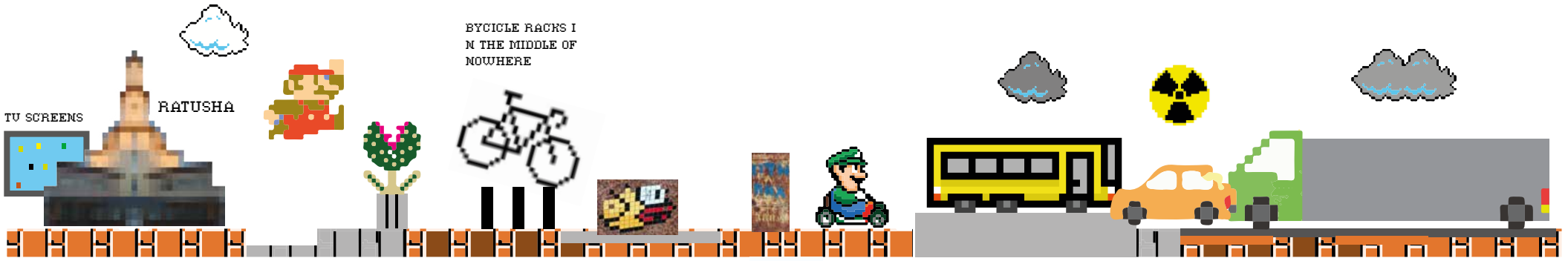


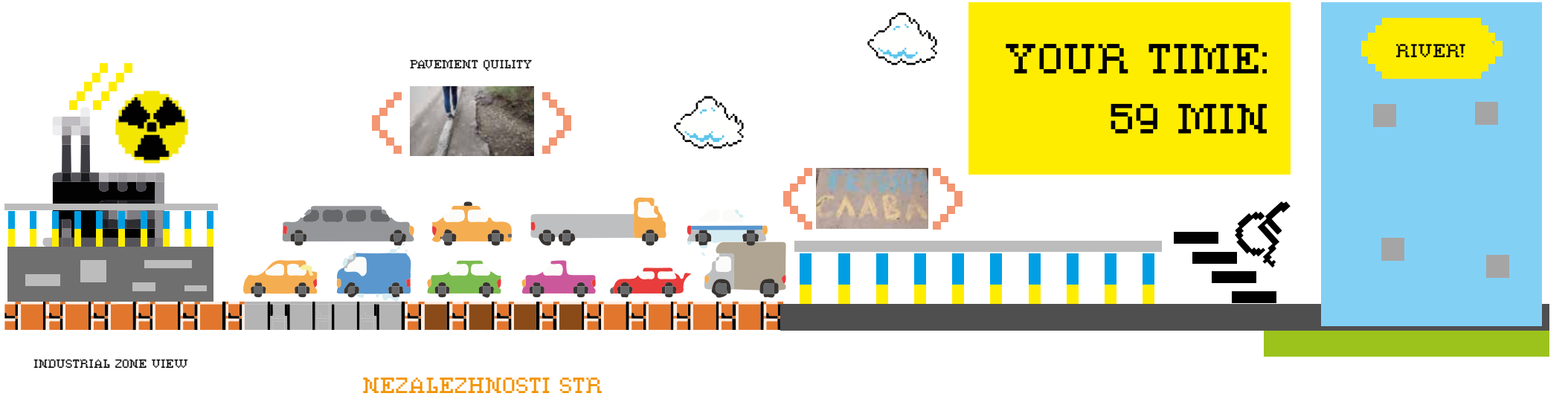


FRANKIVSK SUPER MARIO -> RATUSHA TO THE RIVER, LEVEL 2

GOOGLE ESTIMATE: 3.3 KM, 37:00

YOUR TIME: 00:00

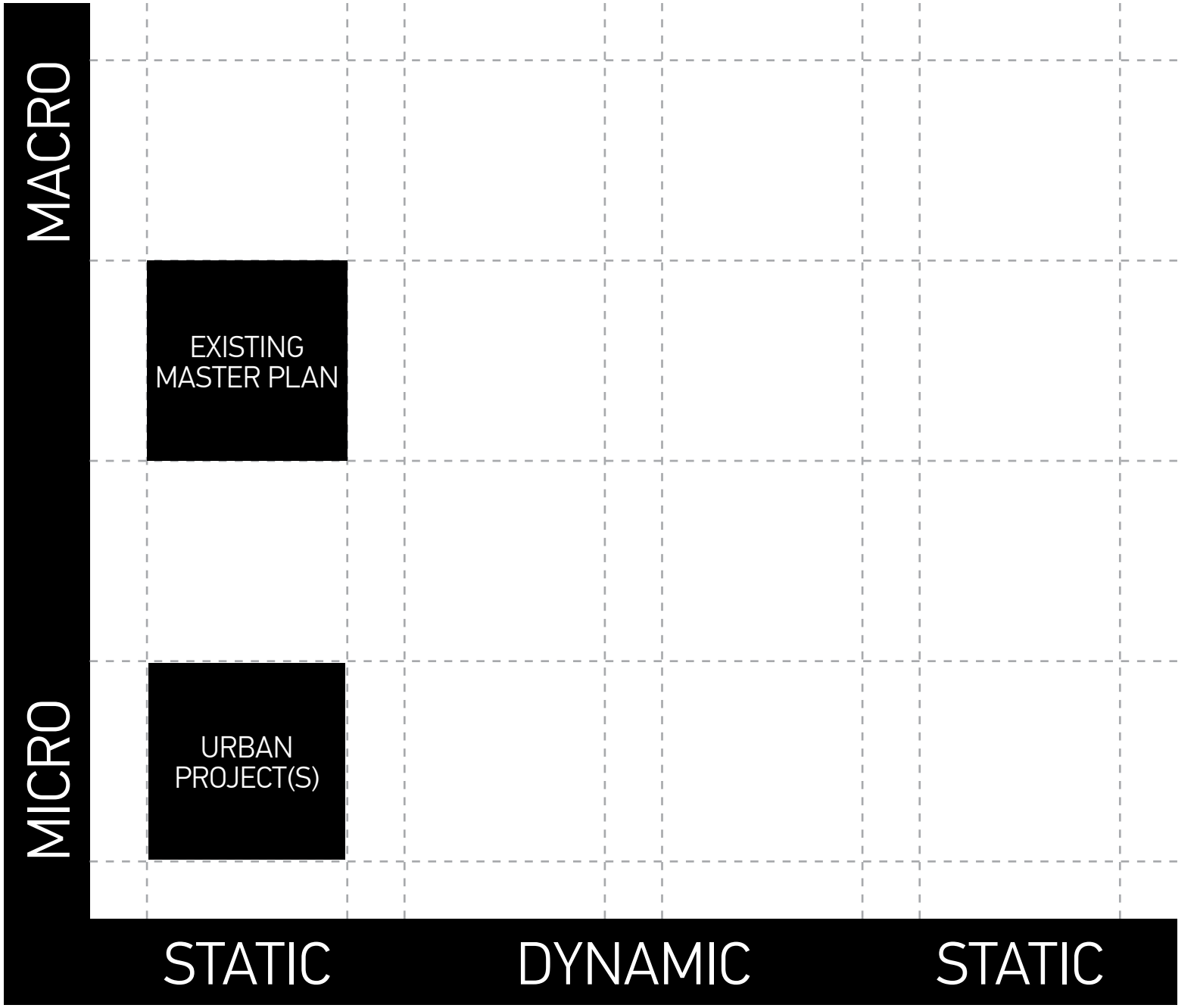




BLOCK #3:

URBAN CONSTITUTION DEVELOPMENT

INTENTION OF THE URBAN CONSTITUTION



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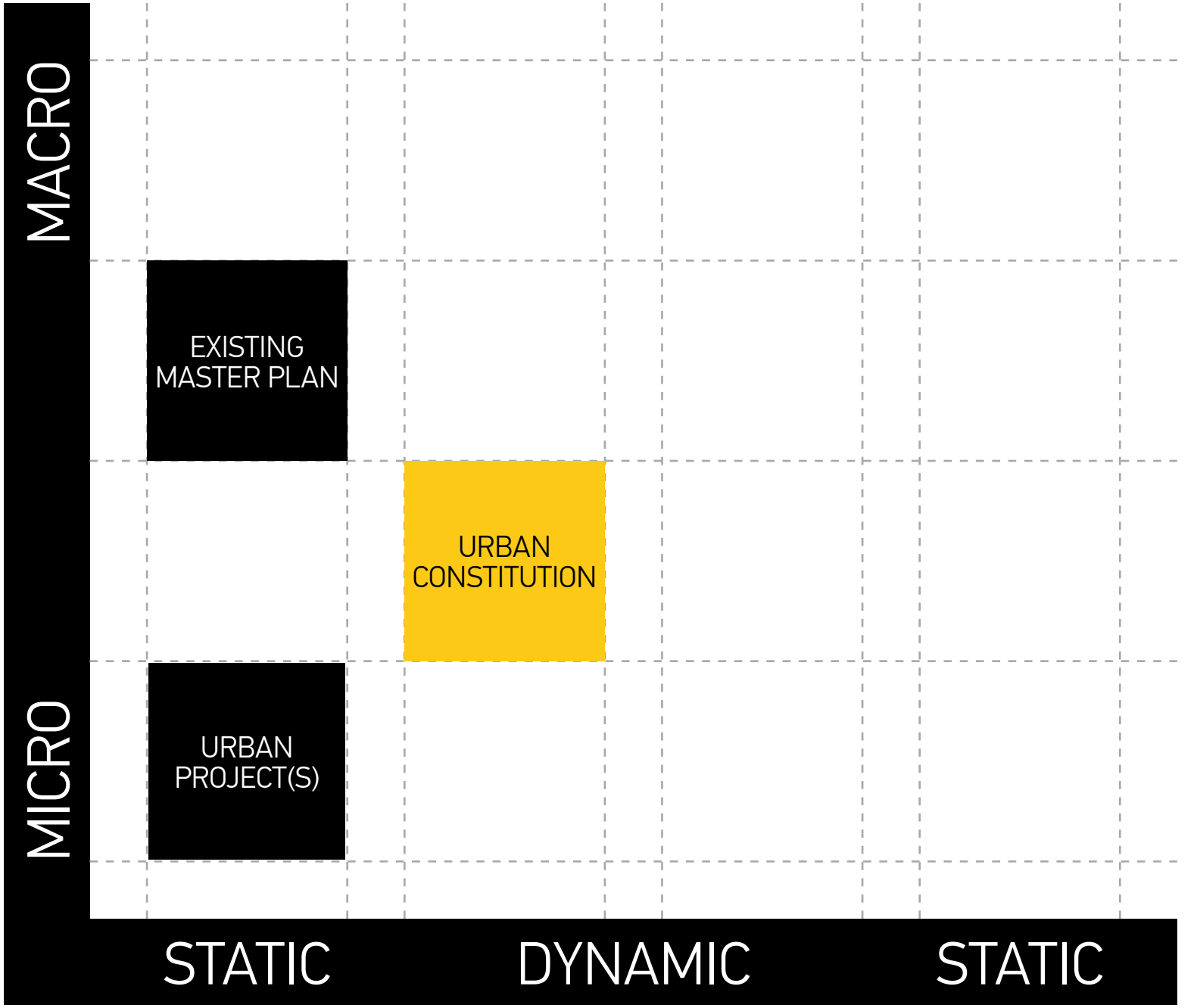

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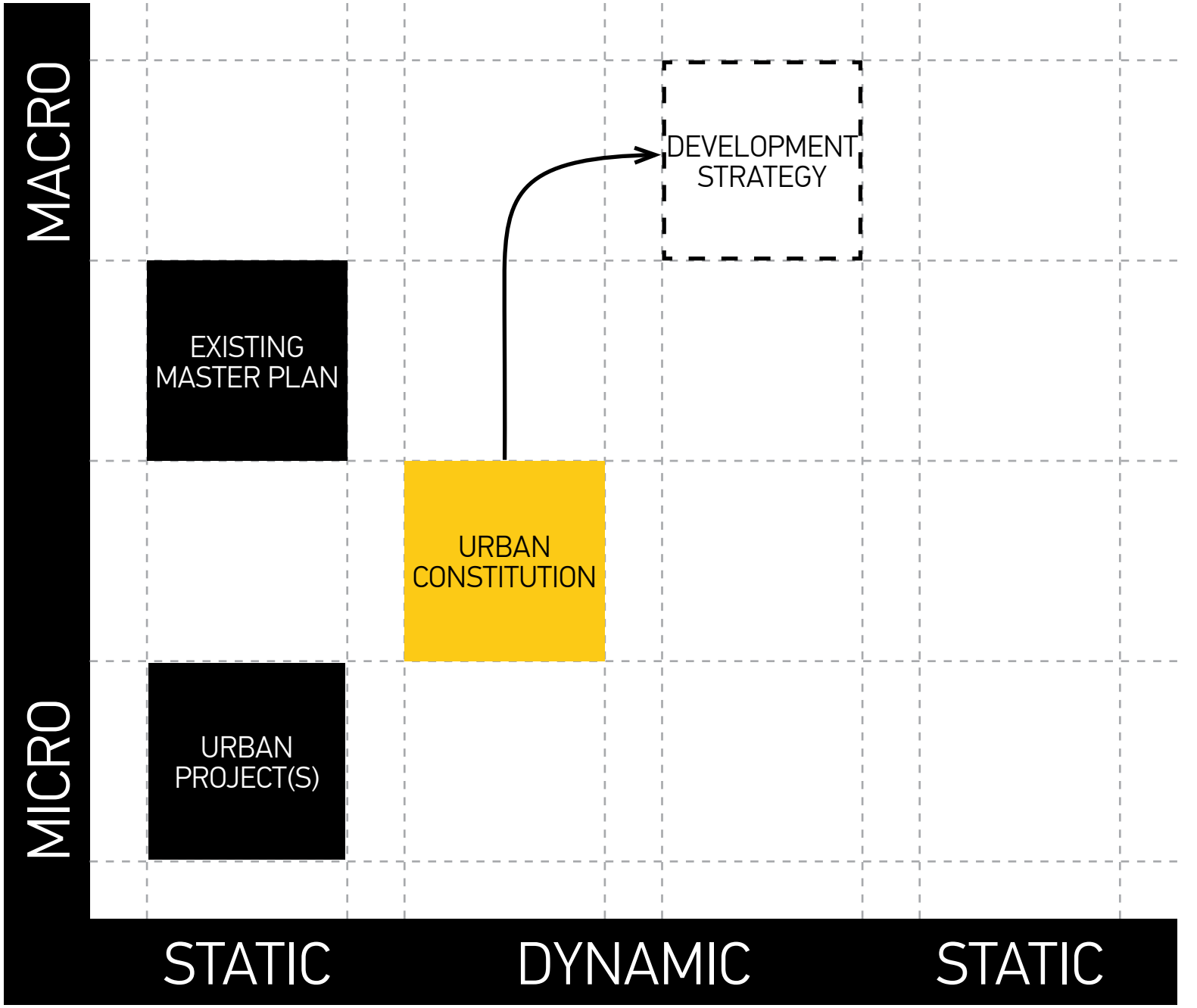
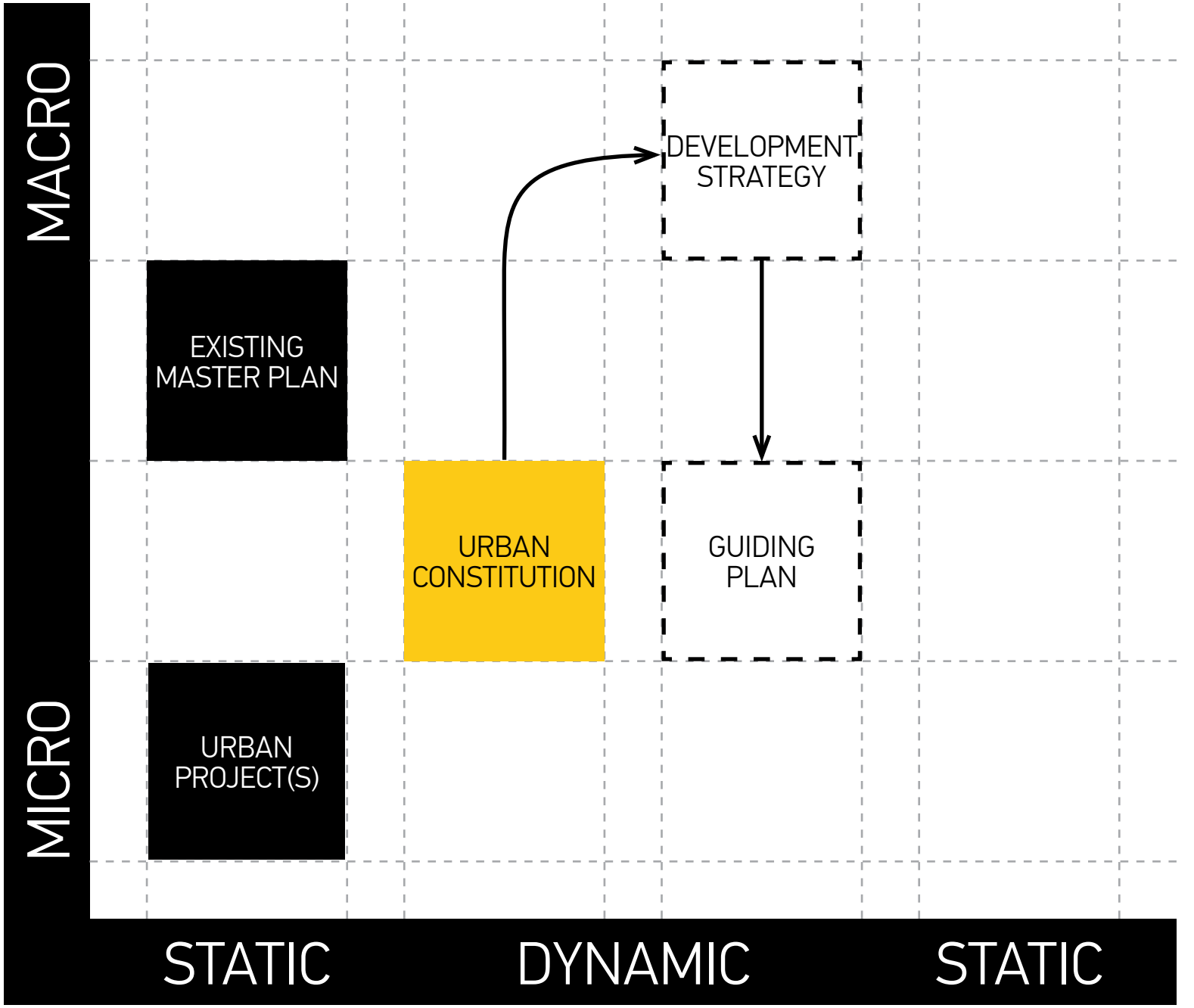
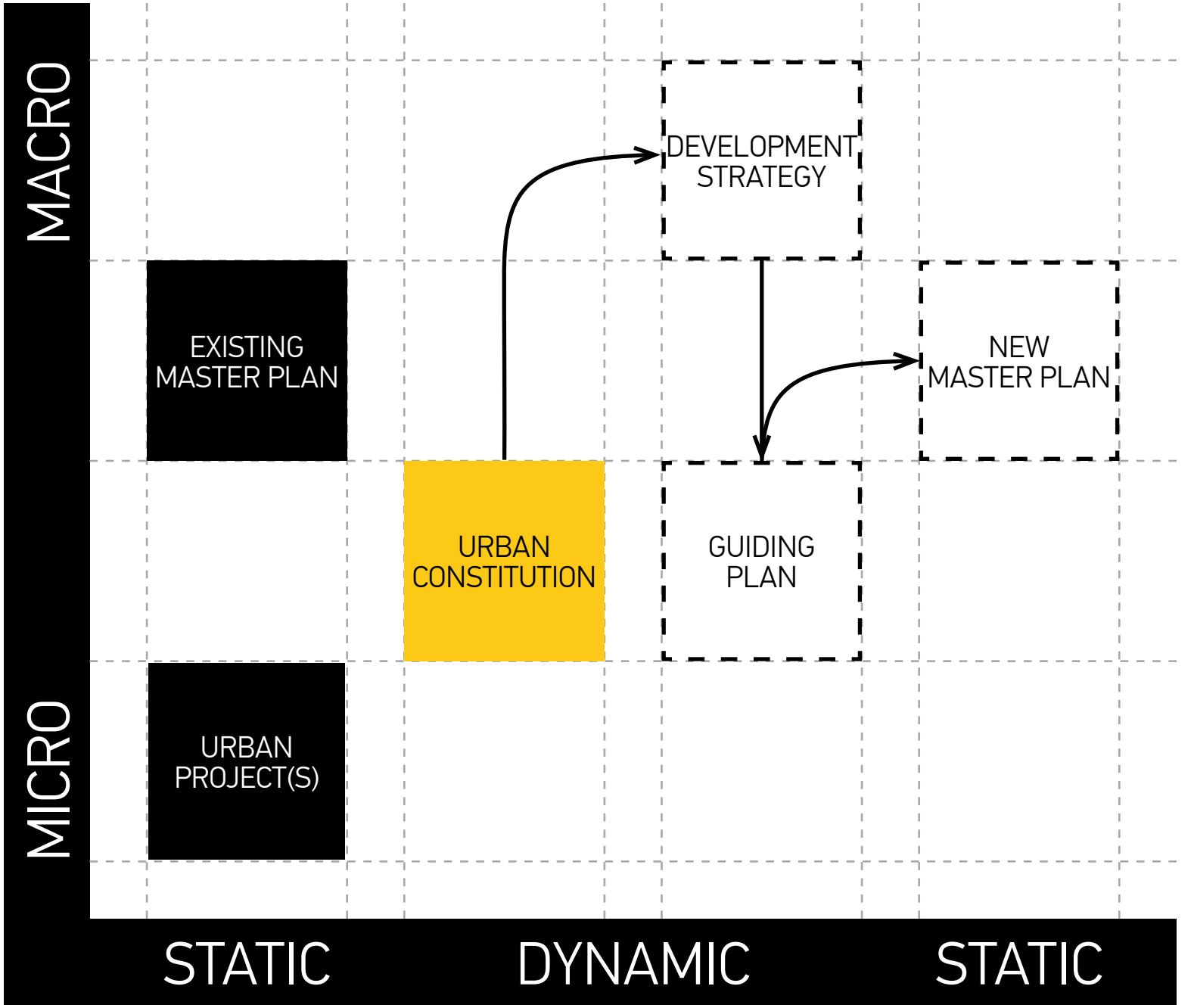


INTENTION OF THE URBAN CONSTITUTION



INTENTION OF THE URBAN CONSTITUTION



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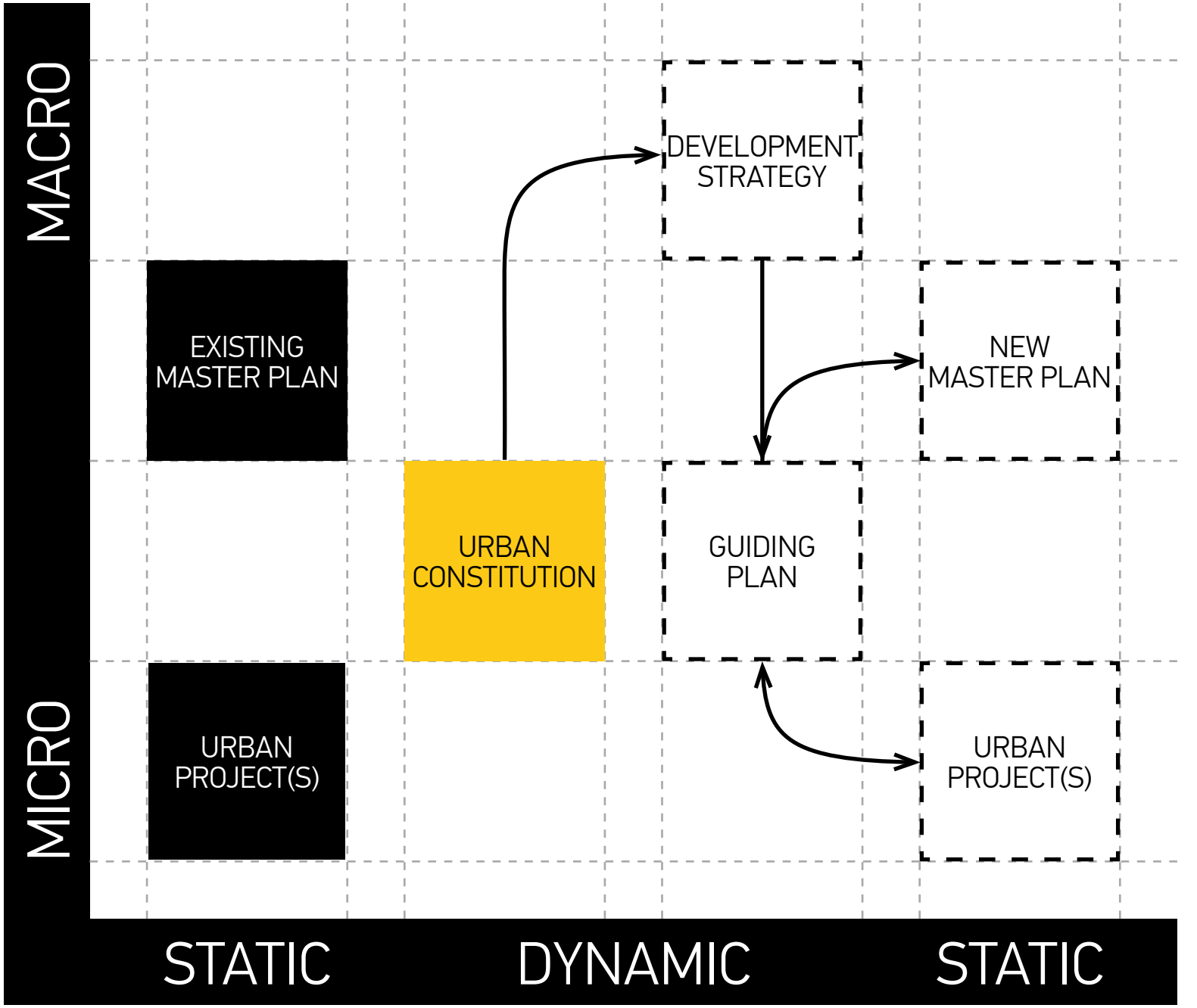


URBAN CONSTITUTION STRUCTURE

CITY VISION

GUIDING PRINCIPLES

ECOLOGY | CULTURE | ECONOMY | INFRASTRUCTURE | SOCIETY

STRATEGIC OBJECTIVES

FOCUS-SPECIFIC STRATEGIES

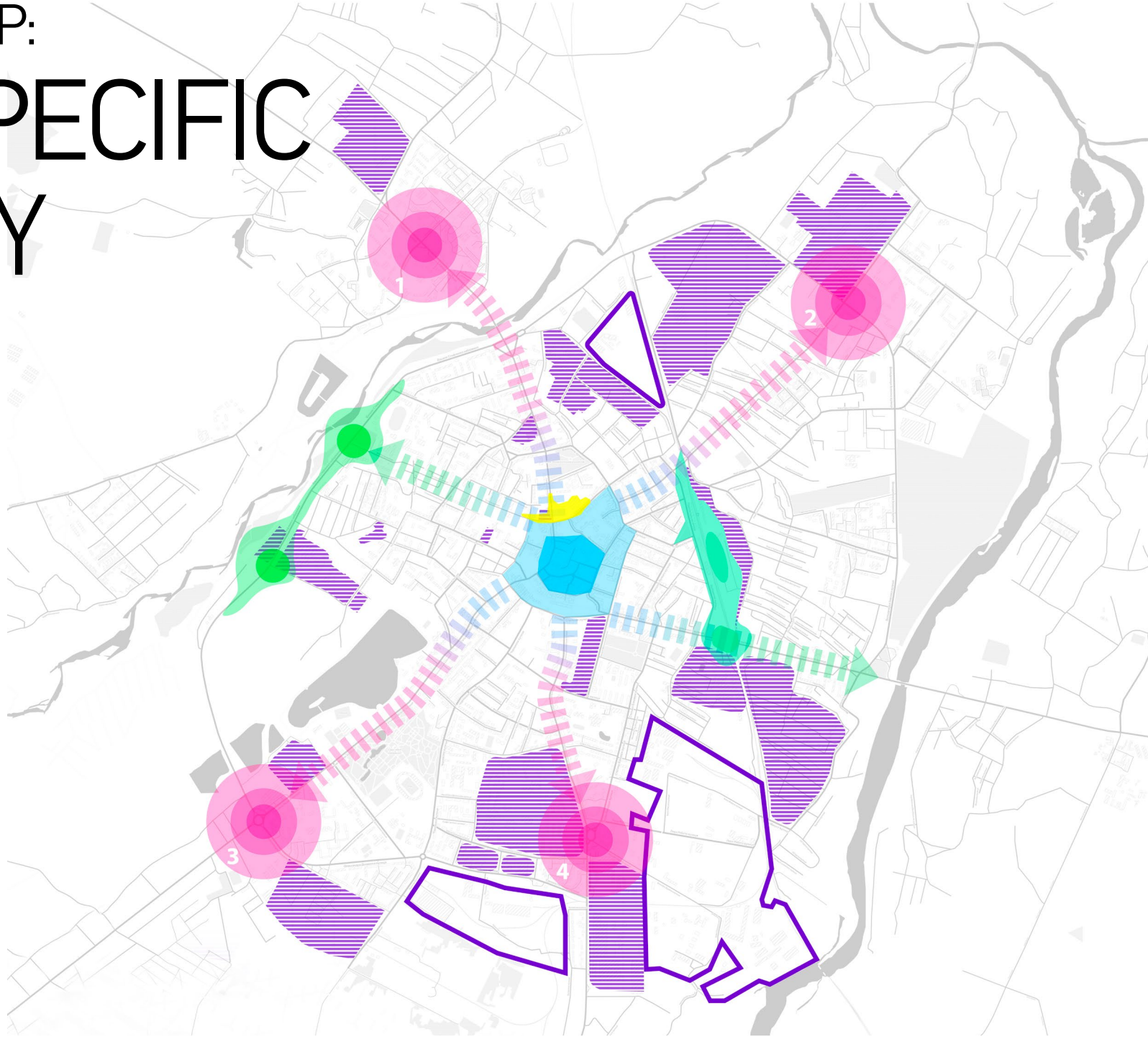
SYNTHESIS MAP

EYE-LEVEL VISUALIZATION

TACTICAL INTERVENTIONS

«ECONOMY» GROUP:

FOCUS SPECIFIC STRATEGY



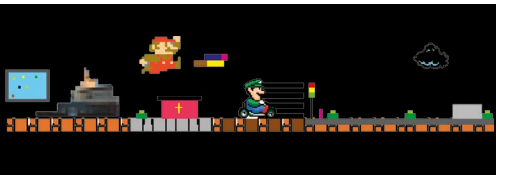
LEGENDA

- Development of sub centers with services for locals and economic activities mixed use.
  - 1 Focusing on light manufacturing, employment.
  - 2 Focusing on green leisure, Entertaiment, employment and upgraded retail.
  - 3 Focusing on big box retail, employment.
  - 4 Focusing on Big box retail, light manufacturing and Employment.
- Green leisure. Sport. Education.
- Mixed use. Upgraded retail.
- To release the city center from services for locals creating preferable conditions for important specific economic activities for the city center.
- Transport hub. Business center. Entertaiment. Mixed use.
- Economic activities dynamic.
- Postindustrial spaces revitalization.
- Local manufacturing, green idustries.

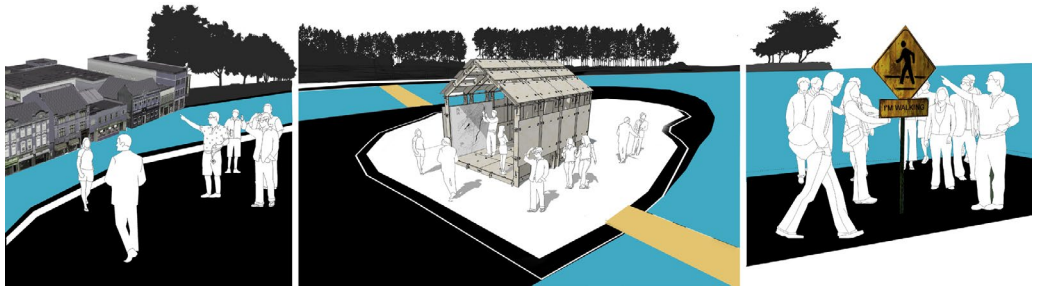
WALKING VIRUS

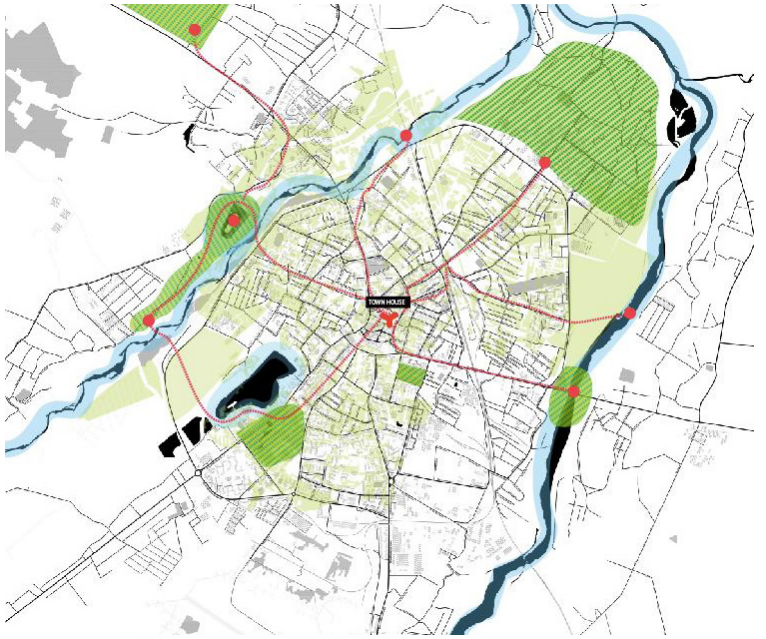
STRATEGIC OBJECTIVE

Create a human-focussed walking network for day-to-day life.



WALKING VIRUS (БРОДЯЧИЙ ВІРУС) – is a socio-environmental campaign that aims to restore the missing free and pleasant access to the natural resources of Ivano-Frankivsk. It develops the defined strategic objective of creating a walkable human-focussed network in the city.
It works as a step-by-step infection of the city by including walkable route-links to a picturesque place into a general Walking Virus network. Every stage of the campaign is a single route developed due to its context (university, school, datcha, etc.). It promotes in an iterative passage for different social groups who have relation to this area. The intermediate goal is uniting these social groups and producing a milestone at the end of the route. In a continuation this milestone will become the starting point for the next stage.





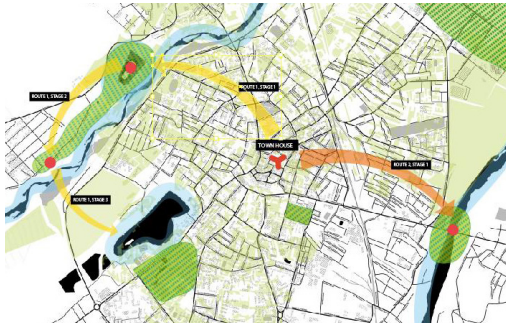
MAP

As being surrounded by a number of natural destinations Ivano-Frankivsk does not guarantee an appropriate access to them. The map depicts the routes that form the walking network interconnecting the city in such way. Gradual development of defined routes sets the core process of 'walking infection'.

PILOT ROUTE

The highlighted route was chosen to become the first pilot-route of this campaign. The following two routes will form a single loop of three routes as a single unit. This will indicate the finalisation of the first stage, where the awareness and popularity allow launching the second strategic campaign.

As shown below the route is designed to guarantee involvement on different scales. That means that the society covered by the route area consists of various scale groups as well (e.g. micro-district, university, courtyard communities).



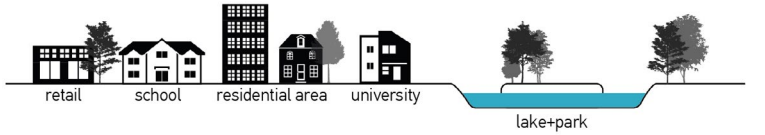
ROUTE CONCEPT

The pilot route connects central part of the city with a 'German Lake', thus, north-west of the city is included to the route area. The first stage of the campaign aims to bring different social groups to the process of 'walking' the route with marking and photo fixation of different kinds of obstacles and barriers. At the destination point each group is supposed to construct a certain part of the 'milestone' pavilion and discuss the outcomes of the walk.

PREPARARTION PHASE

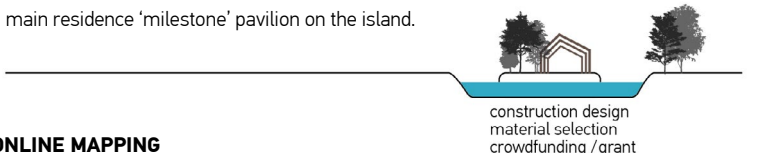
1. ROUTE DESIGN

Development of the spatial component of the route, definition of the thematic elements within it.



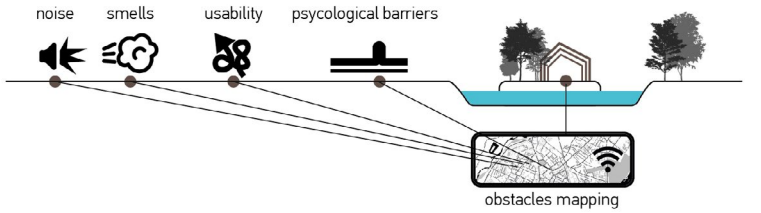
2. CONSTRUCTION DESIGN

Construction design of the main residence 'milestone' pavilion on the island.

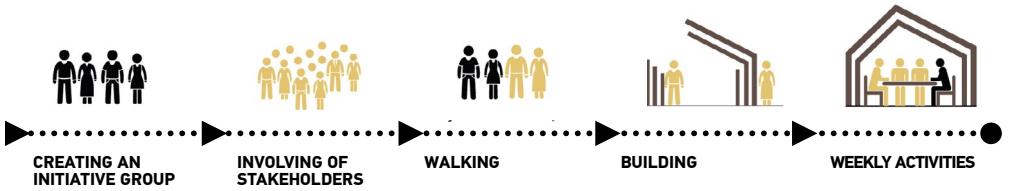


3. SIGNAGE DESIGN / ONLINE MAPPING

Design of the intermediate signage and support elements.
Preparation of the online platform as an information channel for the gathered artefacts.



ACTION PHASE



1. Forming an initiative group is the core of the entire process, as they are to become the catalyst of the broad campaign process.
2. Forming the stakeholders groups portfolio for the particular route based on social topology of the area.
3. Launching the regular week-end 'walk' for each group with articulation/fixing of 'travel bugs' on the way, constructing a correspondent part of the pavilion, discussing the outcomes of the day together.
4. Devoting one common final event to finalisation of the Route and the Pavilion with further discussion of the second volume of the Virus Walking Campaign.

ACTORS

The process of different social groups involvement to the campaign is designed in three steps. Firstly a set of preparation actions by initiative group prepare the ground for the further actions. Next stage is contextualisation of the chosen route, i.e. selection of the focal objects on the way with the last step where the stakeholders' groups are formed in accordance to previous actors.

INITIATIVE GROUP ..... ROUTE / LOCATIONS ..... ▶ **FOCUS GROUP**

- project manager
- signage designer
- construction designer
- technical support
- crowdfunding / grant

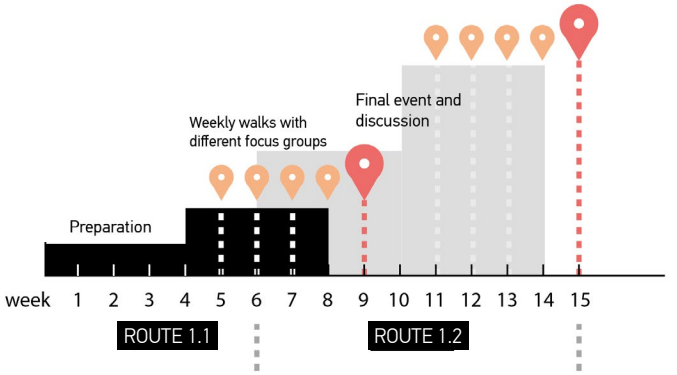
- universities
- schools
- kindergartens

- small business
- retail

- neighbourhoods

- parent with kids
- students
- eldery people
- cyclists
- disabled

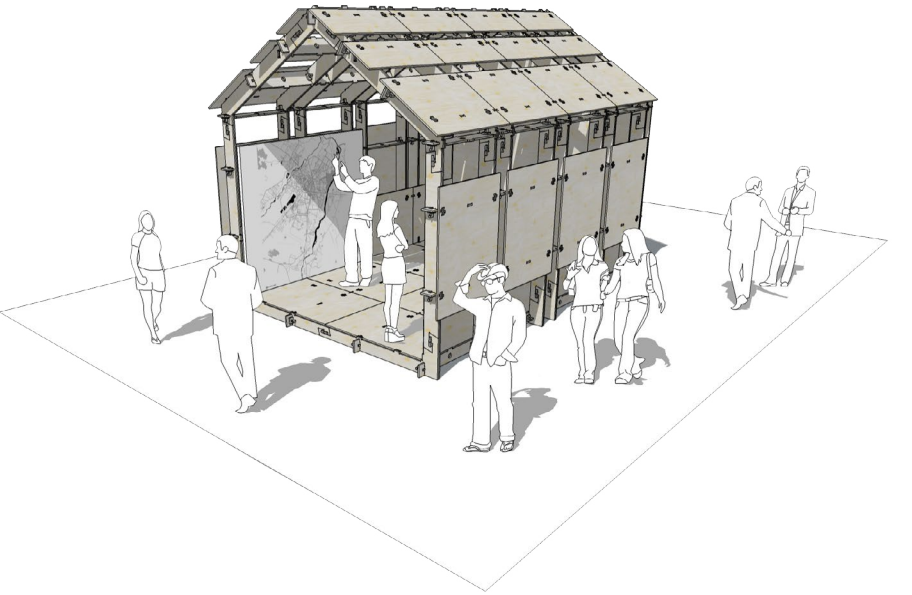
TIMELINE



OUTCOMES

1. 'REPAIRING THE WAY'

Focused attention to the specific route problems aims to reach critical mass to solve the issues, thus, creating an image of effective tool and mechanism. People walking in different groups iteratively address the same issues of the route uploading the results to the local platform linked to city authorities.



2. 'TALKING BETWEEN GROUPS'

Interaction between the focus and initiative groups throughout the process has particular weight as an instrument of social integration and creation of micro-links in the society.

3. 'MAKING THE OWNERSHIP SENSE STRONGER'

Working together on the 'milestone' project will ensure creation of a public residence, which will retain a micro-district hotspot for the community after the end of the active phase of the process.

4.'VIRUS IN THE BODY'

The social campaign of the Walking Virus is an element of the holistic approach in a general conceptualised strategy for the ecology sector.

5. 'BABYLON TOWER'

The constructed objects as final elements of the walking routes have an additional function. Afterwards they become later infrastructure elements of the natural resources (e.g. lake, river, park)system.

STUDIO #2

«Tackling the Future of Ukrainian (Post)industrial Cities»

FEB 15 – MAY 21, 2016

curator: URS THOMANN / CH

CASE STUDY:

KRAMATORSK

STUDENTS 2.0

EXPERTS' NETWORK

PARTNERS' NETWORK

Western NIS Enterprise Fund

Graham Foundation

Future Architecture Platform

Co-funded by the
Europe for Citizens Programme
of the European Union

Schweizerische Eidgenossenschaft
Confédération suisse
Confederazione Svizzera
Confederaziun svizra

giz Deutsche Gesellschaft
für Internationale
Zusammenarbeit (GIZ) GmbH

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INSTITUT FRANÇAIS
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D/A

GOETHE INSTITUT

Польський Інститут Київ

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SCHOOL FOR URBAN STUDIES

APPLICATION DEADLINE
17/07/2016

APPLY FOR STUDIO #3

LIVING IN BETWEEN:

FUTURE OF UKRAINIAN SMALL-SIZED TOWNS AND RURAL AREAS

CURATOR
Maria Berkers

DURATION
12/09/2016 - 16/12/2016