Ulf Barkan Pettersson

INITIATE CHANGE

Master thesis at UADL - Chalmers, 2013

INITIATE CHANGE

A project for urban action, in the peripheral urban area of Strängnäs The thesis aim has been to initiate a process of organic change in an area - a process where spatial interventions work as catalysts; to expand, grow or spur new interventions. During the project I have developed a series of prototypes, mapped existing physical, social and institutional structures, interviewed actors and arranged workshops and meetings with the local community. The project has led to two interventions built and created on site, and a proposal for an urban plan for the area. Why? Conventional planning is limited, accepting spatial and temporal limitations of the plan document and certain role and labour divisions.

A spatial limitation is the starting point for the conventional plan. Within its given space the conventional plan often tends to develop into a closed centre, protected from the outside. In my

thesis I aimed to explore another approach for the architect, promoting open ended structures and constantly redefining spatial limitations relevant to the project.

Plans have a limited capacity to deal with change. The Swedish strategic plans (ÖP) make forecasts based on a linear rationality, stretching given trends into the future. The more zoomed in detail plans can try either to be generic, losing in specifics, or to resist change. Instead of planning what can't change, I search for a way to plant the uncontrolled, the haphazard, the "next big thing".

In the process of planning, the built environment is looked upon most often as separate from actors outside the building industry and planning institutions. Planners are separated from the materialisation the plan. My proposed working method is to use direct interventions as the forefront tool and involve a diverse range of actors in the process. Built

structures have openness for interpretations and the ability to physically embody human activity. This enables a diversity of actors to come together concerning a built structure, and at the same time see their specific interest met. This thesis has also been an exploration for me as an architect. What can this method achieve and what kind of living does this method imply? Interventions

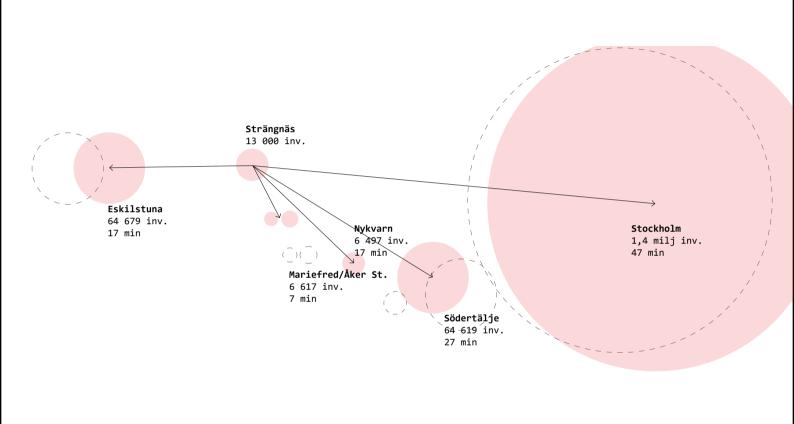
There has been two interventions created and built on site, a walk way and a wooden deck. The walk way was in the beginning of the process and the result of a strictly top-down perspective and done by a small group, in the form of a direct action at night. In the process many proposals for various different interventions were developed that never came into being. The wooden deck was the last intervention in the project, and the result of a series of interactive workshop and done in collaboration between local actors.

Urban plan

The urban plan is in the format of a game. Analogue to the project process the game

pieces are interventions, and based according to the actors wish, needs and interests. Embedded in the game are the structures, logics and possibilities of the site that this project has revealed. The game is a dynamic urban plan through which the onsite actors can explore their possible futures.



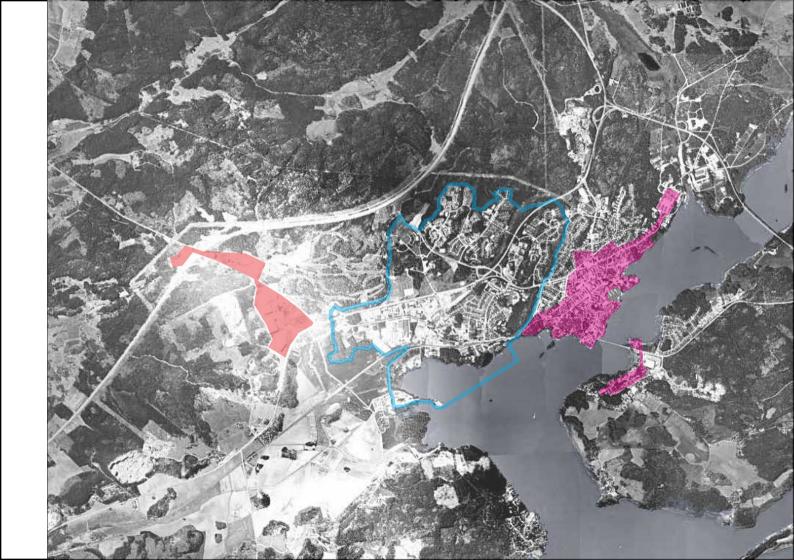


CENTERS

Strängnäs has a historical centre by the water and a shopping centre by the motorway. The outskirts of these centers for activity forms an inbetween periphery (blue line).



Inzoom on peripheral area.



GEOLOGY / GEOLOGI

The geology is characterized by bedrock elongated towards South East. The southern part of the site is made up by morain/clay. A few parts consist of landfill.



GEOLOGY





PRIMARY LAYER **LEVELS / HÖJDER**

The landscape becomes more dramatic in the North where bedrock surface. The Southern morain/clay forms a sloping plane down towards the lake.





SPACE SYNTAX / RUMSLIG INTEGRATION

The network of streets are poorly integrated compared to the historical centre. The most integrated paths are also the main road designed for heavier traffic. This creates a landscape where people mostly move in environments designed for the car.



SPACE SYNTAX

HIGH INTEGRATION



FUNCTIONAL AREAS / FUNKTIONSOMRÅDEN

The area has a strong division between built environment for livning (in green) and built environment for work (in red). There are a few exceptions with small workplaces within the areas for living, see the actor map. There are also businesses registerd on hoseholdadresses, for example hair dressers. Community buildings such as churches, schools and health care centers are not mapped.



FUNKTIONSOMRÅDEN





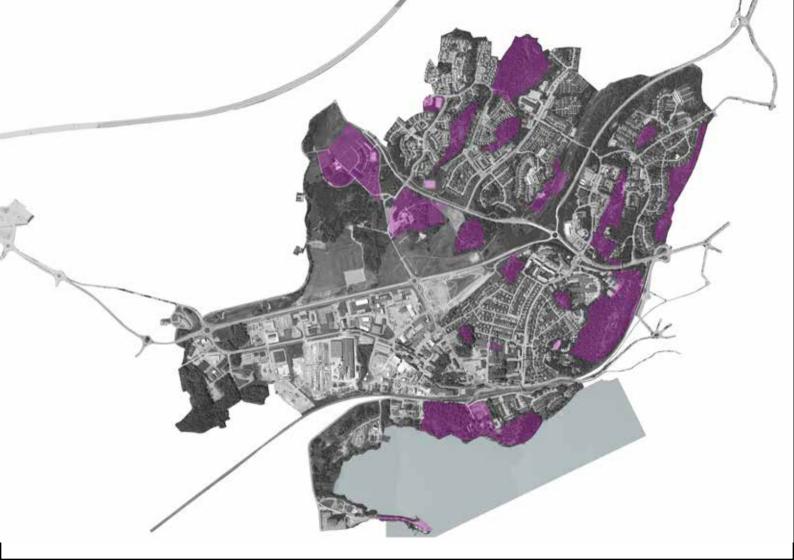
QUALITATIVE RECREATION SPACE / KVALITATIVA NATURRUM

The area has a lot of green spaces but not all are qualitative for recreation. The mapping shows areas that are accessible and hold recreational value.



RECREATION



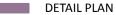


MUNICIPAL PLANS / DETALJPLANER

There are many detailed plans for the area. The strategic plan aslo suggests further development west and south of the periphery.



MUNCIPAL PLANS





WASTE SPACE/ SLENTRIANYTOR

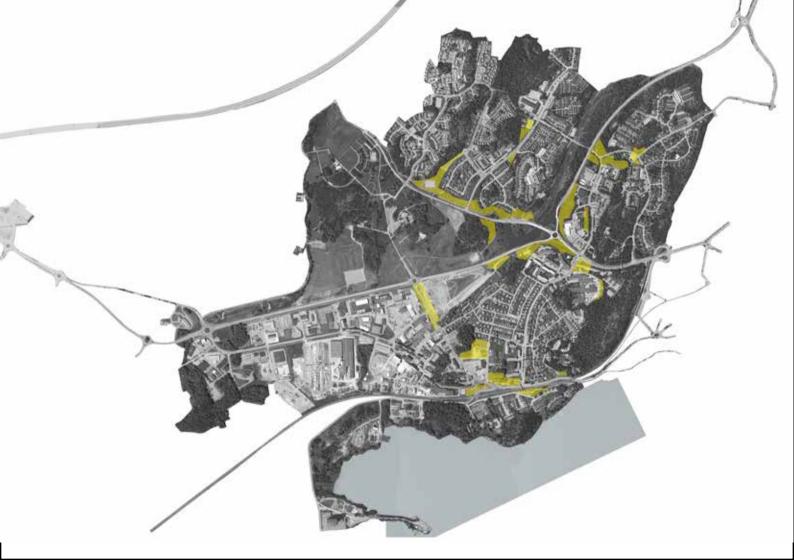
The marked area is space that is neither functional, hasn't recreational values nor are part of any future plan.



WASTE SPACE



WASTE SPACE



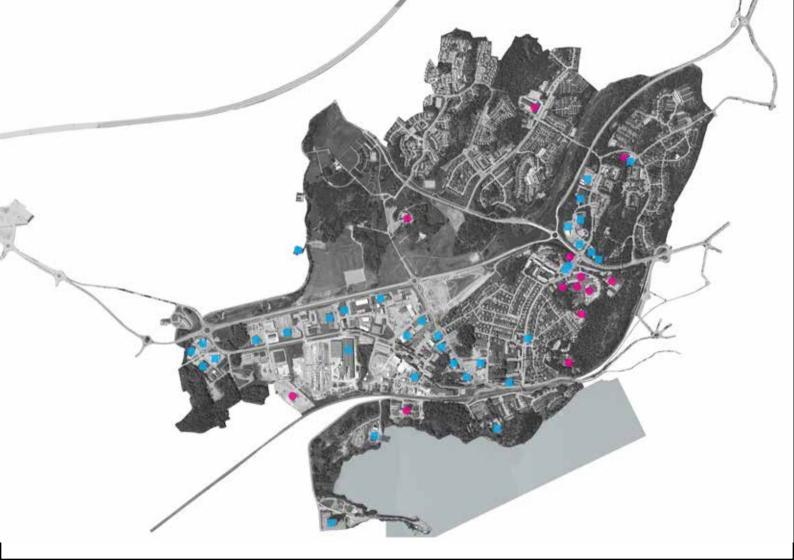
ACTIVITIES / VERKSAMHETER

Private activities (businessies) in blue. Other activities; churches, youth center, public health care, public schools, water and heating plants, in ceris.



ACTIVITES

- BUSINESS
- OTHER



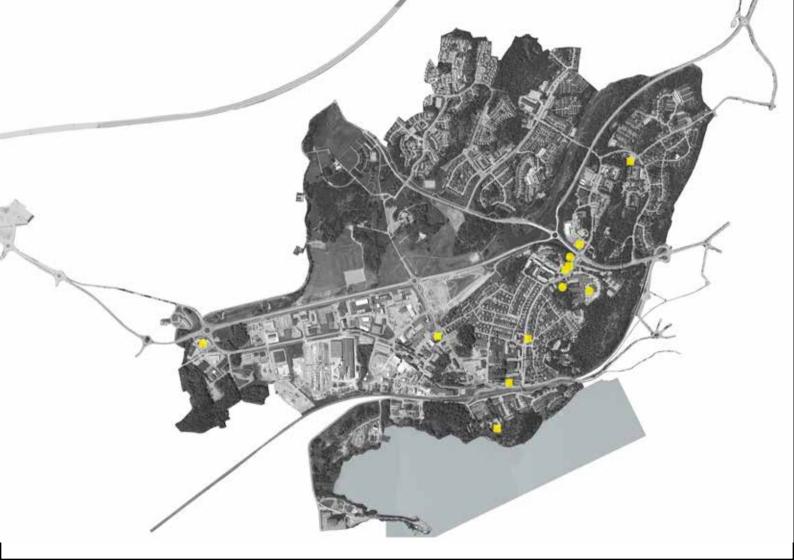
OPEN ACTIVITIES / ÖPPNA VERKSAMHETER

Open activities. Activities you can enter without having a specific task or singular objective. For instance cafés, restaurants, the youth centre (where the oldest regular visitor is 65 years old), kiosks.



OPEN ACTIVITES

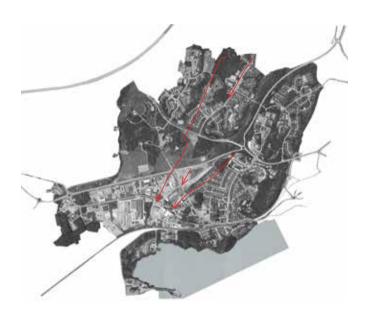
OPEN ACTIVITIES



SECONDARY LAYER

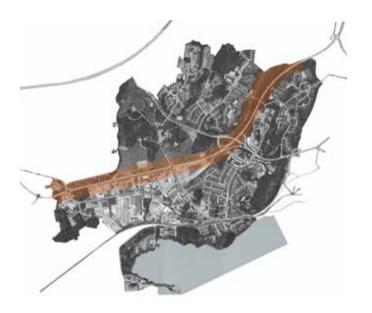
Mappings of lesser importance.

SECONDARY LAYER



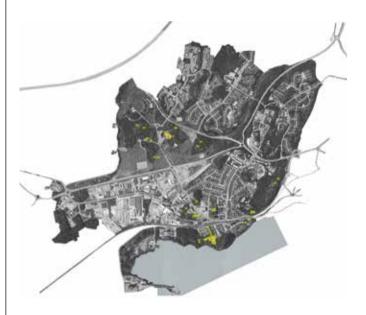
Underground stems of waters that sometimes surface.

SECONDARY LAYER



From ca 1975 – 2000 the motorway E20 cut the peripheral area in two. Surrounding the motorway was a noise zone that dident allow housing to be built (shown in brown).

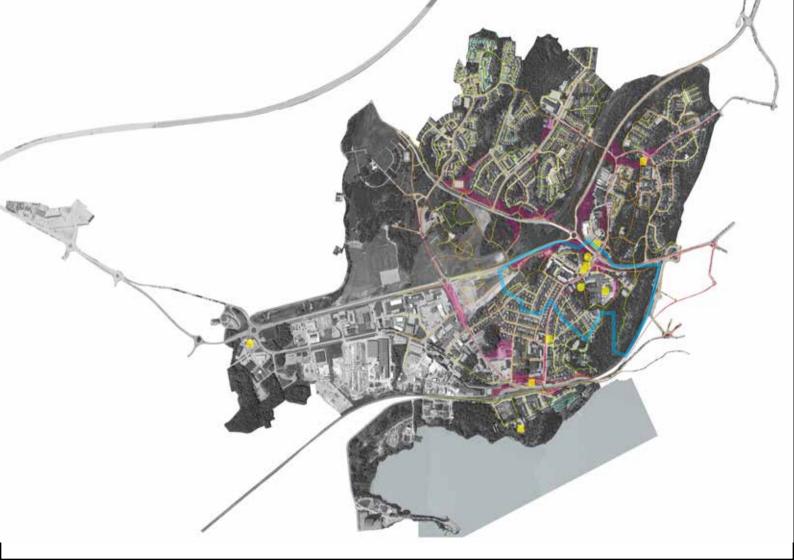
SECONDARY LAYER



Built environments and remains older than 100 years. Two small farms, a warehouse and a mansion.

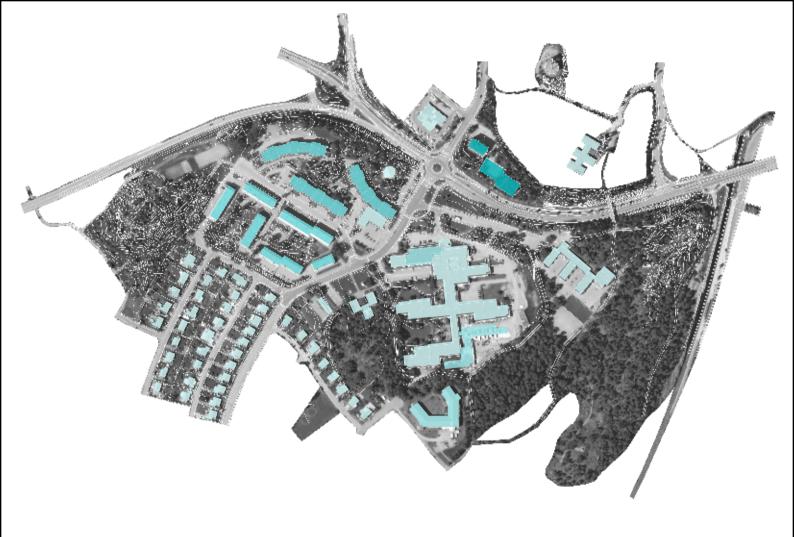
INZOOM

Zoom in on area with a mix of private and "other" activities, many which are open. The area has man waste spaces. The area also has a big potential of beeing more spatsially integrated. The mix of these aspects creates potential for change.



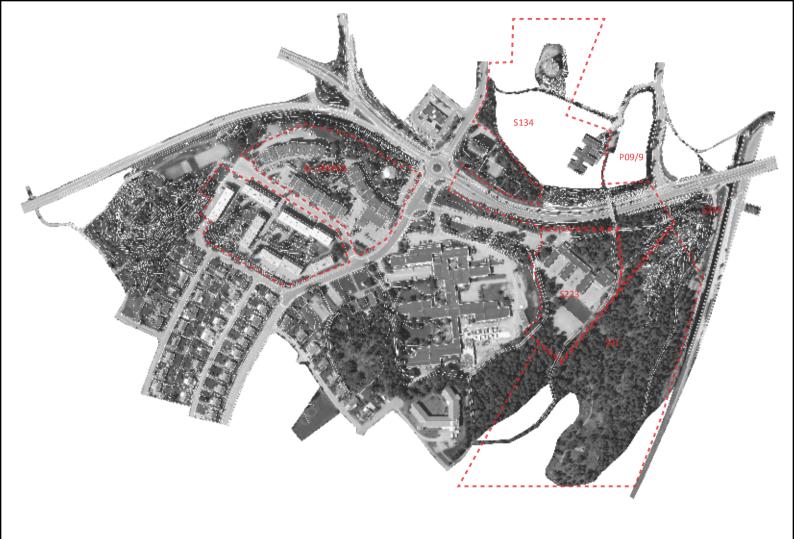
BUILDING MASS / BYGGNADSMASSA

Most buildings are very low, 1,5 stories high or less. Foremost the health care clinic that despite its huge footprint is a one-story building. Moste massive are the apartment and office builings.



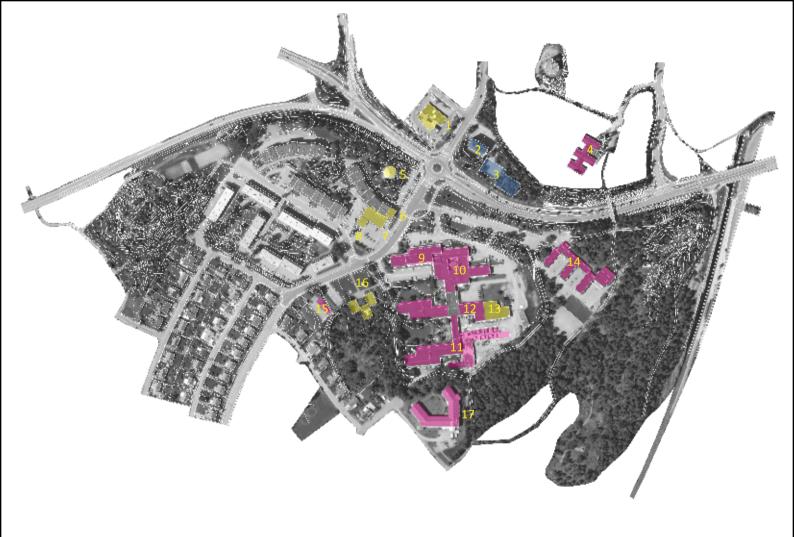
JURISDICTIONAL AREAS / DETALJPLANOMRÅDEN

The site is divided into severa different detail plans and directivies. S91 is under the "NATURE" directive, meaning its status as a recreational area is hard to change. P09/9 is a detail plan project that has gone bankrupt, only one building was built.



ACTIVITIES / VERKSAMHETER

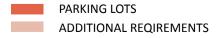
- 1. OKQ8, Gas station
- 2. Small office businesses
- 3. Police / Lottery inspection
- 4. Preschool Tranan
- 5. Café Järpen
- 6. Restaurant Bang-Bang
- 7. Food store Matpiraten / Tempo
- 8. Restaurant Aztek
- 9. Dentist, Folktandvården
- 10. Health Care, Vårdcentralen
- 11. Isabellagården
- 12. Restaurant Ärtan
- 13. Social/psyc Fenix/Träffen
- 14. School, Tomteskogsskolan
- 15. Administration, Svalan
- 16. Youth centre, Mikaelshuset
- 17. Mariagården

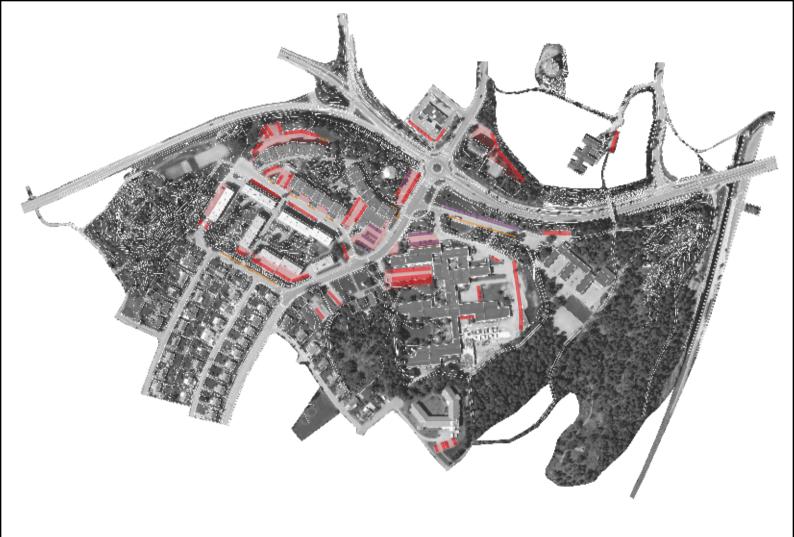


PARKING / PARKERING

One of the most striking things on site is the many parking lots and turn areas. Most locations on site is occupied by parking lots giving the place a grey and mostly empty atmosphere.

PARKING

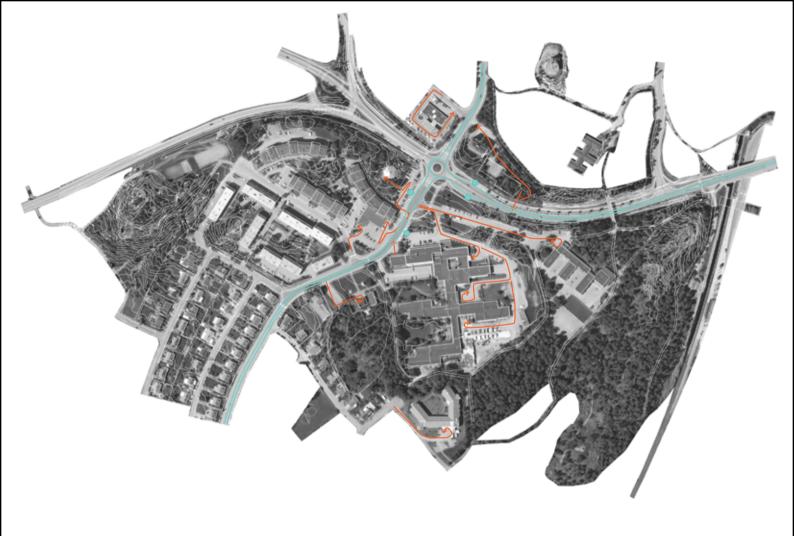




PRIMARY LAYER

BUS LINES AND LOADING / BUSSLINJER OCH INLASTNING

Many hard surfaces on the site are due to cull de sac loading. The area has good bus-connections. Spatsially disconnected bus stops have the same name, which is confusing.



PRIMARY LAYER

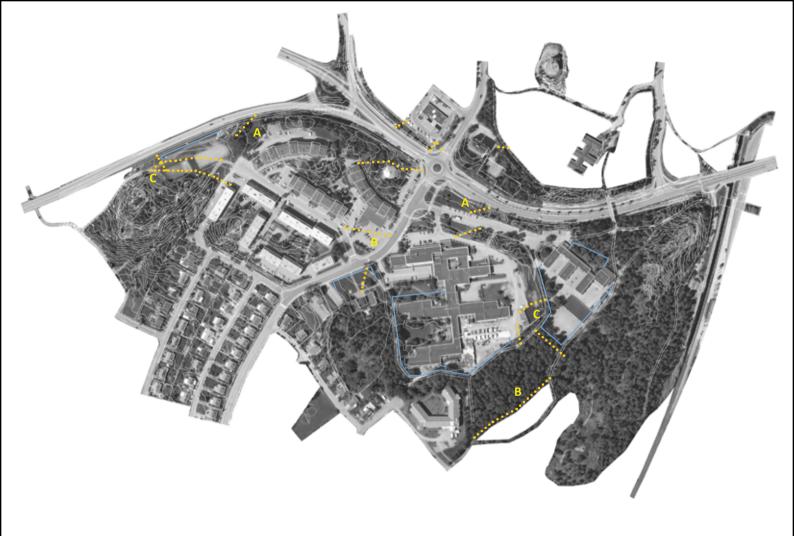
INFORMAL PATHS AND BARRIERS / SPONTANA GÅNGSTIGAR OCH STÄNGSEL

The site has a lot of informal walkways. Most walkways either **A.** take off from the big (most integrated roads) or **B.** continue in straight lines where direction in the formal path system is lost, or **C.** are confusing clusters of walkways where people try to get around barriers or levels.

PATHS / BARRIERS

••••• INFORMAL PATH

BARRIER



WORKSHOPS





- 1. Write things that you experienced on a small post-it and place it in the model
- 2. Discussing the post its.
- 3. Write suggestions and place them in the model



The group felt a big compassion in doing something about the nearby area and frustration about its current state.

WORKSHOPS

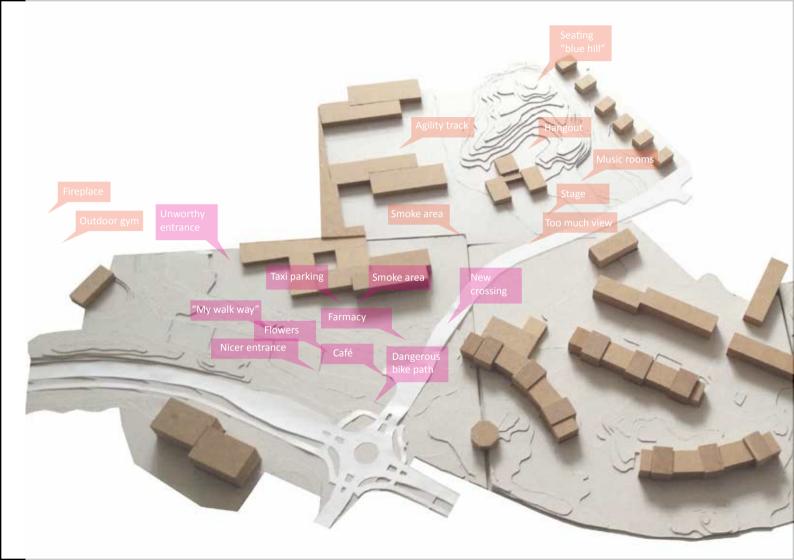


METHOD:

- 1. Write things that you experienced on a small post-it and place it in the model
- 2. Discussing the post its.
- 3. Write suggestions and place them in the model



The workshop was held in an open space where people could sit down, leave and participate as much as they liked.





All suggestions and remarks:

Unworthy entrance to morgue
Paveing "My walk way" - Maria
Taxi parking
Pharmacy
Café outside
Flowers
Remove bike path
Nicer entrance
New crossing to shop "people walk there anyway"
Modern buss stop

Agility track
Stage
Rehearsal rooms for music
There is no privacy on the front side
Smoking lounge
Seating up on "blue hill"
Fire place
Outdoor gym

WORKSHOPS

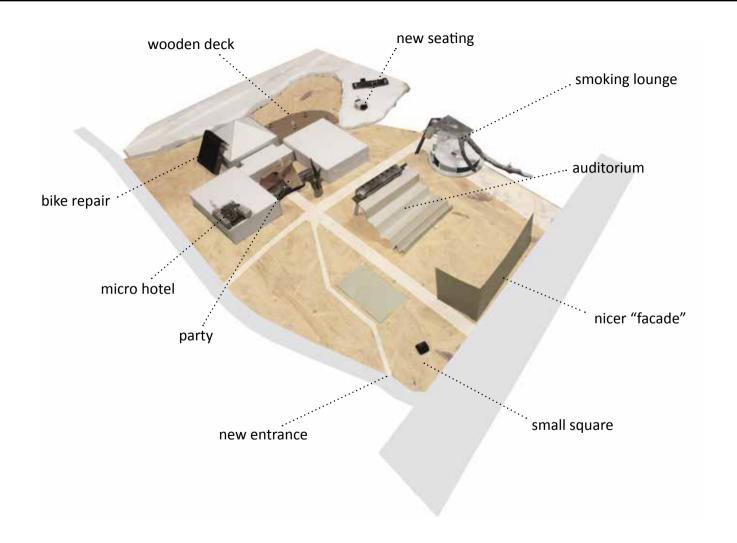


METHOD:

- 1. Take 5 peices of scrap material, glue them together into a model.
- 2. Exchange model and explain what the model you are given is.
- 3. Feely build models and come with new ideas.



The workshop was held in an open space where people could sit down, leave and participate as much as they liked.



FEEDBACK

Area på mark: 4,4 * 2,8 m. Översta nivån är 1,2 m över mark.

Kostnad:

63,6 meter reglar 45*45 á 6,25 kr/m = 397,5 kr

114,6 meter panel 21*120 á 10,95 kr/m = 1255 kr

44 st 2,8 meter långa brädor 28*120 á 10,95 kr/m = 1349 kr Det bästa är att sätta några olika sorter för att se vilka som tar sig på just denna plats.

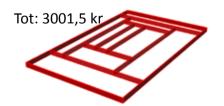
Humle Snabbväxande på sommaren, vissnar ihop på vintern.

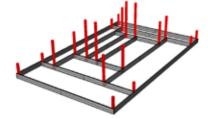
Klängvildrosor

Murgröna (kan ha svårt att växa mellersta sverige).











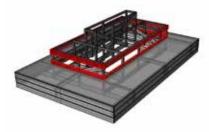


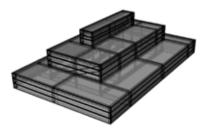






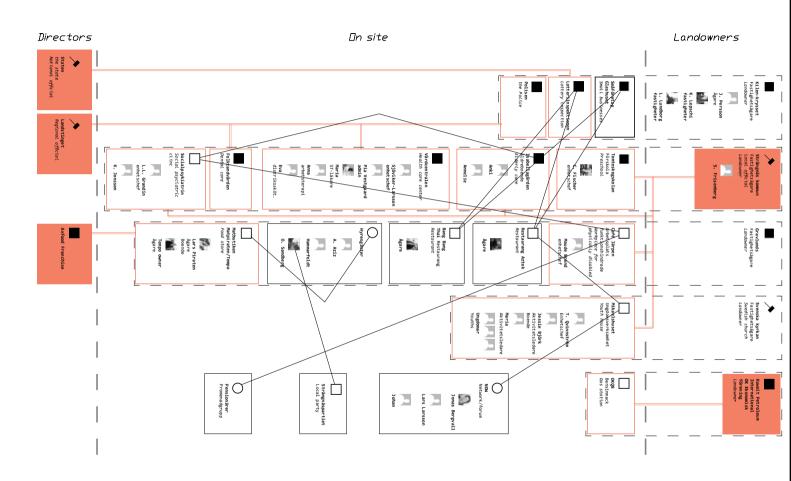






ACTIVITIES AND ACTORS

There are several activities on site living in very different conditions. Black filled activities are cloesed to the surrounding, white are open. Red lines indicate control. Thin black lines represent relationships, whether business or informal.





Name: Cornelia Fischer

Active in: Tomteskogskolan

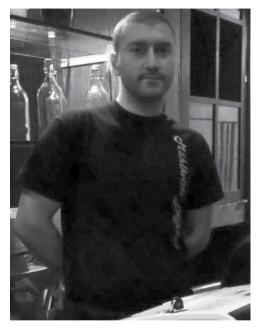


Preschool but also interested the school yard beeing used in weekends and ecological farmning. Tomteskogskolan is makeing plans for a new scoolyard together with SWECO and Metod achitects.

The school buildings can be hired at evenings. The sports hall is fully booked.

There have been some vandalism. Youths hang out here at nights.

Parking and entrance is a big problem.



Name: X

Active in: Restaurant Aztek



Restaurant. Dont want it to be a place with Jack Vegas machines. Totaly refurbished, the last restaurant in the same space burned down.

Have many lunch gusets and Mikaelshuset have discount.

The owner is very interested in aquaponics and starting a plant nursery for exotic plants that cant be found in regular plant nurseies.



Name:

Jan Persson Katrina Lepschi Leif Lundborg Active in: Kilen krysset AB



Landowners that also develop and administrate. "We only build when we have a client".

Strängnäs is strangely far away from Stockholm, there is a mental border at Södertälje that hinders development.

"In the last office building, FENIX (built last year) it was a demand from the client to be within walking distace from the train station. We want more plots in the area for future offices".



Name: X

Active in: Bang-bang restaurant



Restaurant with thai food and good reputation. Mostly live from lunch guests (offices and health clinc) and delivery. There are more people up here at lunch than in the center. I belivie in this area and its future.

"The water issue needs to be solved, the street somtimes look like a river."

The restaurant want a outdoor serving place and have the permits, but there has been confusion with the landowners (Gravlunds) and the restaurant havent found anyone that can build it affordably.





Name: Lars Piraten, X

Active in: Food store



"We are the only food store not locaded in the center that has survived. It has been a struggle for 17 years." says Lars Piraten.

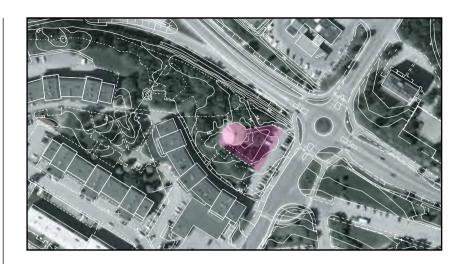
There needs to be something more to motivate people for this store to survive. Both for the shoppers to work here.

Electricity is procentually a huge cost for stores this size with many freezers.



Name: Maude Brand

Active in: Café Järpen

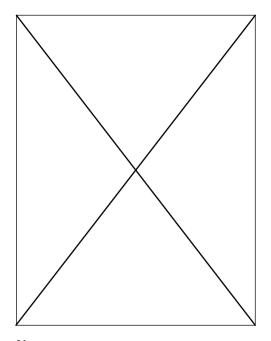


Café run by physically disabled.

We have been here for more than 10 years and still people dont know its a café open to anyone. We are not allowed to make commercial since this is a municipal activity.

We need better connection to the street.

Our customers are big groups, walking group of seniors and friday lunches for people working in buisnesses around here.



Name: Anneli Anki

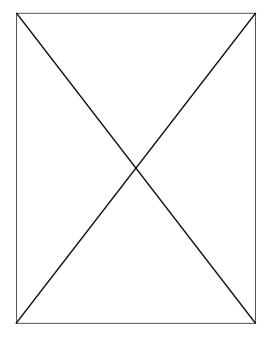
Active in: Isabellagården



Isabellagården is a reirement home.

The older must be "looked in" for safety reasons. "I just fetched one up at the round about".

Animals and slower activites would be very good, but we cant have that as part of out activity. The area is very unaccesible for someone diabled. We need a common space where we can leave things over night.



Name: Katja Jonsson Lice-lotte Grandin

Active in: Social psyciatry



Social psyciatry, help with motivation, every day training and workplace training.

Constantly look for new activities that can be used as part of motivation training and giving the users times and places where they are needed.

Very open for future colabouration with other activities in the area.

INNER LOGIC 1

The interviews revieled a symbiotic relationship between the train station, the office workspaces and the restaurants.

"In the last office building, FENIX (built last year) it was a demand from the client to be within walking distace from the train station". says Lars working at Kilen kysset development.

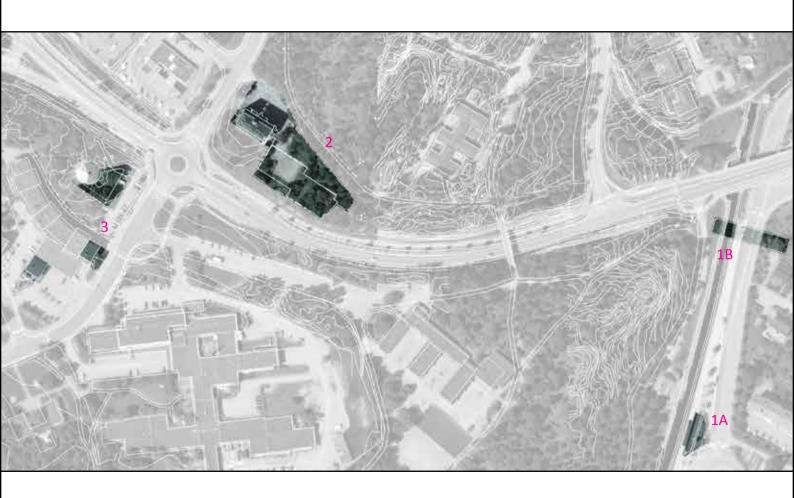
The restaurants both say they mostly live from lunch guest, people who work nearby.

The new train station will be built closer to the site, crossing the level and train track barrier.

The symbiotic relationsship creates a local economy that doesent compete with other parts of the town. If there wasent any lunch restaurants nearby the offices, workers would probably not go by car to eat lunch at restaurants.

LEGEND

1A-B	TRAIN STATION
2	OFFICE BUILDINGS
3	RESTAURANTS



INNER LOGIC 2

Youth movement in the area is characterized by places that are hard to reach and places programmed for youths.

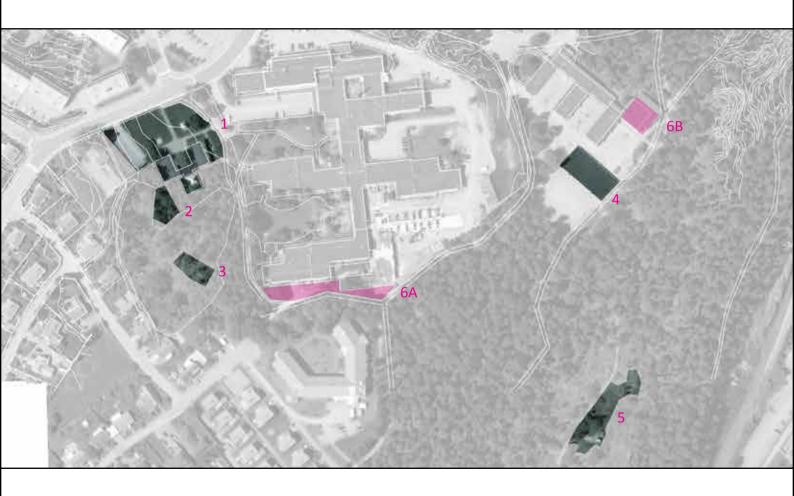
"The youths want as private spaces as possible. They want rooms for thier own and can sit 15 people in a very small room." - Jessie, staff at Mikaelsgården.

Several activities say they have a problem with vandalism at night.

"Everyone knows kids hang out up here to drink alcohol. Well, they have to hang out somewhere. Its also good that the football field is beeing used. We dont want to chase them away, if they just dont destroy things just for fun." - staff at Tomteskogskolan

LEGEND

1	MIKAELSHUSET
2,3,5	HANG OUTS
4	KULAN, FOOTBALLFIELD
6A-B	YOUTH VANDALISM

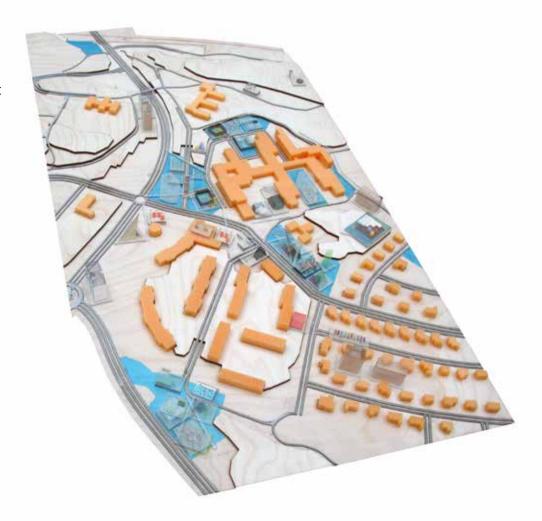


URBAN PLAN

The urban plan is in the format of a game. Analogue to the project process the game pieces are interventions, and based according to the actors wish, needs and interests.

Embedded in the game are the structures, logics and possibilities of the site that this project has revealed.

The game is a dynamic urban plan through which the onsite actors can explore their possible futures.



RULES

game for one, Q Urban plan peripheral Strängnäs or more players!

Start

into play either by an event card or by chain-effect from placed interventions. You start the game with the 8 most basic interventions. New interventions come

Turns

In each turn, a player can either: 1. Place or remove a game piece to the site. 2. Place or remove a path. 3. Draw an event-card.

The game piece

Each game piece have connectors, and can only be placed where connectors allow them to.



All pieces with a blue semi-transparent connector must be connected to blue surfaces on site. (blue suface = workable soft ground)



The triangle connector needs to match color. Example: If you have built a outdoor hang out you can connect an bleacher.





Separate connectors means the piece needs to connect to both colors. Voerlaped triangle connectors means that the game piece only needs connect to one of the overlaped colors.



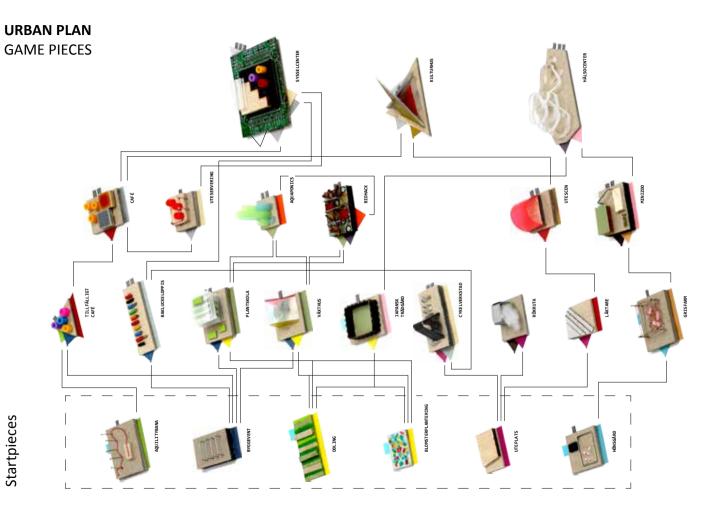
Path connectors means that the game piece needs to connect to a path of at least the level displayed. Example: The game piece needs to connect to a path of at least level 2 (that is; it can also connect to a level 3 path but not to a level 1 path).

Place paths

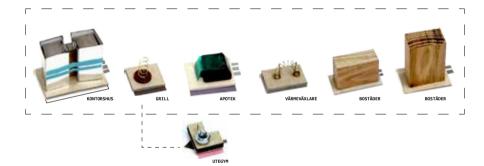
Players can only place straight paths, but at any desired length. Placed paths have the same attributes as existing paths - interventions can be attached to them and they can together with existing roads act like for instace a level 2 or 3 path.

Who winns?

Nobody wins or looses, the game comes to an end when all event cards are drawn or no more interventions can be placed.



Game pieces unlocked by event cars.



URBAN PLAN

FVFNT CARDS

Problemlösning

Någon har sprejat väggarna och slagit sönder rutor på Isabellagårdens baksida.

Använd en prototyp eller väg för att minska skadegörelsen. Förklara hur du tänker. Händelse

Ett företag vill bygga en ny kontorsbyggnad på platsen. Företaget vill ha nära till tågstationen. Förklara hur du tänker med placeringen av kontoret. Problemlösning

Vårdcentralen är svår att hitta till och har en otydlig och tråkig entré.

Använd en prototyp eller väg för att skapa en bättre och tydligare entré. Förklara hur du tänker. En prototyp är väldigt populär. Utöka prototypen så den blir dubbelt så stor (med valfri kapsyl, godis, gem eller annat som kan fungera som spelpjäs). Problemlösning

Ungdomarna på Mikaelshuset vill ha avskilda platser att hänga på.

Använd en prototyp eller väg för att skapa mer avskilda platser nära Mikaelshuset. OM:

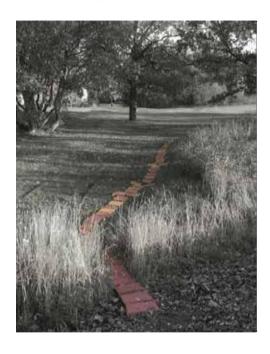
- Odling nära plantskolan.

- Plantskola nära Mikaelshuset

- Aquaponicstorn nära restaurangen.

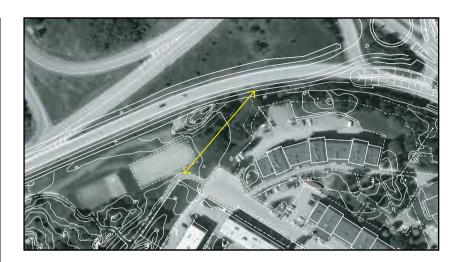
Läkemedelsindustrin sponsrar ett biohack för ungdomar och boende nära Mikaelshuset.

INTERVENTION 1





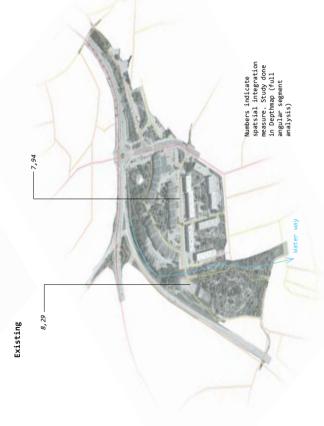




Strengthening the function and concept of informal paths could greatly affect spatsial integration of the area. An increasing integration could lead to increasing soft movement, enabeling new uses, changeing movement patterns and mental maps.

One informal path was functionally improved by paving across an often waterlogged stretch and conceptually improved by spraying a line to connecting walkways.













Foton från byggtillfället 2012-10-13 01:20

INTERVENTION 2



Farm plots



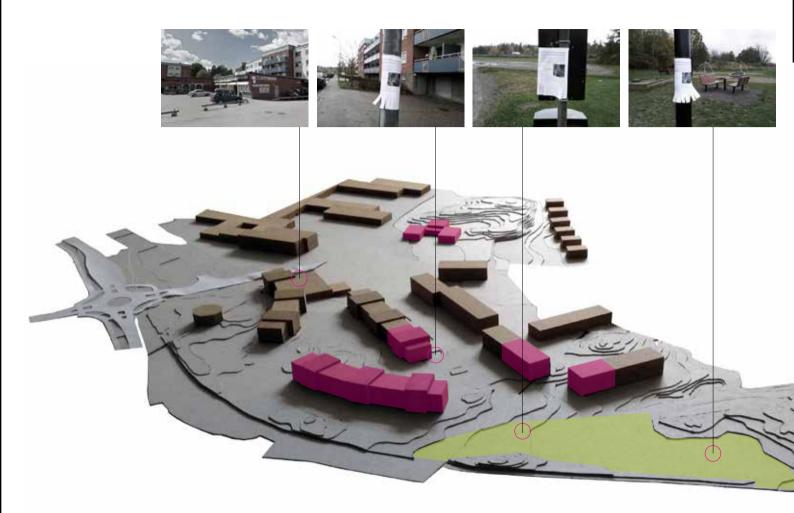


Testing the interest for starting an urban farming in a waste space area. Residents were reached by putting up public announcements and handing out flyers. Nearby activities and local actors in farming was also contacted.

The response from residents was too meager for starting the planned process.

TIME PLAN

SEP	ОКТ	NOV	DEC	JAN	FEB	MARS	APRIL	MAJ
Undersöka intresse hos aktörer: Café Järpen, Mikaelsgården, familje- kooperativet. Undersöka intresse hos boende.	Möte 1 med aktörer och boende. Första kontakt med kommunen (meddela att det finns ett initiativ, hitta rätt kontaktperson).	Möte 2 och 3 om praktiskt upplägg (var, hur).	Möte 4 om förenings- bildning. Möte 5 med kommunen.			Uppstartsmöte, inspiration och planering. Drivbänkar?	Gräva och sätta de första plantorna	
	REFERENSPROJEKT Odling Opaltorget 2011/2012	Lappar på 3 platser.	Fler lappar uppsatta, ca 75 kontaktflärpar revs av.	5 personer i maillista. Pratade med stadsdels-		Stadsdels- förvaltningen drar igång egen process.	Möte 1 av 5 inför odlingsstarten	15 pallkragar och 25 * 10 m inhängnad område för



Är du intresserad av odling och trädgård?

VAR MED OCH STARTA EN ODLING VID BJÖRKVÄGEN

Fotbollsplanen och gräsytorna "bakom" Björkvägen används sällan och är dåligt skötta. Vi tror att platsen kan bli en fin odling för boende i närheten.

Idén är att använda en del av gräsytorna till odlingar/trädgårdar. Det kan egna eller gemensamma odlingar, på friland eller i pallkragar. Hur odlingen kommer se ut, hur stor den blir och var den kommer vara kan vi diskutera gemensamt. När vi kommit överens om hur odlingen ska se ut tar vi kontakt med kommunen och framför vårt förslag. Vi har bra kontakt med kommunen och vi tror de är positivt inställda till sådana här initiativ. Vi har också kontakt med organisationen Stadsjord som har mycket kunskap och erfarenhet kring att starta odlingar. Hoppas många är intresserade av denna chans att få en egen trädgård / odling. Med tillräckligt många intresserade ser vi det som fullt möjligt att kunna starta en odling vid Björkvägen till våren. Skicka ett mall till: odling.bjorkvagen@hotmail.com

Gräsytorna och fotbollsplanen söder om Björkvägen tror vi kan bli ett fint odlingsområde



plan:

Dec

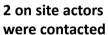
Okt-nov samla intresserade, ha ett möte om hur en odling skulle kunna se ut.

starta en förening, uppvakta kommunen med vårt förslag

Jan-mars ha fler möten, diskutera odlingens upplägg, få tillstånd från kommunen

April-maj Så och sätta. Drivbänk?

Sommar Odlingen i full gång!



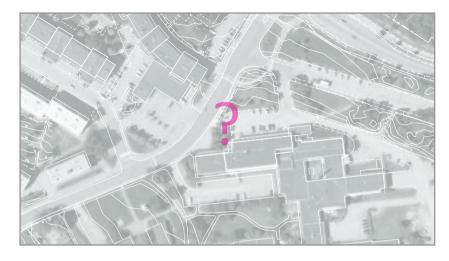
4 notes were pinned up.

80 notes were handed out.



INTERVENTION 3





Connecting the various actors on site in building a structure - creating interaction, highlight potential of the site and build knowledge.

The buildning event got good response from many actors, but became too dependent on one activity, Mikaelshuset, and lost support.

Interviews led to further meetings between on site actors and discussions about future cooperation.

Building event



Ur utskick husprototyp:

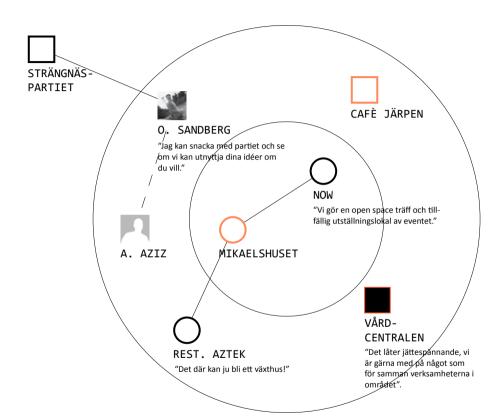
TIDPLAN FÖR WORKSHOP

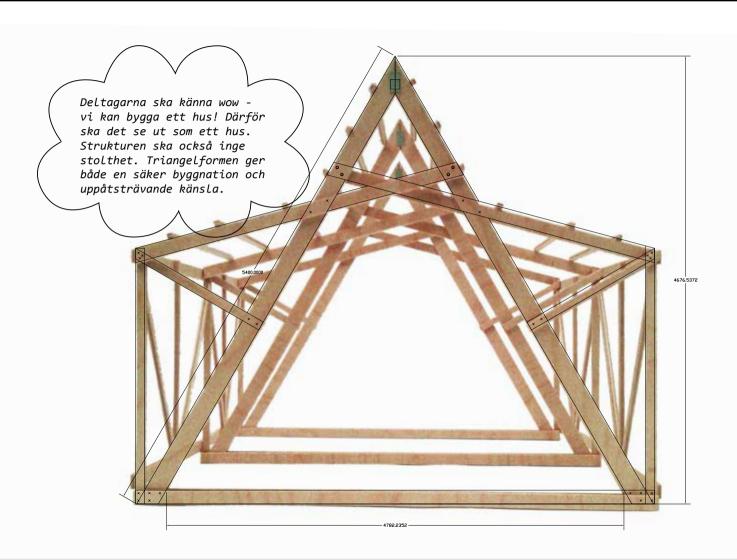
Ons 13/3 Intro, workshop om platsen. De får bygga händelser som de varit med om i en modell av platsen och beskriva vad de skulle vilja hände på platsen och i staden.

Ons 20/3 Utveckling av idéer för platsen, modellbygge. Vidareutveckling av idéer, bygga snabba skräpmodeller och strukturella pinnmodeller i större skala.

Ons 27/3 Föreberedelser inför byggworkshop, gå igenom vad vi ska bygga och hur. Platser och tider att passa.

Lör 30/3 Avslutande byggworkshop, uppföra en struktur på plats. En heldags byggande av något av förslagen. Bygganden blir också utställningsrum för modellerna från workshopen. Vernissage med läsk, kaffe, tilltugg och musik. Bygget monteras ned sent på kvällen eller nästa dag.





Golv area: 29,16 m²

Kostnad

Ram

45*170 á 27.90 kr/m : 12,4 m =

345,96 kr

28 * 145 á 22.95 kr/m: 10,9 m =

250,155 kr

45*95 á 16,95 kr/m: 5,2 m = 88,14 kr

45*45 á 6,25 kr/m: 8,2 m = 51,25 kr

Sektion

45*95 á 16,95 kr/m: 10,4 = 176,28 kr

45*45 á 6,25 kr/m: 5,2 m = 32,5 kr

28 * 145 á 22.95 kr/m: 21,6 m =

495,72 kr

21*21 á 13,95 kr/m: 27 m = 376,65 ki

Totalt = 3287,665 kr

Per sektion: 1096 kr Per m²: 112,73 kr.



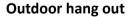






INERVENTION 4









A series of workshops where participants suggested changes, designed and built interventions. As an architect I gave feedback with possible synergiec designs, construction and cost calculations.

In the last workshop youths and the NOW-network started on a new entry to Mikaelshuset by building a hang out space.

