BISKOP - RIMFROST
Suburban meeting place.

Master's thesis by Jakob Schleimann-Jensen, MPARC - U+A/DL
Chalmers University of Technology, 2013

THANKS

Special thanks to Ana Betancour for being my mentor, Carl-Johan Vesterlund, Joaquim Tarrasó, my father Jens S Jensen for being my inspiration, Eric Andersson and Fanny Winkler for the collaboration in the research, and to Pantrarna - För upprustning av förorten.

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MPARC - Architecture and Urban Design

U+A/DL - Urban and Architectural
Design Laboratory_2013

Chalmers
University of Technology

Examinator Ana Betancour

Tutors Carl-Johan Vesterlund
and Joaquim Tarrasó

CHALMERS

ABSTRACT

Suburbs, socially and geographically isolated islands, in the fragmented city of Göteborg. Biskopsgården is isolated from the city by both socio-economic and physical borders. Many feel powerlessness about the city's development, and who has control over it. More and more common areas and meeting places are closed down, and the money controls who belong where. But it is the people that should determine how the urban commons are used – through participatory means we can create new common places together. We can create the tools needed to take the power to physically affect our own neighborhood.

The key idea of this thesis is to create a meeting place for all citizens in Biskopsgården built through discussion, production and participation. By involving and collaborating with the local organization Pantrarna – methodology for approaching this type of process was developed. They have been successful in engaging the people of Biskopsgården in standing up for their humanitarian rights. A suiting site was discovered through researching the area and networking with officials in the municipality alongside Pantrarna, thus creating a platform of contacts. The program and ideas of the project was formed during a Harakat workshop with the local youth. Their input was then translated into a project - a suburban meeting place.

The end result of this thesis is not necessarily the end of this project. The aim is to contribute and incorporate some aspects of it to reality – if not built, then hopefully working as catalyst for upgrading the site. However, the project is just one part of the thesis. The "learning by doing" and the developed methodology are equally important. As architects – we hold possibility through participatory means; create tools for making the alternate spaces that are missing.

TABLE OF CONTENTS

BISKOP - RIMFROST
Suburban meeting place.

Biskopsgården is a Swedish suburb that is isolated from the city by both socio-economic and physical borders. This nature close area contains a young population with a growing social and political awareness. The key idea of this thesis is to create a meeting place for all citizens in Biskopsgården built through discussion, production and participation. By involving and collaborating with local people - methods for approaching this type of process were developed. A suiting site was discovered through networking with officials in the municipality. Contact with the organization Pantrarna - För upprustning av förorten was made and a relationship was established. Through their input a foundation of knowledge was made, which was then translated into a project - a suburban meeting place. The research part of this thesis was done in collaboration with Eric Andersson and Fanny Winkler.

GLOBAL CONTEXT
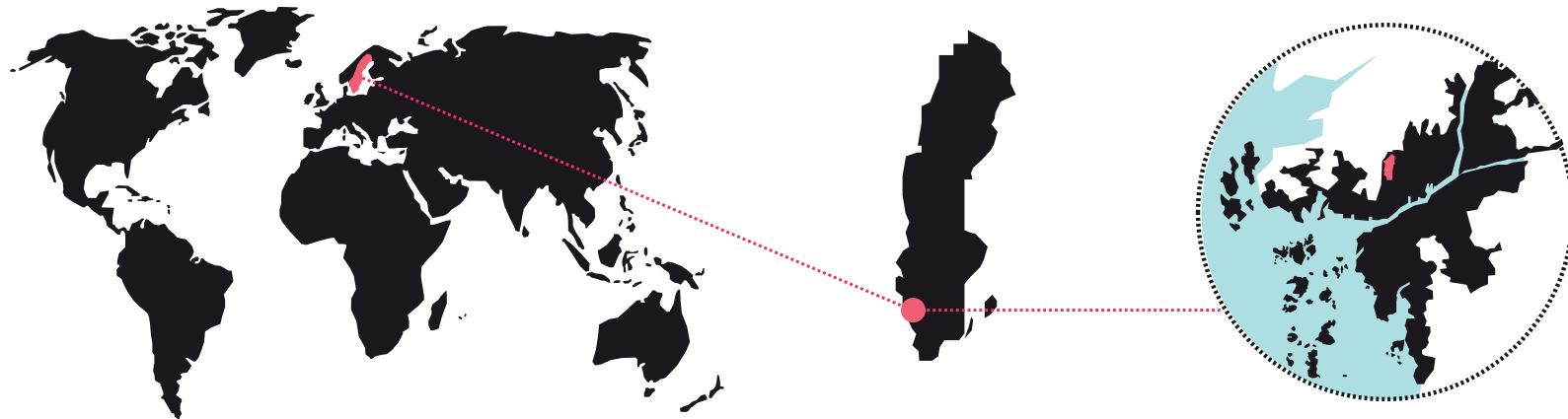
SUBURBAN ISLANDS OF GÖTEBORG
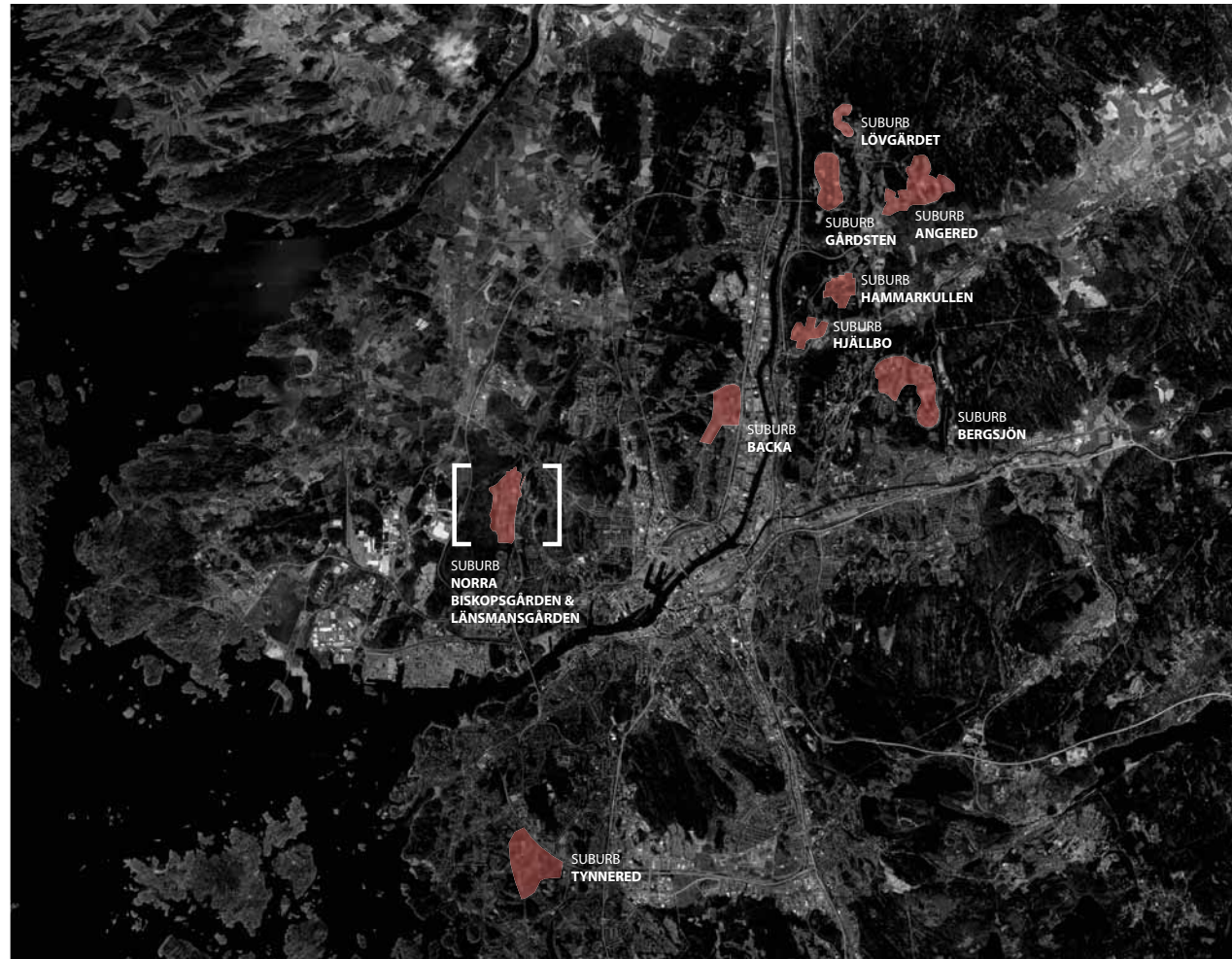
MAPPING

By mapping the commons and local actors of the area, a clear understanding of the basic conditions is made. This will locate possible sites and serve as a fundament for the programming.

SUBURB
LÖVGÄRDET

SUBURB
GÅRDSTEN

SUBURB
ANGERED

SUBURB
HAMMARKULLEN

SUBURB
HJÄLLBO

SUBURB
BACKA

SUBURB
BERGSJÖN

SUBURB
NORRA BISKOPSGÅRDEN & LÄNSMANSGÅRDEN

SUBURB
TYNNERED

Suburbs, socially and geographically isolated islands, in the fragmented city of Göteborg. Together they create an urban archipelago of segregated islands. The reason for chosing the suburb of Norra Biskopsgården & Länsmansgården was because of the recent activity of Pantrarna.

CHOSEN SUBURB

RESEARCHING

A thoroughly research to understand the context is essential, and creates a point of departure. Collecting facts and knowledge of the area is done through different mediums; maps, statistics, drawings, models, visiting, speaking, reading.

SUBURB
NORRA BISKOPSGÅRDEN & LÄNSMANGÅRDEN

The segregated suburb island consists of different borders that isolate the area: infrastructure to the east, nature to the west and socio-economic differences in comparison to the adjacent areas such as Torslanda.

LAYER DRAWING

This mapping of Biskopsgården in the form of a layer drawing shows from bottom to top: nature/city areas, infrastructure with the public transportation shown in bold, buildings, and activities on the top. Sport activities are the dominant for youth in the area; not counting the commercial ones.
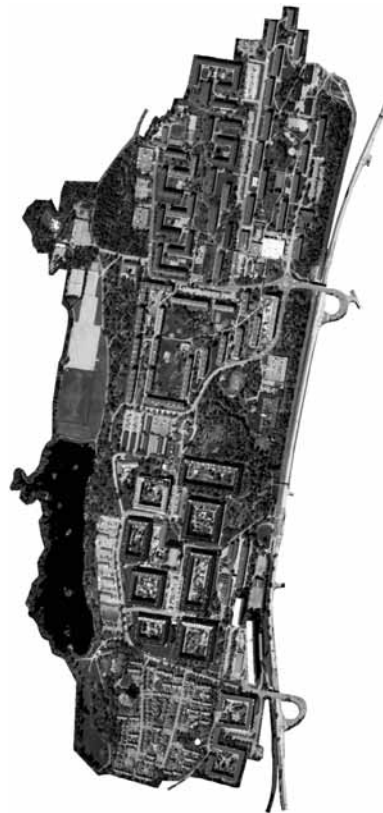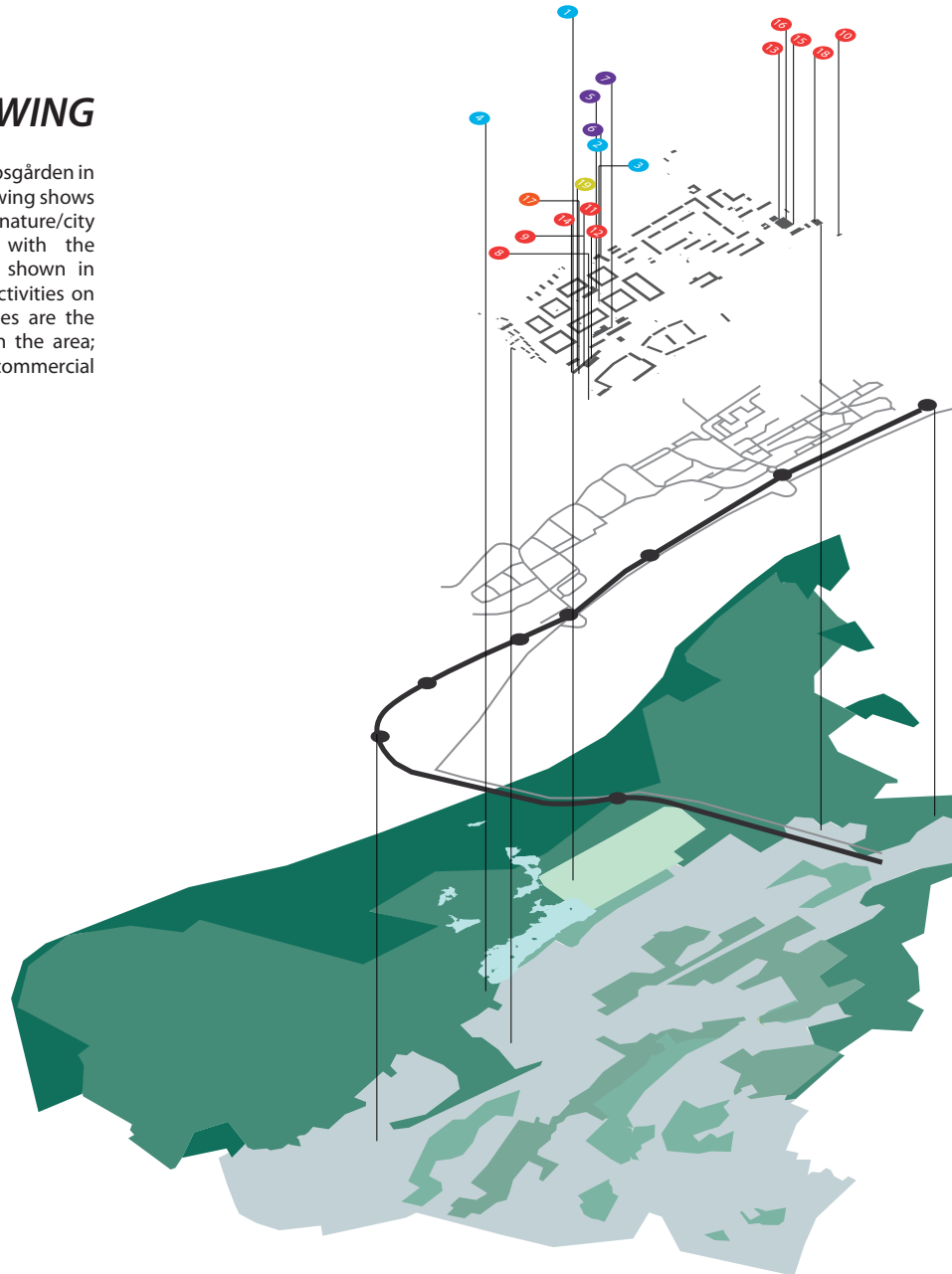
MAPPING

By mapping the commons and local actors of the area, a clear understanding of the basic conditions is made. This will locate possible sites and serve as a fundament for the programming.

SPORTS AND RECREATION

1 PARK AREA

2 SJUMILA INDOOR ARENA

3 SOCCER FIELD

4 SOCCER FIELD

EDUCATION

5 KINDERGARTEN

6 SJUMILA SCHOOL

7 KINDERGARTEN

COMMERCIAL

8 FAST FOOD

9 GROCERY STORE

10 SUPERMARKET

11 FAST FOOD

12 FRUIT AND ORIENT FOOD SHOP

13 PIZZERIA

14 IDÉPUNKTEN

15 SUPERMARKET

16 CAFÉ

CULTURE

17 ISLAMIC ASSOCIATION

2 SJUMILA INDOOR ARENA

18 VÅRVINDENS FRITIDSGÅRD

SERVICE

19 POST OFFICE

STATISTICS

Putting Biskopsgården in the relation to Torslanda, which is a rich adjacent area in the west, makes it especially clear that Biskopsgården is a suburb troubled by its socio-economic standards.

RESEARCHING

A thoroughly research to understand the context is essential, and creates a point of departure. Collecting facts and knowledge of the area is done through different mediums; maps, statistics, drawings, models, visiting, speaking, reading.

BISKOPSGÅRDEN VS TORSLANDA

AGE 0-15

AGE 65 AND UP

DETACHED HOUSES

PUBLIC HOUSING

HIGH INCOME HOLDERS

AVERAGE INCOME

POST-SECONDARY EDUCATION

FAMILIES WITH SOCIAL CONTRIBUTION

UNEMPLOYMENT

INCAPACITY RATE

0   50   100   150   200   250   300   350   400

INDEX GÖTEBORG
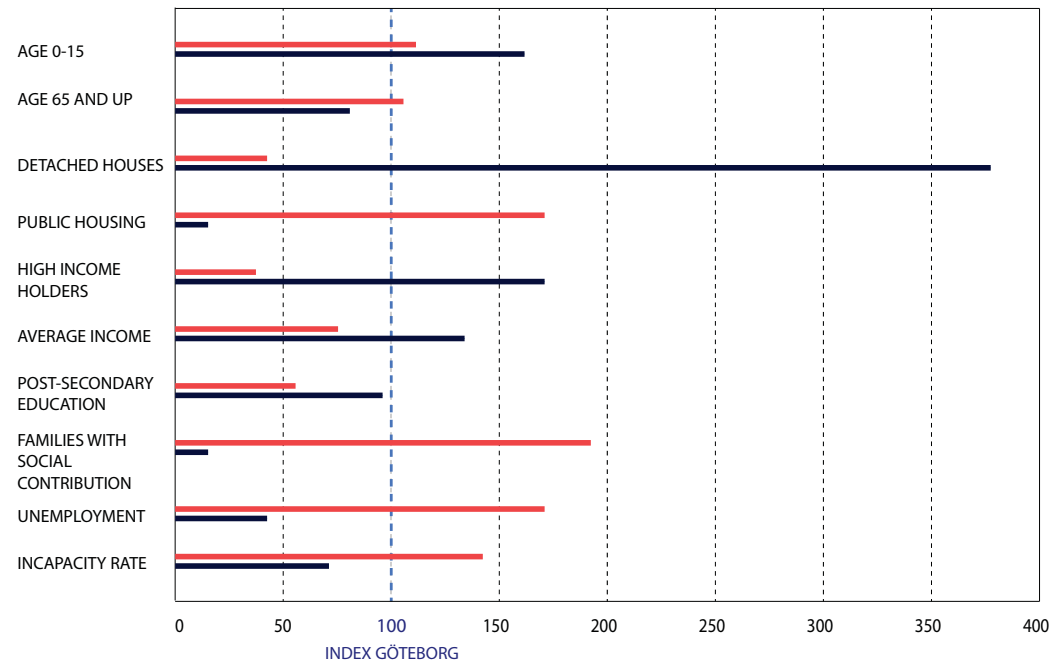
POST-HIGH SCHOOL EDUCATION	UNEMPLOYMENT	CHILD POVERTY	WITHOUT COMPETENCE FOR HIGH SCHOOL	LOW INCOME HOLDERS WOMEN	LOW INCOME HOLDERS MEN
32%	**7%**	**29%**	**70%**	**37%**	**27%**

ENVIRONMENT CHARACTERS

DOCUMENTATION

Keeping track of one's process through the mediums of text, pictures and diagrams – offers feedback through learning by mistakes/successes. It also holds the potential to be externally used as an open-source methodology.

Eastern part - Tram tracks, Squares, Large housing blocks, School

Middle part - Housing blocks, parking, in-betweens, sports

Western part - Svartemossen, nature, lake, parking, soccer field

SWOT ANALYSIS
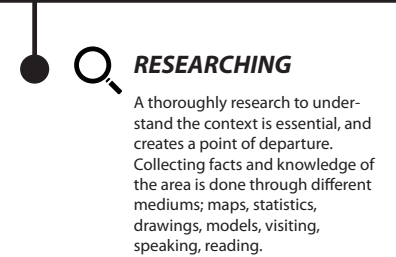
*S*TRENGTH

Young population
Qualities of nature
Heterogeneous backgrounds
Multicultural
Sports
Internal solidarity
Growing social movement
Public housing

*W*EAKNESS

Lacking city lights
Social gap
Cutdowns in public sector
Security cameras
Low priority in relation
Precarious spaces
Low income

*O*PPORTUNITY

Engagement
Willingness to change
Possible education
Develope the cultural scene
Unused space
Basis for new activities

*T*HREAT

Repressive authorities
Prejudice
Media
Right wing politics
Financial cutdowns
Idleness
Unemployment

THE PANTHERS/PANTRARNA
FOR REFURBISHMENT OF THE SUBURBS

INTERVIEW - PANTRARNA

CONTEXT - BISKOP

The autonomous group of Pantrarna – För Upprustning av Förorten was founded the 14th of February in 2011 in reaction of social and economic inequalities and cut downs. They involve local youths to change their own neighborhood. They have been successful in engaging the people of Biskopsgården in standing up for their humanitarian rights – focusing on the young population. Idle talking doesn't interest them and they prefer taking action by demonstrations and events like lectures, theme days, summer camps and soccer cups. With huge commitment they have been fighting for the rights of opening a youth club in the area. The members themselves are youths and young adults that have grown up in the suburbs. They promote equality disregarding of sex, ethnicity and sexual orientation.

Pantrarna and their equivalent in Stockholm, Megafonen, holding a seminar at KTH architecture. Representing Pantrarna here is its founder - Murat Solmaz.

We: Can you describe the current situation in Biskopsgården?
Ahmed: There is a need to upgrade the suburb.
Gloria: Describe the picture of how it's like for a group of young boys or girls.
Ahmed: The youth that live here feel like outsiders. They are mostly socializing with each other, because they don't feel related to those that live in the inner city. This is problematic in the future because then they will have a hard time being social with people from other places.

We: What kind of activities would be suitable here?
Ahmed: I was thinking about having urban gardening slash café slash library.
Gloria: I'd like to involve the youths in the actual growing.

We: One idea that we have is also that they should be involved in the building process.
Ahmed: Yes exactly, and then they will feel related.

We: Another thought is to have a DIY-workshop.
Ahmed: That would be nice since the youths are very handy.

We: Do you think that the focus should be on young or old people?
Ahmed: No, there won't be any age limit; it will be for everyone.
Gloria: It should be for all that are interested.

We: Do you think that it is important to take care of the identity of Biskopsgården, or do you have the same needs as in the inner city?
Ahmed: We do our own thing here, because suburban culture is still a Swedish culture. It's better to strengthen our culture here and get more out of what already exists.
Gloria: You need to adapt meeting places after what living patterns the local people have, this could become something special for Biskopsgården because you plan it with those who live here. That's why there is so much potential with this project, because it's a new way of thinking when it comes to creating meeting places.
Ahmed: And to share ideas and experiences, there is much to learn by working together and that's what we want to promote. People in the suburbs need to be able to work with each other as well as with those from outside, just like now for example.

We: Do you think that this would attract young people?
Ahmed: I think that it would, it's so close to everyone who lives here in the northern part. That's very attractive when it comes to activities, young people want to do something all the time – continuous. A lot of girls would be appealed to this also, to come here and grow things…

We: Is there any interest in participation?
Ahmed: There is interest!
Gloria: It should be made your own. You can be part of the construction phase, learn how it's done and when it's been built you'll think "I did this and that…" Then you will want to take care of it and do so ideally – because it's ours!

PHOTOS OF PANTRARNA

Forming a base platform existing of actors that have different roles in the process. By collaborating with these the input becomes multi-spectral, and the various fields of expertise complement each other.

Some of the main members - Murat Solmaz, Ahmed Ibrahim, Majsa Allelin and Johannes Anyuru.

Drawing categories:

TIMELINE

| CONTEXT - BISKOP | METHOD & MAKING A SITE | WORKSHOP - HARAKAT |

Top row (above timeline):

The U+A/DL 1 course started with the focus on urban commons. Urban spaces that are "held in common" and defined by their usage.

Betonghallen Workshop: Urban Archipelago. In different groups the students explored sites of Göteborg. I started to work together with Fanny Winkler and Eric Andersson.

Pinup Betonghallen: Urban Archipelago. Presented research of Biskopsgården.

Architectural Utopias: project work in Biskopsgården at a chosen site, number 1. A deserted site, a burnt down carport, in the interstice of the housing area and the nature.

Process presentation on the exchange pilot project of ADU 2020.

U+A/DL 1 final critique. Presented a meeting place on site 1 - mainly a library café and a greenhouse, with a small kitchen.

Meeting with Ahmed Ibrahim of Pantrarna to present the Architectural Utopias project.

Presented the project as an article in the DIY issue of 4 ARK.

The U+A/DL 2 course started with the continued focus on urban commons. We planned to find a new site, take contact with more actors and develop our methodology.

The Advanced Theory and Methodology course started. I start to write an essay about our participation in Biskopsgården.

Searched for a new site in Norra Biskopsgården and Länsmansgården.

Mail and phone contact with Michael Göransson of the Culture and Recreation department. Setting up a meeting.

Meeting with Jens Larsen of the Parks and Nature at Länsmansgården to investigate site 2-4. Evaluating the sites.

Meeting with Culture and Recreation department along with Pantrarna.

Meeting at Hyresgästföreningen along with Pantrarna and municipal workers.

Mail contact with Ingemar Henriksson of the Sports and Association department. Regarding site 3 and 4.

ATM essay hand-in. Ending up in a description, analysis and thoughts around the situation in Biskopsgården and the project.

Mail, phone contact and meeting with municipal employees Margareta Sjölholm and Nina Wolff. Regarding new sites, they suggest site 5.

Mail and phone contact with Jens Larsen of the Parks and Nature department. Arranging a meeting for site 5.

Meeting with Jens Larsen of the Parks and Nature department on site 5. The site was available for development under certain frames.

Timeline:

| OCTOBER 2012 | NOVEMBER 2012 | DECEMBER 2012 | JANUARY 2013 | FEBRUARY 2013 | MARS 2013 | APRIL 2013 |

Bottom row (below timeline):

Defining "islands" of interest for the second part of the course. Choosing to work with Biskopsgården, mainly after becoming inspired by the documentary about Pantrarna (Behandla oss inte som djur).

Attended the event "Riv Murarna" in Hammarkullen where Pantrarna did a lecture. Talked to them about our project for the first time after the lecture.

Started to work with the first project in Biskopsgården after hearing the requests of Pantrarna. Zoomed in on a possible site of a burnt down carport.

Mail contact and the first meeting + interview with Pantrarna, Ahmed and Gloria, at site 1.

Mail contact with Thomas Öby of Bostadsbolaget, owner of site 1. Arranged a meeting regarding the project.

Meeting with Thomas Öby of Bostadsbolaget, owner of site 1. Presented the project with positive response, but can't use the site due to security cameras.

Mail and phone contact with Jens Larsen of the Parks and Nature department. Trying to find a new site. He suggests 3 new sites, site 2-4.

Phone contact and a meeting with Tina Tornsvala Biskopsgårdens Odlarförening. Proved to not be fruitful.

Mail and phone contact with David da Cruz of Fastighetskontoret to get information about the new sites.

Mail contact with Ulrika Thunberg of the Sports and Association department. Regarding possible funding of a future project.

Presenting the previous project on skype for ADU 2020 students from Belgium and Costa Rica.

Mail contact with Thomas Öby and Carina Dahlin of Bostadsbolaget. Checking up on other sites.

Mail contact with David da Cruz of Fastighetskontoret to get information about the new sites.

Meeting with a large group of Pantrarna to decide the new site. Site 5 is chosen.

U+A/DL 2 final critique. Presented documentation of the work so far with focus on the sites and the methodology.

Festival of ideas – Harakat. In the last part of the U+A/DL 2 course we were invited by Pantrarna to perform a lecture about our work and to hold a workshop involving more people to speak their mind.

Outside of school: Södra Sidan – worked with Pantrarna and Hyresgästföreningen for their new soccer court in Södra Biskopsgården. Attended meetings and built a scoreboard for their opening event.

Courses:

| U+A/DL 1 | U+A/DL 2 & ATM |

CONTEXT - RIMFROST

PROJECT - PROCESS

PROJECT - THE SITE & THE BUILDING

PROJECT - CONSTRUCTION

The Master thesis starts, working without the previous group members. The goal is to design a meeting place with the Harakat workshop as point of departure and to present the process and methodology of my work.

Attending lectures in Hammarkullen hosted by Pål Castell. Eric Stenberg, head of department of KTH architecture, talked about the Tensta architecture school.

May Day festival celebration in Biskopsgården held by Pantrarna.

Frequent violence take place in Biskopsgården, an unfortunate series of events in which two young men die close to site 5.

Patricia contacted the Parks and Nature department, but didn't receive a response.

Focusing on the design of the building and the site. Defined the meeting place as a point of departure from where furniture for other activities can be built and expanded throughout the site.

Working extensively with the materials, dimensions and construction of the building. Tried to create a structure that's easy to build with common materials.

Contacted Pantrarna to explain that site 5 was available for usage during events, though none were held.

First building and site sketches + models.

Was to attend a meeting about a new youth club that Pantrarna were to get, however they cancelled it.

Tried to check up and meet with Pantrarna, but got no response.

Public presentation and exhibition.

Mid crits of the MT. Recognizing that a choice needs to be made whether built by smaller modules or an open space building. Chose the latter.

End of the Master Thesis!

MAY-AUGUST	SEPTEMBER	OCTOBER	NOVEMBER	DECEMBER	JANUARY
2013	2013	2013	2013	2013	2014

Meeting with Fanny's friend Patricia who was interested in the project.

Presented the project for the architect and teacher Christian Suau.

Final studio critique. Presenting the master thesis so far. Received feedback about expanding the presentation on explaining the design process and the previous work in Biskopsgården.

Possible future process. Meeting with Pantrarna and the Parks and nature department as a start.

Mail contact with Ahmed Ibrahim about the coming new master thesis project on site 5.

Investigating site 5. Taking it into its context and documenting the surroundings.

Went to a lecture held by Pantrarna and Megafonen in Stockholm.

Working on the project visualization of images, drawings and did the final touches on the models. Putting all the material together.

Mail contact with Pantrarna explaining my intentions with the master thesis project.

Visited the reference project Cyklopen and met its architect.

Starting to do more diagrams and explaining the design process better to follow up on the final studio critique.

Starting the sketch process. The main idea is a small building with a loft and an active site that translates the ideas of Pantrarna.

Check up with Pantrarna with good response.

U+A/DL MT

ARCHITECTURAL TOOLBOX

When working outside of the norm frames of a building project, optional approaches are vital. As architects – we hold the possibility through participatory means; create tools for making the alternate spaces that are missing. We have created and gathered these tools, or methods, in a toolbox, and through our current process we have used most of them. They were defined in a way so that they should be available for anybody – not only architects.

RESEARCHING

A thoroughly research to understand the context is essential, and creates a point of departure. Collecting facts and knowledge of the area is done through different mediums; maps, statistics, drawings, models, visiting, speaking, reading.

DIY

The methods of do-it-yourself, or do-it-together, are based on a desire by individuals to create alternative changes. This serves as a knowledge sharing medium, and questions the current structural form of the society by self-managed initiatives.

DOCUMENTATION

Keeping track of one's process through the mediums of text, pictures and diagrams – offers feedback through learning by mistakes/successes. It also holds the potential to be externally used as an open-source methodology.

PROGRAMING

Analyzing the context and user group in question, the missing/desirable functions are defined, which hold abilities for improving living patterns. Through actively including local participants, the local experts, the programs are underlined.

MODEL EXPLORING

By using the medium of modelling the mind doesn't restrict itself to mere two dimensions. Spatial qualities and materiality are explored and refined by sketching with both physical and digital models.

MAPPING

By mapping the commons and local actors of the area, a clear understanding of the basic conditions is made. This will locate possible sites and serve as a fundament for the programming.

PLATFORM

Forming a base platform existing of actors that have different roles in the process. By collaborating with these the input becomes multispectral, and the various fields of expertise complement each other.

KNOWLEDGE SHARING

Through dialogues and group discussion; focus points of interest emerge from the multifacetted diversity of knowledge and experiences. This should be a basis – both in the process, and in the daily activity of the built product.

FUNDING

Learning the case-specific opportunities of financial funding, to make the process independent from commercial intentions. Financial can be handed to municipal instances and scholarships.

SELF-SUFFICIENCY

Through methods of sustainable thinking try to achieve self-sufficiency. Applying existing technology in the effort of being autonomously off-grid through producing its own resources.

SCENARIO TESTING

Visioning future scenarios, by asking a series of utopian "what if"-questions will root out which problems are present. When trying answer these – ideas will be sprung as how to lift the problematization through creative means.

CO-DESIGN

Involving the actual users in the design process, and let them create their own product by catalyzing a definition of their ideas, will result in a beneficial outcome.

CO-PRODUCTION

When working with an exposed user group – letting them partake in the building phase will integrate these people to the process, making them proud of the product. This ultimately leads to increased future upkeep conditions.

WORKSHOP

Through the medium of different workshops with the participants we achieve: a steady base for the design steps, and clear stepping stones for the physical production. It also gives opportunity to apply for municipal funding.

ELEMENT CATALOG

Working as a catalyst for the creative mind, the element catalog gives examples of what furniture and elements that can be created through co-production.

SCENARIOS

SCENARIO TESTING

Visioning future scenarios, by asking a series of utopian "what if"-questions will root out which problems are present. When trying answer these – ideas will be sprung as how to lift the problematization through creative means.

> *What if there was an urban common that could integrate different groups of people of Biskopsgården?*

> *What if Biskopsgården provided people with a space to realize their own ideas?*

> *What if Biskopsgården could be self-sufficient by producing its own resources in the neighborhood?*

> *What if the identity of Biskopsgården became stronger by local participation?*

METHOD

CYKLOPEN

The culture house of Cyklopen is an ongoing project in the periphery of Stockholm. It was initiated by a group of activists that wished of having something that was lacking in the society – an open and free culture house. The group behind is called Kulturkampanjen, and they strive for anti-capitalism and cultural diversity. After years of direct action, occupations, endless meetings with politicians and bureaucrats the first building started in the Stockholm suburb Högdalen in June 2006. Kulturkampanjen did not accept anything other than non-recurring amounts from the state as they wanted to stay independent. In November 2008, while the Network against racism´s canceled meeting would start, the house was destroyed in a fire and organized Nazis were said to be the ones behind it. After the fire a memory manifestation with 250-300 participants was marching from Högdalen center to the demolished Cyklopen two kilometers away, and there was a great enthusiasm among the present people to build up the house again. After two years of bureaucratic struggle; Kulturkampanjen did a new application for planning permission on a plot in Högdalen again and started to build up Cyklopen again.

ECOBOX

ECObox is a DIY project by the architecture practice aaa. It contains a temporary garden that grows and changes in a process without final end. The strategy is to use recycled easily accessed material as a base for free creation. A basic structure was made where the main material consisted of pallets to give opportunity to cultivate, create paths, furniture in a free pattern. They call it a gardening process rather than a garden object. The process is driven by the participants and is controlled by their own desires. What happens depends on the persons that are present and what they want to contribute with.

Trough ECObox, aaa desires to create spaces for informal meeting, where people meet in a green living room made out of individual and common farming lots. They want to encourage conversations and discussion by making space for it. New spaces and context are created within the work of architects and residents where everybody is equal member in the association. This means that architects are forced to let go of control. It's a new type of freer architecture, outside the office template.

MAIN REFERENCES

DIY

The methods of do-it-yourself, or do-it-together, are based on a desire by individuals to create alternative changes. This serves as a knowledge sharing medium, and questions the current structural form of the society by self-managed initiatives.

COLLECTIF ETC

The French collective Collectif Etc consist of a group with over a dozen of young architects that started as friends collaborating in different ways in the city, while they still were studying. After gaining some attention after holding different workshops, they applied for a competition to design a public space in St Etienne. When the jury made the evaluation, Collectif Etc required that:

"If you pick us, you have to know that you have to let us manage all the money, and you have to realize that we will do a collaborative, participative work with all the inhabitants. That's what we stand for – if you don't accept that, we don't want to win the competition."

The jury chose their proposal, and said that they trusted them. St Etienne became a space for collaborating within many different fields and interests. Together they worked with associations, municipalities, local schools, social centers and random people. To reach other groups than just the people interested in building, they organized food lessons, music events and concerts – everything that could bring people to live together in a place.

"Temporary interventions are a way to show that with little money, much ambition and many people, you can do great things." -Collectif Etc

HARAKAT

Harakat means "movement" in Arabic, Turkish and Persian. It can be about physical, as well a social movement. Harakat is a concept, an informational forum of lectures and discussions. The aim is to create a broader perspective on our society, with focus on historical and contemporary happenings, which has influenced the society and made it what it is. The first Harakats in Sweden was arranged by the group Megafonen, based in the Stockholm suburbs Husby, Rinkeby and Vällingby-Hässelby. In Gothenburg and Biskopsgården, Harakat is now arranged by Pantrarna - För Upprustning Av Förorten. Every other week they invite people who are representing different parts of the society; like researchers, artists, local figures and common people to speak. Harakat has become a meeting place for knowledge sharing with no fixed physical site, consisting of lectures and a following discussion.
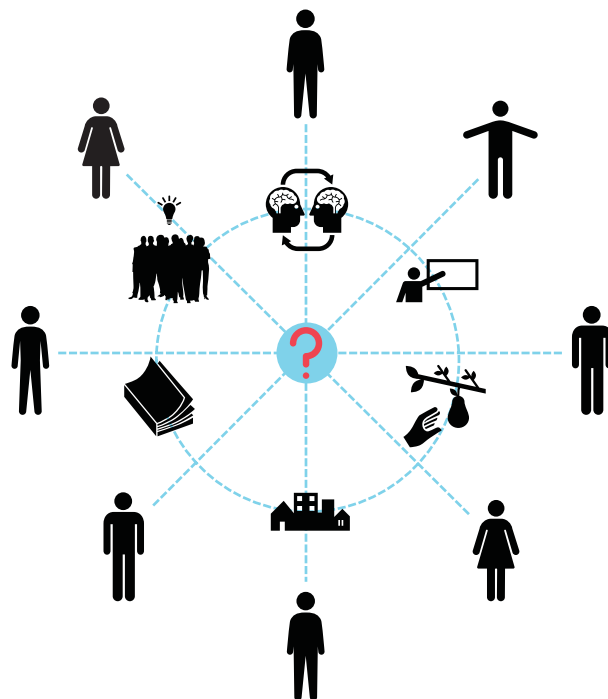
CONCEPT

Through the group discussions, workshops, and interviews involving us students, Pantrarna, and the Chalmers studio U+A/DL - the idea of a project grew. This was the concept of a meeting place build through discussion, production and participation.

DISCUSSION
A platform for sharing knowledge, experiences and spreading information. A central point for organizing political actions.

MEETING PLACE
An open space, accessible for all citizens.

PRODUCTION
A space for creative cultural production. Focus on creating instead of consuming.

PARTICIPATION
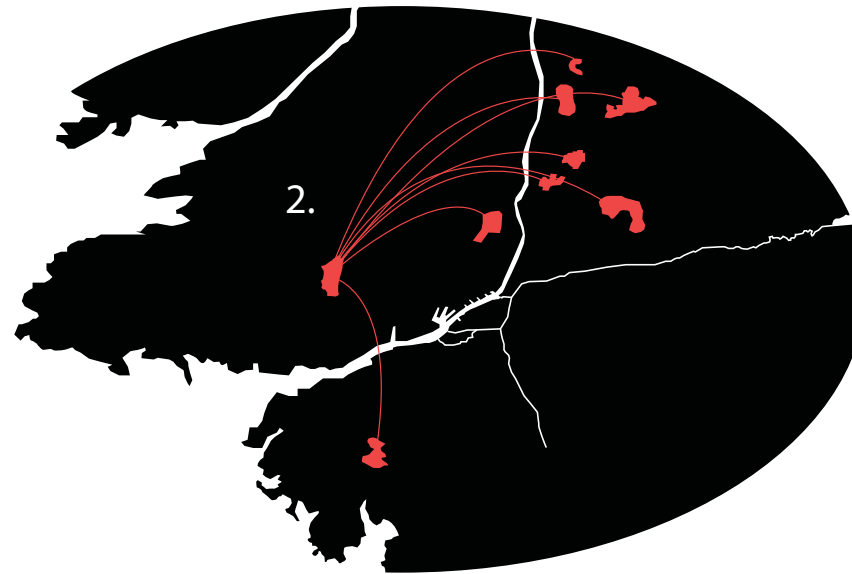Possibility to take part during the process, and affect the meeting place on a user level.

MAPPING

By mapping the commons and local actors of the area, a clear understanding of the basic conditions is made. This will locate possible sites and serve as a fundament for the programming.

STRATEGY

By developing and clearly defining the method used during the process - the idea is for this to accessible in other similiar places in the future.
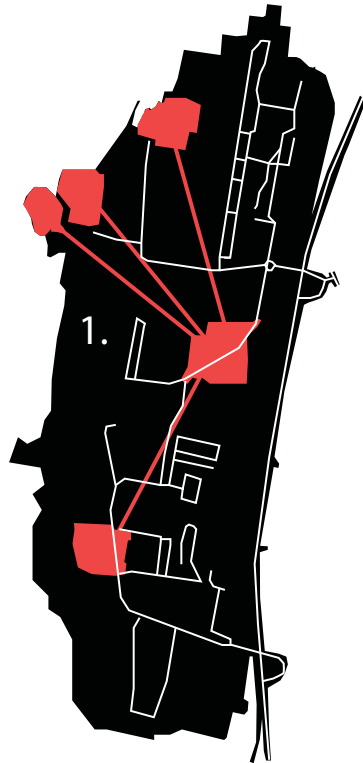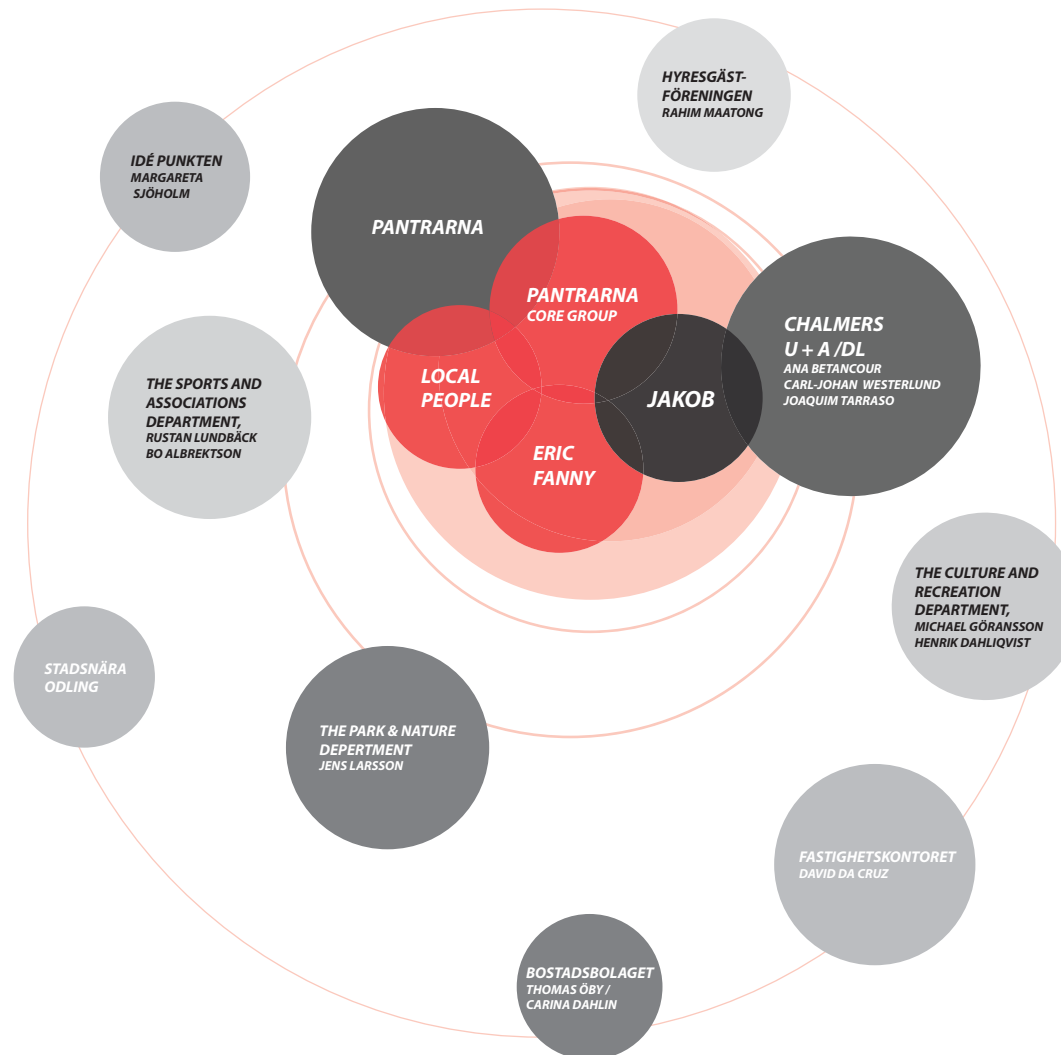

Use the same method to spread over the area.

Possible to spread the method to other areas.

PLATFORM

Forming a base platform existing of actors that have different roles in the process. By collaborating with these the input becomes multi-spectral, and the various fields of expertise complement each other.
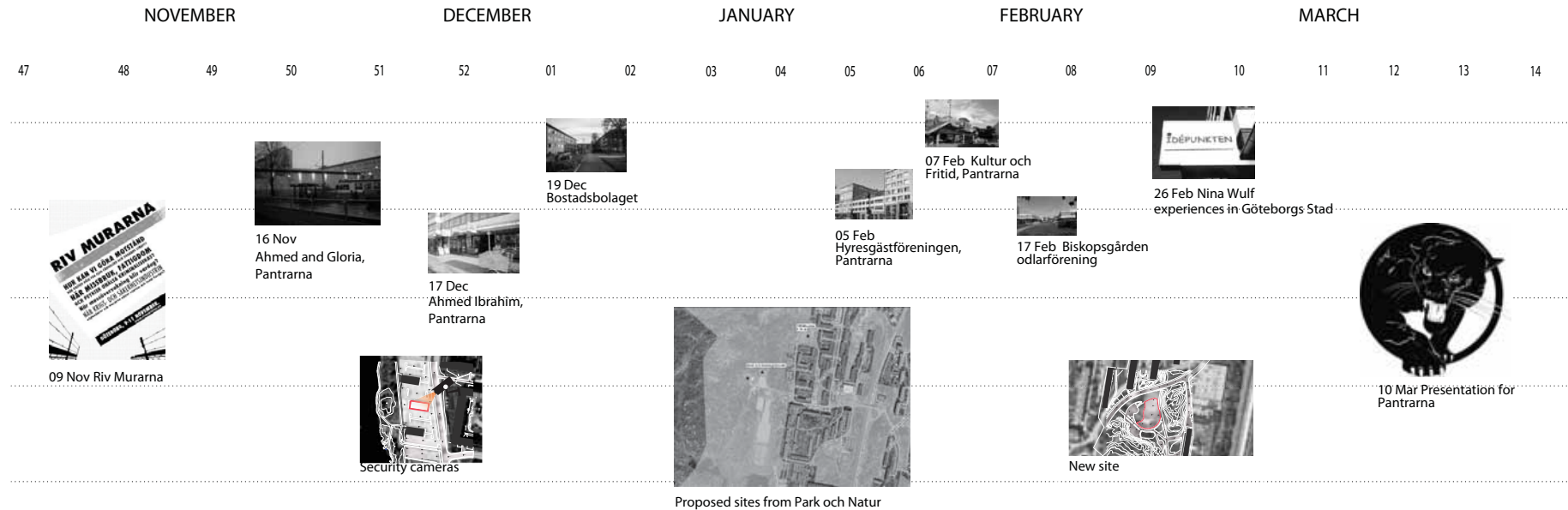
PLATFORM

While meetings were held, phone calls were made and e-mails were sent - a sort of contact platform was created. This network was created in trying to make a site for the meeting place. These are the actors who were involved.

MAKING A SITE

HYRESGÄST-FÖRENINGEN
RAHIM MAATONG

IDÉ PUNKTEN
MARGARETA
SJÖHOLM

PANTRARNA

PANTRARNA
CORE GROUP

CHALMERS
U + A /DL
ANA BETANCOUR
CARL-JOHAN WESTERLUND
JOAQUIM TARRASO

THE SPORTS AND
ASSOCIATIONS
DEPARTMENT,
RUSTAN LUNDBÄCK
BO ALBREKTSON

LOCAL
PEOPLE

JAKOB

ERIC
FANNY

THE CULTURE AND
RECREATION
DEPARTMENT,
MICHAEL GÖRANSSON
HENRIK DAHLIQVIST

STADSNÄRA
ODLING

THE PARK & NATURE
DEPERTMENT
JENS LARSSON

FASTIGHETSKONTORET
DAVID DA CRUZ

BOSTADSBOLAGET
THOMAS ÖBY /
CARINA DAHLIN

2012-2013 MEETINGS
- IN SEARCH FOR AN AVAILABLE SITE

NOVEMBER					DECEMBER			JANUARY				FEBRUARY				MARCH			
47	48	49	50	51	52	01	02	03	04	05	06	07	08	09	10	11	12	13	14

09 Nov Riv Murarna

16 Nov
Ahmed and Gloria,
Pantrarna

17 Dec
Ahmed Ibrahim,
Pantrarna

Security cameras

19 Dec
Bostadsbolaget

Proposed sites from Park och Natur

05 Feb
Hyresgästföreningen,
Pantrarna

07 Feb Kultur och
Fritid, Pantrarna

17 Feb Biskopsgården
odlarförening

New site

26 Feb Nina Wulf
experiences in Göteborgs Stad

10 Mar Presentation for
Pantrarna

Meeting Documentation

MAKING A SITE

ANALYZED SITES

In the very beginning of the process - site 1 was located at a burnt down carport in between a housing area and the lake of Svartemossen. After having done a project there based on interviews and meetings with the core group of Pantrarna, this was presented to the site owner Bostadsbolaget. This site proved to be inaccessible due to the security cameras put up here. Later, other sites were suggested after meetings with municipal departments. These were investigated and through contact with different actors - the site 5 of Rimfrostgatan was then chosen to be the place most fitting for this project.

Site 3.

Site 2.

Site 1.

Site 4.
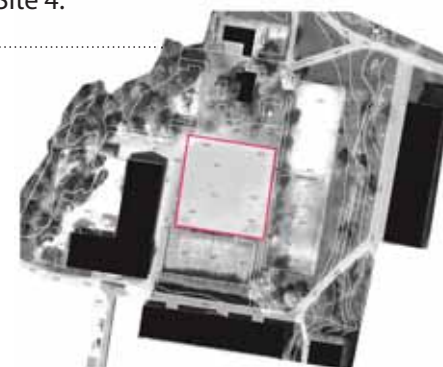
Site 5.

SITE NUMBER	1	2	3	4	5
AVALIABLE		?	?		✕
SAFE	✕		✕	✕	
CENTRAL	✕				
CONNECTED	✕		✕	✕	
SUN CONDITION	✕		✕	✕	
GROUND QUALITY		✕			
FUTURE ACTIVITIES		?	✕		✕
FUTURE BUILDING		?	✕		?
SITE OWNER	●	●	●	●	●

● Bostadsbolaget
● Sport and recreation dept.
● Park and nature dept.

Biskop-Rimfrost, Urban and Architectural Design Laboratory_2013 - Master's thesis, Jakob Schleimann-Jensen

SITE 1
BURNT DOWN GARAGE SLOT
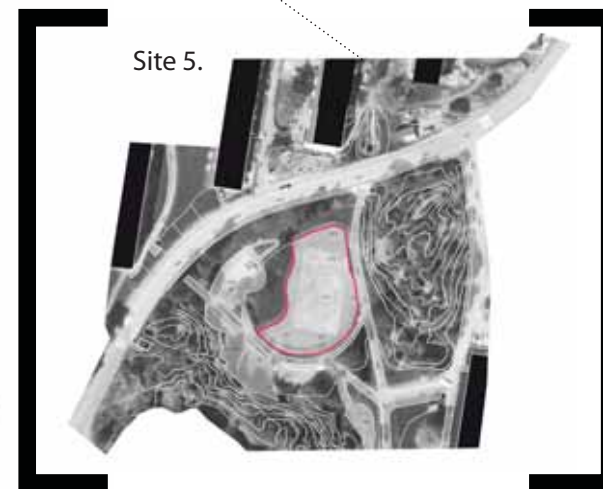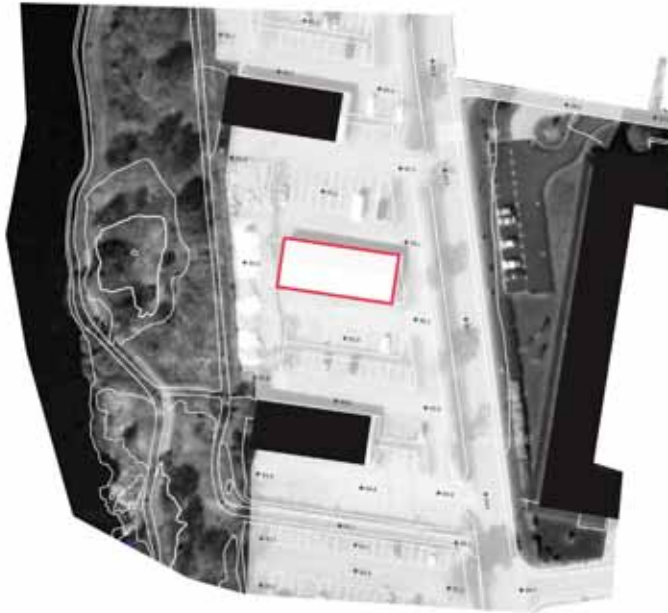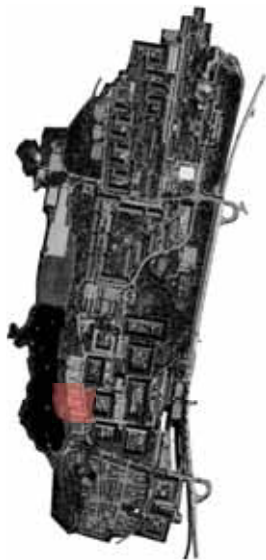
MAPPING

By mapping the commons and local actors of the area, a clear understanding of the basic conditions is made. This will locate possible sites and serve as a fundament for the programming.


SITE 0 - BURNT DOWN GARAGE SLOT

SITE OWNER	Bostadsbolaget, Public Housing Company.
CONTACT PERSON	Thomas Öby/Carina Dahlin.
AVAILABILITY	Made unavailable after contact with the provincial government, because our public project went against the permits for security cameras in the area.
SURROUNDINGS	On a parking lot in the interstice between a public housing area and the nature with a lake.
OUR RELATION	The best site in the area according to Pantrarna.

CONDITIONS

+ Close to the housing area   - Located on a parking lot
+ Close to nature and the lake   - Not owed by the municipality
+ Close to sport activities
+ Free space
+ Connected to infrastructure

Our previous project proposal on site 1 called Biskop Farming. A potentially good site made unavailable due to site owners security cameras.
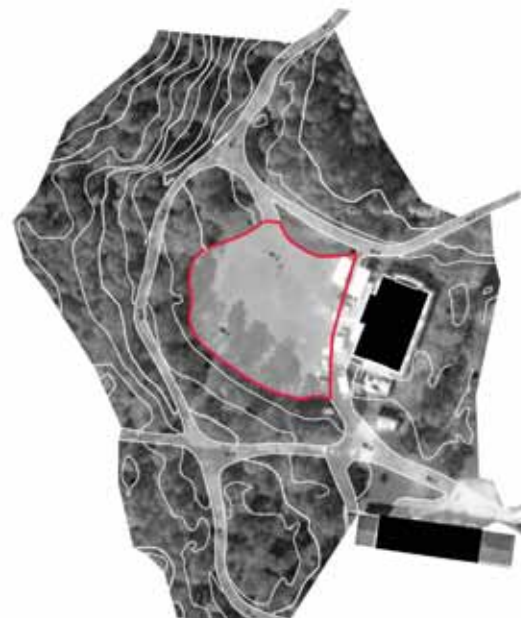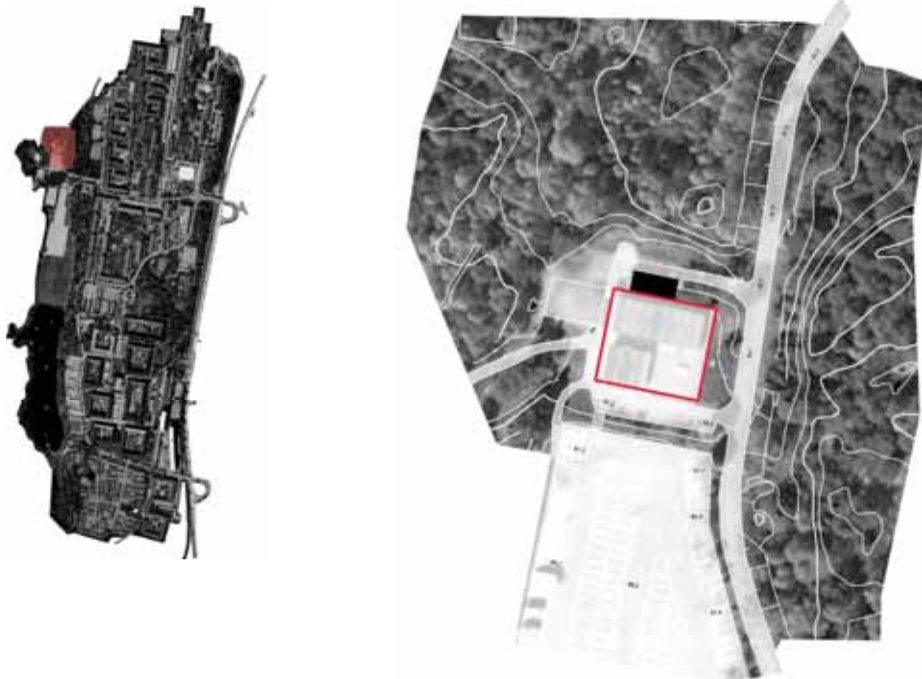
MAPPING

By mapping the commons and local actors of the area, a clear understanding of the basic conditions is made. This will locate possible sites and serve as a fundament for the programming.

SITE 2
GRASSLAND NEXT TO A CLUB HOUSE

MAKING A SITE

SITE 1 - GRASSLAND NEXT TO A CLUB HOUSE

SITE OWNER	The sports and associations department.
CONTACT PERSON	Bo Albrektsson/Rustan Lundbäck.
AVAILABILITY	Possibly, not thoroughly investigated...
SURROUNDINGS	In the fringe of an activity area.
OUR RELATION	Suggested by the park and nature department, Jens Larsen.

CONDITIONS

+ Close to nature
+ Close to sport activities
+ Free space

- Distant to the housing area
- Shadowy
- Poorly integrated
- No natural connections
- Precarious

SITE 3
GRAVEL PITCH AT THE OLD FITNESS CENTRAL

SITE 2 - GRAVEL PITCH AT THE OLD FITNESS CENTRAL

SITE OWNER	The sports and associations department.
CONTACT PERSON	Bo Albrektsson/Rustan Lundbäck.
AVAILABILITY	Unclear availability; the site owner will let us use it, though there is an ongoing detail plan showing that this site might house a preschool in the future.
SURROUNDINGS	In the fringe of an activity area.
OUR RELATION	Suggested by the park and nature department, Jens Larsen.

CONDITIONS

+ Close to nature   - Distant to the housing area
+ Close to sport activities   - Precarious
+ Sun conditions
+ Connected to infrastructure
+ Free space with an existing
   foundation

MAKING A SITE

SITE 4
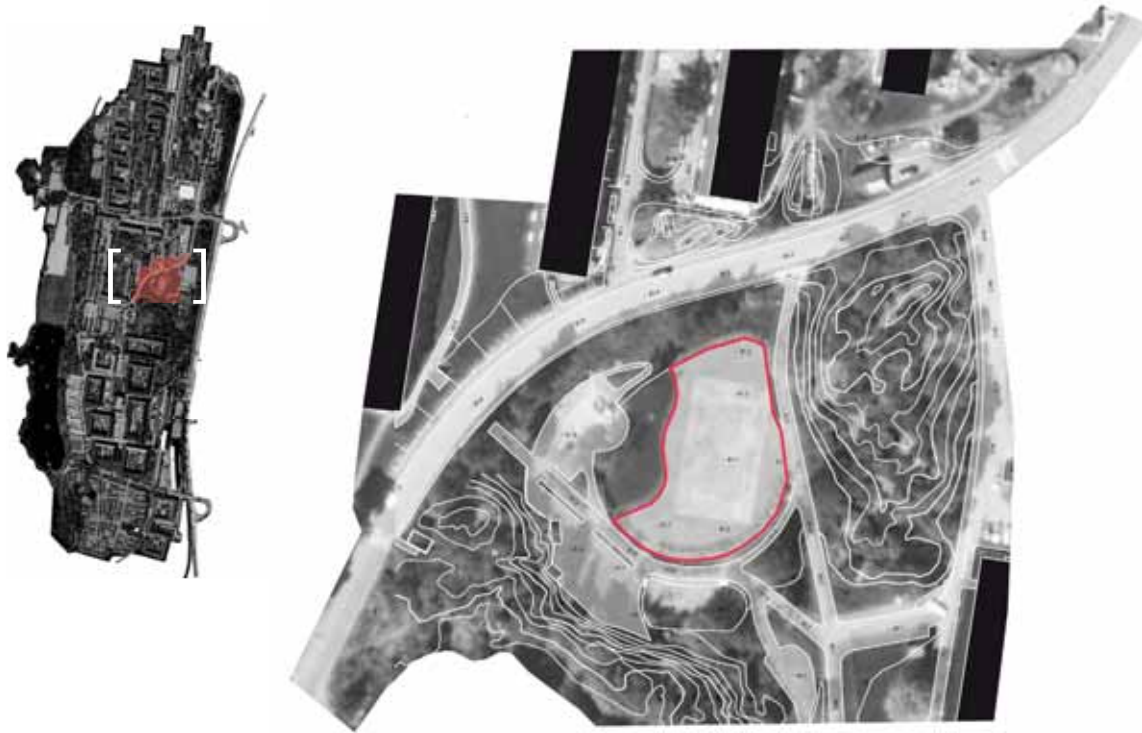### PLAYGROUND BESIDE A TEMPORARY PRESCHOOL
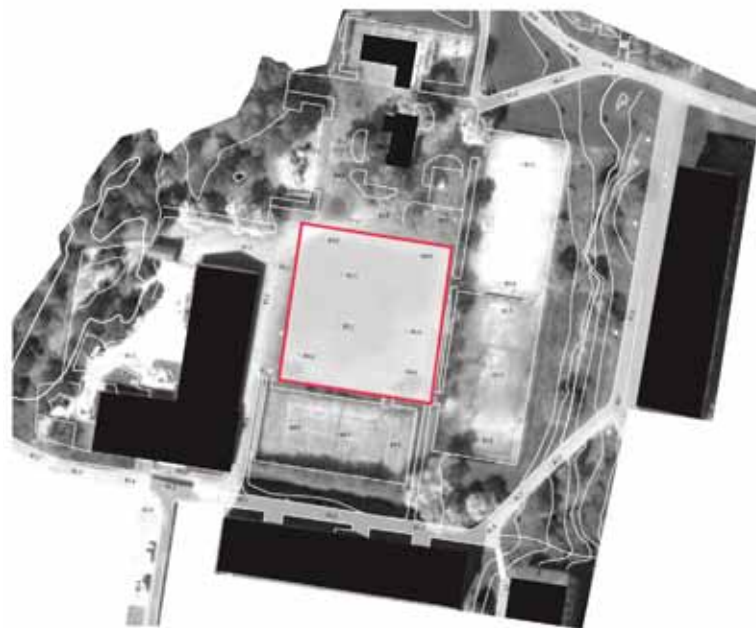
MAPPING

By mapping the commons and local actors of the area, a clear understanding of the basic conditions is made. This will locate possible sites and serve as a fundament for the programming.

SITE 3 - PLAYGROUND BESIDE A TEMPORARY PRESCHOOL

SITE OWNER	The park and nature department.
CONTACT PERSON	Jens Larsen.
AVAILABILITY	At first available since the preschool was to be removed, though the city of Göteborg later decided to keep the temporary for additional years.
SURROUNDINGS	In the fringe of the housing area, close to a small growers association, sport fields and playground.
OUR RELATION	Suggested by the park and nature department, Jens Larsen.

CONDITIONS

+ Close to the housing area
+ Close to nature
+ Close to other activities
+ Sun conditions

- Private apartment owners
- Distant to the center of the area
- Poorly integrated to the southern parts

SITE 5 - THE CHOSEN SITE
OLD ASPHALT TENNIS COURT IN A HOUSING AREA

SITE 4 - OLD ASPHALT TENNIS COURT IN A HOUSING AREA

SITE OWNER	The park and nature department.
CONTACT PERSON	Jens Larsen.
AVAILABILITY	Planned to be a meeting place for everyone by Jens Larsen. Currently uncertain if we can collaborate with his goals for this site.
SURROUNDINGS	A forgotten in-between space in the middle of the housing area.
OUR RELATION	Suggested by the municipality worker, Margereta Sjöholm.

CONDITIONS

+ In the middle of the area   - Bad infrastructure
+ Connected to the housing area
+ Close to other activities
+ Sun conditions
+ Free space
+ Sheltered by the landscape

RIMFROSTGATAN

The in-between space of Rimfrostgatan is a decaying site in the transition between the area of Norra Biskopsgården and Länsmansgården. The caretaking owner of this this site is the municipal department Parks and Nature. Its sociotope values, by the municipality, indicates that this used to be/is supposed to be an active place where people meet and do things together. Today it's unused and deserted, the playground is torn down and the tennis court asphalt is cracked. Being naturally framed by nature and infrastructure, this place passed by pedestrians on their way towards both Länsmanstorget, Friskväderstorget and two tram stations. It holds the potential to be something that strengthens its surrounding community - a natural place for a meeting place.

PUBLIC HOUSING

PARKING

SCHOOL

NATURE

FLOODLIGHTS

UNUSED TENNIS COURT

UNUSED BOULES COURT

REMOVED PING-PONG TABLE

REMOVED PLAYGROUND

MAJOR ROAD

MINOR ROAD

PATH LEADING TO SITE

STEEP / IMPASSABLE

SITE ILLUSTRATION

Road to:
TRAM STATION
TEMPERATUR-
GATAN

Path to:
VÅRVINDEN
YOUTH CLUB

Path to:
TEMPERATUR-
GATAN

RIMFROSTGATAN

P

SOMMARVÄDERGATAN

Road to:
SVARTEMOSSEN

Road to:
FRISKVÄDERS-
TORGET

Path to:
TRAM STATION
VÄDERILSGATAN

MAPPING

By mapping the commons and local actors of the area, a clear understanding of the basic conditions is made. This will locate possible sites and serve as a fundament for the programming.

Biskop-Rimfrost, Urban and Architectural Design Laboratory_2013 - Master's thesis, Jakob Schleimann-Jensen

RECENT VIOLENCE

Youth standing at the murder scene where two of their friends died the day before. Just south of Rimfrostgatan - between it and the tram station of Väderilsgatan. *2013-09-05*

WHAT IF: PEOPLE STOPPED SHOOTING EACH OTHER?

Autumn 2013
> 30th August: *Köldgatan, Biskopsgården.* Shooting outdoors against 23-year-old man. Hit in the leg.
> 2nd September: *Väderilsgatan, Biskopsgården.* Shooting outdoors against 17-year-old man. No injured.
> 4th September: *Väderilsgatan, Biskopsgården.* Shooting outdoors against 17-year-old boy and 28-year-old man. ***Both dies.***
> 8th September: *Sommarvädersgatan, Biskopsgården.* Shooting outdoors against facades and an apartment. No injured.
> 17th September: *Godvädersgatan, Biskopsgården.* Shooting outdoors against 31-year-old man and club rooms. No injured.
> 17th October: *Friskvädersgatan, Biskopsgården.* Shooting outdoors against 18-year-old man. Hit in the hip.

SUPPOSED SOCIOTOPE VALUES

RIMFROST PHOTOS

MEETING PLACE

BALL SPORTS

PLAY-GROUND

The road of Rimfrostgatan with its adjacent public housing area. Looking south west.

Pedestrian tunnel accessing the site from the north west. Looking south east towards the site.

The place where the torn down playground used to be at the western part of the site. Looking east.

Trees on the site as viewed from the western pedestrian path. Looking north west.

📷 *DOCUMENTATION*

Keeping track of one's process through the mediums of text, pictures and diagrams – offers feedback through learning by mistakes/successes. It also holds the potential to be externally used as an open-source methodology.

RIMFROST PHOTOS

The site as viewed from the car road of Rimfrostgatan. Looking south.

The typology of the adjacent public housing aera north of the site. Looking north.

Pedestrian tunnel accessing the site from the north east. Looking north.

The deserted boulés court at the southern part of the site. Looking west.

The pedestrian infrastructure passing through the eastern part of the site. Looking north.

The pedestrian infrastructure passing through the eastern part of the site. Looking south.

RIMFROST PANORAMAS

*Panorama of the old tennis court.
Looking north.*

Panorama showing the connection between the tennis court and its southwestern entrance.

Keeping track of one's process through the mediums of text, pictures and diagrams – offers feedback through learning by mistakes/successes. It also holds the potential to be externally used as an open-source methodology.

Panorama of the old tennis court.
Looking south.

Panorama showing the connection between the tennis court and its eastern entrance.

HARAKAT

KNOWLEDGE SHARING

Through dialogues and group discussion; focus points of interest emerge from the multifacetted diversity of knowledge and experiences. This should be a basis – both in the process, and in the daily activity of the built product.

WORKSHOP

Through the medium of different workshops with the participants we achieve: a steady base for the design steps, and clear stepping stones for the physical production. It also gives opportunity to apply for municipal funding.

The Facebook event:
"*Harakat - Build your own solution*"

A poster for the event.

"Today many feel powerlessness to the city's development, and who has control over it. More and more common areas and meeting places are closed down, and the money controls which people belong where. But it is we who live in the city that should determine how it should look and be used. We can create the tools needed to take the power to physically affect our own neighbourhood. There are alternative ways; with determination and knowledge, we can create new common places together."

This was how the workshop event of Harakat was described. To spread some of our ideas amongst the people of Biskop, and to get them to participate in the programming of the meeting place, we were invited by Pantrarna to hold a discussion forum in the youth club of Vårvinden. The first part of this Harakat was a lecture held by us, presenting our methods and point of departure. In the second part we had prepared a workshop for them to take part in. They got the chance to brainstorm ideas of activites that they felt were important to focus on for a meeting place, and also how those were best to be organized on the site of Rimfrost.

Being introduced to the audience by the panther Ahmed Ibram.

HARAKAT PHOTOS

KNOWLEDGE SHARING

Through dialogues and group discussion; focus points of interest emerge from the multi-facetted diversity of knowledge and experiences. This should be a basis – both in the process, and in the daily activity of the built product.
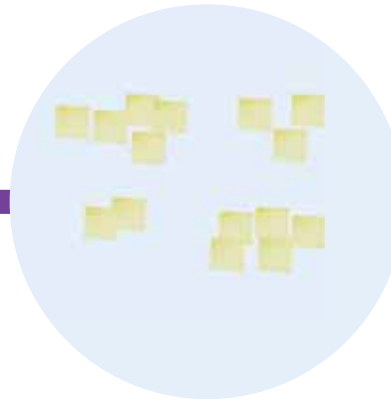
Documentation of the Harakat.

WORKSHOP LAYOUT

WORKSHOP - HARAKAT

Write program proposals

Gather the proposals

Open discussion about the proposed programs

Through the medium of different workshops with the participants we achieve: a steady base for the design steps, and clear stepping stones for the physical production. It also gives opportunity to apply for municipal funding.
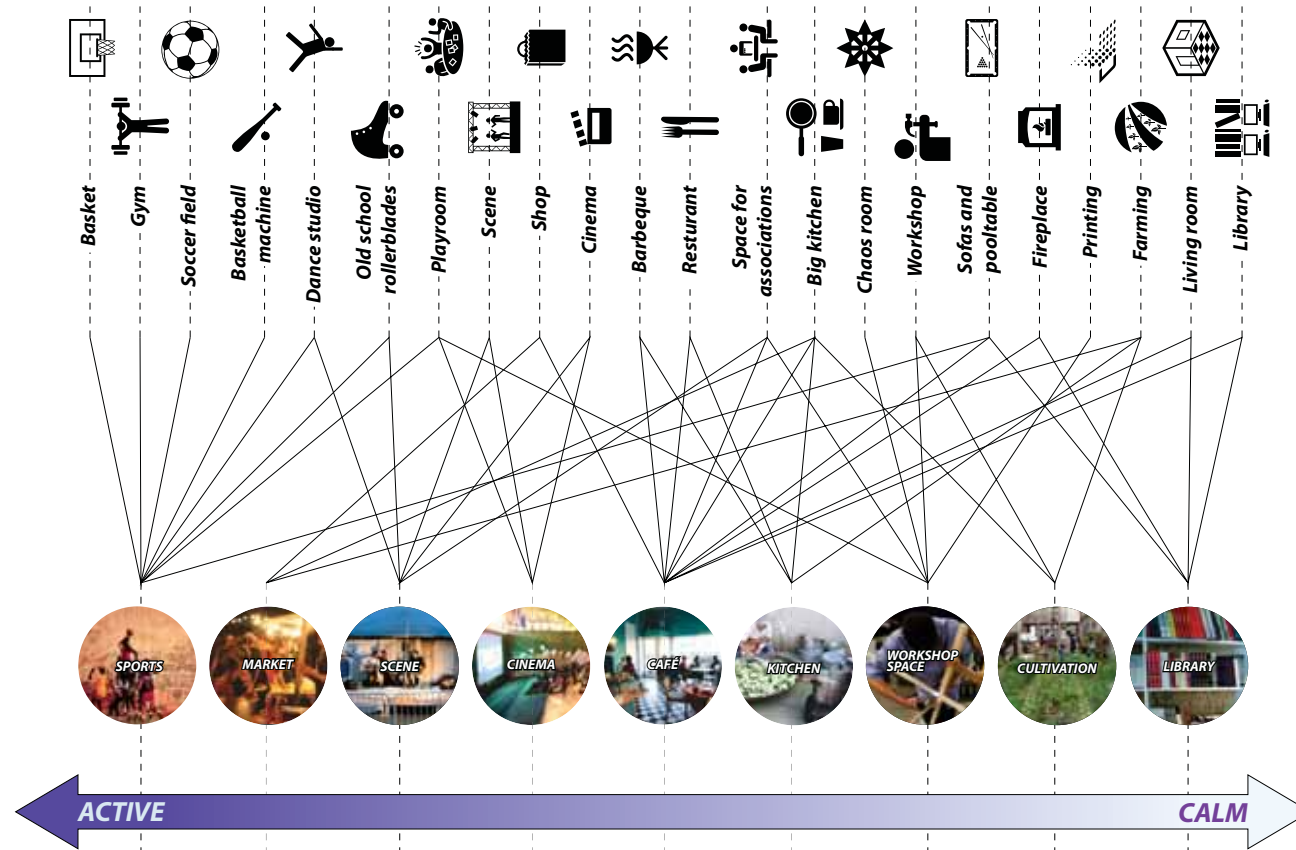

Write programs on volumes
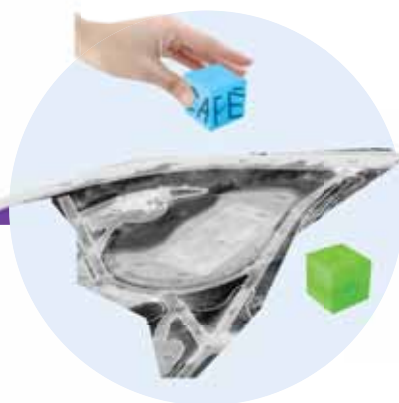
Place on site
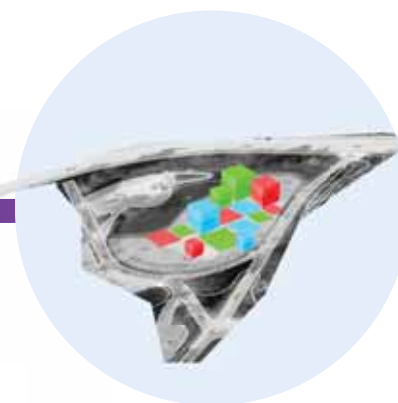
Organize programs on site

PROGRAM SUGGESTIONS

WORKSHOP - HARAKAT

PROGRAMING

Analyzing the context and user group in question, the missing/desirable functions are defined, which hold abilities for improving living patterns. Through actively including local participants, the local experts, the programs are underlined.

Basket — Gym — Soccer field — Basketball machine — Dance studio — Old school rollerblades — Playroom — Scene — Shop — Cinema — Barbeque — Resturant — Space for associations — Big kitchen — Chaos room — Workshop — Sofas and pooltable — Fireplace — Printing — Farming — Living room — Library

SPORTS · MARKET · SCENE · CINEMA · CAFÉ · KITCHEN · WORKSHOP SPACE · CULTIVATION · LIBRARY

ACTIVE   **CALM**

Biskop-Rimfrost, Urban and Architectural Design Laboratory_2013 - Master's thesis, Jakob Schleimann-Jensen

DERIVED PROGRAMS

PROGRAMING

Analyzing the context and user group in question, the missing/desirable functions are defined, which hold abilities for improving living patterns. Through actively including local participants, the local experts, the programs are underlined.


CINEMA

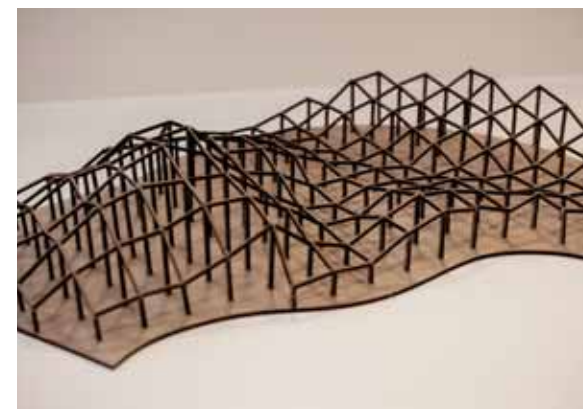SPORTS

WORKSHOP SPACE

SCENE

CAFÉ

LIBRARY

MARKET

KITCHEN

CULTIVATION

As defined by the workshop.

WORKSHOP RESULT

The result of the workshop ended up in defining the project in two main parts, of which different activities were focused around: a building and an activity park. The building was roughly divided library-café and a workshop, whereas the park's main aspects were sports, scene and sitting possibility.

Workshop documentation.

CINEMA

LIBRARY

CAFÉ

DANCE

SCENE

WORKSHOP

CULTIVATION

BBQ

SKATE

GYM

SEATING

ROLLER-BLADES

BASKET

SCENE

DANCE

BUILDING
- *Activities focused together in a built meeting place*

PARK
- *Outside activities spread across the site*

- *Colors from model*

1. WORKSHOP RESULT

PROGRAMING

Analyzing the context and user group in question, the missing/desirable functions are defined, which hold abilities for improving living patterns. Through actively including local participants, the local experts, the programs are underlined.
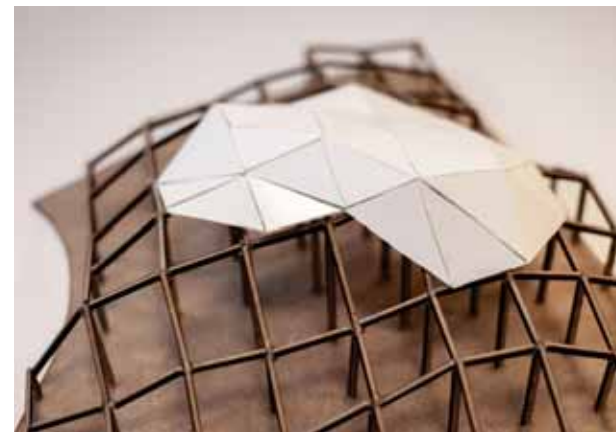
- Cinema with visual connection with the café and library

- The calm library placed in a loft

- Building rotated to form a site backdrop/frame and possibility for outside workshop on the backside

- Scene combined with sports/dance using the facade as a backdrop for outside cinema

- Dance/scene activites placed together

- Cultivation moved to a calmer part

- Colored by level of activity

CINEMA
LIBRARY
CAFÉ
DANCE
SCENE
WORKSHOP
PRINTING
CULTIVATION
BBQ
SKATE
GYM
SEATING
BASKET
ROLLER-BLADES
SCENE
DANCE

Site entrance
Site entrance

2. PRACTICAL CHANGES

- Outside activites may shift depending on different conditions

CINEMA
LIBRARY
CAFÉ
DANCE
SCENE
WORKSHOP
PRINTING
BASKET
BBQ
GYM
SEATING
SKATE
ROLLER-BLADES
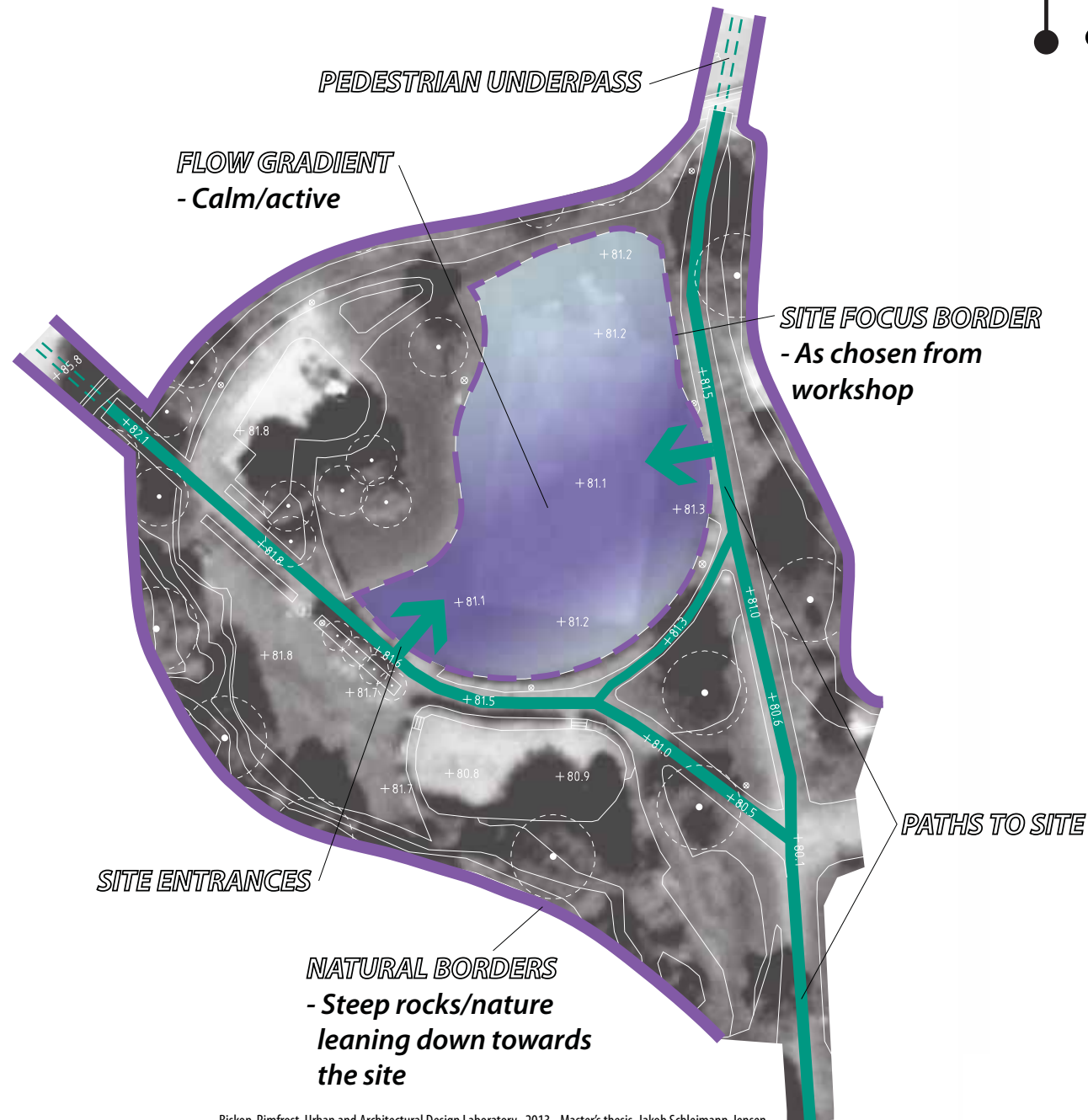CULTIVATION

3. PROCESS POINT OF DEPARTURE

MODEL EXPLORING

By using the medium of modelling the mind doesn't restrict itself to mere two dimensions. Spatial qualities and materiality are explored and refined by sketching with both physical and digital models.

PROJECT - PROCESS
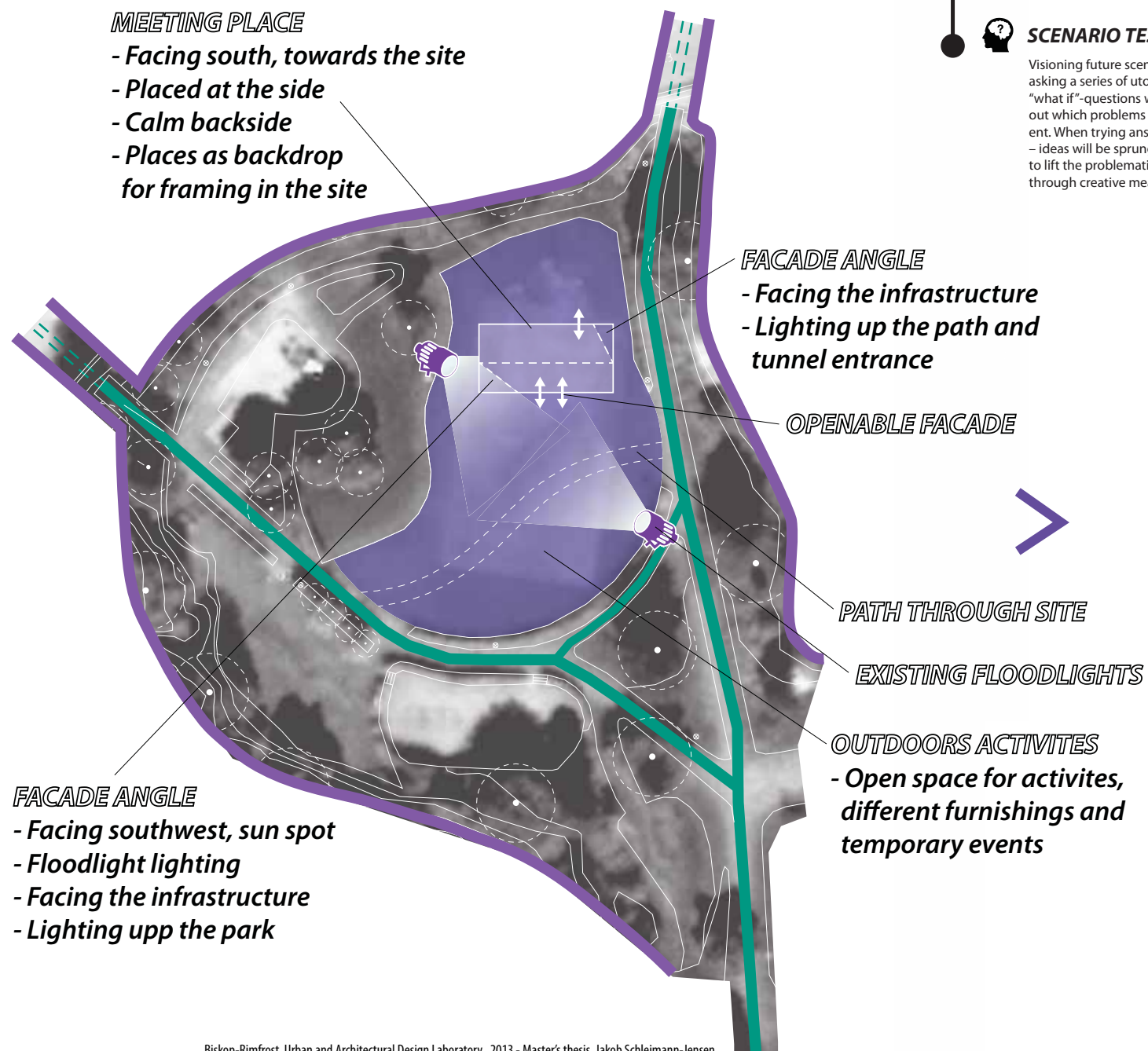
PROCESS - SITE   MODEL - SITE FLOW, 1:100

The result of the workshop and the context of Rimfrost made a clear point of departure for the project process. Considering that financing this meeting place would be hard - the plan was then to make a rather small and cheap structure. It should be able to expand when further resources are available. The site owner, Parks and Nature Department, aren't very keen on having a permanent building here. Because of this it's important for the building to have a mobile foundation. If it's required for it to move then it should be possible to do so without tearing it down, and possibly moving it to another site.

Surface model representing the building.
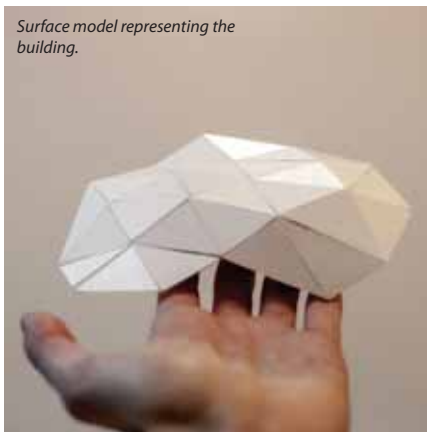
Abstract skeleton model to show an envisioned flow of activities.

SITE LAYOUT 1
1:1000

With the site flow model in mind - the project site layout was analysed with the infrastructure and natural borders as a point of departure. This was the starting point of the sketch process for the building and its surrounding activities combined with the workshop result.

PEDESTRIAN UNDERPASS

FLOW GRADIENT
- Calm/active

SITE FOCUS BORDER
- As chosen from workshop

PATHS TO SITE

SITE ENTRANCES

NATURAL BORDERS
- Steep rocks/nature leaning down towards the site

**SITE LAYOUT 2
1:1000**

MEETING PLACE
- *Facing south, towards the site*
- *Placed at the side*
- *Calm backside*
- *Places as backdrop
  for framing in the site*

SCENARIO TESTING

Visioning future scenarios, by asking a series of utopian "what if"-questions will root out which problems are present. When trying answer these – ideas will be sprung as how to lift the problematization through creative means.

FACADE ANGLE
- *Facing the infrastructure*
- *Lighting up the path and
  tunnel entrance*

OPENABLE FACADE

PATH THROUGH SITE

EXISTING FLOODLIGHTS

OUTDOORS ACTIVITES
- *Open space for activites,
  different furnishings and
  temporary events*

FACADE ANGLE
- *Facing southwest, sun spot*
- *Floodlight lighting*
- *Facing the infrastructure*
- *Lighting upp the park*

SITE LAYOUT 3
1:1000

>

PAINTED ASPHALT STREETBALL / SCENE / CINEMA
- *Removable hoop, can be shifted with a wooden scene.*
- *House facade works as ball barrier, scene backdrop and cinema projection surface.*

LIVELY ACTIVITIES
- *In the center of the site.*
- *Such as sports, market...*

CALM ACTIVITES
- *Towards the edges of the side.*
- *Such as cultivation, outside workshop...*

POSSIBLE OUTSIDE FURNISHING
- *Ability to shift and add/remove as needed.*
- *Temporary and flexible.*

PROGRAMING

Analyzing the context and user group in question, the missing/desirable functions are defined, which hold abilities for improving living patterns. Through actively including local participants, the local experts, the programs are underlined.
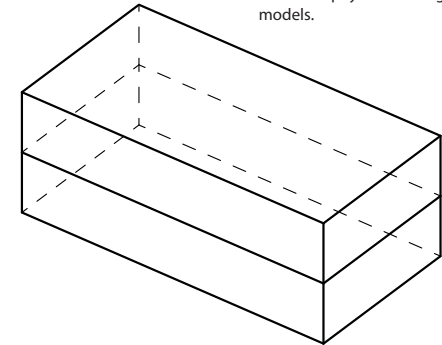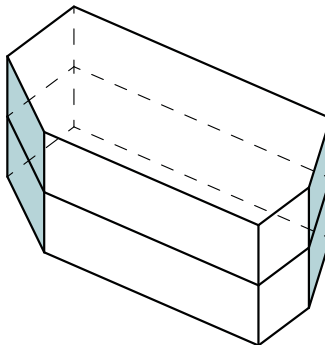
By using the medium of modelling the mind doesn't restrict itself to mere two dimensions. Spatial qualities and materiality are explored and refined by sketching with both physical and digital models.

MODEL - BUILDING PROTOTYPE

The initial ideas of the building are represented in this prototype model. One idea was for it to be able to close its surfaces fully for when it's unused so that there is a lesser risk of destruction, but still for parts of it to be semi-transparent nature and can illuminate the site from inside. When opened, these facade elements makes the border between inside and outside more diffuse, and changes the site. The loft should be a calm place, but still have visual connection with the outside and the first floor.
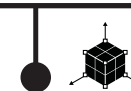
PROJECT - PROCESS

MODEL EXPLORING

By using the medium of modelling the mind doesn't restrict itself to mere two dimensions. Spatial qualities and materiality are explored and refined by sketching with both physical and digital models.

PROCESS - THE BUILDING

It was clear from the workshop that the building was to be one single volume situated on the upper part of the old asphalt tennis court. It contains a library-café and a workshop, which requires a kitchen and a toilet. Throughout the sketch process the building took many forms, and it ended up in being a quite simple form which interior was to be flexible and airy. To be reasonable in relationship to the conditions, the footprint of the building is quite small - placed to give room for outdoor activities. Angled towards south for light conditions and as a backdrop for the rest of the site. To compensate for its meager footprint the volume was raised to house double room height and a calm loft for the library part.

BUILDING VOLUME DIAGRAMME
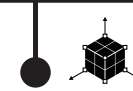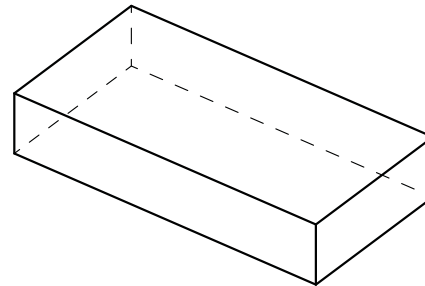
Small, realistic footprint.

Raised volume for loft and double room height.

Corners cut to turn towards the infra-structure and sun.
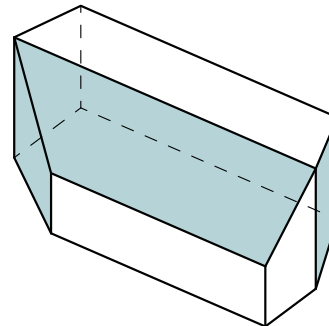
Large front roof angle for light condition and visual connection.
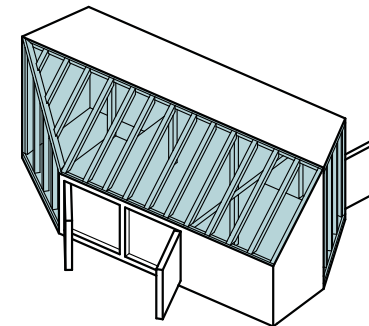
Large openings front and back to expand the indoor environment to the outside.

MODEL - SITE, 1:100

The meeting place of Biskop-Rimfrost lays sheltered by the landscape. Through the day it's to liven up the place of Rimfrostgatan to its potential to be a natural forum that connects the areas of Norra Biskopsgården and Länsmansgården. In the night, even if no one is using the building, it's still possible for it to light up the site and thus creating a safer feeling for pedestrians passing by. The layout of the mobile furniture as shown in the site model is just an example. Depending on the needs and resources this can vary. Some of the smaller furniture can be stored in the building.

ELEMENT CATALOG

Working as a catalyst for the creative mind, the element catalog gives examples of what furniture and elements that can be created through co-production.

MODEL EXPLORING

By using the medium of modelling the mind doesn't restrict itself to mere two dimensions. Spatial qualities and materiality are explored and refined by sketching with both physical and digital models.

The meetingplace in full activity.

Open whenever - day or night.

The building lights up the area during night.

Outdoor scene/ steetbasket/cinema.

A market for bypassing pedestrians.

A skateboard park.

Cultivation.

SITE PLAN, 1:800

1. MEETING PLACE
2. STREETBALL/SCENE/
    CINEMA/DANCE
3. OUTDOORS
    WORKSHOP
4. MARKET
5. SKATE
6. CULTIVATION
7. PAINTED PATH
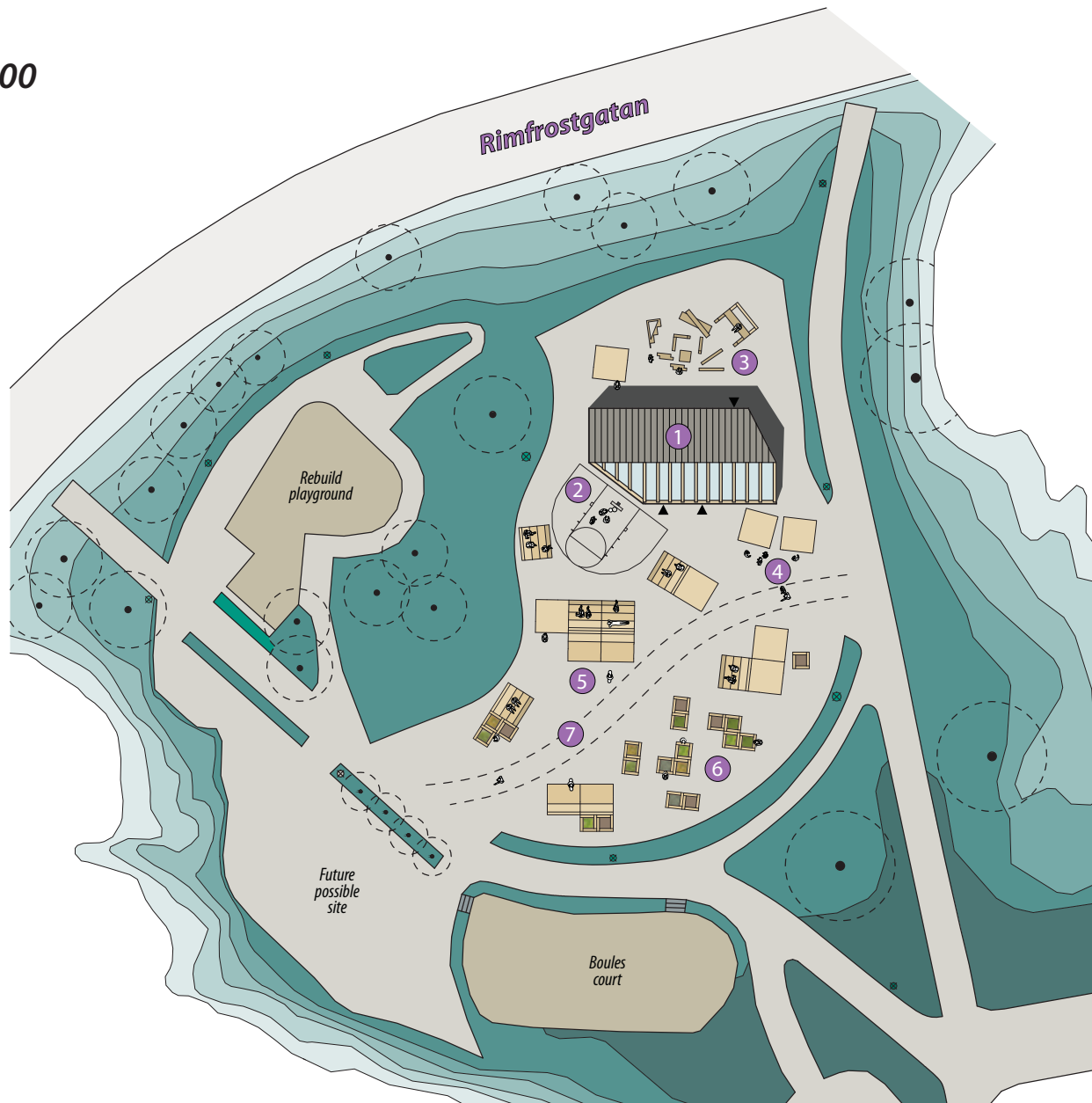
Rimfrostgatan

Rebuild playground
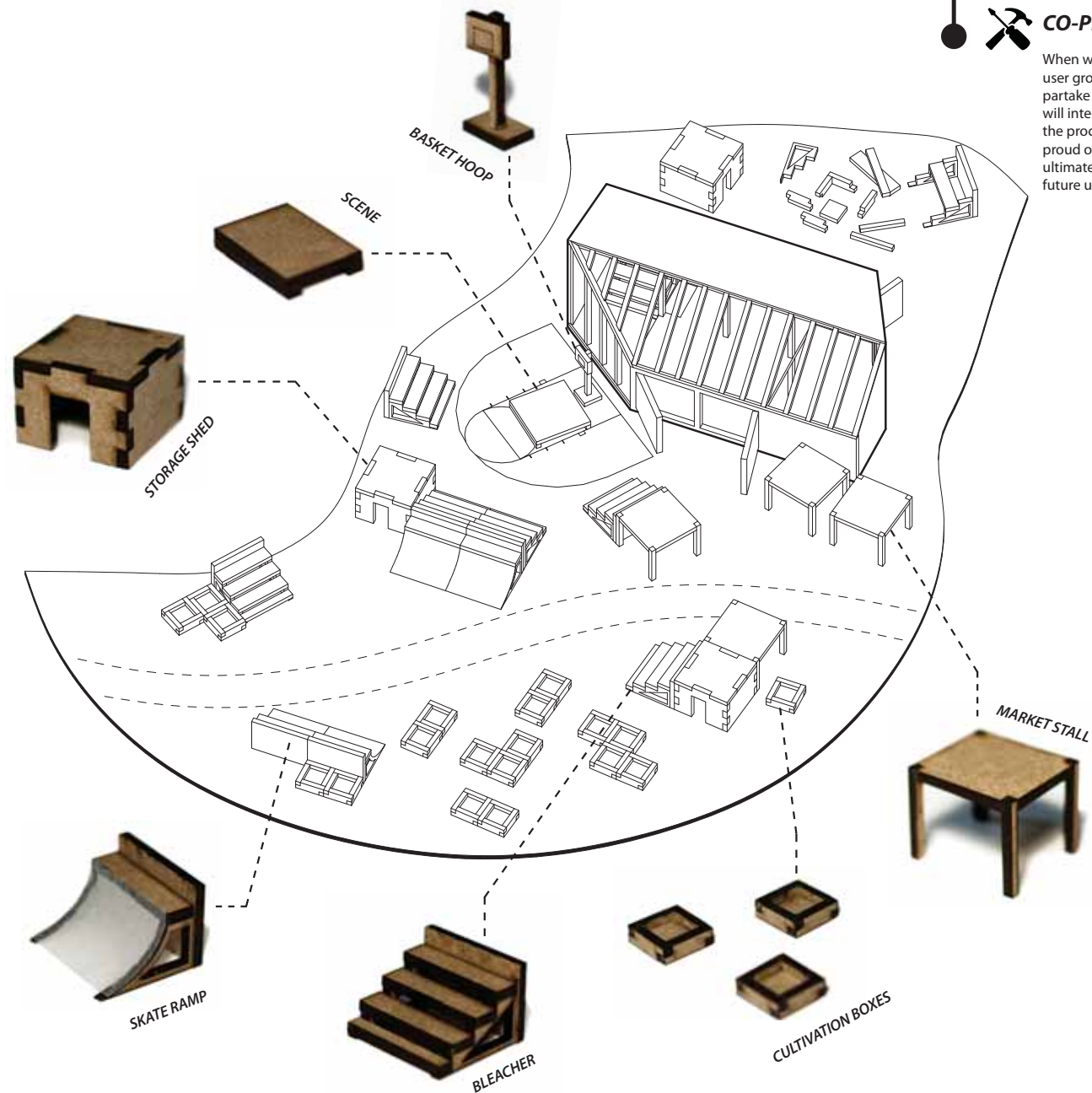
Future possible site

Boules court

PROGRAMING

Analyzing the context and user group in question, the missing/desirable functions are defined, which hold abilities for improving living patterns. Through actively including local participants, the local experts, the programs are underlined.

SITE AXONOMETRY

As part of the participatory aspects of the meeting place - furniture for outside and inside use are produced in the workshop part. These can be spread throughout the site and inside the meeting place freely. Shown here is just an example of a furnishing. They can be produced after need and resources. Here are some examples of such furniture.

DIY furniture reference: Collectif Etc.

CO-PRODUCTION

BASKET HOOP

SCENE

STORAGE SHED

MARKET STALL

SKATE RAMP

BLEACHER

CULTIVATION BOXES

EXPLODED AXONOMETRY
- ELEMENT EXAMPLE - BLEACHER
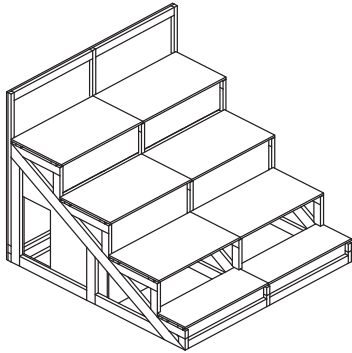
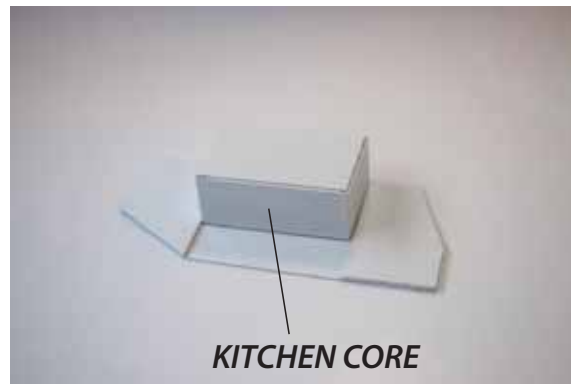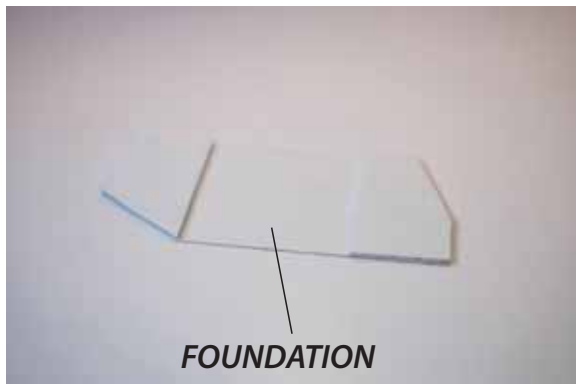*DIY furniture reference: Collectif Etc.*
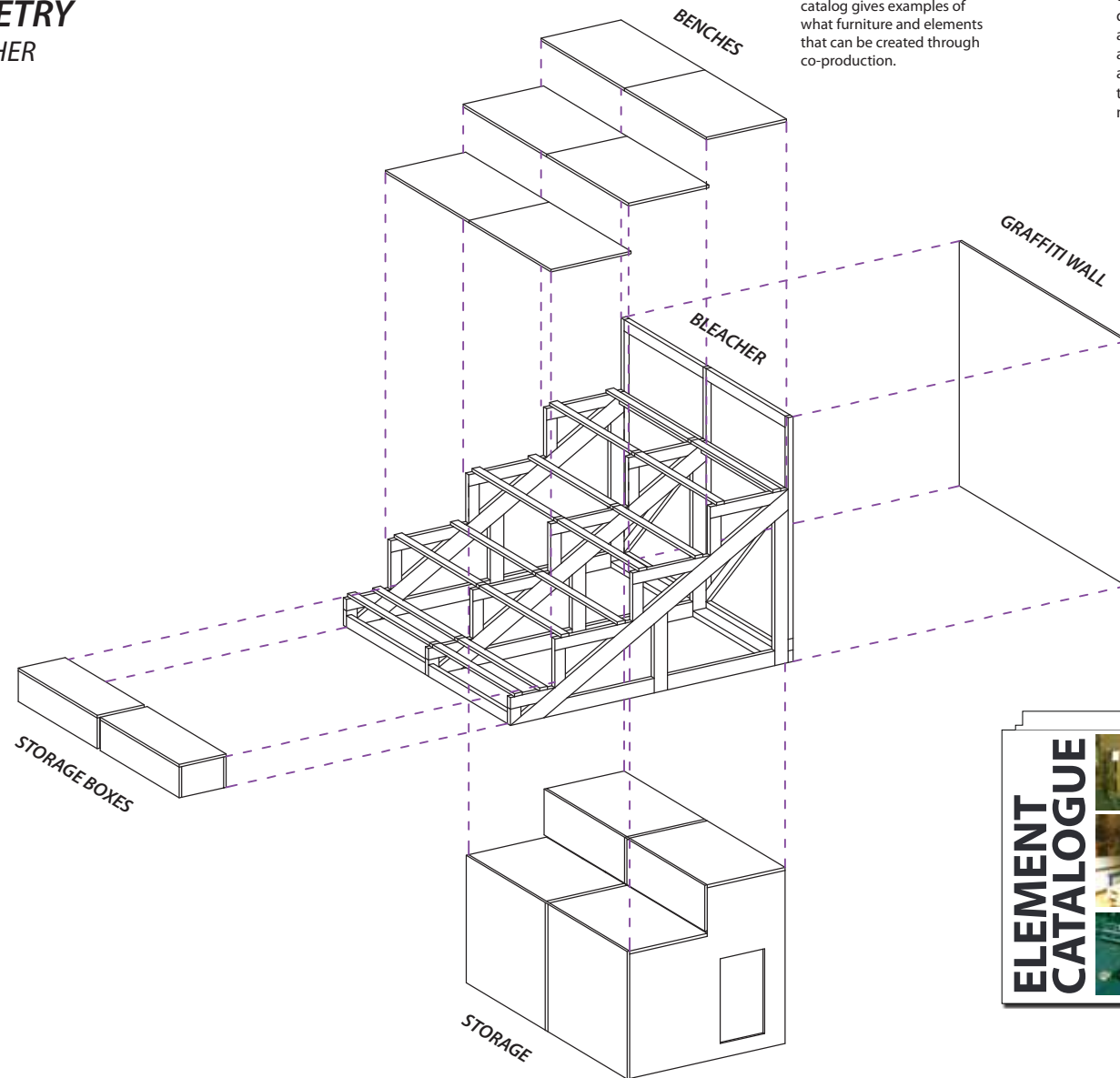
DIY

The methods of do-it-yourself, or do-it-together, are based on a desire by individuals to create alternative changes. This serves as a knowledge sharing medium, and questions the current structural form of the society by self-managed initiatives.

BENCHES

GRAFFITI WALL

BLEACHER

STORAGE BOXES

STORAGE

ELEMENT CATALOGUE

PROGRAMING

Analyzing the context and user group in question, the missing/desirable functions are defined, which hold abilities for improving living patterns. Through actively including local participants, the local experts, the programs are underlined.

MODEL - BUILDING PROGRAM, 1:100

PROJECT - CONSTRUCTION

BUILDING PART

FOUNDATION

KITCHEN CORE

CAFÉ
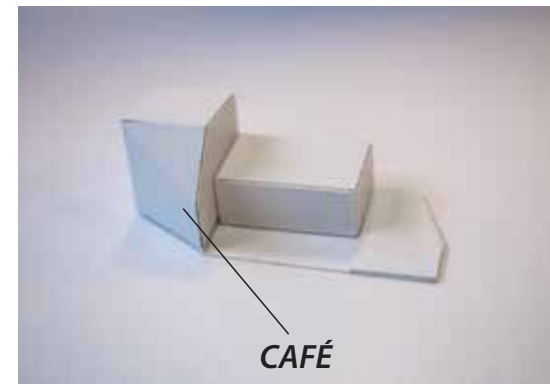
REFERENCE PROJECTS

Mobile foundation

Montpelier community nursery

Cyklopen

Lightbox house

Diagonal 80

MODEL - BUILDING PROGRAM, 1:100

MODEL EXPLORING

By using the medium of modelling the mind doesn't restrict itself to mere two dimensions. Spatial qualities and materiality are explored and refined by sketching with both physical and digital models.

BUILDING PART

WORKSHOP

SEMI-OUTDOOR SPACE

LIBRARY LOFT
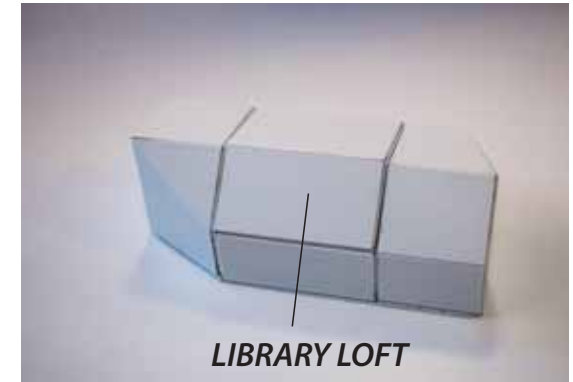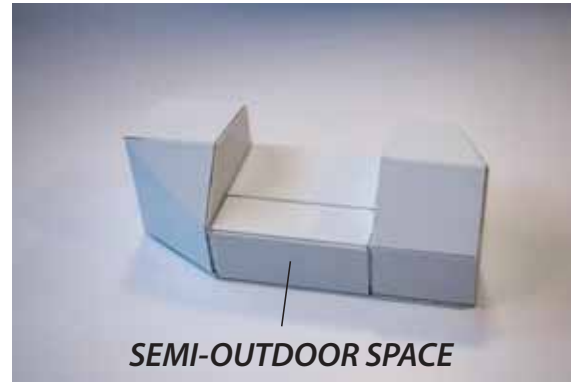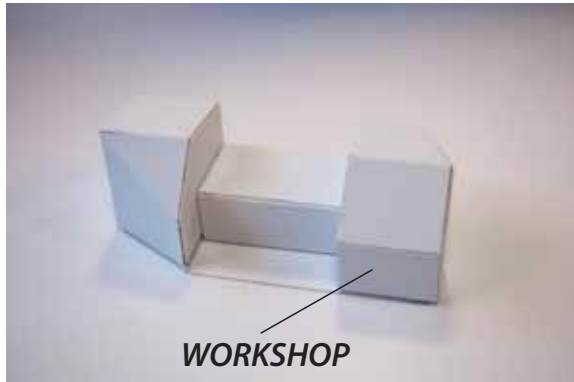
REFERENCE PROJECTS

Cyklopen

Casa portable

Library tower

Collectif etc
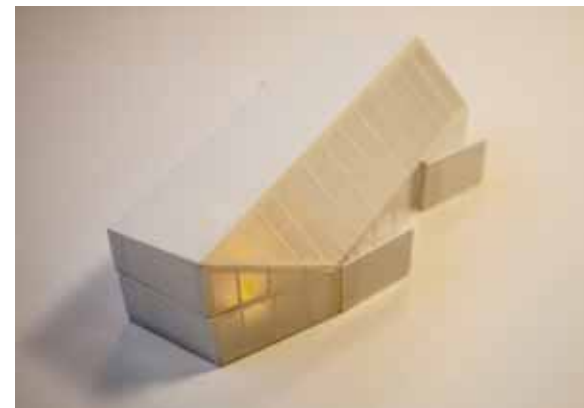

Casa portable

Lightbox house

MODEL EXPLORING

By using the medium of modelling the mind doesn't restrict itself to mere two dimensions. Spatial qualities and materiality are explored and refined by sketching with both physical and digital models.

MODEL - BUILDING SKETCH, 1:100

PROJECT - CONSTRUCTION

The core of the building was later reduced to open up the room.

MODEL - STRUCTURE SKETCH, 1:50
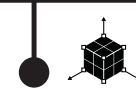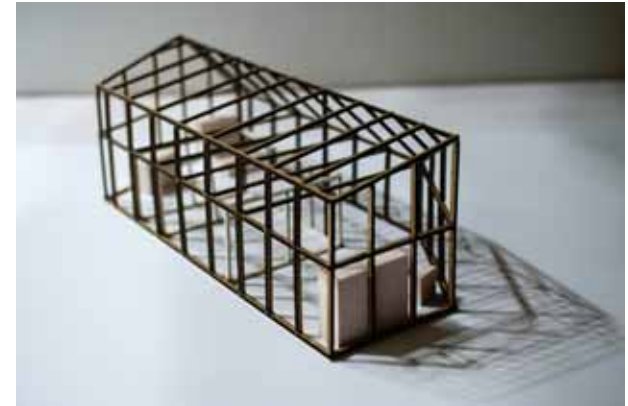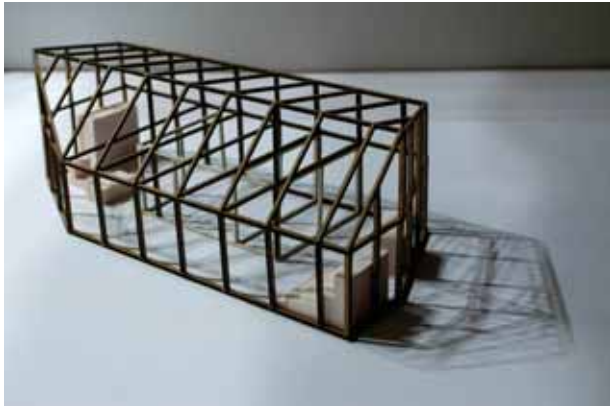
MODEL EXPLORING

By using the medium of modelling the mind doesn't restrict itself to mere two dimensions. Spatial qualities and materiality are explored and refined by sketching with both physical and digital models.

Showing the main thoughts of the skeleton structure in the sketch phase. Not the final construction version.
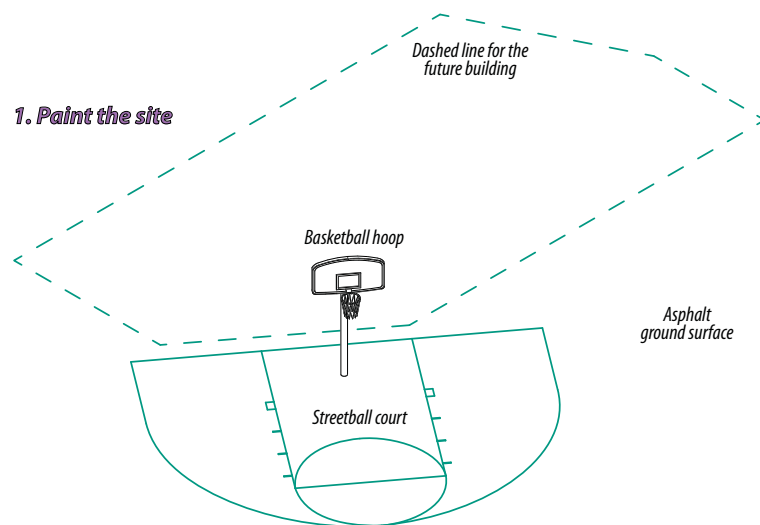
MAIN MATERIALS

The construction consists of common materials that should be easy to work with and makes for a simple and honest impression. The structure is a wooden beam construction, which is relatively cheap. The dimensions have been estimated using TräGuiden. The facade and interior surfaces are made of wooden boards, and polycarbonate is used instead of windows - being insulating and durable. Plywood boards are cheap and easy to change when becoming too damaged, thus they can be used as free graffiti walls. There is only one exception of using ordinary wooden beams in the skeleton structure: to avoid a large dimension for the roof beam - glulam wood was chosen instead. In the final phase of the construction solar panels are added to the south facing roof, which has a good angle for that. By using solar panels the meeting place strives for becoming self-sufficient, by being off-grid.
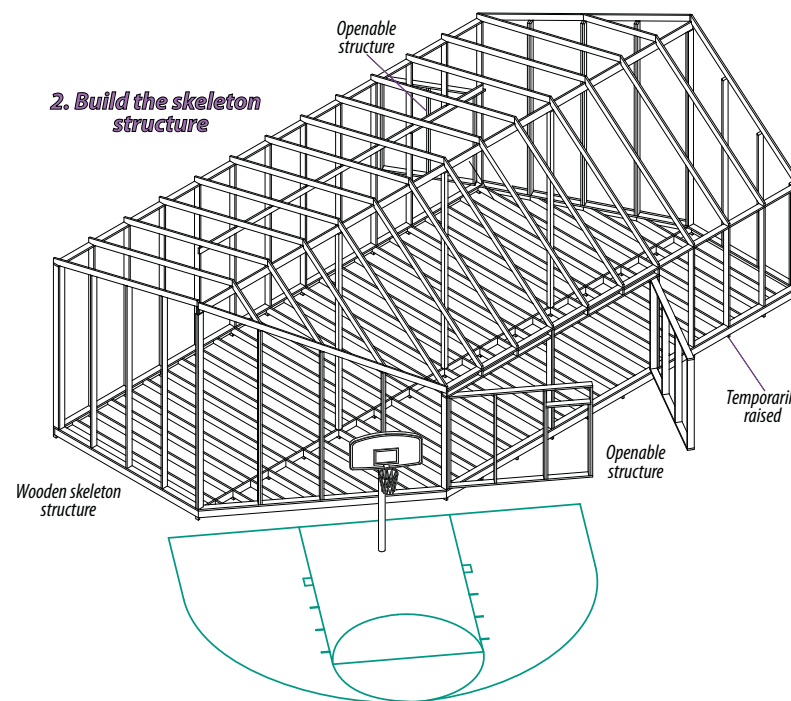
BEAM DIMENSIONS

45x195	**SYSTEM OF JOISTS**
115x115	**PILLAR INSIDE**
45x170	**PILLAR IN WALL**
42x225	**ROOF BEAM (GLULAM)**
45x220	**RIDGE**
45x45	**HORIZONTAL WALL BEAM**
45x70	**INNER WALL PILLAR**

AXONOMETRY
- CONSTRUCTION PHASES

2. Build the skeleton structure

Openable structure

1. Paint the site

Dashed line for the future building

Basketball hoop

Asphalt ground surface

Streetball court

Temporarily raised

Openable structure

Wooden skeleton structure

AXONOMETRY
- CONSTRUCTION PHASES

3. Facade material and flooring

Metal roof

Polycarbonate roof

Openable facade

Ventilated wooden board facade

Flooring and ground insulation

Polycarbonate wall

4. Insulation and interior material

Roof insulation

Insulation, inner wall construction and interior plywood boards

Bleecher and other furniture built in the workshop

Door

Supporting structure for the future loft

When working with an exposed user group – letting them partake in the building phase will integrate these people to the process, making them proud of the product. This ultimately leads to increased future upkeep conditions.
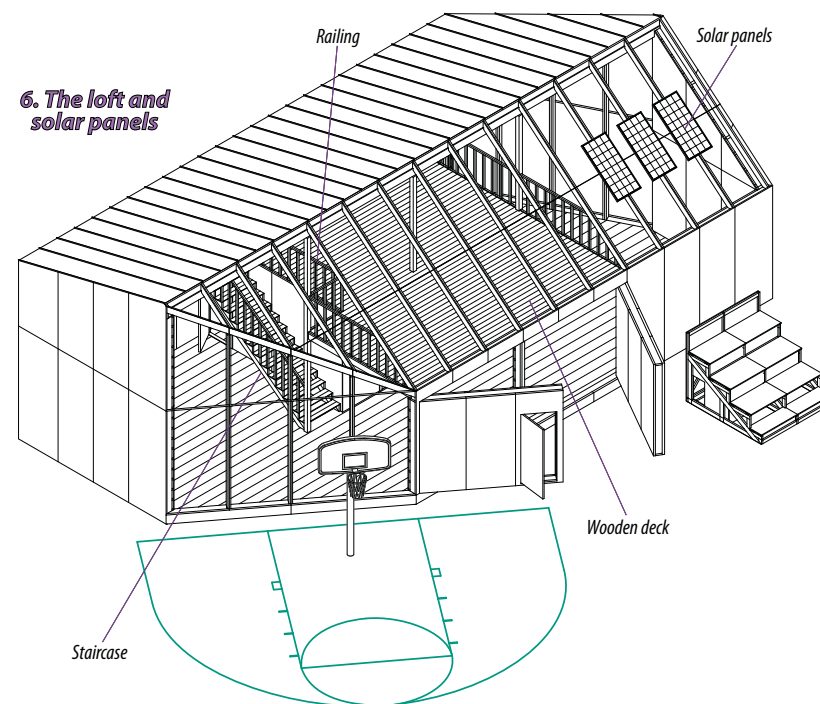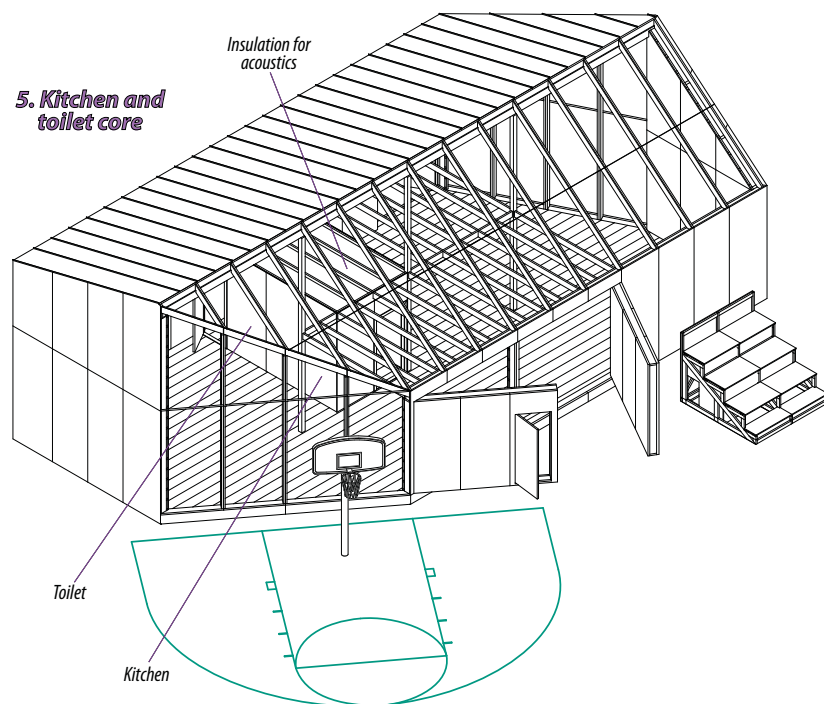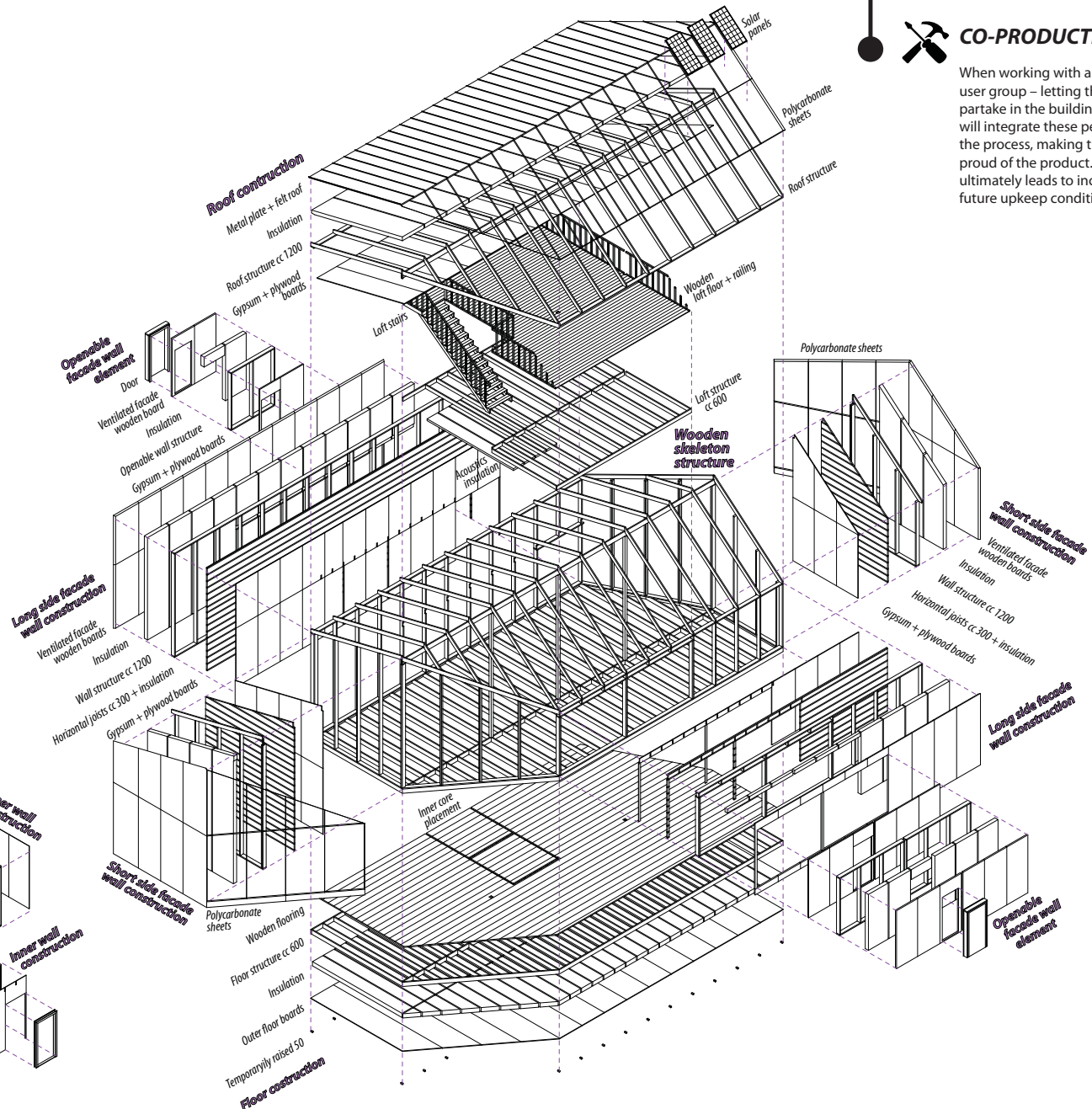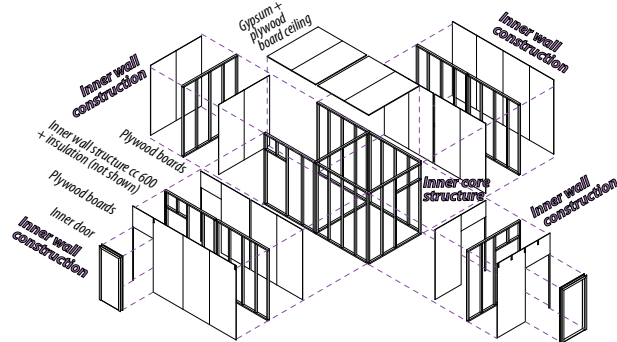
AXONOMETRY
- CONSTRUCTION PHASES

PROJECT - CONSTRUCTION

5. Kitchen and toilet core

Insulation for acoustics

Toilet

Kitchen

6. The loft and solar panels

Railing

Solar panels

Wooden deck

Staircase

EXPLODED AXONOMETRY
- CONSTRUCTION

WOODEN BEAMS

PLYWOOD BOARDS

POLY-CARBONATE

SOLAR PANELS

Solar panels

Polycarbonate sheets

Roof structure

Roof contruction
Metal plate + felt roof
Insulation
Roof structure cc 1200
Gypsum + plywood boards

Wooden loft floor + railing

Loft stairs

Loft structure cc 600

Polycarbonate sheets

Openable facade wall element
Door
Ventilated facade wooden board
Insulation
Openable wall structure
Gypsum + plywood boards

Acoustic insulation

Wooden skeleton structure

Short side facade wall construction
Ventilated facade wooden boards
Insulation
Wall structure cc 1200
Horizontal joists cc 300 + insulation
Gypsum + plywood boards

Long side facade wall construction
Ventilated facade wooden boards
Insulation
Wall structure cc 1200
Horizontal joists cc 300 + insulation
Gypsum + plywood boards

Long side facade wall construction

Inner core placement

Openable facade wall element

Inner wall construction
Gypsum + plywood board ceiling

Inner wall construction

Inner wall construction
Inner wall structure cc 600 + insulation (not shown)
Plywood boards
Plywood boards
Inner door

Inner core structure

Inner wall construction

Short side facade wall construction
Polycarbonate sheets

Inner wall construction

Floor costruction
Wooden flooring
Floor structure cc 600
Insulation
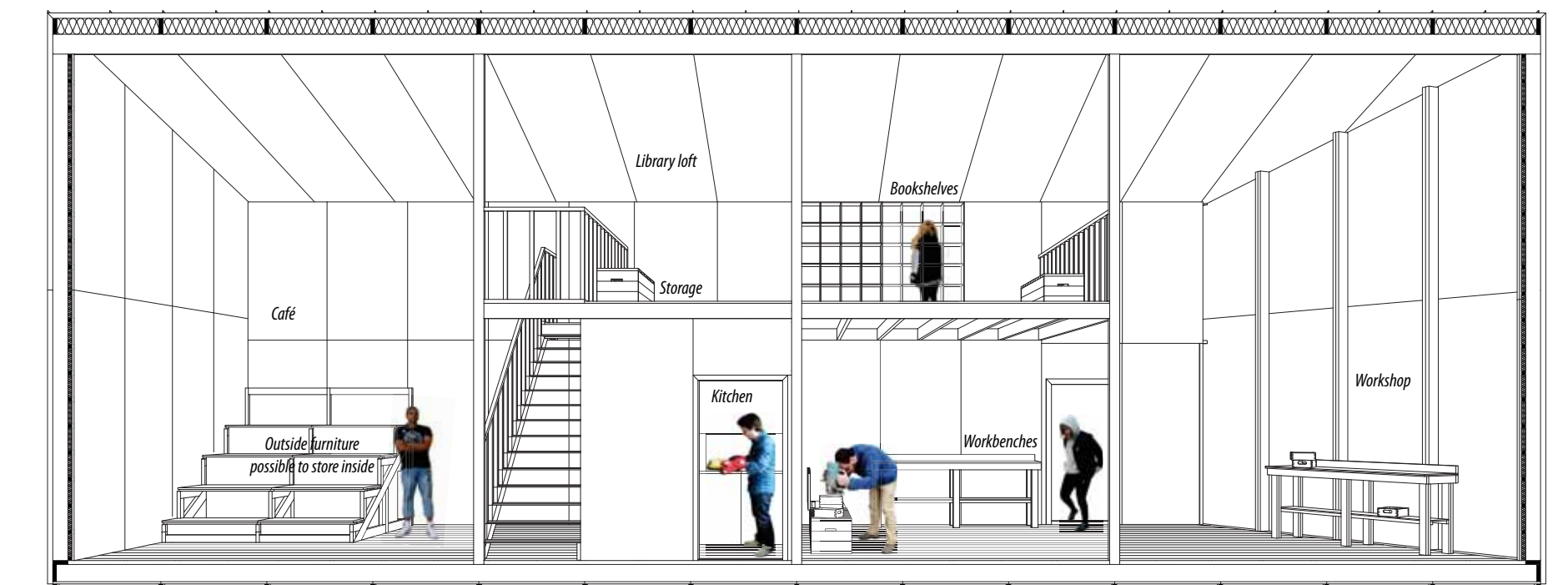Outer floor boards
Temporaryily raised 50
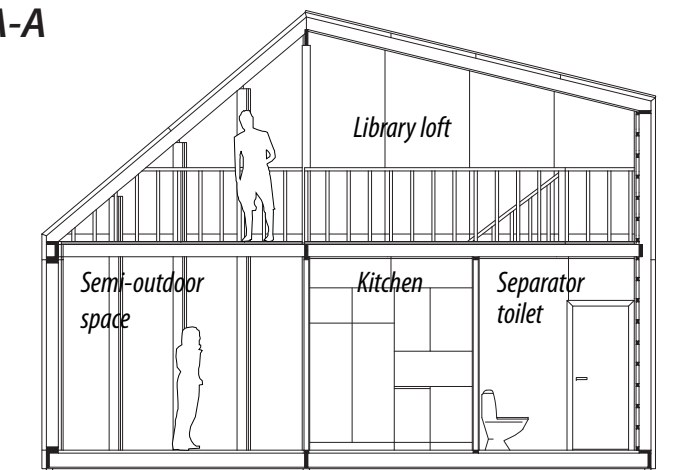
MODEL EXPLORING

By using the medium of modelling the mind doesn't restrict itself to mere two dimensions. Spatial qualities and materiality are explored and refined by sketching with both physical and digital models.

THE BUILDING

The bottom floor consists of three main segments. The leftmost for the café with double room height. The middle one for the kitchen/toilet core and the single room height workshop along with a staircase to the loft in the top, and a semi-outdoor space with openable facades in the bottom. The rightmost segment is an expanded workshop space with double room height and an open able facade door that leads to the outdoor workshop. On top of the middle segment, with the staircase leading up to it, is the library loft.

MODEL - BUILDING, 1:100
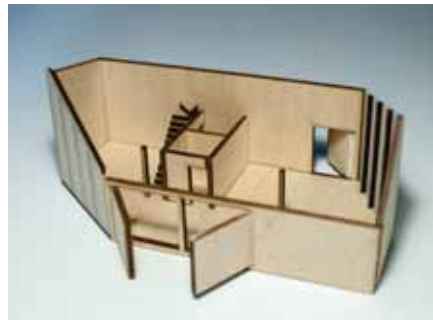
PROJECT - BUILDING

ELEMENT CATALOG

Working as a catalyst for the creative mind, the element catalog gives examples of what furniture and elements that can be created through co-production.
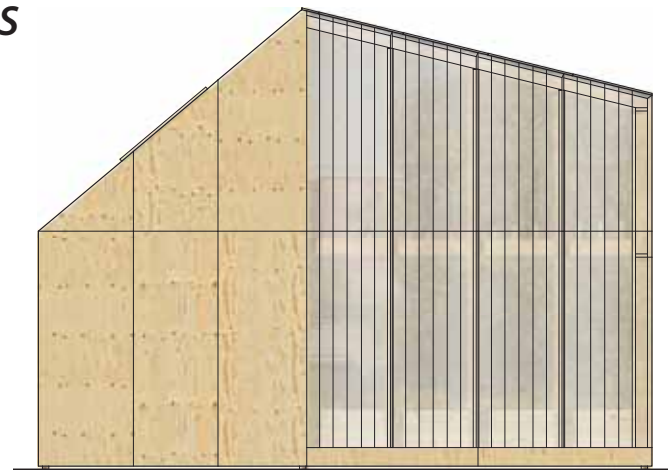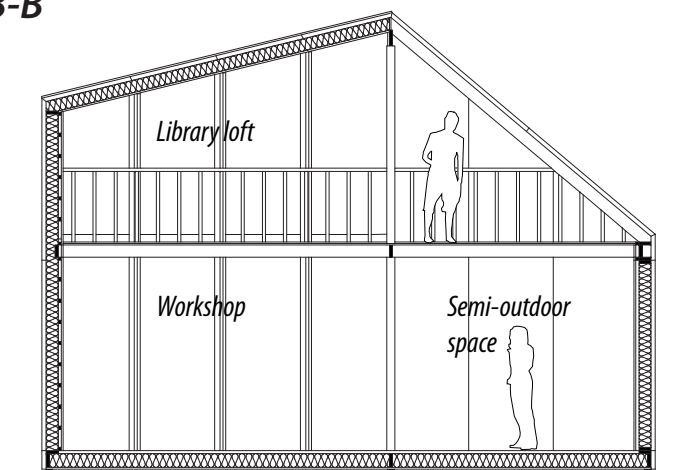
PERSPECTIVE SECTION C-C
1:75

Library loft

Bookshelves

Storage

Café

Kitchen

Outside furniture
possible to store inside

Workbenches

Workshop

PROJECT - BUILDING

SECTION A-A
1:100

Library loft

Semi-outdoor space

Kitchen

Separator toilet

Along structure.

FACADES
1:100

Facade facing east

SECTION B-B
1:100

Library loft
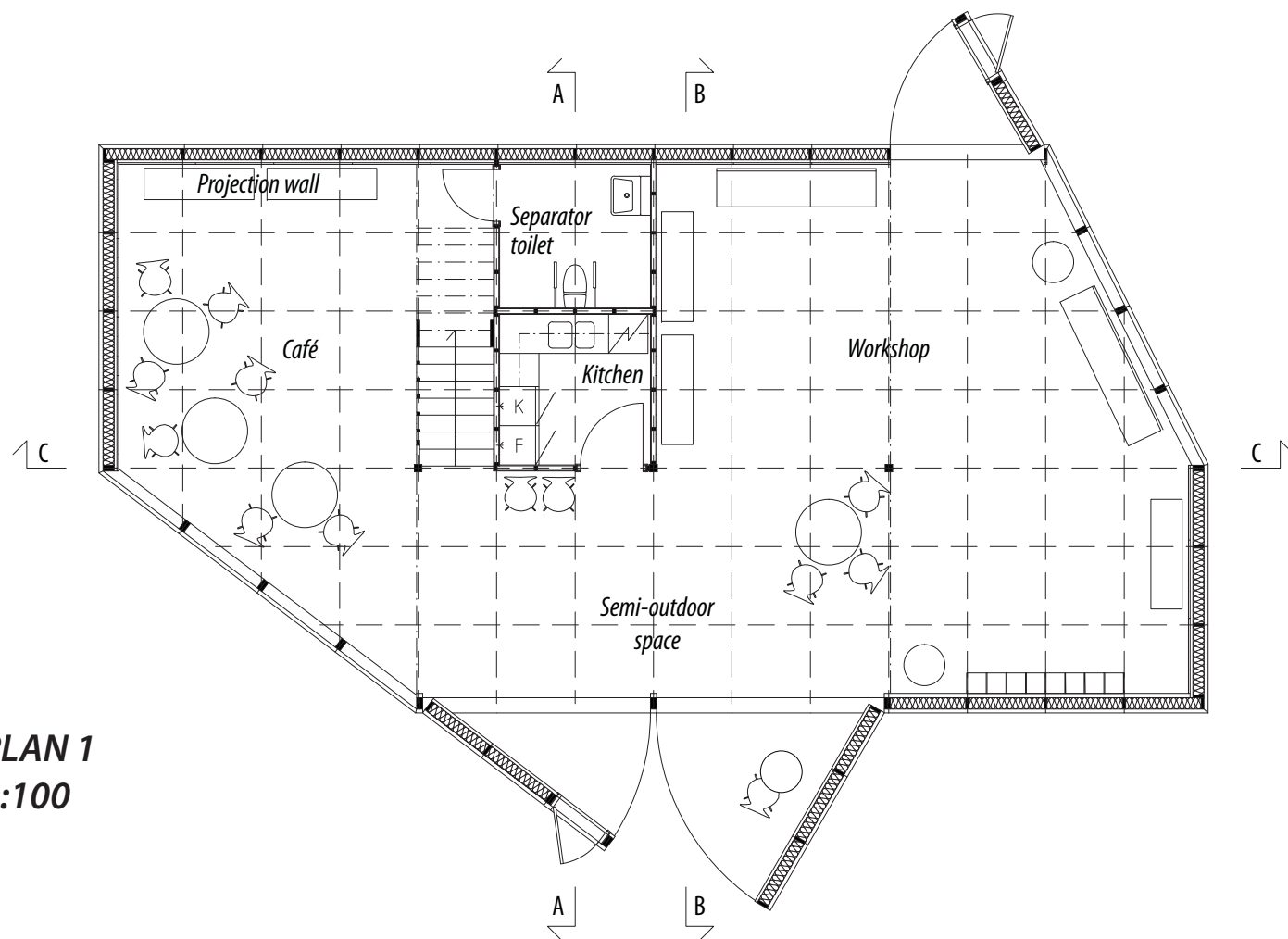
Workshop

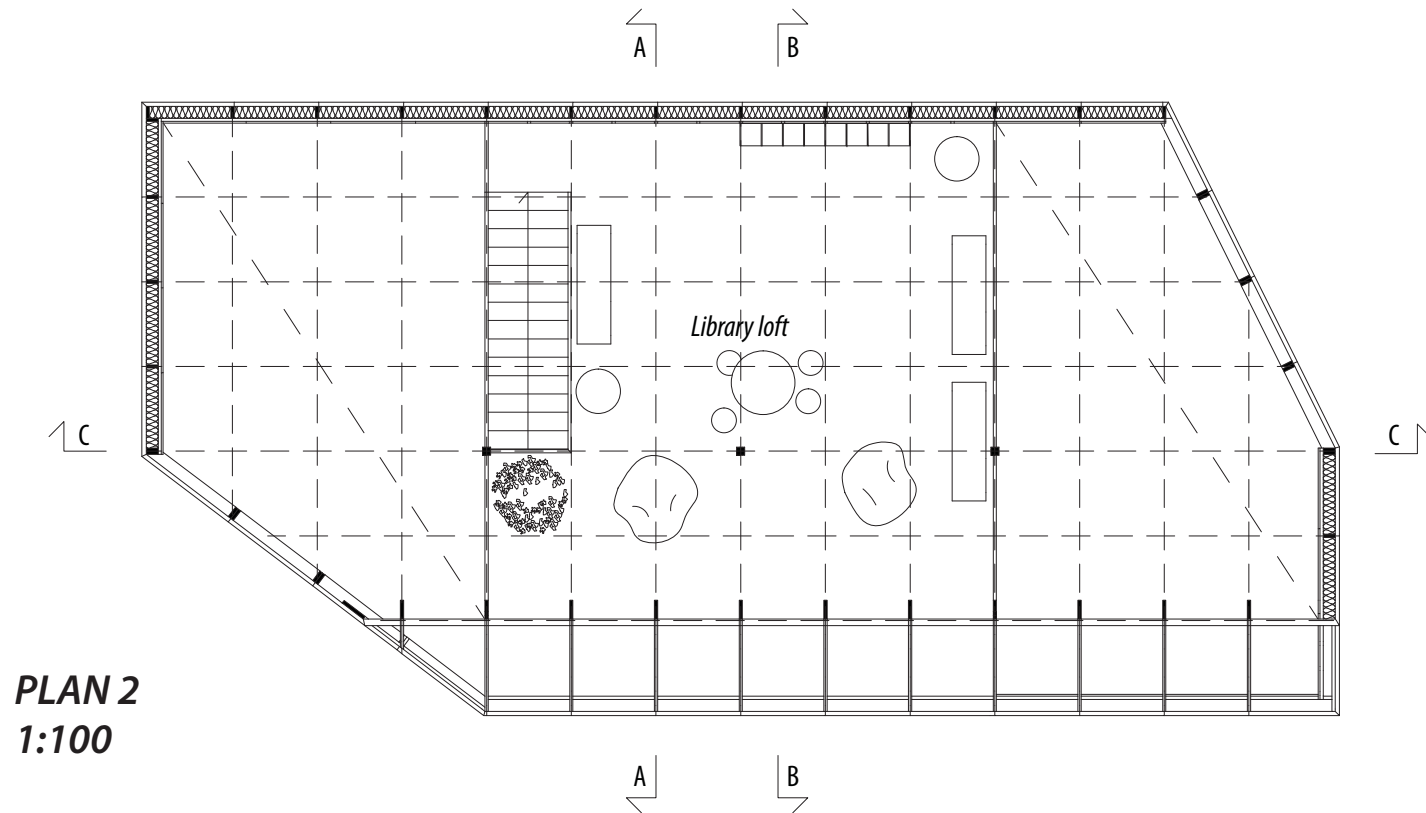Semi-outdoor space

Between structure.
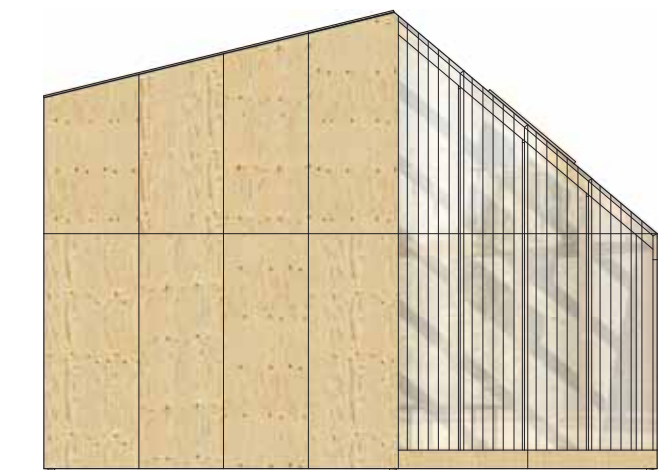
Facade facing west

FACADES 1:100

When working with an exposed user group – letting them partake in the building phase will integrate these people to the process, making them proud of the product. This ultimately leads to increased future upkeep conditions.

Facade facing south

Facade facing north

PROJECT - BUILDING

Projection wall

Separator toilet

Café

Kitchen

K

F

Workshop

Semi-outdoor space

A

B

C

C

A

B

**PLAN 1
1:100**

A | B

C | C

Library loft

PLAN 2
1:100

A | B

EXTERIOR PERSPECTIVE

Biskop-Rimfrost, Urban and Architectural Design Laboratory_2013 - Master's thesis, Jakob Schleimann-Jensen

INTERIOR PERSPECTIVE

PLATFORM

Forming a base platform existing of actors that have different roles in the process. By collaborating with these the input becomes multi-spectral, and the various fields of expertise complement each other.

CO-DESIGN

Involving the actual users in the design process, and let them create their own product by catalyzing a definition of their ideas, will result in a beneficial outcome.

THE FUTURE?

CONCLUSION

The end result of this thesis is not necessarily the end of this project. The aim is to contribute and incorporate some aspects of it to reality – if not built, then hopefully working as catalyst for upgrading the site. Depending on how well the platform continues to drive the project forward even without students as a main driving force, the outcome will of course vary. It also depends on how well the site owner, the parks and nature department, receives this design proposal. But even if they might not give permit for the building itself - hopefully it will inspire them to revitalize the site of Rimfrostgatan in some other ways. However, the project is just one part of the thesis. The "learning by doing" and the developed methodology are equally important. As architects – we hold possibility through participatory means; create tools for making the alternate spaces that are missing!

Södra Sidan - a new soccerfield, by Pantrarna and Hyresgäst-föreningen with some help from us (Fanny, Eric and Jakob).

FUNDING

Learning the case-specific opportunities of financial funding, to make the process independent from commercial intentions. Financial can be handed to municipal instances and scholarships.

WORKSHOP

Through the medium of different workshops with the participants we achieve: a steady base for the design steps, and clear stepping stones for the physical production. It also gives opportunity to apply for municipal funding.

DIY

The methods of do-it-yourself, or do-it-together, are based on a desire by individuals to create alternative changes. This serves as a knowledge sharing medium, and questions the current structural form of the society by self-managed initiatives.

CO-PRODUCTION

When working with an exposed user group – letting them partake in the building phase will integrate these people to the process, making them proud of the product. This ultimately leads to increased future upkeep conditions.

REALIZED PROJECT

EXHIBITION PANORAMA

REFERENCES

PHOTOS OF PANTRARNA, PAGE 13

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Biskop - Rimfrost
Suburban meeting place.

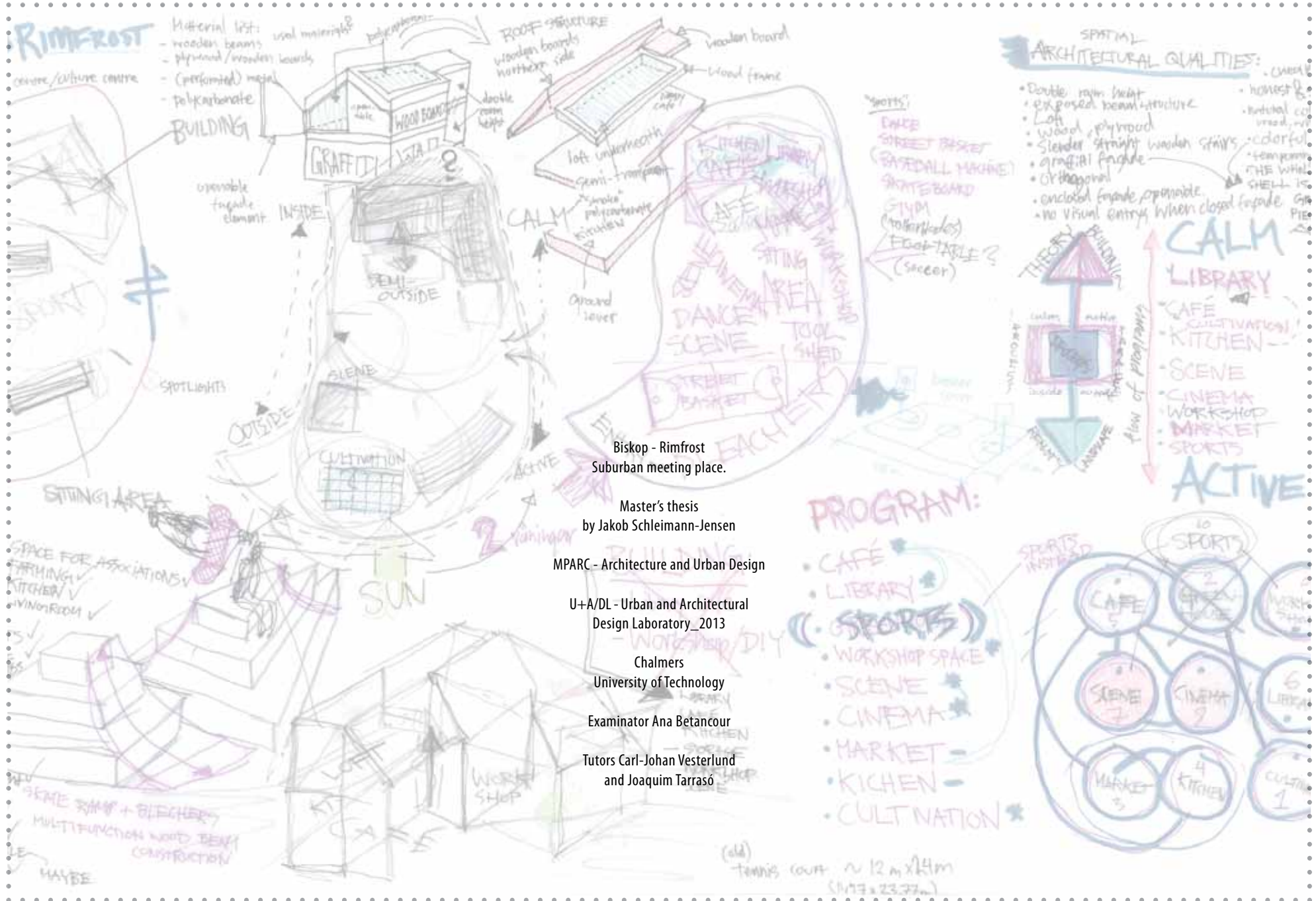Master's thesis
by Jakob Schleimann-Jensen

MPARC - Architecture and Urban Design

U+A/DL - Urban and Architectural
Design Laboratory_2013

Chalmers
University of Technology

Examinator Ana Betancour

Tutors Carl-Johan Vesterlund
and Joaquim Tarrasó