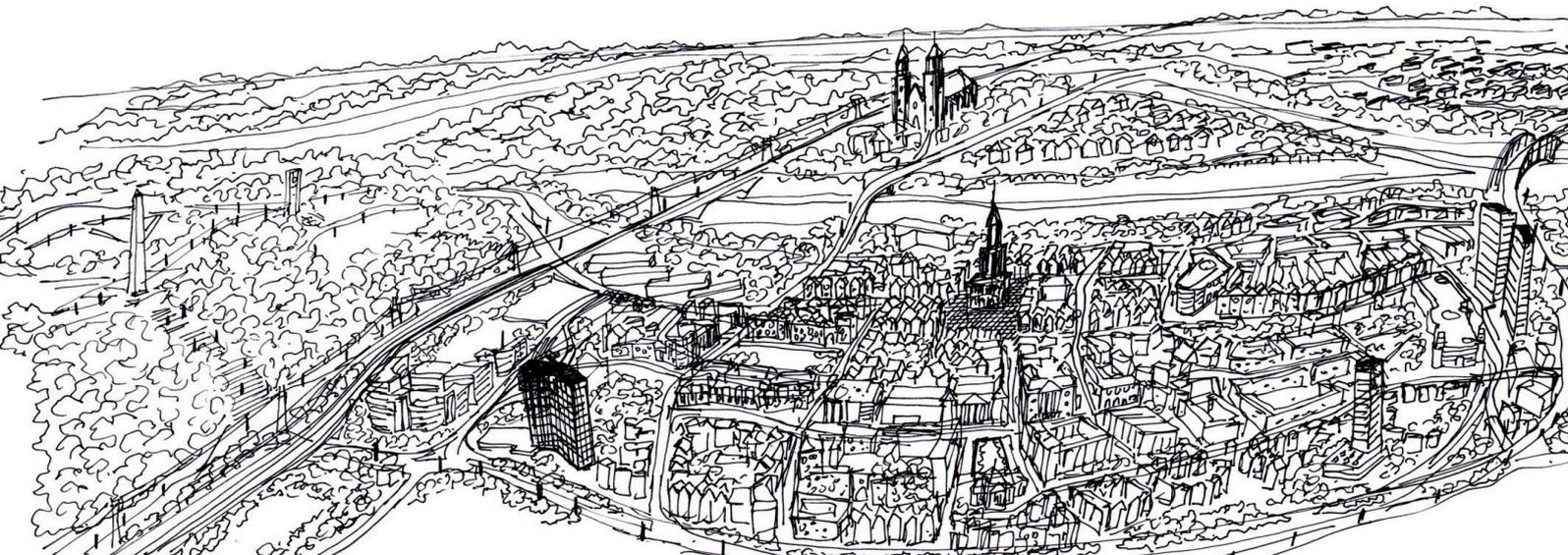


**THE POTENTIALITIES OF PLACES - IN BETWEEN
REALISM AND IMAGINATION**

**Urban Design Workshop, Academy of Fine Arts,
Poznan, Poland**

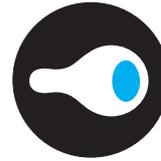
17 May – 2 June 2010



**Realism + Imagination [generates] New Program [transforms]
New Architecture and Public Realms for the City**



aspoznań



THE POTENTIALITIES OF PLACES - IN BETWEEN REALISM AND IMAGINATION

**Urban Design Workshop, Academy of Fine Arts, Poznan, Poland
17 May – 2 June 2010**

Introduction

The Urban Design Workshop “the potentialities of places- in between realism and imagination” is a continuation from the first Cultural Exchange and Art Residency Program initiated by the Malaysian-Poland Business Association, with support from the Poland Embassy in Malaysia. Last year, a team of five young and talented Malaysians from a multi-disciplinary background has successfully completed the exchange program in promoting transnational discourse and cultural interaction between both countries.

In lieu of their first visit and to safeguard the continuity of the exchange program, UiTM has conducted an International Urban Design Workshop based at the Poznan Academy of Fine Arts. The workshop focuses in exploring the hidden potentialities of Poznan and the processes to generate alternative program for re-branding the city as the cultural capital city of Europe.

The entourage from Universiti Teknologi MARA, Malaysia constitutes 20 (fifth and sixth year) architectural students and 2 lecturers participating in the workshop mainly to view it as an esquisse. The Malaysian students worked with their Polish counterparts and other international students from China and Indonesia in generating urban design proposals. The main objective is to generate urban design concepts and ideas that can be translated as representational objects that will be exhibited and shared by students and public alike. The final product of this workshop is this publication which will be accompanied by an exhibition to be opened on May 31, 2010 at ASP. In the spirit of collaborative engagement, this workshop will be a testimony for more productive works to be materialised in the near future among higher institutions world-wide to promote cross-cultural exchange of ideas and creative learnings.

Prologue

Cities offer numerous examples of indeterminate potentialities to activate void spaces and dull places. Successful spaces are parceled up into places by people through the manifold identifications of events involved in their daily lives. Many of the by-products in the generation of spaces are not always utilized in its dynamic sense of the word but left to be unusable voids waiting for creative interventions.

People's understanding of space is dependant on their experience of the places they identify for themselves within the broader context of the generic 'space' surrounding us. Identifying a place involves determining a boundary of some sort around a place in space. This identification belongs primarily in the mind of the beholder. As Heidegger said, places are made particular by individuals- in complex and ever shifting ways- within the generality of space. For him, only thus is space itself understood: as the context within which we're able to identify boundaries around places. Therefore, it becomes the crux of this investigation to understand that space only comes into being because we're able to identify places. Thus it becomes the central task for students to identify their own project site within the historical context of Poznan for intervention based on the above discussion.

As implied by Heidegger, people identify places for themselves by lassoing boundaries around them in their minds: some boundaries sharp and exact; some more tentative and provisional. For him, the ongoing identification of places at a variety of scales involved individuals in sensitive of emotions and experience. Intuitive and shifting, such identification activities resisted reduction to the mathematical measurement of precise control. There is no attachment to mathematical attributes and scale seems to be out of context in this task. For the students, it involves an imaginative projection from here and now, to there, in our minds. We sought for an appreciation of the reality of the place and what it means to us emotionally by experience, rather than conjure an image, which is primarily visual.

Students' imaginative projection might involve in thinking of the place's memorable qualities, memorable events that have happened there, memorable people associated with it, even memorable fictions that have been made up about it. In this way, we become near to places related to the conditions of life. Nearness isn't primarily a function of mathematical increment but rather a sense of emotional attachment to somewhere, something or someone.

One could feel near to something far away, and far from something close at hand. In this way, imaginary places, lost places and places not yet visited or realized might be as immediate as actual tangible locations. Those places are still identified according to the same framework, through the mind engaging with the world, but in Heidegger's terms, they're a long way into the realm of boundary as horizon; their edges exist primarily in the mind rather than in accordance with sited physical reality.

For Heidegger, our navigation of the places surrounding us relates as much to the projective identification of places- those appreciated through imagination and memory- as to identification of place that accord with the immediate physical enclosures of buildings, streets and landscapes. The horizons of the world that each individual carries with them are constituted in richly changing ways understood through experience and inhabitation: some places rational, immediate and physically bounded; others more intuitive, indeterminate and imaginative. Everyone's individual sense of proximity is in constant negotiation between physical situation and imagination. The tools for measurement for this project task are the individual's judgment, their imagination, their sense and emotions.

Project Task

City Potentialities is a design research escapade focusing to unveil the opportunities of contemporary architectural and urban knowledge of un-explored European Cities. Based on the assertion that certain urban principles of 'realism' and 'imagination' can be used to produce the city, we posit that the benefits of these principles can transform the urban physical and spatial components into strategic catalytic generators for the city. Imagine an almost utopian condition, where Poznan has become the number one tourist destination in Europe and at the same time, because of its geographical locations, attract a large number of foreigners and local population and more to make their place of home, work and play.

By generating „Realism“and „Imagination“ principles might create new programs for Poznan that manifest themselves physically through innovative architectural intervention that can re-formulate the public realms and private domains of the city.

Conceptual research framework

PROCESS 1: Establishing the principles [theme] - what is your initiative point? Topics of interest in urbanism? 'principle de facto' than can be used to re-produce / re-generate a city

PROCESS 2: Collaboration of issues - what is the current situation? Problems statement? Positive or negative impact & effect

PROCESS 3: Spatial correlates - elaboration of intention that reflect to the problems. Formulate a hypothesis, preliminarily allowed to embody a singular perception of the city and to develop new concepts/programs. Where & what are the potential area? New Spaces?

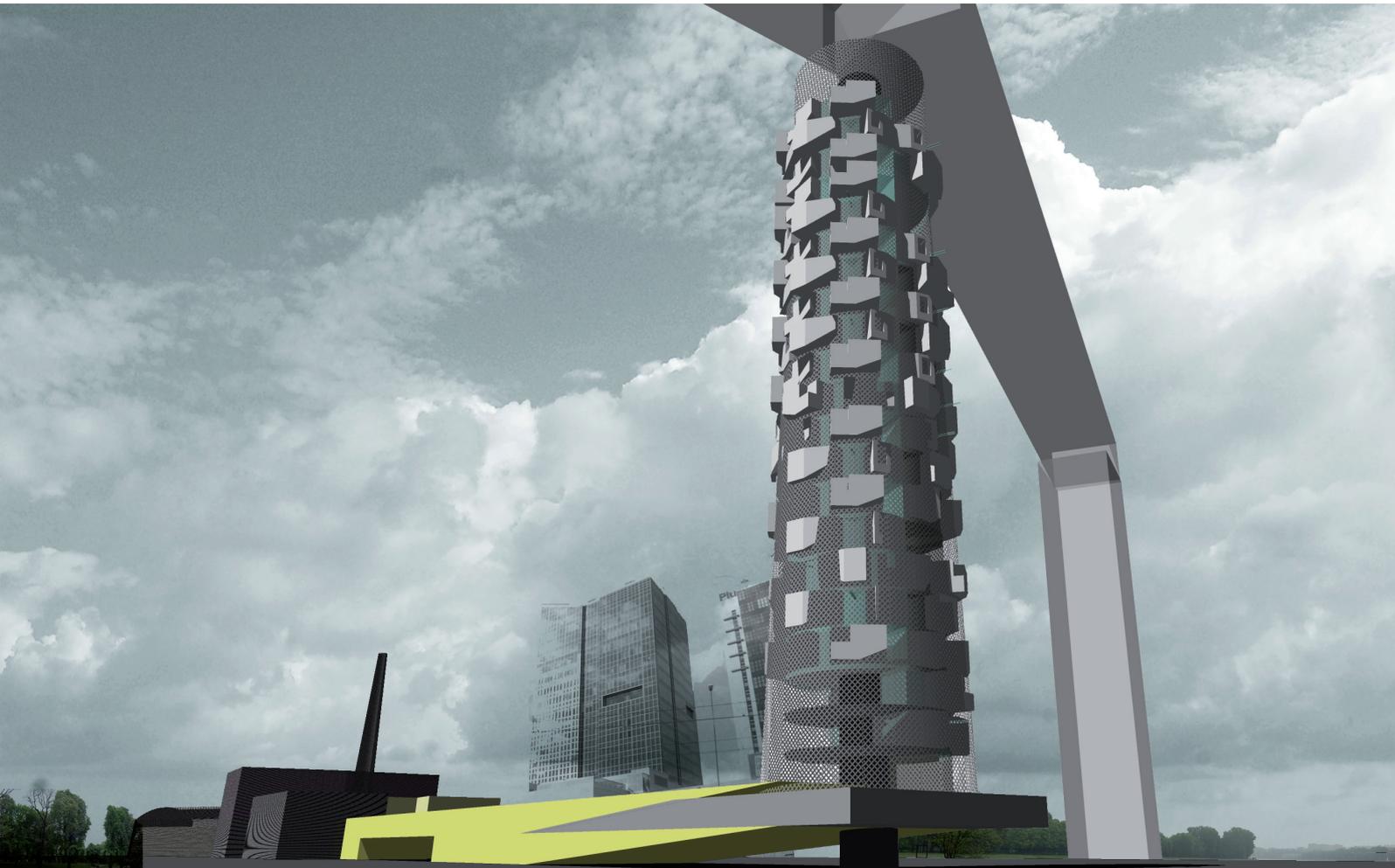
PROCESS 4: New Program – how to regenerate a city? What program can be co-related from the related issues?

PROCESS 5: Intervention of urban acupuncture to be realized

Project 1 | RECONSTRUCTING THE INVISIBLE

Team:

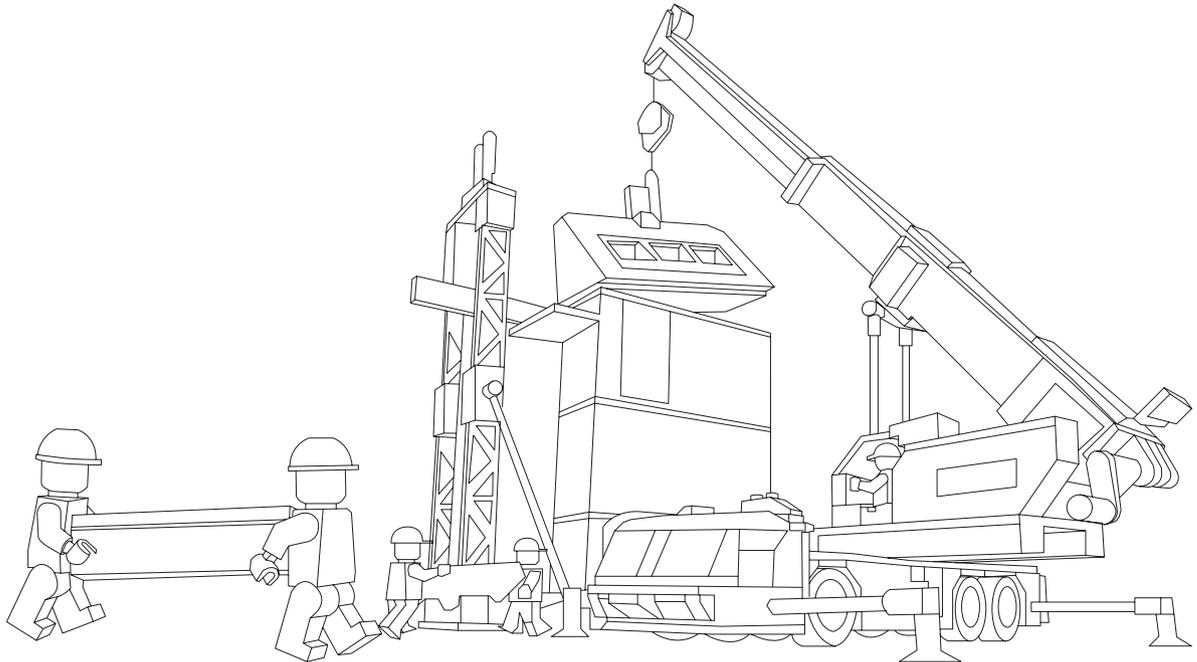
Mohd Syafri Mohd Zan
Abdul Hakim Abdullah
Mohd Sahrul Ahmad
Marcin Pogorzelski
Tao Hai Yue



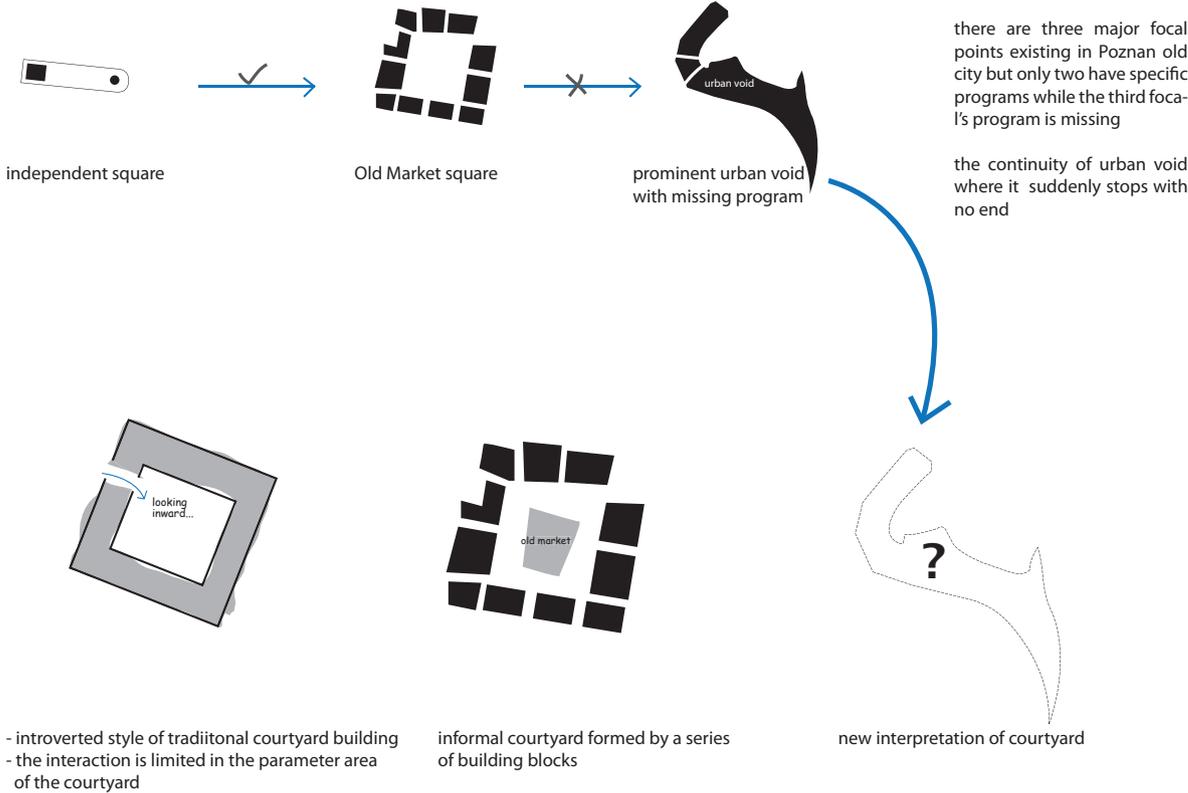
Project description

The theme 'reconstructing the invisible' is inspired from the idea of re-vitalising the sense of a symbolic/memorable place. It is as essential input for the formulation of spatialization as many cities of today have not integrated the intangible aspect on their planning that have led to the reduction of density via migration.

Our approach is to reformulate the social structure/density by reconstructing the invisible senses of history and heritage in a different setting with new structured program. It will be implemented as the key strategy in the production of symbolic and intangible sense of place.



The Issue

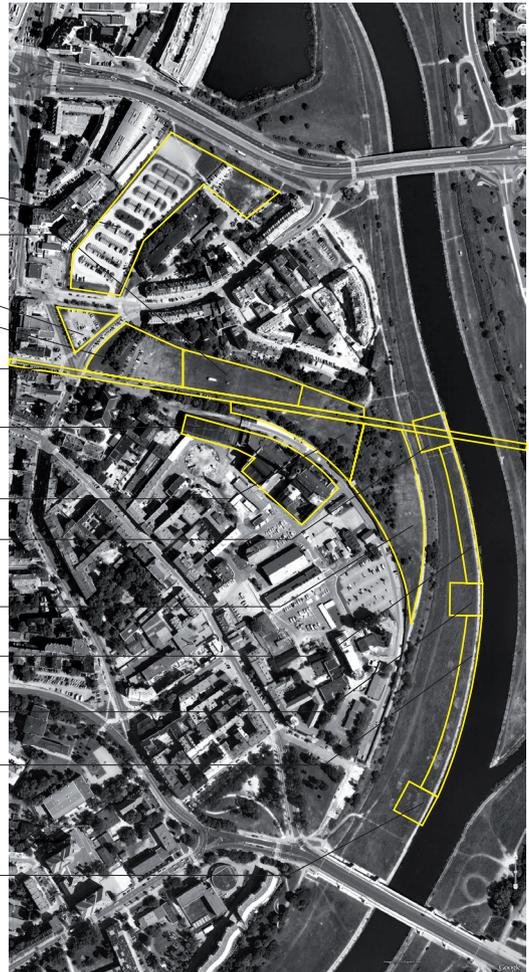
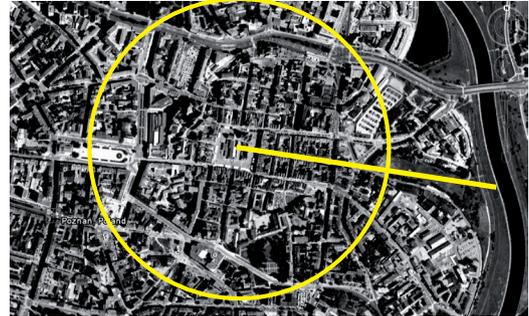


Initial & Master Programmes

PROGRAM ANALYSIS
User and Initial Programme



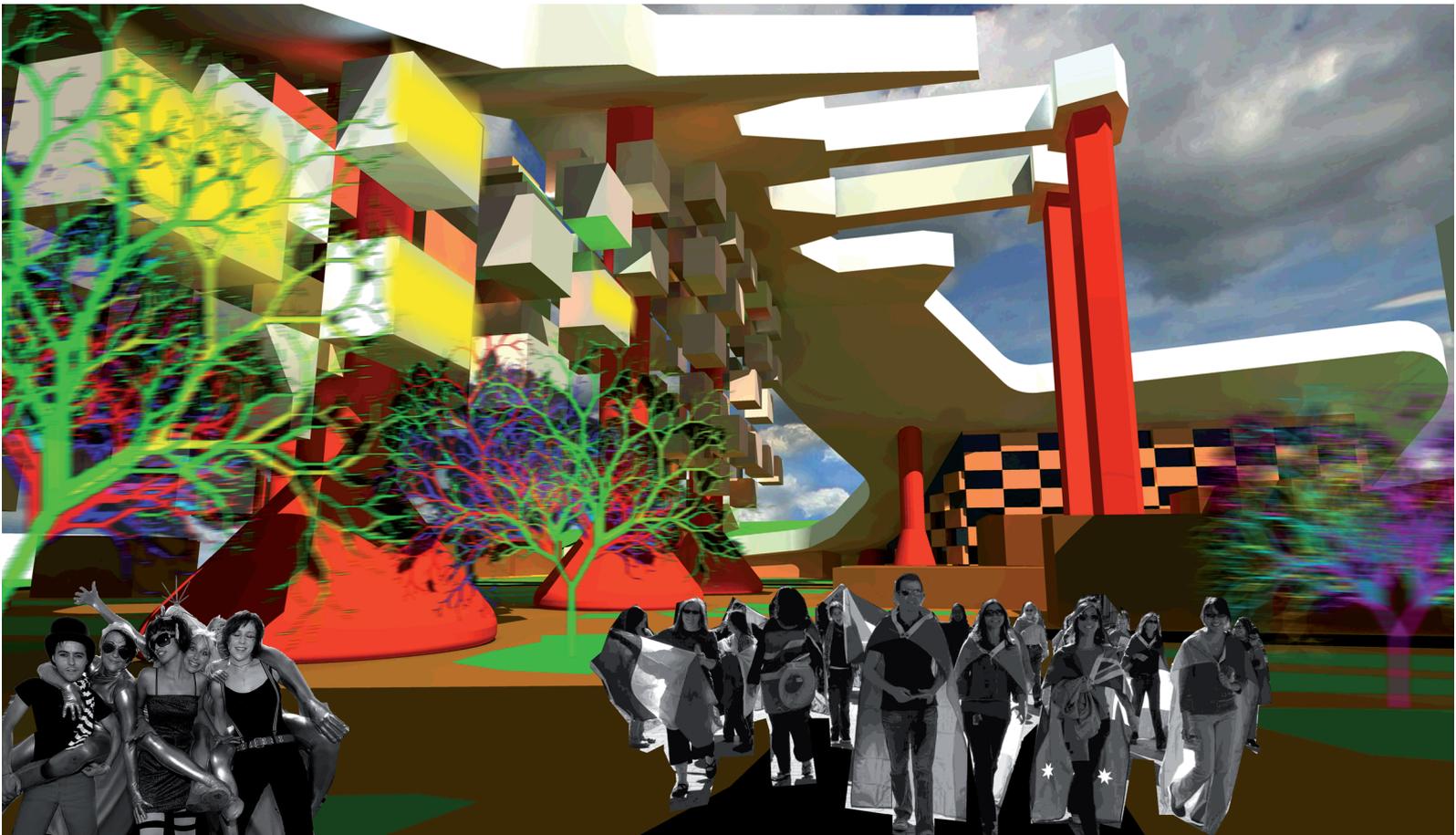
- sport & cultural center
- museum / roof garden / business tower
- center to basement parking
- new square
- continuous axis from Old Square
- shopping mall
- new school / college
- tower 1 (new city hall)
- new green community park
- promenade area
- tower 2 (mixed use)
- promenade area
- tower 3 (corporate tower)



Project 2 | STUDENTS' ECO WEB

Team:

Mohd Fairus Kholid
Mohd Muhaimin Roslan
Muhamad Syafiq Yep
Noraziyana Abd Halim
Zhang Xiao Jing
Agnieszka Nowak



Project description

Students' Eco Web is basically a project which is based on students' life in the city of Poznan. It is a habitat as a medium that promotes creative freedom and innovative invention. The proposed development will fused students with the energetic culture of the place and nature to promote western energy and eastern culture.

Students contribute to about a quarter of Poznan's population. This city has a variety of higher educational centers offering programmes from the creative arts to management courses. The scattered location of the universities dispersed students to the entire city. Nevertheless, due to the higher expenditure in the city center, students tend to live in the outskirts of the city center where most of the senior citizens of Poznan live. This situation has left the city center empty and lifeless during vacation breaks. Therefore, our main intention is to create a sort of student housings which connect the old boulevard to the Cytadela Park that terminates at the famous Poznan Green Cross. By having this linkages, the vibrant of the city would be able to flow into the student housings and the park.

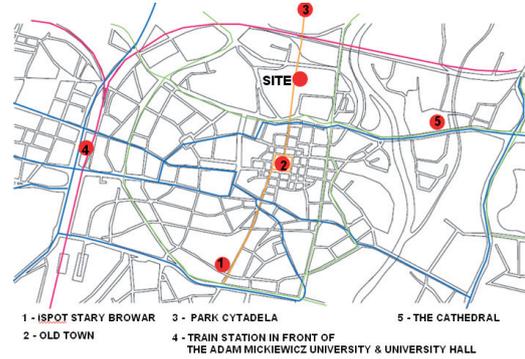


The Issue

Higher Learning Center in Poznan

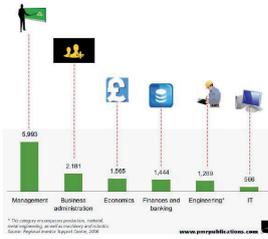


Public transportation in the city center

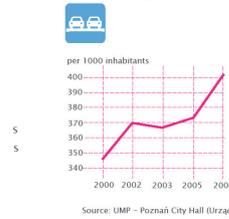


>>> Number of graduates

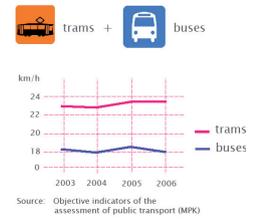
NUMBER OF GRADUATES WITH MOST POPULAR SPECIALISATIONS IN POZNAŃ



Number of passenger cars



Average transit speed



Population Outflow from the city center

Directions of population outflow from POZnań by NSPLIM

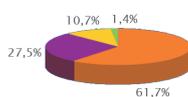


Number of people

- No migration occurred
- 250 and below
- 251 - 750
- 751 - 1750
- over 1751

Source: GUS - Central Statistical Office (Główny Urząd Statystyczny)

Population according to period in POZnań by NSPLIM



■ residence since birth
■ before 1989
■ between 1989 and 2002
■ not determined

Source: GUS - Central Statistical Office (Główny Urząd Statystyczny)

Dwelling Issue in Poznan

DWELLING ISSUE

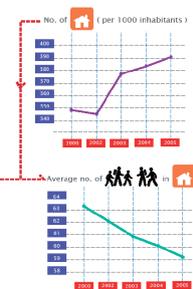
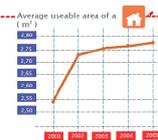
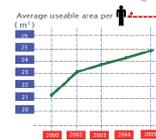
Dwelling without basic amenities in POZnań



Dwelling without basic amenities (dwelling in total = 100)

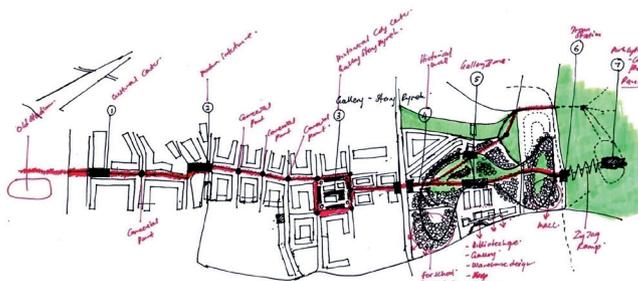
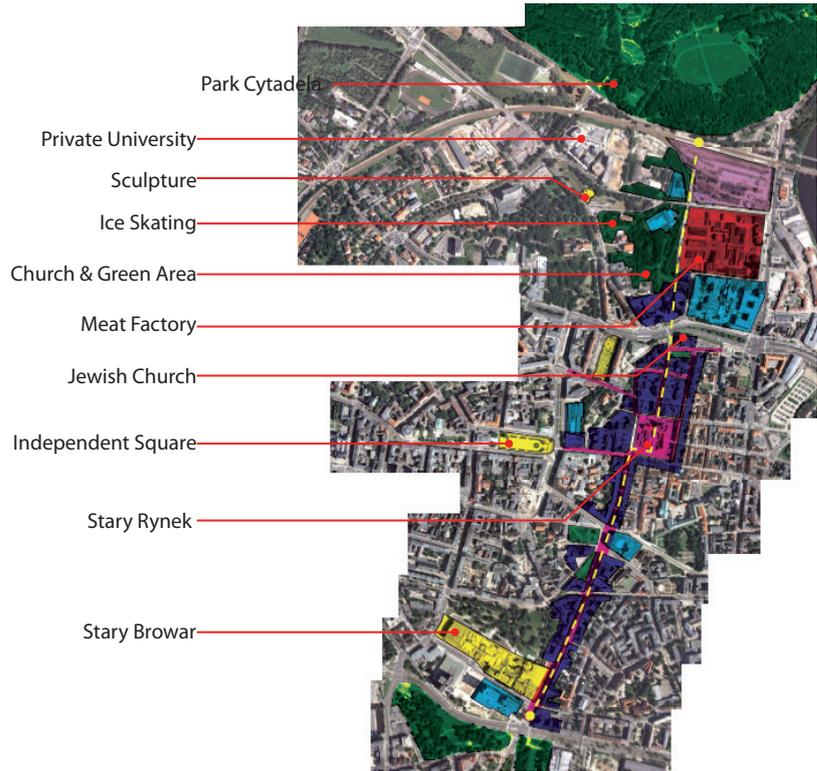
- below 3%
- 3% - 10%
- 10% - 20%
- over 10%

Source: UMP - Poznań City Hall (Urząd Miasta Poznań)



Source: GUS - Central Statistical Office (Główny Urząd Statystyczny)

Initial & Master Programmes



Proposed linkages through city center

- PROGRAMMES IDENTIFICATION**
- INTEGRATED THE POINTS
 - TRANSFORM TO LIVE NIGHT
 - GAIN THE INCOME FOR STUDENTS
 - CHILDREN OF FUTURE
 - ENOUGH STUDENTS ACCOMMODATION

Programs

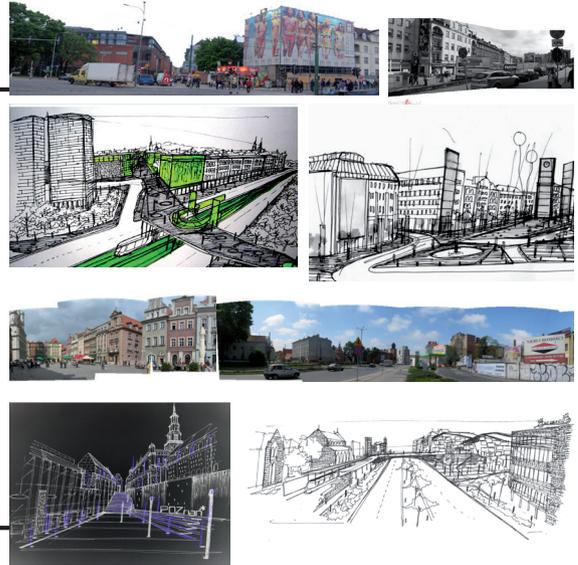
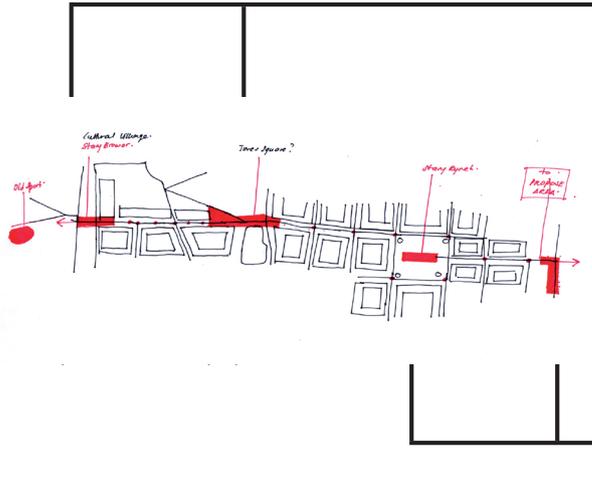
POTENTIAL

- CREATIVE INDUSTRIES
- HOSTEL
- ART MARKET
- COURTYARD INSERT
- KNOWLEDGE PORT
- ENTERTAINMENT INSERT
- LINKING
- BASIC AMENITIES
- GLOBAL TOURIST

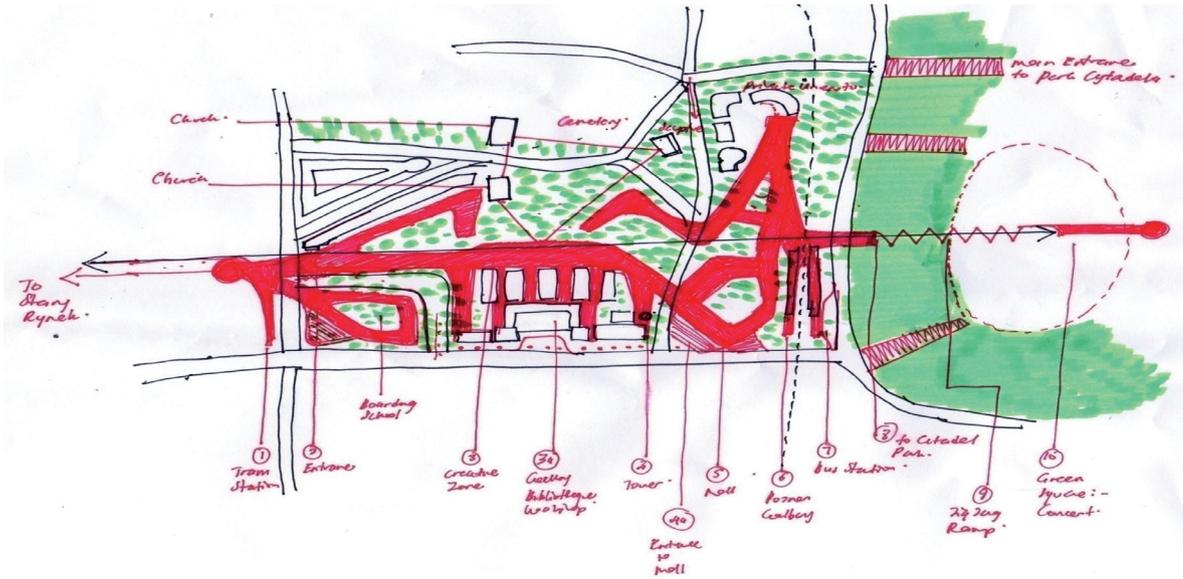
PRI

Proposed Scheme

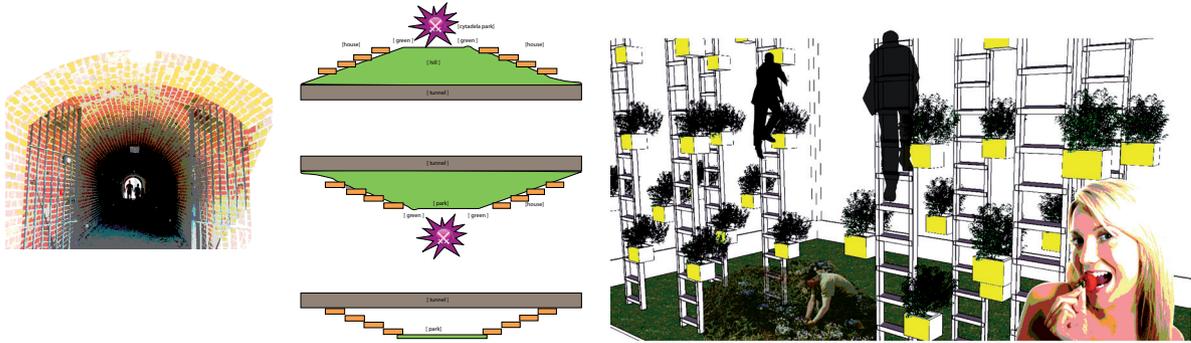
Stary Brawar to Stary Rynek



HOUSING SCHEME - Stary Rynek to Cytadela Park



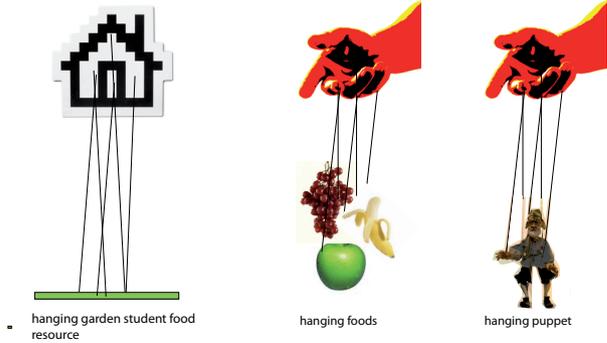
In memory of the battle ground of Cytadela Park



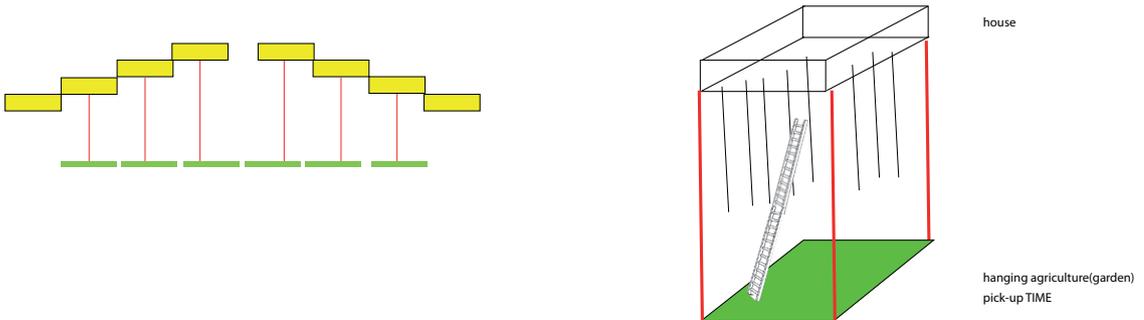
Housing Scheme = Rhythm pattern



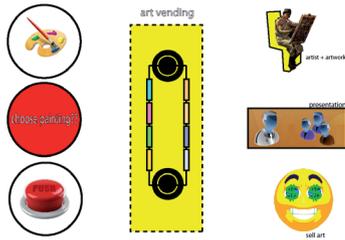
The hanging garden = Pick up your fruits!



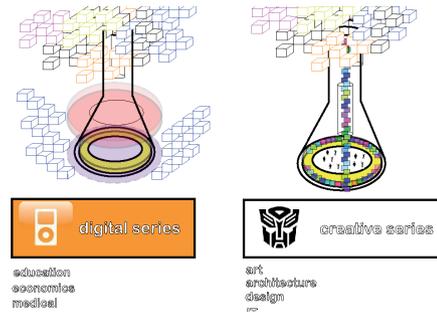
The hanging garden = Plant your own food!



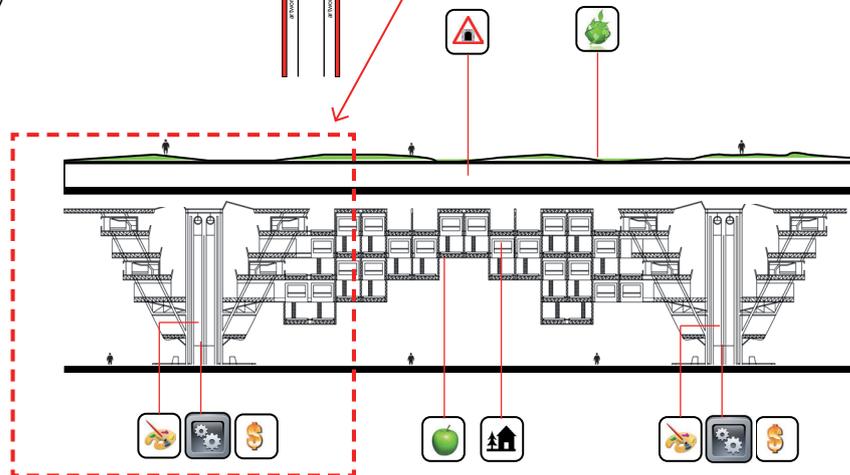
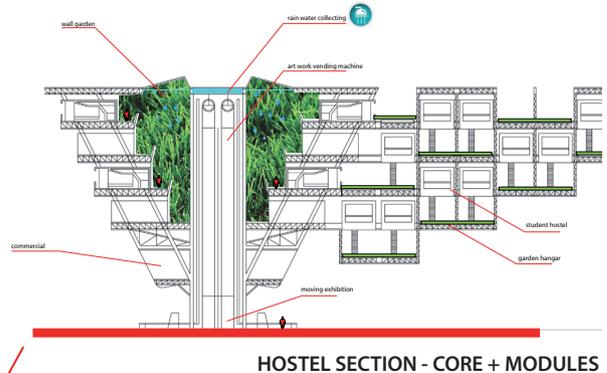
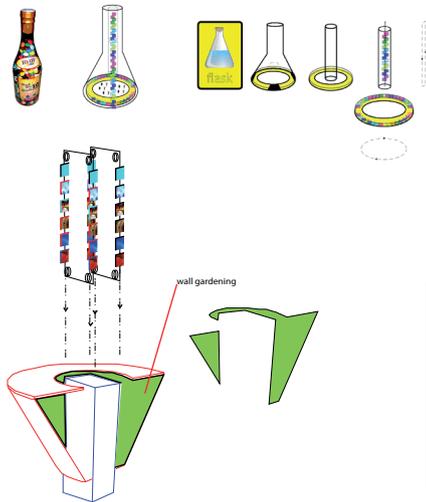
Housing Core as a vendor machine promoting students artwork



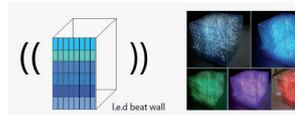
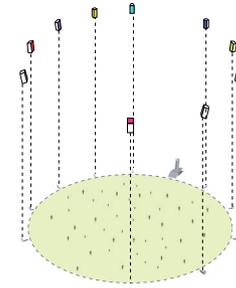
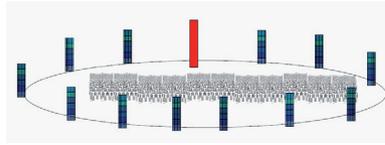
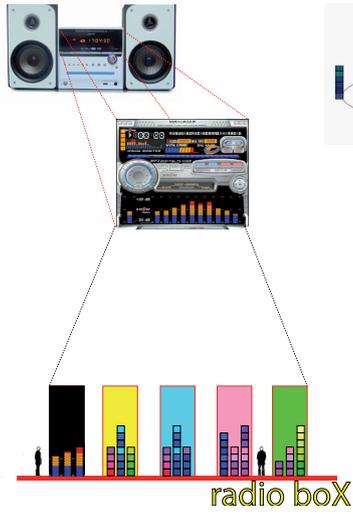
Type of vendor machine concept varies according to the students background



Vertical & Horizontal Movement of vendor machine



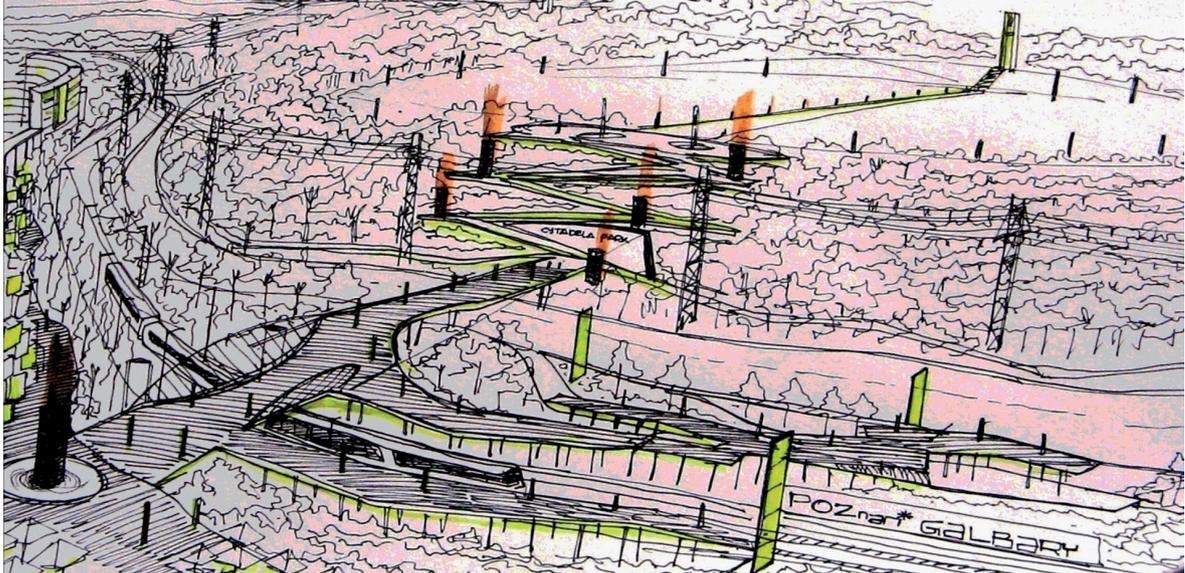
Intervention in Cytadela Park = RADIO BOX



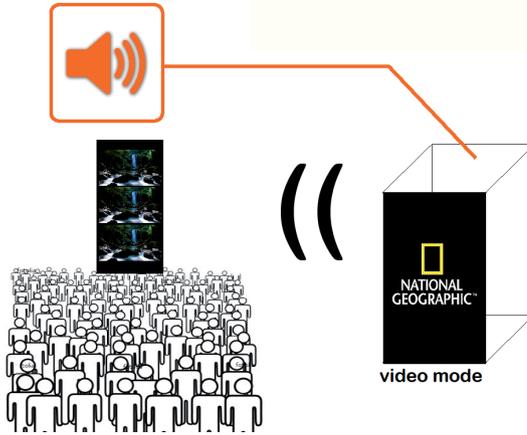
Function during event especially concert - create a sort of rhythm



Linkages to Cytadela Park and a new proposal for train and bus station

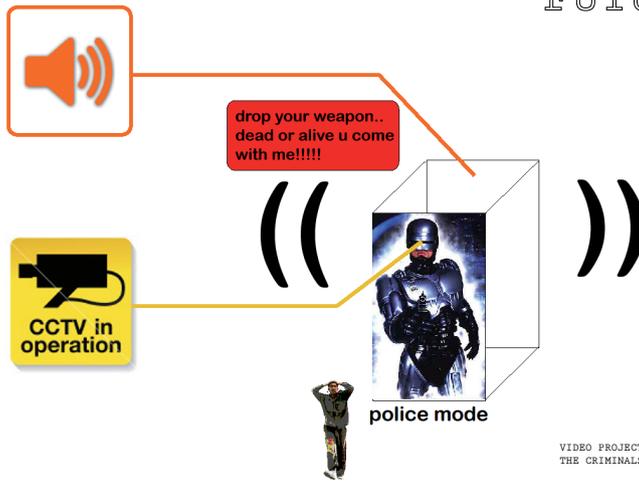


media as entertainment + education + crime detector

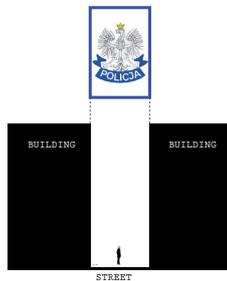


source : Frank Gehry Pavilion

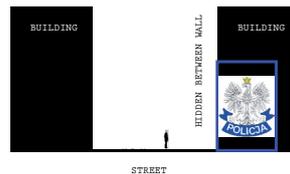
FUTURE POLICJA MODULE



VIDEO PROJECTION SHOCKED
THE CRIMINALS



OR

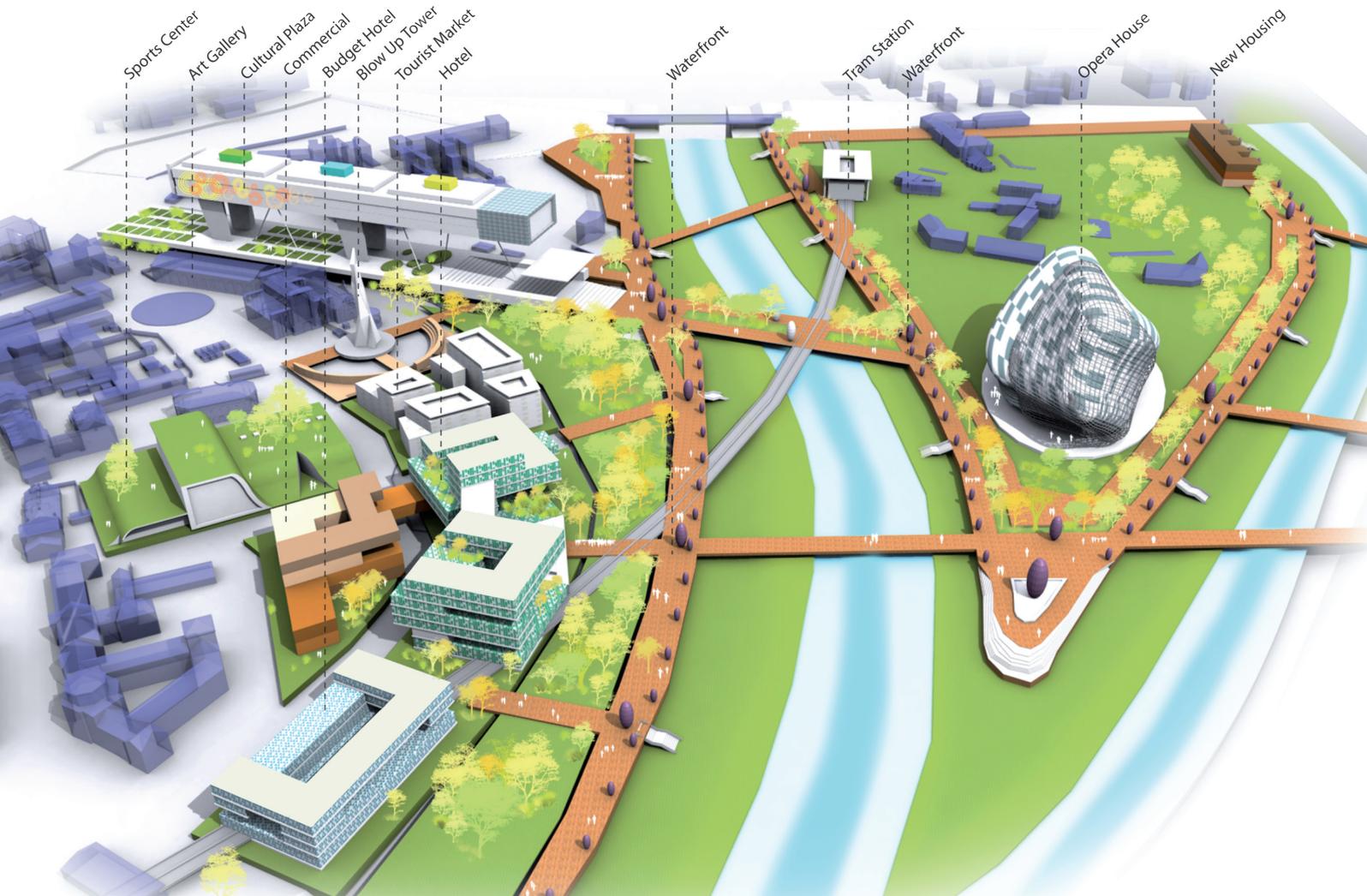


CAN BE INSTALLED AT DANGER ZONE
OR CAN BE CAMOUFLAGE BETWEEN THE
STREET AND WALL

Project 3 | URBAN re-YOUTH

Team:

Muhammad Ariff Mat Saruan
Zulhazman Abu Bakar
Edy Irwan Isbani
Mohammad Amin Maksum
Hugon Kowalski
Ma Chen Chen



Project description

The title of the intervention is URBAN re-YOUTH. The intention of the intervention is to create an urban ring that surround the old city connecting the points of historical places in Poznan. This ring is accentuated to capture the historical essence of Poznan to re-enact East and West Poznan together that is accessible by the ring network.

The intervention is planned to attract youths by creating an urban program that includes education and entertainment. By doing so, will generate a healthy and mindful youths that are sensitive to their historical background. The intervention is by revitalizing the unused spaces that are available in the city. By changing the existing program of the site to a more dynamic space usages, will project a brand new image that will transform the ambience of the area and create points of interest to attract more users and tourists into Poznan.



The Issue



Culture

VS



Youth

How to relate culture and youth



Poznan exists since the first Polish ruler settled. The Old City crowded with churches and colourful buildings is a collage of architectural styles that portray Poznan as a historical city.

Most of the buildings in the Old City of Poznan have graffitis. Is it that the youths are artistic or they have no other activities of interest?



WHY?



Child population

source : www.poznan.pl/facts_figures



Youth and Adult population

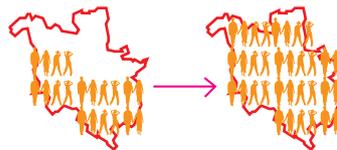


Silver Hair population

The diagram shows that the children, youth and adult population are decreasing since 2004 until 2008. Most of them migrate from Poznan to other cities in Poland / abroad. Who will be the main stake holders for Poznan in the future?

Project Aim

Population is the most important ingredient in creating vitality and variety to the city. The city's communities will generate more sustainable economies for stability and growth. The most potential group to develop Poznan in the future are the youths. Therefore, by injecting the proposed new program to the Old City will enhanced the dynamism of the city and be part of the new generations of Poznan.



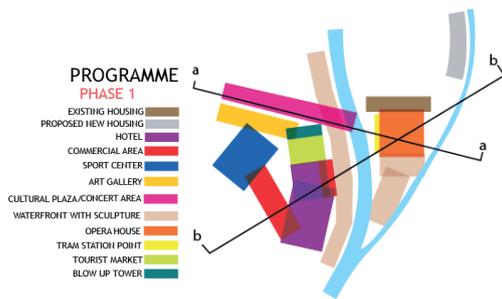
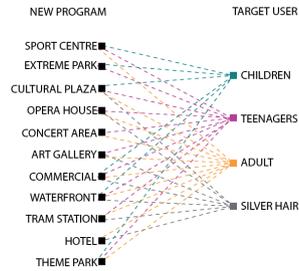
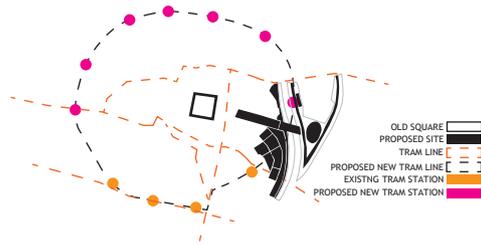
Culture

+

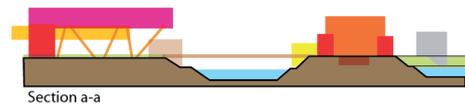


Youth

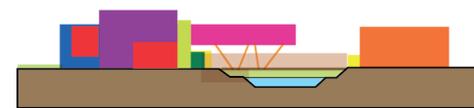
Initial & Master Programmes



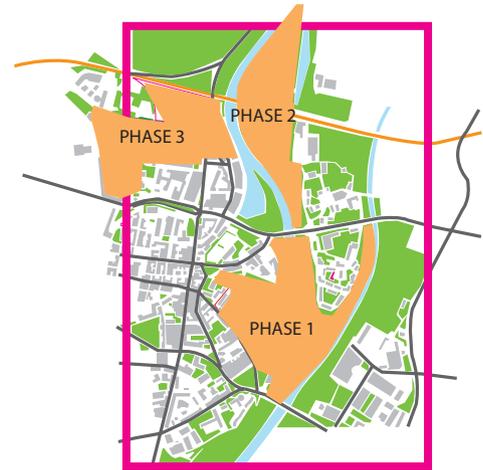
Programmes



Section a-a



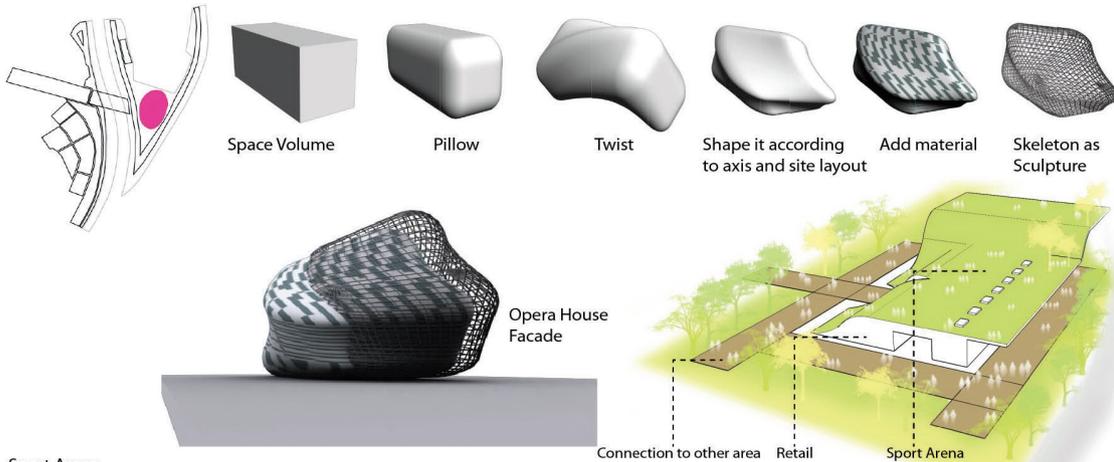
Section b-b



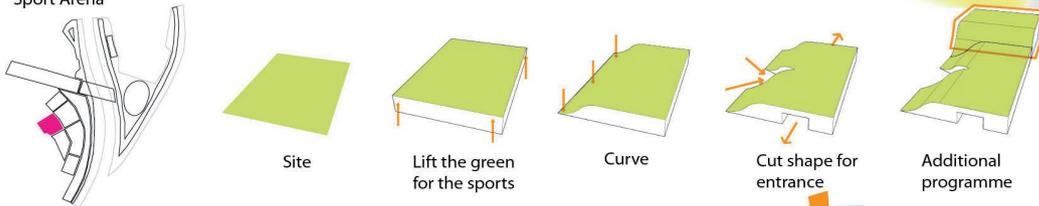
Project Masterplan

Proposed Scheme

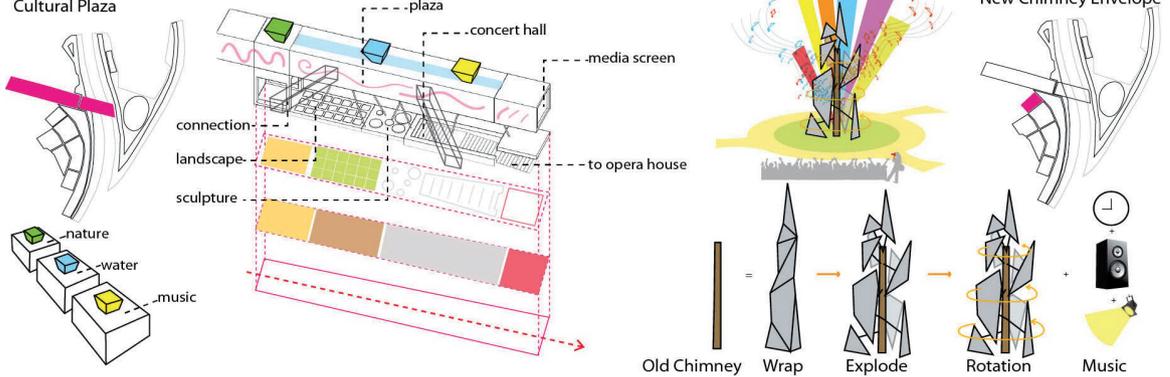
Opera House



Sport Arena



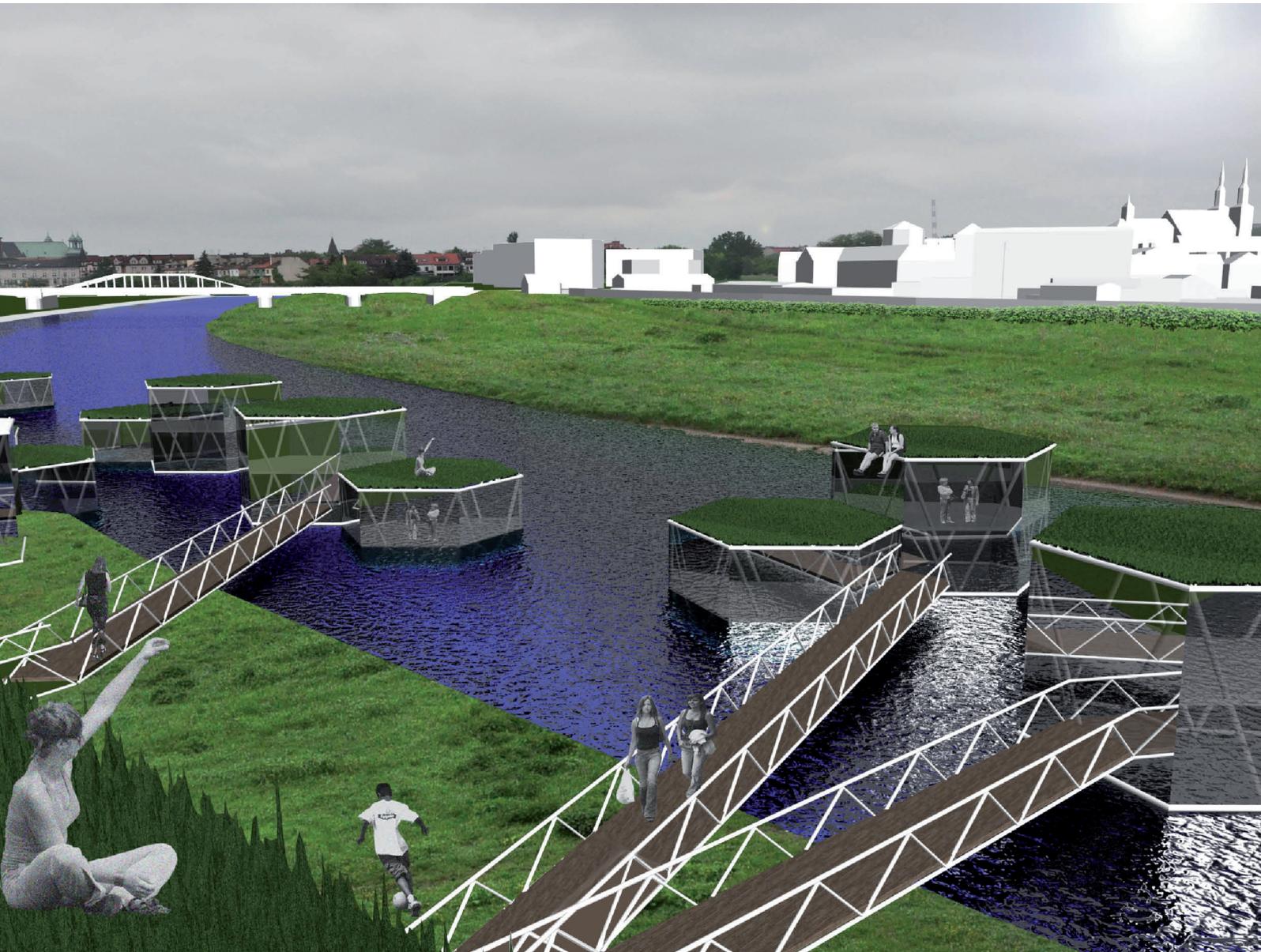
Cultural Plaza



Project 4 | **IN BETWEEN : AMORPHOUS LIVING**

Team:

Muhammad Muzammil Ashanushi
Auzan Sulaiman
Mohd Hadri Mahmud
Magdalena Sokolnicka
Li Si Wen

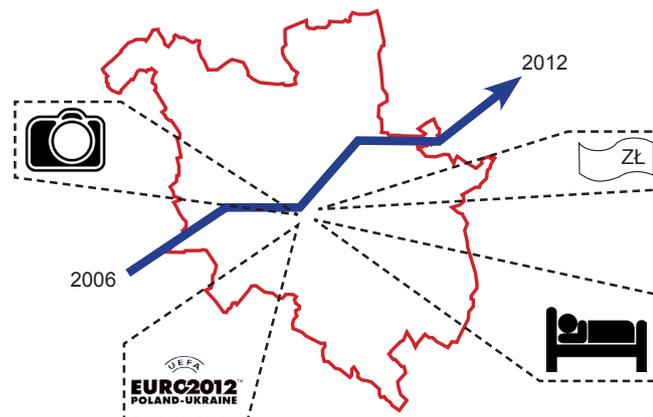


Project description

An amorphous solid is a solid in which there is no long-range order of the positions of the atoms.

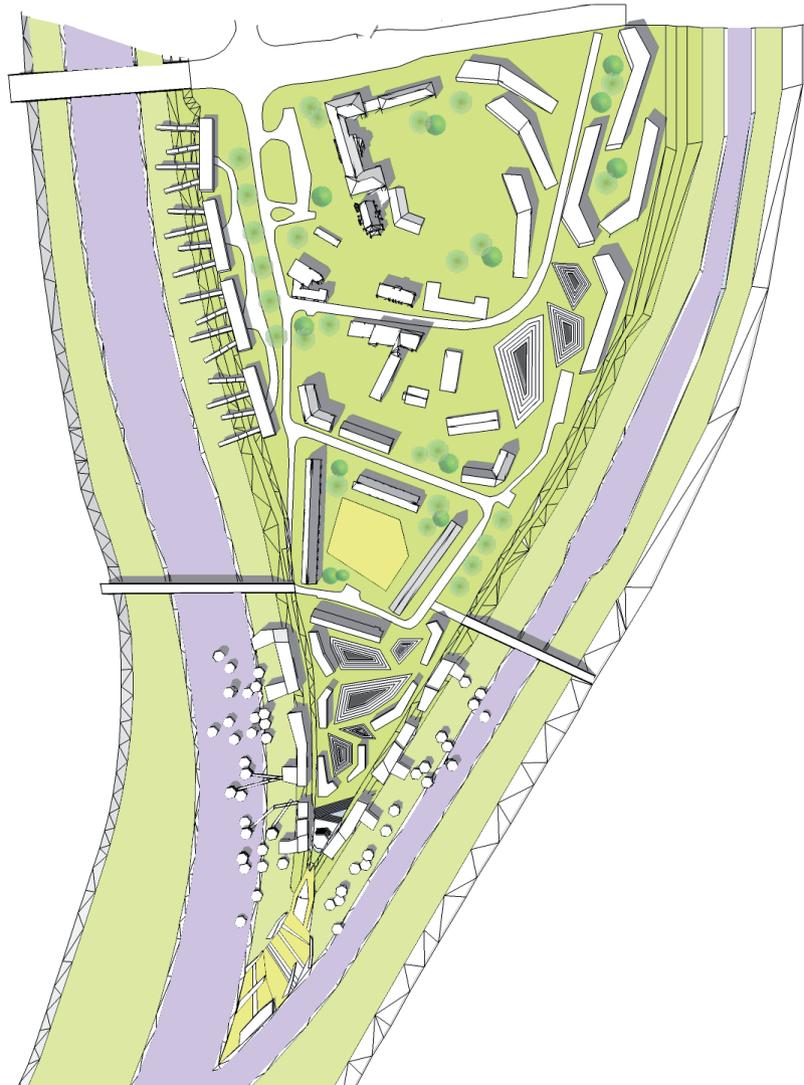
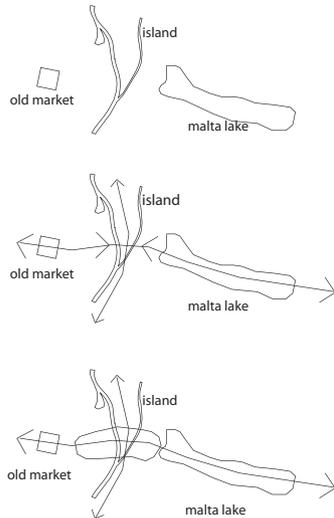
Amorphous living has no-long range order of living. It shifts periodically and is not constant. In this proposal, the issue of flooding in Poland and the selection of site next to the Warta River in Ostrów Tumski are the key design generator. The proposed site has potentials:- its strategic location between Malta Lake and the Old Market Square and the recent surge for more hotels to generate tourism in Poznan.

A proposed premium hotel would established a new landmark as a representation for the city. It is also a workplace for many people. Sited on a vacant land the hotel is for the forthcoming Euro Championship in 2012. According to UEFA Poznan has to increase 3300 more rooms for the occasion. The proposed site of Ostrów Tumski is beleaguered by two cribs. What gives this place the possibility to be developed is its strategic location opposite the main city's cathedral. Attractive proposals include a multi-purpose complex with the emphasis to promote sport activities that include kayaking and boating hubs. An art square will be proposed to promote creative talents of the young ones. The place will also cater for gastromic activities that provide an international arrays of food and beverages.



The Issue

The site with few old dwellings is surrounded by the rivers. It has more left over green areas from the previous development. It is at the centre of the main historical district of Poznan and Malta, with a major lake and park with new commercial complexes recently completed.



Initial & Master Programmes

Proposed Programmes

COMMERCIAL

- hotel
- viewing
- public parks
- flea market



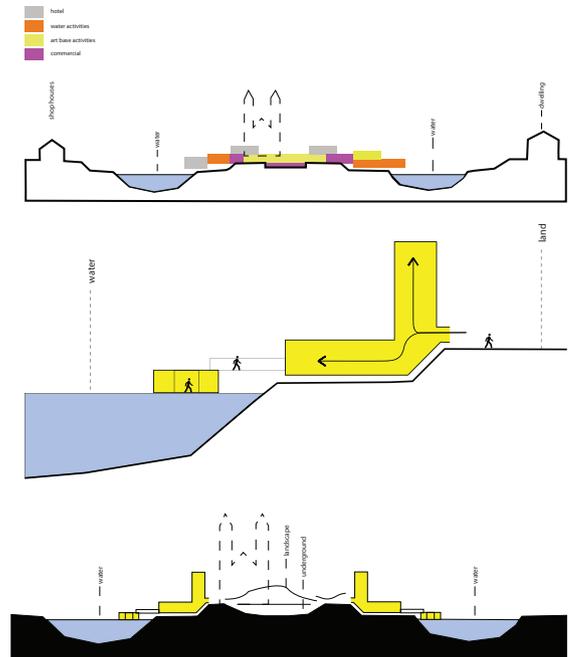
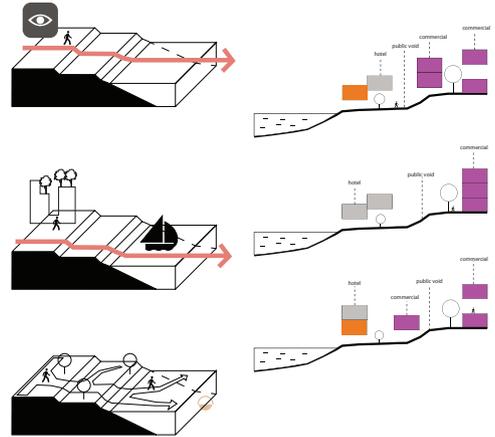
CULTURAL

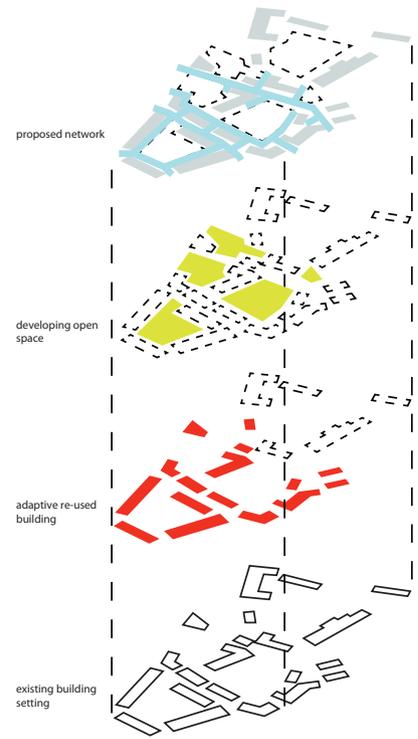
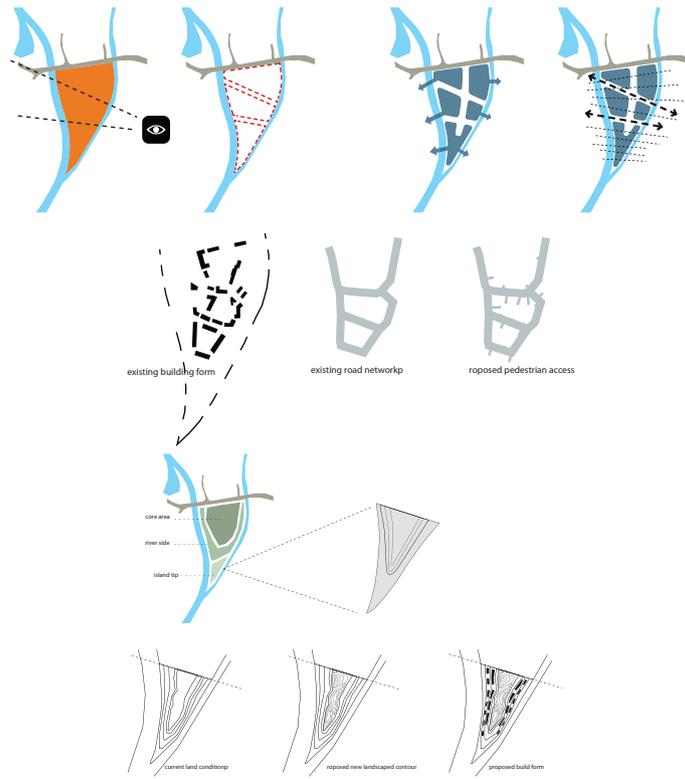
- art activity
- sculpture
- open space
- historical



WATER BASE

- boat
- fishing
- restaurant

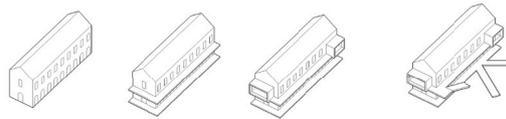




adaptive re-used

typo 1

the commercial housing is inter-vented to serve a similar programme; converting the old shop to contemporary look with better linkage to pedestrian.



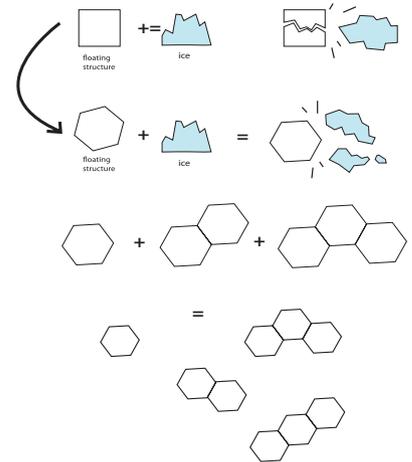
typo 2

Double storey houses converted into boutique; facade treatment improved to welcome people without overshadowing the basic form.



typo 3

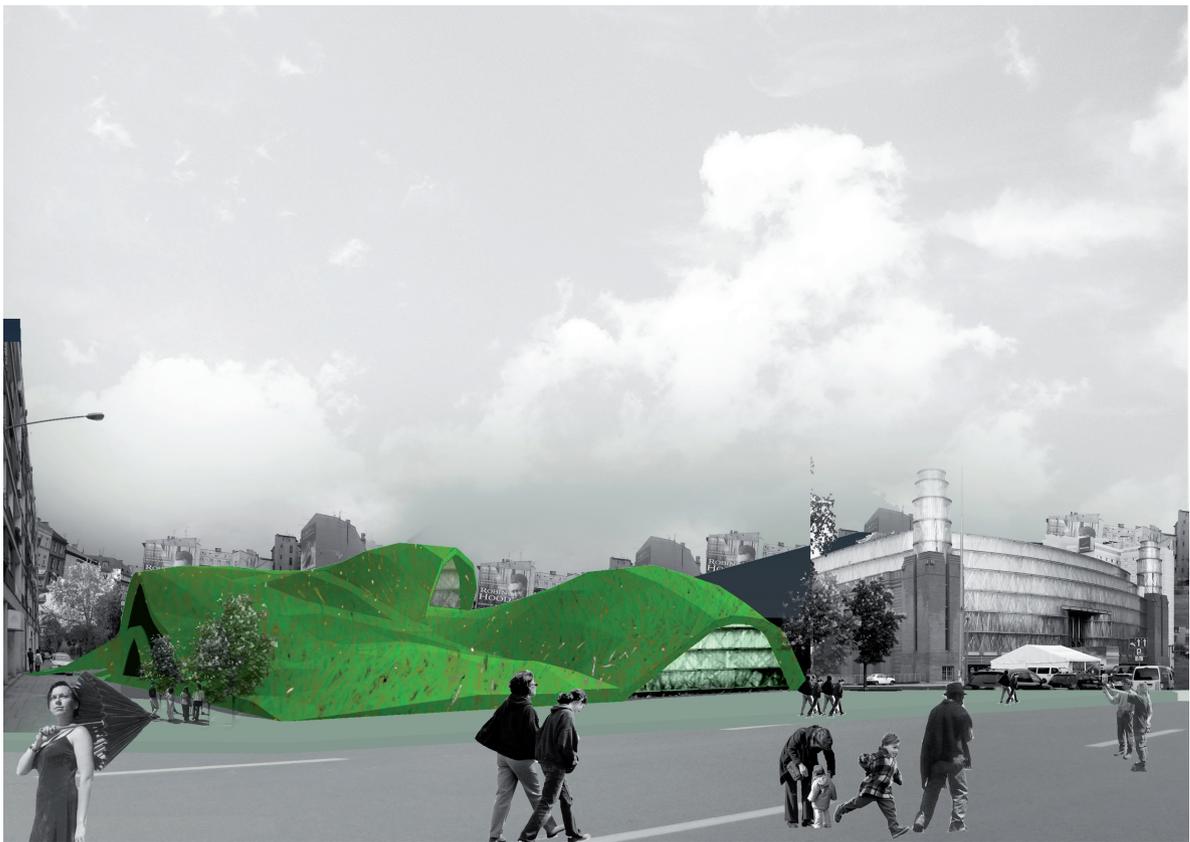
unused gap between building will be a new public realms; with new proposed covered structure



Project 5 | PROGRAMMING THE CITY'S VOID

Team:

Mohd Rahdy Tahar
Wan Mohd Norafizul Wan Ahmad
Abdul Hadi Abd Malek
Daisy Hermawan
Iwona Jaworska
Cao Yan Lan



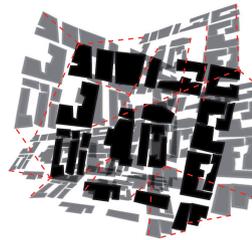
Project description

The proposed scheme is about combining the illustrious aspects of historical artifacts with contemporary concepts of technological innovations where the demands are high. The intention is to establish Poznan as the centre for contemporary culture.

The project focuses the undeveloped areas of the city centre for the intervention. Comprising the city's void which spread into few places, the concept tries to embrace new ideas and still preserving the historical essence of the place. The main focus is to create a contemporary art exhibition hall as the main artery that links all other programmes in Poznan. The scheme also tries to preserve the greeneries by replacing it with the same site coverage with more efficient and representable design.



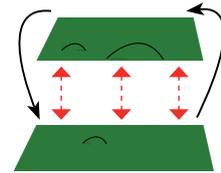
existing element
of build form



combination of
new elements



existing green

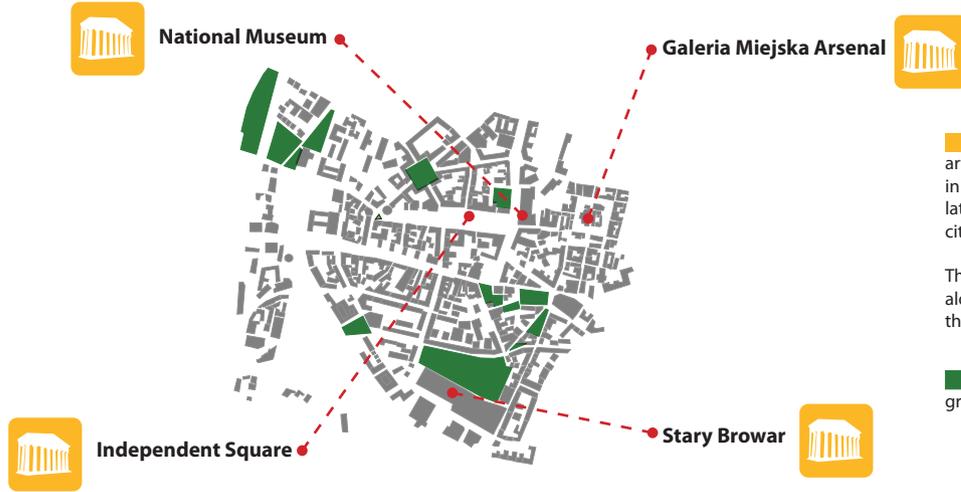


to be replaced and blend
with new programme

Solid vs Void



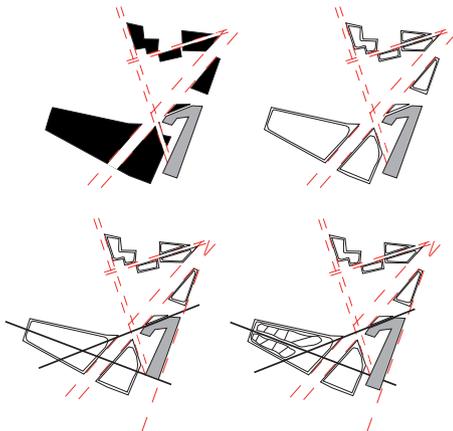
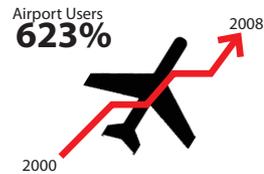
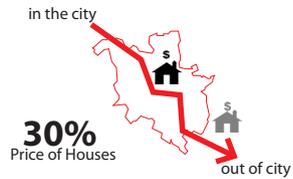
The Issue



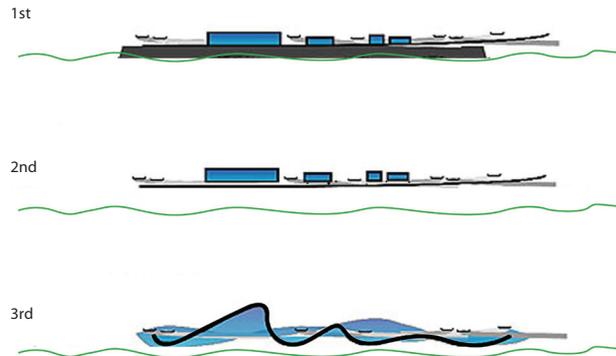
There are four major places for art within the two main city axes in Poznan but all of them not relating to each other to form the city core as a major art centre.

The replenishing quality of art along the hustle and bustle in the city centre.

Nodes in between for reprogramming.



site determination by potential



conceptual section of programme arrangement process

Initial & Master Programmes

HYPOTETICAL PROGRAMME

Facts

people
Built Form
Infrastructure
Urban Setting
Urban Void
Employment
Settlement
Tourism
Education
Thoughts

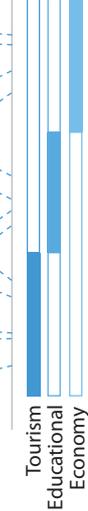
Problems

migration
abandoned
introverted courtyard
typical museum
exhibition arena
connection
accommodation
highrise
free space
income
suburbs

Potentials

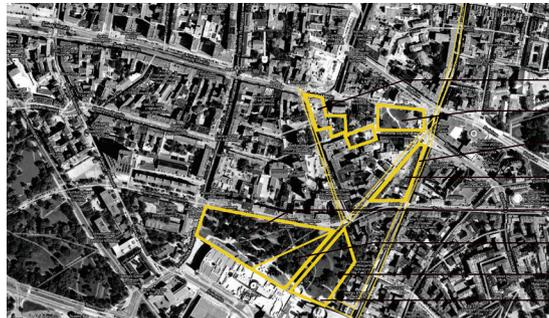
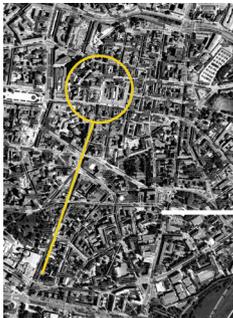
culture and tradition
sense of heritage
institutional hub
open minded society
spacious meeting area

Programme Identification



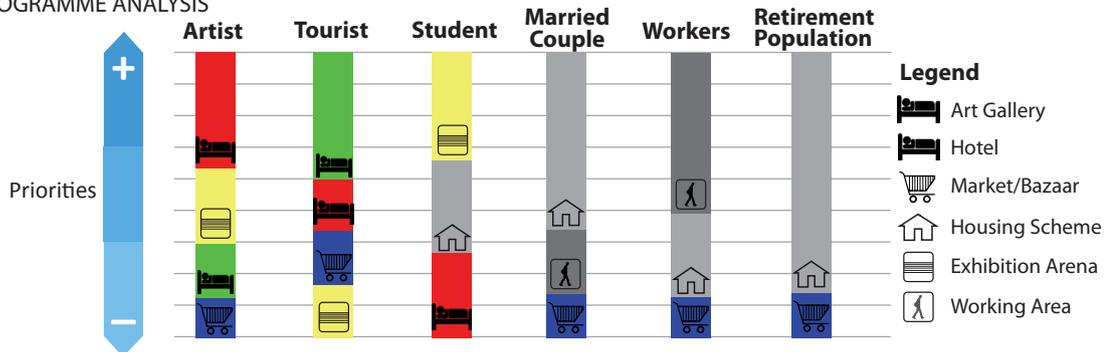
Specification of NEW PROGRAM

Exhibition Area
+
Market/Bazaar
+
Working Area
+
Art Gallery
+
Housing Scheme
+
Hotel

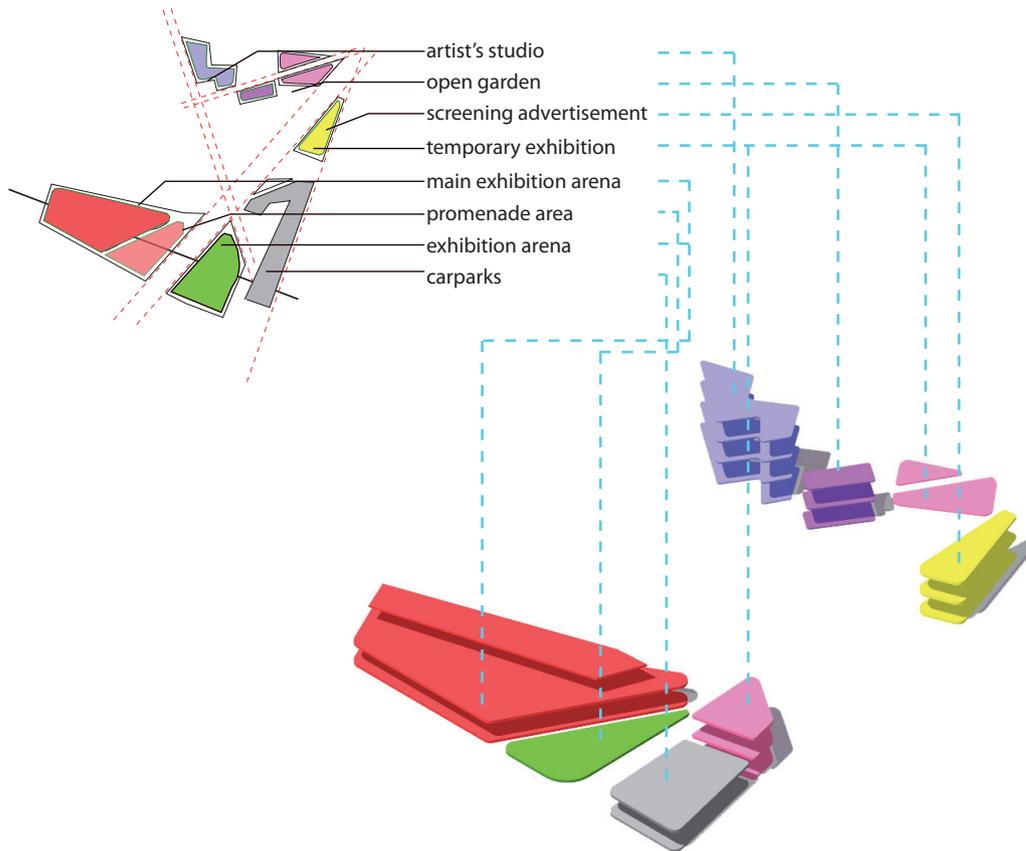
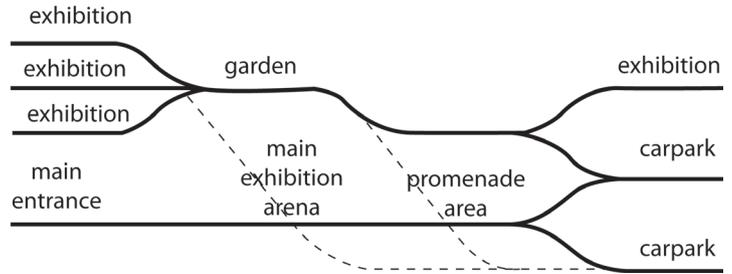


- artist's studio
- open garden
- screening advertisement
- temporary exhibition
- main exhibition arena
- promenade area
- exhibition arena
- carparks

PROGRAMME ANALYSIS



Proposed Scheme



Project 6 | INFECTION

Team:

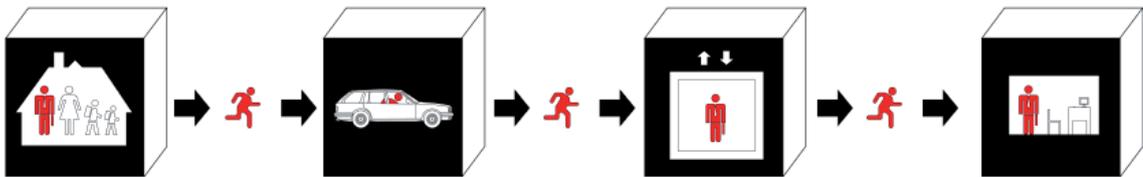
Ryszard Rychlicki
Azrul Hadi b Md Bedui
Nurnuha Zulfakar
Nurhidayu Lamien
Li Yi Chuan



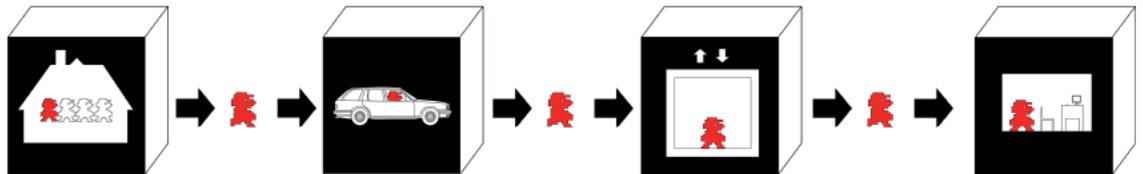
Project description

„Infection injection” intervention is designed to gradually replace and change the minds of conventional-traditional lifestyle to a more exciting living environment: focusing on younger generation. Like an infection, the encouragement programme will spread out to different places.

Our approach on the subject is by regenerating their daily activities into a different perspective above their homes. The idea is to lift up the ground to be filled in with various programmes proposed to have different views and perspective of the whole city from above their own homes. These ambience will be the inspiration of creative minds for the people and younger generations of Poznan.



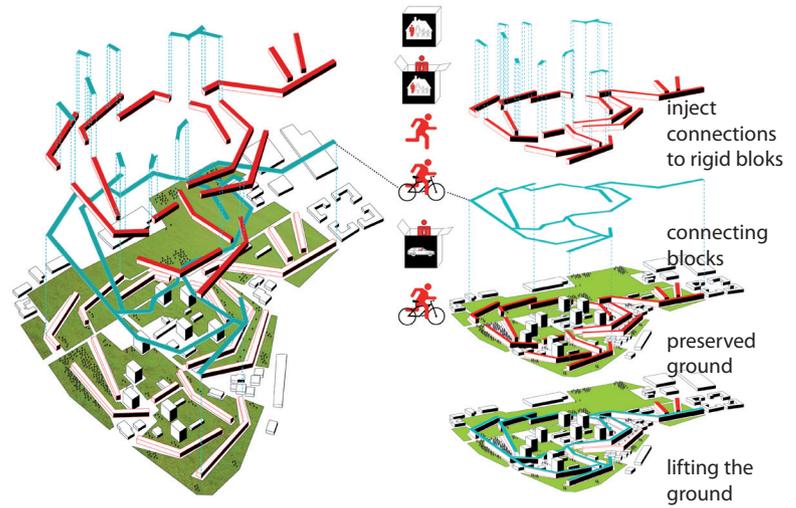
People living had been limited into a box.



The evolving technology had turned people into robots.



The challenge is to get Poznan residents to open minds to new opportunities of programmes to fit in healthier everyday lifestyle.



one block - one community



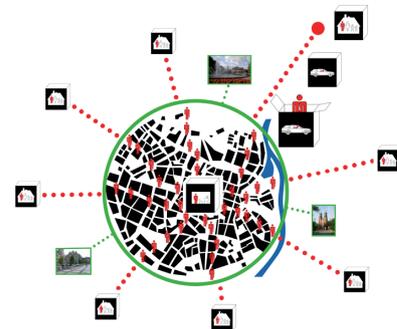
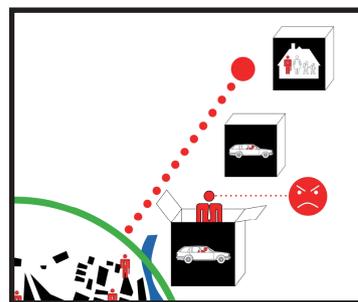
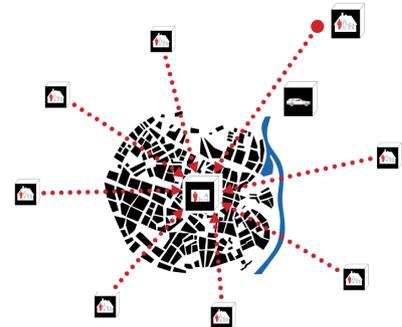
community in community



connection between block communities

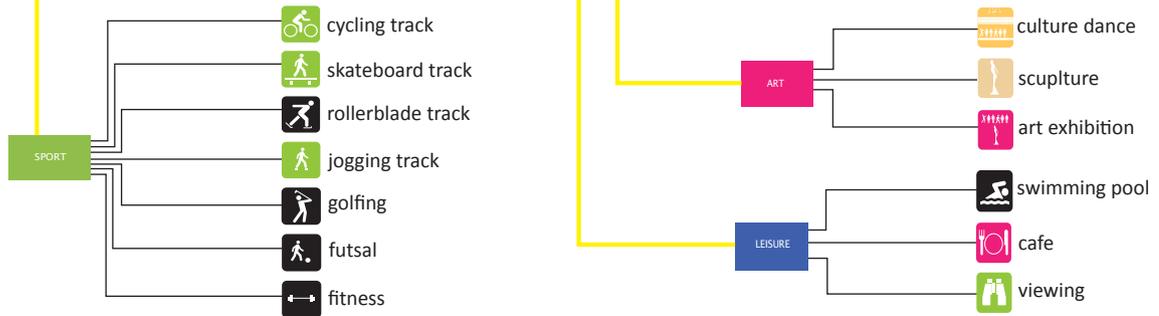


connection lines in one community

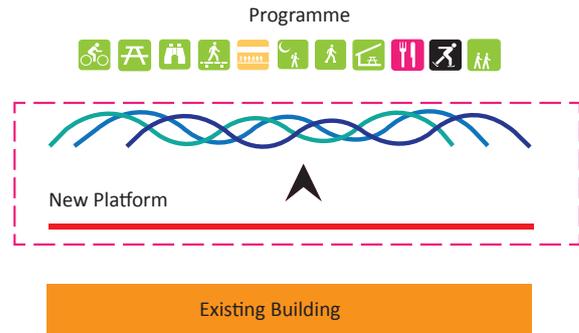
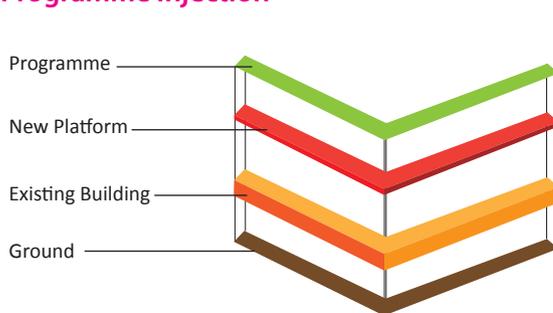


Initial Programmes & Master Programmes

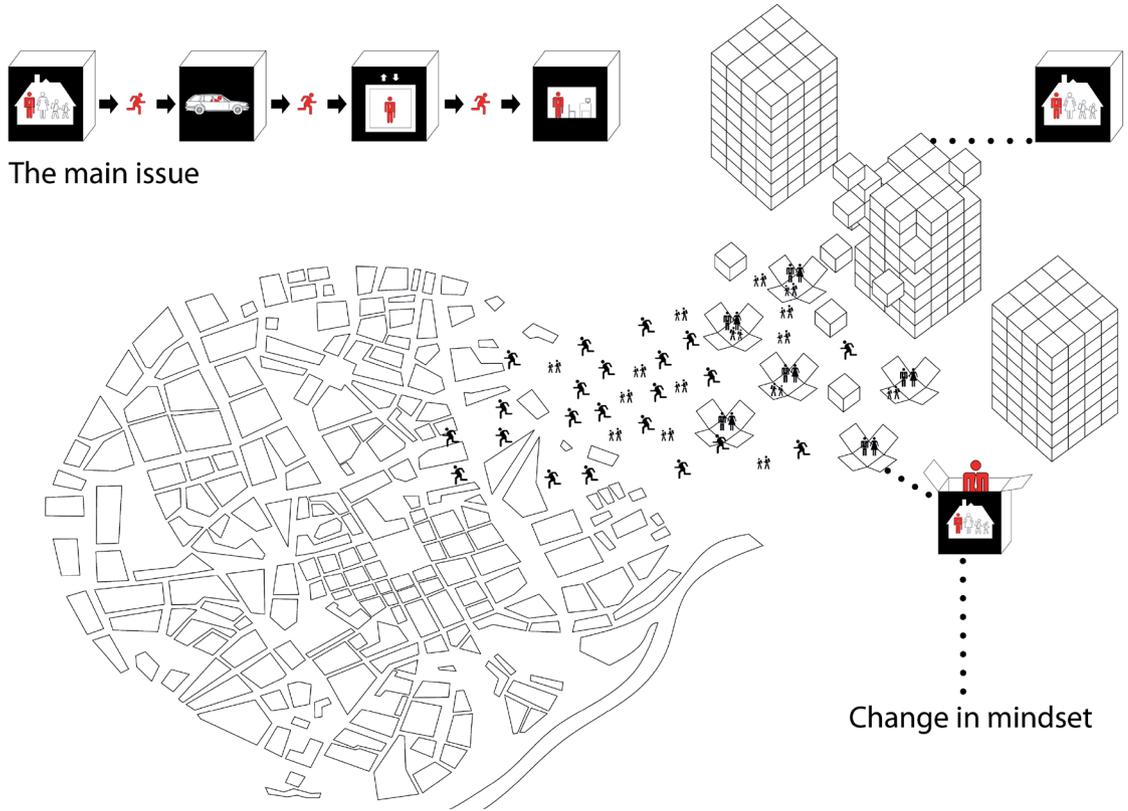
Osiedle Przyjazni residential area



Programme Injection



Exploded programme

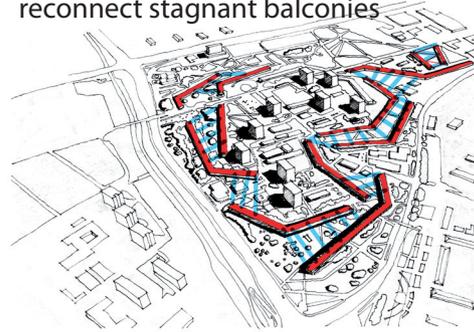


Conceptual intention

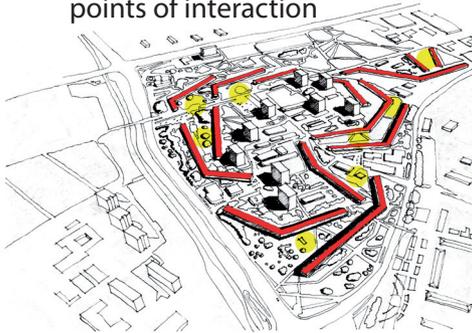
intervention focus



reconnect stagnant balconies



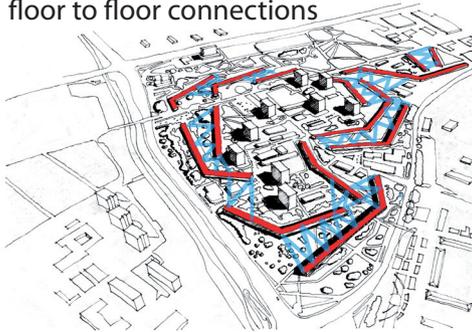
points of interaction



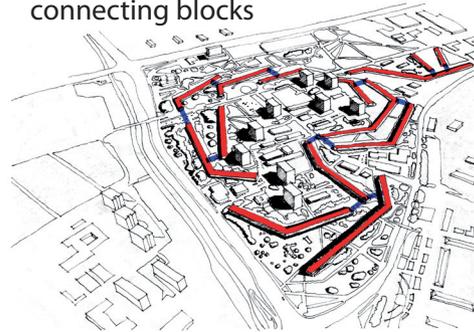
preserved ground space



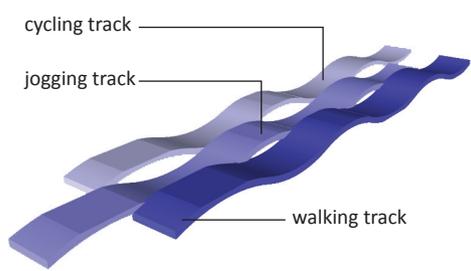
floor to floor connections



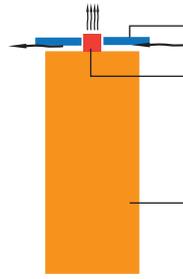
connecting blocks



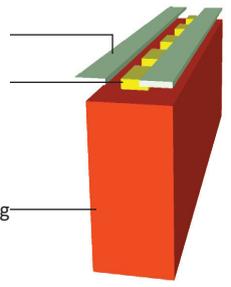
Programme Layers



3 LAYER OF PLATFORM



SECTION



3 DIMENSIONAL

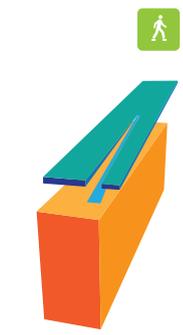
Proposed Scheme



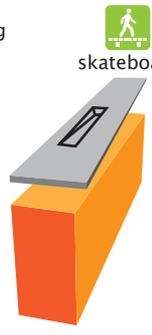
CYCLING TRACK



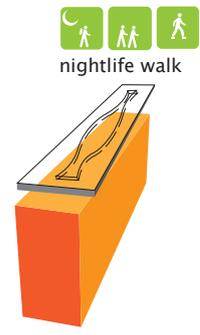
ROLLERBLADE TRACK



JOGGING TRACK



SKATEBOARD PARK



WALKING

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