

PUZZLE PARK

unfinished architecture

Part of project for the European competition Can Solé, Spain. Uid / Henrik Valeur, Fredrik Fritzson and Søren Christian Madsen in collaboration with consulting engineers Ole Vanggaard and Jeppe Steen Andersen, Copenhagen 2003.

The contemporary citizen seeks leisure activities. People who are working at home, unemployed or on maternity leave, wish to have recreative facilities close at hand. Companies who are committed to employee care want to offer their employees recreational activities near the workplace. Municipalities may use recreational offers to enhance their public image.

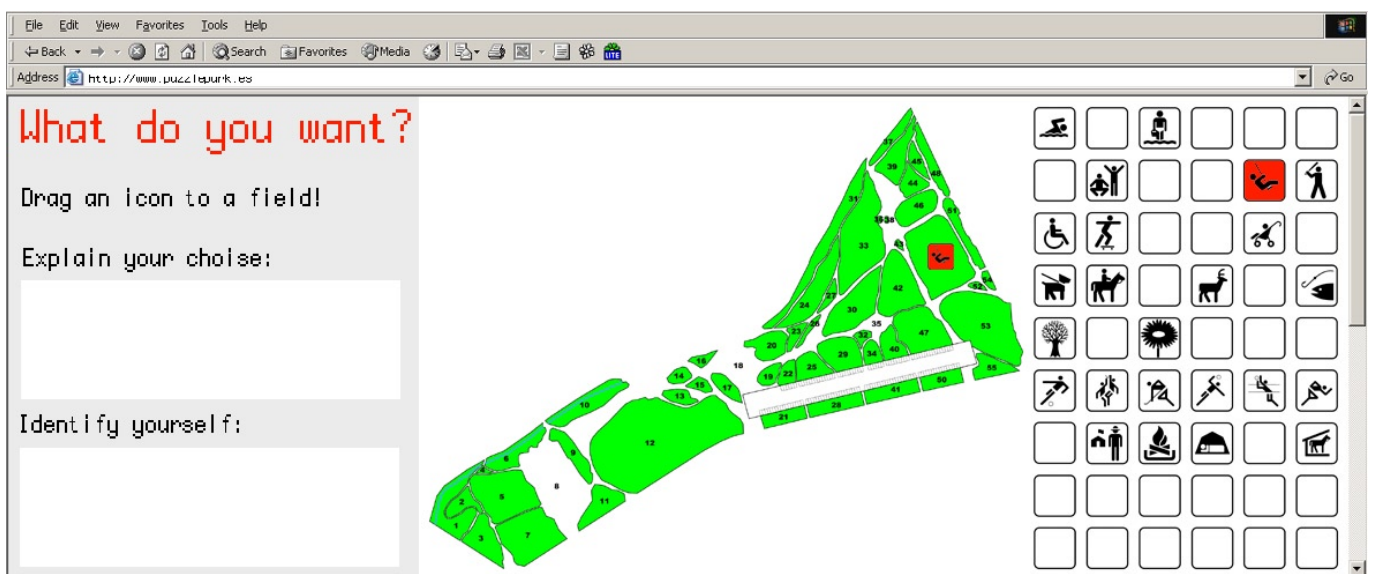


Instead of a one-time investment in a designed park, we suggest that the municipalities of Santa Coloma de Cervelló and Sant Boi de Llobregat invest in **a democratic planning process**. We see the park as a negotiating zone between different interests. It does not have to be designed by a single mind, but can be envisioned as an ongoing process of collaboration between different interests. The outline of the park is drawn on the traces of existing paths, which creates a 1:1 sketch model. The fields between the paths establish a puzzle of pieces. Each piece offers a unique shape, size and setting. The puzzle park will be realised in phases in which groups of pieces are being filled with activities. Pieces are offered by the municipalities. Users are invited to participate in the planning, realisation and maintenance of the interventions and companies are offered the opportunity to sponsor them.

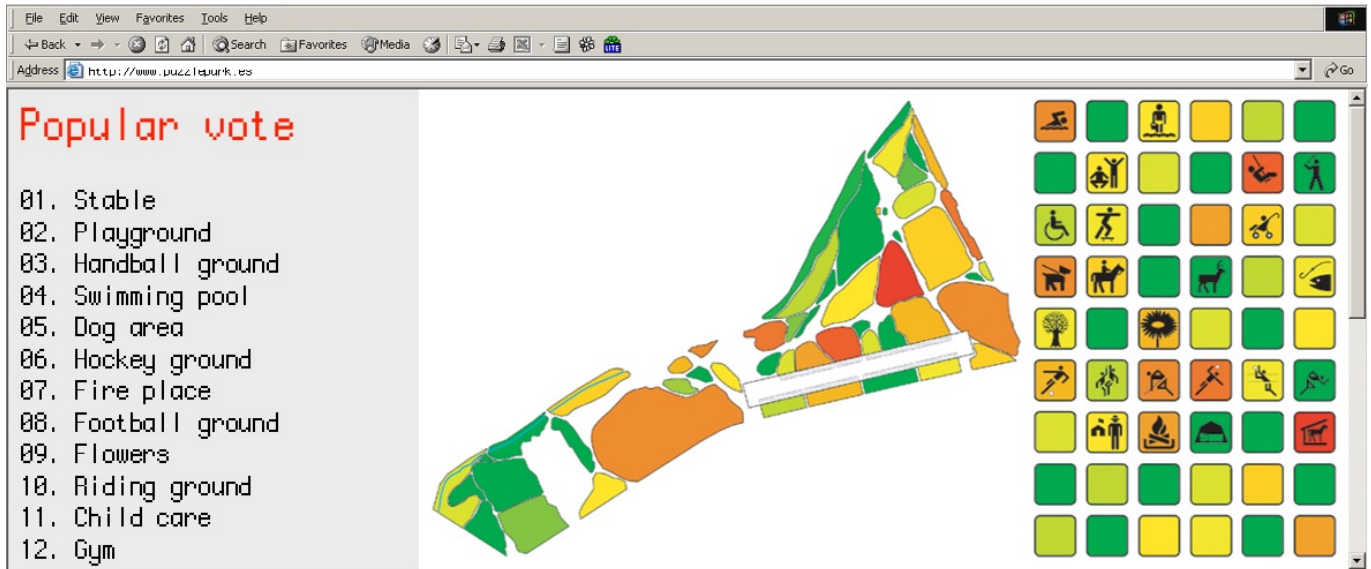
01 The municipalities are expected to sponsor the process, which is being initiated by the approval of a local plan, that designate the area to the south of Colonia Güell as a puzzle park, to be developed in accordance with to the following scheme



02 The municipalities also appoint the members of a Committee, that will supervise this process. The members of the Committee should represent various interest in the area, and should be able to hire advisors and consultants on short-term contracts.

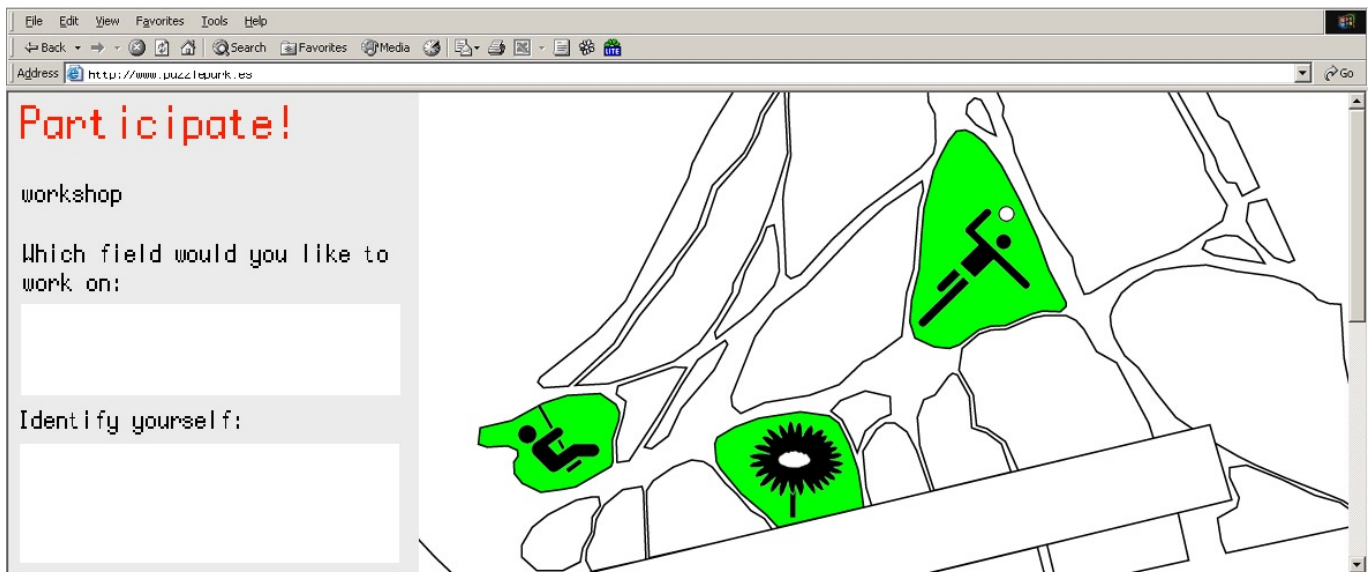


03 The first task of the Committee is to launch a website, where interested users are requested to submit their wishes for park activities and pieces to be developed. Users are both old and new inhabitants and employees of the area.



04 The user input from the website is being processed into statistical data, showing public desire. The Committee evaluate the results in consultation with their advisors.

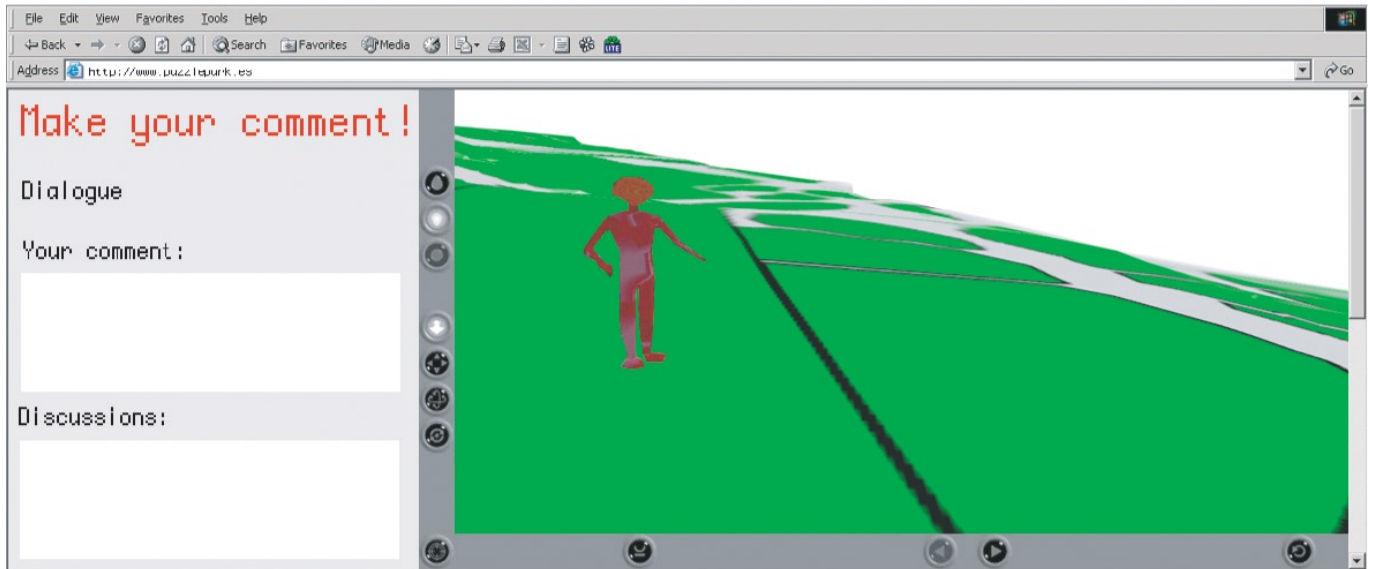
05 Based on the statistical data and the consultant advice the Committee initiate negotiations with potential sponsors, mainly the new companies and companies from “Colonia Industrial”. As a conclusion to these negotiations the Committee select 3-5 pieces to be developed.



06 The selected pieces and activities are posted on the website and users are invited to participate in projectgroups.

07 Based on age, wishes and affiliation to the area, the Committee distribute participants in various project-groups and arrange workshops in which the groups produces sketch-projects for individual pieces and activities.





08 A consultant appointed by the Committee visualizes the sketch-projects in a 3D model on the website. This model, which is continuously being updated with new projects, enables future users to “experience” the park elements prior to their realisation and to make comments about them. Thus facilitating a real dialogue between planners and users.

09 The Committee appoint consultants to develop the sketch-projects into actual designs. Smaller interventions may be designed by the project-groups.



10 The design-projects are approved by the appropriate authorities. The Committee negotiate construction contracts and the projects are being realised. Users may participate in the construction work.



11 The municipalities hire and educate a number of “social gardeners” responsible for the maintenance of the park while simultaneously practicing social fieldwork in the park. The gardeners also functions as the local “ears”, reporting user critique and proposals to the Committee.



12 Maintenance may also be carried out by the users, as a form of social activity. The democratic planning process is intended to encourage user-care.



At an interval of 3-6 months the described process is being repeated. Several processes may run parallel to each other. The work of the Committee is also **a learning process**, in which experiences are being carried on from one project to the other. Thus critique, comments and proposals by the users is continuously being evaluated by the Committee. Neglected pieces can be re-offered for new activities, while succesful pieces will remain. Thus the puzzle is not intended to be ever finished. New inhabitants and new companies will obviously make new demands, creating a truely active park.