# HANGING BY A THREAD

## DESIGNING URBAN MOBILITY
## EXAM PRESENTATION 03.06.2020
## MSC02 URBAN DESIGN

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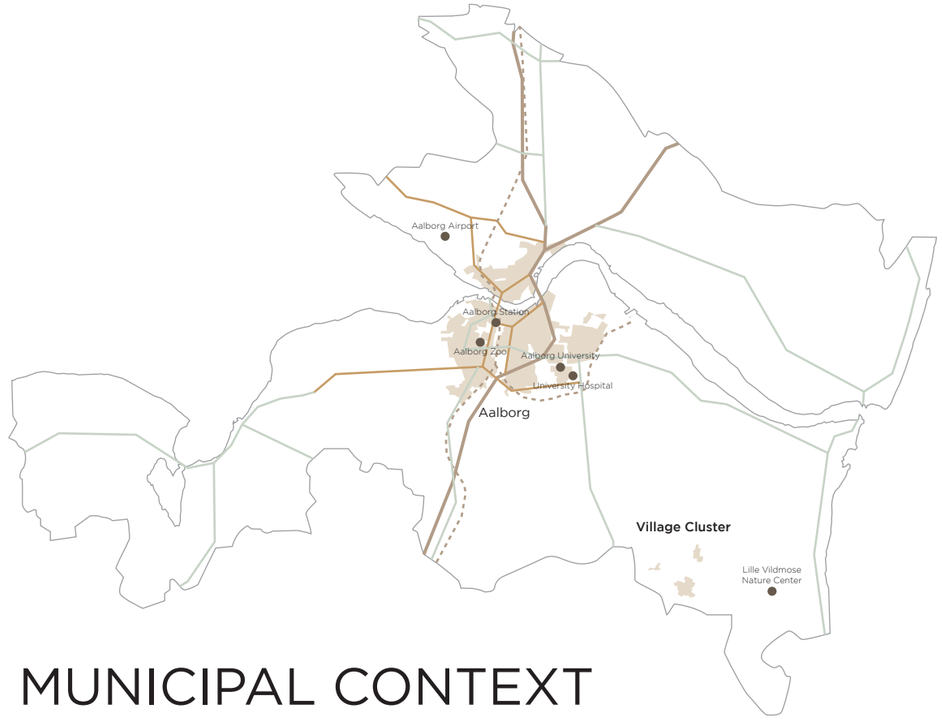
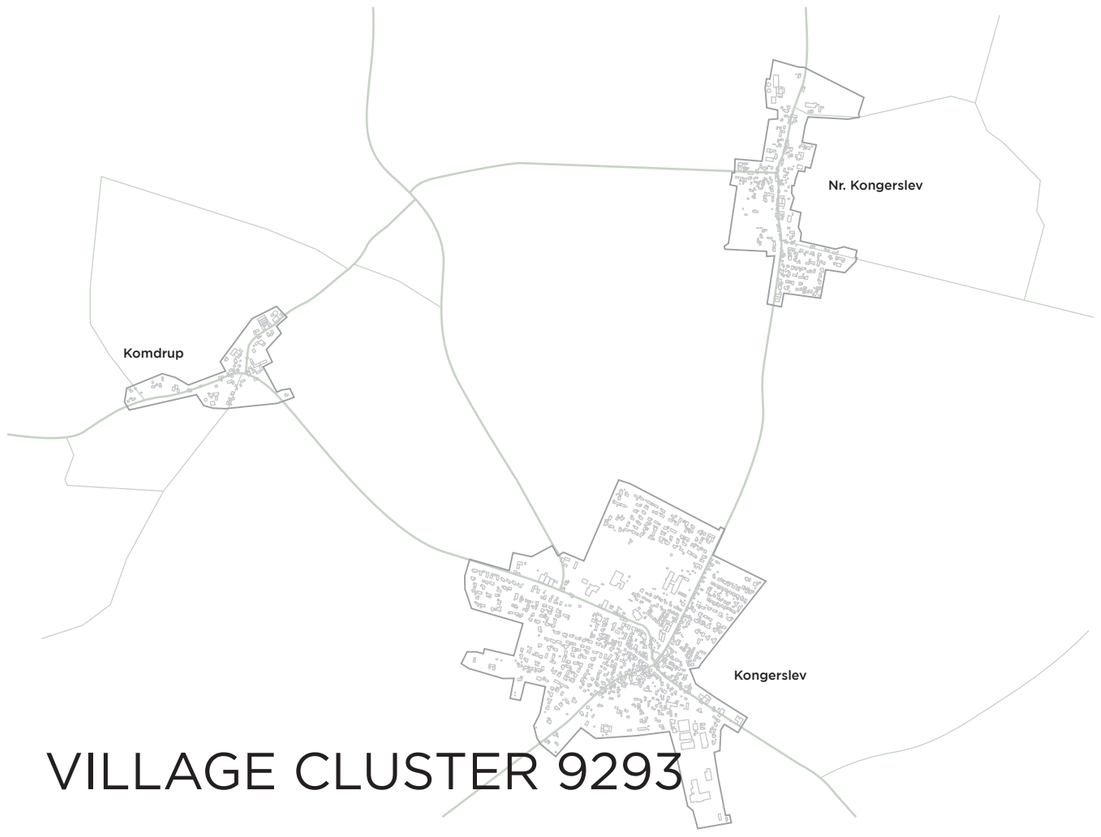
Signe Gren Carlsson

# SITE AND CONTEXT

REGIONAL CONTEXT




MUNICIPAL CONTEXT




VILLAGE CLUSTER 9293

# STRUCTURE OF PRESENTATION

01 THEORETICAL APPROACH AND PROBLEM STATEMENT

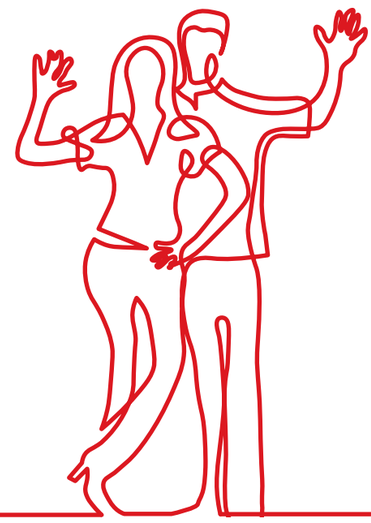
02 CONTEXT AND SITE ANALYSIS SUMMARY

03 SURVEY AND PERSONAS

04 CONCEPT AND DESIGN PARAMETERS

05 STRATEGY AND DESIGN PROPOSAL

06 CONCLUSION AND REFLECTION



# THEORETICAL APPROACH AND PROBLEM STATEMENT

01

# THE CHALLENGES

## RURAL DECLINE

- POPULATION
- CLOSING FUNCTIONS
- POOR MOBILITY OPTIONS

# THE POTENTIALS

## VILLAGE CLUSTER FRAMEWORK

- HAVING BIGGER INFLUENCE
- MAINTAIN FUCTIONS
- LOCAL COMMUNITY
- SHARED IDENTITY
- IN REGARDS TO MOBILITY DESIGN

# MULTIMODAL TRANSPORT AND MAAS SOLUTIONS

## NT

- “KNUDEPUNKTER”
- MOBILITY HUBS
- LOCAL NODES

## AALBORG MUNICIPALITY

- VILLAGE CLUSTER
- MOBILITY 2040

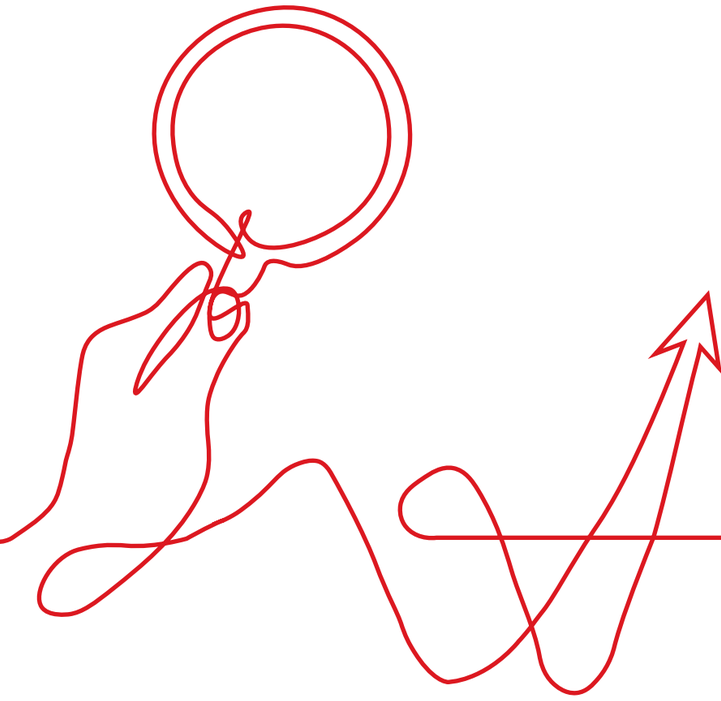
## SAMRÅD 9293

- LOCAL NODES
- FACILITIES IN NODES

# “HOW CAN THE REDESIGN OF A MOBILITY HUB FACILITATE AND SUPPORT DAILY LIFE IN VILLAGE CLUSTER 9293?”

# VILLAGE CLUSTER AND SITE ANALYSIS

02



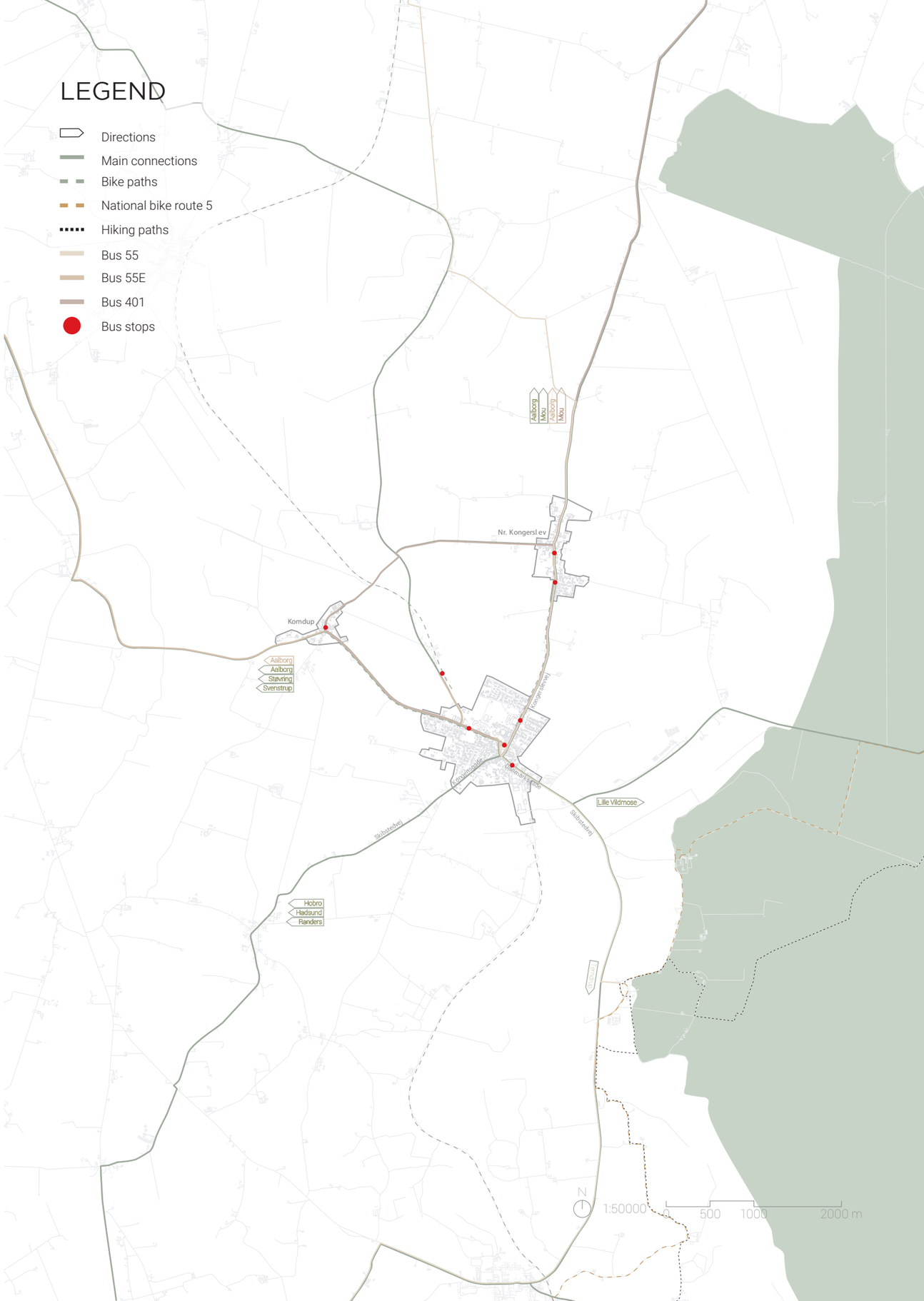
# VILLAGE CLUSTER

## EXTERNAL MOBILITIES

- PUBLIC TRANSPORT
- BUS ROUTE 55

## INTERNAL MOBILITIES

- BIKE PATHS



# SITE INTRODUCTION

## KONGERSLEV

- LOCAL MEETING PLACES
- LOCAL IDENTITY
- COMMUNITY SPIRIT

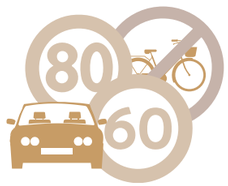
# ANALYSIS SUMMARY

## RURAL DECLINE

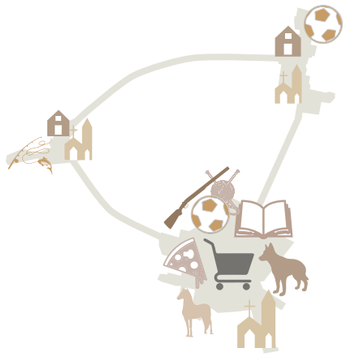
## COMMUTING IS NECESSARY

## PUBLIC TRANSPORT IS TIME-CONSUMING AND INFLEXIBLE

## NON-CAR PHYSICAL INFRASTRUCTURE IS INADEQUATE



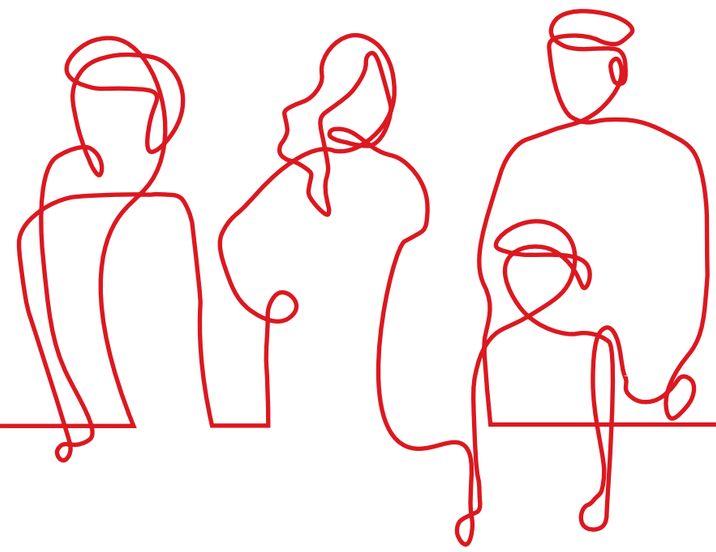

## SOCIAL CAPITAL OF EXISTING ACTIVITIES AND FUNCTIONS



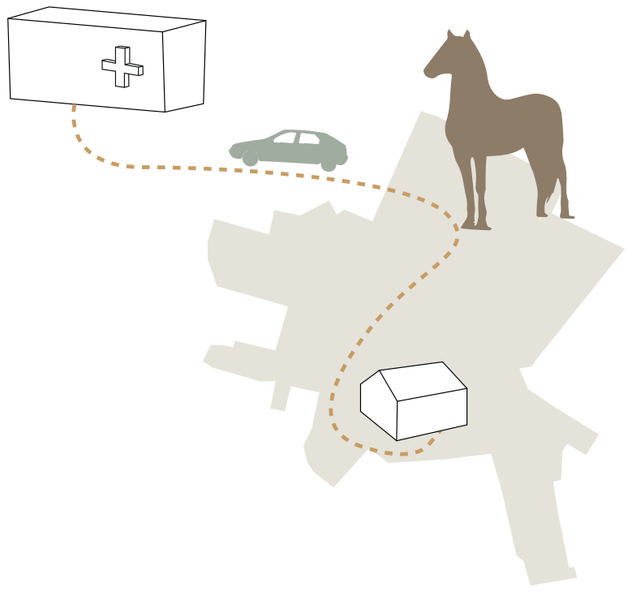
## VILLAGE CLUSTER MOBILITIES POTENTIAL

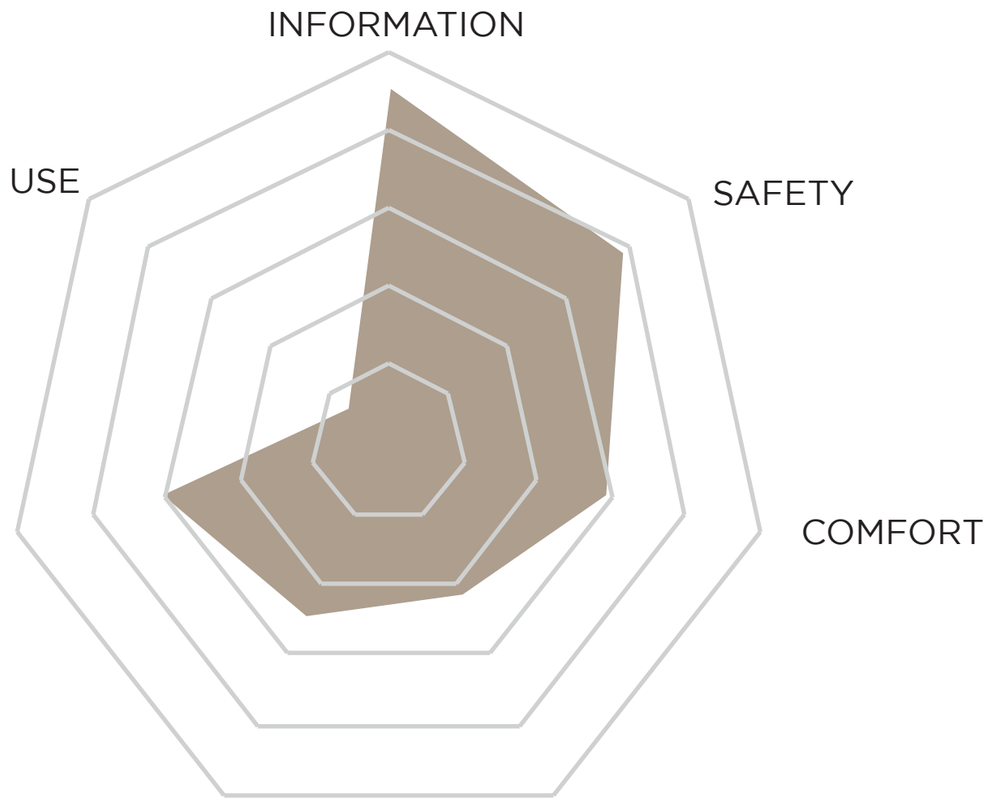
# SURVEY AND PERSONAS

# 03

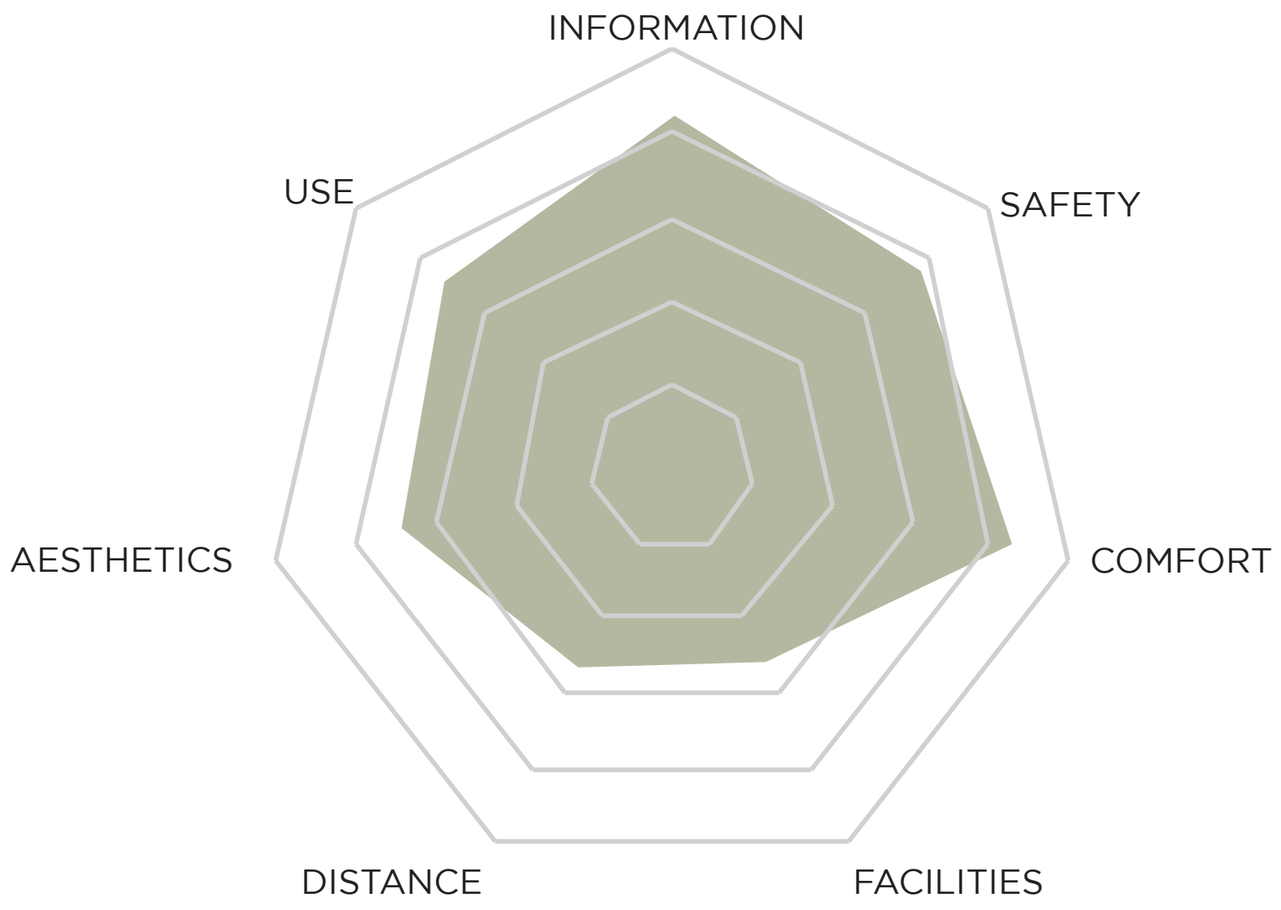


# PERSONA 1: THE PARENT - TINA

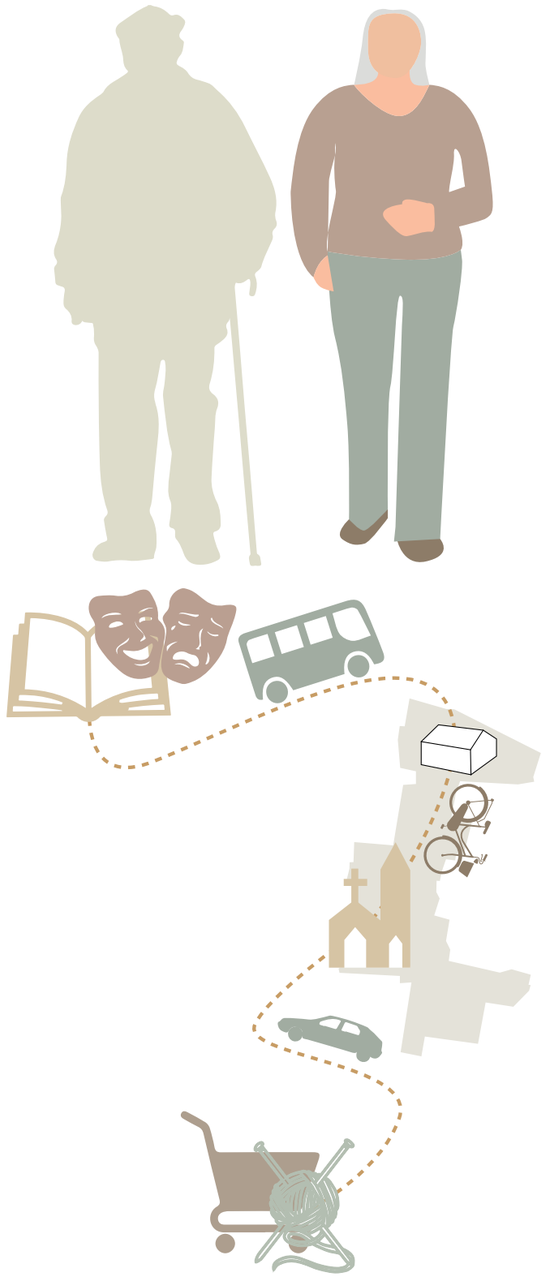


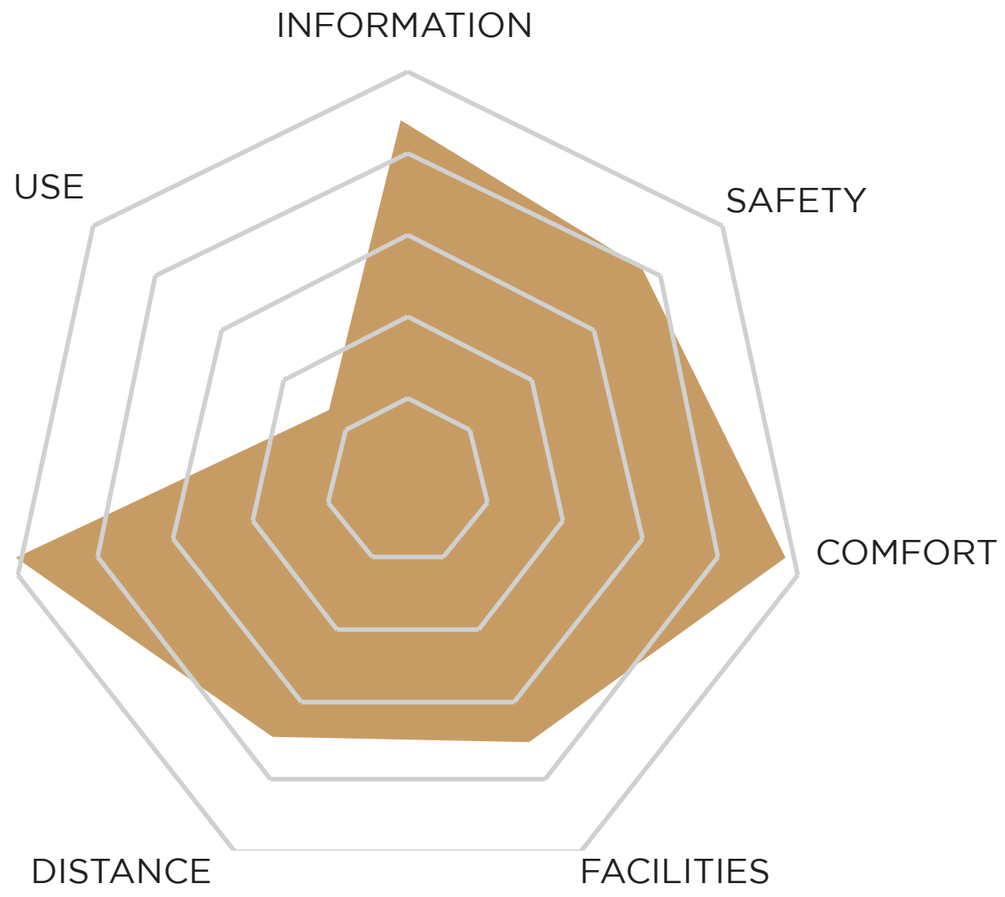


# PERSONA 2: THE COMMUTER - MADS

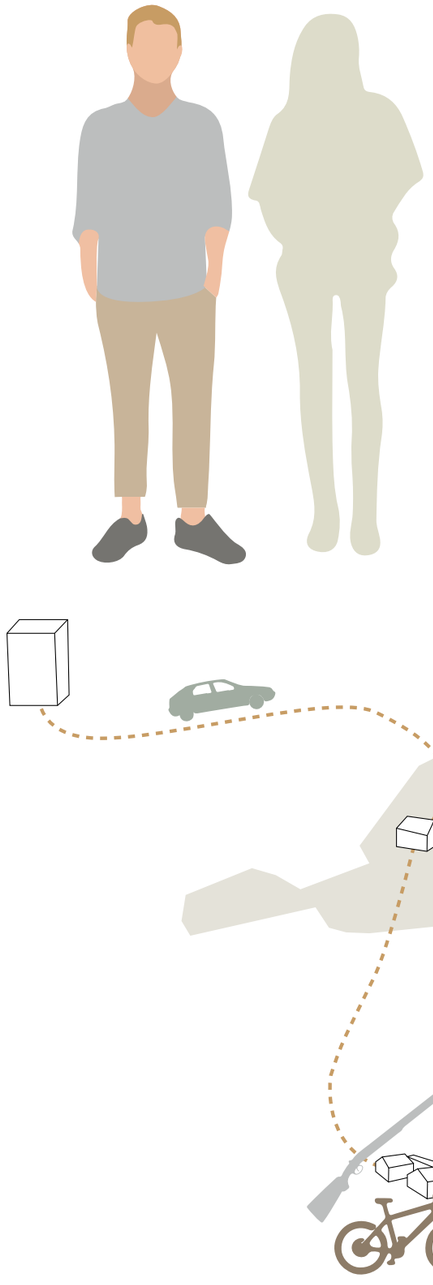


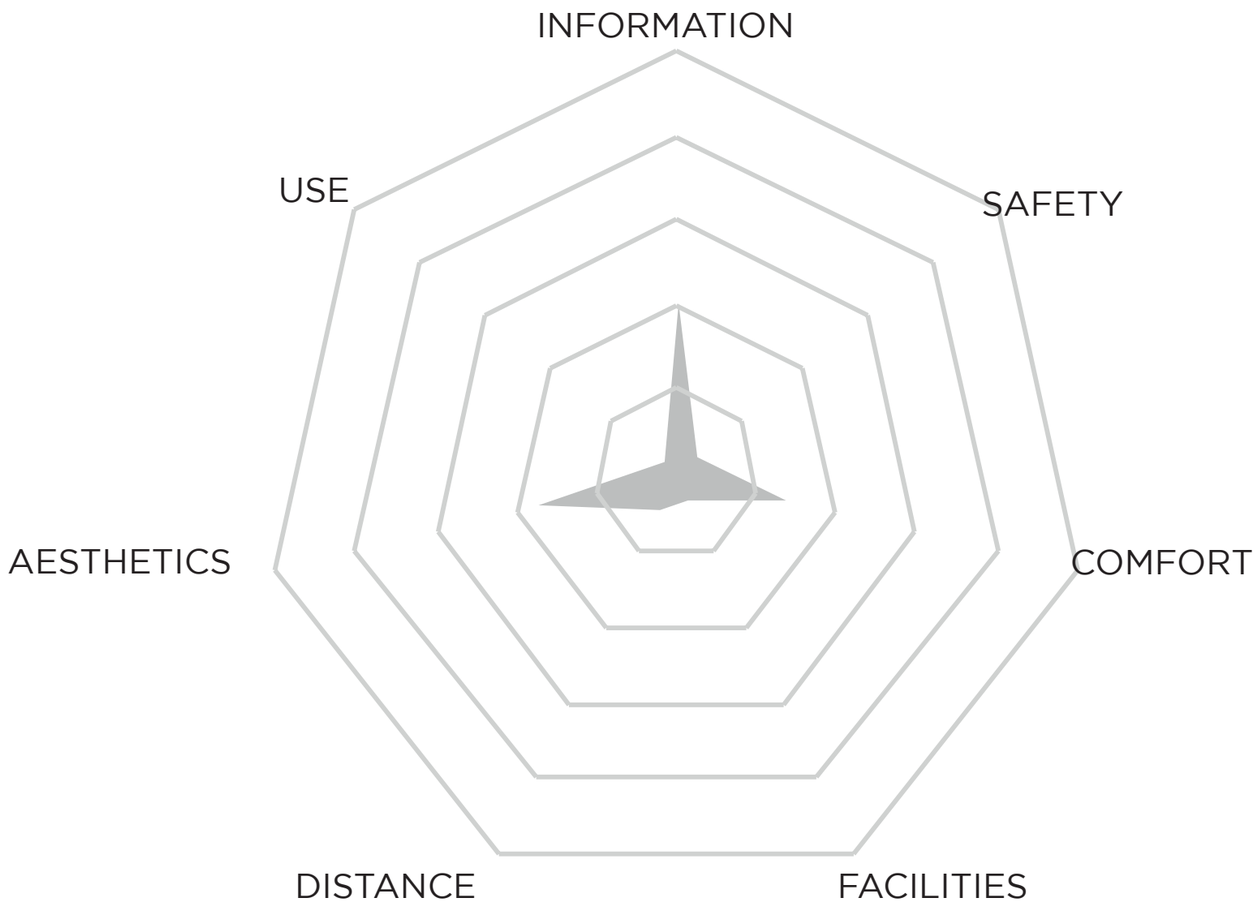
# PERSONA 3: THE OCCASIONAL PASSENGER - KIRSTEN





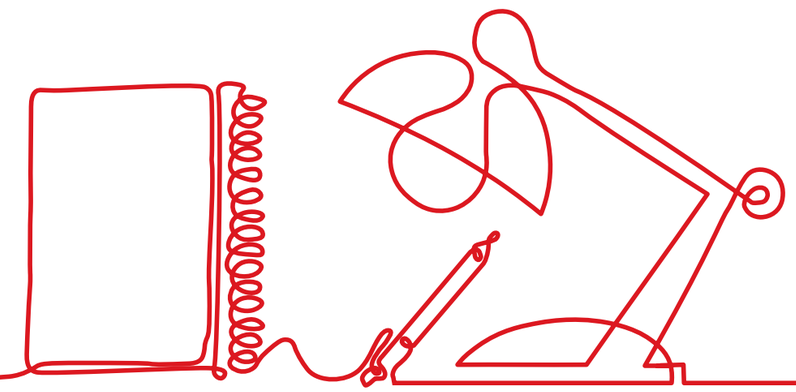
# PERSONA 4: THE INVETERATE MOTORIST - ANDERS





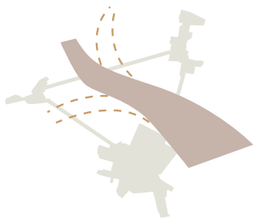
# DESIGN PROCESS

04



# DESIGN PARAMETERS

## 1. EXTERNAL MOBILITY



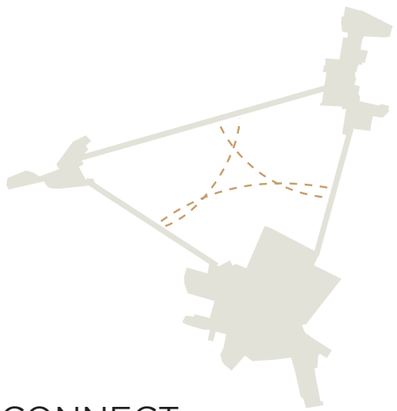
CONNECT EXISTING STRUCTURES

SUPPORT DAILY LIFE

LINK EXISTING ACTIVITIES

## 2. INTERNAL MOBILITY

SUPPORT DIFFERENT NEEDS FOR TRANSPORTATION



CONNECT EXISTING STRUCTURES

SUPPORT DAILY LIFE

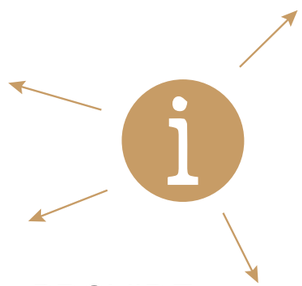
LINK EXISTING ACTIVITIES

## 3. LOCAL MEETING PLACES

SUPPORT HUMAN COMFORT

CREATE OPPORTUNITY FOR NEW ACTIVITIES

ENHANCE LOCAL IDENTITY

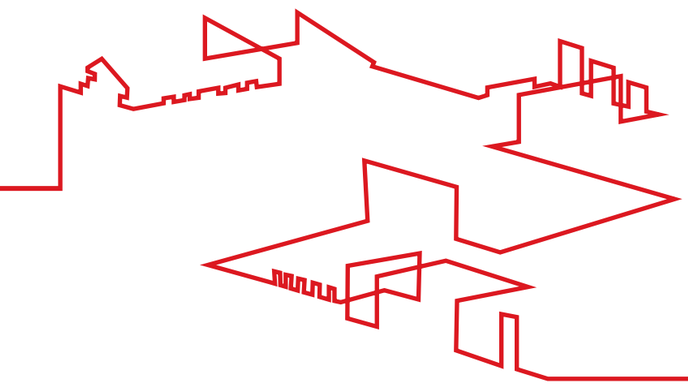


PROVIDE CENTRAL INFORMATION

# CONCEPT: HANGING BY A THREAD

# STRATEGY AND DESIGN PROPOSAL

05



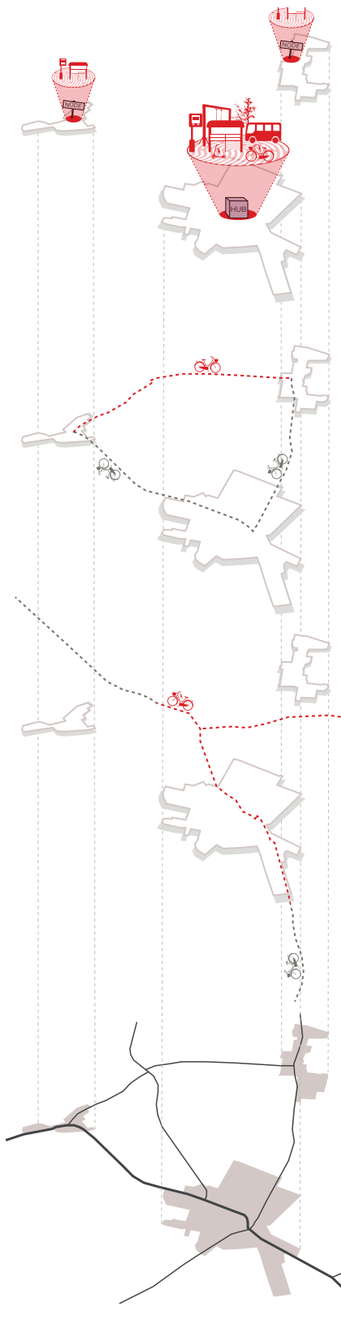
# STRATEGY

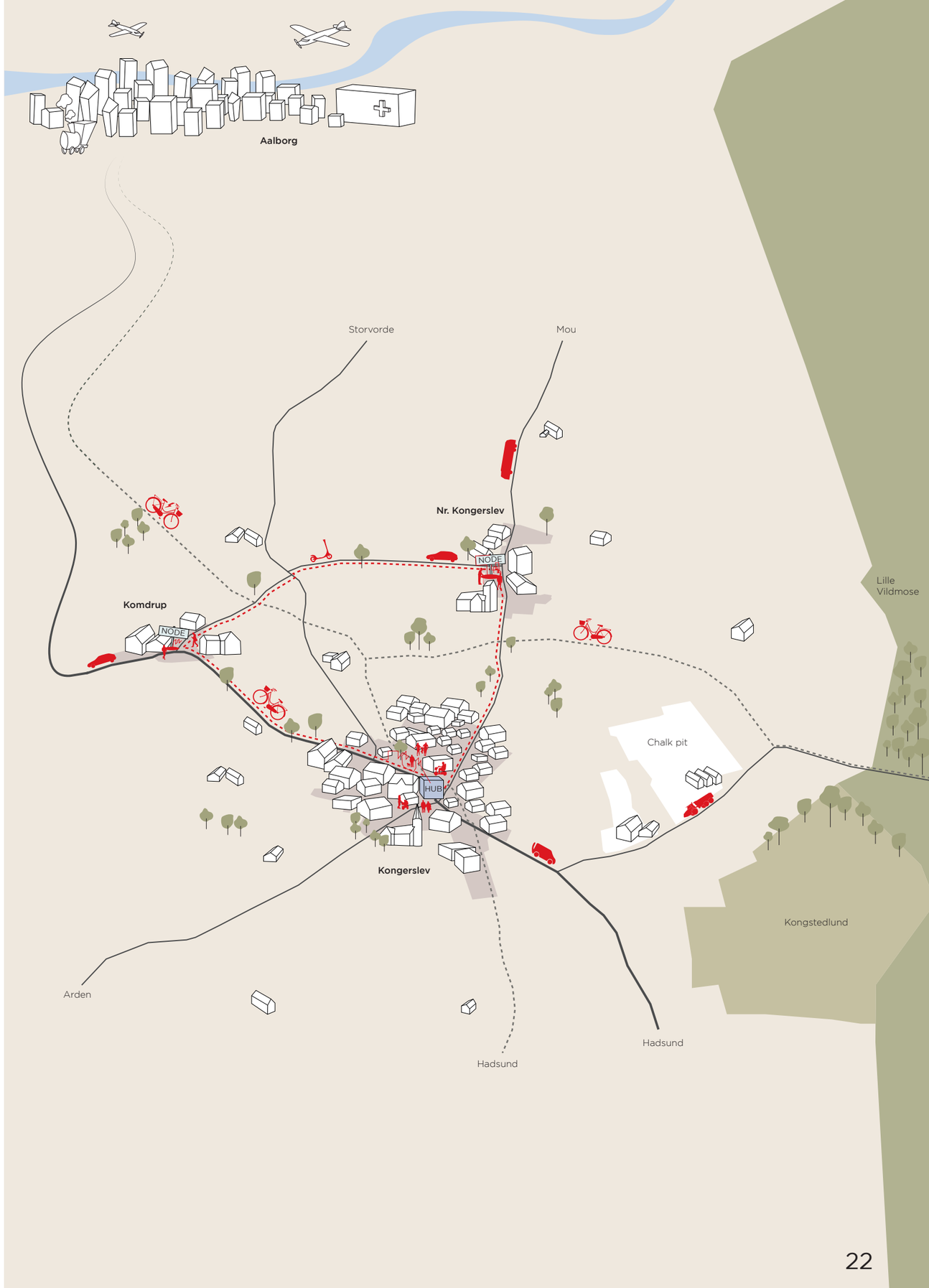
MOBILITY HUB

LOCAL NODES

BIKE PATH II

BIKE PATH I



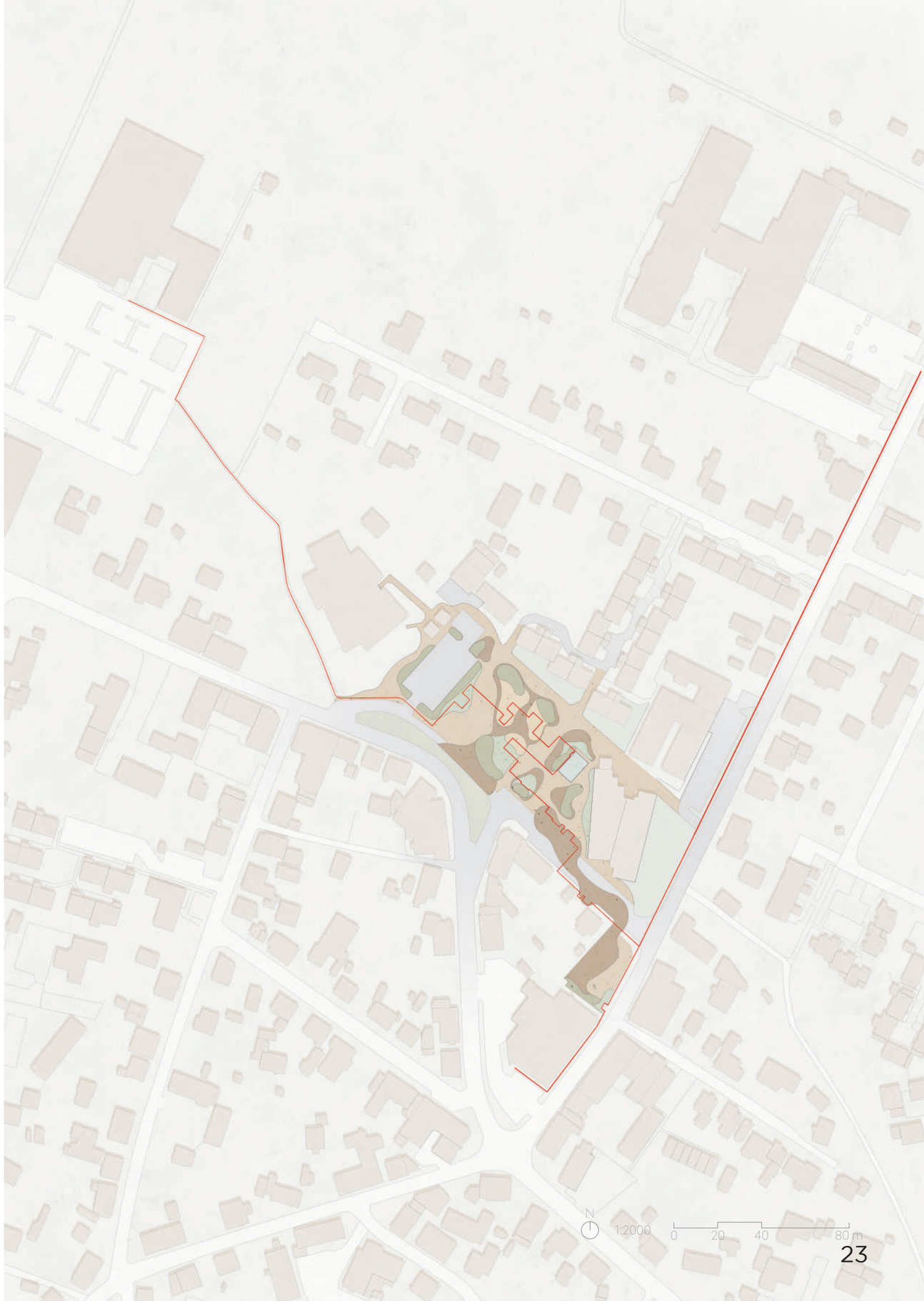



# MASTERPLAN

OPEN, CENTRALLY PLACED AREA
LACKING FUNCTION AND IDENTITY

TRANSFORMED INTO AN ATTRACTIVE
URBAN SPACE AND MOBILITY HUB

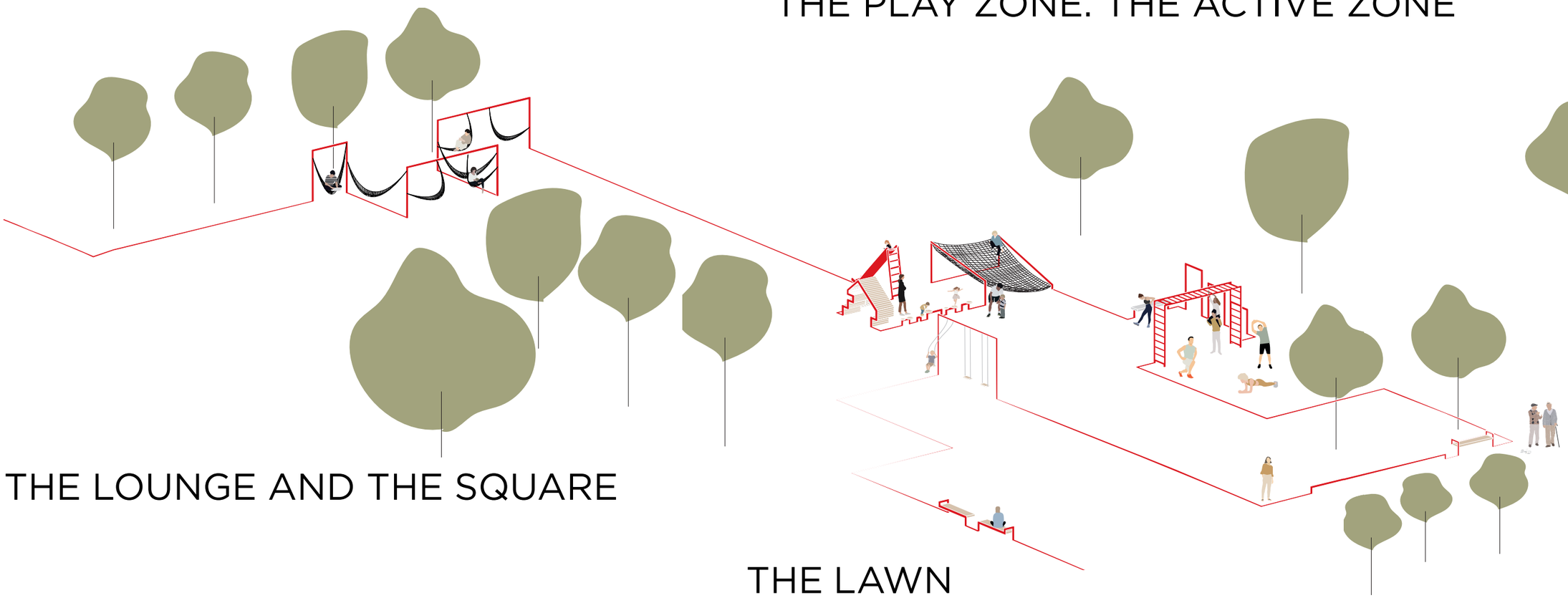
RED STRUCTURE REACHES OUT



# SITE PLAN

School connection
Pathway
Pathway
Green corner
Hang-out
Workout station
Boules
Hammocks
Slide
Balance
Transit cooridor
Senior housing
Swings
Existing parkinglot
Open square
Spontaniuos meetings
Green wall
Nursing home
Hang-out
Grass lawn
Bus stop
Relax
Village assembly
Plentiful beds
Pathway
Bike parking
Binding element
Pathway
Bus stop
Parking
Sports center connection
Home appliances shop
Inn
Communters
Bench
FGU second hand
Supermarket connection
N
1:500
0 5 10 20 m
Supermarket

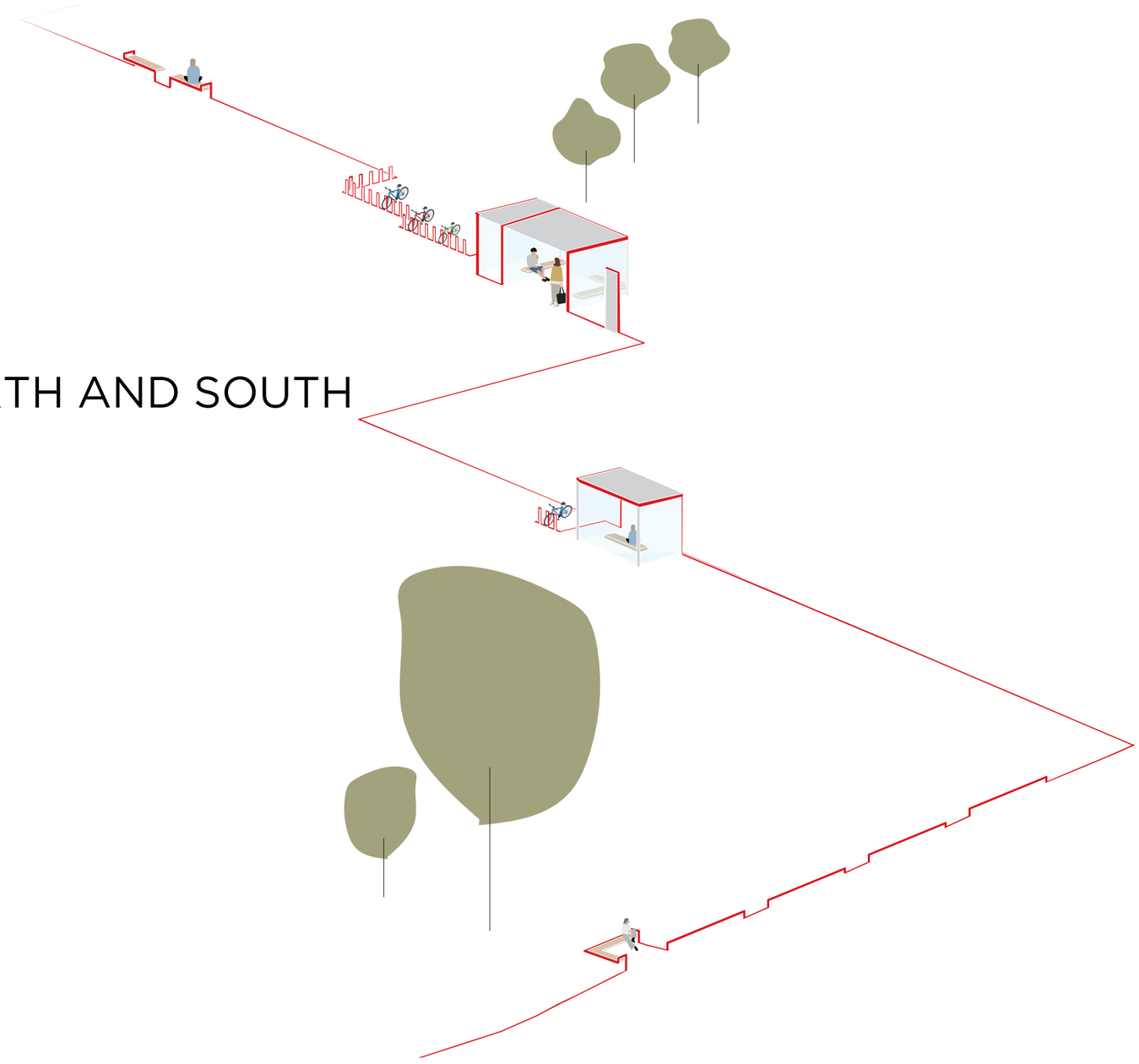
# THE PLAY ZONE. THE ACTIVE ZONE



THE LOUNGE AND THE SQUARE

THE LAWN

THE SAND



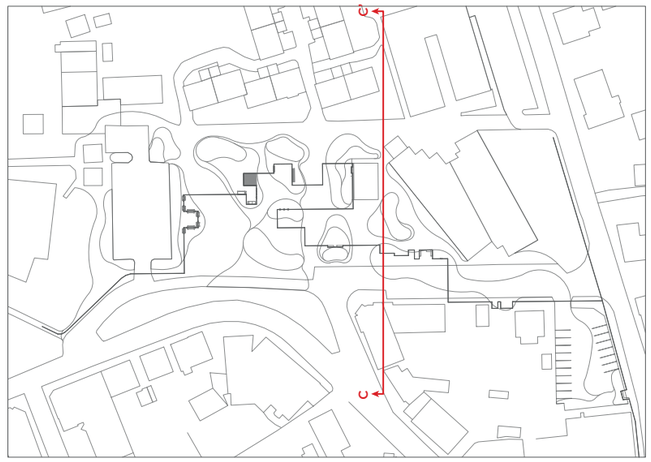
MOBILITY NORTH AND SOUTH

COMMUTERS SQUARE

# SECTION CC’

BREAK UP THE MONOTONE, EMPTY, FLAT AREAS

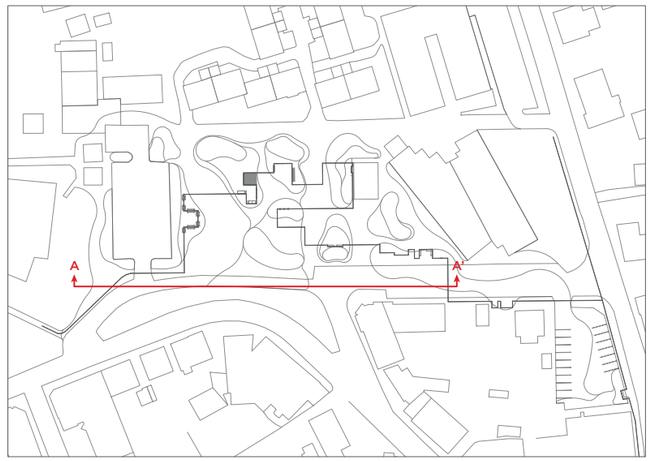
CREATING A LIVELY GREEN OASIS



# SECTION AA’

KEEPING THE RED STRUCTURE RELATIVELY LOW AND SIMPLE

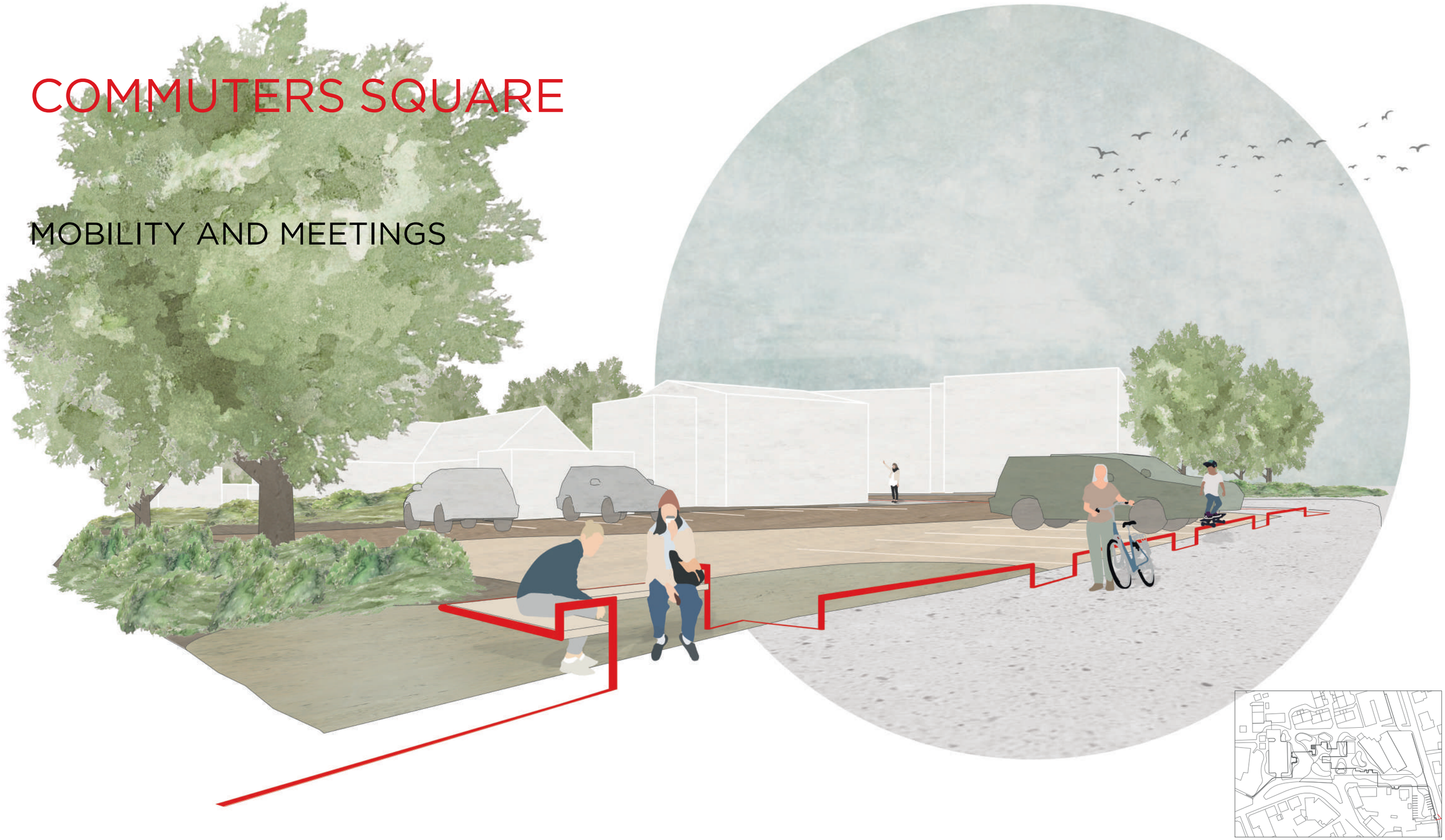
EYE CATCHING AND BOLD BUT FITTED TO CONTEXT



# 3D MODEL

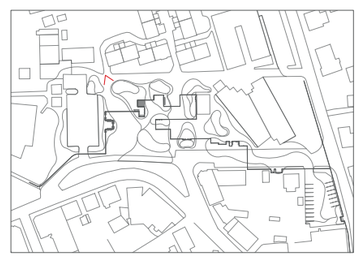
# COMMUTERS SQUARE

## MOBILITY AND MEETINGS



# THE SQUARE

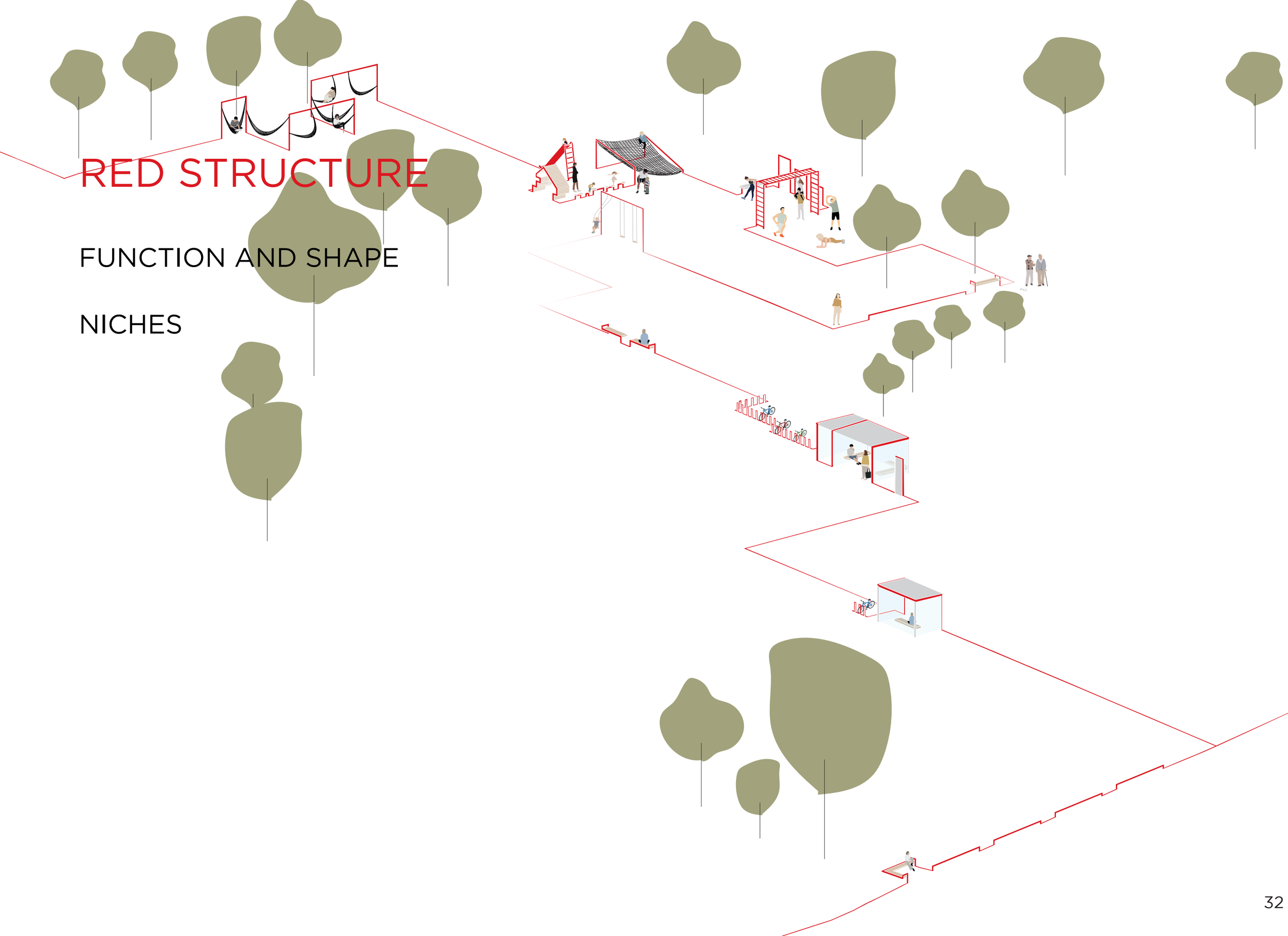
## SPONTANEOUS AND PLANNED MEETINGS



# RED STRUCTURE

## FUNCTION AND SHAPE

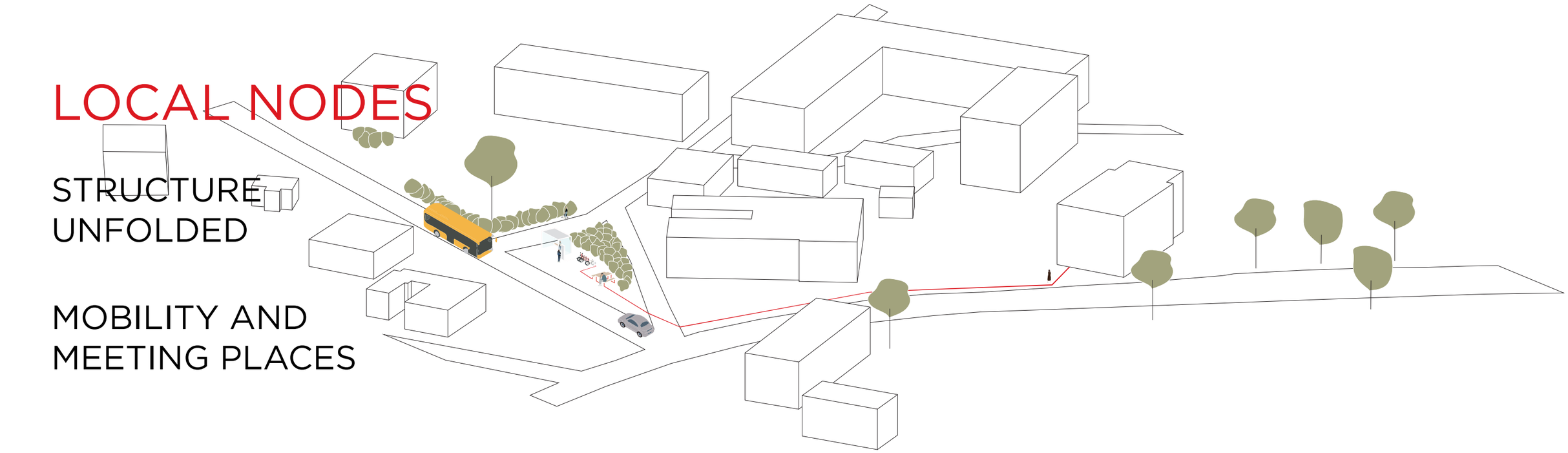
## NICHES



# LOCAL NODES

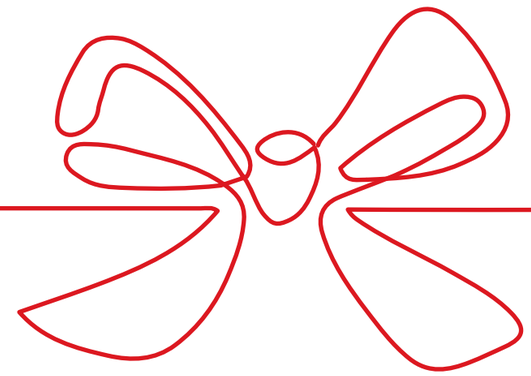
## STRUCTURE UNFOLDED

## MOBILITY AND MEETING PLACES



# CONCLUSION AND REFLECTION

06



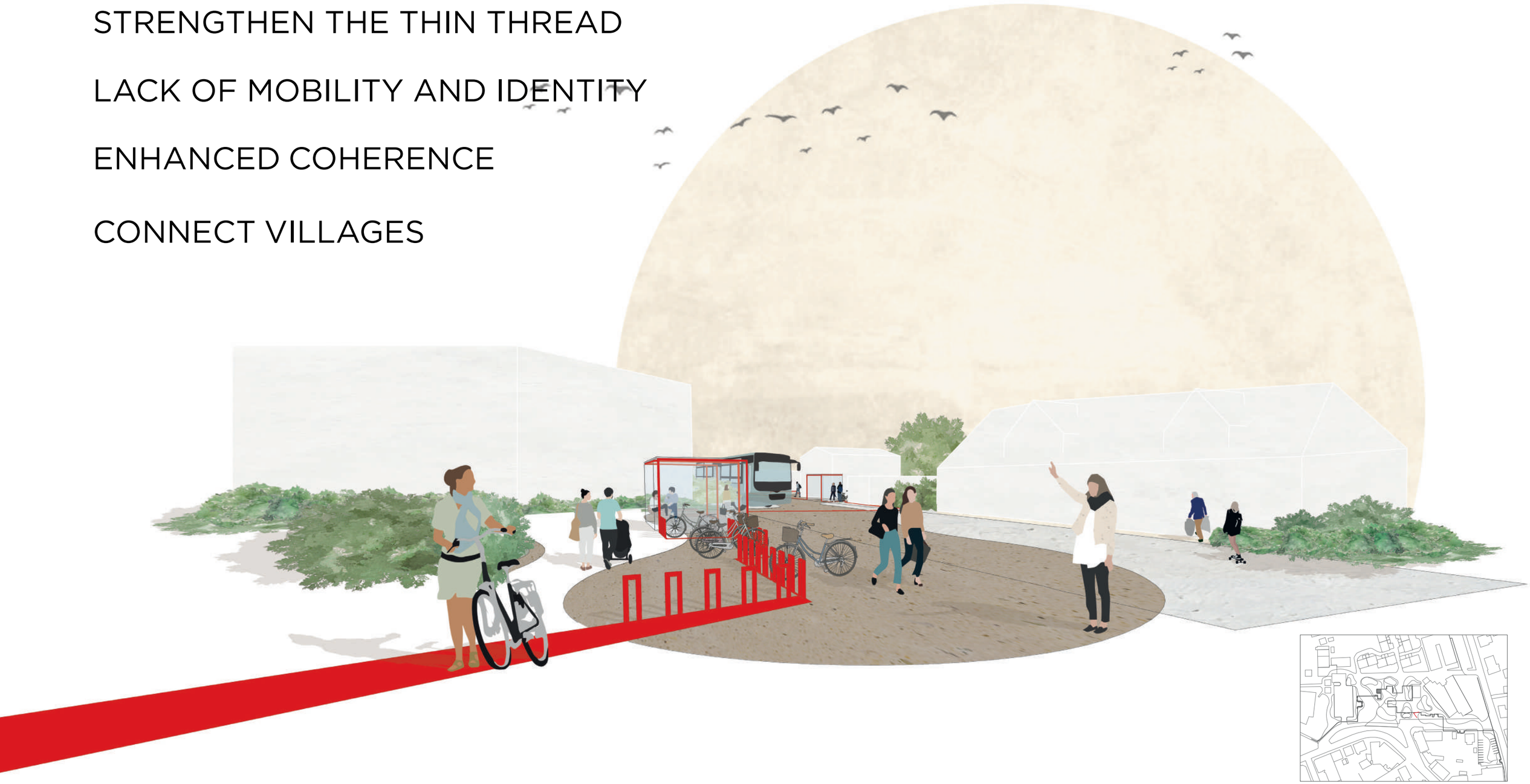
# CONCLUSION

STRENGTHEN THE THIN THREAD

LACK OF MOBILITY AND IDENTITY

ENHANCED COHERENCE

CONNECT VILLAGES



# REFLECTIONS

VILLAGE CLUSTER FRAMEWORK

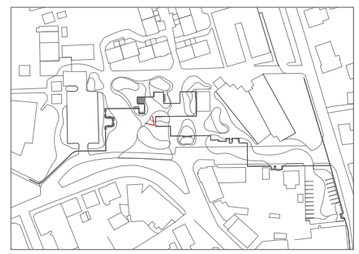
SURVEY AND PERSONAS

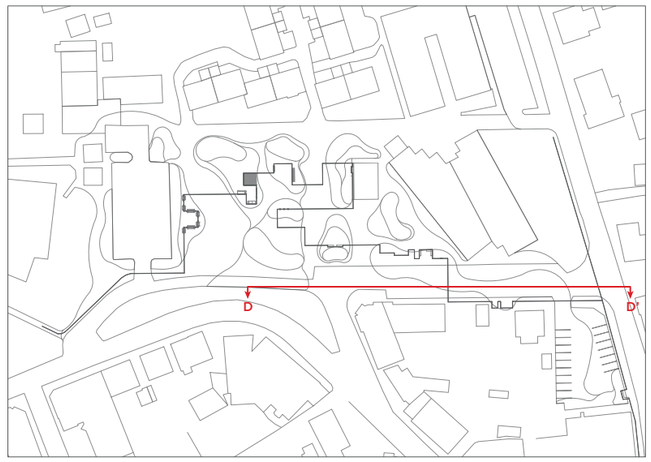
LIFESTYLE AND MOBILITY

MOBILITIES DESIGN

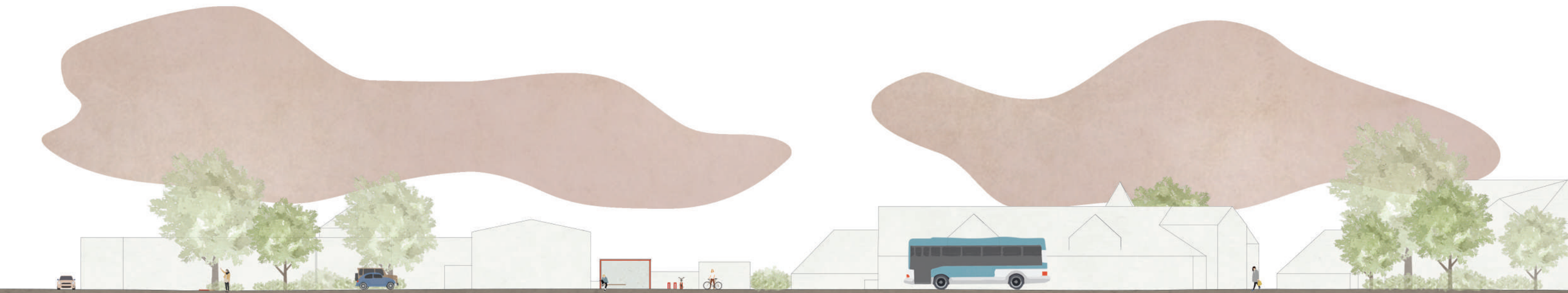
THE ROLE OF THE URBAN DESIGNER

THE PROCESS






# THANK YOU



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