GOZO IS HABITAT AND HOME
Gozitans know it, of course
DESIGN FOR TRANSFORMATIVE EXPERIENCE:
fostering ecological awareness and stewardship

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OikosDesign
landscape + architecture
Wageningen, the Netherlands

Conference 2010 -- MALTA -- Ecological landscape modeling and management for Mediterranean islands
CHALLENGE OF GLOBAL ISSUES AND NEED FOR LOCAL ACTION

flooding
social fragmentation
segregation
loss of habitat

climate change
peak rainfall
landscape destruction

food shortage
loss of cultural identity
loss of biodiversity
energy shortage

pollution

support and stewardship come from awareness and care
NEED FOR ECOLOGICAL / HOLISTIC LIVING

Ecological Design can be an instrument for transformative experience fostering holistic living.
NEED FOR PARADIGM CHANGE

from Modernist to ecological / evolutionary thinking

from program / goal-based to site / land-based design
CONCERNS AND KEYWORDS OF ECOLOGICAL DESIGN

rather than:

Function
Form
Beauty
Product

Health
Fitness
Carrying Capacity
Niche
Succession
Process
FOSTERING AWARENESS: REVEALING CONNECTIONS

here + there
now + later

space + time (continuum)

urban + rural
POETICS: TRIGGERING EMOTIONS

Time and Change
Ephemerality
Small is beautiful
FORM INFORMS:

FORM IS PROCESS
PROCESS IS VALUE

Aqua-revelatory
Eco-revelatory
Systems
Dynamics
Energy
Niche
INVOLVEMENT AFFORDS CONNECTEDNESS

land + people (community)

land + scape(ing)

health and fitness of nature and land

= health and fitness of people
Immersion design, simulated reality
Special (expensive) design
Brings remote place and issues into focus
Experience may get forgotten if not related to daily life
FROM REMOTENESS TO IMMEDIACY
PARADISE /HABITAT LOST
Habitat building by sculpture
Sculpture as vehicle of ecological experience
Special place and unique experience
LEARNING BY PLAYING: SCALE MATTERS

Special place and experience
Simulated macro landscape
for role play and personification

close to childrens’ real experiences,
may be remembered if reinforced in daily environment
1 DM/m² budget reality:
Recycling buildings for new uses
Use of nature’s (re)generative power and self-regulation
Designer gives access and focus

IBA/Latz+Partner, Emscher Park, Landschaftspark Duisburg-Nord
ATTENTION TO ORDINARY ENVIRONMENT AND DAILY EXPERIENCE

Urban green structure water system design
ATTENTION TO ORDINARY ENVIRONMENT AND DAILY EXPERIENCE

Dutch national program ‘ Room for the River ‘
ATTENTION TO ORDINARY ENVIRONMENT AND DAILY EXPERIENCE

indoor-outdoor continuity
‘healthy building syndrome’

Behnisch und Partner, Alterra Building, NL
ATTENTION TO ORDINARY ENVIRONMENT AND DAILY EXPERIENCE

Creative and productive
highway landscape
ATTENTION TO ORDINARY ENVIRONMENT AND DAILY EXPERIENCE

Creative and productive highway landscape
ATTENTION TO ORDINARY ENVIRONMENT AND DAILY EXPERIENCE

wildflower green management
ULSAN PARK 1996-1998

How to make a 21st century Korean park?
How to integrate ecology and culture?
HEALING DESIGN: HEALING THE LAND
HEALING THE COMMUNITY

PROCESS: The Evolution of a Park

Establishing ecological agenda
Facilities Program guided by Activity Program and Storyline
Interaction with Community
Integration of Planning Team with Artists, Scientists, Philosopher, Cultural Anthropologist, Folklorist
Guided by Management Strategy Study
HEALING DESIGN: HEALING THE LAND
HEALING THE COMMUNITY

METHODOLOGY

Use of Meta Concepts
Organization by Storyline
Acupuncture Approach vs. Comprehensive Plan
Spatial Organization using Figures (Longevity Symbols)
Connecting Sustainability with Longevity Symbols
Connecting Ecology with Feng Shui
Respecting existing finger-like Valleys
Incorporation of Ecological Engineering
META CONCEPT: KI
Mythology of Tiger and Dragon
ACUPUNCTURE APPROACH TO DESIGN
LONGEVITY GARDENS
DRAGON PATH OF EXPERIENCE
OPPORTUNITY WASTED
PARK AS AGENT FOR CULTURAL CHANGE AND MEGACITY SUSTAINABILITY

FLOW SPACE
cancerous growth
sea of asphalt
Civil ? Engineered flow areas
Fractal geometry dominated by Euclidian geometry
FLOWTIME: A PERFORMATIVIE PARK FOR A TRANSFORMATIVE EXPERIENCE
Seoul Grand Park: what place to design?

CENTRI-FUGAL ORGANIZATION
(present)

Theme Park
Museum
Zoo
Parking Lot
Engineered Reservoir

CENTRI-PETAL INTEGRATED ORGANIZATION
(proposed)

Park City
Living Lake
City Park

We propose
Landuse/ Programme Mix

Compartmentalized Landuse and Experience

Integrated Landuse and Experience


Animal Encounters

- Animal – human relationships
- Food chain – predator/prey
- Ecological fit/misfit - in the right/out of place
- Energy need and resource
- Feed and food production

A walk through tiger territory
Who is the predator, who the prey?

Night with the tigers

After a long walk up the mountain... I am hungry... the tiger is hungry too

Animal night vision computer simulation games
Animal Encounters

animal – human relationships
food chain – predator/prey
ecological fit/misfit - in the right/out of place
energy need and resource
feed and food production
Animal Encounters

Waste treatment
- offshore outhouse
- tropical house for animals incompatible bioclimates
- being out of place
- human powered water purification
- animal dung recycling integrated with energy

Message:
ecological fit / misfit (immigrants)
ergy need and resource
creative energy: natural/cultural/human energy
source / sink
energy / exergy
gaining and releasing
FIELD ENERGY
ENERGY FIELD

creative energy: natural/cultural/human energy
source / sink
energy / exergy
gaining and releasing

productive landscape active play

zorb-ball track
field games area
playing in the rice fields
laser game in cornfield
creative energy: natural/cultural/human energy
source / sink
energy / exergy
gaining and releasing

lovers garden

seeing the energy
human energy revealed

energy indicating facade

jump at it
participatory energy

energizer
Sydney’s goal: get citizens involved

Oikos: revealing the bigger picture and show design principles that help transcend disciplinary boundaries

Planning/design/management strategies to trigger community action (easy to relate to actions/slogans)

Reference to collective conscious, intrinsic knowledge and symbolism (which backfired)

Panel presentation exemplifies integrated design approach: universal/localmythology/cultural knowledge/science+art

educational showcase ‘Sydney: SEE CHANGE in 2100’ and time capsule ‘Sydney: SEA CHANGE in 2010’ recording our status quo
EFFECTING CHANGE: MEANINGFUL AND RELEVANT