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Examiner: Julia Fredriksson
Supervisor: Maja Knutson

PLACE

+

SPACE

WHOSE PLACE AND WHOSE SPACE

Olle Viktor Söderström

PLACE + SPACE

WHOSE PLACE AND WHOSE SPACE

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INTRODUCTION

PERSONAL INFORMATION

Olle Viktor Söderström

Architectural Background

Bachelor: Chalmers (2019 - 2022)

Masters program:
Architecture and planning beyond
sustainability (2022 - 2024)

Studios:
- *Planning and design for sustainable development in a local context ARK174*

- *Transformation projects and environmental care ARK626*

- *New urban landscapes ACE495*

- *Masters thesis preparation courses ACE370 + ACE425*

THESIS QUESTION

How can key local elements be extracted, analyzed and applied within design in order to enhance people's sense of belonging and familiarity within new development and larger transformations of a site?

Working questions:

How can the same sense of community and social life be established in an area that will be a new development?

How can the cultural and historical values of a place be integrated into the feeling of a certain space?

How can a place retain the same feeling of belonging for those that have used it before a large change?

What happens when the function of a place changes, and whose space does it become?

ABSTRACT

The master's thesis aims to create an understanding of how enhance people's sense of familiarity and belonging to new developments and/or large transformations of a site. It is explored through people's relationships to public space and its usage, the incorporation of local heritage, relationships between private and public zones, and what the key functions of a space are. By synthesizing the theories and concepts from urban sociology, humane design, ecology, and historical site analysis, terminology is established towards a set of design principles that are used towards communicating and guiding the design process. The design principles are used as a general approach that is applied towards a site specific design library. The design principles and design library guide what design interventions are made, and illustrate different potential outcomes based on the design library.

The project is located on the island of Öckerö in Gothenburg's northern archipelago, and focuses on a site located by the marina. There are plans for large developments to take place on the site that have the vision to make it the new town center for the island with commercial and office spaces, a pre-school, public spaces and residential functions.

The project explores how key local elements can be extracted, analyzed, and applied towards the design process and proposal in order to enhance and maintain people's sense of belonging and familiarity within the new development and transformation of the site.

The proposal aims to define a central space for the island with interventions and design that promotes increased social integration, design for the human scale, improved ecological functions, and incorporating local cultural and historical references to enhance the sense of familiarity with the design and area. When these aspects are combined, the goal is that the design has a holistic approach that will work well together with the current local situation, its character, history and functions; while allowing for new possibilities and ideas to continuously adapt and change the spaces depending on the needs that arise.

BACKGROUND

The site was partly chosen due to the new plans for development in the marina and a new commercial center on the island of Öckerö. These plans have created a lot of debate around how the island is being developed. The plans propose a complete restructuring of the area with new housing, office spaces, multi-use building, and commercial areas. One thing that the plan does not address is specified areas for public spaces and neutral social areas where a strengthened sense of community can be established. The closest is a multi-use building that has the possibility to function as a cultural hub, but the plans are vague enough for re-interpretation.

There are plenty of areas around the island with access to nature and meeting spaces in relation to nature trails, sports or churches. However, there are very little green spaces that would be considered accessible, or spaces that can be seen as neutral meeting spaces for social and cultural purposes. The project will therefore focus on the development of public, social, living and cultural spaces. How the spaces relate to a new center that would be considered alive, and how it can strengthen the sense of belonging to a place.

In order to create a strengthened understanding of the needs for the area: dialogues with different actors about the cultural and social scene, planning department of the municipality, and with the architecture firm Kanozi that designed the new detail plan will be conducted to inform the design decisions. Additionally, studies will be made to understand the current flows, functions and interests of the area in relation to the outcome of the planning workshop held by the municipality.

The thesis will aim to formulate a set of design principles with different concepts such as: inventory methods, best practice, human interaction with space, materiality, culture, tenure forms, transformation, and ecology in an urban context. This will function as a guide that can be applied when developing an area or building. The thesis will then apply the concepts developed into a design library to showcase how the design principle can be applied in a site specific context.

Different typologies will be explored as a means to communicate a holistic feeling of the area, and incorporate local elements that strengthen a feeling of familiarity within the new development. It will illustrate how the development of a new center is comprised of not one, but several buildings and functions acting together to create an active space, with the importance of materiality, mix of functions, public spaces, and human centered design.

THEORY & INTENT

GLOSSARY

Humane design:

Design that has a focus on the human scale within the built environment and architecture.

Symbolic economy:

It highlights how culture, art and public functions are powerful drivers in how people perceive a place or urban environment, how they relate to it, and how they are a driving factor for the more capital – money – driven aspect in urban space.

Embracement:

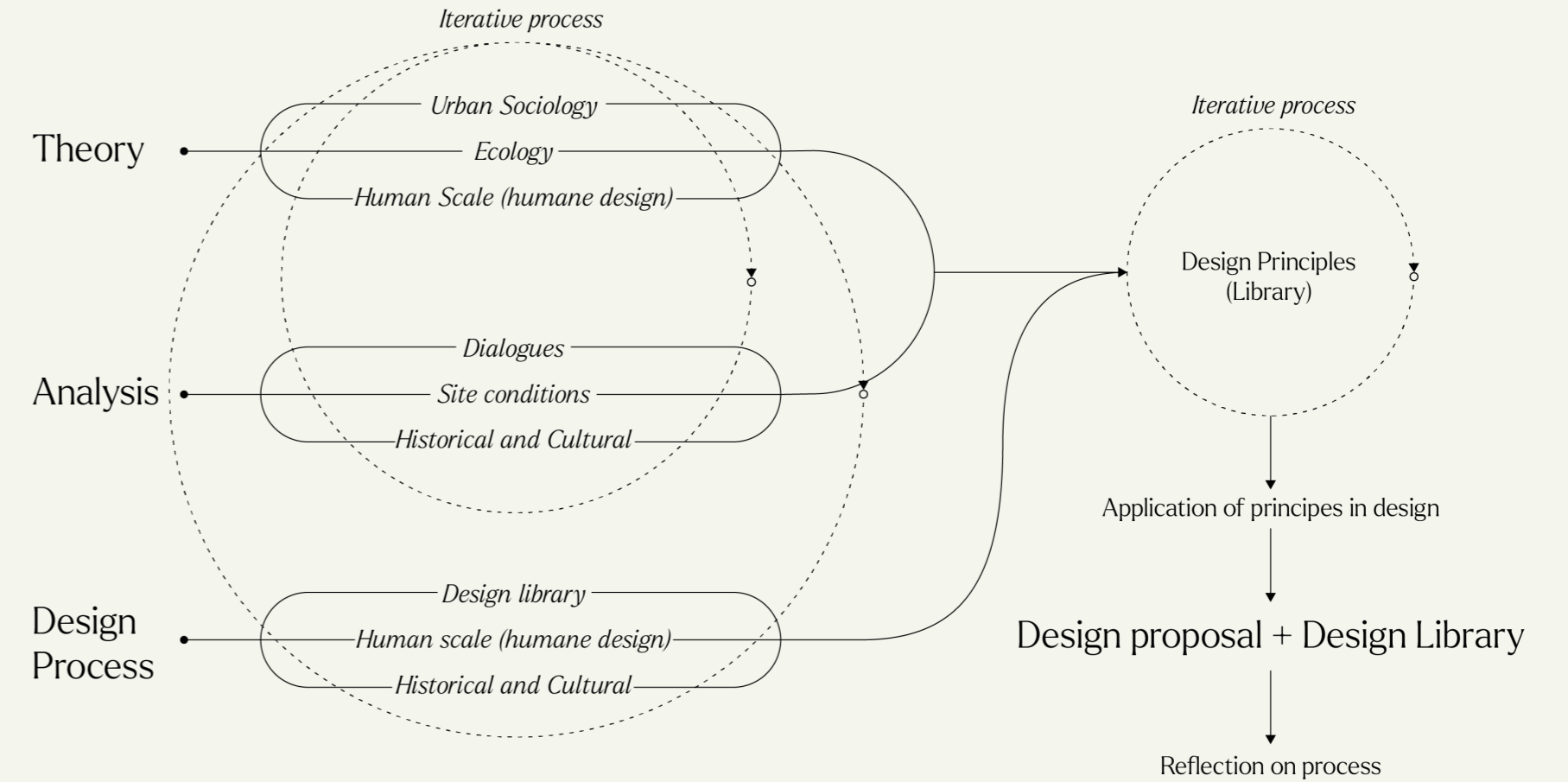Creating a feeling of being embraced and welcomed by the built environment.

Relationships:

Social relationships within a neighborhood, public space and/or commercial space.

In–between zones:

The transition area between different functions or spaces.

STRUCTURE

Theory

- *Urban Sociology*
- *Ecology*
- *Human Scale (humane design)*

Iterative process

Analysis

- *Dialogues*
- *Site conditions*
- *Historical and Cultural*

Design Process

- *Design library*
- *Human scale (humane design)*
- *Historical and Cultural*

Iterative process

Design Principles (Library)

Application of principes in design

Design proposal + Design Library

Reflection on process

DELIMITATIONS

Demographic

The proposal from the municipality aims to make the area more attractive for a younger age demographic by creating rental housing as an attempt to keep the younger population from moving away due to high costs of owning. Therefore, the thesis will focus on a younger age group as this is one of the aspects that the municipality aimed to attract with the new development. This will create one of the main focus groups for the project, and aid in what design interventions that should be applied to the site.

Detail plan & future vision

As a part of the project is to take a critical approach to the new detail plan, planning process and planned developments that are part of the municipality's vision for the future of the area. The project will develop its own direction as to what is needed and what criteria to follow.

Ecology

The design will utilize concepts and theories about water management and biological diversity in an urban landscape. It will not look into specific numbers or data, as the focus is how the can impact a space and create increased value for human interactions with the built environment.

Political

Due to the thesis having parts focusing on the planning process and detail plan that was developed by the municipality, there are different political standpoints that have been involved in the process. And with there also being a current debate on the result of the plans, there are differing opinions on whether the new plans are a step in the right direction. The thesis will acknowledge that a debate is taking place, but will aim to approach the site and plan from a non-biased perspective.

Geology

As the chosen site is located on a space that is filled ground, and with little information about what it consists of, no detailed studies will be made on the ground situation.

Contamination

There is most likely amounts of land and soil contamination on the site as it has been, and is still used to an extent as a marina with contaminating industries nearby. The contamination will be approached with a more general approach, and assuming that there is some contamination to an extent on the site.

Sound

As there are several industries and a main road beside the site, there is an issue of noise pollution and disturbances. The project will acknowledge it, but will not base the design on or analyze the amount of noise that is present.

Fig. 1: Yellow door

THEORETICAL PERSPECTIVES

In this section, theories and concepts will be presented. These will be explained in more detail later within the *design principles* section. The theories and concepts will be used to formulate and guide the principles, creating a base for how the design principles are explored and synthesized.

Research approach:

The research will be approached through different methods that align best with the part being explored. Theories and best practice will rely heavily on literature and studies, while large parts of the library and material research will be done through practical studies of the local space. The project will be approached with both research by design and design for research methods depending on which aspect is explored.

Urban sociology:

The presented theories will be used as a means to understand the space and what the implications of certain design choices will entail. It will be the argumentative base for the project as a way to center the project towards a more humane approach. The concepts of symbolic change, embracement and relationships will have their base from literature and theories presented within The Cultures of Cities (Zukin, 1995) and Soft City (Sim, 2019) to strengthen the understanding of how these concepts can be classified as values for human interaction with a space.

Ecology – Biodiversity, water and rain management:

Site research will be done to understand the conditions for the site regarding water run-off and biodiversity as the site includes: a fairly steep hill, nature classified area, close proximity to water, and critical infrastructure. In order to create a well formulated understanding of how to manage water, rain run-off, and biodiversity in an urban environment, a design principle will be developed. This will illustrate what design interventions can be done handle water management, and increase local biodiversity through design in an urban context. This research will be based on what is seen as best practice within the specific fields.

Ownership & lease:

Reflect on how different forms of tenure impact the way a place is developed, maintained and how people interact with it. What are the implications of a privately owned public space, will it be designed to attract a specific group or will it be made as a neutral public area?

Humane Design:

Create a clear definition of what humane design entails. Understand how it impacts peoples interaction with a place and what the benefits are of designing from a human perspective instead of a large scale approach. The research will be used to develop a design methodology and approach to how an urban development can be approached to promote the human scale within a village, town or city.

Local materiality and re-use:

Understanding the importance of material tactility and feel as a means to create a connection to the local space and history. Connecting a materials characteristics to peoples memories, feelings and associations with the local context of a space.
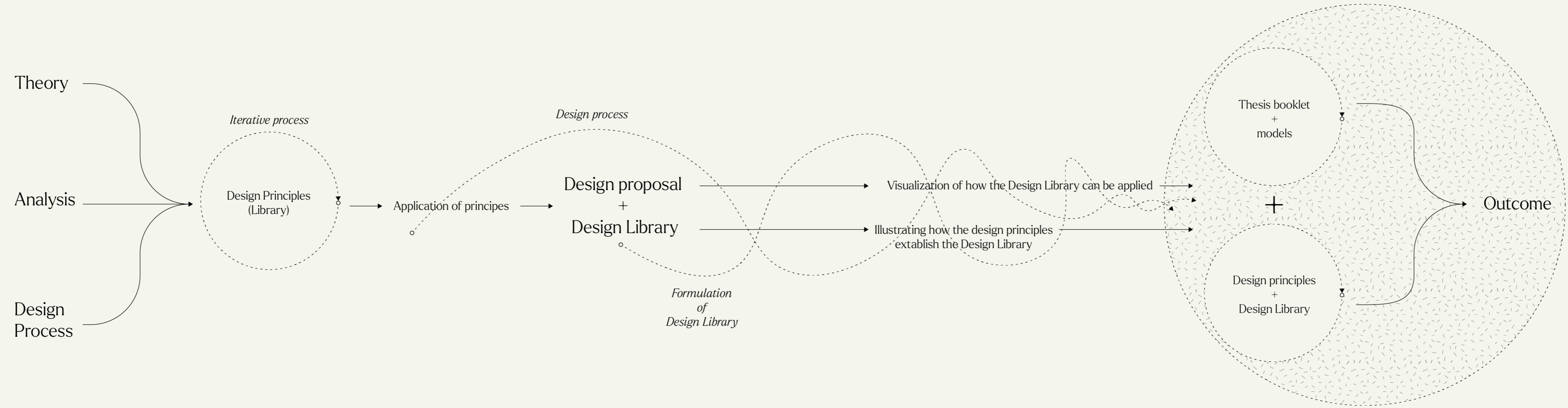
Design principles:

A set of design principles will be developed as a means to synthesize the theories and concepts. The design principles are a more general approach that can be applied towards the design process and proposal as a guiding method that applies the theoretical framework and concepts how the different theories and concepts into practice. The design principles will be used as a means to formulate a site specific design library can be applied towards the design.

Design library:

A site specific design library based on the design principles will be developed to more clearly understand the sites conditions and local references. This will be applied towards the final design of the project as a means to illustrate how the different theories and concepts can be applied into practice and design.

It will include a collection of historical fragments, historical analysis, explorations, and site sketches. The elements of the design library will be implemented into the design of the project as a way of connecting to the already existing architectural aesthetic of the site. By incorporating the design elements it will enhance people's familiarity with the design. By creating a sense of familiarity, it will strengthen the sense of belonging within the design when recognized design elements are part of the architectural aesthetic.

METHOD + PROCESS

Theory

Analysis

Design
Process

Iterative process

Design Principles
(Library)

Application of principes

Design process

Design proposal
+
Design Library

*Formulation
of
Design Library*

Visualization of how the Design Library can be applied

Illustrating how the design principles
extablish the Design Library

Thesis booklet
+
models

+

Design principles
+
Design Library

Outcome

DESIGN PRINCIPLES

DESIGN PRINCIPLE: PERSPECTIVE

With an aim of creating spaces that promote social and cultural interactions between people, an important aspect is looking at how such spaces are created and what the conditions are. It is therefore important to analyze the site with this as a background, and to understand that there is no common solution that will work for all spaces and places. Every site has different preconditions that either allows or pulls away from certain ideas and values. It is important to work with the local values and perspectives, but to also challenge them if there is good reason.

The principles that follow can be seen as guiding ideas and tools that can be utilized to understand a site, what its conditions are, how humans interacts with space, the importance of working with a spaces' cultural and social characteristics in order to achieve spaces that create comfort, familiarity, safety, allows for social and community interactions.

Fig. 2: Bara Ljug

DESIGN PRINCIPLE: MODIFICATION

What is symbolic economy?

Symbolic economy is a means to describe the more hidden factors that drive our current norms and practices within a money driven society. It highlights how culture, art and public functions are powerful drivers in how people perceive a place or urban environment, how they relate to it, and how they are a driving factor for the more capital – money – driven aspect in urban space. (Zukin, 1995) To understand what the concept of symbolic economy is, it has to be broken down into its two principles: production of space and production of symbols.

Production of Space

The production of space has to do with how aesthetic ideals, cultural meanings and themes are incorporated into the build environment. (Zukin, 1995) This can manifest itself in different way depending on the ambitions and desires behind. It can take form in a cultural heritage area that has a strong focus on maintaining the historical aesthetics of the space, but it can also be interpreted into a space such as Disney Land. (Zukin, 1995) Both of these spaces utilizes the ideas of aesthetics, culture and themes, however, in completely different ways. One focuses of using the principles in a cultural and social aspect as a means to preserve history, while the other uses it as a tool to maximize capital gain and interest.

Production of Symbols

The production of symbols is a part that has generated a greater amount of mixed feelings. It has a more abstract perspective on space with a focus on how it *should be used*. It does this by utilizing certain cultural, historical or social references; this can impact how a space is used, and perceived by people. It can dictate who is *allowed* and who is *supposed* to be there. (Zukin, 1995) It is certainly effective, it is one of the main factors when talking about gentrification.

Within the Thesis

The principles surrounding symbolic economy will be used in a reflective manner. The two main principles will be used to analyze different design ideas and thoughts in order to develop a guiding principle(s) on how to design and implement architecture without falling too far into certain problems of space and symbolic production.

DESIGN PRINCIPLE: HUMANE DESIGN

Using humane design as a guiding principle within urban developments means working within the human scale. This means having the human as a unit of measurement in relation to the scale of the built environment, its materials, connections, culture, and meeting spaces to name a few.

In the book "Soft City" by David Sim (2019) there are a few principles that are shown in the beginning that aim to focus the built environment towards a more human centered scale. These principles are: "small scale", "enclosure", "layering", "joined-up", "multifunctional", and "concentrated and walkable". (Sim, 2019)

These principles talk about how to design urban spaces that work on the human scale. The use of commonly understood words create a pedagogy that helps reach a wider audience, it also helps us imagine what something is, how it looks, and what it means in relation to us as humans. Designing with a human scale can allow for opportunities

that otherwise would not appear: spontaneous interactions, increased proximity, emotional connections, and personal relationships. (Sim, 2019) It gives the possibility for occurrences that would not appear when designing outside the human scale.

Proximity to other humans, functions, spaces, and interactions is a key factor when designing for the human scale. With proximity comes density, which is a word with mixed feelings. Looking at it with logic, it is the most reasonable approach when it comes to space efficiency, capital, and material resources. However, placing homes on top of homes is not always the solution, in some instances it can become too dense. There has to be a balance between density, proximity, air, light, and scale. (Sim, 2019) If a building becomes too dense due to simply adding level after level on the same space, it has negative effects on the amount of desirable usable space. The sunny courtyard suddenly becomes a dark unattractive space.

Fig. 3: Yellow window

DESIGN PRINCIPLE: LOCAL

Designing with the intent of using local resources and craft is an important aspect in several ways. It allows for a strengthening of the local economy by utilizing the knowledge that is available, while also allowing for the local community to take place in the establishing of new spaces.

Another aspect is ecology, by using local materials, companies, and other resources, the ecological footprint will be reduced. This due to a decrease in pollution from transport. To strengthen the ecological aspect, it is also important to understand what materials are suited for the specific conditions. With the right materials, a longer lifespan is possible. And, by using local knowledge, resources and companies when building, it ensures that it is possible for maintenance to be done without having external knowledge, thus lowering the need for additional transports of people and goods.

Fig. 4: Red boat houses

DESIGN PRINCIPLE: PUBLIC SPACE

When looking at public spaces they often seem to be under prioritized due to their apparent lack of profitability when developing an area. (Zukin, 1995) However, it is also one of the most flexible spaces for businesses to expand, especially those that have a social or meeting function such as cafes, restaurants, bars, hotels, or even grocery stores. It allows for more attractive spaces that people want to use and be in. A public space that allows for different uses be it social, commercial or cultural, can make a space feel warmer and more inviting. (Sim, 2019) This will make people stay which makes the space feel alive. This means that public spaces are an essential part when designing urban spaces.

Although it is a vague term, it can encompass everything from a "hole in the wall" coffee shop to a large public square or an essential function such as a grocery store. Public spaces are what ties all the functions together into a functioning whole.

OWNERSHIP
ECONOMIC INTENT

PUBLIC
PRIVATE

FUNCTIONS

DEMOGRAPHIC

PUBLIC SPACE

COMMERCIAL
SYMBOLIC VALUES

LOCAL
EXTERNAL

VISUALIZATION

VISUAL VALUE-MAKING
SPATIAL IDENTITY
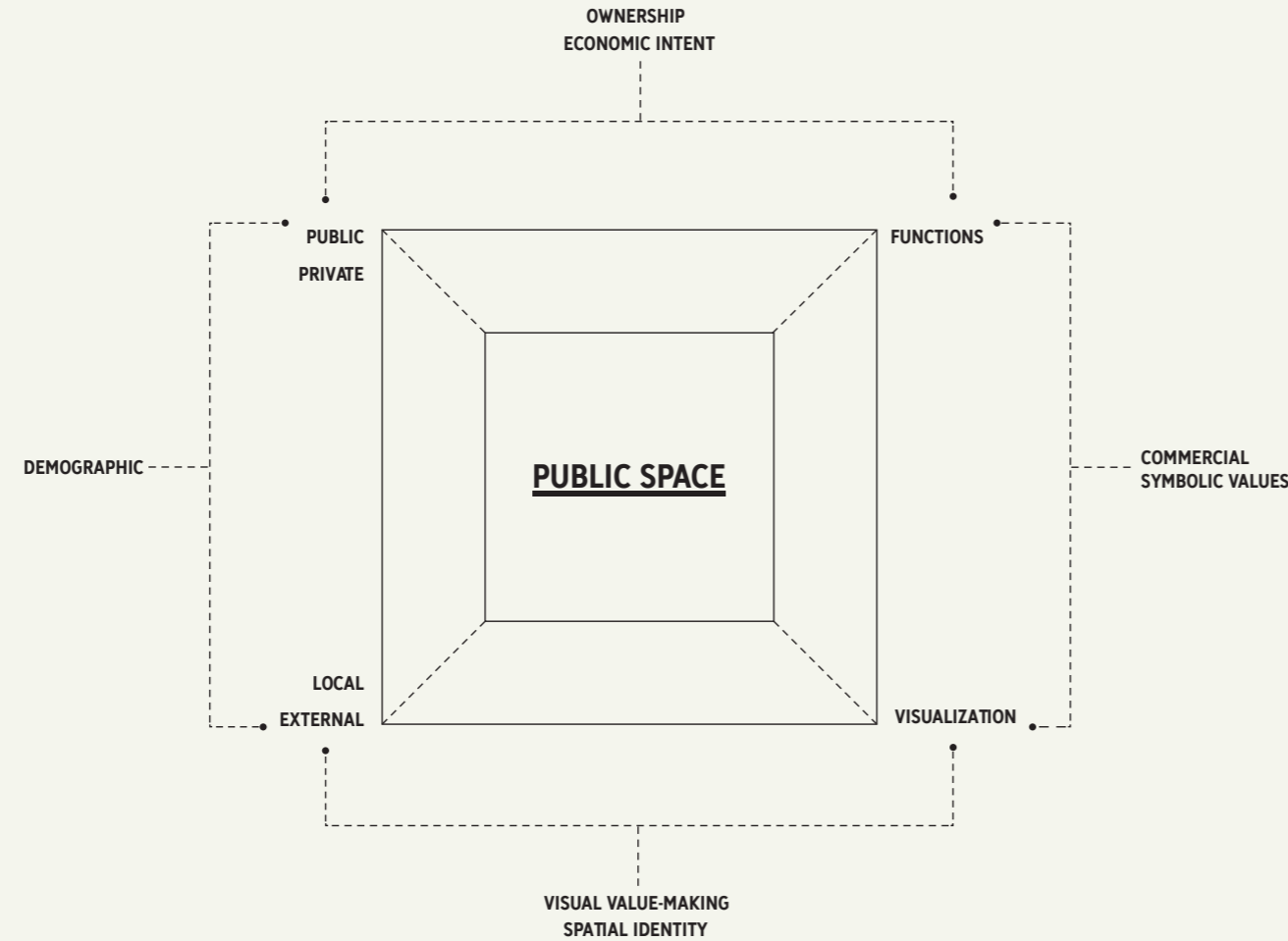
Fig. 5: Public space relationships

DESIGN PRINCIPLE: NATURE & CLIMATE

A Philosophical Perspective

Everything has been nature at one point, and one could argue that everything is still nature. Although in a different way, when most people think about nature, its usually a forest or maybe an ocean that appears as the first image in the mind.

Nature also has a dominant presence in our built environments: weather, birds, rodents, insects, humans, and the resources we use all stem from the natural environment. In a way, humans have made an artificial nature that has become our home. Buildings towering besides us as cliffs with caves that we call apartments inside of them. A little abstract interpretation, but the base functions are the same. It is an attempt to create a space that provides shelter both inside and out. The buildings control the vegetation, wind and sun conditions, while the inside gives us complete shelter from the elements. Its the same principles that most animals follow. They want a space that provides

general protection from the landscape, and a more sheltered spot that gives warmth, cover and safety.

Something more concrete

Nature is often of a lower priority when creating urban spaces and buildings. Density, practicality, norms and profitability are often the main driving factors for urban developments. There has been a lot of places that have understood the consequences of this and are trying to fix the problem. On the other hand, it would not be a problem if it was equally valued from the start.

A lot of high density areas or newer developments have followed a very pragmatic approach that has resulted in nature being the least important factor unless its been a requirement that was unavoidable. If that is the case, then there should always be requirements that steer those aspects so that they are incorporated into the final outcome.

It is not only from a nature perspective that it should be considered. When looking at well-being, (Sim, 2019) then spaces that work together with nature promote a healthier lifestyle. An apartment that has a good connection to the outside allows for a better connection to nature. Sunlight is also an important factor when designing. The amount of sunlight we receive can change our personal mood and happiness. Allowing for different zones between sheltered and exposed is important for developing our connection to the outside. It gives the possibility to access the outside during different weather and climate conditions. Living enclosed in a concrete box with no in-between access to the outside will create a larger threshold for actually going outside. Thus, allowing for a more open, light and permeable urban space will allow for a more lively neighborhood that incentives people using the outdoor space that also falls into public space.
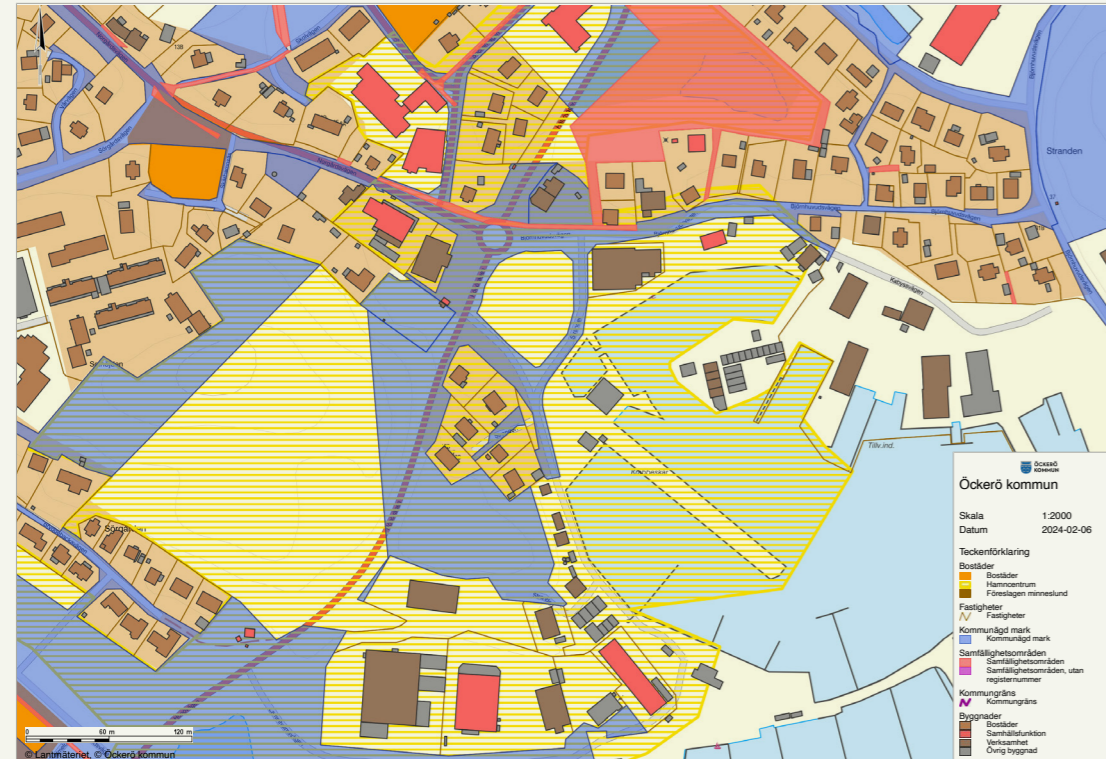
DESIGN PRINCIPLE: OWNERSHIP

Fig. 6: (Öckerö Kommun, n.d.)

When designing a space there is always a question of ownership. It can be one owner for a large plot or many owners on a small piece. Ownership will most likely dictate the outcome of most buildings or public spaces (Zukin, 1995) unless there are certain conditions that are in place. Private ownership rarely favors unbuilt areas within urban developments, it is therefore important to allow (or dictate) for certain spaces to be left as open, public spaces.

Another aspect when a larger area is developed under the same ownership is the risk of monotonous spaces. Spaces and buildings with little to no variety, a space devoid of personality.

To achieve a healthy mix in an urban space it is important to allow for different ownership structures to coexist in close proximity. (Sim, 2019) This will allow for a more diverse area, that will allow for a deeper personal connection to the environment.

Above is a map highlighting the ownership structures for the area. It shows areas of small scale private, large scale private (developer) and municipal ownership.

THEORY INTO 7 PRINCIPLES

Perspective

Permanent conditions: what are the parts that cannot or will not change?
Social and cultural values: what are the social and cultural values that influence?
Personal values: how does ones personal values influence?

Modification

Spatial change: what are the spatial characteristics and how are they impacted?
Symbolic change: how does the symbolic values of the space change, and what are the impacts?
Functional change: what are the necessary functional changes of the space?

Humane Design

Human scale: designing with humans as the main scale reference.
Walk-ability: Designing important functions within close proximity.

Relationships

Relationships: how do the different spaces create different relationships?
Embracement: Creating a feeling of being embraced and welcomed by the built environment.

Local

Materials: what are the characteristic materials of the area?
Heritage: how does the local heritage influence the space?
Knowledge: what local knowledge is there that can contribute to the process?

Public Space

Mix of functions: achieving a mix of functionality within the space in order to improve diversity and usage.
Comfort and safety: creating a sense of comfort and safety within the space.
Accessibility: making the space accessible for everyone and important functionalities.

Nature & Climate

In-between zones: creating spaces that can function as transition zones between indoors and outside.
Micro climates: creating spaces that achieve different micro climates.
Prevailing weather: understanding what the prevailing weather and climate is, so the final outcome can handle and function well.
Ecological compensation: necessary actions needed to compensate for climate impact and / or severe weather conditions.

Ownership

Private ownership: how does private ownership impact the decisions and outcome? Needs, wants and vision?
Public ownership: how does public ownership impact the decisions and outcome? Needs, wants and vision?

SITE EXPLORATIONS

PERSONAL PERSPECTIVE

My personal perspective and insights

My personal perspective of the site has changed over the years, I have lived there as a kid, teenager, and adult – but this experience has been spread out in different periods, and in total it is 8 years combined. During the years when it has not been the year round home, it was used as a summer place.

I have seen how it has changed (or not changed) during the years, with the experience is that change is slow. The school, Ankaret, that I went to as a kid from the age of 6 to 9, was torn down a few years ago. As it stands now, the old building is gone and it is just an empty space. This empty space is located right next to the municipal library, which is one of the few neutral meeting spaces on the island that is not associated with an organization or church. This pattern can be found on other parts close to the site as well. Two restaurant

have been torn down with empty plots remaining with little sign of anything happening. These two restaurants were about a minute or two walk from the library, and could be considered as two alternative meeting or social spaces. With them being torn down as well, the social situation for neutral meeting spaces is not optimal. One of the spaces where youth meet is the parking lot in connection to Ica, which consist of a bench.

Fig. 7: Magasin

The situation on the neighboring islands

If we look at spaces on the neighboring islands of Hönö and Hälsö, there are a few that stick out. Beginning with Hälsö which is the island to the north of Öckerö. It is connected by a short bridge that can be crossed by walking, cycling or by car. The main center of the island is in connection to the marina, where there is a harbor cafe-restaurant that is appreciated by many. They have plenty of outdoor seating and a mini-golf course that is well used during the warmer months. All of the buildings around are either villas referencing the classic archipelago architecture while som have a more modern approach. There are three main materials that are reoccurring which are wood as the most common then brick and stone. All of the buildings maintain relativel similar sizes apart from the classic boathouses which are smaller. Close to the marina is a walkway that connects to a nature path

that loops around the island. This allows for both a social space, a resting and activity space and connection to nature.

Hönö has a few spaces that function as good meeting spaces with the main place being Hönö Klåva which could be considered the main center of the entire municipality. It is a mix of private older villas, cafes, restaurants, commercial spaces, and a hotel. It allows for all of these function while maintaining the aesthetic of what the archipelago is, there are no buildings above 3 stories, and most of them use the historical language from the islands. There are of course some buildings that don't conform to the historical aesthetics, but they have the same sizes which makes them blend in with the rest of the older or renovated buildings in the area. It is a place with many different spaces for socializing and meeting spaces. There is a pedestrian ferry connection that runs during the summer connecting Hönö Klåva and Stenpiren in Gothenburg. This is the only place that has a direct

connection to Gothenburg, even if it is limited to the summer and directed towards tourists and those visiting for the day. There is also a swimming spot close to the area by the a short walk away that is a little more hidden and anonymous than the larger beaches around the municipality. This area is also close to a large natural archipelago area.

The main problem is that Hönö Klåva is that it is located a decent distance from the rest of the municipality due to its location, otherwise it is a really good space that work very well. With most of the population fairly evenly spread out on the different islands, there is not a normal densification around a center. From Öckerö it is around 4 km from the center, and from Hälsö it is almost double. This poses a problem when it is considered the main center of the Municipality. If the weather is decent it is possible to use a bike to get there since there are decent paths for biking or walking on the island. Otherwise the main way to get there is by car. But, due

to the distance it becomes a problem if someone lives outside of walking distance and wants to go to one of the restaurants or bars to have a glass of wine with dinner since the best way to get there is by car if it is cold or if the weather is unpleasant. Considering where Öckerö Municipality is located, warm weather is not the norm.

Looking at the different characteristics from there two sites there are a few aspects that can be extracted towards the site on Öckerö. Both of these places have a connection to nature, Hälsö has an easy connection to a nature path, while Hönö Klåva is close to a swimming spot and large nature area. It is also clear that the buildings follow the typical archipelago architecture and characteristics both in classic and modern ways, with scale being an important factor when experiencing the spaces. They also both provide space for socializing, meeting places and activities. They proved this by working a lot with the preexisting structures and scales while providing functions that allow for a central spaces on the islands. Therefore, looking at the site on Öckerö using the same perspective could be beneficial towards exploring how the site could be developed and re-interpreted into something that has a positive dialogue with the other two, while providing some much needed functions to the community.

What I believe is needed

With there being a lack of neutral social meeting spaces on the island, a large focus of the thesis will be on creating spaces for people to meet and socialize. This will take form in different ways with the aim to create spaces that work for different ages and activities. I will explore this from four main aspects: culture, social, humane, and nature. These four key words will guide the explorations as a way to define what is needed to create spaces that create situations that will promote places for people to meet, socialize, experience culture and nature.

When looking at what has been done and what is planned, there seems to be a lack of these aspects as it is largely focused on housing, hotel, commercial spaces, and a preschool. Within these commercial spaces there are possibilities for restaurants, bars or cafes to open.

However, due to how the spaces connect to the rest of the site, it doesn't seem to strengthen the site as a new town center. It gives the feeling of them just being placed as ground floor commercial spaces in order to conform to todays norm when developing central spaces. Certainly, there is a logic behind this with it being a way to activate a street as it creates attraction points in an area. However, it is not a fail safe approach. As we have all experienced a commercial street – with the same thought process behind – that is completely empty with several locales that are empty or used for a different purpose. Which creates the opposite effect to activate a space. It makes the space feel empty or void. This is not an uncommon occurrence with new developments as it often is focused on maximizing the built profitable space and not the social, natural och culture spaces.

When looking at the spaces created from the detail plan, there are very few open spaces. This in combination with

it being a north facing site and fairly tall buildings, the spaces created are going to become dark or shady a large part of the day. It is certainly possible to create well functioning spaces that are mostly in a shady setting. With a more realistic lens though, most people want to have access to sun, especially in the summer or during sunny days. Lets take a normal cafe with outdoor seating, would you sit at a table in a shady corner or where it is warmer and sun? Considering Sweden's limited amount of sunny days people tend to prefer the sun when it is available. Which leads to me questioning how well the plan is actually going to function as a meeting space. In autumn or winter it might be fine since people usually want to be inside to stay warm, but for this specific location the most profitable season is going to be in the spring and summer when a larger amount of tourist are docked at the marina and more people tend to be out and about. Also, a few shops and a hotel is usually not enough to actually create a central space for a community. There

needs to be attractors in the form of meeting spaces that don't require money, but also spaces that create a want to stay and experience the space.

Legend

Site
Reference area
Nature reserve
Municipal border

Hälsö Hamn
Hjälvik
Skärhamnsås
Hamnplan
Öckerö Hamn
Hönö Pinan
Hönö Klåva

SITE ANALYSIS – HISTORY

Early town centers

During the late 1800's and early 1900's, small village centers started to emerge along the Bohuslän area. Most of these centers were in close proximity to the shore or harbor as the main economic income for the islands was fishing. There was a practical advantage to live close as this was where the workplace and markets were situated. (Olofsson, 2010) Over time the central function that the harbor had on Öckerö has shifted and been distributed to different areas on the island. The harbor had the function of market, industry, and social meeting space.

Color and buildings

The colors that are often associated with Bohuslän are light hues on wooden facades. Some building were also treated with tar or painted red.
(Bohusläns museum, 2023)

Housing

The early buildings on the islands along the coast were commonly "enkelhus", which normally consisted of a kitchen and single room, in some cases there was a bedroom as well. Later, during the early 1900's , a new housing type called "bohuslänska dubbelhuset" emerged. This home was usually built on a raised stone footing that could be used as a cellar or extra rooms, and normally had three rooms and a kitchen on the bottom floor and an additional space above.
(Westerlind, 1985)

Images from family summer house 1950's

Images taken by grandparents of a newly bought summer house on Öckerö.

The house still stands and was built early 1930's, there have been a series of remodels and extensions to the house, first in the 1970's, then around 2000, and lastly around 2020. It now functions as a year-round residence. It was originally painted in a falu red color which is common for the area, later it has been repainted white and the roof has changed from asbestos-cement tiles to red clay tiles. Parts of the stone terracing in the garden, stone cellar in the back and small outhouse still stands and are preserved close to original appearance.

The images of the house show the typical size and style of how the homes looked when built around 100 years ago.

Fig. 9: Family summer house, sitting in the sun

Fig. 10: Family summer house, neighbor

Fig. 11: Family summer house, standing by the door

Fig. 12: Family summer house, walking up the stairs

SITE ANALYSIS – STRUCTURAL CHANGE OF MARINA
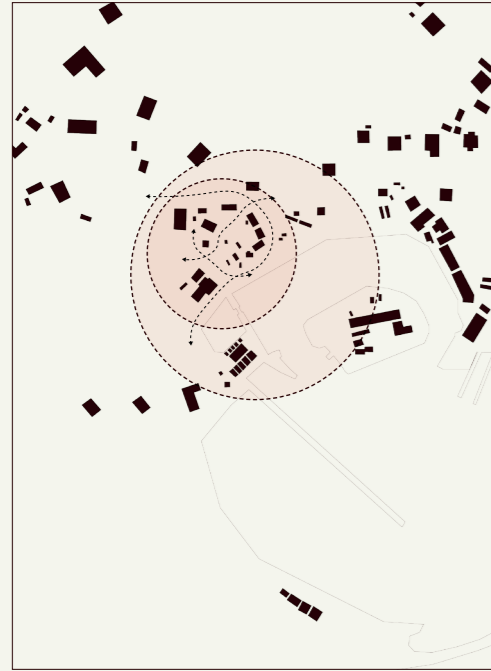
1960

Looking at the map from 1960, it is clear that there were less and smaller buildings with a clear concentration close to the harbor. The smaller scale is very evident in the structure of the space.
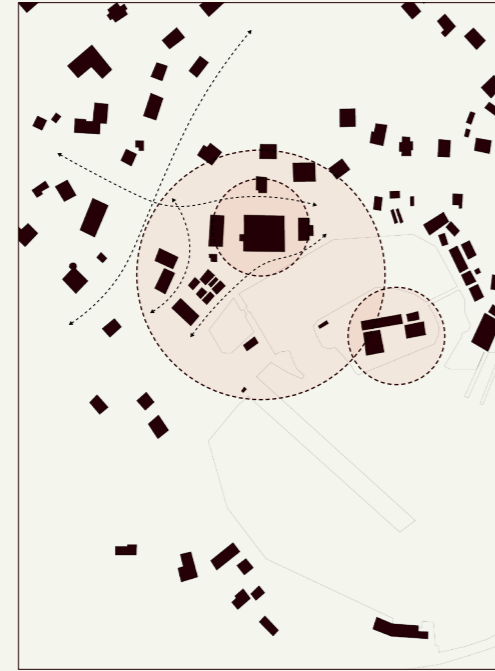
1975

During this period, there is a shift starting to emerge with new larger buildings. Several of the small buildings have been torn down or built into one larger building. There is still a clear concentration by the harbor.

Current

Almost all of the smaller buildings are now gone, there is a large open space by the harbor, and several very large industrial buildings have appeared. The island that was in the middle of the harbor is now part of the main land.

TRANSFERRING HISTORY TO TODAYS CONTEXT

Transferring the built language

By transferring the placement of the buildings from the 1960's map into today the feeling of the more small scale and irregular approach can be implemented. The scale and function of the buildings have to be adapted from what the purpose was before to what is needed today. In todays context, the need for small fishing sheds and storage buildings is not as desired. Todays situation calls for more residential and public functions that allow for the area to become a town center.

Key element to use

Looking at the map from the 1960's and 1970's, there is a clear irregularity in the placement of the buildings, most likely it is due to what the ground conditions were, what side needed to be protected from the wind, and placing the building in order to create wind protected areas. The placement of the buildings in the map from 1960, the buildings almost form a kind of court yard, with a path crossing through, creating a mix of private and public within.

Prevailing wind (SW)

Organized   Shifting   *Organic* form

Open courtyard
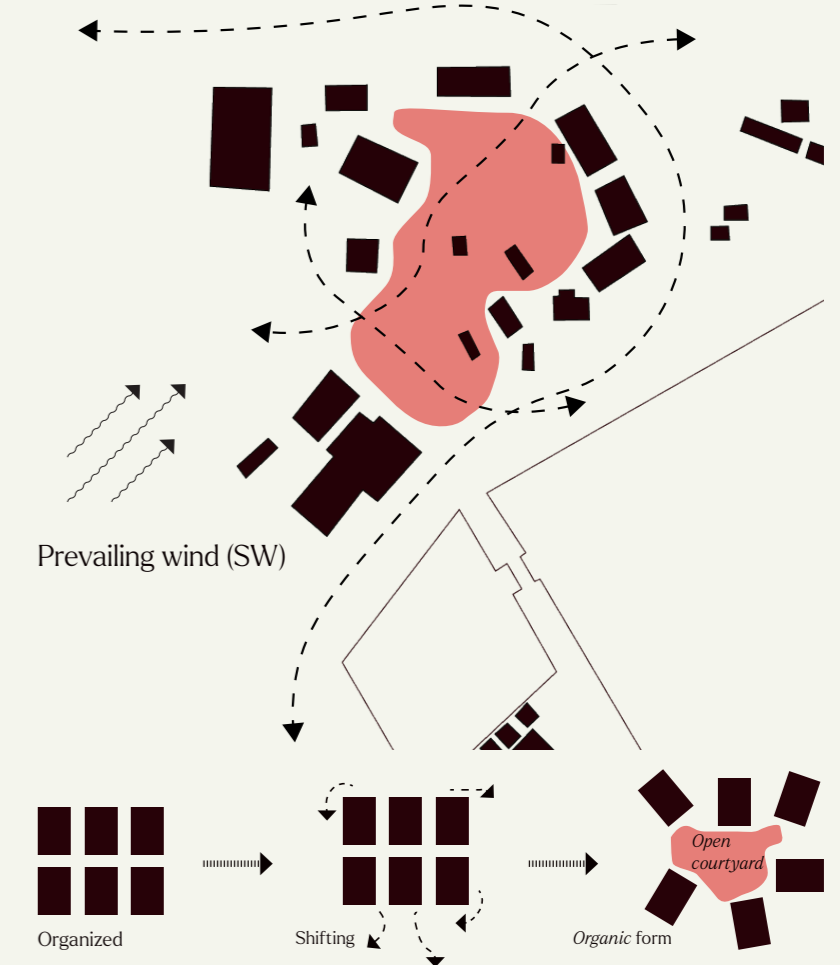
SITE ANALYSIS – SKETCH STUDIES

Facade and detail sketches of typical elements and characteristics
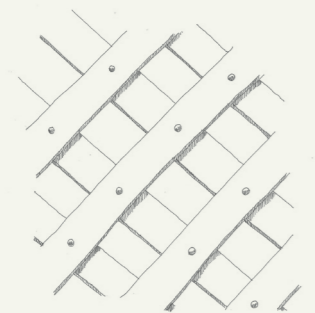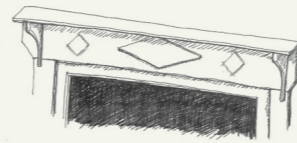
SITE ANALYSIS – HISTORICAL FRAGMENTS

Handle on boathouse
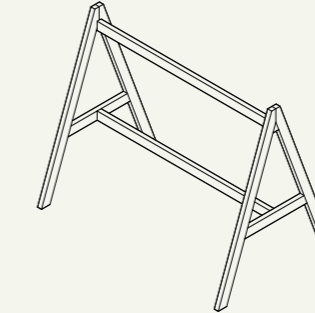
Drying structure for nets
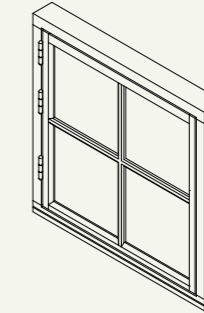
Old window on boathouse
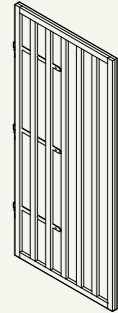
Door on wharf shed

Fragments

Extracting building elements as 3D models and translating into a library of historical fragments that can be applied into sketches, explorations and design.
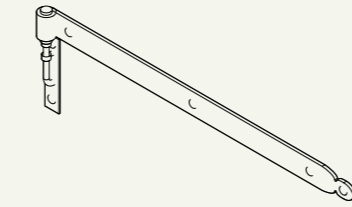
Iron door hinge
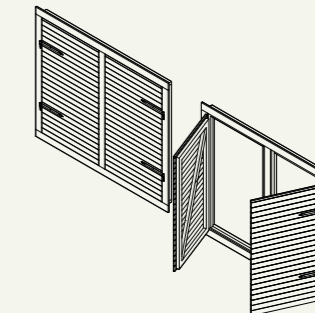
Double doors on boathouse
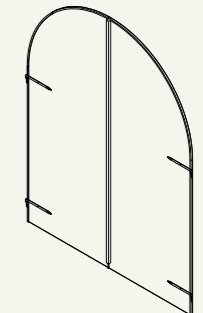
Metal door on magasin building

Wood pillar
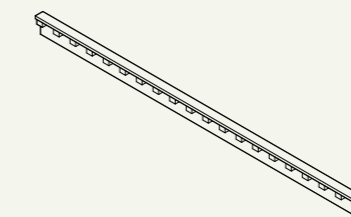
Wood trim, top of facade
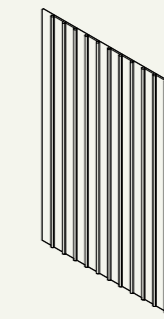
Wood paneling on facade
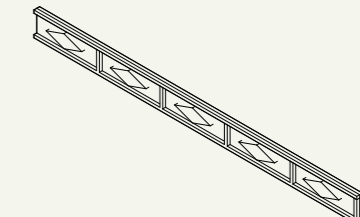
Trim on wood facade, splits levels

SITE ANALYSIS – MATERIAL + COLOR
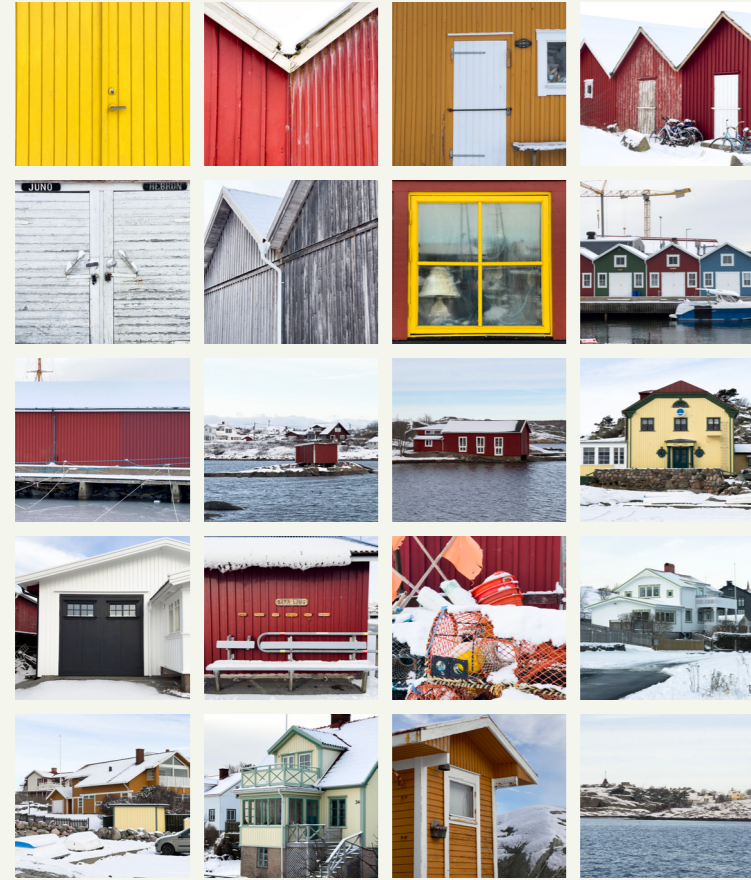
Site context (typical buildings)

Collection of images showing the different types of buildings, materials, colors, and environment within 3km of the site.

Colors from the built environment

A collection of color taken from the build environment

Fig. 13: Collage of buildings

KEY ELEMENTS

Repetition, pragmatic, connection to water

Symmetry, central placement, pragmatic, stone base

Symmetry, connection to water, stone base

Legend

- 🌼 Florist / Garden center
- Ⓛ Library
- 🧺 Commerce
- 🦷 Dentist
- 💊 Pharmacy
- ✚ Healthcare (Närhälsan)
- Ⓑ Bus stop
- Öckerö DP1
- Demolished Buildings
- Parking
- Main roads (car)
- Access road
- Walking / biking road
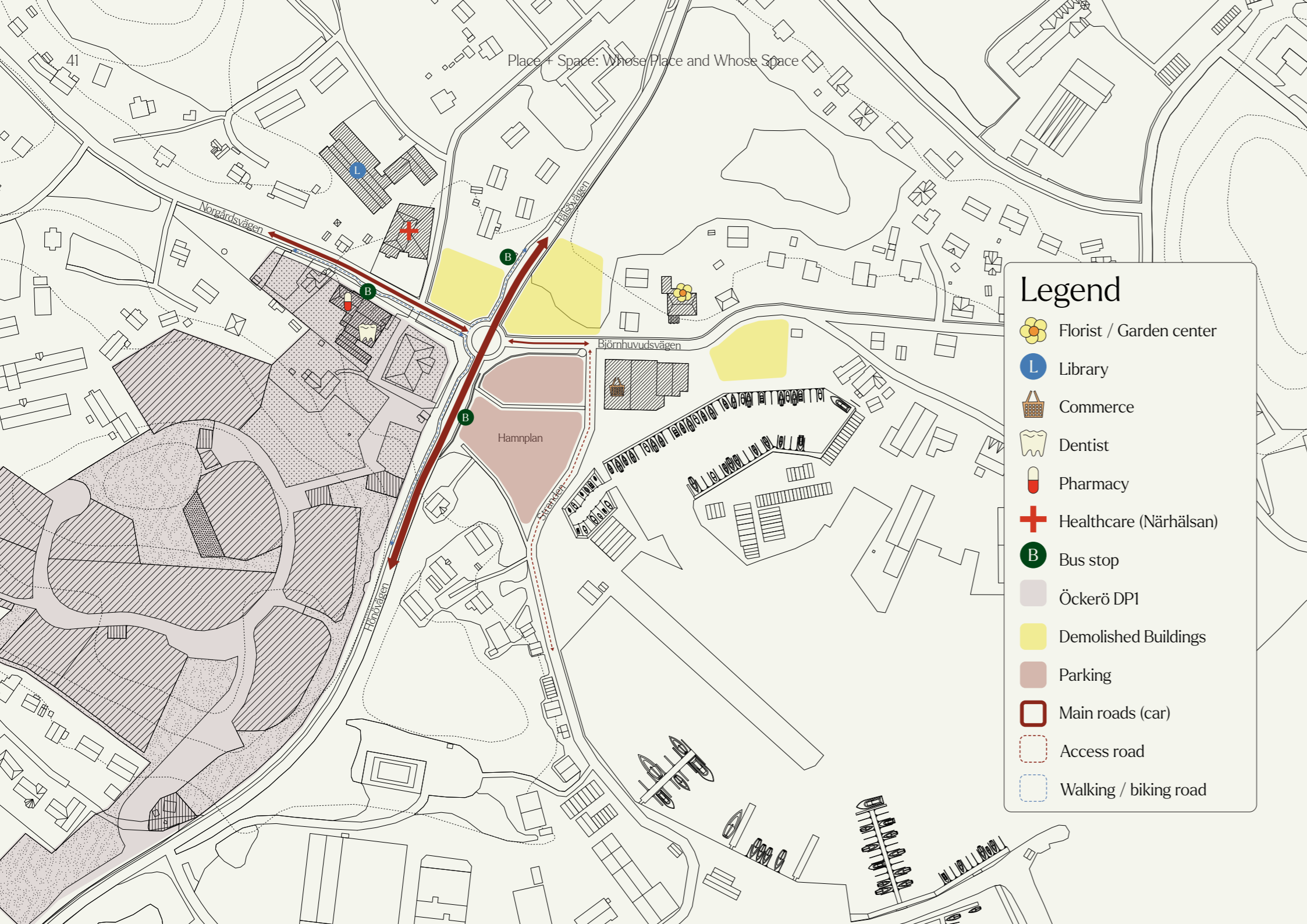
THE CURRENT SITUATION

The site has several businesses including a pharmacy, dentist, paint store, garden center, kiosk, bank, and a fish and delicatessen store. There used to be two pizzerias/bars there as well, but they are now torn down and it is unclear what will take their place. The main road that runs through the site has fairly heavy traffic with an estimated flow of 9000 cars per/24h and is part of a large infrastructure network that connects half of the islands and the ferry terminal to the main land.
(Öckerö kommun, 2022)
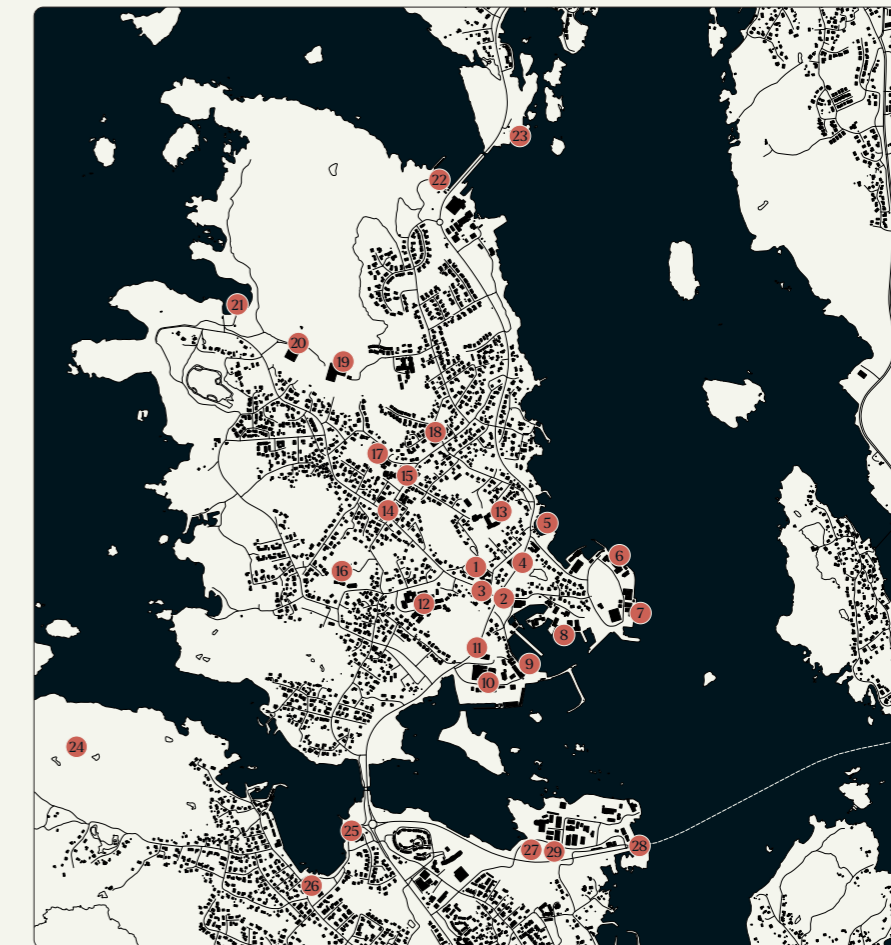
Legend
Community Functions

1. Library
2. Shops
   A. Henrys Kiosk
   B. Strand blomman
   C. Blå Haj Salong
   D. Hönö Färghus
   E. Thai Corner
3. Healthcare
   A. Pharmacy
   B. Dentist
   C. Närhälsan
4. Municipal building
5. Pedestrian ferry
6. High School
7. Hönö Bryggeriet (Brewery)
8. Ö - Varvet (Ship yard)
9. Marina Office
10. Öbo (property office)
11. Kompetens huset
    A. Swedbank
    B. Ö - Borgen
    C. PWC
    D. Morris Law
12. Solhöjden (Elderly care)
13. Bratteberg (School 0-9)
14. Filadelfia (Church)
15. Pre-School
16. Öckerö Kyrka (Church)
17. School (0-6)
18. Ica
19. Ishallen (Ice skating / hockey)
20. Gösta hallen (Football)
21. Hjälvik (Swimming)
22. Öckerö Båtsällskap (Boat org.)
23. Tjolmens Badplats (Swimming)
24. Ersdalen Nature reserve
25. Petrol station
26. Ica
27. Systembolaget
28. Main ferry to main land
29. Willys

GUIDING THOUGHTS

Small scale – why and how?

Integration of historical references: place and symbolism – what are the implications

Materiality – what role it plays

Actual needs of the area – what is necessary, wanted and future vision

Relating to the coastal environment and conditions – how to work with the site

Sight lines from meeting the area and within

Planning structure – what is characteristic for the area?

What elements contribute to the visual image one gets when imagining the area?

Identity and identity making aspects

Who is involved in the process, what interests are there?

How different elements relate to each other and how one change has implications for other parts.

POSSIBLE CHALLENGES

Is small scale feasible in todays context?

What happens when a space has too many historical references?

Are the classic materials the best option?

What is the harm of developing an area that has a vision of being a center?

What are the drawbacks of building close to the harbor and its proximity to water?

Are the old sight line a hindering factor?

Is it logical to design a structure that follows old ideals, or is a new approach better?

What happens when an area becomes romanticized?

Consequences of creating identity?

Are the actors involved in the process appropriate for the place?

What might the implication be if a new more dominant center were to appear, would the other centers take damage?

Public function:
– Pre-school
– Education facility
– Co-working space
– Grocery store

Residential function:
– Town houses
– Small scale
– Mix of tenure forms
– Ownership strucures

Existing function:
– Kiosk
– Paint store
– Delicatessen
– Sail + boat workshop

Public & commercial functions:
– Park
– Meeting spaces
– Social spaces
– Food
– Culture
– Co-working space
– Indoor + outdoor space
– Micro climate zones

Transformation:
– Visitor center
– Travel center (possibility with ferry connection)

CONCEPTS INTO SKETCHES

Apartment building: 3-5 stories, ownership, public-private, year round function, active ground floor
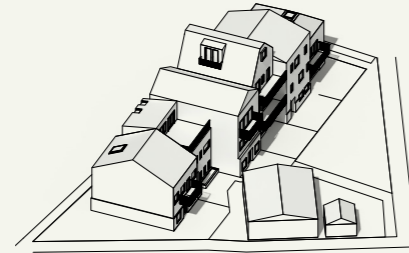
Townhouses: 2-3 stories, small scale, ownership
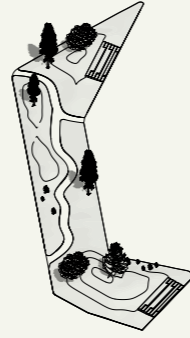
Public park: public space, greenery, water management, social function
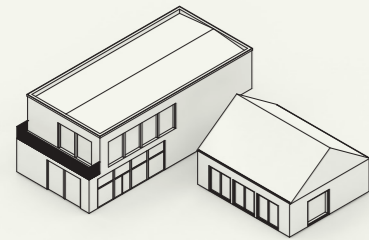
Public building: public space, symbolic value, heritage, relationships, mix of functions, ownership, accessibility
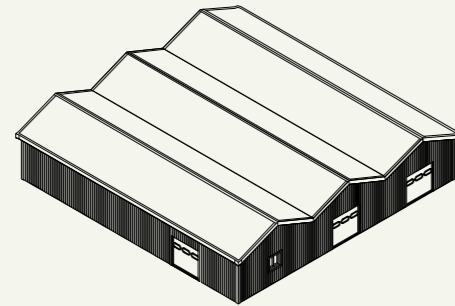
Transformation: Heritage, functional change
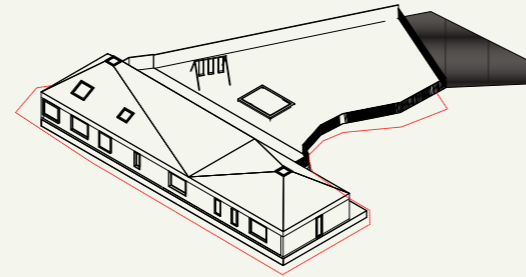
Public education: social space, knowledge, relationships, ownership, year round function
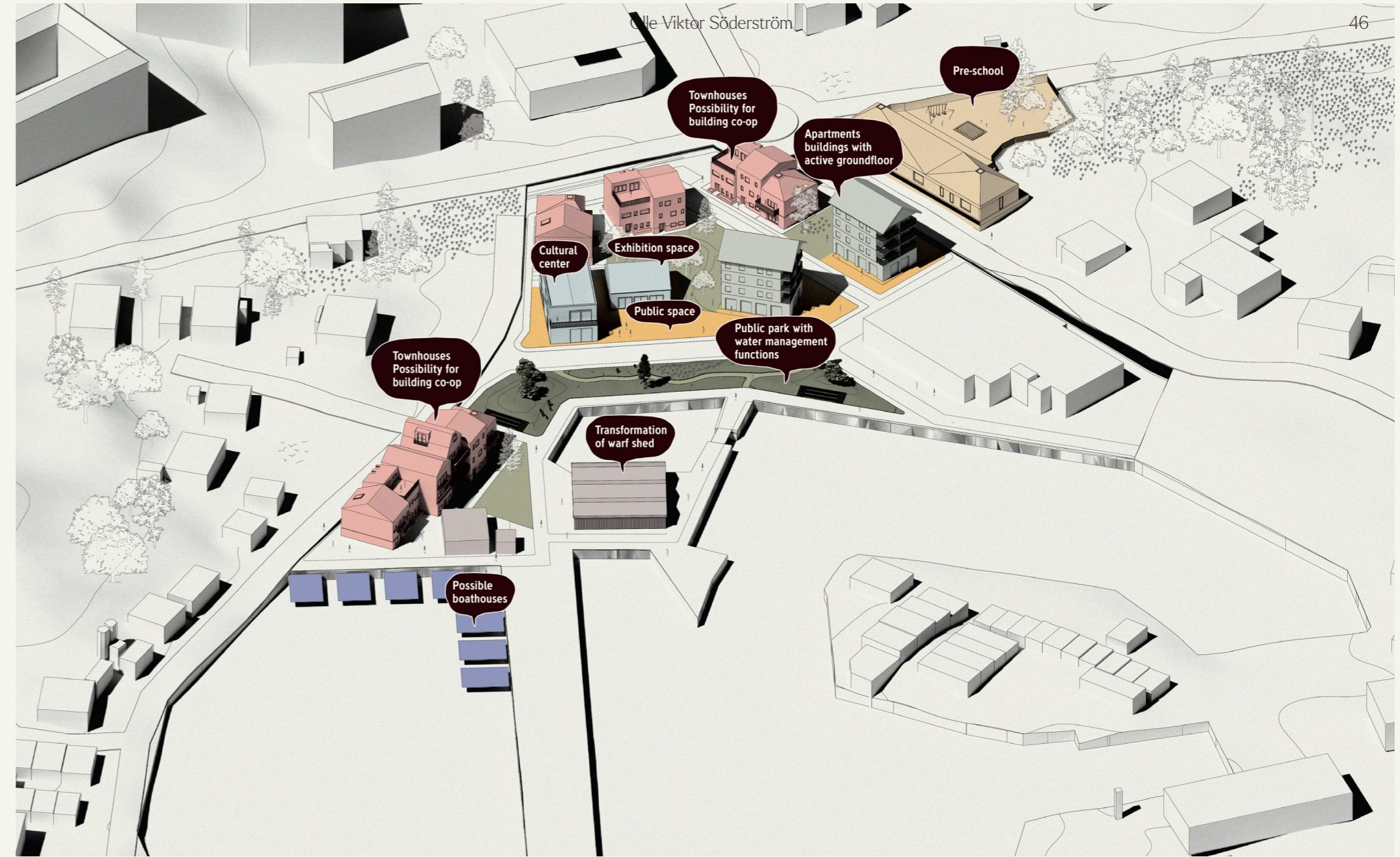
The illustration above is an initial iteration of how the buildings from the volume and functions sketching phase could be placed on the site. This is then analyzed and reflected upon in order to create a base for which to base the final design on.
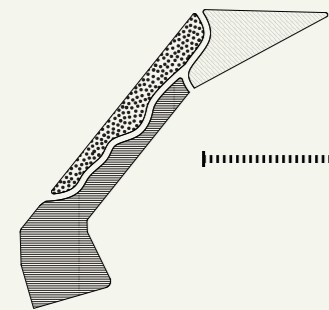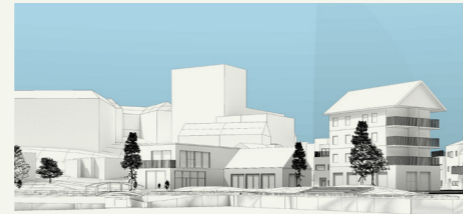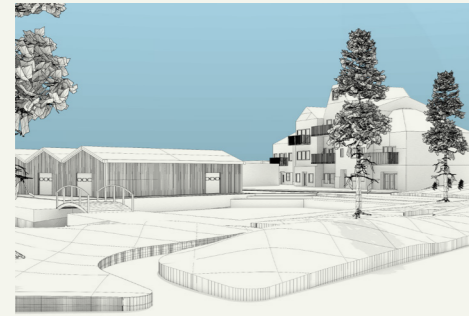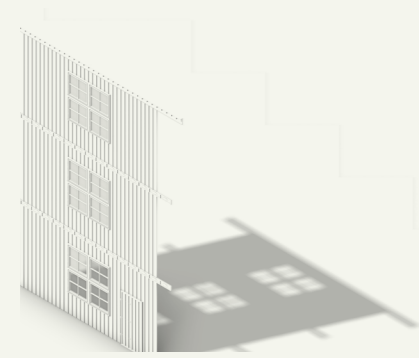
Dividing the park into three differnt areas
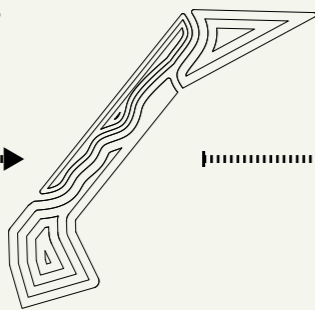
Adding different elevations to the park
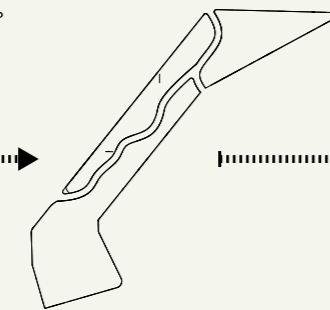
Creating smooth surfaces from the different elevations
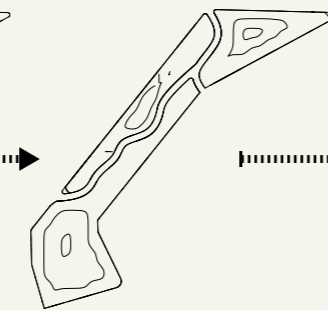
Adding contor lines based on the new elevations
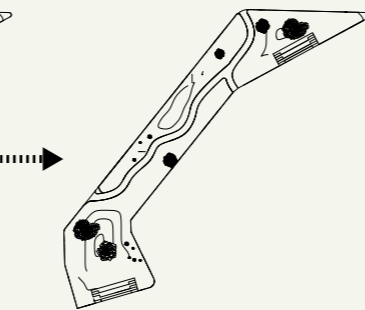
Creating new spaces with socail, natural and ecological functions

REFLECTING ON EXPLORATIONS

Site reflections

There needs to be a strong connection between the different spaces on the site that strengthens the social structures, meeting spaces, and functions of the place.

There is a clear need of integrating rain water and flooding management into the design due to the low elevation.

Arranging the buildings according to a more historical approach in order to create different micro climates and a more organic structure of the site.

Building reflections

The buildings in the central area and close to the water should not exceed 3 stories, based on the volume sketch of the apartment building that is 4(5) stories tall. The higher structures function closer to the road and should be lower closer to the water. The buildings should have a clear material connection to the site.

Conclusions

Based on the site, historical, and exploration studies: the design will take elements from each stage and incorporate the relevant site conditions, utilize the different historical fragments, and the volume studies from the exploration phase into the final design proposal.

Design focus

Three areas are chosen as the main spaces for intervention. The cultural center, as it addresses Öckerö's need for a neutral meeting space where there is no need of joining an organization, church or sports team. Second, is a residential function closest to the cultural center, as both of these contribute to the public space in front where there is a possibility for shops, cafes or bars. The third space are two in one as they entail the green spaces and public space. The waterfront park, courtyard park, and the public space connecting the two parks.

Key elements within the design

1. Public space
2. In-between zones
3. Historical references
4. Exhibition space
5. Main building of cultural center
6. Water management
7. Community
8. Year-round activity
9. Residential functions
10. Ownership

DESIGN LIBRARY

DESIGN LIBRARY – THE DIFFERENT PARTS

The design library consists of two main parts: the 7 design principles which stands for the theoretical framework, and local / site specific elements.

The design principles create a guiding base that can be applied in early stages when exploring the site and establishing its conditions. This can be seen as the exploration phase.

It also functions as a set of principles that can be applied throughout the design process that compares the design with what was established during the exploration phase of the process. By reflecting on early sketching and design explorations, a good understanding of what ideas and elements to continue developing can be established. The process works by reflecting on the principles throughout the entire design process. This allows for a result that is formulated for the specific site, while incorporating key elements that ensures that the design works with the sites characteristics and strengthens its possibilities and opportunities.

The practical aspect of the design library consists of creating an inventory of different local and site specific elements that can be applied within the design to connect with the local characteristics and aesthetics.

In the masters thesis this is shown through different studies. One being historical site development and how the buildings are placed according to each other. It has also explored current site elements in different scales. On the larger scale, local building typologies and structures were included in the inventory process. Later site specific colors and materials were collected which can be seen as an in-between scale. On the more detailed scale, and inventory of different building components were made which included elements such as: facade trim, windows, doors, drying structures for fishing nets, and a typical wooden facade.

All of these elements have been applied throughout the process in different explorations to establish what parts to include within the final design.
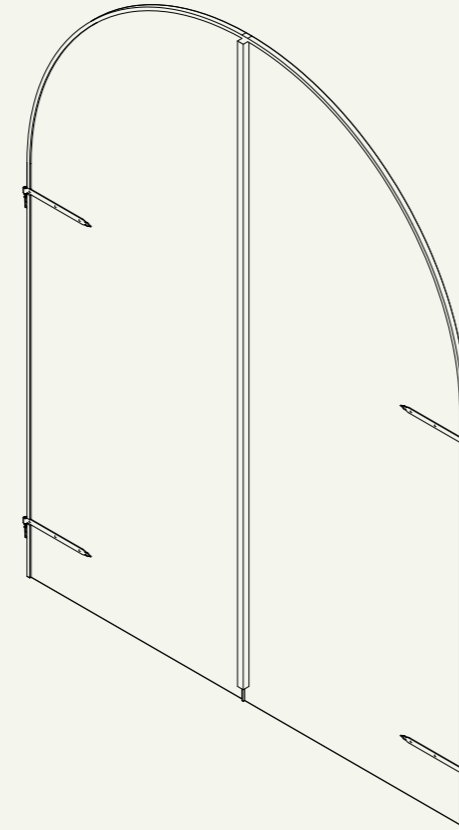
Metal door from a *magasin* building that is located about 1,5 km from the site.

Design principles

The design principles are a more general approach that can be used to establish the next step: local & site specific elements and context.

Perspective:
Permanent conditions, social & cultural values, and personal values.

Modification:
Spatial change, symbolic change, and functional change.

Humane Design:
Human scale, walk-ability, relationships, and embracement.

Local:
Materials, heritage, and knowledge.

Public Space:
Mix of functions, comfort & safety, and accessibility.

Nature & Climate:
In-between zones, micro climates, prevailing weather, and ecological compensation.

Ownership:
Private ownership and public ownership.

Local & site specific elements and context

Below is a list of different elements and context collected during the masters thesis in three different scales. These parts are compiled into a project specific collection that can be applied towards the design.

Large Scale:
site functions, planning, and historical perspective.

In-between Scale:
building typologies, materials, and colors.

Detailed Scale (building elements):
facades, windows, trim, characteristic small structures, and

DESIGN LIBRARY – LOCAL & SITE SPECIFIC ELEMENTS
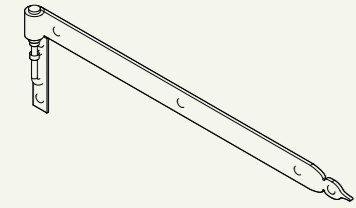
Handle on boathouse

Drying structure for nets
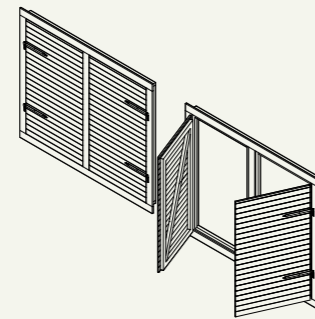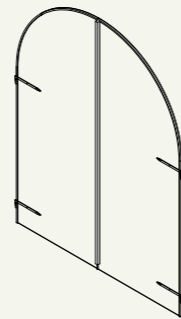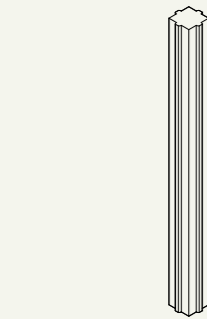
Detailed scale

The historical fragments exploration is included into the library with the intention of including the different parts into the final design.
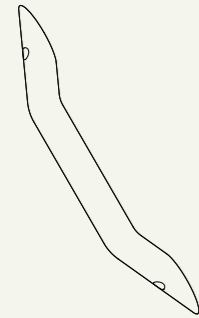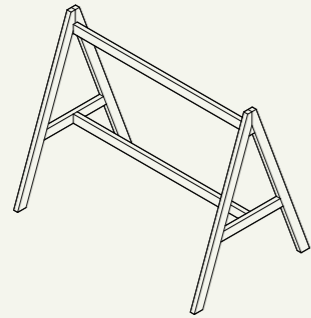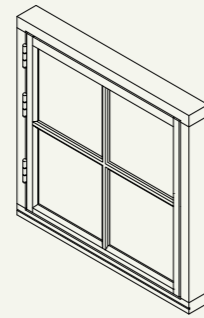
Old window on boathouse
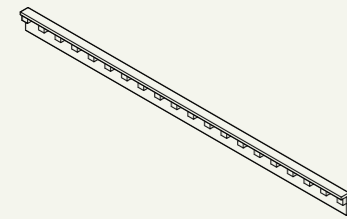
Door on wharf shed
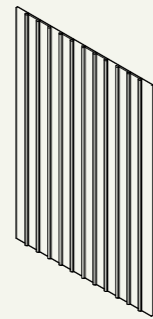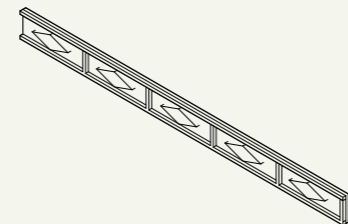
Iron door hinge

Double doors on boathouse

Metal door on magasin building

Wood pillar

Wood trim, top of facade

Wood paneling on facade

Trim on wood facade, splits levels

Detailed scale

In-between scale

Large scale
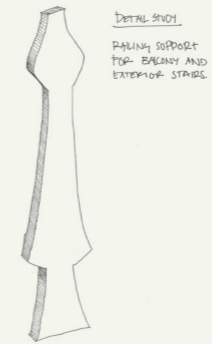
Translating details

The sketch of a railing support is translated into a new design that utilizes the silhouette of the old railing into a more modern result.
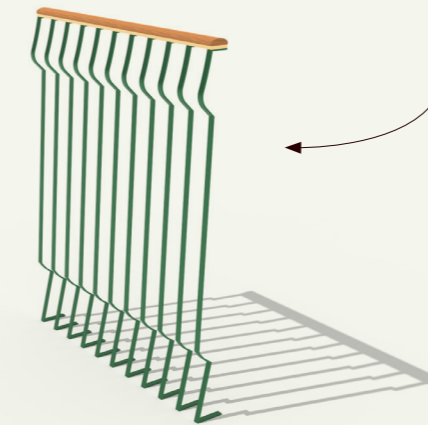
Repetition, pragmatic, connection to water

Symmetry, central placement, pragmatic, stone base

Symmetry, connection to water, stone base
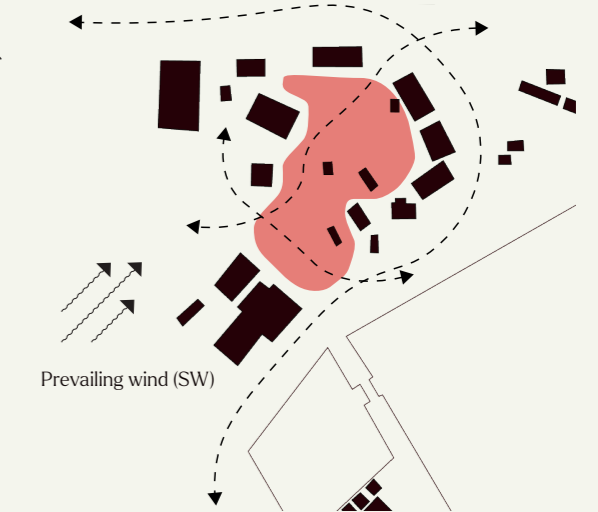
Prevailing wind (SW)

Understanding the history

The overview plan above shows how the planning structure of the site looked during the 1960's. It show that the buildings are placed to protect from the prevailing wind creating micro climates, and a more organic placement that strengthens the feeling of the smaller scale that is prominent in smaller towns. When applying it towards the final design the micro climate aspect will be a key design factor.

DESIGN PROPOSAL

CONNECTION TO DESIGN PRINCIPLES
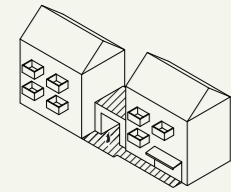
In-between zones
Public space
Mix of functions

+
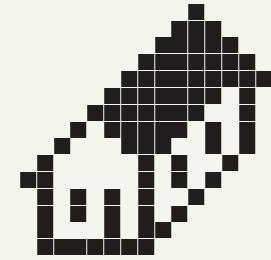
Mix use building
Culture center

+

HAMN VERKSTAN

Human scale
Social
Relationships

+

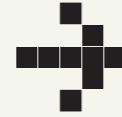Food pavilion
Commercial function
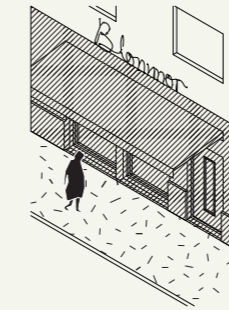Signage

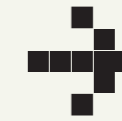**+**
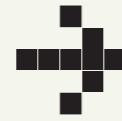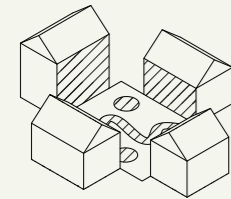
HAMNMAT

Micro climate
Relationships
Public space

+
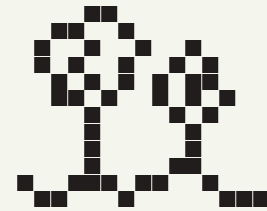
Public park
Public space
Guiding elements

+

**HAMNPARKEN
+
HAMNTORGET**
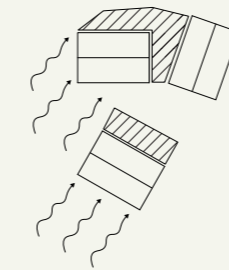
Micro climate
Public space
Functional change

+
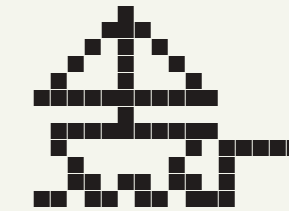
Connection to water
Guiding elements

+
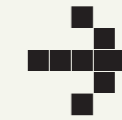
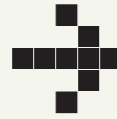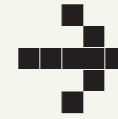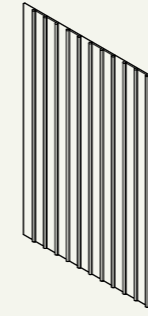**BRYGGAN**

TRANSLATING HISTORICAL FRAGMENTS
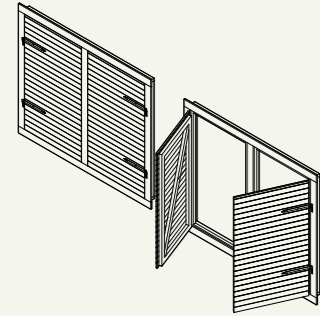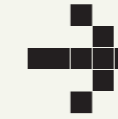
Double doors on boathouse

Double doors on boathouse are translated into openings in the facade that can function as a way of adapting the space and its connection between indoors and outdoors depending on the needed function that is desired.
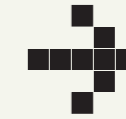
HAMN VERKSTAN

Drying structure for nets

The drying structure is translated into an element that will create wind protection, a climbing structure for plants, and will function as a repeating design element that functions as the parks central spine.
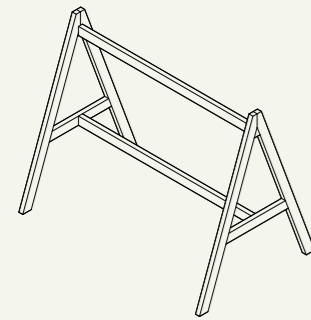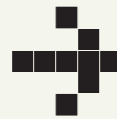
HAMNPARKEN + HAMNTORGET

Wood paneling on facade

Traditional wood paneling will be applied to the food pavilion and surrounding buildings to create a sense of connection to history while also creating a place that feels like it is a connected whole.

FOOD PAVILION

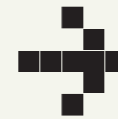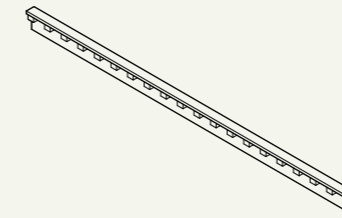Historical detail work

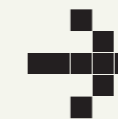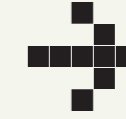Several of the historical details will be incorporated into the design in order to connect to the sites history and aesthetics as a way to create a sense of familiarity within the design and aesthetic language.

AESTHETICS

NARRATIVE OF HAMNPLAN

Hamnparken – Social space + ecological zone

The park works with the principles of social space and ecological compensation as its main design pillars. The park allows for new spaces where people can meet, and uses a wooden structure that follows the path which has the function of creating wind protection and as a climbing structure for honeysuckle which grows wild on the islands.

Hamngården – Socail space + human scale

The courtyard space created from by the collection of buildings called Hamnverkstan create a micro climate zone by protecting from the wind and allowing sunlight to enter by keeping the height of the buildings to 1 story. The space is embraced by three different functions that attract different groups within the community, thus allowing for a space where everyone can interact naturally.

Townhouses
Building co-operative, allows for a strengthened sense of community.

Hamnparken
Public park, water management, biodiversity, and meeting spaces.

Hamnverkstan
Public courtyard, exhibition space, atleiers, and studio rooms.
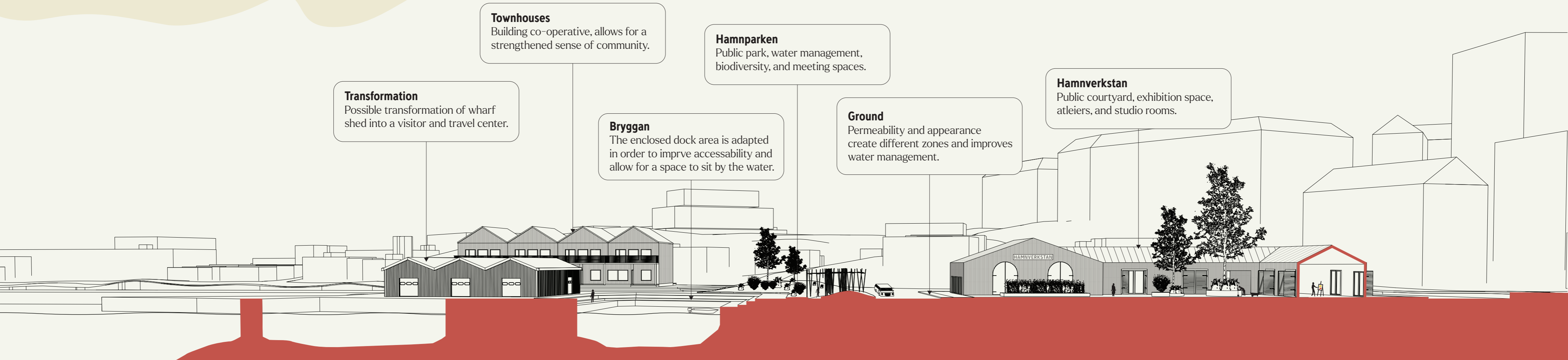
Transformation
Possible transformation of wharf shed into a visitor and travel center.

Bryggan
The enclosed dock area is adapted in order to imprve accessability and allow for a space to sit by the water.

Ground
Permeability and appearance create different zones and improves water management.

HAMNVERKSTAN

HAMNVERKSTAN

MIXED USED SPACE - POSSIBLE EXHIBITION HALL EXTENSION

RENTABLE CREATIVE ROOMS + ATELIERS

EXHIBITON HALL + WORKSHOP SPACE

CAFÉ + RESTAURANT SPACE

SE Elevation, Hamnverkstan

NE Elevation, Hamnverkstan

Bakery / café

Bar - Hönö bryggeriet

Atelier

Music room

Courtyard

Studio

Atelier

Mixed use

Mixed use

Exhibition hall
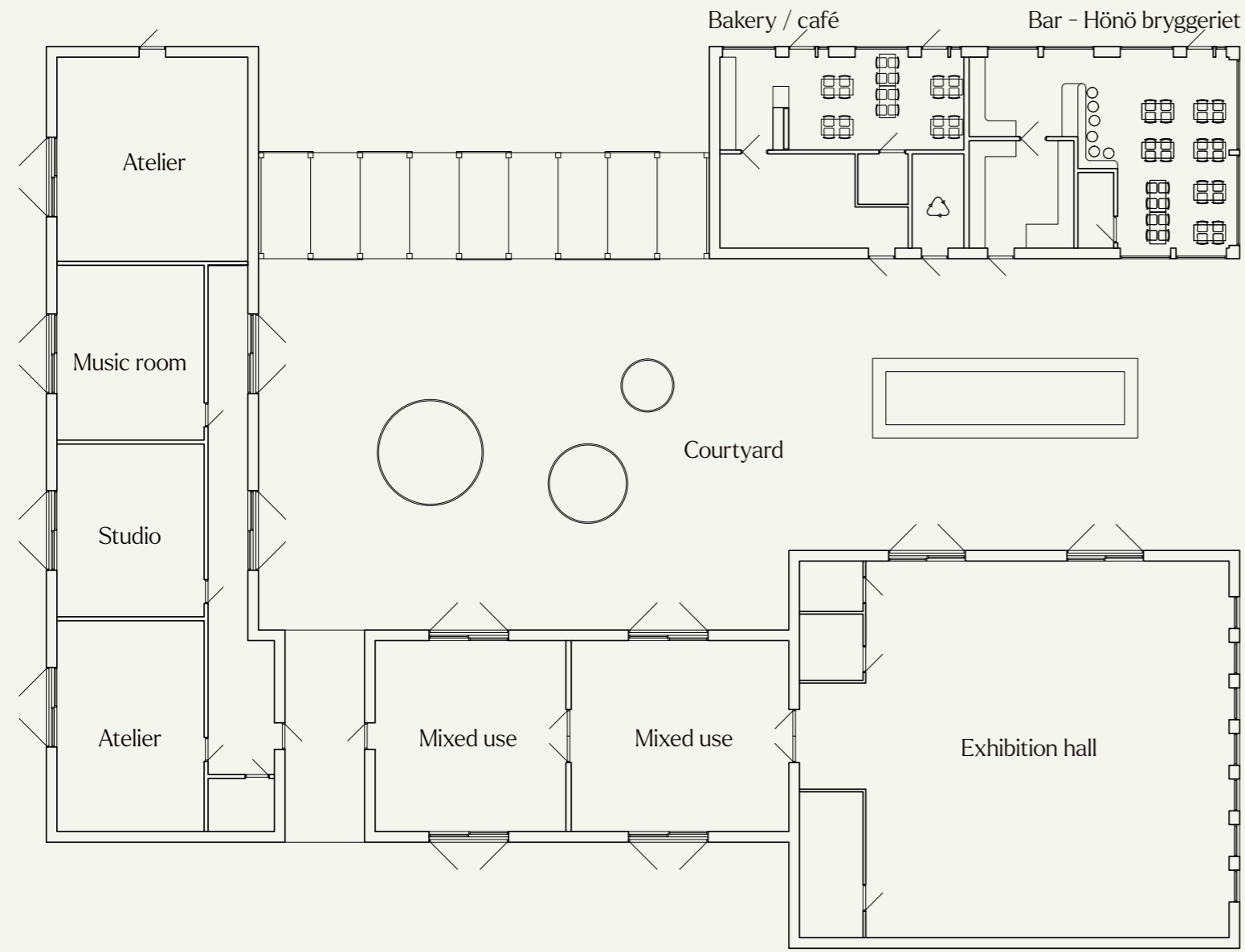
HAMNPARKEN + HAMNTORGET + HAMNGÅRDEN
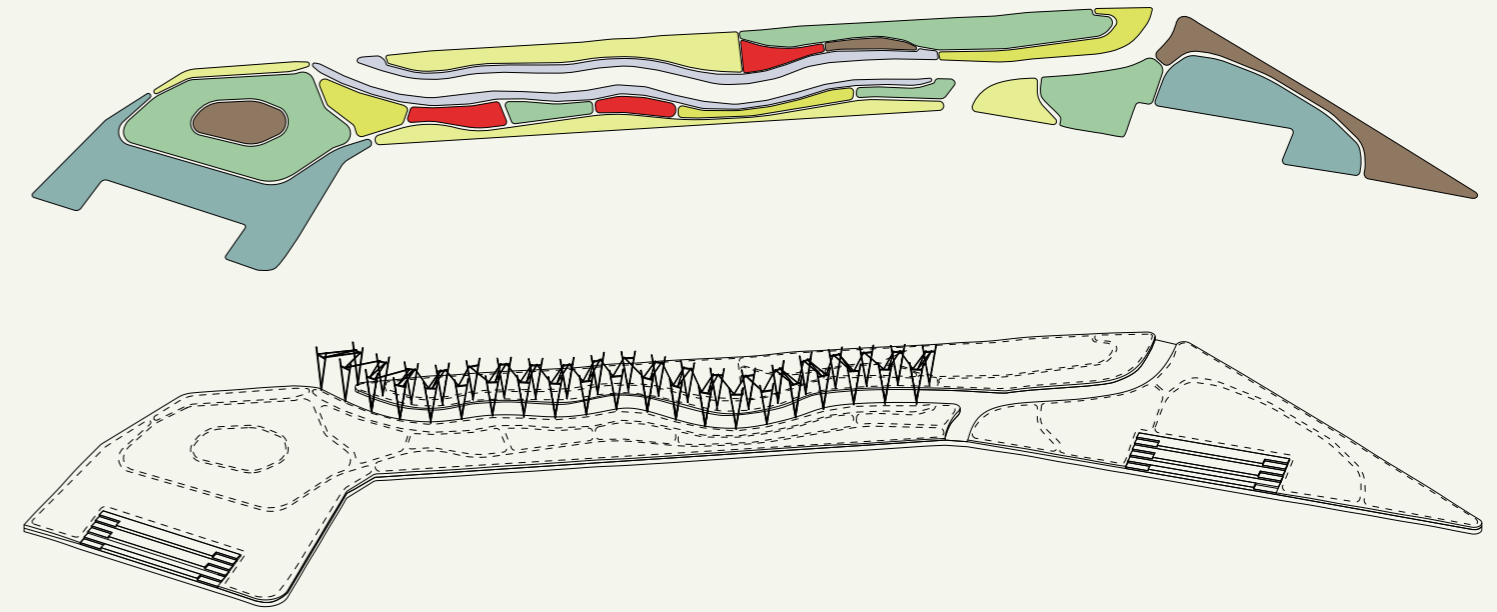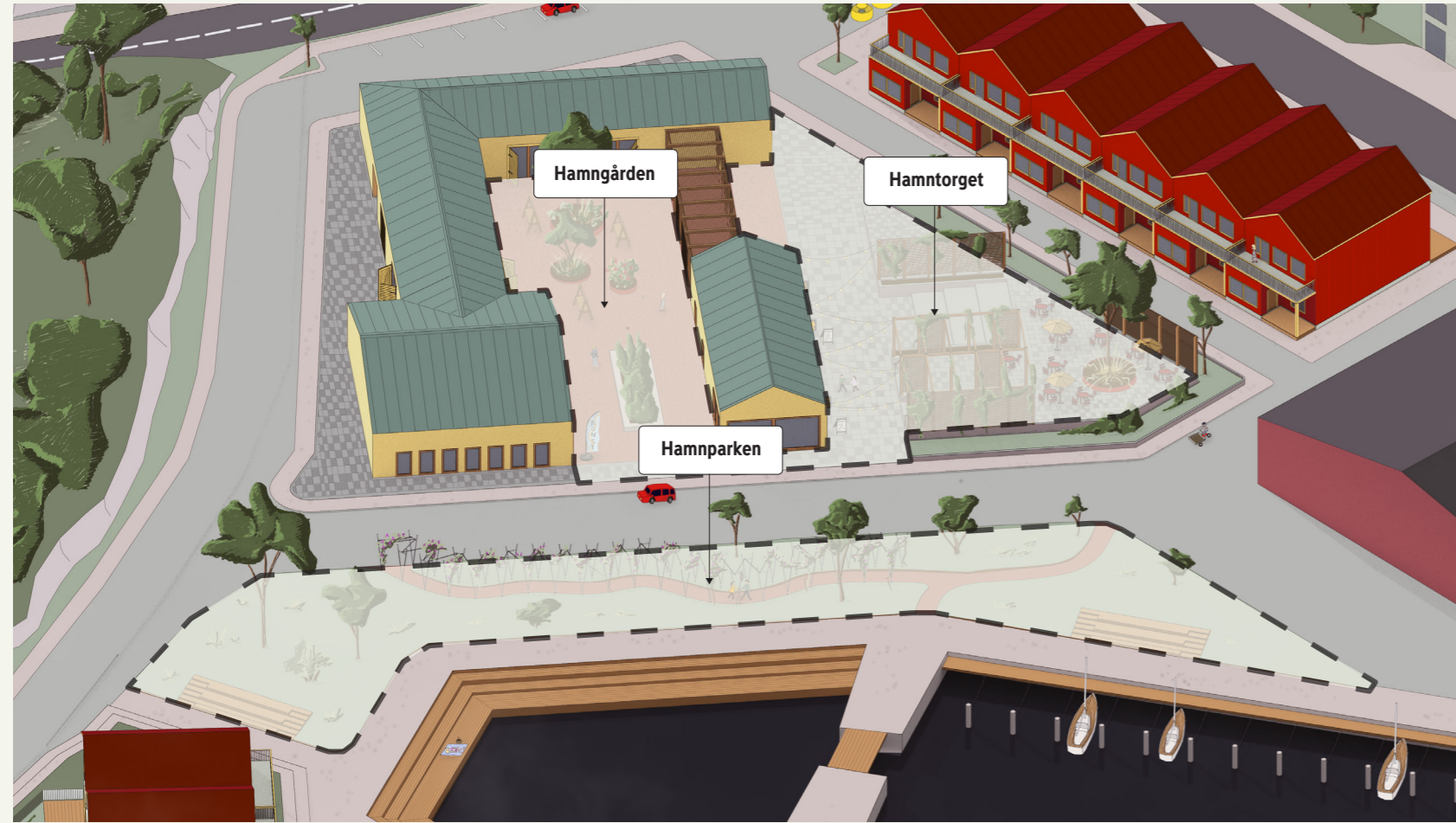
- Low grass + low perennials
- Rhododendron
- Tall grasses + tall perennials
- Trees + shrubs
- Low cut grass
- Hydrangeas
- Honeysuckle

Hamnparken - Whose space?

The park is a multi-functional space that work with both social and ecological aspects within its design. It is designed to function as a buffer-zone and absorption point for rain runoff. By using an undulating surface the rain absorption is increased due to an increased surface are compared to if it were a flat surface. The central wooden structure is based on one of the historical fragments - the drying structure - and functions as the parks central spine while providing wind protection from the open spaces of the harbor and allowing for climbing plants to use it as a home. The park is split into different planting zones allowing for spaces that are intended for human function (low cut grass) and more wild areas which are intended to enhance biodiversity and create a home for pollinators.

HAMNMAT

Hamnmat – Whose space?

The building is divided into two spaces, both are intended for being used as places where one can eat. Both of the locales connect to the outdoor public space where it is possible to sit down during the warmer months and both provide indoor seating during the colder half of the year. The intent is to create a year round functionality in the area that activates the space in different seasons and weather conditions.
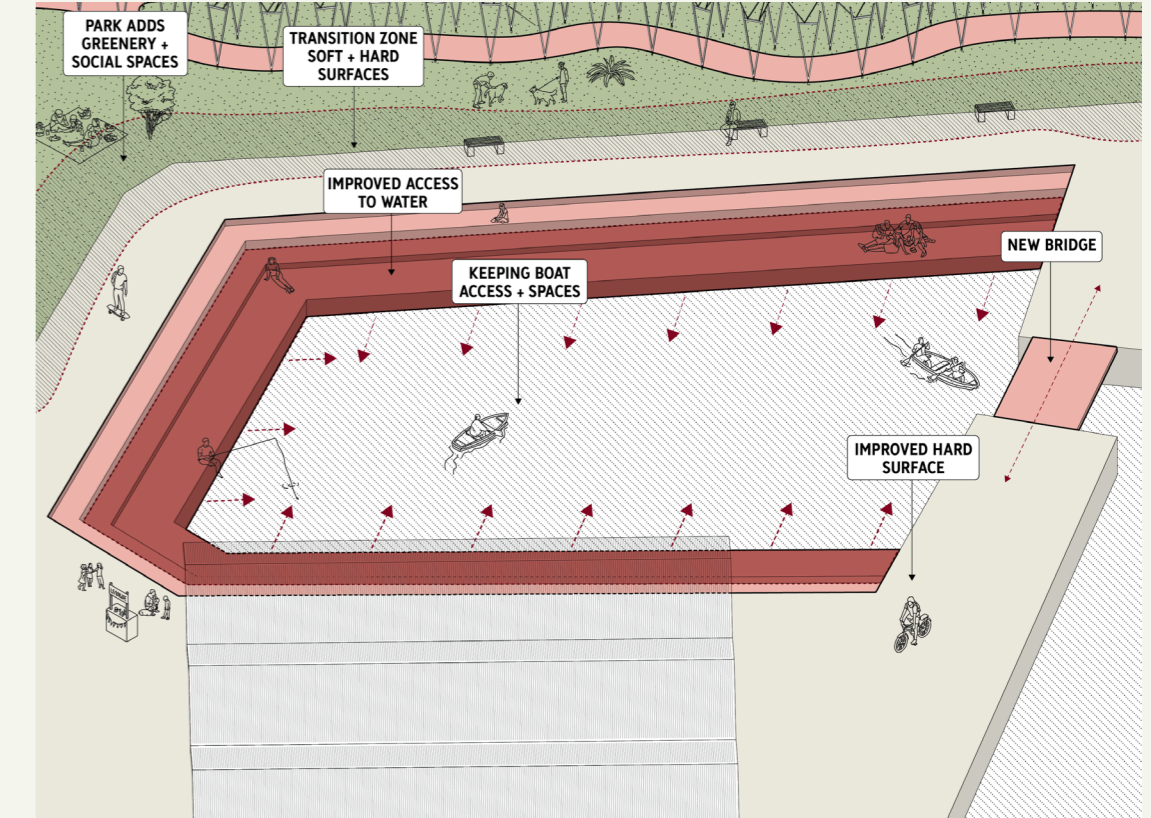
Both of the locales are possible spaces for already existing businesses. One being Aleks Bageri, which is a bakery and café that is appreciated both by locals and visitors. The other is Hönö Bryggeriet, which is a brewery that has their current brewing space in an industrial locale located nearby. By providing both of these businesses new spaces in the new development, it achieves a sense of familiarity. It does this by incorporating two names that locals and visitors are familiar with, thus achieving a recognition aspect that they already are know and appreciate.

BRYGGAN

Bryggan – Whose space?

The current structure surrounding the enclosed harbor pool has limited accessibility due do a narrow wooden stepping structure to access the smaller boats. The design aims to create an easier access point to the boats by extending the wooden structure into a more stair-like construction that also functions as a place to sit and socialize in one of the sunnier spaces in the area. The amount of boat spaces remain, as it is important to maintain the current function.

It also increases the spaces connection to the water by allowing for people to get closer to the water level due to the stair-like design. The intervention creates a new space that increases the likelihood of people staying in the are rather than walking by as it provides spaces to sit, connection to the water and the location which is one of the more sunny spaces of the are.

PARK ADDS GREENERY + SOCIAL SPACES

TRANSITION ZONE SOFT + HARD SURFACES

IMPROVED ACCESS TO WATER

NEW BRIDGE

KEEPING BOAT ACCESS + SPACES

IMPROVED HARD SURFACE

DISCUSSIONS

DISCUSSION

Aim

The aim of the thesis is to understand how to approach development in a way that works with the conditions and values of a specific place, in order to create a sense of familiarity. A set of design principles has been developed to help understand the site and what necessary elements should be included within the design process from initial ideas to a final design. These design principles are formulated as a general approach which is utilized as a means to achieve a site specific design library that is applied throughout the design process, both theoretically and practically.

From principles into design

The design principles are based on theories and concepts that work with urban sociology (how we as humans interact and use the built environment), ecology, historical context, and humane design. The theories and concepts are explored individually in order to establish what the

key elements of each part are. These are later condensed and combined onto a set of 7 design principles that create a base which is applied towards the site and design in order to create a site specific design library. The principles are more general and can be applied in different contexts and situations in order to aid in formulating a site specific approach towards the design processes and end result.

The design library within the thesis works with: historical fragments, local context based design, the human scale, and local value making by incorporating elements that create a sense of familiarity and connection with the new development.

Reflecting over the process

By working with an iterative process in parallel with the concepts and theory, it has been possible to build and test the design principles. It has developed the principles sequentially along the way, which has made it possible to revise and refine

the 7 design principles that are presented in the thesis. Each principle is the result of an iterative process that has explored a different element, which has then been included in the design library. As a result of developing the principles throughout most of the thesis, it has been possible extract key elements and continuously apply them towards the design.

Reflecting over the Design

The design process has been intertwined with the principles and design library from the start. It has been developed through several iteration on both a large, in–between, and small scale in order to understand how to apply the elements from the design library and the principles. The thesis has worked with understanding how to design a new development that retains a sense of familiarity to the place and allows for the people who use the different spaces feel that they belong to the area, and are not set aside for another group. The site has a desire from a large part of the community

to be improved and developed in some way; with a main reoccurring statements that it should retain the archipelago aesthetic and scale, and not be over exploited.

By working with the design principles and design library: it has been possible to see what aspects need to be set in focus, what parts are already in place, and identify the aspects which are not necessary for the space.

The design has worked closely with incorporating humane design, public space, mix of functions, accessibility, micro climates, local materials, heritage, spatial change, and symbolic change. By following the design principles, it has been possible to delimit and focus the design on the design interventions which are needed to establish a coherent and well functioning design proposal.

The design has explored different hierarchies, history and typologies to understand what the typical archipelago aesthetic entails. Early on, it was evident

that there should be a mix of functions that activate the space year round hand provide a sense of community, that the design should be of a smaller scale, not be too tall, and incorporate key historical design characteristics that are associated with the islands. The resulting design includes functions such as: exhibition/event spaces, ateliers, a public park and square, increased access to the water, residential buildings, and commercial spaces designed for a local bakery and a local brewery. And, by allowing existing key building to be incorporated within the design as is or to be transformed to enhance the areas functions, it strengthens the familiarity with the area and allows for the current functions to continue.

By allowing for the core of the new development to focus on social and public functions for the local community and visitors, it allows for a sense of ownership of the new spaces. Which would not happen if the central function was private or purely residential. By establishing different main functions for the public spaces, it has

been possible to create varying functions, allowing for the spaces to be used by groups of people who usually don't use the same spaces. The intent is to create spaces that attract people from different age groups and backgrounds, creating new interactions and an inclusive feeling when being in the area.

Thesis and the discourse

The thesis has worked with how to establish newly developed areas that retain a sense of familiarity and connection for the community and visiting users of the place. It has done this by developing a set of design principles that can be applied when designing for new development or a larger transformation of a specific area. The design principles are used as a guide that aids in establishing the key elements within the area, these elements are then collected into a site specific design library that can be applied from early design iterations to a final outcome as a means to achieve a sense of familiarity within the a new development.

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IMAGES

Fig 1: *Yellow door*, (author's image)

Fig. 2: *Bara ljug*, (author's image)

Fig. 3: *Yellow window*, (author's image)

Fig. 4: *Red boat houses*, (author's image)

Fig. 5: *Public space relationships*, (author's image)

Fig. 6: Öckerö Kommun. (n.d.). *Spatial map.* Öckerö Kommun. Retrieved March 26, 2024, from https://karta.ockero.se/spatialmap

Fig. 7: *Magasin*, (author's image)

Fig. 8: Lantmäteriet. (n.d.). *Min Karta.* Minkarta.lantmateriet.se; Lantmäteriet. Retrieved March 26, 2024, from https://minkarta.lantmateriet.se/

Fig. 9: *Family summer house, sitting in the sun*, (author's image)

Fig. 10: *Family summer house, neighbor*, (author's image)

Fig. 11: *Family summer house, standing by the door*, (author's image)

Fig. 12: *Family summer house, walking up the stairs*, (author's image)

Fig. 13: *Collage of buildings*, (author's image)

APPENDIX

DIALOGUES

Johan Casselbrant – Kanozi

- Long process, but there has been deviations from usual detail plan work, such as the initial plan being split into two.
- Concerns about the area that is now DP2 about noise pollution, land contamination and ownership.
- The work with the detail plan had a large focus on working with height differences.
- Aim of creating spaces for different functions and social spaces.
- Give possibility to build new, but also allow for current buildings to be transformed.
- Need for flood prevention
- Working with a typical land mark (båk) as a way to connect with cultural heritage by using the silhouette in a different scale.
  ("Skal-förskjutning")
- The main building works with the terrain and aims to use building as a way to create public access on different heights.
- The plan has the ambition to work with natural values and ecology, but there are no guarantees as it is also up to the individual developers.

Therese Granberg – Öckerö Municipality

- There is a conflict between the industries and developing residential buildings on the site due to the noise requirements.
- There is work being done to handle sea level rise in the area, there are ideas to raise the main road and intersection by just over a meter.
- There is an aging population on the island, there are ambitions to make it more attractive for younger people and families with kids.
- At the moment the focus is not on residential buildings, but more on public space, commercial, and possible ideas for co-working, cultural space and a science park.
- There needs to be a more comprehensive geological study for the ground on hamnplan.
- Make the nature area to the north more accessible to public.
- Create better connections with paths along marina and connecting area
- Problems with decentralization

PROCESS, SKETCHES & EXPLORATIONS

Comparison

Comparing the detail plan with earlier community dialogue shows that the wishes presented by the community are not very well integrated into the design of the new area. There is a clear lack of planning for public space, the buildings are much higher than what was desired, the planning does not conform to the typical language of town centers in Bohuslän, there are no plans to create an *accessible* public park or playground and there is nothing that dictates that the buildings should be of mixed appearance apart from the angles of the roofs.

What does the community want?

- ● Local values and community
- ● Built environment and aesthetics
- ● Infrastrucure and safety
- ● Culture and public space

The harbor needs more activity: more cafes, shops or public spaces	
Safe road infrastrucutre	
Attractive guest marina	
Pedestrian ferry to main land	
Public event and/or party space close to the harbor	
Should be active year round	
Mixed housing and building typologies	
Affordable apartments for rent	
Living accomodations for elderly	
Living accomodations for young	
Townhouses	
Wood and natural facade materials	
Boardwalk area along harbor	
Building not too close to the round-about	
Classic Bohuslän town planning (small scale, compact)	
Wind protected areas	
Avoid asphalt	
Pleasant space on hamnplan with benches, greenery and small shops	
Pay homage to the history and culture of the site (typical archipelago architecture)	
Build 2-3 stories closest to the harbor	
Culture center	
Playground / park	
Outdoor scene for events	
Solarpanels on roofs	
Accessible for everyone (physically and culturally)	
Avoid city feeling/urbanization	
Use a local name for the place and not just "centrum" (center)	

PROCESS, SKETCHES & EXPLORATIONS

MoSCoW Analysis – Site

Must have:

- Public spaces
- Small scale
- Commercial function
- Residential function
- Orientation –> sight-lines, wind, sun
- Green spaces
- Pedestrian and bike priority (safety)
- Accessibility (Firestation, walkability)
- Year-round functionality

Should have:

- Transformation programme
- Historical & site specific references
- Permeable surfaces
- Mix of commercial functions
- Mix of ownership structures
- Diversity in design
- Micro-climate zones

Could have:

- Building with social or public function only
- Pedestrian and bike connection to Hönö Pinan
- Pedestrian ferry to Gothenburg
- Floating houses along pier
- Music venue
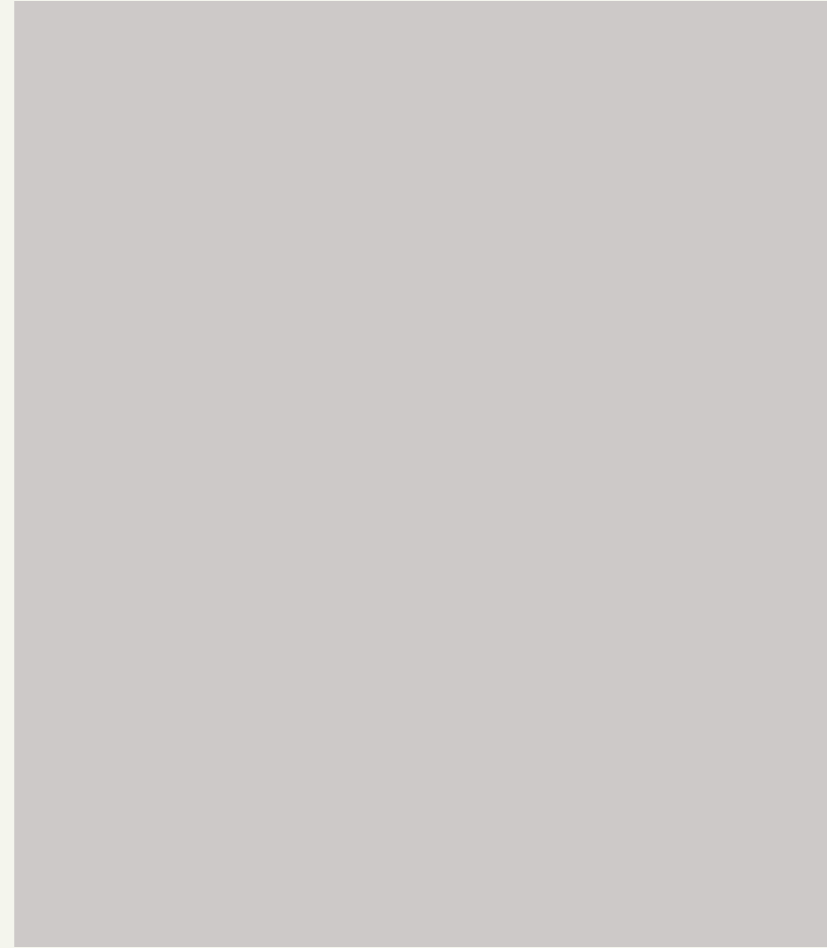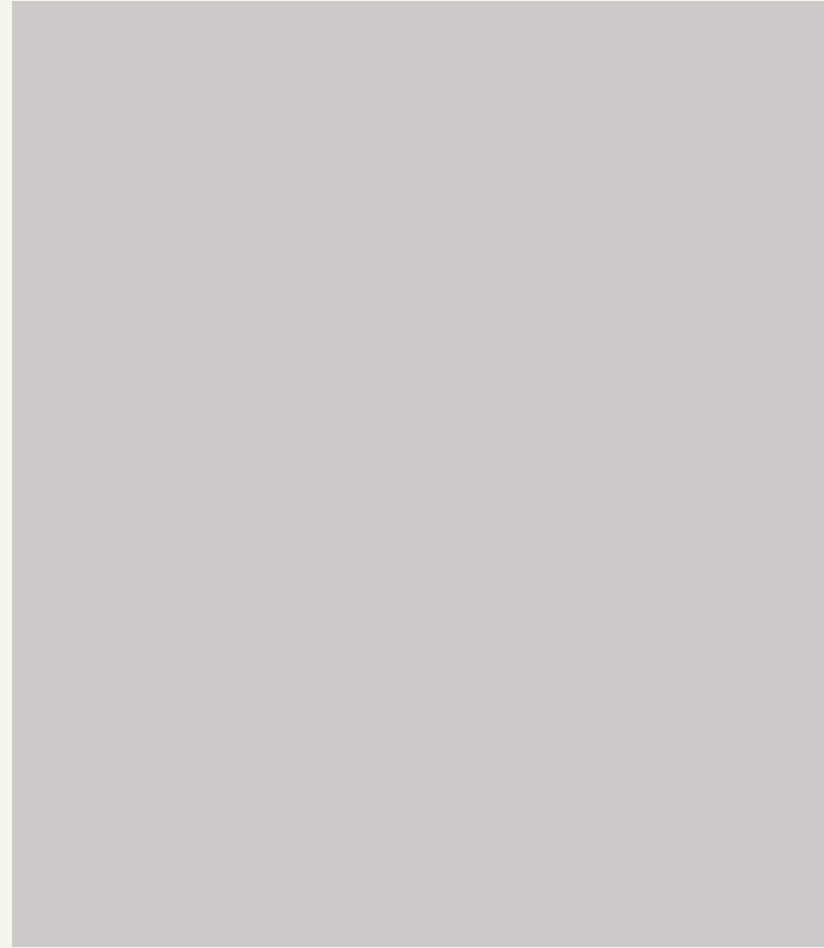- New library / Culture center
- Pre-school

Will not have:

- Buildings with more than 5 stories, preferably max 3 or 4
- Through-road for cars
- Demolishing existing structures / buildings
- High income gentrification to entire area
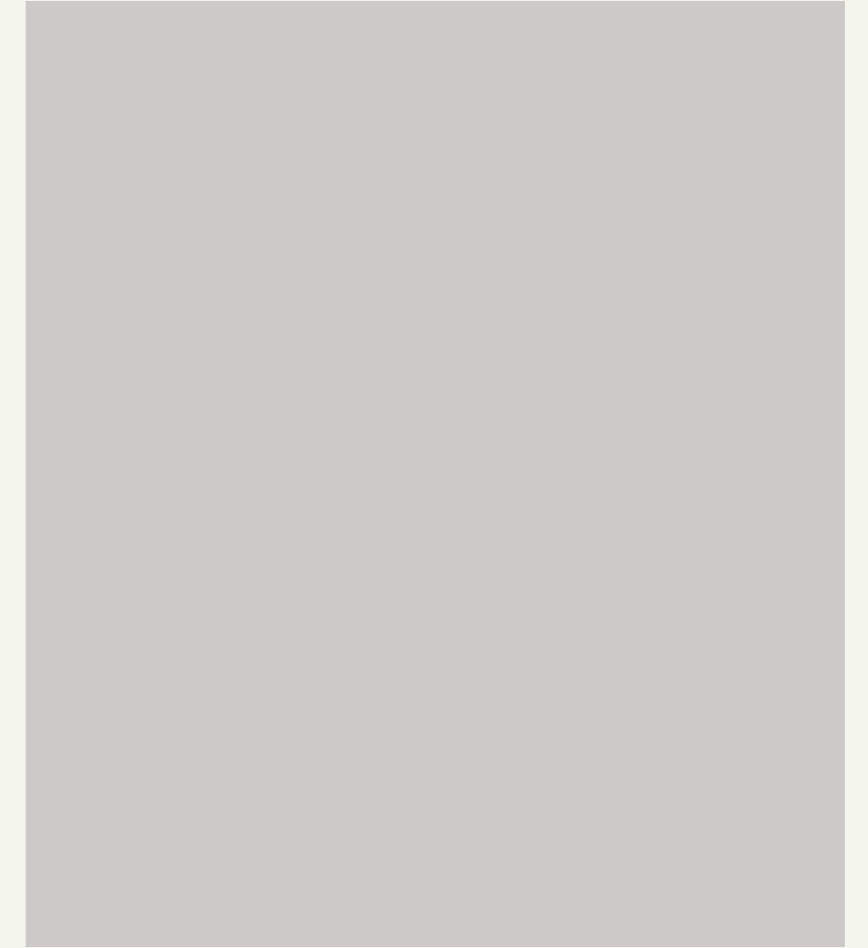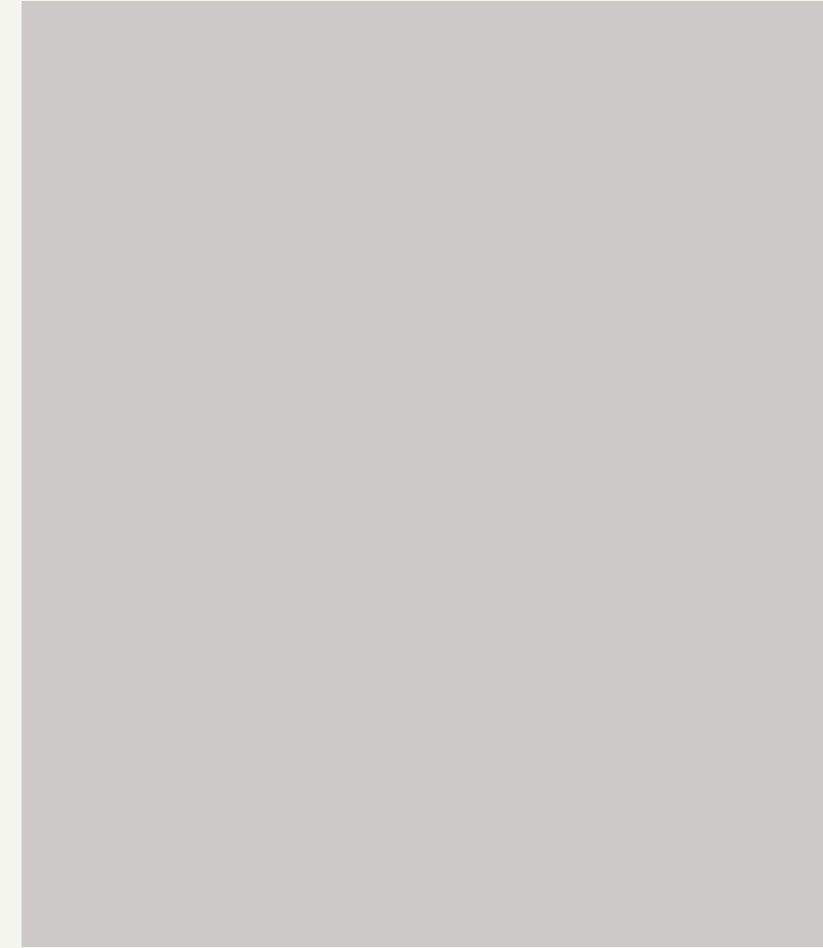- Tourism focus
- Extending villa area
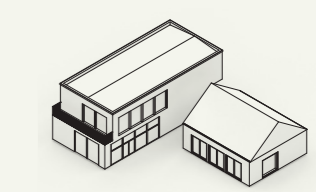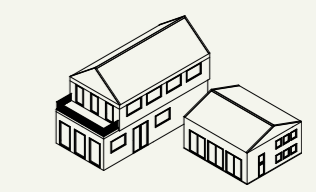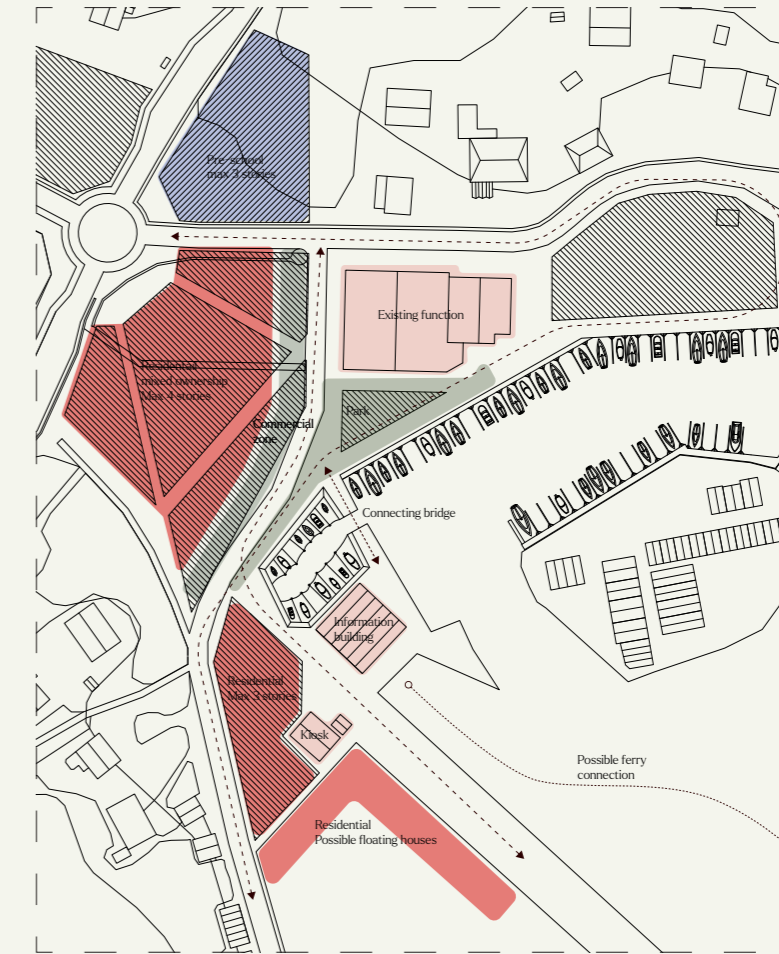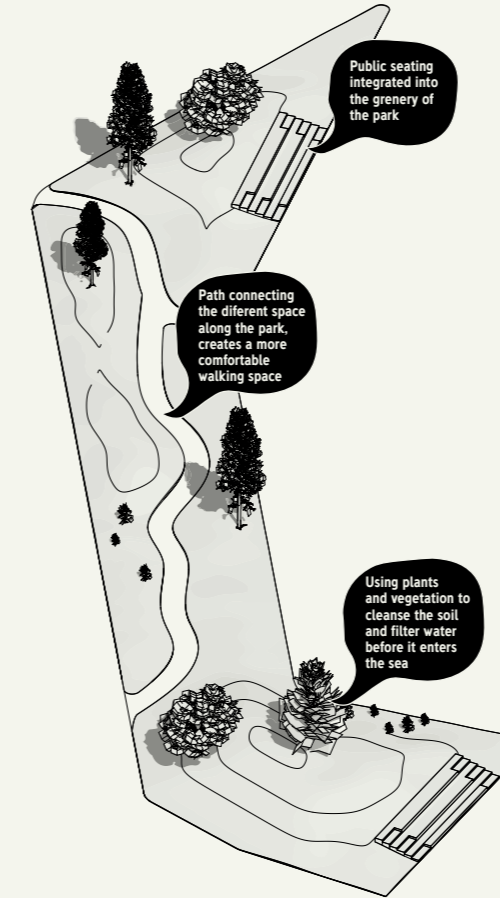
PROCESS, SKETCHES & EXPLORATIONS

MODEL PHOTOS

MODEL PHOTOS

PLACE
+
SPACE

WHOSE PLACE AND WHOSE SPACE