



HJOREKA!: Resurrecting Hjo's Soul



CHALMERS ARKITEKTUR

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Designstudio Planering och gestaltning för hållbar utveckling i lokalsamhället
HJO - Hållbar omställning och återupprättad samverkan mellan stad och land
Designstudio del B / Hjoreka!
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Introduction

The design studio Planning and Design for Sustainable Development in a Local Context is a design studio within the MPDSD programme. The theme of the studio is planning and design for sustainable development in a small or medium size municipality in Sweden. During the autumn of 2016 we, the students of Chalmers Architecture, focused on the Municipality of Hjo and the Town of Hjo.

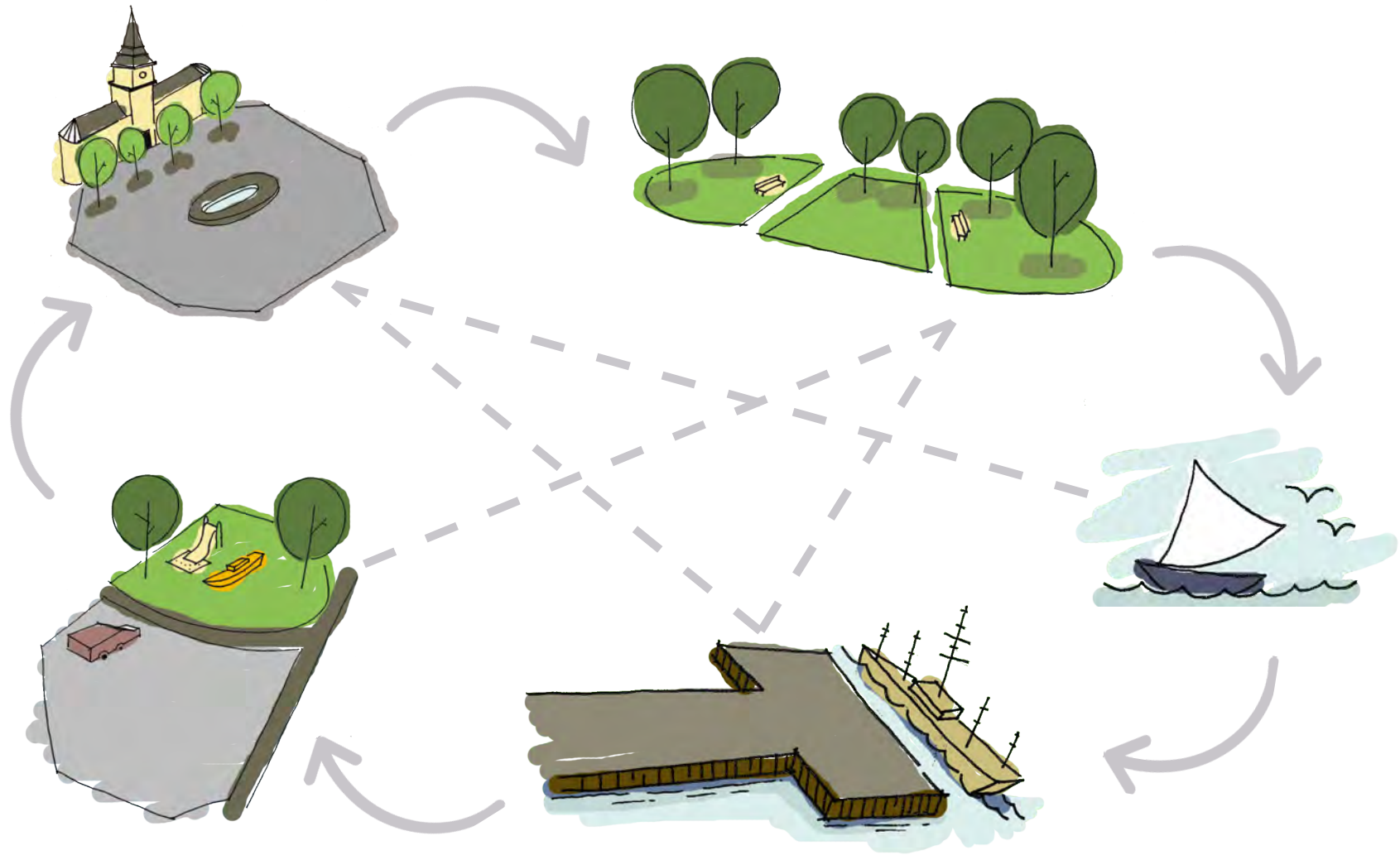
This studio was divided in three parts:

Part A focused on understanding and analysing the local situation, also in a larger geographical and functional context, identifying local development objectives and work on comprehensive planning and design strategies.

Part B contained work on planning and design projects that supported those objectives and strategies. In this project we work in a group of three people, with different backgrounds and from different parts of the world.

Our project departed from the SWOT Analysis. The distinctive and unique heritage, the strong social connection and the togetherness, human scale and picturesque, are the strengths which we can embrace. We are aware that the city is considered as a sleeping city and has seasonal tourism dependency and disconnectivity, which can be considered as weaknesses, so we are planning the design in order to make Hjo more lively. The opportunity from the growing interest in eco-tourism, increased environmental awareness, technology and communication innovation can be a way to design branding of the city as well. These strengths and the opportunities are combined to tackle the threat of individualization and globalization.

Part C is about communicating the outcomes of the project to the local stakeholders and inhabitants. Here we present our project. We have a simple general strategy: **Redesign spaces with the use of architecture for disassembly to create and promote new activities while providing a unique local product to offer.** First we choose two public spaces and gave them a new life, added color, texture, meeting spots, we connect them to each other. Then we created a lego-like building system : "clicksticks". These pieces are easy to use and accessible to everyone so all can create new urban furniture, playgrounds, stages... in order to allow people to be spontaneous and imaginative. Finally, we thought of a way to keep things local and help the community by giving the alternative of unique local materials to be used in producing the clicksticks which can be a huge potential to expand and share.



Our main focus was connecting the Town Square with the Harbour, because we know how important those two points are to the people.

For our proposal we took two spaces in between those main points: the park outside Kulturkvarteret and the playground by the harbour which we took as one with the parking lot. By using those two spaces we strongly believe that we can create a connection not only to the main spots but to the water, both as a physical element and as symbol.

A horizontal, irregular brushstroke in a reddish-pink color, resembling a watercolor or paint stroke, serves as a background for the text. The stroke is centered horizontally and has a soft, feathered edge.

BACKGROUND

Background

Aim of the project

The aim of the project is to redesign public spaces within the Town of Hjo to provide new temporary spontaneous installations through the use of architecture for disassembly made from local materials that will allow us to encourage the planning of new activities to promote culture, leisure and sustainability and to motivate the community to get involved.

We also plan on develop a working plan for the further production of new building materials for disassembly, made out of waste from wood, agriculture, aluminium and plastic plus residual heat and pressure from the industrial areas. This will give Hjo the opportunity to offer a unique local product.

Things to know about Hjo/ Soul of the city

Hjo is a compact town where visitors can explore the narrow cobblestoned streets in a setting with unbroken traditions dating back to the 15th century. People have lived and worked here for more than 600 years. The houses in Hjo are often decorated in various oil colours with elegant windows, shaped mouldings and beautiful verandas. The outhouses are painted in the warm and typical colour of Sweden: "Falun Red".

Hjo has been awarded the Europe Nostra Medal of Honour for the noteworthy preservation of the wooden town which has conserved and maintained its distinctive. Hjo, Eksjö and Nora have all three received the "Europe Nostra" award rewarding preservation of old cities. All three cities have formed a network to develop small towns as attractions for visitors interested in Swedish history and building heritage, they are known as the Three Wooden Towns. Character and charm".

The harbour was built in 1855. Since the Middle Ages Hjo has provided the shortest boat journey across the lake. Monks from the monastery in Östergötland would make use of this on their pilgrimages to Varnhem, Skara, and Nidaros in Norway. The river has played an important role for the town of Hjo and its development. In fact, the river may have been the reason why the town is located where it is. Waterfalls and rapids in the river have been used to drive mills and other machinery ever since the Middle Ages. It was along the river that the area's first factories were established. The riverside of the Hjo Stream is nowadays a nature reserve, which is the home of flora and fauna of national importance. The slopes and plateaus often consist of overgrown meadows. (Anders Svensson, 2001. <http://www.anderssvensson.eu/hjo%20english.pdf>)

Tourism In Hjo

Since we are redesigning spaces in order to have a more lively town, full with a large range of activities for all year round, we had to look up at the things that they already have, the different events that they organise and things to do around the municipality. We found out that there are, in general, a lot of places to visit and a variety of things to do but a lack of spaces to organise events and most activities happen during the summer. Also, the municipality is not in charge of organising the events, most of them are planned by local societies and the tourism department helps with marketing and money.

When we talked to Marie - Louise Fahlström head of Culture, Tourism and Leisure; Maria Setzer in charge of Culture; and Lotta Persson head of Tourism, they were clear about how even if Hjo has a lot of things happening it is not possible for it to compete with bigger cities. They also express that they would like Hjo to be known as a wooden town and because of its history as a town that can offer a calm, simple and good life.

THINGS TO DO AND PLACES TO GO		
Kulturvarteret Pedagogien	Vättern Asparagus – Farm Shop	Steam boat – S/S Trafik
Känslas Deli Shop	Hjo Church	Gallery Kyrbeky
The soap factory	Hjo bookstore	Hökensås Golf Club
Hjo Bowlingcenter	Hiking in the natural reserve	Gusto Classico
Hjo Harbour	Fridene Church	The Hjo river
Northern Fågelås Church	Hem&Hobby	Southern Fågelås Church
Korsberga Church	Bison Farm's butchery and farm shop	Fishing Lake Vättern
Stila Fashion and Design	Hjo Blomster	Vita Ranunkler - Antiques, Interior, Flowers and Jewelry
Experimenthus 1878	Hjo floating sauna	Högaliden recreation area
The Old Town	Guldkroksbadet - pool and recreation centre	Grevbäcks Church
Sauna Recreation Area	Lindra second hand	Guided fishing tours
Fishing shop	Blueberry farm	Mrs. T's
Bevara- bulding preservation	Amanda's	Mofalla Church

ACTIVITIES	
Christmas Show at Grebbans Entertainment Restaurant.	November and December
Christmas Market	November
Advent Calendar	December
New Year Concert at Hjo's Church	New Year's Eve
Hökensås Around, a bicycle race	Early July
music festival Rock against Cancer in Hjo Town Park	Early July
Trolling Fishing competition on lake Vättern	Early July
Jazz cruise on board of S/S Trafik	Early July
Arts and Crafts fair	Early July
health and wellness week	Late July
Accordian Festival	August
Hjo Harbour Festival	Summer
Oktoberfest	October
Outdoor cinema at the Market Square	August

Hanna Hugo och Huskatten - Jens Ahlbom

While doing research about Hjo's history, we came across a small book that described how people learnt to build houses made out of wood. With a series of illustrations, made by Jens Ahlbom, the children's book shows the evolutionary stages that people went through in order to fully understand how to build with wood.

The story goes from the first attempts of using timber until the process of building Hjo's Villas. We liked the way it was drawn and how easy it was for us to understand it even without knowing how to speak Swedish.

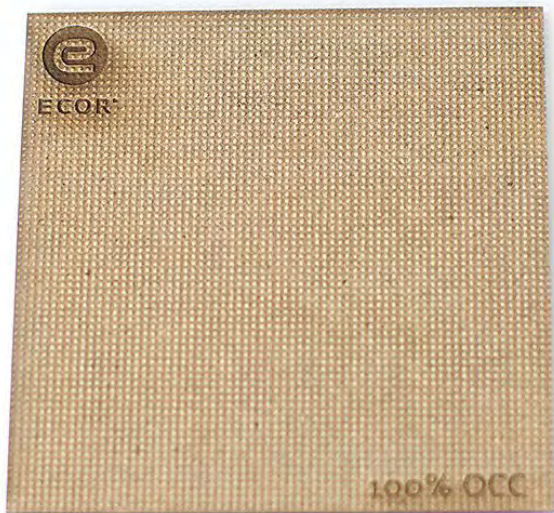
When we saw this book we knew that it was the perfect inspiration for our product and the simplest way to explain how to use them. So we decided to add a few pages to the book that will show how we imagine Hjo's history to continue: building with disassembly and local materials.



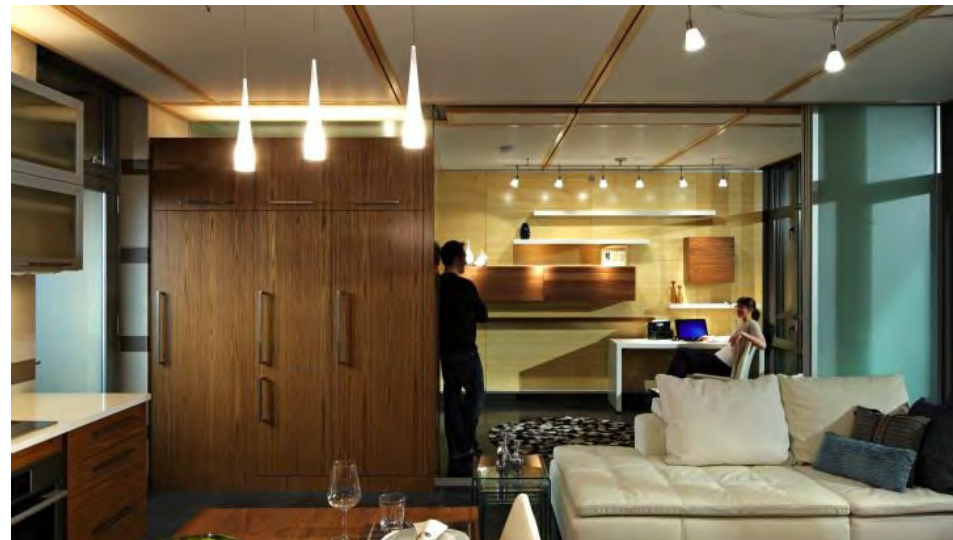
ECOR® is a natural composite material used for a variety of applications including architectural surfaces, interior signs, fixtures, furnishings, containers, packaging, and some construction applications.

ECOR® is an Advanced Environmental Composite Panel formed from the conversion of abundant cellulose fiber, pressure, and heat. Ecor is produced in 4' x 10' sheet in various thicknesses. Fibers are sourced from Old Corrugated Cardboard (OCC), Old News Print (ONP), office waste, forest waste, agricultural fiber, and even bovine process fiber. ECOR enables waste materials, ordinarily burned or landfilled, to be converted into a strong and exceptionally versatile structural composite panel from which thousands of high performance, environmentally superior, non-toxic, clean and healthy products for a myriad of applications and markets can be fabricated. ECOR was developed using principles of waste stream reduction and diversion with the goal of solving one of the world's most challenging environmental problems - waste disposal and diversion. ECOR is made from waste fiber, water, and heat. It is 100% bio-based, 100% comprised of recycled waste materials, 100% recyclable, and is cradle-to-cradle compliant. (<http://ecorglobal.com/ecor-vision/what-is-ecor/>).

We will be using the idea of ECOR to give Hjo a new local material, easy to produce and with high possibilities of a new market, giving the community a unique product that is also sustainable and can help the economic development.

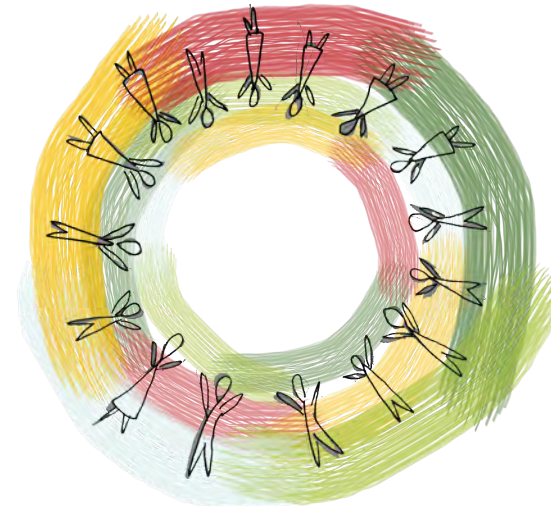
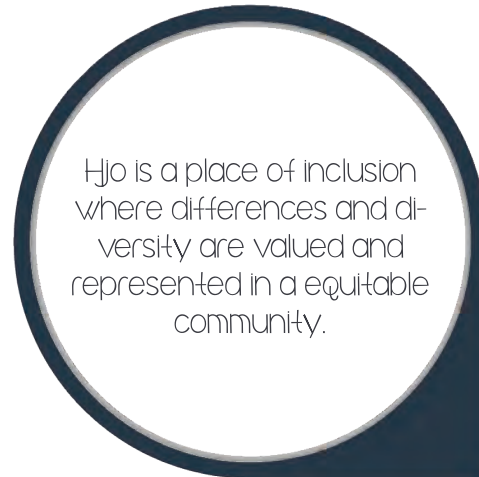


ECOR FlatCOR – ECOR Brown. Source: <http://ecorglobal.com/product/ecor-graphic-display-board-ecor-brown/>



Sustainable Living INnovations - Residential Cabinetry & Storage
Source: <http://ecorglobal.com/portfolio/sustainable-living-innovations/>

Objectives



Our objectives come from an extensive work with our class, together we developed 13 objectives for Hjo and from there we focussed on the ones referring to social aspects that fit perfectly with our project. From these objectives, we can conclude that the points of departure for this design proposal which is to achieve inclusiveness, better social connections within the people, and togetherness in diversity through social and public spaces which embrace the culture and uniqueness of Hjo. We strongly believe that by choosing these two objectives we can have an impact that will influence the development of the rest of the goals for Hjo.

Theoretical base

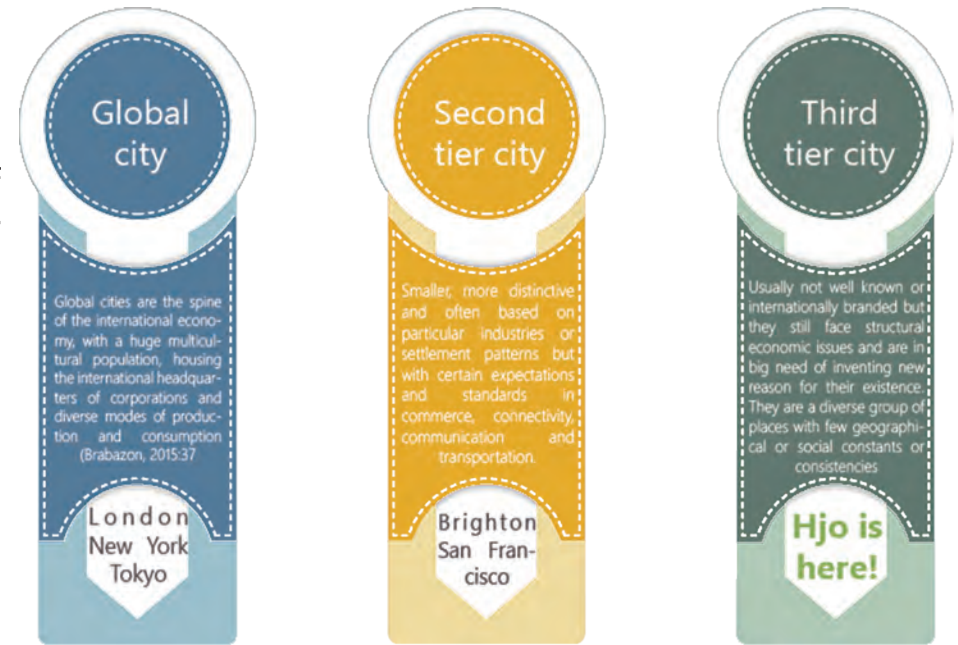
Third tier cities

Tara Brabazon (2015), Australian author, explains how globalization has created a distinction between cities, depending on their population, size and industries. There are three main groups of urban settlements that we can discuss: global cities, second tier cities and third tier cities.

Global cities are associated with speed of movement and change. There is dynamism in managing a changeable context. Second tier cities are more embedded in their histories but can mobilize opportunities if and when they are presented.

The characteristic of second tier cities, in comparison to global cities, is a more stable and smaller population size, more compact and maintaining a greater diversity of industries, spaces and immigration patterns.

Third tier cities are rarely known beyond their nation. They were not marketed or branded. So third tier cities were successful in the manufacturing/industrial age, but have failed in the new knowledge economy. These cities are not lost and have a high value and potential, there is no manual on how to work with them and thus the projects develop for them are often particular and unique. This is what we wanted for Hjo.



Economic struggle | They are usually not well known or internationally branded but they still face structural economic issues.

Lack of visionaries | Young people leave for global cities taking with them the creative industries

Commuter cities | Because of the lack of employment, the population is declining and only use the city as a sleeping town

Empty downtowns | Downtowns are deserted. Shops close because of the lack of population

Seasonal production | Often rely on agricultural rather than industrial time which creates a blockage to innovation

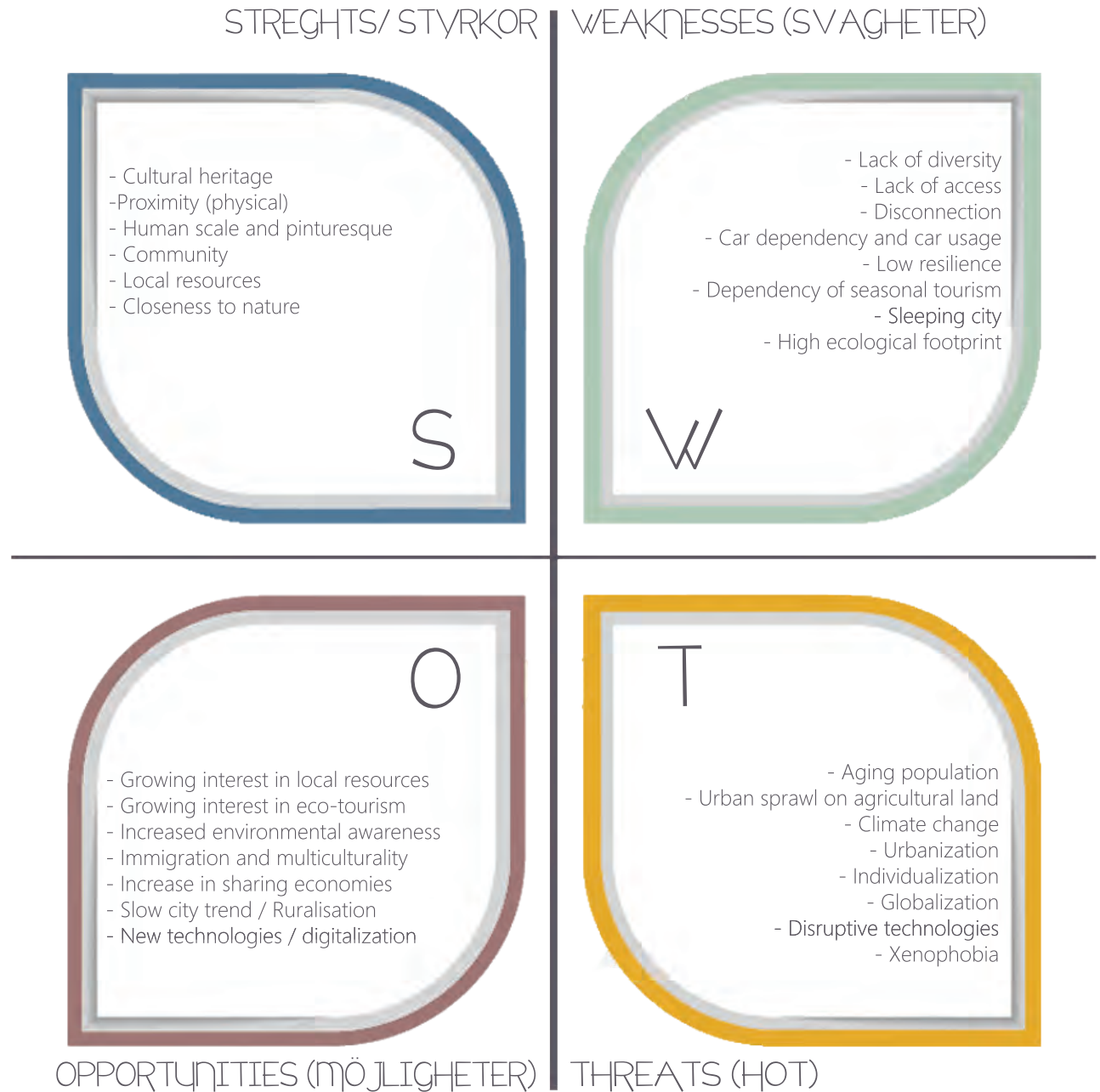
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ANALYSIS

SWOT

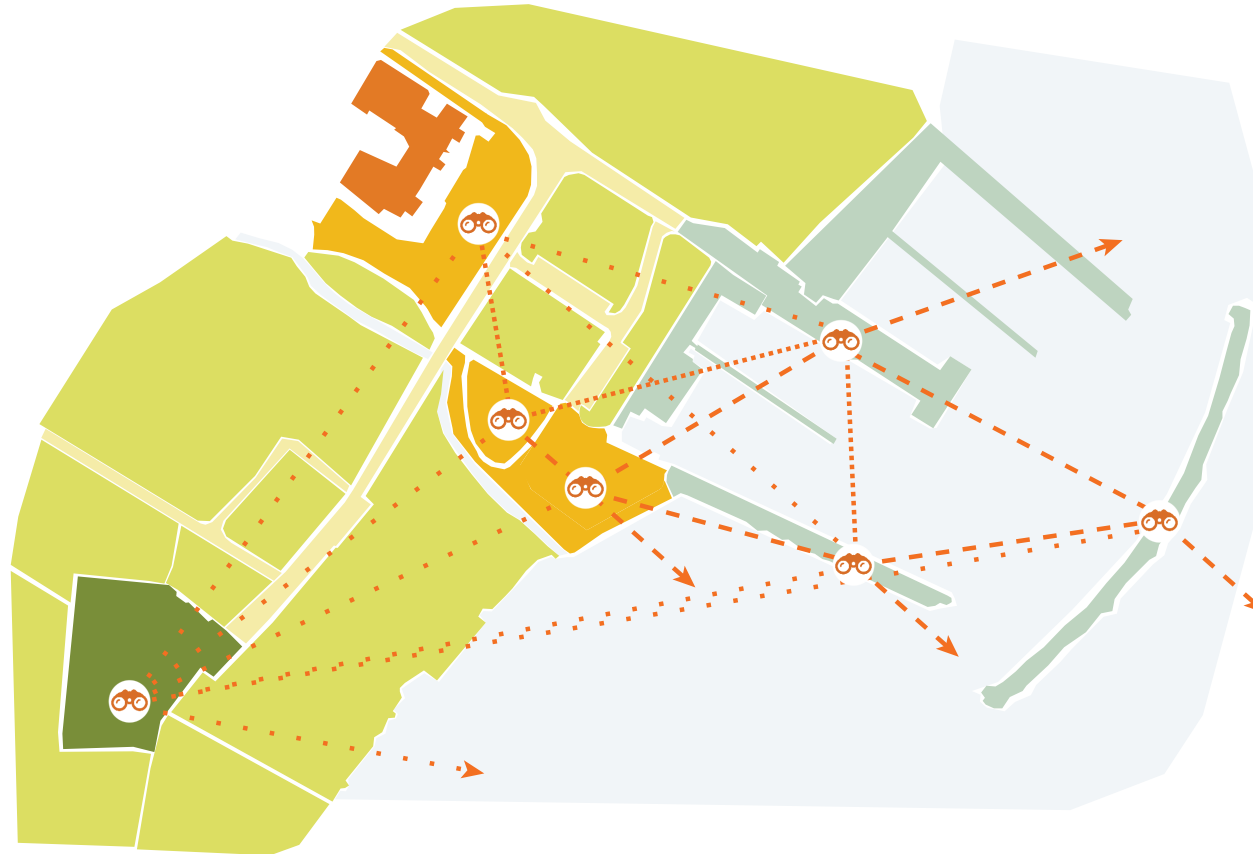
Our SWOT analysis comes from the common discussion that was held with the entire class in order to identify the main focus areas for all of our in depth projects.

The part of this common SWOT that we use is focus on what we think can be related to social aspects of Hjo therefor it allowed us to have a clear perspective on the direction that our proposal should have.



Visual connections

There is no visual connection from the town square to the harbour or to the other public spaces in between: Kulturkvarteret Park, playground, and parking space. Meanwhile, there is a visual connection between the playground, parking space, and the harbour. The parking space nearby the harbour has a strong visual connection to the harbour and Lake Vattern, which can be embraced.



LEGEND

- Town Square
- Harbour Area
- Kulturkvarteret
- Water area (Creek and Lake Vattern)
- Area of Delimitation
- Surrounding Areas
- High accessibility for visual connection
- Low accessibility for visual connection
- No visual connection
- Visual point from public space

Physical connections

The Kulturkvarteret Park, the playground, and the parking space are connected through the Hamngatan street. The parking space is connected physically to the harbour. All sites have low accessibility to the town square. Users are able to access both sites only via Hamngatan. This means the planning and treatment for the path from and to the town square is important.



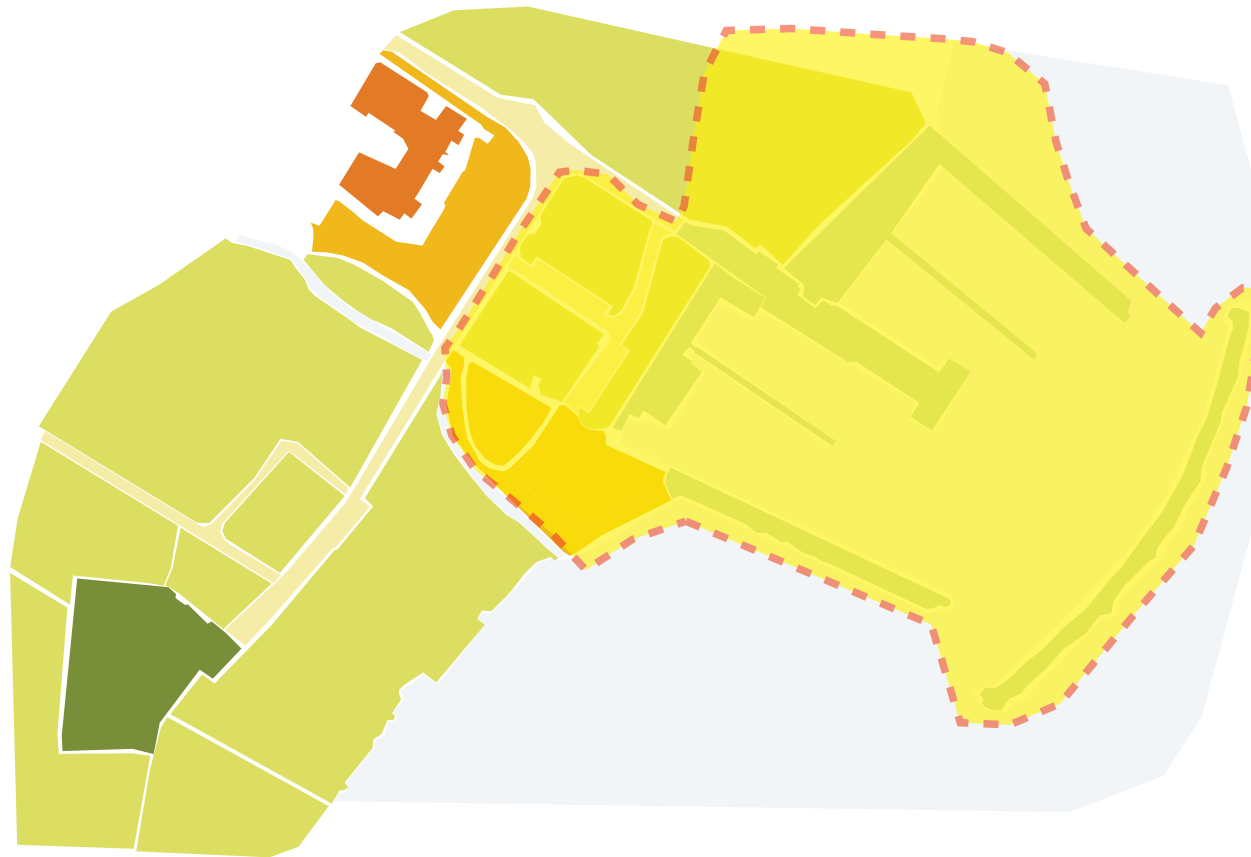
LEGEND

- Town Square
- Harbour Area
- Kulturkvarteret
- Water area (Creek and Lake Vattern)
- Area of Delimitation
- Surrounding Areas

- High accessibility for physical connection
- Medium accessibility for physical connection
- Low accessibility for physical connection

Summer activities

During the summer, areas such as harbor, swimming pool, the lake, and park nearby the harbor are filled with various activities. Activities held in the harbor area are varied, such as swimming, boat sailing, culinary activities, and music festivals.



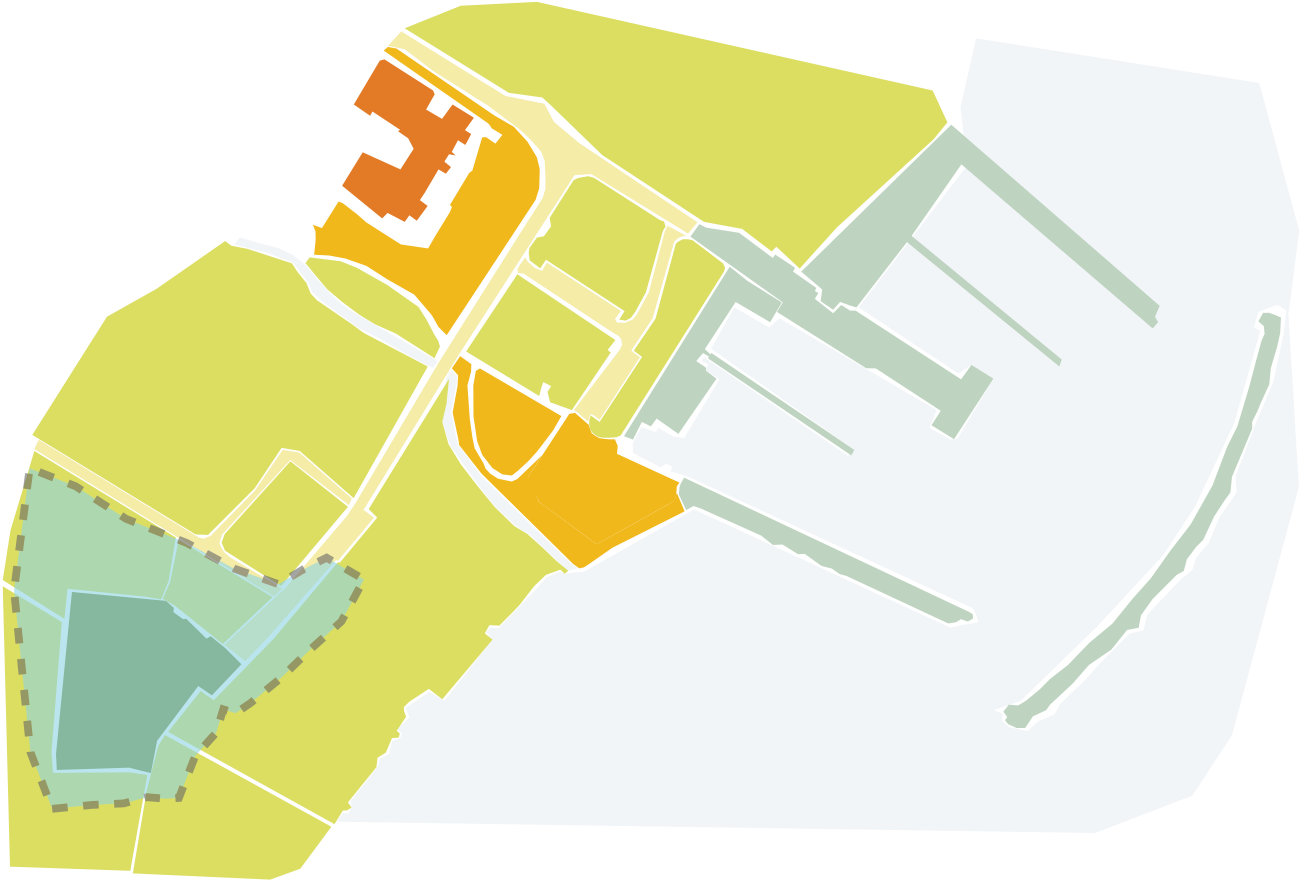
LEGEND

- Town Square
- Harbour Area
- Kulturkvarteret
- Water area (Creek and Lake Vattern)
- Area of Delimitation
- Surrounding Areas

 Areas with tendency to be crowded during summer time

Winter activities

Winter activities such as Christmas market and Christmas concert are mainly concentrated in the town square and church, while other places in Hjo Town are not used for specific activity.



LEGEND

- Town Square
- Harbour Area
- Kulturkvarteret
- Water area (Creek and Lake Vattern)
- Area of Delimitation
- Surrounding Areas

 Areas with tendency to be crowded during winter time


Accessibility between public spaces

This analysis shows the areas which are accessible by automobiles, pedestrians and bikes. The chosen sites are both accessible by pedestrian and bikes. Automobiles can only pass by the main street Hamngatan and the road to the pier. Access paths are also limited in each sites, therefore the plan is to add more access paths within the sites.



LEGEND

- Town Square
- Harbour Area
- Kulturkvarteret
- Water area (Creek and Lake Vattern)
- Area of Delimitation
- Surrounding Areas
- Main access
- Secondary access
- Accessible by pedestrian & bikes
- Accessible by automobiles



SITE ANALYSIS

CHOOSING THE SITE

We started with mapping all of the public spaces in the Hjo Town, especially the surrounding public spaces in between the town square and the harbor. Based on the potential of development and spaces to connect the existing points of interest, we chose the Kulturkvarteret Park, parking space, and playground nearby the harbor. We are proposing a new design which still maintains the functions of each spaces and adding more activities.

Selected sites



CHOOSING THE SITE

We started with mapping all of the public spaces in the Hjo Town, especially the surrounding public spaces in between the By activating the chosen sites; areas such as Hamngatan, the shops nearby, and the parks nearby the harbor will be enhance. These places will be more lively and vibrant as the activities are regenerated by activation of spaces. Kulturkvarteret Park and the playground are connected by the main street Hamngatan. The playground and the parking space are visually and physically connected. A vibrant walkway design would reconnect these spaces invite people to walk

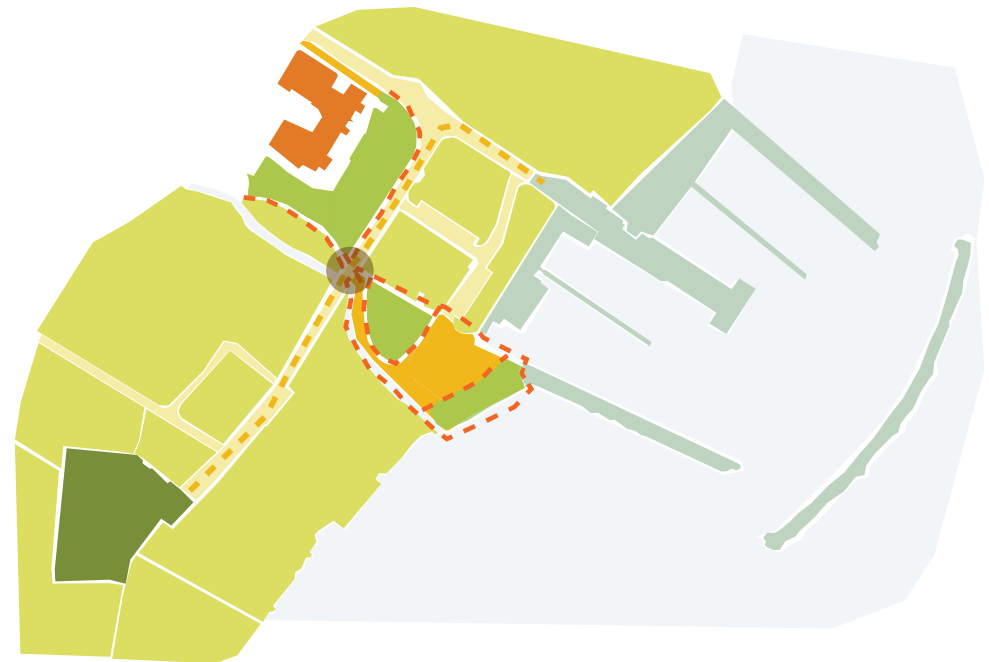
Areas affected by activation of spaces



- LEGEND
- Town Square
 - Harbour Area
 - Kulturkvarteret
 - Water area (Creek and Lake Vatten)
 - Area of Delimitation
 - Surrounding Areas

📍 Area affected by activation of space

Areas affected by activation of spaces



- LEGEND
- Town Square
 - Harbour Area
 - Kulturkvarteret
 - Water area (Creek and Lake Vatten)
 - Area of Delimitation
 - Surrounding Areas


- Intersection
- New design for green spaces
- Main connection between public spaces
- New design in paths for connecting spaces

Views of the Park outside Kulturkvarteret



Views of the Playground and parking space by the harbour



A large, diagonal brushstroke in various shades of teal and blue, with a textured, painterly appearance, serves as a background for the text.

CONCEPT AND STRATEGIES

Concept - Hjoreka: Resurrecting Hjo's Soul

The word Hjoreka finds its root from the word "Eureka" coined by the Greek scientist Archimedes. Eureka is that moment of exclamative catharsis or of spontaneous revelation which in English could be translated to saying "I have found it!" which in the case of the word Hjoreka denotes to "Hjo has found it."

This project's foundation lies in recognizing the intelligence of informality; to an extent that the systems of interventions proposed are self-serving.

Change cannot be imposed. For places to change, the people should be the agents of change. This in the form of our product, that is the "Clicksticks" makes it possible. For informality is ingenious, creative, often surprising, responding to need and most importantly spontaneous. This is what this project aims to achieve; an atmosphere of spontaneity.

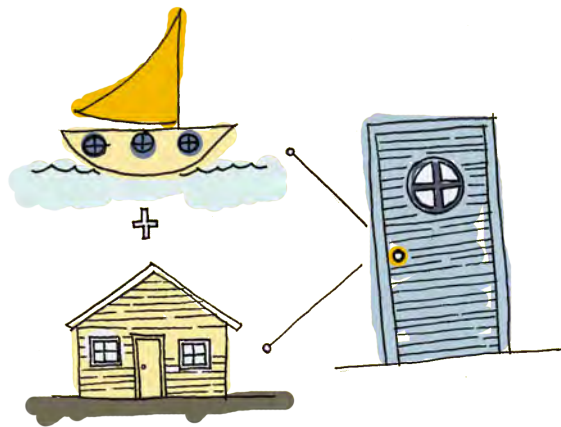
The duality of human conglomeration [Organized and Spontaneous] has no single answer. Adapting is thus the key aspect of any form of sustainability. The municipality as we see it must transform from being the provider of vibrancy to the enablers of it. This is what our intervention aims to achieve.

Encouraging improvisation to create order creates a relationship between people and places, because we believe that spaces only become places when they have a personal relevance to the user. We aim to regenerate a sense of belonging within the community of Hjo towards their public places, with environments possessing a degree of invention, possibilities, realizations and epiphanies. Together we want to enable the creation of places that are inviting made by the people, for the people. For it is not skills that a community needs to thrive, but the confidence. Our interventions, wishes to find the sweet spot between prudence and wisdom, intuition and practicality. To unearth those moments of Hjoreka is the concept of this project.

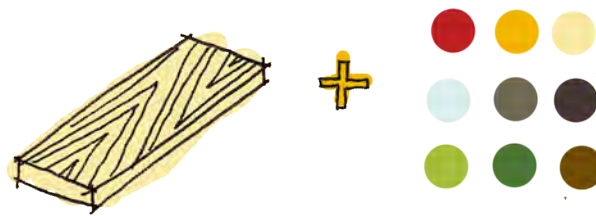
Strategies

A) Resurrect the stories

Firstly, our priority is to unearth the story of Hjo. Symbols that are lost. Artefacts that are hidden. We plan to do this by listening. Listening to the people who have lived their entire lives in Hjo. Grandmothers and Grandfathers, who have stories that no one wants to listen to. Artists who see the town as a collection of images and symbols. We intend to collect decaying memories locked inside rusty boxes of grown up's childhood collectables. That will give us a sneak peek inside a Hjoian's mind. This will then lead to the study of semiotics. Unearthing symbols and their interpretations. All of this intangible data would then be distilled to create the grammar of the eventual architecture that we would create. Because we believe that spaces only become places when they have a personal relevance to the user.



1. Adding meaning to the design through symbols and semiotics



2. Using Hjo's colour scheme and local resources/materials to tell the story about Hjo's richness.

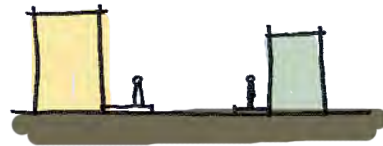
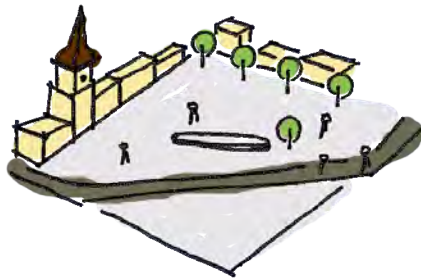


3. Reconnect the network between spaces by creating a story-telling journey

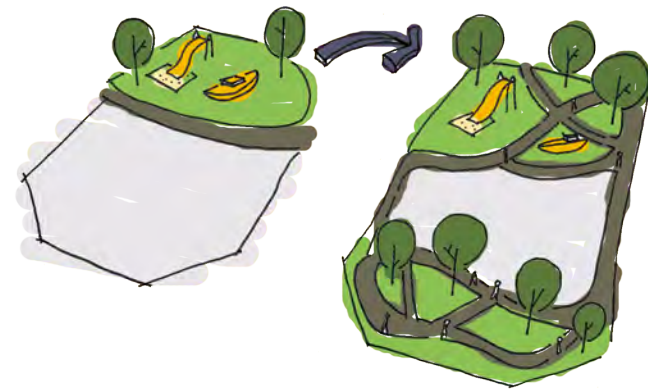
B) Redesign and embrace

We took the advice of Per-Goran Ylander, he told us that “we must accept that Hjo is a very very small town... and we must work on that... we don't need to invent new things”. So we decided that we not to take new parts of the city in order to make them recreational spaces. We will embrace the existing spaces within the Town structure.

We will redesign two spaces and will activate them with simple solutions, with small interventions that will adapt to Hjo's image and won't be invasive, but at the same time we hope that by redesigning those chosen spaces we will give Hjo a new boost to be spontaneous.



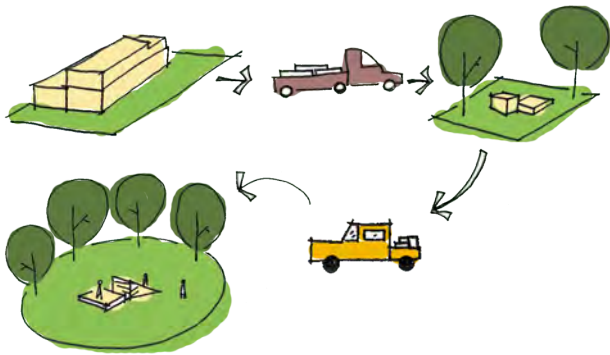
1. Accept and embrace Hjo as a small scale wooden town



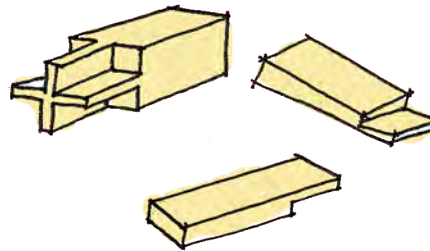
2. Redesign, reuse and activate existing spaces for a variety of uses

C) Architecture of disassembly

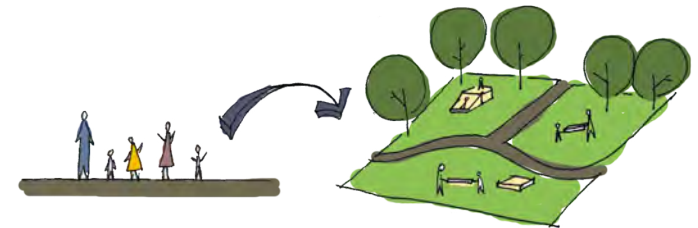
We wanted to offer simple and versatile solutions so we came out with the idea of using disassembly as part of our design. Our strategies are very clear: we wanted an easy and fast system that would allow people to participate as more than just users and at the same time, we wanted to make the spaces more adaptable to different activities, flexible. We wanted spaces that could manage different scales, dimensions and user groups. The perfect solution was architecture for disassembly, it gave us the possibility to create something that can be transform into something else, something that the community can build without a manual, that kids can use, that can be moved and shaped depending on the needs of the Town.



1. Design movable parts of urban furniture/facilities to supply the Town with different and spontaneous activities.



2. Create easy, fast, versatile design



3. Design inviting, flexible, adaptable spaces for community engagement and participatory process with various scales and dimensions for all groups of people

D) Connecting existing spaces

We believe that the public spaces in Hjo are missing a connections between them and we wanted to change that. We used simple urban elements and our own interventions to give a sense of connections between the Town Square and the Harbour. We worked with the components that we found among those point: sidewalks, urban furniture, lighting... to create and interesting route through the city center.

Our interventions were done in a way that allows to see very clearly how one space leads to another while inviting people to spend time on each one of those spaces.



1.. Make walking interesting through sidewalk design and street furniture.

2. Provide paths for comfortable walki inside the public spaces and in between them.

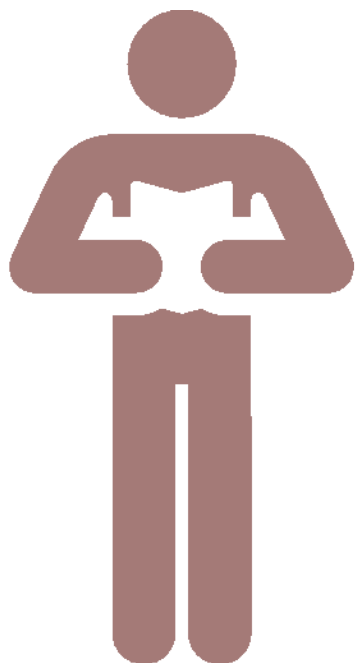
A large, textured teal brushstroke graphic that serves as a background for the text. The stroke is irregular and expressive, with varying shades of teal and some white highlights, giving it a hand-painted appearance. It is centered on a white background.

PARTICIPATORY PROCESSES

Interviews

During our participatory processes we had interviews with some members of the community. With the valuable help of our colleagues Frida Svensson and Nike Linderöth, we were able to ask Niclas Froh and Ingvar Johansson different questions about Hjo's past and untold stories, both of them gave us an insight of Hjo's history. Jacob Widén and Per-Goran Ylander's interviews gave us a different perspective of the Town and helped us choose the direction of our project. Here we present the most relevant parts of those interviews.

Niclas Froh



Niclas talked to us about some events that used to happen in Hjo and are now lost. For example the Midsommarbasaren that took place from 1924 to 1990 and was an event celebrated in the parking lot at the harbour with three big scenarios, a dance floor and a show scene. It ended when the Långan area was built and now, instead, the Town has a market day at the Square. He also told us about "Siken dag" and how siken was a sign for Hjo. He said that on that day it smelled like smoked sik from the fish store in the harbour but sadly it closed some years ago.

Ingvar "Bengtstorp" Johansson

Ingvar told us stories about Hjo. According to him, there was a cattle market with a magician, selling candies, stoves, cones, and there were some men who sawd wood, had a bicycle trailer and sold firewood and earned some money.

He also talked about Jackdaws. -They fly from Falköping and then they get to see Tidaholm, and they turn. When they're over the hill and they see Hjo, they say "here I want to live"-.

Finally he told a story about the Pikes, that they were so big that they couldn't turn into the creek and had to go backwards.



Per- Goran Ylander

As the former city architect, Per-Goran was able to give us an honest view of Hjo. He explain that "We must accept that Hjo is a very very small town and can't have everything...Hjo is what it is and we must work on that, as a small part of a bigger puzzle". We explain to us that people usually see distances in kilometers but we should look at the time, for example a 30 minutes tram in Gothenburg keeps you inside the city while if you take 30 minutes drive starting in the city center of Hjo, you end up in a different city. Therefor Hjo can be the base of the visit because it has a lively environment during summer and goes down during winter but that's also okay. According to him we must consider that Hjo has the countryside and can offer a wide range of things to do but it also must develop a speciality and focus on that instead of trying to start new projects that will not happen. He said "there is enough to work with, we don't have to invent new things, try to plan with such thoughts because we have such small resources and if you ty to use them all there will be nothing".



He talked to us about his perspective of Hjo, a place where you can have a peacefull and safe youth but also a place that you must leave if you wanna educate yourself. A place where you can come back once you are settle and have a profession that fits with the Town.

Finally, we asked about the Christmas Market. He agreed on the potential of this event but also made clear that people won't concentrate and won't decide on a general idea for it. The people that participates seems scattered instead of coming together to one common place and also, it gives a cozy feeling but nothing is actually consumed.

Jacob Widén



Jacob is a local musician and together with his band he plays every year at Hjo Harbour's Festival. We decided to talk to him in order to get a younger perspective of Hjo, to get a insight of what the Town feels like to the younger generation.

He told us that is hard to find a place that works all year round and that you have to make things yourself if you want them to happen. He also mentioned that is common for Hjo to have groups of people starting something but nobody tries to have a follow up. He told us that Hjo seems like a place where you can see beautiful things and only that so it would seem like the people forget that they need things to do and not only to see.

He also gave us the idea of developing areas or activities where you could be creative, places to be spontaneous.

One thing that he mentioned and seems important to us is that "Hjo is a good place to leave" because is close to bigger cities with better connections to the rest of Sweden



Also, he talked about how he has moved out of Hjo a couple of times but always comes back because the Town "is predictable and you always know what to expect so it's a good place to start over... but at the same time moving out is good because people just want to be at home, specially during the winter and subcultures just don't exist so you have to be creative in order to have things to do".

Finally he explain how a lot seems to have changed since he was younger, Hjo now has more sports facilities, different activities. He remembers that people used to create more on its own just because they had to and now it would feel like technology avoids people from doing this.

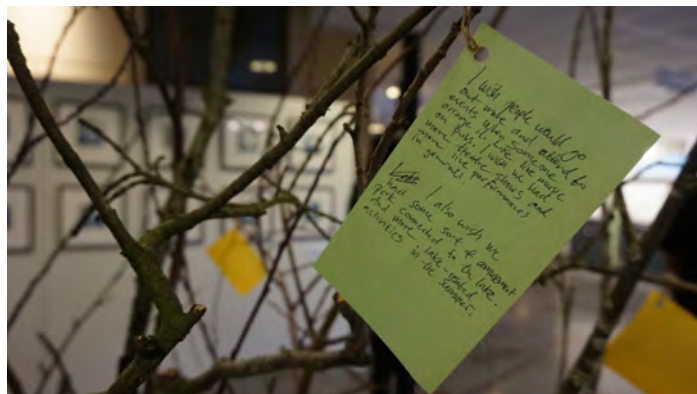
The wish tree

In order to collect stories and wishes from the community regarding Hjo, we took Yoko Ono's wish tree and use it as inspiration for our wish tree.

We had two colors of "leaves": green for the stories and yellow for the wishes. The goal of this quick exhibition was getting the people involved and take use of their wishes to complement our design while creating symbols with their stories. We were able to locate the tree inside Kulturkarteret with the help of Maria Setzer, head of culture, that made it easy for us to find the things that we needed and provided the space for our display.

The response we got was overall positive and the wishes fro Hjo that the community wrote matched our own.

People asked for spaces to spend their time, spaces to be spontaneous. They asked for more things to do, more activities, and that gave us a reinforcement regarding our proposal.



The word "PROPOSAL" is centered on a white background. Behind the text is a large, horizontal, textured green brushstroke that spans most of the width of the image. The brushstroke has a rough, painterly edge and a slightly darker green center that fades to a lighter green at the edges.

PROPOSAL

Redesigning of the park in front of Kulturkvarteret

The first space that we use was the park outside the Kulturkvarteret. We think that is a place with a lot of potential and the perfect permanent spot for the clicksticks. This space is already connected to culture and that allows to think about building a stage and having urban furniture that people can interact with just by moving the clicksticks. It is also the space that we think can work as a connecting between the Town Square and the Harbour, therefore it is very important and must be an inviting space.

Pavement design.

We keep the trees as they are and decided to work only on pavement treatment. Using different colors to create a design that can be appreciated as you walk around the park.

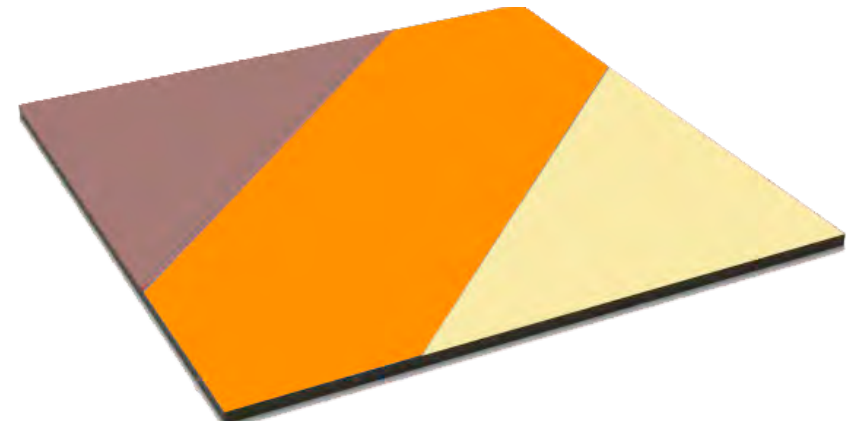
We also consider that an interesting pavement design can invite people to the space and at the same time it can create a not physical barrier that contains the clicksticks.

We also think that the pavement should be a sustainable solution. So we decided to use a type of pavement that allows vegetation to grow and water to be filter to the ground.



Type of pavement that allows grass to grow.

Source: <https://s-media-cache-ak0.pinimg.com/originals/2f/49/8f/2f498f7df0edda6b1a81072e22b6b-3ce.jpg>



Example of combination of colors that we will use on the pavements

Plan for the park.



Redesigning of the park and parking space

The planning for the Kulturkvarteret park, playground, and parking space nearby Hjo's harbour is divided into two phases. Both of the phases are redesigning processes. Functions of the sites are remained the same with some new activities added in order to densify various activities throughout the year. The first phase is to redesign the Kulturkvarteret park and the playground with new paths with colorful ground treatments. Various combination of grassblocks, grass, and colorful pavings is designed to stimulate the ambience of excitement using simple approach. The park, playground, and the waterfront area of the parking space are also designed to be meeting places for people to socialize. Some spots of the area are designed to be used as space for adaptable furniture made out of the clicksticks.

Second phase of the design process can be done in the future when Hjo is ready for the relocation of the parking space. The parking space is redesigned to be a space where people can express themselves through a spontaneous space which can be used as an art performance space, as well as a tourist spot for sight-seeing. This space will be accessible by pedestrians and bikes as the priority. Cars can access this space just for the purpose of the boat-riding in the Harbour.

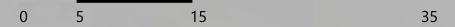


Views to the playground and parking space

Plan for phase 1.



PLAYGROUND AND PARKING AREA



LEGEND

- P Parking Area
- G Playground
- M Meeting Places / Rest Spot
- C Space for Clicksticks



Plan for phase 2





MASTERPLAN

PHASE 1
KULTURKVARTERET PARK, PLAYGROUND,
PARKING SPACE



- P Parking Area
- G Playground
- M Meeting Places / Rest Spot
- C Space for Clicksticks
- L Space for Statue / Landmark
- ▬ Colored Pavements
- Grass Block Pavements
- Wooden Deck
- Existing Tree
- Flowerbed





MASTERPLAN

PHASE 2
KULTURKVARTERET PARK, PLAYGROUND,
PARKING SPACE



- S** Space for Spontaneous Activities
- G** Playground
- M** Meeting Places / Rest Spot
- C** Space for Clicksticks
- L** Space for Statue / Landmark
- Colored Pavements
- Grass Block Pavements
- Wooden Deck
- Existing Tree
- Flowerbed

HJOREKAJ - CLICKSTICKS

Clicksticks consists of 26 composite wooden pieces which can be combined and built for various functions. The name Clicksticks is used as it is designed to be small pieces which are shaped like sticks and can click to one another. The purpose of these clicksticks is to create a versatile component made from environment-friendly recycled material which can stimulate creativity and cooperation among the people to facilitate their common needs. These clicksticks are designed to be a part of public street furniture which can enable various activities and functions throughout the year.





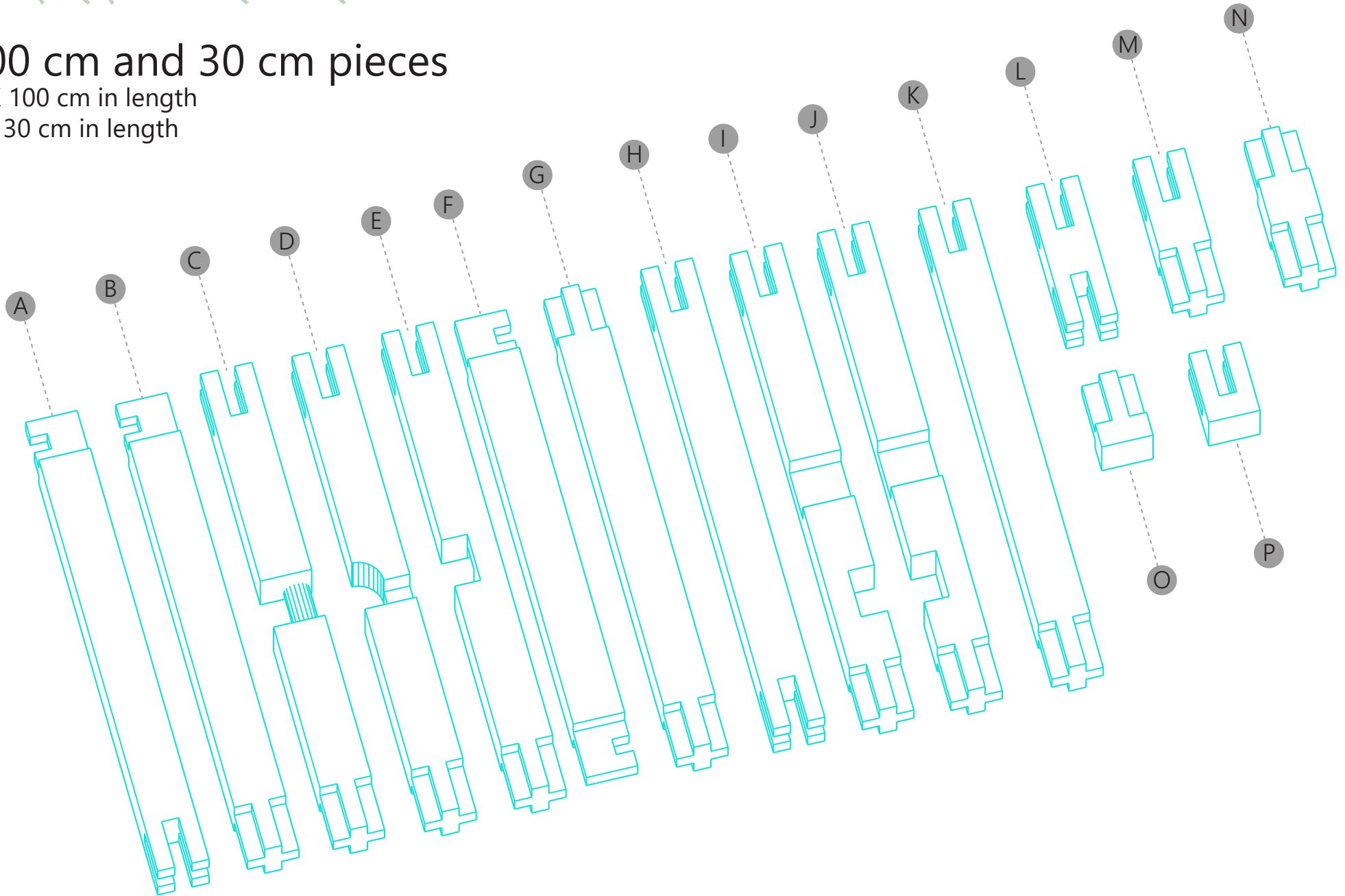


HJOREKA - CLICKSTICKS

100 cm and 30 cm pieces

A-K 100 cm in length

L-P 30 cm in length

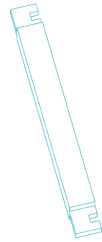


HJOREKAJ - CLICKSTICKS

50 cm pieces



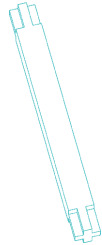
CLICKSTICKS furnitures



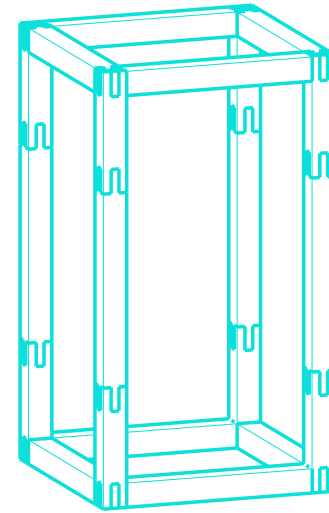
F
x8



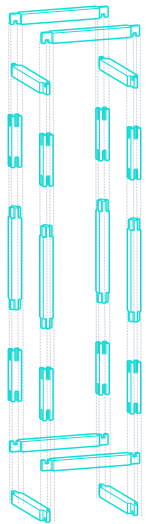
L
x4



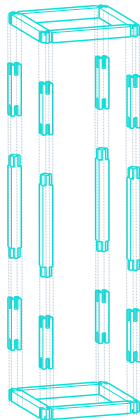
G
x8



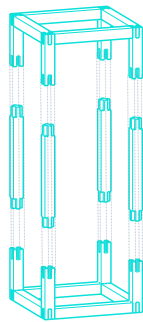
#1 Installation Box



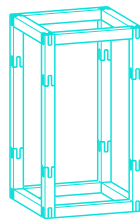
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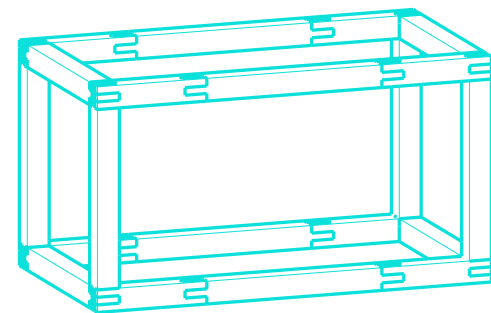
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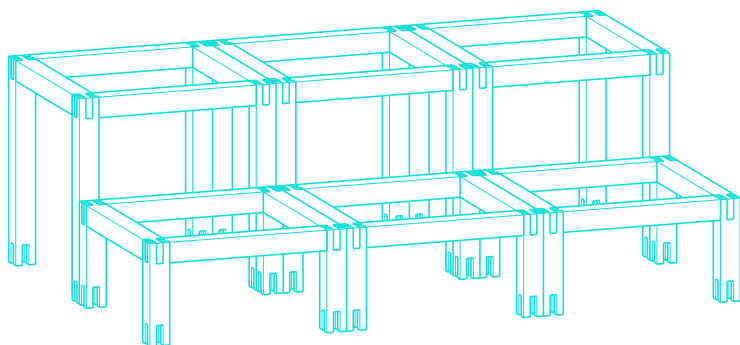
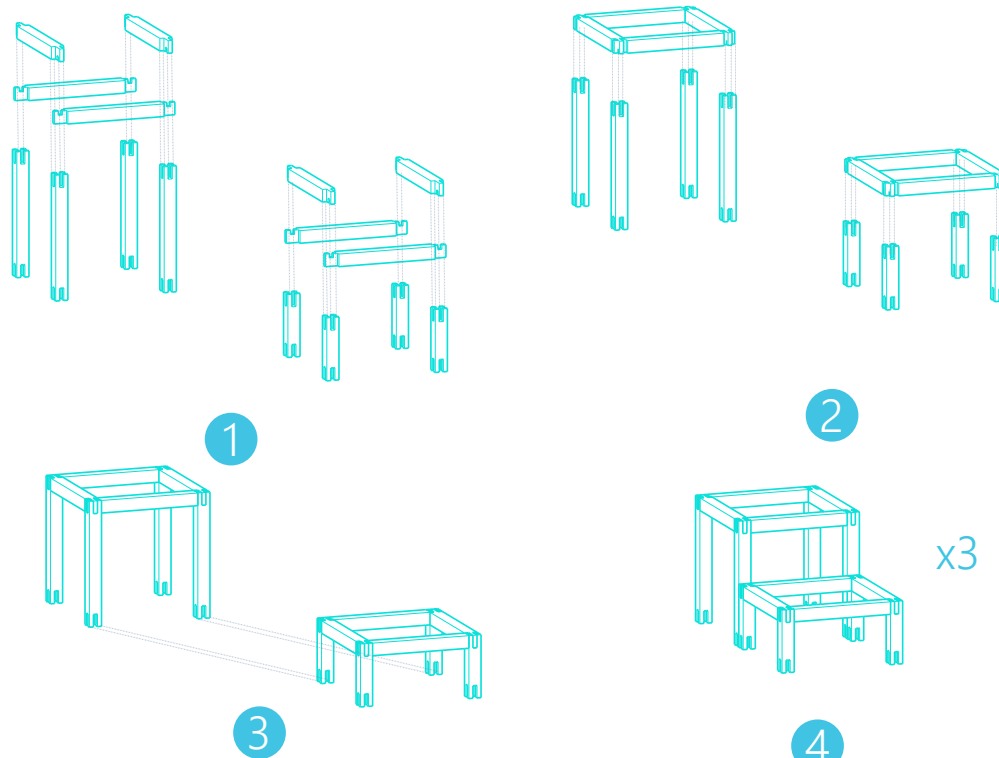
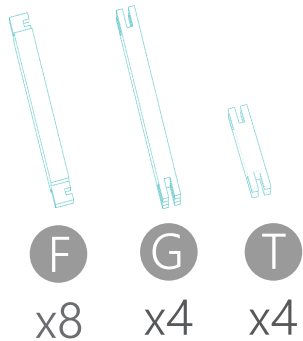


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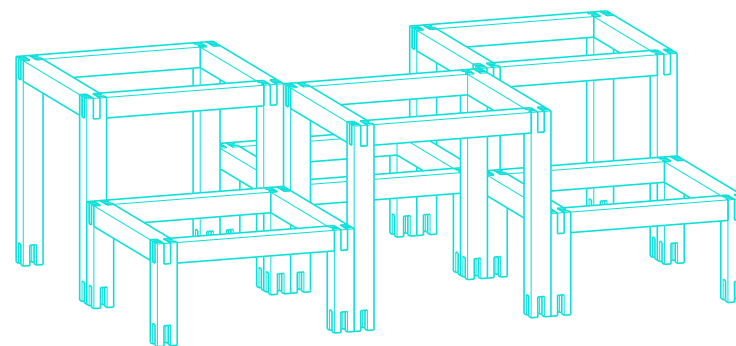


#2 Stall Table for Market

CLICKSTICKS furnitures

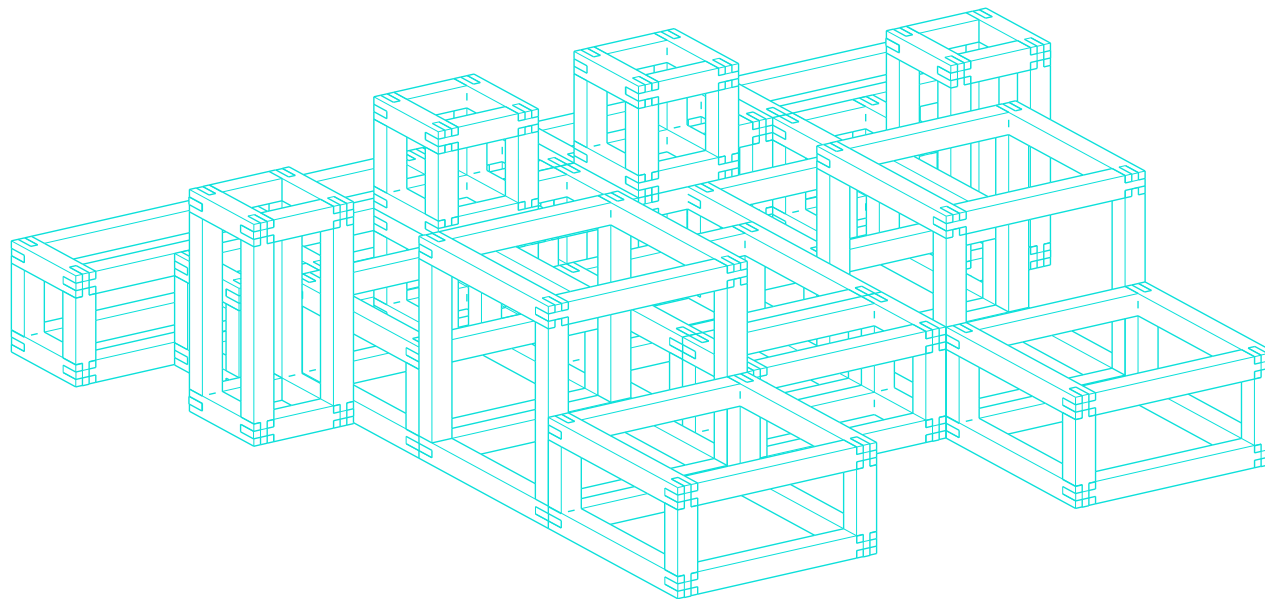
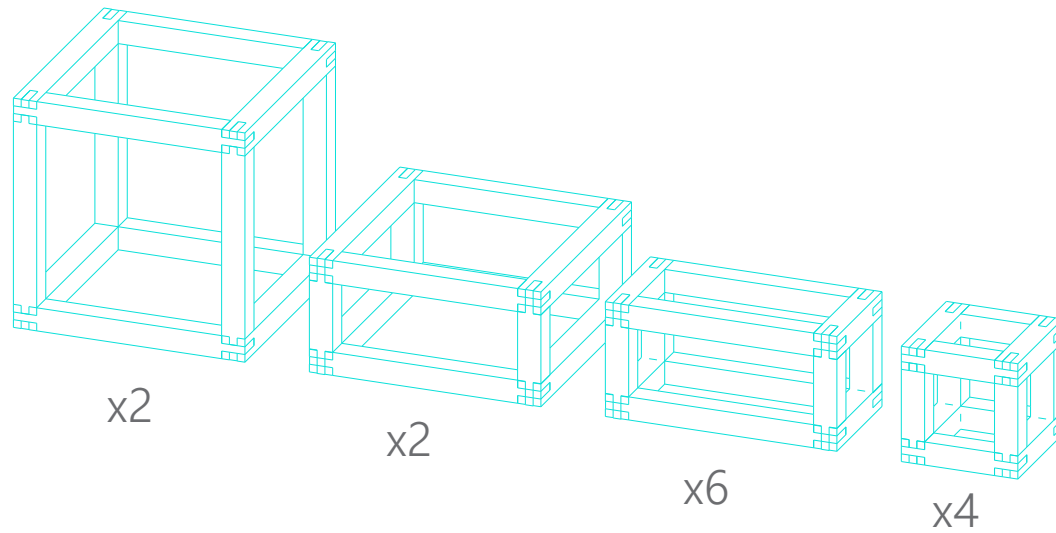


#3 Public Seating for Art Performance / Stage for Flowerbeds



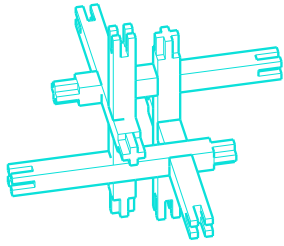
#4 Playground for Children

CLICKSTICKS furnitures



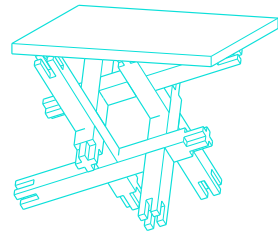
#5 Sale Display for Market / Flowerbed Display

CLICKSTICKS furnitures

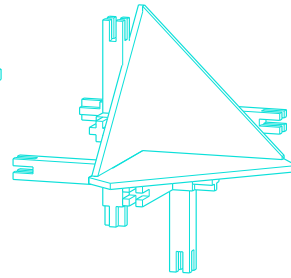


Furniture Module 1

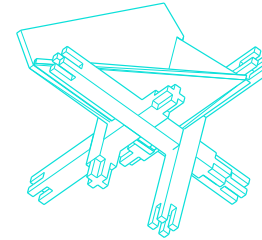
x1 +  + 



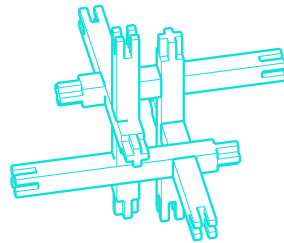
#6 Outdoor Table



#7 Outdoor Single Seating

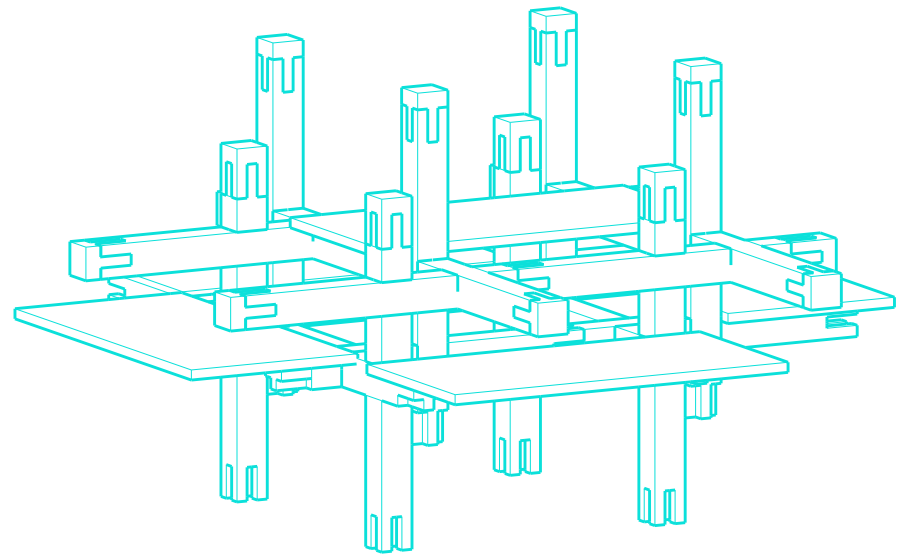


#8 Flowerbed / Light Installation



Furniture Module 1

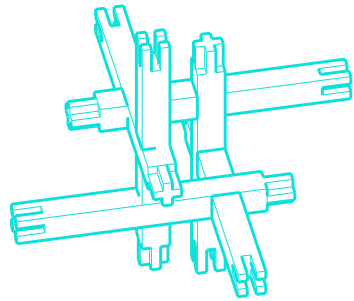
x4 +  x8 +  x5



#9 Park - Lunch Bench

 rotate
 plank

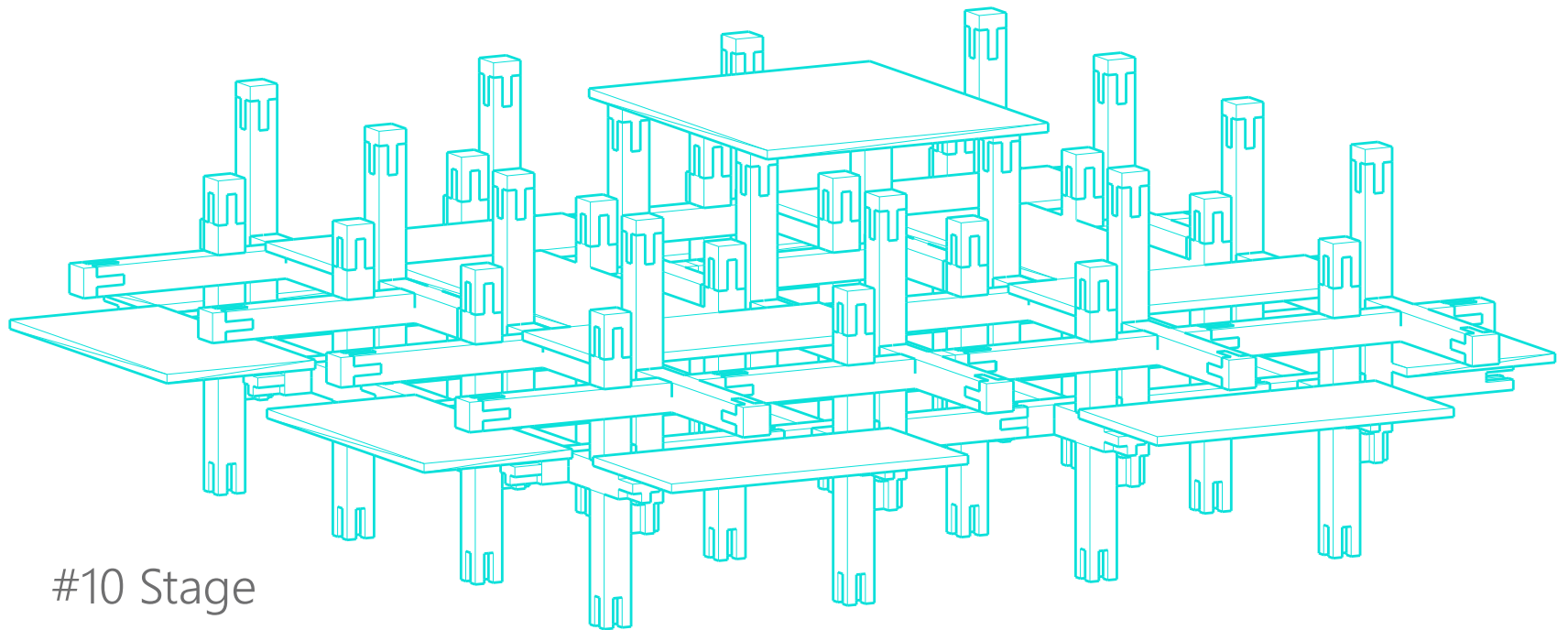
CLICKSTICKS furnitures



Furniture Module 1

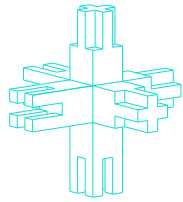
$$x16 + \text{[connector icon]} + \text{[plank icon]} \\ x32 \quad x15$$

 plank




#10 Stage

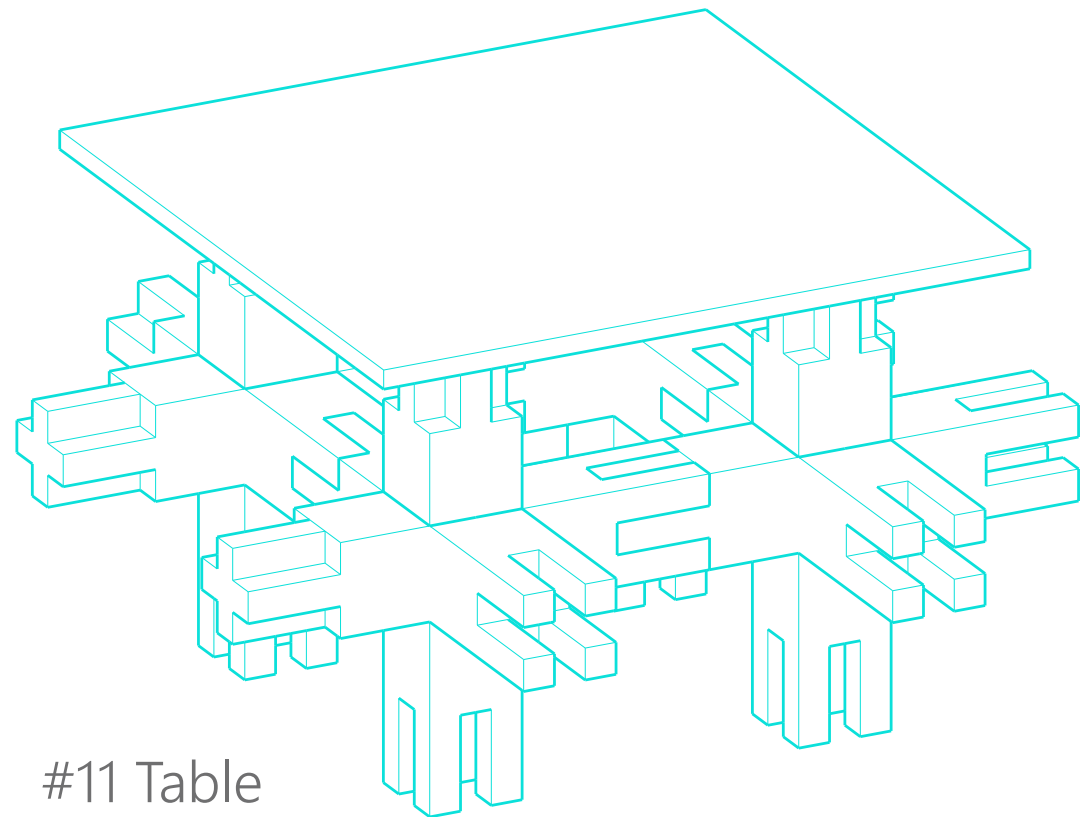
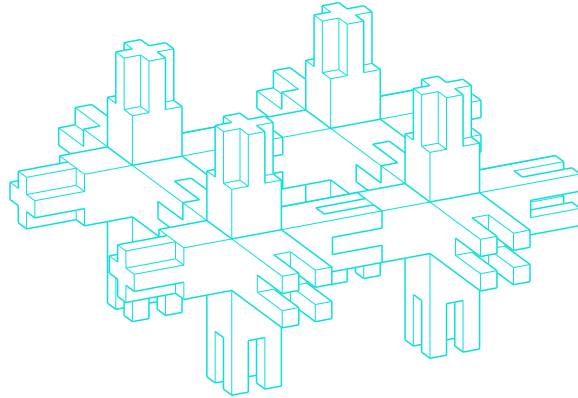
CLICKSTICKS furnitures



Furniture Module 2

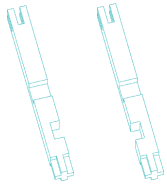
x4 + 
x1

 plank

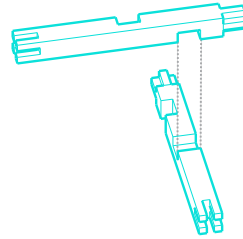


#11 Table

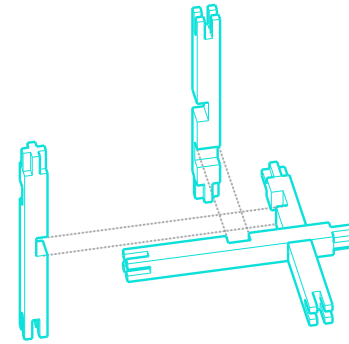
CLICKSTICKS furnitures



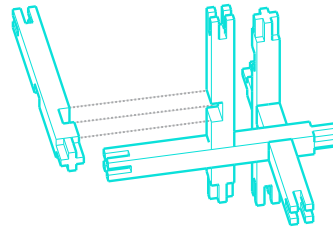
I x3
J x3



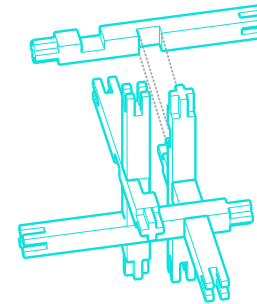
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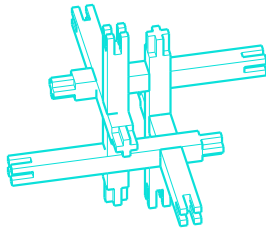
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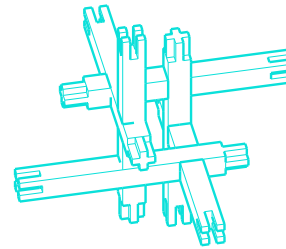
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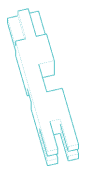


#5 Furniture Module 1



5

CLICKSTICKS furnitures



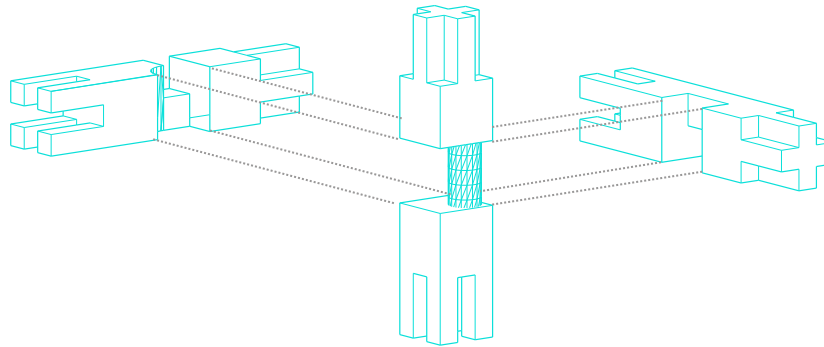
W
x1



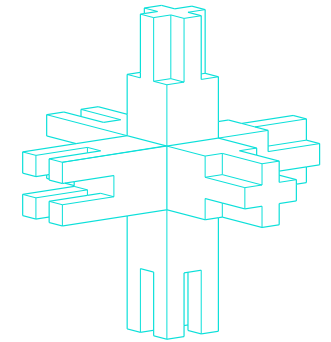
X
x1



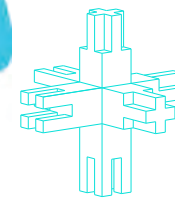
Y
x1



1

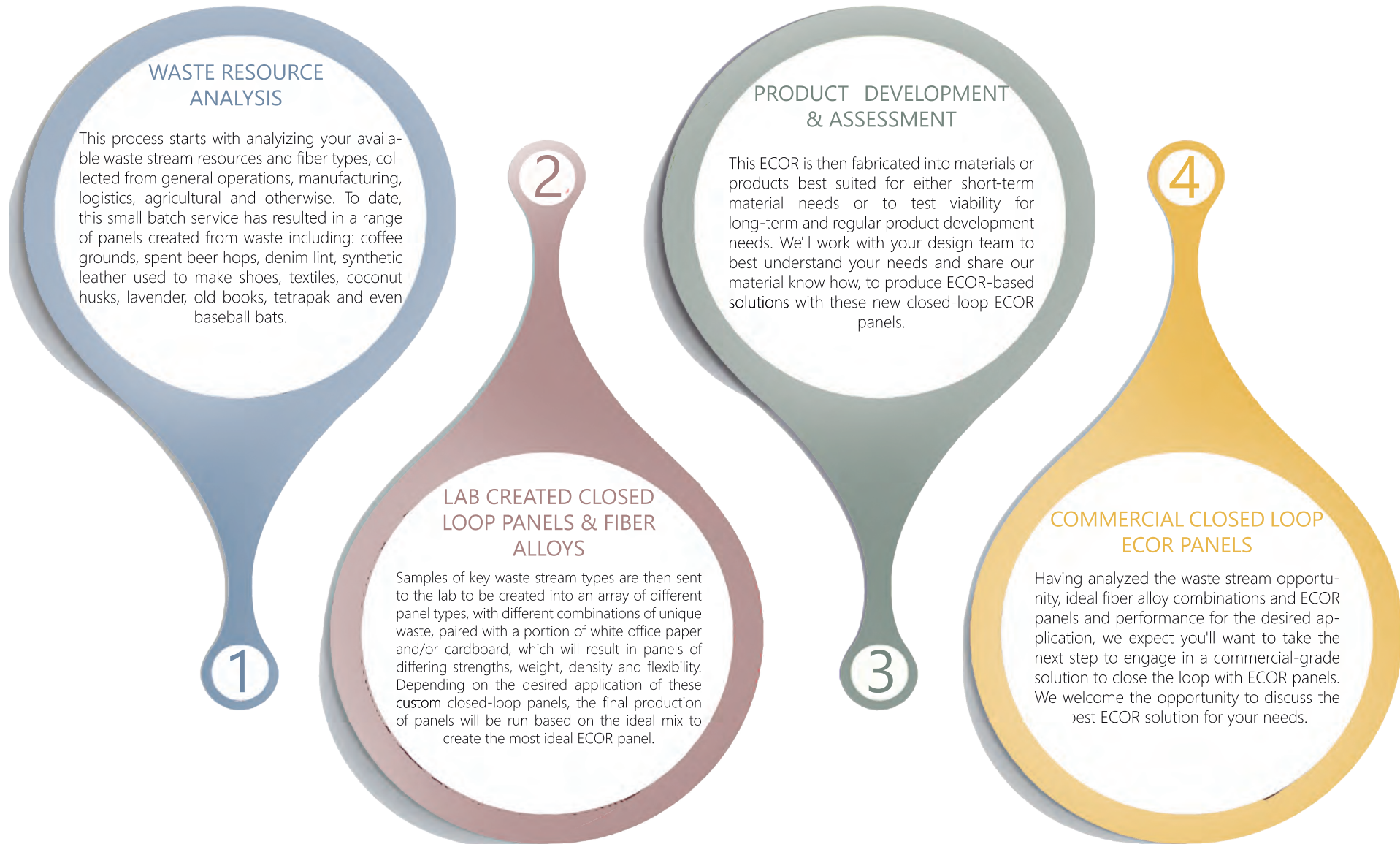


2



Furniture Module 2

A UNIQUE LOCAL MATERIAL - Converting Your Waste Into ECOR Materials & Products



Graphic developed by authors. Information source: <http://ecorglobal.com/closed-loop-ecor-panels/>

PAGES OF THE CHILDREN'S BOOK













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