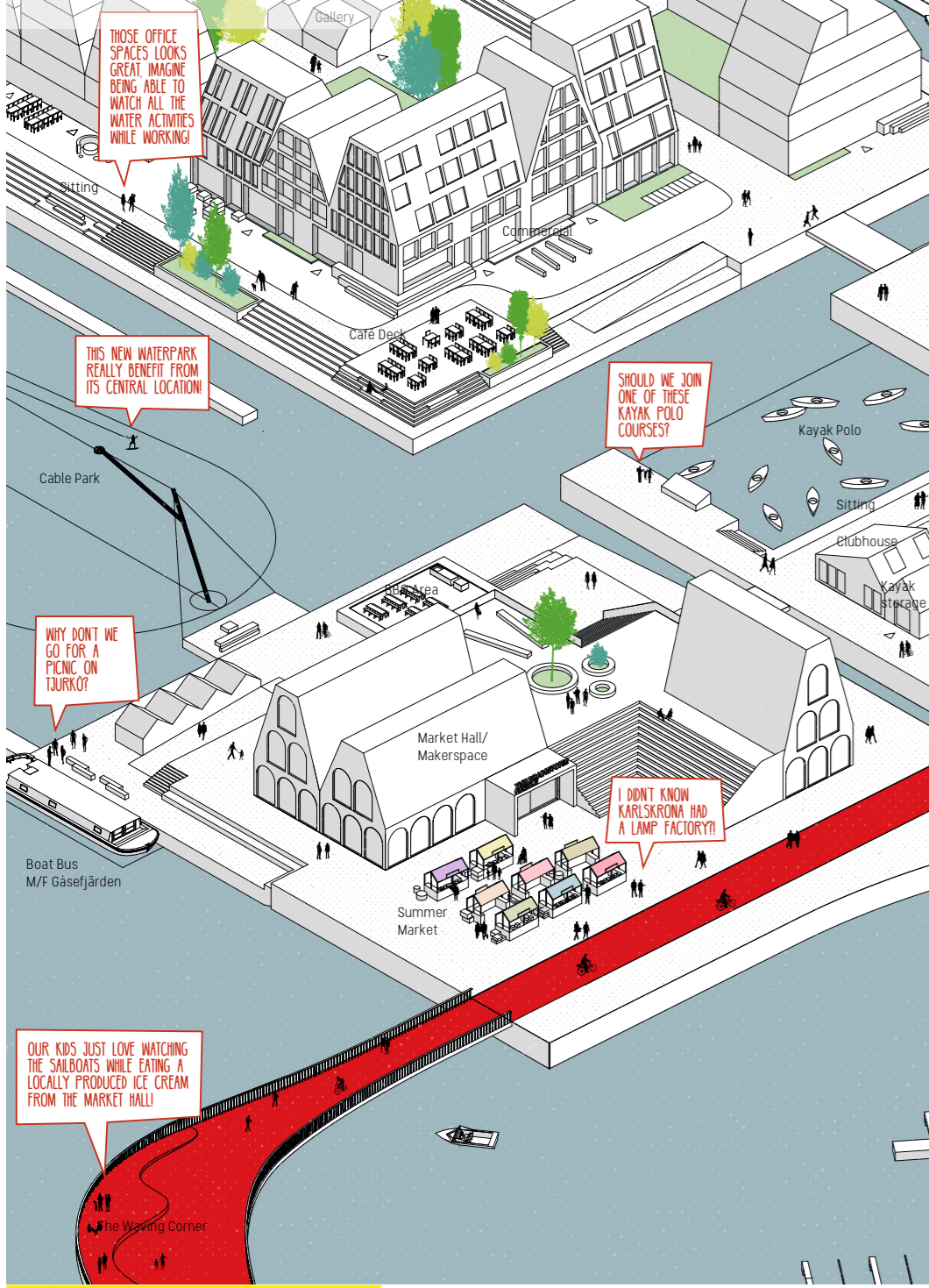
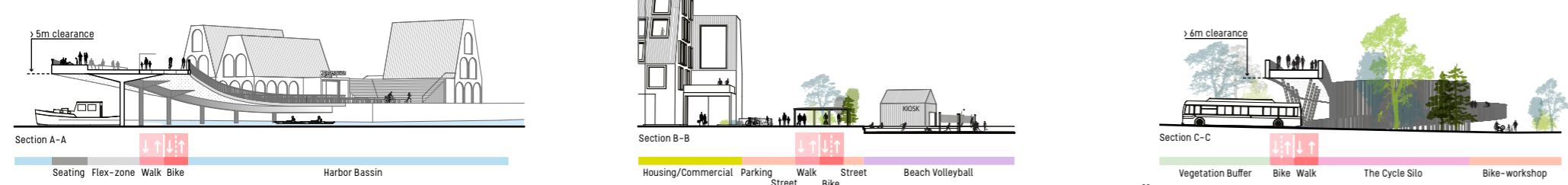


# PV753 KARLSKRONA, SWEDEN

## 03:00 / THE COMMON FLOOR AND THE PRODUCTIVE AXIS:



### A TRAVEL ALONG THE PRODUCTIVE AXIS:



#### THE HARBOR BRIDGE:

Arriving from Trossö one can stop on the bridge that frames the new harbor basin to overlook the beautiful spectacle of all the thousands of sailboats that arrives during the summer months.

#### THE ACTIVITY SQUARE:

Continuing along the productive axis one will travel alongside the activity square where one will pass the beach volleyball and street basket courts which are used almost all the time.

#### THE ÖSTERLEDEN BRIDGE

From north pedestrians and bicyclists enters through a bridge connecting to the top of The Cycle Silo. Here you can stop to play on the activity roof, or just sit and overlook the archipelago.

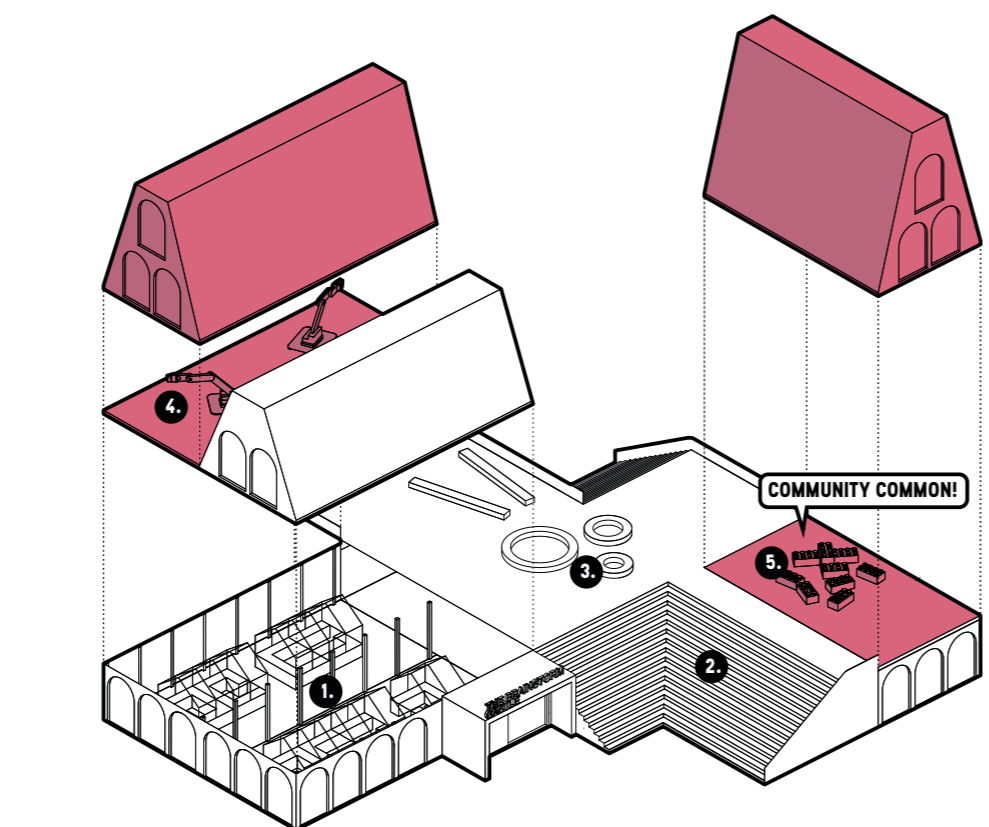
## PRESENTING THE CLUSTERS AND ITS INHABITANTS!



### THE ANGRY WHITE MAN & THE BRAINSTORM CASTLE

**The Angry White Man**  
Standard Unit: 60m<sup>2</sup>  
Productive Space: 15m<sup>2</sup>

**The Brainstorm Castle**  
Urban Essential: 1500m<sup>2</sup>  
Community Common: 500m<sup>2</sup>

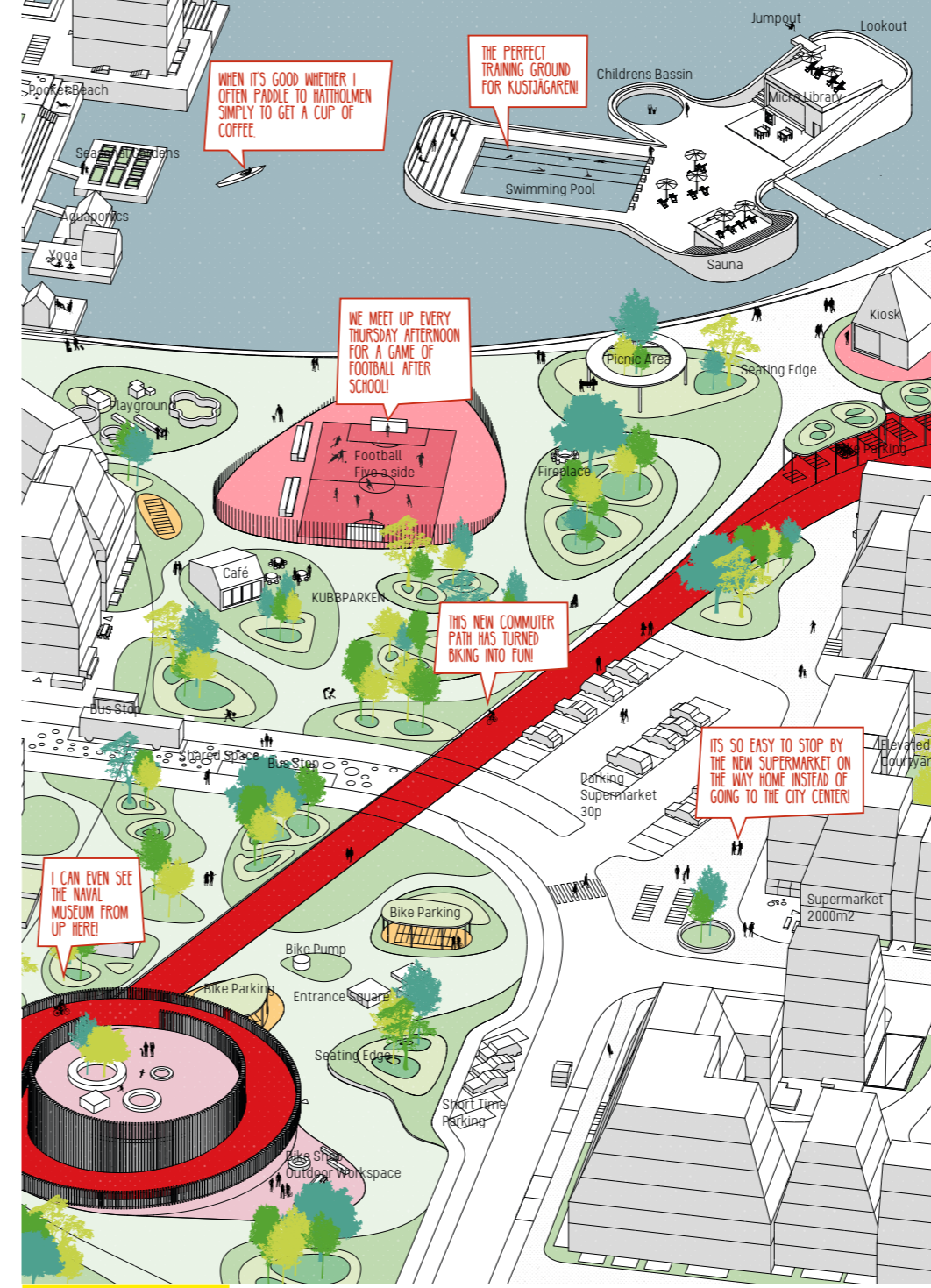


**The Brainstorm Castle**  
1. Market Space  
2. The Afternoon Stair  
3. Event Marketplace  
4. Bedroom  
5. Make-up/Studyroom

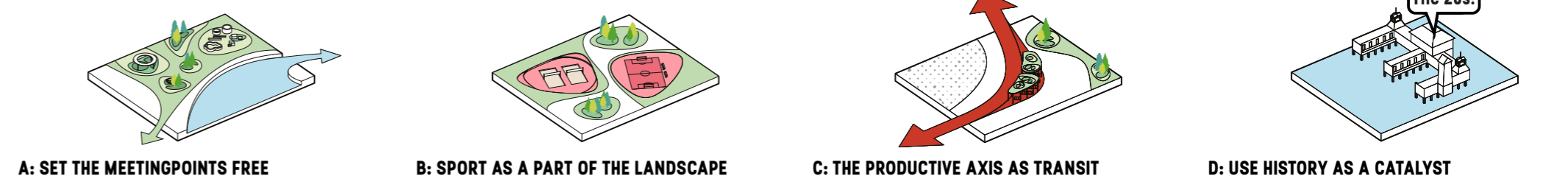
**Production**  
Local Entrepreneurship  
Digital Education

**Interaction**  
Local Businesses  
Schools/Institutions

## 03:01 / THE COMMON FLOOR AND THE PUBLIC PARK:



### DESIGN PARAMETERS:



#### A: SET THE MEETINGPOINTS FREE

To prevent the harbor from privatization, Kubbparken is Karlskronas first urban park with a view over the archipelago! A place for informal meetings between the clusters and the city.

#### B: SPORT AS A PART OF THE LANDSCAPE

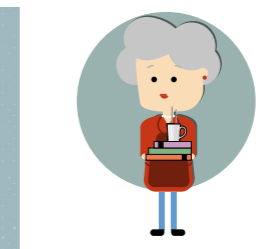
As a complement to the lack of urban activity spaces on Trossö sports fields are integrated as a visual and playful part of the landscape that can be a social part of the busy everyday life.

#### C: THE PRODUCTIVE AXIS AS TRANSIT

Through its twists and turns and its journey through immediate changes of surroundings, it becomes a path of experience. Why not stop for a picnic on the way home?

#### D: USE HISTORY AS A CATALYST

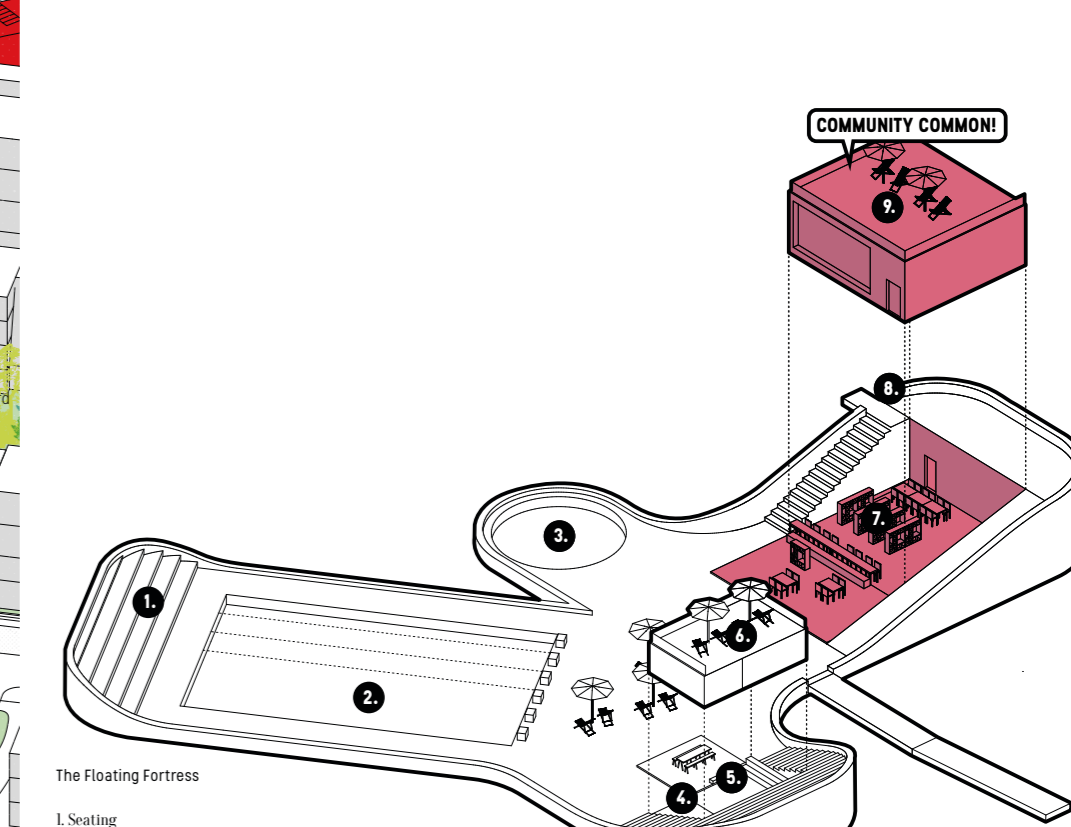
The common floor reintroduces some of the functions from Karlskronas vibrant 1920s as a catalyst. The modernistic car-frated years that has passed by was just a historical parenthesis!



### THE SILVER TSUNAMI & THE FLOATING FORTRESS

**The Silver Tsunami**  
Standard Unit: 32m<sup>2</sup>  
Productive Space: 8m<sup>2</sup>

**The Floating Fortress**  
Urban Essential: 125m<sup>2</sup>  
Community Common: 45m<sup>2</sup>

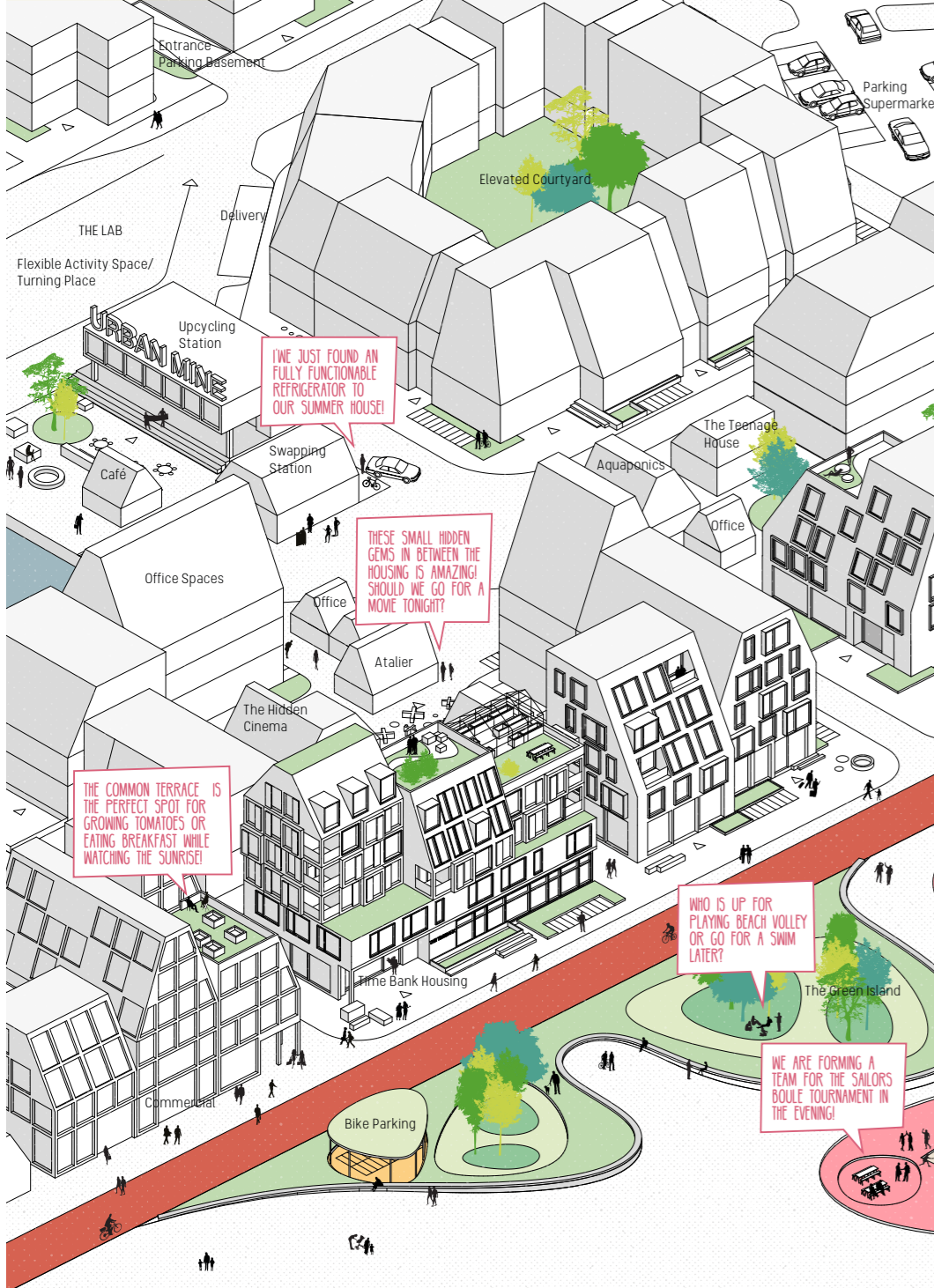


**The Floating Fortress**  
1. Seating  
2. Zebra Basins  
3. Address Basins  
4. Changing Room  
5. Sauna  
6. Sun Deck/Terrace  
7. Mini Library  
8. Dining Tower  
9. Sun Deck/Terrace

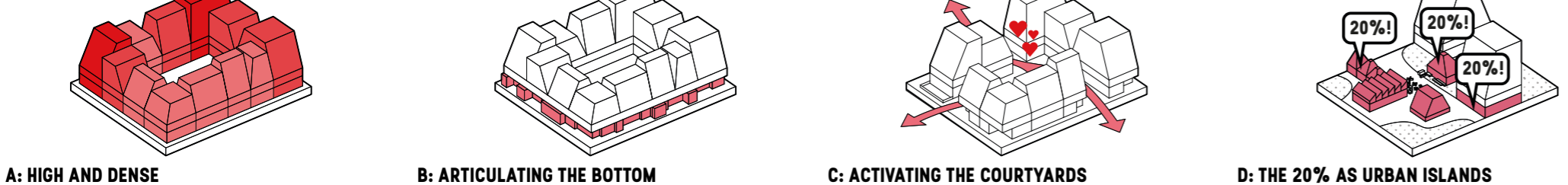
**Production**  
Recreation  
Education

**Interaction**  
Local clubs/NGOs  
Tourists

## 03:02 / THE LAB:



### DESIGN PARAMETERS:



#### A: HIGH AND DENSE

The Lab works as an extension of the city center based on a compact block structure with a strong urban character and a visual connection to Trossö while minimizing the noise from Österleden

#### B: ARTICULATING THE BOTTOM

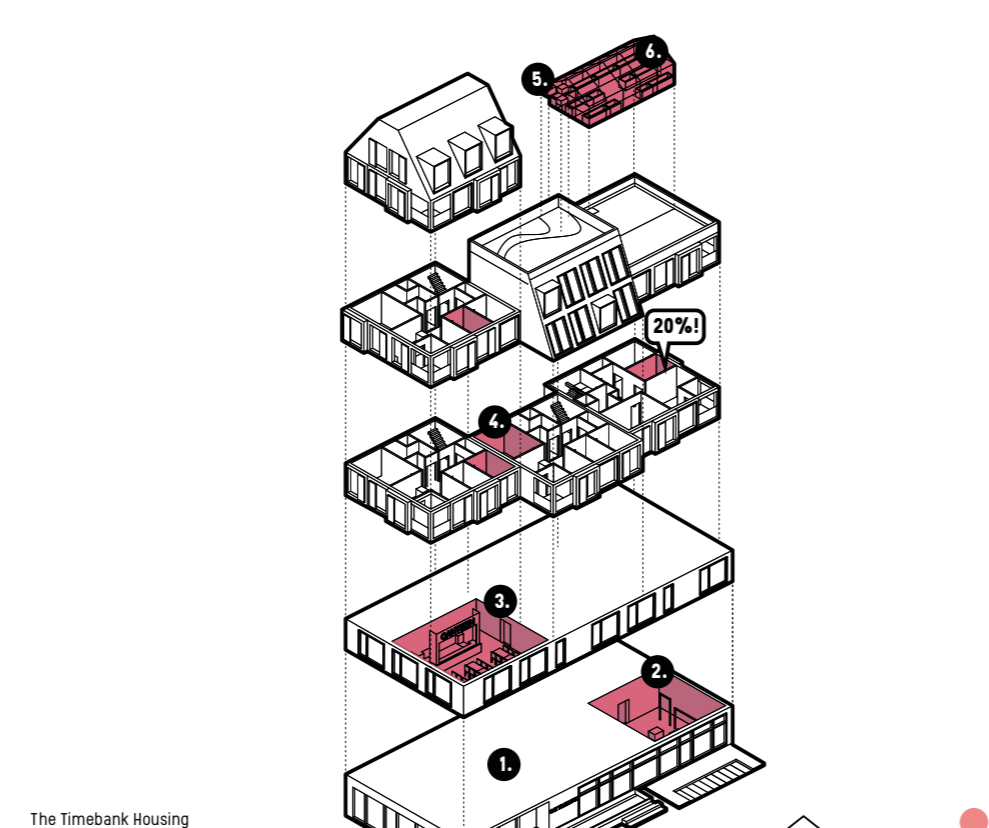
The ground floor should create a rich environment at eye-level with a mixture of commercial/common functions and private niches oriented towards the bigger roads and productive axis.



### THE NEW SWEDES & THE TIMEBANK HOUSING

**The New Swedes**  
Standard Unit: 31m<sup>2</sup>  
Productive Space: 8m<sup>2</sup>

**The Timebank Housing**  
Standard Unit: 1120m<sup>2</sup>  
Productive Space: 280m<sup>2</sup>



**The Timebank Housing**  
1. Elderly Home  
2. Bekaholm-Fitness Area  
3. Common Kitchens  
4. Timebank Housing Unit  
5. Bee Keeping  
6. Greenhouse

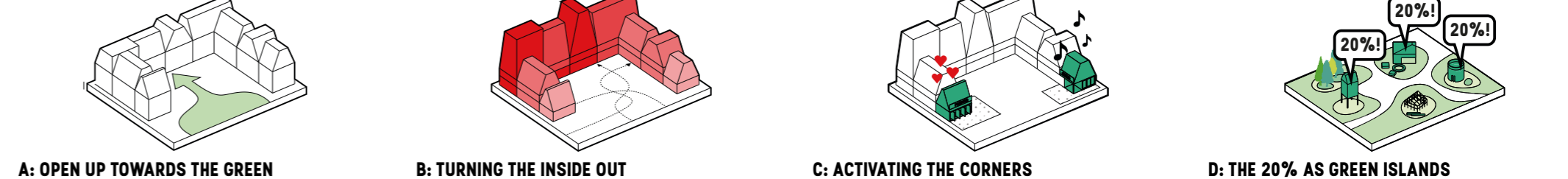
**Production**  
Entry Level Housing/Job Trust

**Interaction**  
Elderly Home  
The Municipality/Boverket

## 03:03 / THE CITY FARMS:



### DESIGN PARAMETERS:



#### A: OPEN UP TOWARDS THE GREEN

The buildings are oriented towards the green axis, this increases the quality of the outdoor environment and creates a semi-public sphere between the green axis and the buildings.

#### B: TURNING THE INSIDE OUT

The entrances are grouped inside the courtyards to turn the back against Österleden and use the buildings to frame the green, block from noise, and activate the life in and around the blocks.

#### C: ACTIVATING THE CORNERS

The corners are activated through community commons or productive spaces to prevent from dead ends and create visibility that increases the security of the area.

#### D: THE 20% AS GREEN ISLANDS

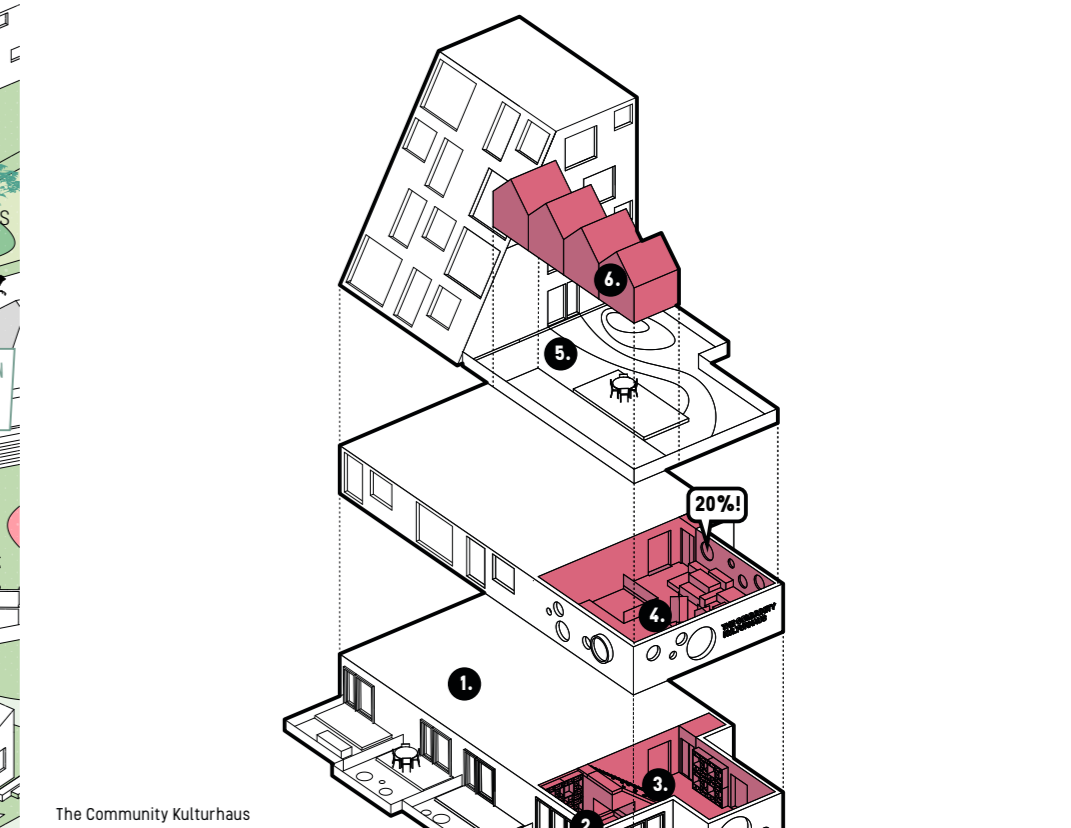
The productive spaces are distributed around the green axis as small islands to create a common setting around local food production while increasing the experience of a modern garden city.



### THE NUCLEAR FAMILY & THE COMMUNITY KULTURHAUS

**The Nuclear Family**  
Standard Unit: 32m<sup>2</sup>  
Productive Space: 8m<sup>2</sup>

**The Community Kulturhaus**  
Standard Unit: 420m<sup>2</sup>  
Productive Space: 155m<sup>2</sup>

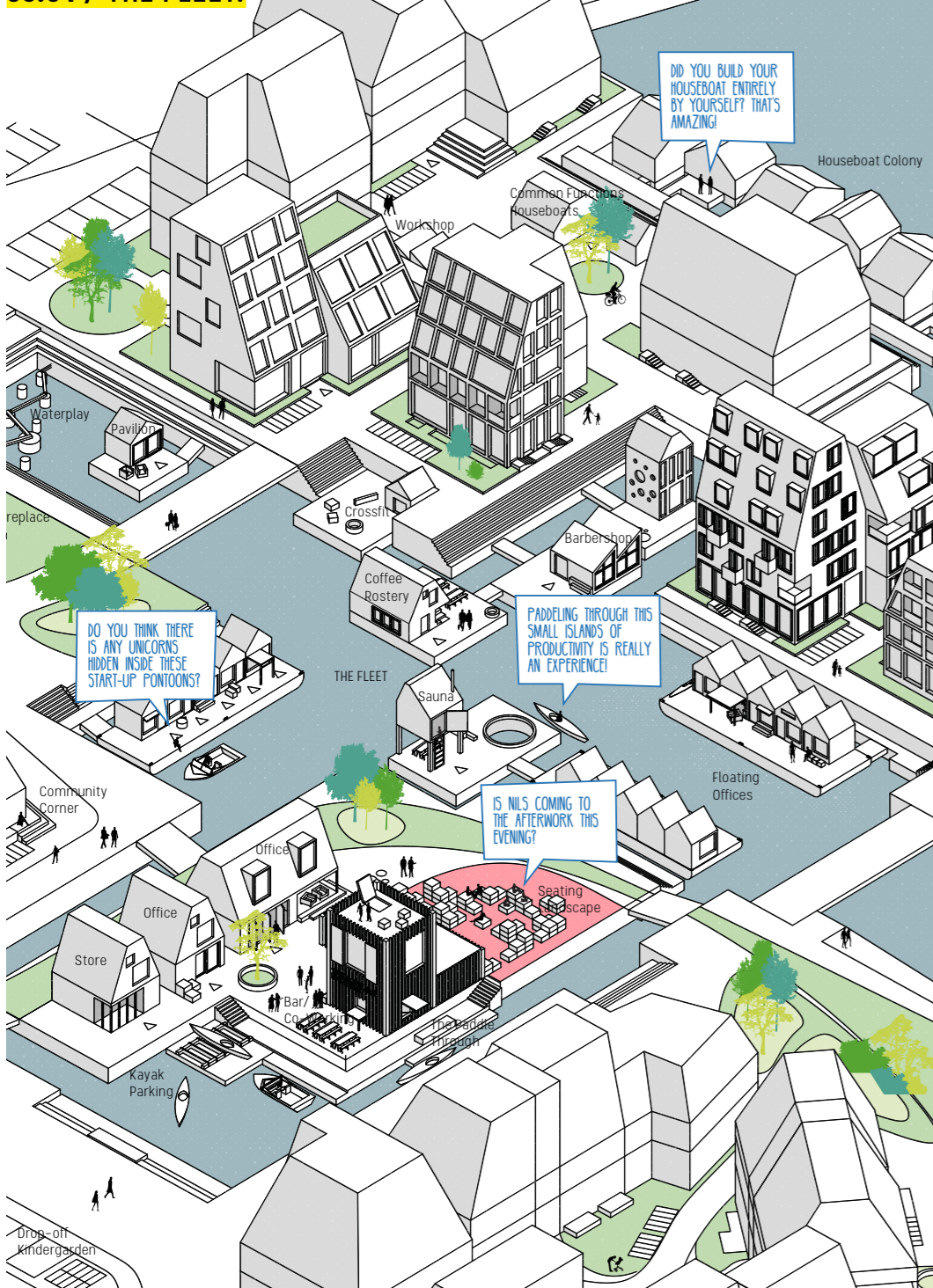


**The Community Kulturhaus**  
1. Private Apartments  
2. Reading Corner  
3. Climbing Wall  
4. Media Room  
5. Common Terrace  
6. Teenage Bow Bowser

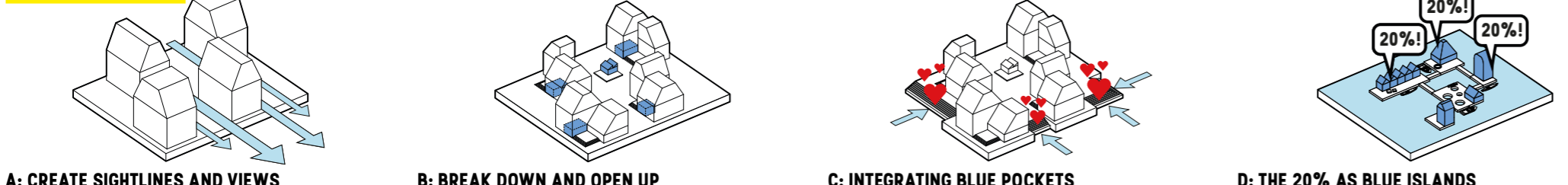
**Production**  
Leisure and Fun  
Togetherness

**Interaction**  
Neighbors  
Kindergarten

## 03:04 / THE FLEET:



### DESIGN PARAMETERS:



#### A: CREATE SIGHTLINES AND VIEWS

The buildings are arranged to create views toward the archipelago from the private apartments, while opening up for sightlines in-between the buildings from public and semi-public places.

#### B: BREAK DOWN AND OPEN UP

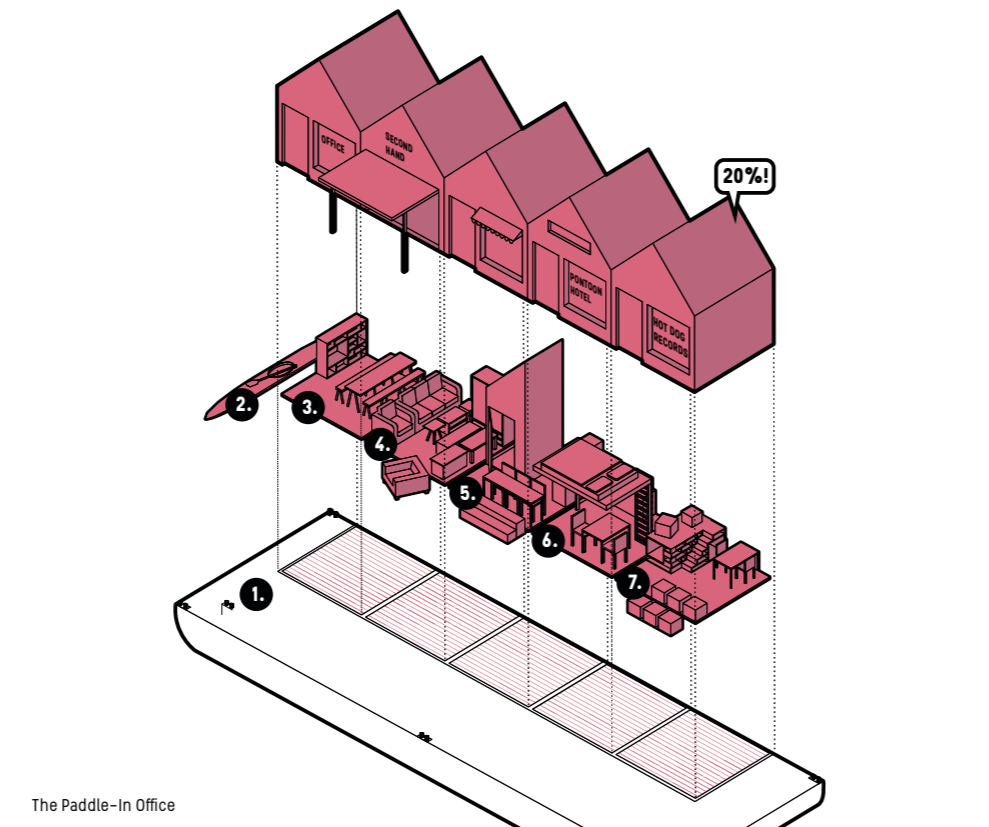
The volumes are divided into two to create space for common functions and niches with terraces facing the ocean and the public space where the inhabitants are invited to sit on edges and steps.



### THE HIPSTER & THE PADDLE-IN OFFICE

**The Hipster**  
Standard Unit: 44m<sup>2</sup>  
Productive Space: 11m<sup>2</sup>

**The Paddle-in Office**  
Standard Unit: 220m<sup>2</sup>  
Productive Space: 55m<sup>2</sup>

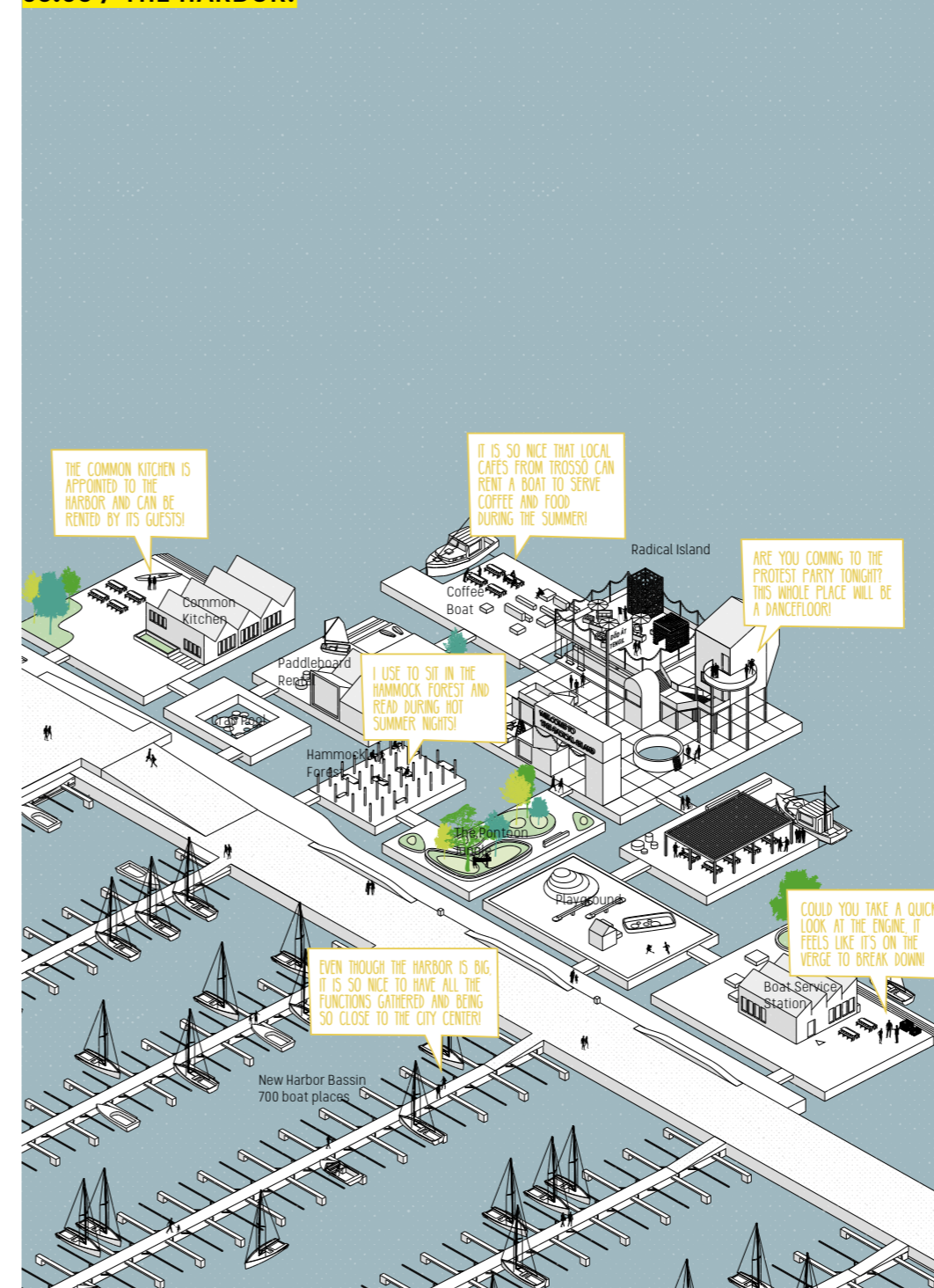


**The Paddle-in Office**  
1. Semi-public Platform  
2. Canoe Parking  
3. Office  
4. Second Hand Shop  
5. Common Kitchen/Tables  
6. Marro Babel  
7. Shop

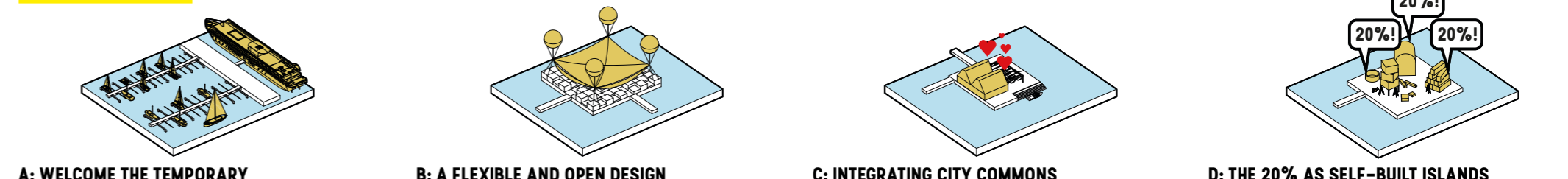
**Production**  
Micro Entrepreneurship  
Informal Meetings

**Interaction**  
Local Businesses  
Active Waterscape

## 03:05 / THE HARBOR:



### DESIGN PARAMETERS:



#### A: WELCOME THE TEMPORARY

The Harbor could be described as an instant city during the summer. This creates certain demands of places around the harbor that need to be able to handle large flows of people and goods.

#### B: A FLEXIBLE AND OPEN DESIGN

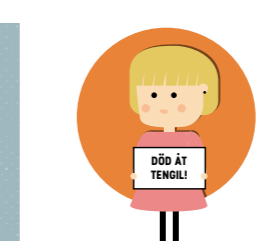
The pontoons and their functions are reprogrammable. Through this open design, the landscape opens up for pop-up events and structures that can activate the harbor also during off-season.

#### C: INTEGRATING CITY COMMONS

Common functions, such as kitchens and land-roofs are integrated for the tourists arriving by boat, as well as for the students living on the old cruiseship and the inhabitants on Trossö.

#### D: THE 20% AS SELF-BUILT ISLANDS

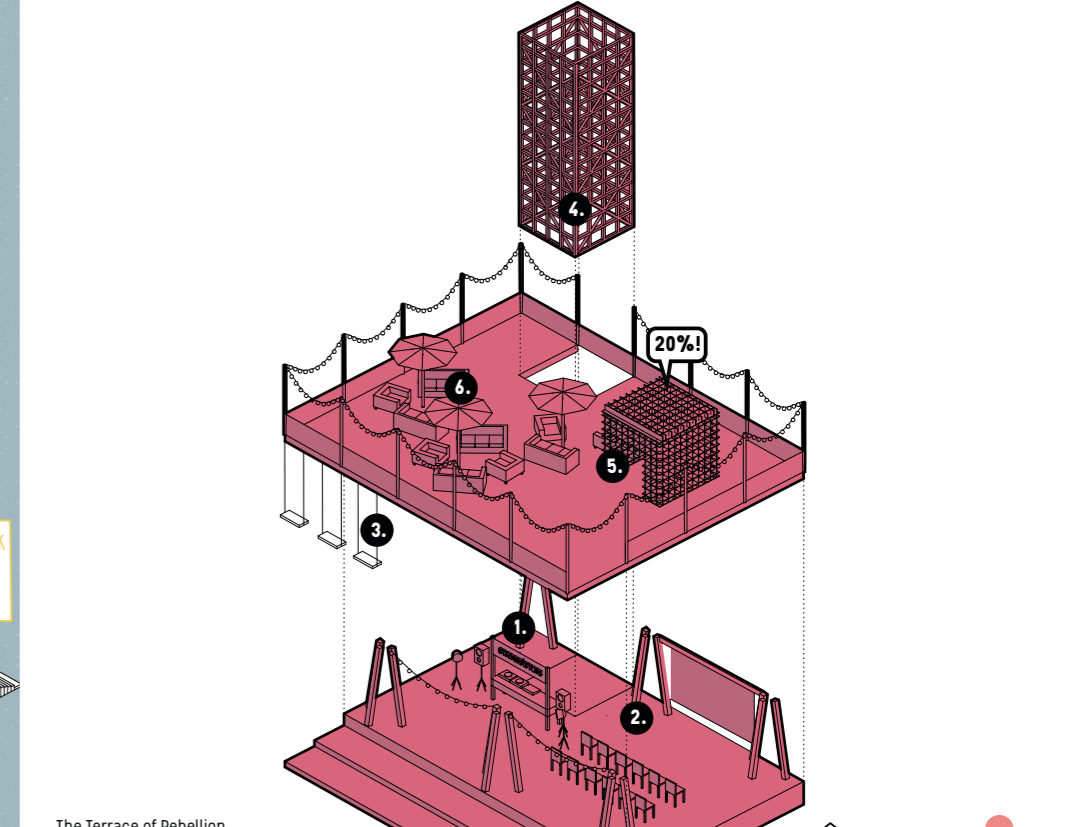
The 20% is developed as a radical island that empowers bottom-up movements and self-builders to take control over a small and clearly defined part of the harbor.



### THE DIGITAL NATIVE & THE TERRACE OF REBELLION

**The Digital Native**  
Standard Unit: 21m<sup>2</sup>  
Productive Space: 5m<sup>2</sup>

**The Terrace of Rebellion**  
Radical Island Space: 900m<sup>2</sup>  
Structure Space: 150m<sup>2</sup>



**The Terrace of Rebellion**  
1. DJ-Set  
2. Lecture Event Space  
3. Swings  
4. The Lighthouse of Participation  
5. Pavilion  
6. The Terrace of Rebellion

**Production**  
Temporairness  
Opinion and Ideas

**Interaction**  
Self-Builders  
Universities