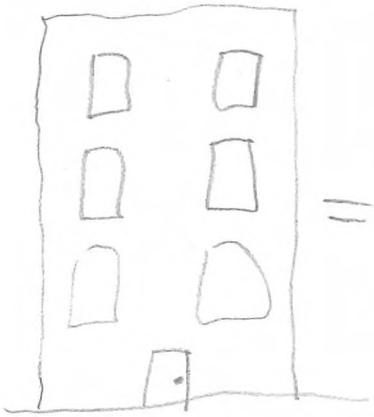
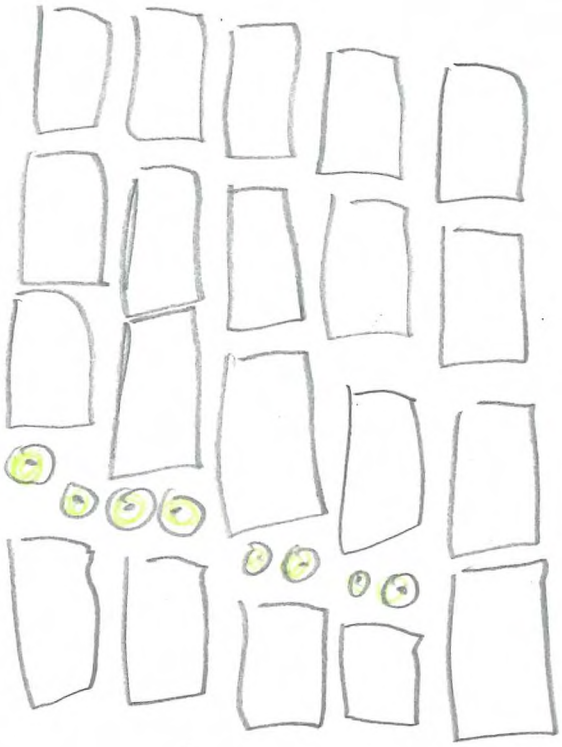
PROBLEM

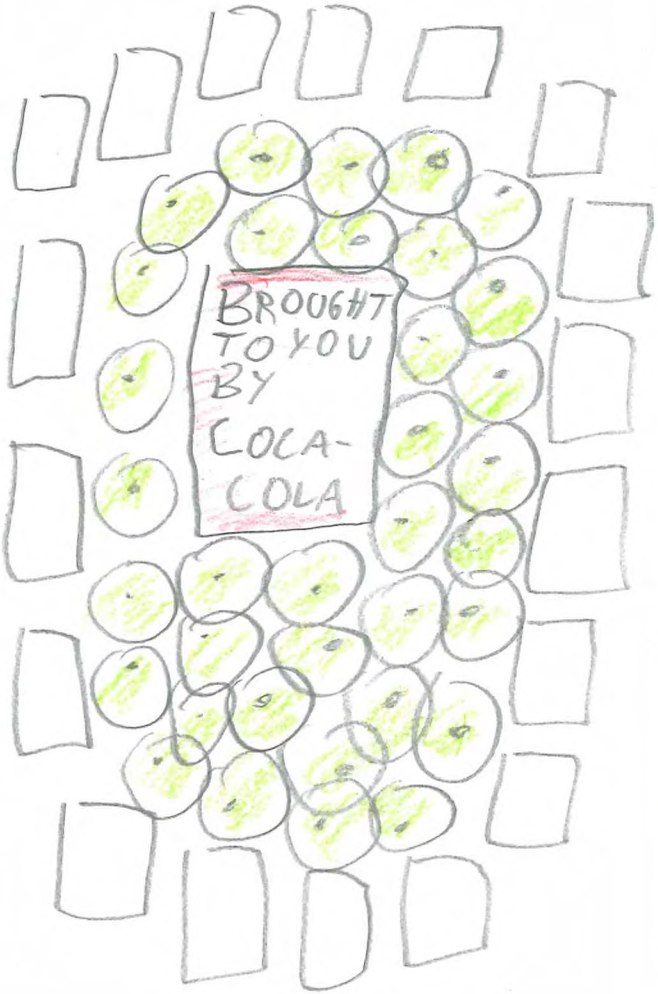




CONTEXT



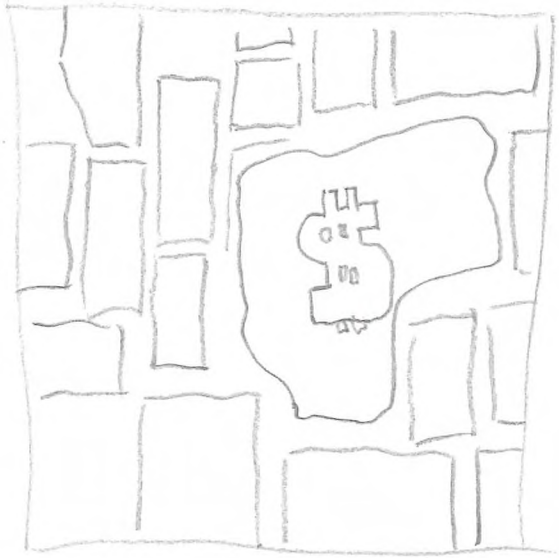
Solution



## Context

Distance to parks for urban residents

## Problem



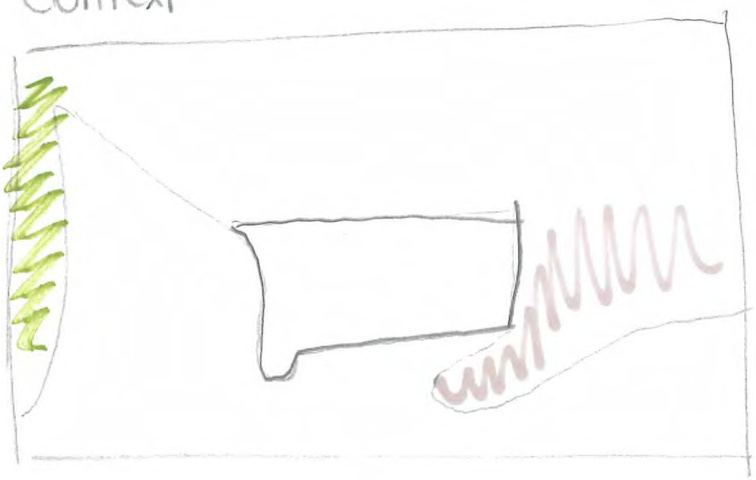
Potential areas are worth alot, parks dont earn profit

## Solution

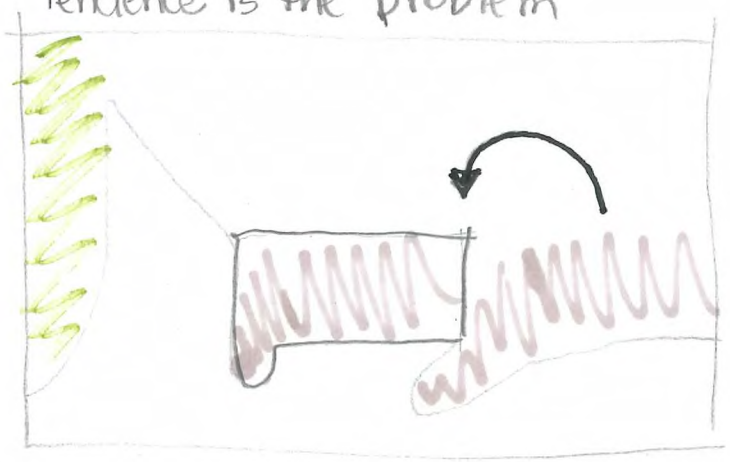
Make parks profitable

# FLIP THE MATRIX

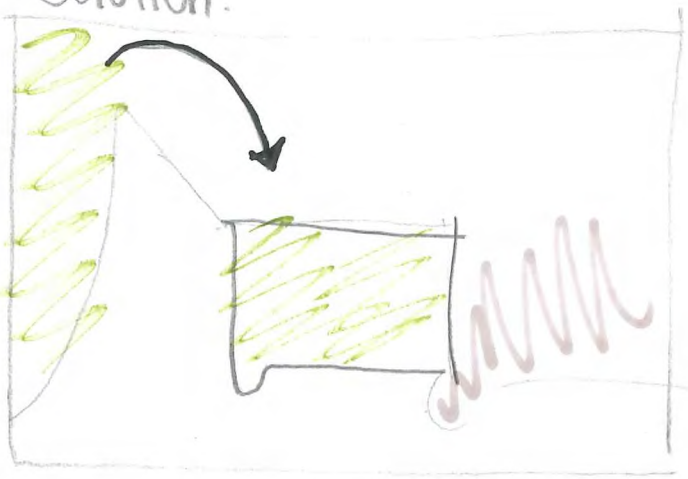
Context



Tendence is the problem



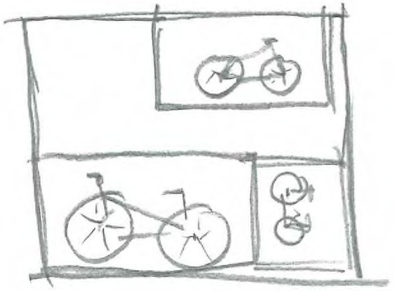
Solution:



WHAT DO WE PRIORITAZE?

① Boyfriend has to many bikes

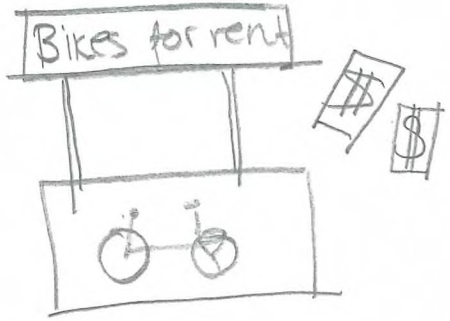
Context:



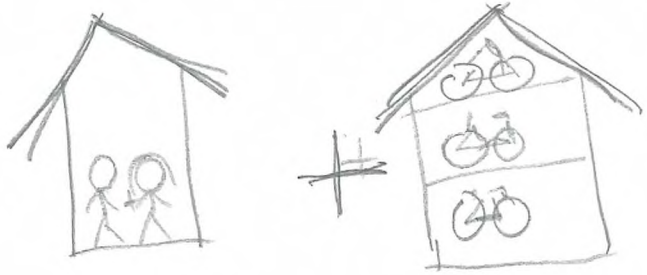
problem: The apartment = 70% bikes

Solution:

1.




2.



apartment 1 (Humens)

apartment 2 (Bikes)

② Make Filipstad unlivable for rich people

context:

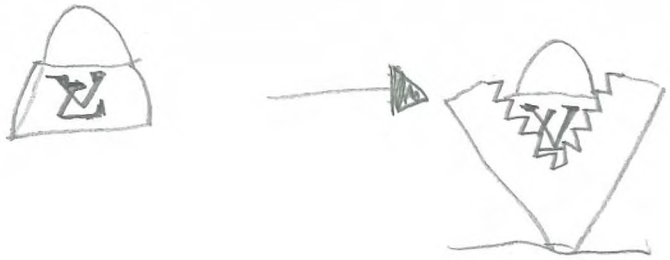

problem:

Poor people - not able to buy

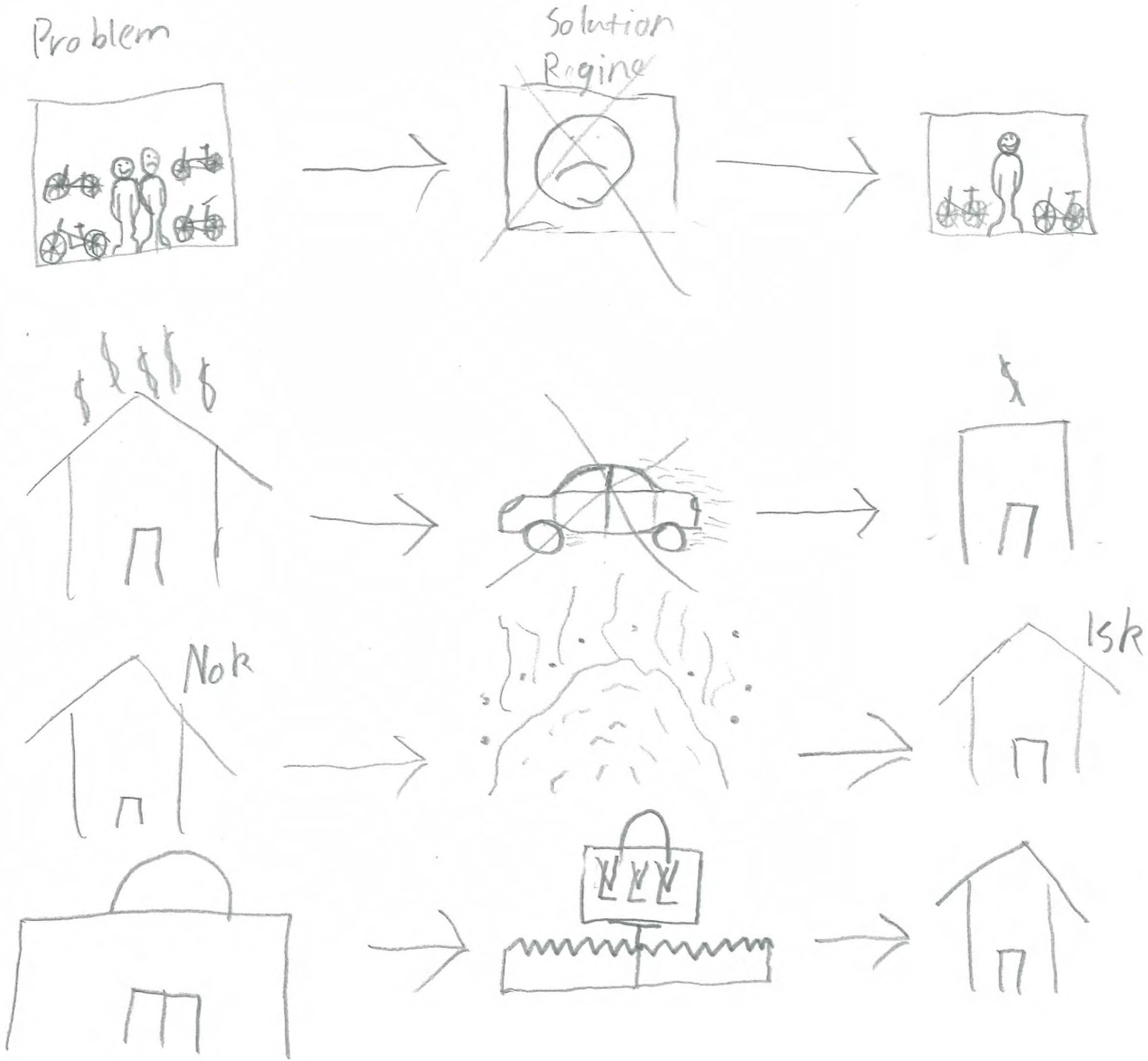
Solution

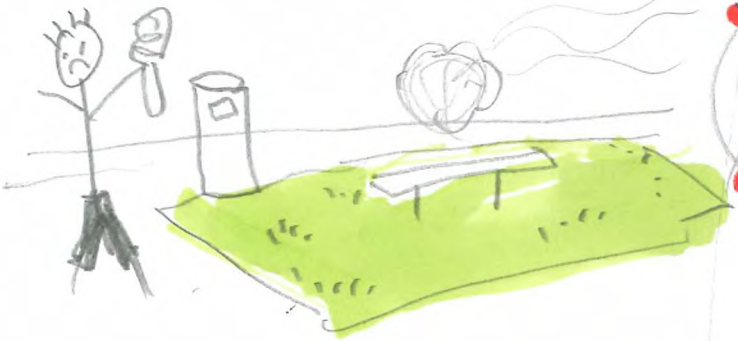
① 

no fancy cars - no garage

② 

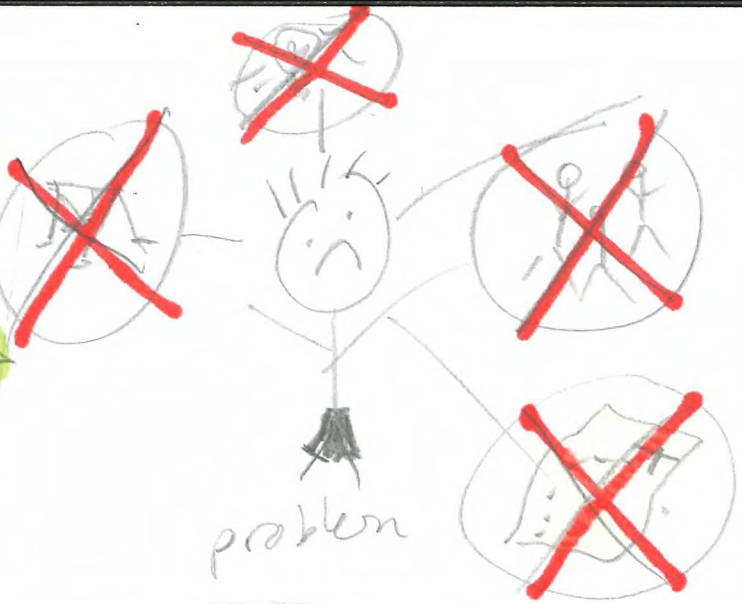
- Trap ~~for~~ for expensive handbags


Problem
Solution
Regine
Nok
Isk



context

rigid and strict planning



problem

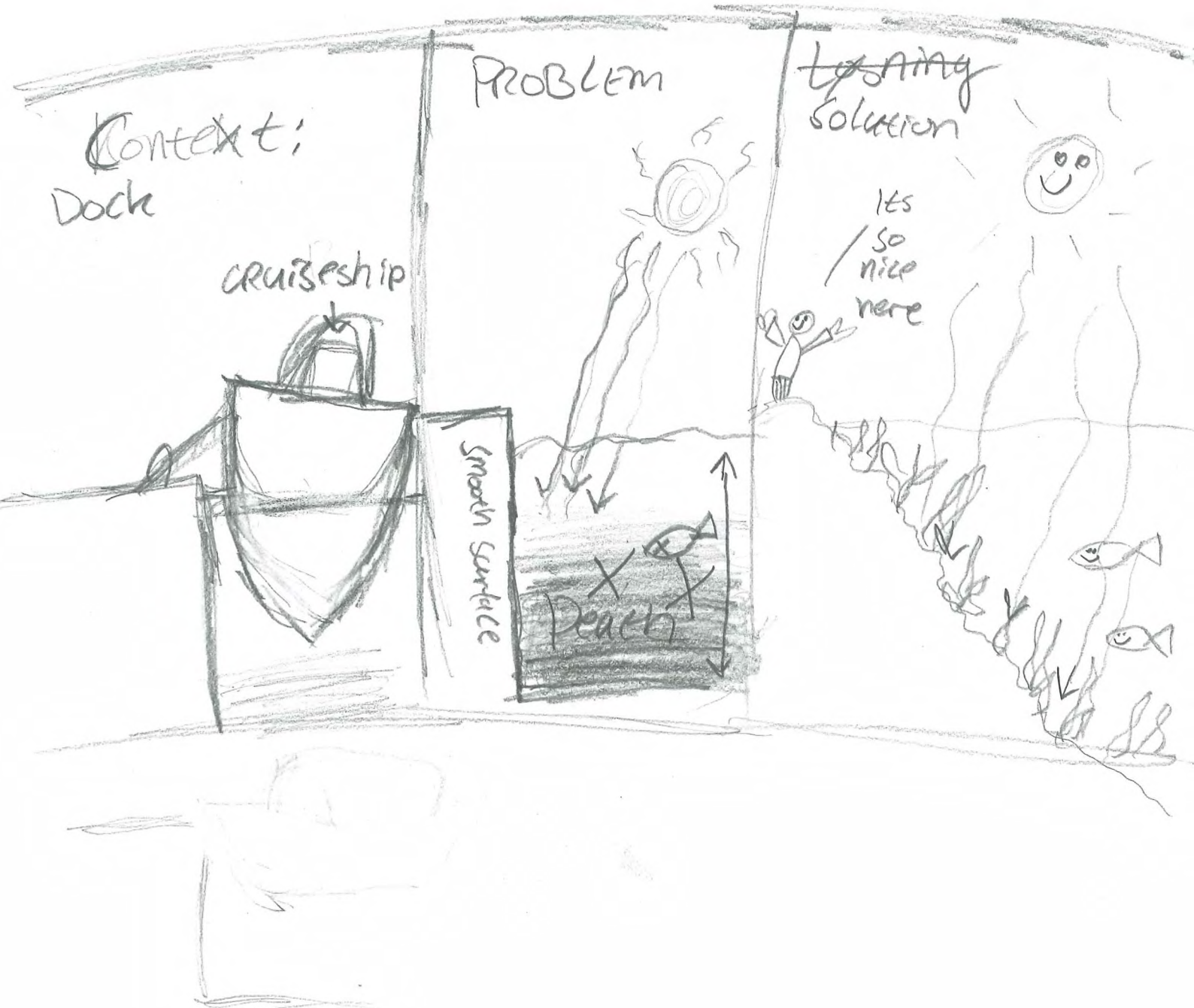
boring public spaces
= not engaging, less used

solution

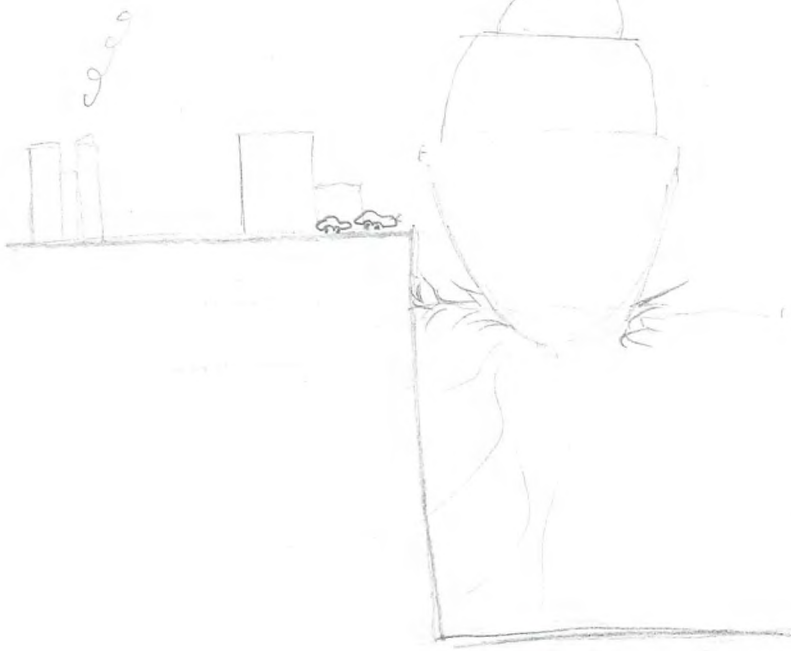
have an underlying principle of randomizing and make flexible uses. Intend for many possibilities.

results

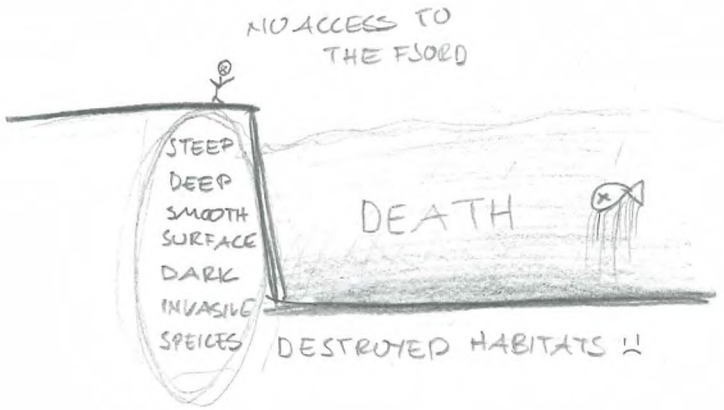
more interesting and engaging public spaces


Context:
Dock
cruiseship
PROBLEM
smooth surface
Death
~~Loading~~
Solution
Its so nice here

CONTEXT



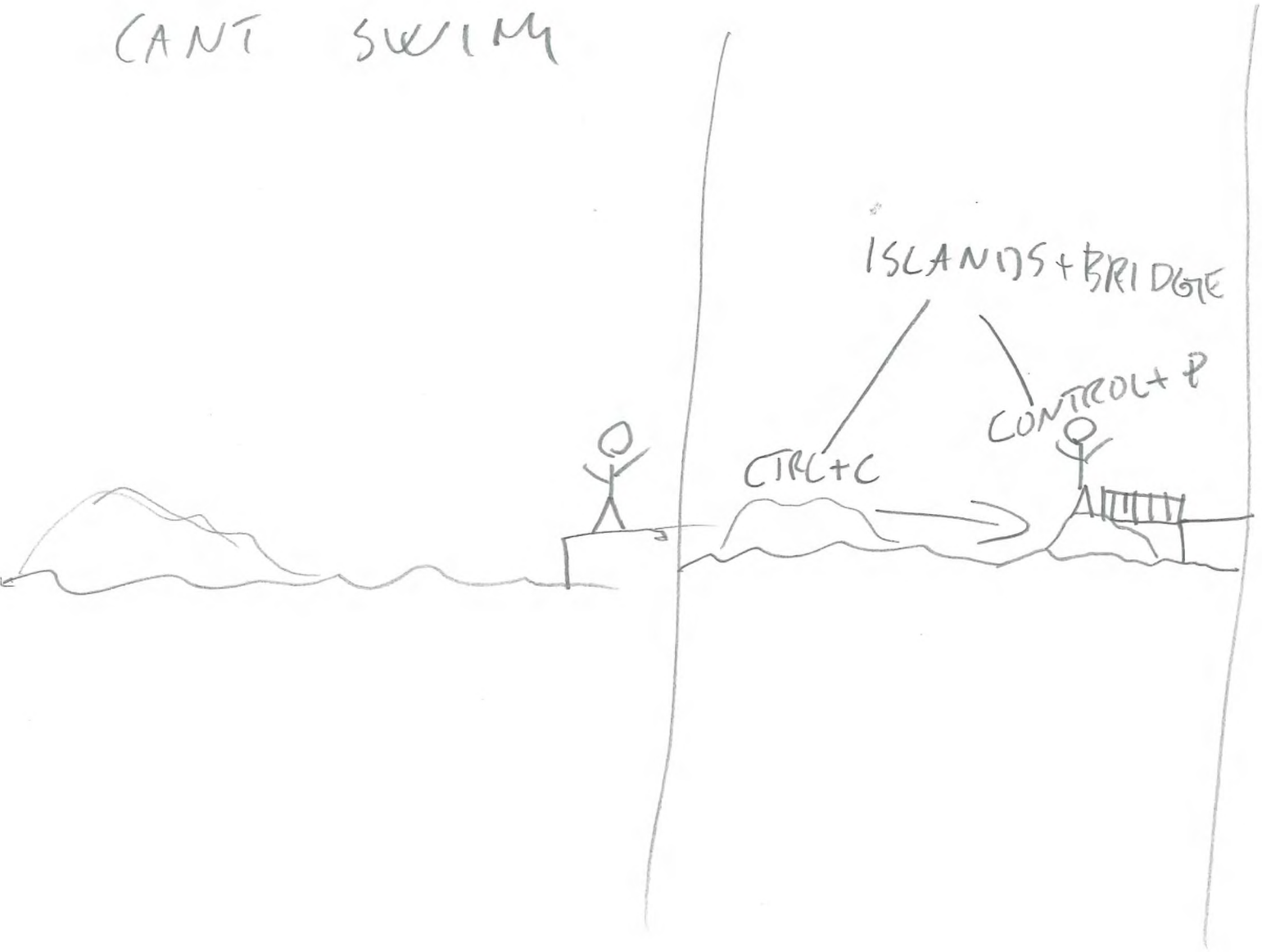
PROBLEM




SOLUTION

PROBLEM:

CANT SWIM



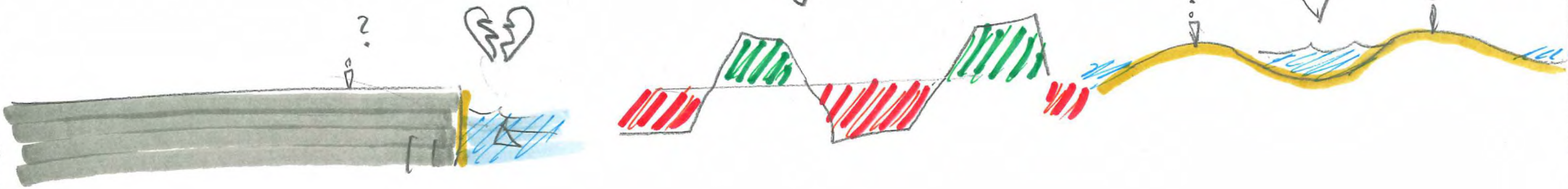
# FILIPSTAD TIDAL ZONE PARK

NO TIDAL ZONE:
SAD SITUATION

RELOCATING
MASSES

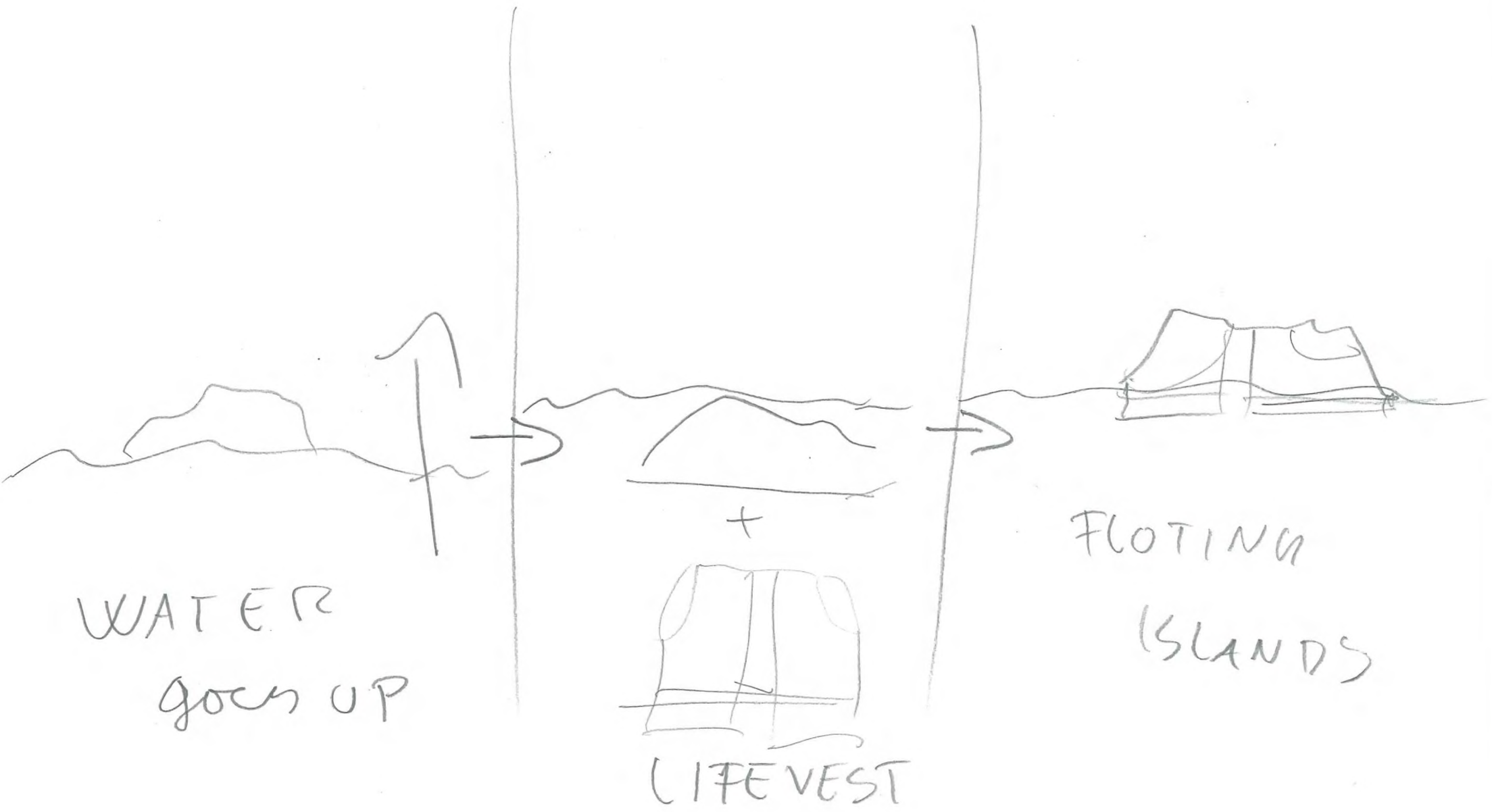
MORE TIDAL ZONE:
HAPPY SITUATION

SECTIONS




PLAN

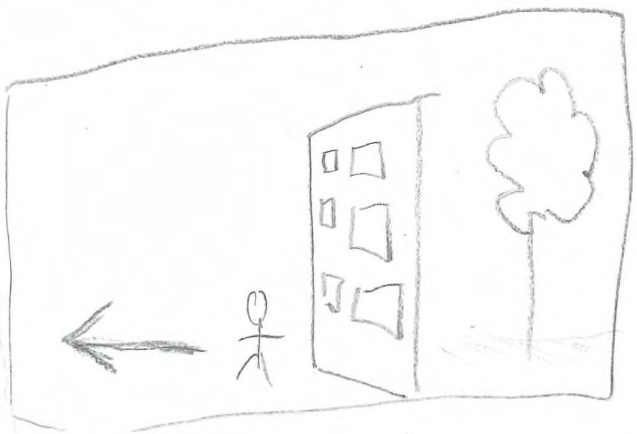
PROBLEM



Semi - formell / formell Gyrom

Privat / Semi - Privat

Problem (1)

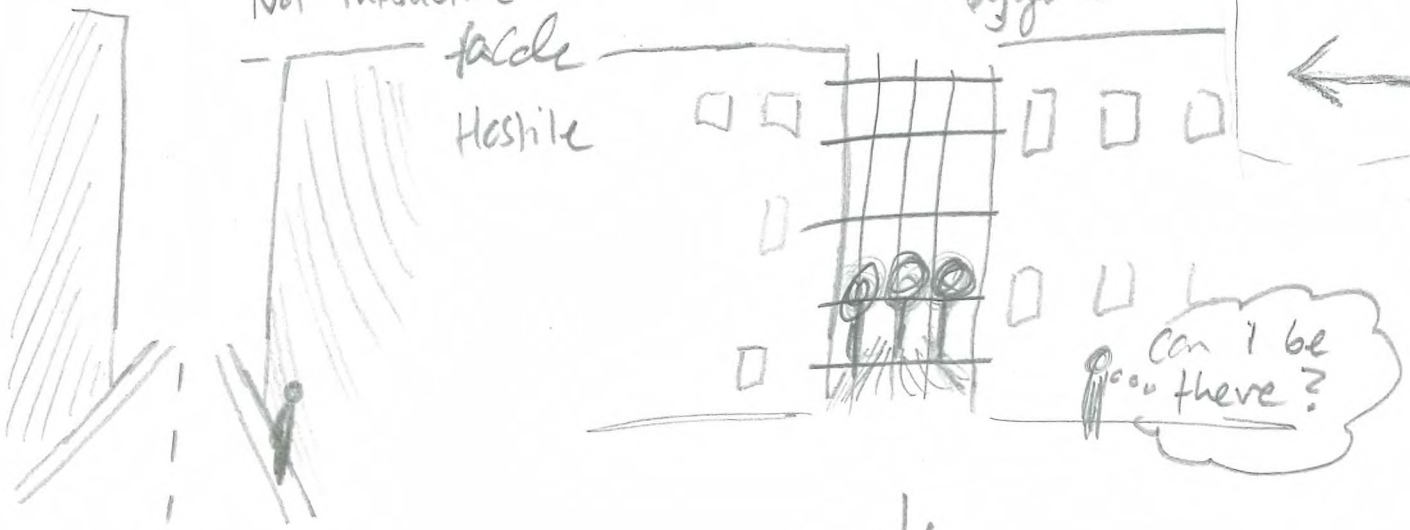


(1)

Not interactive facade

Hostile

Semi Private "bygård"




interactive facade

built in balcanony

axis (2)

invites people to walk through the green area

(2) solution: = air