# LIVING CITIES **Metabolic Vitalities**/ **Inclusive Vitalities**

## Competition of ideas followed by implementation processes

Open to professionals of the architectural, urban and landscape architectural design under 40 years of age





## **I THEME, 9 SUB-THEMES**

## LIVING CITIES: METABOLIC VITALITIES / INCLUSIVE VITALITIES

In the conditions of the Anthropocene -a new bio-geological period where human activities on the global scale have a destructive impact on life on earth— how to face climate change and inequalities? How to imagine other possibilities to inhabit the planet Earth?

How to work with regenerative project dynamics, combining metabolic and inclusive vitalities?

## METABOLIC VITALITIES

Metabolic vitalities should allow to Europan projects to negotiate with an ensemble of transformations taking natural elements into account like water, material flows, energy, which are all part of the life cycles to generate inhabited milieus. To promote new forms of dwelling, metabolic vitalities encourage design processes on different scales.

## **INCLUSIVE VITALITIES**

**40 SITES** 

A / Revitalization

2 Transforming from

the Infrastructures

**B** / Recovery

C / Care

and Landscapes

I Reinforcing Biodiversity

**4** Dynamizing Landscapes

5 Intensifying Districts

6 Stimulating Interfaces

7 Valorizing Natural Elements

8 Dealing with New Uses

9 Reinventing Rurality and

Productive Heritage

3 Making Territories Performative

To fight against social fractures, inhabited milieus should become places for new inclusive practices that can support territorial justice. Taking care of living environments could promote inclusion by transforming marginalised spaces into places of exchange, co-learning and biodiversity through new inclusive narratives.

## What Sites for EI6?

For Europan 16, European cities propose sites of intertwined urban and architectural scales, classified in 9 sub-thematic families:

## **A / REVITALIZATION**

On these sites, the impetus for the transformation comes from the territory and all the resources (natural, ecological, infrastructural) to regenerate.

## I — Revitalization /

**Reinforcing Biodiversity** 

On these sites, the driving force of change is the transformation of the (urban) ecology.

## 2 — Revitalization / Transforming from the Infrastructures

On these sites, the starter for a change is the evolution of the networks integrating a new logic of mobility.

## 3 — Revitalization / Making **Territories Performative**

On these sites, the territory needs to be reconnected to its social context to add new creative and cultural qualities.

I Bitonto

Norge

3 Fagerstrand7 Hjertelia

Österreich

2 Klagenfurt

5 Biel/Bienne

7 Carouge

Sverige

5 Levanger

2 Risøy

6 Graz

8 San Donà di Piave

## **B / RECOVERY**

New energy has to be found for these sites through a treatment that respects the existing environment introducing specific elements and actions able to develop a resilient city.

## 4 — Recovery /

Dynamizing Landscapes Sites with a potential to develop a landscape which strongly animates new developments, giving them a resilient quality in the sense of a living milieu, integrating rich biodiversity in the realm of public

### 5 — Recovery / Intensifying Districts

The sites address the scale of a larger neighborhood that has to be enriched with different qualities, such as uses, public space, natural elements, etc.

### 6 — Recovery / Stimulating Interfaces

The sites are at a crossing-point of different areas, making them not only important mediators, but also places that can stimulate the quality of the neighboring areas.

## **RULES**

## Candidature

Europan is open to any team of young urban landscape architectural and architectural design professionals under 40 years old.

Students (licence/bachelor level) can be associates, yet under the condition that the team representative is a graduated professional under 40 years old.

## **Registration/Submission**

Registration is made online on: www.europan-europe.eu

Suisse / Schweiz / Svizzera / Svizra complete site folder.

## **CALENDAR**

05.04.2021

## Belgique / België / Belgien Italia

9 Alost \_\_\_\_ ∏ Namur 8 Région de Bruxelles-Capitale

## Deutschland

9 Ettlingen 8 Landshut 4 Schwäbisch Gmünd 6 Selb 3 Wernigerode

## España

5 Almendraleio 3 Alzira 5 Barcelona 9 Beizama Esparraguera-Colonia Sedo
Madrid 6 Roquetas de Mar

## France

7 Karlskoga 7 Agglomération du Niortais/Niort6 Aulnat 2 Varberg **I** Västerås 9 Auneuil 3 Bassens/Bordeaux 3 Douaisis Agglo 4 Grenoble 8 Istres 8 Limoges4 Pont-Aven 6 Quimper

## C / CARE

Care is about recognizing the vulnerability of our living milieu. It is about finding new design ways to pay attention to marginalized, hurt, or ignored areas and help to repair them.

## 7 — Care / Valorizing Natural **Elements and Landscapes**

Located at the edge of parks and forests or situated within agricultural or planted areas, the sites may be transformed into interfaces with porous edges allowing to inhabit the landscapes.

## 8 — Care / Dealing with New Uses

Injecting strategic uses that could support the transition of the building to another life cycle, taking care of relations between these uses, the inhabitants, and the building stock itself.

## 9 — Care / Reinventing Rurality and Productive Heritage

On these sites being heritage-related, regarding previous forms of production or related to rurality, how to take care of such areas with little means of economy by revalorizing the existing?

The registration fee is of €100 for the first site and €50 for any additional site. It gives access to the Submissions are done online and include 3 A1 panels with graphic documents, I text presenting ideas of maximum 4 pages, communication documents (3 images and a text of 800 signs) as well as necessary administrative documents.

### Sites

3 scales of sites are proposed (XL — territorial / L — urban architectural / S — architectural) that can be combined, allowing a wide range of sites and issues both for architects, urbanists and landscapers.



17.09.2021

Deadline for entries

20.12.2021 Results