

DELFT SCENARIOS 01- KNOWLEDGE CITY

summer 2013

exploring plausible futures to increase retention

SWOT DF CU FACED STRENGTHS educational institutes TU / HBO / MBO X | ! | ! student population social housing ! !! X X geography / region history / city center WEAKNESSES disparity: students - citizens housing gap: lack middle & high X | X | ! ! X X ! ! limited space no regional attraction ! ! X X X | İ | İ | career opportunities (tech workers) communication: tu - companies - municipality ! ! ! ! ! **OPPORTUNITIES** collaboration $X \mid X \mid X \mid X \mid$ tech parks marketing incubators ! ! X X ! ! ! ! creative industries THREATS culture of short term strategies X ! X X X regional competition limited budget lack of amenities X | ! | ! | ! departure of tech companies X X !!! connection: city - campus DRIVING FORCES nore & more & more tourism improving public transport ram / rail / station improving infrastructure need for new economic models reative / hi-tech / serv need for tech workers limited space efficiency / lower budget government reorganization CRITICAL UNCERTAINTIES number of (international) students study finance system merger of dutch technical universities regional competition new economic models 100.000+ municipalities attracting tech companies UNIVERSITY OF KENTUCKY: Zach Allen, Amanda Bryant, Laurel Christenser z Feldman, Katie Gray, Jennifer Seymour **UNIVERSITÝ LEIDEN**: Lotte ofs, Devin van den Berg, Christel van Binsbergen, Ebe Blok, Auke Borges root, Steven de Groot, Jade Hilhorst, Niels Honders, Joelle van Kerkum, Jorn ersbergen, Manouck van der Knaap, Mandy Koenraads, Tessa Lansbergen, ander Leenman, Kirsten Lelieveld, Ragnar Klabbers, Jeroen Nederpelt, Daniel rug, Erik Salverda, Diana Sisto, Jesper Van, Renske van der Vlugt, Ikram hri INSTRUCTORS: Siebe Bakker, Ad van der Kouwe, Sjoerd Louwaars, Mark ijnders SUPPORT: Pieter Guldemond, Norbert de Leeuw, Robert Schneider,

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students; made possible with contribution from Delft Municipality

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© bureaubakker / university of kentucky - college of design

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Cities all over the world are reinventing their positions; either driven by changes in national policies decentralizing governance or reacting to the reality of competition and collaboration on subjects such as economy, services or the changing number of inhabitants. This is often out of a desire or perceived necessity to respond to the changing ambitions of industries and citizens. One only has to think of notions like 'Creative Cities', 'Metropolitan Regions', 'City Branding' and 'Self-regulation' to understand that traditional ways to organize one's community will fail to adequately address these emerging ambitions.

There's a need to improve decision-making and policy processes just as much as there's a need to service and renew spatial structures as demands are changing. One can state that changes in urban developments are driven by changes in population and their needs. Energy and sustainability issues have become a common consciousness deserving appropriate response in terms of policy and spatial planning. One can easily add to these examples.

design thinking

These current challenges are becoming more complex and interwoven. Fed by a large number of sometimes contradictory and definitely various ambitions they need to be addressed in a manner that justifies all involved. Changes are good. And by nature, changes are complex and difficult to implement. They are disruptive and evoke resistance. Change needs community, involvement and commitment. The more complex a challenge is, the more actors or stakeholders need to be involved, and the more inadequate traditional means to development becomes.

One needs to build robust solutions, or better, robust environments and contexts. Solutions tend to address current situations incapable of adjusting to changing realities. It is exactly those rapidly changing realities – economical, political and social – that have led to the realization that innovation in governance and policymaking processes is crucial for a city to keep operating successfully. Intelligent ways to address and implement

developments are needed. Intelligent in terms of creating efficient and economically viable solutions for both processes and implementations; intelligent as in being informed by relevant parties.

Current notions on 'Design Thinking' move towards inclusive and collaborative processes. These are aimed at efficiently producing inventories and analyses of stakeholders and context. Organizing effective prototyping presents essentially different strategic options and scenarios. Finally and foremost, these processes create collaborative structures for professionals, administrators and citizens.

studio

Delft Scenarios 01 is a casestudy based research program. Public administration students from Leiden University and design students from the University of Kentucky took on the challenge to research potential interventions for the municipality of Delft. To gain a position as a 'Knowledge City,' Delft must improve the retention rate of local students, ultimately extending its population of well-educated residents.

The Leiden students started by conducting a series of interviews with representatives of the educational institutes in Delft, including students and student organizations, housing corporations and the municipality itself. This inventory of ambitions, foresights and perceptions guided by SWOT analyses and the identification of Driving Forces (happening for sure) and Critical Uncertainties (happening, but unsure how), led to a first indication of five essentially different scenarios.

These results were taken by the students of the University of Kentucky to investigate further. Scenario specific information was collected and implemented in more precise descriptions of plausible futures for Delft. The scenarios present extreme positions aimed to unveil current conditions and realistic future situations. They operate as context to test current plans on their robustness and adaptability to remain significant regardless of how the future actually unfolds.

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ВТ	BET BET	BE	BCES	BCEMTS
B C M T internal	B C E M T S external	B C E M T S internal	B C E M T S internal	B C E M T S internal
ВТ	BETS	стѕ	CEMS	BCETS
Hub Destination	Knowledge Node	Living Apart Together	Technical University	Innovation
Service	Collaboration	Separation Metamorphosis	Embracing Campus	Early Adopters
History Culture	Regional Collaboration	Education Business	Education Citizens	Prototyping
Capital / Jobs	Accessible	Insulation	Inclusive Community	Lifestyle / Jobs

Business Citizens Education

TECHNOLOGY

RETENTION

KNOWLEDGE

CULTURE

IDENTITY

ATTRACTION

ECONOMY

HOUSING

SOCIAL

SPATIAL

COLLABORATION

Municipality
Tourism
Students

THEMES

Tourist Destination for the Netherlands

OLD FACILITIES ON T.U.'S CAMPUS BECOME NEW TOURIST AMENITIES.



DELFT BECOMES THE MAIN TOURIST HUB OF THE
NETHERLANDS AND DEVELOPS A NUMBER OF ATTRACTIONS
TO MAKE IT A MORE POPULAR DESTINATION IN SOUTH
HOLLAND



Tourist Destination for the Netherlands



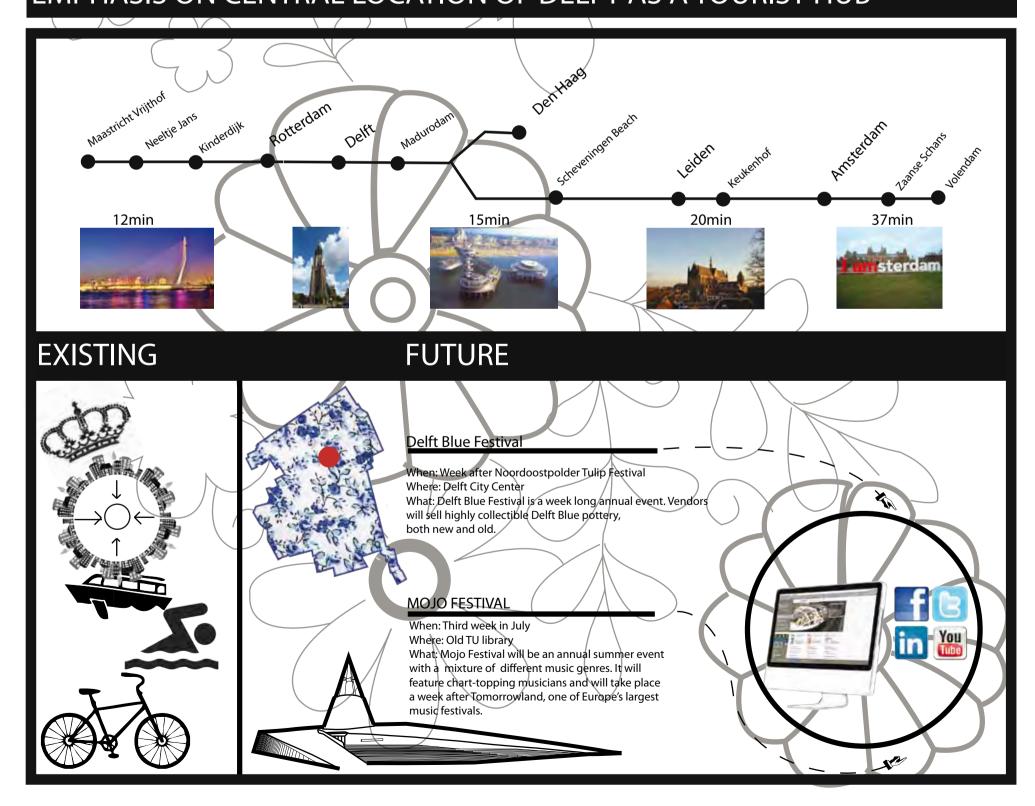
OLD FACILITIES ON T.U.'S CAMPUS BECOME NEW TOURIST AMENITIES.



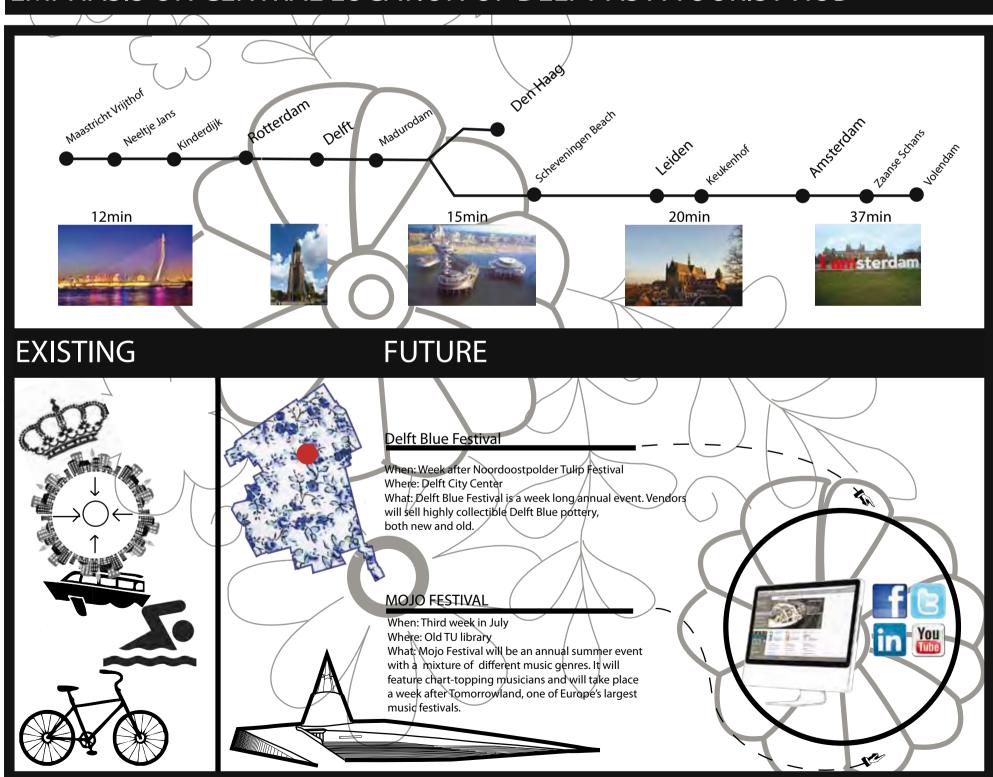
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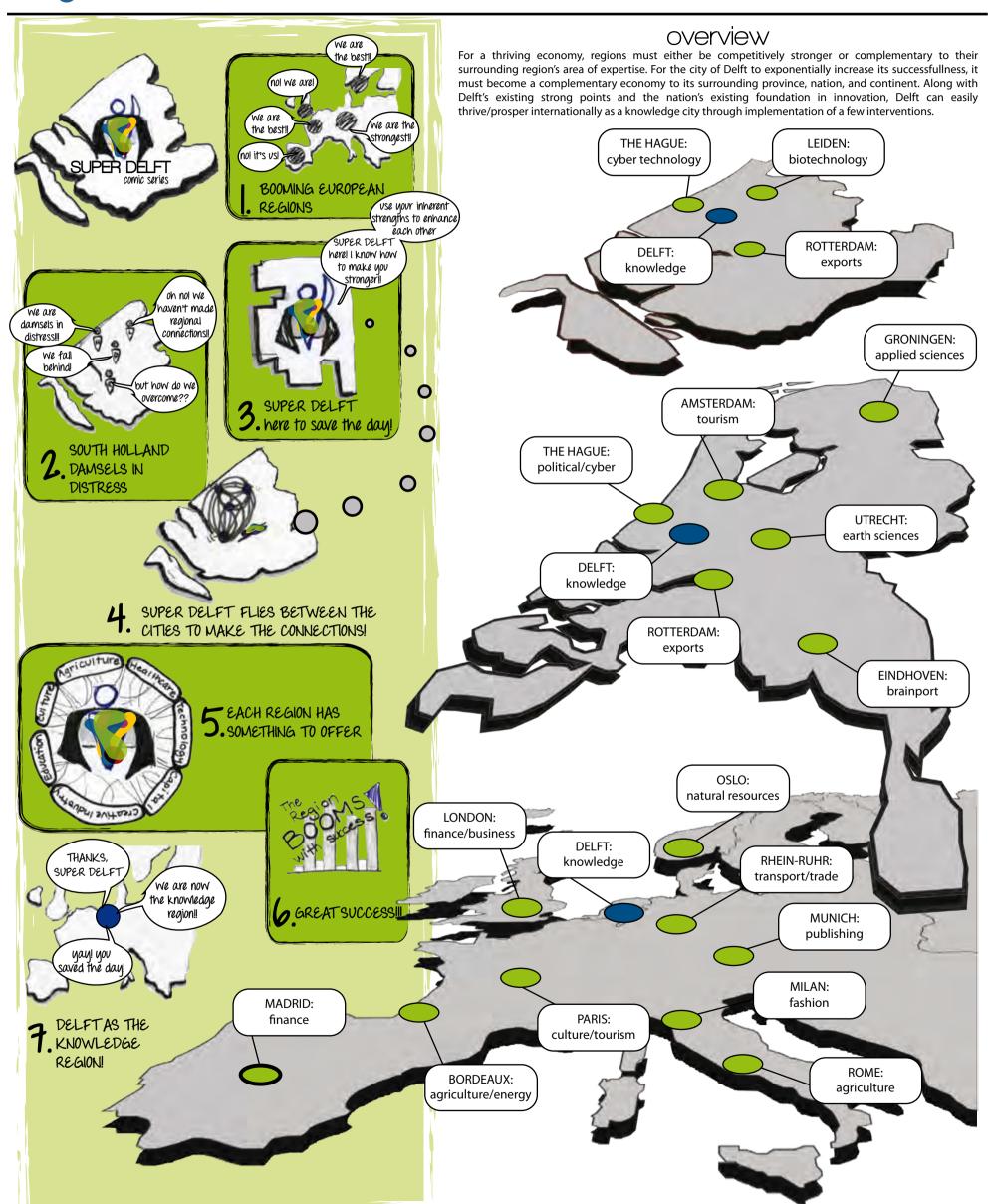
EMPHASIS ON CENTRAL LOCATION OF DELFT AS A TOURIST HUB



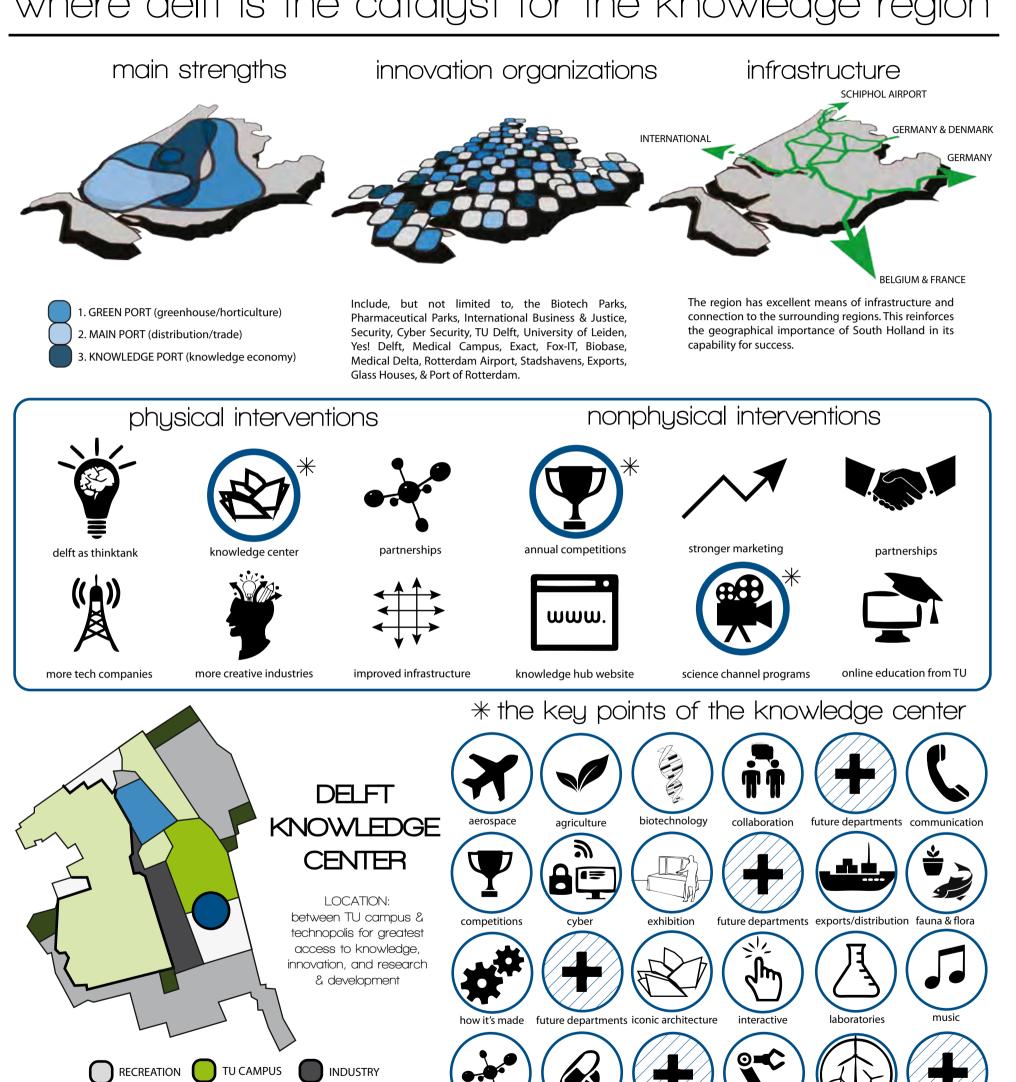
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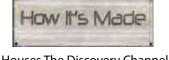


REGIONOVATION



where delft is the catalyst for the knowledge region





RESIDENTIAL CITY CENTER

Houses the International LEGO

League Competition Headquarters

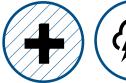
Houses The Discovery Channel: How It's Made Headquarters



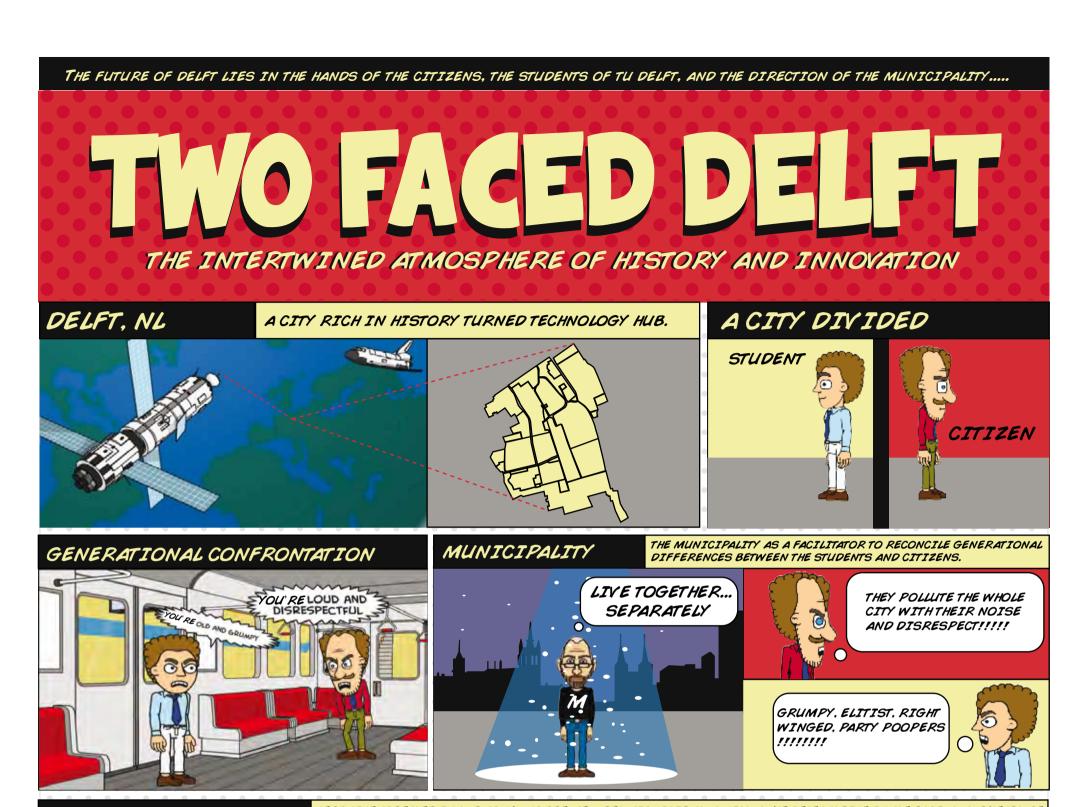


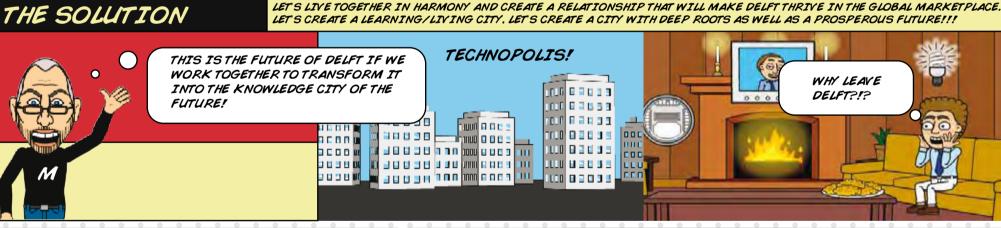


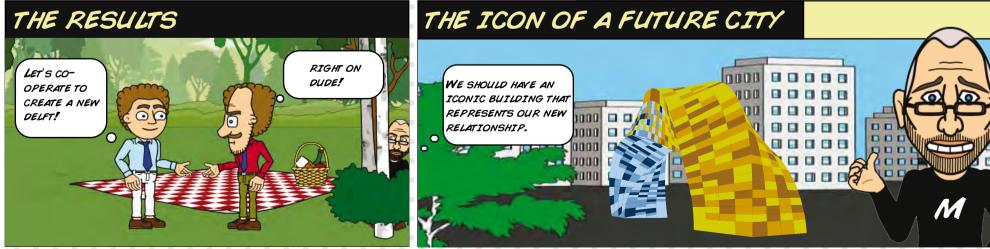




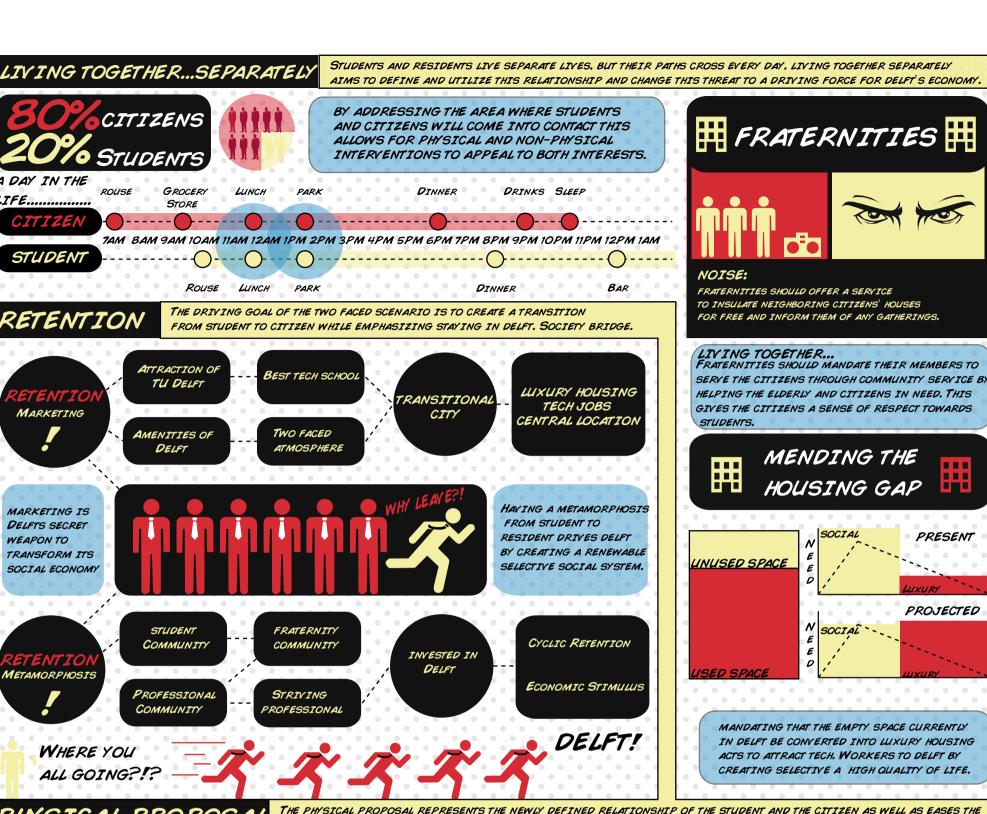








THE TWO-FACED SCENARIO IS A CRITICAL LOOK AT THE CURRENT SOCIAL CLIMATE IN DELFT AND THE PLAUSIBLE FUTURES THAT COULD RESULT OUT OF UTILIZING THIS SOCIAL ENVIRONMENT AS A DRIVING FORCE FOR THE KNOWLEDGE CITY.





PRESENT

PROJECTED

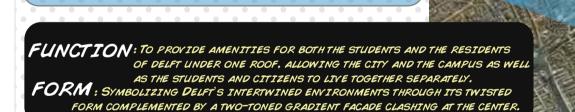


PROGRAM: FRATERNITY HEADQUARTERS, PUBLIC POOL, STUDY AREA,

AREA, PUBLIC THEATRE, PUBLIC PLAYGROUND, AND STUDY AREA.

CLUB HEADQUARTERS, TECH SHOWCASE, MEETING POINT, BAR, CONVENTION

THE PHYSICAL PROPOSAL REPRESENTS THE NEWLY DEFINED RELATIONSHIP OF THE STUDENT AND THE CITIZEN AS WELL AS EASES THE TRANSITION BETWEEN THE CAMPUS AND THE CITY CENTER. THE BUILDING WILL STAND AS A PHYSICAL EMBODIMENT FOR DELFTS FUTURE.



TWO FACE DELFT CREATES THE ECOMONY OF THE FUTURE THROUGH INTERTWINED INNOVATION.

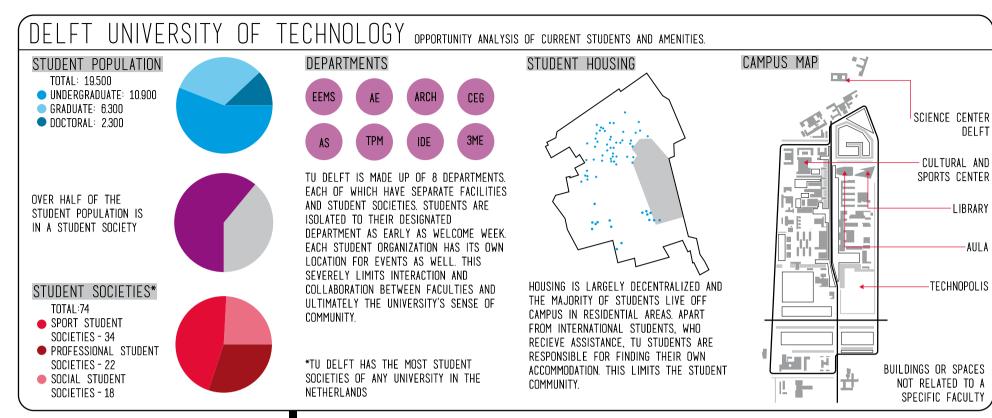


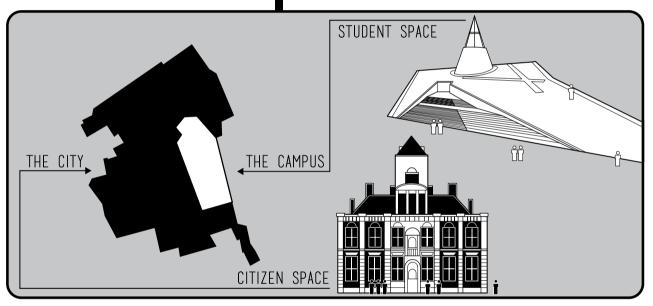
STUDENT/ CITIZEN CENTER AS A SHARED MONUMENT FOR THE FUTURE OF DELFT THAT ACCOMIDATES THE NEEDS OF BOTH INHABITANTS AT DIFFERENT TIMES.

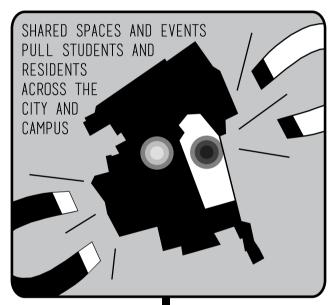
SITE: PLACED AT THE BRIDGE BETWEEN CAMPUS AND THE CITY

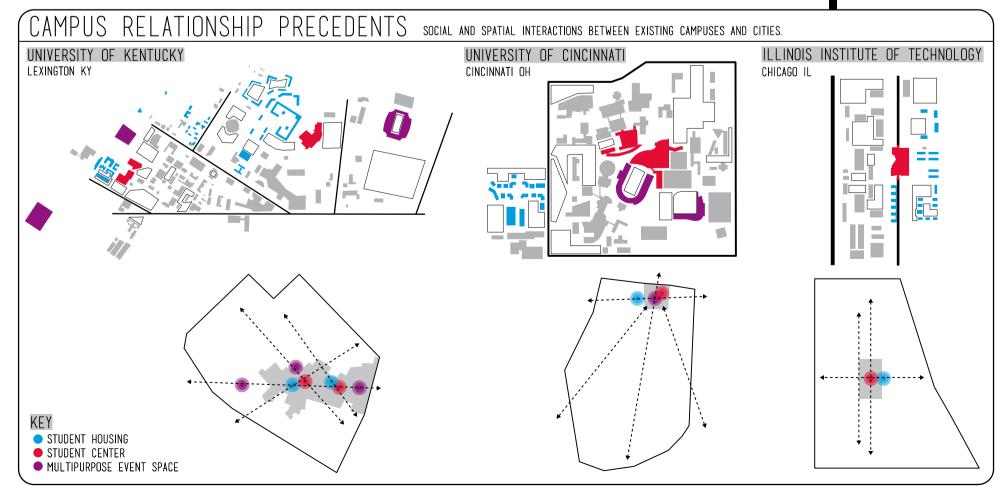
NATURALLY CONNECTING THEM PHYSICALLY AND SYME

O DELFT UNIVERCITY

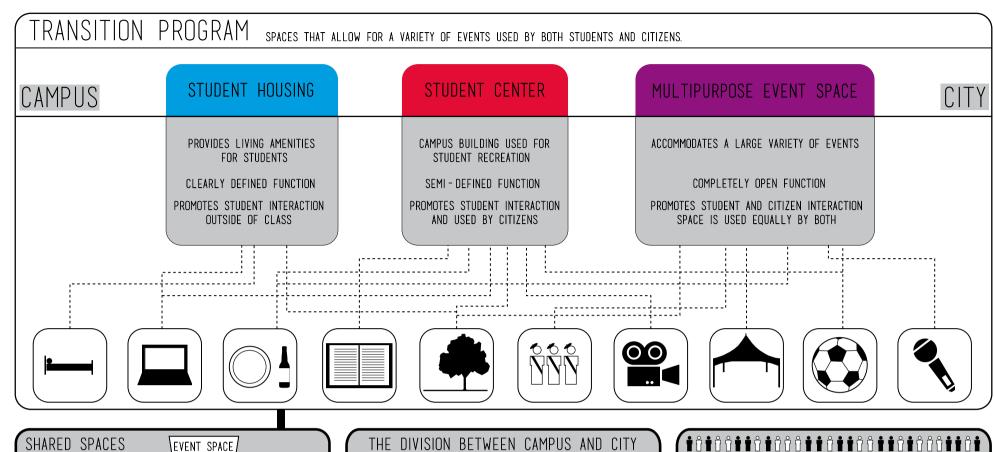


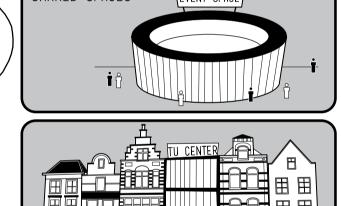


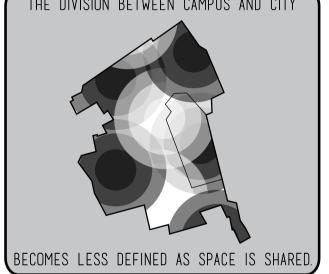


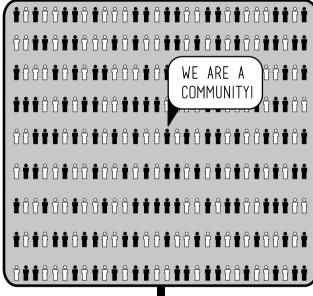


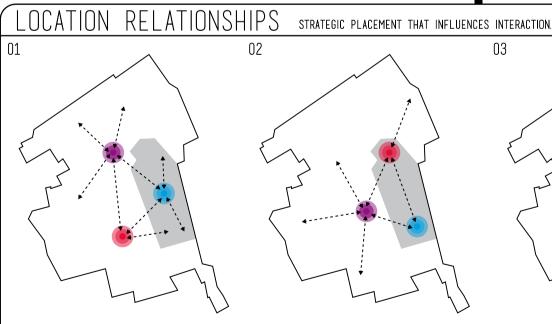
CAMPUS AND CITY HAVE A COLLABORATIVE IDENTITY THROUGH SHARED USE OF SPACES.

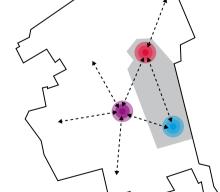


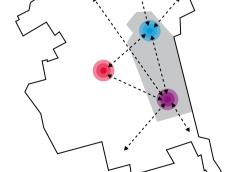


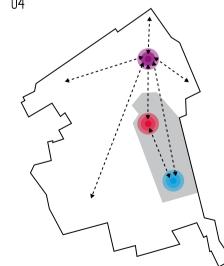












- STUDENT HOUSING IN THE MIDDLE OF CAMPUS STUDENT HOUSING AT THE BOTTOM OF CAMPUS STUDENT HOUSING AT THE TOP OF CAMPUS ALLOWS FOR A CENTRAL DESTINATION FOR ALL STUDENTS
- THE STUDENT CENTER WITHIN THE CITY DRAWS STUDENTS OFF CAMPUS.
- THE MULTIPURPOSE SPACE WITHIN THE CITY
- GIVES STUDENTS CLOSE PROXIMITY TO EXISTING ACADEMIC BUILDINGS.
- THE STUDENT CENTER ON THE OPPOSITE SIDE OF CAMPUS DRAWS STUDENTS ACROSS CAMPUS AND IS LOCATED NEAR THE CITY CENTER. IS CLOSE TO BOTH STUDENTS AND RESIDENTS. • THE MULTIPURPOSE EVENT SPACE IN THE CITY PULLS STUDENTS OFF CAMPUS AND

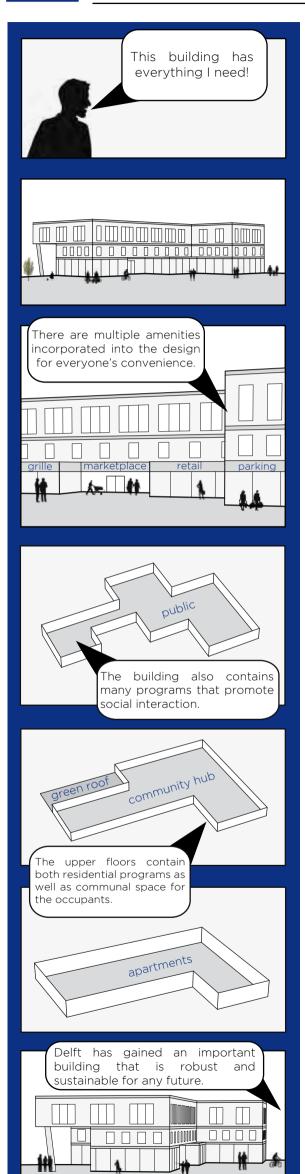
CREATES A PATH THROUGH THE STUDENT

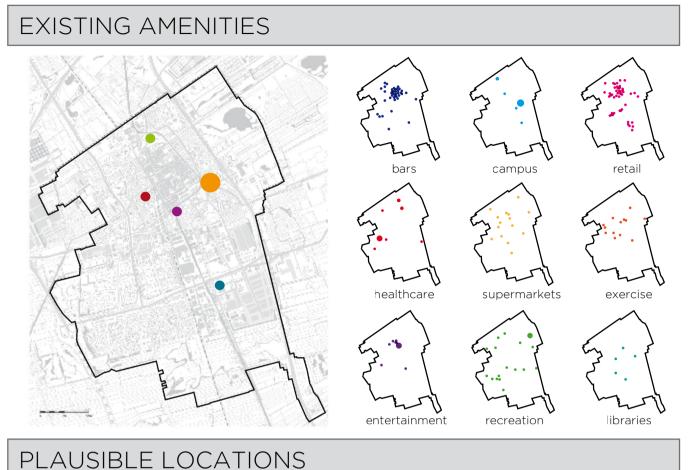
CENTER FOR RESIDENTS.

- GIVES STUDENTS CLOSE PROXIMITY TO THE CITY CENTER
- THE STUDENT CENTER IN THE CITY DRAWS STUDENTS OFF OF CAMPUS AND CREATES
- INTERSECTIONS WITH OTHER PATHS. ■ THE MULTIPURPOSE SPACE ON THE OPPOSITE END OF CAMPUS CAUSES RESIDENTS TO TRAVEL ACROSS CAMPUS.
- STUDENT HOUSING AT THE BOTTOM OF CAMPUS ISOLATES STUDENT LIVING FROM EXISTING RESIDENTIAL AREAS.
- THE STUDENT CENTER ON THE OPPOSITE SIDE OF CAMPUS CREATES A PATH THROUGH CAMPUS AND BECOMES THE MEDIATION BETWEEN THE CITY AND THE CAMPUS.
- THE MULTIPURPOSE EVENT SPACE IS LOCATED ABOVE THE STUDENT CENTER IN THE CITY AND EMPHASIZES THE PATH TO AND FROM HOUSING.

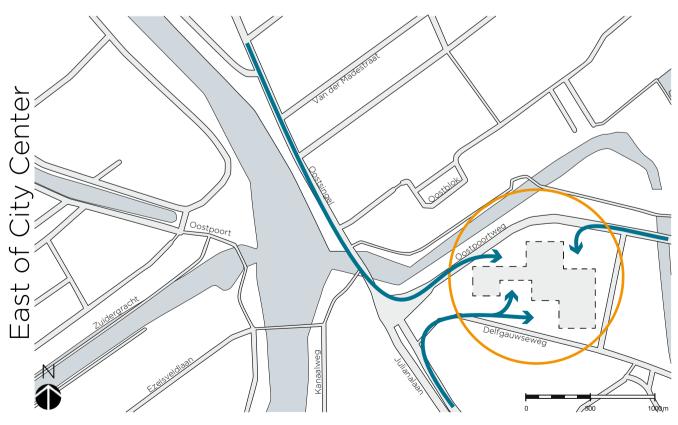
LIVING LAB: an innovative, experimental testing community for new products & technologies **NETHERLANDS** •"an experiential environment in **LIVING LABS** We have problems and suggestions for our city too which users are immersed in a creative social space for designing and experiencing their own future." **KNOWLEDGE PAVILIONS:** •generate a symbiotic intelligence used to stimulate the development of the city. provide a space for knowledge sharing and mass collaboration •architectural icons that establish an IKEA identity for the knowledge city. Delft's Living Lab is currently focused only on housing. INdelft this specificity is broadened to the scale of the city, and located within a series of knowledge pavilions. See what happens when we all work together?! Visitors can test Tips for furnished by prototypes of saving IKEA concept new household energy in products the home **INCUBATING NEW** KNOWLEDGE COMMUNICATION & COLLABORATION **PAVILIONS BUSINESSES** T. LIFESTYLE INdelft PAVILION consumer products Purchase Display of new BikeShare/ medical technology RideShare tickets for transportation train, bike, innovations and Hub, Bicycle products industrial solutions TRANSPORTATION INdelft PAVILION formation technology clean-tech industry (www) Gift shop Visitor maps products of city with featuring ATTRACTING **FUTURE OF** DELFT = database designed & businesses products **INNOVATION HUB** TECH COMPANIES DELFT, NL developed of INdelft designed INdelft flux chair Lab of the city. Businesses, institutions, social housing programs, schools, restaurants, and individuals **EXPERIMENTAL PROTOTYPICAL** Innovative, Inventive, Intelligent, Inspired, Inclusive, Incubator **TESTING GROUND**

HYBRID DWELLING





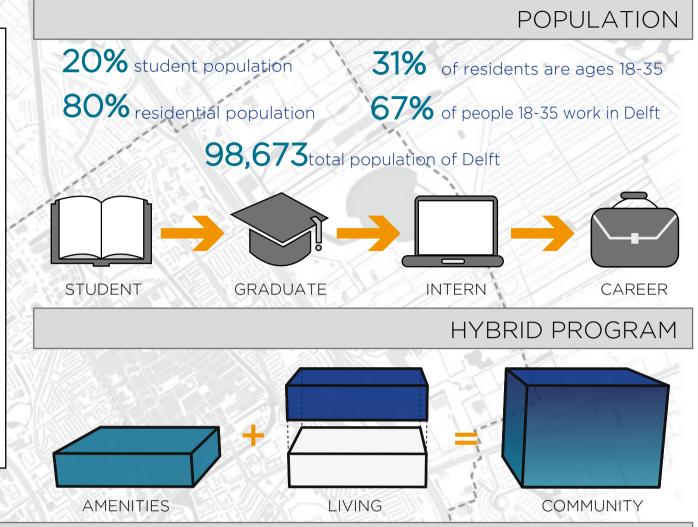
East of City Center Central Delft West of City Center Northern Delft



The site is an optimal location for the 18-35 demographic. It is centrally located in Delft making it equidistant from all the offered amenities. It is close to campus for the students. It borders the eastern edge of the city center for entertainment and business. It is also well connected to all of the available transportation options.

combining various programs into Delft housing

The housing complex is meant for Delft students and residents between the ages of 18 to 35. This design blends the living habits of all incorporating programs into the building and creating different interaction. Such programs include a marketplace, retail stores, and social/communal areas. Because this age range varies in needs and wants, these programs are flexible in adapting to all ages and all possible scenarios. One possibility is to make a variety of different size rooms. These rooms are arranged in a way that will encourage interaction between without disruption of their daily lives. The hybrid dwelling must become a combination necessity, amenity, and community





EXAMPLES OF HYBRID DWELLINGS

Transitlager Reloaded



The design combines a variety of programs, including retail, restaurants, and residences into one cohesive building.

Workingham Town Centre



It shows a good example of how a multipurpose housing complex can become integrated into the city and the public.

Koggens Grand Malmo White Arkitekter



This example shows how simple become an interesting architecture element in the city landscape.

The Mountain



The Mountain shows the mixing of aggregation of apartments can different programs by using an aggregation pattern accented by creative circulation paths.

DELFT SCENARIOS 01- KNOWLEDGE CITY

APRIL MAY JUNE JULY 2013

almere, antwerp, berlin, brussels, delft, eindhoven, the hague, hilversum, leiden, lelystad, rotterdam, utrecht

biking, designing, discussing, drafting, eating, planning, printing, sketching, strategizing, walking

