Channelizing Ile de Nantes

Exploring and implementing a site-specific design approach for post-industrial transformation

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Abstract

All over Europe industrial practices are shutting down, presenting the designers and managers of our cities with the task of reprogramming them to other uses. In most cases, this is done by tearing down the old structures and building up completely new urban districts. Although, in the reprogramming of the post-industrial island Ile de Nantes, the designer Alexandre Chemetoff and his design team employed another approach: refining instead of replacing. The team transformed the island in an inclusive, open-ended process of incremental development, and the design approach gave rise to site-specific, sustainable design, praised by several contemporary scholars and practitioners.

This thesis aims to present the reader with an alternative to the generic way for designing post-industrial landscapes by investigating the Ile de Nantes (IdN) project. The author attempts to translate the design approach used into a more general framework and test its transferability in a case study. The result consists of a framed version of the IdN design approach in the form of Guidelines for IdN Inspired Post-Industrial Transformation, and a case study in Skromberga Industry in Ekeby, Bjuv municipality. The case study partly proves the Guidelines transferability, as it results in a thrifty design proposal for how to initiate a transformation process in the derelict industry of Skromberga, deemed realistic by all parties of interest included.

The study shows that designing in an IdN inspired manner can be a key to more economically, ecologically and socially sustainable landscape architecture. This thesis presents one way for channelizing the IdN design approach, and acknowledges that it takes dedication, collaboration, creativity, effort and time to employ it.

Acknowledgments

A big and warm thank you, to

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INTRODUCTION

In this part of the thesis, the problem formulation, the research questions, the background, purpose and limitations as well as the method used is presented.

"The transformation of former industrial areas for new purposes is a widespread phenomenon happening before our eyes" (Braae 2015: 10)

The issue

Site-specific transformation design —
a reaction to previous complete replacement in post-industrial landscapes
The cities of Europe are currently going through a structural shift. In the rise of the service sector many areas of heavy industry has shut down their practice, giving city authorities, urban planners and architects the challenge of reprogramming large areas of old industrial sites and large scale industrial buildings. Most of these derelict industrial areas have been, and are still, redesigned in a conventional, generic way: old structures are torn down, something completely new replaces the old, and only singular objects of cultural, industrial heritage are preserved (Diedrich 2013: 22). This trend can be seen all over Europe, in places such as HafenCity in Hamburg, the London Docklands and Poblenou in Barcelona.

As a reaction to this strong trend of complete replacement, some landscape architects and urban planners have tried to develop ways of treating post-industrial landscapes in a more site-specific way. They have been creating alternative planning processes, using and refining the derelict industries' existing values and structures, in attempts to derail from the general wish of getting from A (industry) to B (modern housings and shopping districts) in as short amount of time as possible. Instead, they have acknowledge the development as a long-term transformation, appreciating meantime values in designing new urban spaces. Such projects include the Tagus cycle track in Lisbon, Portugal, the Landschaftspark Duisburg-Nord in the Ruhr District of Germany,and last but not least the focal point project of this thesis: the transformation of the French river island called Ile the Nantes.

Why Ile de Nantes?
The Ile de Nantes project is considered to be a good example of contemporary site-specific design in post-industrial transformation by several scholars and practitioners who has studied it (Braae 2015)(Diedrich & Dahl 2016) (Symposium participants in Diedrich, Kahn & Dahl 2015). What makes the project special is the fact that the initiator Alexandre Chemetoff (not to confuse with his famous father, Paul Chemetoff) and his team (Atelier de l'Ile de

Nantes) refrained from using a conventional masterplan: a clear visual goal image. Instead, they used four commandments and a regularly updated mapping diptych (showing the "current situation" paired up with an action plan as a direct reaction to that "current situation") to steer the development (Gravelaine 2009: 16). The process was open-ended, and the project developed in an alternative, responsive and site-specific way, as the aim of the design approach was to link the past to the present somehow, instead of replacing it (Chemetoff & Henry 2009: 371).

This alternative way of transforming, in this context called the Ile de Nantes (IdN) design approach, will be examined in this thesis. Ever since Alexandre Chemetoff stopped being head designer of the project in 2010, the entire design team in charge has switched twice (Samoa 2017), and consequently the design approach applied has changed over time. But as the Chemetoff/AIN-phase was the first, influential and innovative phase (during which time Ile de Nantes became Ile de Nantes) his team's is the only design approach to be examined in this thesis. Therefore, when the term IdN design approach is used, it is not to be confused with later phases.

What is wrong with using a masterplan?
The author of this thesis is not the first to be interested in the strengths of the Ile de Nantes project and the design approach applied, claiming to want to learn from it. It has been an interest of many students of site-specific design, as earlier mentioned, and was also presented as a cutting edge project, a so called "best practice", in a recent EU financed INTERREG-project where scholars from Sweden, Denmark and Norway studied site-specific design and long-term urban transformations. The participants of the project claimed that they wanted to learn how the IdN design approach could be reused, and understand what the benefit and losses of this alternative way of planning and designing could give rise to (Diedrich, Kahn & Dahl 2015: 33-35) which aligns with the inquiry that this thesis is based upon.

To clarify, "design", in this context as well as throughout the thesis, is considered a "course of action aimed at improving any situation" (Diedrich, Kahn & Dahl 2015: 19), rather than a aesthetic answer to a predefined problem regarding a site.

But why is an alternative to the conventional, inherited way of planning and designing of such interest to study? One stated reason is the fact that the conventional masterplan practice could be considered too simplified to answer to the needs of today's complex urban reality. Using a masterplan one expects the future to be foreseeable (Diedrich, Kahn & Dahl 2015:38), yet in the time elapsed between forming the masterplan and implementing it, the conditions regarding social, economic and political factors could change, causing the plan to become partly irrelevant or impractical. This wastes monetary as well as social means of a community; causing frustration and waste of planetary resources (76). Consequently, exploring alternatives to the masterplan is of interest, as it could support the development of a more sustainable society.

Examining a sustainable approach — not a method

Attempting to implement Chemetoff's "best practice" in other contexts could hence be considered of high interest. Although, there is a concern regarding implementation without consideration (Diedrich, Kahn & Dahl 2015:43+67), as design approaches used beneficially in one specific context might not be generally applicable. A consequence of blindly copying a method could be to override site qualities and valuable particularities, counteracting the values of site-specific design. Hence, a translation of the IdN design approach is to be attempted, that would move beyond the original preconditions of the project, not a presentation of exactly what has been done in Ile de Nantes.

Testing the transferability by implementation

In the field of landscape architecture, theory and practice is highly intertwined, and students of the field gain deeper insight by not separating them, but letting theory and implementation complement each other (Hill 2005: 152). Hence, to make a case study based on the framed IdN design approach would further explore how practical it is to transfer.

The context in which the design approach is to be implemented in this thesis is a Swedish one. Sweden has a lot of old industrial sites being reprogrammed at the time, according to personal observations during the education preceding this thesis, mostly in the conventional way, by using masterplans as a tool for "closed-end" processes. Examples include the Western Harbour in Malmö, Frihamnen in Stockholm and Kopparlunden in Västerås. This thesis will not explore such major Swedish towns though, but rather the possibilities of using the IdN design approach in a declining industry in a Swedish small town. A case study in a highly different context than Nantes, in terms of scale, geography, financial means, local identity, and culture could probably more efficiently test the transferability of the framed design approach, than case study on a similar site.

Thesis questions

In exploring the subject, the ambition will be to answer the following questions:

· How can the design approach, that successfully and site-specifically transformed Ile de Nantes, be translated into a more general framework?

· Can the framed IdN design approach be applied beneficially in transforming a small-scale, derelict industrial site in Sweden?

But why do I ask these questions?

Because I want to learn about Ile de Nantes. I want to understand what Chemetoff and his team did, and how they managed it.

That is the first and foremost purpose of this thesis.

"In design theory and practice, the range and variety of possible readings too rarely has been made clear" (Burns & Kahn 2005: xviii)

Background, purpose and limitations

A thesis sprung from an interest in site-specific design

The idea for examining the subject of site-specific design came from hearing two separate lectures on the subject that Andrea Kahn and Lisa Diedrich held during the bachelor years of my education at SLU. Being intrigued by the subject I later read Kahn's and Carol Burns' book "Site Matters" as well as Diedrich's thesis, finding the Ile de Nantes project to spark my interest whilst reading the latter. I had heard about the IdN project from several sources during my bachelor years, but only touched lightly upon the subject. There was something about transformation, an open-ended process, site-specificity, and that the some kind of plans had been evaluated regularly. I wanted to understand what had been done, and if the approach could possibly be translated and used elsewhere. Or would that be contradictory, to try to re-use something site-specific? I decided I had to try, to find out.

But why transfer the design approach into the context of a Swedish small town industry? Discussing the subject of Ile de Nantes with a colleague performing an inventory on three minor post-industrial cities in Scania, we came to talk about whether using a method of refining rather than starting anew could be beneficial in those types of towns; with small financial means, identities depending on their (often rich) industrial/cultural heritage, and citizens passionate about their communities. I had learned during my education at SLU that such post-industrial small towns often find themselves in a tight spot when it comes to reprogramming their old industrial areas, due to the size of the areas and small financial means , which often causes the development to stop entirely. This leads to decay of valuable environments and dissatisfaction amongst the citizens. The purpose for trying out the framed IdN design approach in such a context would be to look for a solution to this tight spot-situation, and at the same time try out the general transferability of the framed design approach. Hence, the formulation of the thesis-questions.

Studies putting the SLU education into perspective

The aim of this thesis is to explore and try out an alternative method of reprogramming a former industrial site, and understand what happens when trying to transfer it into

another project. Examining the IdN design approach in this manner may put the traditional and conventional way of planning and designing into perspective, which would render a deeper understanding of site, site-specific design, transformation design and the capabilities of landscape architecture. Acquiring the skill and knowledge of approaching a design work in an alternative way could make me a more conscious and aware landscape architect, developing my skill. Because: "engaging other points of view makes it easier to notice the blind spots in the workings of one's own mind" (Diedrich, Kahn & Dahl 2015: 44). That is, by scrutinizing another designer's method of work, I might also become more conscious of my own design process, taught to me by SLU, putting my design education into perspective. This could be considered a rather suitable aim in a master's work, as it concludes my studies.

The target group for the thesis is other students and practitioners of landscape architecture, architecture, urban planning and urban design. The information and knowledge presented to them in the thesis could contribute to the on-going discussion on site-specific design, transformation design, and alternatives to the conventional planning and design practice, and give the readers some new insight in the matter. Possibly inspiring them to become more aware planners, designers and clients as well. It might also inspire the readers to try out the framed IdN design approach themselves, on similar or different types of industrial sites. This would expose them to new knowledge on practicing site-specific transformation design, and possibly widen the range of new, exploratory urban design.

The thesis will not evaluate the best way of approaching site-specific transformation design, but rather try out one alternative: the one used in Ile de Nantes during the 00's. The guidelines extracted from framing the IdN design approach will not be tried out in a quantitative way, which could refine them further by trial and error, but will due to time-limitations be tested in a single case study, and be evaluated based on that one case. The result will not be a claim to have framed the "very best practice" design approach for post-industrial transformation, but to present one alternative method of approaching a site, compared to the generic way of designing.

Another limitation is the fact that the French design documents and literature will not be studied, due to lack of knowledge in the French language.

"History offers few images, few tools, and few models for capturing the relationship between a project and its locale" (Burns & Kahn 2005: xx)

Research design

The research in this thesis regards design, and there are basically three ways research and design can be combined. Firstly we have research on the concept of design, which aims to improve the quality of a design work. Secondly, one can research design by attempting to understand a specific designed object or design process. Thirdly, design can be used as a research method to learn something new (Lenzholzer, Duchhart & Koh 2013: 121). In this thesis, all three of these combinations will be used to form an understanding about the IdN design approach. The IdN design process will be scrutinized, then a design work will be carried out to understand the transferability of that very process, which will hopefully result in a larger understanding on site-specific transformation design, improving the quality of future design work.

Starting from the beginning of the thesis process, overall knowledge on the IdN project and its theoretical context was gained through initial supervision and general rummage in contemporary literature on the subject (provided by the supervisor and found through informal searching, so-called "consciously random literature search" (Rienecker & Stray Jørgensen 2008: 215)), before the thesis work was initiated and the thesis questions framed.

After that general, wide research-phase, the issue, purpose and thesis questions could be framed, and the actual thesis work initiated. To be able to answer a thesis question, interlinked theory can be studied and used to develop a method for further examination of a subject (Rienecker & Stray Jørgensen 2008: 293), which was done in this thesis. A Framework for Examining Transformation Design Approaches was developed to use in scrutinizing the IdN design approach, since an existing, well formulated framework could not be found in the theory studied. The Framework is based on the interpretation tool Diedrich developed in order to scrutinize the site-specificity of post-industrial harbour-transformations in her PhD, combined with Ellen Braae's theory on transformation as design as well as theory on site-specificity. The method for finding relevant literature was to ask for guidance from the supervisor, and perform a "chain literature search", starting from the sources provided by the supervisor. A "chain literature search" means to let the references and

sources presented in the literature studied lead the way in searching for further relevant sources, and than make a selection on what to include in the research (Rienecker & Stray Jørgensen 2008: 215).

Using the Framework developed as a method, the Ile de Nantes-project was examined. A literature study was performed, where the IdN design approach was framed, resulting in general guidelines. The method for finding relevant literature on the Ile de Nantes project, as well as subjects intertwined to it, was yet again to ask for guidance from the supervisor, as well as performing a "systematic search" for literature in the databases provided by the SLU Library. A "systematic search" is a method where specific subjects are more directly approached (Rienecker & Stray Jørgensen 2008: 216). The search words used were "Ile de Nantes", "Chemetoff", "sustainable + design", "heritage" and "planning + participation". Yet again, relevant sources led to finding further relevant sources, in a chain reaction, and the literature found was complemented further. The result of the examination on the IdN design approach gave a answer to thesis question one, in the form of Guidelines for IdN Inspired Post-Industrial Transformation.

To further test the transferability of the Guidelines, design as a research method was used, as they were tested in a case study. Several municipalities in Scania was initially contacted by email, all with a derelict factory or mill. A collaboration with Bjuv municipality was initiated due to share of interests in the IdN design approach. The search for possible municipalities to collaborate with was limited to Scania to assure that several site visits would be possible.

The case study of Bjuv was initiated through an interview and discussion with the Municipality Architect and Head of Planning of the municipality. The Ile de Nantes project was presented and discussed, as well as possible case sites in Bjuv where the framed IdN design approach could be tried out. The interview method used was an "open interview", which means that the interviewees were asked open questions and were allowed to steer the discussion in the direction they wanted, as the interviewer aims to reach a contextual understanding (Lantz 1993: 21) in this case regarding Bjuv, industrial transformation in Bjuv and the possibilities of a case study. The method for documentation was in this, as well as all interviews, taking notes.

Skromberga Industry in Ekeby was chosen as a case place, due to a deadlock situation concerning the area: the municipalty wanted to develop the derelict industry, but had not come to terms with how, for several reasons. Moreover, there were several articles and reports written about the area, and documentation on a citizen participation process regarding the future of Ekeby existed, which presented favorable conditions for quickly understanding the issue concerning the site.

A site visit to Skromberga Industry and Ekeby was performed, including walk-and-talks with two focus groups: one with two employees of CC Höganäs (the company owning the area), followed by a general discussion and a second spontaneous walk in the northern area of the industry, as well as one walk with the local heritage society, Skromberga Akademi, also followed by a discussion. During the walk-and-talks, a photo study was performed, later used as a basis for the mapping of the area. During the walks, the site, its history and the participants' personal relationship to the industry was discussed, and during the following group discussions the possibility for using the IdN design approach for initiating a development

in the area was discussed. To perform walk-and-talks, an interview method which combines the collection of detailed information about site specifics and the status of an area with a discussion on experiences and points of view with a person or party of interest (Laval: 1997: 47) (Mellqvist 2017: 57-58), was chosen as it was a main method used in the IdN project. The following discussions with the focus groups were arranged as informal group interviews, in a mixture between " openly directed interview" and "semi-structured interview", which means that general questions resulting in open answers initiates an interview, but that pre-formulated questions, resulting in more direct answers, are asked at the end of the interview session (Lantz 1993: 21). That is, the interviewees' willingness to talk about other subjects related to Skromberga was encouraged, to enrich the discussion with unsuspected insights and build on the mutual trust, but that questions ultimately steered the conversation and made the conversation fruitful in the context of this thesis. The questions asked (not in this particular order but as the subjects were touched upon in the conversation) were:

- How do you think one could invite people to this area?
- What would attract you?
- What interest you most regarding Skromberga?
- What would a first initial step in developing this area look like to you, if you have to be realistic?
- Who else but you should I ask these questions?

In the discussions with both focus groups a hand drawn map of the industry was used as a basis for the discussion. Furthermore, the material used at the site visit was, pen, paper and a camera.

    After the site visit a mapping of the area was created based on the result of the visit, and a potential initial project was formulated based on the result of the discussions. This was then discussed in a workshop with the Municipality Architect and Head of Planning of Bjuv, to further understand if and how the potential initial project could be realized. A representative from the Regional Museum of Scania, which had collaborated with Skromberga Akademi in previous projects concerning Skromberga, was also invited due to encouragement from Skromberga Akademi. During the workshop, the Guidelines for IdN Inspired Post-Industrial Transformation were presented, as well the result of applying the Guidelines in Skromberga (the suggestion of an initial project). The workshop was arranged as a "focus discussion", which means that the group talked about predetermined subjects, and was allowed to talk freely until the discussion was drained (Rosenqvist & Andrén 2006: 76-77). The material used was a presentation, pens, paper, printed versions of the presentation and printed images of the area. The frames for the workshop was:

- 10min introduction, and general discussion about the site
- 30min presentation of the Guidelines, as well as the potential initial project (including questions)
- 5min reaction to the Guidelines and suggested project
- 10min brainstorming on how the project could be realized
- 5min discussion on the best way to proceed
- 5min discussion on how realistic the suggested project was

This schedule constituted the frames for the discussion, but yet again derailments were encouraged, to gain broader understanding and build trust. This was the last meeting with any party of interest within the frames of the thesis. Each meeting was booked incrementally, as the process of the case study unfolded: when the results of the prior meeting had been evaluated, the next was organized. There was no masterplan for the case study, but how to carry on was discussed and decided on together with the parties of interest included.

The research questions were answered by evaluating and reflecting on the resulting Guidelines as well as the result of the case study in Ekeby.

In basing this thesis on a general interest rather than a predetermined question or task, as well as keeping the interviews and workshop semi-structured and incrementally booked, serendipity is an important aspect of the research performed. More rigid methods for answering the questions is not considered profitable in the context of this thesis, as designing through researching and researching through designing is an unpredictable process. A designer can never know what he/she will find, or how to engage in it beforehand (Meyer 2005: 102). This eclectic and incrementally chosen variety of methods could be described as a Pragmatic Research Through Designing, as it combines different methods into a custom made research process in order gain knowledge regarding a specific context. (Lenzholzer, Duchhart & Koh 2013: 124)

Visualization of the research design time-line

consciously random
literature search

?

supervision

reading
Diedrich's
PhD

unstructured
studies on
IdN and
interlinked
theory

ISSUE

initial
meeting
in Bjuv

IDN

EXPLORATION
TOOL

SKROMBERGA

GUIDELINES

EXPLORATION
Reading articles and books

CASE STUDY
Site visit
Walk-and-talks
Photo study
Interviews
Workshop

Formulating:
Discourse
Mapping
Project

Discussing:
Updating
Open-Endedness

!

EXPLORING SUBJECT | FORMULATION OF THESIS WORK | STRUCTURING STUDIES | STUDYING | SYNTHESIZING/REFLECTING

Fig.1: A simplified image of the research design and the process
distilled, presenting the reader with a comprehensive overview of
the thesis.

Road map

In the Introduction part of the thesis, the problem formulation, the research questions, the background, purpose and limitations as well as the method is presented.

In Part One of the study, the Ile de Nantes project is examined. In the first chapter a Framework for Examining Transformation Design Approaches is developed, from theory on site-specificity and transformation design. In the second chapter the Framework is used for examining the Ile de Nantes project, and the findings are presented. In the third and last chapter, these findings are organized as Guidelines for IdN Inspired Post-Industrial Transformation, answering the first thesis question.

In Part Two the transferability of the Guidelines is tested in a case study on Skromberga Industry in Ekeby, Bjuv, answering the second thesis question. In the start of each new chapter an icon of the visualization of the Guidelines underlines what part of the process the chapter concerns.

In the Reflection part the results of Part One and Part Two is discussed, as well as the method used and theory studied.

THESIS

Introduction

Why and how is the thesis written?

Part One - IdN

1: Framework
2: Examining
3: Guidelines

Part Two - Case

1-5: Implementing Guidelines at Skromberga Industry

Reflections

What have we learned?

RESEARCH RESULTS

CHAPTER ONE

New chapters are marked with large, blue text.

Conclusions are framed by a blue double line.

Result summaries are framed by a orange double line.
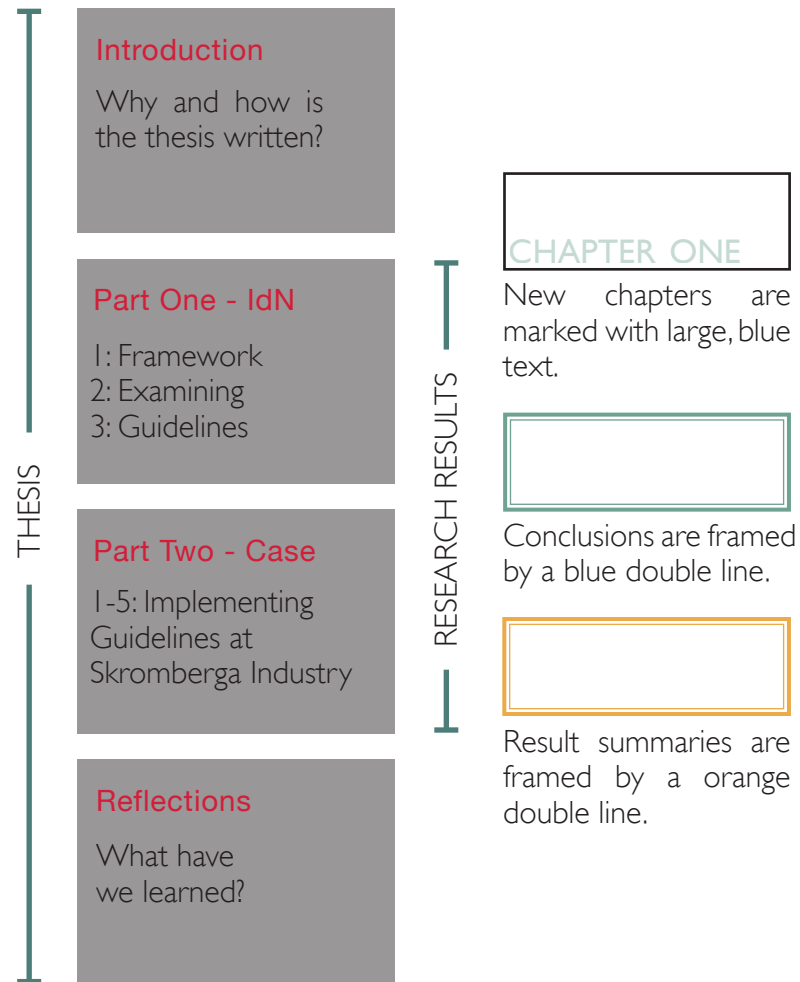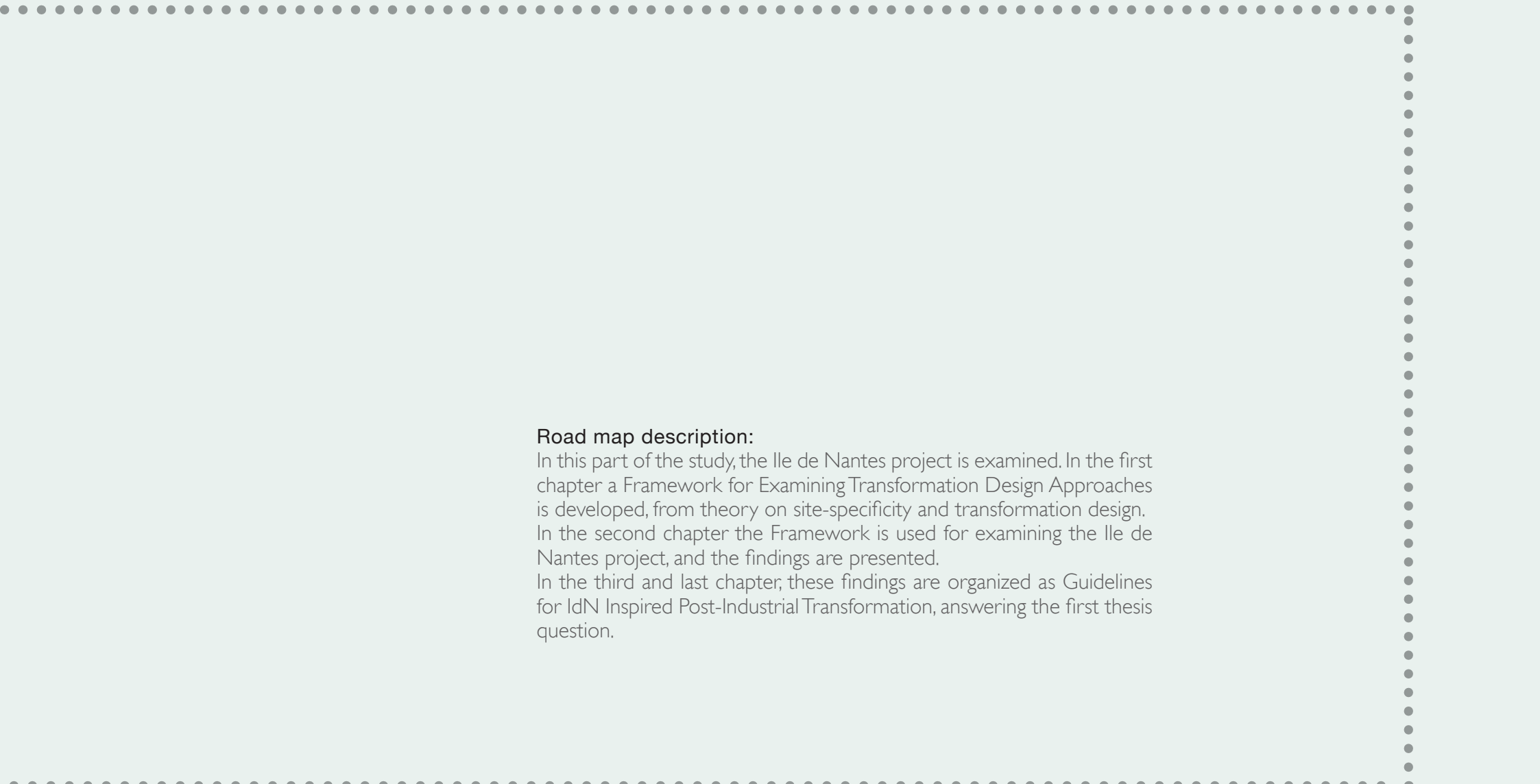
Fig.2: Visualization of the road map and a layout guide

PART ONE
Examining the IdN design approach

Road map description:
In this part of the study, the Ile de Nantes project is examined. In the first chapter a Framework for Examining Transformation Design Approaches is developed, from theory on site-specificity and transformation design.
In the second chapter the Framework is used for examining the Ile de Nantes project, and the findings are presented.
In the third and last chapter, these findings are organized as Guidelines for IdN Inspired Post-Industrial Transformation, answering the first thesis question.

Framework for examining a design approach

To understand the IdN design approach, it is helpful to use a framework for how to examine it. The framework developed in this thesis is built on theory regarding site-specificity and transformation design, which provides knowledge and a vocabulary helpful whilst examining the IdN design approach.

CHAPTER ONE

Site-specificity

The concept of site-specific design has evolved and co-evolved with several different sciences over a long period of time, and will continue to do so as the instruments for analyzing, representing, and intervening at sites alter (Burns & Kahn 2005: xvii) (Meyer 2005: 121) (Diedrich 2013: 80) (Hill 2005: 151). Hence, there is no general definition of what site-specificity means to landscape architects, only an on-going discussion to get involved in, which goes hand in hand with the equally evolving concept of site. Only some voices of the discussion will be included in this thesis.

Site as constituted by physical, immaterial and temporal attributes

A site, in the context of landscape architecture, is that parcel of land one is to plan and design: a part of the surface of the earth for a designer to read and edit (Burns & Kahn 2005: x) (Beauregard 2005: 39). This expectancy of an upcoming alteration is what differentiates site from being synonym to approximate terms such as place, space, parcel or lot.

Yet, site is more than a blank space inside an ownership border on a map. A site has content. All this content combined constitute a site (Meyer 2005: 95-100). Consequently, one can define site as a framework for this content: a land-form, and a physical structure (103).

But physical attributes, such as houses or industrial remnants, are not enough to define a site. Because geomorphological and ecological forces (such as glaciation, erosion, and the natural succession of vegetation) also affect the constitution, and they are non-static, ever changing and often more large-scaled than the boundaries of the site they affect. Seeing site as a fragment of its context means to include these larger forces, but also that a site is constituted by "more than meets the eye", incorporating immaterial aspects to the definition of site as well (109). Because a visitors associations expand the understanding of a site, as the fragment alludes to the greater picture, like a single coal mine track alluding to a larger industrial heritage.

Another consequence of site being a fragment of large-scale physical systems is that unique combinations of temporal happenings due to these processes also defines site. Understanding site as a temporal phenomenon alludes

to the fact that subjective and experience-based attributes (112) such as sun against a leeward wall in early springtime can define a site just as much as the physical attributes of the site (in this case the wall itself).

Consequently, in seeing site as both a physical framework, a fragment alluding to the immaterial, as well as a temporal phenomenon, to design site-specifically is to register and map these characteristics, and respond to them in the editing of the site, by amplifying them, suppressing them or refining them(Meyer 2005:102).

Site and context intertwined

But not only does the bigger systems affect the constitution of a site. A new design would also affect the constitution and forces of the context. Consequently, one might acknowledge site as a trinity of areas (Burns & Kahn 2005: xii):

1. The area of control: The parcel of land inside the legal property lines, that a landscape architect can directly affect with the planning/design work.
2. The area of influence: The area constituting the larger system of forces affecting the area of control.
3. The area of effect: The area impacted by design work within the area of control.

Understanding an urban/post-industrial site in this light goes beyond seeing site as a fragment and a temporal phenomenon constituted by ecological and geomorphological processes. Because man-made sites are complex in their essence. They are unstable, boundary-less and multidimensional, due to their complex physical, immaterial and temporal surroundings (Kahn 2005: 282-285), that is: the surrounding man-made buildings and structures, the geographical context, the societal and political structures, the economic context,the high frequency of temporal events, and so on. Acknowledging this, one can define especially an urban site, as a relational construct (294). The relationships to the surrounding context stretches from local and regional to a global scale

momentously, expanding the area of influence and effect infinitely through space and time (291).Because when reading an urban site, one might start with acknowledging the local context, such as the shading of nearby houses, but end up understanding that regional or even global forces also affects the site, such as the connectivity to infrastructural patterns in the landscape and the local and global economical situation.

Site-specific design, seen in this light, embraces the complexity of site as a relational construct depending on both the place-bound properties of the geology, ecology and man-made structures, as well as more fluid, temporal, (perhaps political, societal or physical) properties within the trinity of areas constituting a site. This is condensed in Diedrich's definition of site-specificity: "A design can be said to be site-specific if we are able to detect close links between the designer's reading and their editing and if we discover that those designers combine place-bound as well as transient aspects in an oscillating relationship." (2013: 91) Un-site-specific design in this sense is when the reading of the physical, immaterial and temporal aspects of site and the following editing does not correlate at all (Diedrich

2013: 46). This type of design approach can be seen as a mere choice of style; an over-simplification of site reading and editing (Mayer 2005: 114).

Different narratives — same site

Yet, what constitutes a site does not only depend on the relational construct of physical, immaterial and temporal attributes within the trinity of areas. It also depends on the relationship between the site-reader and the locale (Kahn 2005: 290). In this sense, site is also defined by how people imagine and remember it: their personal site narratives. This means that a site is constituted by several (sometimes contradictory) narratives regarding an objective reality; narratives of citizens, authorities or business owners that can be acknowledged, used, refined, ignored or dismissed in the design work (Beauregard 2005: 40) (Burns & Kahn 2005: xxiii). Therefore there is no true essence of a site to be unfolded or understood (Beauregard 2005: 42) (Meyer 2005: 102) (Kahn 2005: 286), but only different perceptions on it.

Depending on what narratives the designer chooses (or happens) to include and distill in its design work, the

"Good planners and designers recognize the compulsion to engage in abstraction and reductionism. They grapple with narratives that others might discard. They attempt to use nonprofessional understandings to add, rather than subtract, meaning." (Beauregard 2005: 42).

understanding and editing of the site will differ (Beauregard 2005: 42) (Meyer 2005: 102), which means that many different designs of a site can be site-specific, and that a site can never be permanently "fixed", due to the multiplicity and changeability of the narratives that partly defines it. To design un-site-specific, in this sense, is to see a site as a tabula rasa (meaning: a clean slate, absent of content (Oxford dictionary 2018-04-13)) and ignore the narratives at site in favor of a simplified point of view. In that sense, site-specific design depends on the values, ideology and cooperative spirit of the designer, as well as on its active choice to work in a site-specific way (Kahn 2005: 292-293). This applies not only to inclusion of narratives, but inclusion of all site-specifics.

Site-specificity as time specificity
Elaborating on acknowledging site as a temporal phenomenon, how a designer has approached and valued the transitory attributes, and stayed responsive to the ever-changing processes and context of a site and its narratives affects the site-specificity of a design work. Because searching for something site-specific means to undertake

the complicated task to search for aspects tightly bound to a physical site, in a world where sites are ever changing. To oscillate between those two, the place bound and the fluid, the static and the changing, the rooting and the up-rooting, can be considered working in a site-specific way in our contemporary world (Kwon 2002: 8), as stated in Diedrich's definition. In an industrial transformation context, as the Ile de Nantes, the designer oscillates in-between tabula rasa and museification (Diedrich 2013: 78); never starting anew completely and never keeping everything as it is entirely.

In addition to oscillation between the transient and the place bound (a pendulum movement), site-specific design can also be considered to have a wandering direction in its consideration of constant flux, which can be described by the term radicantity, introduced by art theoretician Nicolas Bourriaud. In this globalized era of re-invention, people and art are like ivy: a radicant plant that roots itself in new places as it grows and moves onwards. As could site-specific urban design be described. The metaphor of the radicant ivy incorporates the oscillation between the rooting and the up-rooting, but also an ability to conform

and stay responsive whilst incrementally moving forward. Therefore, if a designer succeeds to stay responsive and keep the design process open-ended and radicant, a design can be considered site-specific in its time-specificness (Diedrich 2013: 84-86), adding the aspect of timing to the definition of site-specific design.

To design requires sites as a representation

Whilst designing it is impossible to grapple and work with the entire complexity of narratives, temporal and place-bound attributes as well as their relationships within the trinity of areas constituting a site, without framing the site through some type of representation. (Kahn 2005: 286-287) The represented site (consisting of drawings, sections, plans, models, conceptual drawings, and/or video recordings) is essential for analysis and for channelizing professional creativity, which is a necessity for a landscape architect/designer in handling the complexity of a design work (Beauregard 2005:55)(Braae 2015: 282) In other words, organizing the reading through representation is what enables the editing.

That means, whether they are based on an over-simplified image or an intricate and elaborate study, choices and priorities of what to represent and how to represent have to be made in a design work, which will always mirror personal values of the designer(s) and its collaborators (i.e colleagues and client).

"Transformation theory is the theory of change, in this case change in ruinous industrial landscapes. The starting point is to change "something" into "something else", in full awareness that neither "before" nor "after" are static conditions" (Braae 2015: 278)

Transformation design

Now we know more about the contemporary discourse on what site-specificity means to landscape architects. But how did Chemetoff achieve it in his project? As earlier alluded, the site-specific successfulness of the re-programming and re-designing of Ile de Nantes lied in transforming rather than building anew in the area.

Transformation design — a new field

Transformation as a design practice and scientific field (or "transformation design", as it will be called in this thesis) is considered new and not fully explored (Braae 2015: 276)(Diedrich 2013: 54), even though the interest in developing something new from existing qualities is growing (Diedrich 2013: 59). But what differentiates transformation design from conventional design? In the conventional design practice, the architect's assignment is formulated before the design process has started, and results in a clear representation of new, original forms and ideas (Diedrich 2013: 55), often in the form of a (master) plan. The core of transformation design, on the other hand, lies in finding rather than inventing (Braae 2015: 276), as the designer engages in the existing site-specifics, tries out interventions, re-evaluates, and engages yet again in the site (Braae 2015: 55), in a non-linear process. Hence, the reading is tightly connected to the editing in transformation design, which interlinks it to site-specific design. One might state that transformation design is site-specific design, but site-specific design does not always have to include transformation as a design practice.

Another aspect of transformation design that differentiates it from conventional design is the fact that not the entire site is engaged in at the same time. The site that is to be reprogrammed, in this case a derelict industry, is seen as an area constituted by several "objects of transformation". These are sites within the area which in a refined state will drive the transformation, and have a positive effect on the area as a whole, (Braae 2015: 285-286). In that sense, the derelict industry (and its context) becomes the area of influence and effect, and the objects of transformation becomes several areas of control. Hence, the single design actions at site-scale alone drives the intended design work at the larger scale, in transforming the entire derelict industry.

Design as transformation is a mindset that refers both to preservation and to creative intervention (...) bridging the gap between museification of sites and a total make-over of them." (Diedrich 2013: 54)

Finding the "motor" aspect in the site reading

To transform, in its essence, means to develop something existing, so to fully frame the existing site specifics is crucial in transformation design. Consequently, a meticulous mapping has to be the basis for the site representation. The site specifics (physical, immaterial and temporal attributes) can in transformation design be read and categorized into three main groups: material attributes (physical materials and structures), dynamic processes (natural processes and human practices) as well as immaterial aspects (discourse, memory and atmosphere) (Braae 2015: 290-291)(Diedrich 2013: 91-92). All these attributes together constitute the complexity of sites, as taught to us in the section about site-specificity, but what site specific(s) is read as the "motor" of a transformation design project differs from project to project, depending on the values of the designer (Braae 2015: 290).

Site editing within four transformation paradigms

To sort out how the different ways sites can be edited and intervened in when it comes to transformation design, one can categorizes it into falling within four different transformation paradigms; designerly patterns and methods of intervention. These are called the Difference-, Continuity-, Cultivation- and Optimisation paradigms. They differ from each other in the way the designer handles time specific values whilst intervening and the expression of the resulting design, but they are in no project isolated from each other, although one may be more influential than the others (Braae 2015: 305).

To work within the Difference paradigm in editing a site means to ensure that the remnants of the past and the interventions of new and modern architecture evidently contrast. The interventions are highly different in style to the existing site specifics, which make them enhance each other. This paradigm only functions as long as the "new" design is perceived as "new" by the visitor (Braae 2015: 293-295).

To play out the editing within the Continuity paradigm on the other hand means to focus on saving the heritage/site specifics that are deemed valuable to retain. This can be done both in terms of traditional preservation, but also by re-using, re-cycling and reprogramming old physical attributes, dynamic processes as well as immaterial

aspects. In this paradigm, the intervention of the designer is less visible than within the Difference paradigm (297).

The Cultivation paradigm is similar to the Continuity paradigm, but the Cultivation process is always open-ended, and time is regarded as the most important building block. Within this paradigm the designer uses the current status of an area as a platform of departure, incrementally updating the goal of the transformation-journey as the status of the area evolves and alters with the refinement of each object of transformation. Design interventions are hence seen as trials, each followed up by an evaluation (300-302) to understand how to proceed suitably with the transformation process. This can be seen as a radicant way of editing, in the light of the discussion on site-specificity.

Last but not least, the Optimisation paradigm can be described as the opposite of Cultivation. Within this paradigm, the designer does not consider the current status of an area as a platform of departure, rather that the area has a true, timeless essence and purpose that the designer strives towards restoring in editing the objects of transformation (Braae 2015: 303).

Building a relationship between appropriator and site

Regardless of the paradigm a designer chooses to edit within, the crucial first intervention of any post-industrial transformation is to ensure that people gain access to the area. Only then can it be discovered, appreciated and consequently reprogrammed by the citizens (Braae 2015: 290). In other words, appropriation through connectivity is necessary to reprogram an area from being solely meant for industrial use into supporting other urban uses and practices (Diedrich 2013: 93).

Although, good connectivity does not always ensure appropriation. People must see value in a site to visit and use it. By comparing transformation to translation, one can understand how the site editing in transformation design can differ depending on the way the designer regards the appropriators view on the site. Because the necessary negotiation and adaptation a translator has to preform whilst translating a work from one language into another could be seen as an allegory to the decisions a designer has to make in reprogramming, or translating, a site from one mode into another (Diedrich 2013: 64-66). There

Making derelict industrial landscapes accessible and attractive is equated with creating connections and inviting appropriation at site (Diedrich 2013: 60)

are two types of translation one could choose employ: domestication and foreignisation. In using domestication a designer translates a site in a manner the visitor finds easy to approach and understand, and by using foreignisation in a way that is more true to the original site, but harder (though possibly more enlightening) to access, understand and enjoy (66-67). To use domestication therefore means to employ a more crowd-pleasing design, whereas using foreignisation could be considered to use a more site-specific design approach, in the light of staying true to the existing characteristics rather than imposing a stylistic design.

Representing the area/objects of transformation

Although presented here as separate practices,understanding the site specifics (the reading) is highly intertwined with the choice of suitable interventions (the editing), in transformation design (Braae 2015: 288-289), and as stated previously, the representation is what links the reading and the editing.

In transformation design, the designer has a choice between two modes of representation whilst mapping an area, as well as pinpointing what/which objects of transformation should initiate the transformation process: through edification or détourage (Braae 2015: 287-288).

Edification means to represent a site by beginning with a blank paper, selecting what individual site specifics should be represented, and then add them to the sheet (Braae 2015: 287). The valuing of what site specifics to engage in, and the choice of objects of transformation, precedes the practice of representing the area/site.

Détourage on the other hand means to value everything in the area/site as equally important to embrace and engage in, and the representation of all site specifics precedes the formulation of where to intervene. In choosing what objects of transformation to work with in the area, the focus lies where the biggest combined positive effect on the areas of control, influence and effect can be achieved, rather than engaging in the site specifics and objects of transformation considered most valuable to work with per se, which is the edificatory manner (Braae 2015: 287-293).

Conclusion: A Framework for Examining Transformation Design Approaches

To conclude regarding site-specificity, a designer succeeding in creating something site-specific has had a way of analyzing and understanding (reading) a site and later used that understandings in making a proposal for how to reprogram (edit) the site. The site specifics has been acknowledged as physical, immaterial and temporal attributes, affected by their relations to the context within a trinity or areas constituting site, and by people's narratives regarding the site. The designer's representation of the site links the reading and the editing of the site specifics, and the way timing and time-specific values were regarded also affects the site-specificity of the design. All in all, to include more is to be more site-specific, whether it regards physical, immaterial or temporal attributes, forming an understanding about the relational context or a multiplicity of narratives, and the extent of the inclusion depends on the choice and values of the designer. This renders site-specificity to be a matter of the design approach rather than the design work of treating the physical attributes and relational context in a certain way.

Using this knowledge in developing a Framework for examining a design approach one is presented with several aspects to scrutinize. These include firstly what attributes were read by the designer as constituting the site, regarding physical, immaterial and temporal attributes as well as how the context was framed. Secondly, what narratives of parties of interest were included is an important aspect, but also how they were included. How inclusion was assured through cooperation is an important question as the goal for the examination is to form transferable guidelines on how to work inspired by the IdN design approach.

Thirdly the way the site was represented by the designer is a crucial aspect, as it proves how the reading and the editing was linked.

Fourthly, the way time specific values were considered is an important but rather elusive aspect to include, as it affects the timing of a design approach.

Lastly, the values of the designer, but also its collaborators, is an important aspect, as it affects both the priorities in the reading, the editing, the representation as well as the timing.

Although, knowledge on transformation design further unfolds and complement these aspects of the Framework.

First and foremost, the trinity of areas constituting site has a special constellation in transformation design, as the area (a derelict industry in this case) is seen as the area of influence and effect, and the area of control is constituted by several objects of transformation/sites together driving the large scale transformation forward. Hence, the area/derelict industry is both the context as well as the project area, which means that a designer always works actively with site as a relational construct in transformation design.

In transformation design, the reading of the site specifics is categorized into three groups: material attributes (physical materials and structures), dynamic processes (natural processes and human practices) as well as immaterial aspects (discourse, memories and atmosphere), which includes physical, immaterial and temporal attributes as well as narratives (memories), one of which is the "motor" of the design approach. This is a comprehensive framing to use in the Framework to examine how site specifics were read, and valued.

Regarding the editing, we know that it has to be linked to the reading of the site specifics, but knowledge on transformation design expands the way the actual editing interventions can be examined. The aspects of what transformation paradigm the designer chose to play out the design within (Difference, Continuity, Cultivation or Optimisation), how the appropriation was assured through connectivity and whether domestication/foreignisation was applied in editing is added to the Framework. But how time specific values and timing was regarded is an important aspect to examine in a design approach as well. The transformation paradigms differ in the way they regard time specific values: to restore or not to restore, as well as how, why and what to restore/engage in differs, but also when. Consequently, to examine an approach in terms of the transformation paradigm will also give a clue to how time-specificity has been regarded.

Lastly, the aspect of representation can be further unfolded in the light of transformation design. As the mapping of site specifics is of the highest importance in transformation design, due to it prioritizing finding over inventing, how the mapping is performed and synthesized through edification or détourage are important aspects to include in the Framework.

On the following spread the aspects pinpointed as important to examine is synthesized as a Framework of six aspects. On a page following that spread, a visualization of the Framework is presented, concluding this first chapter.

The Framework

Values
What were the personal values of the designer(s), as well as the common values agreed upon by included parties of interest?

Tools and means of representation
How did the designer(s) represent the findings of site specifics? Through edification or détourage? What/who was included or excluded in the design process?

Tools and means of cooperation
Did the designer(s) build upon a inclusive narrative? Which parties of interest were included in the design process, and how were they engaged?

Reading of site specifics:
Material attributes – How did the designer read and value structures (distribution of all things built, and infrastructure) and materials (The building blocks: materials and single built objects) in the area/objects of transformation?
Dynamic processes – How did the designer read and value natural processes (such as vegetation dynamics and decay) and practices (people's activities) in the area/objects of transformation?
Immaterial aspects – How did the designer read and value memories (the personal and the commonly acknowledged history/ narratives of old), atmospheres ("the phenomena produced between […] the site and the visitor" (Diedrich 2016: 3).) and discourses (the local and collective views on the future of the site and its context: the result of the several narratives) in the area/objects of transformation?

Which of the material attributes, dynamic processes or immaterial aspects was (/were) the "motor" aspect(s) of the design?

Modes of editing

The transformation paradigm - Did the designer work within the Difference-, Continuity-, Cultivation- or Optimisation paradigm?

The interventions – How did the designer(s) use appropriation through connectivity as a driving force for transformation? Did the designer(s) choose to foreignisate (bring the visitor to the realm of the site), or domesticate (bring the site to the realm of the visitor) in assuring appropriation?

Timing and time specificity

How did the designer(s) regard temporal aspects in the design approach? How did the designer(s) handle the aspect of timing, and did the transformation unfold in an incremental, radicant way?

Visualization of the Framework

The narratives and values of the parties of interest

Tools and means of cooperation

Tools and means of cooperation

The reading of site specifics

The modes of editing

Tools and means for representation

Values

(RE) START

The physical site

TRANSFORMATION PROCESS

Timing and time specificity
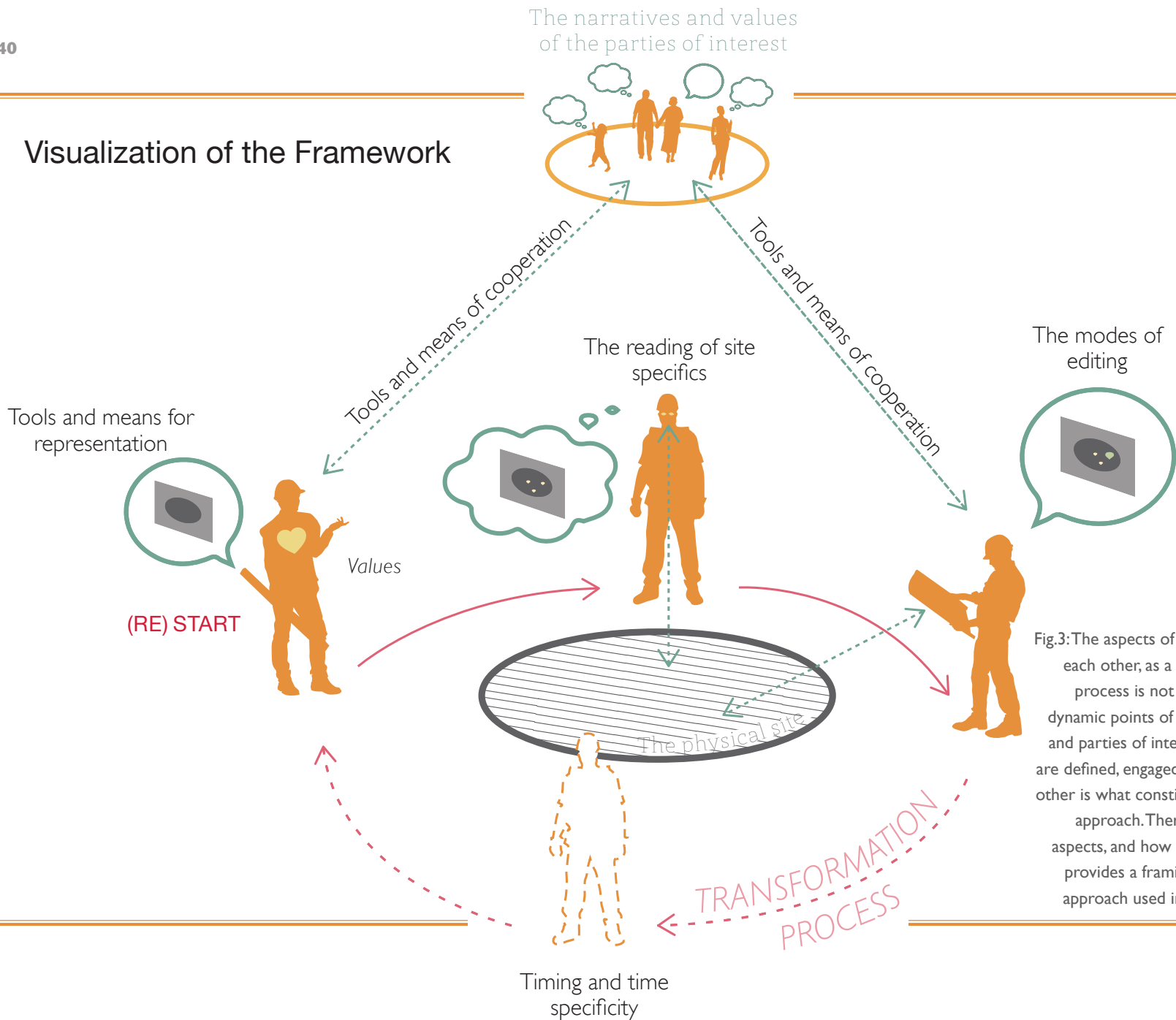
Fig.3: The aspects of the Framework affect each other, as a transformation design process is not linear, and include the dynamic points of view of both designer and parties of interest. How the aspects are defined, engaged in and linked to each other is what constitutes a specific design approach. Therefore, to examine the aspects, and how they affect each other, provides a framing of a specific design approach used in a project of interest.

Examining the Ile de Nantes design approach

Understanding the project through the looking glass of the Framework
In this second chapter of Part One, the findings from examining the Ile de Nantes project by using the Framework is presented, preceded by a brief background on the history of the island.

CHAPTER TWO

A brief background

Ile de Nantes — An island defined by its former industry
The forming of Ile de Nantes started back in the 17th century, when people of the city Nantes started to inhabit a cluster of small islands in the Loire River. They built houses to live in and established a small-scale industry to live from. Around 1750 a diking of the river was initiated and the cluster of islands started to form a more unified plot of land, which was later to be called the Ile de Nantes (Samoa 2017).

In the 19th century a heavier industry was established, including a full-scale ship building industry. As a cause of that, new residential areas were developed for the working class people, as well as large scale infrastructure in forms of a railway and bigger roads. During the 70s and 80s the urban structure of the island became more mixed, as services, sports facilities and hotels established over time.

In 1987 the ship-building industry and the port closed, and during the 90s' the culture scene of Nantes began to appropriate the island, as festivals and theatre plays were held, and creative professions moved their practices to the island. At the same time, the authorities of Nantes started to recognize the potential of developing the area, reprogramming the derelict industrial land to other uses, and acknowledged that they wanted keep the identity of the area in doing so. The city authorities formulated a general wish to unify the different parts of the island into one coherent whole, and integrate it as part of the city center of Nantes. The transformation was not only to concern the former industrial sites at the island, but the area as a whole, and as part of Nantes. The authorities chose a team of architects and landscape architects led by chief designer Alexandre Chemetoff to formulate and define the transformation project (Samoa 2017).

In 2003 the authorities of Nantes formed Samoa, which is short for Société d'aménagement de la Métropole Ouest Atlantique (or "the West Atlantic Metropolitan Redevelopment Agency" in English). Samoa is a local semi-public company run by public shareholders at a local and a regional level, and is the is the contracting owner of the still undergoing development project (Samoa 2018a).

"What is there is there. We will engage with everything"
(Chemetoff in Gravelaine 2009: 11).

Valuing the existing

Common values framed as four commandments
In transforming Ile de Nantes, Chemetoff and his collaborators formulated a set of common values. These depended on Chemetoff's personal values as a designer, but also values specific for the IdN project, synthesized from the narratives and discourses of the local and regional authorities and the Samoa (groups of interest referred to as "the managers of the project" in this thesis) as well as private stakeholders. The values can be summarized as four commandments: "priority for public spaces, openness to the river, respect for 'what's there', unity through diversity" (Gravelaine 2009: 16). Instead of a masterplan, these four commandments steered the transformation during the OOs'. The first one will be discussed further on in this chapter, but the second, third and fourth will be unfolded in this section.

A discourse based on different narratives — valuing inclusion
Opening up and engaging with the waterfront was found to be a wish of the city, the authorities as well as the citizens (Chemetoff & Henry 2009: 369) (Gravelaine 2009b: 13-

15+52).The commandment "openness to the river" was agreed upon as the island's strong identity based on the shipbuilding-business decidedly had to be replaced, and a strengthened relationship between the Loire and the city life became the backbone for this new identity (Gravelaine 2009b: 52). The commandment can be seen as a the discourse distiled, as it was sprung from lengthy discussions on a local as well as regional level regarding visions for the Ile de Nantes as part of the city as well as the region. The area of influence and effect was hence acknowledged as the entire Lorie river estuary region in which the island is situated (Chemetoff & Henry 2009: 369). The inclusion of several narratives in formulating and distilling the discourse shows that inclusion was a core value of the project.

Part of the designers' discourse, on the other hand, was embracing the concept of discovery, leading to the commandment of respecting "what's there" (Chemetoff & Henry 2009: 186).

Respecting all site specifics — valuing sustainability
Keeping the commandment of respecting "what's there"

meant that the designers and managers valued and engaged with all of the site specifics. That is, not only the material attributes, but the dynamic processes of vegetation succession and human practices, and the immaterial aspects such as the peoples discourses and memories (narratives) as well, and kept them instead of replacing them (Gravelaine 2009: 13), in line with the basic principles of transformation design. No type of site specifics was valued higher than another (2009: 12)(Diedrich 2013: 176), which alludes to a détourage mindset.

This keeping-aspect is something Chemetoff calls "the economy of means" (Chemetoff 2009). This alludes to two things: being thrifty and in control of the finances, supporting economical sustainability in the project (Braae 2015: 218)(Chemetoff 2009), but also being economic with the means given by the site itself. This leads to design interventions in the form of recycling, reusing, and restoring existing site specifics, instead of buying new material, building new structures from scratch and planning for completely new practices, which saves both economic and planetary means. Indeed, as it means "less work, less transportation, less material" (Chemetoff &

Henry 2009: 413).Chemetoff has claimed seeing re-use as the basis for sustainable development, which it by all means could be considered to be. Because using less energy and less materials, recycle and reuse are all factors proven to enhance ecological and economical sustainability (Burns 2005: 303-304), whereas making sure monetary and planetary means are used in the most resourceful way possible by regarding the narratives and discourses of the people enhances the social sustainability (Burns 2005: 309). Furthermore, the designers and managers actively chose to promote i.e public transport, green structures and sustainable technology (Gravelaine 2010: 70+62) (Gravelaine 2009b: 23). In that sense, one might conclude that the designers' and managers' core value was supporting sustainability,attained by respecting "whats there" and refining the site specifics in line with sustainable development.

Amplifying diversity — valuing the existing atmosphere

Having unity through diversity as a commandment, the designers and managers made sure that the island was enriched with apartments, social housings, hotels, art

studios, services, shops, restaurants, cafés, night clubs, promenades, parks and gardens, through both public and private development projects during the 00s' (Gravelaine 2010). Part of the approach was to ensure that the diverse heritage of existing site specifics was engaged in and appropriated by public and private investors for mixed uses (Gravelaine 2009a: 6), which created diversity in both practices, uses, people, architectural expression and financial frameworks in the different objects of transformation, ensuring a united expression of eclecticism at the scale of the entire area.

Yet again, as diversity created social equity and economical stability, the core value can be seen as supporting sustainability (Gravelaine 2009b: 23). But diversity was also considered important per se (Gravelaine 2009b: 23) (Chemetoff & Henry 2009: 369+ 381-383 + 399). In promoting the existing expression of a diversity and eclecticism in the area, the core value could also be considered to be retaining the existing identity, in terms of the atmosphere, of the area, just as the authorities wanted from the beginning.

"Dialogue is essential – between the past and present, promoters and end users." (Gravelaine 2009a: 6).

Representation and cooperation intertwined

Realizing the commandments by using the Plan & Guide Map

To help realize the four commandments Chemetoff invented a tool called the Plan & Guide Map. It was a tool for representing the site specifics, but also a cooperation tool to assure the site specifics were used wisely and purposefully.

The Plan & Guide Map consisted of a diptych of two regularly updated plans. One of the plans showed a comprehensive mapping of "what's there": the site specifics and the undergoing transformation projects. The second plan showed the planned interventions; actions based on the mapping (Diedrich & Dahl 2016: 79). The Plan & Guide Map was updated every third month: the area was re-surveyed and re-mapped and new and undergoing actions discussed and organized according to the updated mapping, resulting in an incremental, radicant development, as seen in Fig. 4. The reader of the plan could always understand the status of the moment: "what's there", what projects were planned for, what potential projects were discussed, and changes of direction since the last update (Gravelaine 2009: 16) (Braae 2015: 225).

In that sense, the Plan & Guide Map showed "the site itself" rather than a visualization of it (Diedrich & Dahl 2016: 76), employing détourage representation rather than edification.

Now we know how the Plan & Guide Map worked. But how exactly was it used to support a radicant, inclusive development?

A tool for representation supporting and supported by collaboration and participation

In short, the Plan & Guide Map was used as a platform of site knowledge: it presented the people working with the transformation with an overview, easy to discuss. Making use of this site knowledge through the tools of public control, political leadership and public participation (whilst presenting and keeping the four commandments as long-term visions) gave the AIN, the managers as well as the private stakeholders and citizens opportunity to engage, negotiate, assess and test out ideas, and find a way to move forward together (Gravelaine 2010: 37).

The meetings (forums for cooperation and participation,

Initial project (public space), as a consequence of the first mapping

New projects initiated, based on the updated mapping and collaborations with stakeholders

New projects initiated. The stakeholders included Samoa, private investors, entrepreneurs and the public

Some objects of transformation were revisited, and updated. Some took longer time to finish than three months.

The transformation continued in a radicant manner.

PLAN GUIDE

ACTION PLAN

MAPPING

START
Initial mapping of site specifics, performed by the AIN

Mapping updated after three months, to explore new or updated site specifics

Quarterly updating
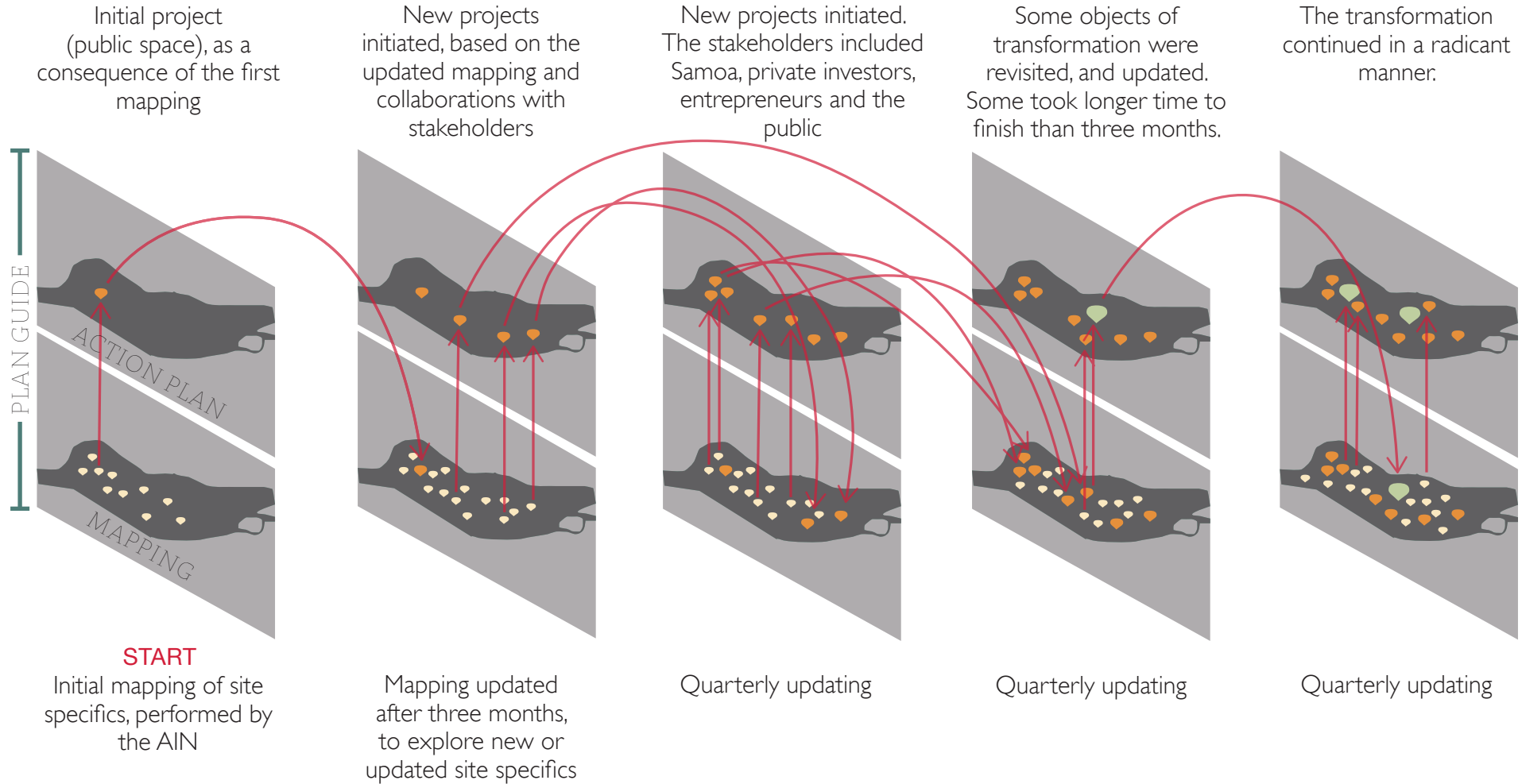
Quarterly updating

Quarterly updating

Fig.4: Image of the Plan & Guide Map-process, based on C. Dahl's visualization (Diedrich & Dahl 2016: 79)
The special way of representing the area ensured an inclusive, site-specific transformation

which the Plan & Guide map supported and was supported by) were diverse, and the arrangement of each meeting depended on the goal of the discussions. Though arranging meetings and discussions on site, so-called "walk-and-talks" (Mellqvist 2017: 57), can be seen as extra crucial to the IdN design approach. "You must go there to understand what it is about" (Chemetoff & Henry 2009: 417) Chemetoff has stated. Such walk-and-talks with invited representatives from groups of interest are proven to be one of the most successful ways of including the narratives and discourses of different parties of interest. The instant exchange of experiences and points of views, synchronized with a instant collection of detailed information about site specifics, creates a larger understanding for all parties, making the discussion fruitful and constructive. This less formal and more trustful way of keeping a dialogue results in an including evaluation of what has been done and how to continue (Laval: 1997: 47) (Mellqvist 2017: 57-58).

Early on in the process, Chemetoff performed several more or less formal walk-and-talks with politicians, talking to the citizens spontaneously, and consulted the ex-workers of the industry to form an understanding about their narratives and how they valued their heritage. Hence, the transformation was initiated by starting to frame an inclusive discourse. When the development started though, in specific objects of transformation, the collaboration process was more formal, as representatives from the Samoa, the subcontractors, the designers and the project managers of an object of transformation had regular site meetings followed by discussions over a plan, to make sure no site specifics were missed. New findings were noted, discussed, and incorporated rather than discarded (Gravelaine 2009a: 19-21). To include the public when the development process had passed its initial stage, public meetings were held frequently to listen, inform and explain, and the politicians and designers went for walks in the neighborhoods leading to spontaneous discussions with the people (Gravelaine 2010: 51). The attempts to engage the public led to less fruitful discussion than the ones held with developers and business partners though, as the people felt anxious in the face of changes (52). Hence, the designers and managers could not only base the cooperation and

participation on meetings regarding the Plan & Guide Map. Consequently, they also made sure that cultural events, articles in newspapers and magazines, public exhibitions, meetings, workshops and opening events kept people included instead, helping the citizens to imagine the future of the area and accept it. The cooperation with the public was seen as less successful, but it was recognized that building a participation culture takes time (Gravelaine 2010: 52+61).

That the dialogue was initiated early on in the process(es), that the managers of the transformation showed an honest interest in the citizens perspective and were willing to conform after it, that the preconditions were visualized clearly in the Plan & Guide Map, and that topics touched upon were revisited and evaluated together are all aspects of the IdN design approach proven to be successful in a participation process (Langlet 2009: 23-24), along with the aspect of always basing the discussions on knowledge and experience rather than speculation (Johansson, Stjerström & Thörnqvist 2008:112+115). It enhanced the mutual trust and understanding between all parties of interest (Langlet 2009: 23-24).

To conclude, as the Plan & Guide Map-type of representation included all site specifics and was used to include the narratives and discourses of all parties of interest, it ensured that the site reading and editing were tightly linked, supporting a site-specific transformation design in a unique manner.

"Nantes is based on the re-use of materials and the emphasis on local atmospheres" (Braae 2015: 291)

Atmospheres — the "motor" of the design process

Engaging in materials, structures, practices and processes to amplify the existing atmosphere

Throughout the development of the area, all the different types of site specifics were, as stated, mapped and engaged in. Regarding materials and built structures, the re-use of ground materials, building materials, built objects and vegetation was made possible by a fine-grid photography study of the entire area (Gravelaine 2009a: 12) and a sketched inventory of the existing buildings (Chemetoff & Henry 2009: 381-383), providing detailed information presented in the Plan & Guide Map. This information was later used in the objects of transformation, and the findings consequently engaged in. The natural processes of the site was regarded not only as conditions for the design work, but as valuable assets in supporting time specific values. The tide, the wear on aging buildings as well as the succession and decay of vegetation was read as positive aspects of the area, and the processes were amplified in the later editing of the sites (Diedrich 2013: 192). As a result of this, indigenous, pre-existing plants were used in the design of public space, and the park service did not water, fertilize or use pesticides to control the natural processes (Gravelaine 2009b: 22). The cracking of asphalt and grass growing between paving stones were cherished as contributing to the atmosphere (Diedrich 2013: 193). The site specific atmosphere of the island was the true "motor" of the design approach, refined by refining all other site specifics. The designers worked actively with this as a main driver for their design process, considering the openness, the rough materials, and the presence of the Loire as important for the atmosphere, and used that in their design interventions(Diedrich 2013: 188). This yet again underlines the fact that keeping existing atmospheres could be seen as a core value of the IdN design approach.

"The island is both a resource and a learning place" (Chemetoff & Henry 2009: 385)

Inviting people and practices

Engaging in existing and potential practices

Regarding practices, there was a policy in the design proposal to retain the businesses on site, and relocate them into a beneficial context inside the area(Gravelaine 2009a: 26) (Braae 2015: 299), which was done. Still, new practices also had to be invited, for the area to evolve, and the Samoa as well as the AIN did this by providing what the businesses interested needed in terms of suitable premises and administration support (Diedrich 2013: 182). Whilst awaiting more permanent practices to establish over time, temporary practices were installed in more or less temporal premises, ensuring a rich crowd to appropriate the area from the beginning: an important driving force for the transformation (Diedrich 2013: 182).

Public space and connectivity supporting appropriation

The power of appropriation is a crucial aspect of the IdN design approach, as it was "the condition for development" (Diedrich 2013: 208) in the transformation process. Not only as existing practices were retained and both temporal and permanent businesses were invited, but also as "priority for public spaces" was kept as a commandment. The early creation of public spaces was meant to act as a spark igniting the use and appropriation of the area (Diedrich 2013: 210) as it formed platforms for people to engage in their "new" urban district and build a new relationship to the area. To support this, connectivity was improved to the surrounding city as well as within the area (Braae 2015: 218), and projects regarding improved infrastructure was of large importance in the initializing stage of the transformation process (Chemetoff & Henry 2009: 369).

Although, to interest the citizens in appropriating the area, the designers and managers also had to work on its attractiveness in a conscious way:

Making the citizens also respect "whats there"

First of all, the fact that the Ile de Nantes lies central in the city of Nantes contributed largely to the attractiveness of the area, due to the vicinity to the city center (Gravelaine 2010: 63). But the designers and managers still used several strategies to make the island attractive to practices, businesses as well as the citizens.

"We started by examining all the reasons that could make it possible to like what is here, without erasing what existed already" (Chemetoff & Henry 2009: 369-371).

Primarily, the prices of land were kept low (Gravelaine 2010: 38) which in combination with the improved infrastructure and public space attracted developers and businesses early on. Because of the priority for public space, the designers and managers showed high standards and willingness to put effort in the area(Chemetoff & Henry 2009: 371), which further attracted investors, businesses and residents to appropriate the island (Gravelaine 2010: 62). Furthermore, early birds were attracted by low rents in existing, but yet unrefined buildings. This was achieved partly by installing smaller prefabricated pavilions in existing large scale-buildings, making room for several smaller businesses to share space. This invited a mixture of practices, people and public/private businesses to the island (Gravelaine 2009:27+42), without any large interventions. These temporary uses could later become permanent, rooting themselves in the transformation, or merely act as a driving force for change (Gravelaine 2010: 25).

The fact that the designers and managers worked fast and simplified bureaucratic processes also made it easy and attractive to collaborate and engage in the transformation (Gravelaine 2010: 38).

All in all, low prices and rents, easy collaboration and appropriate facilities attracted businesses and developers to the island. And apparently, the private citizens followed, probably charmed into the realm of the area by the high standards of the public space, the relatively cheap new housings and offices, as well as the new restaurants, cafés, shops and businesses that established.

As the designers of Ile de Nantes retained and refined the atmospheres by engaging in the existing site specifics to as large extent as possible, but still invited people to use the island in an different way than before, the translation mode primarily used could be considered foreignisation (Diedrich 2013: 204), that is: teaching visitors to appreciate what might seem alien at first. Chemetoff claims to have actively chosen this strategy in order to make the people value and appreciate the design expression of their own heritage rather than the design expression of a standard, generic, all-new design (Diedrich 2013: 204).

"…the time of construction and that of development are confronted.
It is a manner of establishing a link between two points in time."
(Chemetoff & Henry 2009: 371)

Moving onwards incrementally

A radicant development within the Cultivation paradigm

The transformation of Ile de Nantes started out with the refinement of a single quayside promenade, and the old railway station being adapted into a symbolic Trade Union Centre (Samoa 2018b)(Gravelaine 2009: 12-13), but after that, everything happened at the same time. Planning, designing, constructing, repairing and establishing plants was executed at the same time in different parts of the area. No site had to be finished before someplace else was possible to develop (Diedrich & Dahl 2016), and using the Plan & Guide Map ensured that the development unfolded in an appropriate way: supporting a transformation based on the radicant creation of physical places for discussing what should happen next (Chemetoff & Henry 2009: 371),working in a radicant, open-ended process steered by the four commandments. This type of thrifty trial-and-error approach is said to increase resilience in a society, which means to support the sustainability of it by increasing its adaptive capacities (UN 2012: 19+29+34) Therefore, the core value of sustainability was supported, as meantime values and responsiveness was assured, which means that time specificity was highly regarded.

Consequently, as the IdN design approach was to upkeep an open-ended, incremental process of refining existing qualities, the major paradigm can be considered to be Cultivation. Because as earlier stated, the only thing differing Cultivation from the equally refining Continuity paradigm is the aspect of time being the most important building block, which can be considered a fact in the Ile de Nantes project. Because to work in an open-ended process like on Ile de Nantes during the 00s' means to never finish, but to over and over react and adapt to time specific values within the boundaries of the area, instead of adapting the area to a goal image of the (although possibly recent) past. In the words of Chemetoff: "This work is about adopting an attentive and relative attitude, which adapts to time and duration." (Chemetoff & Henry 2009: 379) This means to acknowledge time specifics as important, and highly regard the timing in the project.

Controlling the timing by having overview and insight

On Ile de Nantes, the transformation was carried out at a high pace (Gravelaine 2010: 63), as an effect of the overview and insight in the economic, social and spatial

"A city is never complete. This is not because it's incomplete or because we are not satisfied with its image, but because a city is never complete by essence (Chemetoff & Henry 2009: 377).

context (Gravelaine 2010: 38). Because The Plan & Guide Map, and the way it was used in collaboration with all parties of interest, gave an easily comprehensible overview of the possibilities for the development of the island, so the designers and managers could have timing. Hence, keeping a fast pace in transforming the area was possible, as well as seeing and intervening in the bigger picture at the same time as the smaller, which is called being "the aviator and the construction worker" by Chemetoff (Diedrich 2013: 210). This cross-scale thinking means that a designer learns to keep one eye on the site/time specifics of the larger context and one eye at the site/time specifics of the smaller context in planning and designing its objects of transformation, to make sure to meet both long-term as well as short-term visions and understand how those visions might alter due to the unfolding of single design interventions. That is, knowing what to do, when, and why.

Conclusion

To conclude, using the Framework to examine the IdN project provided several findings and insight regarding the IdN design approach.

The values of Chemetoff, the designers and the managers,, distiled from the four commandments of "priority for public spaces, openness to the river, respect for 'what's there', unity through diversity", can be formulated as inclusion, retaining the existing atmosheres and promoting a sustainable development. These three core values can be seen as the reason that the project unfolded in the way it did, managed by using the tools of the commandments and the Plan & Guide Map. When it comes to valuing inclusion, it refers to including the visions of other parties of interest, besides the contractor and the designer, on both a local as well as a regional level, expanding the areas of influence and effect to the regional level. The area of control was still the several objects of transformation within the island, though. By valuing inclusion, the designers were able to formulate commandments aligning the discourse and visions of the region, the municipality, the businesses and the citizens together. When it comes to retaining the existing atmosphere, it can be seen as a project-specific value, and a result of the inclusiveness regarding the narratives, visions and values of the authorities and citizens at a local and regional level. When it comes to valuing sustainability, it refers to the designers' and managers' will to support both economic, ecological as well as social sustainability, by respecting , re-using and refining "whats there".

The Plan and Guide Map was used as a tool for both representation and cooperation to meet the four commandments, according to the values. In a détourage manner, the designers attempted to include all site specifics in the Plan & Guide Map (the site specifics were presented in the Mapping part of the diptych and the planned and undergoing interventions in the Action part), and used it in different forms of participation to discuss it with all parties of interest. It was updated regularly, which resulted in the inclusion of new findings and the results of the discussions held, causing the development process to become radicant and responsive.

The diverse site specifics presented and engaged in (the materials, structures, practices and processes) were all valued equally. Although, the site specific of memories (narratives of old) was only seen as part of what formulated the discourse, not engaged in during the editing of the area. The amplification

and refinement of the existing atmospheres (being results of the material attributes, dynamic processes and immaterial aspects) was kept as the "motor" aspect of the IdN design process. The continuous, incremental, open-ended refinement and re-use of the site specifics means that the transformation can be seen as played out within the Cultivation paradigm.

By enhancing the connectivity to and within the area as well as highlighting the attractiveness of the existing, the designers and managers invited people and practices to appropriate the island. By inviting, yet retaining the existing expression, the designers embraced foreignisation. This was achieved by the designers and managers by letting attractive public space act as platforms for further development, keeping prices low, supporting possibilities for temporal uses, and keeping a cooperative and informative spirit.

Using the Plan & Guide Map as a design tool, the managers and designers made it possible to include and refine all site specifics and still include and invite all parties of interest, whilst developing according to the values and commandments. All possible contradictions and changes of conditions and mind was handled quarterly, making it possible to work towards the long-term visions of the area and region, as well as supporting the

time specific meantime values of the objects of transformation at the same time. This was possible as the Plan & Guide Map gave enough accurate overview and insight to let the visions conform to each other, and develop incrementally, in an inclusive, sustainable way It ensured site-specificity over and over again, that is: timing and time specificity.

Guidelines for IdN Inspired Post-Industrial Transformation

Synthesizing the result of the examination

In this last chapter, the findings of the previous chapter is synthesized into a first attempt of framing guidelines for designing in an IdN manner. Five guidelines, and a visualization on how to follow them is presented, providing an answer to the first thesis question. By using these guidelines, one would hope not to create a second Ile de Nantes, but to find means to initiate an equally site-specific transformation. The reader should bear in mind that these Guidelines are simply one attempt of unaccountable possible versions and framings, and could favorably be developed and challanged by further research, attempts of implementation and reflection.

CHAPTER THREE

One: "Discourse"

Value inclusion: find out what values, narratives and long-term visions the regional and local authorities, the businesses and the citizens wishes to root the transformation of the derelict industrial area in. Formulate common values and commandments to follow throughout the transformation process, based on their discourses.

As a designer, value sustainability by respecting the diversity of "what's there"

Two: "Mapping"

Map the site specifics of the area: materials, structures, natural processes and practices, in a détourage, Plan & Guide Map-like manner. Make it easy to overlook, so it provides both insight and overview.

Three: "Initial project"

Decide on a first action in line with the Discourse and the Mapping, and initiate the transformation by creating public space. Design the site as a physical platform from which the further development of the area can continue, and make sure to include and inform all parties of interest. As a designer, engage in "what's there" in line with sustainable development, amplify the existing atmosphere, and make sure that the connectivity is well established, so the site is possible to appropriate. Intervene it in the style of foreignisation.

Make sure that the vision for the single object of transformation aligns with the vision for the area as a whole, and acknowledge to all that these visions may alter.

Four: "Updating"

Continue the transformation by updating the Mapping part of the Plan & Guide Map-like representation tool, so all parties of interest can understand and discuss the potential, possibilities and challenges of the transformation, and use the updated version to create a new Action part. Include all parties of interest in the discussions, and invite new practices, temporarily or permanently. Continue to update the Plan & Guide Map-like representation regularly and use it as a tool for deciding on the next step incrementally. That is, engage in further objects of transformation in the area by within the Cultivation paradigm. Treat every object of transformation as described in Guideline Three, continue do develop public space, but also engage existing and new practices and developers to keep up the appropriation and transformation.

Five: "Open-Endedness"

Make sure that all parties of interest understand that transformation takes time, and that time is its biggest asset. No places will be "fixed" permanently, but adapted according to the needs and possibilities of the moment. Create a framework for an ongoing inclusive discussion regarding the area, with the Plan & Guide Map-like representation tool as a cooperation tool, to steer the development in a suitable, sustainable direction.

Make sure to continuously evaluate the process, the values, the design actions, and the choices of object of transformation together, in different constellations of meetings deemed appropriate to that stage of the process. Upkeep an attentiveness toward what pace and priorities to employ, and a responsiveness towards the timing and time specific meantime values.
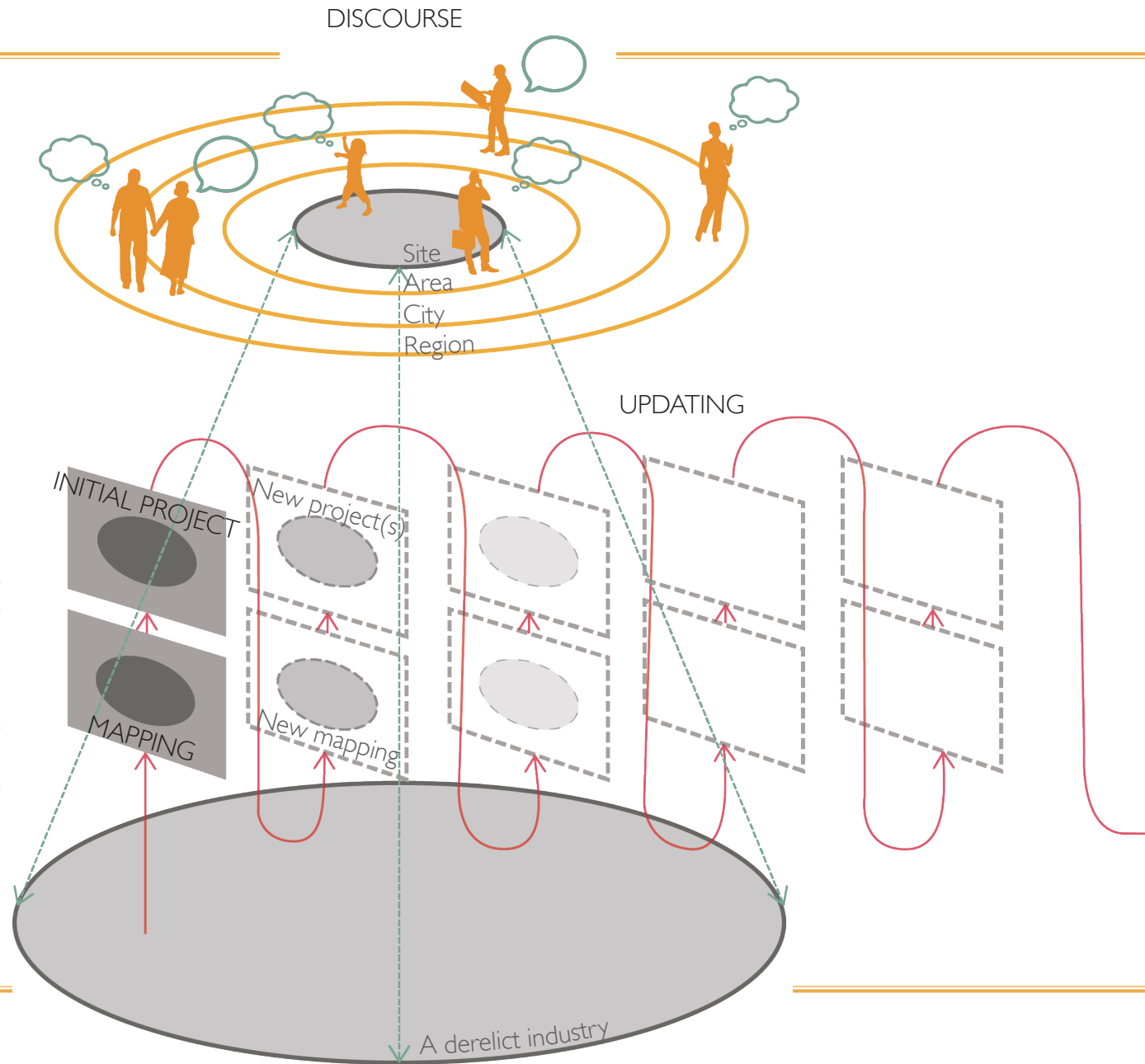
DISCOURSE

Site
Area
City
Region

UPDATING

INITIAL PROJECT

New project(s)

MAPPING

New mapping

A derelict industry

Fig.5: A visualization of the Guidelines for IdN Inspired Post-Industrial Transformation, showing how the Guidelines correlate and supports an inclusive, responsive design process and a radicant development. The inclusive Discourse, at a regional to local scale, affects and is affected by the way the site is perceived and represented, and is the basis of all design work in its synthesized form. The Mapping is based on both the Discourse as well as the examination of a derelict industry, and is the basis for the Initial Project. The Updating of the first three Guidelines assures that the transformation unfolds incrementally. The Open-Endedness makes sure that the process stays responsive.
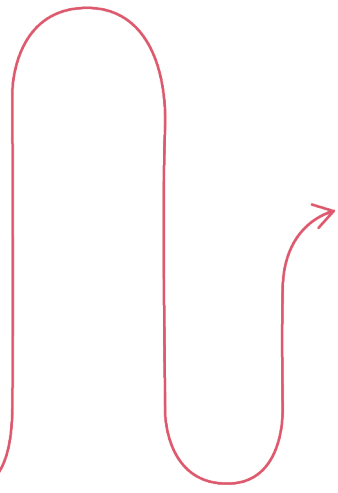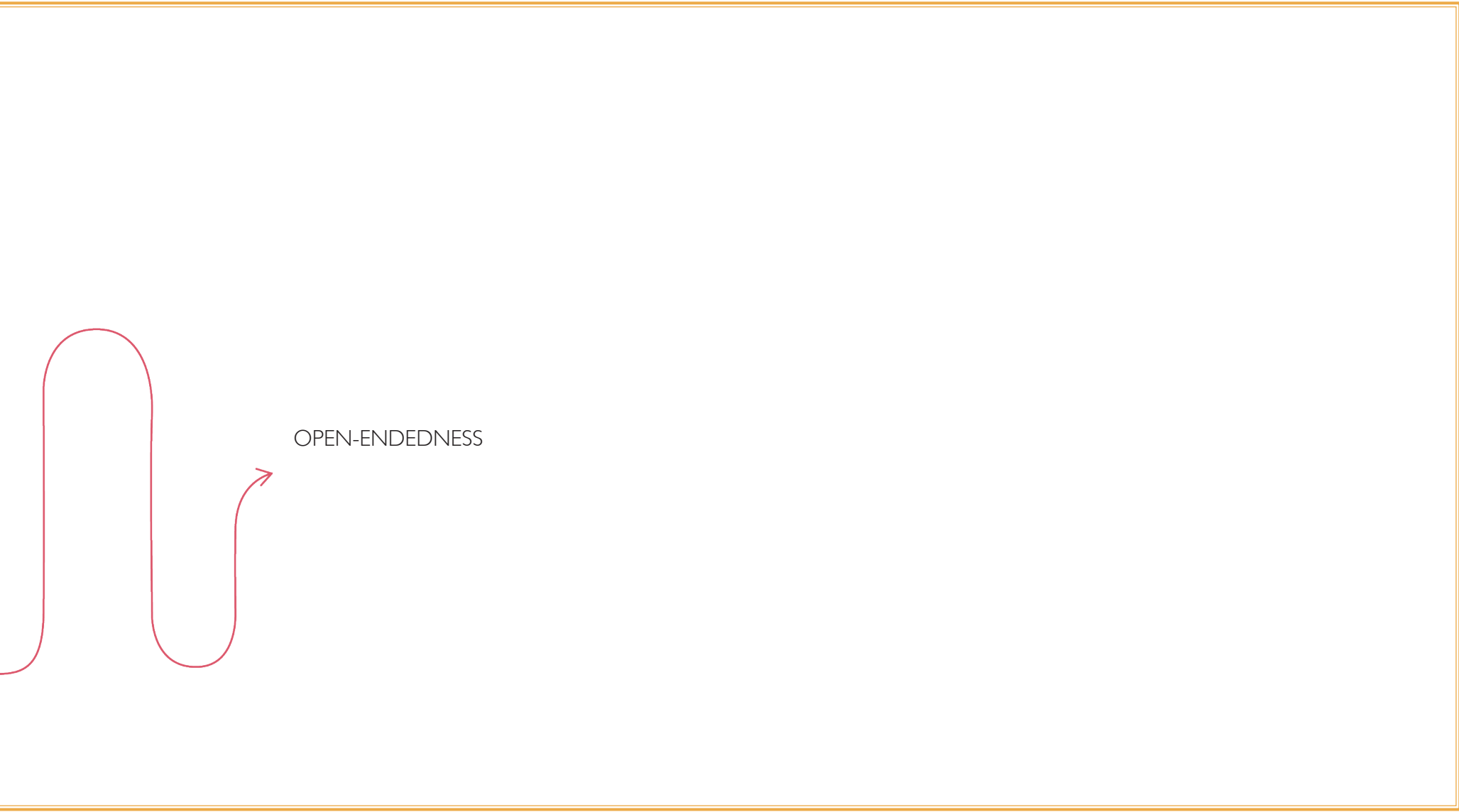
OPEN-ENDEDNESS

PART TWO

Case study in Skromberga Industry, Ekeby

Road map description:
In this part of the thesis, the transferability of the Guidelines for IdN Inspired Post-Industrial Transformation is tested in a case study on Skromberga Industry in Ekeby, Bjuv, answering the second thesis question. In the start of each new chapter an icon of the visualization of the Guidelines underlines what part of the process the chapter concerns.

Fig.6 :Skromberga Industry

Fig.7 : The locked gates of Skromberga Industry
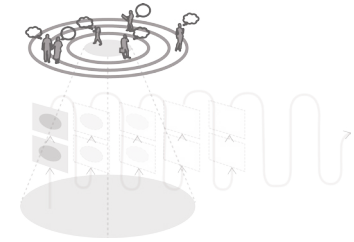
Discourse — Stuck in-between the past and the future

A regional goal of connectivity and attractiveness

Skromberga Industry lies in the small town of Ekeby in the municipality Bjuv in Scania. The discourse and visions for developing Bjuv, Ekeby and Skromberga is at large depending on a more general discourse regarding the development of the entire Scanian region. In this chapter, the discourse on a regional scale will be presented first, funneled down to the more local discourse further on.

The vision of Region Skåne, representing the voices of all Scanian municipalities, is for Scania to be a welcoming, attractive and financially stable region to live in, work in and visit, with its multi-centered network of scattered, but connected, towns as its biggest asset (Region Skåne 2014), around which all further development is to be structured (Region Skåne 2013)(Region Skåne 2014).

The vision is to build a network of smaller and bigger towns within the limits of the county, and assure that they grow in a sustainable way, whilst strengthening the identity and attractiveness of each town individually (Region Skåne 2013: 13). All Scanians should be able to live and work all over the region (Region Skåne 2014: 31): leading an urban life integrated in the Scanian nature and rural landscape (Region Skåne 2014: 10-14).

The major urban hubs that the region find most important to develop are Malmö, Lund and Helsingborg (Region Skåne 2013: 11), all of which are situated at the west coast.

If connectivity within the county is considered the biggest asset of the region, the connectivity to its surroundings is a close second. Because Scania is a link between the Nordic countries and the rest of Europe: a transit region. This asset is something Region Skåne envisions to strengthen by connecting the cities of the west coast to the Denmark-side of Öresund, creating a "Loop City", and supporting high-speed train connections to Hamburg, Gothenburg, Oslo and Stockholm. This enhanced connectivity would strengthen the Öresund region as a European metropolis, as well as Scania's position as an important transit-region (Region Skåne 2013: 13), attractive to inhabit and invest in.

To conclude, the region wants to develop and refine a network of strongly connected and individually attractive urban nodes, and enhance the accessibility to the surrounding urban context.

CHAPTER ONE

Oslo

Stockholm

Gothenburg

Railway network

"Loop City",
Öresund Region

Hamburg
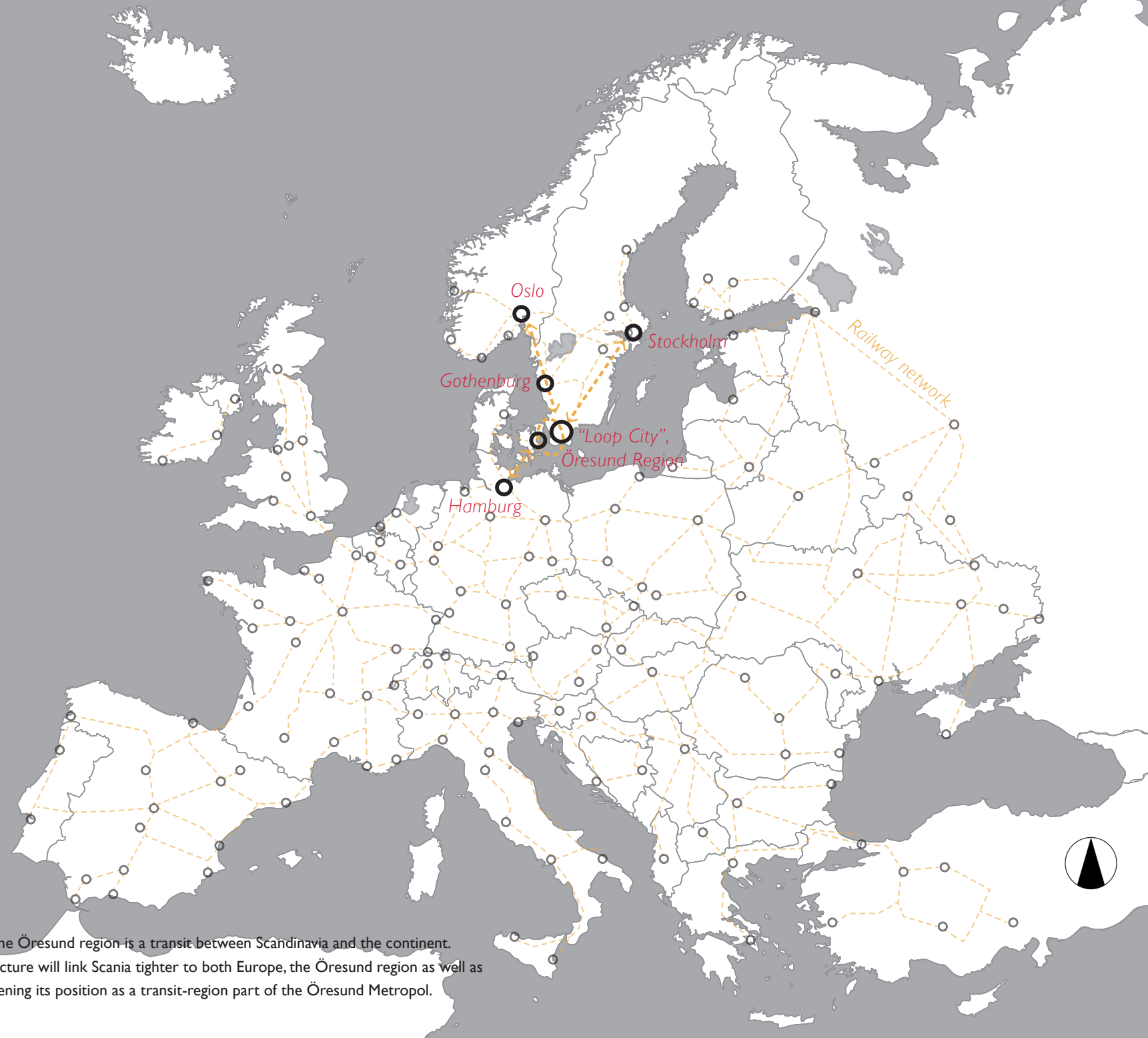
Fig.8 : The European context - The Öresund region is a transit between Scandinavia and the continent.
Future development of infrastructure will link Scania tighter to both Europe, the Öresund region as well as
the rest of Scandinavia, strengthening its position as a transit-region part of the Öresund Metropol.

Fig.9 : The Öresund context - Bjuv in Scania's network of nodes, within the old mining district. Being close to Helsingborg and having a prominent industrial history and identity renders Bjuv a bright future and a proud past

Part of The Helsingborg Family

Ekeby is one of these urban nodes. Part of Bjuv municipality, it lies in the northwest part of Scania, as seen in Fig.9. The no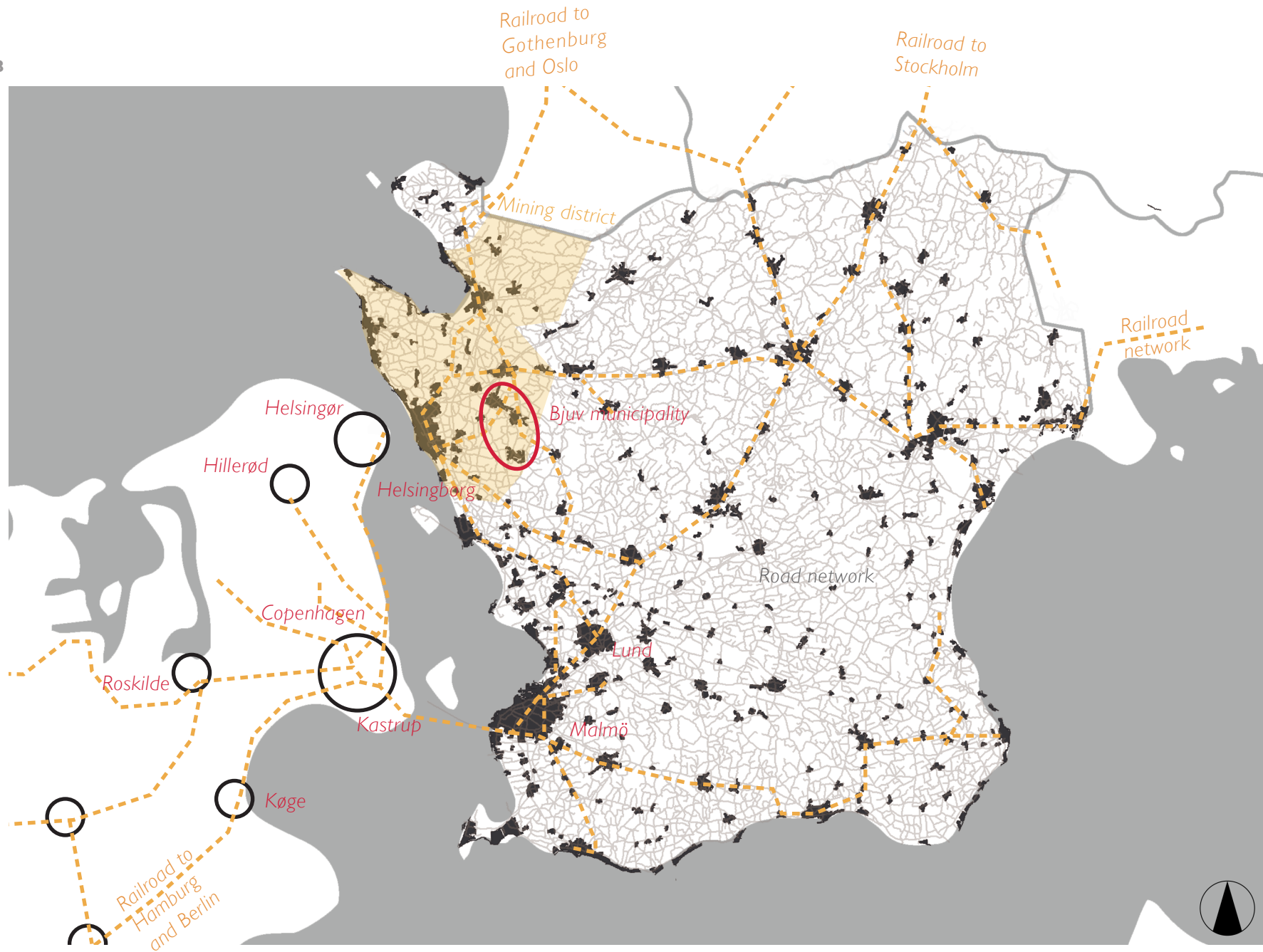rthwest region as a whole is strong financially, and will thrive as Helsingborg is strengthened due to regional investments. The connectivity between Bjuv and its neighboring municipalities, together known as "The Helsingborg Family", is already strong in regards of public transportation as well as by car, and the future visions for enhanced connectivity rather regards the connection to Denmark and Europe than between the urban hubs.

Because for The Helsingborg Family, the plans and visions for a Loop City is a major part of the development discourses, causing long-term plans for investments in sustainable infrastructure in the area (Skåne Nordväst 2013). The most large-scale investments and visions regards the current investigations on two tunnels that would connect Helsingborg to Helsingør, replacing or complementing the existing ferry line. The tunnels would be realized before 2035, if the investigations prove positive. This, in combination with a tunnel between Denmark and Germany (planned to open in 2028) would open up to new possibilities of trade, tourism, and housing in the northwest of Scania (Helsingborg 2018), strengthening the smaller municipalities attractiveness as they would offer countryside living near the major urban hub Helsingborg.

Taking yet another step down in the scale, Bjuv is part of a constellation of six municipalities in The Helsingborg Family, called the 6K. As seen in Fig.10 this constellation consist of the inland municipalities, sharing similar conditions: being small sized in terms of land size expanse, services, jobs, inhabitants and economic resources (Region Skåne 2016: 4-6). The biggest asset of the 6K is considered nearness to the nature reserve Söderåsen, having good communications, as well as having the possibility to keep close touch between the authorities and the citizens due to the size of the communities (4-6). The 6K has a common vision for helping each other to enhance the unique attractiveness of their towns, by complementing each other in terms of services, housing and businesses instead of competing (10). The reason for this is the fact that all these municipalities have issues regarding small financial means

and fighting the small town curse of having frail self-image of being unattractive as well as having perceived safety-issues (Region Skåne 2016: 32), and could counteract this by working together and promote local values and driving forces (10). Since the communities are small sized, citizen participation is considered important to the planning of these municipalities, and is visioned as being more than generic meetings and dialogue, but rather taking the form of a more active conversation between all parties of interest as well as initiating pilot projects in collaboration with driven companies, organizations and single citizens (11).

To conclude, on the level of The Helsingborg Family, the discourse surrounds Helsingborg as a regional, urban hub connected to the future Loop City, which development the surrounding municipalities will thrive from. This is not the main discourse of Bjuv, and the rest of the 6K though, as it concerns the issues of today rather than the bright, connected future of tomorrow.

Bjuv — a municipality colored by industry
But the connectivity of Bjuv indeed aligns with the regional vision and discourse. The municipality acknowledges that it is a commuters' municipality of cheap housing, at an attractive distance from Helsingborg (20min) which is seen as a big asset. But the municipality wishes for its industry to be a more present and active part of its towns' identities as well (Head of Planning & Municipality Architect of Bjuv municipality 2018-02-12). Because Bjuv focuses on developing its large industry and smaller businesses (Region Skåne 2016: 44) and is one of the municipalities in Scania most colored by its industrial heritage. From the beginning, Bjuv was founded on the mining industry of clay, coal and production of clay products, and is part of the old Scanian mining district, (Stalin Åkesson 2010: 17) seen in Fig.9. Most of the industry is now derelict, but the people of the old mining district are proud of their industrial history (25),and there is a widespread wish for activating and reprogramming such derelict industrial sites, in Bjuv, the region as well as on a national level (Stalin Åkesson 2010: 16+25-29((Riksantikvarieämbetet 2017:5).

Örkeljunga

Höganäs

Ängelholm

Åstorp

Klippan

Perstorp

Bjuv

Road network

Helsingborg

Helsingør

Railroads

Svalöv

Ferry
connection.
Possible
railroad
connection
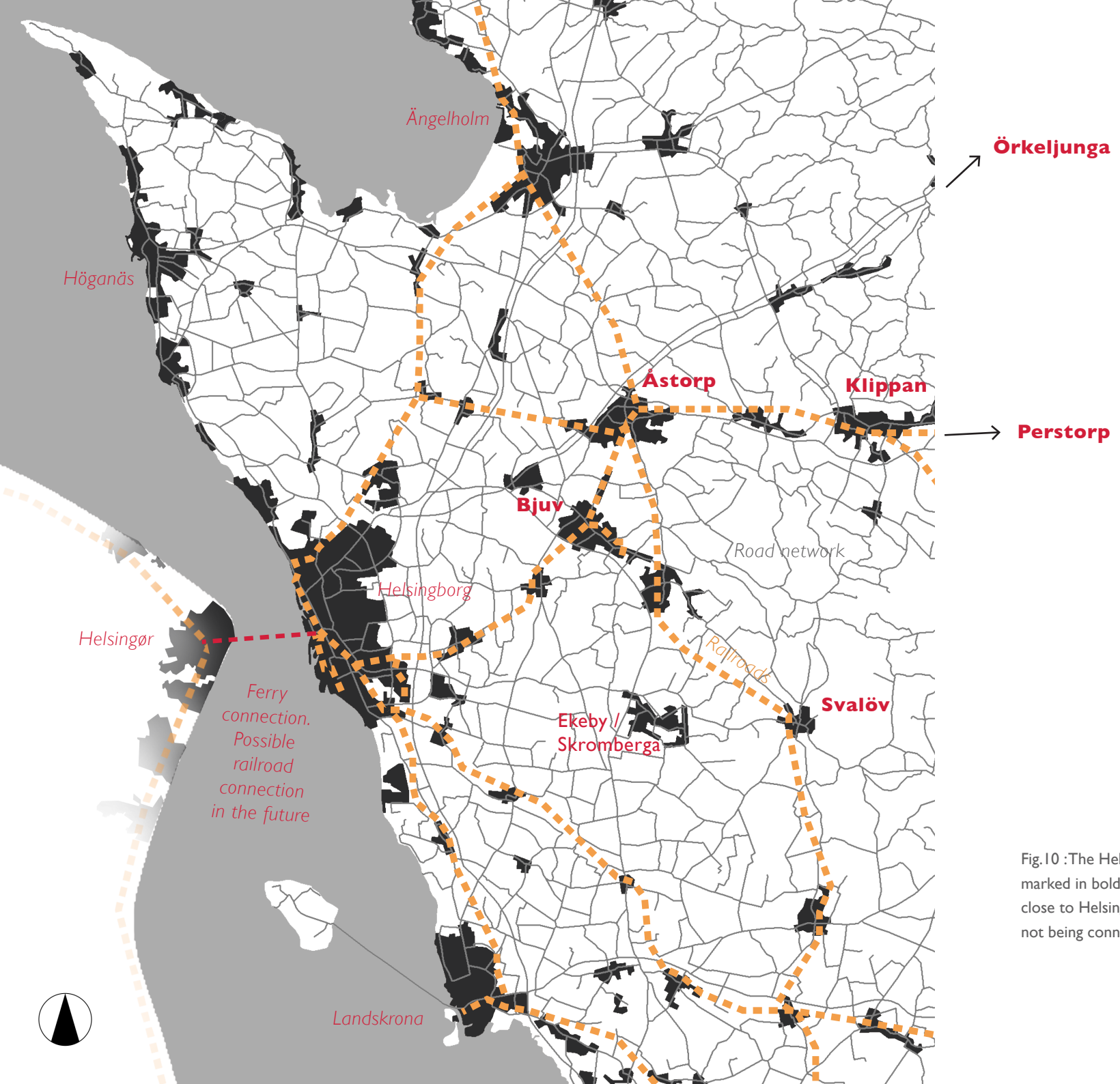in the future

Ekeby /
Skromberga

Fig.10 : The Helsingborg Family context - The 6K
marked in bold text. Ekeby offers a countryside living
close to Helsingborg. It has grown in popularty despite
not being connected to the railroad network.

Landskrona

In Bjuv, ways for reprogramming old industrial sites has been discussed between the Regional Museum, the municipality, the tourism sector, non-profit organizations as well as culture instances for several years (Stalin Åkesson 2010: 25-29), But the transformation of derelict industry is hard to handle due to the small financial means of Bjuv municipality and its citizens (Head of Planning at Bjuv municipality 2018-02-12).

To conclude, the discourse at the level of the municipality concerns Bjuv being a commuters' municipality that wishes to engage in its proud past by focusing on new industry as well as reprogramming old industrial sites. The issue of reprogramming with low funds engages many parties of interest.

Ekeby — proud home of Skromberga Industry

Ekeby is the smallest town in Bjuv municipality, (third to the towns Bjuv and Billesholm). It lies 15min by car from the town of Bjuv, as well as Helsingborg. Ekeby's biggest asset is seen as being a child-friendly, countryside town on a short, well-connected distance to nature as well as Helsingborg (Bjuvs Kommun 2015: 9), even though the town is not connected to the railway network. The closeness to Helsingborg and nature has caused many families to move to Ekeby during the recent years (Employees at CC Höganäs: 2018-03-08), showing a taste of what is to come as Helsingborg grows stronger and bigger.

A strong sense of community is another asset of Ekeby (Bjuvs Kommun 2015: 7), and the town has many non-profit organizations, such as the local heritage society (Skromberga Akademi 2018). The community are proud of their heritage, which has caused many citizens to buy old houses that used to belong to the old industry, and refurbish them (Skromberga Akademi 2018-03-08).

The municipality's vision for the town is to enhance its attractiveness by making the center of town denser, with more housing, a bigger selection of different types of housing, and more practices and businesses. The people wish for more activities and spaces for children and teenagers, better recycling, and better bicycle accessibility (Bjuvs Kommun 2015 7), to name a few wishes. But the highest priority to both the authorities as well as the people of Ekeby is the wish to reprogram Skromberga Industry (31).

Bjuv town

Söderåsen national park

Billesholm

Ekeby / Skromberga Industry

Fig.11 : Ekeby in Bjuv municipality. The town lies embedded in both nature and the agricultural landscape, yet close to Helsingborg, which is its biggest value.

The deadlock of Skromberga Industry

Skromberga Industry ("Skrombergaverken" in Swedish) is a cluster of century-old buildings, situated close to the center of Ekeby. The industry was founded in 1875, when the owner of the Skromberga Farm was given permission to mine for coal, later to realize that the clay by-product was more valuable than the coal. A mining company bought the site, and the industry grew, as eight factories were built to refine the clay into high standard clay products (tiles, bricks and pipes). The community that became Ekeby as it is known today was formed (Bjuvs kommun 1998: 125) The industry is most famous for providing the tiles for the opera house in Sidney (Employees at CC Höganäs 2018-03-08).

The production shut down in 2008, and the industry has since been partly derelict (Skromberga Akademi 2018a). One building has been remade into a storage unit by the owners: the company CC Höganäs, one into offices, one into a car repair shop and one into a storage of isolation padding (Employees at CC Höganäs 2018-03-08), but CC Höganäs has no long-term plans for the area (Stalin Åkesson 2009: 17).

Nowadays the people of Ekeby, as well as the authorities, want to connect Skromberga Industry to the town of Ekeby (Bjuvs kommun 2015: 29). What the former industrial land and factory buildings is to become is not decided, but there are many ideas. The people has wished for everything between housing, arts and crafts businesses, swimming facilities, and food court, to a café, a park, a teenager hangout and an exhibition hall (Bjuv kommun 2015: 20). As the Skromberga Industry is not legally zoned yet, any of these suggestions could become reality (30). The only restrictive aspect, besides funding and the current ownership, is that the sewage system of the town and the Skromberga industry is to small-scale to support any bigger development in the area, and has to be invested in first and foremost (30+32).

But at the present time, the discourse regarding the reprogramming of Skromberga Industry has reached a deadlock. CC Höganäs has no financial means to preserve all of the derelict parts of the industry, causing buildings to decay and vegetation to grow wildly within the area (Employees at CC Höganäs 2018-03-08). And as the

company does not wish to sell off parts of the land, neither the citizens nor the municipality has the financial means to buy the area and refurbish it (Head of Planning and Municipality Architect at Bjuv municipality 2018-02-12) (Skromberga Akademi 2018-03-08). Everybody contacted in the context of this thesis recognized the pity that their proud industrial heritage is decaying, as all citizens that has lived in Ekeby longer than ten years has a strong, personal relationship to the industry (Head of Planning and Municipality Architect at Bjuv municipality 2018-02-12) (Employees at CC Höganäs 2018-03-08)(Employee at CC Höganäs 2018-02-23)(Skromberga Akademi 2018-03-08). There is a general feeling of it being too late to do anything, according to most sources, and some even claim that Skromberga should be torn down, as children break in and play amongst the dangerous, decaying houses (Skromberga Akademi 2018-03-08), which may cause accidents. The fact that children and teenagers have nowhere to play, and therefore breaks into the industry, but also causes damage at the local schoolyard and parks, (especially the popular park Askebunkarna), is a big, local problem in Ekeby. The reason for this is partly because playgrounds

have been taken away due to expensive upkeep, and partly because the number of children and teenagers has grown immensely the recent years (Employees at CC Höganäs 2018-03-08). The fact that the young and the newcomers does not have a relationship to, or interest in, the industry is also seen as a problem (Skromberga Akademi 2018-03-08)(Employees at CC Höganäs 2018-03-08), which causes further frustration as a prolonged deadlock situation might cause the community to care less and less, and the heritage to disappear without a fighting chance.

500m

Askebunkarna
recreation area

Central Ekeby

Skromberga Industry

Ekeby
Farm

Ekeby
school

Farm land

Urban settlements

Industrial land

Farms

Vegetation

Fig.12 : Ekeby, built around Skromberga industry.

Conclusion — Activate Skromberga

To conclude, the discourse regarding Skromberga depends at large at the regional visions for creating a network of attractive urban nodes in Scania, with Helsingborg as a major development hub. Ekeby has already experienced an increase in citizens, due to the enhanced connectivity and regional focus on Helsingborg, and now wishes to enhance its attractiveness of being a family friendly, countryside alternative to Helsingborg with a rich community and cultural heritage. Although, the discourse also builds largely on the fact that Bjuv municipality has small financial means in contrast to the size and status of Skromberga, and can't engage in a reprogramming at the time, even though engaging in its rich industrial heritage is important to Bjuv. Consequently, Skromberga is stuck in a deadlock, between the proud and bright past, and the expected bright future, leaving all parties of interest aching to "do something", or even "do anything" in the meantime. The commandment sprung from the discourse can be formulated as "Activate Skromberga".
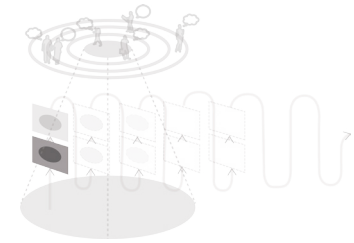
Mapping — presenting "what's there" in Skromberga

Everybody wants to get on with Skromberga, and do something. But what? And how? And who? Having framed the discourse of the area, the areas of influence and effect has been expanded far beyond Ekeby, but the area of control that is to be mapped in this second step of implementing the Guidelines is still the ownership border for the Skromberga Industry. That is the mapped area, presented in this chapter.
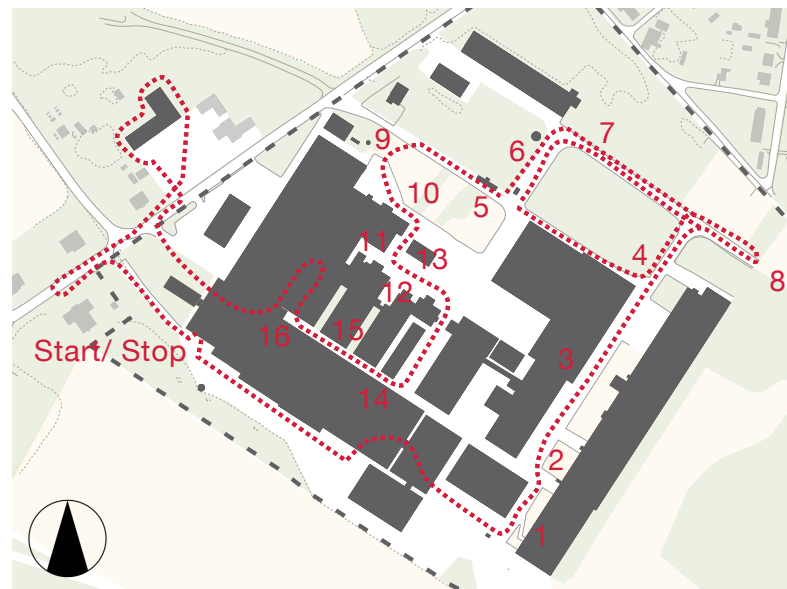
Fig.13 : The route for the first walk-and-talk

CHAPTER TWO

Fig.14-29: The walk-and-talk

A surreal atmosphere

For a first time visitor, Skromberga Industry has an overall atmosphere of abandonment, almost to the extent of feeling post-apocalyptic. The area is enticing,because there is a sense of time standing still, as if the workers left work a Tuesday night, and didn't return on the following Wednesday. This leaves a "foreigner" feeling quite alien to the site, noting the sense of jobs lost, and memories of old glory days, but not fully understanding.

Furthermore, as nature is reclaiming the land, one senses somewhat of awe to the powers of nature and man alike.

Fig.30-35

Fig.36

An introvert, large-scale structure

The structure of Skromberga Industry is large-scale throughout the area, with large buildings, big rooms, and large open areas of asphalt, clay and vegetation. Within the former production area of the derelict industry, the buildings are more tightly packed though, and the corridors between the three-story-buildings are a bit more narrow. The entire area is surrounded by residential houses and open fields of agricultural land, as well as some pieces of land covered with forests as seen in Fig.37. The forest "Askebunkarna" is also a remnant of the industry: an old deposit now covered with trees.

   The buildings are between one and four stories high, all of them big and wide. Some are just large sheds with roofs, without proper walls, but most are regular houses.

   The vegetation structure is at a juvenile stage, as the vegetation consists of mainly young pioneer trees and herbs.

Forest
"Askebunkarna"

Central Ekeby

Residential
houses

School

Residential
houses

Open fields

Forest

Residential
houses

Forest

Open fields

Fig.37: Structural plan of the Skromberga Industry

Fig.38

Fig.39

A vast diversity of materials

The materials at Skromberga Industry are highly diverse. Most of the old building are made of wood or tiles, whereas the newer ones are built of metal as well as tiles. The ground material consists of asphalt and clay, at some places vegetated by birch, willow, grass, herbs and other pioneer plants reclaiming the site. Some spruces have also spontaneously moved in.

The entire area is also crowded with stuff. Cars, boats, trailers, old production structures, sand piles, old tiles, building material, unidentifiable junk, and much more can be found outside, whereas the abandoned houses are filled with old office material, production material, lab material, binders of information, as well as abandoned personal belongings and cups of unfinished coffee. Skromberga seems to have an endless supply of surprising materials. As a remarkable trivia, one can even find old dinosaur-footprints in dried slabs of clay, found at site during the days of clay-mining.

Fig.40-55: The diverse materials of Skromberga Industry

Official businesses and non-official practices

CC Höganäs, the company owning the area, uses the old industry for several practices. One building houses the Swedish main office, for administration, management and customer service. Several houses are also used for storing their products. The derelict buildings are only visited by the CC Höganäs staff, when they need to find something used during the old production days. One room, close to the office-space, is used as an outlet on a few but regular occasions a year. Outside the houses different types of cars, boats and trailers are parked, probably by the employees of the CC Höganäs. Besides CC Höganäs' business, one of the large sheds is rented by a company storing isolation padding, and another premise is rented by a car-repair business. These are the main practices in the area (Employees at CC Höganäs 2018-03-08).

There are also other practices in the area, that does not regard business. The Skromberga Akademi uses the old shower house for collecting and saving old production objects, for preservation reasons. The partly open, partly wooded area in the north is sometimes used by the police to train police dogs. A clay field in the north-eastern part is open for the public, and people take walks there, sometimes with dogs, and uses the small hills for sledding in the wintertime (Employees at CC Höganäs 2018-03-08).

There are also several non-official practices going on. Seagulls build their nests on all the roofs, and attack people when they have nestlings. Smaller birds build their nests and seek refuge inside the derelict houses. The wooded areas in the north are inhabited by birds as well as small mammals, and has been visited by larger animals when a hole in the fence occurred. Children and teenagers also break into the fenced off area. They occasionally enter the derelict, dangerous buildings, has been spotted climbing on the roofs, looks around and does graffiti. One house outside the fenced off area has even been used for computer-gaming (Employees at CC Höganäs 2018-03-08).

Fig.56-61: Traces of practices

Fig.62: The Outlet

Fig.63: Possible traces of children or teenagers at play

Processes of succession and decay

The processes of decay of unattended houses and the natural succession and growth of vegetation are highly present in the area. Some trees have been felled. They lay piled up in the wooded areas.

Fig.64-66: Traces of succession and decay

Fig.67

Conclusion: Mapping

"Dump"

Birch forest

Clay piles

Shower house

Production (Outlet)

Lab

Lab

Production

Clay deposit field

Mixed forest

Storage(CC Höganäs)

Office (CC Höganäs)

Derelict industry

Storage (rented)

Car repair (rented)

Built objects

Only roof

Dangerous building

Fence

Property line

Vegetation

Clay/farm land

Asphalt

Houses

1:5000
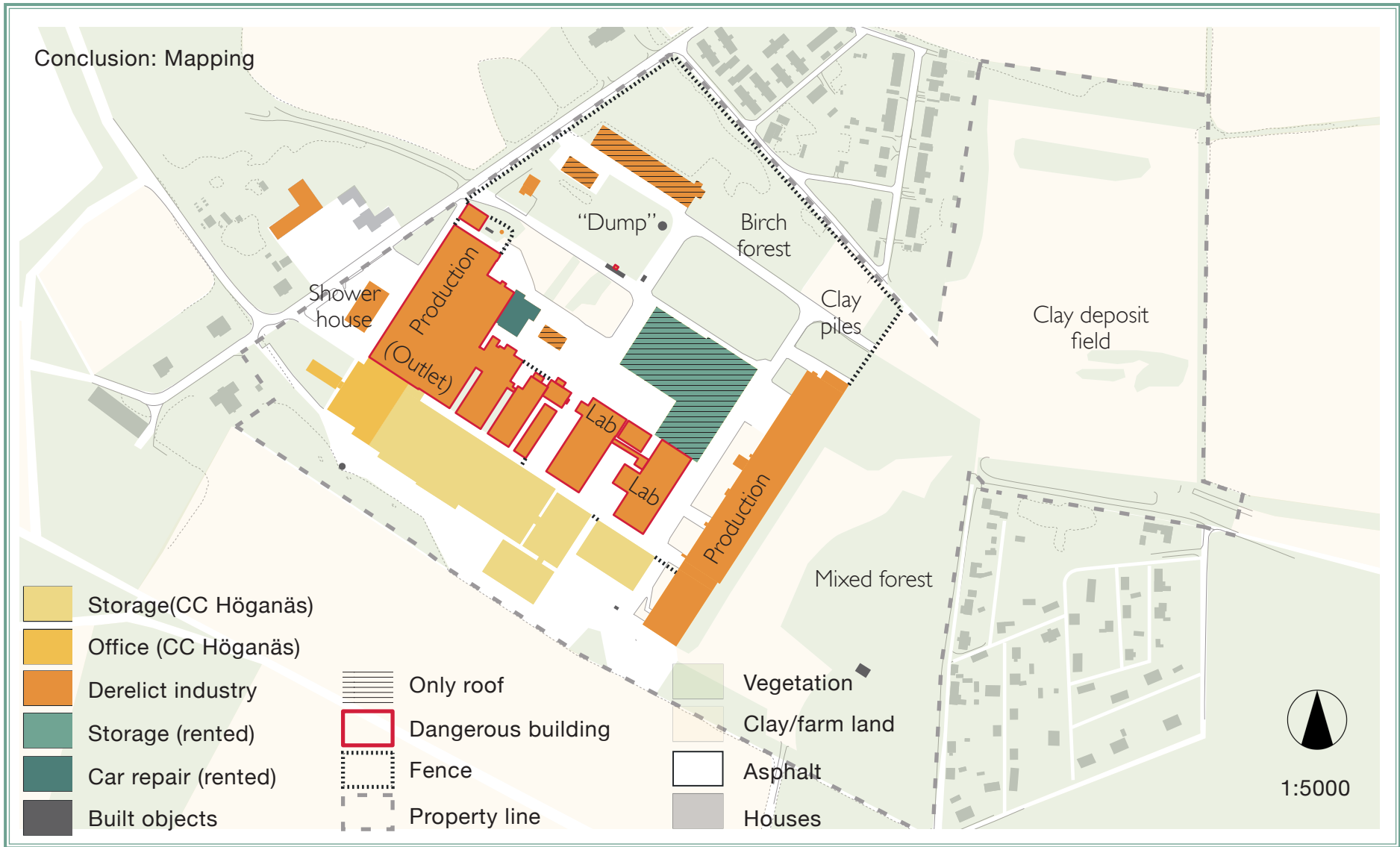
Fig.68: Mapping of the Skromberga Industry

Result: Action Plan

Moved fence

Dotted area:
made accessible

As a result of the mapping, and the discussions held with parties
of interest, a first draft of an initial project is presented in this
Action Plan. The reasons and specifics for this first intervention
will be further explained in the next chapter.
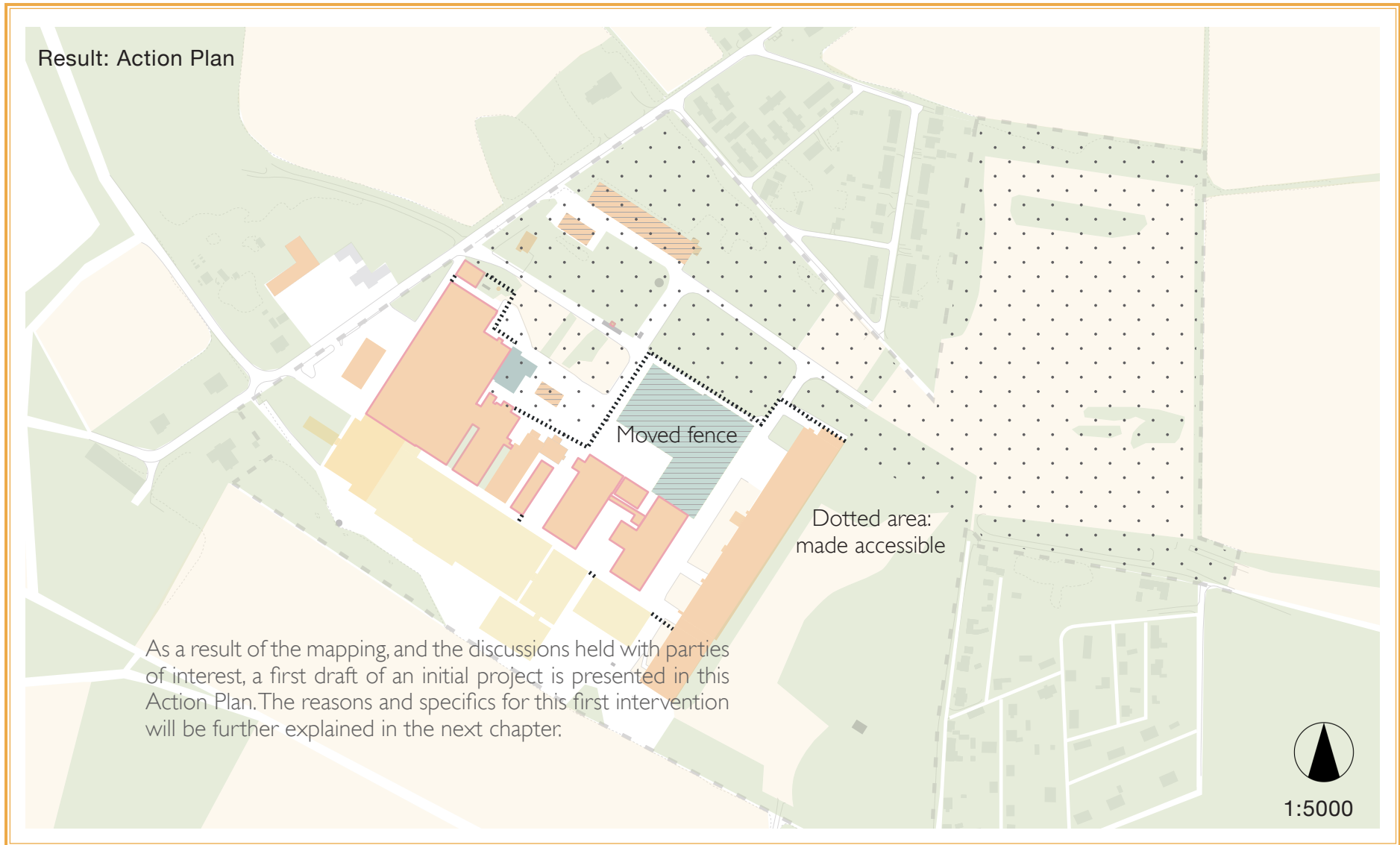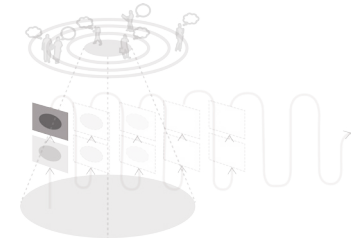
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Fig.69: Action Plan of a suggestion on an initial project

Initial Project — A playscape

In discussions with all parties of interest, a potential in the northern area was spotted (Head of Planning & Municipality Architect at Bjuv municipality 2018-04-05) (Building antiquarian from the regional Museum 2018-04-05)(Employees at CC Höganäs 2018-03-08)(Skromberga Akademi 2018-03-08). This place, marked out in the Action Plan, contains no dangerous buildings, but still offers a wide range of industrial "left-overs" such as piles of deposited clay, open storage units with building material and trash and several concrete structures. From the area the visible connection to the nowadays hidden parts of the industry is strong. Other valuable aspects are the partly highly attractive vegetation, and the large areas of asphalt in a non-trafficked context.

To move the fence and open up this area would assure connectivity between the central part of Ekeby and the eastern residential areas, and connect the recreational forests east and west of the area, for people as well as existing flora and fauna to thrive from. But the biggest reason for opening the area would be to create a place for children and young people to appropriate, to ensure that the next generation gets an opportunity to create a relationship with Skromberga as well as solving the problem of having too few places for children and teenagers to roam freely. Editing in the manner of foreignisation, by keeping the area almost untouched, the place could offer large asphalt areas for biking, skating, rollerskating and driving, forests for imaginative play and building huts, piles of clay for cross-biking and sledding, as well as building materials and "junk" for building-play. This potential was initially spotted during the first walk-and-talk with employees of CC Höganäs (2018-03-08) as well as during the interview with Skromberga Akademi (2018-03-08).

The potential Initial Project was presented at the following workshop with the Municipality Architect and Head of Planning of Bjuv as well as a building antiquarian from the Regional Museum of Scania, alongside a presentation of the Guidelines for IdN Inspired Post-Industrial Transformation and how the implementation of them led to the conclusion of seeing potential in the northern area. Parties of interest has already spoken about how an alternative process for proceeding with the site together could look like, and the

CHAPTER THREE

"Let everyone bring their own bolt cutters!"
(Workshop participant 2018-04-05).

municipality saw potential in using the Guidelines to frame that process (Head of Planning of Bjuv municipality 2018-04-05).

During the workshop-part of the meeting the potential playscape project was discussed, resulting in consensus on its frames and formulation: the intervention would mainly consist of moving the fence, followed by a later, active reflection on the results of the intervention, and a reaction to that. The possibility of using the existing materials to build simple obstacle courses, skate ramps or play huts during workshops with children was discussed, but discarded as this would mean that the grass root perspective of appropriation would be disturbed in its essence. It would mean to employ domestication, which would counteract the Guidelines. Also, the play of exploration would be disturbed, for children as well as adults. This exploratory, not organized type of play is proven beneficial for children's development and well-being (Kucan: 2009), and would provide the two aspects of play a physical site can affect: the freedom of play and the space for play (Kucan 2009) The fact that children does not have the same eyes as adults when it comes to trash and "messy environments"

was discussed during the workshop, and the potential for giving modern children a place to be free and use their imagination was seen as a positive aspect of the potential Project. Messiness and unprogrammed places gives rise to creativity, uncertainty, challenges, entertainment and drama, all aspects positive when it comes to play, regardless of age (Kucan 2009).

Another advantage of simply moving the fence would be the inexpensiveness of the project, and the fact that no expanding of the sewer system or funding of a big de-pollution process would be necessary; the current biggest issues hindering further development of the area (Head of Planning of Bjuv municipality 2018-04-05). The cultural heritage would be activated without large interventions, and pedagogical values regarding local history, regional culture, decay processes and vegetation succession could surface as well.

The vision was formulated as moving the fence, and the initial step as organizing another walk-and-talk in the area. The Guidelines for IdN Inspired Post-Industrial Transformation would be explained, the potential of the northern area presented, and a common site visit would

enrich a further discussion on the possibility to implement the Initial Project. The parties to include were decided as to be: the workshop attendants, the CEO of CC Höganäs in Skromberga, representatives from the Culture and Recreation administration of the municipality, Skromberga Akademi, a local entrepreneur and representatives from the Ekeby school (possibly children). The questions discussed would be:

·   Is it possible to move the fence?
·   What would happen?
·   Who would visit the site?
·

   Possible long-term goals, ownership issues and time frames would be discussed, but the main discussion would surround the Guidelines and the Initial Project, and how applying it in this context could give rise to an alternative, useful development process. To give the result of the planned walk-and-talk real authority, it was agreed upon that it would fall outside the frames of this masters project, putting an end to the academic phase of the process of testing the transferability of the Guidelines in Skromberga.

Go-cart and cross bikes?

Mountain-biking?

Exploring?

King-of-the-hill?

Beach volleyball?

Trash or treasure?

Fig.70-75: Values and possible new uses within the area

Kick-bikes and
ball games?

Fig.76

Building huts?

Fig.77

Conclusion

To conclude, the result of implementing the Guidelines for IdN Inspired Post-Industrial Transformation at Skromberga Industry in Ekeby was: acknowledgment of the Guidelines' potential for framing and steering an alternative process, spotting and framing of a project initiating the potential transformation of Skromberga as well as a formulation of how to proceed with the potential Initial Project. In short, we acknowledged that all we had to do was to move the fence, we understood why, and formulated together how to make it happen.
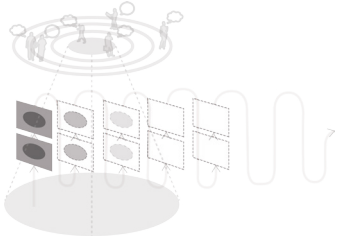
Updating — A future possibility shaping the result

Had there been more time, the Initial project might have been executed, and taking time for reevaluation and updating of the Mapping and Action Plan would have been the next step in the transformation. But to be able to move the fence, the planned walk-and-talk would only be the first step towards realizing that project, followed by a phase of coordination and, later, realization. In the light of the theory on participation, the walk-and-talk as well as the collaboration phase would have to be planned carefully, assuring a clear purpose, rigid frames for the discussions and evaluations, as well as possibilities to conform after each others points of views, to assure a mutual trust between all parties included in the transformation. Therefore, this phase should not be rushed for the sake of trying out all Guidelines within the frames of one thesis. Furthermore, the process should not be led by a masters student, but someone in a position of influence and power, such as the municipality or the owners of the industry (the managers of the transformation, equal to Samoa and the Nantes authorities), to give the project real authority.

However, even though the Updating Guideline could not be actively engaged in, it was a crucial part of all discussions, causing it to shape the result of the thrifty playscape proposal, and therefore to affect the process at large. It was recognized by all as a future possibility, which shaped the result of the process. Because making something that can be evaluated and updated took the pressure away from "fixing" everything, allowing for a small and realistic intervention.

CHAPTER FOUR
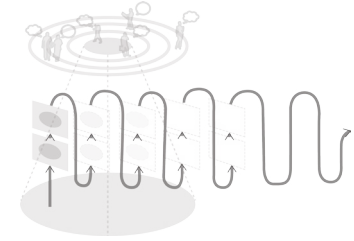
Open-Endedness activated Skromberga instantly

To sum it up, the result of the case study was that the attitude towards the site was turned around: all parties of interest expressed frustration at the beginning of the process, but expressed feeling positive and hopeful in the end of the collaboration. And the Open-Endedness Guideline was part of what made that happen. Because in an open-ended process, the transformation of Skromberga began long ago, and will never stop. Accepting this might have been what loosened the deadlock of the Skromberga situation the most, as the frustration of idleness, a big part of the current issue, was subdued. Expanding the horizon by presenting Open-Endedness as a Guideline might have taken some pressure away from "fixing" the site, causing the parties of interest to worry less about what has been lost and what can't be achieved, and more on what the baby steps towards a brighter future could look like. All in all, Open-Endedness was a state of mind the participants of the case study embraced. Something to work on, and embrace, rather than a step to carry out. This separates it in its constitution from the other Guidelines.

Moving the fence and allowing people to appropriate and play in the northern area of the industry could become the physical platform for discussing how to activate Skromberga further, but keeping the process open-ended, no one can know how. Someone could roller-skate pass a hundred times, and realize at the hundred-and-first that she/he wants to build a ramp. Another person might be inspired to start a climbers club in one of the derelict houses. Someone playing in area as a child might want it's own kids to experience the same thing, investing in a housing project further on in the future. None of these ideas can be inspired unless the area becomes possible to appropriate, and unless Open-Endedness allows it. But as it is, only the thought of it activated Skromberga a bit more than before.

Transformation is the ongoing translation of a already translated work (Diedrich 2013: 64)

CHAPTER FIVE

Fig.78: Unlocking the gates

REFLECTIONS

Road map description:
In this part of the thesis the results of Part One and Part Two is
discussed, as well as the method used and theory studied

Answering the questions

The questions this thesis aim to answer are:

· How can the design approach, that successfully and site-specifically transformed Ile de Nantes, be translated into a more general framework?

· Can the framed IdN design approach be applied beneficially in transforming a small-scale, derelict industrial site in Sweden?

To answer to the first question, the IdN design approach can be translated into a more general framework (in the shape of guidelines) by examining it against a framework of theory on site-specific design and transformation design. This provided knowledge and a vocabulary helpful in examining the project, making it possible to peel off the project-specifics, such as the local discourse, the financial situation and the scale. The result of the question asked is a first attempt at Guidelines for IdN Inspired Post-Industrial Transformation.

To answer the second question, the Guidelines (the framed version of the IdN design approach) can be applied more or less beneficially in a derelict industrial site, at least in Skromberga Industry, where the municipality in charge was interested in the IdN design approach. In this first attempt to implement the Guidelines, dialogue was key in making the parties of interest see the potential in the Initial Project, a project tightly linked to the Discourse, Mapping and discussions including Updating and Open-Endedness. The fact that the parties of interest contacted were interested in collaborating within the frames of the Guidelines, and could keep an open mind towards the results of the case study at Skromberga might imply that the Guidelines have potential, and should be further examined and tested in terms of their transferability, especially regarding the Updating Guideline. This would elaborate the answer to this question further.

Final reflections

A first attempt at Guidelines have been formulated, and their transferability tested for the first time in Ekeby. So what has that taught us? In these final reflections, the findings, and the answers to the questions, will be further digested and reflected upon. First, the road that led to the answers and findings will be discussed, then the results themselves.

A suitably eclectic method, with rooms for improvement

The method of studying the Ile de Nantes project against a framework of theory on site-specific design and translation design achieved what it was meant to: it framed the IdN design approach, and made it possible to translate it into more generally applicable guidelines. Although, both the formulation of the Framework as well as the examination of the IdN project could have been enriched, and possibly altered, by using more sources, especially regarding intertwined theories such as sustainability, heritage and participation, but also regarding site-specificity and transformation as design. Searching for more recent sources, other sources opposing the theory presented in

this thesis, as well as a richer abundance of interlinked theories (such as temporary uses, public space, playscapes, analysis/mapping methods, the planning process of France and Sweden) would have enriched the thesis further.

Synthesizing the result of the study on Ile de Nantes into five Guidelines was less straightforward than it might seem in the research design and at the end of the first part of the thesis. The Guidelines had many shapes and forms before settling to the five presented. As the literature was studied against the theoretical framework a list of conclusions were drawn and developed over time, consisting of both insights and direct advice given by the interviewees in the literature examined, as well as the authors; people which had been part of the project or studied it thoroughly. For a long time, there were eight Guidelines, but they were condensed into their present form late in the process for three reasons. Firstly, as the goal was to make the Guidelines as generally applicable as possible, factors touching upon the local policies of France and the economical, social and cultural situation/context of Nantes in the OO's was stripped, and it was in many cases a difficult decision to balance what was

"The transformation of what exists can move in many directions and take on many forms, in the same way as a conversation can develop, but as part of its logic one must respect the conversational partner" (Braae 2015: 302)

part of the approach, what was caused by local culture and what was caused by the economic situation. For example, the authorities of Nantes formed Samoa and made them the contracting owner of Nantes. Would the forming of a semi-public company consisting of representatives from authorities and agencies at the local and regional level be necessary in every project engaging in an IdN inspired process? It is a good idea, but in this case not deemed crucial to the general framing of the approach, hence it was stripped from the Guidelines. Reflecting on this in hindsight, the case study probably shaped the Guidelines in this sense, as the advice and insights were most likely, consciously or unconsciously, compared to the smaller scale of Ekeby. And if not deemed to resonate at the smaller scale, they were not deemed general. Secondly, as further knowledge made the result of the study clearer, a few Guidelines could merge as they appeared to touch upon the same matter. For example, engaging in the different levels of the discourse were seen as different steps initially. Thirdly, the final, almost crude formulation of the Guidelines was a conscious choice. To make them as straight forward and stripped down as possible was used as a rhetorical trick, in order to make them as comprehensible as possible to practitioners outside of the academic sphere. What started out as a long list of advice and insights was condensed in order to be more available, although there is a risk that this practice reduced the complexity of the framed IdN design approach in an unfavorable way. But as I had to present my findings and the preliminary versions of my Guidelines whilst corresponding with the parties of interest it was necessary to be as clear as possible, which proved to be advantageous for both the thesis process as well as the case project as the comprehensibility was put to the test. This balancing between complexity and readability is the reasons the framing of the Guidelines turned out the way they did, and by studying different theory, corresponding with different people and indeed if another student undertook to answer the same thesis question, the framing and labeling would most likely be highly different. Although, the essence of supporting an open-ended, radicant process would most likely be the same.

By researching through designing, the Guidelines were proven to be comprehensive and to some extent transferable, as the case study proved that the parties of interest saw

potential in both the Guidelines themselves as well the result of partly implementing them, resulting in an encouraging discussion on a difficult area. The unstructured ways of the case study allowed for site- and project-specific solutions in terms of ways for communication and collaboration, which makes the study hard, or even impossible, to repeat. This was a conscious choice though, as serendipity was an important aspect of the study: to react on the unpredictable. More rigid methods for implementing the Guidelines would have been counteractive, as trust is built on the ability to conform and speak about subjects relevant to the conversational partner, and trust was crucial to collaborate in a fruitful way and gain knowledge to use in the Discourse description, the Mapping and consequently, the Initial Project. Using the Guidelines in another context might bring out entirely different values and conclusions, indeed because the site would be different but also because the parties included would probably interpret the Guidelines differently. Hence, if another student used the exact same Guidelines in Skromberga, the project would also have turned out differently. This underlines how site-specific design can take many forms, but also points out

the influence of the designers hand, mind and eye in every project.

The method of having walk-and-talks could be considered successful in the way they opened up for more informal, rich conversations. This was expected according to studies (Mellqvist 2017: 57-58), and proved accurate in this thesis. The combination of photo study and walk-and-talk was not equally successful though, as it was difficult to document both site and conversation at the same time. To have one photographer and one person taking notes would have been more suitable. It would also have been favorable to perform the photo study for the mapping separate from the walk-and-talk, and at several occasions,to achieve a more meticulous result. This was not possible within Skromberga though, as the site visits had to be supervised. To visit alone was not an option, and returning several times would cause a nuisance, undermining the trust. Consequently, a true détourage representation was hard to achieve. One might wonder if perfectly representing an area in all its complexity is possible though, even though it is allegedly a part of the IdN design approach. The Plan & Guide Map and the way it was used in collaboration and participation

makes the representation as including as possible, but does it really show "the site itself"? In the light of the knowledge on the complex constitutions of site, the answer would be no. A site can´t even represent itself perfectly, as both site and context is ever changing. But is it really interesting and relevant to put effort into reaching a perfect détourage representation of a site, in the light of using the mapping as a basis for design? In the light of the case study, the quality of the collaboration and participation surrounding the mapping affected the process more than the collection of the site specifics. So in using the Guidelines, representing enough might be a suitable aim, whilst indeed still employing détourage representation. Enough for all parties of interest to be able to keep a fruitful, inclusive discussion based on facts regarding site specifics, and let the Updating complement the representation incrementally. In short, a strife for perfect collaboration should perhaps trump the strife for perfect representation in the Mapping.

The first walk-and-talk at Skromberga Industry had a major focus on the buildings and their former use, as this was of interest to the people guiding the walk. The second walk-and-talk in the northern parts only was shorter, but

of higher interest to the study, and the search for a object of transformation regarding public space. An earlier focus on the outdoors would have been better for the mapping of site specifics useful in an Initial Project, but would not have built trust or made the discourse clearer though. To follow the initial walk-and-talk up with a semi-structured interview was beneficial, as potentials seen during the walk could be brooded upon together. Stepping outside the initial plan for only having one tour of the area was beneficial in this context as it provided information and discussions not entirely unfolded during the first tour. The loose frames put more pressure on the interviewees though, as well as the interviewer, and an equal result of gaining knowledge for the Mapping and Discourse as well as mutual agreement of seeing potential for a playscape project might not have been possible if the commitment, interest, knowledge and open-mindedness had been less in any of the participants. This applies to the walk-and-talk and following semi-structured interview with Skromberga Akademi as well.

The method of having a workshop with representatives from the municipality and the Regional museum to discuss the findings at site was favorable for keeping the discussion

alive, and to re-include the municipality in the process. It would yet again be good to have had a separate person taking notes, as the conversation was disturbed by the documentation, pausing and interrupting by taking notes.

Besides the downside of multi-tasking leading to a unfavorably lower focus on each task, the fact that there was only time for a few meetings was a downside to the method of organizing the meetings incrementally. A more structured method for the case study could have fitted more meetings into the time frame. Based on the knowledge and experience gained in this thesis, this might be possible in repeating the implementation of the Guidelines in another project,but could not possibly have been managed in the beginning of the thesis process. The fact that few meetings were held, and that the parties of interest was only met once in some cases made it harder to understand how to communicate in a rewarding way, as there was no possibilities to conform until next time. The mutual trust had to be built in emails and quickly during the meetings, which made the collaboration less productive than if a relationship of trust and collaboration had been established over a longer period of time. The skill of interviewing and

organizing workshops would also have increased with time, giving a better result to the study.

In some contexts, to signal more authority from the beginning of the meeting would have been profitable, as a description of the landscape architects point of view made the discussion shift into a more rewarding direction. But to hear the interviewees out is yet again a way of building trust, and should not be ignored. Rather, a balance between authority and open-mindedness would be preferable, which is a conversational skill only possible to learn by practicing. To work in an IdN inspired, open-ended process, this might be considered predictable lessons learned, as the IdN way of having an open-ended, long-term vision and taking more or less fast actions in working towards has been deemed a major challenge for all parties of interest (Gravelaine 2010: 18) requiring determination, patience, a willingness to adapt and responsiveness to opportunities (Gravelaine 2010: 15).

Lastly the semi-structured, incrementally unfolded method used in the literature study as well as the case study mirrors the open-ended process of the IdN design approach. But was it the best method for answering the

questions? With more time, a more extensive literature review and a more qualitative and quantitative case study would probably have given a better answer. As it is, the study answers to how one derelict industry can begin to be beneficially transformed, not how any Swedish, small-scale, former industrial site can be transformed, in the light of Guidelines framed on some, but not all, relevant theory. This might be considered a reasonable result for the academic level of this thesis though. Furthermore, to be able to carry out the Updating Guideline,one would have to be in a position of influence and have financial means to carry out the Initial Project, which also makes the result reasonable.

Appropriate theory, yet possible to complement

Regarding the theory constituting the Framework for Examining Transformation Design Approaches, the theory on site-specificity provided a wider understanding of site: as constituted by physical, immaterial or temporal attributes, its relational context and its multiplicity of narratives. This pinpoints the struggle of representing, reading and editing the area and the sites of Ile de Nantes

and put up a framework for understanding how it was handled. This could possibly have been further unfolded by explaining what site is not: place, space, lot, landscape, environment. Regarding the theory on transformation as design, the fact that the field is so new makes it hard to reflect upon. It seems to have been born from projects of the last 20 years, and Ile de Nantes looks to have been considered an influential project. Did that create some kind of "theoretical acoustic feedback" (like the high-pitched noise when a microphone is put to close to its loudspeaker) in using the theory to study the project? Only time will tell, as the scientific field of transformation as design develops. The theory nevertheless provided a vocabulary and a theoretical framework beneficial for scrutinizing the Ile de Nantes project. Whether the Framework for Examining Transformation Design Approaches is useful in examining other transformation design projects could be evaluated by further studies of implementation.

The theory studied regarding the Ile de Nantes project provided an understanding that the four commandments and the Plan & Guide Map replaced the masterplan, described how the Plan & Guide Map was used, and

presented the reasons the managers and designers had for employing their design approach: the values. In that sense, the theory gave good insight in the IdN design approach. To study the French design documents or performing interviews or walk-and-talks with Chemetoff, the designers or the managers of the project would probably have given more insight, and would have been academically better sources as they would not have been secondary. These types of sources was not possible to include this in the thesis though, due to a lack of skill in speaking and reading French.

To fuller understand the IdN design approach in it's nuances, more theory regarding design processes, representation, participation processes, sustainable development as well as industrial development as a field could be studied, enriching it with new perspectives.

So how did the theory studied affect the result? The fact that mostly secondary sources were studied probably angeled the conclusions and affected the result. Furthermore, the sources studied most likely gave an incomplete image of all theories studied, probably leading to somewhat partial conclusions. One might wonder how much of the examination of the IdN project, the resulting Guidelines and the case study was affected by the author's values and interests, and see this possible partiality as a downside to this thesis. But is it pertinent to remove all values in a thesis about research on design and research through designing? To strip a design process from value and ideology removes creativity, and being completely impartial might over-simply a design task in a unfavorable way (Beauregard 2005: 55) Indeed, the values of Chemetoff a his team was the foundation of the entire IdN design approach. And as research and design is so highly intertwined in this thesis, and one aim is to improve the overall design skills of the author, the fact that the values of the author shines through could not be deemed strange or inappropriate. It is though necessary to point out the partiality to the reader, so there can be no misunderstandings that the result of this study would be completely different had another person performed the study. Not because of poor choice or representation of method, but because designing is, and has to be, personal.

A thesis highlighting the possibilities of thrifty design

In the light of the result of this thesis, one can further understand that the IdN project was stated as a "best practice" at the INTERREG-symposium, and that several scholars of site-specific design has found the project interesting and inspiring, as one can see the strengths of the responsiveness and economical, ecological and social sustainability of the project.

The Guidelines formulated in this thesis apparently worked to engage in a site with low means but high dedication, which indeed put my education on design into perspective. If the Guidelines could be proved generally implementable, and not only in the Ekeby context, the result of the study would be highly interesting to practitioners. Especially landscape architects working in smaller municipalities with small financial means and in need for development. Although, using the Guidelines in other similar sites would probably not render a result equal to what happened in Skromberga. Depending on the financial situation, the involvement and interest of the citizens, possibilities for fruitful collaborations, the visions of the people, the municipality and the region, and indeed the status of all the

present site specifics, the Guidelines would probably open up for different possibilities. Merely because they present a gateway, a promise or a possibility for a different more responsive process, in which one might realize that to do nothing, to do little, to do a lot or to create a masterplan is the suitable way of moving forward. Just as seen in Ile de Nantes, where all those conclusions were drawn in different phases and places within the bounds of the project. If the decision is rooted amongst the parties of interest and the potential and challenges of the site specifics, any action could potentially be considered to be a good action, even engaging in a conventional design practice. One might say that the open-endedness and responsiveness does not only apply to the result of the interventions, but also the actions driving the transformation, as seen in the IdN project.

In Ile de Nantes, this alternative process was apparently possible to fit within the frames of the conventional planning process, which could mean that the same could be possible Sweden. The case study proves that they are useful at an early stage, but fitting them into later phases would probably give rise to challenges though, as the planning process of Sweden is built around the

masterplan practice. This would probably demand both commitment, creativity, curiosity and determination, from the municipality's side, which brings up an unmistakable limitation of the implementation of the Guidelines. Because using the Guidelines would fail in a context where no such dedication existed, and also if all parties of interest would not be interested in keeping up the Updating and taking in the discourse at several levels. In short, they would probably not work if the parties included does not want them to, or indeed if the administration necessary to keep up the process fails. In short, lack of commitment, lack of interest in engaging in a constant dialogue, and lack of administrative means could make the process would falter fast. Another limitation is the fact that, although there is a intention of including all parties of interest, it might be hard to make all parties content with the result, which could constrain a fruitful process and possibly thwart the crucial fruitful discussions driving the process forward.

But, if the commitment is present, the Guidelines could be a thrifty key, and it would be interesting to try them out in not only industrial transformations, but also in towns with other types of land in need of reprogramming, for example in shrinking towns. To fit the process into the different stages of the Swedish planning process would probably also be an informatory experiment, which could alter the Guidelines further. Just as the specifics of Nantes/France were stripped off, the specifics of Sweden would have to be added to fully understand their applicability in Sweden.

But does the thrifty Guidelines have to be used as a last resort? In societies searching for ways to become more sustainable, thrifty planning and design approaches could be further applied everywhere. So why does the managers, planners and designers of our societies continue to work as they have since the modernist era? Probably because the IdN design approach, and other similar ones, are hard to fit into the conventional planning process. This was touched upon and discussed with several interviewees during the case study. It was stated that it takes commitment, creativity, effort and bravery to attempt to try something new within the rigid frames of our planning process, which makes many planners and architects prioritize certain results and a well-established modus operandi.

Although, the type of design the Guidelines supports is possibly already more widely spread than one understands.

But because it does not require any 3D-rendered images, any well lay-outed documents or finely crafted models, it is less visible and traceable. It could be possible that this type of design is considered as "mere" renovations, and acts of management rather than landscape architectural design. But to keep renovation and acts of management as a design concept is rare. Acknowledging this as a practicing landscape architect, one might understand that all project does not have to include big interventions, and to actually suggest management could be enough design intervention in some contexts. Showing respect for both site and all parties of interest might even lead to the best solution being to do nothing at all.

Further research

In further research on the subjects touched upon in this thesis, it would be relevant to study:

· the continued process of implementing the Guidelines in Skromberga
· how the Guidelines could be fitted into the legal frames of the planning process of Sweden.
· the differences between the IdN design approach and more conventional design approaches
· how to most suitably arrange the participation and collaboration process and meetings in an IdN inspired process.
· the IdN design approach compared to contemporary studies on heritage preservation.
· the IdN design approach in the light of theory on resilience.

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Visual material

All visual material is produced by the author of the thesis. The material the maps are based on are kindly provided by Bjuv Municipality, Kartbanken at Lantmäteriet (through SLU Library), Open Street Maps, and complemented with information from the Danish Railroad Map as well as Google Maps. All pictures are taken by the author of the thesis as well.
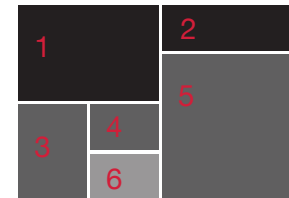
In pages with several images, the images are numbered and counted from top row to the bottom, left to right.