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ENSΔII
École nationale
supérieure d'architecture
Montpellier

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THEMATICS



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slow urbanism

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GROUP 01 : Alicia ROUZE – Amandine MARTIN

Myths and Urban Legends

The path of "Myths and Urban Legends" of Montpellier was a very human experience of the encounter with the natives, who allowed me to enrich the flight by telling me unusual places and non members in the guides. Global search headed to places marked by a "mystical" atmosphere; odors have also been a path factor, once a good smell was coming to titillate my senses I headed it. To make the experience complete, music will engage in the run of the place, and why not subsequently incorporate augmented reality to immerse the user in a zany and total experience, in order to rediscover Montpellier with a different look and identify its quirks.

These excesses have taught me that in the center of Montpellier, even if we keep this idea of active metropolis in the middle of this permanent tingling, hiding places, streets, squares, lost in the maze of the city, these places abandoned by tourists remain despite all the gems for natives. These places than accessible only by losing well, are kind of rewards to urban drift and lose can be good sometimes.

GROUP 02 : Ines d'ANGELO – Ariane CARTEL

Urban surprise

In the frame of urban derive (drift), we have decided to wander in the city with an unusual focus for sensory experience which are proposed to us by the street (visual, acoustic, luminous, thermic, architectural and human density or dynamic.). When we cross streets, we have discovered various spaces with interesting and divergent uses, we can see a fast change of atmosphere and we feel many different sensations. When we take unusual and non-tourist way, we can look the city otherwise. Change our practice permit us to discover plenty of new spaces. Drift pace is modified by an idea inspired by street : research for intriguing elements which doesn't catch our attention usually.

Aim: discover street art

This path aim will be to discover street otherwise focus on spaces, object or action non-ordinary (singer on street, art work...). All those things give its dynamism and its interest to the street. Through this creations, it's a man who try to appropriate his city, his environment with his scale. Life expression is transmitted by this anomalies which shows the city differently, non tourist.



GROUP 03 : Karen SOOREDOO – Nathan LAGUILLIEZ

Geo-catching

Nowadays there are different ways to visit a city through mobile applications. We experienced the application “ Geocaching” especially for this Workshop. It works by using the geolocation to lead the user not so far from a hidden object. The lack of a story, to give a valuable reason to search this objet, was disturbing us. So we wanted to imagine an application which would work as a treasure map according to the city where you are.

The urban ride in Montpellier was the perfect city to experiment this new concept. Given that we live in Montpellier, it was easy to imagine an enigma in order to guide the player to different places, and above all to link them. We imagined a police investigation in order to find the murderer hiding in the city. It was really funny to invent treasure hunts to provide clues to the player.

But we realized that it is essential to know the city to imagine this kind of game. When we visited Lyon, we walked in the city randomly. It was impossible to link the different places that we discovered because we didn't know enough the city, its history but also its organization. This observation forced us to reconsider our idea and to adapt it. What we find interesting, in Montpellier and in Lyon, was the discovery of unknown places, objects, details, buildings or bars... In fact the application would allow the player to choose what he wants to discover thanks to a panel of proposals: Urbanism – Architecture – Restoration - Amusement ...

It would be also interesting to allow people to share their discovery and to place it in the appropriate category (Urbanism- Architecture...). It can also works with our colleagues who work on different topics like “visiting the roofs” or “Art in the city”...

GROUP 04 : Margaux BOSSET – Valentin LORFEVRE

Highs

The city is defined by its public spaces and buildings but also by its topography. These different levels, natural or manmade, produce special perspectives on urban space. It seemed interesting to discover the city differently by creating a pathway based on those views that offer a particular approach to a first contact with the city.

These views are all different, some are public, some private, they can result from the topography of the city as a high-rise building built at a specific location. The real discovery comes from places that make this journey, some views are created specifically to highlight the skyline of the city (lookouts, scenic areas ...) but others do not have this basic function (parking , staircase...).

It is this unusual discovery that is at the heart of our journey.

