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ENSΔΠ
Ecole nationale
supérieure d'architecture
Montpellier

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WORKSHOP

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slow urbanism
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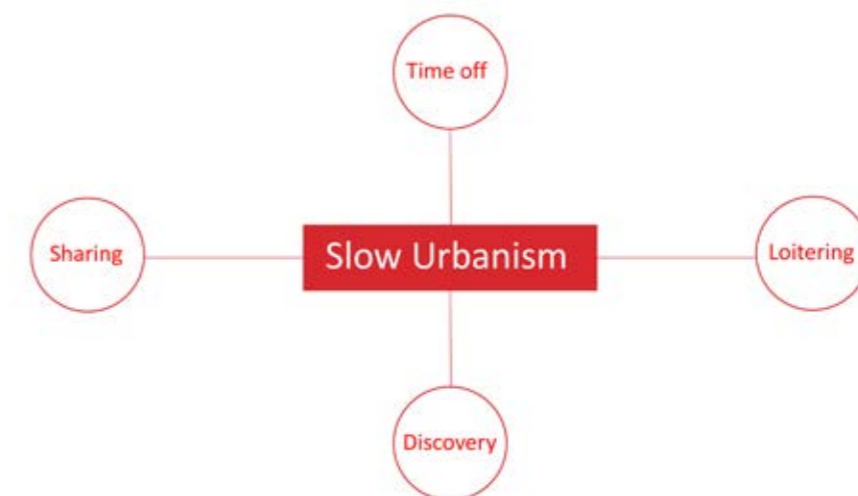


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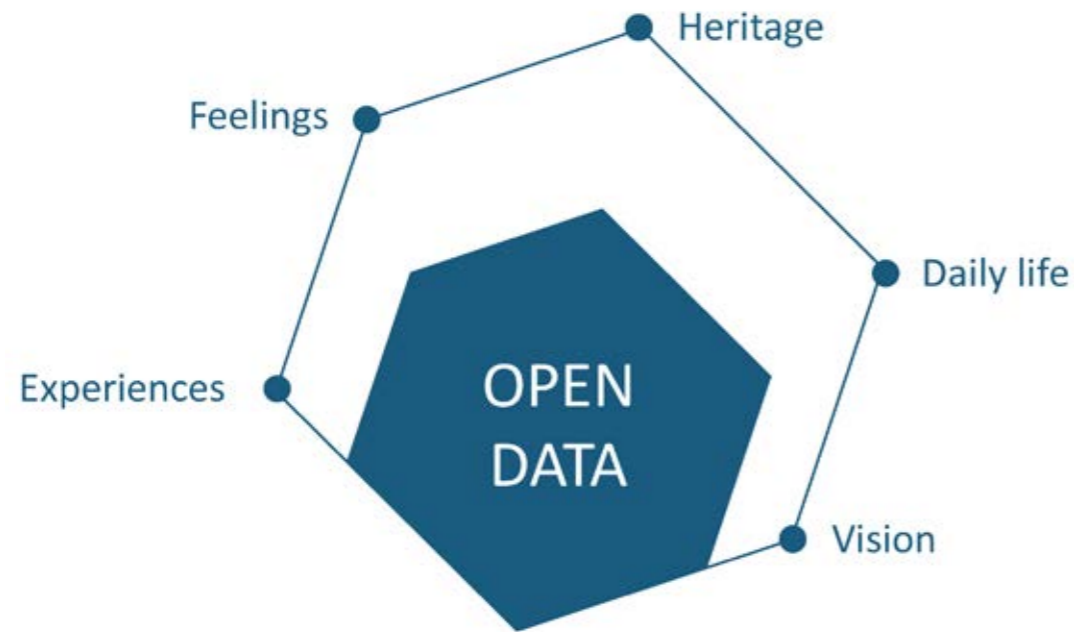
SLOW URBANISM

ENSATM
École nationale
supérieure d'architecture
Montpellier

New technologies are in the center of contemporary paradigms. Producing a new layer of connections between people, objects, places and events, these new technologies provide a huge amount of data and informations crossing permanently. Always sought and constantly informed, these data are changing the way we live, we move and meet people. That is why we introduce the concept of SLOW URBANISM. This theme aims to succeed in bringing a more sensitive eye, rather than just efficient, on the technologies that surround us every day. Therefore, the goal is to bring a primitive look at the city, sharing discoveries, pathways and unusual places.



It is essential in urban planning to take into account the human aspect of the place, the SLOW URBANISM tries to connect sensitive data of the city using wireless technologies to provide a different perspective on cultural heritage and contemporary places we practice every day. Beyond a purely objective efficient, this approach aims to use the data gathered to provide personal visions that we can share with the world. It seems important to keep this part of mystery that exists in the city, keep discovering elements do not stick to a preset course but to be led by the city itself.



In the same way that social networks have developed a new grid of social interactions, slow urbanism offers an alternative to the discovery of a city. Made directly by the inhabitants of a city, this initiative aims to create urban course in connection with the experiences. The places to visit are less targeted by pragmatic interests than from everyone's life experience. This provides the opportunity to be guided through a fun course, diverse and atypical.

The pathway in each city does not match the fastest way to connect point A to point B, but the journey itself has a genuine interest. Mixing interests in order to focus more on life experience to discover.

Temporality also plays an important role, these routes are proposals based on the time available that you have. A city is not discovered in the same if you have two hours or two days. That is why these paths offer the opportunity to visit the city at your own pace. These paths, like a playlist, can be divided, assembled and exchanged to create a grid of interactions in the city.



SLOW URBANISM intended to filter information from one place to earn a quality experience that it is possible to thematize. The objective is to personify the city, with a personal vision, to share it with friends, family and even strangers. Putting People at the center of the device seems to be necessary to put technology at the service of the sensitivity of the city, it will increase the interactions between people and the practice of the city as such.



02 CONSORTIUM

Institute for Advanced Architecture, (IAAC) is an international centre for research, education, investigation; one of its objectives is to develop multidisciplinary programmes that explore international urban and territorial phenomena. The Self-sufficiency Agenda - central to all research lines developed in IAAC establishes the responsibility for confronting the process of global urbanization from multiscale operations and through prototypes that promote environmental, economic and social sustainability.

Ecole Nationale Supérieure d'Architecture de Montpellier The School of Architecture of Montpellier and through it the study field 'South Metropolises' aim to work on architecture and urban projects starting from a specific entrance point which is the interrogation of the locality as a vector of urban development. This strategic methodology deals with a continuous awakening of the Cultural heritage allied with the integration of paradigms such as "smart cities" and ITC integration in cities. Through the taking into account of the cultural heritage "South Métropolis" questions the massive contribution of new technologies and their impact in the city, new governance and Metropolis constitutions. Thus, what is called "smart cities" is a necessary though for architects in order that this new "intelligent city» can be able to build a "sensible" city where new shared experiences could take place.

Università degli Studi di Genova (UNIGE) and in particular the Department DSA has a wide experience in coordinating and developing activities in the field of scientific research on territorial, technological, urban and architectural subjects. Such studies and works are mainly destined to the analysis of specific problems in balanced territorial and environmentally-sustainable development on specific areas and contexts and to the resolutions to specific answers. At the moment, the UNIGE is currently focusing on the topic of recycling in relation to urban planning, strictly collaborating with the Municipality of Genoa.

Santa & Cole is a company focus on designing urban elements which allow for the creation of better public spaces, more humane with a better user experience. They are interested in a two-speed city: the slow, pedestrian city that invites you to rest, and the high-speed, technological Smart City. For the slow city they offer well-designed, ergonomic urban furniture, with a collective identity and meaning. They present useful, durable pieces that are locally manufactured and environmentally conscious. For the high-octane city they embrace LED technology, working with efficient, durable elements to save energy and minimise light pollution.

Darts Engineering develops Advanced Real-Time Systems, providing to customers ICT consultancy services, software development, system integration, customized solutions, and bookshelf services and technologies. Darts constantly invests in industrial R&D and experimental development activities in different fields. Since 2010, Darts strongly focused its R&D&I activities in two themes, core of the KAAU project: environmental monitoring and resilience of the territory, and valorisation of cultural heritage.

Technilum@ is a company which centred its activity on the design and the manufacturing of street furniture and lighting. Thanks to its Research and Development pole it has an expertise in "Smart cities". It also had the initiative to create a cultural organization Lézigno, whose programme answers the interrogations on becoming a contemporary city, through the light and the interferences with architecture, art, design and landscape.

MCRIT a consultancy company with deep experience assessing ICT impacts in the city of Barcelona, as well as carrying on research projects in the field, funded by the 7th European Framework Program, as well as the Spanish and Catalan research programs, especially in the area of smart mobility. MCRIT is investigating, together with the Local Council how to use information gathered from mobile phones to monitor mobility demand in the city. In a number of research projects funded by the 7th European Program MCRIT carried out benchmark analysis of new technologies being applied on transport and mobility, at urban and inter-urban scale, as well as advanced software and modelling tools able to assess their potential impacts. MCRIT have deep interest on education, and over the years, MCRIT experts have participated as invited professors in courses organized by IaaC. MCRIT created ERSILIA Foundation aiming to transfer to the educational community at all levels the know-how of MCRIT in the use of advanced technologies, as well scenario-centric and project-based resources facilitating new educational paradigm.

Useful Simple Projects (USP) is a consultancy company specialized in urban design and development. USP works with cities and delivery partners on major infrastructure and development projects to bring about broader sustainability outcomes. USP also run engagement programmes with urban planners, cities, universities and built environment professionals to encourage systemic, multidisciplinary and innovative approaches. USP works with clients in particular to ensure that ICT systems and data management can be used to solve urban development challenges from maintenance of assets and efficient use of resources, to community engagement and city mobility. For this project USP will partner with their sister company Think Up who specialize in building learning and development programmes for the built environment. This includes through digital platforms and experiential learning. A key part of this work is to ensure that programmes have a long term impact and evaluate programme success.

InAtlas is a ICT company specialized in Geospatial Big Data and Location Analytics. It has created an online business solution that allows users to integrate urban data in one simple dash board. It is aimed to give services to companies where location play a key business role, and to cities on helping implementing urban socio-economic policies. inAtlas technology has already been used for several urban and territorial strategic plans, both with cultural and natural heritage backgrounds (UNESCO recognition).

Besides this consortium counts with partners as ACTAR an international publishing company specialized in urban planning and architecture and Champ Libre a cultural association primary devoted to the dissemination of architecture and urban planning events organizing the «Festival des Architectures Vives».

Organized at ENSAM on the 15th January 2016, the first Round Table was oriented around the thematic: [Advanced Urbanism: Visions & Challenges](#).

- ENSAM: Jacques Brion, Elodie Nourrigat, Guillaume Girod, Johan Laure & Marion Moustey
- IAAC: Chiara Farinea & Mathilde Marengo
- UNIGE: Manuel Gausa & Nicola Canessa
- InAtlas: Luis Falcón
- Mcrit: Andreu Ulied & Marite Guevara
- Technilum: Benoit Saes
- Useful Simple Project: Judith Sykes & Oliver Broadbent



The [symposium Métropoles du Sud](#) took place on January 16th in Montpellier. The will of "Metropoles du Sud" is to show how the metropolises are carrying specificities that have to be decipher regarding a global urbanism. In an urban and global contrast that own more and more big cities, "Metropoles du Sud" is a base of a real positioning. Partners were invited to intervene during «Short Talks»:

ENSAM: Elodie Nourrigat, Guillaume Girod, Johan Laure
 IAAC: Mathilde Marengo
 UNIGE: Nicola Canessa
 InAtlas: Luis Falcón
 Useful Simple Project: Judith Sykes



03 WORKSHOP

The theme for which the consortium was chosen revolves around key issues to be addressed, questioned and sharpened during the 3 years.

- Smart City

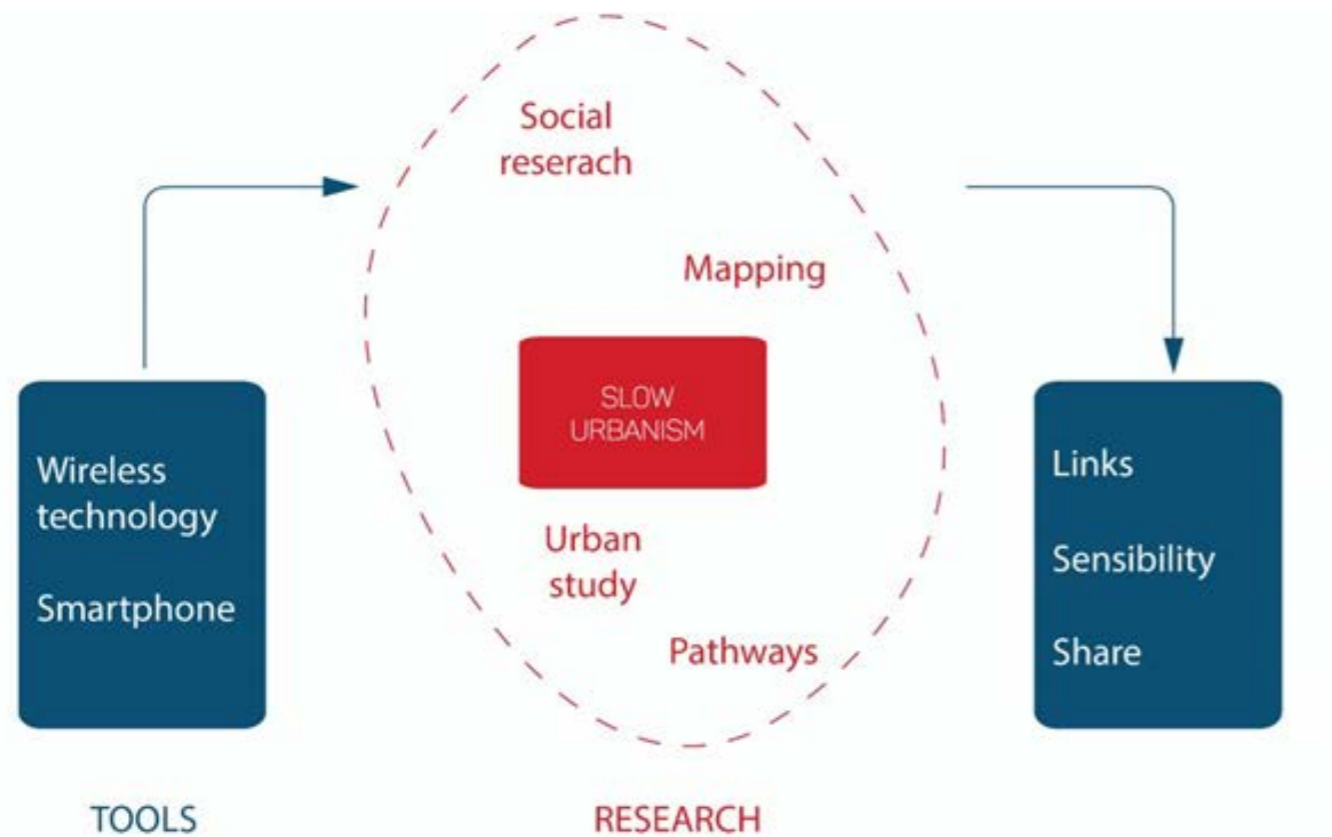
In recent years appears many questions around what would be defined as the future of our cities becoming «smart cities», «creative cities»... Combining indifferent manner and sometimes confusion, the relationship between the massive arrival of new technologies and questioning their impact in the territory, even in the urban structure of the cities, creating «digital cities»; but also opening to a city more «green» «environmental» seeking to reduce both a sprawl, but also expensive infrastructure; it is also looking for a more just city, democratic, participatory and virtuous done. In short a great city that it seems difficult to be between the search for a new urban utopia and exploration of possible futures.

- Sencity (sensory city (sensor = Sensor) + sensitive city)

European cities are trying many sensors, on-line information and communication system. They become living laboratories where industries can drive new devices.

The increasing availability of data related to these sensors create new opportunities not only in monitoring (surveillance) but also in the way we design the city.

Based on this new challenge, the consortium aims to promote exchanges between the research units and industries dedicated to the development to the emergence and use of new communication and information systems specialized in urban planning. The purpose of this consortium is to seize the challenges of the contemporary city, to reconcile openness to global flows: informative, migratory they have outstanding environmental, social or cultural.



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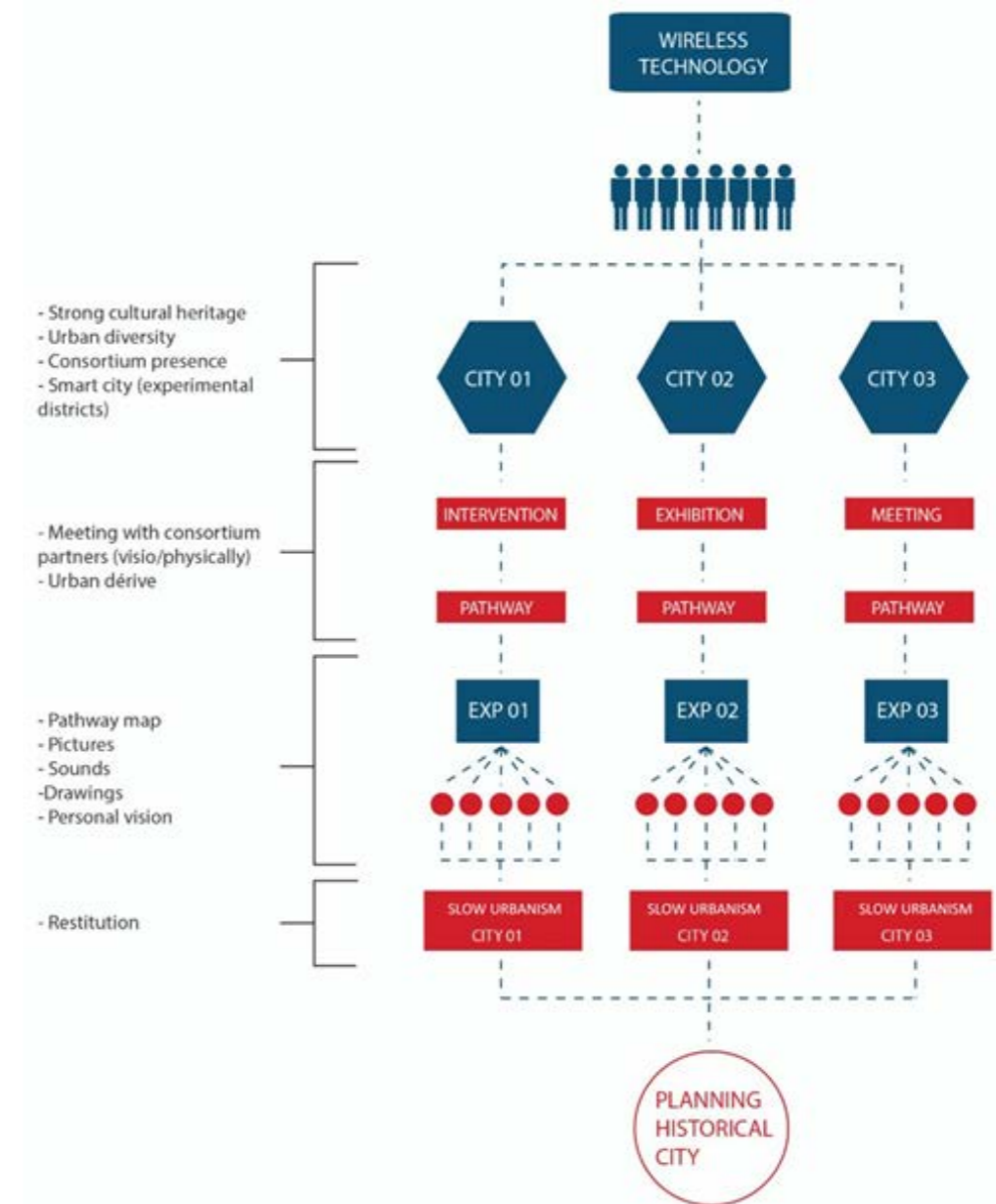
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- Highlighting the cultural heritage in the city



The specific entry point through which will be addressed this theme is the question of the locality as urban development vector. This strategic methodology in between reasoning with the inclusion of cultural heritage combined with the integration of paradigms that are integrating ICT into the city, or more broadly the smart city. The intersection of architectural and urban scales seem pertinent to produce relevant knowledge in connection with the consortium.

- Urban Drifts

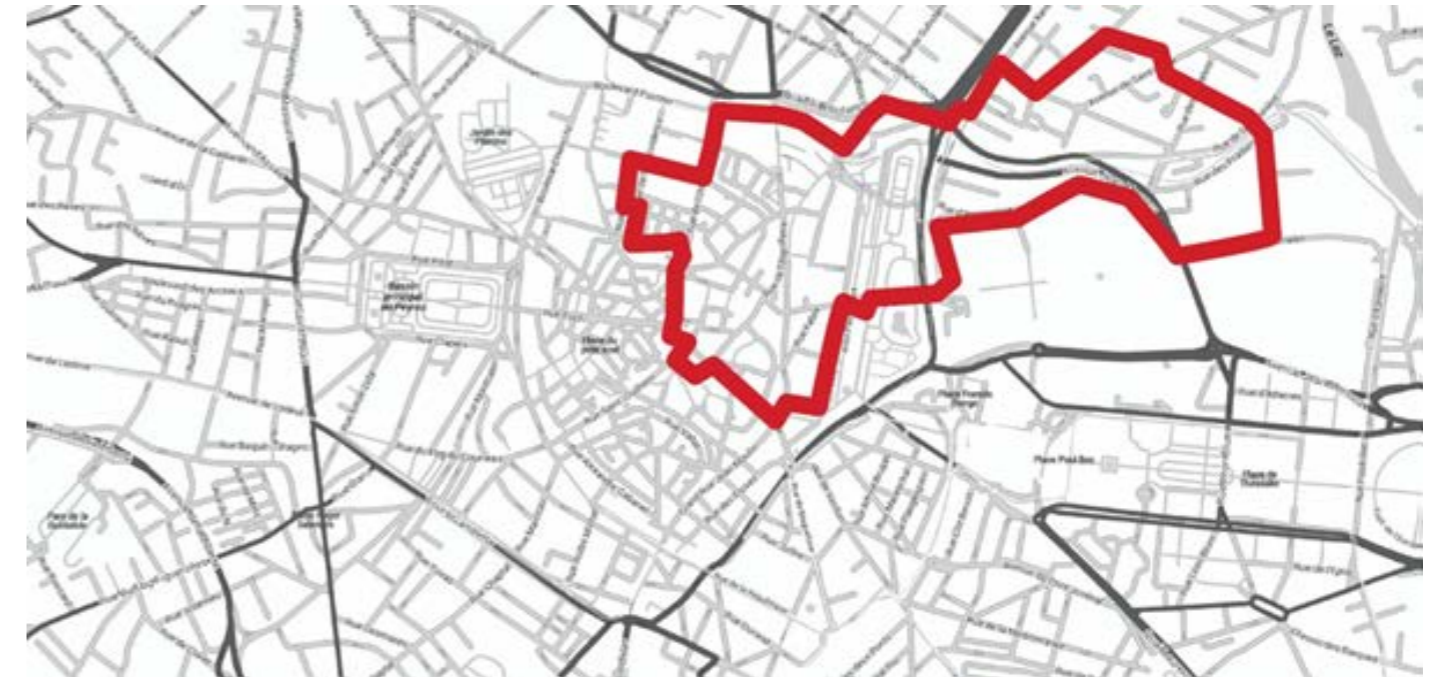
Drift is a way to wander in a place for his discovery, as a network of experiences and lived. It is an approach which is to move through the different moods of a space (a city, a neighborhood ...) and will be guided by impressions, for the subjective effects of such places.

Urban drift was defined by the Situationist Guy Debord in 1956. The poet and writer has used this idea in his paper The theory of error 1 to bring his readers to reconsider how they live the urban space. Rather than remain trapped in their daily routine and make every day the same trip without paying any attention to their living environment, drift urges citizens to follow their emotions to watch urban situations in a radically new way.

Questioning the urban space based on your knowledge through a stroll inside of it, questioning the concept of journey and its transcription and finally realize the transcript of a course and make available all are the foundations on which we will use to develop a new and innovative educational content.

- Slow urbanism

The emergence and gradual introduction of technologies in the public sphere aiming to make the most affluent lifestyles, they should be able to offer an increased quality of life of the inhabitants of a metropolis.



Technological gain that translates into everyday efficiency must serve a gentler way of living the city. The concept of slow urbanism comes here as a concept to offer a fresh alternative to the traditional urban lifestyle.

During the Workshop each team developed its own vision of the city by targeting specific themes based on specific experiences of the city that everyone would like to share. These thematic appeal to the senses of everyone, a different vision of the city, the mystery and discovery.

These themes, initially rather vague time, have been refined and clarified throughout the Workshop. They are the result of many discussions, experiences and results of the undertaken course.

What makes these interrelated themes of SLOW URBANISM is the opportunity they offer to discover the cultural heritage of a place through places and atypical paths, sometimes known only to the inhabitants of a town. This, in a defined period of time, the authentic discovery of the true personality of a city. Understanding how people really live there,

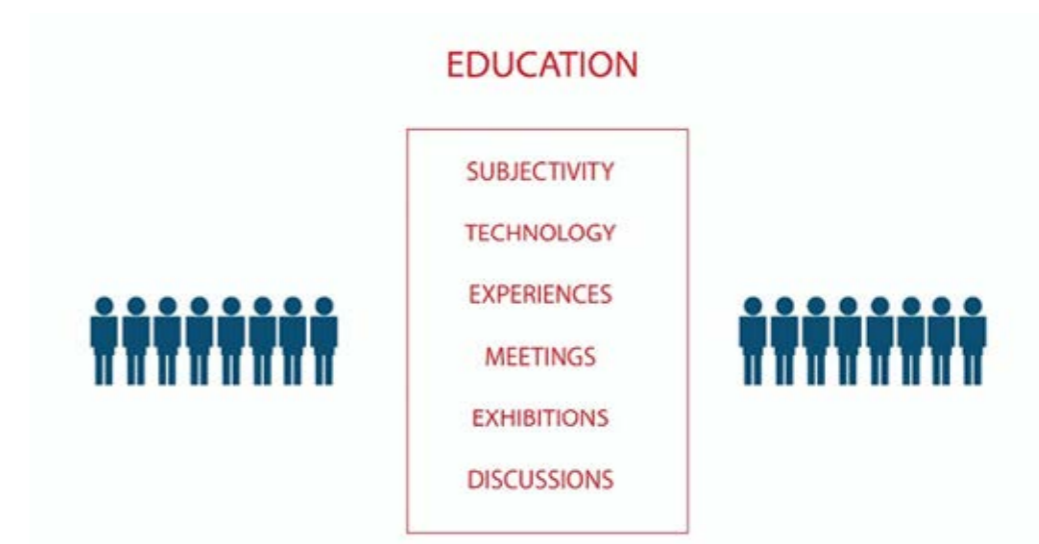
These themes are therefore aimed to highlight human experience of the city, footprint discoveries and surprises, the goal is to be guided to be surprised by these multitudes of events that form a rich and vibrant city.





04 PEDAGOGY

The educational establishment during the Workshop aims to create a new form of education. As the SLOW URBANISM wants to create a sensible way to discover the city, the City Workshop Sen must propose an agreement with the teaching objectives expressed above. That is why we propose to offer a horizontal learning.



First of all, teaching is based on speech. During this Workshop, objectives and means to achieve them are discussed together with the students. It is essential that everyone is involved and that every opinion opens a discussion that could impact on the workshop itself or on its expected. This way of working offers the opportunity for everyone to be accountable to the theme, students interested in it even outside the course itself.

Subsequently Experience Workshop is multiple. The theme is open to many areas, the workshop provides an experiential pedagogy, meetings and debates. The participation and involvement is key to the success of the Workshop and awareness of each involves a sum of diverse and fun experiments.

Students are at the heart of the SLOW URBANISM manufacturing process, it is important that the method used to define the concept so under the basis of exchange and participation.



A visit will be organized for each city studied. Moments of meeting with the consortium of companies will be an opportunity to create a dynamic exchange. These moments of meetings, prepared in advance will get lit and very specific data on the concepts of studies proposed for public housing.

Through their achievements made during their teaching architecture students will be in their ability to save wandering sequence in a relevant way to quantify its own elements: time, distance, altitude. Etc. and anticipate their approach notably through the categorization of its quality. For example: architectural, cultural, gastronomic, hybrid mode ...

The terms of expected records are outside the scope of conventional records requested architectures. Students will be asked to a transcript of their visit to the innovative and inventive. It will be different for each city and thought consistent with each course. They will be asked to adapt the tools used, the rendering modes to the concept of qualification of a specific urban atmosphere.

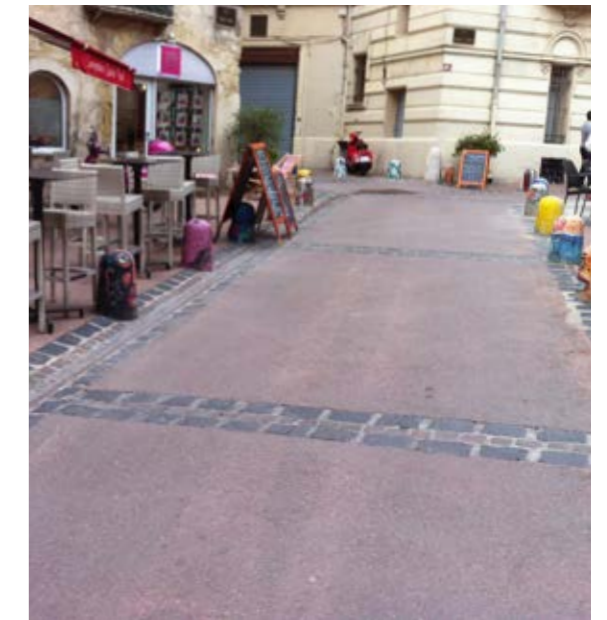
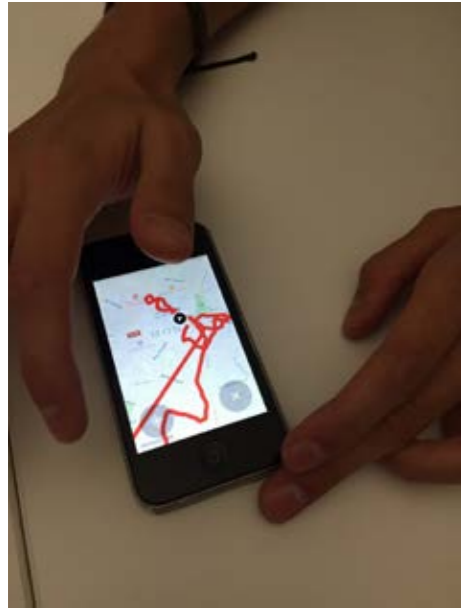
They will be asked to propose to bring the look on the heritage of a city in a unique way will be highlighted, it will work in an open framework to known peripheries.



4-B CITIES

MONTPELLIER

The first city studied is Montpellier. The starting point used to create a condition of intensive development, so as to adjust expectations, discuss the different directions taken together and set future goals.



LYON

The Second City will be studied Lyon. This city has implemented many steps along the lines of the smart city. This will also be the opportunity to visit the TUBA, place of experimentation, sharing and awareness on urban innovation.



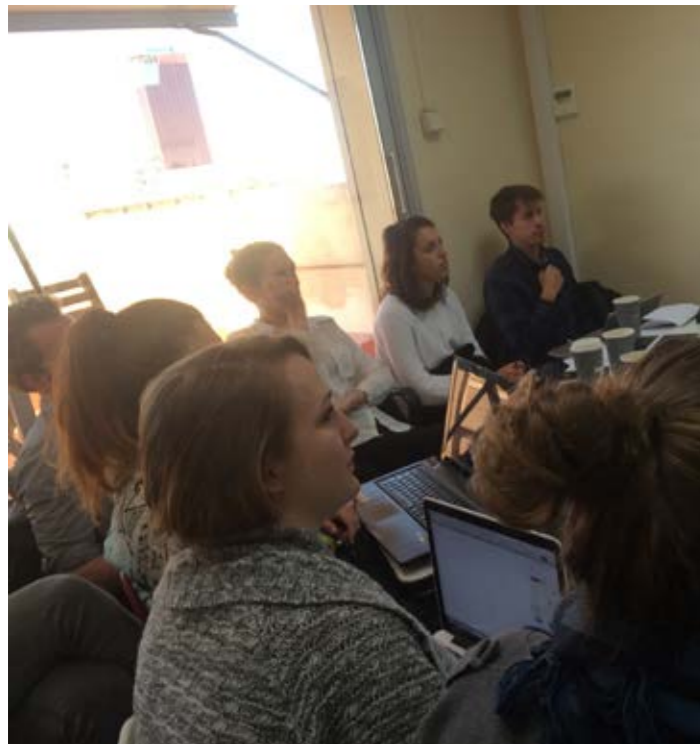
Visit of Confluence Museum with exhibition about big data - Lyon

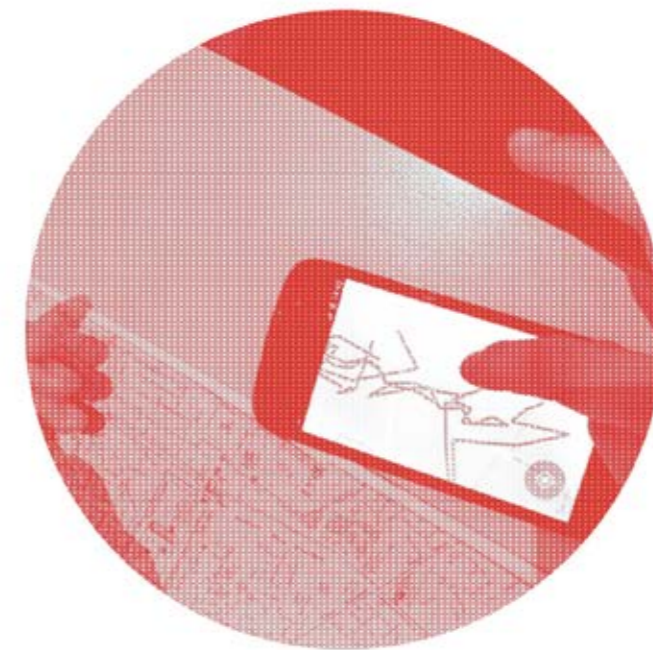


BARCELONA

inAtlas 

The city of Barcelona, has for many years commit a serious reflection on the use of digital tools and services connected to the city. After developing studies in Montpellier and Lyon, the students spent some days in Barcelona. A meeting with Luis Falcon from InAtlas has been organized, with the aim of explaining how to work with Geospatial Big Data and Location Analytics.





4-C RESTITUTION

TECHNILUM - LEZIGNO

Technilum[®]
 mobilier urbain d'éclairage

Developed with ENSAM students and KAAU partners that took place since January 2016 the final presentation took place on the 21st of May at Technilum headquarter in Lézigno, Béziers. After a visit and a presentation of the light.

- Technilum: - Agnes Jullian
 - Benoit Saes
 - Vassili Beillas

- ENSAM: - Jacques Brion
 - Elodie Nourrigat
 - Guillaume Girod
 - Johan Laure
 - Marion Moustey



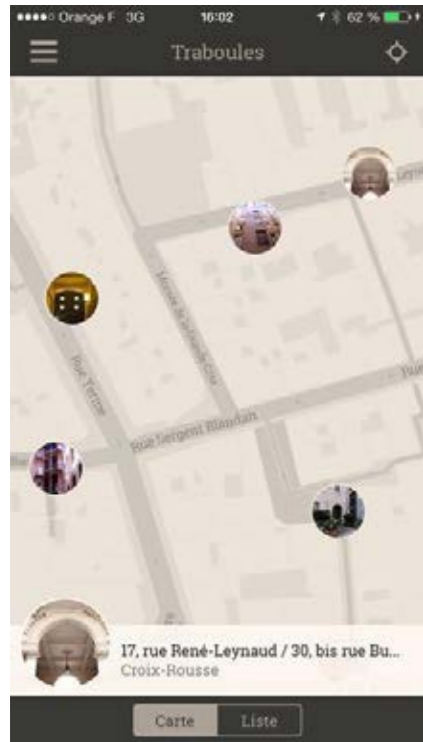
GROUP 01 : ALICIA ROUZE – AMANDINE MARTIN

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 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

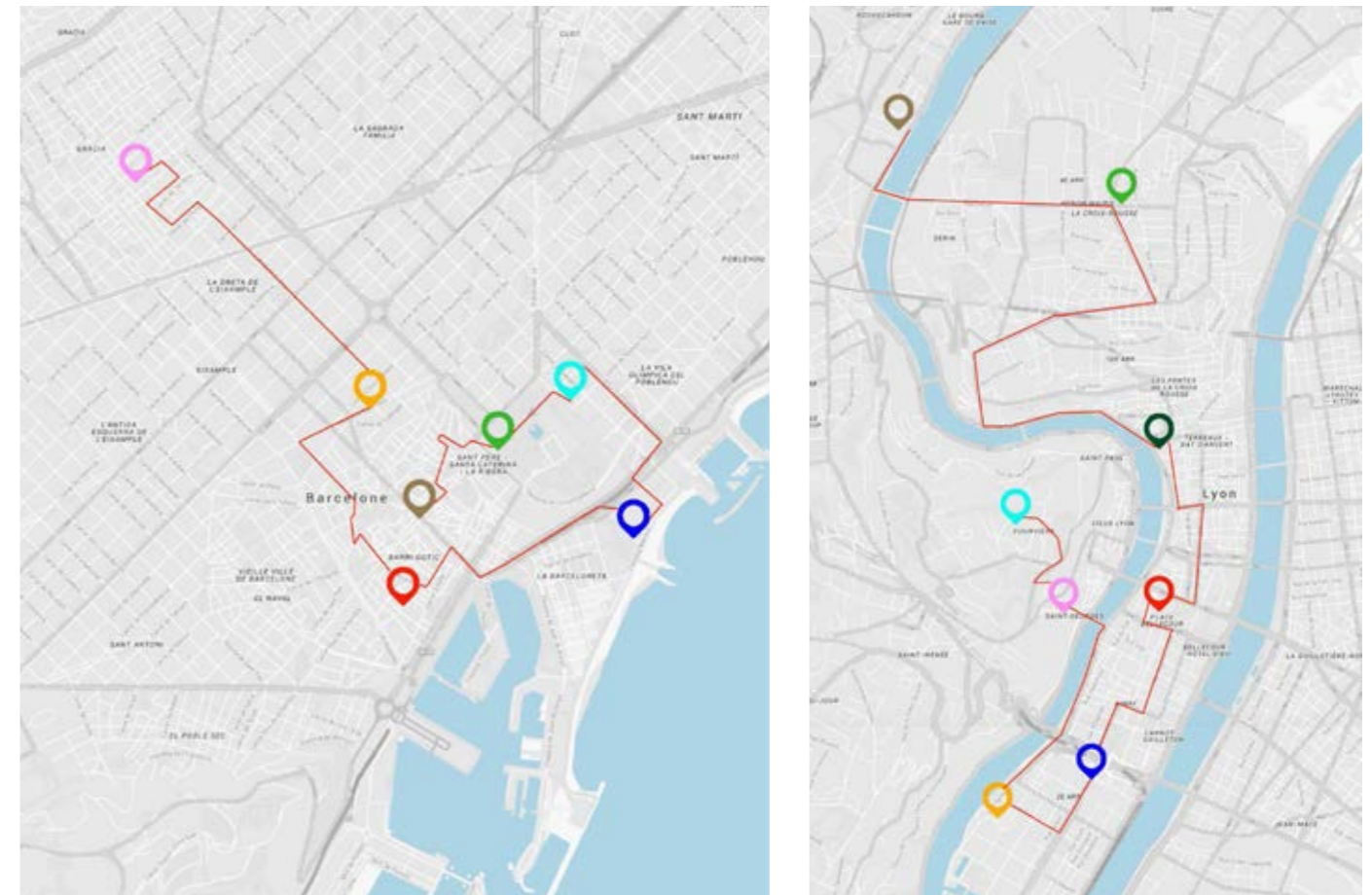
GEO-CATCHING

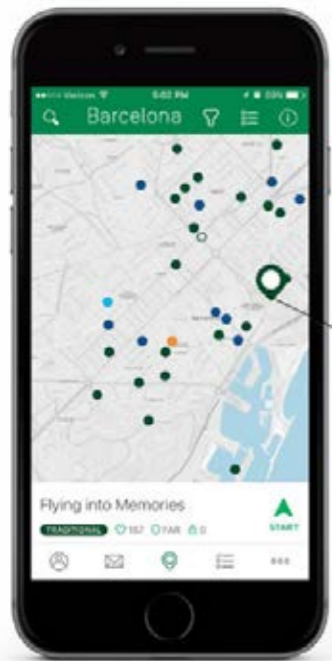
Nowadays there are different ways to visit a city through mobile applications. We experienced the application "Geocaching" especially for this Workshop. It works by using the geolocation to lead the user not so far from an hidden object. The lack of a story, to give a valuable reason to search this objet, 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"...





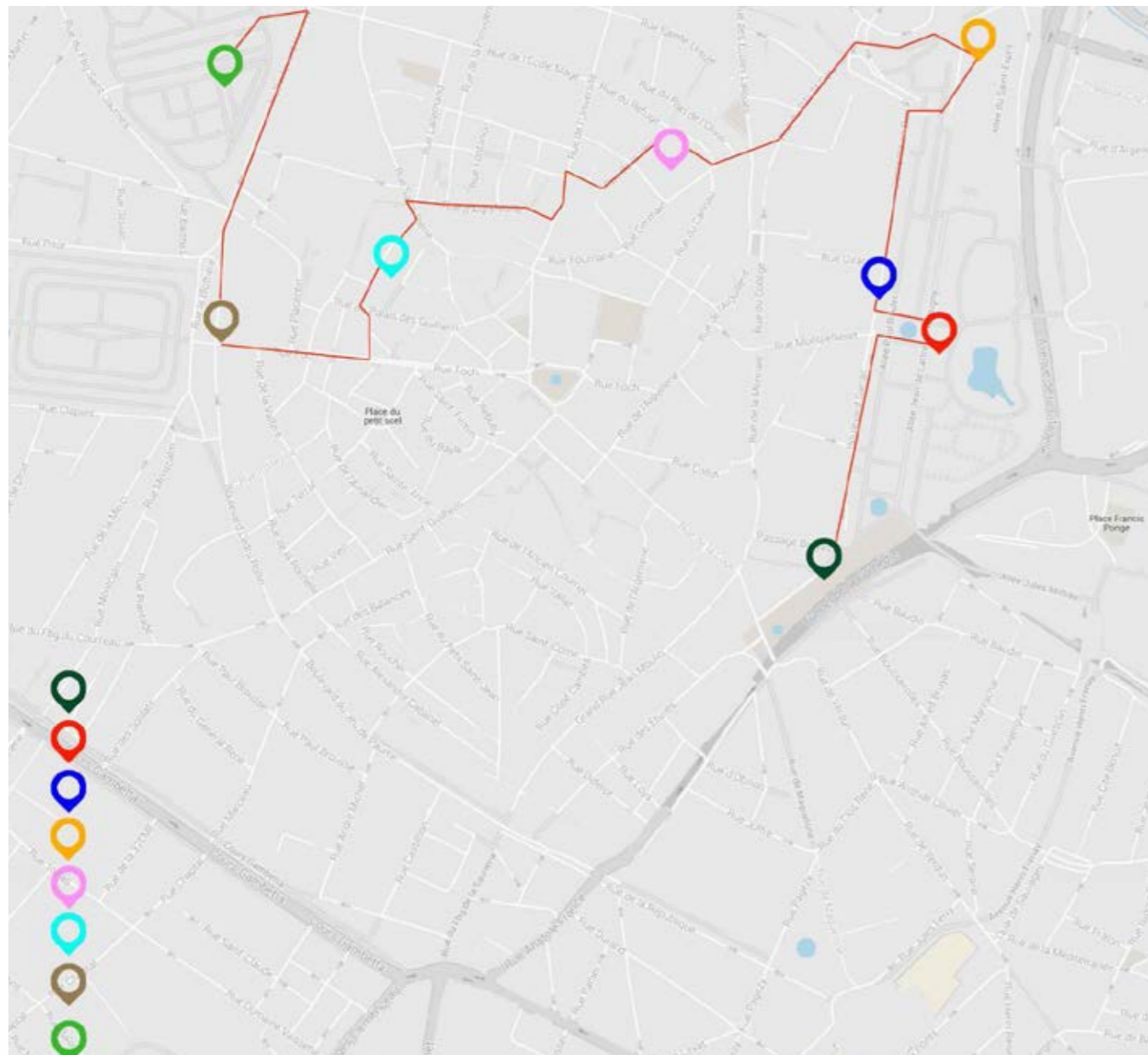
- Landscape
- Architecture
- Leisure
- Restoration

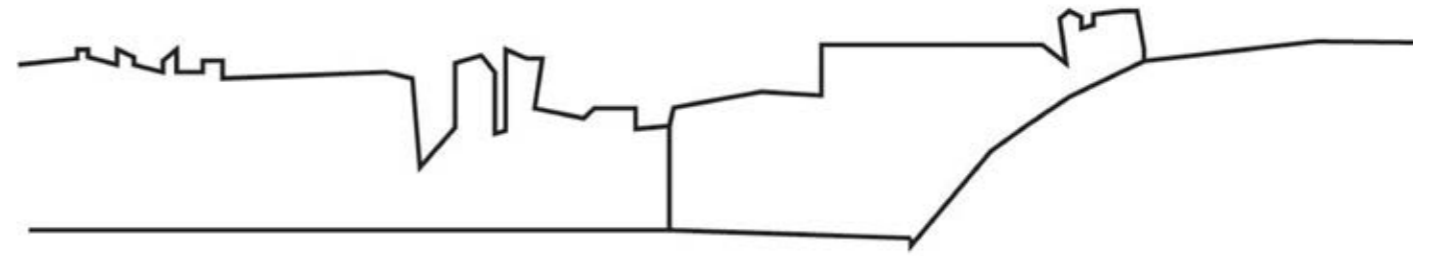
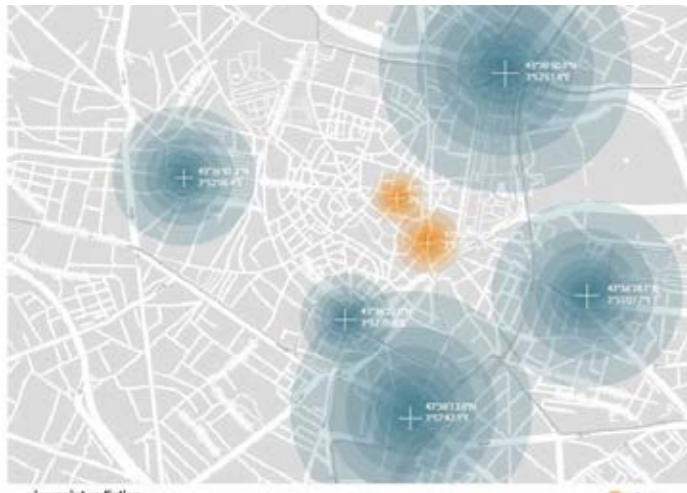


GROUP 04 : MARGAUX BOSSET - VALENTIN LORFEVRE HIGHS

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.







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