

Universidad de Navarra _Escuela Técnica Superior de Arquitectura
International Seminar, 8 - 14 January 2020, Pamplona
Common playgrounds. Reinventing urban open spaces

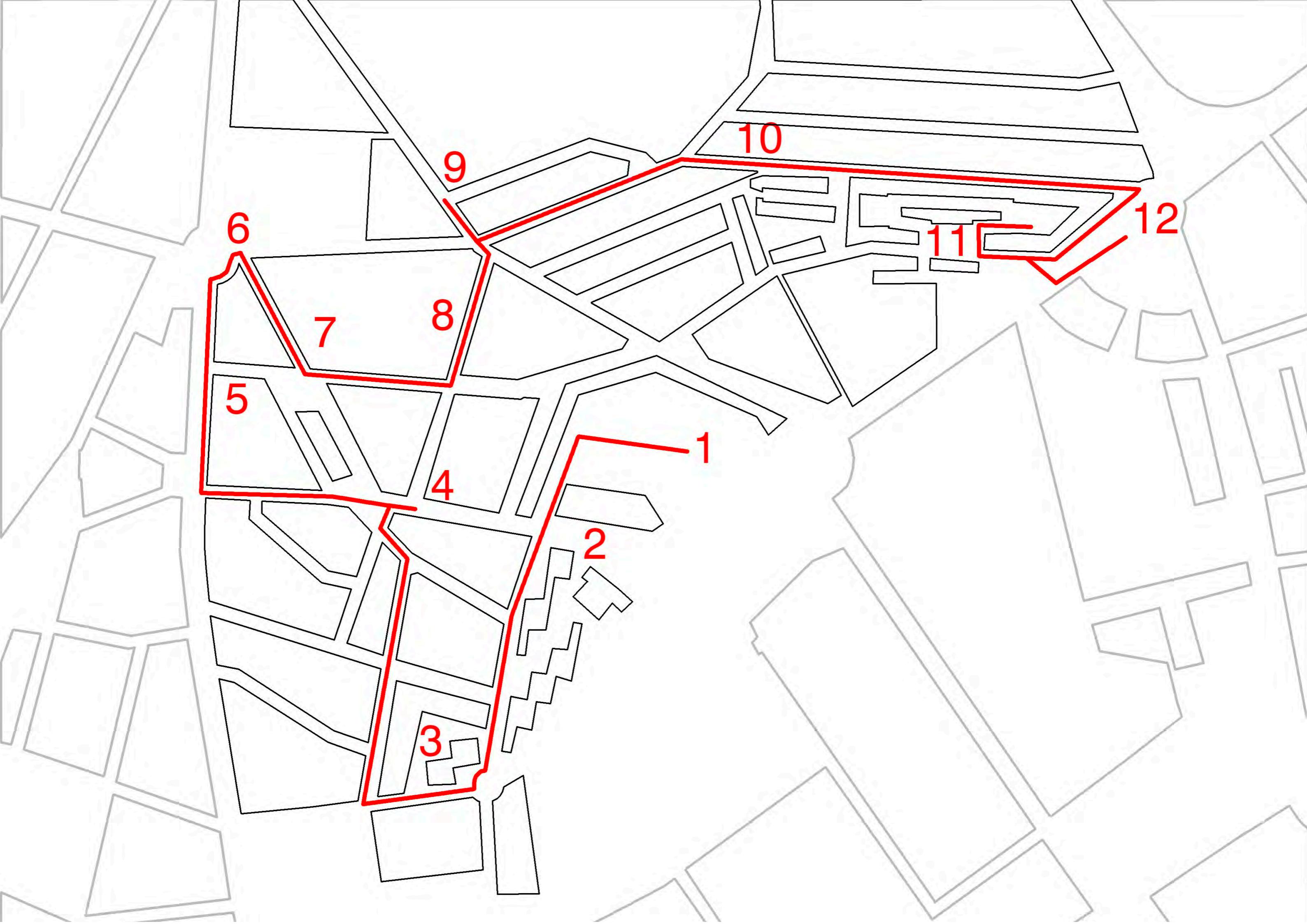
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Press to Play

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1

A walk with Jane Jacobs through La Milagrosa by Urbanas



2

Perec species of spaces methodology

(...) there are the neighbors, there are the people of the neighborhood, the merchants, the dairy, the everything for the house, the tobacconist who is open on Sundays, the pharmacy, the post office, the coffee of which if we are not a regular customer at least, We shake hands with the owner or the waitress (...), good morning Mr Fernand, good morning Miss Jeanne, but it would never be more than a sweet appearance of necessity, a way to wrap the mercantile.

Obviously we could found an orchestra or do theatre on the street. Liven up the neighborhood, as they say. Bringing together people from a street or a group of streets for a cause or a fight and not for simple coexistence. (...)

It is understood that the city is not only what happens at a precise moment around us but also, the memories, the people, the rhythms, where do they come from? Where do they go? Who are they? In short, everything that makes life on the surface possible.

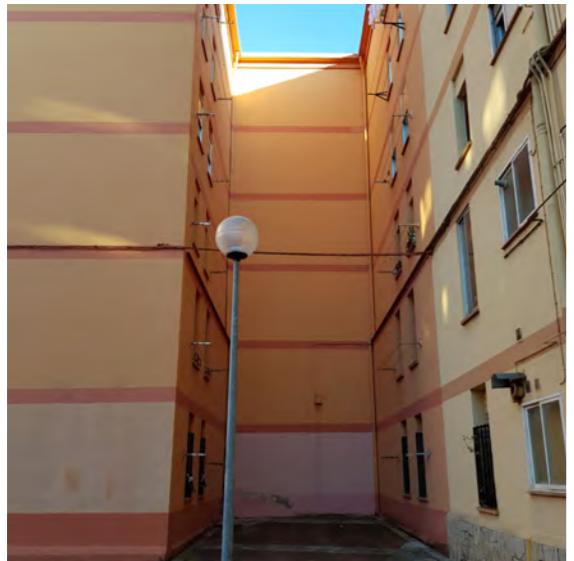
Therefore, taking as a starting point the different textures present in the floors that configure the space, a strategy is established through simple interventions in order to activate a process (press to play) to foster relations and coexistence between neighbours.

3

Observing



The image suggests a contemplation of the space beyond what's perceived with the naked eye. As Perec says, the city is also made up of elements that are not perceived in a first glance, but which are essential for its functioning. The mirrors therefore, influence this idea of looking at the city in a different perspective.



A hidden space, a square embraced by its surrounding buildings. A central block that breaks with the geometry of the other building, the pavement and the order of the trees, creating empty and hidden spaces.



?Rest of space or space to rest? this lonely tree is full of textures but empty of meaning and care. The surrounding neighbours, as they show in their windows, are willing to express themselves and could easily domesticate this powerfull space.

4

La Milagrosa in the context of Pamplona



5

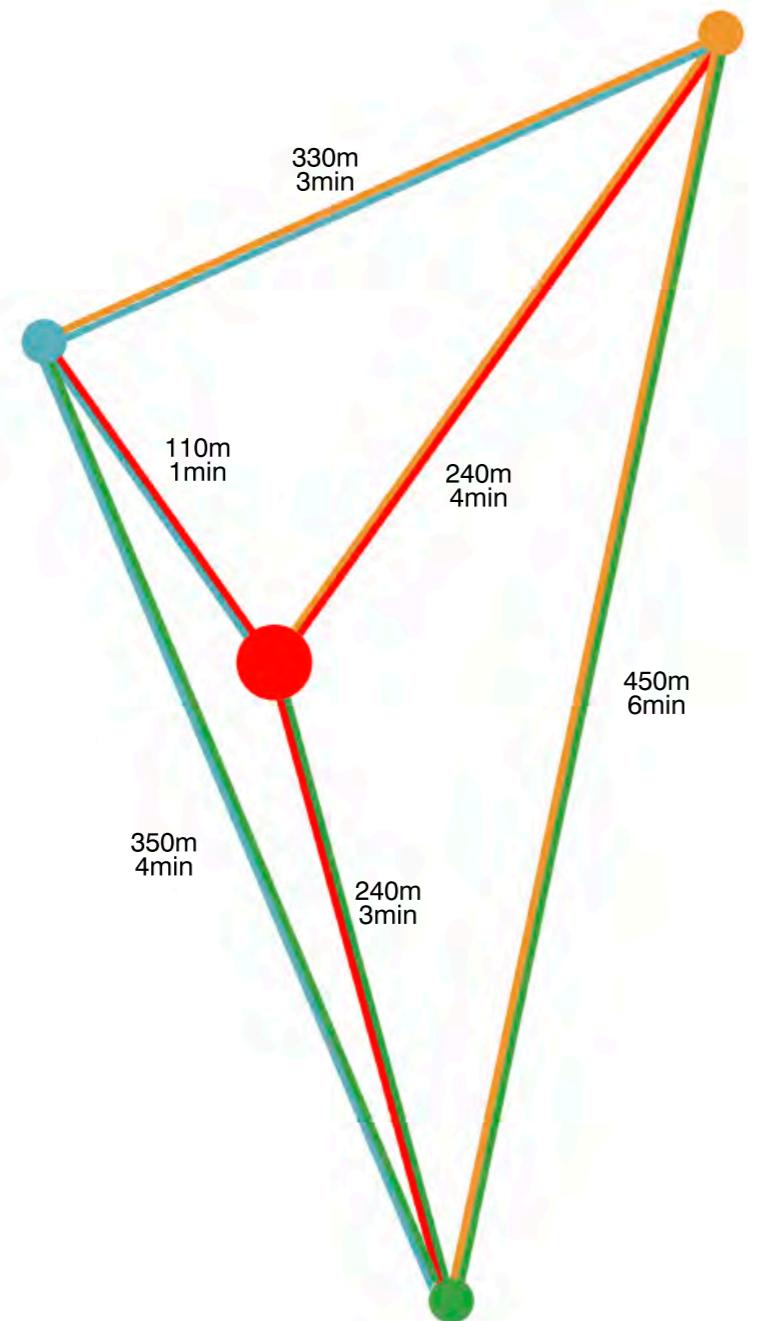
White & Black / Black & White





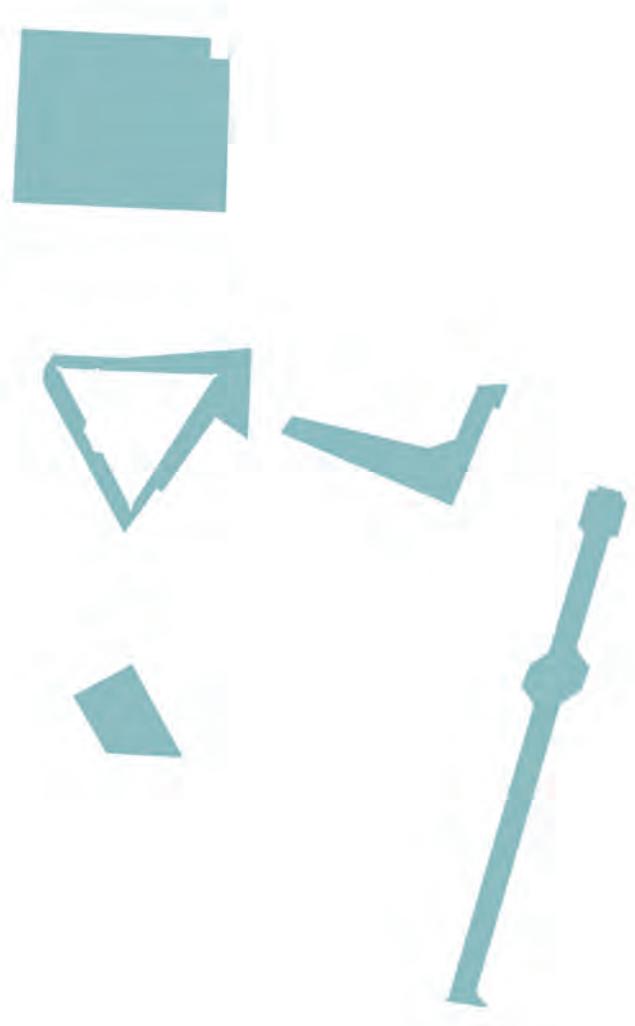
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Critically apprasing and interpreting





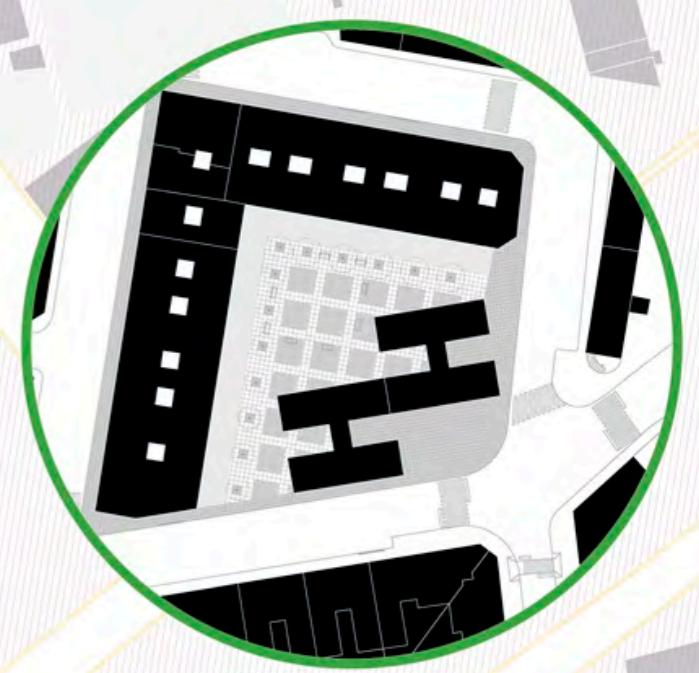
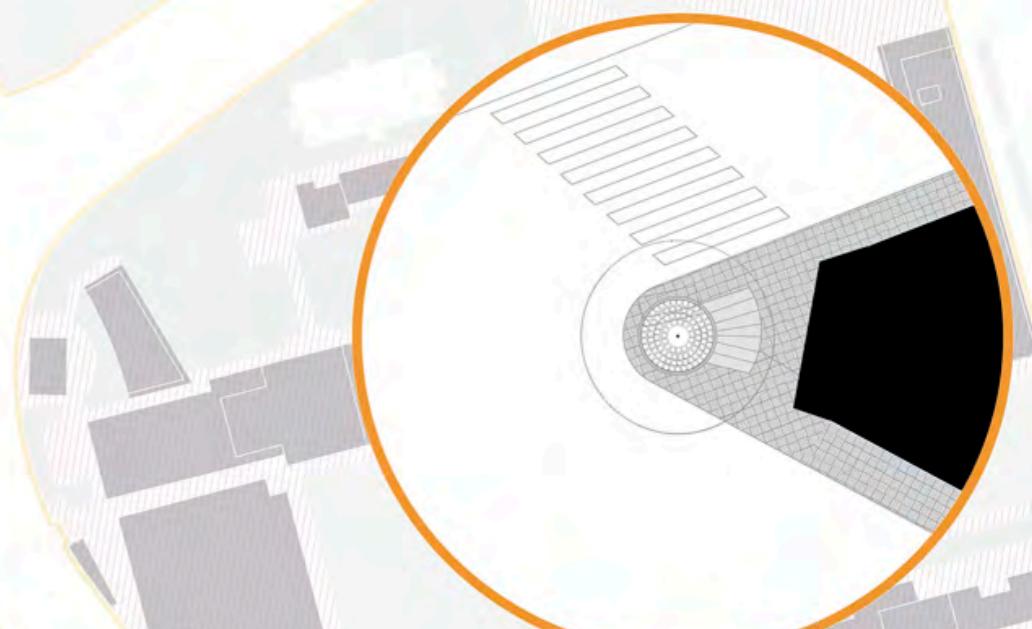
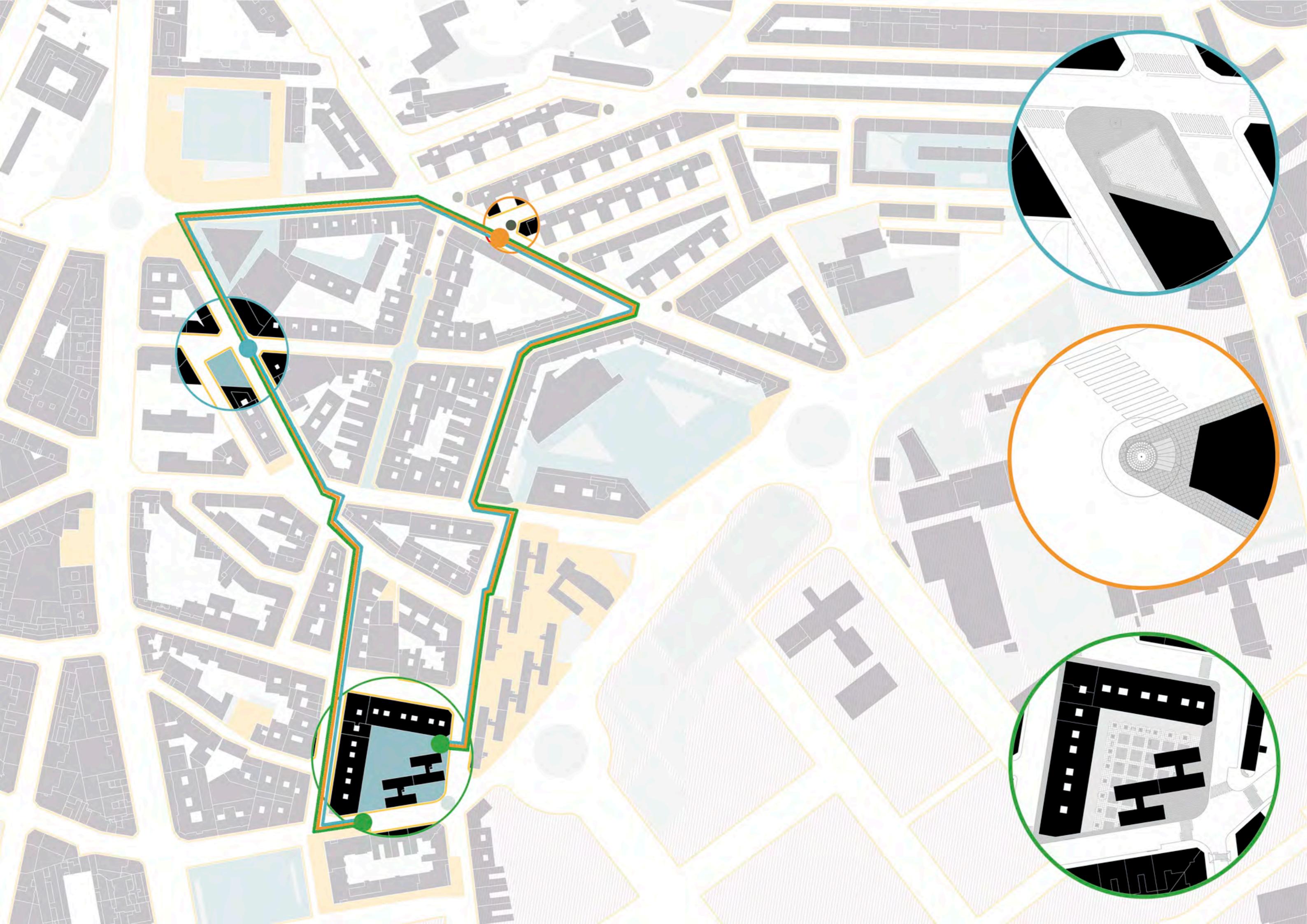


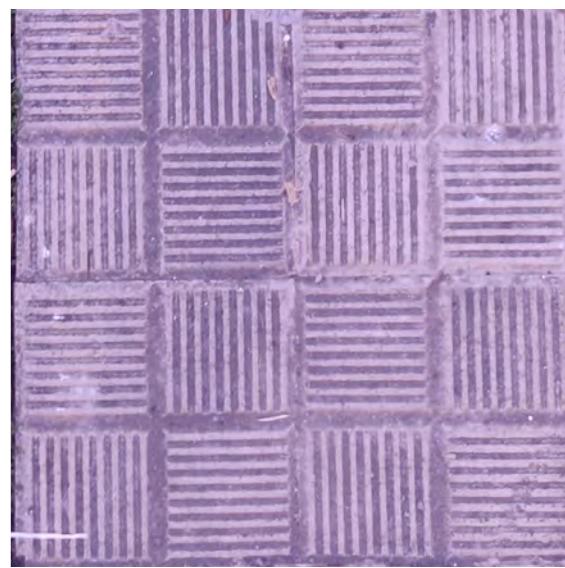
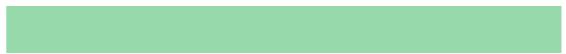
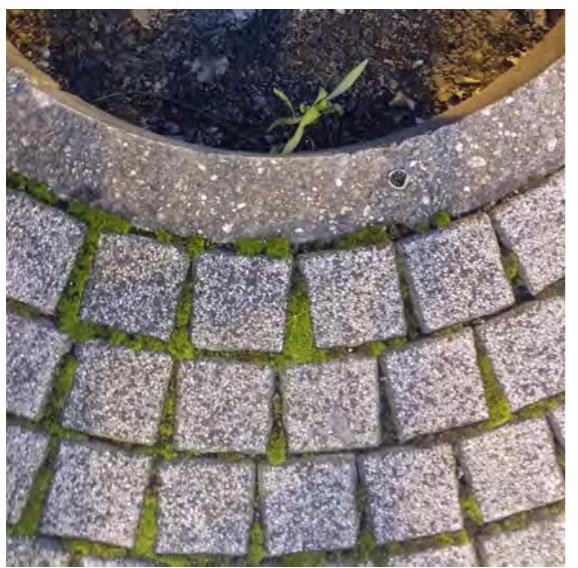






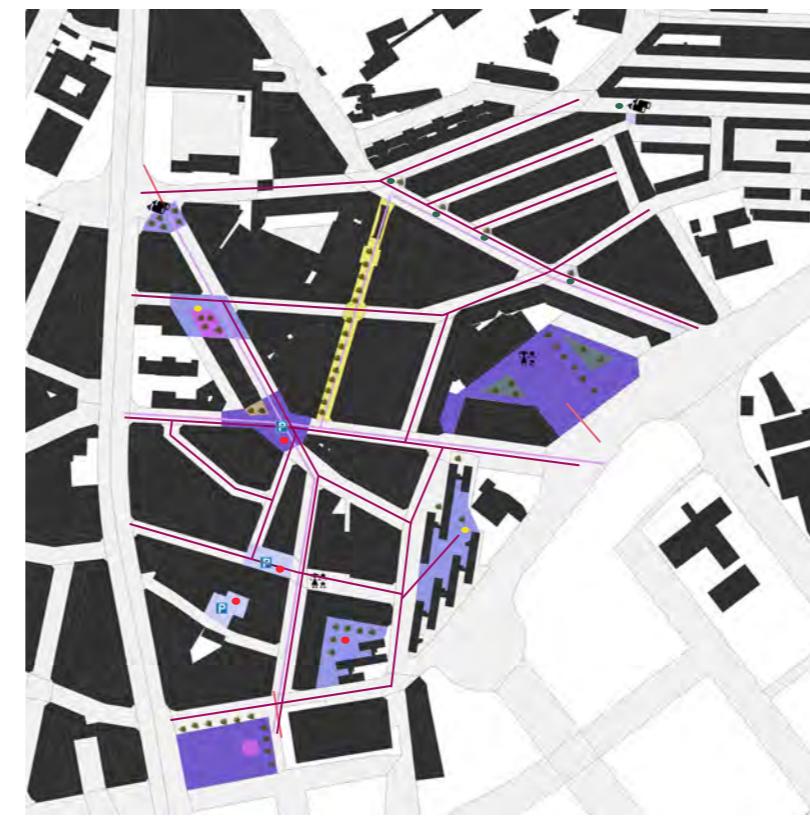
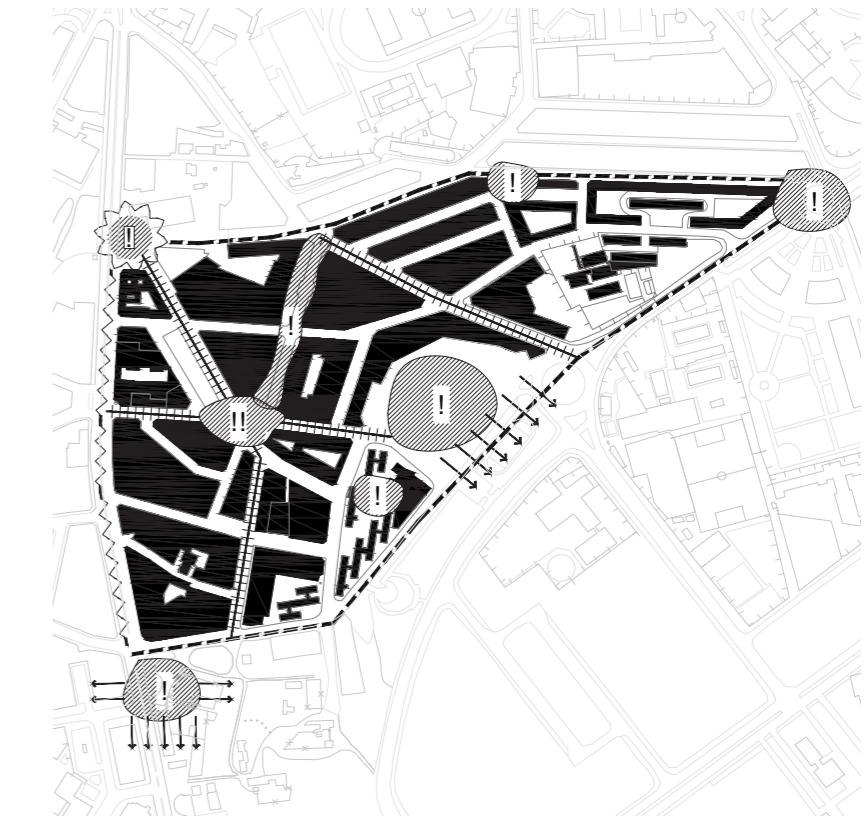






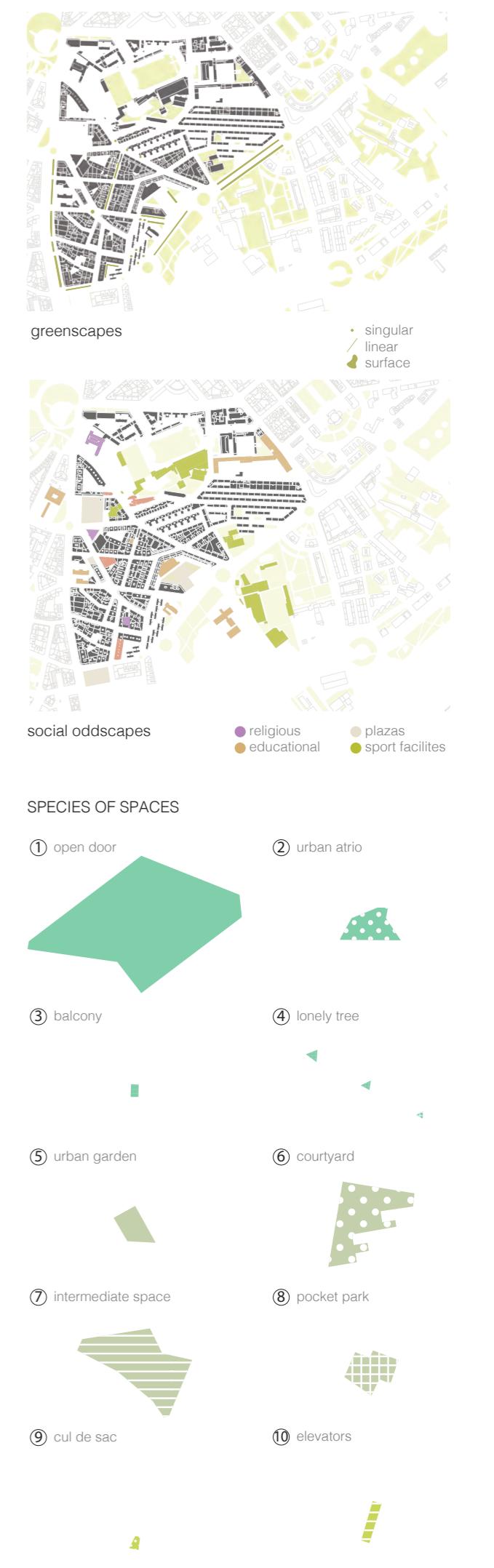
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Collection of analysis about La Milagrosa



8

Common general map



9

Project - Sketches - Ideas

CINEMA STREET

This place in the neighborhood transports in the time. To begin with it has the same name as the Milagrosa had in origin and also highlights the presence of a building that draws attention for the different in construction compared to the rest of the neighborhood. The presence of mirrors and reflections plays a fundamental role in understanding the square. The neighbors ask to remove the gymnastic furniture since they do not have a continuous use; they are not useful.

We emphasize that the square is located in a privileged place within the neighborhood, an ideal meeting place where all residents of all nationalities can gather and develop common activities that foster the union of the neighborhood, energizing it.

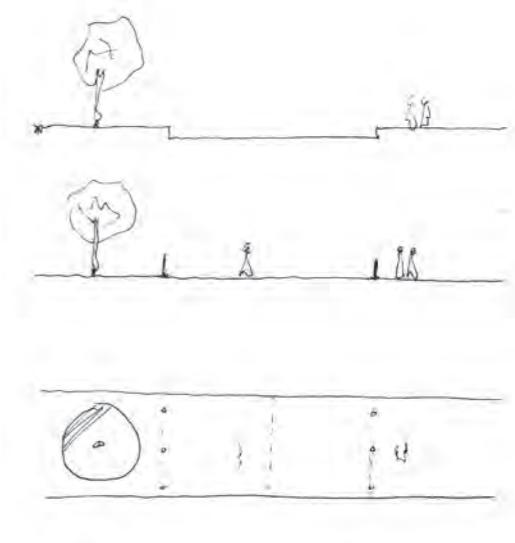
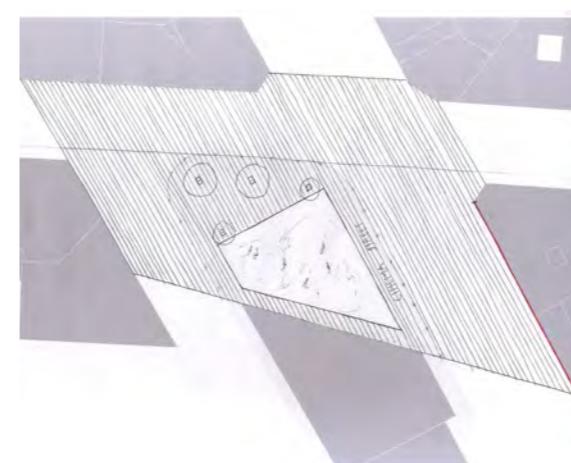
Therefore, and always taking into account the idea of textures and the reflection created by the building's glass, we represent this idea located in the vertical plane, where we analyzed the textures; the horizontal plane. For this, a fine layer of water can be developed in the square which allows to develop multiple activities, becoming a water mirror that alternates extraordinary effects of mirror, water and fog. The regular metamorphoses of 2 cm of water on the existing pavement transform the place, magical, into a scenario of permanent activities.

The paving of this new square is replaced by a continuous and equivalent along new pavement, invading the road and turning it into a space shared with the mobs, forcing cars to drastically reduce their speed.

In order to develop this idea, the playground is removed and taken to another square in the neighborhood, which is currently unused and believed to have great potential.

All this use is discontinuous, which means that the appearance of water is temporary according to the activities that you want to develop, so there are times when you can prohibit the movement of cars through one of the streets and create a space dedicated to outdoor cinema, projecting a screen in the building that was an old cinema, thus solving other of the neighbors' requests.

A place transported in time, which evokes the origin of the neighborhood. We emphasize that the square is located in a privileged place within the neighborhood, an ideal meeting place where all residents of all nationalities can gather and develop common activities. We developed a fine water layer in the square which allows to develop multiple activities, becoming a water mirror that alternates extraordinary effects of mirror, water and fog. The paving of this new square is replaced by a continuous and equivalent along new pavement, invading the road, making possible to project a screen in the building that was an old cinema, thus solving other of the neighbors' requests, to return the cinema to the neighborhood.





COURTYARD

We are in the Barrio de la Milagrosa Unit, a really important meeting point of the neighborhood. It has been detected that there is a wide variety of different pavements, giving different textures.

From continuous pavements, to different types of tiles, through organic matter.

It has been observed that the square lacks life. It is truly empty throughout the day according to the comments of the citizens.

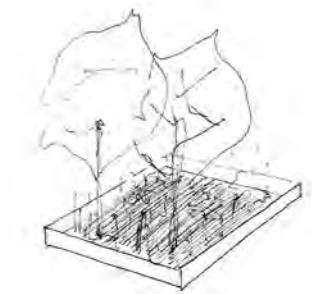
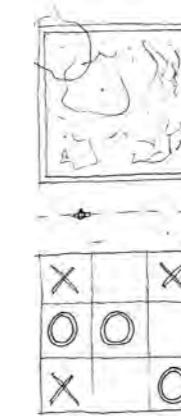
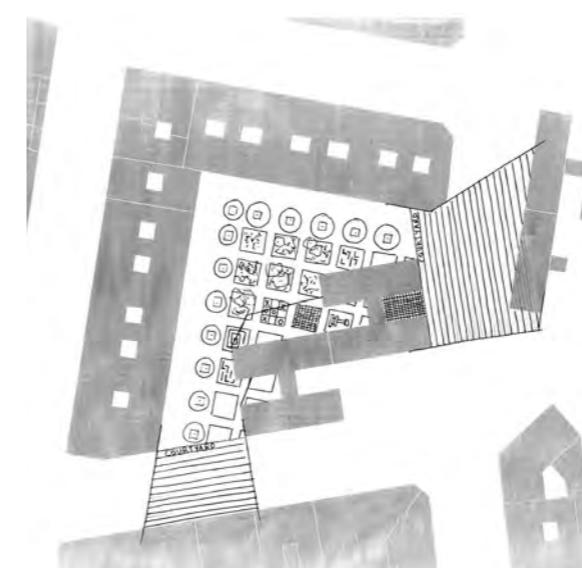
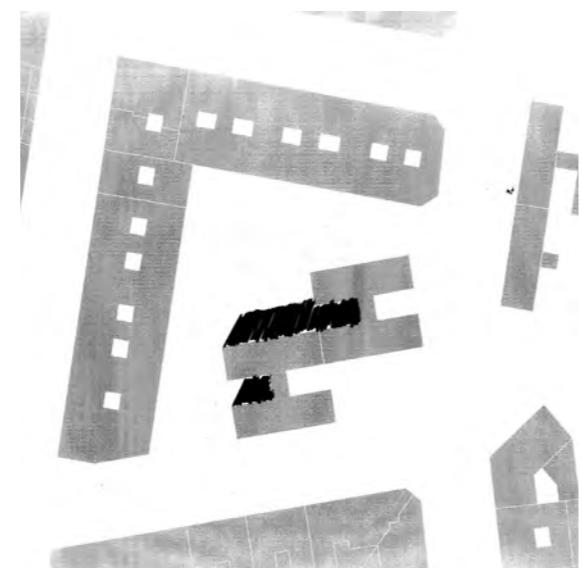
Therefore, a process has been activated with the collaboration of all citizens. In order to give an answer, the study of the history of the construction of the neighborhood has been fundamental. It was a land dedicated entirely to orchards, where a series of roads snaked connected as they went down the Zaragoza road on the left, which formed a kind of labyrinth. Therefore, the layout of the urbanization of the neighborhood was made following the path of those roads. Therefore, it is observed how the neighborhood does not follow any pattern, no clear geometry. However, we must highlight this square, the Barrio de la Milagrosa Unit, where we find a pavement that does follow a clear geometry, which stands out against the rest of the neighborhood. Then, we listened to the requests of the neighbors to recover the orchards by placing them in this square and following the pattern already established by the existing pavement following a project that mixes art and ecology and that wants to focus on the threats that the environment suffers and in the relationship of human beings with nature, with the intention of repairing their destructive relationship with nature. It is intended to promote the revitalization of the neighborhood, promoting the citizens to be the ones

who plant the trees, as a sign of belonging, which guarantees the care of them.

Besides, in order to include game in this square, games are executed on a larger scale than the real one, a human size; such as the "tic tac toe" or chess, taking advantage of the shady areas of the pavement grid.

It is intended to achieve a unique space that mixes games and recreational activities that promotes the union of the community, and for this, the help of all the neighbors is required; everyone is motivated to participate.

The "entrance" to this area is solved with a change of pavement that invades the road and reaches the sidewalk of the block in front, inviting all walkers to discover the square and participate in it. The "cul de sac" is also solved with a different pavement.





NOT SO LONELY TREE

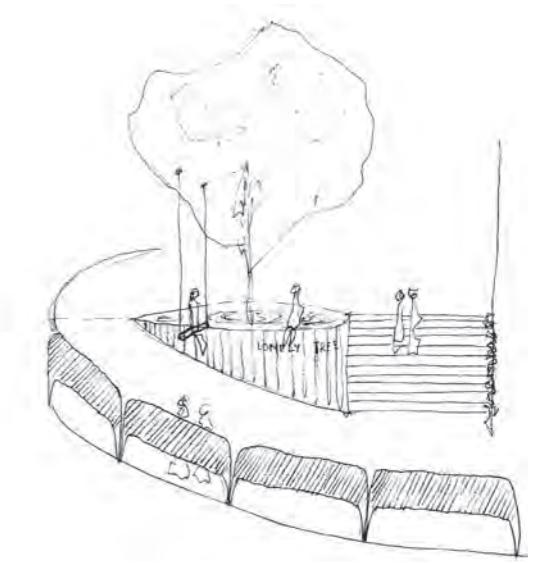
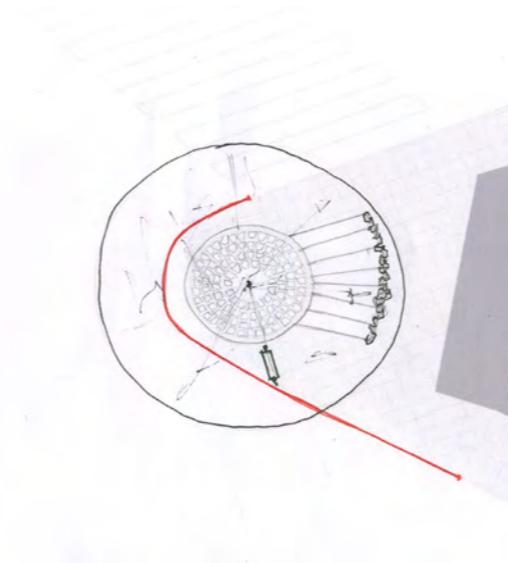
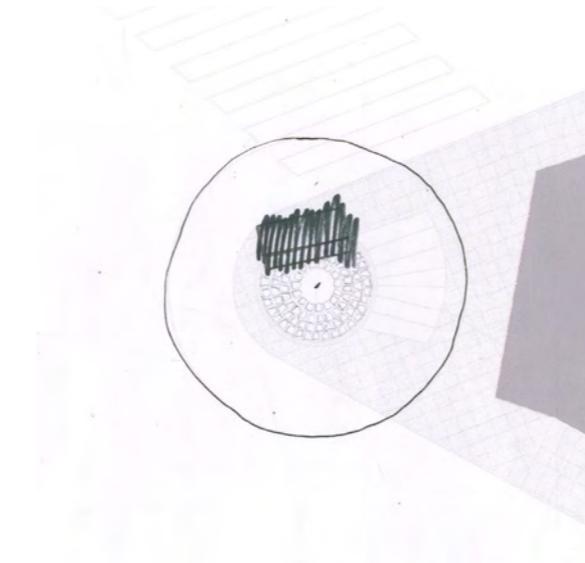
We are located in front of one of the busiest and noisy avenues in the whole neighbourhood, where not only cars, but also public transport transit. However, we found a place with a unique atmosphere, which evades us from the place. It is a very simple space, with a tree, a bench and stairs. It is one of the few trees in the neighbourhood, so it becomes an emblematic place of meeting and reference for the citizen. It is therefore a rest area.

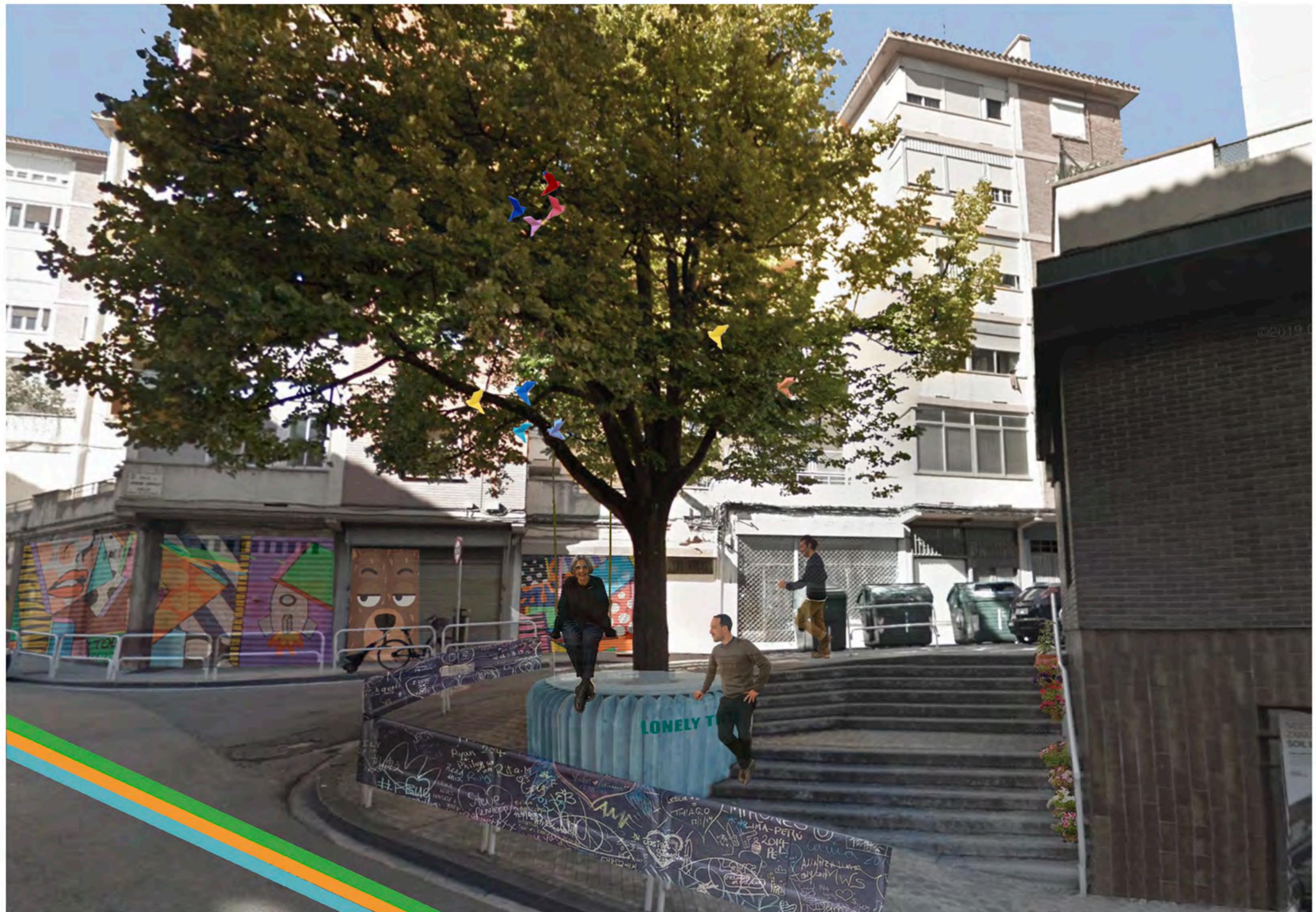
The bench is removed, since it was placed in a somewhat artificial way, forcing everybody to either sit on it or pass by. However, to solve the need of a space to rest, we introduce a swing for its pragmatic and ludic function at the same time. With this action, it is intended to achieve a direct relation human-landscape, since now the citizen is free to choose where to sit, on the swing, the stairs or in the tree canopy where the organic pavement invades the inorganic given its savagery.

In an attempt to make more liveable and expressive this corner, we introduce a blackboard barrier and the possibility to the neighbours to put plants around the stairs as they do on their windows. the inhabitants also request to recover the bird nests that were put into the artistic intervention in June 2016, being this a very good opportunity to save the birds, which are also part of our landscape.

To sum up, a space of contemplation, of peace, of rest is achieved, helped in turn by the sound perception generated by the birds.

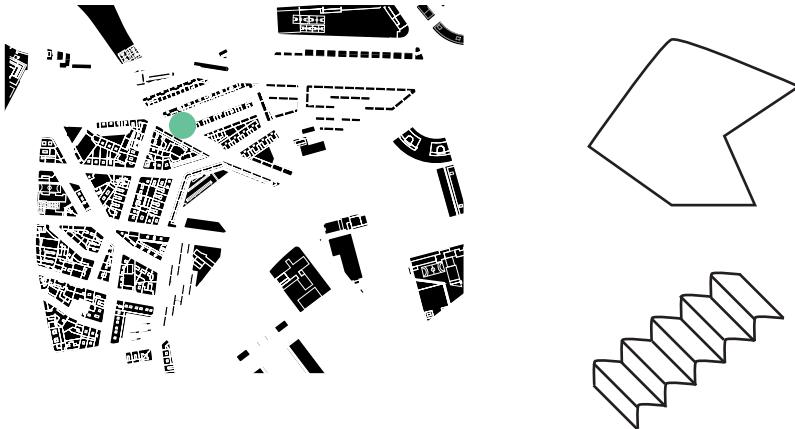






LONELY TREE

PRESS TO PLAY



LONELY TREE

TIMESCAPES

- 1 temporary event
- 2 Periodic event
- 3 **alternate use**
- 4 unpredictable
- 5 permanent

ACTIONS

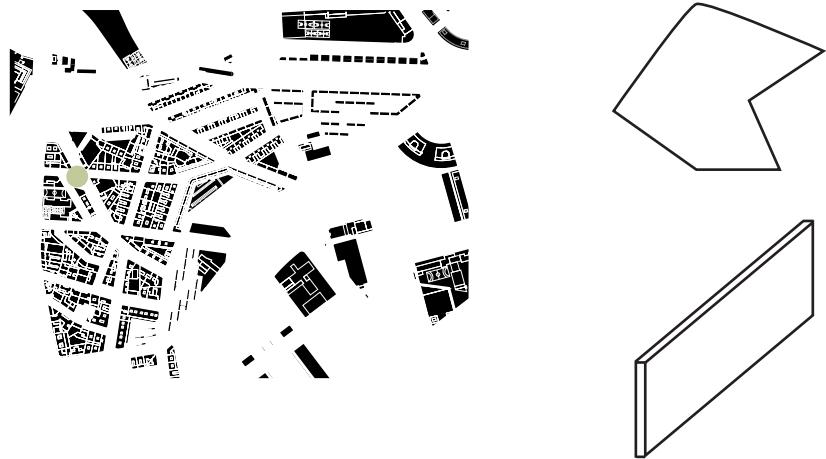
JUMP, CLIMB, HANG, PAINT, WRITE, DRAW, OBSERVE,
TRANSFORM, LISTEN, TOUCH, SIT

By extracting the bank and incorporating the swing, we obtain a more direct connection with the space, achieving a more pragmatic and playful function. In addition, we introduce a blackboard barrier and the possibility of neighbors placing plants around the stairs as they do in their windows. The birds nests are also recovererd, this being a good opportunity to save the birds, which are also part of our landscape.



URBAN GARDEN

PRESS TO PLAY



URBAN GARDEN

TIMESCAPES

- 1 temporary event
- 2 Periodic event
- 3 alternate use
- 4 unpredictable
- 5 permanent

ACTIONS

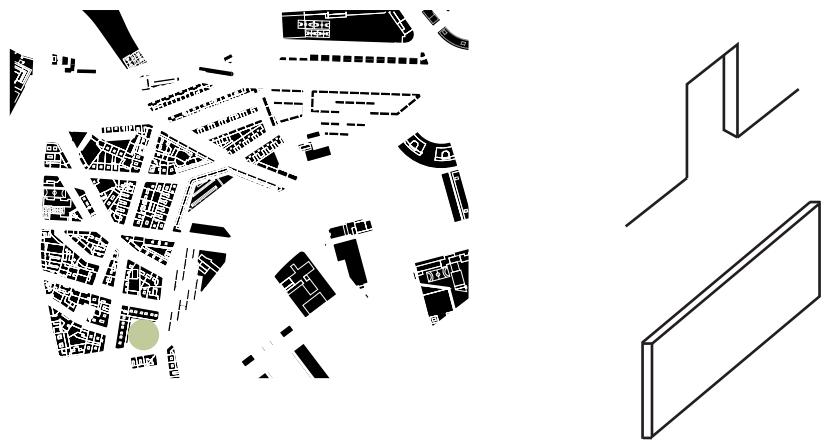
JUMP, TRANSFORM, RUN, OBSERVE, LISTEN, TOUCH,
SING, DANCE, FIND, DISCOVER

A place transported in time, which evokes the origin of La Milagrosa. We emphasize the square, an ideal meeting place where all residents can gather. We created a fine water layer in the square which allows to develop multiple activities, becoming a water mirror that alternates extraordinary effects of mirror, water and fog. The paving of this new square is replaced by a continuous new pavement, invading the road, making possible to project a screen in the building to return the cinema to the neighborhood.



COURTYARD

PRESS TO PLAY



TIMESCAPES

ACTIONS

- 1 temporary event
- 2 Periodic event
- 3 alternate use
- 4 unpredictable
- 5 permanent

RUN, STAND STILL, BUILD, PAINT, TRANSFORM,
TOUCH, DANCE, FIND, HIDE, HIDE AND SEEK, PLANT

A place that stands out against the rest of the neighbourhood because we find a pavement that follows a clear geometry (in contrast with the rest of Milagrosa). Orchards are placed following the pattern already established by the existing pavement following a project that mixes art and ecology and that wants to focus on the threats that the environment suffers. Games on a larger scale are included; like the “tic tac toe”, taking advantage of the shady areas of the pavement grid.



COURTYARD