

Mood for Wood



• Visegrad Fund

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MALIA FESTIVAL POZNAŃ

POZnań*

*Miasto know-how



—
International
architectural
workshop

Mood for Wood

—
International
architectural
workshop

WELCOME

Mood
for Wood



Visegrad Fund

MALTA FESTIVAL POZNAŃ



POZNAŃ*

FORM



OWA



BOSCH

—
welcome



Observe / Listen / Think / Design / Build

Every architectural workshop organised by Polish Association of Architects in Poznan is likely to be a success. The recipe for that is always to gather people from different environments and give them a chance to talk and to be creative.

Mood for Wood workshop gave that opportunity to architecture students from Poland, Czech Republic, Slovakia and Hungary - they met, they had a problem to solve and they had the right tools to build their own ideas.

During the eight exciting and intensive days of the Mood for Wood workshop, every participant was focused on team work, not only between the students, but also the communication with the garden citizens, for whom it was the first encounter with the professional designers, a first attempt to co-work in the design process.

Doesn't that sound interesting?



Citizens

Two on-site meetings
with the garden users



Materials

Plywood board
Planks
Squared scantlings



Budget

3000 pln for wood
+
500 pln for other materials



Schedule

Time is of the essence!
Respect the schedule,
be prepared
for the deadlines!



Construction

Carpentry workshops
are available for 3 days,
the last assembly
is on the site



Design

Design work place
is at School Of Form,
3 days are available
for group work



Be prepared for THE most exciting experience !

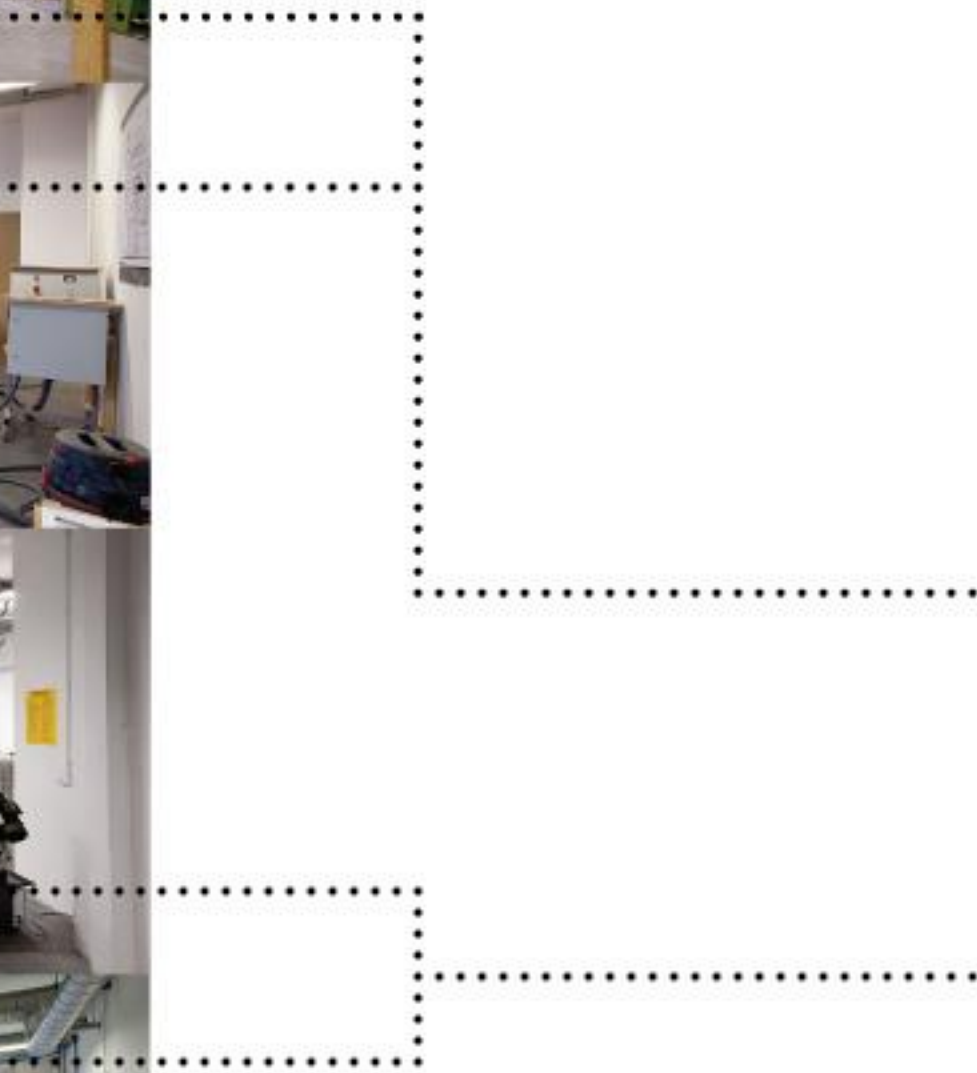
Mood for Wood is an international workshop for students of design faculties from the Polish, Czech, Hungarian and Slovak Universities. Forty students in four groups under the supervision of young architects will design and produce a series of city furnitures in for city district gardens managed by the Malta Festival Poznań Foundation and Kolektyw Kąpielisko.

Students under the guidance of architects and designers worked on the projects for city furniture dedicated to four public gardens located in different areas of Poznań. Places selected for workshops are managed by local communities, Malta Foundation and Kolektyw Kąpielisko, who actively animate them throughout the year.

Each garden is different, has different spatial conditions, each has distinct recipients. Students will meet gardens' users who will have an active influence on the project by presenting their needs and dreams for the public space. Proposed workshops promote the importance of social participation in the professional work of a designer among students and local communities.

Mood for Wood stands out when compared to other student workshops with the implementation of projects that will have a real impact on the lives and development of local communities.

SCHOOL OF FORM





School of Form was established in 2011. School offers a 3.5-year full-time design course, after which students obtain a Bachelors degree from the University of Social Sciences and Humanities (SWPS). SOF is committed to the multidimensional development of the students both in terms of practical skills in general design and in understanding the nature of man, society and sensitivity to the needs of our fellow citizens through studies in the humanities. The unique study programme combines project work and an education in the humanities which has been developed by team of experts led Lidewij Edelkoort, chairwoman of the Design Academy in Eindhoven (1999-2008), strategic director and mentor of School of Form.

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Carpentry Workshop

In School of Form Workshops, Mood for Wood participants discovered the amazing properties and unlimited possibilities of wood. Under the watchful and attentive eyes of our excellent tutor- Szymon Filoda, participants learned how to use professional carpentry tools and work through the whole production process from a working prototype to the fine details of the final product.

The machines, equipment and tools in SOF carpentry workshop gave participants the flexibility to work with wood in a host of ways. This includes circular saws, band saws, milling machines, lathes, drill presses and sanders.

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Metalwork Workshop

Workshop is a large space filled with a variety of machines and devices for the tooling and working of metal. The hum, whirr and grind of the machines will drive your creativity together with the metallic smell that fills the air.

Students feel like a real metalworker sawing, cutting and welding in the workshop. Our team of professionals will not only ensure your safety but are always ready to give support, advice and a helping hand.



Szymon Filoda, Workshop Tutor




Lectures



An additional inspiration for the participants were a series of open events that accompanied the workshop. "Wood as a design material," presented the participants with a lecture by sculptor Jaroslaw Hulbój, who convinced the students that they are able to realize a very ambitious projects, even in very short periods of time. Various architectural studios, which were invited to take part in the workshop, presented some of the most interesting projects of public spaces completed recently in their countries of origin. An especially popular part of this joint lecture were projects presented by the Hungarian studio, e.g. the square in front of the Parliament in Budapest. Another lecture, which was both interesting and inspiring for the participants, was given by Martin Brunner - a partner in the Norwegian office Snohetta. The architect not only presented the most popular office projects in which wood was used, e.g. the observation pavilion in Hjerkin in Dovre, but he also shared with the audience various research and experiments that his studio has undertaken in the context of innovative use and processing of this material. The last lecture was the presentation of projects of our main partner, the Hungarian studio Hello Wood. This group of architects/designers, for the last 5 years, have annually invited more than one hundred students of architecture from all over Europe, in order to work together to build unique and artistic installations made of wood.





KOLEKTYW KĄPIELISKO

ABOUT

Kolektyw Kąpielisko is a community garden located adjacent to a summer swimming pool in Kasprowicz Park in Poznań. Kasprowicz Park, popularly known as Arena, currently is not in the best condition. Destroyed parks and alleys pose a threat. Still, the park is often frequented by walkers, athletes, families with children and the elderly. The place is important in the minds of the local community. Therefore since half of 2013 the Association Kolektyw Kąpielisko have worked so that the changes desired by the inhabitants become real in new community garden. The basic premise of the Kolektyw is to create a common space for creative activities, meeting places, exchange of ideas and integration of the local residents.

From September to mid-November 2014, Kolektyw created a large part of the infrastructure of the garden. Along with residents they built a stove (workshop: "Building/Bricklaying"), which is an impulse for integration of neighbors during a joint preparation of meals. Within the workshops "Acupuncture of the space" they built planters, in which we will grow in the coming gardening season. During the workshop they also created a box for tools and compost. In spring this year, Kolektyw with local children during the workshop built a willow playground.

PEOPLE

The Association Kolektyw Kąpielisko is a group of actively working people who in a creative way want to change the space around them for the better. Among members of association there are landscape architects, architects/planners, cultural studies experts, holistic health coach and other enthusiasts of positive social actions. Kolektyw Kąpielisko is engaged in cooperation with existing and emerging in Lazarus district initiatives. Association is a friendly relationship with the Council of St. Lazarus District, Krąg District Club, Wolny Targ and Malta Generator, realizing the Garden of Lazarus. Garden is also a member of the coalition Lazarus Open Cultural Zone.

EVENTS

Every actions taken by Garden includes an educational component, so the main audience for this activities are usually children. Association cooperate with kindergarteners and parents from Lazarus district. Among the many events dedicated to children, we can mentioned a series of workshops: „Garden stories”, „Become a municipal gardener”, "We call winter" or "Buckles on spruces".

This summer Kolektyw thanks to City support will organize KINOGRÓD- it's the open-air, free film screenings in the Garden.

The further planned and partially completed projects of Kolektyw Kąpielisko include, among others sowing a meadow with flowers, which will have not only aesthetic values, but will also be attractive to butterflies and other insects-pollinators, establishment of the so-called herbal pharmacy that becomes a source of information about the operation of commonly used medicinal plants and foundation of edible garden that will naturally show children where the food grows.

NEEDS

Thanks to joint cooperation, every weekend Kolektyw Kąpielisko garden grows and with every month it becomes more beautiful. Still, garden lack benches, couches, stools, chairs, seats – shortly speaking mobile urban furniture/ small architecture elements on which one could sit, lie, jump and roll out or just lazy.

What was the biggest challenge in designing your garden?

It was a challenge to design objects meeting the expectations of users of the urban garden in the Kasprowicz Park. In case of Kąpielisko Collective the needs were precisely defined, however their multitude required our project to be both multifunctional and easily modifiable. The workshop group attempted to design simple, consistent, functional and original furniture.

Were there marked differences in the approach to design displayed by students from different countries?

Every student was a specific individual and had his/her own vision regarding the design for the Kąpielisko Collective. Because of their slightly different education and life experiences, each one of them had a different set of abilities useful in various stages of the project implementation and execution. It did not take long before every member of the group defined his/her preferences regarding the position in the group, based on his/her past experiences. As a result, they could work in a well-integrated team, which created a consistent project. Every member of the group put in some effort on different stages, developing the general framework of the project or even its small details, effectively crafting the furniture or even by preparing the project's final presentation. The fact that these students came from different regions, schools and had differing experiences and abilities allowed to create an intelligent, original and refined project, of which the urban garden users were very fond.

Do you think that these type of workshops (design and construction) bring new value to the educational system for architecture students in your country?

Yes. I do believe that this form of workshops is the best, because it teaches students how to make their own decisions, which can be constantly and continuously verified on every stage of the project's execution. In addition, this form of workshops provides experience closely resembling the work of an actual designer.



Bud Cud

BudCud (PL) – is a contemporary practice from Cracow (Poland), operating within the fields of architecture and urbanism. The office is led by Mateusz Adamczyk (1981) and Agata Wozniczka (1986). We design complex architectural environments. Our projects are logical and professional elaborations of better and sustainable reality in modern times, designed for the future inhabitants who benefit from a new environment. BudCud's design process is a constant evaluation of a rational model scheme, defined by both context and experimentation. We are heavily influenced by the project environment, which makes BudCud proposals contextually conscious, but not naive. Implementing such a strategy results in something that is both unusual and unique.

Student participants:

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Natalija Otoničar, Barbora Tothova, Bea Zsilinszky, Giovanna Muzzi,
Paulina Frankowska, Bartosz Bisaga, Attila Cséplő, Bartosz Zabiega,
Adam Mierzwa, Petr Vacek

DESIGNING

The Krakow studio BudCud was in charge of this project. The garden was established in 2013, adjacent to a derelict swimming pool in Kasprowicz Park, in the vicinity of one of the most important symbols of Poznan – the Modernist Sports Hall Arena. Local residents frequenting the garden personally constructed brick barbecues, a playground for children and a vegetable garden, in which everyone can cultivate their own vegetables. One of the main objectives of the garden was to raise environmental awareness. Future plans include the creation of an herb medicine cabinet with information posted regarding the medicinal properties of plants. The garden received a grant from the City of Poznan in order to organize a series of summer film screenings, as part of the Kinoogród initiative, during this year's holidays. As a result, there was an urgent need for an adequate number of mobile seats. In order to meet these needs, students designed and built a system of modified folding seats inspired by the cult game Tetris. The Tetris system consists of different modules that can work separately as singular seats as well as complex structures for bigger gatherings, open-air dining or playing. Regular modules have multiple plug-ins that change a seat into a table or a bar, or make it into a more comfortable armchair by adding a back to it. The plug-ins are remote, so users can adjust the function of one module to their individual preferences. To make garden more visible (the plot is long and narrow) students adorned the gate area with direction signs - way-finding elements targeted at children (a game) and adults (pragmatic information). A simple street game (Polish: "klasy") was painted on the pavement by the gate, so that the kids can make use of the garden without any hesitation. To communicate operating rules of the garden an info panel was also prepared with space for announcements and a mail-box. In addition, students created 3 multi-purpose totems, designed to incorporate the garden logo, which can serve as lampposts, showers or tipis for children to play in. The workshop participants and instructors believe that this furniture will help to fully utilize the site potential and enable the creation of many different scenarios for enjoyment of the garden. The common effort of constantly rearranging the site can bring the local community together, imbuing their imaginations with new ideas for activities and events.



“ I just went out of myself - to try to do something i was always being fascinated of, but never really tried to do. Generally, working with wood isnt that much girly stuff, but finally, it turn out that it can be! ”

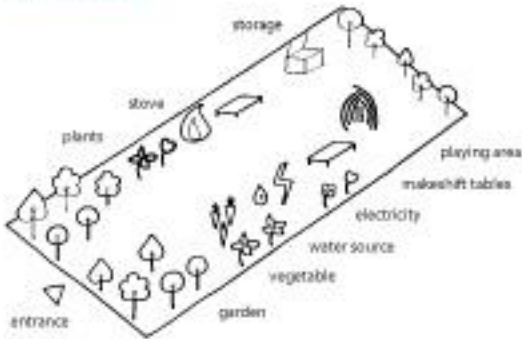


MEETINGS WITH THE LOCALS

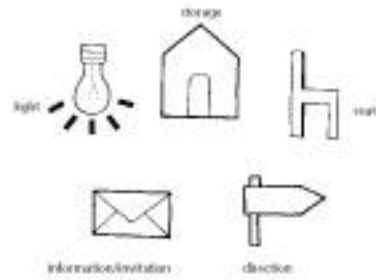
“The biggest challenge during the workshop “Mod for wood” was planning the entire design process – you not only had to create the design concept, but you also had to carry out parallel calculations regarding the amount of raw materials needed to implement the idea. The “paper architecture” challenge, which included a fixed budget, specific types of material, and set deadlines - was something that, unfortunately, we unfortunately do not experience in the university setting. Yet the combination of these factors creates the essence of the architectural profession. “



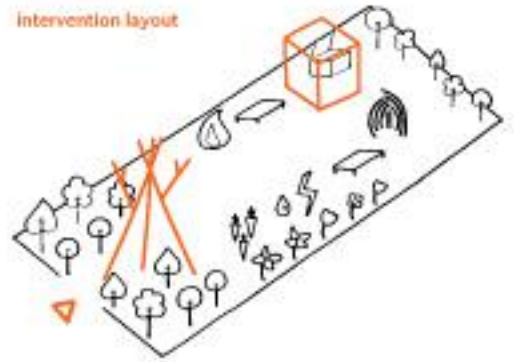
current situation



requirements



intervention layout



A TREE TOTEM

A tree totem is a simple frame reminding 3D interpretation of Kolektyw Kapielisko logo. It hosts differentiated usage, behaving as a lantern, waterfall, tee-pee tent or even a big flower-vase.

formal inspirations



2d logo



3d functional totem



only few trees on the front



add a new tree
+
new functions



lighthouse



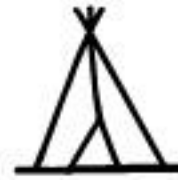
umbrella



shower/
waterfall



lantern



tent



flower vase

simulations of use

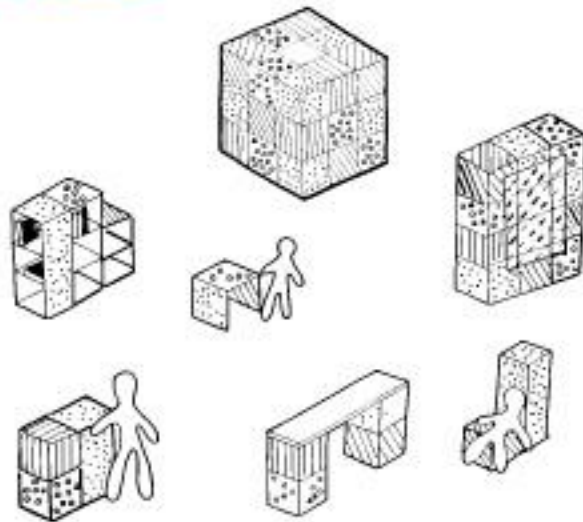


THE PROJECT

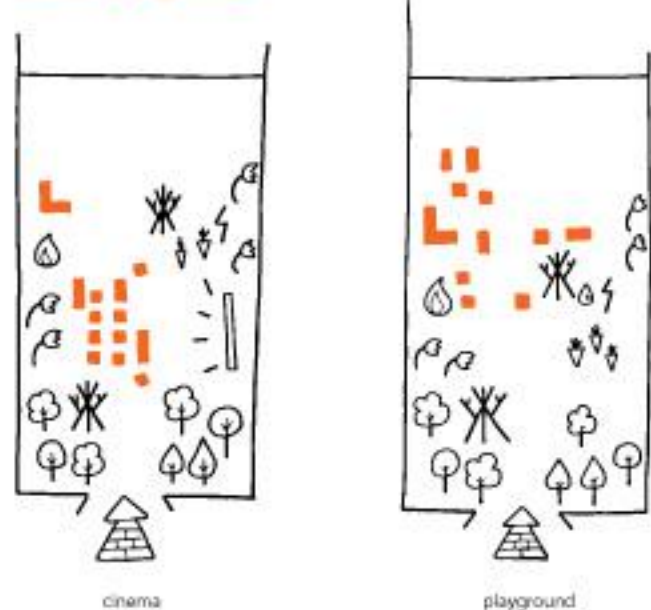
THE TETRIS

The tetris system consists of different modules that can work separately as singular seats as well as complex structures for bigger gatherings, open-air dining or playing. Regular modules have multiple plug-ins, that change a seat into a table or a bar, or make it a more comfortable armchair by adding a back to it. The plug-ins are remote, so users can adjust the function of one module to their individual preferences.

intuitive usage



possible arrangements



simulations of different layouts





CONSTRUCTING THE IDEA

“I have never worked with wood with my hands, from sketch to product. I learned how to work in quite big group of students and very short time. Also how to listen to clients, think like them, figure what they really need (unspoken) and make it right. I spent really good time at workshop and I think I'll come next year again.”





FINAL RESULTS



A large group of people, including men, women, and children, are gathered in an urban courtyard or park area. Many are sitting on a green bench or on the grass, while others stand in the background. The scene is set in a city with multi-story buildings and a paved area. A green bicycle is parked in the foreground on the right. The overall atmosphere is casual and social.

WILDA

ABOUT

The Wilda Community Garden is located at ul. Fabryczna 4 in the Wilda district. It is located on a plot between two tenements. More than a decade ago, this plot was also occupied by a tenement. After the building's demolition, the plot became a meeting place for disreputable individuals. It was used as a dump site, public toilet, and was generally considered a dangerous area best avoided. In 2013, Generator Malta operating on behalf of the Malta Foundation became interested in the site. They decided to build a public garden and involve the local community (residents, associations and small businesses) in its creation. The main goal of this project is not the revitalization of the district itself (that will be an additional benefit), but inspiring dialogue and cooperation between members of the community. The project is intended to give people a sense that grassroots activities are empowering and their greatest strength lies in the power of community.

PEOPLE

The Wilda Association maintains the Garden. Founded in 2013, its chosen goal is to become familiar the district's problems and resolving them in cooperation with local institutions. The group teamed up with Generator Malta. The association is comprised of functionaries and activists. They are actively involved in the Garden project. They help in difficult cases such as dealing with administrators and getting through all the red tape. Making the impossible happen is an essential part of their duties. The Garden owes a large part of its infrastructure to their work: water tanks, a wooden house for children and a dumpster.

The Garden is primarily utilized by residents. For seniors from the surrounding tenements, it is the nearest green area. Most often they utilize the benches to rest and relax. The garden is often visited by children. A wooden house with an elevated entrance and a 4-person slide is used at various times of day and year by children. Once a week Garden prepare activities for children conducted by an animator. The youth prefers to use the SNU_TKA benches and a table for socializing.

EVENTS

The activities taking place in the Garden of around creating a common space. Despite the many different types of the events, their common goal is to improve the quality of the local neighborhood. Weekly meetings help inspire people to take care of this area. A large part of the work, especially at the beginning of the season, is associated with landscaping, planting and sowing seeds, as well as cleaning. These are the activities that are most integrated, involving people of different age groups and walks of life. Priority is given to creative workshops for children. Once /twice a month Garden organize a big event, such as a concert or picnic, for the whole community. Emphasis is also placed performance art and cultural/environmental education. In 2014 Garden organized the International Conference of Garden Designers, which ended with a dance and a brainstorming session.

NEEDS

During the three years of existence, one created bulletin board, wooden structure with a slide for children, boxes for plants, water tanks, the designated border sites, one set benches, periodically there is also a table. During large events - concerts, there is always a shortage for places to seat. However, such events are held infrequently. It is important to improve the aesthetics of the garden. Often spontaneous action and the use of recycled materials is not always beneficial for good first impression. Hence the idea of renewal of several devices such as a house for children. This places needs an emphasis that this is a community garden and not a public park. Hence, it would be important to make a few elements that could immediately indicate this: edible plant pots, fences designating the borders, gazebo for storing tools, trellis for plants.

What was the biggest challenge in designing your garden?

We wanted to make some significant in this unorganized vacant site. It was really challenging to build a big scale structure while not touching the owners' small creations we found there. It was quite exciting as well to build the parts in a different place in advance.

Were there marked differences in the approach to design displayed by students from different countries?

We had a great group with lots of great ideas. I think, that the differences between the students' ideas and approach to design were based on their individual ways of thinking and not on their origin or school. However, the students from art schools seemed to be better experience in practical woodwork than the others.

Do you think that these type of workshops (design and construction) bring new value to the educational system for architecture students in your country?

Definitely. I think most architectural students has no experience in working with materials, using building tools and building in reality. These workshops help them to learn how it really works in the building site and it can bring their design approach to another level.



Hello Wood (HU) – an international architecture program and a design studio based in Budapest, Hungary. All work, produced here, carries two attributes: it's mostly from wood and it's characterized by an interplay of art and social commitment. Hello Wood integrates various fields of art, design and science; it creates community and encourages talent. It brings together students and professionals from across borders, moreover it connects everyday people with the designer community.

Hello Wood started as an art camp in 2010 for students in architecture and design and has grown into a unique artcamp festival involving more than 20 universities and 30 countries. Hello wood is a possibility for learning based on making. It is a great opportunity to break down the walls between different generations, to connect in ways that are beyond the walls of universities.

Student participants:

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Anita Farkas, Ewa Cempel, Dominik Grzyb, Viktor Toth,
Betka Barančíková, Štěpánka Poučová, Marcin Derej,
Konrad Zaremba, Dorota Kopania, Muhammed Furkan Küçük

DESIGNING

“First, the meetings with children and their caretakers, playing together and discussions during which we learned what problems the children face. Finally, the attempt to solve existing social problems through architecture, which as it turned out was accurate and met with a positive reception - the happy, smiling kids, eager to try out their "personal playground". This was the greatest satisfaction and made the workshop unforgettable. “

We found the Wilda Garden as a space without an identity. It is a plot squeezed between two mansions, a garden founded on the old foundations of a mansion previously torn down. The cellar walls still found in the ground are a great problem for the garden to function - it is very difficult to cultivate anything, so the look of the greenery isn't like what it supposed to be, despite the hard work of the locals.

Although the peoples' struggle to run the garden, we found the place full of life and activity - for adults, but especially children for whom the wooden playhouse was build. The garden is famous for regular event, especially music concerts and picnics and we have decided to focus on these issues. We wanted to make the garden visible from the street, to make it a dominant for dull surrounding and that is why we made a decision not to build a series of furniture that are more or less easy to build by the locals themselves, but to give them a sort of facility that would be difficult to obtain.

Our project proposes a modular big scale structure that can be "a pretext" for different activities. It is a structure made of triangles than can be easily modified, enlarged and copied in other part of the garden. It's easy to build and easy to maintain and adopt. It can be a stage, it can be a roof providing a shade, a skeleton for plants, especially climbers, and for garden lighting, poles to hang the hammocks, to arrange the benches. We found, and we hope that the locals will also find, a stimuli for various cretivities.



“ I found this whole project super usefull. I practised my English a lot, I could for the first time think about technical details including their feasibility in reality, I learned about the possibilities accesibility of working in Rhino, working with screwdrivers and basical work with wood and finally I have met plenty of amazing people. “

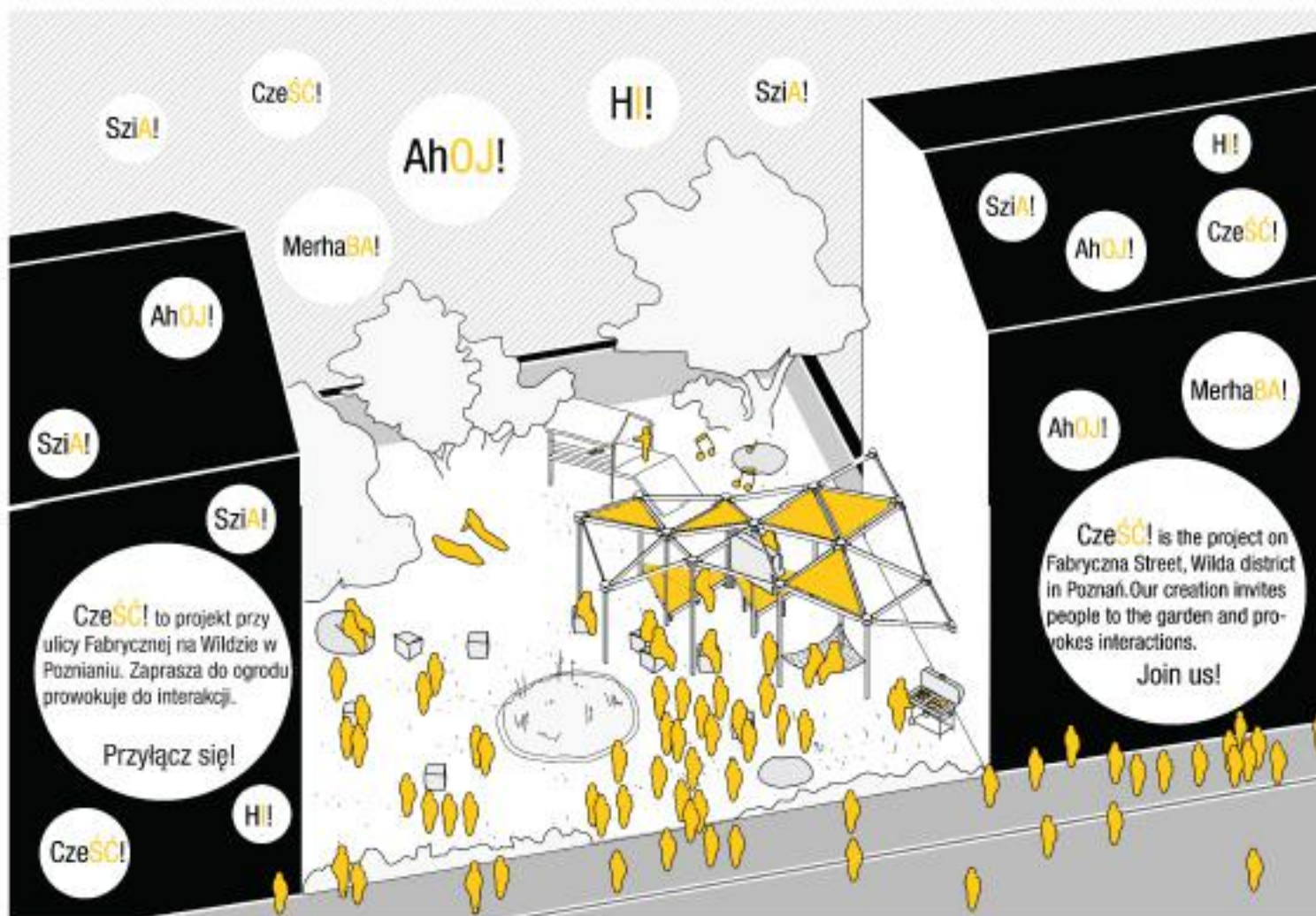


MEETINGS WITH THE LOCALS



“ The greatest lessons taken away from the workshop are certainly the diverse experience acquired during various conversations and working with multinational company. Also the being able to make new acquaintances, which gives the opportunity to work on future projects.

When coming to Poznan, I hoped that the technical aspect of the workshop would be set up in such a way - I was not disappointed! ; P “Mood for wood” will stick in my memory – that is a fact. The work that we performed was targeted at a well-defined social group. “



MAKE A ROOF!



PLAY IN THE FOREST!



EXHIBIT YOUR ART!



SIT AROUND!

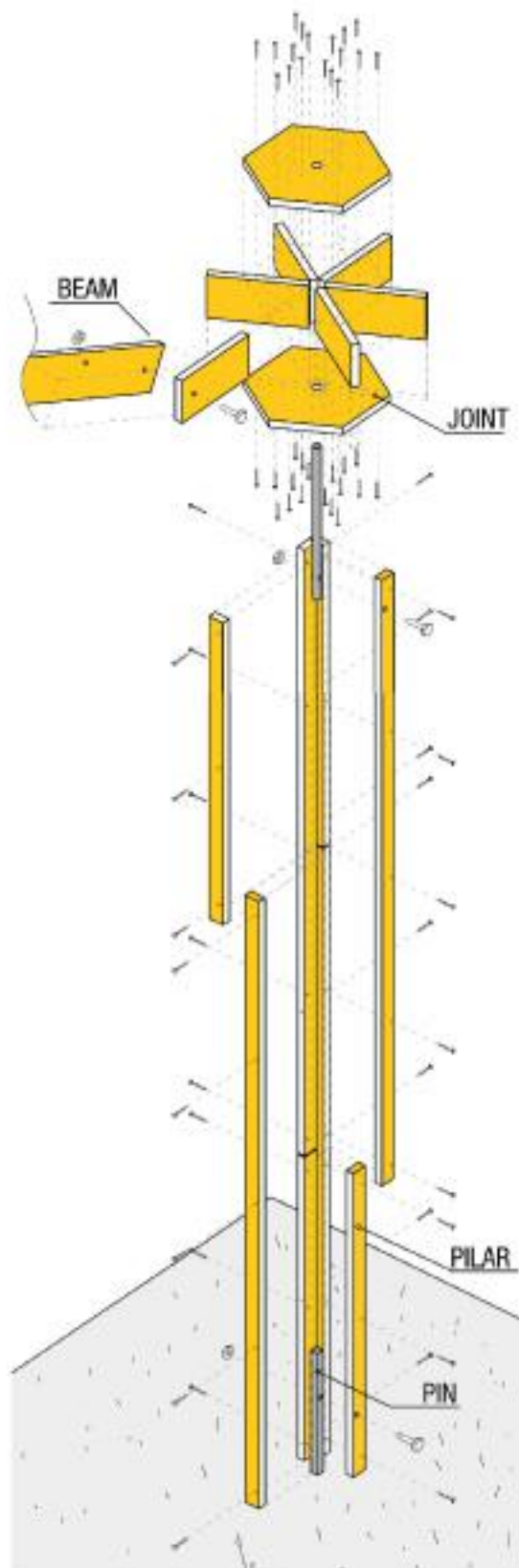


PLANT SOMETHING!



LIGHT UP!

THE PROJECT



THIS IS HOW WE BUILT IT.



DURING THE EVENTS.



CONSTRUCTING THE IDEA





FINAL RESULTS





LAZARZ

ABOUT

The Łazarz garden is a space enabling cooperation of local entities and residents of the district. Its spatial and people-friendly design is the result of synergy between those involved in its creation. The meetings that take place in this common area focus around intergenerational care of vegetation, infrastructure planning and cultural/educational activities conducted by all parties involved. In 2013 a plot for the garden was selected. It was decided that the garden would be situated on a site between several residences on Ul. Klaudyny Potockiej, where the focal point would be a willow tree. In 2014, on the initiative of the Kasztelanía Ostrowska Association, a section of the garden dedicated to Polish wild plants was conceptualized. This is the first such project focusing on bringing wild flora to the city center. Species are being planted that once covered this region prior to the development of settlements. These plants are being transplanted primarily from the forests outside of Poznań. We plant them together with local residents during gardening workshops. The plant species and their origins are described on educational plaques situated throughout the garden

PEOPLE

The residents of blocks adjacent to the Garden are mainly young families with children and seniors – most have lived in this area for decades. People who routinely visit the garden, utilize it as one of the few green areas hidden within the city blocks. Regular visitors include dog owners, high school students visiting the garden during school breaks or after classes, local drunks besieging walls and benches surrounding the square, people returning home from shopping and those coming by for short neighborly conversations. Another group of participants are children from a local school and apartment buildings surrounding the square, which take an active part in weekly workshops organized by Generator Malta, under the name "Children Can."

EVENTS

Events at the Łazarz Garden are grouped into three modules: regular meetings of neighborhood residents, a series of activities for children, and events such as picnics, concerts, movie nights, which everyone is welcome to attend. External events consist of monthly concerts, movies and picnics, and tend to utilize the entire garden. Concert stages are built using pallets and placed on the lawn adjacent to benches. Movie screenings are displayed on a wall, and people sit on sun loungers, cushions and chairs in the square under the willow tree. Picnics mainly occupy an area of the lawn and the aforementioned square. During these activities we encourage people to take part in working on the garden and in casual neighborly conversation.

NEEDS

Łazarz Garden infrastructure needs are closely related to its Community, with its integrating and intergenerational emphasis and planned educational/cultural events. There is an insufficient amount of seating, both for relaxation and meetings. The needs of the youngest individuals frequenting the garden are small play areas that foster their imagination and encourage them to be more independent.

What was the biggest challenge in designing your garden?

The community had high requirements, but this was rather inspiring. More difficult part was, that it was represented by two leaders, who were in fact the only people who communicated with us. Unfortunately, the discussion with them was not fully representing the community's demands.

Were there marked differences in the approach to design displayed by students from different countries?

The differences appeared in graphic design of the posters, such as colour selection etc., not in the design concept. In fact, the concept were quite similar. Most of the method was set by the tutors, as we worked in the team and had to use one method. Also, it was our mission to teach this method of working in the team.

Do you think that these type of workshops (design and construction) bring new value to the educational system for architecture students in your country?

The method "Learning by Doing" is very relevant in all the countries. "Learning by Doing" is forcing students to really think the design through. Make it real, because there's no magical transcription from the design lines into the real object.



**COLL
COLL**

COLL COLL (CZ) – platform of architects, designers and friends founded in 2008 in Prague, Czech Republic. It's scope ranges from porcelain to urban design.

In 2012 they founded a civic association for research and innovation within the field of architecture. By now, it's main interest is in performance oriented design with a special focus on wood and interaction with public space.

Student participants:

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Paulina Źoldak, Dorottya Bujdosó, Monika Głowacka, Filip Ponechal,

Bianka Hajdú, Wojtek Kozłowski, Lencsés Albert

Martyna Rajewska, Simona Tóthová, Agnieszka Turczyńska

DESIGNING

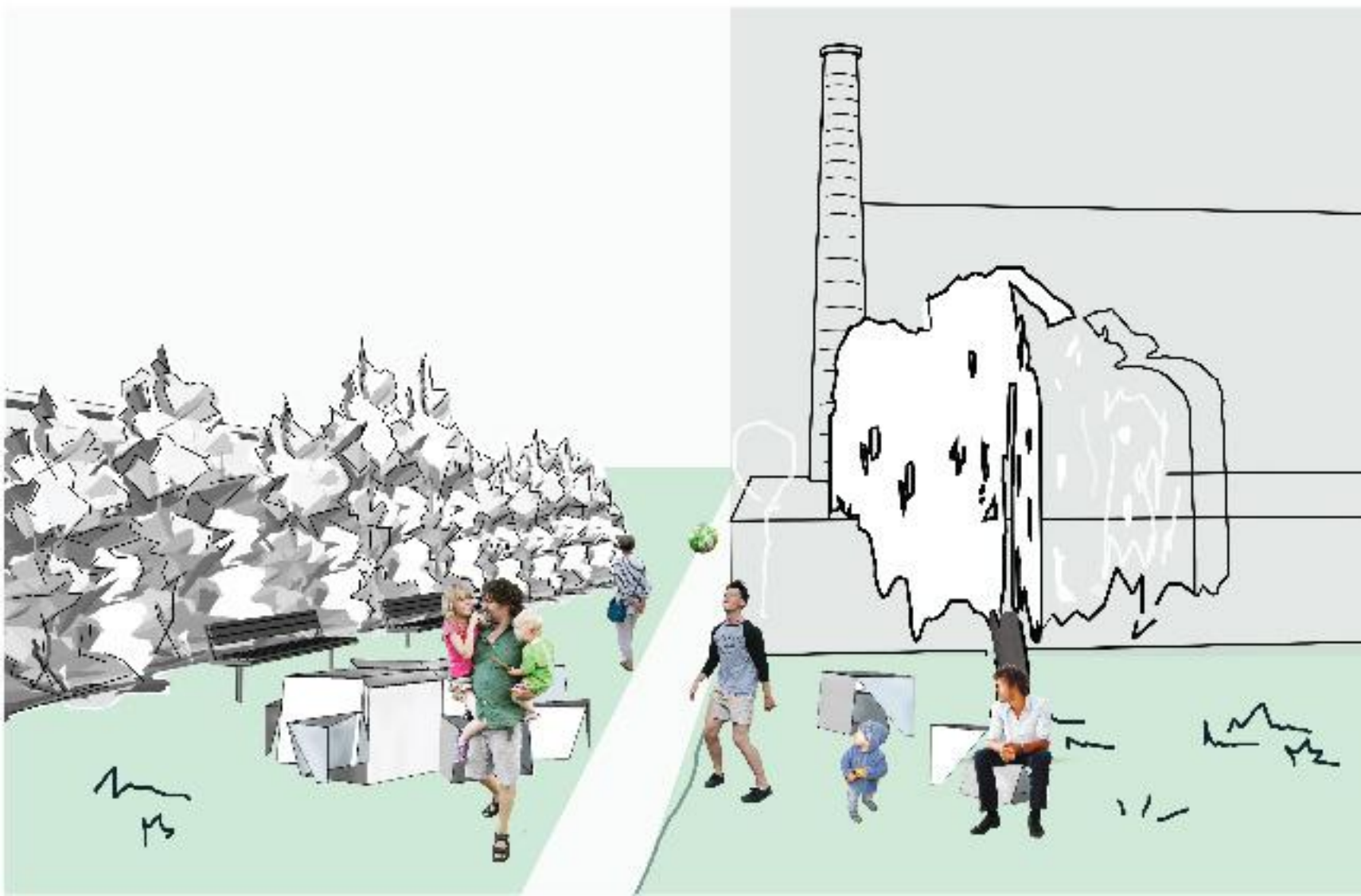
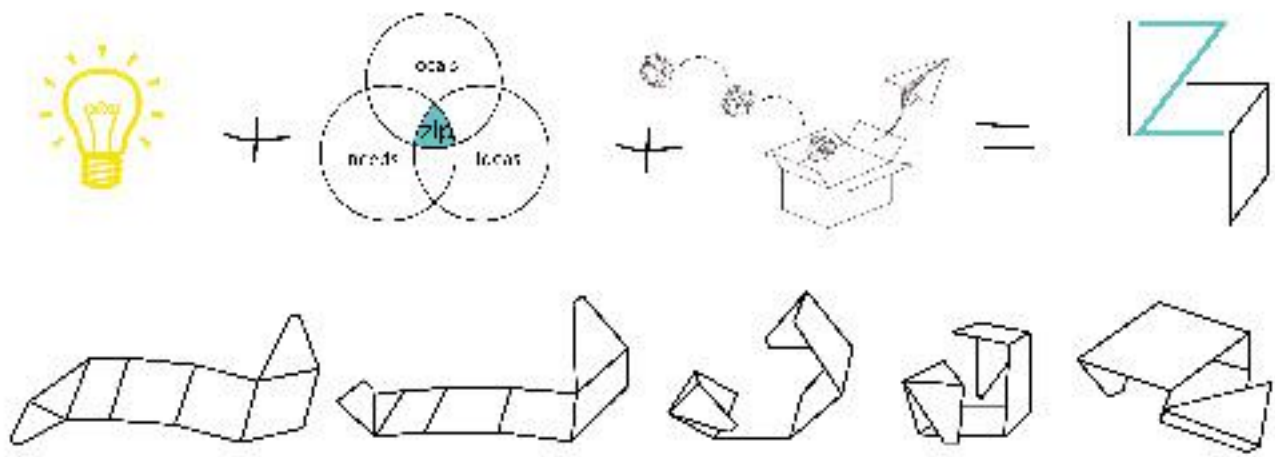
“*During the workshop, the most difficult challenge was to find a compromise during the design process. Since each of the groups represented an international team, the problem was incorporating completely different ways of thinking and perceptions of architecture. However, it gave an opportunity to share experience gained at various universities in Europe and beyond.*”

The group, led by Marie Davidova and Simon Prokop from the Czech studio Coll Coll, was tasked with the design of the Łazarz Garden. This small plot at the intersection of the Klaudyny Potockiej St. and Dmowski St. is surrounded by several blocks of flats in one of the oldest neighborhoods in the city - Łazarz. Invisible to the average pedestrian, it hides a green enclave where residents gather under a large willow tree and jointly cultivate plants. This place is primarily utilized by families with children, who lack access to a nearby playground. The garden fulfills the role of a small cultural center, which regularly hosts live music and film screenings. The realization of this project was difficult because the group of participants from Mood for Wood was not only tasked to create furniture that will be used at various events, but will also withstand the weather and malevolence of local vandals. In response, they designed six modular elements, each of which may be utilized in many different ways. These included deckchairs, stage elements, a children's playhouse and a desk with seating. Once connected, the modules form one large table that can be used during the workshops. A large range of applications is achieved by the use of elastic belts which are contained within triangular panels of plywood. Depending on specific needs, it is possible to change the angle of the individual elements, thereby altering the function of the furniture. This also allows the elements to be flattened, making them easy to store. In such form, the furniture is not an enticement for potential vandals and can be safely stored to await the next event under the willow tree.

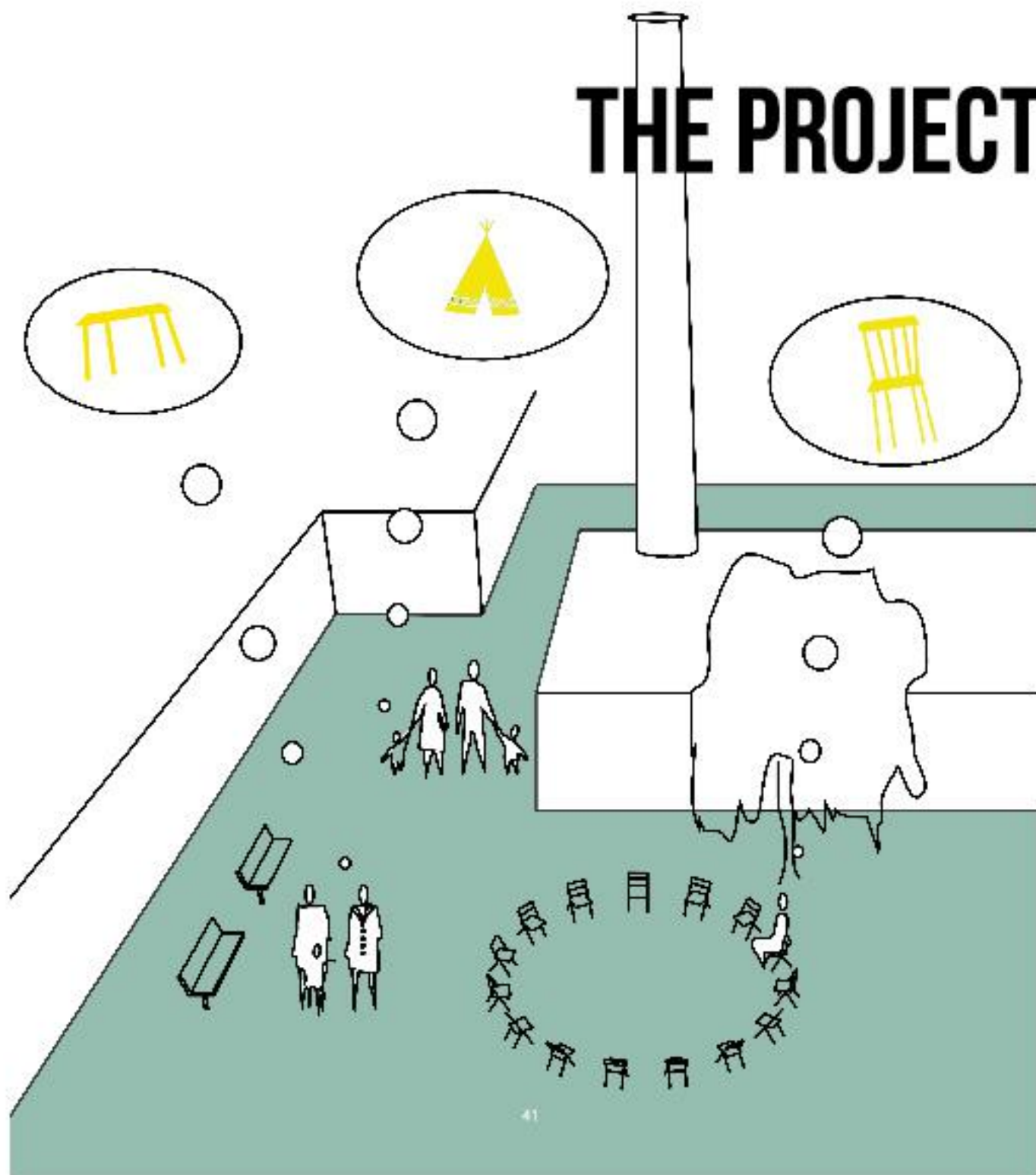


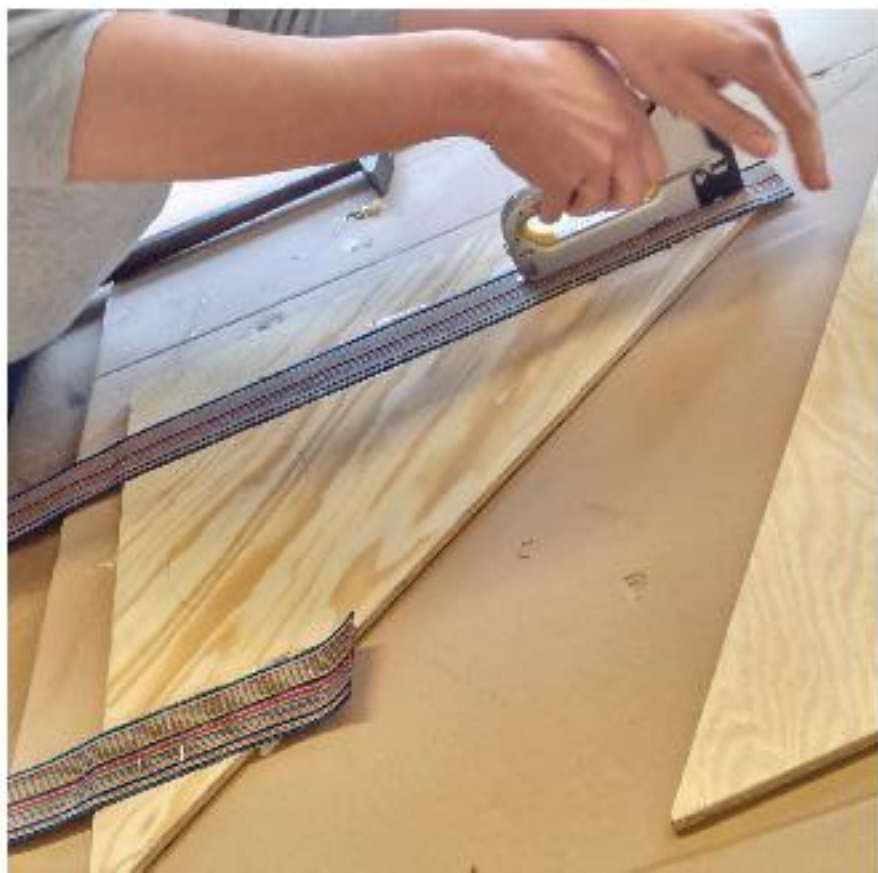
MEETINGS WITH THE LOCALS





THE PROJECT





CONSTRUCTING THE IDEA



“ I got lot of knowledge about coulture, living and designing in Poland. Specially because of polish students from our group we became very close and they explained many things about studying, living and working in Poland. I fall in love with Poland, I deffenitely wanna come back for travel, workshop or working. ”



FINAL RESULTS



ABOUT

Jeżyce Garden was created by initiative Szm21 / Studio in cooperation with Generator Malta in spring 2014. Together this two institutions renovated and revitalized the Kiosk (Jeżyce Garden) at the intersection Jackowski and Wawrzyniak street. The kiosk was repaired and renovated primarily by young boys and girls with Szm21 / Studio. The project was eventually joined by local residents. The kiosk became a day café, where you to eat local cake or hummus free of charge, as well as a venue for concerts, debates and meetings.

PEOPLE

Current activities of the DZIELNICO initiative are being devised and coordinated by activists and artists: Agnieszka Chlebowska (initiator), Robert Ogurkis, Ela Niewiadomska, Katarzyna Wąsowska, Karol Kołodziejczyk and Dominika Szelażek. DZIELNICO is partnered with the Generator Malta and the Amarant Center.

The main audience are kids 7-11 years old, they were involved in the Dzielnico initiative from the beginning. By participating in local repairs and organization of events for the community, they develop a sense of empowerment and the belief that they can make a difference. Most of the workshops are organized for them in any way that focuses on their immediate environment. Regulars at the Kiosk is a group of four boys, two brothers, their cousin and a friend. They all live in an adjacent block where, together with their neighbors, they have formed a small community. Generally, only the youngest residents from the area participate in events organized by the kiosk. The other participants are students, young couples with children and long-time residents of Jeżyce. A variety of activists and individuals working in the vicinity also get involved.

EVENTS

The actions of the kiosk in the Dzielnico initiative is based on two aspects. One of them is work with children and youth. The second is getting to know the residents Jeżyce. Of course, these two missions are intertwined. Activities involving children are based around the concept of creating a group that works together toward a common goal. Garden renovate the area surrounding the kiosk, plant greenery, and maintain the area to later share it with other residents. From time to time the kiosk invites everyone to visit and drink lemonade, taste hummus, picnic, participate in photo sessions, listen to stories from Jeżyce or a concert. In such situations, children become hosts and invite other residents to have fun. These simple activities are an excuse to meet, talk and share. Meetings with children take the form of workshops. They sometimes draw maps of Jeżyce, make postcards of Poznan, attend music workshops or plays.

NEEDS

The Kiosk itself is quite small. Meetings, as well as neighborhood activities - picnics, concerts - held by the kiosk, take place on the adjacent grounds. This space requires management and future renovations. The biggest problem that Garden face is the proximity of a dumpster site and the smells emanating from it. Covering the site would greatly improve the local atmosphere. Garden is considering building a roof, which would provide shade, protect plants from excessive sunlight, and activity participants from rain. The space around the kiosk is intended for relaxation, so naturally hammocks would be an ideal addition. The main adversities to this project are potential vandalism and limited space. Apart from that, one part of the pavement in front of the kiosk is used for parking. For this reason, we refrain from projects that permanently incur into this space.

What was the biggest challenge in designing your garden?

The biggest challenge in our case, was to propose a design that would help the people at the kiosk without interfering with the neighborhood, since it was a public area.

Were there marked differences in the approach to design displayed by students from different countries?

All of our students were really enthusiastic and full of new ideas. In general, our hungarian students were focused on details, czech students on technical reasons.

Polish students in our group were quite universal, offering new design ideas based more or less on real situation.

Do you think that these type of workshops (design and construction) bring new value to the educational system for architecture students in your country?

Yes, although I can't speak for students from another schools, in Bratislava, there is lack of contact with real materials / construction and teamwork is only sporadic. These types of workshops are definitely a good experience that will help to fill these gaps



nice architects

Nice Architects (SK) – LOVE & LOGIC is the approach, how we make contemporary architecture at our studio Nice Architects. LOVE & LOGIC contents of originality and effectivity, dream and reality, innovation and tradition, comfort and sustainability, attraction and context. LOVE & LOGIC represents us, Nice Architects. Nice Architects proposals are always bringing new and fresh perception on tasks in architecture. Our work is characterized by rethinking old ways of creation, integrating knowledge of different professions as landscape design, technology, art, psychology, science, sociology and life itself. We are joining beauty, functionality and humanity into one complex entity. We are pushing limits as far beyond expectations as possible. We love to produce surprising ideas, optimistic visions, vibrant strategies and innovative projects in the architecture and related fields. We are experts in the field of sustainable residential architecture and urbanism.

Student participants:

.....

Weronika Król, Kristián Vnučko, Šimon Kos,
Justyna Krata, Patrycja Pokrzywa, Filip Potoczek, Zsanett Ritter,
Adél Laura Sághegyi, Partyk Ślusarski, Anna Smyczyńska

DESIGNING

“ I always try to learn something - from tutors and other students, as well as by my own trial and error - this is why each workshop is educational for me. The workshop "Mood for wood" differed from other workshops in that it was "real" - not separated from reality. The ability to construct/realize your own ideas is very instructive, humbling, and at the same time develops creativity. The ability to utilize specialized carpentry equipment, group cooperation, a fixed budget, set deadlines - all of this will be very useful and bear fruit in our future careers. “

The task consisted of utilizing the space in front of the old kiosk at the intersection of Jackowski St. and Wawrzyniak St. It was not a typical garden. The participants had access to a few meters of paved enclosure which encompassed a small kiosk, as well as the area in front of the kiosk, which in reality is a sidewalk. The task was not an easy one.

The community that helped create this place consists primarily of local children. They spend time there preparing lemonade, organizing musical evenings or helping to prepare meals. Their basic needs were defined: a place to sit with a roof and some tables. There was also a problem with nearby dumpsters from which unpleasant odors emanated. The children also realized that all of the work invested in this place can easily be undermined as a result of vandalism. Because of this, the designed elements had to be mobile, so they could be safely stored in the kiosk after use.

Students incorporated fun with practicality, creating a multi-functional wall system which, through various arrangements of poles, can be used to create tables, chairs, ladders to climb, and when combined with tarps - shelter. The poles can also be arranged to form inscriptions informing people of upcoming or ongoing events. The entire project has been designed so that children of all ages can participate in its creation.

A storage crate for wooden elements was constructed, as well as a wall which completely covers the dumpster site and reduces unpleasant odors. On this wooden wall you can create a vertical garden. An information board has also been put up which displays the name of the project and its website.



MEETINGS WITH THE LOCALS



NEEDS



CONCEPTUAL MODEL

OUR INPUT

EDUCATION OF CREATION

MOBILE STRUCTURE

MULTI-FUNCTIONALITY

LIMITS

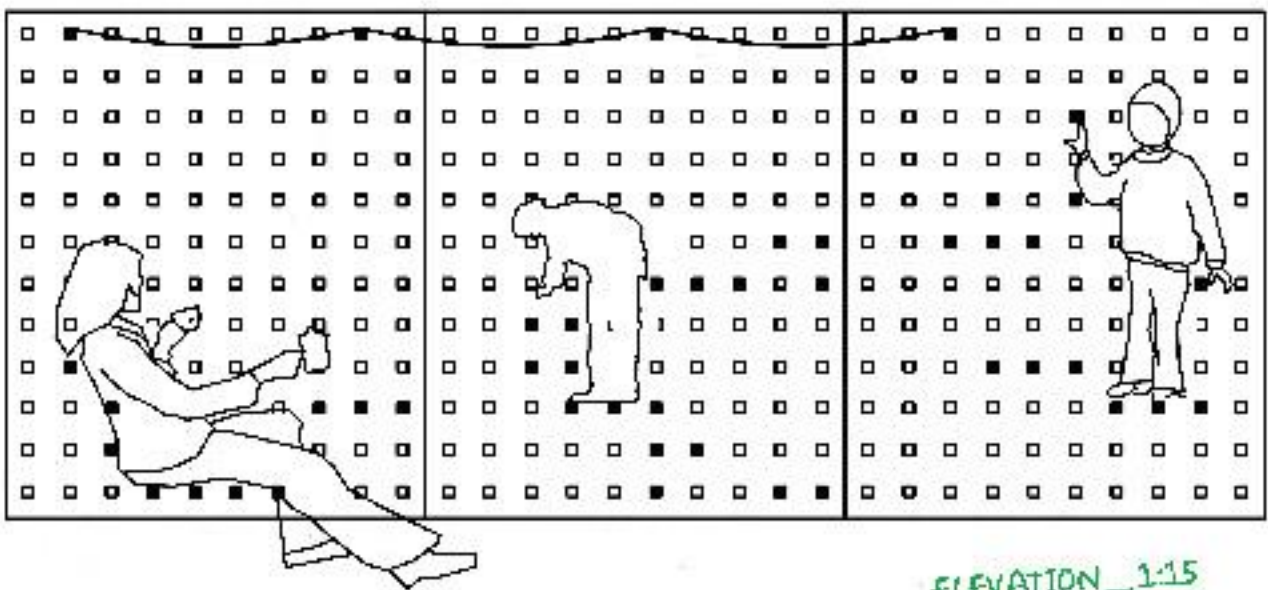
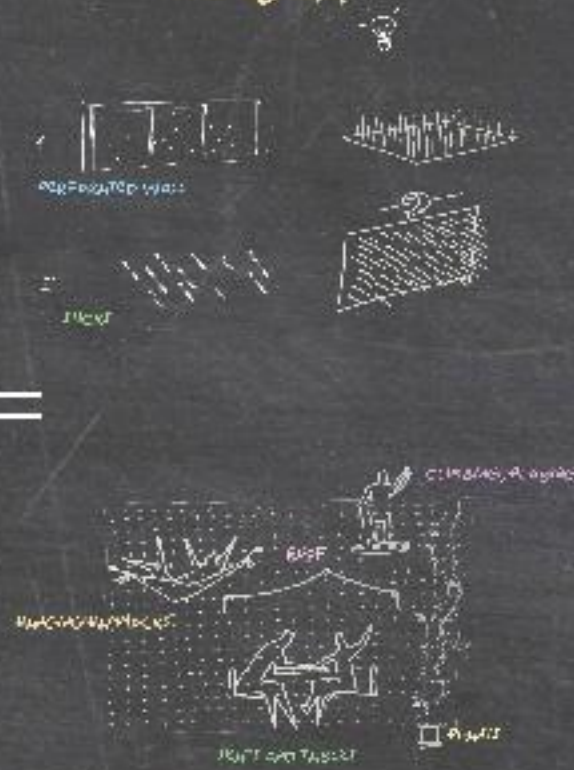
AREA

AGE OF USERS

TIME

LAW

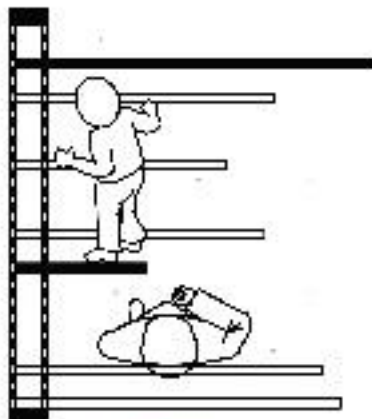
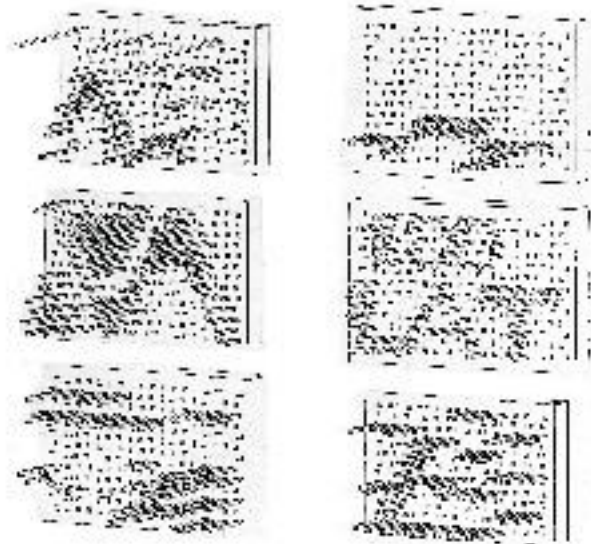
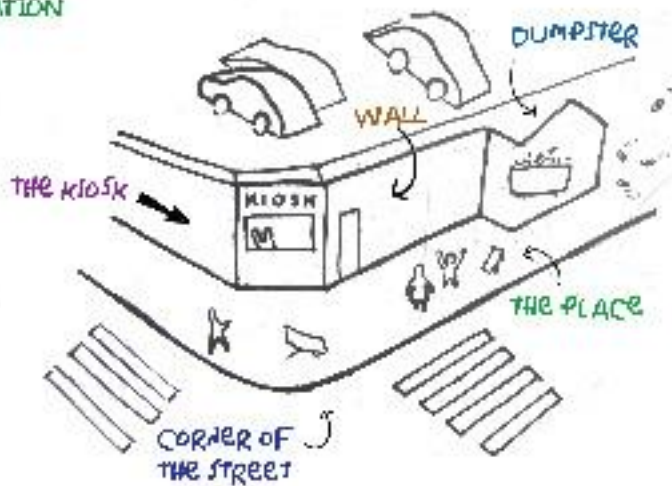
THE IDEA



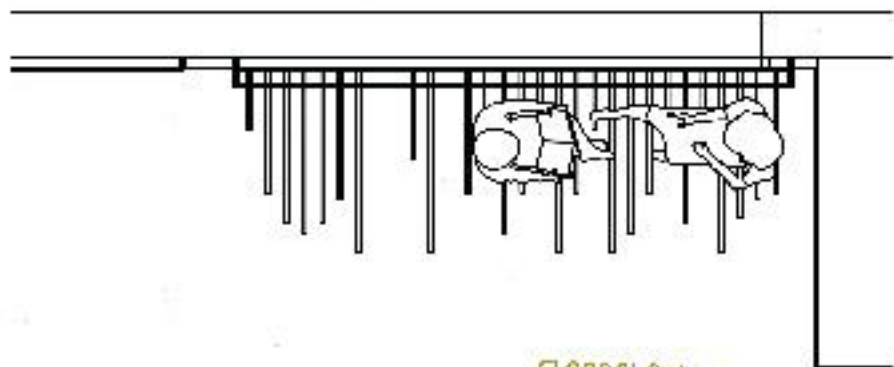
ELEVATION_1:15

THE PROJECT

LOCATION



SECTION 1:25



FLOOR PLAN 1:25



CONSTRUCTING THE IDEA



“ What I took away from this workshop was primarily enthusiasm which other participants infected me with. I got a push to try harder. I saw how a project is realized. ”



FINAL RESULTS



CREDITS

Main Organizer:	Stowarzyszenie Architektów Polskich SARP Oddział Poznań
Partners:	Visegrad Fund Poznań City Council Malta Foundation School of Form Arena Design Kolektyw Kąpielisko Hello Wood
Coordination:	Magdalena Wypusz (SARP) Marta Buczkowska (Poznan University of Technology) Inga Berenika Rolek (Poznan University of Technology) Marta Stachowiak (Poznan University of Technology)
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POZnań*

*Miasto know-how



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