















THE SITE

The competition site is a fantastic part of Lund. Here you will find quality housing, green spaces that are unique to their context, exuberant allotment gardens, and large fields for ball games. In the area, many people have found places to call their own. External agents and interests drive the planned development of the competition site. But what does the area itself want? The many people who spend their time in the area – in school, on the football field, along the stream, among the allotment gardens, in the bushes next to the railroad - who asks for their opinion? How can their voices and ideas become a creative force behind their own projects instead of obstructions in someone clee's project? Instead of architectural solutions for there interests, we need a method that lets these voices be heard - now and in the future.

MONSTER

Appreciating the uncontrolled. The Monater is a concept created by man for the purpose of describing what cannot be defined or controlled. It is impossible to identify because it is in a state of constant change. It is considered menseing, but int it really just unclear? We would like to introduce this concept into the realm of architecture. The Monuter can help us find new ways



DECLARATION

We stand on the Monster's side and observe the architecture. From where we stand it is clear that many are trying to climinate the Monster. We see clean, formulistic visions that, like casting molds, create perfectly square people and rigid societies. We see static, large-scale blocks and we see so-called Architectural Masterpieces (obstructions) that cannot handle that time passes and that the world changes. We see a quest for control.





Nonetheless, we also see friends and hopefulness. We see monstrous neighborhoods that have emerged over time. We see places that have become more complex than anyone could imagine, that have indescribable qualities, and that tolerate and welcome new buildings as well as demolitions. We see a belief in valuing that which is beyond our control.





VALUES

Safeguarding complexity. A monstrous architecture is an architecture that safeguards complexity and avoids simplification. This means that development must occur in direct contact with the physical environment, because every distancing results in simplification and abstraction. Large-scale projects lead to rigid and insensitive environments in which many opportunities are overlooked. By searching for strategies that allow development to occur in small steps (in both time and space) instead, things can happen both quickly and continuously. Working with smaller acale means improved possibilities that projects are adaptable, as well as critical, and develop that which already exists on aite today. By giving up control of the future we are letting in the present and that which already exists. Instead of fortifying established norms, this process can being forth legitimate voices and make positive creative use of conflicts of interest that arise.

METHOD

In The Monster Plan, development does not only mean that a site changes and takes on new forms and expressions. It also means, to an equal extent, that the site has the chance to recvaluate itself and the forms it already embodies. The proposed method works like a pendulum, swinging between, on the one hand, deciding and influencing, and, on the other, familiarizing and understanding. With this process, development emerger in the form of Statements and Projects. The Monster Plan is thus a way of working, more than a finished solution.

As a way of raising and assessing the many interests that influence the area, this method is based upon clear statements. These statements are formulated out of an undentanding for the place. Through statements, various interests and values in the area are exposed. The statements must then challenge eachother, and the outcome is that some survive, while others die. Most of the time, however, a compromise is reached. Spaces and competency are provided on site so that these meetings may come to fruition - see the Monster Forum project.

The Statements encounter the physical environment through projects, which generates new knowledge and insights about the site. The projects move development forward, little by little, through critical, speculative, and exploratory action. The projects that are presented here should be seen as possible ways of making the most of the engagement and understanding that already exists in the area today. They do not assume to be the best or most effective courses of action, but that is also the point. Instead of committing to the inevitably large costs of trying to do everything right from the beginning, we accept that all interventions will being unexpected consequences. The negative consequences are limited by keeping the rigidity and scale of projects on a reasonable level. This way we leave the door open for a constant, adaptable, and creative search for the



CURRENT STATEMENTS

in cestain parts of the site there is a

KEEP THE RURAL FEELING

When specific interests are allowed to dominate on too large of an extent it leads to ineffective use of space, the creation of barriers, and segregation.













We would like to introduce this concept into the realm of architecture. Being friends with the monster can help planners and architects find ways of appreciating the uncontrolled.

CONFLICT IS A POSITIVE SHOULD BE CARED FOR! Resources already invested in the The new isn't born through separation Once a surface is paved it has a fullest. We need to be better and faster and animosity but from the meeting of railroad and Ringvägen, but barriers hard time returning to a freer form. at developing underutilized structures different desires. Conflicts of interest are not only negative. Once you start New construction should, therefore, environment. This quality should and, when needed, welcome new are seeds for the undiscovered, but investigating them you will undoubtedly primarily happen on surfaces that are become more democratic, accessi need nurturing to bloom! find unexpected qualities. already paved. As starting points and guides for development our proposed method uses simple statements regarding the area. These statements are discussed and decided upon together with the people living and otherwise dwelling in the area.

ΓIVE

separation meeting of of interest ered, but



Once a surface is paved it has a hard time returning to a freer form. New construction should, therefore, primarily happen on surfaces that are already paved.



A statement could be that "Unpaved surfaces should be cared for!". Or simply that "Gardening enriches our environment!". The statements guides the development in intentional directions but allows for a multitude of different projects to take place in response to them.

GAF ENV

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PROJECTS



PROBING

A SQUARE HINTED

We are hinting and trying out a future square in direct proximity to the possible location of the coming train station.

Construction in the area requires space for workshops, trailers and material. These are temporary structures and we want to use their volume and required space to make full-scale morphological tests in the area.

In communication with the workers we want to try out different configurations of the future square. The summer configuration might result in that the workers inhabit the square while eating lunch in the sun. Along with the Monster Forum, this is another way of making the construction of the city more transparent and democratic.

Possible variations of the source:







CRITICAL & ART

TRAFFIC THEATER

This method is about creating a scene.

We believe that theater is a powerful critical tool. Theater at its best, distances us from our reality and presents to us with alternative orders. Together, this distance and alternative order dissolve the structures of our understanding and are a way of creating new connections and building new knowledge.

A touring theater will provide a possibility to temporarily claim an urban space in order to dissolve prevailing orders. This, in turn, allows for new connections to be constructed and is one way to build knowledge about the city. In our example we propose a dramatic change of scenery. Temporarily placing Ringvigen between a theater and its audience enhances Ringvigen as a barrier and makes us more aware of the sounds and forces that come with the road.



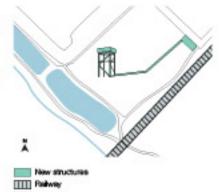
PROVIDING

WUTHERING HEIGHTS

At the end of Åkerlund & Rausings Vag there is a plateau with great views of Hôje à and the fields to the south.

By creating a small parking lot and a few simple walkways, one can easily make this place accessible for more people while also establishing a welcome destination at the end of an otherwise truncated road.

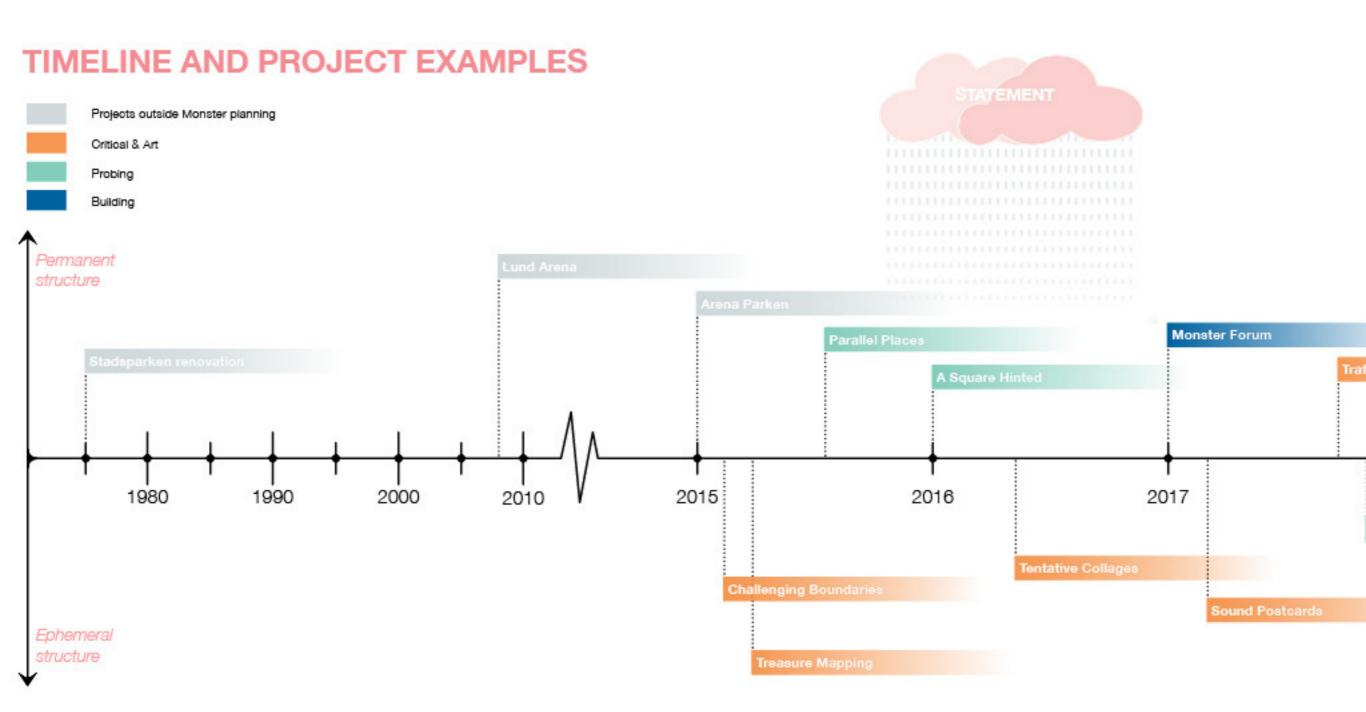
An observation tower that allows visitors to climb up above the rosehip bushes and have a clear view in all directions could, eventually be built. This could become an excellent place for Lund's birdwatchers or for watching fireworks on New Year's Eve.



A project then could be "providing", in the sense that it brings something into the area. But importantly a project could just as well aim at gathering information about a place and the life within it. Or it could take a *critical* approach in exploring a place or a topic.

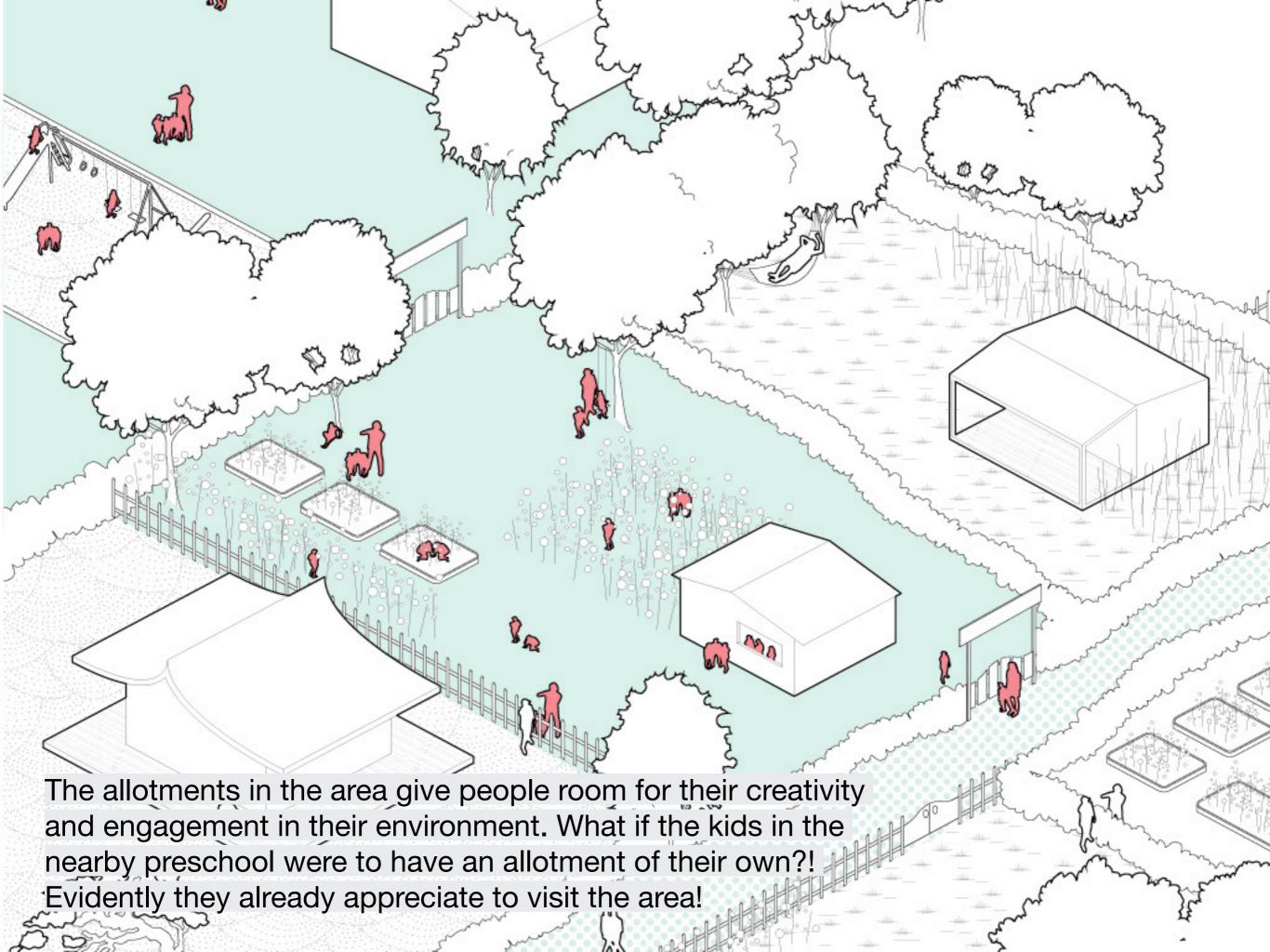
public space

Deaths view from the north side of Firnguige

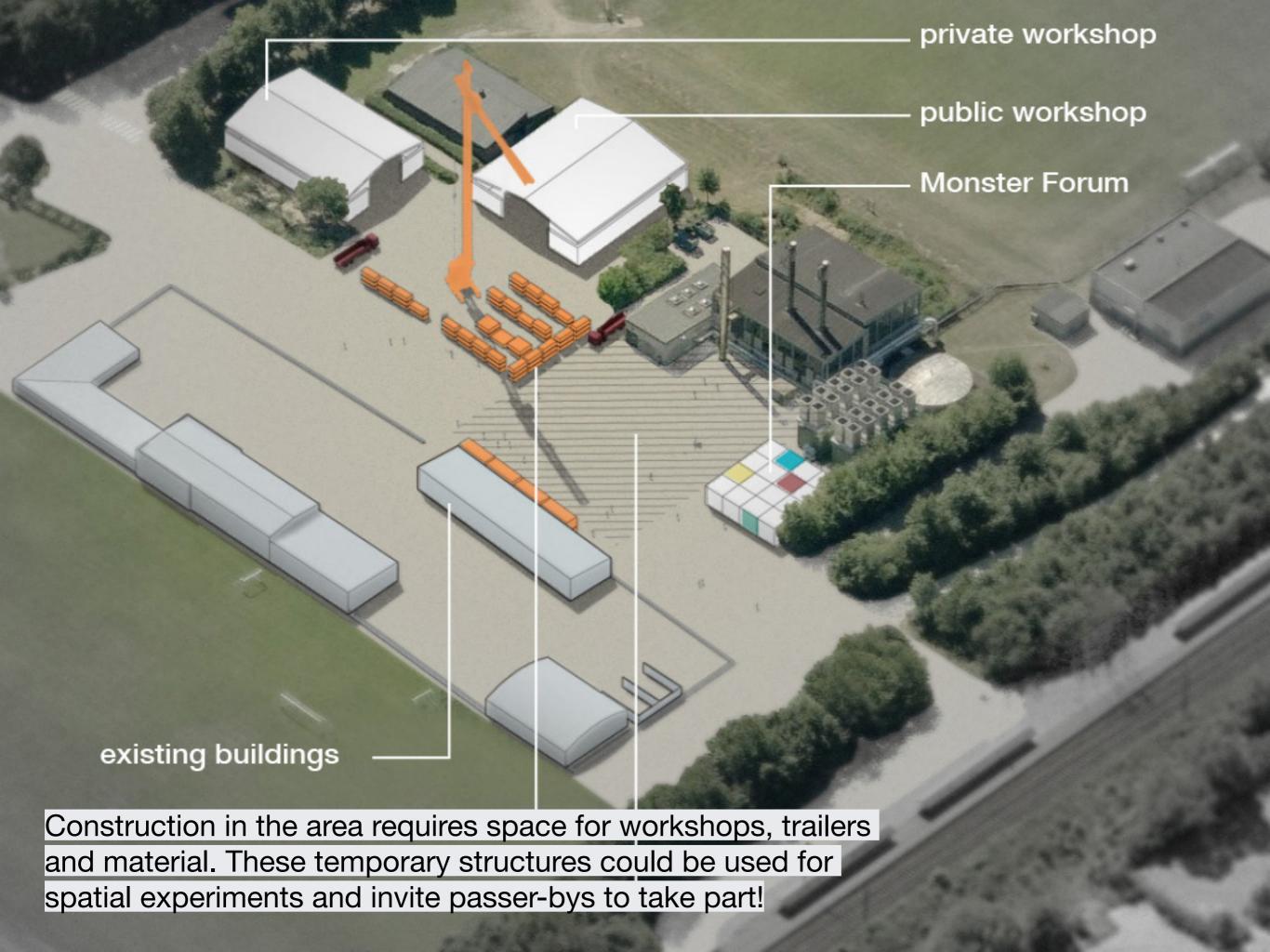


A timeline opens up for taking the temporal dimension of the development into account. No project is to be seen as a final solution but rather as a small step progressing from previous actions.

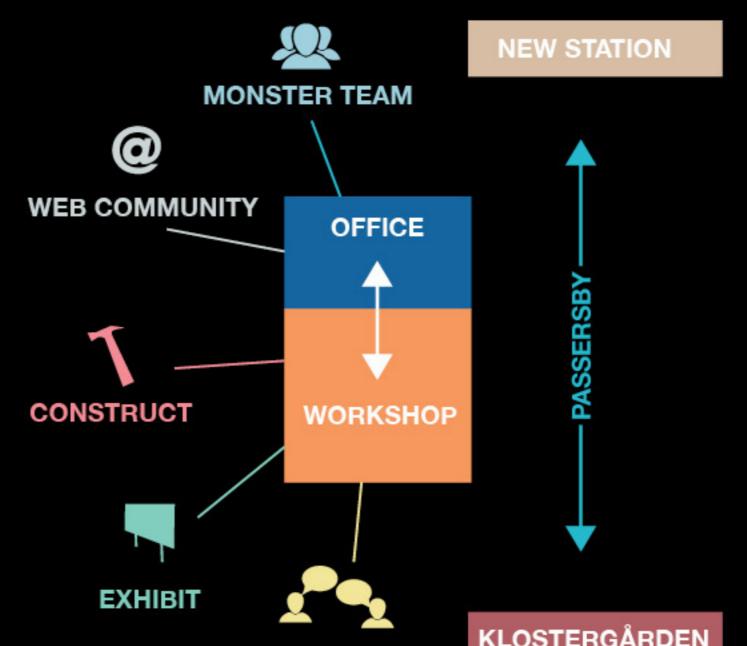












Letting go of control over the *result* instead demands great care for the *process* and *methods* being used. To see to this a Monster Forum is established in the area. While operated by the planning office, its role is to facilitate rather than to plan the development.



providing a room for reflections, discussions and decision-making. Projects can grow from any out-spoken interest, any idea or any need. Lets get started!