

PROJECTS

When the statements are formulated, the work with creating projects begins. As mentioned earlier, the statements change over time, depending on voices from politicians, locals and monster planners, and therefore the character of the projects might change as well. The project could be a temporary workshop, a web-based network or a physical construction. To explain the character of the project, we have divided the examples into three different categories; critical & art, probing and providing.

CRITICAL & ART

Critical projects explore the current situation, by letting go of control in the search for new paths to follow. They do not have to aim for a productive result, the process in it self might as well be the purpose.



PROBING

Compared to predominantly critical projects a project that is probing has a clearer agenda and focus. The aim is not necessarily to question but to investigate and gather knowledge through experiments, possibly for future providing projects.



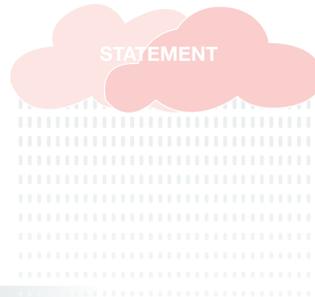
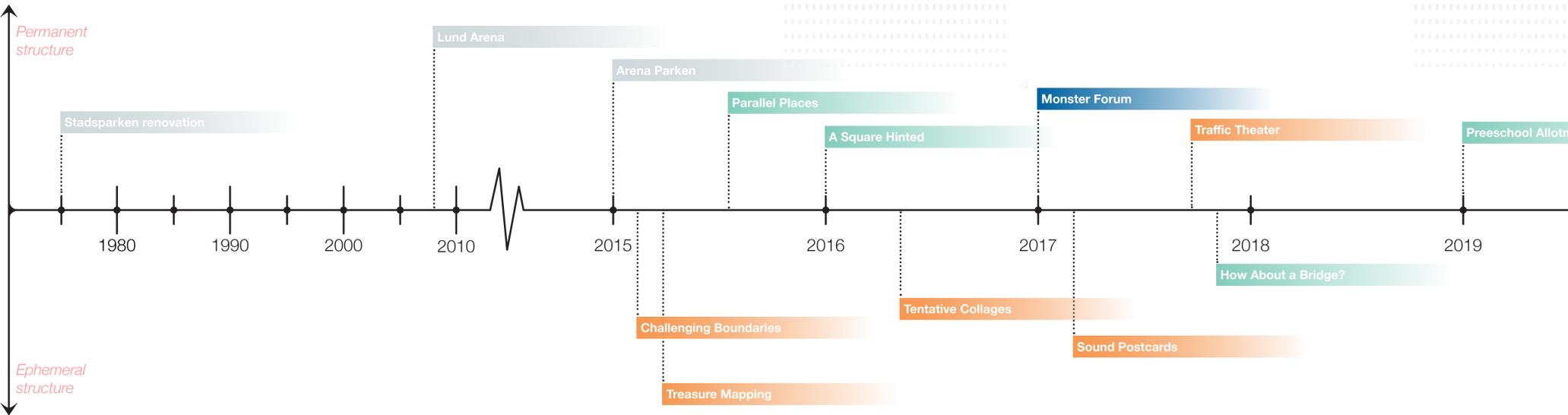
PROVIDING

Providing projects contributes with something new to a site. Conventional construction projects often have a consistent focus on marketable productive aspects. For a project to be able to function adequately in a Monster Plan it is required that it is strictly limited in scope and rigidity.



TIMELINE AND PROJECT EXAMPLES

- Projects outside Monster planning
- Critical & Art
- Probing
- Building



MONSTER FORUM | A SQUARE HINTED | CHALLENGING BOUNDARIES

We believe in a future where we share the built environment. That future cannot take place if we do not also share the construction of the environment. Today, the competition area is filled with people deeply involved in the constant making of the city. We are searching for tools to explore and listen to their engagement, as well as to activate more people on site.

We want to empower and engage people in the area. To make them realize that they are the real creators of the city. We, the Monster Team, are the administrators in the hands of their dreams, of their future.

The Monster Forum is a platform where the Monster Team meets with people to listen and provide the tools needed for various projects. A place where future visions can be shown, judged, and dissected. A place where constructive workshops can take place. A place for conflict and compromise. We propose following functions:

- Office: For the Team's daily work. Suitable for small meetings with locals over a cup of coffee.
- Workshop: A workshop for the locals to actually get involved in projects. A workshop could, for example, involve

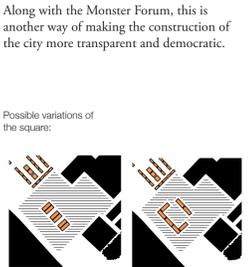
locals in the creation of outdoor furniture for the site.

- Scene: The "Hinted Square", in front of the Forum building and near the proposed train station, is thought to work as a stage where passersby can see proposed plans and interact with those involved in the various projects.
- Web-based platform: Just as important as the physical platform is the web-based one. This is where the Monster Team receives community input from, for example, the "Treasure Mapping" app, which is essential to the bottom up planning process.



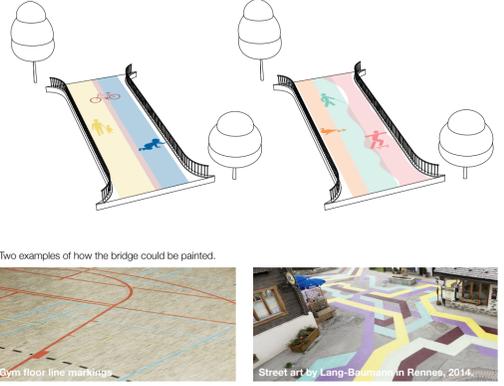
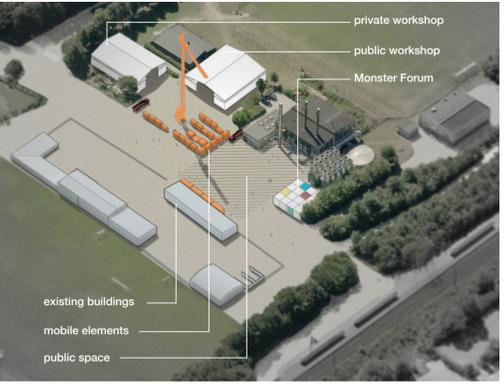
We are hinting and trying out a future square in direct proximity to the possible location of the coming train station. Construction in the area requires space for workshops, trailers and material. These are temporary structures and we want to use their volume and required space to make full-scale morphological 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.



This is a project about questioning borders, based on the statement *conflict is a positive force*. By projecting new situations onto public space, with simple tools like paint or light, our preconceptions about the space are questioned. This method could be used as an art project to make people pay attention to, for example, a wall or passage, but it could also start a discussion about new housing projects by painting their floor plans on the street. The project could have no specific purpose other than as an interesting experiment, but it could also easily lead to a temporary/probing project if one wants to try other ideas.

In this example, the project intervenes on the pedestrian and biking-bridge over Ringvägen. The bridge is an important connection between Stadsparken and Klostergården and is used every day by many people. By painting the bridge in different colors and assigning the painted areas to different categories of users (for example older people, people riding a bike or skateboard), the way people move over the bridge could change. It might generate conflicts, unexpected conversations, or new reflections on what could happen on the bridge.



SOUND POSTCARDS | PARALLEL PLACES | TRAFFIC THEATER | HOW ABOUT A BRIDGE?

This project uses sound and recordable postcards as a way of investigating and describing important places in the area.

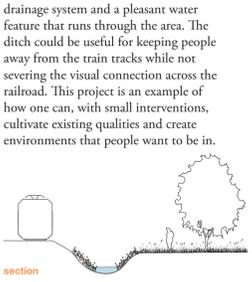
The postcards are distributed at each location as well as to residents in the area. The participants are instructed to, with the recordable cards, capture an important soundscape from the site. The recording can then be accompanied by a greeting before it is sent to the Monster Forum. An exhibition would then be arranged with all the postcards and give new perspectives and depth to the place.



Large bushes and planted trees make up the dense vegetation that runs along the railroad forming an even greater barrier in the area than the railroad itself. The noise-cancelling effect of the greenery is minimal, whilst depriving passersby of a visual connection across the railroad. This project is an example of how one can, with small interventions, cultivate existing qualities and create environments that people want to be in.

Opening up paths and creating spaces within the foliage can help uncover the area's true potential. By clearing excessive bushes and trimming trees in various ways, one can open up sightlines and make the area more accessible.

An existing ditch that runs alongside the eastern side of the railroad tracks can be repurposed as an open storm water



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.



The railway is undoubtedly a separating barrier in the area. It is worth thinking about what a connection between the two sides of the railway would generate.

Building a temporary bridge over the railway at the end of Åkerlund & Rausing's road could be a way of evaluating what benefits such a connection could provide. If the new bridge is appreciated, a more permanent bridge or tunnel could be built instead.

