

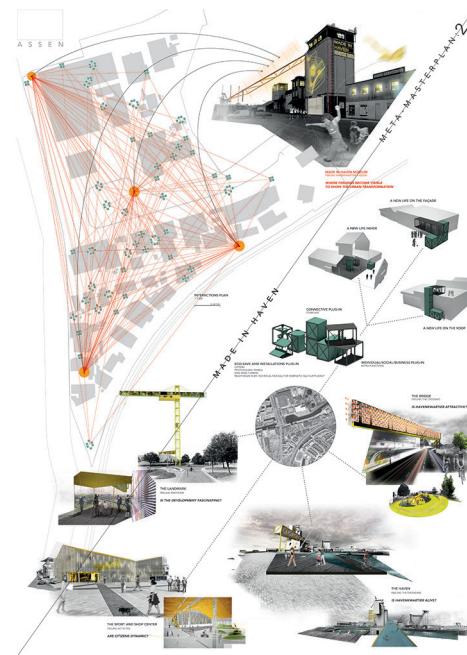
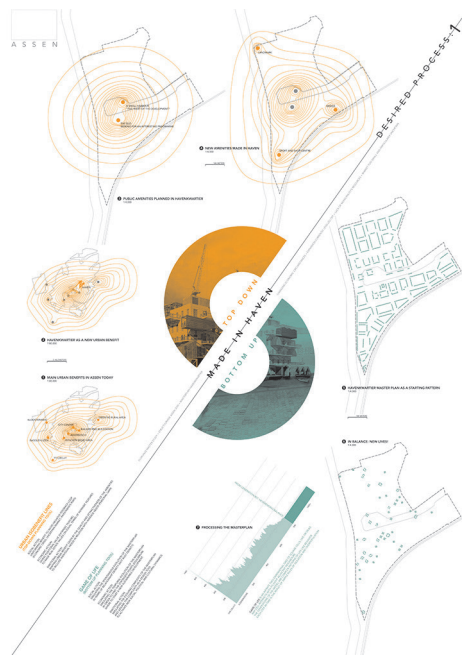


## URBAN 2 OF 3: MADE IN HAVEN

European12 competition

2013, Assen (Netherlands)  
with arch. Daniele Baiotto / Bazarq,  
arch. Luca D'Acci, Q creative science

Complexity in urban planning is remarkably increasing, and it could be faced as an evolutionary system: the more the action/feedback processes are frequent, the more the adaptability to environment is high, and consequently the resilience from its fluctuation. Temporariness means adaptability and sustainability. Havenkwartier will thus be an experimental district, where an "open" planning strategy will accelerate the development by increasing the bottom-up/top-down connections and reducing the in-between times. This program is made using two planning tools: Game Of Life (John Horton Conway, 1970), to simulate the bottom-up behaviour, and Urban Isobenefit Lines (Luca D'Acci, 2012), to ensure the top-down amenities which catalyze the bottom-up activities.



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