

Tampere School of Architecture

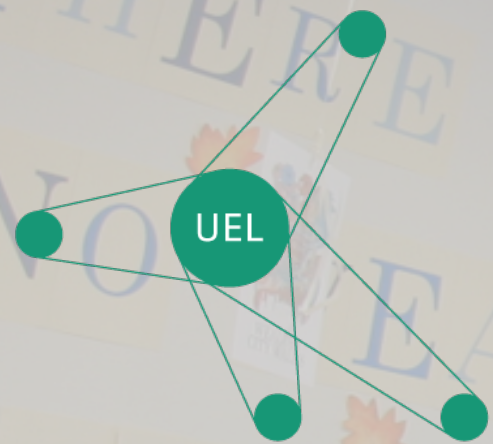
Sheffield School of Architecture

UEL

urban education live

Ljubljana University and IPOP

Bucharest - Association for Urban Transition



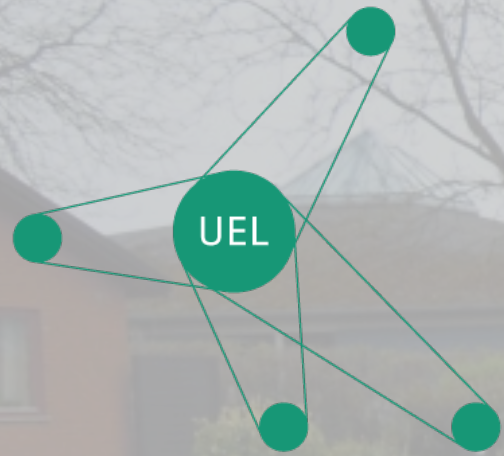
urban education live – aim and results

Aim - A new model for collaboration between universities and urban communities

Results – Inclusive, vibrant and accessible urban communities – innovative ecologies

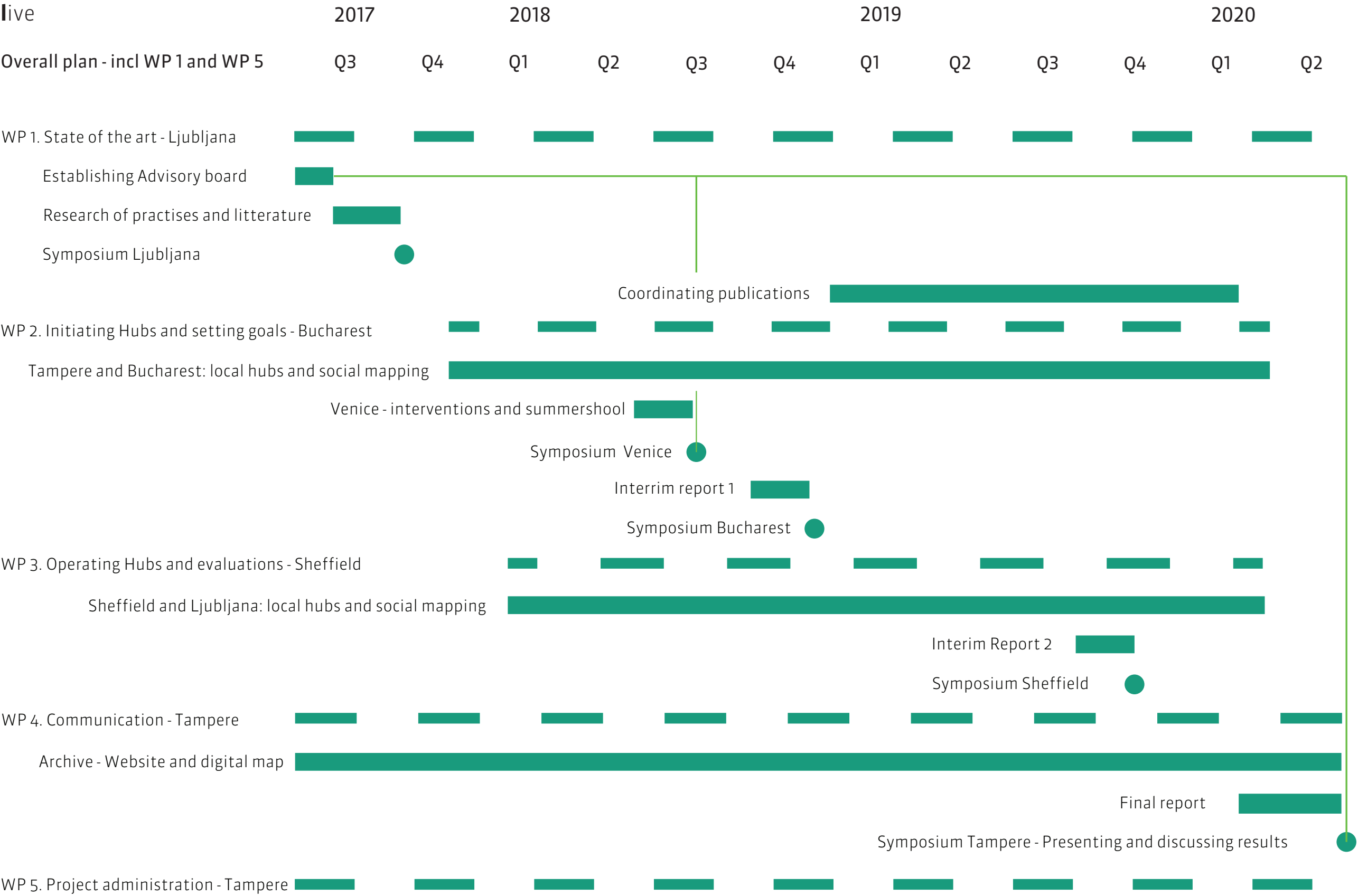
Flexible methods, technologies and theory that can be implemented on a larger scale

Thematic network of actors working on different models for collaboration between Universities and urban communities



urban education live – methods and elements

1. The University as an independent broker, curator and catalyst
2. Urban capacity building: New types of empowerment, a trans-educational approach
3. Social mapping: Discovering and documenting local patterns and change
4. The Local Hub for learning and doing: place as a cross-connector





LJUB - Symposium + State of the art



UEL + BUCH - Venice Symposium

Academic output:

Publication of article - “Critique, Creativity and the Co-Optation of the Urban: A Case of Blind Fields and Vague Spaces in Lefebvre, Copenhagen and Current Perceptions of the Urban” Urban Planning (2018, Volume 3, Issue 3): Larsen, J. L. & [Brandt, J.](#)

“Developing Social Living Labs through Innovative Urban Education – The Case of UEL Project”. To be presented at Global Conference on Education, University of Riverside, Los Angeles 14-15.11.2018.

Session with 4 papers presented in the AAG conference in Washington DC, April 2019

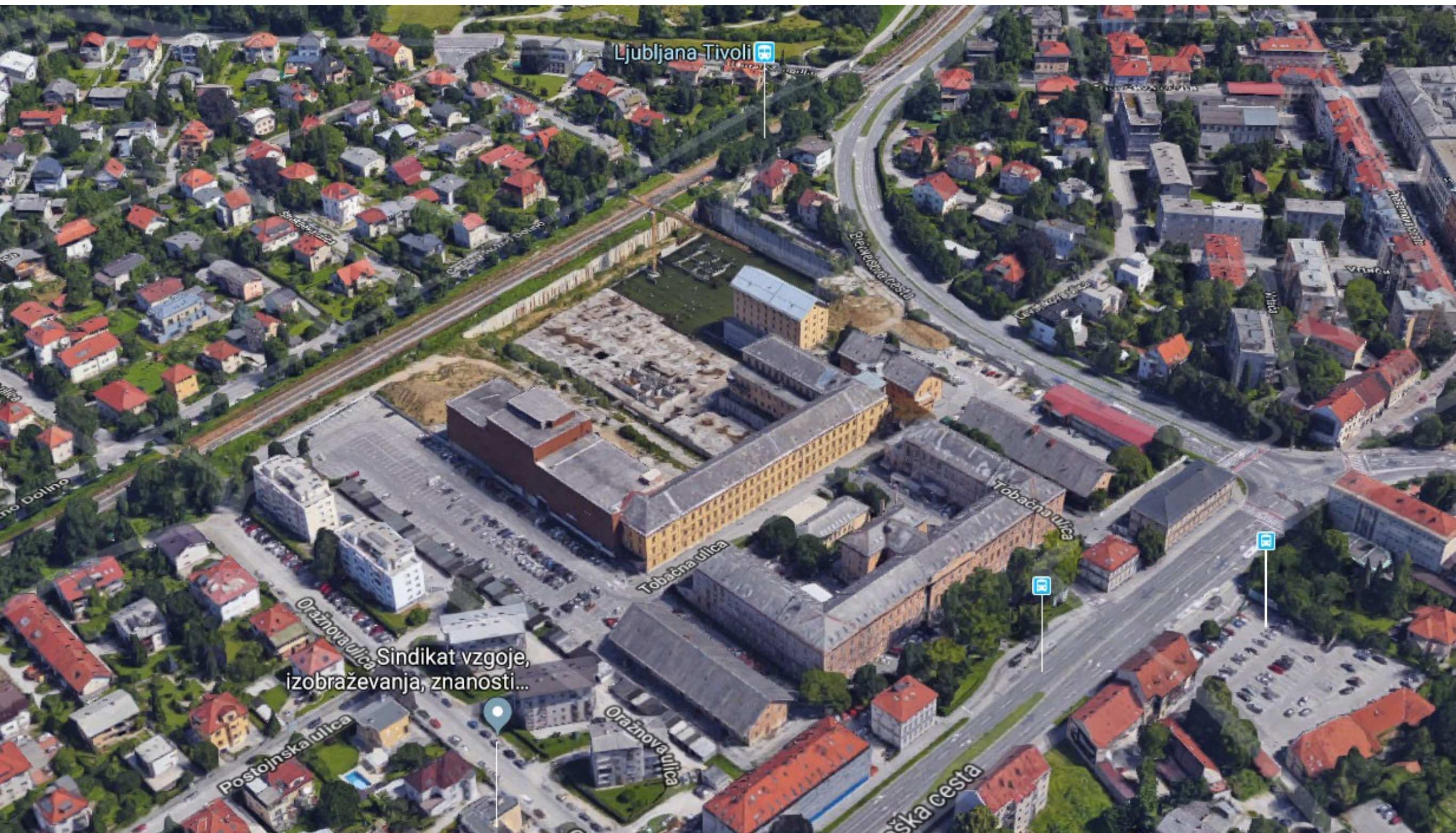
A common article will touch upon the central elements of the UEL project - The working title is “How to open up the processes of the production of space”. The common article works as a method to align the articles - 3 of them published in peer reviewed journals - that the partners produce themselves.



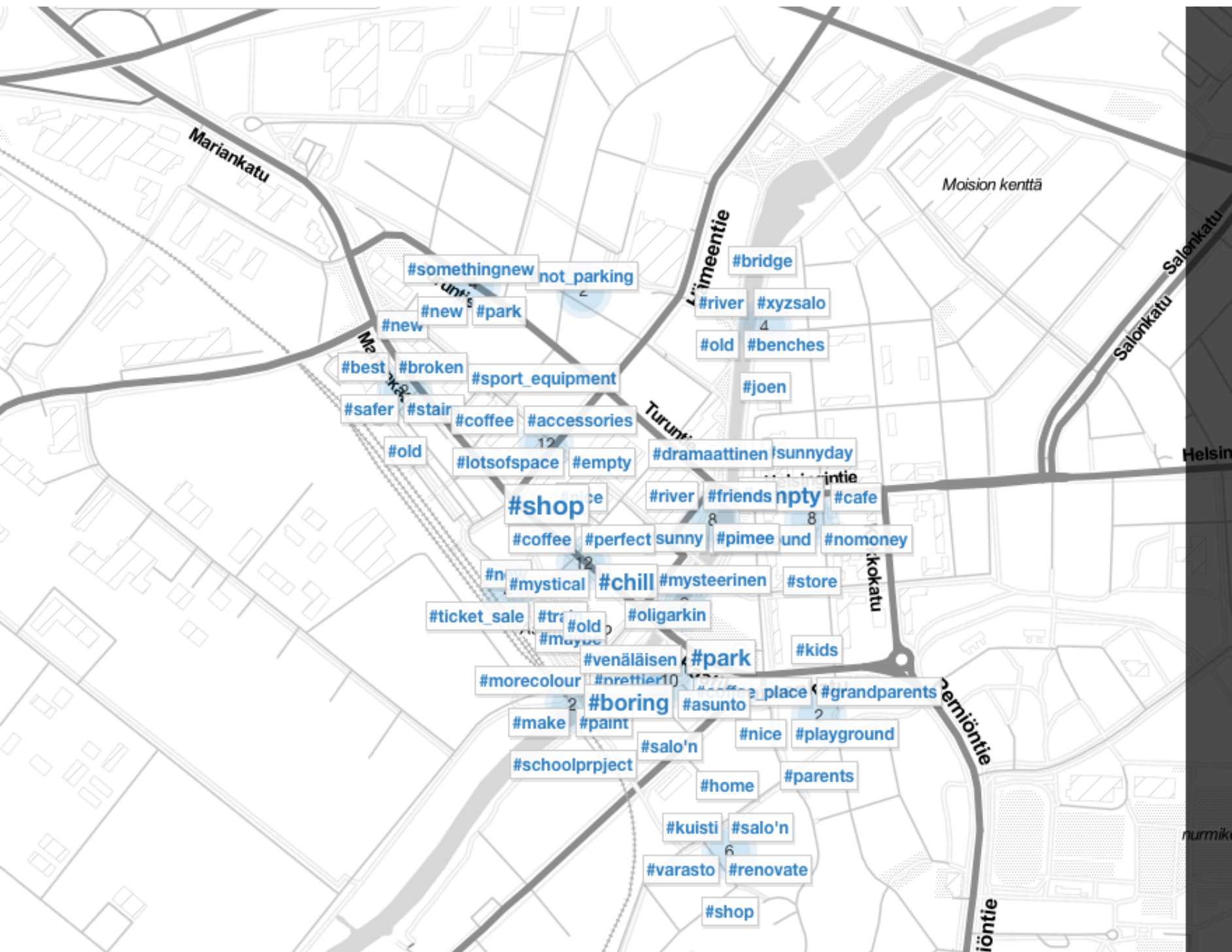
SHEF - Live projects



SHEF - Urban Room, networks and evaluation



LJUB - Tobačna: Social Mapping

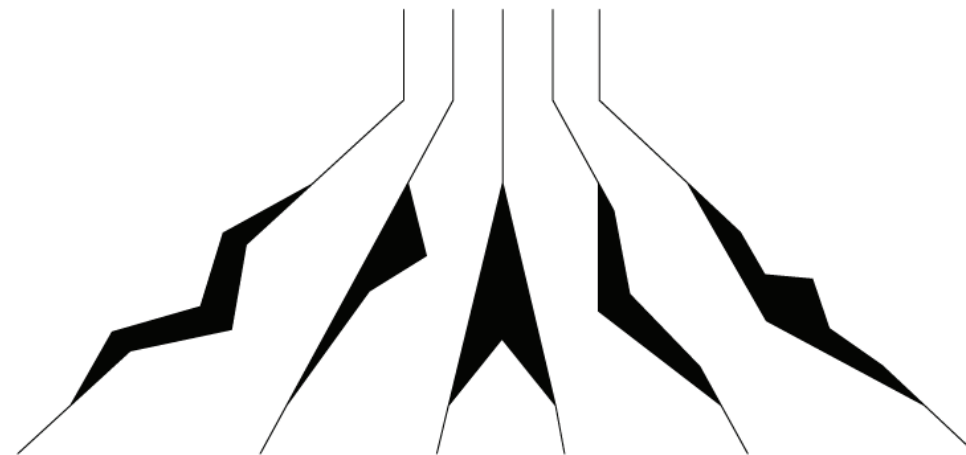


#xyzsalo #dark #cold #clock Familiar
bus station where I go everyday
<https://t.co/ThrCOJywPj>

nobodyknows1__



TAMP + BUCH - Social Mapping



T R A N S F O R M E R S

TAMP - Play Salo and Space Transformers



TAMP - Space Transformers in Venice



TAMP - Space Transformers in Venice



TAMP - Space Transformers in Salo

Play Salo synnytti lukuisia ideoita

Lukiolaiset ja arkkitehtiopiskelijat visioivat viihtyisämpää kaupunkiympäristöä.

SSS | Mikko Kiviluoto

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Torstaina vedettiin yhteen Play Salo -hankkeen hedelmiä kaupakeskus Linjuriissa, samassa paikassa, jossa pelilliseen kaupunkisuunnitteluun osallistuneet Salon lukion oppilaat ja Tampereen yliopiston arkkitehtioppilaat tutkivat toisen kerroksen tyhjää tilaa huhtikuun alussa.

Konkreettisimmillaan kyse on tutun tilan näkemisestä uudella tavalla ja sen miettimisestä, mitä tilassa voisi tyhjyyden sijasta olla.

– Samalla kyse on nuorten aktivoimisesta kaupunkisuunnittelun keinoin. Voidaan puhua myös kansalaisyhteiskunnan siementen kylvämisestä, sen lisäksi, että tällä tavalla voidaan saada aikaan elävämpi kaupunkikeskusta, hankkeen yhtenä pääpuuhamiehenä toiminut **Jens Brandt** Tampereen yliopiston arkkitehtuurin laitokselta totesi torstaina.

Salon lukion kuvataiteen lehtori **Eija Panttilan** opiskelijoita oli tutustunut Linjurin toisen kerroksen avaraan tilaan aiemmin. Teh-



KUVAT: SSS/MINNA MÄRTTÄNEN

Tutkija Jens Brandt (oik.) Tampereen yliopistolta ja joukko Play Salo -hankkeeseen osallistuneita tutkijoita ja opiskelijoita kuuntelivat kaupakeskus Linjuriissa Salon lukiolaisten tuoreita ideoita, joilla isoon tilaan syntyisi uutta elämää

TAMP - Space Transformers in Salo Hub



SOKKONA LINJURISSA. Yli kolmekymmentä Tampereen yliopiston arkkitehtiopiskelijaa ja Salon lukion opiskelijaa tutkii yhdessä Saloa täl-



lä viikolla. Emmi Paavilainen aisti kauppakeskusta side silmillä, Joonas Lehto kirjasi tuntemukset.

SIVUT 6-7

TAMP - Space Transformers in Salo

Play Salo
Active Citizenship and
Urban Development

Plan for the game based
learning processes, explora-
tions and events in Salo.

2019

Week 15

Week 16

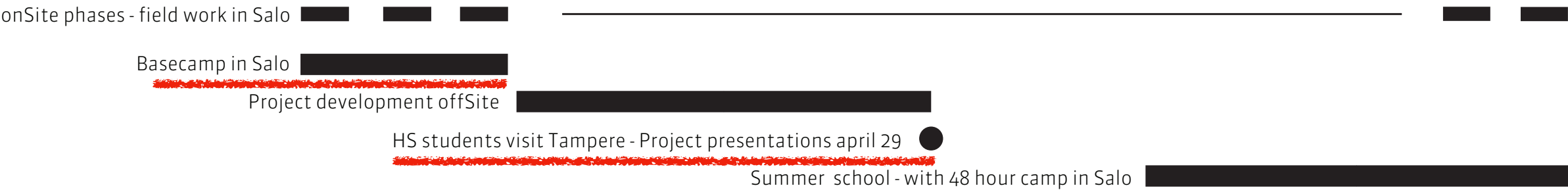
Week 17

Week 18

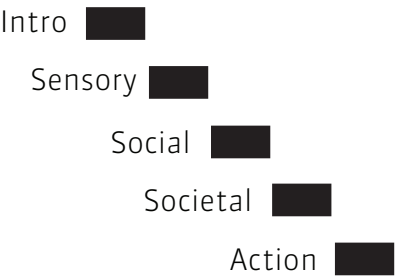
Week 19

Week 20

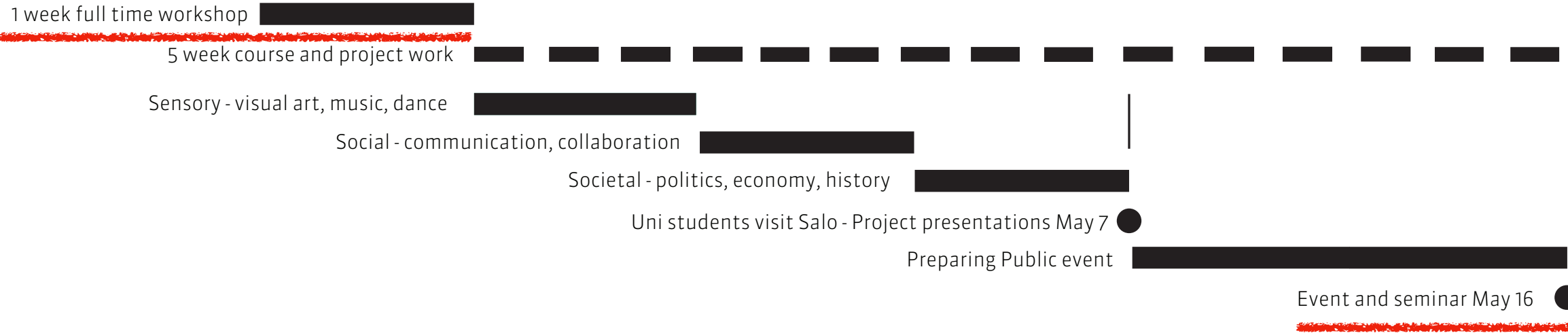
University students



Collaborations

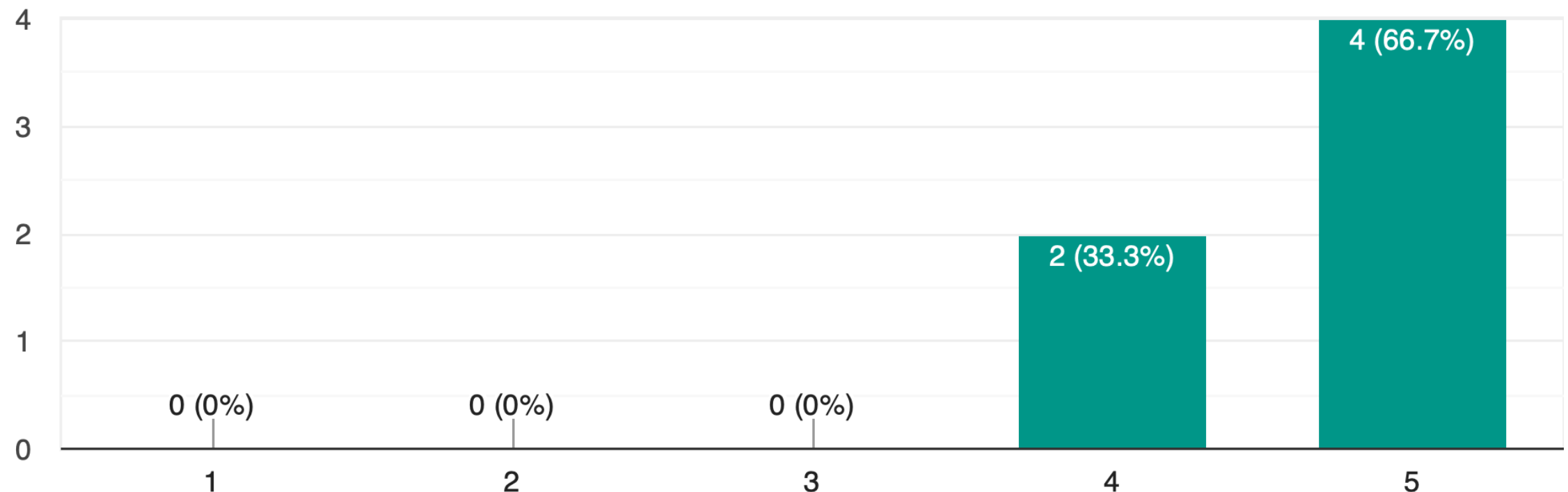


High School students



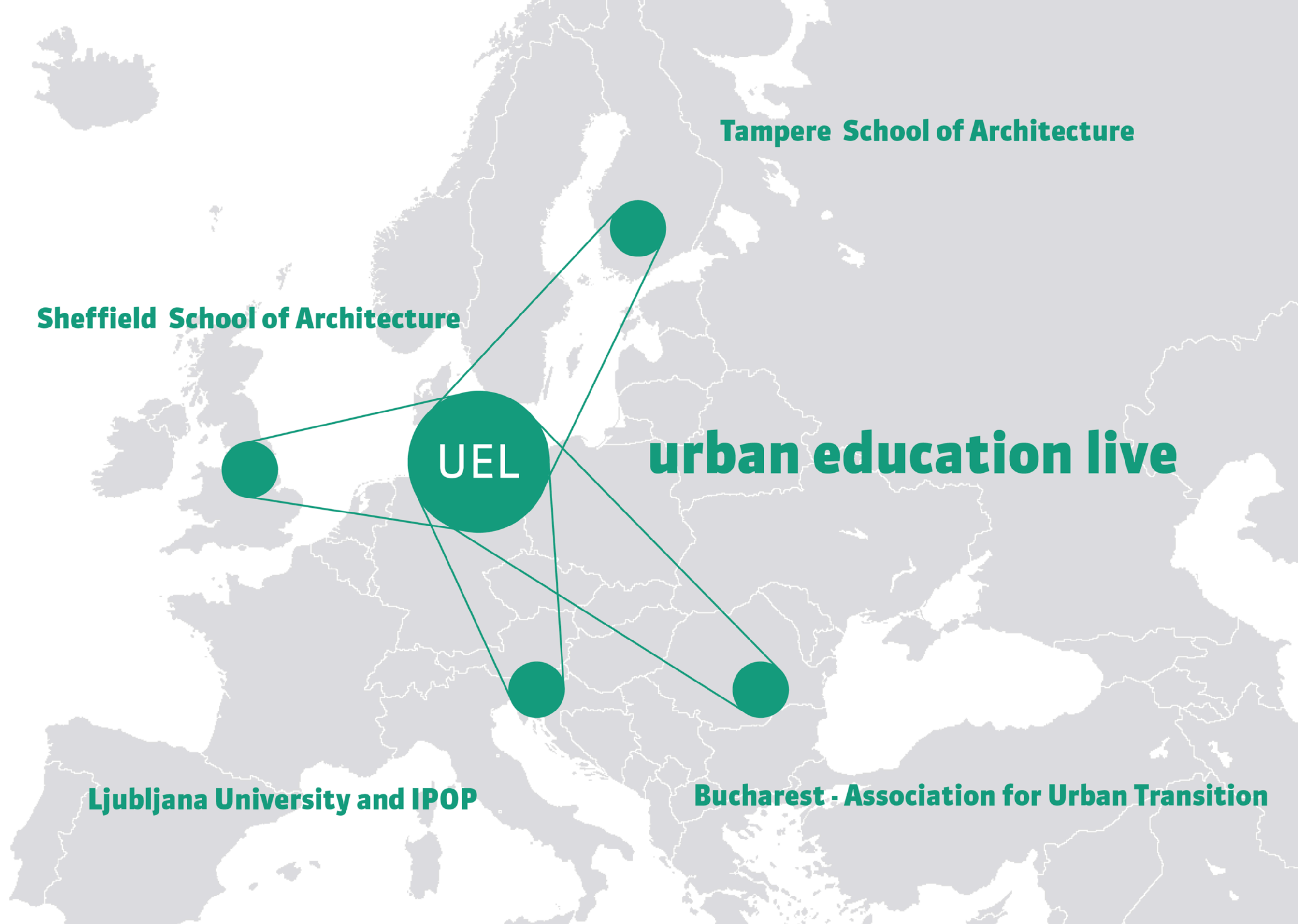
The game based learning process (Space Transformers): How do you think that worked?

6 responses



I didn't take things so seriously so I just did things without thinking too much. I think that gives you more freedom to be creative.

Calling it a game made it feel less serious. That everything was so fast paced made it feel more game like. Many times I would have liked to have had more time to think and do things, but I guess the nature of the game was to be fast



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