

02:00 / WELCOME TO THE PRODUCTIVE PLATFORM:

Responding to the techno-cultural revolution

Hattholmen acts both as a gateway greeting newcomers to the city and a new productive district, as well as a transit through what once was large barriers dividing north and south. The productive axis with its two new bridges acts as a transit for pedestrians and bicyclists who through a continuous flow can travel through the whole area. The Green Axis that runs through the two green areas of Bryggareberget and Tullparken defines a large part of Hattholmen's new identity with the public park (Kubbparken) located in the meeting point between the green and the blue. The project describes a structure consisting of four clusters of different identities: The Lab, The City Farms, The Fleet and The Harbor surrounded by three different distribution nodes - The Brainstorm Castle, The Floating Fortress and The Cycle Silo which turns towards the city. Each cluster is oriented around a social hub which is based on what we call an urban essential - a kindergarten, a recycling station, a co-office space and an event area which works both as a catalyst and a focal point for the development. The social hubs should be the heart of each cluster and afford both informal meetings between people in the public sphere as well as the good everyday life for the individual. Inside each cluster, between the building and the social hub, there is space for a flexible development of what we call the personal productive space - the 20%.

02:01 / USING THE HISTORY AS A CATALYST:

Making history modern again



1820 THE AGRICULTURAL CITY:

Local food production

For almost 200 years ago, Karlskrona was close to its peak. It was a naval city that circulated around the marina, but it was also an agricultural city. The city center was located on Trossö, with only one way in and one way out. The city had not yet expanded its shorelines, and the archipelago was as present as ever. The small island of Hattholmen was at the time known as Kubbön, an island located between the local city farms and the brewery on Wåmön that provided the hard working men and women on Trossö with food and leverage.



1920 THE PRE-FORDIAN CITY:

The "Creative City"

As the city expanded, Kubbön became known as Hattholmen. Hattholmen was at the time a lonely island in the middle of a wide range of exciting functions. If one was standing on Hattholmen in 1920 one would see a vibrant city with the local brewery and the well visited harbor bath in north-east. In south-east one would have seen the production from the porcelain factory and the harbor. In north-west it would have been possible to see the cows at the city farm of Wåmön and people on the way to the market hall for selling or buying locally produced meat and vegetables.



1980 THE FORDIAN CITY:

Globalization and mass-consumption

During the 50s and 60s, a lot of the local entrepreneurs disappeared along with the city farming and the iconic market hall, harbor baths and the local brewery. Along with this, the population hit an all time low in the 80s. It was time to make place for the car, and the large-scale industry. During the time, Osterleden was built, and Hattholmen was connected with Wåmön and Pantarholmen to make place for an oil harbor. Even though Hattholmen was connected with the city, it became even more peripheral. It became disconnected from the civil society by the large motorway.



2020 THE PRODUCTIVE PLATFORM:

Re-integrating the history

Is it possible to once again integrate the iconic productive and social functions that once surrounded the island of Hattholmen in the Productive Platform? Can a platform for local entrepreneurship and city farming be integrated in the once polluted land and the huge undefined spaces? Can the market hall and a harbor bath, and maybe even a local brewery be the urban catalyst that steadily transform Hattholmen into a new, central part of the city, open to be discovered and adopted by the citizen. Can the Pre-Fordian city of 1920, be the answer to the Post-Fordian city of 2020?

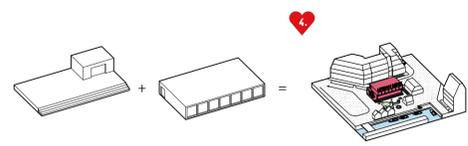
02:04 / THE CATALOGUE:

The meeting places inside the productive platform

A large part of the identity of Hattholmen and The Common Floor comes from the three self-standing social hubs not surrounded by any cluster or other productive spaces. Their functions need to be addressed and used by a larger quantity of people from outside the platform to function, and their purpose is to attract people to Hattholmen and kickstart the development from early on, making the site work even though it is not fully developed. They are what we call distribution nodes. All three distribution nodes use the history as a catalyst in different ways. The Floating Fortress is a reinterpretation of the famous harbor bath Saltsjöbaden, while the Brainstorm Castle is a new take on the old market hall modified to meet the demands of new technologies and productive spaces. The Cycle Silo is rather a landmark that keep the memory of Hattholmen as an oil harbor alive to symbolize the movement from industrialization to digitalization making people think about the rapid changes of the contemporary city.

The social hubs help to organize and distribute the productive spaces inside each cluster. As the social hub is public, productive spaces placed in direct relation to it will naturally benefit from the location and work as e.g. larger community commons. The social hubs combine attractions for the whole city as a kindergarten, co-office space and upcycling station with larger community commons as a public greenhouse and a brewery which can be used by neighborhood groups.

SOCIAL HUBS:

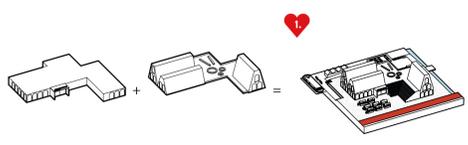


UPCYCLING STATION: The upcycling station handles all the bulky waste and unwanted products inside the platform. It is accessible by car and is primarily focus is to upcycle as many products as possible and redistribute it to another user.

WORKSHOP SPACE: The workshop space in the Urban Mine is accessible for everyone living inside the cluster. Here it is possible to lend tools or use the large outdoor construction site as an extension of the workshop.

THE URBAN MINE: The Urban Mine is focusing on smart local resource management where everyone can learn to be small recyclers. It is an important complement that can provide for instance the makesspace, city farms or the small local actors with cheap raw materials. Its central location will also help to make it more attractive and a social function to gather around.

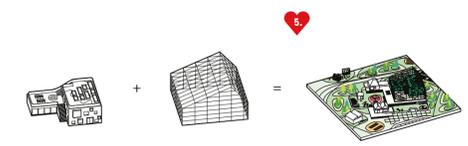
DISTRIBUTION NODES:



MARKET HALL: A catalyst for local entrepreneurship providing a commercial hub with local goods and food produced in Blekinge.

MAKERSPACE: An open environment for digital education and production, making people aware of the technical possibilities.

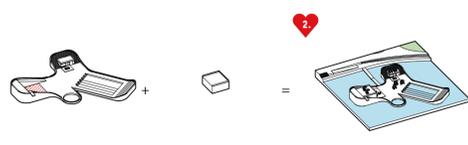
THE BRAINSTORM CASTLE: A distribution node and arena for support, education and cooperation between universities, local actors from the farmer to the telecom city as well as customers and tourists supporting the local market.



KINDERGARTEN: A kindergarten with place for 40 children is placed in the heart of the city farms with the green axis as the natural playground and learning platform which contributes to the active everyday life also outside opening hours.

COMMON GREENHOUSE: In the greenhouse the community can choose to invest in more place-demanding or expensive functions as aquaponic systems or simply share their interest for local food production through communal meals or events.

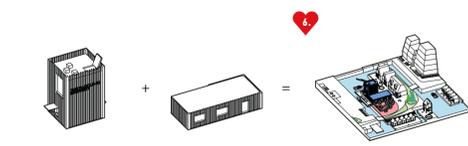
THE THEATER OF GROWTH: The greenhouse is placed as a climatic shield around the kindergarten providing it with attractive outdoor environment during cold days while offering a fantastic platform for synergies between the institution and the everyday life. Why not use it for large community gatherings or as a food hub for the neighbors living inside the cluster.



HARBOR BATH: A recreative meeting place for sun bathing, sauna clubs as well as swimming competitions and public events.

MICRO LIBRARY: Activating the harbor bath all year around, providing literature to the lounge chairs as well as a more diverse public usage.

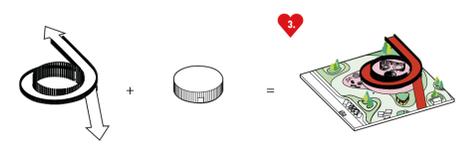
THE FLOATING FORTRESS: A distribution node of leisure and fun that can contain everything from swimming clubs to book circles and outdoor lectures on the tribune. A harbor bath that will be used all year around!



CO-OFFICE SPACE: The co-office answers to the individualized and flexible labour market. Here it is possible to integrate the worklife with everyday life and meet others individuals to share ideas knowledge across of professions.

D.I.Y. BREWERY: The brewery is an informal meeting place where people can share their interest in beer, learn about the brewing process or buy some of the more successful batches from others in the small self-sufficient pub inside the brewery.

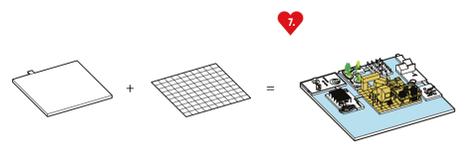
THE PADDLE-IN BREWERY: The combination of a D.I.Y. Brewery and a co-office creates the settings for an informal and interdisciplinary meeting place that try to stimulate personal interactions across professions and social groups as well as attract visitors from outside. It will also be an attractive destination for kayaking where one can paddle in and get a beer in the sun.



CYCLE BRIDGE: A bridge that minimizes the barriers of Osterleden and creates a new orientational landmark with a view over the archipelago.

COMMUTER CENTER: A center providing service and support for bike users with safe parking, bike pools, workshops and a rental station for tourists.

THE CYCLE SILO: A distribution node of urban mobility and a structure supporting sustainable transportation modes as well as Hattholmen's transformation from a former oil harbor to a productive platform.



EVENT PONTOON: The pontoon is 30x30m large and can together with the pontoon landscape be used to host events, markets, small music festivals or even drive in cinemas for boats where the whole waterscape can be used as a social arena.

SELF-BUILDER GRID: The grid divides the pontoon in 3x3m squares that can be handed to people that want to build something by themselves. Maybe something in the local. It is up to the users to find the input that they need. The location makes it visible even from the marine museum and Trossö.

THE RADICAL ISLAND: The Radical Island is for those with ideas that the decision-makers won't listen to. Here you can gather support and communicate ideas in a 1:1 scale, or host an event without spending money on the local. It is up to the users to find the input that they need. The location makes it visible even from the marine museum and Trossö.

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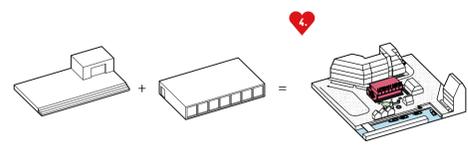
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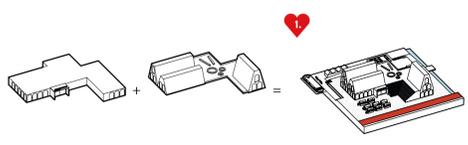


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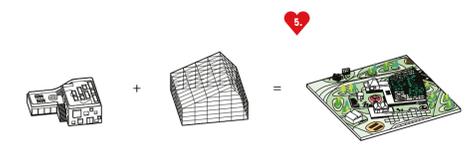
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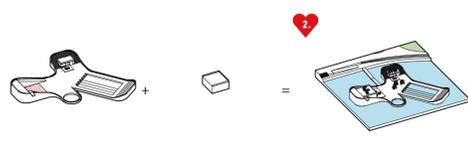
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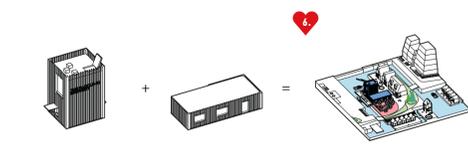
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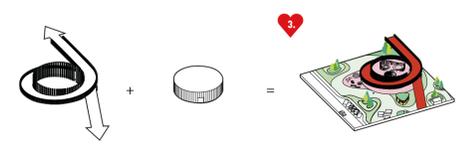
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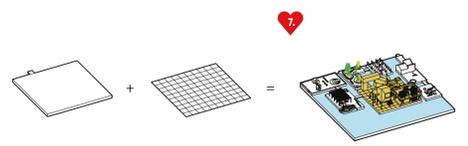
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02:02 / THE NUMBERS OF THE PROJECT SITE:

How much and how many?

HOUSING AREA	HOUSING UNITS	INHABITANTS	PRODUCTIVE SPACE	COMMERCIAL & PUBLIC
42 500m ² (85 500m ² in total)	1 055 (60m ² average)	1 860 (32m ² per person)	15 625m ² (8,4m ² per person)	8 500m ² (in ground floor)

02:03 / THE PHASES:

A dynamic and flexible development

- PHASE A:** The Fleet and The Harbor (580 housing units + 700 boatplaces)
Transformation of Osterleden and bridge to Trossö
- PHASE B:** The City Farms and 1st part of The Fleet (325 housing units)
The Green Axis and Kindergarten
- PHASE C:** Completing The Fleet (180 housing units)
- PHASE D:** The Campus and Sports hall (600 housing units)
- PHASE E:** The Cloud and Elementary school (400 housing units)

- 1. The Brainstorm Castle
Market Hall/Makesspace
- 2. The Floating Fortress
Harbor Bath/Micro Library
- 3. The Cycle Silo
Bridge/Commuter Center
- 4. The Urban Mine
Upcycling/Workshop Space
- 5. The Theater of Growth
Kindergarten/Greenhouse
- 6. The Paddle-In Brewery
D.I.Y. Brewery/Co-Office
- 7. The Radical Island
Event Space/Self-Builders
- 8. The Gallery of Healthiness
Sports Hall/Attiler
- 9. The Institute of Digitalization
Silo/City Cloud Station
- 10. The Power Station
Parking House/Energy Production

