

# BARCELONA ARCHITECTURE + LANDSCAPE TRAVELING STUDIO \_ Fall 24 \_ Prof. Bartumeus

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At the intersection of Urban Design, Architecture and Landscape, and from the territory to the streetscape, the **Barcelona Traveling Studio** searches for multidisciplinary ,integral design approaches towards a more cohesive and sustainable environment.

## Course framework

This **Architecture & Landscape Joint Design Studio** offers a multidisciplinary learning experience in partnership with the Barcelona Metropolitan Area Public Body [AMB] and the MBLandArch I UPC program in Barcelona. Students will participate with their urban and landscape design strategies in the making of a real project in the Barcelona metropolitan area and will be funded (Grant + ISoA Donor Funds/LA) to travel to Barcelona for a week-long **Intensive International Workshop**.

## Students Selection & Requirements

Applications should include: a portfolio or at least one project image, a statement of interest (1 paragraph), and GPA.

Priority will be given to Architecture graduate students with concentrations in Urbanism, second-year graduate students, and those Architecture and Landscape students with a GPA of 3.7 or higher.

All students enrolled in the studio must travel to Barcelona to participate in the Intensive International Workshop. For that reason, they must have a valid passport at the time of travel and a visa for the Schengen territory if required for their country of origin.

## Studio goals

Landscape design of public space-with ecological and social emphasis and goals-can become a catalyst to improve livability and to reveal or reimagine a place's identity.

The Barcelona Joint Studio and its International Intensive Workshop strive to transform previously disruptive spaces, often resulting from mobility infrastructures, into active connectors, bridging gaps between neighborhoods, communities, and both urban and natural landscapes.

The main objective is to reconnect landscape and urban fragments, promoting social cohesion and environmental qualities with human centered tactics by:

- . Designing indeterminate and reclaimed public spaces using architectural and landscape tools and techniques across various scales to restore ecological and emotional bonds with the surrounding landscape.
- . Designing with an environmental and social focus on a human scale, weaving together ecology and urban life. This may involve implementing urban forests, new pedestrian and cycling routes connecting urban fragments and public spaces, as well as new programmatic possibilities and built facilities that foster community and promote social inclusivity for vulnerable groups.

The urban + landscape projects to be developed will be: a) environmentally and socially sustainable b) site specific: designed to enhance the character of the site; c) community oriented: inclusive and accessible to the neighbors; d) creative: adaptive reuse project of buildings/structures/cityscapes; e) incremental: approached and developed in phases and ways in which change in the site can start to occur quickly and show progress in the neighborhood; and also f) plausible: economically possible. They will also follow the sustainable protocol set by the Barcelona Metropolitan Area for projects, in line with the 2030 Agenda for Sustainable Development Goals.

## Topic

The studio addresses a central challenge of modern cities: transforming underutilized spaces, particularly in peripheral areas, into sustainable and high-quality environments that counteract climate change effects, enhance site's identity and restore human-landscape connections.

The goal is to seek innovative public space and landscape models for the metropolis, enriching neighborhood connections and reinforcing their dynamic and morphological diversity, reimagining the city-nature relationship through urban, social, and ecological lenses.

## Site

The site and specific project selection (TBD) result from a partnership between MBLandArch | UPC and Area Metropolitana de Barcelona. Thus, the course offers the opportunity to engage in discussions and contribute to the landscape design strategies for an ongoing real project aiming to promote comprehensive and sustainable city development within the Barcelona Metropolitan Area.

As in previous studios, the municipalities under study have undetermined leftover spaces. These spaces have the potential to be turned into new urban fronts or iurban forests, into transition parks and gateways between urban fabrics and adjacent natural elements. By adding greenery and trees, these public spaces can perform as climate refugees and infiltrate nature into the city, creating shade, purifying the air, and facilitating the capture of quality water. By hosting proximity facilities, these spaces can also function as community hubs serving underserved isolated neighborhoods, strengthening social bonds, reducing dependence on the city center and cars, and ultimately elevating overall quality of life.

By establishing interconnected, vibrant, pedestrian-friendly spaces, the studio delves into realms of connectivity, inclusivity, and safety, while exploring the evolving notion of urban public space within the 21st-century metropolis. Reconnecting people, nature, and fabrics through urban landscape design can enhance identity and collective memory, serving not only as an identity builder but also as green and blue infrastructure in this crucial era of climate change and environmental decline.

## Design methodology

### *Integrative design + methodology*

The studio proposes an innovative design approach bridging the plan and the project: the 'urban-landscape project', an integration of landscape architecture and urbanism in terms of concepts, tools and scales for designing environments; where designing has to do with both the general and particular at the same time, with the abstraction of the plan and the design definition.

The projects will follow an iterative process from the larger scale of the 'landscape strategy' to the intermediate scale of the 'urban-landscape project' and the detail of an 'urban architecture' or/and a 'public space project'.

The design methodology to pace the design process will follow steps such as: a) formulating a comprehensive set of design goals and strategies, b) crafting a toolkit, c) mapping a personal cartography to interpret the site's characteristics, d) structuring action plans and e) developing designs that delve into materialities and urban furniture, allowing adaptable programmatic scenarios to unfold.

### *Design process*

At the workshop students will *identify* the 'where and the how', the places of intervention and a toolkit of design strategies. In teams they will:

- \_reflect & learn*: design goals & strategies matrix | personal cartography map.
  - . *observe & map* the site crafting a *personal cartography map* that creatively abstracts the site's key physical and perceptual attributes
- \_identify & propose*: places of intervention | design strategies toolkit.
  - . *sift & select* strategic areas for intervention based on a municipal *concept plan*, charting a coherent *design strategy across scales*, from human to city scale, and defining an implementation *toolkit*.

In the second half of the semester, students will further *develop* the workshop built and nature-based tactics of intervention in a closeup scale.

**Let's shape future urban landscapes in vibrant Barcelona !!!**