

Urban Design Workshop in Lisbon - Summer 2018

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The CRP Department has a long established relationship with the Departamento de Urbanismo at the Universidade Lusofona, Lisbon, and over the years there has been various short-term programs between the institutions.¹ In the Summer 2018, the authors coordinated a two-week-long urban design workshop that included study visits to Lisbon neighborhoods and the development of urban design ideas for an area in the Alvalade neighborhood.

From July 16 to 27, 2018 a group of eight CRP students (six BCRP and two MCRP) participated in an urban design workshop at the Universidade Lusofona de Humanidades e Tecnologias, in Lisbon. They were joined by two architecture seniors from Germany and one from France, and a young engineer from a planning department in a small town in Brazil. Promoted by Lusofona's school of architecture and urbanism, the workshop, was coordinated and taught by professors Diogo Mateus and Vicente del Rio, with the participation of professors Mario Moutinho (Lusofona's rector and founder of the urbanism degrees), Pedro Ressano Garcia (director of the school of architecture and urbanism), and Carlos Smaniotto Costa (Center for Interdisciplinary Studies in Education and Development).

Titled *Walk-Experience-Design*, the workshop focused on walking as a method to understand cities and as a planning/design goal to make them livable and sustainable. The workshop was based on two theoretical foundations. The first, Walter Benjamin's interpretation of the concept of the *flâneur* as a wanderer who enjoys the anonymity of being embraced by the city and its crowds, as a method of analysis of the urban condition. Based on this concept, Vicente del Rio proposed seven urban design qualities that support the *flâneur's* joy of walking and experiencing urban spaces.² The second was the C3 Places, a project on inclusive places run by Carlos Smaniotto Costa and Diogo Mateus and sponsored by the European Union.

During the first days of the workshop, the students were taken to several famous Lisbon areas, and tasked with spending a couple of hours in each of them, walking, observing, and ana-

lyzing their urban qualities. The areas were the Alfama, Baixa, Rossio, Bairro Alto, Oriente, and Alvalade, each representing different historical epochs and planning/design paradigms. The students were also briefed by Costa and Mateus on the methodology of place analysis adopted in the C3 Project. The next task was to perform a day-long study of a pre-determined area located in the Alvalade Freguesia or Parish, including a talk and a field visit with the freguesia's political representative and manager. Totalling approximately 63 acres and in an excellent location between three important avenues and a commuter train line and station, the project area is currently a hodge-podge of different epochs and urban design models, resulting in a disjointed, unattractive, and car-oriented environment.

The students were divided into four interdisciplinary and international teams who came up with imaginative and feasible short/long terms proposals for the area, including a redevelopment vision statement and three major goals, site plan diagrams, and design concepts. The teams presented their proposals at the university and the final products (powerpoints, posters, and reports) were offered to the Alvalade Freguesia as contribution to their planning efforts.³ The workshop success prompted Universidade Lusofona to offer it again in 2019.

Figure 1: A local area administrator and Diogo Mateus presenting to students during a visit to the project site.



¹ See, for instance, del Rio, V. & Hahn, J. (2012). Lisbon: Between History and Modernity. *FOCUS* 9, 85-89.

² del Rio, V. (2015). Urbanity, the Flâneur, and the Visual Qualities of Urban Design. *FOCUS* 12, 66-72.

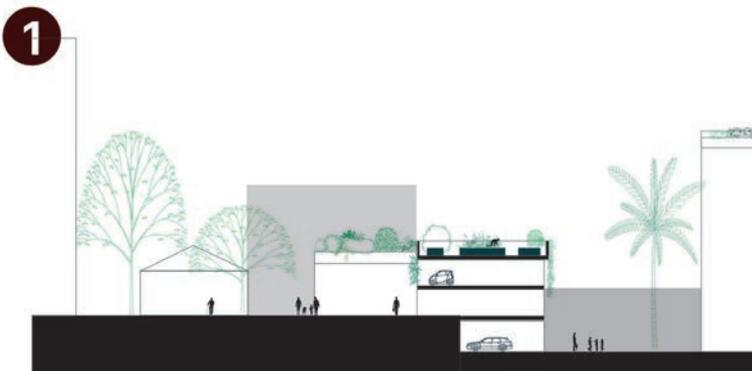
³ The student work from this workshop can be seen at: <https://www.dropbox.com/sh/80wg95y2rdcg9lb/AACyYImzYsEX1oaXoaijNLvBa?dl=0>



Figure 2: The project area in Alvalade, between three major avenues and a train/subway station. A hodge-podge of different epochs and urban design models since the late XIX Century.

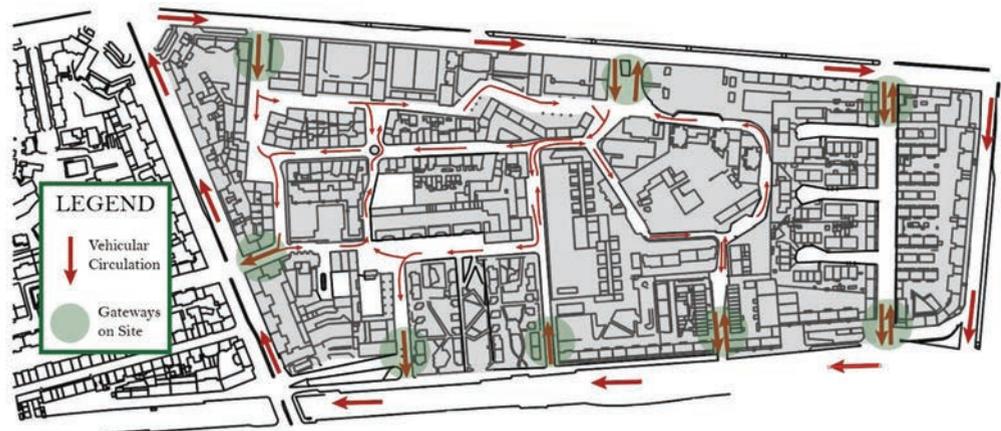
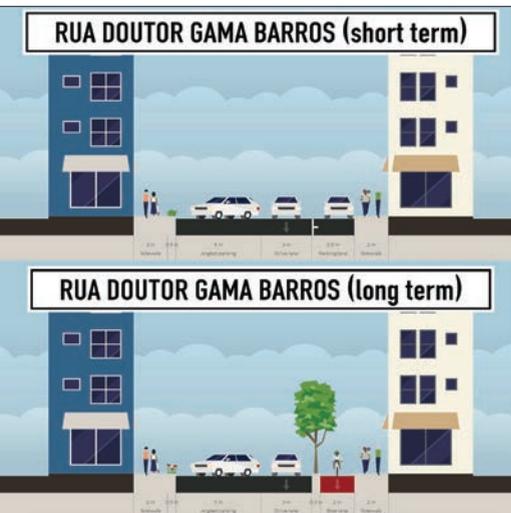


Figures 3 a, b & c: The site plan and two details from the proposal by Hannah Tesch, Kyle Ferguson, and Nishita Kandikuppa. Detail 1 shows a new structure with a community garden on top of an existing surface parking lot. Detail 2 shows the concept to revitalize an existing abandoned plaza.



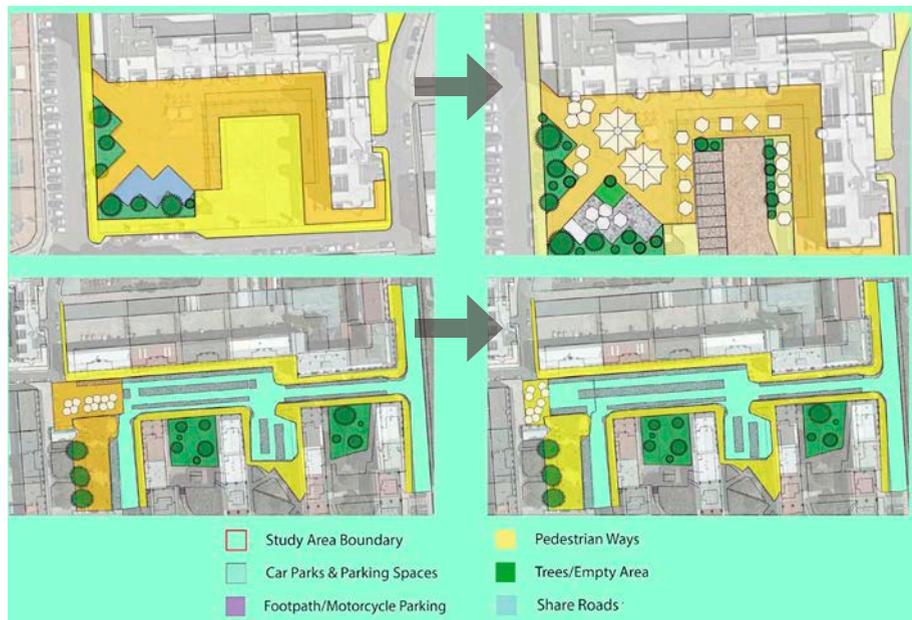


Figures 4 a & b: The partial site plan and a details from the proposal by Dewi Bleher, Jack Balfour and Oscar Gatke. Diverting a street for traffic calming allows a plaza, more comfortable sidewalks, and temporary parking in front of the local school.



Figures 5 a & b: The proposed circulation and the redesign of one of the streets, by Chris Cortez, Nick Johnston, and Amauri Ramos. Implementing traffic calming to increase walkability.

Figures 6 a, b & c: Before and after images showing the redesign of three spaces in Alvadade, by Miles Barker, Elizabeth Yee, Benjaming Yip, and Ander Subiron Cedarry.



- Study Area Boundary
- Car Parks & Parking Spaces
- Footpath/Motorcycle Parking
- Pedestrian Ways
- Trees/Empty Area
- Share Roads