

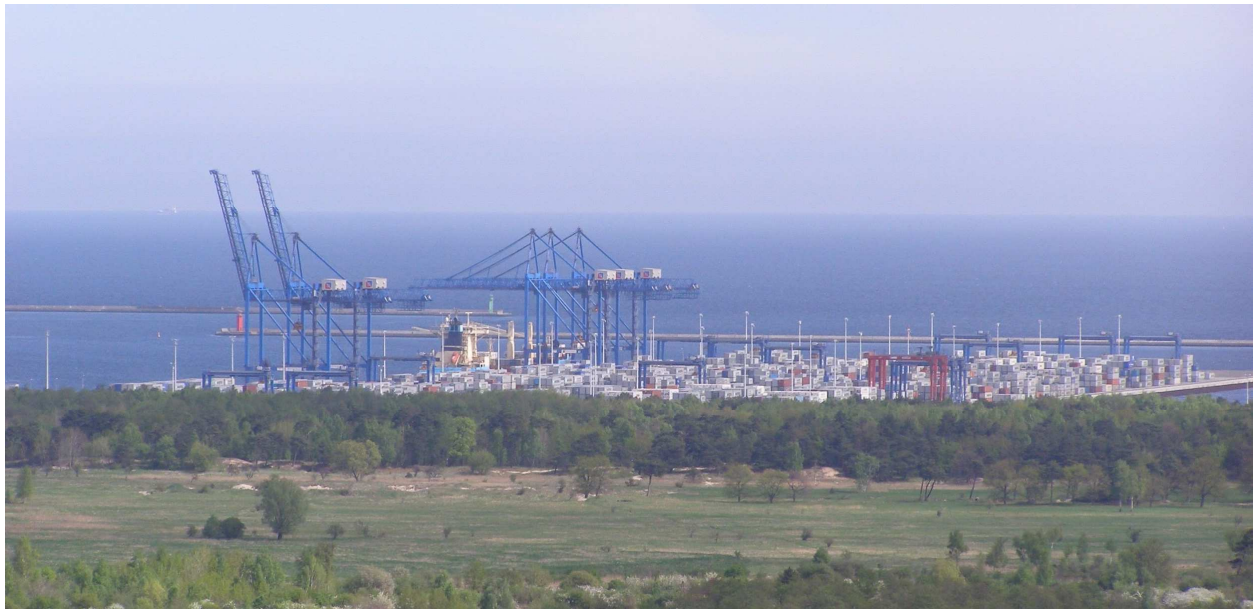
LE:NOTRE Landscape Forum 2021 - Transforming Cityscapes with Art

International Student Competition

The Port Island of the Future

Art-driven revitalisation of the local cityscape

Gdańsk, Poland



Port Island today: Deepwater Container Terminal Gdańsk (DCT), infrastructure of a global economy, directly facing Natura 2000 area Zatoka Pucka protecting around 200 marine bird species, image: Andrzej Otrębski, wikimedia commons

This International Student Competition is part of the 10th Landscape Forum of the LE:NOTRE Institute (April 20 - 24, 2021). The Faculty of Architecture and Design at the Academy of Fine Arts in Gdańsk will host the 2021 landscape forum in cooperation with Gdańsk Urban Development Association (FRAG).

1. Transforming Cityscapes with Art

The LE:NOTRE Landscape Forum is a discourse-oriented and interdisciplinary event of four days duration. The forum focuses on local landscapes and the sustainability challenges they are facing. In accordance with the [European Landscape Convention](#) this includes outstanding as well as everyday or degraded landscapes in urban, peri-urban and rural environments.

The first landscape forum was held in Antalya, Turkey, in 2011. The event has continued on a yearly basis since then, moving across various European locations. In 2015, we introduced this competition in order to make the landscape forum more inclusive and relevant for the international student community. Since then, the outcomes of the student competition have greatly enhanced the quality and innovation potential of the forum as a whole.

The landscape forum is a place for interdisciplinary exchange. Since the 10th Landscape Forum will be hosted by the Gdańsk Academy of Fine Arts, our focus will be on exploring the role of the arts in sustainable landscape development. **'Transforming Cityscapes with Art'** is our guiding motive, applied to the complex coastal agglomeration of Gdańsk. This motive is also guiding this student competition.

You will find all relevant landscape issues in the coastal agglomeration of Gdańsk: landscape integrity versus landscape fragmentation, global maritime economy versus local economy, grey infrastructure versus green infrastructure, urban sprawl versus density, gentrification versus inclusion, sea versus land, nature versus industry, past narratives versus today's realities. This landscape is problematic, fascinating and unique. This is why we ask you to think about it.

We highly welcome interdisciplinary student teams willing to explore a future-oriented professional field. Feel free to invite other fields of study to your teams: planners, designers, artists and ideally many more. It is urgent that we build constructive bridges between strategic planning for sustainability, spatial design and social transformation. **Our hypothesis is that the arts have the potential to become exactly that bridge.** The arts might tip the scale on our pathway to sustainability. Let's explore this together.

2. Competition Organizing Committee

- ECLAS and LE:NOTRE Institute: Ellen Fetzer
- Academy of Fine Arts in Gdańsk: Marek Barański, Dominika Gołębiowska
- FRAG: Paweł Mrozek, Piotr Smolnicki
- Scientific partner: Technical University of Gdańsk: Karolina Krośnicka, Piotr Lorens
- Scientific partner: Polish Association of Landscape Architecture: Joanna Rayss
- Local and international experts contributing to the context analysis

3. Competition Aims

The LE:NOTRE International Student Competition aims to support integrated and holistic approaches to the urban, peri-urban and rural landscape through multidisciplinary student teams elaborating planning and design proposals at various scales.

We need to rethink the role of the urban periphery within a city's overall dynamic. The periphery should recover its essence and identity and become a part of the city's spatial, social and cultural profile. We invite you to explore this urban coastal landscape as a whole and to question the complex processes in relation to the city's and its rural hinterland context and dynamics.

You will develop your proposals around the following aspects. Feel free to interpret these and to set your individual emphasis:

- Sustainable visions for the relation of built tissue, open space and landscape elements
- Sustainable visions for the relation city-periphery and transforming territories
- Proposals for improved connectivity at different scale levels
- Enhancement of ecological functions and ecosystem services
- Development of green and blue infrastructure elements based on a conceptual framework
- Sustainable traffic and mobility proposals
- Proposals for the sustainable development of tourism and leisure areas
- Visions for a better dialog between cultural heritage, well-being and quality of life

As a cross-cutting theme, all teams are asked to envision an **art-based strategy** that **connects** strategic planning for sustainability, spatial design and social transformation.

3. The competition area: Port Island of Gdańsk



Competition area Port Island Gdańsk, map source: Google Maps. The dotted line shows the focus area, but must not delimit your analysis and concept presentation.

3.1. Why Gdańsk?

Sprawling on the southern Baltic coast, the thousand-year old city of Gdańsk shines at the edge of the alluvial delta area of the Vistula River and post-glacial moraines with streams and extensive forest complexes. It is the capital and largest city of the Pomeranian Voivodeship and – together

with the nearby cities of Sopot and Gdynia - one of the most prominent urban areas within the cultural and geographical region of Kashubia in Poland. Nature and culture are inextricably connected to each other here, constituting an important characteristic of the local landscape / cityscape. However, this mixed creation needs to be better emphasised, nurtured and designed. The city struggles to rediscover its distinct architectural language that could build a local identity. Furthermore, it includes large degraded areas or monofunctional special purpose zones along with over-sized structures and systems for transporting people and goods that have distinct stressful environmental repercussions. Finally yet importantly, a large part of the city is located in low-lying areas. Rising sea levels, backflow from seawater and more frequent heavy rains along with overstretched pumping stations constitute a significant threat to the city.

3.2 Understanding the Port Island: a landscape palimpsest

Port Island, *Wyspa Stogi* or *Wyspa Portowa* in Polish, belongs to the Gdańsk Bay and is located right in the north of the City of Gdańsk. The name refers to the northern harbour that has emerged since the 1970s. The former German toponym *Nehrung* means in English *spit*. This is a landform made of sand sediments and very typical of the Baltic Sea. The island includes two relevant heritage sites: the Westerplatte peninsula with the World War II memorial and the old fortress *Twierdza Wisłoujście* (former German toponym: Festung Weichselmünde), which is today a Natura 2000 site protecting amongst others a significant bats population.

The island covers about 26.4 km² at a length of around 8 km. It faces the Baltic Sea to the north and is bordered on all other sides by arms of the Vistula, in the west and south by the so-called *Dead Vistula* (*Martwą Wisłą*) and in the east the by the so-called *Bold Vistula* (*Wisłą Śmiałą*). The eastern border of the island was created around 1840 after a flood during which the river broke through the dunes. This area is also under Natura 2000 protection status. Various large lakes can be found on the island as well as coastal woodlands and dunes, especially in the eastern parts.

Port Island and in particular the area of Westerplatte used to be popular seaside resorts developing from the end of the 19th century when this form of recreation started to become popular. Stogi is still a famous beach. It includes a large campsite, right next to the recently built deepwater port, forming an interesting coexistence of industry and recreation. From early on, a tramline has connected the island to the city centre, fortunately still operating. Today, the island is also accessible by various bridges, tunnels, roads and railways.

Much of the western part of the island served for a long time as a septic drain field for subsurface wastewater disposal. These areas are nowadays transforming into logistic centers, in response to the expanding port infrastructure to be found all around and on the island.

Administratively speaking, the island itself is part of three different districts of the City of Gdańsk: Stogi (former German toponym: Heubude), Przeróbka and Krakowiec-Górki Zachodni (former German toponymes: Krakau und Westlich Neufähr). Another important district is Nowy Port (former German toponym: Neufahrwasser), bordering the island to the north-west at the coastline. With a bit over 10,000 inhabitants, Nowy Port is a quite big neighbourhood in direct vicinity to the island.

The island hosts very relevant economic infrastructure, most importantly:

- Extensive oil storage at the LUPOS refinery in the eastern part,
- Port Północny, the Gdańsk North Harbor,
- Deepwater Container Terminal (DCT),
- Logistics centers,
- A freight station,
- Several shipyards.

Port Island is thus a typical example of the various land use demands competing for the limited territorial resource along the coast. Quite diverse aspects are coming together, obviously without any coherent coordination or governance.

The coastal landscape of Port Island is thus...

-a growing economic opportunity at global scale driving port-related activities such as logistics, transport, storage, ship repair and various related industries and infrastructures
- ...a unique biodiversity hotspot for marine avifauna
-a territory subject in its totality to the impacts of climate change, facing increasing droughts as well as sea-level rise and stormwater increase
-an accessible and inclusive recreation area for locals and tourists alike
-a place with a multi-faceted identity, various cultural layers and relevant heritage sites
- ...an everyday living environment for many citizens of Gdańsk
-a great landscape asset in direct vicinity to a dynamic urban centre
- ...a territory without coherent governance that is threatened by constant fragmentation

Guiding questions for this part are:

- How is this landscape working?
- How did this landscape become what it is today?
- Which layers are hidden?
- Which forces are driving landscape change?
- Is the landscape working well?
- Which values are at risk and why?
- Which alternative future do you envision for the Port Island as a whole?

In the first part of this competition you will develop a comprehensive analysis of this landscape (poster 1) and an overall landscape development concept (poster 2), both at scale 1:10 000.



Deepwater Container Terminal (DCT)

3.3. Test design for your landscape development concept



One of these two alternative detailing areas is to be elaborated at scale 1:2000: (1) To the north the landscape around the historical fortress Twierdza Wisłoujście, Natura 2000 site, or (2) to the south the complex transition landscape between the urban periphery and the island.

Based on your analysis and overall landscape development concept (posters 1 + 2) you will translate your vision into a spatial concept at scale 1:2000. We selected two representative areas of the port island for this detailing part. Here we ask you to formulate spatially explicit responses to the complex landscape challenges. **You can choose one of these two.**

Guiding questions for both detailing areas:

- Where do you set the limits of urban growth in this space?
- How would you design the fringe/border areas between different land uses?
- How might we improve this landscape for pedestrians and cyclists? What needs to change in order to make it usable and accessible for these groups?
- Which green and blue infrastructure elements are there and how can they be enhanced and connected, ideally serving multiple functions?
- In which way can we connect industry, recreation, mobility, nature protection and housing, so that the port island can be experienced as a whole and sustain its character for the future?
- How will climate change adaptation look like in this space so that the island will become resilient for the future?
- How can we implement sustainable mobility?
- How can we enhance biodiversity?
- How can we exploit the recreational values in a sustainable way?
- How can we integrate the various heritage elements?

You can of course add other questions and focus on those, if you find them more relevant. In any case, your local response needs to be coherent with the overall landscape concept at scale 1:10 000 (poster 2).

As mentioned before, your design should include an artistic strategy. Please present your outcome on one poster, A0, landscape format, at scale 1:2000, based on the map provided. You can integrate various other visual elements on this poster.

3.4 Detailing area 1: The landscape around the medieval fortress Twierdza Wisłoujście



We have chosen this area because the fortress is one of the few green infrastructure stepping stones within a wider landscape of transition and harbour-related infrastructure. Accessibility to the area has recently become challenging when the ferry service from and to Nowy Port on the other side of the river was closed. Instead, traffic flows through the new tunnel a bit further south which is part of the Gdańsk bypass. The fortress is both a listed heritage site and nature protection site under Natura 2000.

The green area south of it used to be a fishermen's village, later (1925) extended by an organised working class settlement (Nowy Hel / Neu Hela). The settlement was significantly destroyed during WWII and totally demolished afterwards. The green space on the Nowy Port site of the embankment represents the former continuation of the fortification moat.

The silverish area to the north is a sulfur storage. The train tracks to the east link the deep sea harbour to the wider national and international railway network, connecting it up to China. Not

on this map but directly adjacent to the south lies a port basin constructed in the late 1930's as part of the overall industrial development of the western shore of the island.

A detailed introduction to this area will be given on November 4, 18 pm CET, as part of the accompanying online lecture series.

3.5 Detailing area 2:

Przeróbka: The complex transition between urban periphery and Port Island



The Przeróbka area (*German toponyme: Troyl*) represents an old bridge head connecting the city of Gdańsk with the port island. The bridge to the west is the oldest one which also connects the city centre, Stogi and its beaches by tram since the 1930's. The first bridge to the east also dates back to the beginning of the 20th century when train transport to the shipyard, north harbour and initial industrial areas established, together with the train repair workshop. The last bridge to the west, the Third Millennium John Paul II Bridge, is a cable-stayed road bridge from 2001 and part of the Gdańsk bypass. It connects car traffic across the island to the wider national and European traffic networks.

The big industrial halls belong to a train repair workshop, which dates back to 1910 (*Eisenbahn-Hauptwerkstatt Danzig-Troyl*). The rectangular complex further north is a prison (*Zakład Karny Gdańsk-Przeróbka*). The settlement in the centre is largely a housing development from the 1960s/1970s. Earlier, a working class settlement for the employees of the train repair workshop

was located here. Elements of this time still exist in between the larger structures of the modernist housing blocs.

This landscape is characterized by multiple uses, some of which will see strong transition in the near future. It is highly relevant that the natural potentials are highlighted and connected, especially with respect to both river embankments and with regard to the wider transition into the island.

A detailed introduction to this area will be given on November 11, 18 pm CET, as part of the accompanying online lecture series.

3.6. Transformation on the ground

You are free to design poster number 4 in a way that best serves your overall concept and strategy.

This could be, for example:

- A conceptual illustration of your artistic concept
- A site on Port Island that you would like to specify and highlight by your design, that has not been covered by the detailing areas
- Process of communication models, showing how you would implement your approach in a participatory way, ideally including an art-based strategy
- Design details, showing spatial transformations in coherence with your overall concept
- Anything else you think is relevant for understanding your concept

The fourth poster can be A0 portrait or landscape format, according to your preference.

4. Registration

The full set of background documents, plans and links is accessible after online registration. Registered participants will receive a neutral login ID which will also be used for submitting the proposals in an anonymous way. You need to add this ID to all submitted posters.

Please register under the following link:

https://lnicollab.landscape-portal.org/goto.php?target=cat_1696&client_id=main

5. Participants

The competition is open to students of all landscape-related disciplines, in particular landscape architecture/planning, artists, urban/regional planning and architecture as well as related disciplines such as geography, agricultural sciences, dendrology, economics, environmental psychology, forestry, hydrology and water management, IT, archaeology, ecology, social anthropology, sociology or tourism. Levels of study may be bachelor, master or PhD.

Both individual and group submissions will be accepted. Each student or group is allowed only one entry. The maximum group size is limited to eight contributors. Interdisciplinary submissions are welcome. However, the design should still focus on the configuration of the landscape and include an art-based strategy, so consultation from and cooperation with landscape related disciplines and artists is very important.

6. Site visits and accompanying lectures

The planning insecurity due to the COVID-19 situation makes it difficult to schedule an on-site visit for the entire competition audience. We therefore recommend you visiting the site independently. We provide a vast documentation so that you can develop an advanced knowledge of the area even without travelling.

An online lecture series will be offered from Mid-October- Mid-November, weekly on Wednesdays at 18 pm CET. The lecture will introduce the urban landscape of Gdańsk, its evolution and current challenges, the history of the port and the spatial context of the detailed areas. An online feedback colloquium will be held on Wednesday, **November 18th, 2020**, at 18 pm CET. Registered participants will receive invitations to all online events and lectures.

In addition, we plan to organize online brainstorming workshops in mixed teams on November 3 and 5. Details will be send on time to registered participants.

Preliminary schedule of online lectures, always at 18 pm CET:

- 14.10.2020 The evolution of the Gdańsk Cityscape
- 21.10.2020 Current challenges of the Gdańsk Cityscape
- 28.10.2020 1000 Years of the Port of Gdańsk
- 04.11.2020 Introduction to detailing area 1: Fortress
- 11.11.2020 Introduction to detailing area 2: Przeróbka
- 18.11.2020 Open Q&A Session / Colloquium
- 25.11.2020 Art-driven landscape transformation
- 13.01.2021 Second open Q&A Session (if needed)

7. Awards

The LE:NOTRE Institute will award three prizes and select another three submissions for being honorably mentioned. The award winners will get the possibility to present their project at the LE:NOTRE Landscape Forum 2021 to a group of international professionals and local stakeholders.

8. Submission requirements

Poster size and format

The submitted project must comprise four (4) A0 posters (84,1mm x 118,9 mm), all in landscape format + (1) A4 project description.

1. **Landscape Analysis:** Showing a base map at the scale 1:10 000 with your analysis plus analytical diagrams/sketches (unscaled, according to your own approach), A0 landscape format
2. **Landscape concept:** at scale 1:10 000 with additional diagrams, analytical graphics, sketches or cross sections as necessary to illustrate the proposed concept, A0 landscape format
3. **Spatial translation:** The base scale is 1:2000 (presented on one A0, landscape format) plus additional details and visualisations.
4. **Individual poster** for detailed spatial visions and illustration of the artistic strategy. You can use visualizations like diagrams and schemes, cross sections, models and 3D drawings, details and visualizations as necessary to illustrate the test-design proposed. Both hand-drawn and computer-based visualizations are welcome. Presentation is on one A0, portrait or landscape format.

The submission format is PDF. The submission is only online and includes:

- 4 PDF files - 1 for each of the A0 posters
- 1 PDF file with the Project Description
- 1 PDF file with the Declaration Form

Individual PDF files should not exceed 60 MB, minimum resolution is 200 DPI.

It is the responsibility of the participants to guarantee that the final images and files are in the size and resolution adequate to their reading. The entrants must ensure that all images, photographs and other material taken from other sources are correctly accredited. All files must be completed in English. Registered participants will receive further information concerning the electronic submission.

Submission ID

Each participant or participating team will receive a unique and anonymous ID upon registration. This ID needs to be put into the top left corner of each submitted poster (size and format of ID: Arial, font 72). The posters must be numbered to be seen in the right order during the selection.

Written information

Entrants must also submit a brief description (250 words maximum) in a separate PDF file, identified only by the anonymous ID (DO NOT include the names of the students or the name of the university). This description must be a clear and concise text explaining the key aspects shown in the concept design proposal. The text is to be left aligned (left unjustified) and double spaced, in Arial, font 12.

Competition language

All submissions must be entirely in English, which is the official language of the LE:NOTRE Landscape Forum. Local names and specific conditions of each country may be included in the local language. This is to ensure that all material can be understood by the jury, who conduct their reviews in English.

9. Anonymity and Protocol

All plans are supposed to bear the anonymous ID number given to each registered participant in the top left corner (Arial, font 72).

The following naming convention applies to all submitted files: Your ID_1.pdf, Your ID_2.pdf etc. An additional PDF file, with the complete declaration form must be included. This must be fully completed. The declaration form will be submitted separately from the project PDF files, and will only be consulted by the jury once the final deliberations are completed.

10. Competition rules

Participation in the competition implies acceptance of the competition rules.

- Proposals received after the deadline of January 31, 2021 will not be admitted.
- Presentations that do not include the author declaration form will not be admitted.
- Submissions shall only be accepted if submitted online in the way described above.
- A selection of the works submitted will be shown in an exhibition during the 10th LE:NOTRE Landscape Forum 2021 in Gdańsk and may be also exhibited elsewhere at the discretion of the Local Organising Committee.
- The Local Organising Committee retains the right of duplication or publication of any or all the material submitted to the competition, and there shall be no obligation whatsoever to the entrants, beyond acknowledging the authorship of the works exhibited or published.
- Submissions that have been published in any way prior to the notification of the jury final decision will not be considered.
- The jury shall preside over the competition and is the sole arbiter at all levels until the final awarding of prizes. All decisions of the jury are final.
- The winners of the prizes and honourable mentions shall be announced by the Chair of the 10th LE:NOTRE Landscape Forum 2021 in Gdańsk, upon recommendation of the jury.
- All inquiries must be directed to the Competition organising committee. Please read carefully through the brief and instructions, as all required information should be contained there. Jury members are not to be addressed in any way in relation to the competition.
- Participants will need to submit a declaration confirming that competition data and background information will not be used for other purposes.

11. Jury members

The competition jury will be composed of local and international experts in the field of landscape architecture, spatial planning, urban design and infrastructure planning and regional development.

12. Evaluation criteria

The jury will evaluate your projects according to the following set of criteria. Please always check your project against these criteria during your work process:

Criteria	Details
The degree of connection of the proposed vision to the actual landscape context	The authors show that they have studied and analysed the characteristics of the port island from various perspectives. They are aware of the specific spatial, ecological, social, cultural and economic factors. The analysis takes current trends, threats and challenges into account.
Methodological clarity and consistency	The step from analysis to concept development is clearly structured. Challenges, potentials and threats for the coastal urban landscape have been derived from the analysis in a logical and coherent way. Planning and design objectives have been defined on this basis and are clearly articulated.
Conceptual expression and clarity	The concept is clearly linked to the objectives derived from the landscape analysis and evaluation. The concept responds to the local landscape context.
Arts-based strategy	The concept includes an artistic approach that helps bridging strategic planning, spatial design and social transformation. The arts-based strategy has potential for creating a more inclusive and participatory change process.
Sustainability	The three pillars of sustainability are supported by the planning and design concept: <ul style="list-style-type: none"> ● Social dimension ● Environmental dimension ● Economic dimension
Innovation and creativity	The authors demonstrate that they have worked with the local landscape context and added a new dimension of reflection, design and visioning to the port island.
Visual communication	The posters are well readable. The authors have managed to illustrate the complexity of the landscape and landscape-related processes in a way that is understandable for other disciplines and stakeholders from different sectors. The authors succeed in integrating process models and holistic visions that build on the specific character and topography of the place.

13. Schedule and deadlines

Official start of the working period: October 1, 2020

Competition lectures	on Wednesdays at 18 pm, starting on October 14
Brainstorming workshops	November 3 + 5
Online feedback colloquium:	November 18, 2020, at 18pm CET
Latest registration date:	January 10, 2021
Submission deadline:	January 31, 2021, at midnight CET
Jury selection:	March 1, 2021
Award Ceremony in Gdańsk	April 23, 2021 (to be specified within the LE:NOTRE Landscape Forum final programme)

14. Contact information

For more information about the 10th LE:NOTRE Landscape Forum Gdańsk 2021 and participation at the student competition, please visit the website:

<http://forum.ln-institute.org>

<https://forum.ln-institute.org/lenotre-international-student-competition-2021/>

Registration link:

https://lnicollab.landscape-portal.org/goto.php?target=cat_1696&client_id=main

Basic maps and background materials will be accessible after registration.

Any further project communication will be possible for registered participants via an online forum.

This competition on Facebook:

https://www.facebook.com/groups/1111955152540647?should_open_composer=false

Good luck!