



# MERGING WITH URBAN SPACES

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Urban space “gowith’s”, sidewalk talk & the art of playing the city game

Jane’s Walk Pula, 2019

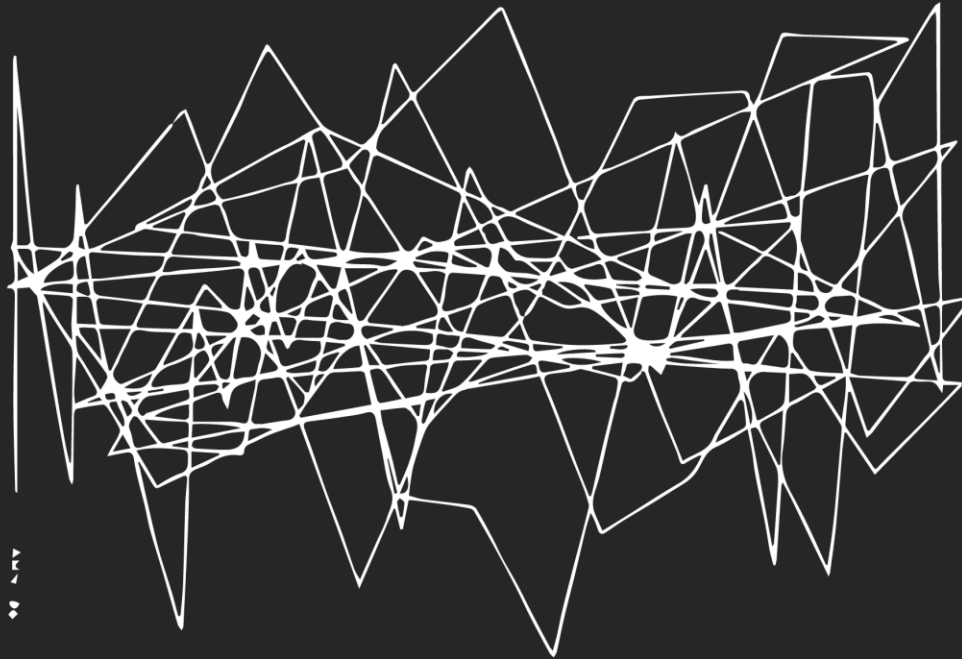
Lara Bolković, landscape architect & planner

19.10.2019.

## **\*gowith**

*“...It all fits together so that you are patterns—  
every living organism is a pattern of something which is inseparable from the pattern of  
everything else that is going on...so, in exactly that way,  
**YOU gowith everything that you call the external world.***

- Alan Watts



So the relationship between the **organism** and **the environment is transactional.**

The organism creates the environment and in turn the environment creates the organism.

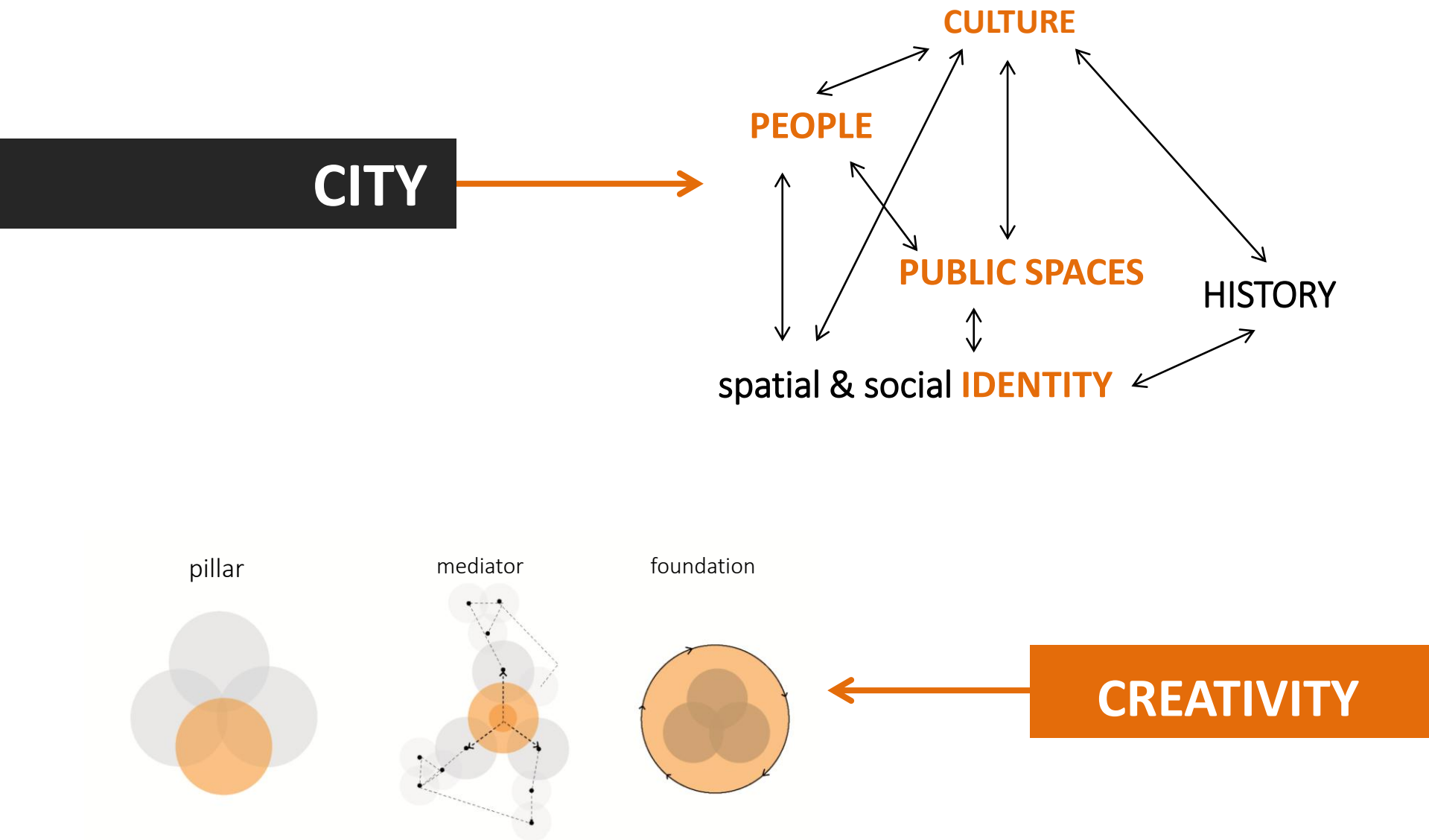
The organism turns the sun into light but it requires an environment containing a sun for there to be an organism at all, and the answer to it is simply **they're all one process.**

Alan Watts

**While planning / design can provide pristine public spaces,  
it is the people that make the spaces - PLACES**



THE INTERRELATIONS. THE URBAN “GOWITH’S”





# PUBLIC SPACES

= social values + spatial (physical) values



## spatial issues

- emptying of the city center
- low user frequency
- decreased history knowledge & value
- non consistent quality of public spaces
- low participation of citizens



need for understanding the everyday &  
common practices &  
relationships between the daily users &  
urban space



finding ways to increase the engagement of the citizens in urban  
Sharing interest, social interactions, new insights on the problematics



CREATIVITY...

## EXPLORING



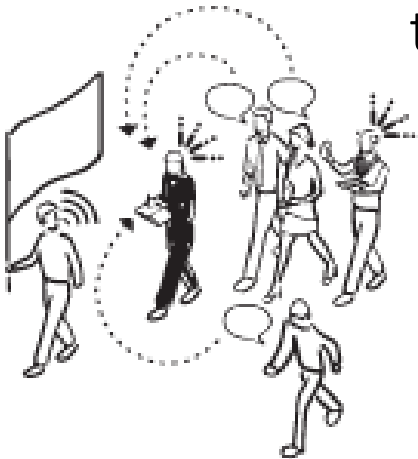
## PLAYING THE URBAN GAME



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- (almost) **first JW event** held in Pula

**AIM:** to encourage Pula citizens to participate in acknowledging the problematics of urban spaces in our city;  
to interact with their surroundings by appreciating, creating new perspectives and unveiling new feelings for the city; encourage cultural & knowledge sharing

- Organized together with local organization **Institut Mediterran**



## CAN SIDEWALK TALKS CHANGE THE CITY?

- **CITIES = LIVE ORGANISMS** – ever-changing – never the same
- **THE FACTOR OF A SURPRISE**
- **FEELING OF BELONGING** - connecting to the community, creating a feeling of belonging is the key
- getting to **KNOW THE UNKNOWN**
- **UNFORGETT THE FORGOTTEN** - bringing life to certain forgotten areas
- **POINTING OUT** - emphasizing a popular theme or a history fun fact; giving an insight on the pattern of how the people use the urban spaces
- **STIMULATION AND CHALLENGE**
- **TIME TRAVELING** – “all in its own time” ; possibility to pay attention to details



# FACTORS

**DISCOVERY**

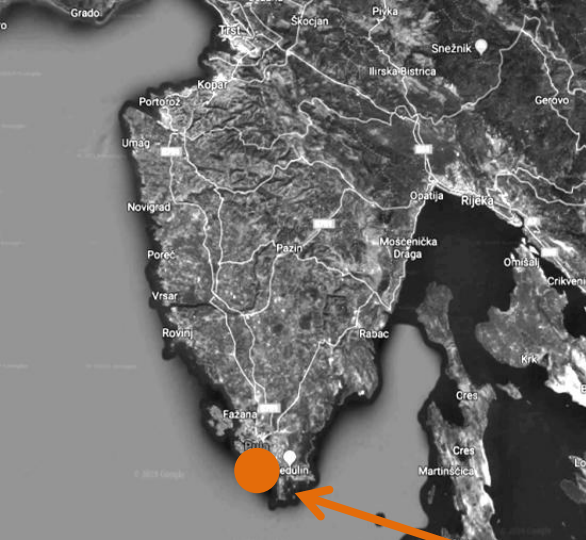
**PRACTICALITY**

**AESTHETICS**

**POTENTIAL**

**+ story telling + knowledge sharing + interacting**



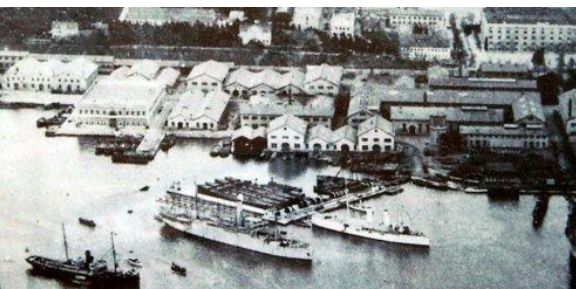


## Geographical Characteristics

- located on a SW coast of Istrian peninsula
  - developed beneath and on seven hills on a inner part of a wide gulf and a naturally well-protected port
- largest city in Istria – 57.460 citizens (2011.)
  - Mediterranean climate



## Pula facts



## History

- 30 centuries old city (according to a legend one of a oldest towns in Europe)
  - Romanic, Germanic & Slavic influences
  - very diverse cultural heritage (antique monuments, AH military architecture & urban heritage)
- in 1816. Pula became the main base of Austrian Navy = beginning of modern development of the city and the entire southern Istria
- in last 30yrs = major increasing of tourism





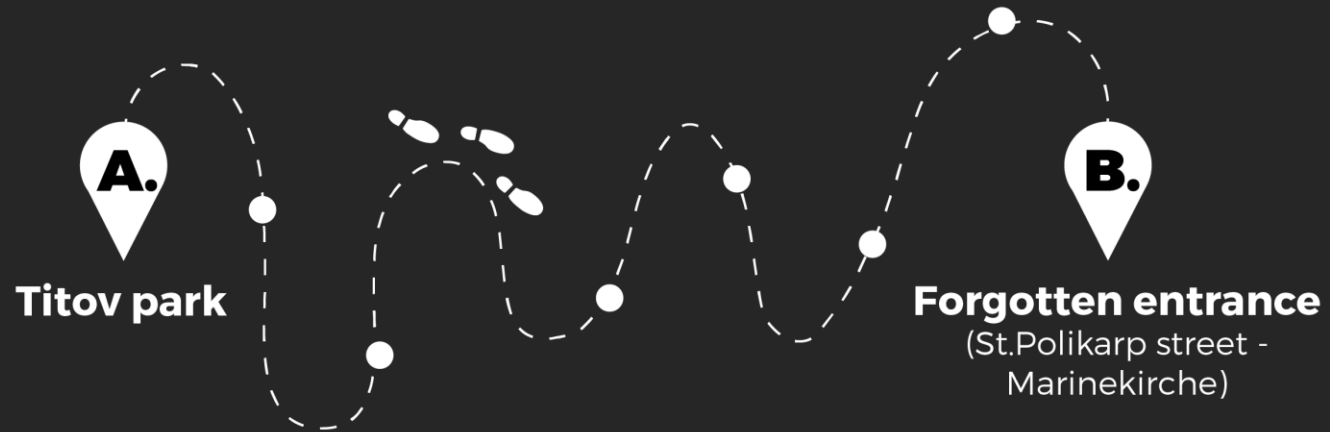
# EXPLORING THE CITY

The urban game = **HIDE & SEEK**

jane's  
walk  
**PULA//POLA**  
10.05.2019.



## THE ROUTE



- **CONNECTING THE CULTURES**
- **GETTING OUT OF THE WAY**
- encourage the exploration of not so usual & popular places in nearby city center
  - taking a **critical look** on a space where daily commuting
- **GO WITH THE FLOW** - no stop points, created during the walk



## A. Titov park –starting point



## ENGAGEMENT



\* The reasons of not using the park so much?

\* Duality of space



\* Road closeness

\* Functionality & comfort of the urban equipment





\*"no trees for the shade in the warm Summerdays"

\*"non inviting"

\* " who is this park for? "



*\*" I still think I would have a feeling I'm chilling in a P lot"*



**CO-CREATING**



\* " why do always when we find heritage – WE HIDE IT – I wanna explore it, look at it!"



## KNOWLEDGE EXCHANGE

*\*" does anybody know that in this buliding was a very famous hotel in AH period?"*

- I would never use this*
- (refferring to the bench)*





*\* I don't use this street because there is no activities for me*

## PAYING ATTENTION TO DETAIL



- **COLORS OF THE STREET** —
- problematic of banners



*\* “ If one of the only benches is occupied the only thing to do is to pay for coffee so you can sit down.”*









## STORY -TELLING

*\* You know it was called  
the city of honey & wine?*





B. Forgotten entrance



# URBAN GAME

*time*

*participants*

*rules*

*space*

WHAT CAN A SIMPLE URBAN GAME INFLUENCE?

*\*it challenges you to move, and look at the environment in a different way of which that you are used to*

*\*engaging people into exploring more than they are used to*

*\*FEELING OF BELONGING*

INFLUENCING THE MERGING WITH URBAN SPACE!  
HELPING US IN TURNING URBAN SPACES INTO URBAN PLACES.

## PULA EXAMPLES





## WORLDWIDE EXAMPLES



Laimikis, Vilnius – STREET KOMODA



ČAS ZA JAVNI PROSTOR, Črnomelj



Urban thinkspace, USA





THINKING ABOUT FUTURE PLANS...

**\*OLD,NEW,BLUE & BORROWED**

**\*WILD GARDENS**



# GOING PLACES TAKES US PLACES.

Daily. We're wanderers. Travelers. Explorers. We're Makers. Daily.  
Imagine how many unnoticed secret enchanting spots even your own  
backyard still hides?

**Go out & play.**

ps. Thank you for your patience