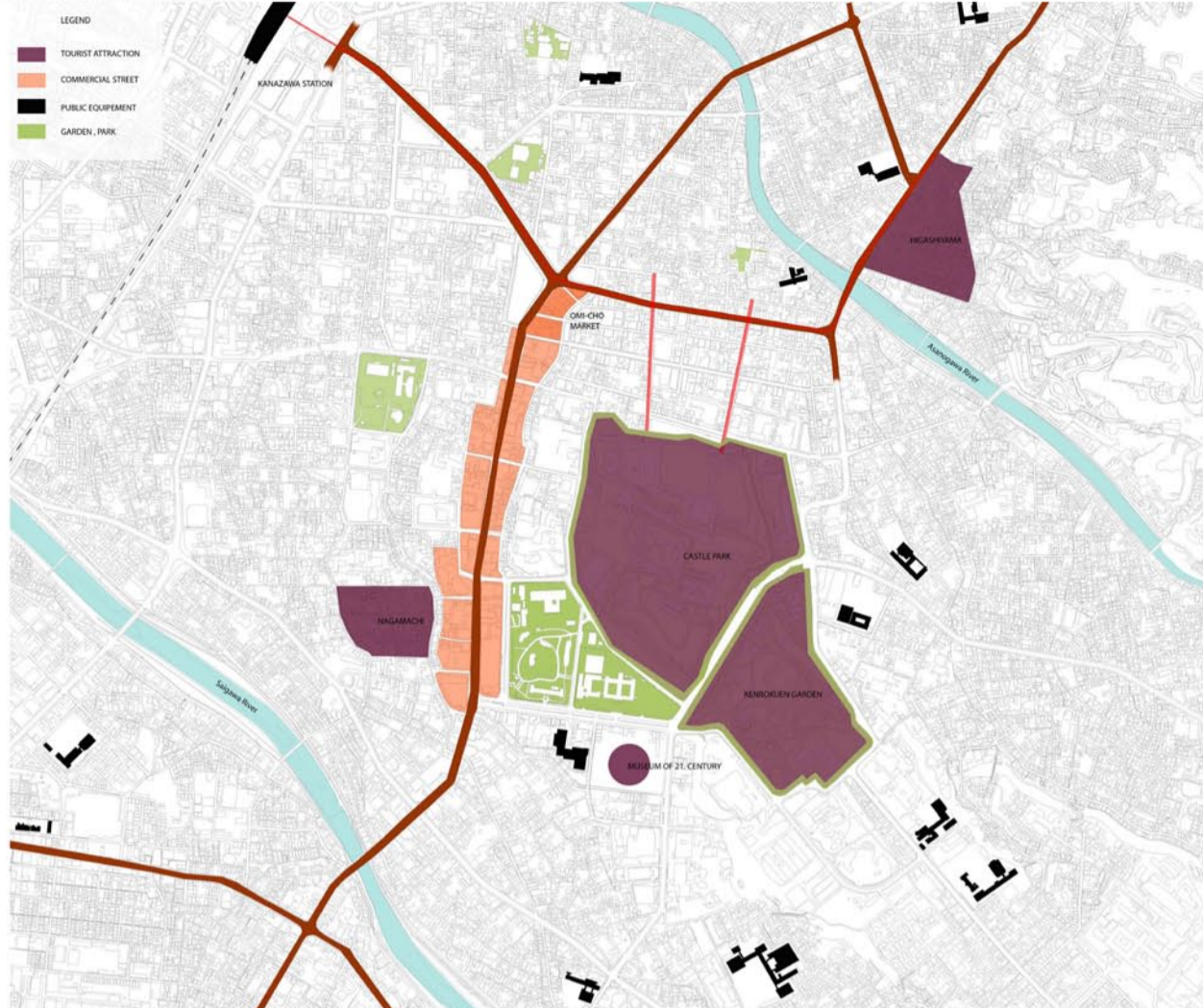


URBAN REGENERATION FOR LIVABILITY

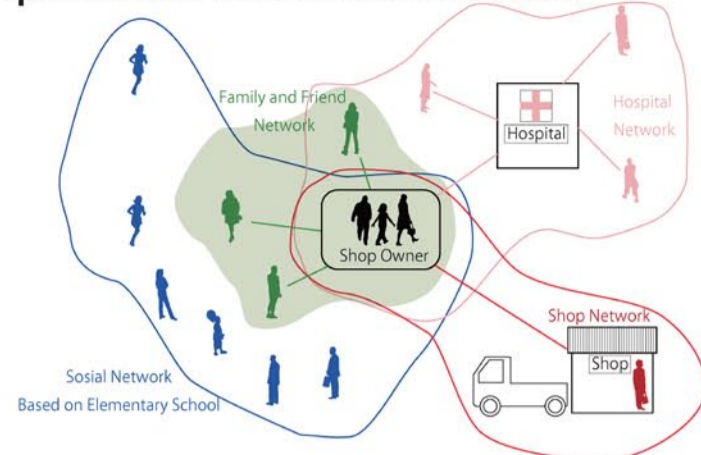
DHASHI KIYOKAZU
PHOUNG PHOUNG THAO
SHI TOU
STEPHANIE TAFFUT
SUDDU TAKUMA

WALKABLE area



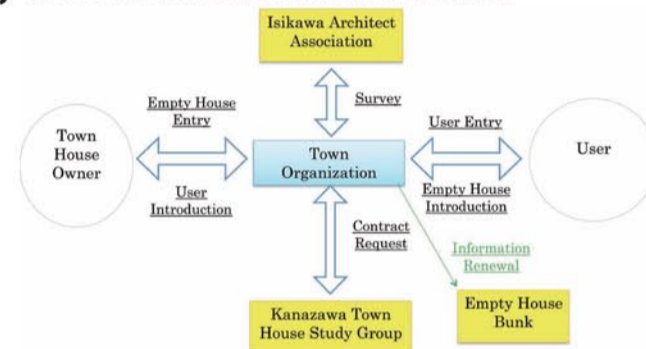
This area is walkable place. Because near Kanazawa Station, Big market - Oumichoitoba. And People live and work in This area. Not for only Commerce, Tourist, Residence.

People live here have Different Network



They have different 4 strong networks, Family and Friend Network, social Network Based on Elementary School, Shop Network and Hospital Network. Shop network means shop owner is too busy to go shopping, so another shop owners come to sell products by car. Hospital network means people keep seeing same doctor. Even if they move Suburban area to live, but they come back to see the doctor. These networks are important and interesting. So we propose network based on these networks.

Empty House Bank Information Center



Mixed USE existing condition



This area is using as a Mixed use. It's Potential for livability

Residence



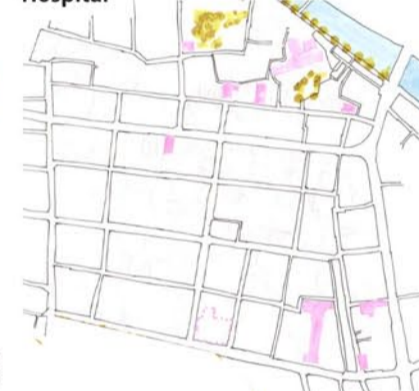
Parking



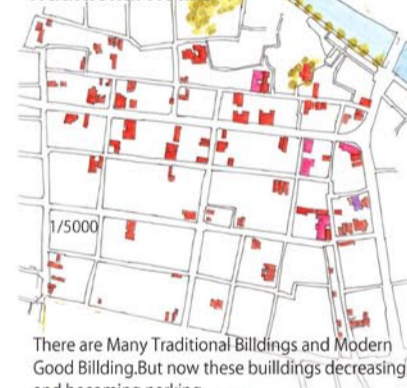
Shop/Hotel



Hospital



Traditional House



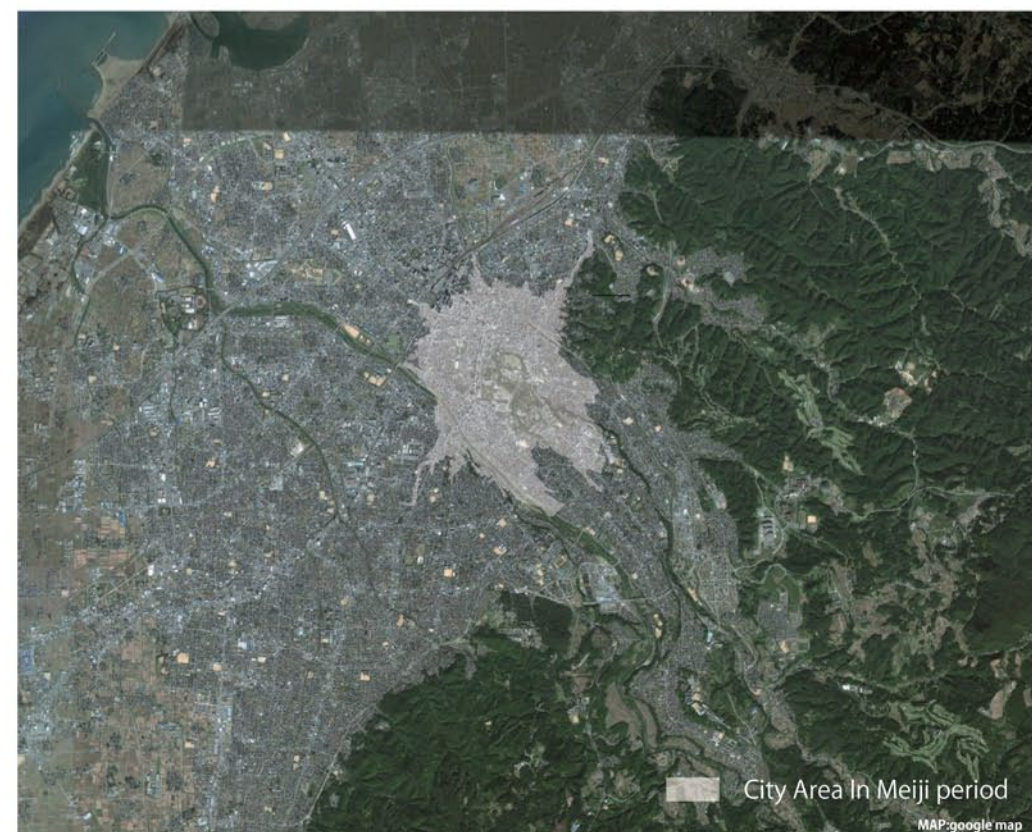
Empty House



There are Many Traditional Buildings and Modern Good Building. But now these buildings decreasing and becoming parking.

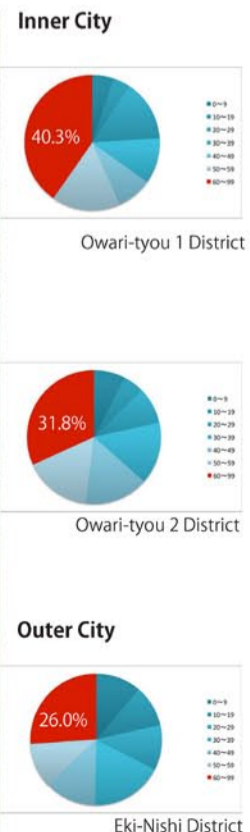
There are Some Empty Houses. It has Potential. Because you can use whenever if some one wants to live

City Sprawling



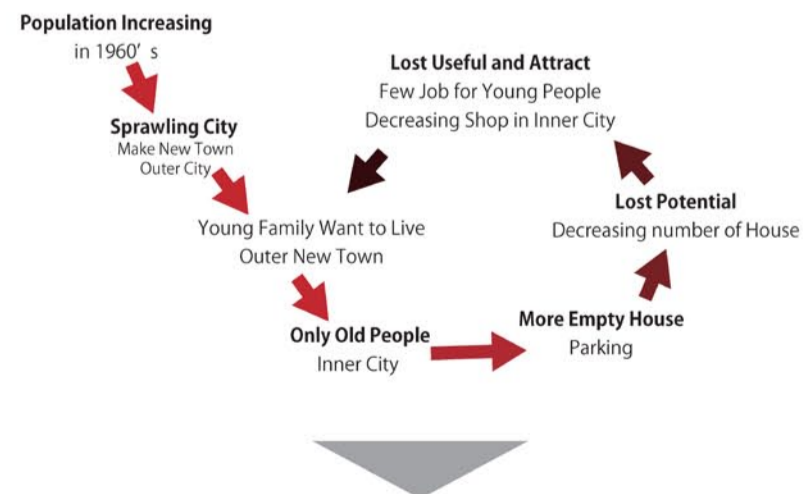
City Have Been to Sprawling from Edo period. This phenomenon is happened all over the world. So we think about it

Aging Population

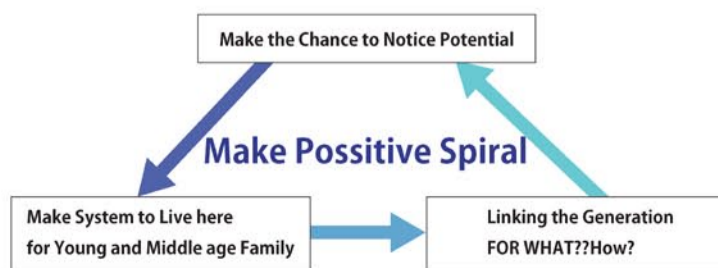


Negative Spiral:

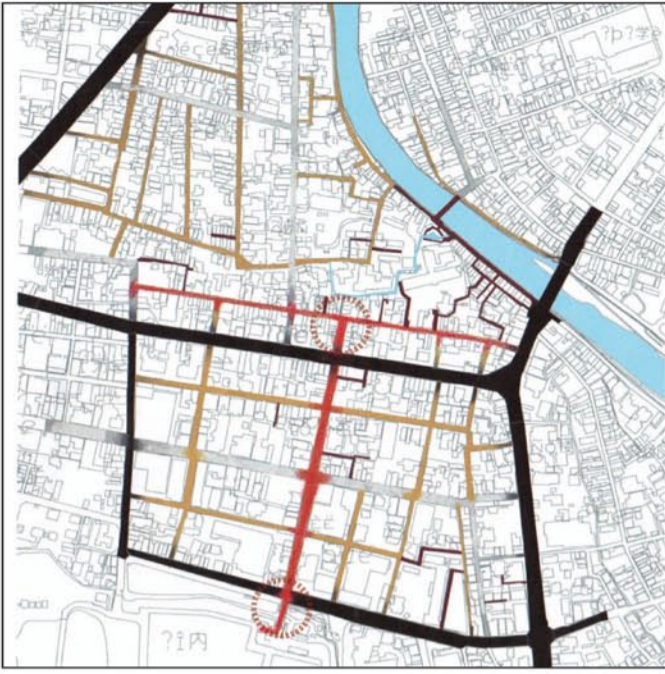
Why Young People or Middle age don't Want to live here?



3 Network For Making Young and Middle age Residence to Live



1, PEDESTRIAN NETWORK



- Main Car Street
- Second main street
- Mainly pedestrian
- Important street to feel historical area

The analysis of the area showed that there is a big gap between the historic elements of the city and the modern skyline. We propose to reconnect the historic memory to the contemporary city by having different architectural interventions on the first and second floors of some modern buildings. The interventions are using EDO period elements like latticed wooden facades on the street level; as well as verandas and reception rooms on the second floor. The purpose of this project is to give a comfortable surrounding to the local people and attract some new population. Also it gives to the tourists a continuous feeling from the castle to Shimoshin cho.

Link to Public Space



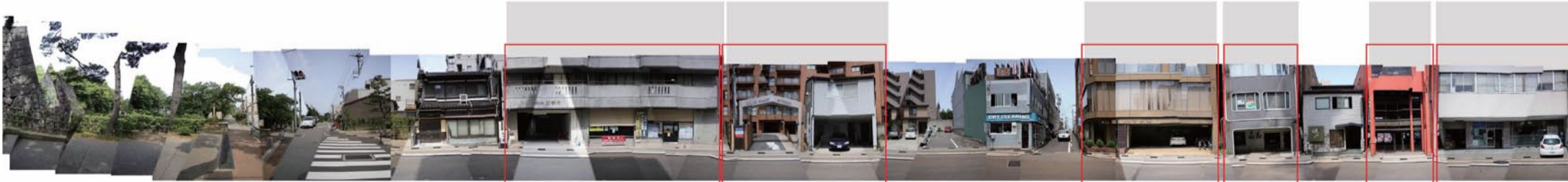
Road network in research area is still remaining the positive for redevelopment of the walk-way (few car, some green spaces are designed with natural setting and pavement), and negative (facade is not indently, angten and pineline outside of building).

The street from Otemon gate to research area is choosed for give fist place to reconstruct. Make the green spaces and walk-way for tourist and inhabitants.

RESERCH for finding important elements



ELEMENT



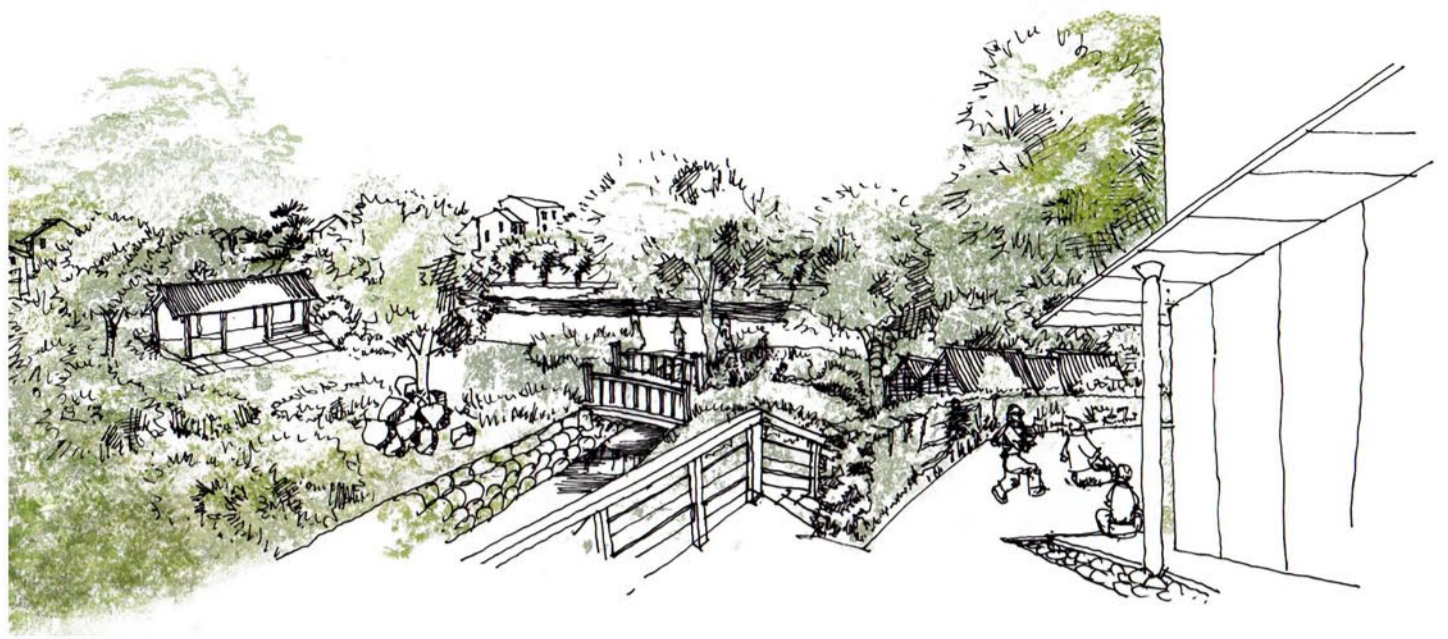
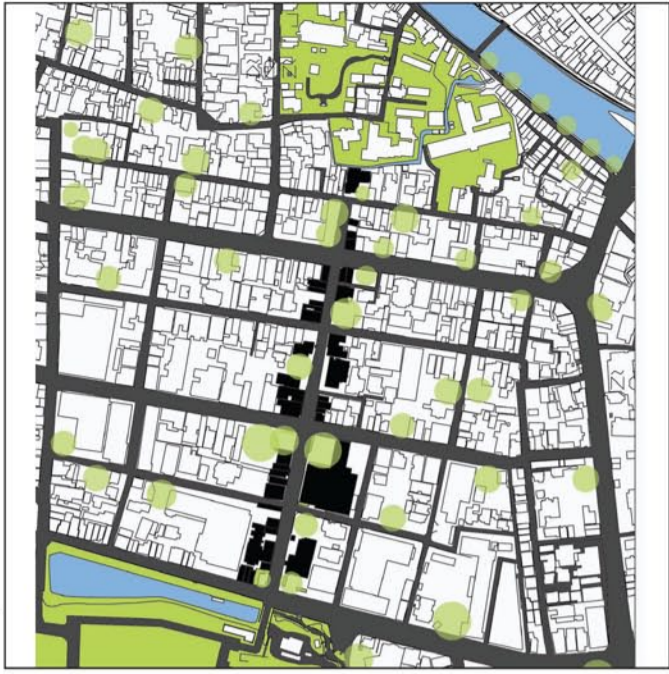
BEFORE



AFTER

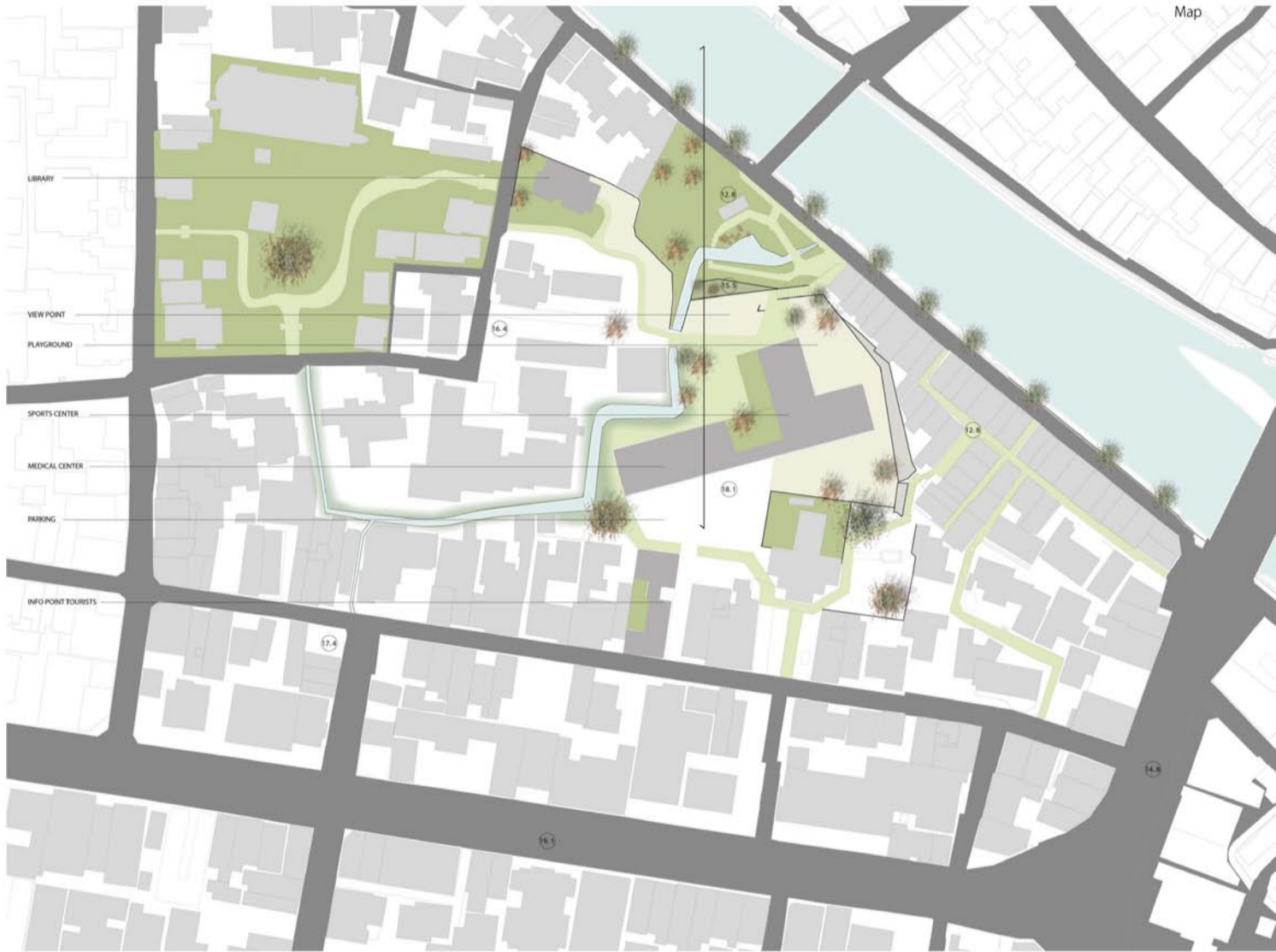
B

2, LANDSCAPE AND VIEW NETWORK



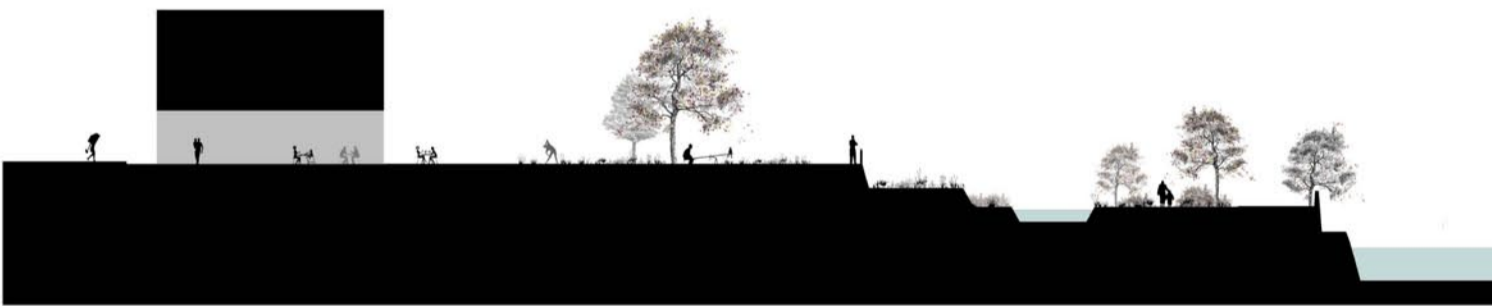
The landscape network is linking two important historical gates: the entrance of the castle and the gateway next to the Asanogawa Ohashi bridge. This link is important for the city for two reasons. First we create a clear pedestrian communication system, which allows a better connection between the different levels of topography and indicates a touristic visiting area. The second point is to have an attractive public space so the habitants enjoy their city and meet in the public gardens and parks. We want to highlight this potential of the city! One problem with this is the position and the shape of the hospital because it disconnects these two historical sites. But the function of a medical equipment is important for the population, so we keep a medical center at this place associated with a sport center and reorganise the outside space with a play ground for children and a view point to the river. We think that it is important to link different functions to connect different generations.

"HIDDEN CHARMS"



Map

Section 1/250



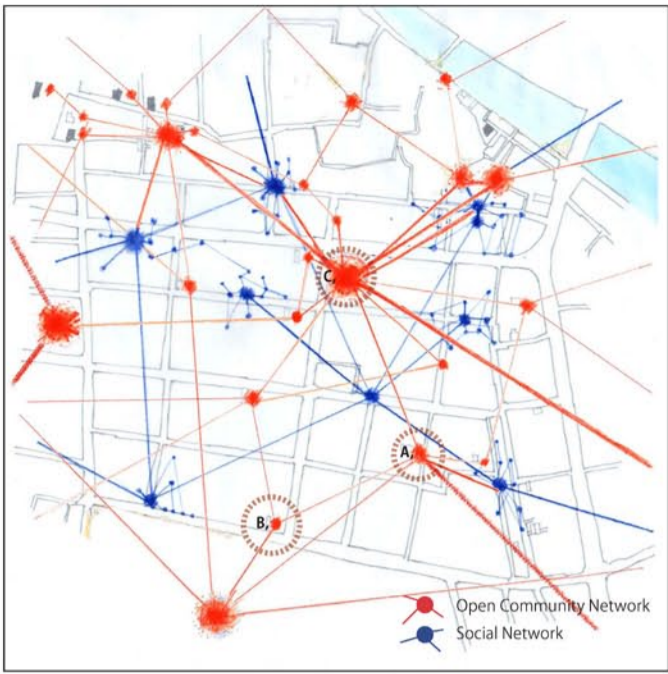
BEFORE



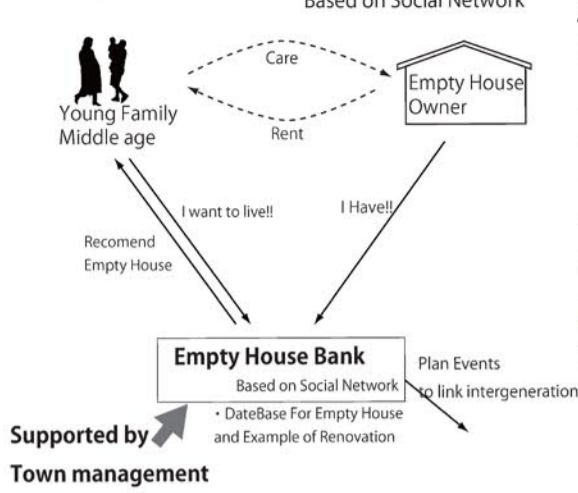
A

AFTER

3, COMMUNITY NETWORK



Empty House Network



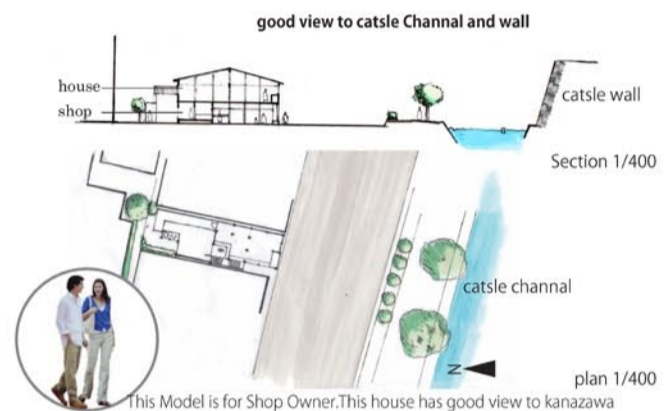
To Link people who want to live and who own empty houses. We propose "Empty House Bank" (EHB). City government has Empty House Information Center. But it doesn't work well, because the center is too big to collect enough information, and people don't know. So we make small EHB based on social network to collect information easily. This bank provides not only management information but also support how to reuse, design, finance. By proposing these models, people get to know how cool Kanazawa!!

Living Model A, With garden for child



This Model is for Young Family. This house has two gardens. So child can choose where they play. Narrow road make car drive slowly, This is important for children's safety.

B, Creative shop Where You can see Symbol of Kanazawa Catsle



This Model is for Shop Owner. This house has good view to Kanazawa catsle. To be more attractive, we renovate the house like the right side image. Narrow road make car drive slowly, This is important for children's safety.

C, Empty House Bank Center with Cafe, Communication space

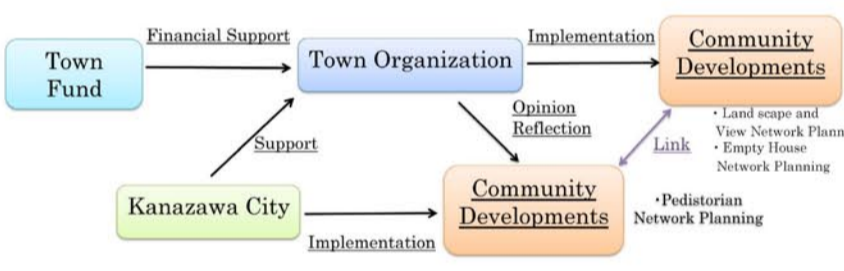


This center is for collecting information of empty houses and for active communication.

MANAGEMENT SYSTEM FOR 3 NETWORK

If there is a system of the management each plan connected and functions. There are small organizations in this planning area. It has a deep relationship with the community to be good. Two things can be expected if one of these organizations. The first is that organizations can share information. The second is that good leaders can be born with a broader view. This system makes the chance to link an area and other areas.

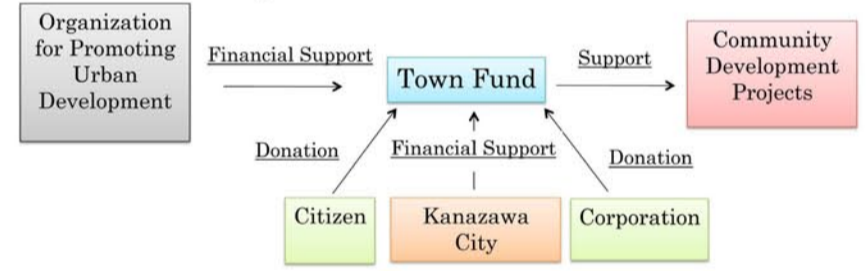
Town Management System



Town Organization



Town Fund for management



FINAL IMAGE

