

# *FestivaL'and 2.0*

Jul 25 - Aug 2, 2019 / Valmiera, Latvia

Students of architecture, urban design and related disciplines are invited to **RISEBA Summer School on the Ephemeral Architecture and Urban Design – “FestivaL'and 2.0”**. The summer school is organized as cooperation between RISEBA University Faculty of Architecture and Design and Valmiera Summer Theatre festival (VVTF). Dates: July 25 – Aug 2 2019. Duration: 9 days. Location: Valmiera city, Latvia. 3 ECTS credit points. Min 80 hours of class/workshops/discussion/on-site construction per course duration.

## **Overview**

The VVTF has so far three years of experience in discovering the city spaces for theatre performance. By joining the forces with RISEBA University of Applied Sciences the plans to generate more ambitious ideas and construct the festival village in the centre of Valmiera has resulted in the cooperation to organize the summer school already for a second year.

The summer school is devoted to the idea of the contemporary ephemeral architecture and urban design elements as catalysts for initially invisible but important processes of turns in the urban environment, perception, and usability of the city. Working in teams and workshops led by invited professionals as mentors, course participants will develop the ideas in urban, building and object scale, and construct the festival village in the centre of Valmiera.

The participants of the course will apply their theoretical knowledge and gain new the skills, have a guidance and practical training in constructing their design ideas in scale 1:1. In addition to the knowledge and practical skills provided, the aim of the course is also to enhance the awareness of the impact the certain design solutions leaves on the urban setting increasing the sensibility of the social, cultural aspects in creating inclusive city for all generations. Considering the local specifics of Latvia, timber and wood production products are chosen as the main construction materials.

Students will learn how to deal with the given program and actual site, how to co-operate within the teams, how to manage the design development process from sketch to construction site while constantly being able to experiment and challenge themselves. The course will consist of theoretical lectures and masterclasses, practical workshops, presentations, feedback sessions and discussions and is aimed as an interdisciplinary collaboration between realms of architecture, urban design, landscape architecture, design, and more.

## **Concept of 2019 – Playful city**

Social diversity and inclusivity are fundamental aspects of any thriving city. Architecture and urban design play key roles in nurturing these characteristics. Majority of urban spaces, however, are built on somewhat pragmatic principles and outdated understanding of social structures and therefore often fail to efficiently address the needs of today's cities and their inhabitants.

***Playful city sets out seek new directions for shaping future social spaces, focusing on children within the city and ways in which different age groups could mutually benefit from interaction.*** A traditional urban space would consist of one part that is dedicated to adults, and a fenced off area with a swing and a slide for children – a playground. *Playful city* would be a different environment that encourages any person to engage in playful behaviour. The traditional model gives clear signals that, for example, a 'grown-up' should sit there, and a kid should slide there. In contrast the *Playful city* allows anyone to freely find their own meanings and uses for the setting, and take active part in forming the social space of the city.



Anyone taking a closer look at the behaviour of children would soon come to a conclusion that it is not the brightly colored standardized equipment of a playground that the kids crave. It is first and foremost the freedom to act, to be in an environment that they are allowed to engage independently and have permission to explore on their own terms. Any space that occasionally can fit this description (for example a garden, a large atrium, an exhibition space or an abandoned industrial area) will spark the playful behaviour. **Can we, as architects and**

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**designers, create an environment that respects children in the same way as any other member of the society, without creating fixed action patterns?** Can we create an environment that encourages playfulness in the adults and allow new, more varied and efficient use of public space?

In the occasion of Valmiera Summer Theatre festival, which is dedicated to children and families in 2019, the participants of the summer school are invited to imagine and build festival's center – a public space for all ages that stimulates interaction and creativity. A testing ground for the ideas of *Playful city*.

## Prerequisites

The course is designed for **undergraduate** or **postgraduate level students** from universities studying in the following fields: architecture, urbanism, landscape architecture, building construction and engineering, design and arts, scenography or similar. The course is also suitable for students from higher education institutions, universities, and vocational schools in Latvia.

Participants must be willing to work in the teams. Depending on the on-site construction progress students may be required to work longer hours. Skills of the wood crafts, carpentry, building and construction are not necessary. The construction will be supervised and guided by professional woodworkers.

## Tutors

The summer school will be led by the international and local team of architects and designers, landscape specialists, artists and invited professionals: architect **Kārlis Melzobs** (LV), set designer and carpenter **Rudolf Bekic** (LV/AT), theatre director and set designer **Reinis Suhanovs** (LV), architect **Dina Suhanova** (LV).

## Credits

Participants of the summer school will receive **3 ECTS** and a certificate confirming the participation will be awarded upon completion of the summer school program.

## Learning Goals and Syllabus

The participants of the course will broaden their theoretical knowledge, expand their creative design capabilities and evolve professional hands-on skills through the process of design development and construction.

The duration of the course consists of the following:

- Theoretical lectures
- Team workshops and tutorials on design development
- Presentations
- Feedback and discussion sessions
- On-site construction
- Culture sessions and visits

Four days of *Week 1* will be devoted to acquire theoretical insight and analysis of the urban context, development of the design ideas, mastering the tools, testing the potential of construction materials and tectonics. The first part of the program will conclude with the presentation, preparation of the design solutions and documentation followed by on-site construction process on *Week 2*. Throughout the course, students will have a workshop space in Valmiera concert hall and Valmiera Gaujas krasta high school and on-site location outdoors – Vecpuišu park. Sketching, photographing, discussing, listening, writing and collaging, model building, construction will be some of the tools used individually and in teams. The knowledge of cad or 3d softwares for participants is recommended. Students may take their personal laptops and any individual drawing/design tools to the workshop.

*Collaboration and support: RISEBA University of Applied Sciences, Valmiera Summer Theatre Festival, Valmiera City Council, State Culture Capital foundation, Valmiera Gaujas krasta high school, Valmiera Drama theatre, Valmiermuiza beer brewery, café Terbata, café Bastions, Valmiera Vocational Training Center and others.*

RISEBA University of Applied Sciences / [www.riseba.lv](http://www.riseba.lv)

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WEEK I							
			Wednesday, 24 July	Thursday, 25 July	Friday, 26 July	Saturday, 27 July	Sunday, 28 July
9.00				9.30 Welcome session & opening of the summer school	9.30 Lecture by Kārlis Melzobs	9.30 Workshop	9.30 Workshop: Design development
10.00				10.00 Introduction to the concept of theatre festival by Jānis Znotiņš  Introduction to Valmiera – city architect Zanda Lapsa	10.30 Workshop: Modelling of the Urban Context		
11.00				11.00 Introduction to the brief and workshop task – Kārlis Mezobs, Rudolf Bekic		Getting ready for the first presentation	
12.00				Site visit			
13.00				(12.30) Lunch, Bastions	(12.30) Lunch, Bastions	(12.30) Lunch, Bastions	(12.30) Lunch, Bastions
13.30				13.30 Valmiera guided tour (from Bastions)	13.30 Lecture “Tools and technologies” by R.Bekic	13.30 Presentation and discussion	13.30 Workshop: Design Prep & Production
15.00					Workshop	Analysis of the feedback and workshop on design idea development	
16.00				15.30 Warm-up task in the workshop / first brainstorm			
17.00							
18.00							
19.00			Late evening: arrival in Valmiera	(17.30) Dinner, Vecpūsis	(18.30) Dinner, Bastions	(18.30) Dinner, Vecpūsis	(18.30) Dinner, Pizza
20.00			Accommodation in Valmiera Vocational Training centre, Street Vadu 3	Guided visit to Valmiermuiza Brewery	Workshop	Workshop	Outdoor activities or free time
21.00					Later – program of Valmiera city festival	Later – program of Valmiera city festival	

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WEEK II							
	Monday, 29 July	Tuesday, 30 July	Wednesday, 31 July	Thursday, 1 August	Friday, 2 August	Saturday, 3 August	Sunday, 4 August
9.00	Work safety instruction	On-site briefing Construction (school workshop and Vecpuišu park)	On-site briefing Construction (school workshop and Vecpuišu park)	On-site briefing Construction (school workshop and Vecpuišu park)	Finishing of the construction works (Vecpuišu park)	Program of the Theatre festival	
10.00	On-site briefing						
11.00	Construction (school workshop and Vecpuišu park)						
12.00	Construction (school workshop and Vecpuišu park)						
13.00	(12.30) Lunch, Bastions	(12.30) Lunch, Bastions	(12.30) Lunch, Bastions	(12.30) Lunch, Bastions	(12.30) Lunch, Bastions		
14.00	Construction (school workshop and Vecpuišu park)	Construction (school workshop and Vecpuišu park)	Construction (school workshop and Vecpuišu park)	Construction (school workshop and Vecpuišu park)	Preparation for opening		
15.00							
16.00							
17.00							
18.00					16.00 Opening of the Summer Theatre festival centre (Vecpuišu park)		
19.00	(18.30) Dinner, Bastions	(18.30) Dinner, cafe Tērbata	(18.30) Dinner, Bastions	(18.30) Dinner, Pizza	~ 18.00 Dinner, at festival centre		
20.00	19.30 Evening lecture by Reinis Suhanovs on architecture and scenography (Valmiera theatre)	Workshop and evening session on Problems & Solutions	Workshop and evening session on Problems & Solutions	Construction workshop or free time	19.00 Pop-up radio discussion – cities for kids		
21.00					20.00 closing ceremony of the summer school (issue of the certificates and bubbles at the festival centre)		
22.00					Open-air cinema		

Minor changes might occur in the schedule. Follow the information.

[www.riseba.lv](http://www.riseba.lv) + [www.valmierasfestivals.lv](http://www.valmierasfestivals.lv)

Website: [www.festivaland.org](http://www.festivaland.org)

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