

PROTOTYPING CO-OP

Global problems such as environmental emergency) and local problems such fragile tourism industry, pose new challenges to architectural and urbanist practice, forcing a shift from standard tools inhibited in capitalism. Brief for European15 in Nin has put emphasis on finding alternatives to the current model of tourism that would extend the season through the year. Instead of finding alternatives by speculating with reintroduction of some bygone industry or introduction of nostalgic /quasi-novel typologies, our project explores the limits of the current situation in both tourism and architecture/urbanism, trying to derive a model that can be applied hat would be “applicable everywhere on the coast”. This proposal is not some formal patch, a white-and-green band-aid to cover up short-comings of society. Rather, it is only a slight shift in politics of design?

Croatian economy heavily relies on tourism and it is often described as being an “industry”. Yet more than half of the accommodation capacity is provided by small scale amateur landowners. Rapidly changing environment, where architecture is merely a device for extraction of surplus value out of the territory through rent (with some cultural signage forced onto it post-factum) local/national planning institutions and their protocols have proved inadequate and impotent.

Concrete favelas scattered along the blue Adriatic are in direct contradiction with what they provide access to: environment and commons.



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Our main proposal aren't objects depicted in submitted images in drawing. Our proposal is formulation of a cooperative (Co-Op) system that could perhaps result in such images.

Co-op is an invasive spatial framework that cuts across the inefficient compartmentalisation of territory caused by the rights of private property.

Co-Op is an alternative coordinate system, virtually imposed over the existing one parasitizing private.

Co-Op is public infrastructure for accumulation of profits, indiscernible from superstructure.

Co-Op is pop-up, based on infrastructure and controlled environments, expressed as an organisation of spaces rather than as a set of objects.

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Co-op model replaces planning documents and has direct design control the conditions on site. in order to maximise the surplus land value that is being extracted through the tourism industry

Co-Op optimises services by sharing facilities, making them cost and energy efficient.

Co-Op allows for maximal use of space around existing buildings that partake in project, generating extra profits.

Co-Op uses unused land that awaits to be reached by the street or sold to a developer.

Co-Op funnels profits back into the local community and the environment, actively healing it and preparing for the next high intensity summer.



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As consequence to processes included in the traditional sense of tourism, it is with this proposal to alter and thus enrich the area of Ždrijac with new programme, activities and ways of doing tourism. The idea is to develop a co-op establishment where existing houses with apartment space will eventually with space in-between them form a network of sleeping units and common/utilitarian areas. Here, the keyword is gradation, as in the proposal does not suggest building of a massive megastructure covering the area of Ždrijac. It only serves as a model which tries to predict manner in which the materiality of the programmatic co-op will gradually evolve and be built in phases according to its needs and ambitions or financial possibilities.

The sleeping units are minimized and are consisted of basic means such as a bed, a sink, lighting fixtures, electricity and dividing curtains. They are scattered throughout the structure and represent a space where residents will spend their time only during night time. Various activities are imagined to take place all over the proposed area, a hundred of which was specifically proposed in graphic materials.

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Besides social activities, common area also hold utilitarian functions such as kitchen area, laundry rooms, common showers, pools. These spaces are located either under the roof or in bigger or smaller courtyards. This kind of monofunctionalism has its advantages in hierarchical clarity, maintenance and plumbing.

The outline of the new Ždrijac neighbourhood serves both as a boundary to the co-op establishment and an open public walkway offering various programs in regards to its orientation. Also, it extends along the beach. The four sides are each different as they are facing four different bodies of water – westward lagoon, northward bay, eastward river and southward salt fields.

The northern side is important as it acts as a long beach for social gatherings. Its eastern end is connected to maritime activities such as swimming, kite surfing, wakeboarding and other various water sports while the western end is conceived more as a promenade filled with activities happening on land - chess, card games, playgrounds, cultural manifestations.

The eastern side offers a promenade alongside the river where movement is detected both on land and water. People walking and bicycle riding by the river and small boats travelling and parking in the river.



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The southern side offers the coexistence of different environments, it is an area characterized by low vegetation and salt fields organized in regular grid pattern. This is a place of education where visitors can learn about the process and production of fish farming and salt making in the new salt museum.

The western side is conceived as a city beach featuring pools and water parks scattered along the longitudinal area. The parking of cars is displaced east of the Ždrijac neighbourhood as it is optimistically suggested the majority of transit needed is to be publicly organized and realized. The general idea regarding the surrounding sea was to connect the lagoon and all of the water surfaces with marine transportation.

The apartment mat and perimeter are built from different materials in regards to their use. The mat is comprised from prefabricated elements and structures assembled easily on site while the perimeter is made out of concrete.

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The mat is defined by its roof which is segmented in multiple smaller roofs sloped in different random directions dependant on the course in which the co-op establishment would develop. They are covered with corrugated metal panels on structure made from wooden beams and OSB boards. Multiple roof sloping in different directions enable light to pass through into the interior space.

Dividing walls are built from wooden structure and have their surface finished with OSB boards. Besides division, the walls serve as furniture as they adopt different functions such as sink space, plumbing installations, electrical installations, lighting fixtures, storage space, etc.

The perimeter is made from more permanent materials, differing in finish. Its width is variant in regards to traffic type and density. The promenade is punctuated with various activities or vendors along the path. It is built from high polish concrete panels.

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Along the western edge of Ždrijac, a beach is imagined filled with outdoor pools enabling a deeper sea area in the lagoon which is predominantly very shallow.

Finally, this vision is not to be delivered as an object-commodity or a single document. It takes in the brief and vaguely paints a picture of alternate future, of architecture deconstructed and community reformed. Can implementation of Co-Op reshape tourist industry not only in Nin but in other places too? Can it rebrand local tourism as pioneering in sustainability in the age climate anxiety? From the first workshop to the on site mock-ups developed with students and experts, to new buildings, central data collection, etc.

Co-Op Nin is an opportunity for the people to engage with their reality.