Västerås (SF

THE FUSE BOX

LIVING CITIES - Revitalization

BACKGROUND

Västerås is known for its historic importance of the development and innovation of modern technologies and electric power industries. A legacy which brings identity and character to the city, something we believe should be both remembered and noticed in the city scape. The development of Mälarporten will be ongoing for many years to come through which we want to bring the site to life through temporary and permanent structures, part of what we have chosen to call "The fuse box", aiming to highlight and remember the history of the city.

CONCEPT

A fuse box is the central hub of the electrical system of a house. It distributes energy from the mains supply to individual circuits around a property as well as safeguards the electrics of a building. Through our proposal, the fuse box, we want to achieve the same results to Mälarporten.

We look at Mälarporten as a fuse box. It is an area of great potential, where we want to improve the qualities of the site and the city through a new system of circuits. A system of circuits which is best described as a series of installations aiming to create an enhanced current and a flow to gather and distribute energy through all of Västerås.

The fuse box brings urban life interactions to the area in order to improve both safety and quality of life. The fuse box consists of installations throughout the public spaces, placed in the urban context to improve the abidance value, visibility, place making and to stimulate encounters as well as connect Mälarporten to the city centre and adjacent areas (both older and recently developed). With the fuse box an arena is created for the energy that's always existed but has not yet been taken advantage of.

PROPOSAL

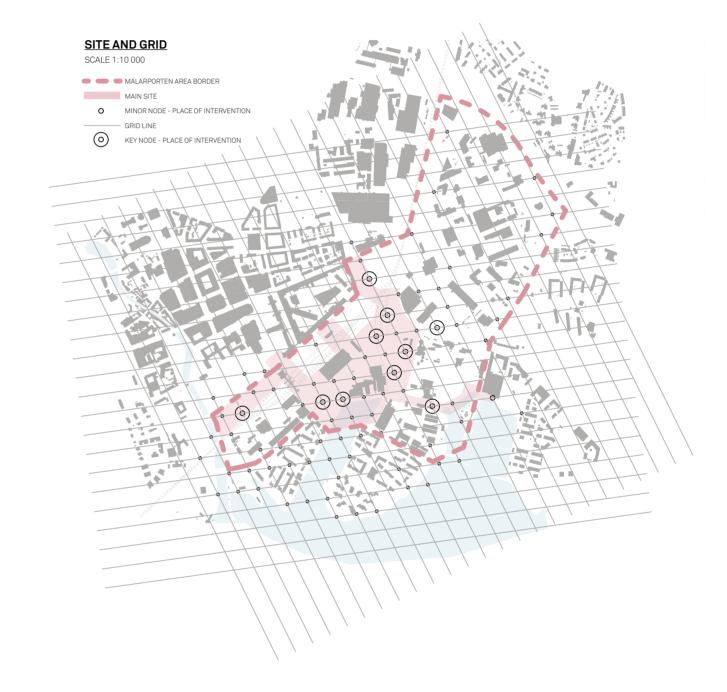
The fuse box focuses on a few different themes - all aiming to attract and activate people of diverse ages and interests. Through the various stages of the development of the area, the installations and functions can/will be moved to new locations.

By defining and placing a grid structure onto the site we were able to detect and connect important nodes of the area and create a system across and beyond Mälarporten. Some defined as major nodes suited for larger installations which will host key functions and places to bring the area to life. Other defined as minor nodes, which are aiming to unify the area and support the major nodes. The nodes are marked by arches, a shape inspired of the shape of silo, consisting of one of the functions of the toolbox. Major nodes are also surrounded by various supporting installations

AMBITION

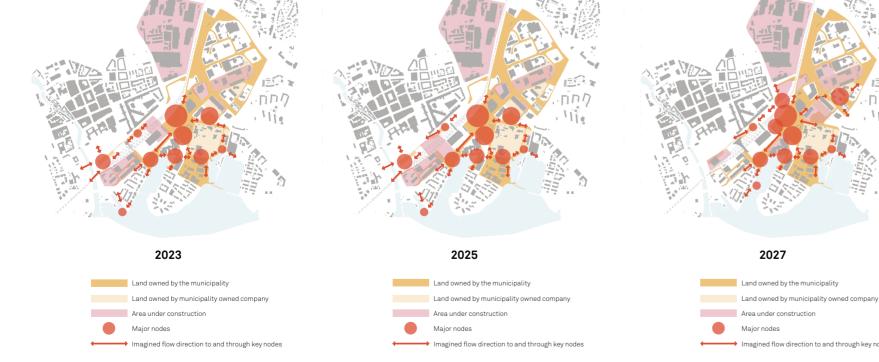
Through introducing temporary and permanent installations of a coherent design concept the fuse box aims to give Mälarporten a clear identity. By creating a set of installations which in different ways invite and attract people of various ages and interests we want to activate the area. Through placing these installations throughout the site, also reaching into the neighbouring areas, we want to make the site feel connected to the rest of the city, making Mälarporten a welcoming and attractive place to be and pass through. By activating and making the area feel more connected to the rest of the city as well as through introducing more greenery and light we believe the safety of the area will be improved.





KEY NODES THROUGH TIME

SCALE 1:20 000



CULTURAL-HISTORICAL BUILDINGS

SCALE 1:10 000



Buildings of cultural-historical value

CULTURAL-HISTORICAL BUILDINGS

The fuse box wants to make sure the history of the site will be remembered. In the Mälarporten area, there are a number of buildings of cultural-historical value. We want the people moving through the area to be made aware of which these buildings are and to be able to get information about the history of the buildings. Therefore we want to create hang out spaces around these buldings with some information about the history of the buildings on the wall, but also create a quiz and a podcast about the area which you can get to through scanning an QR-code.

2023 2025 2027 2030 2050

PHASE 1

Temporary railway station finished. The area close to the temporary station will be usable and the area around the new central station will be closed off.

PHASE 2

The new central station is finished. The areas around the station will again be avaliable.

PHASE 3

The permanent development of the urban arena starts, making the urban arena move to the location of the camping.

PHASE 4

The sports field moves to a new location in the northern parts of the site. The development process of the area continues where the future of the silo and the sewage plant is decided. Depending on the future of the sewage plant, it might be a future location for the culture square.

PHASE 5

Mälarporten is finished! We hope the silo will still be there but repurposed and that the installations and newly developed spaces and buildings have brought the area back to life.

1. THE TUNNELS

You enter Mälarporten through different tunnels. Tunnels where the safety can be improved through new light installations.

2. THE URBAN ARENA

In the urban arena we want to encurage social activity and increase inclusiveness and creativity among the youths of Västerås. Through basketball pitches, a bicycle track, a scene, a graffiti and dialouge wall, an outdoor gym and a place for a possible coffeeshop/kiosk the urban arena is a youthful place for people to meet and socialize.

3. THE STATION SQUARE

Under a protective roof, The Station Square offers fast services such as a bicycle parking and pump stations, functions to serve people that pass by and travel by train.

4. THE BIODIVERSITY LANE

The Biodiversity Lane reaches from the station to the new bridge and is filled with greenery. Movable pallet rims/seeding boxes for growing plants, flowers and food trucks creates a walking path and a place to sit down and rewind. Here we also imagine coffee shops, fleamarkets and boule pitches.

5. THE CULTURE SQUARE

The Culture Square is a place for all artists of Västerås. Temporary art installations, market halls, galleries, and museums will be accompanied by theatre and dance projects. This makes it a place for creativity and dialouges. The culture square also contain a playground, skating/rollerblades rink and a foodmarket. The silo wall can be used for climbing and project films onto to use as an outdoor ginome.

6. THE INDUSTRIAL PARK

In the Industrial Park the history of the site is kept through biking draisines using the train tracks and some overgrown parts of the traintracks for wild growing vegetation. There one can also find old train carriages repurposed into food hubs. The area is also a touch down area for the suggested permanent walking and bicycle bridge. Where the industrial park reach the existing athletics arena, benches and outdoor gym equipments can be placed.

7. THE CAMPING SITE

This area offers spaces for city camping for camper vans, tent spots and temporary craft studios. In this location old train carriages will be repurposed into service facilities for the camping. The camping site will exist until the urban arena moves to the location.

8. THE BRIDGE

The bridge is our proposal for a permanent addition, making it easier for pedestrians and cyclists to cross the train tracks smoothly. The brigde is also integrated with shops and lit up arches, in order to create a safe and attractive atmosphere. The function of the birdge is important to improve the longterm access and flow through the

9. THE SPORTS FIELD

The Sportsfield is packed with activity for all citizens, making sports more accessible. The fields are made for a versitile use and could possibly be partially or completely covered by a temporary roof structure. Adjecent to the fields a hill is located which will be kept and developed to encurage play for kids.

10. THE DIALOGUE WALL

A multi-purpose wall designed to interact in different ways with the people of the area. The shape of the wall allows interaction between each side of the wall with its higher and lower parts making parts of what is on the other side visible and some parts more hidden. The wall can work as a location for graffiti, it can communicate the future of the area (digital or analogue material) and work as a notice wall. The walls can be moved and placed around areas that are being developed, but are preferrably used in other areas as well.

11. THE BEACH PARK

The beach park is a fun place for all ages, all year around. Here you can look out over the coastline while working out in the outdoor gym, play volleyball on the sand pitch or rent one of the floating saunas either on a hot summer night or a cold winter afternoon.

12. THE SILO DOCK

The silo dock allows people to get closer to the water as well as creates a new space for people to socialize. The deck is attached to and stretches around the former dock, making the area an attractive space to linger.

13. THE SILO CENTRE

When the cultural square reaches the phase of permanent development, the faith of the silo will be determined. Our hope is that the silo will be kept and repurposed and contain many of the functions that the cultural square used to fill.



FUSES

We have created a toolbox of installations, fuses, to plug into the M\"alarporten area. Fuses which can be moved when necessary and plugged in on new locations when a new space is in the need of energy.

By using the arch as a key shape of each installation, placed at the selected nodes of the applied grid, we want to frame and define the installations, spaces and the existing views. We also want the installations to feel coherent even though the use and size varies. In addition to defining the spaces and bringing a unified expression to the installations, the aim of the arches is also to create visual connections between the installations/nodes and making it easier to navigate through the area.



FLOATING PIERS FOR PEOPLE TO HANG OUT ON THE WATER



BENCHES AND INFORMATION BOARDS WITH QR-CODES TO PLACE ON CULTURAL-HISTORICAL BUILDINGS



TEMPORARY/MOVEARLE BALL COURTS, FOR EXAMPLE BASKETBALL, SOCCER, VOLLEYBALL ETC.



PLACES FOR PEOPLE TO HANG OUT OR USE AS GALLERY SEATINGS







ARCHES WITH SWINGS



A SQUARE FOR TEMPORARY HAPPENINGS



SEEDING BOXES WHERE DIFFERENT SORTS OF VEGETATION CAN BE PLANTED TO ENHANCE THE BIODIVERSITY AND GREENERY OF THE AREA. SEEDING

BOXES WHICH CAN BE USED BY THE PEOPLE OF THE AREA.

A FLOATING SAUNA WITH AN ENGINE -MAKING THE SAUNA ABLE TO MOVE



ARCHES BRINGING LIGHT TO THE SITE



AS BOTH SEATS AND STAGES



CONTAINERS IN WHICH VARIOUS FUNCTIONS CAN TAKE PLACE



CAMPING SITE



ARCHES WITH GREENERY



LIGHT INSTALLATIONS IN THE TUNNELS CONNECTING THE SITE TO THE NEIGHBOURING AREAS



THE ARCH PAVILLION - CREATING THE FEEL OF AN URBAN FOREST AND EMBRACING
THE DESIGN ELEMENT OF THE FUSE BOX



OLD RAILWAY CARRIAGES PLACED ON THE SITE TO BE USED AS KIOSKS/FOOD-"TRUCKS"/ SERVICE CENTRE FOR THE CAMP SITE/ HUB WHERE YOU CAN RENT GEAR FOR VARIOUS ACTIVITES ETC.



BIKING DRAISINES TO BE RIDDEN ON THE OLD TRAIN TRACKS



WALLS WHICH CAN BE USED BOTH AS GRAFITTI WALLS, WALLS WITH INFORMATION AND WALLS BETWEEN USABLE AREAS AND AREAS WHICH ARE BEING DEVELOPED. THE ROUNDED SHAPES CONNECTING TO THE SHAPE OF THE ARCH BUT ALSO ALLOWING VISUAL INTERACTION BETWEEN THE PEOPLE PASSING BY AND WHATEVER IS LOCATED ON THE OTHER SIDE OF THE WALL



BICYCLE STATIONS WHERE YOU CAN REFILL YOUR TIRES





DESIGN CONCEPT

Our color-scheme and shapes are directly inspired by the existing silo and $% \left(1\right) =\left(1\right) \left(1\right) +\left(1\right) \left(1\right) \left(1\right) +\left(1\right) \left(1$ its many surfaces. If it is decided that the function of the silo is to be shut down/moved we are hopeful that the building itself can be repurposed for another use, such as an art gallery or other communal activities. So, n matter what might happen to the silo in the future, some qualities of the original silo will still be present in Mälarporten through our installations.

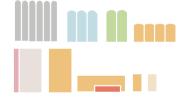
BIODIVERSITY

Primarily the existing vegetation will be saved and expanded. Existing $\,$ vegetation such as parkways, overgrown railway tracks, areas of brushwood and the green hill situated on the north part of the site. The goal is to expand the existing vegetation with both designed/organized and rampant greenery. This will then be complemented with elevated seeding boxes in groups to frame the more rampant vegetation.

Introducing various sorts of fast growing vegetation will be important to allow a fast and diverse expansion of the vegetation of the area. The initial impression of the vegetation should be quite wild and irrepressible where the placement and framework of the plantations bring structure to the overall expression. In some areas permanent plants could be placed. Preferably plants that have the function of cleaning the ground from toxic $\,$ remainders from the old industries. The vegetation contributes with a softer and greener ambiance, helps cooling and cleaning the air and takes care of the surface water. At the same time it contributes with biodiversity for insects and pollinators.

The area will also act as a hub where the municipality can temporary store park greenery and trees while areas are developed. A system which aims to improve the lifespan and the circular use of existing plants.





SUSTAINABILITY AND SAFETY

Through various types of installations and activities the goal of the fuse box is to bring something for everyone to the area. We want all people to feel welcome and attracted to both use and spend time there. The installations should be made out of constructions of wood, recycled materials and repurposed things such as railway carriages and shipping containers.

To make the site feel more secure we are lighting the place up, both parks, paths and with art installations. Making the place more interactive, useable and welcoming will increase the movement through the area which will also help improve the safety.

To communicate the development of Mälarporten with the inhabitants, dialogue walls are placed on multiple locations of the site. The actual $\,$ function of the wall varies; in some places it works as a location for graffiti, in other it carries information about the development of the specific area and in other it works as a notice wall where the inhabitants can express their questions, wishes and thoughts. The shape of the wall allows interaction between each side of the wall whilst still fulfilling the purpose $\,$ of limiting the access where that is necessary.

