PALIMPSEST

Creative actions for sustainability: The PALIMPSEST Project

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New European Bauhaus
beautiful | sustainable | together

Funded by
the European Union

Connects **artistic, cultural and creative practices**, **environmental objectives** and **quality of space**

Promotes projects that intervene to make places "beautiful, sustainable and inclusive"

Supports participatory processes, the inclusion of different actors at multiple levels and the adoption of transdisciplinary approaches

PALIMPSEST – *Creative Drivers for Sustainable Living Heritage Landscapes*

New European Bauhaus
HORIZON-CL2-2022-HERITAGE-01 – Shaping a greener and fairer way of life in creative and inclusive societies through Architecture, Design and Arts

15 + partner
Research
Culture and Creativity
Local actors

3 years (from March, 2023)

PALIMPSEST Questions

Land as PALIMPSEST
(Corboz, 1983), understood as
"a stratified warehouse of
objects, signs and their
meanings" (Secchi, 1998),
which become visible in the
landscape

PALIMPSEST

What actions and ways of acting can enhance the capacity of territories - and landscapes that become visible in them - to respond to contemporary climate and environmental crises? **What role can creativity play in transforming fragile landscapes towards a sustainability horizon?** *What operational approach can allow architects, designers and artists to work together with scientists, local institutions and communities?* *How can these alliances contribute to landscape transformation and, at the same time, support creative agents?*

What are "landscapes"?

multiple definitions

multiple dimensions
- *physical/material*
- *discursive/perceived*
- *lived/experienced*

landscapes can prompt inquiry into our "being in the world"

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How is the environmental & climate crisis impacting landscapes?

…this crisis is systemic and pervade various aspects of human life and actions.

Tangible landscape dimension

→ production of climatic risks
→ conflicts over land and resource use
→ trade-offs among scales,
communities, and sectors with
conflicting interests (IPCC, 2022).

Intangible dimension

→ loosening of intangible relationships within communities and between communities and the territories they inhabit.
→ loss of heritage value
→ loss of "wisdom"

PALIMPSEST Concept
in relation to CoD4T

Climate and environmental crisis as an imperative for change
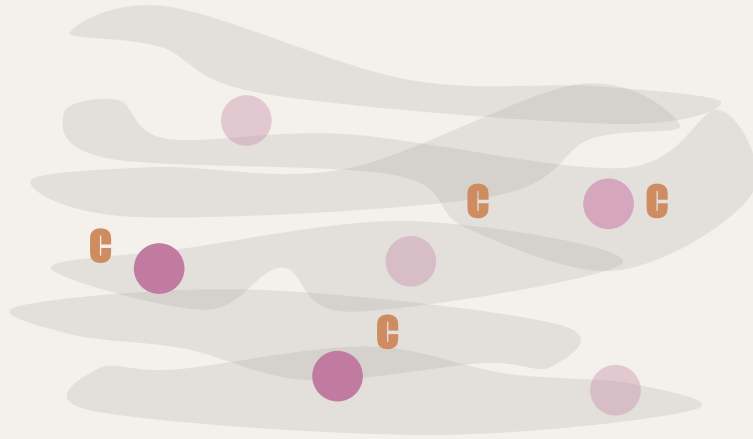in action and thinking

POLICY LEVEL
norms/rules regulations

COLLECTIVE/SOCIAL LEVEL
perceptions, attitudes, behaviours, habits

INDIVIDUAL LEVEL
perception, framing of the problem, attitudes
and behaviours, ways of knowing, habits

Creative actions as drivers of change

What is the value of creative actions in landscape transformations?

How can they integrate with existing practices and encourage new ones?

How can they intersect with other logics that shape transformation of space?

Can they play a role in orienting landscape transformations towards a sustainability horizon?

How? through co-creation and prototyping in transdisciplinary settings

PALIMPSEST Concept in use

The Co-creation process

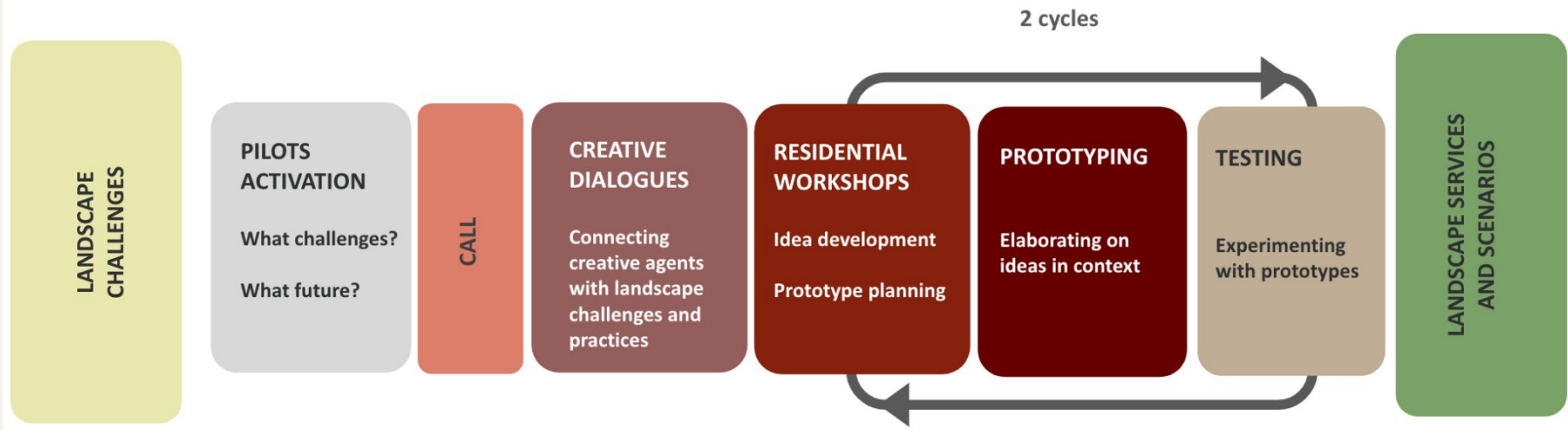
Co-Creation as a methodological guide

2 cycles

LANDSCAPE CHALLENGES

PILOTS ACTIVATION

What challenges?

What future?

CALL

CREATIVE DIALOGUES

Connecting creative agents with landscape challenges and practices

RESIDENTIAL WORKSHOPS

Idea development

Prototype planning

PROTOTYPING

Elaborating on ideas in context

TESTING

Experimenting with prototypes

LANDSCAPE SERVICES AND SCENARIOS

Prototypes & systems | Call for a new definition

- Schulman (2010): **need to go beyond the traditional rapid prototyping idea** and instead **embrace a more long-term examination** that takes into account the future roles and resource flows within public systems.

- Drew et al. (2021): **prototyping used to validate pre-existing assumptions may be "unhelpful"** when it comes to creating next-generation systems.

Some alternative definitions

- "**things we make to find out things,** things which allow us to see how something new might be" (Stappers, 2013, p. 85)

- "Any intervention that **enhances our ability to learn** about an aspect of a design challenge with minimal risk, investment, and time" (Maiorana 2021 p. 284)

- Prototyping substitutes the anticipation of a future system by a process of **learning and practical experience** (Floyd 1984)

- Prototyping is a way of "**knowing the abstract in a way not possible without it"** Chow (2013, p. 165)

PALIMPSEST

What is prototyping in PALIMPSEST?

Preliminary insights

- we conceive prototyping as the **process of creating an experience for others to see, envision, imagine, feel the creative initiatives**, so it can be a way to:
  - test, provoke and observe change in mindsets and behaviors
  - work with experts and non-experts together, offering alternative ways to look at the landscape, so questions can arise and we can imagine possibilities together
  - understand, learn about and test different aspects of the proposal, such as:
    i. <u>form</u>: functionality, scalability, replicability, adaptability, functioning in the system…
    ii. (long-term) <u>sustainability</u>: community interaction, experience, possible collaborations, dissolution, further development
    iii. <u>materials</u>: effectiveness, scale, site, context, budget, time...

Preliminary insights

- the separation between prototyping and testing is blurry
- there will be MANY prototypes and tests, we expect (and need space for) ~~failing~~ trying
- **contextualisation** is particularly important:
  - local context norms, times and characteristics,
  - involvement of key stakeholders: who is (not) interested and why? how do they perceive our solution? with who and for who we are prototyping?
  - timing and project conditions

Thanks for your attention!