

GODE BYER – for 21´de Århundrede



LIV, RUM, HUSE og i nævnte rækkefølge, TAK

**JAN GEHL, PROFESSOR, DR. LITT.
FOUNDING PARTNER: GEHL ARCHITECTS
URBAN QUALITY CONSULTANTS, COPENHAGEN**

Hvorfor går det galt næsten hver gang?



20th Århundrede

To nye planlægnings
dogmer ændrer totalt
byplanlægningen



Japan



Italy



Sweden



Quebec, Canada

De gode gamle dage!

”KLIENTEN”:

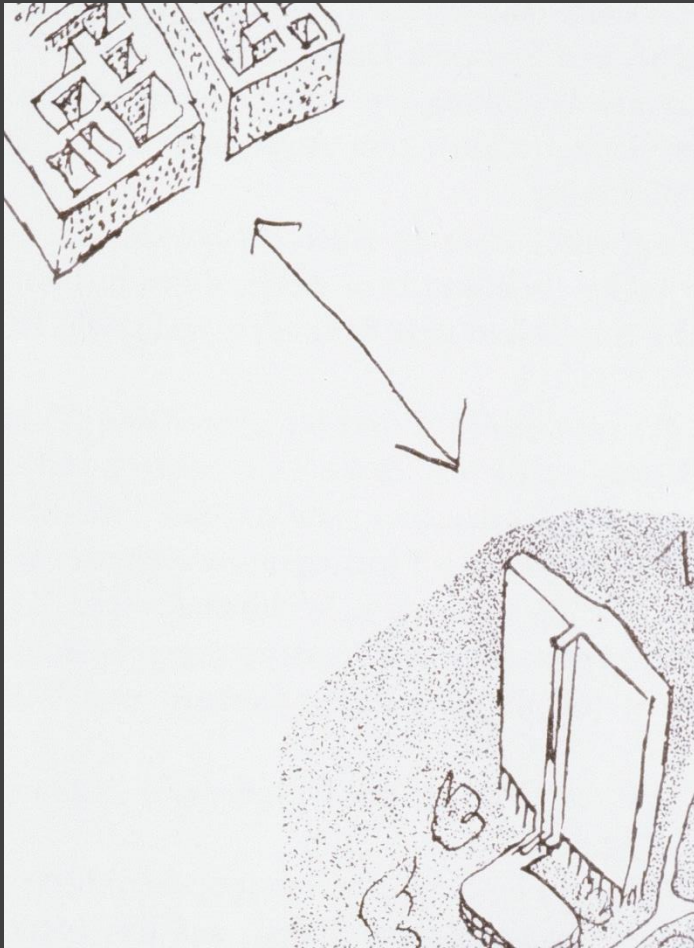
**Et langsomt,
5 km/t, lineært
og horisontalt
”Gå-dyr”**

**– Med en stor,
stor interesse
for andre
mennesker.**



1960 - “Modernismen”

Bliver altdominerende planlægningsideologi

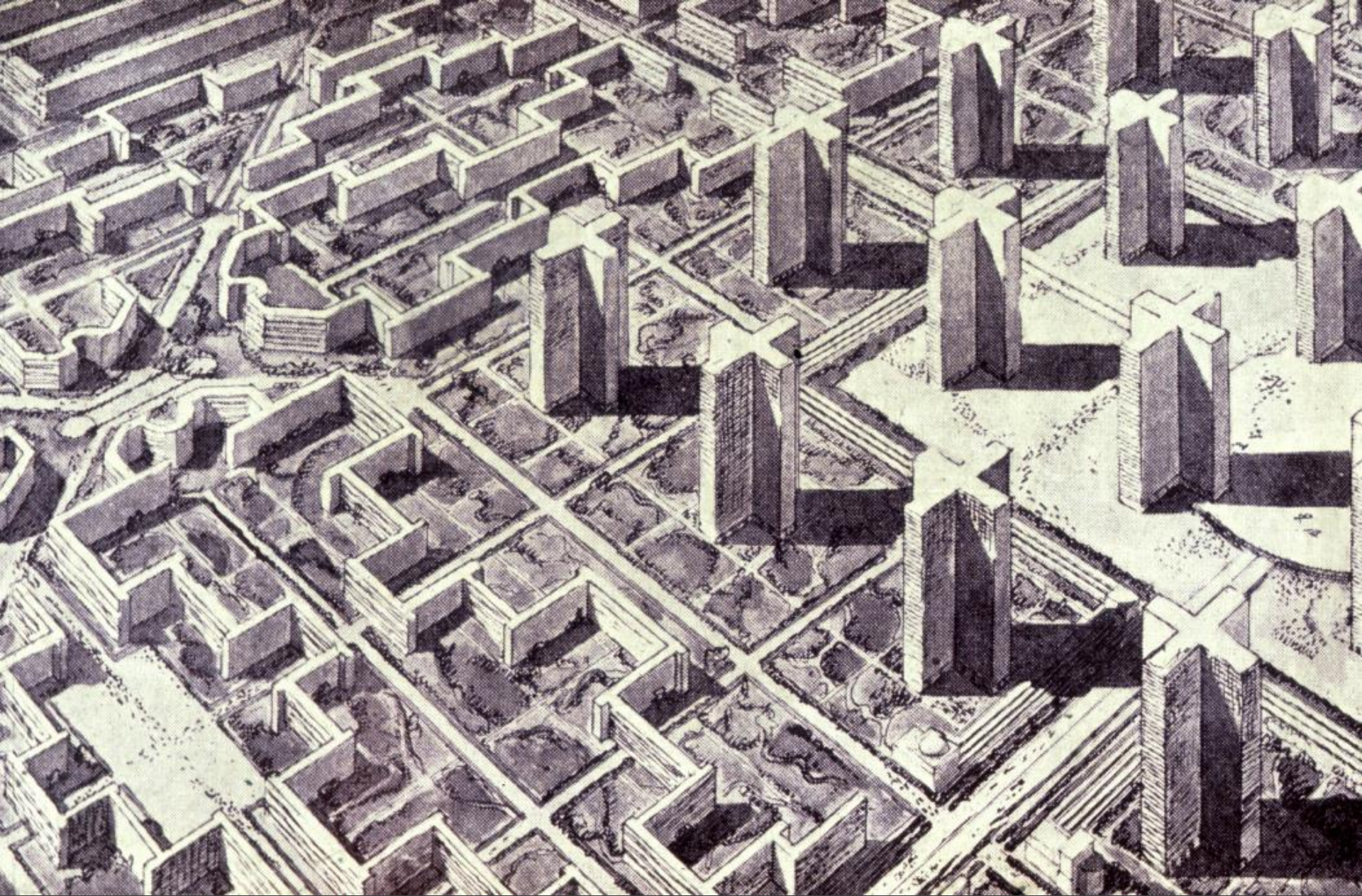




**I stedet for HOMO SAPIENS
skal vi nu bygge for et hidtil
ukendt væsen:
“Den moderne mand”
Alt skal derfor være “Moderne”**



Før: Fokus på livet og rummene



Modernismen: Fokus på bygninger & trafik

Hvis en flok professionelle planlæggere var blevet bedt om at umuliggøre livet i byerne, kunne det næppe være gjort mere effektivt end indsatsen fra **Modernisterne** !





”Her kan I da holde en hyggelig frokostpause!”



Farvel til den menneskelige Skala

1960- Bil-invasjonen

Betyder en voldsom fokusering på trafik og biler
At gøre bilerne glade bliver en hovedmålsætning



5 km/t

Arkitektur

60 Km/t

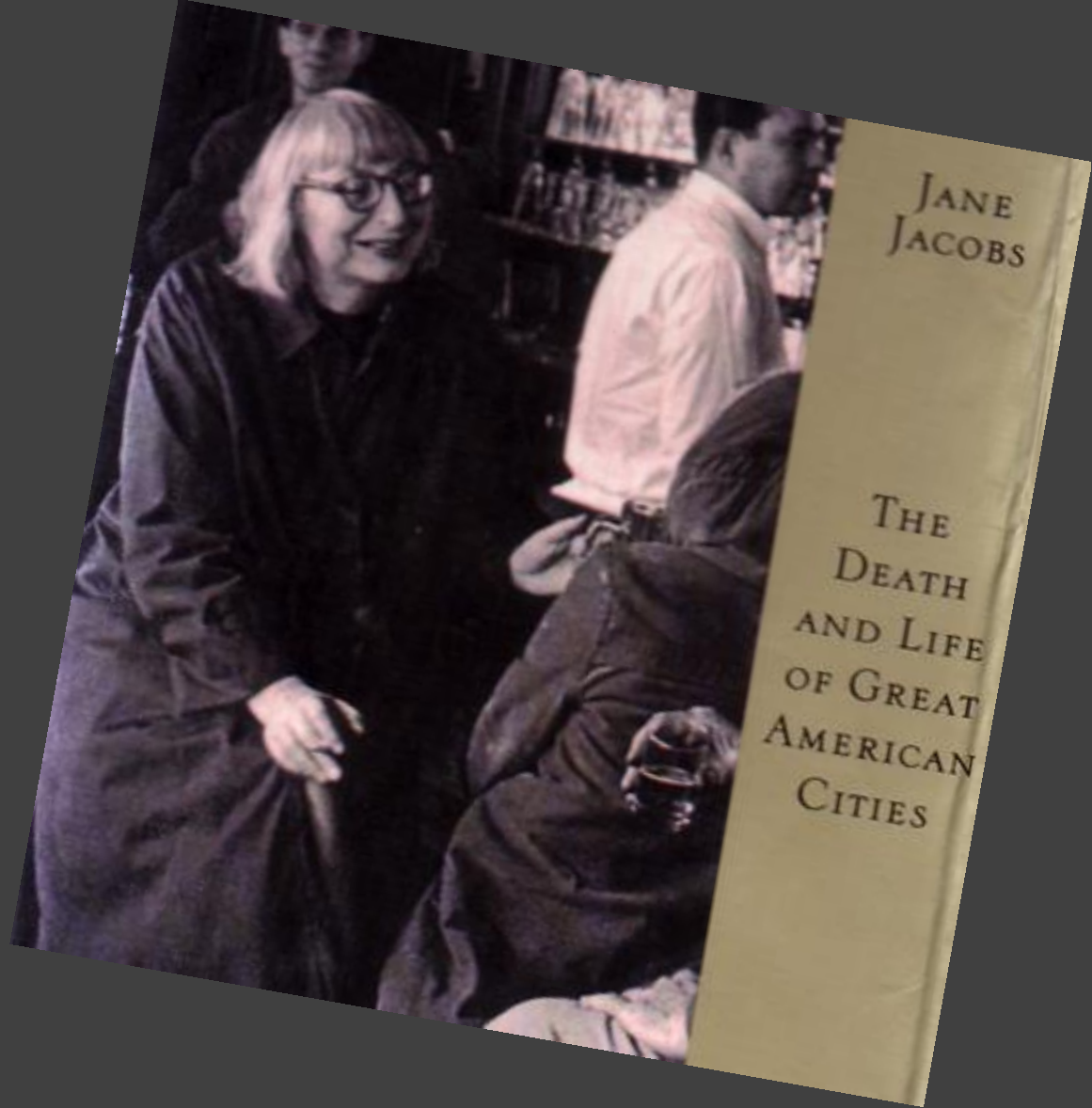


Motorismen: Farvel t/ Menneskel. Skala

**Hvad vidste man
om bykvalitet for
mennesker omkring
1960?**

Stort set intet

Jane Jacobs 1961



"The Death and Life of Great American Cities"

Mit liv i en kort udgave

1960

Uddannet som Arkitekt



Netop da den teknokratiske byplanlægning tog fart



Tema: Livet mellem husene



Blev nødt til at tage 40 år mere på
Arkitektskolen

Sembra ma non è un «beatnik»

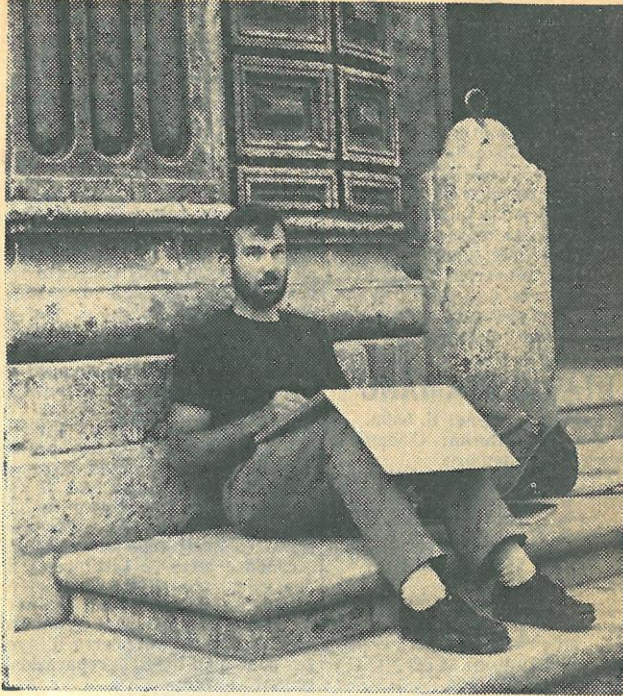
Da diversi giorni abbiamo notato un giovane straniero aggirarsi per la Piazza del Popolo. Abbiamo subito pensato: «I beatnik» in Ascoli?

Ma il suo fare aveva qualcosa di particolare. A parte le misurazioni ed i rilievi con strani apparecchi ottici, lo straniero prendeva in continuazione appunti su tutti i passanti. Insomma chi era?

Poche parole di presentazione e di saluto e subito si è scoperto l'arcano. Si tratta dell'architetto danese Jan Gehl, che avendo ricevuto una borsa di studio per studiare la forma e la vita delle piazze italiane da un punto di vista architettonico e sociologico, ha incluso la nostra Piazza del Popolo nei suoi itinerari.

Il giovane e simpaticissimo architetto, che si avvale della collaborazione della gentile consorte laureata in psicologia, si va chiedendo perché mai — nei centri storici italiani — con tanti viali e belle strade nuove, la popolazione insista a passeggiare sulle antiche piazze.

Saremmo interessati, al termine delle sue indagini, di conoscere se ha svelato l'arcano del nostro inguaribile «passeggiar piazza». (Foto Riga)



Sad og observede mennesker—i 40 år!







The “Edge Effect”



Sweden



Aberdeen, Scotland



Denmark



Edinburgh, Scotland







Washington Park, New York



Triumph Square, Moscow



Available in all major languages !!

”Byer for mennesker (2010)

BYER FOR MENNESKER 2010

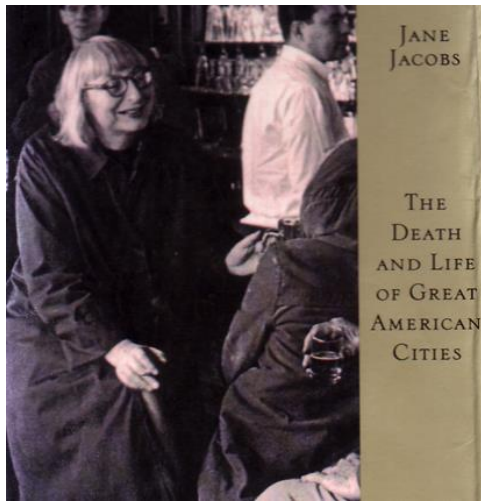


2010 – 2018

31 Sprog + 6 Kontrakter







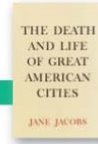
JANE JACOBS

THE DEATH AND LIFE OF GREAT AMERICAN CITIES

The first public life studies

Public life studies as a strategic tool

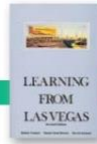
Public life studies become mainstream



Jane Jacobs
Death and Life of Great American Cities (1961)



Aldo Rossi
L'architettura della città (1966)



Robert Venturi, Steven Izenour and Denise Scott Brown
Learning from Las Vegas (1972)



Rem Koolhaas and Bruce Mau
S,M,L,XL (1995)



Richard Florida
The Rise of the Creative Class (2002)



Ricky Burdett and Deyan Sudjic
The Endless City (2008)



William H. Whyte
The Exploding Metropolis (1958)



Kevin Lynch
The Image of the City (1960)



Gordon Cullen
Townscape (1961)



Edward T. Hall
The Silent Language (1959)



Oscar Newman
Defensible Space (1972)



red. Michael Sorkin
Variations on a Theme Park (1992)



Barcelona Den generobrede by (exhibition 1999)



red. Goldsmith, Elizabeth and Goldbard
What We See. Advancing the Observations of Jane Jacobs (2010)



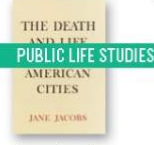
Erving Goffman
Behavior in Public Places (1963)



Edward T. Hall
The Hidden Dimension (1966)



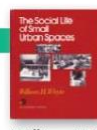
Robert Sommer
Personal Space (1969)



Jane Jacobs
The Death and Life of Great American Cities (1961)



Jan Gehl
Life between buildings (1971)



William H. Whyte
The Social Life of Small Urban Spaces (1980)



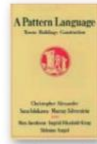
Clare C. Marcus and Carolyn Francis
People Places (1990)



Peter Bosselmann
Representation of Places (1998)



Urbanism on Track (2008)



Christopher Alexander, Sara Ishikawa and Murray Silverstein
A Pattern Language (1977)



Donald Appleyard
Livable Streets (1980)



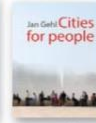
Allan Jacobs
Looking at Cities (1985)



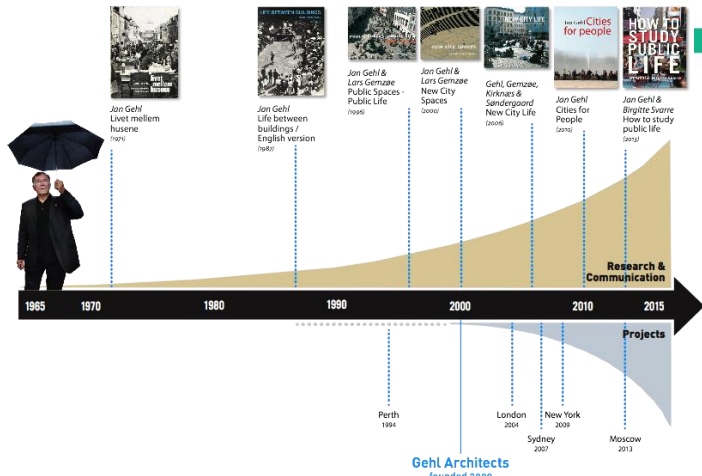
Allan Jacobs
Great Streets (1995)



PPS
How to Turn a Place Around (2000)

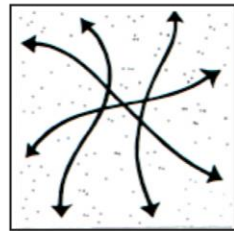
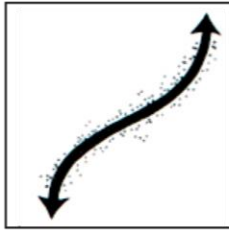


Jan Gehl
Cities for People (2010)



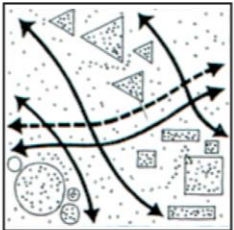
Gehl Architects
founded 2000

TO ASSEMBLE



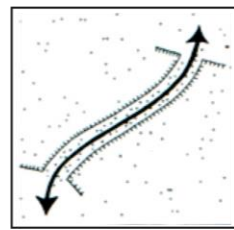
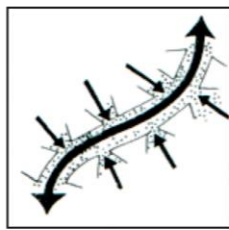
OR DISPERSE

TO INTEGRATE



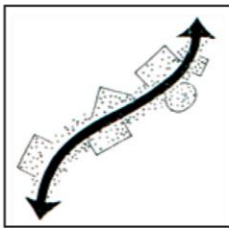
OR SEGREGATE

TO INVITE



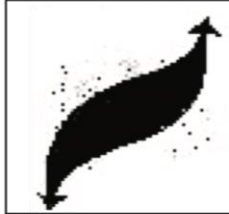
OR REPEL

TO OPEN UP



OR CLOSE IN

TO INCREASE



OR REDUCE



**Først former vi byerne –
men så former byerne os**

**Piazza Il Campo, Siena, Italy (700 år gammelt)
"Verdens bedste byrum"**



- Et mirakkel –eller måske blot sund fornuft?

DESIGNING / DETAILING THE PUBLIC SPACES

A KEY WORD LIST

PROTECTION

1. Protection against Traffic & Accidents

- traffic accidents
- fear of traffic
- other accidents

2. Protection against crime & violence (feeling of safety)

- view / visibility
- lighting
- streetwatchers
- overlapping functions - in space & time

3. Protection against unpleasant sense experiences

- wind / draft
- rain / snow
- cold / heat
- pollution
- dust, glare, noise

BESKYTTELSE

COMFORT

4. Possibilities for WALKING

- room for walking
- untying layout of streets
- interesting facades
- no obstacles
- good surfaces

5. Possibilities for STANDING / STAYING

- attractive edges
- »Edgeeffect«
- defined spots for staying
- supports for staying

6. Possibilities for SITTING

- zones for sitting
- maximizing advantages primary and secondary sitting possibilities
- benches for resting

KOMFORT

7. Possibilities to SEE

- seeing-distances
- unhindered views
- interesting views
- lighting (when dark)

8. Possibilities for HEARING / TALKING

- low noise level
- bench arrangements
- »talkscapes«

9. Possibilities for PLAY / UNFOLDING / ACTIVITIES

- invitation to physical activities, play, unfolding & entertainment - day & night and summer & winter

ENJOYMENT

10. Scale

- dimensioning of buildings & spaces in observance of the important human dimensions related to these elements, size & behaviour

11. Possibilities for enjoying positive aspects of climate

- sun / shade
- wind / protection
- breeze / ventilation

12. Aesthetic quality / positive sense-experiences

- good design & good detailing
- view vs. vista
- trees, plants, water

HERLIGHEDSVÆRDIER

De 12 kwaliteitskriterier for gode byrum

Campo in Siena



P R O T E C T I O N	1. Protection against Traffic & Accidents <ul style="list-style-type: none"> - traffic accidents - fear of traffic - other accidents 	2. Protection against crime & violence (feeling of safety) <ul style="list-style-type: none"> - lived in / used - streetlife - streetwatchers - overlapping functions - in space & time 	3. Protection against unpleasant sense experiences <ul style="list-style-type: none"> - wind / draft - rain / snow - cold / heat - pollution - dust, glare, noise
	4. Possibilities for WALKING <ul style="list-style-type: none"> - room for walking - uninteresting layout of streets - interesting facades - no obstacles - good spaces 	5. Possibilities for STANDING / STAYING <ul style="list-style-type: none"> - attractive edges »Edgeeffects« - defined spots for staying - supports for staying 	6. Possibilities for SITTING <ul style="list-style-type: none"> - zones for sitting - maximizing advantages primary and secondary sitting possibilities - benches for resting
	7. Possibilities to SEE <ul style="list-style-type: none"> - seeing-distances - unhindered views - interesting views - lighting (when dark) 	8. Possibilities for HEARING / TALKING <ul style="list-style-type: none"> - low noise level - bench arrangements »talkscape« 	9. Possibilities for PLAY / UNFOLDING / ACTIVITIES <ul style="list-style-type: none"> - invitation for physical activities, play, unfolding & entertainment - day & night and summer & winter
E N J O Y M E N T	10. Scale <ul style="list-style-type: none"> - dimensioning buildings & spaces in observance of the important human dimensions related to senses, movements, size & behaviour 	11. Possibilities for enjoying positive aspects of climate <ul style="list-style-type: none"> - sun / shade - warmth / coolness - breeze / ventilation 	12. Aesthetic quality / positive sense-experiences <ul style="list-style-type: none"> - good design & good detailing - views, vistas - trees, plants, water

21 århundrede

Ønskes::

- Levende by
- Attraktiv by
- Tryk by
- Bæredygtig by
- "Sund" City



Levende, “Liveable” by



Attraktiv by

”Mennesker er menneskets største glæde”



Bæredygtig by



Nye former for Mobilitet
Bl. Andet Hvor vi går og cykler mere

By der inviterer til sund livsstil



Det alvorlige nye problem: "Sidde syge"

WHO

(World Health Organization)

Global Action Plan

2008

” – Introducer en byplanlægning der inviterer borgerne til at bevæge sig meget mere i dagligdagen -for eksempel ved at gå og cykle”

Flere og flere ældre borgere



Allerede nu udgør ældre 20-25% af befolkningen



Klimatilpasning (Ekstremt vejr!)

To forskellige bebyggelsesprincipper

Et sted at BO

(Vægt på Bygninger / Lejligheder
Eks. "Udsigtsboliger")



**VORES FORNEMSTE
OPGAVE ER
AT SKABE
DET PERFEKTE
STED TIL AT
HOPPE I SENGEN.**

BYGGET TIL MENNESKER.
SKABT MED OMTANKE.

www.arkitektgruppen.dk



Et godt sted at LEVE

(Vægt på bebyggelse/bydel/både-og).



***Liv-rum-huse**

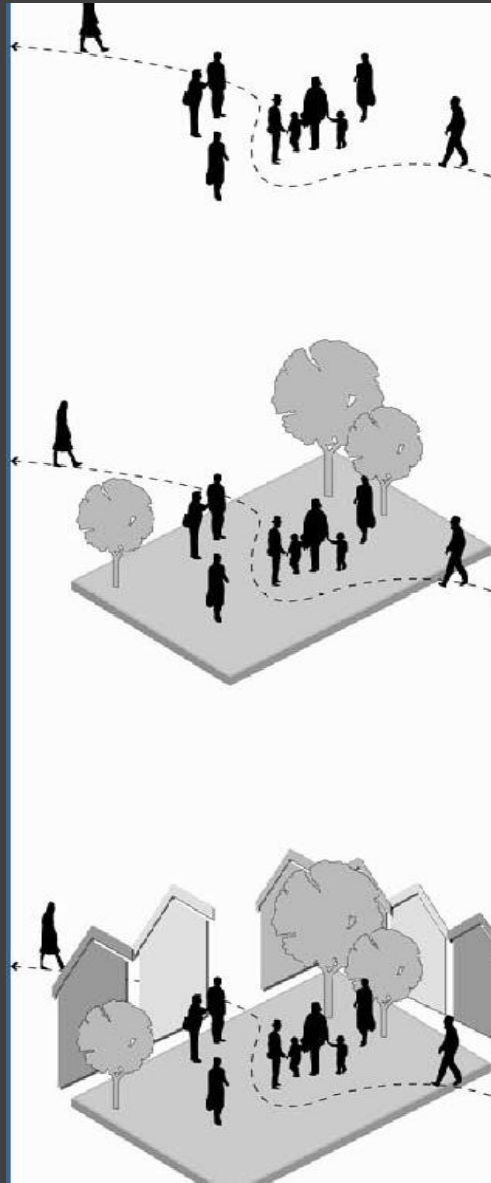
***Tæthed**

***Skala**

***Stueetager**

***Klima**

Vend den Modernistiske metode på Hovedet



først LIV

så RUM

så HUSE

***Liv-rum-huse**

***Tæthed**

***Skala**

***Stueetager**

***Klima**



Too much space – too few people

***Liv-rum-huse**

***Tæthed**

***Skala**

***Stueetager**

***Klima**

Der hersker stor skalaforvirring



**Byens elementer bliver større og større ----
men mennesker er fortsat små, og vore
sanser er de samme som de altid har været**



5 km/timen arkitektur

- Små rum
- Små signaler
- detaljer
- mennesker
- Både det nære-og det fjerne

Menneskelig skala handler om

- Vores Krop
- Vore Bevægelsesmuligheder
- Vores Sanser
- Vores måder at kommunikere på
- Vores Adfærdsmønstre



***Liv-rum-huse**

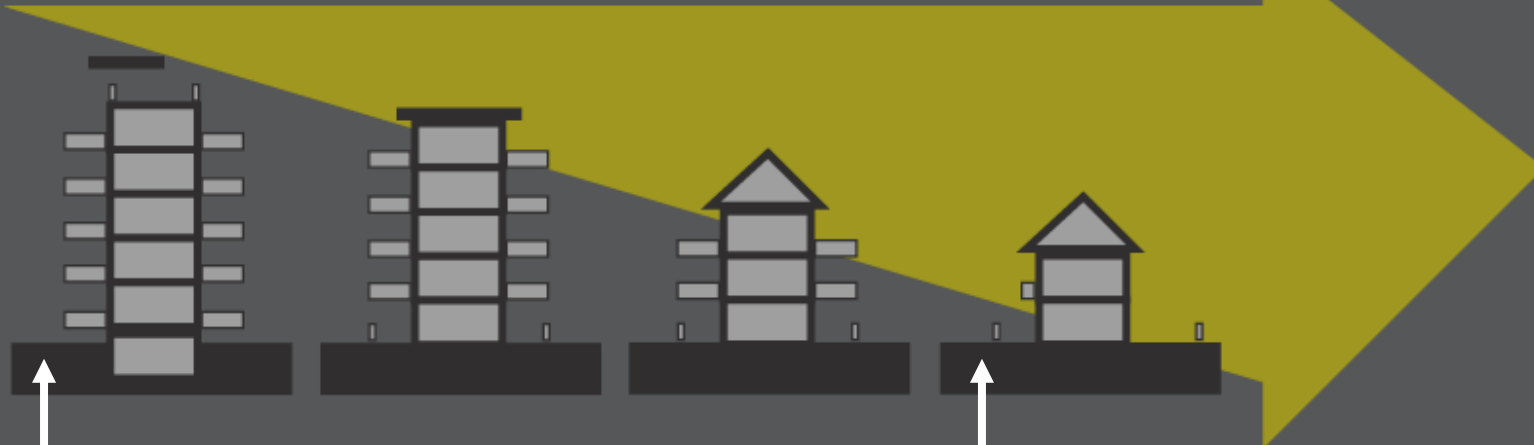
***Tæthed**

***Skala**

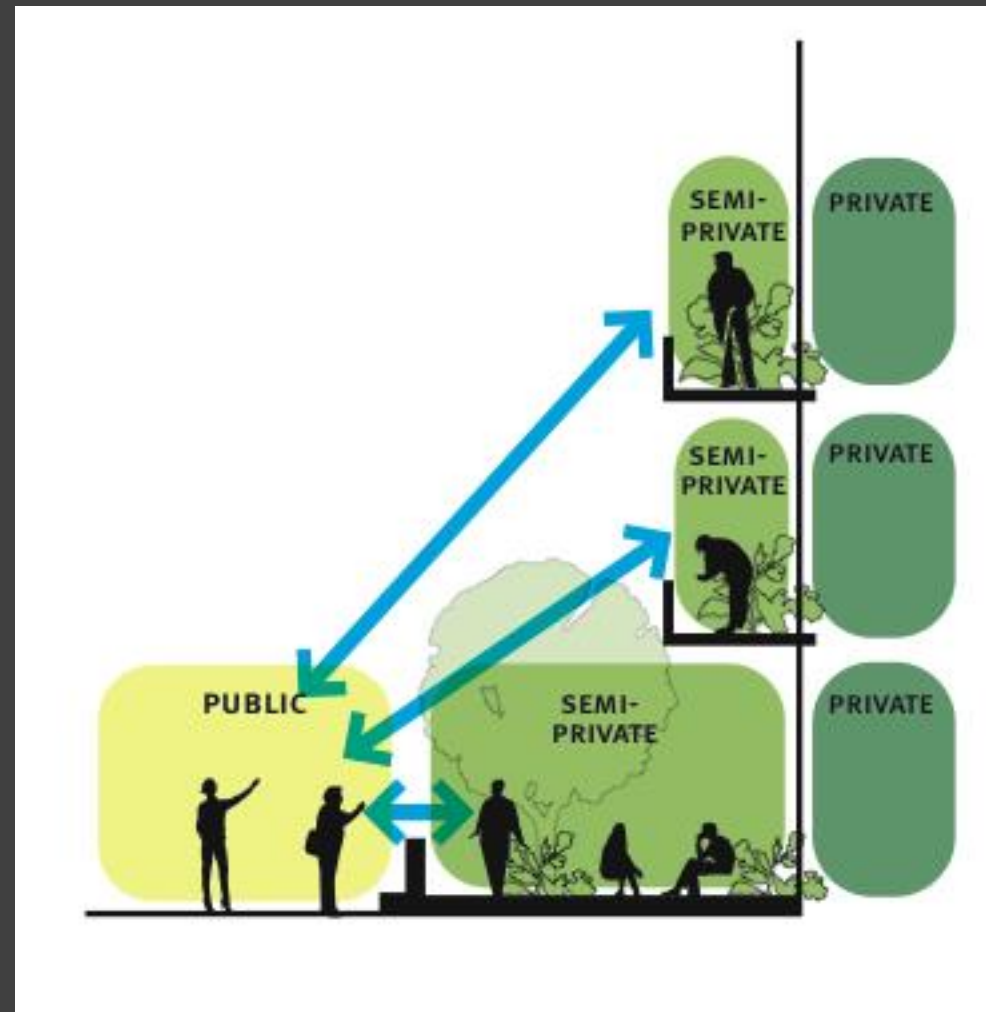
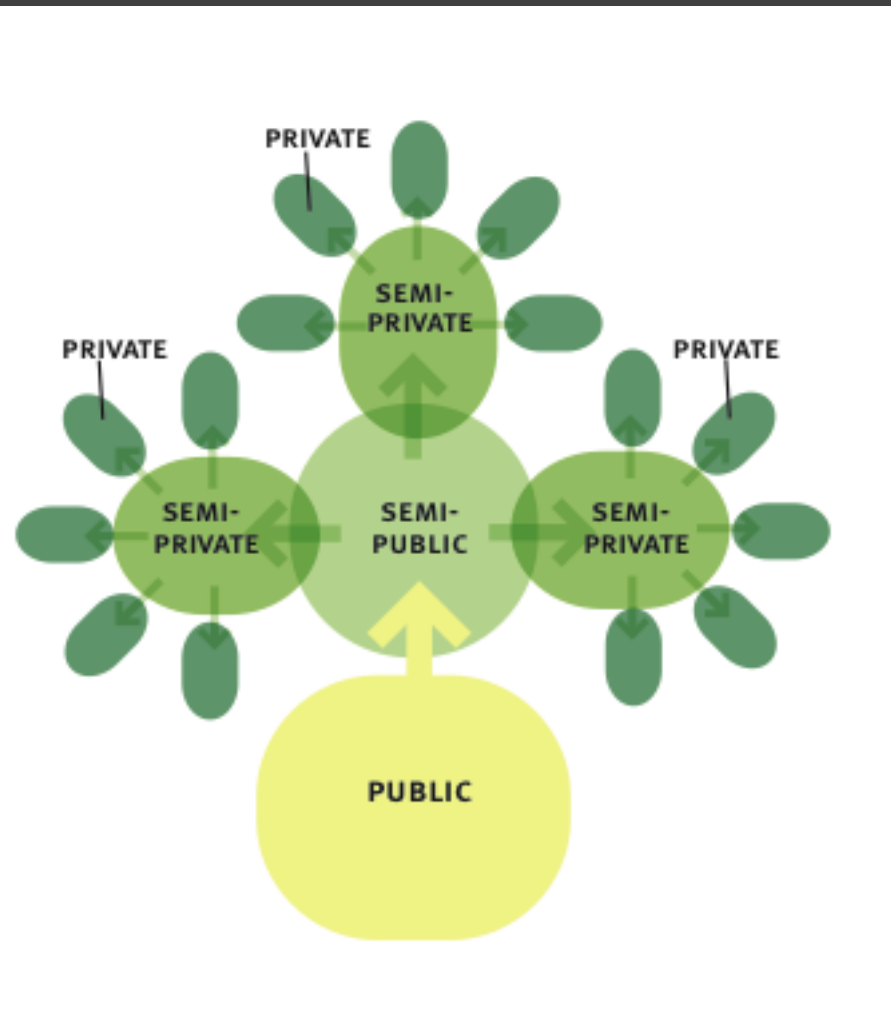
***Stueetager**

***Klima**

Jo lavere man bor – des flere udendørs aktiviteter



En omhyggelig bearbejdning af "Territorier" er væsentlig for tilhørsforhold og tryghed



De nederste etager tegner sig for hovedparten af alt hvad der sker i et byområde

***Liv-rum-huse**

***Tæthed**

***Skala**

***Stueetager**

***Klima**

Ønskes: Beskyttelse mod de ubehagelige dele af klimaet (DK= Vind)

Ønskes: Mulighed for at nyde de attraktive sider af klimaet.(DK=Sol & Læ)



De gamle danske småbyer har væsentligt bedre klima end det øvrige Danmark: Eks. Gudhjem



I mange nyere, højere bebyggelser er klimaet markant koldere end i det øvrige Danmark

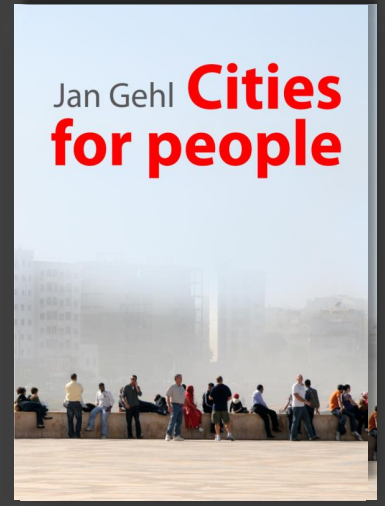
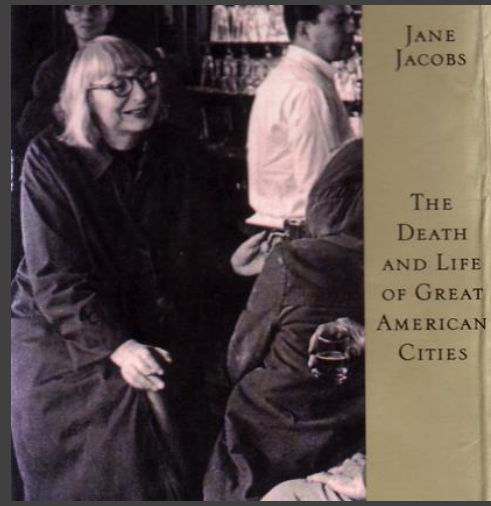






What we can not do?

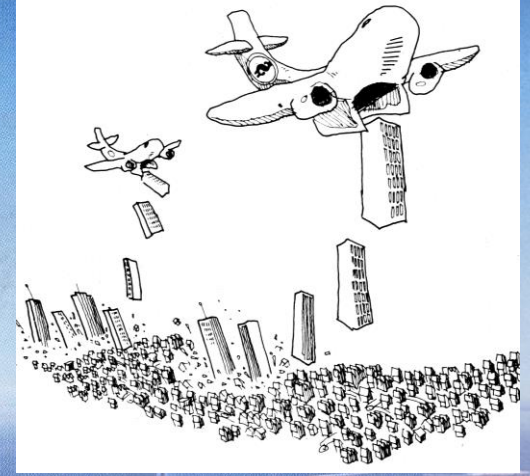
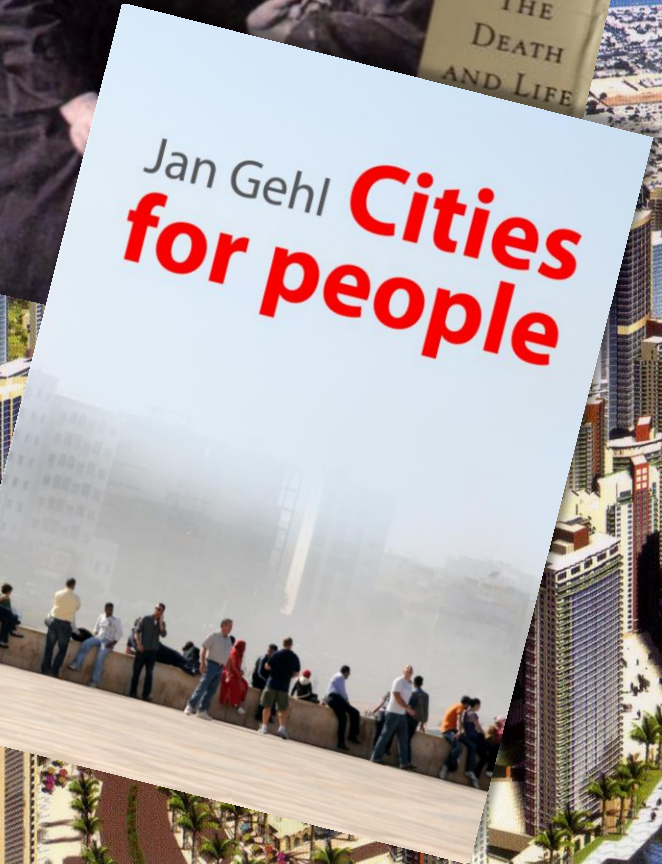
**Make wonderful,
people friendly new
towns**





Dubai
to bawg

Downtown, Dubai

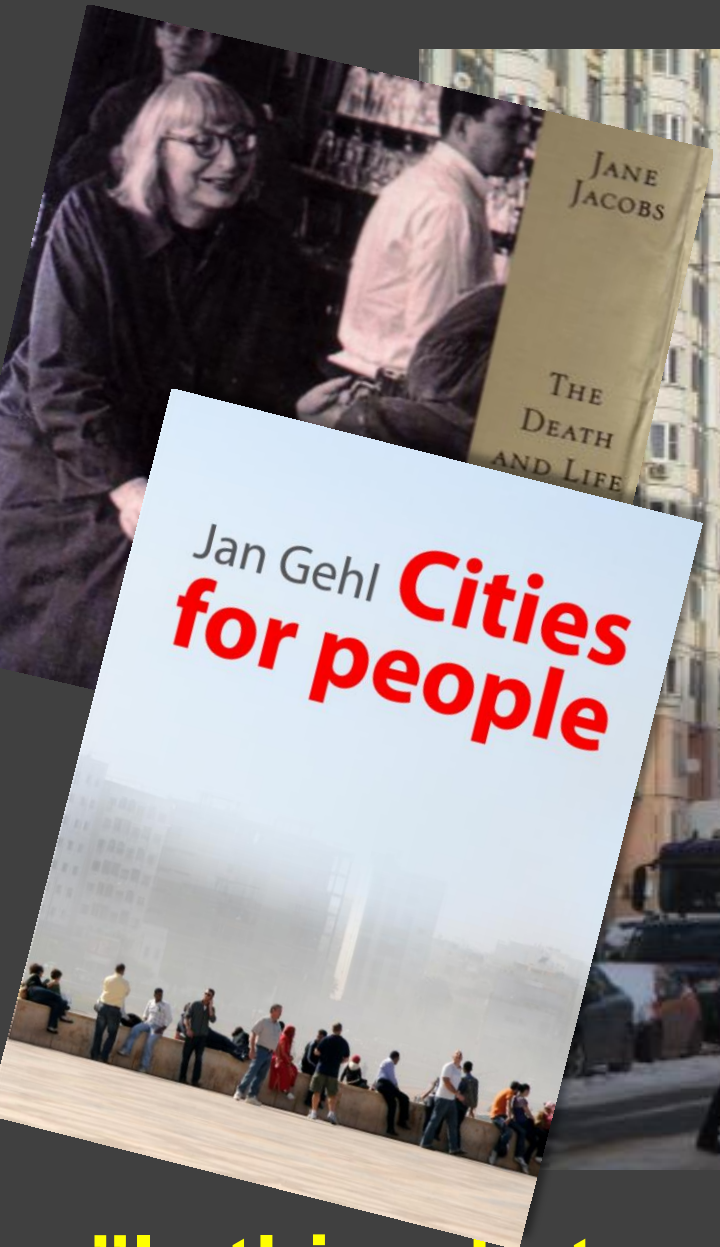




Downtown, Dubai

“Form must follow fashion”

Moscow Suburb: Modernism + Motorism



”Is this what we can do for mankind 2018?”

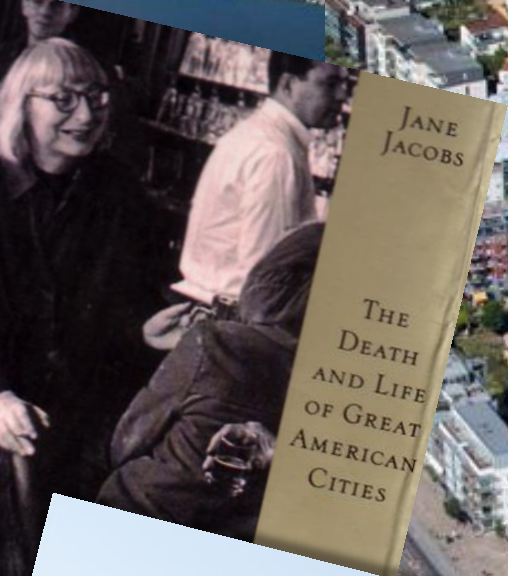
Livable Cities ?

New Towns?



Rush hour in danish new town!

**Men af og til lykkes
det da!**



Klas Tham

Western Harbour - Malmö, Sweden (Bo01)



Verdensmester i menneskevenlig Arkitektur
Arkitekt RALPH ERSKINE
(Byker Development, Newcastle, UK 1972-82)

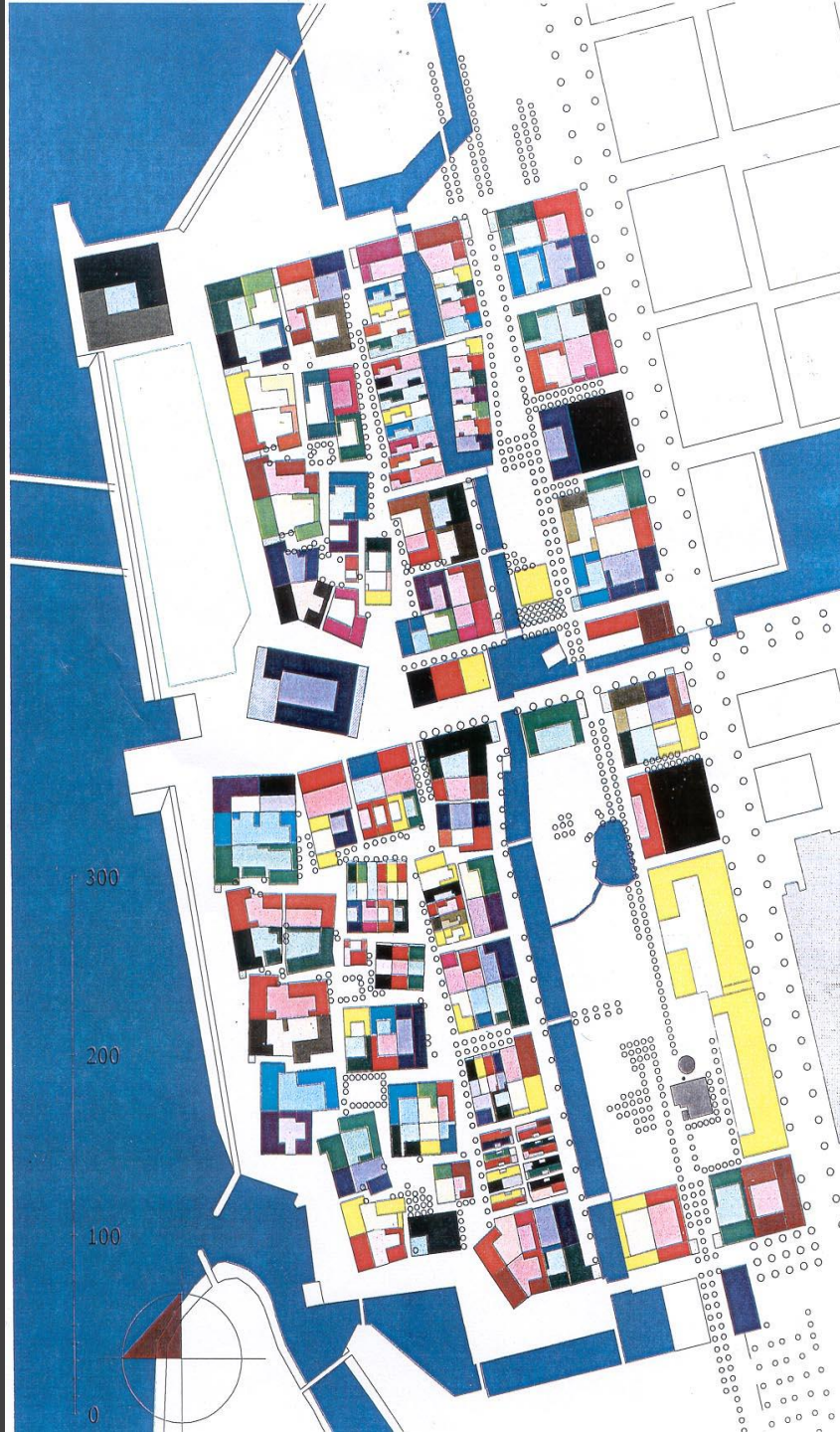
1200 Inhabitants

356 flats

17 developers

21 architects

22 projects





400 meters
5 min walk



1200 meters
5 min on bicycle



**Fine grain
network with
many alternative
routes and
crossroads**





Bo01 MALMØ

P R O T E C T I O N	1. Protection against Traffic & Accidents - traffic accidents ✓ - fear of traffic ✓ - other accidents ✓	2. Protection against crime & violence (feeling of safety) - lived in / used ✓ - streetlife ✓ - streetwatchers ✓ - overlapping functions - in space & time ✓	3. Protection against unpleasant sense experiences - wind / draft ✓ - rain / snow ✓ - cold / heat ✓ - pollution ✓ - dust / glare, noise ✓	
	C O M F O R T	4. Possibilities for WALKING - room for walking ✓ - untiering layout of streets ✓ - interesting facades ✓ - no obstacles ✓ - good places ✓	5. Possibilities for STANDING / STAYING - attractive edges ✓ »Edgeeffects» ✓ - defined spots for staying ✓ - supports for staying ✓	6. Possibilities for SITTING - zones for sitting ✓ - maximizing advantages primary and secondary sitting possibilities ✓ - benches for resting ✓
		7. Possibilities to SEE - seeing-distances ✓ - unhindered views ✓ - interesting views ✓ - lighting (when dark) ✓	8. Possibilities for HEARING / TALKING - low noise level ✓ - bench arrangements ✓ »talkscape» ✓	9. Possibilities for PLAY / UNFOLDING / ACTIVITIES - invitation to physical activities, play unfolding & entertainment - day & night and summer & winter ✓
E N J O Y M E N T	10. Scale - dimensioning buildings & spaces in observance of the important human dimensions related to senses, movements, size & behaviour ✓	11. Possibilities for enjoying positive aspects of climate - sun / shade ✓ - warmth / coolness ✓ - breeze / ventilation ✓	12. Aesthetic quality / positive sense-experiences - good design & good detailing ✓ - views vistas ✓ - trees plants, water ✓	



Almere New Town
100.000 inh.
Near Amsterdam
Holland



Java Island, Amsterdam Harbor, Holland



vn - 55°38'58" N 12°32'17" E

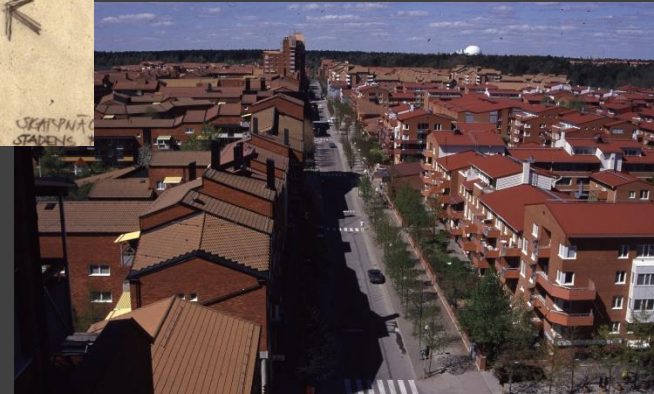
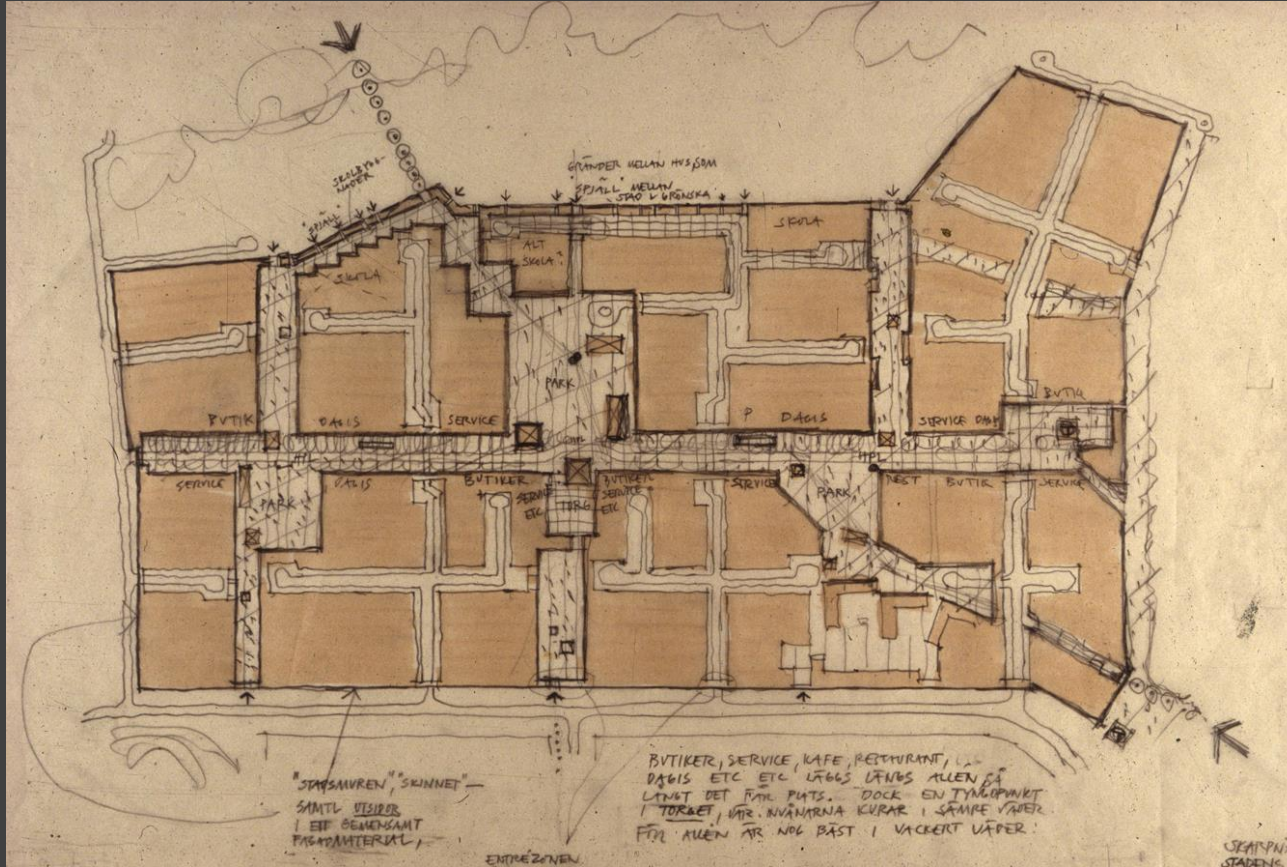


Sluseholmen, Copenhagen, Denmark

Sometimes it works: Skarpnäck, Stockholm



Hemmeligheden: Her startede de med at forme byens rum – senere kom så husene!



**Järva Sjö
Stockholm
Sweden,
2004**

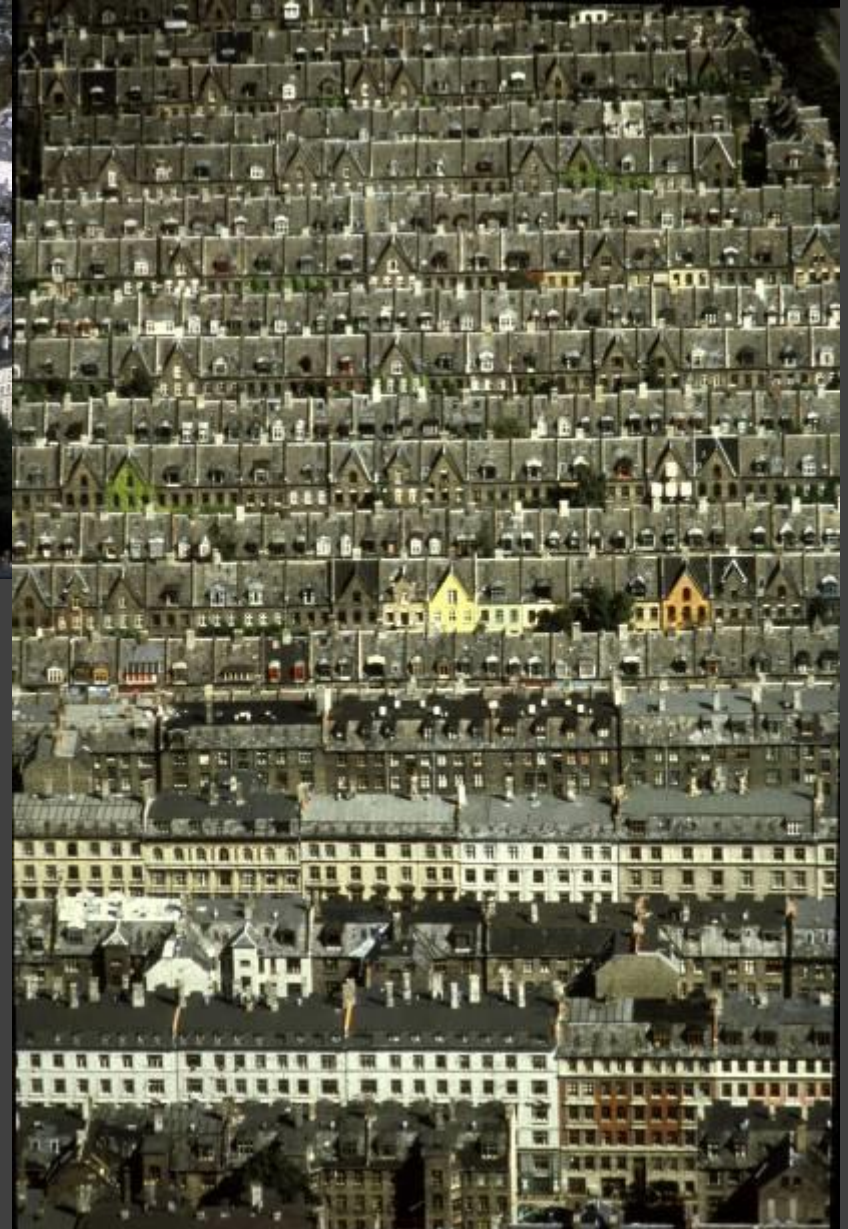




Rieselfeld & Vauban, New Towns Freiburg im Breisgau Germany



**Bebyggelse under opførelse
Lille, Frankrig (Gehl Architects)**



**Old Housing area (1905)
Copenhagen, Denmark**

**Uninteresting
City Plan Scale**





**P
R
O
T
E
C
T
I
O
N**

1. Protection against Traffic & Accidents

- traffic accidents
- fear of traffic
- other accidents

2. Protection against crime & violence (feeling of safety)

- lived in / used
- streetlife
- streetwatchers
- overlapping functions - in space & time

3. Protection against unpleasant sense experiences

- wind / draft
- rain / snow
- cold / heat
- pollution
- dust, glare, noise

**C
O
M
F
O
R
T**

4. Possibilities for WALKING

- room for walking
- uninteresting layout of streets
- interesting facades
- no obstacles
- good spaces

5. Possibilities for STANDING / STAYING

- attractive edges
- »Edgeeffekt«
- defined spots for staying
- support for staying

6. Possibilities for SITTING

- zones for sitting
- maximizing advantages primary and secondary sitting possibilities
- benches for resting

7. Possibilities to SEE

- seeing-distances
- unhindered views
- interesting views
- lighting (when dark)

8. Possibilities for HEARING / TALKING

- low noise level
- bench arrangements
- »talkscape«

9. Possibilities for PLAY / UNFOLDING / ACTIVITIES

- invitation for physical activities, play, unfolding & entertainment - day & night and summer & winter

**E
N
J
O
Y
M
E
N
T**

10. Scale

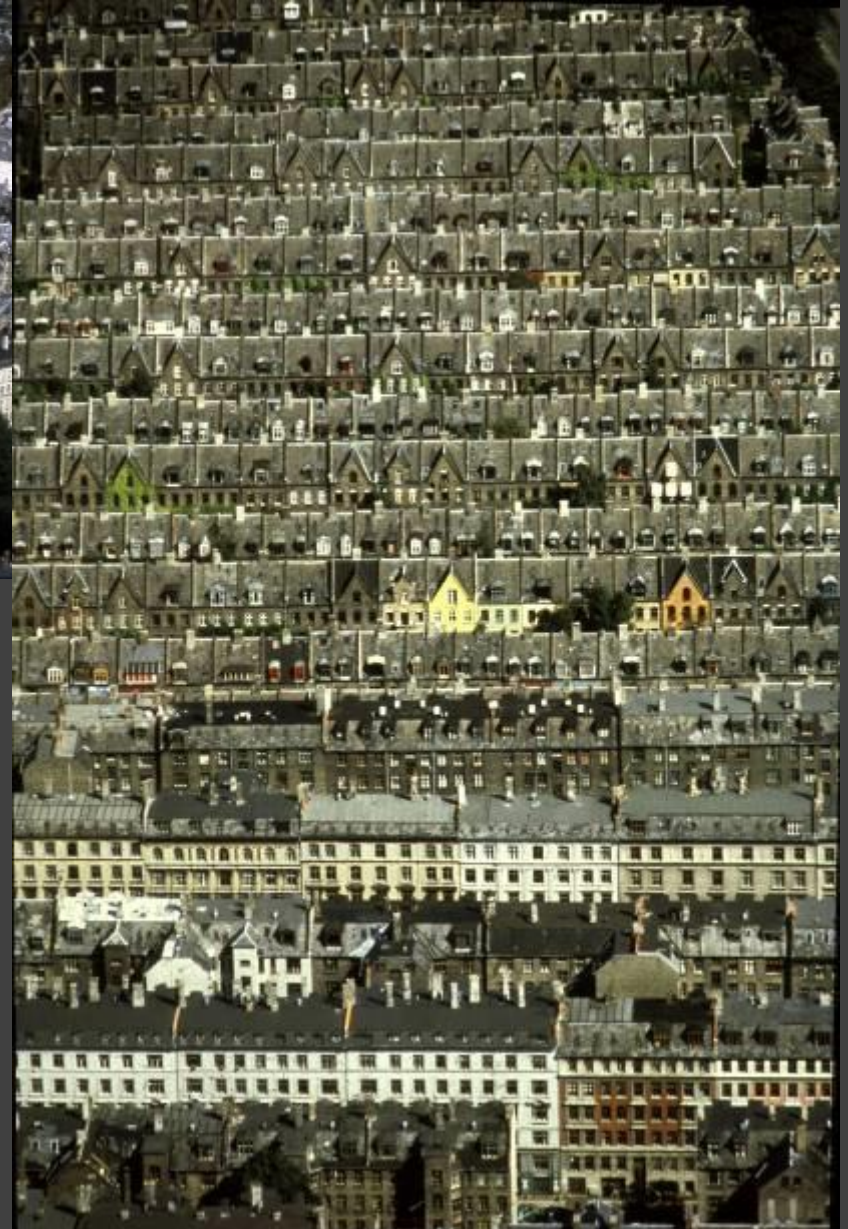
- dimensioning buildings & spaces in observance of the important human dimensions related to senses, movements, size & behaviour

11. Possibilities for enjoying positive aspects of climate

- sun / shade
- warmth / coolness
- breeze / ventilation

12. Aesthetic quality / positive sense-experiences

- good design & good detailing
- views, vistas
- trees, plants, water



**Old Housing area (1905)
Copenhagen, Denmark**

**Uninteresting
City Plan Scale**

GODE BYER – for 21´de Århundrede



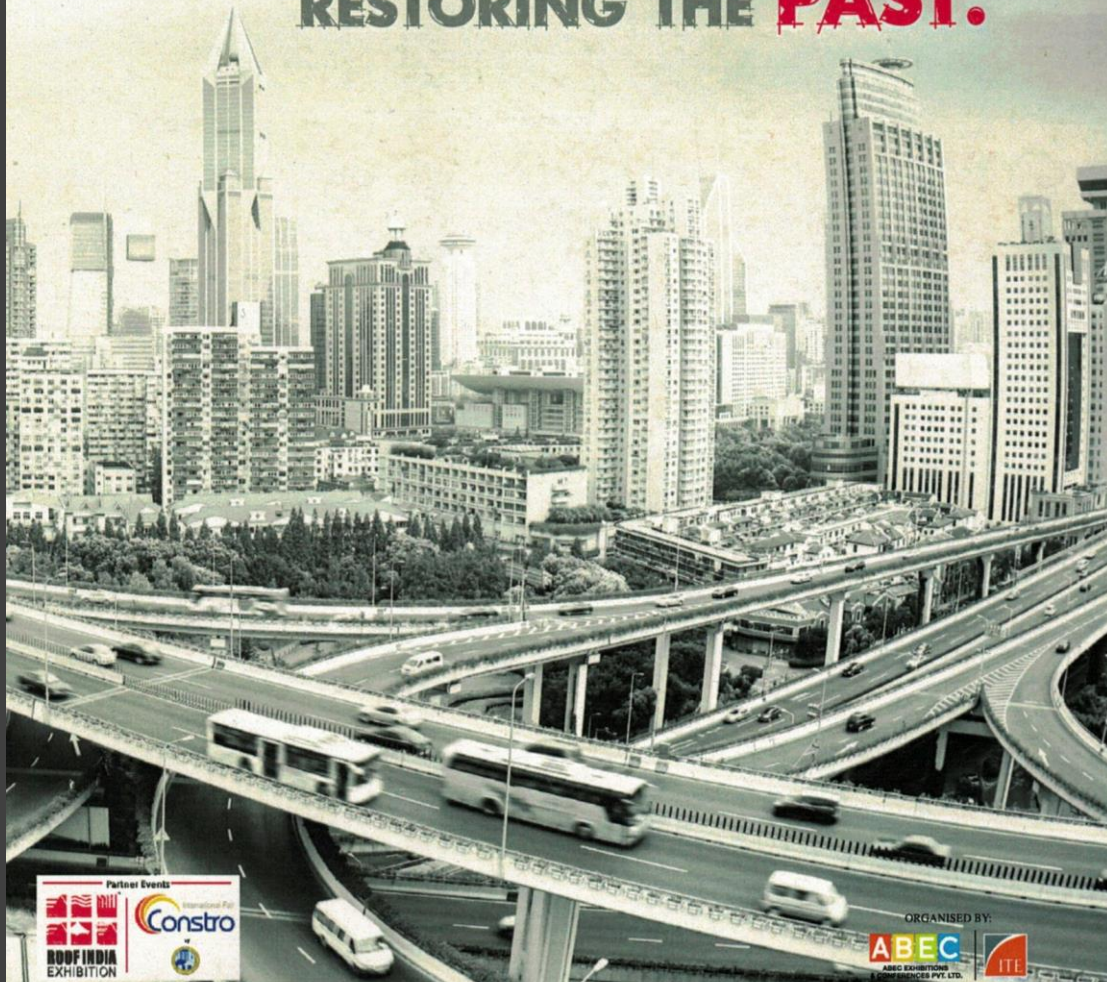
**Godt Nyttår Bærum
og held og lykke med byudviklingen
med fokus på mennesker og liv**

THE CLIENT:
A slow, linear,
horizontal,
max 5 km/h
walking creature –
with a great interest
in OTHER PEOPLE.



Cities of the Future!
Dreams and worries!!

**BUILDING THE FUTURE,
RESTORING THE PAST.**



The New Urban Agenda



WOHNEN STADT DEMENZ

Erforschung städtebaulicher
Qualitäten für ein langes Leben
im vertrauten Wohnumfeld



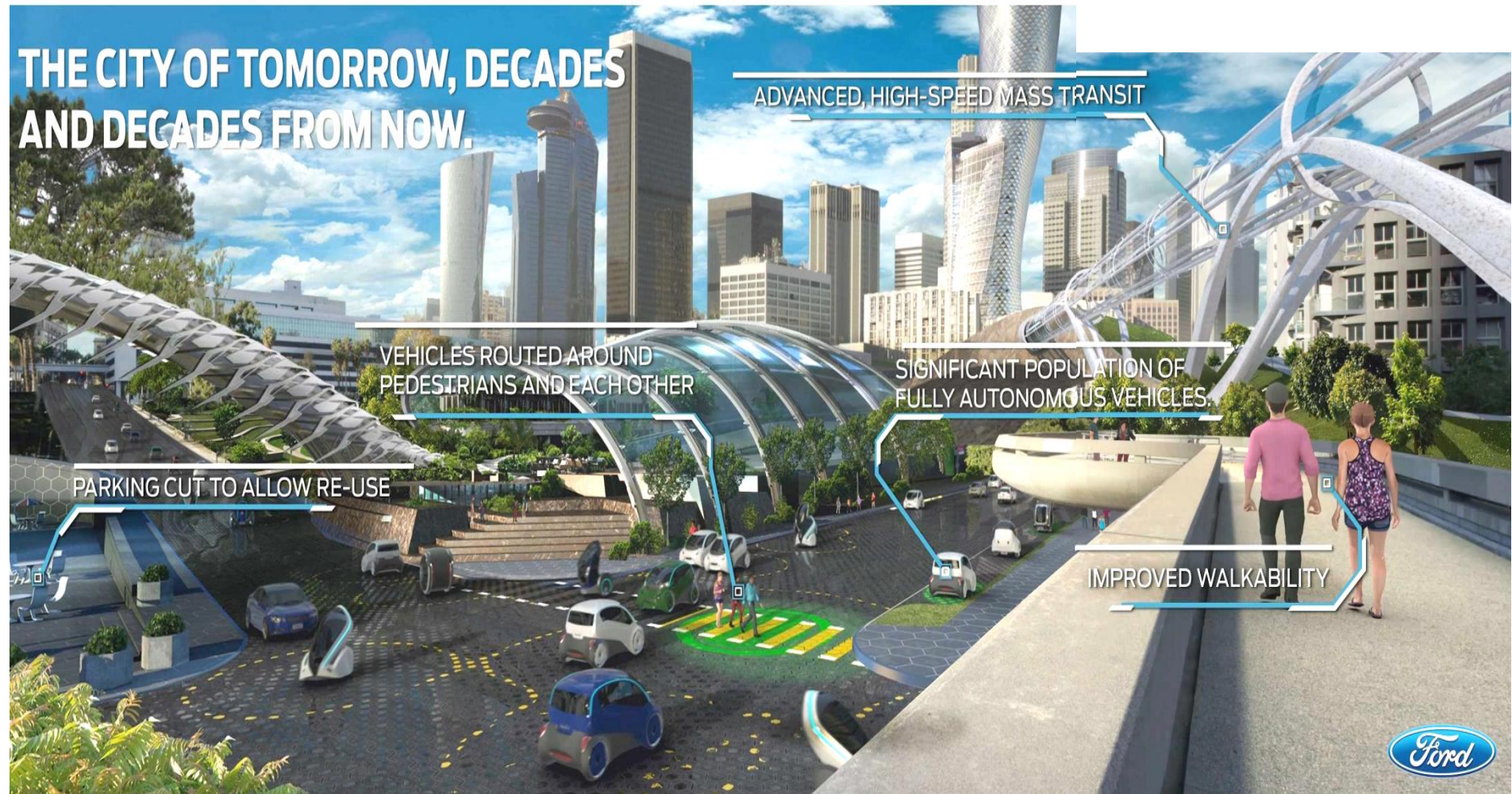
What not to do:

DUBAI



Dubai:

Modernism + Motorism



City of tomorrow the *FORD* version

What to do?

“VENICE”

(minus bridges/stairs & plus bicycles)



Great Neighborhoods for all generations



Supplemented by great Public Transport







DESIGNING / DETAILING THE PUBLIC SPACES

A KEY WORD LIST

P R O T E C T I O N	1. Protection against Traffic & Accidents <ul style="list-style-type: none"> - traffic accidents - fear of traffic - other accidents 	2. Protection against crime & violence (feeling of safety) <ul style="list-style-type: none"> - view / visibility - lighting - streetwatchers - overlapping functions - in space & time 	3. Protection against unpleasant sense experiences <ul style="list-style-type: none"> - wind / draft - rain / snow - cold / heat - pollution - dust, glare, noise
--	--	--	---

BESKYTTELSE

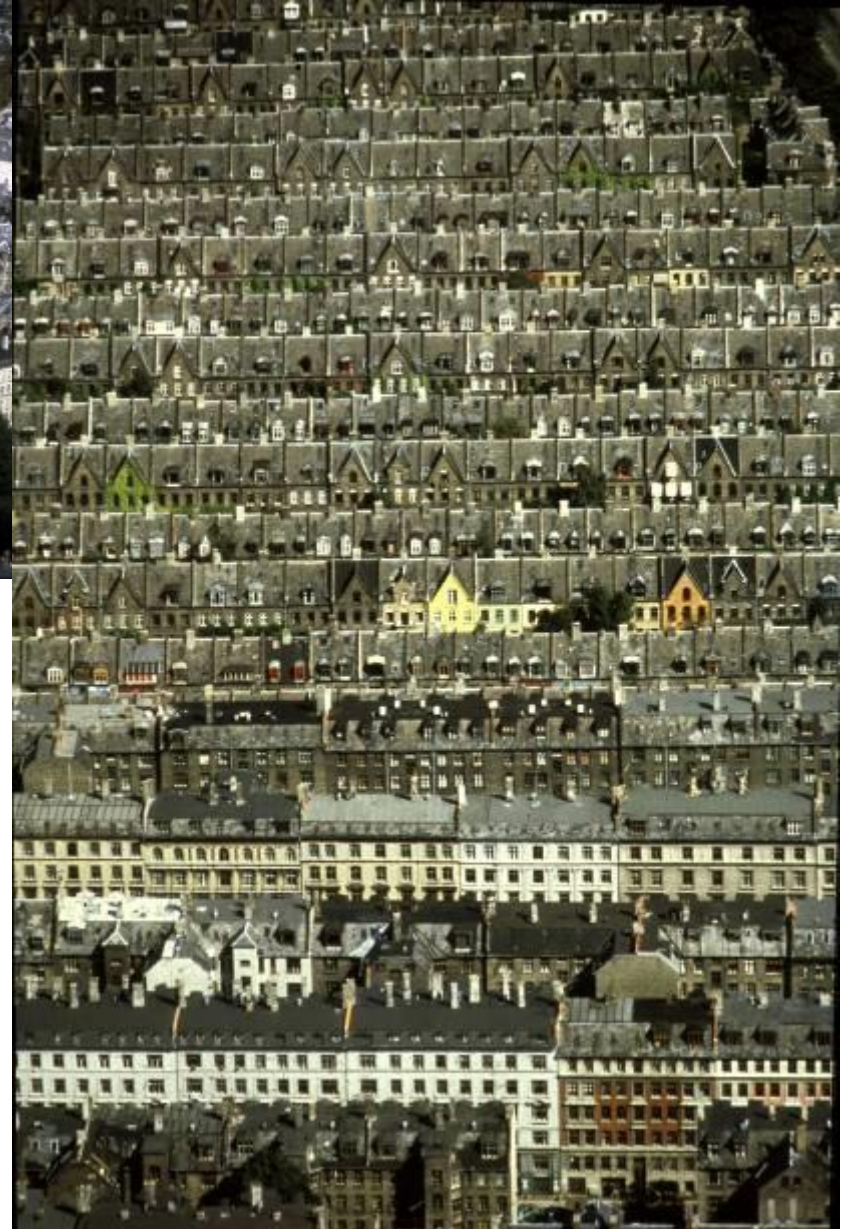
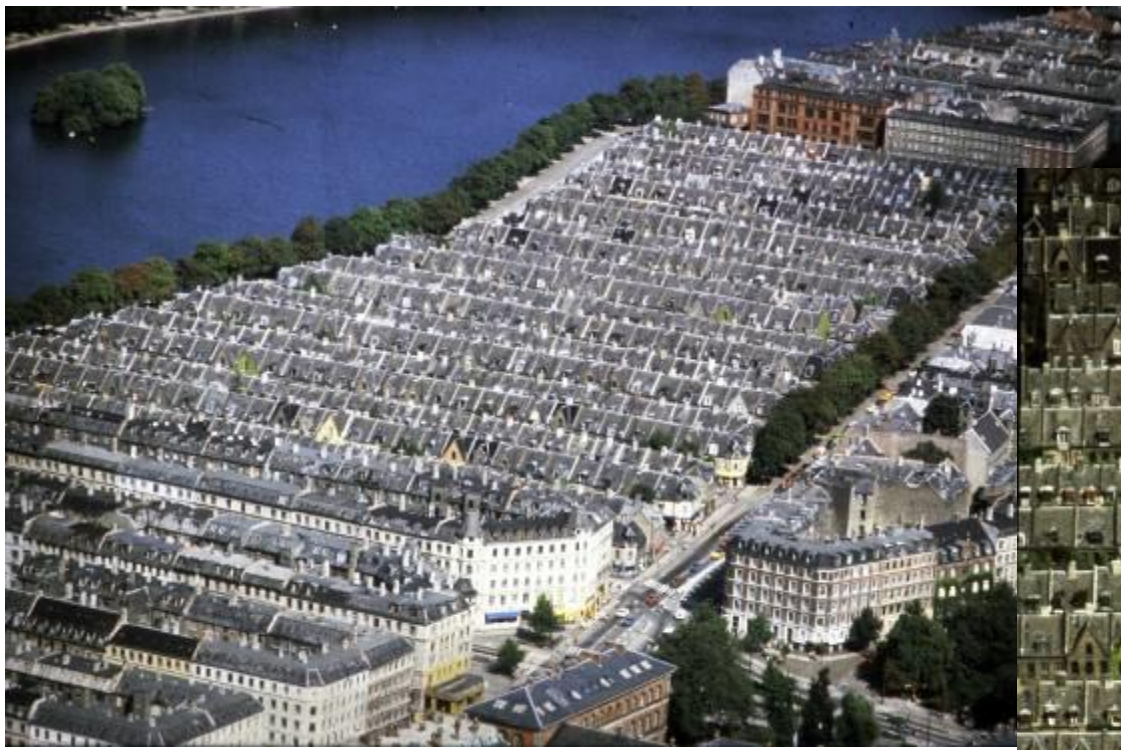
C O M F O R T	4. Possibilities for WALKING <ul style="list-style-type: none"> - room for walking - untying layout of streets - interesting facades - no obstacles - good surfaces 	5. Possibilities for STANDING / STAYING <ul style="list-style-type: none"> - attractive edges »Edgeeffect« - defined spots for staying - supports for staying 	6. Possibilities for SITTING <ul style="list-style-type: none"> - zones for sitting - maximizing advantages primary and secondary sitting possibilities - benches for resting
--	---	--	---

KOMFORT

C O M F O R T	7. Possibilities to SEE <ul style="list-style-type: none"> - seeing-distances - unhindered views - interesting views - lighting (when dark) 	8. Possibilities for HEARING / TALKING <ul style="list-style-type: none"> - low noise level - bench arrangements »talkscapes« 	9. Possibilities for PLAY / UNFOLDING / ACTIVITIES <ul style="list-style-type: none"> - invitation to physical activities, play, unfolding & entertainment - day & night and summer & winter
--	--	---	--

E N J O Y M E N T	10. Scale <ul style="list-style-type: none"> - dimensioning of buildings & spaces in observance of the important human dimensions related to these elements, size & behaviour 	11. Possibilities for enjoying positive aspects of climate <ul style="list-style-type: none"> - sun / shade - wind / protection - breeze / ventilation 	12. Aesthetic quality / positive sense-experiences <ul style="list-style-type: none"> - good design & good materials - view vs. vista - trees, plants, water
--	---	--	--

HERLIGHEDSVÆRDIER







P R O T E C T I O N	1. Protection against Traffic & Accidents - traffic accidents ✓ - fear of traffic ✓ - other accidents ✓	2. Protection against crime & violence (feeling of safety) - lived in / used ✓ - streetlife ✓ - streetwatchers ✓ - overlapping functions - in space & time ✓	3. Protection against unpleasant sense experiences - wind / draft ✓ - rain / snow ✓ - cold / heat ✓ - pollution ✓ - dust / glare, noise ✓	
	C O M F O R T	4. Possibilities for WALKING - room for walking ✓ - uninteresting layout of streets ✓ - interesting facades ✓ - no obstacles ✓ - good places ✓	5. Possibilities for STANDING / STAYING - attractive edges ✓ »Edgeeffekt« ✓ - defined spots for staying ✓ - support for staying ✓	6. Possibilities for SITTING - zones for sitting ✓ - maximizing advantages primary and secondary sitting possibilities ✓ - benches for resting ✓
		7. Possibilities to SEE - seeing-distances ✓ - unhindered views ✓ - interesting views ✓ - lighting (when dark) ✓	8. Possibilities for HEARING / TALKING - low noise level ✓ - bench arrangements ✓ »talkscape« ✓	9. Possibilities for PLAY / UNFOLDING / ACTIVITIES - invitation for physical activities, play unfolding & entertainment - day & night and summer & winter ✓
E N J O Y M E N T	10. Scale - dimensioning buildings & spaces in observance of the important human dimensions related to senses, movements, size & behaviour ✓	11. Possibilities for enjoying positive aspects of climate - sun / shade ✓ - warmth / coolness ✓ - breeze / ventilation ✓	12. Aesthetic quality / positive sense-experiences - good design & good detailing ✓ - views vistas ✓ - trees, plants, water ✓	

