



People's park in Linköping

- from cultural heritage to housing area

Magnus Rönn

**Presentation at the 6th Annual Architectural
Research symposium in Finland 2014, October
23-25: *Designing and Planning the Built
Environment for Human Well-Being***

Content

- Research project
 - Methods and strategy
 - Case study
 - Models
 - Key actors
 - Results
 - Ten conclusions

Research project

Research project:

Compensation in planning of areas including cultural heritage

Support:

Financed by the Swedish National Heritage Board

Researchers:

Magnus Rönn, KTH/Kulturlandskapet

Benjamin Grahn Danielson, Kulturlandskapet

Stig Swedberg, Kulturlandskapet

Maria Håkansson, KTH

Jonas E Andersson, KTH

Tony Axelsson, Gothenburg University

Anna Åkerskog, Swedish University of Agricultural Sciences

Julia Nordblad, Uppsala University

Peggy Lerman, Lagtolken AB

Research project

Methods and research strategy

- **Inventory:**
Search for literature and examples of compensation in planning processes
- **Concept Analysis:**
A history analysis of the compensation as concept in nature and culture heritage context
- **Legal analysis:**
A review of legal rules and instructive court cases
- **Four Case Studies:**
 - The transformation of the people's park in Linköping
 - Planning of the hotel, conference center and housing in Helsingborg
 - Expansion of the Port of Gothenburg close to a fortress
 - planning for Wind power in Tanum on the west coast

Case study:

People's park in Linköping

Methods and data collection in the case study

- **Archive study**

(municipality of Linköping and county board)

- **Close reading of documents**

(planning document, reports, meeting notes, decisions)

- **interviews with key players**

(developer, municipal planners, government officials and consultants)

Compensation as concept

- What is compensation in planning when designing a architectural project in a cultural heritage area?

- **Definition of compensation:**

There is compensation if this five condition are at hand:

- (1) A development of a cultural heritage area, which,
- (2) Lead to negative impact on the heritage, and in turn
- (3) Requires actions, which are
- (4) Regulated in agreements or a decisions, that
- (5) Should be implemented out within a certain time.

Key players

1. Linköping municipality

- Planning Office; responsible for the detailed planning
- Development Administration; responsible for costs legal condition
- Culture Curator; Administration on building culture issues

2. Developer (Client)

- HSB ; promoter and buyer of land, developer of the area, as well as organizer of parallel commission to the three architectural firms

Key players

3. Consultants

- Architectural firms; assignment to design new building in the area development and to develop design program
- Culture heritage consultant; mission to investigate the cultural heritage in the area
- Environmental Consultant; mission to describe the natural values in the area

4. County Board

- Cultural and social planning unit; reviewers of planning documents leading to detailed plan. County Board may reject local plans under certain conditions

Theory

Compensation: values and sites

Same
values
on-site

Same
values
off-site

The same values,
but on different site

Different
values
on-site

Different
values
off-site

Different values,
on site and off-site

Strategies and changes

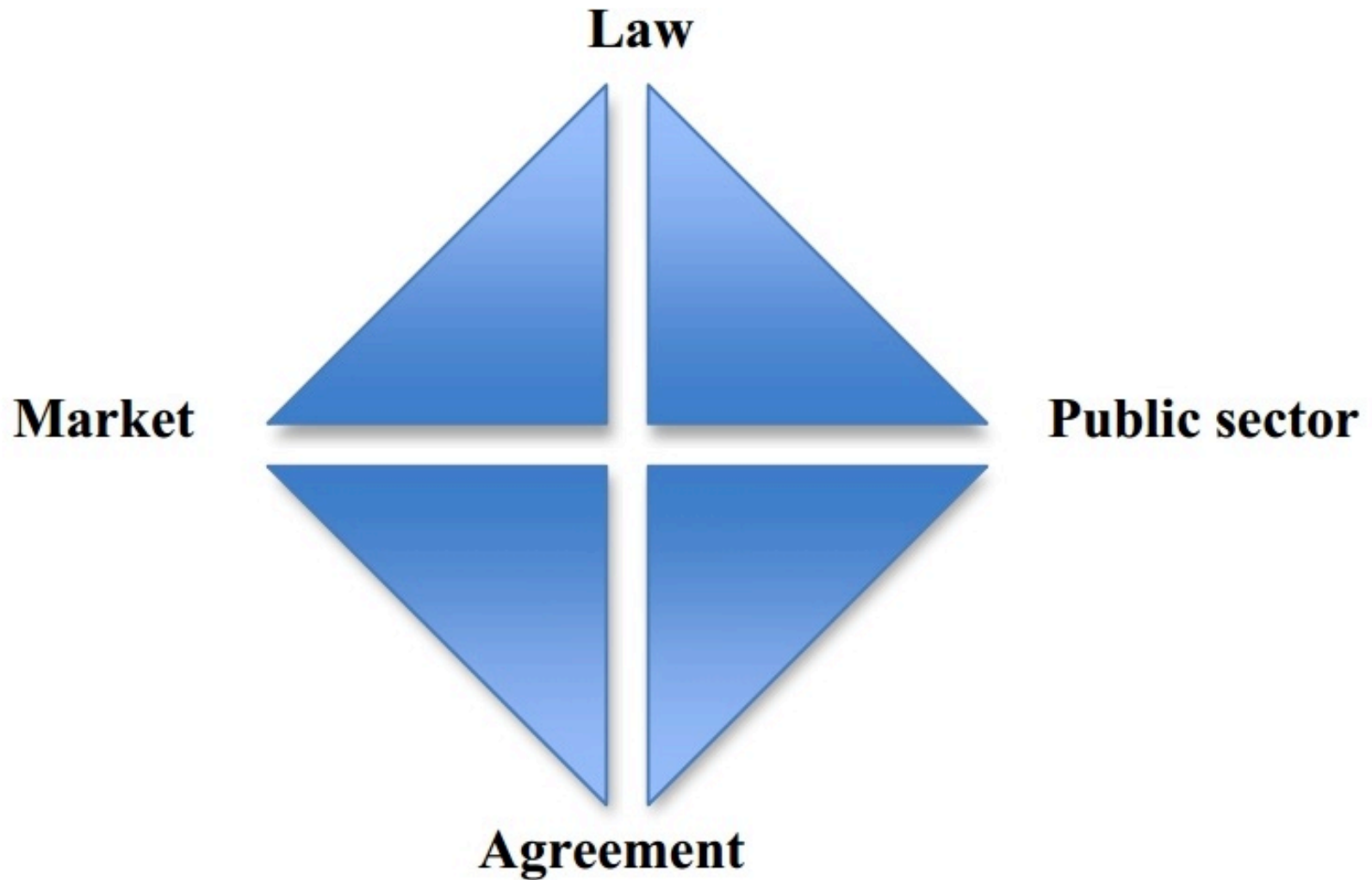
**“push on”
make
changes**

**“pull back”
stop
changes**

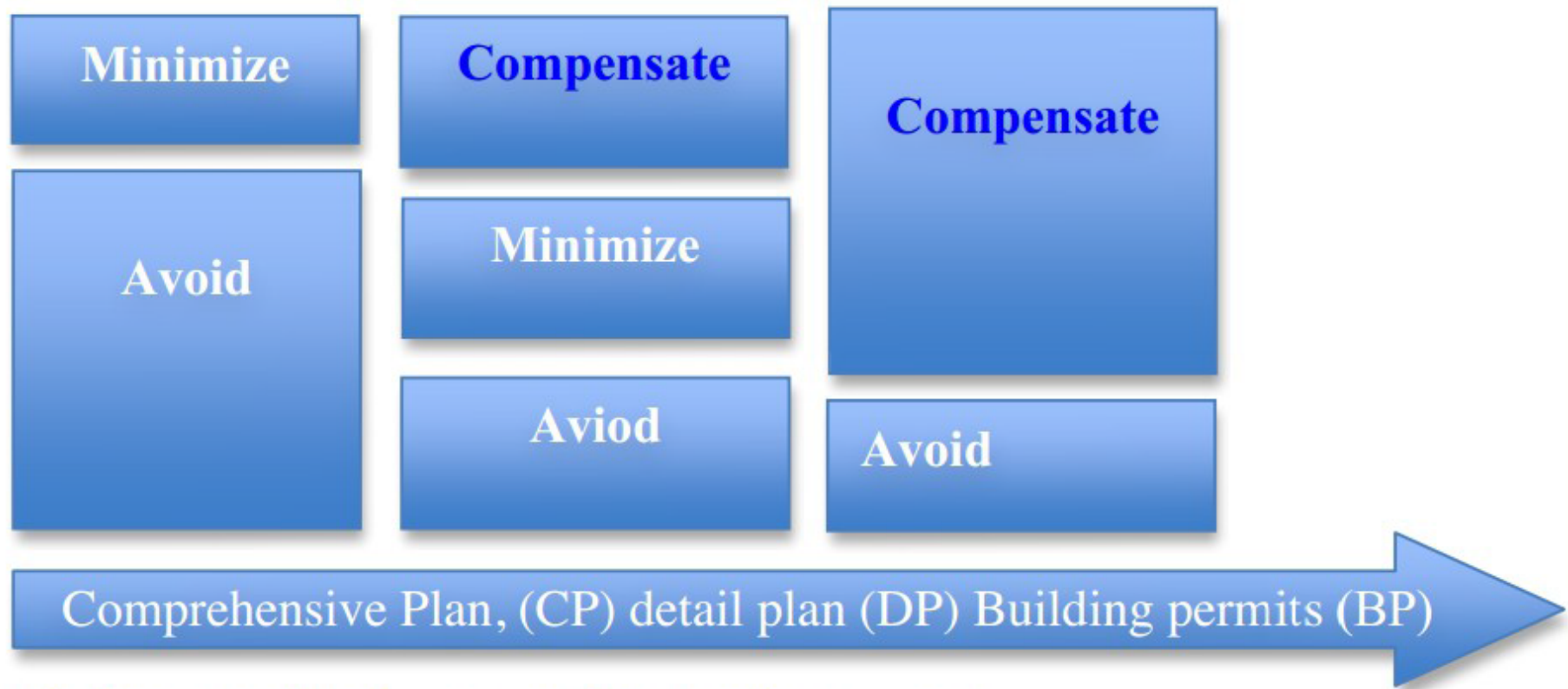
**“let go”
let changes
happen**

**“let retreat”
accept
changes**

Decision making



Planning: Level and phases



People's park in Linköping





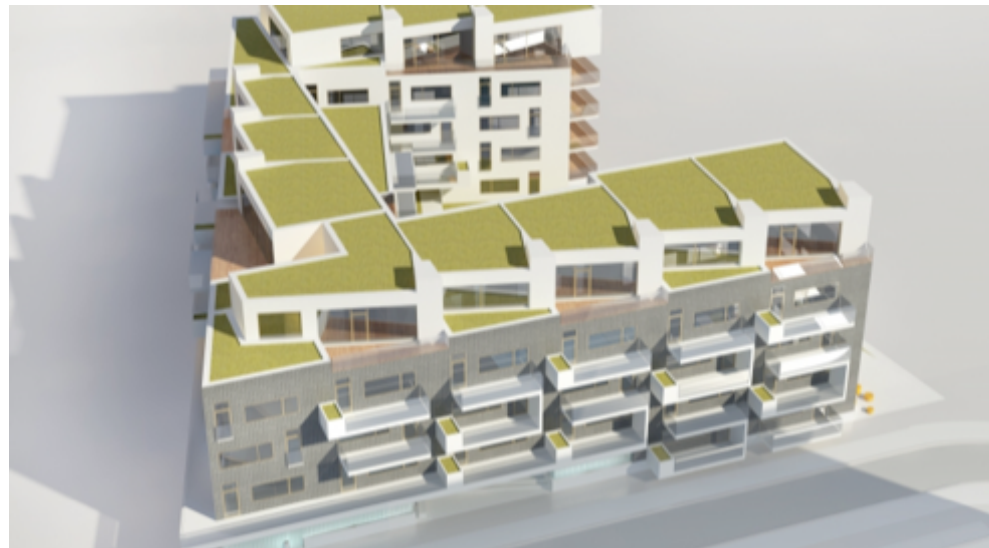


Exempel på skulpturer och trädgårdskonst i parken









Result and discussion

10 conclusions from the case study

- **Definition:**

- 1) The five basic criteria can be used to determine whether a planning process includes compensation of values in cultural heritage.

- **Type of compensation:**

- 2) A second conclusion is that case involves three different types of cultural-heritage compensation; same type of value on-site, same type of value off-site and other compensation (money)

- **Resistance and acceptance**

3) A third conclusion is that the transformation into a residential area went smoother than expected for the key players behind the development.

- **Decision makers and decision methods**

4) A fourth conclusion is that the compensations measures in case governed both by voluntary agreements and public authority decisions.

- **Resources, power and relationships**

5) A fifth conclusion is that there is a asymmetrical distribution of resources and power in the case between buyer and seller of are.

- **The detailed plan**

6) A sixth conclusion is that cultural heritage representatives has a weak position in the detailed planning compared to the exploitation players.

- **Early steering in the planning process**

7) A seventh conclusion is that there are early agreements in the planning process that makes it difficult for cultural heritages values to influence the design

- **Architecture**

8) An eighth conclusion is that the Housing project partially has been designed with respect to the cultural heritage values at the site.

- **Roles in the planning process**

9) A ninth conclusion is that key players have both active and passive roles to the cultural heritage values that varies over time.

- **Knowledge production and feedback**

10) A tenth conclusion is that the development of cultural heritage knowledge by the consultant is separated from the feedback in the detailed planning process.

Magnus Rönn

Thank you for listening