

Cultural heritage: changing ideas on compensation in planning

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Compensation as key concept

Two different fields of research and understanding

Compensation in Culture heritage belongs to a humanistic field of knowledge

Compensation in Natural environment is a scientific field of knowledge

The two perspectives on compensation are (partly) connected in regulation and practice

Compensation in practice

Three ways of understanding compensation, which creates confusion in practice

1. A tool for planning (national level)
2. A method in planning (local level)
3. A action in planning (project lever)

Compensation has to be understood in its specific context

Compensation a definition

There must be a case of

- 1) land development of a cultural heritage area, which
- 2) leads to a negative impact, and
- 3) requiring physical compensation or measures, which are
- 4) regulated in an agreement with the developer or by the authorities, and has to be
- 5) carried out within a certain time.

If these criteria are met, then we have compensation in community planning

Types of compensation

Same type
of values
on-site

Same type
of values
off-site

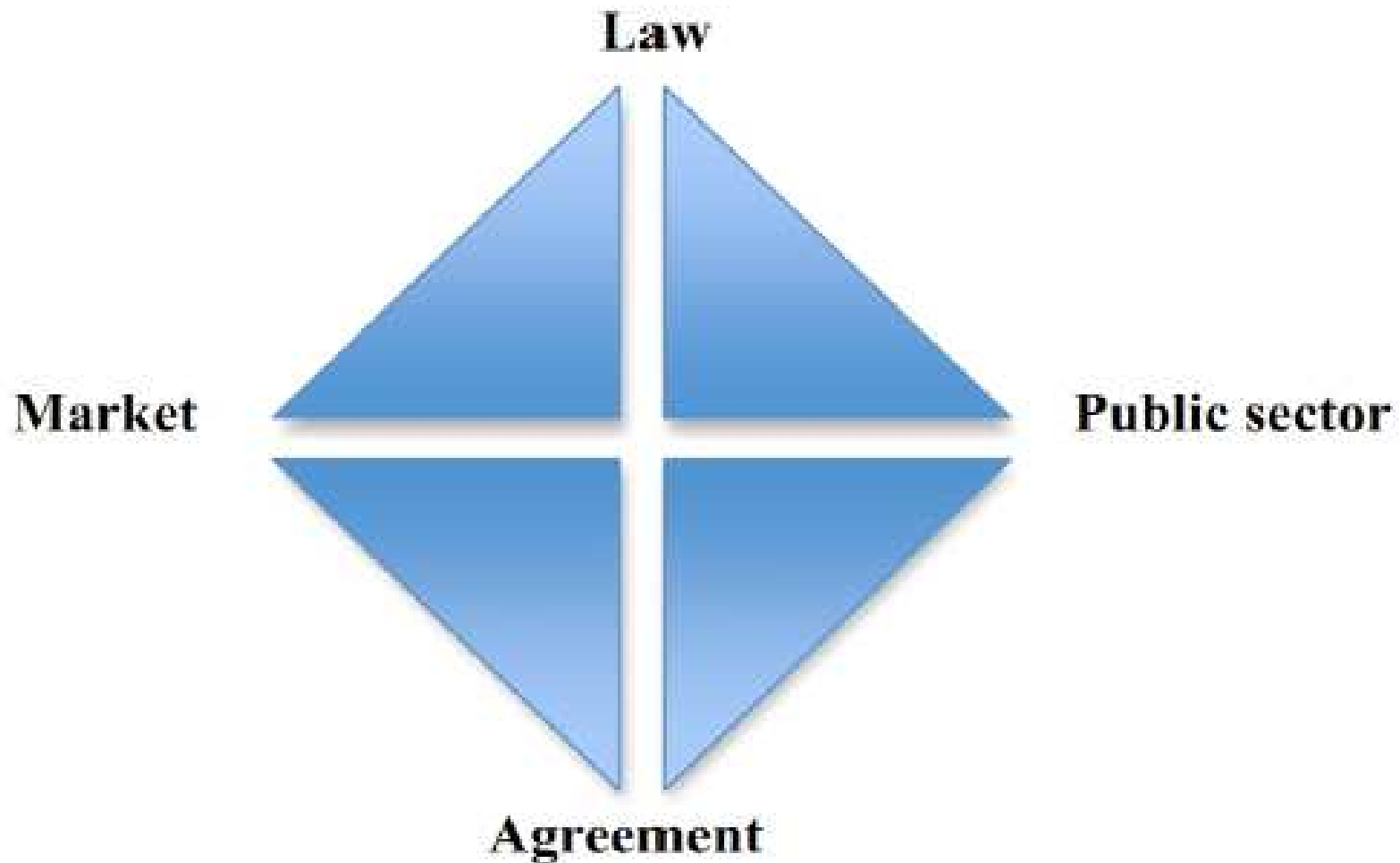
The same values,
but on different sites

Different type
of values
on-site

Different type
of values
off-site

Different values,
on site and off-site

Steering principles



Strategies among key players

**“push on”
make
changes**

**“pull back”
stop
changes**

**“let go”
let changes
happen**

**“let retreat”
accept
changes**

Instruments for compensation

The instruments used for compensation in planning are:

- **Legal instruments** (Planning and Building Act, Heritage Conservation Act, Environmental Code)
- **Plans and permits as instruments** (Comprehensive plan, detail plan municipal plans and permits)
- **Administrative instruments** (routines of municipal departments/authority administrations)
- **Financial instruments** (costs in planning, fees and allowance)
- **Informative instruments** (requirements of assessments, documentation and consultations)

Case 1

Peoples Park turned into housing area





Case 1 - Findings

Compensation measures:

- Moving one building in the are:
- *Same type of value on-site*
- Moving and restoring one build to old Linköping
- *Same type of value off-site*

Steering principle: agreement and regulation in the detailed plan

Case 2

Extension of the harbor in Gothenburg





Case 2 - Findings

Compensation measures:

- Documentation of sight at the fortress (Nya Älvsborg) and the island (Aspholmen) for public presentation including historical maps
- *Different type of value off-site*

Steering principle: agreement supported by regulation for cultural heritage of national interest

Case 3

Wind power in Tanum and project Lursäng





Case 3 - Findings

Compensation measures:

- Downloaded information on cultural heritage values on the site, including map for visiting the area
- *Different type of value off-site and on site.*

Steering principle: application supported by the developer – but no response on compensation measures from deciding authority

Case 4

Steam ferry station and urban design





Case 4 - Findings

Compensation measures:

- Restoring the steam ferry station by demolition extensions
- *Same type of value on site (but 70 m away)*
- Connecting to steam ferry to its previous site by designing public space
- *Different type of value on site*
- Signs with information about the steam ferry station on both sites
- *Different type of value off-site and on site (70 m away)*

Steering principle: regulation in the detailed plan, supported by regulation for cultural heritage of national interest

Discussion and Conclusion

- Compensation is a complicated matter in all the case studies for the key players
- **Compensation measures were all critized by the workshop members**
- There are no clear connection between identified values, damage and compensation
- **The development of compensation measures is part of creative process rather than a logic process**
- The driving forces are local need for solving a problem planning process by negotiations and agreement with developers
- **The key players don't use the Environmental code for implement cultural compensation measures**