

# design urban

## Call for [urban] designers:

Design the future of urban mobility in Vienna! Are you from the fields of design, urban design, architecture, landscape architecture, urban planning, or urban studies and engaged in questions of urban mobility? Join **[r+d] post-carbon Vienna** and contribute to a public exhibition on the future of urban mobility at Vienna Design Week 2015.

As the world continues to urbanise and the effects of climate change and resource depletion intensify, the automotive age is entering its twilight. In response, VDW is joining researchers and designers to lay out a paradigm shift for fossil-fuel-free urban mobility. Design teams will engage questions concerning the topics **energy, space, and living**, and how a transition to a post-carbon future could transform these three key elements of urban mobility. Vienna will serve as their laboratory and test case.



**PROCESS**

Become part of a research and design process during the summer of 2015 that involves local and international stakeholders and will produce material for a week-long exhibition and a public event during VDW 2015. A publication about the project in digital and printed form is also planned.



The aim is for teams of 5-7 designers to find inspiration in mobility-driven utopian visions of the past, such as Norman Bel Geddes' Futurama exhibit at the 1939 World's Fair, while learning from their mistakes. How can design contribute to urban futures that are flexible instead of rigid, responsive instead of prescriptive? What makes design urban and mobility systems sustainable and resilient?



Design teams will be paired with top urban researchers and given access to a pool of local applied experts. The design teams will start their work at a kickoff weekend on 17-18 July, 2015. Each team will be responsible for its own theme, but collaboration with the other teams is expected and encouraged. A studio space will be provided, and designers should be available for work sessions with their teams in Vienna through mid-September, 2015. More information will be provided to short-listed applicants.



# design themes

**ENERGY**

More than 80% of the energy consumed by the transportation sector comes from nonrenewable fossil fuels. The challenge for design team ENERGY is to develop an urban mobility system that uses no fossil fuels at all. What other sources of energy could be harnessed? What sort of mobility systems would be best served by renewable energy (including human-power)? How could our means and needs of energy production, consumption, distribution, and storage be reconceived? How might such systems be integrated into the (existing) urban fabric and inspire new approaches and practices?

**SPACE**

Streets typically comprise 90% or more of urban public space, with 75% of street space dedicated to motor vehicles for circulation and parking. But what if cars all but vanished from urban areas? How could the resulting surplus space be reused and reimagined? Design team SPACE will work with the spatial implications of a paradigm shift in urban mobility. What new spatial typologies might emerge? How could transport spaces be made more flexible, multi-functional, and public? How could new spatial arrangements reduce the need for travel? How can we design urban space that is more fine-grained and built at a human scale?

**LIVING**

The average car commuter spends more than two weeks of each year in traffic. Motor vehicle traffic is the main reason why our cities are heavily paved, preventing the seamless integration of natural and human habitats. Design team LIVING will engage the changes in human lifestyles and the potential for living systems that might arise from a shift beyond the use of fossil fuels. How would our relationship to transport and mobility be different in a post-carbon city? How might transport integrate with other urban functions? What new habitats could develop given such profound shifts in energy and spatial practices? How would they change our daily lives?

## **SCOPE + DELIVERABLES**

[r+d] post-carbon Vienna uses the city of Vienna as its test case. Design teams will consider multiple scales: (1) contemporary urban systems in general will be critiqued, (2) new strategies will be applied in broad strokes to the city of Vienna at an urban scale, (3) detailed systems-concepts will be developed for Vienna's 10th district, Favoriten, the focus district of the 2015 Vienna Design Week, and (4) hotspots as demonstration sites for the proposed designs will be illustrated at block scale or less.

Each design team will produce three boards in A0 format to be exhibited publicly during Vienna Design Week 2015. The boards will deal with: (1) Challenges, potential, and concept; (2) a future urban mobility system at a district scale; and (3) street-scale hotspots illustrating specific elements of the new paradigm. Each group will also contribute to a synthetic triptych of boards depicting the new paradigm at an urban scale.

VDW is unfortunately unable to provide monetary compensation to designers. However, costs associated with the design process will be covered and designers will be credited by name in both the public exhibition and the planned post-event publication.

we are now living in the futurama



but what comes next?

## **APPLY**

Please apply via the contact form below to become part of the design teams. The candidates will be evaluated and selected by a jury of members of VDW and STC.

[Link to Application Form](#)

Application deadline: 05 July, 2015

Notification of acceptance: 10 July, 2015

Contact: [mobility@viennadesignweek.at](mailto:mobility@viennadesignweek.at)