



parallel session 1

globalisation around the corner

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thanks to

- 4 **donald van dansik, one architecture, netherlands**
- 4 azedine elhamouti, morocco
- 4 ronald wall, netherlands
- 4 nadia jellouli-gauchati, morocco
- 4 raoul van bunschoten, uk
- 4 frans vogelaar, germany
- 4 elizabeth sikiaridi, germany
- 4 **jaap modder, nirov, netherlands**
- 4 wouter vanstiphout, netherlands
- 4 luisa calabrese, netherlands
- 4 werner krämer, germany



main questions

- 4 how do globalisation affect cultures and cities?
- 4 what is the impact of the global, generic architecture and urban concepts on cultural identity?
- 4 what are the lessons for the future role of urban planning and the planning instruments?

friday session

world trade centre network:

- 4 global health planning: from science fiction to reality?
- 4 collaboration strategy EU + Africa / NL + Ghana

rotterdam in nador/morocco

- 4 re-migration suburbia
- 4 cash flow from morocco to eu

morocco in rotterdam

friday session

urban flotsam:

- 4 creating spaces & places of communications
- 4 new toolbox for action planning and processing

idensity®

- 4 **identity** (communication) & **density** (of connections)
- 4 bridging urban-media-global-local culture
- 4 soft urbanism

saturday session

vw olfsburg:

- 4 from industrial colony to service and leisure center
- 4 world of discovery and theme park
- 4 connecting the new and the old

valencia:

- 4 science-culture-leisure park
- 4 new urban facelift between city and waterfront
- 4 world wide point of reference?

saturday session

rotterdam central station

- 4 from national station to international mobility hub
- 4 creating urbanity & place identity
- 4 extravagant architecture

ibt hoogvliet

- 4 wimby: welcome in my backyard
- 4 creating alliances for innovative developments

infrastructure & urbanity

- 4 understanding the complexity of urban layers and the network
- 4 designing the nodes of integration and connection
- 4 integrated approaches



new buzzwords, new models,

4 global planning, glocal planning,

4 genius loci, genius fluvi

4 privatopia, heterotopia, connectopia

4 idensity®, soft urbanism

4 hyper urbanism, meta-urbanism

4 interfaces, architecture of switching

4 ...

new cities?



statements



hardware

software

orgware

hardware



- 4 (infra)structure + (supermodern) architecture = e-motion?
- 4 mega-urbanism + avant-garde architecture = meta-urbanism?

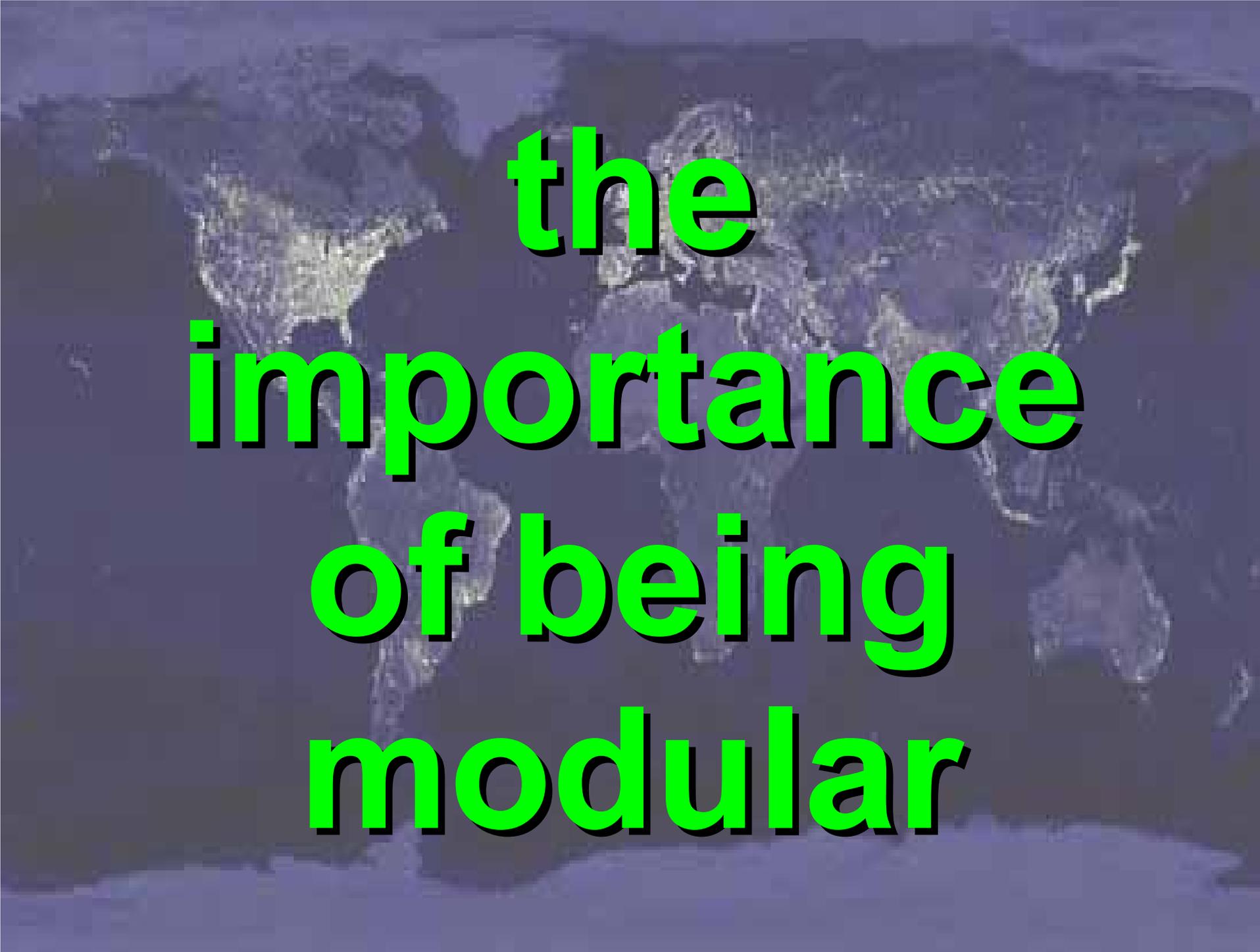
software



- 4 observe and learn from what is happening on the field (real and virtual)
- 4 bridging the cultures and spaces: fusion planning?
- 4 bridging the real and the virtual spaces
- 4 bridging the the rich and poor regions on this planet (planet planning?)

orgware

- 4 **designing strategies (strategic planning)**
- 4 **moving cross-disciplinary (multiple planning)**
- 4 **dealing with different powers of change (multiple agent planning)**
- 4 **managing conflicts (conflict planning)**



**the
importance
of being
modular**