



Short report on the workshop: “Polders of Kruibeke & visitor management”.

06-06-2013 – Final conference – Energiehuis Dordrecht

Reporter: Mieke Vander Elst
Participants: See list

Set up of the workshop:

1. Design of recreational elements, 2 examples:
 - Polders of Kruibeke: *Explanation by Stefaan Nollet (engineer, W&Z)*
 - NP the Biesbosch: *Explanation by Babke Dekker / Jetske Visser (designers)*
2. Introduction to the target area: Kallo (Belgium, Flanders): *Explanation by Laurent Vanden Abeele (engineer, ANB)*
3. Lets get to work:
 - Divide in small groups
 - Develop a vision or design for Kallo (help: inspiration book, designers)
 - Short presentation of your results

Summary:

1. Stefaan Nollet gave an introduction on the project of the Polders of Kruibeke as a safety and natureproject. Then he talked about the visitormanagementplan en the design of the housestyle for the small-scale recreational infrastructure; about how it was done and which results were yielded for the Polders.

Babke and Jetske talked about their work for the NP the Biesbosch; how they selected a pallet of colours and created symbols for the different entrance gates of the Biesbosch, complementary to the new design of the furniture.

2. Laurent gave a slide show about the target area for which the need exists for a specific, recognizable housestyle, integrated within the context of Kallo. Typical features of the area are: polders, marches, reed, port of Antwerp, agriculture, historical buildings and fortresses. The general idea is to give this area a role as a major entrance gate to the valley of the River Scheldt coming from the North.

3. The participants were then divided in three groups of 5 persons. They all got an inspiration book full of examples of recreational elements like birdwatches, boardwalks, benches, land art,... They got glue, scissors, post-its,... All as material to bring their idea's about a new house style for Kallo to the flipcharts. Babke en Jetske were there to help with the visualization of the idea's of the participants.

Conclusions:

The last 15 minutes all the groups presented their idea's towards the others.

Group of Simon:

They referred to the 'power' of the nuclear powerplant nearby, to the contrast between nature and industry of the Port, and the 'connections' between all that.

Therefore as a central idea for the design they came up with 'pipelines', eg. Using pipelines to make a bridge over water in the area.

Group of Lorna:

Keywords for them are: Port, water, heritage, boats, people, contrast,... Past links to present.

They came up with a proposition for a logo showing 'blue water, green marches and grey chimneys'.

Group of Quirien:

As they thought about the Port with the typical appearance of containers, they came up with the 'lego' principle to use as the base for the design. Keywords are linked to a colour: river => blue, nature => green, military => kaki green, milkvein (a local stream) => white.