



PLAYGROUNDS E ARTE PER COMUNITÀ IN TRANSIZIONE **PATTO DI CURA PER LE CITTÀ**

a cura di Katia Fabbricatti, Maria Rita Pinto

La scuola di Pitagora

6 | Rehabilitation, Maintenance and Innovation of the Built Environment
Recupero, manutenzione e innovazione dell'ambiente costruito

The series addresses the issue of rehabilitation and management of the built environment, in relation to the ongoing evolution of the needs of life. The need to develop methodologies and tools for the protection of identity and the control of the quality of use requires the coordination of multiple disciplinary contributions, engaged in the search for a dialectical relationship between conservation and transformation. In the design process, the identification of constraints that the built environment opposes to changes allows to protect the cultural identity, safeguarding the meaning and the role of evidence of the evolution of society and its tangible culture. The project is conceived as a means of governance of the processes of adaptation of the existing heritage to new needs arising from the evolution of the urban settlements, through strategies of protection, organisation, and management of resources. It is an iterative path, in which the decision-making phases are constantly guided by information, aimed at identifying intervention solutions whose outcome can be verified in the subsequent decision-making phases. The books published present the results of research, surveys, and projects, with the aim of promoting the scientific dissemination at national and international level.

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A Serena, ideatrice del progetto, al suo talento, alla sua creatività, al suo sorriso

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Abstracts

The role of art in the regeneration of the built environment. Artist residencies for frail contexts

Maria Rita Pinto

The paper investigates the role of art as a driver of regeneration for frail contexts. Nowadays, the built environment is struck by opposing forces: abandonment and uncontrolled transformation. The artist is acknowledged with the capability of a strongly innovative vision of the future. Art is considered a regeneration drive for a territory, aimed at rethinking identity conservation processes. By inviting international artists to the dialog between expert knowledge and community, it is possible to envisage new scenarios of regeneration and maintenance, acknowledging the built environment with the role of incubating creativity and innovation.

Keywords: artist residency; frail contexts; built environment; urban maintenance; building and urban regeneration.

Growin' Up: the child, the play, the city. Isamu Noguchi's playgrounds for New York (193-1964)

Giovanni Menna

Aldo van Eyck's playground experience in Amsterdam (1947-78) is considered the paradigm of actions aimed at putting together the demand for children's playgrounds with the need for the regeneration of abandoned urban environments or decayed areas of historical centers, with relevant implications in the social, cultural, pedagogic dimensions, and urban planning. However, there have been several relevant previous experiences, both in Europe - Copenhagen, London, Zürich - and the United States, already at the end of the 19th century, especially in New York. The experience in New York is extremely interesting. It comprises several stories:

from the birth of the New York City Playground Association to the pioneering playstreets of the '10s, up to the conflicts started by the incursion of design culture in the project of playgrounds in Manhattan. This paper aims to provide a synthetic historical-critical outline of one of these stories. We refer to the playground projects by Isamu Noguchi (1904-1988), with several actors on the scene - from Louis Kahn to Robert Moses - next to the real protagonists, who have often lost their say: New York children.

Keywords: architectural history; art history; city history; playground; New York.

Locus Ludens. Architecture and urban space as playgrounds

Gianluigi Freda

The 1560 painting Children's Games by Peter Bruegel stages the playing experience in the urban space. The wide unpaved square, delimited by medieval Flemish architecture, is a place that the community uses regardless of its original purpose, as it happens nowadays in any city worldwide. For example, in Naples, any decayed urban space or architecture can be interpreted by residents as a playground. Starting from a 1938 essay by Dutch historian Johan Huizinga, Homo Ludens, which also influenced artist Constant Nieuwenhuys's work, this paper aims to analyze the tool of playing to rewrite the meaning of public space and as a design tool for contemporary architecture works.

Keywords: constant; Huizinga; play; architecture; city.

Culture and creativity for the regeneration of the built environment. Community engagement tools to support artist residencies

Katia Fabbricatti

The contribution of culture and creativity to territories' and communities' resilience and sustainable development is in the spotlight of international policies and research programs. Starting from the interpretation of the built environment as an enabler of creativity and community engagement, and urban regeneration driver at the same time, this paper analyzes the realization process of heritage-led practices, focusing on the programming and planning phases. The goal is to define tools to support the various stakeholder involved in the shared definition of goals and their fulfillment. Through the case study of the PLAY-ACT project of the Department of Architecture of the University of Naples Federico II, the paper defines collaborative knowledge tools in which the bottom-up community approach is integrated with the scientific top-down one.

Keywords: building and urban regeneration; cultural and creative practices; built environment; community-driven heritage engagement; artist residency.

The Play_ACT project. Co-creating a learning landscape for a “resilient urban future”

Flavia Santoianni

The Play_ACT project introduces cultural and artistic production as an element of mediation between community participation and the collective co-creation activity that emerges from the educational potential of art. In a culturalist sense, the concept of community today represents the matrix of shared, distributed and situated knowledge. The community becomes a model of identification for the youngest, who gradually assume responsibility for their own cognitive, cultural, and social heritage. In the Play_ACT project,

formal and informal spaces have been represented by a playground but the artistic spaces have extended to the neighborhood, to the resilient community, to the children themselves who, from students, have turned into creative producers.

Keywords: community, co-creation, co-construction, studio pedagogy, learning environments.

The community role in the regeneration process of collective urban space: methods, tools, and experimentations

Francesca Ciampa

The paper focuses on participatory approaches to orient reuse and maintenance actions on collective spaces for recreational and educational purposes within the regeneration processes of urban voids. Considering art as a transformation driver for the built environment, the goal is to make a *community engagement* tool for the programming, design, and management of the recovery process of playgrounds. The paper defines diversified *survey* modalities according to the goals of each phase of the process and European and sectorial regulations. The result consists of several systems of effective and efficient participatory tools to support the individuation of needs, requirements, and performance for a *community-built custom playground*.

Keywords: rehabilitation; regeneration; built environment; stakeholder engagement; reuse.

Collective spaces and recreational activities: Community Custom Playground experiences

Anna Rita Villano

The research investigates the strategic role that playgrounds assume for the communities well-being, particularly children, and

for the improvement of the settlement qualities regarding public spaces (streets, squares, layby, gardens, parks). Through an analysis of a redevelopment and reuse of an open space for public use to be used as play areas, which took place in Palazzo Cristallini 73, located in the Rione Sanità, the role of the playground is investigated, as a safeguard of settlement culture and ludic-educational tool capable of generating bonds of affection towards to build environment in children.

Keywords: playground; open spaces; community; children; play.

Perspectives for shared urban regeneration: Rione Sanità as a positive model

Nicola Flora

Architecture is a sensitive heritage, to which each community often demands the possibility to re-mark their identity and communicate it. Figurative arts (sculpture, painting) have always participated in these processes. Still, over history, they have been conceived as *top-down* processes originated by the dominant classes, who mainly tasked artists with creating representations to narrate those identities. However, over the last decades, the process has sometimes changed its course, turning *bottom-up*, thanks to local communities who have often found the strength to express themselves, supported by various forms and modalities of participatory processes. One example now has international visibility: what happens in Rione Sanità in Naples.

Keywords: shared urban regeneration; architecture; Rione Sanità; public art.

Outskirts in the Heart of Cities

Antonio Lauria

This short essay discusses “residual urban spaces”, decayed, inactive

spaces scarcely usable due to their positional, dimensional, morphological, and semantic characteristics. For example, a large dismissed industrial area in an urban periphery and an interstitial space in a historical center can be residual. In the framework of such a broad theme, the paper focuses on the residual spaces in the most ancient parts of the cities. After reflecting on the subject, the paper introduces a method for individuating and assessing small residual spaces in historical contexts (Residuality Assessment Process), aiming at their ‘rehabilitation’ to urban life. Finally, it outlines some guidelines for their regeneration.

Keywords: residual urban spaces; historic centers; urban regeneration strategies; urban design; residuality assessment process.

Small temporary interventions in public urban space

Leonardo Zaffi

Temporary interventions are now a drive of new urban action, to regenerate the city in its environmental, social, and cultural aspects. This transient dimension, rooted in tactical urban planning experiences, nowadays represents a flexible and versatile tool to act on public space with small-scale interventions. Their characteristics are to be open to contaminations, induce interest, create new relationships and participation, educate, make art and culture, and increase attention toward heritage values and people’s and environment’s rights. Moreover, small scale as a new operational dimension is an opportunity to activate places without staking a claim on their future, rediscovering meaningful experimentation opportunities, involvement and education, also for young university students. Sometimes, this is concealed in the most hidden turns of the urban fabric.

Keywords: temporary interventions; tactic urban planning; public space; self-construction; applied education.

Public Art and Urban Policies Contamination and Disputes

Cristina Mattiucci

This paper discusses the relationship between public and urban policies by briefly outlining artists' interventions in public spaces selected internationally. Contaminations and disputes of field, responsibility and purpose emerge to discuss the potential and criticality of artistic action concerning the urban issue.

The paper makes up a network of cases resulting from more and less formal processes, aiming to provide critical guidelines, stimulated by open questions, to acknowledge the different grounds and the centrality of public administration to orient artistic actions in urban transformation processes.

Keywords: urban policies; public art; urban conflicts, public space; valorization and commodification

Collaborative care and maintenance of urban space

Maria Giovanna Pacifico

In European policies for promoting development strategies for citizens' democratic participation and social responsibility, shared maintenance can be an instrument for community dialog and a driver for the activation of citizen empowerment policies. Shared maintenance processes are not recent and have proved their capability of improving the effectiveness of the maintenance process, the degree of user satisfaction and their affection for places and goods. The contribution focuses on criteria and tools to favor a participatory approach to grow the effectiveness of maintenance

activities, looking at the citizens as stakeholders and guardians of the built environment.

Keywords: planned maintenance; built environment; shared maintenance.

The city care agreement. Legal basis and public aspects of a negotiation agreement between the Administration and active citizens.

Alfonso Maria Cecere

The agreement, as a negotiation tool, requires stable and normative references. Hence the need for a city council regulation to regulate the shared administration of common goods, establishing the minimum content of the negotiation agreement, its implementation and verification, both in progress and concerning the results. Even though it is a negotiation tool in which the Administration and citizens build a synallagmatic relationship on a civil plane, the pact must strengthen public powers' centrality in building collaborative relationships with active citizens for the common good. Since it is a horizontal form of subsidiarity, recent and limitedly spread, this paper will attempt to take stock of state of the art concerning the Municipalities that have already used the agreement to grasp their characteristic traits and criticalities, including those emerging during the implementation.

Keywords: city care agreement; active citizens; common goods; public law.