

Written Research Proposal

Climate change is a consequence in our generation that we cannot deny. As seasonal patterns dramatically change, and rising sea levels force communities to migrate, we question: How can we design to mitigate this transition, and how can we protect those who could be most affected?

Our research will concentrate on climate change and the effect that it will have on our cities, ways of life, and potential need of relocation. In parallel, we will also focus on proposing design considerations that could influence positively the process of future migrations.

We draw our inspiration from two main schools of thought: Archigram and Biomimicry Design, as both have values that relate to the themes we desire to approach: innovation and efficiency.

One is embodied by the challenging and thought-provoking proposals of Archigram, especially "The Walking City", which proved since their publication, and still on until today, that paper projects are the ideal space in which to tap into ideas that want to drive and push forward the real-life capabilities of engineering and architecture. The concept of the walking city, illustrating the idea that a city never stays in one place so as not to drain local resources, made us consider this as an example of a feasible solution, and incredible starting point for informed speculating of future design considerations.

Biomimicry is also an important area of architecture for us, as it looks at bringing nature, natural process and bio-mechanics into informing better designs. It also has the potential to bring other disciplines into the project and research alongside the design concept. Comparing biological and artificial systems, all mechanical systems require proportionally more fuel than what they can produce, so we question how can we adapt to this, and re-evaluate waste as potential reusable materials in other contexts? We will try to look at cities as whole metabolisms and how they can their "nutrition" adapt to accommodate to new needs, and have a less harmful impact on location, while using new climate conditions as part of their systems, by bringing researched technological advancements into clusters or pairings.

As shown already by the water crisis in South Africa, climate change is already affecting communities, as last year 23 million people were displaced due to disasters linked to weather conditions.

We don't have a final answer or opinion on all of these themes, but we are very eager to dedicate time into researching them. Through our collective research we would like to consolidate a holistic base as to how climate change has an impact on migration trends, and how our cities and lives will change to survive in our ever-changing world.

We will try to understand and collate research about impact of Water supply and demand, raised sea levels, change of costs due to increased flooding, threatened food security (due to agriculture being adapted only to work in stable climates), and renewable energy supplies. All of this will help us understand the butterfly effect of implications, and how it reverberates down through time, and how could we intervene.

Sweden is a perfect place to conduct our research, as it has a high influx of immigrants from war-torn countries such as Iraq, Syria and Afghanistan, alongside the countries' high importance on climate change policies. We believe we can provide an inclusive platform that allows users to engage in solutions towards our future, as we will try to discover how migrants and locals have experienced moving, and their thoughts on having to potentially move again in the future.

Although no exact outcome is decided upon, we wish to research our ideas further, collaborate with scientists, ecologists and architects, and make use of the gathered material to create a film using VR/AR systems (building upon our previous work with VR), encouraging the sense of empathy to be in tune with our current climate issues whilst instigating a dialogue to revitalize the possibilities for our future landscapes.

As a quarter of the design collective 3.09, we all see ourselves as migrants, whether it is 1st or 2nd generation, and within our communities we identify with the magnitude of problems, but we are rarely able to witness the solutions. Our main aim, seeks to explore the nuances between climate change and migration, but also to experiment with biomimicry design that initiates the scope of nature as the source.

precedents images



Alisha Morenike Fisher, British born Nigerian. Based in London

Alisha Fisher is an urban researcher and junior landscape architect intrigued by identity politics within the built environment. Due to the dynamic urban fabric, issues of displacement, mobility and inequality are mechanisms in why she is passionate about social architecture and inclusive cities. This as catalyst, ignited her to start her first solo-funded research project, 'African Cities', in late 2016. She has worked in architecture studios in both Johannesburg and London and is a recipient of the 2017 Humberside Society of Architecture prize for her graduate degree in architecture. Fisher is also the co-founder of the young creative collective, 3°09.



Saphia Al-Haboubi, Born in London with heritage from Iraq

Saphia is an architectural assistant that has always been interested in how people interact with architecture, especially in inter-city environments where, globally, the main part of the population are migrating to. My projects often attempt to tackle socio-political challenges varying from global to local issues and how to bring improvements into our everyday lives through our buildings. Another common theme in my work is the consideration of the overarching affect that we have on the environment and am extremely interested in designing in an ethical and sustainable way. I believe the ArkDes fellowship would allow me to delve deeper into these topics and help provide a greater understanding by using interdisciplinary work to research surrounding subjects.



Andreea Samoila, Romanian, based in Newcastle-Upon Tyne

Andreea is an architecture student at Northumbria University, soon to graduate in July 2018. She currently activates as a committee member of Northumbria's Architecture Society, co-curating a lecture series, and co-coordinating a student-built project to be realised in summer 2018. Her interests lie in temporary/interactive architecture, product design, and urbanism, and how they can have social impact. She also appreciates writing, creative writing, reading on film theory, script writing, and philosophy.

As two of my favourite topics of discussion are influences and re-mixes, the ArkDes fellowship would offer a space to create and research diligently on the topic of climate change and migration through how palimpsests, adaptations and cross-disciplinary projects can inform better designs that accommodate to climate change.



The three of us are part of the collective 3.09: a gathering of 11 globally linked, socially conscious designers and visionaries who aspire to be facilitators of social change within the built environment. Critically analysing intersecting narratives and complex interdependencies through research + film and designing spaces from a temporary perspective.

Through this collective, among other things, we have created a 3D realisation of Brixton, South London and its connection to Windrush square. By using problem-solving methods and virtual reality, we recognised the potential augmented reality design can have on informing better communities.





