

Where is the town hall?







Future



The Link to the <u>future...</u>





Livable city forum Uppsala

Building democratic spaces – designing the new City Hall in Uppsala

15 november 2016



A fysical investment. A digital future.





- 1. Uppsala municipality shall have a gender equal and sustainable economy
- 2. Uppsala shall be attractive to live, work and reside in
- 3. Uppsala's urban and rural areas will grow in a smart and sustainable way
- 4. Uppsala shall be equal, with good living conditions for residents
- 5. Uppsala's residents shall have a place to live and an employment





- 6. In Uppsala residents shall live independently and receive social care and health care according to their needs
- 7. Uppsala's residents and organizations shall be involved in designing society
- 8. Uppsala Municipality's employees should have good working conditions and are highly qualified to meet the demands of the city

The forecast



Year 2030 +25%

Year 2050 +50%

Act or react?





- Bridge the presumed gap
- Visualizing the arena of democracy
- Display the democratic process
- Increase the participation from the citizens



Real estate of transparency!









- Strengthen the impact from political decisions
- Increase transparency in the administrative processes
- Develop a hub for municipality information
- Offer a space for dialouge
- Facilitate the growth of an expanding city





- Environmental aspects
- Cost neural project
- Attractive employer





- Ground floor public
- Meeting rooms
- Contact center
- City council
- Restaurant & cafe
- Administration serving the municipality
- 1500 persons ABW





When it comes to construction of new landmarks in the urban environments, the demand for a clear vision, based on a powerful authentic story, has never been more important.

The city of Uppsala carries two powerful stories already. One from the University, and one from the Church.

How do we find the story that attracts the inhabitants of Uppsala, to become frequent visitors in their city hall?