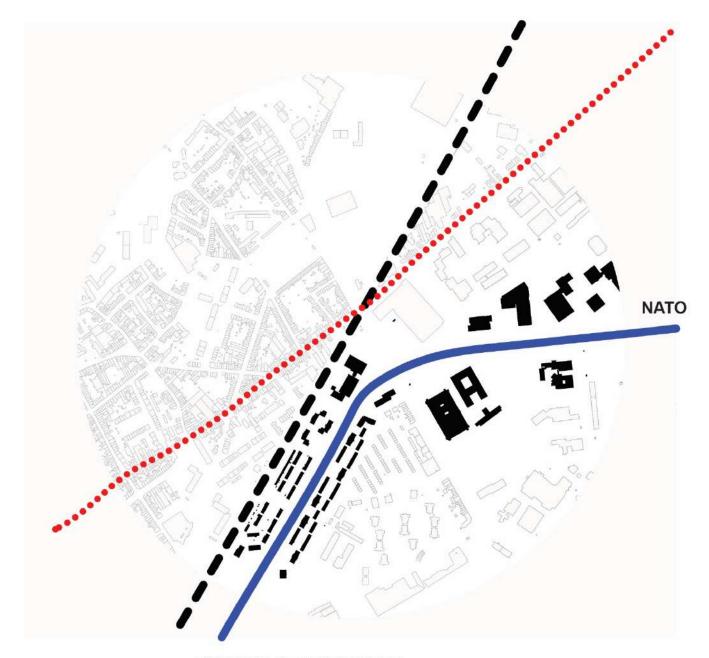
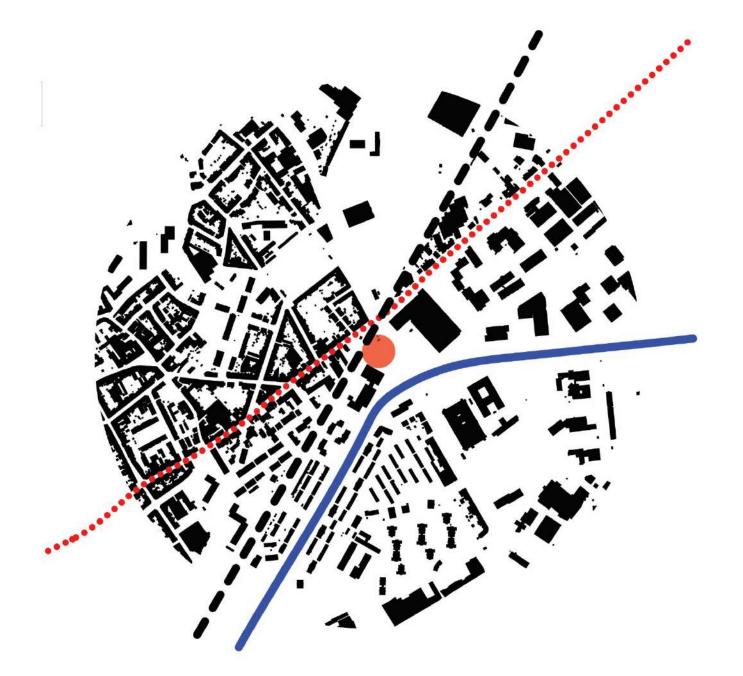
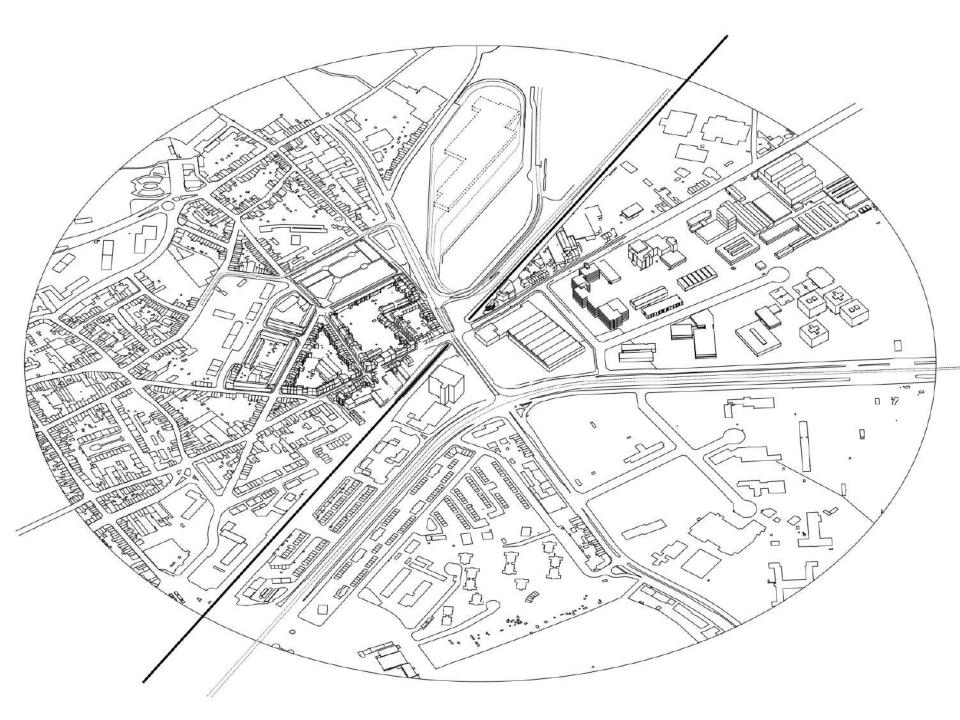


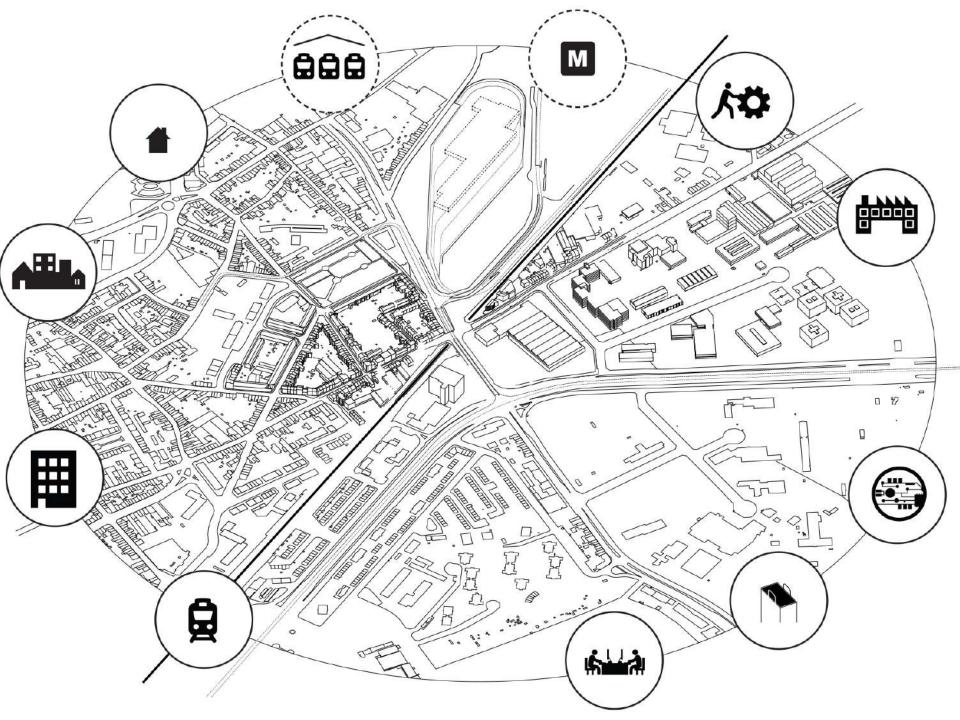
EUROPEAN COMMISSION HEADQUARTER



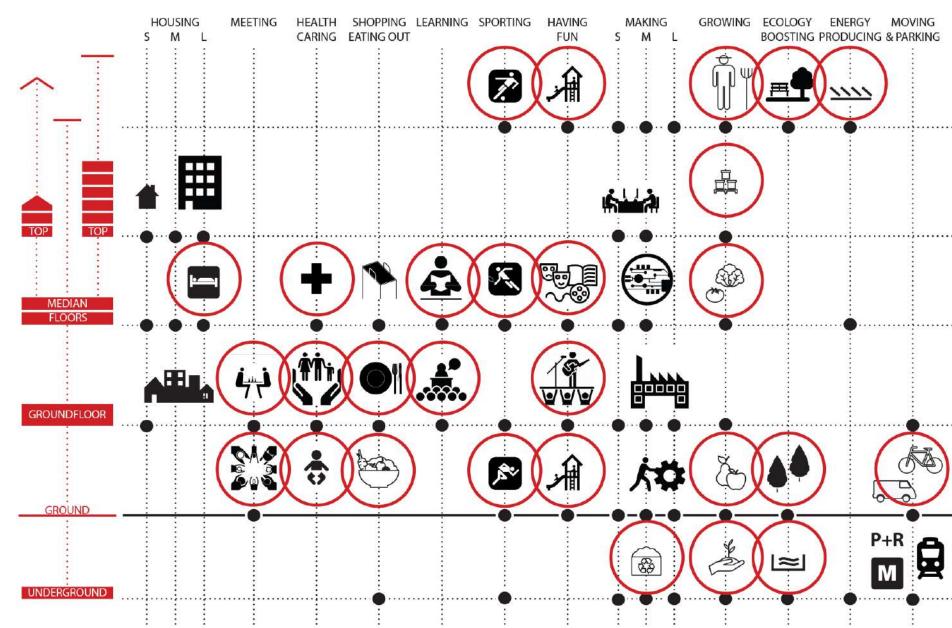
BRUSSELS CITY CENTER

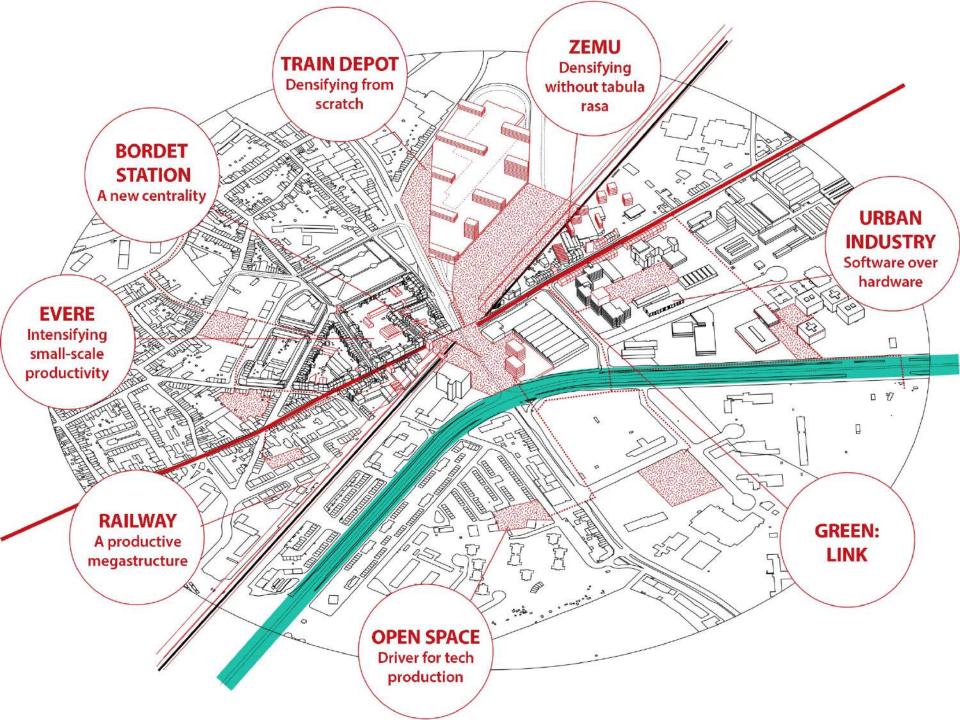


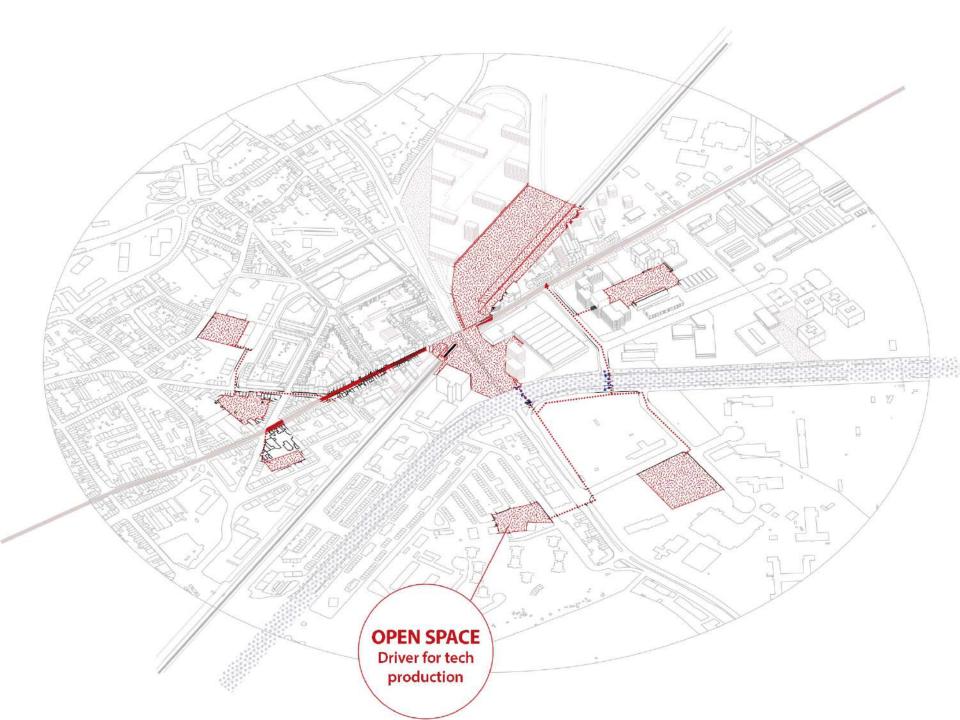




HARDWARE SOFTWARE + URBANITY



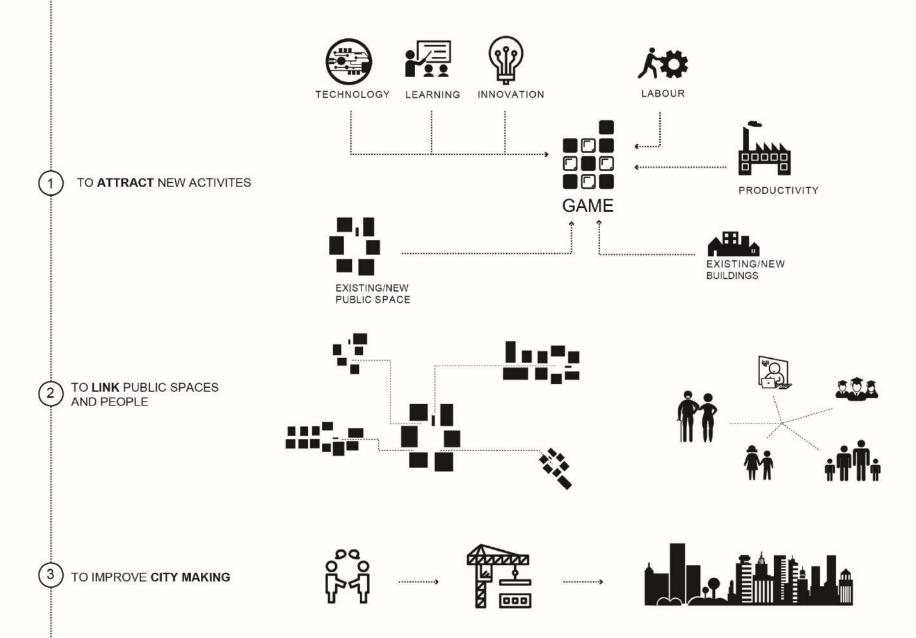


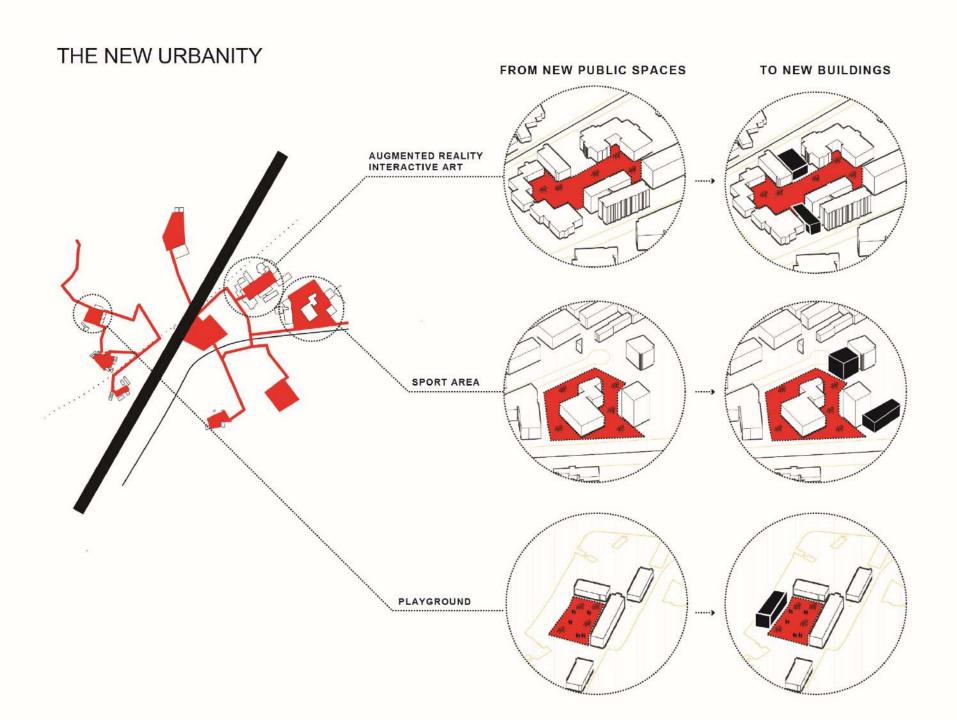


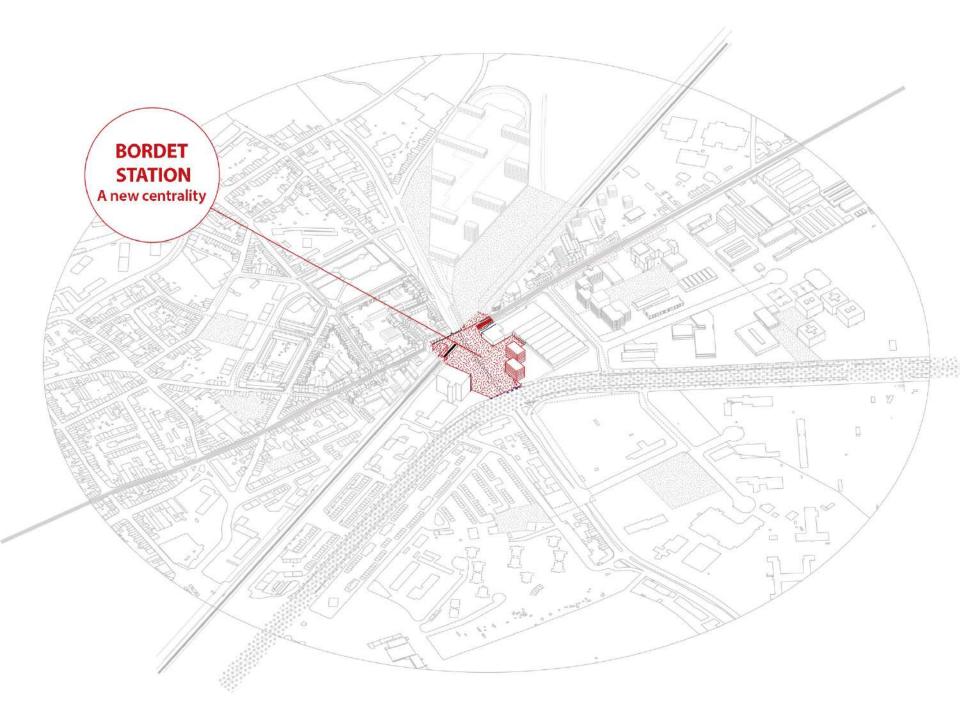
HOW CAN **OPEN SPACES** BE A **DRIVER** FOR **TECH PRODUCTION**

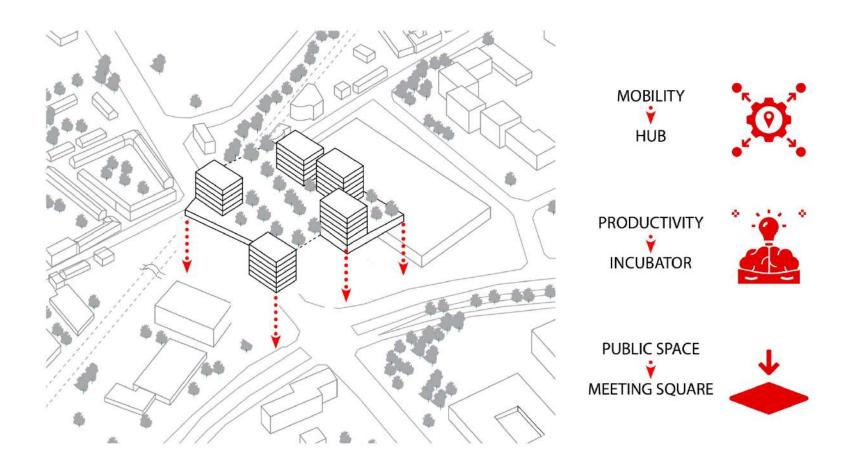


GAME AS A **BRAND** FOR PUBLIC SPACES

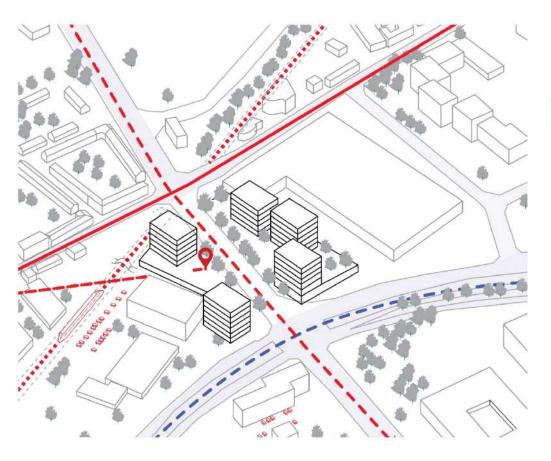


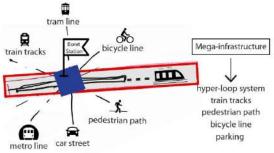




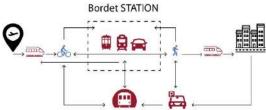








- important node for various modes of transport



- point of transferring from one transport mode to another









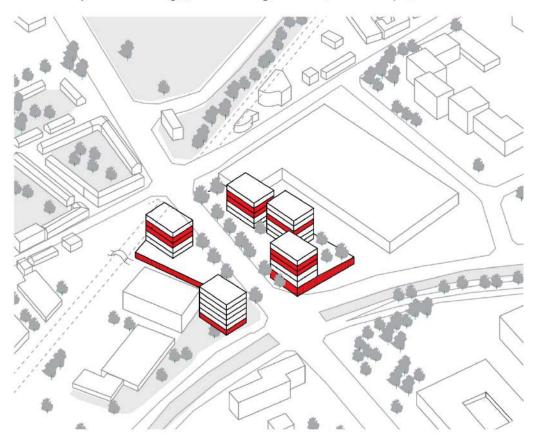








- hybrid development that houses flexible spaces for production and new ways of working (co-working, offices, craftshops)



ADAPTABLE (in use and time)

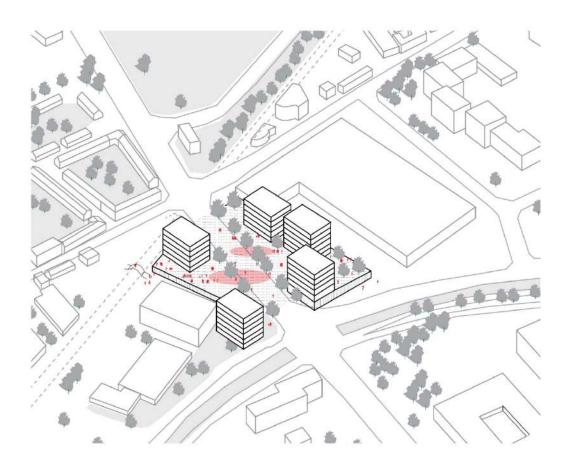
FLEXIBLE (in use and space)

PRODUCTIVE (activities)

ATTRACTIVE (for investors)

SUSTAINABLE (circular economy)





- urban space for interacting, staying, playing
- highlighting the character of the station area



