



Urban development in Norway today is to a large extent a matter of how to build more housing. Soaring housing prices and a growing urban population leads to political pressure on planning authorities and developers to build more apartments in central areas. The result is often monofunctional residential areas, if lucky with a commercial ground floor and a corner cafe. This one-dimensional focus threatens the necessary complexity of the city, its internal synergy, its ability to change, and, fundamentally, its ability to be productive.

Production has always been a part of our cities. The industrial revolution was a story of urbanization. Later, the often noisy and polluting industry was moved to the periphery of the city, followed by a period of relocation to low cost countries in Asia as salaries reached high levels in the west. Now production is returning to the Western city and a combination of technological advances and focus on resource management drives the development. Robotization, for one, reduces the significance of cheap labor and 3d-technology render a future where everything can be produced everywhere. A new small scale and technology driven industry seeks to the city centers due to the need for proximity to customers, innovative networks and knowledge sharing environments. The Productive city implies activities involving all types of actors, in a changing economic reality. It has a possible fundamental democratic agenda. Part of the picture is also new forms of urban food production and local energy production that calls for a rethinking of architectural design and urban planning. The productive city is producing on all levels.

Hence, architects, planners and developers need in a larger extent to understand how cities can open for new, locally based production. European 14 is a room to investigate how these future production forms can be integrated in the urban fabric, increase innovation, cut logistics, open for social integration, and to show how they can co-exist with, and benefit of other systems of the city. European Norway is excited to have three sites this session that explores the topic of the productive city on different scales and levels.

In Alta in Northern Norway, a former storage and processing area for the local slate industry is made available to new use as the activity moves inland. The history of Alta has created a widespread urban structure with its three urban nodes that has their own historical origin and function. Bossekop, the southern node is currently undergoing a renewal process in which the European site at the harbor can play a key role. The municipality wants to use this site strategically in developing smart and innovative industries and new forms of production, but also include other aspects of town life. Hence, they want the seafront in Bossekop to become a laboratory for mixing housing, culture, sea and land based production driven forward by local entrepreneurs.

Lillestrøm is centrally located in the fast-growing Oslo region, with the second most trafficked train station in Norway. As a consequence, Lillestrøm needs to cater for a larger amount of housing. But the city wants to avoid becoming a sleeping town, and has teamed up with two leading private developers to explore how the industrial area of Nesa can be a new model for mixing production with housing and public functions. The location of the European site, next to the river and a vast nature reserve, opens up for interesting investigations into various landscape strategies, here on the border between nature and city.

In Narvik, also in Northern Norway, the European site is a city block that is situated in between the town hall and the park owned by the iron ore company, the cornerstone industry of Narvik. Narvik serves as the main port for iron ore from the mines in Kiruna. In recent years the city has found itself in need of diversifying its economy to fight depopulation. The city prepares for the 'Next Economy' by investing in knowledge-based industries and young generations. Both the university and the municipality are eager stakeholders in developing the European site, the publicly owned Technical Quarter, to become an incubator in a network of innovation, education and production.

The idea of the mixed-use city seems to be a general criteria for success. But the question is how mixed our cities really are. And to what degree they allow for a more productive programmatic repertoire. The European 14 competition will be an opportunity for architects, landscape architects and cities to show approaches to the topic of production in cities, and European Norway and its partners look forward to this important investigation.

Site Brief

Site representative
The Municipality of Narvik represented by Narvikgården AS
Actors involved
The County of Nordland, The Arctic University of Norway Campus Narvik, the Research Park, Narvik Student Organization, UNN Narvik, Narvik Forte, Business Association of the Narvik Region.

Team representative
Architect, urban planner, landscaper
Expected skills with regards to the site's issues and characteristics
Interdisciplinary team constellations are encouraged

Communication
Anonymous publication – online and in an exhibition – after the 1 st jury round

Jury – 1st evaluation
With the participation of the site representatives
Jury – prize selection
Ranked Selection: With Winner (12,000 euros), Runner-up (6,000 euros) and Special Mention (no reward)

Post-competition intermediate procedure
<ul style="list-style-type: none"> – National workshop following the prize ceremony in Oslo with the site representatives, rewarded teams (winner, runner-up and special mentions). – Workshop on site with client, site representative and winning team (possibly also with other rewarded teams).

Mission given to the selected team(s) for the implementation
The municipality of Narvik and Narvikgården AS intends to commission the winning team to develop their project towards a further detailed regulation of the Technical Quarter. As a first phase, Narvikgården is committed to purchase a revision of the winner's project, which includes processing of content and adaptation to local conditions.

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Introduction Narvik

Create an urban arena for the young



Narvik is situated between the fjord and the mountains.

Narvik functions as a port for shipping iron ore from the mines in Kiruna for the Swedish company LKAB. The mines in Kiruna is said to have the largest occurrence of iron ore in the world. As such, this is an industry that stands strong in Narvik. Yet, it is part of the reason why the town has become monofunctional in terms of production.

Recent development in the population of Narvik shows stagnation as students and young people leave the town after having ended their studies. As a counter measure, Narvik wants to invest in the young and a future that offer a broader specter of jobs and opportunities. The town has put focus on developing the existing knowledge-based production. Being the regional town of upper secondary schools, having a campus in the Arctic University of Norway and a research park with special emphasis on engineering, provides a good starting point.

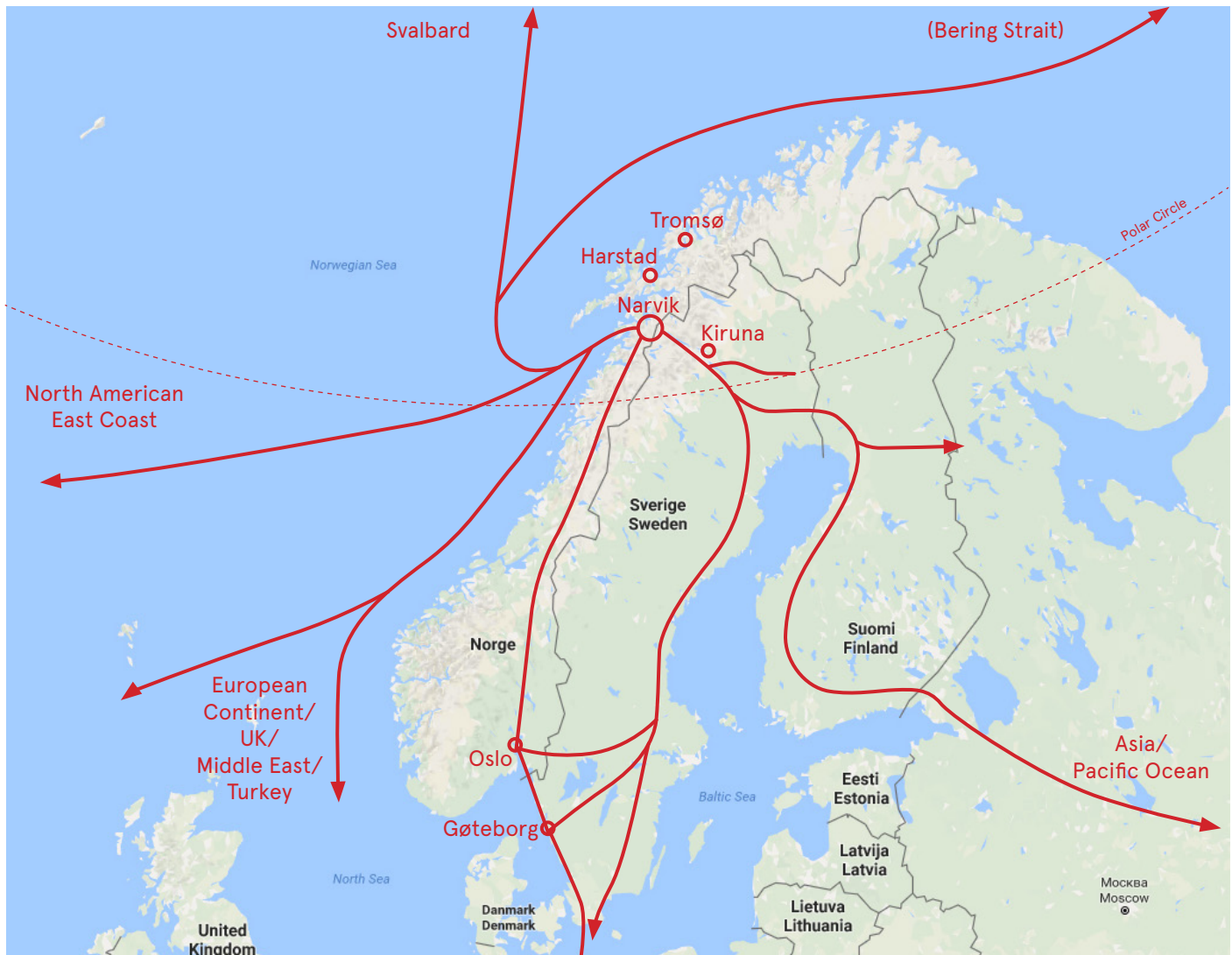
Narvik has decided to use the *Technical Quarter* as part of the strategy. The European site will in the future become an arena in the town center where the next generation of Narvik can live, socialize, produce and start up their own businesses. The town believes that the *Technical Quarter* can become an arena that foster production, connects programs, and benefits

the ongoing transformation of the town centre. The activities on the site will contribute in the long run to influence the economic and social diversity of Narvik.

The town envisions that the Technical Quarter will have a broad specter of programs, such as student housing, flexible spaces for events, co-working spaces, workshops, commercial space and a teaching center for physics. This is an opportunity to test the 'Productive City' on a level of a city block.

Narvik has gathered a solid team of stakeholders to develop the Technical Quarter. It consists of the County of Nordland, the Arctic University of Norway Campus Narvik, Forskningsparken (the Research Park), the Student Organization of Narvik, the foundation Narvik Forte, the hospital UNN Narvik and the Business Association of the Narvik Region. They all see the advantage of developing the European so that it takes Narvik to the next level. You are hereby invited to suggest an imaginative vision for the Technical Quarter.

The Northern logistics hub



Map showing the infrastructural connections with railway, road and boat from Narvik to the World.

Narvik is the most important logistics hub in Northern Norway for two reasons; large quantities of goods are transported from Oslo to Narvik every day, about 70% of all grocery goods in Northern Norway arrives by train through Sweden before its being loaded onto trucks in Narvik and further spread out to the grocery stores. Secondly, most of the iron ore from the mines Kiruna is being shipped from the harbor in Narvik.

The town ties together connections between East, West, North and South. It is the only town in the northern part of Norway with railway connections to Sweden. The two national highways (E6 and E10) boat and railway lines intersects in Narvik, in addition, the main regional airport Evenes is situated close by. The shipping of iron ore from Sweden makes Narvik Norway's second largest port in terms of tonnage. In recent years, the town has been working intensively to realize a transport corridor between East and West with Narvik as a transshipment port. The goal is to transport goods by rail from China in the East, and by boat from Narvik to the East Coast of the US. Both

Norwegian and affected nations governments and the EU find the project very interesting. A realization of the desired transport corridor will create major repercussions in Narvik, and contribute to many new jobs.

Education has been important in Narvik ever since the town was built to ship out Swedish iron ore 115 years ago. The focus on educating engineers has its origins from the LKAB's business activity in town. What was in the first place a vocational school, Narvik Technical College, became Narvik University College, before it just recently became a part of the Norwegian Arctic University - UiT as the Faculty of Engineering and Technology. The town has trained engineers for decades, it has offered a Bachelor in engineering for 62 years and Master programs for 27 years. Today, Campus Narvik has approximately 2,000 students from 30 different nations.

Several projects and priorities has been adopted to provide for growth and development in the Narvik

Regional context

region. One of these is the pending decision of establishing the main base for armed military forces in Northern Norway at Evenes Airport, which could have a significant impact. Overall, it is estimated around 1000 jobs related to the establishment, and an expected population increase of nearly 3,000 in the region.

Another project is the comprehensive investment of local capital in the development of the tourist industry. Narvik has advantageous natural conditions with the mountain Fagernesfjellet rising 1272 meters above sea level as the obvious spearhead. The proximity between the city and the Arctic Sea, as well as the Midnight Sun and the Northern Lights, gives tourists an experience second to none in the world. The initiative has already yielded returns; the number of visitors develops in a positive direction.

Due to its location in the Northern parts of the country, in immediate vicinity to blue and fresh sea, the seafood industry of Narvik has great growth potential. Today, the region is embarking on the development of taking an important role in the coming years. Taking in account the good infrastructure (railway) and available areas for industry, such as fish slaughterhouses, the seafront could be used to create many new jobs.

Despite the optimism connected to the potential development, the region has had a stagnation in population growth. Even though the town of Narvik has experienced a slight increase of population, which is due to an urbanization (or regionalization), the overall region has stagnated compared to the rest of the country. Young people move to larger cities and the population of the Narvik region grow relatively older, which in turn leads to a negative birth rate. The reason is to a large extent explained by the lack of attractive jobs.

These prevailing development features are being encountered by a strategy of making the region more attractive in terms of job opportunities. Recently a focus has been put on the development of small-scale knowledge-based manufacturers. Another tool is to develop a smart strategy for urban development, which is what European is part of.



Hålogalandsbrua is going to be Norway's second largest suspension bridge.



Infrastructure in the making, built by chinese companies.

About the town of Narvik



Narvik is the natural meeting place and trading center in its region. There are shopping centers, tourist attractions, cafés, restaurants and specialty stores, offers that generally are poorer in the surrounding area.

An important reason for Narvik's central position in the region is related to education. At the University, the primary focus of bachelor, master and doctoral degrees is in the technological programs. There is however also a fair share of nurses and economists being educated in Narvik. Students come from all over Norway, as well as from China, Russia and other countries. The environment is characterized by being international and positive.

Pupils from throughout the region attend the Upper Secondary Schools in the town. The schools have a broad range of programs - theoretical as well as vocational. Many students commute or live in dorms in the town.

The regional hospital is situated in Narvik, it has special expertise in several fields. A new hospital is



The Norwegian Arctic University Campus Narvik, overlooking the town.

Urban context

planned to be built on a new site in the coming years. The estimated number of inhabitants that are covered by the hospital in Narvik will increase significantly as comprehensive infrastructure projects such as new bridges and roads will improve connectivity.

Despite Narvik's location on the Northern Hemisphere, the climate is relatively mild. This is due to the Gulf Stream, that provides a steady supply of warm ocean currents, and the surrounding mountains. The town has four clearly defined seasons, with hot summer days and occasionally snowy winters.

The mountain of Fagernesfjellet is a landmark in Narvik. The residential areas extend upwards the mountain side, which enables residents to go skiing straight from their homes to the slopes. The mountain is a recreational resource to the inhabitants as well as a resource to the investment in the tourist industry. Comprehensive development plans for the area is in process, and they involve infrastructure for roads, sewage and water, and residential buildings and cottages. This development will continue for several years to come.

You can find the name *Narvik* in many streets and public squares in Europe. The background is the town's role in WW2. The ice-free port and the shipping of iron ore was important for Germany, and the Allies fought side by side to drive the Germans back. It was in Narvik that Germany lost its first battle in World War 2, thanks to the efforts of many nations. Later Germans took the town back and much of Narvik was destroyed during the bombing that followed. Thus, Narvik emerges as a town with buildings mostly constructed in the post-war period. The stories that took place in the region are duly illustrated and documented the War Museum located in the center.

Traditionally Narvik has been an industrial town, and in recent years' transport and infrastructure has played a very important role. This causes a great strain on the road network. Narvik is one of the few towns in Norway that has the national highway (E6) running through the middle of it. It has been decided to reroute the road in tunnel, in order to move heavy transport out of the town center. This opens for great opportunities in the town center, the municipality of Narvik has just adopted a new plan for how the center should be designed - infrastructure wise. This could have major positive impacts and provide opportunities for exciting solutions at the European site and in the study area.

Many of the priority areas mentioned can have a major impact on the environment. Knowledge-based industries, developed at the intersection of University Hospital and research in enterprises - can create solutions and jobs that provide Narvik with growth and development.



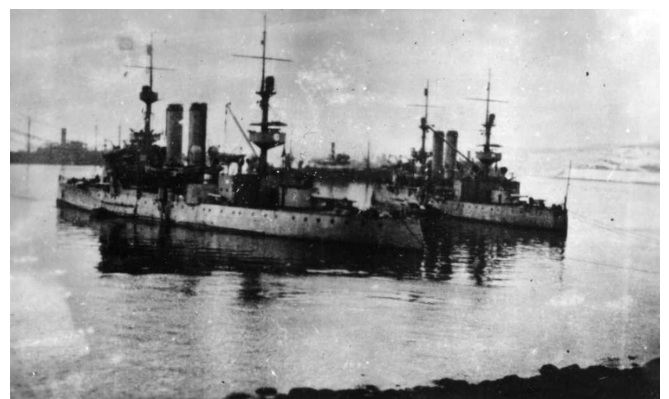
Skiing down Fagernesfjellet.



Malmkaia, the iron ore port.



Train cars heading back to Kiruna after loading off iron ore on the port.



'Eidsvold' and 'Norge', two of the armored ships at the quay in Narvik during WW2.

Urban context

Urban structure



The urban structure with knowledge-based institutions indicated in blue.

Narvik is a compact town situated in the transition between the mountains and the fjord. The topography is steep as the town is located at the foot of the mountain Fagernesfjellet.

It is suitable to say that the town gives an image of being divided in two. One part is associated to the industry at the harbor and the steady flow of freight trains on the railway. The other part, is represented by the characteristic urban structure raised on the plan by city planner Sverre Pedersen from 1925. Ravaged during war times and partially burned down, Narvik is a town dominated by buildings from the reconstruction era.

The most prominent buildings in the city center traces back to this period; the House of Sports, the Peace Chapel and the Swedish Seamen's Church, designed by Jan Inge Hovig, and the Town Hall and cinema designed by Bjarne B. Ellefsen.

The Narvik Square defines the town center. It is surrounded by the Town Hall, the cultural center, the market hall, the Ofoten District Court, the War museum, the library and the largest of the local banks.

The distances between the different parts of Narvik is short, it is a walkable and compact city. The distance from the Narvik Square to the University is only 600 meters, to the hospital it is 1 km. The different branches of Narvik upper secondary school are located within a radius of 1 km from Narvik square, and Research Park is within a distance of only 2km.

Production in Narvik

Narvik was founded to ship Swedish iron ore to the world and the operations at the harbor is still of great importance. But there are signs of a more diversified economy.

It is the unique water basin that has made Narvik a beneficial location as a port. The port is ice-free all year round and the largest ships in the world can dock here. The history of the mining company LKAB's (Luossavaara-Kiirunavaara Aktiebolag) activities in Narvik runs longer than 115 years, and the persistence of the LKAB in the future is evident. Currently the whole town of Kiruna is being moved due to the operations underground that threatens to destruct the existing town. LKAB was just until recently the only company of significance on the docks in Narvik. Over the last years new shipping facilities has been built, which underlines the importance of Narvik's role as a major port. More knowledge-based manufacturing companies have been established because of LKAB's need for ongoing improvements of facilities. The comprehensive focus of technological education has its roots in LKAB's demand for qualified personnel.

As a consequence to the established infrastructure of railways, ports and roads, and the location in the region – Narvik has evolved as logistics hub. Many businesses are linked to this activity, and there are more to come. The industry is growing, particularly because of the increased consciousness on sustainability where transport of goods by freight train is a better alternative than transport by road.

Many of the jobs in Narvik is traditionally male-dominated; logistics, technology and industry. Currently the focus is being directed towards new small-scale industries that will contribute to a more diverse labor-market, and as such make migration to the city more attractive to families. The key is to further develop and use the advantages in logistics, tourism and not at least the knowledge-based industries.

Having both access to infrastructure and fresh water, Narvik envisions to develop the fish industry. Fish farms, smolt production, slaughtering, processing and packing fish, combined with fast transport to markets via rail, airport and highways supports this as focus area. Aquaculture is a widespread industry in the region, but in Narvik it has not yet been explored.

The tourist industry is an area of focus where the plans for development are being implemented. Results of this focus is shown in projects such as Narvikfjellet – the ski center, Polar Park – the arctic wildlife center and Ofotbanen – the railway line between Narvik and Kiruna, which are the single most important elements.

Several businesses and jobs are results of the communities at the Arctic University of Norway Campus Narvik. Spin-off companies are working with production of solar cells, health equipment,

consultation for construction of roads and tunnels, development of supplies to the military, the oil industry and LKAB.

Especially exciting is the development and production of assistive technology in the health sector. This is an activity where the research at the University and the Hospital are linked. One company that has been established in this field, develops handheld x-ray equipment.

A company that originates in the University and the Research Park in Narvik develops components to the oil industry in a global scale, in relation to this business a Think Tank has been established with the purpose of developing ideas for products.

The establishment of a project for a solar plant, and its spin-off companies, has been important in initiating a development of knowledge-based manufacturing. The production of mechanical components for the Military has for decades been an important industry. The link to the technological educations at the University has been important also in these businesses.

Due to its location, the University focus on innovation and research within cold, arctic climates. This involves finding specific solutions to problems like icing of installations within arctic areas, to construction of housing within challenging climatic conditions. The prerequisites of establishing jobs as an extension of these activities are present.

Today, the main activity areas for Narvik are within transportation and logistics, technology, education and research, trade and tourism. Narvik has a potential to develop and become even better at innovation, and creating jobs, in the wake of technological development. A prerequisite is to establish good arenas for this, as such everything is made to facilitate the theme in European.

Kongens gate and its field of influence



*One might say that this image is not living up to the description of Kongens Gate being a heavy trafficked road, this has a logic explanation - the photo is taken in the middle of the night.
#midnightsunnarvik*

The town's main street 'Kongens gate' is also a national highway (E6), this involves a lot of traffic, pollution and noise problems. The impact of these issues is part of the reason why the road now is being planned to be rerouted in a tunnel outside the center of Narvik. If the project is included in the 'National Transport Plan' (an investment plan passed by the Parliament of Norway), it will most likely be realized within a ten-year period.

This project will have a big influence on the future traffic and the transformation of Kongens gate will change the use of the center and the environmental situation. The municipality has just recently decided on the new regulation of the town center which involves improving pedestrian and cycle paths, as well as green areas. The purpose is to get a greener, more pleasant and vibrant center of Narvik.

In recent years, Narvik has undertaken projects that contributes to the renewal of the town center. One of these is the 'Fourth Corner' which contains the new war museum, the library, the tourist information, the local bank and a café. 'Scandic Hotel' marks its presence as the tallest building in town, it is one of the tallest buildings in Northern Norway, with its 54,5 m. Another project is the comprehensive renovation of the Town Hall and 'Stein Rokkans plass'.

Upcoming projects also intend to improve the town center; there are plans for a gondola lift from the

center up to Fagernesfjellet. The renovation of 'Torvhallen', the market hall by Narvik Square, and the renovation and expansion of the European site, the Technical quarter is also part of the renewal process.

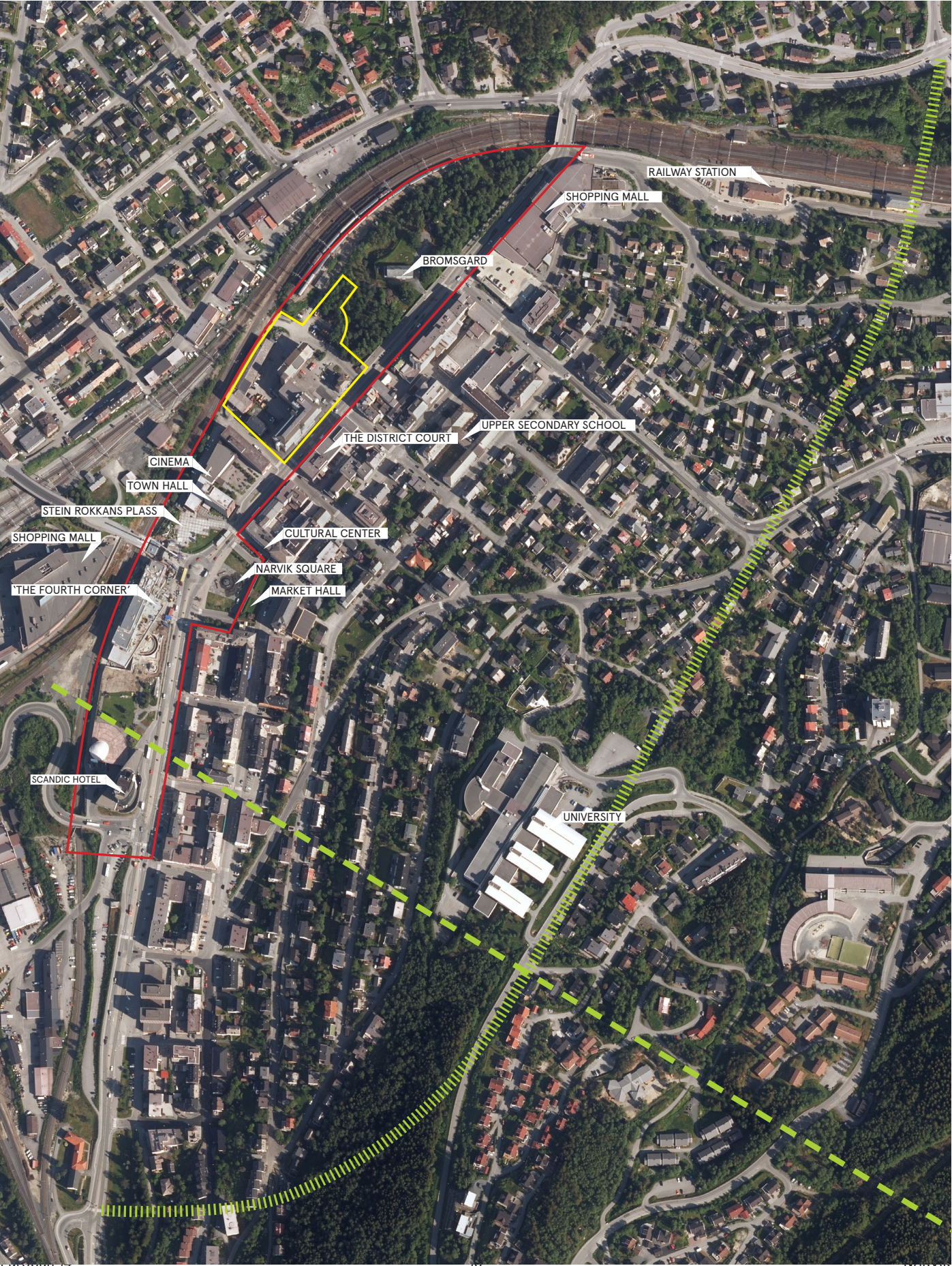
Generally, there is a lack of urban culture in Narvik. The town is left almost empty during the weekends as many people head off to their cabins in the mountains or by the sea. It is also unfortunate that the student residences are located outside the town center. Social arenas such as the student bar are situated on campus. This program could contribute to more activity if located in the center. These are challenges that could be dealt with at the European site.

There is a considerable amount of vacant office spaces available. Hence, building new, regular office spaces does not make sense in Narvik today.

The Study Area also involves The Bromsgård Park. The Bromsgård building located in the middle of the park is the official residence of LKAB in Narvik. Executives of the company and important guests reside here when visiting the town. The building was built in 1947, as the original Bromsgård was burned down. The original building was built in 1900. The park is closed off, surrounded by fences, and just recently it was negotiated and decided upon opening it to public use. The European competition is the first time a discussion can be raised on the use of this very central green space in Narvik.

Study area

- STUDY AREA
- PROJECT SITE
- NEW TUNNEL
- PLANNED GONDOLA LIFT



Study area



Narvik Square, the Town Hall and the cultural center to the right



Scandic Hotel was built in 2012, designed by Madsø Sveen Arkitekter



The 'Fourth Corner' was built in 2016, designed by Madsø Sveen Arkitekter.



Narvik Square, the cultural center, Torvhallen (fish market) and Telegrafbygget.

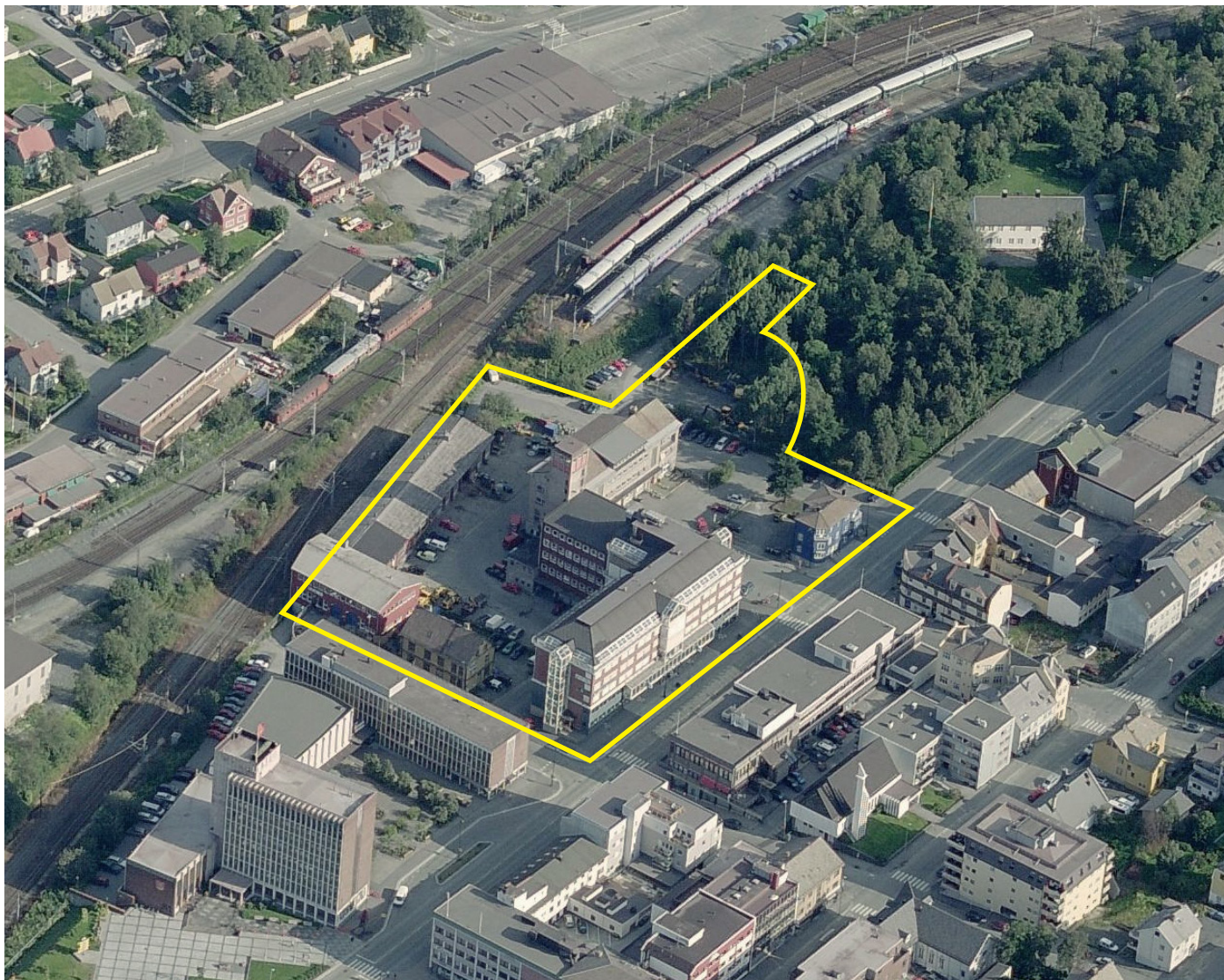


Narvik Square and Kongens gate.



LKAB's Bromsgård, its park, and the European site.

Project site The Technical Quarter



The Site, the municipal property, and the park.

The Technical Quarter is centrally located between the Town Hall (including the cinema) and the Bromsgård Park. It is composed of a variety of building types of different historic origin. The buildings form a lower courtyard and an upper facing the main street.

The project site has been given its name because it hosts the technical units of the Municipality of Narvik; the department of Roads and Parks, the department of Water and Sewage, the department of Building Management, the department of Area planning and building matters, and Narvik Fire department. When the renovation of the Town Hall is completed in the first half of 2017, the departments of Roads and Parks, Building Management, and Area Planning and Construction Matters moves to the Town Hall. The fire department will relocate elsewhere in the municipality.

Current tenants in the Technical Quarter not subject to the relocation process is Innovation Norway,



Project site



Looking towards Fagernesfjellet and the street Brannbakken. OT-gården (7) is situated on the left side.

Futurum, Narvikgården AS and NAV (Norwegian Labour and Welfare Administration). This means that the entire apparatus for facilitating businesses and jobs in the municipality of Narvik is located in the project site. This is viewed by Narvik as a resource for the European site, but competitors are free to relocate these tenants within the quartier if they see that fit.

The building standards at the site vary. The workshops and garages (1), the administration for Narvik School of Culture (2), the spaces for Narvik Fire department (5), the Technical Town Hall (6) and OT-gården (7) all need significant maintenance, modernization and changes if kept. Sentrumsgården (4) has been regularly maintained and is in reasonably good condition. The competition opens for transforming or even removing all buildings, except Astrupgården (3) which is protected as cultural heritage.

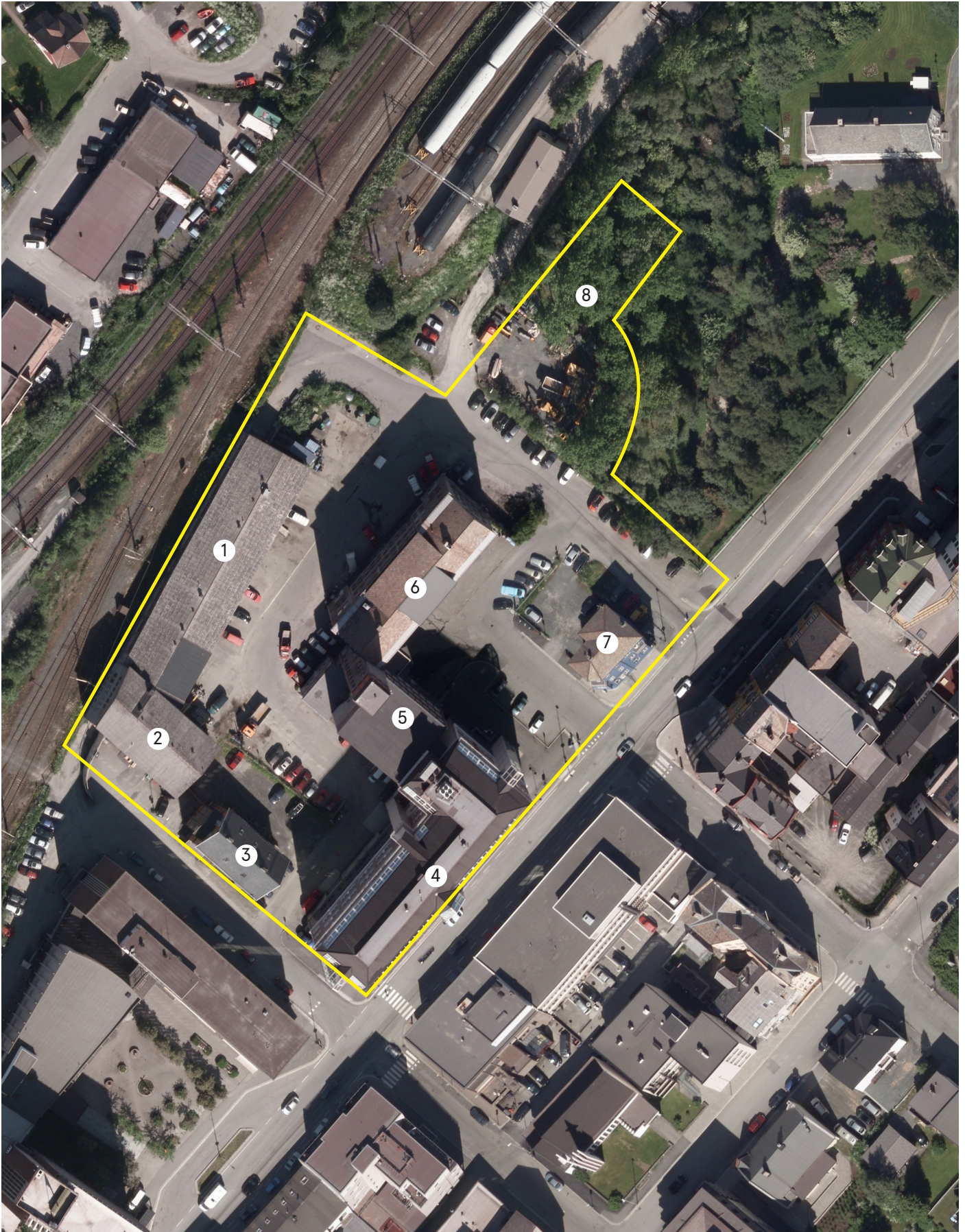
There is a significant height difference within the Technical Quarter. The terrain slopes down from Kongens gate to the railway tracks. The project site can be accessed from Kongens gate, and from the road between the town hall and the project site. Part of the project site reaches into the green structure. This is an important area for the competitors to solve as it can possibly connect the Technical Quarter to a more public park in the future.



Narvik Fire department (5)

Project site

1. Workshops and garages
2. Administration of Narvik School of Culture
3. Astrupgården (protected as cultural heritage)
4. Sentrumsgården
5. Narvik Fire department
6. The Technical Town Hall
7. OT-gården
8. the Bromsgårds Park



Project site

Existing buildings

1. Workshops and garages:

Currently these spaces are used by the department for Building Management, and they are owned by Narvik Municipality. Will be empty in the future.

2. Administration of Narvik Culture School:

The Culture School offers courses and activities in music and visual arts to the inhabitants in the municipality. The building is owned by the municipality. This function can be relocated within a new quarter.

3. Astrupgården:

This building is protected by cultural heritage as it was built in 1903. Today Astrupgården houses a restaurant, a bar and furnished bedsits. The building is privately owned. The function will remain, but competitors should consider how the building's outdoor areas can become part of a new public space on site.

4. Sentrumsgården:

In its first years Sentrumsgården was a shopping mall with several shops and cafés, but today there are no such activities. Currently it contains the welfare and labour service center, NAV, partially on first and second floor. It also houses the municipal department for Roads and Parks, as well as the municipal business development company; Futurum, and the municipal property development company; Narvikgården. The regional office of Innovation Norway, is also located in the building. Innovation Norway is a state-owned company and a national development bank that support innovation in enterprises and industry. The building is owned by Narvikgården. Functions can be relocated within the quarter dependent on competition proposals.

5. Narvik Fire Department:

The main office of the regional fire department is located at the site. Part of this building is a tower previously used for drying hoses. Building will be emptied. The garages with its immediate contact to both courtyards represent a resource.

6. Technical Town Hall:

The municipal departments of Building Management, Area planning and Water and Sewage is located in this building. Will be empty.

7. OT-gården:

The original building was constructed in around 1900 as a residential building, but it has been extensively changed over the years and it has been housing many different programs. Most notably, it functioned as the office space of Ofoten Tidende, the former regional newspaper. Today the building contains a pizza restaurant on one floor, the rest of the building is empty.

8. Bromsgård park:

A small, publicly owned area inside the green structure consisting mainly of the Bromsgård park. Currently used as storage area.



Workshops and garages (1)



Astrupgården (3) and administration of Narvik School of Culture (2)

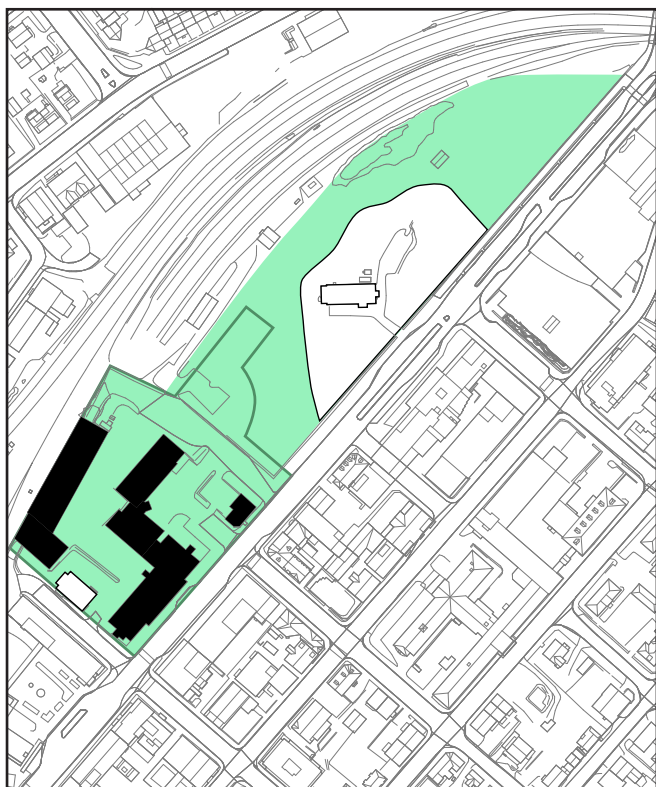



The Technical Town Hall (6)

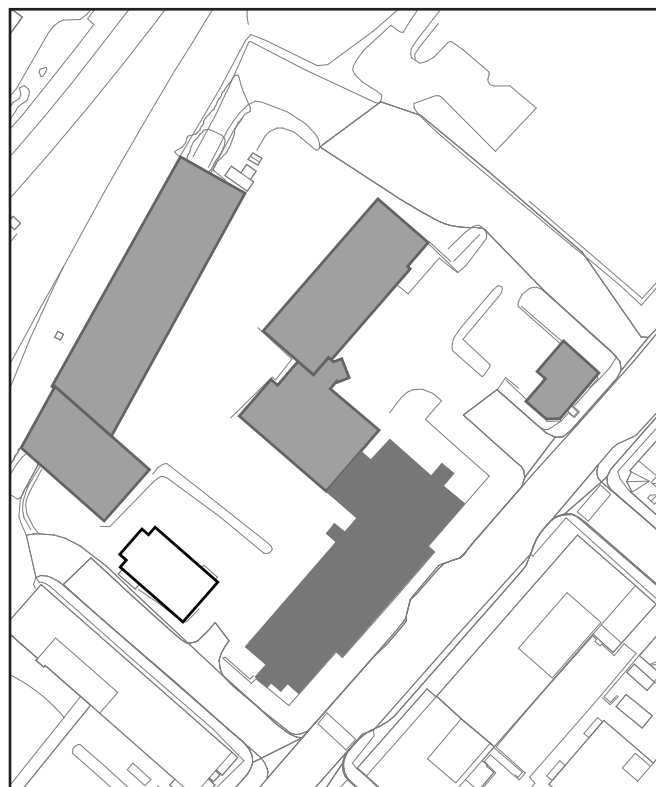



The Technical Town Hall (6) and the lower courtyard, looking towards the park.

Project site Diagrams



New public space: the transition between the park and the project site is a subject for discussion. Astrupgården and Bromsgård, with the marked surrounding area  is not open for change.




 Building that need significant maintenance, modernization and change.

 Buildings that has been regularly maintained and is in a reasonably good condition.

 Buildings protected as cultural heritage



 Areas that will be left emptied in the future.


 Areas open for a reorganization of programs



Diagram showing first floor plans in the existing buildings at the site.

Competition assignment and guidelines

Competitors are asked to make a vision for the Technical Quarter (project site) and the Bromsgård park (study area).

A vision for Technical Quarter

The overall assignment is to develop a vision for Technical Quarter as an urban arena for the next generations in Narvik, contributing to the development of a more vibrant and diversified town. The Technical Quarter is going to be a place where people can live, socialize and produce. An important task for the competitors is to develop strategies for reuse of buildings, and make proposals for new content and architecture at the site.

The quarter should be a place where new forms of production and innovation can happen. The link between the university, the hospital and other institutions is essential and has great potential. The quarter can be a place where these different institutions and young entrepreneurs come together in new collaborations. The European proposals should on one side adapt to the local context in terms of scale and climate, and accentuate the existing resources in culture, education and business opportunities. On the other side the proposal should be visionary and represent a town quarter that introduces a new dimension and program in Narvik.

STUDY AREA

Competitors are not asked to make proposals for the study area south of the site, but proposals should be informed by the ongoing process of renewal of the town center. The Bromsgård Park north in the study area should be a focus for participants. The former closed-off park is being opened with the European competition and proposals should include a new use of the park as a public space. An improved transition between the project site and the Bromsgård Park should be proposed by the competitors. The outline of the project site marks the property of the municipality. This line should not serve as a strict border, as the aim is to establish a connection between the project site and the park. The Bromsgård building itself and the immediate area around are not open for any change.

PROJECT SITE

Functions (innovation and production)

The participants are asked to explore how several functions can be integrated at the project site; Co-working spaces for spin-offs from the university. Workshops for small-scale industry related to testing technology and making prototypes. Student housing, for both long term and short term rentals. Flexible event space for conferences, meetings, concerts and exhibitions. Social arenas such as a student cafe/bar. And, specifically 'Teknorama' - a teaching center for physics and technology, an existing offer

for kids and youths in Narvik that is planned to be relocated. Competition entries should suggest how these functions can be mixed and how they can benefit from a co-location, for instance through shared program. Competitors should also discuss how existing functions in the quarter can be part of a future development.

Public space (flexibility)

Competitors are asked to make proposals for the public spaces within the project site. How can the Technical Quarter complement and contribute to the existing urban space of the town? How can the indoor and outdoor program on the ground floor create a new accessible and flexible arena? And finally, how can this space connect to the opening of the Bromsgård park?

Student life (housing)

The Technical Quarter should facilitate housing for students. The units should accommodate different types of students and professionals/educators connected to educational institutions in Narvik. This includes apartments and studios for regular students at the university and the upper secondary school, as well as for professionals/educators in residence. Competitors are asked to design housing at the Technical Quarter that allows for variety of young people. In addition, the projects should consider how functions can be shared and integrated. Housing, event venues and certain commercial programs can ensure activity at all hours on the site. Competitors must decide whether to locate student housing within transformed buildings or if new buildings must be built for this purpose.

Active reuse (local resources)

Participants are asked to consider a transformation of the existing buildings at the site as well as the need for new buildings. For instance, Sentrumsgården can be approached as flexible space for a mix of new and old functions. Other buildings on site has spaces that easily can accommodate new functions, as well provide as affordable workshops for young entrepreneurs. The proposals could suggest a total reorganization of existing programs in order to meet the new vision of the Technical Quarter.

Commission for the winner



Sentrumsgården (4) and OT-gården (7). Sentrumsgården was built in 1985.

The municipality of Narvik and Narvikgården AS intends to commission the winning team to develop their project towards a further detailed regulation of the Technical Quarter. As a first phase, Narvikgården is committed to purchase a revision of the winner's project, which includes processing of content and adaptation to local conditions.

Actors involved in European at the Technical Quarter

- *The Municipality of Narvik*
- *The County of Nordland*
- *The Arctic University of Norway Campus Narvik*
- *the Research Park*
- *Narvik Student Organization*
- *UNN Narvik Forte*
- *Business Association of the Narvik Region*

Competition Rules

1. ENTRY CONDITIONS

1.1. Entrants

European 14 is open to any team consisting of one architect in partnership or not with one or more professionals of the same or other disciplines of the urban-architectural field (architects, urban planners, landscapers, engineers, artists...)

Every team member, whatever his/her profession, must be under the age of 40 years old on the closing date for submission of entries.

1.2. Composition of the Teams

There is no limit to the number of participants per team. Multidisciplinary is strongly recommended with regards to the sites issues. A registered team can modify its composition on the European website until the closing date for submissions. No further change shall be accepted after this date.

Each team member (associate and collaborator) shall be registered as such on the European website before the closing date for submissions. One team can submit a project on different sites and one person can be part of different teams provided that the projects are submitted in different countries.

Associates:

Associates are considered to be authors of the project and are credited as such in all national and European publications and exhibitions. They are young professionals with a university degree recognised by the *Directive 2005/36/EC of the European Parliament and of the Council of 7 September 2005 on the recognition of professional qualifications*, in any of the relevant disciplines and regardless of nationality. The compulsory requirement is to hold such a degree. Membership in a European professional body is optional, except for associates without a European degree.

Contributors:

Teams may include additional members, called contributors. Contributors may be qualified or not but none of them shall be considered as an author of the project. Just like the associates, the contributors must be under the age of 40 years old on the closing date for submission of entries.

Team Representative:

Each team names one Team Representative among the associates: the Team Representative is the sole contact with the national and European secretariats during the whole competition. Furthermore, every communication shall be done with one sole email address, which shall remain the same during the whole competition.

The Team Representative must be an architect or must have the architect status under the laws of a European country. In specific cases and when mentioned on the site definition (see Synthetic Site File), the Team Representative can be an architecture, urban or landscape professional (architect, landscaper, urban planner, architect-engineer). In this case the team shall necessarily include at least one architect among the associates.

1.3. Non-Eligibility

No competition organizer and/or member of their families are eligible to take part in the competition on a site where he/she is involved. Still, he/she can participate on another site in which he/she is not involved.

Are considered as organizers:

members of the European structures; employees and contractors working for partners with sites proposed in the current session, members of technical committees; observers; jury members and their employees.

2. REGISTRATION

Registration is done on the European website (www.european-europe.eu) and implies the acceptance of the competition rules.

In compliance with French Act #78-17 of Jan. 6th, 1978, on Information Technology, Data Files and Civil Liberties the protection of personal data communicated during registration is guaranteed.

2.1. European 14 Website

The European website for the fourteenth session of the competition is available online from the opening date of the competition, at the following url: www.european-europe.eu

It includes: the complete European rules for the European 14 competition; the session topic; the Synthetic and Complete Site Files grouped geographically or by themes; the juries compositions; and an organisational chart of all the European structures. The website also offers the possibility to register to the competition and submit the complete proposals.

2.2. Team Registration

Registration to the competition is done through the European website (Registration section) and implies the payment of a €150 fee. There shall be no refund of the registration fee. The fee includes access to one Complete Site File and the printing of the panels –necessary for the evaluation– on a rigid support by the national secretariats. Payment is automatically confirmed on the website. The team can then access a personal area and the digital entry area, and download the Complete Site File for the selected site. An additional Complete Site File costs €50 per site.

3. INFORMATION AVAILABLE TO TEAMS

3.1. Synthetic Site Files – free download

The Synthetic Site Files present a summary vision of the site. They are available for free on the site presentation pages of the European website and help the teams select their project site(s). This document is in English and sometimes also in the site language. The Synthetic Site Files provide for each site:

Good-quality iconographic documents:

- 1 map of the city or conurbation identifying the location of the study site and giving the graphic scale;
- 1 aerial picture of the study site in its context identifying the location of the study site in red and the project site in yellow;
- 1 oblique aerial picture (semi-aerial) of the study site;
- 1 oblique aerial picture (semi-aerial) of the project site;
- 1 map of the area identifying the study site and the graphic scale;
- 1 map of the area identifying the project site and the graphic scale;
- at least 3 to 6 ground-level pictures showing the site's characteristic elements (topography, natural features, existing architecture);

Written information:

- the site category;
- the profile of the team representative: architect or professional of the urban design;
- names of the town and place; population of the town and conurbation; surface area of the study and project sites; representative of the site; site owner(s); expected follow-up after the competition;
- the developer's and the city's specific objectives; strategic issues of the site; relation to the session topic: "Productive Cities".

3.2. Briefs – free download

The Brief is a 10-to-15-page illustrated document, the aim of which is to provide a better understanding of the main elements of the context through the existing elements as well as through the site's mutation issues and its environment. It is available for free on the site presentation pages of the European website and includes the following elements:

- A SUMMARY of the main elements of the site;
- The SITE SPECIFICITIES – site representative; others actors involved; function of the team representative; expected skills among the teams; post competition phase; operational mission;
- A DETAILED ANALYSIS OF THE REGIONAL AND URBAN CONTEXT, putting in perspective the transformations of the city and the region and including all the elements on this scale that may have a current or future influence on the site –mobility networks, ecological elements, urban structure, landscape, etc.– within the general framework of productive cities;
- A DETAILED ANALYSIS OF THE STUDY SITE putting in perspective the transformation of the site (the site and its environment) and illustrating how the session topic is taken into account. The following information is also provided:

Role of the study site in the city policy, with details on the goals of the planning imagined by the municipality; Programmatic framework: planned transportation networks; public and private spaces to build and/or upgrade, with assumptions about planned functions and/or dimensions; goals for public spaces and infrastructures; and

detailed explanations of the choices of the developers for each aspect of the programmes.

- A DETAILED ANALYSIS OF THE PROJECT SITE putting in perspective the site transformation and the way to make it productive.
- The programmatic framework is also detailed, with: the spaces to build and/or regenerate, with functions and dimensions; the precise goals for public spaces and infrastructures; detailed explanations of the developers' intentions on the parts of the programmes to be included.
- THE MAIN ELEMENTS LINKED TO THE EUROPEAN 14 TOPIC and their implication on uses and flexibility of spaces (built and public), natural elements and implementation processes of the mutation;
- A DESCRIPTION OF THE SOCIOCULTURAL CONTEXT of the site, the city and the region and its evolution to help participants better understand the local urban lifestyles and the citizens' rhythms;
- A DESCRIPTION OF THE ECONOMICAL CONTEXT of the site, the city and the region and its evolution to help participants better understand the potential productive spaces to create.

This document is in English and sometimes also in the site language.

3.3. Complete Site Files – available upon registration

The Complete Site Files include detailed visual documents on the city, the site, the context as well as drawings, pictures and any graphic document required for the design process. These Files are available on the site presentation pages of the European website after registration on the site and logging in to the website.

They include pictures, diagrams and graphics of the following scales:
Conurbation (Territorial Scale)

- 1 aerial picture of the city;
- 1 map on regional (urban geography) or urban scale (conurbation) with an appropriate graphic scale showing the major features structuring the area (buildings, networks, natural features).

Study site (Urban Scale)

- 1 aerial picture of the study site;
- at least 1 semi-aerial picture of the study site;
- at least 5 ground-level pictures showing the characteristic features of the study site: topography, natural features, existing architecture, etc.;
- plans of the study site with an appropriate scale;
- characteristic features: infrastructure, existing and future plans, etc

Project site (Local Scale)

- at least 3 semi-aerial pictures of the project site;
- at least 10 ground-level pictures showing the characteristic features of the project site: topography, natural features, existing architecture, etc.;
- map(s) of the project site with an appropriate scale, showing:
 - the project site's location within the study site;
 - the project site's plot divisions, constructions, natural elements, etc.;
- topographical map of the project site with an appropriate scale and, if necessary, characteristic features (buildings and natural features to be retained or not, etc.)

3.4. FAQ

Questions on the sites

A meeting is organised with the teams and the municipalities and/or developers on each site to give a detailed picture of the issues related to the site. The national structure of the site then publishes a report in English in a maximum of two weeks after the meeting. This report is available online on the site presentation pages of the European website. In addition to this an FAQ section is open on each site webpage on the European website for a limited period of time (see calendar). Only the registered teams can ask questions on sites.

Questions on the rules

An FAQ section on rules is open on the European website for a limited period of time (see Rules).

4. SUBMISSION OF ENTRIES

4.1. Digital Submission

Digital submission is compulsory. It includes the 3 A1 panels, documents proving the eligibility of the team members and documents for the communication of the project.

The complete submissions shall be submitted by midnight (Paris time) on June 30th, 2017, on the European website (Entry section).

Failure to comply with the hereunder-mentioned requirements on panel presentation may result in the disqualification of the team. The number of entries per site is available on the European website on the European map of the sites (column on the right).

4.2. Anonymity and Compulsory Content

The site name and the project title must be displayed on every A1 panel.

A specific code is automatically attributed to each project upon upload. The teams do not know this code, through which the jury members take note of the project. The teams' identities are revealed via an automatic link between the code and the team on the online projects database.

4.3. Language

The panels shall be either written in English or bilingual (English + the site language).

4.4. Items to Submit

Submissions include documents divided as follows:

- 3 vertical A1 project panels;
- Documents proving the eligibility of the team members;
- Documents for communication (3 images + a short text)

A1 Panels

CONTENT:

The 3 panels must:

- explain the urban ideas developed in the project with regards to the site issues and the themes of the session;
- develop the project as a whole, highlighting the architecture of the project, and particularly the relationship between the new developments and the site's existing context, including three-dimensional representations of the project;
- develop the method foreseen for the implementation process.

All graphic and descriptive documents must have a graphic scale.

TECHNICAL SPECIFICATIONS:

- PDF format
- Vertical A1 – L 594 mm x H 841 mm
- Maximum 20 Mb
- One box (L 60 mm x H 40 mm) is left blank in the upper left corner for the automatic insertion of the code; the name of the city must be placed next to it
- Panels numbered from 1 to 3 in the upper right corner
- The team is free to decide on the positioning of the proposal title

Documents to prove the eligibility of the team members

Documents for the disclosure of names and verification of the validity of the proposals shall be uploaded as PDF's on the European website.

Personal information include:

For the team:

the TEAM FORM and DECLARATION OF AUTHOR- AND PARTNERSHIP AND OF ACCEPTANCE OF THE COMPETITION RULES available online on the team's personal area; to be filled out and signed;

For each team member:

A copy of an ID DOCUMENT with a picture, providing evidence that they are under the age of 40 at the closing date for submission of entries (see calendar);
A copy of their European DEGREE as an architectural, urban or landscape professional (architect, landscaper, urban planner...) or proof of such a status under the law of a European country

No other document than the ones above-listed is necessary.

Attention: The personal documents must be uploaded individually for each team member. Only team members that correctly registered and submitted their eligibility documents separately shall be considered

within the team final composition. The upload of one sole document with all the required information (copies of the ID's and degrees) will not be accepted.

Documents for communication

Each project must be summered up as follows:

- One short text of 2,500 signs (spaces included, to be typed in upon submission) developing the project ideas;
- 3 separate PDF images that symbolize the project (max. 1Mb per image).

4.5. Control of the Submissions

Each team can check the upload of their projects on their online personal area. They can also –if needed– modify these documents until the deadline for submissions.

A period of 7 days is left open after the deadline for submissions (see Calendar) for the European secretariat to control the upload of each submission sent before the expiry of the deadline, as well as to correct the potential problems that might have appeared during the upload of the documents.

5. RESULTS AND PRIZES

5.1. Results

The list of the winning teams (Winners, Runners-up, Special Mentions) is available online from December 1st, 2017, on the European website (Results section).

5.2. Winners

Winners receive a reward of the equivalent of €12,000 (all taxes included) in the currency of the site's country (at the exchange rate on the date of the announcement of the results). The organizers undertake to abide by the decisions of the national juries and to pay the reward within 90 days of the announcement of the results.

5.3. Runners-Up

Runners-up receive a reward of the equivalent of €6,000 (all taxes included) in the currency of site's country (at the exchange rate on the date of the announcement of the results). The organizers undertake to abide by the decisions of the national juries and to pay the reward within 90 days of the announcement of the results.

5.4. Special Mentions

A Special Mention can be awarded to a project considered innovative although not completely adapted to the site. The authors of such proposals do not receive a reward.

6. COMMUNICATION OF THE COMPETITION

6.1 Events

- At the national scale of the organizing and associate countries: Promotion is organized about the competition launch. After the first jury round, an exhibition or online publication of all the submissions on one site can be organised, provided that it respects the teams' anonymity and it is correctly communicated beforehand. This communication shall be specified in the site brief. The results announcement is accompanied with results ceremonies and presentations and/or workshops creating a first contact between the winning teams and the site representatives.
- At the European scale: A European event called INTER-SESSIONS FORUM is the link between a finishing session and the beginning of the new one. This forum gathers the winning teams and site representatives of the finishing session and the site representatives of the new one around the results and first implementation steps of the projects awarded during the last session. A €500 compensation is granted by the National Secretaries to each winning team (winners and runner-up) participating to the Forum to cover the journey and accommodation expenses.

6.2. Publications

The competition results can be the opportunity for publications in every organizing or associate country. The European secretariat publishes a catalogue with the European results along with expert analyses. This catalogue is available either for free consultation or for sale on the European website.

6.3. Websites

Websites are open by the national and European structures to promote the current session, future events and archives (previous sessions, team portraits, etc.)

7. RIGHTS AND OBLIGATIONS

7.1. Ownership

All material submitted to the organizers becomes their property, including reproduction rights. The intellectual property rights remain the exclusive property of their author(s).

7.2. Exhibition and Publication Rights

Moratorium on Publication

Teams may not publish the documents submitted to the competition or disclose their names by using their project for any communication before the official announcement of the results. Any such publication may result in the disqualification of the team.

Publications

The organisers reserve the right to publish all the projects submitted to them after the official announcement of results. Projects are exhibited or published under the names of their authors.

7.3. Disputes

The Council of the European Association, which is empowered to arbitrate, shall hear any dispute.

8. LIST OF EUROPEAN 14 COMPETITIONS

The Contact section of the European website shows the detailed national competition conditions country by country (number of sites and prizes, conditions of construction rights, etc.) as well as the details of the national and European structures, with the names of the people working for them.

The Jury section of the European website lists the members of the national juries.

List of illustrations and documents

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The Jury



Anthony Engi Meacock
(GB)
Architect
Partner Assemble Studio



Catherine Mosbach
(FR)
Landscape Architect
Mosbach Paysagistes



Alexandre Theriot
(FR)
Architect
Partner Bruther



Kaye Geipel
(DE)
Architect
Editor-in-chief of 'Bauwelt'
and 'Stadtbauwelt'



Gerrit Heinz Mosebach
(NO)
Architect and Urban Planner
Project Leader and Chief
Architect in Dept. of
Planning and Building
Services, City of Oslo



Hilde Bøkestad
(NO)
Architect
Head of City Planning,
Trondheim Municipality



Gøril Forbord
(NO)
Business Developer
Business developer at
Trønderenergi

Organizers



Municipality of Narvik

Lars Norman Andersen
Municipal Manager

Narvikgården AS

Lars Skjønnås
CEO

Bjørnar Evenrud
Property Manager

Preben Bussoli
Sales Manager

European Norway Secretariat

Øystein Rø
M.Arch.MNAL
Secretary

Fredrikke Frølich
M.Arch.MNAL
Secretary Assistant

Margrete Bjone Engelsen
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European Norway Board

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Member of the European Council and Executive Committee
Partner, Dahl Uhre Arkitekter as

Marianne Skjulhaug
Master of Architecture
Vice President of the Board
Head of Institute for Landscape and Urbanism, AHO

Markus Schwai
Master of Architecture
Representative for Norwegian University of Science and
Technology Faculty of Architecture and Fine Art

Camilla Moneta
Master of Architecture
Representative for National Association of Norwegian Architects

Morten Ednes
Master of Architecture
Representative for Norwegian Centre for Design, Architecture and
Built Environment

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Master of Architecture
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Representative for Bergen School of Architecture

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Updates, discussions, photos from the jury process and more!