The final thesis “Project for an urban park in Beijing” is the last step of a long path started with the participation to the workshop “OLYMPIKed: Beijing-Torino Design Studio – a study on Beijing Olympic venues redevelopment”.

The workshop, born by a collaboration between the Tsinghua University of Beijing and the Polytechnic of Turin, has been held by 8 Italian students and 8 Chinese students (supported by professors from both the faculties) and it was focused on the transformation and the re-use of 4 of the main Olympic venues of Beijing 2008. The topic I worked on with my group was the re-use of the zone around the new stadium for the game of basket, an empty space in the urban area of Beijing, located on one of the two main axes on which the city develops, really close to the city centre.

The location and the context of the area has driven the design choices toward the creation of a public space as an urban park, in which has been housed functions like a new cultural and photographic pole, a variety of facilities for the citizens and an open sport area for the city (cause the new stadium was already sold to the NBA). The shaping of the park has been the result of our first studies about the Chinese cities' morphology: we created various strips in the east-west direction, modulated on various heights and inspired by the Chinese courtyard’s form. The accesses to the strips has been distributed by longitudinal streets that recall the typical Chinese hutong.

The presence of an important underground station and of the convergence between two really relevant roads suggested us the way to distribute the hypogeal buildings that hosts the various functions. We spread them according to different densities, higher in the more crowded places, less toward the central part, to create a green corridor from the stadium to the surroundings.

The target of the users is mostly old people and really young children: the choice is based on our personal experience of the site, on which we’ve often seen that categories practicing the traditional street games and sports of Chinese tradition.

The east side instead is dedicated to the “modern” sports, and the project plays again on the different heights of level of the fields.
The second part of the thesis is formed by a critical essay that analyze the morphology of Chinese cities related to the different kinds of governance and society from the imperial times till today. In this phase I found various important concepts, such as the spatial and social significance of the archetypical elements of Chinese architecture. This fact allowed me to lead with more consciousness the development of the project and to have a comprehension of the complexity that is proper of the Chinese space fruition, that’s really different from the occidental one.

The final project is focused on a portion of the original site (is one of the stripes created on the workshop’s project) and it aims to the creation of a space that fits the aggregation costumes of Chinese population, interpreting in a modern way the theme of the Chinese garden.
This garden, that is constituted by a system of “rooms”, enclosures surrounded by walls, has been thought for being the perfect place to practice the traditional Chinese games and sports. The design of the spaces has different characteristics according to the activities that take place inside (from the game of kite, to the chess, the tai chi, the tea ceremony...).

A peculiar attention is given to the choice of vegetation, based on the Taoists symbolism, and to the modulation of the different gradients of privacy depending on the activities. Screens of various patterns, thickness and density are used to filter the passages between the rooms and to create the “furniture” of the garden.

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