



**Politecnico  
di Torino**

# **Honors Thesis**

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**Master's degree Science in Architecture Construction City**

**Abstract**

**How to move a city, mapping the process of Kiruna relocation**

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Kiruna, located 145 km north of the Arctic Circle in Swedish Lapland, is historically renowned for Sami culture and its breathtaking Northern Lights. Over the past 20 years, it has gained fame as "the moving city." Kiruna is undergoing an ambitious relocation project due to the expansion of the world's largest iron ore mine, which, by extracting the ore beneath the city, compromises its stability. Consequently, the city center is being demolished and rebuilt 3 km to the east. The most significant historical buildings are being spectacularly relocated through extraordinary transport efforts. Starting from the design mechanism in the form of a strategy game, set in Kiruna in northern Sweden and tested over the course of three years within the "Architectural Design Theory A" course of the 'Architecture' degree program, this thesis proposes the development of a software tool aimed at mapping the process of the city's relocation, keeping track of all documents, controversies, and material effects that have had a direct influence on the territory. This project was then realized, in collaboration with the municipality of Kiruna, by computer engineering students from the Software Engineering II course of Polito, under the guidance of Professor Marco Torchiano.

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