



Development A-round Corvetto

The final vision for the future of Piazzale Corvetto is to create a place where different activities could happen, keeping in mind that the main aim is to provide to the community something that they really need. The principal goal

is to create connections between people coming from different cultures and with different ages. Although all the activities developed in this vision were already present in the previous stages, now they

have acquired a greater importance in the light of the present situation, because they can respond to the future needs of the community and they can allow creating a connection between different groups.

"A-round" refers both to the position of the neighborhood, in the suburbs of Milan, near to the countryside and to the aesthetic we have chosen for the ground pattern and the structures.



Give to the community what they need

Improve sociality respecting social distancing

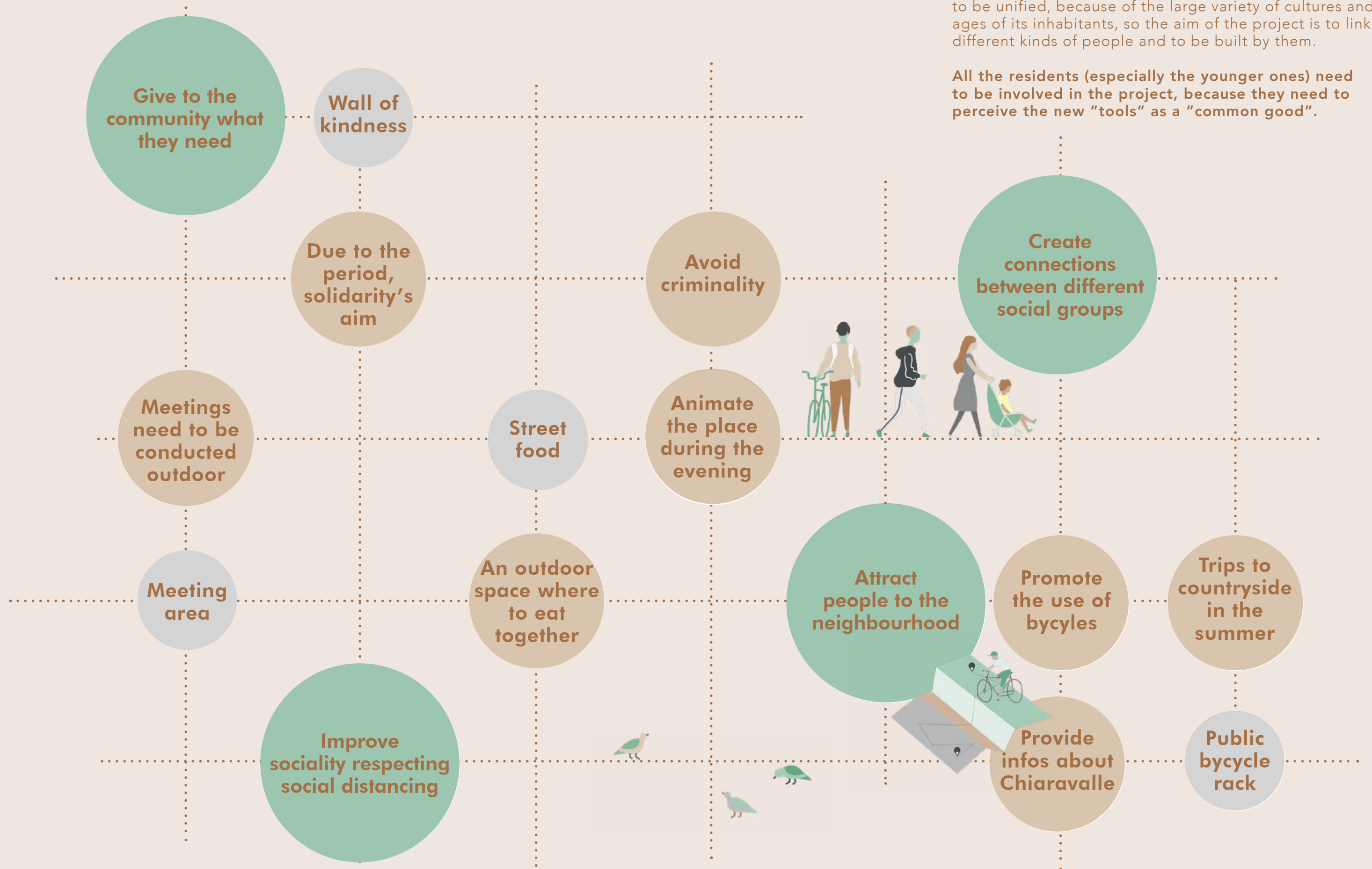
Attract people to the neighbourhood

Create connections between different social groups



We have started to develop our project thinking about the idea of a common space. This neighborhood needs to be unified, because of the large variety of cultures and ages of its inhabitants, so the aim of the project is to link different kinds of people and to be built by them.

All the residents (especially the younger ones) need to be involved in the project, because they need to perceive the new "tools" as a "common good".



Aims and activities

We have divided the whole area into three parts and we have created a specific structure for each one.

The meeting area, with a central table to do workshops and open meetings, also for the associations of the territory, and behind the Wall of Kindness, divided into three parts, one for public announcements, one for clothes and the last for books and other kinds of objects.

The street food area with a street food truck, some classic tables to eat a whole meal and some higher tables, only to stand and take something to drink.

scale 1:200

Wall of Kindness

Street food area

Meeting area

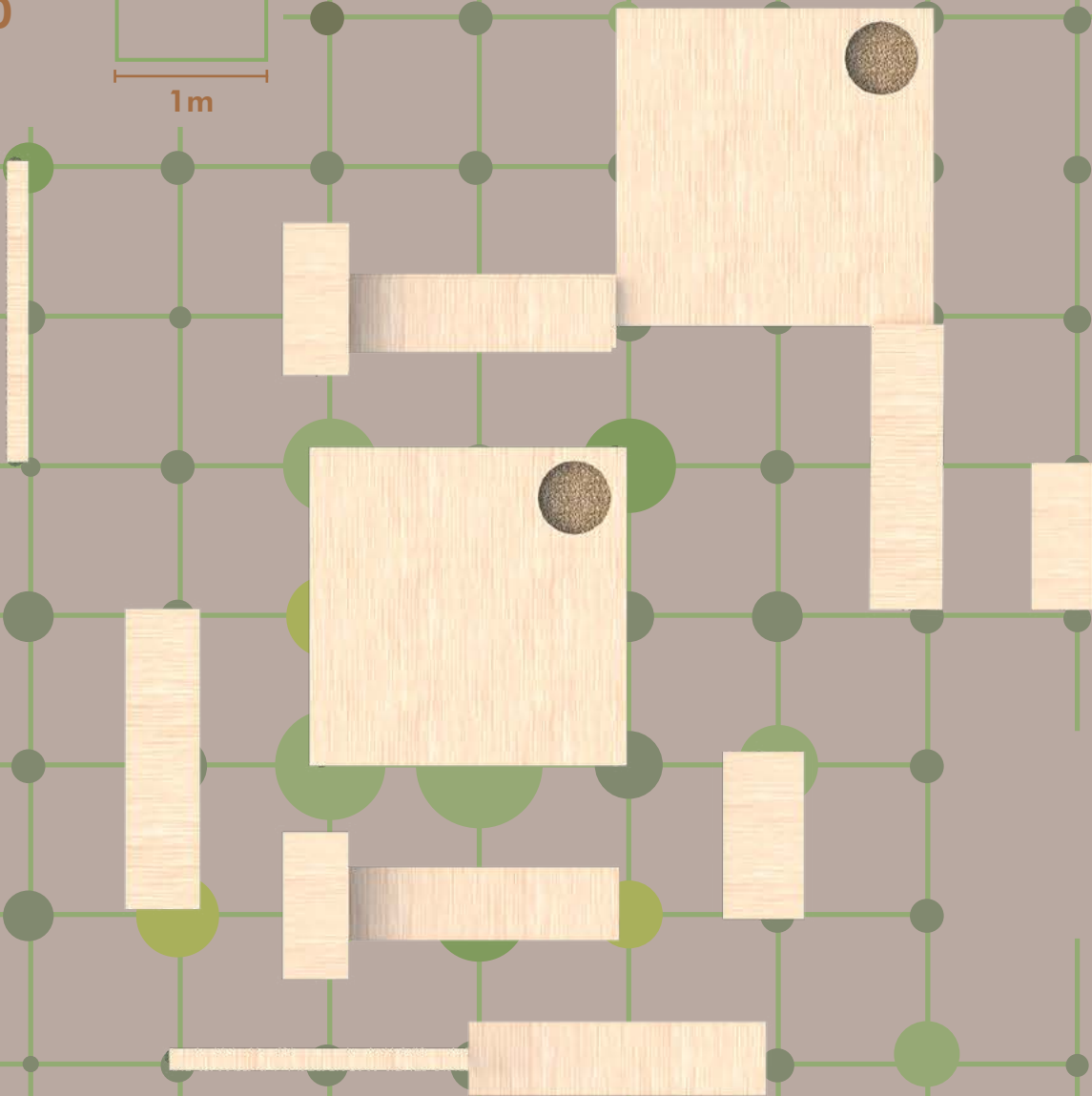
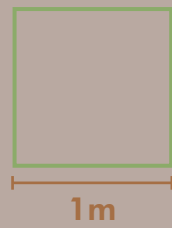
Masterplan

Meeting Area



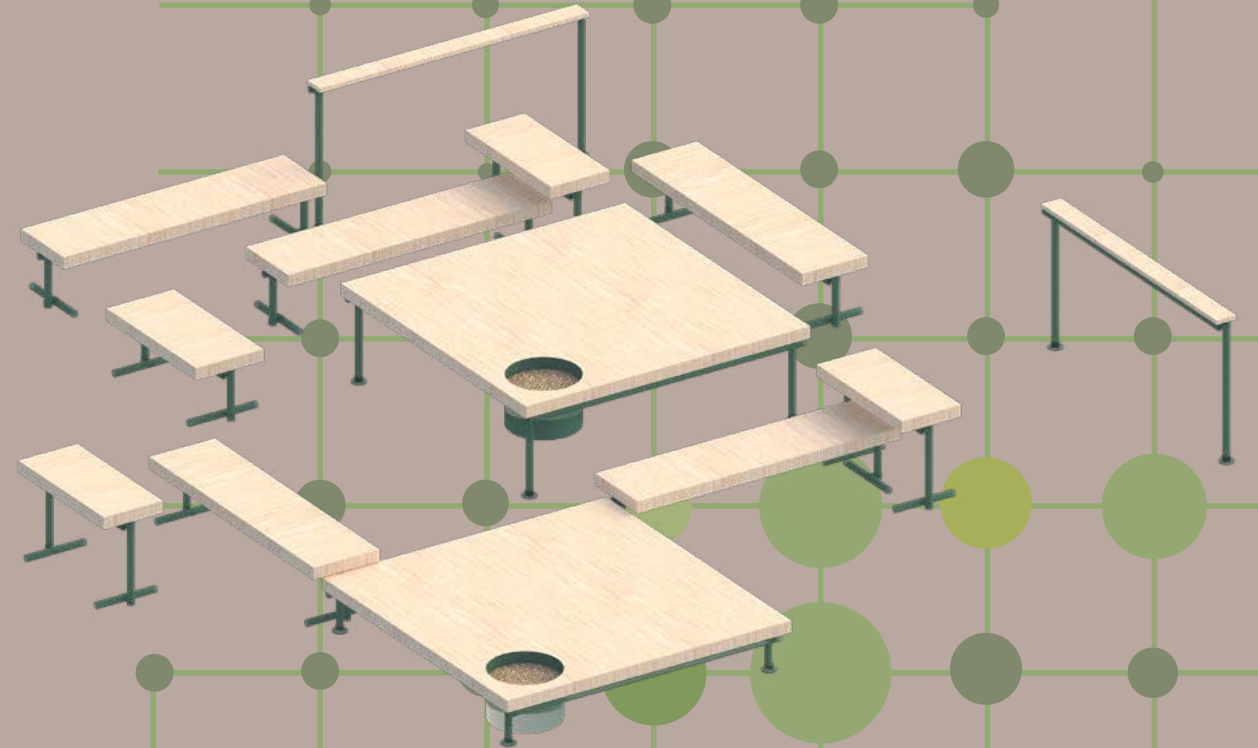
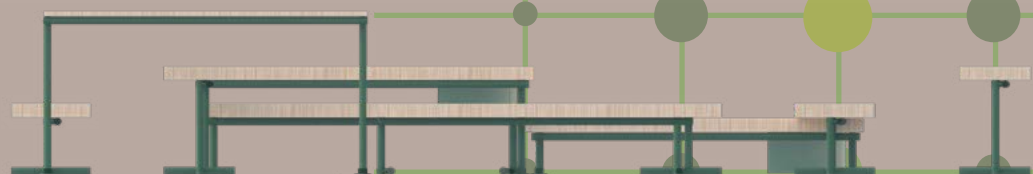
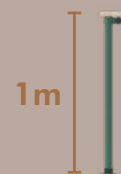
Plan

scale 1:50



Front view

scale 1:50



Meeting of the associations

Reading experience
Speech
Sharing ideas

Every week



Workshops

Economic
Community activities
Social problem

Once a week



Street art performances

Exhibition
Painting course
Art studio

Twice a week



Daily routine

Meet
Sit
Eat/Drink

Everyday

Meeting area



**Immaterial needs
Information board**

Ideas to improve the quality of the neighbourhood, initiatives, schedule of the activities in the meeting area.

Advertisement
News
Community communication
Event notification



**Old clothes
donation**

People can leave the clothes that they don't use anymore for others who need them.



**Bookcrossing
Objects**

Bookcrossing in collaboration with "Libreria Punta alla Luna", already involved in the previous pact, and other objects.

Books
Toys
Daily necessities

The wall of kindness is a place where people can leave objects and others can take them if they need, generally clothes. In our case, we would like to create three structures for different kind of objects.

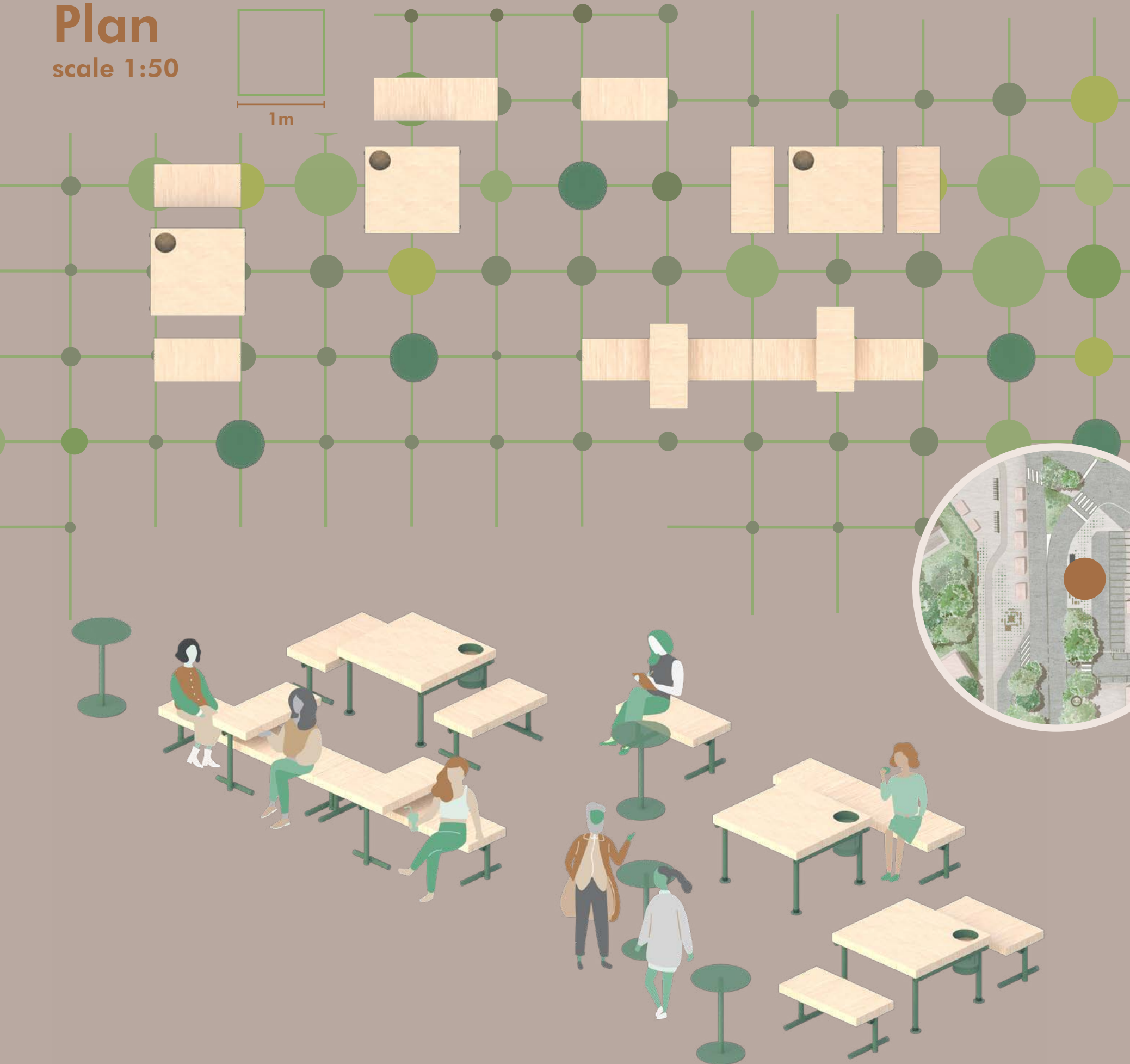
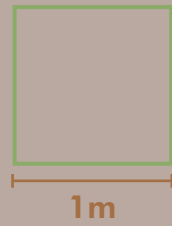
Wall of Kindness

Street food Area



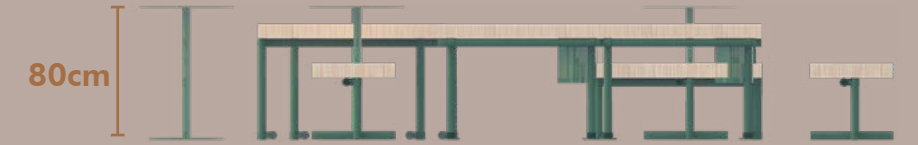
Plan

scale 1:50



Front view

scale 1:50



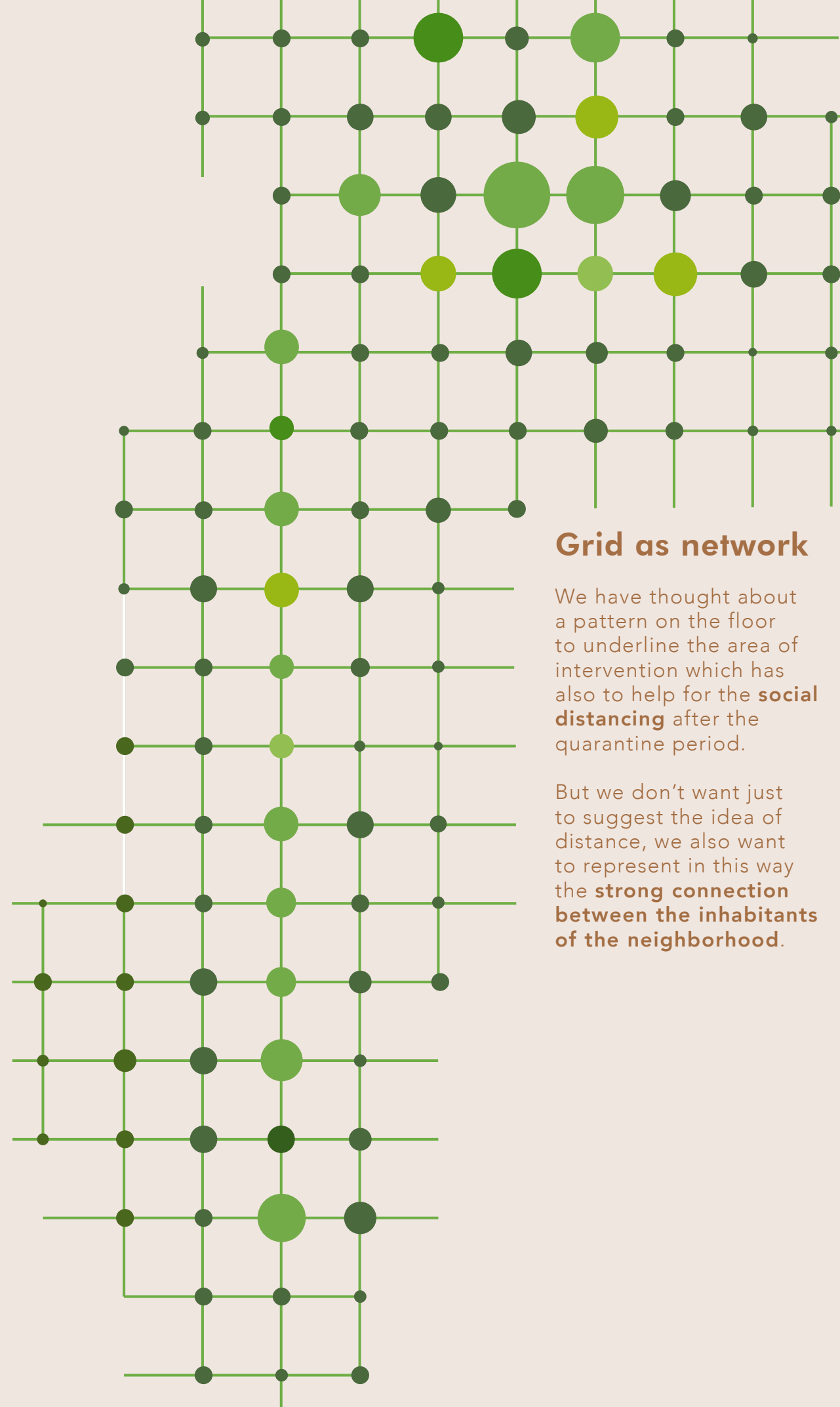
Street Food
Snack
Dinner
Bar
Retail

Everyday 11:00-22:00



Daily routine
Meet
Sit
Eat/Drink
Twice a week

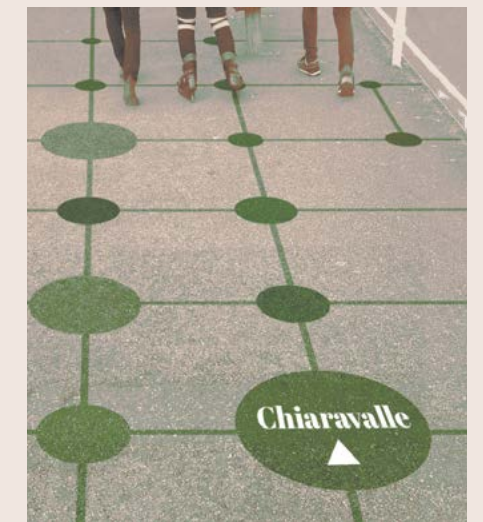
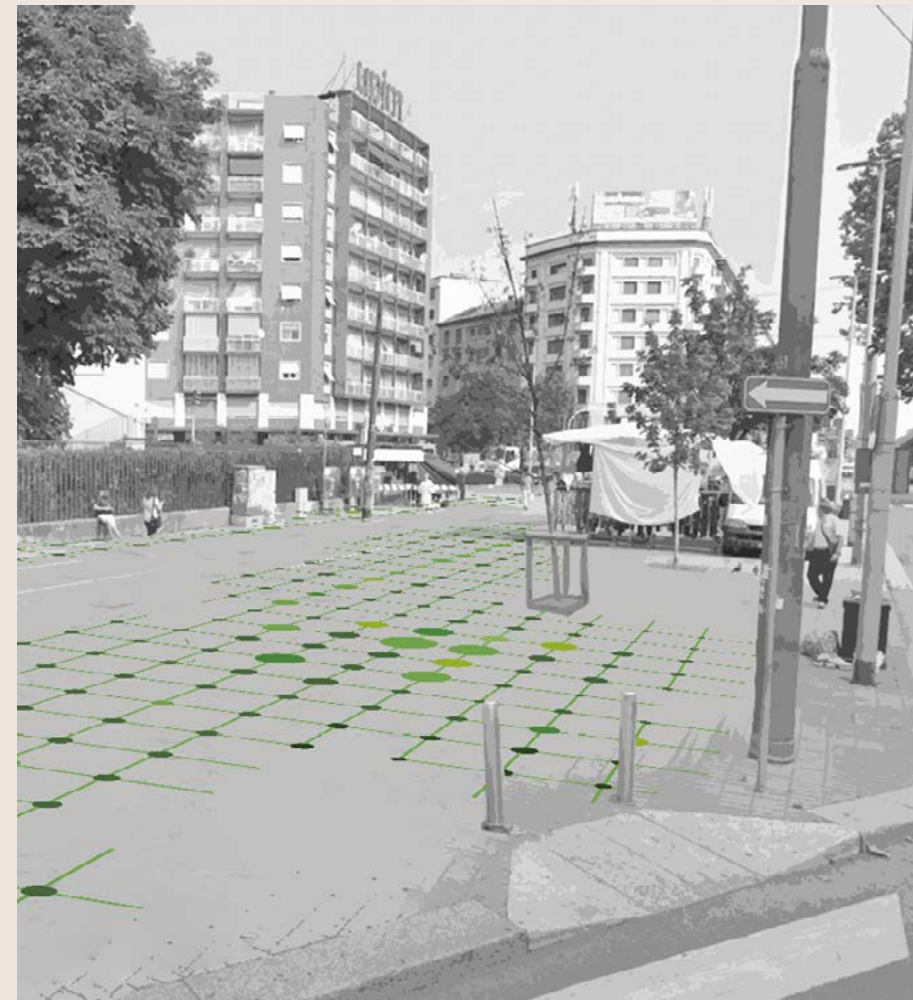
Street food area



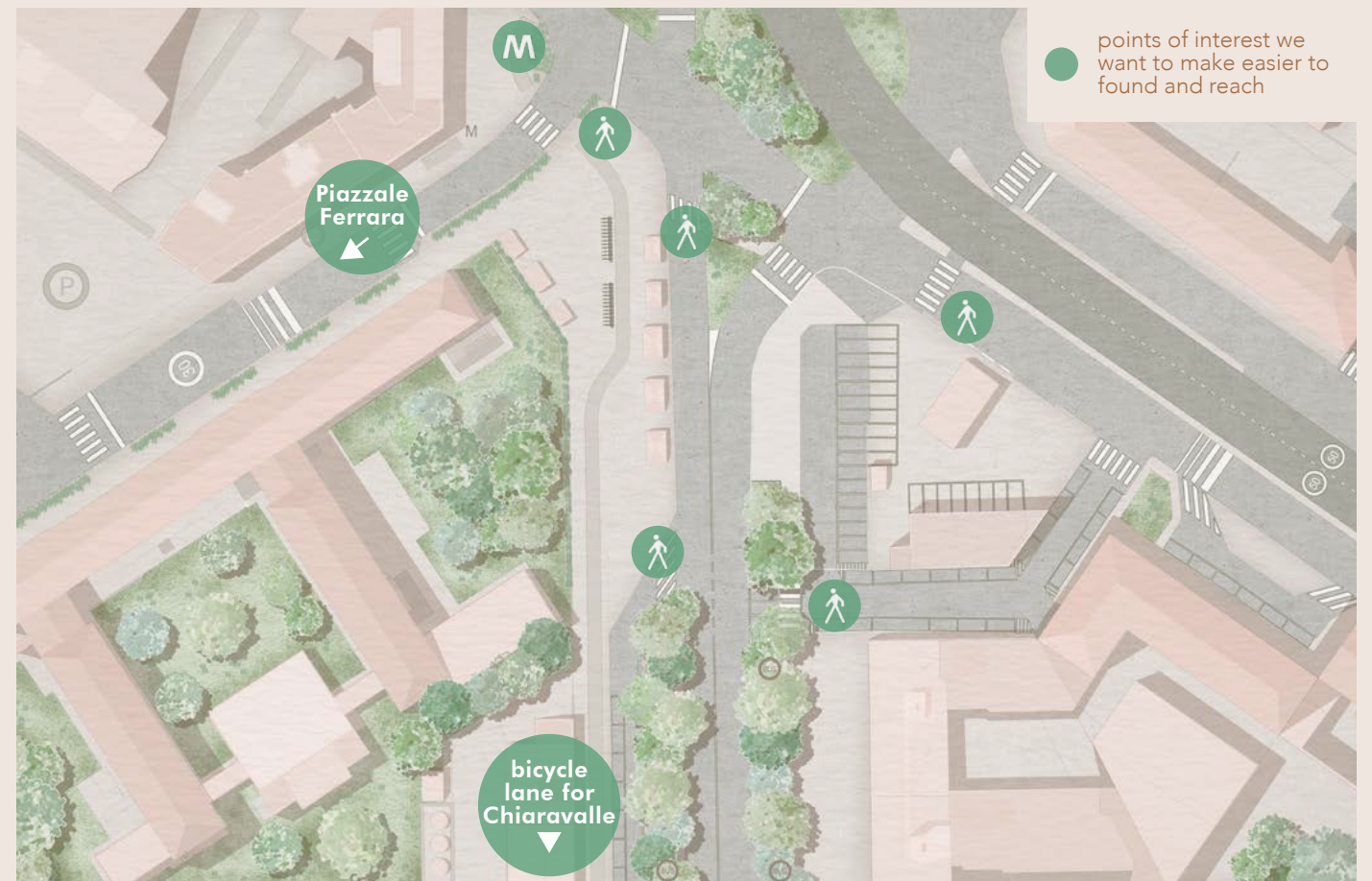
Grid as network

We have thought about a pattern on the floor to underline the area of intervention which has also to help for the **social distancing** after the quarantine period.

But we don't want just to suggest the idea of distance, we also want to represent in this way the **strong connection between the inhabitants of the neighborhood**.



We would like to insert the **infographics** written in white colour inside the circles of the pattern in order to integrate them well with the grid. The aim is to **provide indications for neighborhood attractions and for pedestrian paths and transports**, as shown in the map.



Floor pattern

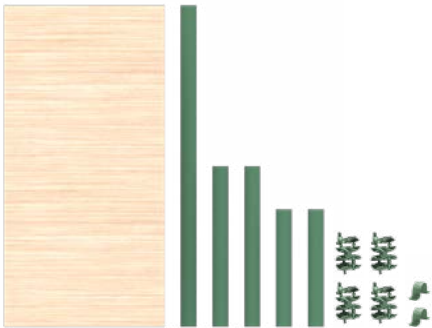
To match the structures with the floor pattern, we have designed them to get fit the green (circular) steel part with the circles on the ground, as an extension of it.

- A seat 100*50*45 cm
- B seat 200*50*45 cm
- C table 100*50*60 cm
- D table 200*200*70 cm
- E railing 200*10*100 cm
- F platform 200*200*35 cm
- G table 50*80 cm
- H seat 60*45 cm



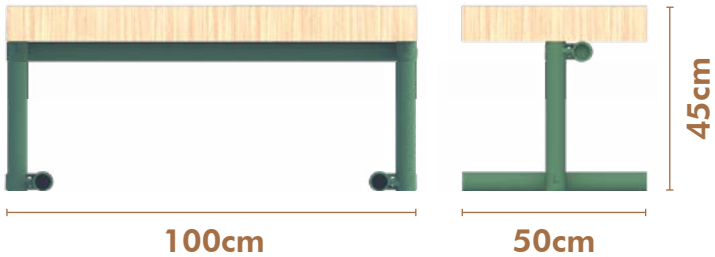
Structures

Bench

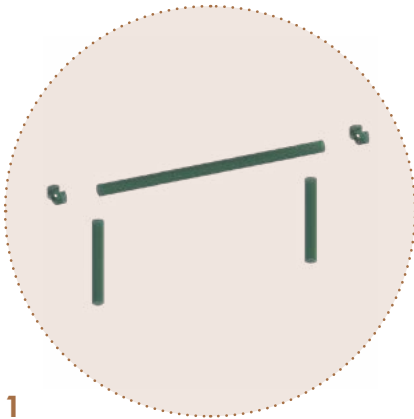


- Components**
- Wood panel
 - Scaffolding pipes
 - Joints for scaffolding pipes
 - Clamps

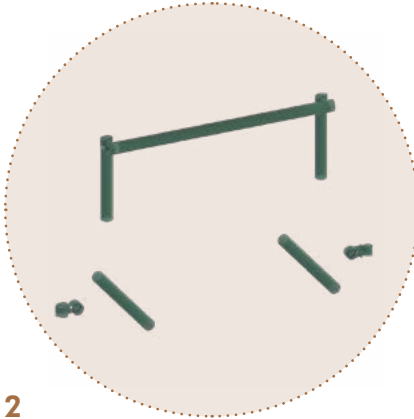
Technical drawings
scale 1:20



We have chosen to build our urban furniture using wood panels and “tubi innocenti” because they can be bought or rent with a crowdfunding or public financing. They can be easily assembled using standardised joints and clamps, so the residents and the volunteers can build the furniture with the help of some instructions.



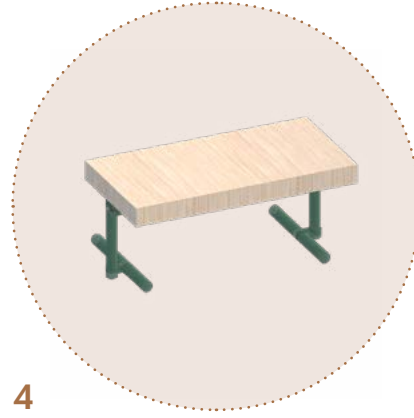
1



2

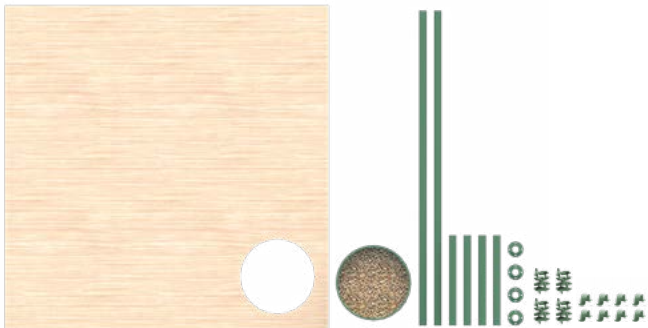


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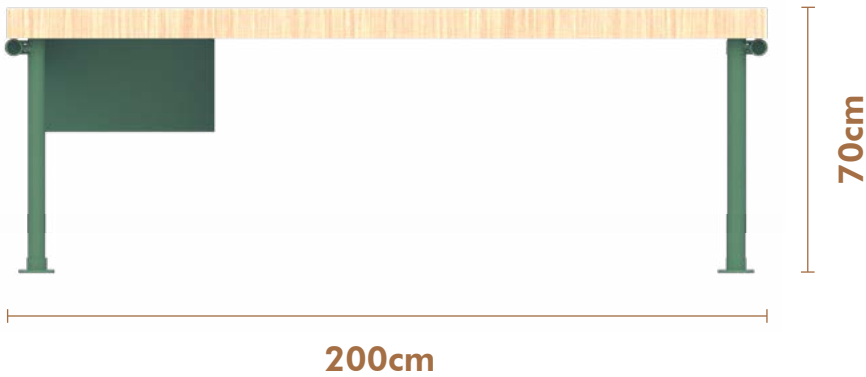
4

Table

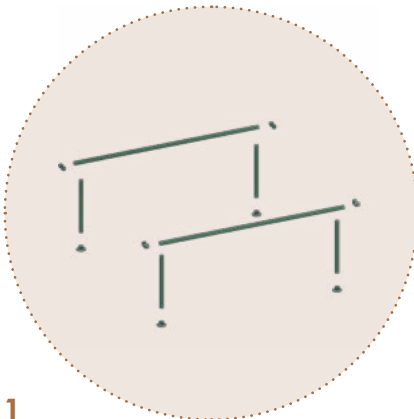


- Components**
- Wood panel
 - Flower vase
 - Scaffolding pipes
 - Bases for scaffolding pipes
 - Joints for scaffolding pipes
 - Clamps

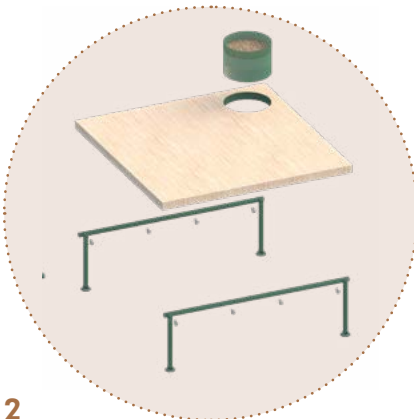
Front view
scale 1:20



We would like to organise a workshop, involving the associations and the residents in the constructions of the furniture. In this way, they will perceive them as their property and they will take care of them in the future.



1



2



3

Components and assembly



Steel pipes



Metal joint

Possible rent from scaffolding company

Part of our structure



Attractions signage



Bike rack

Ground paint

Taken from the municipality Toolkit

Wood

Scuola dei quartieri financing

Possible financing

For all the structures, we wanted to use materials as cheap as possible so we chose to use steel pipes and metal joints, renting them from a scaffolding company, wood, bought with a possible financing by La Scuola Dei Quartieri, and paint and bike racks from the municipality toolkit.

Before

During

After

Choose
objects
to donate



AIM: People can leave and take objects.
USERS: People of all the ages.
STAKEHOLDERS: Street vendors, bookshop.

Wall of kindness



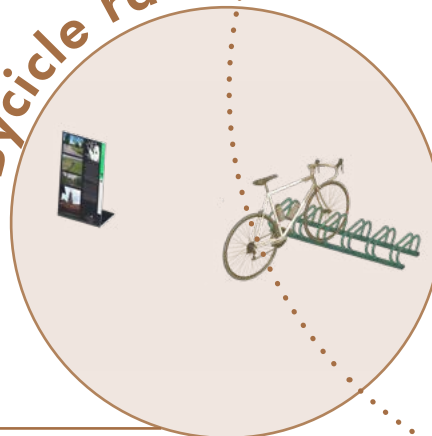
Street food area



AIM: to create an area where people can eat.
USERS: Mainly young people.
STAKEHOLDERS: future street vendors.

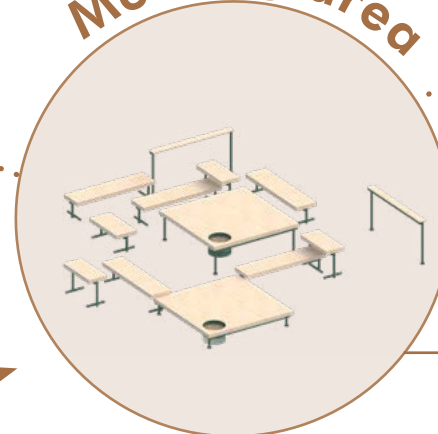


Bycicle rack



AIM: to encourage people to use the bicycle and to make small trips.
USERS: Bikers.
People use it as a meeting point for a trip to Chiaravalle.

Meeting area



AIM: to host small meetings, to sit and have rest.
USERS: Associations, passersby.
STAKEHOLDERS: Associations, street vendors.



Use objects
taken

Associations
organise
meetings

Passerby
decide to
join an
association

Spatial Journey Map

Spatial Journey Map

Street food area

He meets his friends and orders the food.

Marco - 16 y/o

He lives in Corvetto. During the week, he sometime spends his time with his friends, having dinner with them.

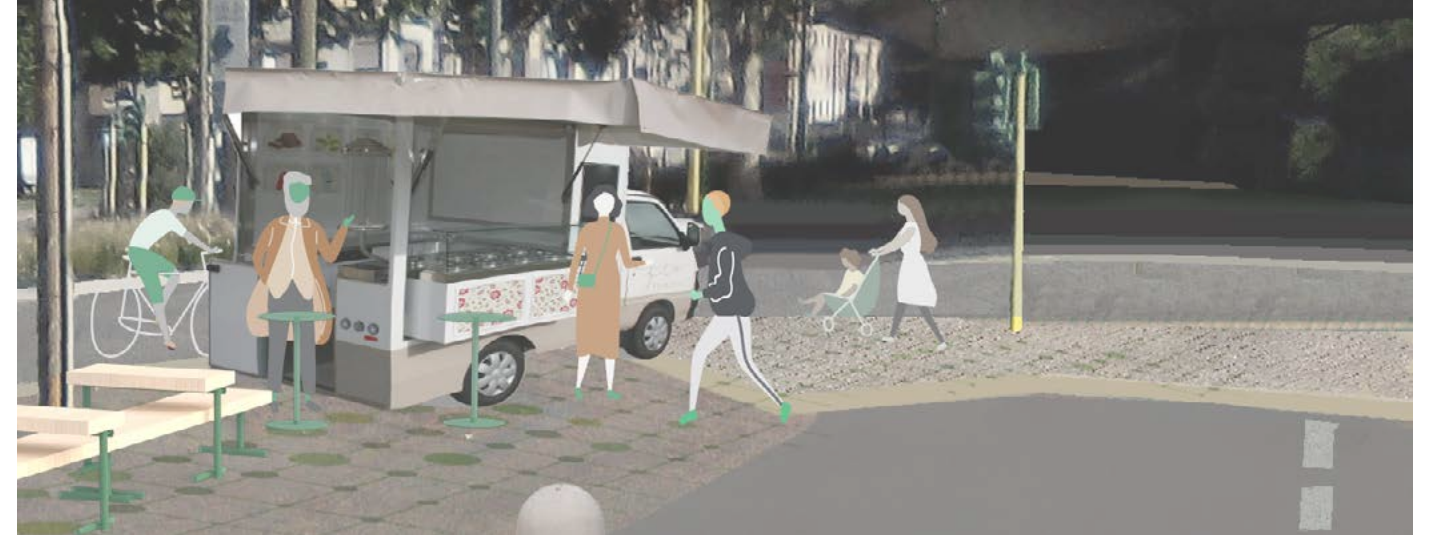
level of interest / positive feelings



He has dinner chatting with them.



They enjoy the street artist performance.



Spatial Journey Map

Wall of kindness

At the beginning, she is attracted by the wall of kindness.



Agnese - 32 y/o

She doesn't live in Corvetto, but she is there to meet a friend. Her friend is in late, so she is waiting her in Piazzale Corvetto.

level of interest / positive feelings

Info panel

She reads the park's infos and she thinks to visite it.



Meeting area

She sits down on a bench to wait her friend.



Rossana - 42 y/o

She works with an association that help foreigners citizens. In this period, she organises the meetings in the square.

level of interest / positive feelings

Wall of kindness

She uses the wall to book the space for meeting.



She notices an interesting book and she takes it.



Meeting area

She participates to the meeting with her collaborators.



Spatial Journey Map

Wall of kindness



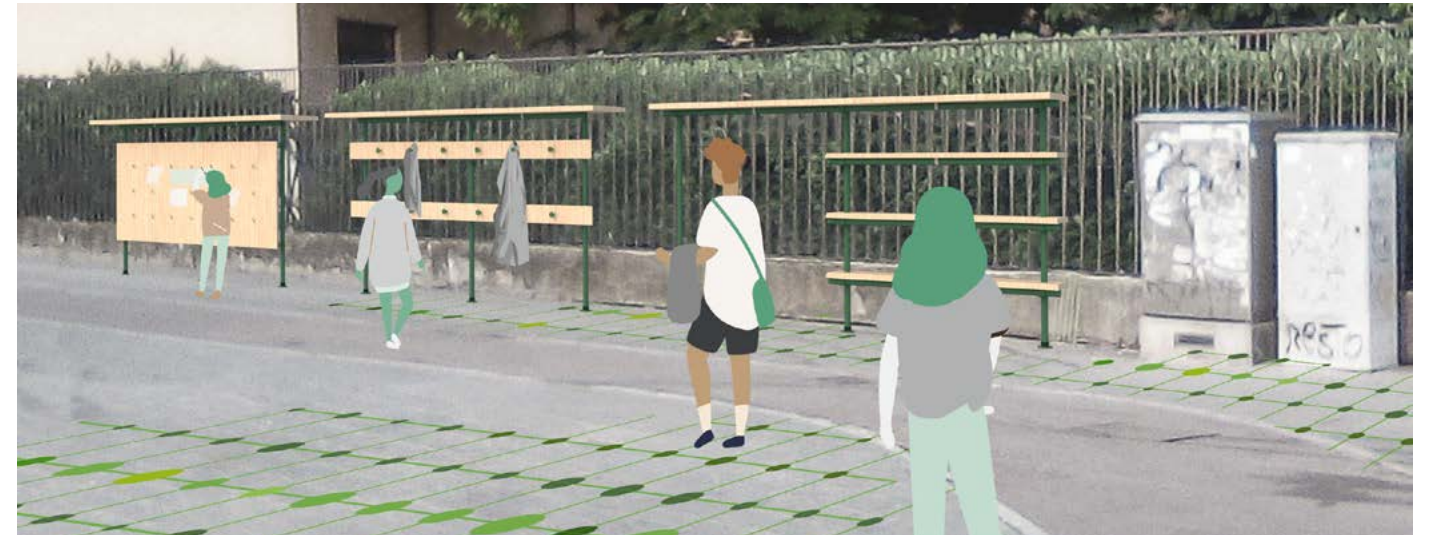
Agnese

At the beginning, she is attracted by the **wall of kindness**.



Rossana

She uses the wall to **book the space for meeting**.

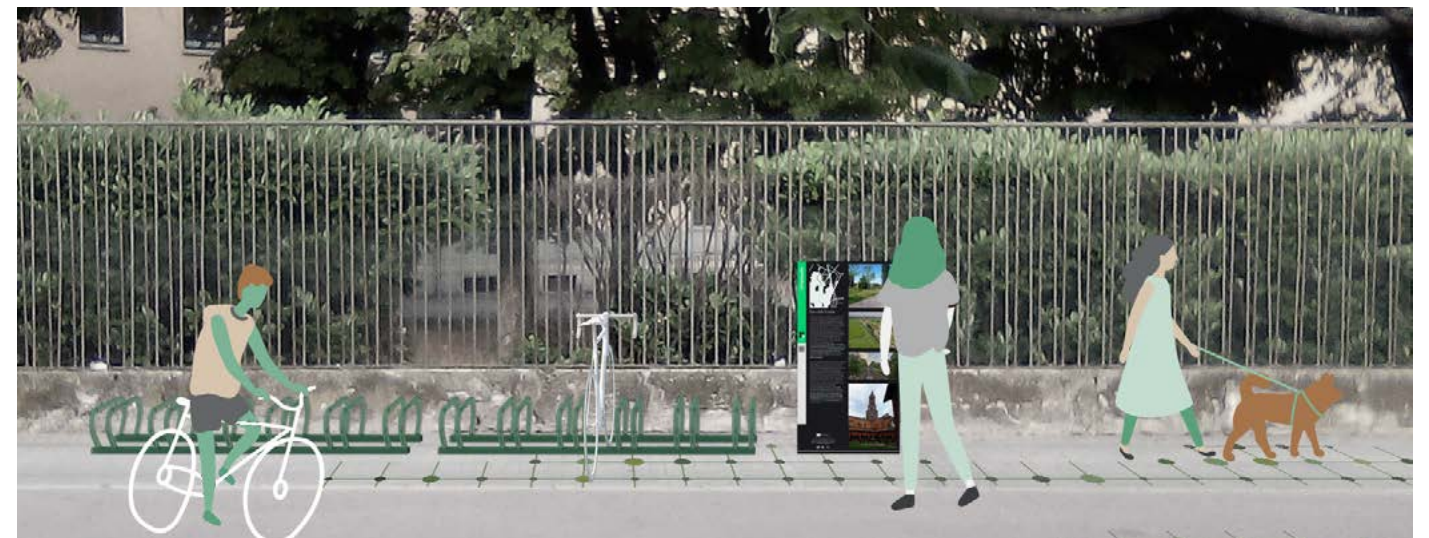


Info panel



Agnese

She reads the park's infos and she thinks to visit it.



Meeting area



Agnese

She sits down on a bench to wait her friend and she notices the meeting.



Rossana

She participates to the meeting with her collaborators.



