

SPECULATE

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916603 Monico Marco

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Supervisor: **Prof. Emilio Faroldi**

Tutors: **Arch. Silvia Battaglia,**

Arch. Marta Cognigni

SPECULATE

Marco Monico

The City In Motion

**A project for a
system of public spaces
dedicated to
culture and education to
sport, play and
leisure in Bovisa**

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ABSTRACT

Il lavoro presentato di seguito presenta una strategia ed un progetto per un nuovo sistema di spazi pubblici che possa ridefinire, rigenerare ed aprire al pubblico un'area della città di Milano a lungo discussa e lasciata in stato di abbandono, la "Goccia" della Bovisa.

Il progetto vuole inserirsi all'interno del panorama cittadino contemporaneo e fonda le sue basi sulle richieste ed indicazioni presentate dal Comune all'interno del piano per la Milano 2030, confrontandosi con i temi dello sport, del gioco, della cultura e della rigenerazione ed accogliendo le indicazioni comunali che prevedono nell'area la bonifica del terreno e la futura espansione del campus del Politecnico di Milano, la quale ha già visto i due gasometri esistenti protagonisti di un progetto di espansione chiamato "Parco dei Gasometri".

"City in Motion" vuole inserirsi in questo dialogo tra Comune e Politecnico disegnando un sistema di spazi pubblici dedicati a tutta la popolazione e con la forte volontà di aprire la "Goccia" alle persone tramite un gesto architettonico forte e che desidera stabilire un legame con quelle che sono le due grandi risorse del luogo: l'archeologia industriale e il Bosco "La Goccia".

Il movimento e il gioco sono utilizzati in modo da disegnare un luogo interessante e che invogli l'esplorazione e lo spostamento all'interno del progetto e che in maniera più o meno velata suggeriscano diversi usi ed interpretazioni dello spazio così come accade in alcune discipline sportive urbane di recente formazione, come il Parkour o Art du Deplacement, da cui il progetto trae grande ispirazione.

Il legame con il movimento e la scoperta di un luogo si legano al disegno della nuova espansione del Politecnico di Milano, presentandosi sottoforma di un edificio inclinato e calpestabile che termina con uno sbalzo permettendo la vista sul Bosco, formatosi in più di cinquant'anni di inattività dell'area. Il volume, che si presenta come un grand podio è caratterizzato dall'incastro con volumi traslucidi in polycarbonato che si presentano come lanterne in grado di portare luce all'interno dell'edificio e divenire landmark per le attività dell'area.

In aggiunta all'edificio di nuova costruzione si prevede un sistema di funzioni dedicate allo sport, alla ricerca, alla bonifica e alla cittadinanza che si collochi all'interno di alcuni volumi preesistenti ritenuti di pregio dall'amministrazione comunale. L'intero progetto affronta quindi questa sfida a diverse scale, analizzando il luogo nella dimensione della città e della sua storia, scendendo poi nella scala architettonica ed umana soffermandosi sulla qualità dello spazio e su alcune scelte tecnologiche e costruttive.

ABSTRACT

The work presented below presents a strategy and a project for a new system of public spaces that can redefine, regenerate and open to the public an area of the city of Milan that has long been discussed and left in a state of neglect, the “Droplet” of Bovisa.

The project wants to fit into the contemporary city panorama and bases its foundations on the requests and indications presented by the Municipality within the plan for Milan 2030, dealing with the themes of sport, games, culture and regeneration and welcoming the municipal indications that foresee the land reclamation in the area and the future expansion of the Politecnico of Milan campus, which has already seen the two existing gasometers protagonists of an expansion project called “Parco dei Gasometri”.

“City in Motion” wants to be part of this dialogue between the Municipality and the Politecnico by designing a system of public spaces dedicated to the entire population and with the strong desire to open the “Drop” to people through a strong architectural gesture and which wishes to establish a link with those that are the two great resources of the

place: industrial archeology and the “La Goccia” forest.

Movement and play are used in such a way as to design an interesting place that invites exploration and movement within the project and that in a more or less veiled way suggest different uses and interpretations of space as happens in some recent urban sports disciplines, such as Parkour or Art du Deplacement, from which the project takes great inspiration. The link with movement and the discovery of a place are linked to the design of the new expansion of the Politecnico di Milano, presenting itself in the form of a sloping and walkable building that ends with an overhang allowing the view of the Forest, formed in more than fifty years of inactivity of the area. The volume, which looks like a grand podium, is characterized by the interlocking with translucent polycarbonate volumes that appear as lanterns capable of bringing light inside the building and becoming a landmark for the area’s activities.

In addition to the newly built building, a system of functions dedicated to sport, research, remediation and citizenship is envisaged, which is placed within some pre-existing volumes deemed valuable by the municipal administration. The entire project therefore faces this challenge at different scales, analyzing the place in the dimension of the city and its history, then descending on the architectural and human scale, focusing on the quality of the space and on some technological and construction choices.

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INTRO

01

THE CHOICE OF A PLACE. BOVISA

02

BOVISA, GOCCIA. BRIEF HISTORY

03

**BOSCO LA GOCCIA. A SPONTANEOUS
FOREST IN THE MIDDLE OF MILAN**

04

ANALYSIS

05

THE CITY IN MOTION. MAIN CONCEPT

INDEX

n

n

n

n

n

n

06

MASTERPLAN AND PROGRAM

07

ONE PROJECT, MANY PLACES

08

NEW POLITECNICO DI MILANO EXPANSION

09

**BOSCO LA GOCCIA. A PROPOSAL FOR A
DIFFERENT FOREST EXPERIENCE**

10

OUTRO & ACKNOWLEDGEMENTS

11

DOCUMENTS

INDEX

n

n

n

n

n

n

00

INTRO

INTRO

The term “Speculate” refers to the field of research, observation, meditation and exploration around a given topic or discipline.

(Treccani)

With this spirit, the work presented below has been developed and carried out investigating the role of public space dedicated to the areas of sport and leisure and seen as a possible tool for the requalification of contexts in a state of abandonment.

The place selected for this work was that of the so-called “Goccia” in the Milanese district of Bovisa, a place that has remained untouched for many years and often the protagonist of competitions, projects and university courses. The intent of the project is to literally break the distributive and typical scheme of the area by inserting itself in the midst of pre-existing volumes and establishing a new

type of relationship with the spontaneous forest that has taken over most of the space for years.

Parallel to this, an attempt was made to provide a “heart” and a primary structure for what will be the future expansion of the La Masa Politecnico Campus. In this direction, the proposed intervention and building take on the role of background/scenography for public life, education/research and leisure, becoming an opportunity to rediscover a milanese place closed for decades and with undoubtedly unique characteristics.

Fundamental for the interpretation of the place and for the genesis of the project were the values and the contribution given by the discipline of Parkour or Art du Deplacement without which this project would probably never have existed and which for many years have offered opportunities for inspiration, study and practice in the city and with the people who live there.

During the presentation of the work, we will also refer to the themes of play and exploration considered important as they are capable of providing different interpretations of the space and key components of everyday life. In this sense, the space and the place want to be designed and given to the city as if they were a playground or a large open-air gym where citizens can grow, mature, discuss and dialogue but above all be happy.