

Eslöv (SE)

How can a place with an industrial history be developed into an accessible and vibrant neighbourhood?

Scale

1/5

Team composition: Architect non mandatory

Location: Eslöv, Skåne Population Eslöv: 20 488 Reflection site: I 380 000 kvm Project: I63 000 kvm

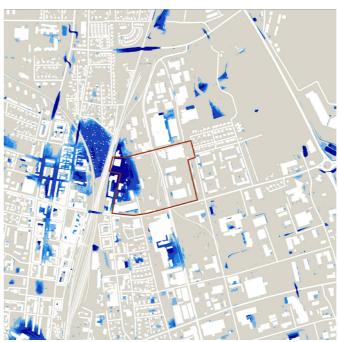
Site proposed by: Eslöv municipality Actors involved: Eslöv municipality

Commission after competition:

The prize winning team(s) will continue to work with the competition assignment in a workshop with the municipality, with an possible option for further work towards an implementation of the proposal, including workshops, various planning documents, illustrations, drawings and citizen dialogues.









SITE / CONTEXT

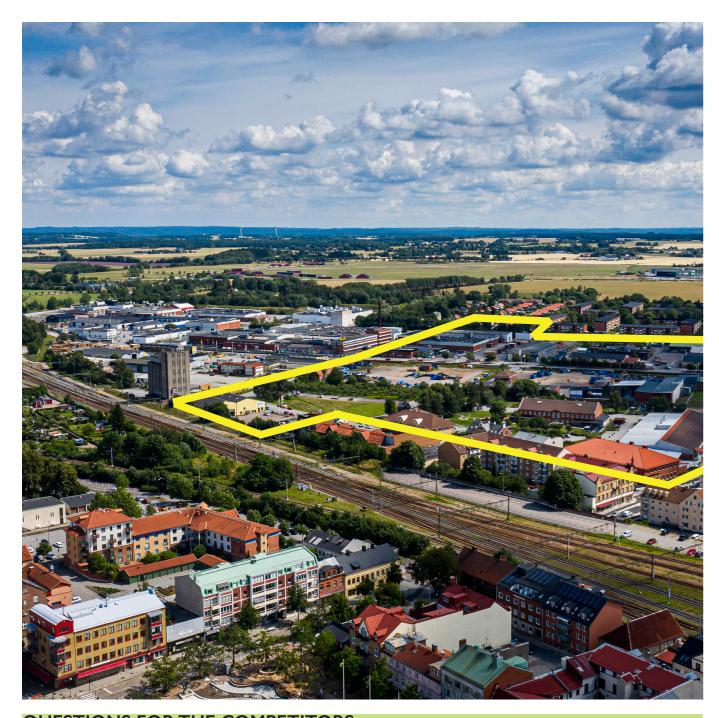
Eslöv has its origins in the community that grew around the railway station on the Southern Main Line, inaugurated in 1858. A new town emerged around the railway station in just 50 years. In 1911, Eslöv was granted city rights, and shortly thereafter, the first city plan was developed by Erik Bülow-Hübe, one of Sweden's leading urban planners at the time. Bülow-Hübe designed an ideal city with a grid city in the centre, west of the railway, featuring a traditional block structure, and a garden city on the outskirts. The industrial city was built on the eastern side.

The grid city expanded relatively quickly and was completed about 100 years ago, with industrial development characterising the eastern side. Green spaces and other qualities have given way to the industry's need for large blocks, wide streets, and paved areas. The railway has divided the town into two parts: western Eslöv, primarily a place for housing and commerce, and eastern Eslöv, a diverse area with many businesses and a few scattered residential neighborhoods. Despite the presence of housing, commerce, schools, and sports facilities in eastern Eslöv, it is the industries that have shaped and defined the

Bruksstaden is located centrally in eastern Eslöv, just a stone's throw from the railway station. The project area is adjacent to Östergatan, one of Eslöv's main entrance roads, which is set to become the backbone of eastern Eslöv. The large industrial blocks lined with long industrial streets also contain industrial train tracks that run through the area. Although the industrial tracks are largely a reminder of a bygone era, some are still in use.

The goal for the project area is to become a robust, inclusive, and sustainable district that promotes a sustainable lifestyle. Its central location offers an opportunity to better connect eastern and western Eslöv.

By integrating the principles of Re-Sourcing, Bruksstaden can evolve into a sustainable and innovative district that optimizes natural, social, and material resources. This transformation will improve residents' quality of life and contribute to a more resilient and inclusive urban environment.



QUESTIONS FOR THE COMPETITORS

The competition task is to propose how an industrial area can be transformed into a vibrant district with approximately one thousand homes and several other functions. The area should become an integrated part of the city, connecting the western and eastern parts of Eslöv.

The municipality wants the competitors to draw inspiration from both the site's conditions, with its industrial history, and from the development of the older town centre across the railway tracks, showing how this can be innovatively reflected in the urban planning.

How can the district be anchored in the place and in the story of the city of Eslöv?

The project area borders industries to the north. How should this meeting be designed?

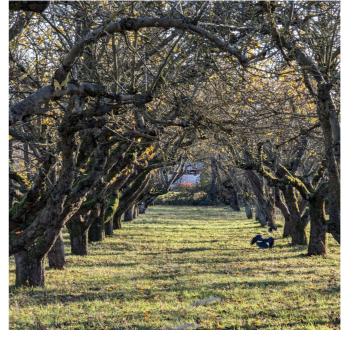
A railway track runs through the project area serving industries. How should it be integrated into the future urban landscape?

How can the area be developed in a way that honours Eslöv's history as an industrial town and reflects its relationship to the landscape?

How can urban planning integrate residential areas on the eastern side of the project area with the rest of the city to create a more unified urban environment?







How can new uses be found for valuable buildings, and how can materials and infrastructure from the site be reused?