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PARANGOLÉ

a journal about the urbanised planet

ISSUE N°1 2021 MOTHERLAND responds to the human need and desire for movement by offering creative strategies that redefine our relationship with the urban environment.

IN THIS ISSUE COVID-19 and the Containment Crisis in South Africa · Venezuelans On the Move · Conflict Urbanism: Colombia · Camps: Interview with Charlie Hailey · Housing Toolbox for Transportable Architecture · Social Furniture · The Ephemeral Thresholds of Europe · Interwoven Sovereignty · Border Fences · Stories of Displacement from Israel and Palestina · Exclusive Photo Essay by Sergey Ponomarev.



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PARANGOLÉ
a journal about
the urbanised planet

PARANGOLÉ is an emerging annual journal that explores ideas on urbanization, design, and architecture with contributions

from around the world on topics of mobility, migration, fluidity, multiplicity, reflexivity, uncertainty, immersion, hybridization, diaspora, control, privatization, and heterotopia. The journal title pays homage to the work of Brazilian artist HÉLIO OITICICA and extends the central tenet of 'life as movement' as the body dances with the city.

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Córdova Canillas

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MOTHERLAND ISSUE N°1

2010 - 2019 A Decade of Displacement

We are witnessing a changed reality in that forced displacement nowadays is not only vastly more widespread but is simply no longer a short-term and temporary phenomenon.

Filippo Grandi
UN High Commissioner for Refugees

ASYLUM SEEKER: Someone whose request for sanctuary has yet to be processed.

INTERNALLY DISPLACED PERSON (IDP): Any person who have been forced or obliged to flee or to leave their homes or places of habitual residence, in particular as a result of or in order to avoid the effects of armed conflict, situations of generalized violence, violations of human rights or natural or human-made disasters, and who have not crossed an internationally recognized State border.

REFUGEE: any person who owing to well-founded fear of being persecuted for reasons of race, religion, nationality, membership of a particular social group or political opinion, is outside the country of his nationality and is unable or, owing to such fear, is unwilling to avail himself of the protection of that country; or who, not having a nationality and being outside the country of his former habitual residence as a result of such events, is unable or, owing to such fear, is unwilling to return to it.

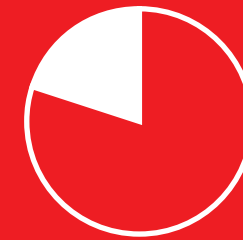
Figures at a Glance

79.5 MILLION
Forcibly displaced people worldwide
at the end of 2019



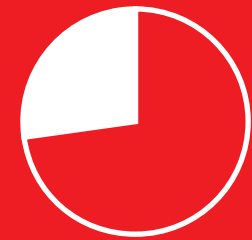
1%

Of the world's population is displaced



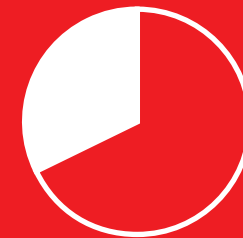
80%

Of the world's displaced people are in countries or territories affected by acute food insecurity and malnutrition



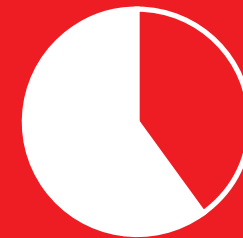
73%

Hosted in neighbouring countries



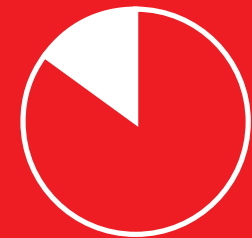
68%

Came from just 5 countries



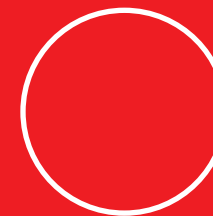
40%

Of the world's displaced people are children



85%

Hosted in developing countries



4.2M

Stateless People



2M

Asylum applications (in 2019)



107,800

Resettled to 26 countries (in 2019)



5.6M

Returnees (in 2019)

Source: UNHCR / displacement data December 2019

Border Materialities

A Research project led by Nishat Awan and Aya Musmar at Sheffield University

Nishat Awan is a Lecturer in Architecture at University of Sheffield. Her research interests include the production and representation of spaces of migration, including borders, and exploring how these can be addressed through spatial practice.

Aya Musmar is a PhD candidate at Sheffield School of Architecture (SSoA). Through her research, Musar investigates humanitarian response in Za'atri refugee camp, focusing on the spatial configurations of the camp environment.

INTRO The Border Materialities design studio for the MA in Architectural Design at University of Sheffield focused on the Za'atri refugee camp in Jordan, near the Syrian border. The camp hosts 81,000 Syrian refugees and is considered the second largest in the world. Michel Agier describes such camps as places for 'managing the undesirables'¹. These pseudo cities spring up at the edges of established cities, near borders, or in the middle of a desert, and are designed to provide refuge for vulnerable refugees. Yet, unlike standard cities they are often closed spaces where entry and exit is controlled, and where political representation is not possible. These places are usually governed by the United Nations High Commissioner for Refugees (UNHCR) alongside the host country government, as is also the case in Za'atri.

Initially, the camp was organised through cluster planning but as the numbers increased rapidly UNHCR resorted to grid planning, an arrangement that in many ways severed social relations within the camp. Our studio explored the consequences of this change in planning the everyday lives of refugees and on issues of governance. And furthermore, we explored these social relations through their spatial materialisations. During their visit to the camp, students were taken on guided walks. It is interesting how these first impressions shaped their future responses. Some asked about the fence that surrounded schools in the camp; the image of the wired fence was not only an element of surprise for them but of shock! Why would a primary school for children be fenced off and why could they not use other materials that were not as harsh?

The studio applied two main design methods, scenario games and parametric modelling, in order to explore the spatial, social and economic relations within the camp. We explored topics such as agency, normality, the role of women and honour within the camp. Scenarios have been used extensively by large-scale organisations and the military to predict future outcomes. Herman Kahn of the RAND corpo-

ration was perhaps the first to develop scenarios as a narrative technique, where stories apparently by people from the future predicted a possible world to come². In architecture and other design disciplines, scenarios have been used to imagine future possibilities, with the group Chora developing one particular methodology of making board games that simulate urban processes³. The technique uses role playing to respond to a changing and often unpredictable situation, with the important introduction of chance events into the game, for example through the roll of a dice, or cards that denote environmental events. In our design studio, students created games situated in the Za'atri camp taking on roles based on interviews they had conducted with people living and working in the camp. It allowed us to model the ways in which everyday lives, governance, spatial and environmental conditions came together to create opportunities for design intervention.

While parametric modelling is most often used to generate forms, where certain variables are added into the computer model so that a change in one variable can be predicted across others, our use of this technique did not model physical properties. Instead, the variables we

used related to social life, political commitments and economic conditions. For example, in the RefuSHE project described below, students used parameters related to the familiarity of a space, how much it exposed or made visible, as well as shading in order to identify useful spaces for activities for a women's support network. We also used a technique of parametric modelling that did not require computers but instead used physical models to simulate the effects of the change of one parameter on to another, while at the same time critiquing the paradigm of flexibility within such approaches⁴. This is the case with the model shown in figure 5 that combines spatial interaction with an analysis of various services as they were introduced in the camp over its initial five years.

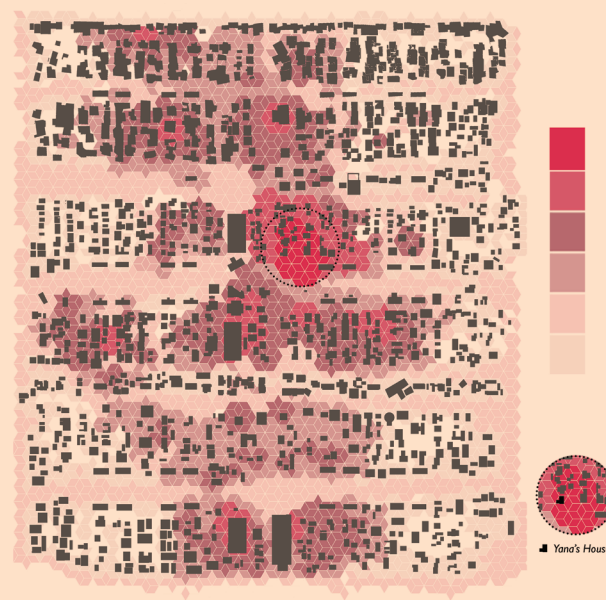
The following pages introduce two projects from the

Border Materialities studio: I am a RefuSHE and [De]constructing Normality in the Camp.

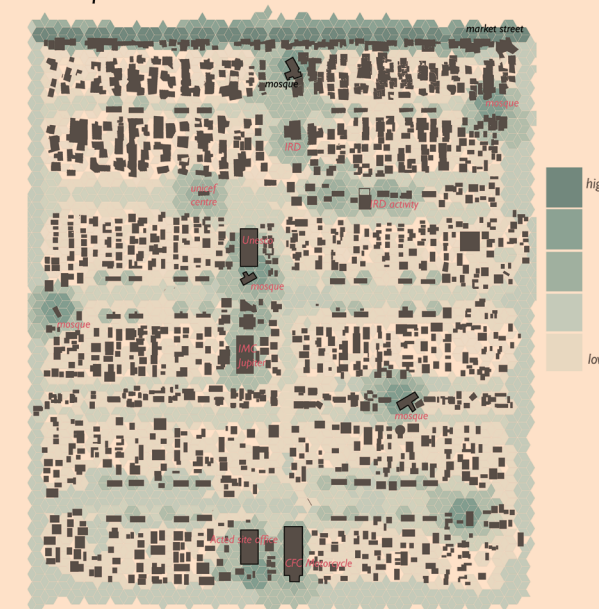
I am a Refu[She]
By Tahira Al-Raisi, Ebru Sen, and Xinfei Zhao

This project was concerned with creating spaces that could empower women in the camp by extending their social networks based on shared interests, values and activities. It combined a thoughtful analysis of gendered social and cultural relations within the camp, with an understanding of the harsh environmental conditions of the desert landscape. The starting point was a careful mapping of spaces in one district of Za'atri according to the familiarity of that space for a group of women, based on where family, friends and

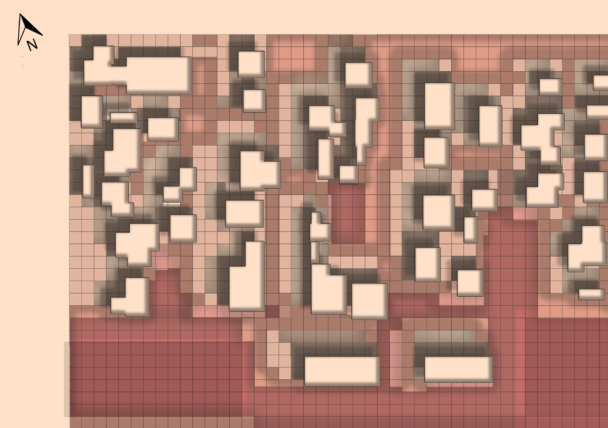
familiarity of the lady
change the name



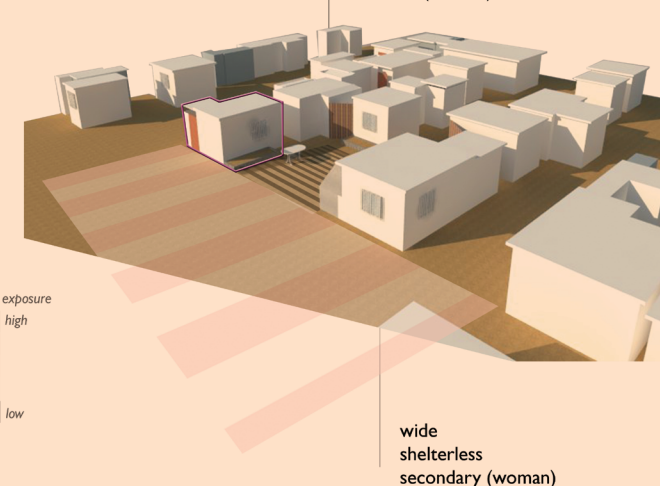
male presence



sun-shade



small sheltering dominant (woman)



acquaintances lived. Male presence in the camp was also an important factor as it often determines the movement of women. For example, at specific times of the day mosques can become very busy as men gather for prayer, and so these areas are often avoided by women. The mapping visualised this fluctuating spatial and temporal territory that women negotiate daily. In the design, environmental factors such as shade and privacy were combined with social concerns to create a network of temporary spaces. These could be activated at various times of the day through the clever use of materials available in the camp.

The design intervention proposed corresponded to the teams' speculations on "women empowerment". It sought to help women claim some communal powers in the society. The scenario-based analysis women agencies as necessary catalysts for this intervention.

By mapping the spatial tactics that women had performed in the camp to transgress patriarchal norms the design intervention responded to women continuous movements between the centre (highlighted in blue - where men gather - and the margin (highlighted in pink - where women find each other (figure 1). Developed from one of the scenarios that students had dwelled on to understand women everyday life, the food cart design (figure 3) allows women to reclaim certain communal powers.

[De]Constructing Normality in the Camp
By Tan Ke, Ziwei Liu, Nidal Majeed,
and Zhuoying Wang

This project revolved around the socio-cultural necessi-

ties of living that are beyond the bare essentials required to sustain life. Starting with a critique of UNHCR's outdated Handbook for Emergencies that is the blueprint for setting up refugee camps anywhere in the world, the team identified what constituted 'normality' within such spaces. From the perspective of UNHCR, normality is conceptualised through the provision of basic infrastructure and services that can enable people to survive in what are extremely challenging circumstances. Yet, for a camp like Za'atri, which was established in 2012, normality also means much more than the provision of basic services.

By playing scenario games and taking on different roles, the project evolved by identifying the types of everyday practices that often are taken for granted, but

which are extremely difficult, if not impossible, to conduct within the setting of a refugee camp. The drawings and mapping sought to understand the various layers of infrastructure, social and physical, that make up the camp space. The design proposals were based on this careful analysis and through an understanding that since most refugees cannot leave the camp, the only way to build a 'normal' life is through mutual help and social interaction within the camp itself.



Aya// Yana's neighbor Cooking

scenario 3



Aya, 32
Marriage status: married to an unemployed husband
Personality: shy
Skills: cooks well



Step 1

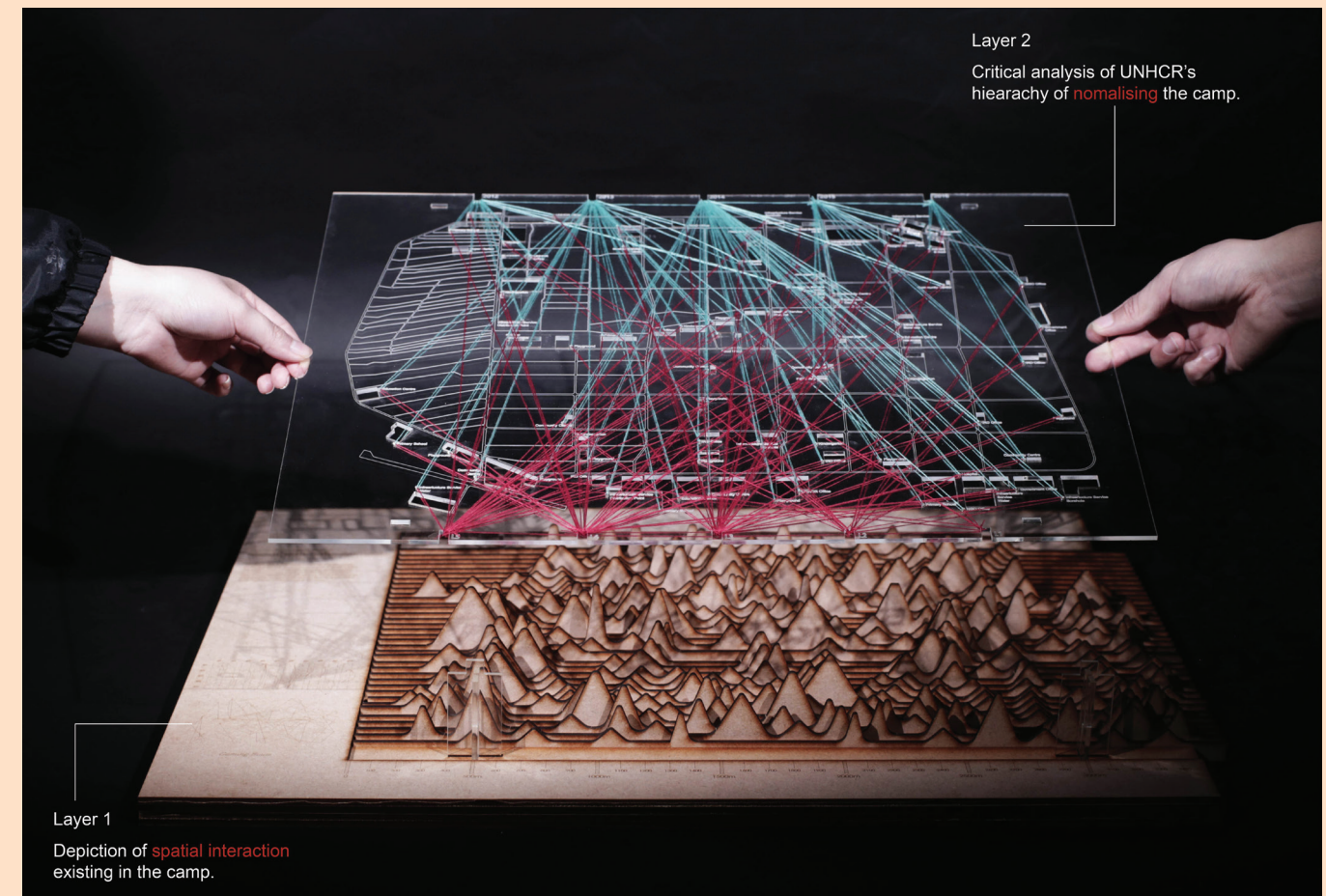
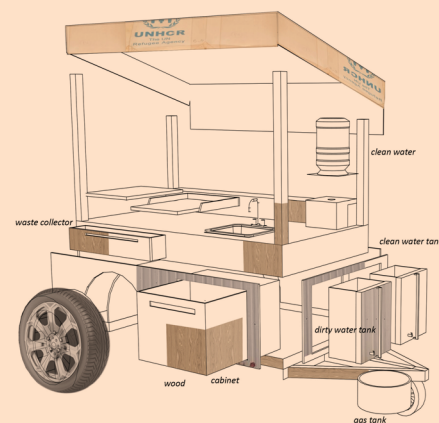
Aya with her shy personality wants earn money and help her family. She cooks in her kitchen; in front of their house, her son sells the food on Fridays. After lunch prayer the men who get out from the mosque can buy the food.

Step 2

Through this activity many women can enter to this business. Buy making a foodcart by themselves with the materials in the camp.

Proposal 3 / Sustainable Foodcart

Foodcart is a tool for them to widen their business and by making it with the tools that can be applied in the camp, they can build a sustainable cart.

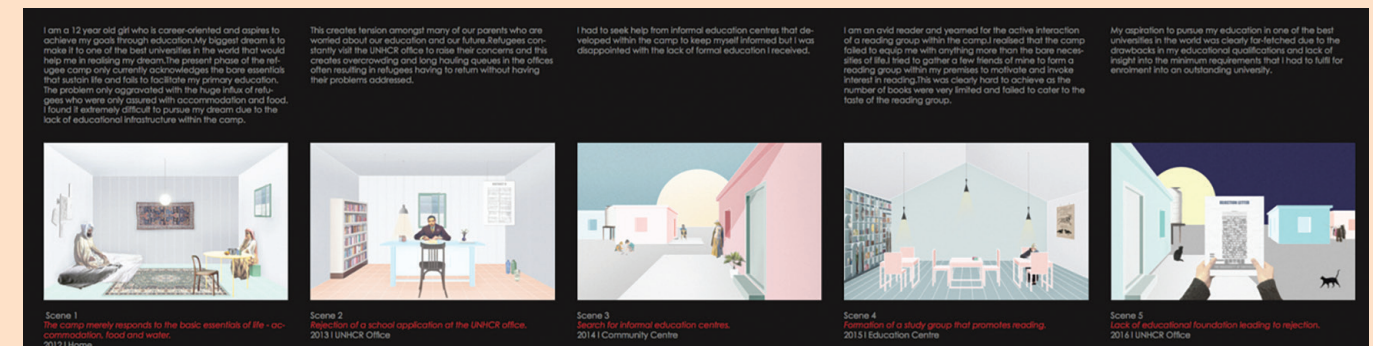
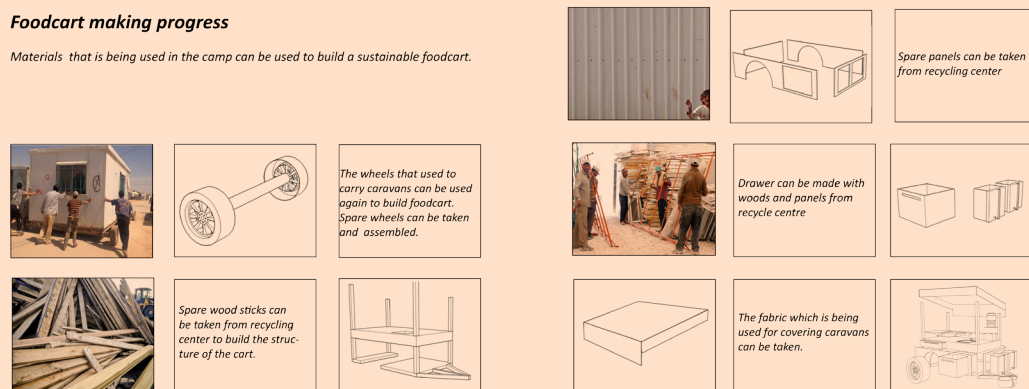


Layer 2
Critical analysis of UNHCR's hierarchy of normalising the camp.

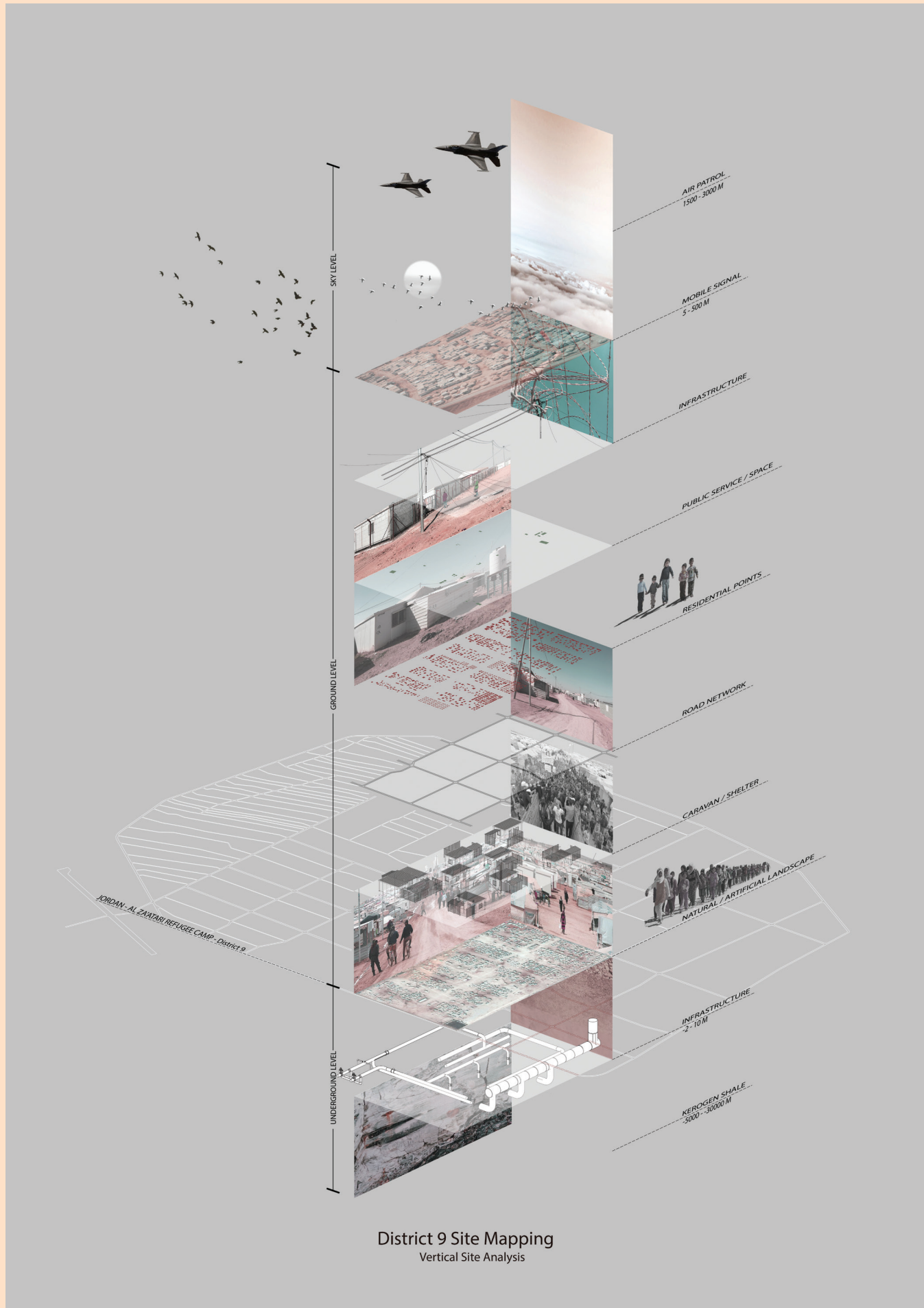
Layer 1
Depiction of spatial interaction existing in the camp.

Foodcart making progress

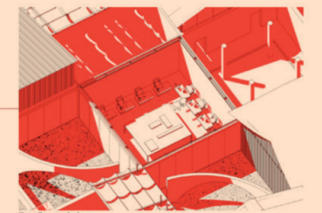
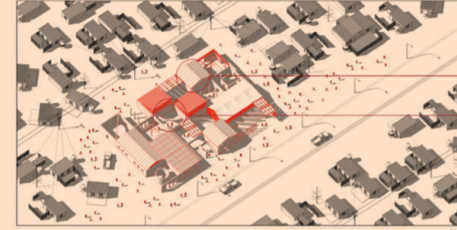
Materials that is being used in the camp can be used to build a sustainable foodcart.



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- 2 – Chermack, Thomas J., Susan A. Lynham, and Wendy E. A. Ruona. 2001. "A Review of Scenario Planning Literature." *Futures Research Quarterly* 17 (2): 7–31.
- 3 – Bunschoten, Raoul, Hélène Binet, Chora, and Takuro Hoshino. 2001. *Urban Flotsam: Stirring* Agier, Michel. 2010. *Managing the Undesirables*. 1 edition. Cambridge: Polity Press.
- 4 – Langley, Phil, and Femke Snelting. 2015. "Parametric Truth(s) | Possible Bodies." May. <http://possiblebodies.constantvzw.org/inventory/?075>.
- 5 – UNHCR Handbook for Emergencies. 2007. Third edition. UNHCR:the City. Rotterdam: 010 Publishers

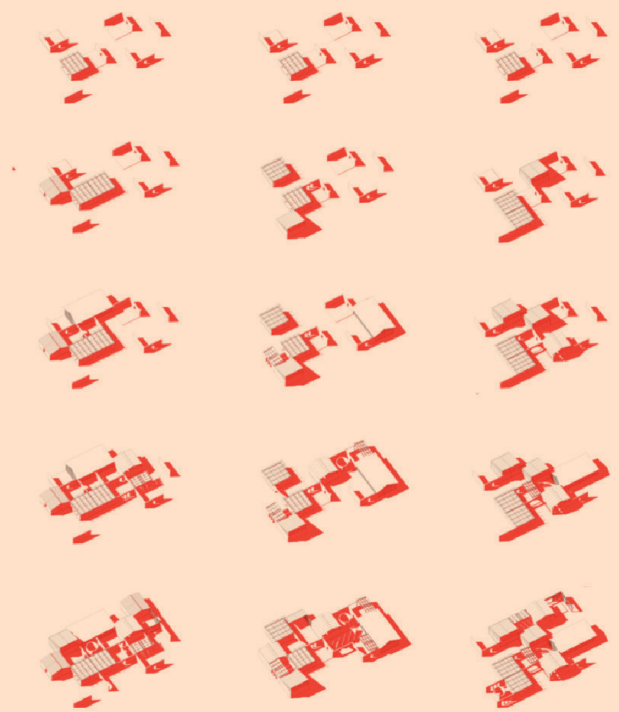
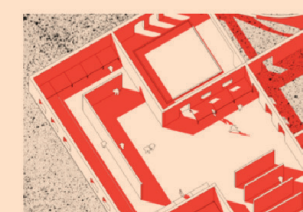
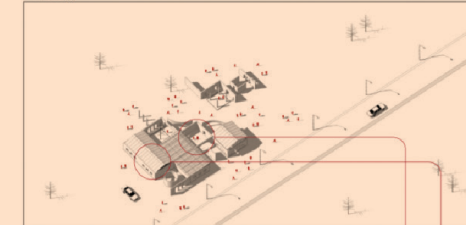


Phase 4



5 Years and 6 Months
The development of the centre through various phases has rendered it an integral part of refugee life that works for the improvement of refugee life.

Phase 5



12 Years
Life in the camp is over with the refugees going back to their home country. The permanent structures evolve to develop as a museum that depict the unique stories of refugee life.

1 2 3