

START UP EDGE

DESIGN DRIVEN
PROCESSES FOR
REACTIVATING
SMALL WALLED
TOWNS AND
INLAND AREAS

22—23
JUNE 2023,
SAN MARINO
/
CALL FOR
CASE STUDIES

PROMOTED BY



UNIVERSITÀ DEGLI STUDI
DELLA REPUBBLICA DI SAN MARINO



UNI.RSM
DESIGN.



ALMA MATER STUDIORUM
UNIVERSITÀ DI BOLOGNA
DIPARTIMENTO DI ARCHITETTURA
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Advanced
Design Unit

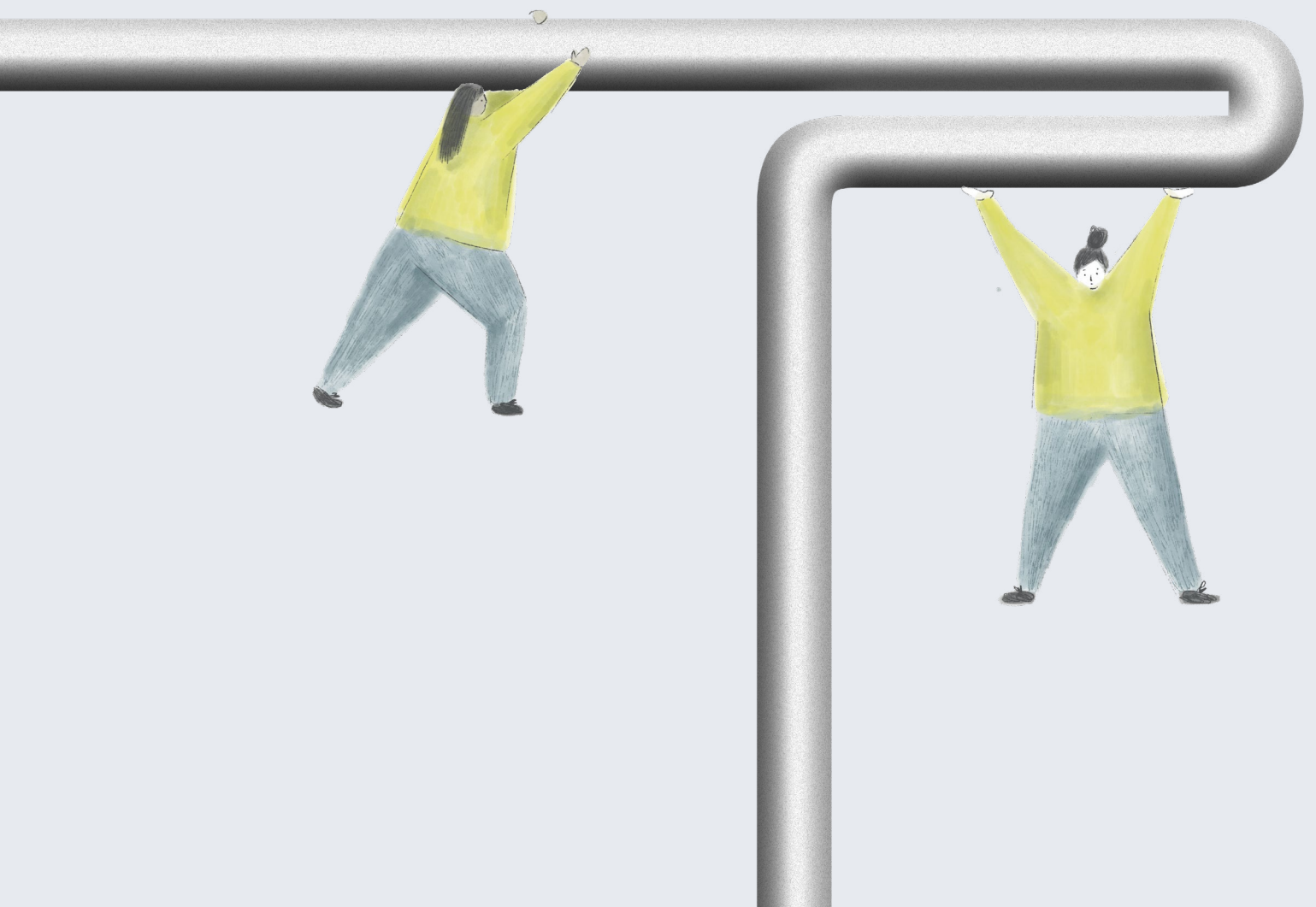


北京城市學院
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ISTITUTO CONFUCIO
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FORTIFIED
TOWNS /
INLAND AREAS /
DESIGN
PROCESSES /
REACTIVATION /
REGENERATION /
COMMUNITY



THE SYMPOSIUM

22 — 23 JUNE 2023
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The international symposium *Stretch the Edge* will be hosted in San Marino on the 22th and 23th of June 2023.

It is promoted by the Design Research Units of the University of the Republic of San Marino, the Advanced Design Unit of the Department of Architecture of Alma Mater Studiorum - University of Bologna, the Beijing City University and the Confucius Institute of San Marino.

The research calls out communities, professionals, companies, municipalities, associations and the international network of cultural and creative industries with the purpose of investigating how the discipline of design can be a useful tool for reactivation, regeneration and enhancement of inland territories enclosed by natural or artificial fortifications.

KEY DATES

CALL FOR CASE STUDIES


Opening 

15 December 2022

Submission deadline 

31 March 2023

REGISTRATION

Openin 

1 May 2023

Registration deadline 

31 May 2023

International Symposium 

22/23 June 2023

HOW TO
PARTI —
CIPATE

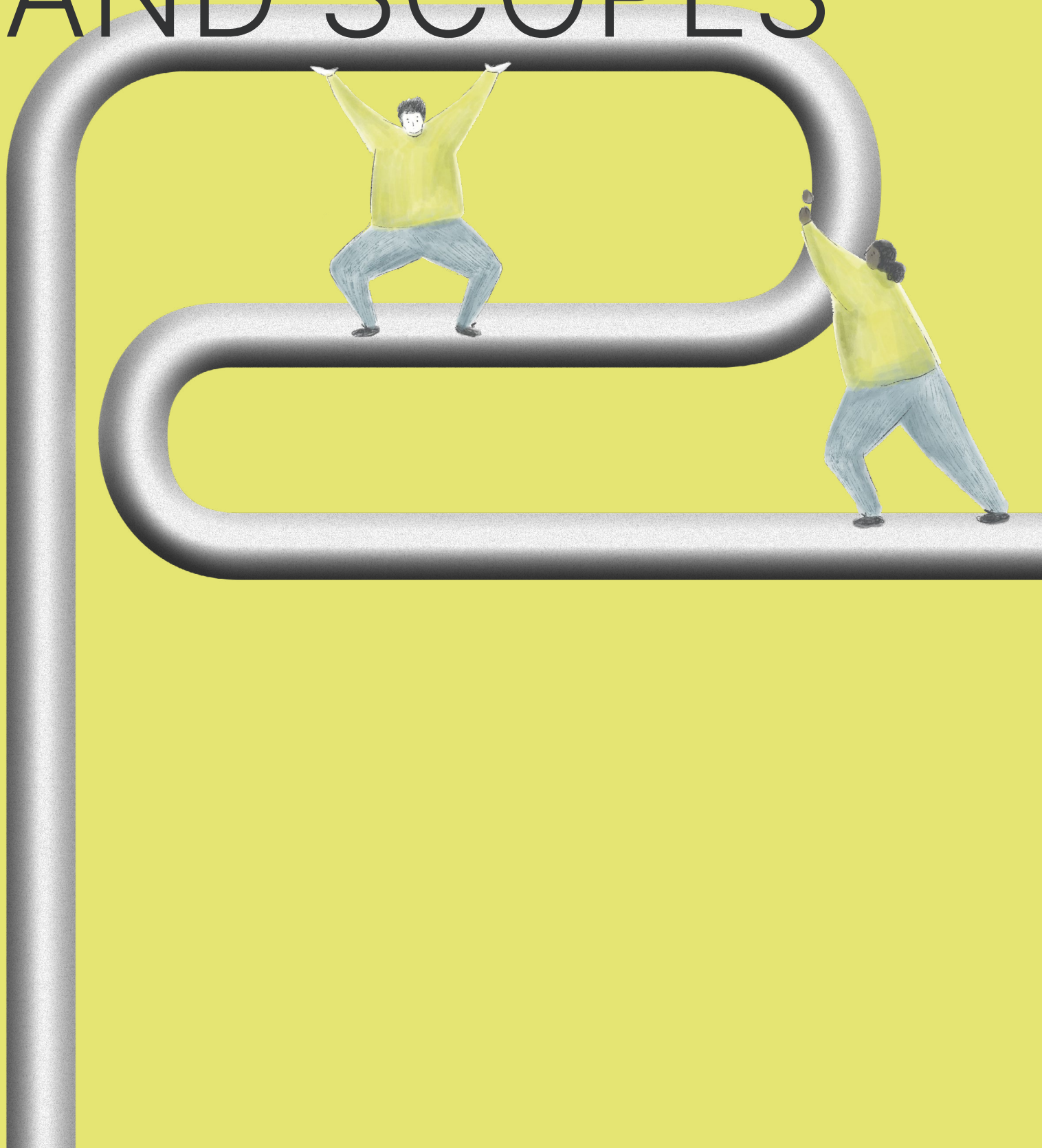
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BY SUBMITTING
A CASE STUDY

2 

BY REGISTERING
FOR THE
CONFERENCE

RESEARCH DOMAINS AND SCOPES



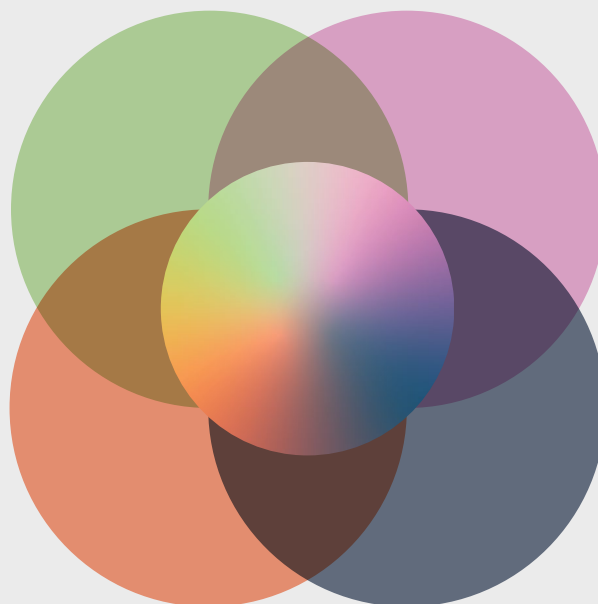
RESEARCH DOMAINS

Walled towns, due to their size, morphology, environmental or anthropic characteristics, are places that preserve tangible and intangible memories. Nevertheless, they now appear bearers of a number of criticalities that the design community has the opportunity to challenge.

The symposium intends to be a place of exchange for practices and processes in which design –acting as a bridge between people, economics, environment and society– is considered a key element for the reactivation, regeneration and enhancement of these territories.

ENVIRONMENT

CULTURE



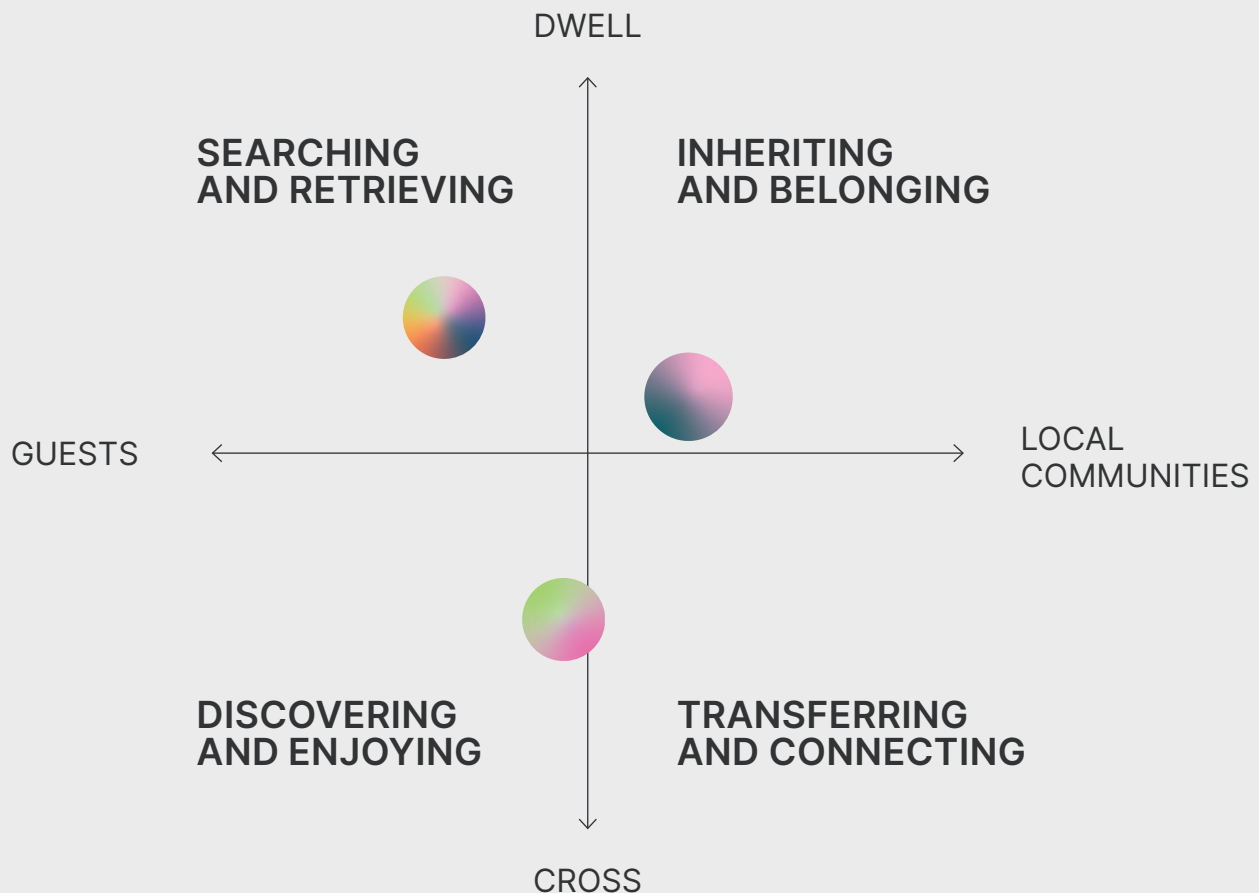
ECONOMY

SOCIETY

RESEARCH SCOPES

Projects aimed at reactivating territories can be differentiated according to temporality – from crossing through a place to residing there – and to the level of involvement of local communities and outsiders.

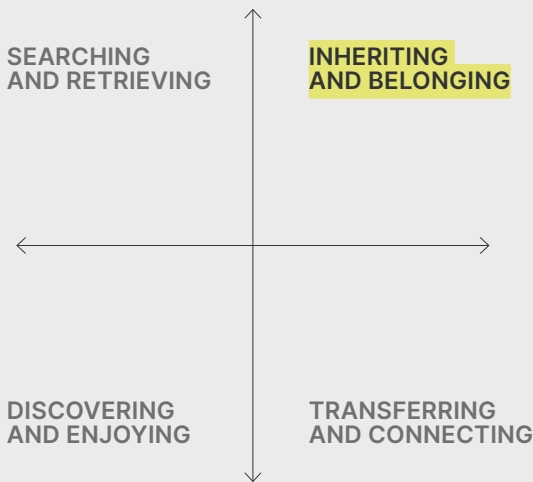
Four trends emerge in the proposed framework in which the design cultures shape local tangible and intangible resources to enhance the territories and its communities.



KEYWORDS

LOCAL IDENTITY, MEMORIES, TRADITION, CRAFTSMANSHIP,
SOCIAL AND SOLIDARIETY ECONOMY, ACCESSIBILITY, EMPLOYMENT

INHERITING AND BELONGING



Within this area are placed case studies that nurture the material and immaterial values of a place through actions related to work and local life.

This area also includes activities in which local communities celebrate and rediscover memories linked to traditions and testimonies, for example ritual events.

Design actions are intended to transfer cultural heritage by strengthening the sense of belonging in the community and by improving the quality of life.

QUESTIONS

How can design facilitate the transmission of memory within a community?

How does design strengthen processes of common identity construction?

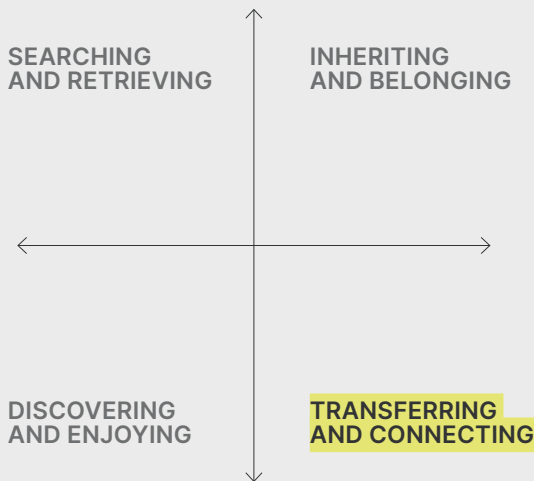
What innovative actions can improve the quality of life of the inhabiting community and its habitat (micro-mobility, education, accessibility, environment, etc.)?

How can local specificities become vectors for the activation of production chains and of work opportunities?

KEYWORDS

SERVICES, NETWORKS, METAVERSE, COMMUTING, MOBILITY, DISSEMINATION

TRANSFERRING AND CONNECTING



This area includes case studies in which local communities frequently move outside their territory and then return.

Thanks to this dynamic, citizens become active witnesses of culture and memories that can be represented by themselves outside their territory of origin. This dynamic of movement can be related both to people but also to cultural, environmental or productive contents.

Design actions are focused to improve the accessibility and connectivity of the territory, to implement innovative services and to spread 'genius loci' outside the territory.

QUESTIONS

How can design spread the 'genius loci' through digital tools?

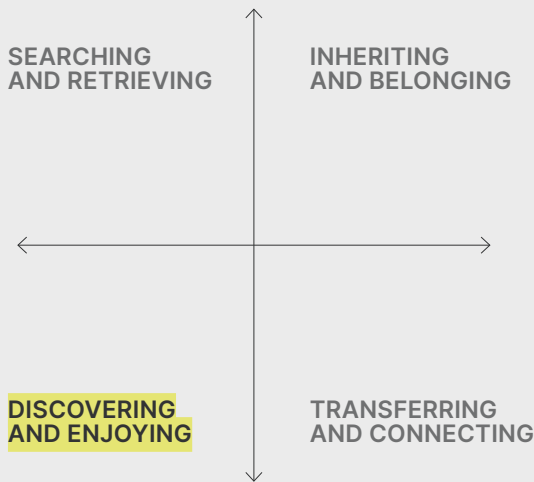
Which design strategies can foster sustainable management of ecosystem services (public mobility, logistics, networks, environment, etc.)?

What innovative actions can enhance the accessibility of online and offline services for the individuals (education; food; health; etc.)?

KEYWORDS

TOURISM, EXPERIENCES, HOSPITALITY, PROMOTION, EVENTS, SOUVENIRS

DISCOVERING AND ENJOYING



This area includes case studies in which the visitor experiences some of the uniqueness of the territory. The time of the experience is limited and sporadic.

The design actions are firstly aimed at narrating fragments of the 'genius loci' and secondly at their dissemination outside the boundaries thanks to the visitor's experience.

QUEST — IONS

How does the design act in projects for the fleeting visitor?

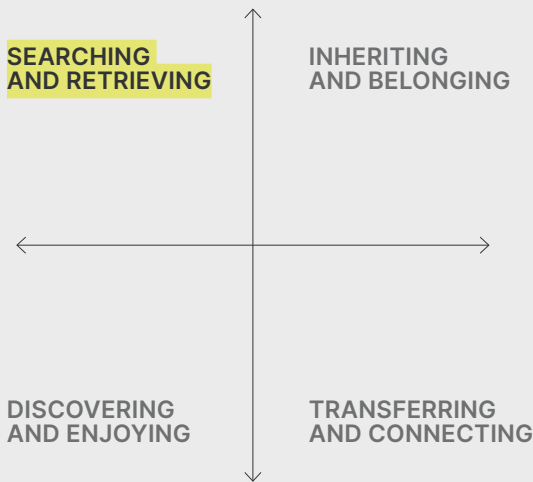
Which activities support the dissemination of material and immaterial local identities?

What actions can be designed to attract visitors?

KEYWORDS

REHABILITATION, NATURE CONNECTEDNESS, INTEGRATING CULTURE, RESIDENCIES, KNOWLEDGE EXCHANGE

SEARCHING AND RETRIEVING



Within this area are included case studies in which the outsiders (guest) stay for a long time or returns periodically in the territory. They are driven by a strong bond established with the place itself and the local community.

Design actions allow the foreigner to retrieve on memories and traditions by researching the values of the place.

QUESTIONS

How can design work to attract new inhabitants?

Which design activities related to values, memories or local traditions can encourage people to reside?

What tools and motivations support the choice of living in a place far from work networks and large urban centres?

CALL FOR CASE STUDIES

The main objective of the survey is to collect, systematize and present international case studies that promote effective solutions for the reactivation of inland, rural and marginal territories – bearers of historical, cultural and environmental value – characterized by natural (e.g., mountains) or artificial (e.g., walls) protective elements. This research also aims to understand the role that the discipline of design takes in the process of enhancement and reactivation of historic villages and small fortified towns.

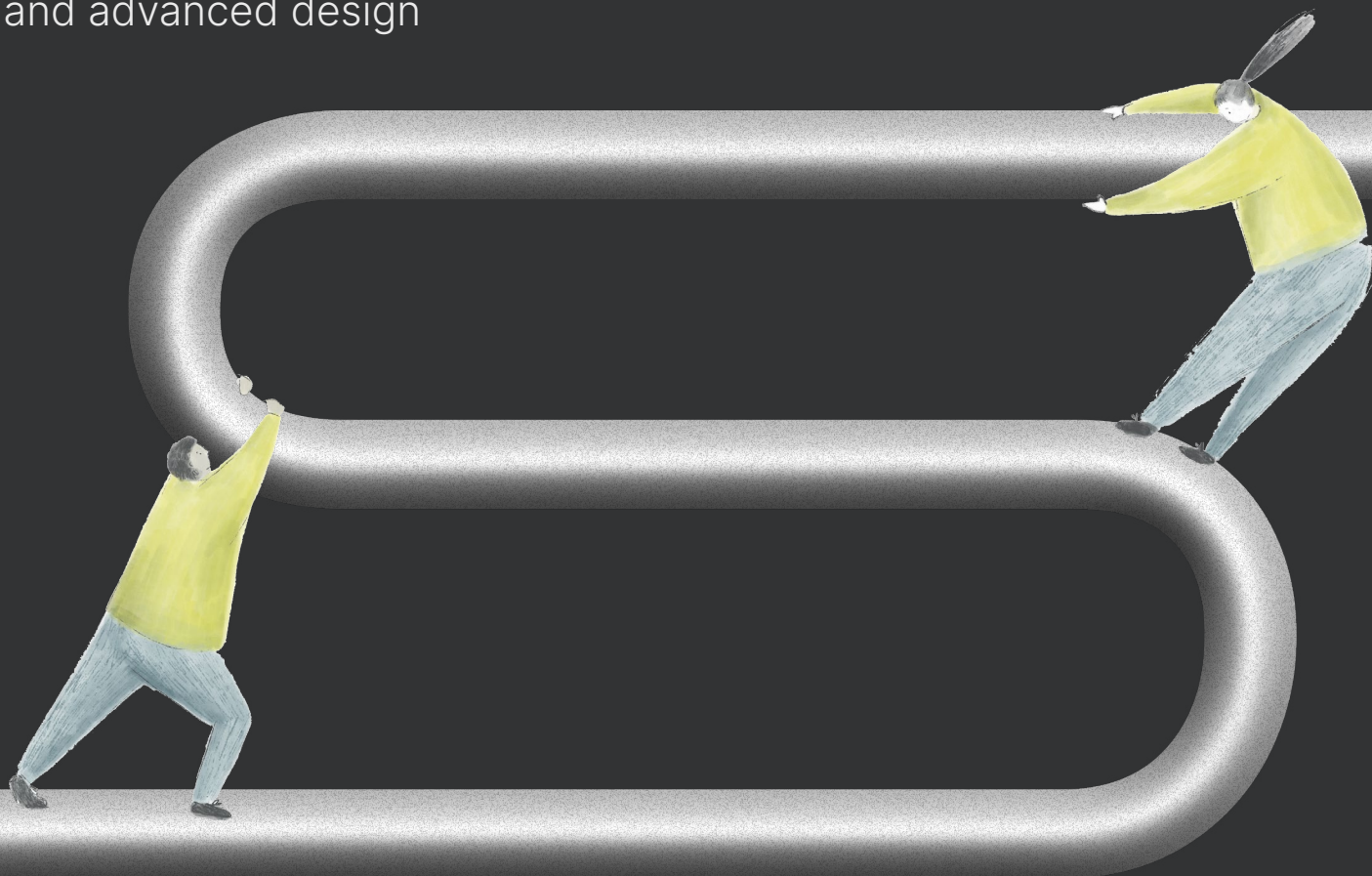
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- The research aims to:
- ↳ Census, map and interpret quality case studies in this context;
 - ↳ Build a network of international observers;
 - ↳ Share the results of this research during the Symposium and open a collaborative discussion on the topic;
 - ↳ Invite some speakers at the Symposium for illustrating the most effective case studies. A Scientific Committee will select the case studies submitted through the survey;
 - ↳ Publish some case studies in a book and share the database with the research community.

CONTRIBUTE TO THE RESEARCH
BY REPORTING CASE STUDIES FILLING
OUT A SURVEY

[SUBMIT A CASE STUDY](#)

ABOUT US

We are an interdisciplinary and international group of researchers, with a pluriannual experience in the field of design for communities, design for heritage and cultures and advanced design



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FOR FURTHER INFORMATION
stretchtheedge.unirsm.sm
stretchtheedge@unirsm.sm

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