This project was commissioned by

NRW.BANK

Project team Minor Urban & Rural, co-creation and transition in collaboration with Radboud University:

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1 Preface

This is the last plan we, project group Masters @ Münster, present. During our search for a sustainable and innovative concept for a neighbourhood, we have encountered a neighbourhood that is being realized through co-creation. The research consists of 3 phases: an orientation, analysis and execution phase.

After the first 2 phases have been completed we started to execute the plan. We have translated our analyses into a concept. We have applied this concept to the two districts. One in Altenberge and one in Telgte. Together we are going to sketch and looked at the important subjects for the neighbourhoods.

In the meantime, we learned a lot from different reference projects, colleges and experiences. We are also hugely supported by our teachers Dort Spierings and Peter Ache. Together with their help and wisdom, we have completed this project and we would like to thank them too! We have done this together with great pleasure.

I hope you enjoy reading.

Masters @ Münster

Nijmegen, 13 June 2017
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3 Concept questions

These questions arose through a creative session we have held. In this session we first looked at what the most important information we found. By writing and combining this information, 6 subjects have been created. By topic, a question has been formulated how to best fill these subjects.

The 6 questions that have been formulated are:

1. What service will be left in Münster and what service will be brought into the area?
2. What is the best balance between urban, rural and nature into the area?
3. How can you design an area that’s future-proof?
4. How can you make people chose public transport, walking and cycling above car usage?
5. How can you use co-creation in this area?
6. How can you create an active and diverse community?
7. What is a good balance between affordable and profitable investment housing?

3.1 Services: What service will be left in Münster and what service will be brought into the area?

3.1.1 Local Shops

Have local shops in the neighbourhood. In these shops they can sell products from the region and the products who are farmed in the urban farming. These shops have delicatessen products which they don’t have in the city centre. The Residents of the city centre will come here for these products because they don’t have these products in the city centre.
3.1.2  Local Feeling

For the local feeling in the neighbourhood it is important to create a local environment in the shopping area. Because the shops in the neighbourhood sells local products. An idea to create this local feeling is locating the shops in an old barn. Also for the visitors of the city centre give this environment a nice shop experience.

3.1.3  Combine working, living and shopping

To create a dynamic area, it is important to combine shopping, living and working together. This can be done to have apartments above the shops. This will give a dynamic feeling in the area and people can meet in this area. Also you can create workplaces between the shops. This can be arranging by have small cafes with a workplace. Picture 8 is an example of how this can be create, not on this scale. On Picture 9 you see a flat building where working, living and shopping is combined.
Picture 7 Markthal Rotterdam (glasinbeeld, 2010)

Picture 6 (Ksprop, 2012)

Picture 8 Le Corbusier, (Own work).
3.2 Urban Nature: What is the best balance between urban, rural and nature into the area?

The best balance is to have a part urban and a part rural. This can be defined in Terms and ideas. Typically, are the Urban Farming. Combine buildings with nature, Ecovillage, Children’s farms. These ideas have the urban and the rural aspect. Because nature is very important in the rural area, this is always a priority in the neighbourhood. But also, the urban area must fit in the rural part. This is possible with integrating the urban into the rural area. Public green spaces, bioswale, water usage, green sound wall are ideas to make the urban more rural and green.

3.2.1 Public green spaces

Create nature the people them self will maintain.

- $$$
+ Happiness
+ Beautiful
+ Co-creation

3.2.2 Uses bioswale to give the water back to the nature

Making bioswale helps the rainwater draining in to the ground instead of drain it to the surface water.
3.2.3 Urban Farming

Make little farms/ gardens for people who are living in villages. This can be on a rooftop but also as a community/meeting place. The people who maintain the gardens can have the food.

3.2.4 Make a circulate waterway + main function water
3.2.5 Green sound wall

Block noise, looks esthetical great

*Picture 13 Sound wall (Tournesol site works, 2014)*
3.2.6  Mix rural with urban

Have green zones and traffic zones like, a superblock:

Picture 14 Rural Urban (Miami, 2013)

Picture 15 Superblocks Barcelona (Media Tumblr, 2013)
3.2.7 Combine buildings with nature

Reduce heat and look nicer, Green roofs, buildings go in to the ground:

*Picture 16 Green roof*
3.2.8  Ecovillage

Building a greener community

A look at one model for urban growth promoted by the nonprofit U.S. Green Building Council to reduce sprawl and to make communities more environmentally responsible:

- **Recreation/greenspace**
  To encourage physical activity, reduce obesity

- **High-density residential neighborhood**
  To reduce traffic, encourage walking

- **Mixed-use district**
  Incorporates living space above businesses

- **Narrow roads**
  To slow traffic

- **Existing infrastructure**
  Central business district

- **Traffic circles**
  To slow traffic, increase pedestrian safety

- **Reliable transit**
  To reduce emissions, road congestion

*Source: U.S. Green Building Council, Beaufort County Planning Department
Graphic: Drew Martin, The Island Packet (Milton Head, S.C.)*

© 2007 MCT

*Picture 17 Green community (sneakers, 2015)*

*Picture 18 Eco house (Architects Journal, 2002)*
3.3 Future: How can you design an area that’s future-proof?

- Use innovative concepts so that they can be used in the future. Arrange the homes flexibility, maybe even the functions. Possible for all ages.
- Flexible housing so your housing can grow. Room to increase. To modify it yourself. People will stay longer.
- Different housing options for a change of lifestyle (for example growing older).
- Keep in mind the growth of the town (more urban – less rural).

The future-proof of the area is reachable by making future-proof improvements on the following subjects:

1. **Adaptably-housing**, make houses that are adaptable in the future to grow and to shrink.
2. **Sustainably**, use materials that are recyclable or sustainable materials that last longer. Sustainably includes also a home that is energy neutral.
3. **Function flexibility**, giving the freedom to change functions gives people the opportunity to change to the current trends.

3.3.1 Adaptably-housing

When making the houses/apartments use smart designing. The housing must have the ability to be adapted by users in the future. Hereby the advice of architect is convenient. By making the house adaptable it gives possibilities for residents to live longer in the same building. A crucial point is the different stages people are going through, from young to old. A good diversity will increase the liveability in a building, see picture 19.

The housing needs to be able to give young people an affordable place to live, give families the room they need and give elderly the accessibility they need. A handy tool to use is the Flex housing checklist. Also give the opportunity to the residents to sell or rent a part of the house when they don’t need that part anymore or when they want to expand their home.

The existing house in been extended with different rooms. To accomplish such changes, future planning is important. The construction needs to be strong enough to support a new floor. The rooms need to plan in a way they are able to split in half if needed or to create a new opening to another room that will be built later.

*Picture 19 Different people different spaces*
3.3.2 Sustainably

By giving the opportunities to the residents to modify their house in almost every way they want it’s a must to use materials that are re-usable and are sustainable over time. To make a housing energy neutral you have to work together. With the co-creation we are planning to have we want to give people the responsibility for being energy neutral.

3.3.3 Function flexibility

This mainly concerns the entrepreneurs. When there is enough flexibly to adjust your business you can stay longer in one place. But also pivot in to a new business. To keep the neighbourhood trendy and adaptable to the new trends that are in the neighbourhood is important.
3.4 Mobility: How can you make people choose public transport, walking and cycling above car usage?

- Making bus priority instead of cars.
- Make the car route the longest option.
- Car fee zone with playground for kids.
- Road only for buses.
- No roads in the neighbourhood. Parking outside of the neighbourhood.

To increase usage of public transport, walking and cycling you got 2 major options:

1. Decrease car usage
2. Improve public transport, cyclist and foot-paths.

3.4.1 Decrease the car usage

In picture 20 you see a standard cross section of a road. Herby there is a lot of space used up by cars. If we get rid of this space we save a lot of space. We can use this space in multiple different ways;

To have no car roads in the neighbourhoods would increase the safety of the place. Children can play safer outside. The neighbourhood is now more like a park.

In the neighbourhood you park your car at the edge of the area and go further to your home on foot or by bike. The shops and businesses in the neighbourhood are also placed at the edge next to an existing road. This is because the shops needs goods delivered by trucks and such. If the area is too big. You can use a bus lane with different stops to increase the mobility in the area.
If there is decided that some car roads are preferable, the route needs to be the longest option. This means if you walk or go by bike you are faster than when you go by car. This will give people the awareness of the awkwardness a car has, and hopefully they will decide to walk or cycle the next time. But the ideal situation would be if there are no car roads in the neighbourhood.

3.4.2 Improve public transport, cyclist and foot–paths.

If the public transportation around the neighbourhood is already good, you can connect paths to there. If there is no of bad coverage of public transport you need to make new stops and bus lanes near or in the area. If there is no option of public transport car usage will go up. To make people aware of public transport and the benefits of choosing public transport over a car you can increase the usage of public transportation.

To improve cyclist and foot–paths you can use the so called “Desire Paths”. This is often in an area where there isn’t build anything but people still will walk over the area. You get little paths like on picture 22. If we use these paths we get the desired routs and people will find the paths better and are more likely to use this paths.

*Picture 22 Desire Path to shorten the route.*
3.5 Co-creation: How can you use co-creation in this area?

3.5.1 Public places

We have already looked at using co-creation in our designs. When we talked about it, it was especially clear that there was a lack of time, because there it takes a lot of organizational time and there is a language barrier. As a result, we have come up with the idea of using co-creation in this project by involving residents to design public places. This way, citizens are actively involved in the area and could also maintain it, which will save costs. (Playground Boekel)

3.5.2 Free game (vrij spel)

Free game is a new neighbourhood built in Den Bosch where residents can design their homes without rules. In this neighbourhood the public places are designed together with the residents. Volunteers were asked to put together a working group. About 12 people (out of 250) of the 90 homes. Then everyone was asked to make a moodboard and everyone came together.

Then practical things were told. When everyone showed what he/she liked, it turned out that they did not want a standard playground, so more natural climbing and playing materials. There was an idea of a long table and a pizza oven. All of these ideas were input for a new moodboard. The municipality thought it was a nice idea, but for maintenance it was too much for the municipality. They wanted to do it, but the residents themselves had to take part in the maintenance. During a general meeting, photos were showed to show the idea. The other residents had no further involvement because they had chosen these 12 residents to design something. This was the case with everything: stones of the street and the sidewalks, and the trees in the street.

An architect made a proposal and then there was a choice of three things. Then everyone could vote for a meeting and most votes will apply. Almost everyone was attending this meeting. If you already make a commitment, you are talking to each other, getting to know each other. The big advantage is that you have an influence, but that you do have to make a choice and that the choices are also limited. Otherwise, you'll never get to an idea. This is a nice balance between freedom and convenience.

3.5.3 Desire path

A form of co-creation is to keep the desire paths that inhabit the inhabitants and build houses around it. Thus, the residents themselves have determined which routes they find the best.

"This week I was surprised to note that the wild bike path from my pictures on Fietbult is being torn out: this week it was dug out to get concrete: wild becomes official."
3.6 Community: How can you create an active and diverse community?

You can create an active and diverse community by create houses in a group to have a dynamic feeling. When houses are built in a group you have automatic a band with your cohabitants and create a positive community feeling.

Create spaces in neighbourhood where all ages can come together. And have public spaces like a children’s farm where young and old can come together. Also have a community centre where activities can be hold. This centre can also be uses where young and old can learn from each other.

Picture 24 Zwijnsbergen (Google Maps, 2017)

Picture 25 Young and old learning. (Nederweert, 2013)
### 3.7 Housing: What is a good balance between affordable and profitable investment housing?

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<th>Telgte</th>
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<th>GGK 20,000-50,000</th>
<th>Munster</th>
<th>GGK 200,000-500,000</th>
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**Telgte proposal**

- 330 housing units
- Reihenhaus/Doppelhaus: 95, 0.287879
- Einfamilienhaus: 51, 0.154545
- MPF: 184, 0.557576

*Picture 26 Types of housing (own work, 2017)*
4 Sketches

After it has been brainstormed and the design questions have been discussed, two sketches have been made. The sketches have translated as well as possible what has emerged in the concept. Two sketches have been made; one for Telgte and one for Altenberge.

![Sketches Telgte](Picture 27 Sketches Telgte)
Picture 28 Sketches Altenberge. (Own work, 2017)
5 Co-creation in the neighbourhood

The public places will be designed together with the neighbourhood residents. By placing the responsibility of the public places at the local residents, the public place will be treated with greater care and respect. In general, the places are often neglected because the neighbourhood is sure that the municipality will solve it. To place the responsibility at the residents, the residents can enjoy it longer.

5.1.1 How do you handle this?

By drawing up a good plan in advance about how co-creation the best can be applied, the process will be go smooth. A number of steps during the co-creation process are very important and the order of these steps is also very important. A good step-by-step plan for co-creation looks like this:

Step 1: Prepare

It is important to convey what is urgent to the residents. If the participants do not have clear what the urgency is, the purpose of the co-creation will not be clear and it is difficult to make a good contribution. In addition, it is important that everyone involved in the process and participates.

Step 2: Developing Vision

Create a common basis and name themes. In doing so, the group can create the themes and make the agenda for the course. This is best done in a dialogue session. Due to the chosen themes, a vision can be made for the total range. By having a clear vision for the group, a good final result can be made.

Step 3: Generate ideas

In this step the themes will be explored and the ideas will be elaborated. The themes will be translated into proposals for the project and measures will be taken. The proposals are made and presented to everyone by the working group.

Step 4: Select

During the selection phase, the participants look at the ideas. The participants will make a choice of ideas and proposals together. In addition, they will prioritize the key choices and be clustered.

Step 5: Execute

To make sure that the performance run as well as possible, it is important to create a task group around each cluster that adopts the cluster and is responsible for the implementation. (Moviesie, 2015)

One way to make these steps smooth is to invite the neighbourhood residents and ask them to create moodboards as in the neighbourhood, vrij spel in Den Bosch is done

By making neighbourhood residents a moodboard in advance, they can even think about what they want in these places and how it should be arranged like in picture 29. On the moodboard, residents can show through their images how they like to see the common places and what atmosphere it
should have. At this stage, all neighbourhood residents can join. After that, the moodboards can be compared and ideas can be exchanged with the municipality. In this meeting, the municipality can also share the practical issues with its residents.

To make the final plan, it is wise to select a number of neighbourhood residents who can decide on this. It's not wise to let everyone think in this phase but select a number of people selected by the neighbourhood residents. These local residents can then decide on various aspects such as stones, trees, decorations, etc.

The maintenance of the common areas is a task of the local residents. As a result, more responsibility will arise at the places and is treated with respect. The great maintenance can be done together with the municipality. The maintenance that the neighbourhood habits can do can vary from clean the place or remove weeds.

5.2 Community centre.

The community centre is a building where the inhabitants can come together. The building can have different services inside like: day-care for the kids, swimming pool, bar or a cinema. To have a community centre in the neighbourhood you can create a positive community feeling. In this centre, neighbourhood residents can meet with each other.

Also, the centre can be used to hold meetings or to have other activities. In addition, young and old can meet together and can learn from each other. For example, the youth learn to how they use their phone or computer and the elderly can convey their knowledge to the young people in the past.
5.3 Green co-creation in the neighbourhood

Examples where co-creation can be realized even more:

Not entirely co-creation, but a good way to increase the connection in the neighbourhood is urban farming. Urban farming is a way of farming near a city. How this can be arranged is to have in the neighbourhood places that are arranged for farming. This can for example be on a roof, see picture 31, also allotments garden can be an example of urban farming.

By selling urban farming products at the local stores, residents will be more likely to buy them. Because they see how and where it is being rebuilt. In addition, it also creates employment in the district.

An allotments garden is a big space of land which is divided into small gardens like you see in picture 32. These small gardens people from the neighbourhood can hire and they can grow their own vegetables or fruit or keep an ornamental garden. These small gardens are private property but the paths between the gardens is public space. The inhabitants can walk between the gardens and can enjoy the gardens.
Desire paths are created by citizen who are choosing individually for the same unofficial path. These homemade trails are always shorter than the official trails. A form of co-creation is there to ensure that their desire path is transformed into official paths. On campus grounds in Oregon, it was chosen to sow the terrain with grass. Over time, it was possible to identify which desire paths were created and they were then tiled, see picture 5.

A similar way is also applied in Altenberge and Telgte. After the buildings and the main roads are being placed can be waited till the inhabitants have created their desire path. After a while it becomes clear which routes the neighbourhood have been chosen. These routes will be paved and can be uses by the neighbourhood. In Altenberge, the cycle path has been created on the already created desire path like you can see in picture 33.
6 Growth Plan Telgte and Altenberge

The growth plan is divided in 6 phases. The plan makes clear how we built our neighbourhood in a way everyone gets involved. In every phase the inhabitants are involved. By following the plan the new district will have been implemented with our concept from the beginning. The growth plan will also give a good idea of what can be expected form out concept.

6.1 Phase 1

A community centre

In the first phase we want to create a community centre in the middle of were the neighbourhood will come. Here the people who are interested in living in this neighbourhood can meet and have conversations about the neighbourhood. To accommodate the people we there will be a parking spaces at the edge of the neighbourhood where people can park then they walk to the community centre. This is for the inhabitants to get used to not driving to their destination but walk.

The importance of the community centre is that people already meet each other before they will life next to each other. This is the first step to create a community feeling. Also the first plans of the neighbourhood will be made. These plans will be used to improve the neighbourhood in the long term.
6.2 Phase 2

Basic Infrastructure

Phase 2 will be executed with phase 3. While the first houses are being built the people in the neighbourhood can decide where the rest of the infrastructure will come. Before everything is decided there need to be a basic infrastructure. Some bus stops and bicycle storage will be needed to go through the neighbourhood. Also a bicycle path in the middle of the neighbourhood will provide the routes to the homes. The bicycle path in the middle isn’t the quickest ways to go around the block. The idea is to let people make their own desire paths or plan other roads based on their needs. There are also possibilities to go through a building block. These openings will be determent at the start but can adjusted before the buildings.
6.3 Phase 3

Comfort and housing

When the first plans of the neighbourhood are made the building of the housing can start. The style of the housing is a mixture of Brownstone housing and the Tudor style. The apartments are all different sizes so the people have their own choice of what size they want a house. To prevent noise of the road surrounding the neighbourhoods, the houses surrounding on the outside will have a glass façade as a sound wall. Between the housing there will be a combination of an anti-noise wall with a line of trees in front of it.

The apartment will have flexible housing so the sizes can be changed and the possibility to change the functions. This is for the future proofing of the neighbourhood. Further the houses are made of recycle materials. To make a housing energy neutral you have to work together. With the co-creation we are planning to have we want to give people the responsibility for being energy neutral.
6.4 Phase 4

Extending of the infrastructure

After a few months of living in the new neighbourhood, the inhabitants have had more meetings over the infrastructure. Now the paths of desire are physically visible and can be used as guild lines. The paths can be paved, but inhabitants can also choose to do something completely different. The role of the municipality is to support the meetings with data the inhabitants are not familiar with, like cost of the build, construction time, and technical drawings. The focus of the neighbourhood is especially cycle and foot-paths.
6.5 Phase 5
Introducing nature and parks

After the basics of the infrastructure is planned out, it is time for the layout of the public spaces. For the layout we give people the freedom to do whatever they want. We want to use the origins of the land as zoning plan, the origins are divided in three categories: Water Influence, Greenery Influence and Urban Farming. The origins of the places are marked on the map. These origins give influence in the neighbourhood. And will be a strong recommendations to use the influence of the origins. A few examples are on the side. There can be a forest or a nature park. Also Bioswale and urban farming can be used to fill in the open spaces.
6.6 Phase 6

Other services

In the last phase other services can come to the neighbourhood there will be other services included in the community centre. The community centre will probably be used less as a meeting space to plan the future of the neighbourhood and so can be used as a meeting place for everyone. There can for example be a bar, a swimming pool or a cinema. When this phase is completed the neighbourhood is finished for now. But the inhabitants still have the influence to change curtain parts of the neighbourhood. But mostly they will enjoy their life.
7 Lay out

The lay out gives a good view how the neighbourhood will looks like after the concept is implemented. There is a lay out made for Telgte and Altenberge. The legend is in the Appendix.

7.1 Altenberge

See the Appendix Altenberge general 1 1000 V1 & Altenberge Zoning concept.

7.2 Telgte

See the Appendix Telgte general 1 1000 V1 & Telgte Zoning concept.

8 Calculations

In this chapter the figures are calculated and displayed which are used for the design. These figures are calculated from the data obtained from the client. The figures that are made are about figures of house types and how much parking space is needed in the area.

*Picture 35 Lay out Altenberge*
<table>
<thead>
<tr>
<th>Location</th>
<th>Area (Ha)</th>
<th>Housing area per resident (square meters)</th>
<th>Social and technical infrastructure per resident (square meters)</th>
<th>Density (res./Ha)</th>
<th>Total capacity in residents</th>
<th>Wohnungen</th>
<th>Density of dwellings/ha</th>
</tr>
</thead>
<tbody>
<tr>
<td>Altenberge</td>
<td>11.30</td>
<td>45</td>
<td>13.5</td>
<td>112.99</td>
<td>536</td>
<td>268</td>
<td>23,72881356</td>
</tr>
<tr>
<td>Teigte</td>
<td>13.00</td>
<td>45</td>
<td>13.5</td>
<td>112.99</td>
<td>817</td>
<td>308</td>
<td>23,72881356</td>
</tr>
<tr>
<td>Altenberge</td>
<td>11.30</td>
<td>45</td>
<td>13.5</td>
<td>157.48</td>
<td>747</td>
<td>374</td>
<td>33,07086614</td>
</tr>
<tr>
<td>Teigte</td>
<td>13.00</td>
<td>45</td>
<td>13.5</td>
<td>157.48</td>
<td>860</td>
<td>430</td>
<td>33,07086614</td>
</tr>
</tbody>
</table>

*2 people per household

**Picture 36 Calculations**
### The Final Plan

#### Project Münster

<table>
<thead>
<tr>
<th>Housing Type</th>
<th>Altenberge</th>
<th>Telgte</th>
<th>GGK 10,000-20,000</th>
<th>GGK 20,000-50,000</th>
<th>GGK 200,000-500,000</th>
<th>Münster</th>
<th>NRW</th>
<th>existing Telgte proposal</th>
</tr>
</thead>
<tbody>
<tr>
<td>One and two family housing</td>
<td>69.7%</td>
<td>64.1%</td>
<td>70.2%</td>
<td>58.1%</td>
<td>29.2%</td>
<td>25.4%</td>
<td>41.3%</td>
<td>44%</td>
</tr>
<tr>
<td>multiple family housing</td>
<td>25.2%</td>
<td>30.3%</td>
<td>25.5%</td>
<td>37.7%</td>
<td>62.8%</td>
<td>69.6%</td>
<td>54.4%</td>
<td>56%</td>
</tr>
<tr>
<td>percentage of social housing within MPH</td>
<td>5.3%</td>
<td>5.7%</td>
<td>9.8%</td>
<td>11.4%</td>
<td>7.5%</td>
<td>10.0%</td>
<td>9.9%</td>
<td>?</td>
</tr>
<tr>
<td>surface per house (square meters)</td>
<td>117.1</td>
<td>110.5</td>
<td>109</td>
<td>101</td>
<td>84.5</td>
<td>80</td>
<td>90.3</td>
<td>?</td>
</tr>
<tr>
<td>surface per person (square meters)</td>
<td>50.4</td>
<td>50.3</td>
<td>49</td>
<td>47</td>
<td>44.1</td>
<td>42</td>
<td>44.9</td>
<td>?</td>
</tr>
<tr>
<td>household size</td>
<td>2.5</td>
<td>2.2</td>
<td>2.3</td>
<td>2.2</td>
<td>1.9</td>
<td>2.0</td>
<td>2.1</td>
<td>?</td>
</tr>
</tbody>
</table>

**Telgte proposal**

- 330 housing units
- Reihenhaus/Doppelhaus: 95, 0.287879
- Einfamilienhaus: 51, 0.154545
- MPH: 164, 0.557576

<table>
<thead>
<tr>
<th>Housing Type</th>
<th>Altenberge bestehend</th>
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<th>GGK 20,000-50,000</th>
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<td>0%</td>
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<td>25.5%</td>
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<td>62.8%</td>
<td>69.6%</td>
<td>54.4%</td>
<td>100%</td>
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<tr>
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<td>44.9</td>
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<td>2.2</td>
<td>1.9</td>
<td>2</td>
<td>2.1</td>
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<td>1.9</td>
<td>2</td>
<td>2.1</td>
<td>2.2</td>
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</tbody>
</table>

**Picture 37 Housing Types**

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Masters @ Münster  
13 June 2017
## The Final Plan | Project Münster

### Parking space calculation

<table>
<thead>
<tr>
<th>Use</th>
<th>Standard</th>
<th>Reference amount</th>
<th>Parking spaces</th>
<th>Parking area</th>
</tr>
</thead>
<tbody>
<tr>
<td>Housing</td>
<td>1 parking place per household</td>
<td>369</td>
<td>369</td>
<td>8118</td>
</tr>
<tr>
<td>Offices and shopping areas</td>
<td>1 parking place per 10-50 m² of used area (average: 30 m²)</td>
<td>2988</td>
<td>100</td>
<td>2191.2</td>
</tr>
<tr>
<td>Community center</td>
<td>1 parking place per 30 m²</td>
<td>2500</td>
<td>83</td>
<td>1833.333</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td></td>
<td></td>
<td>552</td>
<td>12142.53</td>
</tr>
</tbody>
</table>

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</tbody>
</table>
9 Reflection

9.1 Thomas

When I first looked at the descriptions of the projects we can chose, the project what was the least attracted was this project. But after a good conversation with Peter Arce and Dort Spierings, I begin to like the project. It was the most city planning project and this is a reason why I chose the minor. The team was directly formed together with Lieke, Naomi and Japser. I really liked the team and we have all the qualities to make a good end product. At the begin I want to be the project leader. I learned a lot but I also know there is a lot more to learn as a (project) leader.

Things I learned is English, being more creative, work with different multidiscipline and a lot more! This will be further determinate at the assessment. At last, I’m proud of the project and on the project group!

9.2 Jasper

My choice for the project was on because I wanted to do something with urban planning. I had the feeling this was the only project where this aspect was met. The English part of the project I saw as a challenge for my English level. I wasn’t very happy when I found out that there was still a big part in German.

In this project I learnt a lot. Also form other studies where I never heard off. My English really improve and I liked that it is an international competition. It was a lot of fun to work together with people form another study and discuses about how are we going to do it. The project was more work than I expected but nevertheless it was great to participate in this group!

9.3 Naomi

At the beginning of the minor, I chose this project because I thought it would be the most challenging one. There was a language barrier and it’s a big assignment. Even though it was hard work, I’m still glad I chose for project Münster. It definitely was challenging but this also means I learned a lot. For the last couple of months, I worked in a group with transdisciplinary students to finish this project. We’re in a team with very different backgrounds and personalities. I think this is why the assignment turned out so well. I learned a lot of skills from the other students, like planning, sketching and designing. But I was also able to show them my point of view. At the end, I’m very proud of the end result and of what we achieved in the last couple of months.

9.4 Lieke

When I got the choice to choose from 3 different projects, my first choice was immediately for this project. The only thing I doubted about was the language. The whole project should be delivered in English. Also, a student of the Radboud would participate, I had no idea what to expect. Both of these two things finally ended up being good. Sometimes, of course, it was a collaboration with a foreign student, because communication is not always flexible and he has a lot of other ideas.

I found personally that the process of the project went well. We sometimes had a little stress because we planned things too tight. In this project I learned a lot of things that have I never been heard of in my study. That was also my goal of this project by doing things I could not do yet.
10 Sources


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