

AGORENA

Toolbox and design suggestions of what the inclusive arena of the future may look like.

Master's thesis
Seat Ni Chiu

Chalmers University of Technology
Department of Architecture and Civil Engineering

Supervisor: Emilio Brandao
Examinator: Marco Adelfio



AGORENA

Toolbox and design suggestions of what the inclusive arena of the future may look like.

Seat Ni Chiu

Supervisor: Emilio Brandao

Examinator: Marco Adelfio

Chalmers University of Technology
Department of Architecture and Civil Engineering
Master's Program: Architecture and Urban Design

Gothenburg, Spring 2021

ACKNOWLEDGEMENTS

First of all, I would like to express my gratitude to my teachers, especially my supervisor Emilio Brandao and my examiner Marco Adelfio. Marco, thank you for challenging me and my thoughts on inclusive design. Thank you for all the tough but necessary questions and important literature that drove me to a whole new direction and master thesis. Emilio, thank you for your support and guidance throughout the process. Thank you for pushing me to develop my work and for sharing your knowledge of master thesis. Without them, I would not have been able to finish this project with this result.

To my fiancé Johan, the person who experienced my setbacks and success up close. Thank you for your unconditional support and commitment in my thesis, which in many cases felt hopeless. You always made sure my hope came back.

To my dear friend Michelle, thank you for all the thousands of hours of conversations where we supported, pushed and ventilated. You were an important part of the process and I am grateful that we got to experience this together.

To my family, my father Te Chang, my mother Lien Chiao, my brother Chee Fath, my sister-in-law Sammi, my sister Seat Fong, my brother-in-law John and my niece Adelia. Thank you for your unconditional trust in me and support all the way to the finish line. You are my eternal cheer section and I am forever thankful for that.

Last but not least, I would like to thank Chalmers for being a great place to learn, explore and develop under challenging but good conditions. I will remember these five years as the years I grew the most.

ABSTRACT

This thesis analyzes and discusses the social exclusion problems that occur with contemporary arenas. Further on, this thesis will present a toolbox and design suggestions for what the inclusive arena construction of the future may look like.

During the 2000s, Sweden built a record number of arenas that demanded billions from taxpayers (Elvung & Öksuz, 2016, p. 55), which has aroused strong criticism. Despite this criticism, the planning and construction of future arenas continues, although almost all arenas have proved unprofitable (Sveriges Radio 2014).

There are many reasons why these constructions continue, but the motive that is often used is that an arena creates value for the residents (Elvung & Öksuz, 2016, p. 66). A new arena means a greater range of experiences and access to community, which generates well-being. But who is the arena intended for? Who has access to the arena?

The research hypothesis is that the arena is in several ways an excluding environment and there should be a more inclusive design where more target groups are allowed to benefit from the arena.

Agora is the ancient Athens answer to the prevailing trend arena-block. A public square where different events could take place at the same time (Camp II, 2015, p. 10). With the help of well-defined zones and the lack of visual barriers, visitors to the Agora were able to participate in various events in an inclusive way (Sennett, 2016, p. 2). Contemporary arenas' motives for continued construction reinforce the arguments for resuming the ancient Athenian way of designing public spaces.

With the help of a toolbox, analysis of Gothenburg's new arena proposals and the Athenian Agora, this thesis results in design proposals that invite more of the city's residents to the arena.

Keywords: Arena, inclusive design, safe access

ABOUT THE AUTHOR



BACHELOR STUDIES:
BSc. Architecture - Chalmers University of Technology

MASTER STUDIES:
Master's Program: Architecture and Urban Design

STUDIOS:
Sustainable Development and the Design Professions
Residential Healthcare - Housing for seniors
Norm-Critical Perspectives in Architecture and Urban Design
Matter, Space, Structure - Wet wood
Healthcare Architecture

CONTACT INFO:
E-mail: seatni.chiu@hotmail.com
Phone: +4670 288 90 82

READING INSTRUCTIONS

1	INTRODUCTION Background, Purpose, Research Question, Methodology, Delimitations, Process and Manifesto
2	THE SWEDISH ARENA FEVER Arena construction in Sweden. Why they are built, what they are said to contribute and what they actually contribute.
3	THE IMPORTANCE OF AN INCLUSIVE ARENA Why the emphasis should be on inclusion when designing a new arena.
4	AGORA Ancient Athens event area and connections to the contemporary arena.
5	DESIGNING FOR THE INCLUSIVE ARENA Toolbox that contains criteria and design strategies to increase the access to the arena
6	EN PLATS FÖR GÖTEBORG Gothenburg's new arena proposal and analysis of it.
7	WELCOME TO THE AGORENA! How the inclusive arena of the future may look like.
8	CONCLUSIONS & REFLECTION Reflects on the work and discusses possible ways to continue the research process

TABLE OF CONTENT

Acknowledgements.....	3
Abstract.....	4
About the Author.....	5
Reading Instructions.....	6
INTRODUCTION.....	9
Background, Purpose & Research Question.....	10
Methodology & Delimitations.....	11
Process.....	12
Manifesto.....	13
THE SWEDISH ARENA FEVER.....	14
The development of the swedish arena construction.....	15
Why do we build arenas?.....	16
Advantages and disadvantages.....	17
THE IMPORTANCE OF AN INCLUSIVE ARENA.....	19
Agenda 2030.....	20
Community and mental health.....	21
Increasing impact on the surroundings.....	22
AGORA.....	24
The Athenian Agora and Stoa.....	25
Similarities between the modern arena and the ancient Agora.....	26
Differences between the modern arena and the ancient Agora.....	27
DESIGNING FOR THE INCLUSIVE ARENA.....	28
Design for Diversity.....	29
How does the arena answer?.....	30
From concept to criteria linked to the principles.....	31
Toolbox breakdown.....	32
Toolbox.....	33
Toolbox analysis of Agora - Safe access.....	34
Toolbox analysis of Agora - Welcome.....	38
Lessons learned from Agora.....	42

TABLE OF CONTENT

PLATS FÖR GÖTEBORG.....	44
Introduction & Goals.....	45
Toolbox analysis of the new proposal - Safe access.....	46
Toolbox analysis of the new proposal - Welcome.....	50
Performance of the new proposal against the toolbox.....	54
WELCOME TO THE AGORENA!.....	56
The new proposal performance applied on the thesis proposal.....	58
Adjustments of Agora's strategy.....	60
- Easy access.....	60
- Permeable.....	64
- Informative.....	68
- Transparent.....	72
- Soft impression.....	76
- A human scale.....	80
- Open.....	84
- Details for diversity.....	88
Thesis proposal: The Agorena.....	92
CONCLUSIONS & REFLECTION.....	94
Conclusions.....	95
Reflections.....	96
Contributions to research.....	97
Reflections on my role.....	97
LIST OF REFERENCES.....	98
LIST OF IMAGES.....	100

INTRODUCTION

1

Background
Purpose
Research Question
Methodology
Delimitations
Process
Manifesto

How can access to the contemporary arenas be made possible for more people through design?

RESEARCH QUESTION

BACKGROUND

Around the 2000s, a period began when "Arena fever" permeated Sweden and sports arenas were built around the country like never before. The majority of the billions invested in arena construction are tax-financed and in recent years the investments have become increasingly larger (Elvung & Öksuz, 2016, p.9, 62). Although several previous studies show that almost all arenas have exceeded their budget and have not been profitable, the construction of arenas continues.

Economic benefits were early the main motive for building a new arena, but when studies revealed the substandard economy in the arena constructions, the motives shifted focus to non-economically soft values such as an increased image of the city and the most used motive increased value for city dwellers (Elvung & Öksuz, 2016, p. 66).

A decline in arena construction is not within reach as a number of new arenas are planned, of which the largest is planned to be built in Gothenburg. After an investigation period, it has now been decided that Scandinavium will be demolished and replaced by a new multi-arena and is expected to be completed before 2030. The cost of the new arena-area is estimated at approximately 3.5 billion SEK and in this case as well, the arenas have been motivated by the fact that it will create value for the city's residents (Plats för Göteborg, 2020).

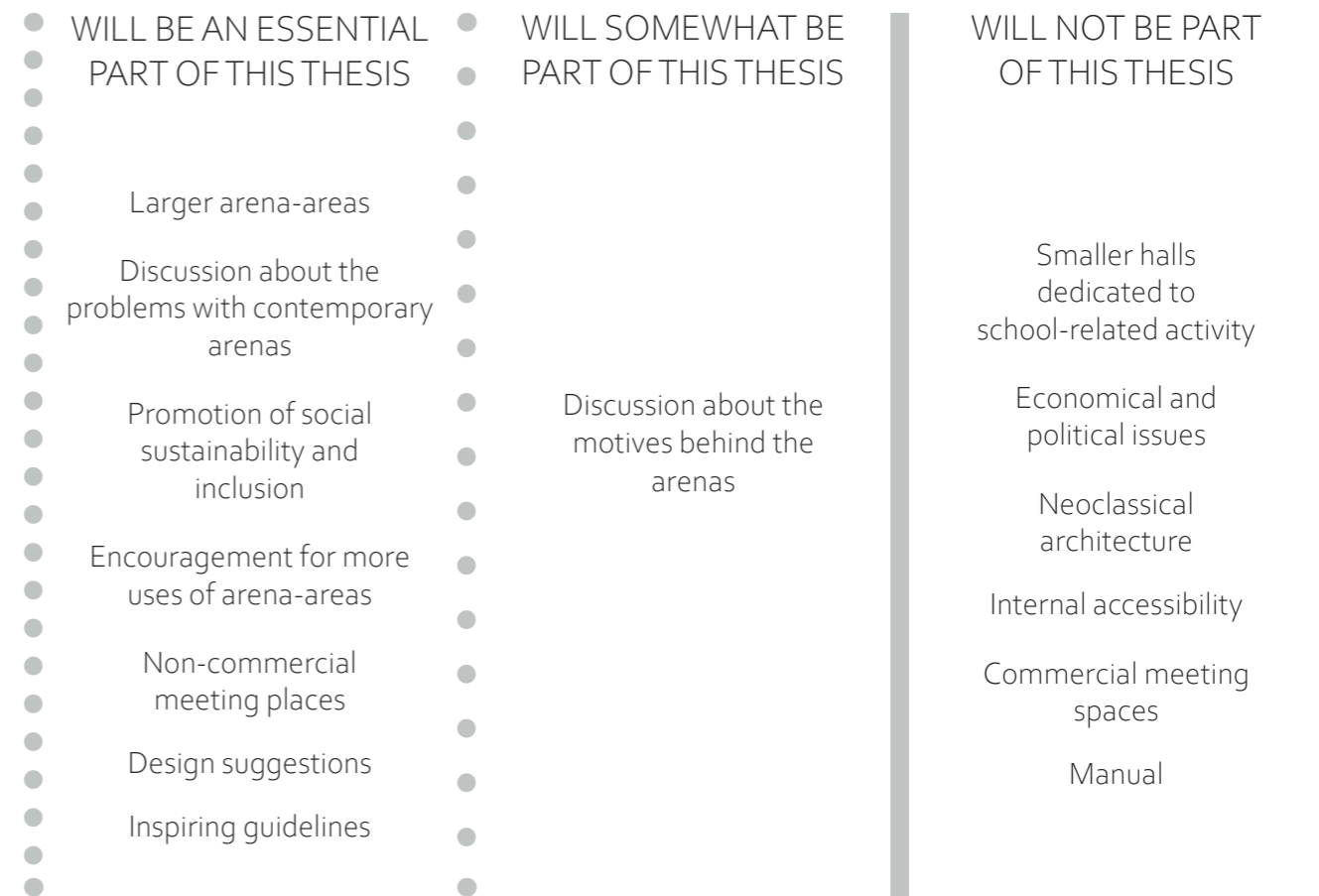
Since value for the city's residents is the most widely used motive for planned and ongoing arena constructions, emphasis should be placed on design solutions that enable all city dwellers to participate in the value that the arenas create.

With that said, for whom are today's arenas really built for? Who is the arena aimed at? Are we really doing our best to shape the arena into a meeting place that invites all of the city's residents?

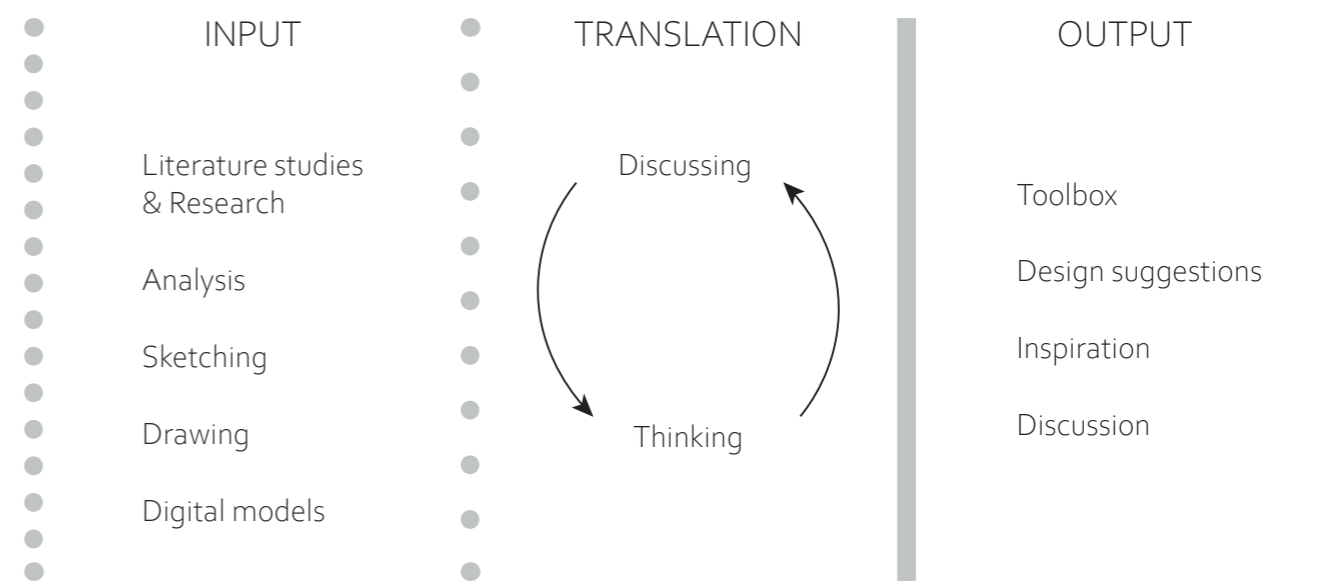
PURPOSE

This thesis is intended for the residents of Gothenburg and deals with the question of who has access and are welcomed to the new arena. The purpose of this thesis is to analyze how the arena, through design, can enable the participation of more residents. Gothenburg's new arena proposals and the ancient Athenian Agora will be analyzed and based on this study, develop a toolbox that invites more people to contemporary arenas. In addition to this, hopefully discussions will begin on how we design our arenas today and how we can get the most out of them from an inclusive perspective.

DELIMITATION



METHODOLOGY



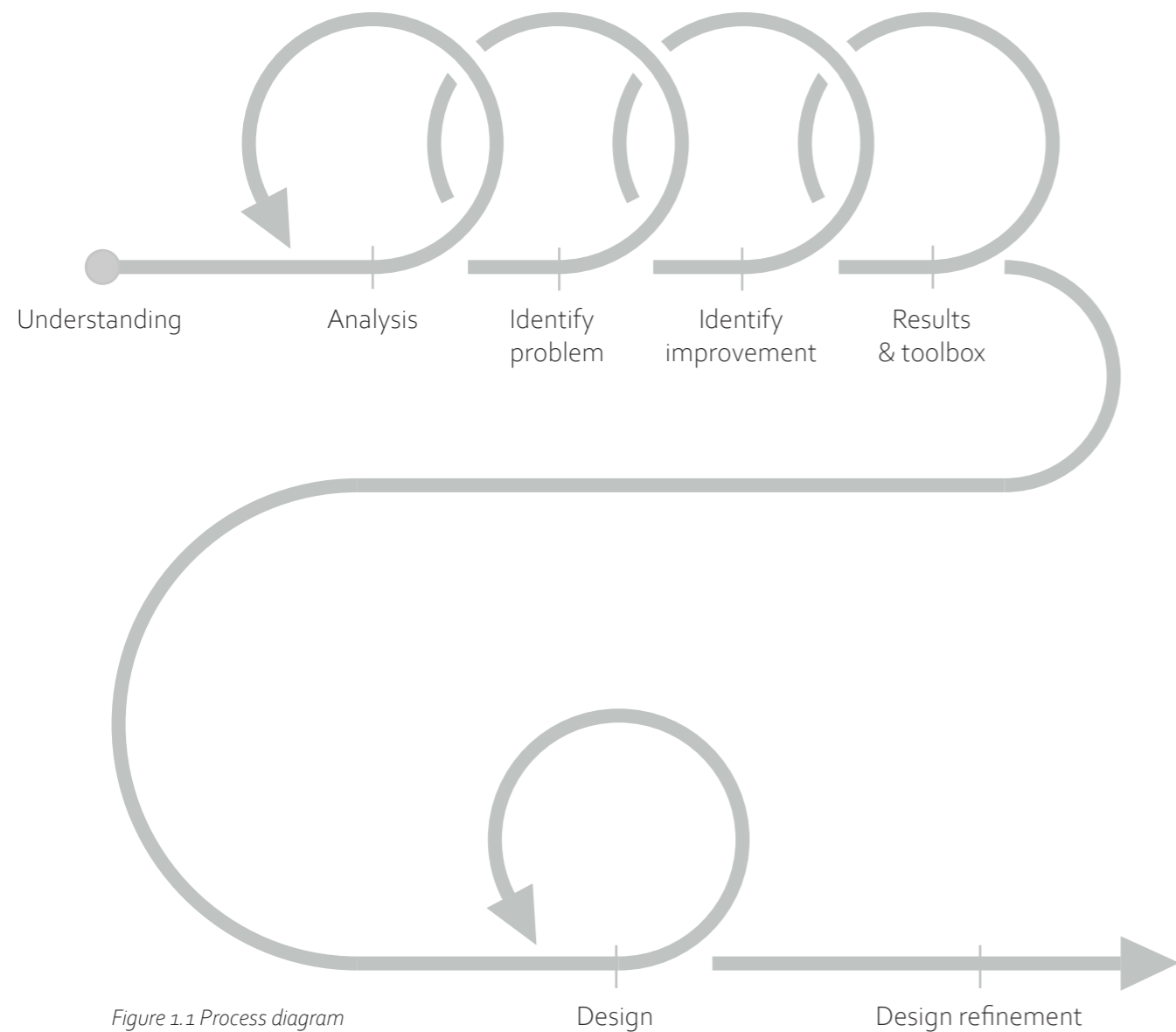


Figure 1.1 Process diagram

Statements that arose during the project.

The arena works *with*
and *for* the society

**A sustainable and equal
living environment requires**

a sense of belonging and access to the city's resources

Break down
social barriers

*Everyone has the same
right to a **community***

The arena is a powerful tool and need
to work in line with the social
development in the city.

No "inclusive" arenas are being built

An arena that offers various events that appeal
to many do not work for diversity and equality if
not everyone is allowed to participate.

This is a complex
challenge

*There is no solution but
there are improvements*

Larger and smaller municipalities saw a new arena as a solution to several of the challenges they faced.

ENGSTRAND, 2019, p. 5

2 THE SWEDISH ARENA FEVER

Arena construction in Sweden. Why they are built, what they are said to contribute and what they actually contribute.

THE DEVELOPMENT OF THE SWEDISH ARENA CONSTRUCTION

To understand the relevance of this thesis, it is important to understand the arena's building history in Sweden.

In the early 2000s, arenas were built in Sweden like never before. It required astronomical amounts from taxpayers and expectations were high as both larger and smaller municipalities saw a new arena as a solution to several of the challenges they faced, whether it was attracting new business start-ups, increasing interest in moving in or placing the city on the map (Engstrand, 2019, p. 5). The arena construction during the 2000s is estimated to amount to 15 billion SEK (Elvung & Öksüz, 2016, p. 55).

Over the years, investment in arenas has increased significantly and several studies show that almost all arenas, as a rule rather than exceptions, have doubled their final costs. In many cases, the operating cost became known only after the construction process started or even first when construction was complete (Engstrand, 2019, p. 5).

In addition, after the costly construction, most arenas have not been profitable. According to a survey conducted by Sveriges Radio Ekot, Sweden's municipalities must pay a total of 400 million SEK annually to cover the arena's deficit. This is mainly due to the fact that rental income does not cover operating costs (Sveriges Radio 2014).

Over the years, the arena's design and purpose have also changed. Originally, the arenas were specialized for one purpose, in many cases a sport. After the turn of the millennium, the arenas began to adapt more to the media as they became more privatized and commercial, resulting in the concept of "Multi-arenas". Arenas that can offer more than just a sport and that also work for fairs, conferences, exhibitions and concerts. They are places where residents have access to a number of other services while contributing to the development of the local area. This was to satisfy the public more and increase revenue, however, the arenas remained unprofitable.

The arena is an important gathering place that contributes to community, works for welfare and the interests of the inhabitants.

BYE, JONSSON, LÖFSTRAND, SKOGLUND, SLETTEROD & THORSEN, 2010, p. 7

Most non-economic motives mean that the arenas, in one way or another create value for the inhabitants.

ELVUNG & ÖKSUZ, 2016, p. 66

WHY DO WE BUILD ARENAS ?

The owners' financial profitability has been one of the early motivations for building arenas, something that was quickly disproved after a number of studies. Another early motivation was that the arena would mean economic development for society's business life. This argument was also refuted by studies, some even showing that arenas have a statistically significant negative impact on economic development (Engstrand, 2019, p. 24).

Later, the focus on economic benefits has been shifted to soft values as an increased image of the city which in turn generates a certain value for the city's residents. Another non-economic motive arena-advocates have used is to increase the promotion of sports. This in turn contributes to an attractive municipality and creates value for the inhabitants. Rationalization and improvement of popular but worn arenas has also been a well-used motive for arena construction (Elvung & Öksuz, 2016, p. 64).

The most widely used argument, however, is that the arenas create value for the city's residents as they are the center of experiences and meetings, and most non-economic motives claim that the arenas in one way or another contribute to the well-being among residents (Elvung & Öksuz, 2016, p. 66). A more concrete example is Got Event AB's assessment of the upcoming arena in Gothenburg :

The arenas are meeting places for people with different backgrounds and cultures where the arenas provide the opportunity to share experiences and community. Flexible and attractive arenas enable a wide and larger range of sports, music and cultural events that appeal to different target groups. Investments in the development of the range and breadth of events are also an investment in diversity and equality.

The City Office believes that an increased range of events at the arenas contributes to creating better conditions for offering all Gothenburgers positive experiences. It provides greater opportunities to create an interval in which all groups can participate (Got Event AB, 2020, p. 2).

ADVANTAGES AND DISADVANTAGES

That physical and mental illness can be linked to an inactive lifestyle is nothing new. Several studies show that physical activity can reduce the risk of ill health and create an increased quality of life, which points to the importance of access to physical activity. Here, the built environment plays an important role as research shows that accessible places for physical activity and recreation is very important to create good conditions for a physically active lifestyle (Faskunger, 2007, p. 8). However, physical activity can be encouraged and practiced in relatively undeveloped public outdoor environments. A simple grass surface can in many cases contribute as much as an arena. What speaks for the arenas in Sweden is that here in the north, the chances for outdoor activities all year round, day and night are not so generous. To encourage people to be physically active, it is important that they can exercise under weather protection (Kostrzewska, 2017, p.9).

With this background, we can state that arenas are important for physical health in Sweden. However, the biggest contribution that the arena makes is to mental health.

As mentioned earlier, arenas are built to promote sports and in Sweden sports are based on gender equality, ethics, integration and democratic development. Whether you are a player or a supporter, sports create meetings that lead to regional identity and commitment (Riksidrottsförbundet, 2019, p. 7, 8, 11). Today's multi-arena also makes it possible to contribute with non-sports-related events where people can share experiences and community in other categories. The arena is an important gathering place that contributes to the community, works for welfare and the interests of the inhabitants (Bye, Jonsson, Löfstrand, Skoglund, Sletterod & Thorsen, 2010, p. 7). A statement that is further strengthened as studies show that the Swedish people place a positive value on arenas despite the large financial losses they often cause (Engstedt, 2014, p.29)

The motive that arenas create value for the residents has truth in it, but what can be questioned is whether the arena invites the whole society, or is the potential only focused on specific groups?

The arena also contributes with an exclusion where the social divide is showcased even more.

AUTHOR CONCLUSION

According to the Swedish national board of housing, building and planning, the rules for accessibility are needed so that as many people as possible are included and can participate in society on equal terms. These requirements are considered to be met when people with reduced mobility can get around everywhere, in other words, inclusion in most cases is just about making it accessible for people in wheelchairs. What is rarely included in the accessibility aspect are other social categories such as economic situations and age. These are categories that most arenas have not considered and the category that the arena clearly rejects are people with a "deviant" financial situation.

The arena is in many ways an excluding environment. To be welcome to an arena, you must in most cases have a paid ticket. As an example of the ticket prices, Scandinavum's price list is used as this arena is planned to be demolished and replaced by a new multi-arena which is part of the arena proposal that will be analyzed later in this thesis.

Scandinavium is the home arena for the hockey team Frölunda Indians and a game ticket costs from 100 SEK - 450 SEK (Frölunda Indians, 2016). Other upcoming events that Scandinavium plan to host are events with, among others, KISS, AL Pitcher and Bryan Adams and the ticket prices end up between 340 SEK - 2455 SEK (Ticketmaster, 2021). In other words, those who want to be welcomed to participate must have an economy that can afford one or more tickets.

For those who have an even better economy, there are VIP sections on the second and third floor. There, the spectator has close access to bars and restaurants. The "usual" seats are located on the first floor where you have close access to kiosks (GotEvent, 2021). The arena is designed with a built-in class difference; the larger the assets, the higher up in the construction you get. A common arrangement that is applied to the majority of the Swedish larger arenas.

Even if the arena offers value to the city's residents, it will not have the dignified effect that the motives claim if not everyone is allowed to participate. As it looks now, the arena contributes with an exclusion where the social divide is showcased even more.

THE IMPORTANCE OF AN INCLUSIVE ARENA 3

Why the emphasis should be on inclusion when designing a new arena.

Gothenburg must be an equal city. Differences in living conditions and health must be reduced.

GOTHENBURG CITY COUNCIL, 2018, p.1

AGENDA 2030

In June 2012, the Gothenburg City Council adopted a budget that contained goals that left a mark on the city's collective work for equality and social sustainability, a long-term investment that needs to involve the whole city. Over the years, the goals have undergone minor changes, but the core remains the same. Reducing the unfair differences in living conditions and health in the city and building a sustainable city, socially, environmentally and economically is the goal. The equality goal is an important piece of the puzzle in the city's work with Agenda 2030 and "Gothenburg must be an equal city. Differences in living conditions and health must be reduced " (Gothenburg City Council, 2018, p.1).

One of the four identified target areas is: Creating sustainable environments and communities. It describes that there are certain basic conditions for a sustainable and equal living environment. This includes feeling a sense of belonging, a local environment that works well and access to the city's resources (Gothenburg City Council, 2018, p.7). Since one of the main motivations for arena construction claims that the arenas create value for the city's residents, the arenas should be interpreted as one of the city's resources.

Studies have also shown that arenas work for welfare and the interests of residents, which strengthens the arena's role as a resource, a resource that all city dwellers should have access to according to AGENDA 2030.

Another of the identified target areas is: Create conditions for participation, influence and trust. The program describes the importance of the inhabitants' opportunities to participate in civil and local society as well as the social network in everyday life. It also discusses the problem of regulated rights as certain groups are subject to systematic and structural discrimination, resulting in differences in levels of public trust and social isolation.

To counteract this and achieve the goals of the target area, the city should, among other things, create participation and trust through new forms of participation (Gothenburg City Council, 2018, p.8).

As previously mentioned, the arenas enable space for community but also have a built-in structural discrimination. The arenas can generate inclusion as well as it can increase exclusion and given the type of resource and the arena can be for the city's residents, it is important that the arenas work towards the same goal as AGENDA 2030

The arena enables a place where people can participate and be part of a community.

AUTHOR CONCLUSION

COMMUNITY & MENTAL HEALTH

Obst, Smith and Zinkiewicz's article deals with the concept of psychological sense of community, PSOC and the dimensions within. The concept means that when people share the same interest, emotional security, a sense of belonging, identification and a sense of shared history arises. In connection with this, the interactions increase and thereby the probability of forming close relationships and community (Obst, Smith & Zinkiewicz, 2002, p. 3) In other words, common interests create community.

The fact that the arena offers a meeting place where different interests can be exercised indicates that the arena contributes to the community. At an event, people with different experiences and backgrounds are likely to integrate with each other as they share a common interest, the same interest that brought them to the event.

Johansson & Söderström's article mentioned several studies that link mental health and community. Hoffmann, Platow, Read, Mansfield, Carron-Arthur & Stanton's study states that being able to be a part of a community and feel that you belong to a social group is linked to mental well-being (referenced in Johansson & Söderström, 2020, p. 6).

Kostenius & Lindqvist believe that we humans could call ourselves herd animals as we have a great need to unite with others. The feeling of identification with the group and a sense of compatibility between group members has been shown to reduce anxiety and stress during major life changes and in this way community is strongly linked to well-being (referenced in Johansson & Söderström, 2020, p. 6). Sun, Harris and Vazire states that increased well-being has in turn increased the chances of integration as happier people tend to interact more with other people (referenced in Johansson & Söderström, 2020, p. 7).

There are several reliable studies that claim that community is linked to mental health, but the most credible source for this statement is probably found by most people in themselves nowadays. With the outbreak of the Covid-19 pandemic, all opportunities for social exchange were suddenly cut off, which has increased mental illness. According to the Swedish Public Health Agency, mental well-being has decreased as a result of the pandemic's distance restrictions, where the elderly have been hit hardest as this group had to follow even stricter restrictions.

As the arena enables a place where people can participate and be part of a community and because the community is strongly linked to mental health, it is important that residents have equal access to the arena.

Contemporary arena construction has begun to follow the construction of Olympic Games, as they now act as a debt instead of a social asset.

AUTHOR CONCLUSION

INCREASING IMPACT ON THE SURROUNDINGS

As mentioned earlier, many arenas are being built to enhance the city's image, a motive reminiscent of cities and countries' motivations for hosting the Olympic games or other mega-events (Biscaia, Correia & Ribeiro, 2020, p.5).

In many cases, the result has ended in the opposite direction, where the city's image has instead deteriorated. Studies show that lack of planning and substandard design of facilities have led to large infrastructure costs, destruction of natural resources, pollution and deterioration of cultural and historical resources (Biscaia, Correia & Ribeiro, 2020, p.5). This in turn has had a major negative impact on residents. Forced relocations, increased taxes, increased crime and unfair distribution of state resources have become the result for many cities after their role as hosts of the Olympic Games has ended (Biscaia, Correia & Ribeiro, 2020, p.5) This indicates that increasing the city's image by carrying out large arena constructions has a certain risk of becoming a "quick-fix" which then has devastating consequences, unless the surroundings are included in the calculation. Although today's arenas do not have the same size and impact as the arena-block for the Olympic Games has had on cities, there is a certain resemblance to the modern arena constructions.

Just like investments, the size of the arenas has also increased and thereby affected the surroundings more (Chesterton, 2018). There is prestige in building a new modern arena and the intention is to create a pompous signature building that shows the city's status. The trend of building larger event arenas has led to societal disruptions due to its growing size, inevitable breakdowns of infrastructure, parking and logistics (Chesterton, 2018)

As previously mentioned, modern arenas have also contributed to a failed economy and exclusion. Contemporary arena construction has begun to follow the constructions of Olympic Games, as they now act as a debt instead of a social asset.

The construction of arenas will not stop and there is no indication of building smaller ones either, which means that the environmental impact will continue and be greater. Therefore, it is important that the arenas start working for society and take into account the surroundings in which they now have a major impact. The demands on the arena's social sustainability must increase and the events must be in line with the social development in the city.

Professionals with demonstrated expertise both in and outside of the sports world are more likely to have the critical high-level understanding of these nuances, and to appreciate the fact that they aren't just designing facilities, but a true community resource. A diverse portfolio of arena and stadium design is vital, but so is small-scale community development expertise. The ability to seamlessly connect the two disciplines is rare and coveted.

AMY CHESTERTON, 2018

4 AGORA

Ancient Athens event area and connections to the contemporary arena.

THE ATHENIAN AGORA AND STOA

An ancient example that illustrates how a public space can be used in an inclusive way is the Athenian Agora. A large open square surrounded by public buildings with the main street passing diagonally. The market and the center of city life in ancient Athens (Camp II, 2015, p. 10).

With a well-defined transition zone between public and private and lack of visual barriers, the Agora shaped people's experience in an inviting way. The square became a place where experiences, community, diversity, knowledge exchange and debate took place spontaneously (Camp II, 2015, p. 10).

In the middle of the square was a rectangular court surrounded by a low wall. It was not uncommon for citizens with completely different reasons to visit the Agora to suddenly take part in a trial in which they were allowed to express their own opinion (Sennett, 2016, p. 2).

The most common type of building in the Athenian Agora was the Stoa, which was defined as a free-standing rectangular hall with a façade of colonnades that replaced a long side. Their flexible design enabled changes in use and often provided space for several activities at the same time (Martin-McAuliffe, 2017, p. 2). Stoa of Attalos was an ancient commercial center and the most securely dated Stoa. It had two floors with a total height of about 12 m, a width of about 20 m and a length of about 115 m divided into 21 rooms on each floor and a double colonnade as a support. Other buildings had similar or smaller dimensions. (Camp II, 2015, p. 123).

The Stoas formed the edges of the Agora while remaining physically open towards the center of the Agora as the facade with the colonnades turned towards the center (Martin-McAuliffe, 2017, p. 3). Research on Stoa in the Athenian Agora usually describes these buildings as discreet civic monuments whose role was to serve as trophy halls and important political offices. What is seldom highlighted is how stoa in a much more relaxed way were places for meetings, waiting, lingering or pausing during the journey to somewhere else (Martin-McAuliffe, 2017, p. 2). Stoa's transition space just below the roof protection on the half open side worked as a floating transition zone between private and public (Sennett, 2016, p. 2). Each column became a permeable boundary that provided direct contact, visually and audibly, between the more private events behind the columns and the public events in front of the columns. Here the citizens could retreat but still keep in touch with the square (Martin-McAuliffe, 2017, p. 3). Stoas could also serve as meditative places as their design and placement in the Agora made them particularly receptive to philosophical conversations. The transition zone functioned well as a walking-path with much needed protection from the sun and weather. Stoas invited the community and let it be present (Martin-McAuliffe, 2017, p. 5).

Stoas worked together to create a spatial framework that gave the Agora a sense of volume. The Agora's formal boundaries never consisted of a solid wall or a continuous fence but of boundary stones (horoi) (Martin-McAuliffe, 2017, p. 3).

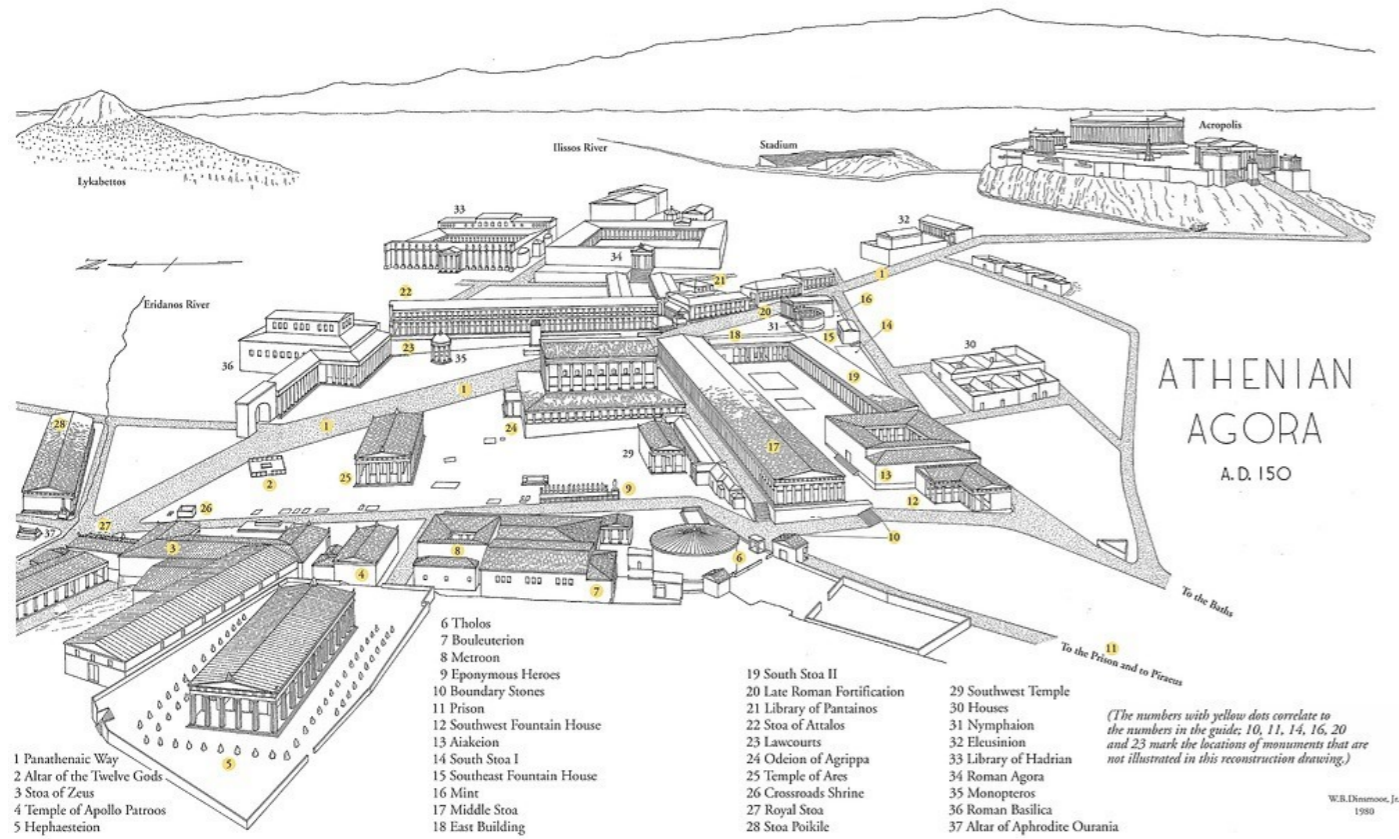


Figure 2.1 The Athenian Agora in A.D. 150.

SIMILARITIES BETWEEN MODERN ARENA AND ANCIENT AGORA

Gathering facilities of different sizes in the same area is a prevailing trend in the world. There is talk of arena blocks. This is to create the opportunity to organize several events at the same time or move events between different facilities depending on ticket sales. A vibrant area with the opportunity to participate in different events and experiences (Plats för Göteborg, 2021).

Just like the Agora, today's arena block functions as an event center. They offer meeting places and experiences and create value for the city's residents. A place where you can participate in a community regardless of background and culture.

Just like the Stoa, the arena is a flexible meeting place. The majority of modern arenas are independent buildings that use advanced technology to increase the flexibility. An adaptable multi-arena can accommodate all types of events for different target groups. By being able to offer a wide range of events in different categories, there should be something that appeals to many.

The modern arena construction claims that they invite the whole society, but here the arena differs from the Agora as the ancient greek event center solves this task better.



Figure 2.2 Bird's-eye view of the new arena proposal in Gothenburg

DIFFERENCES BETWEEN MODERN ARENA AND ANCIENT AGORA

The difference between the Agora and modern arena construction is how they invite the city's residents. Who is welcomed and who can actually participate in the events that the Agora and the arena host.

The modern arenas want to showcase the city's image while it also wants to include everyone. These two motives contradict each other in terms of design as one of the motives want the arena to be shaped into a pompous signature building that illustrates the city's status, while the other motive wants the arena to have an inclusive design that all of the city's residents, regardless of background and culture, can relate to. One wants the arena to be admired as a design object, and the other wants to exist for human use. However, a new arena usually ends up being a luxurious design object that only reflects and invites the part of the city who can afford the entrance fee.

For those who can not afford it, the arena is not a welcoming meeting place that invites to experiences and community. The arena is probably seen as a giant luxury fort that hosts events that you are interested in but are not allowed to participate in as you do not belong to the group with a sufficient financial situation. Just because the modern arena is flexible and can host various events that appeal to many, does not mean that it creates value for everyone because not everyone is allowed to participate. The arena is selective, something that the massive and visual walls showcase clearly.

The Agora and its Stoas worked in a completely different way. With well-defined zones and the lack of visual walls, the Stoa gave the city's residents the opportunity to participate or refrain from an event. The floating transition zone between private and public showed the residents the ongoing event. If the event appealed to the person, there were no solid walls that prevented the residents from participating. This created value for the residents as everyone had the opportunity to participate.

5 DESIGNING FOR THE INCLUSIVE ARENA

Toolbox that contains criteria and design strategies to increase the access to the arena



Figure 3.1 Illustration based on "Design for Diversity Toolkit" from OpenCity Projects

DESIGN FOR DIVERSITY

City planners and state leaders agree that the key to creating healthy communities is to create diversity and inclusion. However, it can be difficult to translate this understanding into action. In many cases, budget and anchored processes limit the chances of creating inclusive design, resulting in manageable, interchangeable and standardized design solutions that do not contribute to welcoming and socially inclusive spaces where people can actively shape their own community (OpenCity projects, n.d., p. 1).

OpenCity has investigated what motivates people with different cultures to spend time in one place and interact with others. As a result of this research, a toolkit "Design for diversity" was created with guiding principles and actionable tactics to create inclusive places, both indoors and outdoors, for culturally diverse communities. The goal of this toolkit is for people with different cultural backgrounds to feel at home with a design that is adapted and welcomes integration (OpenCity projects, n.d., p. 1).

OpenCity's research shows that when groups with different cultural backgrounds feel a sense of belonging, they become more accessible to interact with others and are encouraged to shape the space according to their own needs (OpenCity projects, n.d., p. 2). The principles consist of:

SAFE ACCESS

- Design that contributes with easy entry and security. This through good location, accessible entrances, a good overview and activities available to everyone (OpenCity projects, n.d., p. 4).

BROAD APPEAL

- Design with a variety of different uses. Through flexible environments be able to offer different activities that generate comfortable and appreciated experiences (OpenCity projects, n.d., p. 8).

WELCOME

- Design that creates relaxed, open and inviting environments which celebrates culture and recognize differences. This through scales, materials and design that humans can relate to (OpenCity projects, n.d., p. 12).

INTERACTION

- Design with programming and events that provide opportunities for interaction. It gives people a common purpose to come together and participate which builds relationships and creates a sense of belonging (OpenCity projects, n.d., p. 16).

PARTICIPATION

- Design created by collaborative community action. Physical elements or programming shaped by people who will use the space provide people permission to participate and promote a sense of ownership (OpenCity projects, n.d., p. 20).



Figure 3.2 Arena answer to the illustration based on "Design for Diversity Toolkit" from OpenCity Projects.

HOW DOES THE ARENA ANSWER?

Most modern arenas meet most of the principles from the Design for diversity - toolkit.

The main concept of the contemporary arena, or multi-arena, is to be as flexible as possible so that they can accommodate different events that appeal to many (Elvung & Öksüz, 2016, p. 9), which the principle of BROAD APPEAL wants to achieve (OpenCity projects, 2017, p. 12).

Arenas offer a gathering place for different interests, which also means that arenas provide space for interaction as common interests increase the chance for interaction (Obst, Smith & Zinkiewicz, 2002, p. 3). This meets the principle of INTERACTION which encourages programming and design that generates common interests and thus interactions (OpenCity projects, n.d., p. 16). Since the arena houses different types of events, it is possible to organize events where people can actively participate. This fulfills the principle of PARTICIPATION which encourages joint creation (OpenCity projects, 2017, p. 20).

However, the principles of SAFE ACCESS and WELCOME are more difficult for contemporary arenas to meet.

As entry and participation are not accessible to everyone and good overviews are blocked by exclusive walls, arenas do not meet the principle of SAFE ACCESS that want to achieve easy entry and a sense of security, which also forms the foundation of the toolkit (OpenCity projects, 2017, p. 4). The majority of today's arenas are designed as signature buildings with polished surfaces that can be interpreted as dismissive and selective, something that goes against the principle of WELCOME (OpenCity projects, 2017, p. 12).

As the arena does not meet this basic requirement of SAFE ACCESS, it does not matter that the arena meets the majority of the principles as these assets cannot be accessed.

This thesis therefore deals with the principles of SAFE ACCESS and WELCOME and focuses on how contemporary arenas construction can achieve these.

FROM CONCEPTS ...

OPENCITY PROJECTS

OpenCity project's top takeaways from the Design for Diversity-toolkit are to keep the doors open so that people with different incomes can participate. This celebrates diversity and increases the sense of belonging and welcome (OpenCity projects, n.d., p. 25).

JAN GEHL

A space with a good connection to nature and dimensioned on a human scale is an enjoyable and welcoming space. Jan Gehl states that a comfortable scale for building height is 12,5 - 25 m and that the building's connection to city life is cut after the fifth floor, (referenced in Teng, 2012, p. 16, p.17).

JANE JACOBS

Through good overview and awareness, crime can be prevented, but also the ability to react if something unusual occurs (Jacobs, 1961, p.35) Jane Jacobs argued that the concept of "eyes on the street" creates a sense of security.

RICHARD SENNETT

In the description of the ancient Agora, Sennett highlights the autonomous visits that the inhabitants received on the square (Sennett, 2016, p.2). By allowing visitors to independently choose to participate or refrain from ongoing events, giving them safe access to all occurring events.

... TO CRITERIA LINKED TO THE PRINCIPLES



COMMUNITY

Promote diversity and increase the sense of belonging, by enlightening and encouraging. Visitors should feel that they can participate in the community regardless of background.



CONNECTION

In order for a person to feel a sense of enjoyment, emphasizes scales that humans can relate to as well as materials and design that are not interpreted as exclusive and selective.



AWARENESS

Transparency towards the residents and accessible information. This is so that the residents have a fair chance to participate and a good overview of the situation which also contributes to a sense of security.



AUTONOMY

A well-designed space arises when users feel safe, which happens when they have control over their own situation and can act independently. Residents have the right to participate or abstain as the individual prefers.

WELCOME

SAFE ACCESS

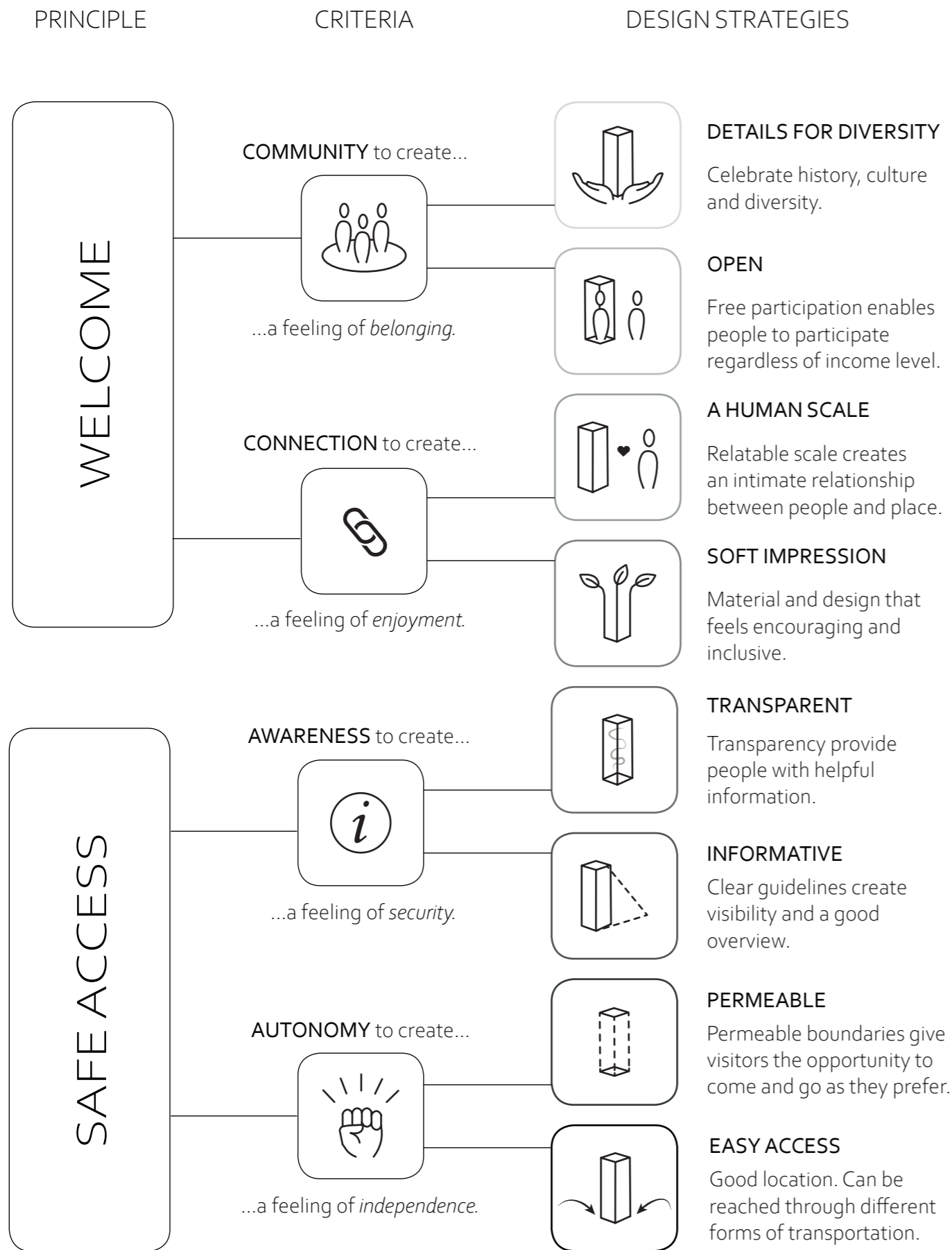


Figure 3.4 Toolbox divided into principles, criteria and design strategies

The toolbox has two principles and within each principle there are two criteria that contain four design strategies each. The criteria in this toolbox should not be construed as separate criteria independently of each other. Like the Design for diversity-toolkit, they overlap and reinforce each other. You can also see that certain criteria can generate the same feeling. For example: AUTONOMY means that you have control over your situation, which creates a feeling of independence. This in turn can also generate a feeling of belonging as you get to participate and shape your own stay. AWARENESS creates a feeling of security which in turn says that it is safe to stay and that you belong here. CONNECTION means that you can relate to the space and therefore also feel enjoyment. As you also relate to the space, you can find a connection to it and a sense of belonging. The criteria and design strategies presented are not determined decisions but a flexible framework that should be adapted to the needs of individual situations as the need for these may vary from case to case.

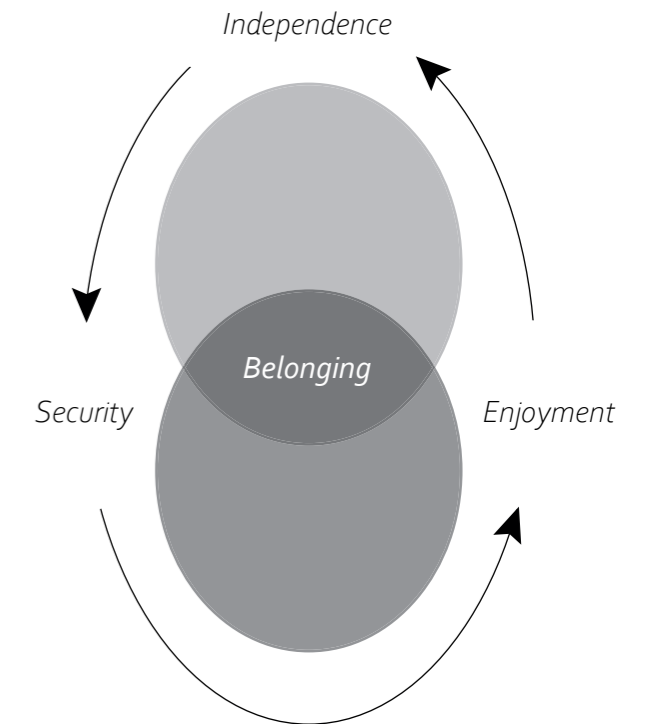


Figure 3.5 Criteria overlapping each other



Figure 3.6 Toolbox with principles, criteria and design strategies in hierarchical order

TOOLBOX ANALYSIS OF AGORA - Safe access

EASY ACCESS

Good location. Can be reached through different forms of transportation.

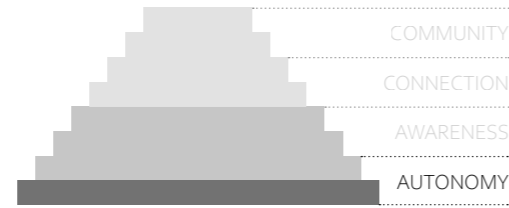


Figure 3.7 Easy access

TOOLBOX ANALYSIS OF AGORA - Safe access

PERMEABLE

Permeable boundaries give visitors the opportunity to come and go as they prefer.

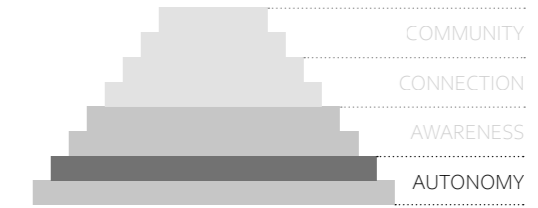


Figure 3.8 Permeable

AGORA ANSWERS

There are three main entrances to the Agora. One on the north side, one on the west side and one in the southeast corner of the square. Entrances are located after the flow to and from Agora. The southeast gate is located in connection to those approaching by foot from the Acropolis. For those arriving by foot from the modern center, it is easy to enter the Agora through the north gate and those traveling via the train station use the gate on the west side (Camp II, 2015, p. 36).

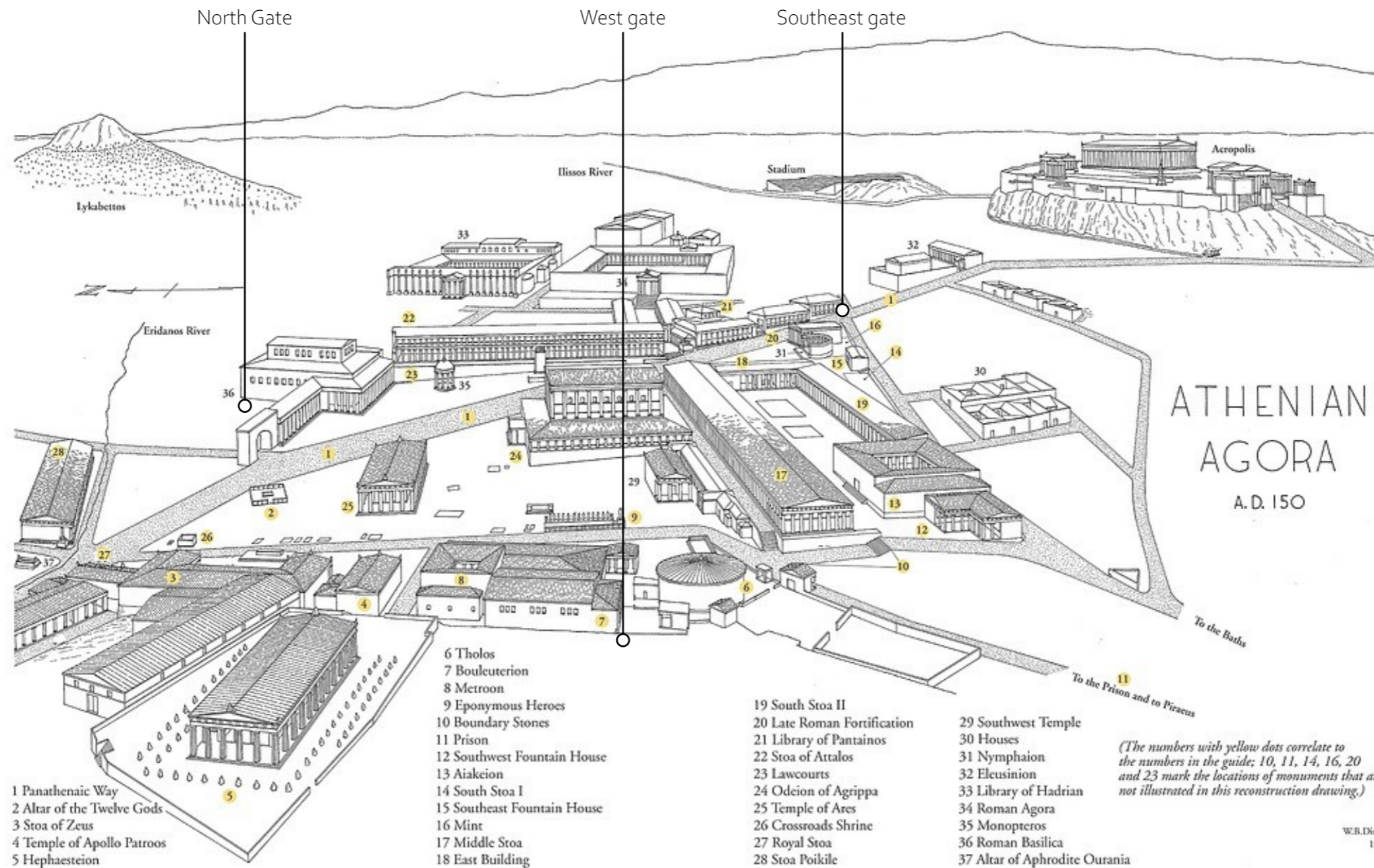


Figure 2.1 The Athenian Agora in A.D. 150.

With the lack of a closed solid wall around the Agora (Martin-McAuliffe, 2017, p. 3), there were several entry points to and from the square.

TOOLBOX ANALYSIS OF AGORA - Safe access

INFORMATIVE

Clear guidelines create visibility and a good overview.

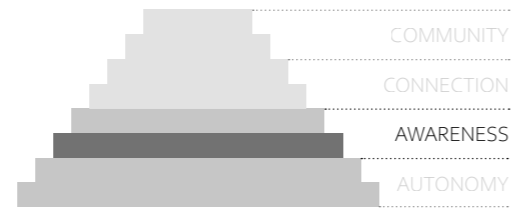


Figure 3.9 Informative

AGORA ANSWERS

As the Stoa's column-façade was turned towards the center of the Agora, they remained physically open towards the center (Martin-McAuliffe, 2017, p. 3).

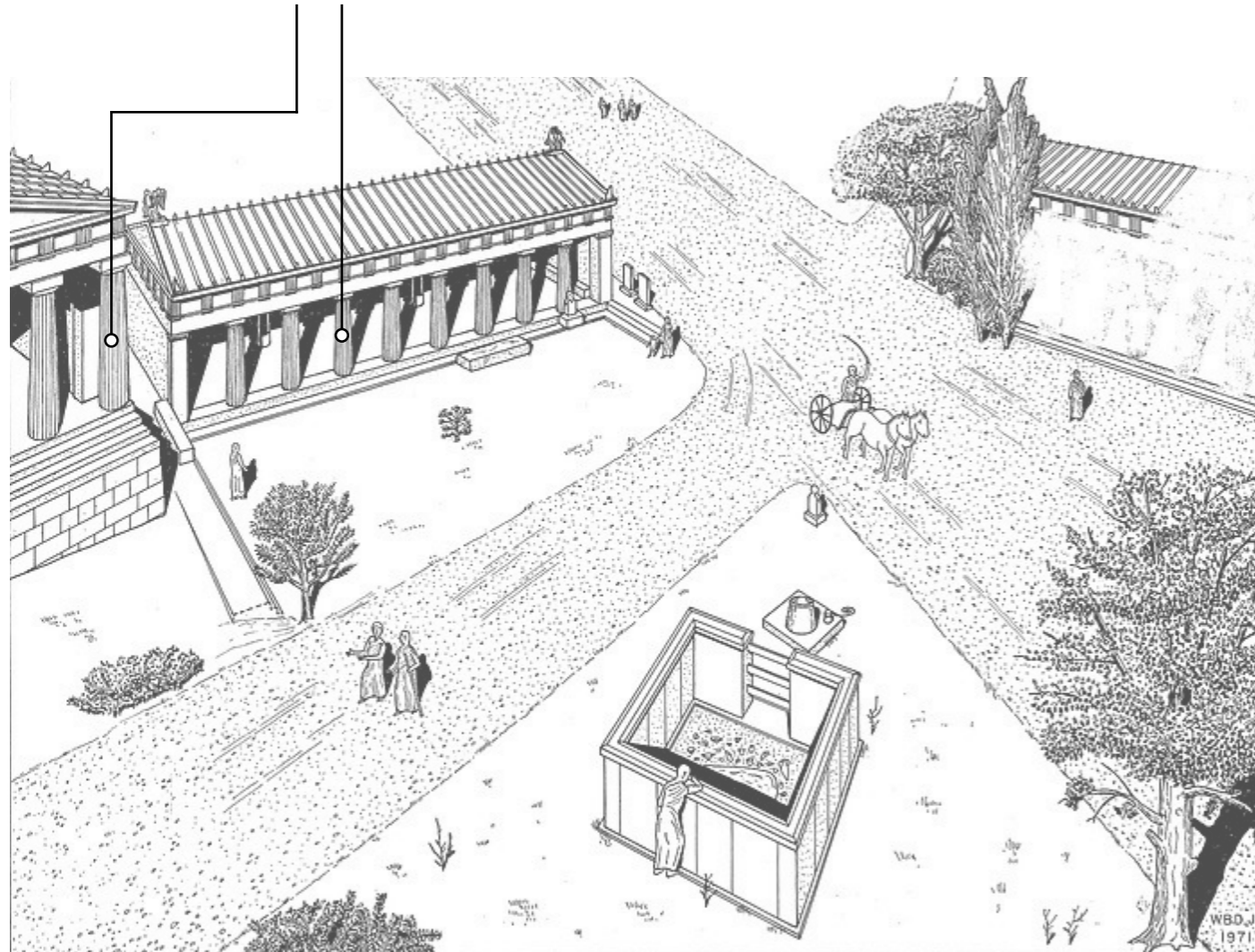


Figure 3.11 Perspective drawing of the northwest corner of the Agora

TOOLBOX ANALYSIS OF AGORA - Safe access

TRANSPARENT

Transparency provide people with helpful information.

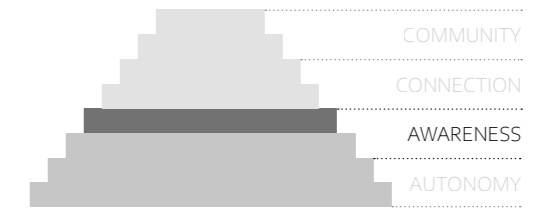


Figure 3.10 Transparent

AGORA ANSWERS

Stoa's column façade gave visitors a transparency that provided direct contact, visual and audible, with the events behind the pillars (Martin-McAuliffe, 2017, p. 3).

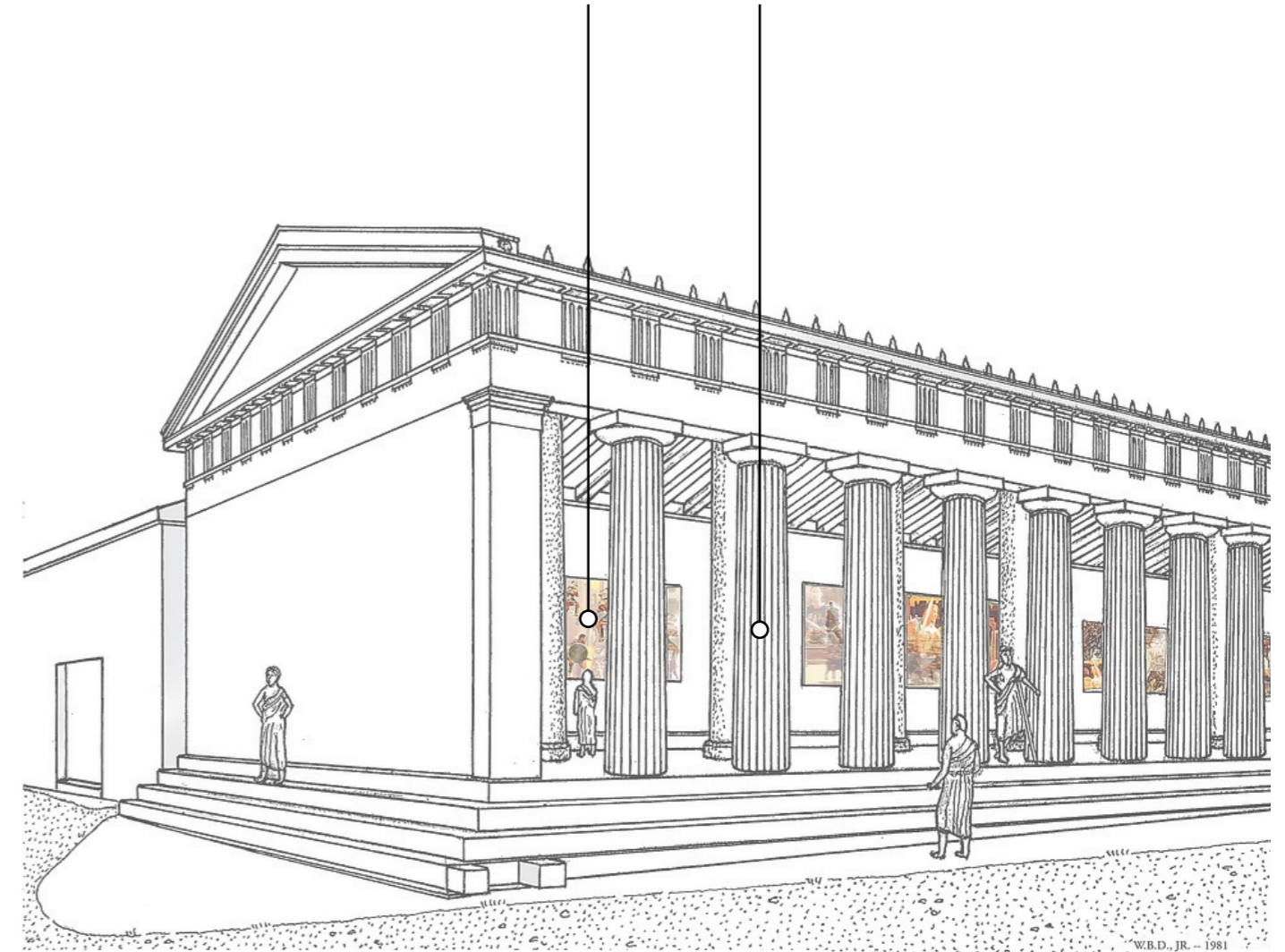


Figure 3.12 Restored perspective of the west end of the Stoa Poikile

TOOLBOX ANALYSIS OF AGORA - Welcome

SOFT IMPRESSION

Material and design that feels encouraging and inclusive.

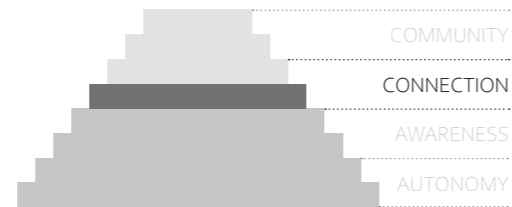


Figure 3.13 Soft impression

AGORA ANSWERS

The Agora interacts with two hills and invites the surrounding landscape. Above the square is the Acropolis (Camp II, 2016)



Figure 3.15 Agora and Acropolis

TOOLBOX ANALYSIS OF AGORA - Welcome

A HUMAN SCALE

Relatable scale creates an intimate relationship between people and place.

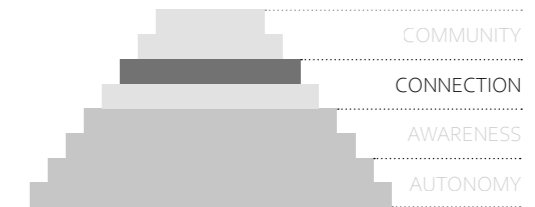


Figure 3.14 A human scale

AGORA ANSWERS

The Stoa of Attalos was with a total height of about 12 m, a width of about 20 m and a length of about 115 m Agora's largest Stoa. The length was "cut up" into 42 smaller units and a double colonnade creating smaller rooms (Camp II, 2015, p. 123). Other buildings had similar or smaller dimensions and were placed in an irregular pattern that formed the Agora (Martin-McAuliffe, 2017, p. 3).

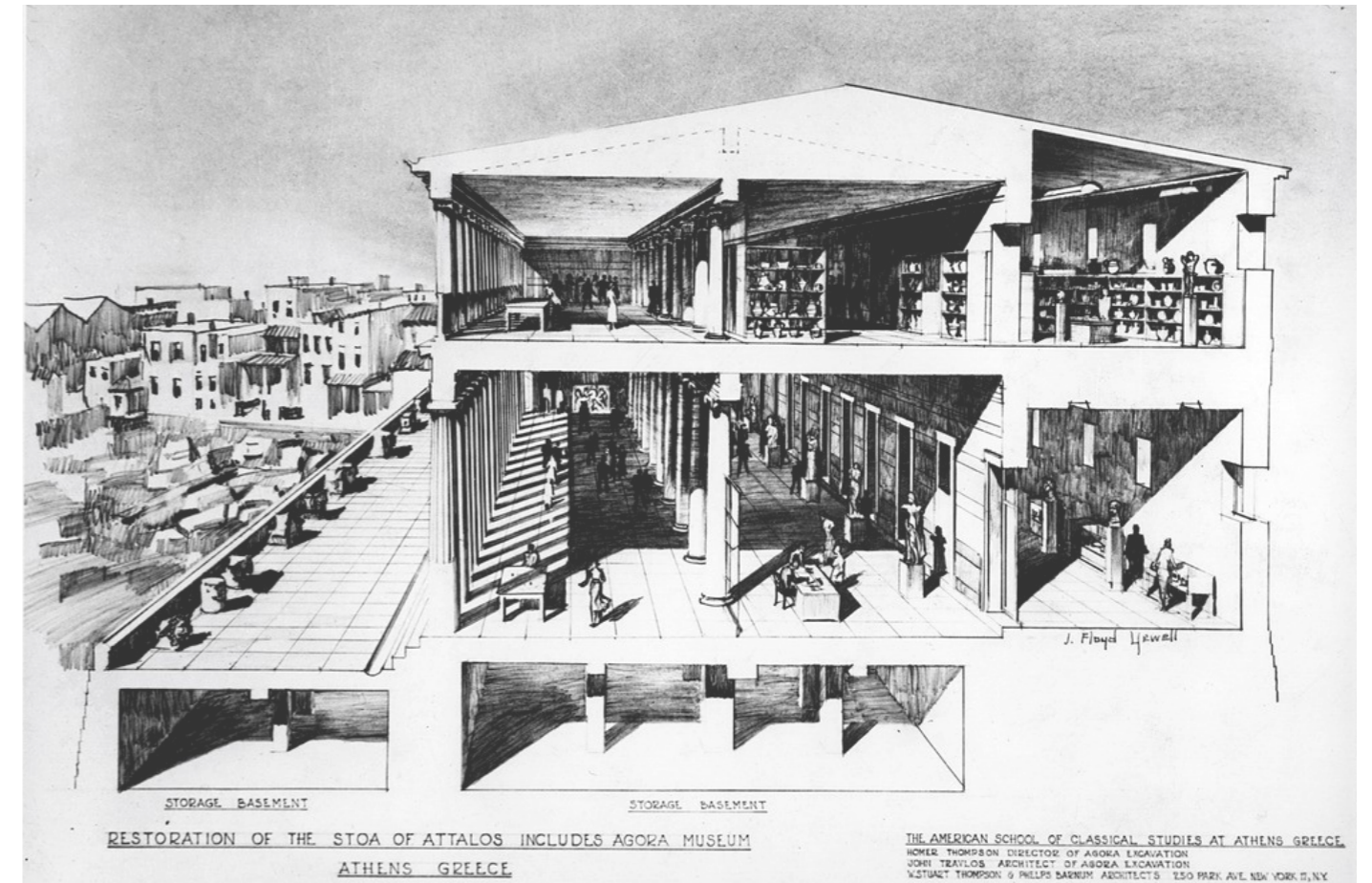


Figure 3.16 Stoa of Attalos. Perspective of the interior. Restored section

TOOLBOX ANALYSIS OF AGORA - Welcome

OPEN

Free participation enables people to participate regardless of income level.

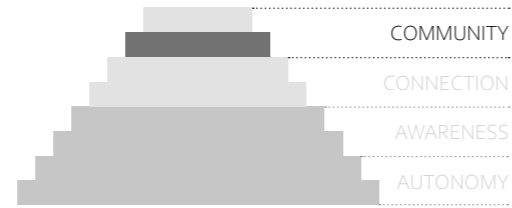


Figure 3.17 Open

AGORA ANSWERS

The Agora offered administrative, political, legal, commercial, social, cultural and religious events with no need of entrance fee. Visitors could come to the Agora with a main purpose and then leave the square after spontaneously participating in several other events that may have attracted them during the stay (Sennett, 2016, p. 2).



Figure 3.19 Athenian Agora 2nd century A.D.

TOOLBOX ANALYSIS OF AGORA - Welcome

DETAILS FOR DIVERSITY

Celebrate history, culture and diversity.

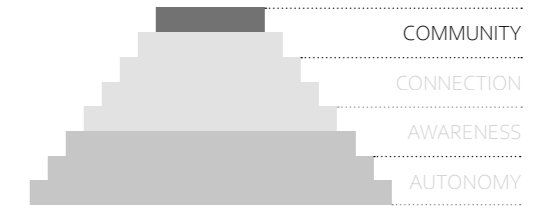


Figure 3.18 Details for diversity

AGORA ANSWERS

Stoa's transition zone just below the roof protection on the open side made it possible for people to either stay there and take part of an event at a distance or step forward, participate and express their personal opinion (Sennett, 2016, p. 2).



Figure 3.20 Stoa of Attalos

EASY ACCESS

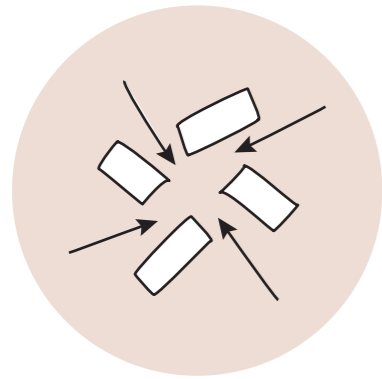


Figure 3.21 Agora's lesson - Easy access

The agora was located in the heart of ancient Athens (Camp II, 2015, p. 10), which generally made the area easily accessible to many. The main entrances were also located after the largest flows (Camp II, 2015, p. 36), which made the journey to Agora smooth as it did not matter where the visitors came from or what means of transport the visitors used.

PERMEABLE

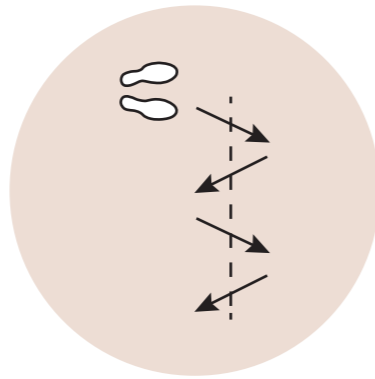


Figure 3.22 Agora's lesson - Permeable

Agora's formal boundaries never consisted of a solid wall but of boundary stones and Stoas who worked collectively to create a spatial framework that gave Agora a sense of volume (Martin-McAuliffe, 2017, p. 3). This allowed visitors to come and go as they preferred.

SOFT IMPRESSION

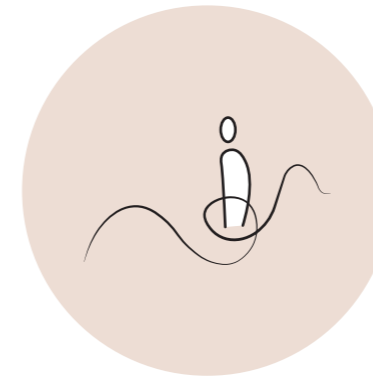


Figure 3.25 Agora's lesson - Soft impression

In addition to the delimiting Stoas, The Agora worked with the topographical boundaries (Camp II, 2016). Instead of artificial borders, the natural ones were used and with a variety of natural heights, shapes and materials, an appealing environment was created.

A HUMAN SCALE

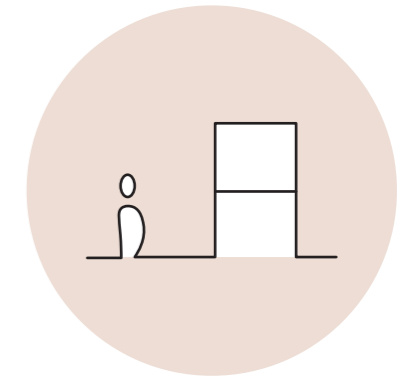


Figure 3.26 Agora's lesson - A human scale

Agora's largest Stoa was 12 m high divided into two floors. The longest monotonous repetitive length of 115 m was divided into smaller units that offered different functions (Camp II, 2015, p. 123). Details that reduced the scale. Different Stoas were placed in an irregular pattern forming the Agora. Human scales that created pleasant spaces.

INFORMATIVE

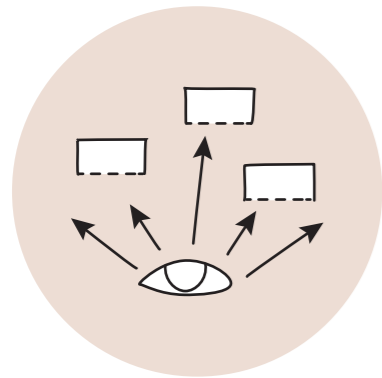


Figure 3.23 Agora's lesson - Informative

The arrangement that each column-facade of the Stoas faced the center of the Agora offered visitors direct, visual and mutual contact with both places and people throughout the Agora, and to some extent also beyond the Acropolis (Martin-McAuliffe, 2017, p. 3). Clear sightlines and different heights gave visitors a good overview as they became aware of what events were taking place and where.

TRANSPARENT



Figure 3.24 Agora's lesson - Transparent

Each column-facade of the Stoas provided visual and audible connections between the events unfolding in the buildings (Martin-McAuliffe, 2017, p. 3). A transparency that made it easy for the visitors to find the errand that brought them to the Agora or in-depth information about the other events that would arouse interest.

OPEN

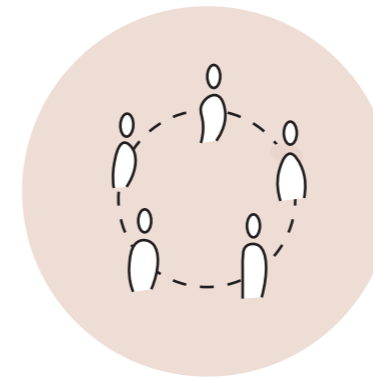


Figure 3.27 Agora's lesson - Open

With a transparency that gave visitors information about what was going on inside the Stoas and a chance to participate as no soiled walls prevented them (Sennett, 2016, p. 2), an acceptance of diversity within the communities created by Agora was confirmed. This increased the opportunity to experience and sense of belonging.

DETAILS FOR DIVERSITY

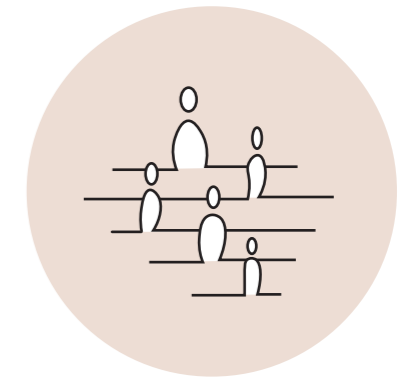


Figure 3.28 Agora's lesson - Details for diversity

The interior corridors of the Stoas functioned more as a floating transition zone between private and public where all visitors could choose to step out of the transition zone and involve their personal opinion or consider the event from a distance (Sennett, 2016, p. 2). A subtle detail that created randomness and encouraged diversity.

6 EN PLATS FÖR GÖTEBORG

Gothenburg's new arena proposal and analysis of it.



Figure 2.2 Bird's-eye view of the new arena proposal in Gothenburg

INTRODUCTION

The decision on the development of Evenemangsområdet in Gothenburg was settled after a long investigation period. Ullevi will be demolished and replaced by a new multi-arena. The arena will be where Valhalla's swimming halls are today, these halls as well as Lisebergshallen and Valhalla's sports halls will be replaced. To finance the newly built arena and halls, the area north of Valhallagatan to Ullevi will be developed with housing. Offices and a new hotel with a ground floor containing shops, bars, cafes and other public activities will also be added to the area (Plats för Göteborg, 2021). This project is called Plats för Göteborg whose presentation of the new arena reads:

Gothenburg is a city that is growing, more and more people want to visit, work and live in Gothenburg. The city must take its place, both in Sweden and internationally. It started with a question about a new arena to replace Scandinavium. Absolutely necessary for Gothenburg to be able to continue to successfully attract events and visitors and for our clubs to be able to develop. A complete solution for sports, culture and events, accessible, integrated and sustainable with future-proof comfort, technology and acoustics (Plats för Göteborg).

GOALS

The goal of the new arena construction is to create a lively event area and create added value for Gothenburg and its residents. Promote brad, school and elite sports as well as a rich cultural and entertainment life and strengthen Gothenburg's position as a leading event city (Gothenburg Municipal Board, 2019, p. 9).

The residents of Gothenburg's interests are in focus. The arenas must be planned in an inclusive city perspective with all the citizens of Gothenburg in mind. The arenas should not be designed or programmed based on any specific target group. Instead, the ambition should consistently be to promote breadth and diversity and to offer something for everyone.

The citizen dialogue that has taken place shows that Gothenburgers want to see a future Evenemangsstråk that is characterized by life and movement as well as a wide range of experiences and activities. The area must be attractive and safe all day and must be well worth a visit even when no special event is arranged (Gothenburg Municipal Board, 2019, p. 17). In the recommendation, gender equality and gender equality issues must be taken into account. The goal is to create meeting places where all Gothenburgers feel welcome, regardless of gender, age or financial opportunities (Plats för Göteborg).

To see how these goals are achieved, the new proposal will now also be analyzed with the toolbox.

EASY ACCESS

Good location. Can be reached through different forms of transportation.

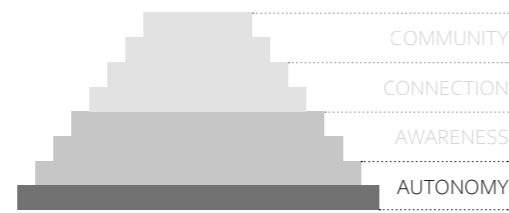


Figure 3.7 Easy access

PERMEABLE

Permeable boundaries give visitors the opportunity to come and go as they prefer.

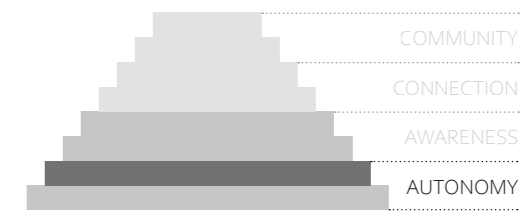
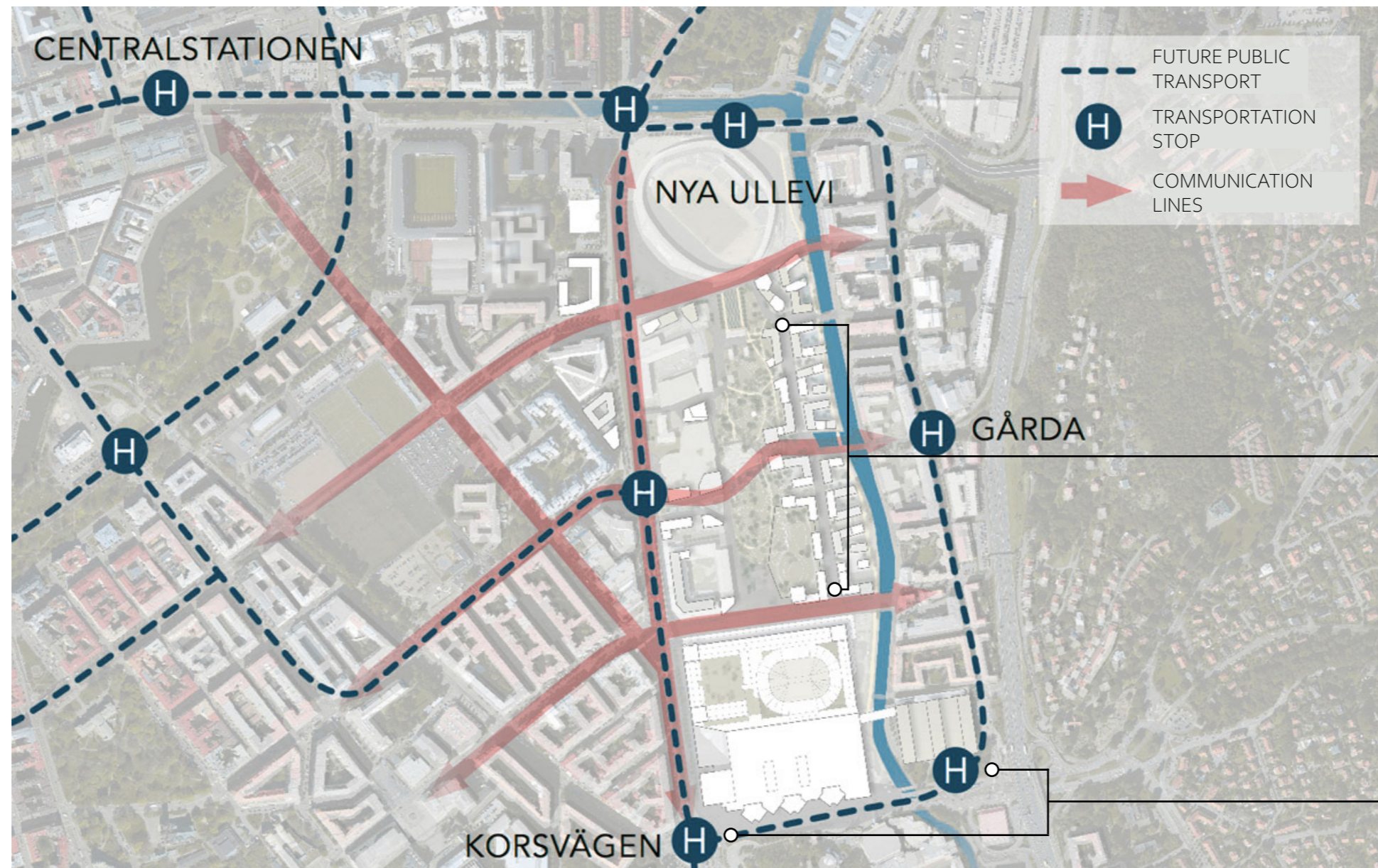


Figure 3.8 Permeable

THE NEW PROPOSAL ANSWERS

Evenemangsområdet, The event area in English, is a central place in Gothenburg and is, as the name reveals, known for its event offerings.

The area attracts about 10 million visitors each year (Göteborg.se, n.d.) as some of Gothenburg's most popular arenas are located here. Ullevi, Scandinavium, Valhalla IP, Valhalla sportshalls and Valhallabath and as previously mentioned, all arenas except Ullevi will be demolished and replaced in the new proposal.



No solid wall or fence surrounds the area and several entry points can be found. However, a long residential street extend through the area.

Necessary old and new stops and communication to the area enable access through transport of various kinds.

Figure 4.1 Event area - accessibility

INFORMATIVE

Clear guidelines create visibility and a good overview.

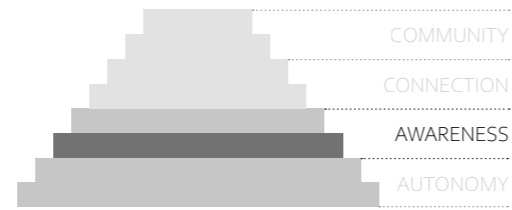


Figure 3.9 Informative

TRANSPARENT

Transparency provide people with helpful information.

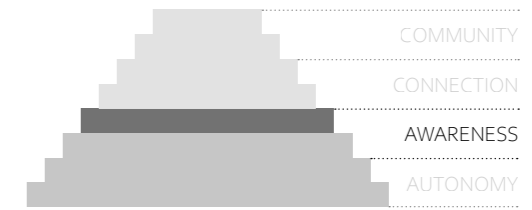


Figure 3.10 Transparent

THE NEW PROPOSAL ANSWERS

Variations in building heights show the different constructions of the area. Glazed parts of the facade provide some information about function.

Good visibility over and beyond the area



Solid walls protect the contents of the arena.

Glass facade on active ground floor informs about the function of the floor, most likely commercial use.

Figure 4.2 Area square

TOOLBOX ANALYSIS OF THE NEW PROPOSAL - Welcome

SOFT IMPRESSION

Material and design that feels encouraging and inclusive.

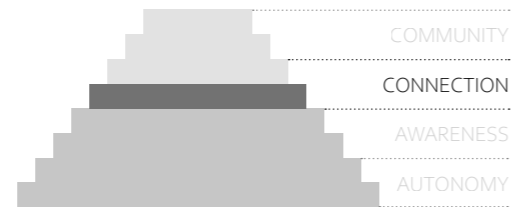


Figure 3.13 Soft impression

THE NEW PROPOSAL ANSWERS



Figure 4.2 Area square

Active ground floors provides with activity and light to the otherwise desolate area.

Lack of organic and engaging landscape.

Polished surface and expensive material. Push design.

TOOLBOX ANALYSIS OF THE NEW PROPOSAL - Welcome

A HUMAN SCALE

Relatable scale creates an intimate relationship between people and place.

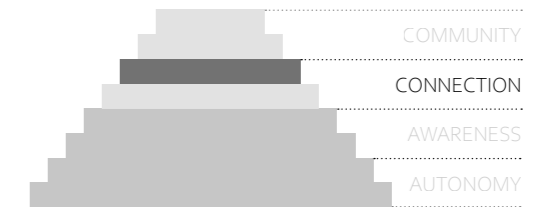


Figure 3.14 A human scale

THE NEW PROPOSAL ANSWERS

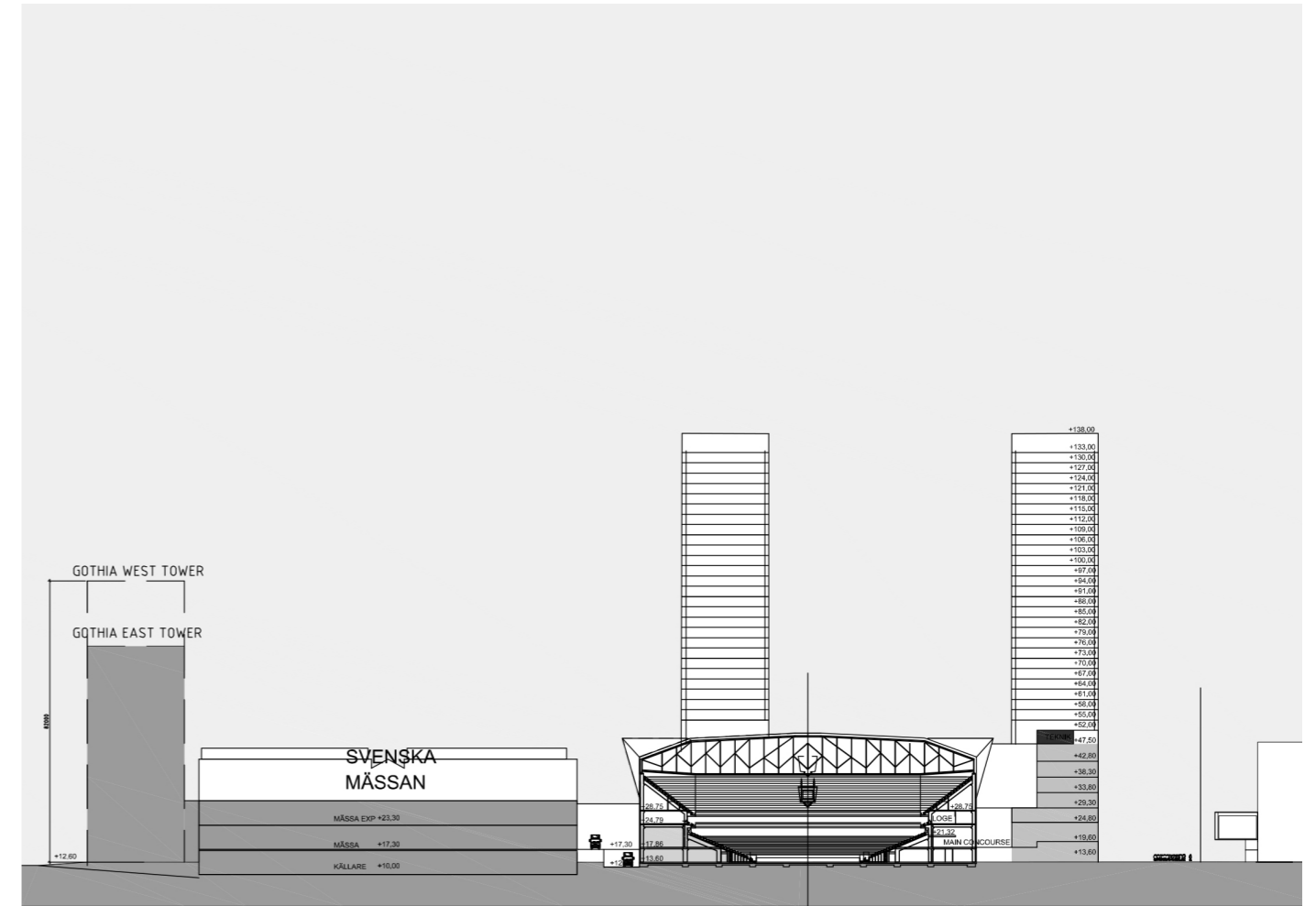


Figure 4.3 New proposal. Section.

High-rise buildings. The height of the area's buildings varies from about 34 m - 124 m. In addition to the upper section of Scandinaviums replacement arena, there is a small variety of facade characters.

OPEN

Free participation enables people to participate regardless of income level.

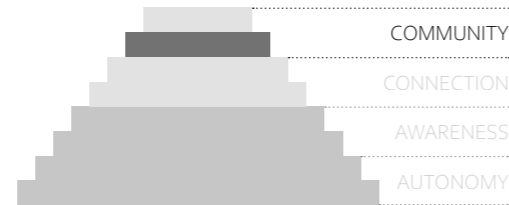


Figure 3.17 Open

THE NEW PROPOSAL ANSWERS

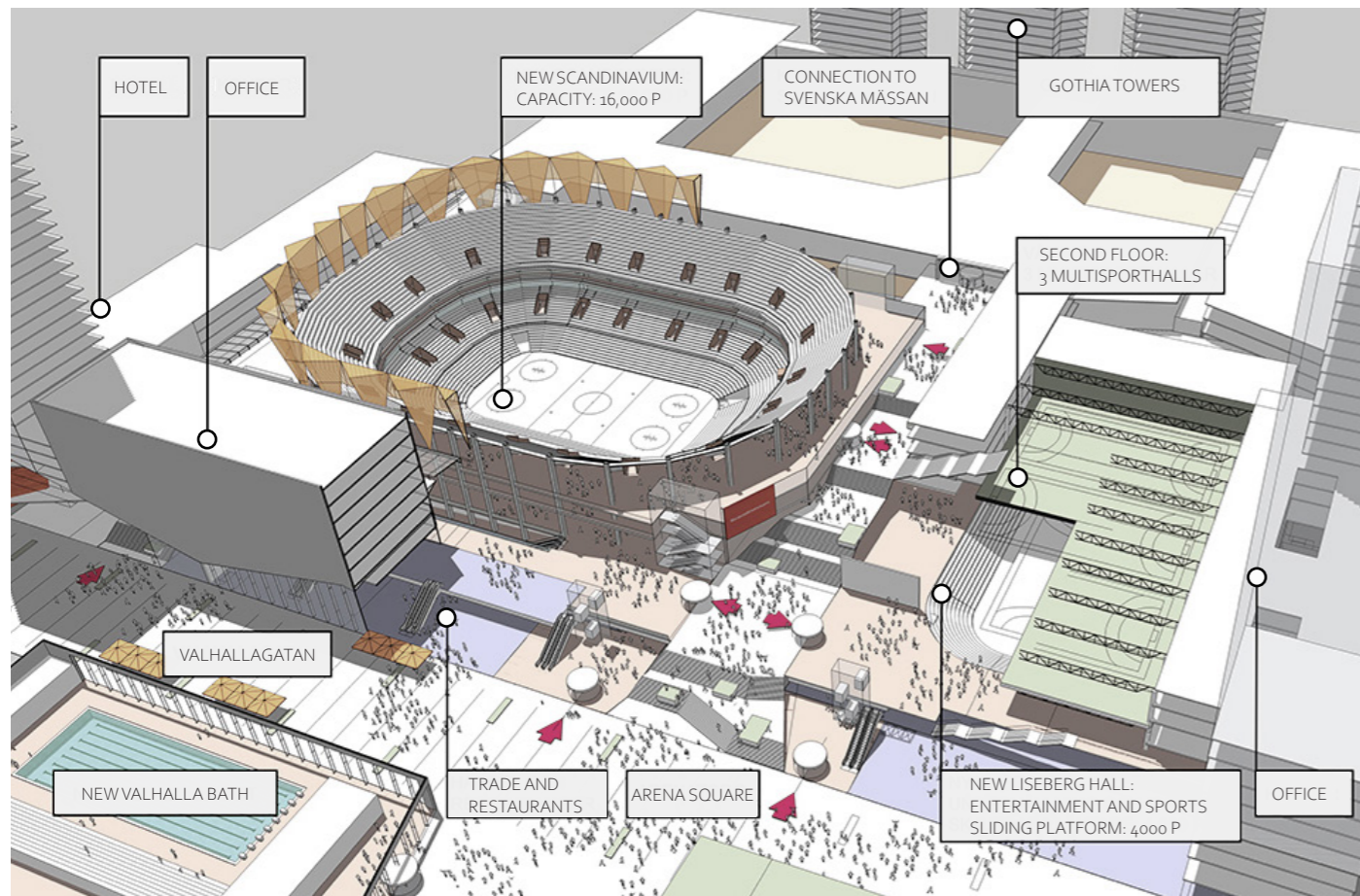


Figure 4.4 New arena area and its functions

The majority of the area consists of commercial use.

DETAILS FOR DIVERSITY

Celebrate history, culture and diversity.

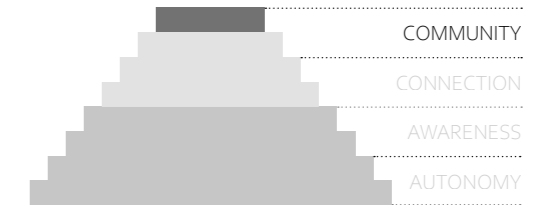


Figure 3.18 Details for diversity

THE NEW PROPOSAL ANSWERS



Figure 4.5 New proposal. Street view



Figure 4.6 New proposal. Entrance

High-rise buildings and glass sections that attract and show different communities and experience the area create but which not everyone is allowed to participate in.

EASY ACCESS

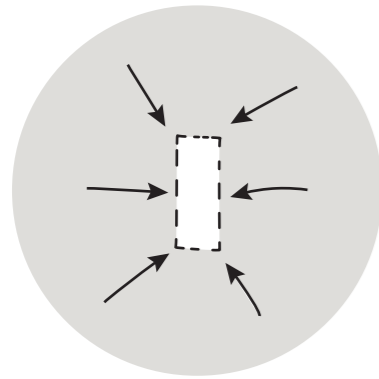


Figure 4.7 NP's lesson - Easy access

The area in question is located very central in Gothenburg with proximity to various means of transport. This facilitates access as more target groups have the opportunity to reach the area. The area is also already well known for a place where events take place as Scandinavium, Valhalla's sports halls and Lisebergshallen are located here. The knowledge about the area also facilitates the access.

PERMEABLE

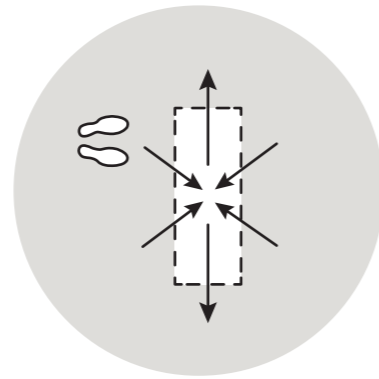


Figure 4.8 NPs lesson - Permeable

As the area is not surrounded by a closed fence, there are several entrances and exits to be found. However, the long residential street that stretches through the area can be perceived as private and not open to people who do not live there to use as a transport route.

SOFT IMPRESSION

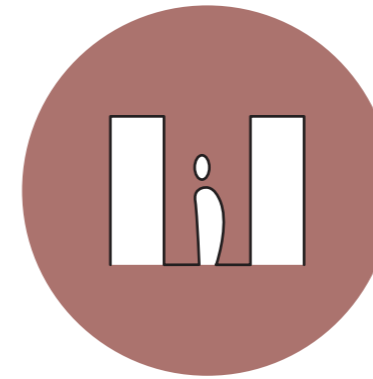


Figure 4.11 NP's lesson - Soft impression

The polished surface and the expensive materials can be perceived as a deterrent instead of inviting. In addition to the events that take place in closed arenas and halls, the area lacks programs and engaging landscapes, which prevents some groups from participating.

A HUMAN SCALE

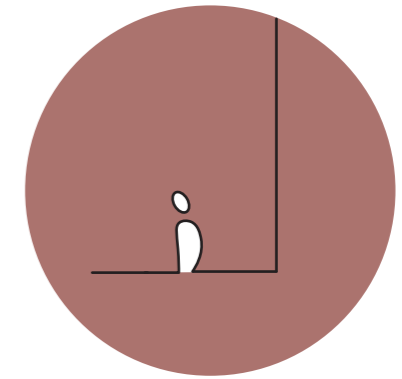


Figure 4.12 NP's lesson - A human scale

The height scale of the buildings is around 34 m - 124 m, which speaks for buildings that lose the intimate sense and connection to the city's social life. The lack of variation between the facades creates a monotonous and non-stimulating character.

INFORMATIVE

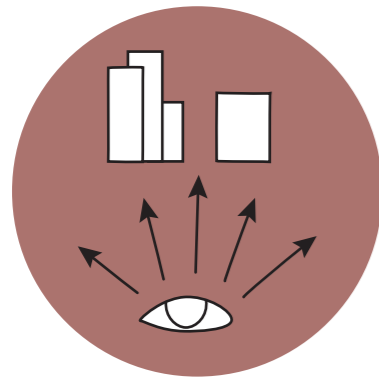


Figure 4.9 NPs lesson - Informative

Variation in building height and clear sightlines gives a good overview over the area. However, it is difficult to determine at a distance what function the buildings have or offer.

TRANSPARENT

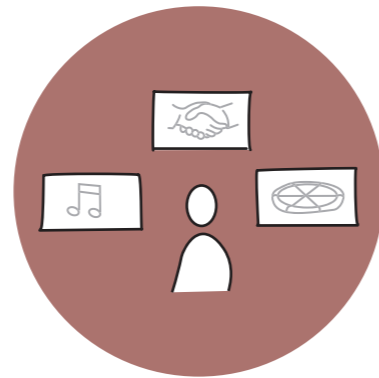


Figure 4.10 NP's lesson - Transparent

Arenas and sports halls are surrounded by solid walls that do not reveal the events occurring in the buildings. The glazed parts on the ground floors suggest commercial. Information that is only helpful to some of the city's residents.

OPEN

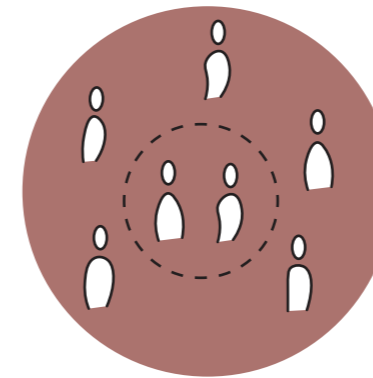


Figure 4.13 NP's lesson - Open

Commercial use. Entrance fee or paid membership is required to be able to participate, which the solid walls ensure. Walls that in a concrete way are selective and strengthen the social divide.

DETAILS FOR DIVERSITY

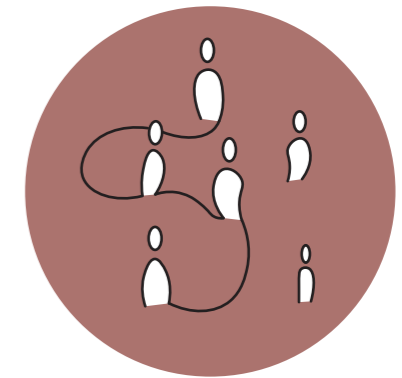


Figure 4.14 NP's lesson - Details for diversity

Glazed parts of the facade indicate events, happenings and communities that can attract interest and wishes to participate. But then the invitation ends. Buildings that attract and host events that appeal to many in the city do not promote breadth and diversity if the selective walls do not let everyone in.

- Achieved strategy
- Failed to meet strategy

7 WELCOME TO THE AGORENA!

*How the inclusive arena of
the future may look like.*

*Ultimately, the success of urban sports
facilities isn't just dependent on design,
but on meaningful and holistic urban
planning.*

AMY CHESTERTON, 2018

THE NEW PROPOSAL PERFORMANCE APPLIED ON THE THESIS PROPOSAL



INFORMATIVE

Buildings with a design that makes the function difficult to determine at a distance. Gothenburg's new arena proposals suggestions are removed



A HUMAN SCALE

High-rise buildings without contact with city life. Gothenburg's new arena proposals suggestions are removed.



TRANSPARENT

Buildings with a design that does not share the information unless it is commercial. Gothenburg's new arena proposals suggestions are removed



DETAILS FOR DIVERSITY

The new buildings are surrounded by walls that arouse interest but do not invite. Gothenburg's new arena proposals suggestions are removed.



SOFT IMPRESSION

The popular Burgårdsparken is retained and expanded. The green area was laid out in 1830 and extended from where Ullevi is located today to Svenska mässan. However, in recent years the green area has decreased in size due to construction of institutions and sports facilities. (Det gamla Göteborg, 2019). Parts of the residential area are also retained. They provide light and activity for a longer period of time around the clock, which can increase the feeling of security. Other buildings from Gothenburg's new arena proposals are removed as they have a design that can be perceived as exclusive and dismissive.



PERMEABLE

Just like Gothenburg's new arena proposal, the area is kept open without a wall or gate that prevents visitors.



EASY ACCESS

The location is the same. A central area in the city and close to various types of transport.



OPEN

Gothenburg's new arena proposal has added commercial functions. These are removed to reduce the area's selective choice of visitors. Only the arena proposals that will replace the current ones remain.

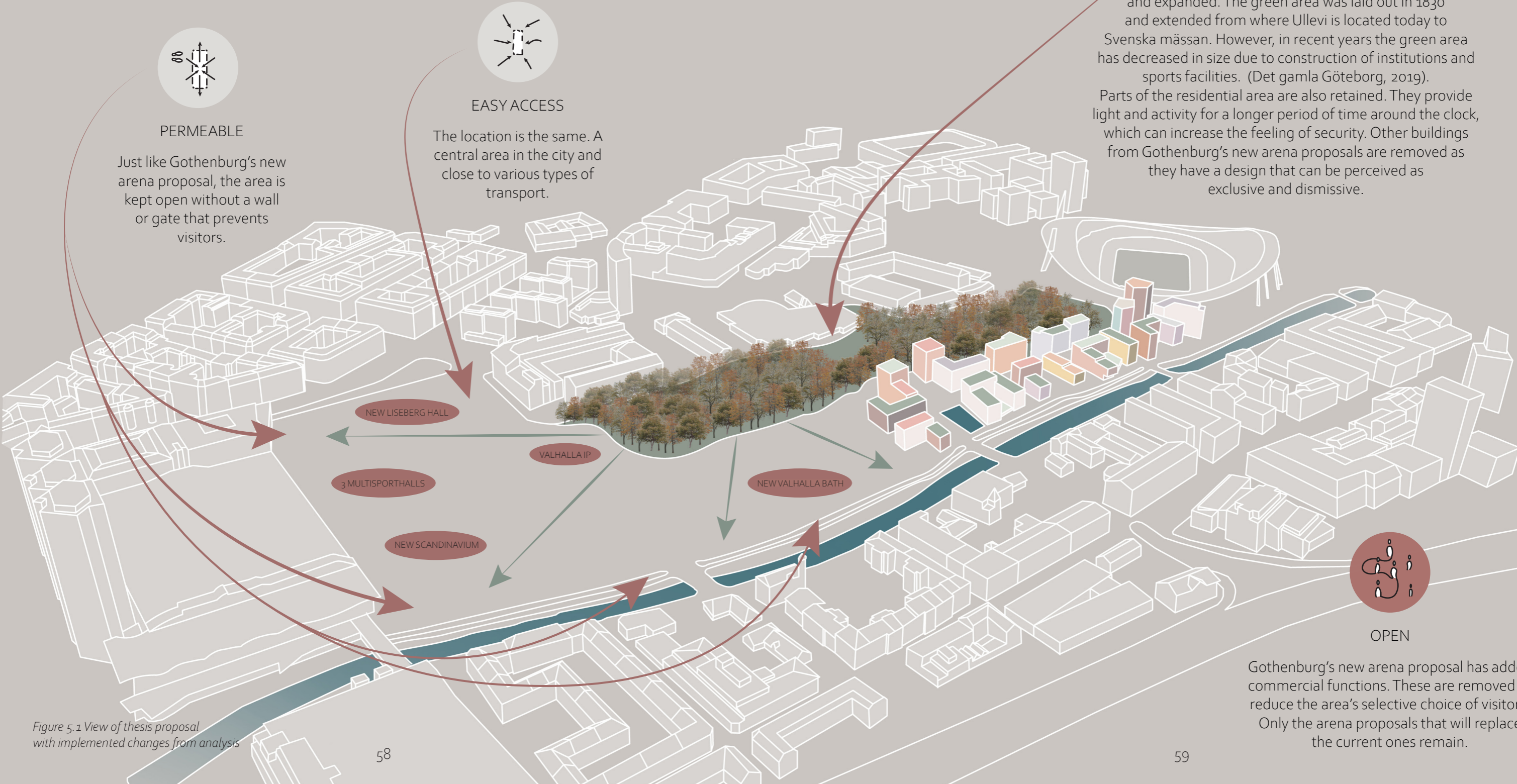


Figure 5.1 View of thesis proposal with implemented changes from analysis

EASY ACCESS

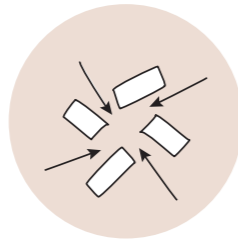


Figure 3.21 Agora's lesson - Easy access

MAIN POTENTIALS

- Available to more target groups
- Available knowledge of the area
- Different transport options

With its location in the heart of ancient Athens (Camp II, 2015, p. 10), connected to various transport routes (Camp II, 2015, p. 36), the Agora became well known and well visited by the city's inhabitants.

MAIN CHALLENGES

- Non. This design approach can be applied directly to the proposal

Gothenburg's new arena proposal has the same strategy as Agora as the area also has a very central location and good connections to various means of transport (Plats för Göteborg, 2021). In addition, the area is already known as an event area and attracts about 10 million visitors each year (Göteborg.se, n.d.).

DESIGN CHANGES

- Non. The design strategy that the Agora used is similar to how the new proposal does.

Since the Agora and Gothenburg's new proposal responds to EASY ACCESS in the same way, no adjustment will be made on Agora's strategy.

MAIN GOALS

- Increase the opportunities for gatherings
- Increase the use of the area
- Smooth transportation

The trip to Gothenburg's new event area should be accessible and smooth. Visitors should be able to get back and forth independently, which makes it possible for more target groups to participate in the gatherings held in the area.



Figure 5.2 Friends planning tomorrow's gathering



Figure 5.3 Training group on the way home using various means of transport



Figure 5.4 Study groups first visit

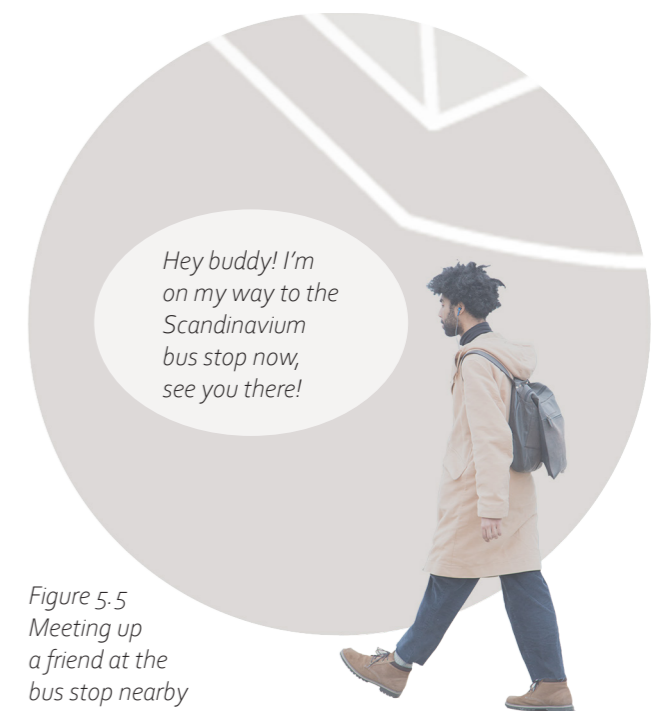


Figure 5.5 Meeting up a friend at the bus stop nearby

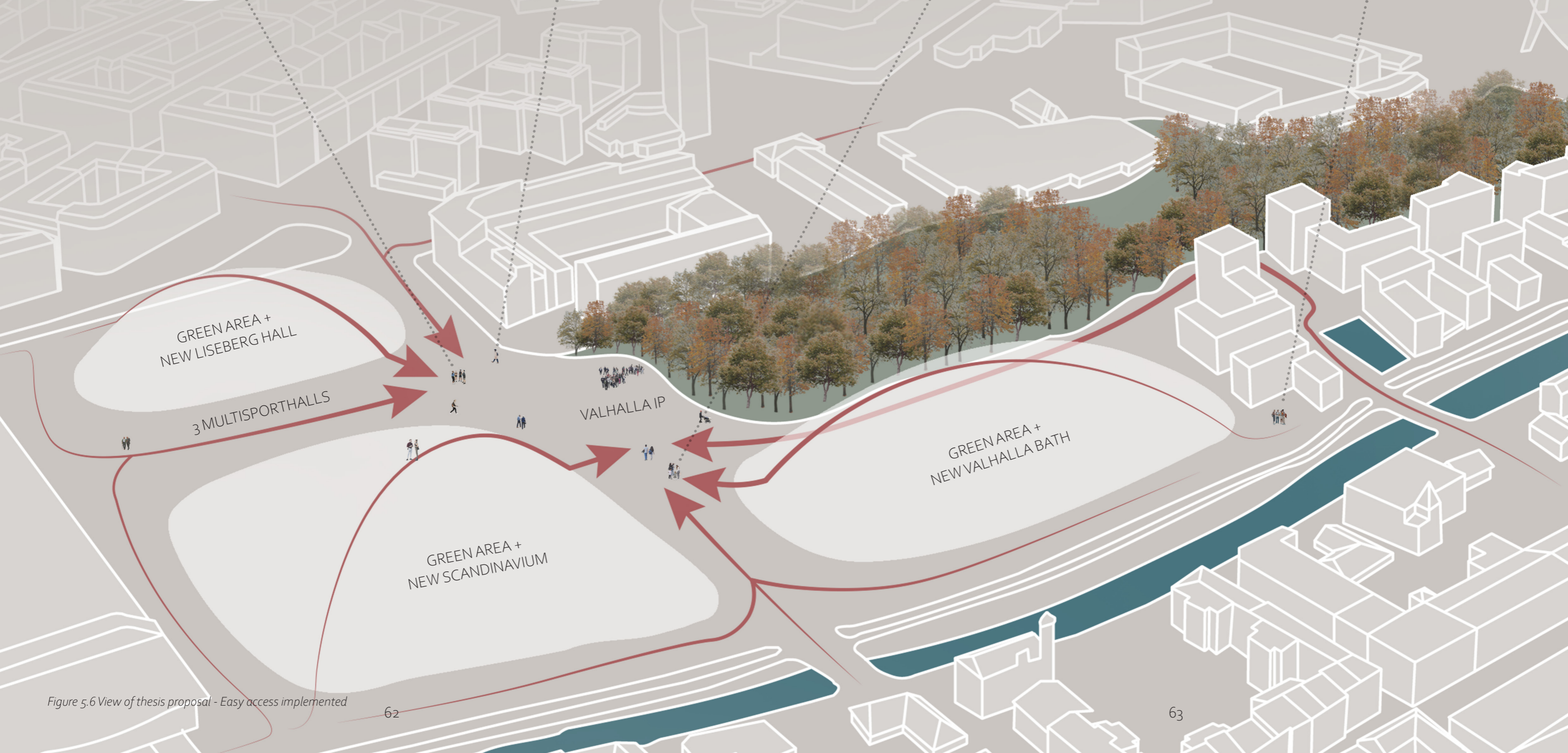


Figure 5.6 View of thesis proposal - Easy access implemented



PERMEABLE

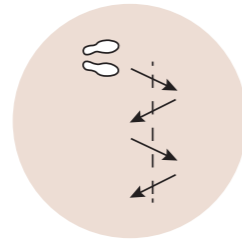


Figure 3.22 Agora's lesson - Permeable

MAIN POTENTIALS

- Smooth access to the area
- Audible - alluring
- Visible - alluring

As the Agora functions (stoan) and horoi together created a permeable demarcation (Martin-McAuliffe, 2017, p. 3), the visitors had smooth access to ancient Athens center of city life.

MAIN CHALLENGES

- Non. This design approach can be applied directly to the proposal

Gothenburg's new arena proposal has no solid wall that surrounds the area and visitors can easily get in and out of the area.

DESIGN CHANGES

- Simplify and encourage access even more

Since the Agora and Gothenburg's new proposal responds to PERMEABLE in the same way, no adjustment needs to be made to Agoras strategy. However, the area where the new arena proposal is planned to be built is very flat and the entrance gates to the area will most likely be of standard. To increase the spontaneous number of visitors, create more encouraging and attractive entrances by using height and organic shapes.

MAIN GOALS

- Smooth exit and entry
- Increased sense of secure participation
- Increased encouragement

Visitors should be able to get in and out of the area independently. In addition, encourage unplanned visits and increase the use of the area.

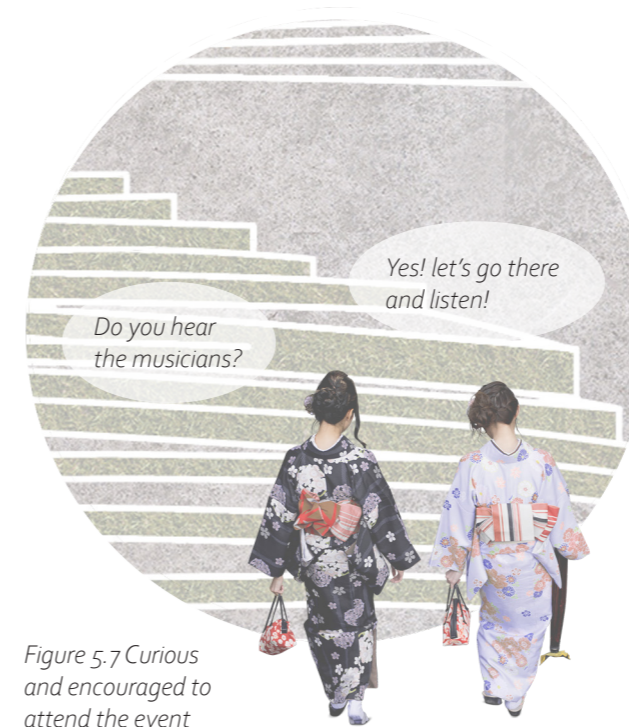


Figure 5.7 Curious and encouraged to attend the event

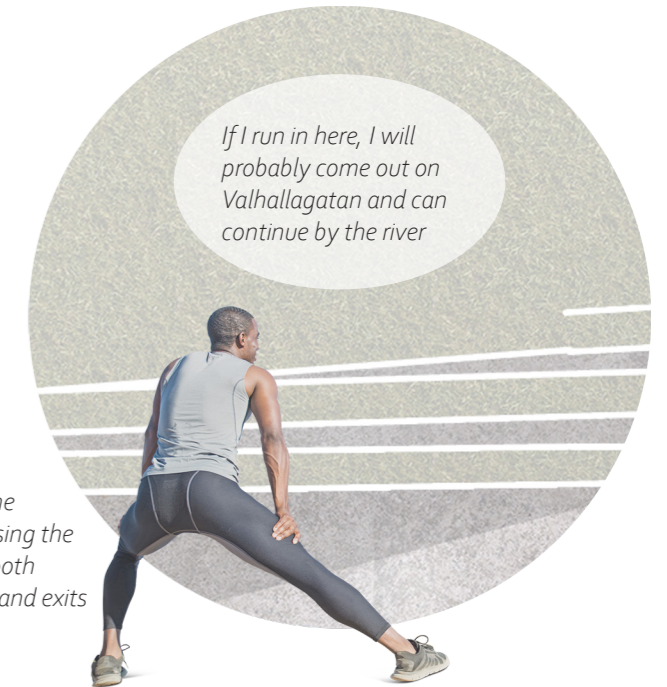


Figure 5.8 Simplify the route by using the area's smooth entrances and exits

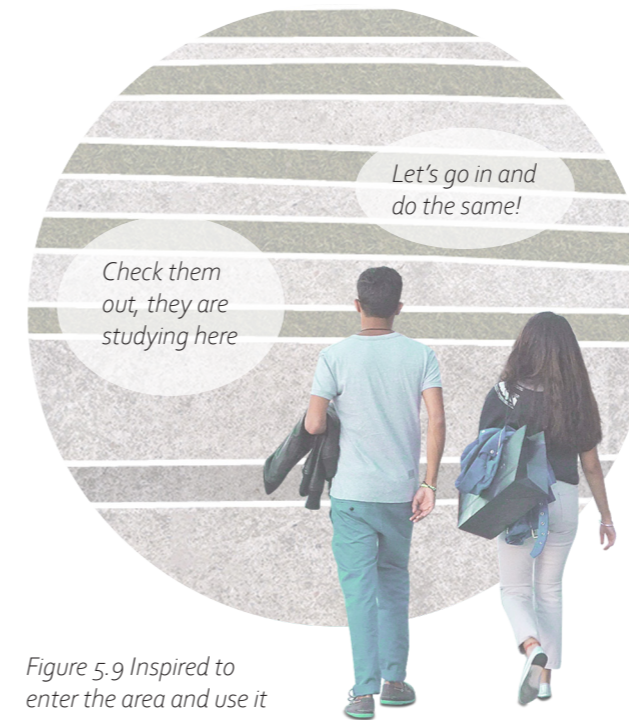


Figure 5.9 Inspired to enter the area and use it



Figure 5.10 Quick entrance close to tram stop



If I run in here, I will probably come out on Valhallagatan and can continue by the river



Hello Sara! Yes I just arrived! i'm entering the entrance closest to Korsvägen so I will be there with you guys soon



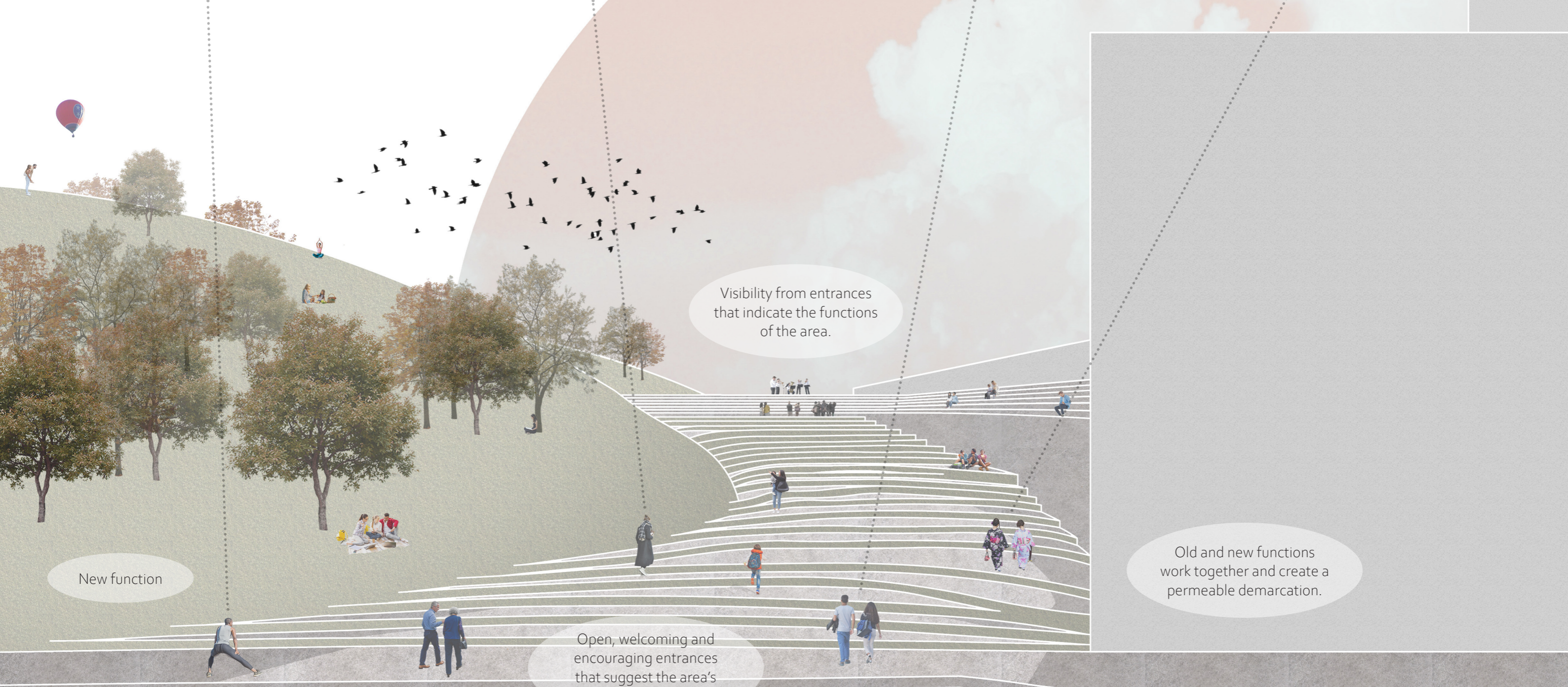
Check them out, they are studying here

Let's go in and do the same!



Do you hear the musicians?

Yes! let's go there and listen!



Visibility from entrances that indicate the functions of the area.

New function

Open, welcoming and encouraging entrances that suggest the area's functions and offerings

Old and new functions work together and create a permeable demarcation.

Figure 5.11 View of thesis proposal - Permeable implemented



INFORMATIVE

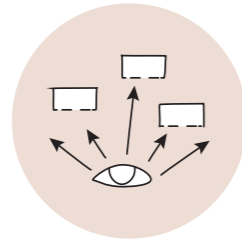


Figure 3.23 Agora's lesson - Informative

MAIN POTENTIALS

- Security
- Independent visitors
- Collective work

As Stoa's column façade faces the center of Agora, visitors gained direct and visual contact with both events and people throughout Agora (Martin-McAuliffe, 2017, p.3). Clear sightlines gave visitors a good overview and made them aware.

MAIN CHALLENGES

- Large program with many functions.

The Agoran could develop in step with needs under many years (Camp II, 2015, p. 15), while Gothenburg's new proposals have a complete program to cover estimated needs. Due to this, a dense settlement can be unavoidable and a good overview can be disturbed.

DESIGN CHANGES

- Work more with ground heights

As Agoran's strategy will be difficult to apply directly to the proposal, good sightlines will be ensured by working with heights.

MAIN GOALS

- Quick localization
- Increase the sense of security
- Increased experience

Provide a good overview of the area where users can easily find what they are looking for but also discover new features. A good overview also increases the chance of discovering if something is wrong which increases the feeling of security.



Figure 5.12 Friends finding their friends



Figure 5.13 Discovering a person who may be in need of assistance



Figure 5.14 Good overview of the range

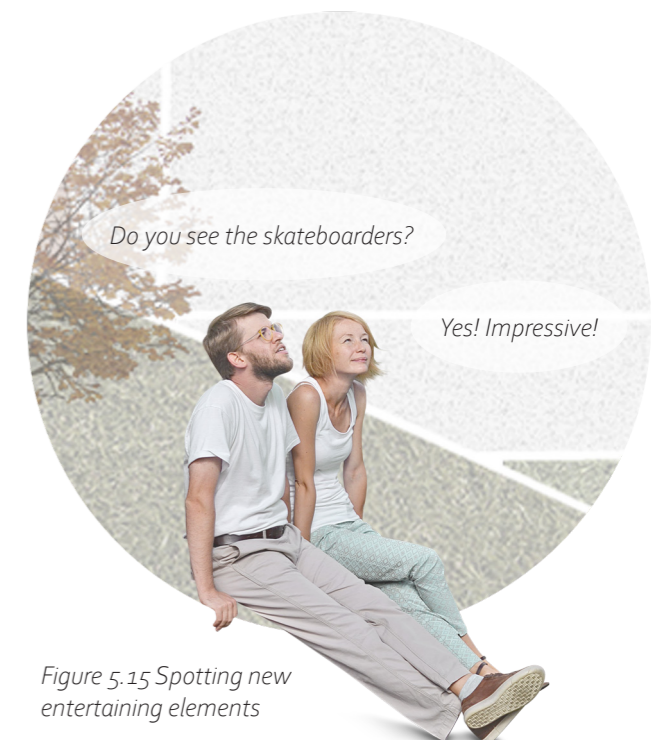
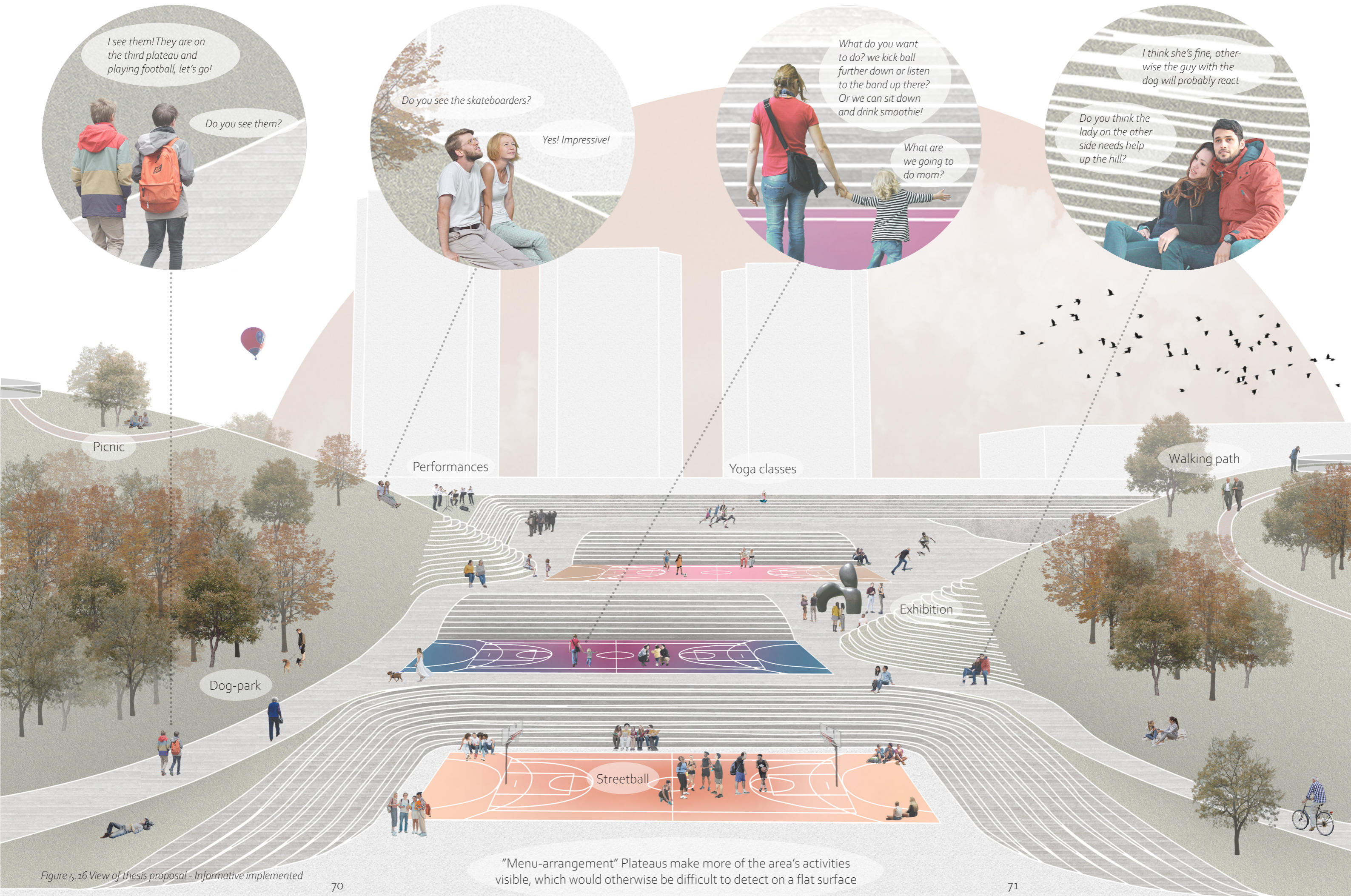


Figure 5.15 Spotting new entertaining elements



I see them! They are on the third plateau and playing football, let's go!

Do you see them?

Do you see the skateboarders?

Yes! Impressive!

What do you want to do? we kick ball further down or listen to the band up there? Or we can sit down and drink smoothie!

What are we going to do mom?

I think she's fine, otherwise the guy with the dog will probably react

Do you think the lady on the other side needs help up the hill?

Picnic

Performances

Yoga classes

Walking path

Dog-park

Exhibition

Streetball

Figure 5.16 View of thesis proposal - Informative implemented

"Menu-arrangement" Plateaus make more of the area's activities visible, which would otherwise be difficult to detect on a flat surface



TRANSPARENT



Figure 3.24 Agora's lesson - Transparent

MAIN POTENTIALS

- Helpful information available
- Interesting information available

Visual and audible connections to Stoa's events were available to visitors thanks to the column facades (Martin-McAuliffe, 2017, p.3). This gave visitors a chance to discover new experiences.

MAIN CHALLENGES

- Varying climate

The climate in ancient Athens enabled Stoa's open design, an openness that would not work in Sweden if events and experiences were to be possible all year round.

DESIGN CHANGES

- Create visual openings and towards the flows of the proposal

Agora's open strategy can be applied to some of the arenas, but others need a closed design to enable events in comfortable conditions all year round. To increase participation in these closed arenas, work with visual openings and "peep-holes" towards the center of the proposal.

MAIN GOALS

- Increase the possibility of more experiences

Good and useful information available so that visitors have the opportunity to discover new features and experiences. With more knowledge about the area's functions, the range increases and the chance that visitors will find something appealing.



Figure 5.17 Glazed and open sections along Valhallagatan give visitors information about the area's functions. Valhallabath ...

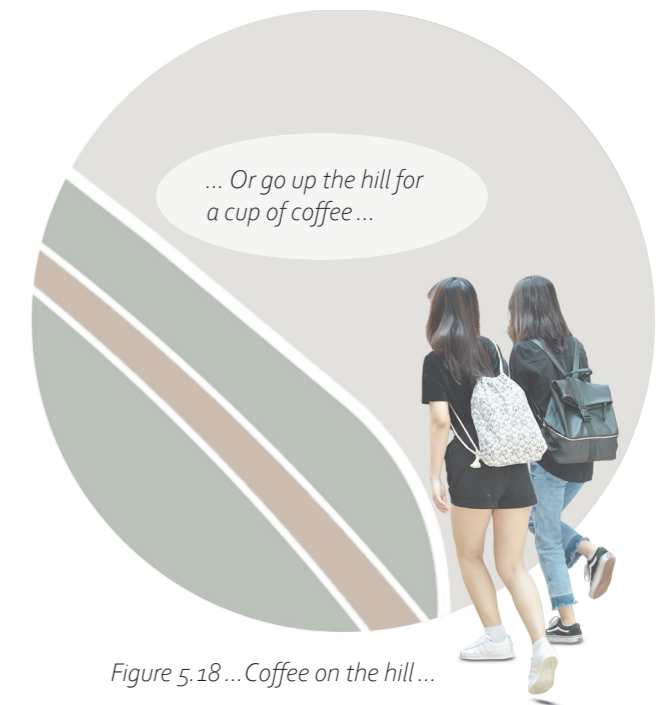


Figure 5.18 ...Coffee on the hill ...



Figure 5.19 ...Valhallabath IP..

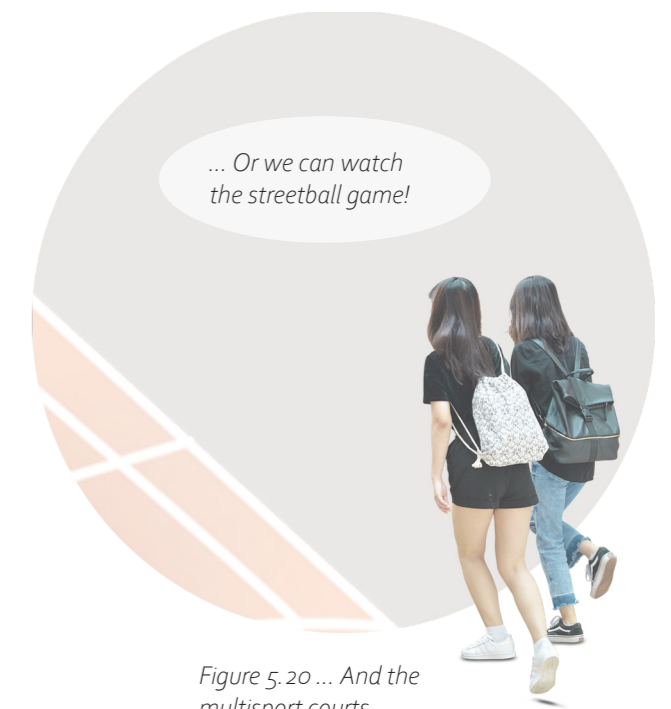


Figure 5.20 ... And the multisport courts

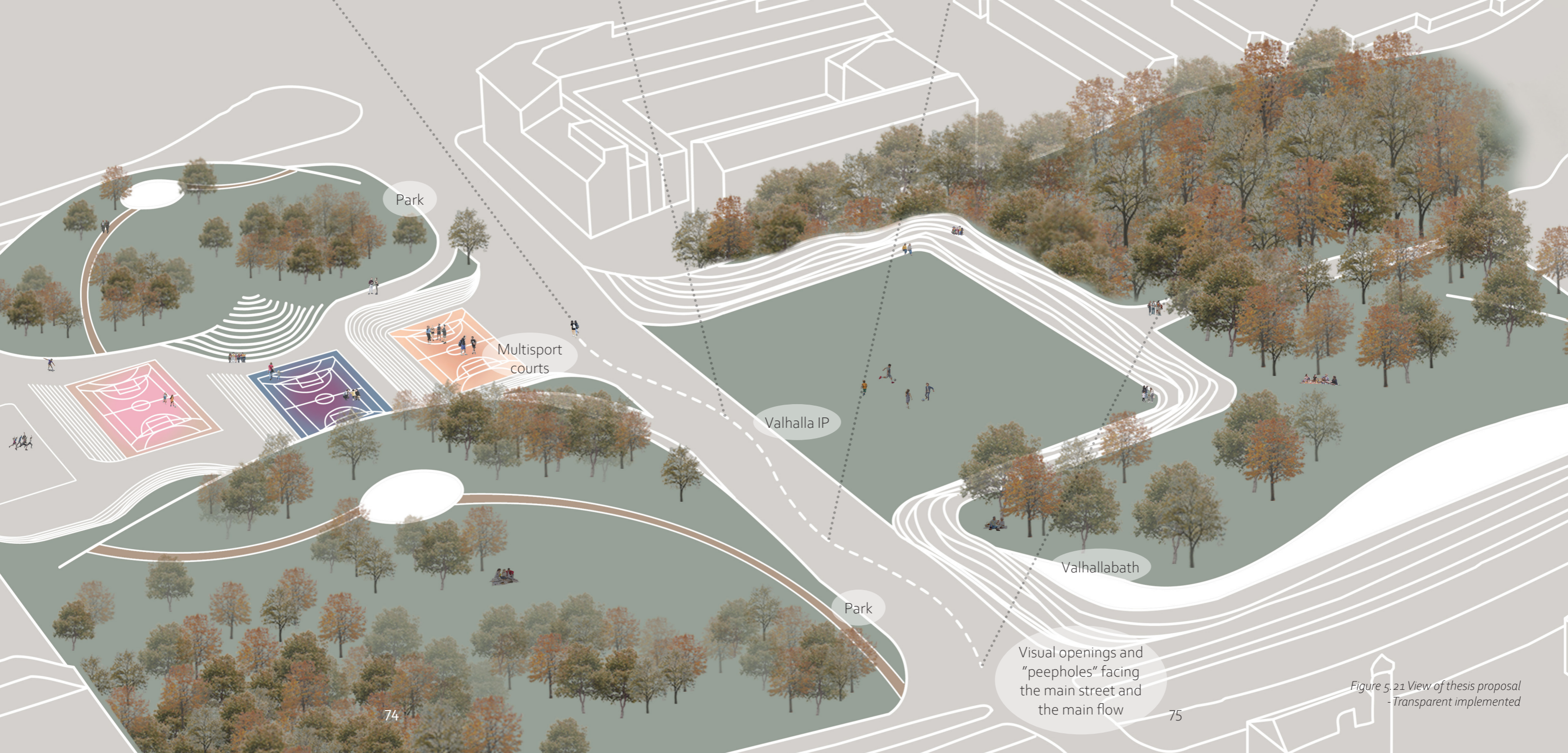


Figure 5.21 View of thesis proposal - Transparent implemented



SOFT IMPRESSION

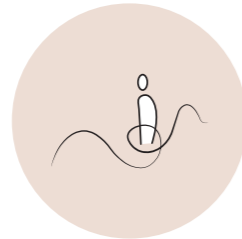


Figure 3.25 Agora's lesson - Soft impression

MAIN POTENTIALS

- Appealing environments
- Creative use
- Present nature

The Agora was located between two hills and worked with the natural environment (Camp II, 2016) creating an appealing and enjoyable area.

MAIN CHALLENGES

- Lack of encouraging landscape

Apart from Burgårdsparken, the site is bare and flat with a hard paved surface.

DESIGN CHANGES

- Use and enhance the natural landscape of the site

As the site of the proposal do not have the same conditions as the Agora had in terms of the environment, create encouraging landscapes and natural elements. Emphasize Burgårdsparken and integrate the natural environment in the proposal.

MAIN GOALS

- Increase engagement
- Increase creativity and innovation
- Encourage residents to shape the environment into their own
- Emphasize the natural landscape

Increase enjoyable stays and the creative use of the area.



Figure 5.22 Encouragement to use most of the area



Figure 5.23 Create a personal touch and "ownership" of the place



Figure 5.24 Comfortable furniture in a enjoyable environment extends the visit



Figure 5.25 Encouragement for extended uses



Kevin called and wondered where we were

Tell him we're at our regular spot



Grandpa and grandma, can we stay a little longer?

Absolutely! we are not in a hurry



Last up that hill pays for the ice cream!



I told you the tree would be strong enough for our swing!



Topographical boundaries

Expansion of Burgårdsparken

Natural environment integrated into the function

Figure 5.26 View of thesis proposal - Soft impression implemented



A HUMAN SCALE

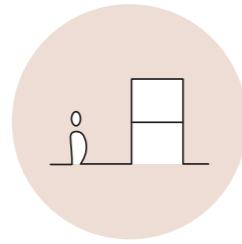


Figure 3.26 Agora's lesson - A human scale

MAIN POTENTIALS

- Intimate feeling
- Enjoyable places
- Connects city life and buildings

With a maximum height of 12 m and a length of 115 m but divided into smaller units (Camp II, 2015, p. 123), The Agoras Stoas had a human scale that connected with the city life.

MAIN CHALLENGES

- Contemporary arenas need of more space

In order for experiences not to be reduced, some contemporary arenas may require large spaces (Plats för Göteborg 2021). Spaces that the ancient Stoa did not need.

DESIGN CHANGES

- Use the heights

Instead of shrinking the arenas to human scale, lower them to the ground and use the heights and shapes that occur.

MAIN GOALS

- Increase visits
- Extend visits

Create enjoyable environments to visit and stay. Provide the site with furniture and greenery that would make people feel comfortable lingering.



Figure 5.27 A place where you can pause ...



Figure 5.28 ...extend your visits ...



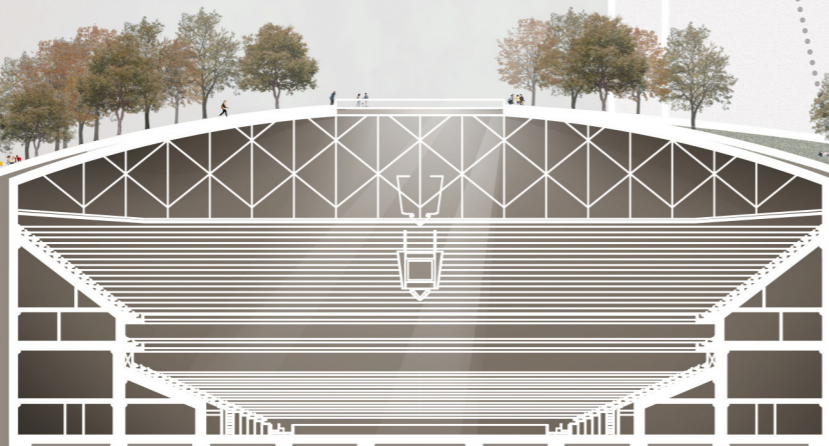
Figure 5.29 ...relax ...



Figure 5.30 ...or work.



The solid walls of the arena have a different function than just shutting out



Immersion of the arenas reduces the scale and enables the use of the arena's exterior

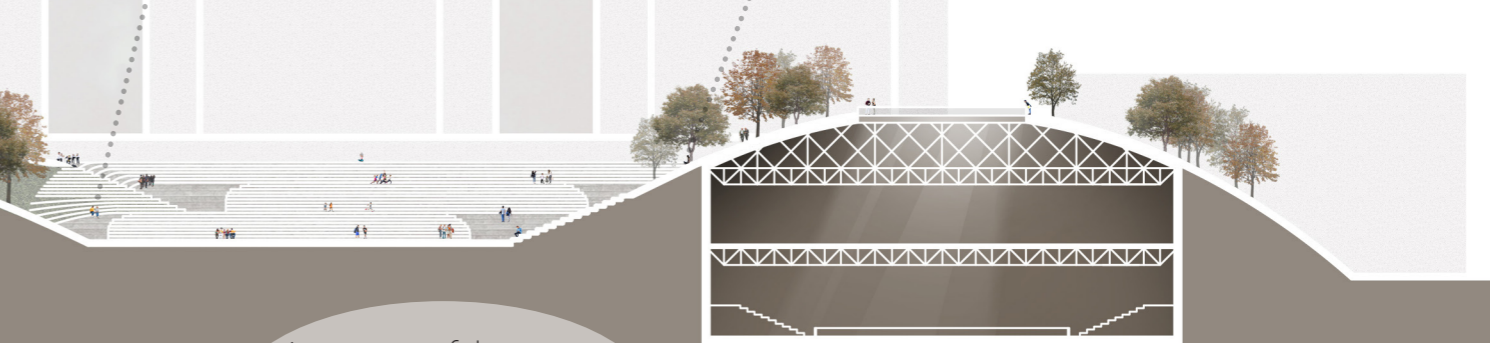


Figure 5.31 View of thesis proposal - A human scale implemented



OPEN

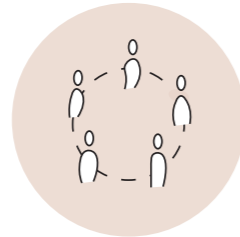


Figure 3.27 Agora's lesson - Open

MAIN POTENTIALS

- Inclusive feeling
- Opens for diversity
- Attracts more participants

If an event caught the visitor's attention, there were no solid walls that prevented them from participating in the event (Sennett, 2016, p.2). Agora's and Stoa's open design encouraged participation.

MAIN CHALLENGES

- The economic issue

Modern arenas already have problems with the economy and removing all commercial use would complicate the situation.

DESIGN CHANGES

- Work with solutions that provide the opportunity for free participation

The Agora did most likely not have the same financial challenges as today's arenas has and could therefore offer more without payment. Some commercial use will be retained, however, work with solutions that give visitors the opportunity for free participation. Since the commercial arenas are immersed in the ground, there is also a chance to break the built-in class difference that contemporary arenas have.

MAIN GOALS

- Increase participation
- Increase diversity
- Increase community

Activate participation for more target groups and increase the feeling of experience. Visitors should feel that they can and may participate in the community and increase their sense of belonging.



Figure 5.32 Opportunity to participate in the arena's experiences without commercial use



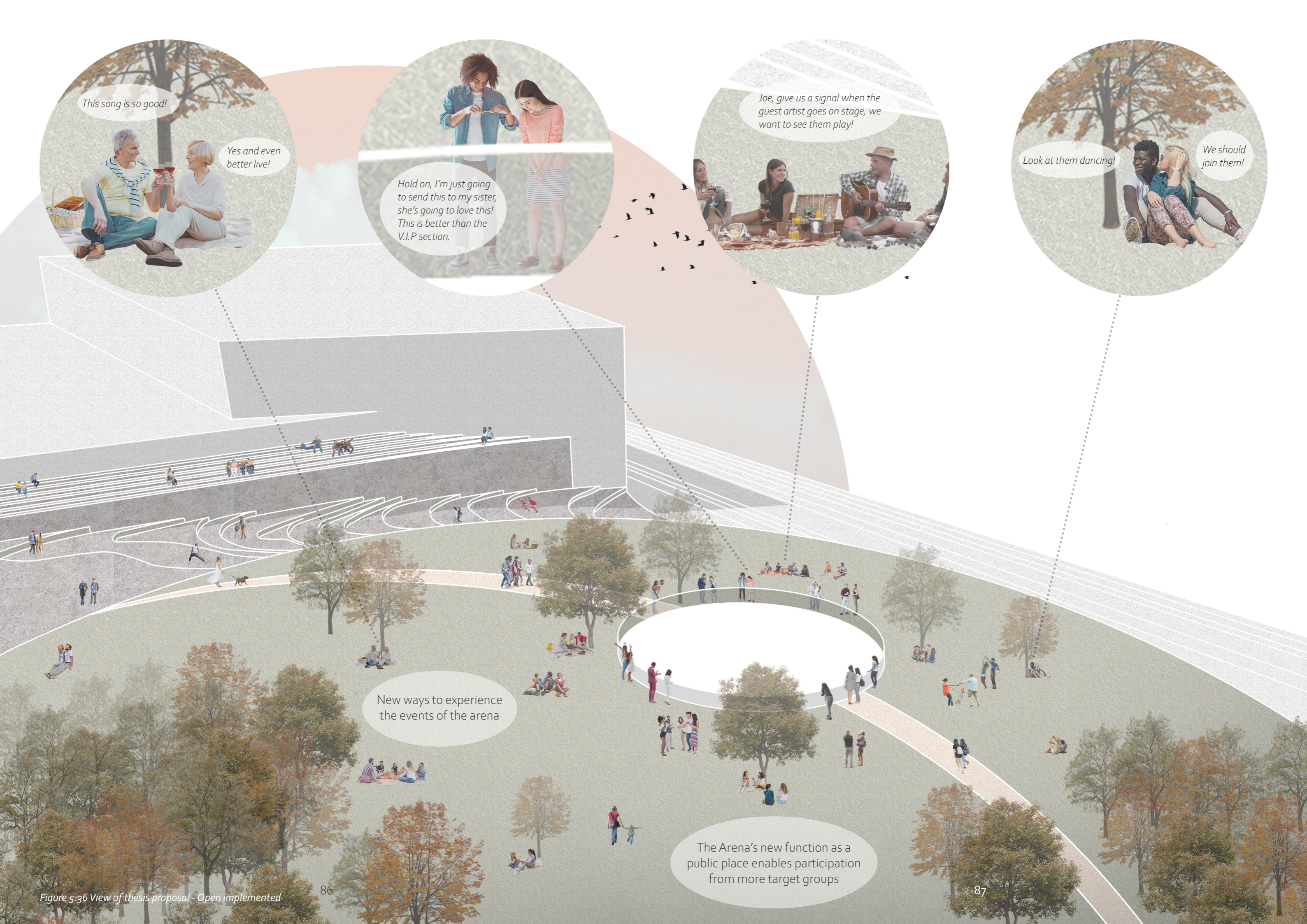
Figure 5.33 Design that breaks down the arena built-in class difference



Figure 5.34 Enable more opportunities for interaction



Figure 5.35 Increase the possibilities for entertaining and enjoyable stays



This song is so good!

Yes and even better live!

Hold on, I'm just going to send this to my sister, she's going to love this! This is better than the V.I.P section.

Joe, give us a signal when the guest artist goes on stage, we want to see them play!

Look at them dancing!

We should join them!

New ways to experience the events of the arena

The Arena's new function as a public place enables participation from more target groups



DETAILS FOR DIVERSITY

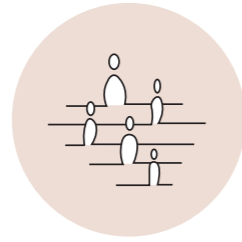


Figure 3.28 Agora's lesson - Details for diversity

MAIN POTENTIALS

- Encourages diversity
- Sense of belonging
- Understanding of each other

Stoa's floating transition zone between private and public encouraged visitors to involve their personal opinion but also gave them the opportunity to consider the event at a distance (Sennett, 2016, p.2). This gave visitors a democratic and inclusive right to be a part of the community.

MAIN CHALLENGES

- Strong barriers

The new proposal completely lacks a transition zone between private and public, from an arena aspect between the "stage" and the audience where people can choose to participate or abstain. Difficult to use this approach in the contemporary arenas.

DESIGN CHANGES

- Blur barriers

Through design, blur the hard line between stage and audience and create transition zones that strengthens the connection between people on the "stage" and people in the stands.

MAIN GOALS

- Offer residents the choice to determine the degree of their participation
- Increase the feeling of belonging
- Increase social exchange and understanding for each other

Create a gray area where people on stage and people in the stands can connect and integrate with each other. Through this, increase understanding of each other and encouraging exchange.



Figure 5.37 Opportunity to express oneself



Figure 5.38 Opportunity to participate in an event



Figure 5.39 Opportunity to participate at a distance



Figure 5.40 Opportunity for social exchange

Do you want to play son?

No, I'm taking it easy today and just observe the games



Nice dribble sir!



Should we ask if they need more players?

Yeah sure!

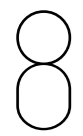


I'll join after this round



Valhallagatan

Available gray zone that makes it possible to participate in events directly or in distance



CONCLUSIONS & REFLECTION

Reflects on the work and discusses possible ways to continue the research process

CONCLUSION

Gothenburg's new arena proposal has strong reasons and many stakeholders who support it. The proposal is relevant, but a closer look at purpose reveals shortcomings. There is a lot of talk about benefiting the city's residents without actually knowing the city's residents. Applying Agora's strategies to the proposal could increase understanding for building an arena dedicated for the city's residents and open discussions about the new arena's intentions.

The toolbox developed for this thesis is based on Open-CityProject's toolkit Design for Diversity, which in a fairly concrete way presents how to design public spaces that encourage interaction, integration and a sense of belonging. How people react to these strategies is, however, a more complex issue and ensuring the effect of the toolbox is a challenge. Although scientific theories can strengthen the credibility of the toolbox, there are still proposals for strategies where the implementations must be designed according to individual projects, which indicates that there are no obvious and concrete answers to these challenges. The aim was to create arenas and meeting places that invite all the city's residents and ensure that the arena's contribution to social development has a greater effect.

The arena can be a powerful tool for creating community and increasing the sense of belonging, but to have the full effect, the arena must meet everyone's needs. To do this, you must also have a deeper understanding of the local context and the city's social challenges, which is a very complex task. The toolbox lays a solid foundation and opens up for discussion, but solving social challenges and creating equal conditions for all the city's residents is a tough task.

The research question: How can access to the contemporary arenas be made possible for more people through design? Is answered by focusing on the principles of WELCOME and SAFE ACCESS.

During the analysis of Gothenburg's new arena proposal and the Agora, I quickly saw the shortcomings in the arena construction and how they can be improved. However, it is more complicated to just implement these improvements and believe that the exclusive aspects of the arena will be resolved.

Although this thesis has disregarded the economic issues, it is difficult not to include these aspects in conclusions. The lack of economy is so permeated in the arena construction and in order for them to be able to keep the arenas and the positivity they actually contribute, there must most likely always be some form of commercial use. This indicates that certain target groups will always be excluded and unfortunately it is probably the target groups that have the most need for the arena's community and social benefits. However, it should be ensured that the use of the arena increases and more efforts are made on how the arena can invite more target groups.

My suggestion was to lower the commercial arenas and expand the use by creating a public use on top of them. But my choice of design can also be seen as "burying the problems" as these arenas remain commercial or privatized. This can also be a strong symbol of non-democracy as an unfair access to the city's resources still remains. One with a higher income has a greater right to experiences and community than one with a lower income. An issue that should be discussed further as this plays an important role in the problems surrounding arenas.

REFLECTION

The original idea of the thesis was in a fairly concrete way present design solutions that strongly answer a research question. But during the research, I understood that the arena did not work as concretely as I thought. The emerging fact the arena had such a great social impact and what a powerful tool it could be forced my process into different directions many times. Instead of focusing on the arena itself, I'm ending up focusing on everything around. In hindsight, I have learned not to stick to an idea and hypothesis too quickly and to dare to think the exact opposite.

I wish I could include the residents' perspectives and especially the arena users more to create a more context-specific thesis. However, I would have liked to get their perspective by observing and analyzing their use of arenas without interviewing as I believe these elements had generated more than concrete questions and answers. However, observations of arena use were not possible due to the current pandemic. I also wanted to involve perspectives from the architects behind Gothenburg's new arena proposal to create more understanding of the proposal. But this as well was not conducted as the request I sent did not get a response.

I will somehow continue the discussion that this thesis has started with hopefully more people involved. Many new arenas have been built in Sweden in recent years, intended for sports and entertainment events, and additional arenas are planned. I think it is important to ask who they are building for and that people are aware that no "inclusive" arenas are being built. As mentioned many times, arena advocates claim that arenas work for the city's residents and social development, but I find more and more reasons that indicate the opposite. Arenas have probably never been accessible to everyone and have never been built for everyone. The clear aesthetic character of the arenas is not the best way for the arena to meet the social challenges that the arena can actually do.

CONTRIBUTIONS TO RESEARCH

The thesis has contributed to the research area by comparing the ancient Athens' Agora with Gothenburg's new arena proposals in a concrete way. Two different proposals with the same purpose. The thesis deals with important socially developing issues concerning the Swedish arena construction that are relevant now and will be relevant in the future. The focus has been on questioning contemporary arenas motives, highlighting issues and open up for innovative solutions and long-term changes.

REFLECTIONS ON MY ROLE

Architects can not solve social challenges. Nor can we wait for social challenges to resolve themselves. As an architect, we have a responsibility to use our expertise to design spaces that contribute to social development as the spaces have a directly decisive hand.

During tight project times, it is easy as an architecture student to fall back on the norm and not challenge it. Although this thesis really made me think and work in a completely different way, I am still in the norm box from time to time. It is a lesson I want to take with me into working life when project after project continues. To always take a step back and see if you are really making the best of this project and that the full potential has been achieved. Or are you back in the norm box that is so easy to crawl into. Dare to take detours to create projects that mean.

LIST OF REFERENCES

- Aronsson, C. & Ivarsson, P. (2014) *Dyrt för kommuner när idrottsarenor går back*.
<http://sverigesradio.se/sida/artikel.aspx?programid=83&artikel=5821956>
- Boverket (2021) Tillgänglighet.
<https://www.boverket.se/sv/PBL-kunskapsbanken/regler-om-byggande/boverkets-byggregler/tillganglighet/>
- Biscaia, R., Correia, A. & Ribeiro, T. (2020) *The social impact of the 2016 Rio Olympic Games: comparison of residents' pre- and post-event perceptions*
- Bye, R., Jonsson, G., Löfstrand, P., Skoglund, W., Sletterod, N.A & Thorsen, H.W (2010) *Idrottsanläggningars betydelse i lokalsamhället - bortom det idrottsliga. Delrapport I*
- Camp II, J.McK. (2015) *The Athenian Agora : Site guide, Fifth edition*.
- Camp II, J.McK. (2016) *A Life at the Athenian Agora*
<https://vimeo.com/166798518>
- Chesterton, A. (2018) *When done right, new stadium development can transform neighborhoods*.
<https://www.rossetti.com/about/news/posts/when-done-right-new-stadium-development-can-transform-neighborhoods>
- Elvung, J. & Öksüz, B. (2016) *Den svenska arenaboomen*.
- Engstedt, A. (2014) *Arenabygget, ris eller ros? – en hedonisk prisstudie av kommuninvånarnas värdering av den nya arenan*.
- Engstrand, E. (2019) *Arenakrasch - Glädjekalkyler som tynger ner kommunernas ekonomi*.
- Faskunger, J. (2007) *Den byggda miljöns påverkan på fysisk aktivitet - En kunskapssammanställning för regeringsuppdraget "Byggd miljö och fysisk aktivitet"*.
- Folkhälsomyndigheten (2020) *Covid-19 och psykisk hälsa*.
<https://www.folkhalsomyndigheten.se/livsvillkor-levnadsvanor/psykisk-halsa-och-suicidprevention/psykisk-halsa/covid-19-och-psykisk-halsa/>
- Franzén, M., Hertting, N., & Thörn, C. (2016) *Stad till salu: entreprenörsurbanismen och det offentliga rummets värde*.
- Frölunda Indians (2016) *Rätt om biljettpriser*.
<https://www.frolundaindians.com/artikel/xk51ainrw-24601/ratt-om-biljettpriser>
- Gamla Göteborg (2019) *Burgårdsparken*
<http://gamlagoteborg.se/2019/08/19/burgardsparken/>

LIST OF REFERENCES

- Got Event AB (2020) Återrapport av Got Event AB:s uppdrag - finansiella risker kopplat till arenorna
- Got Event (2021) *Scandinaviums arenaplan*.
<https://gotevent.se/media/3159/scandinaviu-arenaoversikt.jpg>
- Gothenburg Municipal Board (2019) *Yrkande om arbetssätt och initial finansiering för projekt "Stadsutveckling Valhallagatan/ evenemangsområdet"*
<https://goteborg.se/wps/portal/start/byggande--lantmaterioch-planarbete/kommunens-planarbete/plan--och-byggprojekt?uri=gbglnk%3Agbg.page.bb7386fd-1152-47cb-9da4-do6bd7780a77&stadsutveckling=-09D1A5A8453F964AC125808A0041E372>
- Jacobs, J. (1961) *Death and Life of Great American Cities*.
- Johansson, F. & Söderström, E. (2020) *Det sociala behovet under Covid-19 pandemin - En kvalitativ studie om den sociala distanseringens påverkan på universitetsstudenters psykiska hälsa och sociala kontakter*
- Kostrzewska, M. (2017) *Activating Public Space: How to Promote Physical Activity in Urban Environment*.
- Martin-McAuliffe, S.L. (2017) *Encounters with Socrates: architecture, dialogue, and gesture in the Athenian Agora*
- Molin, P. (2018) *Göteborgs arbete för jämlikhet och social hållbarhet*.
- Omberg, M. (2014) *Fysisk aktivitet och dess påverkan på välmående och livskvalitet*.
- OpenCity projects (n.d.) *Design for diversity toolkit*
- Plats för Göteborg (2020)
<https://platsforgoteborg.se>
- Riksidrottsförbundet (2019) *Idrotten Vill*.
- Sennett, R. (2016) *Concentrating minds: how the Greeks designed spaces for public debate*.
- Teng, L. (2012) *Human scale development*
- Ticketmaster. *Biljetter till Scandinavium*.
<https://www.ticketmaster.se/venue/scandinaviu-goteborg-biljetter/sca/411>

LIST OF IMAGES

Images and figures absent from this list were produced by the author

Figure 2.1 W.B. Dinsmoor, Jr. (1980) *The Athenian Agora in A.D. 150*.
Retrieved from: <http://agora.ascsa.net/id/agora/image/2008.20.0096>

Figure 2.2 Plats för Göteborg (2021) *Bird's-eye view of the new arena proposal in Gothenburg*.
Retrieved from: http://platsforgoteborg.se.hemsida.eu/wp-content/uploads/170523_Lansering-arkitektpresentation.pdf

Figure 3.11 W.B. Dinsmoor, Jr. (1971) *Perspective drawing of the northwest corner of the Agora, looking northwest, in the last quarter of the 5th century B.C.*
Retrieved from: <http://agora.ascsa.net/id/agora/image/2002.01.2120?q=references%3A%22Agora%3ADrawing%3ADA%202106%22&t=&v=icons&sort=rating%20desc%2C%20sort%20asc&s=1>

Figure 3.12 W.B. Dinsmoor, Jr. (1981) *Restored perspective of the west end of the Stoa Poikile (the Painted Stoa) as it would have appeared in about 400 B.C.*
Retrieved from: <http://agora.ascsa.net/id/agora/image/2008.20.0086?q=references%3A%22Agora%3AMonument%3AStoa%20Poikile%22&t=&v=icons&sort=rating%20desc%2C%20sort%20asc&s=3>

Figure 3.15 Camp, John (2016) *Agora and Acropolis*.
Retrieved from: <https://vimeo.com/166798518>

Figure 3.16 J. Floyd Yewell (1997) *Stoa of Attalos. Perspective of the interior. Restored section*.
Retrieved from: <http://agora.ascsa.net/id/agora/image/1997.08.0215?q=floyd&t=&v=icons&sort=&s=6>

Figure 3.19 Athenian Agora 2nd century A.D. (1982) Retrieved from: <http://agora.ascsa.net/id/agora/drawing/da%203855?q=2nd&t=&v=icons&sort=&s=2>

Figure 3.20 Stoa of Attalos (2012)
Retrieved from: <http://agora.ascsa.net/id/agora/image/2012.75.1669?q=stoa&t=image&v=icons&sort=&s=6>

Figure 4.1 Plats för Göteborg (2021) *Event area - accessibility*.
Retrieved from: <https://platsforgoteborg.se/forslaget/>

Figure 4.2 Plats för Göteborg (2021) *Area square*.
Retrieved from: http://platsforgoteborg.se.hemsida.eu/wp-content/uploads/170523_Lansering-arkitektpresentation.pdf

Figure 4.3 Plats för Göteborg (2021) *New proposal. Section*.
Retrieved from: http://platsforgoteborg.se.hemsida.eu/wp-content/uploads/170523_Lansering-arkitektpresentation.pdf

Figure 4.4 Plats för Göteborg (2021) *New arena area and its functions*.
Retrieved from: <https://platsforgoteborg.se/forslaget/ny-arena/>