

The University of Prishtina campus lies in the heart of Prishtina and is one of the most frequently visited areas in the city. Its public space serves as the main communication point between the parts of the city. The National Library has a dominant, central position on the campus. The campus comprises quite a large area, and consists of the majority of faculties of the University of Prishtina and related buildings. Even though the area is planned according to the city's urban structure, this public space still is not utilized to its full potential. The goal of our workshop was to discover what issues everyday users experience in the area and how we can fix them.

The tripartite analysis consisted of familiarizing with the area through urban plans and maps of the area, field work and interviews with users of the space. During field work we tracked movement through the area, intensity of the people in different parts of the park, important landmarks and green areas. We paid attention to informal "intelligent" paths, benches, lighting, trash bins or, more specifically, the lack of those elements. We presented the analysis in form of layered maps that we sketched. The second part of the analysis was interviewing various actors in the area. Even though the buildings in the area can be considered contested sites (recently the unfinished Orthodox Church on the campus gains more attention than the questionable aesthetics of the National Library), the interviews showed that people wanted to connect with the area and other users of the space. People noted that lack of benches, trash bins and lightening disables social behavior in the area.

According to the analysis we made, the problem was clear. The National Library divided the campus area in two halves. The southern part, which consists of the park and several resting areas, is used as a recreational area, respectively as a sociable environment. The northern part, however, is solely used for - mostly pedestrian - traffic from one part

of campus and the city to the other. This creates a "void" in the area without any designated space means for recreation, socializing and fun. However, three abandoned paved circles were discovered in the northern part, proving the initial effort from the municipality to transform the area was already made but never fully realized. We chose to finish the work that the municipality left unfinished. With a small spatial intervention we wanted to steal a couple of minutes of time from the commuters. We wanted to raise curiosity, break the everyday rhythm and invite the users to experience the place in a new, different and fun way.

The building material we were given were thick rectangular wooden poles, 4 and 2 meters tall, and rope. Because we wanted to translate the needs of the users directly into the construction, we decided to build not one, but a couple of elements. We started with the small chairs, which resemble the typical Kosovan "shkama". Next important element was the "Woodstock Bench". Woodstock Bench is a hexagonal shaped bench, which has different levels and offers an intimate circle to socialize in an open public space. Moreover, smaller prototypes of urban furniture were built to evoke different reactions from the users. These elements were the swings, a rather fancy trash bin, a floating flower basket, and an "orange-holder" net. The majority of the work was done on site which raised curiosity from the by-passers. The spontaneous interactions resulted in unplanned working actions with the team. The feedback from the everyday users was highly positive even before our work was finished and several people adopted the structures in the first day already.

Our work proves that only little effort is needed to transform the 'space' of the campus area into a 'place'. Simple, robust and eco-friendly urban furniture has the potential to improve Prishtina University campus, especially if its conceptualization and construction will continue to engage the people that use the area every day.

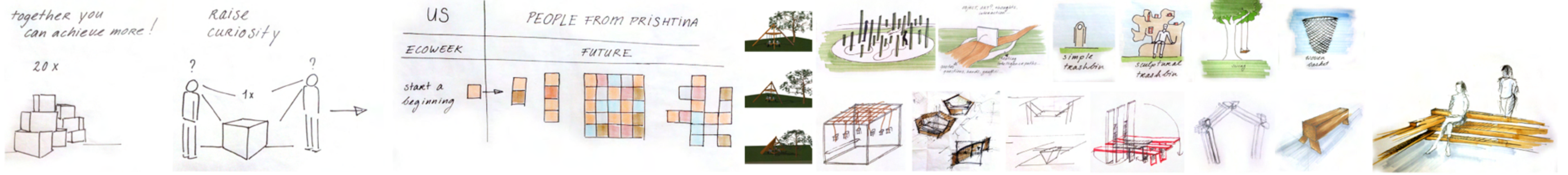
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MENTAL MAPPING



BRAINSTORMING



EXPERIMENTING



CLEANING



INTERACTING



PLAYING



CONSTRUCTING



CELEBRATING



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