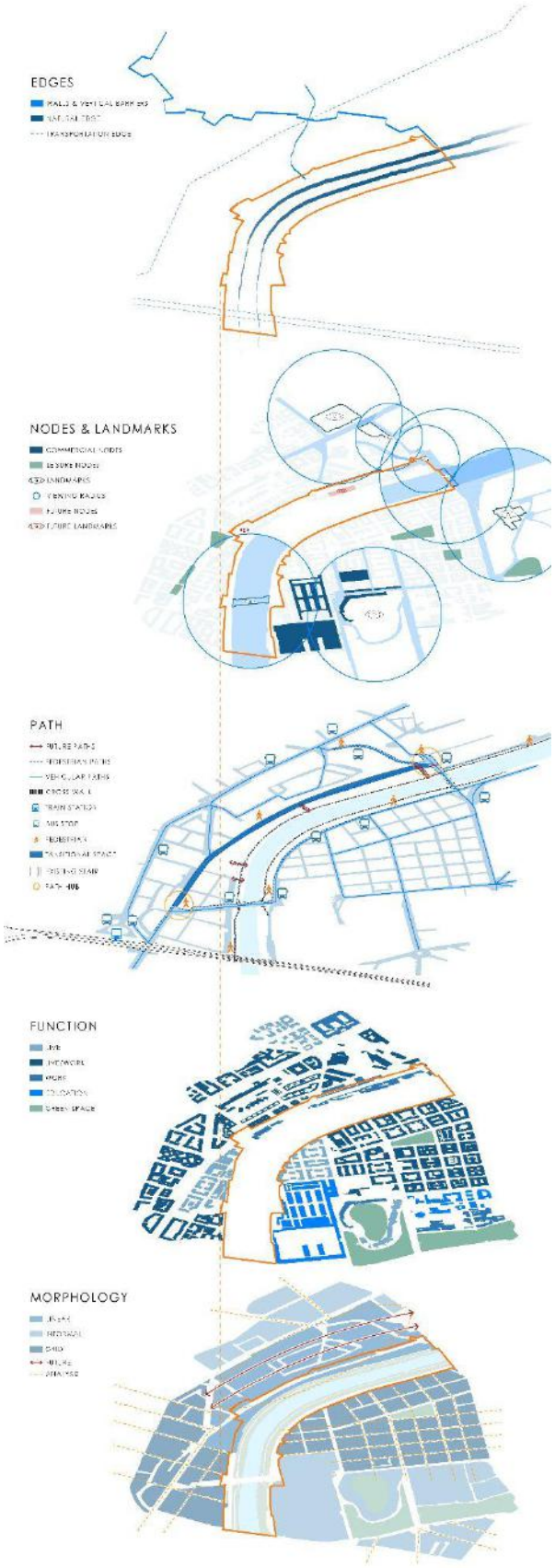
Rome, Italy

Tevere River - Porta Portese

DISCOVERY FOREST

Emma Petersen, Nathan Crofts, Vinny Gemmiti,
Sarah Halldorson



Kevin Lynch Analysis

We analyzed our site and surrounding context through Kevin Lynch's 5 elements: Path, Edges, Distructs, Nodes, and Landmarks.

On Site Analysis

We went to hotspots in and around the Porta Portese site to see what activities people were doing during different times and different days of the week.

Testaccio Market

During different days the space completely changes from an open calm street to packed streets with people and stalls. The market is a huge defining identity for this area and is very expansive throughout the site.

Material Analysis

This is a collage of materials in and around our site creating some colors, materials, and the idea of overgrowth. As some of the buildings in and around the site have been taken back by nature.

Palimpsest Collage

This is a photo collage of the view looking across the Tiber to Porta Portese. It shows how on a city scale the buildings tapers down to the river

Master Plan Big Ideas

Dense Nature

Continue the feeling of being in a forest while being surrounded by a dense city.

Small Scale

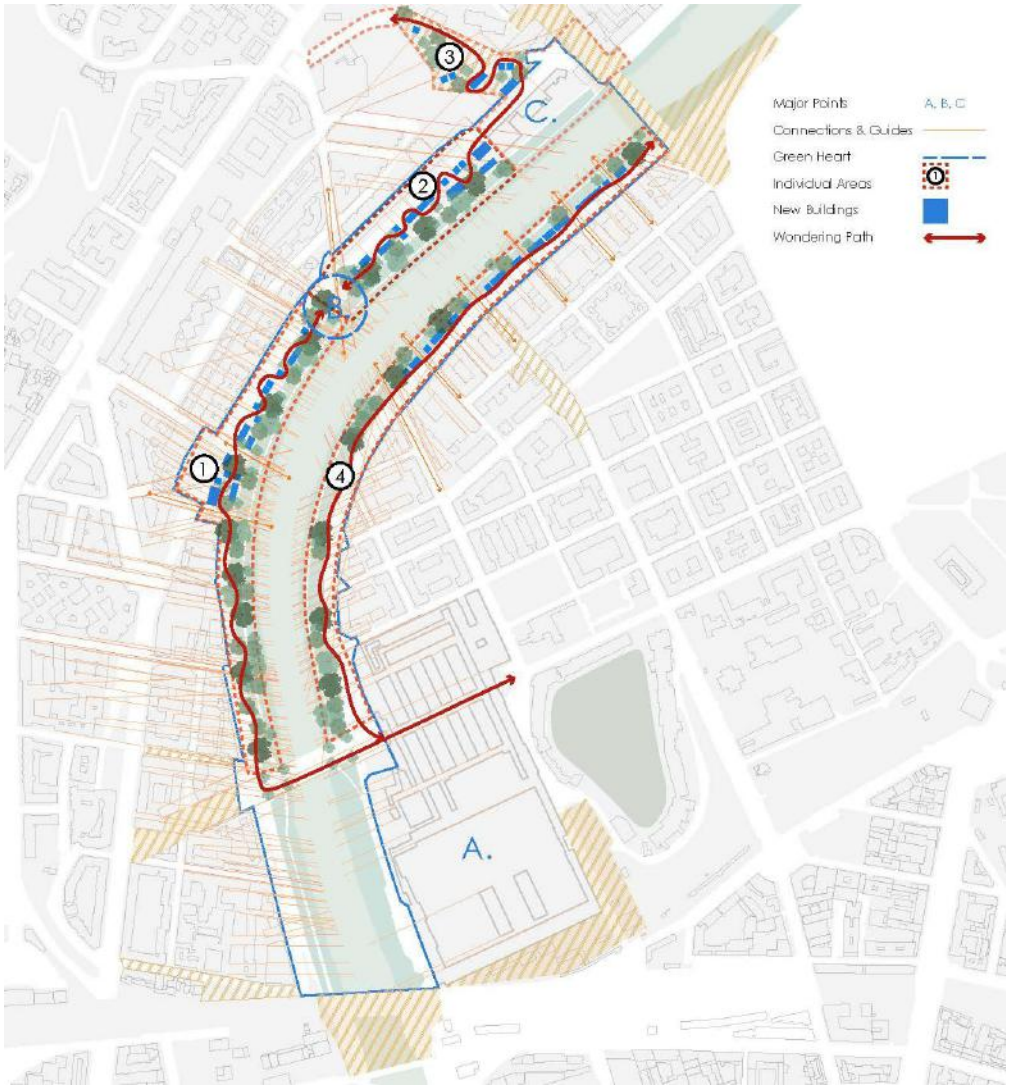
Keep each building small and flexible for multiple functions (similar to existing typology)

Education

Create adaptable spaces to educate people on culture, history, art, etc.

Connection

Highlight connection to site, local schools and universities with buffer zones of nature



10 Principles of Sustainability

1. **Complete Neighborhoods**

   Mixed use neighborhoods that cater to all the population living in and around the area

2. **People-centered streets and low-carbon mobility**

   Create ample paths for walking and biking and implement electric trams/busses where needed

3. Smart and connected places

   Create 15 - 10 - 5 minute cities with all amenities a stone's throw away at any given point

4. A place for everyone

   An all inclusive safe place for anybody and everybody

5. Clean construction

   Minimal waste wherever possible, eco material and clean material transportation if possible

6. Green energy and buildings

   Clean buildings that not only implement green technology but efficient techniques

7. **Circular resources**

   Self sustaining cycle with in house systems in place with minimal non renewable resources

8. **Green spaces, urban nature, and climate resilience**

   Sturdy ecosystem of noninvasive plants and greenery that thrive in the climate its planted in

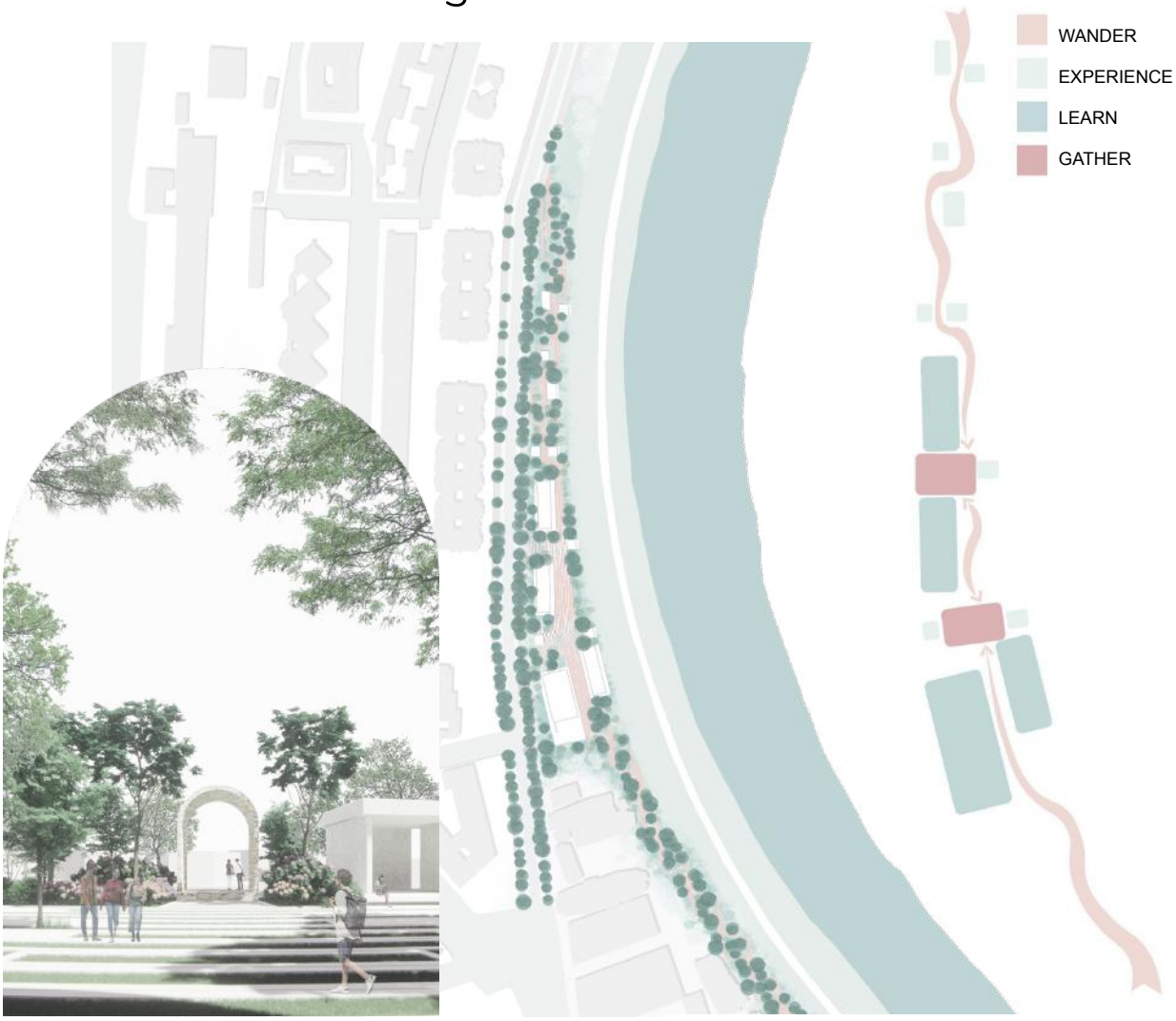
9. Sustainable living

   Reduce environmental impact, and use of noninvasive renewable circular resources

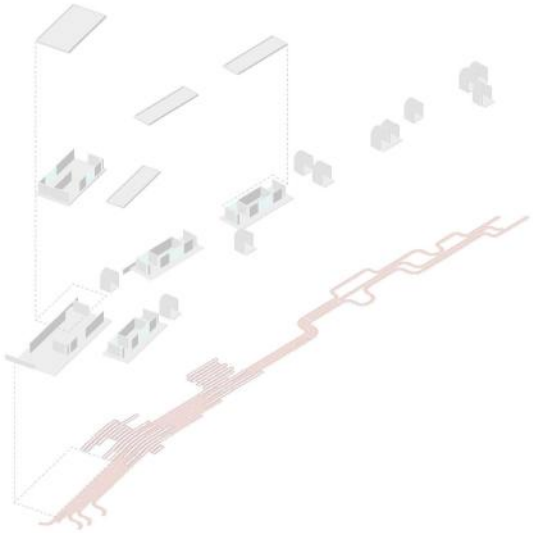
10. Green economy

    Economy that takes into account all the environmental impacts good or bad

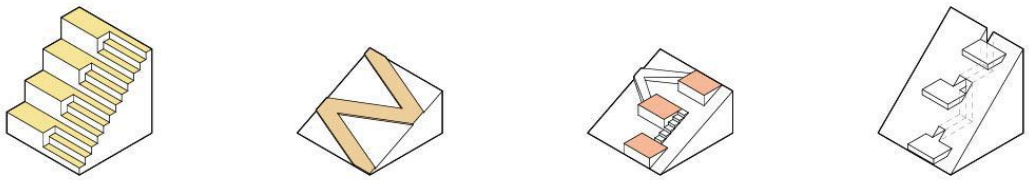
Area 1: The Learning Park



This project creates a transition space for students from Roma 3 into the educational space known as the Discovery Forest. There are open pavilions, and classrooms, and gathering spaces that can be used by the students and market goers on Sunday. Nature is an integral part of this project as it helps create a safe environment in which people can gather outdoors.

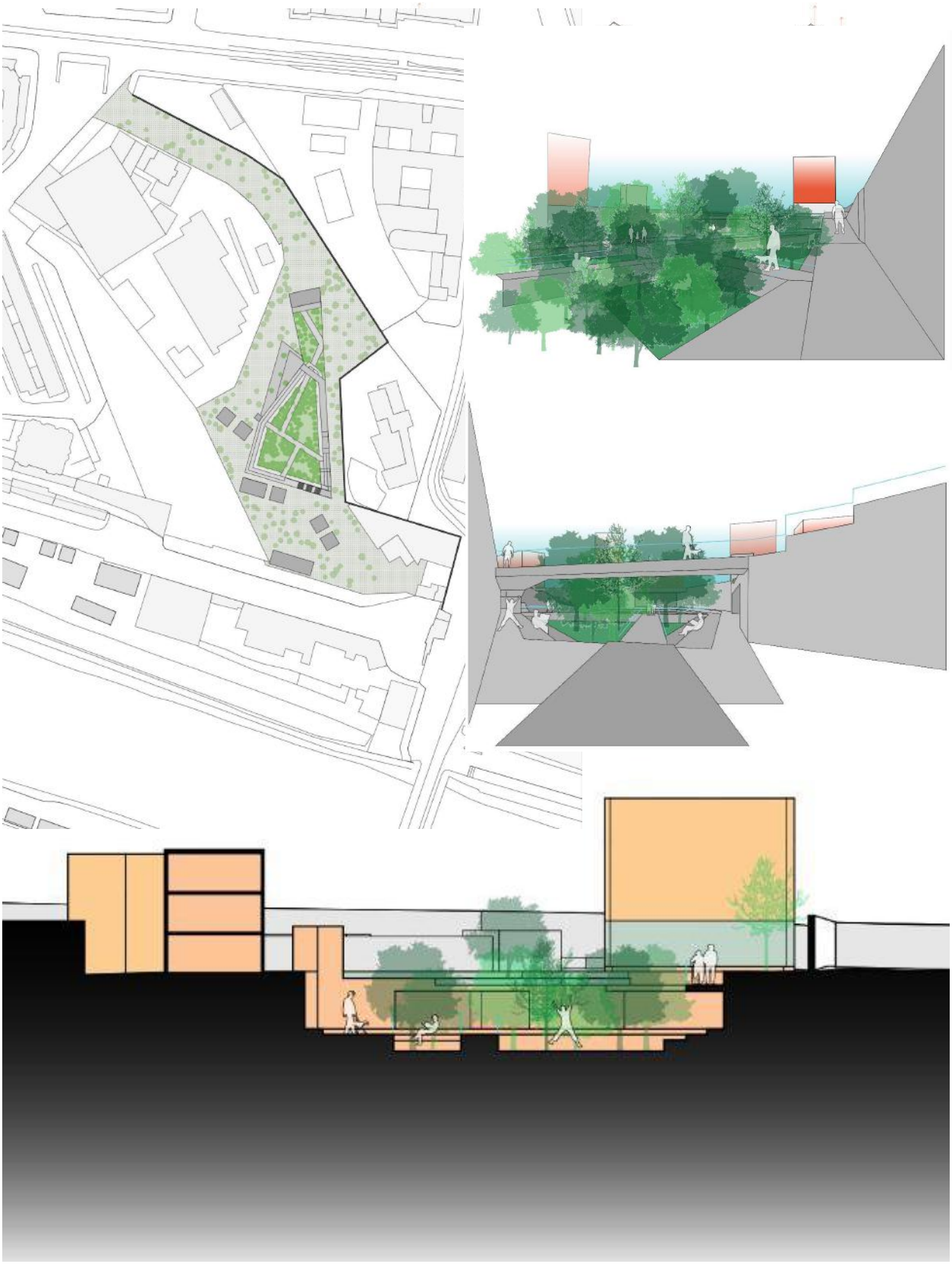


Area 2: Educational Steps

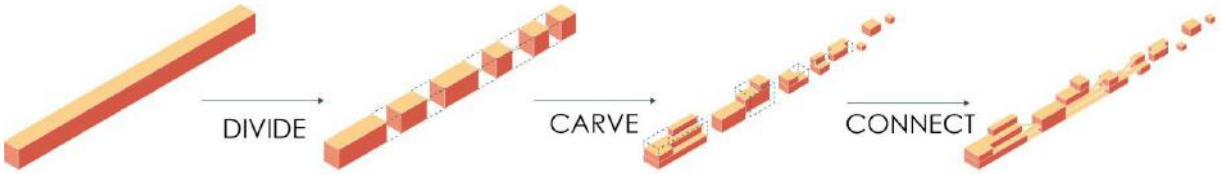


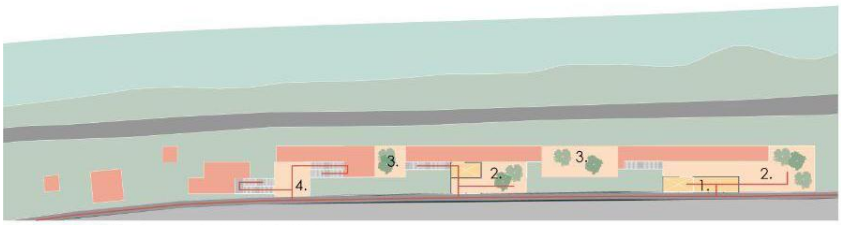
This project aims to redesign the slope from the bike path near the Tiber to Via Portuense. This aims to level out the slope making it more occupiable and to increase greenspace of the forest without worrying about people falling down a steep embankment. There are various amenities, classrooms, and open pavilions for the university to use during the week and for the market to use during the weekend. Nature in this project lets the market breathe and creates space for students and the market to occupy a comfortable and secure space.

Area 3: Piazza della Foresta Sommersa

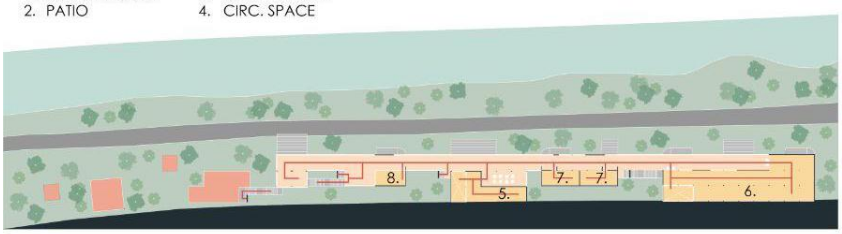


Area 4: Unveiling the Emporium

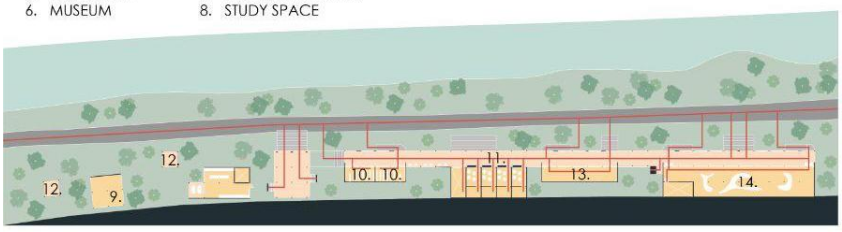




1. MUSEUM LOBBY
2. PATIO
3. ROOF GARDEN
4. CIRC. SPACE



5. RESTAURANT
6. MUSEUM
7. TEMP. APARTMENTS
8. STUDY SPACE



9. GARDEN SHOP
10. LECTURE ROOMS
11. FOOD STALLS
12. PAVILION
13. ARCH. WORK ROOM
14. FLEX. GALLERY

The unveiled emporium aims to pull away the curtain of neglect that has covered the old shipyard ruins since covid and create space for people to come and learn about this important part of Rome's history. There are two main programs: archeology and food with education as their connecting point. The site features a museum, flexible gallery space, two apartments and lecture areas for visiting archeologists and professors to utilize. Further from the ruins there are learning gardens and a teaching kitchen as well as several small food booths to teach about local food culture. This creates a positive food cycle where visitors can learn about food at every stage from growing to cooking to composting. All the programs are reachable both from the street and from the riverside through a series of connection points. Should the area see a record breaking flood, the most important programming at the top of the new buildings will be safe from flooding.

DISCOVERY FOREST MASTER PLAN