





Hochschule Anhalt

Master of Landscape Architecture

Yearbook 2017/18



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# WELCOME NOTE

Dear MLA-Students,

I would like to welcome you all to our beautiful campus in Bernburg. It provides all you need for your upcoming year in Germany: Housing on campus, learning on campus, living on campus, and party time on campus. For the majority, it will be the first stay in Germany. You might notice soon that certain things are different here compared to your home country. Yet we are trying our best to guide you through the first steps of your studies. If you have questions regarding your course, feel free to contact us in the department. It is mainly me, as the director of the MLA program, as well as Mrs. Dr Eckhardt as the Chief Coordinator, who you can approach by email or in person. We are all ears to hear about your wishes and suggestions in order to make your studies most convenient and fruitful.

Have a nice time at our university :)

Prof. Einar Kretzler  
MLA-Director

# INTRODUCTION

**Dear friends of landscape architecture,**

in this third edition of the MLA Yearbook, we would like to present the works of our students starting at Anhalt University in the year 2017. Feel invited to join in. The selected topics and projects presented in this book just show you a small range of all the academic work that we have been carrying out in the MLA course, together with our past and present students. We state our appreciation for every single design plan that has been drafted, developed, drawn and presented by our learners so far. And we are thankful to everyone who was, is and will be involved in our projects - in the steady pursuit of achieving the best outcome possible.

**Dear students,**

probably many things have already happened since you arrived in Bernburg for the start of your Master's studies at Anhalt University. While working on your course projects, you also introduced the staff in the department to rich and wide-ranging backgrounds of cultures and professions. We consider this to have an impact on the town of Bernburg as well as the region of Saxony-Anhalt, but also even further away on Berlin and abroad.

While you were going your own way within an unfamiliar culture, new language, different climate, and as a student among

unknown classmates and teachers, you could prove yourselves to be hard-working and capable of fulfilling teamwork, intercultural and communication skills. Last but not least, your aim to become a highly qualified landscape architect is reached – the same as all members of staff made their efforts to prepare you to their best knowledge. Now you will move on to looking for employment as a landscape architect, who is well-trained in the methods and means to problem-oriented, as well as artistic and creative solutions.

We wish all of you the best of luck for the further stepping stones you may be facing in your career. We would be pleased to stay in touch with you and follow your story. Keep looking for new ideas in the professional world!

*„There is no best solution [...]. Planning is the distribution of afflictions.“ (Jörg Weisshaar in Garten+Landschaft 9/2013, p. 40)*

**Prof. Dr. Nicole Uhrig**





MLA Students, year 2017/ 2018

**MODULES**

**ATELIER URBAN DESIGN**

# ZEPZIGER WEG

Future Vision for a residential area – restructuring Zepziger Weg, Bernburg

Winter Term 2017/ 2018

Prof. Dr. N. Uhrig, M.A. D. Kim

## BACKGROUND

The Project, which aimed at re-designing and restructuring a residential area, was designed as a project in cooperation between the Housing Association Ltd. BWG Bernburg Housing Cooperative WG Bernburg City Administration and the Planning Department Bernburg Hochschule Anhalt, FB1, MLA.

## TASK

The task of the Project was to focus on:

- Dealing with shrinking processes and and demolition of houses
- Recording, evaluating and decision taking on clients' various objectives, visions + constraints
- Development of a concise landscape architectural concept for residential area Zepziger Weg up to design phase
- Key areas/detail areas had to be chosen and worked out
- Linking + connecting adjacent green and open spaces
- Design of entrances and passages
- Reflecting timeline and various future scenarios
- Contributing to aesthetics, sociology, technology, ecology, sustainability, cost-benefit-ratio

## RESULT

The ideas ranged from easy-to-implementation improvements to comprehensive design proposals, which can be considered as the basis for further development. The approaches consisted of ideas and designs that showed acquiring and using of design methodological skills and the ability to handle complex urban spatial structures in concept content and design in different scales. The designs showed sensitivity to the existing elements, qualities and problems of the place with an eye on, economic, social and cultural conditions in urban open space planning. The Students tried to apply sustainable strategies with particular emphasis on usability.

Cooperation:

Housing Association Ltd. BWG Bernburg  
Housing Cooperative WG Bernburg  
City Administration / Planning Department Bernburg

# ANALYSIS SAMPLES





# PROJECT UPCYCLING ECOLOGY

Aqsa Gul, Greg Grant, Quang Nguyen



SEATING EXAMPLE



AMPHITHEATER



POND AND PERGOLA



SECTION A - A



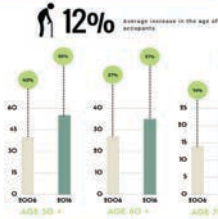
SECTION B - B

# Restructuring Zepziger Weg, Bernburg

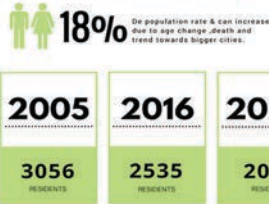
Future Vision for a Residential Area  
UPCYCLING ECOLOGY SUSTAINABLE STRATEGIC DEVELOPMENT 2030

Aeiler Urban Design WS 2017/18 | DESIGN

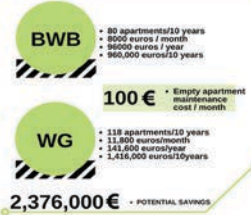
## RESIDENTS AGE CHANGE OVER 10 YRS



## OCCUPANCY CHANGE OVER 10 YRS



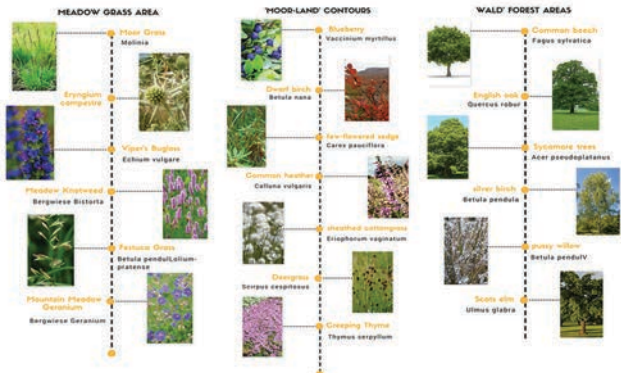
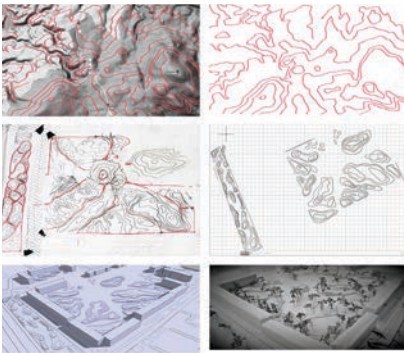
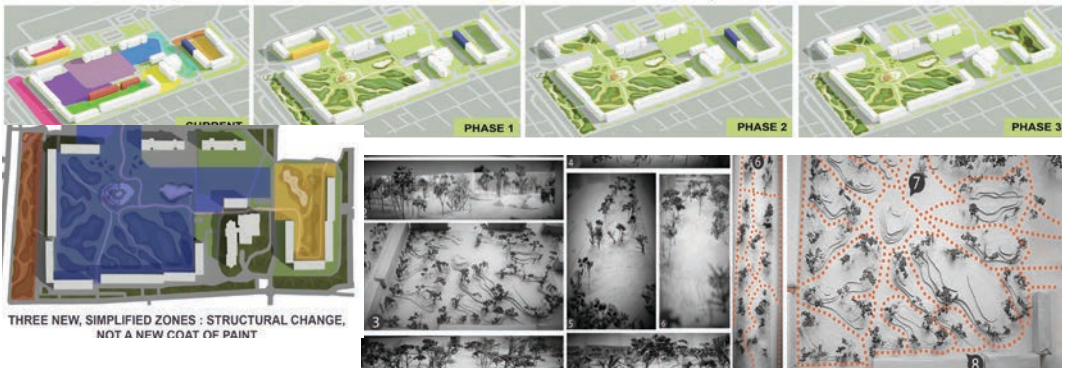
## POTENTIAL SAVINGS OF DEMOLITION



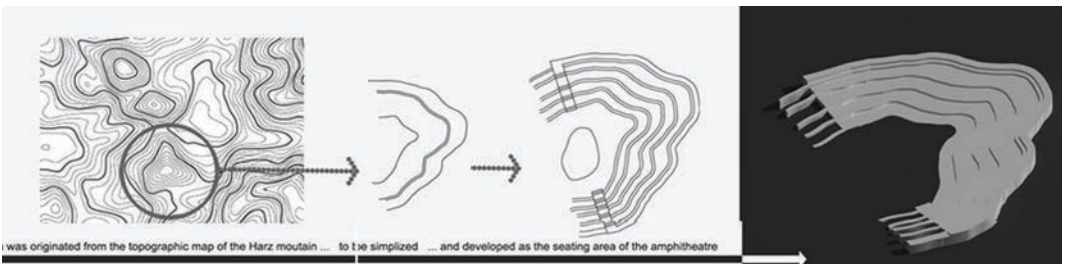
BW / BWG STATISTICS SHOW ZEPZIGER WEG'S POPULATION IS GROWING OLDER AND SHRINKING

## SUSTAINABLE DEVELOPMENT STRATEGY FOR ZEPZIGER WEG TO YEAR 2030

Blocks removed phase 1 Blocks removed phase 2 Blocks removed phase 3

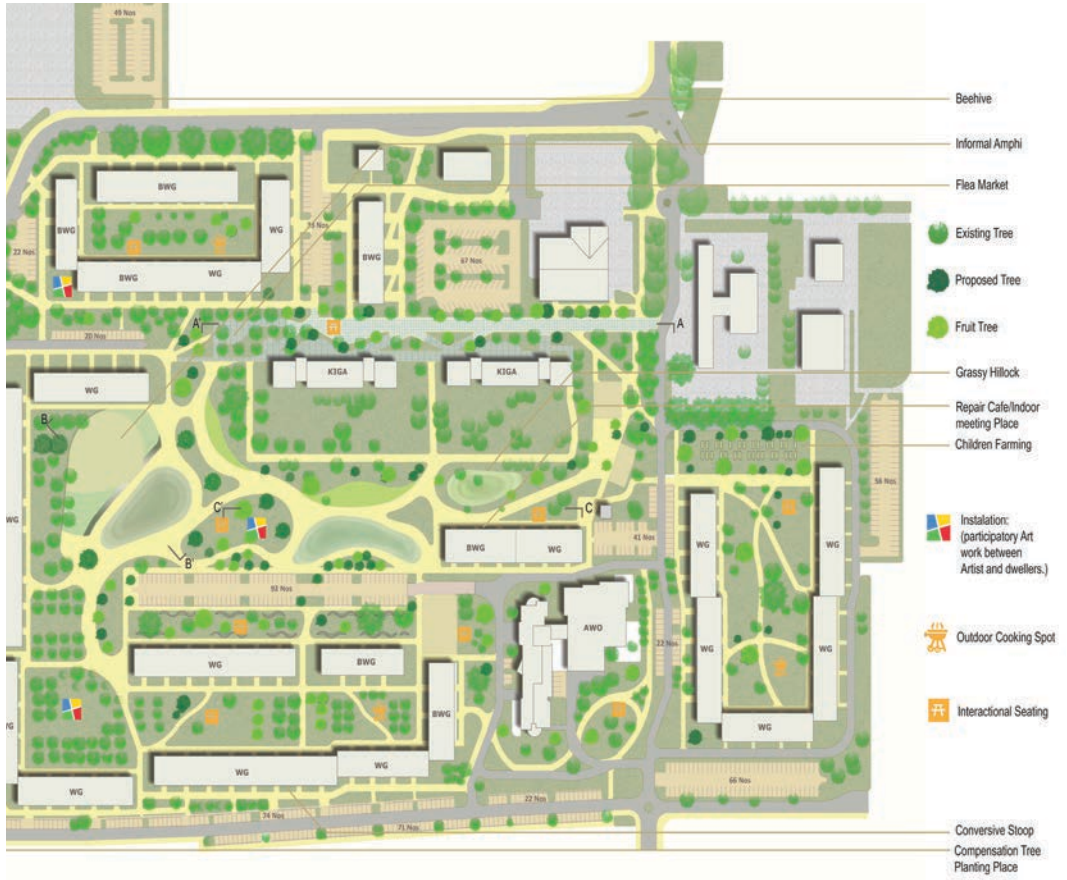


## AMPHITHEATER DESIGN

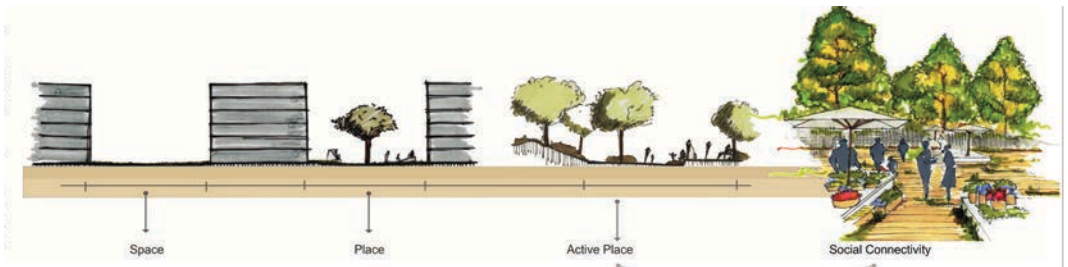


# PROJECT URBAN VILLAGE

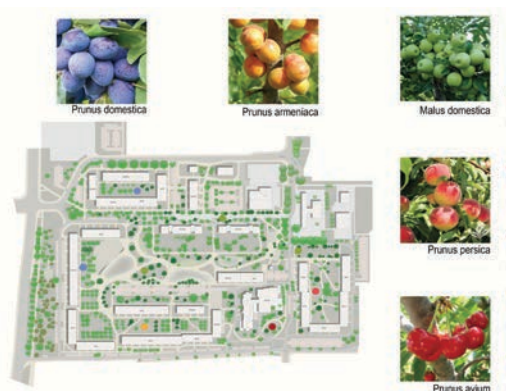
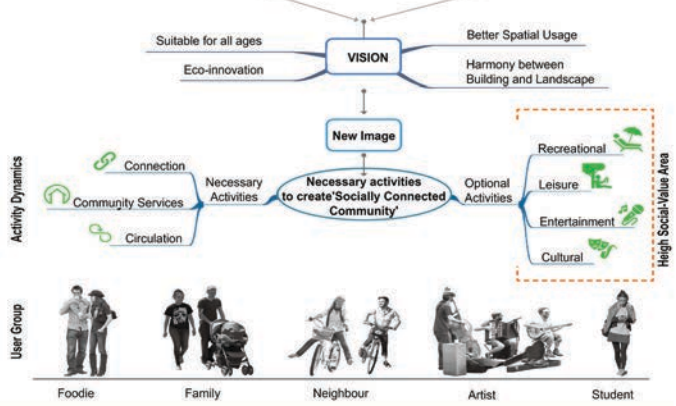
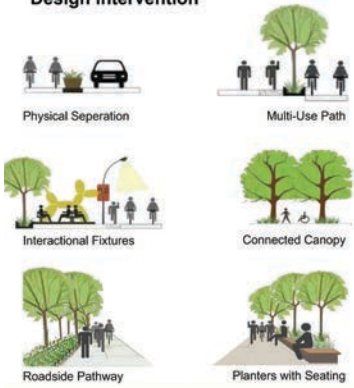
MD Tanwer Burhan, Mehran Rahman Dhruba, Madura Wickremasinghe







**Design Intervention**



**MODULES**

**DESIGN OF URBAN SPACES**

# REGAINING PUBLIC SPACE BALLENSTEDT THE CRADLE OF ANHALT A BRIEF PORTRAIT

Winter Term 2017/ 2018

Prof. Dr. N. Uhrig

## COMPETITION AREA

In 1936 the ensemble was built on the large goat mountain in Ballenstedt by the National Socialists as a prototype, operating as an elite boarding school. 350 pupils were housed until 1945 in Ballenstedt. With the end of 2nd World War the Red Army took over the complex. With the founding of the GDR, the Party SED moved in 1949 and turned the area into a fenced training center for the Party - the National Political Institute "Napola". After 1990, various technical colleges and sports clubs used the building complex, which has been a listed as monumental heritage since the

1990s. The gigantic building complex still is an unloved monument

## TASK

Aim of the competition is the future design of the outdoor facilities within and around the building complex.

The organizer wants to strengthen the attention for the Great Goat Mountain, giving it a positive image and show by a coherent design idea for the open spaces that the city of Ballenstedt wants to take on this special historical legacy and push the development.



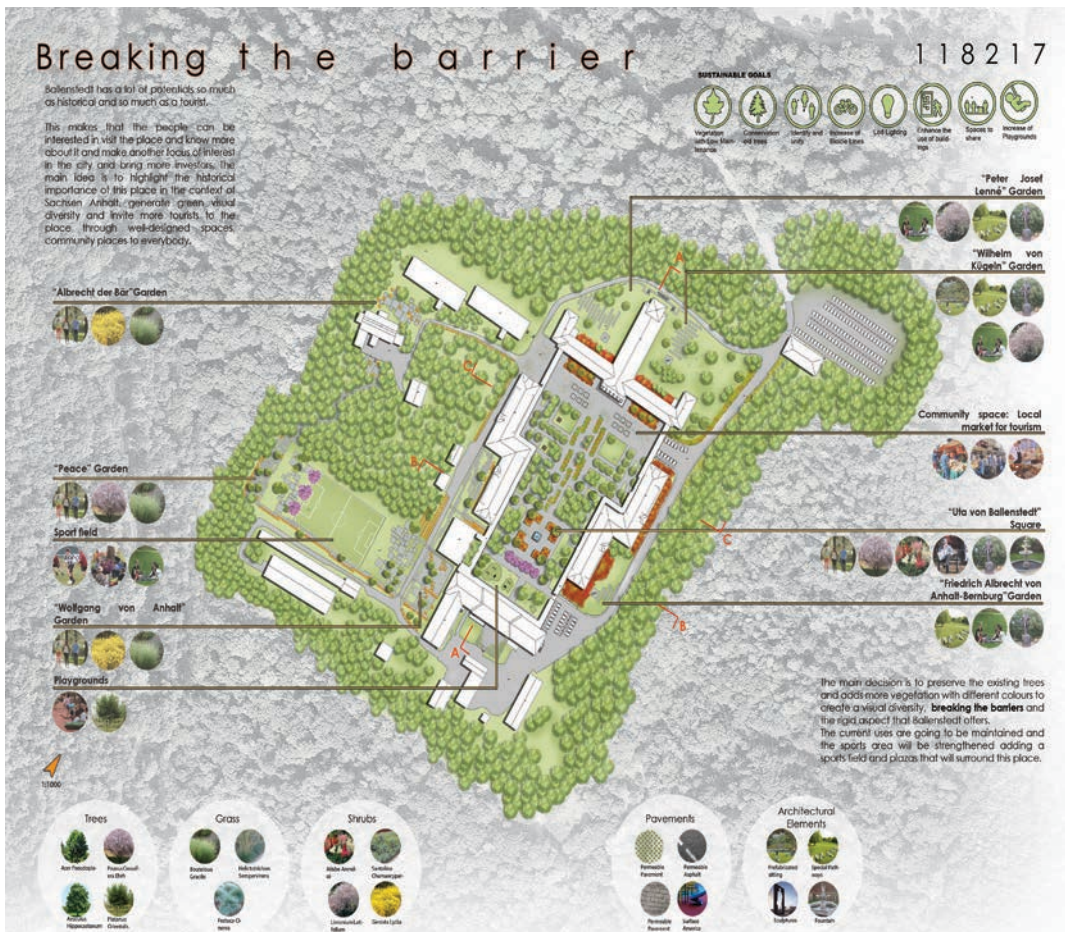
# ENTRY 1

Menna Adam, Ivette Hevia, Jorge Ibarra

The idea is to maintain the current uses and the sports area to be strengthened by adding a sports field and plazas that will surround this space.

The central space in front of the main building will be reinforced creating a local market (with focus in the tourism) in the parallel axis and in the perpendicular, a promenade surrounded by more green areas with grass, lighting, seats and a

central space with a fountain, interesting playgrounds for the children and places to rest. The design of Cloister Building to keep history that already stick to the building. The building material and the space that already exist in Cloister has a good interaction with the nature and the people in Bernburg. So it will be more wise just to strength the elegance of the history in the building with less intervention.



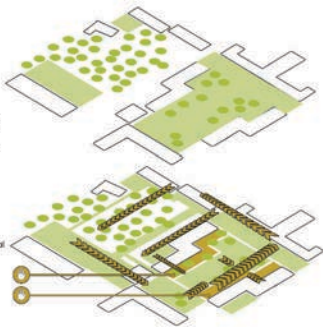
**DESIGN PROPOSAL**

**Current Situation**

-  Disconnection
-  Lack of Playgrounds
-  No community spaces
-  No privacy for residential spaces

**First Step**

-  Connections
-  Privacy for residential buildings





**Second Step**

-  Playgrounds
-  Preserve old trees
-  Community spaces



**Third Step**

-  Visual connections with new vegetations
-  New vegetation
-  Sculpture spaces



**Breaking the barrier**

118217



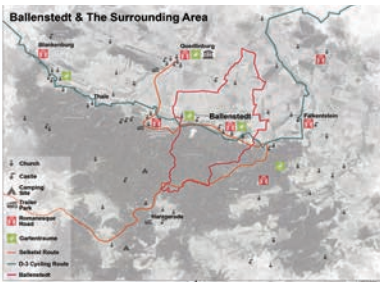
# ENTRY 2

Reyhan Güvenç

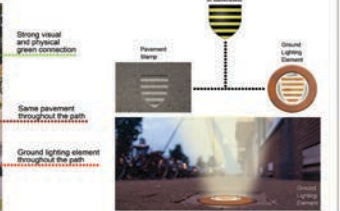
“Symbiosis: History and Contemporary”. As Ballenstedt is built in the northern rim of the Harz mountain range, it is surrounded by beautiful landscapes. The town is a part of important routes such as European Cycling Route – R1, Selketel Nature Route and Garden Dreams - Historic Parks in Saxony-Anhalt which makes it a stop for the travelers and a tourist attraction with the town history itself.

The town can be divided into 3 main parts as the city center, historical area and the

Great Goat Mountain. Since they have different characteristics they attract people for different reasons and it is important to have a connection between these 3 places of interest. For this reason, the “Connection Path” is proposed which will carry the same characteristic throughout the path and give people a sense of direction and place. To create this identity, special lighting elements, a characteristic pavement and a micro version of a greenbelt is proposed.



Connection Proposals

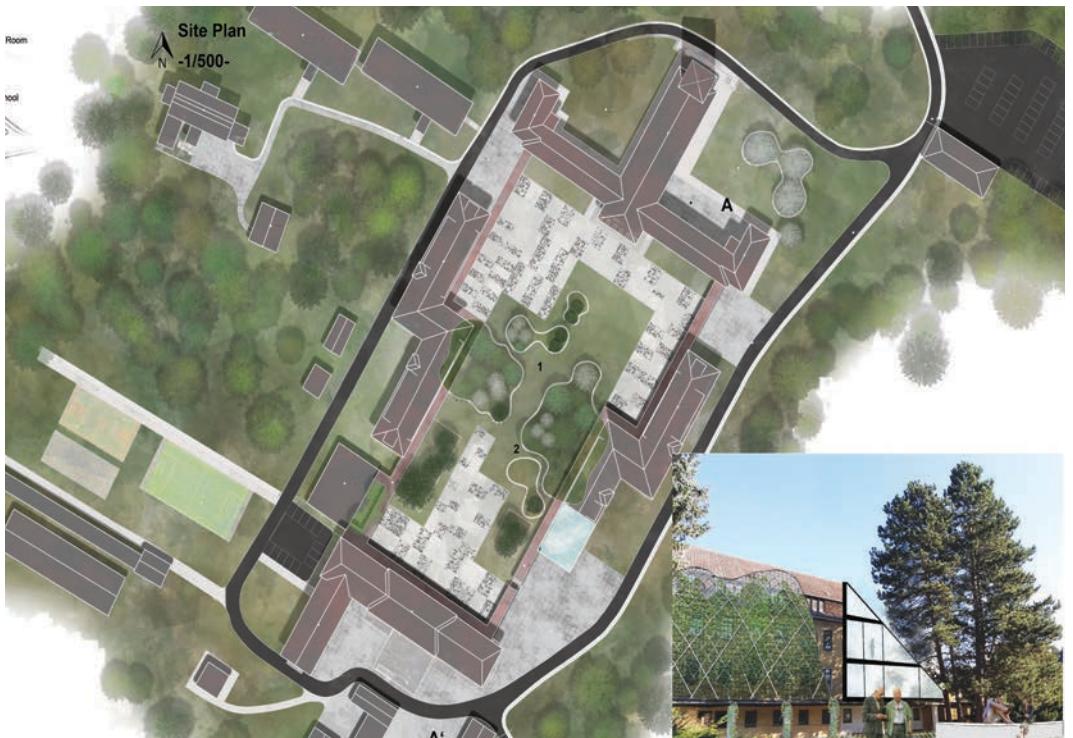
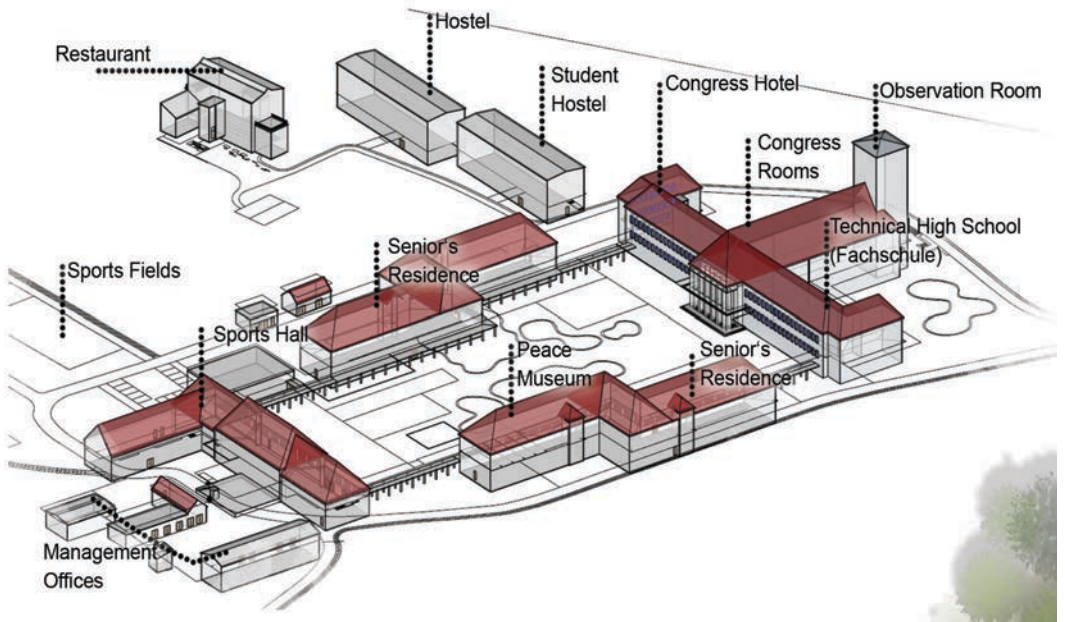


Master Plan

-1/1000-



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# **MODULES**

## **CONTEMPORARY AESTHETICS**



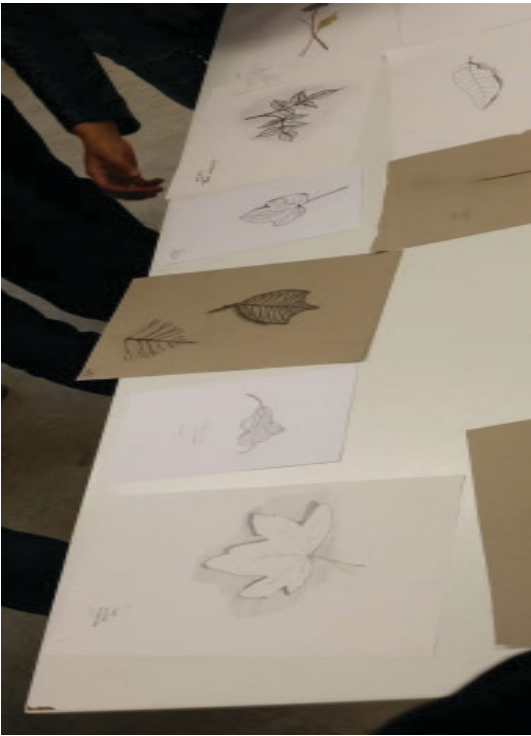
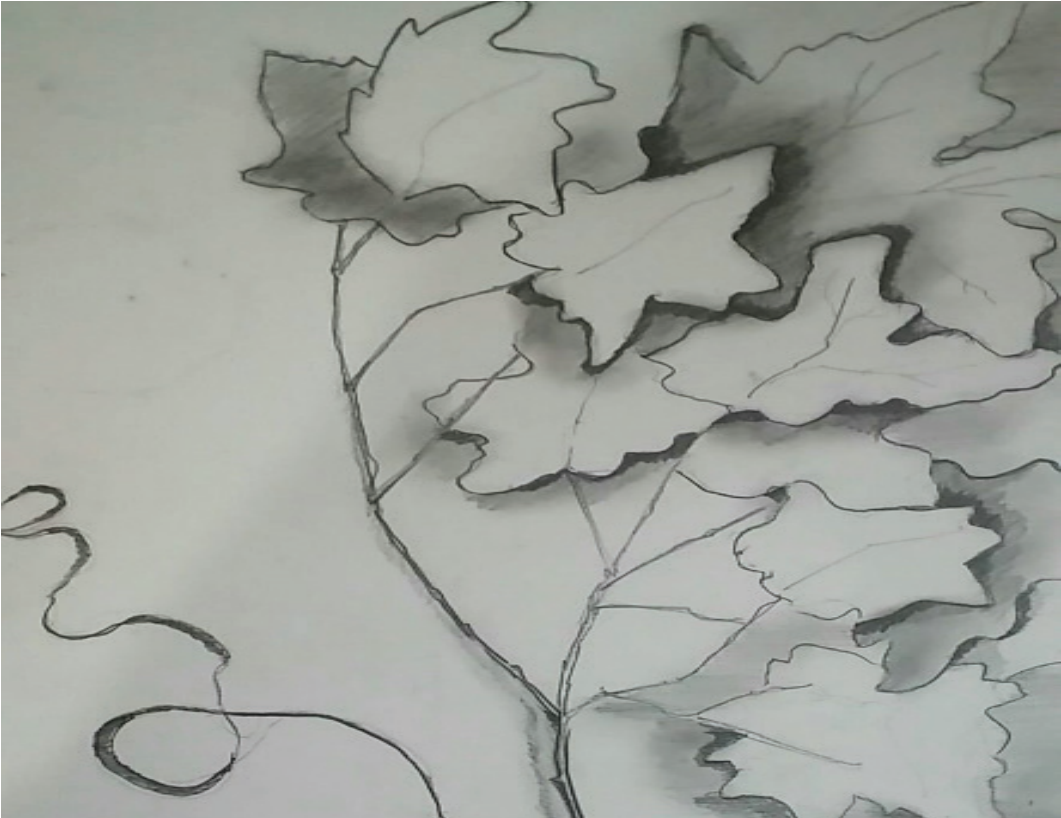
# CONTEMPORARY AESTHETICS SKETCHING

Summer Term 2018

Dipl. Des. M. Tort Nasarre







**MODULES**

**ATELIER LANDSCAPE DESIGN**

# GREEN-LANE-AGRICULTURAL CENTER

Eco System Services Assessment and Landscape Design for "Green-Lane-Agricultural Center", Armenia  
Summer Term 2018

Prof. Dr. N. Uhrig, Prof. Dr. Matthias Pietsch, M.A. D. Kim

## BACKGROUND

The study project's cooperation partner is Green Lane, a nongovernmental organization that became one of the pioneer organizations in Armenia that adapted and put in practice the concepts of participatory approaches to the rural development; community- and farmer-driven research and activities; and the principle of empowering women, poor villagers and other vulnerable groups to take part in the decision-making process. A Green Training Center close to the city of Green Lane Headquarter in Yerevan is a unique model of an organic farm that provides educational and research opportunities to farmers, students and agriculturists.

## THE ISSUES

The following issues have been pre-discussed with the project's client. Further detailing will be required after stakeholders workshop in Armenia:

- Soil Degradation
- Intensification of hazardous natural phenomena due to climate change and due to lack of land owner's management skills for agricultural production and top-soil

protection

- Threatened Biodiversity + natural resources. Since 1985 the number of threatened plant species has increased in the Red List
- Value creation processes for the wide range of plant products (e.g. genetic, medicinal, cosmetic values) not fully developed
- Value creation processes for wild plants and endemic plants not fully developed
- Sustainable tourism concepts not fully developed
- Weaknesses in Headquarter Landscape Design
- Funding problems and low budget solutions required
- Available sources of renewable energy are not yet developed)

## THE TASK

The goal of the project is to develop an overall planning concept that will draft a practicable, profitable and especially sustainable future development by covering the mentioned problematic landscape issues the Armenian client Green Lane is facing. The model of Eco System Services will serve as a linking strategy. It will provide some methodology to unify all problematic issues to one entity. In a parallel

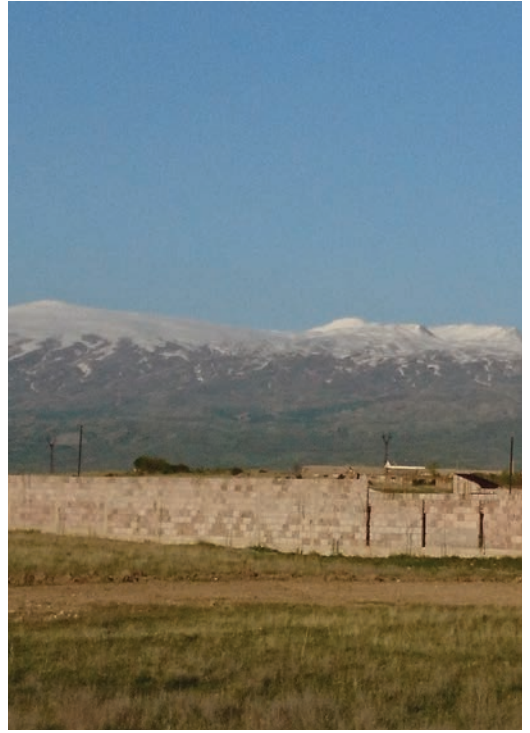
working process interdependencies and synergies shall be detected.

What are Eco System Services? Eco System Services (ESS) are the direct and indirect contributions of ecosystems to human well-being. It can be considered as a concept approach for sustainable land use and landscape planning by defining values. From the wide range of Eco System Services aspects the project will focus on some key aspects without neglecting the influence of related aspects.

Cooperation:

Dr. Nune Sarukhanyan Green Lane NGO,  
Armenia

Prof. Dr. Hovik Sayadyan (Yerevan State  
University)

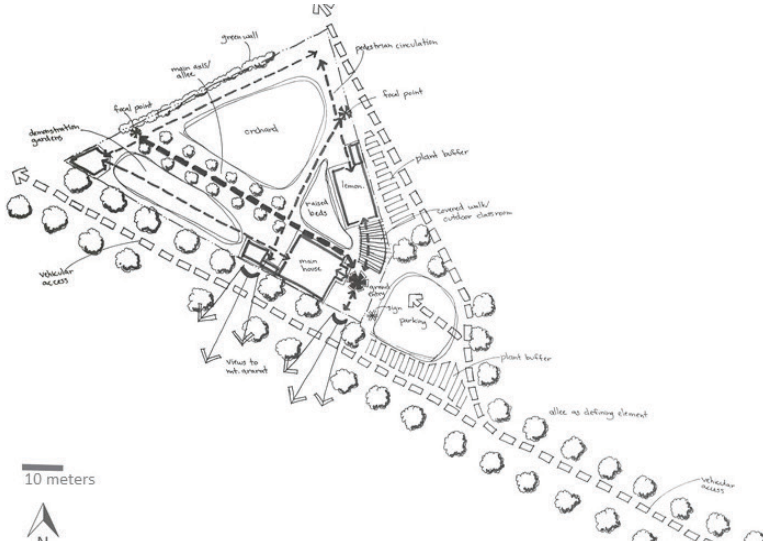


# OUTDOOR CLASSROOM:

## THE HARVEST OF EDUCATION

Soumana Tahirou

Miria Smith







# GREEN LANE INSTITUTE OF MEDICINE

Wing Yan Ho, Reyan  
Asif Ali Riazudeen



## Analysis of Armenia

### Digital elevation model

Analysing the crests and troughs of the topography in Armenia, Green lane center is placed surrounded by the ararat mountaint.



### Land use:

Our site falls under the region of Agricultural zone11 with arable fertile land.



### Precipitation:

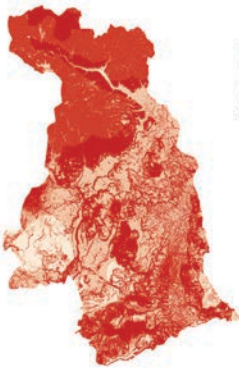
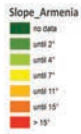
Studying the micro climate, they have an existing rain water management by collecting the rain water from the gutters of the roof why, because our site don't have enough rainfall for 3 months from July-August, so we took it as an impact, to study about the rainfall of Armenia, the x-factor for green lane is 60.





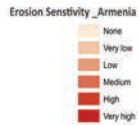
**Slope**

Soil erosion is a serious problem in Armenia, as a result there are severe consequences in Biodiversity, Economic loss, transportation issues, Threat to endemic species and so on.  
The erosion risk of Green lane is **Low**.



**Sensitivity of Soil erosion**

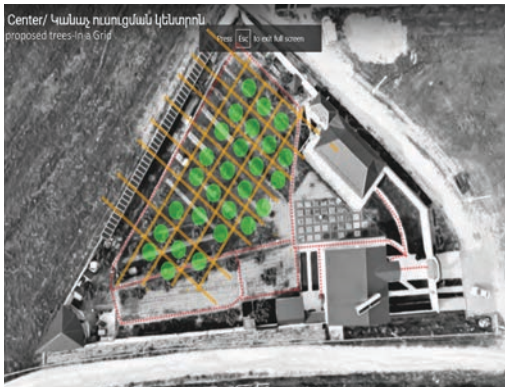
Based on the Erosion risk, with respect to Land use types, we estimated the erosion sensitivity of Green Lane, it falls under the Category **Very Low**



**BIG to SMALL**

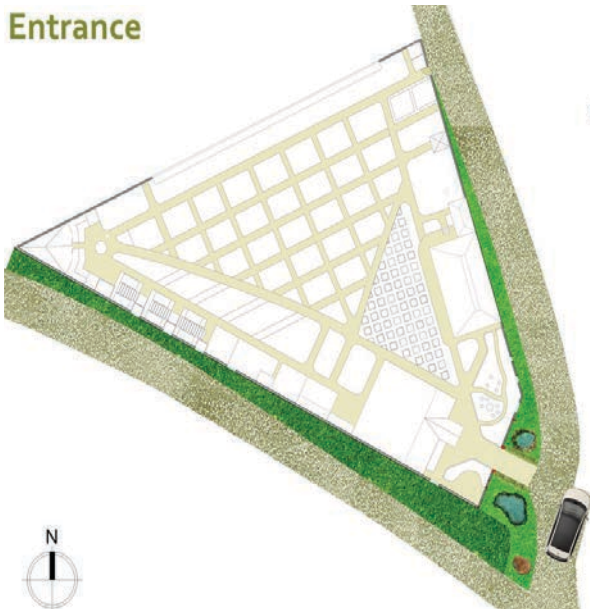
With the aid of GIS, we were able to study at the Macro Level, to a Micor level(site level) analysis, based on the se analysis, It was very helpful to understand the seriousness of Erosion, the risk it possess and the economic loss that the nation faces, this will be a base for the decision makers to think about the measures.

presented by Asif ali Riazudeen (4067273), Wing yan Ho(Reyan)4066554



Wing Yan Ho, Reyan  
Asif Ali Riazudeen

## Entrance



### Legends

- Swale
- Swale
- Stone
- Bamboo





# FARM ESTATE KLOSTER WINNINGEN, ASCHERSLEBEN, SAXONY-ANHALT

Summer Term 2018

Prof. Dr. N. Uhrig, Dipl.-Ing. K. Tourneau, Dipl.-Ing. M. Kuntz

## BACKGROUND

10 years ago, the Strudel family acquired the monastery property in Winningen, as well as several hectares of arable land, in order to professionally cultivate arable land there. The listed estate once belonged to the monastery Michaelstein. The estate also includes a manor house which is currently being renovated and used by the family Strudel as a residential building. A large part of the building stock is already redeveloped and is partly used by agriculture activity. The current residential and commercial building is also located in this area. Another part of the building is still unrenovated or partially refurbished and still not in use. The large open spaces and courtyards are currently used as storage for building material. At the manor house itself a small park with its beautiful old trees shows great potential for development as private garden.

## PROJECT GOALS

The goal of the project is to develop an overall planning concept within and around the building complex of Klostergut Winningen that will draft a practicable, profitable and sustainable future develop-

-ment. A usage concept and relationships with the surrounding landscape shall be worked out and developed. The landscape design proposals will be done over various scales showing a well developed design state. 3 selected key areas will be elaborated more detailed.

Further shall be developed:

\_detailed problem statement based on client's requirements, wishes, constraints, conflicts, etc.

\_Group Analysis topics:

Inventory

Functional Requirements

Heritage Protection

Landscape Scenery Analysis

Touristic&Recreation – Infrastructure

Place Specifics

Topography

Micro Climate

Cooperation:

Landesgut Winningen, Fam.Strudel



# AGRO TOURISM

## PARTICIPATORY LEARNING OF CULTURAL LANDSCAPE

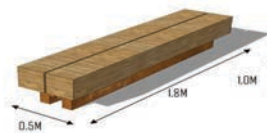
MD Tanwer Burhan  
 Shamiparna Ghatak  
 MD Nakib Sadat Chowdhury  
 Mahejabin Ahsan



### BINDING ELEMENTS

\_TO DEFINE CIRCULATION OF SEMI-PUBLIC AND PUBLIC AREAS

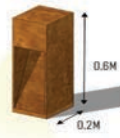
\_TO ACHIEVE HOMOGENEOUS CHARACTERISTICS



BENCH



CROP BOX

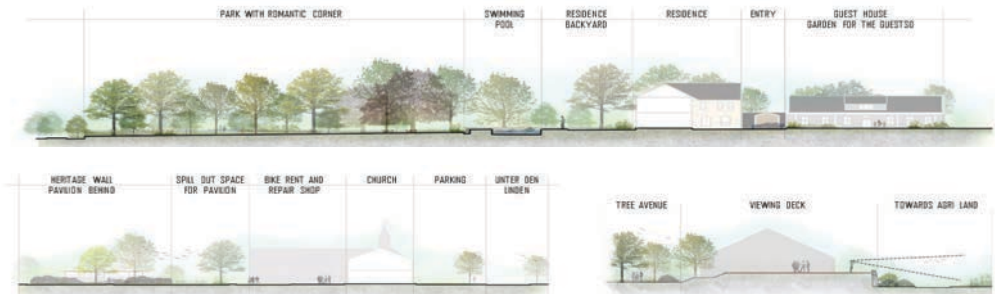


BOLLARD



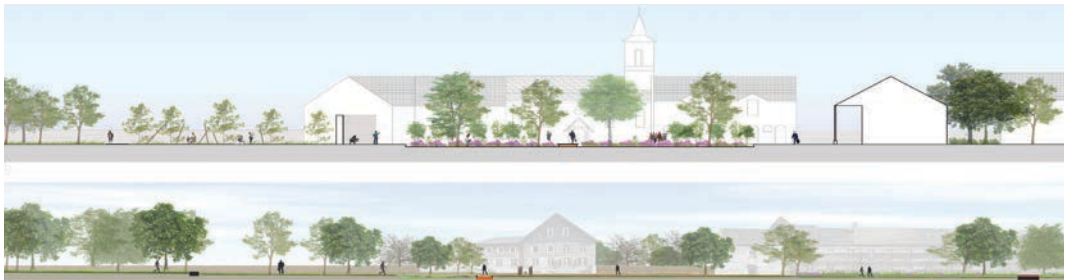
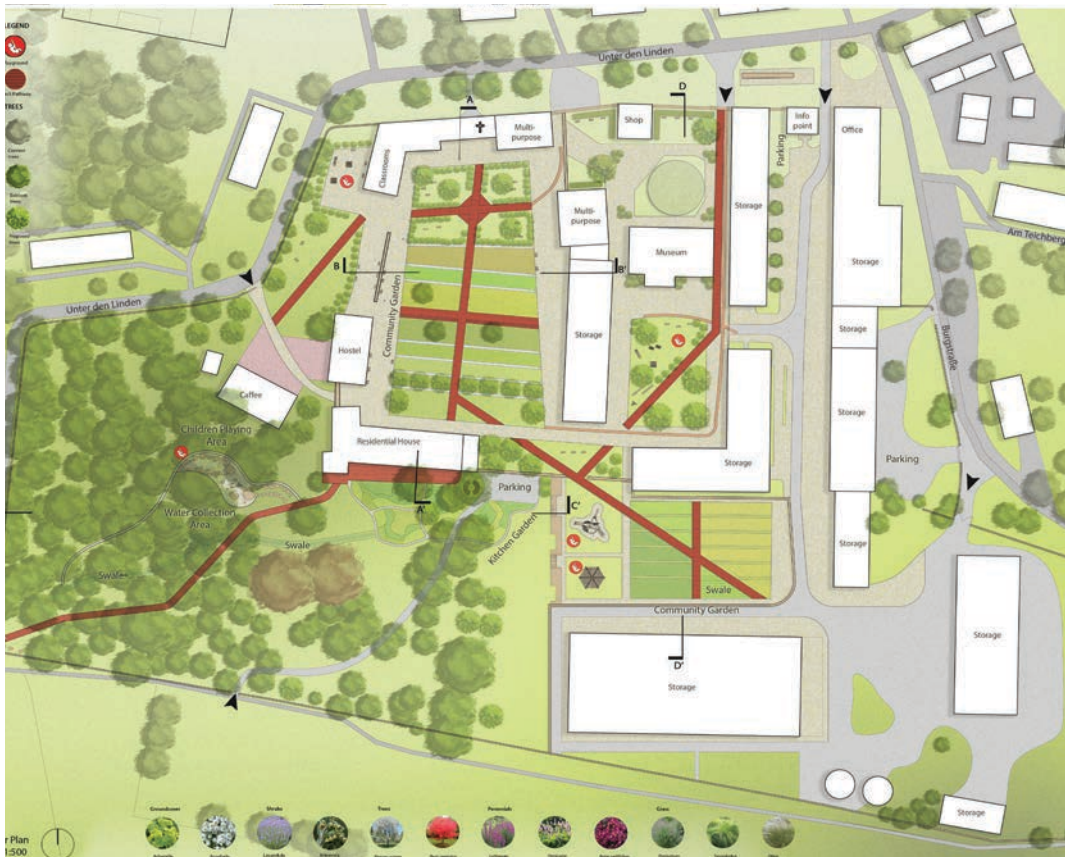
PLANTER BOX





# ADAPTIVE REUSE INSIGHT

Menna Adam  
Marina Arif  
Ivette Hevia  
Jorge Ibarra

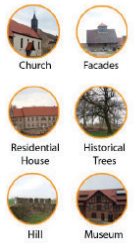




REUSE OF THE BUILDINGS



ELEMENTS



STRATEGY FOR PROTECTION



REUSE OF THE MATERIALS



# **MODULES**

## **ARCHITECTURE AND DESIGN**

# ARCHITECTURE AND DESIGN

## SITE AND MASTER PLANNING

WINTER TERM 2017/2018 PROF. DR. A. KADER

The course will be performed by lectures, exercises and a field trip, consisting of the following parts:

- A - Lecture and discussion about "Theory of Architecture" and "Site Planning"
- B - Exercises of urban designs as a practical application of the material learned during the lectures.
- C - Excursion to Dessau with visits and of the Bauhaus Building, the Bauhaus Master Houses and other relevant buildings from the Bauhaus era as well as examples of contemporary architecture.

With an overall view on design and functionality, both topics are treated with a particular focus on sustainability and energy efficiency. Within the topic "Site and Master Planning", relevant skills, tools and strategies for a sustainable urban design will be lectured and discussed.

After an introduction about the necessity and the challenges of an increased global energy efficient way of thinking, the course will start with the principles and basic components of urban planning. Different working methods, planning techniques and drawing scales will be presented and analyzed. The goal is especially to show how buildings, neighborhoods and even entire cities can be designed with a high integration of ecological aspects. Furthermore the students get an intuition and a feeling for the interrelations between sustainability and building form.

The topic "Theory of Architecture" covers the teaching of relevant theoretical aspects of architecture and design with a special emphasis on sustainable and climate adapted concepts. From the past

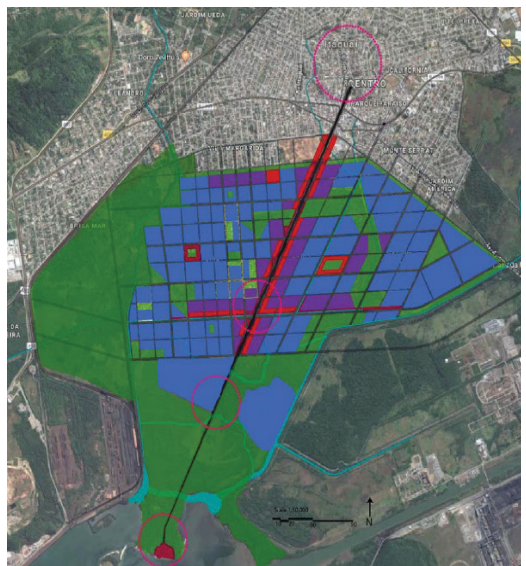
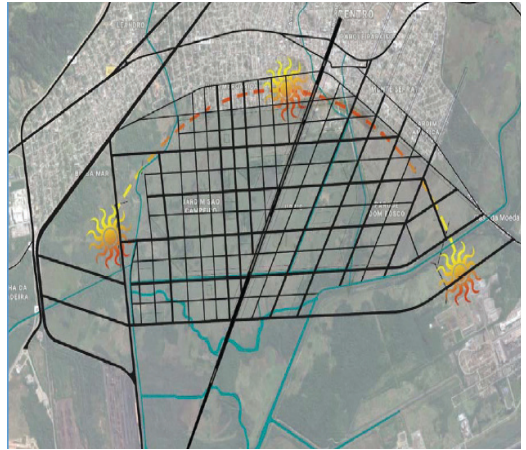
and from today, a broad overview of project examples in various surroundings and climate zones will be investigated. The qualities or failures of different building types and urban structures will be critically evaluated regarding to their aesthetics, functionality and overall energy performance. The aim is to convey important theoretical knowledge and to understand the relations between building and environment.

After the completion of the course, students will be able to apply relevant skills, tools and strategies for a sustainable and energy efficient planning. Furthermore you will increase your knowledge of the current state of architecture and design regarding aesthetical, functional, energetic and climatic factors.

# RIO DE JANEIRO

## A REGENERATIVE APPROACH TO DEVELOP ITAGUAI

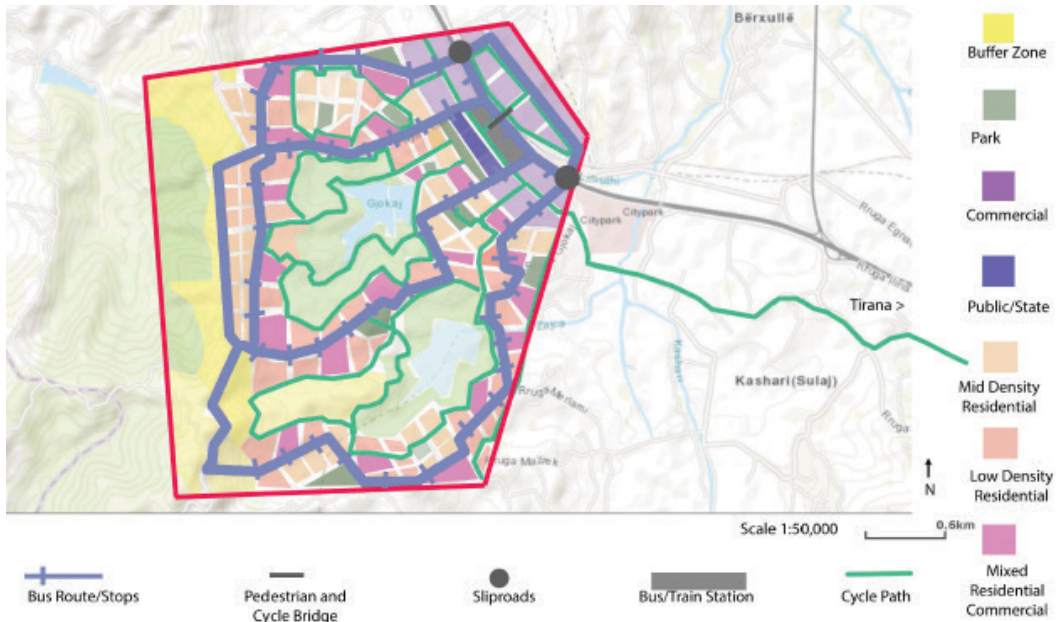
Gitishree Panda



# TIRANA

## SITE AND MASTER PLANNING

Greg Grant



# **EVENTS + EXCURSIONS**

**2017 - 2018**



# THE TRAVELLING EXPO

the traveling expo

GERMANY  
INDONESIA  
USA

TRANSIENT  
**LandArt**  
dialogue with nature

30 JANUARY -  
19 FEBRUARY 2018

HALL OF MUHAMMAD NATSIR BUILDING (FCEP)  
13:00 PAVILLON NEUE MITTE (BERNBURG STRENFELD)

JOINTLY ORGANIZED BY:

 Hochschule  
Anhalt  
Applied Sciences

 UNIVERSITAS  
ISLAM  
INDONESIA

 STATE  
UtahState  
University

# OPENING CEREMONY



# LAND ART DIALOGUE WITH NATURE.

Three universities of 3 different countries and continents have been working on one common exercise that was based on the idea of creating a dialogue with nature: "Find yourself in a meadow, in a forest, on the banks of a river... Sharpen your senses to identify the character of the local landscape. Try to create an installation, a piece of land work that will refer to the essence of the place." Architecture and landscape architecture students were asked to do so

and find their ways of dialogue. In our joint exhibition "Transient Land Art" the works of Universitas Islam Indonesia, Utah State University and Hochschule Anhalt will face each other and will tell stories about various approaches that might reflect different cultural backgrounds as well as the difference of natural aspects, environment and climate influencing the student's works and their choice of material.



## GERMANY

Prof. Dr. Nicole Uhlig, Faculty of Agriculture, Ecotrophology and Landscape Development, Hochschule Anhalt, Bernburg (GER)

### CURTAIN

"Forests are strong representatives of our green environment. The curtain of leaves stands for its ecological values as well as for its strong cultural, poetic worth."

Ivette Hevia Jorge Ibarra Sepidah Namazi Jokandan

### BASKET

"Basket captures the idea of nature as an artificial concept that we place a lot of different values and ideas in. The basket contains all these different concepts."

Dhruva Rahman Greg Grant Tanwer Burhan

### RIVER

"Our 'Land Art' project primarily focused on nature in the form of 'leaves' barbecued on fire was 'human intervention' and there struggle for survival by dragging themselves in quench of water was the 'river'."

Gitshree Panda Osama Dyab Mostafa Hadi Taha Farahat

### WEB OF LIFE

"This land art is developed around a trunk of a dead tree using green mosses as a live material to create a natural living piece of art. The green moss is used to give a new existence to the dead tree by highlighting its root which hosts an expression of a spider web."

Nakib Chowdhury Shamiparna Ghatak Soumana Tahirov

### RESONANCE

"The idea is to collect leaves in variety of size and in varying time of their fall, arranging them with the natural leaves which were found in the pond. As soon as a stone, fish or anything else interacting or touching these leaves, it will create a resonance...or waves."

Asif Ali Riazudeen Mahejabin Ahsan Mannetalah Adam

### PILE

"The pile reflects the attitude of reuse and recycling. Reducing the consumption of energy and raw materials, reducing the amount of waste we produce, reusing products and natural resources like extending the lifecycle of water for example will play a vital role in preserving the earth's natural resources."

Bowen Qiao Wing Yan Ho Yucai Deng

## USA

Prof. Caroline Lavoie, Department of Landscape Architecture and Environmental Planning, Utah State University, Logan (USA)

### SNOW TEMPLE

"We stacked snow on water on rocks and built the reflections of a Japanese form."

Survier Castillo Emma Jones Zach Warner

### BINDING OF TIDE AND STONE

"We were inspired by the changing tides beating on the shore."

Holley Stringham Connor Howard Paige Leven

### STICKS AND STONES

"Our group was inspired by a bridge in logan river, which gave us the idea to create our own version of th bridge."

Patricia Becker Kaitlin Struthers Casey Hoggarth

### CALMING THE CURRENT

"Our inspiration came from the flow of the river and how it interacted with the stone. By adding out rock formation we slowed the current."

Jim Anglesey Victoria Marrott Grace Mickelsen

### SPIRAL BETTY

"We were inspired by the wind flowing through the dormant vegetation."

Hannah Green Natalie Beckstrand Kali Clarke

### PRINT OF HIPS AND PEBBLES

"We aim to bring bold colors into a print and preserve it, if only slightly, with ice, which is a hard thing to come by during this strange winter."

Ana Farb Rachel Gates Allie Parker

### MELTING LEAVES

"Inspired by the natural ice patterns found in the ground surrounding us. The natural beauty of the mountains drew us towards using them as a background for our installation"

Rob Lozanoff Jaynie Wilkinson Kosta Sergatis

### THE LIFE OF STONES

"We were inspired by the coexistence of trees on a rocky landscape, so we created a tree made of stones to show the life in a harsh landscape."

Lindsay Lyod Travis Lindberg Helen Lea

### BLOWING THROUGH BOUNDARIES

"Inspired by the snow and peoples interactions with it, and if that would continue if we created a barrier."

Maddy Grant Conner Ross Kicker Nilsen

### THE BRIDGE OF DESTRUCTION

"We were inspired by the nearby dam and wanted to use the surrounding materials to represent it."

Foster Cook Matt Snow Nick Linkey

## INDONESIA

ST. MA. Barito Adi Buldan, Department of Architecture, Universitas Islam Indonesia, Yogyakarta (IDN)

### KOLOMONGGO BAMBOO SHELTER

"With standing straight lightweight frames patterned with distorted hexagonal, it expected to form an unique space inside."

Khamsa Febril H Lithi Yoga H Hilal Adji Indah Fatma Marisa Fadhlila Lethifa Chusana	Yusril Muzakki Belinda Chairunnissa Hanief Himawan Dano Bala M. Yama Noor Shanty
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### SEMI CIRCLE TENT

"With standing straight lightweight frames patterned with distorted hexagonal, it expected to form an unique space inside."

Ismul Randa Iqym Yus Fauziah Biqizillah Khuld Nurul Rizqi A Baiq Nita Jilanaura Abiyya M. Irfan D H Ashabul Kahfi	Dwi Karina M. Naufal A Nandana Ega Irena Suryandari M. Faras Faqih Noor Niza Mayori
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### RHYTHM OF THE SHIP

"Rhythm of The Ship express the rhythm atmosphere from the ship's screen."

Ahsan Dharma Putra Alfaaruz Allaisy Erlangga O. P. Adianto Cahyo N. Fajul Fadi Adrian Fajar M. Agung Saputra H. U. Chairunnisa Yusriliya	Agung Wibowo Nanda Triashbana Anis Abidah T. Andrew A. A. T. Berlian Inda P. Sintha Dewi Puspa H. M. Simansyah A.
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### TRIANGLE RHYTHM

"The concept of this design inspired by wavy form of a swimmid big whale."

Ahmad Farid M. Ahmad Faaza Z. Fernan C. S. Jodi Satria W. Kinanti Syafira Lathifah Nur F. M. Faiz Aniq W. Nadria Sabalia	Pandega Sastra S. Sharifina Utami W. Silmi Chairan Andi Stella Berlina Violeta Ayunda Mega Yusuf Cahya Wibawa Zahra Dinar C. S. Zakiyya Rona Ariba
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### PEEPING TOM

"Designed as a modular composition, "Peeping Tom" was meant as a selfie shelter for people passing by the sidewalk."

Rasyid Dewangga B. P. Rafli Fachriza Z. Rezandi Zaki R. M. Anhaf M. Abraham Risyyed A. Abdul Razzak	Rohadatul Aisy S. Shafina Utami W. Amsialh Ayu W. Cut Thifal Nadya T. Salma Yonni M. Nela Dwiyantri
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### THE DOORN

"The Doorn is an installation inspired by durian's skin, a famous fruit which come from the area."

Azzahra Mutiara F. Rifqy Rama A. Ahmad Hakim S. A. Grace Annisa D Jennie Olga A. Salwa L. An Nabila M. Gempur A.	Rivki Annur M. Hilmy M. Dinar Kautsar F. Nisaaul M. Erika Nirmala Azhary Nur S. M. Ridwan P.
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### SHOUTING TOAD

"This installation's design originated from toad that opened its mouth."

M. Qaedi Zihni Apika Anggun Rika Ilima Linda Nur Azziza Ulumnuha Yusuf Adeliano Gisella Ulrich	M. Erfan Rudi Setiawan Ako Widhiastomo M. Raihan Fahmi Aziz M. Totan Tio Hermawan
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### DOMINOUSITY

"Like the rhythm of falling leaves, the concept arranged rhythmically by its height variation."

Shelma Hanifa Ila Raiskha Galo Kirana Nandang Haidarullah Dhia Nada Hanifah	Imara Dzakia Muhammad Farhan Megat Julidi Mode Jutta Qois Ridha
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# WORKS





Step  
2. T  
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not

Pro

Print of Hips and Pebbles  
Logan River Trail





# EXCURSION ARMENIA













# EXHIBITION CHURCH ST.STEPHANI



# EXCURSION BERLIN







# EXCURSION HARZ MOUNTAINS AND KLOSTER MICHAELSTEIN





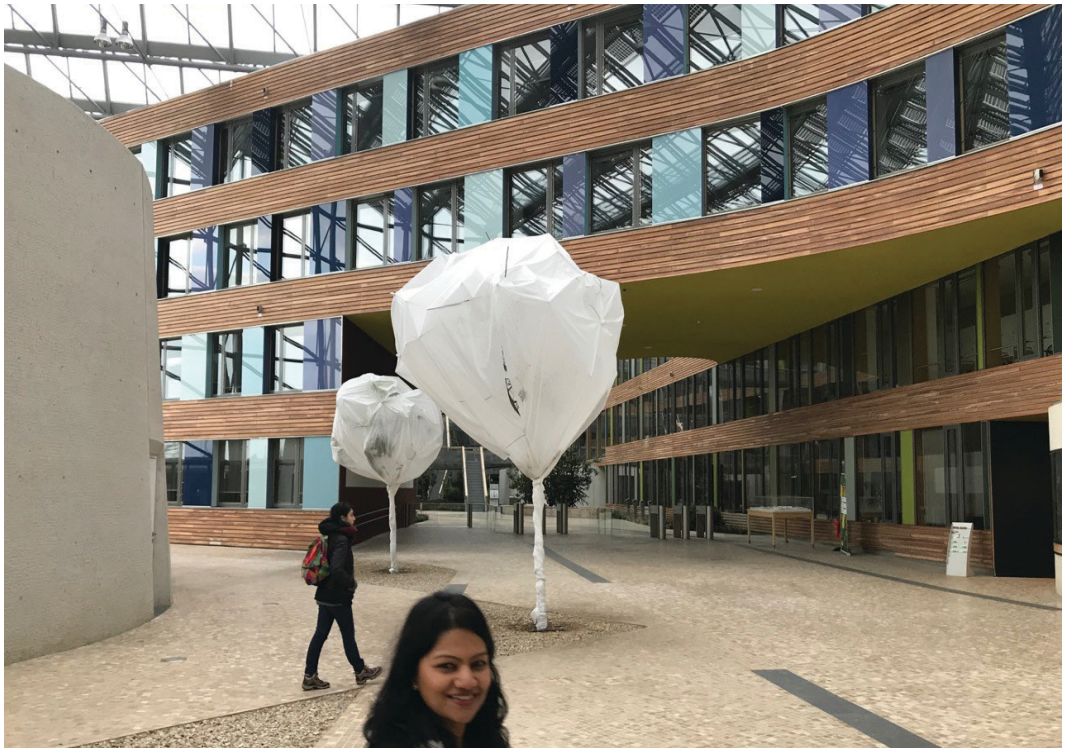


# BAUHAUS DESSAU









# GARDEN KINGDOM WÖRLITZ





# MINING AREAS COTTBUS





# BERLIN EXCURSION AND PARK SANSSOUCI



# OPEN DOOR DAY, CAMPUS BERNBURG





# MASTER THESIS

# ABSTRACT

**“CHAYA BON”.**

**ADAPTIVE REUSE PROJECT OF A HISTORICAL CEMETERY IN INDIA**

**AUTHOR: PRANATI CHAPHEKAR**

Bernburg, September 2018

1st Supervisor: Prof. Dr. Nicole Uhrig

2nd Supervisor: Prof. Dott. Arch. Alexander Kader

Submitted in partial fulfillment of the requirements for the degree of Master of Landscape Architecture Anhalt University of Applied Sciences

‘Chaya bon’ is a design proposal on for an adaptive reuse of a historical cemetery based in city of Kolkata in India.

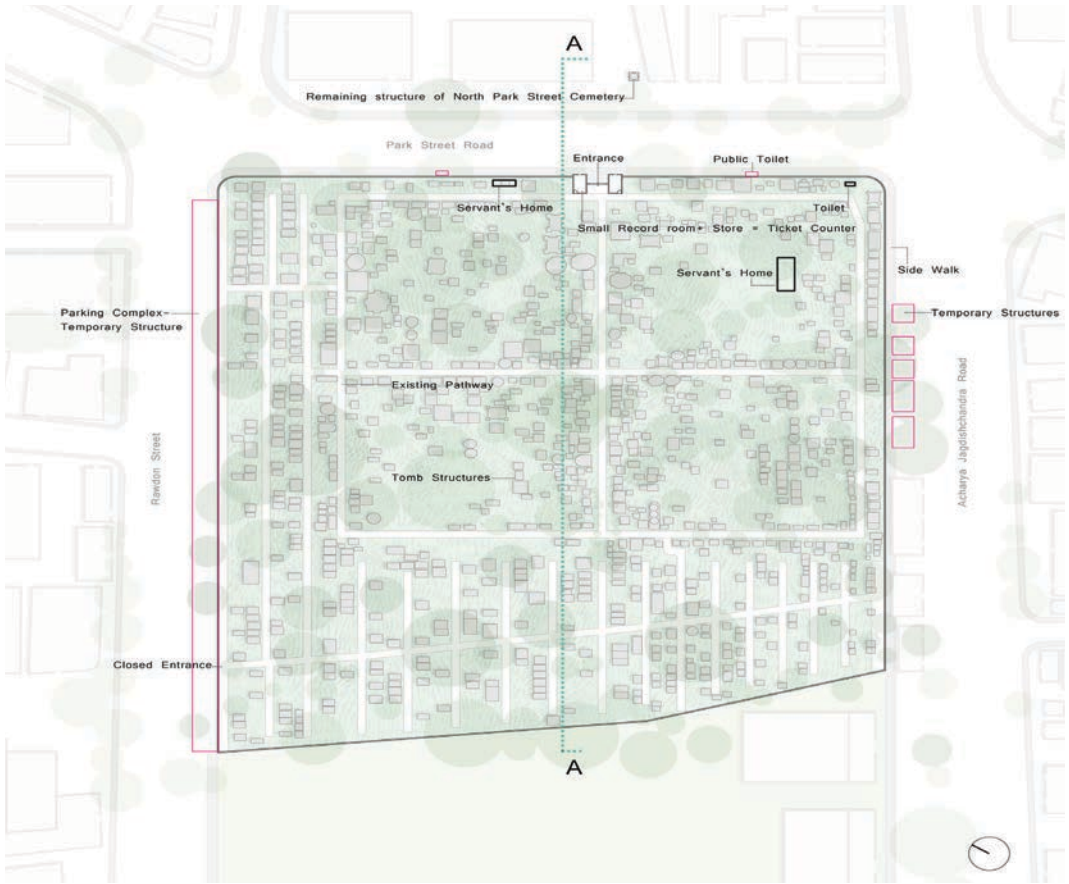
The cemetery is locally known as ‘South Park Street Cemetery’. It is one of the oldest cemeteries of Kolkata. The purpose behind selecting the historical site was to understand the spaces which are related to ‘Death’. The dissertation presents studies of spaces such as crematoriums, cemeteries, memorials and other underlying layers of these spaces.

Many types of funerary spaces exist in India which are often unplanned and neglected. These spaces have become ‘voids’ in urban landscape. The dissertation aims to analyse the socio-cultural significance of these landscape spaces and then explores the potential that they can hold to become active public places.

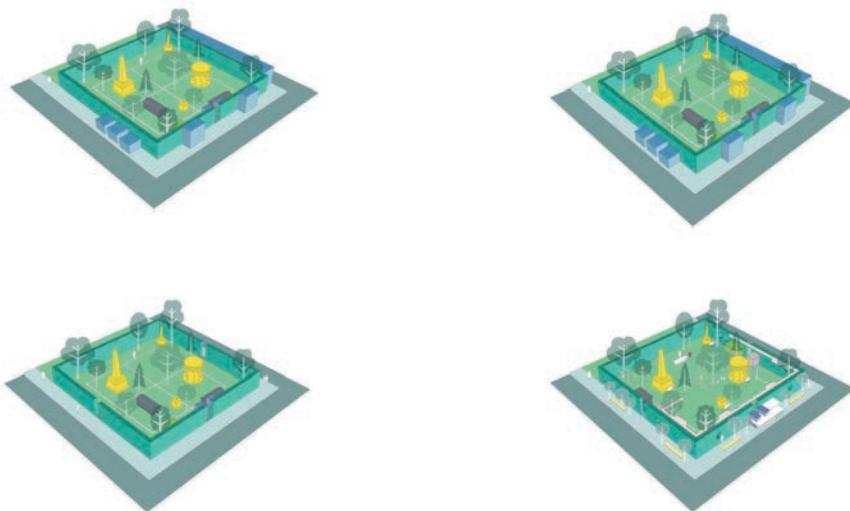
Analysis involves study of historic background of the cemetery, its environment and surrounding urban fabric. ‘Chaya bon’ responds to the cultural heritage of the site and proposes design solutions for existing spatial and functional inefficiencies. It tries

to appropriate the voids with a minimalistic approach in order to contribute to the public realm and furthermore, to generate a toolkit to help deal with such projects in future. Most importantly, it offers an active and accessible public space for the user across the strata.

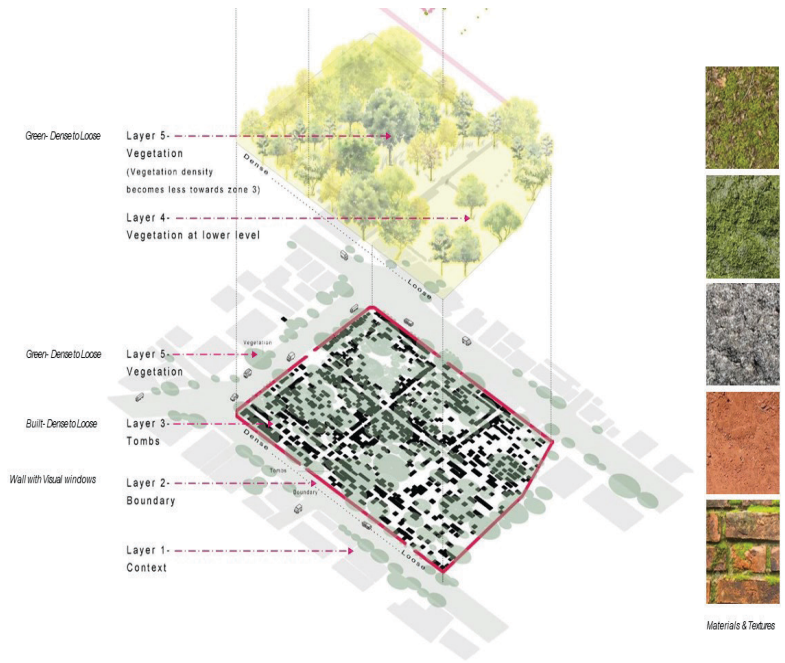
‘Kolkata south Park Street cemetery’ is one such unique site in India and there are many such dysfunctional and abandoned spaces which are needed to be identified. With the change in time, it is important to reinterpret taboo spaces into creative, recreative, interactive and commemorative spaces for public use and challenge the idea of what a cemetery, crematorium or a memorial can be in today’s context.



EXISTING STATE OF THE SITE



DESIGN CONCEPT DEVELOPMENT



SECTIONS



Zone 1  
 Dominance of nature over the built form

## DESIGN PROPOSAL ZONE 1



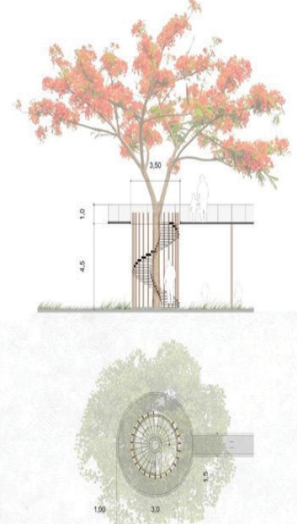
Zone 2  
 Activities integrated with natural surroundings (Adaptive reuse)

## DESIGN PROPOSAL ZONE 2



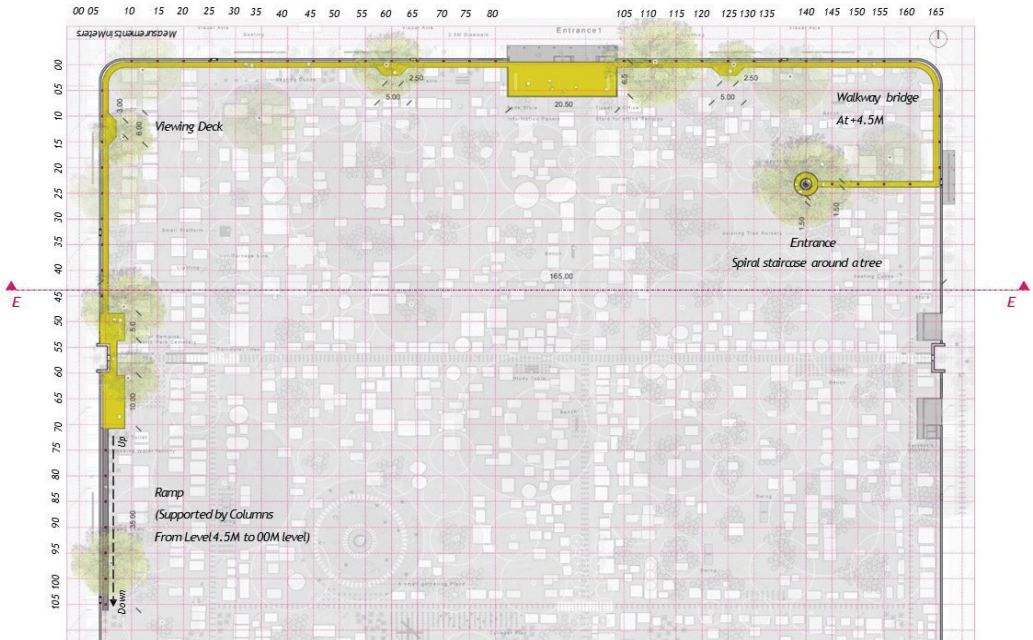


Section EE



**Legend:**

1. Steel Column
2. Steel I-Beam
3. Steel-Mesh Floor
4. Corten steel baluster
5. Corten Steel wooden Hand rail member



SECTIONAL DETAILS



<i>Strategies for Design implementation</i>	
1	<i>Removal of temporary structures- such as advertisement boards</i>
2	<i>Making a walkable edge outside the campus-removal of structures which are encroached on sidewalks</i>
3	<i>Conservation of the tombs (Documentation of each tomb and using the original materials for conservation purpose)</i>
4	<i>Conservation of trees</i>
5	<i>A clean campus, no litter, no smoking (Strict fines for creating litter) (providing sufficient garbage bins, developing a system to distribute different kinds of wastes)</i>
6	<i>Redesign surface drain systems-covering surface drains for safety reasons</i>
7	<i>Having multiple entrances</i>
8	<i>Making a walkable campus- to redesign pathways</i>
9	<i>Sufficient Lighting + CCTV- for safety</i>
10	<i>Redesigning edge- for visibility &amp; Material purpose</i>
11	<i>Information boards- Tombs, trees</i>
12	<i>Providing sufficient seating areas</i>
13	<i>Redesigning admin blocks &amp; Security checkpoints (Using appropriate material and at appropriate location)</i>
14	<i>Providing play areas</i>
15	<i>Providing exercise areas</i>
16	<i>Relocating/redesigning servants quarters</i>
17	<i>Providing public toilets + Providing drinking water facilities</i>
18	<i>Walkways at Upper level- that do not touch the plot site + Viewing decks</i>
19	<i>Redesigning edge- functions for seating + Functions for blurring the edge between two spaces</i>
20	<i>Digital information device</i>
21	<i>Other additions- small Plaza near entrance / Parking plots/ others</i>

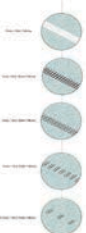
	DO NOW	DO LATER
CRUCIAL	1,2,3,4,5,6,7,8,9	10,11,12,13
NOT CRUCIAL	14,15,16,17,19	18,20,21

For Whom?

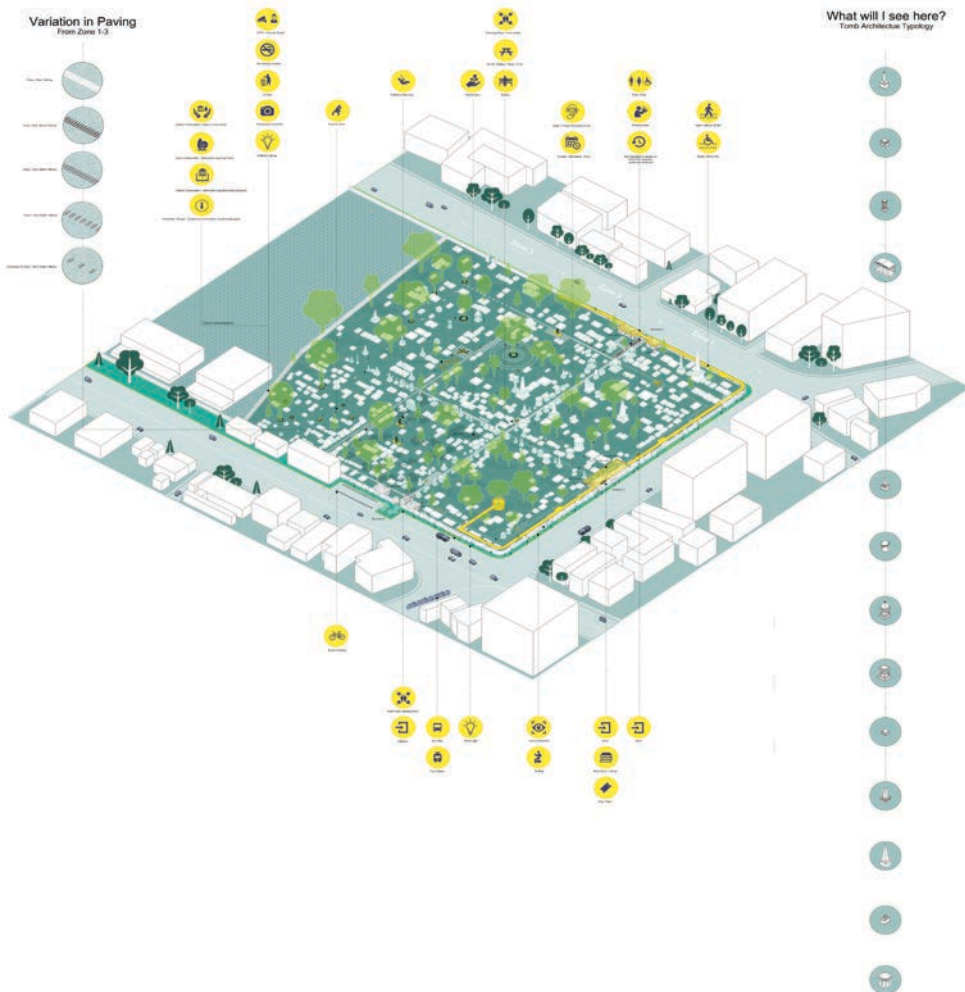


what Elements will 'Chaya Bon' have?

Variation in Paving  
Fish Zone 1-3



What will I see here?  
Tomb Architecture Typology



# PRIZE WINNERS

MARYAM ESMAEILZADEH MEHMANDOUST

DEVELOPEMENT OF A CONCEPT FOR USING A HISTORICAL PARK WITH A CASTLE AND CHURCH IN THE VILLAGE OF RADACZ

3rd Prize



# INSIGHTS

# TESTING STAMP RALLY MOBILE APPLICATION TO ENCOURAGE SELF-LEARNING LOCAL AREA ENHANCING “WAYFINDING” AND “PLACE LEGIBILITY” IN MULTICULTURAL SOCIETY

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## Abstract

This paper aims to demonstrate the implementation of a gaming method and mobile application to encourage users to independently learn a local area in multicultural society. The authors tested a stamp rally mobile application on 13 international students from eight different countries who had little information about the city. It is expected that these methods will be employed to encourage public participation at the early stages of information input in the planning process. Moreover, it is considered that these game methods can be tailored to the implementation of “public hearings” to establish the views of local people in regard to the current state of the environment and compare the perceptions of people from different cultural backgrounds by increasing the awareness of the surrounding area and highlighting problem areas. This test and case study illustrate the presentation and participation applications using a mobile application and provide a foundation for further research.

Keywords: game strategy, self-learning,

stamp rally, public participation, multicultural society.

## 1 Introduction

Public participation benefits environmental planning by enabling people to directly influence planning and possibly decide on changes to their own town or city. Public participation increases people's sense of ownership (LACHAPPELLE, 2008) because changes come about as a result of their efforts. Moreover, and, most importantly, the people who live in a place are the ones most affected by changes to that place. Public participation also helps people collaborate and eliminates conflicts and misunderstandings by improving inhabitants' understanding of the whole process of planning and its potential problems and limitations.

In Germany, many studies have highlighted the challenges posed by recent “demo-graphic and socio-cultural changes” in relation to drawing the public's attention to, and generating interest and active involvement in, public participation in spatial plan-ning, in comparison to previ-

ous years. Moreover, public participation has become increasingly important of late (KÜSPERT et. al., 2017).

Over the last few decades, Germany has undergone dramatic demographic changes, and many cities are suffering from the shrinking city phenomenon (TRÖSTER, 2012). The natural trend in Germany is towards an aging and declining population, leaving the country largely dependent on the influx of immigrants for population growth (SWIACZNY, 2014). The number of foreigners has skyrocketed in the past two years (2015–2016), in “the biggest net increase in 50 years” (SANDERSON, 2017). This is due to the mass arrival of migrants from both European Union (EU) and non-EU countries due to political (i.e., refugees), economic (i.e., employment), family (e.g., marriage) and educational (i.e., students) reasons. These factors are rapidly transforming Germany into a multicultural society. As a result, we would like to suggest that city planners and local authorities consider finding different and more effective methods to encourage public participation in a multicultural society, taking consideration of both language and cultural barriers, as well as space and time.

The authors believe that the right tools and effective strategies can lower these barriers and consequently encourage public participation among the inhabitants of a particular place. The use of information technology (IT) tools can raise awareness of current local and environmental issues and development plans (i.e., disseminate information) and encourage more active public participation despite cultural and language differences, even making such participation fun.

EUROPEAN INSTITUTE FOR PUBLIC PARTICIPATION (2009) notes that “well informing” is the first step of public participation. When the public is properly informed, the level of understanding is advanced, which facilitates public engagement. In this regard, it must be considered how we can deliver information to the local people – who consist of both native inhabitants and newcomers, whether migrants, foreign students or refugees – to better inform, and ultimately motivate and engage them, fostering collaboration and improving public participation in the context of a multicultural society.

## **2 Gaming for Autonomous Learning of Local Area**

According to BORGES et. al. (2015), public participation requires people to understand spatial information. GERMANCHIS et.al. (2005) notes that gaming and the actions of navigating and orienting oneself enhance “wayfinding” and “place legibility” (LYNCH, 1960), which helps local inhabitants understand a place. Furthermore, digital game-based learning is a powerful educational tool for those who have grown up with technology (PRENSKY, 2001). A participatory project undertaken in Boston’s Chinatown in 2010, which used a computer gaming scenario, provides an excellent example of how to use the functionality of gaming and gaming strategy to encourage public participation in the development planning of a local area by allowing local inhabitants to consider local issues and engage with local development planners (WALSH 2017 & GORDON 2010).



In addition, KIILI (2005) notes that providing participants with clear goals and challenges facilitates a seamless experience by “examining the sequences in which a person perceives his surroundings” (BURCKHARDT 2015). KIILI goes on to recommend the use of stories in game design, since storytelling is critical to the ability of a game to immerse and engage participants.

In this regard, we experimented with a simple city rally game incorporating a stamping activity, popular with tourists, which provides a simple goal along with a souvenir (i.e., stamping on a stamp book). We tested web-based stamping city rally software integrated with a geo-positioning system on new foreign students. The aim of the study was to investigate whether these gaming activities could provide participants with the ability to independently learn a local area by enhancing “wayfinding” and “place legibility” (LYNCH, 1960), and establish whether this would be applicable even to new-comers

every year since 2014, orientation days have included a city rally game aimed at new foreign students who have little knowledge of the local area. The aim is for them to gain familiarity with the city and its facilities through an entertaining activity. For this game, each group is provided with (1) a paper map, (2) old pictures of the city, and (3) several missions, including locating land-marks or city facilities by exploring the city by themselves.

The students are given tasks such as taking selfies that match the pictures of the old city and locating various city facilities such as the city hall, supermarkets, the post office, and so forth. When they have finished their missions, they are asked to present their findings to their colleagues, thereby sharing new information and experiences.

In October 2017, after three years of paper-based city rally experiments, we implemented a web-based mobile tech-



Fig. 1: City rally score board and one of the missions on the screen in 2014 (left). One student presents what his group has found/known in the rally (right).

### 3 Stamp Rally

#### 3.1 City Rally as a Spatial Learning Tool

At the beginning of the first semester of

-nology developed by UFO79®, an independent software engineering group in South Korea, adding a stamping function on the site using a mobile phone. The website (<https://www.ufo79.com/PIX/>

ufo/bct/stamp) was originally developed to draw tourists' attention to new events or landmarks in a South Korean city, and guides visitors using icons on Google Maps, which was integrated with stamping activities on smartphones.

The software is web based; anyone can access the site using a link via a messaging or social media app without the need to download a sizeable new app, the data and time costs of which can be a barrier for visitors.

### 3.2 Methods

In preparation for the city rally, pictures of landmarks and important city facilities were uploaded to a server and each mission and its geo-coordinates were added to tables on the admin page. The pictures were then automatically coordinated and illustrated as pin icons on the Google map integrated into the web page (Fig. 2).



Name of place	Mission	Picture	Latitude	Longitude
Post Bank	How much does it cost for sending a 500g of gift for your friend in your country? Get the information and take picture of your group selfie on the same spot.		51.795700	11.741972
Rathaus (City Hall)	Take a hilarious group selfie!		51.794333	11.735814

Fig. 2: Admin page to input information, missions, and the geo-coordinates of each location

The parameter of proximity was set as 20 meters in diameter from the point of interest (POI), at which point participants can activate the stamping icons and access their missions. It is advisable for the

proximity distance to be set within the range of 20–30 meters; when the proximity is set too narrow or too wide, it can be either too difficult to position the POI, depending on the smartphone's GPS sensitivity, or too easy to activate the task icon from far away. Fig 3. shows the inactivated black POI icon (left) being activated, represented by a change to red, when a participant (represented by the icon "me" on the right) approaches within 20 meters of the POI (middle). Once this location is reached, participants can access the mission page (right) by clicking on or touching the activated pin icon. For example, when participants approach within 20 meters of a post office, the icon on the smartphone software (center) changes color to indicate that it has been activated, and a task appears: "How much does it cost to send a 500g gift to your friend back home? Get the information and take a selfie of your group on the same spot".

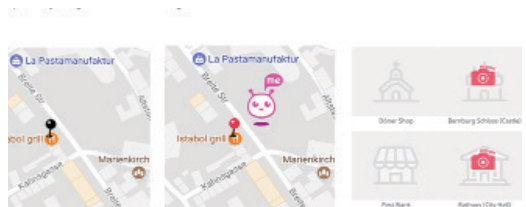


Fig. 3: The inactivated black POI pin (left), the activated red pin (center), and the activated missions in the pop-up window (right). Map source: Google Maps

Following the data upload and setup of the web page, a test was executed on a desktop computer. The testing tools can be found on the Chrome web browser

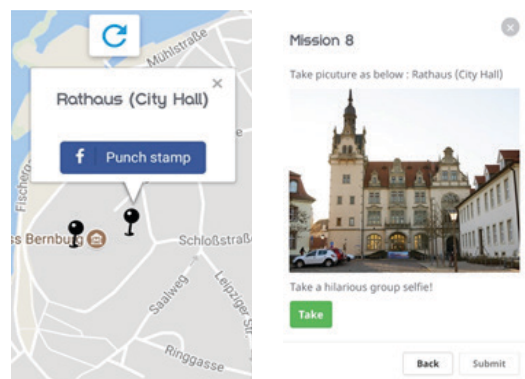
following the path View>Developer>Developer Tools, as shown in Fig. 4. Using the developer tools, the site can be tested with mobile devices with different screen sizes, such as the iPhone X or Galaxy S8, to see if the information renders correctly on various screens. When a custom location was added to the geolocation menu (see the blue box in Fig. 4), the browser located a device at the POI that could be used to test the stamping rally remotely without visiting every location in person. Later on, testing was conducted at each site in person using a smart phone to identify any malfunctioning features. Following testing, City Rally was deemed ready.

It took us 10 days to prepare, including 1) three days of pre-test with sample pictures and manipulated geolocation on a desktop computer and on a smart phone at a site, 2) five days of data collecting (i.e., selecting the attraction points and collecting/ taking pictures), data uploading/ geo-coordinating and missions assignment, 3) one day of test at the sites and 4) one day of correction and re-test at each site.

On October 10, 2017, 13 students from eight different countries – Bangladesh (4), Chile (2), Egypt (2), Hong Kong (1), India (1), Iran (1), Jordan (1) and Niger (1) – participated in the game. Six people (46.1%) had been resident in Bernburg for less than one week, four (30.7%) for two weeks, two (15.3%) for three weeks, and one (7.6%) for an unknown period. Following a short introduction and after logging in to users' Facebook accounts in order to identify the users and allow them to upload pictures of the POIs, the students were divided into four groups and began the rally.

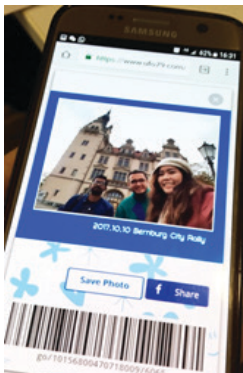


Fig. 4: Testing page on the Chrome web browser. Map source: Google Maps



1. Finding POI on the map

2. Punching the stamp and completing the mission



**3. Taking pictures and saving them on the gallery.**



**4. Presenting and explaining their findings**

Fig. 5: Chronology of stamping city rally. Map source: Google Maps.

#### 4 Results

Following the rally, a questionnaire was administered to the participants. The questionnaire revealed that the use of integrated gaming activities using smartphones was interesting to and drew the attention of the new students. In particular, the students confirmed that they came to know the location of important city landmarks and city facilities and to gain essential knowledge of the local area such as how to use the post office, where to find the city hall, and how to locate the weekly specials at the super-market.

What follows is a selection of questionnaire results (N=13).

	Very much Disagree	Somewhat Disagree	Neutral	Somewhat Agree	Very much Agree
Q. I found the city rally is useful and fun.	0	0	1	8	1
Q. I found this using mobile device and the application is usable and fun.	0	0	0	8	5

A short interview with one of the participants was elicited the following feedback: "After I used this city rally, I know the direction and location really clearly. Al-also, I know...uh... identify where this is, what it

is...where the Rathaus [city hall] is, where the post office is. This is really useful program. I really like it."

- Wingyan Ho from Hong Kong, resident in Bernburg as of October 10, 2017.

#### 5 Conclusion and Future Research

This study demonstrated a stamp rally game using a mobile web application to establish whether gaming can be applied to help locals enhance "wayfinding" and "place legibility" through navigating and orienting themselves.

The stamp rally activities (e.g., completing missions such as taking selfie pictures in front of city landmarks and uploading these to their own Facebook pages or the city rally gallery) were evaluated as fun and useful, and the use of mobile application was considered usable. The storytelling was also found to function well. For example, one of the POIs was a bridge in a dry meadow that drew the attention of the participants. When participants were told the story of the bridge after the rally, they seemed to find the activity more meaningful.

The results of the questionnaire and the interview indicate that the application has the potential to be applied in service of informing the public to encourage public participation, which will help local residents understand their surroundings. This is particularly useful for new residents who have little information about the local area.

Additionally, such game methods can be used in “public hearings” to establish local people’s opinions regarding the current state of the environment. Moreover, if additional functionality (e.g., the ability to leave comments, pictures and send messages to others) were added to the software, it could also serve to compare the perceptions of people from different cultural backgrounds, to evaluate the existing situation and to suggest to improve the actual situation.

Among the different levels of public participation: “inform, consult, involve, collaborate and empower” (INTERNATIONAL ASSOCIATION FOR PUBLIC PARTICIPATION, 2014), this case study focused on the informing level of public participation in the context of multicultural society. Therefore, it needs to be more discussed how we can implement the methods in the whole process of public participation not only to increase the awareness of the surrounding area but also to bring collaboration and the empowerment.

As the next step in this research, we would suggest the addition of more functions, such as the ability to comment on and express feelings toward a point of interest by means of various icons or colors. Moreover, the use of virtual reality (VR) and augmented reality (AR) features such as those used in Pokémon Go may

be of use; as SMITH ET.AL. (2009) argue, more immersive environments, whether in the real or a virtual world, elevate participants’ levels of motivation and understanding and increase game users’ levels of engagement and activity, which may be used in the participation process in the early stage of Geodesign project as a communication tool.

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## **STATEMENT “TOWARDS A UNIVERSAL APPROACH OF TEACHING URBAN PLANNING, ARCHITECTURE AND LANDSCAPE ARCHITECTURE”**

Prof. Dott. Arch. Alexander Kader

I am convinced, that there is no big difference in the way landscape architects, architects and urban planners approach, develop and execute their projects. In all three disciplines, it is a question of logically combining the relevant individual circumstances in a strategical, functional and aesthetical manner according to a strong project idea. Furthermore, landscape architects, architects and urban planners can all be seen as generalists who unite the work of several other professions into a coherent plan. Through their expertise, they are capable to direct a project from the first design through all planning phases towards a successfully realized project.

Urban planning handles mainly issues of managing and regulating space, considering political, economical, social and cultural factors which are represented in plans, charts and texts. In urban planning, functionality prevails. The scale is rather large and most plans are represented two-dimensional in plan view, for example with land use definitions, road networks, infrastructure. Landscape architecture and architecture, on the other hand, are mainly three-dimensional disciplines in which spaces are shaped, environments designed and atmospheres created, for example with the use of plans, sections, elevations, volumetric models, perspec-

tive drawings and renderings. The scale is primarily that of a street, park, building plot. The objective is esthetical and functional. The three disciplines are very interdependent and have a large amount of common features. Let's have a closer look at the interface – the overlap – of the three professions' working areas. The graphic intends to illustrate the realm of the individual disciplines, their range of different planning scales as well as their overlapping areas.

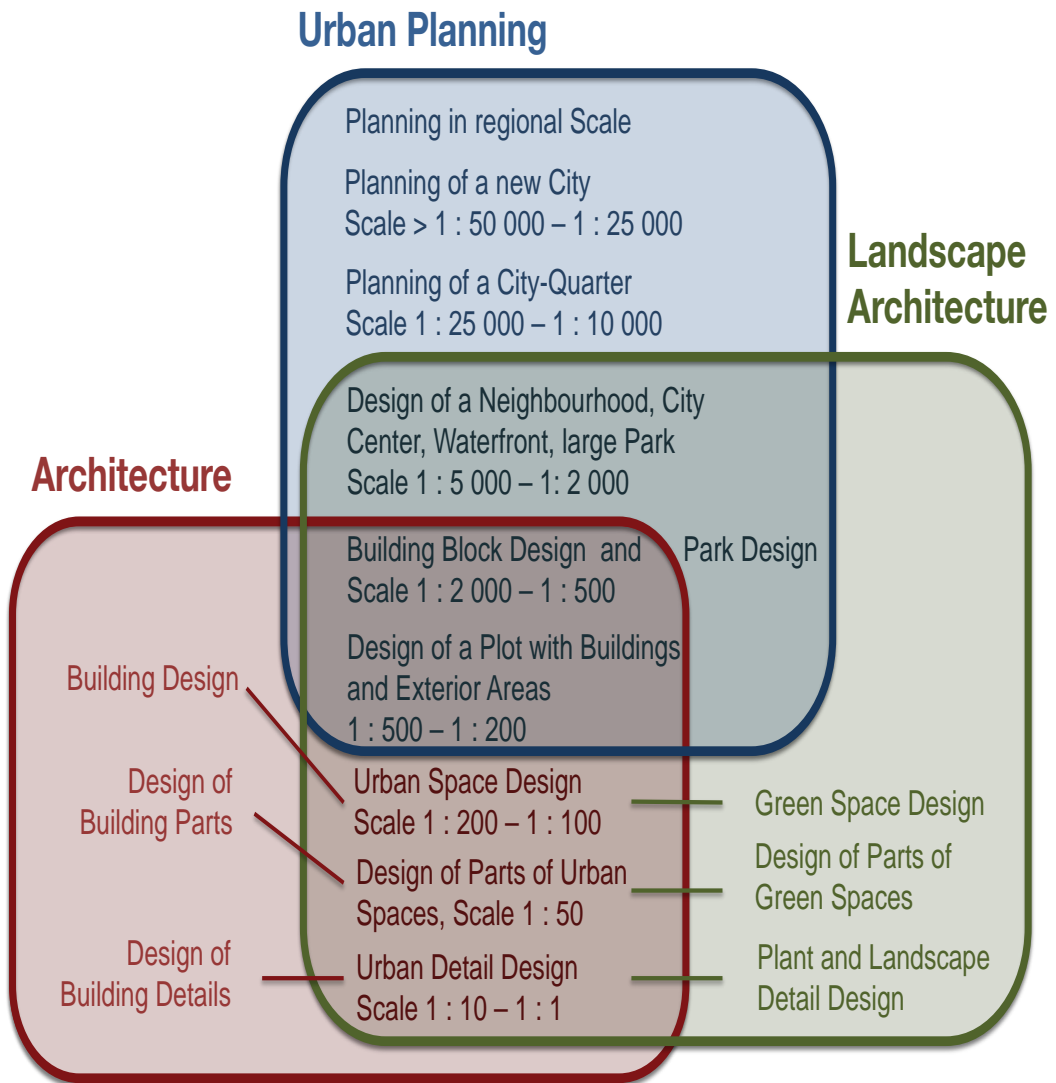
Given this overlap, architects have to understand the principles of urban planning and landscape architecture, just as landscape architects have to understand the principles of architecture and urban planning as well as urban planners need an understanding of architecture and landscape architecture. Because when we design a city, we also design its buildings and the landscape around them. And when we design landscape or buildings, we also design a part of the city in which the landscape and buildings are located. From the region to the detail, the approach has to be universal, the three disciplines need to be linked in order to form a symbiotic relationship. Because of that, I am convinced that students and practitioners have to know how to work within the entire range of urban planning, urban design and ar-



chitecture. Students have to be taught accordingly and in an integral way.

For all the reasons mentioned above, the education we provide in architecture, landscape architecture and urban planning needs a strong common foundation in which all three disciplines are covered.

Last but not least, we have to holistically integrate sustainable and ecological design factors into all planning phases, scales and disciplines of our teaching.



## LIVING WALL PROJECT IN ARMENIA

Prof. Dr. Wolfram Kircher

In April 2018 eight students from the international course Landscape Architecture (MLA) headed by Prof. Dr. Nicole Uhrig, Dr. Elke Eckhardt and Prof. Dr. Matthias Pietsch travelled to Armenia to our partner organization „Green Lane“. The NGO owns a garden property of about 3000 m<sup>2</sup> near Yerevan, which is used as a „Green Training Center“ for fruit and vegetable production.

Within a one semester studio project named “Landscape Design for Green-Lane-Agricultural Center and Eco System Services Assessment, Armenia” MLA has been working on the goal to improve organization, circulation and aesthetic value of the Green Lane Training Center. An overall planning concept should draft a practicable, profitable and especially sustainable future development. In a parallel working process the model of Eco System Services focusing cultural services, erosion and biodiversity and their interdependencies has been examined.

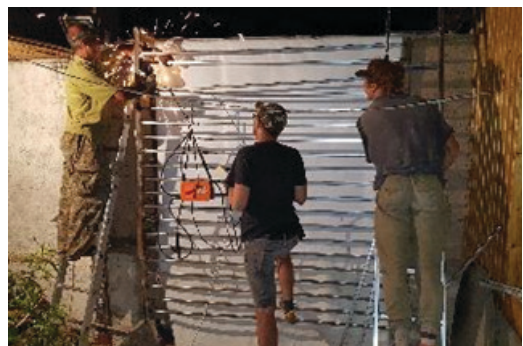


<FOTO 1> Nune Sarukhanyan guides visitors through the „Green Training Center“

Nune Sarukhanyan, the founder and director of the Green Training Center finds it very important to cover the 3 meters tall wall, which surrounds the complete property, with vegetation. This resulted in the idea, to design a part of it as a vertical garden, or a so called “Living Wall”, by cladding a planted substrate layer upon its surface.

Furthermore, Nune wants to develop a collection of native plants at the entrance area of the Green Training Center. In Armenia no nurseries exist, which cultivate and sell an adequate range of species. Suitable plants must be found in nature to collect some samples or seeds.

To put these intentions into practice Prof. Dr. Kircher, Alec Christensen (MLA-Student) and Alexander Biess (Cooperation partner Grünstreifen e.V., Magdeburg) travelled to Armenia in June. A two-meter wide section of the wall was chosen and faced with a steel construction in a 20 cm distance. Porous lava stones, which are very common in Armenia, were set behind as a base for the planting.



<FOTO 2> the construction works of the Living Wall continued through the whole night



<FOTO 3> ...and finally backfilled with lava stones. A basin below the wall stores water, which is pumped up and distributed over the wall crown. Percolating downward through the lava filling it is collected again in the basin. Transpiration losses are substituted by rainwater, which is stored in a tank, hidden behind the wall

In early October a third visit to Green Training Center took place to finish the construction works and to set plants. Prof. Dr. Kircher and the MLA students Wing Yan Ho and Asif Ali Riazudeen collected plants and seeds during three botanical excursions to diverse regions.

The small Caucasian republic Armenia is mainly covered by steppe flora, which

looks very dry in summer and autumn. However, especially in the north also extensive deciduous forests and lush herbaceous vegetation exist. Wetlands can be found there as well as around the huge lake Sevan and in the high mountains, such as the 4090 meters high volcano Aragaz, the highest peak of Armenia.



<FOTO 4> Plant hunting at mount Aragaz. Diverse plants from wetland sites such as *Caltha palustris* and *Primulas* shall thrive in the gaps of the lava stone setting.



<FOTO 5> The botanist Dr. Ivan Gabrielyan knows the Armenian flora like the back of his hand. Thanks to his support, we could collect seeds from many interesting steppe plants.



<FOTO 6> bellflower meadow (Campanula aucheri) at mount Aragaz in July



<FOTO 7> Crocus speciosus blooms in autumn in the dry steppe landscape of southern Armenia



<FOTO 8> deciduous forests in northern Armenia prepare for their forthcoming autumnal color festival.



<FOTO 9> Dr. Hovik Sayadyan shows a natural "Living Wall" with mosses and ferns in the damper environment of northern Armenia

The collected plants were placed between the lava stones of the living wall and fixed with moss, which also was brought from the trips.

For next spring we envisage a further excursion to Armenia. The young plants, which hopefully will have been developed from the collected, shall be arranged to an artificial steppe planting in the entrance area of the Green Training Center.

Wing Yan Ho and Asif Ali Riazudeen stayed in Armenia to work at Yerevan State University for some months as internship students, supervised by the geographer Dr. Hovik Sayadyan.



<FOTOS 10 + 11> The roots of the collected plants were wrapped with moss and placed between the Lava stones of the living wall. Let's hope for a powerful sprouting next spring!

# NOTES

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# Students 2017/2018



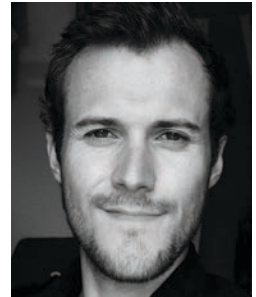
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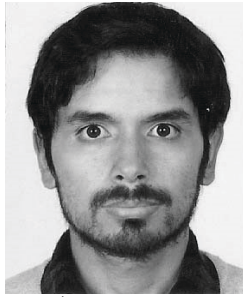
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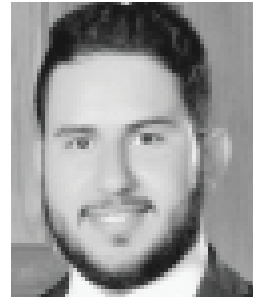
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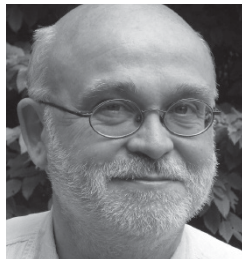
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