

Superkilen

Copenhagen, Denmark

Architects BIG- Bjarke Ingels Group
Copenhagen, Denmark

Client Copenhagen Municipality
Copenhagen, Denmark

Commission 1995
Design 2009-2010
Construction 2011
Occupancy 2011

Site 30'000 m²
Ground Floor 30'000 m²
Total Floor 30'000 m²

Costs USD 10'000'000

Programme A meeting place for residents of Denmark’s most ethnically diverse neighbourhood and an attraction for the rest of the city, this project was approached as a giant exhibition of global urban best practice. An extensive public consultation process garnered suggestions for objects representing the over 60 nationalities present locally. Exercise gear from LA’s Muscle Beach, a Moroccan fountain, a drain cover from Israel - each is described by an inlaid plate in the ground, in both Danish and the language of its origin. The scheme comprises three main zones: ‘red square’ for sports; ‘green park’ as a grassy children’s playground; and ‘black market’ as a food market and picnic area.

Building Type Planning Practices
2016 Award Cycle 4217.DEN





Superkilen

Superkilen is a park that supports diversity. It is a world exhibition of furniture and everyday objects from all over the world, including benches, lampposts, trash cans and plants – requisites that every contemporary park should include and that the future visitors of the park have helped to select.

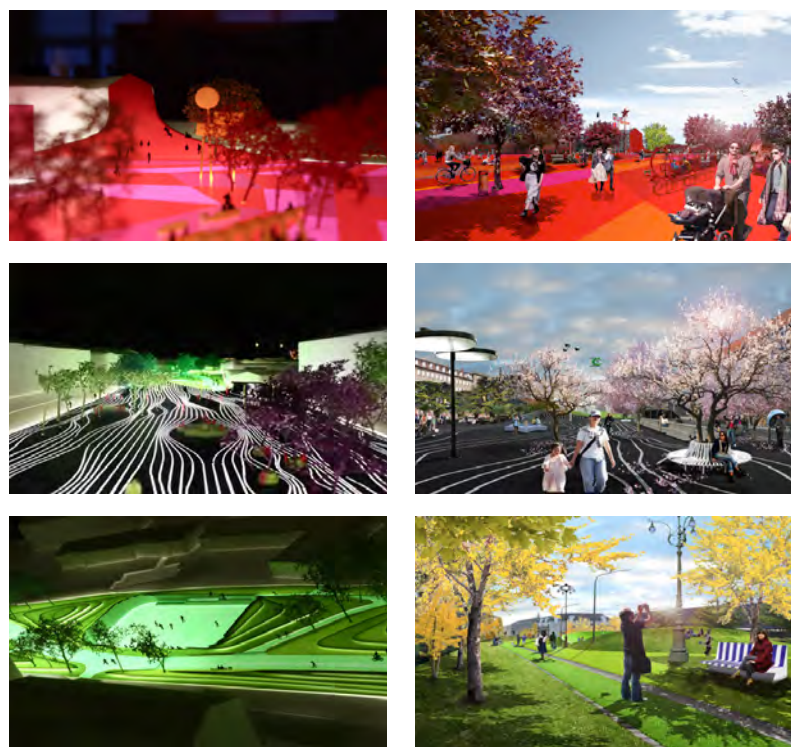
A WORLD EXHIBITION AT NØRREBRO

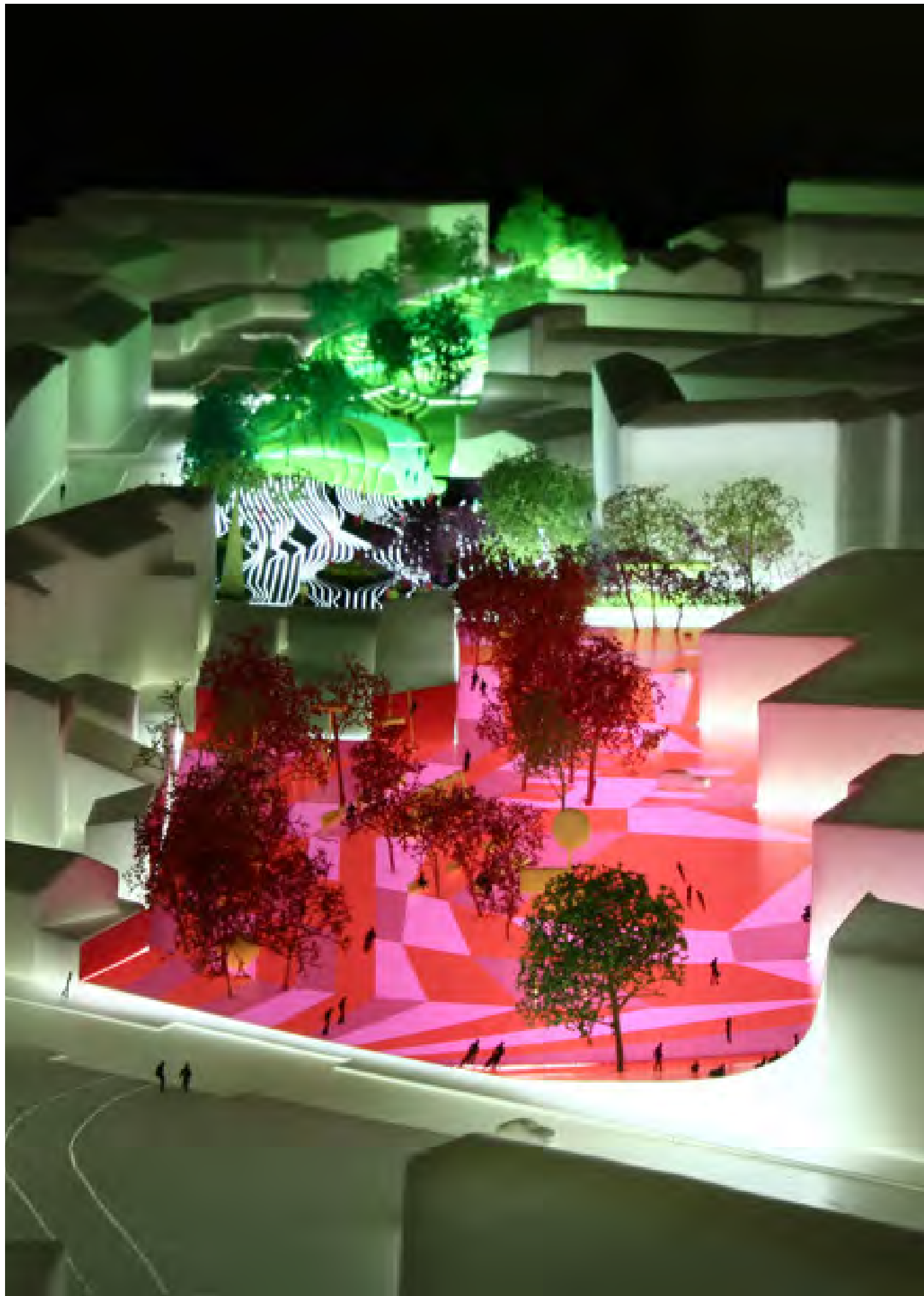
Following the riots prompted by the Mohammed cartoon crisis - it was clear that as a city we had a job to do when it came to creating a sense of community – of ownership – of belonging.

Taking their point of departure in Superkilen's location in the heart of outer Nørrebro, BIG chose to focus on those initiatives and activities in the urban spaces that work as promoters for integration across ethnicity, religion, culture and languages. BIG decided they would approach the project as an exercise in extreme public participation. Rather than a public outreach process geared towards the lowest common denominator or a politically correct post rationalization of preconceived ideas navigated around any potential public resistance - BIG proposed public participation as the driving force of the design.



Client: Copenhagen Municipality, Realdania
Location: Nørrebro, Copenhagen
Function: Urban Park
Size: 30.000 m2 (750 m long)
Status: Completed December 2011
Design team: BIG, Topotek1 & Superflex
Collaborators: Lemming Eriksson, Help PR & Communication
Budget: 58.5 million DKK, \$10 million





project description

“The conceptual point of departure is the division of Superkilen into three main zones: the red square, the green park and the black market. The red square becomes an area for sports activities, the green park a grassy children’s playground, and the black market a food market and picnic area.”



THE GREEN PARK - SPORT/PLAY

Bauman once said that “sport is one of the few institutions in society, where people can still agree on the rules”. No matter where you’re from, what you believe in and which language you speak, you can always play football together. This is why a number of sports facilities are moved to the Green Park, including the existing hockey field with an integrated basketball court in the hope it will create a natural gathering spot for local young people from Mjølnerpark and the adjacent school.

The activities of the Green Park with its soft hills and surfaces appeal to children, young people and families. A green landscape and a playground where families with children can meet for picnics, sunbathing and relaxing in the grass, but also for hockey tournaments, badminton games and workouts between the hills.



THE BLACK MARKET - URBAN LIVING ROOM

Mimers Plads is the heart of the Superkilen Masterplan. This is where the locals can meet around the Moroccan fountain, the Turkish bench or under the Japanese cherry-trees. During the week permanent tables, benches and grill facilities serve as an urban living room for backgammon and chess etc.

The bike traffic is moved to the east side of the Square by partly solving the problem of height differences towards Midgaardsgade to enable a bike ramp between Hotherplads and the intersecting bike path connection. To the north is a south-facing hill with a view over the square and its activity.



THE RED SQUARE - MARKET/CULTURE/SPORT

As an extension of the sports and cultural activities at the Nørrebrohall, the Red Square is conceived as an urban extension of the internal life of the hall. A range of recreational facilities and the large central square allows the local residents to meet each other through physical activity and games. The colored surface is integrated both in terms of colors and material with the Nørrebrohall and its new main entrance, where the surface merges inside and outside in the new foyer.

Facades are incorporated visually in the project by following the color of the surface conceptually folding upwards and thereby creating a three-dimensional experience. In addition to the cultural and sports facilities, the Red Square creates the setting for an urban marketplace which attracts visitors every weekend from Copenhagen and the suburbs.

public process

COMMUNITY INVOLVEMENT & ACCEPTANCE

Communication with local residents was an intrinsic part of this scheme and the team spent vast quantities of time discussing design details with the multicultural community, ensuring that each nationality had an input into the final concept. Using newspapers, radio, the internet, and e-mail, the team asked the district's inhabitants to suggest urban furnishings for the park.

The team has designed a creative community arena in the Nørrebro area. This part of Copenhagen is a culturally varied district. This ethnic diversity prompted the innovative nature of the design. The central concept was conceived around the notion of creating a venue that could be seen as an artwork in progress; an open ended structure rather than a finite one. This lack of limitations and pre-determined boundaries will allow the space to have a dialogue with the people of Nørrebro, as well as through interaction with visitors from further afield.

“By transforming public procedure into proactive proposition they arrived at a park for the people by the people – the literal implementation of peer-to-peer design. The project therefore becomes a vehicle for integration, rather than purely an aesthetic exercise in Danish design.”



SUPERKILEN: THE APP

Experience Superkilen, a new urban park project in Nørrebro in Copenhagen, where lamp posts, manhole covers, fountains, etc. have been gathered from more than 50 different countries.

The more than 100 different objects in the park all have a special history, compiled in this app. Read about e.g. the elephant slide from Chernobyl or the Ethiopian bench from the site where the first humans walked the earth. Text, images, and film footage will guide you through the three areas of Superkilen: The Red Square, The Black Market, and The Green Park.

