



Towards
a New Agenda
for Design
in the
Mediterranean
Region



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Towards a New Agenda for Design in the Mediterranean Region

O. EDITORIAL #16

Towards a New Agenda for Design in the Mediterranean Region

Marinella Ferrara and Chiara Lecce

005

I. DESIGN FOR SOCIAL AND ENTREPRENERIAL INNOVATION

Design for the Mediterranean Social Inclusion

Emilio Rossi and Paola Barcarolo

013

***Mondiale!* Open-ended Game-tools to Stimulate Possibility Thinking for the Intercultural Education**

Valentina Frosini

035

Bio-inspired Design System for the Egyptian Market: a Short-term Project Case Study

Dina Bahgat and Nariman G. Lotfi

058

Design Entrepreneurs' Challenges in Cairo's Ecosystem

Jomana G. Attia

080

II. CONNECTING DESIGN AND CULTURE OF TERRITORIES

Mediterranean Critical Regionalism. A Methodological Concept Linked to the Southern Space

Designs of Post-War II

Sara Coscarelli Comas

103

Fatimid Secular Architecture: a Visual Reconstruction

Mona A. Marie and Ahmed Wahby

124

Vernacular Design Examples to Study Climate's Role on Design Decisions: an Example of Nomadic

Yörüks in the Turkish Mediterranean

Bilge Merve Aktaş

136

Design and Culture of the Territory: *Ecomuseo del Grano e del Pane* in the Salemi Museum System

Serena Del Puglia, Laura Galluzzo, and Viviana Trapani

157

III. SUGGESTIONS FOR DESIGN

Giochi di Strada

180

IV. BIOGRAPHIES

About the Authors

188



SUGGESTIONS FOR DESIGN

Giochi di Strada

Workshop with **Giorgio Laboratore**
for **G124 di Renzo Piano**

Photos by **Maddalena Migliore**

We publish the photos by Maddalena Migliore to present a beautiful design story, the "Street Games" project, carried out in the Librino neighbourhood on the outskirts of Catania. The project is the result of a workshop organized by the ABADIR Arts and Design Academy (Catania), coordinated by designer Giorgio Laboratore, in connection with the "Good Actions for Librino". This latter is a project by G124, the Renzo Piano's work group, in 2015 .

The Librino district, located in the south-western part of the city of Catania, was designed by Kenzō Tange around the mid-sixties as a model of satellite city. Here the new town design utopia is wrecked becoming a sad reality of degradation and social malaise. In the suburbs, there are no socializing places, as well as essential services. Children play in the rubble of an abandoned theatre, and organized crime is sometimes the only viable alternative. Here, a group of volunteers, the Librino's Rugby Brigands, take off children from organ-

ized crime by engaging them with rugby within the occupied sports area of San Teodoro Liberato. In addition, the courageous principal of the secondary school seeks to bring school normality into the Vitaliano Brancati school.

In this difficult reality, the G124 group, coordinated by Renzo Piano for the improvement of urban suburbs, has decided to intervene to trigger a virtuous process of urban regeneration, starting from the living and consolidated realities that guard the neighbourhood, and operating a mending between the parties through a local crowd funding operation extended to the city of Catania.

A pedestrian walkway of about 250 meters was thus created. It connects the school with the San Teodoro sports area and the neighbouring urban gardens.

At this point, the Abadir workshop takes place dealing with the design and implementation of 15 street games on the pedestrian path. The workshop aimed to generate new life and interest to the area through decoration and street furniture. Urban design is directly related to behaviours, lifestyles, tradition and the rituality of contemporary and collective living. A ready-made intervention realized with low technology and easy to find tools. Young designers and architects revisited traditional street games and invent new ones to entice the imagination of children and their desire to have fun.

Abadir – www.abadir.net

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G124 – www.renzopianog124.com









BIOGRAPHIES

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Bilge Merve Aktas is a maker-designer and doctoral candidate at the Department of Design at Aalto University. Her research interests cover issues like textile crafts, making, materiality and nonhuman agency. Her master thesis examined ways to build a bridge between traditional woman crafts and contemporary design. In her practice-led doctoral research, she examines the interaction between human material interaction during making processes to understand how material actively affects making. From a nonhuman agency perspective, she explores the field of design as an entanglement and examines material's participation in that landscape. For her research, she examines her own felt making processes and observes expert makers.

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Dina Bahgat is an industrial product designer, after graduating university with highest honors, she worked as a junior designer in the Egyptian household appliances company Universal Group. After gaining practical experience from the market she applied to work at the German university in Cairo as a Teaching Assistant in the Product design department. Bahgat is currently working on her Master's degree with topic "Low-income Amputees in Egypt" exploring the difficulties that they face and how to optimize solutions fitting to the context and Amputees situation.

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She is a researcher, professional consultant and designer working in the field of Design for Social Inclusion and ICTs. She got a Ph.D. in Civil-Environmental Engineering and Architecture – Industrial Design curriculum – and graduated with honours in Architecture-Building Engineering at the University of Udine. Her main research interests concern: a) Strategic-sustainable enhancement of physical and virtual environments, b) Multisensory environmental accessibility, c) Breaking down of physical and sense-perceptive architectural barriers, d) Inclusive and participative communication design, e) Tourist enjoyment and f) inclusive education, also in the field of visual and cognitive disability, in the context of ergonomic and photogrammetric aspects related to the accessibility of UNESCO Heritage Sites and to the 2.5/3D augmented modelling "for All" of parts of the same heritage. Her studies have been published in several scientific publication, with which she participated to national and international research projects. In addition, she is a certified specialist and she carries out professional activities and applied researches in Design, Research and Innovation as: Disability and Case Manager, Typhology Advisor, Professional in Design for All, Euro-Project Designer and Manager and Visual Merchandiser.

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Lotfi is an instructor at the German University in Cairo where she was awarded a Master's degree in Product Design in 2014 focusing on Design and Bionics. She has focused on research in the fields of Product design, Biomimicry, and Sustainability which she presented in workshops and talks including a TEDx talk at Zewail City University in 2017. She was awarded the Grand Prize by the Biomimicry Institute for an irrigation solution for Fayoum's agriculture in 2013. She is currently working on her PhD degree focused on Design Education and the future of the industrial design scene in Egypt.

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Progetto grafico is an international graphic design magazine founded in 2003 and published by Aiap, the Italian association of visual communication design. A point of reference for such design in Italy from its start, it has also been fully translated into English since 2012. • In December 2017, Jonathan Pierini and Gianluca Camillini became the current editors. • The new *Progetto grafico* offers a critical look at graphics and visuals through a narrative broken up into fragments. Its aim is to offer articles connected in different ways so as to foster a series of transdisciplinary, historical and contemporary considerations. This multiple viewpoint, ranging from very distant to very close, seeks to look at the real both in the broadest terms as well as in a more specialist context. Our belief is that observation, whether of artifacts or representations, as well as production of visuals or graphics can add to today's cultural debate. • Contributions can include visual material, essays and interviews. Each issue intends to explore the storytelling opportunities of the journal.



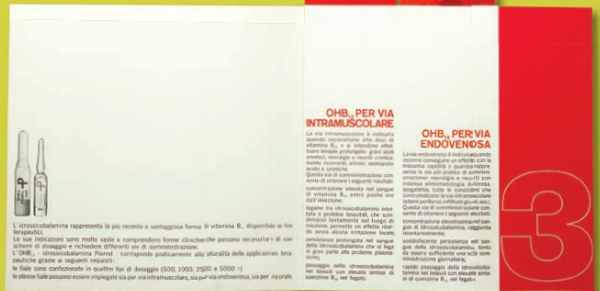
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