



Thesis title

THE URBAN DESIGNING OF URBAN MEGA PROJECTS.
An Investigation On Stakeholders an Design Products in Milan and Shanghai

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Course of study

MSc Urban planning and Policy Design

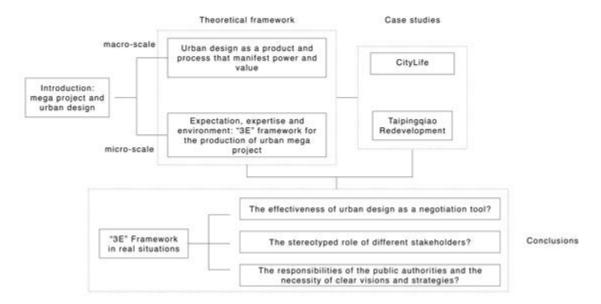
Academic year **2016-2017**

Urban mega project development is prevalently adopted in many different cultures for urban (re-)development. A large proportion of attention has been given to the socio-economic rationales and impacts of these projects. In comparison the aspect of design is relatively unexplored. Although design as a process is a widely adopted concept at the scale of urban design, this notion has not been adequately applied at the scale of urban mega project, its design criteria often reduced to mere iconicity and visibility.

The designing of urban mega project is more than just aesthetics, but is also inseparable from the power relations of stakeholders. Design is not only an end product but also a representation of contested relations. On the one hand, stakeholders with different expectations and expertise interact within certain environment. The results of these interactions are reflected in the design products and consequently in the built environment. On the other hand, the elements of designing the built environment that can be controlled or influenced by various stakeholders act as mediation of actor relations, creating situations when certain stakeholders acquire more gain while others do not. Therefore a study of the designing process of urban mega project is helpful for revealing the relations among different actors and the built environment. The research therefore investigates the designing process of CityLife and Taipinggiao Regeneration, two prominent urban redevelopment projects in Milan and Shanghai respectively, which have been shaped through international and local design competitions, innumerable negotiations among stakeholders and several rounds of design changes. By studying public planning documents, private negotiation covenants, interviewing relevant stakeholders, and more importantly by studying the designing process of the project and different design products, the research aims at understanding the power relations of stakeholders and how their interactions collectively shape the project that is still undergoing uncertainties. The key conclusions are threefold. Firstly, urban design as a negotiating tool is only effective when it is not restricted to design of the built environment, but also includes the design of processes and frameworks. Secondly, the stereotype of greedy developers and almighty designers" should be reconsidered, and rather than engaged in a "battle field" situation, they could co-design the project based on common interests. Thirdly, it's important that the public planning sector has a clear vision for the city's future to guide urban development projects, and sets a stable yet flexible framework to facilitate the negotiation and collaboration of diverse stakeholders.

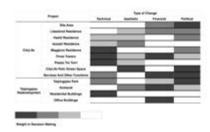


RESEARCH FRAMEWORK



CHOICE OF CASE STUDIES





UNDERSTANDING THE CHANGES

The overall situation is that political and financial resources could account for most of the changes. although in some situations the technical aspects could not be neglected.

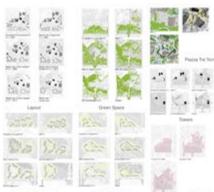
DESIGN PRODUCTS CityLife











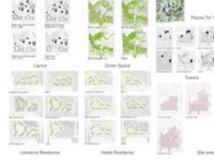
MASTER PLAN

Starting from 2004, there have been at

(ANALYSES OF CHANGES

- Changes in terms of layout, alter area, functions, green space and so on.

been 'planned' since the begin



DESIGN PRODUCTS Taipingqiao Redevelopment

control plans for the entire area, plus several detailed construction plane for





DESIGN CHANGES Taipingqiao Redevelopment

() ANALYSES OF CHANGES

Basic leyout has not been changed greatly; individual projects have undergone changes throughout time.



