



ISE FENIX PROJECT

International Urban Planning Workshop

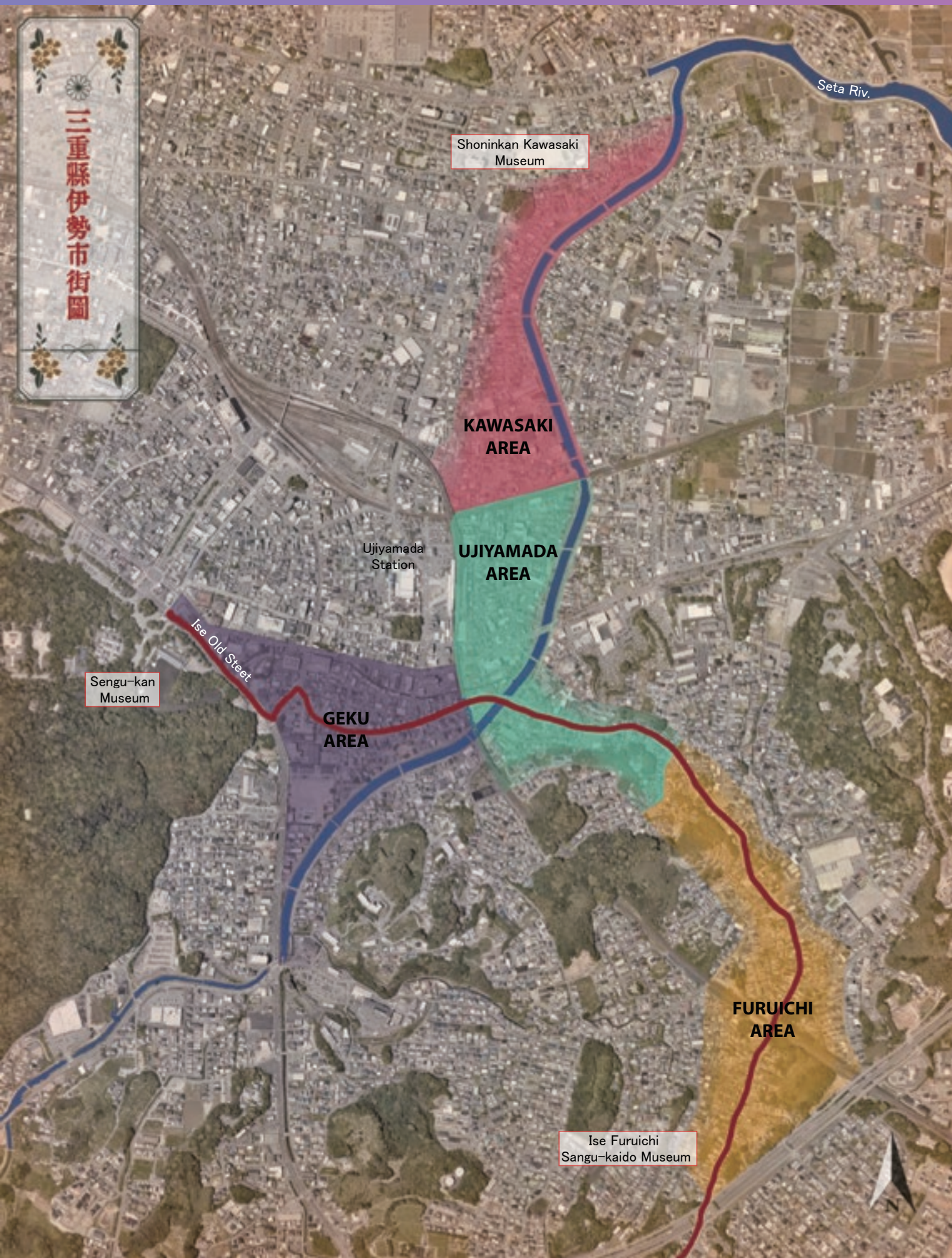
2025 March 4th – 8th (3rd – 9th)
Location: Ise, Mie Prefecture, JAPAN

Technical University of Liberec (TUL), Czech Republic
Academy of Fine Arts in Prague (AVU), Czech Republic
Meijo University Nagoya (MUN), Japan



Creative software/digital neural network Virtual futurologist A°D°A is co-financed by the state with the support of the Technology Agency of the Czech Republic as part of the SIGMA project.

ANNOTATION – ISE FENIX PROJECT



Japan has a unique tradition of Shikinen Sengu – rebuilding the Ise shrine every 20 years since year 690, which is such an attractive concept for architects all around the world as a great example of sustainable practices.

The international workshop was connected to the start of its 63rd rebuilding in March 2025 and it is intended to be held annually until the shrine's rebirth in 2033.

There are many tourists around the Naiku and Geku shrine areas, but the central part of Ise isn't attracting much attention. So, together with the shrine's being reborn, let's design the small urban interventions for Ise city's rebirth as well.

The intention of the ISE FENIX PROJECT international urban and scenario planning workshop, was not only to bring an urban vision and architectural solutions to public spaces, but to open the discussion about quality of public space, local identity, historical values and traditional skills, climate change effects in urban space, importance of implementing nature-based solutions in solving the increasingly topical problems with UHI (urban heat island – from which, thanks to climate change, suffer today's urban residents not only in Japanese cities). Project also considered the topic of promoting walkability by upgrading the quality of public spaces, introducing sustainability and participative approaches, it intended to engage with local community and discuss the strategy, how to rise bottom up projects.

Participants could also learn how to incorporate AI into their design process and how to evaluate the quality of its outcomes when testing the beta-version of the forthcoming AI software Virtual futurologist A°D°A, which is combining the possibilities of AI (LLM – large language models) and the futurological method of scenario planning with urban structural planning. Virtual futurologist A°D°A is recently being developed as part of the research project at Technical University of Liberec, Academy of Fine Arts in Prague and VUT Brno, Czech Republic.



WORKSHOP TUTORS



Assoc. Prof. Mgr. A. Zdeňka Němcová Zedníčková Ph.D., Czech Republic
MgA. Jana Bernartová, Ph.D., Czech Republic
Arch. Yukiko Iida, Japan UAP – Urban Asset Placemaker –

ONLINE LECTURES



Arch. Carlo Andrea Biraghi, Ph.D., Italy
Mgr. Kateřina Sidiropulu Janků, Ph.D. et Ph.D., Austria
RNDr. Dušana Dokupilová, PhD., Slovakia
Arch. Juan Rufino Castillo Molina, Dr. Eng., Dominican Republic
MSc. Marie Pourghasem Omandani, Czech Republic

ONLINE CONSULTATIONS



Arch. Carlo Andrea Biraghi Ph.D., Italy
Dr hab. Ing. Arch. Maciej Lasocki, Poland
Ing. arch. Haruka Kajiura, Japan

STUDENTS

Technical University of Liberec, CZ
– Daniela Kvapilová, Vladimír Vacík
Academy of Fine Arts in Prague, CZ
– Amálie Rybáková, Michal Šefrānek
Meijo University Nagoya, JP
– Takahito Nishiwaki, Kosei Futamura, Haruto Suzuki, Hiroho Okumura, Haruyuki Fujita, Keito Nakajima
Warsaw University of Technology, PL
– Urszula Prokop, Maria Kaczorowska, Mohamad Zino, Wojciech Stępień
Universidad Nacional Pedro Henríquez Ureña Santo Domingo, DR
– Emanuel Santiago Echavarría

ORGANIZER



Workshop was organised by
Assoc. Prof. **Makoto Tanida**
and **Gouki Yamamoto**,
Meijo University
in ISE CREATER's GARAGE

At first sight it may look, that the workshop's outcomes are only the small Urban Design interventions promoting walkable city and active public space, as the AI visualisations of real cityscape transformations were meant to be the outcome to share and catch the public attention to help the local community start a public discussion about these topics. But the core of student's work based on research and analyses was to come up with the strategy how to initiate and continue the transformation of Ise city into its adaptable and more sustainable version, which would be ready for the future challenges. So, the small urban design interventions are based on concept of Urban Acupuncture method – a useful practical solution to cure the neglected and overlooked parts of the city.

In only five days students went through very intense programme to achieve that complex outcome, and besides that they had to learn how to communicate and work together as a team mixed from six nationalities and very different cultural backgrounds.

Just to illustrate how intensive was the workshop programme let's see the first day schedule in detail. In the morning after students listened to the first introductory lecture, they were divided into four groups, each got assigned the part of the city to explore – Ujiyamada, Kawasaki, Geku and Furuichi areas. Groups walked the city with the map, to observe and understand its structure and its hierarchy and draw into blank maps the knowledge gained from discovering the city. Just at the same day students got assigned the main topic to research and focus on – one set of local driving forces and one for global driving forces – they had to consult these topics related to the creation of future vision scenario and its implementation strategy with AI software Virtual futurologist A°D°A. AI consultation time was then followed by online HUMAN consultation time, with professors from Italy and Poland to make a critical reflection of AI gained information. At the end they concluded that busy day with two lectures held online from Slovakia and from Austria.



Monday March 3rd

12:00 – 13:00 (location – ISE CREATER's GARAGE)

- baggage drop-off at ISE CREATER's GARAGE

13:00 – 18:00

- Individual or group visit of Naiku & Geku shrines
- Group visit of Sengukan museum, Shoninkan Kawasaki museum with guide

18:00 – 20:00 (location – city/ISE CREATER's GARAGE)

- accommodation at ISE CREATER's GARAGE

20:00 (location – ISE CREATER's GARAGE)

- welcome meeting and explanation of the programme and topic
- lecture Participatory Planning: Community First Toolkit – Yukiko Iida

Tuesday March 4th

09:00 – 10:30 (location – ISE CREATER's GARAGE)

- kick off explanation of the method, workflow and expected outcome Zdeňka Němcová Zedníčková
- divide students into groups, assign the parts of the city to explore

10:30 – 13:00 (location – city)

- in groups walk the city assigned part with the map, understand the structure and its hierarchy
- in groups draw into blank map knowledge gained from walking the city

14:00 – 15:30 (location – ISE CREATER's GARAGE)

- lecture Art and artificial intelligence, introduction to A°D°A virtual futurologist software – Jana Bernartová
- AI consultation time with A°D°A virtual futurologist software

16:00 – 17:30 (location – ISE CREATER's GARAGE)

- HUMAN consultation time – present and discuss with other groups the information gained from the discussion with A°D°A AI – make a critical reflection of AI gained information
- online consultants Carlo Biraghi and Maciej Lasocki

19:00 – 20:00 (location – ISE CREATER's GARAGE)

- online lectures – 19:00 Dušana Dokupilová and 19:30 Kateřina Sidiropulu Janků

Wednesday March 5th

09:00 – 12:00 (location – city)

- walk the city assigned area
- discuss with local residents, stakeholders, tourists

13:00 – 15:30 (location – ISE CREATER's GARAGE)

- AI consultation time – with A°D°A virtual futurologist software

16:00 – 17:30 (location – ISE CREATER's GARAGE)

- HUMAN consultation time – present and discuss with other groups – online consultants Kateřina Sidiropulu Janků, Carlo Biraghi and Maciej Lasocki

19:30– (location – ISE CREATER's GARAGE)

- online lectures – Rufino Castillo Molina

In following days besides the AI and HUMAN consultations and evening online lectures, students focused on assigned driving forces topics, confronted gained information and ideas with real city scape and researched how they reflect in the built environment. This resulted in the list of important relevant topics for selected city part, based on observations of locality and discussions with local residents, stakeholders and tourists. In midterm students had a chance to meet, present and consult synthesis of their ideas with local participants in ISE CREATER's GARAGE.

Over the gained knowledge all together worked on synthesis of group ideas to create final single timeline and scenario for improving Ise resilience to climate change and specifically its walkability, as a base for the concept of urban plan and design. As a whole collective they discussed and created the future vision for Ise and its implementation strategy.

In last two days their work continued in the groups, to define the transformation zones in previously assigned parts of the city and selecting from them places to design. That followed up with the individual time to design and with individual AI visualisation time, when they used AI software to create final visual collage into the photos of current condition. They concluded the workshop by creating a final ISE FENIX PROJECT presentation of all their proposals and presented it in ISE CREATER's GARAGE to the municipality members and local citizens to gain their valuable feedback.

More elaborated proposals based on deeper consultations with local residents should follow up in next workshops focused on participatory design & built approaches towards an attractive walkable city.

Thursday March 6th

09:00 – 12:00 (location – ISE CREATER's GARAGE)

- AI consultation time – A°D°A virtual futurologist software
- design time

13:00 – 15:00 (location – ISE CREATER's GARAGE)

- HUMAN consultation time – present and discuss with other groups

15:30 – 17:30 (location – ISE CREATER's GARAGE)

- meet and present your ideas to local PARTICIPANTS

19:00 – 20:00 (location – ISE CREATER's GARAGE)

- online lectures – 19:00 Carlo Biragi and 19:30 Marie Pourghasem Omandani

Friday March 7th

09:00 – 11:00 (location – ISE CREATER's GARAGE)

HUMAN consultations

11:00 – 13:00 (location – city)

visit the locations to take a photos for visualisations

14:00 – 16:00 (location – ISE CREATER's GARAGE)

individual time to design

16:30 – 17:30 (location – ISE CREATER's GARAGE)

HUMAN consultation time – online consultants Carlo Biraghi and Maciej Lasocki

19:00 – 20:00 (location – ISE CREATER's GARAGE)

AI visualisation time

Saturday March 8th

09:00 – 15:00 (location – ISE CREATER's GARAGE)

- create a final presentation of your proposal
- create all proposal presentations – Ise FENIX PROJECT presentation for the City hall/Municipality

16:00 – 18:00 (location – ISE CREATER's GARAGE)

- FINAL presentation of Ise FENIX PROJECT to municipality and local citizens
- discussion with local citizens and online participants

20:00 – 00:00 (location – city/ISE CREATER's GARAGE)

- goodbye dinner/party



ON SITE LECTURES

Chifumi Takahashi – The spirit of sustainability passed down at Ise Jingu

Arch. Yukiko Iida – Participatory Planning: Community First Toolkit

Assoc. Prof. MgA. Zdeňka Němcová Zedníčková, Ph.D. – Architecture, Futurology & AI/LLM

MgA. Jana Bernartová, Ph.D. – Art and artificial intelligence, introduction to A°D°A virtual futurologist software

ONLINE LECTURES

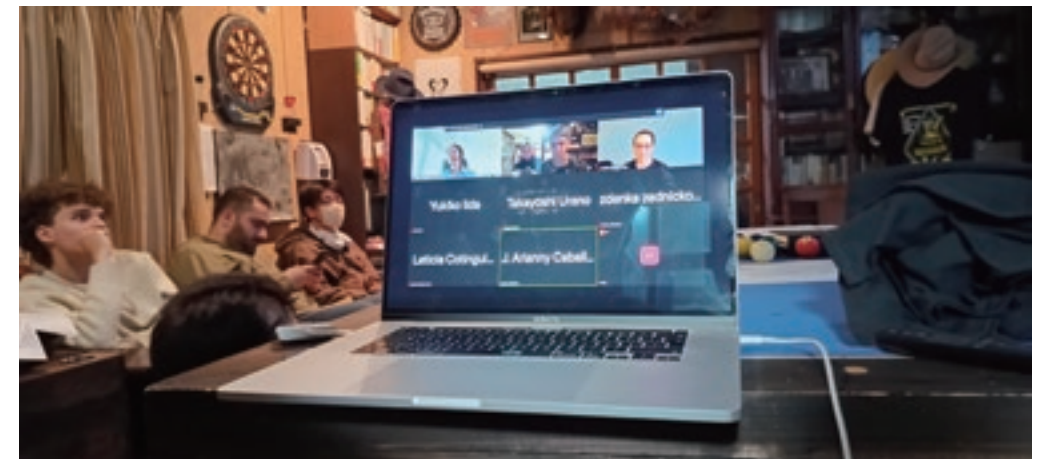
RNDr. Dušana Dokupilová, PhD. – Climate change effects in Urban space

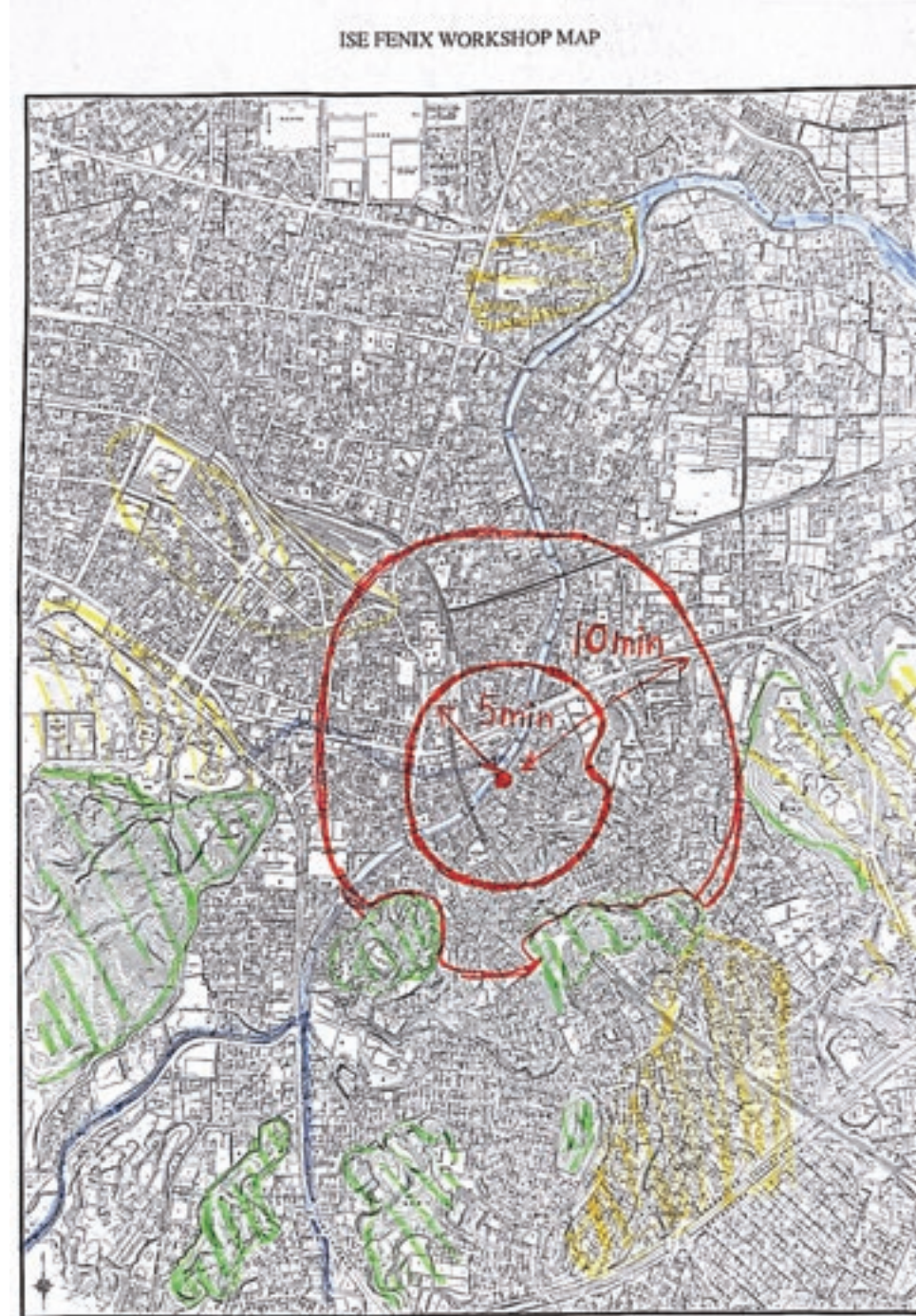
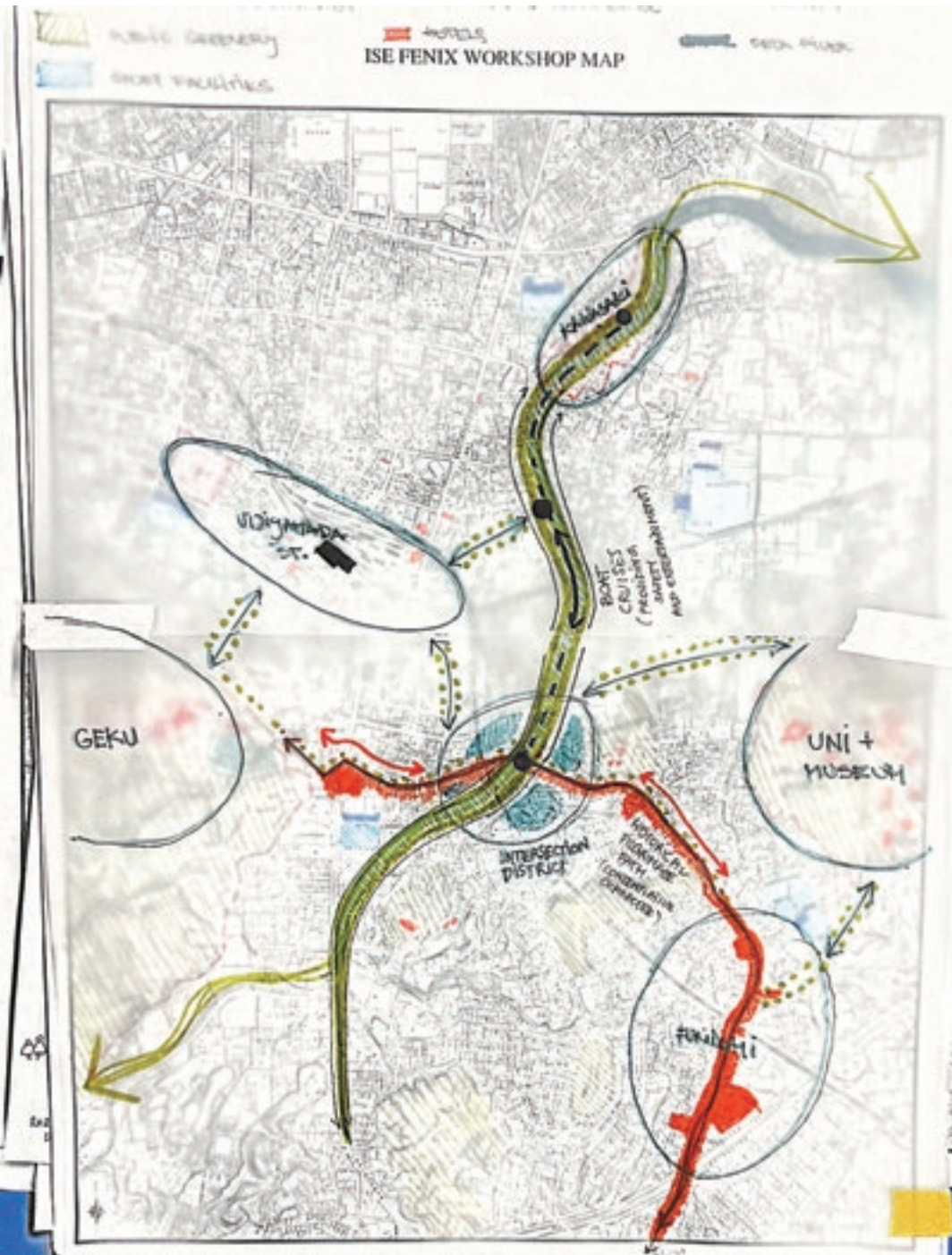
Mgr. Kateřina Sidiropulu Janků, Ph.D. et Ph.D. – Participatory approaches in Urban Planning

Arch. Juan Rufino Castillo Molina, Dr. Eng. – Understanding cultural roots in globalized world

Arch. Carlo Andrea Biraghi, Ph.D. – Walkability and Urban design

MSc. Marie Pourghasem Omandani – Nature Based Solution for cities adaptability





ISE FENIX WORKSHOP MAP

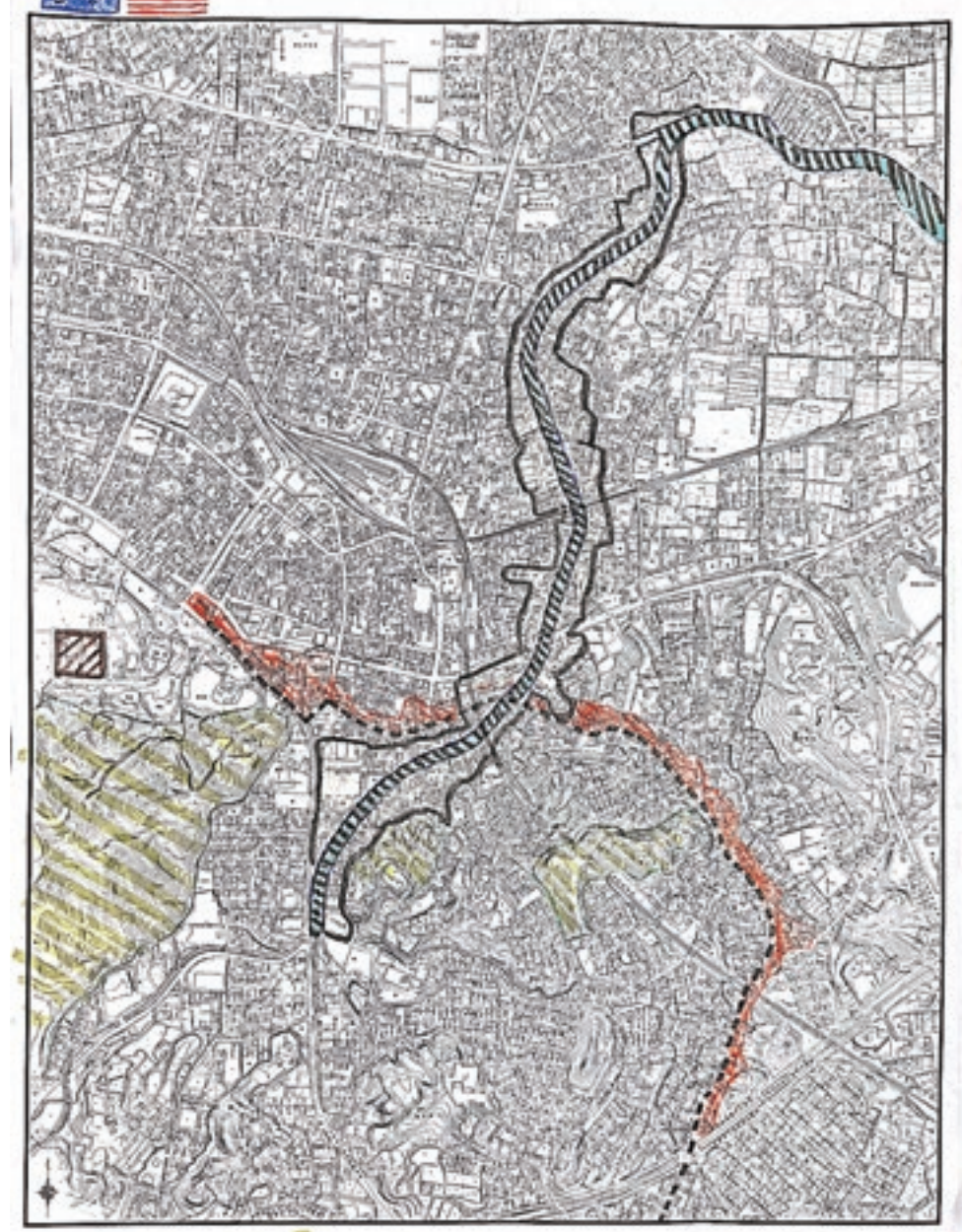
- CURRENT PUBLIC AREA
- POTENTIAL PUBLIC AREA
- CURRENT PUBLIC AREA

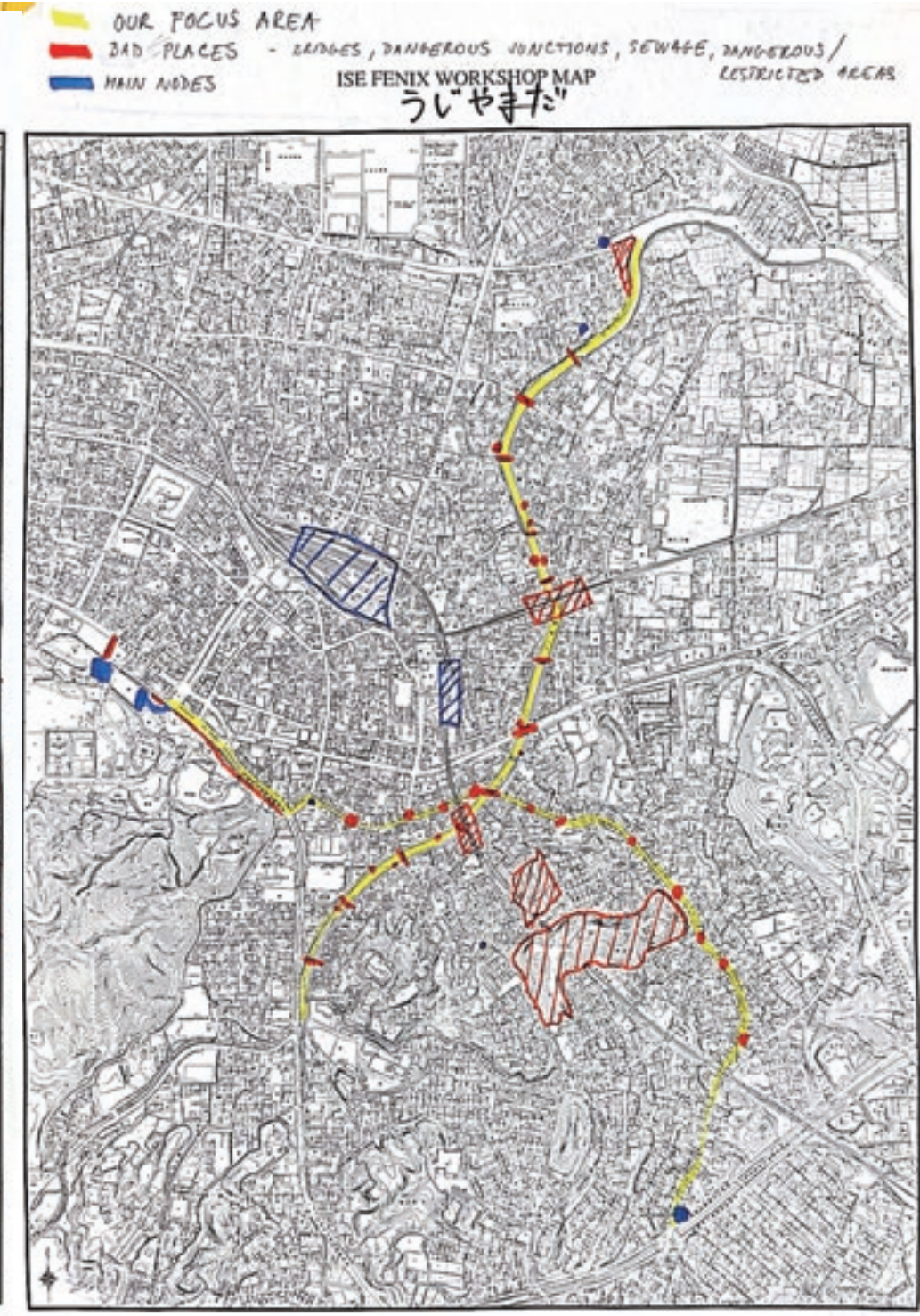


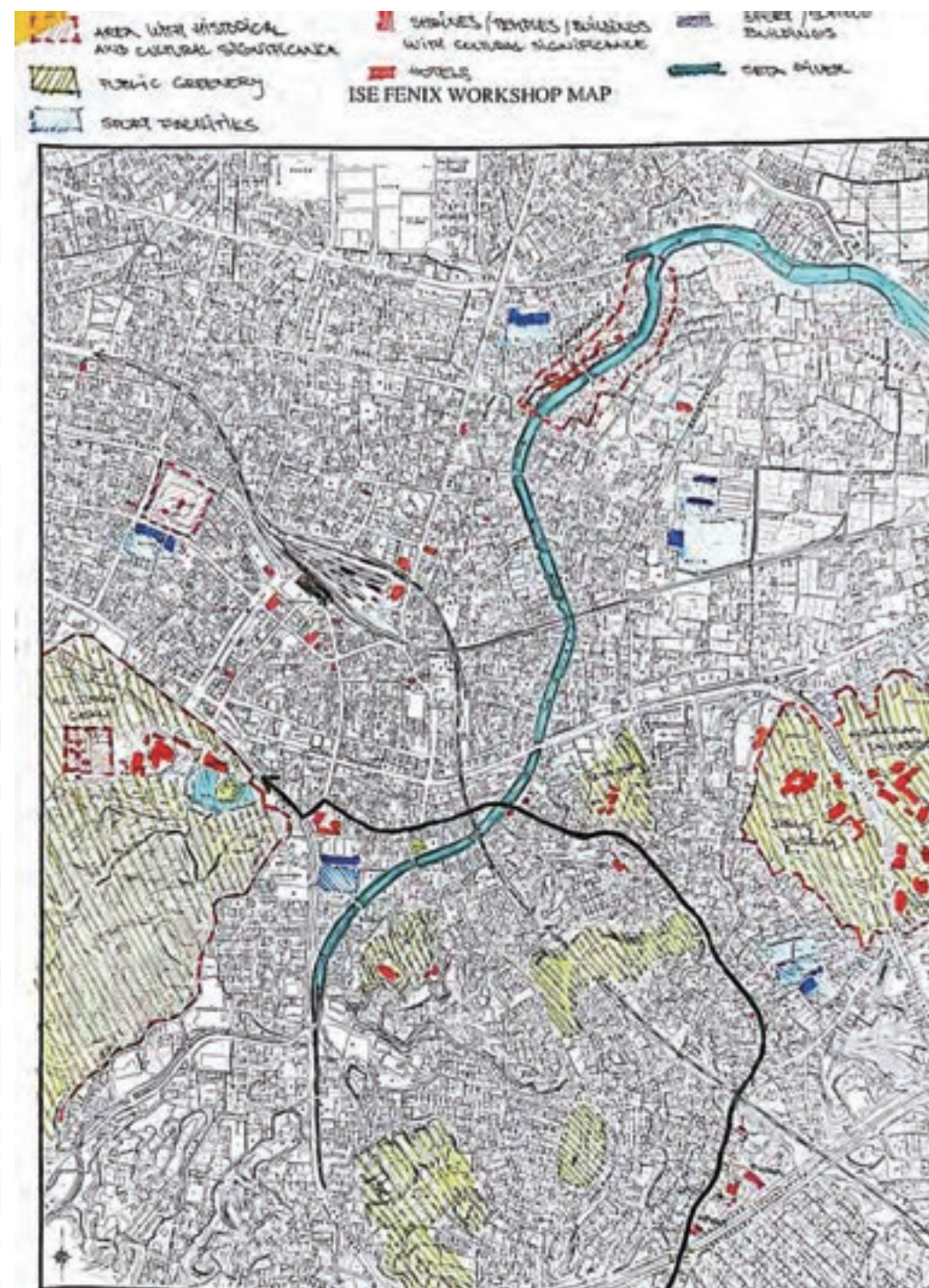
ISE FENIX WORKSHOP MAP



ISE FENIX WORKSHOP MAP







A°D°A

Urban Futurologist session

Chat with Urban Futurologist > Amalie R: New chat (preview)

How can global shift in colonial powers and economical megapowers in the world influence smaller cities which are parts of larger metropolitan areas, but are on the edge such as Ise in Mie, Japan?

The global shift in colonial and economic megapowers can have significant implications for smaller cities like Ise in Mie, Japan, especially those situated on the periphery of larger metropolitan areas. To comprehensively assess the potential impacts, we should consider several key factors and contextual elements:

Initial Assessment

1. Information Completeness Evaluation

- Assess the complexity of the query and identify information gaps.
- Determine the minimum data requirements to provide a comprehensive response.

2. Context Gathering Phase

- Project Purpose: Understand the specific concerns or objectives.
- Scale and Scope: Identify the geographic and thematic scope.
- Timeline: Consider short-term and long-term perspectives.
- Local Context: Analyze Ise's unique cultural, economic, and social attributes.
- Resource Constraints: Identify any limitations in resources or infrastructure.
- Stakeholder Considerations: Recognize the key stakeholders involved.
- Expected Outcomes: Clarify the desired outcomes of the analysis.
- Existing Initiatives or Limitations: Identify ongoing projects or constraints.

Preliminary Framework Development

- **Acknowledgment of Query Receipt:** Recognize the complexity and nuances of the inquiry.
- **Present Initial Analytical Framework:** Outline the approach to assess the impact.
- **Outline Relevant System Components:** Consider economic, social, cultural, and infrastructural factors.

Conclusion

The shifting dynamics of global economic and colonial powers can have profound effects on smaller cities like Ise, influencing economic conditions, cultural exchanges, infrastructure development, and social systems. By considering these factors through a comprehensive, systems-based approach, stakeholders can better prepare for and adapt to these changes, ensuring resilience and sustainable development for the future.

Human data: Economy, Business and Energy Approach of Ise

Human data: Megumi interview

In Ise there is a path connecting geku and naiku shrine, do you know something about this road?

The path connecting the Geku and Naiku shrines in Ise is known as the "Pilgrimage Road" or "Sankōdō." This road holds significant cultural and spiritual importance as it connects two of the most revered Shinto shrines in Japan, which together form the Ise Grand Shrine or Ise Jingū. The Geku (Outer Shrine) and Naiku (Inner Shrine) are dedicated to different deities, with the Naiku being the primary shrine dedicated to Amaterasu Omikami, the sun goddess and one of the principal deities in Shinto belief.

Cultural and Historical Context

1. **Spiritual Significance:** The road serves as a pilgrimage route for worshippers and visitors who come to pay their respects and seek blessings. Walking this path is often considered a spiritual journey, reflective of one's devotion and connection to Shinto beliefs.

A°D°A

Theorist of Architecture session

Chat with Theorist of Architecture > Vladimir Vacik: Bilbao effect? (preview)

hello Monika! We are solving public spaces next to the river in the Japan city Ise. Public space in this city is little in bad condition now, but now it starts the building of the one important Japan temple, so it probably would be attractive city for the tourists. I think that the public space should be representative here, but after 12 years will be this temple recycled and remove to the other city. I think that this 12-years period could be good opportunity for starting grow for the future, but I afraid that after this 12-years period this city will be against lost. What strategy could you recommended for the better future life of this city? Could be possible to create for example second Bilbao effect?

Greetings! Your inquiry into the revitalization of public spaces in Ise, Japan, presents a fascinating opportunity to explore the intersection of cultural heritage, urban development, and sustainable planning. The situation you describe, with the temporary presence of a significant temple, offers a unique context for strategic urban intervention.

1. **Theoretical Premise:** The concept of the "Bilbao Effect" refers to the transformative impact that a single architectural project can have on a city's economy and cultural identity, as seen with the Guggenheim Museum in Bilbao, Spain. However, replicating this effect requires careful consideration of local context, cultural significance, and long-term sustainability.
2. **Comparison and Analysis:** In Ise, the temporary nature of the temple presents both a challenge and an opportunity. The challenge lies in ensuring that the city's development does not solely rely on the temple's presence. The opportunity is to use this period to establish a foundation for sustainable growth that extends beyond the temple's relocation.
3. **Critical Interpretation:** To achieve a lasting impact, the strategy should focus on creating a resilient urban fabric that integrates cultural, social, and environmental dimensions. This could involve:
 - **Cultural Programming:** Develop a series of cultural events and activities that celebrate Ise's

RESEARCH TOPICS TO DISCUSS WITH A°D°A

LOCAL DRIVING FORCES

- Environmental issues and safety
- Social aspects, Politics and law
- Economy, business and energy
- Culture, History and tourism, religion, sports

GLOBAL DRIVING FORCES

- Shift in global economic power, continuous economic growth
- Demographic change, different population trends, diversified approaches to governance
- Rapid urbanisation
- Rise of technology
- Climate change effects, pressure on ecosystems, pollution of natural environment
- Global competition over resources, resource security, multipolar world
- Safety issues, health issues

ISE CHARACTERISTICS → GROUP LIST

OVERAL VIEW + CULTURE, HISTORY, TOURISM, RELIGION AND SPORT

CITY STRUCTURE

NOW:

- INTERESTING AND COMPLEX PERIPHERAL DISTRICTS DIVIDED BY HOSTILE CITY CENTER
- MONOFUNCTIONALITY - SOME AREAS ARE STRICTLY RESIDENTIAL
- CONSISTENT AND HARMONIOUS SCALE OF BUILDINGS
- REPLACING TRADITIONAL TYPOLOGY OF BUILDINGS WITH MORE UNIVERSAL / INTERNATIONAL FORMS

SOLUTIONS:

- PROVIDING INVITING AND WALKABLE CONNECTIONS BETWEEN CITIES' DISTRICTS
- CENTRAL AREA SHOULD LINK, NOT DIVIDE
- REVIVAL OF TRADITIONAL URBAN LAYOUTS
- RIVER AS A CORE OF THE CITY DEVELOPMENT
- REVIVAL OF TRADITIONAL ARCHITECTURE TYPOLOGY

THREATS:

- HIGH COSTS
- LACK OF PROPER LEGISLATION

PUBLIC SPACES

NOW:

- LACK OF QUALITY PUBLIC SPACES
- A LOT OF VACANT PLOTS
- CAR PRIORITIZING
- LACK OF GREEN SPACES
- SPORT FACILITIES MOSTLY BELONG TO SCHOOLS

SOLUTIONS:

- IMPLEMENTING NEW HIERARCHY OF PUBLIC SPACE PRIORITIZING WALKABILITY AND SAFETY
- DESIGNING NEW STREET PROFILE
- IMPLEMENTING VEGETATION (LOCAL PLANTS SPECIES)
- INTRODUCING TEMPORARY SOLUTIONS TO SLOWLY INTRODUCE CHANGES TO PEOPLE

THREATS:

- LOCAL PEOPLE DON'T USING NEW PUBLIC SPACES
- LOCAL PEOPLE NOT ACCEPTING PEDESTRIAN PRIORITY AND CAR USE REGULATIONS

HERITAGE

NOW:

- EMPHASIZING THE IMPORTANCE OF GEKU AND NAKEU SHRINES (MUSEUM ETC)
- ISE KAIIDO BLENDS WITH OTHER ROADS
- NOT CONVINCED CONNECTION TO KAWASAKI
- DESCRIPTIONS MOSTLY IN ENGLISH

SOLUTIONS:

- PROMOTING ISE-KAIIDO AS A TOURISM-HERITAGE
- INVITING PEOPLE TO WALK OFF THE BEATEN TRACK (SIDE STREETS HIDDEN GEMS)
- IMPLEMENTING CLEAR WAYMARKING SYSTEM (IN JAPANESE AND ENGLISH)

THREATS:

- DISTURBED LIFE OF LOCAL CITIZENS LIVING ALONG THE ROAD

THE RIVER

NOW:

- NO CONNECTION TO RIVER
- NO LIFE (PEOPLE) ON THE RIVER BANKS
- ATTRACTIVE WILDLIFE (BIRDS, FISH)

SOLUTIONS:

- TRANSFORMING BANKS TO WALKABLE BOULEVARDS
- PROVIDE TRANSPORT OF GOODS AND PEOPLE (WATER TAXI, WATER TOURISTIC LINE)

THREATS:

- DESTRUCTION OF WILDLIFE

TOURISM

NOW:

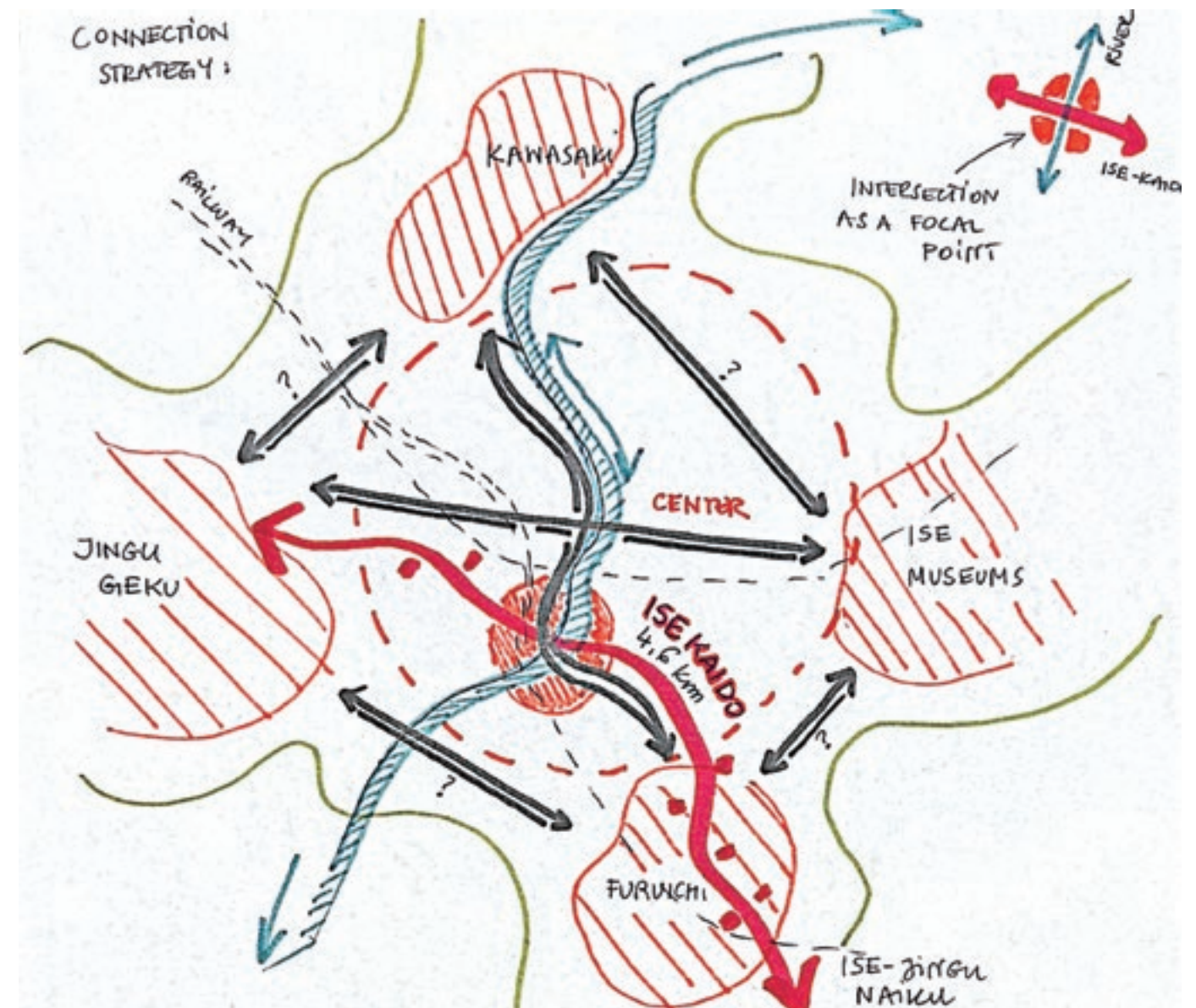
- MOSTLY DOMESTIC TOURISTS
- ~ 8 MILLION PEOPLE/YEAR!
- MOST OF THE TOURIST COMING FOR ONE DAY (IN 400 NOT STAYING FOR AT LEAST ONE NIGHT)

SOLUTIONS:

- ENCOURAGING THEM TO STAY BY AN ATTRACTIVE AND ACCESSIBLE CITY

THREATS:

- GENTRIFICATION



WHAT CAN WE DO:

- PROVIDE CONNECTIONS BETWEEN DIFFERENT PARTS OF THE CITY BY ACTIVATING THE CITY CENTER

- PROTECTION OF THE EXISTING NATURAL AND CULTURAL VALUES

- REVIVAL OF TRADITIONAL URBAN AND ARCHITECTURAL TYPOLOGY

- TEMPORARY SOLUTIONS

WHAT ARE THE THREATS:

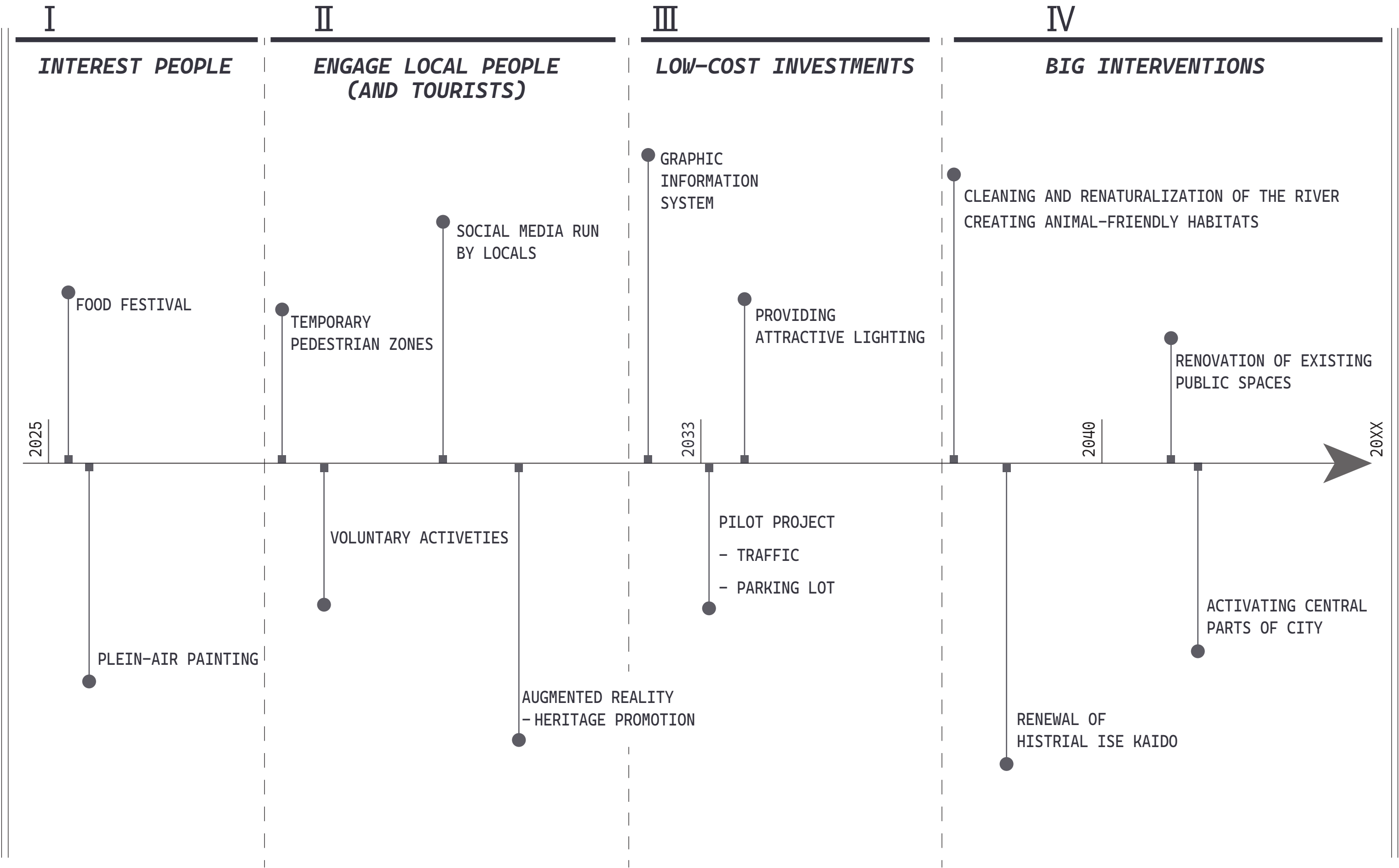
- RISE OF TOURISM
↳ GENTRIFICATION

- NATURAL DISASTERS (FLOOD, WATER LEVEL RISE, TYPHOONS)

- LESS CITIZENS → MORE TOURISTS
↳ FALL OF TRADITIONAL CRAFTSMANSHIP AND LOCAL CUSTOMS

TRANSPORT OF GOODS AND PEOPLE (ALSO TOURISTS)





I

INTEREST PEOPLE

FOOD FESTIVAL

Inviting people to the historical part of the city to emphasize heritage of the area (Annual)



PLEIN-AIR PAINTING

- Artist and local people painting together
- Recreating the tradition of plein airs in Furuichi



II

ENGAGE LOCAL PEOPLE
(AND TOURISTS)

TEMPORARY
PEDESTRIAN ZONES
↑
Games for children



AUGMENTED REALITY
– HERITAGE PROMOTION
Implementation of AI and
AR information spots in
key parts of the city



VOLUNTARY ACTIVITIES
• Urban gardening
• Urban furniture workshop
(carpentry)



SOCIAL MEDIA RUN
BY LOCALS
Promoting the city online

III

LOW-COST INVESTMENTS

- GRAPHIC INFORMATION SYSTEM
 - Guiding tourists
 - Informing locals



- PROVIDING ATTRACTIVE LIGHTING
 - Temporary lightning
 - Traditinal lightning along Ise-kaido

2033

- PILOT PROJECT
 - TRAFFIC
 - Painting bike paths and pedestrian roads
 - PARKING LOT
 - Relocating parking lots and replace them into valuable public space



IV

BIG INTERVENTIONS

CLEANING AND RENATURALIZATION
OF THE RIVER CREATING
ANIMAL-FRIENDLY HABITATS

- Access to natural environment
- Connecting valuable green areas and blue areas
- Providing resilient solutions as water retention
- Water transport of people



ACTIVATING CENTRAL
PARTS OF CITY

Enhancing the polycentric structure of the city

2040

20XX

RENEWAL OF
HISTRIAL ISE KAIDO

- New road profile and paving
- Introducing traditional architecture typology



RENOVATION OF EXISTING
PUBLIC SPACES

Creating vluable places and services



OUTDOOR
GAMES



INFORMATION
SYSTEM



WATER
PURIFICATION



TEMPORARY
MARKETS



FESTIVAL



UJIYAMADA GROUP MEMBERS

Kosei Futamura

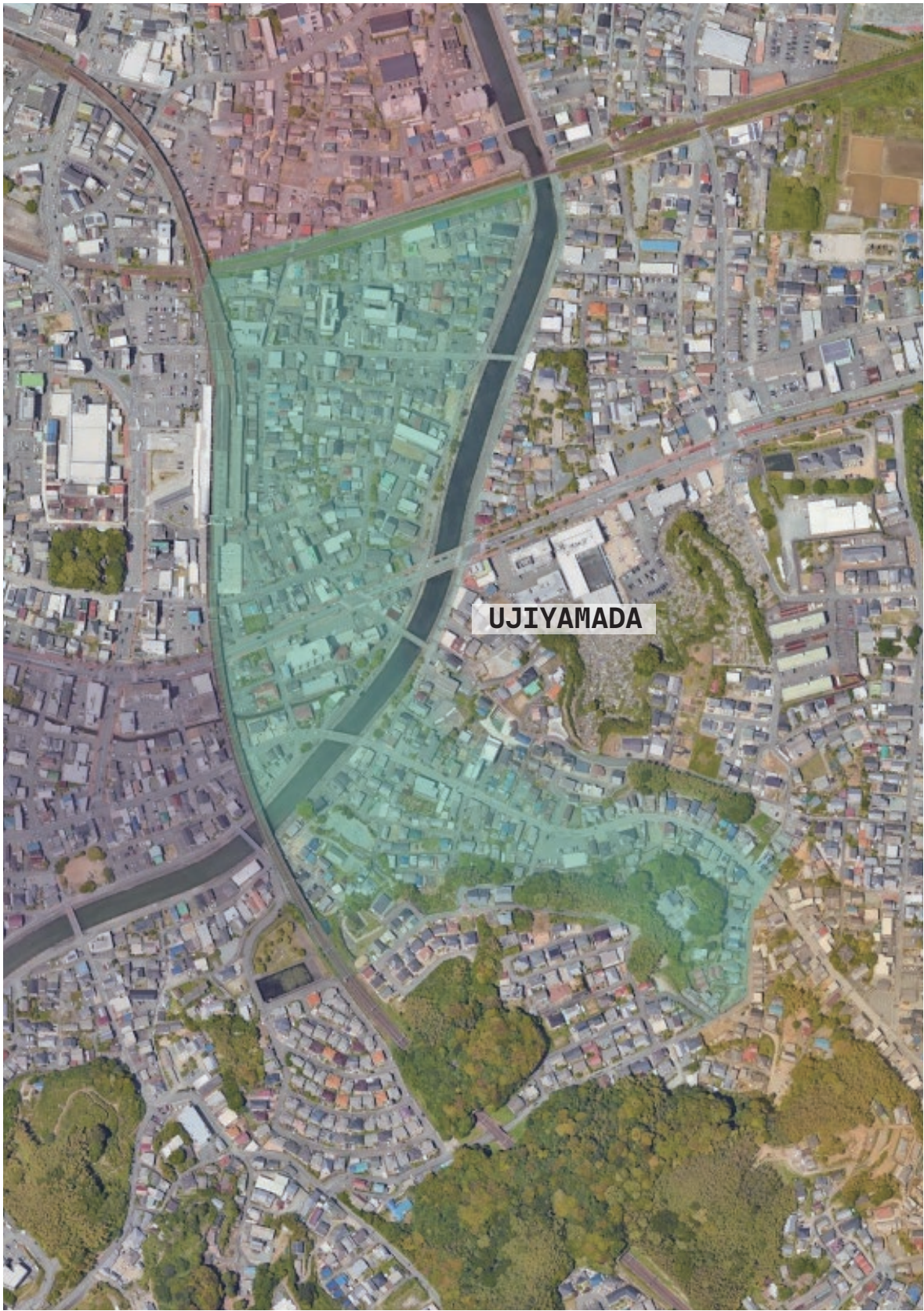
Amálie Rybáková

Mohamad Zino

Keito Nakajima



SITE1: Ujiyamada Area



- ① FESTIVALS
- ② URBAN FURNITURE
- ③ REVIVING THE RIVERFRONT
- ④ STREET TO COMMUNITY
- ⑤ ENHANCING CROSSING
- ⑥ FILLING VOIDS

3) UJIYAMADA AREA



① FESTIVALS



I . INTEREST PEOPLE
FOOD FESTIVAL

② URBAN FURNITURE



I . INTEREST PEOPLE
FOOD FESTIVAL



II . ENGAGE LOCAL PEOPLE
URBAN FUNITURE



③REVIVING THE RIVERFRONT



IV. BIG INTERVENTIONS
RENATURALIZATION OF THE RIVER





④ STREET TO COMMUNITY



SITE1: Ujiyamada Area



III. LOW-COST INVESTMENTS
PILOT PROJECT



IV. BIG INTERVENTIONS
RENATURALIZATION OF THE RIVER



⑤ ENHANCING CROSSING



PLEAN AIR PAINTING
artist and local people
paintng together

URBAN
GARDENING

slow down
the car

A rest spot
on the long ISE KAIDO + A gathering place
for local residents

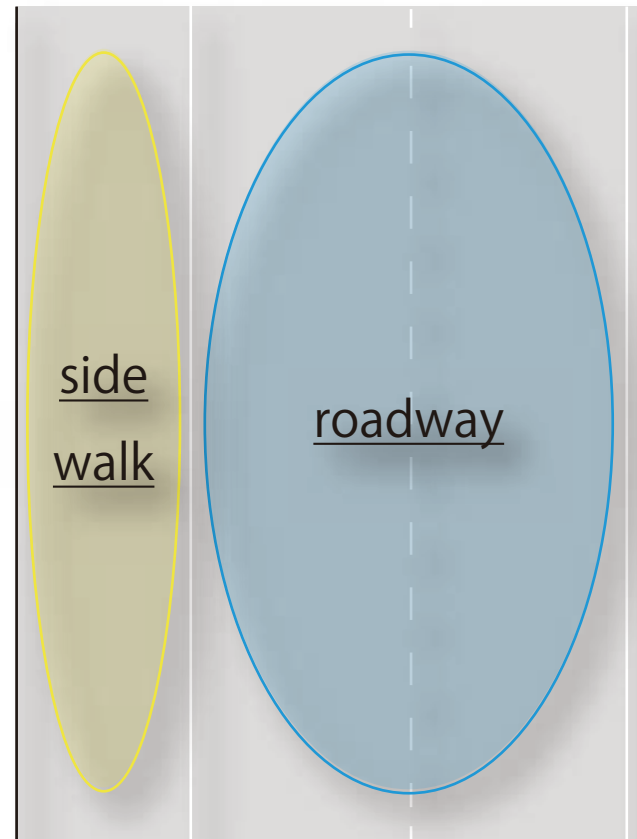
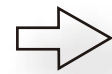
III. LOW-COST INVESTMENTS
PILOT PROJECT

The intersection of the Ise Kaidō and the river.

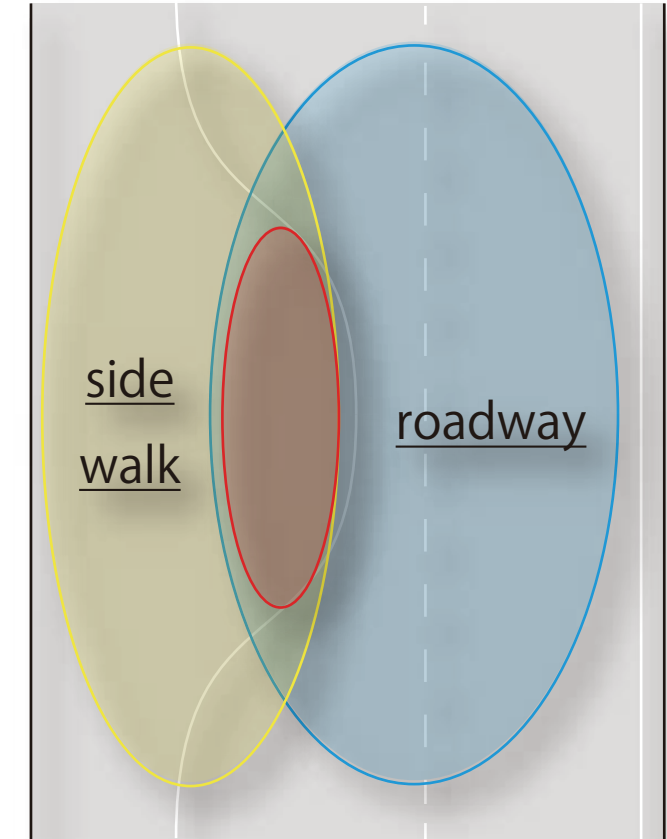
Image Diagram



only cars
(no place for pedestrians)



ensuring space
for pedestrians



expansion
of pedestrian space

By distributing small gathering spaces along the Ise Kaidō, people's movements can be guided. Gradually increasing the number of these spaces in line with the city's growth allows for flexible development while adjusting locations as needed.

KAWASAKI GROUP MEMBERS

Hiroho Okumura

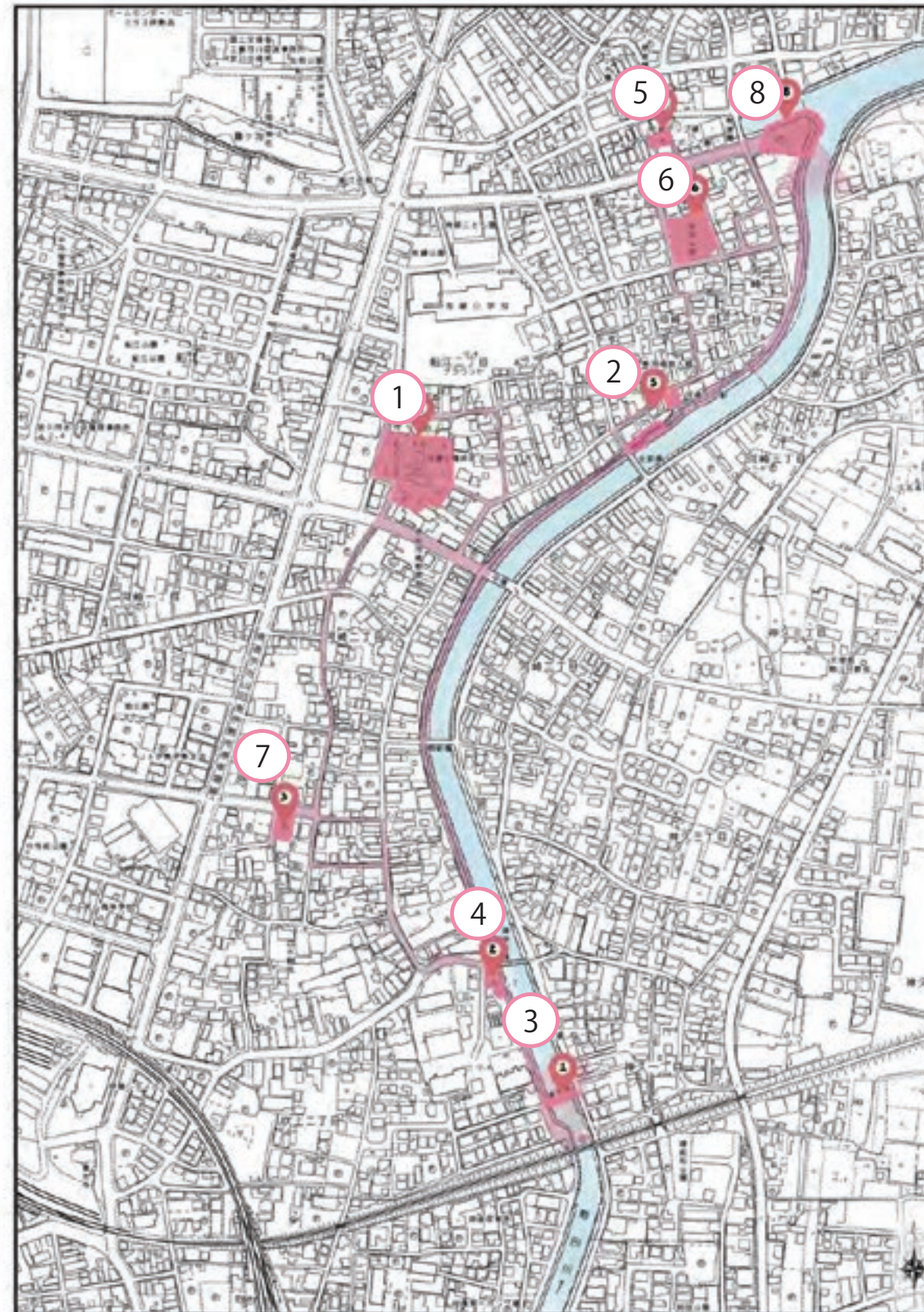
Vladimír Vacík

Maria Kaczorowska

Emanuel Santiago Echavarría

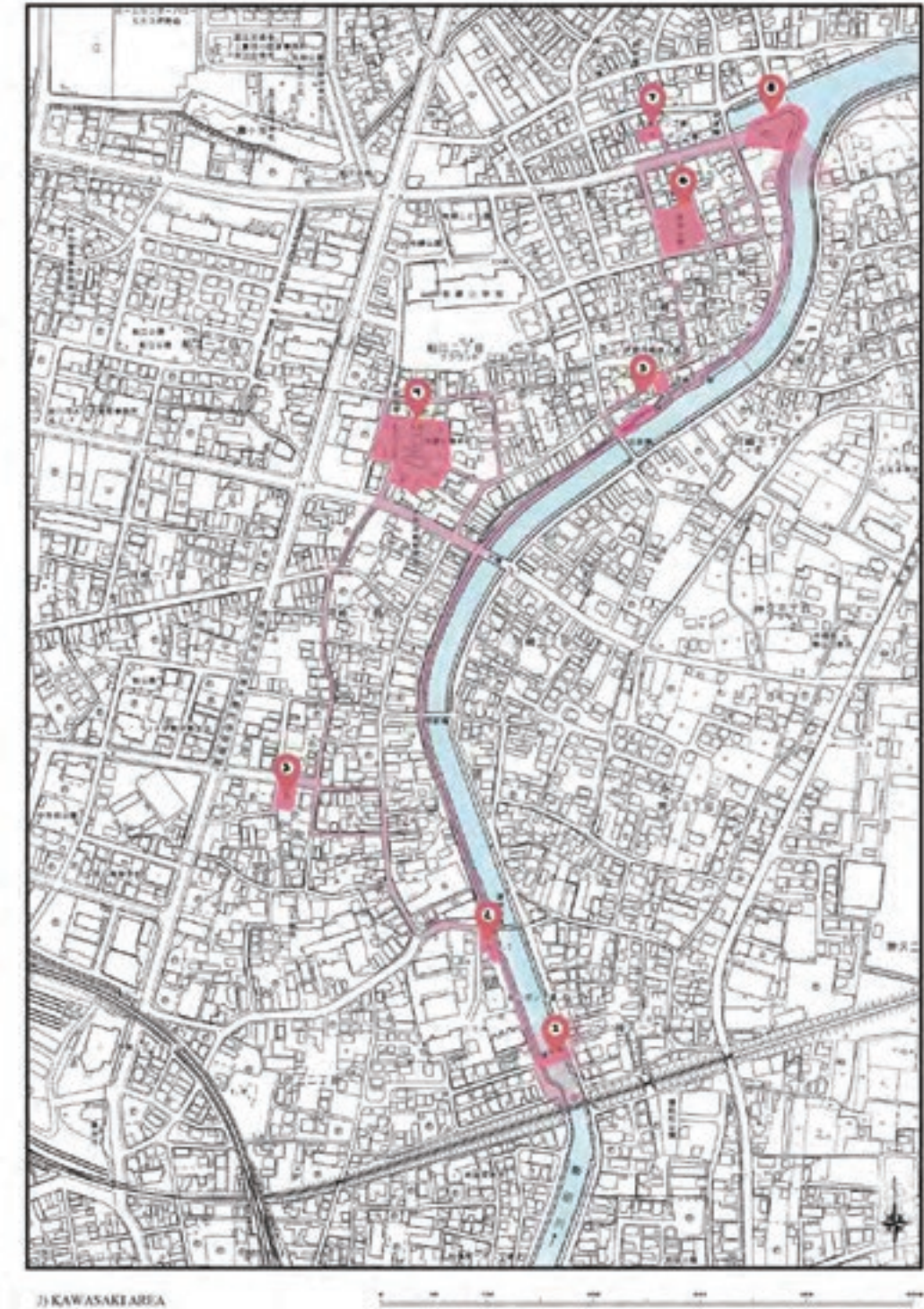
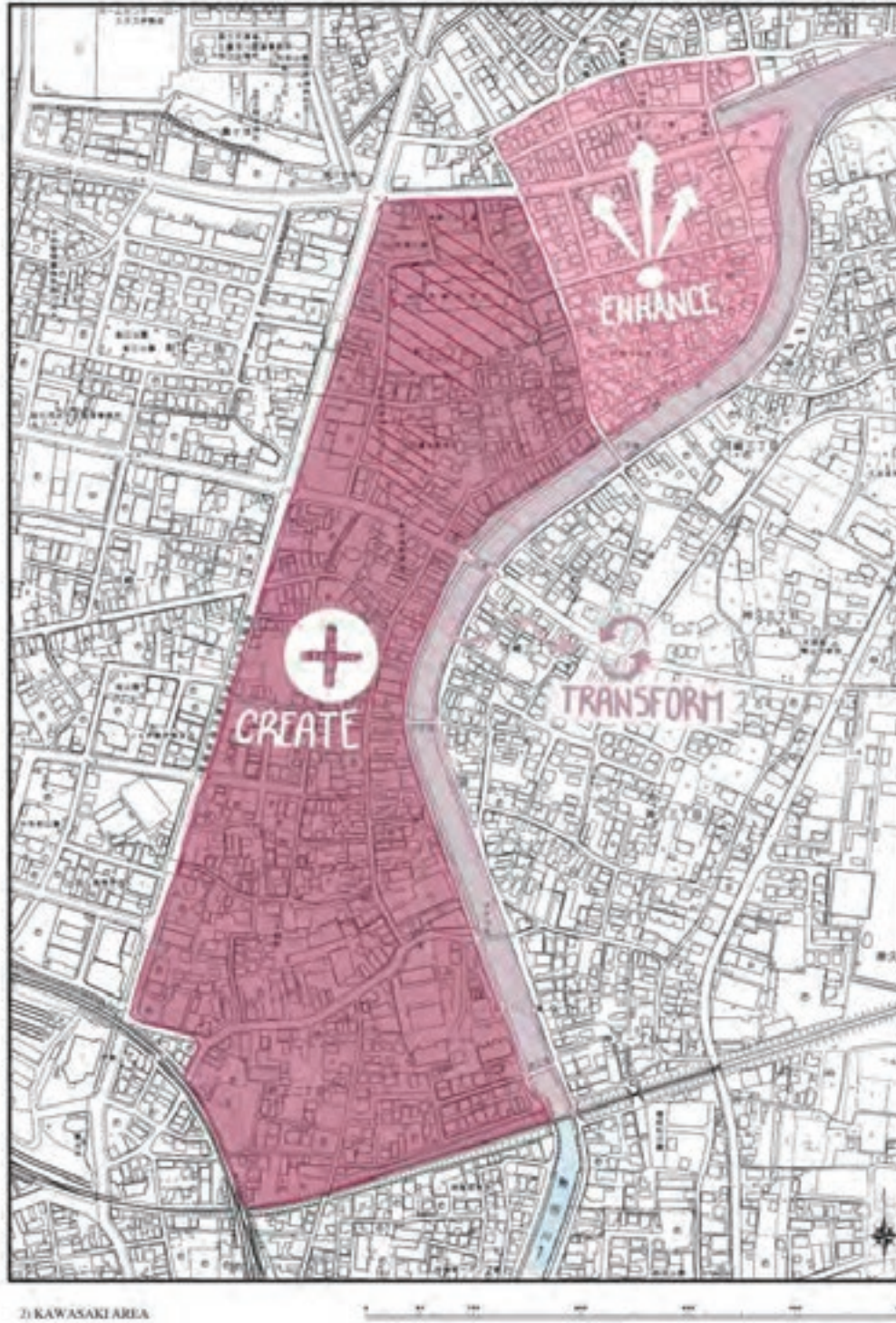


SITE2: Kawasaki Area

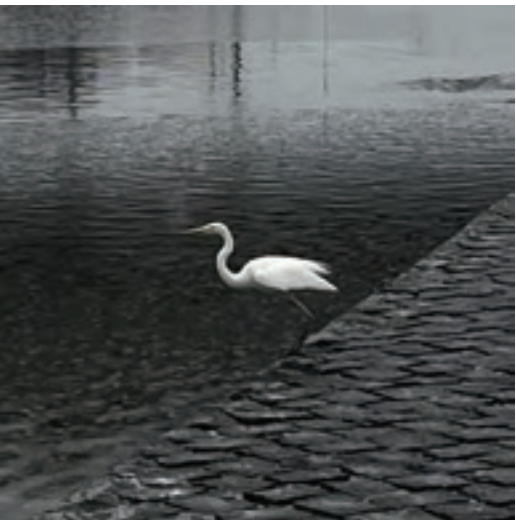


- ① FOOD FESTIVALS RELATED TO LOCAL CULTURE
- ② URBAN FURNITURE CARPENTRY AND GRAPHIC DISPLAYS
- ③ AUGMENTED REALITY HISTORICAL TOUR
- ④ REIMAGINATION OF ACTUAL GREENERY SYSTEMS
- ⑤ REUSE OF EMPTY SPACES
- ⑥ ENHANCING OF EXISTING PUBLIC SPACES
- ⑦ REPURPOSE OF PARKING LOTS
- ⑧ REVITALIZATION AND HUMANIZING THE RIVER

SITE2: Kawasaki Area



MATERIALS AND DETAILS
FROM ISE AND KAWASAKI HISTORICAL AREA

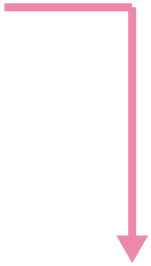


1.1 FOOD FESTIVALS RELATED TO LOCAL CULTURE



I . INTEREST PEOPLE
PLEIN-AIR PAINTING

1.2 FOOD FESTIVALS RELATED TO LOCAL CULTURE



I . INTEREST PEOPLE
FOOD FESTIVAL

1.3 FOOD FESTIVALS RELATED TO LOCAL CULTURE



I . INTEREST PEOPLE
FOOD FESTIVAL

2.1 URBAN FURNITURE CARPENTRY
AND GRAPHIC DISPLAYS



II . ENGAGE LOCAL PEOPLE
URBAN FUNITURE

2.2 URBAN FURNITURE CARPENTRY AND GRAPHIC DISPLAYS



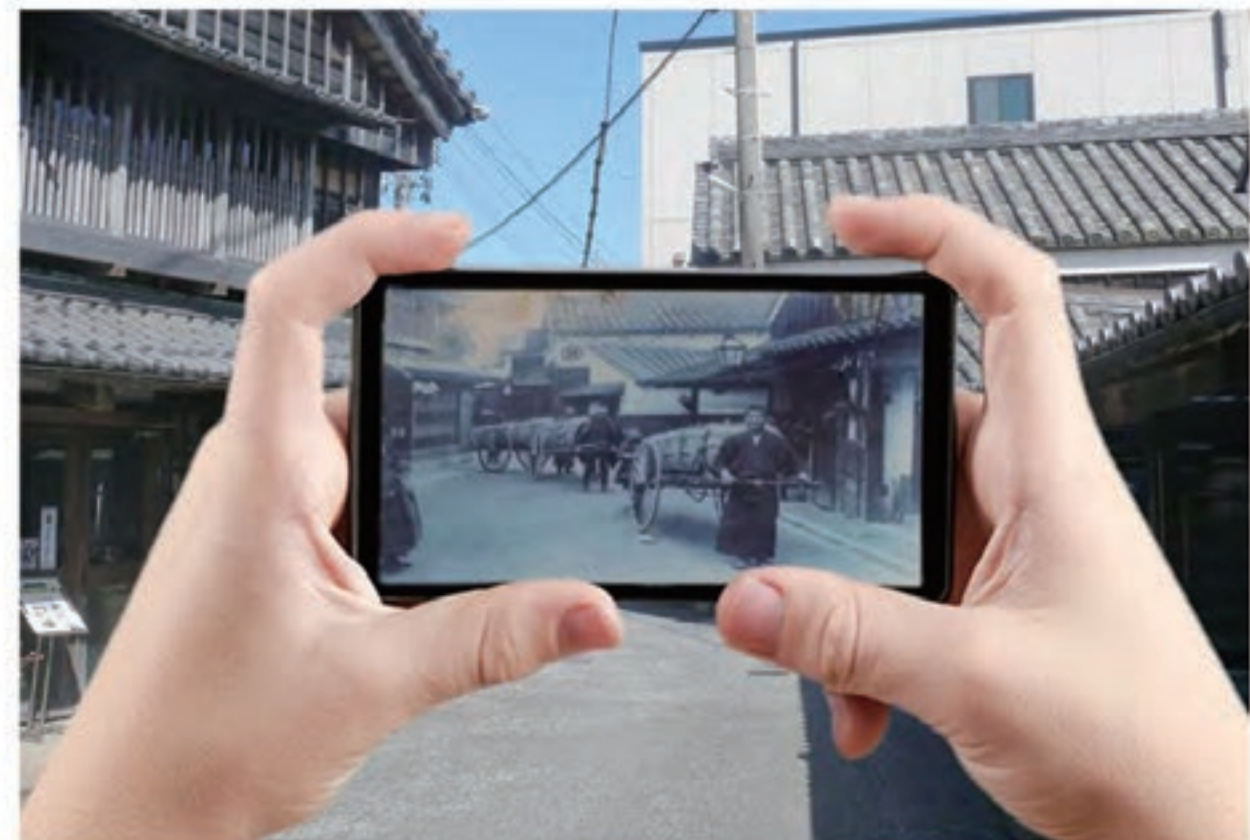
III. LOW-COST INVESTMENTS
GRAPHIC INFORMATION SYSTEM



III. LOW-COST INVESTMENTS
GRAPHIC INFORMATION SYSTEM

2.3 URBAN FURNITURE CARPENTRY AND GRAPHIC DISPLAYS

3.1 AUGMENTED REALITY HISTORICAL TOUR



4.1 REIMAGINATION OF ACTUAL GREENERY SYSTEMS



5.1 REIMAGINATION OF ACTUAL GREENERY SYSTEMS



IV. BIG INTERVENTIONS
RENOVATION OF EXISTING PUBLIC SPACES

III. LOW-COST INVESTMENTS
PILOT PROJECT

6.1 ENHANCING OF EXISTING PUBLIC SPACES



IV. BIG INTERVENTIONS
RENOVATION OF EXISTING PUBLIC SPACES

7.1 REPURPOSE OF PARKING LOTS



III. LOW-COST INVESTMENTS
PILOT PROJECT

8.1 REVITALIZATION AND HUMANIZING THE RIVER



IV. BIG INTERVENTIONS
RENATURALIZATION OF THE RIVER

GEKU GROUP MEMBERS

Takahito Nishiwaki

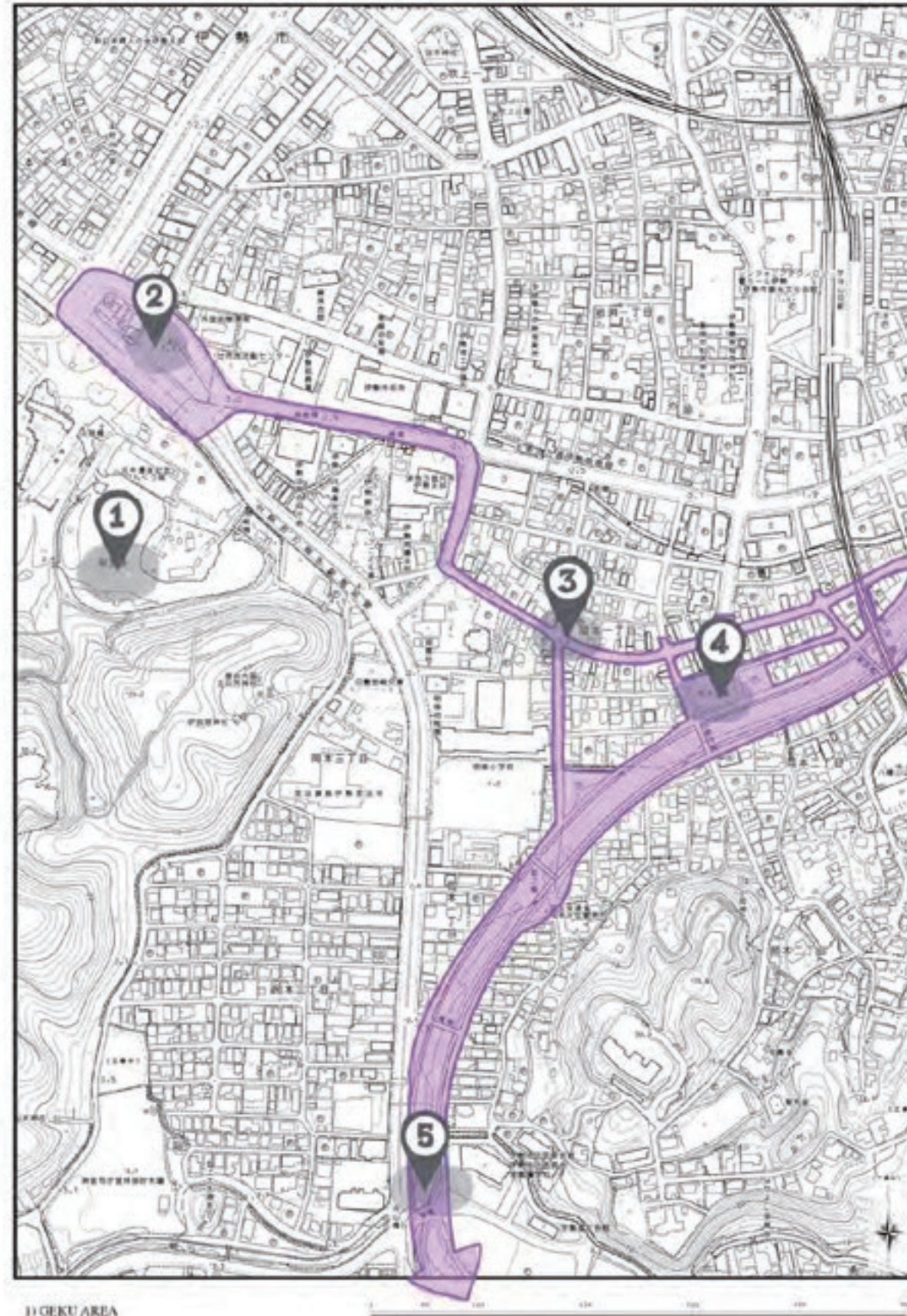
Daniela Kvapilová

Wojciech Stępień

Haruyuki Fujita



SITE3: Geku Area



- ① THE ENTRANCE TO THE SANCTUARY AND MUSEUM
- ② EXISTING SQUARE AND BUS STOP
CHANGING TRAFFIC ORGANIZATION TO PEDESTRIAN FRIENDLY
GREENERY PLANTS, URBAN FURNITURE
- ③ TEMPORARY FOOD MARKET
GREENERY PLANTS
URBAN FURNITURE
- ④ REFRESHMENT OF EXISTING PLAYGROUND
TEMPORARY FOOD MARKET, FUTURE COFFE PAVILION
CHANGING TRAFFIC ORGANIZATION TO PEDESTRIAN FRIENDLY
- ⑤ RENATURALISATION OF THE RIVER
PUBLIC SPACES AND PARK
OPEN ACCES TO THE WATER



TEMPORARY FOOD MARKET
GREENERY PLANTS, URBAN FURNITURE

I . INTEREST PEOPLE
FOOD FESTIVAL



RENATURALISATION OF THE RIVER
PUBLIC SPACES AND PARK
OPEN ACCES TO THE WATER



REFRESHMENT OF EXISTING PLAYGROUND
TEMPORARY FOOD MARKET, FUTURE COFFE PAVILION
CHANGING TRAFFIC ORGANIZATION TO PEDESTRIAN FRIENDLY



III. LOW-COST INVESTMENTS
PILOT PROJECT

Phase 1

conversion of the left bank
of the river into a pedestrian
zone only and traffic
organisation
& public events

Phase 3

natural riverbed modeling and
concrete removal with flood
prevention system

Phase 2

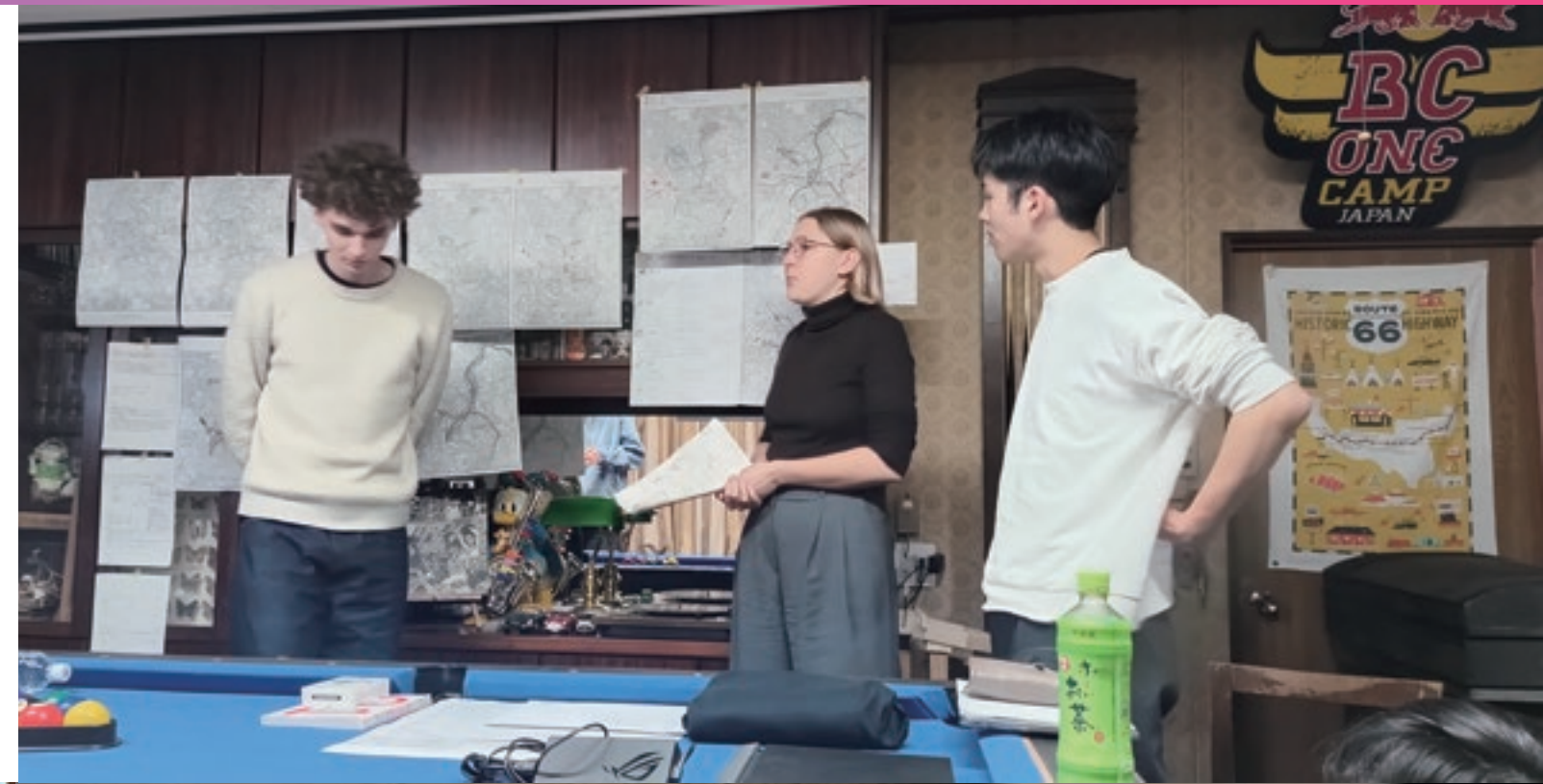
development of wastewater
system, or mandatory filtration
system of wastewater

Phase 4

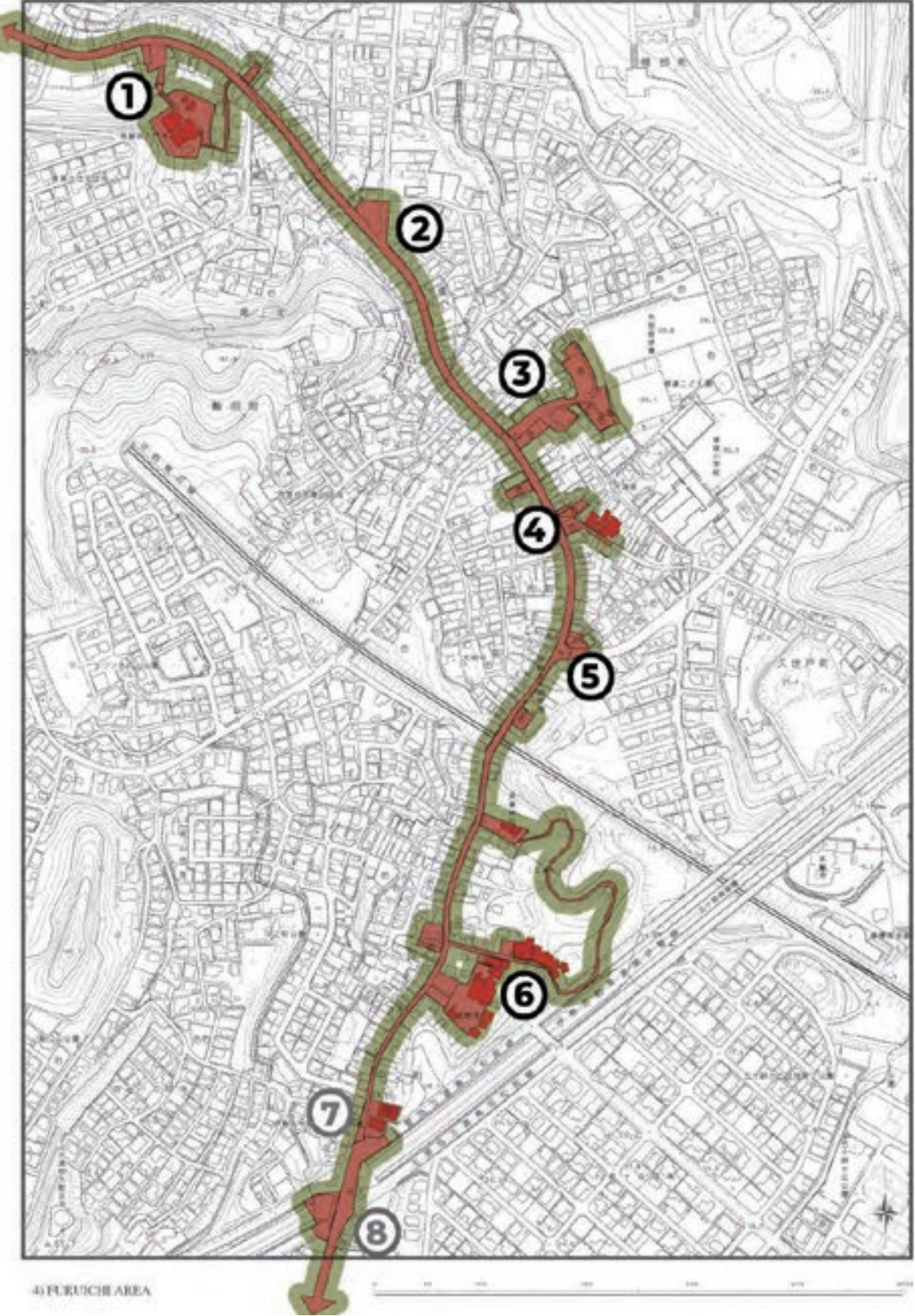
vegetation and ecosystem
restoration

FURUICHI GROUP MEMBERS

Haruto Suzuki
Michal Šefrānek
Urszula Prokop



SITE4: Furuichi Area



- ① INFO-POINT + TEMPLE ENTRANCE
(RENOVATION OF AN ABANDANED
POSTINDUSTRIAL BUILDING)
- ② COFFEE PAVILION
- ③ TEMPORARY FOOD MARKET
- ④ PUBLIC TOILETS
- ⑤ CULTURAL SPACE
FESTIVAL OUTDOOR STAGE
- ⑥ SANGU-KAIDO MUSEUM
- ⑦ PUBLIC PARK

- ① INFO-POINT + TEMPLE ENTRANCE
(RENOVATION OF AN ABANDANED
POSTINDUSTRIAL BUILDING)



- ② COFFEE PAVILION



- ③ TEMPORARY FOOD MARKET
⑤



- ④ PUBLIC TOILETS



- ⑥ CULTURAL SPACE
FESTIVAL OUTDOOR STAGE



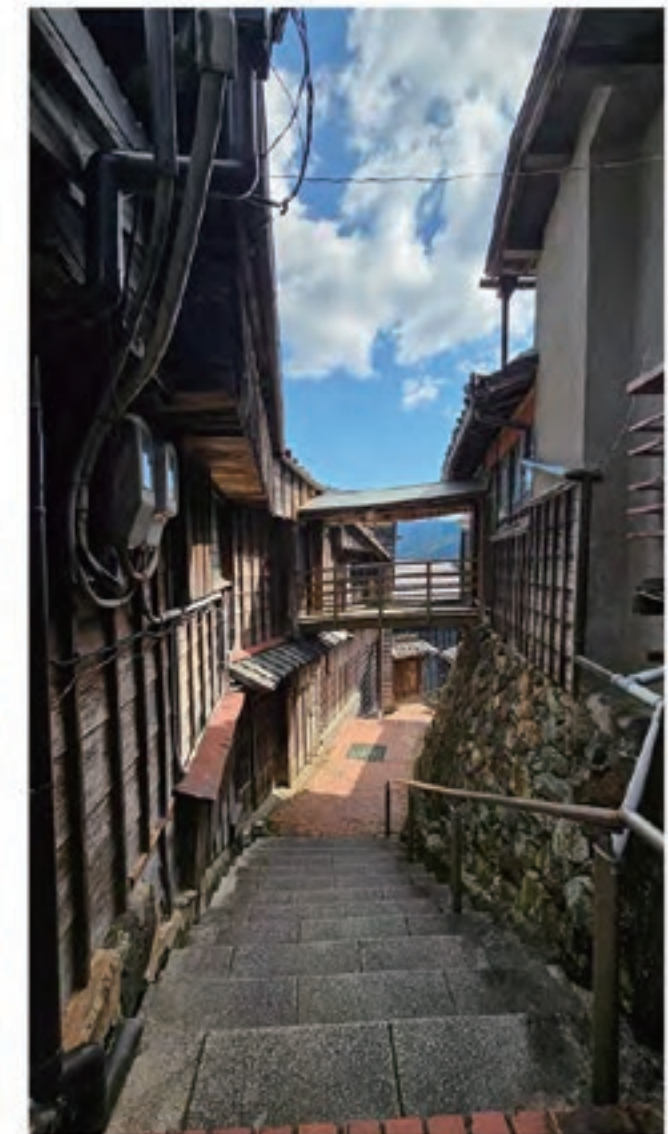
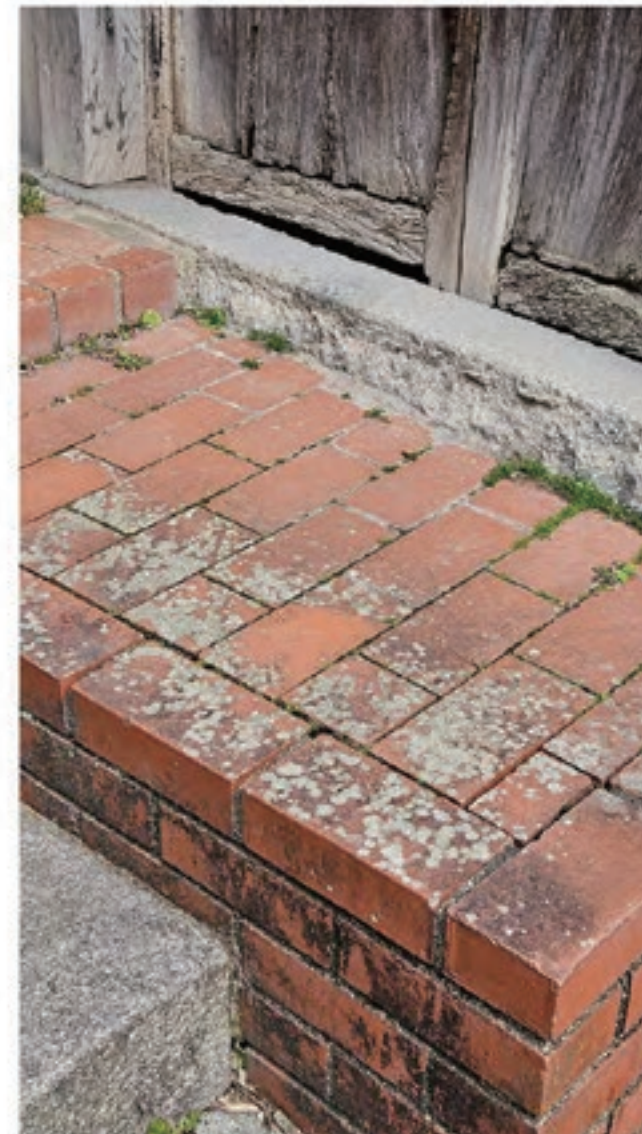
- ⑦ SANGU-KAIDO MUSEUM



- ⑧ PUBLIC PARK



SITE POTENTIAL





Phase 1

Change to pedestrian zone with access to residents cars and public transport only.

Organization of events with residents and local people.

Phase 2

Installation of benches and city mobiliar. Tactical urbanism interventions.

Phase 3

Planting of the greenery in designated areas.

Phase 4

Change of the road surfaces and its profile.
Change of the electricity distribution – from concrete poles to underground cables system.







IV. BIG INTERVENTIONS
RENEWAL OF HISTRIAL ISE KAIDO



now

Parking next to the Japanese Bar has the potential to connect both local people and visitors who come to Ise to volunteer.

After 1 year

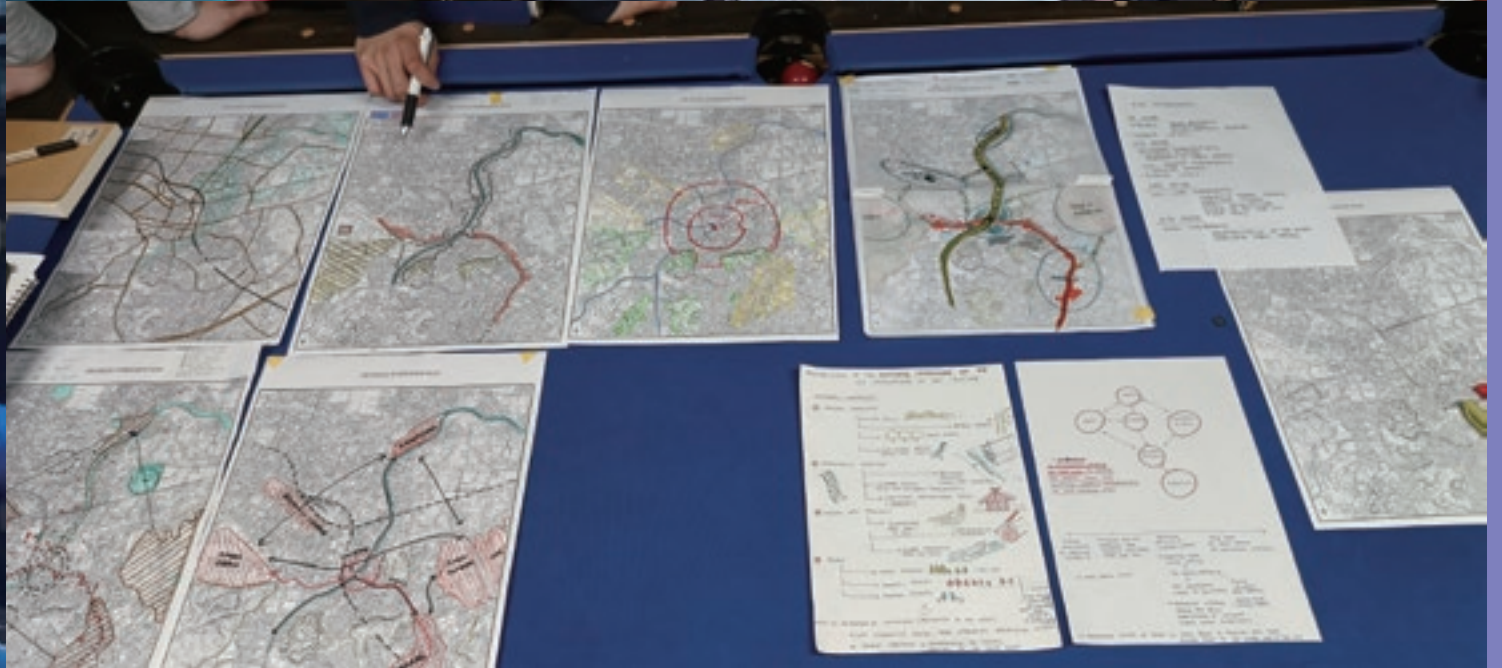


I . INTEREST PEOPLE
FOOD FESTIVAL



After 2 year







We sincerely thank everyone who supported and contributed to this workshop!
Your collaboration and dedication are truly appreciated.

Eva Takamine, Czech centres Tokyo

<Ise Kawasaki Merchant Hall>

NPO Ise Kawasaki Town Development Group

Chairman/ *Toru Takahashi*

Director/ *Kiyomi Nishiyama*

Secretary-General/ *Koji Hattori*

<Ise Lecture & Walking Support>

Chifumi Takahashi, Kagura Salon

Megumi Iwayama, Ise Musubi Workshop

Junko Ishikawa, Ishikawa Shoko Co., Ltd.

Nao Kishimoto, Ishikawa Shoko Co., Ltd.

Megumi Kaneko, Deloitte Tohmatsu Venture Support Co., Ltd.

Haruka Mizuno, Meijo University

Daisuke Kamiyama, IX Holdings

Misato Ukita, IX Holdings

Gyosuke Hamada

<Midterms Presentain>

Takayoshi Urano, Tipping Point Inc.

Takehiro Asazu, *Kayo Asazu*

Gyosuke Hamada

Misato Ukita, IX Holdings

Chisa Miyahara

Gouki and Rie Yamamoto, Ise City Hall

<BBQ & Tea Ceremony Experience>

Kiyono Watanabe

Yoshio Hidaka

Chisa Miyahara

<Final Presentation>

Kenta Tachibana, Commerce and Industry Section, Commerce and Industry Labor Policy Division, Industry and Tourism Department, Ise City Hall

Shintaro Kato, Ise-Shima Convention and Visitors Organization

Takahiro Chishima, CCA studio, Ise Machizukuri Co., Ltd.

Takayoshi Urano, Tipping Point Co., Ltd.

Takashi Mizutani and Maiko, MOLE FACTORY

Gouki Yamamoto, Meijo University

Rie Yamamoto, Ise City Hall

<Yamamoto Family>

Akikazu, Kazumi Yamamoto

Gouki, Rie Yamamoto

(Kids: *Aoi, Tsumugi*)



1st year/2025 : Opening awareness and discussion about the topic of public space quality with Local community and making the implementation strategy for its improvement

2nd year/2026 : Local community based team building and making Pop-up resting/shading street furniture in Ise Creators Garage (ICG) and introducing it in various places of Ise city for Demonstration Experiment

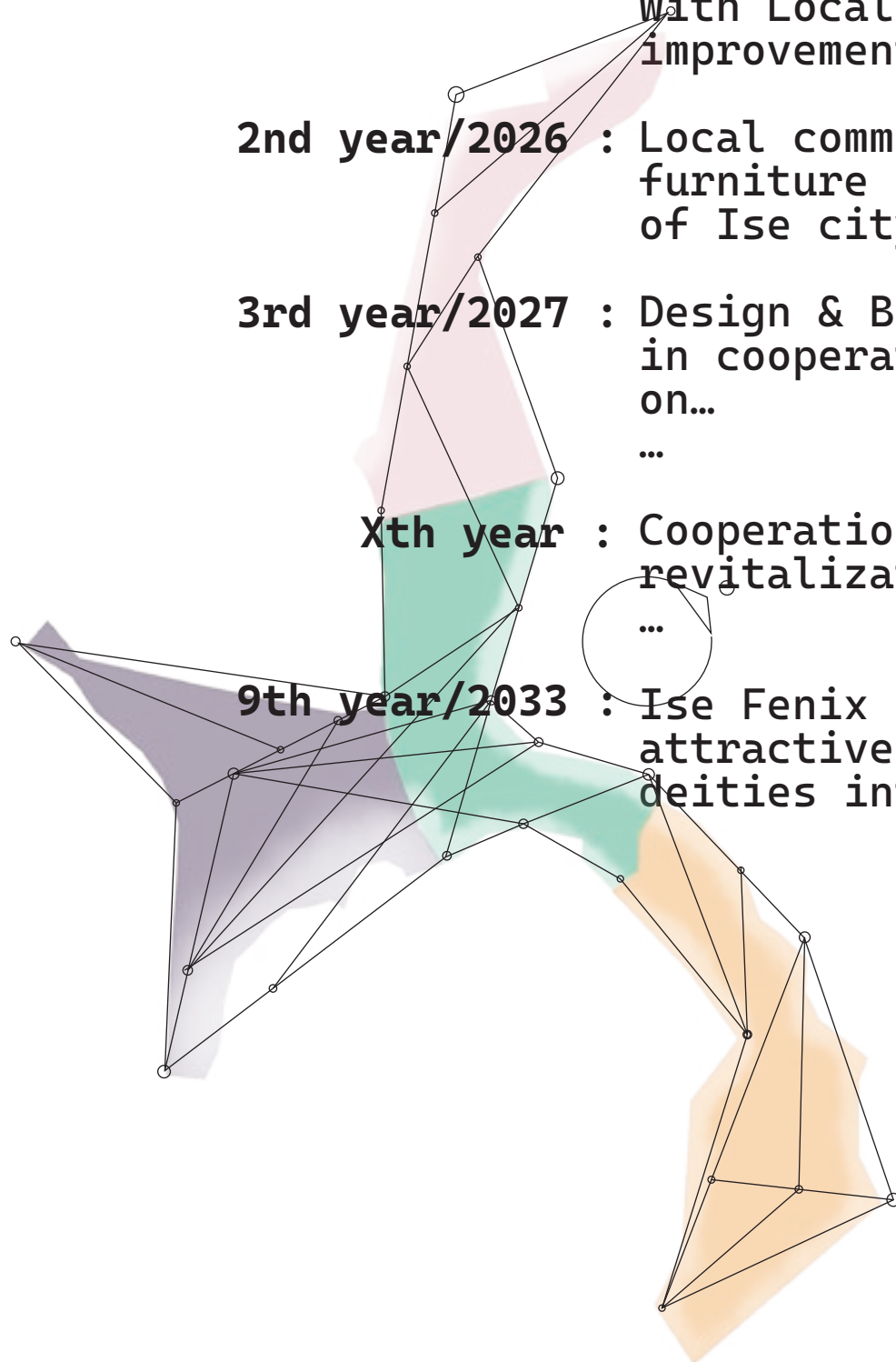
3rd year/2027 : Design & Build Permanent small interventions in private-shared/common space in cooperation with Local community in Ise city (ex. Kawasaki area) and so on...

...

Xth year : Cooperation with Local community and Ise municipality on initiating a bigger revitalization interventions in public space of Ise city

...

9th year/2033 : Ise Fenix is reborn.. welcoming, liveable and walkable, active and attractive city is ready for celebrating Shikinen-Sengu and moving the deities into new shrines.

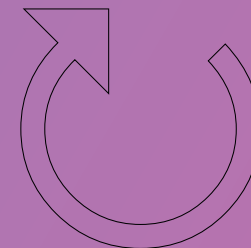
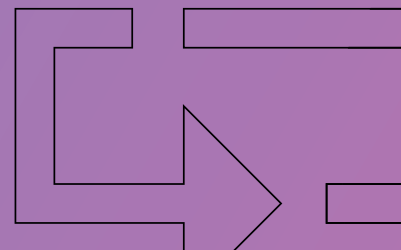




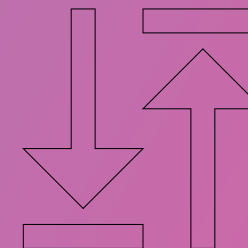
A



D



A



ISE FENIX PROJECT
International Urban Planning
Workshop 2025

to be continued...



Creative software/digital neural network Virtual futurologist A°D°A is co-financed by the state with the support of the Technology Agency of the Czech Republic as part of the SIGMA project.