Adaptive re-use

Some observations Mikko Härö



Re-use – not a novelty

A historical phenomenon Nothing new in itself – except for the scale

Permanently changing requirements of the original or continuous uses Housing, hospitals, industrial processes, etc

An integral part of planning, building and heritage processes for decades

Re-use of our everyday environment – not only the well known historic places or settings

Background factors

Uneven (economic) regional development/structure Areas in decline <-> in progress (regions, cities, countryside) Redundancy <->pressure

Resource-wise economy

Natural resources already used From life cycles to permanent maintenance and re-use

Cutting down of public administration and services

Redundant public institutions Garrisons and other military areas, hospitals, schools and even parts of university campuses

Rationalization of the ways how spaces are used

Declining agriculture (landscape..)?

Adaptive? resuse

Different levels of adaptability – or merely a need to change our professional mentality?

Built heritage: from the static to the acceptance of permanent change From preventing/avoiding changes to wishing for them?

Basic situations: 1) Temporary uses, 2) New ('permanent') uses,3) User-driven re-use projects (crowd sourcing, etc)

Proactive attitude needed: Helping the potential demand to find adaptive spaces and properties (and creating demand)

No simple answers?

No universally applicable approaches or solutions Maybe a set of good practices?

Provisory uses – tentative approaches – potentials made visible

Mixed uses

Smaller, often creative and start up companies Acceptance of moderate but fair enough revenues?

Need for deregulation?

Flexible, smooth and fast processes (=mutual trust?) Urban planning, buildings permits, heritage value assessments, etc



Broad, open-minded cooperation and partnerships

A variety of stakeholders and beneficiaries

Public-Private partnerships

- individuals – communities – 3rd sectors agents

Innovative, creative solutions; not purely a question of physical design

Benchmarking, pooling of experience and good practices