



BALANCING CONTINUITY AND CHANGE

THE CHARRETTE RESULTS

Highlighting the key ideas and proposals that were developed during the Toronto International Charrette 2016

INSTITUTE WITHOUT
BOUNDARIES

ADDRESS

230 Richmond Street East, Toronto ON
M5A 1P4 Canada

MAILING ADDRESS

Institute without Boundaries,
School of Design, George Brown College
P.O. Box 1015, Station B, Toronto ON
M5T 2T9 Canada Tel.: +1.416.415.5000 x 2029

© 2016 THE INSTITUTE WITHOUT BOUNDARIES

No part of this work may be produced or transmitted in any form or by any means electronic or mechanical, including photocopying and recording, or by any information storage and retrieval system without written permission from the publisher except for a brief quotation (not exceeding 200 words) in a review or professional work.

WARRANTIES

The information in this document is for informational purposes only. While efforts have been made to ensure the accuracy and veracity of the information in this document, and, although the Institute without Boundaries at George Brown College relies on reputable sources and believes the information posted in this document is correct, the Institute without Boundaries at George Brown College does not warrant the quality, accuracy or completeness of any information in this document. Such information is provided “as is” without warranty or condition of any kind, either express or implied (including, but not limited to implied warranties of merchantability or fitness for a particular purpose), the Institute without Boundaries is not responsible in any way for damages (including but not limited to direct, indirect, incidental, consequential, special, or exemplary damages) arising out of the use of this document nor are liable for any inaccurate, delayed or incomplete information, nor for any actions taken in reliance thereon.



**INSTITUTE WITHOUT
BOUNDARIES**

TABLE OF CONTENTS

5	Foreword
7	Charrette Overview
9	What is a Charrette
11	Charrette Context
12	Balancing Continuity and Change and Charrette Themes
15	Projects Overview
16	Weave
20	The Muínin Project
24	Ring of Stories
28	Mara Centre
32	The I.E. Centre
36	Kerry Eco
40	Fomhar
44	The Edge
48	IoMed
52	Skellig Kerry Ways
56	Iveragh Connect
61	Charrette Outcomes
62	Charrette Results
63	Next Steps



FOREWORD

This document highlights the results of a collaborative charrette that was organized by the Institute without Boundaries, Canada in partnership with the Kerry County Council, Ireland.

The charrette explored how to balance the creation of new opportunities while celebrating the existing assets of the rural Iveragh Peninsula region located in County Kerry. Three key themes were explored to guide the projects aimed to create sustainable economic development. These themes included: 1) Collaboration and Visibility, 2) Learning through Discovery, and 3) Accessing Remote Places. Participants explored physical, social and virtual methods to demonstrate how these three themes will build resiliency in the region.

This resulted in eleven unique concepts that explored how these three themes could contribute to the economic development of the region and will provide inspiration for future possibilities.

We are excited by the results of the charrette and hope to continue an ongoing dialogue.



Luigi Ferrara

OAA, MRAIC, Hon. ACID O, ICSID Senator
Dean, Arts, Design & Information Technology
Director, Institute without Boundaries



CHARRETTE OVERVIEW



Handwritten note: "The 20th century..."

Handwritten note: "Interaction Area..."

Handwritten note: "INSCEP"

Handwritten note: "Environment"

Handwritten note: "Creating an environment for the city"

Handwritten note: "Be a piece of learning, playing and exploring in space + sky"

Handwritten note: "To celebrate the opening of the school"

Handwritten note: "Closing the school"

Handwritten note: "The 20th century..."

Handwritten note: "TRAVELLING"

Handwritten note: "Connection"

Handwritten note: "City"

WHAT IS A CHARRETTE?



Dublin Charrette, 2012 - Photo by Michelle Hotchin

A charrette is a collaborative and creative process that brings together students, designers, key stakeholders, and other professionals to develop innovative solutions to complex problems. Over an intensive period of brainstorming, discussion and expert consultation, multidisciplinary teams create a broad range of ideas around a central theme. Participants are encouraged to view problems through various lenses to gain new perspectives that can generate innovative results.

Charrettes originated as a design process used by architects, urban planners and designers to bring together community members, developers and professionals — groups that often hold competing interests and agendas

— to address complex projects such as neighbourhood planning, urban development and construction projects. By working together in a charrette, these groups are able to develop feasible solutions that meet everyone's needs.

George Brown College School of Design and the Institute without Boundaries host charrettes that deal with “wicked” problems for community, commercial and institutional clients focusing on topics ranging in scope from architecture and urban design, to service and organization design, to strategy and brand development.



Archaeology Site Visit, Imagine Iveragh Charrette, November 2015, Ireland

CHARRETTE CONTEXT

BALANCING CONTINUITY AND CHANGE

After synthesizing field and desk research with insights analysis, the students at the IwB have identified that while the unique identity of Iveragh needs to be preserved and carried forward to future generations, change needs to occur to allow for new job opportunities, social services and repopulation. Balancing continuity and change became a guideline for designing the eleven projects highlighted in following chapter.

DATES AND LOCATION

Building on existing projects from the IwB students Curriculum work, we invited international architecture and design schools, to participate in the Balancing Continuity and Change Charrette that took place on February 25-29, 2016 at the Institute without Boundaries in Toronto. The event brought together students from around the world to think, discuss, design and present solutions for sustainable growth in the rural Iveragh Peninsula region located in County Kerry, Ireland. Students from Italy, France, Bulgaria, Ukraine, China, Pakistan, India, Mexico and Canada came together to create project proposals through brainstorming ideas, developing concepts and designs to present to the panel of international experts. Students were supported by guest lectures and advisor sessions.

RESEARCH INSIGHTS

Processing field notes from Ireland, interviews with local residents and insights gained during the Imagining Iveragh Charrette hosted in the Cahersiveen Library in November 2015, the IwB students have identified the issues that the Iveragh region is facing:

- traditional industries affected by global changes
- limited public transportation and health services
- no college or university level educational opportunities
- young generation leaving
- ageing population
- lack of broadband

DESIGN CHALLENGES

The goals set by the IwB students in alignment with the suggestions from the County Kerry Council :

- to attract new residents
- to extend length of tourist stay
- to connect and showcase existing resources
- to preserve and protect landscape and heritage
- to create employment in the area

FOCUS AREAS

Working in teams, charrette participants took into consideration four focus areas that were defined collaboratively by residents and local stakeholders:

- Science and Ecology
- Culture and Heritage
- Innovation and New Industry
- County Kerry as a destination

CHARRETTE THEMES

BALANCING CONTINUITY AND CHANGE IN THE IVERAGH PENINSULA



Derrynane National Park, County Kerry, Ireland

This year's Toronto International Charrette focused on Balancing Continuity and Change in the Iveragh Peninsula. The goal of the charrette was to design proposals that promote sustainable economic growth by generating jobs and encouraging people to remain, return and visit the region.

Balancing Continuity and Change means creating solutions that are aligned with what growth means in the context of Iveragh. It is growth that will support and strengthen existing industries, while simultaneously creating future economic opportunities for residents in the region.

The students at the IWB have identified three themes to guide sustainable growth in Iveragh. These themes are: **collaboration and visibility, learning through discovery, and accessing remote places.** Each theme was selected to address particular needs and aspirations for the area.

The Iveragh Peninsula is deeply rooted in its culture,

heritage and traditions as a way of life. The people of Iveragh enjoy living a simple life and it is evident that the region does not want exponential growth or drastic change. To create continuity in these projects, it is vital to reflect on the culture, traditions and desires of the local residents to maintain the region's identity. By using the different themes we can create opportunities that are scaled to the region in a way that will benefit the community in a sustainable way. The concept of Balancing Continuity and Change aims to introduce change in a subtle and effective way in order to make a positive impact on the residents of the region.

Collaboration and Visibility: In this strategy, there is a focus on simultaneously promoting existing culture and tradition, enabling new advancements through the creation of platforms that will connect people, goods and services in the Iveragh Peninsula. Highlighting identity, pride and bringing back the magic of *muinín* (*pride of people and place*) is key to this strategy. The success of



Iveragh's economy depends on collaboration and the sharing of resources which could support entrepreneurs, homeworkers and local businesses to achieve their goals and share their skills.

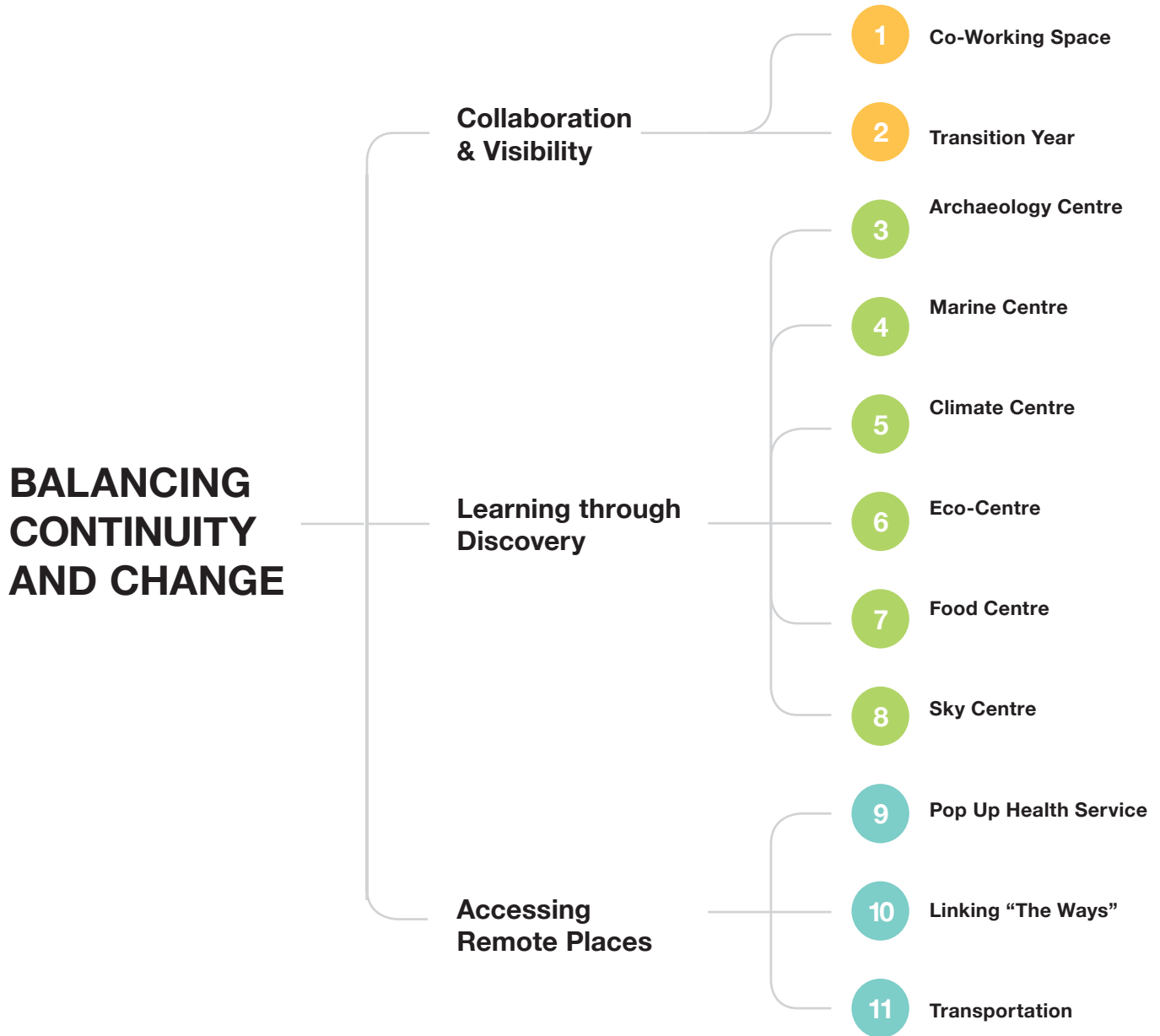
By creating platforms for collaboration the region's many assets will become more visible - generating not only more jobs but also pride in the region, motivating young people to stay in the area.

Learning through Discovery: The Iveragh Peninsula is a very special place; it is the location of countless historical moments, nationally acclaimed people and spectacularly diverse ecosystems. This strategy will promote and celebrate the existing and potential learning opportunities that can be found in the region. These opportunities come from the strong cultural heritage, diverse ecological landscape, technologies, and education. By showcasing the assets of Iveragh through engaging educational activities the projects guided by this theme will aim to create potential

new industries and opportunities to attract long-term visitors and new residents. There is also an opportunity to develop partnerships with third-level institutions (post secondary schools) which could help entice local young adults to stay in the region. This theme aims to highlight potential types of learning, in order to bring in visitors, inspire locals and create new research partnerships.

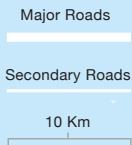
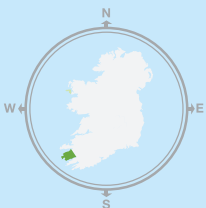
Accessing Remote Places: The region's remarkable beauty found in its natural landscape is also very difficult to access. The projects should aim to address such difficulties of accessibility, in all forms of social and physical isolation by creating formats and systems that provide opportunity to remove the region's sense of remoteness.

PROJECTS OVERVIEW



BALANCING CONTINUITY & CHANGE

PROJECT LOCATIONS



8 9

Projects 8 & 9 are both intended to be developed as regional projects.



Conceptualize 3
try merge them

Concept Title & ...

TOSHIBA

23

CHARRETTE RESULTS

CHARRETTE PROJECT #1

WEAVE

THEME: Collaboration and Visibility

PROPOSED SITE AREA: Cahersiveen

CONCEPT: Through beautiful and culturally relevant co-working spaces, Weave revitalizes local economies, enhances people's experience and drives connections through education, innovation, and enterprise development.

THE CHALLENGE

To create a social platform and infrastructure for people who want to start their own business and develop technical and business skills for success.

PROPOSED SITE AREA

Weave is located in Cahersiveen near the site that used to be the historic Wilson sock factory. There are many vacant buildings on this site that would be ideal for creating a new collaborative space.

OBJECTIVES

Below are the key objectives developed for the concept:

1. To provide residents of Iveragh with new job opportunities.
2. To create a space to connect and exchange experience.
3. To create skills development programs and workshops for entrepreneurs in the region.
4. To re-design an already existing structure according to the functions of the co-working space and needs of its users.
5. To integrate cultural and historical aspects of Cahersiveen into the design and programming of the space.

PROJECT PROPOSAL OVERVIEW

A co-working space is a shared office environment offering access to technology that would otherwise be too expensive for an entrepreneur to afford on their own. In addition to Wi-Fi, fax, printers, conference rooms, and a kitchen, these 'rental' business studios also offer entrepreneurs and makers a way to overcome social isolation and the opportunity to network and support each other.

Weave is a co-working space that targets people looking for a space to start their business, and also for people who are looking to expand their existing business or skills. Weave would also provide various services like skills development workshops, prototyping, webinars by leveraging various organizations like SCC (Sneem, Castleclove and Caherdaniel), Asana School of English and O'Connell Centre of Further Education.

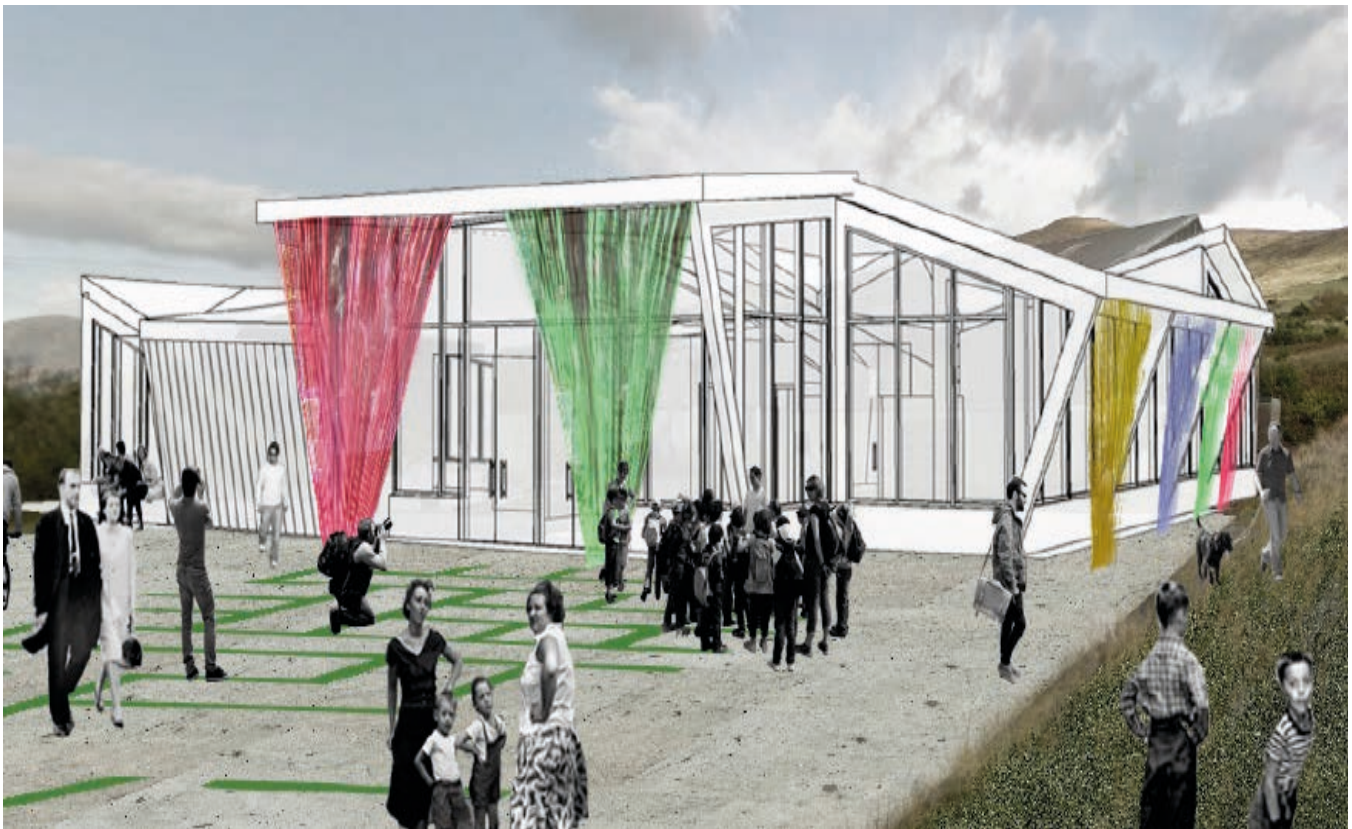
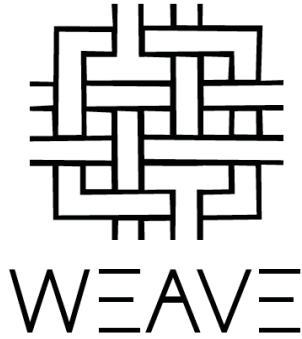


Image depicting the exterior view of the Weave building.



PROJECT DETAILS

Co-Working Centre

Weave will encourage community engagement and establish supportive connections between people and businesses. It will offer services such as branding, website development, design and printing, registering a business, applying for funding, looking for partners, putting together a business plan, identifying target audiences, reaching clients, developing concepts, prototyping and implementing ideas. Weave will also provide 24-hour stable internet access to its members and will have open hours for community use.

Social Programming

Weave will offer opportunities for youth to get involved and gain working experience through office internships and transition year program, Youth Entrepreneurship Program. People from 16 to 24 years of age will be able to apply for a seven-month startup program that would grant them access to resources to start their own company. Skills development workshops will be offered through scheduled physical and online lectures. Some of the topics would include: app development, web design, Adobe Creative Suite, computer programming, prototyping and writing business plans.



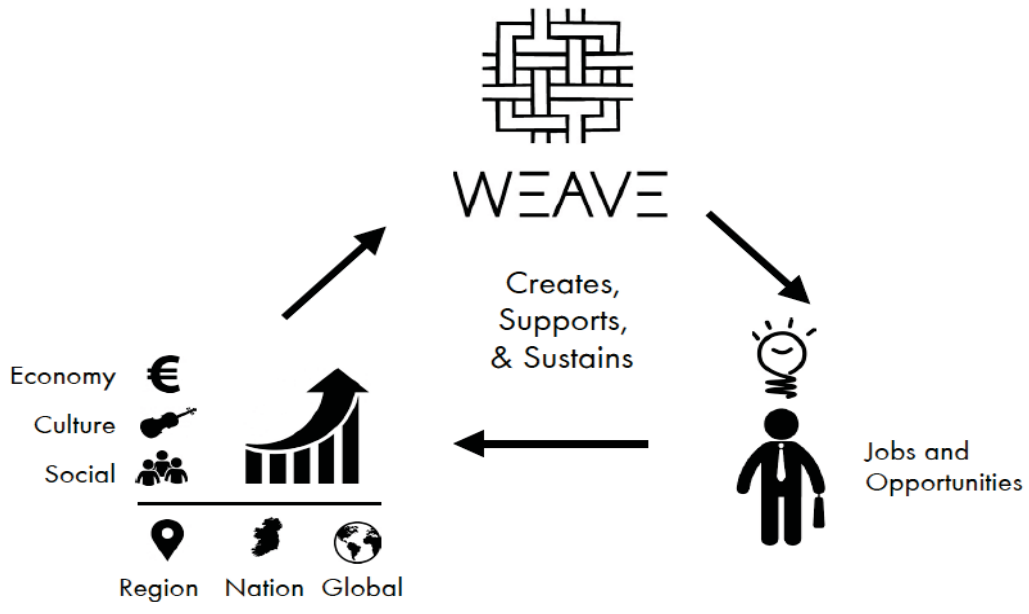


Diagram illustrating how Weave connects and benefits the region.

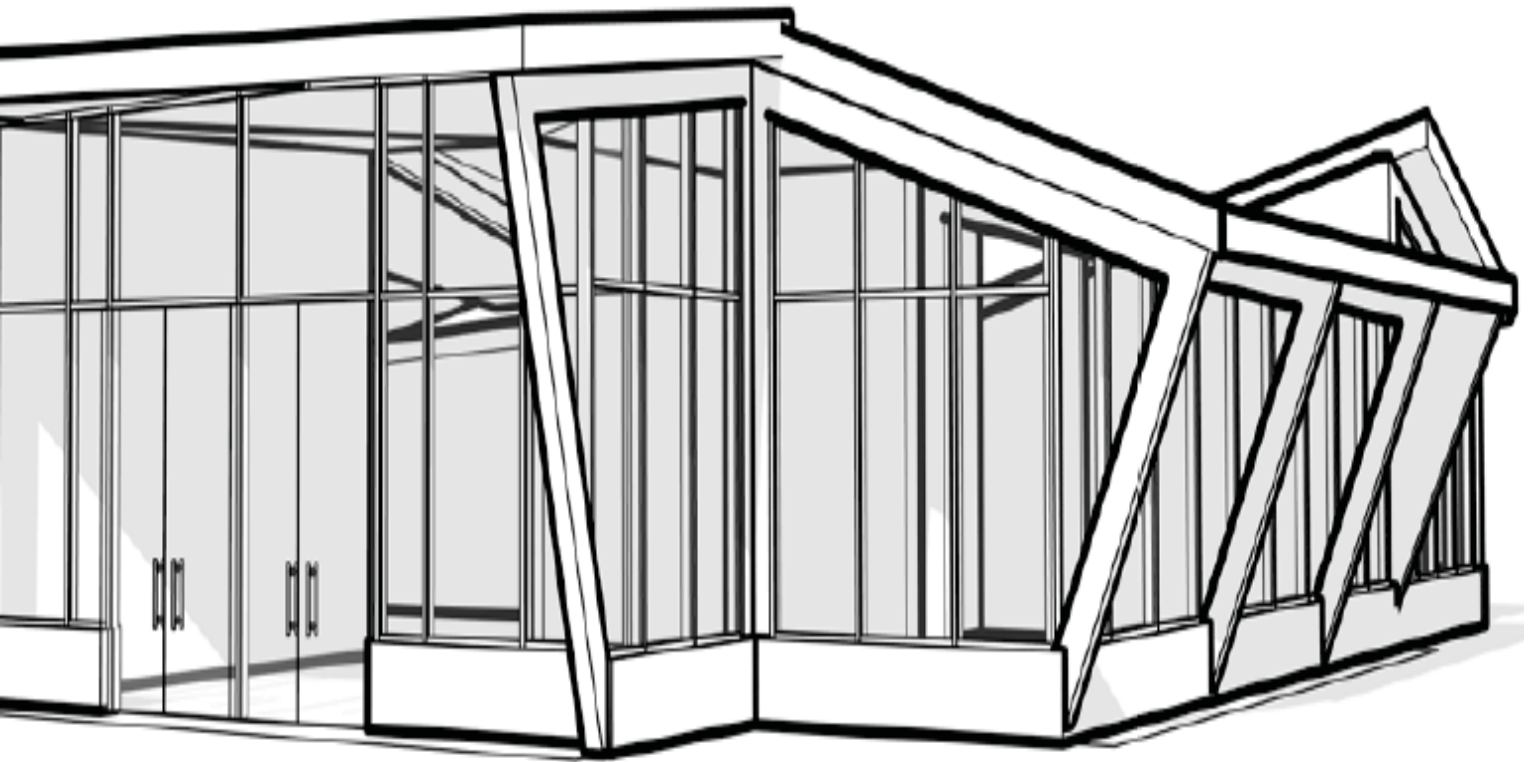


Image depicting the exterior building of Weave.

CHARRETTE PROJECT #2

THE MUININ PROJECT

THEME: Collaboration and Visibility

PROPOSED SITE AREA: Colaiste na Sceilge Secondary School, Cahersiveen

CONCEPT: The Muínin Project is creating a framework for an updated transition year program where students build muínin in Iveragh by discovering, exploring, creating, innovating and collaborating in the region.

THE CHALLENGE

To take an already existing Transition Year program which is considered an asset and to connect students to the region and community while developing necessary skills and encouraging leadership.

PROPOSED SITE AREA

The redesigned Transition Year would benefit from its own designated classroom within the Colaiste na Sceilge Secondary School to create a space for collaboration, teamwork as well as project development and exploration.

OBJECTIVES

Below are the key objectives developed for the concept:

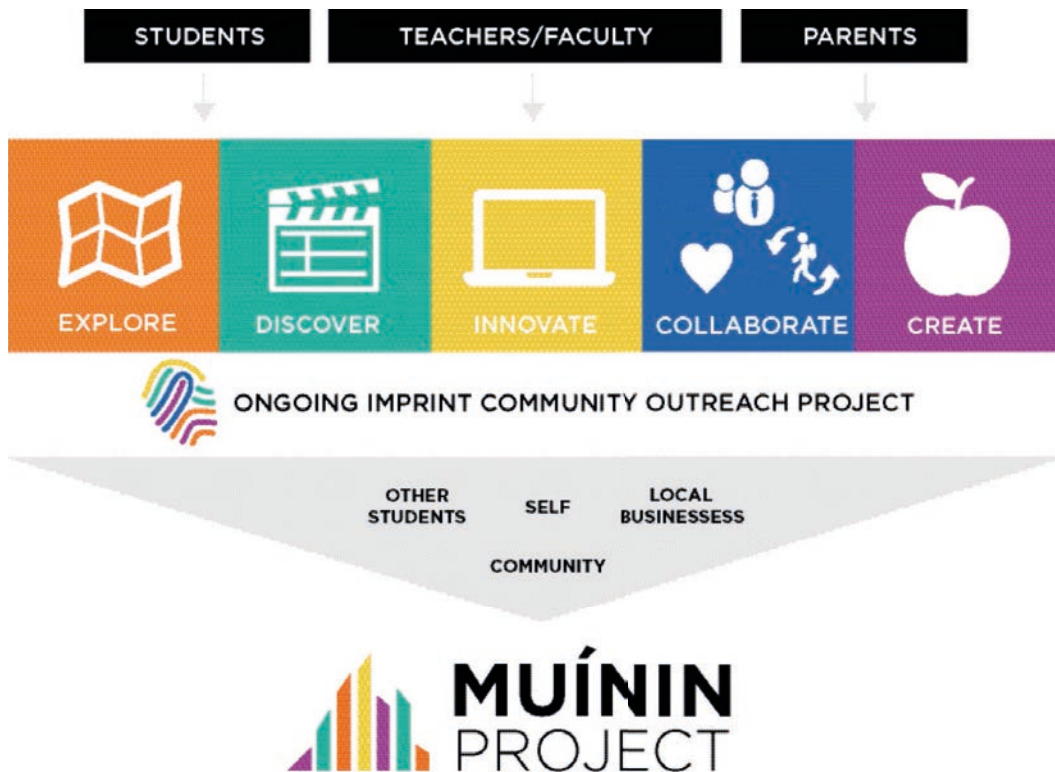
1. Build muínin in youth.
2. Create a space where students can collaborate, unite and create together.
3. Develop soft skills of the students for personal and professional development.
4. Connect the youth with the region of Iveragh through community projects.
5. Structure the curriculum to allow for collaboration, co-design and community outreach opportunities.

PROJECT PROPOSAL OVERVIEW

The Transition Year is highly valued by youth and the community in Iveragh. Each year, about 75% of the students opt in to the Transition Year, therefore consider it to be an asset for the development of the region. The Muínin Project is a new curriculum for the restructuring of the Transition Year, that brings youth to local organizations and has them working on projects and events for their community, making them local ambassadors.

Currently, the Transition Year timetable is similar to that of a standard school year. The students do not have enough freedom and flexibility to discover and learn what they are passionate about, with the exception of a few courses. Our goal is to create new possibilities for the Transition Year students and build a sense of pride for their region.

The Muínin Project would be composed of five semesters, four would be academic in nature (*Explore, Discover, Innovate, Create*) and the fifth (*Collaborate*) would be allocated to out of classroom development and activities. The Transition Year class would be divided into four groups, and each group would start a different academic semester at the beginning of the year and rotate as the year goes on. The Muínin Project also has an online learning element which supports a wider range of student development.



A diagram illustrating the different programs and partnerships that make the Muínin Project.

PROJECT DETAILS

Semesters

Semesters have been broken up by the academic year breaks. Each group has 10-13 students, ensuring a tight-knit learning environment where students can support each other and be supported by teachers and facilitators as needed. Every semester will have a project corresponding to the topics of the courses, for example The Tour Guide Project, The Video Remix Project, The Social Media Initiative, and the Sustainability Project.

Collaborate Semester

The Collaboration semester is where the class comes together for 6 weeks and works on other projects. The 6-week semester would be divided into three parts, the **passion project** session, the **student exchange** session, and the **job placement** session. Respectively, the class would also be randomly divided into three teams, and each group would rotate within these three sessions.

Imprint Community Project

The Imprint Community Project is a year-long project that the students will spearhead. During orientation week, the students will decide on what project they will carry out. They have the option of either developing a system, product or a service for the community of the region. At the end of the year, they will get the opportunity to present their project at the year-end showcase. The Imprint Community Project allows for students to work collaboratively for a good cause that they feel passionately about and connected to that will shape Iveragh for years to come

Working Space

Due to the nature of work the students will be undergoing during this year, it is necessary for them to have the space they need to execute what is expected of them. A designated, modular and dynamic work space would be ideal for the students, equipped with space to collaborate, work independently and stay organized.

mLearning Platform

The Muínín Project's mLearning (mobile learning) platform will give students the opportunity of learning and understanding material at their pace. This platform will provide consolidated resources and easy course sharing with students. Students will also have the benefit of archiving lectures to be able to review as needed.

Phasing Strategy

In order to introduce this project effectively in the region, the team is proposing the following phasing strategy:

YEAR 1

Class schedule is the same as the traditional Transition Year curriculum, from the start of the school year until beginning of the 2017 Easter break.

- After the 2017 Easter break one term will be taught following "The Muínín Project".
- The courses that pertain to "the Muínín Project" will not be taught during the traditional Transition Year curriculum schedule.
- The "Imprint Project" will be implemented from the start of the year.

YEAR 2

Class schedule is the same as the traditional Transition Year curriculum, from the start of the school year until beginning of the 2018 February Mid-Term break.

- Work placements will be replaced with "The Muínín Project" work placement opportunities.
- Trips will be replaced with the "The Muínín Project" trip plans.
- After the February Mid-term break, two terms will be taught following "The Muínín Project".

YEAR 3

"The Muínín Project" to fully replace the existing Transition Year curriculum.

YEAR 4

After a successful pilot year, "The Muínín Project" would be presented to other high schools in the region starting with Killorglin Secondary School.

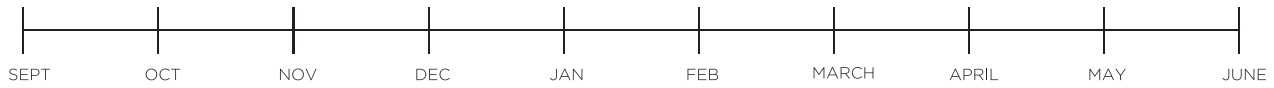


EXPLORE

DISCOVER

INNOVATE COLLABORATE

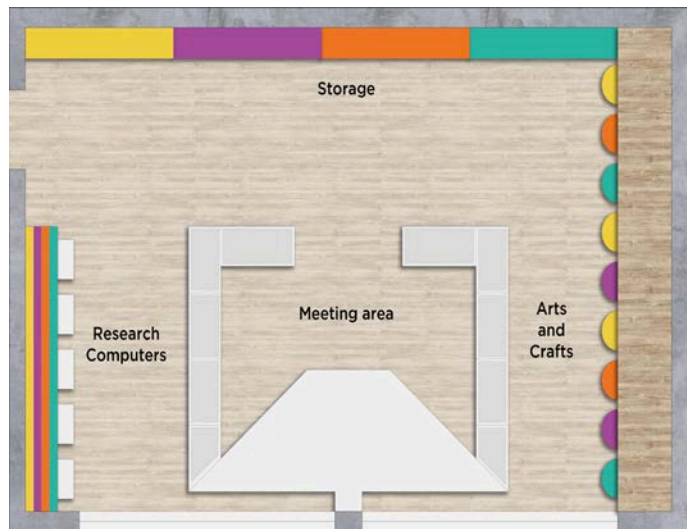
CREATE



Programming Schedule



mLearning Platform



Concept drawings of the working space in the Transition Year classroom.

CHARRETTE PROJECT #3

RING OF STORIES

THEME: Learning Through Discovery

PROPOSED SITE AREA: Derrynane National Park

CONCEPT: To create an experience of self-discovery for visitors by activating the Ring of Kerry as the “Ring of Stories”.

THE CHALLENGE

To create a journey using archaeology sites where people learn about the history and culture of the region while engaging with deep and meaningful experiences.

PROPOSED SITE AREA

The proposed site area is in Derrynane, beside Daniel O’Connell’s family house, which is an important landmark in Iveragh. There are also trails scattered throughout Iveragh that make up the complete Ring of Stories.

OBJECTIVES

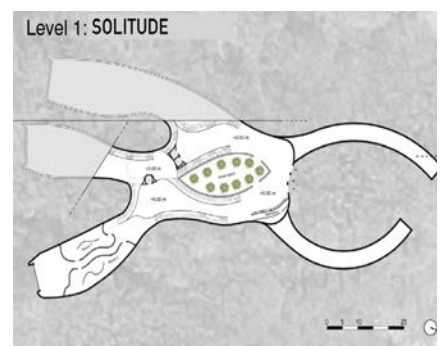
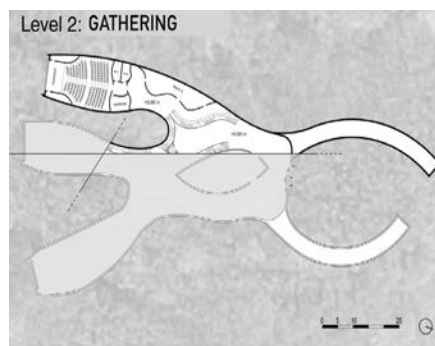
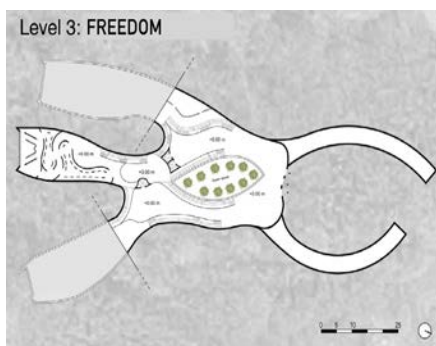
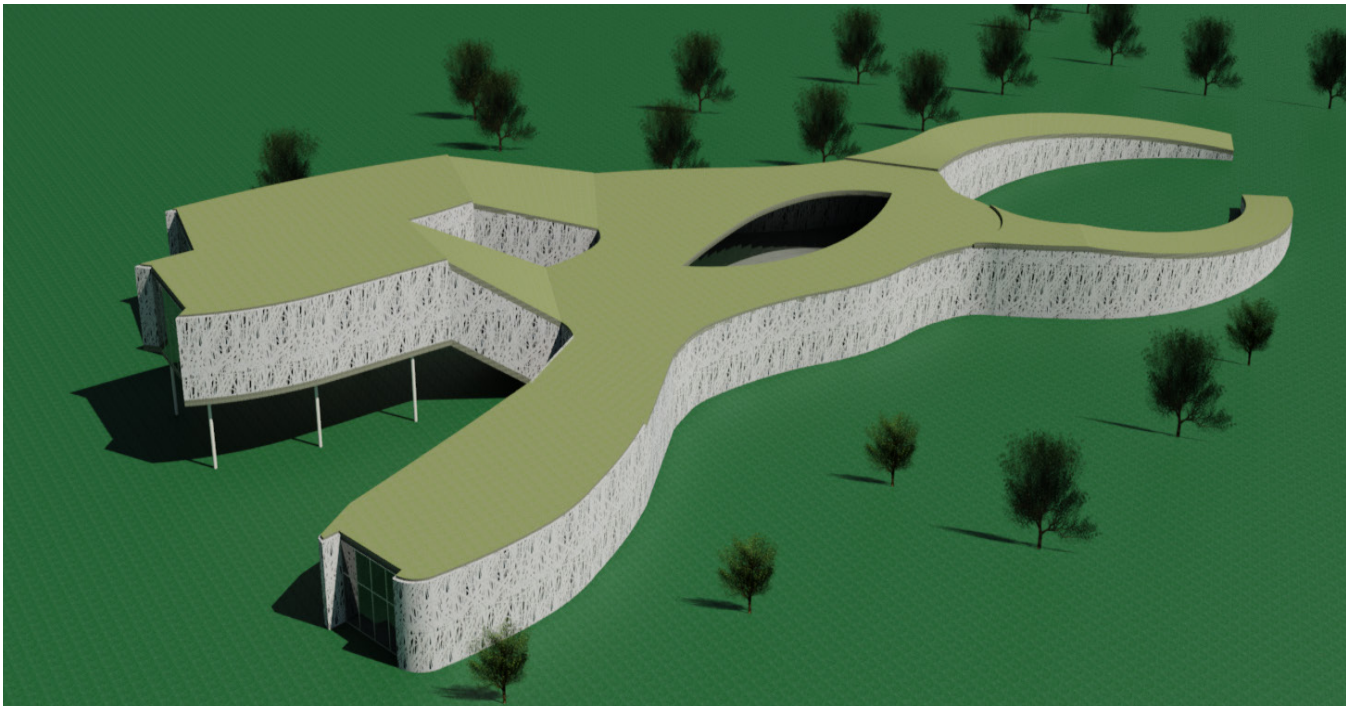
Below are the key objectives developed for the concept:

1. To allow visitors to learn about archaeology through discovery and exploration.
2. To establish connection between locals and visitors by allowing locals to be tour guides.
3. To design a building for genealogy services and festivals that would allow those of Irish descent to reconnect with their roots.
4. To create an experience of archaeology through storytelling.

PROJECT PROPOSAL OVERVIEW

The Ring of Stories allows visitors to have immersive experiences while reflecting on their own life. Ring of Stories is a series of walks for visitors to see archaeological sites and a centre where they can learn more about archaeology and their own Irish roots. Ring of Stories will partner with locals to create a program that will be for hosting visitors to the Ring of Stories.

Visitors to the archaeology centre are looking to discover more about the region and themselves and are looking for a unique adventure. The Ring of Stories connects visitors with residences who act as hosts for accommodation. The centre acts as an extension of the journey where visitors can reflect and continue their learning experience through interactive exhibits or taking time off in the social spaces. Local residences are part of the program as a means to share a cooked meal and for the exchange of culture, experiences, and stories.



The centre is an extension of the three Ring of Stories, with each wing representing a different theme.



PROJECT DETAILS

Ring of Stories Path

The Ring of Stories are presented through three themes: Gathering, Solitude, and Freedom. These themes act as models for other potential themes to arise.

Gathering explores the Staigue Fort, Cnoc na dTobar walk, and Cahergal & Leacanabuaile stone forts. These sites share a theme of gathering and of people coming together in which visitors learn about through the history of the stone forts.

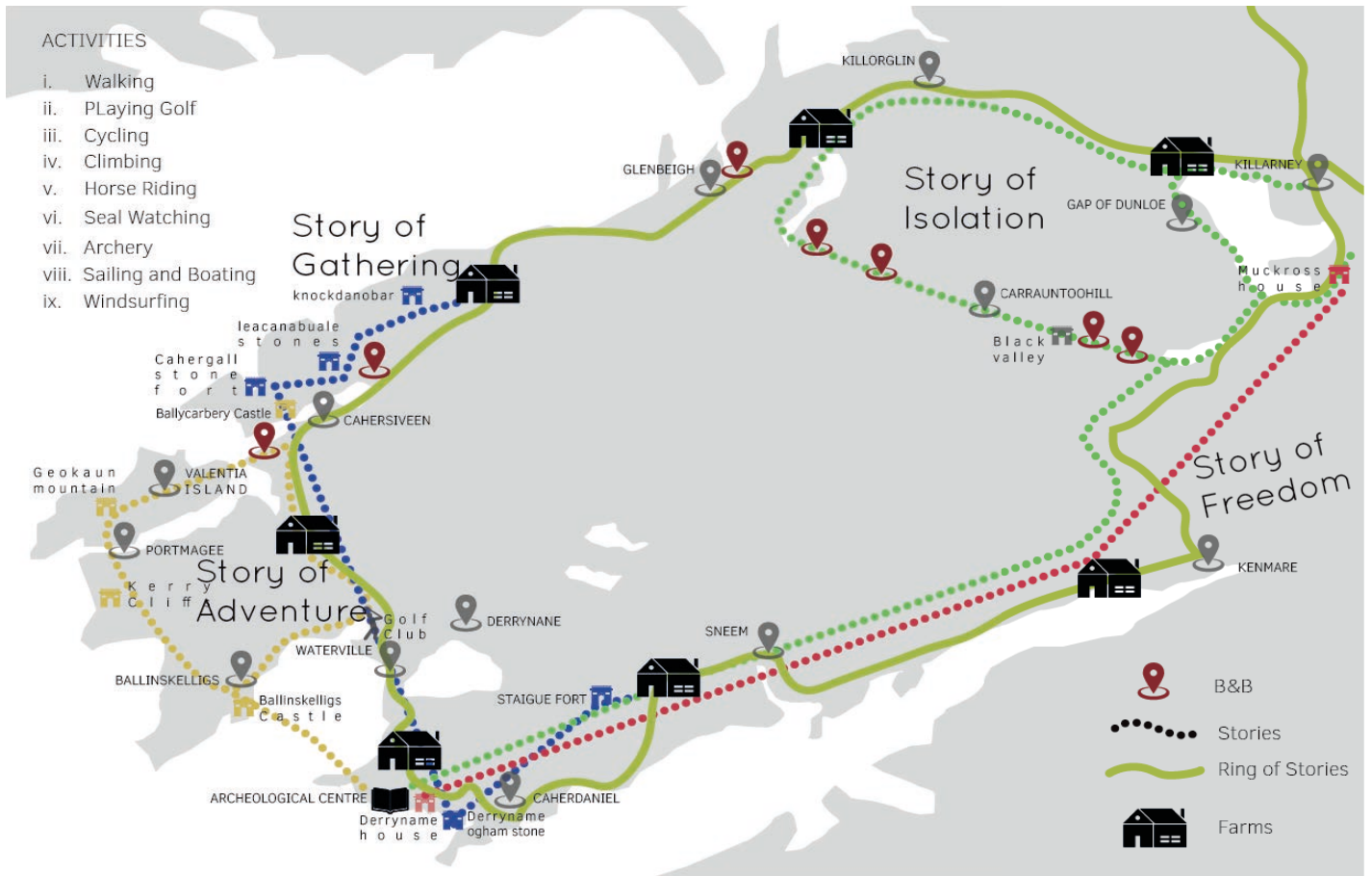
Solitude reflects on the individual's need to be alone and away from technology. Sites that could be included are those of pilgrim paths, and also a visit to Skellig Michael. **Freedom** delves into Daniel O'Connell's campaign for Catholic emancipation and sites include the Daniel O'Connell house and the Daniel O'Connell Memorial Church.

Archaeology Centre

The archaeology centre is an extension of the Ring of Stories path, and allows visitors to further explore the three themes with each wing of the centre reflecting **Gathering**, **Solitude**, and **Freedom**. The centre also acts as a platform for festivals and events. Genealogy services are provided to those who would like to learn about their Irish roots.

Residents as Hosts

Residents will be recruited to provide accommodations and shared meals with visitors. This experience is different from living in hotels and Airbnbs in that visitors could experience the residence's hospitality while exchanging stories and experiences. This service will be coordinated through the archaeology centre.



A map indicating the proposed routes of the Ring of Stories.

CHARRETTE PROJECT 4

MARA CENTRE

THEME: Learning Through Discovery

PROPOSED SITE AREA: Waterville

CONCEPT: Uniting the beautiful landscape with the diverse marine ecosystem to promote awareness, education, conservation, and community, that will fuse the land and the sea, enveloping the marine ecosystem, and dedicate a new facility to its sublime views to showcase local marine life.

THE CHALLENGE

To design an attraction for the Iveragh Peninsula that focuses on the marine wildlife and microclimates of the region through interactive experiences and innovative research.

PROPOSED SITE AREA

Waterville is a town in the Iveragh Peninsula nestled between freshwater lake Loch Currane and Ballinskelligs Bay. Loch Currane connects the lake to the ocean.

Waterville has become a hub for marine research in the region because of a small research centre, “Sea Synergy”, which is owned and managed by marine biologist and Kerry native Lucy Hunt. Sea Synergy provides fun and interesting activities for kids and adults to discover Ireland’s marine life and the importance of the sea in our daily lives. The Mara Centre can benefit from the research gathered in Sea Synergy and marine biology could be pushed forward and expanded to attract educational tourism, further research, marine life observation and protection. Also in Waterville, there are many initiatives keeping Kerry’s beaches clean and raising awareness of marine litter.

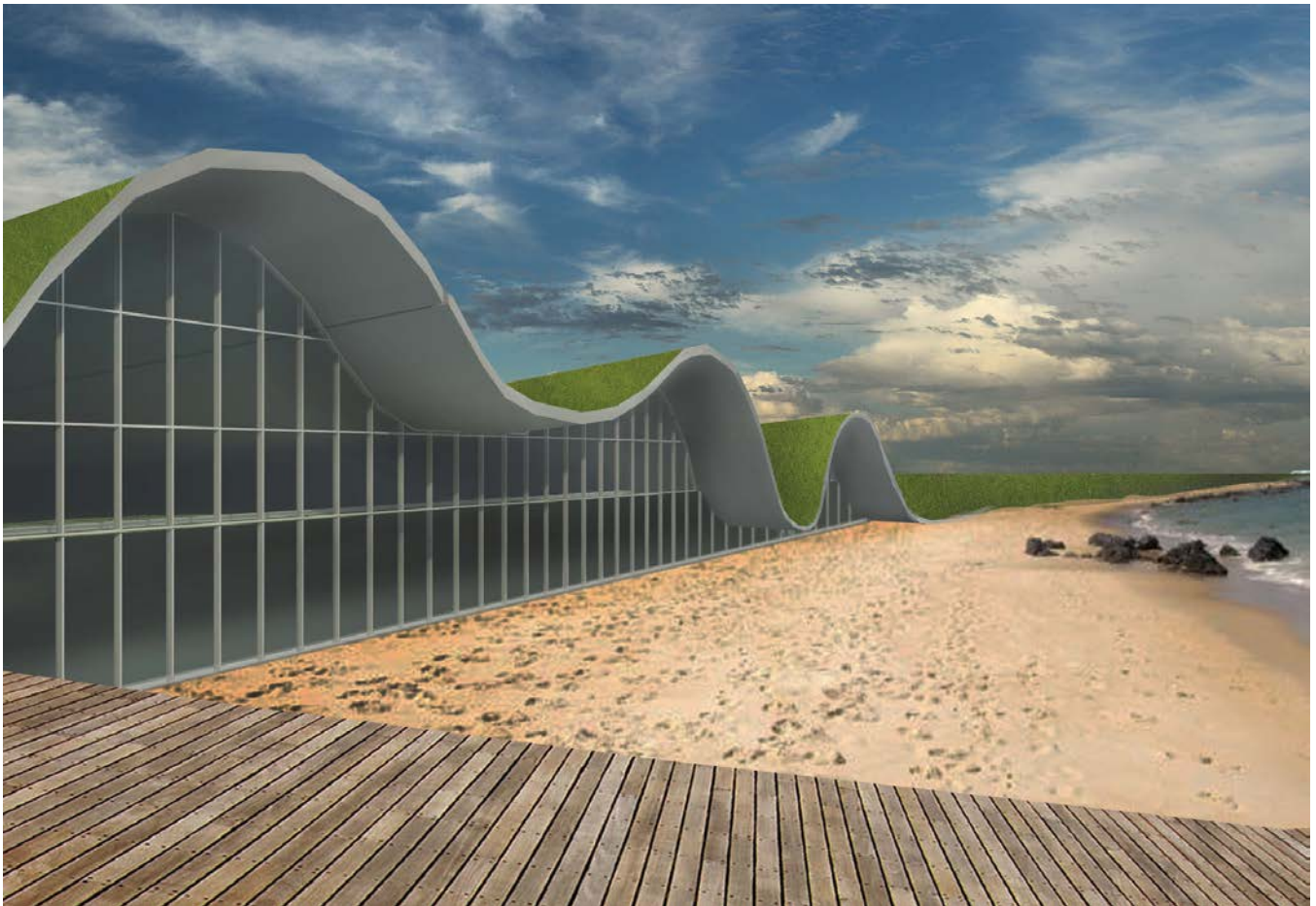
OBJECTIVES

Below are the key objectives developed for the concept:

1. To showcase the regions diverse marine life.
2. To celebrate the region’s natural landscape by creating a landmark destination.
3. To develop year round programming that will encourage visitors to learn through interactive applications.
4. To bring awareness about marine life and implement conservation initiatives.

PROJECT PROPOSAL OVERVIEW

The Mara Center is a tourist and research centre focusing on the diverse marine life in the region and is situated in the Iveragh Peninsula on the Wild Atlantic Way. The centre consists of displays, aquariums, research facilities, an auditorium and a venue space. The centre's primary focus will be on awareness and education which will lead to a focus on conservation and research. The centre will have physical and digital displays, programming and research facilities. Mara is seamlessly integrated into the environment to preserve its beauty. The state of the art facility provides a space for interactive learning and discovery, innovative marine biology research and marine conservation practices.



A view of the Mara Centre integrated into the natural landscape.

PROJECT DETAILS

Displays

The Mara Centre will have both physical displays such as small species aquariums, touch tanks, digital displays consisting of augmented reality technologies and a whole digital ecosystem containing games such as treasure hunts which will be connected to the centre's app.

Informative App

The Mara Centre app will allow users to have digital experiences through games and augmented reality. This app will also help users with directions and wayfinding in the the centre. The app connects to a bracelet that the user can wear and can get physical feedback through vibrations, which will enhance the users experience in the centre.

Programming

The Mara Centre will have general programming such as school tours, workshops, seasonal events like kayaking, bioluminescence plankton trips and festivals crafted around local lore and traditions such as salmon season and whale and dolphin watching periods.

Research & Conservation

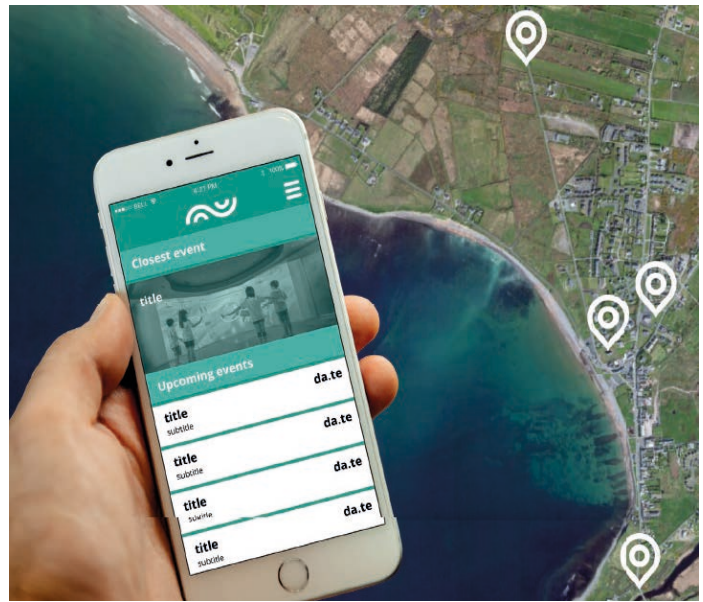
The Mara Centre will offer a state-of-the-art research facility for the study of fish and aquatic life health in the contexts of local species, endangered species, stressor exposure as well as salt and fresh water research. In cooperation with the local marine centre, Sea Synergy, the Mara Centre will provide the opportunity for the establishment of graduate student co-op placements with international institutions.

Phasing Strategy

The centre will be implemented over a 4 year period with construction of the building and displays happening in the first two years, programming and events will start soon after that. Displays can be expanded and expensive components of digital eco-system like Virtual Reality displays will be finished in year three. The Mara Centre will start advocating for conservation from the start of the project. Having an established base for conservation in first two years, will branch out into research and partnership with research institutes. By year three the centre will be able to cater for resident researchers. By year four conferences on marine conservation and current research will begin being implemented, as well as co-op programs.



MARA
centre



The Mara app used by visitors to connect with centre programming.



A site plan of the Mara Centre in Waterville.



Image illustrating how the touch tanks work within the centre.



An image of how the augmented reality experience will work within the centre.

CHARRETTE PROJECT #5

THE I.E. CENTRE

THEME: Learning Through Discovery

PROPOSED SITE AREA: Valentia Observatory, Cahersiveen

CONCEPT: An innovative climate centre with interactive experiences for education, research and social connection.

THE CHALLENGE

Utilizing Iveragh's existing scientific resources to bring professionals and the public together, in order to develop a climate-oriented program.

PROPOSED SITE AREA

The Valentia Observatory, which is historically important in meteorological activities in the region, owns advanced equipment and has wide-ranged international connections, making it ideal for future partnerships and collaboration.

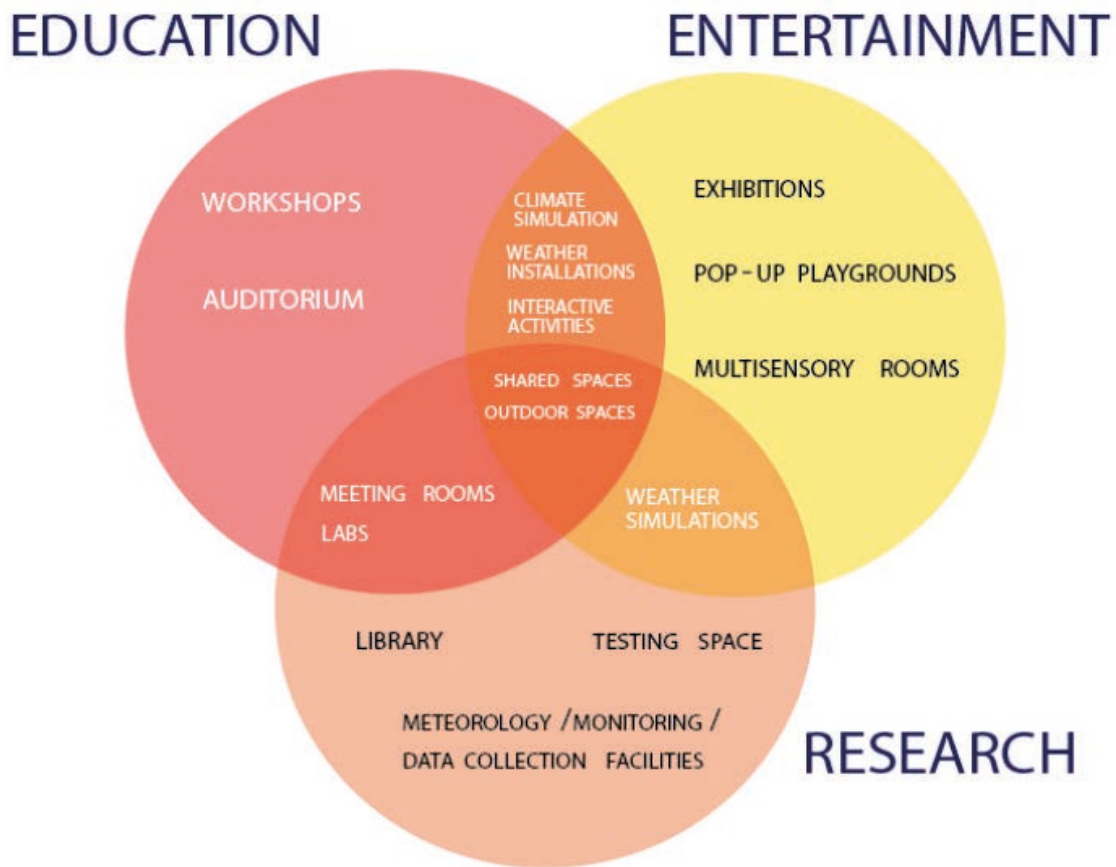
OBJECTIVES

Below are the key objectives developed for the concept:

1. To educate residents and visitors about the urgency of climate issues.
2. To provide a research and development facility for professionals.
3. To show the advantages of sustainability through interactive experiences and innovative demonstrations.
4. To encourage employment opportunities for locals.
5. To create a landmark structure that encourages tourism.

PROJECT PROPOSAL OVERVIEW

The I.E. Centre is a creative climate centre that offers innovative education and interactive experiences. It aims to centralize the existing strength of climate study in Cahersiveen and to maximize the attraction of climate professionals, such as environmental experts and earth science students, as well as the public who are interested in climate change. The centre is a carrier of many innovative co-study programs which bring professionals and the public together to contribute to a better future.



A diagram illustrating how the different programs and spaces of the I.E. Centre intersect with each other.



PROJECT DETAILS

The physical design of the I.E. Centre is an innovative carrier of the climate-centred events and activities. It consists of two main parts: the centre and an open space. In the centre there will be research workshops for students, professional projects for the climate experts, and exhibitions of the main outcomes which will involve the public's engagement. There will also be interactive installations which simulate the climate issues or demonstrate the impact of the most critical climate change topics for the public to learn through an experiential way.

Research for Students

Utilizing current technology and equipment from the Valentia Observatory, there will be workshops for students to research various topics on climate change. Each year there will be a new focus of study that will relate to the centre's main focus on climate change.

Professional Climate Studies for Experts

The I.E. Centre will provide advanced equipment and workspaces, including test labs and detectors, professional services for research teams, such as sample collection and data transmission.

Public Events

For the non-professionals visiting the centre, there will be many interactive installations that reflect the latest climate issues, such as a rain room, artificial cloud and greenhouse. So the public can experience. There will also be exhibitions for the public to learn the latest outcomes from the professional programs. Additionally, the open space will house pop-up installations that will change according to the current program topics and research, so the public can learn through entertainment.

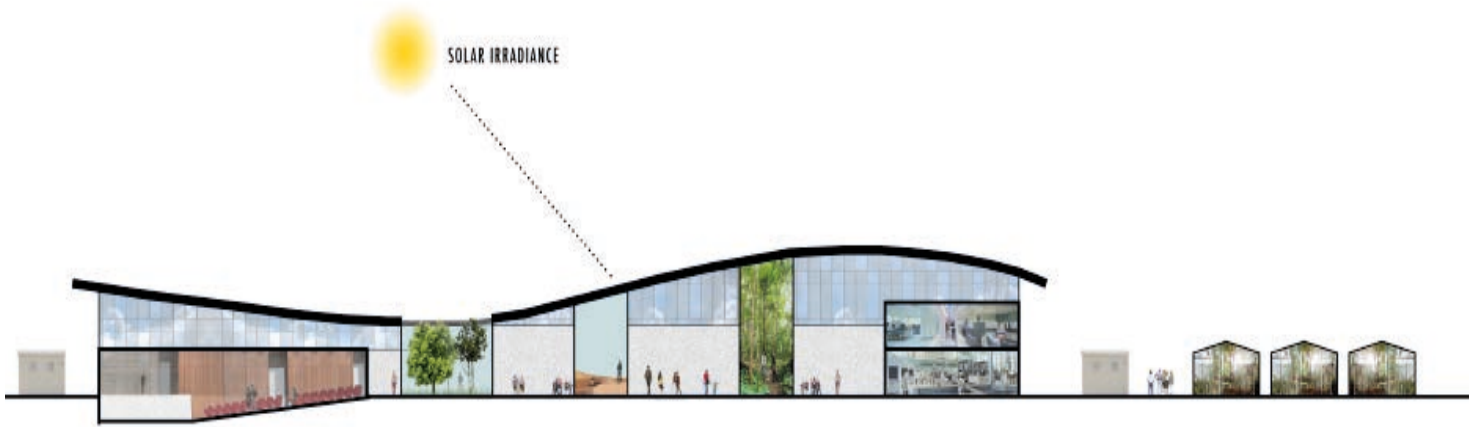


Diagram illustrating building details and programming of the I.E. Centre.



A planning diagram showing the elements of the I.E. Centre.

CHARRETTE PROJECT #6

KERRY ECO

THEME: Learning Through Discovery

PROPOSED SITE AREA: Derrynane National Park

CONCEPT: Kerry Eco is an initiative that will transform individual and collective perspectives on interdependency between nature, people and technology. It will educate about the seriousness of environmental issues, research and support existing ecosystems in Iveragh, promote biodiversity and sustainable living, and survey renewable sources of energy in the region to determine how they could be utilized or preserved.

THE CHALLENGE

To create a distinct architectural landmark and year-round programming for an ecology centre located in the Iveragh Peninsula that promotes research and education on sustainability and conserving existing ecosystems.

PROPOSED SITE AREA

Kerry Eco will be located near the Daniel O'Connell historical house in the Derrynane National Park. The site is nestled amongst a range of ecosystems including mountains, forest, wetlands, sand dunes and ocean.

OBJECTIVES

Below are the key objectives developed for the concept:

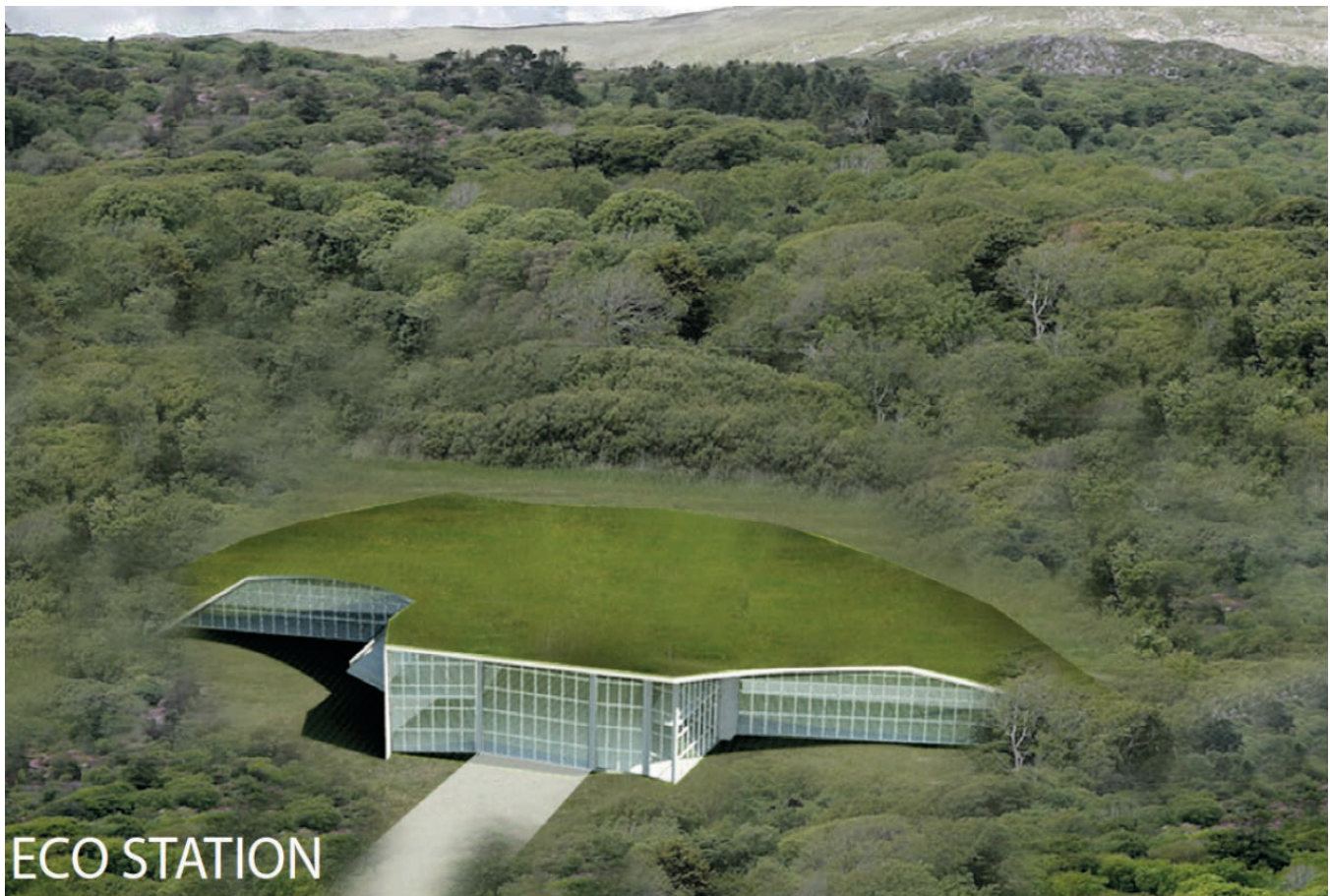
1. To create employment for the residents of Iveragh and to create educational and research opportunities for youth.
2. To attract new industries from sustainable building and renewable energy markets.
3. To establish a knowledge economy in the region through research and educational opportunities.
4. To design a distinct architectural landmark and year-round programming for the visitors and researchers.
5. To find innovative and sustainable ways to preserve the environment and its beauty.

PROJECT PROPOSAL OVERVIEW

Kerry Eco will act as a platform to interact with the ecology of the Iveragh Peninsula. It will allow visitors, residents and researchers understand and enjoy the environment of the region, connect to its past, become mindful of its present and participate in the creation of the sustainable future of rural regions. The ecology, geology, flora and fauna of Iveragh will be the research focuses at the Kerry Eco, in hopes of understanding how the environment and landscape could be preserved.

Researchers will be invited to participate in thematic residencies on topics such as: life-cycle analysis of materials and processes; resource management and biodiversity on a global and local scales; waste as a part of a naturally sustainable cycle; local wind patterns in all seasons; on-site renewable energy production; protecting water sources.

Kerry Eco will contribute to the well-being of the local community through providing a range of ecological recreational opportunities that create jobs and engage local residents and visitors in a range of indoor and outdoor hands-on educational activities, including an annual “Ecolution Festival.”



An image depicting the exterior view of the Kerry Eco building.

PROJECT DETAILS

Kerry Eco will focus on ecology, geology, flora and fauna of the Iveragh Peninsula, as well as explore and demonstrate the newest sustainable building and renewable energy options. This project will offer engaging educational tours, workshops and hands-on learning experiences for kids and adults. In addition to the interactive experiences for visitors, there will also be an opportunity for researchers to use the space and resources to work on and contribute to environmental innovations and research.

Some of the activities include, the study of the diverse organisms that live in peatlands, lakes and coastline of County Kerry; fun hands-on experience with soil and rocks; workshops on sustainable building options; nature conservation practices; walking tours and meditation classes; learning about local medicinal plants and their properties; creating the seed bank of local flowers.

Built Form

Kerry Eco includes a visitor centre, Ecolution lab, energy generating gym, an eco pier and a tidal power station. The built form was designed to fit into the landscape and not obstruct the natural beauty of the area. The Eco Pier is a viewing station that will connect the land and sea. The pier will be covered as to allow visitors to enjoy the view of the ocean even in rainy weather.

Year-round Programming

At Kerry Eco, learning happens in many ways. One of those ways is through the Ecolution Lab, which is an ecological evolution movement, that creates a new way of thinking about nature. Whether it's researchers evaluating new energy technologies, students exploring renewable energy options, children learning to build birdhouses from beachcomb findings, or professionals gaining valuable knowledge and understanding on sustainable building practices.

Ecolution Festival

The Ecolution Festival is an annual event during which innovation labs, researchers, industry professionals, students and those interested in sustainable living come together to share ideas, information, and network with other professionals. The Ecolution Festival will be held annually on the first weekend of April at Kerry Eco. This event happens at the time when nature at sea and on land awakens. The distinct environment creates a dynamic platform for people from all over the world to meet and share ideas relating to ecology, and learn about the most recent technologies linked to renewable energy, waste management, land restoration and conservation practices.

PHASING STRATEGY

2016-2018

Construction of the main building of Kerry Eco begins. The building will be equipped with research labs, auditorium, visitor centre, rain proof outside picnic and festival areas. The first Ecolution Festival would be scheduled for April.

2017

Inviting residents and visitors to participate in the celebration of the landscape of Iveragh and engaging in the design development of Kerry Eco.

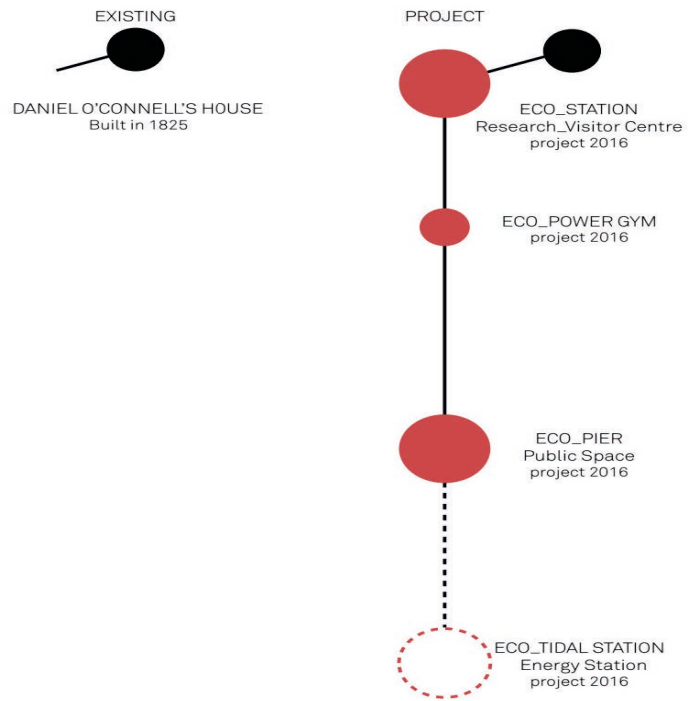
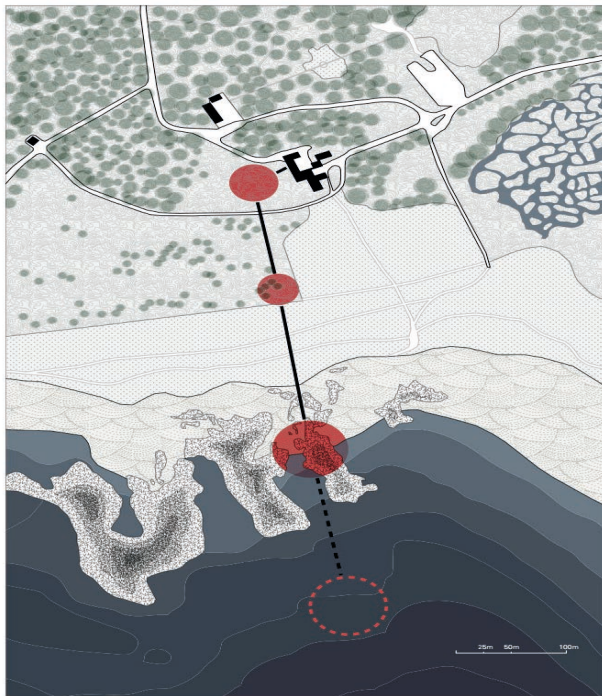
2018

The covered Eco Pier overlooking the ocean and serving as a stage for performances and Eco Power Gym located near the beach and offering energy generating bikes, workshop space, cafe and bathrooms will be constructed.

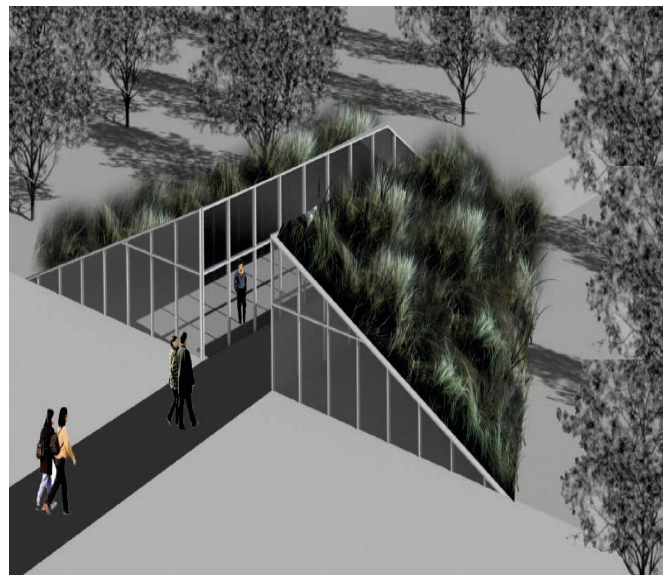
2021

Small Eco Tidal Station generating electricity for the Eco Station will be implemented.

Kerry ECO



A phasing diagram depicting the implementation of Kerry Eco.



Images depicting the different views and experiences at Kerry Eco.

CHARRETTE PROJECT #7

FOMHAR

THEME: Learning Through Discovery

PROPOSED SITE AREA: Sneem

CONCEPT: An innovative food production system that creates value from the existing assets in the region and creates new agricultural industries.

THE CHALLENGE

To re-imagine how and what food is produced in Iveragh.

PROPOSED SITE AREA

The proposed food centre will be located in the village of Sneem, on the Ring of Kerry.

OBJECTIVES

Below are the key objectives developed for the concept:

1. To develop a new innovative food production system in Iveragh.
2. To design a project that would make it easier to grow food and to farm in the region.
3. To create value with the existing assets in the area.
4. To create new job opportunities in the region.
5. To propose a program that would be realistic, implementable and phased.

PROJECT PROPOSAL OVERVIEW

Fomhar aims to re-imagine how food is produced in Iveragh through establishing a hub for the research and development of the food assets in the region, in order to create new industries. It will bring together farmers, scientists, chefs, and students in effort to develop new ways of growing and utilizing the agriculture in the region.

When the team began their exploration of the assets that the region had to offer, it became clear that seaweed, in particular, was an incredible asset that was under utilized in the Iveragh Peninsula. According to the Irish Sea and Fisheries Board, the seaweed industry is worth €30 billion worldwide, and €18 million in Ireland. Seaweed has hundreds of applications one of them being animal feed. Using the seaweed as an inspiration, Fomhar was created.



Image depicting the entrance to the Fomhar centre.

PROJECT DETAILS

The team created an innovation process which can be replicated to research and develop other products in the region. This is a strategy which utilizes the assets particular to the region by adding value to them or creating new products from them.

Fomhar Centre

The development and production of the seaweed animal feed would have created a new innovative food production system which can be replicated to investigate other assets in the region. The Fomhar centre for research and development will be built to act as hub for farmers, scientists, chefs, and students to collaborate, innovate, and create.

Seaweed Sheep Feed

The research and development of the seaweed sheep feed will take approximately 1 year to complete. Seaweed would be added to the lamb's feed which would give it a unique flavour because of the high salinity levels in the seaweed. In the process of developing the new feed it will reduce costs for the farmers of Iveragh. Additionally, the seaweed animal feed will add value to the lamb raised in the area allowing it to be more competitive.

This delicious, quality, organic, seaweed fed lamb will be branded as Sáile Iveragh Lamb. This lamb will combine the best asset that Iveragh has to offer: the land and the sea.

Small Scale Seaweed Farm

The project will begin as a small scale seaweed farm which will allow researchers to further explore and develop the use of seaweed for sheep feed. Fomhar will be transformed to meet the development needs of this new product to include a seaweed farm and seaweed feed production facility.

Food Festival

A food festival will culminate this entire research and development process. A celebrity chef will be invited and locals, farmers and foodies can celebrate Sáile Iveragh Lamb and all the local producers in the area.

Phasing Strategy

It was extremely important to the team that the project created would be extremely realistic and could be implemented right away. This meant the project would have to be phased and easily scaleable.

The first phase of the project which focuses on the development and testing of seaweed as animal feed could occur on a small scale, and could result in a 1-2 year test.

The second phase of the project would require building the Fomhar Centre, which will be made of shipping containers, to not only lower building costs, but allow the centre to grow and expand organically.

FŌMHAR

IVERAGH RAISED



SÁILE
IVERAGH LAMB

Possible new brand for seaweed sheep feed made in Iveragh.



Image depicting the outdoor activities at the Fomhar centre, including the annual food festival.

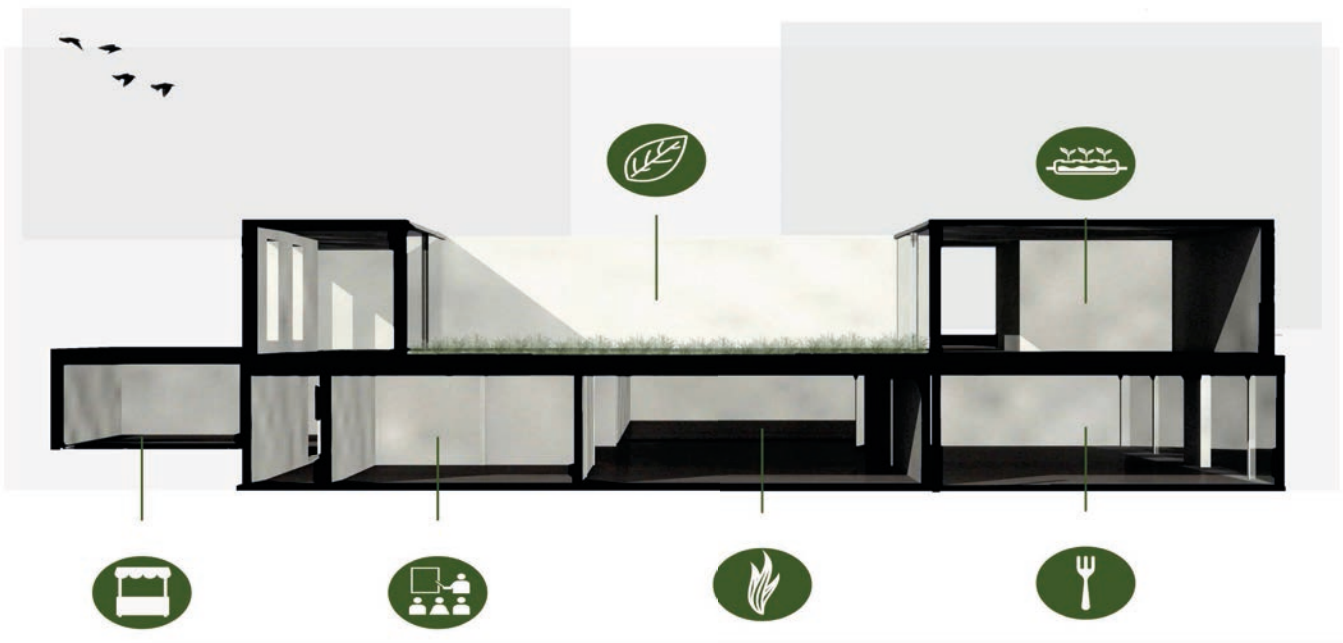


Image depicting the indoor activities at the Fomhar centre.

CHARRETTE PROJECT #8

THE EDGE

THEME: Learning Through Discovery

PROPOSED SITE AREA: The Dark Sky Reserve; St. Finians Bay Caherdaniel.

CONCEPT: To celebrate the transcendent nature of Iveragh Peninsula's sky.

THE CHALLENGE

To design a landmark centre that celebrates the Iveragh Peninsula's Dark Sky Reserve while leveraging research, education and tourism opportunities for residents and visitors alike.

PROPOSED SITE AREA

The primary site for The Edge is in the core area of the Dark Sky Reserve in the Iveragh Peninsula. The core area is surrounded by both ocean and sloping mountainside. It goes over St. Finians Bay to Derrynane and Caherdaniel.

OBJECTIVES

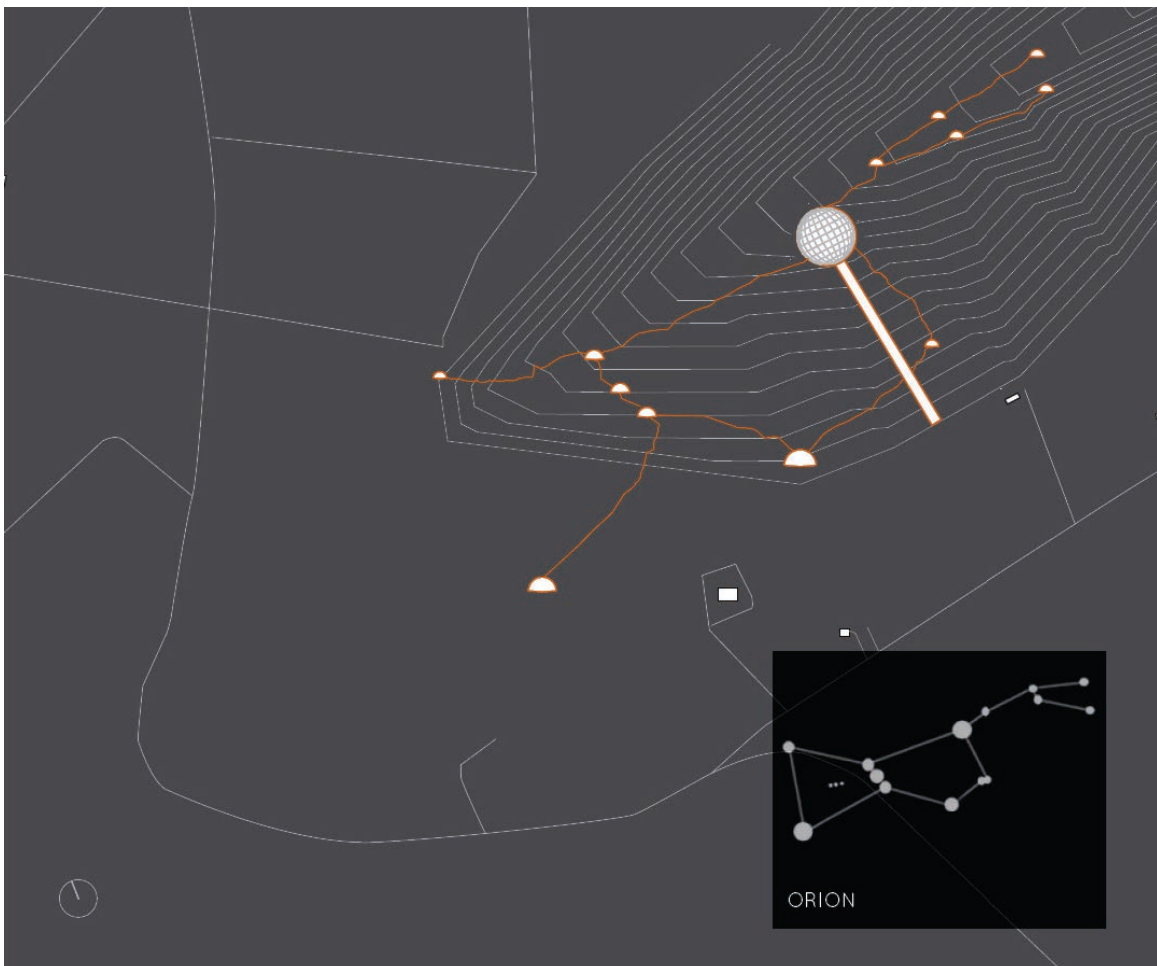
Below are the key objectives developed for the concept:

1. To create an interactive centre that celebrates the Iveragh Peninsula's Dark Sky Reserve.
2. To promote year-round tourism for the region.
3. To establish year-round employment for the residents of Iveragh.

PROJECT PROPOSAL OVERVIEW

Physically and metaphorically, we come to the Iveragh Peninsula, to embrace life on the edge. The Edge is designed to be the place for reorienting our inner self to the universe. This center will focus on catering to three main aspects: Interaction, Research and Accommodation. This structure will be designed to respect the essence of its surrounding landscape and environment. The main centre and accommodation pods will be constructed in the layout of Orion. Orion is the most visible constellation throughout the world and is considered to be one of the brightest stars, which would be ideal to reflect the clarity of Iveragh's Dark Sky Reserve. The research center aims to introduce new technologies that will help with education and new ways of learning about astronomy.

The Edge has developed interactive programs that will encourage learning through exploration. Some of the programs include a moonwalk room, astronomy conferences and an augmented reality space station simulation. The Edge will also have an event space where events such as night weddings and conferences can be held.



A site plan depicting the layout of the visitor centre and accommodation pods for The Edge.

PROJECT DETAILS

Research Centre

The research center aims to introduce new technologies to help with education and to inspire and attract other universities, colleges and nature lovers from all over the world to get involved and show interest in the region. The research being conducted at the centre focuses on astronomy, astrophysics and cosmology.

Interactive Centre

The Edge will have a series of programs and interactive experiences. The first being the “Print Your Star” program, which will allow guests to use a high resolution telescope to capture and star gaze with the option of having what you see professionally printed. This program aims to bring guests closer to the stars and to find opportunity to learn more deeply about the stars and their constellations.

The “Moonwalk” program was developed to bring people closer to the experiences of space through hands on virtual reality. The “Moonwalk” is a device that will be able to let people feel first hand the moon’s gravitational pull.

Other indoor attractions include the “Space Station” which uses augmented reality through oculus rift which allows guests to experience life on a space station. This activity will bring about a new understanding to what is beyond earth by gaining new perspectives and understanding on astronomy and space travel.

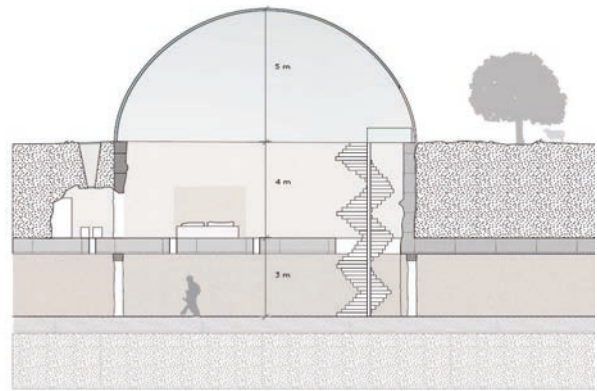
Another programming feature is the annual Dark Sky Festival. The Dark Sky Festival will act as both a promotional marketing device and program to unite those who admire the pristine dark sky and celebrate it together. This event will occur in August to allow summer break students, families and travellers to come together under the stars. This event will encourage photography to continue developing attention through aspects of social media and professional imagery.

Overnight Accommodations

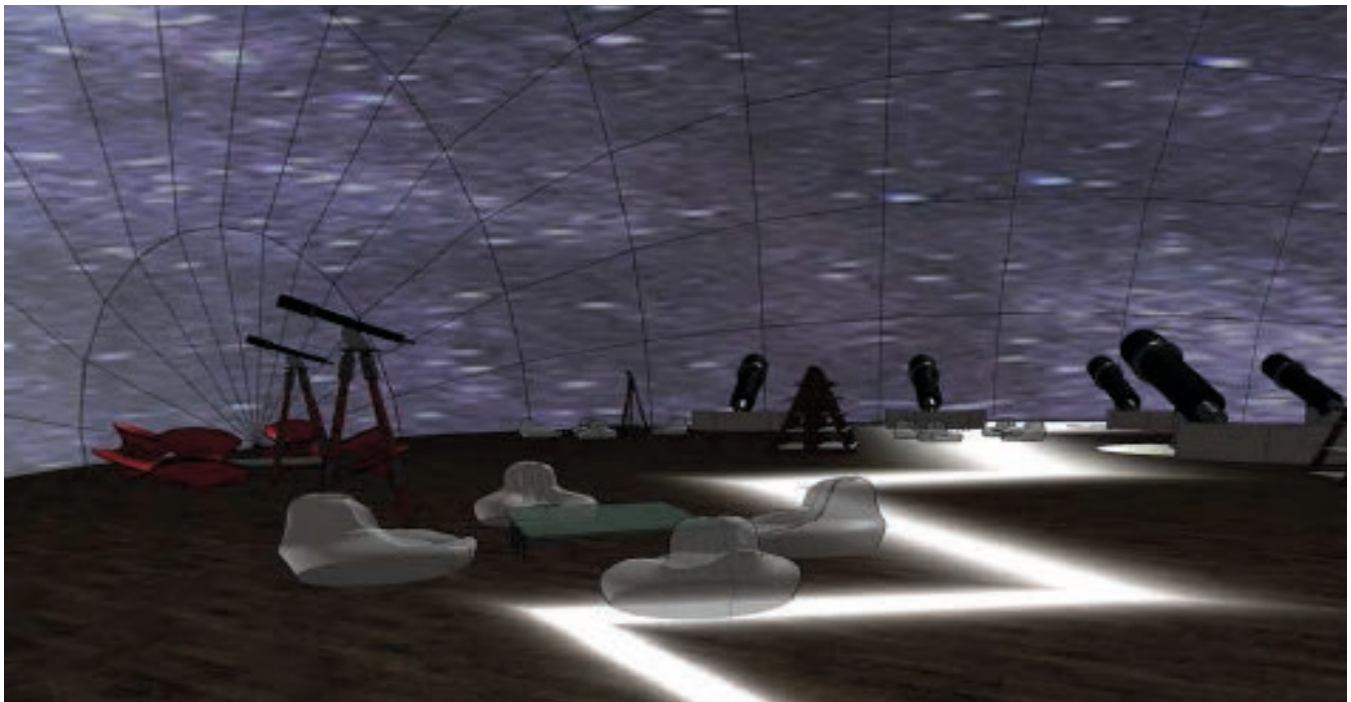
There will be eleven accommodation pods that will vary in size and will be able to host parties of up to 8 people. These overnight accommodation pods are designed to celebrate the night sky and allow guests to experience the beauty of the stars up close. These pods will be designed partially underground and will feature geodesic domes which will be the most ideal for viewing the night sky.



The EDGE
DARK SKY



Interior image of one of the accomodation pods.



Interior image showcasing the view of the night sky from inside one of the pods.



Sketches illustrating the night sky weddings and the Moonwalk room.

CHARRETTE PROJECT #9

IOMED

THEME: Accessing Remote Places

PROPOSED SITE AREA: Regional

CONCEPT: ioMED is a mobile health service that provides multiple kinds of healthcare to the community of the Iveragh Peninsula.

THE CHALLENGE

To design a product, service and system that provides the residents of the Iveragh Peninsula with accessible healthcare and basic health education opportunities.

PROPOSED SITE AREA

ioMED's mobile clinics and products are designed to be implemented throughout the region of the Iveragh Peninsula. ioMED's dispatch centre will be located in Cahersiveen and will be a part of the newly proposed co-working space, Weave.

OBJECTIVES

Below are the key objectives developed for the concept:

1. Providing residents of the Iveragh Peninsula with accessible healthcare.
2. Providing residents with basic health education opportunities.
3. Tackling the issue of social isolation amongst the senior and youth populations.
4. Bringing healthcare to residents and tourists alike.
5. Bringing healthcare to the region in an affordable way.

PROJECT PROPOSAL OVERVIEW

ioMED is a pop-up community health service that provides medical, social and emergency care to the locals and tourists of the Iveragh Peninsula. ioMED will be a fleet of medical cars and buses that will provide a series of different health and social services that look to build and empower the community as well as address the safety concerns of tourists. ioMED will also offer a series of social programming opportunities for the community that deal with social isolation, volunteer and employment opportunities, as well as education and skills training. ioMED also proposes a GPS safety band that can be used by both locals and tourists. These bands aim to create safer conditions for all users and to give users a stronger feeling of security.

ioMED looks to partner with local hospitals and clinics in Iveragh and become an extension of their services.



An image depicting the search and rescue mobile unit.

PROJECT DETAILS

ioMED Mobile Clinics

These mobile clinics aim to provide proper healthcare services to residents and tourists alike. There will be various types of mobile clinics that will be implemented in stages. The mobile units will include check-up clinics, dental, ambulance/emergency response and search & rescue.

ioBAND: Safety Bands

The ioBAND is a medical assistance device which allows the user to send a signal directly to our response team with the push of a button. ioBAND acts as a secondary voice to ensure the safety of residents, and any tourist visiting the Iveragh Peninsula and want an extra sense of security. There are three levels of request which easily distinguish the level of seriousness, and speed of the response from our medical staff. The band will have a GPS mechanism which will be live at all times and will last for 24 hours. The band will also be accompanied with a fully charged portable battery pack which can be used to recharge the device.

ioMED Tourist Information Boxes

ioMED also proposes a series of tourist signage boxes that will be placed alongside all walking and hiking trails, that provides tourists with maps, information on Iveragh and basic first-aid supplies.

ioMED Social Programming

The social programs that will be offered through ioMED are art therapy & animal therapy (programs looking at addressing issues of mental health), a youth summer camp (to educate youth on fitness and nutrition), rescue training skills camp (to teach youth about first-aid and rescue training), mentoring program (pairing seniors and youth to address social isolation in the region) and a 24 hour suicide helpline (which will be a support service for residents of all ages). The programming will require professionals as well as trained volunteers and will help empower the community through meaningful involvement and outreach.

ioMED Dispatch Centre

ioMED's main centre will be located in Cahersiveen. This centre will act as a dispatch centre for the mobile clinics and safety bands. The ioMED centre will also be a refueling and reservicing station for the mobile clinics. The design of the space allows for future expansion, which could include designing space for ioMED's social programming.

Phasing Strategy

2016 - In the first phase of ioMED the services and products that will be implemented are the dispatch centre, delivery vans, search and rescue and the ioBAND. The social programming for phase 1 will include the training for the 24 hour helpline.

2017 - The second phase will implement the ambulance units. The social programming for phase 2 will include the mentor program and the 24 hour helpline. The tourist signage boxes will also be implemented in this stage.

2018 - The third phase will implement the check-up clinics. The social programming being implemented are the youth summer camp and art therapy.

2019 - The fourth phase will implement the dental clinics. The social programming for this phase includes the implementation of animal therapy and the rescue training camp.



Images depicting the ioBAND and the safety information boxes, that will be placed along trails.

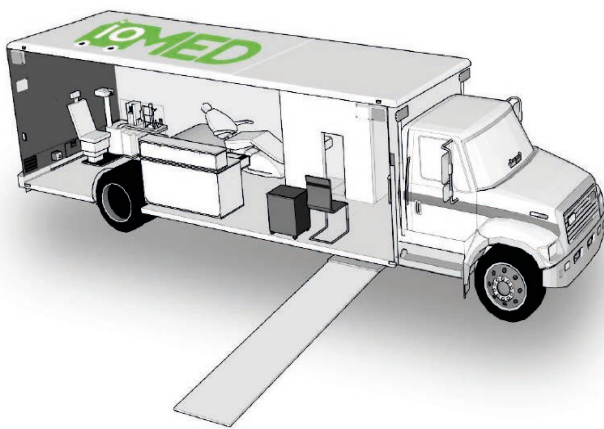


Image showing the interior of the dental clinic.



Image depicting the ioMED dispatch centre in Cahersiveen.

CHARRETTE PROJECT # 10

SKELLIG KERRY WAYS

THEME: Accessing Remote Places

PROPOSED SITE AREA: The Heritage Centre/Barracks Complex and Kerry's trails and paths

CONCEPT: A cohesive brand for Kerry's trails and baths and to establish the Heritage Centre Complex as a central access point along the Skellig Kerry coastline.

THE CHALLENGE

To get residents and enterprises to collaborate and adopt a forward thinking and cohesive system for the numerous trails and paths in the region.

PROPOSED SITE AREA

In this project The Heritage Centre/Iron Bridge Complex in Cahersiveen will act as the key starting point to the Skellig Kerry Ways and active transport. The Heritage Centre is the main location because it is a more populated area and already has the resources and infrastructure that will be needed to get this project started.

OBJECTIVES

Below are the key objectives developed for the concept:

1. To encourage economic development along the Skellig coastline of the Iveragh Peninsula.
2. To help local enterprises get involved and become part of a sustainable future.
3. To celebrate the natural landscape and historical significance of the region.
4. To extend the customer experience beyond the walls of the Heritage Centre.

PROJECT PROPOSAL OVERVIEW

Skellig Kerry Ways is proposing to use Iveragh's existing assets to help spark more economical development in the region, by linking the existing trails and ways and branding them under a unified name. Furthermore the concept is extended to include a new amphitheatre, a mural installation, pop-up marketplace and improving the Iron Bridge, all in an effort to bring focus to the area.

We plan to utilize the resources from the Heritage Centre in Cahersiveen to promote and facilitate services such as guided tours along the existing paths for cycling, walking and kayaking. All of these activities will come from different local enterprises around the region but will be utilizing a uniform information, transportation, and payment service.

Skellig Kerry Ways also proposes an RFID Band which will provide tourists with multiple services such as education, entertainment, paperless paying service and will add an element of safety to their trip.



Image depicting the public space in front of the Heritage Centre.

PROJECT DETAILS

The Heritage Centre Complex

This complex will act as a central access point to activities all throughout Iveragh. One of the ways Skellig Kerry Ways is leveraging the existing Heritage Centre is by creating a waterfront venue for events, programming, and services that celebrate the scenic and cultural landscape.

Some of the components of this waterfront include:

1. An Amphitheatre: a small outdoor theatre in which events such as busking, storytelling, and pop-up movies under the stars can occur.
2. Storm-Water Management System: a method of harvesting and managing massive amounts of rainfall in order to maintain the landscape along the main trails. The harvested water will be purposed for plumbing, watering green space, and powering water installations, which are outside the Heritage Centre.
3. The Aisling Water Mural (Holy Wells Art Installation): a poetic re-use of water celebrating the cultural significance of water and the Holy Wells around Iveragh. It is a sensory installation that uses textures and braille to tell the story of the Holy Wells. This caters to the visually impaired market considering people go to these wells for their eye healing properties.
4. Pathway to the Iron Bridge/Kerry Greenway: as the proposed Kerry Greenway is under works we propose the Iron Bridge to be an integral checkpoint.
5. Pop-Up Marketplace: Offers a platform for local businesses and makers in the region to sell their goods to residents and tourists. This adds a element of seasonal community synergy and gathering in the region.

Skellig Kerry Ways

This project is a product of the initiative Skellig Kerry, which is a brand that Kerry diaspora are developing to help bring the Skellig region back to the forefront of Irish tourism.

Skellig Kerry Ways is promoting and facilitating the Skellig Kerry trails, pilgrimages, cycling routes, watersport routes, & services and connecting them.

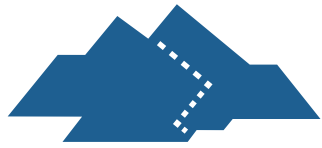
Skellig Kerry Ways will collaborate with local enterprises to offer a number of services for tourists. One of the services provided is a shuttle bus that drives passengers to trails that may be far from Cahersiveen. These shuttles will pick up and drop off passengers from the Heritage Centre, pathways, and partnered Cahersiveen hotels. More services include guided tours and rental services for bikes, kayaks and watersports. This will be owned and run by local businesses but facilitated by Skellig Kerry Ways.

RFID Wristband

Once a customer registers at the Heritage Centre (either for the museum or a Skellig Kerry outdoor activity) they are asked to submit some information for an RFID wristband. These wristbands are a cost-effective, durable and convenient way of tagging and cataloging customers into a database.

These wristbands serve a multitude of purpose, such as:

1. Profiles every user that comes into the region: statistical data that could be used for future tourism or development strategies.
2. Provides safety: these wristbands are linked to a GPS signal, as to locate lost hikers along the trails or pathways. This is done in conjunction with RFID embedded trail marker posts.
3. Education and entertainment: attached to a phone app, hikers have the option to solve an educational mystery that relates to the trail they are hiking.
4. Paperless Payment Service: not only can RFID bands be used as a proof of payment, but users can also attach their credit card to their RFID wristband and can make payments to other vendors that are registered under Skellig Kerry Ways. Examples of vendors that would accept these payments would be shuttle buses, bike, kayak rental and local cafe's.



SKELLIG KERRY WAYS



Image of wayfinding and the RFID band helping people navigate the Skellig Kerry Ways.



Image depicting the possible pathway design for the Skellig Kerry Ways.

CHARRETTE PROJECT # 11

IVERAGH CONNECT

THEME: Accessing Remote Places

PROPOSED SITE AREA: Regional

CONCEPT: To alleviate remote social isolation in the region through transportation.

THE CHALLENGE

Utilize the existing infrastructure and create a transportation system which will connect the residents of Iveragh with each other and alleviate social isolation.

PROPOSED SITE AREA

The Ring of Kerry is a narrow two-way highway which connects many of the towns in the Iveragh Peninsula. The 179 km-long, circular route takes in rugged coastal landscapes and rural seaside villages. It is the part of the Wild Atlantic Way which is a tourist trail that runs from the South of Ireland to the North. The average distance between neighbouring towns is around 30 kms (30-45 minutes). The towns which this project focusses on are Cahersiveen, Waterville, Caherdaniel and Sneem.

There will be a designated Living Lab to test new remote transportation solutions in Weave, located in Cahersiveen.

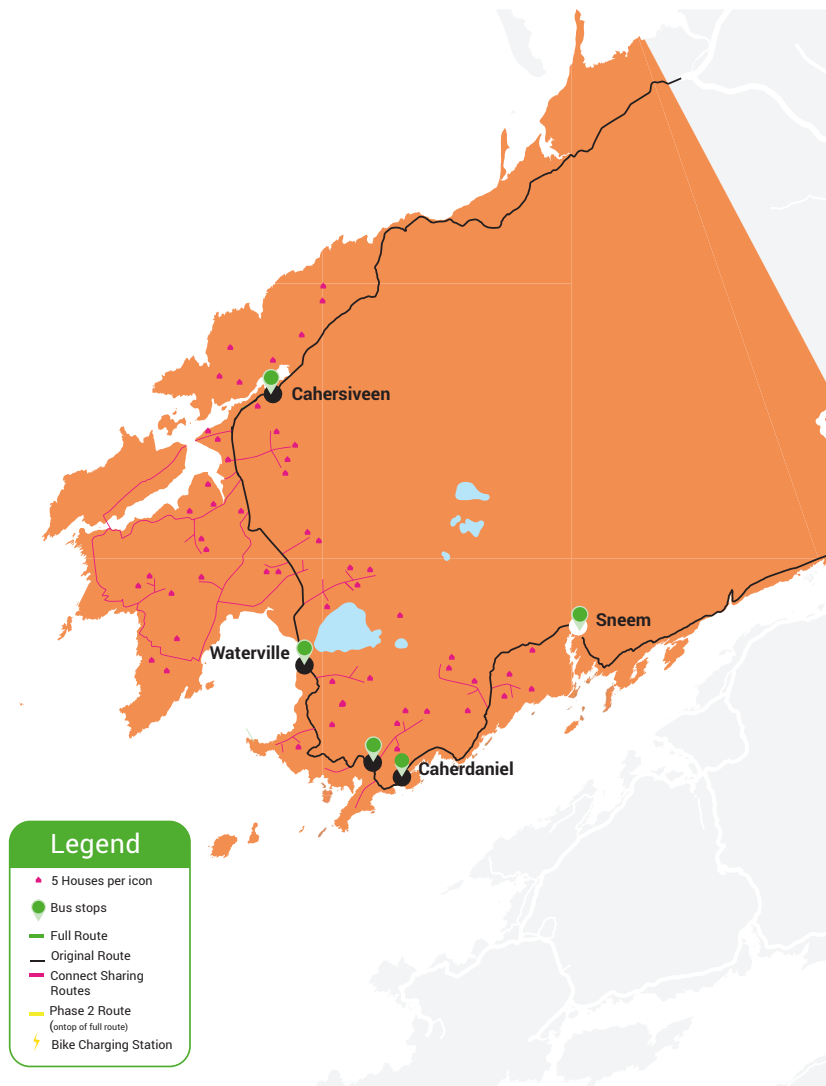
OBJECTIVES

Below are the key objectives developed for the concept:

1. Create a transportation system for people of all ages.
2. Enhance mobility for the people living in the region and eliminate social isolation.
3. Create a system which would incorporate the people of the region and create job opportunities.
4. To give an opportunity to the people to enjoy the beautiful landscape while travelling in the region.

PROJECT PROPOSAL OVERVIEW

Iveragh Connect allows people in the region to not only travel from one town to the other but also gives an opportunity to enjoy the landscape while travelling. The service caters to people living in the region and the tourists visiting the region. The key to this system is not what the service will provide with its tools but how these tools make it easier for people to use the service. The system consists of 3 main modes of transportation, which are buses, e-bikes and pick-up & drop-off service. These services run all year long and will give an opportunity to residents to work for this system.



A map illustrating all the proposed routes and bus stops in the Iveragh Peninsula.

PROJECT DETAILS

The proposed concept is a system of various transportation strategies which would help and connect people in Iveragh and enhance the experience of the people while travelling.

Bus Service

The bus service makes it easier for locals and tourists to travel from one town to another. Each bus would seat 8 people including a handicap seat. In order to maintain a flow of people during office hours, an extra coach shall be added to the rear of the bus which seat 6 people. These modular buses would also be beneficial for children going to school.

Pick-Up & Drop-Off Services

The pick-up & drop-off service plays an important role in this project as it connects people living off the Ring of Kerry to their bus stops. The regions key mode of transportation is private cars, which is also an asset for the region. The car owners can volunteer to provide a transportation service for people who are non license holders or non drivers. This service creates a source of employment for people who have seasonal businesses or are unemployed.

E-Bikes

The E-Bikes are a way to promote the regions beautiful landscape through sustainable and eco-friendly modes of transportation. With this service the users, which would mainly be tourists, get the opportunity to explore and experience the beautiful landscape and culture. Bike stands shall be placed at various spots in major towns and famous tourist trails. This would motivate people to explore the various pathways the region has to offer. With this, a group of tourists can also book the bike bus, which stacks the bikes in the bus and would drop the group off at a site where the visitors can get off and explore the landscape, trails and small coastal towns on their bikes.

Living Lab

The living lab concept will have designated space in Weave (a proposed co-working space in Cahersiveen) and will focus on testing and prototyping new transportation systems and technologies that can be implemented in rural regions. This lab aims to find new ways that can make travelling and mobility in rural regions easier and more accessible.

Phasing Strategy

The project consists of 2 major phases:

Phase 1

The first phase consists of the introduction of the bus service which runs between Cahersiveen and Waterville. Both these towns would have two major bus terminals and have 12 small bus stops along the the highway for people to use. Each of these 12 bus stops are strategically design and placed. Every bus stop is placed where there is a higher density of people. This was designed to make sure that majority of people could use the service. With this phase the pick-up & drop-off service is also introduced. This service incorporates the residents of the region to team up with the system and provide a service that focuses on people who live near the Ring of Kerry. This service would work on request and would take the customer to their destination. We are connecting towns through the bus service, and we are connecting people with each other through the pick-up and drop-off service.

Phase 2

With the second phase, the bus service is expanded from Waterville to Sneem. Like Phase 1, this phase would also focus on making transportation for residents more accessible. Phase 1 focused more on connecting the people of the region to one another, but phase two focusses on the tourists visiting Iveragh. Phase 2 introduces E-Bikes.

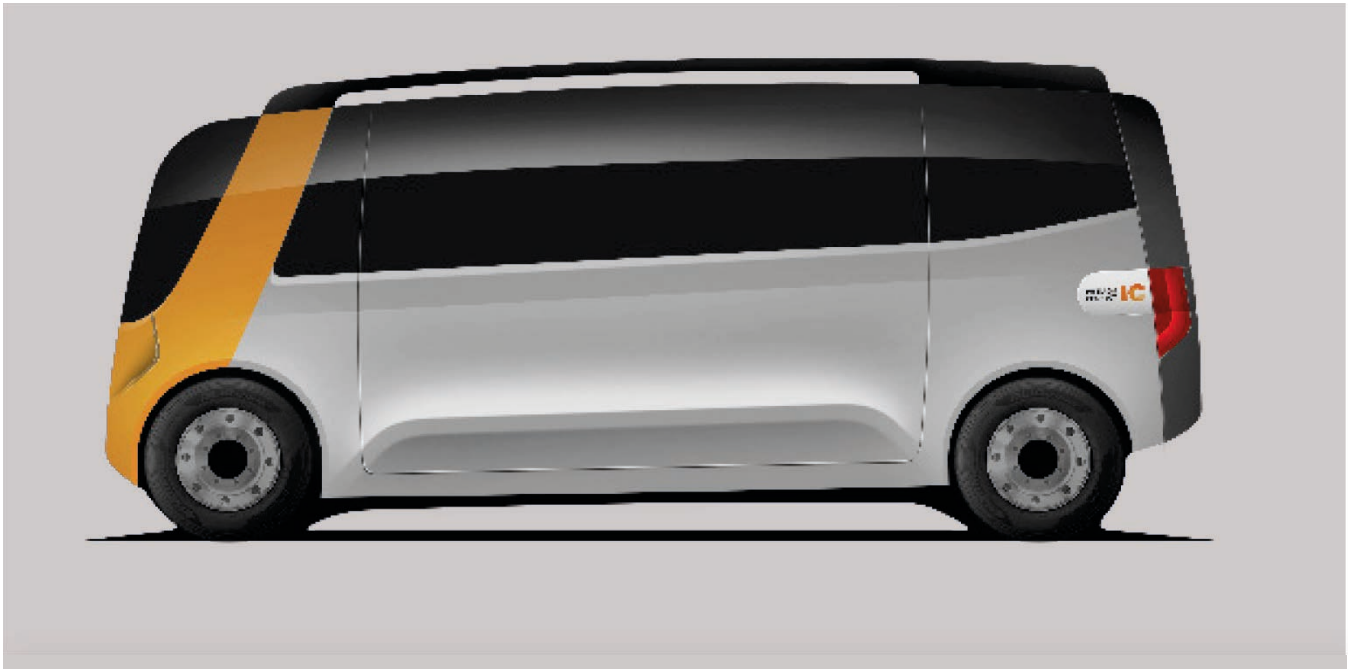


Image depicting a new community based mini bus.



Images of the pick-up and drop-off car service and the e-bike bus service.

BALANCING CONTINUITY & CHANGE

PROJECT LOCATIONS



IVERAGH PENINSULA



Major Roads
Secondary Roads
10 Km



 "Quick Web Access"
without starting Windows

Projects 8 & 9 are both intended to be developed as regional projects.
For a more detailed map, visit
<http://mapofwv.com/boardwalk/ahab/ahab.htm>

 GROWTH

