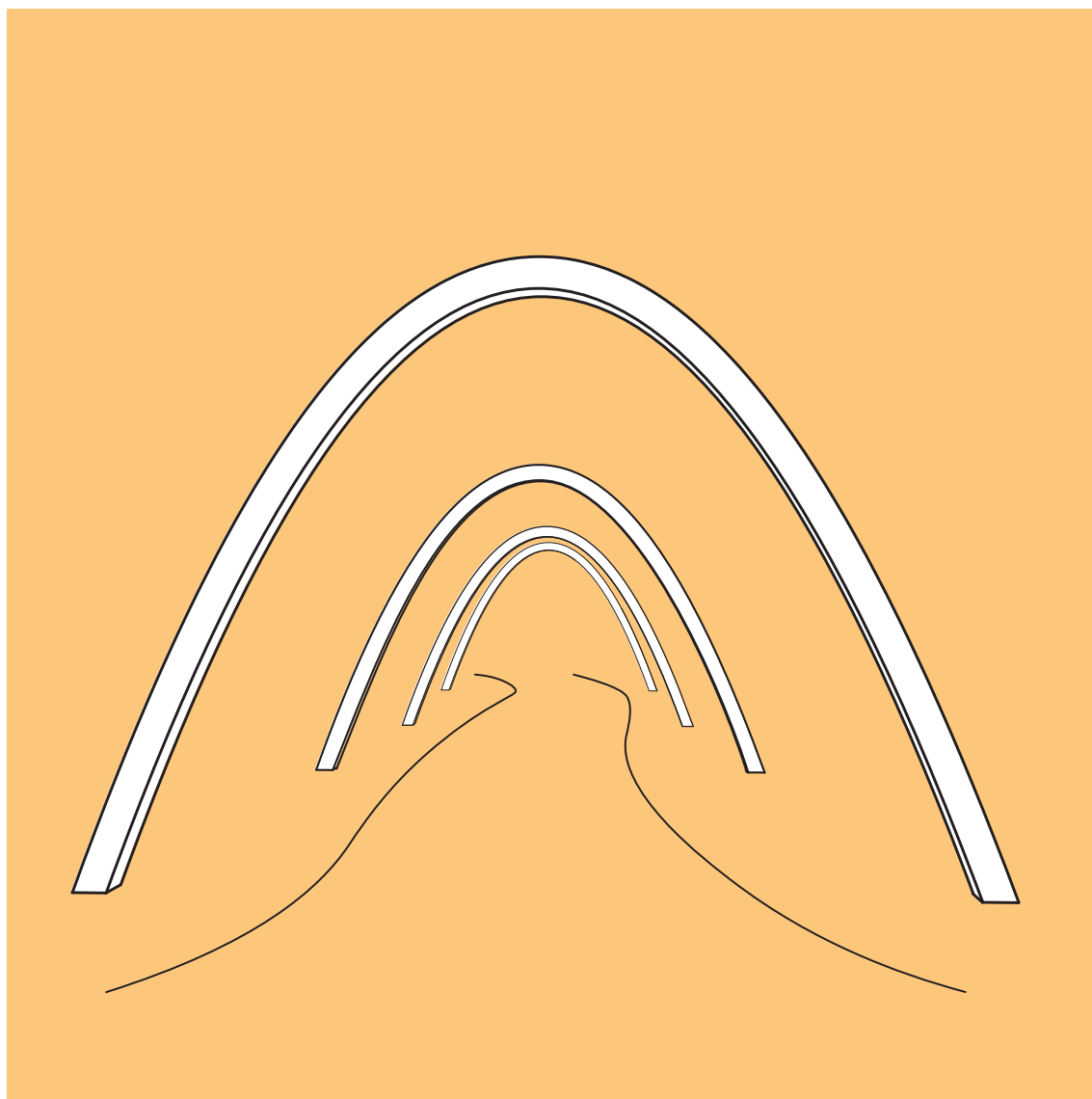


# REVITALISING



# VILLAGE LIFE



# **REVITALISING VILLAGE LIFE**

Master thesis 2025  
Aalborg University

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**TITLE PAGE**

PROJECT TITLE	REVITALISING VILLAGE LIFE
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The background of the page is a photograph of a beach. In the foreground, there is a dune covered with dry, yellowish-brown grass. Beyond the dune is a sandy beach that meets the ocean. The sky is filled with large, white and grey clouds, with some blue visible between them. The overall tone is somewhat somber due to the overcast sky.

## **ACKNOWLEDGEMENT**

A special thanks to Tversted Lokalhistorisk Arkiv, the residents of Tversted as well as the business owners, who has made it possible to gather insight of Tversted and happily have answered questions. A thanks must also be given to Tversted Borger- og Turistforening for being available for questions and providing material about the life in Tversted. A special thanks must also be given to the Tversted residents behind "Drømmen om Tversted" that this project takes departure in. A thanks must also be given to Hjørring Municipality, for a conversation about Tversted and the development of villages in the municipality. A sincerely thank you for making this project possible to everyone who has helped with small as well as large things during the project.



## ABSTRACT

Depopulation of villages as a result of double urbanisations is a problem many places in Denmark, the villages holds both cultural and human values, and it is therefore important to prevent further depopulation, by bringing back people to the villages, this thesis explores how a mapping of a village can identify the qualities, and with design interventions highlight these, giving the village a possibility to attract new residents and tourists.

This topic is explored through the integrated design process, where a comprehensive analysis through a mapping will unfold Tversted and the potentials and qualities it holds. The qualities of Tversted, with the biggest being the nature and tourists, creates ideas for a design solution that brings focus on the village. With a wayfinding system and an activity zone, a place-based design is created, which can attract people to Tversted, and possible to become new residents.

# READING GUIDE

The following document contains a master thesis in Urban design from Aalborg University. The thesis, *Revitalising Village life*, is divided into nine chapters: prologue, methodology, theories, introduction to Tversted, analysis, design, design presentation, epilogue, and references and appendix. Each chapter will begin with a short presentation of what the reader will be reading about in the chapter, and each headline will be provided with photos, illustrations, and diagrams to give a further understanding.

All photos, illustrations, and diagrams have been provided with number and illustration text and is referenced in the list of illustrations (found in chapter nine). All photos, illustrations and diagrams that are not owned by the authors of the thesis are credited with correct sources in both the illustration text and the list of illustrations.

The Harvard reference method has been used throughout the thesis and the bibliography can be found in chapter nine. In the text sources are referenced by authors last name and year of publication. If a source is not referenced to directly, the text indicates the authors subjective observations or view.

For the best understanding of the thesis, it should be read in a two-page format or in a printed A4-portrait version.

# KEY CONCEPT DEFINITIONS

In this thesis different terms will be used, these terms are here defined as they are used in the thesis.

- Rural area – under 200 residents
- Village – 200 to 5.000 residents
- Town – 5.000 to 20.000 residents
- Large city – 20.000 to 50.000 residents
- Major city - more than 50.000 residents
- Mega city – more than 10 million residents
- City – used as an overall term for all human settlements

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*Illu. 2: Photo of Tversted*

# PROLOGUE

In the first and following chapter of this master thesis the motivation behind choosing the specific topic; "Revitalising Village Life" will be presented through an introduction. Which will also shortly present the problem and the layout of the thesis

The introduction will be followed by a section of Quality of Life, which is based on a research project from 2025, by Henrik Mahncke and Meik Wiking in collaboration with Realdania. And an overview of how the Urbanisation has changed the community we live in today.

# INTRODUCTION

Urbanisation is a rising problem all over the world and also in Denmark (Andersen, 2018). For the villages it is the double urbanisation that creates the population loss, with people moving from the smaller cities to the bigger cities at the same time as people are moving from the provinces to the major cities (Laursen, 2020). With the loss of population in villages, Denmark will lose a lot of cultural-, material- and human values (Erhvervsministeriet, 2018).

The rising urbanisation also creates problems for the quality of life, with city noise, lesser community feeling and lack of access to outdoor spaces the quality of life becomes lower, all these things are especially experienced in the bigger cities (Mahncke & Wiking, 2025).

This thesis takes departure in a shared interest of trying to save the village life and all the values that it holds, including the quality of life. The project uses Tversted as a case and is further motivated by the passionate locals that also wants to save their village with the vision "Drømmen om Tversted – fra dialog til handling" (Tversted, 2019).

To save village life the village needs to be revitalised, this project will revitalise the village Tversted by answering the problem statement:

**How can a thorough mapping of a village help with highlighting its qualities and enhancing common spaces, while attracting residents and tourists by place-based design?**

This thesis will make a thorough mapping through different analysis types, that gives understanding of Tversted and tells what qualities Tversted holds. Tversted and its qualities will be highlighted through an activity zone and a wayfinding system that puts focus on different parts and qualities of Tversted.

The project will be presented through nine different chapters, starting with the **prologue** introducing the importance of this topic, followed by the **methodology** where the method applied in this project is explained. Following the methodology is the **theory** where the used theory for this project is presented ending with a presentation of the problem statement. The next chapter **introduction to Tversted** will present the chosen village for this project, with the plans it is a part of, how the city is throughout a year, and what the history of the city is. Following the introduction to Tversted is the **analysis**, where Tversted will be explored through different mappings and illustrations, ending with a problems and potentials map and a sum-up on the analyses. The following chapter is **design**, in this chapter the vision, concept, design criteria and process will be presented before going into the next chapter **presentation**. The presentation chapter shows the design, through principals, plans, sections and visualisations that tells about the functions and atmospheres of the revitalised Tversted. Following the presentation is the **epilogue** where the project is concluded, and a reflection will tell about how the knowledge can be used for other projects and what could have been done differently in the process. The last chapter is the **references & appendix**, this chapter shows what different literature have been used as well as additional information from other chapters in this thesis.

# QUALITY OF LIFE

*"We shape our buildings, and afterwards our buildings shape us – Churchill, Winston. 1943. The house of commons rebuilding. 28 October, London.*

A research project from 2025 by Henrik Mahncke and Meik Wiking made in collaboration with Realdania, examines the quality of life in Denmark. The research project shows that Denmark's average quality of life lies at 7.58, which is high compared to the rest of the world. Denmark is in second place, only surpassed by Finland, when looking at the UN's World Happiness Report. But the quality of life in Denmark has been declining over the past 12 years and made a drop on 0,37 since the UN's first World Happiness Report was published in 2012. (Mahncke & Wiking, 2025)

## **But how do you define quality of life?**

During the research project, Mahncke and Wiking have specified quality of life by asking 122,000 Danes a series of questions about how happy they are. The questions are about, where you live, your housing situation, your community with your neighbours, whether you actively participate in the local community, etc. (Mahncke & Wiking, 2025)

Based on the results of the research, they have concluded that quality of life is dynamic, which makes it adaptable for change. This applies both to the individual person, but also to society as a whole. But it is not easy to change, and it takes time. (Mahncke & Wiking, 2025)

Looking at quality of life and livability from a planning perspective, then livability is a complex term, where planners, urban designers, engineers, and architects do not have an unanimity understanding of the meaning of term and therefore do not have the tools to measure or achieve livability. (Appleyard et al., 2014)

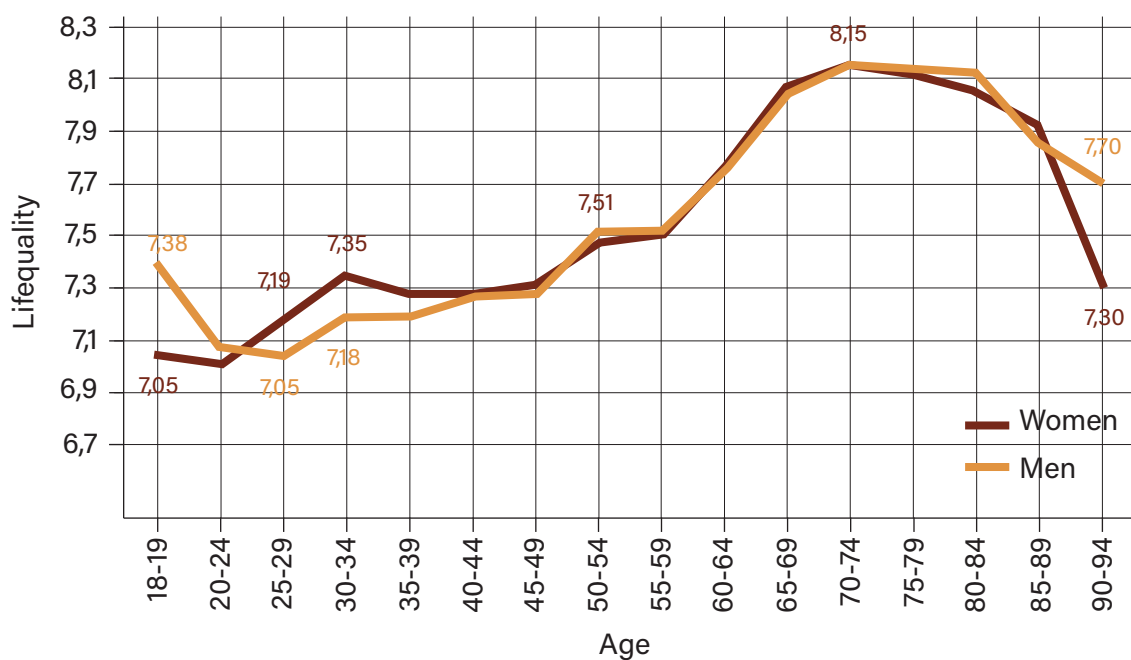
But in the framework "Toward Livability Ethics" by Bruce Appleyard and others they define livability as an individual ability to access opportunities and improve quality of life, but one person's pursuit can be a detract from another person's pursuit of quality of life. (Appleyard et al., 2014) Which is visible in a planning topic like transportation, where it becomes difficult to improve all user's livability, because their flows touch each other and they all want different things that do not collaborate with each other, as an example pedestrians have other needs than a driver. (Appleyard et al., 2014)

## **Where do we feel best?**

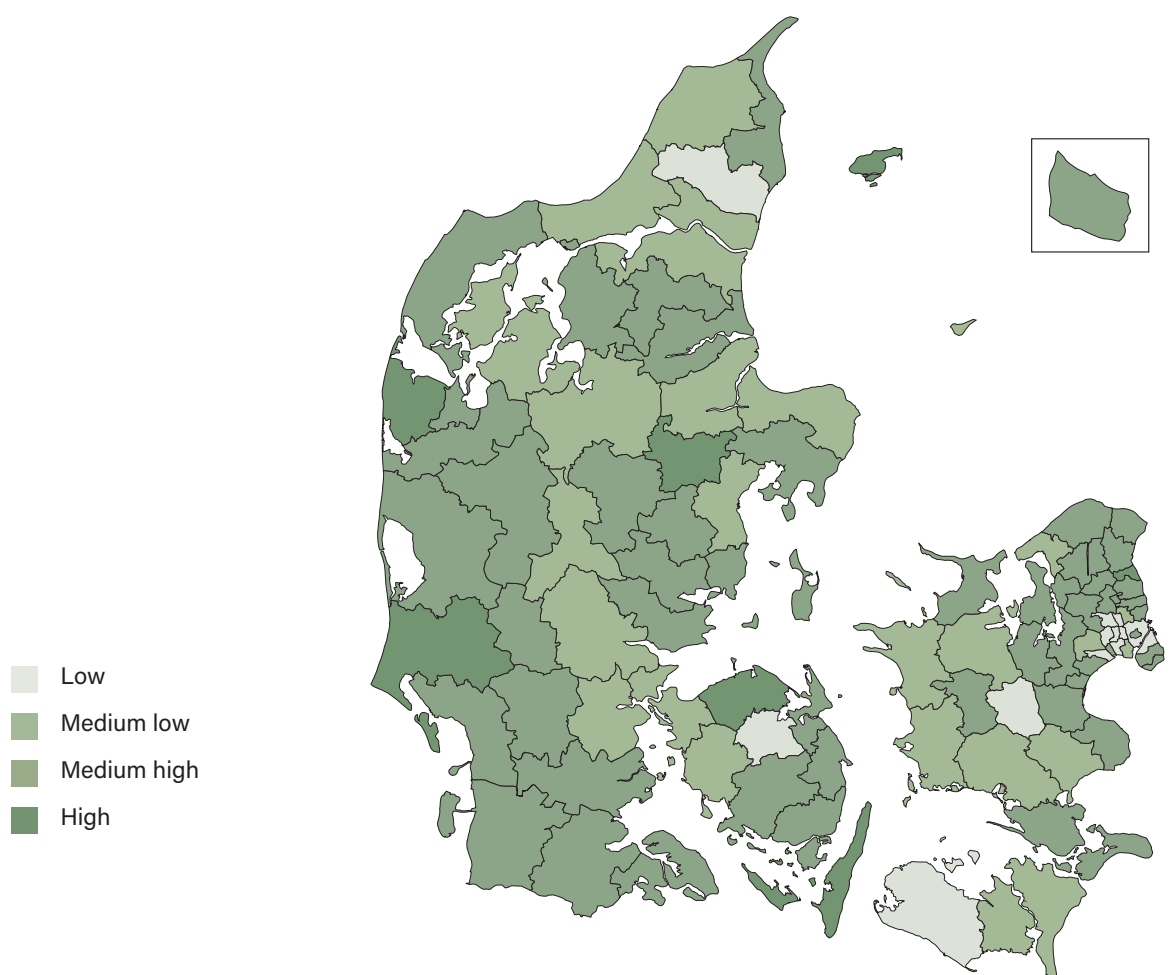
Looking at the data from the research project the quality of life distributed across the different age groups (see illustration 3), it is interesting that Danes have the greatest quality of life when they reach the age of 74. This is often related to the fact that people begin to realize that life will soon come to an end, and they begin to appreciate the little things in life more. (Mahncke & Wiking, 2025)

In addition, there is also a clear difference in where you live in the country. If you look at the averages for the different municipal categories:

- Capital municipality 7.49
- Rural municipality 7.58
- Upland municipality 7.57
- Provincial municipality 7.52
- Metropolitan municipality 7.37



Illu. 3: Life quality distributed across different age groups



Illu. 4: Quality of life in the different municipalities

It is clear that the quality of life is higher when you get out of the big cities, which is related to easier access to nature, better knowledge of your neighbours and less noise in your everyday life. When you look more closely at which municipalities that score the highest points, it is often the islands without bridge connections and the suburbs of the big cities, see illustration 4. (Mahncke & Wiking, 2025)

If we look more closely at what affects our quality of life, it is nature, noise, the local area, safety and neighbourhood. (Mahncke & Wiking, 2025)

### **Nature**

A study from England reports that direct health benefits have been found from access to gardens. Followed by beaches and forests, private gardens are considered our natural spaces that help enhance our well-being (Church et al., 2014). They also found that different types of garden activities can improve our physical and mental health (Soga et al., 2017).

### **Noise**

It comes as no surprise that noise affects our quality of life in several ways. Those who live and surround themselves with noise on a daily basis are less satisfied with life and generally feel less relaxed. Those who suffer from noise from wind turbines are those with the lowest quality of life among those affected by noise. But traffic and neighbourhood noise belong to the categories of noise that most people surround themselves with. (Mahncke & Wiking, 2025)

But it is important that we do not surround ourselves with noise in our home, as this is where we need to be able to recharge and unwind. (Mahncke & Wiking, 2025)

### **Local community**

The behaviour that characterizes the local community effects, our quality of life and our personalities. The gesture of greeting people in the local area and the small, short conversations help to improve our quality of life, this is confirmed by Peggy Thoits' research on the good local community. Professor of sociology at Indiana University Peggy Thoits concludes that light relationships are important, healing and stimulating, precisely because they are not so intense. (Mahncke & Wiking) The good local area is where many people greet or have short conversations with each other. Social relationships are important because they are not so deeply involving but simply stimulating. (Mahncke & Wiking, 2025)

### **Neighbourhood**

There is a lot of difference in how well you know your neighbours, depending on where you live in Denmark, but the thing the study can find is that Danes are quite satisfied with their neighbours. When asked in the survey, 44 percent say they are satisfied, and 28 percent say they are very satisfied with their neighbours. However, data also shows that it is in the municipalities of Fanø, Læsø, Ærø, Samsø, Odder, Stevns, Ringkøbing-Skjern, Skanderborg, Dragør and Tønder that has the greatest satisfaction is found. On the other hand, it is also clear that it is in the large and densely populated cities that has the lowest satisfaction is found, such as Copenhagen, which is at the very bottom of this survey. (Mahncke & Wiking, 2025)

The survey also shows that good neighbours reduce loneliness. The more neighbours you see and talk to, the better satisfaction arises among the neighbours, and the less loneliness arises. (Mahncke & Wiking, 2025)

The local community also appears safer when you know your neighbours, which also affects your quality of life whether you live in a safe or unsafe local area. (Mahncke & Wiking, 2025)

# URBANISATION

**Urbanisation**, the process by which large numbers of people become permanently concentrated in relatively small areas, forming cities. (Encyclopaedia, n.d.)

Since the late 18th century, the urbanisation has been a tendency in Denmark. The urbanisation is a global phenomenon, which started shortly after the industrialisation began. (Andersen, 2018) With the industrialisation came new job opportunities in the cities and the work on the countryside became more efficient, with new methods and machines, so the need for labour became smaller. (Andersen, 2018)

With the ongoing flow of people moving to the larger and major cities, challenges occur such as housing shortage, poverty, slums, overcrowded areas, pollution, and traffic complications, and worst is it for the so-called megacities, where people in some areas have it the worst. (Andersen, 2018, Encyclopaedia, n.d.)

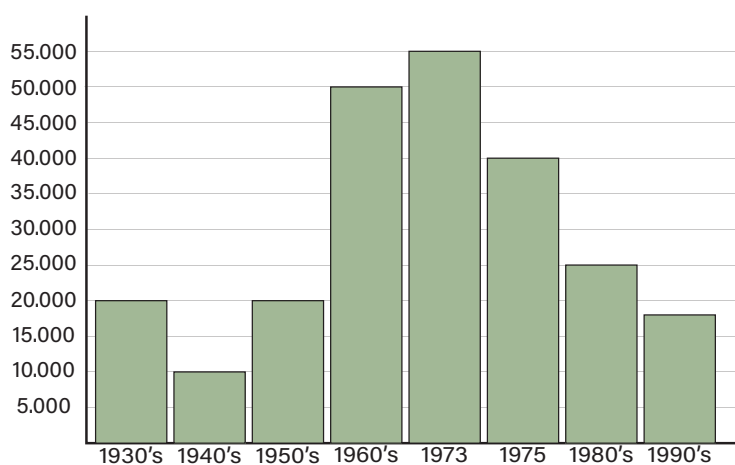
In Denmark, urbanisation has occurred in periods depending on how the economy has been, which can be clearly seen in Denmark's development from 1938 to the present. (Gaardmand, 1993) In 1938, Denmark

received a new urban planning law, which forms the basis for the planning that has been prepared in Denmark up to the present, and after the Second World War, physical planning began regarding the use of the country's land, function and the appearance of cities. (Gaardmand, 1993)

As illustration 5 indicates, there was a period of progress from the 1940s to 1970, where the number of construction and planning has a great momentum primarily in the larger cities, which is due, to a major housing shortage after the Second World War. (Gaardmand, 1993)

In 1973, Denmark was hit by an oil crisis, which had major consequences for unemployment and the economy. That meant, that housing production dropped sharply over a longer period. (Gaardmand, 1993)

But with people still moving to the bigger cities housing shortage became a persistent problem for a city like Copenhagen. And traffic complications as traffic blocks, traffic accident, traffic noise, and heavy traffic which add to the pollution in the bigger cities. (Andersen, 2018 The Danish municipalities with major cities has developed strategies,



*Illu. 5: The amount of houses build in the time period from 1930's to 1990's, based on data from (Gaardmand, 1993)*

that becomes tools to make the city more efficient, by incorporating public transport to reduce the number of cars or narrowing the roads to make more space for cyclists, pedestrians, and plants. (Andersen, 2018)

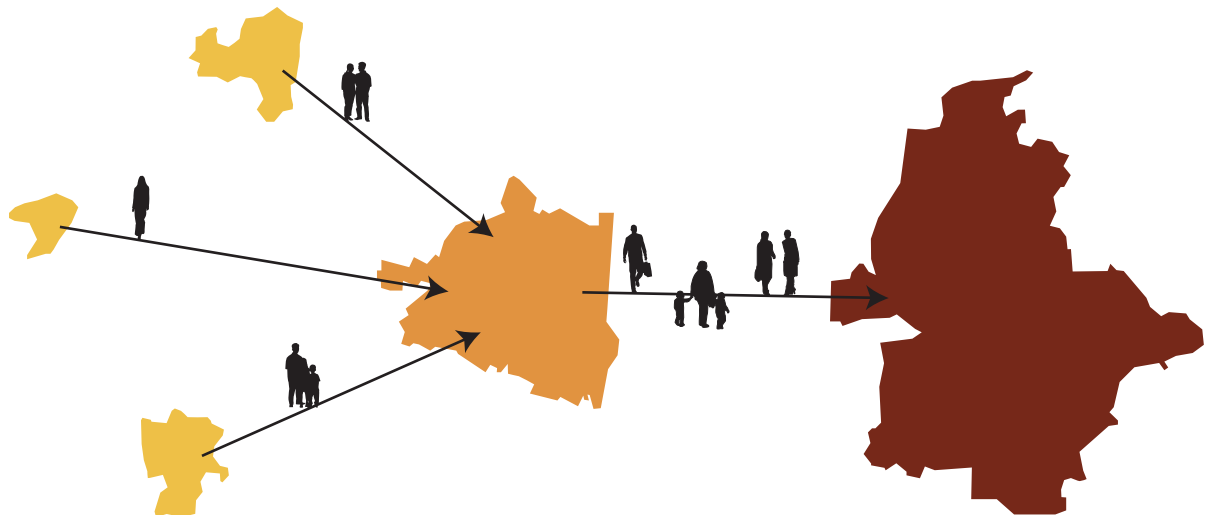
The urbanisation also creates challenges for villages and rural areas, attracting people to live in rural areas, villages and towns is a general problem both global and in Danish context, resulting in depopulated areas. (Andersen, 2018) As people are moving out of the villages, the businesses, daycares, schools and cultural facilities close down, making it more difficult to maintain a local community and attract new employees for none closed businesses. (Andersen, 2018) The term "Udkantsdanmark" creates a bad reputation for the outer areas of Denmark and have further been negatively affecting the attractiveness of outer edge areas. (Andersen, 2018)

One of the proposals for stopping the urbanisation in Denmark was when the government moved out national workplaces in 2015 too towns and villages. (Andersen, 2018) Which has helped the house sales in those areas. Another reason for the improved house sales in the towns and villages is that the housing market is expensive in the major and larger cities. (Andersen, 2018)

Today, it is mostly young people in the age gap between 20-25 that makes the urbanisation in Denmark. (Sørensen, 2020) They move to the major and larger cities to finish their educations and many of them do not return to their hometowns, because of different pull factors the big cities have, like; public transportation, cultural facilities, job opportunities, etc. (Sørensen, 2020) But cities also have push factors that can be the reasons for people moving away from the area, like expensive house prices, traffic noise, lack of green space, etc. (Sørensen, 2020)

But in Denmark we are also currently seeing a double urbanisation, where people are moving from the towns and villages to the larger and major cities, it is primarily the young people who are responsible for it, but also that people are moving from the rural areas to villages and towns. (Laursen, 2020)

If this trend continues, we could potentially end up with many rural areas standing empty and abandoned. Which will be a loss for the Danish culture and history.



*Illu. 6: Double urbanisation*



*Illu. 7: Photo of Tversted beach*

# METHODOLOGY

In the following chapter you will be introduced to the methods that has been used during the making of this master thesis, and how these methods have been used througout the different phases of the project.

# INTEGRATED DESIGN PROCESS

For this thesis the overall process will follow the method integrated design process (IDP), the method consists of five phases: problem, analysis, sketching, synthesis and presentation (Hansen & Knudstrup, 2005). The different phases of the project can be difficult to separate since they are happening at the same time and are dependent on each other, information have to flow from phase to phase. While the integrated design process ensures that a complicated design project can be solved, it is also necessary to have different methods in each phase of the process.

## Problem

This thesis did not have a theme or other plans it had to follow, and therefore it started with a lot of brainstorming on what could be interesting topics, and what is relevant both today and in the future. This also required doing literature studies of different topics and what problems there could be related to these. The brainstorming and literature studies lead to an initial problem statement, that set the basis for the analysis phase. While the initial problem sets the basis for the analyses, the analyses help define the problem, when the data from the analyses is accumulated it can make an understanding of what the specific problem is, leading to a more defined problem statement.

## Analysis

During the analyses multiple different methods have been used to analyse the site and making sure that different aspects of the site are analysed. The methods include literature studies, interviews and questionnaires, phenomenological analysis and mappings.

Literature studies are used in the earlier stages of the analysis phase, in this thesis literature studies have been used to get an overview of Tversted, both in relation to the existing conditions, such as the demographic as well as the history behind Tversted.

Interviews and questionnaires are other methods used in the analysis of Tversted, these brings knowledge that cannot be found by literature studies, since these are the opinions of different people. The questionnaire is in this thesis quantitative data that brings knowledge from many people, while the interviews are qualitative data that brings deeper insides.

Phenomenological analysis is analysis that tells about how a place is experienced, in this thesis the experiences of Tversted is told through a serial vision and collages of the village.

Mappings are overall used in three ways, to analyse spatial conditions, generate interventions or as a communication tool for ideas or knowledge (Hald, Holst Laursen & Jensen, 2023). To map data the data will need to be collected first, this can be done through field studies or desktop research and will be portrayed the way the designer perceives and interprets it (Hald, Holst Laursen & Jensen, 2023).

In this thesis mapping have been used to gain understanding of and analyse different aspects of Tversted, including infrastructure, functions, districts and walking times, these different observations are portrayed on maps in different scales, fitting the different data.

The data from the analysis is not only used to define the problem but also to define the design criteria of the project and set a basis for sketching. While sketching also happens during the analysis phase the accumulation of problem, analysis and initial sketching creates a vision and concept, that is used for further sketching.

## Sketching

The sketching phase is where ideas are generated in this process the ideas have been generated through sketching, modelling and brainstorming with inspiration from moodboards. Sketching and modelling have

also through the process been used to make further mappings of things like the flow and the spatial feeling of the different areas of Tversted, helping creating interventions, such as path placements, and where to create which environments in the areas.

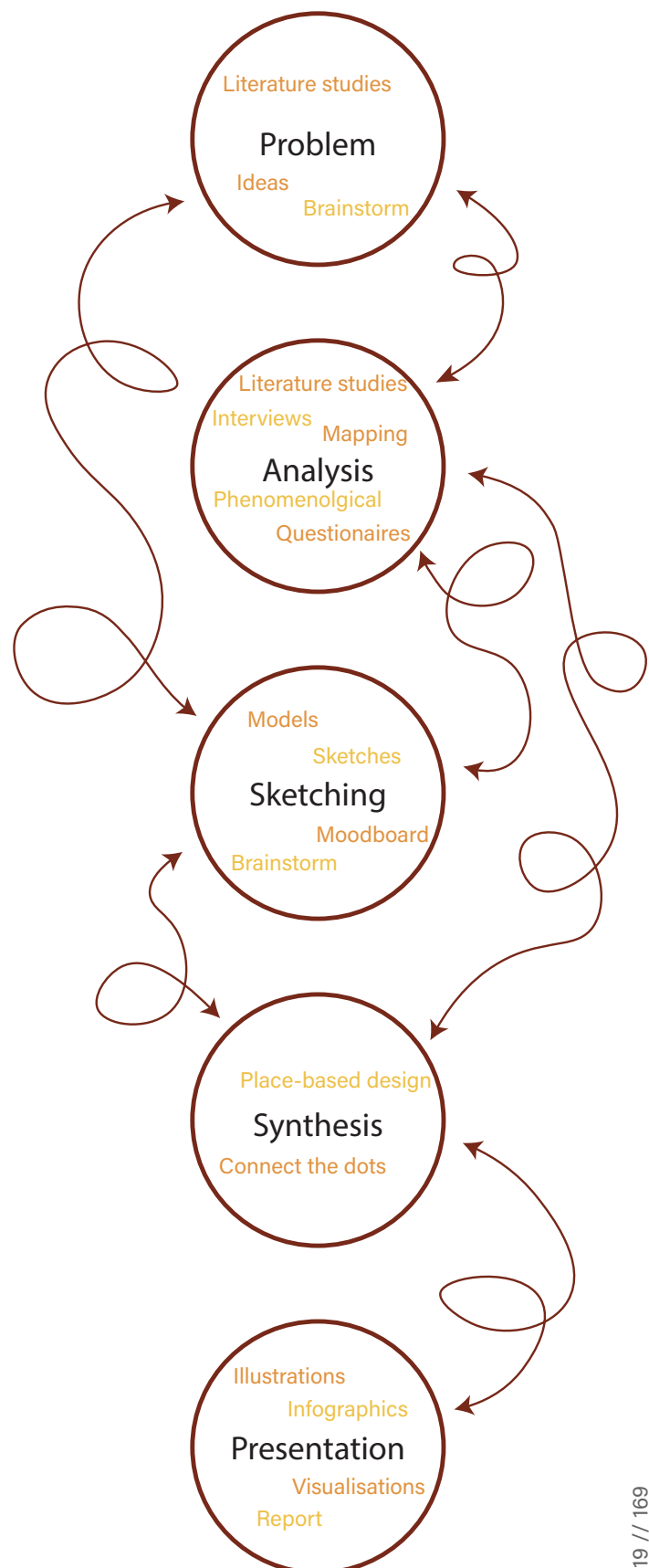
### Synthesis

The synthesis phase is when all the knowledge is combined and synthesised into a design, in this thesis it has been evident for the design to be place based, to make a city stand out and be attractive it is important to use the qualities that the city already has, and to make place-based design based on these qualities. (Laursen, 2020) The qualities of a place can be found by thorough analysis and mapping of the place including, topography, climate, culture, history and the people, as well the connections in between. (Laursen, 2020) Which is why the analysis phase is also a very important part of this thesis.

When place-bound potentials are activated life quality and development are created, and with new functions value is created in the small towns. (BARK & Realdania, 2017) To enhance the effect of a project multiple projects can be put together to one overall strategic plan, where all the projects support each other. (BARK & Realdania, 2017) Which is also why this thesis project makes an overall plan for Tversted where the village is connected into one.

### Presentation

This thesis is presented through a report, the report consists of infographics and illustrations that shows the analysis and shows and enhances the analysis and what cannot be written. The report also consists of visualisations that present the design, through sections, plans and visualisations, these will communicate the final design with atmospheres, spatial feelings, functions and activities.



Illu. 8: integrated design process (IDP)



*Illu. 9: Photo of Tversted beach*

# THEORIES

In the following chapter you will be introduced to the theories that has been used during the making of this thesis. The theories that sets the basis for the good urban space, consist of a mixture of the Danish architect Jan Gehl's five principles om how to assemble people and events, his 12 criteria's on how to make a good urban space, Tina Olsen and others theory on the six types of meeting areas in villages, and Jenny Roe and Layla McCay theory on how to make an inviting urban area.

This chapter will end with the problem statement based on the knowledge from the chapters prologue, methodology, and theories.

## THE GOOD URBAN SPACE

*"Cities are the places where people meet, to exchange ideas, trade, or simply relax and enjoy themselves. A city's public domain – its streets, squares, and parks – is the stage and catalyst for these activities" - Richard Rogers (Gehl, 2016, p. 7)*

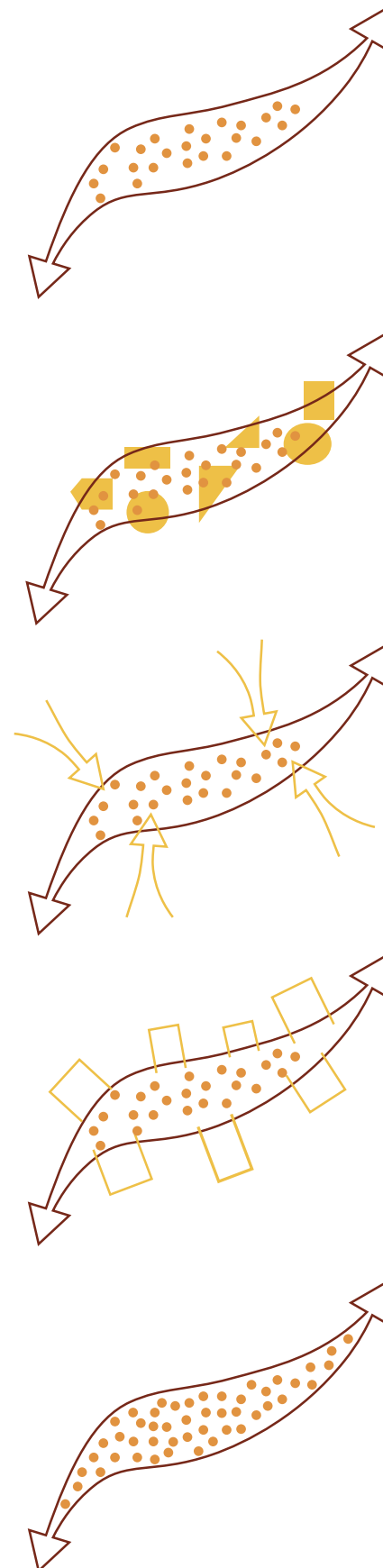
The city that is alive is also a city that is inviting, and which have a varying and composed city life, that can hold both necessary, recreative and social activities. (Gehl, 2016) City life is a positive spiral, people are drawn and inspired by activities and the presence of others, when children see other children playing, they want to join. (Gehl, 2016) Life in a city is dependent on good and inviting urban spaces of quality, and appropriate size for the amount of people expected there. (Gehl, 2016) The quantity of people is one factor when talking about living urban spaces, but just as important is the amount of time that people stay in the spaces, slower traffic and more experiences equal more life and activity in the city. (Gehl, 2016)

To create a city full of life it is therefore important to have urban spaces of good quality, that invites people to slow down and stay there for longer time. In a place with a low amount of people it is important that the urban spaces are small, so that it will have a higher density of people, whereas if there is a larger amount of people the urban space can be larger.

To create higher density of people Jan Gehl have created five principles to ensure that people and events are assembled (illustration 10).

- To gather – careful placement of the city's functions to ensure short distances
- To integrate – integration of different functions, to ensure diversity
- To invite – invitation of pedestrians/bikes and stops in the urban spaces
- To open – openings between urban space and buildings to connect it.
- To increase invitations – invite people to stay longer in the urban spaces

(Gehl, 2016)



Illu. 10: Jan Gehl's five principles for assembling people and event



Illu. 11: Jan Gehl's 12 quality criteria

To ensure an urban space that is inviting it is important that it is a quality urban space, Jan Gehl have created 12 quality criteria that ensures this, see illustration 11. It is important that all the criteria are processed for the urban space to be a good urban space. (Gehl, 2016)

To create an inviting urban space and city, can also be seen as creating a space that facilitates social interactions. Social interactions can be facilitated by the availability of activities in the space and the perception of the space as a good space, both in terms of the built and the felt environment. (Roe & McCay, 2021)

Important for creating social interactions is that people meet impromptu, in so-called bumping places, where people encounter each other, it is possible to design for more impromptu meetings, an example could be a park next to a school. (Roe & McCay, 2021) These meeting places can in villages be divided into six different types, the six different types have different characteristics in terms of the physical, the functional and the socio-spatial experiences (Olsen, et al., 2023).

### Function points

Meeting places that connect to the functions and key points in a village, function points are valuable for the local society as a functional and social meeting place but are vulnerable if the function closes the meeting place could stop existing (Olsen, et al., 2023).

- 1 Protection against traffic
- 2 Protection against crime and violence
- 3 Protection against unpleasant sensory experiences
- 4 Opportunities to walk
- 5 Opportunities to stand/stand
- 6 Opportunities to sit
- 7 Opportunities to see
- 8 Opportunities to talk and hear
- 9 Opportunities for play and activity
- 10 Human scale
- 11 Opportunities to enjoy positive aspects of climate
- 12 Aesthetic qualities and positive sensory experiences

### Leisure landscapes

Leisure landscapes are the arenas that can be used in the leisure time, like open schoolyards or sports facilities, with different activities, the spaces are often owned by the municipality and are important for the everyday social life in villages (Olsen, et al., 2023). The spaces are often designed for a smaller target group, and it can be difficult to figure out how accessible the space is for the users (Olsen, et al., 2023).

### **Main street**

The spine of the village, the main street that goes through the village, defined by the buildings along the street, with the possibility of businesses on the ground floor (Olsen, et al., 2023). The main street is the access point to the village and is often an identity creating structure, the street can be vulnerable to economical pressure, leaving buildings empty (Olsen, et al., 2023).

### **Landscape rooms**

Landscape structures that go through or is on the edge of a village, like green spaces near streams or other green areas with larger amounts of plants (Olsen, et al., 2023). These areas give access to nature and support biodiversity but can also be elements that creates a separation in the village while creating distance between functions (Olsen, et al., 2023).

### **Green pockets**

Smaller more groomed green areas, often found at intersections or leftover spaces in a village, these areas are often without function but can contribute to breaks in the village, it can also contribute to the feeling of a neglected village, if it is not maintained (Olsen, et al., 2023).

### **Paths**

The paths in a village make it possible to get around or out of the village, the paths facilitate the everyday recreational activities and contributes to accessibility of the village while supporting sustainable mobility (Olsen, et al., 2023).

Besides having different types of places, it is also important with different participatory elements, that can be used by different age groups, this can create more social behaviour, it can be design elements such as benches or outdoor gyms. (Roe & McCay, 2021) Participatory elements of the city can

be playful, when a city is playful it allows for fun, creativity, self-expression, spontaneity and social connections, play can be much more than just physical activity, it can also be daydreaming, exploration or other activities that is done for pleasure. (Roe & McCay, 2021)

The most recognised play elements in a city is the playgrounds, but also streets can be made for play, where a street is a lot more open and holds more opportunities for moving around on wheels or running, a playground is more locked in its function and does not in the same way utilize the urban network. (Roe & McCay, 2021) Elements can also be made not only for play, but also for other things, this could for example be interactive art, that can create playful interactions but is also an art installation, for example Chicago's Cloud Gate (also known as the bean). (Roe & McCay, 2021)

To design a city full of life that facilitates social interactions it is important with different meeting places of good quality with different playful elements, that makes people want to stay in the meeting spaces, thereby attracting people to live in and come to the city. Making different types of meeting places it is important to look at both what the village already have and how these spaces can be improved, but it is also important to look at what the village does not have and if it is possible to create these types of spaces in the village.



## PROBLEM STATEMENT

*How can a thorough **map-ping** of a village help with highlighting its **qualities** and enhancing **common spaces**, while **attracting** residents and tourists by **place-based** design?*



Illu. 13: Photo of Tversted town sign

# INTRODUCTION TO TVERSTED

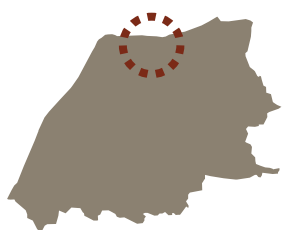
In the following chapter you will be introduced to the village Tversted, where this thesis takes basis in. Within the chapter the location, size and history of Tversted is explored, as well as existing plans that Tversted is a part of.

## LOCATER MAP

*Tversted is a part of the Northern Jutland region and is situated in Hjørring Kommune, with its placement along the west coast it is a tourist destination that have very different sizes in summer and winter. In winter it is mainly the residents of the city and a few all-year campers that is in the city, while in summer all of the summer-house area becomes part of the city making the city much larger than in winter (p. 73 – interviews). When visiting Tversted a lot of the surrounding area can also be seen as a part of Tversted, this includes Tversted Plantage, Tversted Søerne and the route Naturringen, that leads around in the nature at Tversted.*



Hjørring municipality



Tversted location in  
Hjørring municipality



Tversted during winter



Tversted during summer



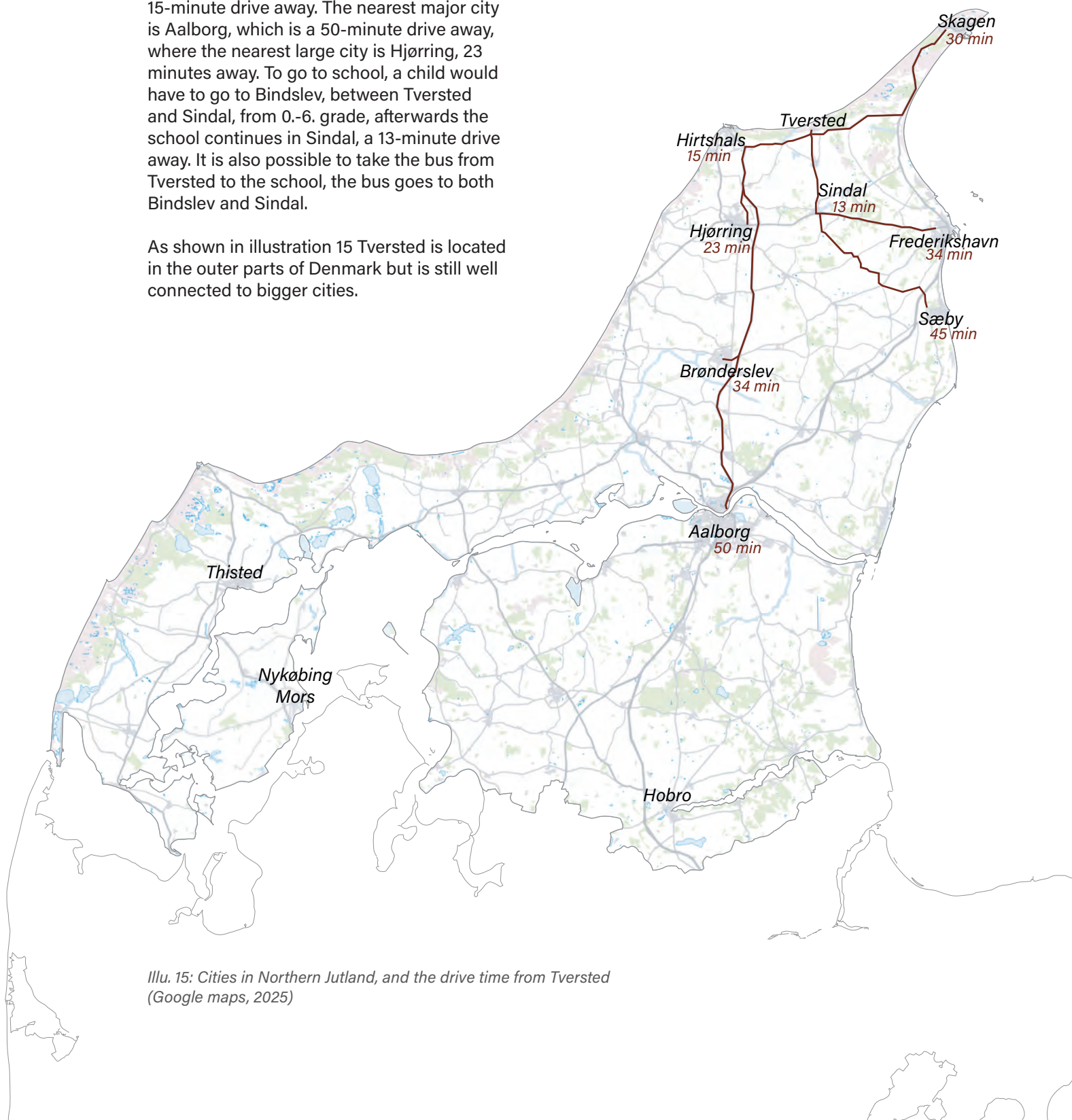
The area that is charecterised as  
Tversted with beach and plantation

## TRAVELTIME

To gain perspective of the location of Tversted, it is investigated how long time it takes to get to the nearest cities by car, the investigation is conducted through Google maps (Google maps, 2025).

Tversted is located in the Northern Jutland Region, along the west coast of Denmark, the nearest town is Hirtshals, which is only a 15-minute drive away. The nearest major city is Aalborg, which is a 50-minute drive away, where the nearest large city is Hjørring, 23 minutes away. To go to school, a child would have to go to Bindslev, between Tversted and Sindal, from 0.-6. grade, afterwards the school continues in Sindal, a 13-minute drive away. It is also possible to take the bus from Tversted to the school, the bus goes to both Bindslev and Sindal.

As shown in illustration 15 Tversted is located in the outer parts of Denmark but is still well connected to bigger cities.



Illu. 15: Cities in Northern Jutland, and the drive time from Tversted (Google maps, 2025)

## HISTORY

*Tversted is a well-known tourist village, which today is known for its good beach, Det Blå Ishus, and the surrounding nature. But before Tversted became a tourist village, it was a farming and fishing village that traded with Norway. Tversted's primary settlement consisted of farms and the most important was the Nørre Elkjær Manor, which was owned by the Ring family in the period 1820 - 1906 (Danske Herregårde, n.d.). It was the daughter from Nørre Elkjær, Hildur Bang who built the Tannishus beach hotel in 1898, which was one of the starting points for tourism in Tversted (Tannishus, n.d.).*

*Tversted was founded as a result of the road between Hjørring and Skagen leading through Tversted, where you were led down to the beach and continued north to Skagen along the coast. (Hjørring kommune, 2007) When the first artists began to travel to the west coast of Jutland in the early 1800s to find new inspiration and peace to work, they started a new trend among the bourgeoisie in Copenhagen, where they during the summer period went out of the big cities and to the North Jutland coast, including Tannisbugt, to enjoy the fresh air and nature. (Hjørring kommune)*

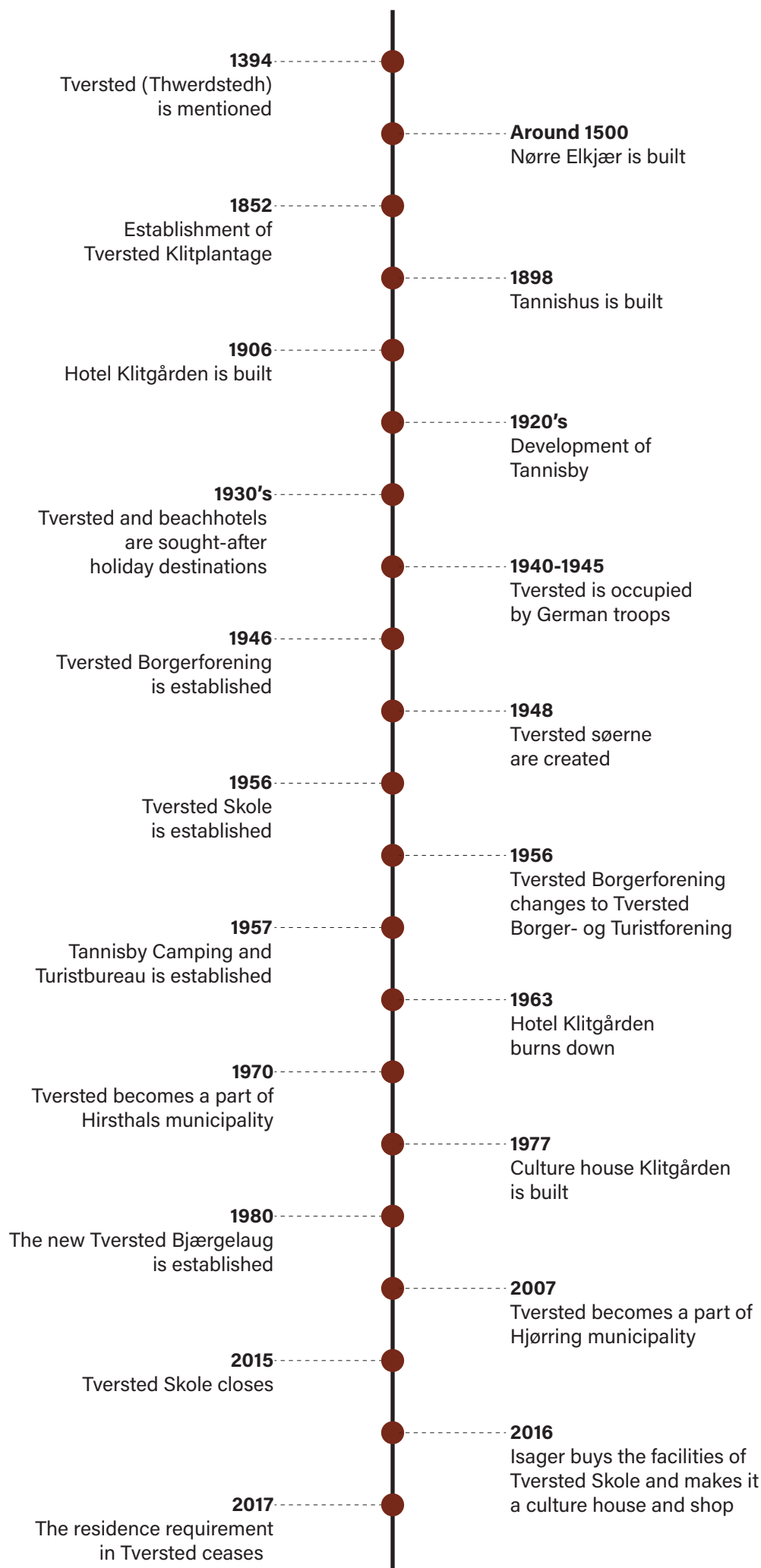
*According to a volunteer member from Lokalhistorisk Arkiv Tversted, it was not uncommon for travellers to spend a night in Tversted in the mid-1800's since the journey going from Copenhagen to Skagen took days, and the journey were therefore made in stages with overnight stays along the way.*

*It was the wealthy bourgeoisie from Copenhagen who lived at Tannishus and it was often the same families who came back year after year. (Hjørring kommune, 2007) A trend emerged in the 1960s and 70s, where the well-known holidaymakers began to build summer houses east of Tannishus and thus changed their holiday style. (Hjørring kommune, 2007)*

*With the development of Tversted, over time three rural areas were merged; Tversted Kirkeby, Nørre Tversted and Tannisby, which subsequently became the Tversted we know today. (Hjørring kommune, 2007)*

*You can still see to this day that it is the same families that have come for generations and still comes to visit Tversted in the summer. Tversted works hard to retain all-year-round residents through a strong local community and in this way attract family tourism, also by opting out of discos and nightclubs. (Hjørring kommune, 2007)*

*Many people in the city today make a living from tourism, but the intention has been that the city should be a lively and pleasant place to be. Today, Tversted is both an attractive year-round village and an attractive holiday village. (Hjørring kommune, 2007)*





*Illu. 17: Photo of Tversted beach and Tversted seamark, (Historisk Arkiv, Vendsyssel Historiske Museum)*



*Illu. 18: Photo of Tversted Strandkro, (Lokalhistorisk Arkiv, Tversted)*



*Illu. 19: Photo of bunker in Tversted*

*Illu. 16: Timeline for Tversted, based on knowledge from (Lokalhistorisk selskab for Hirtshals og omegn, 2019), (Thøgersen, 2004) and (Larsen, 1996)*



*Illu. 20: Photo of Østerklit stokmølle*

# YEARLY RESIDENTS IN TVERSTED

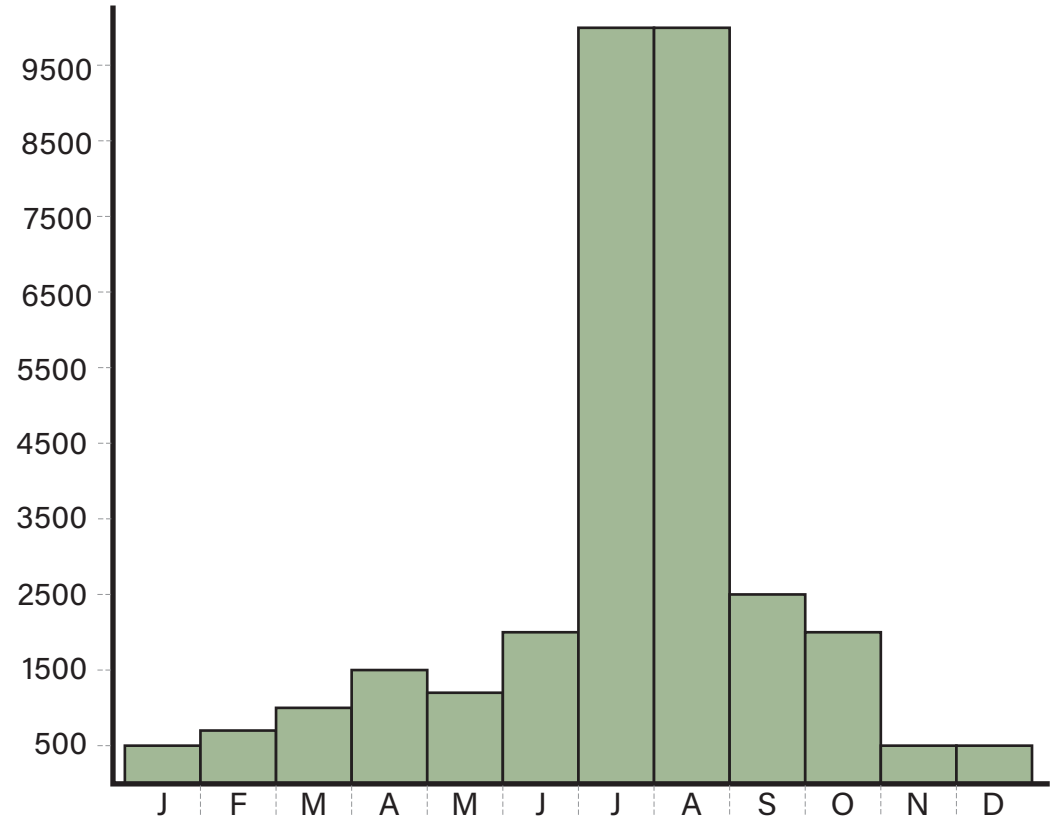
Tversted is a town where the population varies greatly depending on the season and month you are in. As illustration 21 (based on data from interviews (p. 73) and Tversted Borger- og Turistforening, 2025) indicates, the population is several times larger in the summer months when compared to Tversted's permanent population of 523 (Danmarks Statistik, 2024) people. The highly varying population is due to Tversted being a summer destination for many tourists, both Danish, German and Norwegian, who come and enjoy Tversted's peace and nature. However, residents of Tversted say that the tourist season has been extended over the past few years and the trend seems to continue. (Interviews p. 73)

Tversted receives different types of tourists, which are the longer-term ones who book a summer house, an apartment at Tannishus or a spot on one of the campsites for one to several weeks. But Tversted also has many one-day tourists who come to spend a day on the beach and visit the famous ice cream

house, Det Blå Ishus, or enjoying the nature on the hiking or bike trails. (Tversted Borger- og Turistforening, 2025)

The tourist season in Tversted starts around Easter, when summer house owners come to open their holiday homes and make them ready for the upcoming summer season and the spring holidays. The tourist season is at its peak in the summer months of July and August, which coincides with the school summer holidays. If the good weather continues into the autumn, the tourist season in Tversted is extended into autumn and get another smaller tourist wave in the autumn holidays in week 42, where Jazzy Days are happening in Klitgården. (Interviews p. 73)

The biggest factor in terms of the number of tourist visitors to Tversted is the weather. If the weather is good, there are many guests in the town, whereas if the weather is bad, there are far fewer visitors in the town. (Interviews p. 73)



Illu. 21: Variation of residents staying in Tversted during the year, based on data from Tversted Borger- og Turistforening and interviews

# YEARLY ACTIVITIES IN TVERSTED

Tversted is a village with many different kinds of activities, that varies depending on the season of the year. If we take a look upon the indoor activities, which happen all year around, then they mostly take place at Tannishus, Klitgården, Tversted skole, or Tversted Sognehus. (Tversted, n.d.) The indoor activities vary from lectures, workshops, movies, concerts, singalongs, and other. (Tversted, n.d.) Some of the activities are more for the locals, like the singalong, and others apply for a broader audience, like the festival Jazzy Days that takes place in week 42.

## **Tannishus**

Tannishus is Tversted oldest and biggest hotel with restaurant, that dates back to 1896. (Tannishus, n.d.) They host different kind of lecture and concerts all year round. It is also possible to rent a room at Tannishus to celebrate your own special occurrence. (Tannishus, n.d.)

## **Klitgården**

Klitgården is a community center that hosts various events that help support the local community. (Klitgården, n.d.) Events vary in size and type, depending on whether they are dances, lectures or meetings. (Klitgården, n.d.) At Klitgården you also have the opportunity to rent a room for your own use, such as weddings, confirmations and birthdays. (Klitgården Tversted, n.d.)

The biggest event that takes place at Klitgården yearly is Jazzy Days, which takes during the autumn holiday in week 42.

## **Tversted skole**

Tversted skole today functions as a cultural center, where courses and events are held primarily in the summer. Four times a year, open workshops are held, where artisans show and sell their work. (Tversted skole, n.d.)

## **Tversted sognehus**

At Tversted sognehus they arrange activities such as movie nights for different age groups and genders. (Tversted-Uggerby, n.d.) Some of their activities, like concerts and singalongs takes place at Tversted kirke and Mariebo (Tversted elder centre). (Tversted-Uggerby, n.d.)

If we then take a closer look upon the outdoor activities, then most of them takes place in the warmer months or during the summer vacation, where there are many tourists in Tversted. But there are also exceptions, for instance Tversted winter swimming club meets every day of the year. However, clubs and societies like Tversted tennis, padel, sea kayak, and salvage guild are season based. (Tversted Borger- og Turistforening, 2025)

Tversted is a village with around 50 clubs and societies that more or less contributes to making Tversted a good place to live. (Tversted Borger- og Turistforening, 2025) And without counting Tversted winter swimming club activities, around 500 activities happen yearly in Tversted. (Tversted Borger- og Turistforening, 2025)

# TVERSTED PLANS

The local community of Tversted have already started renewing the village, they have made different plans for different actions they want to happen in the village, the plans are described in the vision Drømmen om Tversted (Tversted, 2019) and the program Et samlet Tversted (LABLAND, 2022). Drømmen om Tversted holds key points of what the residents want there to happen in the village, divided into the five topics culture and outdoor, business and tourism, physical environment, community and finally Naturringen. For each of these topics there are proposals for actions and some of these actions have already happened, for example Naturringen have already been realised, see illustration 22. Some of the other projects are detailed more in the program Et samlet Tversted the program consists of an analysis of Tversted made by the architects at LABLAND, and some proposals for how selected areas of the village could look like. This thesis will take basis in Drømmen om Tversted and the wishes that this vision holds, the thesis will also find inspiration in and use some of the plans that are made by LABLAND in the program Et samlet Tversted. This thesis will make its own analysis of Tversted based on the current situation, some things have changed since 2022, both in concerns of what projects are already realised and also other physical changes in the village, like buildings that have already been torn down or new that has been build.

The central road in Tversted Tannisbugtvej is also undergoing changes during the writing of this thesis, the designs in this project will take basis in the road as it will be in the future. The road is changed from having very narrow sidewalks in both sides, to one 3 meters wide promenade in the eastern part of the road and a narrow sidewalk on the western side, making the road width go from 8 to 6 meters wide, see illustration 23. (Hjørring Kommune, 2025)

- Tannisbugtvej
- Naturringen 24 km
- T Tankested - place of thought
- 1 Uggerby å
- 2 Det gamle teglværk
- 3 Tversted Strand
- 4 Ildlederbunker
- 5 Hedemosen
- 6 Tversted Klitplantage
- 7 Tversted Søerne
- 8 Østerklit Stokmølle
- 9 Ravklit

Illu. 22: Naturringen is a 24-kilometre route goes around Tversted, crossing different nature types like dunes, plantations and bog. The route is divided into three different rings of different lengths, all routes lead to different places of thought and sightseeing along the way, from the stream Uggerby Å to the old mill Østerklit Stokmølle. (Tversted Borger- og Turistforening, n.d.)

Illu. 23: How Tannisbugtvej look now and how Tannisbugtvej will look with the promenade



# WEST COAST

In 2021, a development plan for the West Coast was developed. The development plan has been prepared by BARK Rådgivning on behalf of Partnerskab for Vestkystturisme in close collaboration with Dansk Kyst- og Naturturisme, Realdania, Vestkystens destinationsselskaber and the 11 municipalities along the West Coast. The plan is based on an ambition to create more sustainable tourism along the West Coast. To achieve this goal, the development plan works with five areas of focus (BARK Rådgivning, 2021):

- A unified destination
- Strong holiday resorts
- Nature as the main attraction
- Differentiated accommodation capacity
- Strategic investment promotion

**A unified destination** is based on the entire West Coast being presented as a whole through a common design expression and a wayfinding system that will guide people along the coast, see illustration 25 to see the overall route (BARK Rådgivning, 2021).

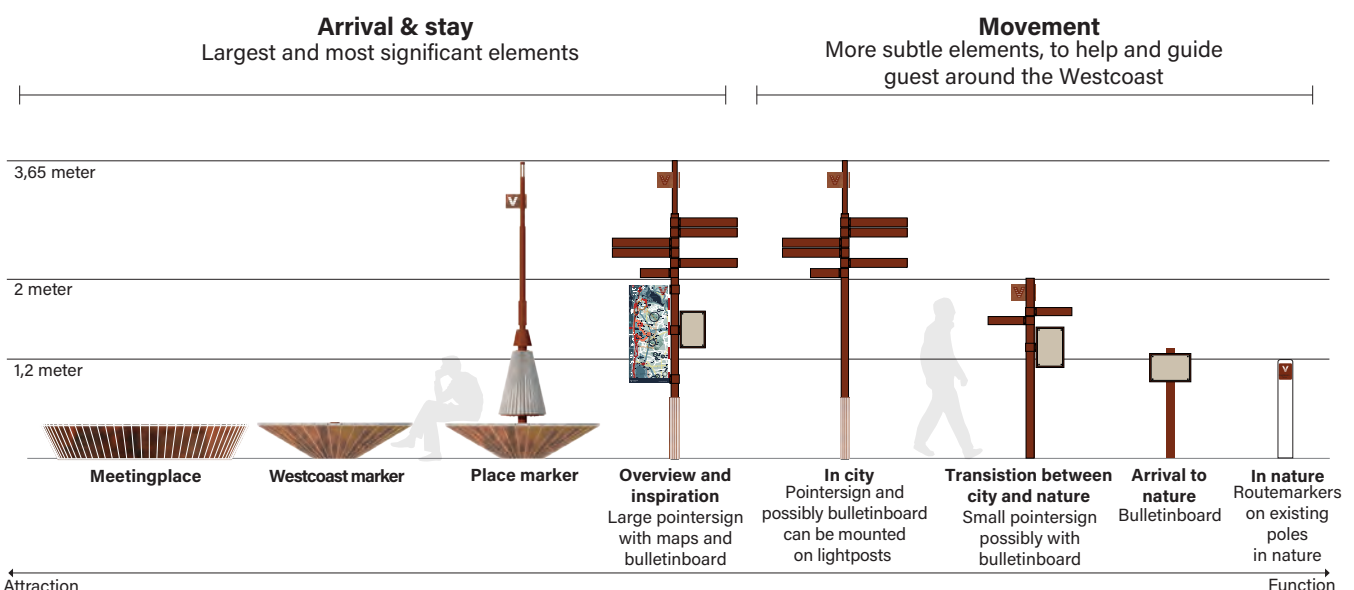
The wayfinding system consists of different signs as well as inventory elements, with different designs depending on the situation that they are located in, illustration 24 shows the wayfinding elements and what situations they should be placed in (Partnerskab for Vestkystturisme, 2021).

**Strong holiday resorts** are towns along the coast that have been designated as an additional attraction for tourists (BARK Rådgivning, 2021). The cities must offer different forms of culture, urban life and nature in order to attract a diverse audience of tourists (BARK Rådgivning, 2021).

**Nature as the main attraction** is the West Coast's biggest existing trademark and it must continue to be so (BARK Rådgivning, 2021). However, nature must be made more accessible through the overall wayfinding system as well as local hiking routes, trail systems and similar solutions (BARK Rådgivning, 2021).

**Differentiated accommodation capacity** is about the cities offering a varied form of accommodation, such as summer houses, campsites, cabins, youth hostels, hotels and the like. The different options must meet the different needs of the guests (BARK Rådgivning, 2021).

**Strategic investment promotion** is based on how the four above-mentioned areas of action are to be financed financially (BARK Rådgivning, 2021). Through support from the municipalities and public and private partners (BARK Rådgivning, 2021).



Illu. 24: Wayfinding elements by Le bureau, STED - by og landskab, Peter Svarre, The Central & Johanne Bugge (Partnerskab for Vestkystturisme, 2021, p.21) freely translated.

According to the development plan, the purpose of Tversted as a destination is to contribute with bed places, so that it plays a greater role in the point 'a strong holiday resort' (BARK Rådgivning, 2021). In addition, there are also plans to add signs from their wayfinding principles, so that Tversted becomes part of a unified destination, which the entire Danish West Coast should be (BARK Rådgivning, 2021). But it is a strength

for Tversted, as a city and tourist destination, to be included in a development plan like the West Coast, as it helps to put Tversted on the map.

Tversted has also contributed in its own way to the West Coast plan by developing 'Naturringen' and in that way made the surrounding nature an attraction by making it more accessible.



Illu. 25: Cities which are a part of the West Coast plan



*Illu. 26: Photo of Tversted*

# ANALYSIS

In the following chapter we will take a closer look at Tversted through a series of analyses. The analyses will provide a more in-depth insight into the village, which will be illustrated in different scales. The analyses will look upon demographics, building functions, districts, green- and blue infrastructure, mobility, microclimate and others.

The entire chapter will be rounded off with a problem and potential map, which will lead to what kind of problems and potentials that needs to be further developed in the design chapter.

# DEMOGRAPHY

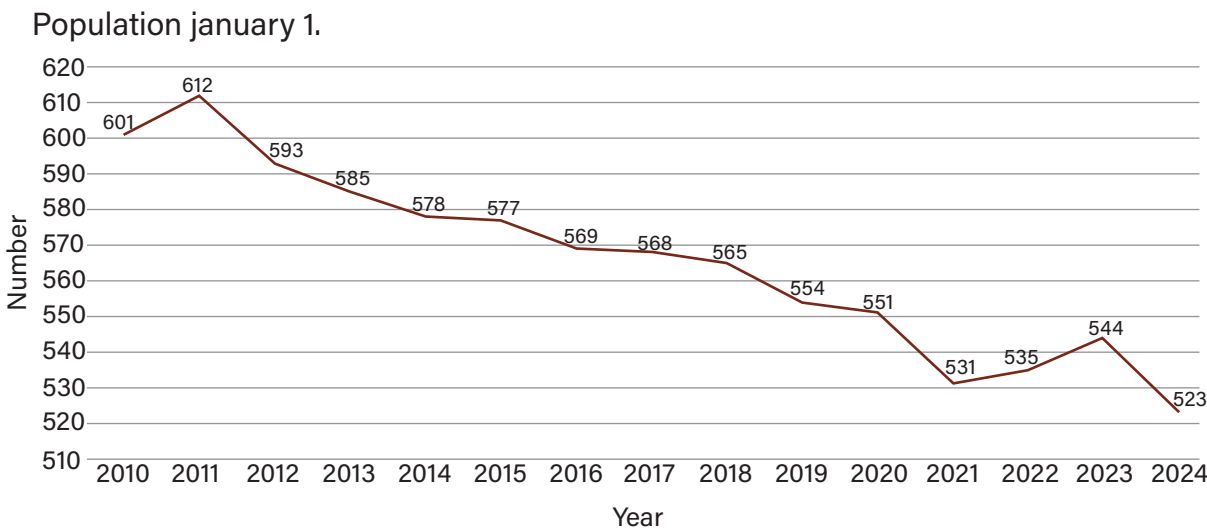
To get an overview of the population in Tversted an analysis of the demographic is conducted, the analysis will focus on the population numbers over the years.

As illustration 27 shows the population in Tversted is declining, and has been since 2011, with an exception in 2022 and 2023, but looking at the number from 2021 the population amount is still lower in 2024 than it was then. In 2011 the population of Tversted was higher than it has been since the first data registration from Tversted in 1976 (Danmarks Statistik, 2024).

When looking at the age distribution (illustration 28) it is very clear that the population is mostly elders, and there are very few kids and young people. When looking at the age distribution over the years, as shown in illustration 29, it becomes clear that the population is older now compared to 2010, 2015 and 2020. There are fewer kids than there used to be, corresponding with that the school closed in 2015 (Tversted Skole, n.d.). From the illustration it is also possible to see that more elders have come to the village, in 2010 a larger group of people is 60-64 years old, fol-

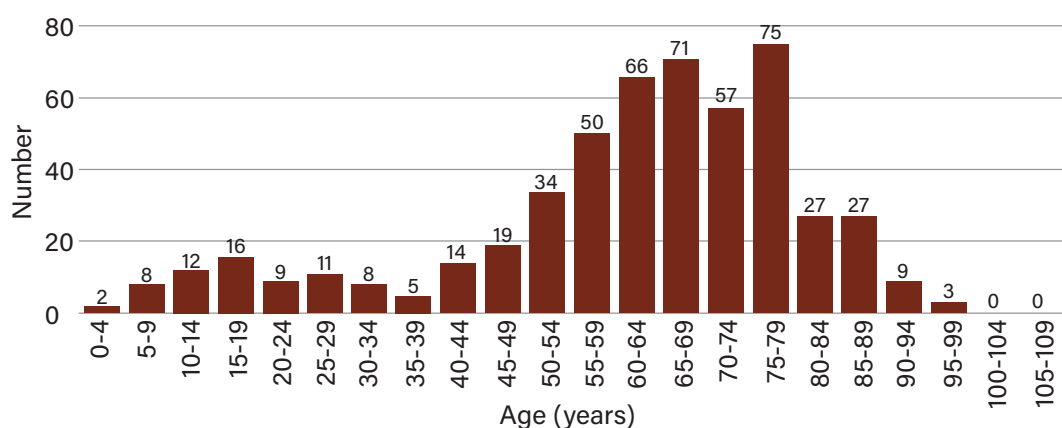
lowing the group 5 years into the future the group grows from 74 to 80 people now being 65-69 years old. When looking at 2020, this group is now 70-74 years old and consist of 73 people a little fewer than the years before, but when looking at 2024 this group are now 75 people, there is a small grow in the number of people, meaning elderly people are moving to the village. The data also shows that those in the age 55-59 are moving to the village, consisting with around the age that kids are no longer living at home. So even though the statistics shows a decline in population there is an increase in elderly people both from the population becoming older but also because of newcomers.

To stop the population from declining it will require more newcomers, but it also requires that the village is able to hold on to the population in the younger groups, that can live in the village for many years, since there will need to be more newcomers than people leaving the village.



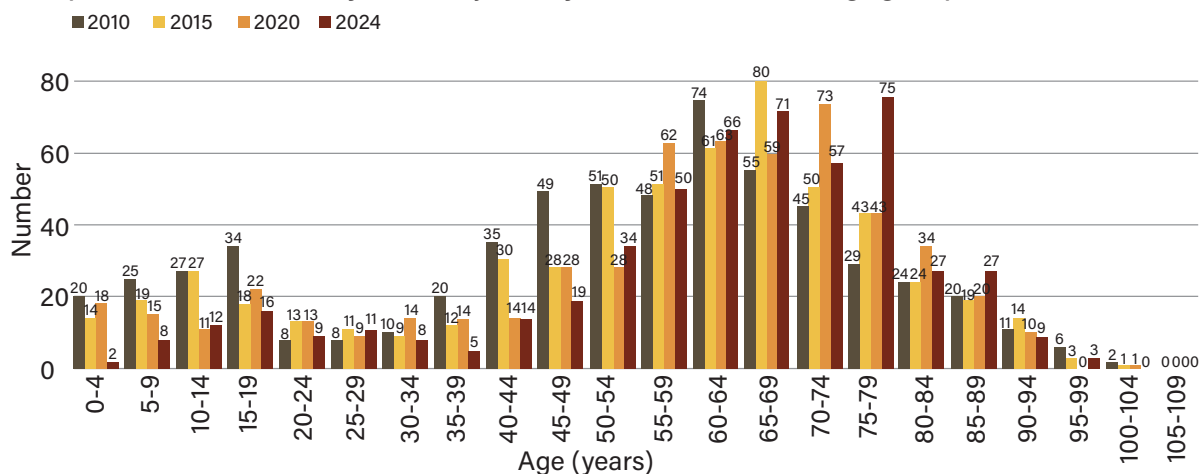
Illu. 27: Population over years for Tversted on January 1. 2010 - 2024, based on data from Statistikbanken (Danmarks Statistik, 2024)

### Population january 1. - distributed in agegroups



Illu. 28: Population of Tversted from january 1. 2024, based on data from Statistikbanken (Danmarks Statistik, 2024)

### Population in different years on january 1. - distributed in agegroups



Illu. 29: Population of Tversted from january 1. 2010, 2015, 2020, and 2024, based on data from Statistikbanken (Danmarks Statistik, 2024)

# GREEN & BLUE INFRASTRUCTURE

The green and blue infrastructure in Tversted is investigated to obtain an overview of the recreational opportunities, as well as the aesthetic qualities that nature provides, see illustration 30.

Tversted is a village where you live close by the nature. There is a big open green area (Haven) in the middle of the village and bigger forest areas surrounding the village. Where different path systems connect the village with surrounding green areas. Tversted offers a variety of nature-types with a dune landscape along the beach and east of the village and in the summerhouse area, you enter Tversted plantation.

If you follow Tannisbugtvej by car, bike or, as a pedestrian the road will lead you directly to the beach and Skagerrak. West of Tversted the stream Tversted Å runs, which crosses Tannisbugtvej in the southern part. Tversted also have a small pond in Haven.

Overall, the village is in close proximity to a various amount of distinguish nature types, which makes good opportunities for recreational purposes, but the nature is not drawn into the village, except for Haven in the centre where it is possible to play ball or skate, but the area does not invite to a walk.

- Dune
- Beach
- Pawns and streams
- Skagerrak
- Green area in Tversted
- Bigger green areas surrounding Tversted

Skagerrak



1:7500

Tversted Å

Haven



# GREY INFRASTRUCTURE

The infrastructure of Tversted is analysed to gain knowledge in how people get to and from the village as well as how people get around in the village, see illustration 31.

Tversted is accessed from the larger road Route 597, either by Tannisbugtvej or Skolevej, along these roads are also the village's bus stops, placed at the church, the elder centre/Spar, the summerhouse rental and the old school. The larger roads lead to the beach and the summer houses, crossing in the central part of the village. There are a few other asphalt roads leading to housing, while most of the roads in the village is gravel.

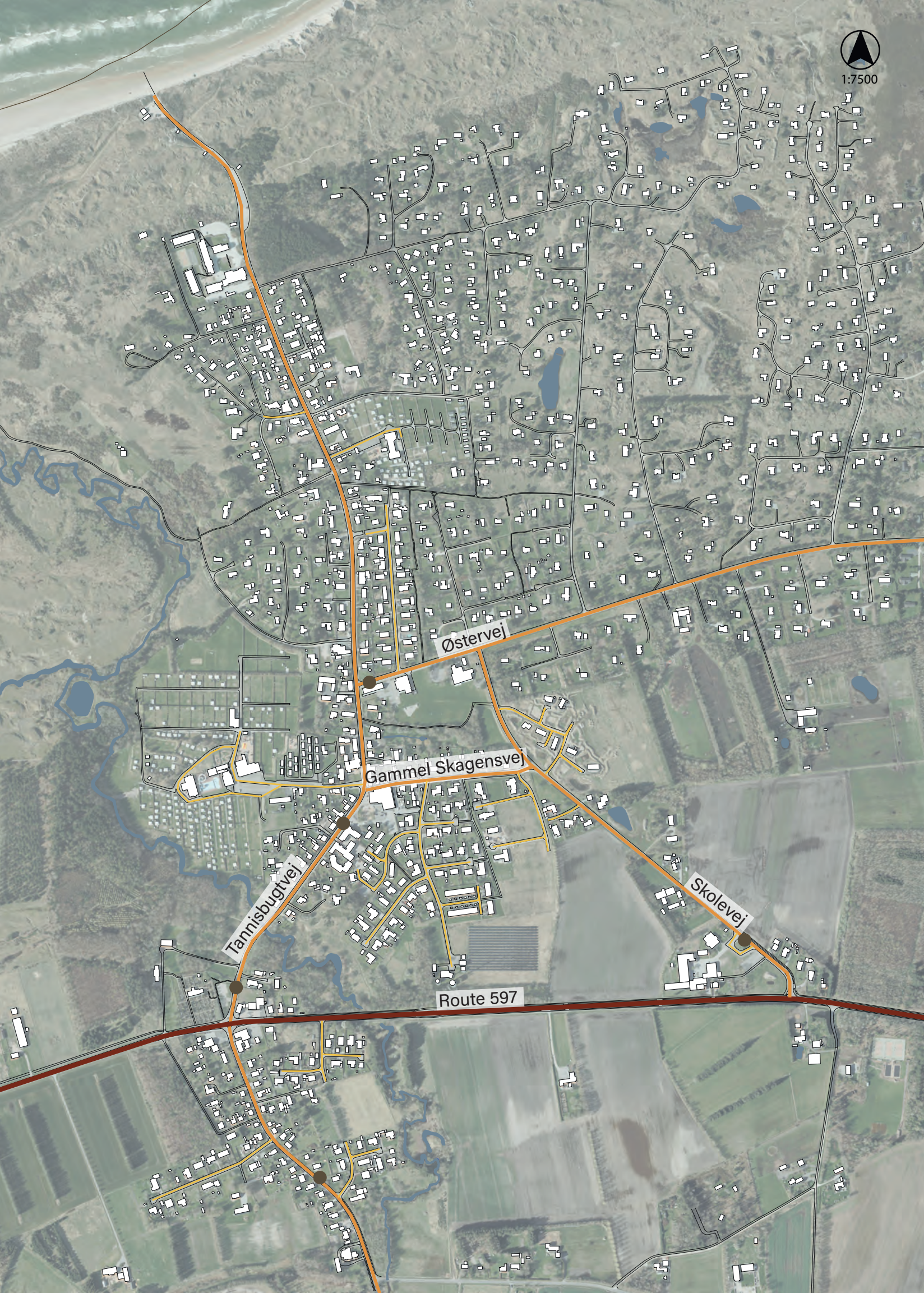
From the analysis it becomes clear that Tversted have few access points and few roads leading around the village, this could potentially create a lot of traffic on these roads when there are many tourists, both with cars, bicycles and pedestrians. The southern part of Tversted is well connected with bus stops, but in the northern parts towards the beach there are no bus stops, meaning you will have to walk along Tannisbugtvej to get from the bus stop to the beach.

- Bus stop
- Main roads
- Larger roads
- Asphalt roads
- Gravel roads

Illu. 31: Grey infrastructure



1:7500



# DISTRICTS

To gain understanding of Tversted it is divided into districts, that shows what different parts of the village there is, the knowledge from the analysis is mapped on illustration 32.

The village core of Tversted stretches along Tannisbugtvej from the entrance at Route 597 and towards the beach. The village core can be divided into smaller areas that holds different functions and have different characteristics. Tversted holds two camping areas, in close proximity to the village core and a large summerhouse area that stretches from the village core and far towards east in close proximity to the beach.

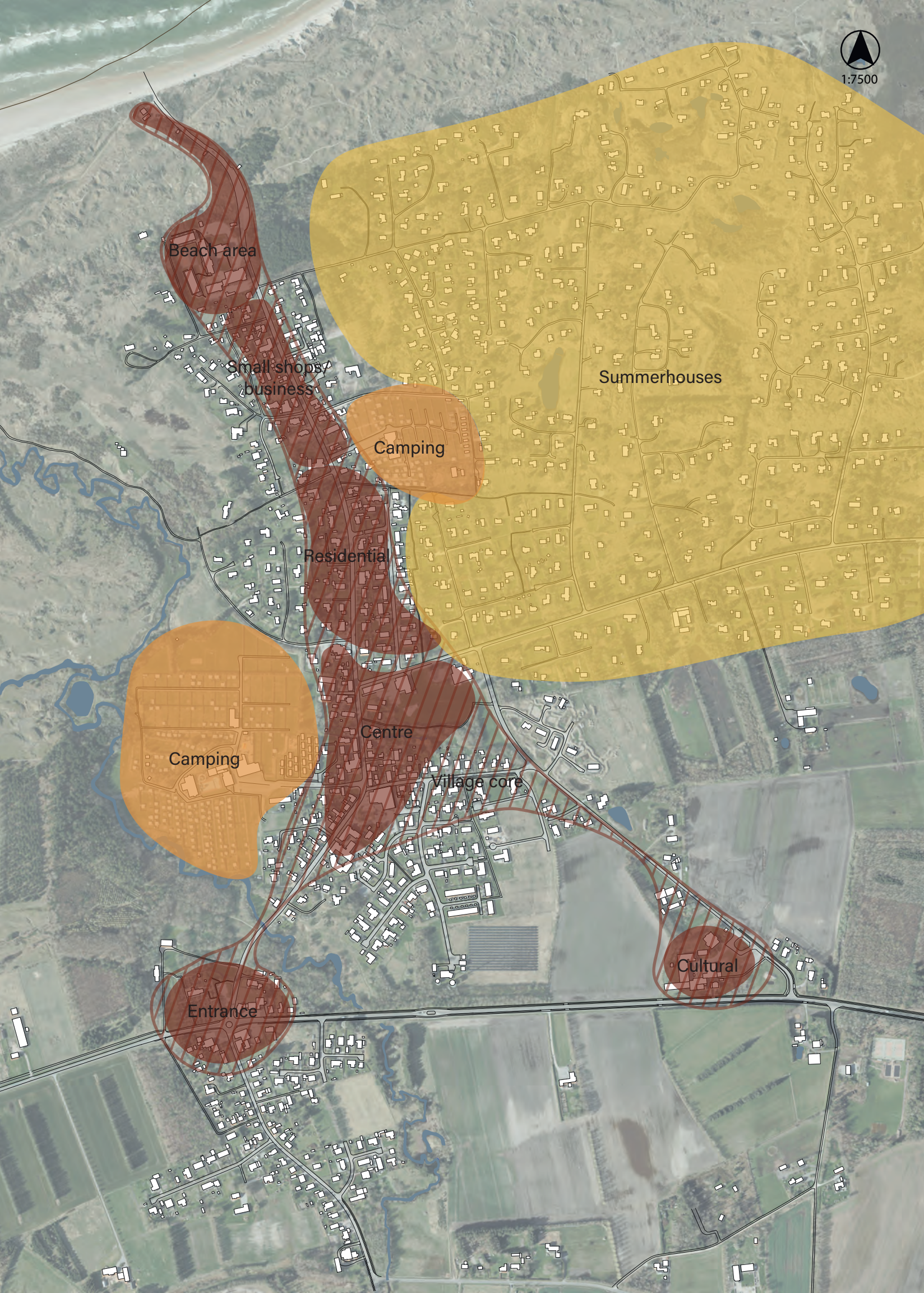
It is clear that Tversted is a village with space for many tourists living in summerhouses, there is more space in the village for tourists than there is for residents. While the residents are located as close to the village functions as possible the summerhouses are spread more onto the quieter land with more nature around.

-  Village core
-  Subvillage cores
-  Camping
-  Summerhouses

*Illu. 32: Districts*



1:7500



Beach area

Small shops/  
business

Camping

Residential

Summerhouses

Camping

Centre

Village core

Entrance

Cultural

# FUNCTIONS

To gain perspective of what options there are in Tversted the functions are mapped (illustration 33), showing that most of the buildings in Tversted are housing, but the village also has different eateries, shops and other functions as well as two different cultural houses, Tversted Skole and Klitgården. Most of the shops around Tversted are smaller shops with own production and workshops, like ceramic, jewellery or furniture.

Tversted Skole used to be an elementary school but is now being used as a cultural house, that hosts seminars, workshops and many different events along with it also being a place where you can book overnight stays, whether it is because you need to participate in seminars or just explore the village as a tourist. (Tversted Skole, n.d.) Isager Garn, a larger yarn retailer owns the school and uses some of the rooms as storage, along with a newer building, that housed the kindergarten, which they use as shop and showroom. (Tversted Skole, n.d.)

Klitgården is another cultural house in Tversted, it is a community house that everyone can book to host either private events or social gatherings, Klitgården also hosts different events throughout the year from communal dining to dancing events. (Klitgården, n.d.)

There are many different functions in Tversted, mostly centred around Tannisbugtvej where most of the functions are on the west side of the road.



1:7500



# 5, 10, 15 MINUTES WALK

To investigate how traversable the village is an analysis of travel time has been conducted with basis in the TravelTime plugin to QGIS (TravelTime, n.d.) it is investigated how far one can get in 5, 10 and 15 minutes from the grocery store while walking or biking. The route starts at the grocery store, since it is a location where both locals and tourists will visit or come by to do grocery shopping for the holiday or for the everyday life, and the analysis tells how well this point it connected to the village, and how long time it takes to get from it to other important points of the village.

When walking from the grocery store Spar it takes a little more than 15 minutes to get to the beach, while 15 minutes is enough to visit all the different functions of the village, except the ones at the beach, a 15-minute walk can also bring you to the summer houses. In 10 minutes, most of the functions in the village are still covered, but it is not possible to get that far towards the beach and Tversted Skole is also just outside of reach. In 5 minutes, it is only possible to get to the nearest things, and because there are no direct paths it is also not possible to get to Klitgården within 5 minutes.

- 5 minutes
- 10 minutes
- 15 minutes

Illu. 34: 5, 10, and 15 minutes walking

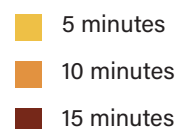
Grocery store



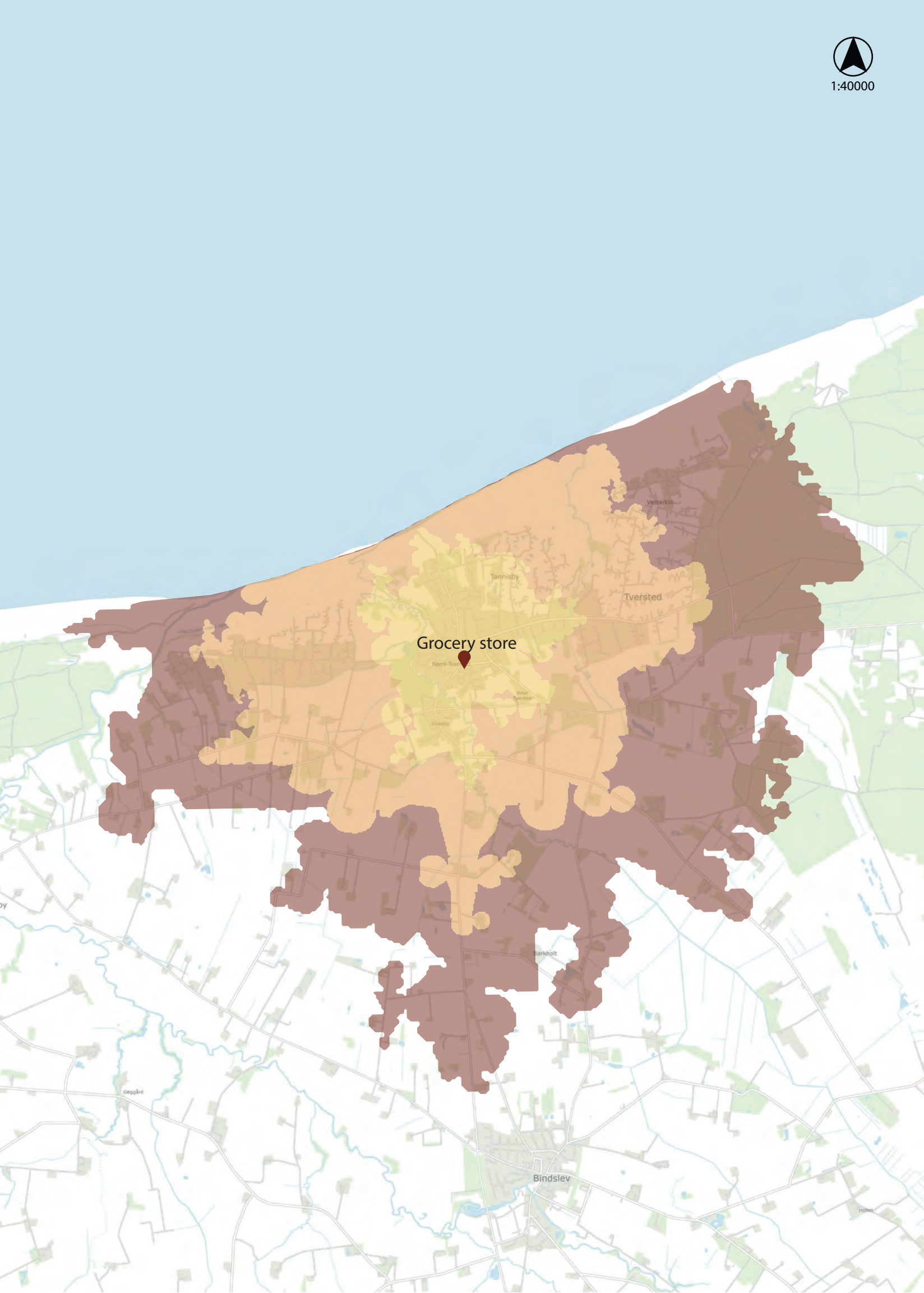
## 5, 10, 15 MINUTES BIKE

On a bicycle it is possible to traverse the whole village and the summerhouses in the areas within 15 minutes, in 10 minutes it is also possible to reach most of the summerhouses, while in 5 minutes it is possible to reach the beach as well as all the functions of the village and the nearest summerhouses.

Overall, the village is very easy to traverse, especially in the north-south direction, which is also the axis that the village spreads upon. In the walking analysis it becomes clear that there is a lack of paths going towards the cultural house Klitgården and the access road to the summerhouses, and there is therefore a gap in what is possible to reach.



*Illu. 35: 5, 10, and 15 minutes biking*



## PATHS & SIDEWALKS

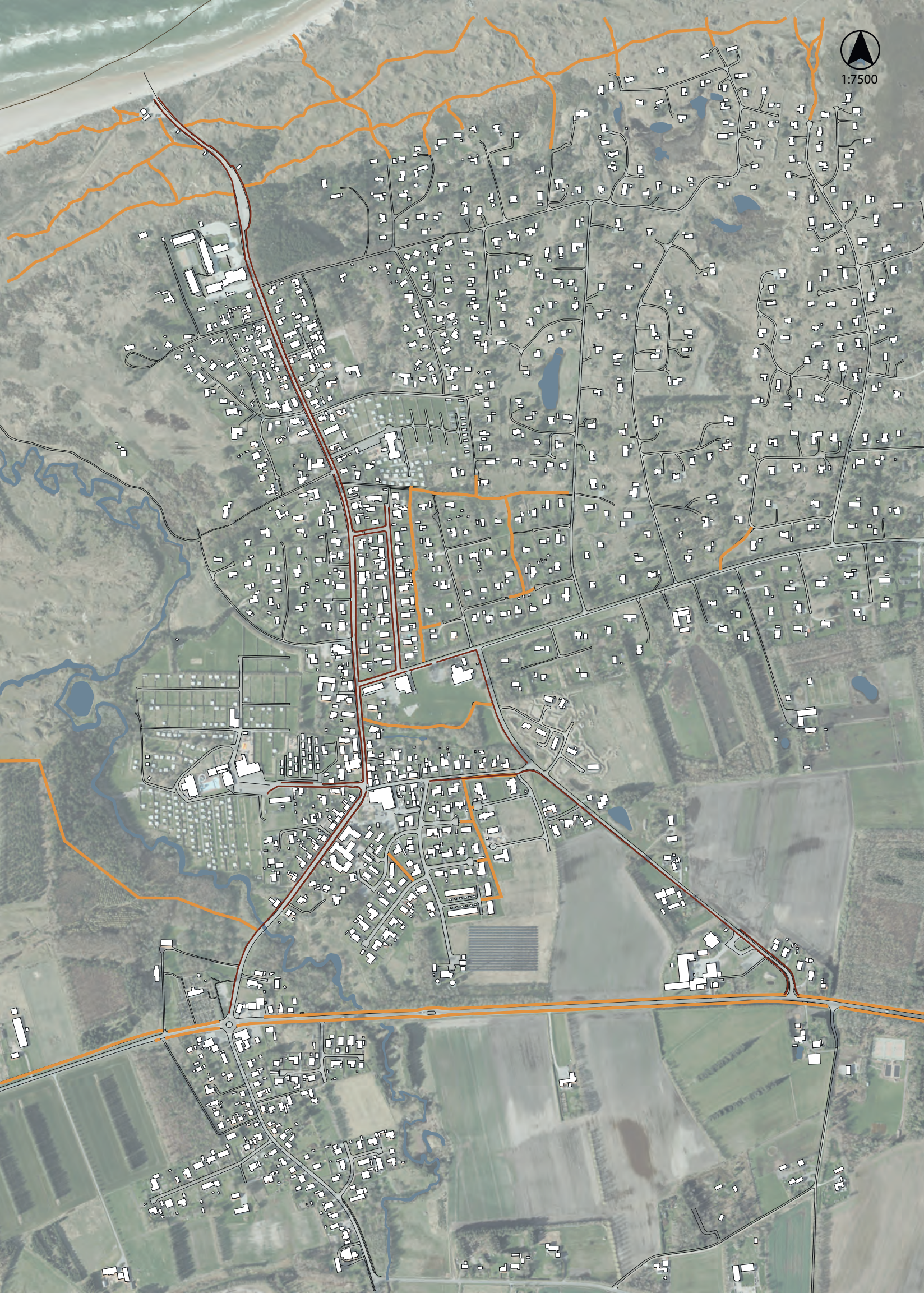
For this project a mapping of the different paths and sidewalks has been drawn up. As illustration 36 indicates, Tversted is not a village where the pedestrian is first priority, because the village is structured, so it is easy to get around by car. There are narrow sidewalks along the busiest roads, Tannisbugtvej, Skolevej, and Østervej. At Tannisbugtvej a narrow sidewalk goes along the road on both sides. Along Skolevej the sidewalk is only placed in one side, and the same goes for Østervej, where the sidewalk stops when entering the holiday house area. Of course it is possible to get around in Tversted on foot, but on most of the roads you would have to walk on the edge of the road to avoid getting hit by a car, making it unsafe to walk there.

There is a lack of paths in the centre of Tversted. A path leads from Tannisbugtvej into the green pocket (Haven) and out onto Skolevej, functioning as a shortcut. From Haven it is possible to enter a path, leading you north to Tannisby camping, but there is a missing part of the path where you have to walk on the grass in Haven.

Tversted has a big path system in the dune area, most of the paths are social trails leading from the holiday houses to the beach, but the marked path 'Naturringen' also goes along the beach in the dune area.

— Paths  
— Sidewalks

*Illu. 36: Paths and sidewalks*



1:7500



1:7500

# SERIAL VISION

A serial vision is conducted in Tversted following Tannisbugtvej to the beach. The route has been made to guide one through the busiest road in Tversted and pointing out the different functions and sights on the way.

The analysis is based on presumptions of how it would be experienced by a pedestrian on a busy summer day, where there could be around 10.000 people in the village.

## Picture 1

The first thing you meet while entering Tversted and Tannisbugtvej is Tversted church that greets you welcome to the village. Across from the church some smaller shops, a gallery and a gas station are located, the area seems noisy from the traffic at the big road.

## Picture 2

Continuing along Tannisbugtvej you reach Tversted Å. At the moment Tversted Å would not be a natural stop, because the space does not invite you too. But if you happen to stop anyway, the space gives calming sounds from the water running through the stream. The village is planning to make a vantage point to get a clearer view of the stream and adding a map to help people navigate the different pedestrian and bike paths crossing the area.

## Picture 3

Standing at the elder centre, Mariebo, you have reached the village centre of Tversted, and you are looking towards one of the traffic nodes of Tversted. With cars, bikes, and pedestrians crossing left and right to enter or exit the parking area of Spar, the only grocery store in Tversted. You find the area overwhelming with no clear directions of where to go. Next too Mariebo, is one of Tversted's three bus stops.

Walking by you notice some misplaced benches that are facing nothing and leaving your back open and not protected, making them uncomfortable to use.

*Illu. 37: Serial vision*



*Illu. 38: Entry to Tversted*



*Illu. 39: Tversted Å*



*Illu. 40: Bus stop Mariebo*

#### Picture 4

Still standing in the traffic node area you have moved past Spar and are looking on Strandkroen where people are enjoying something to eat and drink and the area sums of life. Across the road a Røde Kors is located where people are leaving with bags in their hand full of good finds. If you turn left down Åbovej you get to Aaby camping which is the biggest camping in Tversted. At Aaby camping they have minigolf and a water park that is open for people not staying at the camping as well. Crossing the road here seems a bit risk full since there are no designated crossing areas and many auto campers and caravans.



Illu. 41: Strandkroen

#### Picture 5

From this place at Tannisbugtvej you have the opportunity to enter Haven where it is possible to get away from the traffic noise along Tannisbugtvej. The area is not inviting you to enter, because it is not noticeable when walking by, and it is unclear what the small path leads to.



Illu. 42: Entry to Haven

#### Picture 6

Standing at another traffic node in Tversted you have café Peder Most on the one side of the road. Which is both a café and a pub. And on the other side you have the different holiday rental companies, where many families come by to collect their keys for the summerhouse, they have rented.

Walking by Peder Most you can smell the delicious food people are being served and hear the cheerful atmosphere from the crowded orangery.



Illu. 43: Peder Most

#### Picture 7

At cafe fisk you can come and enjoy some delicious fish courses at their in- or outdoor dining area. Or you can buy some fish in their shops, which you can bring home and make yourself. Cafe fisk also have their own ice cream shop placed on the other side of their parking area, where there is an ongoing flow of cars entering and exiting, therefore it creates a heavy traffic node.



Illu. 44: Café Fisk

#### Picture 8

Tversted's only pizza place is placed in the middle of Tannisbugtvej, but feels misplaced according to its surroundings since it is placed in a housing area, and in no relation to the different shops, cafes and restaurants in the village.

But on a good summer day there are no empty tables on the patio. And you can see a line of people waiting to be seated or collecting their pizza to go.



*Illu. 45: Tversted Pizza*

#### Picture 9

At this point on the road, you are entering Tannisby, which is a smaller village that belongs under Tversted. From this place you also notice the big sign pointing you towards Tannisby camping. And coming closer to Tannisby camping you notice the amount of auto campers and caravans driving behind waiting for a break in the pedestrian flow, so they can enter the camping area.



*Illu. 46: Tannisby*

#### Picture 10

From this point on Tannisbugtvej you have some craftsmen shops on the left side of the road. First up is the ceramics shop where the owner is both working on a project, selling her products to the customers and small taking with the customers to create a welcoming environment for all. The ceramics shop is not that big, so there is a line of people outside of the shop waiting to get in.

Further along the road is a furniture shop, where the owner has some of his pieces placed along the road, so you can touch and try them. The owner is also standing outside talking with the different customers and telling them about the different pieces.



*Illu. 47: Craftmens shops*

#### Picture 11

When you reach Tannishus you are almost at the beach, and you begin to feel the wind more and you can hear the water on the beach. Tannishus is the only hotel in Tversted and has an appurtenant restaurant. You can see and hear the happy holiday visitors that are enjoying their stay in Tversted. When walking further along you notice, that there is no empty parking lot at Tannishus, and all the different number plates registered to Norway, Germany, Nederland, and Denmark.



*Illu. 48: Tannishus*

### Picture 12

After passing Tannishus a smell of onions hits you, and you notice a line of people at the hot-dog stand. The people are happy and small talking in all kinds of languages. Walking along the big parking lot you notice a little sea kayak club at the end of the lot. When coming closer you see that the kayak club also rents out kayaks.

### Picture 13

When walking closer to the beach you reach the two most famous shops in Tversted, the grey and blue ice cream shops. With many the people standing around talking, having fun, and eating ice cream you naturally get in a good mood.

### Picture 14

Just before entering the beach, you have public toilets and Tversted Bjærgelaug placed to the left. In the future they are planning to build a sauna, since Tversted is known as a good place for winter swimming.

### Picture 15

Standing on the beach and looking on towards Skagerrak, enjoying the sounds from the waves and the fresh air touching your hair and skin. You feel the tranquillity from nature and find your inner peace.

When you are looking towards west on a clear day, you can see the wind turbines and bigger industry buildings placed at Hirtshals harbour. Looking towards east you get the feeling, that the coast continues to the infinity.

Overall, the route through the village refers to the human scale with its small buildings and wide road that makes it possible to enjoy the sun most of the day, while still being able to communicate across the road. Along Tannisbugtvej a few points with functions creates life along the road, these functions are mainly placed on the west part of the road and are therefore opposite the future promenade, which potentially can create some complicated situations when needing to cross the road, or less life in front of the shops and cafes. To avoid making less life in the village and still connecting the village all around it is important to work with how the functions on the west side of Tannisbugtvej can keep being a part of the pedestrian experience.



Illu. 49: Hot dog stand



Illu. 50: Ice cream shop



Illu. 51: Tversted Bjærgelaug



Illu. 52: Tversted beach

## COLLAGES

To get a better understanding of the village and the different areas of the village, collages are made of the interesting and characteristic areas.

When walking in Tversted most of the village seems very grey, with its large road leading towards the beach. There is very few sculptures, flowerbeds or other aesthetic things to look at, and very few benches placed sporadic around the village and at the grocery store Spar. In Tversted there is different signs in many different styles, the signs lead to different functions, like the camping area, the bike rental or the bike routes, inside Tversted a city sign to Tannisby also appears, a village that is part of Tversted. The buildings in Tversted are mostly white or red, with a few houses of other colours, see illustration 53.



Illu. 53: Collage of Tversted



*Illu. 54: Collage of Haven*

In the area around the cultural house Klitgården there is a large grass field called Haven where it is possible to find soccer goals, basketball hoops, skate ramps and along the house benches. The grass area appears very empty and open when standing on it and does not seem very welcoming since the access occurs limited because it seems like you have to cross over other areas to get to it, and there are no paths going into the grass area.



*Illu. 55: Collage of Tversted beach*

The beach is a characteristic part of Tversted, with its large dune landscape and sand beaches, it is a place that easily attracts tourists. The area also holds multiple ice cream shops with the most iconic being "Det Blå Ishus", which stands out from the dunes with its vibrant blue colour. In the dunes it is possible to go for a walk or sightseeing trip at Naturringen with informational signs, here it is possible to see bunkers from World War II when following the paths around or just enjoy the nature.

Overall, the village is very grey and with different types of benches, signs, architecture, pavement and other elements the village becomes a bit confusing, since there is nothing leading or guiding you around. The beach stands out from the village with its unique landscape, but also Haven differs from the grey pavement that dominates the city image.

# MICROCLIMATE

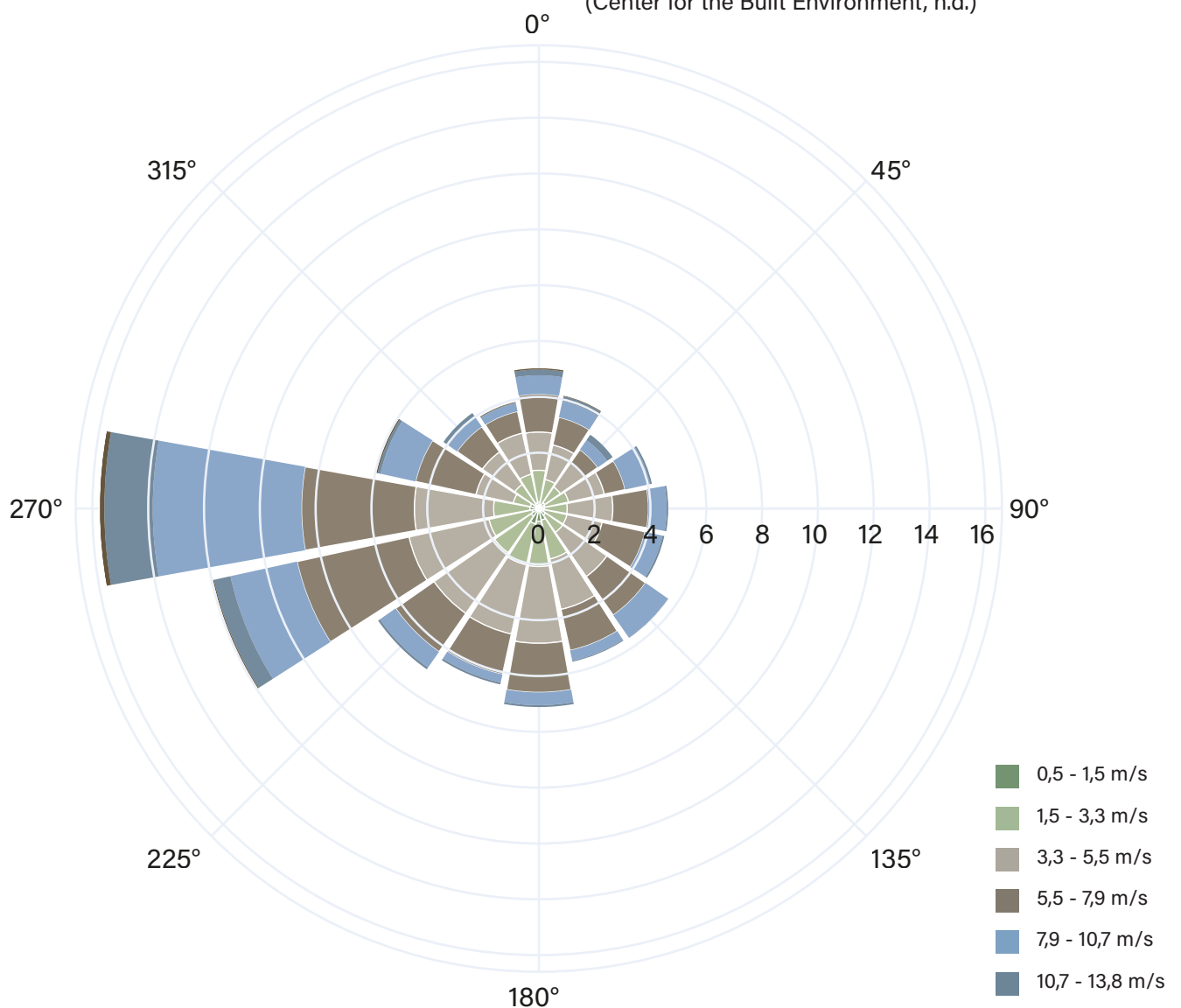
For this master thesis some microclimate analyses for Tversted are made to get a greater understanding of the climatic problems and potentials. The microclimatic analyses that are chosen for this specific thesis are wind, ground water, and a bluespot rain incident.

## WIND

This wind rose (illustration 56) is made with data collected from Sindal (Center for the Built Environment, n.d.), when looking at that data it is important to be rational, since the data might not fit a hundred percent for Tversted. Based on that Tversted is a coast village and located directly to Skagerrak, it is possible that the wind might be stronger.

The data from the wind rose can be used to tell the direction of the wind, the data indicates that the wind mostly comes from west, and the strongest wind comes from west as well. (Center for the Built Environment, n.d.)

The wind mostly occurs in a windspeed between 3,3 m/s to 10,7 m/s. Which is what is defined as mild to fresh wind strength. (Center for the Built Environment, n.d.)



*Illu. 56: Windrose of Sindal, based on data from (Center for the Built Environment, n.d.)*

## RAIN EVENT

To get an idea of where water collects in Tversted, a rainwater analysis has been prepared based on a 15 mm rain event, based on data from Scalgo (Scalgo, n.d.), illustrated in illustration 57.

As the illustration indicates, water tends to collect in green areas, such as people's gardens and the surrounding fields. The only place where water accumulates around Tannisbugtvej is at the entrance to Haven, where the small pond overflows its banks and floods the low-lying part of the area and onto the road. This could indicate that a water management plan for the area needs to be prepared.

However, because Tversted has direct access to the Skagerrak and the sea and the town itself is located higher than the beach, the rainwater will naturally run towards the beach and the sea and be diverted in this way.

From the rainwater analysis it can be concluded that rainwater is not a major problem for Tversted, as it contains, several green areas where water can naturally seep in compared to larger paved areas where rainwater and surface water cannot naturally drain. On the other hand, if it is chosen to work with Haven as a site, rainwater management must be included in the design so that half of the area does not end up as a swamp and marsh area and creates a water problem on Tannisbugtvej.



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## GROUNDWATER

Based on Tversted's close connection to water and sea, it was considered relevant for the project to look at the groundwater conditions in the village. Illustration 58, based on data from Scalgo (Scalgo, n.d.), indicates a groundwater rise of one meter in winter, which is not unlikely due to Tversted's close location to water and sea. Since it is assumed that water follows together, then if the sea rises, the groundwater will automatically follow the rise.

The reason for choosing to look at a groundwater rise in winter instead of in summer is that the water is harder to get rid of in winter, since the same evaporation processes do not occur in both summer and winter.

What the analysis tells us is that a groundwater rise of one meter will not cause major complications, since most of the groundwater in Tversted is further away than one meter from the surface. However, most of Aaby camping will be under water because it is a lower laying area along the stream where the groundwater is closer to the surface. The same problem appears around some of the ponds in the eastern summer house area.

From the analysis it can be concluded that a groundwater rise of one meter will not create any complications for the permanent winter residents, and the groundwater rise is less in summer periods so if complications should occur it can be solved through drains in the affected areas.

*Illu. 58: Groundwater map for the winter period in Tversted, based on data from (Scalgo, n.d.)*



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# MEETING AREAS IN TVERSTED

When looking upon the different kinds of meeting places in Tversted, the different typologies of meeting places in villages, as defined in the theory (p. 22-24) is used. Six typologies for village rooms are presented: function point, leisure landscapes, main street, landscape room, green pockets, and paths, four of them are represented in Tversted and mapped on illustration 59.

## Function points

Spar, the ice cream shops, and Tversted Skole/Isager are defined as function points, because they are central for Tversted as natural meeting points. Spar is where everyone come to buy their groceries no matter if you are a citizen in Tversted or a tourist staying in one of the summerhouses a week or the whole summer. Spar is a function point that exists all year round, where the ice cream shops are seasonal and have their prime in the summer period or on a sunny day.

Tversted Skole/Isager is a cultural meeting point for Tversted, with different types of artists working in the old classrooms and Isager's yarn shop which attracts buyers and tourists from all over.

Tversted Kirke is a meeting place for the residents of Tversted, besides having a cemetery and sermons, the church also arranges different events throughout the year.

## Green pocket

The green area Haven, placed by Klitgården and the different types of holiday home rentals, is the only open green area placed in the middle of Tversted. Haven is the size of two soccer fields, see appendix 1 for blue suitcase analysis, but does not contain functions and activities except from a skate rink.

## Landscape room

Tversted strand, dune and forest are mapped as a landscape room, which has daily visits from tourist and the citizens of Tversted. Tversted strand is an attraction all year round, where visitors have the opportunity

to see how the different season of the year influence the nature. Tversted strand is facing north, which creates a bathing-friendly beach in both summer and winter periods.

Tversted dune and forest are landscape rooms that are made accessible through paths, such as Naturringen. In the forest and dunes, seating and recreation areas are located on different spots, making it possible to enjoy the beautiful and varying landscapes that change colour and character throughout the year.

## Main road

Tannisbugtvej is the spine of Tversted and is where the different shops are located around. Some of the shops along the road creates a node for pedestrians and cars. Tannisbugtvej is what connects the beach and the village and is undergoing changes to become a better meeting place and promenade, that can benefit pedestrian meetings.

Tversted does not have any leisure landscapes, meaning there is no area in Tversted that have multiple functions or activities, creating social environments in the everyday life. This is important for the life and attraction value of Tversted, and the design should therefore strive to create a leisure landscape.

Even though Tversted have the path Naturringen, the village does not have any paths that helps connect the village and its functions, but only paths that connect the nature area outside the village, to create all six types of meeting places in Tversted, the village would need more paths connecting itself and its functions.

- ➔ Main road
- 🟡 Landscape room
- 🟠 Green pocket
- 🟤 Function point

Illu. 59: Meeting places in Tversted



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## PUSH & PULL FACTORS

To get an idea of what people find important in a city, and what they do not like about their cities an anonymous questionnaire was send out in Danish through Facebook (Appendix 2 - Questionnaire). In this questionnaire the participants where asked "What is important for you, that your city have?" this question was a multiple choice with 12 different options, including "other". Based on 165 answers, the top three things that people find important is nature, public transportation and leisure activities, these can be seen as some of the pull factors of a city.

The participants were also asked what they do not like about their cities, the words from this were gathered in a word cloud (illustration 60), showing the push factors of a city. It becomes clear that a lot of people miss nature and quiet places and is annoyed with too much traffic and lack of parking spaces.

When designing Tversted it is important to have in mind what people want there to be in a city, there is already a lot of nature, this can be highlighted through a design, while also putting more focus on leisure activities. Public transportation is also an important thing for many people, therefore this should also be considered when designing. What people do not like about their city is the lack of things they find important, so the push effects of a city is when it does not have the things that are considered pull effects.



Illu. 60: Push factors based on questionnaire

## INTERVIEWS

To get more understanding of how the different businesses in Tversted experience the village and the tourists some of them where interviewed. (Appendix 3 - Interviews) This includes Feriepartner Tversted, Tannisby Camping, Restaurant Tannishus and Spar.

Feriepartner Tversted, is a company that rents out summerhouses, they have 367 houses from Hirtshals to Skagen and Skagen to Frederikshavn. In a year they have around 4800 rented out weeks, with the most being in the summer holiday.

Tannisby Camping have 160 spaces, with a yearly visitor number that is rising year by year. The other camping place in Tversted, Aaby Camping, have 530 spaces.

Restaurant Tannishus can seat around 350 guests in the restaurant and have guests and events all year round, the guests are both from the hotel, but also from the summerhouses, camping areas and one-day tourist.

The local grocery store Spar, have the busiest month in July with an income that is seven times higher than it is in January, the busiest day of the year generates 12 times the amount of the slowest day.

Overall, the different businesses experience a lot more people coming to them in the summer months especially in July and August, but there is a tendency that the season is spreading out more. Tannisby Camping as well as the summerhouses have visitors all year round, with Tannisby Camping having 47 guest that are there all winter, where Aaby Camping is closed in winter.

There is a lot of Danish tourists but also from Germany and Norway, the tourist most often comes for the nature in the area and enjoys the walking routes as well as biking and going to the beach.

A rising discussion of the village is the transformation of Tannisbugtvej, the road is diverted from a width of 8 meters to a width of 6 meters. This creates a lot of debate from the business owners, where the different business owners see both potentials but also challenges in this. Some of them are worried about the amount of curb side parking that there normally is, with a narrower road and wide caravans, delivery trucks and tourist busses could create many difficult or dangerous situations and create traffic jams. But the tourists do not have many options in parking, since most of the parking is private belonging to either the camping areas or the grocery store.



*Illu. 61: Interview*

# PROBLEMS & POTENTIALS

To sum up the analysis the key points are rewritten into problems and potentials that became visible from the analysis. The problems and potentials will provide a guideline for what to work with when designing.

PROBLEMS	POTENTIALS
<ul style="list-style-type: none"><li>▪ Decline in the population</li><li>▪ Few young people in the village</li><li>▪ Heavy traffic load on Tannisbugtvej</li><li>▪ Lack of aesthetic elements</li><li>▪ Lack of landmarks</li><li>▪ No school or day care facility in the village</li><li>▪ Lack of employment opportunities in the village</li><li>▪ Narrow sidewalk</li><li>▪ Difficult to navigate through</li><li>▪ Lack of leisure landscape</li><li>▪ Lack of parking spaces</li></ul>	<ul style="list-style-type: none"><li>▪ Proximity to nature</li><li>▪ Creative environments</li><li>▪ Tourists and many summerhouses</li><li>▪ Strong local community</li><li>▪ Many different types of events</li><li>▪ Traversable</li><li>▪ Natural nodes with potential for development</li><li>▪ Settlements of elders and grownups without children</li><li>▪ Part of the West Coast</li></ul>

Tversted is a unique village that with its popular beach and proximity to nature attracts many people to stay in the area. The village and area around Tannisbugt and the Westcoast are also famous for its art and creative environment, that for many years have inspired artist from far and near to visit. Another thing that makes Tversted unique is its local community, that invest time in improving the village through new plans and events.

From the analysis and problems and potentials it is clear that Tversted is missing paths and wayfinding systems as well as a leisure landscape that can put more focus on the village. Haven is an important node for the village, with a lot of potential to become a leisure landscape that relates to the village, Klitgården, the nature as well as the summerhouse rental and tourist information.



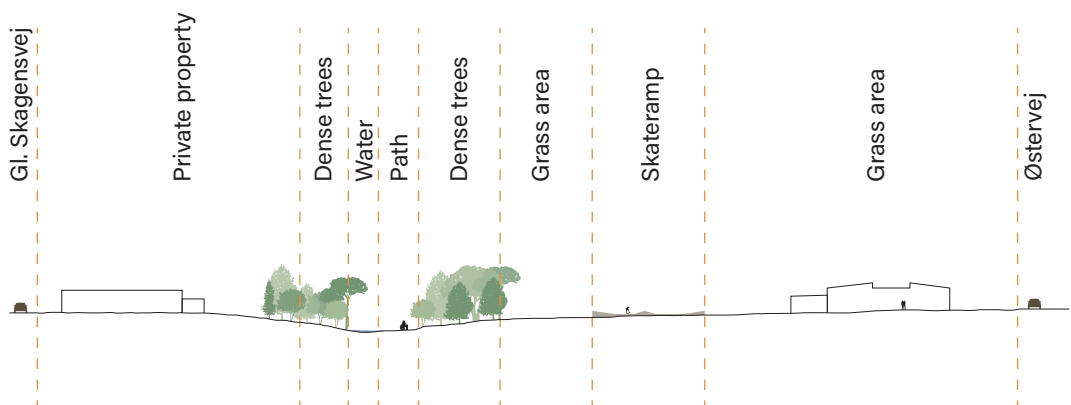
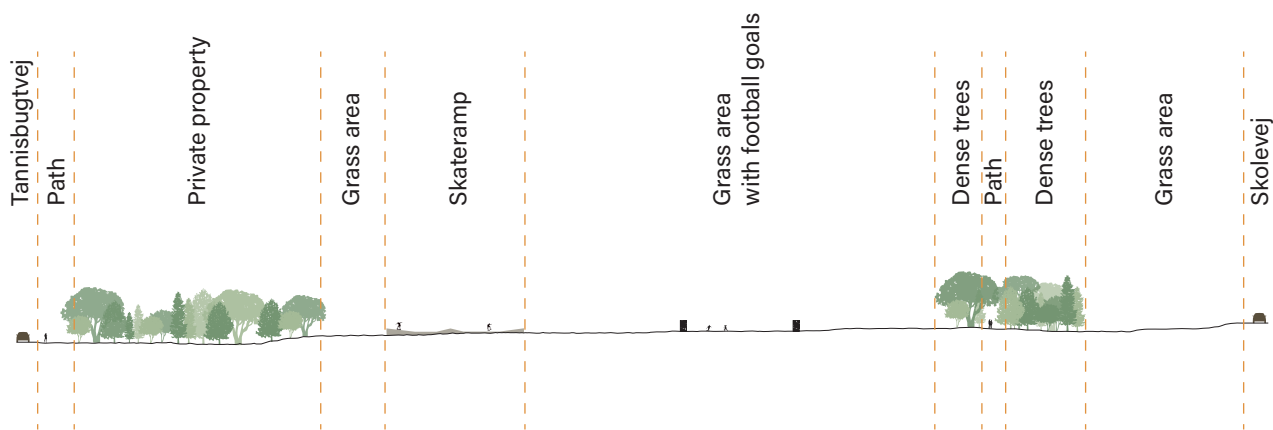
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# FOCUS AREA

Haven is currently very empty and not inviting, the path that leads to it is difficult to find and when driving by in a car the space is easy to miss. Tourist will have to go near the place to get keys for their summerhouses, drop of garbage, or get information in the tourist information building. When coming from the summerhouses the road to the beach also passes the area (illustration 64).

This thesis will focus on how to make Haven a leisure landscape that connects the village through easy navigable paths and activities to create meeting places that attracts the people visiting, staying or living in the village.

Haven consists of a larger grass area, with space for playing football or using the skate rink, a part of Haven is also the more hidden small water area, this area is hidden by dense trees and there are few entrances to it. The area around the water is lower than the rest of Haven and is on wet days swampy, but the space is cosier with a more relaxing atmosphere than the very open grass lawn (illustration 63).



Illu. 63: Sections of Haven

Illu. 64: Existing functions map in Haven



Tourist information  
summerhouse  
rental and sales

## Summerhouse rental and sales

Street art on walls

## Skatepark

Garbage disposal

Parking

## Summerhouses

Culture house  
Klitgården

**Parking**

Basketball hoop

Grass lawn  
with football goals

### Path of cut grass

Dense plant belt

Dense plant belt

Water

## Dense plant belt

Private property line

A Culture house  
Tversted Skole

Beach

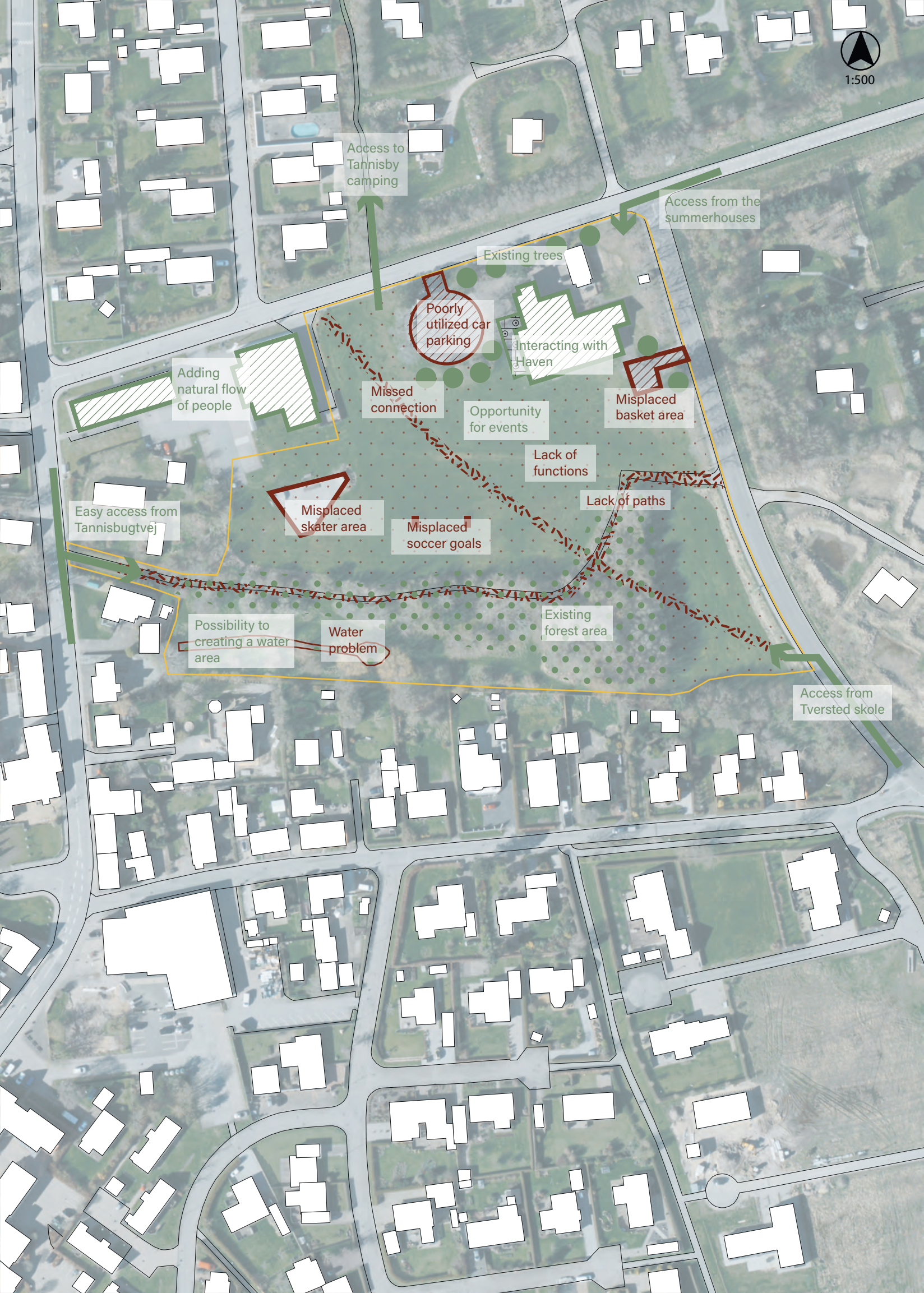
Grocery store

## PROBLEMS & POTENTIALS

The problems and potentials from the analysis of Tversted are mapped together in an illustration showing the focus area, see illustration 65. This illustrates how some areas hold both potentials and problems, like the large grass field have the potential for events but also the problem with that it feels like it is lacking functions. The same goes for the water area, which holds great potential for an aesthetic and recreational area but also have problems with water management. The area also has many access points, which is a potential, but as the area is now, there is nothing connecting these, making it a problem. The skate rink and football goals also seem misplaced, since there are no other functions on the grass area, and no paths leading to them.



1:500



Access to  
Tannisby  
camping

Access from the  
summerhouses

Existing trees

Poorly  
utilized car  
parking

Interacting with  
Haven

Adding  
natural flow of  
people

Missed  
connection

Opportunity  
for events

Misplaced  
basket area

Lack of  
functions

Easy access from  
Tannisbugtvej

Misplaced  
skater area

Misplaced  
soccer goals

Lack of paths

Possibility to  
creating a water  
area

Water  
problem

Existing  
forest area

Access from  
Tversted skole



*Illu. 66: Photo of Tversted*

# DESIGN

In the following chapter the designs narrative and the process behind it will be told and illustrated through vision, concept and design criteria.

The process will be illustrated through isometrics and shown in six steps from the existing too the new developed design.



## VISION

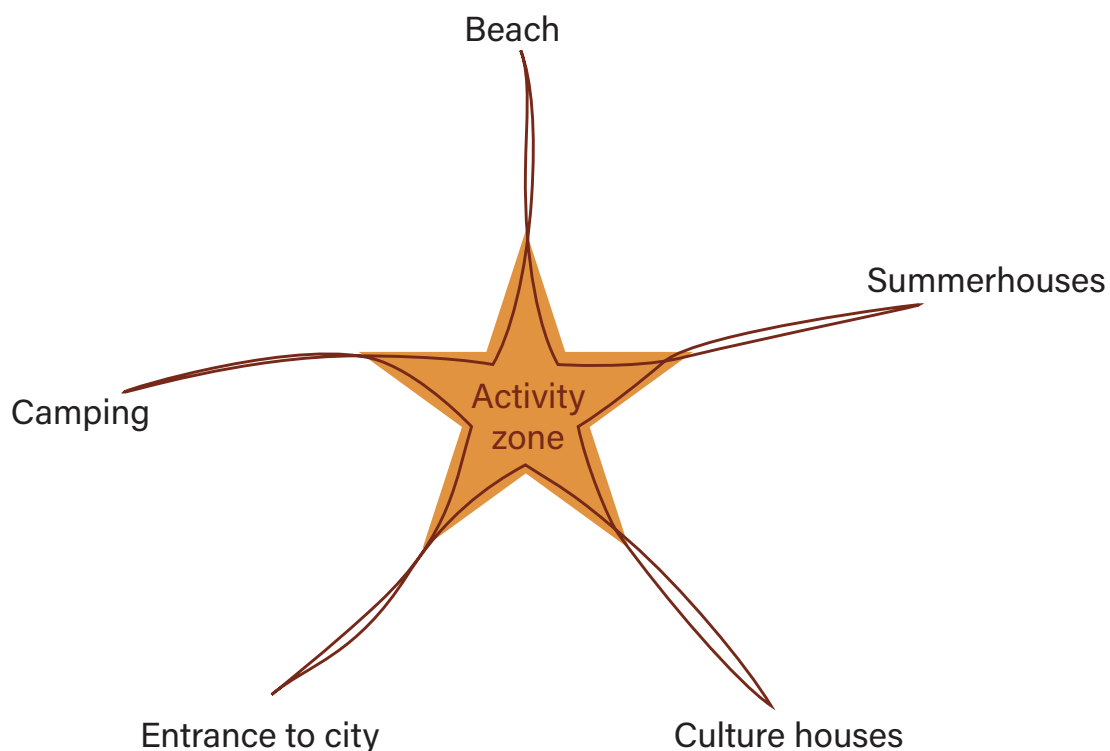
*The vision of the project is to create life in Tversted, not only in the summer months when there are many tourists but also in the autumn, winter and spring months. Tversted should be a place where you want to stay either as a tourist or as a resident, and where it is possible to do leisure activities even though it is raining. To create a village with life, the qualities and DNA of Tversted should be enhanced to make new interesting experiences that puts focus on the village and its many possibilities, while creating nodes with social interactions. The social interactions can foster new enthusiastic people and maybe new residents, both in terms of permanent residents and secondary residents.*

## CONCEPT

*The concept for this thesis is to create an activity zone that enhances the qualities of the village. The activity zone should be a meeting place where people can gather from the different districts and interact with each other and the place itself. The activity zone will be connected to the different districts, so it becomes a part of the natural flow in Tversted and makes the village connected as one.*

*The definition for the activity zone is a zone where different activities can happen. Activities in this sense includes things that is done in free time and as recreational purpose, this can be everything from physical activity, daydreaming, exploration or any other activity that is done for pleasure.*

*The activity zone should be a meeting place for everyone, all year around, that attracts residents as well as tourists, the aim of the activity zone is to put focus on the village and its values, while attracting more people to live or stay in Tversted.*

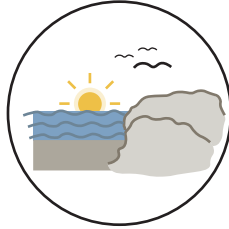


*Illu. 68: Concept diagram*

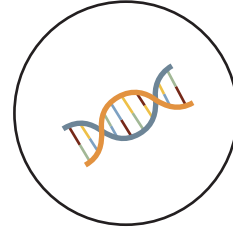
## DESIGN CRITERIA



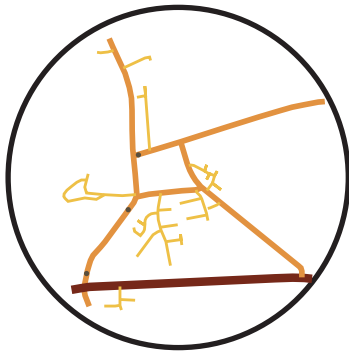
Place-based design



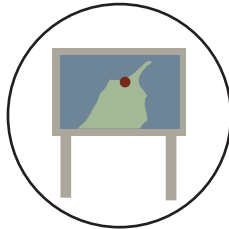
Highlighting qualities



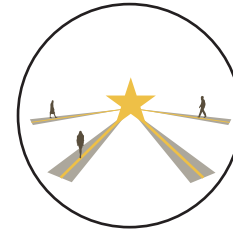
Tversted's DNA



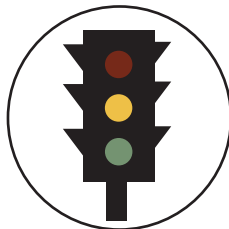
Wayfinding / Infrastructure



Maps and signs at important places



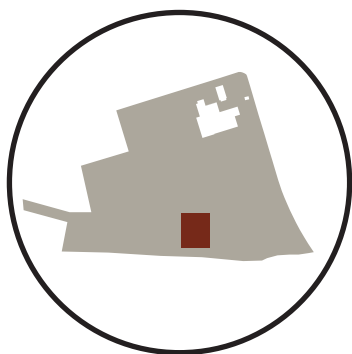
Nudging



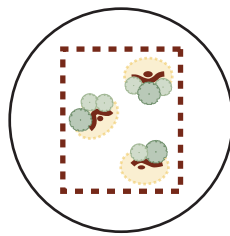
Protection against traffic



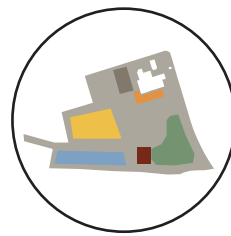
Access to public transportation



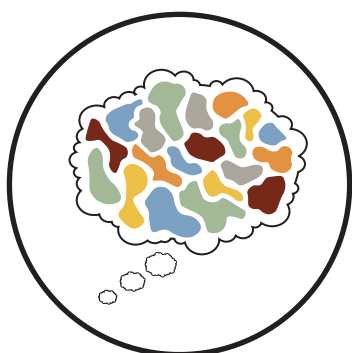
**Create space in place**



**Smaller meeting places**



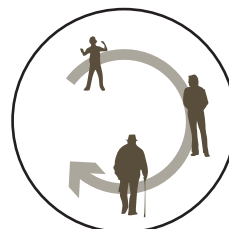
**Different zones for different types of activities**



**Space for creative expression**



**All types of weather**



**For all ages**

*Illu. 69: Design criteria icons*

For this project four main design criteria are developed, which all has some additional criteria for further description of what the main criteria want to achieve. The criteria are based on the knowledge from the analyses about what Tversted already has and is missing.

**Place-based design** is about further developing on the existing qualities that Tversted holds and maintain its values.

**Wayfinding/Infrastructure** is looking into making the village legible for both residents and tourists, by adding a wayfinding system which is intuitive to use.

**Create space in place** is about meeting the human demand for different kinds of places that contains various types of functions and different types of scales. So, they meet the human requirements on the given time.

**Space for creative expression** is about making an area that contains functions and activities that can be used all-year round for all given ages.

# DESIGN PROCES

The design process of this project, starts during the same time as the analysis is on-going, making some phases of the analysis overlapping with designing and interacting with each other. The design process takes the analysis and creates a product from it, on the following pages the design process will be briefly explained, more design process can be found in Appendix 4 – Design process.

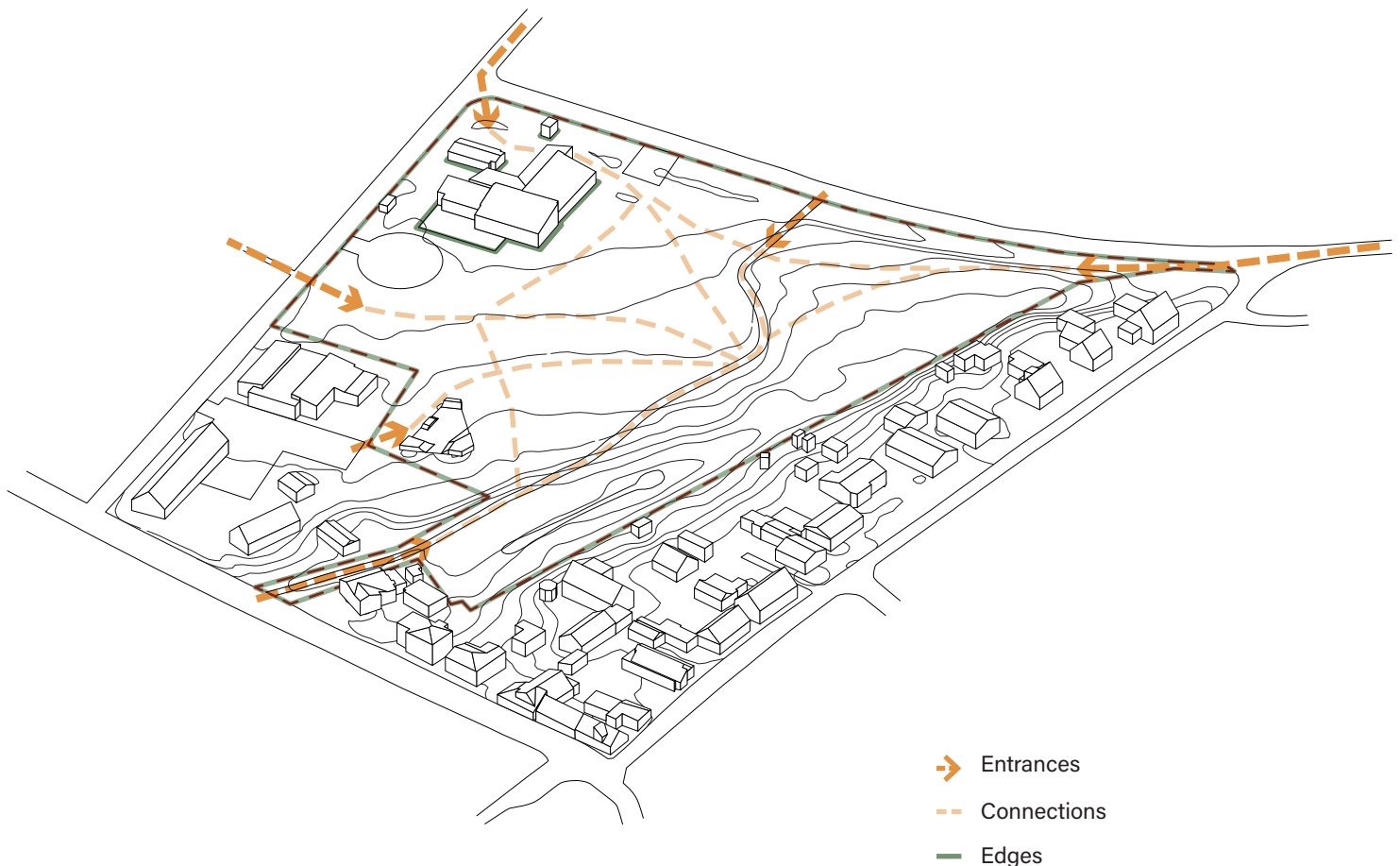
## PUBLIC AND PRIVATE

The process of designing starts by identifying the existing conditions of public and privateness, where the private parts of the site are areas that are inaccessible and therefore cannot be parts of the design. The semi-private, semi-public and public areas can be a part of the design and can be changed to get other characteristics. The southern part of the area is encircled by private properties, when designing it needs to be considered what kind of functions are put closer to private properties, to prevent inconveniencing the residents. It also needs to be considered how to make the area more public towards the entrances so that the area does not becomes closed off.

- Public
- Semi-public
- Semi-privat
- Private



*Illu. 70: Isometric showing existing public and private*



## ENTRANCES

The entrances to the activity zone are identified, these are based on different locations in Tversted that the residents and tourists move from and to and creates connections across the site. By breaking up some of the existing edges it makes a more inviting area. The summerhouse rentals have an existing flow of tourists coming to collect their keys for a summerhouse, by creating an entrance near the existing flow, the flow can be affected and drawn into the area, further breaking up the edge between Haven and the summerhouse rental.

Klitgården also have the possibility to interact more with the area, by creating more connections from inside the building to the outside, thereby creating a more fluent edge zone.

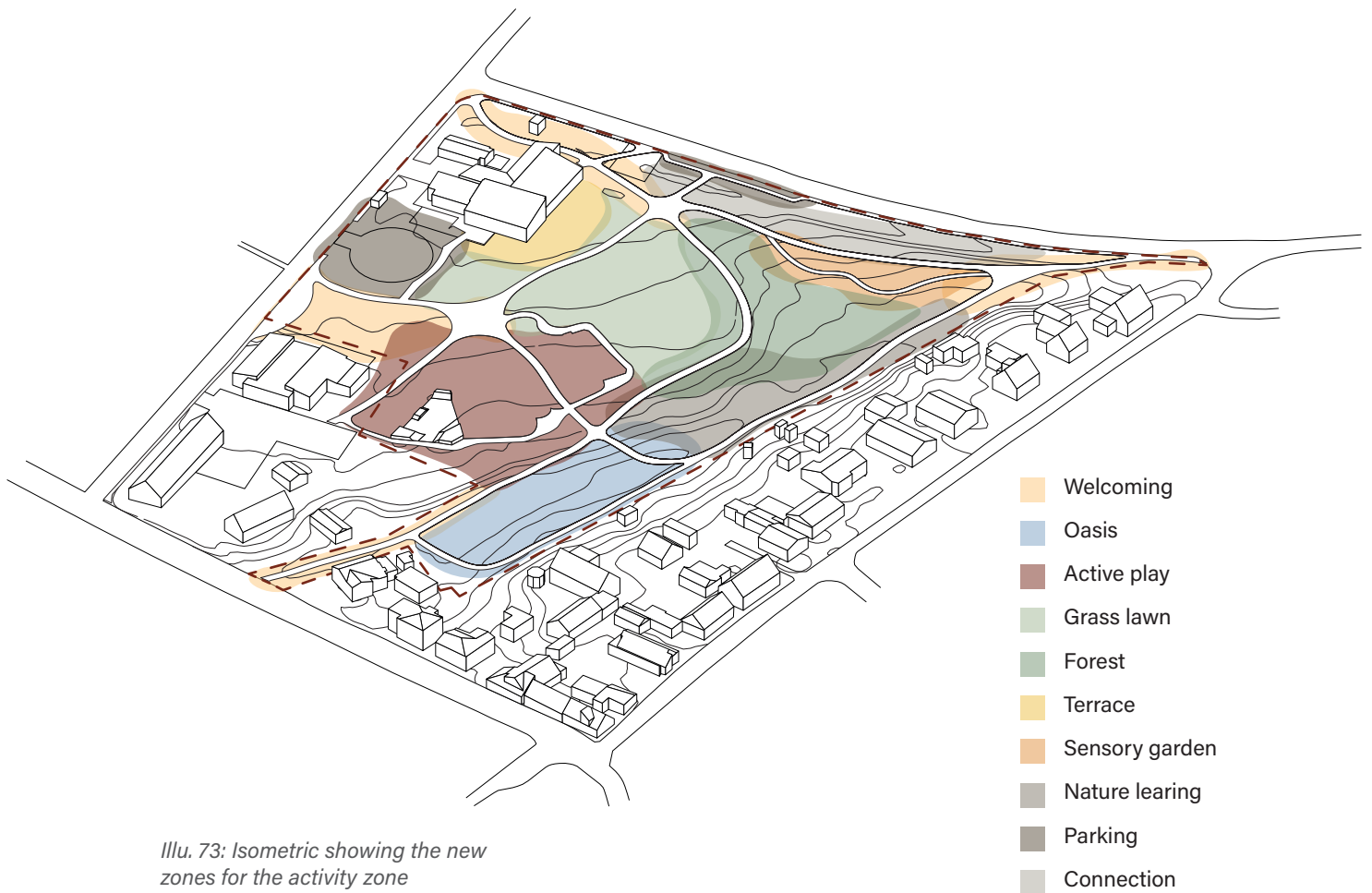
*Illu. 71: Isometric showing existing entrances, edges and possible connections*

## PATHS

From the connections and entrances a path system is created, making it possible to get to and from the different location and functions of Tversted and thereby making Tversted easier to traverse. The paths make the area both available to use but also creates different shortcuts through Tversted.



*Illu. 72: Isometric showing the new path system for the activity zone*



*Illu. 73: Isometric showing the new zones for the activity zone*

## ZONES

From the path system and the existing conditions, such as plants, privacy and terrain, different zones are marked and given a theme that relates to the existing conditions and the atmosphere of that area.

## ZONES WITH CONCEPTUAL FUNCTIONS

The different zones in the activity zone are in illustration 84 further defined with what kinds of activities they can provide.

The active play area enhances the active environment that the existing skate rink provides, by adding more active functions, such as ball play.

The grass lawns intention is to keep the existing possibilities of having large events and the possibilities for free activities, but by making it smaller it gets a more human scale and becomes more inviting.

The oasis is building upon the existing pond and low terrain, which creates an oasis atmosphere. To help with water management in case of bigger rain events a rain basin is placed. The water is also made accessible to people, by making a path crossing the water basin.

The nature learning area keeps the atmosphere of the existing area, with few trees placed in a wilder growing area, this area becomes more activated by creating functions such as a campfire cabin, that matches the nature atmosphere.

The sensory garden takes an empty grass lawn with a slope, from a boring path to an interesting hill of experience, whereas the connection zone is the fast route, that can be used as a shortcut.

The terrace gives the possibility to integrate Klitgården with the activity zone, breaking up the edge and creating a fluent transition between indoor and outdoor. Creating more possibilities for different events, that uses both the indoor and outdoor areas.

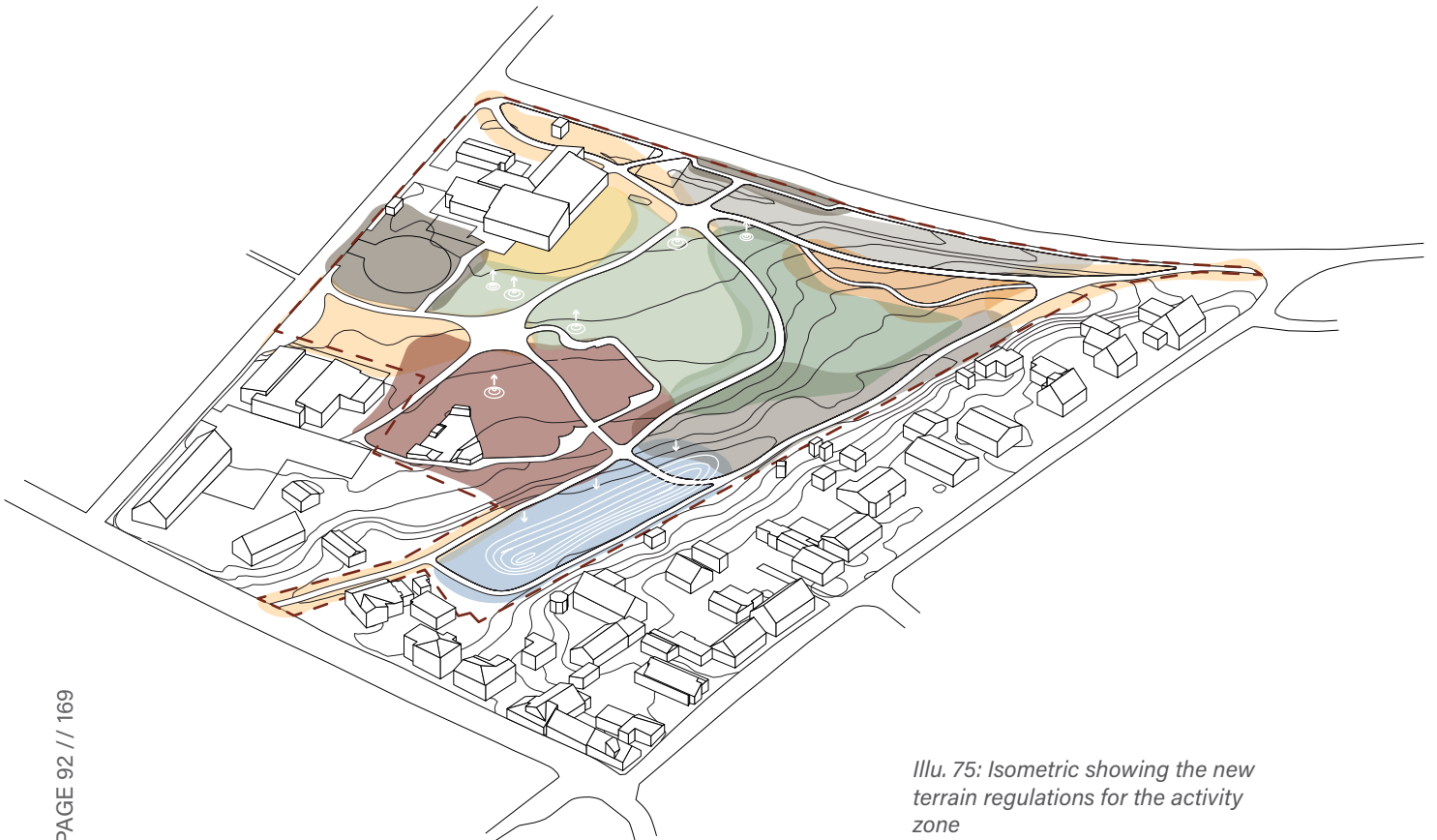
The welcoming areas are placed at all of the entrances to the activity zone, to create an inviting and interesting entrance to the area, breaking up the edge from the adjacent sidewalks towards the activity zone.

*Illu. 74: Concept for the different functions happening in the zones*

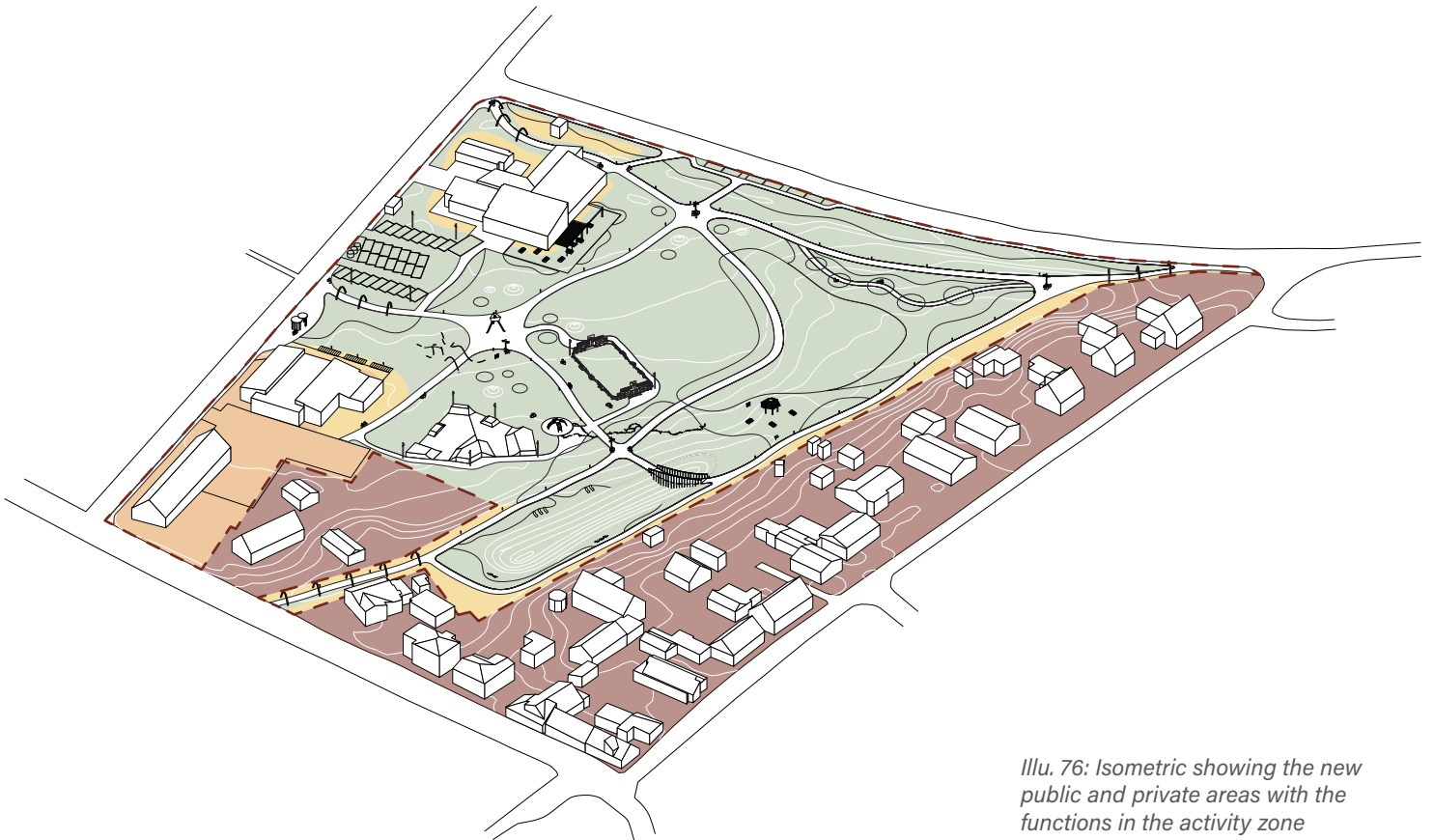


## TERRAIN REGULATIONS

The terrain in the activity zone is regulated to create more possibilities for activities, small hills make it possible to play with running up and down, rolling or sliding down or hiding behind, the hills also create opportunities for taking a rest, with the hill as a backrest. In the oasis the existing water area is expanded, giving it more space to handle rainwater, while also creating a pond that can be used as aesthetic and calming element while resting, but also as an area where it is possible to learn about the animal life in a pond.



*Illu. 75: Isometric showing the new terrain regulations for the activity zone*



*Illu. 76: Isometric showing the new public and private areas with the functions in the activity zone*

## NEW PUBLIC AND PRIVATE

With creating new paths and opening up the activity zone, more of the area becomes public and inviting people to use all of the zone. The paths and inventory in the activity zone take a distance to the private areas to maintain a lesser public area before going onto private property.



*Illu. 77: Photo of observation post from Naturringen*

# PRESENTATION

In the following chapter the design from Revitalising Village Life will be presented through design principles, masterplans, zoom-in masterplans, sections and visualisations. The different presentation illustration is made to give you different scales and angles of the design.

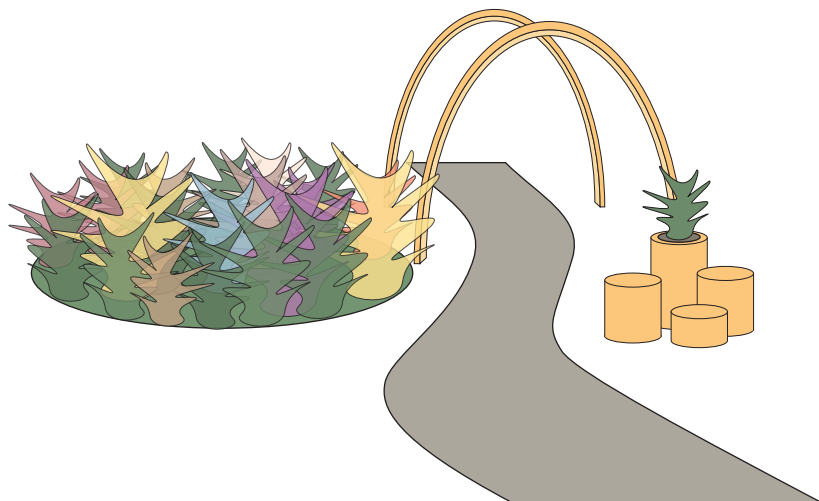
In the end of the presentation, you will find planting plans where specific types of plants has been chosen for the design and material boards that give you the tactile feeling of the area.

## DESIGN PRINCIPLES

Throughout the design some principals are used for specific design solutions, these principals and where they are used, are explained in the following section. The design principals secure a consistent expression throughout Tversted while ensuring easy wayfinding through the village.

### IDIOM

Tversted mostly consists of straight lines and squares, whereas the beach and other nature around Tversted stands as a contrast to this. The idiom of the design in this project will take inspiration in the circular and curved idiom that is found in nature, in this way putting one of the strengths of Tversted, the nature, into the village, while creating a dynamic environment.



*Illu. 78: Design principle for idiom*

## WAYFINDING AND ACTIVITY ZONE COLOUR

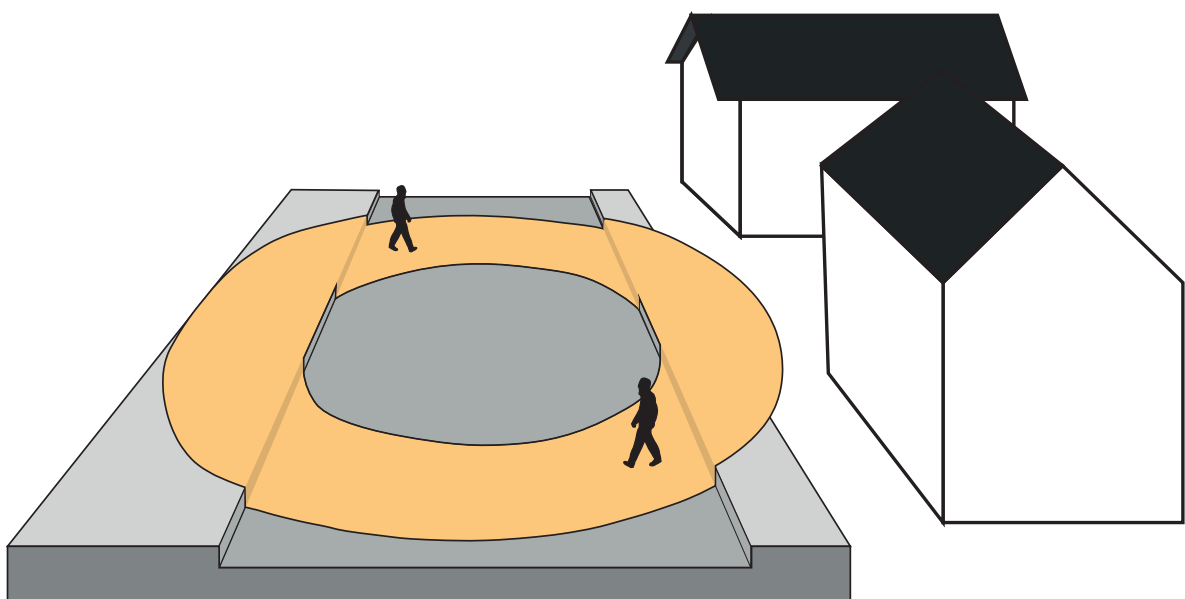
In Tversted it is possible to find many different colours, the blue of the sea, the green of the nature, the mostly red and white buildings, the beach in sand colour and the future rust red colour of the West Coast wayfinding system. The wayfinding system and activity zone of Tversted should differ from these colours but still fit in, therefore a warm yellow is chosen, mimicking the warmth of the sun, as it is large summer village. Yellow is a colour that often is associated with happiness, fun, creativity and curiosity but is also meant to inspire more communication (Olesen, n.d.). The positive symbolic of yellow fits the intention of the activity zone, that is meant to be a creative environment with different activity types that fosters social interaction.



*Illu. 79: Colour for the wayfinding system and activity zone*

## WAYFINDING CROSSING

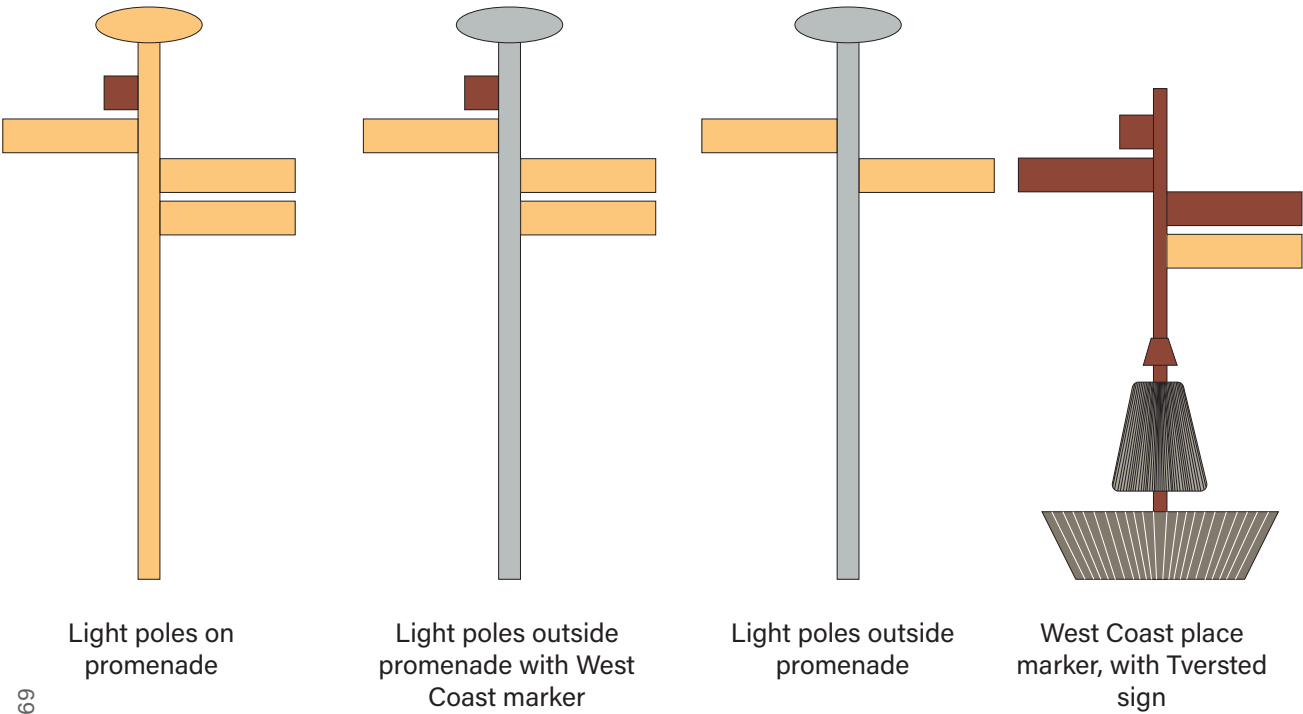
Along Tannisbugtvej some shops, cafes and similar creates nodes on the opposite side of the road than the promenade is placed, in these locations a yellow circle is made functioning as a pedestrian crossing, highlighting the crossing for pedestrians as well as for cars making it safer to cross the road while also putting focus on these areas and the businesses, while highlighting the village life of Tversted.



*Illu. 80: Design principle, crossings*

# WAYFINDING SIGNS

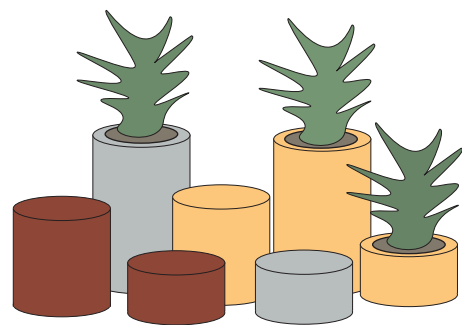
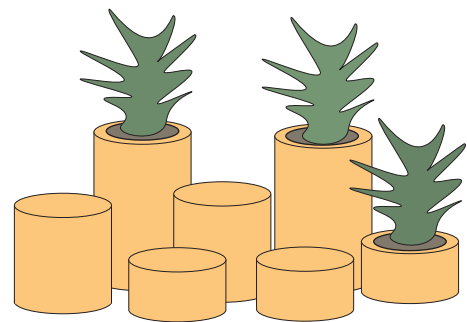
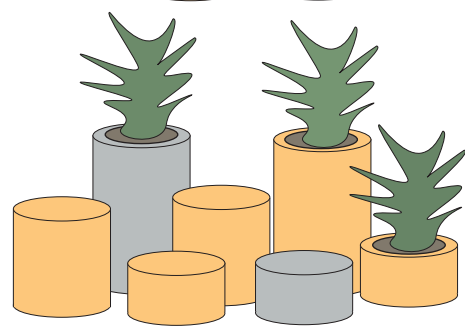
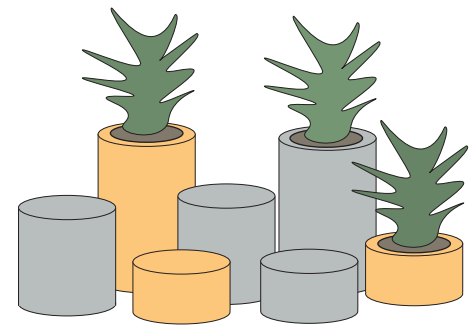
To connect Tversted and make it easy to find your way around even if you are a tourist, signs are placed throughout the village. The signs are made to match the west coast way-finding signs and are placed on selected light poles in the city. The light poles along the promenade are yellow, whereas light poles outside of the promenade will have yellow signs, if the sign is leading to the coast a red Westcoast marker is also placed.



*Illu. 81: Design principle, signs*

# WAYFINDING MULTIFUNCTIONAL FURNITURE

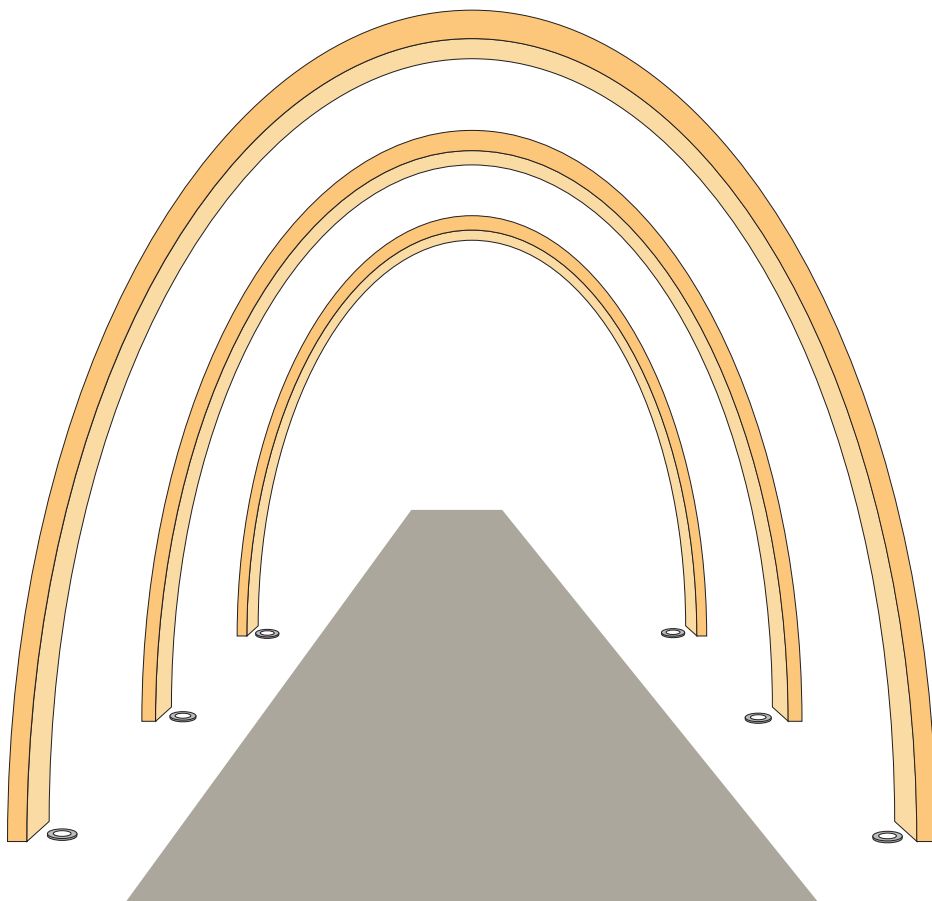
Multifunctional furniture, that can be used both for sitting, plants or as a playful element is placed along the promenade, at nodes and in the activity zone. The multifunctional furniture gets gradually yellower moving closer to the activity zone and redder moving closer to the Westcoast, making it a wayfinding system both towards the activity zone but also towards the Westcoast. All the multifunctional furniture inside of the activity zone is yellow.



Illu. 82: Design principle, multifunctional furniture

## ARCS

At the entrances to the activity zone arcs are placed to highlight the entrance and path, and make it interesting to enter, while sparking curiosity of what is happening in the zone. The yellow arcs are lit up so that they are visible both during day- and nighttime.



## PLANTS

The planting in the activity zone is divided into five different categories, dense, wild, flowering, cutgrass and water plants. The five different categories have different types of plants and different characteristics and expressions, creating different biodiversity environments, to enhance biodiversity, native plants will be the primary plants in the activity zone. Native plants are better for the biodiversity including the animal life, since these are the plants that the animals have evolved with and they have important bonds, native plants also have a higher chance of withstanding the climate (Vild med vilje, n.d.)

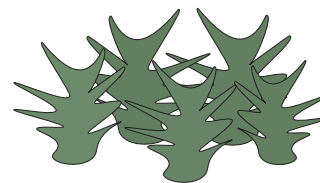
### Dense

The dense areas are areas that have the characteristics of forest and consists of taller trees and bushes. These areas create visual as well as physical barriers and can enclose rooms.



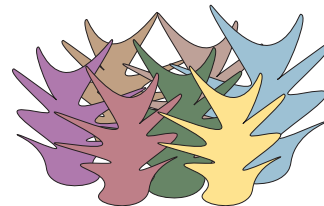
### Wild

The wild areas consist of untrimmed grass as well as a few bushes and other self-sown plants. These areas are almost maintenance free and gives space for biodiversity, while also creating physical barriers that does not obstruct the sight lines.



### Flowering

The flowering areas are areas that are meant to be visually attractive while also contributing to biodiversity. The different flowering areas consists of flowers as well as evergreen plants, making the areas always interesting to look at.



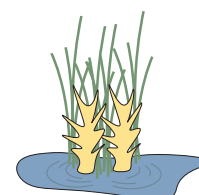
### Cutgrass

The cutgrass that is found in most of the activity zone, makes it possible to walk around the activity zone outside of the paved paths, but it also creates different options for play, relaxation as well as events.



### Waterplants

Around the rainwater basin different plants will grow, these plants create animal life in and around the basin. The plants around the water will be *Iris pseudacorus* (gul iris) and *Juncus effusus* (lyse-siv) that are both native plants, that flowers, creating a visually appealing environment around the water, while also enhancing biodiversity.



Illu. 84: Design principle, plants

# STRATEGIC WAYFINDING PLAN

The wayfinding strategy leads residents as well as tourists to experience Tversted, the strategy grabs onto the two entrances from the main road in south and the beach in north and connects this to the activity zone in the centre, see illustration 85.

The wayfinding system consists of signs, multifunctional furniture, crossings and arches as described in the design principles on illustration 78-84. Together all these elements create a coherent experience of Tversted, while creating a focus on meeting places and attractions of the city.

The bus stops of Tversted is redesigned to create more attention on these and the public transportation, since this is an important thing and a pull factor to have in a city (Push & pull factor p. 72). The bus stop that was previously placed on Tannisbugtvej on the side of the summerhouse rental is moved to Østervej north of the area, where there is space for a bus stop bay, and where it will be more connected to both the activity zone and the summerhouse rental.

- ★ Design principle  
Signs
- Design principle  
Multifunctionel furniture
- Design principle  
Arc
- Design principle  
Crossing
- Busstop



1:7500

Tversted Strand

Hotel  
Tannishus

New café

Solkilde furnitures

Dorthe Hansen  
ceramic

Amigo's Pizza & Grill

Cafe Fisk

Strandkroen

Small shops

Spar groceries

Tversted Å

Tversted Skole



1:7500

Tversted Strand

Hotel  
Tannishus  
New café

Solkilde furnitures  
Dorthe Hansen  
ceramic

Tannisby Camping

Amigo's Pizza & Grill

Cafe Fisk

Aabo Camping

Strandkroen  
Small shops  
Spar groceries

Tversted Å

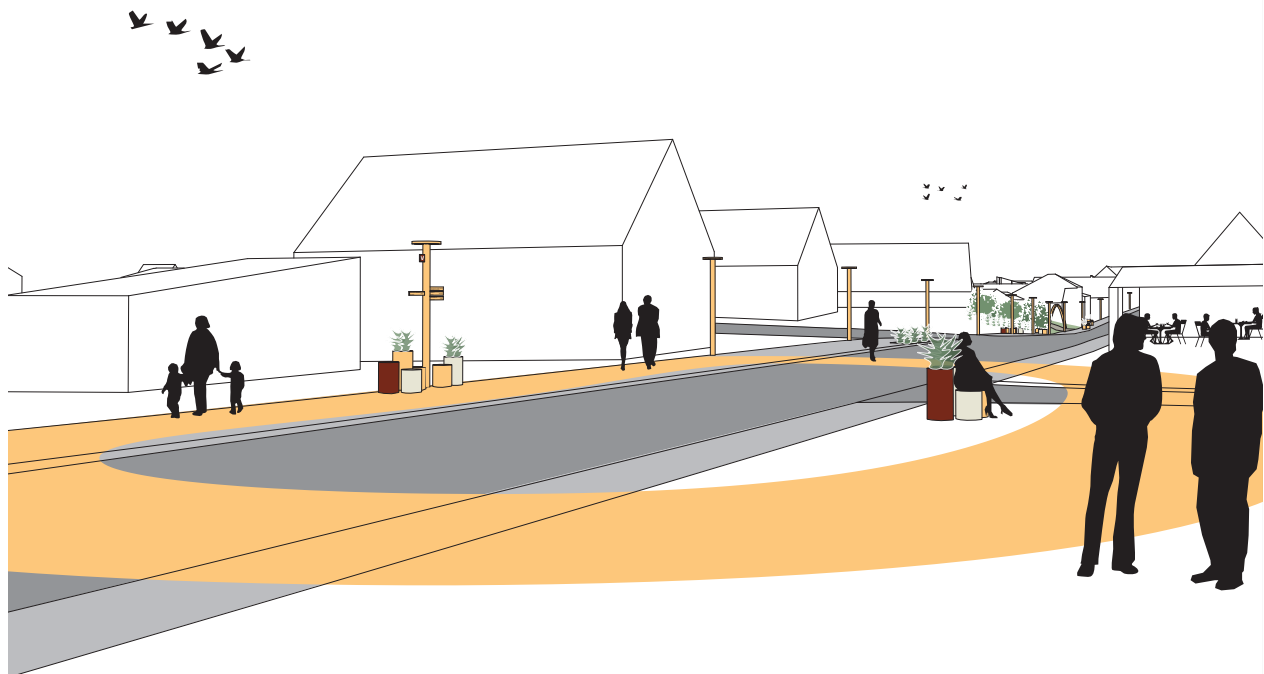
Tversted Skole

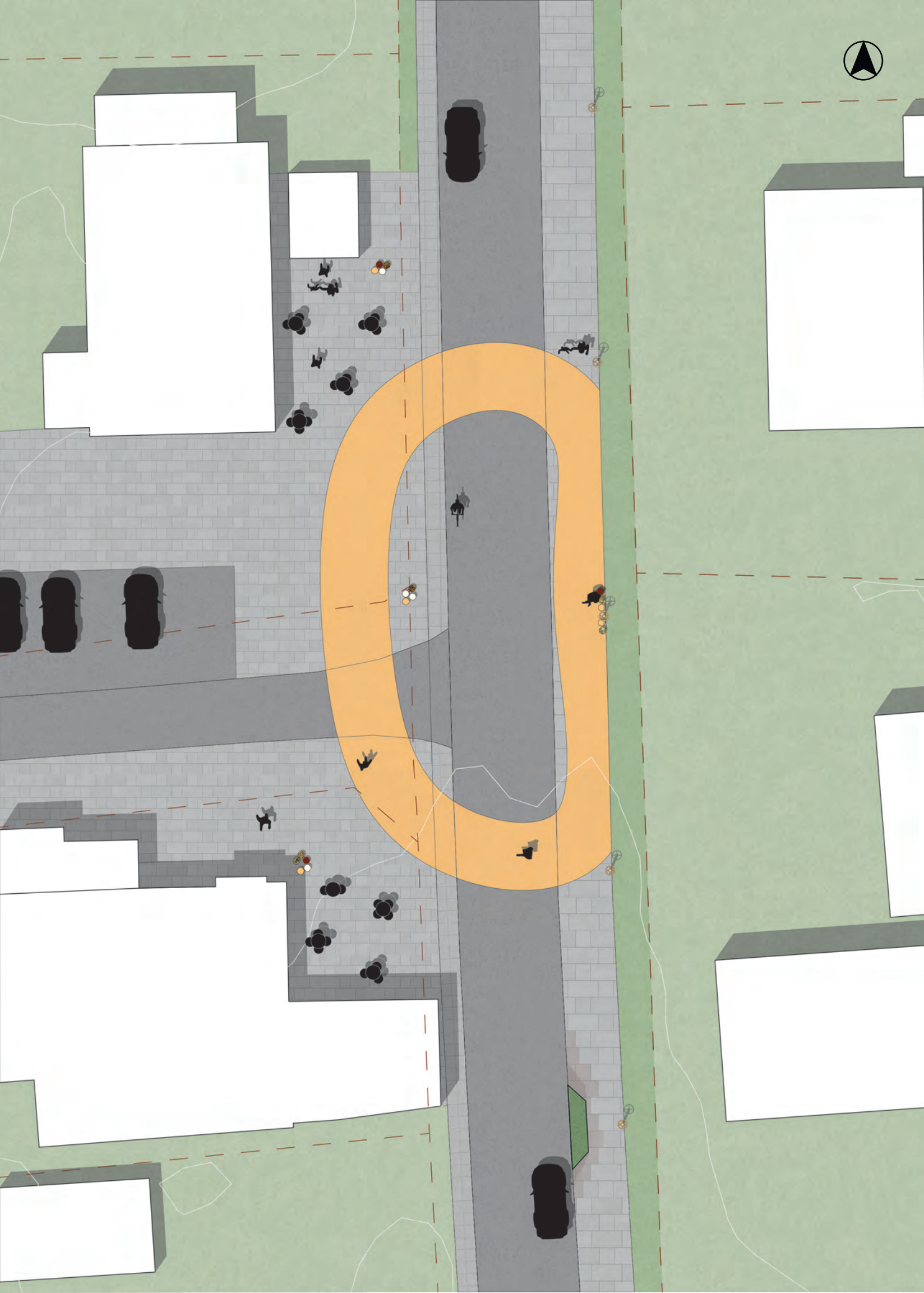
## MASTERPLAN 7500

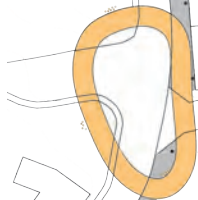
The new pathsystem makes it easier to get around Tversted on foot and makes the city more pedestrian friendly, by creating new paths that among other connects the path from Tannisby Camping towards the grocery store and Tversted Skole. The activity zone becomes a place both for walking through but also for engaging in activities and social events, making a new attraction in the centre of the village, creating focus on the village life (illustration 86).

## PROMENADE CROSSING AT CAFÉ FISK

Along Tannisbugtvej the cafe, ice cream shop and restaurant Café Fisk is located, this place is one of four places where crossings are created to lead pedestrians safely from the promenade to the functions on the other side. The circle that creates the crossing stretches onto the area of the functions, highlighting the businesses and the life they create. Multifunctional furniture is placed on both sides of the road and creates planters and sitting opportunities for a short rest (illustration 88). The multifunctional furniture are on the promenade placed on the crossing circle, whereas they on the other side of the road are placed outside of the circle, to invite people more into the business area, highlighting these throughout the village (illustration 87).







## MASTERPLAN 1500

The activity zone creates different opportunities in activities in its different zones, and with more parking and charging stations guest can easily park at the activity zone when exploring Tversted, see illustration 89.

In the active play zone, the existing skating rink is expanded, making it possible for even more people to use skateboards, bicycles, scooters or rollerblades at the same time. The multisport court makes it possible to play hockey, basketball, football or handball, or sit and watch others play. While a climbing frame can test your strength or courage, you can also try to compete against others in a game of noughts and crosses or talk to each other through talking tubes. A jungle track leads to the nature learning area where it is possible to learn about fish by playing a game of twisting the right combination or learn about leaves with a puzzle. The area also holds a campfire cabin, and table sets for picnic, and it is possible to explore the nature life in the forest or at the rainwater pond.

In the oasis the rainwater pond sets a calming atmosphere for resting in lounge chairs, while listening to the quietness of nature in the shadow of the trees and bushes. Another calming nature experience can be found in the sensory garden, with different plants creating a colourful path.

If you are in need of a break or a snack it is possible to enjoy either sun, shadow or shelter at the table sets on the terrace, where you can sit and look over the large grass lawn where it is possible to play, have a picnic or in occasions have events.

Trashcans are conveniently placed throughout the area, so that ice cream wrapper or other trash can easily be discarded in the right manner. In path intersections signs can be found, that leads through the activity zone and informs about functions of Tversted.

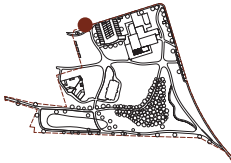
## WELCOMING AREA

The northern part of the activity zone not only holds a parking lot for cars, but also a bus stop and bike racks, making it easy to get to the activity zone no matter the transportation form. The arcs mark the entrance and lead you inside towards the different activities of the zone, see illustration 90. The northern part of the area is the highest point making it easy to overview most of the area from there, the terrain keeps falling towards the pond in the southern part of the area, where rainwater will gather, see illustration 91.





*Illu. 90: Visualisation of welcome area; busstop*



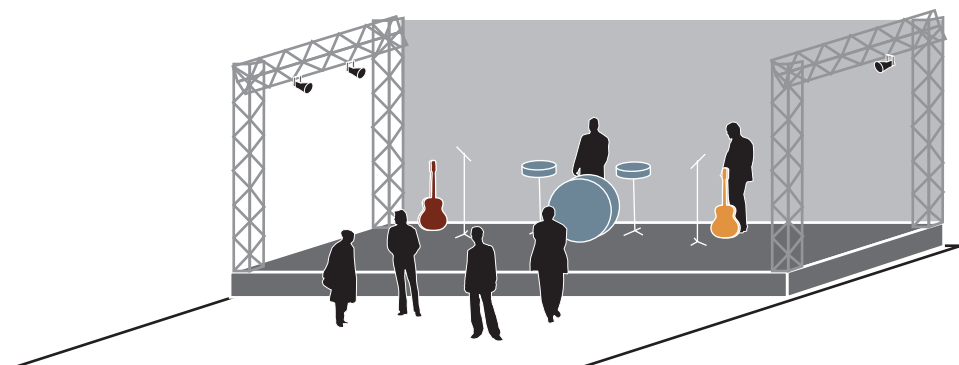
*Illu. 91: Section AA in 1:500*

## TERRACE AND GRASS LAWN

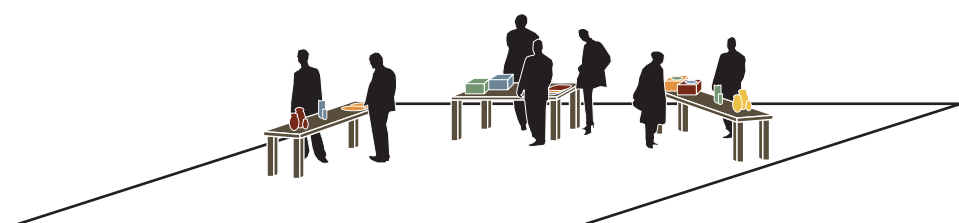
At the terrace next to Klitgården it is possible to take shelter from rain or sun, either under the pergola or the full covered shelter. The terrace is enclosed by flowers that creates a colourful atmosphere to enjoy when sitting at the table sets eating or taking a break, see illustration 92. From the terrace you can see the open grass lawn that have space for events either hosted by Klitgården or by others, the grass lawn can set the frames for events such as concerts, flea markets, summer festivals or other festivals, as well as communal dining (illustration 93).



## CONCERT



## FLEA MARKET



## SUMMER PARTY AND OTHER TYPES OF EVENTS



## COMMUNAL DINNING

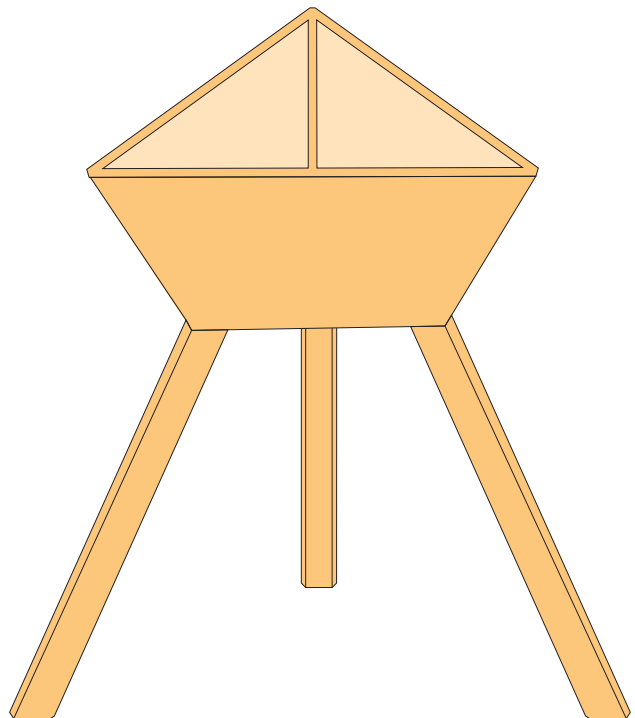


*Illu. 93: Diagrams of possible functions happening on the grass lawn*



## SCULPTURE

The landmark of the activity zone is the sculpture placed at the large path intersection, this sculpture represents the history of Tversted as a fishing city, with being a new interpretation of the old seamar that was located at Tversted Strand before the second world war (illustration 95). In the area around the intersection the talking tubes also stands as sculptural playful elements crossing the path. The flower beds around the intersection creates colourful circles, that invites onto the grass lawn and invites to stay around them or on the adjacent hills. With the many different paths intersecting in this place that has a sculpture and activities around it, it creates a place where impromptu meetings can happen and create social interactions (illustration 94).



*Illu. 95: Tversted sea mark*

## ACTIVE PLAY ZONE

The active play zone brings different functions that can be enjoyed by children as well as adults. The multisport court and the skate rink are both lit with light poles, making it possible to play even after dark, the hard pavement also makes it possible to play in the rain without getting muddy. The sitting opportunities both on hills, at the multisport court and on the multifunctional furniture makes it possible to take a rest from the playing or for adults to keep an eye on the children playing, see illustration 97.

The talking tubes and noughts and crossing games are activities that can be enjoyed by everyone, from kids to elders. Where the noughts and crosses game is a two-person activity the talking tubes has four different pipes providing eight places to talk into or listen to, making it able to activate many people at the same time, trying to find out which sound comes out of which tube (illustration 96).

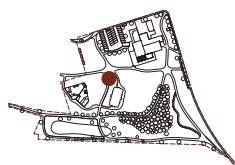
The climbing frame is an activity that can be enjoyed alone or together with others, or as a part of the challenge with walking the jungle track that leads into the nature learning area (illustration 98).



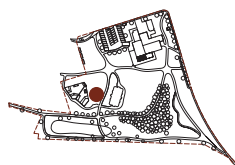
*Illu. 96: Section CC in 1:250*



*Illu. 97: Visualisation of the multisport court*

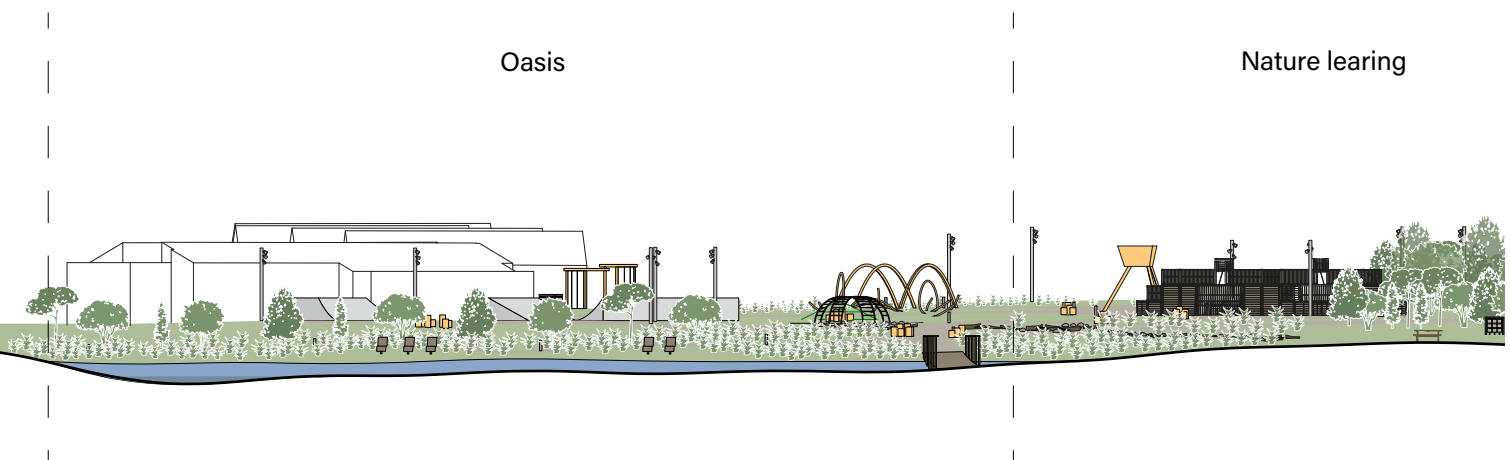


*Illu. 98: Visualisation of the skate rink*



## SENSORY GARDEN

The southern part of the area is more enclosed with denser vegetation, making a more shadow impressed area, see illustration 100. Besides this enclosed area that consists of the oasis, the nature learning zone and the forest, a path leads uphill through the sensory garden where different colours and smells that can be experienced, when walking on the grass path leading through the different circles of flowering plants, see illustration 99.





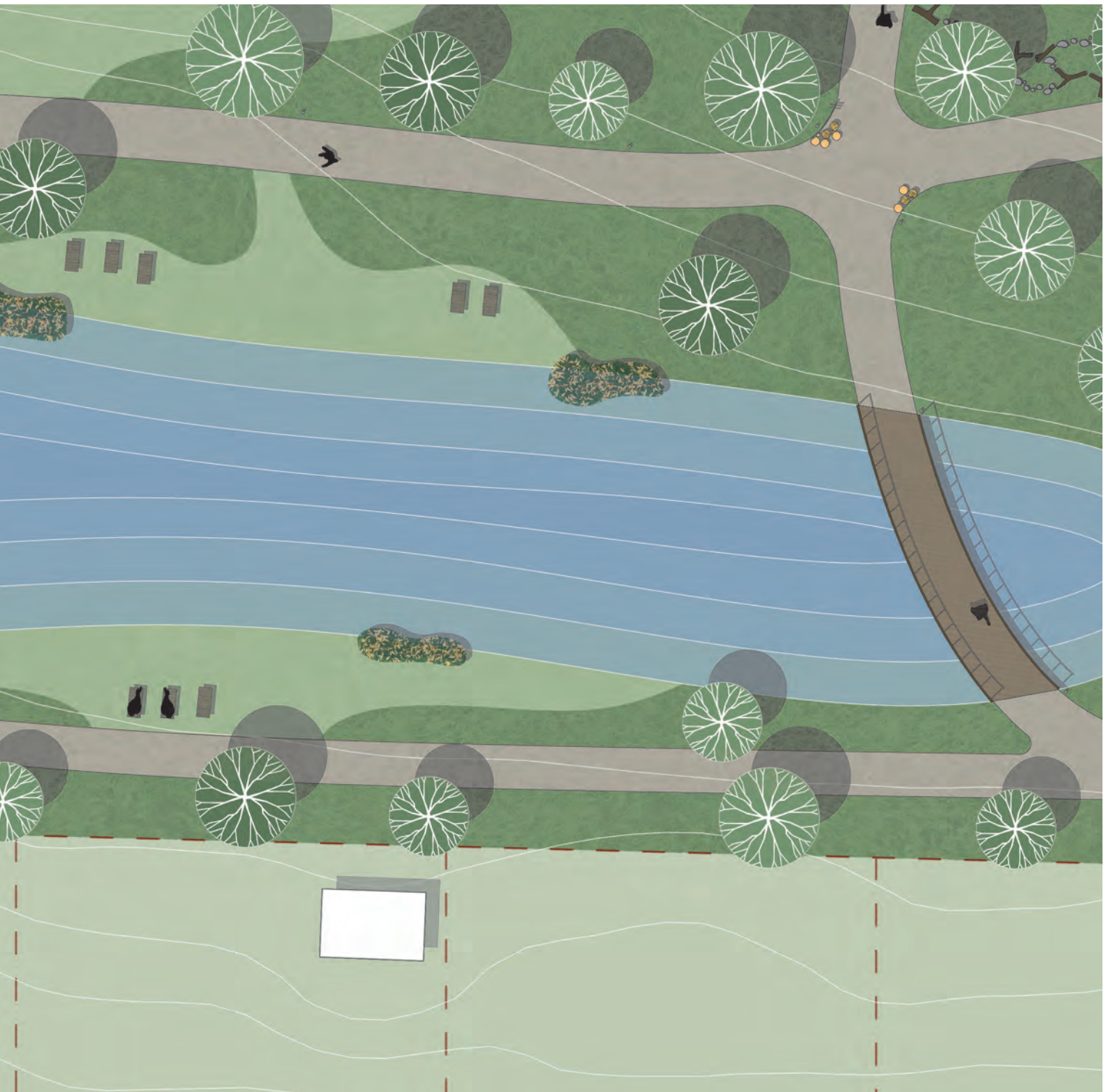
*Illu. 99: Visualisation of the sensory garden*



*Illu. 100: Section DD in 1:500*

## OASIS AND NATURE LEARNING

The oasis and nature learning zones is in a more densely vegetated area, making it a more enclosed environment where you can find peace and quiet. In this area the rainwater is gathered in a rainwater pond. The pond creates an aesthetic enjoyable element, where you can sit around and enjoy the view or the nature life that will come to the pond, see illustration 101.



*Illu. 101: Zoom-in plan of the oasis and nature learning in 1:250*



## OASIS AND NATURE LEARNING

Around the pond lounge chairs can be found, these chairs make it possible to sit alone or with others to enjoy the nature environment, see illustration 103. The bridge crossing the water creates the possibility to interact with the water, while also being a part of the path system of the activity zone, see illustration 102.

The campfire cabin makes it possible to make your own food over a fire and enjoy it at the table sets. The cabin has lighting, making it possible to use it even after sunset or on a dark rainy day. The nature learning area invites you to learn about nature, whether it is with spinning the right combination of a fish, solving puzzles with leaves or exploring the wilderness on the jungle path, see illustration 104.





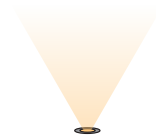
*Illu. 103: Visualisation of the oasis*



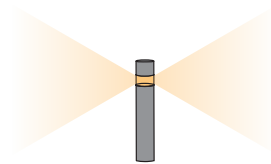
*Illu. 104: Visualisation of the nature learning area*

## LIGHT PLAN

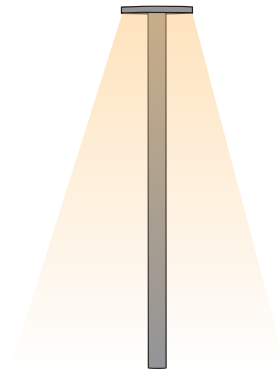
The main paths in the activity zone are lit with bollards, making it possible to use the activity zone for an evening walk or shortcut after sunset. Besides having bollards lighting the paths, the arches are lit with up light, to highlight them all year and all day around. Some of the activities also have lighting the skate rink, multisport court, and parking lot are lit with taller spotlight poles spreading a powerful light, whereas the shelter at the terrace and the campfire cabin have up lights at the pillars, giving a dimmer light in these areas. The promenade is lit with light poles giving an even light on the sidewalk and the road, so that both cars, bicycles and pedestrians can see after sunset (illustration 106).



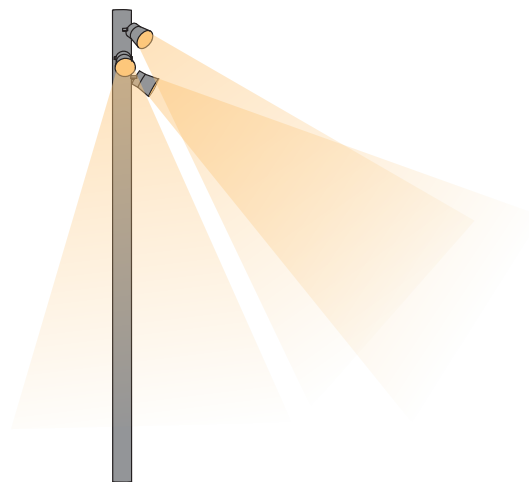
Up light



Bollards



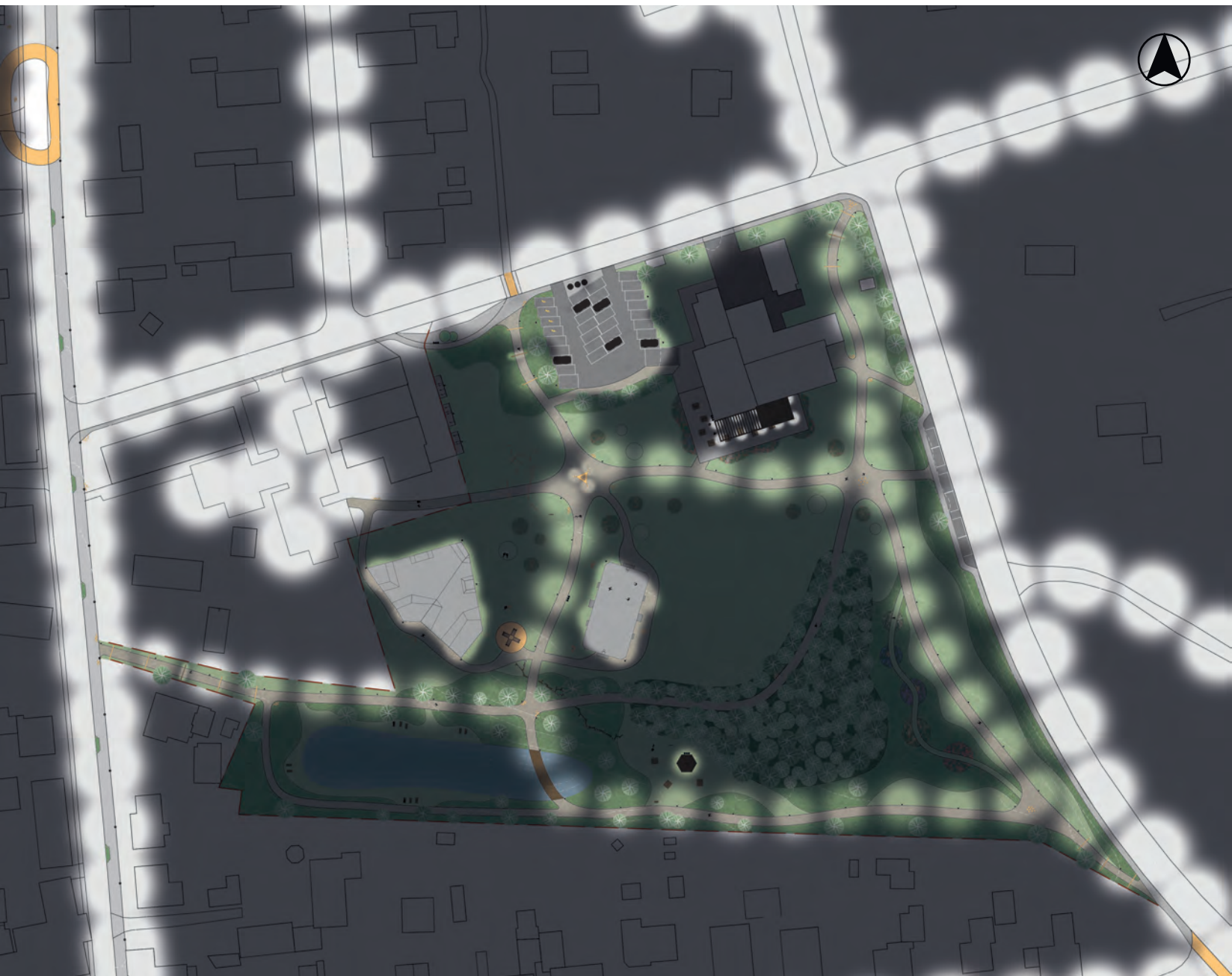
Light pole



Spotlight pole

*Illu. 105: Different types light source in the activity zone*

*Illu. 106: Light plan for the activity zone in 1:1500*



# PLANT PLANS

## SENSORY GARDEN

The sensory garden (illustration 107) consists of five different flowering areas, the five areas have different plant types and different characteristics, creating a varying experience through the path. With a focus on native plants (n) the area is ensured to be able to withstand the climate and set the frame for animal life, exploration of different plants can be found in Appendix 5 – Native Plants. The plants in the sensory garden are different heights, with the tallest being 150 cm and the lowest being 5 cm it creates a play with the different heights and nuances of colours.

### White

The white circle consists of plants that are flowering white, in different heights and at different types of the year, making the circle flowering white from January to September, and with evergreen plants making the circle green the rest of the year.

*Achillea millefolium* (Alm. Røllike) (n)  
*Anemone nemorosa* (Anemone) (n)  
*Filipendula vulgaris* (Knoldet mjødurt) (n)  
*Galanthus Nivalis* (Vintergæk)  
*Pachysandra terminalis* 'Green Sheen' (Vinterglans)  
*Valeriana officinalis* (Lægebaldrian) (n)  
*Viburnum 'Tinus'* (Vintersnebolle)

### Blue

The blue circle consists of different evergreen plants that creates green nuances all year along with blue flowering plants in different heights that flowers in different blue nuances from May to September.

*Ajuga reptans* (Læbeløs) (n)  
*Echium vulgare* (Alm. Slangehoved) (n)  
*Knautia arvensis* (Blåhat) (n)  
*Myosotis M. Sylvatica* (Forglemmigej) (n)  
*Pachysandra terminalis* 'Green Carpet' (Vinterglans)  
*Pulmonaria obscura* (Alm. lungeurt) (n)  
*Tulipa 'Blue Parrot'* (Tulipan)  
*Viburnum 'Tinus'* (Vintersnebolle)

### Smell

This circle differs from the other circles, since it focuses on different smells instead of colours, this circle consists of eatable plants in different heights with different smells, the circle flowers in different colours from May to September and is green in winter.

*Allium schoenoprasum* (Purløg) (n)  
*Juniperus horiz. 'Blue Chip'* (Ene krybende)  
*Lavendula angustifolia* 'Hidcote Blue' (Lavendel)  
*Mentha spicata* (Mynte grøn)  
*Rosmarinus officinalis* (Rosmarin)  
*Sedum acre* (Stenurt bidende) (n)  
*Thymus serpyllum* (Smalbladet timian) (n)

### Yellow

The yellow circle flowers in yellow and orange colours, with plants in different heights from April to September and stand with green nuances from the evergreen plants in winter.

*Narcissus 'Carlton'* (Påskelilje)  
*Anemone Ranunculoides* (Anemone gul) (n)  
*Anthemis tinctoria* (Farvegåseurt) (n)  
*Lotus corniculatus* (Kællingetand almindelig) (n)  
*Pachysandra terminalis* 'Green Sheen' (Vinterglans)  
*Pilosella aurantiaca* (Pomerans-høgeurt) (n)  
*Sedum acre* (Stenurt bidende) (n)  
*Verbascum nigrum* (Mørk kongelys) (n)

### Purple and pink

In the purple and pink circle, the different height plants bloom in a variation of purple and pink from April to October with the evergreen plants creating green nuances in the winter period.

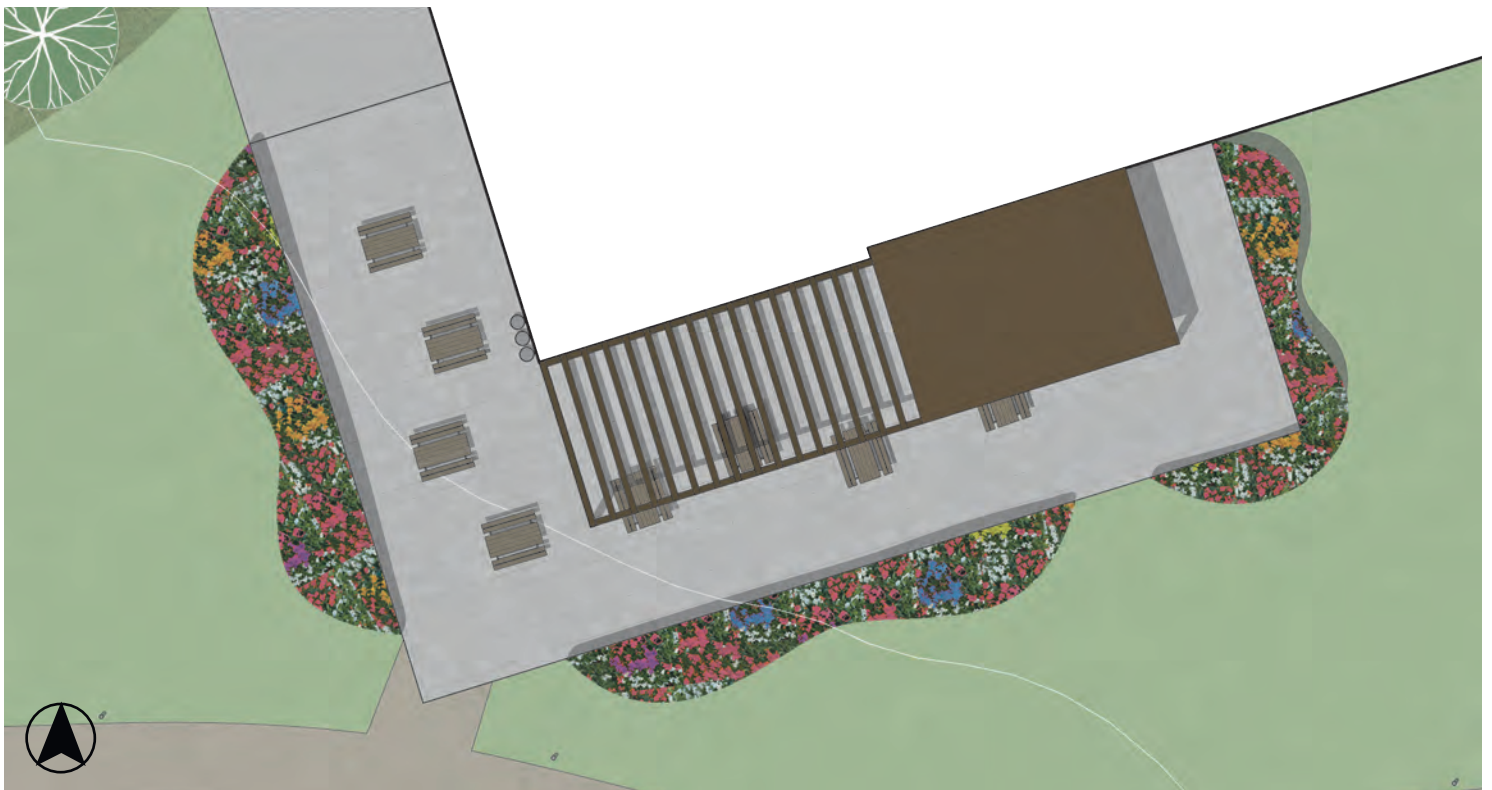
*Armeria maritima* (Engelskræs) (n)  
*Lychnis flos-cuculi* (Trævlekrone) (n)  
*Lythrum salicaria* (Alm. kattehale) (n)  
*Pachysandra terminalis* 'Green Sheen' (Vinterglans)  
*Pulmonaria obscura* (Alm. Lungeurt) (n)  
*Tulipa 'Pink Promise'* (Tulipan)  
*Viburnum 'Tinus'* (Vintersnebolle)  
*Viola reichenbachiana* (Skovviol) (n)



## TERRACE

The flowers around the terrace stands in a height of 30-70cm to create a small barrier that is visually appealing and interesting to look at but at the same time does not hinder the view from the terrace and onto the remaining parts of the activity zone as well as the other way around, making the terrace welcoming and open, but still an enclosed space. The flowers around the terrace are in different colours and while being a combination of both evergreen and deciduous plants, the plants are aesthetic all year round (illustration 108).

*Ajuga reptans* (Læbeløs) (n)  
*Armeria maritima* (Engelskræs) (n)  
*Geranium G. sanguineum* (Storkenæb) (n)  
*Pachysandra terminalis* 'Green Carpet' (Vinterglans)  
*Pachysandra terminalis* 'Green Sheen' (Vinterglans)  
*Pilosella aurantiaca* (Pomerans-høgeurt) (n)



Illu. 108: Plant plan for the terrace in 1:250

## GRASS LAWN

In the grass lawn circles of flowering areas creates a beautiful and living activity zone, the flowering circles not only creates places for animals, but also brings different colours to the area. The circles consist of flowering plants with a wild and more spontaneous characteristics along with uncut grass creating a natural and living expression. The flowering plants in these circles reach up to 1,5 meters, creating a playful environment, where it is possible to run around the circles, hide behind them, or sit alongside them in a space that feels more private (illustration 109).

*Echium vulgare* (Alm. Slangehoved) (n)

*Hesperis* (Natviol) (n)

*Lychnis flos-cuculi* (Trævlekrone) (n)

*Lythrum salicaria* (Alm. Kattehale) (n)

*Valeriana officinalis* (Lægebaldrian) (n)

*Verbascum nigrum* (Mørk kongelys) (n)



Illu. 109: Plant plan for part of grass lawn in 1:250

# MATERIALS

In this section the different materials that are used in the design is showed, the materials are organised in three categories, materials for the pavement on the promenade, materials for pavement in the activity zone and materials for inventory.

## PROMENADE PAVEMENT

The promenade along Tannisbugtvej is paved with tiles as designed by Skaarup Landskab, with reused tiles from Hjørring Municipality material yard as shown on illustration 113 whereas the 6 metres wide part of the road for cars will be paved with asphalt. In crossings a yellow circle will stretch from the tiles on the promenade, over the road and onto the sidewalk and area on the other side. Along the promenade plant beds will be growing with wild grasses matching the wild nature found along the dune landscape in Tversted, in this way pulling the nature all the way into Tversted.



*Illu. 110: Asphalt*



*Illu. 111: Wild nature*



*Illu. 112: Yellow thermoplastic*



*Illu. 113: Promenade along Tannisbugtvej by Skaarup Landskab (Skarrup Landskab, 2024, p. 6.)*

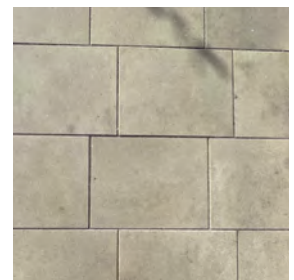
## ACTIVITY ZONE PAVEMENT

Inside the activity zone different pavements can be found, the paths are paved with a fine gravel in a warm colour, telling the story of a nature path and resembling the colours of sand. A few exceptions of the gravel path is the bridge crossing the pond, which is made in wood and the path through the sensory garden which is cut grass.

The terrasse is paved with larger light tiles, that makes for a plane surface for table sets, while also resembling tiles used at the promenade. The sidewalks surrounding the promenade are in tiles matching the other sidewalks of Tversted. Beneath the climbing frame a fall base is needed, this is made in yellow EPDM rubber, matching the yellow colour of the activity zone. The multisport court is paved with asphalt, to ensure a hard surface, with a good bouncing ability when playing basketball or handball and a flat surface for playing football, hockey or other ball sports.



*Illu. 114: Fine gravel*



*Illu. 115: Larger light tiles*



*Illu. 116: Sidewalk tiles*



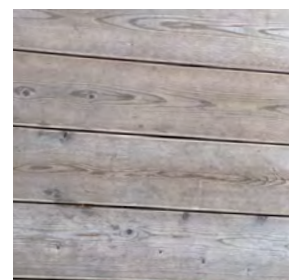
*Illu. 117: Yellow EPDM rubber*



*Illu. 120: Cut grass*



*Illu. 119: Asphalt*



*Illu. 118: Wood*

## INVENTORY



*Illu. 121: Stones*



*Illu. 122: Wood logs*



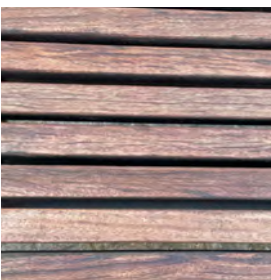
*Illu. 123: Grey metal*



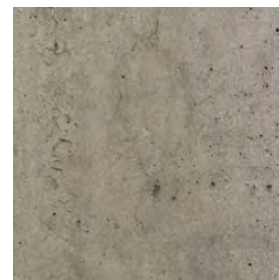
*Illu. 124: Yellow painted metal*



*Illu. 126: Yellow EPDM rubber*



*Illu. 125: Wood*



*Illu. 127: Concrete*

The inventory is kept in the same colours as the pavement, with the jungle track being made in nature materials, with stones and wood logs, the wood logs can be made from the trees that are necessary to cut down to create a bigger pond and a more open area. The light poles and bollard lights inside of the activity zone are in a light grey metal matching the other light poles in Tversted, whereas the light poles along the promenade and the sign poles inside the activity zone are painted yellow, making them stand out as a wayfinding element. The multifunctional furniture is made from EPDM rubber, making them soft to sit on and more playful, while it is possible to colour the material in the different colours, inside the activity zone they are yellow, whereas along the promenade the colour varies between rust red, light beige and yellow.

The expansion of the skate rink will be in concrete as well as the existing skate rink is, making it possible to make curved ramps and plane surfaces, where even small wheels can roll undisturbed.

The table sets, pergola, shelter and campfire cabin are made in wood, giving it a warm feeling and keeping the materials in the nature expression.





*Illu. 128: Photo of Tversted*

# EPILOGUE

In the following chapter the thesis will be concluded and reflected upon. It will be concluded how the thesis solves the problem statement, and it will be reflected upon how to use the learnings from Tversted in other villages as well as what other villages. Followed by a reflection of what could have been done differently throughout the process of this master thesis.

## CONCLUSION

A thorough mapping of Tversted has shown what qualities Tversted holds, these qualities are among other things the nature surrounding the village as well as the fact that it is a place tourists visit, and the strong local community. Through highlighting these qualities with the activity zone and the wayfinding system Tversted can attract new tourists and residents.

The activity zone manages to gather people with its placement in the centre of the city, where it is easily accessed from different sides. It integrates different functions to ensure a diversity, it invites people with its entrance arcs and multifunctional furniture, it opens to new connections through the city and new connections between the culture house Klitgården and the activity zone, besides this, it also invites people to stay instead of just walking through with having sitting places and activities that can be enjoyed along the way. All of these things ensure, according to the theory, a higher density of people in a space, but the space also needs to fit the amount of people coming there, therefore the activity zone is divided into different smaller areas, that fits with a smaller amount of people but leaves a big grass area open, for when there are bigger events.

With the activity zone this project manages to give Tversted a leisure landscape, with many different activities and facilities, that can be used in the resident's leisure time or by tourists. The activity zone also provides paths that create accessibility, not only to the leisure landscape but also better accessibility across Tversted by creating connections from important places in Tversted. The new leisure landscape and paths will make places for social interactions that attracts people.

For the space to facilitate social interactions, it not only needs people, it also needs to be a pleasant place to stay in, this is ensured by fulfilling Jan Gehl's 12 quality criteria.

The activity zone protects from traffic by having paths that cars cannot go onto, while also having barriers with plants between the areas for cars and the areas for pedestrians. The paths are made for pedestrians with curved shapes and paved with gravel, slowing down any bicycles that might cycle through the area, reducing the chance of accidents between bicycles and pedestrians. The bicycle parking is placed on the edge of the activity zone, to prevent many bicycles from going through the activity zone. Protection against crime and violence is ensured by having well-lit paths, whereas protection against unpleasant sensory experiences is ensured by not having cars in the area and having a small barrier towards them reducing the noise and smell from cars.

The activity zone creates many opportunities to walk, stand, stay and sit by having wide paths, where it is possible to pass each other or stop without disturbing others, along the paths and different places in the activity zone there is also sitting opportunities in different variations for both short stops and longer rests. With most plants being below 150 cm and with a low density it is possible to see most of the area, and where the paths go, except for in the forest, where the plants are denser and taller. The activity zone also provides many possibilities to talk, hear, play and be active, with different activities for different amount of people it is possible to talk with new people at a ball game, on the climbing rack, at the naught and crosses game or at any of the other activities. The activities differ in function and there are therefore activities for all age groups, and with the elements being playful, it allows for more creativity and social connections. The path intersection creating squares also creates spaces for impromptu meetings where it is possible to talk to each other.

The activity zone is divided into smaller areas by plants and paths, creating different areas in a human scale. The different areas have different climates and atmospheres,

where the forest will have shadow and feel colder, the terrace placed on the south side of Klitgården will achieve sun on all sunny days, and with the possibility to take shade or shelter from the wind and rain under the pergola or cover it becomes a place where it is possible to sit all year round at all times of the day. The activity zone has a water area and many different plants that flowers differently throughout the year creating aesthetic elements all year round and with the paths going in between and besides both the pond and the different plant types it is possible to enjoy these positive sensory experiences and aesthetic qualities.

With the revitalisation of Tversted, the village have the possibility to become a bigger part of the West Coast development plan, as more than just a village that provides bed places, but as a village that can become a strong holiday resort, with its own attractions.

The design manages to revitalise Tversted with an activity zone but also by creating focus on the village both with colourful crossing that enhances the businesses, and a wayfinding system that connects all of Tversted together along with drawing Tversted's strongest quality, the nature, into the village. All of this emphasises the village, and creates good urban spaces for social interactions, attracting more people and possibly new residents, while making it a better place to life.

# REFLECTION

## Using the knowledge

Multiple villages in Denmark faces the same problem with a declining population as Tversted does, to avoid that village life dies out, the knowledge from this project can be used to revitalise different villages. Through this project it is discovered that more focus needs to be on the village and its qualities, so that visiting people will gain knowledge of the village and potentially move there. To figure out which potentials and qualities a village have it is important with a thorough mapping where these topics are explored. When the qualities and potentials of a village are found one needs to figure out how these can be highlighted to attract people, this will be different from village to village depending on what type of qualities the village have.

But can all villages be revitalised? This project revitalises Tversted, a village that has already started with initiatives to make Tversted more attractive, as an example the hiking path, Naturringen, and the promenade along Tannisbugtvej are some of the initiatives the residents have made. This strong community that takes initiative is important for keeping a village lively, if the residents does not want to take the initiatives there will be no life in the village.

Tversted is a village that already have many tourists coming to the beach and therefore holds the potential of great exposure on initiatives in the village, whereas many other villages might not have this potential. Without this potential villages might need to use more time on branding the initiatives they do, building a hiking path and a promenade would not be a well-functioning initiative if nobody knows it exists, so in villages with less exposure it is important when the qualities are found and highlighted with initiatives, that these also will be branded, to gain exposure and through the exposure of the highlighted qualities potentially gain new residents.

To revitalise a village also requires that there is something to revitalise, meaning if a village should happen to have no qualities it will be very difficult to revitalise it, since there is nothing to highlight in the village, and it will not be possible to save it from depopulation. This could happen if the village is very small and only consists of few housings, with no remarkable nature, businesses or history that can be highlighted, and with very little existing life.

This project defines a village as having a population number of between 200-5000 people, with rural area being below 200, the rural areas can be difficult to save since the few amounts of people does not create much existing life that the initiatives can improve. This can also be a problem with the smallest of the villages, depending on how much the residents are willing to do to create life in the village, without life and people using the initiatives they will not have any effect.

## The process

This master thesis is written from February to end May and therefore it has not been possible to experience Tversted during its busiest months with the village full of tourists. Experiencing this could have affect the analyses and therefore also the design outcome, an analysis that could have affected the project design could have been an analysis of the flow in Haven on a summer day, and in general how tourists move around in the village. These observations and analyses have not been possible to do, but with information from the residents, business owners and Tversted Borger- og Turistforening an idea of the summer holiday conditions have been created.

During the process of this master thesis, different people in Tversted have been involved to gather information about the village, providing important intel on how the village life is. But this project could have used user involvement more in the designing phase, it

is the residents and the visitors of Tversted that have to use the design intervention, and therefore they could have been more involved in the process of deciding what functions the village should have. The different interviewed business owners have been asked what Tversted needs, giving a short answer of what they could use in the village. Instead of asking the business owners, the residents could have been asked or tourists that have previously stayed in Tversted could also have been asked, not only could the residents and tourist be involved in answering a question of what the need in Tversted, but a workshop could have been done with a large common brainstorming session. Using user involvement could ensure that the residents would want to use the interventions since they have had an influence on them.

Instead of having focus on user involvement this project has had focus on keeping the solution to something that would fit Tversted and in that way be place-based design. The design of this project manages to create new opportunities that are realistic to build and fits the scale of the city, it is chosen to not focus on making space for new housing, since Tversted is already developing building plots and there are still empty houses in Tversted. It is also chosen to not build a new school or other children's institution, since it would be unrealistic to keep this open with the current number of children in the village. In this case more life needs to come to the village before it is possible to open institutions again, and therefore the focus has been on creating an interesting area that can attract people and social interactions.



*Illu. 129: Photo of Tversted*

# REFERENCES & APPENDIX

In the following and last chapter of this master thesis you are able to find the references and appendix. In the appendix you can find some analyses, the questions from the interviews that were made in Tversted, along with selected parts of the design process.

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# THESIS TITLE PAGE

(All fields must be filled out)

<b>Program:</b> <b>Architecture</b> <input type="checkbox"/> <b>Industrial Design</b> <input type="checkbox"/> <b>Urban Design</b> <input checked="" type="checkbox"/>
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<b>Contact at external collaboration partner (title, name og email):</b>

## APPENDIX 1: BLUE SUITCASE

To obtain perspective in the size of Haven, the comparative analysis “blue suitcase” is used. The analysis takes the area of a known place and puts it into another place to get understanding of space sizes. In this project the area of three different Aalborg areas is chosen, Jomfru Ane Parken, Budolfi Plads and the courtyard of Create, besides this the size of two football fields are also shown. This gives an understanding of how big Haven is, and that it makes sense to divide the area in smaller subareas and zones.

*Illu. 130: Blue suitcase*

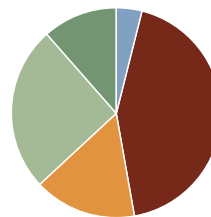


## APPENDIX 2: QUESTIONNAIRE

A questionnaire about moving patterns, push and pull factors, and important features of a city was sent out through Facebook in Danish. The result of this questionnaire is portrayed through infographics.

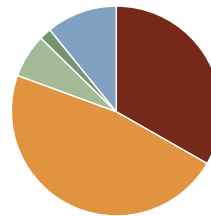
### Alder

0-18	6
19-30	72
31-50	26
50-67	42
68+	19



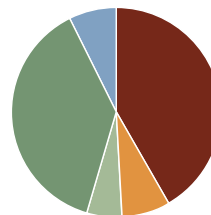
### Beskæftigelse

Under uddannelse	55
På arbejdsmarkedet	78
Udenfor arbejdsmarkedet	11
Efterløn	3
Pensionist/førtidspensionist	18



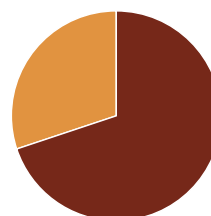
### By størrelse

Storby (Over 50.000)	69
Større by (20.000-50.000)	12
Mellemstørrelse (5.000-20.000)	9
Mindre by (200-5.000)	63
Landområde (under 200)	12



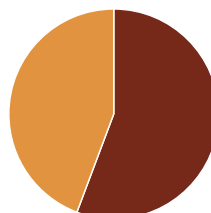
### Beboer status

Tilflytter	115
Indfødt	50



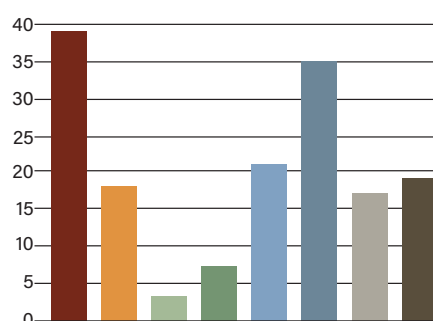
## Retning på flytning

Fra større til mindre by	64
Fra mindre til større by	51



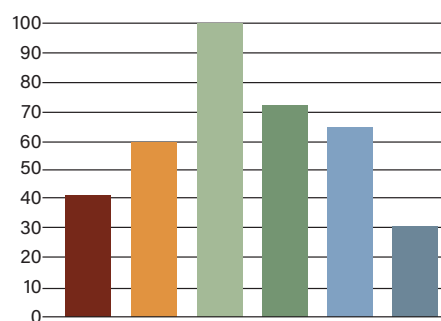
## Årsag til flytning

Uddannelse	39
Job/jobmuligheder	18
Institutionsmuligheder	3
Kulturliv	7
Kærlighed	21
Natur	35
Familie	17
Andet	19



## Hvad kan du godt lide ved din by?

Jobmuligheder	41
Uddannelsesmuligheder	60
Natur	100
Kulturliv	72
Byliv	65
Andet	30

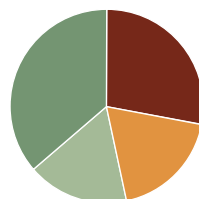


## Hvad kan du ikke lide ved din by?

Trafikstøj  
Måger  
Langt fra familie  
Mangel på parkeringsmuligheder  
Meget trafik  
Svært at cykle  
Som tilflytter kan byen føles indspist  
For stor  
Støj  
Travlhed  
Mangel på offentlig transport  
Dårlig omfartsvej til motorvejen  
Larm  
Mangel på natur  
Ingen vinterberedskab  
Lille  
Mange mennesker og ikke så meget privatliv  
Stor afstand til storby  
Flere og flere butikker lukker  
Uro  
Manglende jobmuligheder  
Langt til uddannelse og job  
Mangler unge  
Mangler fællesskab med naboer  
Bandemiljø  
Kedelig  
Manglende handle muligheder  
Ingen lokalsamfund

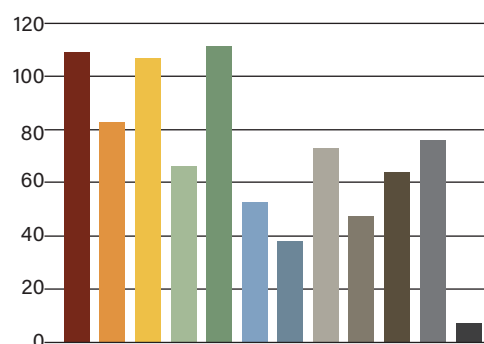
### Kunne du finde på at flytte til en mindre by? (under 5.000 indbyggere)

Ja	46
Nej	31
Måske	28
Jeg bor allerede i en mindre by	60



### Hvad er vigtigt for dig at din by har?

Offentlig transport	109
Stærkt lokalsamfund	83
Fritidsaktiviteter	107
Kulturliv	66
Natur	111
Jobmuligheder	53
Uddannelsesmuligheder	38
Institutioner	73
Nærhed til motorvej	47
Nærhed til familie	64
Ro	76
Andet	7



Illu. 131: Questionnaire

## APPENDIX 3: INTERVIEWS

During site visit in Tversted different businesses were asked questions about their companies and the experiences the companies have during the different seasons of the year, these questions were asked in Danish and audio recorded. This appendix shows the questions they were asked.

### Feriecenter og camping

#### Personlige oplysninger:

Navn

Alder

Bopæl

Hvis de bor i Tversted: Har du altid boet i Tversted?

Stilling i firmaet

Hvor lang tid har de arbejdet der?

#### Virksomheds oplysninger:

Hvor stor er jeres kapacitet?

Mængden af sommerhuse/camping pladser

Hvad er jeres årlige besøgstal/udlejninger?

Hvordan ser jeres årshjul ud?

Hvornår er højsæson?

Er der besøgende hele året?

Hvor tit er i fuldt booket?

Hvor mange ansatte har I?

Hvordan ser det ud hen over året?

Er de ansatte lokale?

#### Turisterne:

Hvad er turisternes nationalitet?

Hvad laver turisterne når de er i byen?

#### Spørgsmål om Tversted:

Er der noget du synes mangler i Tversted?

Ser du nogle problemer i byen?

Hvilke kvaliteter er der i Tversted?

Er der noget turisterne efterspørger når de er her?

### Spar

#### Personlige oplysninger:

Navn

Alder

Bopæl

Hvis de bor i Tversted: Har du altid boet i Tversted?

Stilling i firmaet

Hvor lang tid har de arbejdet der?

#### Virksomhedsoplysninger

Hvor mange handlende har I på en dag i højsæsonen?

Hvordan ser årshjulet ud i forhold til mængden af handlende?

Hvor mange ansatte har I?

Sæson medarbejdere?

Er de ansatte lokale?

Mangler I parkeringspladser i højsæsonen?

Er der mange der bruger pladsen ude foran butikken?

#### Spørgsmål om Tversted:

Er der noget du synes mangler i Tversted?

Ser du nogle problemer i byen?

Hvilke kvaliteter er der i Tversted?

Er der noget turisterne efterspørger når de er her?

## Restaurant

### Personlige oplysninger:

Navn

Alder

Bopæl

Hvis de bor i Tversted: Har du altid  
boet i Tversted?

Stilling i firmaet

Hvor lang tid har de arbejdet der?

### Virksomhedsoplysninger

Har I åbent hele året?

Hvordan er jeres åbningstider i de forskellige  
måneder?

Hvor mange kunder har I på en dag i højsæ-  
sonen?

Er kunderne fra hotellet eller udefra?

Hvordan ser årshjulet ud i forhold til mæng-  
den af kunder?

Hvor mange ansatte har I?

Sæson medarbejdere?

Er de ansatte lokale?

Mangler I parkeringspladser i højsæsonen?

### Spørgsmål om Tversted:

Er der noget du synes mangler i Tversted?

Ser du nogle problemer i byen?

Hvilke kvaliteter er der i Tversted?

Er der noget turisterne efterspørger når de er  
her?

## APPENDIX 4: DESIGN PROCESS

This appendix will explore selected parts of the design process, that has been relevant to the design development.

### Paths and zones

In the beginning of the design process, it was about connecting the entrances and figuring out how the paths should be and how this would affect different zones.

Different paths were explored by connecting threads between the entrances on a working model, see illustration 132-135. Some studies where most of the area could be reached from a path, and some studies where a lot of the area were left without paths. With putting a lot of paths, the area gets very divided, but with few paths it does not get very well connected, the process was about finding the right balance between these.



*Illu. 132: Photo of model with connections*



*Illu. 133: Photo of model with connections*

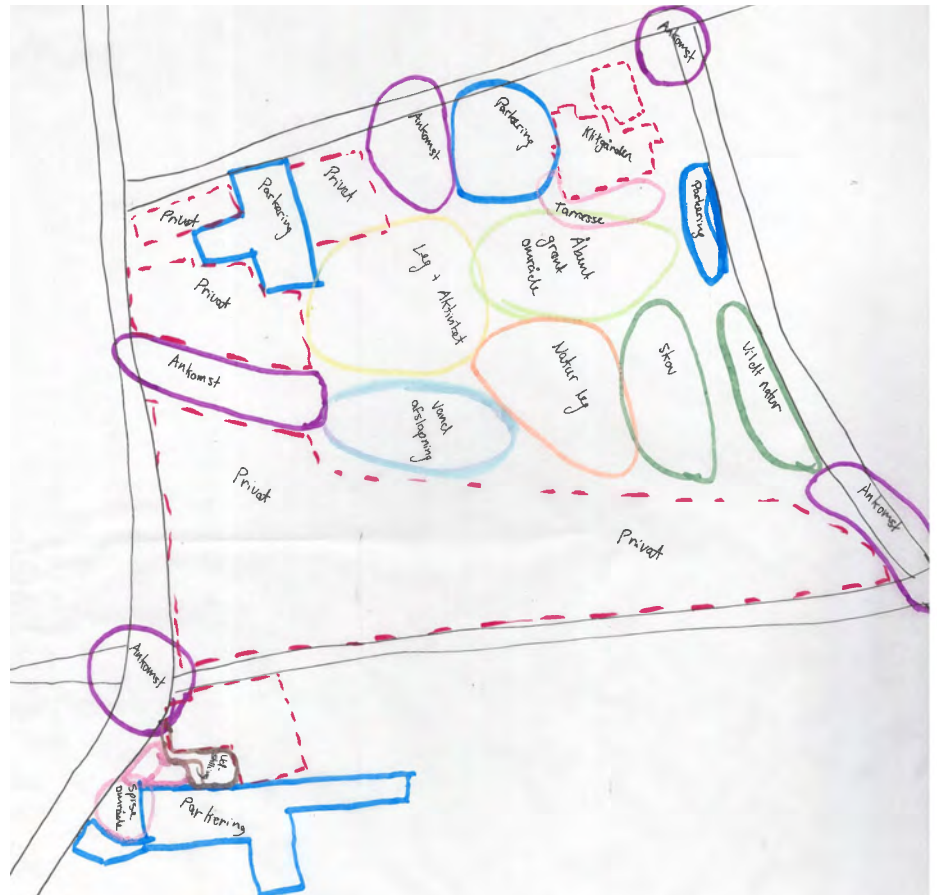


*Illu. 134: Photo of model with connections*



*Illu. 135: Photo of model with connections*

The pictures of different path systems were then printed and on top of these different paths and zones were drawn. The zones' themes are based on what atmosphere is found in different areas and what the area leads up to and express. The paths changed how different zones were places but also the zones changed depending on the paths and the shape of these.



Illu. 136: Sketching of zones



Illu. 137: Sketching of zones and paths

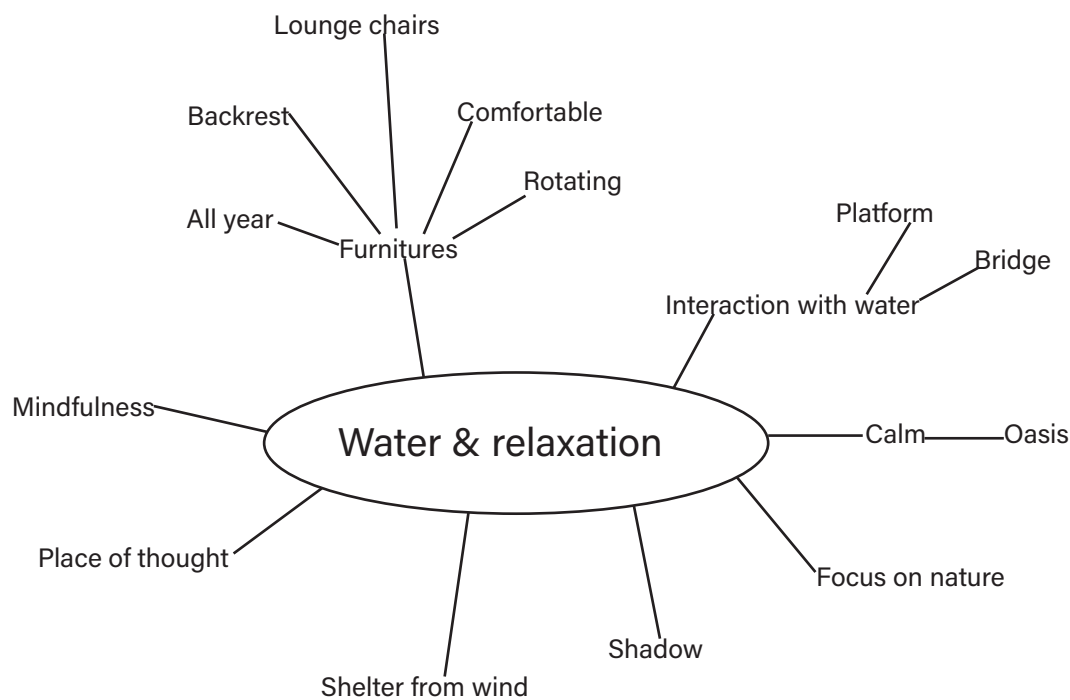


A difference in zones can be seen if the zones are placed between the paths or if the zones go over the paths, it is also explored what happens when all area in between zones consist of paths, see illustration 137-139. Paths that go through zones connects better with the activities in the zones, whereas paths that goes on the edges of zones defines zones better.

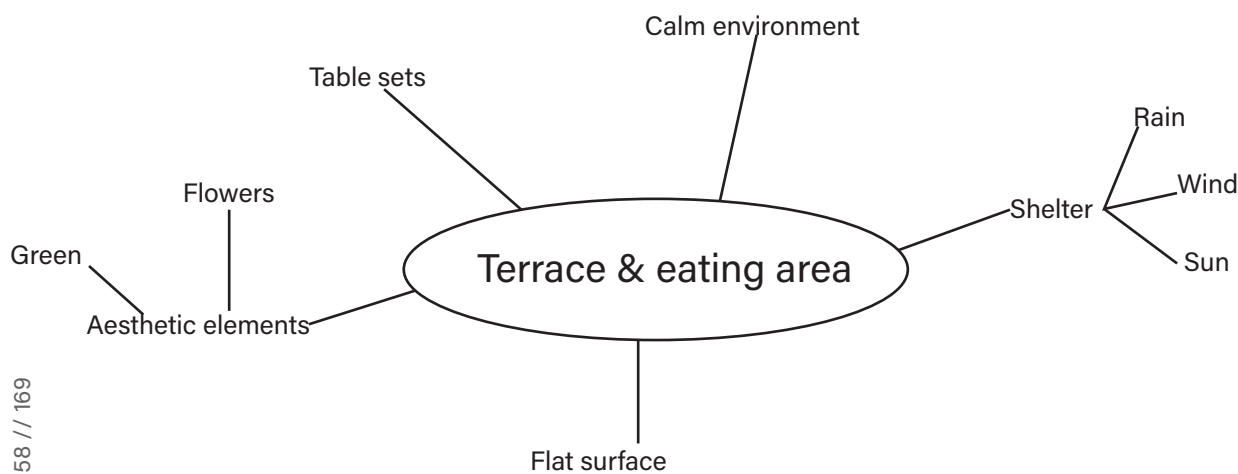


**Brainstorm functions in zones**

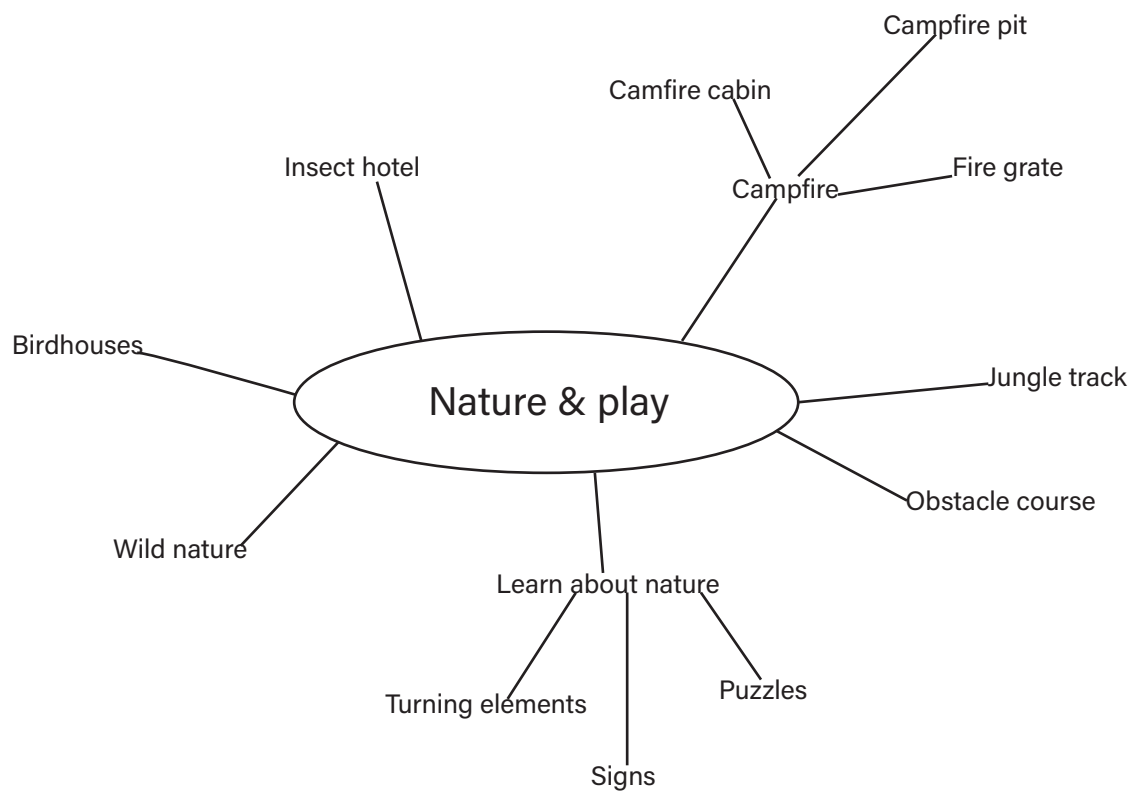
The different zones were divided into five categories, for each of these categories a brainstorm of different functions, atmospheres and any other experience the area should have, were made. These brainstorms where the starting point of a more specific design process with sketching and debating what types of elements should be in the area and in which zones.



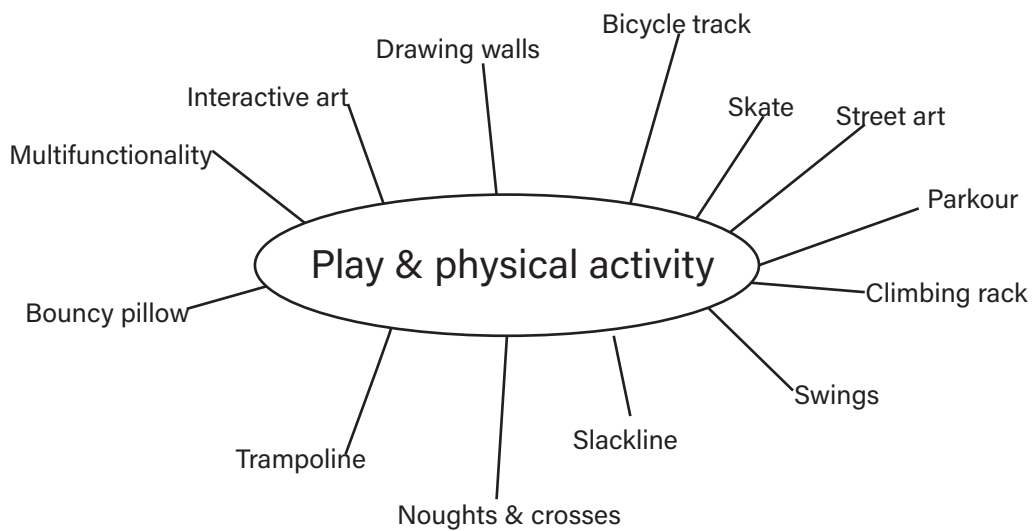
*Illu. 140: Brainstorm of water & relaxation area*



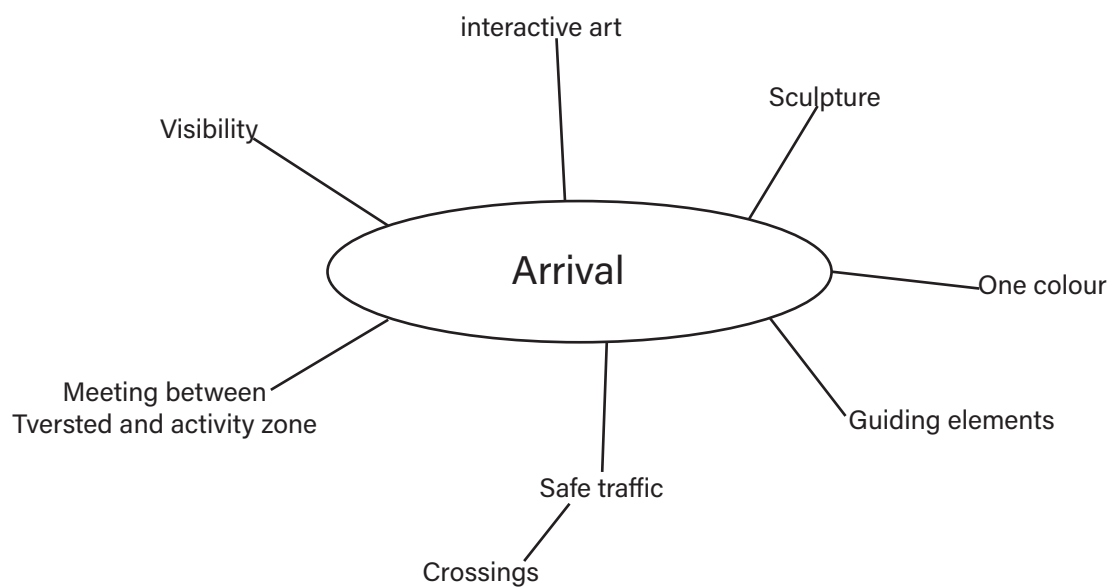
*Illu. 141: Brainstorm of terrace & eating area*



Illu. 142: Brainstorm of nature and play area



Illu. 143: Brainstorm of play & physical activity area



Illu. 144: Brainstorm of arrival area

## Oasis and nature learning

In the southern part of the area, it was decided to create a nature experience or atmosphere, these sketches show how this experience and atmosphere was thought to be. It shows both a relaxing environment and a more active and playful environment, but both with the atmosphere of being in a nature area.



Illu. 145: Sketch of oasis



Illu. 146: Sketch of nature and play

Vand + afslapning

- Skab en reference til Tuerstad å, med enten bro eller platform

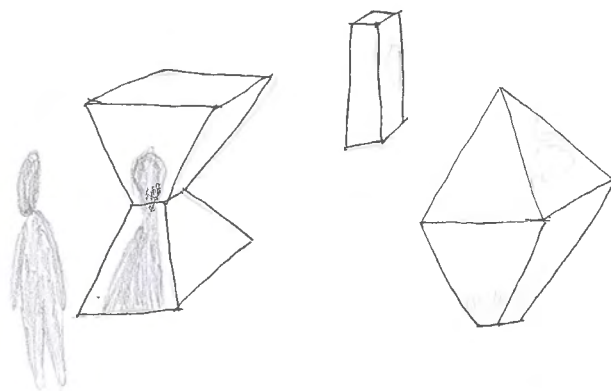


Illu. 147: Sketch of oasis

## Creative playful elements

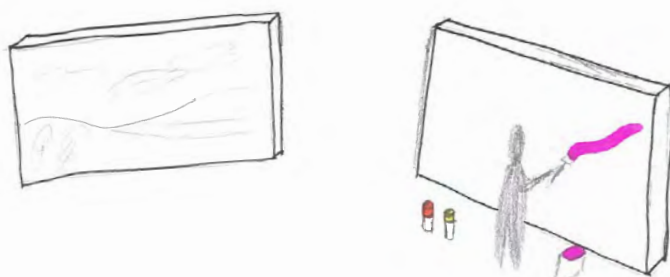
The following sketches show different types of elements which are possible to interact with in more or less active ways, these elements are meant to be creative and playful, and possible to use for all ages.

creative expression 10/3  
Leg med refleksioner



Illu. 148: Sketch of creative playful elements

creative expression 10/3  
walls for painting / street art



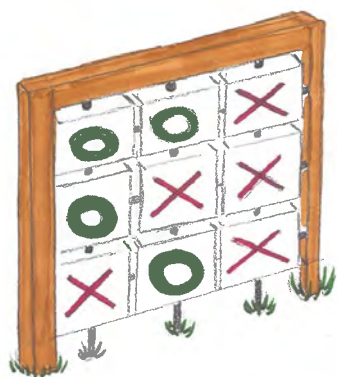
Illu. 149: Sketch of creative playful elements

creative expression 10/3  
Musik rør



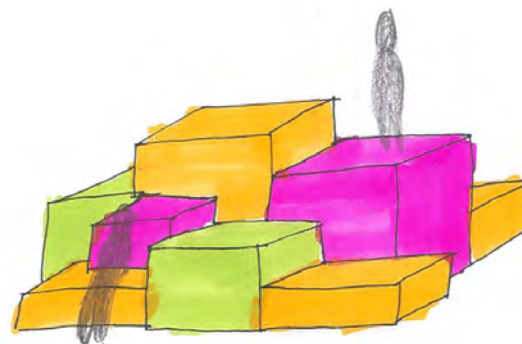
Illu. 150: Sketch of creative playful elements

For all ages  
Creative expression



Illu. 151: Sketch of creative playful elements

creative expression 10/3  
Multi funktionelle møbler - klatring / leg / afskæpning



Illu. 152: Sketch of creative playful elements

## Bus stops

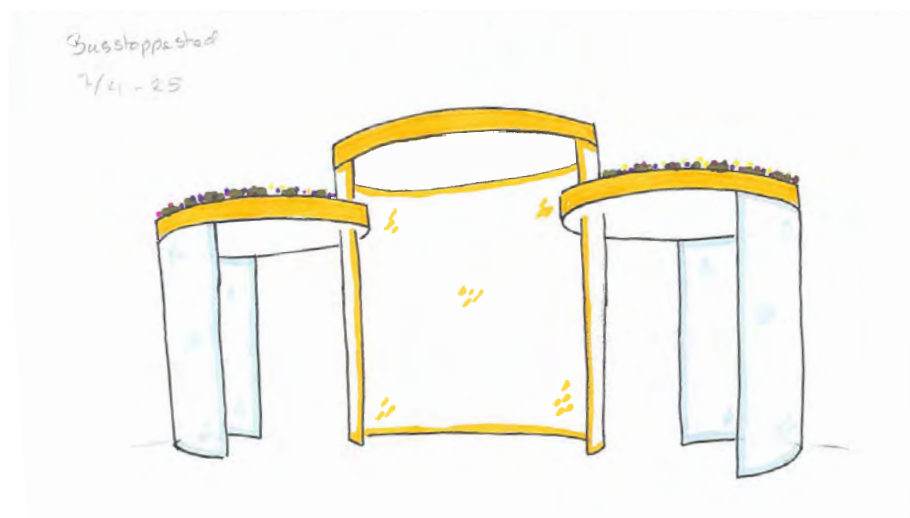
To put focus on public transportation and make it easier for everyone to access the site the bus stops are redesigned to fit the idiom of the area and also to enhance the focus on public transportation. Public transportation is a point that people find important (according to questionnaire, see appendix 2) in a city, and it is therefore important to design easy access to it and making it pleasant.



*Illu. 153: Sketch of bus stop*



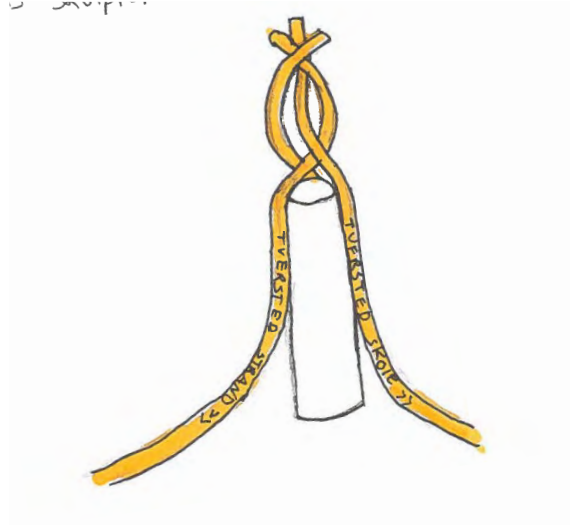
*Illu. 154: Sketch of bus stop*



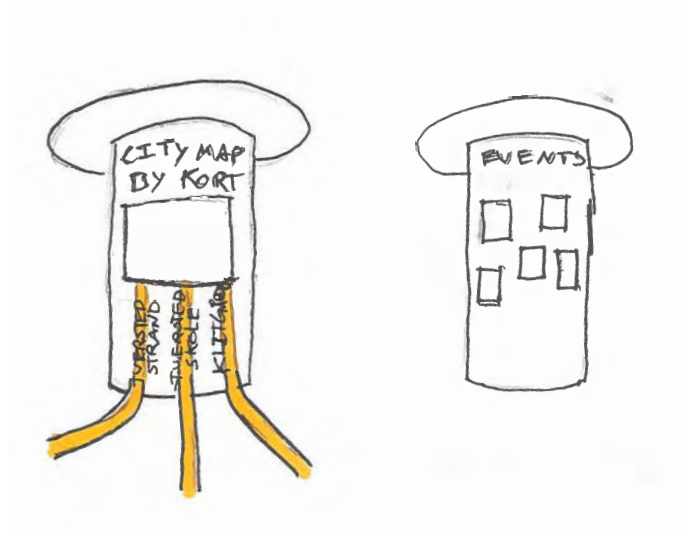
*Illu. 155: Sketch of bus stop*

## Wayfinding

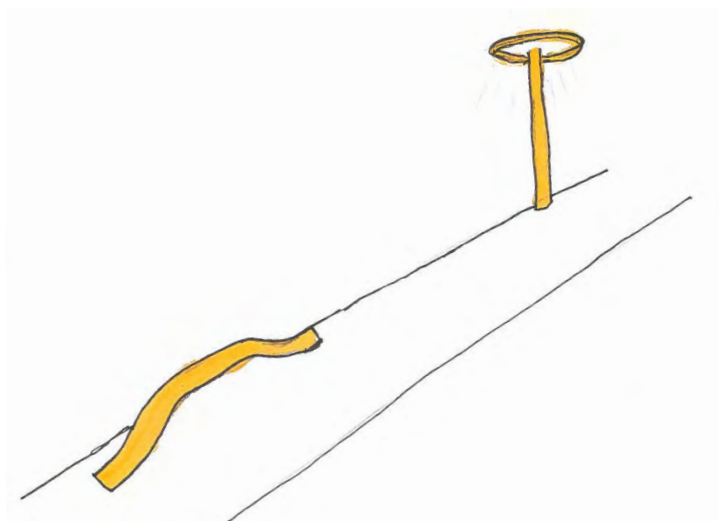
Finding your way through a city can be difficult, therefore wayfinding elements are evident, these sketches (illustration 156-158) show different wayfinding elements. Wayfinding can both be signs, but also sculptures, or multifunctional elements like benches or light poles that create a coloured line throughout the road.



Illu. 156: Sketch of wayfinding element



Illu. 157: Sketch of wayfinding element



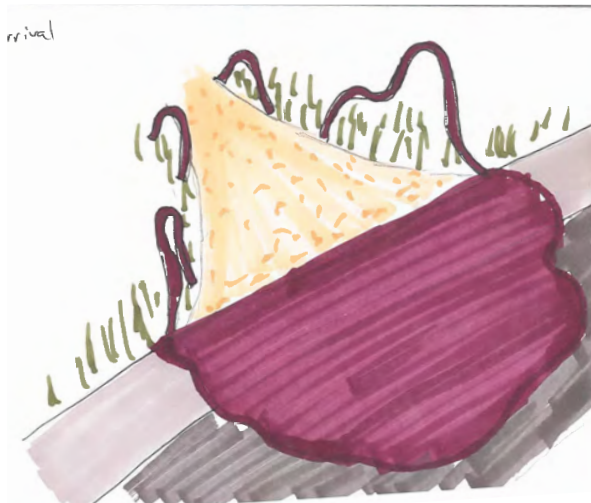
Illu. 158: Sketch of wayfinding element

## Entrances to the activity zone

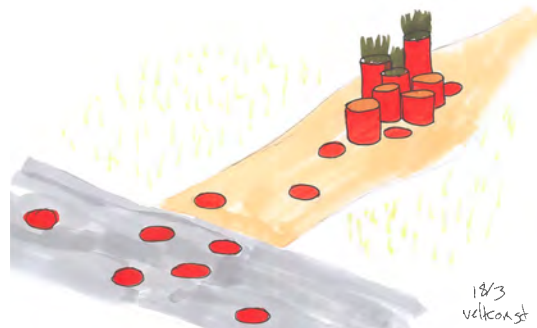
Throughout the process it has been important to look at how the meeting with the activity zone is and what makes you want to go into it. Therefore, the welcoming areas are important to look at, these following sketches shows different ways people can be drawn to the activity zone, with arcs, dots and colours sparking interest in what is happening inside.



*Illu. 160: Sketch of entrance*



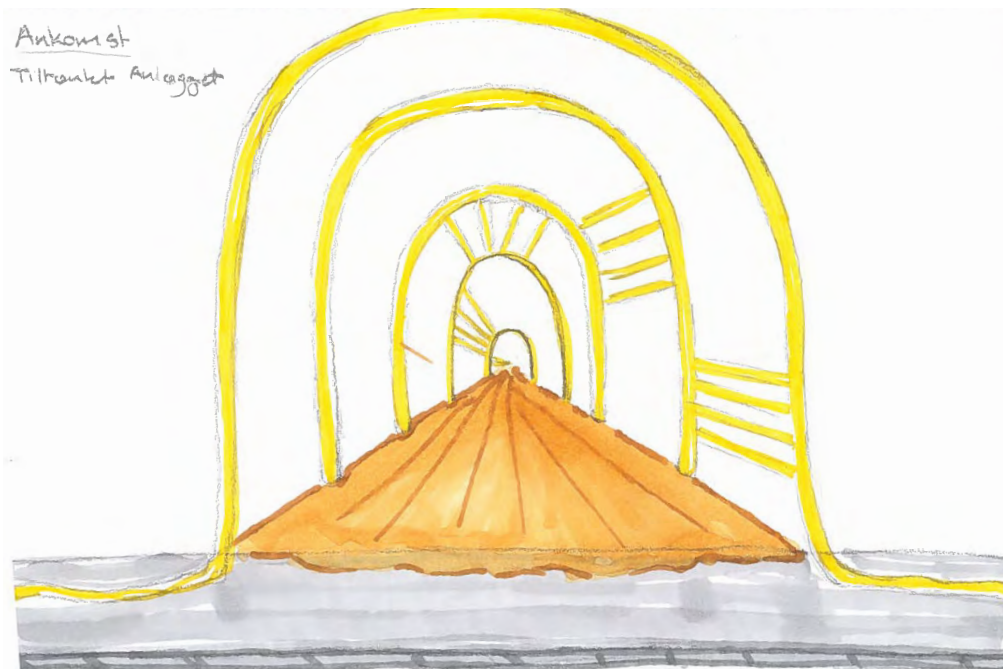
*Illu. 159: Sketch of entrance*



*Illu. 161: Sketch of entrance*



*Illu. 162: Sketch of entrance*



*Illu. 163: Sketch of entrance*

### Functions in the activity zone

The different functions from the brainstorm and sketches are in two different plan sketches (illustration 164-165) placed within the fields of the zones. In the two versions there is a difference in how the elements unfold in the zones and what types of elements are used, in illustration 164 more parking is placed, and less space is held open, whereas in illustration 165 more space is open for free activities, but the skate rink becomes difficult to access.



Illu. 164: Sketch of functions in activity zone



## Planting

With sketching of plant types, it is explored how the different types can enclose space by creating barriers, both physical and visual but also how plants can attract to areas and create routes and areas to explore. In these two different sketches, illustration 166 and 167, it differs how open and close the different areas seem, where illustration 166 encloses the parking in north by dense plants, illustration 167 only creates a physical barrier of wild grass around the parking, making it visible but enclosed.

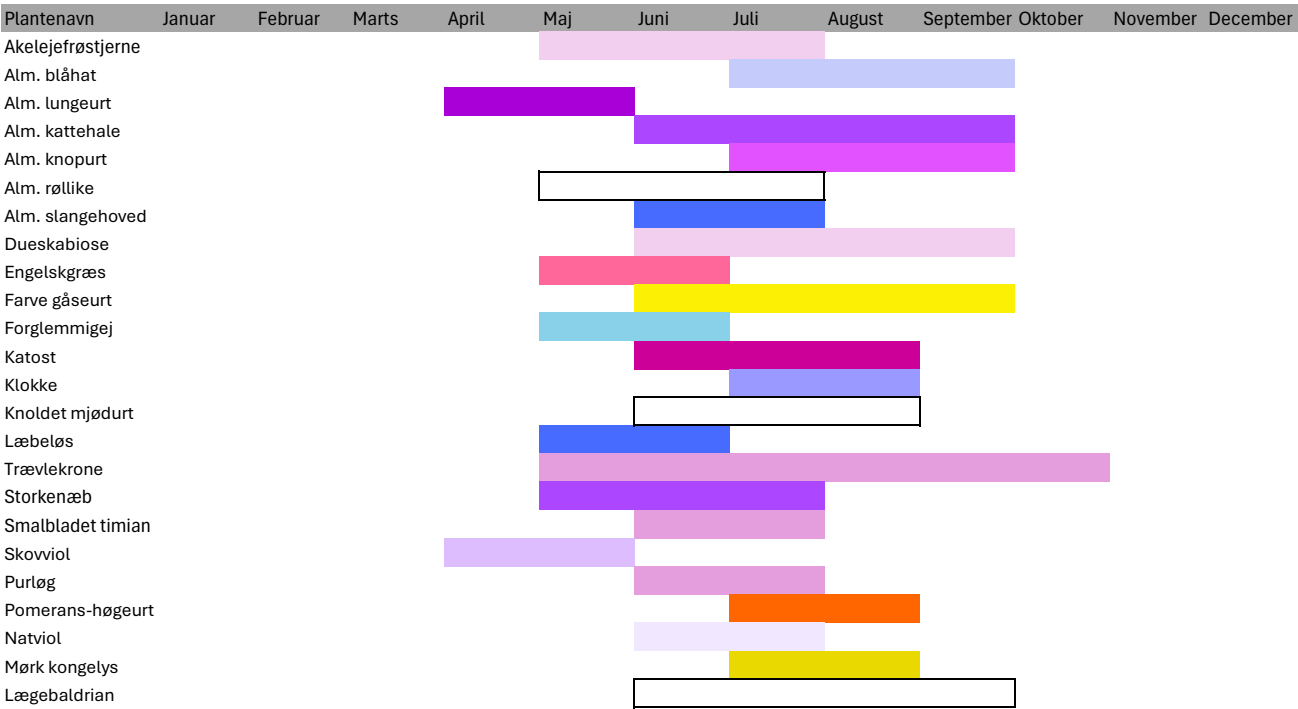


Illu. 167: Sketch of plant plan in activity zone

# APPENDIX 5: NATIVE PLANTS

Different native plants, when they are flowering and what colours they flower were prior to plant selection investigated. These different plants with approximate flowering colour are shown in illustration 168. All data on flowering are from Jespers Planteskole.

Jespers Planteskole, n.d. [online] available at: <https://www.jespersplanteskole.dk/> [Accessed 18.04.2025]



Illu. 168: Different native plants



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