ANDA-
LUSI
WATER
GAMES

BASURAMA + ALAS

07.— 14. JULI 2018

FLOATING
UNIVERSITY
BERLIN

Abstract

For eight centuries, much of Spain was a Muslim country. Many features of that time still survive in modern Spain. Among them, the costume of hygiene and constant bathing, together with all water related technologies: irrigation, gardening, reflections, water follies and other ways of managing the scarcity of water proper of oasis and dessert life.

Within the framework of the Floating University, the Spanish collective Basurama and German-Spanish ALAS architects worked together for ten days in a participatory workshop for the collective conception and construction of a series of Arabic-inspired water games.

The installation was arranged around a water circuit and a set of pools within the Tempelhofer rainwater basin. Different gadgets, games and cascades where gradually built and plugged into the cirquit by the participants in a “bath and build” basis.

Water Folklores

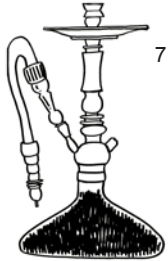
As a preliminary exercise we created a mental compilation of past an present everyday objects which are intrinsic to our culture around water. The intention behind this was twofold:

On the one hand to generate a catalogue of gadgets that could be replicated and reinterpreted in the game-set, which was to be built.

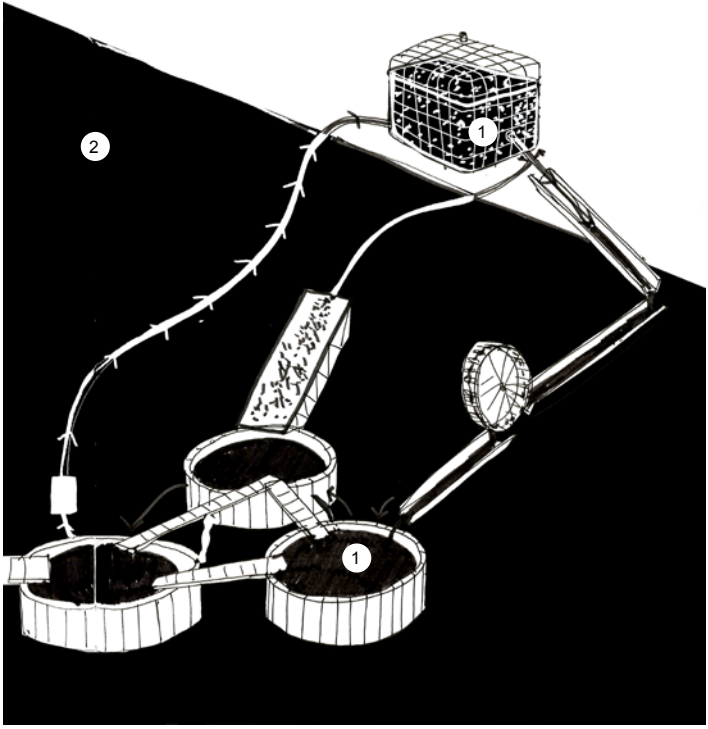
On the other, to trigger a reflection around the cultural dimension of water as a resource, under the premise that each culture has its own Water Folklore, which is manifested by means of its own rituals, phrases, gadgets etc. By looking at these particular manifestations or embodiments, one can achieve a better understanding of the culture and people behind them.

Through digging in our childhood memories and asking parents, friends and relatives, we generated a graphic inventory, some of which's results can be seen on the right page.

This exercise was repeated in the Floating Universtiy Symposium with a group of participants from different countries, generating a rich discussion.



1. Botijo
2. Porrón
3. Jofaina
4. Sifón
5. Cuentagotas
6. Cangilones
7. Shisha


2
1
1

"Pond in Pond"

The water games were arranged around a pond of clean and recirculated water, which was embedded within the larger pond of non-potable water of the Tempelhofer water retention basin. This embeddeding and direct contact and friction between “clean” and “dirty” waters was very present during the workshop and raised an awareness and treasure of the value and scarcity of water, particularily drinking-water.

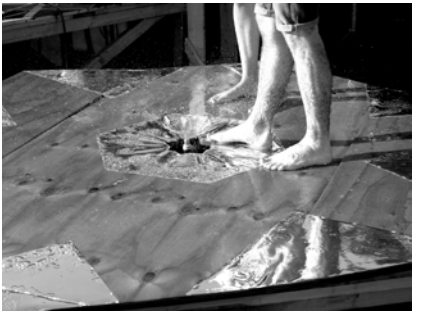
1. The Water Games generated an archipielago of closed, recirculated circuits of filtered water

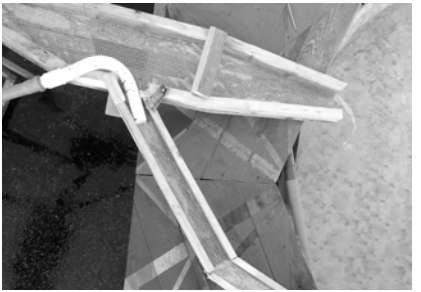
2. The Basin provided a surrounding context of non-potable water surronding the islands

Process

The first phase of the process lasted three days and involved setting up the basic infrastructure of the pools and water circuit. While the logistic and technical challenges of this task fully engaged the design team, the kids started creating their own floatables and using the complete FUB as an experimental playground.

Once the main hardware was set in place, an organic and inventive expansion of the installation started, where participants made use of the available materials on site to build gadgets and follies, which were gradually plugged into the main pools.

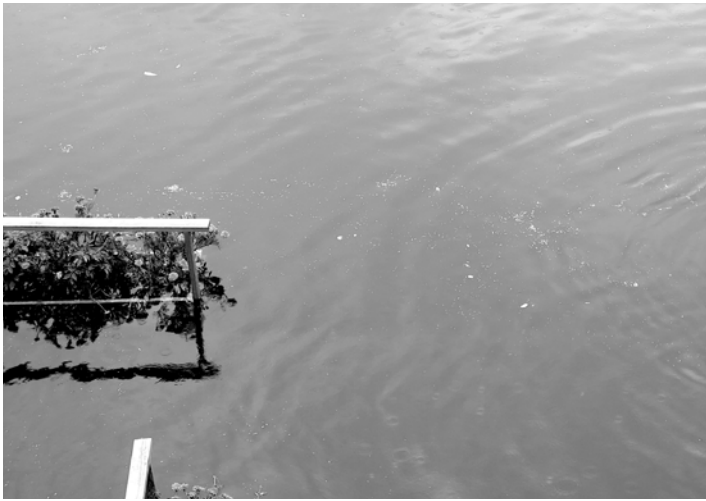




the geometrical forms and use of abstract ornamentation in the installtion paid homage to Spanish-Mozarabic architecture

The Flood

On the 12th of July, in the middle of the workshop, the Floating University was completely flooded by the rain!!! The consequences for the Andalusi Water Games: workshop-stop, damage control and some repairs, but also and most importantly lots of fun. Reminder, next time make it float…



two berliner youngsters trying to deal with climate change in what has been recorded as the 4th hottest year on record

Conclusion and Future Vision

The Andalusi Water Games provided an enriching opportunity to experiment and reflect upon water in the context of a participatory process. It also provided visitors of the Floating Universtiy with refreshment and relaxation, which was particularly welcome in such hot summer.

One of the main challenges, was the maintenance and resource management of the installation during its operation. In the future, one should integrate the live-cycle and optimisation aspects more thoroughly in the process.

In summary, we see a great potential in the project and believe that this short experiment has set a fruitful seed for a further process and investigation. The project could definitely afford longer time-spans, as well as wider range of involved stake-holders such as schools, associations and science related institutions.

Finally, we would like to thank Raumlabor and The Floating University for the invitation and for this deeply inspiring initiative. The city needs more and we want to be part of it!

From May to September 2018 raumlaborberlin created an inner city offshore laboratory for collective, experimental learning. At the rainwater retention pool of the former airport Tempelhof a life-size experiment took place to challenge routines and habits of urban practices – Floating University Berlin.

Student groups from more than twenty international universities together with artists from all over the world, local experts, architects, and dancers came to Berlin. Within critical research seminars, design build courses or mapping classes concerned with the geographic, social and ecological environment they researched practices of urban living, formulate visions and ideas for a better future city and created spaces for communication and commoning.

This booklet documents the research process of the Spanish collective Basurama and German-Spanish architects ALAS. The group worked on the Andalusi Water Games.