

HETEROTOPIA

My design seeks to reshape a real society that can recognize a utopian vision of the Cromarty Firth through the concept of heterotopia. Heterotopia is a concept put forward by the philosopher Michel Foucault. Heterotopia is an unstable unity formed by the integration of incoherent, blank and fragments, just like connecting several islands or worlds with one clue.

The reason why I'm interested in heterotopia is that I think the relative system is related to isolation and infiltration. In Cromarty firth, ships, factories and dams are closely related. Ships are not only an environment that isolates the external space, but also link different islands with the movement. A ship is recognized as one of the heterotopias.

People move to each island with the ship. If people can shuttle between the heterotopias, they will enjoy different feelings of space. It seems that there is no gate in the natural space, in fact, only non-human or non-human are welcome to enter. However, the barrier on the surface that blocks the sight is permeable, and there is also a heterotopia space that people are not allowed to enter.

The reason why I finally chose to be a park along the river is that I think the heterotopia formed by flowing water and walking people through one design node after another is coherent and independent. I want to express the impact and integration of this contradiction.