

# krøgenes

the vibrant link between nature and sea

activity loop  
2025

caos  
caos

Studio COMMON  
CONNECTION

krøgenes  
**design manual - activity loop**

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**In collaboration with:**  
Arendal kommune

krøgenes  
**activity loop**



## Folkeetråd for grønn mobilitet og sosial bærekraft

Dyviga - Krøgenes - Vindholmen og nabolagene rundt



– Sett levekårene for menneskene øverst når det skal lages planer for Krøgenesområdet



### INNSPILL PÅ KART

Alle som ville, kunne legge inn anonyme innspill på et digitalt kart på Arendal kommunes hjemmesider.

Se alle innspillene på side 18 og 19



### WORKSHOP PÅ KRØGENESLÅVEN

Den 20. august gjennomførte vi en Covid-19 tilpasset workshop med 20 personer på Krøgeneslåven.

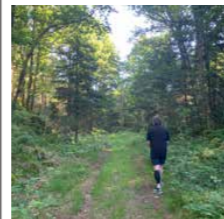
Fullstendig referat finner du på side 24 til 27



### BESØK HOS 9. OG 10. KLASSE

Vi besøkte elever i 9. og 10. klasse på Birkenlund ungdomsskole, og bad de svare på spørreundersøkelsen.

Du kan se et større bilde av noen av elevene i 9A på side 28.



### BEFARING, TRÅKK OG SAMTALER

I prosjektperioden har vi snakket med innbyggere og andre interesserte. Noen steder har vi gått opp gjengrodd stier, og beveget oss rundt i områdene folk har snakket om.



### INNSPILL FRA KRØGENES VEL

Krøgenes vel hadde Folkeetrådet på agendaen på styremøte den 14. august.

Komplett innspill finner du på side 29.



### AVSLUTTENDE WORKSHOP

Den 23. september ble rapporten presentert på Krøgeneslåven. De oppmøtte foreslo hva veien videre bør være.

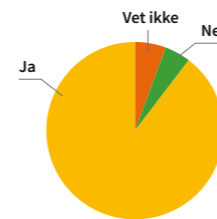
Se innspillene på side 38 og 39.

5

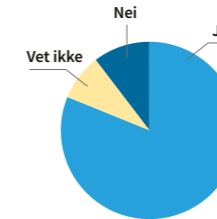
## Sosial bærekraft

### FRA SPØRREUNDERSØKELSEN

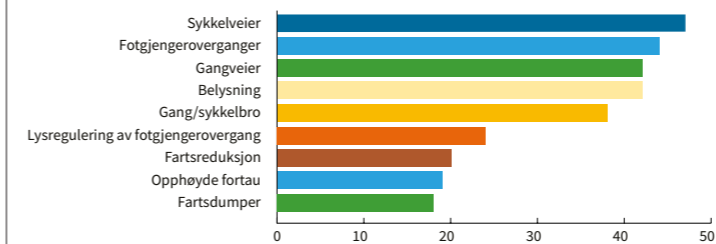
Føler du deg trygg i denne delen av byen?



Føler du at det er trygt å ferdes i områdene, til sjø, skog eller butikker?

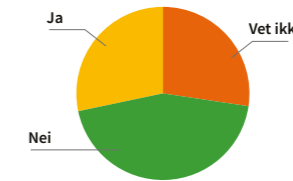


Hva må tilrettelegges for at du eventuelt skal føle deg tryggere?

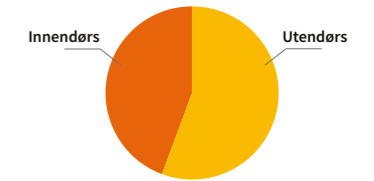


22

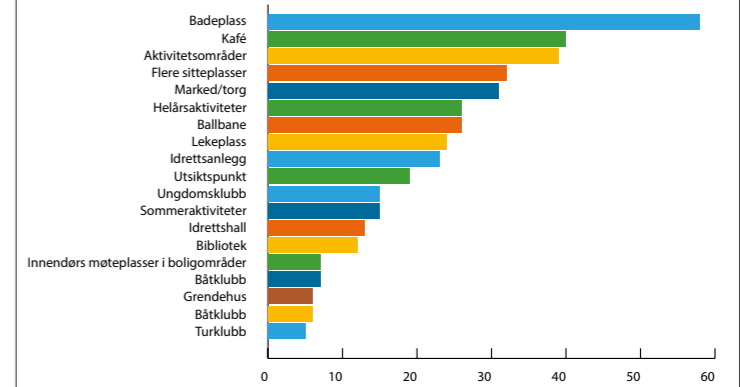
Syns du at det er gode møteplasser i Krøgenesområdet?



Hvor er de viktigste møteplassene i området i dag?



Hvilke nye møteplasser kunne du ønske?



23

## why?

The approach for creating the design guidelines for the activity loop is based on the previous citizen participation process and its results regarding the design of public spaces in Krøgenes and its connections.

**activity loop**  
*from transit to experience*

# KRØGENES ACTIVITY LOOP

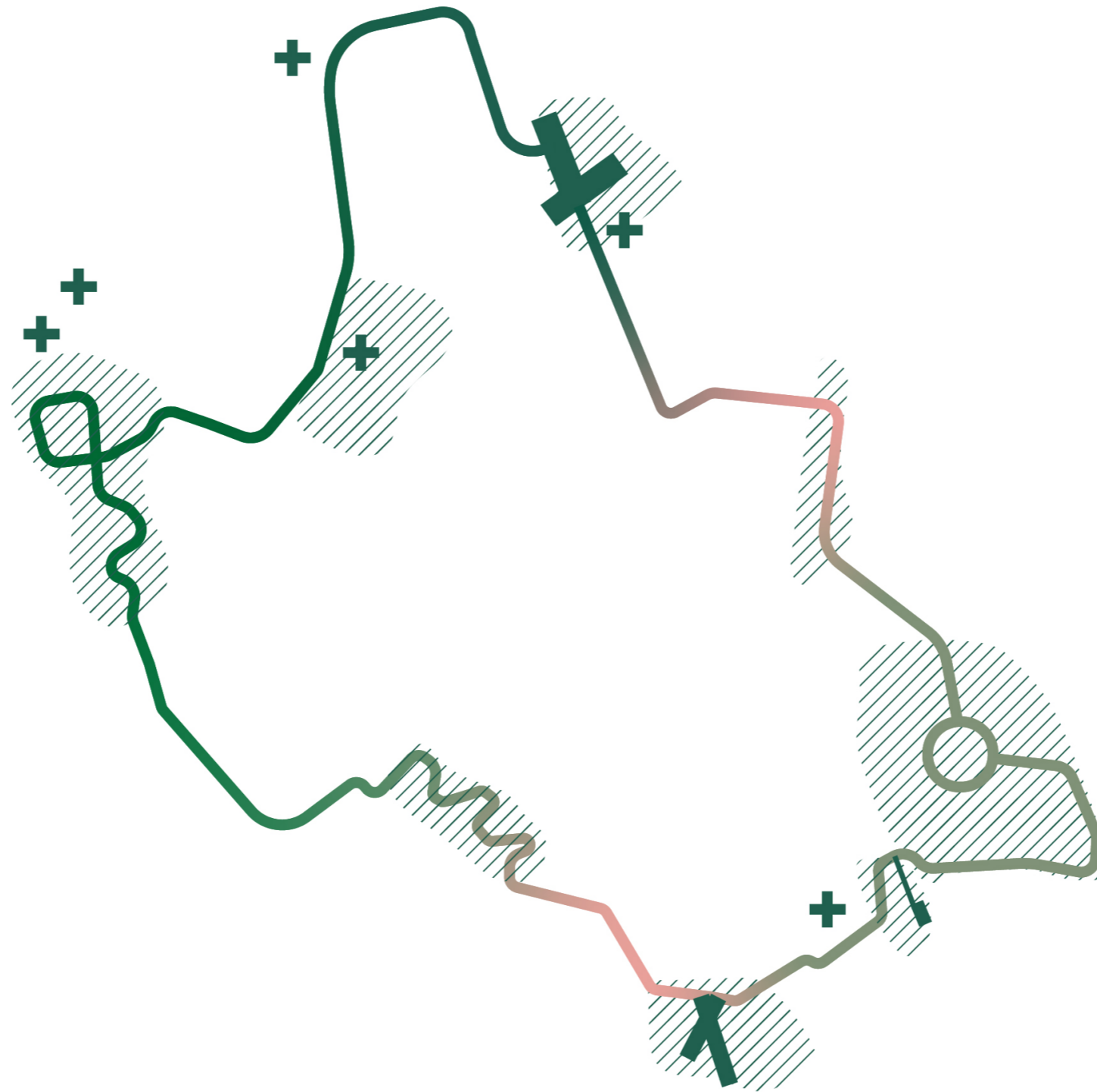


## **activity loop**

the activity loop connects existing and new activities with the local nature, creating a new and unique quality for the public life of arendal and the region

activity loop  
**spatial vision**

**ACTIVITY LOOP**  
SPATIAL VISION



the activity loop forms a continuous ring system that shapes a vibrant, green park structure. It acts as a unifying element, weaving together diverse spaces and activities into one coherent spatial experience. Serving both local and regional scales, it strengthens connections between communities while offering a lively and accessible public realm.

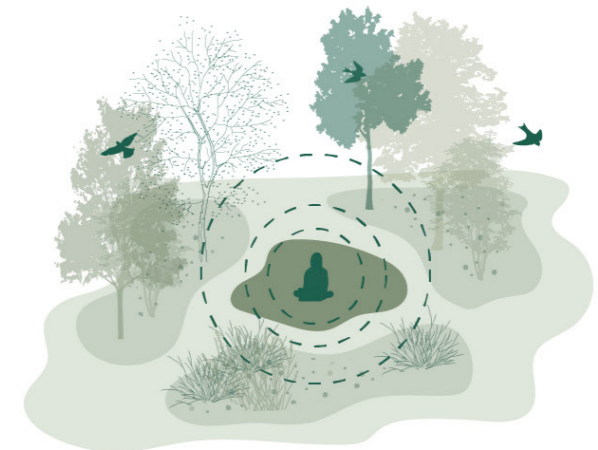
**ACTIVITY LOOP**  
SPATIAL VISION



save route for  
pedestrians and bicycles



space for active transit



space for recreation



interaction with nature



orientation and recognition

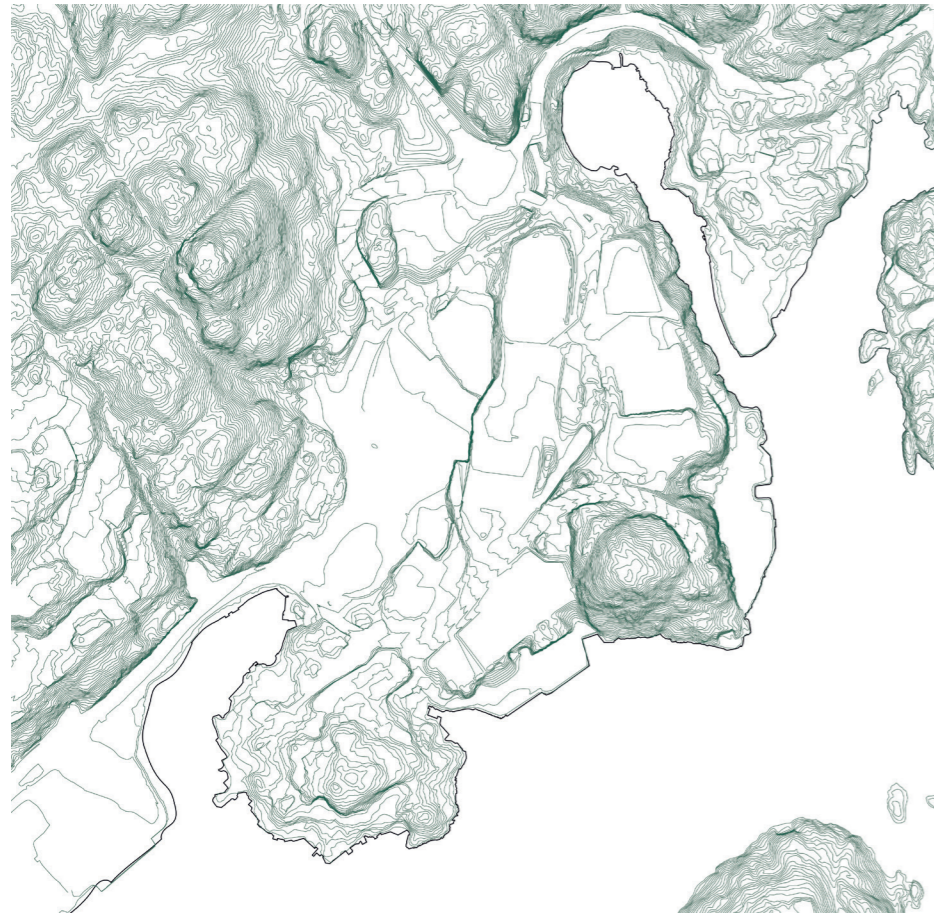


always unquie

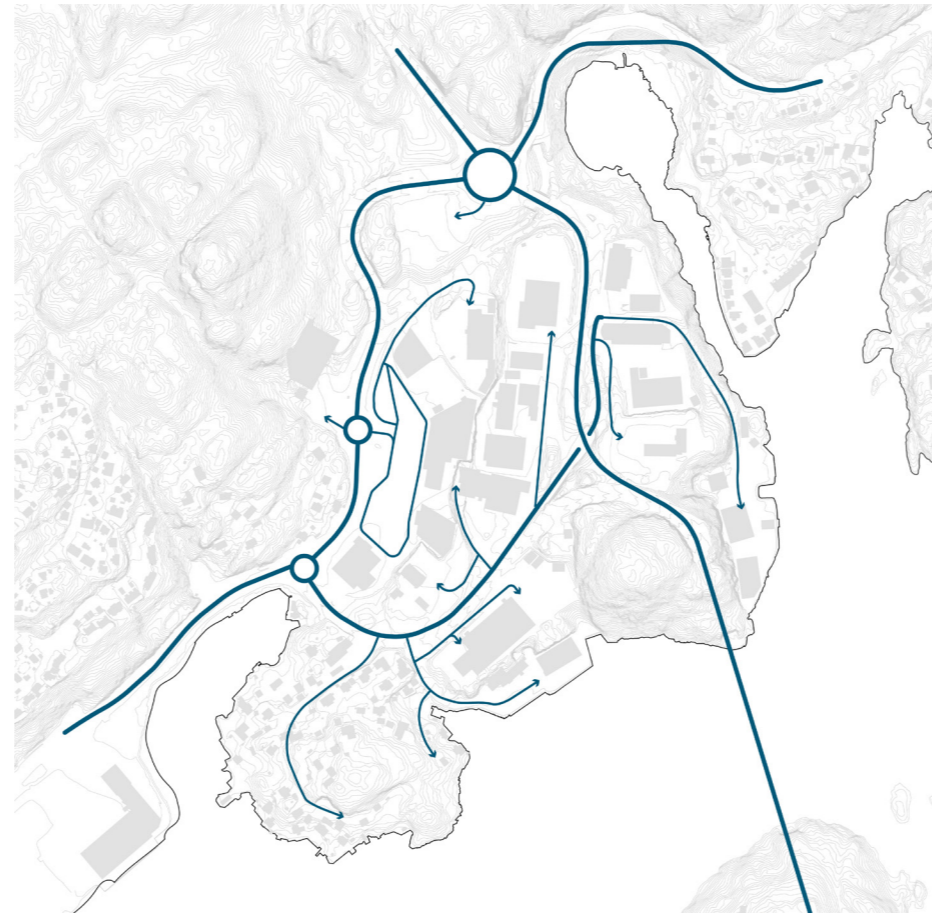
activity loop  
**the route(s)**

# ACTIVITY LOOP

## ROUTE(S)



topography



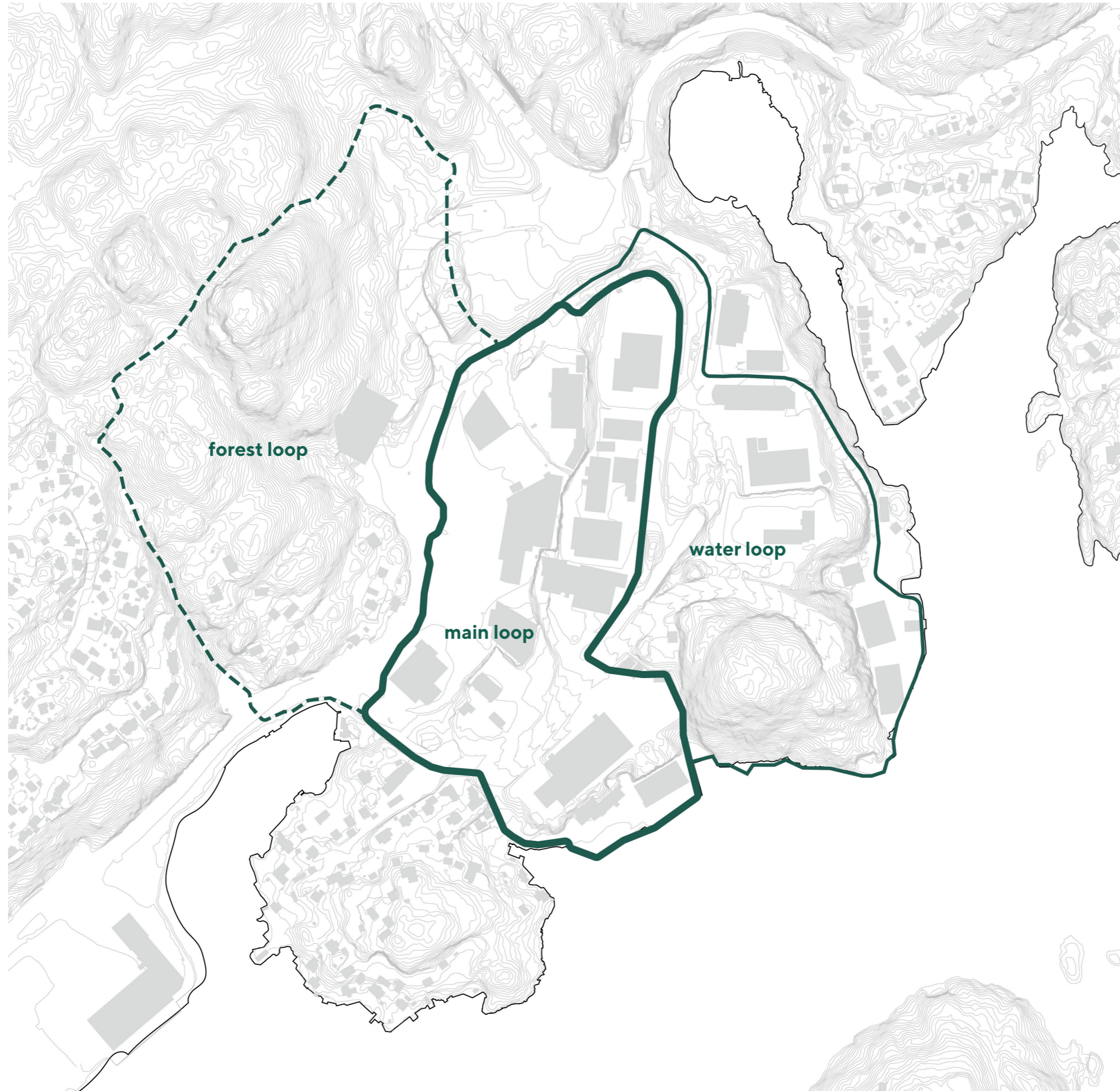
infrastructure



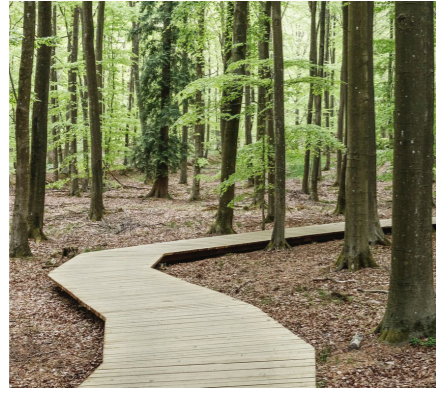
developments

The design of the activity loop responds sensitively to local conditions, embracing the site's topography, existing infrastructure, and natural features. It is planned with adaptability in mind, integrating seamlessly with current surroundings while accommodating future developments and evolving community needs

**ACTIVITY LOOP**  
ROUTE(S)



# ACTIVITY LOOP ROUTE(S)

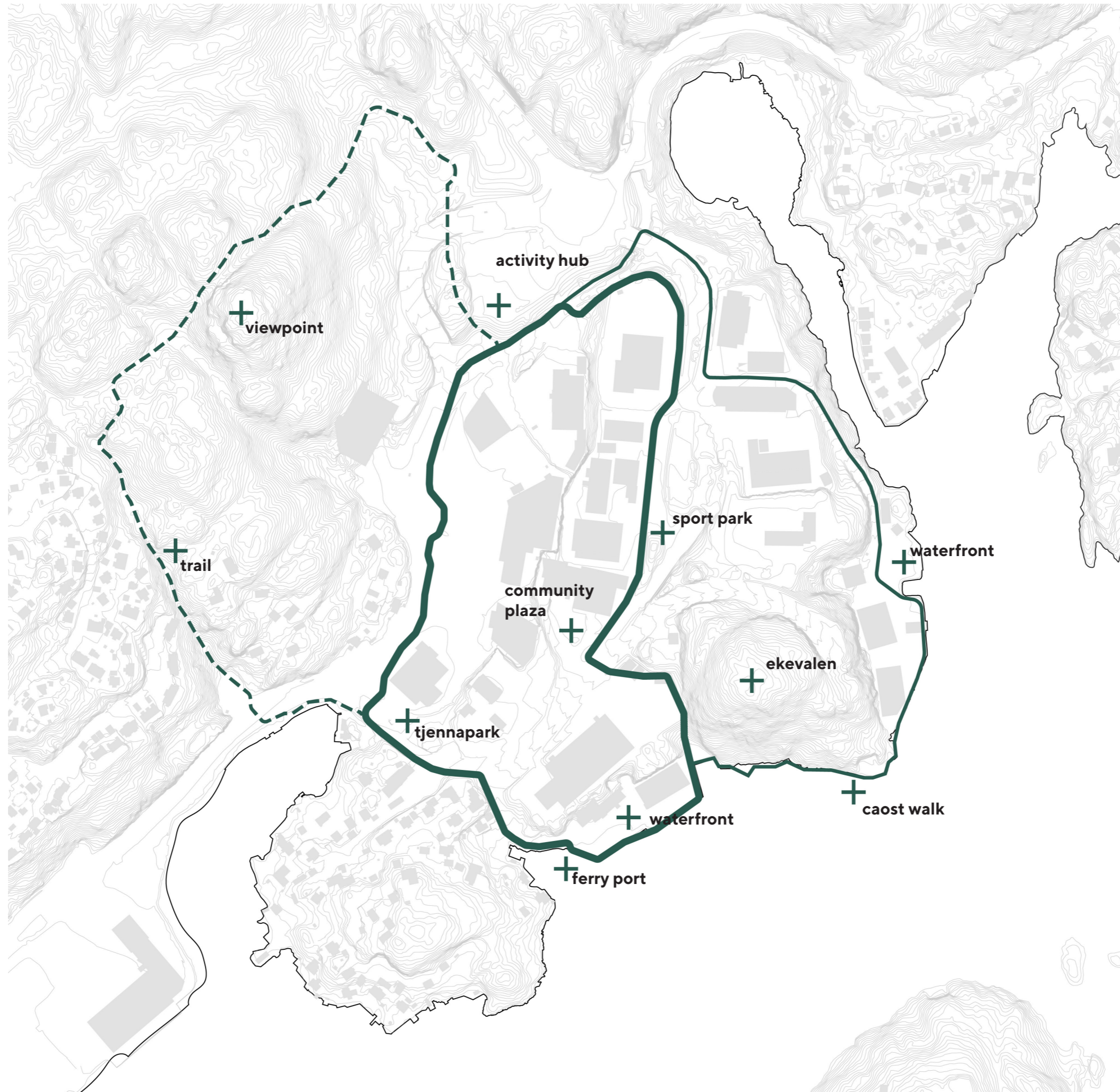


forest loop

main loop

water loop

# ACTIVITY LOOP ROUTE(S)



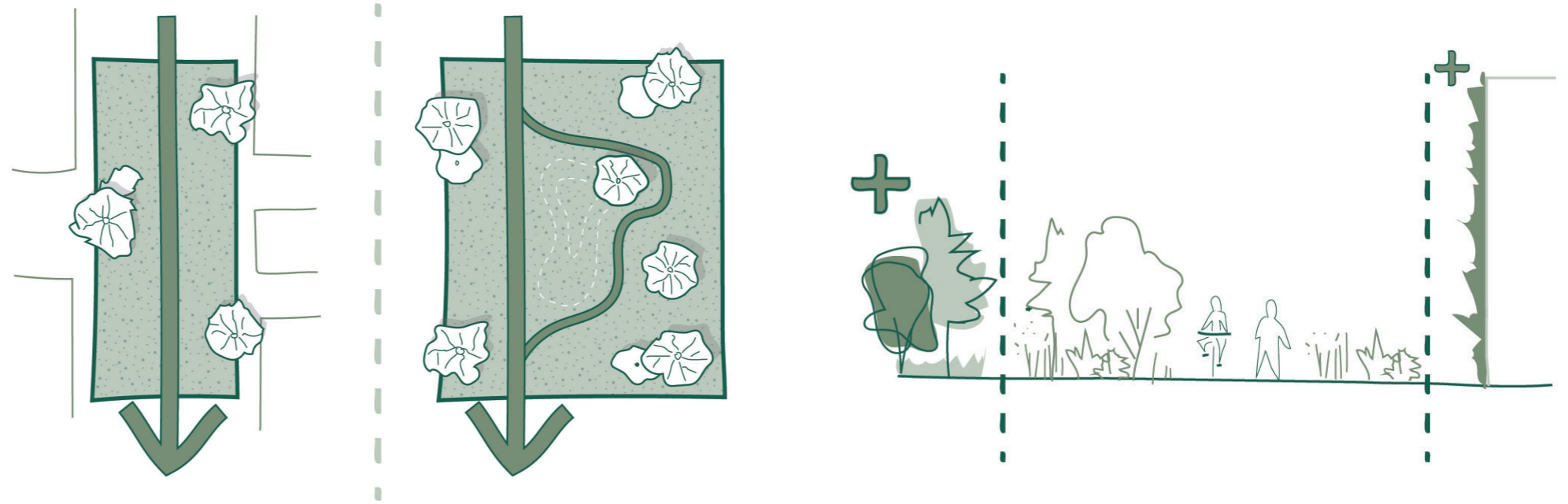
activity loop  
**design guideline**

design guideline  
**space & infrastructure**

# ACTIVITY LOOP DESIGN GUIDELINE

## DIMENSION

The dimensioning of the Activity Loop is a key element in its successful integration within the urban context. Its width and spatial layout must respond to diverse site-specific conditions, existing infrastructures, and user flows. Rather than applying a rigid, uniform width, the loop is designed to adapt fluidly to the available space, ensuring both continuity and accessibility. This flexible approach allows the loop to traverse a variety of zones while maintaining a strong identity. Additionally, the design anticipates the inclusion of adjacent functions—such as green buffers, resting areas, or private zones—by providing a scalable framework that can be expanded.



## GUIDELINES

- **VARYING DIMENSIONS**
- **ADAPTABLE STRUCTURE**

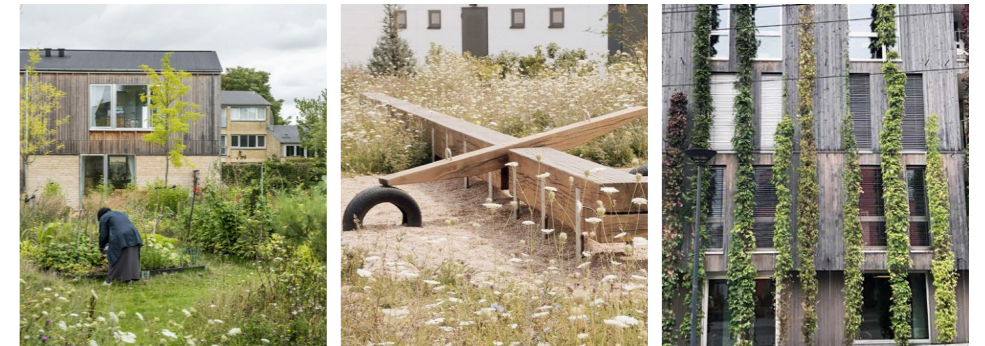
### VARYING DIMENSIONS

The loop's width adjusts dynamically to its surroundings, widening in open areas to host multiple functions, and narrowing in constrained zones, ensuring seamless integration without disrupting existing uses.



### ADAPTABLE STRUCTURE

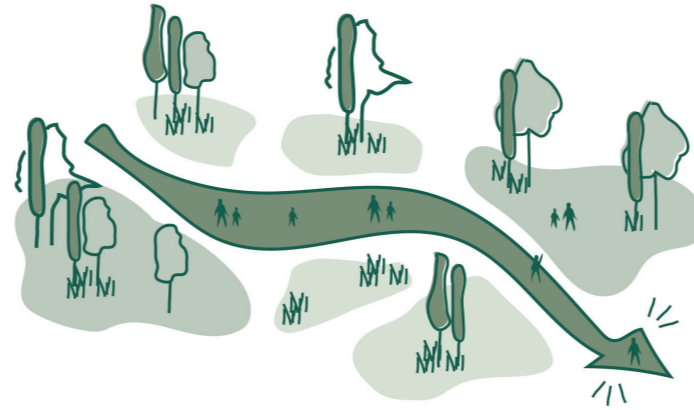
The adaptive design enables smooth transitions between public and semi-private spaces. Adjacent private plots can plug into the loop, creating shared edges that enhance connectivity and community interaction.



# ACTIVITY LOOP DESIGN GUIDELINE

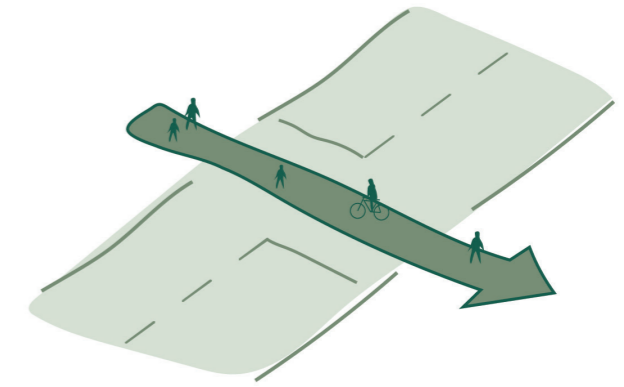
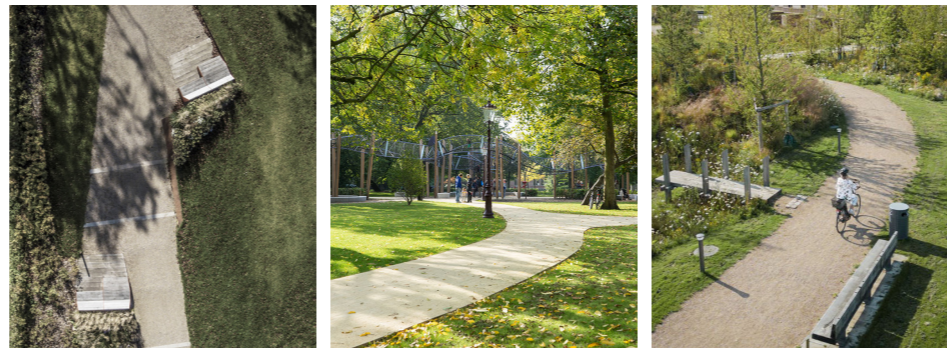
## PATH

The pathway forms the central backbone of the Activity Loop and defines its spatial and functional identity. As a continuous, readable, and high-quality surface, it ensures a coherent movement experience and fosters orientation across the entire loop. Emphasis is placed on inclusive, safe, and intuitive circulation for all users, with special consideration for soft mobility modes such as walking, cycling, and micro-mobility. At intersections and crossing points, clear priority is given to pedestrian and bike traffic, supported by material changes, markings, and visibility strategies. The design also ensures full accessibility and barrier-free continuity, enabling people with physical or cognitive limitations to use the path safely and comfortably at all times.



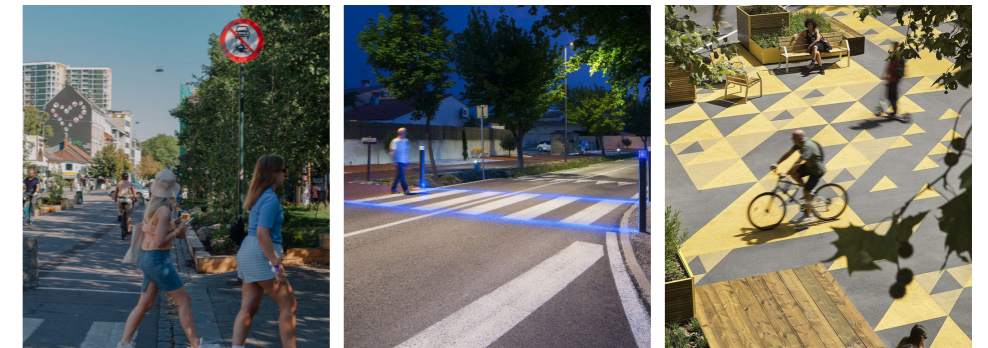
### CORE ELEMENT

The path acts as the defining spine of the Activity Loop—visually continuous, functionally central, and always legible. It ties together diverse spaces and gives the loop its unique identity.



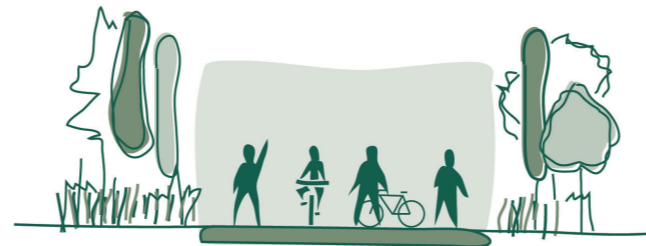
### PRIORITY

At crossings, pedestrian and bicycle traffic are prioritized through design elements like surface contrasts, elevation shifts, and signage, ensuring safe, visible, and uninterrupted movement.



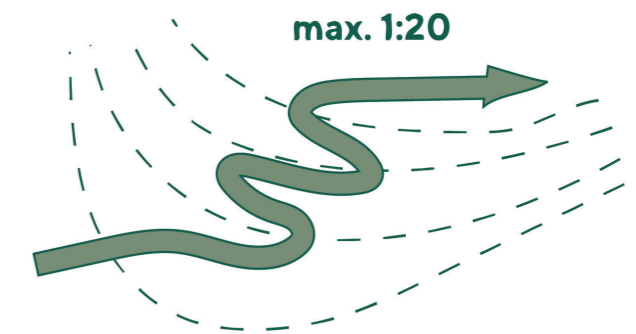
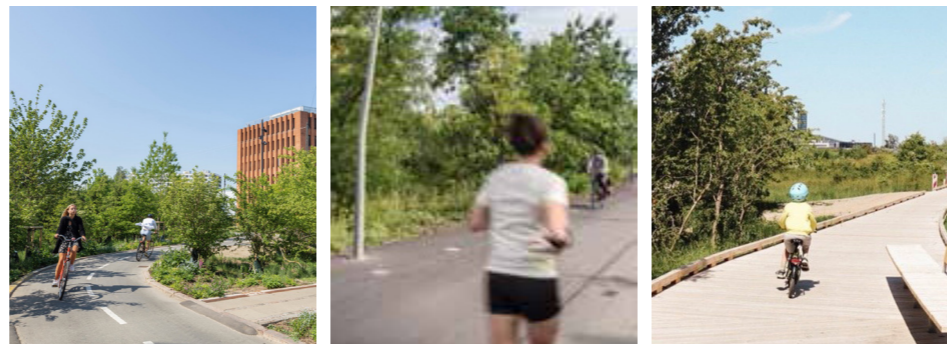
## GUIDELINES

- CORE ELEMENT
- PRIORITY
- SOFT MOBILITY
- ACCESSIBILITY



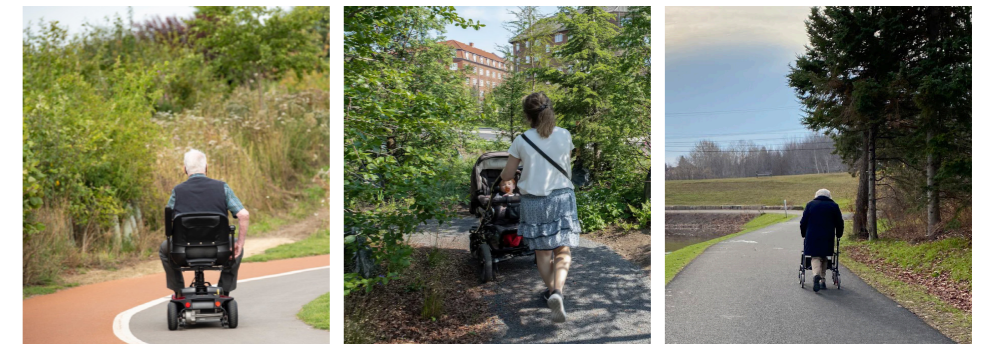
### SOFT MOBILITY

The pathway supports soft mobility and its infrastructure through a generous, smooth, and obstacle-free layout, fostering walking, cycling, and micro-mobility as everyday and recreational modes of movement.



### ACCESSIBILITY

Barrier-free design ensures seamless access for people with mobility aids or sensory impairments—through tactile guidance, curb-free transitions, and inclusive spatial continuity.



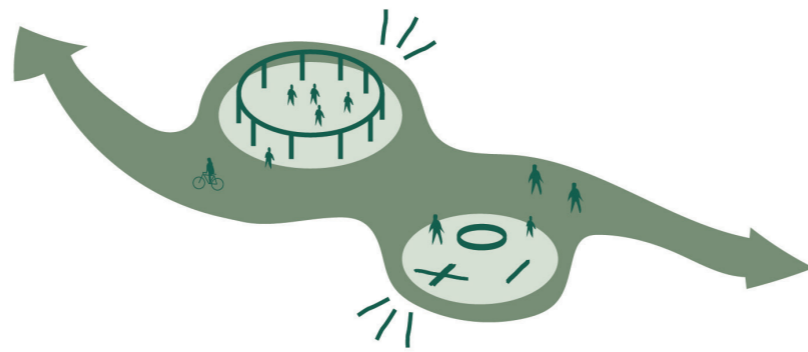
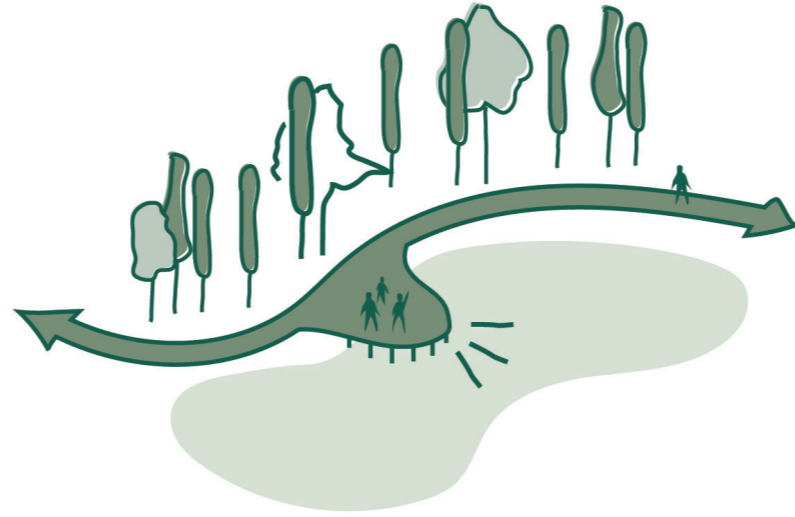
# ACTIVITY LOOP DESIGN GUIDELINE

## LANDSCAPE NOOKS

Along the Activity Loop, a series of integrated landscape nooks create a rhythm of diverse micro-experiences and moments of pause. These pocket spaces are seamlessly connected to the main path and offer varied functions tailored to different user needs—from open rest areas and shaded retreats to active zones with play and fitness elements. Their strategic positioning enables visual and physical connections to the surrounding landscape, including curated viewpoints that frame scenic vistas. The design promotes a layered user experience, balancing movement with contemplation, play with rest, and social interaction with solitude. These nooks enrich the spatial quality of the park and encourage flexible, inclusive use throughout the day and across seasons.

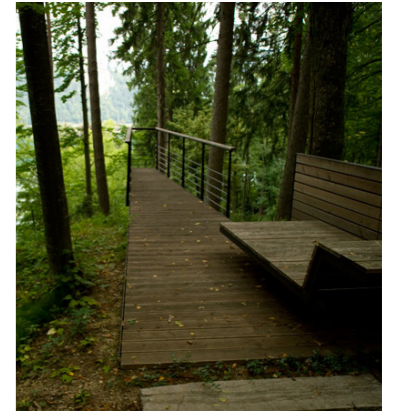
## GUIDELINES

- **VIEWPOINTS**
- **PLAY AND SPORTS**
- **RESTAREAS**



## VIEWPOINTS

Strategically placed viewpoints offer users visual connections to the wider landscape. Seating, framing elements, or subtle elevation shifts enhance the perception of nature and scenery.



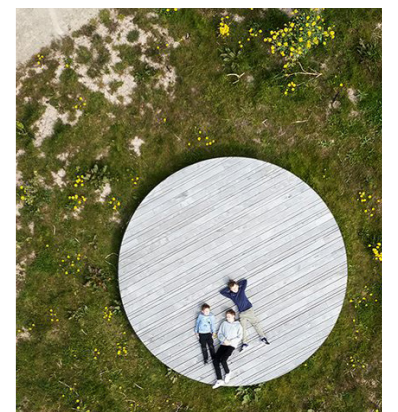
## PLAY AND SPORTS

Compact play and sports areas along the path invite users of all ages to engage, move, and interact. Their integration supports spontaneous activity and promotes healthy lifestyles.



## RESTAREAS

Rest areas offer shaded seating, calm atmospheres, and shelter from movement flows. They support recovery, social exchange, and provide inclusive spaces for pause and reflection.



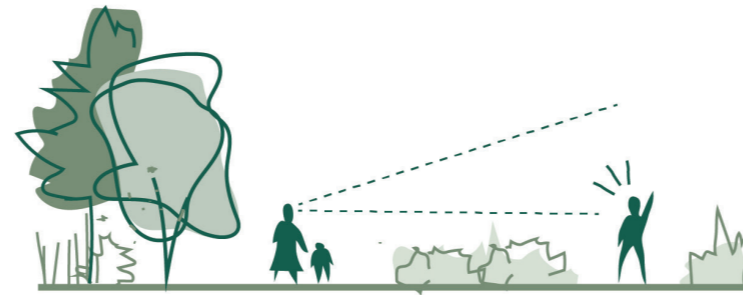
# ACTIVITY LOOP DESIGN GUIDELINE

## SAFETY AND INCLUSION

Safety and inclusion are fundamental principles guiding the spatial and functional design of the Activity Loop. Open, clearly visible layouts minimize the creation of hidden or unsafe zones, fostering a sense of trust and comfort for all users. Thoughtfully placed lighting ensures safe use during evening hours while enhancing spatial legibility. All access points and park features are designed to be barrier-free, enabling independent participation for people with mobility impairments or other limitations. Inclusive infrastructure—such as tactile ground elements, sensory markers, and intuitive signage—ensures orientation and access for users with visual or cognitive challenges. The design supports an equitable experience, where every individual can move, rest, and engage with confidence.

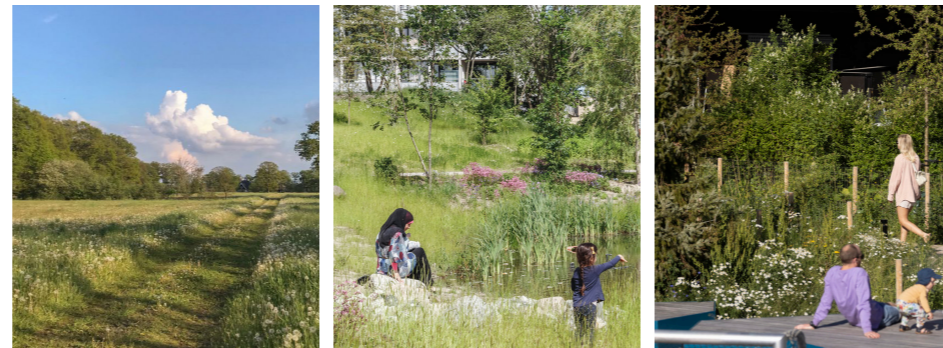
## GUIDELINES

- **OPEN AND VISIBLE**
- **APPROPRIATE LIGHTING**
- **BARRIER-FREE ACCESS AND ACTIVITY FOR ALL**
- **MULTISENSORY WAYFINDING AND ORIENTATION**



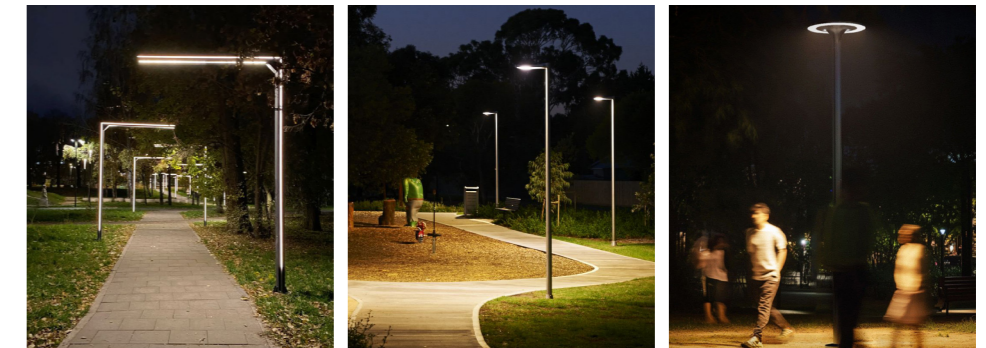
### OPEN AND VISIBLE

The park design avoids visual barriers and hidden corners, ensuring transparency and clear sightlines. This fosters a greater sense of safety, especially for vulnerable users during off-peak hours.



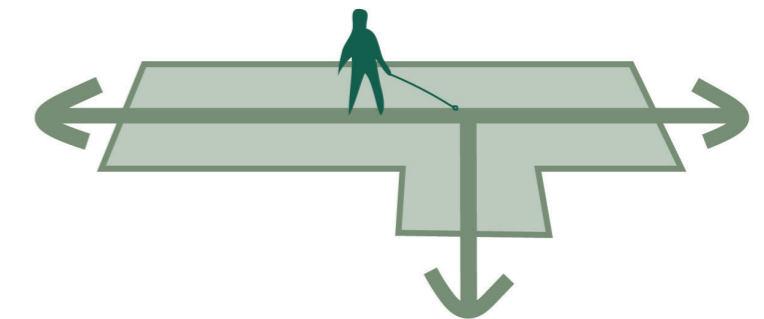
### APPROPRIATE LIGHTING

Consistent and glare-free lighting along the path and in key nodes increases visibility and orientation during low-light conditions, enhancing comfort and reducing perceived risks.



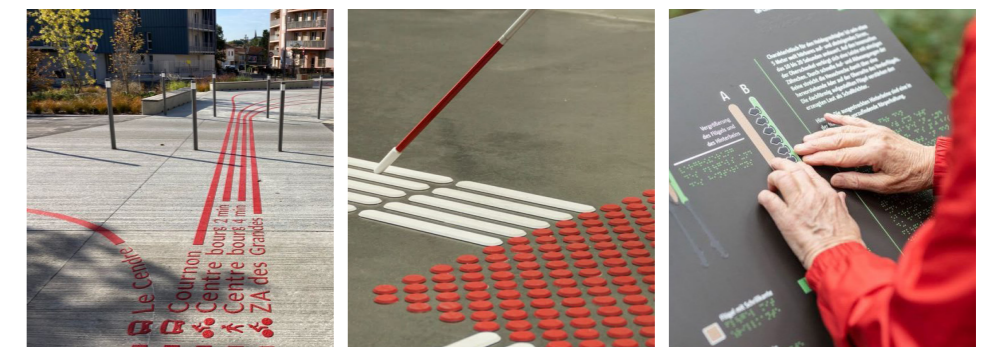
### BARRIER-FREE ACCESS AND ACTIVITY FOR ALL

Almost all elements are physically accessible, with level transitions, seating with armrests, and inclusive play or fitness equipment that welcomes participation regardless of ability.



### MULTISENSORY WAYFINDING AND ORIENTATION

Tactile paving, contrasting surfaces, and sensory cues help users with visual or cognitive impairments to navigate the loop independently and with confidence.



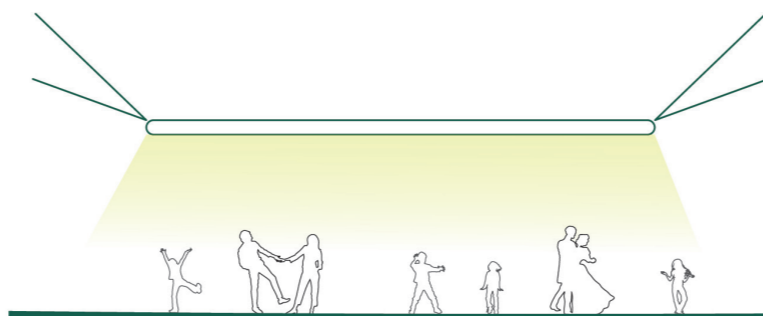
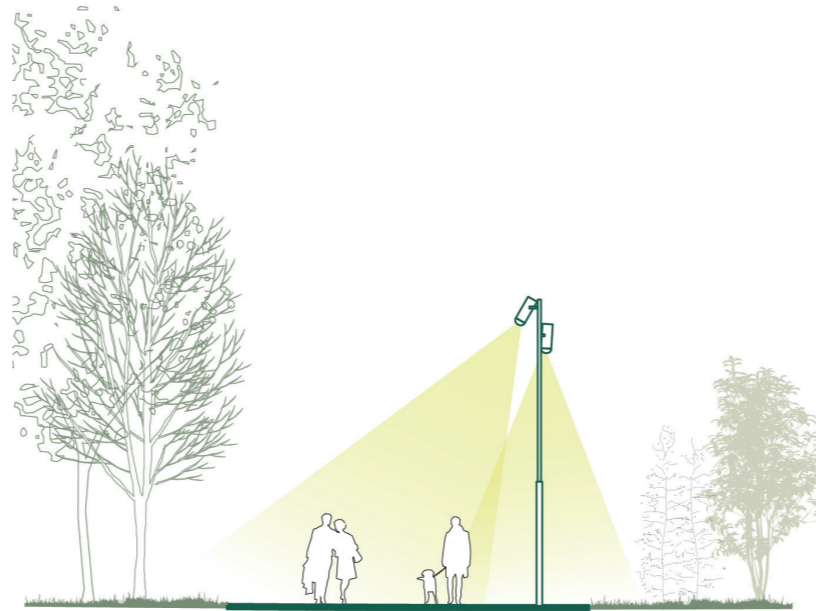
# ACTIVITY LOOP DESIGN GUIDELINE

## LIGHTING

A well-considered lighting strategy enhances both the safety and the experiential quality of the Activity Loop. Primary paths are continuously illuminated to ensure orientation and security, while secondary areas receive targeted, demand-based lighting to avoid unnecessary light pollution. Light is used not only functionally, but also as a design element to stage specific moments and enhance spatial identity. Care is taken to preserve ecological balance—lighting is shielded, warm-toned, and directed to minimize disturbance to nocturnal wildlife and plant habitats. This layered approach ensures a welcoming, safe, and environmentally sensitive night-time atmosphere throughout the park.

## GUIDELINES

- **OPTIMAL LIGHTING ALONG MAINPATHS**
- **DEMAND-ORIENTED LIGHTING ON SIDE PATHS AND ADJACENT AREAS**
- **LIGHT AS A HIGHLIGHT**



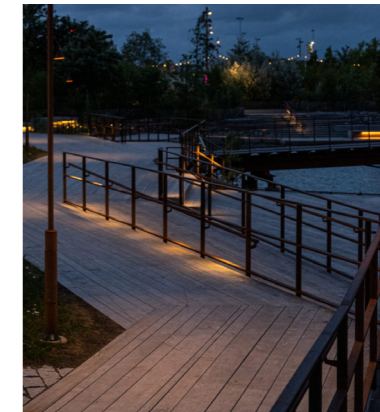
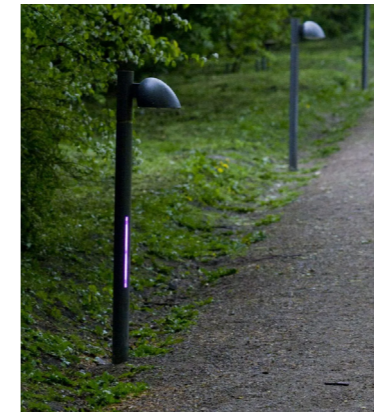
### OPTIMAL LIGHTING ALONG MAINPATHS

Main routes and gathering spaces are evenly and clearly lit, ensuring safety, orientation, and comfort. Fixtures are integrated into the landscape for minimal visual intrusion.



### DEMAND-ORIENTED LIGHTING ON SIDE PATHS AND ADJACENT AREAS

Low-traffic zones and side paths are illuminated selectively and only when needed, using motion sensors or dimmable systems to reduce light spill and energy use.



### LIGHT AS A HIGHLIGHT

At key nodes or landmarks, lighting highlights architectural or natural features, creating visual accents that support identity and enhance the atmosphere at night.



design guideline  
**identity & orientation**

# ACTIVITY LOOP

## DESIGN GUIDELINE

### LOCAL IDENTITY

To ensure both orientation and a strong sense of place, all elements along the Activity Loop should follow a unified visual language rooted in the local heritage of Arendal.

We apply “Arendal Rød”—a deep, warm red historically used on wooden buildings and boats—to create recognisability, coherence, and a distinctive identity across Krøgenes. Originally chosen for its durability in harsh coastal climates, the colour has become a visual hallmark of Arendal’s maritime history and traditional wooden architecture, particularly in historic areas like Tyholmen.

#### Principles

Use the Arendal Red consistently at key points to create orientation and a recognisable rhythm throughout the landscape.

Combine the colour with tactile and high-contrast materials to ensure accessibility for all users.

The deep red tone offers strong visibility and contrast, especially when set against green landscapes and blue waterfronts.

Let the red thread act as both a narrative and functional guide—tying the area together across time, space, and experience.

In this way, universal design becomes more than accessibility—it becomes identity. A shared and familiar language that connects people to place and place to memory.



ARENDALE RED

RGB: (124, 46, 44)

# ACTIVITY LOOP

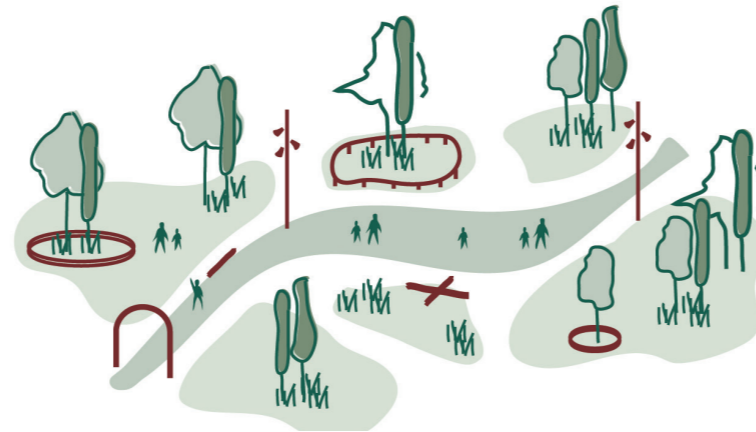
## DESIGN GUIDELINE

### ELEMENTS

The spatial identity of the Activity Loop is strengthened by the consistent use of recognizable design elements that appear rhythmically along its circular path. These can include benches, play and fitness structures, lighting, signage, or planting features. Their recurring presence creates visual cohesion and helps users intuitively understand the continuity of the loop. While forms and functions may vary depending on local context, materials, detailing, and a unified color concept tie these elements together. This balance of variety within a clear design language ensures spatial orientation, strengthens the loop's identity, and fosters familiarity across different park segments.

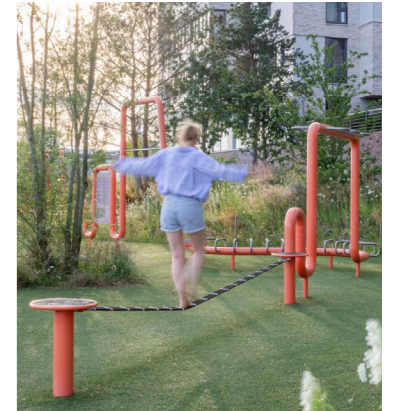
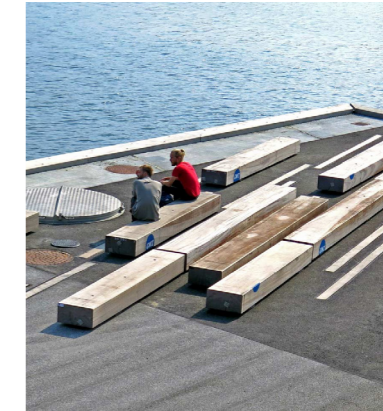
### GUIDELINES

- **RECOGNIZABLE ELEMENTS**
- **COLOR CONCEPT**
- **DIVERSE UNIFORMITY**



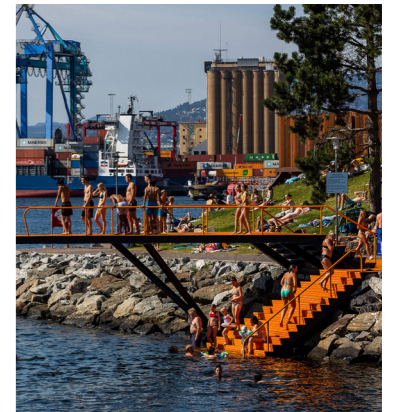
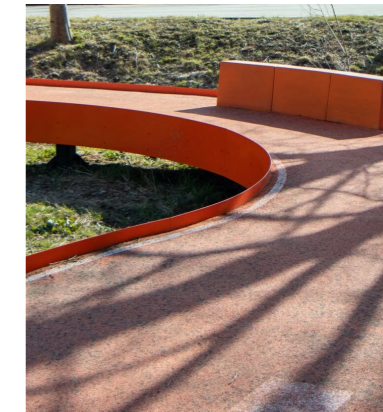
### RECOGNIZABLE ELEMENTS

Benches, play modules, and fitness stations are designed with recurring forms and materials, enhancing recognition and spatial continuity throughout the loop.



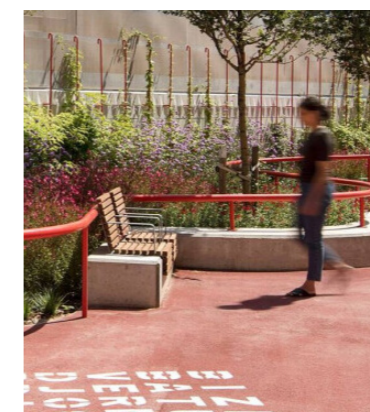
### COLOR CONCEPT

A unified color palette connects all design elements, creating a strong visual identity. Colors are chosen to harmonize with the landscape while offering subtle accents.



### DIVERSE UNIFORMITY

A consistent design language allows flexible integration—elements vary in type or size but remain part of a coherent system, readable as one interconnected whole.



# ACTIVITY LOOP

## DESIGN GUIDELINE

### ORIENTATION AND WAYFINDING

The Activity Loop serves not only as a movement corridor but also as a key orientation system within the urban landscape. As a continuous, legible structure, it supports spatial clarity and helps users navigate through different park zones and adjacent neighborhoods. A comprehensive and inclusive wayfinding system reinforces this role—through clear signage, tactile guidance, and intuitive spatial sequences. Wayfinding is treated as an iconic design element that blends function with aesthetics, supporting both direction and identity. Orientation tools are seamlessly integrated with information systems, offering relevant content such as distances, nearby features, or ecological insights, thus enriching both navigation and experience.



### GUIDELINES

- **COMPREHENSIBLE AND INCLUSIVE SYSTEM**
- **WAYFINDING AS ICONIC DESIGN ELEMENT**
- **COMBINING ORIENTATION AND INFORMATION**



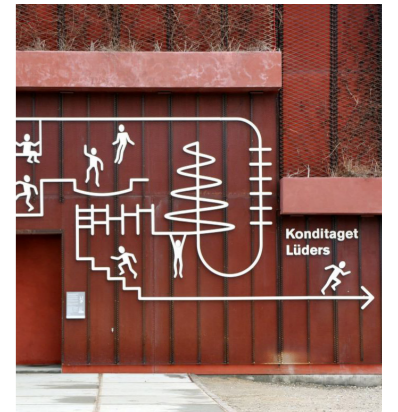
### COMPREHENSIBLE AND INCLUSIVE SYSTEM

Orientation tools are designed for all users—using tactile surfaces, intuitive signage, and accessible map points to ensure independent navigation for people with diverse abilities.



### WAYFINDING AS ICONIC DESIGN ELEMENT

Wayfinding elements act as iconic spatial features—using consistent forms, materials, and integrated lighting to enhance both navigation and the visual identity of the loop.



### COMBINING ORIENTATION AND INFORMATION

Signage and markers provide both directional guidance and contextual information—such as distances, landmarks, or ecological facts—encouraging learning and exploration.



# ACTIVITY LOOP

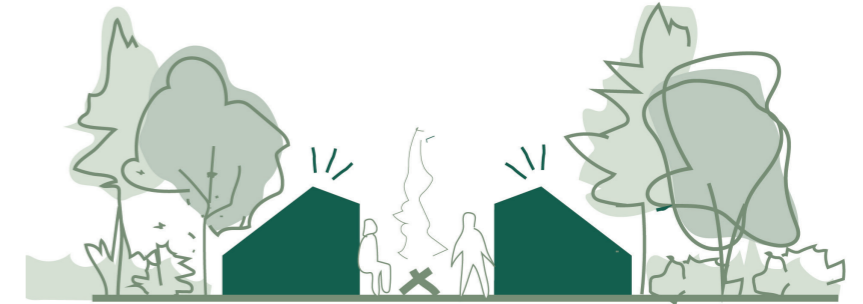
## DESIGN GUIDELINE

### NAUST/ FISKERHYTTER

The Activity Loop draws inspiration from the rich coastal heritage of Southern Norway—particularly the iconic Naust (boathouses) and Fiskerhytter (fishermen’s cabins) typical of the Arendal region. These simple yet expressive structures, with their pitched roofs, robust wooden forms, and characteristic color palette of earthy reds, deep ochres, and muted greys, serve as architectural references for new micro-structures along the loop. Viewing towers, shelters, playgrounds, and even floating saunas reinterpret these traditional typologies in a contemporary way. Through this regional anchoring, the loop not only becomes functionally diverse but also emotionally connected to place—celebrating local culture while offering unique spatial experiences.



VIEW



CAMP



MEET



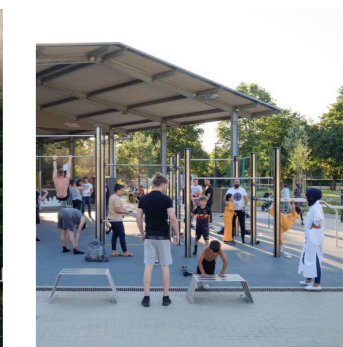
PLAY



RELAX



MOVE



design guideline  
**environment & sustainability**

# ACTIVITY LOOP DESIGN GUIDELINE

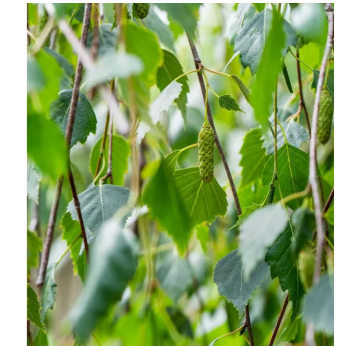
## VEGETATION

Vegetation plays a key role in shaping the identity, atmosphere, and ecological value of the Activity Loop. A guiding principle is the use of wild and site-specific plant communities, drawing from local species to create resilient, low-maintenance landscapes that resonate with the natural character of Southern Norway. Along the loop, diverse vegetation zones emerge—ranging from open meadows and forest edges to intensively designed plantings and protected habitat areas. These zones allow for varying intensities of use: some invite recreation and exploration, while others provide quiet, undisturbed refuges for flora and fauna. Vegetation becomes both a sensory and ecological layer that frames the movement experience and enhances biodiversity.



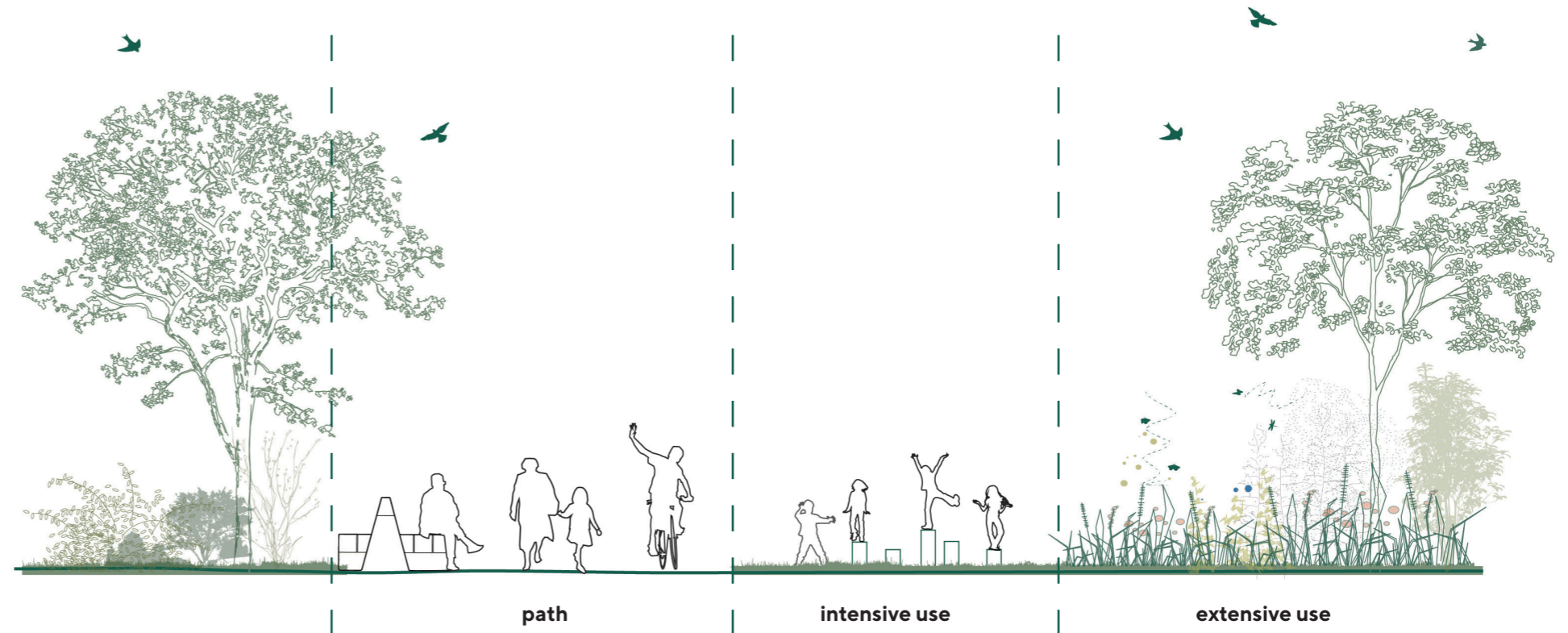
### WILD AND LOCAL

Native and site-specific plants define the character of the loop, creating low-maintenance, climate-adapted, and ecologically valuable landscapes with a strong sense of place.



## GUIDELINES

- **WILD AND LOCAL**
- **VEGETATIONZONES**



### VEGETATIONZONES

The loop integrates distinct vegetation zones—from open, usable green spaces to protected ecological habitats—supporting varied use while fostering biodiversity and natural retreat areas.

# ACTIVITY LOOP DESIGN GUIDELINE

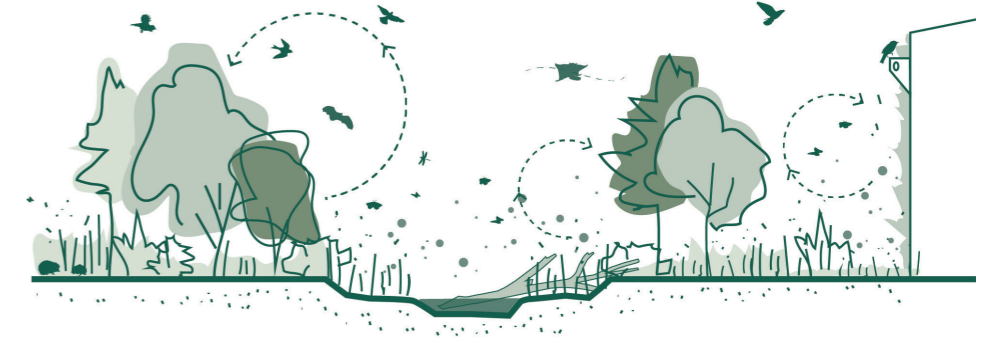
## BIODIVERSITY

The Activity Loop is designed not only as a space for people but also as a corridor and framework for biodiversity. By integrating native vegetation, diverse habitat types, and ecological continuity, the loop actively contributes to preserving and enhancing local and regional biodiversity. Carefully designed transitions between human use and protected nature areas allow for coexistence and mutual enrichment. Biodiversity becomes a visible, lived quality of the landscape—supported through design strategies that combine aesthetic value, ecological function, and low-maintenance solutions. The result is a park structure that celebrates nature as an active part of the urban environment.



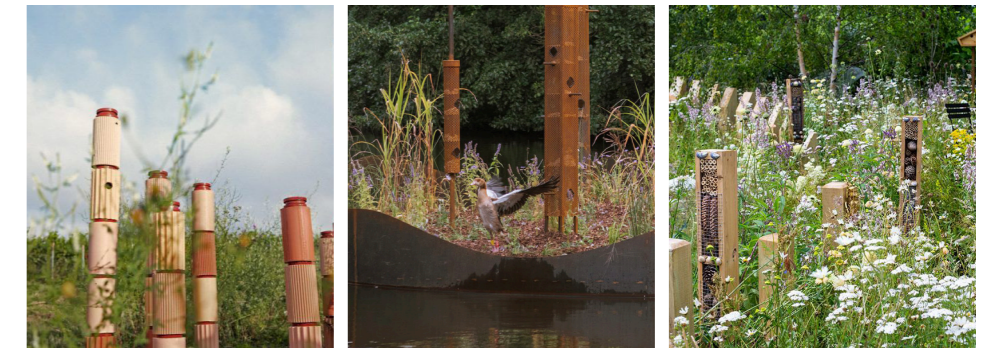
### NATURE AS DESIGNER

Design respects natural dynamics—allowing processes like succession, growth, and seasonal change to shape parts of the loop, creating authentic and evolving spaces.



### CREATING HABITATS

The loop integrates microhabitats—such as wildflower meadows, deadwood zones, and wetlands—to support insects, birds, and small mammals within the urban fabric.



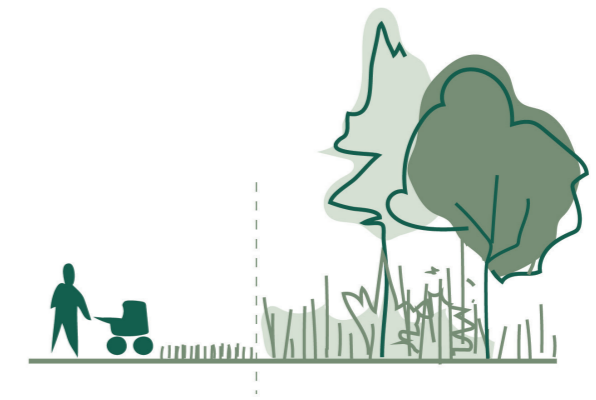
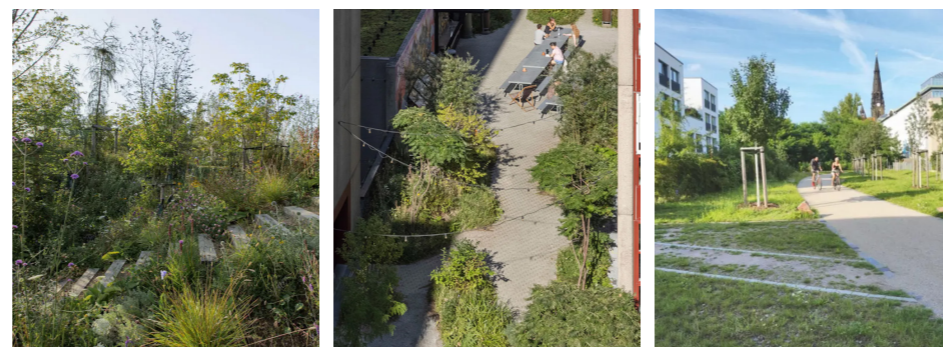
## GUIDELINES

- NATURE AS DESIGNER
- CREATING HABITATS
- GREEN CONNECTIONS
- LOW MAINTENANCE



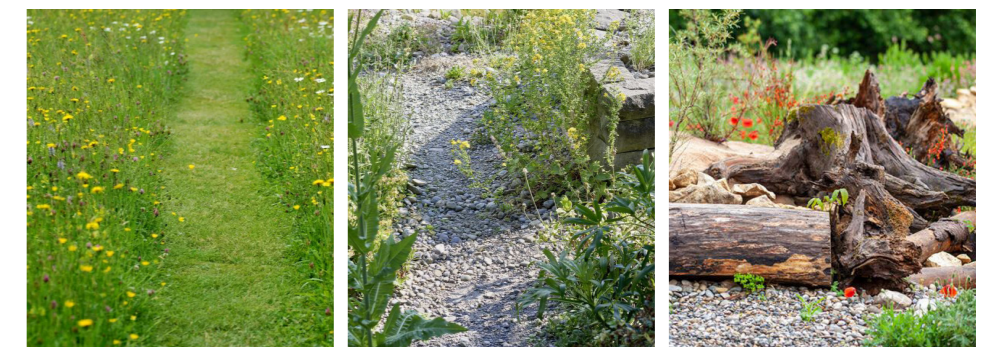
### GREEN CONNECTIONS

As an ecological corridor, the loop links existing green spaces, enabling species migration and connecting fragmented habitats across the city.



### LOW MAINTENANCE

Native, robust plantings reduce maintenance needs and support ecological resilience—ensuring sustainability while maintaining a wild, natural character.

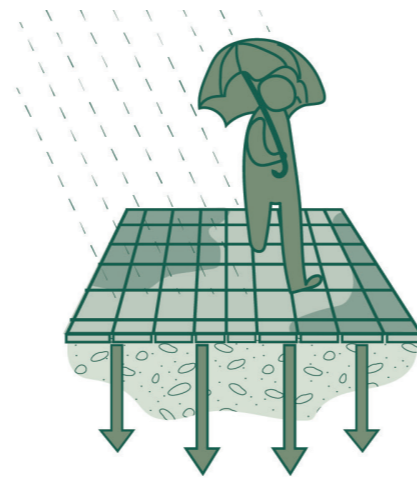


# ACTIVITY LOOP

## DESIGN GUIDELINE

### STORMWATER MANAGEMENT

The Activity Loop functions as an integral part of the green-blue infrastructure, contributing to climate adaptation and stormwater management. Instead of relying solely on technical interventions, the design embraces nature-based solutions such as rain gardens, bioswales, and retention zones. These elements are not hidden but form a visible, aesthetic, and experiential layer of the landscape. Permeable surfaces and planted depressions guide, filter, and temporarily store excess water during heavy rainfall events. This holistic approach turns functional resilience into a design quality—supporting ecological balance, enhancing user experience, and ensuring long-term adaptability of the park space.



#### PERMEABLE SURFACES

Paths and plazas use permeable materials to allow infiltration, reduce runoff, and visually integrate drainage into the overall design.



#### NATURE-BASED

Rain gardens, swales, and planted basins manage water flows naturally—supporting biodiversity while reducing pressure on urban drainage systems.



### GUIDELINES

- PERMEABLE SURFACES
- NATURE-BASED
- REUSE OF RAINWATER
- WATER AS AN EXPERIENCE



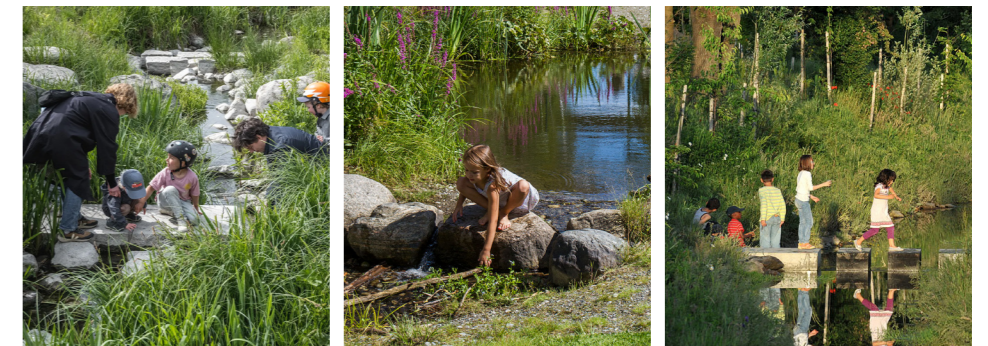
#### REUSE OF RAINWATER

Rainwater is collected and reused for irrigation or allowed to percolate locally—supporting self-sufficiency and sustainable water cycles.



#### WATER AS AN EXPERIENCE

Designed water elements make rain visible and tangible—seasonal ponds, shallow rills, or wetlands enrich the spatial experience and highlight ecological processes.



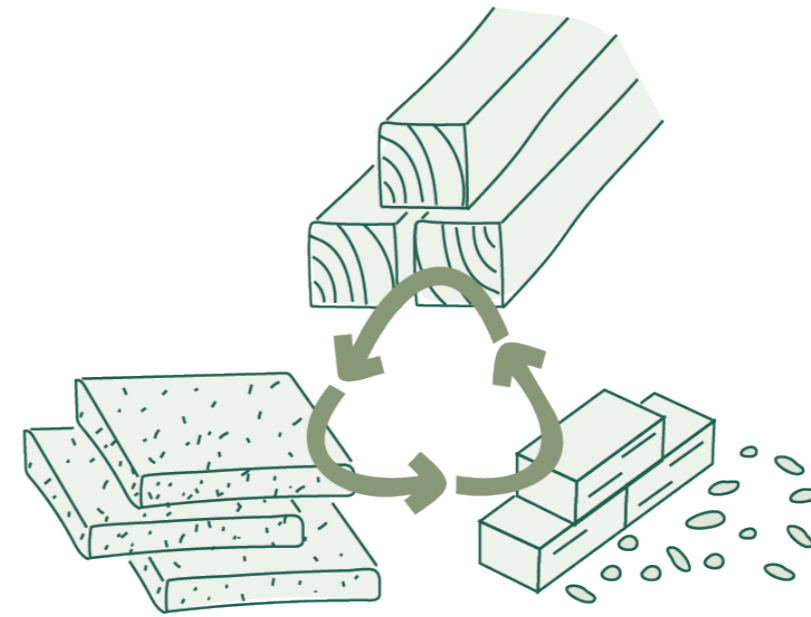
# ACTIVITY LOOP DESIGN GUIDELINE

## MATERIAL

The material concept of the Activity Loop is based on cohesion, locality, and sustainability. A reduced and consistent palette of materials strengthens the identity of the loop and creates visual unity across diverse spatial situations. Materials are carefully selected to reflect the character of the region—using local stone, untreated wood, and natural finishes to anchor the design in place. At the same time, a mindful use of resources guides all choices: durability, recyclability, and ecological impact are key criteria. The result is a material language that balances long-term aesthetics with low environmental footprint, enhancing both spatial quality and climate-conscious construction.

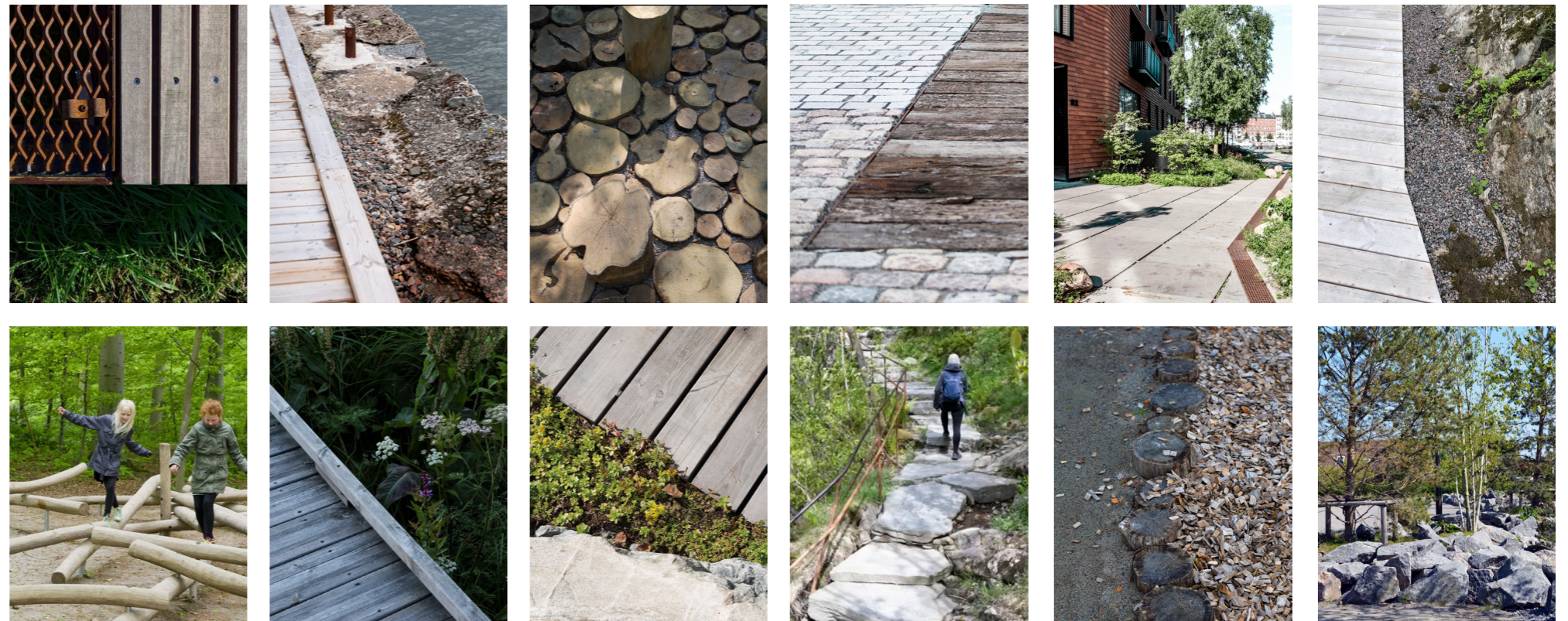
## COMMON MATERIALS

A unified material palette—used across all loop elements—ensures visual consistency and reinforces the recognizable identity of the public space.



## GUIDELINES

- **COMMON MATERIALS**
- **MINDFUL USE OF RESOURCES**
- **LOCAL AND NATURAL MATERIALS**



## MINDFUL USE OF RESOURCES

Material choices prioritize durability, minimal processing, and circular use, supporting low-impact construction and long-term resource responsibility.

## LOCAL AND NATURAL MATERIALS

Locally sourced and natural materials like wood and stone connect the design to place, reduce emissions, and age gracefully within the landscape.

activity loop  
**areas & program**

# ACTIVITY LOOP

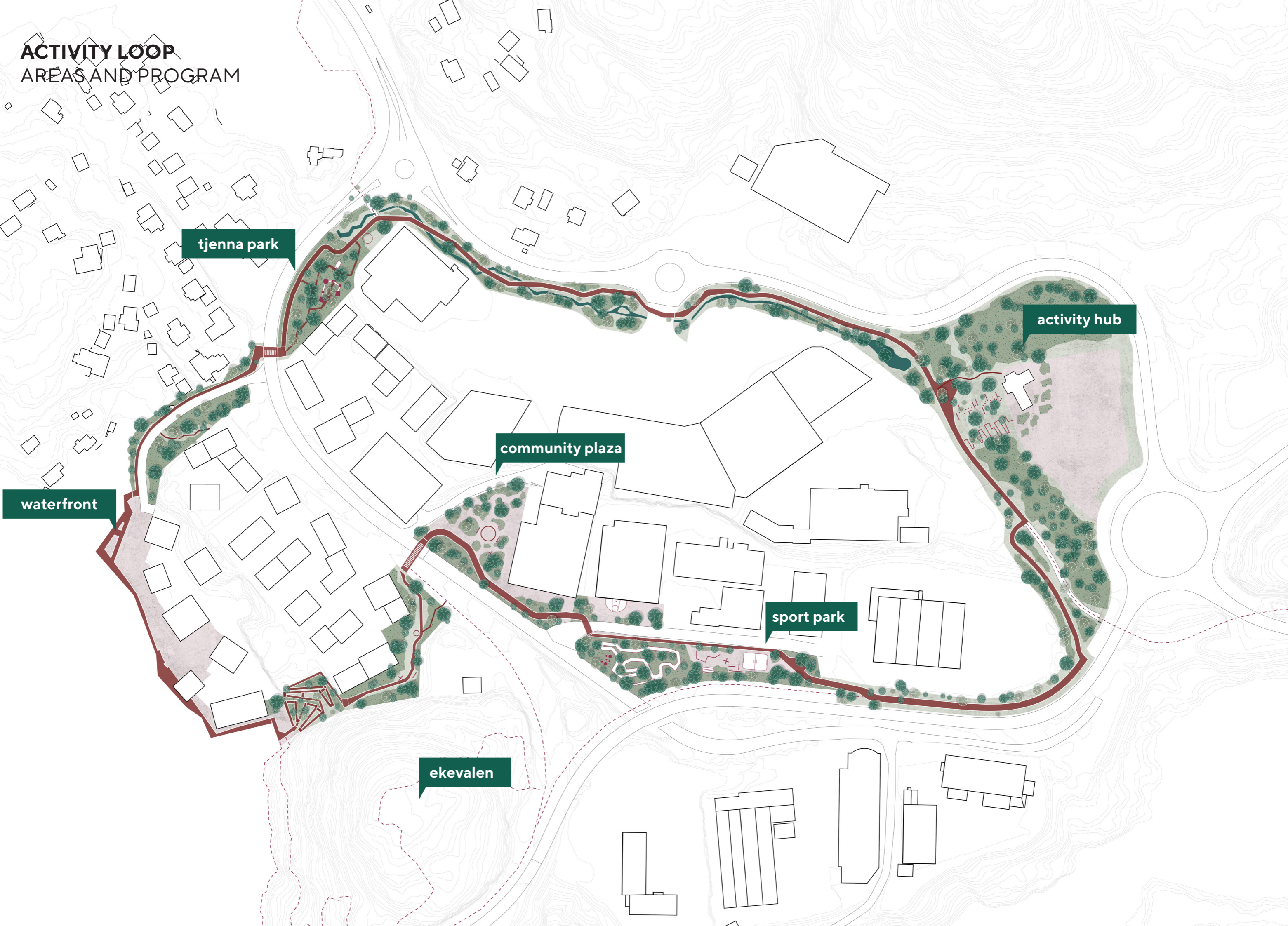
## AREAS AND PROGRAM



**ACTIVITY LOOP**  
AREAS AND PROGRAM



# ACTIVITY LOOP AREAS AND PROGRAM



waterfront

tjenna park

community plaza

sport park

activity hub

ekevalen

# ACTIVITY LOOP

## AREAS AND PROGRAM

### ACTIVITY LOOP

- almost 2km long public park structure
- connecting different uses and areas
- soft mobility infrastructure
- part of the green network
- wide range of activity offers



#### WATERFRONT

- public waterfront with green and rest areas

#### TJENNAPARK

- forest playground for kids and youth

#### ACTIVITY HUB

- starting point for activities
- outdoor infrastructure storage, showers, parking, rental, rest, ...

#### SPORTPARK

- green sport park with lot different activities for everyone and every age

#### EKEVALEN

- nature hiking path with scenic view
- shelters for rest and overnights

#### COMMUNITY PLAZA

- green heart of Krøgenes
- public plaza with connections to infrastructure



**ekevalen**

*the balcony of krøgenes*

# ACTIVITY LOOP

## EKEVALEN

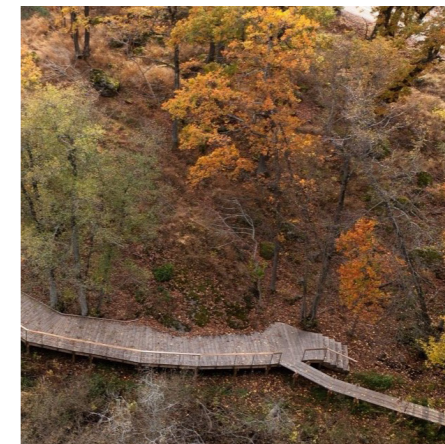
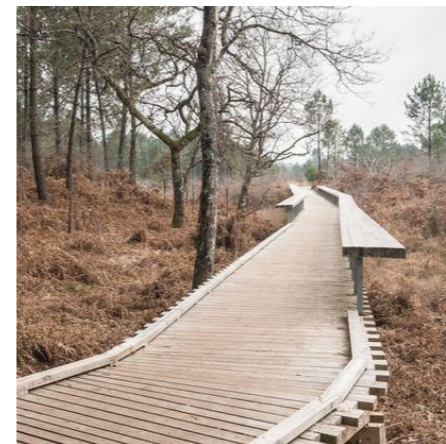
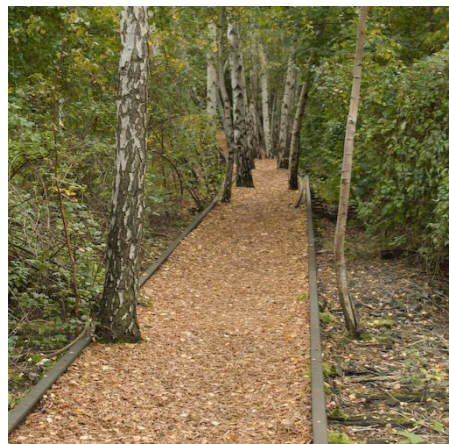
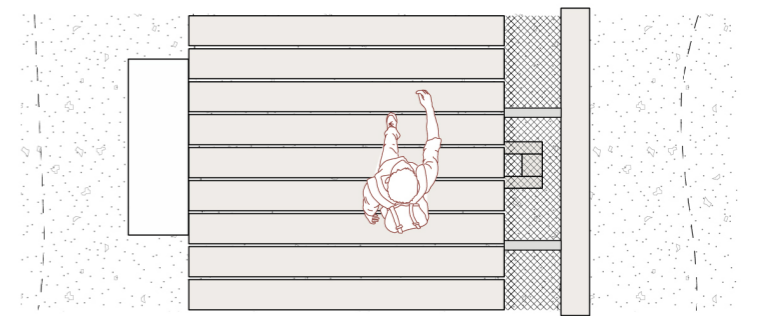
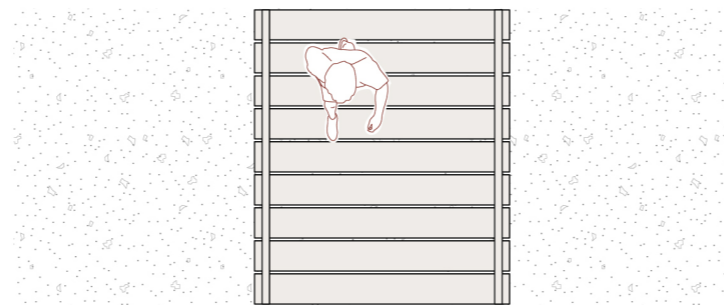
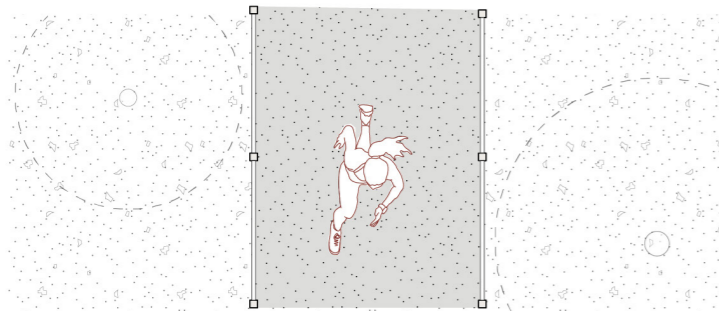
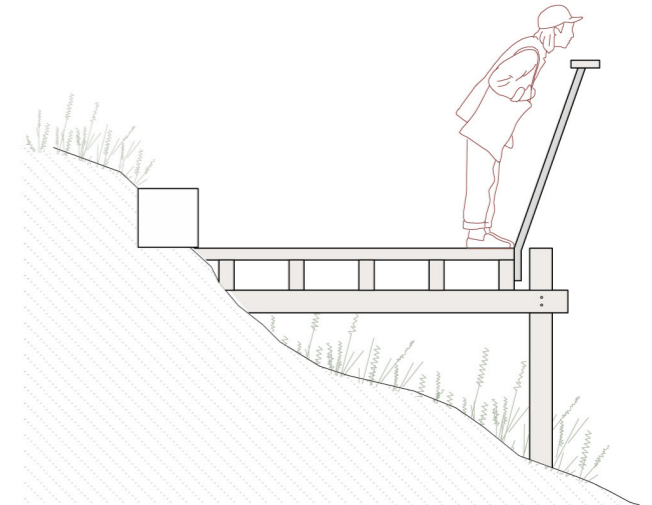
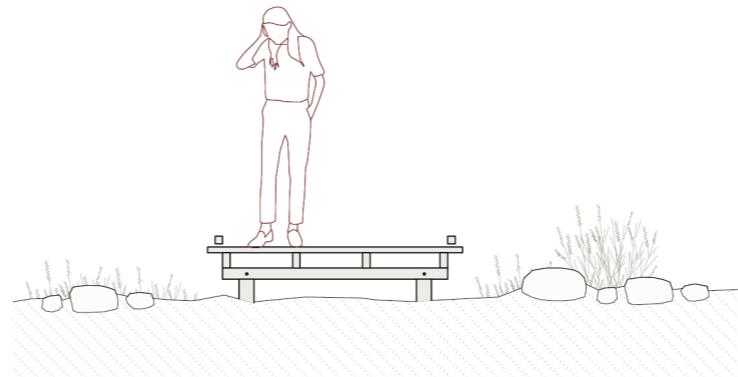
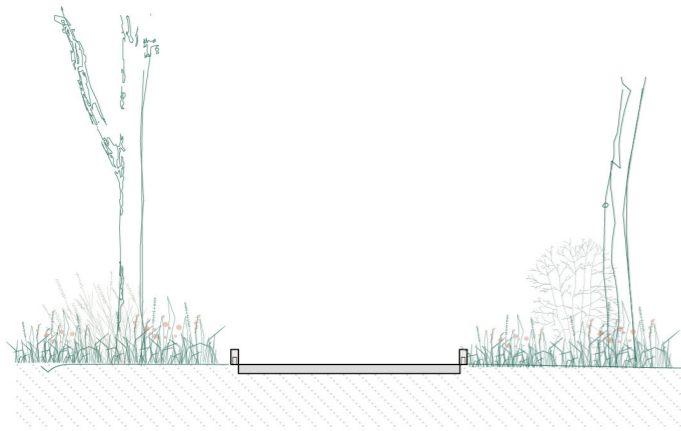


**ACTIVITY LOOP**  
EKEVALEN



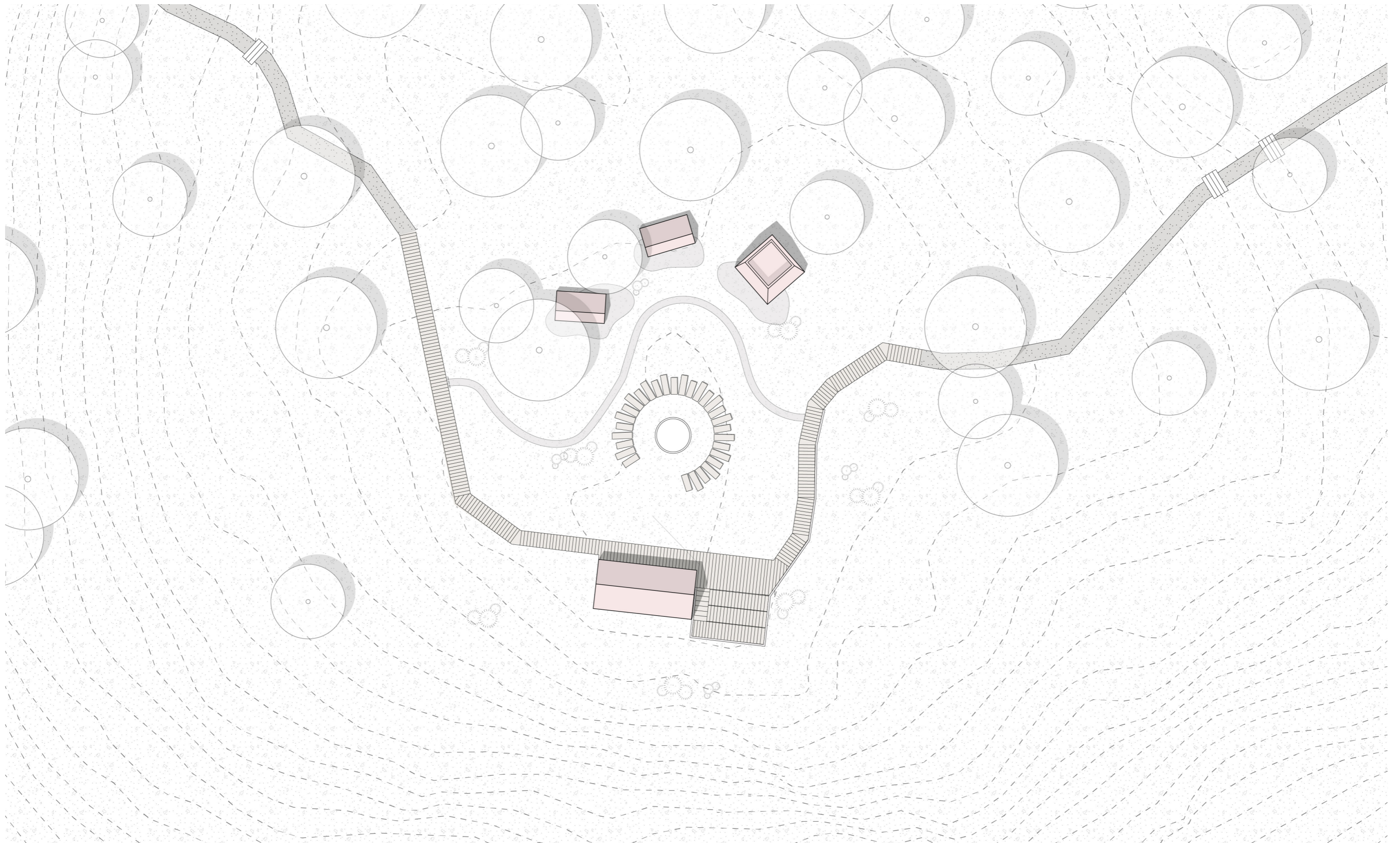
# ACTIVITY LOOP

## EKEVALEN



# ACTIVITY LOOP

## EKEVALEN

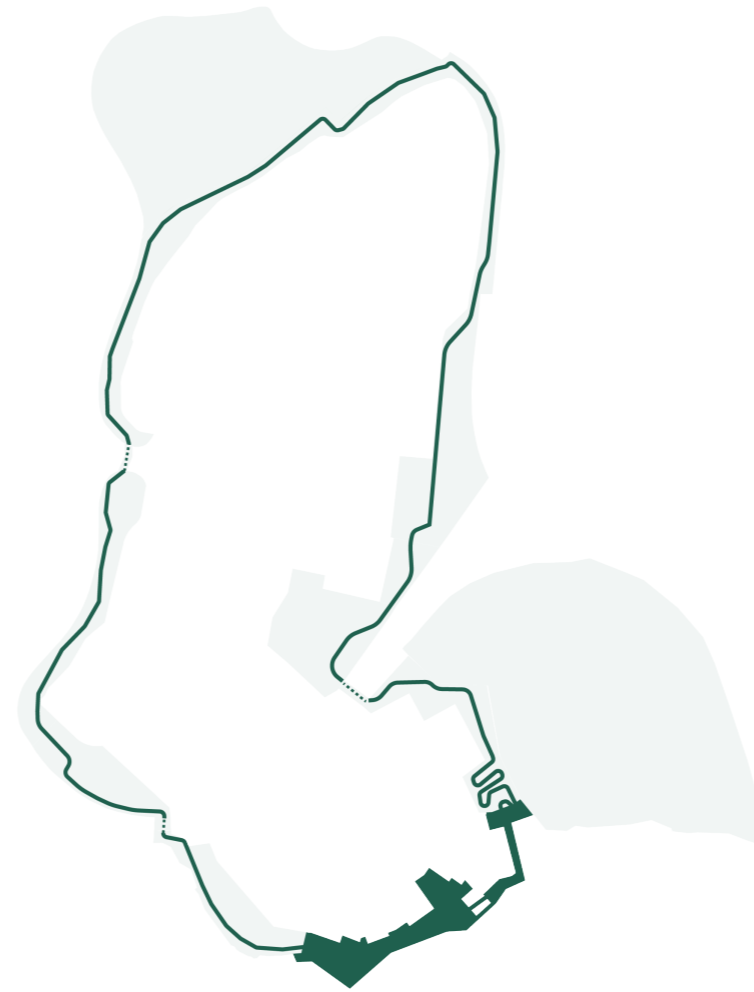


**ACTIVITY LOOP**  
EKEVALEN



# ACTIVITY LOOP EKEVALEN





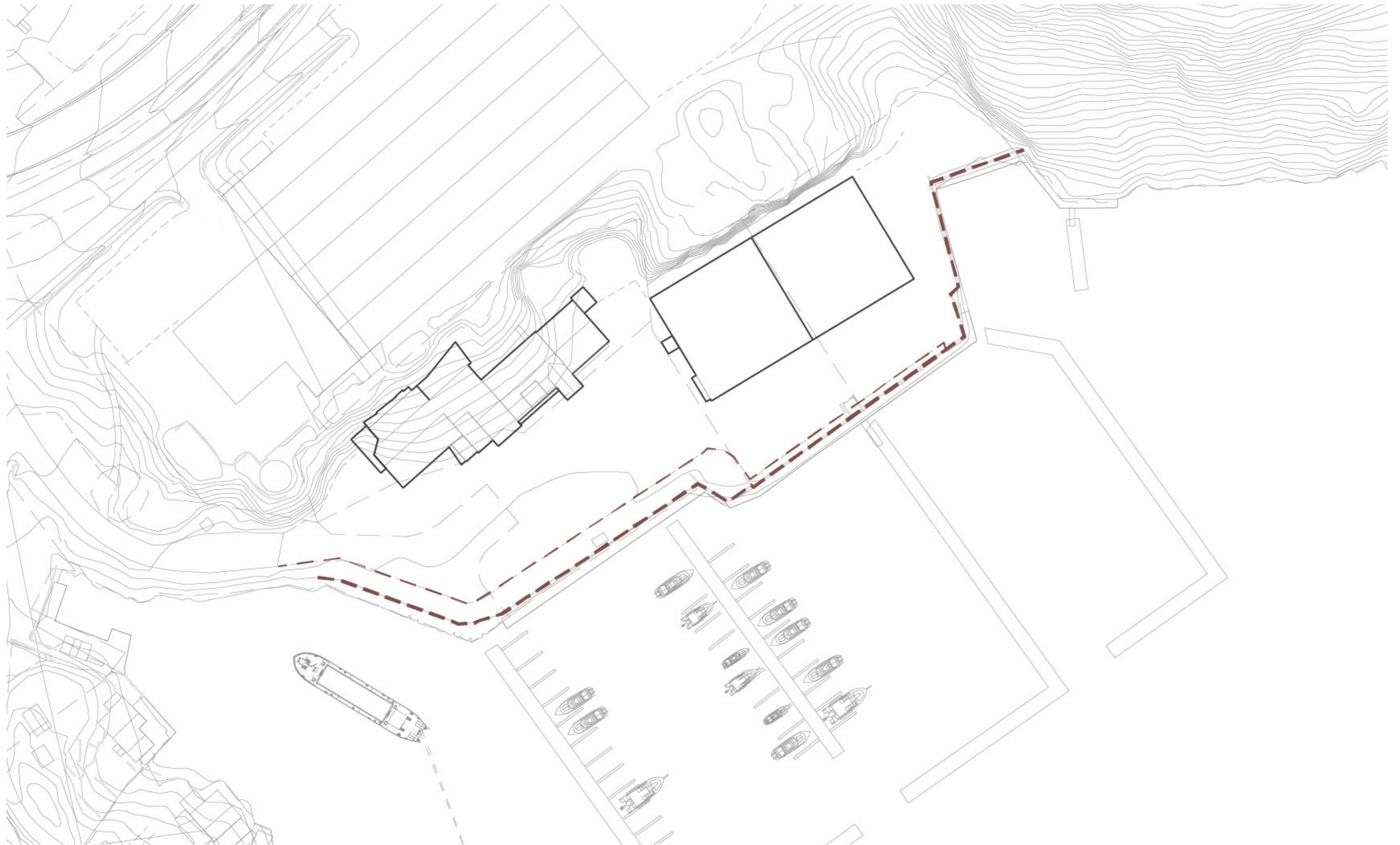
**krøgenes brygge - waterfront**

**ACTIVITY LOOP**  
KRØGENES BRYGGE - WATERFRONT



# ACTIVITY LOOP

KRØGENES BRYGGE/ THE AREA TODAY  
HISTORICAL HARBOUR LINE





# ACTIVITY LOOP

KRØGENES BRYGGE. PHASE 2 (1:750)



## THE PROMENADE DESIGN GUIDELINE

### Preserving the Harbour Line

The historical harbour line is preserved, and a new wooden structure is added as a contemporary element. By building upon the existing quay and introducing a wooden pier, the design pays homage to the cultural traces of the site while inviting people closer to the water.

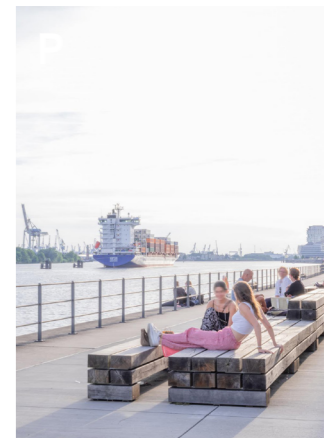
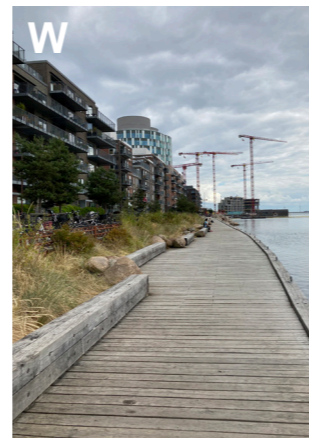
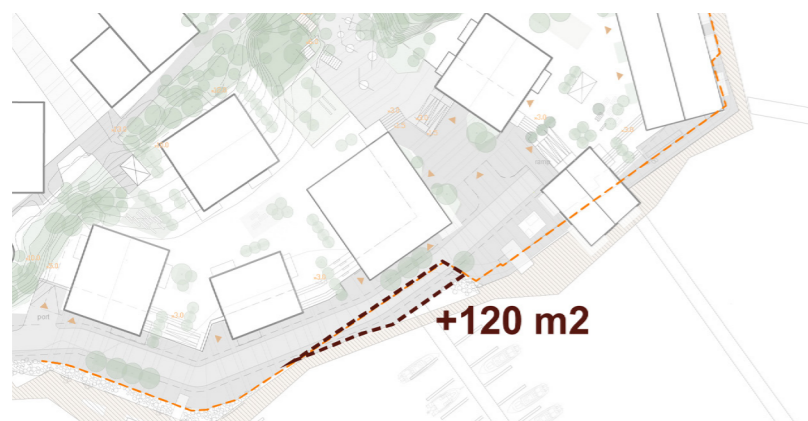
### The Promenade as Public Interface

The promenade is envisioned as an active public space – a linear meeting point where people can stroll, meet, play, and rest. It hosts public programs such as saunas, a play area, informal seating, and a future boat ticket office. The building edges are programmed with active frontages, including commercial spaces, housing entrances, and a café. While a service road remains, the design prioritizes soft mobility – walking and cycling are the main modes of movement.

### A Wooden Pier

The promenade incorporates a new wooden pier that extends into rest zones and play areas, becoming a key feature of the public waterfront. This approach not only enhances accessibility and spatial variety but also minimizes costs and material consumption by using the existing harbour structure as a foundation.

The result is a vibrant and inclusive public space that balances heritage, sustainability, and everyday use – a place for strolling, meeting, relaxing, and engaging with the landscape.

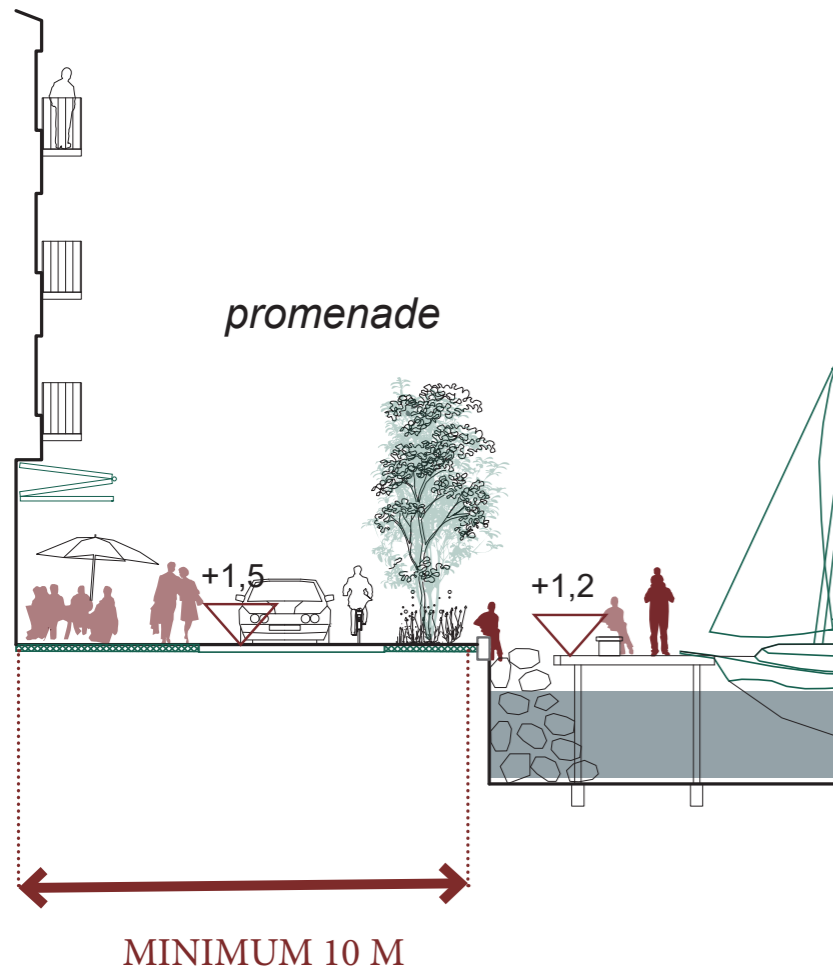
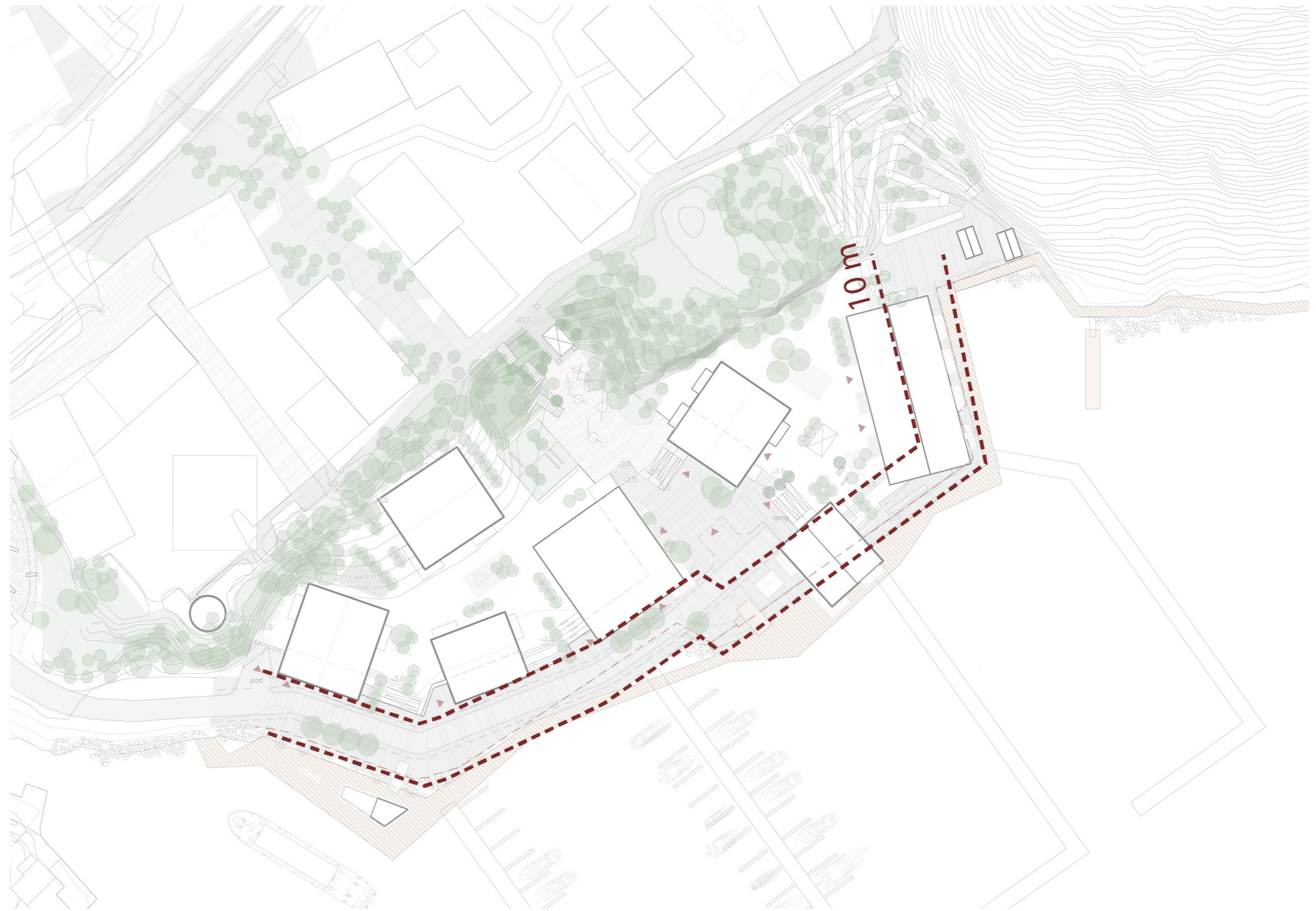


## THE PROMENADE DESIGN GUIDELINE

The promenade will be fully public – a 10-meter-wide harbour walk along the waterfront. A secondary wooden structure, varying between 2 and 11 meters in width, creates dynamic spaces for rest and recreation.

A 1.5-meter level shift defines the boundary between the public promenade and the semi-private courtyards, marked by a raised plinth. Stairs connect the two levels and double as informal seating.

The courtyards are semi-private spaces for residents to meet, barbecue, and play. The harbour will include a mix of public programs, presented in two design variations in the next chapter: one more urban and active, the other greener and nature-integrated



## ZONING

The site is structured through a clear zoning strategy that transitions between public, semi-public, and semi-private spaces — forming a layered interface between landscape and urban life.

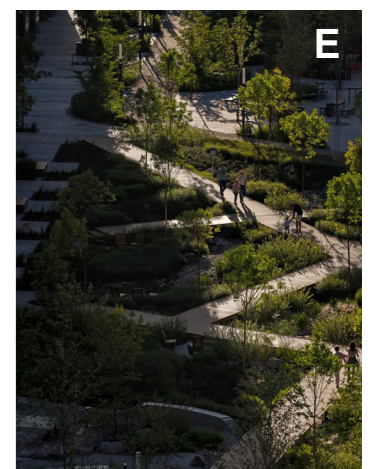
At the lowest level, closest to the water, a public zone is established with a new wooden pier. This element draws people down to the shoreline, creating direct access to the fjord. Just above, the existing promenade forms another public layer, accommodating both vehicular access and pedestrian movement. Here, surface treatments introduce rhythm and movement through planted elements, lines, and textures that invite both circulation and informal stays.

Between the buildings, a semi-public transition zone is introduced as a green corridor. This stræde (passage) includes a playground, embedded trampolines, and meeting points, linking Sølvkroken to Krøgenes Brygge. It forms an active, social space where the neighborhood and visitors meet the harbor edge.

Above the promenade, the residential courtyards are raised by approximately 1.5 meters, creating a distinct semi-private zone. These elevated shared spaces provide residents with sheltered areas for gathering, play, and everyday life — including green pockets, seating, tables, and communal grills.

The elevation difference supports both visual and spatial separation from the public promenade, while offering natural edges for sitting and views over the water to the public.

- A. The wooden pier
- B. The Promenade
- C. The Green Corridor
- D. The Courtyard
- E. The Transition



**AREA A**  
OVERALL STRUCTURE



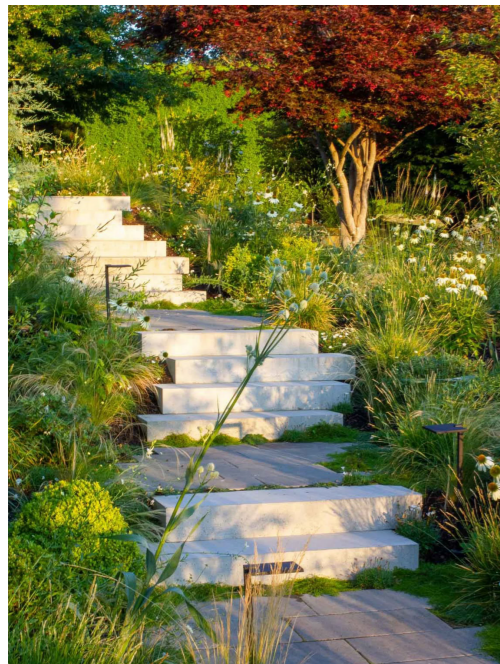
**soft mobility**

the overall structure connects the area A to the surroundings and the main connections, the soft mobility system creates an inviting infrastructure movement for pedestrians and bicycles



# THE PLINT

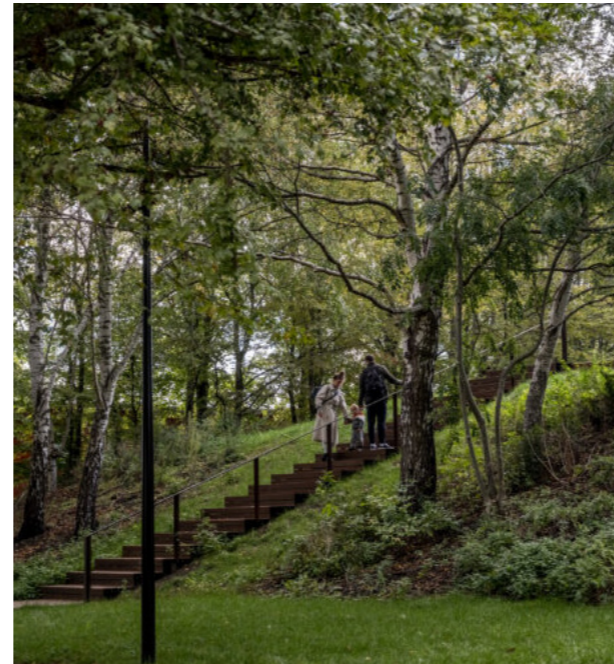
different options to connect the upper area with Krøgenes Brygge



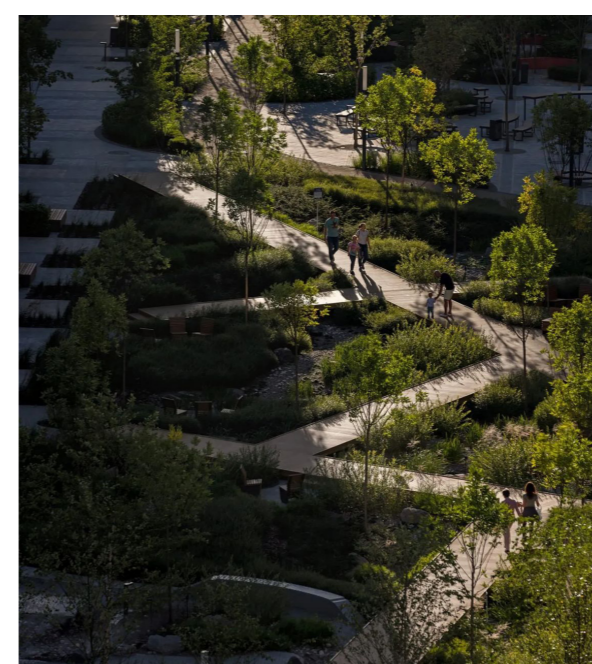
Staircase on slope



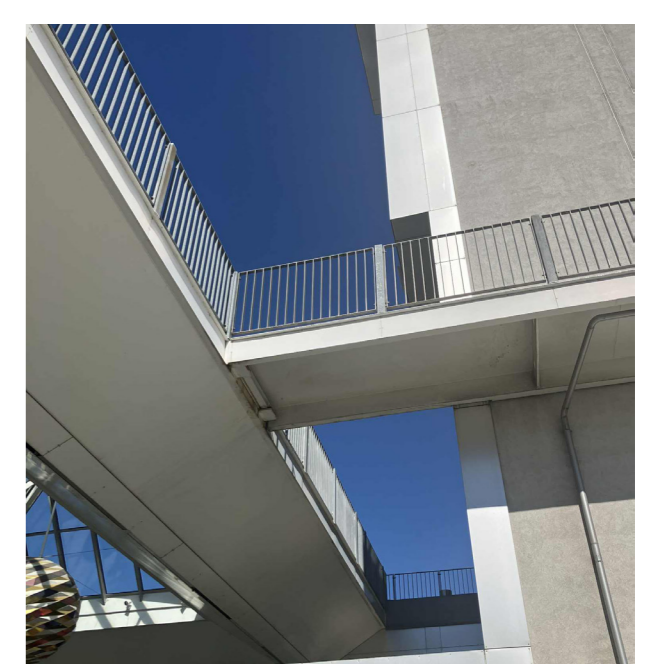
Freestanding elevator (Arendal)



Landscape Staircase



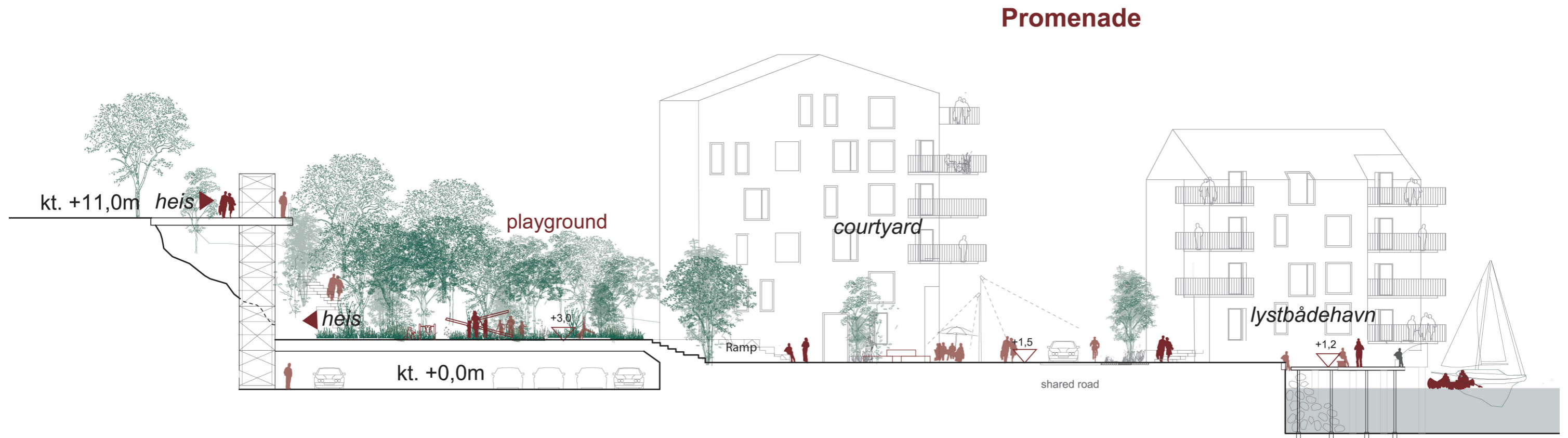
Landscape ramp



Public elevator in building

# SECTION

## Option with lift/heis to connect the upper area with Krøgenes Brygge



SECTION 1:200 HEIS AS CONNECTION  
BETWEEN UPPER AND LOWER AREA.  
SØVKROKKEN AND KRØGENES BRYGGE

## UNIVERSAL ACCESSIBILITY

### ENSURING ACCESSIBILITY

Krøgenes Brygge is naturally situated by the waterfront, with a dramatic elevation change towards the rocky terrain behind. This topography gives the site a distinct spatial quality but also presents challenges in terms of accessibility for all users.





As described in the previous section, the area features five main entry points. Here, we highlight how the site is made accessible for people with reduced mobility, wheelchair users, and families with strollers—ensuring that everyone can enjoy the qualities of the public realm.

We propose a new ramp on the eastern edge of the site, connecting to the larger pedestrian loop that ties Krøgenes together. Additional ramps are integrated along the raised plinths, providing step-free access to the semi-private courtyards.

Furthermore, an elevator is proposed to link Sølvkroken with Krøgenes Brygge and the semi-underground parking facility. Whether free-standing or integrated into a building, the elevator serves the same function: to enable inclusive access across all levels.

Together, these measures form part of a comprehensive strategy to ensure universal access and support a truly inclusive public space.



-  Main Acces
-  Secondary Acces
-  Elevator
-  Ramps



5% 1:20

# KRØGENES BRYGGE

## ROAD ACCESS AND PARKING

Access to Krøgenes Brygge is maintained via the existing road, preserved as a 6-meter-wide shared surface—4 meters for vehicles and 2 meters as a planted buffer softening the transition to pedestrian space.

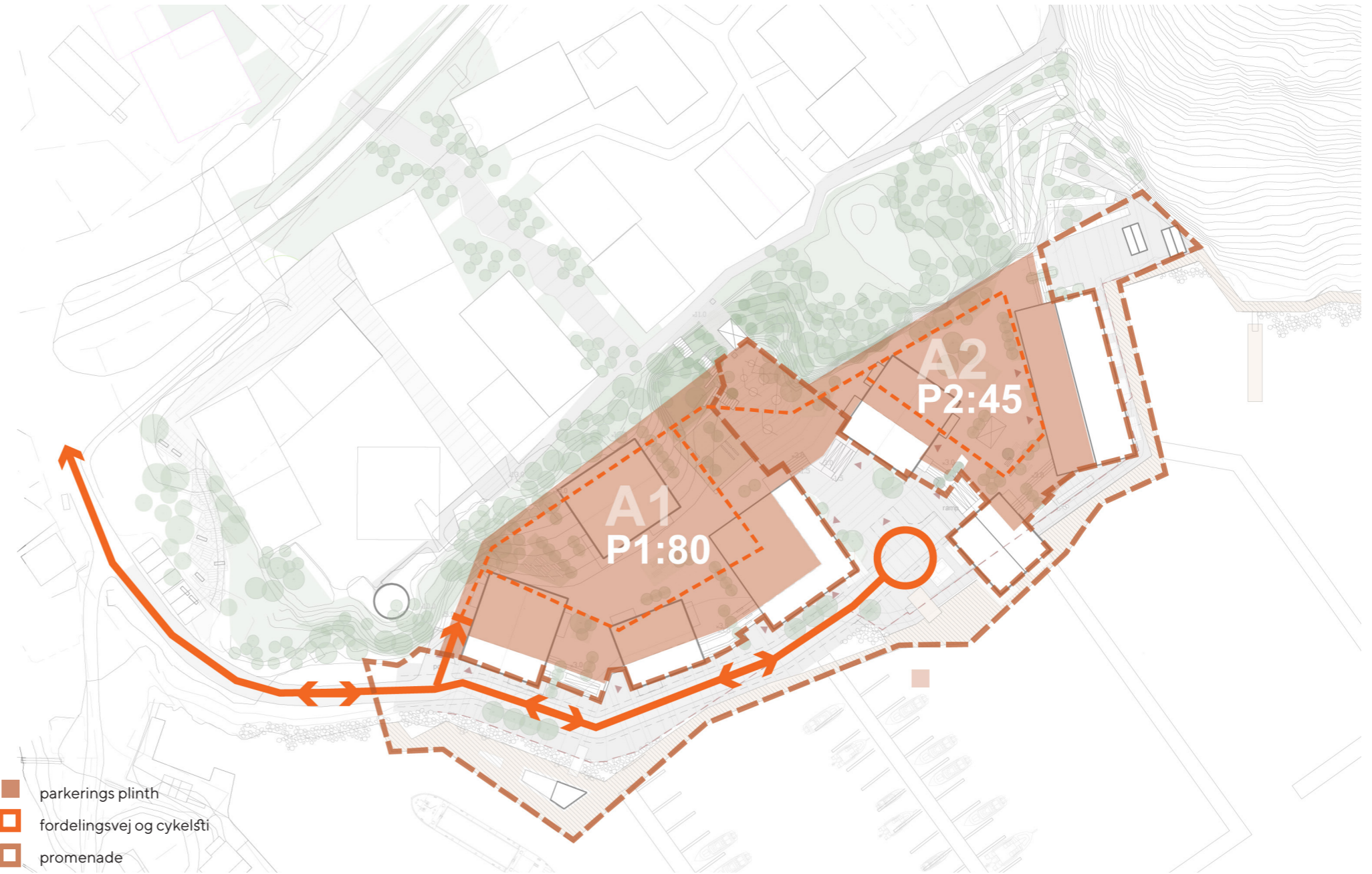
The road leads to a semi-underground parking facility beneath the plinth, which sits 1.5 meters below the raised courtyards. This height difference defines the transition between public and semi-private zones, while maintaining visual contact across spaces.



Option 1:  
One shared parking structure beneath plots A1 and A2, with entry and exit in the west. Traffic is kept away from the promenade, preserving it as a calm and safe public space.



Option 2:  
Two separate parking structures with individual entries and exits. This increases traffic near the promenade and may reduce the quality of the public realm.



Road structure, Nordhavn (DK)



Raised plinth with parking underneath.

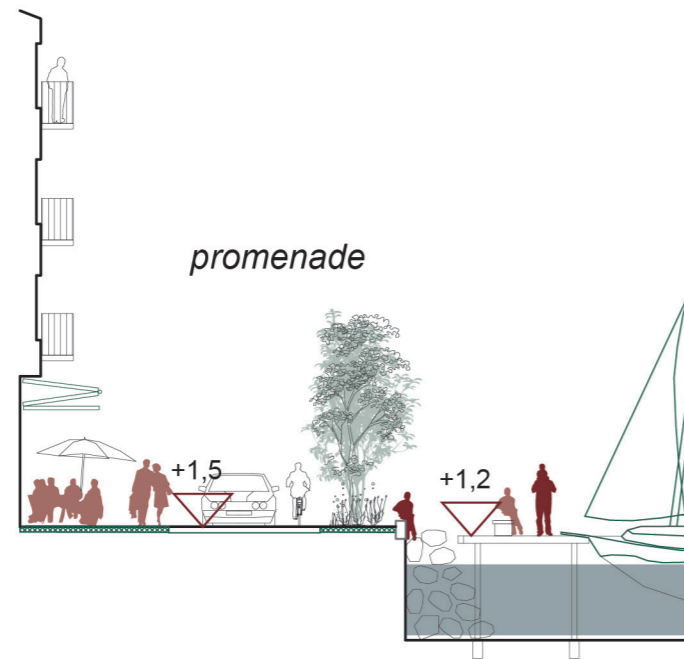


Parking entrance

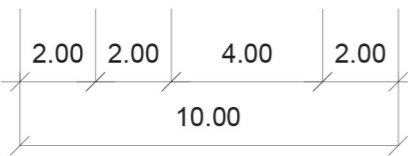
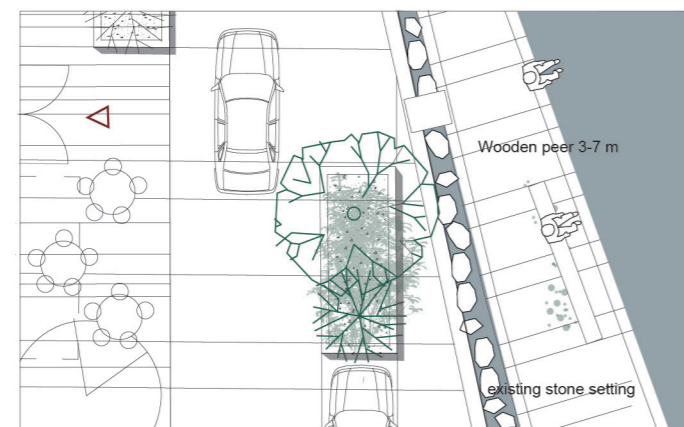
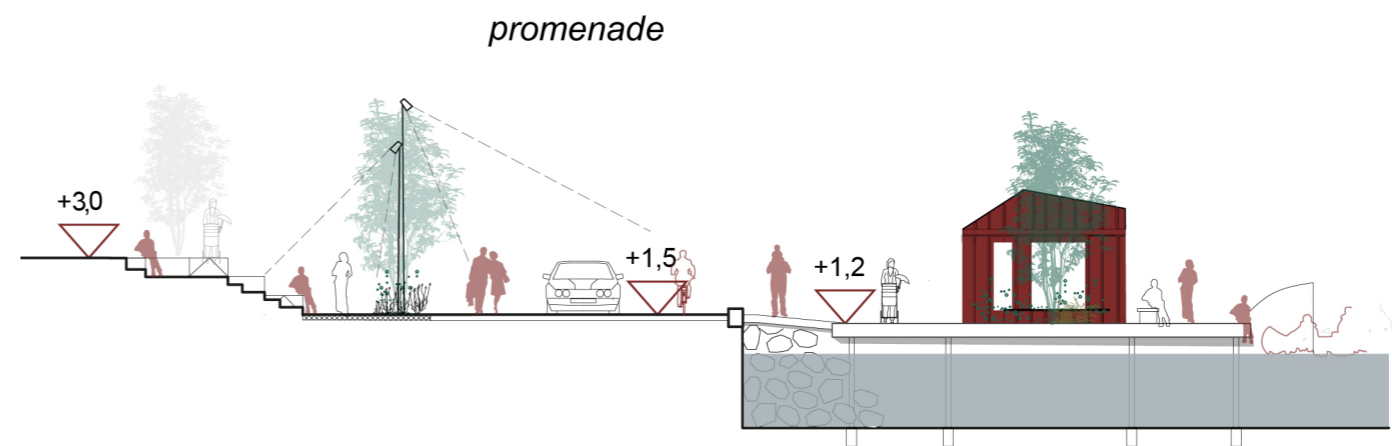
# AREA A MOBILITY

## SECTION OF ROAD DESIGN

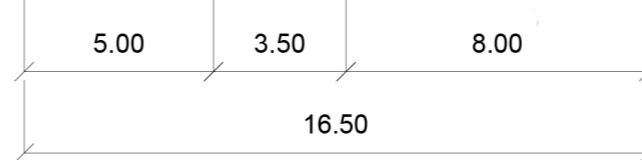
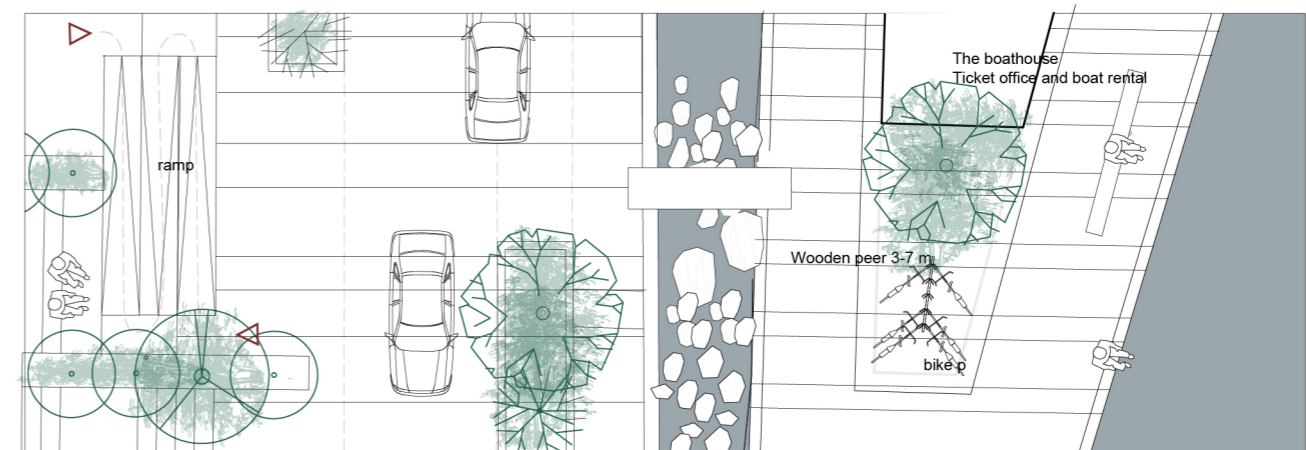
Small



Large



Kantzone  
flexible space  
Shared space 4-6m  
Planter and Parking



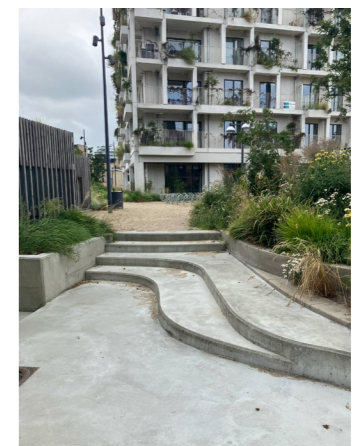
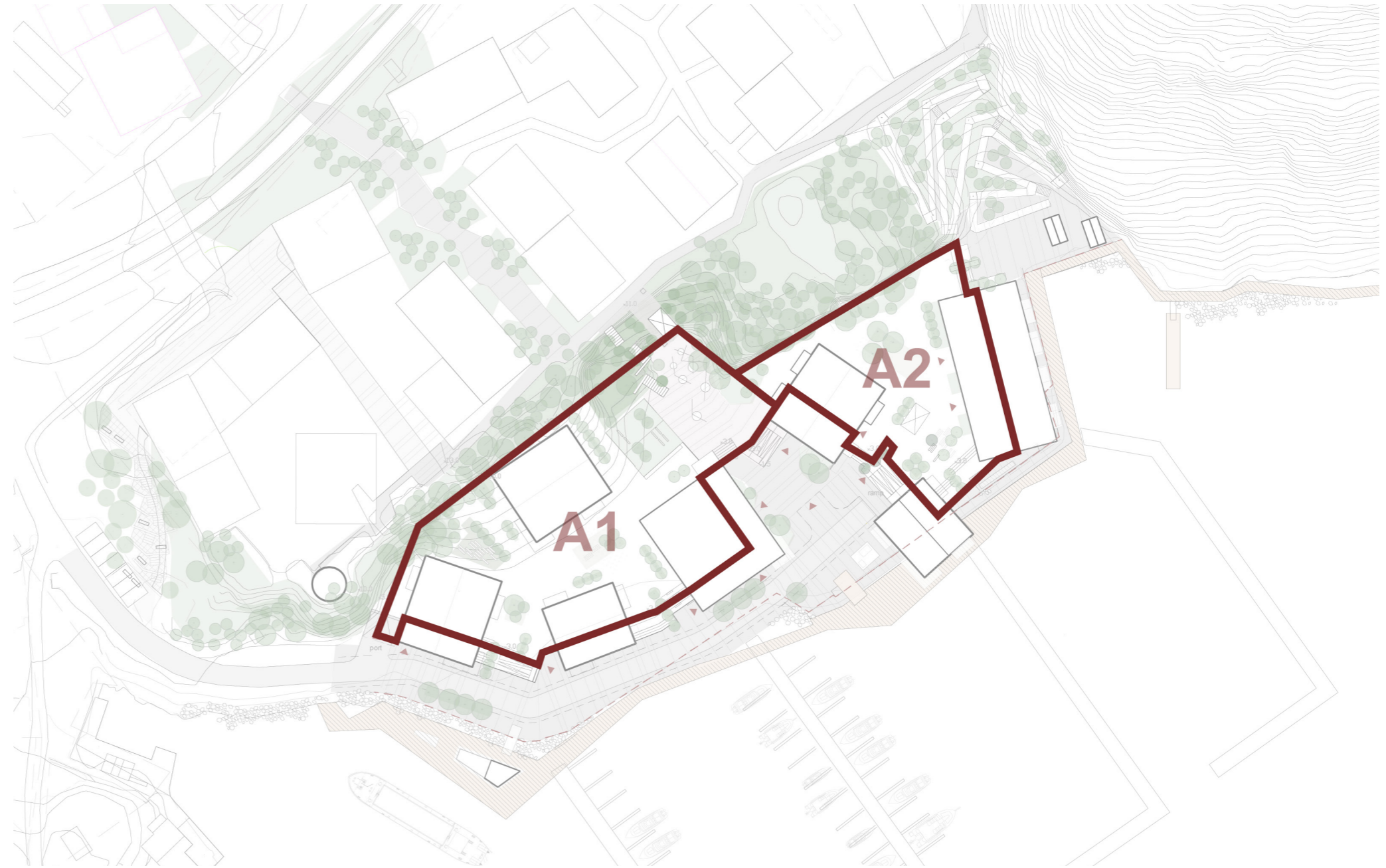
Semi public staircase  
flexible space  
Shared space 4-8m

# THE PLINT

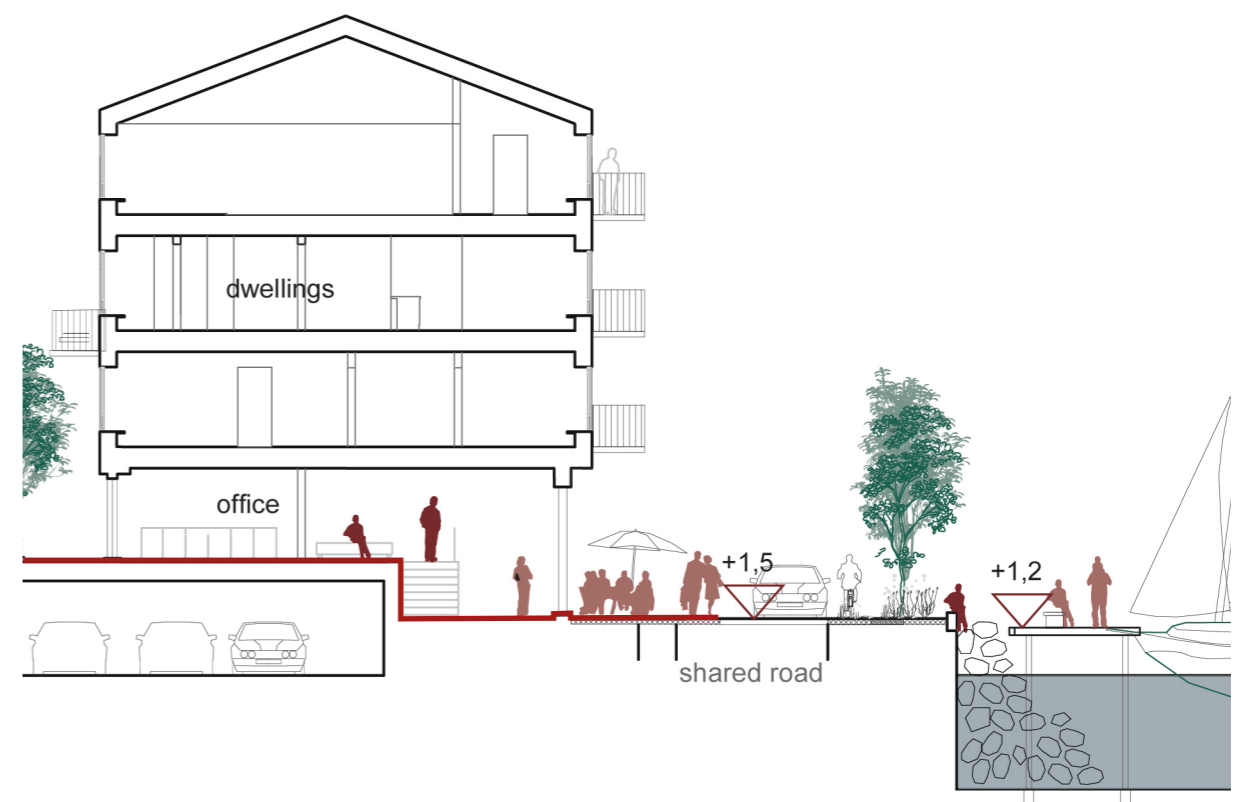
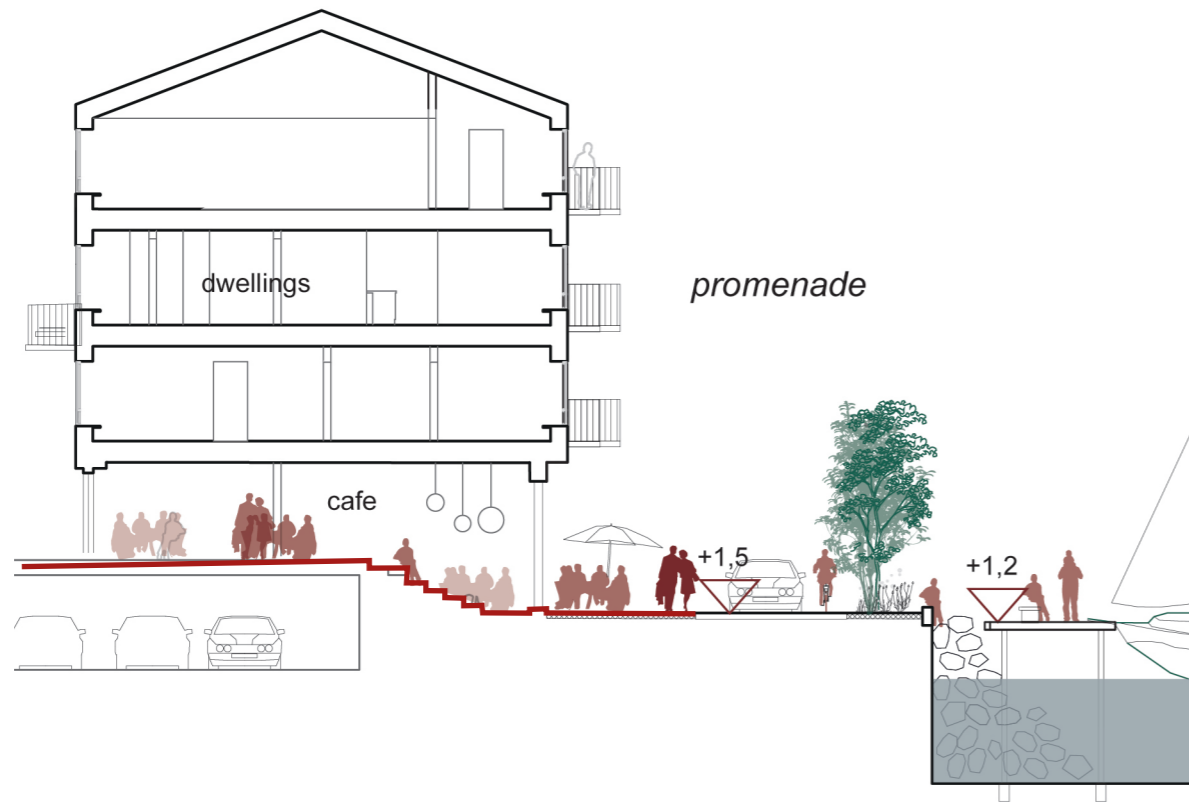
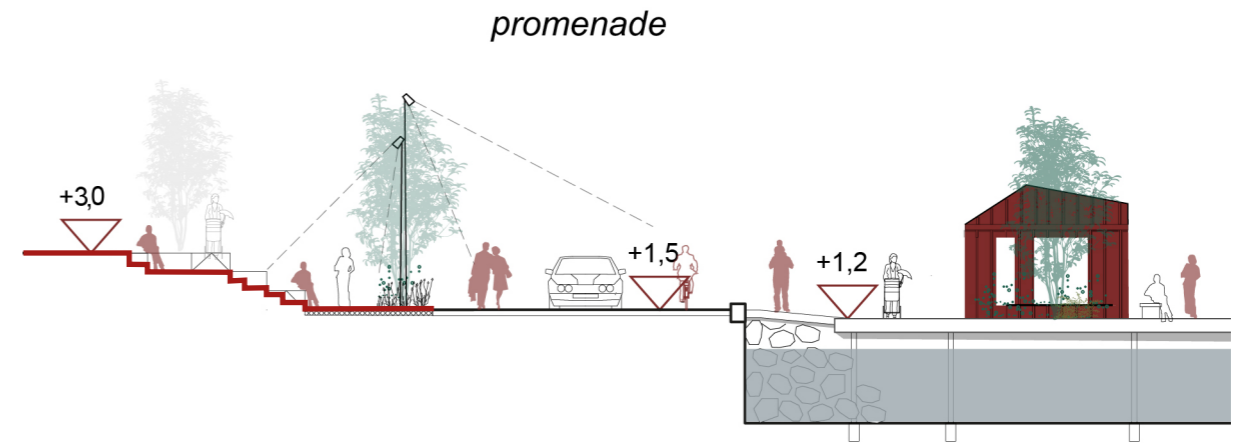
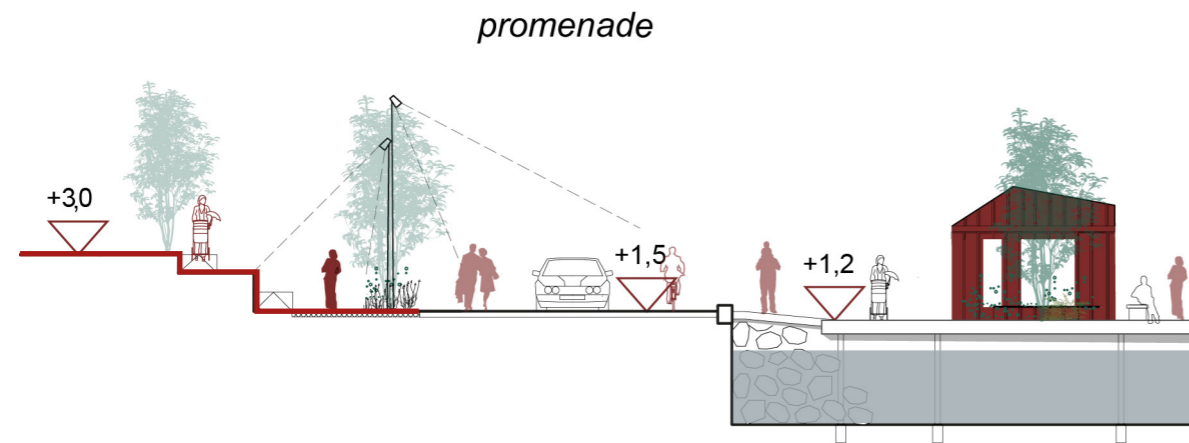
## The Plinth as a Natural Seating Element

Located in the southern part of the area, the plinth provides informal seating with panoramic views of Tromøysund and the Tromøy Bridge. It serves as a gentle threshold between the housing area and the public promenade, offering both spatial definition and moments of pause.

Raised approximately 1.5 metres, the plinth integrates parking beneath while simultaneously creating a natural zoning between the public promenade and the semi-private residential courtyards. This elevation allows for a clear spatial hierarchy: the promenade remains fully public, while the courtyards serve as quieter, semi-private spaces for residents. The stepped edges of the plinth form informal seating areas, encouraging people to sit, gather, and enjoy the views along the waterfront.



# SECTION



The plinth functions as a natural seating area, creating a soft transition between the public promenade and the semi-private courtyards. It also integrates parking, lowered by half a floor. The sections illustrate different ways of addressing the terrain differences, where the building adapts and connects the promenade to the courtyard.

# TERRAIN INTEGRATION AND ADAPTION

Backed by the rocky slope, the new development at Krøgenes Brygge is organised as a series of freestanding buildings. This typology ensures views (while avoiding direct overlooking) and mirrors the existing settlement patterns typical of the region's hilly terrain.

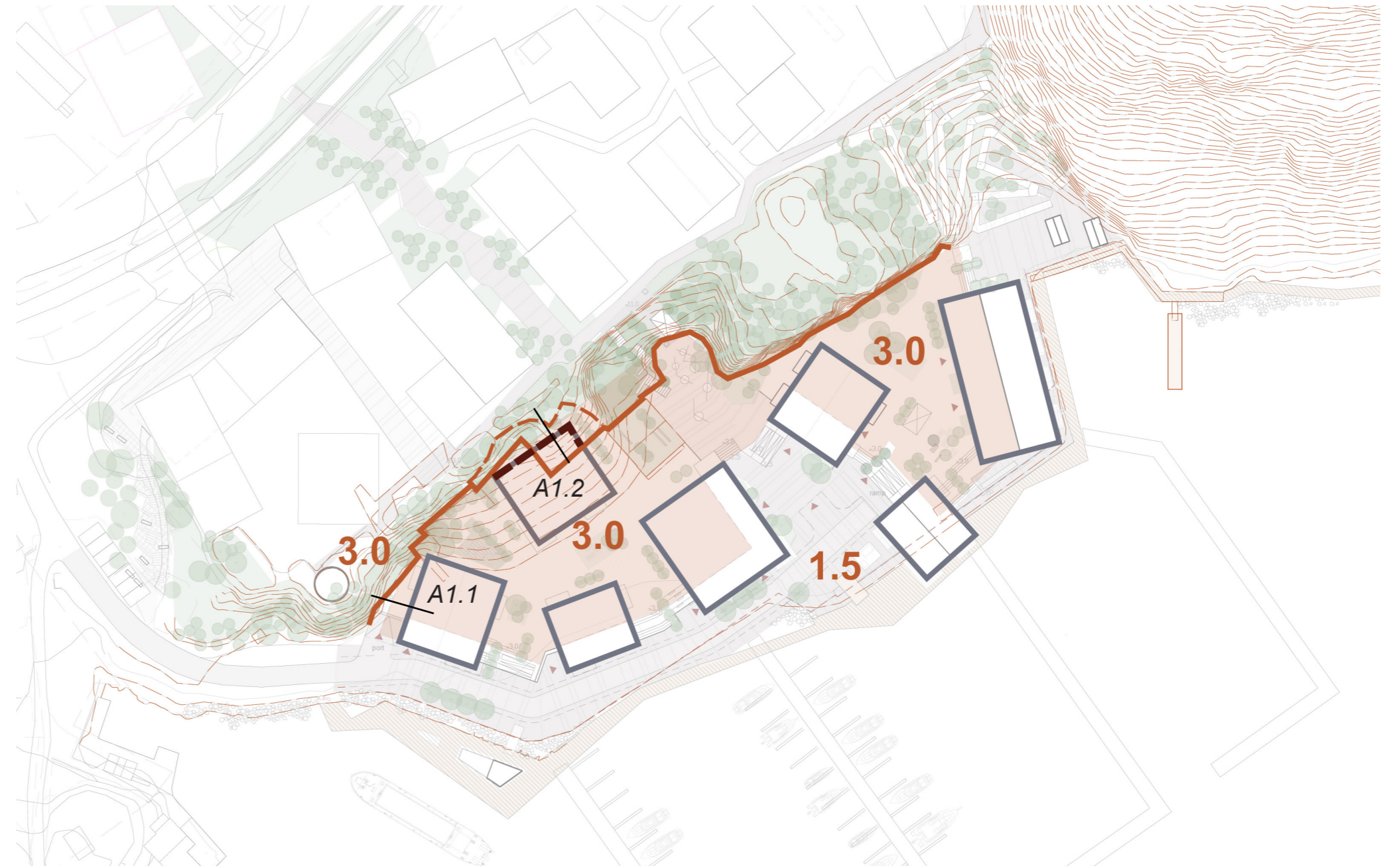
The topography is both a key asset and a design challenge. The buildings are positioned to pull back and open up the landscape. Existing structures on the site are to be removed, freeing up a plateau. When the original structures were built, parts of the terrain were already modified—this is visible in the red contour lines.

In the new settlement, a plinth structure raises parts of the ground from elevation 1.5 to 3.0 metres, creating level access and forming a clear base for the buildings above.

## Attention Point: A1.2

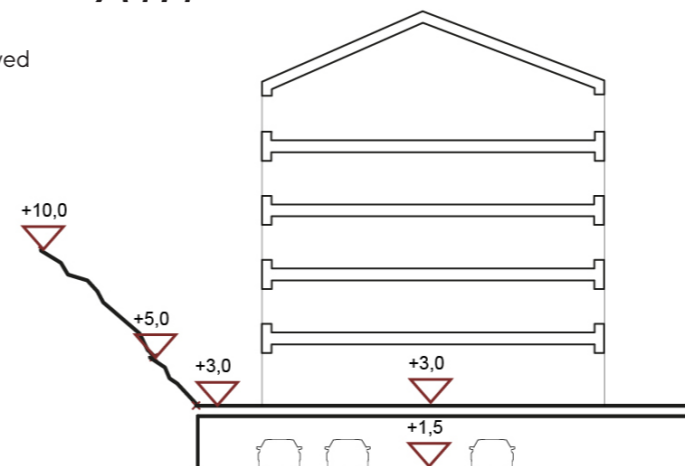
A specific attention point is marked with a dark red dashed line. Here, it must be considered whether the terrain should be further modified (pulled back) or whether the lower three floors should accommodate closed programmes that do not require daylight, such as storage, technical rooms or elevator shafts.

*The sites existing built culture shows a tendency toward levelling the terrain to make space for construction. This approach should be critically revisited and addressed in the further design process.*

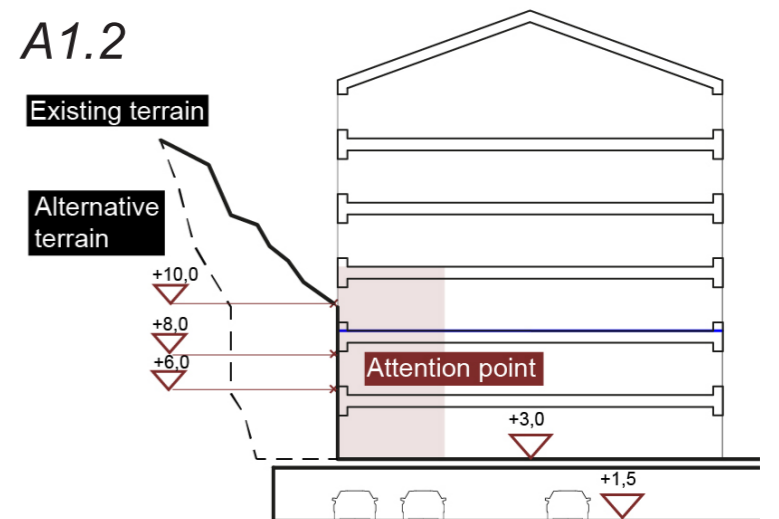


- Existing plateau after buildings has been removed
- - - 1-meter contour lines
- Freestanding building
- - - Attention Point
- Alternative Solution
- Section line

A1.1



A1.2



# KRØGENES BRYGGE

## ZOOM / 2 OPTIONS

### Two Approaches to the Public Promenade

For the zoom-in on the public promenade, we propose two distinct approaches:

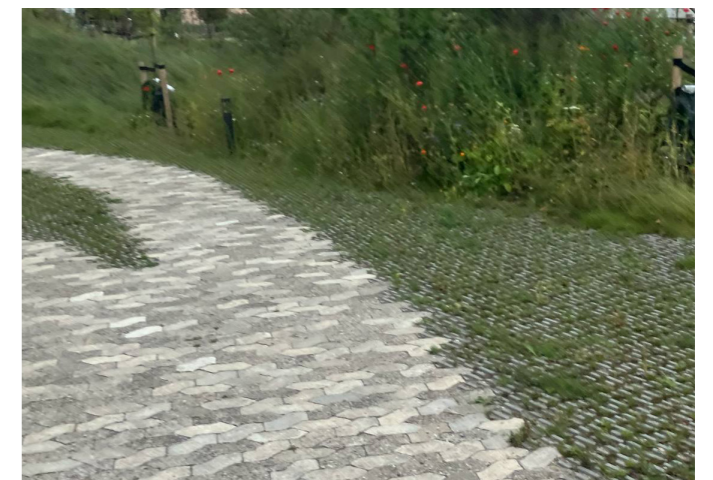
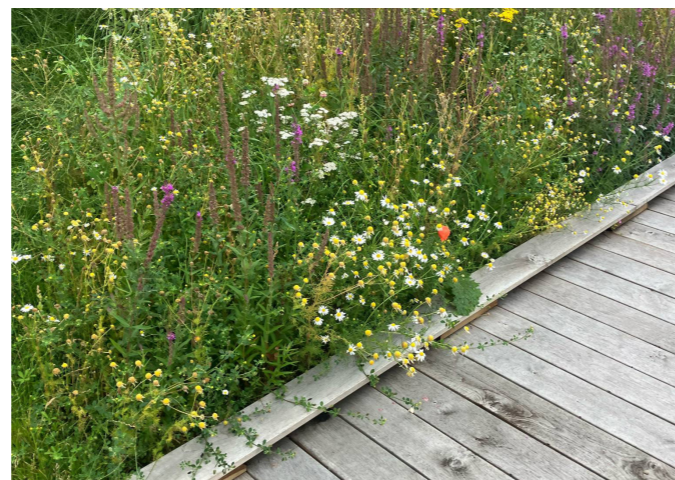
#### The Urban

This version is characterised by a denser program of public functions, such as a café, wider wooden promenade areas, and more spaces for gathering and interaction. It fosters an active, vibrant atmosphere along the waterfront.



#### The Green

In contrast, this approach prioritises a lush, green structure with a calmer and more restorative character. The promenade becomes a place for pause and reflection, with generous planting and softer transitions. The wooden pier is narrower, but remains publicly accessible.



# KRØGENES BRYGGE

ZOOM / URBAN OPTION 1:200



# KRØGENES BRYGGE

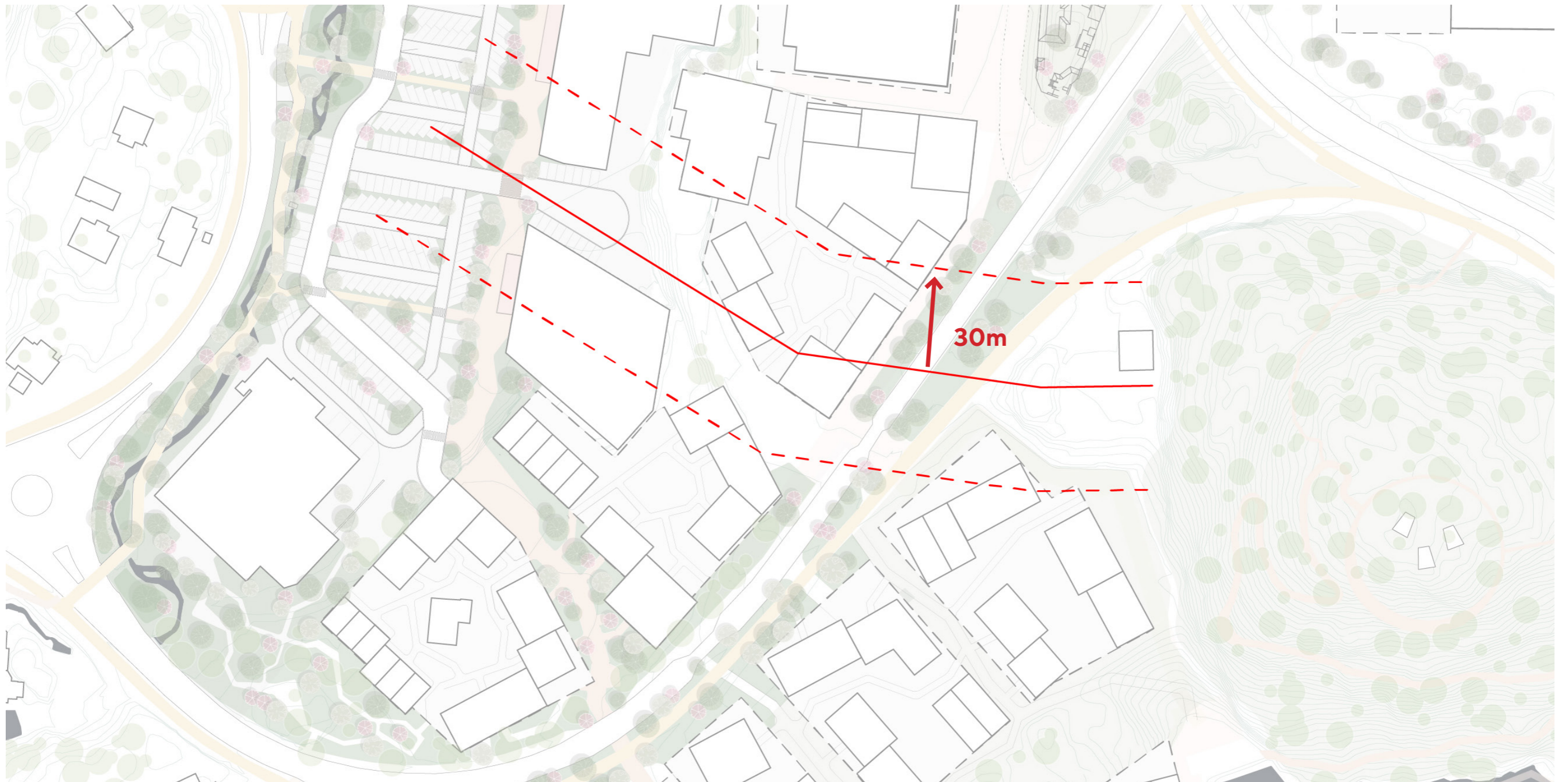
ZOOM / GREEN OPTION 1:200





**community plaza**  
*the green heart*

**BEDRIFTEN**  
JOBBSKLAR AREA



**high voltage power line and construction ban zone**

**BEDRIFTEN**  
JOBKKLAR AREA



Jobbklar 2.0 and a new plaza for Krøgenes

**BEDRIFTEN**  
JOBBLAR 2.0



Putting all existing and new uses, programm and people in one collective building

**BEDRIFTEN**  
JOBBLAR 2.0



creating a new multilevel building as a unique part of krøgenes

**BEDRIFTEN**  
JOBBSKLAR 2.0



preservation of existing structures and addition of sustainable and attractive architecture

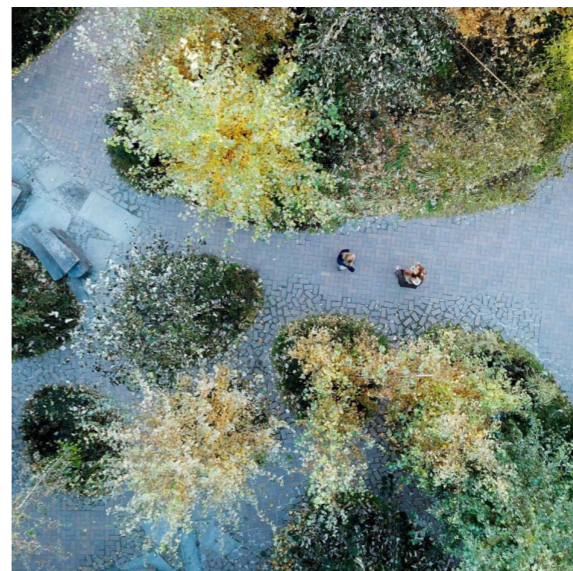
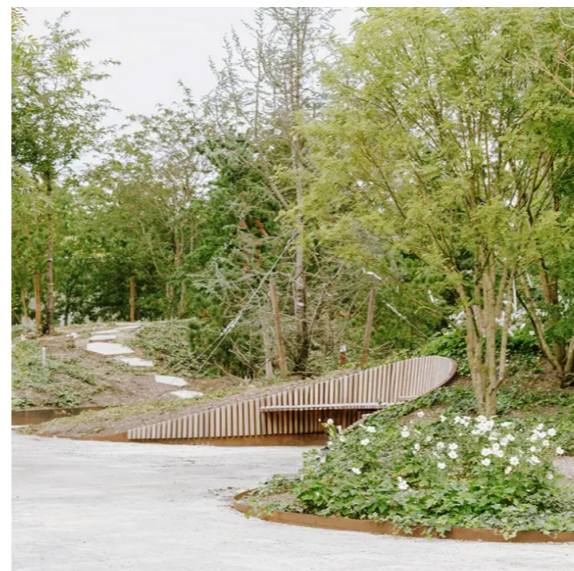
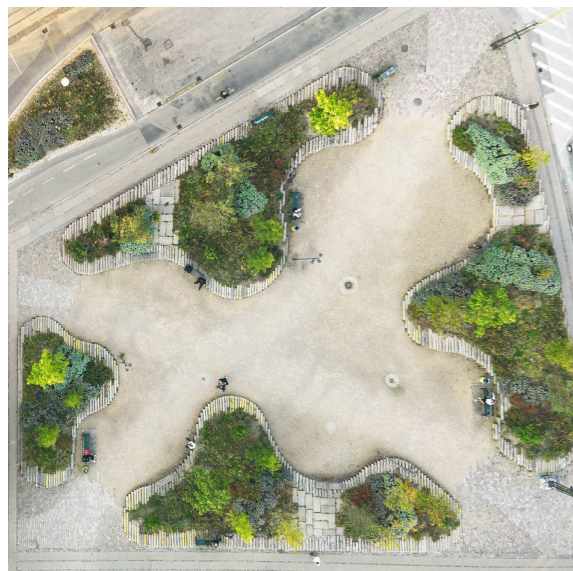
**BEDRIFTEN  
PLAZA**



# BEDRIFTEN COMMUNITY PLAZA

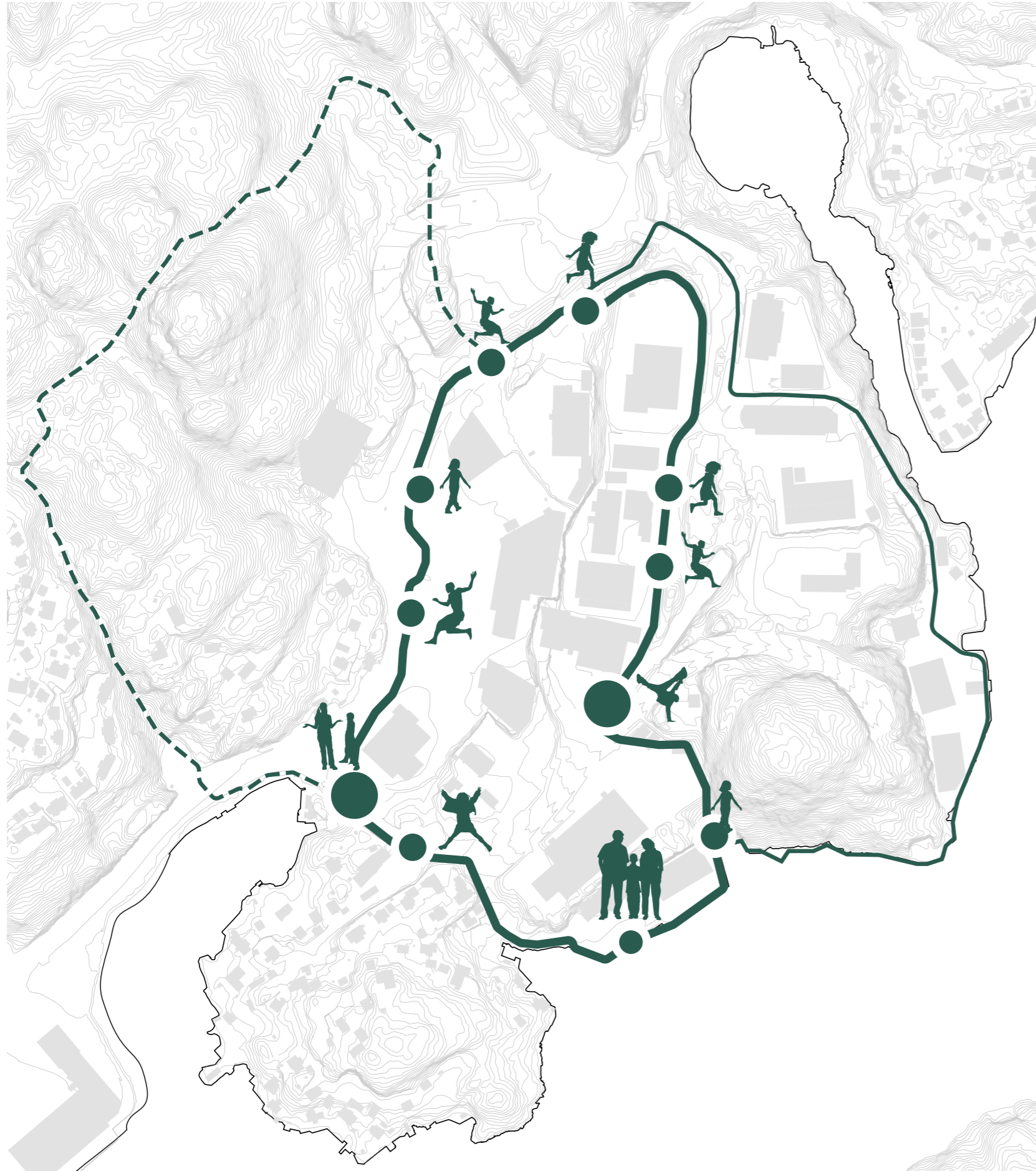


green patches creating the new green heart in the middle of Krøgenes



**activity**  
*play and movement*

## ACTIVITY LOOP PLAY AND ACTIVITY



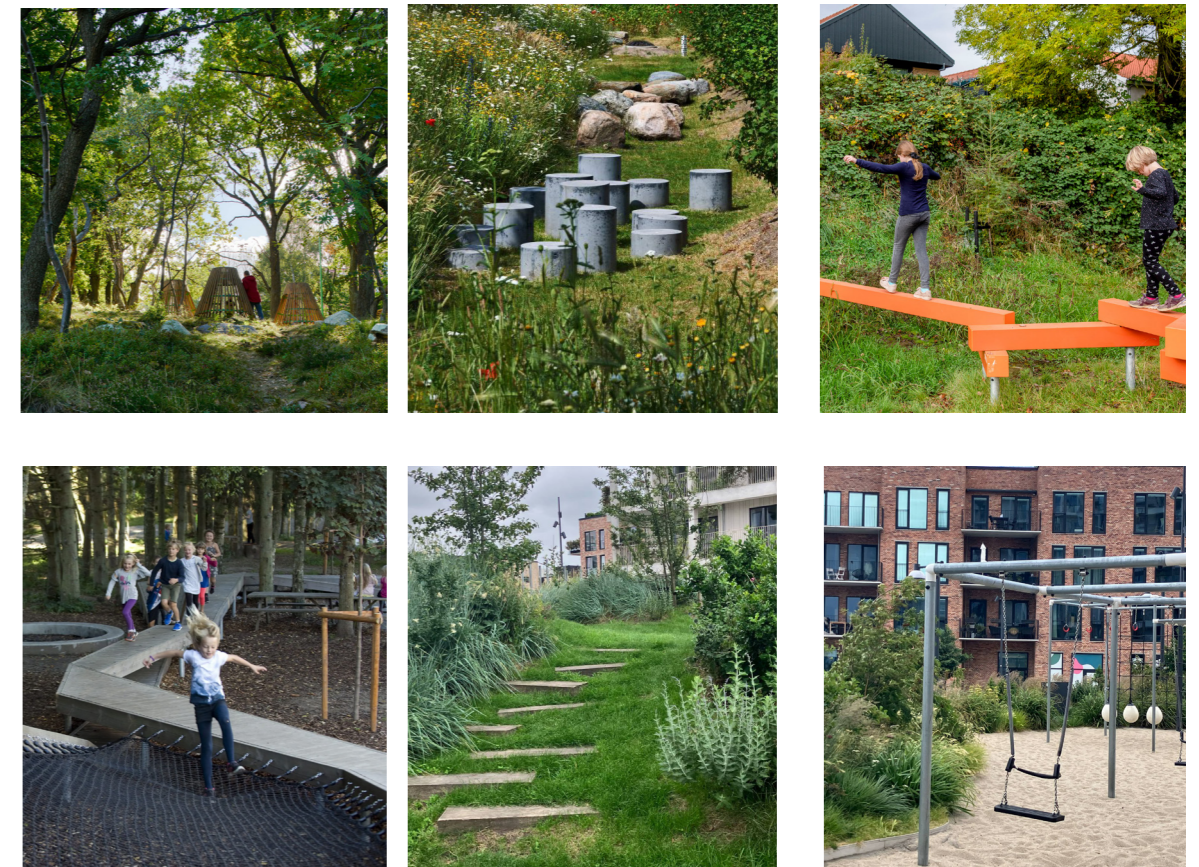
## URBAN PLAY AND MOVEMENT

The Loop is more than just a soft mobility route—it becomes a way of experiencing the area through movement, activity, and encounters. As it weaves through the site, it supports urban programs for play, recreation, and social interaction, reinforcing Krøgenes as a place to meet and move. The urban segments of the loop encourage more active public life and gathering points.



## NATURE BASED PLAY AND MOVEMENT

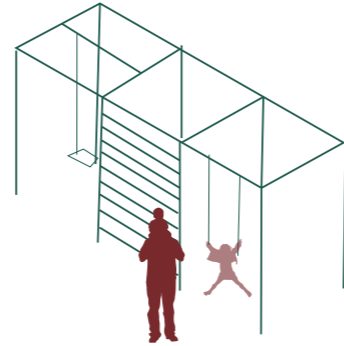
Play and movement are also integrated into the landscape, offering experiences rooted in nature. These interventions highlight Krøgenes' unique natural qualities and support a narrative of an active life close to nature.



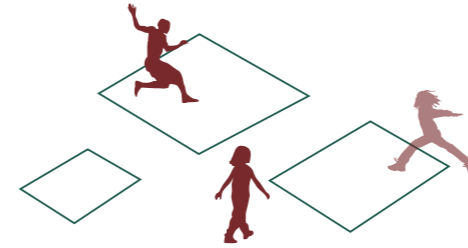
**ACTIVITY LOOP**  
PLAY AND MOVE CATALOGUE



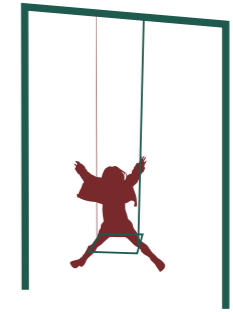
Stone - sit and move



Structure for play and move



Trampoline



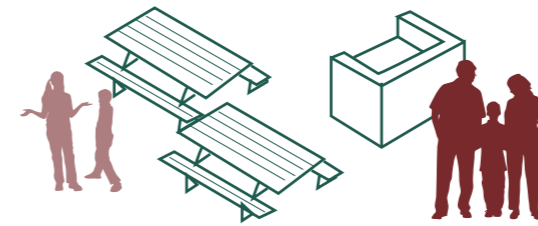
Swings



Balance



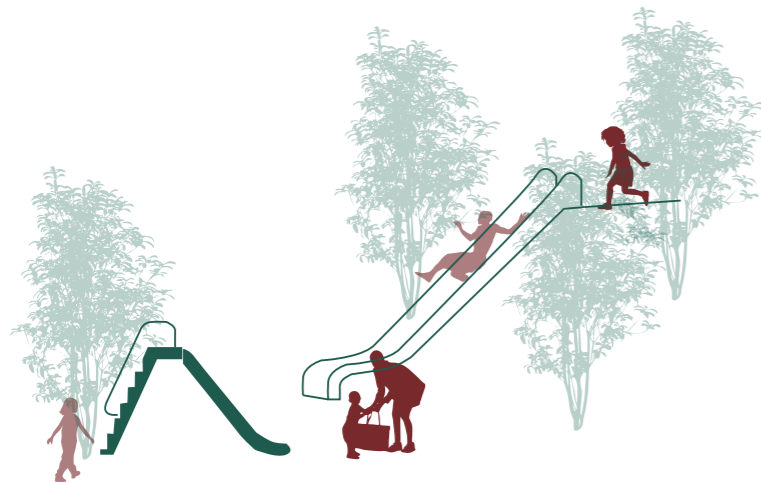
Water element



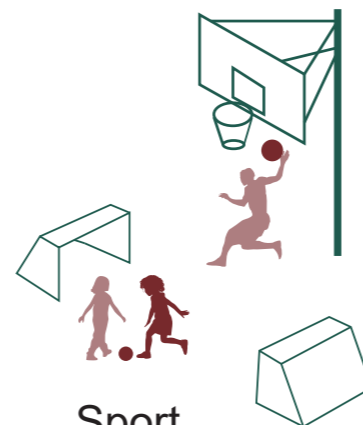
Barbecue and meetingpoint



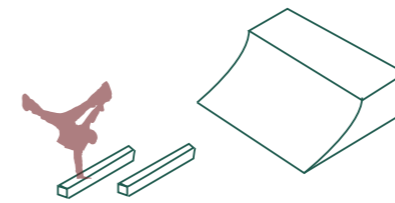
Sandbox



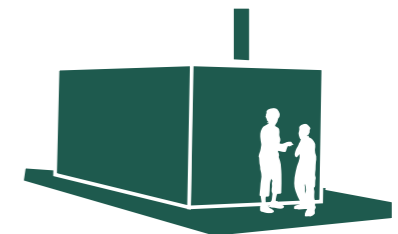
Landscape Slide



Sport



Skate



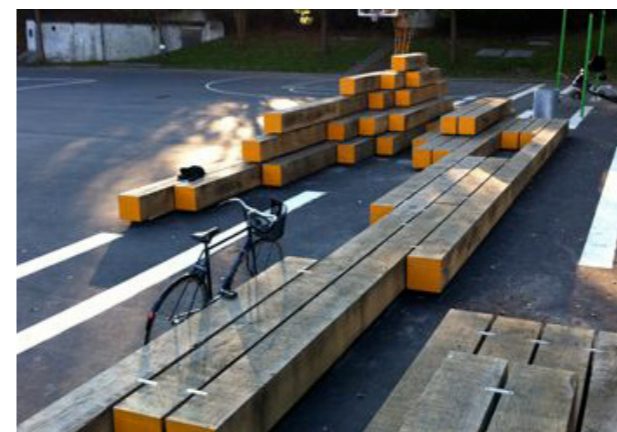
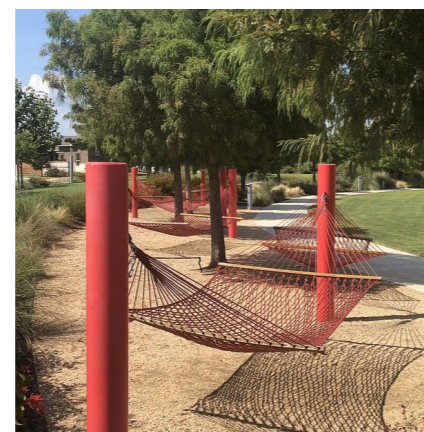
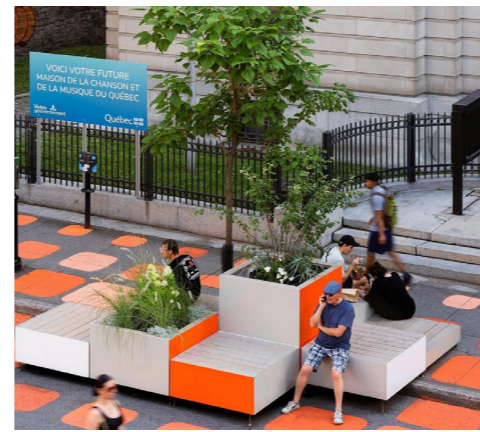
Sauna

activity loop

**first measures & temporary activation**

# TEMPORARY PROGRAMS

Temporary programs are already emerging. Two new saunas have been established at the harbour, adding a fresh layer to Krøgenes' story as it becomes a vibrant new neighbourhood. This marks the beginning of a dynamic urban transformation, with opportunities for smaller kickstart programs to activate the area. Krøgenes is evolving into a space that fosters interaction, recreation, and connection—surrounded by nature and offering a new narrative for the community.

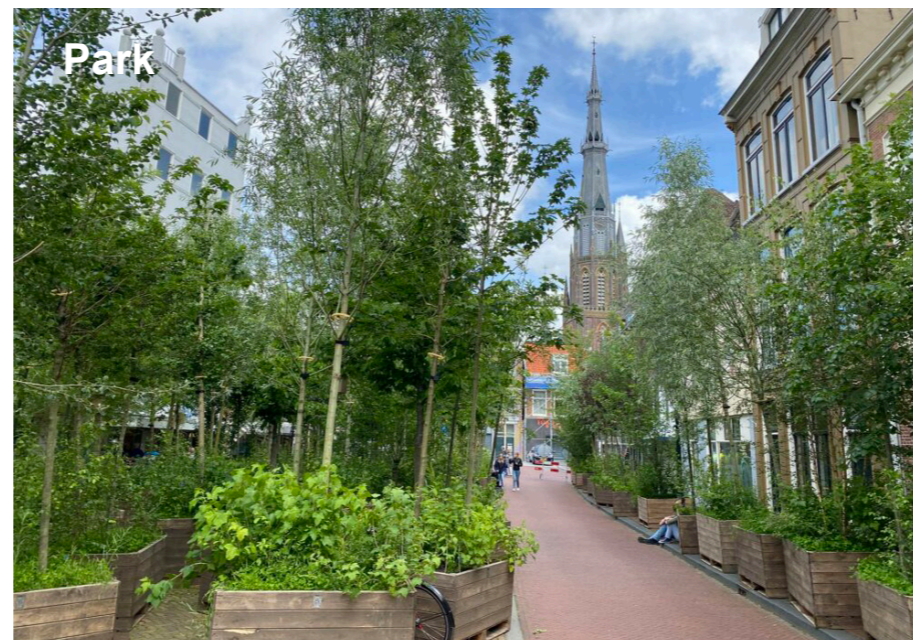
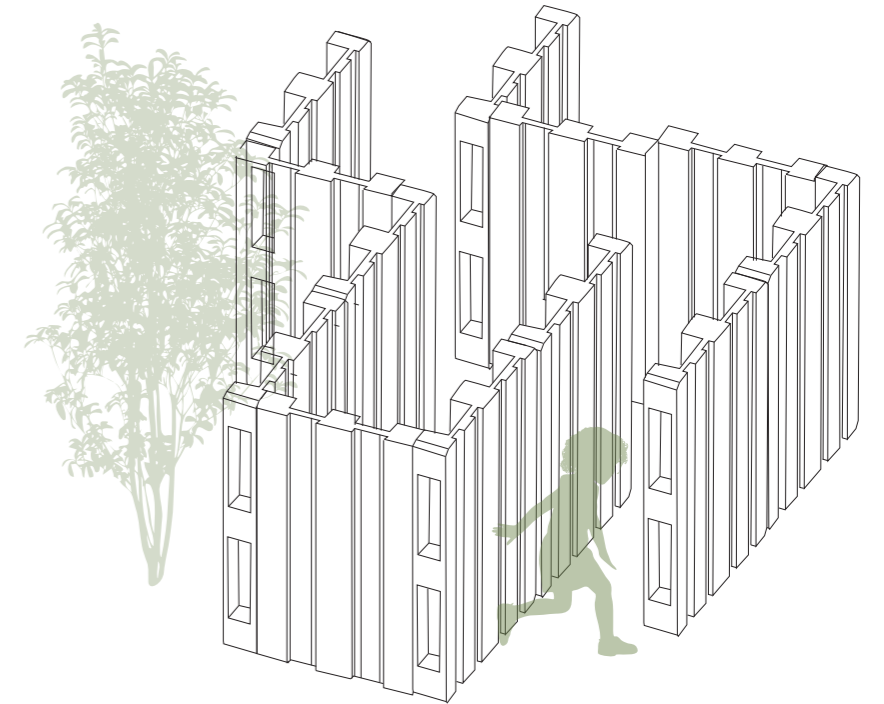
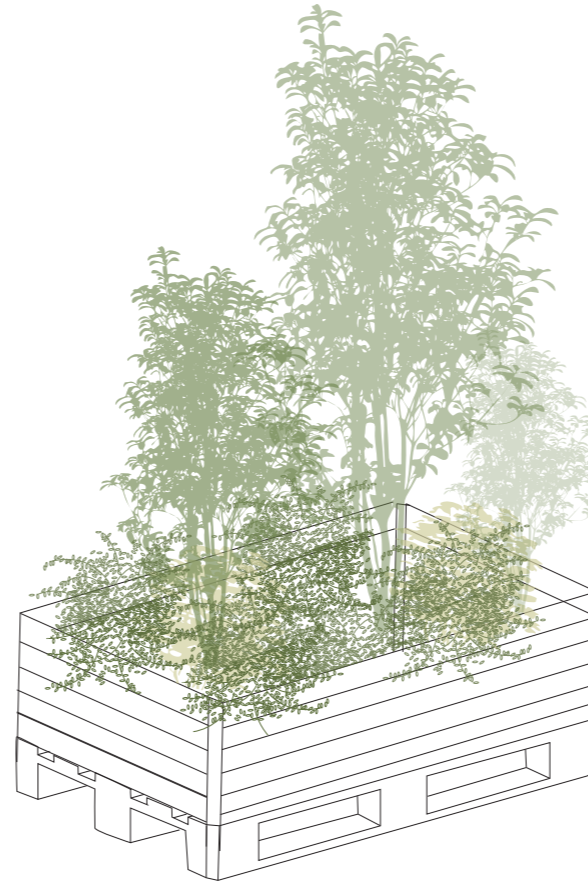
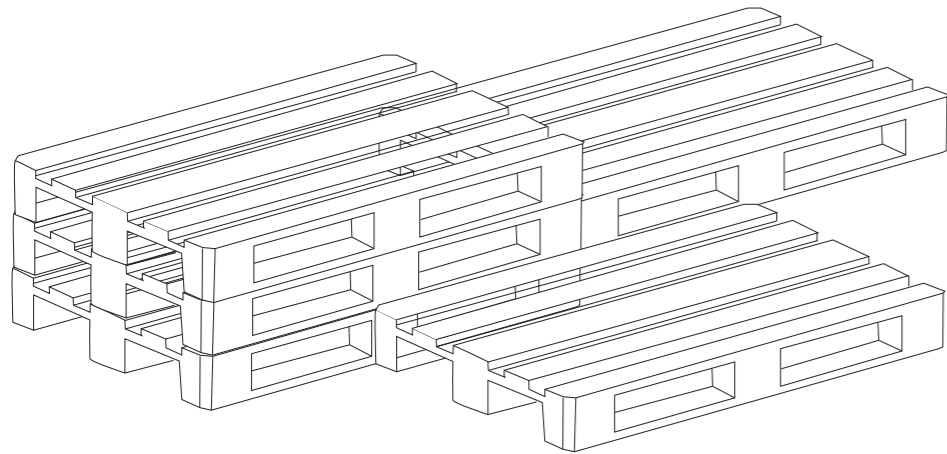


# TEMPORARY PROGRAMS

## Using EUR-pallets as temporary urban interventions

By using EUR-pallets as building blocks, we can create flexible urban elements – from small stages and planters to temporary play areas or mazes – that can be easily assembled, dismantled, and moved around to different locations in Krøgenes. These structures act as visible signs of activity, signalling that the area is evolving and in motion.

Their temporary nature supports a dynamic and iterative process, where public space can be tested, shaped, and adapted over time. It's a simple, hands-on and engaging way to create gathering spots, host community events, and reinforce the narrative of a neighbourhood undergoing transformation.



# SMALL ADJUSTMENTS - BIG IMPACT



## SMALL ADJUSTMENTS - BIG IMPACT



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## SMALL ADJUSTMENTS - BIG IMPACT



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Studio COMMON  
CONNECTION