

SWIFTERBANT

INTERACTIVE PLANNING FOR STRATEGIC CROPPING LAND WITH
WORLD CLASS ARCHAEOLOGICAL VALUE, FLEVOLAND

BRIEF

In the ground of this 50-year-old sea-claimed landscape, the remains are found of a 6000-year-old civilisation. The site is being prepared to be part of the UNESCO World Heritage List. This requires protection of the archaeological values in the ground. Also should these values be better readable in the landscape. But the site is good productive agricultural land as well. The farmers depend on it for their living. Furthermore, the protection of the archaeology has to be done without costs for society. Possible economical losses have to be compensated within the area itself.



Productive agricultural land with world class archaeological values

DILEMMA

The brief causes direct tensions between cultural heritage, the farmers and the general public in the neighbouring towns, who have their own expectations of the landscapes appearance. First we acknowledge it is the farmers' land and they need to make a living of it. That cannot be compromised. This takes the chill out of the air. After extensive research we organize a scenario game around two dilemmas. First the degree of archaeological protection versus the economical losses. Second the developments to compensate these losses versus the impact on and way of life and on the landscape.

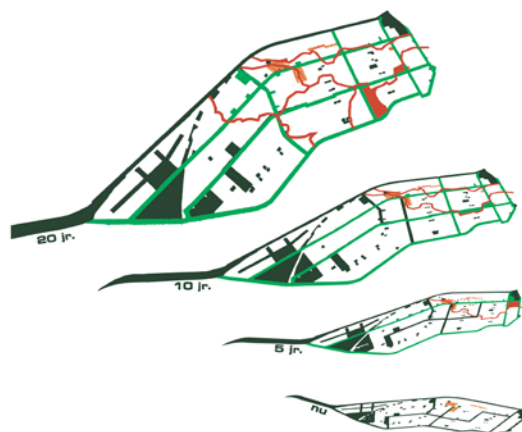


Impression of one of the scenario game sessions

SCENARIO GAME

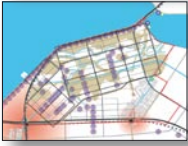
In several sessions mixed groups of farmers, pressure groups, civil servants and politicians play the game. They play on three boards, with different ambition levels of archaeological protection. First they need to choose the way to realise the protection. Then they have to determine the restrictions this gives on the farmland and calculate the economical losses. And finally they must compensate these losses through energy production and/or recreational developments. (The research determined these were the most promising and acceptable in this situation.)

protection focussed on the most valuable areas would be most desirable, along with a slight easing of the zoning restrictions, especially for wind energy and recreational side-activities on the farms.

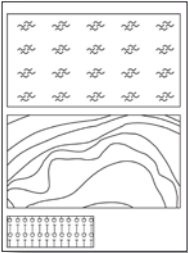


Development stages of the design

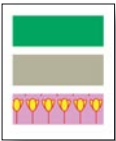
The groups overall agree that the impact of the developments, necessary to compensate the most ambitious level of archaeological protection, is not acceptable. A moderate



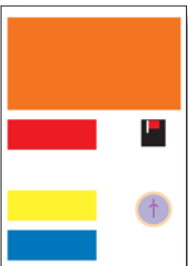
3 Boards, 3 levels of ambition



Pieces step 1: archaeological protection



Pieces step 2: agricultural limitations



Pieces step 3: compensation in recreation & energy production



The landscape development plan



RESULT

With these outcomes the landscape development plan is designed. The protection and economical measures are accompanied with actions that improve the ability to experience the archaeological values in the landscape. This will both generate awareness among the general public and strengthen the attractiveness of the landscape, contributing to both the protection of the archaeological value and the recreational income for the farmers. The plan is endorsed by all parties and ratified by the province and both involved councils.