De-rusting Sarpsborg

Sarpsborg is one of the oldest, populous and industrial cities in Norway. In fact, industry has always been the beating heart and the cause of the development of this city. But industry is practically non-existent without the Glomma River. The Glomma River and the Sarp Falls are the identity of this city. Over the years, Sarpsborg has grown from a city that prided itself on being industrial to a city that is trying to show a different face. A face that does not include industry, craftsmen, workers and the rich identity and history of Sarpsborg. I see this arrangement as a rust on the body of this city and in my design, I have tried to remove this rust and invite people again to the starting point of Sarpsborg, namely the Glomma River, Sarp Waterfall and the industrial heart of this city.

Fieldwork Photography



Fieldwork Posters

During the early stages of the field work, the lack of connection between different neighborhoods of Sarpsborg was visible. Also, a very poor walkability from city center towards the waterfall and the industrial part of the city caught meyes. My very first proposal was creating community centers in specefic spots to be able to prevent the city from converting to some separated islands.

T IELUWOI K FUSLEIS

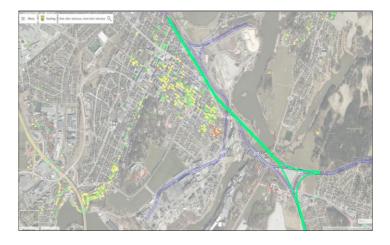
What Caught My Interest

The new railroad is definitely going to change Sarpsborg. This massive project needs more attention, and the municipality should try to lower its impact on the citizens.

Taking advantage of the new possibilities that the new railroad is offering will be a very wise decision. The current car road will be abandoned, and the industry surrounding area is a great place for a spatial design.









Final Review Posters

Creating a dynamic and inviting public space in the center of 4 different and separated neighborhoods is the aim of this design. This design will also lower the impact of the huge national level train line that is coming to Sarpsborg and will eliminate some of the historical parts of the city.

