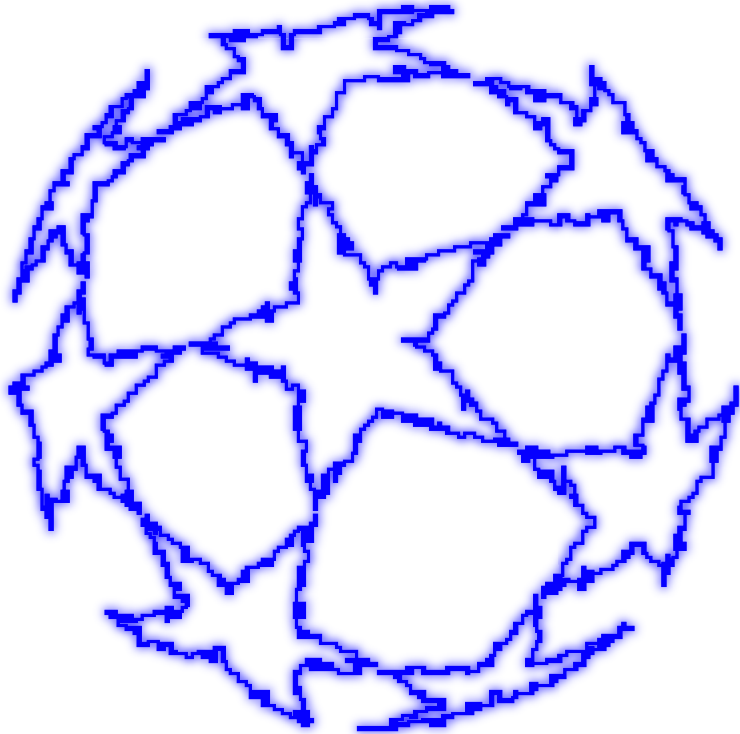


*This Has Nothing To Do With Football -  
But Maybe A Littlebit*



Axel Emin Özkan  
Master's thesis programme  
PA:CS - Political architecture and critical  
sustainability

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Axel Emin Özkan (180317)

March 4th 2023

“This has nothing to do with footbal - but maybe a littlebit”

Supervisor: Daniel Serafimovski

PA:CS - Political Architecture: Critical Sustainability

Royal Danish Academy,  
School of Architecture

## BACKGROUND

The Masters Programme of PA:CS made Belfast, Northern Ireland a destination for our fieldwork on (date, 2022). Belfast is a highly segregated city with a violent history of political conflicts. The Belfast “Troubles” was a period of violent conflict in Northern Ireland that lasted from the late 1960s to the late 1990s. The conflict was primarily between two groups: Irish Nationalists, who wanted Northern Ireland to be united with the Republic of Ireland, and Unionists, who wanted Northern Ireland to remain part of the United Kingdom. The conflict officially ended with the Good Friday Agreement in 1998, which established a power-sharing government in Northern Ireland and created a framework for resolving longstanding political disputes between nationalists and Unionists. While there have been occasional incidents of violence since the agreement was signed, the level of violence has been greatly reduced, and many hope that the peace can be sustained in the years to come.

Belfast today (and more N. Irish cities) is carefully divided into Unionist and Nationalist neighbourhoods. The division is enforced with so-called “peace walls” where inhabitants manifest their political beliefs with murals, flags etc within their neighbourhoods.

*“Space in N. Ireland is connected to group identification. The contestation can be understood as attached to the identification of the community. It creates issues when any large groups of communities move through areas of another.” (Watters, 2015)*

While in Belfast, it came to my attention that two particular football clubs were used to display political stance in Belfast. This was done with murals, decoration on front lawn gates, etc. The clubs that seemed to be cherished so much were the Glasgow clubs Celtic and Rangers. The teams were the Glasgow clubs Celtic and Rangers, which have a notoriously strong rivalry known as the most intense in the world. Originally, the Celtic is a Catholic club while Rangers is a Protestant club. Many would argue that the derby has little as nothing to do with football, but with politics. Originally, the Celtic is a Catholic club while Rangers is a Protestant club. Interest started to grow towards football culture, a culture that is perhaps equivalent to religion for some. On one hand, in Belfast, the line is quite blurred since the most supported club’s establishment originates from religion. On the other hand, ultra-football fans, also known as Ultras or simply hooligans that operate in Europe, are equally invested in their cause as many conflicting groups.

I find the concept of antagonism intriguing - to experiment with oppositions, and search for a parallel between various dualities. I believe that something interesting, and perhaps important could be unfolded throughout that method of exploration.



**Belfast**

Glasgow rangers mural



**Belfast**

Celtic fc. Front gate decoration



**Belfast**

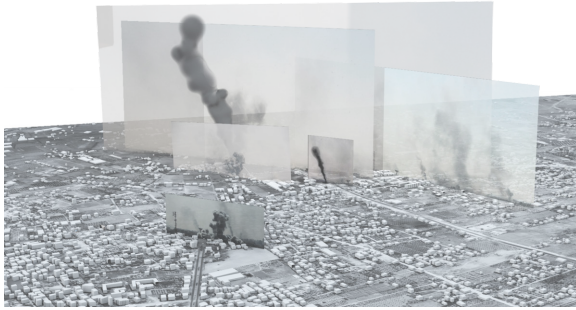
Walls and fences

**Belfast**

Walls and fences

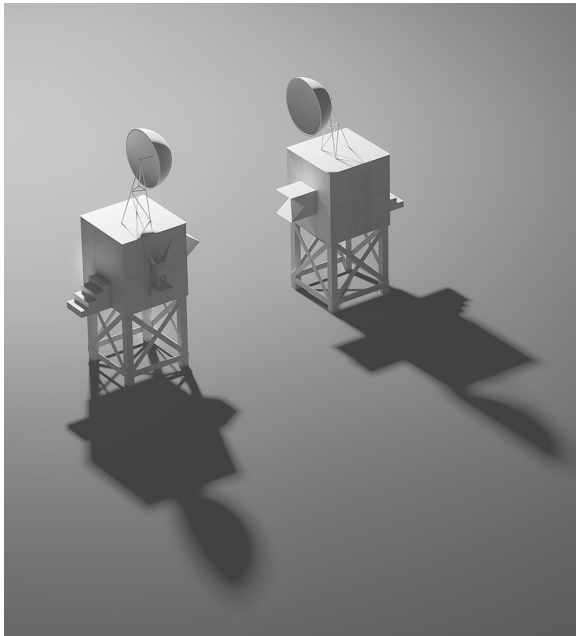
## Forensic Architecture

'A hybrid of physical and virtual space': a reconstruction by Forensic Architecture, August 2014



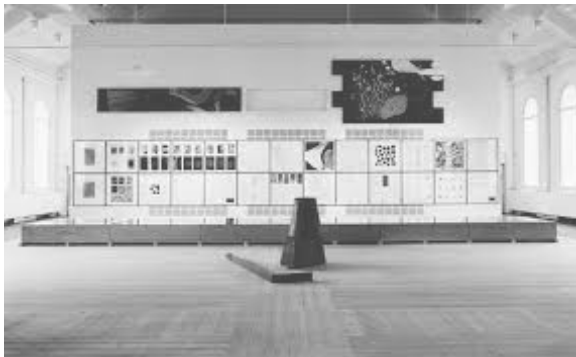
## The Riga Project

John Hejduk 1987  
"object and subject"



## A new nature

Exhibition A New Nature – 9  
Architectural Conditions  
between Liquid and Solid.  
2004



## SITUATING THE PROJECT

There are three main sources of inspiration that influence the process and projected way of working. The conceptual architect John Hejduk, the research agency Forensic Architecture and Anders Abraham's research project *A New Nature - 9 Architectural Conditions Between Liquid and Solid*.

On one hand, Forensic Architecture is an agency and a method that combines architecture, and investigative journalism to investigate human rights violations, war crimes, and other forms of violence through spatial analysis and reconstruction of spatial conditions around contested real life events. It uses architectural techniques and tools to analyse and interpret various forms of evidence, such as satellite imagery, photographs, and witness testimonies, to create visual representations of events and spaces. One of the key features of Forensic Architecture is its focus on the spatial and architectural dimensions of violence. This means that it pays attention to the ways in which buildings, streets, and other physical spaces can be used to control and manipulate people, and how these spaces can be used as tools of oppression. (Agency)

On the other hand, John Hejduk was a prominent American architect and artist who was known for his abstract and symbolic approach to architecture. Hejduk was a member of the New York Five, a group of influential architects who were associated with the minimalist and modernist movements in the 1970s. Hejduk's work was characterized by his use of geometrical forms, such as grids, circles, and triangles, and his interest in metaphysical and poetic themes. (Hejduk, 1992)

*A New Nature* is a research project in a form of a book that focuses on the organization of material and sees architecture and urbanity as conditions rather than form. Anders Abraham explores how cities and cultural landscapes change and investigates their degree of organization between order and chaos. The book develops an architectural language that connects material and meaning through nine states or "conditions" between liquid and solid to achieve a sustainable approach to understanding the modern city. The book includes project proposals and realized works that illustrate the use of this architectural idiom with precise drawings and models. (Abraham, 2002)

## INTRODUCTION

This project seeks to develop an architectural vocabulary based on a translation of an anthropological subject. The translations will result in a metaphor that propositional work will be built upon.

This program is structured into three chapters: **Analysis, Speculations** and **Translations**. The analysis and speculations will serve as a foundation for the third chapter, where the premises for the actual project will be developed.

This program will be used as a framework for the open and explorative nature of this project where further learnings and notions will be documented.

*PART 1*

***ANALYSIS***

## ANALYSIS

This chapter introduces the subject of the project as well as analysis that serve as foundation for further exploration. On the one hand, the hooligan, as an anthropological subject, and the urban phenomenon with structured values and a set of codes, that operates in a specific and strategic manner within a urban context.

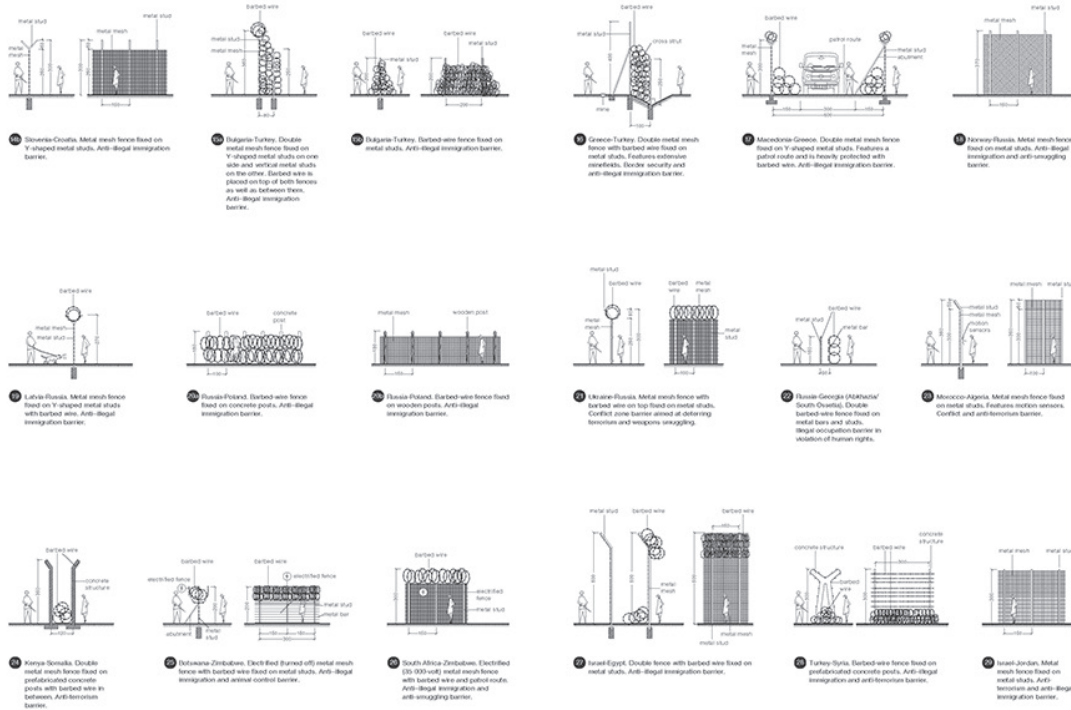
Diverse conditions within Fælledparken, where the project situates itself, will be analysed and registered. This will include both active and inactive conditions, and the changes in conditions within the park, such as when it is a calm green space versus during events like the first of May gathering in the park, match-days in Parken etc.

The park's conditions will be examined and interpreted as an interplay between things the static and the dynamic, using the approach employed by Forensic Architecture.

Theo Deutinger's Handbook of Tyranny, supplies a vast selection examples from around the globe of spatial measure and tactics used by governments, institutions etc. to oppress and contain their citizens. The observations/methods of representation in Deutinger's book will be applied and serve as vocabulary over spatial components applied within the park. (Deutiger, 2018)

Spatial measures and regulations in terms of large gatherings, such as "FIFA Stadium safety and security regulations." (Parken), crowd control tactics, event security measures etc. will be used in the analysis.

### Walls & Fences



### Handbook of tyranny

Walls and fences  
(p. 40-41)



## HOOLIGANS AS AN ANTHROPOLOGICAL SUBJECT

Hooliganism refers to unruly and aggressive behaviour, typically associated with a group of people who engage in violent and disruptive activities in public spaces. Hooligans often cause damage to property, engage in fights and confrontations with rival groups or law enforcement, and create a sense of fear and disorder in the community. Hooligan groups generally have their own internal codes of conduct or values that they follow, which are often centred around loyalty to their group and a sense of pride or identity in their actions. These codes may include a willingness to use violence to defend their group or assert dominance over rival groups, as well as a disregard for authority or the law. Thus, perhaps the most important code is to under no circumstances, share information with authorities, also known as “don’t snitch.” It might not seem obvious, but confrontations with rivals’ weighs near equally as much as supporting their club in hooligan activities. But hatred towards authorities’ weighs more than hatred towards their rivals. This can be seen where rivalling hooligan groups team up in confrontations with police.



### Copenhagen

Mural by FCK on the M1 metro line  
Refers to the establishment year of BIF.



### Copenhagen

FCK stickers  
Provocation towards BIF fans



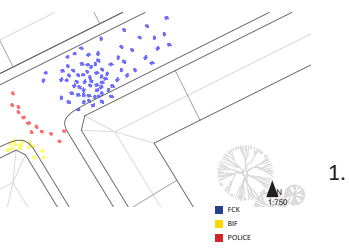
### Copenhagen

BIF stickers  
Provocation towards FCK fans

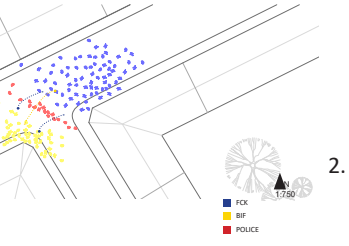


## HOOLIGANS IN SPATIAL SETTING

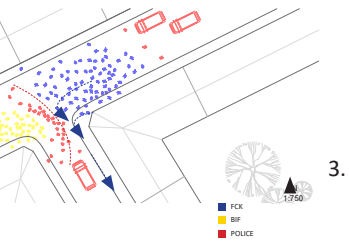
In a Danish context, the most infamous rivalry is between FC. Copenhagen (FCK) and Brøndby IF (BIF). Violent encounters between rival ultras have happened on a regular basis throughout the years. While head-on encounters between groups do most often result from political or social differences, football related violence has, on very few occasions, something to do with those issues. The rivalry between FCK and BIF seems to revolve around the fact that those are two giants in Danish football and both clubs are based in the greater Copenhagen area. BIF is based in Vestegnen, while FCK is based in Østerbro, Copenhagen. FCK’s fans feel entitled to the capital; fans often refer to the club as the capital’s club (Hovestadens Klub). The friction happens when fans travel to one another’s home grounds. I would argue that their rivalry has most to do with territory—something that resembles Belfast.



1.



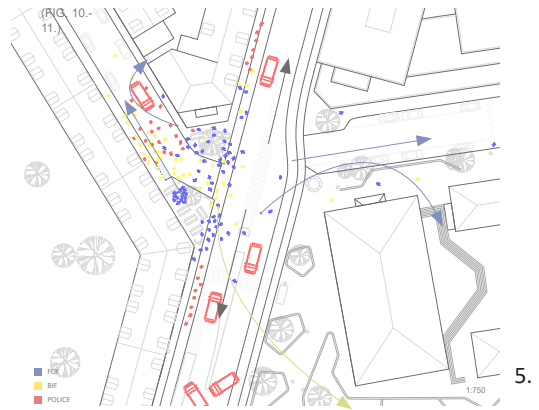
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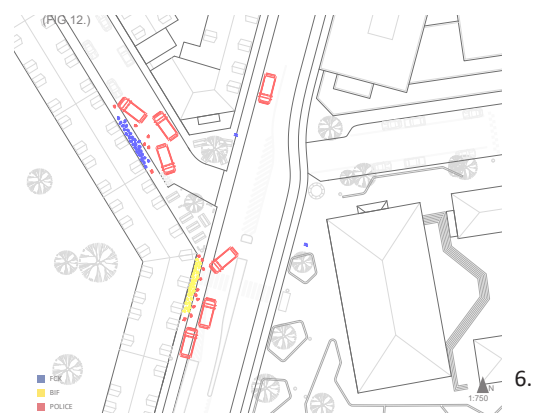
3.



4.



5.



6.

## “IN SEARCH OF HOOLIGAN SPACE”

The title of my “writing architecture” thesis was “In search of hooligan space”, where hooligans and their behaviour were analysed in a spatial context. The primary subject in the thesis was the rivalry between FC. Copenhagen and Brøndby IF “ultras” (hooligans).

*“That are several factors that play a role in the disorder that this thesis claims to be on occasions prearranged between rival groups. One is how ultras read the urban space, what distance will the structural layout enable their activities to go. Another will be how ultras read the space in terms of se-curity, or in other words how can they get away with their illegal actions. Thus, niches to hide in, escape routes etc. Last is how ultras tactically handle their material surroundings, objects that can be used for offensive or defensive purposes.”*

(Özkan, 2022)

A case study was made from an actual event that happened in July 2020 in Vesterbro, Copenhagen, where a mass brawl broke out between the rivalling hooligans. The analysis was looked at through the methodological lens of forensic architecture. The thesis claims that most violent encounters between hooligans are prearranged, whether one group’s intention is simply to provoke or fight the other. The incident on Vesterbro was understood in a sense that the situation escalated after the groups were split by the police. One group was directed by the police down a street where the group held their position while the police contained the other. After the police had concluded that a control was over situation, the contained group stormed down towards the other group where the situation went out of hand. The analysis of the thesis concluded the spatial setting of where the situation escalated played a key role in the outcome of the incident.

*“However, the spatial context of the corner of Enghavevej and Sundevedsgade, where the second incident happened, will be read as opposite to the setting of the first incident. It would be far-fetched to claim that the FCK ultras made a conscious decision to position themselves at that particular corner. Although it will be argued that the space was read in such a way that the ultras felt confident about fighting in it, a spatial setting that allowed an overview over the scene and gave the ultras time to escape and shield when necessary.”*

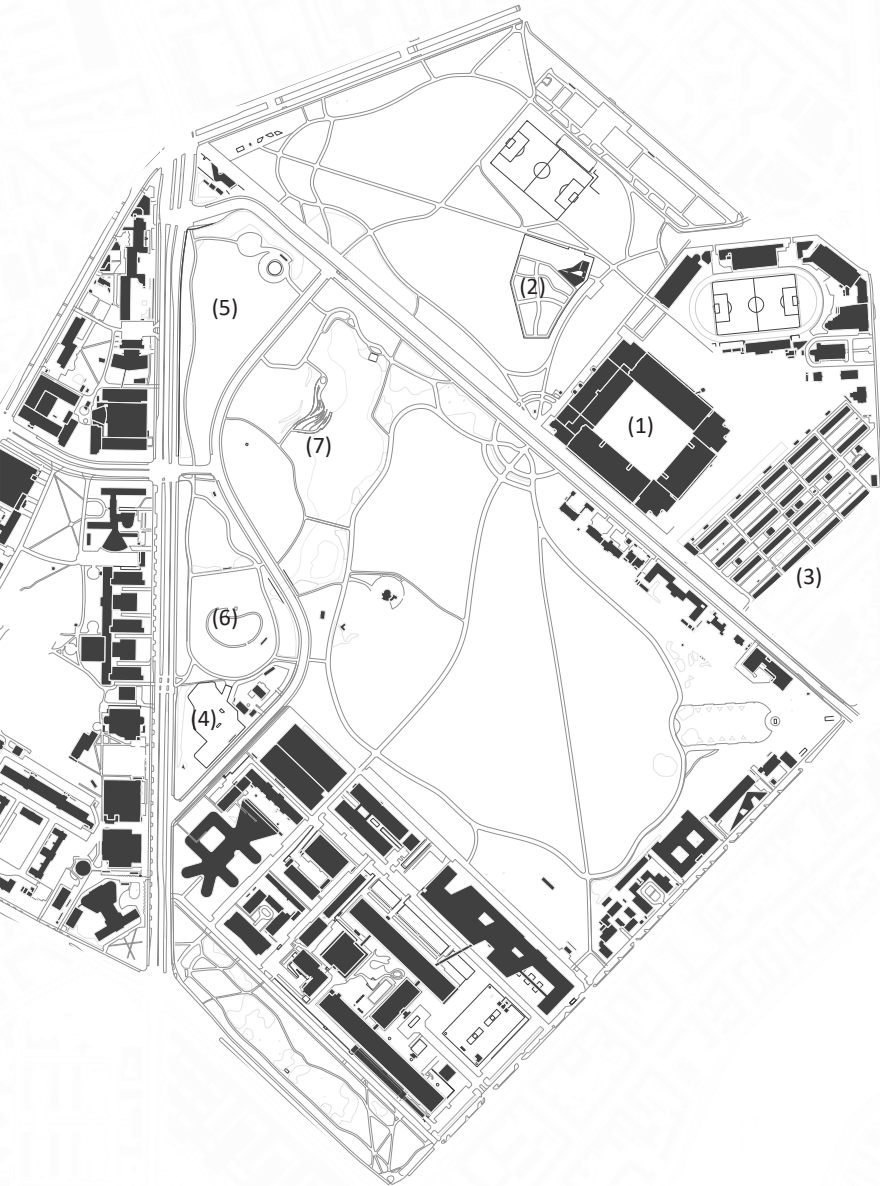
(Özkan, 2022)

## FÆLLEDPARKEN - AS SITE

Fælledparken has served as a break from the Copenhagen city life for over a century and hosting various activities for its 11 million annual visitors. Designed by renowned landscape architect Edvard Glæsel, engineers Svend Koch and O.K. Nobel, and the Copenhagen Municipality, the park was created from former military areas and won a competition for a “people’s and sports park” in 1905.

Over time, Fælledparken has been used for a wide range of purposes, including animal shows and political gatherings, such as the annual May 1st gathering. It also played a role in the historic Battle of Fælleden in 1872, where workers clashed with the police.

Despite its diverse uses, certain events, such as football matches at Parken stadium, significantly alter the park’s conditions. The usually quiet Øster Allé becomes crowded with football fans, food truck, bushes around the stadium become of use as pissoirs, ect.



### (1) PARKEN

- The park has been F.C. Copenhagen’s home ground since 1992, when the club was founded
  - The stadium’s history goes back to 1911, when Copenhagen Sports Park was inaugurated
  - KB and B 1903 both played their home games in Copenhagen Sports Park right up to 1990
  - In September 1992, the rebuilt stadium was ready under the name PARKEN
  - In 1998, FC Copenhagen chose to buy the stadium and office towers
  - In the summer of 2007, the demolition of the old long side began and in 2009 a completely new end stand was ready
- (Stadions Historie 2023)

### (4) SKATEPARK

- Northern Europe’s largest skatepark

### (7) FÆLLEDPARKENS SØ

### (2) TRAFIKLEJEPLADSEN

- The Traffic Playground in Fælledparken is a public playground designed to promote play and learning.
- The focus of the playground is to promote Copenhagen as the world’s best cycling city. -It is a child-sized traffic city providing cycling and road safety training in a safe environment.
- During opening hours, children can borrow small bicycles or running bicycles.
- Children are also welcome to bring their own bicycles.

(Den Bemandede Trafiklejeplads i Fælledparken)

### (5) DANSEPLADSEN

### (3) BRUMLEBY

- Brumleby was the first social housing complex constructed in Copenhagen
- Constructed in 1853 as a measure against a fast-spreading cholera epidemic - Poor sanitation, overcrowding, and little access to fresh air were key factors in the epidemic
- The architects Michael Gottlieb Bindesbøll and Vilhelm Klein exclusive access to restrooms, fresh water, and communal, spacious, green courtyards
- Ventilation and clean living practices encouraged
- Intended to provide affordable housing for the working-class
- Now very sought-after with long waiting lists

### (6) VANDLEJEPLADSEN

## ANALYSIS - DESIRED OUTCOME AND DELIVERABLES

Analysis of diverse condition within the site. Those conditions will be based on functions within Fælledparken, such as transformation of conditions (active vs. inactive conditions) such as: large gatherings, event measures, functions within the park etc.

This part will then serve as a foundation for the next chapter.

Overall plan: (1:200/1:500/1:1000) Fælledparken. (As much information as possible.)

Plan, Section: (1:200/1:500) Fælledparkens Sø.

Sketches: Forensic architecture approach to events. (Crowd control measurements on events in FP. Such as high-profile football games, 1. May gathering etc.)

Site model: (1:200/1:500) Fælledparkens Sø

Photo series from Fælledparken, Fælledparkens sø

Spatial visualisations

*PART 2*

***SPECULATIONS***

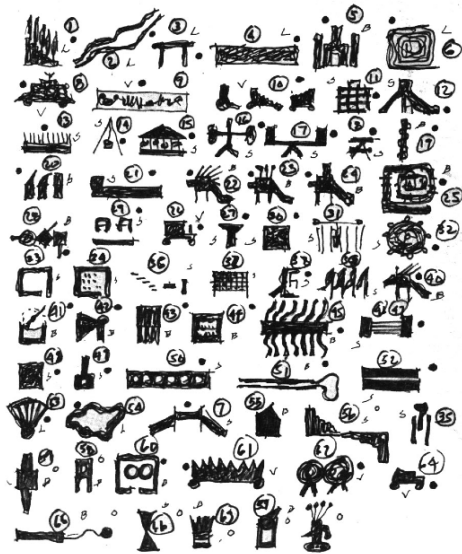
## SPECULATIONS

This chapter introduces the subject of the project as a metaphorical phenomenon, as well as conditions within the site beyond the built reality. The project's outcome will be unfolded in a series of different speculative conditions or "scenarios", programmed around "the hooligan" metaphor. The speculations will be targeted at and around Fælledparkens Sø.

A source of inspiration for this project, John Hejduk utilized sets of characters as a means of constructing narratives in his architectural projects. He developed a series of archetypal figures or "masks," which represented different social and psychological aspects of human experience, such as birth, death, love, and isolation. These figures were incorporated into his architectural designs as a way of communicating and evoking emotions or ideas. Through these characters, Hejduk sought to create architectural spaces that were not merely functional but also imbued with a sense of poetic and symbolic meaning. (Hejduk, 1992)

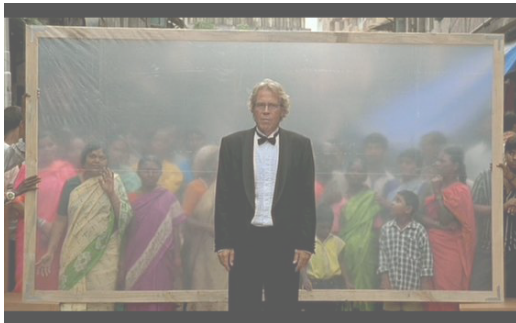
The speculative and explorative nature of this chapter will apply the notion of limitations, to unfold its learnings throughout the process as well as providing a framework for the exploration. I believe that when faced with constraints, one will be forced to think more critical as well could limitations perhaps offer a certain "unexpectedness" which could lead to interesting outcome.

An example of limitation as a source of creativity and creative exploration would perhaps be Lars Von Trier's *Five Obstructions*. The film is a documentary on the collaborative process between himself and his "film hero" Jørgen Leth. Trier challenges Leth to remake his 1967 film *The Perfect Human* five times, each time with a different obstruction. The obstructions range from remaking the film at "the worst place in the world" and but not show that location on screen to "no shot could last longer than 12 frames." (Trier & Leth, 2003)



**Victims**

John Hejduk



**Five Obstructions**

"The most terrible place"

## **“THE HOOLIGAN”**

At this stage “the hooligan” is a metaphor for a condition that this project will be built upon. Since, “the hooligan” is a highly complex and multi-dimensional topic, it will be used as a ground for exploration of diverse spatial conditions. Overall, the behaviour of hooligans can serve as a metaphor for how individuals and groups interact with and impact public spaces. By examining the spatial qualities of these spaces and how they are influenced by human behaviour, we can gain a better understanding of how to design and manage public spaces to promote safety, accessibility, and usability for all members of the community. Primarily, “the hooligan” is something that systematically challenges order of space. It challenges the purpose of public space and how its enforced. “The hooligan” is an expression of mistrust in authorities and its surroundings.

### **“The hooligan” metaphor represents:**

Taking ownership of public space as well as challenging how that ownership is enforcement.

- (a. When hooligans “take over” public spaces and create a hostile atmosphere. b. Hooligan encounter with authorities.)

Playing with tactical use of space.

- (How hooligans read public space.)

Understanding and transforming conditions within space.

- (When hooligans take advantage of public space in their operations.)

Being alert and watching out for your mates.

- (Being a part of a hooligan group encountering rival group.)

The metaphor will be used as a basis for spatial speculations, with the focus on analysing tactics and readings related to safety, territorial control, group identity, and sense of belonging, and how these notions are enforced. The duality of the subject will also explore tactics against hooligan activities or how institutions enforce order within the public domain.

## FÆLLEDPARKEN - CONDITIONS

Beyond the actual social, functional, ecological etc. condition within the site, the site appears relatively “neutral” to me. Thus, functionality within the site is mainly recreational. Fælledparken could be understood as a universe on its own, detached from the Copenhagen urban matrix. The site, or perhaps simply the “plot” that the project will unfold, could itself be read as a stand-alone universe within Fælledparken. My belief is that by approaching the “piece of land” as a “plot” rather than a highly situated “site” can enable the process of this project to be explorative, critical, and speculative. Thus, the environment can therefore facilitate an abstract project without being limited by existing conditions.

The project will be influenced by the various conditions that are regularly activated, changed, and negotiated within Fælledparken. For instance, the large grass field that serves as a picnic area during the day transforms into numerous football fields in the evening. Similarly, the purpose-built “northern Europe’s largest skatepark” at the corner of Frederik V’s Vej can only fulfil its true purpose when skateboarders utilize its architecture, converting the otherwise inaccessible concrete landscape into a platform to showcase their skills.



**Fælledparken skatepark**

“text”



**Fælledparken**

On a matchday



## FÆLLEDPARKENS SØ - CONDITIONS

Handbook of Tyranny dedicates a chapter for nature as a barrier, that will serve as vocabulary for the analysis of existing ecological spatial conditions.

*“Today, hardly anything can compete with nature’s image as good and beautiful. Nature is elevated as something that is so pristine and fragile that needs to be protected from human actions. Therefore, using nature against humans is fantastic and unexpected twist. What looks like a lovely garden is in fact a very smartly designed low-tech fortress.”*

(Deutinger, 2018)



“Reed grass. Very high and dense grass that can reach heights of 2 to 6 meters, e.g., giant reed, Burma reed.”  
(Deutinger, 2018)

“Dense trees. Used at the perimeter to hide the property and block access, eg., spruce, pine.”  
(Deutinger, 2018)

“Hedges. Used at the perimeter and around walkways to block visibly and access, e.g., boxwood, privet.”  
(Deutinger, 2018)

## SPECULATIONS - DESIRED OUTCOME AND DELIVERABLES

To provide a new way of analysing and exploring spatial condition while forming an architectural vocabulary around spatial translation of anthropological analysis.

To form a method on how spaces can be designed around diverse and changing conditions. (For next chapter)

Registration of process.

Plan: (1:200/1:500/1:1000) Speculative scenarios (x 2-3)

Sketches / Collage (?)

*PART 3*

***TRANSLATIONS***

## SCOPE OF THE PROJECT

Public spaces are most typically supplied with tools and other spatial measures that assist authorities to govern its assets, its people. The most important task that authorities are responsible for would perhaps to keep its citizens safe. Therefor are certain guidelines implemented into the design of our surroundings. But our understanding of safety is subjective, defined by individual. Peoples feeling, or perception of safety in public space does also vary considering one's gender, race, disabilities etc. When it comes to the government's rules, regulations, and safety in terms of public space, the main concern could be understood as its legal obligation to its citizens. (Deutinger, 2018)

*"(...), feeling safe is at the top of the list for people choosing to visit or live in a specific place. Thus, crowd control is important not only to the masses involved, but much more to the masses not involved but potentially bothered by them." (Deutinger, 2018)*

The project's intention is to design a space within Fælledparken where spatial speculations on "the hooligan" metaphor will be implemented into the process. The concept of active/inactive purpose will primarily be the theme of the project. Thus, a space with dual (or multi) purpose where certain conditions will activate the "inactive" within the space. A level of, yet undefined responsiveness within the space will be explored.

*"(...) Oppression from any authoritative group is essentially the same in its suppression of individual expression of freedom." (Hejduk, John)*

The comfort and security notion are a result of one's sense of control of one's surroundings. The project will explore the notion of being in control within a space.

While this project is a critique on both hostile behaviour of hooligans and institutionalized enforcement of space, this project explores, yet undefined, underlying potential of space.

To design a safe and inclusive public space it is important to understand how the space appears to the ones that have a negative effect on it such as hooligans. But also to provide a vocabulary on how public space is, or can be controlled, public space will remain inclusive and within the control of the public.

## TRANSLATION - DESIRED OUTCOME AND DELIVERABLES

In this project I am allowing a level of unexpectedness. An essential element of the translational outcome is the documentation of the process and the unexpected elements that emerge along the way.

A format could perhaps be a series of situated architectural objects, based on translations of the metaphorical subject of this project.

The format for the final outcome could be a series of situated architectural objects, which are based on translations of the metaphorical subject of the project. This approach can provide a tangible representation of the ideas and concepts explored in the project.

The combination of allowing unexpectedness and documenting the process can lead to a and dynamic project outcome, while the use of situated architectural objects will provide a tangible representation of the ideas explored.

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## UN GOALS

My decision is to not commit to any of the UN goals at this stage. The reason for my decision is that it might appear forced to tailor them to my program. Some goals might become of relevancy later in the process.