

# European 18 Kick off seminar - 2025/03/18 12:40 CET - Transcript

## Attendees

Annika Strebel, Astri Margareta Dalseide, Ben Hackenberger, Bhavesh Masand, Bjørnar Haveland, Bjørnar Haveland's Presentation, Caroline, COFO ARCHITECTS - Guillem Colomer, Cora Marie Aspen, Divya naik, Eirik Strand, Eivind, Eivor Vik, Frøydis Kolseth, Giorgi Nishnianidze, Guest, Javier Pombar, Karina, Kevin Maung Aye, Kinga Murawska, Knut, Magnus Nordal Hauken, Mahesh Kumar, Manon Darde, Martin, Meiyan Fang, Monika Jasiokova, Paulene Kaiser, Rundt, Selja Sørland, Silje Seim, Sindre Sund, Solveig, Xiaoxiao Zhang (张晓晓)

## Transcript

**Bjørnar Haveland:** just so Okay, back to the presentation. First, what is European? I guess you all know a little bit about European because you're here in this meeting already, but European is intended to be a door opener competition, a competition that helps landscape architects, and urbanists under 40 to get access to the market. and this is a role that's becoming increasingly more important as our entire field is increasingly kind of becoming consolidated with larger and larger companies and consulting firms buying architecture offices and it's more difficult than before for younger architects to get access to the market.

**Bjørnar Haveland:** the competitions that we present in European are always competitions that try to connect the local problems in a particular site with larger issues in society. So European tries to kind of always find a context where the work you do kind of helps solve larger issues in society. it's also a competition designed to be fair.

**Bjørnar Haveland:** the average number of submissions per site is about 10 to 20 sometimes a bit more in very popular competitions because of the sheer scale of European you will always find one type of competition that fits the skills that you have and where you have a reasonably try chance of winning. it's also a really important chance to work in other countries and different types of problems and then more than just being a architecture compet competition European is also a large network across countries but also across types of entities.

**Bjørnar Haveland:** So in the European network you have municipalities, cities, universities as well as kind of private practitioners and other NOS's In European 18 I think it is 47 competitions all over Europe. I represent Europe and Norway that organize the three competitions that you find in Norway. So I'm going to talk about those and I'm going to start with the maybe challenging and probably the most interesting and relevant competition in this entire session.

**Bjørnar Haveland:** Numa is really really interesting competition. It's about challenging the way mining and industrial areas are being planned. It's a really conceptual competition. in this place called Ulfos, a really beautiful place in the mountains in Telmach where the largest deposit of rare earth minerals in all of Europe has been discovered. Rare earth minerals are geopolitically crucial right now.

**Bjørnar Haveland:** These are the type of minerals that Trump wants to extract from Ukraine. It's a type of minerals that Norway now is looking into mining from the seabed. and it's a type of minerals that you need to make advanced computers, advanced magnets, rockets, electric cars, windmills, etc. And today the European Union imports almost all of it from China. So in a situation where the world is rapidly becoming more geopolitically unsafe, the pressure on this kind of beautiful village in Telmark on developing this discovery into mine is just massive.

**Bjørnar Haveland:** and so kind of what you will see here in NUMA is a project that is really important now on a kind of geopolitical context. it's a site of very large proportions. You can see here this is the project site. this is the village of Ulfos. And this is where the site is. but to kind of show this as it's a little bit maybe misleading. because there are two processes happening on this site at the same time.

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**Bjørnar Haveland:** the most important thing that's happening here now is a large in-depth study of the environmental consequences of creating this mine and the industrial park that will accompany mine. This study is looking into the environmental footprint. analyzing the different areas in detail and will end up recommending one of four potential sites to the local politicians that the local politicians then will see. are these environmental consequences acceptable?

**Bjørnar Haveland:** and then they will choose which one of these four sites in parallel to this we're doing European and so the goal of this European competition is not to evaluate the environmental footprint it is to do a pure conceptual exploration of how the industrial mining park that will be next to the mine how it can look like how it can function and what approaches we can take to the landscape. that will perhaps reduce the environmental footprint, but also smart ways of kind of dealing with these massive changes to the landscape that will happen.

**Bjørnar Haveland:** and so here you have the town of Ulfos here in the middle. What is in blue here is where the minerals are deposited. And these one two three four sites are the potential locations of where the minerals that will be extracted from here will be processed.

**Bjørnar Haveland:** the way mine will work that all the minerals are found really deep underground and mine itself will be invisible or it will be an underground mine where all the minerals will be brought up through a long tunnel and then processed in a facility on land. so that's what will happen in one of these four locations is the location of where the kind of opening to the mine will be and where all the rocks will be taken out processed some of the rock will be deposited and some will be taken down back into the mine again.

**Bjørnar Haveland:** so for the European competition, we're going to focus on this landfill, the mineral park, and what we can do about it. it's very difficult. So, here you see the discovery here underground tunnels up to one of these four locations. We don't know which one yet. because we don't know where site will be in the end. And because you as architects and landscapers, you're not of course professionals when it comes to industrial processes. This is a competition where there's so much we don't know.

**Bjørnar Haveland:** and so there's really no and what we want you guys to do is to create methods, ideas and propose tools of how you can challenge the kind of existing very monofunctional way of planning industrial areas. So the way kind of an industrial area this will usually be planned is that you have one actor that's into extracting minerals that will plan process just for their own kind of process.

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**Bjørnar Haveland:** and maybe just 1% of the rock that will be extracted will be used will contains rare earth minerals which means that you have massive amounts of leftover rocks. and then they will plan a large industrial area as well as different types of landfills. Of course, That's basically the rock that is around the deposit. And then what is called tailings is the kind of dust that is left over after you have crushed and processed the rock to get the minerals that you need.

**Bjørnar Haveland:** so the unicity their ambition is that if they will allow this large development mine to happen. They want it to be the most sustainable mine in the world and they want to make sure that they retain that this helps to create value for the local community. They want to make sure that as much value is extracted as possible.

**Bjørnar Haveland:** and they want to use this as a way to create circular processes and create an industrial site where many different industrial actors can coexist and use each other's kind of waste products to develop new products. they want it to be a place that is as circular as possible. So the idea is to think of ways where you can plan and organize an industrial park where you don't just separate all the different functions in ways that take massive amounts of space and far from each other.

**Bjørnar Haveland:** But that to look for ways that you can mix functions densify the industrial area and plan with enough flexibility so that new actors can come in on their way and find their place here. make space for new technologies to come later so that more than just 1% of the rock can be used to produce valuable products.

**Bjørnar Haveland:** this here is a case study of Titania, a open pit this Norway, but it kind of explains a little bit how a typical mine works. And this is kind of what we're trying to challenge this. you have an open pit where the ore is extracted. It goes to a processing facility. The rock that has been ed goes into a different landfill and then the kind of the extracted minerals will move to the port. so what we're trying to do here is to ask very open and the questions how can you organize this differently?

**Bjørnar Haveland:** How can you make these kinds of developments more sustainable, less damaging? and how can you imagine that this kind of industrial facility and become a place would with qualities outside of just being a kind of big box wasteland taking massive amounts of space. yeah how could look like the scale is just this is of course not from the site hasn't been developed yet but this is kind of the scale that we're talking about.

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**Bjørnar Haveland:** so the first kind of part of this task is how can you organize industrial facilities differently. The second is how or are there ways or can you imagine using these massive interventions to the landscape to provide something else to the community? how can you adapt the really aggressive way these kind of extracting processes interact with the landscape in ways that creates something new that minimizes the footprint that provides something that we haven't imagined yet.

**Bjørnar Haveland:** Here's a case study from Olympiaburg where kind of old waste from the Second World War has been used to create parks and mountains. And can you imagine a universally accessible mountain in NMA how can you work to make something else out of this mind than just this? So, it's a

really really open-ended competition, large scale, perhaps difficult, but at the same time, there are very few ways you can do it wrong. we don't know exactly what we're asking for.

**Bjørnar Haveland:** but we're asking for conditions of how you can do this kind of extractive mining in a way that is both more sustainable perhaps and we know it will be destructive but both how it can be used to create value for oludos and how you can treat the landscape differently. it's very important. And so Olafos is located between two much bigger places and the town is really really afraid that it will end up like a kind of typical mining town where with workers just commuting in and out. and they want to explore how mine can be used to benefit the local community.

**Bjørnar Haveland:** as opposed to kind of all the growth, all the new jobs happening here, but all the people living elsewhere. so how can this place really benefit the local community? They don't want to be left with just environmental consequences. If they are to allow this, they also want to make sure that they can create something that is innovative and something that will benefit the local community. so that is really the challenge, create visions of how this could be. It's also for them very important to use European not just to find solutions but also to visualize what this can be.

**Bjørnar Haveland:** this kind of to allow politicians inhabitants to get a feeling of what this means because all these kind of large scale industrial processes in the planning phase they are ly not visual. and in order which is a problem both for the public dialogue. Nobody knows how it would look like. so it's a problem for kind of democracy being able to discuss the consequences of this in an informed way.

**Bjørnar Haveland:** But there's also a problem when trying to challenge the existing way you plan mining and the classical ways you plan industrial areas because you don't have examples of how it could look Different realities that you can use to challenge, different realities that you can use to get new actors on board in the project. And that's really the purpose of this competition. It's really to imagine something. We don't know exactly what it is, but we need to imagine a future first in order to be able to work towards coming back to Ulfos here in the middle and the project site.

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**Bjørnar Haveland:** the site of this competition is more conceptual than it is physical because the municipality will choose which one of the sites later on. What we're asking for are kind of conceptual approaches that could potentially work in all the four different sites. so it's a more kind of visionary competition or a competition where you can come with tools, approaches, concepts of how it could work internally and maybe how it could also connect and be used to support the local community. so of course this project site is artificially a bit large.

**Bjørnar Haveland:** but we drew it like this so it would encompass all the four potential areas. so if you decide to work on this site, don't be afraid, be bold. and you can choose to work on one of the sites, but just keep in mind the fact that because we know it's difficult to work completely without the landscape and especially in a place like this that has a lot of landscape. But just keep in mind that the location hasn't really been decided yet. that you need to retain some flexibility in the proposal. so it's a site with a lot of material, a quite complex brief.

**Bjørnar Haveland:** but it's also a site where you can be quite explorative and work of course on a very large scale. so then I will take this now as a time to ask questions. Let's see. Are there any questions here?

**Bjørnar Haveland:** Gorgi fire away.

**Giorgi Nishnianidze:** Thank you for the presentation. I have couple of questions and one is regarding the context larger context and what's the character of the context like what are people proud of this region or what are the characteristics of this region and another is that site as you've shown on the red line it kind of affects a larger territory And we should take into account I guess other communities right...

**Giorgi Nishnianidze:** because it's not only issue of the one town but it's more like the whole region.

**Bjørnar Haveland:** And you have maybe two towns that are particularly important.

**Bjørnar Haveland:** So, okay, I can say a little bit more about that. the region Telmark is a kind of agricultural and also montaneous region. an in the Finn complex as it's called comes from a volcano millions of years ago that has an extremely rich geology and so you've had mining in this area for the whole town is based on mining.

**Bjørnar Haveland:** It used to be iron and it used to be other things and today Olafos so Ulfos is kind of the first industrial town in Norway ever developed. Telmat is also famous for it has series of canals and what do you call them? where you make it has series of this kind of system...

**Giorgi Nishnianidze:** intense. Yeah. Yeah.

**Bjørnar Haveland:** where you make the boats move upstream and so it has a kind of history both in terms of industry but also a history in terms of blogging.

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**Bjørnar Haveland:** so this whole system was used to bring timber down from the mountains into industrial towns further closer to the south to the sea. so it is on and the two towns within the municipal Lund and Ulfos one has a very industrial culture built around unions and this large factory that u does a lot of metal work and the second town is an agricultural and trading town. So you have two towns that have different cultures so yes there's a large region to kind of account for.

**Bjørnar Haveland:** it's also and what we're trying to do in this competition is really to early on see are we able to affect how these kinds of processes are being planned. it's really an experiment from our side. because on one hand we are making a competition with a lot of unknowns within the program that the scale is very large the site is a little bit unknown right but if we wait until later so many things will be decided already that it will be very difficult to affect the outcome.

**Bjørnar Haveland:** so the idea here is to use your pen to get ideas of how because the municipality they will in the summer or in the fall they will select the site and then they will start a kind of municipal master plan to regulate what kind of qualities they want, how much space the mining companies are allowed to use because they want to use more space than mip wants to give them. The municipality is trying to force these different companies to use less land than they want and to collaborate something they don't really want to because it's a very specialized business. So each company just has kind of capacity to plan their own process.

**Bjørnar Haveland:** The idea here is to kind of make a vision of how this circular industrial park can function so that you can show that to potential partners and...

**Bjørnar Haveland:** be like look it's possible. and then you give the municipality some tools that they can use when the processes become real. yes. Was that a good answer?

**Giorgi Nishnianidze:** Yeah, I think that answers my question.

**Giorgi Nishnianidze:** Thank you so much.

**Bjørnar Haveland:** Do we have other questions? Okay.

**Bjørnar Haveland:** It's also possible to ask questions on the European portal after you have registered. and if you think about something, you can also ask at the end of the meeting. But then if there are no more questions, I will go on to present the next Then we go to Wua, a much easier site to explain.

**Bjørnar Haveland:** the task here is to transform what used to be a school centrally located in the Ila into a mixed-use neighborhood. mainly with housing but also services and a lot of public space and to use this to kind of strengthen the center of the village and to guide a kind of strategic plan for the rest of the village. and here you see The site is all this area here in the back. Rua is located just outside of Oslo just too far. So Oslo is the capital of Norway.

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**Bjørnar Haveland:** It's the largest metropolis in Norway and really like a big large driver for development also all around it. But Roua, even though it's along a highway and along a train line, it's just a tiny bit too far away from Oslo to really benefit from the pressure of development from Oslo. even but at the same time it's at some kind of junction also for west movement movement between Popos a rather important town and Yesheim and where you also have Norway's largest airport and the airport that services this whole region.

**Bjørnar Haveland:** So in many ways it's quite a strategic location but just kind of suffers from being a little bit too far away from Oslo but also from kind of decades of terrible planning that leaves it really kind of dispersed fragmented you see the train station is down here. Then you have this kind of ridges of dispersed single family ing. supermarkets and commerce down here, some remnants of an old center here in the middle, the school and public services the current school and then the bus station here.

**Bjørnar Haveland:** So, it's really but still not very comfortable to walk around because it's really car based. and here you have the project set in the middle. what makes one of the things that make RUA really interesting is that it's a little bit ahead of the curve when it comes to the population aging. Even though RUA only has around 900 inhabitants today, within the next 15 20 years is estimated that they need 300 new senior housing or at least units adapted to senior living which is massive.

**Bjørnar Haveland:** so what is interesting is that the aging in a place like this where we decades haven't been able to figure out a way to force or to encourage a kind of more sustainable walkable way of developing. suddenly you have the crisis of the aging population. That means that the municipality not only do they need a lot of housing for elderly people. They need all these old people. They can't live in old singly single family houses with stairs that are not adapted to wheelchairs etc.

**Bjørnar Haveland:** they need apartment They need them close together. They need to make it possible for people that live there to be independent for as long as possible, which means being able to walk to the pharmacy, being able to walk to the grocery store. and they need to be close together so that the home

nursing services a service that goes to people's houses to help elderly people with needs that they have don't have to spend all their time driving from single family house to single family house but can find them closer together. This is now the driver that is forcing villages in Norway to think differently about the way they plan.

**Bjørnar Haveland:** So suddenly there's an incentive that they can't ignore on densifying the village center. so here's the site. this is the old schoolyard. This is part of the old school that will be torn down. and then some of these buildings here will stay. this is from the center. This is the kind of the main street. So you can tell this is really kind of a dispersed car based community. here you have the only public bench in the whole town.

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**Bjørnar Haveland:** this is the bus station. So here you have the project site. this is the former school that we want to develop mainly with housing but also a few services and with a big focus on public space. And the idea is that we can use this kind of prerogative that is here now to create an urban identity in this village and use this as the cluster that can strengthen this traditional center and kind of give more of an identity again.

**Bjørnar Haveland:** so the competition here is kind of twofold is to make a proposal for developing this area. and also on a kind of more overall kind of not as detailed level suggest some kind of strategic moves that the village can do to develop in a more sustainable way. think this was a bit faster.

**Bjørnar Haveland:** and so I'll stop sharing and if there are any questions to I am doing these presentations a bit test so this is more intended as a good chance to ask questions and get clarifications.

**Bjørnar Haveland:** or to be interested than it is for me to kind of read through the entire competition brief. Silia.

**Silje Seim:** Hi.

**Bjørnar Haveland:** Yeah. Hi Yeah.

**Silje Seim:** I was wondering for the buildings that are going to be demolished, are there any plans for how they're going to be used further or are they being demolished right now or is it the plan or is there any possibility to not demolish them?

**Bjørnar Haveland:** So, one of them unfortunately we can't change the municipality already entered a contract with a contractor to demolish one of all the other buildings you are free to decide what you want to do.

**Bjørnar Haveland:** so it was kind of the main school building that I was showing. will be torn down if it hasn't already. and they even made that contract before they entered European. So, we weren't able to. We also proposed, let's see what the competition says and then we can see. But, yeah. So, one of them will be torn down, but then you have several other parts of the old school that are currently being used that you can really use the way you want. It's because really you will restructure the center and you will kind of make new pedestrian connections and public spaces. and reusing the buildings would be great.

**Bjørnar Haveland:** and then you have to weigh that, you have to evaluate if the current layout if it works, if you're able to get the kind the needs on this site to function with them. and if you have kind of strong arguments, you can also propose to tear down some of the others. but of course it's desirable to reuse as much as possible. But yeah, so you also have an old pool that the municipality basically what tells me is that they're just waiting for this pool to break down.

**Bjørnar Haveland:** it's from the 60s and they can't get spare parts anymore. and when it breaks down they will see if they will replace it with a new pool and what they will do says a inside the competition about the state of the pool. but this is kind of chance to really rethink how this town works.

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**Bjørnar Haveland:** And the hope is of course if you manage to make the center more attractive free some of those single family houses up because right now there's another issue in this site is that if you sell your single family house and you want to buy a new apartment. It's not a given that selling your single family house will cover the cost of buying a new apartment. So it's also a bit important for the municipality that they to find ways of building in ways that are kind of economically sustainable that it's like if the visions are too crazy or too expensive. It will just mean that it will be difficult to realize anything.

**Bjørnar Haveland:** so it's kind of like feasibility is an important part of this making feasible projects that also add quality without being outrageously expensive because then people living in single family houses won't be able to sell their houses to finance the new apartment and then the project will move nowhere. but it's like this is one competition where it's important to kind of consider the ways you develop housing in stages of development etc. More questions?

**Bjørnar Haveland:** No. something else that is quite interesting in Rua is that there's been a new road toll between Rua and the village north of it, which suddenly means that Rua is very attractive for developing more kind of carb based shopping. So, you have developers that want to build more shopping malls and kind of big box stores.

**Bjørnar Haveland:** and so that's of one of the kind of strategic considerations that you can do is because Hua has a lot of space already that is not utilized very well and you're kind of quite free to move some of the functions around it and see how all of these village functions be retooled because outside of the school you have quite a few areas where things will be moved out or where there's very little just parking lots.

**Bjørnar Haveland:** so there's quite a lot of freedom to work strategically as well and kind of show how one architectural development in the center can be used to kind of anchor a larger strategy. Okay, it's moving a bit faster than I thought. maybe because I'm presenting in the test but it's good not to bore you guys. then I will continue here to Tonheim, the last of the three sites we have in Europe and Norway.

**Bjørnar Haveland:** and the task here is to design a whole new art scene. and here you have Tonheim. It's a bit pixelated. I don't know why. It's a city that's been part of European many times. Last session we had two competitions in Tonheim. so you could say this town is a friend of European. And the site for the competition is dead in the center of Tonheim. This is the main square Down here at the edge of the picture, you have Neido Dumen, Norway's largest cathedral. and all of this here is the city center.

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**Bjørnar Haveland:** The main kind of transport artery is this road here around and the site is this parking lot here in the center. this competition is about designing a new museum or that will house two museums that today have really old bad buildings. they're marked here in red I think. and so the plan is to make a new building for both of them. and here you can see the project site, the parking lot. here is Tonheim's theater. So here we can see again the It's an interesting site.

**Bjørnar Haveland:** f architecturally a bit challenging because of the many scales it's surrounded by. You have the historic wooden houses here on this side. and then you have more large scale buildings in the back and kind of buildings representing many different ages and times and architectural styles. and then you also have two floors of underground parking on this site. but the idea So here you have the two museums. one of them are closed because the building is in such a poor state. and the other one you can tell is really introverted.

**Bjørnar Haveland:** have stairs are not particularly accessible buildings. and there's been a debate in Tonheim for many many years on what to do with these two U and the museums themselves, they want a new building. but then you also have many voices saying that perhaps you should reuse these existing buildings or add new extensions to them etc. the pro one there are many problems with the sites. They are located in very historical districts. and especially because it's next to this cathedral and the sites are really narrow. It's very difficult to make expansions here that make sense and that the kind of heritage authorities will approve of.

**Bjørnar Haveland:** So there's been series of studies and visibility studies that has kind of concluded on using this site here in the city center. so that this competition is part of a kind of political debate and it is part of a political process that's ongoing. so in 2021 there was a feasibility study. in 2023 there was a kind of larger analysis aimed at finding a site for the new museum. It concluded with the current site for the museum.

**Bjørnar Haveland:** they did a second version of that same study that still concluded on this side of the museum. and now there is a kind of quality control of that study being conducted and but all these former studies have really focused on kind of more the technical needs of the museum. and kind of cost analysis etc. what we're trying to do with European is to focus on what the city will get back from the museum, what role the museum plays in the city.

**Bjørnar Haveland:** how the museum can also develop public spaces and be part of the city in a whole new way. and how the kind of architecture of the museum mirrors the role the museum has in society and the role that the museum will have society in the times to come. kind of the museums are quite The museums are the only institution today that are not losing trust in national surveys and the museum as a kind of platform for democracy is becoming more important and a kind of extroverted part of the museum is becoming more important.

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**Bjørnar Haveland:** so this competition really is about exploring the museum, how it works in the city, what it gives back and how it interacts with the public spaces around more than it is about kind of focusing on designing the perfect exhibition hall etc. in the fall probably politicians in Tonheim municipality will make a decision on what site to shoot to choose and so this European project it comes kind of as part of this

political pro it's not part of this political process per se but it will matter. so we use European to kind of explore different aspects again.

**Bjørnar Haveland:** yeah so to have these two parallel processes consequence analysis and site selection more kind of comprehensive technical analysis and then your plan that's more explorative what does it give back to the city and that's it really do you have I suspect that there are more questions to this one because I know a lot of people registered for this already. So, are there any questions?

**Bjørnar Haveland:** on the museum competition in Fhe. No. Are there any aspects you guys want me to You can also ask questions in the chat if you are shy. elaborate. Martin wants to elaborate more on the existing parking. Yeah.

**Bjørnar Haveland:** So the site has two floors of underground parking that are today used for public parking and in one way they're also loved by the population in Tonheim because people find it nice to have a lot of parking downtown. when you build a museum on top, it's difficult to keep using it as a public garage underground. so this structure can probably be repurposed the concrete structures below, but probably not as public parking.

**Bjørnar Haveland:** yeah and the idea I mean for this museum is to explore the public aspects of the museum, how it interacts with what is around it, but also kind of conceptually how the museum can be as flexible as possible. How can you use it to offer something to the city? How can you have areas where that are not ticketed, how can the museum in a way transform in the same way that library architecture has transformed in the past two decades into becoming more open and accessible to the public.

**Bjørnar Haveland:** and as well how can the museum be used as a space for other kinds of events for other kinds of factors etc. or Martin what more do you want to know about the parking I think you have to be a bit more specific so That's Any other questions or themes that I should elaborate more on? Or any questions on some of the other sites?

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**Bjørnar Haveland:** or okay then is also if any of there are estimations of a mean the whole mining project. So Tarina is asking in respect to NUMA if there are estimations of Do you mean a timeline for the entire project because there's a timeline or the mind is being developed with a perspective of almost 100 years.

**Bjørnar Haveland:** and the kind of central elements there are if we manage to make more circular processes. If we manage to for example use more of the material that's being extracted it means that the landfills and the site will not fill up as quickly and it means that you can run mine for a longer period of time as well. but in the short term the timeline is that the municipality will decide probably early sometime in the fall if they will accept that then that's when they will select the location and one of the options is not mining at all.

**Bjørnar Haveland:** if they decide on a location and decide to open mine, I guess the process will start with tunnels being dug and the kind of first parts of the processing facility being being developed in and sec towards 2030 maybe. There's a lot of uncertainty, but the way it will work is that they will start by making a tunnel to the underground deposits and use the rock that's extracted to build the base for the processing facilities.

**Bjørnar Haveland:** and all of this is explained quite in detail in the competition brief. and then you have different phases and then you will start of course making first the processing facilities for the rare earth minerals and then you have other actors that can come after the kind of rare earth extraction has started. And so in the beginning most of the extracted rock will probably be used to build new infrastructure. Then as the infrastructure is in place the kind of deposits the landfills will start growing unless we find different new ways of organizing it in a way.

**Bjørnar Haveland:** yeah. Yeah. Yeah. Especially the Num competition has been a bit of a challenge for us in Europe and Europe way. but we really hope people are interested in it. because we think this is really the most relevant competition that we've had in a long time. And it's really important as landscape architects that we engage in these kind of real life issues because they have really big consequences on society.

**Bjørnar Haveland:** one of the kind of benefits of maybe having this mine in Norway is that you don't have these environmental consequences in other places and perhaps you're able to control these environmental consequences better here with higher standards than elsewhere. so we can't just talk about kind of sustainable materials for buildings. we should also engage in kind of problems that have large scale consequences. Are there questions about the kind of general procedures European with the rules etc.

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**Bjørnar Haveland:** commissions that you get after winning. and I think kind of more structural. when you register for European it's cheap it's cheaper if you register from more than one site. and I think you do need to register in order to submit new questions.

**Bjørnar Haveland:** So then from now on if you have questions that needs to be clarified you need to submit those through the Europe and Europe portal and then will then there's a deadline of two weeks for receiving answers. and then it will depend on the type of clarification that you need how long time it will take to get that answer. If it's something that we can answer right away, we will answer quickly. If it's something where we need to get more material or get new clarifications from the site owners, it might take up to two weeks to get those answers. So, it's smart to ask questions as early as possible. and I think there's a deadline for asking questions and I think it is early June.

**Bjørnar Haveland:** Just So the way it works when you ask questions on the portal when we answer it will be visible to everyone. So that's quite important to maintain anonymity and equal access to information. more questions. Okay.

**Bjørnar Haveland:** Bavesh is asking, I have education from America and some of my partners I am a null member and would this be good grounds to enter the competition? so yes we are recording this meeting so you can see it later.

**Bjørnar Haveland:** okay this education from America I think so you can't quote me on this so you have to check but I think if you're part of null and your education is approved by null and approved in Norway then you can register and at least you only need one member of the team to be kind of a registered architect. So as long as one of the people on the team kind of fit the requirements then you're good to go.

**Bjørnar Haveland:** at least for the Norwegian sites what you're describing seems to be good enough to enter the competition. So yeah, very good. it's difficult to kind of u u give these kinds of very precise

questions or answers in live without kind of knowing what your documents are. I like but it seems like it should work and I really recommend also using Europe and to develop a good team and to work across borders.

01:05:00

**Bjørnar Haveland:** of course we have situations. Last year at least we had one person that won being alone, but I think it much easier to do your plan as a team and it's a good chance to kind of develop collaborations with new people. and I think also if you're structured, it can be smart to do several competitions at the same time. and they already have a team set up. more questions. I will stay on for a little bit. let's see if there are more questions coming.

**Bjørnar Haveland:** Okay, people. if you don't have any more questions, I wish you all good luck and thank you very much for the interest in the Norian competitions. I think they are very good and interesting. I'm very passionate about them myself. It's hard not being able to compete on them.

**Bjørnar Haveland:** and they are very kind of interesting partners also the people behind. So I think they would be interesting to collaborate with after the competition if you will. But then I wish you good luck and any further questions must be submitted on the European Europe and Europe Have a nice Tuesday. I'm talking to a

**Bjørnar Haveland:** Hold it.

Meeting ended after 01:08:11 🖐️

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