

## **The Citadel / Drottningkärs kastell**

We want to make The citadel the heart of the archipelago and world heritage tourism.

### **The Why**

We believe that you don't necessarily have to read about the past to know it, but by living and surrounding yourself in it. Drottningkär kastell is a place that connects the past to the present and it is up to us to connect it with the future.

### **Edutainment**

In the top of the main building we want to create an educational space that can shift and change depending on theme and trend but always stay anchored in the history of the region.

We envision a completely immersive experience - to be teleported into a different space and time. With simple block furniture and added projection, smoke, sound, smell and motion we create a realistic and fantastical experience. For example take part in a naval battle, simulate shooting cannons, mad science experiments and many, many more.

To add a layer of augmented reality can enhance and go beyond the now and into the future.

We also feel that it is important that we can use the space for exhibitions, events and entertainment. The simple block furniture makes it easy to change the content of the spaces from day to evening or from week to week.

The middle floor can be used for conferences or meetings on one or both sides, or we can create a bigger immersive experience for the visitors to work together.

### **Stone and Mortar**

The citadel itself needs some renovations and modifications for mobility and disabled persons. For example; elevators, stairs and ramps.

We want the building to inspire and awe the public just as it does now but we also want it to live and be apart of the now not just the past.

### **Flexible Fun**

To optimize the flexibility of the courtyard we want to "relocate" the red wooden house and get a free and flexible space to use for outdoor exhibitions, concerts or theater.

### **Local Connections**

To enhance the visitor's experience we think that involving passionate business people are key. For example a diving center with focus on wreck diving, fishing trips, bird and wildlife photography and a gift shop with focus on locally sourced products.

We also see galleries connected to the visitors centers where local artists and craftsmen can show off and sell their work. Not to mention food and restaurants all over the islands combined with accommodation like cabins or larger hotels.

### **The HUB**

To create the citadel hub we want to add a visitors center where the parking lot is now. There visitors can buy tickets, rent bikes, go on guided tours and get more info about Karlskrona and the islands.

Like the world heritage sites around Karlskrona the visitors center should have satellites at appropriate places around the islands.

**Fast and Easy**

To kickstart the hub we would like reinvigorate the guest harbor directly adjacent to the citadel.

Also add better and simpler transport for example; fast boats, these boats can also connect all the islands and world heritage sites.

**Simple Understanding**

We want to create an unmistakable and simple communication with our visitors, signs and directions on where you are, where you can go and how to get there.

This communication should be in many languages and for different groups of people, because we want to reach the world.

Here we also want to add augmented reality to create a narrative for people to engage in and and go beyond the limitations of text.

We think it is important to use many different layers of communication to excite and inform our visitor.

**Show off**

Changing the way we perceive the citadel is crucial whether up close and from afar.

We believe that it is imperative illuminate and show off the awesomeness of the citadel and its architectural features.

By using strategic lighting we want to enhance and draw attention to the massive structure.

To create a more interesting and exciting feel we'd like to add projection to the outside of the entire building.

Creating an interesting and visually stunning object that catches the eye and sows the seed of curiosity to visitors.