

## **Designing contested heritage within the context. The Acheiropoietos monastery, Cyprus**

Alessandro Camiz

Faculty of Architecture, Design & Fine Arts, Girne American University,  
Director, International Centre for Heritage Studies (ICHS)  
[alessandrocamiz@gau.edu.tr](mailto:alessandrocamiz@gau.edu.tr)

The analysis of the Αχειροποίητος monastery shows the superimposition of different constructions: the domed church, built with a central plan in late Byzantine times over the ruins of an early Christian basilica and enlarged by the addition of three successive narthexes, and therefore transformed into a longitudinal basilica. The name Αχειροποίητος, referred to a sacred icon, “made without hands”, hosted therein. Around the church, a walled enclosure contains the monastery, built in subsequent phases with different additions, demolitions and restorations. The formation process of the building was traced from the VI cent. Basilica, to the transformation of the monastery into military barracks in the 1970’. Recently the monastery was assigned to the Girne American University and, hence its condition, requires urgent interventions. During the international workshop “Reading and designing the area of Lambousa, Karavas” held in Girne in 2014, several activities were accomplished: the laser scanner survey, the documentation of mosaics, spolia and wooden artefacts, the study of the different phases of the monastery and the design of an addition to the building. One architectural project was experimented, following the typo-morphological approach of the Muratorian Italian School, based on the principle that the new buildings should be the continuation of the old ones, without imitating them, but following their formation process, as the last step of an ongoing process. The new architecture is not conceived here as a contrasting object, but designed as a living organism: thus, the understanding of the processual transformations of the site becomes the premise for as design in conformity with the sacred context.



Venue: Universitat Politècnica de València,  
School of Building Engineering  
Building 1C, first floor, boardroom  
*Committee:* Pablo Rodriguez Navarro,  
Giorgio Verdiani, Per Cornell

The workshop has been realized in collaboration between **Universitat Politècnica de València**, Spain, the **Architecture Department of the Florence University**, Italy, the **Department of Historical Studies, University of Gothenburg**, Sweden. **21** presentations from **7** countries.

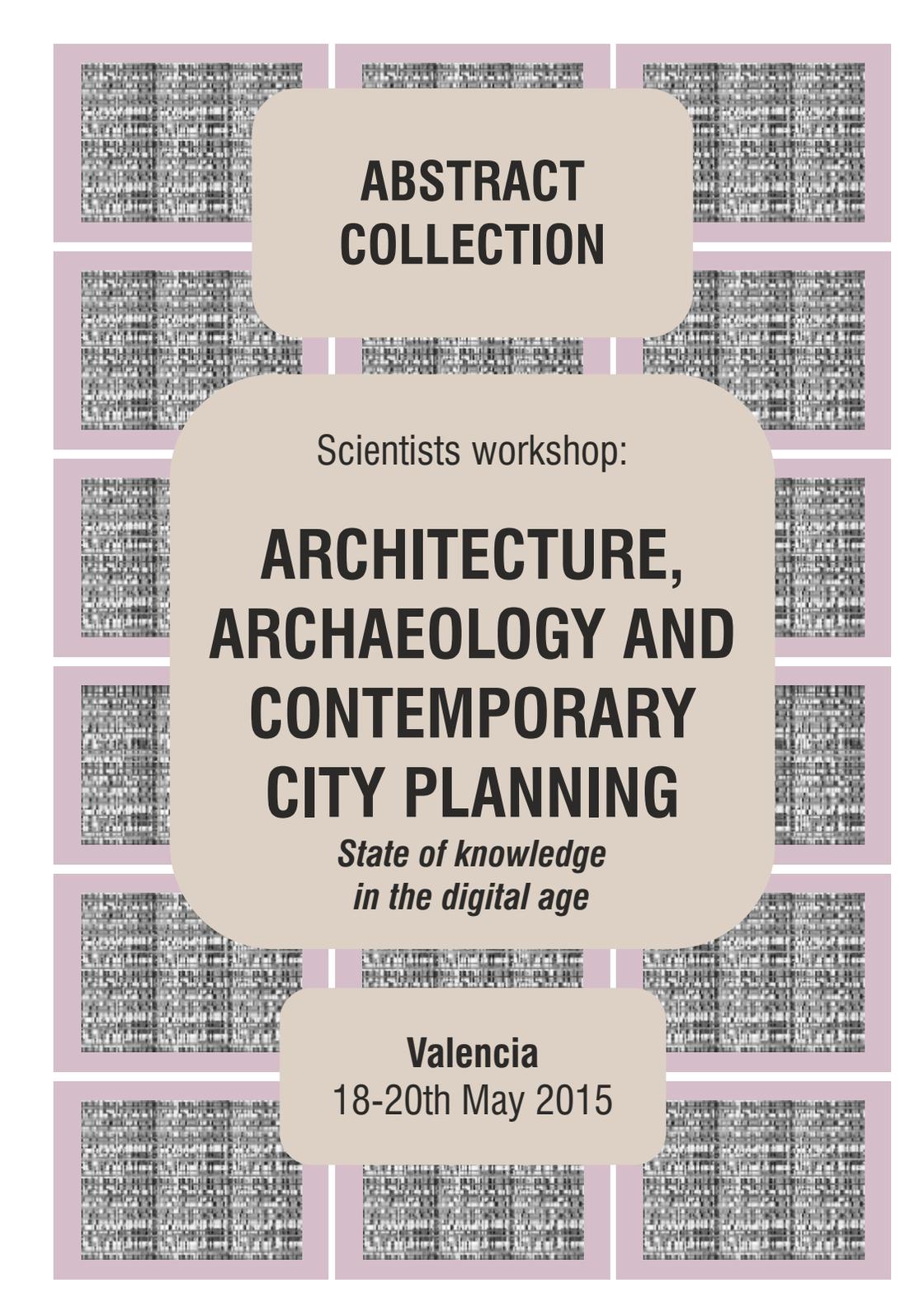


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**ABSTRACT  
COLLECTION**

Scientists workshop:

**ARCHITECTURE,  
ARCHAEOLOGY AND  
CONTEMPORARY  
CITY PLANNING**

*State of knowledge  
in the digital age*

**Valencia**  
18-20th May 2015



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(Escuela Técnica Superior de Ingeniería de Edificación)

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[rodriguez@upv.es](mailto:rodriguez@upv.es) / [giorgio.verdiani@unifi.it](mailto:giorgio.verdiani@unifi.it) /  
[per.cornell@archaeology.gu.se](mailto:per.cornell@archaeology.gu.se)

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Abstract Collection Editors:

Pablo Rodriguez Navarro, Giorgio Verdiani, Per Cornell

# **ABSTRACT COLLECTION**



# **WORKSHOP PRESENTATION**



In discussions on urbanism, the need to involve new actors has been a major theme of recent debate. In this field, throughout Europe, various ways of allowing citizens to take a more direct part in planning is stressed. It is also important to look at the role or lack of role played by particular research fields. Architecture plays a major role in city planning. While archaeology has become increasingly involved in field projects in urban environments, the discipline seldom plays an important role in city planning. The digital tools for documenting and designing have changed the approach to many procedures and have created new figures involved in the process of facing architecture and archaeology.

In several countries and particular cities this situation has been questioned during the last decades.

In Sweden, certain studies indicate an increased interest in an active involvement of archaeology from the part of individual municipalities and provincial governments, and even on the state level in certain cases.

In France, Lavendhomme at Inrap has discussed various possible new kinds of uses of archaeology in the planning process, and similar discussions start to appear in other countries. In the UK, archaeologists are increasingly involved in mitigating heritage impacts of building projects at the design stage rather than during construction (excavating).

To take just one example, in Sweden the archaeologist Stefan Larsson has developed a project with the municipality of Kalmar, in which city planners, architects and archaeologists collaborate in making suggestions for a city plan in a segment of the city.

In this workshop we will focus on possible new ways of collaboration between architects and archaeologists. With a particular stress over the intelligent use of digital solution for documenting, designing and representing the context and the new ideas. We wish to open a new kind of communication between these research fields and related praxis.

The possible contributions from archaeology include questions of conservation, diffusion of archaeological knowledge by different means, but also other fields, including practical knowledge on the development of particular districts over time, general knowledge in comparative studies of urbanism, questions of design or questions of “gestalt” in urban settings, and the intersections between archaeology, architecture and public art. Last but not least the topic of the communication, which in our time is something totally linked to the digital media.

We hope this workshop will help to open this field, and that it will be followed by other scholarly meetings on more limited particular cases and questions and, potentially, by a larger conference building on the workshop’s outcomes.

*Pablo Rodriguez Navarro, Giorgio Verdiani, Per Cornell*

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