

Univerza
v Ljubljani
Fakulteta
za gradbeništvo
in geodezijo



Jamova cesta 2
1000 Ljubljana, Slovenija
<http://www3.fgg.uni-lj.si/>

DRUGG – Digitalni repozitorij UL FGG
<http://drugg.fgg.uni-lj.si/>

V zbirki je izvorna različica izdajatelja.

Prosimo, da se pri navajanju sklicujete na bibliografske podatke, kot je navedeno:

University
of Ljubljana
Faculty of
*Civil and Geodetic
Engineering*



Jamova cesta 2
SI – 1000 Ljubljana, Slovenia
<http://www3.fgg.uni-lj.si/en/>

DRUGG – The Digital Repository
<http://drugg.fgg.uni-lj.si/>

This is a publisher's version PDF file.

When citing, please refer to the publisher's bibliographic information as follows:

Bernard, A., Bourget-Mauger, M., Chifflet, A., Gabrovšek, K., Gruden, M., Kalinšek, E., Pavlič, T., Savić, N., Schoppach, C., Stegu, K., Troje, N. Koliščarji na Ljubljanskem barju. 2014. *Delavnica Prostor in rekreacija 2013/2014*. Ljubljana, Univerza v Ljubljani, Fakulteta za arhitekturo in Fakulteta za gradbeništvo in geodezijo: 54 str. (e-knjiga).

<http://drugg.fgg.uni-lj.si/4806/>

Datum arhiviranja / Archiving Date: 25-08-2014

KOLIŠČARJI NA LJUBLJANSKEM BARJU





Univerza v Ljubljani
Fakulteta za arhitekturo
Fakulteta za gradbeništvo in geodezijo

Strokovna monografija, prva izdaja

Ljubljana, februar 2014

Naslov dela: Koliščarji na Ljubljanskem barju
Delavnica Prostor in rekreacija

Urednik: asist.mag. Aleš Golja

Oblikovanje: Klemen Stegu

Lektoriranje: Ema Koplán

Prevod: David Stegu

Avtorji: Alice Bernard, Marie Bourget-Mauger, Axel Chifflet,
Klara Gabrovšek, Matej Gruden, Eva Kalinšek,
Tadej Pavlič, Nina Savič, Charline Schoppach,
Klemen Stegu, Nina Troje

Dostopno: drugg.fgg.uni-lj.si

CIP - Kataložni zapis o publikaciji
Narodna in univerzitetna knjižnica, Ljubljana

712.256(497.4 Ljubljansko barje)(0.034.2)

DELAVNICA Prostor in rekreacija (2013-2014)
Koliščarji na Ljubljanskem barju [Elektronski vir] / [Delavnica Prostor
in rekreacija 2013-2014 ; avtorji Alice Bernard ... [et al.] ; urednik Aleš
Golja ; prevod David Stegu]. - El. knjiga. - Ljubljana : Fakulteta za
arhitekturo : Fakulteta za gradbeništvo in geodezijo, 2014

ISBN 978-961-6823-51-7 (Fakulteta za arhitekturo, pdf)
1. Gl. stv. nasl. 2. Dodat. nasl. 3. Bernard, Alice 4. Golja, Aleš, 1963-
273915136

KAZALO

03	Namen
04	Lokacija
05	Koncept
06	Info center, predlog 1
16	Info center, predlog 2
24	Pot
35	Rekonstrukcija koliščarske vasi, predlog 1
44	Rekonstrukcija koliščarske vasi, predlog 2
53	Sklep



NAMEN

Ljubljansko barje leži v osrčju Slovenije, poleg glavnega mesta (Ljubljana). Je pomembna strateška točka, saj se na tem območju sekajo pomembne evropske prometne povezave. Poleg tega pa ima še enkratno kulturno vrednost.

Idilična pokrajina, ki je včasih prostrana ravnina, včasih pa zaradi poplav izgleda kot veliko jezero, nam z lahkoto prikliče v spomin mite in dogodke, povezane s prazgodovinskimi kolišči izpred več tisoč let, povezanih s prazgodovinskimi kolišči.

Na območju Ljubljanskega barja je bilo odkritih kar nekaj lokacij, kjer so stale te prazgodovinske naselbine, poleg tega pa nam o življenju v tistem času pričajo še številne dobro ohranjene arheološke najdbe. Skupaj z ostalimi najdišči v okviru Alpskega loka so tudi lokacije teh kolišč dodane na UNESCOv seznam svetovne dediščine.

Naša naloga v okviru predmeta Prostor in rekreacija je bila oblikovanje ustrezne prezentacije arheoloških najdbišč nav območju Ljubljanskega barja v arheološko- - turističnem smislu ter razmišljanje o razvoju prostora v skladu s smernicami trajnostnega razvoja. Sledili smo tudi ideji oblikovanju prostora na način, ki bi lahko služil tudi kot rekreacijska točka za turiste ter tudi za lokalno prebivalstvo, hkrati pa bi tudi ponujal tudi različne pristočasne dejavnosti.

Delo smo razdelili v pet skupin, v katerih smo sodelovali študentje Fakultete za arhitekturo in študentje, ki so bili člani mednarodne izmenjave Erasmus. Prvi dve skupini sta se ukvarjali z info centrom, ki bi se nahajal na lgu in bi ljudem zagotovil osnovne informacije v povezavi s koliščarji. Tretja skupina je preučevala postavitev poti, ki bi povezala občino lg in predvideno lokacijo postavitve rekonstrukcije koliščarske vasi. Zadnji dve skupini pa sta se ukvarjali z lokacijo rekonstrukcije ter možnostmi prezentacije življenja koliščarjev.



The Ljubljana Marshes is located in the middle of Slovenia, near its capital city. It is an important strategic point since it represents a significant intersection of European traffic routes. Additionally, it also carries a unique cultural value.

The idyllic landscape, that sometimes resembles a complete plain and then all of a sudden looks as a big lake due to floods, has the ability to easily call to mind the myths and events dating back to thousands of years and connected to the prehistoric pile dwellers villages.

In the area of the Ljubljana Marshes, some locations have been identified where those prehistoric settlements were positioned. Apart from this, we can learn a lot about the life of that era due to the numerous well-preserved archaeological finds. The locations of these pile dwellers villages have also been added to the UNESCO list of world heritage along with all the other finds within the Alpine region.

It was a requirement of the course Space and Recreation, that we had to design a suitable presentation of archaeological finds in the area of the Ljubljana Marshes in the combination of the archaeological and tourist impacts. Simultaneously, we also had to think about the development of space in accordance with the directives of sustainable development. We also paid attention to the spatial design that could serve as a recreational point for tourists and also for the local community. Moreover, it would also offer different leisure activities.

We divided the work into five groups that consisted of students from the Faculty of Architecture and the students who were the members of the Erasmus international exchange. The first two groups had to focus on the info center that would be located in lg and would provide basic information to the people regarding the pile dwellers. The third group studied the placement of the route that would connect the municipality of lg and the projected location where the reconstruction of the pile dwellers village would be placed. The last two groups examined the location of the reconstruction and considered the possibilities regarding the presentation of the life of the pile dwellers.

LOKACIJA



KONCEPT

Vsebina

1. postavitve info centra
2. ureditev poti
3. prezentacija kolišč

Dejavnosti

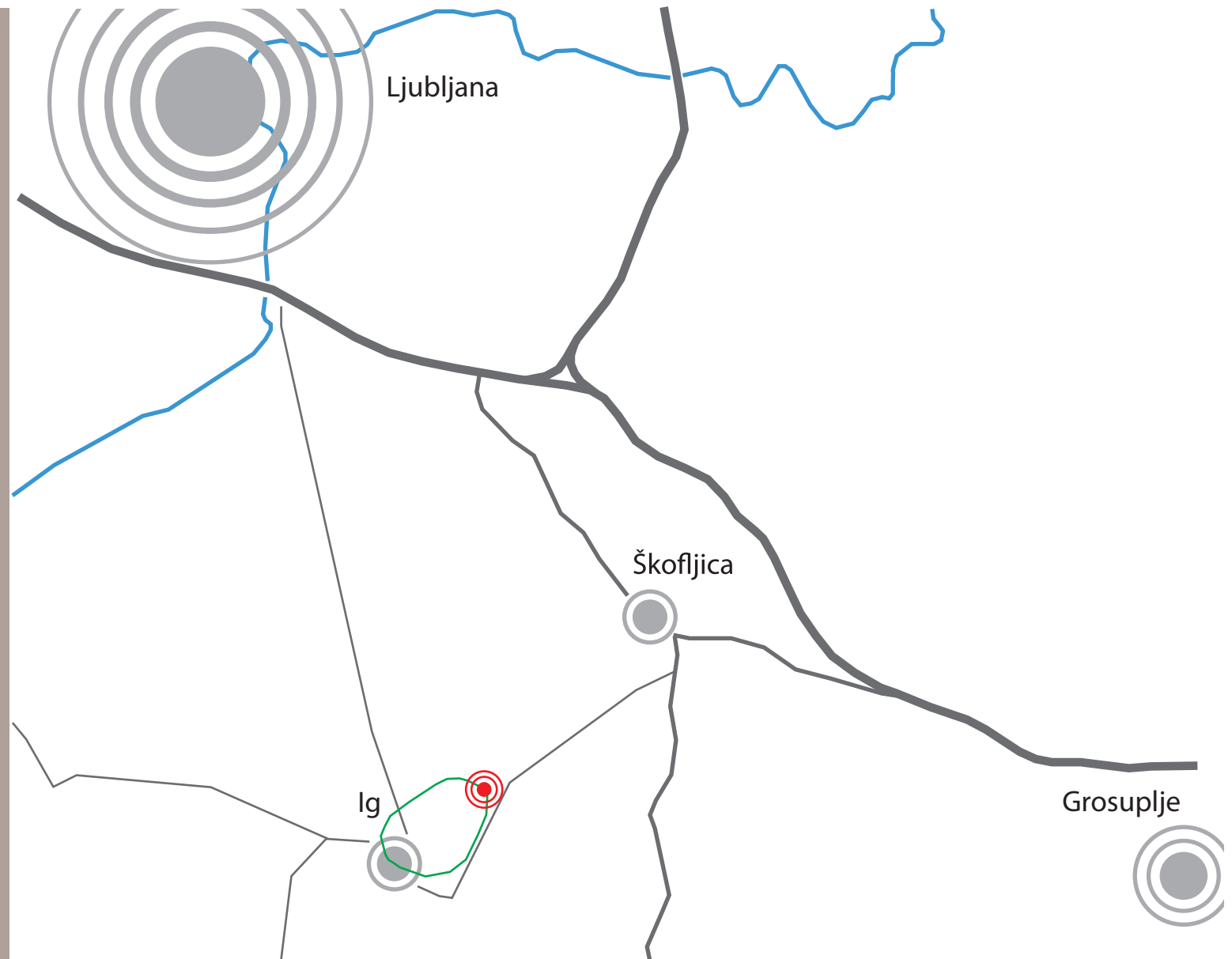
1. izobraževanje
2. rekreacija
3. prostočasno druženje
4. pohodništvo
5. kultura

Contents:

1. Info Center Placement
2. Route Regulation
3. Crannogs Presentation

Activities:

1. Education
2. Recreation
3. Leisure socialising
4. Hiking
5. Culture



PREDLOG 1 - INFO-CENTER



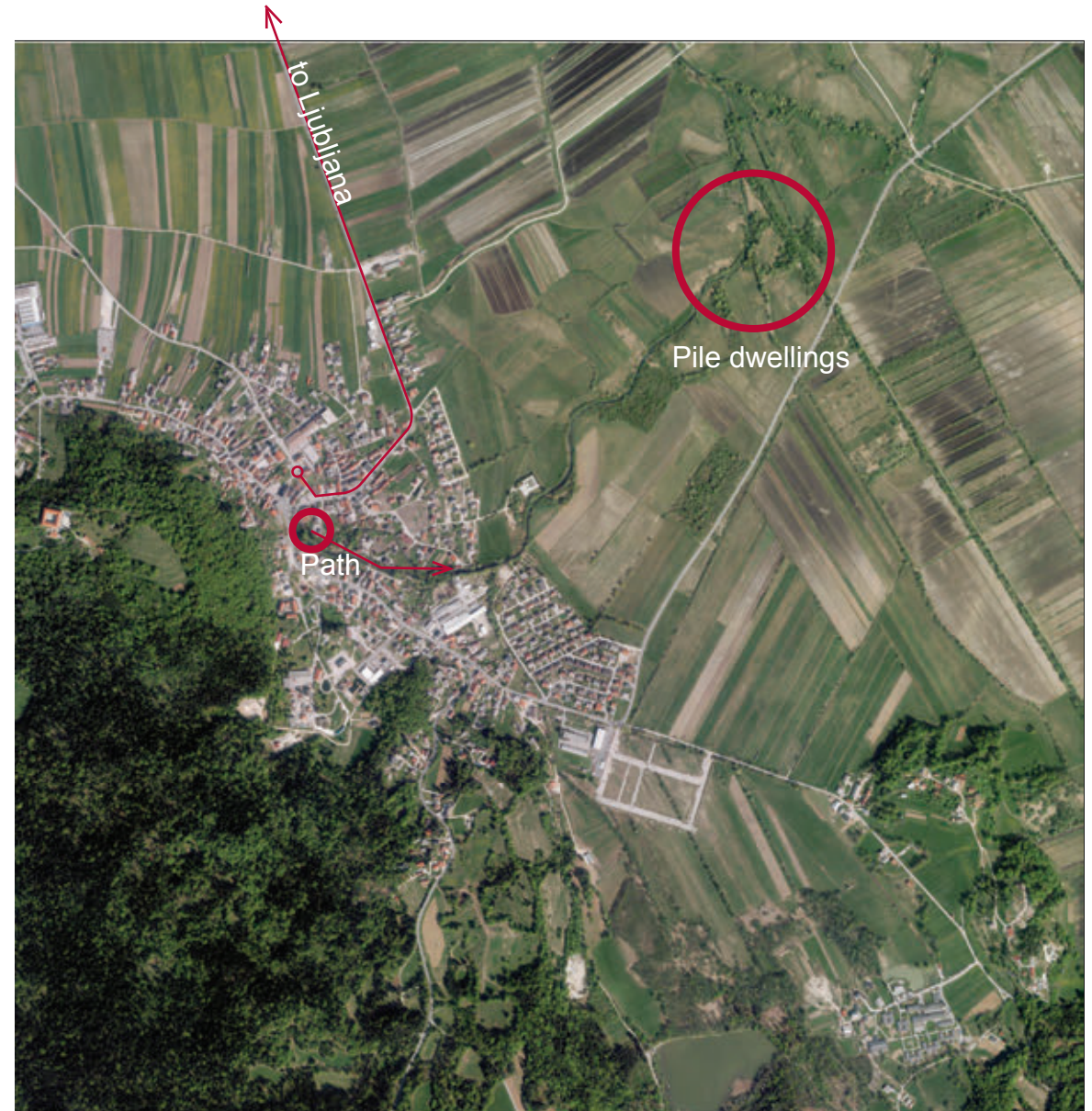
PREDLOG 1 - SITUACIJA

Ig je največje naselje ter obenem središče iške občine, ki se nahaja v osrednji Sloveniji. Leta 1249 je kraj omenjen kot Yge (ter tudi kot Ighe, Iglem in Iglom leta 1261, leta 1262 kot Yg, leta 1299 pa kot Hyco in Hyc). V srednjem veku je bilo Ig regijsko ime, današnja naselbina z imenom Ig pa je bila znana po imenu Studenec vse do začetka 19. stoletja. Izvor imena Ig je neznan. Lahko bi bil sicer povezan s slovenskim občnim imenom igo (v navezavi na tok Lške reke) ali pa morda s slovenskim občnim imenom iva (to ime so si najprej sposodili Nemci, nato pa je od tam prišlo do tega področja). Obstaja pa tudi možnost, da izvira iz preslovanskega substrata.

Blizu Iga so ostanki prazgodovinskih naselbin koliščarjev, ki so od leta 2011 naprej zaščiteni kot del prazgodovinskih kolišč znotraj alpskega UNESCOvega seznama svetovne dediščine.

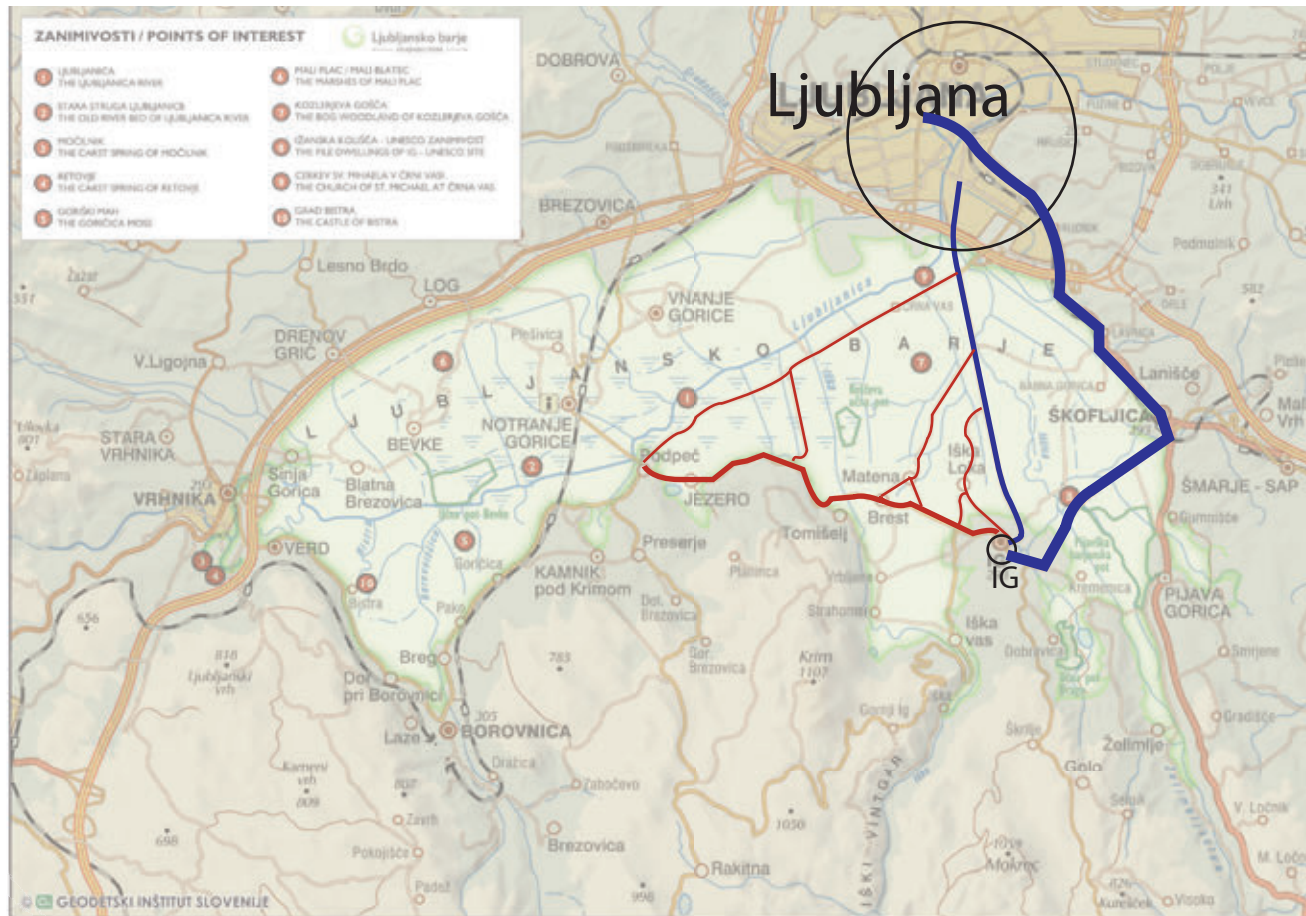
Ig is the largest settlement and the seat of the Municipality of Ig, central Slovenia. 1249 as Yge (and as Ighe, Iglem, and Iglom in 1261, Yg in 1262, and Hyco and Hyc in 1299). During the Middle Ages, Ig was a regional name, and the settlement now known as Ig was called Studenec until the beginning of the 19th century. The etymology of the name Ig is unclear. It may be connected with the Slovene common noun igo 'yoke' (in reference to the course of the Lška River), or to the Slovene common noun iva 'goat willow' (through borrowing into and then from German), or it may derive from a pre-Slavic substratum.

In the vicinity of Ig, the remains of prehistoric pile-dwelling (or stilt house) settlements, since 2011 protected as part of the Prehistoric Pile dwellings around the Alps UNESCO World Heritage Site



merilo 1:15000

PREDLOG 1 - PROMETNE POVEZAVE



Ig bi bil lahko zelo privlačen kraj za turiste pod pogojem, da bi bili prisotni pravi pripomočki in infrastruktura. Historična preteklost tega kraja je resnično zelo bogata. Koliščarji so zgradili nekaj naselbin in zgodba o tem mora biti ohranjena ter zaščiten. Prav zato bi lahko rehabilitacija Ljubljanskega barja javnosti pokazala kakšen pomen je imel ta kraj v preteklosti. Res je, da na območju obstaja muzej, vendar pa bi bil neke vrste atraktivni ogled vsekakor zanimivejši. Začetek poti tega ogleda bi bil lahko kraj, kjer bi lahko ljudje pridobili informacije o koliščih, si ogledali še nekaj ohranjenih predmetov in poskušali razumeti, kako so v tistem času živeli.

Ig could be a very attractive place for tourists if necessary amenities were installed. Indeed, the historical past of this place is very rich. The pile dwellers have built several homes and this story must be preserved and protected. For this purpose the rehabilitation of Ljubljana Marshes could show the public what it was.

A museum exists but an attractive tour could be more interesting. The beginning of this path could be a place where people can have informations on pile dwellings, see some existing pieces, try to understand how they lived.

Ljubljana - Ig



15,1 km, 21 min



Bus 191, 34 min



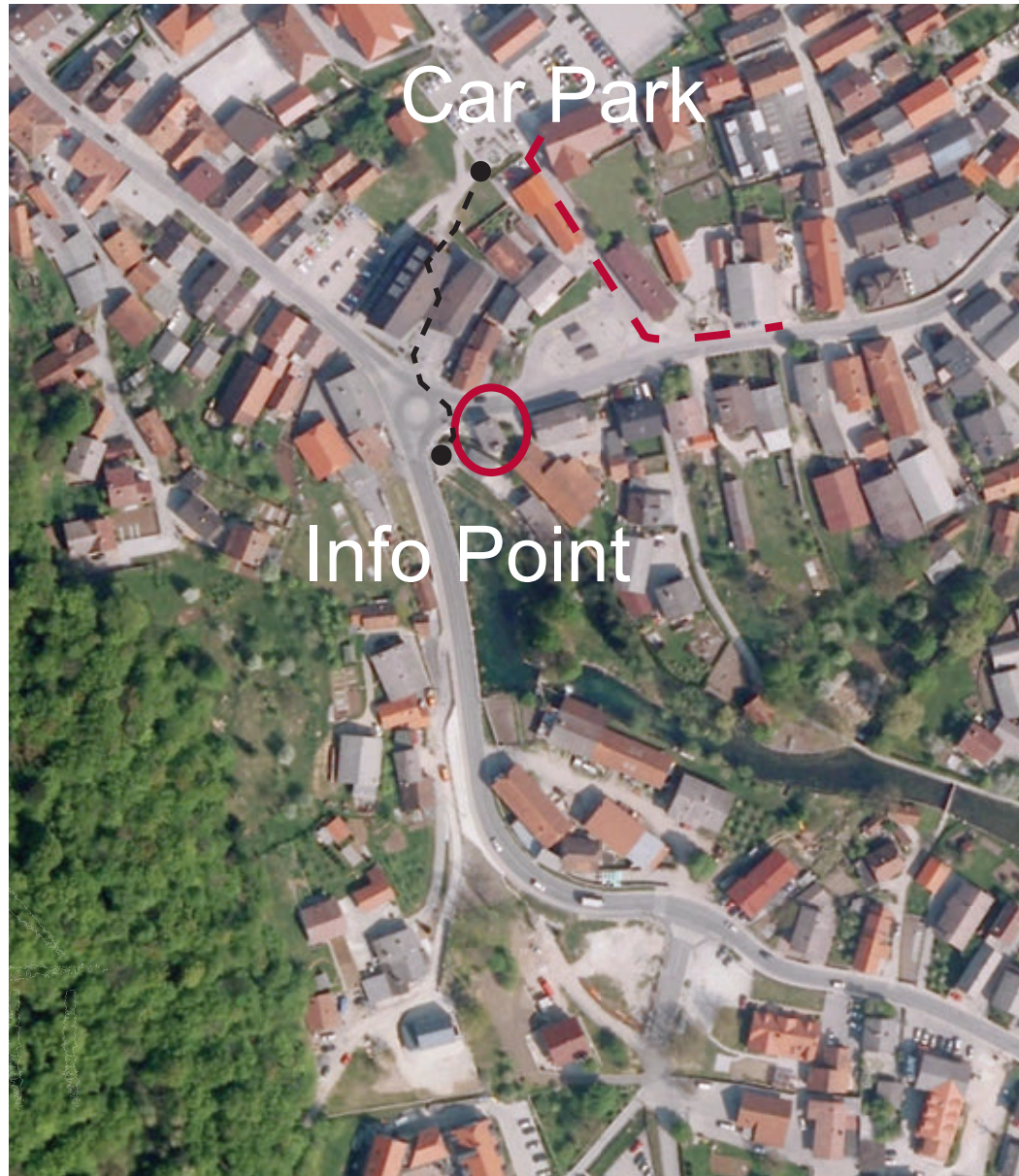
10,5 km, 2 hours 8 min



15,1 km, +- 1 hour
10,5 km, +- 45 min

other ways

PREDLOG 1 - LOKACIJA



Začetek poti je kraj, kjer se srečujejo ljudje – tako turisti kot tudi prebivalci lga. Lociran je v stari zgradbi, poleg izvira, ki bo še izboljšal okolje. Kraj bi lahko izkoristili tudi kot skupni prostor med turistično manj privlačnimi obdobji in zimo. Ljudje lahko organizirajo zabave ter večerje, ali pa se preprosto srečajo in izmenjujejo nove informacije o koliščarjih. Leseno kurišče je nameščeno na sredini sobe, kar vse skupaj naredi bolj prijetno: ljudje se lahko pridejo pogret po opravljenem pohodu.

V zgornjem nadstropju bo na voljo nekaj tušev ter garderob za športnike, ki bi se radi preoblekli. Tako se lahko tudi delavci z lga med odmorom za kosilo sprehodijo skozi barje in uživajo ugodnosti info centra.

V tem info centru se bi lahko tudi prodajale pijače in spominki. Starejši ali samski ljudje lahko sodelujejo v živahni vasi ter tako iz tega kraja ustvarijo živahen trg v središču lga.

Zunaj ali znotraj bodo prav tako lahko potekale tudi razstave.

The beginning of the path is the place where people go to meet, the tourists but also the citizens of lg . It is located in an old building along the source that will enhance the environment .

This place can be used as a common room for the less touristy and winter periods. People can organize parties , dinners or simply meet and share new information about the pile dwellers. A wood stove is installed in the middle of the room, making it more welcoming : people can come get warm after their ride.

Upstairs, some showers and changing roomswill be installed for sports person who want to change clothes . Thus, during the lunch break, workers of lg can wander through the marshes and enjoy the comfort of the point info.

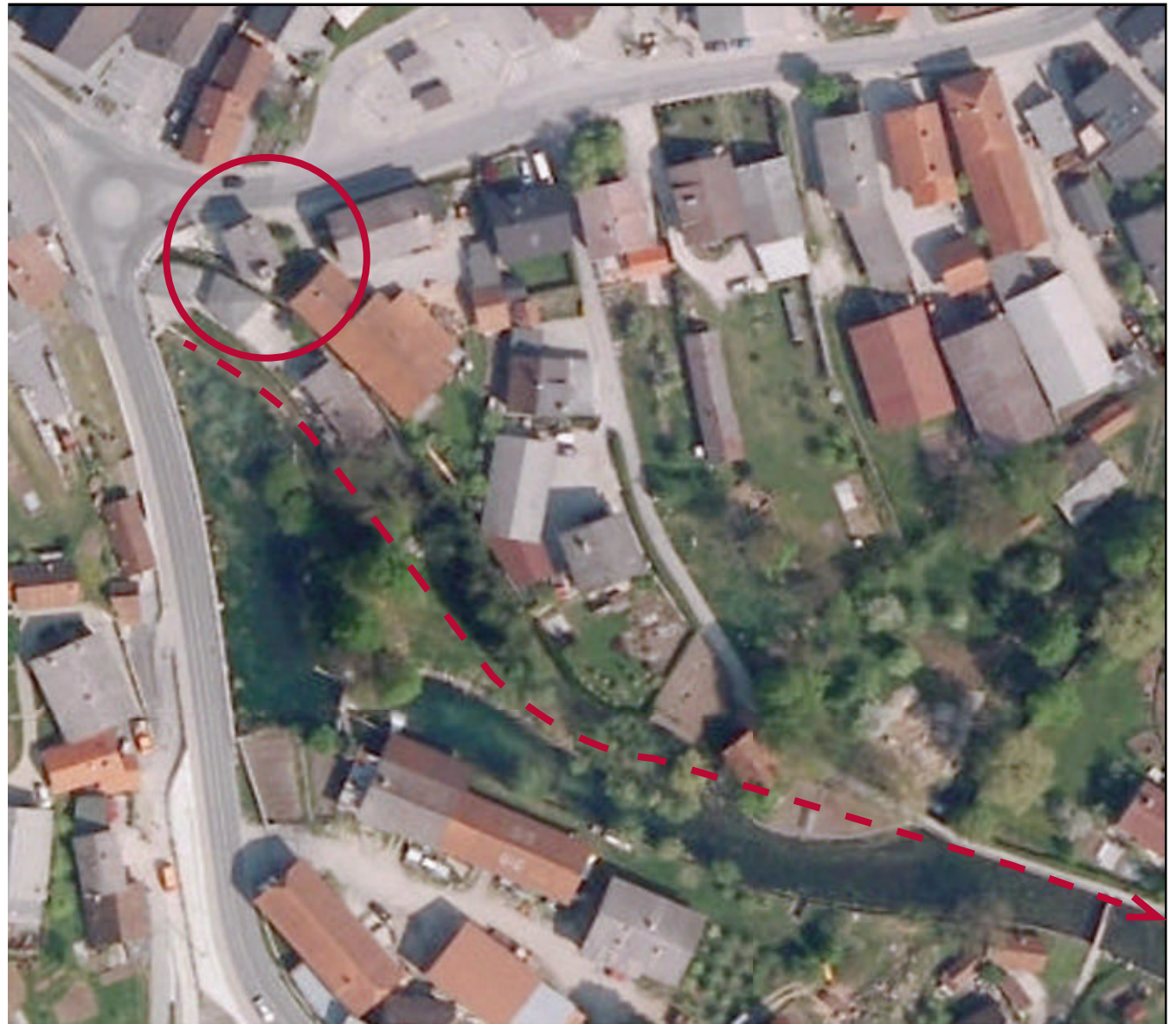
In this information center may be sold drinks or other souvenirs Elderly or single people can participate in the bustling village and make this place a lively square in the heart of lg.

Some exhibitions may be installed outside or inside.

PREDLOG 1 - DOSTOP



This place is accesible for all people.



merilo 1:1000

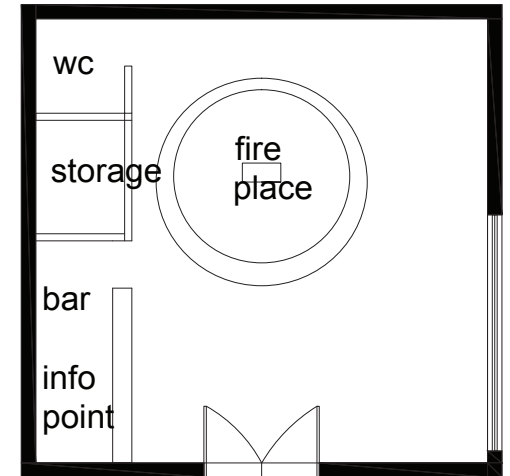
PREDLOG 1 - PROGRAM

Info točka
 Kraj za sprostitev
 Priložnost za kavo
 Tuši
 Zbirališče

Zbirališče
 Razstavní prostor
 Zbirna soba

*Info point
 relaxing place
 take a coffee
 take a shower
 meeting point*

*meeting point
 exhibition place
 meeting room*



plan of the informations point

Path



By car



Pedestrian way



PREDLOG 1 - FOTOMONTAŽA



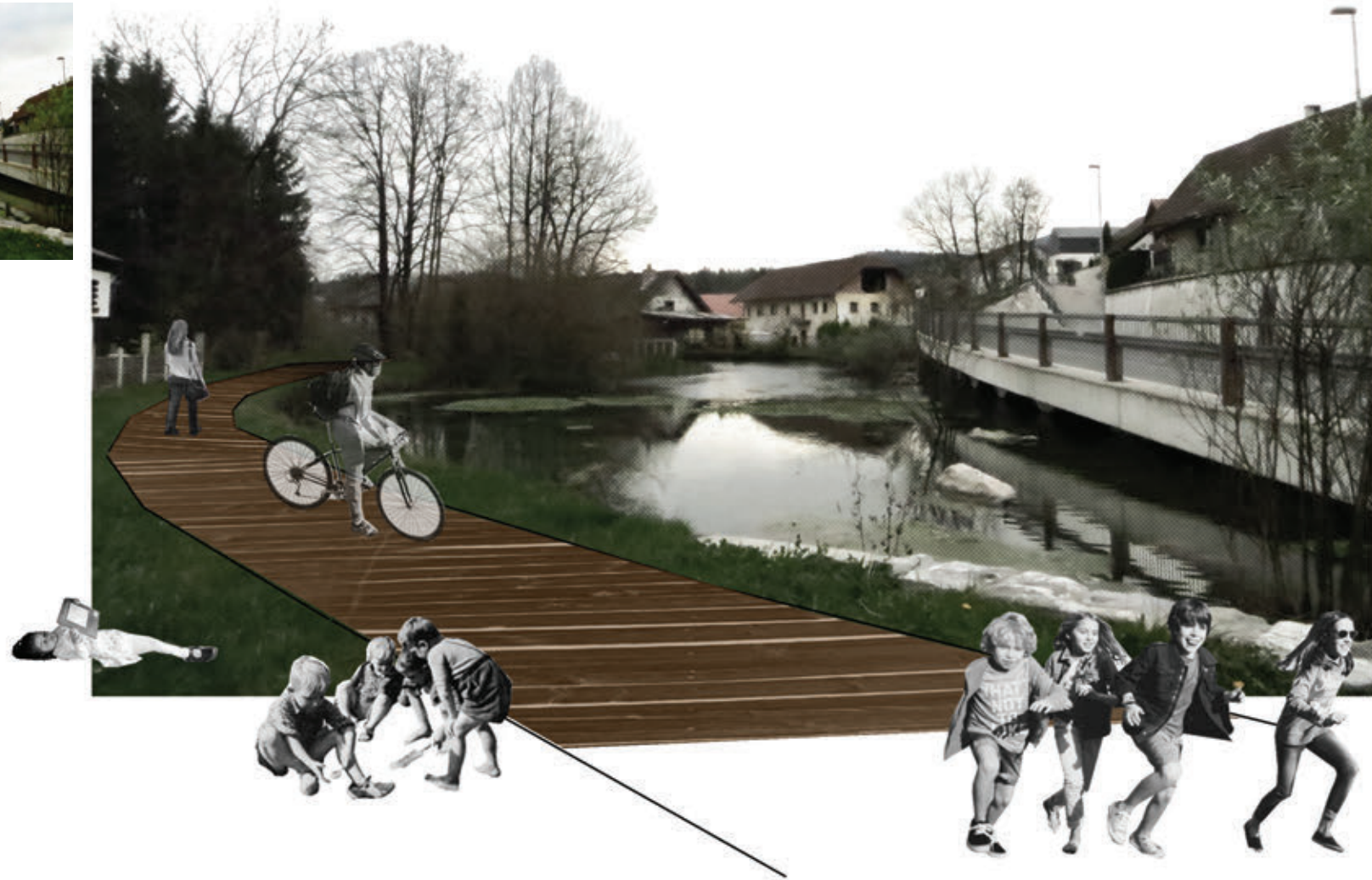
Before



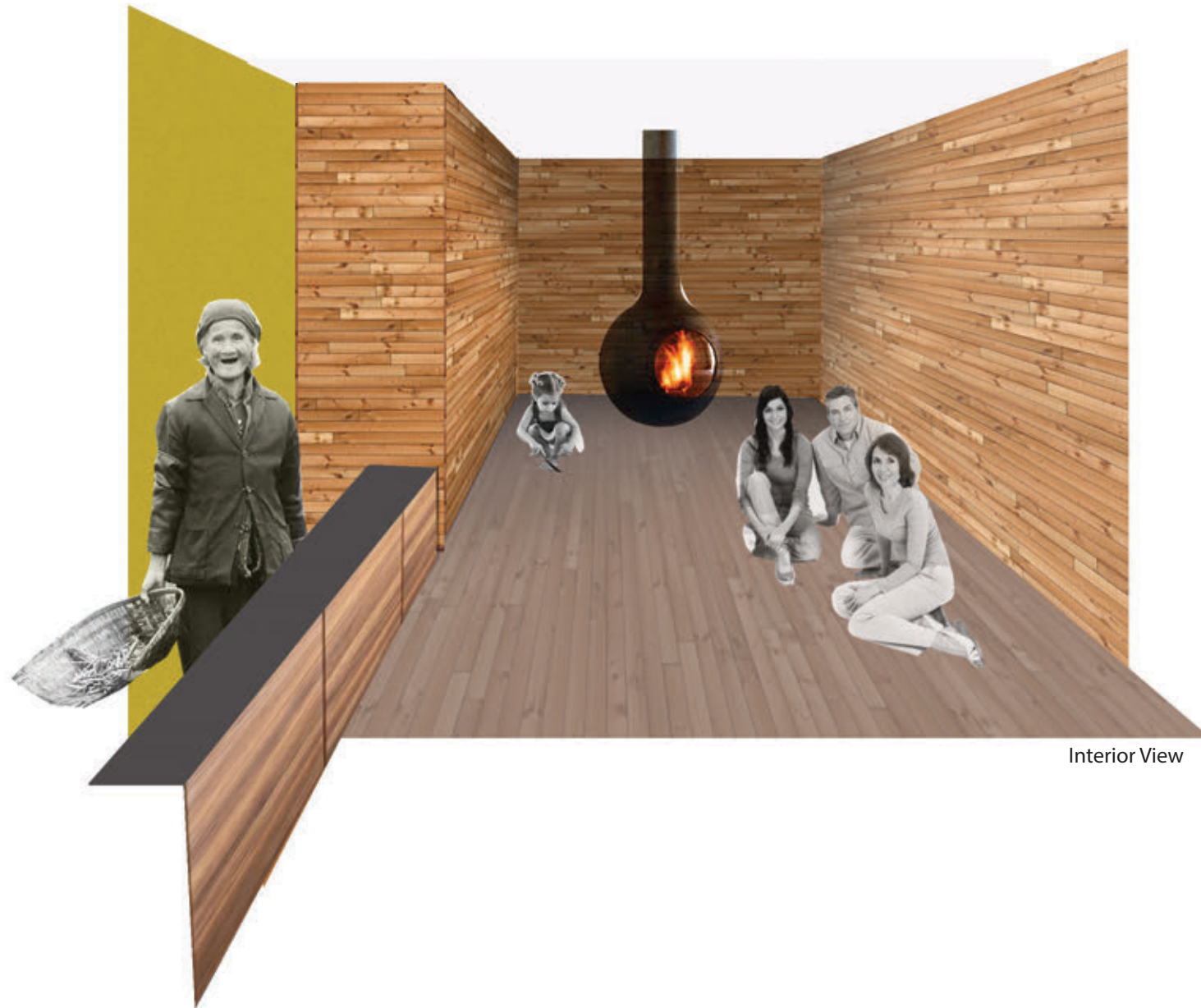
PREDLOG 1 - FOTOMONTAŽA



Before



PREDLOG 1 - VIZUALIZACIJA

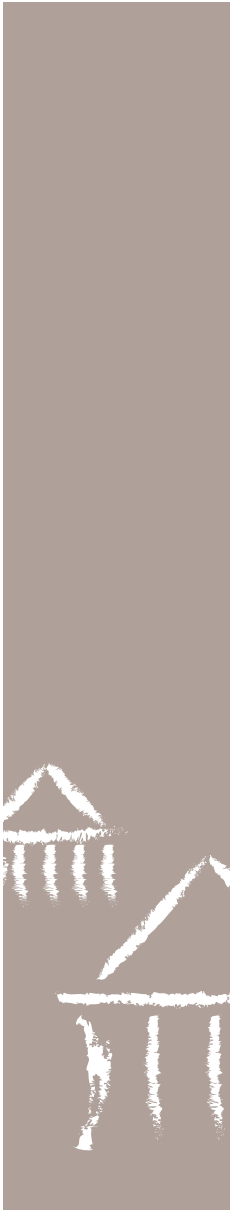


Interior View

PREDLOG 1 - FOTOGRAFIJE LOKACIJE



PREDLOG 2 - INFO-CENTER



PREDLOG 2 - LOKACIJA



Prednosti izbrane lokacije:

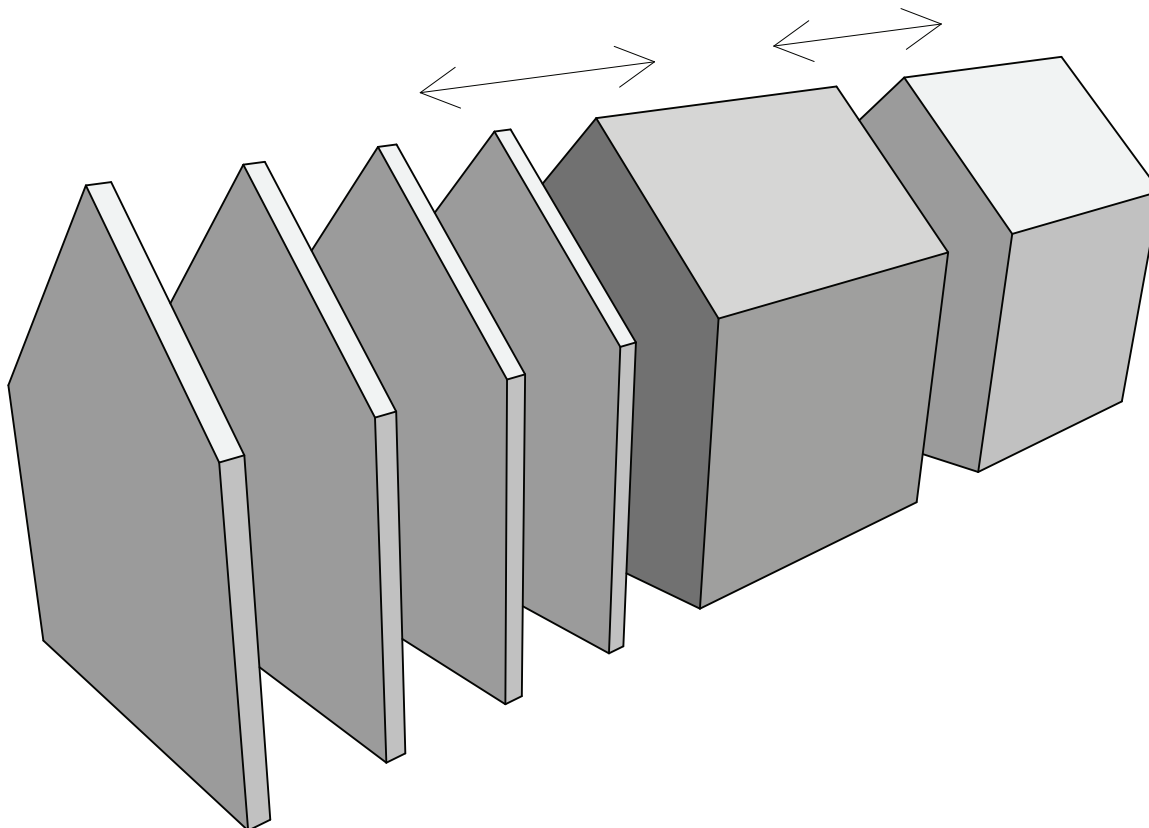
- občinska last
- center lga
- prostor potreben prenove
- parkirni prostori
- možnost ureditve manjše ga parka

Advantages of the selected location:

- *municipal property*
- *the center of lg*
- *area that needs renovation*
- *parking lots*
- *small park arrangement possible*



PREDLOG 2 - KONCEPT



Na izbrani lokaciji je postavljen objekt, ki je včasih služil kot kašča. Objekt ima kletni prostor v velikosti 88 m² in nadzemnim delom 27 m².

Objekt bi se prenovil oz. razširil za potrebe novih funkcij: turistični center Iga, kavarna in vstopna točka muzejske poti po sledih koliščarjev, Rimljanov in drugih družbenih in naravnih znamenitostih, ki jih ponuja okolica.

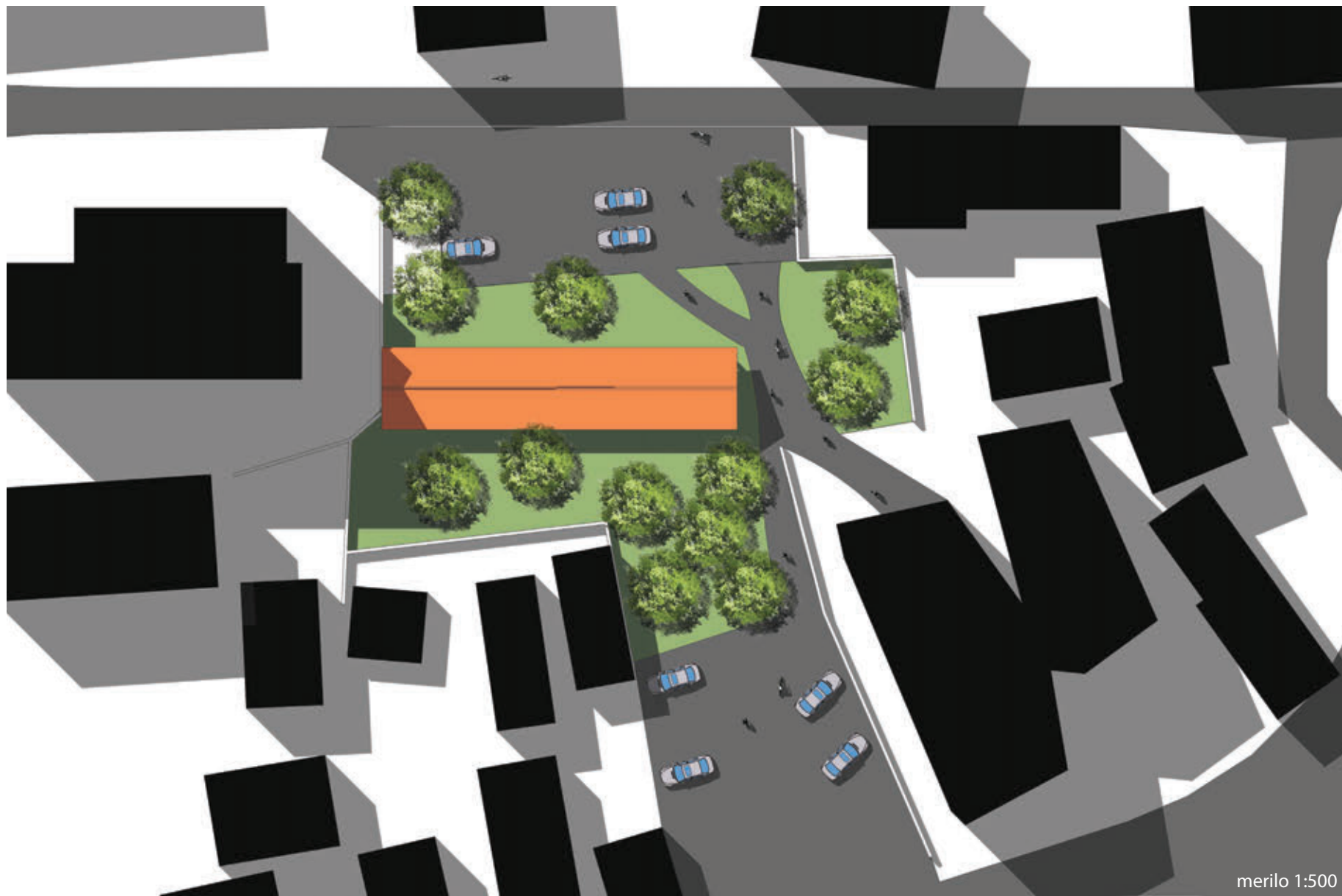
Sam koncept obsega dodano preprosto konstrukcijo, ki bi se glede na streho nadaljevala na eno in na drugo stran objekta.

There is a structure on the selected location that was used as a granary. The structure has a basement area in 88m² total space and 27m² as above ground section.

We would renovate or enlarge the structure so that the new functions could be developed: Iga tourist center, cafeteria and the entrance point of the museum trails about pile dwellers, Romans and other social and natural landmarks offered by the surroundings.

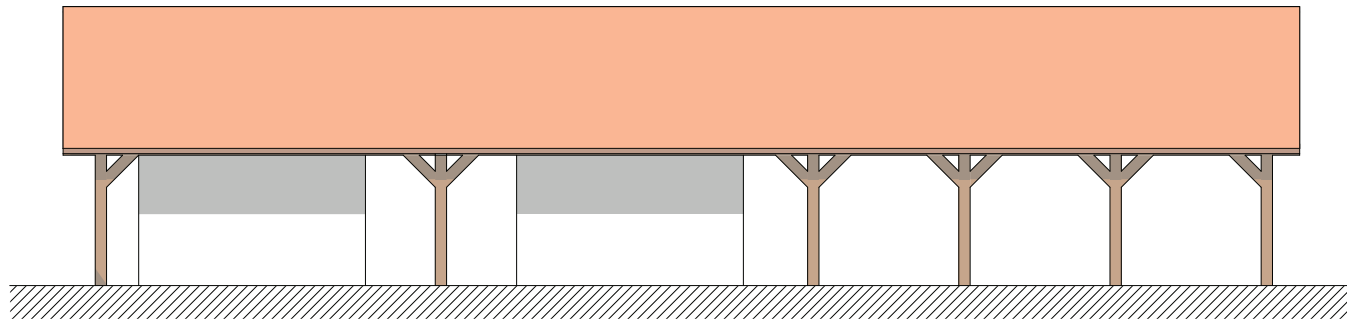
The concept itself includes an added simple construction that would spread on either side of the structure – according to its roof.

PREDLOG 2 - SITUACIJA

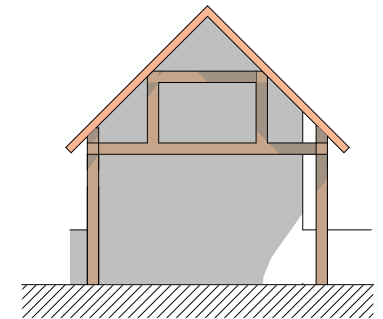


merilo 1:500

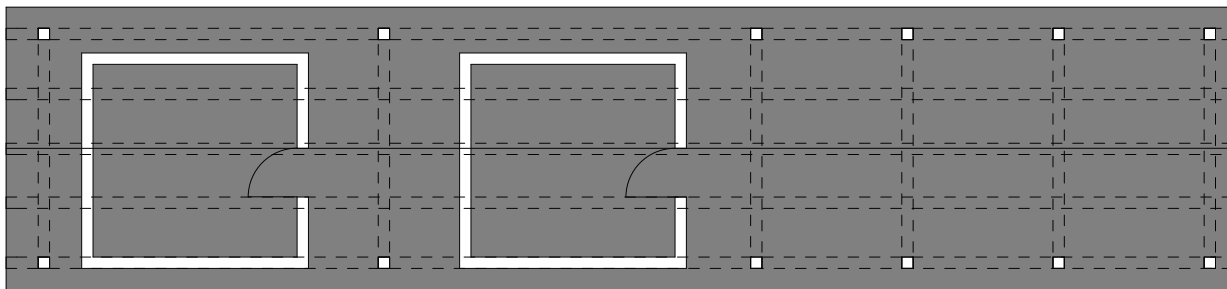
PREDLOG 2 - NAČRTI



FASADA M 1:200



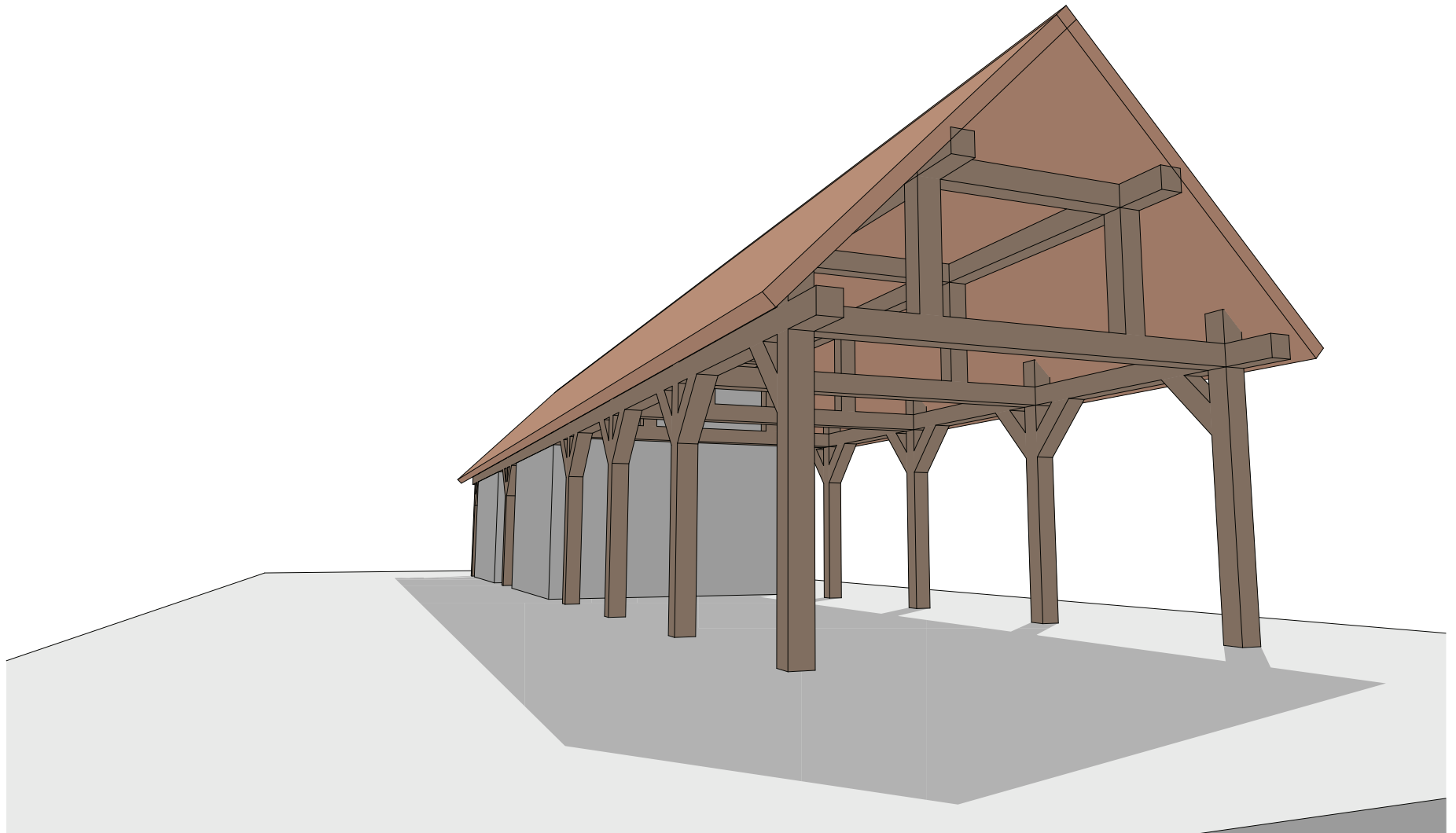
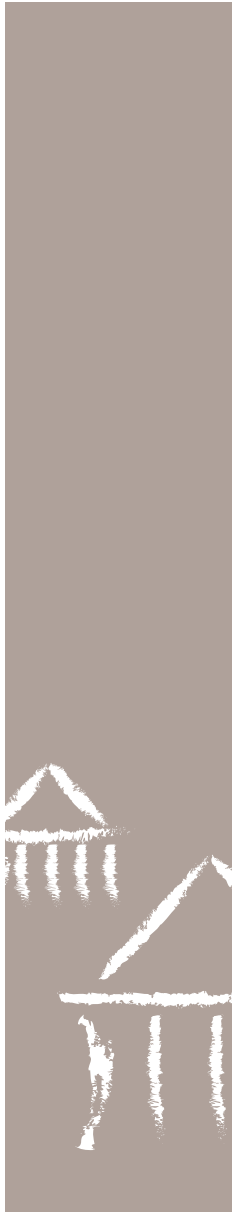
FASADA M 1:200



TLORIS M 1:200 



PREDLOG 2 - VIZUALIZACIJA



PREDLOG 2 - VIZUALIZACIJA



PREDLOG 2 - VIZUALIZACIJA



POT

Lokacija rekonstrukcije koliščarjev leži v neposredni bližini mesta Ig, v katerem bo lociran informacijski center za obiskovalce. Ig je primeren za izhodišče izletov po Ljubljanskem barju, saj je zgolj 16 km oddaljen od centra Ljubljane, tako da je dostopen z avtomobilom, javnim prevozom ali kolesom. Organiziralo bi se tudi javni prevoz do izhodišča, tako z mestnim avtobusom kot tudi s kolesom. Dodali bi pot Biciklju, ki je zadnje čase zelo popularen način rekreacije in prevoza po Ljubljani.

Obiskovalci bi tako na Igu dobili vse potrebne podatke in se nato po urejeni pešpoti odpravili po vodeni poti do lokacije, katera je dolga 2,5 km. Naselje se bo uredilo za obiskovalce in prebivalce.

Pot od informacijskega centra do lokacije kolišč bo izpeljana krožno, kot je prikazano na tlorisni shemi. Ideja poti ni zgolj povezovanje koliščarskega naselja z mestom, ampak tudi učno, kreativno, rekreativno in zanimivo doživljanje okolisa in predpriprava na življenje, kakršno je bilo v času kolišč.

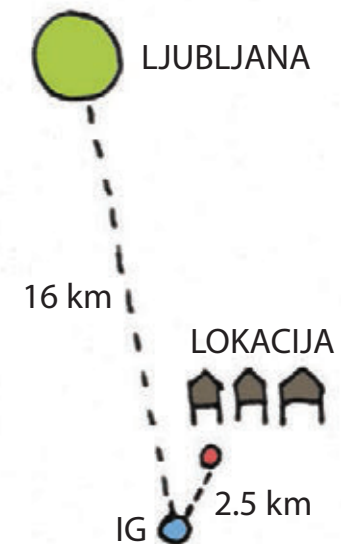
S tem projektom bi zagotovili več dogajanja v občini Ig, večja obiskanost s strani turistov in na splošno atrakcija za tiste, ki se želijo sprostiti, iti na izlet, kot tudi za tiste, ki želijo videti in doživeti nekaj novega, edinstvenega in se česa tudi naučiti. Atraktivno bo za vse generacije, saj program obsega veliko različnih dejavnosti, ki so prostovoljno udeležljive. Poleg tega pa bi se odprlo tudi kar nekaj novih delovnih mest za prebivalce. S konceptom smo se osredotočili tudi na trajnostni razvoj in edukacijo, saj ves projekt temelji na uporabi lesa oziroma delavnice na principu "naredi sam".

The location of the reconstruction of pile dwellers village is situated in the very vicinity of Ig. The info center for the visitors will be located there. Ig is suitable as a starting point for the trips around the Ljubljana marshes. It is only 16 km away from the center of Ljubljana, making it accessible either with the city bus or bicycle. We would also add the route for Bicikelj which has recently been very popular means of transportation and recreation in Ljubljana.

Visitors would thus get all the required information in Ig. Then, they would use the guided tour on the well-maintained 2.5 km long walkway in order to arrive to the location. The settlement will be organized in way that will suit its visitors and inhabitants.

The trail from the info center to the pile dwellers village location will be carried out in a circular way, as demonstrated on the ground plan scheme. The idea for the trail is not suggested solely due to the connection of the pile dwellers village and the town, but it is also meant as a learning, creative, recreative and interesting experience of the environment and simultaneously as a preliminary preparation for the type of life that existed during the times of pile dwellers.

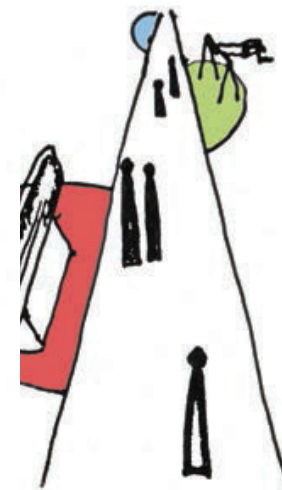
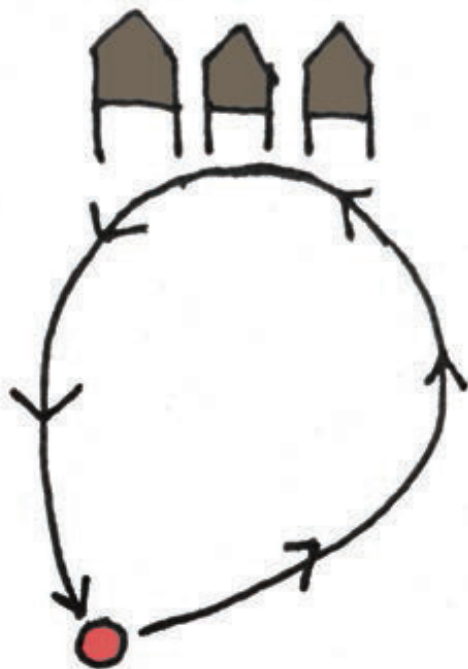
This project would provide more interesting events in Ig, an increase of visits from the tourists and it would generally become an attraction for those willing to relax, go on a trip but also for those wishing to see and experience something new and unique offering them the opportunity to learn something new. Due to the large number of available activities, offered by the program, this project will be attractive for all generations. Apart from this, there would also be an increase in creating new jobs for the inhabitants. By using this concept, we also focused on the sustainable development and education since the entire project is based on the usage of wood and more precisely on the »do it yourself« principle.



KONCEPT POTI

Da pot ne bi bila preveč monotona, se obiskovalci udeležujejo različnih stvari na poti tja in nazaj. Zato smo jo zasnovali krožno. V prvem delu, preden pot pripelje do same lokacije, so postavljene točke, kjer se pripravljamo na samo tematiko, nazaj grede pa preverimo svoje znanje.

Since we wanted that the trail would not be too monotonous, the visitors partake in different activities on their way back and forth. That is the reason why we opted for a circular design of the trail. In the first part, before it reaches the location itself, there are points set where we prepare for the theme and on the way back we check our knowledge.



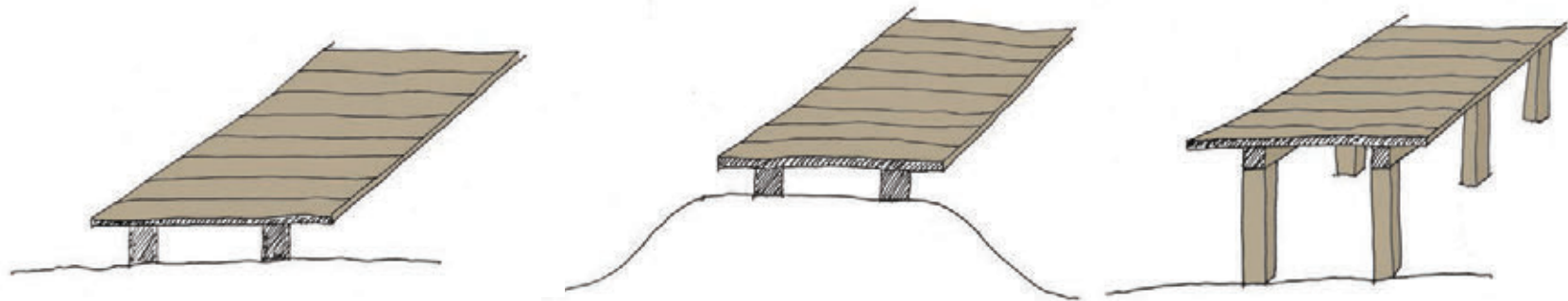
Ob poti smo postavili postaje z različnim programom, tako da le-ta postane še bolj zanimiva. Programi so namenjeni tematiki tako koliščarjev, barja, umetnosti, opazovanja ptic in metuljev, kot tudi sproščanju (prostor za piknik, igrala in igrišče in podobno).

Along the trail, we set stations with diverse program making the trail even more interesting. The programs include topics about pile dwellers, marshes, art, bird and butterfly watches and could be also intended solely as relaxation – eg: picnic place, playground facilities and similar.

KONCEPT POTI

Ker je velik del barja izpostavljen poplavam, smo se odločili za 3 različne tipe lesene poti. Kjer ni poplav, je pot minimalno dvignjena nad nivojem področja, tako da les ni preveč izpostavljen vlagi. Druga dva tipa pa sta dvignjena. Prva različica je postavljena na nasipu in omogoča lažje prehajanje na pot oziroma z nje, druga, kjer mora biti voda pretočna, pa je postavljena na kolih. Na točno katerih odsekih mora biti kakšen del poti nismo natančno določili, saj bi bilo za to potrebno napraviti podrobno analizo poplav.

We decided for three different types of wooden trails because a big part of the marshes is exposed to flooding. In the area with no floods, the trail is just minimally lifted above the surface level so that wood is not overly exposed to moisture. On the contrary, the other two types are (considerably) lifted. The first version is set on an embankment and enables easier uptake to and from the trail and the second version is set on piles and can be seen on the locations with flowing water. We did not specify the precise locations on where individual parts of the trail have to be. This is because we would have had to do an in-depth analysis of the floods.



KONCEPT POTI

Da bi ponoči zaprli pot za obiskovalce in jo s tem zaščitili pred vandalizmom je praktično nemogoče. Zato smo se odločili uporabiti samo masivne, odporne materiale. S tem se zaščitimo pred preobsežnimi obnovami, vandalizmom in nevarnostim pri naravnih katastrofah. Tudi na postajah je vse pritrjeno, neprenosljivo in iz odpornih materialov oziroma zaščiteno s pleksi steklom, ki je skoraj neuničljivo.

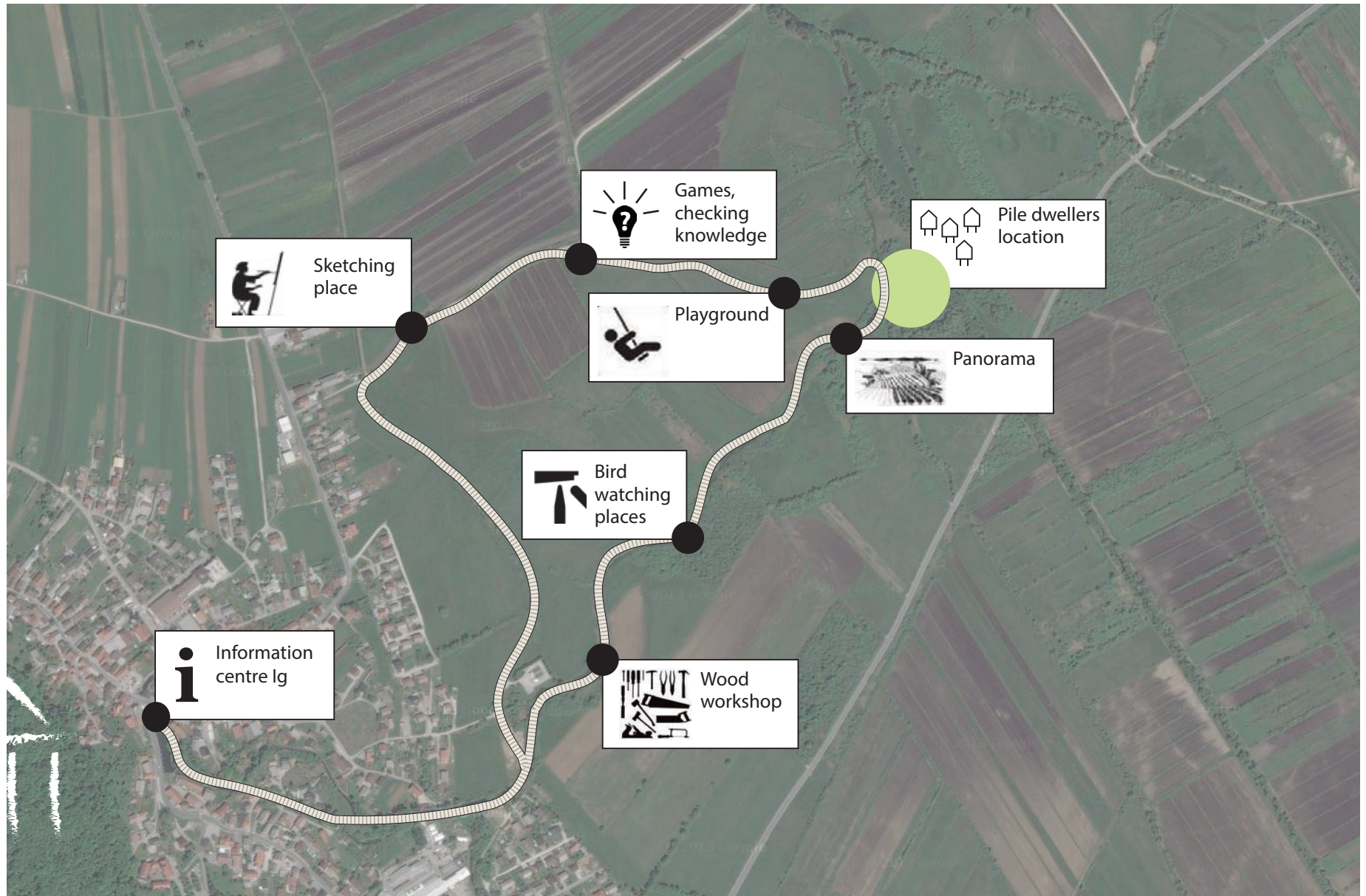
It is practically impossible to close the trail during the night and thus protect it from vandalism. That is the reason why we decided to choose only massive and resistant materials. This protects us from the too extensive renovations, vandalism and dangers pertaining to natural disasters. Everything that is part of the stations is also nailed down, untransferable and of resistant materials or protected by the plexi glass that is almost indestructible.



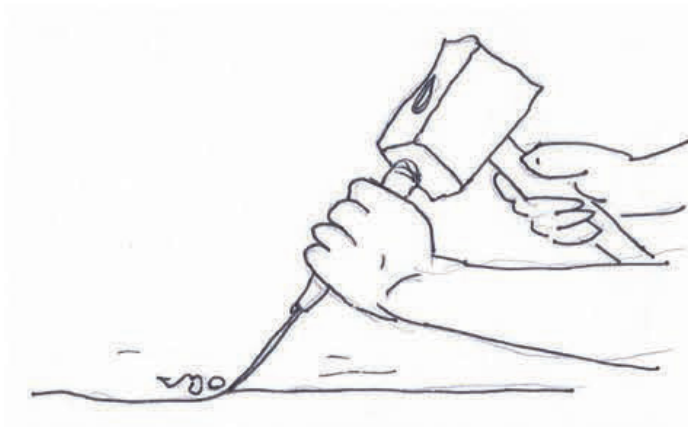
Z našim projektom poti smo se obrnili na vse zahtevane oporne točke; torej kakovost bivanja, s tem pa seveda gledamo na okolje, zdravje, gibanje na svežem zraku, edukacijo in ekonomijo. Dokazano je tudi, da se zmanjša stopnja kriminala, kadar mladim damo dovolj prostora za druženje in šport in jim hkrati zagotovimo zanimivo doživljanje prostora. S tem krepimo razvoj mladih in večjo varnost v okolišu. Projekt bo vsekakor pripomogel k vsem točkam kakovosti bivanja, tako za prebivalce kot tudi za obiskovalce tega področja, ki jih bo nedvomno veliko več v tem okolišu, s tem pa zagotovimo tudi večji razvoj občine Ig.

Therefore, we considered all the important aspects with our project. This includes the quality of living and consequently taking care for the environment, health, recreation in a fresh air area, education and economy. It is also proved that the crime rate lowers when the youth is given enough space for socializing and sport, allowing them an interesting experience of the venue. This provides for a better youth development and an increased safety rate in the area. The project will undoubtedly affect all the aspects of the quality of living. This relates to its inhabitants and also to the visitors of this area who will undoubtedly come in bigger numbers and consequently the development of Ig municipality is also ensured.

SITUACIJA



OPIS MOŽNIH POSTAJ



Lesna delavnica

Lesna delavnica bi lahko bila res zanimiva, ker bi se ljudje v njej lahko počutili kot koliščarji. Tam bi lahko namestili drevesno deblo. S pomočjo vodiča ali zgolj navodil pa bi se ljudje lahko naučili način "koliščarskega načina" izdelave čolna.

Wood workshop

A wood workshop could be really interesting for making people feel like pile dwellers. A tree trunk could be there, and with the help of a guide or just boards, people could understand the gestures of pile dwellers to make a boat.

Daljnogled

Postanek pri fiksiranem daljnogledu bo zagotovo dobra popestritev. Po igranju poučnih igrvic, bodo ljudje vedeli, kako lahko prepoznajo določeno živalstvo in tako uživali v raziskovanju pokrajine z daljnogledom.

Goggles

A stop with fixed goggles will be really usefull. After playing educative games, people will know how to recognize fauna, so they will enjoy to watch the landscape with goggles.



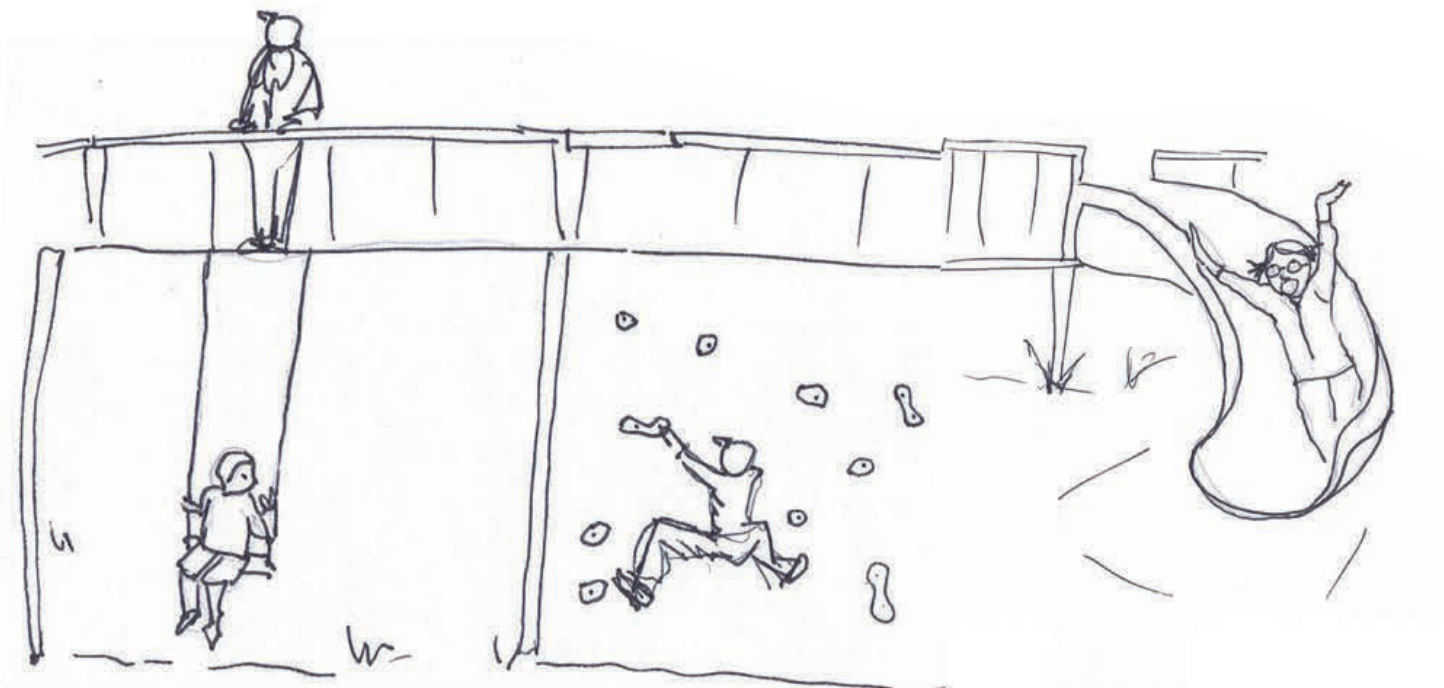
OPIS MOŽNIH POSTAJ

Igrišče

Igrišče bi bilo lahko na obeh straneh poti. Tam bi bili lahko tobogani, ki bi se spuščali s poti, gugalnice, plezalne stene. Lesena pot bi tako postala izhodišče za resnično zabavno igrišče, kjer bi uživali tako manjši kot večji otroci.

Playground

A playground could be installed all along the path, with toboggans to go down of the path, scales, swings, climbing walls... The wooden path become the support of a really funny playground, that little and big children will enjoy a lot.



OPIS MOŽNIH POSTAJ

Kotiček za skiciranje

V ustvarjalnem kotičku se nahajajo mize, okoli njih pa pritrjene klopi. Na mizah je nekaj navodil o tem, kako kar najbolje s prosto roko narisati pokrajino in si morda – zakaj pa ne – ob risanju predstavljati tudi koliščarje.

Sketch point

The sketch point is composed to fix-benches associated with desks. On the desk are explained some indications to hand-draw the landscape, and, why not, imagine by drawing the pile dwellers...

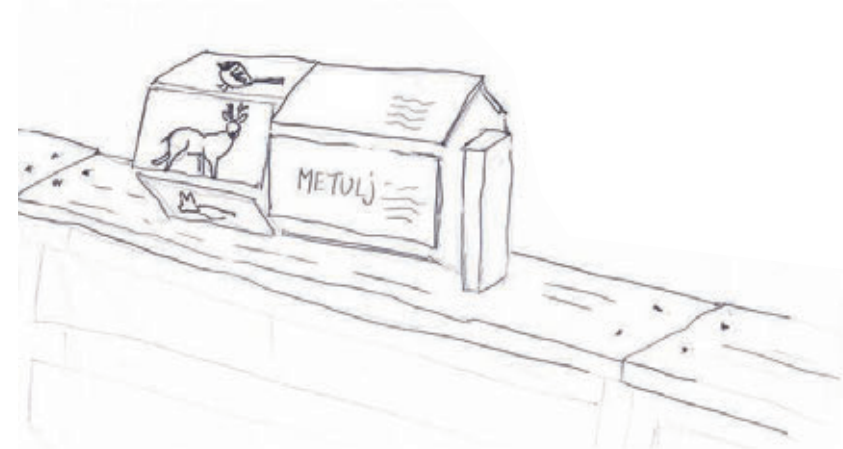


Poučne igrice

Nekatere poučne igrice bi bile lahko na voljo na celotnem področju poti z namenom, da bi s tem ljudje raziskovali naravo Ljubljanskega barja. Tako bi bila lahko na voljo igra, kjer bi npr. poskušali prepoznati različne vrste metuljev, ptičev itd. Uvedli bi lahko tudi sistem točkovanja. Tako bi ljudje ob koncu poti imeli določeno število točk, ki bi jim lahko prineslo nagrado, kot npr. voden ogled vasi koliščarjev. Da bi pri teh igrah lahko sodelovali tudi slepi ljudje, le-te ne bodo prezahtevne.

Educative games

Some educative games could be disposed all around the path to make people discover the nature of Ljubljansko Barje. For example, a game to recognize different species of butterflies, birds,... A system of points could be done, as when people finish the path, they have a certain number of points, and as a reward, they could win a guided visit to pile dwellers village, for example. These games will be with some relief, as blind people can also play.



OPIS MOŽNIH POSTAJ

Točka za ribarjenje

Nahajala se bo na začetku poti, takoj za info centrom. Tam je namreč pot v neposredni bližini izvira. Postanek, kjer bodo pritrjene klopi, bo uporaben za ribiče. Zakaj ne bi temu dodali še možnosti najema nekaj ribiških palic v vasi?

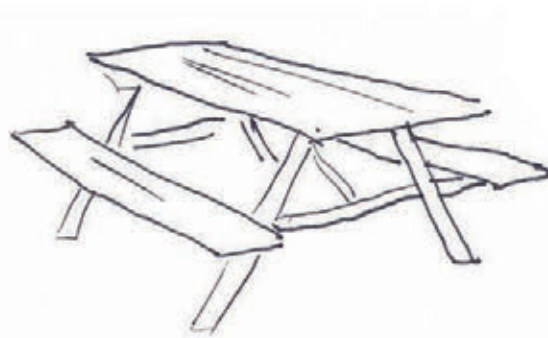


Fishing stop

A fishing point will be put at the beginning of the path, just behind the info point. At that point, the path is really close to the spring. A stop with fixed benches will be useful for fishers. And why not put on rent some fishing rods in the village?

PIKNIK

Točka za piknik se zdi na tej poti ključnega pomena. Ljudje bodo prišli iz Ljubljane, Iga, Škofljice in drugi krajev ter bodo iskali primeren prostor za počitek in izvedbo piknika s svojimi prijatelji, otroki, družino itd. Ker zaradi statusa pokrajine kot naravnega rezervata tu ne bomo postavili večje infrastrukture, pa bomo vseeno lahko ljudem ponudili lepe kraje, kjer bodo lahko ostali ter občudovali pokrajino.



Picnic

A picnic point seems essential on this path. People will come from Ljubljana, Ig, Škofljica or other places, and they will look for a nice place to rest and have a picnic with friends, children, family... As we will not build huge infrastructure on this site because of its status of natural reserve, we can offer nice places to allow people stay there and enjoy the landscape.

SHEMATSKA VIZUALIZACIJA POTI



SHEMATSKA VIZUALIZACIJA POTI



PREDLOG 1 - REKONSTRUKCIJA KOLIŠČARSKE VASI



Ljubljansko barje je v svetu poznano kot lokacija prazgodovniških naselbin koliščarjev, ki so si ta prostor izbrali za svoj dom. A kljub uvrščenosti na UNESCOv seznam svetovne dediščine in izjemnega naravnega okolja, ki ga ponuja Ljubljansko barje, ni urejen noben muzej na prostem, kot je to storjeno v drugih državah Alpskega loka, kjer so bile tudi odkrite podobne naselbine. Ravno to pa je bilo tudi eno od vodil pri oblikovanju koncepta prezentacije koliščarjev na Ljubljanskem barju, saj smo poskušali najti način prezentacije, ki bi bil drugačen, kot so predstavljena koliščina v Avstriji, Švici. Iskanje potencialov, ki bi pritegnili čimvečje število ljudi na barje, in pa ponudba, ki bi obiskovalcem dala nekaj novega, kar drugje ne bi mogli najti, sta bila glavni usmeritvi naših razmislekov. Hkrati pa je bilo treba upoštevati tudi danosti okolja, tako prednosti kot slabosti. Največja slabost je prav gotovo dejstvo, da je področje barja poplavno območje, zato je bil kar velik izziv zamisliti si predstavitev, ki bi funkcionirala tako v primeru poplav kot v normalnem stanju. Hkrati pa so poplave tudi prednost, saj omogočajo doživljanje okolja kot so ga doživljali koliščarji.

The Ljubljana Marshes has a worldwide reputation of being the location of the prehistoric settlements of pile dwellers who had chosen this area as their home. However, despite of its placement on the UNESCO World Heritage list and the splendid natural environment, there is not a single outdoor museum. On the contrary, outdoor museums are placed in all other Alpine countries where similar types of settlements have been discovered. Precisely this fact was one of the inspirations for the design of the concept for the presentation of pile dwellers on the Ljubljana Marshes. We actually wanted to come up with the presentation type that would differ from the presentations of pile dwellers village in Austria and Switzerland. The main directions of our initiatives were the following two: searching for the potentials that would attract as many people as possible to visit the area and the offer that would provide the visitors with something new and unique. At the same time, we had to take into account the resources of the environment – its advantages and disadvantages. The biggest disadvantage is certainly the fact that the marshes area is a flood region. Therefore, it was a big challenge to design a presentation of the plan which could be successful both during the floodings and in case of the normal situations. Simultaneously, floods are also an advantage because they offer the same experience of the environment as it was already perceived by the pile dwellers.

PREDLOG 1 - LOKACIJA

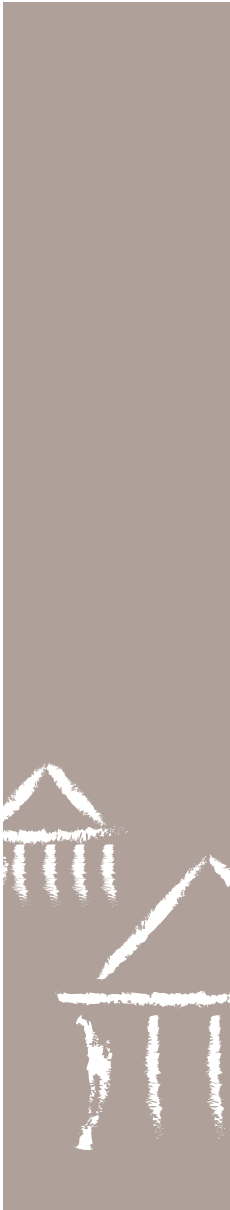
Lokacija prezentacije koliščarskega naselja je bila določena s strani občine Ig, nahaja pa se ob reki Ižici in je tudi že vrisana v OPN občine Ig. Gre za prostor, ki je nekoliko odmakjen od ceste in pelje iz Škofljice proti Igu. Izbrana je bila jasa, ki je obkrožena z drevjem, kar daje prostoru naravno zaščito. Poleg te jase pa predvideni prostor vsebuje še del ob reki, ki je prav tako obrašččen z drevjem.

The location of the pile dwellers village presentation was selected by the municipality of Ig. It is situated alongside river Ižica and is also already drawn in the OPN plan of the Ig municipality. The venue is slightly distant from the road that goes from Škofljica to Ig. A clearing, surrounded with trees, was chosen and as such provides the venue with the natural protection. In addition to the aforementioned clearing, the venue also includes a part that is next to the river and is as well surrounded by trees.



merilo 1:7500

PREDLOG 1 - KONCEPT

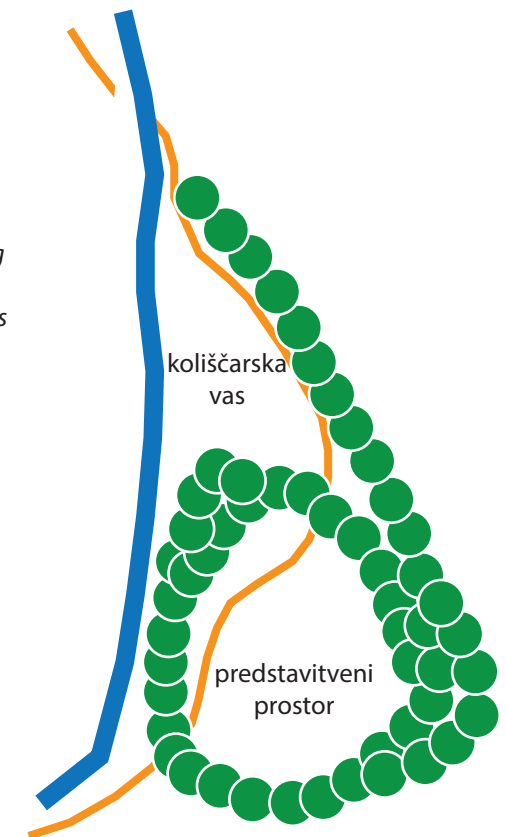


Ker smo želeli ponuditi nekaj več kot le ogled koliščarske vasi, smo se odločili da potrebujemo prostor, kjer bo vas stala, in pa prostor, ki bo obiskovalcem ponujal še dodatne informacije in aktivnosti. Razdelitvi programov je ustrezala že narava same lokacije - jasa, obkrožena z gozdom na eni strani, in jasa, ki jo na eni strani omejuje reka, na drugi strani. Prostor ob reki smo določili za prezentacijo vasi, jaso pa smo izkoristili kot predstavitveni prostor.

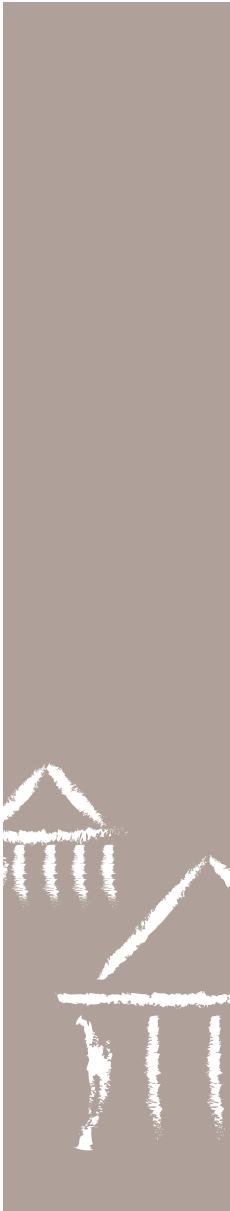
Tako kot je zasnovana celotna pot, ki jo je predlagala ena od skupin, tako bi bila tudi naša prezentacija grajena iz lesa, saj na ta način ohranjamo gradnjo z enim izmed materialov, ki so ga koliščarji uporabljali pri gradnji svojih naselij.

Since we wanted to offer something more than just the pile dwellers tour, we decided that we needed a location where the village would be situated and also the venue that would offer additional information and activities to the visitors. The type of the location alone already suited the distribution of programs – a clearing surrounded with trees on one side and a clearing on the other side that is limited by the river on one of its sides. The space alongside the river was determined for the presentation of the pile dwellers village and a clearing was used as a venue for presentations.

In accordance to the suggestion of one group regarding the trail, we would also decide for the presentation made of wood. This enables us to preserve the construction from one of the materials that was also used by the pile dwellers while building their own settlements.



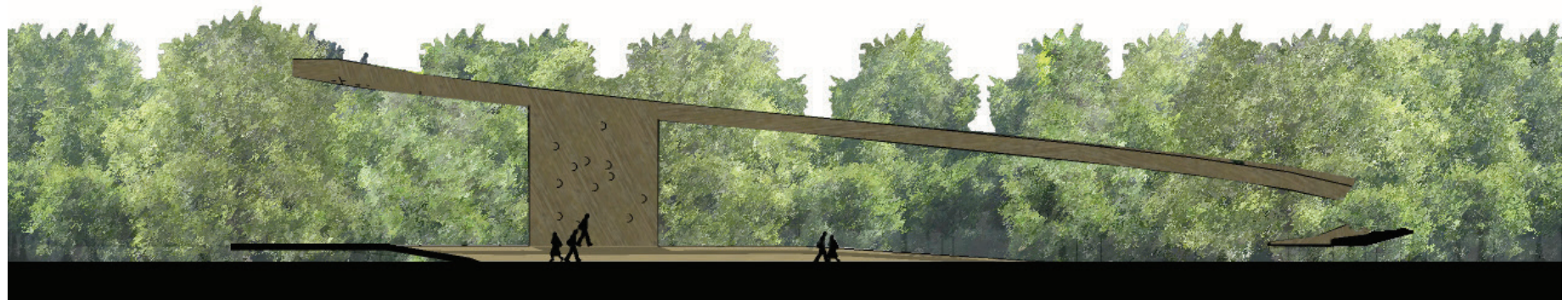
PREDLOG 1 - PREDLAGANA UREDITEV



PREDLOG 1 - PREDSTAVITVENI PROSTOR

Po robu jase je speljana lesena pot, ki se nadaljuje iz poti, ki pride z lga. S tem, da je pot speljana le po robu gozda, puščamo v središču jase precej praznega prostora, kjer bi bilo možno organizirati različne dogodke, povezane s koliščarji, - npr. Koliščarski dan, ki poteka že sedaj. Na tak način bi ustrezno povezali lokacijo prezentacije koliščarjev z dogodki, ki so povezani s to tematiko.

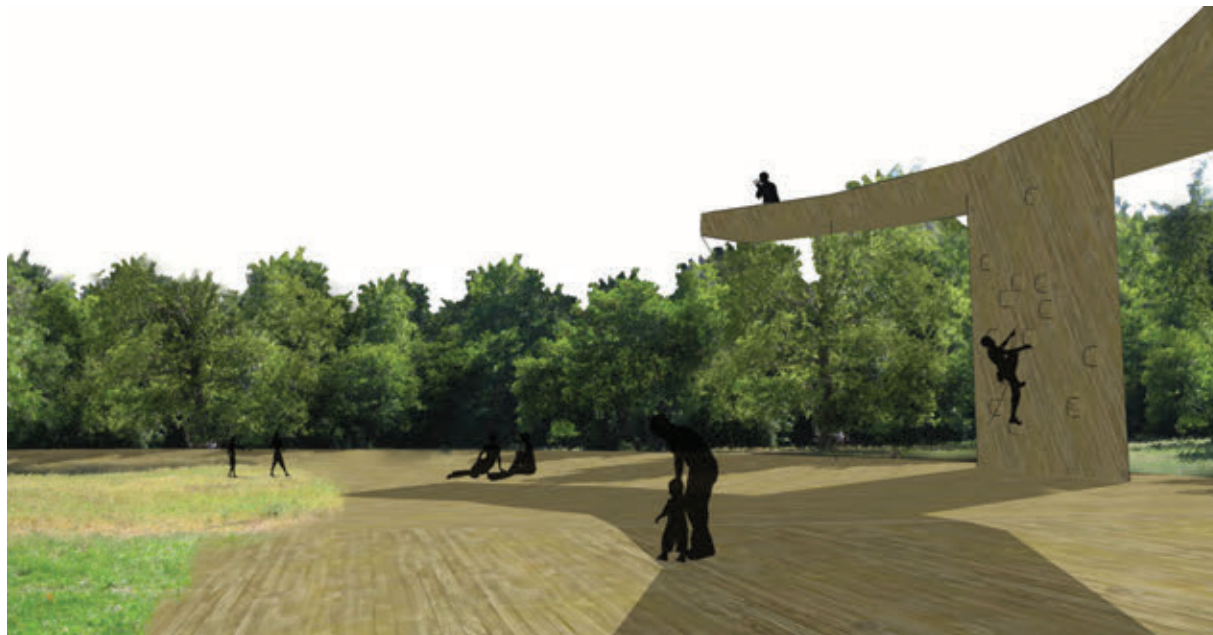
Along the edge of the clearing, there is a wooden path that continues out of the trail coming from lga. Given the fact that the path is laid only on the edge of the forest, we leave a lot of empty space in the center of the clearing where we could organize different events regarding the pile dwellers – e.g. the Pile Dwellers Day which already happens. In this way, we would link the location of pile dwellers presentation with the events connected to this topic in a suitable way.



Pot okoli jase je oblikovana kot spirala. Že priključitev na pot, ki prihaja iz lga, je nekoliko nad ravnino terena, zato se proti središču jase spusti na nivo tal, v drugo smer pa se dviga. Končna višina, ki jo doseže, je okoli 10 metrov. Tak dvig nam omogoča pogled preko krošenj dreves na Ljubljansko barje, ali pa na sosednjo jaso, kjer je prezentacija koliščarske vasi. S tem, ko se pot dviga, pa nam tudi omogoča namestitvev raznih igral - recimo plezalne stene, kot je razvidno iz prereza. Tako omogočimo tudi mlajšim otrokom, ki jih tematika pretirano ne zanima, da ob obisku uživajo.

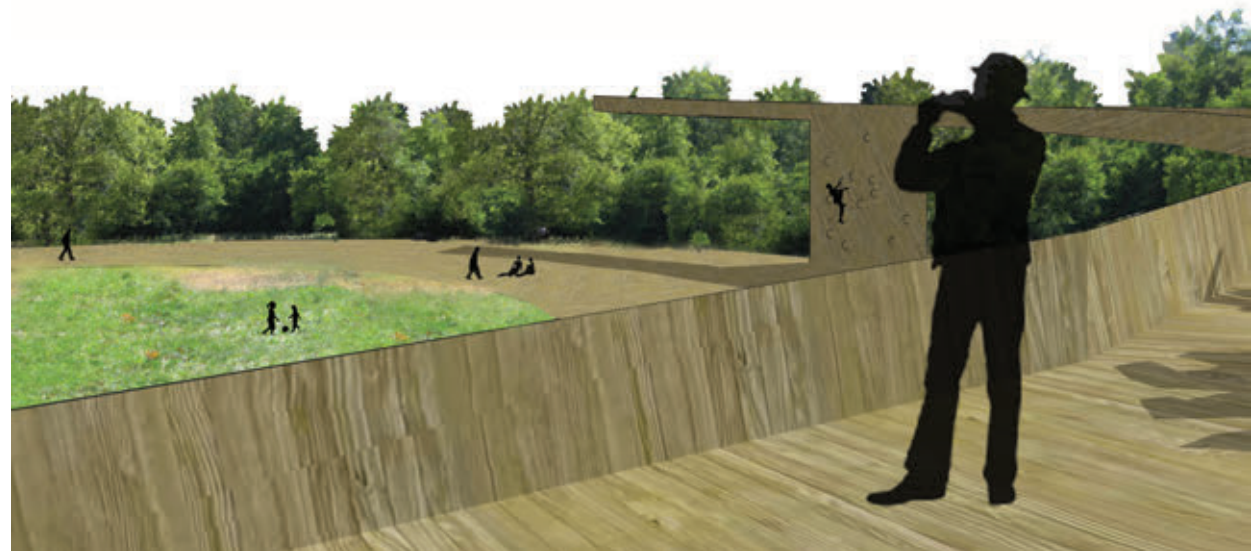
The path around the clearing is designed as a spiral. Already, when we reach the trail, coming from lga, we are slightly above the terrain level. That is why it descends towards the center of the clearing and then it again rises on the other side. The final altitude that it reaches is about 10 meters. Ascent like this allows us to get a view across the treetops on the Ljubljana Marshes or to the neighboring clearing where the pile dwellers village presentation is located. By the ascending of the trail, we get the possibility of installing different playground equipment – e.g. a climbing wall as evident from the cross-section. In this way, we enable that those younger children who are not specially interested in the topic, can still enjoy their visit.

PREDLOG 1 - PREDSTAVITVENI PROSTOR



Prostor, ki bi ga oblikovali, pa bi lahko služil tudi kot rekreacijska točka, tako za obiskovalce lga in turiste kot tudi za lokalno prebivalstvo. Taka ureditev bi bila vsekakor zanimiva celo za večje skupine šolskih otrok, saj prostor v sredini omogoča precej možnosti za igro.

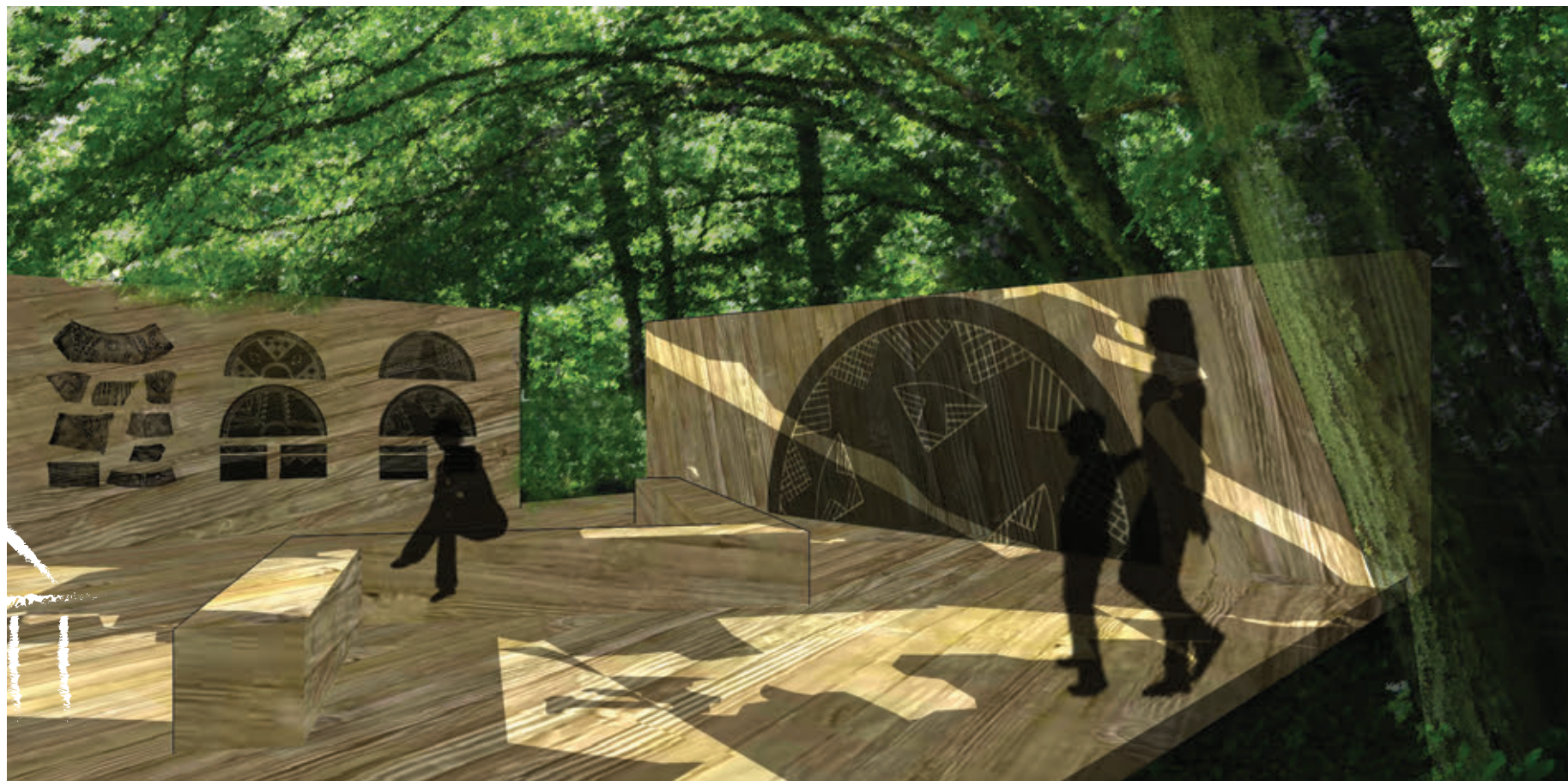
The venue, that we would design, could also serve as a recreation point for both the visitors inhabitants of lg and tourists and also for the local community. An arrangement like this would be certainly interesting also for the bigger groups of school children since the space in the middle offers plenty of options for playing.



PREDLOG 1 - PREDSTAVITVENI PROSTOR

Pot bi vsebovala tudi točke, kjer bi se ljudje ustavili, počili in hkrati izvedeli kaj novega. Za tiste, ki jih koliščarji še posebej zanimajo, bi bile pripravljene table z informacijami o življenju koliščarjev ter o okolju, v katerem so živeli. Poleg informacij v povezavi s koliščarji, pa bi table vsebovale tudi informacije o različnih živalskih in rastlinskih vrstah, ki se nahajajo na tem področju. Tako bi z večjo pestrostjo informacij poskušali privabiti čim širšo množico ljudi, ki bi prišli na to območje. Vse table pa bi vsebovale še QR kode oz. dvodimenzionalne črtno kode, ki bi obiskovalce ob uporabi mobilnih naprav popeljale še korak dalje v odkrivanju življenja koliščarjev.

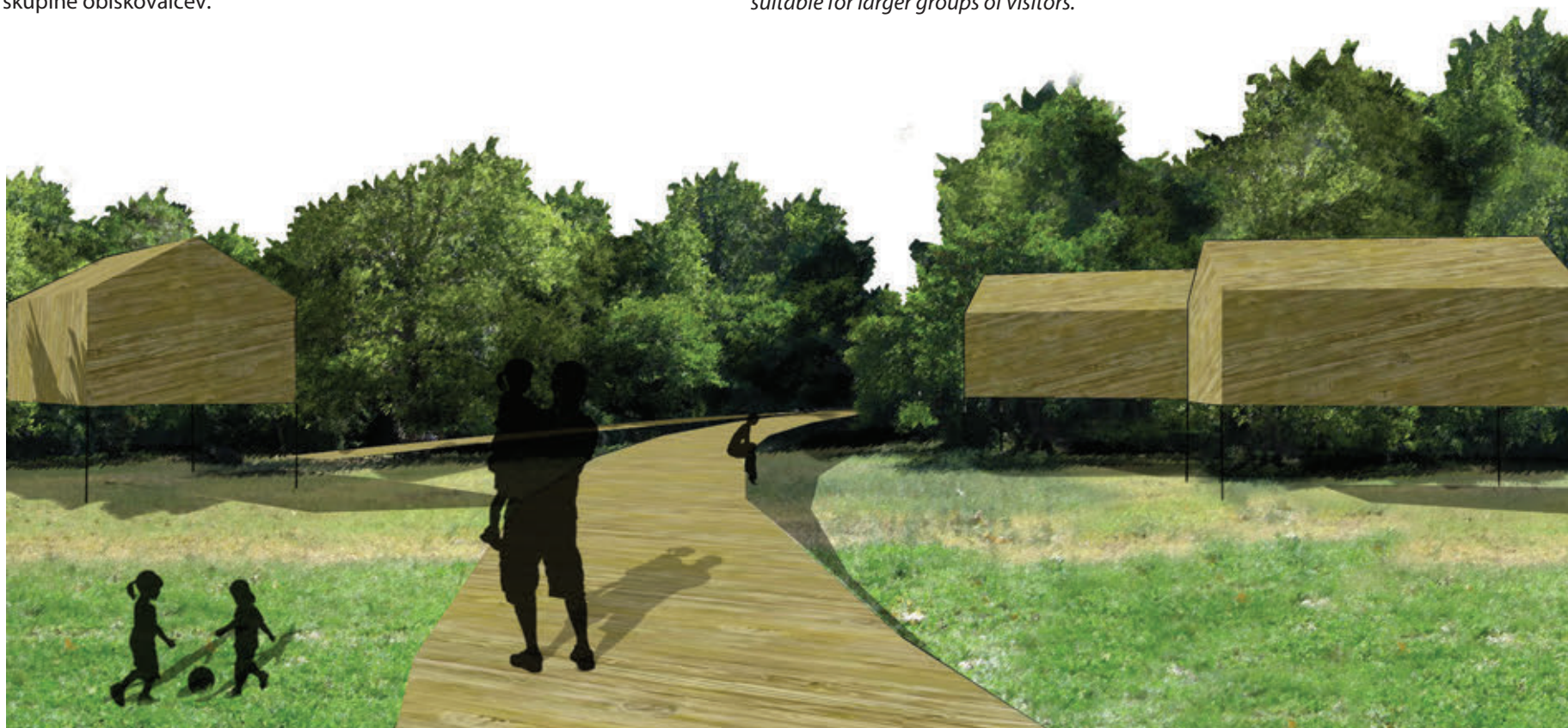
The path would also include points where people would stop, pause and at the same time gain knowledge about something new. For the pile dwellers lovers we would set signs with information about the life of pile dwellers and about the environment where they had lived. In addition to this, the signs would also include information about flora and fauna present in the area. With this variety of information, we would try to attract as big crowds of people as possible that would come to this place. All signs would also include QR codes or two-dimensional line codes that would take the visitors a step further into discovering the lives of pile dwellers by the help of the mobile appliances.



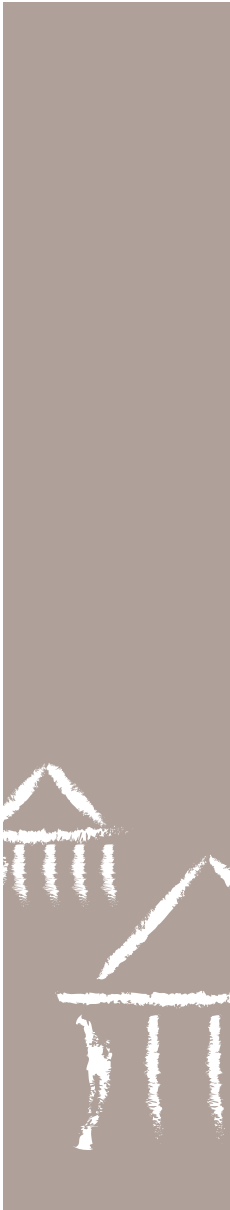
PREDLOG 1 - KOLIŠČARSKA VAS

Pri zasnovi za prezentacijo koliščarske vasi smo se osredotočili na dejstvo, da naj bi obiskovalcem poskušali življenje koliščarjev približati na še bolj konkreten način kot le z ogledom hiš, v katerih so živeli in opazovanja predmetov, ki so jih uporabljali. Tako smo se odločili, da ne bi postavljali stalne koliščarske naselbine, ampak bi naselbino v toplejšem delu leta gradili obiskovalci sami iz istih naravnih materialov, kot so jih za gradnjo uporabljali včasih in z uporabo enakih tehnik, kot so se jih posluževali v tistem času. Obiskovalci, ki bi si želeli na tako podroben način spoznati življenje koliščarjev, bi lahko tudi ostali na lgu dalj časa in bi imeli organizirano vodeno postavljanje vasi. Na ta način bi pripeljali na lgo tudi turiste, ki bi bili pripravljene tam prenočiti. Prav tako bi bil tak program primeren za večje skupine obiskovalcev.

When planning the pile dwellers village presentation, we focused on the fact that we wanted to provide an even better insight for the tourists pertaining to the life of pile dwellers. This meant more than just doing tours of buildings where they had lived and observing objects that they had used. Therefore, we decided not to construct a permanent pile dwellers village. We thought that a better idea was that the village would be built during the warmer period of the year by the visitors on their own. They would use the same natural materials and employed the same techniques that were used already during the time of the pile dwellers. The visitors who would like to get that kind of an in-depth knowledge about pile dwellers would be able to stay in lgo for a longer period of time. They would also be offered a guided construction of the village. In this way, we would bring to lgo as well those tourists that would be ready to stay their overnight. This program would be also suitable for larger groups of visitors.



PREDLOG 1 - VIZUALIZACIJA



PREDLOG 2 - UVOD

Na osnovno rekreacijsko pot se pripne pot, ki nas popelje skozi koliščarsko vas. Na tak način koliščarska vas, v kolikor je zaprta, ne onemogoča kolesarjem in drugim ljudem sprehajanja skozi "park".

Do vasi pa je mogoče priti tudi po reki Lžanki z drevaki. Zato je na koncu vasi postavljena colnarna. Koliščarska vas se vključuje v okolje zelo subtilno, saj izkorišča obliko jase z umestitvijo krožne poti po robu gozda. Gozd, poleg lesene palisade, dodatno ščiti vas.

Vas je sestavljena iz 3 delov in je zato lahko grajena po fazah; _vstopni del s servisnimi objekti _objekti, ki prikazujejo življenje koliščarjev _objekti, namenjeni delavnicam ter rekreaciji

Jasa je posajena z koliščarskimi rastlinami, namenjena pa je tudi gojenju srnjadi ter daje prostor za raznorazne delavnice.

Way leading through piledwellers village is attached to the existing (recreational) path. This separation enables to close the park when needed.

Another access to the village is via drevak - piledwellers boats. Boathouse is placed next to recreational path. Boat takes visitors down to the entrance.

Piledwellers village is placed subtle in its environment. It consists of paths, lifted from the ground, expanded or lowered when needed. Along the path houses are attached. Path follows the line of the trees that encircle the glade. Glade serves as common area for outdoor activities. Trees together with the wooden fence protect the village.

Village consists of three main parts and can be therefore built in phases;

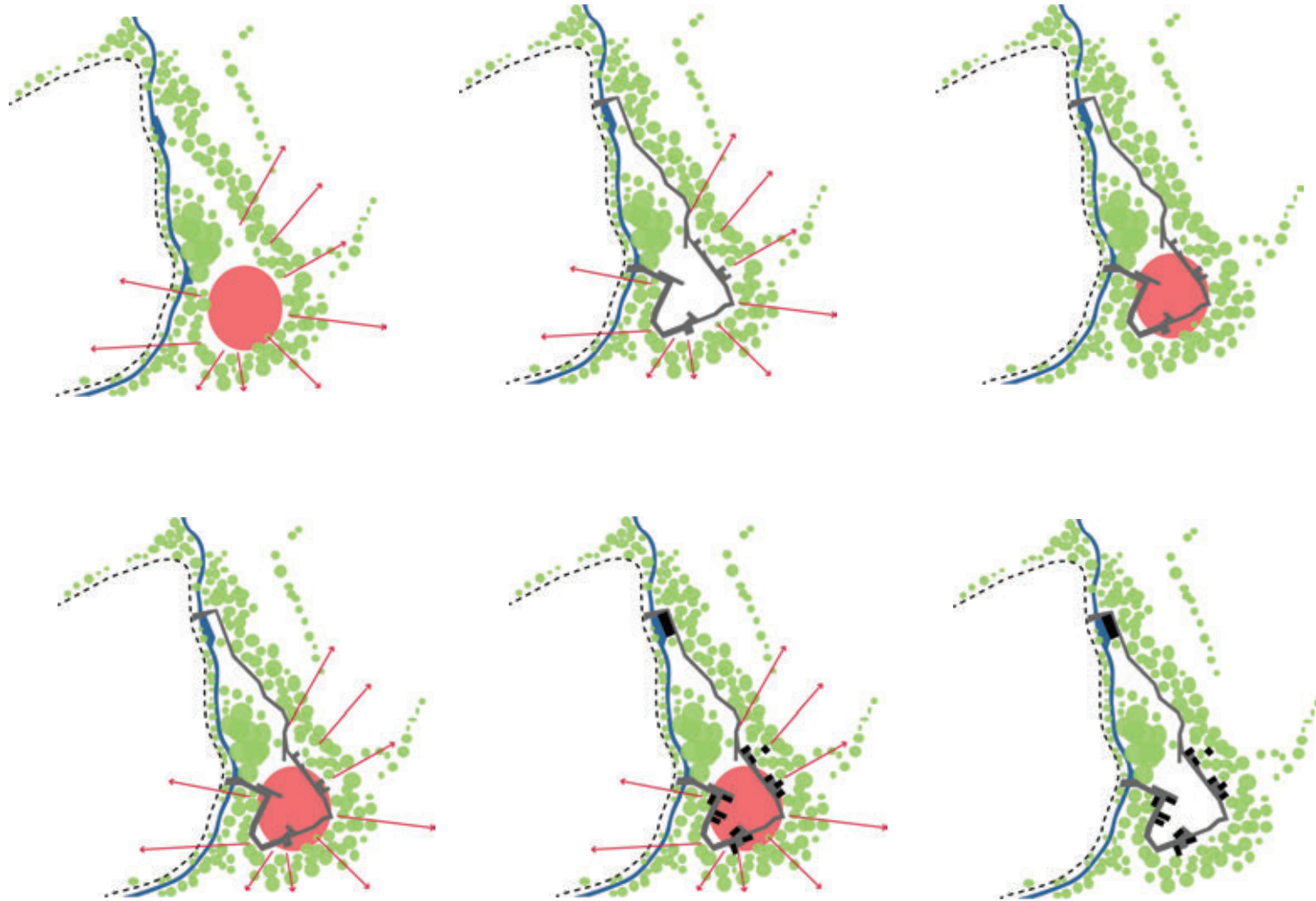
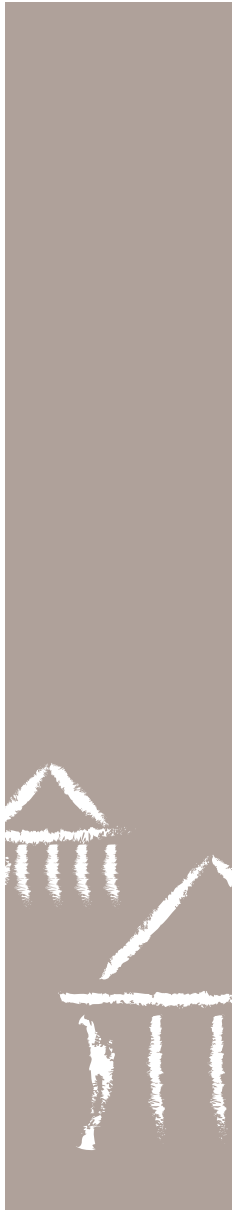
*entrance and service
museum houses presenting life of piledwellers*

houses for lectures and workshops

On the glade there are piledwellers plants, deers or other animals, common fireplace, benches



PREDLOG 2 - ANALIZE



PREDLOG 2 - KONCEPT



location



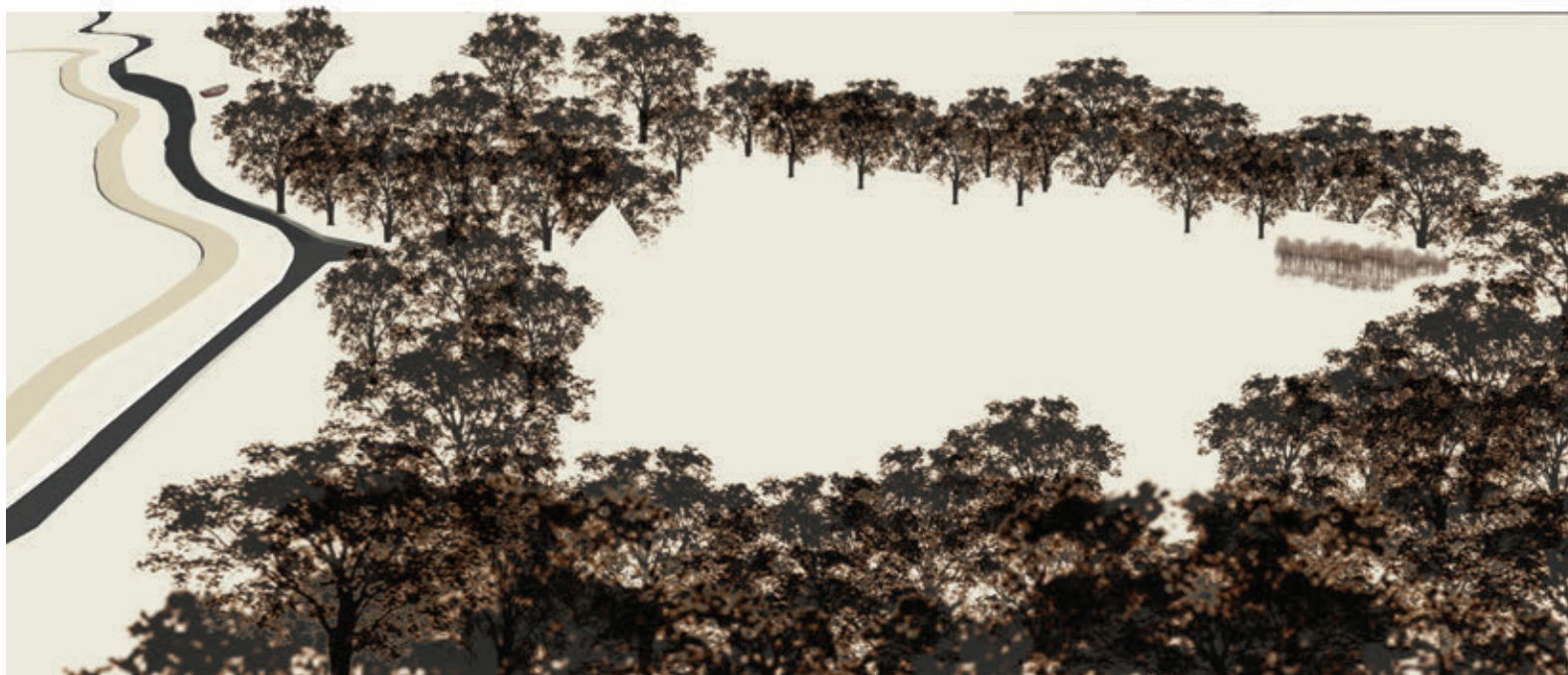
views through the trees
and meadow inside



path encircling location



houses attached to the path



PREDLOG 2 - KONCEPT



location



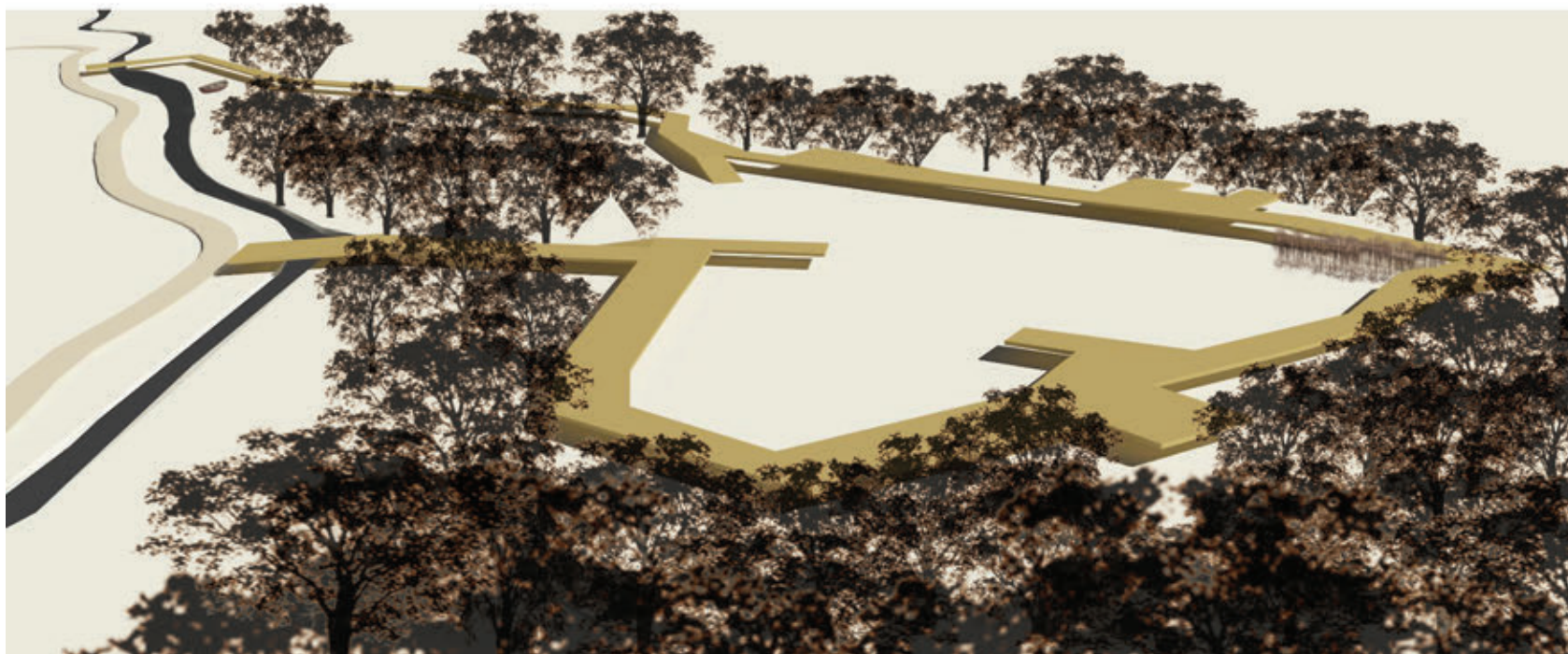
views through the trees
and meadow inside



path encircling location



houses attached to the path



PREDLOG 2 - KONCEPT



location



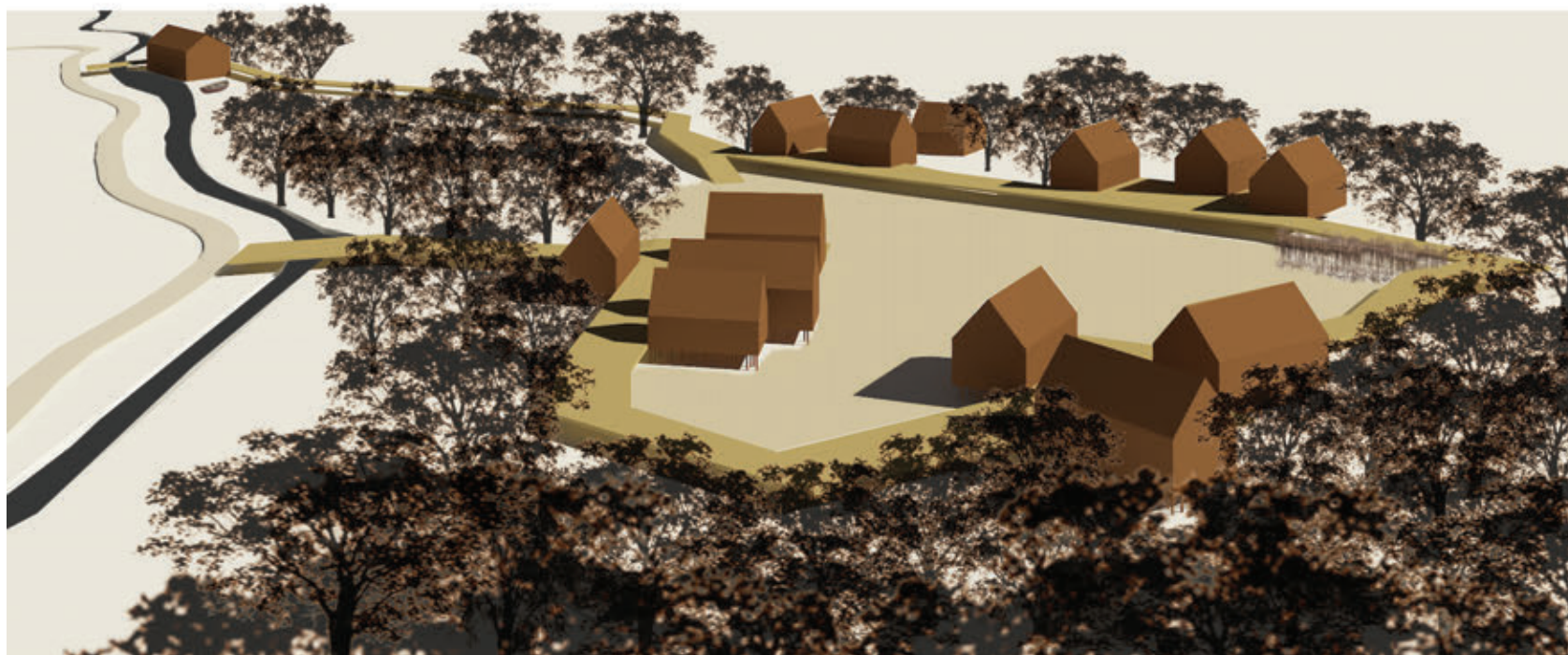
views through the trees
and meadow inside



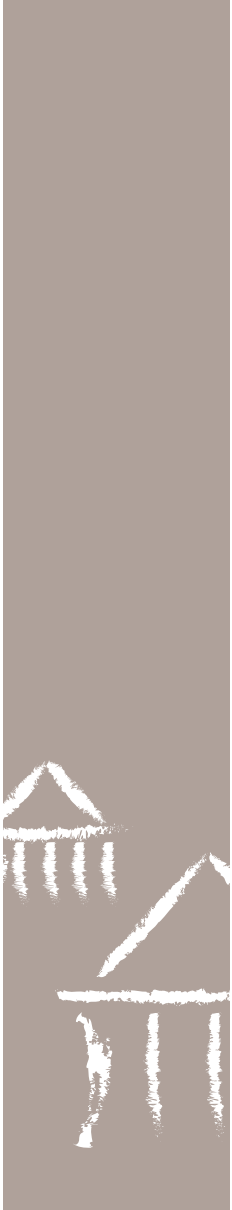
path encircling location



houses attached to the path



PREDLOG 2 - SITUACIJA

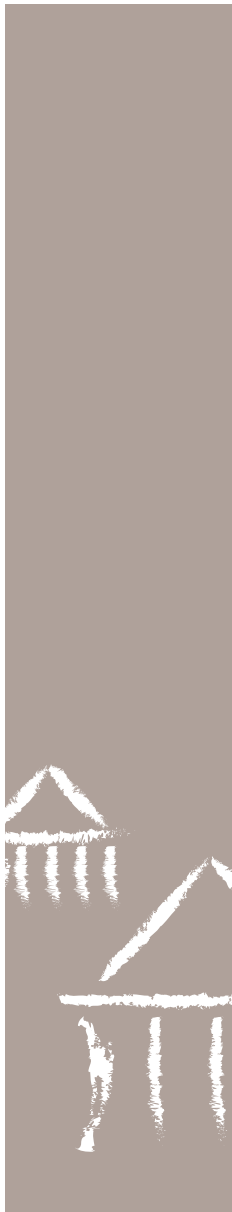


location photo

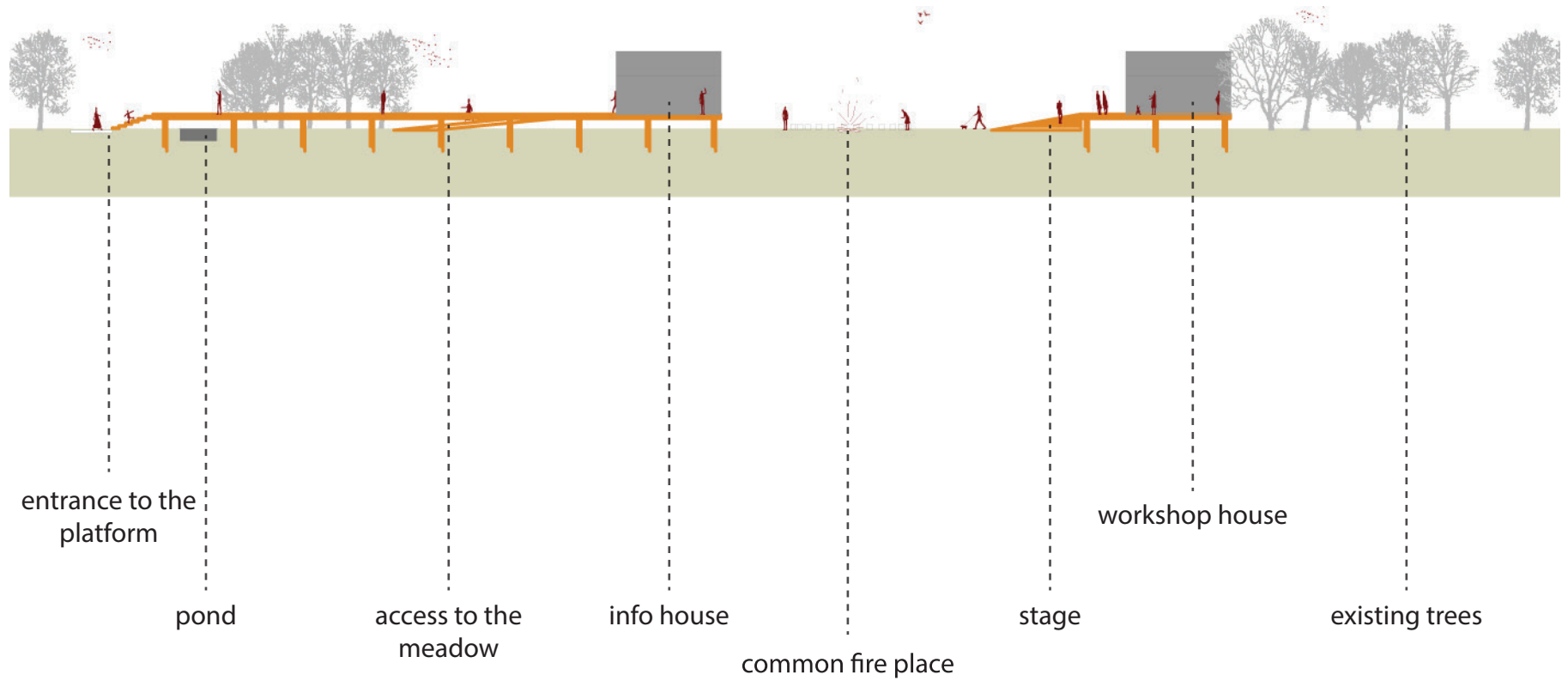


situation

PREDLOG 2 - NAČRTI



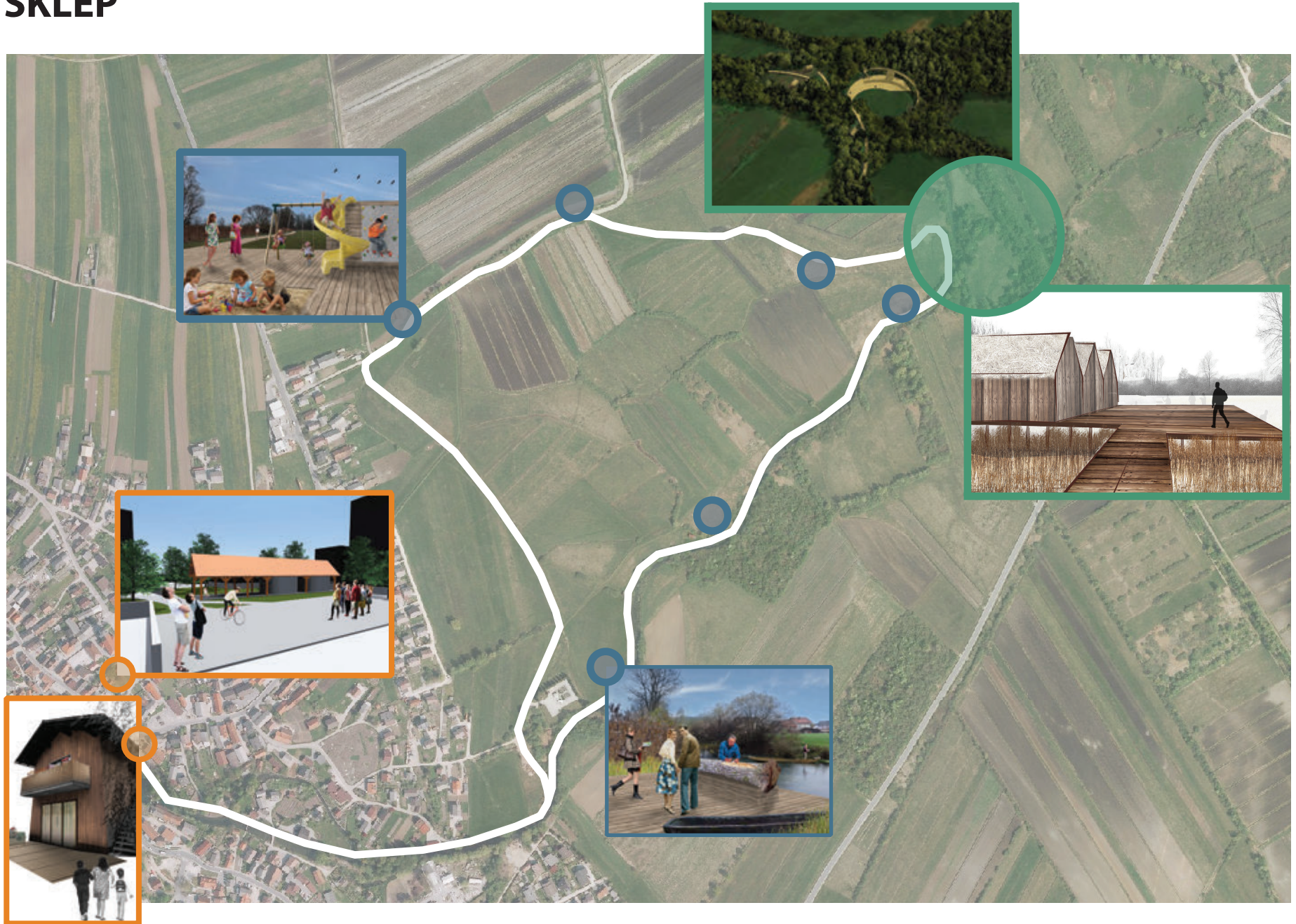
PREDLOG 2 - PREREZ



PREDLOG 2 - VIZUALIZACIJA



SKLEP



SKLEP

Koliščarji so v Sloveniji, ko govorimo o kulturnih danostih, pogosto prezrta tema, saj zaradi pomanjkanja ustrezne infrastrukture in boljšega ozaveščanja, kljub pomembnosti v svetovnem merilu, na njih velikokrat pozabimo. V našem projektu smo poskušali najti načine, kako bi ljudem to tematiko bolj približali, ob upoštevanju okolja in naravnih danosti, ki jih Ljubljansko barje ponuja. Celo ten projekt daje prostoru pozitiven doprinos, ki ga lahko povzamemo v naslednjih točkah:

OBOGATITEV PROSTORA

Z različnimi dejavnostmi na poti omogočamo obiskovalcem bolj poglobljeno doživljanje in spoznavanje okolice z udejstvovanjem v različnih aktivnostih. Le-te so zamišljene na tak način, da vsaka starostna skupina najde nekaj zase, prav tako so tudi tematsko zelo široke in omogočajo pridobitev novih znanj na različnih področjih.

TURIZEM

Z ustrezno predstavitvijo prazgodovinskih koliščarjev v kraj privabimo več turistov. Poleg izobraževanja pa krožna pot čez barje nudi tudi možnosti za rekreacijski turizem. Prav tako je projekt ustrezen tudi za manjše skupine, katerim so določene aktivnosti lahko prilagojene.

LOKALNO PREBIVALSTVO

Projekt ustvarja možnosti dobička od turizma in daje nova delovna mesta, saj je potrebno skrbeti za pot, podajati informacije v info centru in usmerjati turiste pri raziskovanju koliščarskega življenja. Z določenimi predlogi pa vzpodbujamo tudi razvoj turističnih kmetij.

VAROVANJE OKOLJA

Ker se izbrana lokacija za prezentacijo koliščarjev nahaja na robu varovanega območja, so posegi minimalni, hkrati pa tudi taki, da varujejo občutljiv ekosistem Ljubljanskega barja. Tudi material, ki ga uporabimo v naših predlogih je večinoma les, ki je najbolj ekološki material, kar jih poznamo.

When we talk about the cultural landmarks, the pile dwellers in Slovenia are often an overlooked topic. Despite the fact that they are renowned worldwide, we often forget about them due to a lack of suitable infrastructure and proper awareness. In our project, we tried to find the ways on how to bring this topic closer to the people by considering the surroundings and natural resources that are found in the area. The entire project gives a positive contribution to the area and that can be summed up in the following points:

AREA ENRICHMENT

Different activities along the trail enable visitors a more in-depth experience and cognition of the environment by allowing them to partake in different activities. These activities are planned in a way that each age group finds something for itself. Additionally, the activities are also thematically very broad and give opportunities for acquisition of new knowledge from different fields.

TOURISM

With a suitable presentation of prehistoric pile dwellers, we attract more people to visit the place. Apart from education, the circular route across the marsh also offers options for recreational tourism. The project is as well appropriate for smaller groups to which we can offer adjusted activities.

LOCAL POPULATION

The project gives chances for the profit resulting from the tourism and creates new jobs. This is all due to the fact that trail has to be maintained, information has to be available in the info center and tourists have to be guided while discovering the life of pile dwellers. Certain suggestions also stimulate the development of tourist farms.

PROTECTION OF THE ENVIRONMENT

Since the selected location for the presentation of pile dwellers is located on the edge of the protected area, the interventions are minimal and at the same time they protect the sensible ecosystem of the Ljubljana Marshes. Additionally, also the material that we use in our suggestions is mostly wood, which is the most ecological material that we know.