



Screenshot

Veranstaltungen**Mid-term Review**

Thursday, 05.11.2026

Final Review

Thursday, 21.01.2027

Modulverantwortung: Peter Althaus**Lehrteam:** Céline Bessire, Felix Wettstein, Matthias Winter, Stefan Wülser**Assistants:** Qendrim Gashi, Olin Petzold, Asiya Bella Sharipova

+120'955

Switzerland's population is expected to grow from around 9.1 million today to some 10.5 million by 2055. Scaled down to Central Switzerland, one of the country's fastest-growing regions, this means an additional 120,955 people – who need not only housing, but workplaces, schools, open spaces and infrastructure. National guiding visions such as the Raumkonzept Schweiz deliberately leave the decisive questions open: where growth takes place, what density emerges, and how conflicting objectives are resolved. These questions are answered locally.

In connection with the planned underground through-station, all three design studios focus on the area around Lucerne railway station. The infrastructure project will not only change the city's accessibility, it opens up the possibility of fundamentally rethinking existing urban conditions. Against abstract figures we set concrete architectural and urban proposals – robust and long-term, yet open to social and technological change. Growth-critical positions and alternative scenarios expressly have their place. The three studios approach the shared theme from different perspectives and with clearly defined methodological approaches.

STUDIO WETTSTEIN: SPACE IN BETWEEN

The studio develops a coherent urban vision and examines how the expected growth can be absorbed without public spaces, open spaces and connections becoming mere residual areas of densification.

STUDIO BESSIRE/WINTER: SPORTY LUCERNE

The studio understands mobility, open and sports spaces as one coherent public infrastructure and develops hybrid typologies for sport, education, culture and everyday life

along selected movement vectors.

STUDIO WÜLSER: DIGIMODERNISM

The studio concentrates on housing and explores how digital design tools, open component systems and changeable structures can enable a diverse architecture that remains appropriable in the long term.