

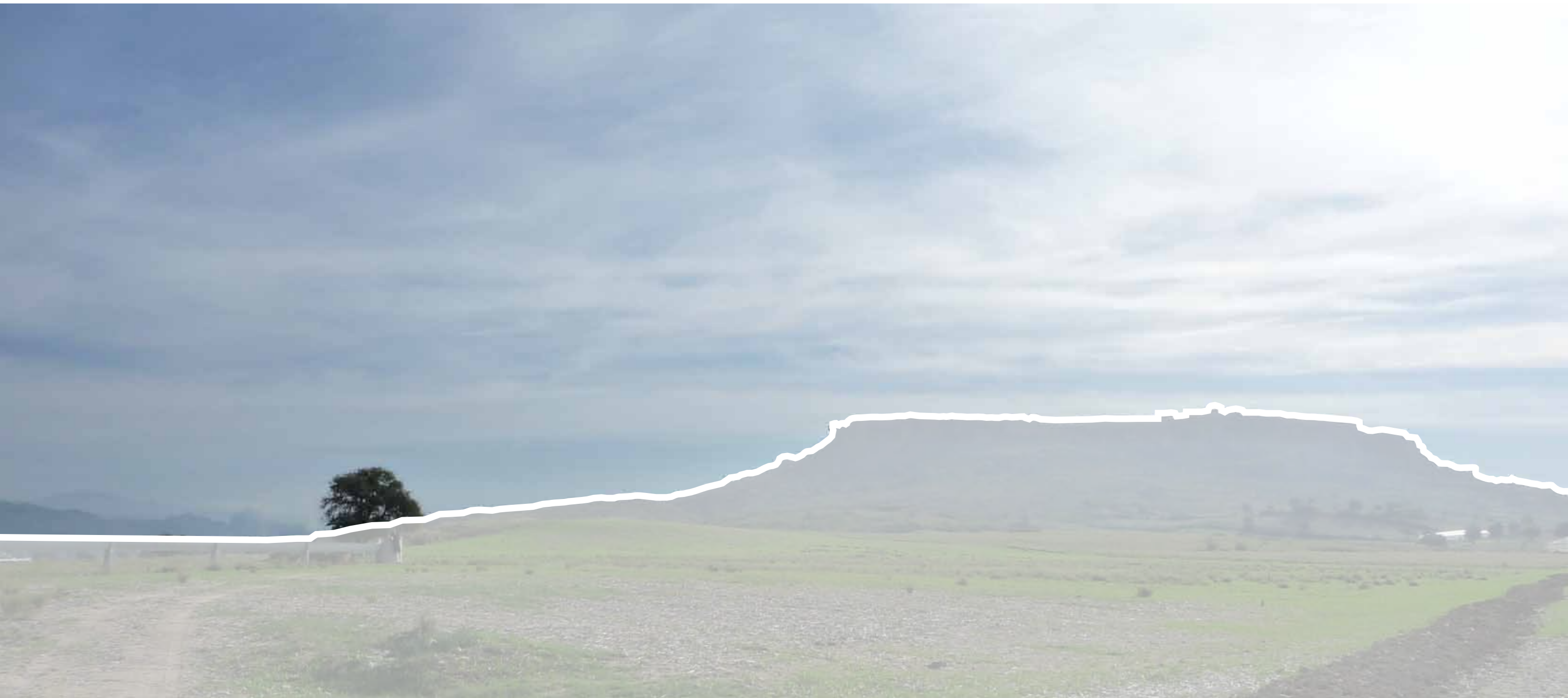
# SILLYON

## CULTURAL HERITAGE AND LANDSCAPE

**Visions for sustainable development  
in the region of Antalya, Turkey**

*PROJECT DOCUMENTATION*





# INTRODUCTION

## ENGLISH

The project

### **Silyon – cultural Heritage and Landscape Visions for sustainable development Region of Antalya, Turkey**

was carried out as “Main Project II” in the study programme of the International Master of Landscape Architecture (IMLA) during the 3rd Trimester 2012, between October and December 2012.

Coordinating University was the Weihenstephan-Triesdorf University of Applied Sciences, Freising-Weihenstephan (Germany). Project partners were: Akdeniz University Antalya (Turkey) and University College Ghent - Hogeschool (Belgium).

The project area was located in the Mediterranean Region in southern Turkey, about 30 kilometres east of Antalya – with focus on the historical site of Silyon, an ancient urban centre probably from the later Bronze Age until the 13th century, and its surrounding villages. Further details about the site can be found in the section “project area”.

The students were asked to work out a landscape development concept for the historical site of Silyon and its surrounding area. On the one hand, the concepts had to be region-specific, on the other hand they also had to reveal methodical approaches which are transferable to other heritage sites.

Thematic issues to be considered were as follows:

#### **regional valorisation**

with respect to: archaeology, leisure, sports, tourism, nature, natural aesthetics

#### **land use, cultural landscape, agriculture, village development**

e.g. development of sustainable and economic alternatives, such as agricultural oriented services, region-specific marketing concepts – with participation of locals

#### **spatial concepts for special parts of Silyon**

village and open space development around the site, pedestrian and cyclist traffic, lanes, visitor direction, supply and leisure infrastructure, automobile traffic and parking, gastronomy, trade, leisure, ...

Depending on the group specific vision, a wider or closer area was relevant for analysis and future concept.

Therefore, the groups worked in different scales.

The project was divided into three phases:

#### **1. introduction and preparation phase in Weihenstephan**

(mid of October; additional meetings via internet for all project participants implied)

introductory lectures from project partners and external experts, first overview on the project area, getting acquainted with existing materials, starting a basis analysis

#### **2. “on site” phase in Antalya**

(end of October - mid of November; encompassing all project partners and students)

input from local experts, getting acquainted with the project area (two field trips to Silyon and its surroundings), carrying out group specific vision, special analysis and future concept, finishing with an interim presentation

#### **3. final phase in Weihenstephan**

(mid of November - mid of December; additional meetings via internet for all project participants implied)

deepening phase for group specific future concept and specific topic with details; presentation at the end of November, final submission in the mid of December.

At the beginning of the introduction phase, the Weihenstephan IMLA students built up seven working teams – each consisting of three students.

During the “on site” phase in Antalya, additionally seven Turkish Master Landscape Architecture students from Akdeniz University took intensively part in the project – each of them joined one of the IMLA-teams mentioned above.

The collaboration between Turkish and IMLA students as well as the collaboration between the different universities (Weihenstephan, Akdeniz and Ghent) was a large benefit for the project and all participants.

In conclusion, the different teams pursued very different approaches – while some focused on the development of a region-specific marketing concept, others worked out a detailed open space design for the site of Silyon. Therefore, the final results depicted in this project documentation reflect the wide range of different concepts worked out by the teams.

Proje

### **Silyon – Kültürel Miras ve Peyzaj Sürdürülebilir Kalkınma Vizyonu Antalya Bölgesi, Türkiye**

Bu proje, Peyzaj Mimarlığı Uluslararası Yüksek Lisans Programı'nın (IMLA) 3. yarıyılında, 2012 yılı Ekim ve Aralık ayları arasında, “Ana Proje II” dersi kapsamında gerçekleştirilmiştir.

Weihenstephan-Triesdorf Uygulamalı Bilimler Üniversitesi'nin (Freising-Weihenstephan, Almanya) koordinatör üniversite olarak yer aldığı projede, Akdeniz Üniversitesi (Antalya, Türkiye) ve Kraliyet Güzel Sanatlar Akademisi'ne bağlı Ghent Üniversitesi (Ghent, Belçika) ortak sıfatıyla yer almışlardır.

Proje alanı, Türkiye'nin güneyindeki Akdeniz Bölgesinde, Antalya kentinin yaklaşık 30 kilometre doğusunda yer alan ve muhtemelen Geç Tunç Çağı ile 13. yy arasında varlığını sürdüren Silyon antik kenti ve çevresindeki köylerden oluşmaktadır. Alan hakkındaki ayrıntılı bilgi “Proje Alanı” başlığı altında verilmiştir.

Öğrencilerden Silyon antik kenti ve çevresindeki alan için bir peyzaj gelişim konsepti geliştirmeleri istenmiştir. Bu konsept bir yandan bölgeye-özü çözümlenmeleri içerirken, diğer yandan da benzeri tarihsel alanlara da uygulanabilecek yöntemsel yaklaşımları ortaya koymalıdır.

Dikkate alınması istenilen konular aşağıda verilmiştir:

#### **Bölgesel değerlendirme**

arkeoloji, rekreasyon, spor, turizm, doğa ve doğa estetiği

# INTRODUCTION

## TÜRKÇE

#### **Arazi kullanımı, kültürel peyzaj, tarım, köy gelişimi**

Örneğin; yerel halkın da katılımıyla geliştirilen tarımsal amaçlı hizmetler ve bölgeye özgü pazarlama konseptleri gibi sürdürülebilir ve ekonomik alternatifler

#### **Silyon'un belirli bölgeleri için mekansal konseptler**

alan ve çevresinde köyler için açık alan gelişimi, yaya ve bisiklet trafiği ve şeritler, ziyaretçi yönlendirme, arz ve rekreasyon altyapısı, araç trafiği ve araç parkı, gastronomi, ticaret, rekreasyon, ...

Gruplara özgü vizyona bağlı olarak, daha dar ya da daha geniş bir alanda analizler yapılmış ve geleceğe dönük konseptler geliştirilmiştir. Bu nedenle öğrenci grupları farklı ölçeklerde çalışmışlardır.

Proje üç aşamaya ayrılmıştır:

#### **1. Weihenstephan'daki Başlangıç ve Hazırlık Aşaması**

(Ekim ortası; internet ortamında tüm proje katılımcılarına yönelik ek toplantılar gerçekleştirilmiştir.

Proje ortakları ve dış uzmanlar tarafından verilen başlangıç dersleri, proje alanına ilk bakış, mevcut ders materyalini tanıma, temel analize başlama.

#### **2. Antalya'daki “Arazi” Aşaması**

(Ekim sonu – Kasım ortası; tüm proje ortakları ve öğrencilerle birlikte)

Yerel uzmanların katkısı, proje alanını tanıma (Silyon ve çevresine iki arazi gezisi), gruplara özgü vizyon geliştirme, mekansal analiz ve geleceğe dönük konsept geliştirme, ara sunum.

#### **3. Weihenstephan' daki Son Aşama**

(Kasım ortası – Aralık ortası; tüm proje katılımcılarının yer aldığı ek internet toplantıları)

Gruplara özgü konseptlerin daha fazla geliştirilmesi ve özel çözümlerin detaylandırılması; Kasım sonunda nihai sunum, Aralık ortasında projelerin teslimi.

Giriş aşamasının başında, Weihenstephan IMLA öğrencileri, her biri üç öğrenciden oluşan, yedi çalışma grubu oluşturmuştur.

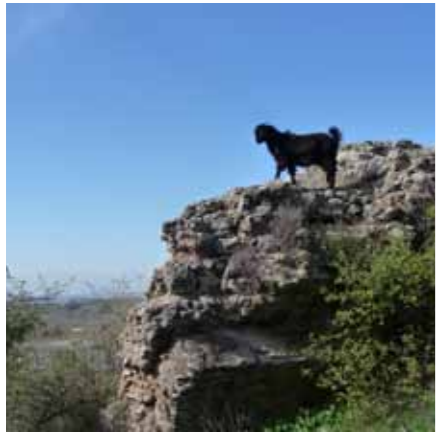
Antalya'daki “Arazi” aşamasında, Akdeniz Üniversitesi'nden yedi Peyzaj Mimarlığı Yüksek Lisans öğrencisi de projeye katılmıştır. Bu öğrencilerin her biri yukarıda sözü edilen IMLA gruplarından birisine dahil olmuştur.

Türk ve IMLA öğrencilerinin ve farklı üniversitelerden öğretim üyelerinin (Weihenstephan, Akdeniz, Ghent) birlikte çalışması, proje ve tüm katılımcılara büyük katkı sağlamıştır.

Sonuç olarak, farklı proje grupları birbirinden farklı yaklaşımlar geliştirmişler, bazıları bölgeye özgü pazarlama konseptleri üzerinde yoğunlaşırken, diğerleri Silyon için açık alan tasarımı üzerinde çalışmışlardır. Bu nedenle, bu proje dökümanında verilen sonuçlar, öğrenci grupları tarafından geliştirilmiş geniş yelpazede konseptleri içermektedir.



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# PROJECT AREA



Sillyon is located in the Mediterranean Region in southern Turkey, about 30 kilometres east of Antalya.

The historical site of Sillyon is situated on a flat-topped hill with a height of 213 m above sea level, while the rural area around is only about 50 m above sea level.

The landscape of the surroundings is almost flat and dominated by grassland and agriculture, e.g. fields with cotton and vegetables, orchards with pomegranate, citrus fruits and – especially in the south – greenhouse production of vegetables and fruits.

In the North of Sillyon, in a distance of about 10 kilometres, the foothills of the Taurus Mountains form an impressive background.

The following settlements and villages in the surroundings of Sillyon were considered and analysed within the project:

Yanköy – north-east of Sillyon

744 inhabitants)

Çanakçı – south-east of Sillyon

(318 inhabitants)

Eskiyörük – south of Sillyon

(629 inhabitants)

Sillyon itself, an ancient urban centre probably from the later Bronze age to the 13th century, dates from Hellenistic, Roman, Byzantine and Seljuk eras and loomed large in this period, but subsequently lost its importance.

Compared to other cultural heritage sites located closely such as Perge or Aspendos, the archeological site of Sillyon is not very well known today and was nearly untouched during the last centuries – even

though some of the best existing examples of Hellenistic Architecture can still be seen here.

Therefore, the vegetation of Sillyon – especially on the top of the hill – is still quite natural and wild. Adapting to the differing local conditions in the different parts of the hill, a wide range of botanical and faunistic elements can still be found on the site.

As a result, these natural structures – in combination with the archaeological ruins of the old buildings – guarantee unique impressions at Sillyon.

This is why the students were asked to design carefully developed concepts – considering the need to protect these valuable structures and preserve the characteristics of the site.



# SUPERVISORS



# INSTRUCTION

► **TITLE PAGE**

► **PROJECT TITLE**

**BE SILYON**

► **WHERE WE ARE FROM...**

► **PROJECT TEAM**

► **GUIDING COLOUR**

► **PROJECT DESCRIPTION**

Imagine to be at a place where history becomes alive with the help of high-tech augmented reality instruments and the involvement of local people that will not only show you their way of living but will share with you their food and culture in an environment that is rich in adventures, biodiversity, creativity and experience.

Silyon as an archaeological site rich in history, culture, biodiversity, welcoming people and agriculture that inspired us to develop a reference point for a new experiential way of tourism. The key aspect of our concept is to preserve the uniqueness of the site itself, in order to protect what is already there: the breathtaking landscape, the historical ruins and the people that live there in balance with the environment. This for us means to BE PART of the project, to BE ENLIGHTENED by new ways of accessing information, to BE IMPRESSED of the site, to BE BEYOND all conventional planning, to BE CONNECTED with the world, to BE AWARE of the uniqueness of Silyon – to BE SILYON.

Therefore we set ourselves the target of giving initial triggers with low impact and to implement a new technological approach – augmented reality: four different levels with a diverse concentration on what happens there.

Level 1 – BE PART - Get in touch with the locals  
 Level 2 – DISCOVER - Low impact paths  
 Level 3 – GET ACTIVE - Extreme adventures  
 Level 4 – EXPERIENCE AUGMENTED

REALITY- Virtual reconstructions of the ruins  
 Our project is rather a growing management process than a final product. By giving initial triggers and small but elementary changes in the different levels we want to initiate our project. One example for the first steps is the improvements of infra-structural connections, the restoration of old tumbled down houses for accommodation, the involvement of the local people and the setting of first specific points for information, augmented reality and resting places. Throughout time, our project will grow by developing the activities within the levels; for example the establishment of further activities on the hill and in the surrounding of Silyon, with the help of our network. In the first phase of our process we will hand over the stewardship to the local people and we as a planning team will undertake the monitoring process.

The aim of our concept of information and communication is to give and get information and to have the possibility to share the information on our home page.

With our devices and interactive glasses the user will experience Silyon in a new way. The use of augmented reality will give information on specific points about history, flora and fauna, and it will show the 'reconstructed' history, interviews of locals and experts, pictures and the possibility to listen to an audio guide while walking around. Possibilities that can be chosen by the user in order to experience Silyon by their own terms. In the end the user will be able to share and communicate their experience to a big network and this communication process will be the advertisement for the whole project at the same time.

Each project starts with two title pages that introduce the project team and give a short overview about the conceptual idea. On the following pages the original posters are presented on the left side. On the right side some excerpts from the original posters are shown. To guide you through the brochure each project has its own guiding colour that is shown at the bottom of each page.

► **PRESENTATION OF THE PROJECT**

► **ORIGINAL POSTER**

► **GUIDING COLOUR**

► **ZOOM IN FROM ORIGINAL POSTER**



# ZAMAN ASAN PEYZAJLAR ...THROUGH THE TIME



## VISION

Our vision is to create balance between tourism and regional development. The main idea is to create a solution for the use of the archeological site of Sillyon that is working with local features and on different scales by unifying archeology, individual tourism, identity of the people and farmers.

## TARGETS

As an extension to the vision our four main targets that were built are: Connections, Identity, History and Archeology, Local Economy and Tourism. The main target group that we focus on is: local tourists, farmers and non-all inclusive tourists.

## FUTURE CONCEPT

The future concept is based on three pillars, which are DISCOVER! - MOVE! - PRODUCE! They have different focuses, scales and reflected aspects. Inspiration for them were typical local features, such as archeology, agriculture and nomads!

DISCOVER! is located on the Syllion hill where the focus is on discovering the archeological ruins by historical geochaching. Reflected aspects are that visitors can MOVE! and stay like nomads and buy local PRODUCTS! or get them as a present from geochaching.

PRODUCE! includes the region around Sillyon with the surrounding villages. It focuses on developing a self-sustaining region and a regional brand with its own production. Aspects that are reflected from other parts are that you can DISCOVER! region and nomad culture and MOVE! with Kamyonetwork. It is a specific regional transportation system realized by local farmers.

MOVE! is spread on the over regional scale and it shows how you can move and live like nomads. Other aspects that you can DISCOVER! are people and land. Tourists can also move in hiking groups that are supplied by products from the local brand. In this way every part of the concept is promoting the other parts.

## SPECIFIC TOPIC

The main focus is on the regional scale which means the PRODUCE! level. On the PRODUCE! level the goal is to build a self-sustaining region of Sillyon. This is planned trough applying all three aspects of sustainability in offering different products and services, that will be presented as attractiveness for tourists. This approach should raise added value chain that already exists in the region and give it a bigger meaning. This was detailed in the design and marketing, and showed on maps and in a timeline which shows regional development TROUGH THE TIME...



# Sillyon

Zaman asan peyzajlar...trough the time

IMLA | MAIN PROJECT II | AUTUMN 2012 | KRISTIN BUCHHEIDER | SIRGIT ERHARDT | ROMIC DRAGANA | BENO CUKIC



## TARGETS



...few years ago I moved still around like a nomad

- ### CONNECTIONS
- > Connect by trails: Nomad trail - Sillyon trail - Agriculture trail
  - > Connect Antalya to Sillyon region
  - > Connect the region itself
  - > Connect to target group: Local tourists, farmers, non-all inclusive tourists

some tourist pass by and don't stay!

### IDENTITY

- > Form a self-sustaining village
- > Encourage community spirit
- > Support cooperation
- > Develop self-confidence
- > Create awareness
- > Promote in public
- > Organize nomad hiking tours with local guides and goats
- > Provide nomad tents as traditional accommodation

10ct/kg is not enough!

### ARCHEOLOGY & HISTORY

- > Add a new time layer
- > Preserve the site, no excavations
- > Create a guiding system
- > Emphasize interesting archeological points
- > Provide market on the site

### LOCAL ECONOMY & TOURISM

- > Start cooperative production
- > Create local brand 'Sillyon'
- > Create regional production cycle
- > Produce and sell diverse products on the local bazaar
- > Support big diversity of farming products
- > Provide workshops and harvesting for tourists, join the production cycle
- > Provide accommodation: nomad tents, B&B
- > Picnic places for local people (Antalya)

Sillyon - that's where the cows go...

## VISION



## CONNECTIONS

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- > Provide market on the site

#### Location

- > The area of Sillyon is located in Turkey, Anatolia region, Antalya province, near to city of Antalya, belonging to the village of Yanıkoy.
- > In ancient geography, it was part of the Pamphylia, region in the south of Asia Minor, between Lydia and Cilicia, extending from the Mediterranean to Taurus mountains.
- > The shape of the Sillyon hill is a unique landmark in the region, that stands out in the landscape, visible from Antalya and even greater distances.

#### Current Situation

- > The site of Sillyon is a display of different historical periods that are visible in the ruins, therefore it is protected as an area of special cultural value.
- > The country is saturated with all-inclusive tourism, therefore the national strategy is developing an alternative to this with a focus on needs of local tourists, farmers, non-all inclusive tourists.

#### Project

- > Task of the project is to develop a solution for the use of archeological site -Sillyon that is working with local features and on different scales.
- > The idea for the project is originated by international team of IMLA students, from Weihenstephan, Germany, in cooperation with local students from University of Antalya Turkey.

# Sillyon

Eman akan peyşjar...through the time

2014 | 2015 | 2016 | 2017 | 2018 | 2019 | 2020 | 2021 | 2022 | 2023 | 2024 | 2025 | 2026 | 2027 | 2028 | 2029 | 2030 | 2031 | 2032 | 2033 | 2034 | 2035 | 2036 | 2037 | 2038 | 2039 | 2040 | 2041 | 2042 | 2043 | 2044 | 2045 | 2046 | 2047 | 2048 | 2049 | 2050 | 2051 | 2052 | 2053 | 2054 | 2055 | 2056 | 2057 | 2058 | 2059 | 2060 | 2061 | 2062 | 2063 | 2064 | 2065 | 2066 | 2067 | 2068 | 2069 | 2070 | 2071 | 2072 | 2073 | 2074 | 2075 | 2076 | 2077 | 2078 | 2079 | 2080 | 2081 | 2082 | 2083 | 2084 | 2085 | 2086 | 2087 | 2088 | 2089 | 2090 | 2091 | 2092 | 2093 | 2094 | 2095 | 2096 | 2097 | 2098 | 2099 | 2100



## Analysis of Nomads

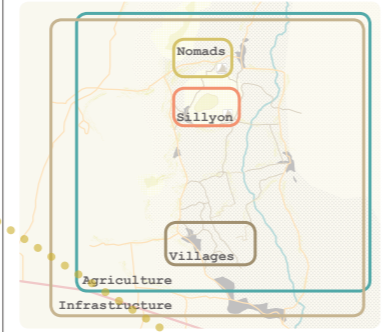
- > Explore the identity of old Nomads with their culture and habits, today suppressed by modern society at the edge of diminishing; possibilities to strengthen their existence through touristic offers
- > SWOT analysis-suitability of Nomad life for tourism
- > Mapping-possibilities for creating a touristic route based on existing
- > Scenic evaluation-diversity of landscapes and attractions that can be showed along the way

- S**
- > selfsufficient
  - > different food
  - > animal products- tents, clothes,carpets
  - > unique furniture
  - > special process of syran and butter production
  - > cultural characteristics - music, festival, clothes
- W**
- > isolated life
  - > dangerous dogs for animal protection
- O**
- > moving two times a year
  - > selling their products
  - > teach their habits and crafts
  - > show culture - museum,events
- T**
- > diminishing as a group
  - > don't want to cooperate with tourists

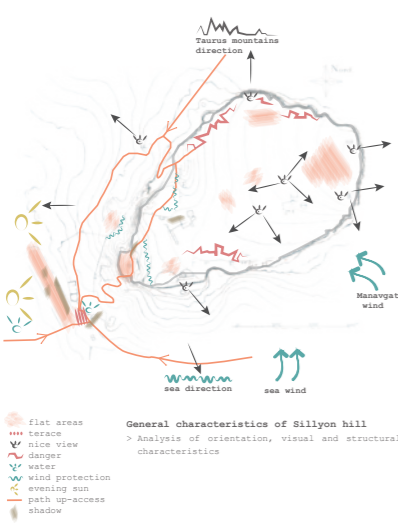


## ANALYSIS

- > In the analysis process were recognized: three working scales, defined in relation to the Sillyon site, and five analysis topics in general dealing with evaluation of suitability for tourism
- > Over regional scale: dealing with the identity of Nomads as a strong over regional characteristic
- > Regional: analysing infrastructure, village characteristics and agricultural and land-use patterns
- > Sillyon: mapping of basic characteristics, historical points of interest and suitability for camping and picnic sites

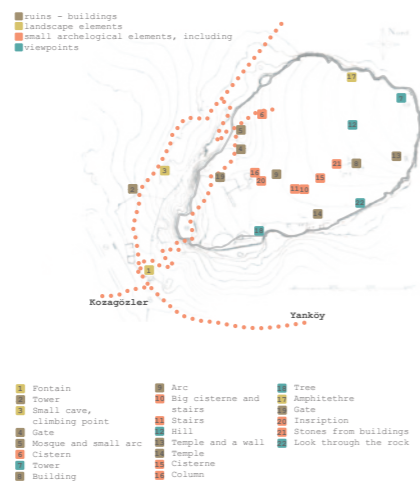


## Analysis of the Sillyon site



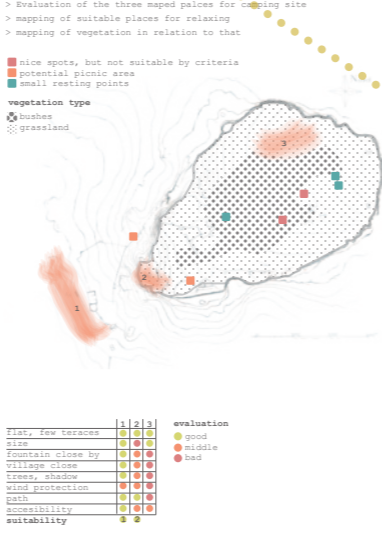
Points of interest on the Sillyon hill

- > Analysis of interesting elements, divided in four groups
- > Suitability for geocaching



Potential camping site and picnic places

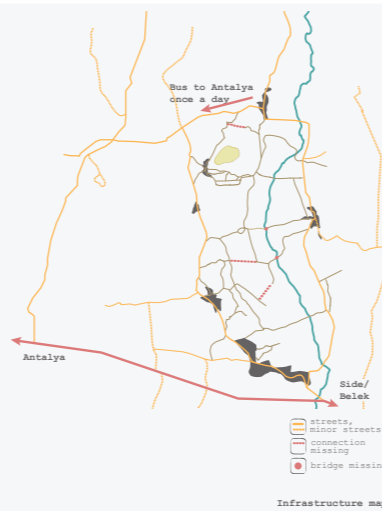
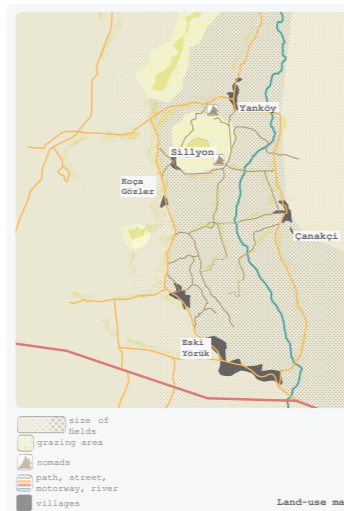
- > Evaluation of the three maps scales for camping site
- > mapping of suitable places for relaxing
- > mapping of vegetation in relation to that



## Analysis of villages, land-use and infrastructure

- > Regional analysis was done for the surrounding of Byllon including the villages nearby to explore their potential for production and tourism
- > Village comparison table with the evaluation of certain criteria gives a base for planning spatial related future program
- > Land-use map shows the main activities and structure of the region
- > Infrastructure map shows the current state of existing connections

Villages	Yankoy	Çanakçı	Eski Yörük	Koça Gözler
Criteria	700 people	300 people	700 people	100 people
Existing/potential centre	Crossroad with small shop & café	Potential centre (mosque and shop)	Schoolyard as festival place	Small café
Cleanliness	Garbage on the street	Agricultural leftovers	Clean	Medium clean
Distance to Sillyon	1km/3,5km (via sillyon/road)	2km/7km	3,5km/3,6km	1km/1km
Education	Elementary and high school	No school	Elementary school and kindergarten	No school but school bus
Bar, Shop,...	Bar, 2 shops	Bar	No facilities	Bar (owner renting accom.)
Agriculture & animals	Cotton, grapes, pomegranate, pistachio, for one needs animals	All vegetables, greenhouses, cotton, pomegranate, animals	Greenhouses, fruits and vegetables on the hill	Vegetables, citrus, animals on the hill
Experience in tourism	No experience	Multiple tourists passing	Tourists from Belek, festival	Regular experience
Special elements	Empty abandoned house	Reused mosque; pillows and sheets	Idea for nomad museum; new buildings	Entrance to the Sillyon hill
Work and stay	in Yankoy	Some commuting	Commuting, farming	Staying in the village

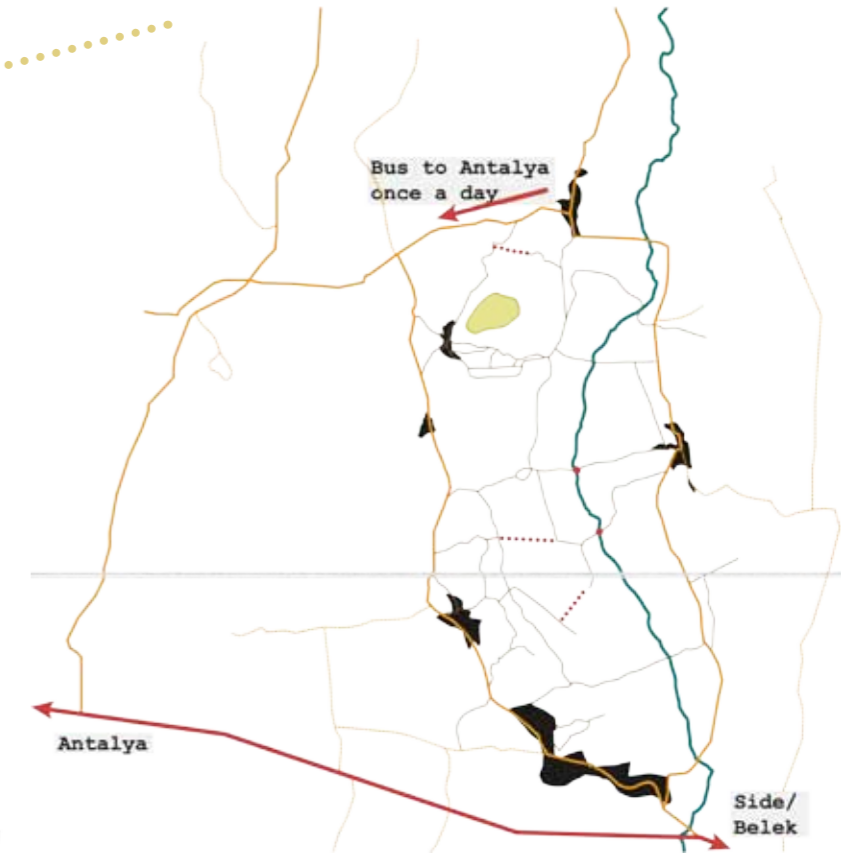


## Analysis of Nomads

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# Future concept

p.No.1

**FUTURE CONCEPT** in 3 pillars, with different focuses, scales and reflected aspects:  
**DISCOVER!** - MOVE! - PRODUCTS!  
 INSPIRATION: typical local features, archaeology, agriculture, nomads & people!

## DISCOVER!

**scale**  
Sillyon hill

**focus**  
discover archaeological ruins by geocaching

**reflected aspects**  
MOVE! and stay like nomads  
Buy PRODUCTS! or get them as present

## MOVE!

**scale**  
over regional scale

**focus**  
move and live like nomads

**reflected aspects**  
DISCOVER! people and land  
Supply hiking groups with PRODUCTS! from local brand

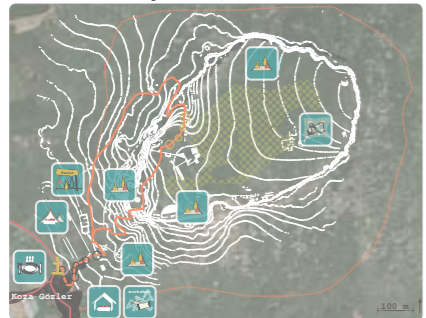
### Around Sillyon hill - stay and go geocaching!

#### Detail map

> This map shows all provided features on the site  
 > The whole area has two focus for different users  
 > **Passive recreation**  
 > This use is concentrated on the lower parts of the hill, with small height distances  
 > The moving is defined with a lazy path  
 > As a result of the evaluation, camping site is established in the area of Stadium.  
 > Extension to the camping site is a picnic place supplied by food, located near the fountain.

> Two additional picnic spots are planned at the top of the hill.  
 > **Active recreation**  
 > For active explorers, there is no strictly defined path, people move around the area guided with a task of geocaching  
 > Visitors can be active, by participating in workshops with nomads  
 > Discovering the market supplied with local products

#### On the site tourists buy PRODUCTS!, DISCOVER! and recover from MOVE!

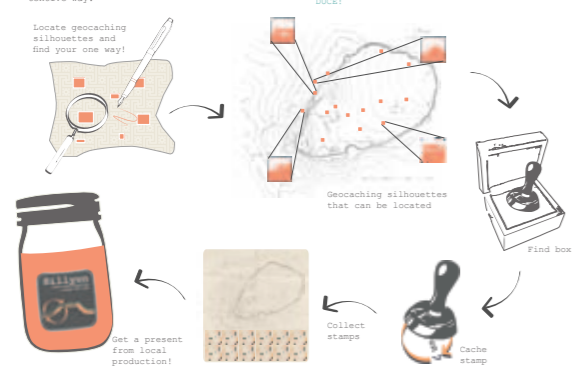


- Info point 'lazy path'
- Improved entrance site
- Cut free ancient axis
- Roundway downhill
- Streets
- Macchia
- B&B accommodation
- Camping site
- Bazaar with local products
- Workshops with nomads
- Restaurant with food from local production
- Picnic place esp. for local tourists (downhill with Gözleme)
- Geocaching



#### Historical geocaching - game for discovering the site

> The game starts at the bar in Koça Gözler at the foot of the hill. Here tourists can get the geocaching set - empty map, pen and silhouettes of the geocaching points - instead of coordinates cards. By searching for the ruins and nature elements people DISCOVER! the site in a very attentive way.



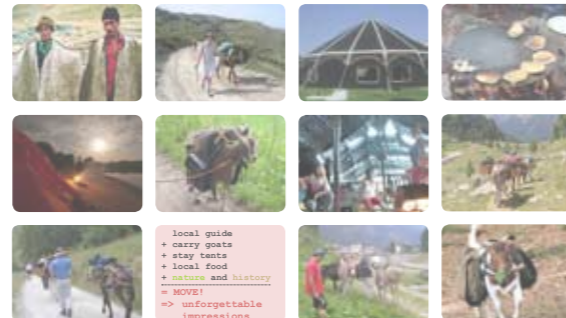
### Experience nomad traditions, go hiking!

#### Points of interest on the Sillyon hill

Based on St.Paul's trails, believe tourism as well as people interested in archaeology and history  
 > Food supply with local products + equipment, traditional so called black tents  
 > Start in Sillyon - round trip up to Taurus mountains  
 > Nomad as local guide - in a participation process, tours will be set up with nomads  
 > Twice a year during nomad moving times  
 > Duration 1-2 weeks



#### With the local guide, tourists DISCOVER! nature and history.



#### Nomade hiking tour



# Around Sillyon hill - stay and go geocaching!

## Detail map

> This map shows all provided features on the site  
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Historical Geocaching

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> The game starts at the bar in Koça Gözler at the foot of the hill. Here tourists can get the geocaching set - empty map, pen and silhouettes of the geocaching points - instead of coordinates cards. By searching for the ruins and nature elements people DISCOVER! the site in a very attentive way.  
 > The task is to locate the points on the map and find a boxes with stamps, on site. Cache your point and mark it on the map.  
 > After collecting all the points, at the same location were you started, you can get a present from local production for you successful results! This way DISCOVER! also promotes PRODUCTS!



# Future concept

p.No.2



**Products**  
+ **Services**  
+ Attractiveness for tourists  
+ Raised added value chain  
+ Aspects of sustainability in production and services  
= Self-sustaining region 'Sillyon'

## PRODUCE!



### Self-sustaining region 'Sillyon'

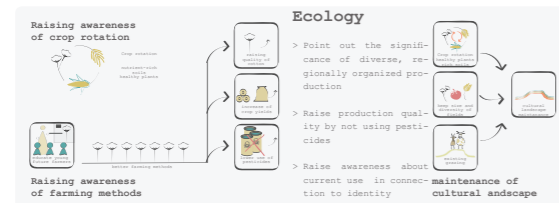
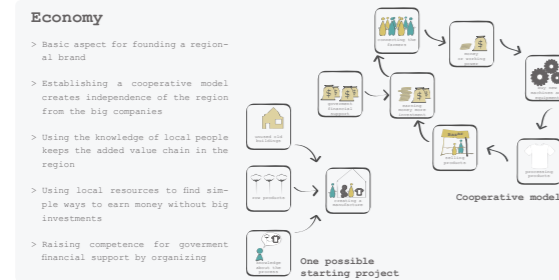
Targets of self-sustaining region

> The main target is to develop the self-sustaining region 'Sillyon'.  
> The regional brand is one of the main instruments. The pillars DISCOVER! and MOVE! accompany the PRODUCE! sector and can be seen as services provided to bring more people in the region to consume products.

- |  |  |
|--|--|
| Improve living conditions: create higher income and develop community spirit | Contribute to solutions for demographic change - keep the youth in the region! |
| Raise importance of added value chain  | Create and keep jobs   |
| set up regional brand - provide wide range of products and services          | Enhance attractiveness of the region   |
| Strengthen regional identity   | Contribute to nature protection and the conservation of natural resources      |

### Aspects of sustainability

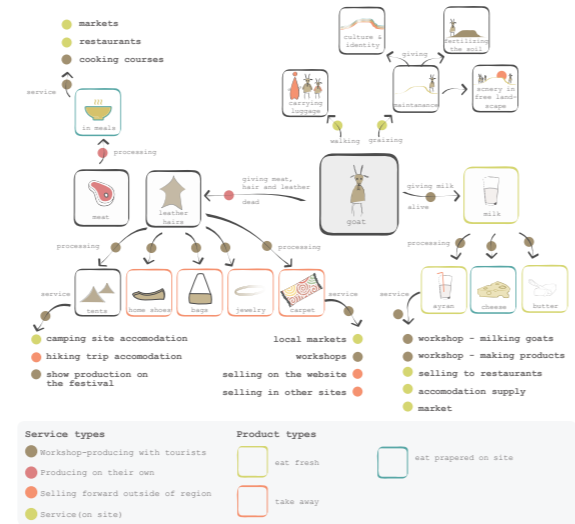
> The general aspects of sustainability should be used to create diverse, stable and productive region and society  
> Region build up on the basis of sustainability should ensure raising quality in every aspect



### Regional brand

#### Products and Services!

> The diagram shows variety of different products and services that can be provided from one row product  
> Product has 3 levels that can be used: row, half-processed and processed product  
> Services that are interesting for tourists can be provided in 3 ways: workshops, offered products on site or distributed outside of the region.



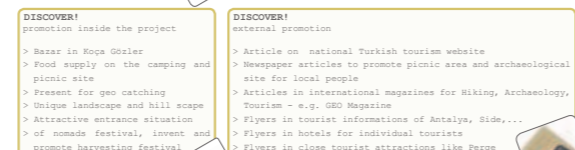
### Design!

> Design concept is based on the main logo used on all products and following derived from the main one.  
> Complementary logos in a unique color are created for each village to emphasize their identity and their focus of production.  
> Complementary logos in the color of the village help tourists to orientate and find services (see Masterplan No.2)



### Marketing!

> Promotion in DISCOVER! - PRODUCE! - MOVE! has strong interaction.  
> Products and services of the regional brand are promoted inside the project and in publicity.

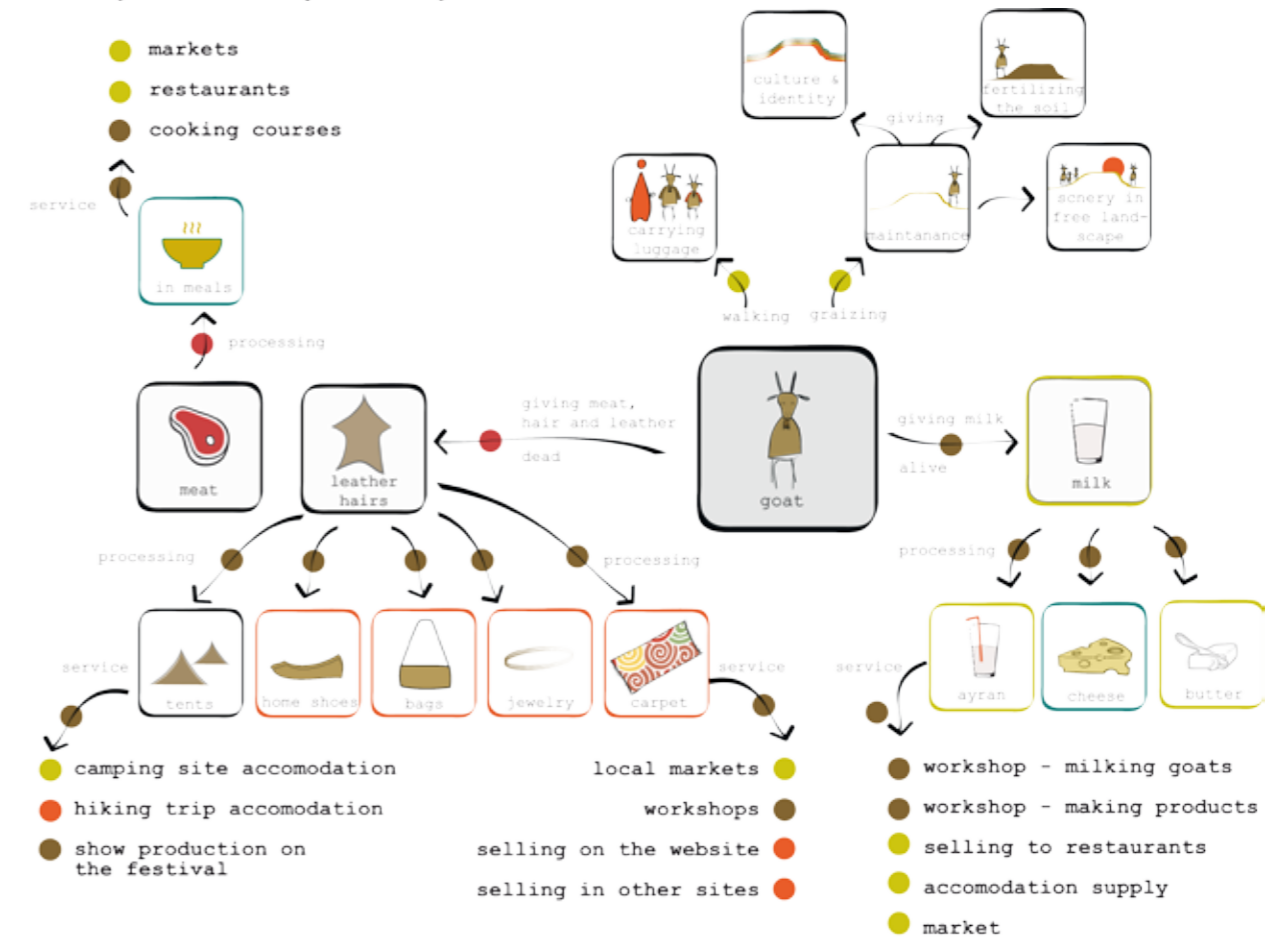


# Regional brand

## Products and Services!

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> Services that are interesting for tourists can be provided in 3 ways: workshops, offered products on site or distributed outside of the region.



### Service types

- Workshop-producing with tourists
- Producing on their own
- Selling forward outside of region
- Service (on site)

### Product types

- eat fresh
- eat prepared on site
- take away

### Design!

> Design concept is based on the main logo used on all products and following derived from the main one.  
> Complementary logos in a unique color are created for each village to emphasize their identity and their focus of production.  
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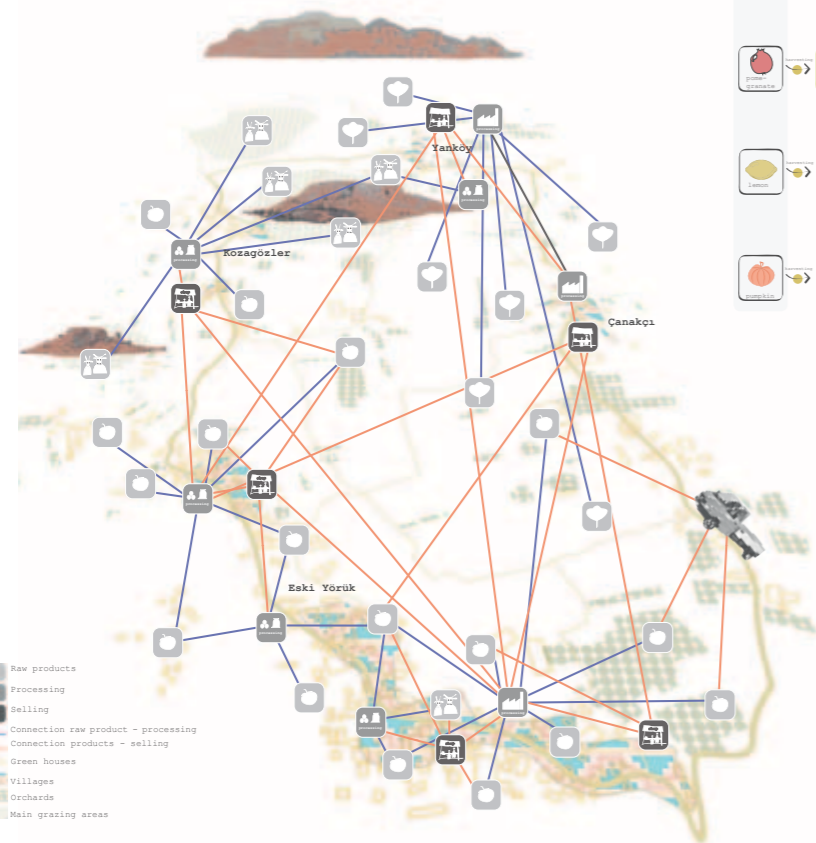
## PRODUCTS

### Production connections map

- > Map shows the connections between three levels in the production chain of the region:
- > Raw product areas (fields, green houses, animal farms)
- > Processed product places (manufactories and home processing)
- > Selling points (local markets and shops)

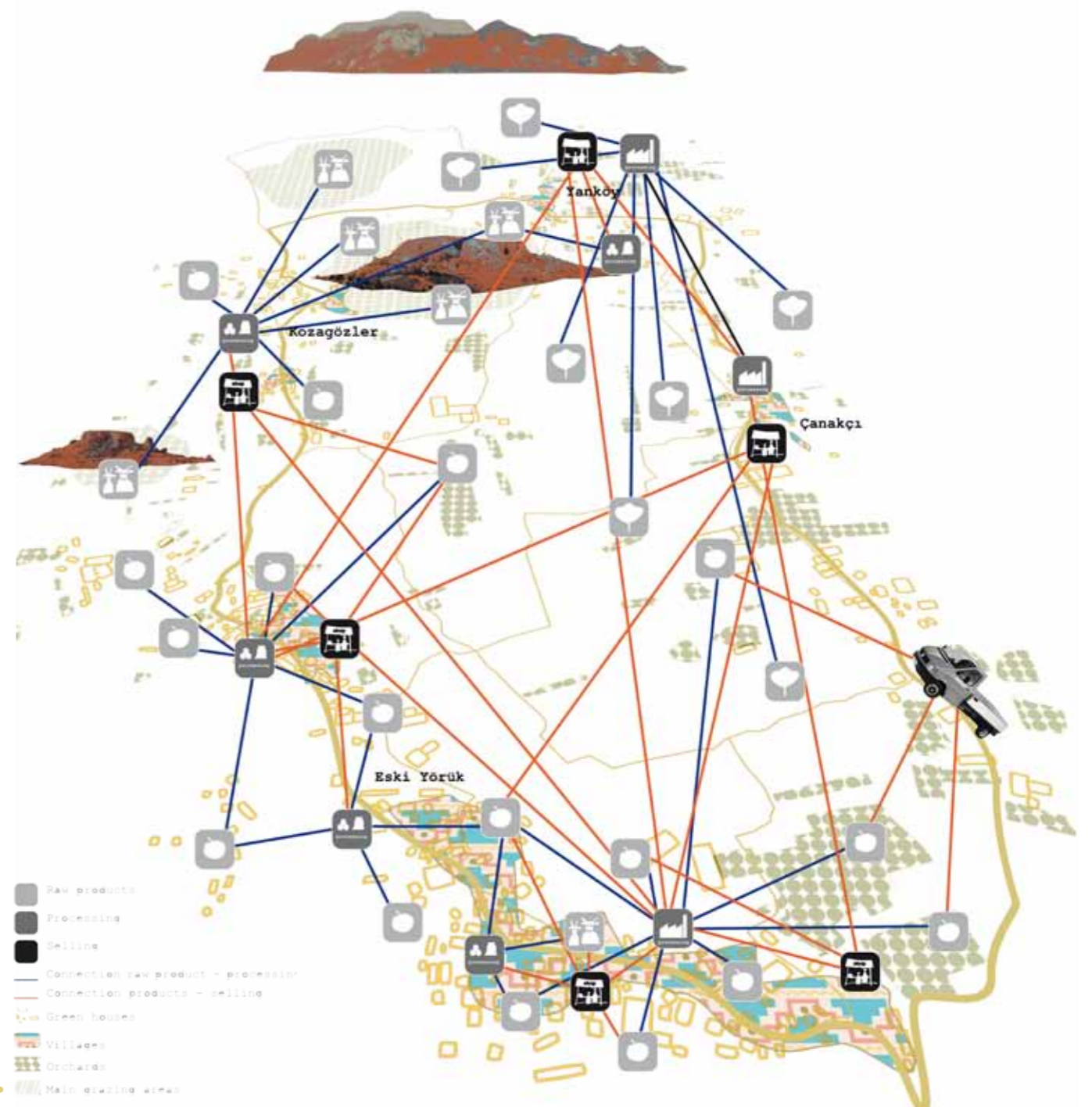
### Product chains diagram

- > Diagram shows different examples of products created and consumed in the region
- > The diagram presents the possible consuming options for visitors in terms of product or participation in the processing



## Production connections map

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## 2013 - 2018

Year	2013	2014	2015	2016	2017	2018
<b>Planning</b>	<ul style="list-style-type: none"> <li>planners are accompanying and moderating the whole planning process</li> <li>1-1 information-meetings to inform the local people about the long-term perspective of the project</li> </ul>	<ul style="list-style-type: none"> <li>forming an action group consisting of:                             <ul style="list-style-type: none"> <li>school teachers</li> <li>interested farmers</li> <li>young generation</li> <li>...</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>found cooperatives for:                             <ul style="list-style-type: none"> <li>manufacturing (bottom)</li> <li>quality monitoring for regional products</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>planning of the manufactories by action groups and planners (with the support of economists)</li> <li>where to build it</li> <li>financial support</li> <li>Machines</li> </ul>	<ul style="list-style-type: none"> <li>workshop / teaching for locals the planning team supports the action-groups of different villages how to plan and set up projects/workshops</li> </ul>	<ul style="list-style-type: none"> <li>building up the manufactories</li> </ul>
<b>Action &amp; projects</b>	<ul style="list-style-type: none"> <li>start of the historical geocaching</li> <li>first picnic area with local food(olives)</li> <li>expansion of the maintenance on the Sillyon hill</li> <li>removing of the bushes in some small areas</li> <li>Parking at the street is allowed (no money to spend)</li> </ul>	<ul style="list-style-type: none"> <li>café Papatya becomes an info point</li> <li>increase the amount of animals</li> <li>first accommodation in Yanköy (in a vacant house)</li> </ul>	<ul style="list-style-type: none"> <li>in the whole Sillyon area:                             <ul style="list-style-type: none"> <li>small selling points in front of the houses for fresh products</li> <li>set up fruit picking/harvesting signs next to pathways and streets</li> </ul> </li> <li>first start of "Manufactoria"                             <ul style="list-style-type: none"> <li>connection between Yanköy and Kozagözler</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>restart of the "Nomad Festival" on May 17th</li> <li>promoting the nomad hiking tours (which will start in 2017)</li> </ul>	<ul style="list-style-type: none"> <li>Sillyon region:                             <ul style="list-style-type: none"> <li>extending the "Kanyonnetwork"</li> <li>extending the food and cycle path network</li> <li>start of the homestay (M.Ş. Jahl)</li> <li>further extending of accommodations</li> </ul> </li> <li>start of the nomad hiking tours</li> </ul>	<ul style="list-style-type: none"> <li>extending the picnic areas</li> <li>establishment of the camping site in Sillyon (picnic area on first hill)</li> <li>only portable tents are used</li> <li>facilities like toilet and shower are built in village of Kozagözler</li> </ul>



# Masterplan 2025

No.2

SRGA | SR19 PROJECT 11 | AUTUMN 2011 | KRISTIN BUCHENBERG | BIRGIT KEMHART | ROMIC DRAGAN | BERND CULM



## SERVICES

### Service distribution map

- > Is an extension to the production connections map, service distribution map is created
- > It shows offered services in each village depending on the surrounding focus production

### Special regional services

- > The production stays in the region and every product is offered through different services e.g. accomodation supplied by local cotton pillow producing
- > Besides the usual services as accomodation and restaurants special features are Kamyonetwork and Workshops

### Kamyonetwork

- > Project based on the already existing local habit of transporting people in their working vehicles called Kamyon
- > Connecting the local transporters, establishing the Kamyon-stops and forming a price creates an added value chain

### Workshops

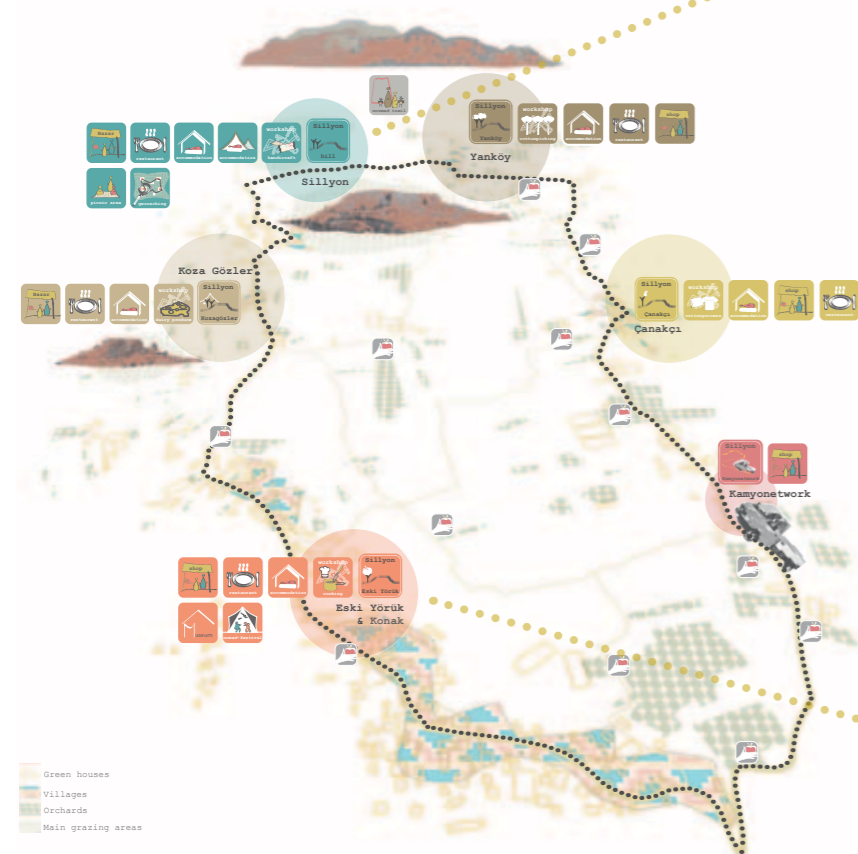
- > The region is offering a variety of different workshops in every village referring to their dominant production: Nomad handicraft, cotton picking, cotton processing, dairy products, cooking courses
- > Harvesting is distributed all over the region

### Legende

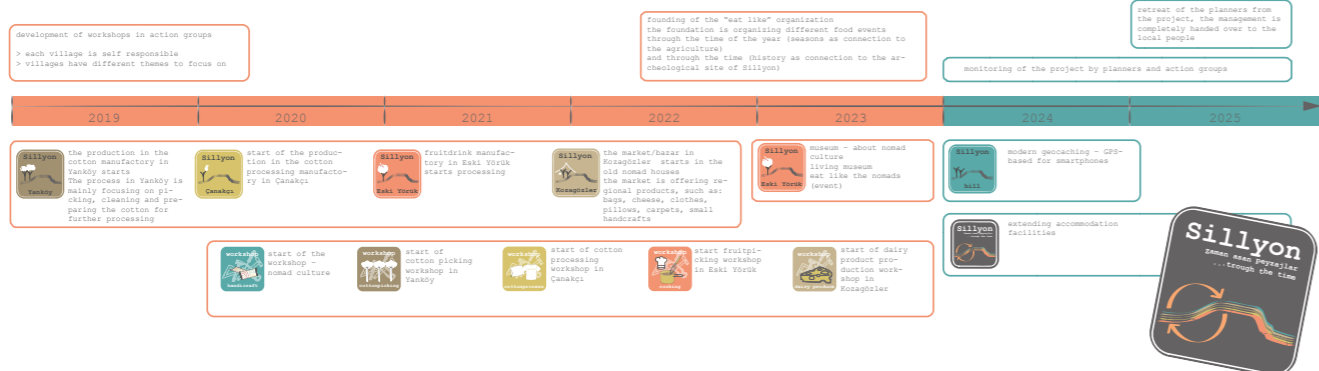
- > Related to the dominant character of the village the workshops are planned
- Sillyon hill**
  - > Animal farms and production by Nomads
  - > Nomad handicraft workshops-making furniture from wood, carpets, bags and tents from leather and goat hair... )
- Sillyon Kozagözler**
  - > Animal farms dominant in the village
  - > Visitors can participate in milking workshop and processing all kind of dairy products
- Sillyon Eski Yörük**
  - > Green house production and fruit-drink manufactory
  - > Focus on food trough cooking workshops and eat-like foundation, promoted on the Nomad festival
- Sillyon Yanköy**
  - > Spreaded cotton fields in the area
  - > Cotton picking workshop for visitors, that provides accomodation as compensation for work
- Sillyon Çanakçı**
  - > Tradition in cotton processing is expanded from pillows to clothes
  - > Workshop for cotton processing were visitors can bring home some of the products they made themselves

### AND AFTER 2025?

- By 2025 **stable regional self-organisation is created!**
- Use the project and experience as a prototype that can be applied to other regions!
- Locals can show this case study, teach and transfer the idea to the surrounding communities!



2019 - 2025

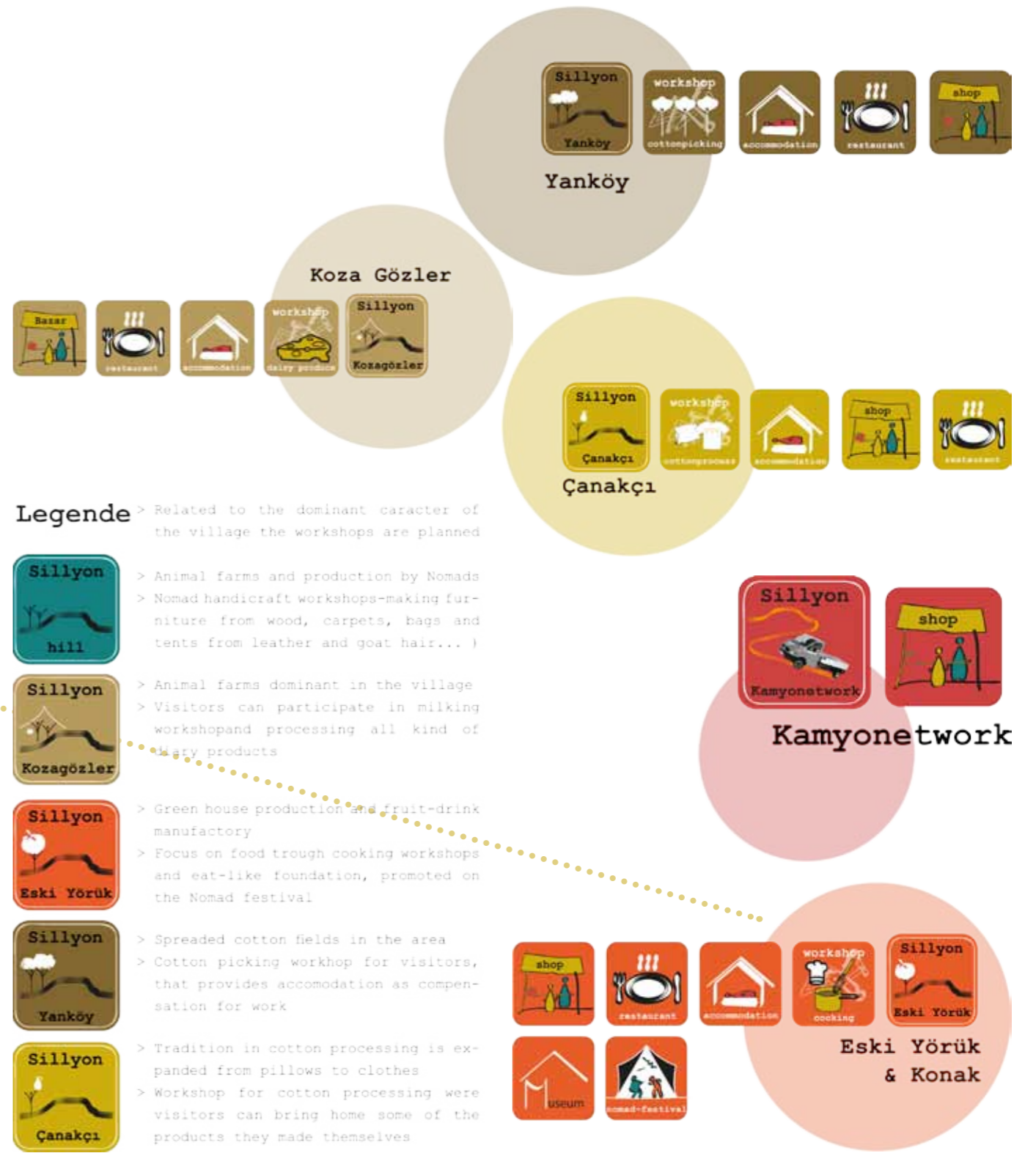


**Service distribution map**

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- > Besides the usual services as accomodation and restaurants special features are Kamyonetwork and Workshops





# EXPLORE SILYON



Christopher Hanuss  
Germany

Carmen Schwedt  
Germany

Maxime Winter  
Germany

Elvin Yoney  
Turkey

The concept `Explore Silyon` focuses mainly to the aspects of research and information.

Therefore, not only the remainders of the former heritage do attract people. The whole Silyon mesa is an impressive countryside with minor influences from outside. As a consequence of that, it developed to an exceptional natural landscape which offered habitats to endangered species of flora and fauna during the latest centuries.

The concept uses the existing conditions and offers a totally new view on historical sites besides Aspendos, Perge and Side.

As a result of the detailed analysis the focus on research and education belongs to four thematic areas. These are animals, plants, history and stars. With different designs and measures to each thematic field it was able to work out different characters and therefore a variety of attractions to the visitor.

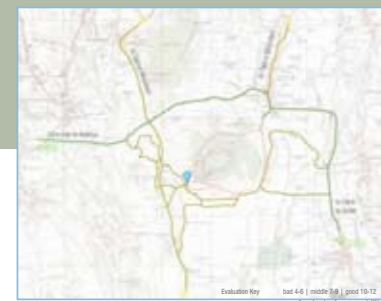
A further special feature while `Exploring Silyon` is the fact that it will be offered to visit in the evening hours. To realize this it was important to work out a good functioning lightning concept compatible with the different attractions and with less impact to the close surroundings.

By the implementation of the concept it was also important in the design to focus on the usage of locally appropriate materials. As a result of that statement it was necessary to work with re-emerging local stones, gravel, wood and corten steel used as pavements, decks and for signage information.

The expected target groups of school classes, interested tourists or local inhabitants will have a unique experience and unforgettable adventures by getting information through movies at the agora, star pictures while talking the starwalk, informational signage, self-exploration and the observatory.

An unforgettable trip is inevitable by visiting `Explore Silyon`.

turkey | pamphylia | silyon | archeological site | research | education | focus upon...



...infrastructure

**Motorway D400**

Color: green, asphalt, without pavements  
Width: in both directions two lanes, about 7 m each direction  
Speed | Course: straight way without, high speed possible  
Impact landscape: recovering the site of a highway from Antalya for the first time  
four-lane road has a bad influence on the surrounding landscape  
green spaces between both directions: about 9 m road  
Coverings and accents

Counting: 11 | 12

**Feeder road (from motorway to surrounding villages)**

Color: asphalt, without pavements  
Width: one-lane, about 5 m  
Speed | Course: road of the time straight way, watch out speed in villages  
Impact landscape: the road is not green  
only on the places with plants and trees as roadway separation  
signage to Silyon available

Counting: 10 | 12

**Gravelroad (to the Silyon City)**

Color: light gravel, big rocks, compact soil on upper part  
Width: about 4-5 m, only central access in both directions  
Speed | Course: two-lane, high speed possible, some  
Impact landscape: due to the topography, some plants lead to the street  
Counting: 7 | 12

**Pathways (up and around the hill)**

Color: light gravel, big rocks, compact soil on upper part  
Width: often, sometimes only 0.2 m, often only very possible  
Speed | Course: the paths are located all over the hill, they are fitting to the  
Impact landscape: topography, attention to way  
Counting: 6 | 12

analysis

...animals



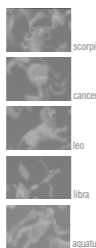
analysis animals

...history



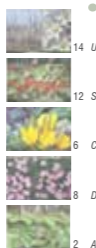
analysis history

...stars



analysis stars

...plants



analysis plants

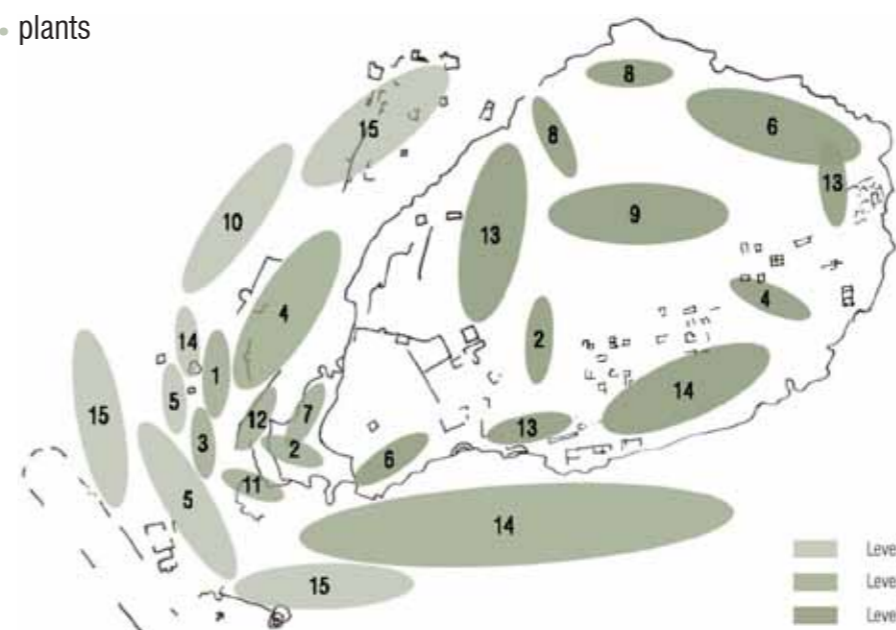
**Plants-Evaluation**

plant name	flower color	fruit color	season
1 Arisarum vulgare	white	purple	spring
2 Arisarum vulgare	brown	red	oct. - may
3 Asphodelus aestivus	white	early spring	early spring
4 Calicotome villosa	yellow	early spring	early spring
5 Crepis sp.	yellow	summer	summer
6 Crocus sp.	yellow	autumn	autumn
7 Daphne genkwa	white	red	early spring
8 Dianthus orientale	pink	summer	summer
9 Dianthus roseus	yellow	summer	summer
10 Heliotropium sp.	white	summer	summer
11 Ruta graveolens	yellow	summer	summer
12 Smilax aspera	white	red	autumn
13 Styax officinalis	white	yellow	spring
14 Urginea maritima	white	summer	summer
15 Vitex agnus-castus	purple	summer	summer

animals



plants



Plants-Evaluation

plant name	flower color	fruit color	season
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8 Dianthus orientale	pink		summer
9 Dittrichia viscosa	yellow		summer
10 Heliotropium sp.	white		summer
11 Ruta graveolens	yellow		summer
12 Smilax aspera	white	red	autumn
13 Styax officinalis	white	yellow	spring
14 Urginea maritima	white		summer
15 Vitex agnus-castus	purple		summer

... explore silyon



...infrastructure

...animals



nature track trails  
measures animals



...plants



planting exhibition grid  
measures plants



...history



measures history



...stars



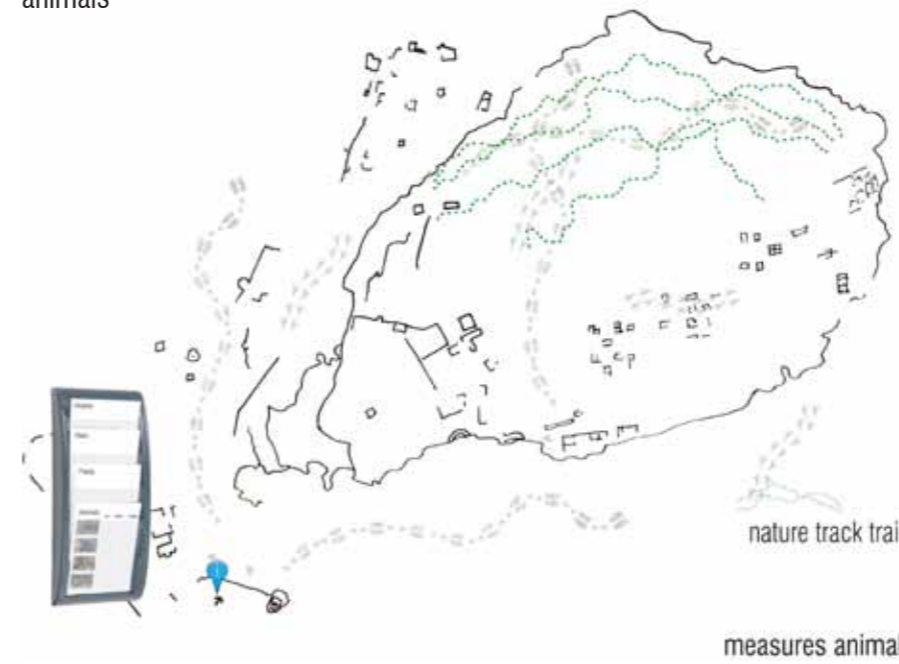
starwalk  
cisterns  
observatory  
measures stars



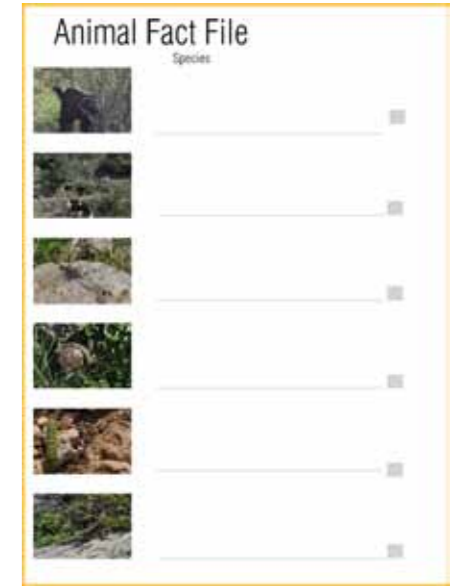
... explore silyon

measures

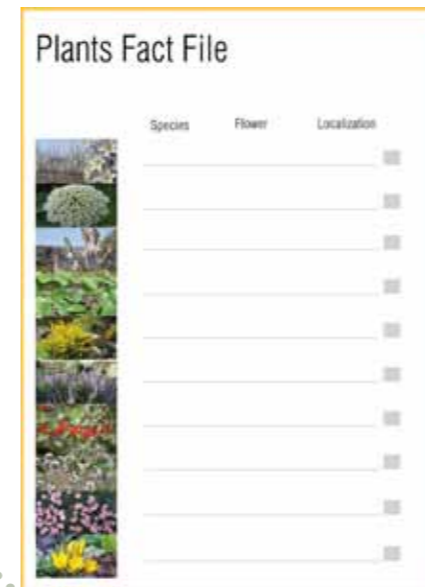
animals



nature track trails  
measures animals

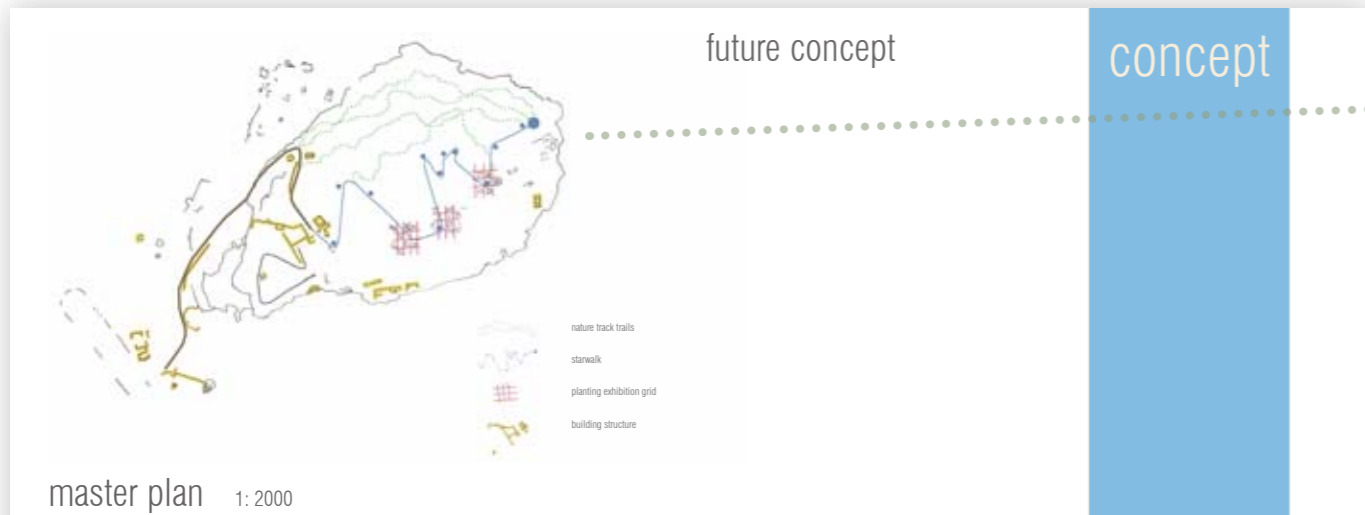


plants

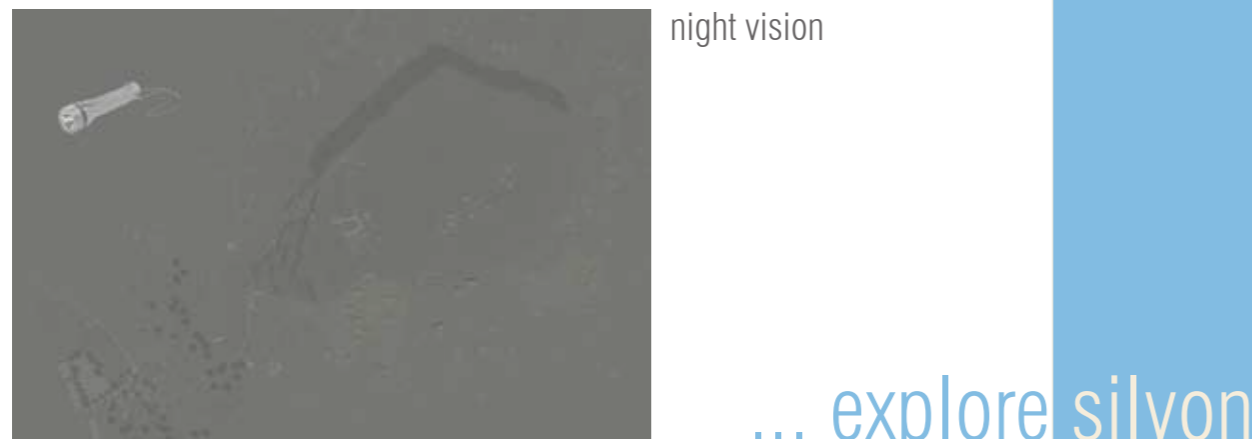


planting exhibition grid  
measures plants



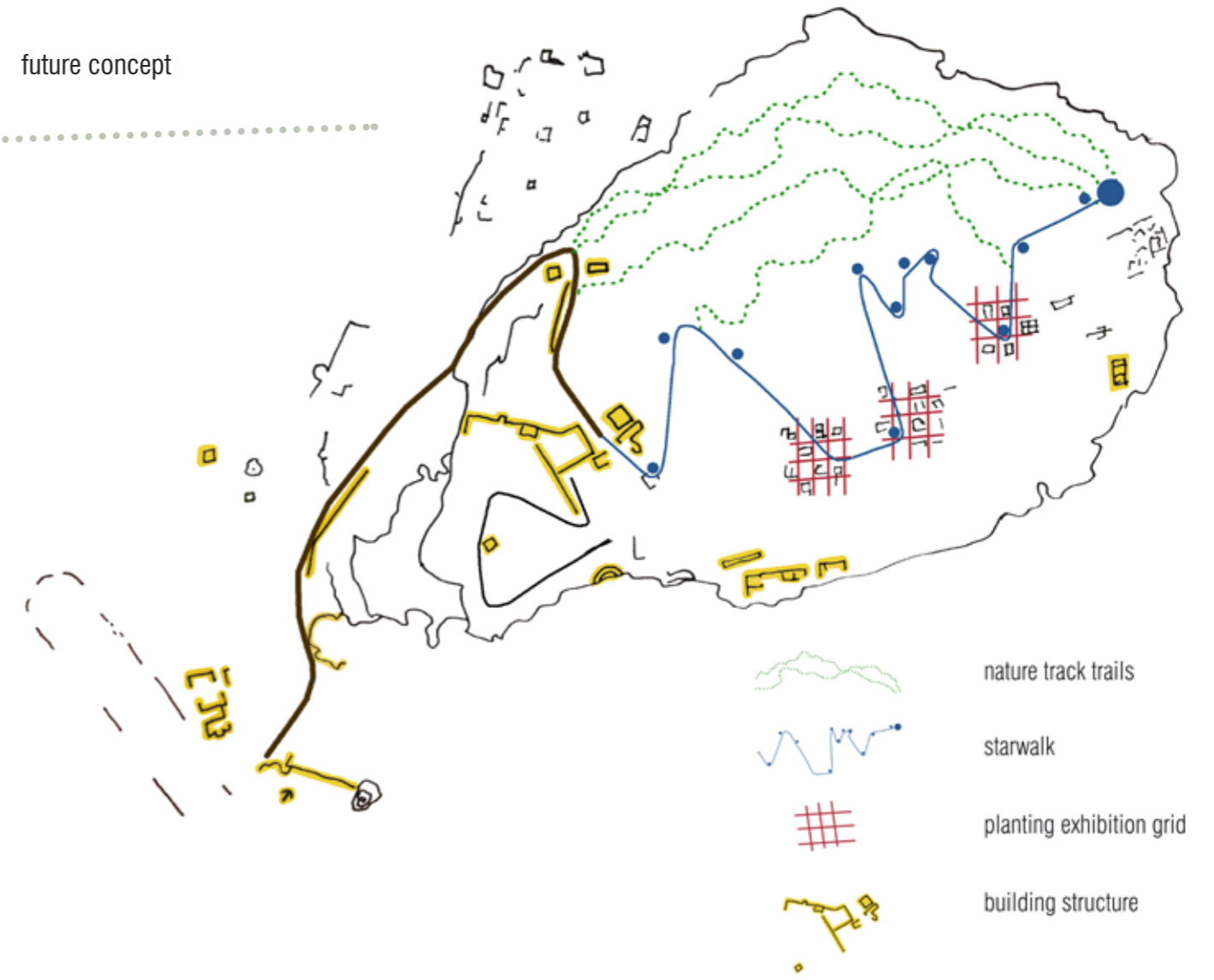


master plan 1:2000

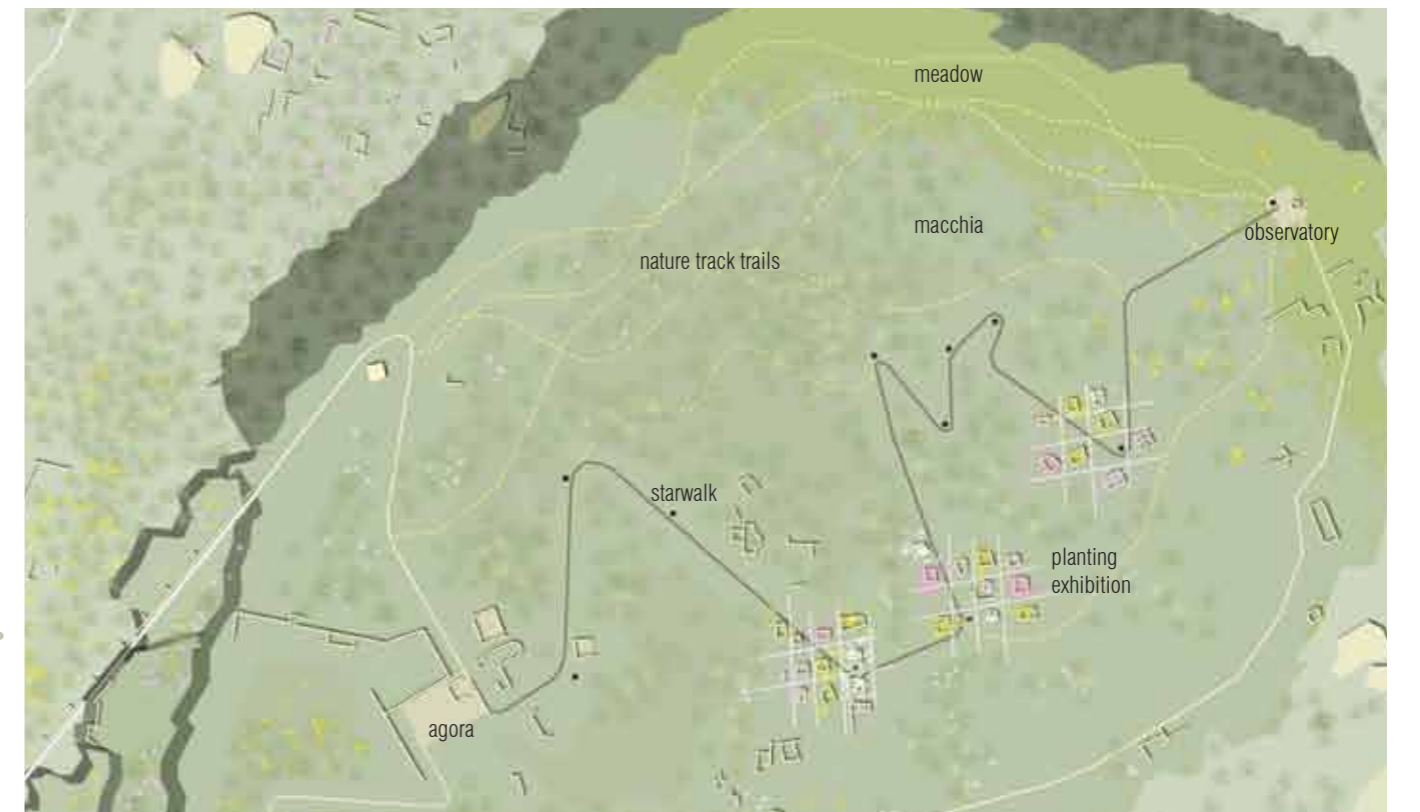


... explore silyon

future concept



masterplan





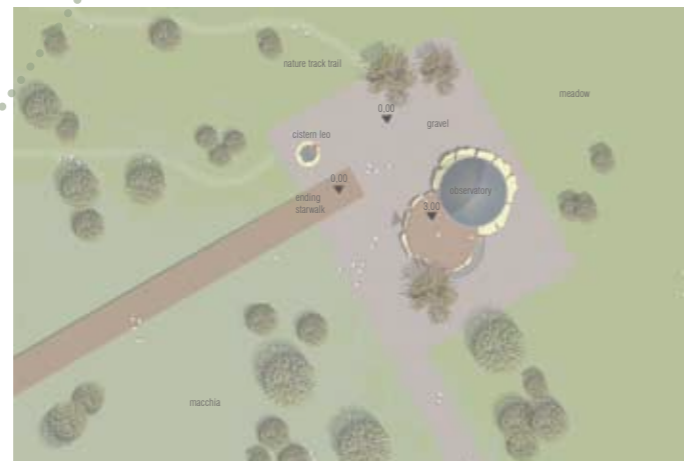
specific topic



detail agora 1: 200

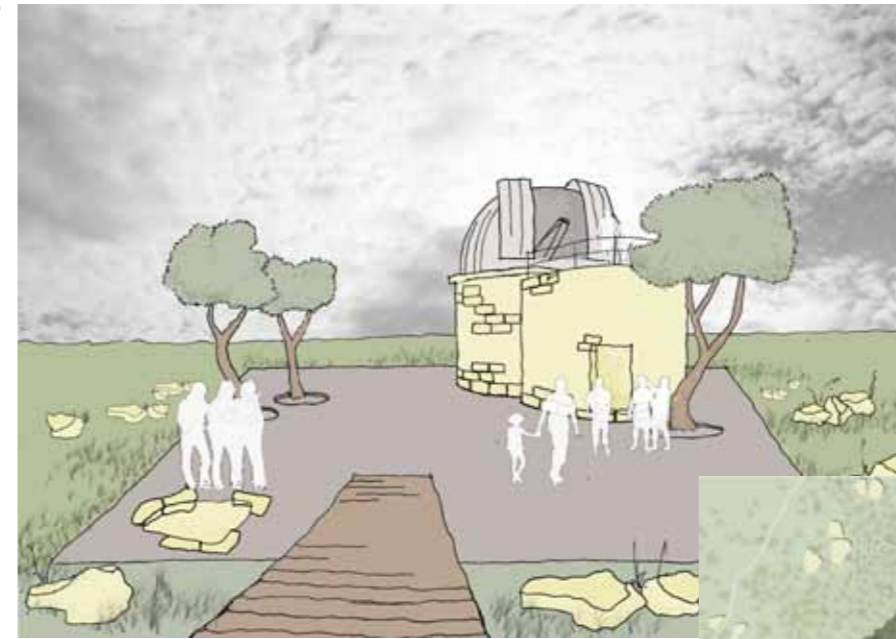


detail plant exhibition 1: 200



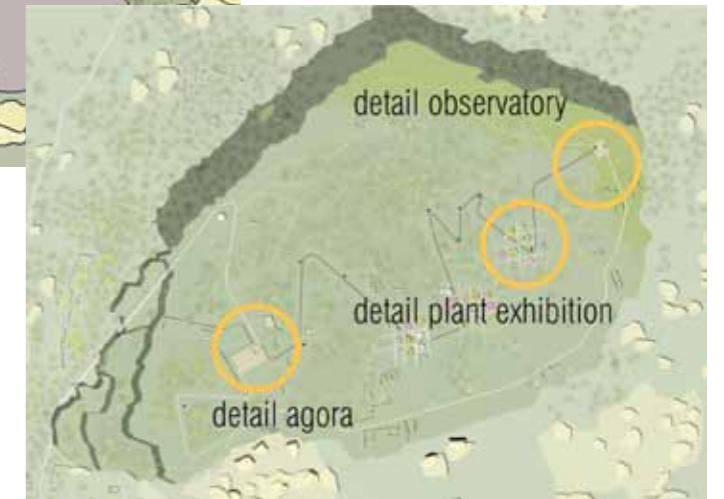
detail observatory 1: 200

... explore silyon



perspective observatory

overview details



detail observatory



International Master of Landscape Architecture  
Main Project 2  
Silyon - Culture heritage and landscape  
Vision for sustainable development  
Regional Agency, Turkey  
Landscape Prof. Arslan / Dipl.-Ing. Döcker  
Hansen / Schmitt / Winter / Yilmaz



# YÜRÜYEN TÜRK

## THE WAY TO SILLYON



Anna Läser  
Switzerland

Buket Şenoğlu  
Turkey

Kanako Tada  
Japan

Alesandro Vino  
Italy

Influenced by the culture and the lifestyle of the nomads the vision is to set up a network of hiking trails to connect Silyon to other cultural sites. The network consists of three different parts. First of all, there are hiking trails with three different levels. The „advanced“-level-trails are located mainly within the mountainous region, whereas the „easy“-level-trails lead through flat areas. The „medium“-level is in between. The second part of the network is the different locations Silyon gets connected to. There are three different types of locations: activities (natural attractions, historic sites, religious sites, ...) events (like hamams, cooking, knitting carpets, river rafting, ...) and places of interest (nomad dancing, (religious) festivals, star watching, bazaars, ...). The third part of the network are the overnight stays. To support the local people different overnight stays are provided in villages along the hiking trails. Accommodation is offered in either nomad tents or in existing houses that are renovated for this reason. The aim is to set up a few hiking trails until 2014. The network is expandable and grows constantly until the year 2025.

The concept for the site of Silyon itself is based on the same ideas as the regional concept. Overnight stays on site will be provided in original nomad tents or stone-huts. Two open areas will be used for events and activities. The tourists are supposed to explore Silyon by themselves and to walk around freely. Only the existing pathways are mapped, no additional trails are planned. Additionally, a protection area for flora and fauna is displayed in the north of the area. There are no places for

overnight stays or activities and events within it. Visitors are allowed to go there but plucking plants is strictly prohibited. To let the people experience the region and the culture, an area at the bottom of the site is evolved into a so-called 'Nomad Camp'.

The Nomad Camp is a hotspot for cultural events and activities. All over the year an entertaining programme is set up. Markets, events and workshops attract not only foreign but also local tourists. In addition to this, a visitor centre and two museums are installed in three existing huts. The museums inform the visitors about the history of Silyon and the nomad culture. While walking to Silyon experience the beautiful landscape, the hospitable people and the nomad lifestyle.

Feel Silyon by discovering, smelling, touching and watching the unique site!



# YÜRÜYEN TÜRK - THE WAY TO SİLLYON

While walking to Silylon experience the beautiful landscape, the hospitable people and the nomad lifestyle. Feel Silylon by discovering, smelling, touching and watching the unique site!

## TARGETS

- 1. PRESERVATION OF THE AREA**  
concerning historic heritage, natural environment, local culture
- 2. IMPROVEMENT OF LOCAL ECONOMIC SITUATION**  
by attracting active tourism and integrating locals into project
- SUBTARGETS**
- Sensitising the tourists to the **high diversity** of the region's historic, cultural and natural heritage
  - Focusing on **low-impact** tourism
  - Monitoring **impact** of tourism
  - Setting up **maps** for tourists with sensitive areas (flora, fauna, historic buildings)
  - Supporting **research** on the history of the area with low impact (no excavations)
  - **Monitoring** walls and buildings in terms of preserving the ruins and in terms of security

**TARGET GROUP**  
Active local and foreign tourists with interest in traditions, natural environment, history and daily life of local Turkish people (no age limit)

## VISION



## NOMAD CULTURE



The nomads living in the Taurus region are called "Yörük". The word has its origin in the word "yürük" which means "to walk". Nowadays most nomads have settled. Only 1500-2000 Yörük still travel. During summertime they live in the mountain areas and in winter they move down to lower levels. Usually, they live from livestock breeding and from cattle dealing. The livestock mostly consists of sheep and goats. Cattle are used to carry goods.

Yörük culture has deep phantasmic roots. It influences also their daily life. Some traditional food of the area around Antalya comes originally from the nomads. Sema (a special kind of bread), Ayran, sazanage, cheese and bread meat are counted among them.

One of the handicrafts nomads are famous for is weaving colorful carpets out of their sheep's wool.

## MAIN TARGETS

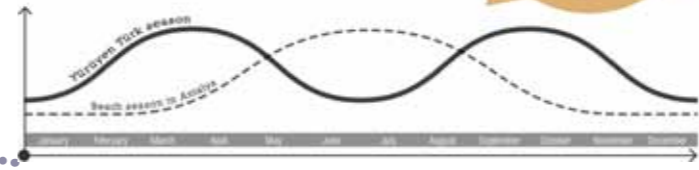
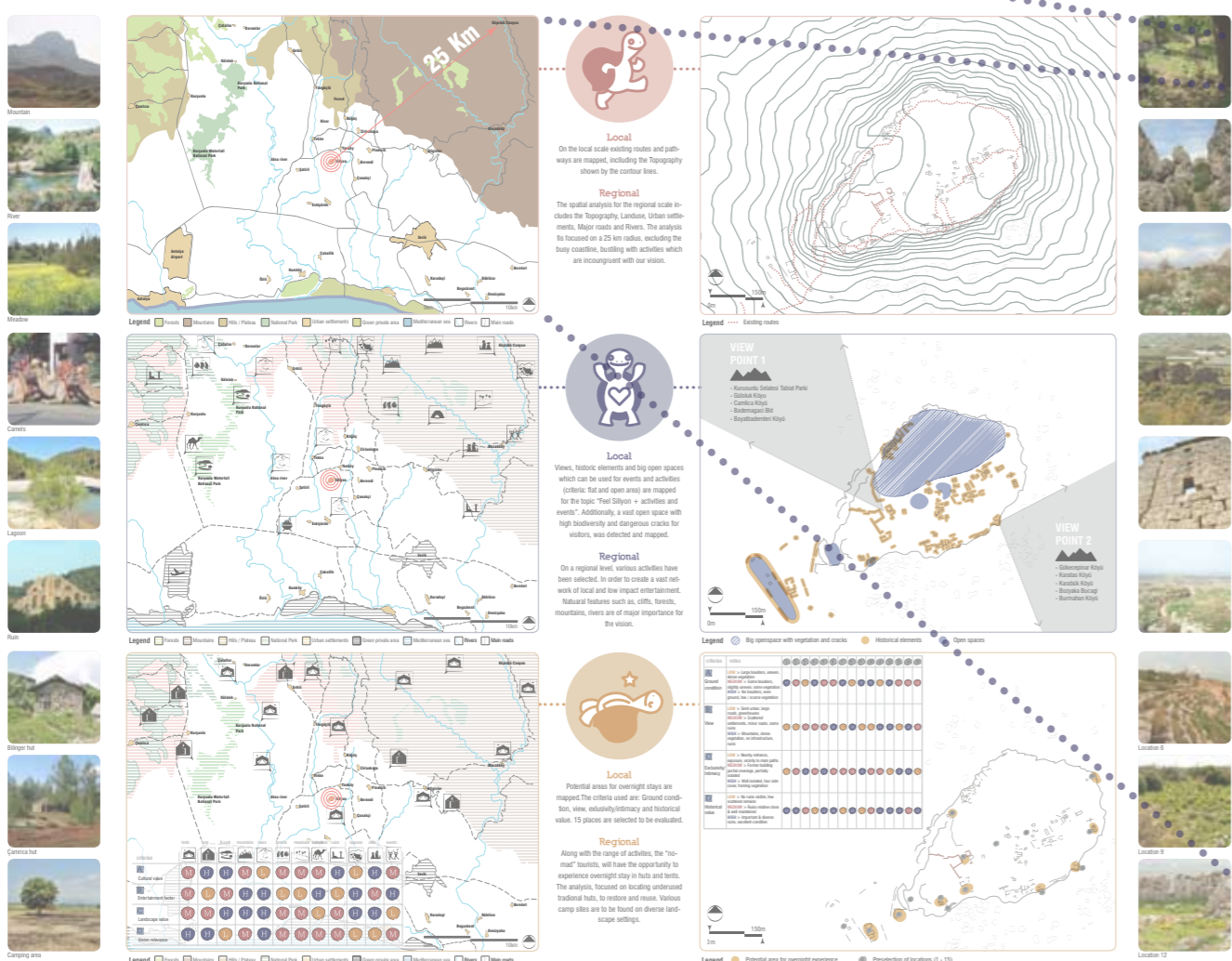
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- **Monitoring** walls and buildings in terms of preserving the ruins and in terms of security
- **Connecting** Silylon to other cultural sites
- Bringing tourists into surrounding villages by setting up a network of **hiking trails** and by providing **accommodation** in the surrounding villages
- Providing **overnight-experience on site** with basic stone-huts or tents
- **Selling** locally produced food on site
- Setting up a small **visitor centre** with museum and information
- Offering **events and activities on site** to attract also local tourists

**TARGET GROUP**  
Active local and foreign tourists with interest in traditions, natural environment, history and daily life of local Turkish people (no age limit)

## SPATIAL ANALYSIS



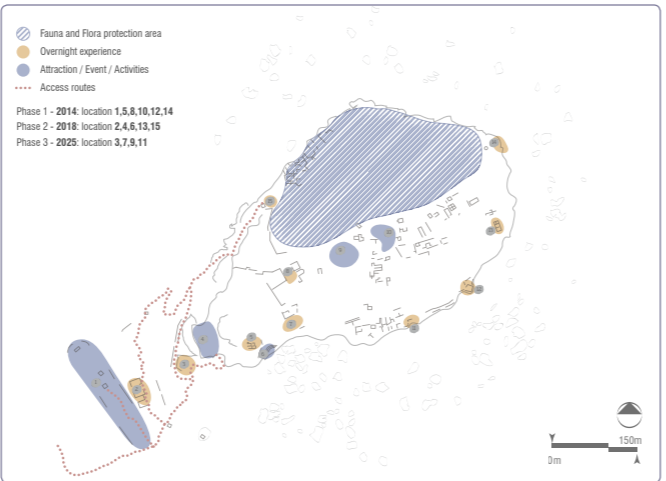
**Regional**  
The spatial analysis for the regional scale includes the Topography, Landuse, Urban settlements, Major roads and Rivers. The analysis is focused on a 25 km radius, excluding the busy coastline, bustling with activities which are incongruent with our vision.





# FUTURE CONCEPT

## MASTER PLAN



## DEVELOPMENT IMAGE



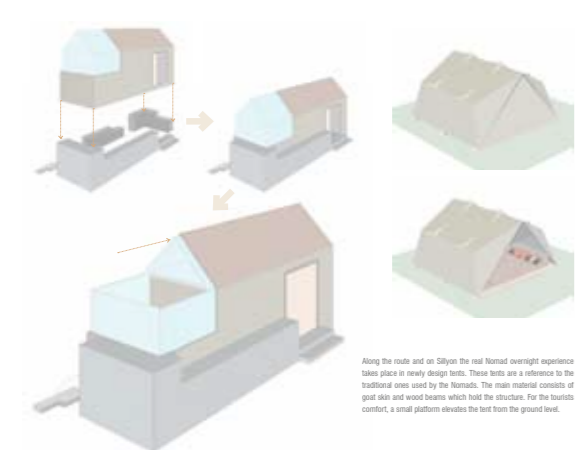
The network around Silyon consists of three different parts. First of all, there are hiking trails with three different levels. The "advanced" level trails are located mainly within the mountainous region, whereas the "easy" level trails lead through flat areas. The "medium" level is in between. The second part of the network are the different locations Silyon gets connected to through the hiking trails. There are three different types of locations: activities (natural structures, historic sites, religious sites, ...). The aim is to set up a few hiking trails until 2014. The network is expandable and grows constantly until the events (like hammocks, cooking, letting carpets, river rafting, ...) and places of interest (postcard dining, ...). year 2025.

Based on the analysis three places for overnight stays and five places for events and activities have been mapped. In the first step until 2014 five places for overnight stays and one place for events and activities will be evolved. The other places are planned to be developed for the second and the third step. Only the existing pathways are mapped, no further trails are planned. Additionally, a protection area for flora and fauna is displayed in the north of the area. There are no places for overnight stays or activities and events within it. Visitors are allowed to go there but picking plants is strictly prohibited.

# LOCAL CONCEPT

### REST - OVERNIGHT STAY

On the site there are two different possibilities to stay overnight. One is to sleep in original normal tents and the other is to stay in design-huts that are more comfortable and exclusive. Two design-huts are presented and an aim to attract tourists with higher budget levels. The aim is to provide the "Feel-Silyon-Experience" to a very limited number of visitors also overnight.



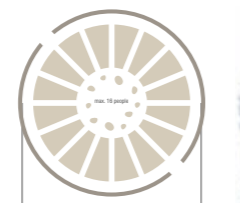
### MOVE - FREE WALKING

The tourists are free to explore Silyon by themselves. In the visitor information centre, special maps are handed out. No trails are mapped but only some hints for orientation are marked. The map is interactive and people are invited to draw and write to create their very individual map of Silyon. The aim is for people to experience the exclusivity, when hiking, walking or strolling around the site.

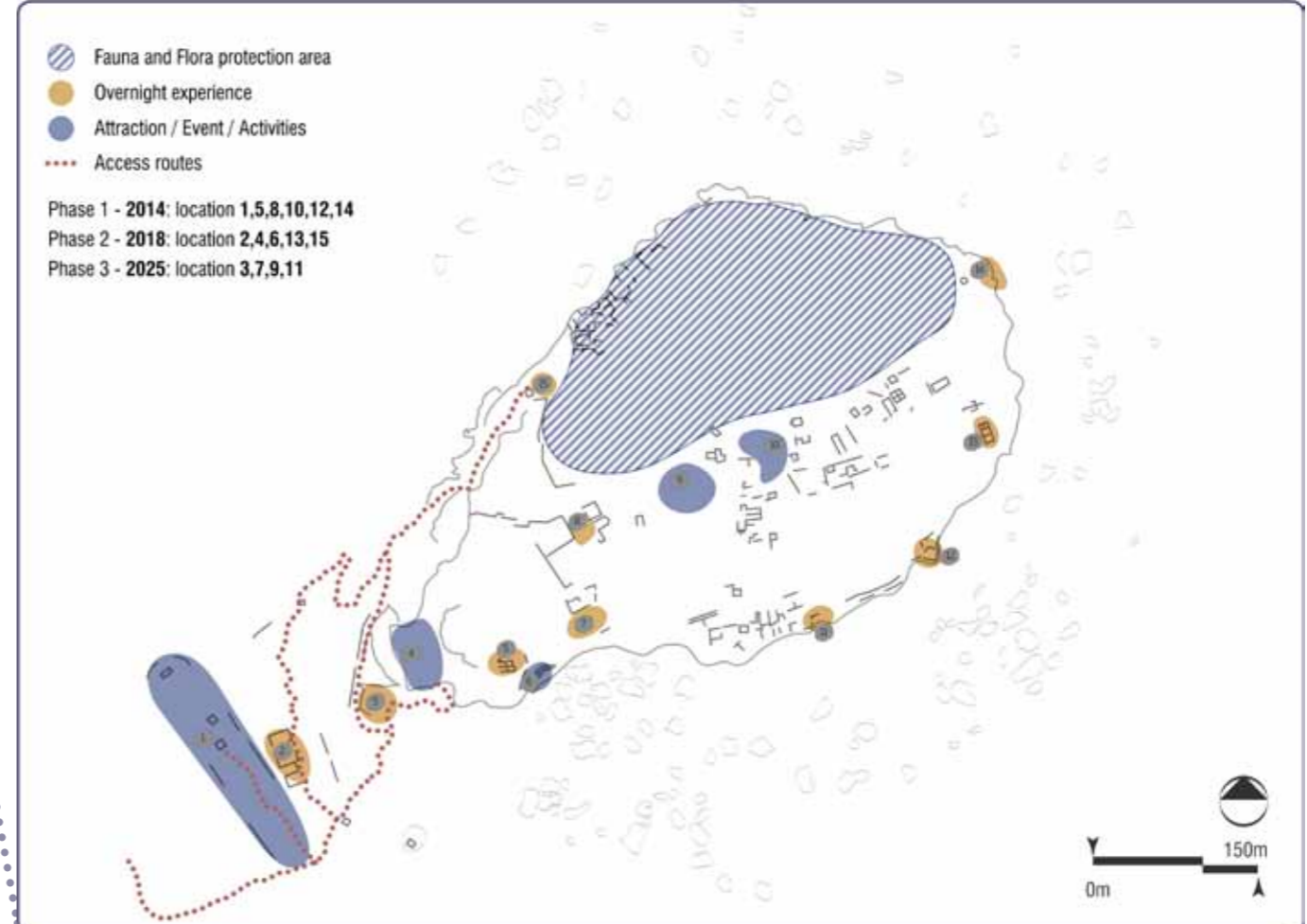


### EXPERIENCE - FEEL SILLYON + ACTIVITIES AND EVENTS

When tourists visit the historic heritage site, they are supposed to have the feeling to be alone in order to enjoy this exclusivity. "Feel Silyon" means discovering, listening, smelling, watching, touching the site and its surroundings. To make the people "feel Silyon" the impact on the site is kept as low as possible. To let the people experience the region and the culture belonging to it, an area at the bottom of the site is evolved into a so-called "Nomad Camp". It is a hotspot for cultural events and activities (see "Specific Topic").



BLA 202 Main Project II Silyon // cultural Heritage and Landscape / YÖKÜYEN YÖRK - THE WAY TO SILLYON. Shards: Buket Şenoglu / Alessandra Vico / Anna Löber / Kanako Tada



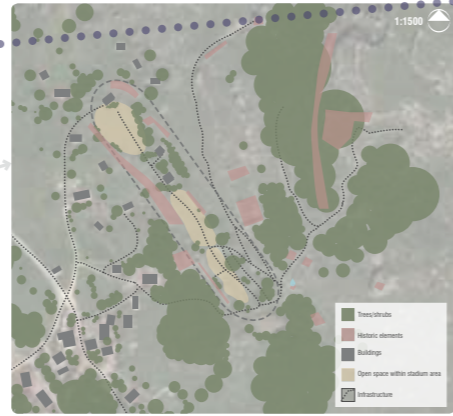
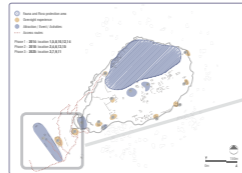




## SPECIFIC TOPIC: NOMAD CAMP

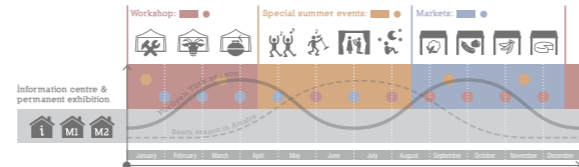
### 5 reasons to evolve the stadium area into a 'Nomad Camp'

- **HISTORY:** in former times the area was also used for events
- **LOCATION:** visitors pass by automatically when going to the top of the hill
- **ACCESS:** easy access, located on the lower level of the site
- **TOPOGRAPHY:** flat area, ideal for events and workshops
- **BUILDINGS:** existing huts which can be restored and re-used



## CONCEPT "NOMAD CAMP"

The offers provided by the Nomad Camp consist of four parts: Information, workshops, events and markets. Information is provided during the whole year. Workshops, events and markets are mainly linked to seasonal changes.



**<INFORMATION>**  
The three existing huts within the stadium area, are rebuilt and used as museums and as visitor information centre. One of the huts shows the history of Sillyon, in one hut the nomad culture is explained and in the third hut is a small information point where tourists can collect information material (e.g. maps, programmes) concerning the site.  
**SEASON:** Permanent (information center and museums are open during the whole year)

**<WORKSHOPS>**  
In original nomad tents visitors get to know the nomad and the turkish culture. Different things can be learnt from local people. Topics of the different workshops are: cooking, making music, dancing, knitting carpets, learning turkish, doing handicrafts, making jewellery and building up nomad tents.  
**SEASON:** During the colder months people want to be more active. From mid-October to mid-April workshops are given twice a month during three days.

**<EVENTS>**  
In the middle of the stadium area is enough space to build up a stage for events. Possible events are concerts, nomad dancing, theatre, open air cinema, opera, etc. Along with these events there are a few concession stands and snack bars available for the spectators to buy food and drinks. Local people can be engaged in cooking and selling their own food.  
**SEASON:** The warm summer season is ideal for sitting outdoors in the evenings and enjoying shows. From mid-April to mid-August events take place one to three times a week.

**<MARKETS>**  
Local people from the surrounding villages sell their handicrafts, carpets, jewelry, souveners, cooked food, vegetables and fruits in the Nomad Camp during the market season. The market attracts foreign tourists but also locals and thus acts as a meeting point.  
**SEASON:** Autumn is perfect for markets as it is also the harvest season. From mid-August to mid-December markets take place once a week.

**<TOPIC WEEKS>**  
Four times a year during high season so-called 'Topic Weeks' take place. During one whole week a festival is organised that is linked to a special topic. Workshops, markets and events are offered in parallel. Possible topics are: music-weeks, workshop: playing and building instruments/dancing, events/concerts/dancing events, market instruments, Q&A, nomad weeks, folkloric weeks, farm weeks, food weeks, etc.



## MARKETING

Part of the vision includes the interaction of locals. In order to increase local economy a serie of products will be established as local brand. The cotton crops are common in the surrounding lands of Sillyon. Locals will harvest the cotton to produce t-shirts, this idea will boost the micro-economy in the villages.

Another aspect of the marketing concept is the thematic webpage. The web page will display all relevant information for tourists, such as booking procedure, activities and over night stay along the trails and history of the site. There is also a function "down road". For example the "special map" or also the calendar of the Nomad camp, the trails indifferent levels. The user can check and chose the hiking trails depending on their time schedule or group conditions. Additionally the visitor can leave some reviews on this website and share the individual experiences. Also the SNS (social network system) is also considered for the part of marketing strategy. And Apps for the smart phone.

This interactive approaches could attract the people who are looking for some alternative holiday and experiences in Turkey.



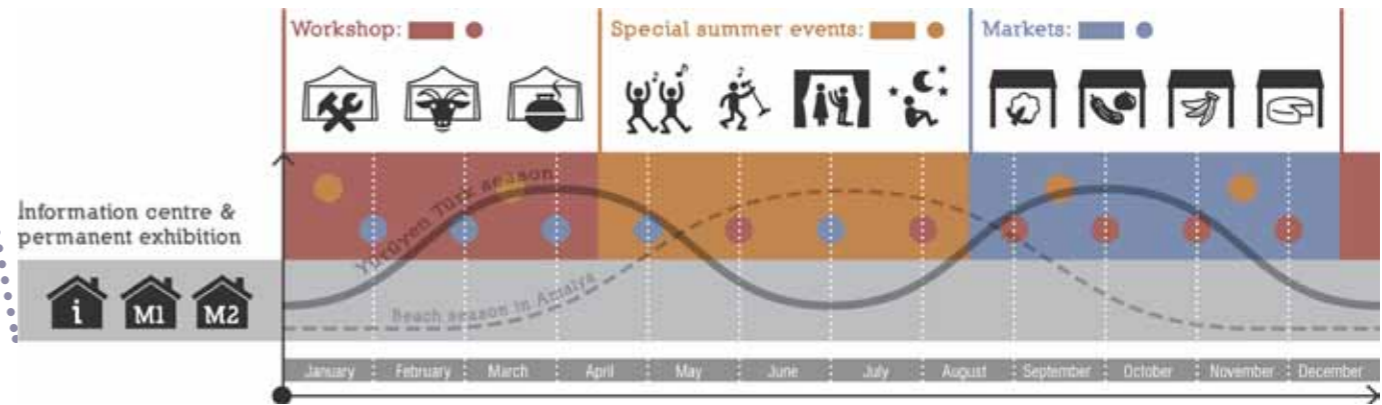
MLA 2012 Main Project II Sillyon // cultural Heritage and Landscape / YOÜYEN YORUK - THE WAY TO SILLYON. Credits: Bülent Şenol / Alessandro Vito / Anna Liber / Kanako Tada

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# ALEXANDER THE GREAT COULDN'T CAPTURE SILYON!

YOU CAN!



## VISION

This concept includes a vision of 3 different scales: a wider scale for the region around Antalya, a scale in the region of Sillyon with 3 villages around it and one about the site of Sillyon.

To strengthen the region around Sillyon and create connectivity with the surrounding region, Sillyon will be part of an archaeological Network with other historical sites of Pamphylia. This will encourage people to visit the region of Sillyon with all activities that will be implemented on site and in the villages to let visitors experience the traditional Turkish life apart from the typical touristic big cities.

## MAIN TARGETS

1. Improve network & connections
2. Attract tourism
3. Sustainable development

## FUTURE CONCEPT

To attract tourism, traditional activities, sport activities (walking, hiking and biking) and events (Hellenistic, Byzantine, Roman, ...) will be created on site and surrounding villages. Information will be provided too. Brochures/maps will be available for tourists, supplemented by information signs on site and for dangerous areas.

Focusing on sustainable development, tradition will be maintained, jobs will be created for local people (guides, security, guesthouses, shops, drivers, handmade products).

A centre of awareness for locals will be implemented in the villages to raise their awareness to the importance of the historic heritage and to help preserving the area and avoid pollution.

Language education will be provided too to improve the communication between tourists and locals.

Using agriculture, abandoned houses, will of work, unemployment, the fact that local people are open to tourism and finally knowledge will help to achieve those targets and find solutions for the problems by creating jobs for local people, activities for visitors, using the built heritage and encouraging young people to stay.

## SPECIFIC TOPIC:

### INFRASTRUCTURE & CONNECTIVITY

1. Archeological network:
  - Combining Sillyon into different round trips starting from touristic cities with tickets valid for different sites and for 2-3 days.
2. Regional scale:
  - creating footpaths, biking paths & parking lots
  - improvement of roads & public transport from Antalya and surrounding villages
  - Bed & Breakfast, traditional products, new experience for tourists
  - raise awareness of people (use of built heritage, school of Yanköy)
3. Sillyon : easier accessibility & tourism infrastructure
  - different paths to go on top depending on difficulty
  - improvement of walking paths
  - orientation & information signs
  - shops for brochures & tickets with services (parking lots, café, toilets,...)
  - connect the region with bus stops on site



Main Project II Archeologic Site Sillyon

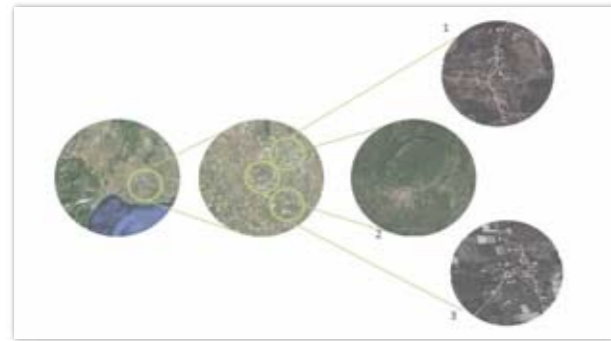
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This will make people stay in Sillyon and not only pass by it, and go from Sillyon to the surrounding villages.



ANTALYA AND OTHER ARCHEOLOGIC SCALE ANALYSIS MAPS



SILLYON SITE SCALE ANALYSIS MAPS



REGIONAL SCALE ANALYSIS MAPS



Alexander the Great couldn't capture Sillyon! You can!

Capture History, Experience & Pleasure of being with people...

Slogan

For us, the slogan is an important tool to attract people to come to Sillyon's region, creating a relation between a historical and catching person: Alexander the great, and the verb 'capture' with its different meaning by capturing the moment and a picture.

AREA ANALYSIS

ECONOMIC

In the region of Sillyon, agriculture is diverse: Cotton, corn, tomatoes, oranges, citrons, cucumber, wheat, pepper, eggplant and olives. There is also intensive greenhouses agriculture. Farming of cows and goats is also a common activity for the region. The inhabitants of this region have knowledge about oil producing and cotton products but they are still dependant on selling their raw materials to markets.

INFRASTRUCTURE

Not only roads and infrastructure between villages and cities are missing but some of the existing roads are in a bad condition. Public transportation comes only twice a day in some villages. For tourists, information about the region is missing but also tourism infrastructure.

SOCIAL & CULTURAL

Local people don't know about the history of the site, the historical heritage and its importance which explains the pollution of the site.

An analysis of the distances between each site and Sillyon and the different type of historical sites (Wide scale)

Infrastructure around Sillyon: condition of roads, connection with the public transport system, economical aspects of the region, different type of land use (regional scale)

Conditions of ruins, different possibilities for accessibility, landscape and vegetation on site (Sillyon Scale)

Houses are made from stone, wood and concrete for new buildings.

All those analysis will be used to get to the future concept

SWOT ANALYSIS

STRENGTH

- Location: close to touristic areas
- Historic & Valuable area
- Existing buildings/ structures from different times
- Point view to the surrounding area
- Local people are welcoming

THREAT

- Damage of monuments from usage of local people & animals
- Cliffs crushing down
- Lack of attention of tourism ministry (forgetting about the area)

WEAKNESS

- Road infrastructure & difficult accessibility on the site and to the site
- No services (souvenirs shop, WC, parking...)
- No information about the site for visitors
- No control gate & no protection of the site
- Education of local people about the site
- Danger on site (cisterns, cliffs...)
- Lack of signs

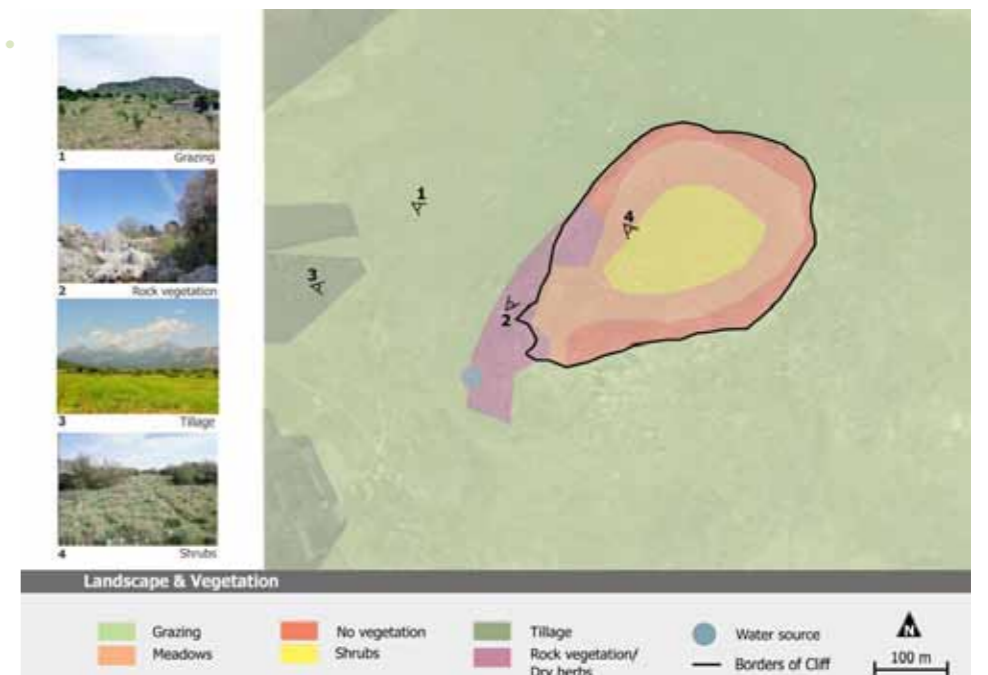
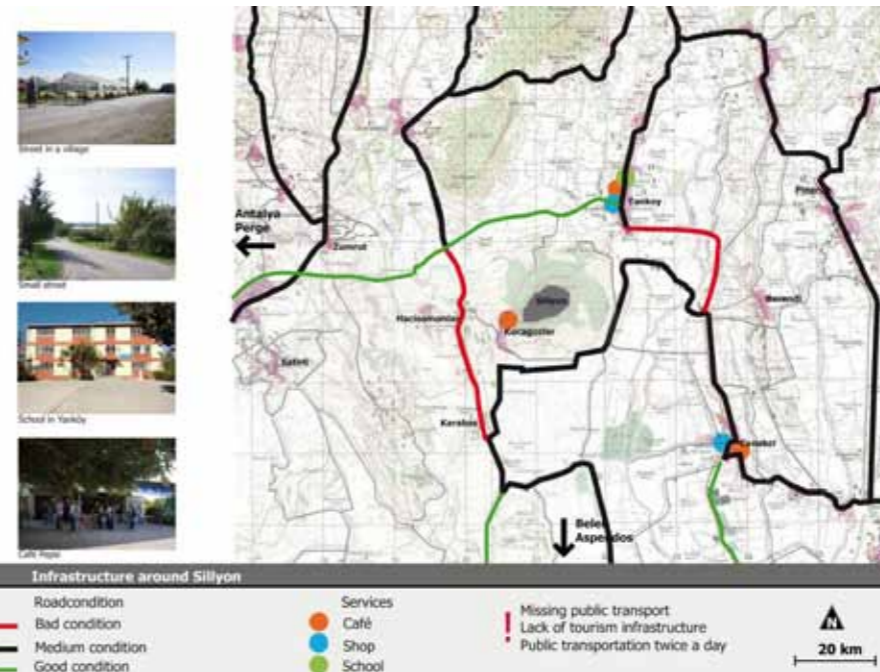
OPPORTUNITY

- Create connectivity with other sites
- More attraction to Antalya
- Sport & cultural activities for visitors
- Economic / Social / Educational development of the area
- Involve local people (activities & jobs)



Nazlı Çal Pto Brown Shérine Grandin Theresia Pfau

Ingrid Schegk Fritz Auweck Steffi Gruber Veli Ortacesme Harlind Libbrecht Ahmet Benliay







Main Project II Archeologic Site Sillyon

Alexander the Great couldn't capture Sillyon! You can!

Master plan

Improve network & connections

- The first target is to improve the connectivity between Sillyon and the region by...
- Creating historical network round trip buses around Antalya with tickets for different sites
- Improving public transport from Antalya and surrounding villages
- Creating Footpaths & Biking paths
- Improving roads and parking lots

Attract tourism

- The second target is to attract tourism and give visitors a reason to stay in the region by...
- Adding Activities on site and in surrounding villages (cotton / flour/traditional clothes/pottery / farming /agriculture/ cooking) and sport activities (Walking, hiking and biking)
- Providing information (Brochures, signs, maps)
- Creating events (Hellenistic / Byzans / Romans / Kids)

Sustainable development

- The third target is to develop the region in different ways by ...
- Maintaining tradition - Create jobs for local people (guides, security, guesthouses, shops, drivers) - Hand made products
- Preserving the area - Improvement of site done by local people - Avoid pollution (smell / sound/ air / water)
- Education - historical, geographical, language education of local people - Awareness for locals & kids to the importance of the history heritage

Using agriculture, abandoned houses, the will of work, Unemployment, the fact that local people are open to tourism and finally the knowledge will help to get to those targets and finding solutions to problems by creating jobs for local people, creating activities for visitors, using the built heritage and encouraging young people to stay

Round Trips

Karghani & Tolhani	well-preserved caravanserais
Etenna	rock graves & bath
Seleukeia	Agora, an open space used for markets and public meetings
Selge	Theatre & Agora
Perge	Street with columns
Sillyon	flat-topped mount & Hellenistic buildings
Aspendos	Theatre, performances are still taking place
Isinda	Theatre & Sarcophagi
Termessos	Best preserved ancient cities of Turkey
Ariassos	Well preserved City gate
Sia	Acropolis castle & Theatre
Susuzhani	han
Milyas	Agora & Bath

Advertising & Marketing

Video, email, media, Inbound marketing will be used to encourage people to come to the area by producing advertisement on television, radio, emails, roads signs...  
On another hand, with all the importance of social network on the internet, pages will be created, groups and videos on YouTube and Facebook, to invite young people too.  
And finally, hotels and travel agencies should organize tours and combine the region of Sillyon in their program to let tourists visit it.



Archaeological Network

Creating an archaeological network will be a way to attract people to visit different historical site and combining Sillyon in those trips. Starting from touristic cities like Antalya, a round trip tours will be organized with buses after buying tickets that are valid for different sites and can be accessible for 2 or 3 days.



Tours will be divided in 3: Eastern, middle and western routes. They will be connected to each other and give people the choice to combine different tours together depending on their choices.

Regional

In the regional scale, there will be biking and walking paths passing through the villages and the site. Roads and public transport system will be improved too. There will be rental bike stations and bus stops in the villages connecting them in the region around Sillyon. Rental bikes store will be running by local people and located in every village around Sillyon. Tourists will be able to take bikes from one village and return it to a different one. Parking lots will be installed and some built heritage will be used as action areas to implement some activities for tourists.



The local people will get also possibilities to offer bed & breakfast and to sell local traditional products and food to improve their economy and let tourist experience the real traditional Turkish life

A cultural center is very important in this region to raise the awareness of the people, the school in Yanköy will be used for this matter and an abandoned house in Canakci to make local people more aware about the importance of the site and let them take care about it that will lead to encourage tourists to visit the area and earn additional money besides agriculture. A governmental, cultural and financial support will be needed here to begin this project of awareness but it will lead to develop the area and let people run their own work and business

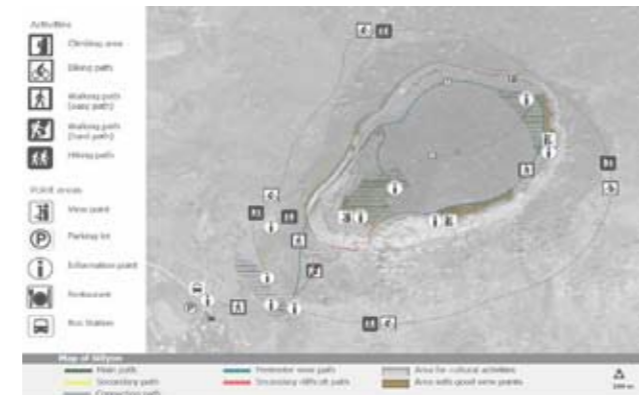
Sillyon

In the site of Sillyon, the accessibility of Sillyon will be improved, this means there will be three different paths to enter the site, one main path (easy two walk), secondary paths, (a hiking & a difficult path) and one hard path with some difficulties to walk. Walking paths will be improve for an easier accessibility.

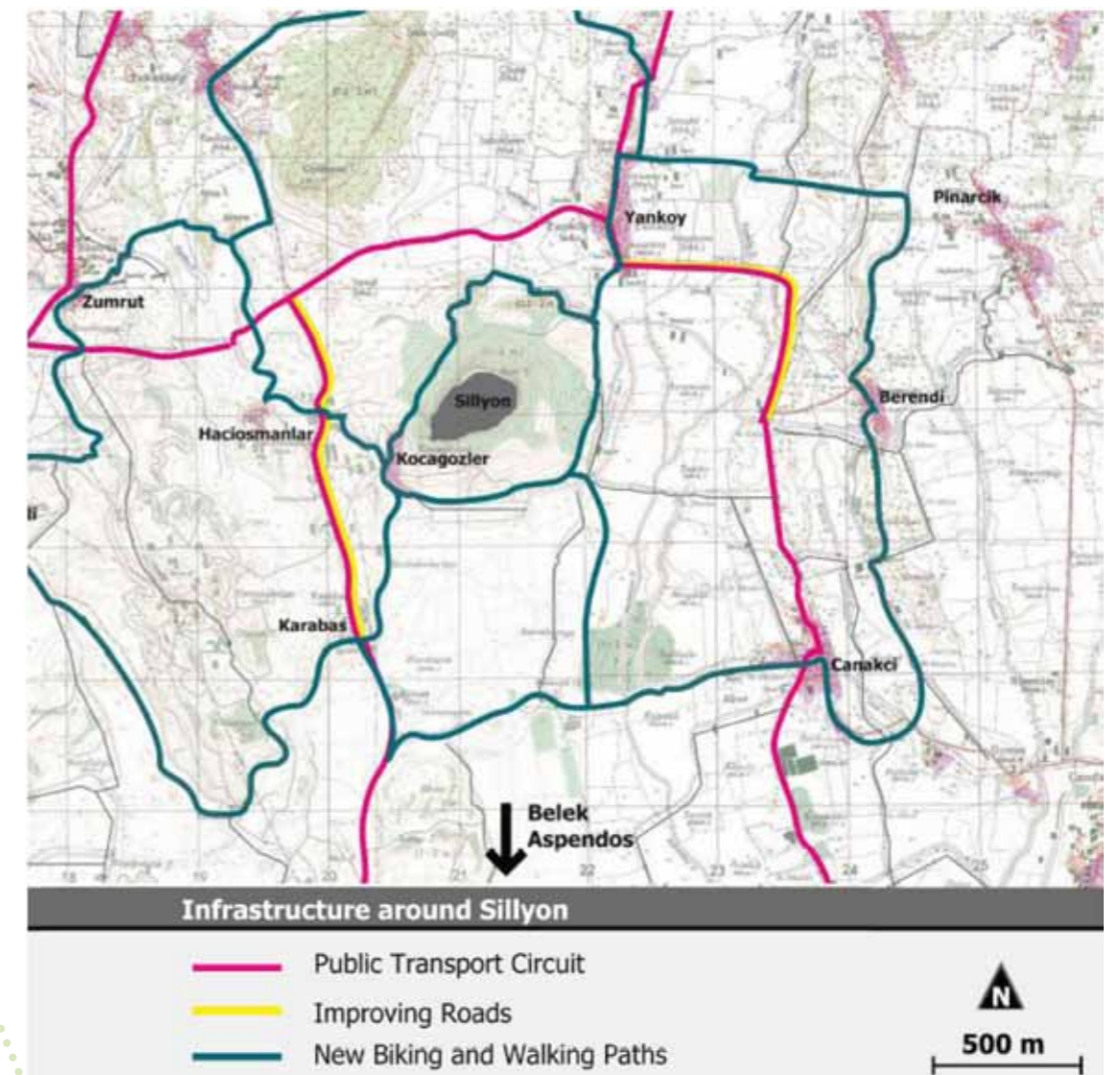
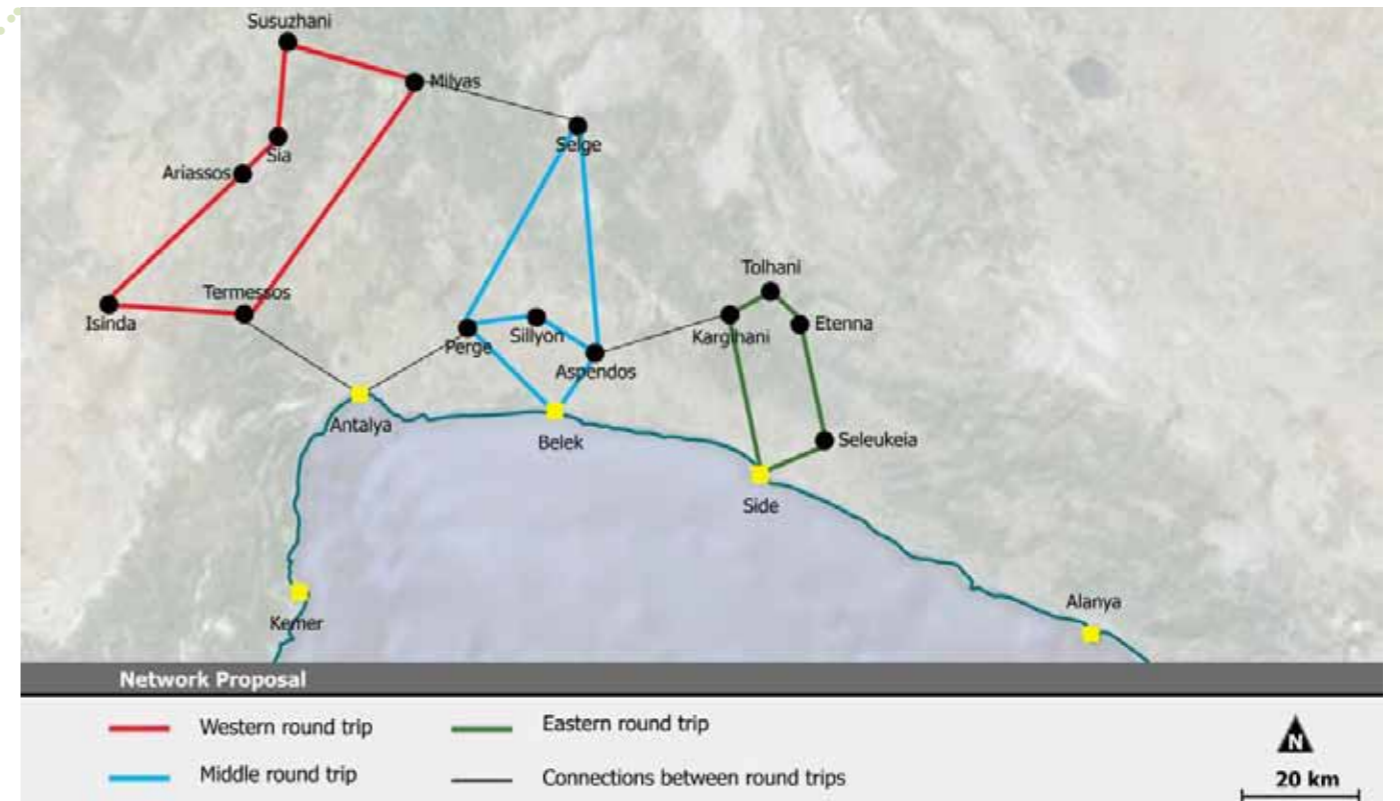
On site, up the hill will be one main path which crosses the historical spots. It will be possible to discover the site besides the main path, orientation signs will be added for the location of the visitors and the surrounding historical and interesting spots. On every historical spot will be some information. There will be some view points and sitting points. Visitors have to be careful because of some cisterns and gaps in the ground. Security signs will be added next to dangerous areas.

The activities, people can do around Sillyon, will be walking, hiking, biking and climbing. On the bottom of the hill, there will be a café with a touristic shop and parking lots. This shop will sell the tickets of the archeological network and also offer some brochures, one with an overview of the network, one with an overview about the region and one with an overview about the site itself. In this shop, local people will be able to sell traditional products with all it different kinds from vegetables to cotton products.

The site will be connected to the region, cities and sites with buses going around too, a bus stop will be added to provide shadow and some seats.



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Ingrid Schegk Fritz Auweck Steffi Gruber Veli Ortacesme Harlind Libbrecht Ahmet Benliay







Main Project II Archeologic Site Sillyon

Alexander the Great couldn't capture Sillyon! You can!



- Improve walking paths
- Creating 2 ways to go on top of Sillyon depending on difficulty



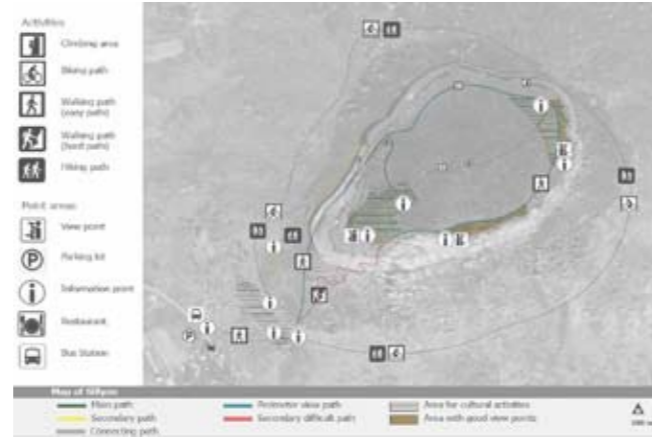
• Old entrance of the site



Info & orientation signs



Viewpoints on Sillyon  
• Binoculars  
• Sitting spots  
• Signs for security



- Improve roads
- Creating walking & Biking paths
- Public transport
- Installing Bus stops in villages
- Biking rentals

- Public transport & Roads (yellow)
- Walking & Biking paths (Black)
- Parking areas (Green)
- Proposals (Red)

- Bed & Breakfast
- Restaurants with local food
- traditional products shops
- Local market
- Cultural & Awareness center
- Rehabilitation built heritage

- Improve Café/Pepsi (Shop, Café, WC)
- Information Center + Brochures and tickets selling
- Parking lot
- Selling traditional products from local people
- Bus stop connecting the site with surrounding sites and cities

- Cultural Center
- Educate people about the site
  - Awareness about their villages
  - Traditional products and activities
  - Governmental support (financial & cultural)
  - Running by local people



Restaurant/B&B  
• Running by local people  
• Serve traditional Turkish food  
• Offer rooms for tourists



Bike Rental Shop  
• Running by local people  
• located in every village  
• Return bikes can be on different villages



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Activities

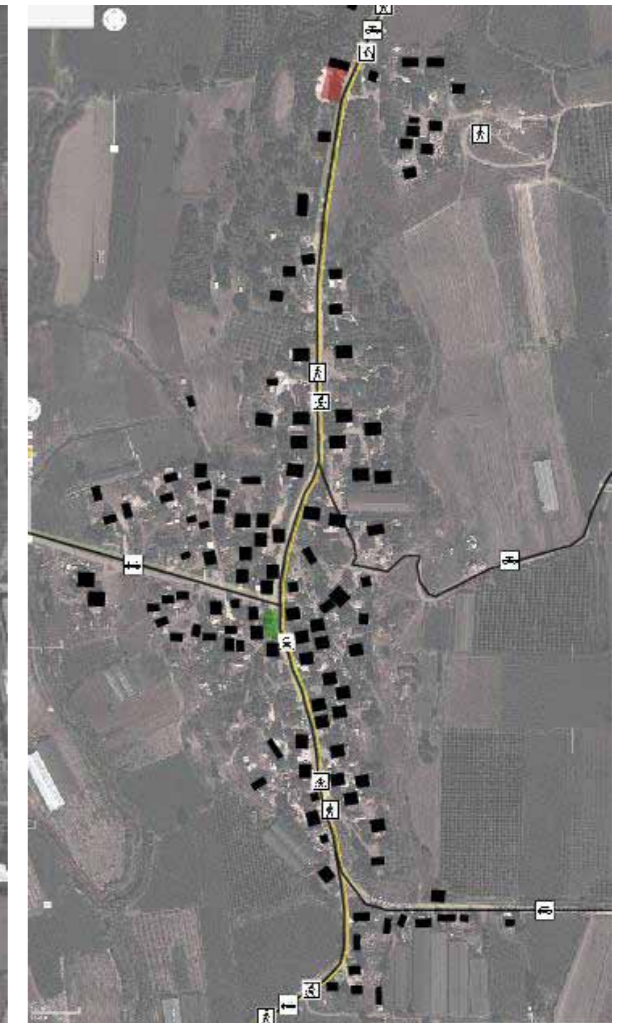
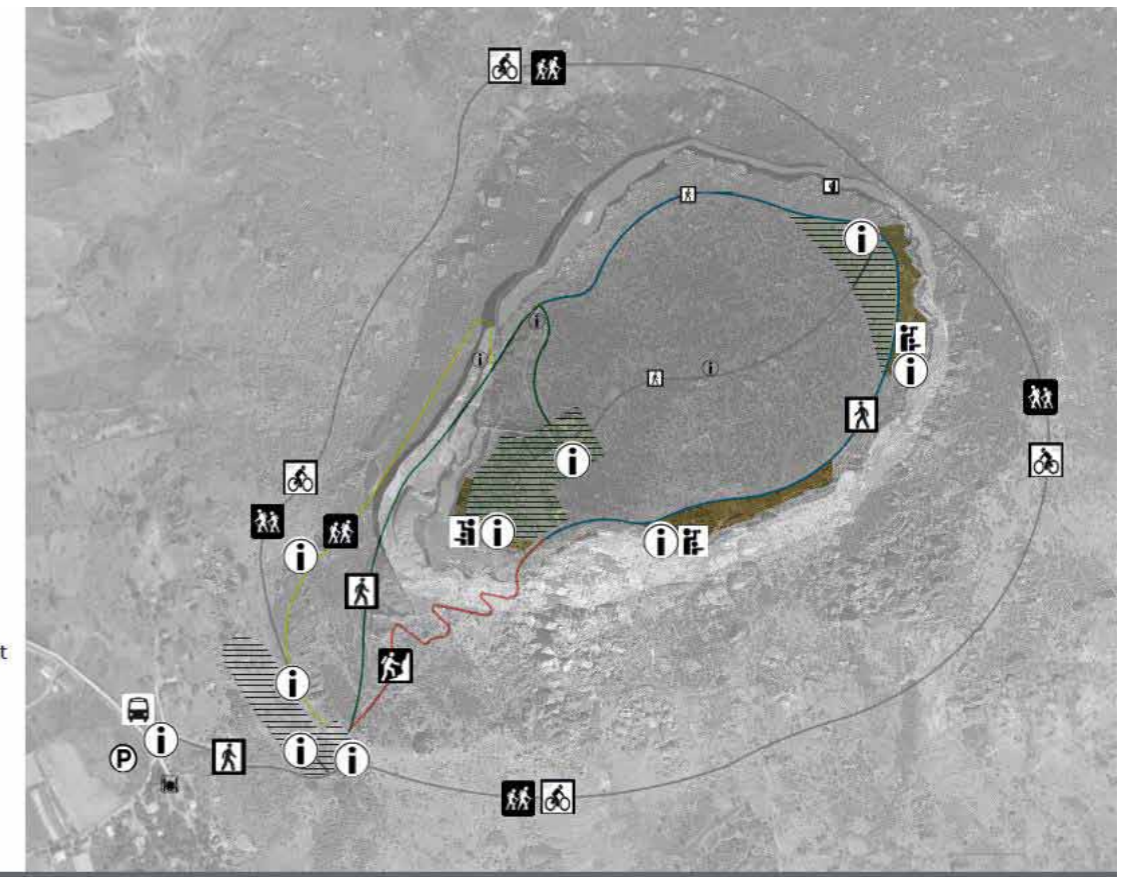
- Climbing area
- Biking path
- Walking path (easy path)
- Walking path (hard path)
- Hiking path

Point areas

- View point
- Parking lot
- Information point
- Restaurant
- Bus Station

Map of Sillyon

- Main path
- Secondary path
- Connecting path
- Perimeter view path
- Secondary difficult path
- Area for cultural activities
- Area with good view points





# BACK TO SILLYON

## VISION 2025

In 2025 tourists and locals will know Sillyon as a cultural heritage site in the rural area of Antalya. There are possibilities for all age groups to experience the history of the cultural heritage site and as well nature, agriculture and local traditions of the countryside. By the raise of tourism potential also the rural villagers could gain profit and improve their economic situation.

## TARGETS

The main targets are:

1. Development of rural area by Pamphylian Path (marketing strategy)
2. Development of infrastructural network/ transportation possibilities
3. Development of agricultural tourism (gastro tourism)

## REGIONAL FUTURE CONCEPT

'Follow the Pamphylian Path' and 'Cycle to Culture and Countryside'

One of the main targets is to initiate the rural development process in order to support the local people.

With the regional concept we want to attract people who visit the area Sillyon by the help of the 'Pamphylian Path'. Located in the plain coastal area east of Antalya the path connects the historical sites Antalya – Perge – Sillyon – Aspendos and Side. Therefore we as planners decided to create a bike path that is doable for everybody. It is following the idea of the hiking path 'Lycian Way' west of Antalya. The connection of the well-known cultural heritage sites Antalya, Perge, Aspendos and Side can help Sillyon and the rural area along the path to become more popular.

Rural Development by the help of a new regional path

The 'Pamphylian Path' also connects 17 rural villages on its way. The cyclers will pass them while following the path. They will have the opportunity for resting and get to know local traditions. Due to this fact new economical possibilities for the villagers are initiated. They can do gastro tourism (offering local specialties...) and provide other touristic needs (transportation, information...).

The 'Pamphylian Path' is the frame condition to guarantee a successful improvement for Sillyon.

## LOCAL FUTURE CONCEPT

The local future concept includes the specific design for the development of the Sillyon site. For the planning process we divided the hill into four different levels regarding to the topography and planning intensity. Each level has an own name to point out the main design background:

1. Level I: 'Arrive'
2. Level II: 'Stay and Relax'
3. Level III: 'Discover'
4. Level IV: 'Explore'

The Sillyon hill is a wide visible landmark and has its own identity and spirit. While walking on the hill you can feel a special atmosphere. The transience of humanity and the freedom is omnipresent. Our main target was to create a reduced design with the aim to preserve the individuality and the characteristic singularity of the place. The intensive parts of the local planning design are situated in the lower levels. There is already some infrastructure which

we want to use and expand aware. From bottom to top level, the impact caused by the design gets less in order to protect the unique characteristics of the historical heritage.

All levels are connected by a new developed route, based on the existing goat paths, which includes all points of interest about history, flora and fauna. The route is adapted to the local design. We focused on a very reduced design with local materials.

Level I 'Arrive':

In this level all necessary needs and requirement will be covered by the new design. Besides the improvement of the existing road we planned to create a central square called "Forum Sillyon". Surrounded by an new information center, e-bike station, the existing "Silyon Café" and a new parking area. All these facilities in combination with the square will create a friendly welcoming situation. A market area for local product sales will be placed at Forum Sillyon and can also be expanded in direction east along the route if more visitors come to Sillyon.

Level II 'Stay and Relax':

The level is divided into 3 areas: a resting, consumption and an accommodation area. In the resting area we designed the existing terraces to offer possibilities for having a rest in the shadow. In the consumption area and the accommodation area the old shepherd houses will be revitalized in the local architectural style. They will have different uses. One will offer a little restaurant another will be a sanitary facility. The houses in the north will be used for accommodation. A very limited number of

overnight guests can stay here. During the night we planned to have an illumination of the ruins next to the site. So people can enjoy the view while sitting on the terraces in the evening.

Level III 'Discover' & Level IV 'Explore':

A further installation will be implemented in the existing tower, which is adapted to the idea of a reduced design not harming the historical spirit.

In order to improve the accessibility of the levels some higher vegetation will be removed. At the top level there will be two design aspects. One is a wooden walkway which leads the visitors round the historical structures in the area of the hellenistic building. The second is a wooden viewing platform at the old round tower. It will allow the visitors to sit down and enjoy the beautiful landscape scenery.

Due to the characteristics of both terrains, warning and information signs will be installed. The design of the signs is inspired by the existing ruins and artifacts using lime stones with inscription numbers to show areas of special interest. Then the visitors can gain information about the flora, fauna and history via brochures, group or audio guides.



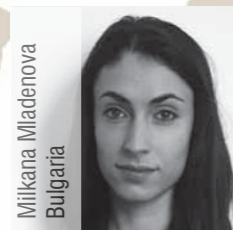
Ahmet Akay  
Turkey



Jan-Niklas Jansen  
Germany



Roman Knorr  
Germany



Milkana Mladenova  
Bulgaria



Maria Ziegler  
Germany



# Back to Sillyon

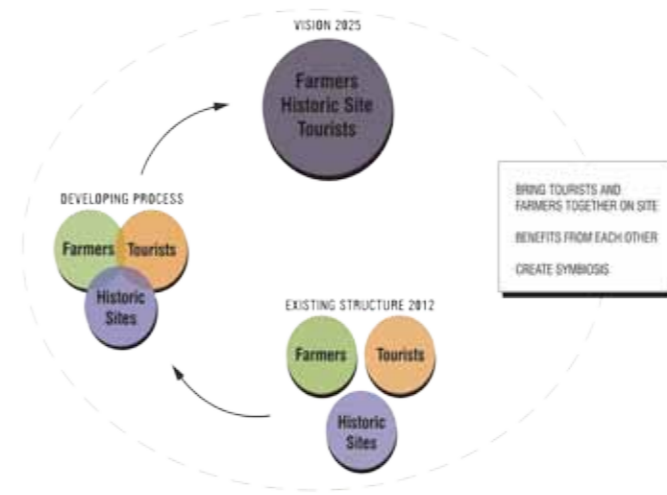
## Vision & Strategy - Sillyon 2025



# Vision - Strategy - Analysis

## SWOT - Analysis

STRENGTHS	WEAKNESSES
<ul style="list-style-type: none"> <li>Local biodiversity</li> <li>Vegetation - historical structure</li> <li>Strong identity</li> <li>Topography 3000' view</li> <li>Cultural Heritage</li> <li>Genetic test</li> <li>Hill as a landmark</li> </ul>	<ul style="list-style-type: none"> <li>Bad infrastructure</li> <li>Rural conditions - poverty</li> <li>Unemployment, demographic problems</li> <li>Dangerous terrain</li> <li>No financial support</li> </ul>
OPPORTUNITIES	THREATS
<ul style="list-style-type: none"> <li>Economic &amp; tourism development of the area</li> <li>Raise awareness of the site and its historical importance</li> </ul>	<ul style="list-style-type: none"> <li>Private sale</li> <li>The mythic can be lost</li> <li>No integration of local people</li> <li>Overdevelopment and commercialization</li> </ul>



## Regional Analysis



The map shows the ancient Roman provinces in 300 A.C. in Galatia in the Roman Empire (violet). Here the province Pamphylia is mapped, when it had its greatest expansion and occupied also parts of Pisidia. The borders of Pamphylia often changed under the different emperors. In the previous centuries, so most of the time of its existence, the region Pamphylia only possessed the coastal plain without any mountainous terrain. Additionally you can see the current borders of the Turkish provinces (black dashed line).

## Main Targets - Subtargets - Target Groups

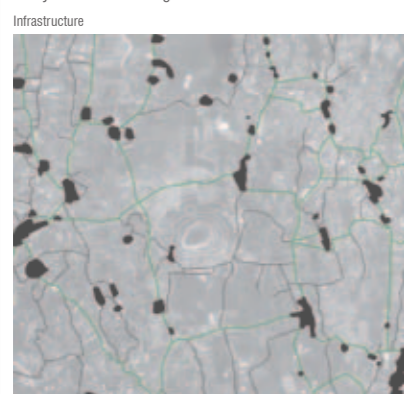
Main targets	Subtargets for Sillyon and surrounding
<ol style="list-style-type: none"> <li>Regional Development of rural area by Pamphylian Path (marketing)</li> <li>Regional Development of agricultural tourism (gastro-tourism)</li> <li>Local Development of Sillyon (infrastructure and installations)</li> </ol>	<p><b>Infrastructure</b> CREATE, IMPROVE access, public facilities, parking space, sign system, paths, transportation opportunities</p> <p><b>Tourism</b> CREATE marketing concept (advertisement), new economical projects in villages (cafe, market stands, accommodation...), leisure activities</p> <p><b>Social life</b> INTEGRATE AND SUPPORT LOCALS implement participatory concept, try to provide start-up money, organize information and education courses (work-shops)</p> <p><b>Nature/ Culture</b> PROTECT AND INFORM by protection and maintenance concept, nature educational signs, historical and cultural signs</p>

## Terrain Map



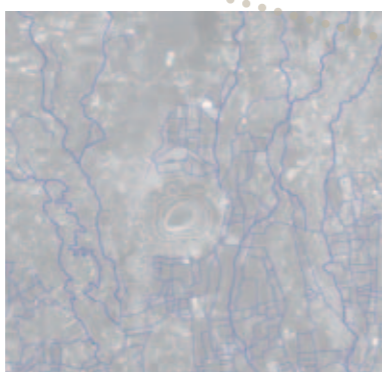
On the terrain map the extent of the Taurus Mountains is shown. The coastal plain area in the province of Antalya depicts the flat area for a possible bicycle route that could be done without specially trained body condition.

## Analysis of Surroundings



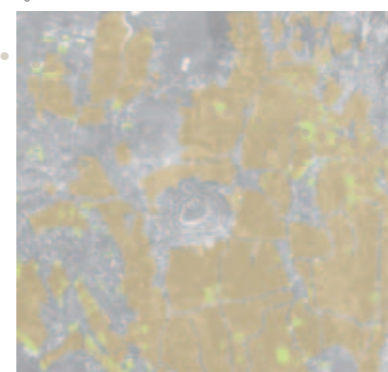
The given view shows the main streets, which are in an overall good condition. The black lines display the roads and connections between the rural villages that should be supported.

## Water Structures



The net of water bodies show that the water coming from the Taurus Mountains is widely used for irrigation in agriculture. An extended grid of irrigation canals was created to supply water for arable land and greenhouse production. This shows also the great importance of agriculture and its influence on the landscape of the region.

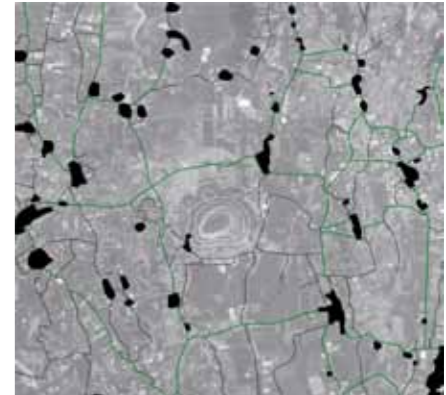
## Agriculture - Arable Land and Greenhouses



The greenhouse production of eggplants and hotis (depicted in green) increases towards the southern direction of Sillyon.



The map shows the ancient Roman provinces in 300 A.C. in Galatia in the Roman Empire (violet). Here the province Pamphylia is mapped, when it had its greatest expansion and occupied also parts of Pisidia. The borders of Pamphylia often changed under the different emperors. In the previous centuries, so most of the time of its existence, the region Pamphylia only possessed the coastal plain without any mountainous terrain. Additionally you can see the current borders of the Turkish provinces (black dashed line).



The net of water bodies show that the water coming from the Taurus Mountains is widely used for irrigation in agriculture. An extended grid of irrigation canals was created to supply water for arable land and greenhouse production. This shows also the great importance of agriculture and its influence on the landscape of the region.

## Local Analysis of Sillyon

The analysis shows that most parts of the Sillyon hill have a good accessibility. Nevertheless, there are some parts where the way is quite a steep slope in order to provide a safe climb. On the top level of the hill there are early recognizable high struts. These have to be done through particularly at the points of interest, where there are ruins. Furthermore, it is crucial to keep the bushes growing with the goats and cows in the area to maintain the vegetation and prevent bush encroachment.

**High struts around the ruins**

**Area of special interest**

**Point of interest (Hellenistic building)**

**Deep canyon**

**Sharp parts of path and dangerous areas**

**On the Sillyon hill there are various areas, where visitors can get into danger. Particularly the parts with a steep slope on the way up to the top level there are high struts and fall zones. On the top level there are also very steep gaps and cracks caused by earthquakes and deep canyons that you really could fall to see and fall into it. It is therefore necessary to raise the awareness of the visitors to dangerous spots.**

**Dark canyon by an earthquake**

**Deep canyon**

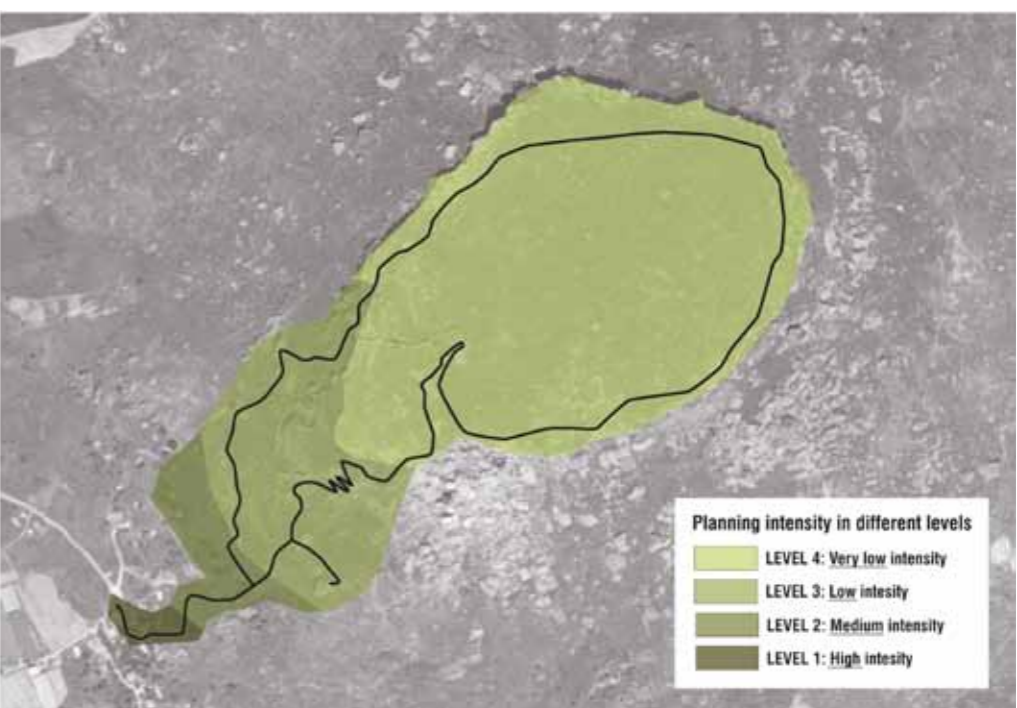
**Sharp parts of path and dangerous areas**

**High struts**

**Planning intensity in different levels**

- LEVEL 4: Very low intensity
- LEVEL 3: Low intensity
- LEVEL 2: Medium intensity
- LEVEL 1: High intensity

From the lower to the top level the planning intensity decreases. In the lowest level there is the arrival area (café), streets, houses and stables. In the second level there are unused and ruined shepherd houses and a functioning historic fountain. In the 3rd and the 4th level the human impact intensity is low to very low. There are only goat trails and ruin signs. The atmosphere and feeling in the levels gets more natural and liberated with decreased planning intensity towards the top.

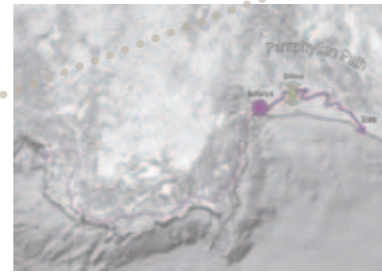
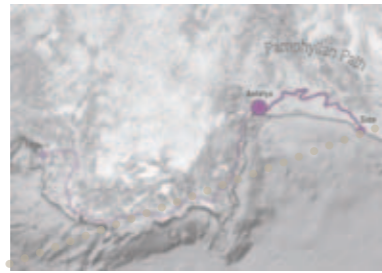
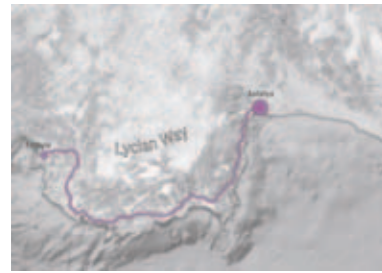




## Follow the Pamphylian Path

## Regional Future Concept

### Creation of a New Regional Path



### The Lycian Way - Best Practice and Initiative Idea

In 1999 the Lycian Way - the name refers to the old ancient province Lycia - was opened. It is a 509 km long pathway along the coast of Lycia from Fethiye to Hisarçandır nearby Antalya. The long distance trekking/hiking path connects a number of historical sites but also rural villages and scenic landscapes like mountain ranges. On the route you can stay in pensions, small hotels or on camping places.

As the Lycian Way is one of the ten most beautiful long distance paths of the world (Sunday Times), it is an exemplary role model for the continuation of the way and the creation of a new regional path in the eastern side of Antalya.



### The Ancient Region Pamphylia

Pamphylia means land of all tribes as it was under various leaderships like Lydians, Persians, Greeks, Ptolemies, Seleucides and Romans. The first settlers were Greek after the Trojan War (1200 B.C.). They found excellent living conditions in the nutrient Pamphylian coastal plain. The immigrants have been led by Mopsos, Kaichas and Amphiochos, that are called the founders of the most important cities Perge, Silyon, Aspendos and Side of the ancient Pamphylian region.

In the middle of the 2nd century B.C. there was additionally the founding of Attaleia (Antalya). Side and Attaleia are located directly at the sea but also Perge, Silyon and Aspendos had with the navigable rivers (Kestros and Eurymedon) trading connections to the sea and to the Greek land. In the north of these cities, there are the high mountains Taurus that prevented relations to the northern region Psidia (except to Seige and Termessos).

However there have always been close trade connections between Perge, Silyon, Aspendos and Side (s. Peutingger map, which is a copy of a Roman road map of 3rd century A.C.).



Peutingger map, 3rd century

In 546 B.C. Pamphylia was conquered by the Persians and stayed in Persian empire until 334 B.C. when Alexander the Great occupied Pamphylia. He did not manage to capture Silyon as Aspendos and Perge had been too defensive.

From 321 - 301 B.C. Pamphylia belonged to the empire of Ipsos. In the following centuries also Ptolemies and Seleucids occupied it.

In 191 B.C. Antiochos III was defeated by the Romans.

In 188 B.C. the Pamphylian cities were finally declared to be in the Pergamon empire. Except Side could not be conquered for which reason Attalos II had to found a second harbour city, which was Attaleia.

In 133 B.C. the last Pergamon king bequeathed the region to the Roman empire. Pamphylia could enjoy the Roman civitates liberae (friendship and protection from the Romans Pax Romana).

Pamphylia nevertheless was strongly weakened by pirates until 79 B.C., when a Roman battle finally restricted successfully the piracy.

In 43 A.C. the Pamphylian region was combined with Lycia to the double province "Lycia and Pamphylia" by the Romans. Under the reign of Diocletian the double province was again divided until the Byzantine time.

### The Pamphylian Path - Cycle to Culture and Countryside



### Main Locations - Historical Sites on the Pamphylian Path

Although there are more cultural heritage sites in the Pamphylian region (i.g. Seleukeia, Sarapsu-Hau, Oliba, Magydos, Lyrtbotem-Korme, Logon, Cotenna, Korakesion, Kizilicasehr-Kalesi, Kasai, Justinianopolis, Hamaxia, Erymna, Alara-Han, Etenna, Kargi-Han) we are not planning to integrate them in the Pamphylian Path as they are located in the mountainous Taurus region.

The Pamphylian Path is primarily meant to be a bike path and should connect the cultural heritage sites in the flat coastal area in order to guarantee the possibility to make the path by bike without special efforts.

By the future development program of the Pamphylian Path, it could later on be extended integrating further historical sites along the coast to Alanya. The sign system along the roads could also show the way to the other historical sites mentioned above.

#### Aspendos

- In the 2nd and 3rd century A.C. Aspendos was an important trade centre especially salt, oil, grain, horses and wine
- Four famous landmarks: the theatre, the stadium, the aqueduct, numphoeum (artificial grotto) and the agor
- Nearby Roman Eurymedon Bridge, reconstructed in the 13th century
- Best-preserved Theatre of antiquity (155 by the Greek architect Zenon)
- Until recently the theatre was still in use for concerts, festivals and events (but Turkish government suspended further shows due to caused damages)
- New modern Aspendos Arena was constructed to hold open air theaters



Amphitheatre in Aspendos

#### Silyon

- expressive landmark hill (253 m above sea level)
- Silyon was one of the most important cities of the ancient Hellenistic Pamphylia
- In Byzantine times Silyon was residence of the bishop
- There are remains of city gates, a stadium, an amphitheatre and an odeon, a temple, cisterns, a gymnasium, a small mosque of the Seljuq periode...



Landmark Hill of Silyon

#### Perge

- There is an acropolis dating back to the Bronze Age
- Home of the ancient Greek mathematician Apollonius of Perge
- Its ruins include a theatre, a palaestra, a temple of Artemis and two churches
- Famous temple of Artemis located outside the town



Archaeological site of Perge (Main street)

### Peripheral villages - Rural Development with the help of the Pamphylian Path



The Pamphylian Path is an instrument to bring the people into the rural areas. The path will lead the people through the rural villages of the countryside.

The Pamphylian Path includes besides Silyon also the historical sites Perge, Aspendos and Side, which are well visited and known by tourists. A network of these locations can help to attract the interest for Silyon as a cultural heritage site and attract people to go there. Advertisement and promotion of the Pamphylian Path can support to generate attention for Silyon.

The Pamphylian Path connects the historical sites Antalya, Perge, Silyon, Aspendos and Side as main locations. In between there are 17 villages linked. The path is a whole in about 120 km long and needs around 10 hours to be done. The distance between the main locations is from 25 km to 35 km and is possible to be done in 2 or 3 hours for a cyclist of average fitness.

The Pamphylian Path route could be done as a whole or in sections. In the main locations the cyclists have possibilities to stay and spend the night there, continuing the route the next day. Staying in the main locations they can visit the historical sites and discover the towns.



Transportation by bus in Silyon

The path gives possibilities to explore the countryside of Antalya. As the path leads through the villages the cyclists can recover there and learn about traditions and agriculture of the same time. The residents of the villages will have opportunities to earn money and improve their living conditions by:

- supply of other tourist products
- providing accommodations
- offering guidance for historical sites
- offering transportation and charging stations for e-bikes
- information centers, restaurants
- events
- cafes and restaurants



Accommodation

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Ancient Pamphylian region (before 74 A.C.)

Treating historical heritage sites, it was from the historical perspective determined, that the new Pamphylian Path should connect the most important cities of the ancient Pamphylian region to refer to the ancient situation in the antiquity. Silyon was located in the center of the Pamphylian region and played strategically and economically a central role. The Pamphylian Path should help Silyon to get a center position again referring to tourism.

## The Pamphylian Path - Cycle to Culture and Countryside

### Main Locations - Historical Sites on the Pamphylian Path

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Archaeological site of Perge (Main street)

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- expressive landmark hill (253 m above sea level)
- Silyon was one of the most important cities of the ancient Hellenistic Pamphylia
- In Byzantine times Silyon was residence of the bishop
- From the 13th - 14 Century A.D. Silyon was finally abandoned
- There are remains of city gates, a stadium, an amphitheatre and an odeon, a temple, cisterns, a gymnasium, a small mosque of the Seljuq periode...



Landmark Hill of Silyon

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Amphitheatre in Aspendos

#### Side

- Founded in 1405 B.C. (Side means pomegranate in old Anatolian language)
- Geographical position at the coast made Side an important trade centre in antiquity
- Great ruins are among the most notable in Asia Minor: ruins of Side include three temples, an aqueduct, and a nymphaeum, agora and temples
- There are colossal ruins of a theatre complex, the largest of Pamphylia, built much like a Roman amphitheatre



Ruins of the Apollon temple

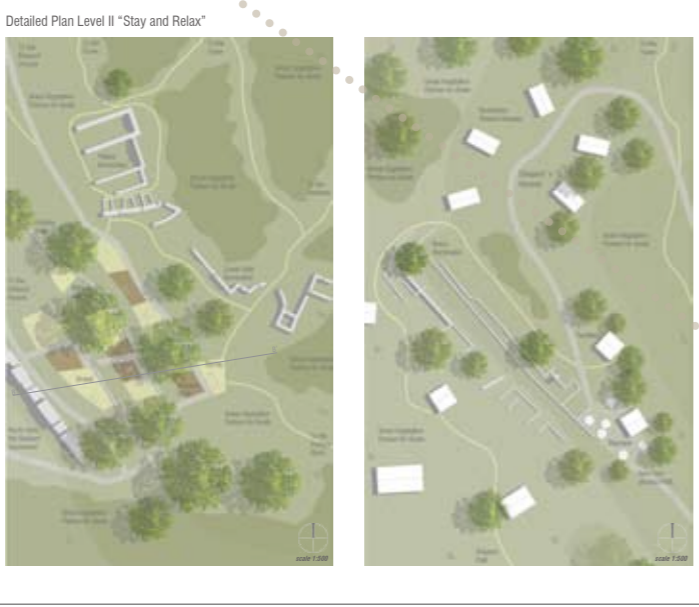
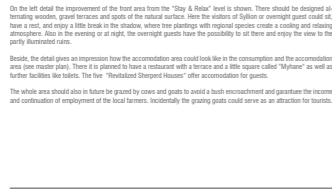


Basilica



# Back to Silyon Local Future Concept

## Levels I and II Master Plan & Details



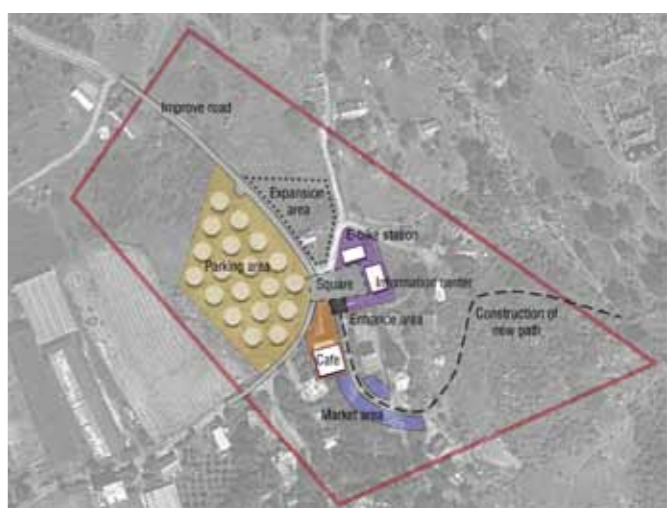
## Level I - "Arrive"

### Level Position on Site



The square "Forum Silyon" is meant to be the center of the "Arrive" level. It is surrounded by the visitor center, the parking lot behind an open space and the e-bike charging station for those bikers which are coming from the "Pamphylian Path". In the visitor center, the guests can get information about the site and as well some first impressions. Parking possibilities for buses and cars are offered nearby the access road. The current cafe in Silyon should be extended. Furthermore a market area is planned, where locals and residents of the villages nearby could offer their agricultural or handmade products.

At the beginning phase of the development the market could be located on the "Forum Silyon". When the number of visitors has increased the market could be extended beside the path up to the hill as it is shown in the detail drawing. For longterm developments or future installations there is also reserved an expansion area.



Master Plan Level I "Arrive"



Detailed Plan Level I "Arrive"





# Back to Sillyon Local Future Concept



## Levels III and IV Master Plan & Details

Our initial goal is to create a low-impact solution for level 3 and 4 in order to keep the authenticity and spirit of Sillyon. There will be warnings to raise the awareness for terrain specifics in some places and information signs installed, designed as the lime stones found in the ruins, to blend in with the surroundings. Further lime stone pillars with inscriptions will be placed informing about each interest point in Sillyon.

Due to the aim to preserve the atmosphere of the place, we will have signs that are unobtrusive. The information signs, where visitors can stop and get information from the audio guide or a local tourist guide should be designed for low-impact.

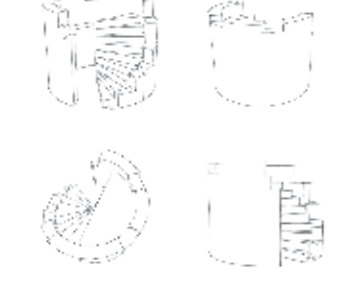
### Level III - "Discover"



### Level IV - "Explore"



### Detail Level IV "Old Windmill Terrace"



### Panoramic View from the "Old Windmill Terrace"



### Master Plan Level III "Discover"



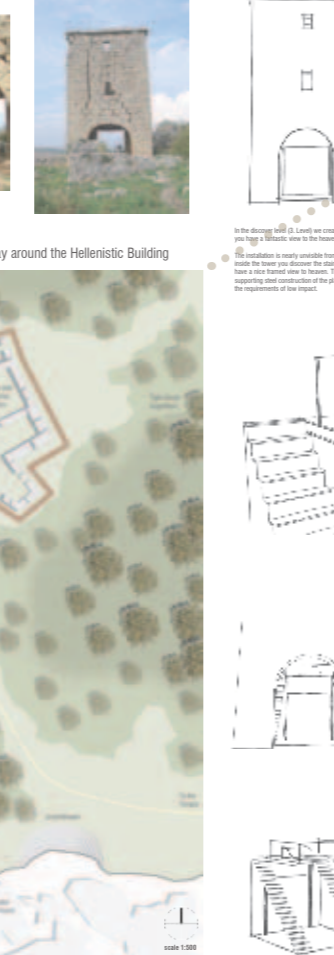
### Detail Level III "Discover" - Construction in the "Tower"



### Master Plan Level IV "Explore"



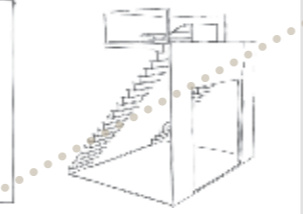
### Detailed Plan Level IV "Explore" - Constructed Wooden Walkway around the Hellenistic Building



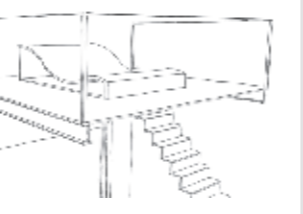
### Future Views - Signs



### In the discover level (3. Level) we created a design installation called "apperception"



The installation is nearly invisible from the outside. It was important for us to have a low impact to the area even in relation to the scenery. If you step inside the tower you discover the stairs of the platform that lead you to wooden deck. On the deck there is a circular stone column that you can lean on to rest. They can look to the outside of the surrounding site for views of the outside and get ready for the next step.

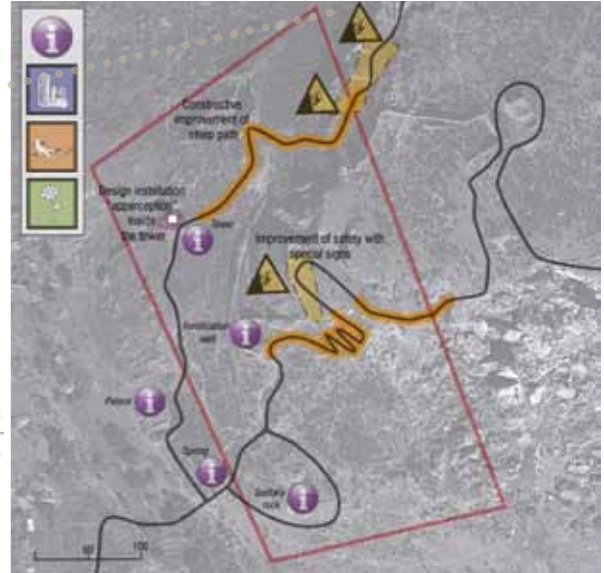


In the north-east of the top level there is the small round tower. It is the highest point of the area and you have a great 360° view from here. Our idea is to create a small high round wooden platform inside the tower to make it accessible for everyone. Visitors can reach it over a small spiral stair that is also located inside the tower. Because of this the whole construction is again invisible from the outside and does not harm the authentic scenery.

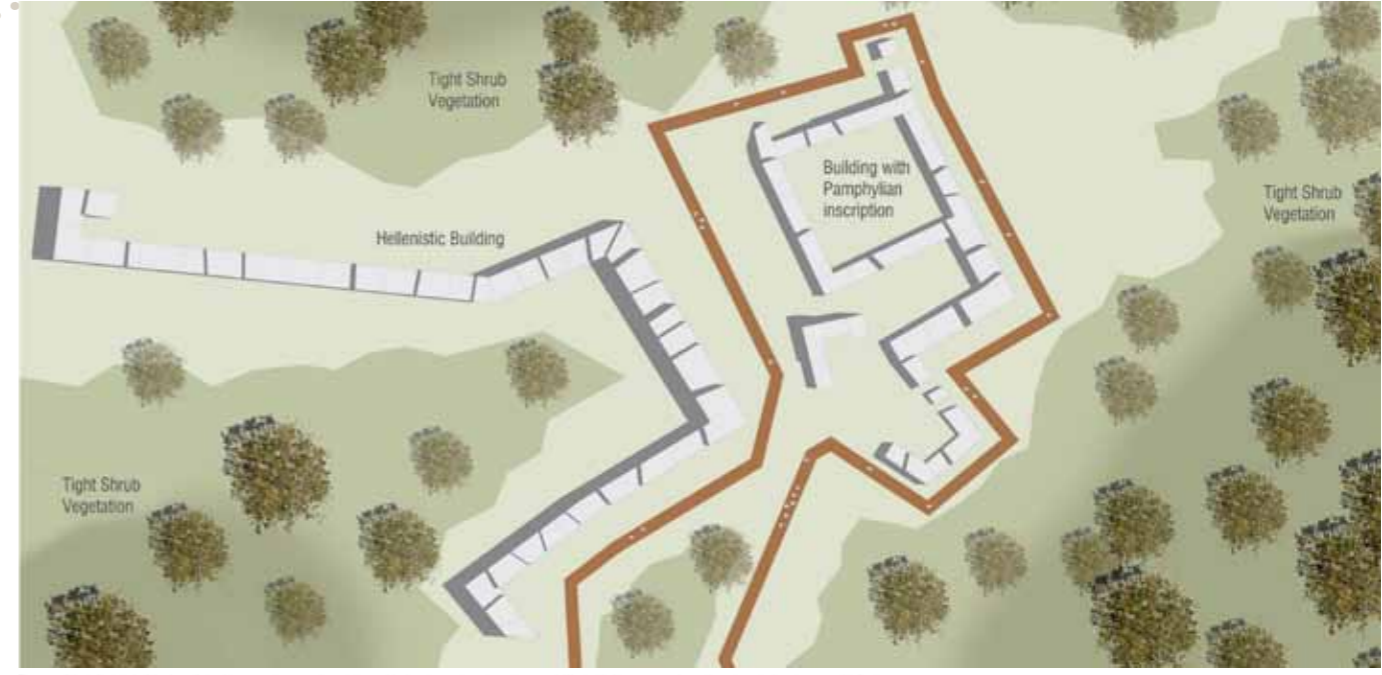
## Level III - "Discover"



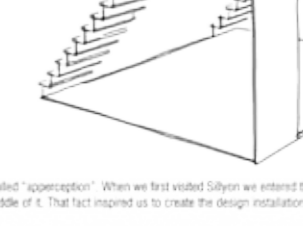
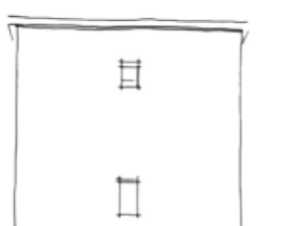
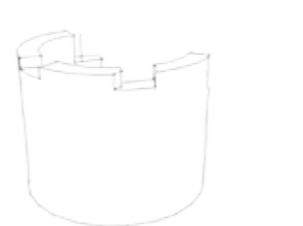
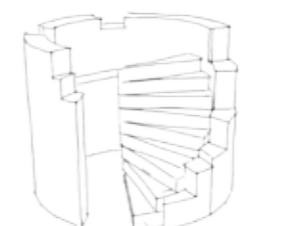
Our initial goal is to create a low-impact solutions for level 3 and 4 in order to keep the authenticity and spirit of Sillyon. There will be warnings to raise the awareness for terrain specifics in some places and information signs installed, designed as the lime stones found in the ruins, to blend in with the surroundings. Further lime stone pillars with inscriptions will be placed informing about each interest point in Sillyon.



On the discover level (3rd level) will be one design element in the old tower. Furthermore there will be warning and information signs made of limestone with inscriptions on it. You can get information about history, archaeology, fauna and flora.



The area of the Hellenistic building is really hard to access because of vegetation and broken down ruins parts on the ground. We decided to use a wooden walkway to make it easier accessible for the visitors. To solve the unique obstacle of the place we want to include parts of the broken down ruins into the walkway. People have to walk around this obstacles while using the footbridge. With the design aspect we achieve a perfect integration between construction and scenery and have again a low impact on site.



In the discover level (3. Level) we created a design installation called "apperception". When we first visited Sillyon we entered the tower and realized that you have a fantastic view to the heaven while standing in the middle of it. That fact inspired us to create the design installation.

The installation is nearly invisible from the outside. It was important for us to have a low impact to the area even in relation to the scenery. If you step inside the tower you discover the stairs of the platform that lead you to a wooden deck. On this deck there is a oval-bed where visitors can lie on and have a nice framed view to heaven. They can listen to the noises of the surrounding like the wind or the crickets and just enjoy the silence. The self-supporting steel construction of the platform needs no foundation and does not affect the building fabric. In this way we are able to combine design with the requirements of low impact.



# SILLYON GET ACTIVE



Hendrik Haußmann  
Germany

David Neidl  
Germany

Orhun Soydan  
Turkey

## VISION

The idea of the vision combines three features: the hill itself, the villages and the surroundings. Sillyon as the centre point of the concept offers a large number of different activities that are linked to the topic of active tourism. The second factor, the villages, should support the hill with their already existing facilities in food or production experiences. In the surroundings all interesting spots with offer of active tourism are taken into account. So the visitors of the hill can expand their active radius. At all a symbiotic element is created from which every feature will get a profit out of it.

## TARGET SYSTEM

The overall aim of the project in Sillyon is to create an area for young people in a sustainable way. Therefore 3 sub targets were chosen that are related to the superordinate aim. As already mentioned in the vision the concept should include the activities at the hill, the villages and the surroundings. In detail there were more targets set - that helps to clear the topic of each supporting sub targets. Most of the created „support“-targets are linked to the SWOT analysis to make the strong points even stronger and to improve the weak points even more.

## FUTURE CONCEPT

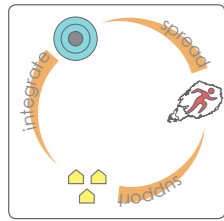
The future concept consist of three levels. One overregional, one regional and one local. On the overregional level there are several bike and hiking tours planned which lead the tourists from the Sillyon Hill into the surroundings. At the endpoints of these

tours are similar activities to those located on the Sillyon Hill. The regional level is about integrating the surrounding villages of the Sillyon Hill. The tourists from Sillyon Hill should explore these villages and learn important things about the region. The other way round these surrounding villages should supply the tourists on the hill with all the stuff they need to stay on the hill. The local level is the Sillyon Hill itself. There the tourists should stay and have something like a basecamp. In order to make the hill attractive for the tourists several outdoor activities, like climbing, downhill and several more, are available on the Sillyon Hill.

By bringing all these levels together the future concept is about developing the region around the hill and the hill itself for young tourists in a sustainable way.

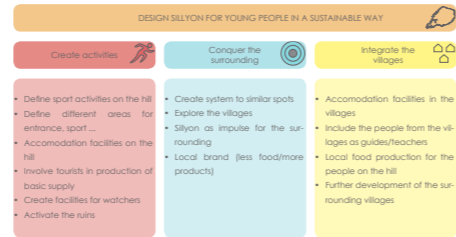


# SILLYON GET ACTIVE



**VISION**  
The idea of the vision combines the three features: the hill of itself, the villages and the surrounding. Sillyon as the centre point of the whole concept offer a large number of different activities that are linked to the topic of active tourism. The second factor of the villages should support the hill with their already existing facilities in food or production experiences. For the surrounding all interesting spots with the offer of active tourism are taken into account. Where the visitors of the hill can expand their active radius. At all a symbiotic element is created from which every feature will get a profit out of it.

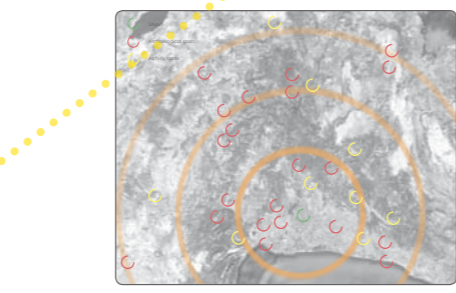
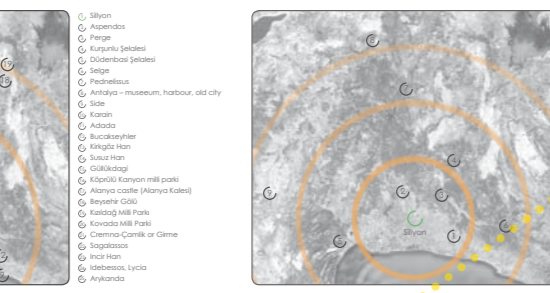
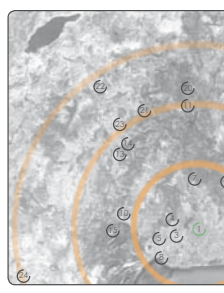
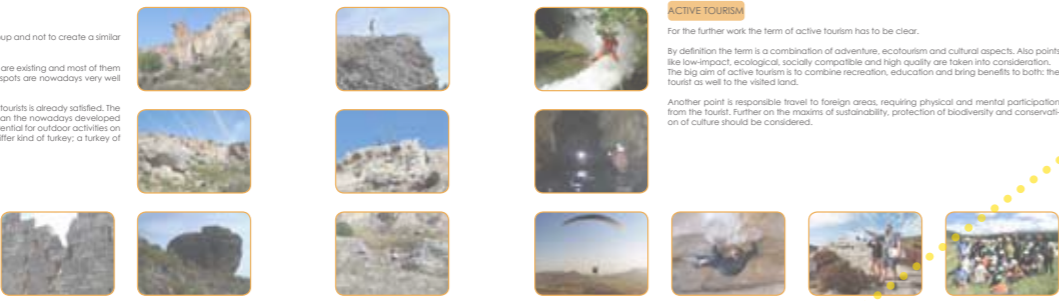
STRENGTH	WEAKNESSES	OPPORTUNITIES	THREATS
<ul style="list-style-type: none"> <li>View and Founa</li> <li>Diverse plants</li> <li>Charming first sight</li> </ul>	<ul style="list-style-type: none"> <li>Size of the light</li> <li>Get lost</li> <li>Distance in between sites</li> </ul>	<ul style="list-style-type: none"> <li>Appreciation of tourism for locals</li> <li>Geography</li> <li>Logical ideas</li> <li>Unreliable</li> </ul>	<ul style="list-style-type: none"> <li>Lossing of special atmosphere</li> <li>Destruction of buildings</li> </ul>
<ul style="list-style-type: none"> <li>View</li> <li>Landscape view 360</li> <li>Different level</li> </ul>	<ul style="list-style-type: none"> <li>Not enough economical support</li> <li>By Government</li> <li>Local change in finance</li> <li>Support strategy</li> </ul>	<ul style="list-style-type: none"> <li>Leisure and cultural activities</li> <li>Local recreation</li> <li>Longing of value</li> </ul>	
<ul style="list-style-type: none"> <li>Historical and human impact</li> <li>Connection of agricultural and plants</li> <li>Historical</li> <li>Reconstruction of the buildings</li> </ul>	<ul style="list-style-type: none"> <li>Local food structure</li> <li>Not enough</li> <li>No light</li> <li>Not enough light</li> </ul>		
<ul style="list-style-type: none"> <li>Agricultural use</li> <li>Economic value</li> <li>More diversity in atmosphere of land use</li> </ul>	<ul style="list-style-type: none"> <li>No experience in tourism</li> <li>Tranquil people</li> </ul>	<ul style="list-style-type: none"> <li>Surrounding villages</li> <li>Garbage</li> </ul>	<ul style="list-style-type: none"> <li>Season of limestone and canyons</li> </ul>
<ul style="list-style-type: none"> <li>Topography</li> <li>Acoustic</li> <li>Temple</li> <li>Characteristic</li> </ul>	<ul style="list-style-type: none"> <li>Not popular, even by local people</li> <li>Not enough offer around</li> <li>No need by local agriculture</li> <li>Far away from the sea</li> </ul>	<ul style="list-style-type: none"> <li>Agricultural use</li> <li>Local agricultural products</li> <li>Develop of local</li> <li>More intense land use</li> </ul>	
<ul style="list-style-type: none"> <li>Size of the light</li> <li>Separate, large areas</li> <li>Intuitive to explore</li> </ul>	<ul style="list-style-type: none"> <li>Monotonic view: huge human impact</li> <li>Greenhouse/ Hat/ Ektichiy/ Land use</li> </ul>	<ul style="list-style-type: none"> <li>Accessibility only special people</li> </ul>	
<ul style="list-style-type: none"> <li>Archaeological spot</li> <li>Heritage area "nice to have"</li> </ul>	<ul style="list-style-type: none"> <li>Villages not in condition for tourism</li> <li>Only top sites needed</li> <li>Unreliable</li> <li>No attraction</li> </ul>		
	<ul style="list-style-type: none"> <li>Agricultural use</li> <li>Monotonic landscape</li> </ul>		
	<ul style="list-style-type: none"> <li>Accessibility</li> <li>Not sustainable</li> <li>Only possible for special target group</li> <li>No green wadis</li> </ul>		
	<ul style="list-style-type: none"> <li>Dangerous site</li> <li>No protection</li> <li>No guiding</li> <li>Special: water cisterns and cills</li> </ul>		
	<ul style="list-style-type: none"> <li>Geographic position</li> <li>Far away from Antalya</li> </ul>		



**TARGET SYSTEM**  
The overall aim of the project in Sillyon is to create an area for young people in a sustainable way. Therefore were 3 sub targets chosen that are related to the superordinate aim. As already mentioned in the vision the work should include the activities at the hill, the villages and the surrounding. In detail there were more targets set, that helps to clear the topic of each supporting sub targets. Most of the created „support“-targets are linked to the SWOT analysis to make the strong points even stronger and to improve the weak points even more.

## ANALYSE OF THE TARGETGROUP

To clarify the idea of specialising on young people as the target group and not to create a similar place like Ferge, a more detailed explanation is needed. As the analysis of the region of Sillyon showed a lot of historical sites are existing and most of them has a more attractiveness for archeology than Sillyon. A lot of the spots are nowadays very well prepared and have a larger extend of history. In addition, the „older“ target group in relation to the „all include“ tourists already satisfied. The concept lies from the idea to reach a total other target group. From the nowadays developed spots in the region; young people that are interested in the high potential for outdoor activities on the Sillyon hill. Another point is to show the young people a total other kind of Turkey; a Turkey of experience the land and the people that live in this country.



## ANALYSE SURROUNDING > HISTORICAL AND ARCHAEOLOGICAL SPOTS

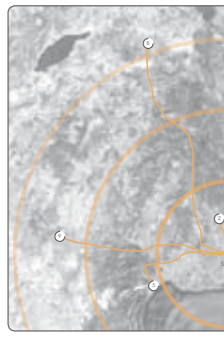
For the analysis of the surrounding circles in 30km, 60km and 90 km were created from the center of Sillyon. The analysis showed that in the region of Sillyon more than 25 areas with historical background are found. Particularly in the circle of 30km the historical and archeological spots are very dense.

## ANALYSE SURROUNDING > ACTIVITY SPOTS

For the analysis of the activity spots circles in 30km, 60km and 90 km were created from the center of Sillyon. This analysis is linked to the internet platform wikiloc.com, where existing GPS-trails were uploaded and are so available for everyone. These routes should bring the attractiveness for the visitors to leave Sillyon and get in contact with the land and the people.

## ANALYSE SURROUNDING > CONCLUSION

For the analysis of the activity spots circles in 30km, 60km and 90 km were created from the center of Sillyon. By having a look at the maps of historical spots and activities spots there are no overlapping areas. Sillyon can stand as an own spot for „young active“ and has the chance to create something really new in the surrounding of archeological sites.



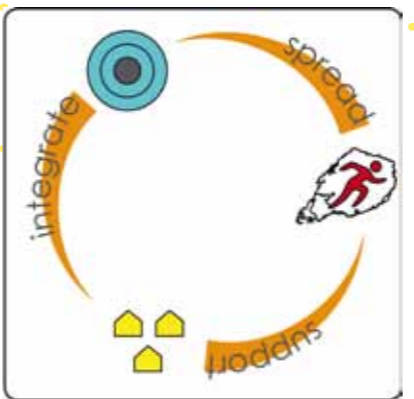
Activity Spot	Distance	Direction	Notes
Aspendos	12.2km	SW	Historical site
Ferge	13.2km	SW	Historical site
Kuruntay Jalesi	14.2km	SW	Historical site
Düdenbas Jalesi	15.2km	SW	Historical site
Seğir	16.2km	SW	Historical site
Zenetissus	17.2km	SW	Historical site
Antalya - museum, harbour, old city	18.2km	SW	Historical site
Siler	19.2km	SW	Historical site
Koran	20.2km	SW	Historical site
Atada	21.2km	SW	Historical site
Bucakbayir	22.2km	SW	Historical site
Eskiğaz Han	23.2km	SW	Historical site
Sulu Han	24.2km	SW	Historical site
Çakılcağı	25.2km	SW	Historical site
Kızılkay Canyon mill park	26.2km	SW	Historical site
Alanya castle (Alanya Kalesi)	27.2km	SW	Historical site
Bereket Çiftliği	28.2km	SW	Historical site
Kızılkay Mill Park	29.2km	SW	Historical site
Kızılkay Mill Park	30.2km	SW	Historical site
Çemen Çarşısı & Çarşı	31.2km	SW	Historical site
Sagalassos	32.2km	SW	Historical site
Yedigöller	33.2km	SW	Historical site
İsbassos, Lycia	34.2km	SW	Historical site
Antikanda	35.2km	SW	Historical site

## CONCEPT OF THE SURROUNDING

The concept of the surrounding is linked to the vision. Therefore the activities of Sillyon should spread in the surrounding and integrate with the step the villages were the active tourists find for instance their supply. To make this possible the activity points of the analysis were taken and connected with small tracks to the activity center of Sillyon. At the points the tourists will find different spots where they can follow their hobby of outdoor sports. The offers are totally different for example hiking, cycling, mountain biking, kayaking or off-road-rides. The information about this spots is for everyone accessible at the internet platform wikiloc.com. At wikiloc.com the internet user can also find some more detailed information about the activities of the spot for example: distance, way up on the track, way down on the track, if it's a circle route, highest point and low point and the distance from Sillyon to the spot. In addition also on the created tracks could be find spots of wikiloc (second left table).

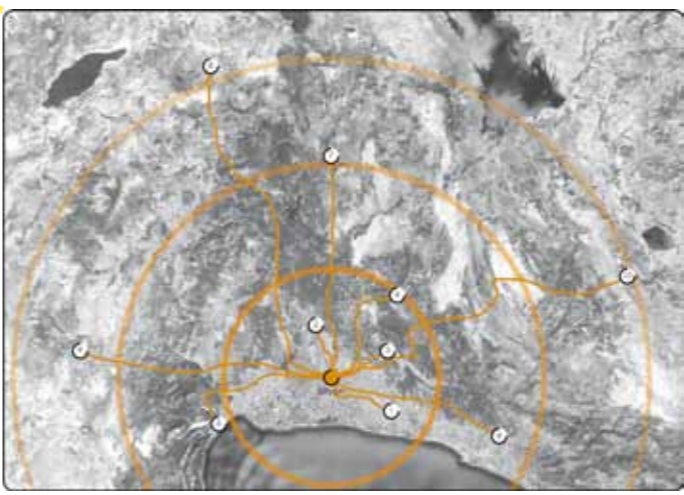
During the process of developing the tracks to the single spots different aims were set up, on that the ways should kinder orientate. An aim was to work with low impact on the environmental region and not to destroy the landscape. Also the paths should offer the tourists different kind of difficulties and distances that everyone can choose out of them linked to the knowledge, facilities and condition. The tracks are now created so that they lead towards some small villages that have the potential to build up their infrastructure and work so in one sector of the „concept of the village“. Another aim was to create the path easy as possible (next to existing roads) that everyone has the chance to use them. But there is also the idea behind to break out of the existing paths and experience the landscape in a more adventurous way.

Over all the concept of the surrounding gives a structure that is important for the villages and the hill of Sillyon. Only in this way a network can be created for active tourism. In the further concept the 9 paths are shown with an overview about their distance, village connection and extent of activity.



## VISION

The idea of the vision combines the three features: the hill of itself, the villages and the surrounding. Sillyon as the centre point of the whole concept offer a large number of different activities that are linked to the topic of active tourism. The second factor of the villages should support the hill with their already existing facilities in food or production experiences. For the surrounding all interesting spots with the offer of active tourism are taken into account. Where the visitors of the hill can expand their active radius. At all a symbiotic element is created from which every feature will get a profit out of it.



## DESIGN SILLYON FOR YOUNG PEOPLE IN A SUSTAINABLE WAY



## TARGET SYSTEM

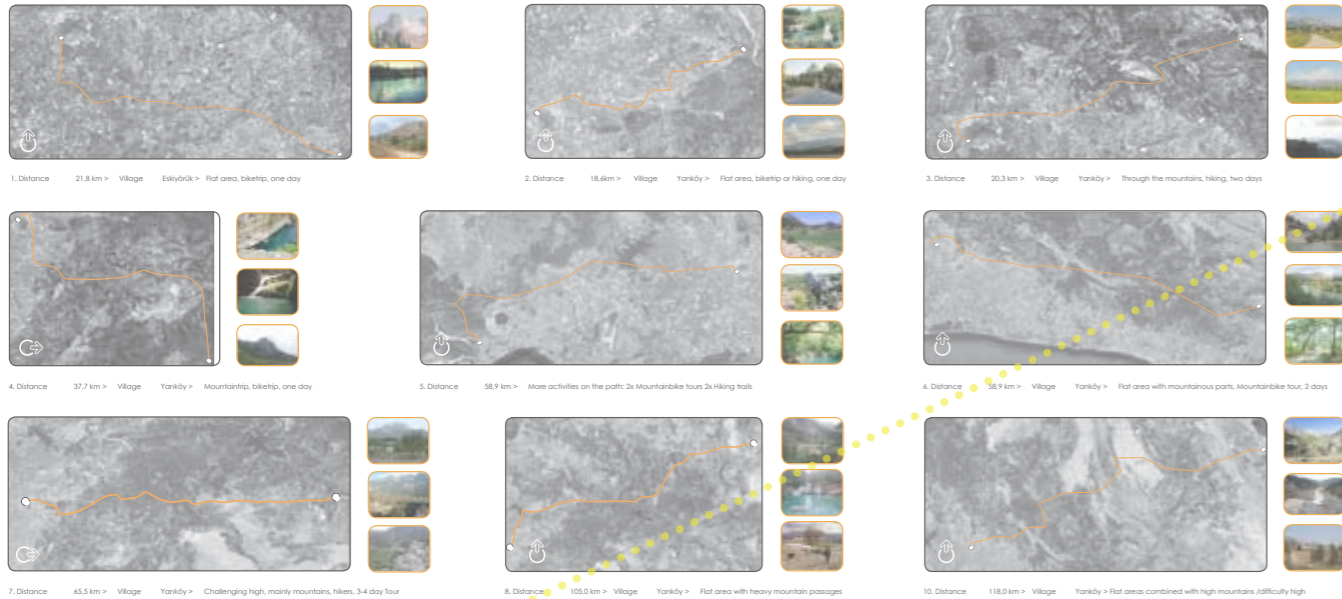
The overall aim of the project in Sillyon is to create an area for young people in a sustainable way. Therefore were 3 sub targets chosen that are related to the superordinate aim. As already mentioned in the vision the work should include the activities at the hill, the villages and the surrounding. In detail there were more targets set, that helps to clear the topic of each supporting sub targets. Most of the created „support“-targets are linked to the SWOT analysis to make the strong points even stronger and to improve the weak points even more.

## CONCEPT OF THE SURROUNDING

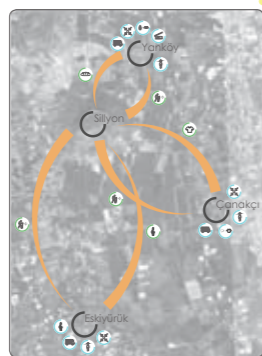
Activity Spot	Distance	Direction	Notes
Kıranı Sofralı / FANU	4.56km	no	1m ↕ 11m 1h ↕ 2h
Debir Beşkonak / CYCLING	43.84km	no	13km ↕ 19m 140m ↕ 3h
Arkas-Başkonak / HIKING	20.03km	no	77m ↕ 72m 84m ↕ 32m From Sillyon: 14.93km
Beşkonak Keşme / MOUNTAINBIKE	33.04km	no	745m ↕ 104m 152m ↕ 148m
Beşkonak Keşme / MOUNTAINBIKE	89.81km	yes	no info ↕ no info no info ↕ no info
Apandos-Akbaş / HIKING	27.74km	no	813m ↕ 463m 866m ↕ 7m from Sillyon: 14.25km
GESE LUCANSU SEALESİ / HIKING	20.03km	no	119m ↕ 25m 122m ↕ 119m from Sillyon: 14.08km
Beşkonak Seğir / WALK	11.28km	no	18m ↕ 91m 67m ↕ 17m
Beşkonak Seğir / WALK	130.98	yes	no info ↕ no info no info ↕ no info
İzara Taurus / MOUNTAINBIKE	27.48km	no	no info ↕ no info no info ↕ no info from Sillyon: 33.93km
Antalya dağları Tulu / BKE	11.99km	no	43m ↕ 58m 15m ↕ 7m from Sillyon: 33.43km
ÖYMARINAR / HIKING	13.23km	no	74m ↕ 93m 48m ↕ 41m
Coştu Yaylası / MOUNTAINBIKE	142.23km	no	388m ↕ 204m 382m ↕ 746m
Davutlu M. / OFFROAD	30.20km	no	13m ↕ 197m 1164m ↕ 133m
Öymarınar / MOUNTAINBIKE	11.23km	no	19m ↕ 45m 64m ↕ 17m
Söğütler - Y. Dökme / HIKING	34.88m	no	142m ↕ 143m 131m ↕ 80m
Turkey: 2007 / BKE TOUR	848.09m	no	1021m ↕ 198m 182m ↕ -2m
İsparta - Ağılasun - Sagalassos	118.92m	yes	1900m ↕ 148m 1920m ↕ 131m from Sillyon: 95.50m
Kızılirmak-3070-4. Değirli / HIKING	21.28km	no	227m ↕ 304m 215m ↕ 102m from Sillyon: 110.54m
İzmit tepesi-Antalya16000m (İzmit Tepesi) / BKE TOUR	81.01km	no	2140m ↕ 181m 1448m ↕ 183m from Sillyon: 110.54m



# SILLYON GET ACTIVE



CATEGORIES	YANKÖY	CANAKCI	ESKIYÜRÜK
Inhabitants	750 children and old people/ demographic change	350 children and old people/ demographic change	710 children and old people/ demographic change
Public buildings/ institute	School/ mosque/ municipality administration	School/ mosque	School / mosque
Meeting point	Combination of coffee and shop	Café and pillow shop	—
Touristic potential	Traditional village houses (not long out of use) Knowledge about further production Visible agricultural production Near Sillyon	Market place / visible agricultural production passing tourists	Romantic houses with gardens/ passing tourists/ nomad festival
Accommodation potential	Traditional houses Nomad tent sites	—	—
Personal impression	Garbage/ unstructured uncomfortable feeling/ nice personal connection	(Unstructured)/ Nice Atmosphere/ warm welcome/ clear/ village is in shape	(Unstructured)/ Nice atmosphere/ clean/ village is in shape
Agricultural production	Cotton/ wheat/ pomegranate Low diversity in economic production	Cotton/ Wheat/ Sweet corn	Cotton/ Wheat/ pomegranate/ high diversity
Process in production	Cheese/ bread/ butter/ Gözleme/ tomato paste/ pickles sold at local bazaar	Olives- olive oil/ Ropes/ Pillow/ know about further cotton production/ Sell milk	Production for their needs
Actual knowledge	No foreign language/ knowledge about production/ less knowledge about sillyon/ no experience with tourism	Typical knowledge about business/ little experience with tourism/ knowledge about production/ no foreign language	Little experience with tourism/ knowledge about production/ no foreign language
Public transportation	No	Twice a day for working/ morning and evening	No information



**ANALYSIS > VILLAGES**  
 For the analysis of the region we decided to have a focus on the three villages around the Sillyon Hill. The names of these villages are Yanköy, Canakci and Eskiyrük. To get comparable informations about the three villages we decided to set up a matrix with ten categories. The categories should provide reliable and comparable informations on the topics we think will be important for our future concept on the regional level. The categories contain information about meeting points, accommodation potentials and so on.

To compare the different villages we evaluated the different categories for each village. This evaluation was based on the personal impression we got when we visited each of the villages.  
 The conclusion one can draw out of this analysis is that Yanköy has the highest potential for tourism, accommodation. Also it has a high tourism potential, but also Yanköy is not connected to a public transportation system and the actual knowledge is quite low. The rest of the categories were evaluated medium. Canakci has a high tourism potential but no accommodation facilities. The other evaluated categories were rated medium. In Eskiyrük there is also a high tourism potential but also a high agricultural production. On the other hand the rating for meeting point, accommodation potential and process in production is rather poor. All the other categories are evaluated medium.

Out of this evaluation of the villages we derived the future concept on the regional level.

**FUTURE CONCEPT > INTEGRATE**  
 The Future Concept for the regional level is called 'integrate' because we want the villages to be integrated into the development of the Sillyon Hill. This aim should be reached by proposing different measures to connect the Sillyon Hill and the surrounding villages in a better way. Out of the evaluation of the villages we knew about the potentials every surrounding village has relative to the touristical development of the Sillyon Hill.

For a better connection between the villages and the Sillyon Hill two developments are important. On the one hand the tourists which are situated on the Sillyon Hill should also visit the villages. On the other hand each village should supply the Sillyon Hill with typical products. To get a differentiation between the villages each village gets a typical brand in relation to the potentials it has. For Yanköy this brand would be connected to food, for Canakci the brand would focus on products and for Eskiyrük it would be culture.

The tourists coming from the Sillyon Hill into one of these villages should then be able to visit workshops which concentrate on the topic the brand of the village has.

The other way round every village should supply the Sillyon Hill with products connected to the brand the village has. This means Yanköy will supply the Sillyon Hill with food products out of regional production and Canakci will supply the Sillyon Hill with products out of raw materials from agricultural production. Such as ropes, pillows, tents, blankets and so on. After Eskiyrük has an emphasis more on the cultural sector the village should provide that the local culture is brought to the hill. This could be with local dancing and music events or by showing how to cook local food.

In the villages themselves should be developed different infrastructures matching to their potentials and the brand each village should get. For Yanköy these infrastructure measures would be: create accommodation facilities, create shops for local products, create public transportation stops, create workshops and develop a local added supply chain for food products. For Canakci these measures are to create shops for local products, to create workshops, to create public transportation stops and to develop a local added supply chain for material. In Eskiyrük a shop for local products should be created also culture based workshops, public transportation stops and the local festival should be extended.

With all these measures we could achieve that the Sillyon Hill and the surrounding villages grow further together and the whole region could profit from the development of the Sillyon Hill.

- INFRASTRUCTURE IN THE VILLAGES**
- ✖ Create accommodation facilities
  - ✖ Create shops for local products
  - ✖ Create public transportation stops
  - ✖ Create workshops
  - ✖ Develop local added supply chain (food)
  - ✖ Develop local added supply chain (material)
  - ✖ Extend local festival
- CONNECTIONS BETWEEN SILLYON AND THE SURROUNDING VILLAGES**
- ➡ Supply Sillyon with food
  - ➡ Supply Sillyon with material
  - ➡ Supply Sillyon with culture
  - ➡ Connecting Sillyon tourists to villages

**ANALYSE HILL > SLOPES**

To get the slopes of the Sillyon Hill we took the DEM of the area and analysed them via GIS. As one can see on the map there is a plane area on top of the hill which is surrounded by steep slopes. On the bottom of these slopes the land becomes quite flat again.

**ANALYSE HILL > LEVELS**

The Sillyon and its surrounding contain of four different levels. The lowest level is the called 'bottom level'. It is situated around the Sillyon Hill itself. In between the 'bottom level' and the Sillyon Hill is the so called 'middle level'. This is a rubble cone around the Sillyon Hill. In the west of the bank of the Sillyon Hill is the plateau. This is a flat area as connection between 'middle level' and the 'top level'. The 'top level' is the flat area on top of the hill.

**ANALYSE HILL > VIEW**

On and in the surrounding of the Sillyon Hill are different viewpoints situated. There are two kinds of viewpoints: Viewpoints for watching the surrounding of the Sillyon Hill and viewpoints for watching nice spots and activities to the inner part of the Sillyon Hill.

**ANALYSE HILL > ACCESS**

There are two different paths to access the Sillyon Hill. One easy and one rough access. Both paths start at the source in the west of the Sillyon Hill. From the cafe to the source leads the '<Bottom access>'. There are no other paths which lead to the '<Top Level>' to the Sillyon Hill because the Hill is limited by cliffs which almost surround the whole Hill.

**ANALYSE HILL > PATH HILL**

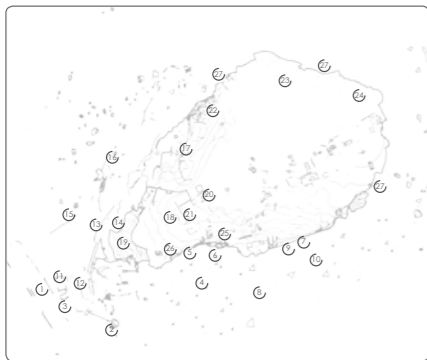
To the cafe which is situated at the bottom of the Sillyon Hill lead gravel roads. Around the Sillyon Hill is a dense network of '<Café trails>'. Some of these trails are used by humans also. These '<Café paths>' are wider and better walkable.

	CATEGORIES	YANKÖY	CANAKCI	ESKIYÜRÜK
	Inhabitants	750 children and old people/ demographic change	350 children and old people/ demographic change	710 children and old people/ demographic change
	Public buildings/ institute	School/ mosque/ municipality administration	School/ mosque	School / mosque
	Meeting point	Combination of coffee and shop	Café and pillow shop	—
	Touristic potential	Traditional village houses (not long out of use) Knowledge about further production Visible agricultural production Near Sillyon	Market place / visible agricultural production passing tourists	Romantic houses with gardens/ passing tourists/ nomad festival
	Accommodation potential	Traditional houses Nomad tent sites	—	—
	Personal impression	Garbage/ unstructured uncomfortable feeling/ nice personal connection	(Unstructured)/ Nice Atmosphere/ warm welcome/ clear/ village is in shape	(Unstructured)/ Nice atmosphere/ clean/ village is in shape
	Agricultural production	Cotton/ wheat/ pomegranate Low diversity in economic production	Cotton/ Wheat/ Sweet corn	Cotton/ Wheat/ pomegranate/ high diversity
	Process in production	Cheese/ bread/ butter/ Gözleme/ tomato paste/ pickles sold at local bazaar	Olives- olive oil/ Ropes/ Pillow/ know about further cotton production/ Sell milk	Production for their needs
	Actual knowledge	No foreign language/ knowledge about production/ less knowledge about sillyon/ no experience with tourism	Typical knowledge about business/ little experience with tourism/ knowledge about production/ no foreign language	Little experience with tourism/ knowledge about production/ no foreign language
	Public transportation	No	Twice a day for working/ morning and evening	No information

- Good
- Medium
- Improveable

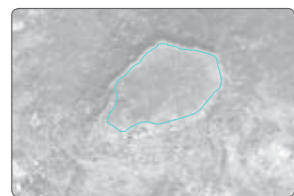


# SILLYON GET ACTIVE



Site	Accessibility	Morphologie	Extent	Properties	Proposal
Teraces	easy	teraced/ low walls/ lawn	bottom level	meadow/entrance/shadow	market place/agriculture/meadow/entrance
Big Rock	easy	single object/ limestone	hillside	building on top	climbing/boulder/suppliance station/geocatch
Source I	easy	water basin	bottom level	object in use/ entrance	meeting point/suppliance station/entrance
Theatredrop	easy/though	big blocks/ broken limestone	huge area	no usage/ earthquake	boulder area/ bike parcour
Cliff I	tough	steep cliff/ different slopes/ blank	hillside/ top level	archaeological sites on top	climbing
The Needle	tough	landmark	hillside/ top level	monolithic/ magnetic spot	climbing/ slackline/ viewpoint
Cliff II	medium	steep cliff/ different slopes/ structured	hillside/ top level	archaeological sites on top	climbing
Source II	easy	water outcomel/ of the ground	hillside	high vegetation	suppliance station
Hole in Cliff II	medium	hole in the wall/ quite big	hillside	flat area in hole	sleeping spot
Waterworks					
Temple	easy	big block/stone walls/one gap	bottom level	view connection to entrance	entrance/ meeting point
Dome	easy	broken structure/ round roof	bottom level	dome as structure	sanitary station/ resting station
Ramp I	medium	stretched wall	hillside	sloped ramp/ vegetation/ broken material	downfall
Cliff III	tough	steep cliff/ highly structured	hillside to plateau	connection/ to plateau/ vegetation	connection
Tower I	medium	good condition/ without roof	hillside	four sided walls/ walk through	climbing/ view point
Mosque	medium	stonehouse dome roof	hillside	accessible/ best sustained building	wintercamp
Ramp II	medium	stretched wall	hillside/ top level	sloped ramp/ vegetation	downfall
Cisterns	medium	holes in ground	top level	storage diverse/ deepnesses	climbing/ jumping/ storage
Cliff IV	medium	flat plateau	plateau	connective point/ grassland	camping/ meeting point
Pamphylian Building	medium	ruin/ scattered blocks	top level	inscription	wall path/ parcour
Heleneitic Building	medium	three walled building	top level	protected area	wall path/ infrastructure
Fading Cliffs	rough	flat area/ canyons	top level	chubul/ greenland	canyoning
Open Field	medium	some chubul/ some rocks	top level	cisterns	cross golf/ delta flyer/ activity centre/events
Tower II	medium	only basement	top level	recognizable point	information/ flying fox
Ocdium	medium	broken walls	top level	shadow	resting area/ rope garden
Amphitheatre	medium	round stairs/ edge of cliff	top level	theatre in landscape	view point
Surrounding Cliffs	rough	steep cliffs	hillside/ top level		climbing path

**ANALYSE HILL > SITES**  
To get an overview of the attractive and relevant sites for our activity future concept we decided to evaluate the most significant sites on the Sillyon Hill. These sites include archaeological as well as nature sites. For evaluating these sites we set up a matrix with four categories including accessibility, morphology, extent and properties. Out of the content for these categories we derived a proposal for each site. This proposal is clearly affected by the activity concept and therefore this matrix is the basis for our future concept on the level of the Sillyon Hill.



**FUTURE CONCEPT > SILLYON HILL > VIEWPATH**

The Viewpath is a path on the Top Level of the Sillyon Hill which connects all the exciting viewpoints which deliver a great view into the surrounding of the Sillyon Hill. With the help of these viewpoints one can for example discover the different agricultural structures around the Sillyon Hill. Also it is possible to have a look at similar mountains on the Sillyon Hill and a view to the Taurus mountains is given. By walking this path it is also possible to get a holistic impression of the Sillyon Hill and its archaeological and natural attractions. This path is mainly for people who come to the Sillyon Hill to discover the hill itself and its unique structure. So the path is intended for the tourists who come to the Sillyon Hill not to take part in the offer of activities but come there for contemplation.



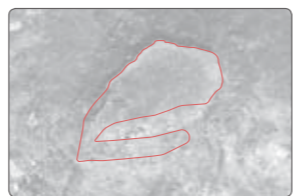
**FUTURE CONCEPT > SILLYON HILL > TRY OUT PATH**

The Try Out Path is the easiest of the three activity paths. This path starts like all other paths at the source. And leads with an easy access on to the top of the Sillyon Hill. On the top level the path contains a little loop. This little loop leads the tourists to different activities and to viewpoints where other activities can be watched easily. The activities on this path are all in the easiest category. The infrastructures for these activities are a rope garden, the cross golf area, an archaeological parcour and the nature playground. This path is thought for tourists with kids or for tourist who want to try out outdoor activities or come into contact with such kind of leisure activities for the first time. This kind of path should ensure that not only highly sportive people come to the Sillyon Hill but the Sillyon Hill tourist destination is also suitable for other target groups.



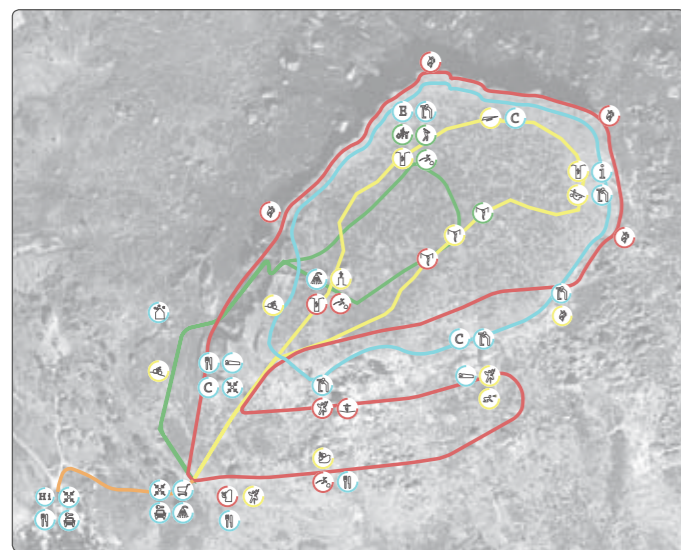
**FUTURE CONCEPT > SILLYON HILL > EXPERIENCE PATH**

The Experience Path is the medium path of the three activity paths. It is suitable for tourists which come to the Sillyon Hill and are already experienced in this certain kind of outdoor activities. Also it is for tourists which succeeded in the Try Out Path and want to take the next step. This path contains the most infrastructure for activities such as a downhill cycling track, a ruins highway, canyoning facilities, delta flyer area, a flying fox, a bike parcour area and cave exploring. The main part of the Experience Path also consists of a loop on the top level of the Sillyon Hill. And as all other paths the tourists are guided to the activities by the rough path. Also this rough path starts at the source.

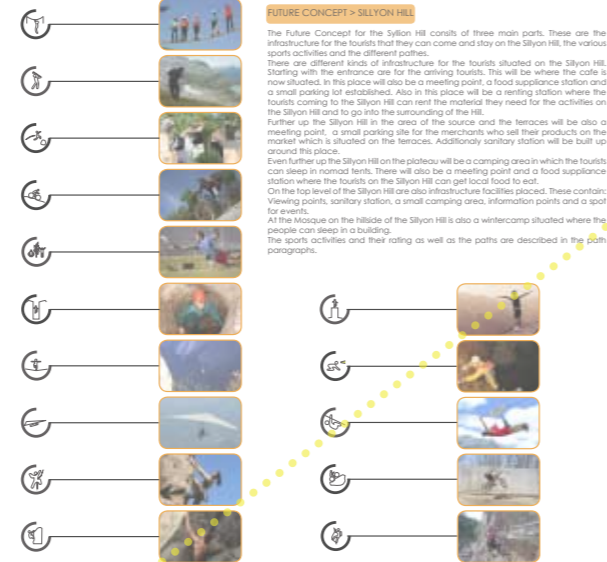


**FUTURE CONCEPT > SILLYON HILL > ADVENTURE PATH**

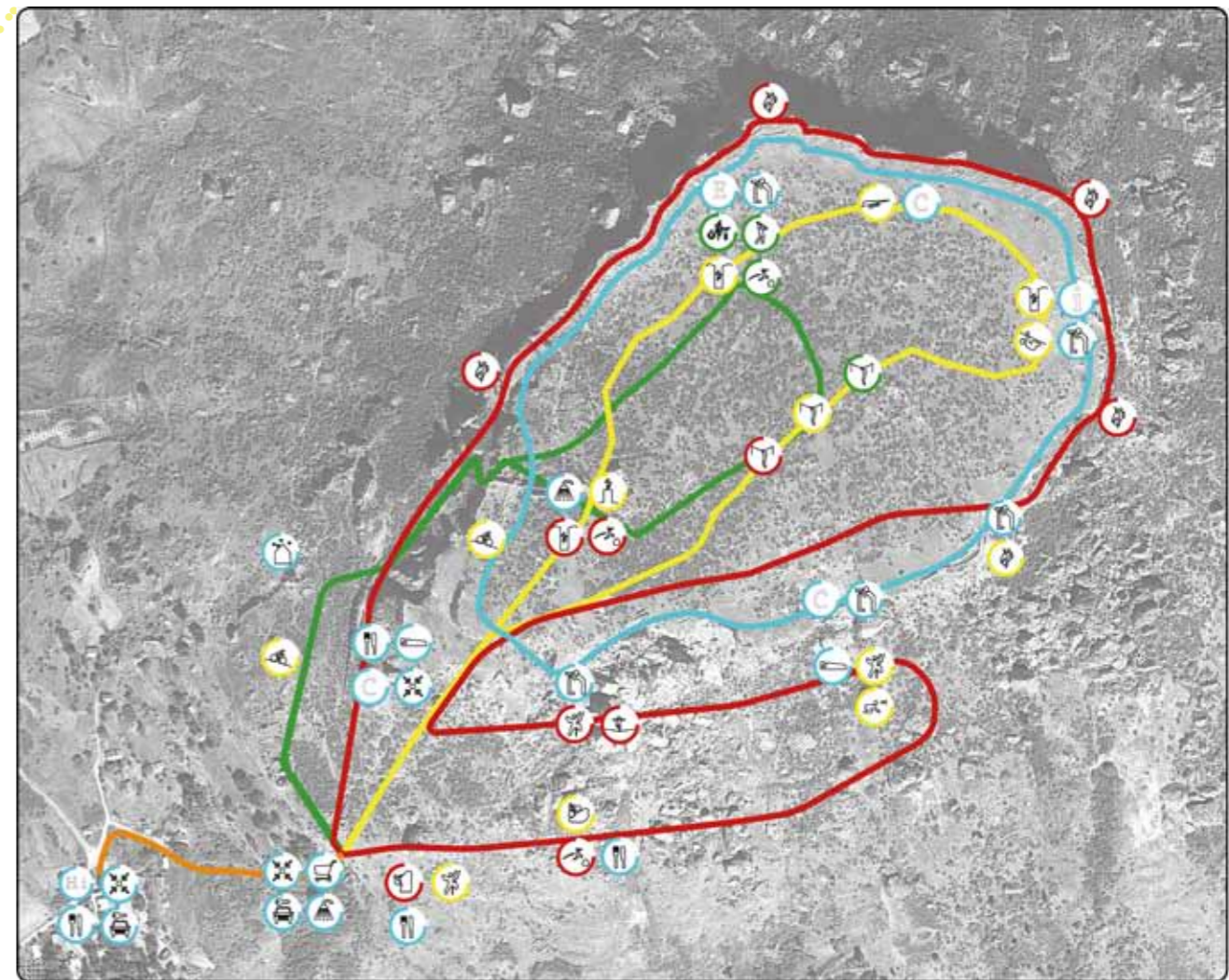
The Adventure path is the most advanced path of all paths of the Sillyon Hill. It contains the most difficult outdoor activities offered at the Sillyon Hill. These activities contain climbing, slackline, bouldering and going via ferrata. This path is only for a moderate kind of experts in these kinds of sports. The tourists who want to succeed in this path have to be very sportive and persevering. Because of this fact there are only a few activities which are in the highest category of activities. The Adventure path also starts at the source but there is no path to the top level of the Sillyon Hill. To reach this level the athletes have to succeed in the via ferrata which leads in the cliff almost one time around the Sillyon Hill. On the top level of the Sillyon Hill is only a short path of the path before the tourists have to descend via the rough path and then are guided to the so called <<theatredrop>>. In this very rocky area the target is a loop back to the starting point.



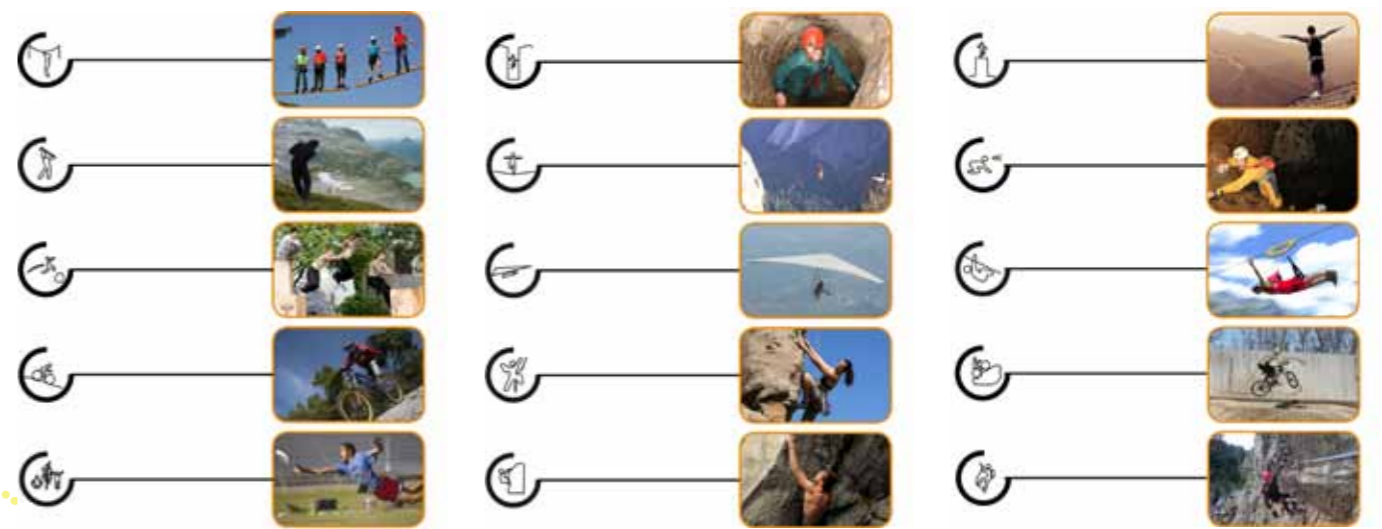
- Market-Area
- Meeting Point
- View Point
- Winter Camp
- Chillout Area
- Sanitary Facility
- Welcome-Area
- Supply Station
- Rent Station
- Event
- Information Point
- Accommodation



**FUTURE CONCEPT > SILLYON HILL**  
The Future Concept for the Sillyon Hill consists of three main parts. These are the infrastructure for the tourists that they can come and stay on the Sillyon Hill, the various sports activities and the different paths. There are different kinds of infrastructure for the tourists situated on the Sillyon Hill. Starting with the entrance are for the driving tourists. This will be where the cafe is now situated. In this place will also be a meeting point, a food suppliance station and a small parking lot established. Also in this place will be a resting station where the tourists coming to the Sillyon Hill can rent the material they need for the activities on the Sillyon Hill and to go into the surrounding of the Hill. Further up the Sillyon Hill in the area of the source and the terraces will be also a meeting point, a small parking site for the merchants who sell their products on the market which is situated on the terraces. Additionally sanitary station will be built up around this place. Even further up the Sillyon Hill on the plateau will be a camping area in which the tourists can sleep in normal tents. There will also be a meeting point and a food suppliance station where the tourists on the Sillyon Hill can get local food to eat. On the top level of the Sillyon Hill are also infrastructure facilities placed. These contain: viewing points, sanitary station, a small camping area, information points and a spot for events. At the Mosque on the hillside of the Sillyon Hill is also a wintercamp situated where the people can sleep in a building. The sports activities and their rating as well as the paths are described in the path paragraphs.



- Market-Area
- Meeting Point
- View Point
- Winter Camp
- Chillout Area
- Sanitary Facility
- Welcome-Area
- Supply Station
- Rent Station
- Event
- Information Point
- Accommodation





# BE SILYON



Imagine to be at a place where history becomes alive with the help of high-tech augmented reality instruments and the involvement of local people that will not only show you their way of living but will share with you their food and culture in an environment that is rich in adventure, biodiversity, creativity and experience.

Silyon as an archaeological site rich in history, culture, biodiversity, welcoming people and agriculture that inspired us to develop a reference point for a new experiential way of tourism. The key aspect of our concept is to preserve the uniqueness of the site itself, in order to protect what is already there: the breathtaking landscape, the historical ruins and the people that live there in balance with the environment. This for us means to BE PART of the project, to BE ENLIGHTENED by new ways of accessing information, to BE IMPRESSED of the site, to BE BEYOND all conventional planning, to BE CONNECTED with the world, to BE AWARE of the uniqueness of Silyon – to BE SILYON.

Therefore we set ourselves the target of giving initial triggers with low impact and to implement a new technological approach – augmented reality; four different levels with a diverse concentration on what happens there.

Level 1 – ‘BE PART’- Get in touch with the locals

Level 2 – ‘DISCOVER’- Low impact paths

Level 3 – ‘GET ACTIVE’- Extreme adventure paths

Level 4 – ‘EXPERIENCE AUGMENTED REALITY’- Virtual reconstructions of the ruins

Our project is rather a growing management process than a final product. By giving initial triggers and small but elementary changes in the different levels we want to initiate our project. One example for the first steps is the improvement of infrastructural connections, the restoration of old tumbled down houses for accommodation, the involvement of the local people and the setting of first specific points for information, augmented reality and resting places. Throughout time, our project will grow by developing the activities within the levels; for example the establishment of further activities on the hill and in the surrounding of Silyon, with the help of our network. In the final phase of our process we will hand over the stewardship to the local people and we as a planning team will undertake the monitoring process.

The aim of our concept of information and communication is to give and get information and to have the possibility to share the information on our homepage. With our devices and interactive glasses the user will experience Silyon in a new way. The use of augmented reality will give information on specific points about history, flora and fauna, and it will show the ‘reconstructed’ history, interviews of locals and experts, pictures and the possibility to listen to an audio guide while walking around. Possibilities that can be chosen by the user in order to experience Silyon by their own terms.

In the end the users will be able to share and communicate their experience to a big network and this communication process will be the advertisement for the whole project at the same time.



VISION



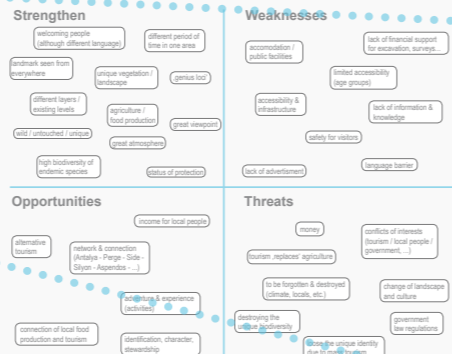
Imagine to be at a place where history becomes **alive** with the help of high-tech **augmented reality** instruments and the involvement of **local people** that will not only show you their way of living but will share with you their **food and culture** in an environment that is rich in **adventure, biodiversity, creativity and experience**.

# BE SILYON

VISION & TARGETS

What is the future of landscape architecture about ?

SWOT

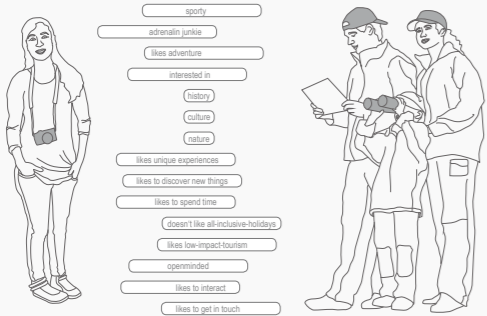


COMMUNICATION & INFORMATION SYSTEM

Get aim to GIVE and GET information...



KEYPROFILE TARGET GROUP



SLOGAN

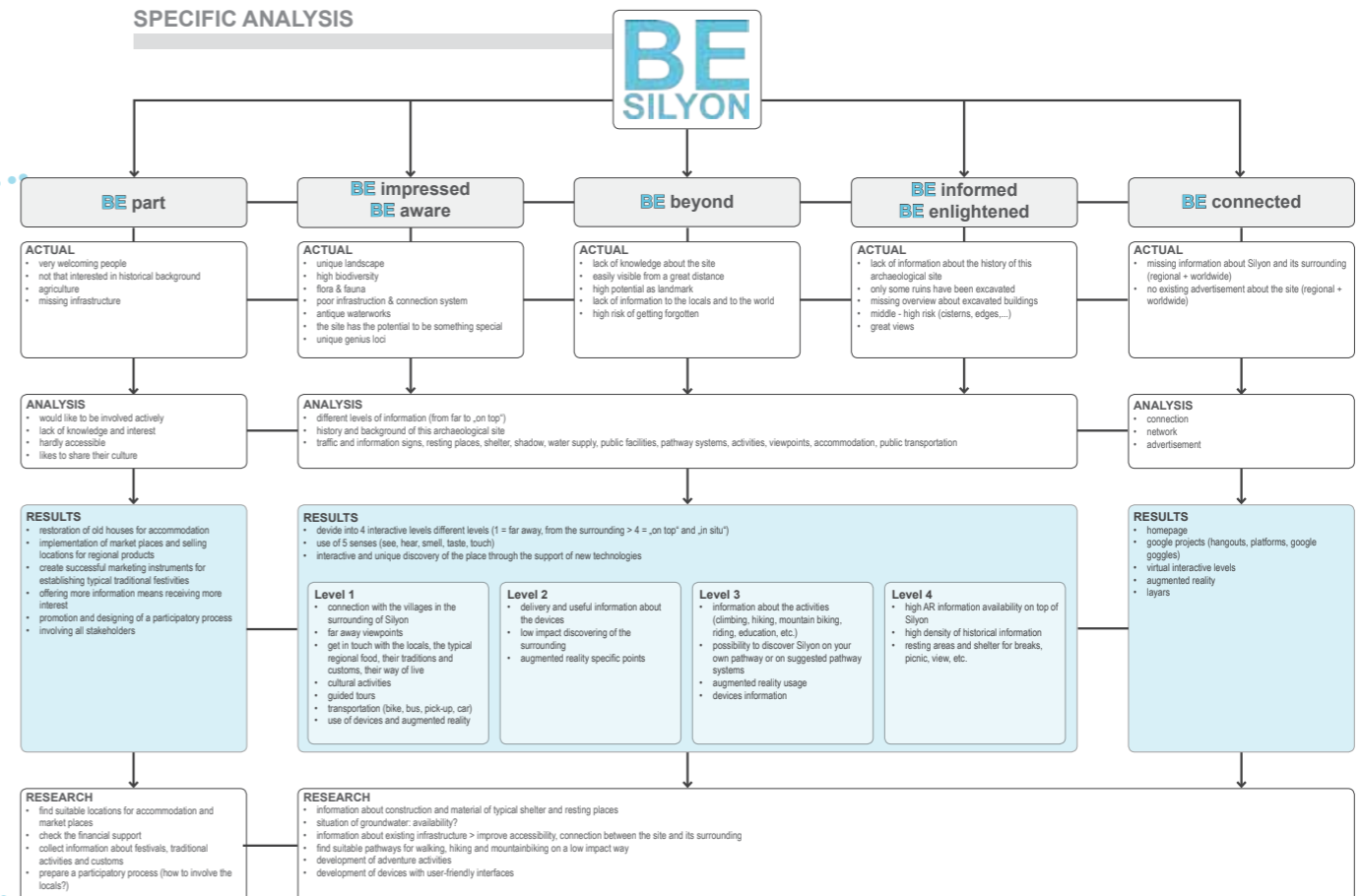
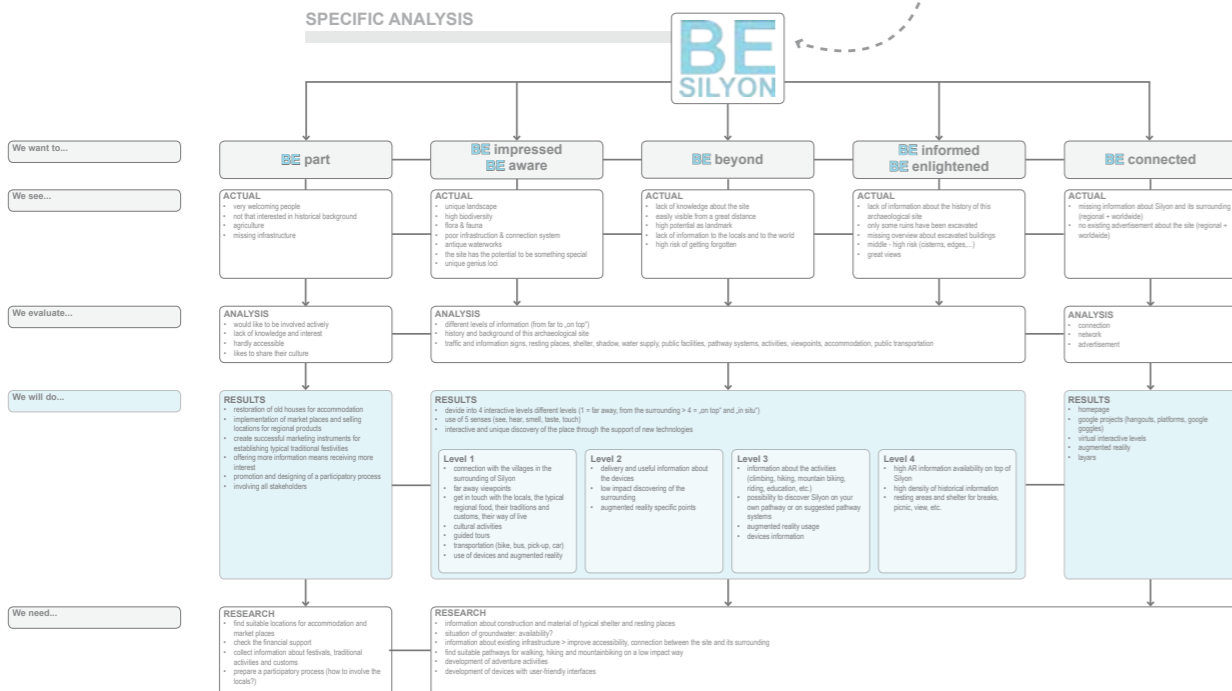
- BE beyond
- BE active
- BE informed
- BE enlightened
- BE impressed
- BE aware
- BE connected
- BE part

VISION

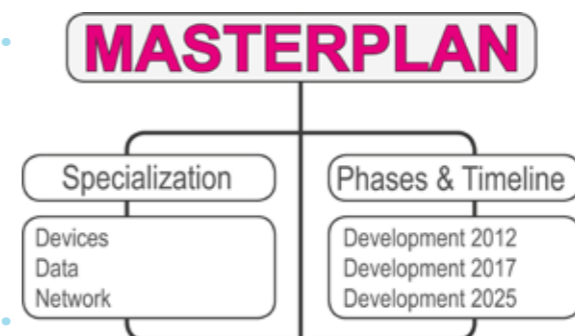
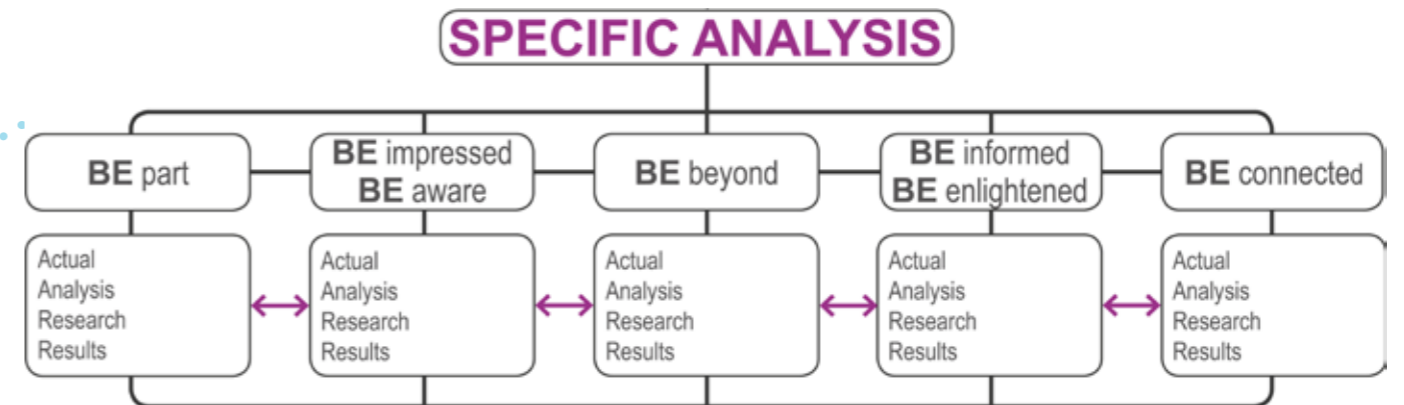
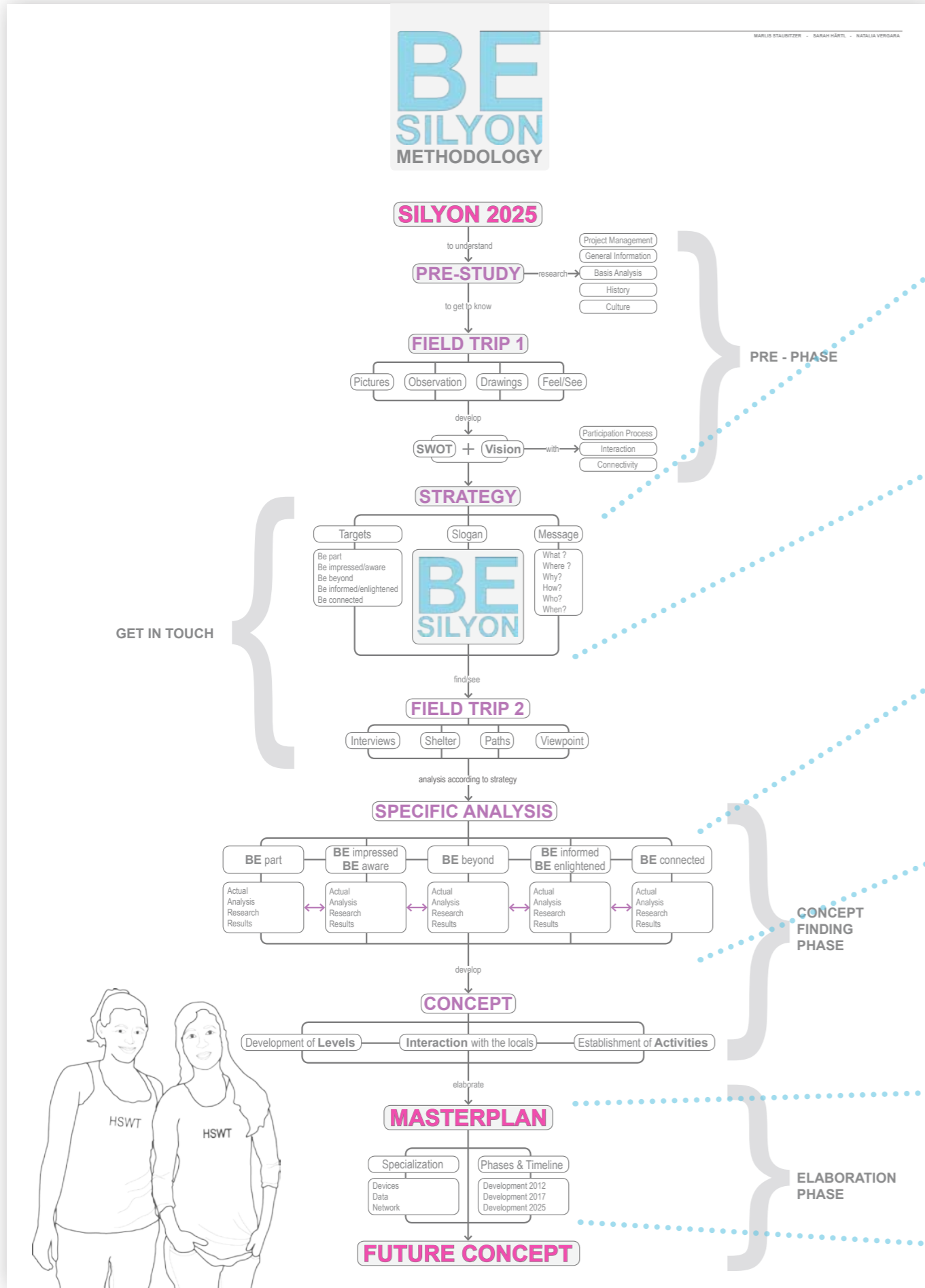


Imagine to be at a place where **history** becomes **alive** with the help of high-tech **augmented reality** instruments and the involvement of **local people** that will not only show you their way of living but will share with you their **food and culture** in an environment that is rich in **adventure, biodiversity, creativity and experience**.

SPECIFIC ANALYSIS

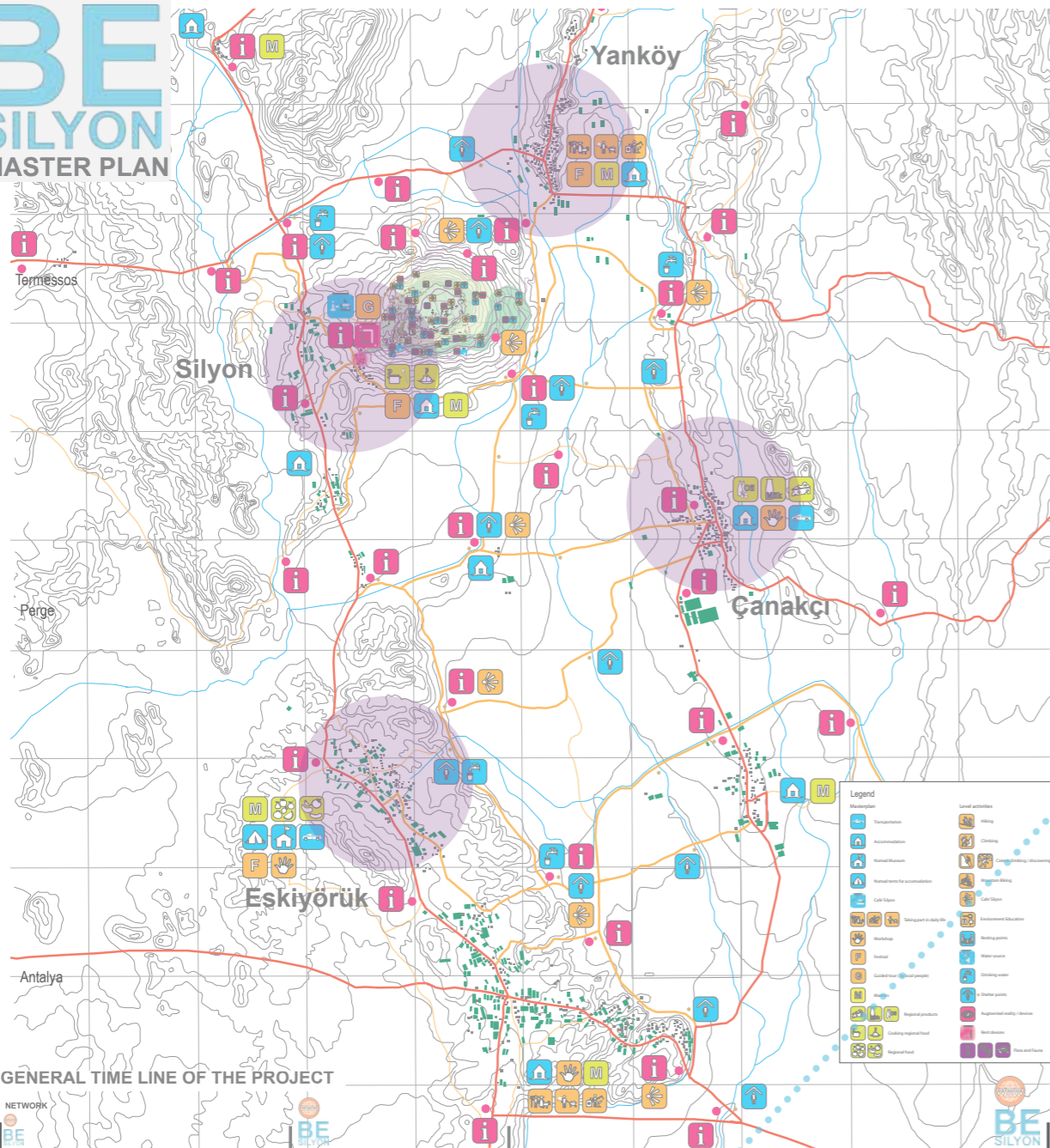








# BE Silyon MASTER PLAN



## Legend

### Masterplan

- Transportation
- Accommodation
- Normal Museum
- Normal tents for accommodation
- Cafe Silyon
- Taking part in daily life
- Workshop
- Festival
- Gulfield tour (by local people)
- Markets
- Regional products
- Cooking regional food
- Regional food

### Level activities

- Hiking
- Climbing
- Cistern climbing / discovering
- Mountain Biking
- Cafe Silyon
- Environment Education
- Resting points
- Water source
- Drinking water
- Shelter points
- Augmented reality / devices
- Rert devices
- Flora and Fauna

## 2017

- Extend the network of the suggested pathways for all the levels as well as the transportation system.
- Improvement of the points where people can explore the Cisterns system. Increase the amount of accommodation according to the demand of tourism.
- Enlargement of the amount of specific information, related to the data for the augmented reality and the activities programs in the Silyon Route. The data will increase with the help of the Silyon network.
- Improvement of the software and hardware needed for the augmented reality; according to the state of the art of this technology. As well as, the improvement of our application.
- Growth of the advertisement with the help of the Silyon Network
- Strengthen the participatory process with the community, evaluation of the process, strategies for the future and new development of activities.
- Improvement of all the activities of the level one and the programs like: "taking part in the daily life of the locals"

- Continue upgrade of the software and hardware technologies of the Augmented Reality part of the project.
- Upgrade the network and develop of more tools according to the feedback of our community
- Evaluation of the participatory process and development of new activities, as well as the improvement of the past activities
- Enlargement of the data available with the help of the network and the continuing studies of the archeological site.
- Establishment of Leaders in the community as important actor that will continue with the participatory process once the designing team finishes their work.
- Enlargement of the network, possible new connections to a more regional project. Evaluation and growth of all the facilities, shelters, water points, information points and activities according to demand.

## SUPPORT - ACTIVITIES



## REGIONAL PRODUCTS



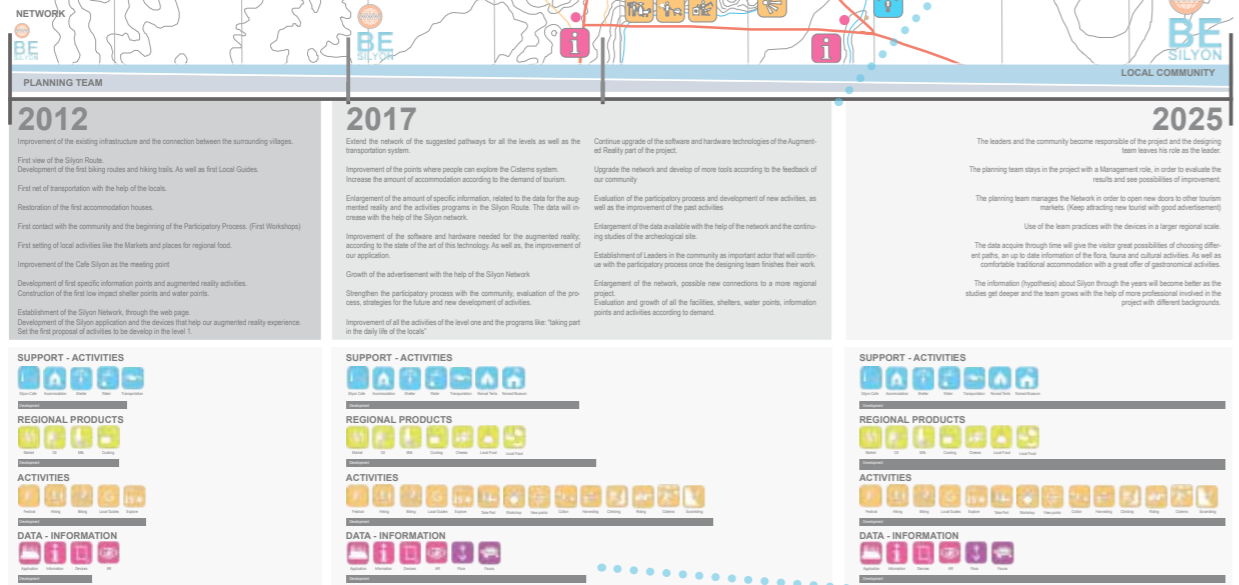
## ACTIVITIES



## DATA - INFORMATION



## GENERAL TIME LINE OF THE PROJECT







# BE SILYON

## FUTURE CONCEPT

Be Silyon is divided by levels, where the tourist can access to different types of activities. In level 1 the experience is related to the interaction with the local people and their activities, divided in four levels, marked with workshops.

MARLIS STAUBITZER - SARAH HÄRTL - NATALIA VERGARA



2012 LEVEL 1 - "Be part" - Activities 2017 2025

### LEVEL 1 - "Be part" - Activities

#### Silyon

**"Create your own Experience"**

**Accommodation**

- Renovated old traditional houses

**Silyon Café**

- Merchandise shop as a selling point of regional food and drinks. Perfect meeting point for recover and get in touch with the locals

**Workshops**

- "Cotton Harvest" Participate in the cotton harvest and the further processing between October and February
- "Cooking Courses" Prepare food and take part in cooking courses once a month

**Festival - "Cotton Festival"** (seeding: Feb - June, growing period: 8-9 months, harvest: Oct - Feb)

- Twice a year for two days (30<sup>th</sup>/31<sup>st</sup> Oct, 15<sup>th</sup>/16<sup>th</sup> Feb)
- Celebrate the successful harvest with folkloric music, traditional clothes, songs and dances

#### Yanköy

**"Meet the Tradition"**

**Accommodation**

- Renovated old traditional houses
- Construction of additional buildings on demand in the traditional architectural way by using local features

**Market**

- Biweekly during peak season and selling handmade clothing made from the local green cotton as well as selling regional food

**Workshops**

- "Meet the Tradition" Get to know the local people and help them with their daily work
- "Jute it" Take part in the production of handmade clothing
- "Cotton Harvest" Take part in the cotton harvest and the further processing between October and February

**Festival - "Kurban Bayramı"**

- Take part in the "Kurban Bayramı" (sacrifice of the sacrificial animal)
- Take part in the "Kurban Bayramı" (sacrifice of the sacrificial animal) with folkloric music, traditional clothes, songs and dances

Year	Ramadan	Fest of Ramadan	Kurban Bayramı
2012	18.07 - 18.08	18.08 - 21.08	20.08 - 21.08
2013	16.07 - 16.08	16.08 - 19.08	18.08 - 19.08
2014	15.06 - 15.07	15.07 - 18.07	17.07 - 18.07
2015	13.06 - 13.07	13.07 - 16.07	15.07 - 16.07

#### Çanakçı

**"Get in Touch"**

**Accommodation**

- Renovated old traditional houses and construction of additional buildings on demand in the traditional architectural way by using local features

**Market**

- Biweekly during peak season with selling handmade carpets, pottery and artwork
- Selling self made olive oil, milk and dairy products, sheep and goat meat and honey

**Workshops**

- "Get in Touch" train manual dexterity and stimulate the senses by taking part in the production of handmade pottery and carpets
- "Colour your Life" take part in the process of colouring of textiles natural products
- "Produce it" take part in the production of olive oil, milk and dairy products and honey
- "Cotton Harvest" participate in the cotton harvest and the further processing between October and February

**Festival - "Artwork Festival"** (optimal season: May - Jun, Sep - Nov, peak season: Jul - Aug)

- four times a year for two days (30<sup>th</sup>/31<sup>st</sup> Jul, 15<sup>th</sup>/16<sup>th</sup> Aug, 1<sup>st</sup>/2<sup>nd</sup> Nov)
- Colorful celebration and selling of the handmade artworks while experience the history and development of Çanakçı's handmade artworks
- Discover the role of natural products and visit the traditional hospitality homes

#### Antalya (Kaleiçi)

**"Back to the Castle"**

**Keywords**

- antique, old Ottoman stone houses, winding alleys, narrow streets, sunny squares, lovely street cafes, mosques, fascinating, romantic, original

**Fast & Present**

- located at the beginning of the 19<sup>th</sup> century on a semicircular rock plateau 25m above the bay of Antalya
- UNESCO world cultural heritage
- rich, geothematic, historical, souvenir shops, Turkish tea gardens, old antique places and many new restored houses

**Places of Interest**

- Historic Square (Kaleiçi's Gate)
- Yıldırım Mosque
- Historic House (Sultan's Tower)
- Kiosk (Yıldırım)

**Workshops**

- "Be on Track" Participate in the harvesting, milking, breeding and sheep shearing processes. Take part in the cheese production and maintenance of the land
- "Set it up" Take part in the setup, dismantling and production process of the tents for the festivals

**Festival - "The Nomad Festivals"** (summer: May-August, winter: Dez-Feb)

- "Farewell Festival" for two days in Eskişehir (1<sup>st</sup>/2<sup>nd</sup> May)
- "Come Back Festival" on the tableland in the (1<sup>st</sup>/2<sup>nd</sup> Dec)

**Highlight - "Nomad Museum"**

- Museum realized as solid stone house as the end of the nomad cycle with exhibition of historical tools and authentic documents, local features and working materials

**Highlight - Transportation**

- Pick-ups as alternatives to public buses. Offering sightseeing tours around Silyon

#### Eskişehir

**"Be on Track"**

**Accommodation**

- Renovated old traditional houses and temporarily installed traditional nomad tents

**Market**

- Biweekly during peak season. Selling regional fruits like: pomegranates, oranges, mandarins, water melons and vegetables like tomatoes, eggplants and cucumbers
- Selling handmade carpets made from sheep wool

**Workshops**

- "Be on Track" Participate in the harvesting, milking, breeding and sheep shearing processes. Take part in the cheese production and maintenance of the land
- "Set it up" Take part in the setup, dismantling and production process of the tents for the festivals

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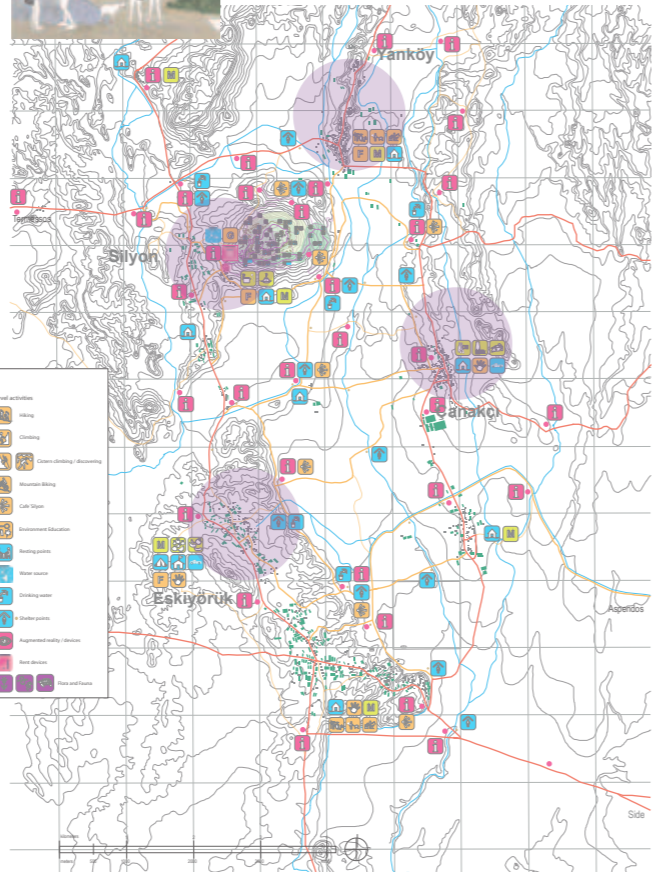
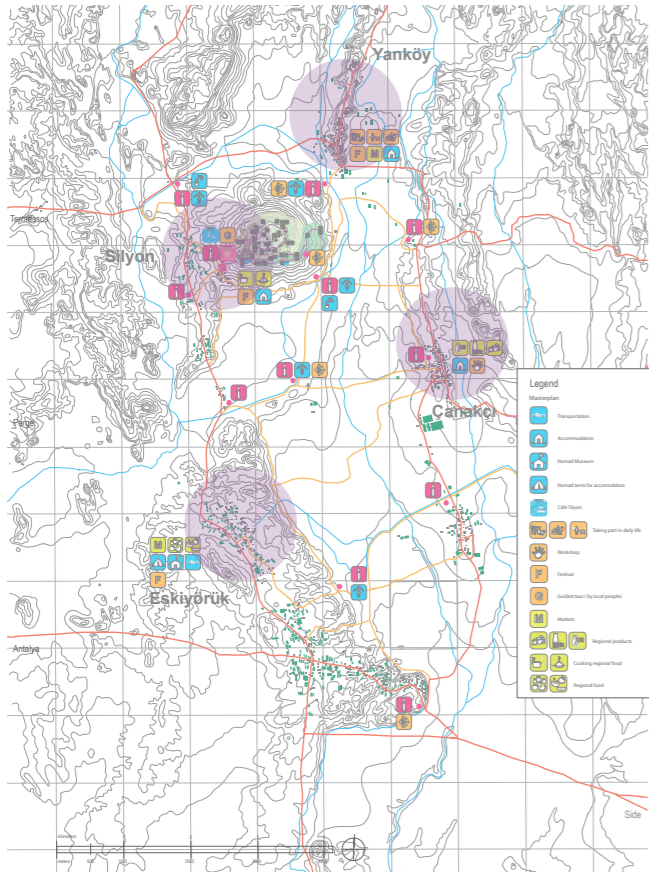
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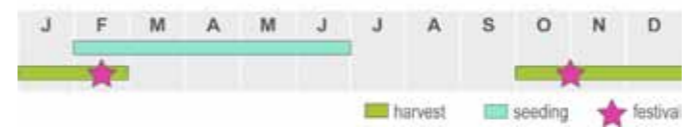
Master Plan 2017

Future Concept 2025

# Silyon

## "Create your own Experience"

- Accommodation**
- Renovated old traditional houses
- Silyon Café**
- Merchandise shop as a selling point of regional food and drinks. Perfect meeting point for recover and get in touch with the locals
- Workshops**
- "Cotton Harvest" Participate in the cotton harvest and the further processing between October and February
  - "Cooking Courses" Prepare food and take part in cooking courses once a month
- Festival - "Cotton Festival"** (seeding: Feb - June, growing period: 8-9 months, harvest: Oct - Feb)
- Twice a year for two days (30<sup>th</sup>/31<sup>st</sup> Oct, 15<sup>th</sup>/16<sup>th</sup> Feb)
  - Celebrate the successful harvest with folkloric music, traditional clothes, songs and dances



# Eskişehir

## "Be on Track"

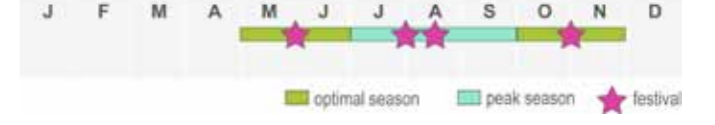
- Accommodation**
- Renovated old traditional houses and temporarily installed traditional nomad tents
- Market**
- Biweekly during peak season. Selling regional fruits like: pomegranates, oranges, mandarins, water melons and vegetables like tomatoes, eggplants and cucumbers
  - Selling handmade carpets made from sheep wool
- Workshops**
- "Be on Track" Participate in the harvesting, milking, breeding and sheep shearing processes. Take part in the cheese production and maintenance of the land
  - "Set it up" Take part in the setup, dismantling and production process of the tents for the festivals
- Festival - "The Nomad Festivals"** (summer: May-August, winter: Dez-Feb)
- "Farewell Festival" for two days in Eskişehir (1<sup>st</sup>/2<sup>nd</sup> May)
  - "Come Back Festival" on the tableland in the (1<sup>st</sup>/2<sup>nd</sup> Dec)
- Highlight - "Nomad Museum"**
- Museum realized as solid stone house as the end of the nomad cycle with exhibition of historical tools and authentic documents, local features and working materials
- Highlight - Transportation**
- Pick-ups as alternatives to public buses. Offering sightseeing tours around Silyon



# Çanakçı

## "Get in Touch"

- Accommodation**
- Renovated old traditional houses and construction of additional buildings on demand in the traditional architectural way by using local features
- Market**
- Biweekly during peak season with selling handmade carpets, pottery and artwork
  - Selling self made olive oil, milk and dairy products, sheep and goat meat and honey
- Workshops**
- "Get in Touch" train manual dexterity and stimulate the senses by taking part in the production of handmade pottery and carpets
  - "Colour your Life" take part in the process of colouring of textiles natural products
  - "Produce it" take part in the production of olive oil, milk and dairy products and honey
  - "Cotton Harvest" participate in the cotton harvest and the further processing between October and February
- Festival - "Artwork Festival"** (optimal season: May - Jun, Sep - Nov, peak season: Jul - Aug)
- four times a year for two days (30<sup>th</sup>/31<sup>st</sup> Jul, 15<sup>th</sup>/16<sup>th</sup> Aug, 1<sup>st</sup>/2<sup>nd</sup> Nov)
  - Colorful celebration and selling of the handmade artworks while experience the history and development of Çanakçı's handmade artworks
  - Discover the role of natural products and visit the traditional hospitality homes





Levels



# BE SILYON

FUTURE CONCEPT

On the hill of Silyon the activities program is divided in four levels, and each with an activity feature that make it special. For example level 2 is designed to have more easy paths to arrive with kids, can enjoy the beautiful history of Silyon. Level 4 is designed for more active people that love adventure and extreme sports, while level 4 is for enjoying the beautiful views from the top of the hill and the use of augmented reality glasses at the end. The design is based around the user to choose what kind of activities he or she wants to be part of.

MARLIS STAUBITZER - SARAH HÄRTL - NATALIA VERGARA

NETWORK

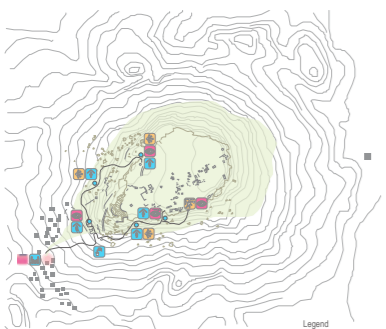


2012

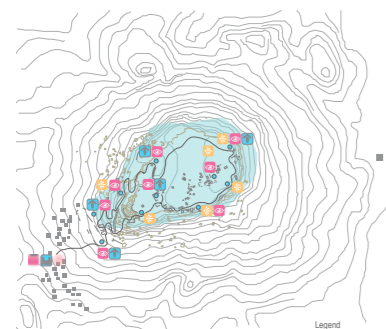
## LEVEL 2 - "Discover"



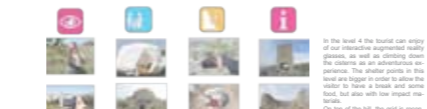
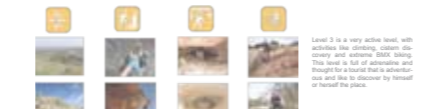
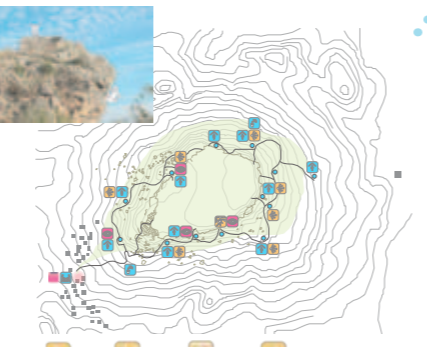
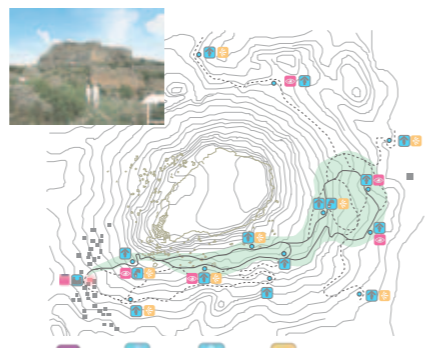
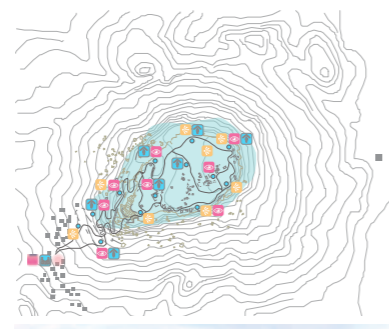
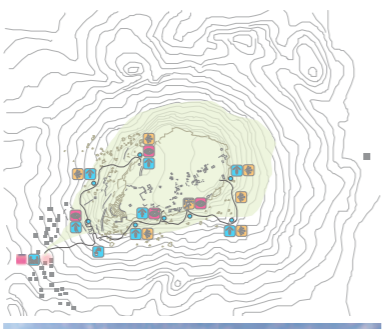
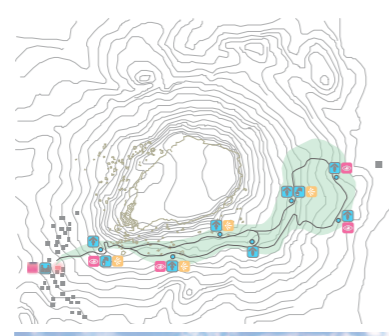
## LEVEL 3 - "Get Active"



## LEVEL 4 - "Experience AR"



2017



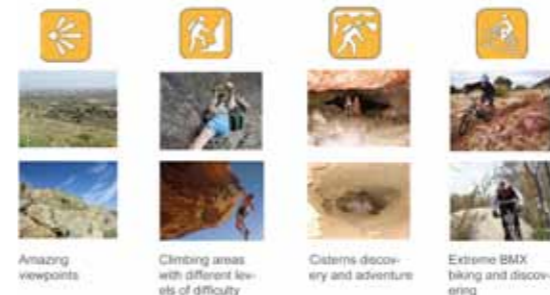
2025



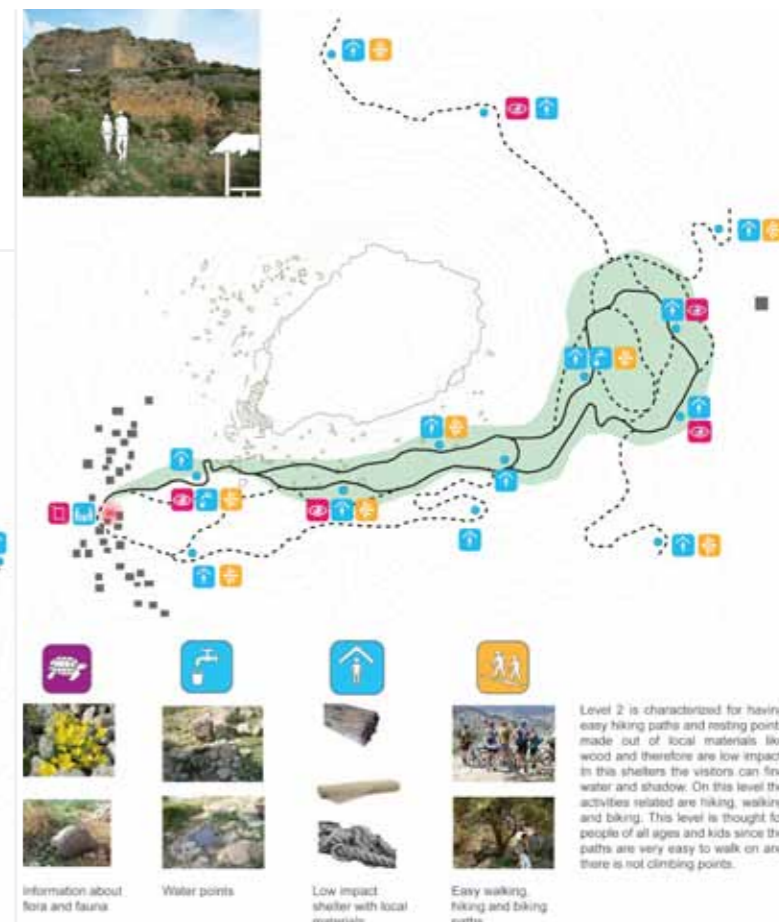
Level 2 is characterized for having easy hiking paths and resting points made out of local materials. In this shelter the visitors can find water and shade. On this level the activities related are hiking, walking and biking. This level is thought for people of all ages and kids since the paths are very easy to walk on and there is not climbing points.

Level 3 is a very active level, with activities like climbing, cistern discovery and extreme BMX biking. This level is full of adrenaline and thought for a tourist that is adventurous and like to discover by himself or herself the place.

In the level 4 the tourist can enjoy of our interactive augmented reality glasses, as well as climbing down the cisterns as an adventurous experience. The shelter points in this level are bigger in order to allow the visitor to have a break and some food, but also with low impact materials. On top of the hill, the grid is reconstructed with wooden sticks so the visitor have an idea of how the grid in the city used to look like. At any point the devices can be used in order to access to more information.



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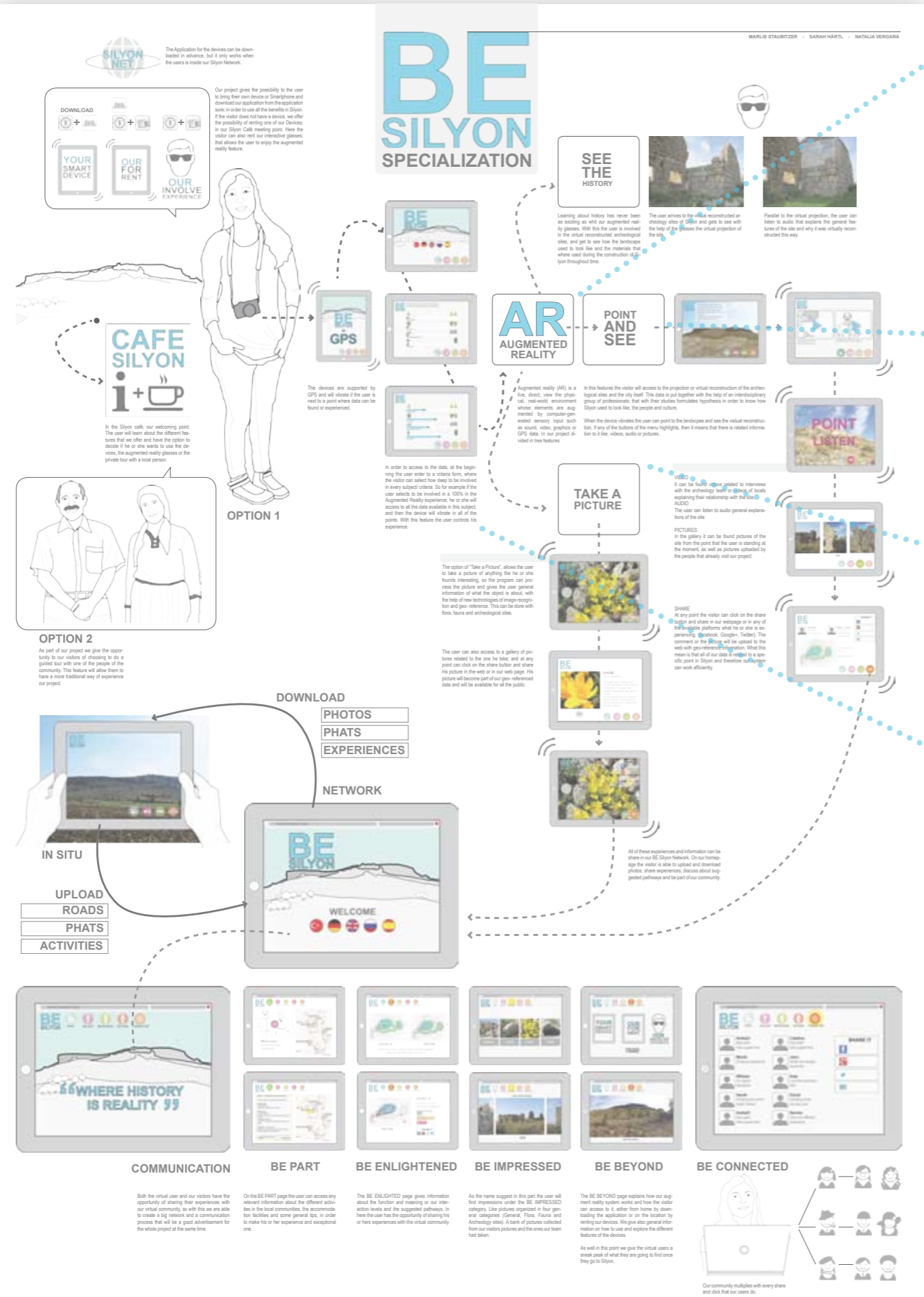


Level 2 is characterized for having easy hiking paths and resting points made out of local materials like wood and therefore are low impact. In this shelters the visitors can find water and shadow. On this level the activities related are hiking, walking and biking. This level is thought for people of all ages and kids since the paths are very easy to walk on and there is not climbing points.



In the level 4 the tourist can enjoy of our interactive augmented reality glasses, as well as climbing down the cisterns as an adventurous experience. The shelter points in this level are bigger in order to allow the visitor to have a break and some food, but also with low impact materials. On top of the hill, the grid is reconstructed with wooden sticks so the visitor have an idea of how the grid in the city used to look like. At any point the devices can be used in order to access to more information.





# AR AUGMENTED REALITY

## SEE THE HISTORY



Learning about history has never been as exciting as with our augmented reality glasses. With this the user is involved in the virtual reconstructed archeological sites, and get to see how the landscape used to look like and the materials that were used during the construction of Silyon throughout time.

The user arrives to the virtual reconstructed archeology sites of Silyon and gets to see with the help of the glasses the virtual projection of the site.

Parallel to the virtual projection, the user can listen to audio that explains the general features of the site and why it was virtually reconstructed this way.

Augmented reality (AR) is a live, direct, view the physical, real-world environment whose elements are augmented by computer-generated sensory input such as sound, video, graphics or GPS data. In our project divided in tree features

## POINT AND SEE



In this features the visitor will access to the projection or virtual reconstruction of the archeological sites and the city itself. This data is put together with the help of an interdisciplinary group of professionals; that with their studies formulates hypothesis in order to know how Silyon used to look like, the people and culture.

When the device vibrates the user can point to the landscape and see the virtual reconstruction. If any of the buttons of the menu highlights, then it means that there is related information to it like; videos, audio or pictures.



The devices are supported by GPS and will vibrate if the user is next to a point where data can be found or experienced.



In order to access to the data, at the beginning the user enter to a criteria form, where the visitor can select how deep to be involved in every subject/ criteria. So for example if the user selects to be involved in a 100% in the Augmented Reality experience; he or she will access to all the data available in this subject, and then the device will vibrate in all of the points. With this feature the user controls his experience.

## TAKE A PICTURE



The option of "Take a Picture", allows the user to take a picture of anything he or she finds interesting, so the program can process the picture and give the user general information of what the object is about, with the help of new technologies of image recognition and geo-reference. This can be done with flora, fauna and archeological sites.



The user can also access to a gallery of pictures related to the one he took; and at any point can click on the share button and share his picture in the web or in our web page. His picture will become part of our geo-referenced data and will be available for all the public.



# IMPRINT

## LAYOUT

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Anna Läser  
Kanao Tada

## EDITORIAL STAFF

Dipl.-Ing. (FH) Stefanie Gruber

## DATE

March 2013

## REFERENCES

Basis map for design title page: Peter Becker, Architect, 1997

*ip/la*







International Master of Landscape Architecture  
[www.imla-campus.eu](http://www.imla-campus.eu)  
2012