



INTEGRATED CULTURAL HERITAGE IN SPATIAL PLANNING
INTEGRIMI I TRASHËGIMISË KULTURORE NË PLANIFIKIM HAPËSINOR
INTEGRISANO KULTURNO NASLEDE U PROSTORNO PLANIRANJE

Fostering inclusive urban planning through urban regeneration and presantation of the archaeological site in Prizren



Implemented by **UN-Habitat Kosovo** through
the Inclusive Development Programme financed by:



Ministria e Kulturës, Rinisë dhe Sportit
Ministarstvo Kulture, Omladine i Sporta
Ministry of Culture, Youth and Sports

 Sweden
Sverige



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United Nations Human Settlements Programme (UN-Habitat)
Integrated Cultural Heritage in Spatial Planning
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www.unhabitat-kosovo.org

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Presentation Plan for the Archaeological Site in Prizren is drafted and implemented within the programme “Integration of Cultural Heritage in Spatial Planning”.

The programme is financed by the Ministry of Culture, Youth and Sports and is supported by UN-Habitat Kosovo programme, through the Inclusive Development Programme, financed by the Government of Sweden.



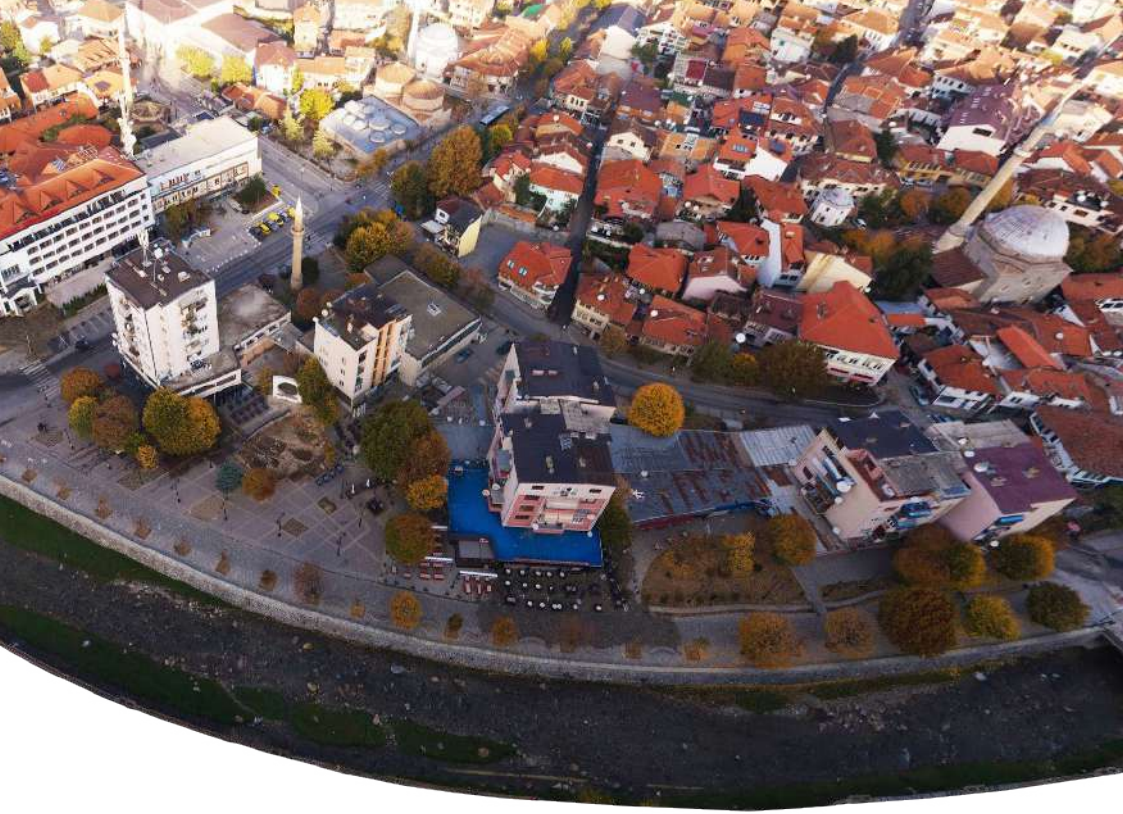




THE LOCATION?

The archaeological site is located within the Historical Center of the city of Prizren.

It is part of the League Square in Prizren, a highly frequented and dynamic public space, rich in cultural, commercial and recreational activities.



Nearby Lumbardhi, the archaeological site is located in an area that has many historical layers, surrounded by many other monuments of cultural heritage.





URBAN AREA

ARCHAEOLOGICAL SITE

HISTORIC CENTER

HISTORICAL BACKGROUND

The Archaeological Site in Prizren was uncovered during the revitalization of Prizren's League Square, in 2014.

During the rescue excavations carried out until 2016, two cultural layers were encountered: the ruins of the Roman period, which are believed to be the structures of a house (villa) and belong to the c. III-IV, and the ruins of the Ottoman period, presenting the walls of the "bylmet bazaar", which existed until the middle of the c. XX.



PROJEKTI 2018
S1 1 LINDIJE
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Rescue excavations.
Source: Archaeological Institute of Kosovo.

“Bylmet bazaar”, which existed until the middle of the c. XX.
Source: Archaeological Institute of Kosovo.





METHODOLOGY



Inclusive working group

Collection of material and analysis of the field situation



Public discussions and inclusion of the community in the process

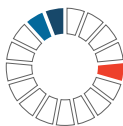
Drafting detailed
project design



Conservation of the
archaeological site

Project
implementation





WORKING GROUP

Department of Cultural
Heritage

Ardiana Qorraj

Archaeological Institute of
Kosovo

Shafi Gashi

Regional Center for Cultural
Heritage in Prizren

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Department of Urbanism and
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Xhejlane Gjini

Department of Public
Services

Muhamet Bajrami

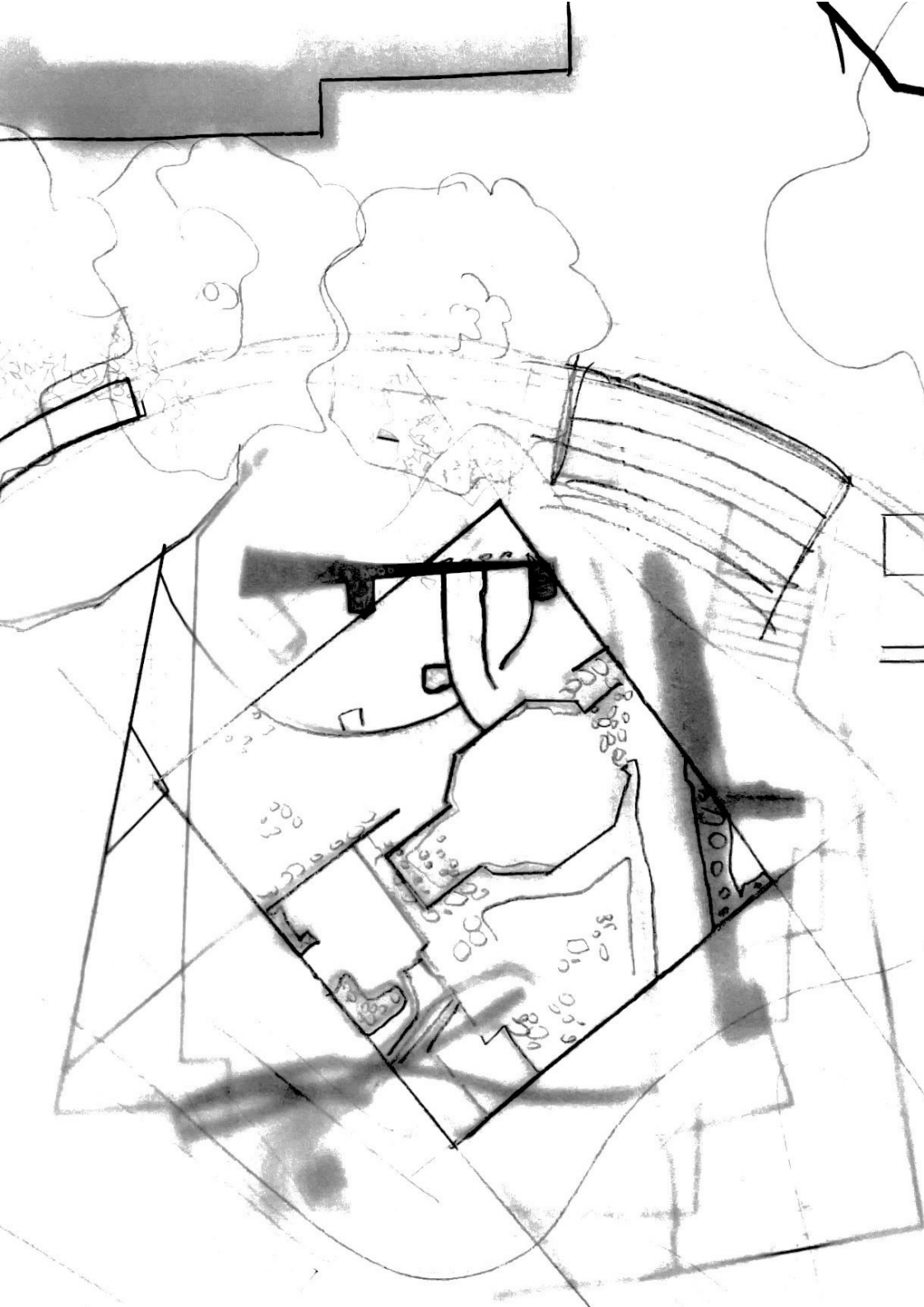
The mayor's office

Jona Hoxhaj

UN-Habitat Kosovo

Zana Sokoli
Blerina Boshnjaku
Lyra Bakija
Jonë Morina
Anni Wagenius







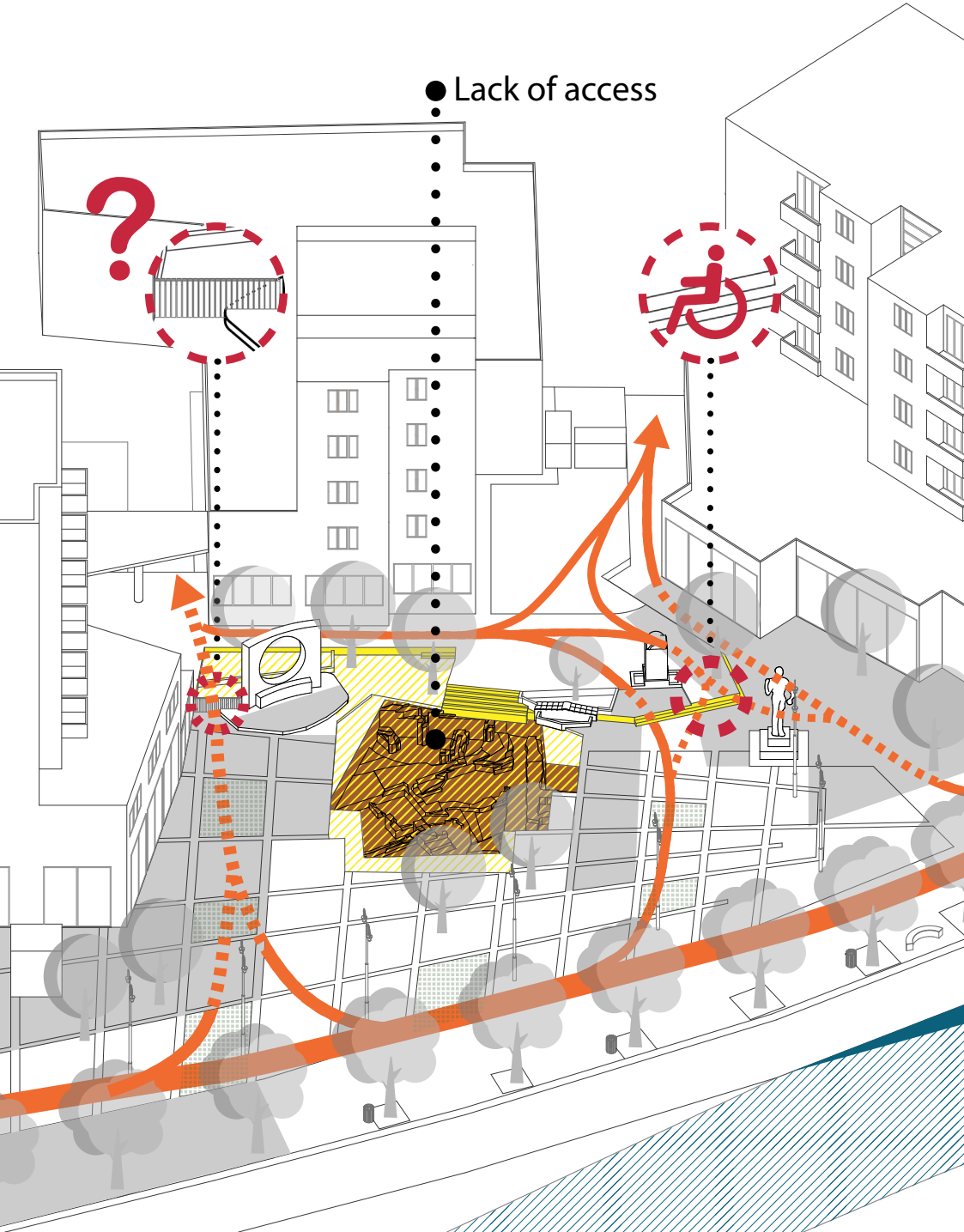


FIELD ANALYSIS

Before starting the drafting of the plan, all the existing material on the archaeological site was collected, as well as the analysis of the existing situation in many fields.

- Cultural heritage monuments
- Accessibility and mobility
- Activities
- Greenary
- Urban furniture
- Functions

● Lack of access





INCLUSION OF THE COMMUNITY

In order to present the initial project design, a series of meetings were held with citizens of Prizren, representatives of businesses in the vicinity of the archaeological site, the professional community, as well as representatives of civil society.

Ministry of Culture, Youth and Sports

Call for

Public Discussion

Archeological Site - Prizren

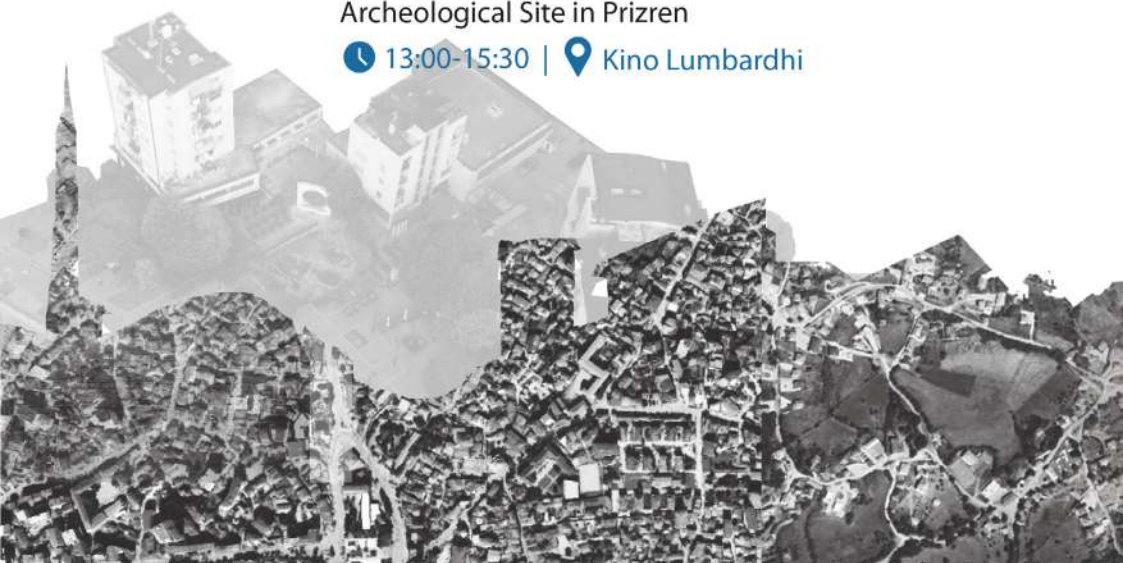
May 31, 2022 Public discussion with neighborhood residents and business community near the Archeological Site for the Presentation and Interpretation Plan of Archeological Site in Prizren

🕒 13:00-15:30 | 📍 Kino Lumbardhi

June 2, 2022 Public discussion with community of professionals and civil society in Prizren

for the Presentation and Interpretation Plan of Archeological Site in Prizren

🕒 13:00-15:30 | 📍 Kino Lumbardhi



INCLUSIVE DEVELOPMENT PROGRAMME
INTEGRATED CULTURAL HERITAGE AND SPATIAL PLANNING

Implemented by UN-Habitat Kosovo programme in partnership with









DETAILED PROJECT

The detailed project was drafted by the working group based on the analysis of the situation, researched material, recommendations and comments received during public discussions.

This project design presents the archaeological site, making it an integrated part of the League Square, offering access to all and creating new socio-economic opportunities.





CONSERVATION AND DOCUMENTATION

Prior to the implementation of the project, the structure of the archaeological site was cleaned and documented.

This activity took place parallelly with the revitalization of the public space and was carried out by the group mandated for conservation, documentation and presentation of the archaeological site.



Documentation of the archaeological site.
Source: Negjmedin Bytyqi.

This team consists of different institutions of the Ministry of Culture, Youth and Sports:

Regional Center for Cultural
Heritage in Prizren

Vesel Hoxhaj
Coordinator, archaeologist

Archaeological Institute of
Kosovo

Zana Rama
Archaeologist

Regional Center for Cultural
Heritage in Prishtina

Dukagjin Dibra
Conservator

Archaeological Institute of
Kosovo

Caner Tatar
Conservator

National Museum of Kosovo

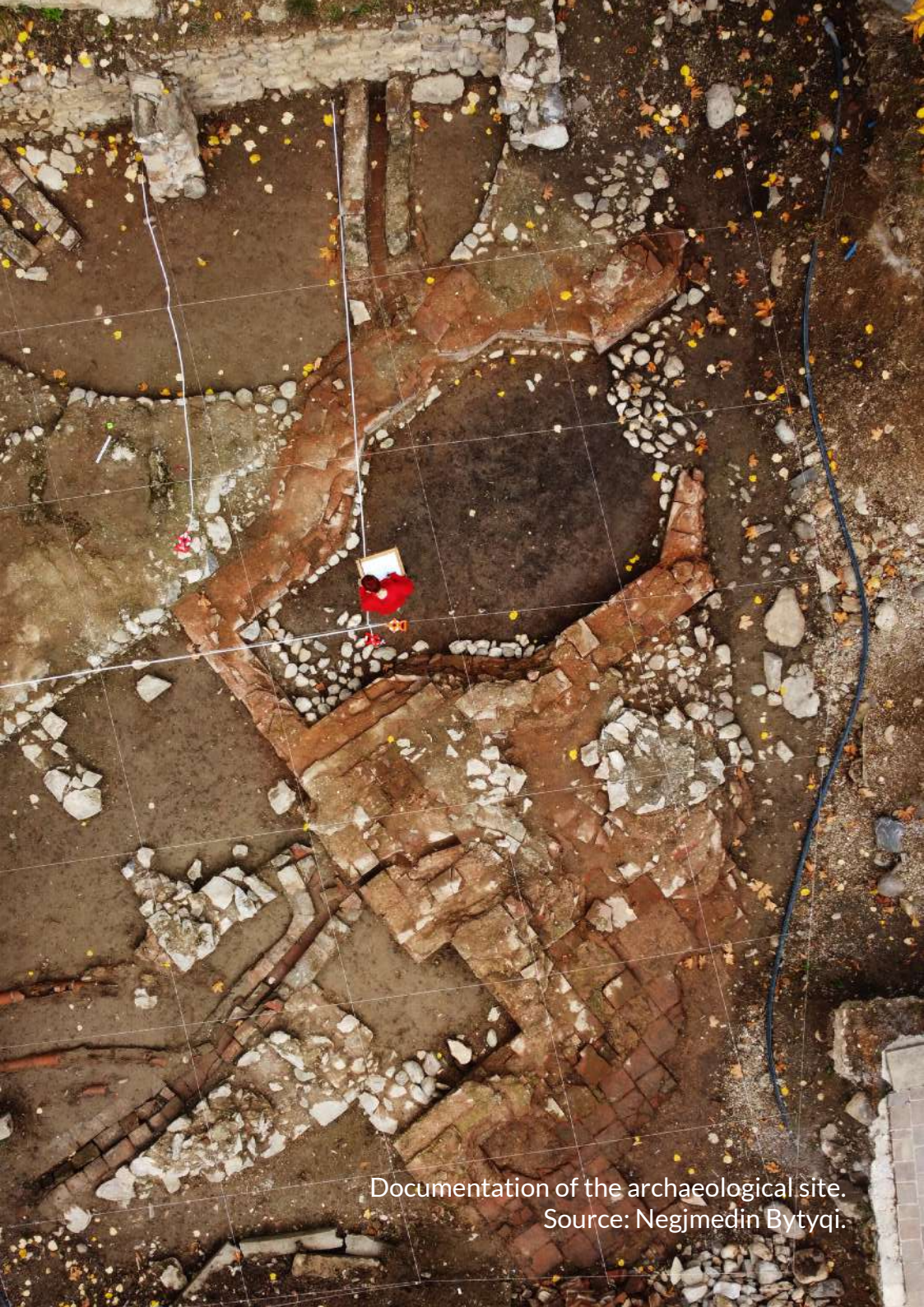
Fadil Krasniqi
Conservator

Regional Center for Cultural
Heritage in Prishtina

Besfort Axhanela
Conservator

Archaeological Institute of
Kosovo

Liridona Rexhepi
Sketch artist



Documentation of the archaeological site.
Source: Negjmedin Bytyqi.



PROJECT IMPLEMENTATION

The last step of this process was the implementation of the project for the presentation of the archaeological site in Prizren.

This step was carried out under the supervision of a monitoring team consisting of three members of the working group, representatives of the three main institutions in this process.





ACCESS FOR ALL

Now the archaeological site is accessible to everyone, without distinction. Through the integration of slopes and use of adequate materials, access to the archaeological site is possible for all community groups.

Through 3D modeling of the archaeological site and the use of technology, the site is readable by all. All community groups, especially the most marginalized, can enjoy this public space.















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