Environmental and Social Impact

The project is being conducted in the context of an international development program being funded by the United States of America, acting through the Millennium Challenge Corporation (MCC), in accordance with the Millennium Challenge Compact dated August 31, 2007, between the United States of America and the Kingdom of Morocco. The Kingdom of Morocco is represented by “The Agency of Partnership for Progress” (APP), with its implementing partner, the “Agency for the Development and Rehabilitation of the city of Fez” (ADER-Fès).

We’ve done an Environmental and Social Impact Assessment (ESI) study to monitor the implementation of the project within its natural environmental dimensions (biophysical aspects) and its human dimensions (socio-economic aspects). This is also to monitor the recognition and evaluation of the circumstances definitively or potentially prejudicial to the project environment.

The objectives are to establish the environmental feasibility and acceptability of the project. This has been run through public consultation where the population and its main institutions were involved in the project either in a representative or participative way.

It aims to enlighten the involved parties as to the requirements of a sustainable development and to the conditions for achieving maximum results of development by making the necessary mitigation to reduce the negative impact that the project may cause on the natural and human-environment.

A delicate attention is also made to the gender analysis where several data collection either from documentation or through meetings with the women urbanites has been part of the ESI-study.

Art Programme

The courtyards within the project will be clad with tiles by the collaboration of an artist and local craftsmen in order to create a continuous art piece that would enrich local identity and help way finding.

The Artisans Gallery at the heart of the Place Lalla Yeddouna will serve as a showcase for the works of the craftsmen, organized under the proposed “Fez Art and Craft Institute”. The gallery will serve as a showcase for the works of the craftsmen, organized under the proposed “Fez Art and Craft Institute”. The gallery will establish a space for interaction between visitors and locals.

Thermal Mass

The walls of building clusters will be constructed by the use of locally sourced brick, covered with lime render for protection. The walls of building clusters will be constructed by the use of locally sourced brick, covered with lime render for protection. The massing of buildings are oriented on east-west axis, opening windows to the river side and minimizing openings on all the remaining elevations.

Passive Cooling

Small, regularly spaced vents provide natural airflow to interiors. The architectural language is borrowed from the vernacular of fortresses, palaces and resting walls around the city.

Solar Orientation

The massing of buildings are oriented on east-west axis, opening windows to the river side and minimizing openings on all the remaining elevations.

Fabric Canopies

Canopies overhanging the courtyards further contribute to the thermal comfort of the public realm.

Natural Ventilation

Each room benefits from thermal comfort through cross ventilation from the courtyard.

Window Types

A. Recessed windows with side openings provide natural ventilation and privacy.

Stack Effect

Massing, vegetation and water features help to cool the courtyards creating a comfortable public realm at the heart of every building cluster.

Cooling Labyrinth

A basement Labyrinth System paired with cavity walls provides cool air to the rooms above.

Prevailing Winds

The project is strategically oriented to benefit from the cooling effect of the prevailing westerly wind.

Massing

Delineated in multiple levels and in close proximity the building clusters create a continuously evolved urban realm, orienting and connecting major pedestrian routes of the city to Fez river.

Self-shading

The project is organized around a series of courtyard that provide self-shading to the buildings.