





# FOSSIL

re-thinking the old power plant:  
Interviews and Focus Groups



Dina Brode-Roger  
PhD Candidate  
Cultural Studies, KU Leuven  
Arctic Technology, UNIS  
[dina.brode-roger@unis.no](mailto:dina.brode-roger@unis.no)

# Today's Road Map



## Brief intro to FOSSIL

### Part 1

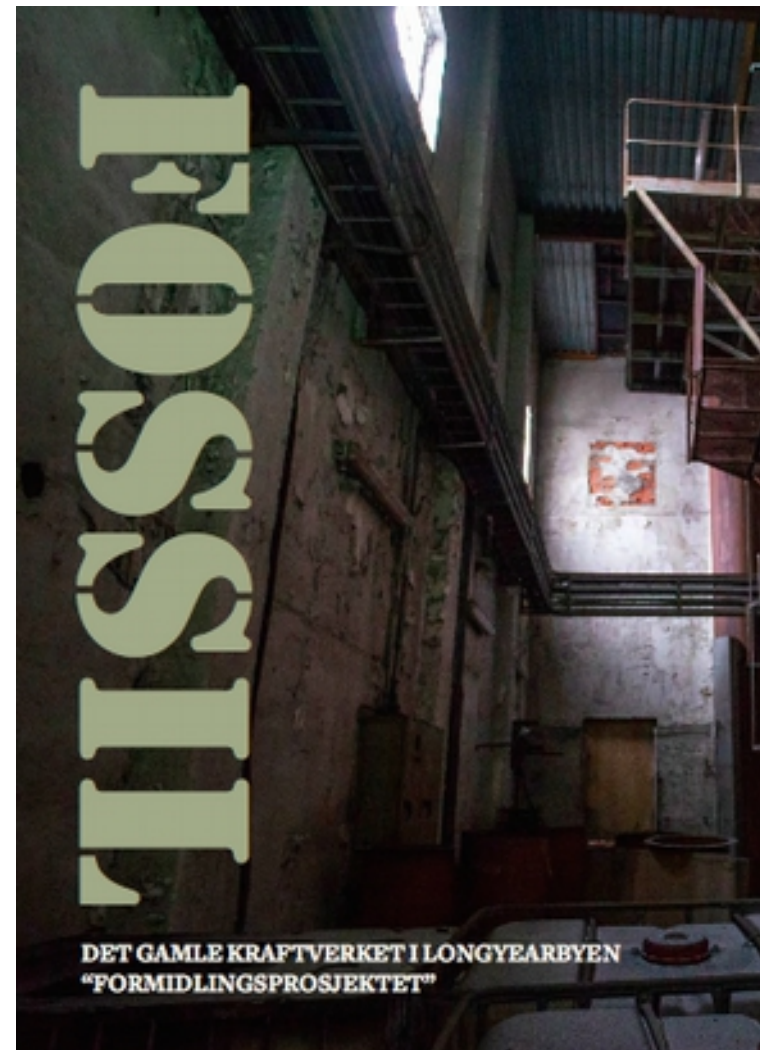
- The work for LPO
  - 10 individual interviews
  - 10 focus groups
- Results for LPO
  - General Results
  - Specific Buildings
  - Specific comments

### Part 2

- Analysis of the results

# FOSSIL: the Old Power Plant

- 1<sup>st</sup> part built in 1920
- Longyearbyen's 2<sup>nd</sup> power plant
- Core element of Longyearbyen's centralized energy / heat system
- Closed in 1984 (new power plant began)
- Was meant to be torn down but cost was too high because of asbestos (closed)
- 1992 law that protected all buildings built pre-1946
- 2019 'rediscovered' (2020 start)



# Q: to be turned into what?



*Cultural Center?*

*Tourist Attraction?*

*Community Space?*

*Performance Space?*

*Museum?*

*Monument to Past?*

*For locals?*

*For tourists?*



# Part 1



# Fieldwork for FOSSIL

concrete needs, desires, view of history and cultural / industrial monuments

## *10 Individual Interviews*

- Open, general Qs
- Ended with FOSSIL

## *10 post-visit Focus Groups*

- Discussion about FOSSIL
- Opened up to broader Qs, including Heritage/History and potential future uses

(between 02.2021 – 06.2021)



# General Results



- Need for more information / explanations about town
- Desire to hear memories / recorded stories
- Self-guided 'history path' would be nice
  - With app, QR codes etc. (ways to keep it up-to-date)
- Most people open to multiple uses of the space
  - from museum to contemporary cultural center, from tourist attraction to space for residents

***'(FOSSIL) needs to be a living part of town'***



# 4 categories of Specific Buildings/Places mentioned

- Industrial Heritage
- Cultural Heritage
- Tourism/for tourists
- Time-specific



# Industrial Heritage



- Taubanesentralen ('authentic')
- Titankran
- All mining structures / the mines themselves (mining seen as a 'red thread')
- The missing sorting building (mentioned by 2 people, both old timers)
- *No one spontaneously mentioned the old power plant (or the new one)*



# Cultural Heritage

- Old bakery (by all old timers/those who grew up here)
- Old museum (not generally known amongst newer arrivals)
- Huset, stormessa, arbeidermesse vest, etc.
- Sverdrupbyen ('shouldn't have been used for fire practice')
- Spisshusene



# Tourism (but also for locals)



- New museum ('good but could be updated')
- Gruvelageret (commercial, not authentic, generally seen as a good use)
- The new signs (differing views here, from positive to negative, some both)
- Need for signs / information (can be physical, combined with an app, both)



# Time-specific Places

- 'Hiorthhamn' (= cableway station, because of outdoor cinema that happened at time of interviews)
- Nybyen (should be taken care of, not just shut down)
- The bank (historically significant since it is no longer a functioning element of town)



# Specific comments about town/project



Project seen as exciting, not a place people had thought about before, but potential seems to be easy for all to understand (not all open to modern uses)

Desire to know daily details, daily realities (food, people's daily life, activities, family life, being sick here), not just the industrial history but the people history

***'(FOSSIL) needs to be a living part of town'***



# Specific comments about town/project

*“There are too many rules without explanations. Like the kindergarten near the church. Or keeping a 100 meters away. Random things.”*

*“Superficially, history of town is easy to understand – but you need to work, look, to get more.”*

*“I want to know the daily details. The daily realities. Not just the industrial history. The people history.”*

*“Right now, people make up stories. Everyone 'owns' the history of the place.”*

*“We should make sure that all things that are part of the history are not vanished.”*

*“The project needs to balance use for tourists and use for locals.”*

*“It should be part of a circuit through town, connecting buildings and places.”*

*“Making it into a museum will kill it.”*



# Part 2





# Analysis of transcripts

*Not so much 'what is important' but 'why it is important'*



- All old-timers mentioned bakery (abandoned, part built in 1918)
- Many mentioned hearing old stories, of daily lives, as important
- Need for connecting places/buildings to history/lived experiences

# Analysis of Transcripts

Themes/Categories after coding (Grounded Theory Method)

**Belonging:** sense of coming in, 'knowing'

- **Connecting:** real lives / real experiences
- **Situating:** historically, globally, present as part of a continuum
- **Grounding:** gives meaning, makes place bigger/deeper

**Site-Specific:**

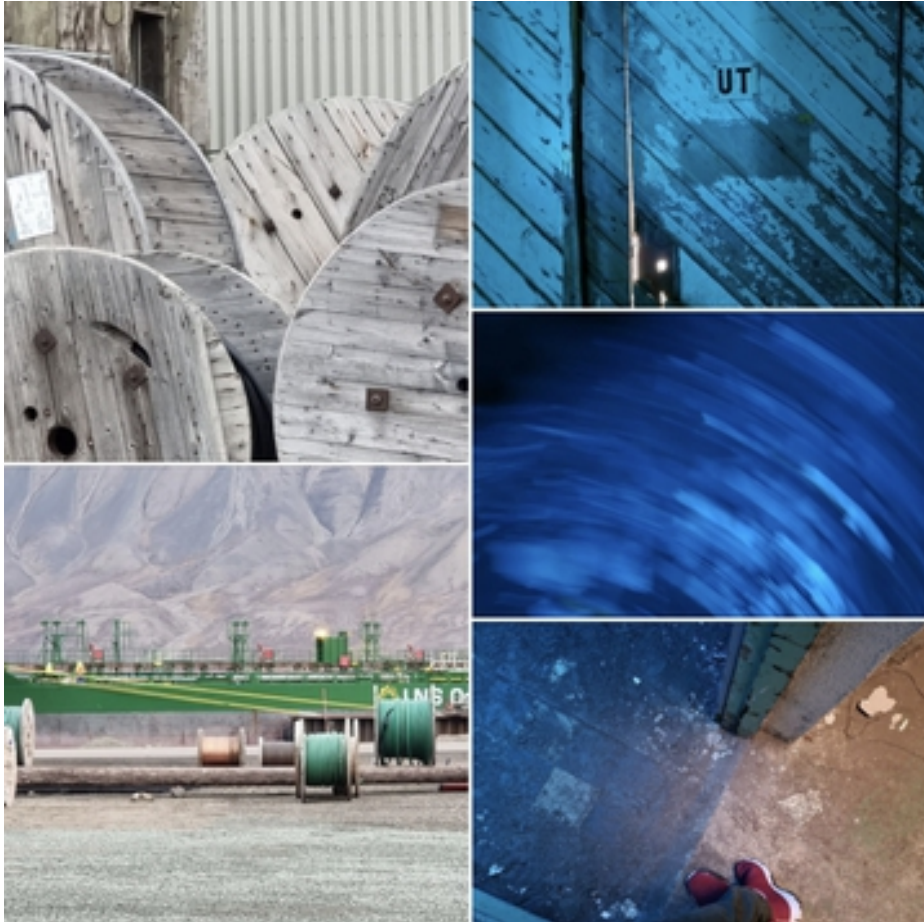
- **Understanding:** technical, historical, industry / process



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***(newcomers) want to belong, history as a connector***  
***(veterans) want current town to connect to history/past***

How does this fit in a broader view of Longyearbyen?



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History  
Heritage  
Art  
Culture  
Tourism  
Community

***Building a sense of belonging***



Questions, thoughts, comments?

