

This project aims to examine the question of arcades (porticos) in the town's architecture at the territory of Silesia and Kłodzko Land from the 13<sup>th</sup> to 18<sup>th</sup> century as well as to determine their role in the history of European architecture. As a starting point for this research serve following assumptions:

- the extraordinary importance of arcades in the process of evolution of the medieval and early modern Silesian towns;
- the arcades, forming long passages along the streets and surrounding the squares, can be regarded as the essential characteristic of the medieval European urban planning, developed in the early modern era. Therefore it is allowed to draw a comparison between the processes that used to shape porticos in Silesia and analogical phenomena in towns located at other territories;
- the role of porticos in the history of Silesian architecture of the 13<sup>th</sup>-18<sup>th</sup> century is insufficiently examined due to: 1) the burden of nationalistic ideology present in German publications written before 1945, resulting in selective and unbalanced presentation of this problem, 2) too local perspective adopted in Polish research on the history of the houses with porticos, 3) lack of recent research targeting directly the examination of arcade architecture in Silesia, aiming at obtaining new data and their presentation from a wide European perspective.

The success of the project can only be achieved through an interdisciplinary approach, which takes into account the wide spectrum of sources and their correct interpretation. This research project, is about to comprise of:

- a field query aiming at the detailed identification of preserved arcade architecture in Silesia,
- an archival query consisting of an analysis of published and unpublished historical resources related not only to the abovementioned towns, but also to those in which arcade architecture used to be present. Additionally, an analysis of the results of archaeological research carried out within the town houses in Silesian towns will be conducted;
- an analysis of historical cartography in terms of establishing urban planning solutions applied for the implementation of arcades and spatial transformations of towns. For the work with plans a very useful method, especially in reconstruction of the development of the plots, already worked out during the preliminary research, will be used when imposing the oldest basement projections on modern and historical cadastral plans;
- an analysis of the preserved architectural documentation of the tenement houses in Jelenia Góra, with the arcades and the central halls and 3D reconstruction of selected tenement houses.
- exploration of arcade architecture in the towns of selected regions, that played important role in the history of European urban planning and where arcades gained popularity: in South-western French towns called *bastide*, towns erected as a result of the activity of the Zähringer family as well as Bohemian and Italian towns, with a special focus on Bologna