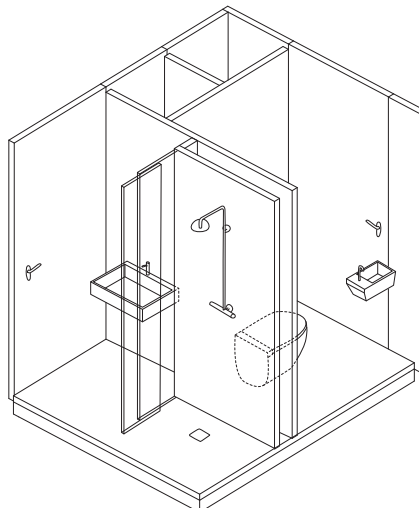
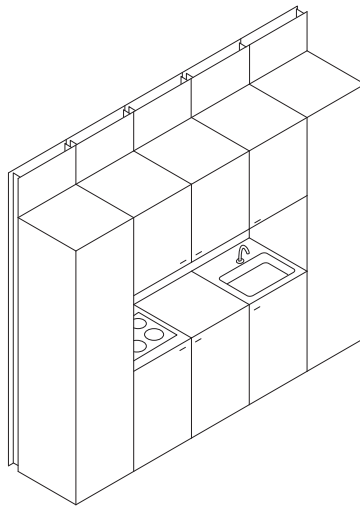
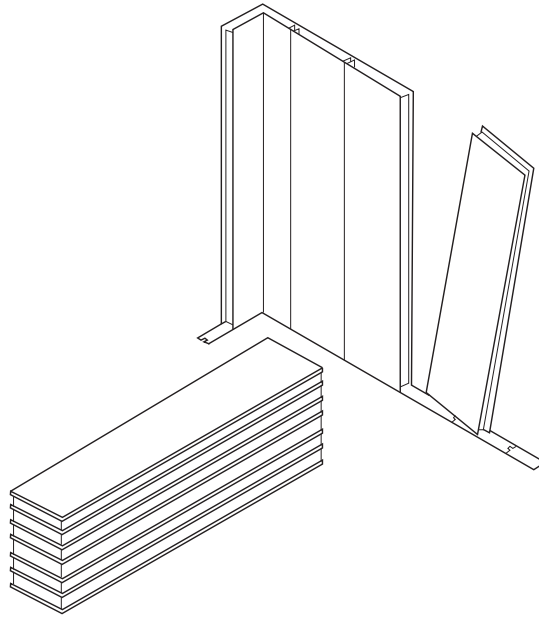


Project Journal _ P1 & P2

City Hotel, Amsterdam



Project Journal _ P1 & P2
Milou Blok
4480953
29.06.2021

MSc3 Architecture
Interiors, Buildings, Cities
AR3A1100
Tutors; Mark Pimlott, Mauro Parravicini, Daniel Rosbottom, Sam de Vocht

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P2 _ Design Proposal

Doughnut Economics

This first chapter will discuss how the Doughnut Economics book influenced my thinking about the City Hotel. It will shortly go into my first impression on the book, and it will stress the important parts of the book, that inspired me to include in my design.

Already before our first tutoring, we got the assignment to read the introduction of the Doughnut Economics books, written by Kate Raworth, published in 2017. Before reading it, I started to do some research in what kind of books it was, and who the writer was. I did this, because I have to admit I was kind of surprised by the fact that we had to read an economic book. I came across a TED Talk by the writer, Kate Raworth, which I decided to watch.

I think what Kate Raworth says in this talk is very beautiful, yet ambitious. Rethinking the shape of growth, and instead aiming to thrive was a phrase that immediately stuck in my mind. This was also the moment where I understood why this book would be the starting point for our thinking about our designs. Instead of creating architecture which is in the hands of power and money, our task would be to design a building that would help the people of Amsterdam thrive, while respecting the wellbeing of all people and the health of the whole planet.



Lola Luid transforms former school building into temporary shopping mall, workspace and breeding place. (Eva Plevier, 2016, Amsterdam)

City Portrait

For the third brief, we had to actively engage with initiatives in the city that are already contributing to the translation of the Doughnut Economics. We did this by getting in touch with these organisations and planning interviews with them. Two organisations that inspired me were LOLA (Leegstand Oplossers) and Urban Resort. Our group did an interview with LOLA, but Urban Resort unfortunately could not find the time to talk to us. Both organisations focus on being the missing link between vacant spaces, and try to resolve the request for communal spaces for the people in Amsterdam. They both are vacancy managers, only opposite to normal anti-kraak organizations, they open up their buildings for the public, giving room for social and cultural initiatives. LOLA offers space for social initiative, starting entrepreneurs, artists and other creative talent. There is room for own initiative, there is a program for various target groups and borrowers actively seek the connection. LOLA contributes to the safety, liveability and image of the neighborhood.

What interested me most in the way this organisation works, is the fact that they work with existing places. By transforming spaces that are vacant into generous spaces, that help people in Amsterdam thrive, they give parts of the city back to the people.

Another question that made me curious in exploring further was how to design for the meanwhile. When the building gets a new function they have to leave again. But how to deal with this temporarity?

Squatter movement

Already in the first tutoring, the squatter movement and its big influence in Amsterdam was discussed. I always saw squatting as a negative thing, but after doing research into squatters in Amsterdam between the 1980's and 2000's, I found out that their starting point were actually very valid. It also struck me that what they stood for; the right to housing for the people of Amsterdam, is very relevant nowadays.



Kitchen in Wijde Heisteeg 7
(Architecture of Appropriation, On squatting as spatial practice, 2019)

Wijde Heisteeg 7

For the second brief, me and group looked into the 1980's to the 2000's. This was the flourishing period of the squatter movement in Amsterdam. By transforming vacant property, reusing construction materials, and creating collective live-work spaces, squatters propagated a different way of thinking about the neo-liberal development of the city, which as we have seen, was very much lead by market-oriented housing policies. It was very hard to find material on how squatters inhabited building in the 80's. The case study of the Wijde Heisteeg however is very well documented by Het Nieuwe Instituut, so I decided to analyse this building. The interesting part here is that it has been squatted in a period where squatting was already illegal.

The spatial strategies that squatters used to inhabit a building, are shown in this case study of the Wijde Heisteeg 7. This 17th century house in the historic center of Amsterdam has been recognized as a national heritage site, but was neglected by its owner, and in a very poor condition for over three years. The building has been squatted two times for longer periods of time in 2007 and in 2016. Both of the times, the squatters carried out renovation to prevent further decline of the building. When the building was squatted, it housed five people, a guest room,



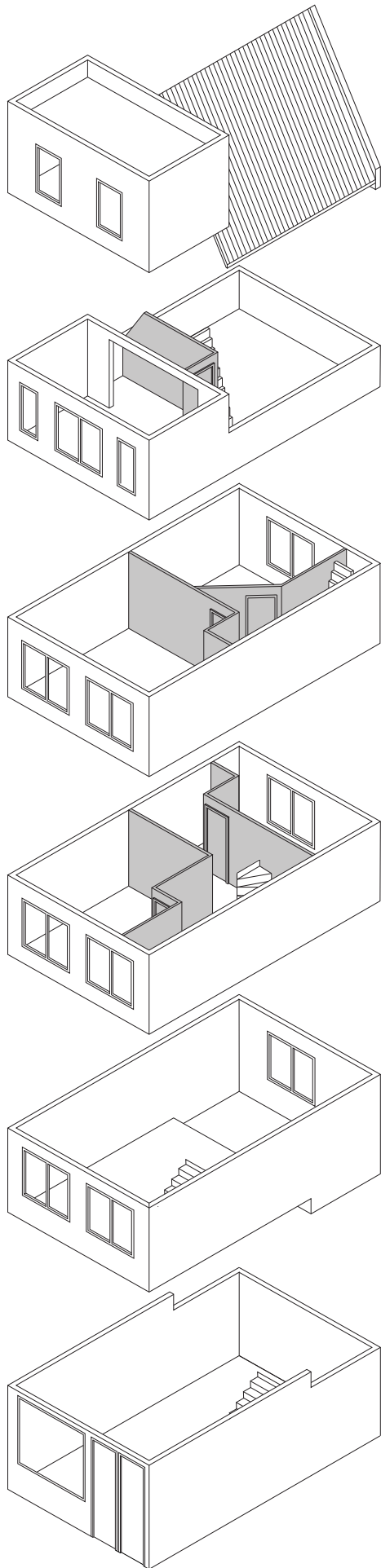
Location Wijde Heisteeg 7



Bathroom in Wijde Heisteeg 7
(Architecture of Appropriation, On squatting as spatial practice, 2019)

Because the owner took out all the interior walls, the squatter had to rebuild the interior themselves. The bedroom walls were constructed from a patchwork of pallets, plywood, fiberboard and drywall sheets. In other parts of the building they used sheets as space dividers to provide some privacy.

On the ground floor the squatters had a give-away store here. This original retail space was transformed into a space where people could bring and pick up goods for free, and it was managed by the squatters. The first floor contained all the communal spaces. The windows here were taken out by the owner, and replaced by windows that were given by the Vrankrijk squat. The second floor includes an improvised bathroom for the whole building, and a bedroom for the 'newcomer' in the building. On the third floor there were two bedrooms. The upper one included a boiler, which the squatters took with them to different buildings. This was also the room where people had internet. On the fourth floor, there was one private bedroom and one guest room. The guest room was separated by a sheet hanging from the ceiling. On the fifth floor was the 'nicest bedroom' and also a small roof terrace.

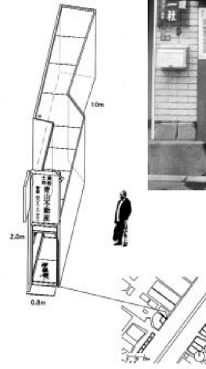
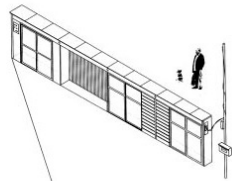




Preliminary Design Project _ Part 1

The preliminary design project is meant as a katalysator for the design of the City Hotel. We were meant to design an architectural intervention, based on the research into the Doughnut Economics that we did until now. The starting point for me were both the vacant buildings in the city, and the notion of appropriation of space formulated by the squatter movement. This resulted in the project 'No More Vacancy', exploring the idea of always occupying vacant buildings in the city, and always temporary. By seeing these vacant plots as a network that gives people the possibility to come together, create communities, and fight loneliness.

282 / Semi Rowler 2009: (Shaping Technology)

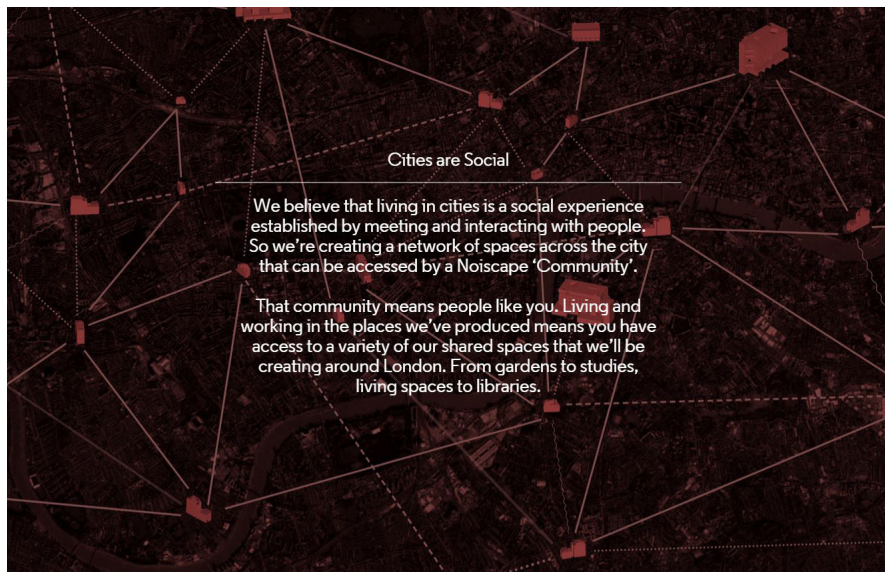


Two pages from the book *Pet Architecture* (2002)

Pet architecture _ Atelier Bow Wow

Atelier Bow-Wow introduced the concept of 'Pet Architecture' to describe a unique typology of building which takes form in left over urban spaces. This type of architecture is not at the forefront of aesthetic design or advanced technology, but produces a unique characteristic of self-appropriation in cities which forces the users to make the most of smaller spaces.

The way they see the city, and the role of the architect, is one that really interests me. Instead of designing and building in open spaces, they see it as their responsibility to densify the city instead.



Network of the Noiascape Community

Teatum+Teatum _ Noiascape

As I was thinking of the idea of filling the gaps in the city, as Bow Wow described, I imagined all these small spaces in the city, all housing different kinds of functions, but functioning as a whole. Teatum+Teatum, an architectural firm in London, set up a network of buildings that functions in the same way. Noiascape is a modern infrastructure for urban renting. A new approach committed to creating alternate ways to live and work in cities. When you live in a Noiascape building you are connected to something bigger and more social that stretches beyond your front door.

By thinking of the city in this way, I was wondering whether the City Hotel we have to design has to be situated in one building. Maybe the whole city can function as a hotel, providing several places to sleep, eat or gather throughout Amsterdam.



Map of Rotterdam showing all underused spaces

Studio Hartzema _ Klein&Fijn (small and sophisticated)

Rotterdam Klein&Fijn is a proposal for a new model of urban development; buildings and public space go hand in hand. The title refers to the scale of buildings (small) and their integration (sophisticated). Over 3 million square meters of housing can be added to the city in this way. That translates into 30,000 homes.

Together with the idea of creating a network, this research into the amount of underused space connects to the idea of appropriating all underused spaces in the city.



Moving with a cargo bike, Amsterdam (Stadsarchief Amsterdam)

Cargo Bike

This traditional Dutch way of transporting and moving, has been an inspiration for my first design. I wanted it to be designed in a way that it could be moved through the city without using a car. Back in the days, people in Amsterdam used cargo bikes to move houses, or to deliver goods. The starting point of my design was that it had to fit through a front door, and that it had to be moved by a cargo bike.

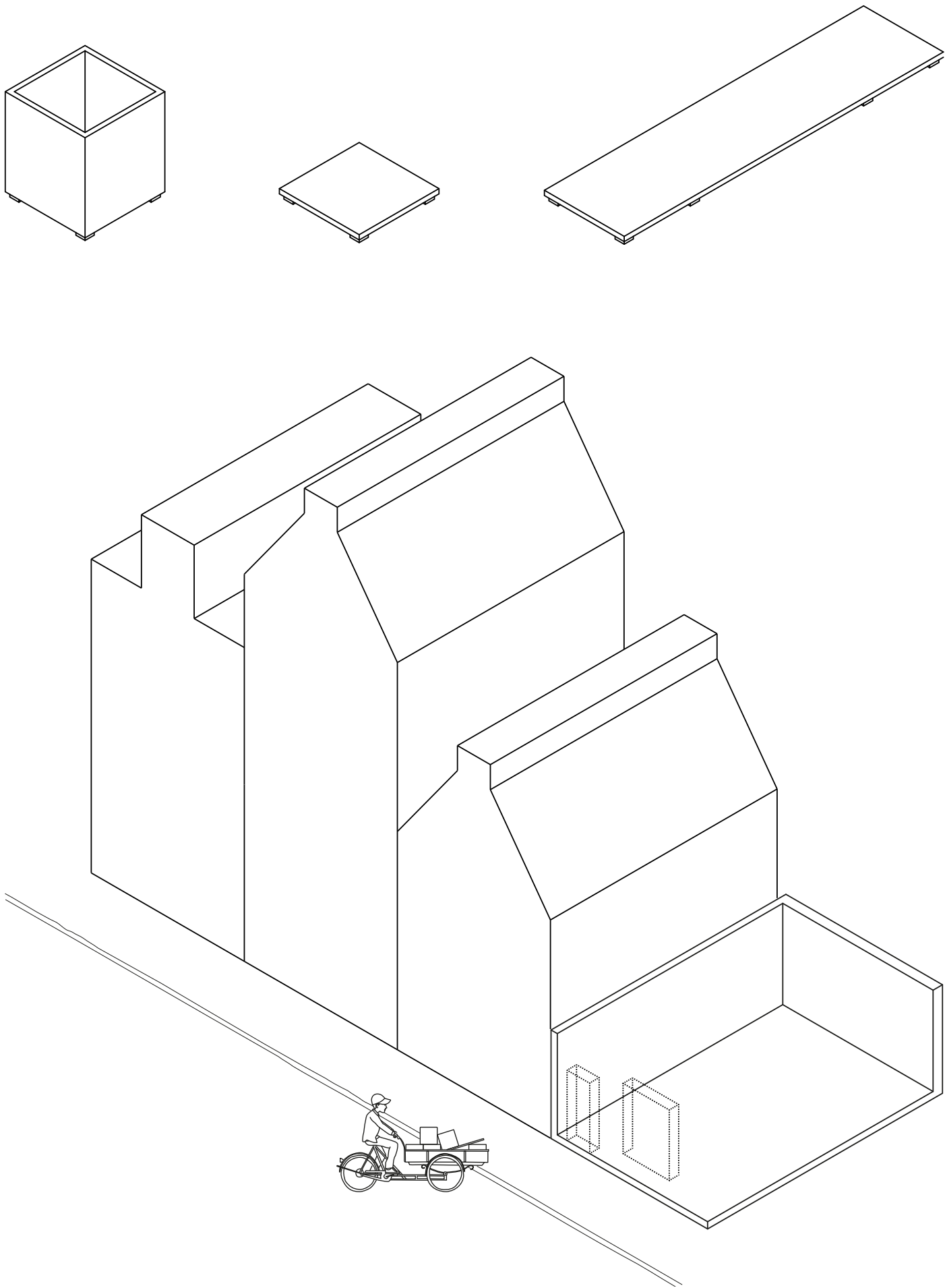


The web of vacant buildings in Amsterdam

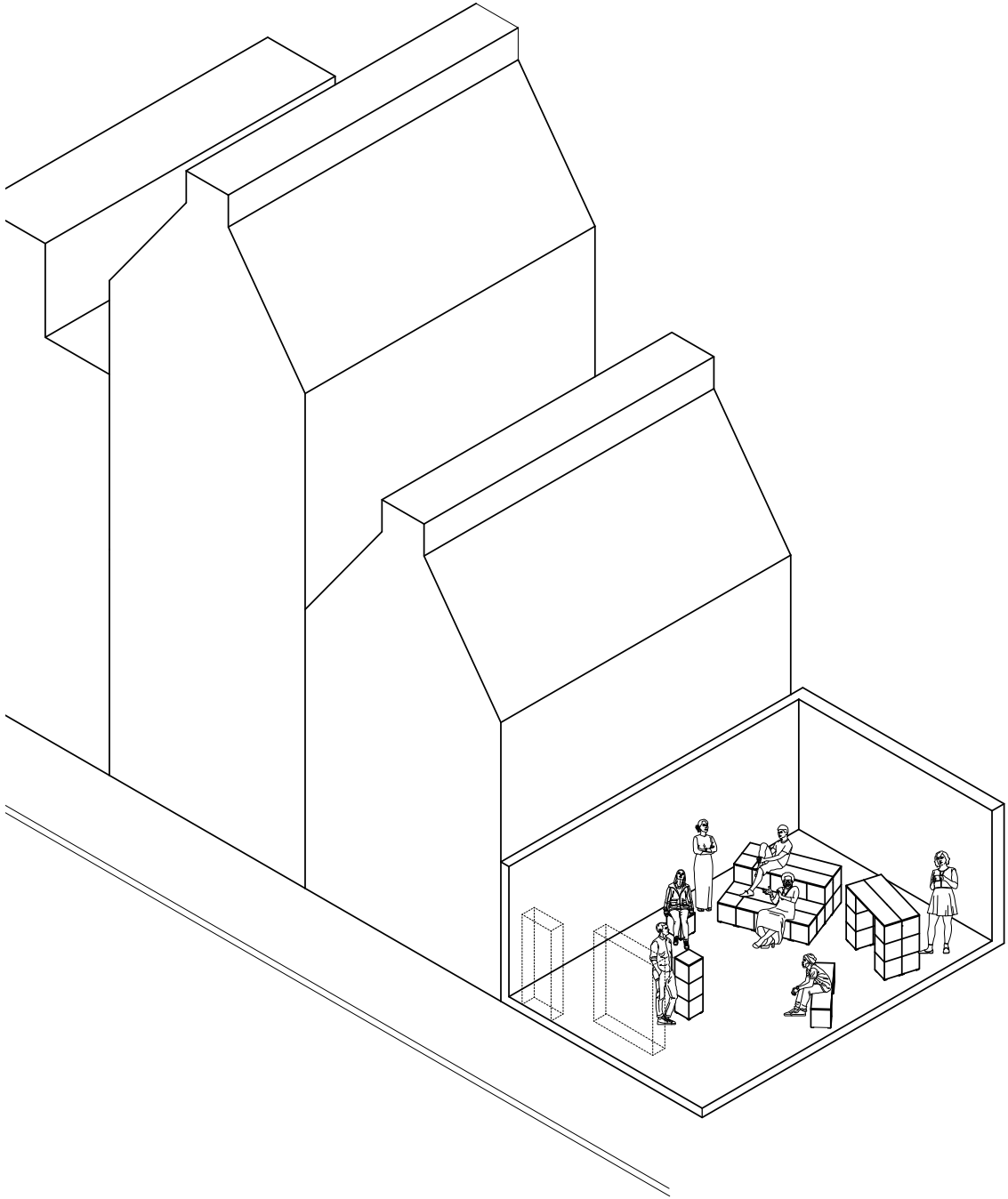
Design for the meanwhile

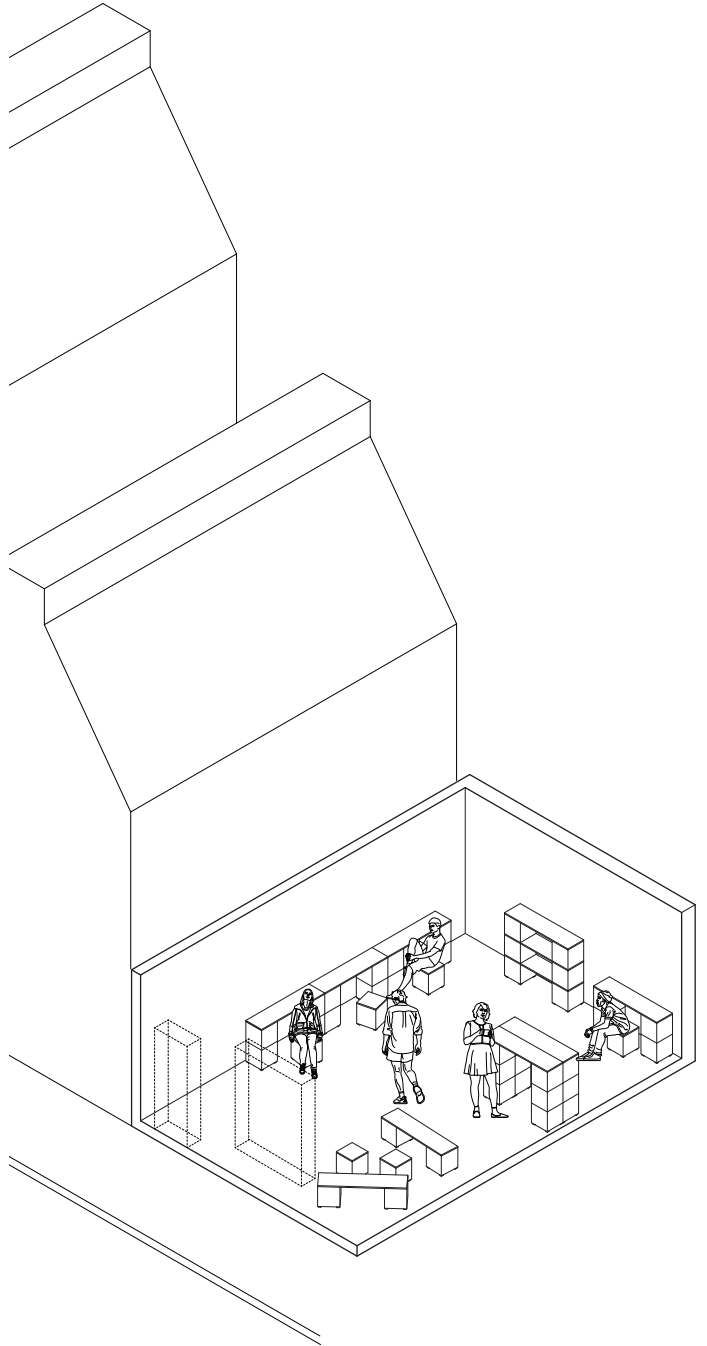
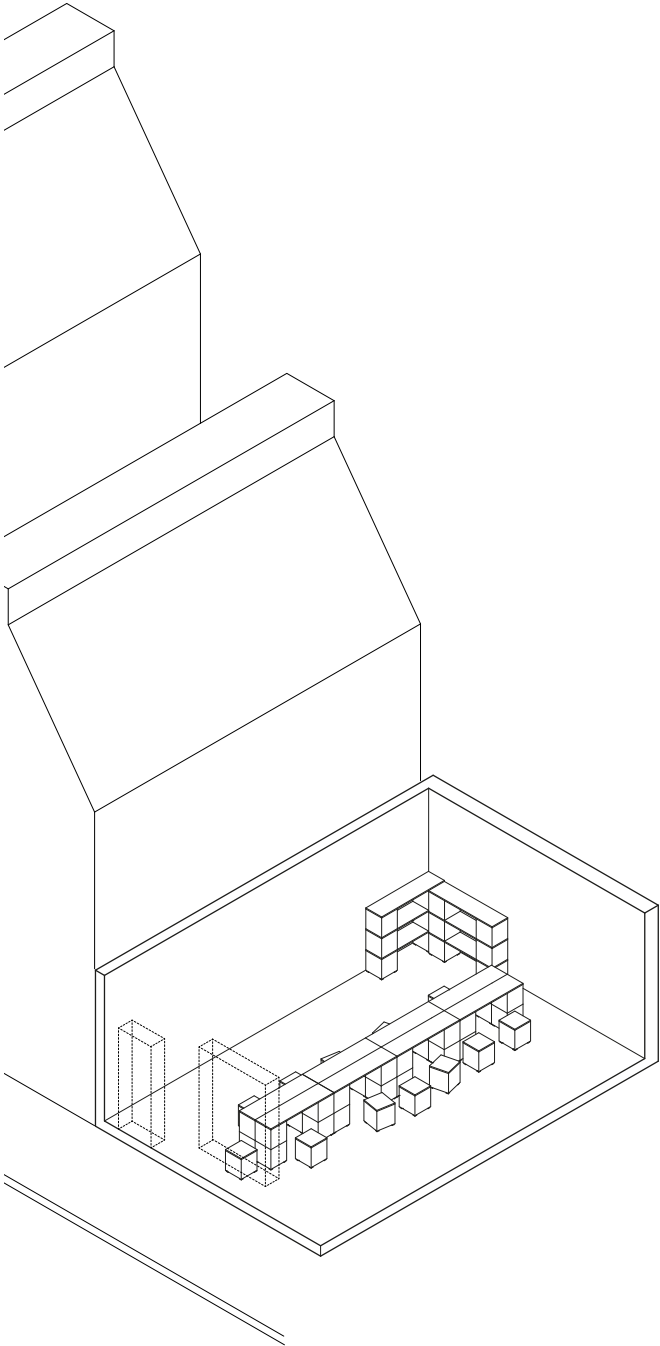
While the squatters appropriated spaces to be a home, my projects tries to explore making these vacant buildings public again, and thereby taking the notion of 'giving back to the city' very literally. For this project, I want to see vacant plots as a network that give people the possibility to come together, create communities and fight loneliness.

But how to design for the 'meanwhile'? To be able to be part of the dynamic web, it is important to be flexible. Because the 'meanwhile' can be something very temporary. To appropriate these vacant spaces, you need an interior which can adapt to these different contexts, and which is easily movable. This gives you the ability to design for a particular time and its context. So you could say it's like squatting a building, only always with the intention to be there temporary, and to leave when the building is needed again. By doing this, we can optimize the use of space in the city, and we give these buildings the opportunity to give back to the city, at least for a little while.



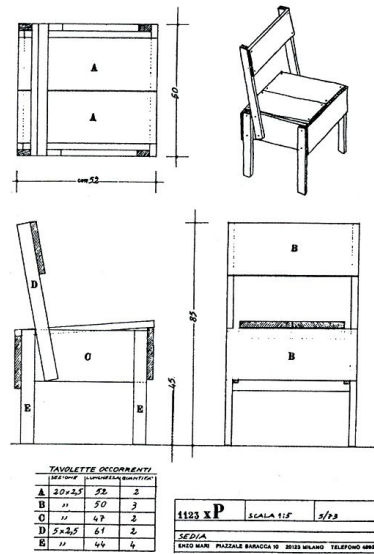
Interior consisting of a set of modular elements, which can easily be demounted and moved by bike, and which can be put together in different configurations.





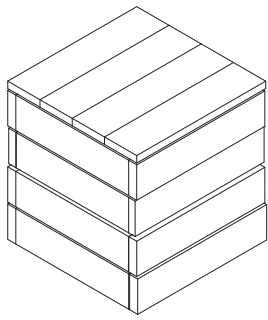


Autoprogettazione by Enzo Mari

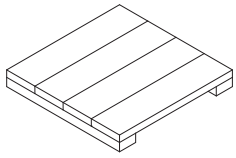
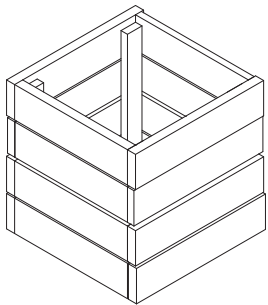
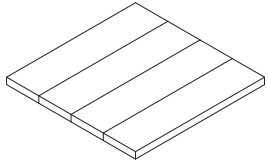


Enzo Mari

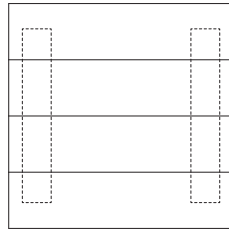
As an inspiration for my modular furniture set, was the Autoprogettazione by Enzo Mari. He created a design manual for a collection of furniture, that could be assembled from the most basic materials. The goal of my project was to create a module that could be assembled by using the most basic materials; a saw and screws. Besides, I wanted the module to be made out of a waste material, in this case disposable pallets, which a found at a steel factory. They get deliveries on these disposable pallets every week, and most of the time they just throw them away, making them a quite big waste flow.



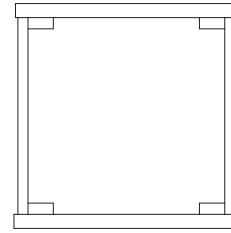
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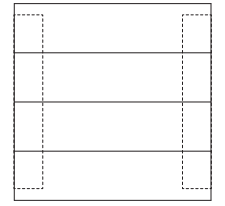
TOP VIEW



cover

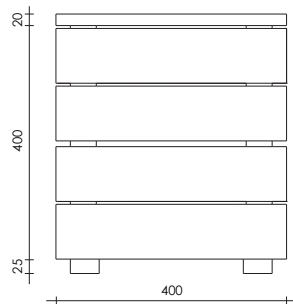


core



bottom

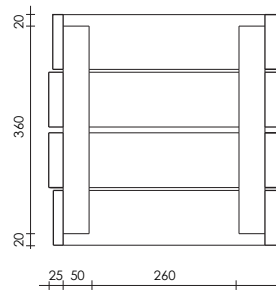
FRONT ELEVATION



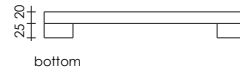
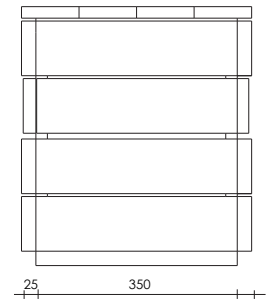
SECTION



cover



SIDE ELEVATION



bottom



Technical drawing of the module made out of disposable pallets



Mobile Hospitality Kitchen _ Chmara.rosinke

After designing this modular furniture element, I started to wonder what the space I designed actually was. Temporarily appropriating these underused spaces by putting furniture in them, would create a kind of interior square. People could come there, sit and talk, just like in an exterior square, but there was no possibility to drink or eat or do any other activities. By designing a mobile unit, I could add an extra function to the space, while still keeping in mind the temporality of it.

By adding this extra function, it gives the possibility to have activities that bring people from different ages or cultures together. This mobile unit can be the thing that attracts people to come to the building, and it can work as a catalyst to communicate with other people.

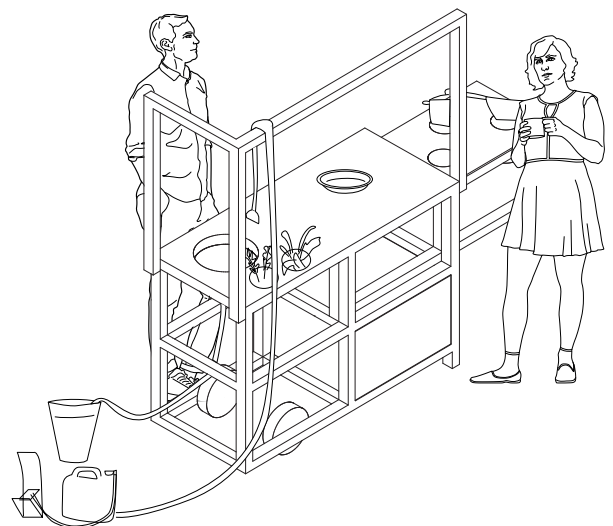
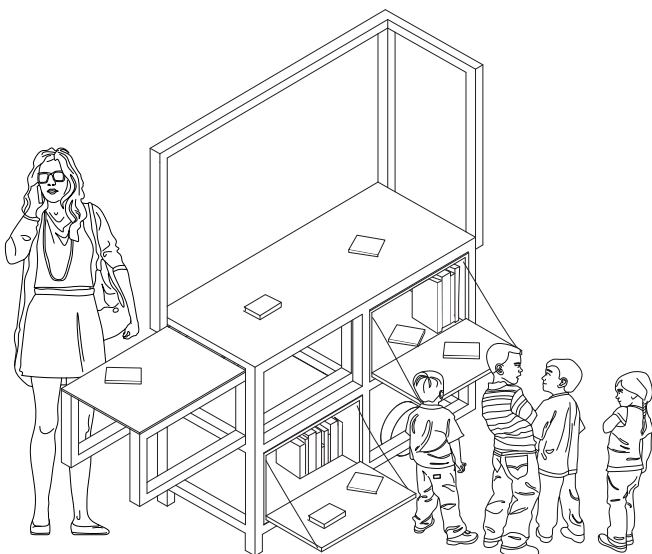
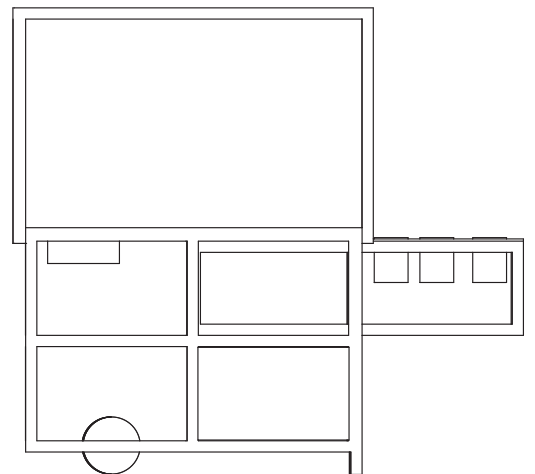
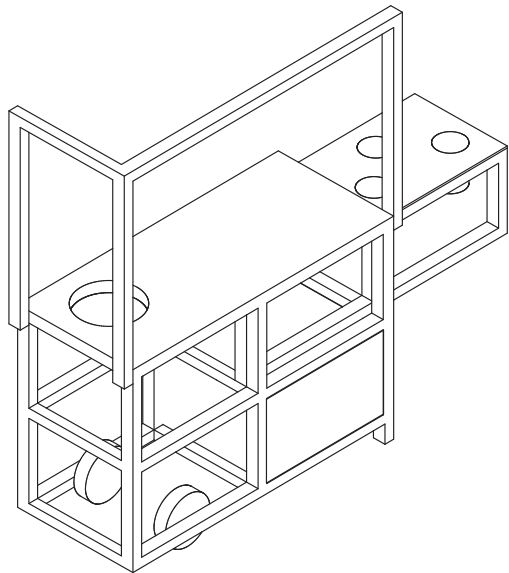
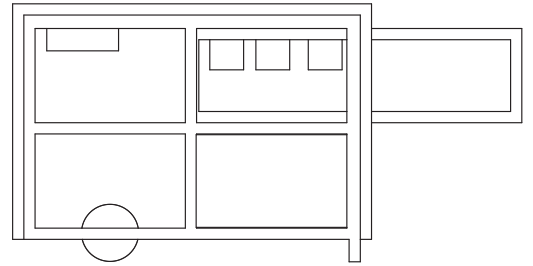
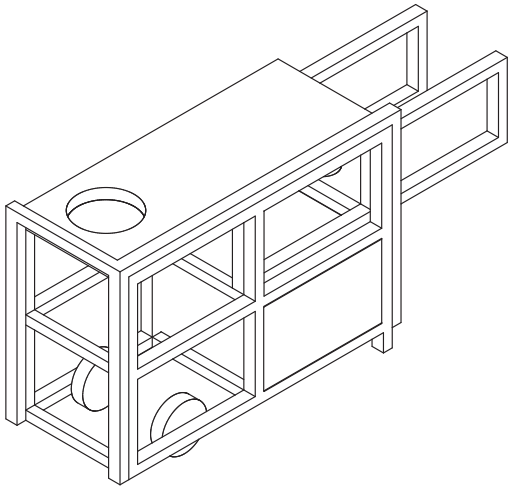


Dumpling express (<https://www.somethingfantastic.net/#work>)

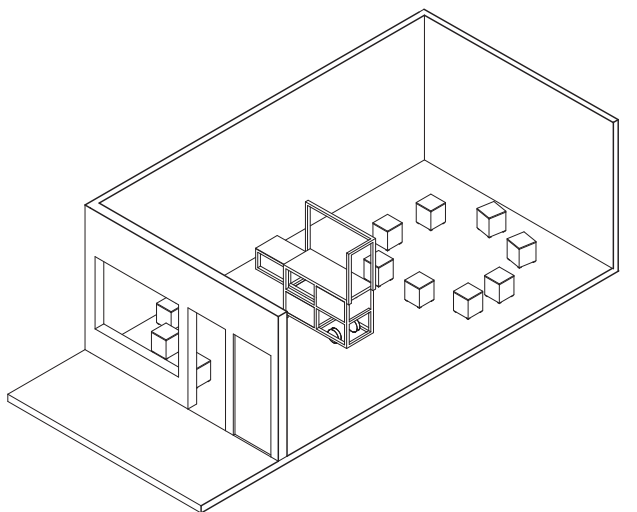
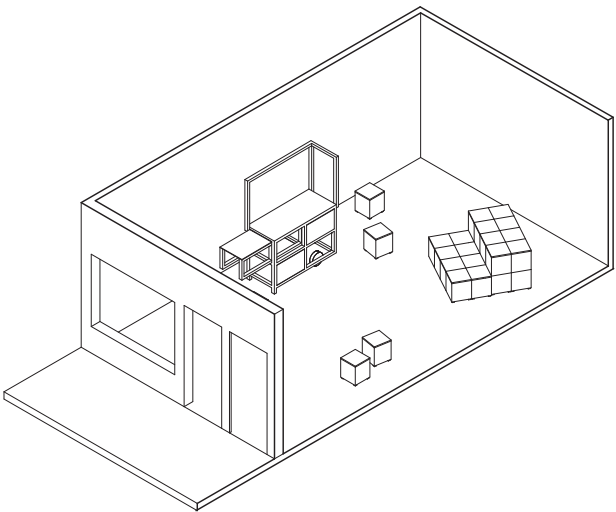
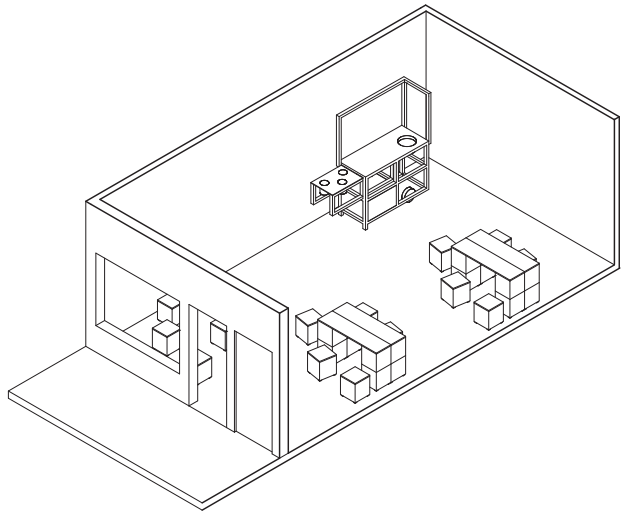
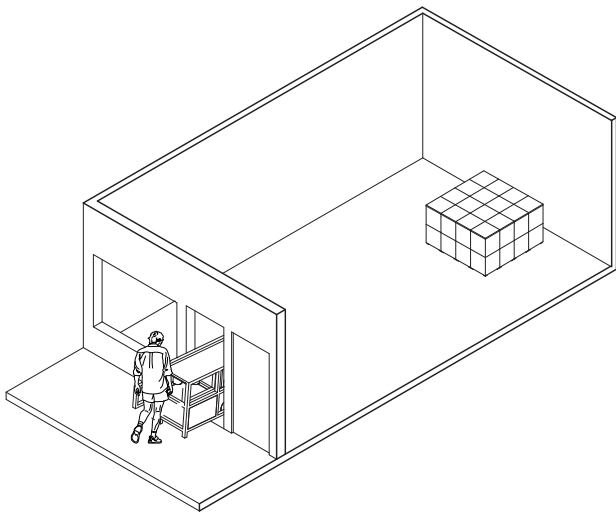
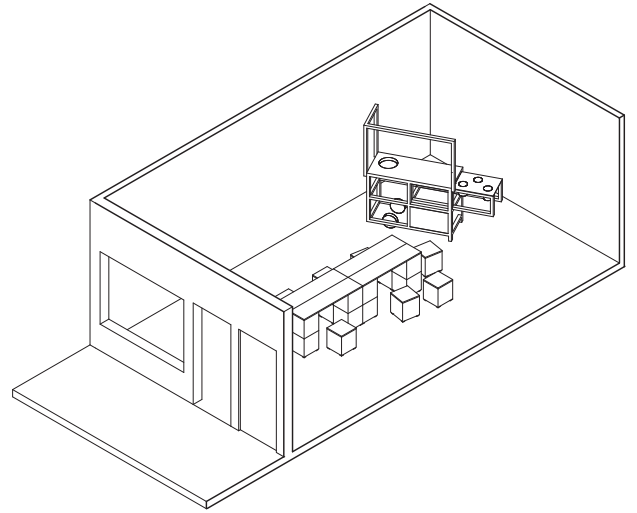
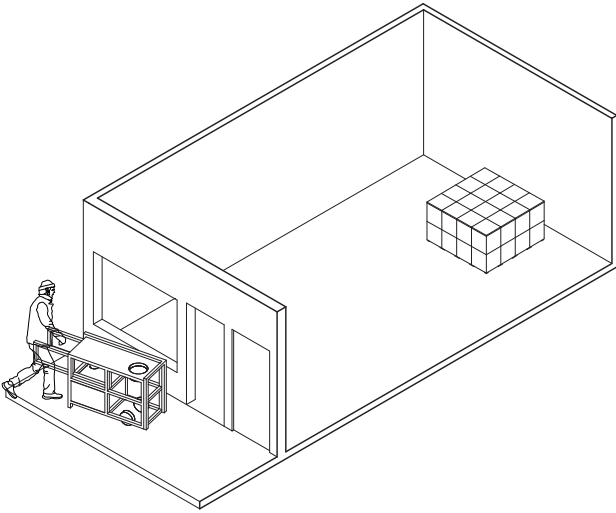
Something Fantastic _ Dumpling Express

'The Dumpling Express is a solar fueled cooking machine made for the city. In many ways it is a 1:1 Manifestation of how we think architecture should be. It is high-tech and low-tech at the same time. It uses the existing, it creates a space to interact, it is flexible. It enables you to cook food without using fossile fuels, coal or even electricity. It is cheap, simple, mobile and white.'

When reading this text on the website of the German firm Something Fantastic, I could really related to their way of thinking about this mobile unit in the city. It has the same starting points and goals as my preliminary design project. Especially the part about using the existing, and being cheap and simple.



Extendable mobile unit. As library or kitchen.

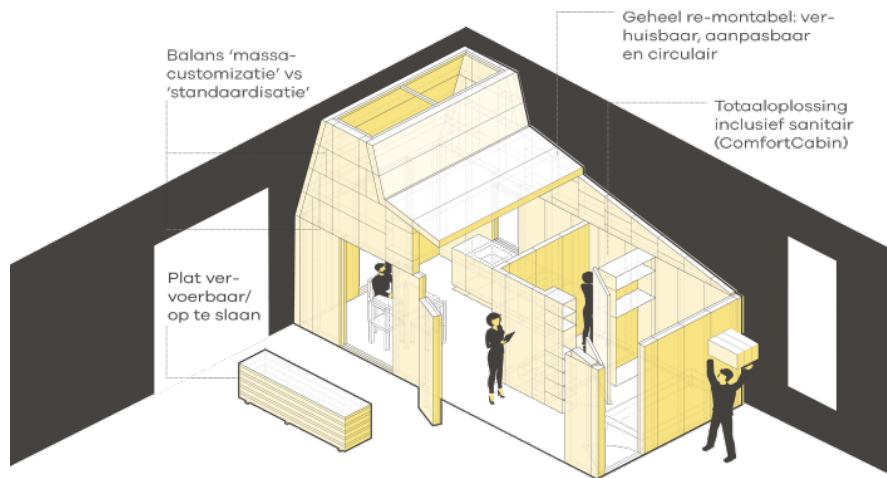




Preliminary design model

Preliminary Design Project _ Part 2

After the first few weeks of the preliminary design project, I started to take a critical look to the design so far. My goal was to give underused buildings back to the people of Amsterdam, and thereby transforming building that did nothing for the city into generous buildings. However, by my design proposal I was creating a kind of gathering space on the ground floor, which could attract locals as well as tourists. Besides, it gave people a place to come together, but it did not give them a place to live. Therefore, the second part of the preliminary design is focused on creating a living space for the people of Amsterdam, who are being pushed out of the city by investors and tourists.



The New Makers circular and digitally produced transformation system
 (<https://www.thenewmakers.com/>)

The project became much more specific after trying to define what these vacant properties would need to actually inhabit them. Through a set of demountable and moveable furniture elements, such as interior walls, a kitchen, and a bathroom unit, vacant buildings can be appropriated and turned into living spaces. By transforming vacant properties, and creating collective live-work spaces, the project propagates a different way of thinking about the development of the city. By seeing squatting as a public good, something the community engages with, it allows these vacant buildings to be a resource for people who need them.

What is important for this project, is the shift in house owner's attitude towards making their vacant properties available. Right now, people are trying to 'hide' the vacancy most of the time. Instead, people should be more generous, and be willing to let other people live in their property while they don't use it.

The design explores what the minimum provisions are to support necessary human needs such as cooking, sleeping and bathing.



The New Makers building module
(<https://www.thenewmakers.com/>)

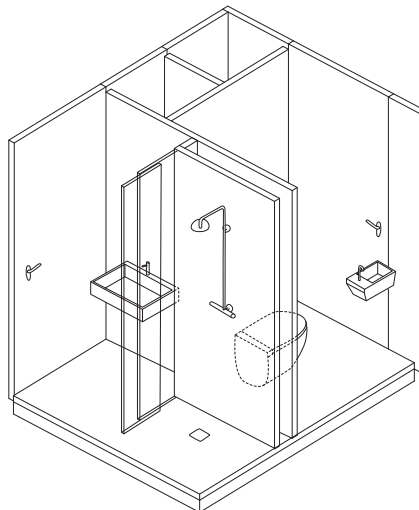
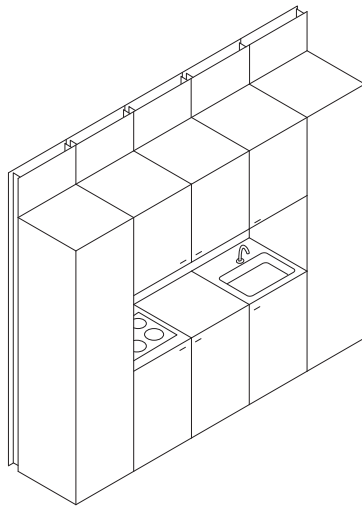
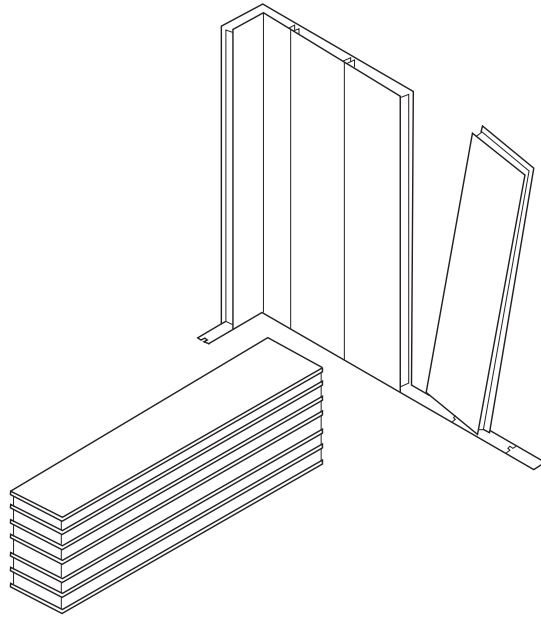
The New Makers

The challenge with designing an interior to fit in an existing building, especially in the historic center of Amsterdam, is that the measurements are always slightly different. It might be that the building still has interior walls to divide different rooms, and even a working bathroom and kitchen. In other cases however, just like in de Wijde Heisteeg, interior walls can be removed, just like the sanitary.

The New Makers has developed a module which they use to create rooms, and even kitchens and bathroom. This module is disassembleable, and can be transported as a flat package. Therefore, it meets the demand of being movable and temporary, and the very straight forward demand to fit through a front door.

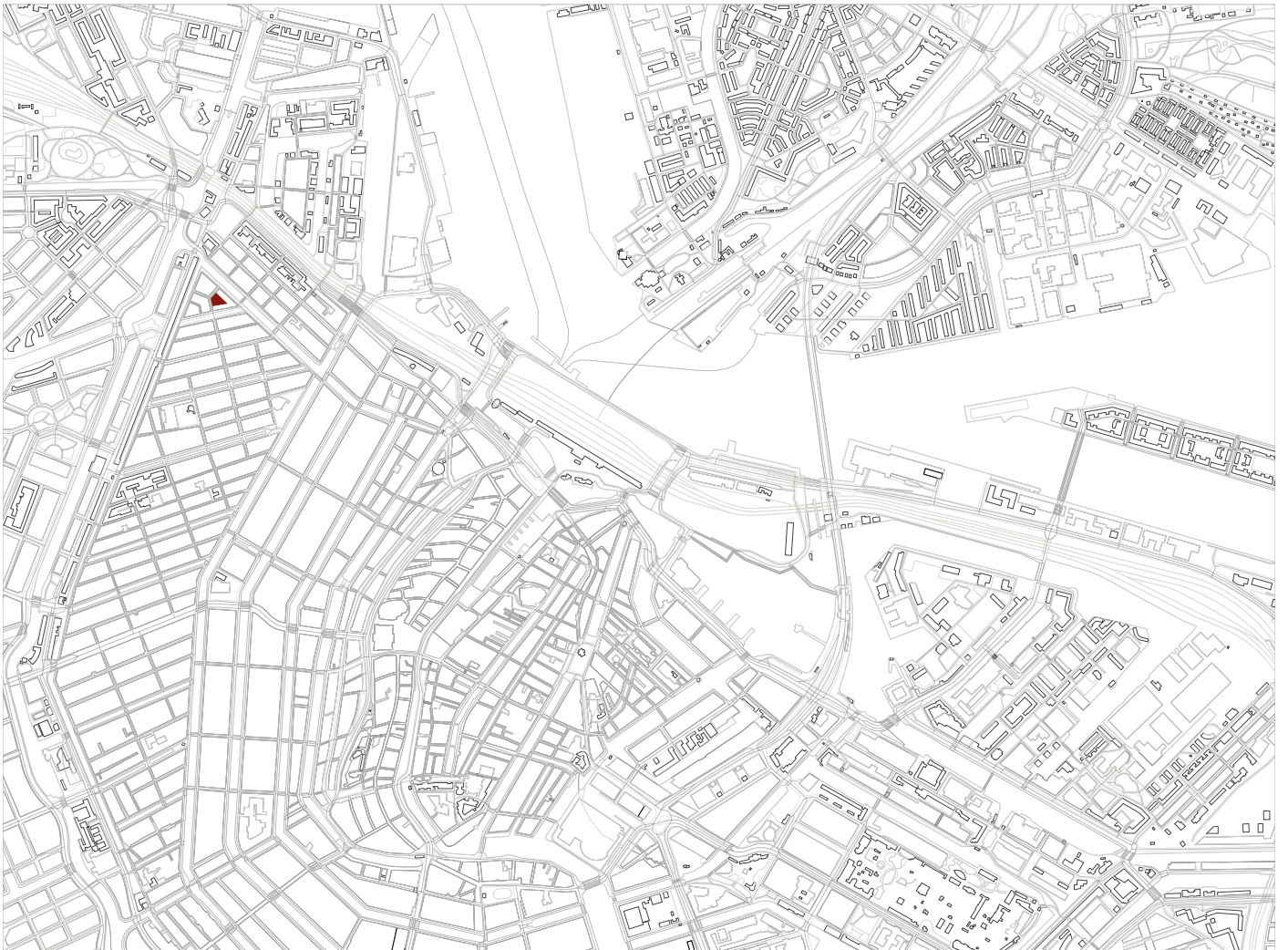
I used this module as the starting point for the case study of Wijde Heisteeg.

The idea of always appropriating vacant spaces turned out to be very difficult, because you are trying to design a standardized interior for very un-standardized buildings in the historic center of Amsterdam, mostly built around the 17th century. However, the question of how to allow people of Amsterdam with low and mid-incomes with a home in the city is one that really interests me.





Model of vacant building Wijde Heisteeg 7



Map of Amsterdam
Site highlighted in black

Driehoekstraat

This year, several sites were proposed. They offered different scales and types, allowing us to choose a site which suited our interests based on the research we did.



Driehoekstraat. Plot highlighted in grey

As my site I chose the Driehoekstraat, situated in the Jordaan, which is highlighted in black. The Jordaan is part of the third expansion of Amsterdam, following the polder structure instead of the ring structure of the historic center. There were a few reasons why I chose this site. First, because I already knew that I wanted to make a place for the locals, for residents, and not only for temporary stays. The Jordaan is a very residential area, and therefore seemed perfect to me to make a project like this in.

Besides, I wanted to treat the project with great care. I want my project to be a collective house for people of all ages and walks of life. Thereby creating a multi-generational community. On this relatively small site I aim to create a community by taking into consideration the different thresholds between public and private, for all the different users of the building, but also inside and outside.



Top; Driehoekstraat 1974

Bottom; Driehoekstraat 1937 (Gemeente Amsterdam, Stadsarchief)



Dark line shows backsides of buildings or blind walls. The arrows show the buildings that have windows overlooking the plot, and therefore should remain unbuilt.

Because the building will be placed in an already very dense urban area, it's very important to look at the surrounding buildings and their constraints. The map above shows the characteristics of the surrounding buildings, and whether you can build against them or not. The hatched areas show the surrounding courtyards in the block.



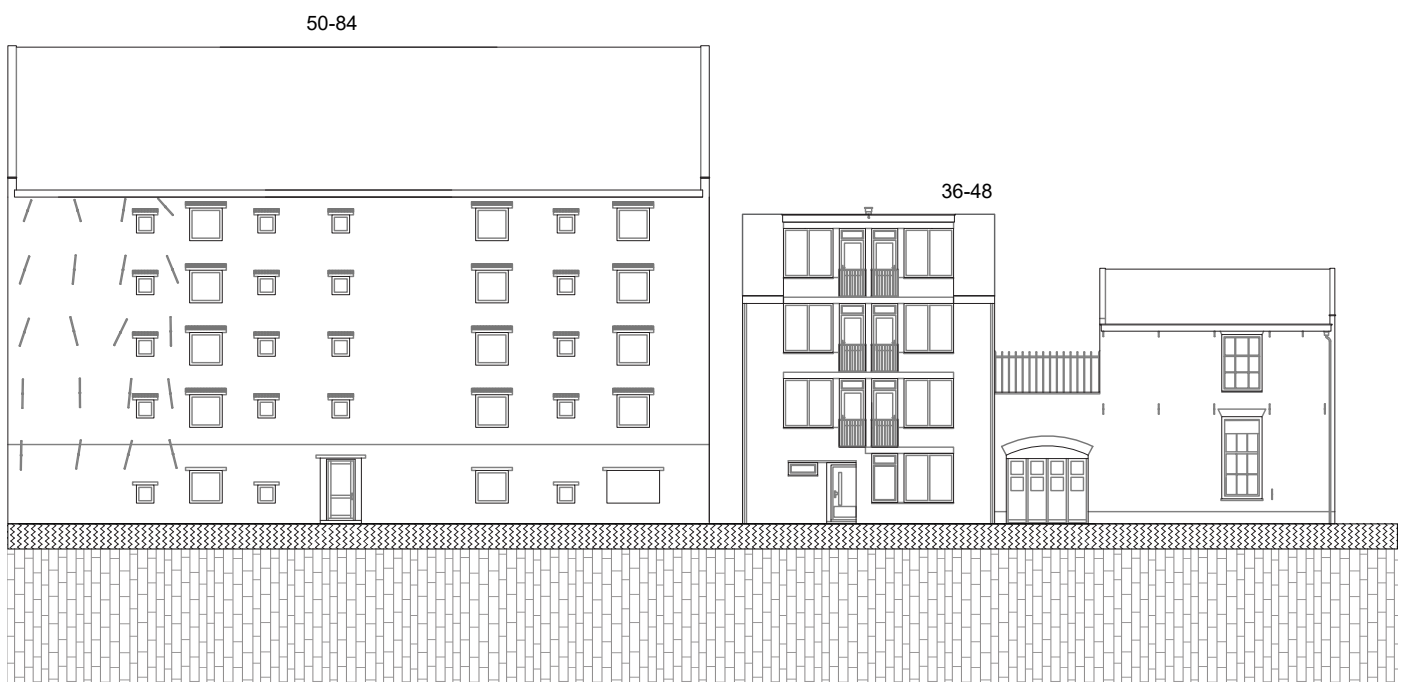
surrounding buildings and their limitations for the site



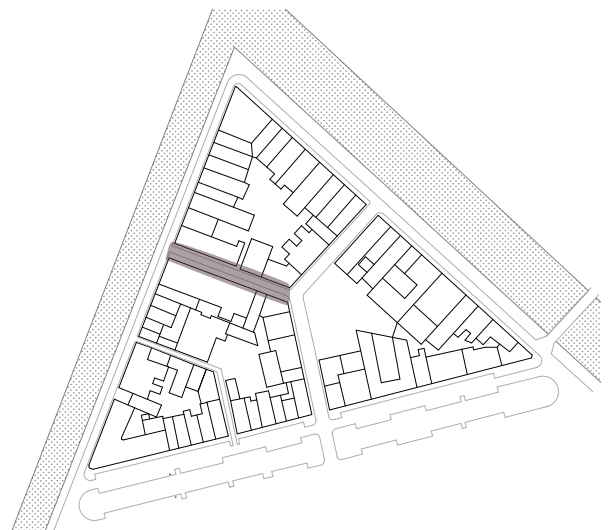
Facade in the Driehoekstraat

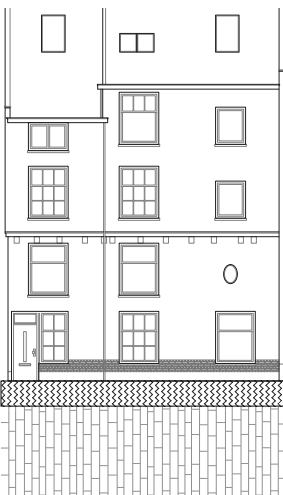
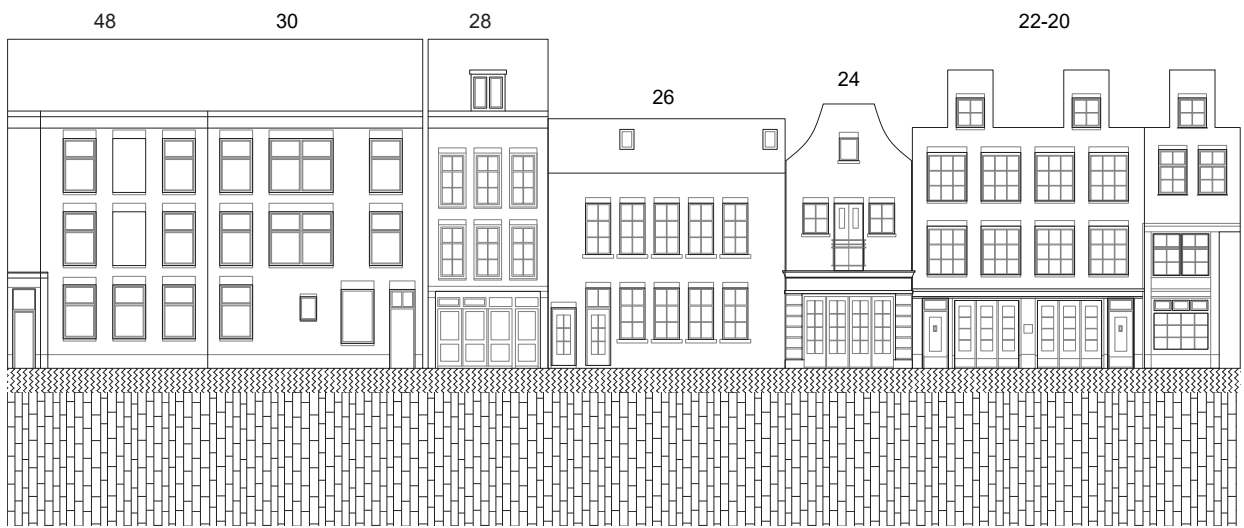
Three other students from our studio chose the same site. Together, we decided to go to the site once more and measure all the facades, so we could draw them and use them in the future to either make a physical model or a computer model with them. Besides, looking at these buildings so closely would help us while designing our own building, taking into consideration all the detailing the existing buildings have. A lot of the detailing still refers to the origin of the neighborhood, which was made for craftsman.

An important observation was that the scale of the buildings became smaller towards the meeting point of the three corners, including more detailing like gable stones and signs. This also has to do with the functions of the buildings on the ground floor. Where the center still has some public functions like a distillery, a cafe, offices and a marketing firm, the buildings towards the end of the street are mostly residential.



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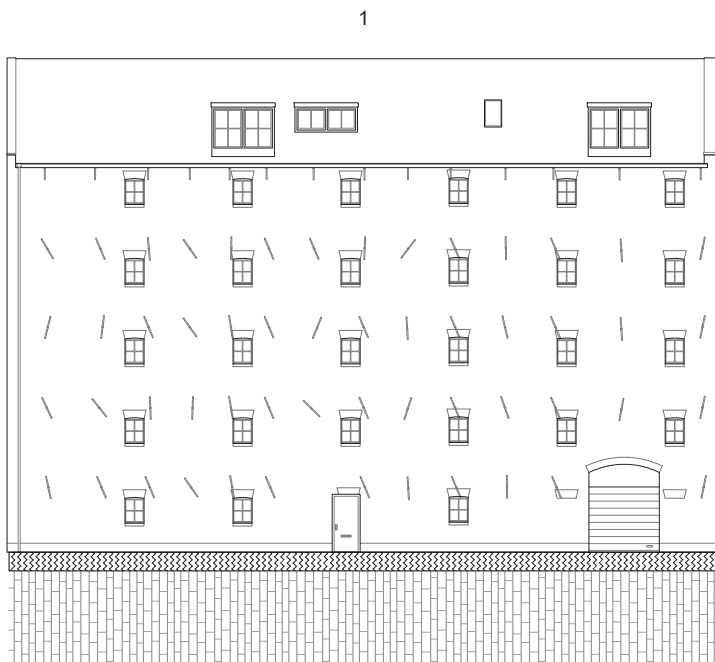
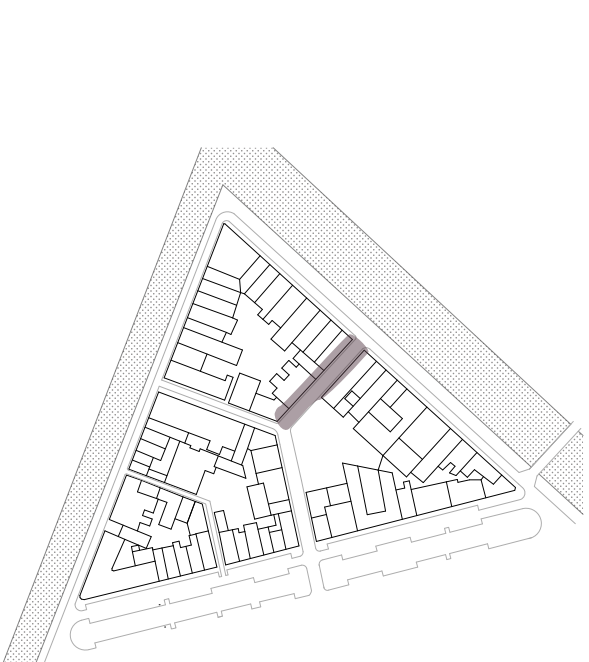




26



20



10



6, 8



4

Facade drawings including important details



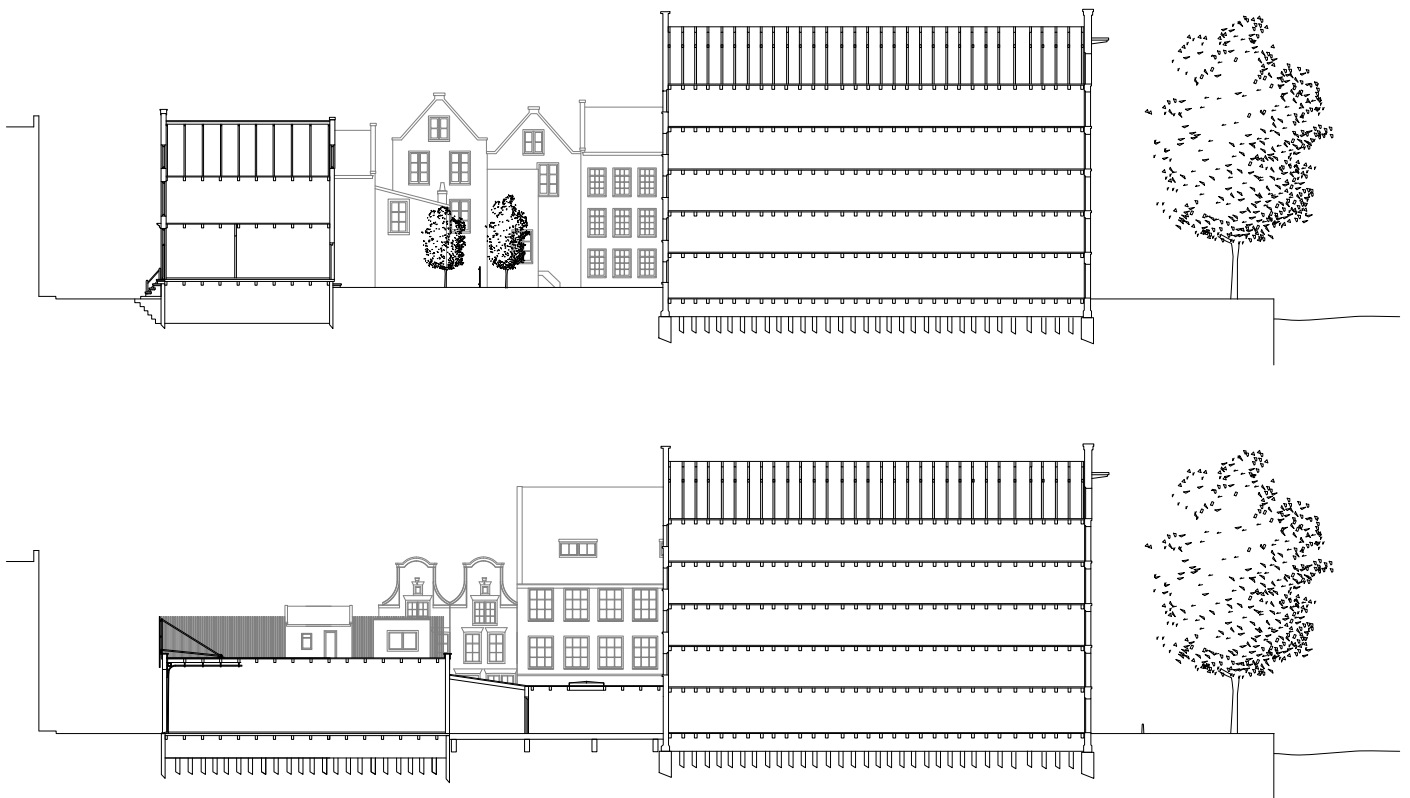
Driehoekstraat, 1934 (Stadsarchief Amsterdam)

The sections on the right are made to analyse the current situation as well as the situation of the site before the municipality decided to destroy and rebuild a big part of the Jordaan around the '60. According to them, a lot of the houses in the Jordaan were of poor quality and couldn't be lived in anymore.

The section shows a big difference in scale towards the canal opposite to the Driehoekstraat. The warehouse buildings are very high and deep, while the residential buildings along the Driehoekstraat were of a much smaller scale.

After tearing down the historic townhouse, the residential buildings were never rebuilt. Instead, the site right now houses a workshop and garages. You can also see in the section that the open space in the middle of the building block, between the townhouse and the warehouse is completely filled with a one-storey garage.

Another interesting notion is the stair leading towards the front door in the old situation. This could be a way to create a threshold between the street and the interior of the ground floor, if a more private function will be placed on the ground floor.



Top; section old situation
Bottom; section current situation



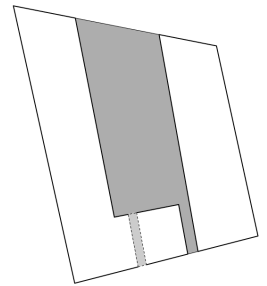
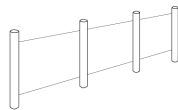
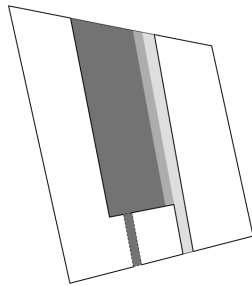
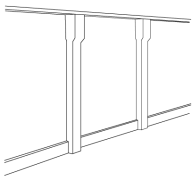
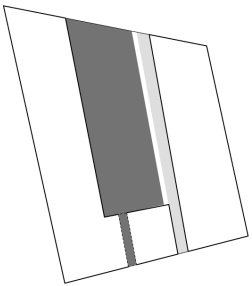
Entrances Raepenhofje (left) and Bossche hofje (right) N. Swaager, 1931

Raepenhofje en Bossche hofje, Amsterdam, 1648

Another typology which I was very interested in is the hofje, a typical Dutch phenomenon which is seen a lot in Amsterdam. Hofjes were made for people in need, to protect them, and maybe also to hide them in some way. In this case, both the hofjes were meant for widows. However, both for a different religion. While this function of the hofje doesn't apply anymore, the houses in the hofje are still only for woman.

All houses are accessible through the garden, while half of them are on the ground floor, and the other half on the upper floor. These 'houses' were mostly very small, around 25 m².

The beautiful aspect about hofjes I believe is the scale of the hofjes, which is very intimate but at the same time very light. Creating this oasis, this quiet place in the busy city. I really like the fact that from the street, you don't know what is going on behind the gate or the door. It creates a threshold between the very public street and your community, instead of having your front door to the street.



1816



1952 (assumed)



2020

Development of Raepenhofje and Bossche hofje, which were very separate at first, but now have a shared garden

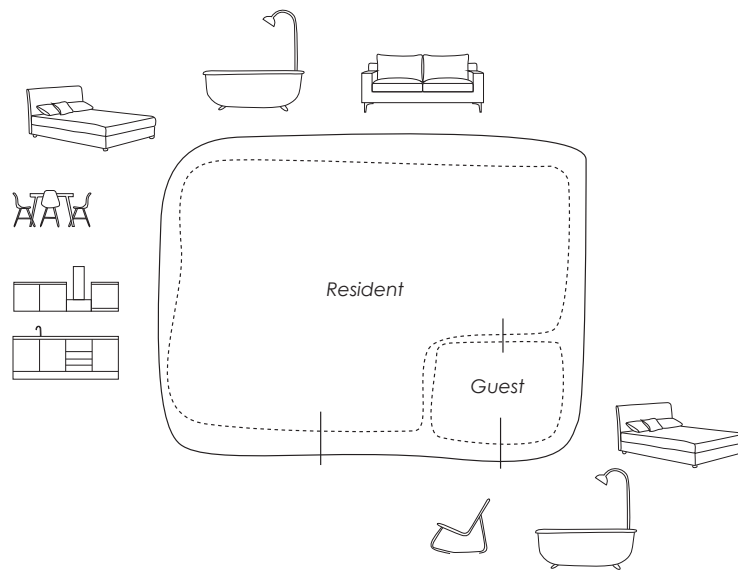


Protest from local residents against mass-tourism (AT5, 2016)

Re-thinking the hotel

The last years, the house prices in Amsterdam have raised enormously, and there is a big group of people who can't afford to live in the city anymore. As long as local residents feel being pushed out of the city by investors and mass-tourism, the city of Amsterdam is not in the safe and just space that Kate Raworth is talking about with here Doughnut model. Tourism is a big part of Amsterdam and has a social, economic, and environmental impact on the city.

The interest of locals and tourists in Amsterdam seems very opposite. Providing a model that does not see tourism as a threat for the locals, but instead, as a resource, can change the negative attitude towards tourists in Amsterdam, and can contribute to providing more people with a home in the city.



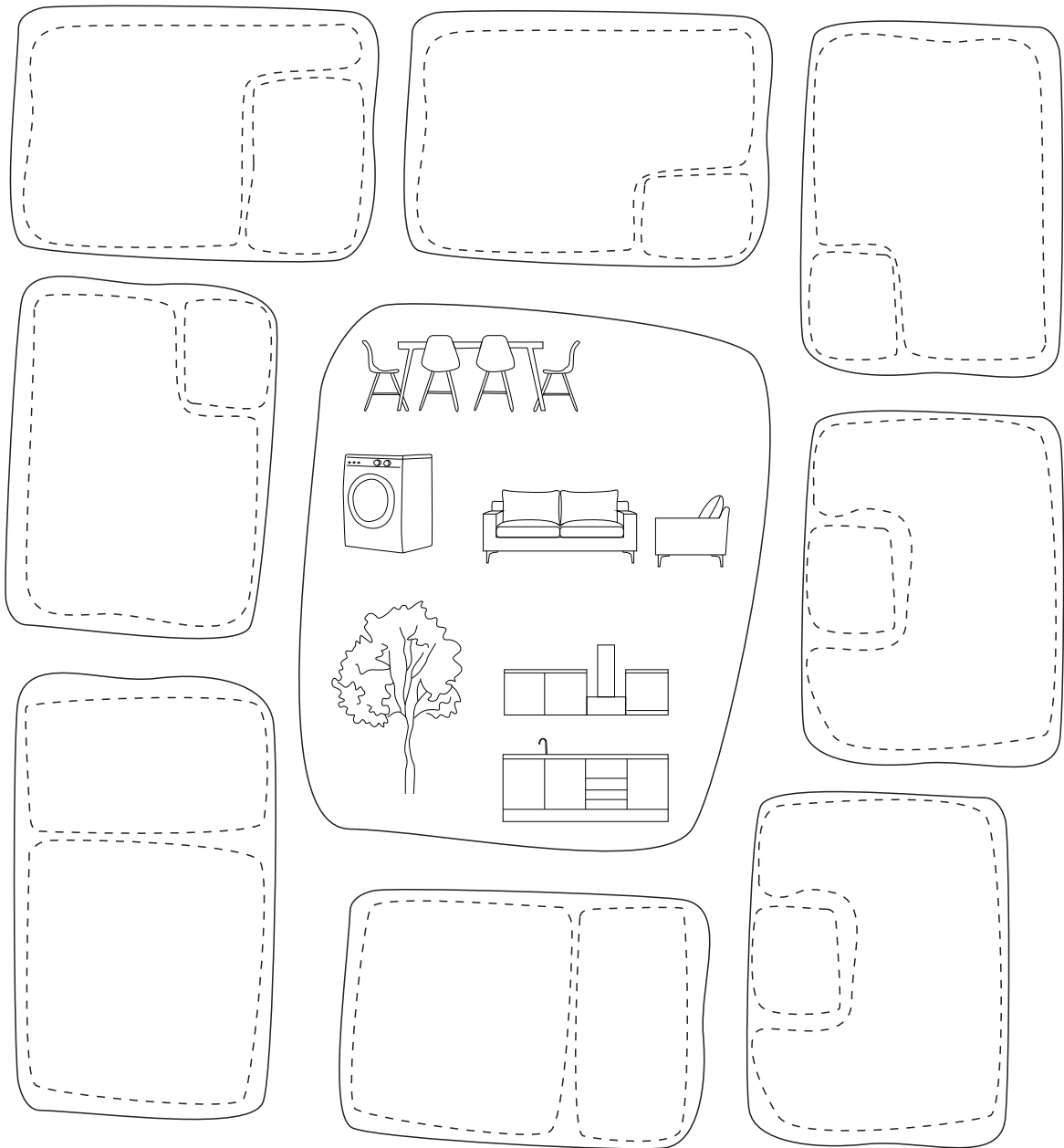
Schematic drawing of a house containing a guest room

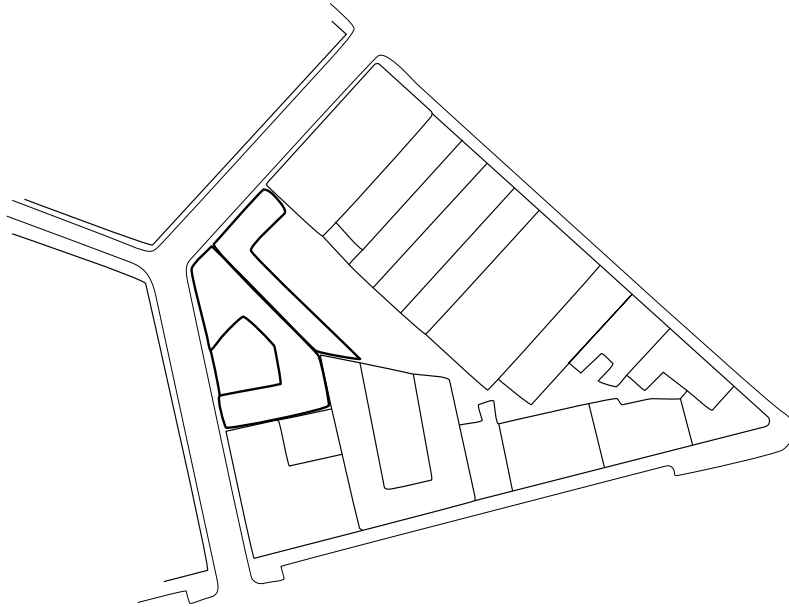
While re-thinking what the hotel might be, I really wanted it to serve residents, but not ignore tourism. Instead I wanted to use it in a positive way. The idea is a model where residents have a guest room in their home. The money that the guest room generates enables them to live in the city. The symbiotic relationship appears by the guest paying money for his stay. In return he gets a place to sleep and shower, and gets to stay in a much more intimate atmosphere.

The City Hotel I am proposing will contain of multiple of these units, all housing a guest room. Together, they will form a collective house, sharing multiple facilities like gardens, a big kitchen, a dining room, working spaces and a laundry space. The idea is that every residents is responsible for its own guest room. For the cleaning, but also the checking-in. The public spaces are responsibility of all residents.

An important part of this model is defining what resources and facilities that the guests and the residents have. While the place for the residents provides him with almost everything one needs, the guest rooms only contains a bed and a sanitary unit.

Right now, I see this model as a mix between the residential hotel, air-bnb, and co-living or a cooperative. Models which I will analyze to get a better understanding of.

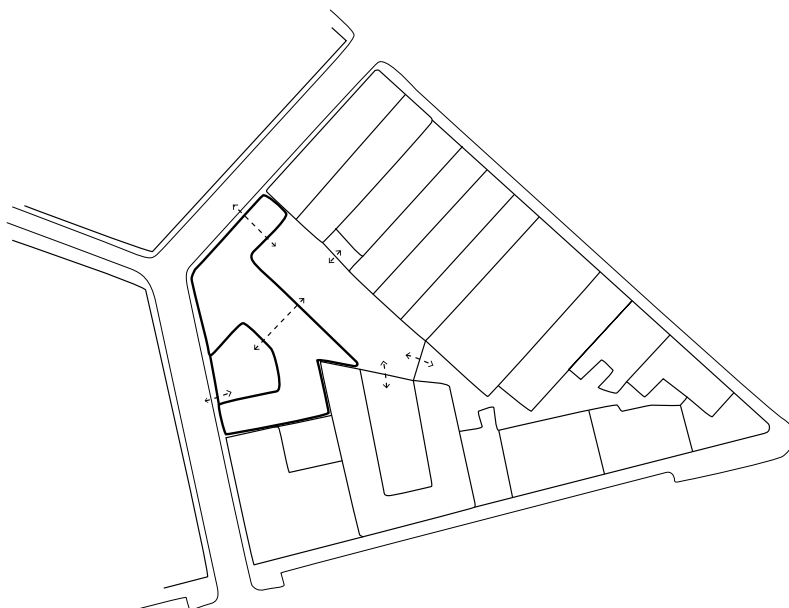




main volumes, creating two exterior spaces



built space versus open space in the block



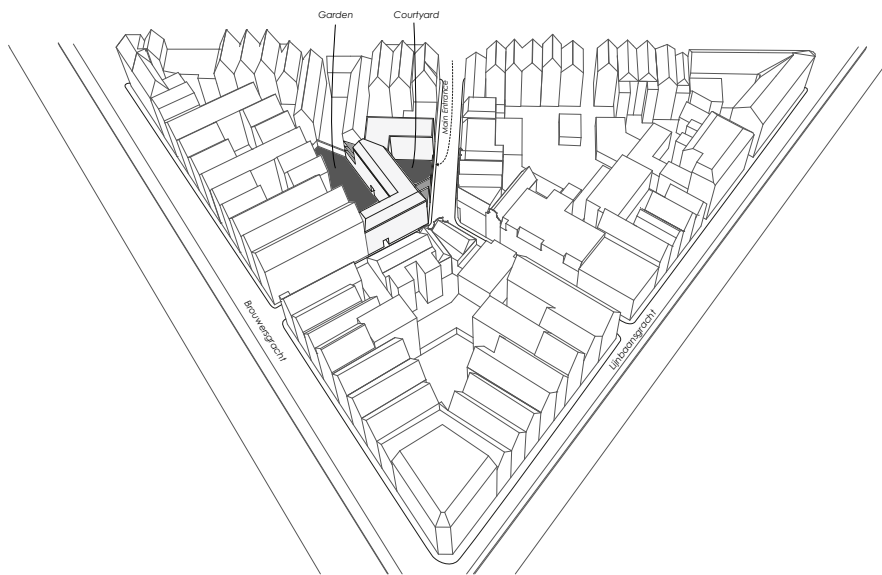
connections between the two exterior spaces and the street, neighbouring open spaces and each other

P2 _ Design Proposal

For the P2 presentation, I presented how the research I did into Amsterdam, its morphological as well as social history and development, led to the point where I was right now at the moment. The squatter movement played a big role in this whole process. From here, I explained how I wanted to move on from the squatter movement to the idea that the hotel might be a collective house, where tourists and residents have a symbiotic relationship, instead of parasitic one.

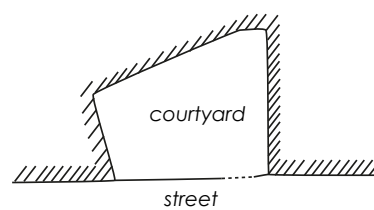
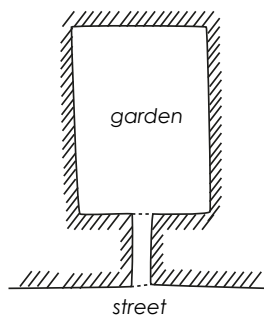
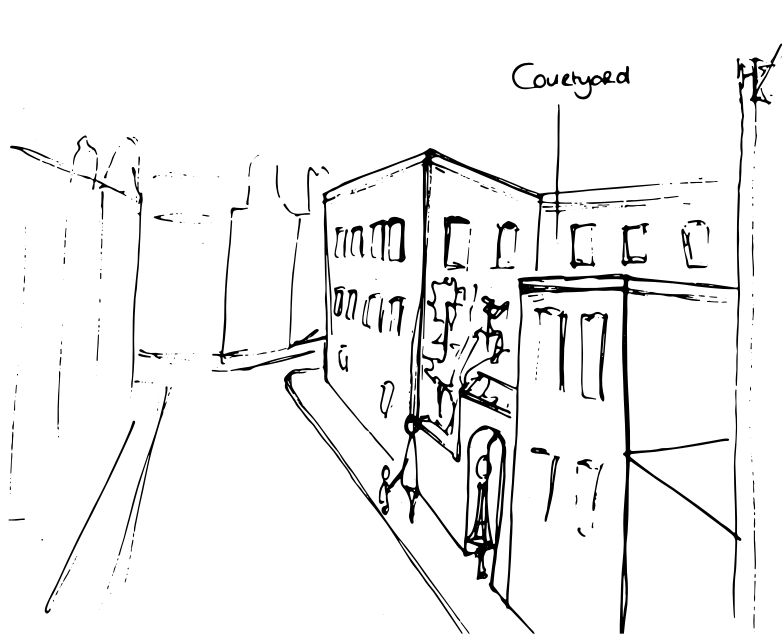
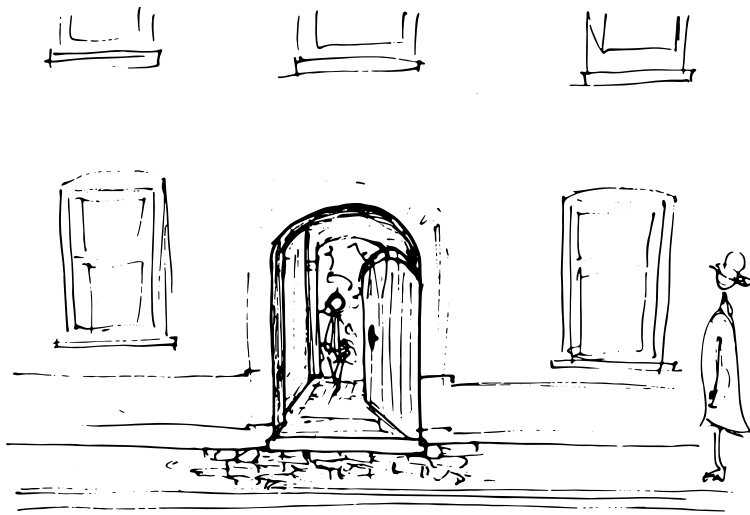
The design proposal shows a model where each resident is responsible for a guest room, attached to his or her own house. The building is centered around two exterior spaces, playing a key role in the design.

The first volume, continuing as a spine through the site, creates a big exterior space between the new volume and the existing warehouses. This way the quality of the houses in the existing warehouses is guaranteed. The second volume fills the remaining buildable area. By opening it up and creating a second void, another exterior space is created, which also allows daylight to enter the building more easily.

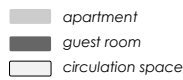
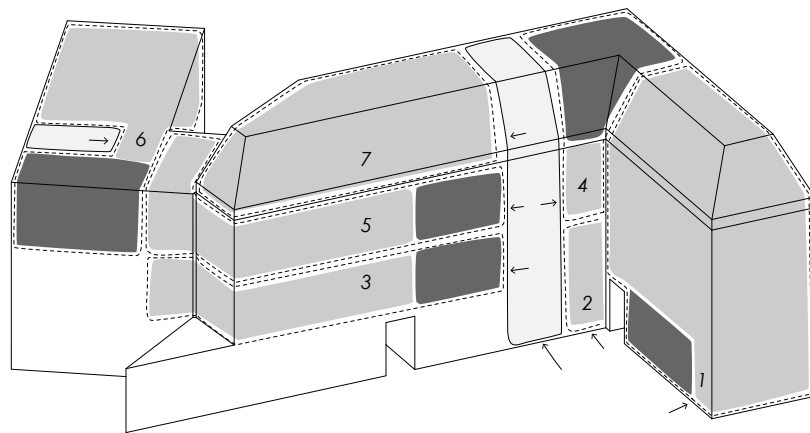


Top view to the site from the north.
 garden; 277 m² _ courtyard; 80 m² _ building; 360 m²

The volume is following the streetline and preserving the Y-shape of the street, and at the same time creating large open spaces within the block. The ratio built and unbuilt area on the site is approximately 1;1. As I already mentioned, I want these two exterior spaces to have a different character and feeling. The courtyard will serve as a 'main entrance', meaning that it will welcome all guests who first enter the building. Therefore, it is more open to the street. The garden instead, is really a place away from the city. The building completely folding around it already creates a bigger threshold between the street and the interior.



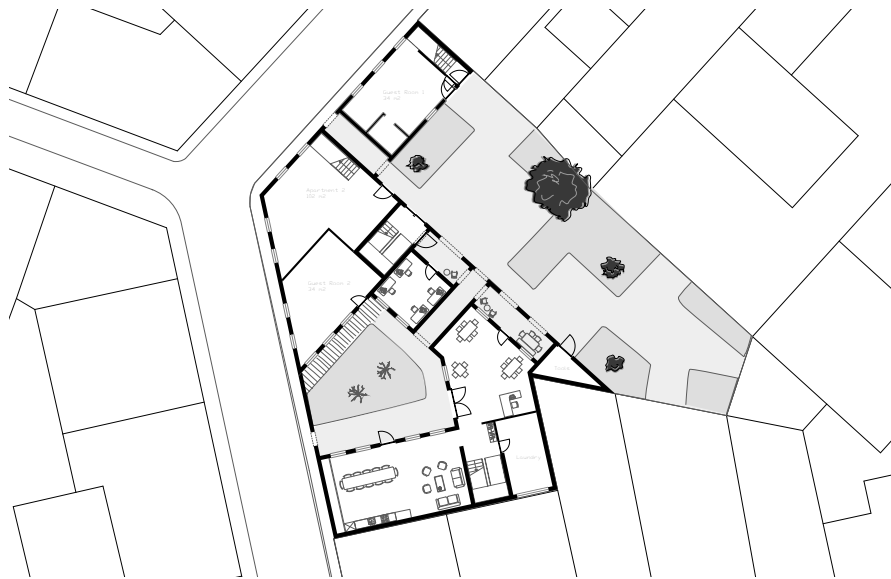
Sketches of the two different entrances



configuration of apartments and guest rooms

Right now, the building houses six apartments with a connected guest room, and one separate apartment. This last apartment could be inhabited by the person who takes most responsibility for the public spaces for example. As you can see, some are connected in a horizontal way, like number 2, 3, 5 and 6, and some in a vertical way, like number 1 and 4. The apartments are different in size, which

1 _ Apartment	132 m2	3 bedrooms
1 _ Guest Room	34 m2	
2 _ Apartment	102 m2	2 bedrooms
2 _ Guest Room	34 m2	
3 _ Apartment	60 m2	2 bedrooms
3 _ Guest Room	24 m2	
4 _ Apartment	44 m2	1 bedroom
4 _ Guest Room	34 m2	
5 _ Apartment	60 m2	2 bedrooms
5 _ Guest Room	24 m2	
6 _ Apartment	55 m2	1 bedroom
6 _ Guest Room	16 m2	
7 _ Apartment	48 m2	1 bedroom

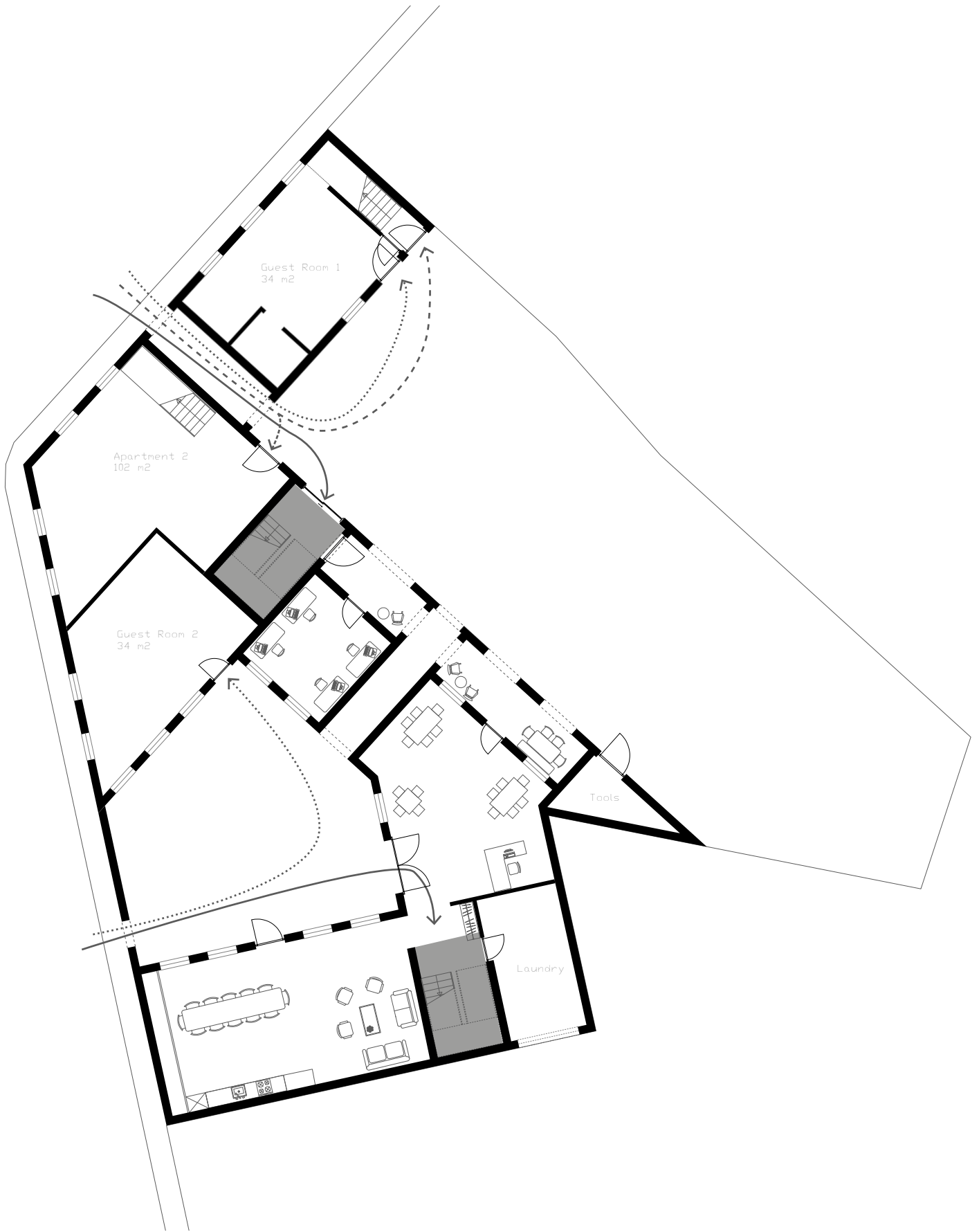


Ground floor

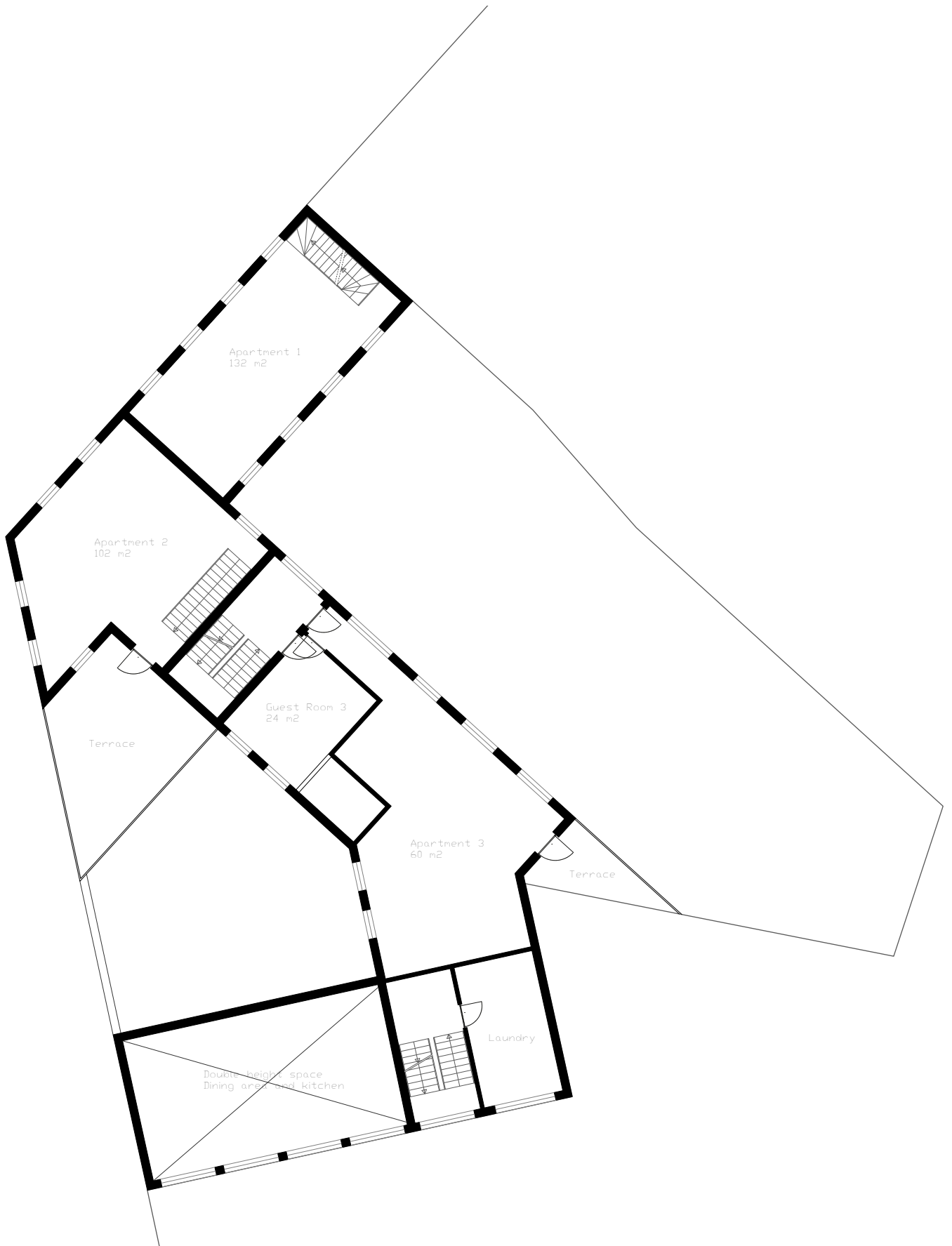
contributes to creating this multi-generational community. Varying from families to older couples or starters. With this configuration, the building can house around 30 people.

The ground floor shows a bit how the building would work. The guests would enter from the street through the courtyard, walking straight ahead to the front desk. This is part of the public space, which is mostly situated on the ground floor around the two exterior spaces. Connected to the courtyard is the public kitchen and dining area. Adjacent to the passage which connects the two garden are the other public spaces, including a working space and a space to meet or to gather. The corridor creates a threshold between the interior and the exterior of the building. The building has two main circulation cores.

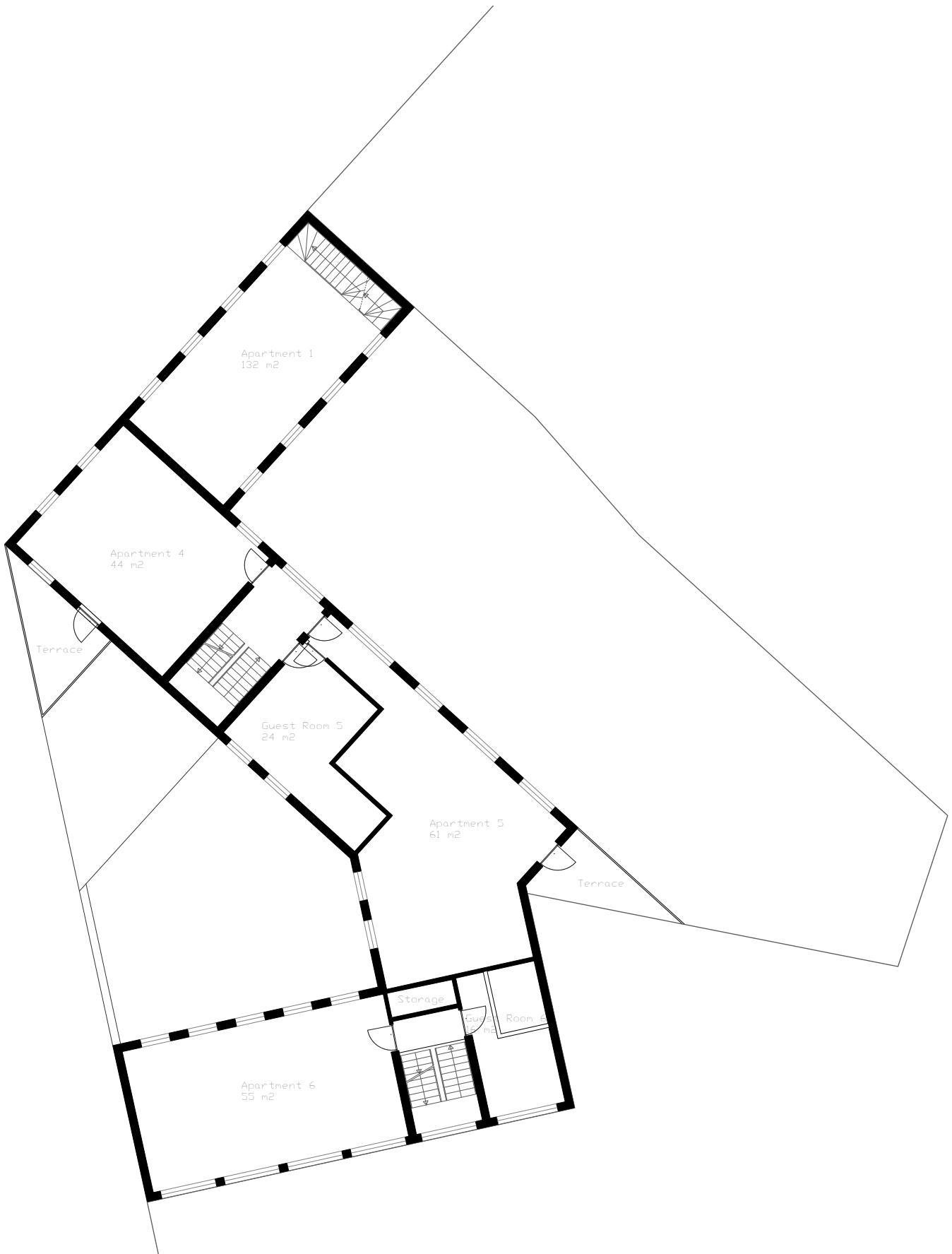
Right now, the amount and configuration of rooms and apartments do not leave much space to design a transition area from public to private space on the upper floors. This is something I would really like to look into further when continuing the design. The second and third floor are also fully private area's. The benefit of having a building that is not so deep is that most of the rooms will have plenty of daylight from multiple sides.



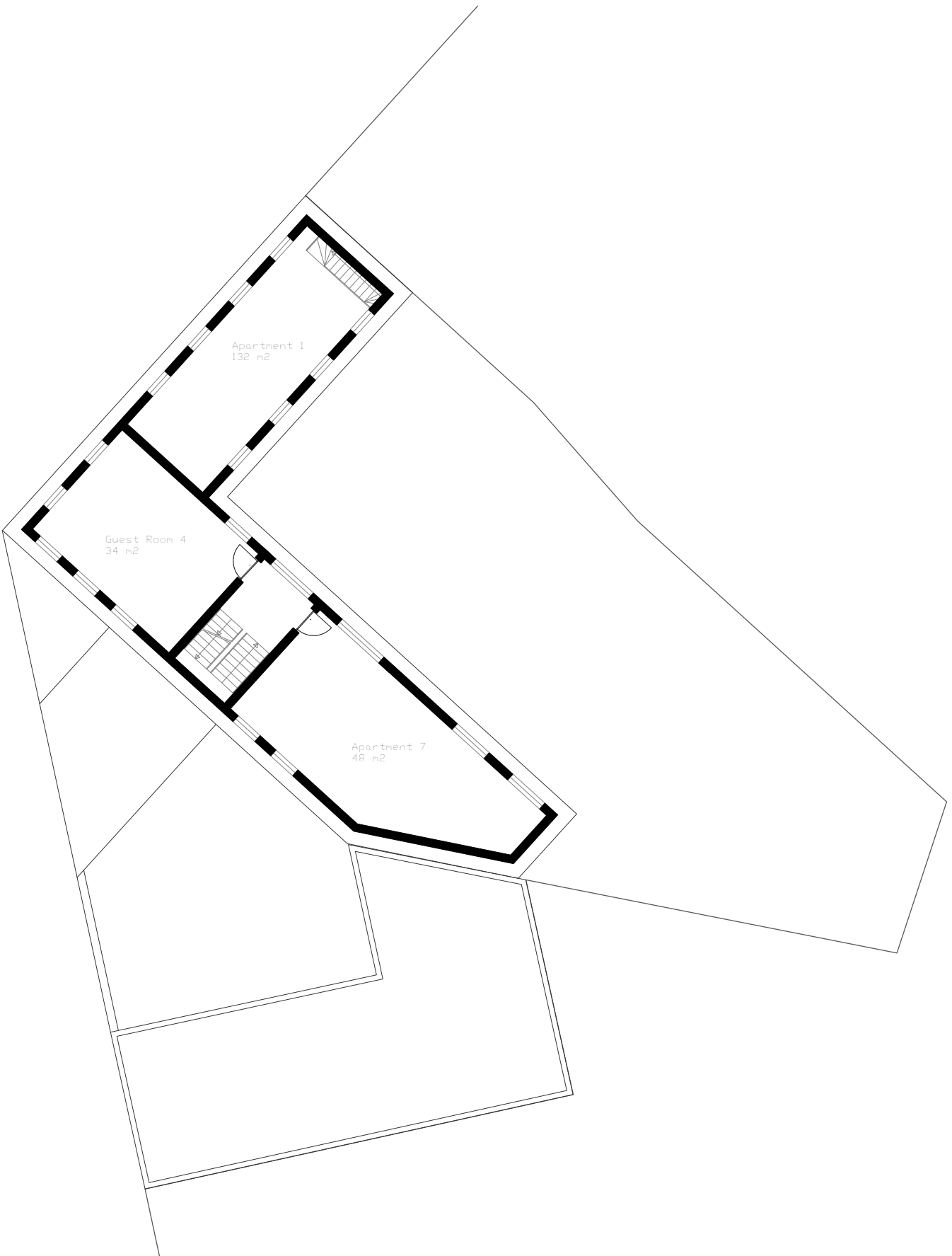
Ground floor plan, 1:200
Circulation cores highlighted in grey



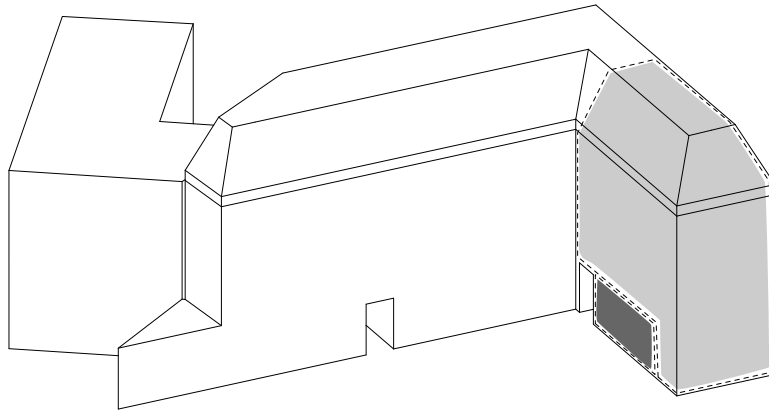
First floor plan, 1:200



Second floor plan, 1:200

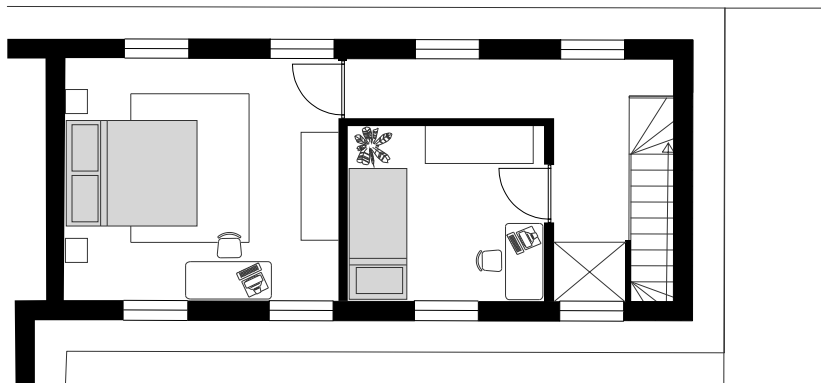
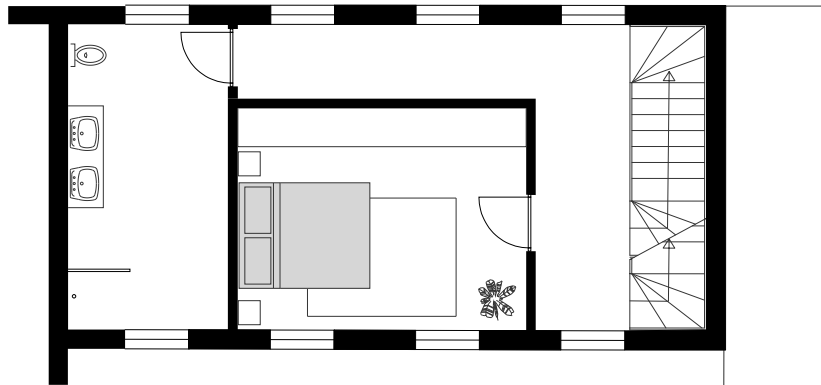
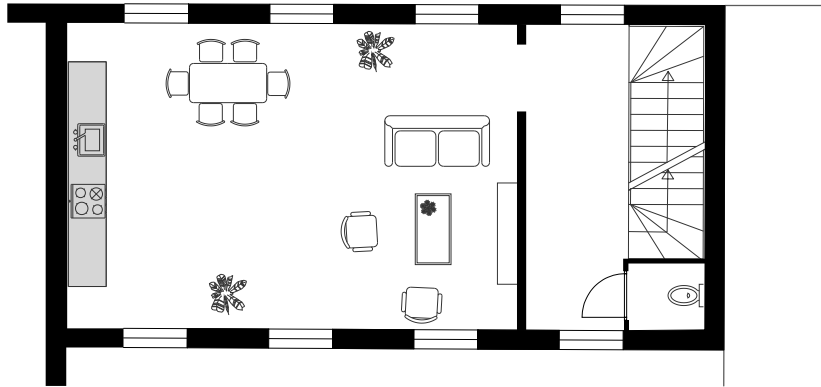
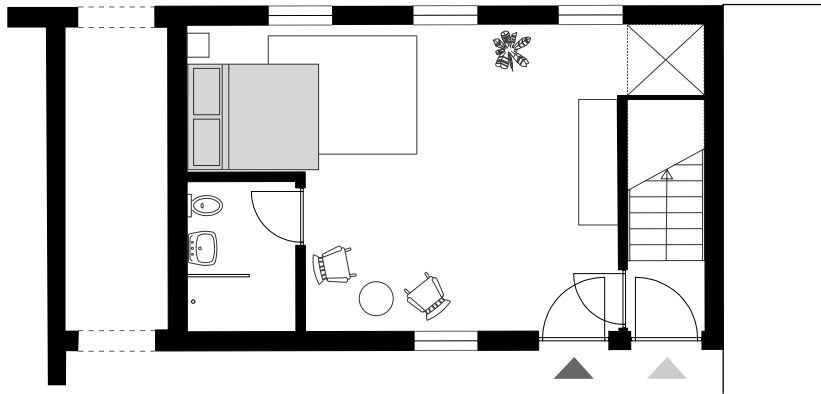


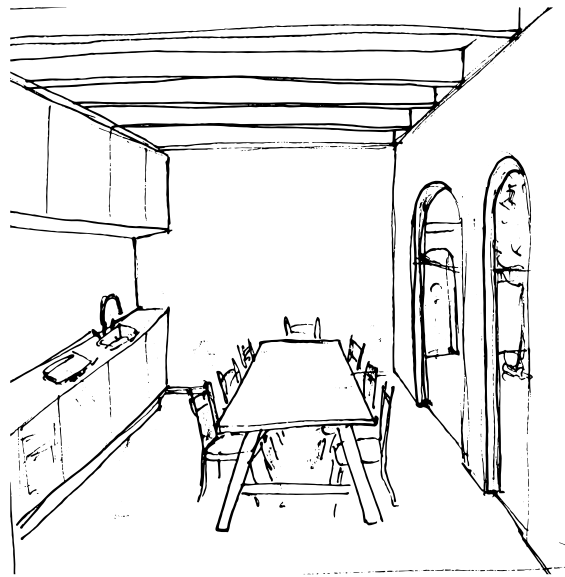
Third floor plan, 1:200



house one is 132 m2, with an extra guestroom of 34 m2 on the ground floor

These are the plans of house 1, the house adjacent to the garden. The apartment and guest room are stacked on top of each other, but both have their front door to the garden. The guest room on the ground floor consists of a bathroom, a bed, a small space to sit and some storage space. The apartment covers the other three floors, providing three bedrooms, a bathroom, a living area and a kitchen. The house is internally linked on the ground floor, which enables the residents to use the space when it's not occupied by tourist. It also makes the building more flexible for the future.





Sketch of collective kitchen and dining area

Feedback

Are the *hoffje* and *hotel particulier* actually the right references for what I want to achieve with my building? Think about the interface with the city that the building needs/wants to have.

Instead, look at the *residential hotel*, *air-bnb* and *cooperatives* as precedents. Being part of something that is bigger than yourself.

What about the *corner*? Make it a collective function, instead of being an enclave.

What exactly is the *economic model*? For whom, how, what is it offering. Who makes it. Notions of ownership. Try to make a spreadsheet; how much does it cost to live in the city/rent a room? How many days can you rent the room? How much is the land worth? And how many families need to live on the site?

Who can engage with which *exterior space*? Does each residence gets to engage with both? What do you do with parts that don't offer possibilities to engage with both? Maybe the garden can help a lot in organizing the building.

What are the *thresholds* that engage guests, residents, the collective and the wider community? What *resources* are available for who?

