

# Graduation Plan

Master of Science Architecture, Urbanism & Building Sciences



## Graduation Plan: All tracks

Submit your Graduation Plan to the Board of Examiners ([Examencommissie-BK@tudelft.nl](mailto:Examencommissie-BK@tudelft.nl)), Mentors and Delegate of the Board of Examiners one week before P2 at the latest.

The graduation plan consists of at least the following data/segments:

| Personal information |                    |
|----------------------|--------------------|
| Name                 | Sean William Hajdu |
| Student number       | 5508487            |

  

| Studio                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|---------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Name / Theme                          | Methods of Analysis and Imagination, A Matter of Scale                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| Main mentor                           | Jorge Mejia Hernandez Architecture                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| Second mentor                         | Freek Speksnijder Building Technology                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Argumentation of choice of the studio | The Methods of Analysis and Imagination studio encourages an explorative process that challenges its students to develop a project that responds delicately to the proposed location (Tallinn) and addresses human scale in the built environment. With those being the only requirements, each student is allowed the freedom to explore, investigate, and later research their own fascinations with how human scale relates to Tallinn and convert that into their own design brief. Having this freedom has allowed me to investigate my personal interests with details, materials, intimate moments within architecture that have human scale at their core. |

  

| Graduation project              |                                                                                                                                                                                                                                            |
|---------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Title of the graduation project | Crafting Tallinn: A craftsmanship community situated in Old Town Tallinn.                                                                                                                                                                  |
| Goal                            |                                                                                                                                                                                                                                            |
| Location:                       | Tallinn, Estonia                                                                                                                                                                                                                           |
| The posed problem,              | Tallinn, being part of the Hanseatic League, has a long-standing history with craftsmanship, the city used to mainly consist of craftsmen, merchants, and smithies. This history coupled with the existing handcraft focused artisan shops |

|                                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                          | <p>located in the Old Town today speak to Tallinn's prevalent handcraft culture.</p> <p>The value behind the handcraft community is that they allow for an environment of knowledge exchange, and co-creation. They act as nodes of inspiration for the local community to engage with skillful designers and traditional masters that remind people of the value of working with your hands and the beauty that can result from it.</p> <p>Being a very touristic location, Old Town especially, these handcraft artisans' income and lively hood depend primarily on tourism. In winter months when tourism dips, or at a stand still, during the covid epidemic for example, the need for local engagement becomes an even more important factor for these privately owned businesses.</p> |
| research questions and                   | <p>How do you create a community that celebrates craftsmanship at its core and acts as a tool for promoting the exchange of handcraft knowledge?</p> <p>Sub Question – Given that the artisans typically sell to tourists', how do you promote a more local clientele to visit and engage with their craft?</p> <p>Sub Question – What are the benefits or drawbacks to creating a community out of the makers and artisans of Tallinn?</p> <p>Sub Question – Given that Old Town Tallinn is currently acting as an open-air museum with little engagement from locals, so how do you encourage locals to engage with this location?</p>                                                                                                                                                      |
| design assignment in which these result. |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |

I envision a handcraft community that is vibrant with knowledge sharing and celebrates the idea of making. It will be a project that aims to engage with artisans and makers, and any other individuals that fit into the realm of tool mastery and tactile creation. My goal for this project, is for it to be a celebration of craftsmanship at every aspect. The program, the design, the detail, the construction methods and maybe even more importantly, the process. Programmatically, it will be a project that merges both maker and artisan communities in one location. This location will act as a craftsmanship hub, catered to both artisans who sell their designs, and makers, who share their knowledge with the community. Combining these two users stems from the idea that they can work as a complimentary unit. The artisans provide a sense of inspiration, demonstrating the beauty that can come from handcraft skills. While the makers can provide the knowledge and expertise behind how things can be crafted or repaired. The secondary functions will provide the artisans with spaces where they can teach their craft to locals as well as help with e-commerce with the provided photo studio and administrative offices. The support functions (café, restaurant, beer garden) will act as a means of encouraging more foot traffic to the location.

Location-wise, I will be further developing the Katariina Guild, one of the artisan locations in Old Town Tallinn. It currently houses a successful group of artisans but lacks a real sense of identity to its location. The buildings it is composed of are from the 1300s, and they still maintain their charming medieval character; this is especially true in the interiors. However, the problem with these buildings is that they are on a rather inactive secondary street. The street has a courtyard and an abandoned church which is where I will propose a makerspace. Using these simple interventions, I will convert this underdeveloped street into a proper cultural location for the old town. The intention of this location is for it to become a place for community, for craftsmanship, and for knowledge sharing.

## **Process**

### **Method description**

#### Contextual Analysis

To get a broad understanding of the city of Tallinn, the entire studio grouped together to focus on contextual analysis of the city. Each of the groups was tasked with analyzing a portion of the city through different lenses; historical, cultural, political, spatial. This analysis was collected into a research booklet.

#### Intuitive Research

Many of my programmatic decisions were based on personal interviews and conversations I had in Tallinn. By investigating the existing craft and maker locations in Tallinn I was able to interview various people to understand the problems they were having with their spaces.

#### Archival Research

Since my project is in Old Town Tallinn, all the buildings I am designing in are heritage buildings. Archival research was done to find the appropriate drawings and codes for the protected buildings that my project is situated in.

#### Disciplinary Analysis

To implement a successful artisan and maker community I will analyzing various artisan and maker typologies to help inform design decisions in my project.

## Literature and general practical references

Literary References (to be further developed):

Ajaloost / History — Katariina Gild. Katariina Gild, [www.katariinagild.eu/ajaloost](http://www.katariinagild.eu/ajaloost). Accessed 17 Oct. 2023.

Jencks, Charles, and Nathan Silver. Adhocism: The Case for Improvisation. Secker and Warburg, 1972.

Johansen, Paul, et al. Deutsch Und Undeutsch Im Mittelalterlichen Und Frühneuzeitlichen Reval. Böhlau, 1973.

Lerner, Jaime. Urban Acupuncture. Island Press/Center for Resource Economics, 2014.

Martin, Craig. Design Issues, vol. 31, no. 3, 2015, pp. 105–06. JSTOR, <http://www.jstor.org/stable/43829338>. Accessed 23 Jan. 2024.

Meistrite Hoov. "Avaleht - Meistrite Hoov." Meistrite Hoov, 31 Mar. 2023, [hoov.ee](http://hoov.ee). Accessed 23 Oct. 2023.

Tallinn | CENTRINNO Cartography. CentrinnoCartography, [www.centrinno-cartography.org/tallinn](http://www.centrinno-cartography.org/tallinn). Accessed 6 Oct. 2023.

Yudina, Anna. Furniture: Furniture That Transforms Space. 2015.

## Reflection

1. What is the relation between your graduation (project) topic, the studio topic (if applicable), your master track (A,U,BT,LA,MBE), and your master programme (MSc AUBS)?

The studio topic, "A Matter of Scale" prompts the questioning of where we find human scale in the built environment. The way I have approached solving my project has been from smaller scale interventions working up to larger programmatic issues. My aim for the project is to have these small-scale interventions as the main characters of the design.

2. What is the relevance of your graduation work in the larger social, professional and scientific framework.

On a personal professional level, I am using this studio project to test out and experiment with my interest in detail, material, and most importantly the interactive objects within architecture. Given the professional experience I have as working as an architectural designer/planner for 4 years I was extremely unsatisfied with the traditional practices that architectural offices offer. So this thesis project is a chance

for me to develop my own design process, one that breaks away from the conventional practices, and puts human engagement at its center.

On a larger social framework, this project will be attempting to combat the Disneyfication that happens with historic European cities. Instead of allowing every building to become a tourist trap or AirBnB hotspot, my project will aim to promote a more local engagement. Giving Tallin citizens a piece of their old town back to them as a cultural point.