

The Berlage Master of Science in Architecture and Urban Design
Faculty of Architecture and the Built Environment
Delft University of Technology

Thesis Project Plan

The Berlage.

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ABOUT THE THESIS PROJECT	
Thesis project title	[thesis project title]
Thesis advisor 1	[name]
Thesis advisor 2	[name]
Thesis project description	

The city is the outcome of multiple actions; which reflects the bonding between individual and collective motivations. However, a bureaucratic system dominates its final outcome, enabling only a few visions to become publicly influential.

Otherwise, the board game becomes a medium to simulate an utopian scenario where decentralization and diversity stand as the ultimate values for the creation of public space. The city is literally built in the center of the board responding to individual strategies, coalition and fortune. The level of influence of each player is measured at the end of the game, announcing the winner.

Open space in its different forms and scales is taken as the main subject of study. Being the most delicate item in the city, in constant risk of remaining undetermined or forgotten because of disinterest or disputed opinions. The premise in which the game is based is that the relevance of open space increases with density. And it is only from a certain critical mass that these spaces are taken care and given meaning. The community demands through use and it's the task of the designer to identify the patterns of use to then give an imaginative response.

In the game the player personifies the designer and the user at the same time closing the gap that usually generates inconsistencies in the city. Though, the play happens on a different conflict, dealing in between individual and collective motivations. The rules of the game are set for the individual action to become influential in the creation of the city, so the collective sphere. Even though dissociated individual actions potentiates the player for next moves it is only when adding to the quality of open space that he gains points for winning. The play demands for an up dated response towards the city in formation, thus to others moves. Alliances are fundamental for bringing greater progress.

Thesis project site

The board.

Thesis project outcome

A board game.

Relevance

The project departs from the certainty that open space in the metropolitan city is left aside from any kind of debate. Being only influenced by economical features it remains unresolved with no clear design distinction.

An investigation on the prerequisites for the creation of significant open space in the city would show a clear line of action for the designers/citizens to manifest in this respect. A clear understanding of the density and the qualitative vocation of each region of the city would determine the appropriate scale and character of open space. The game would display such research in an interactive way simulating the complex relations that surround the subject.

Bibliography of literature, precedents, and references

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Structure and method

The idea is to employ an existing urban model as the theoretical base of the game. The chosen model is still to be rigorously defined but shapes around the idea that only a compact city provides meaningful open space. Literature and exemplary cases would be studied in parallel.

This model would inform the corresponding setting of a narrative, the rules and the game set. These three aspects working together are the game.

1. The narrative of the game.

An underlying story gives a pedagogical sense to the game, indirectly suggesting the urban model in which the game is based.

The pursuing of the model distinguishes the practiced player from the amateur who acts erratically with no vision of future.

Likewise reality the story is open to chance, which is presented to the player as opportunities and obstacles.

2. The rules of the game.

Rules provide a common ground for every player's action.

Simple rules produce infinite permutations through chance and creativity. Every move conditions the next, every play comprises the whole. To adapt is to succeed.

A research on board games would allow a clear understanding of rules and its effects in playing in relation to: choice, permutations, risk, time, turns, rewards...

The exercise is to combine rules learned from other games independent of the theme, for the creation of this new one.

3. The game set.

The platform of the game is structurally related to the rules and aesthetically related to the narrative.

The game must happen in space, moves are allowed in three dimensions.

Besides being implicitly integrated in the playing of the game, the supporting narrative is presented in two dimensions. A previous research on types of open space and its elements would clearly appear in graphics.

Preliminary schedule and time planning

[Below is a scheme where you predict your workload division within the 15-week project development timeframe. It is based on the goals and aims you've set for yourself and the project. The moments marked in blue are compulsory activities, and will have their own required deliverables. While it may seem too early in the process to predict your weekly development, you still should take this preliminary planning seriously. A successful and well-completed project is only possible if you considerately plan your time well. Meeting finite and concrete weekly goals will not only give you confidence but also allow you to make best use of your tutorial sessions with your thesis advisors. Please delete this paragraph after reading it. It should not be in your final document.]

WK 35

Compulsory kick-off workshop

WK 36

Compulsory presentation

WK 37

[Fill in actions and deliverables for week 37 here]

WK 38

[Fill in work actions for week 39 here]

WK 39

[Fill in work actions for week 39 here]

WK 40

[Fill in actions and deliverables for week 40 here]

WK 41

[Fill in actions and deliverables for week 41 here]

WK 42

Compulsory midterm presentation

WK 43

[Fill in actions and deliverables for week 1.8 here]

WK 44

[Fill in actions and deliverables for week 1.9 here]

WK 45

[Fill in actions and deliverables for week 2.0 here]

WK 46

[Fill in actions and deliverables for week 2.1 here]

WK 47

[Fill in actions and deliverables for week 2.2 here]

WK 48

Dress rehearsal

WK 49

E2

WK 50

Presentation postproduction workshop

WK 51

Presentation postproduction workshop

WK 2

Presentation postproduction workshop

WK 3

Presentation postproduction workshop

WK 4

Presentation postproduction workshop

WK 5

E3