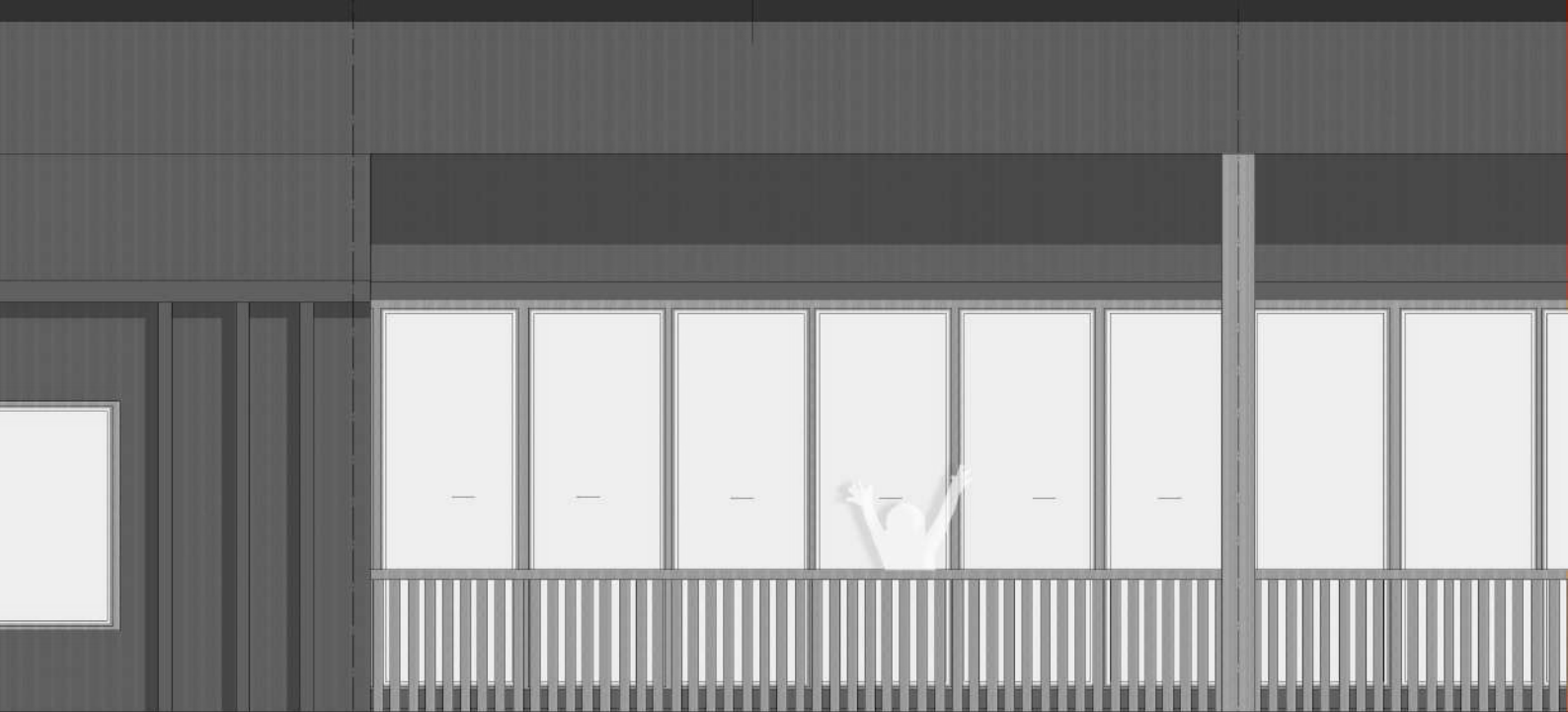




BEHIND THE PAUSE





MY JOURNEY

This logbook documents my journey throughout this graduation year. From early observations in the urban realm to architectural interpretations at the scale of the building. What began as a study of playgrounds slowly shifted focus toward informal, often overlooked behaviors: the small moments that make up the act of hanging out.

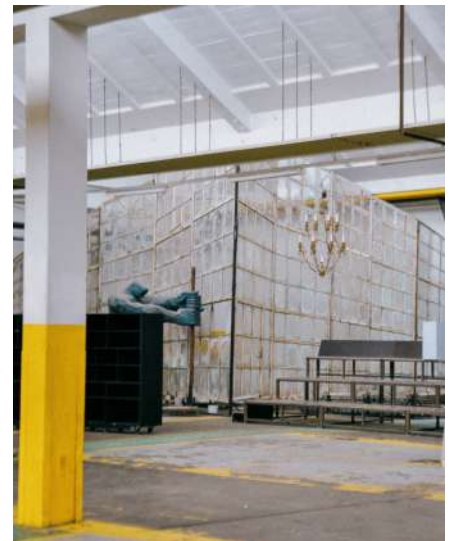
Starting with sketches and notes made in public space, I explored how people interact with their surroundings when they're in-between. These moments revealed how space can support (or discourage) pausing. Through a series of recurring themes and patterns, I developed a growing knowledge of spatial behaviors that could be translated into design elements.

This logbook is structured by scale: from urban space, to the block, to the building. Each chapter includes observational drawings, spatial diagrams, and architectural responses. Together, they form the total package of all the research that was conducted during this graduation year

THE BLIKFABRIEK INTRODUCTION

11th of september 2024

The journey starts at the 11th of september with the first visit to Hoboken, in particular, The Blikfabriek, which is our site for the year. We stayed and slept for 3 days at the site to get our first impressions.



Blikfabriek (own photos)



Hoboken on the bike (own photos)

P1 MAKE BELIEF

8th of october 2024

In this trip we had a clear plan on our methods for our p1 research make belief. This research was all about The Blikfabriek being a place where different types of stages are set and we were to find out how this influences this place architecturally and socially.



researching the Blikfabriek (own photos)

As our end product we ended up making these stages in models so we could share our findings through enactment. We also made a script that was gathered from interviews and observations in the Blikfabriek.



The making of (own photos)



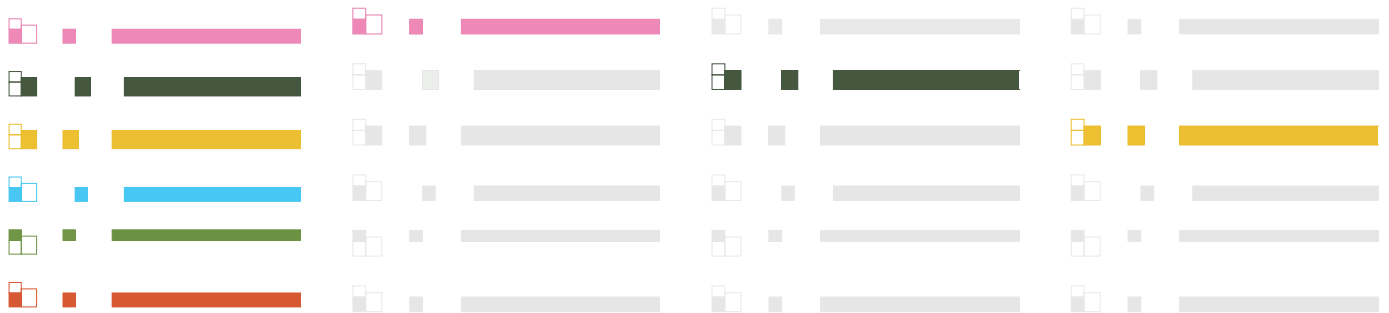
All our props (own photos)



P1 MAKE BELIEF

25th of october 2024

The date of the p1 was set on the 25th of october. For this presentations we acted out different scenes that were discovered while visiting the Blikfabriek.

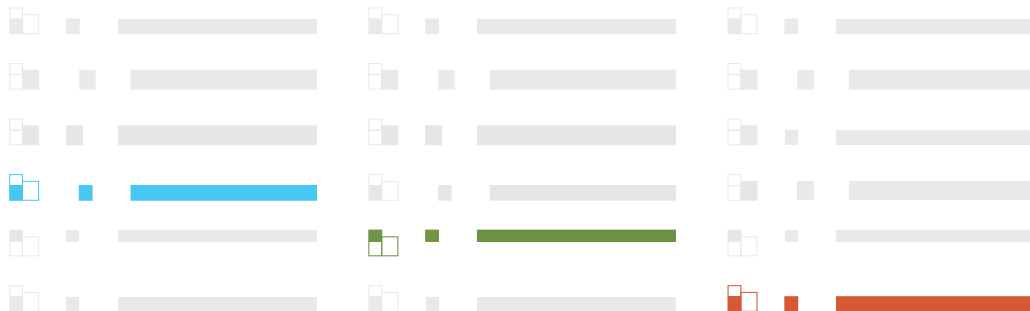


BELIEFABRIEK
URBAN ARCHITECTURE | make belief

SCENE I
URBAN ARCHITECTURE | make belief

SCENE II
URBAN ARCHITECTURE | make belief

SCENE III
URBAN ARCHITECTURE | make belief



SCENE IV
URBAN ARCHITECTURE | make belief

SCENE V
URBAN ARCHITECTURE | make belief

SCENE VI
URBAN ARCHITECTURE | make belief

booklets for p1 (own photos)



The enactment (own photos)

MASTERPLAN PHASE

After the p1 we got started on our masterplan, with a group of three we started designing our site with all the knowledge we gained from the p2, during this time, my first individual research ideas started to arise.



sketches of the masterplan (own photos)

PLAYGROUND WALK.

A walk through the neighborhoods of Rotterdam West, discovering it's many playgrounds

25th of november 2024

On this day I started my individual research process, I began by visiting a playground that I had chosen as case study in advance, as I suspected that it could possibly be a multipurpose playground. However, I soon discovered that there were many different playgrounds in the area. Unfortunately, it was a harsh, rainy day, so few people were present in the playgrounds. This is also evident in the photos I took.

After my walk, I tried to distinguish certain design and spatial elements and place them in a matrix. Nevertheless, at that time I was still uncertain about this approach and struggled to find an appropriate method for my research.

In addition, the emptiness in the playgrounds started to make me think. The fact that no one was present in the playgrounds, combined with the uneasy feeling I got from photographing playgrounds, worried me about the feasibility of the research as I had described it in my proposal.



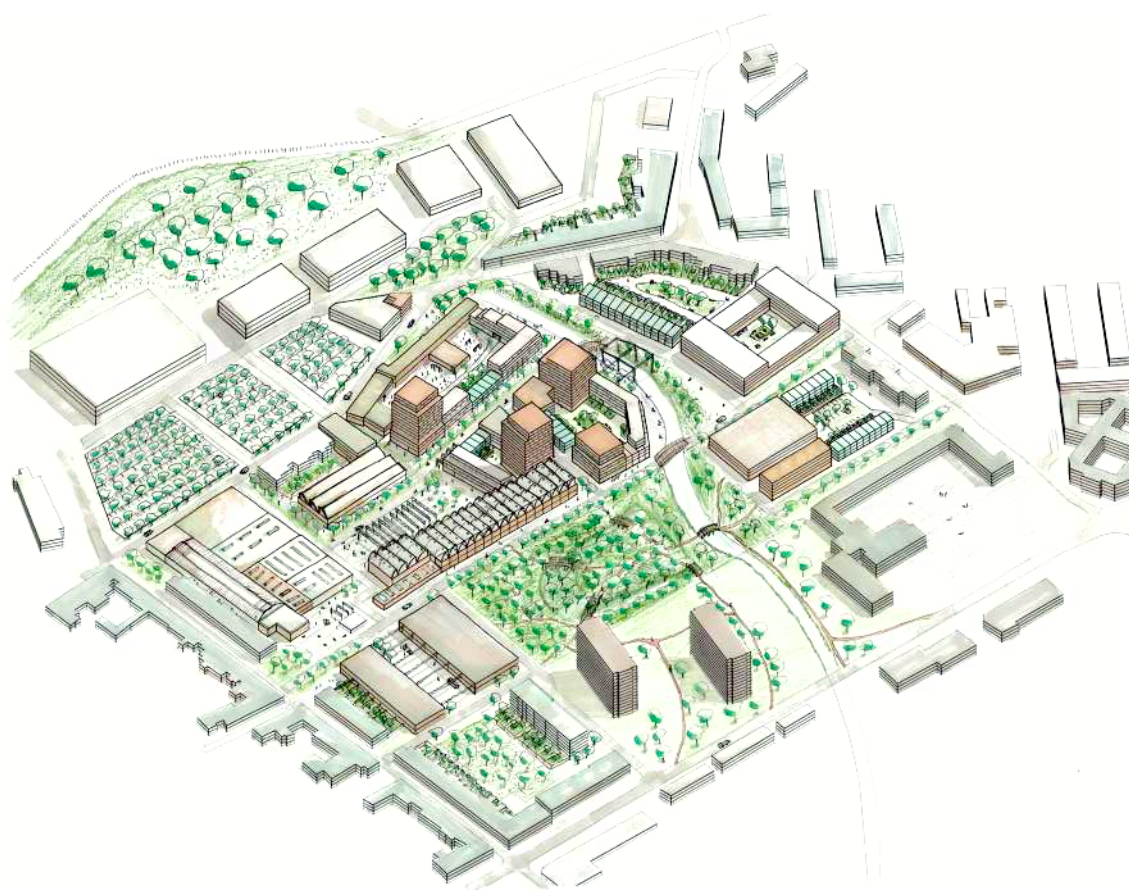
A collage of the photos taken during the walk in Rotterdam West

MASTERPLAN PRESENTATION

13th of december 2024

At this time we finished our masterplan phase and presented it to our tutors. This masterplan kickstarted our individual projects.





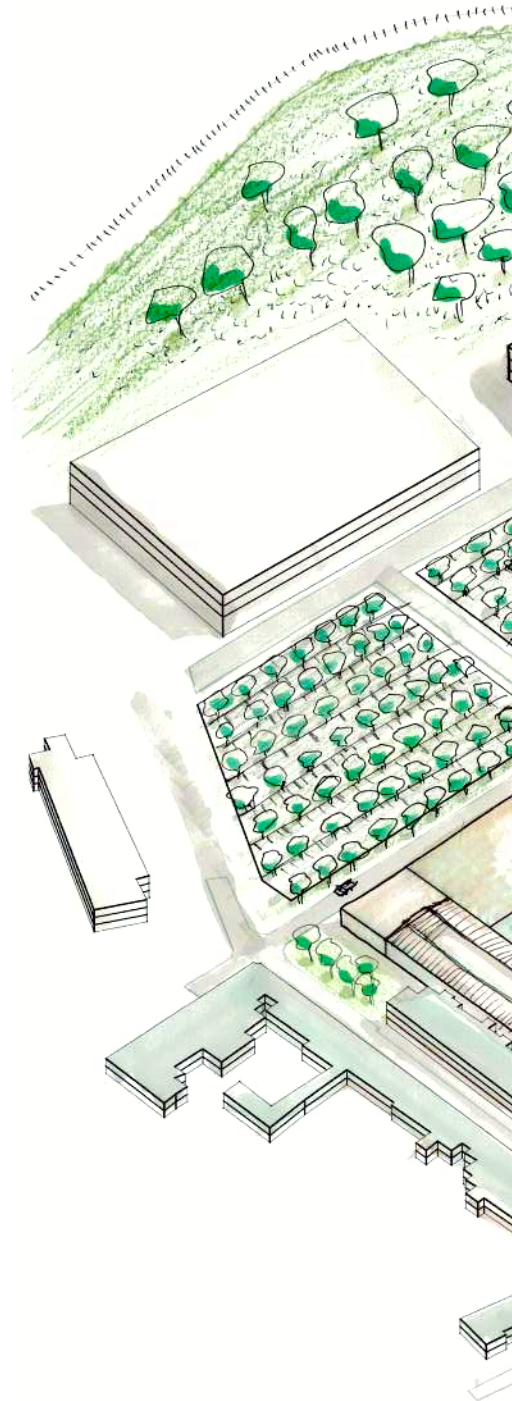
end drawings masterplan

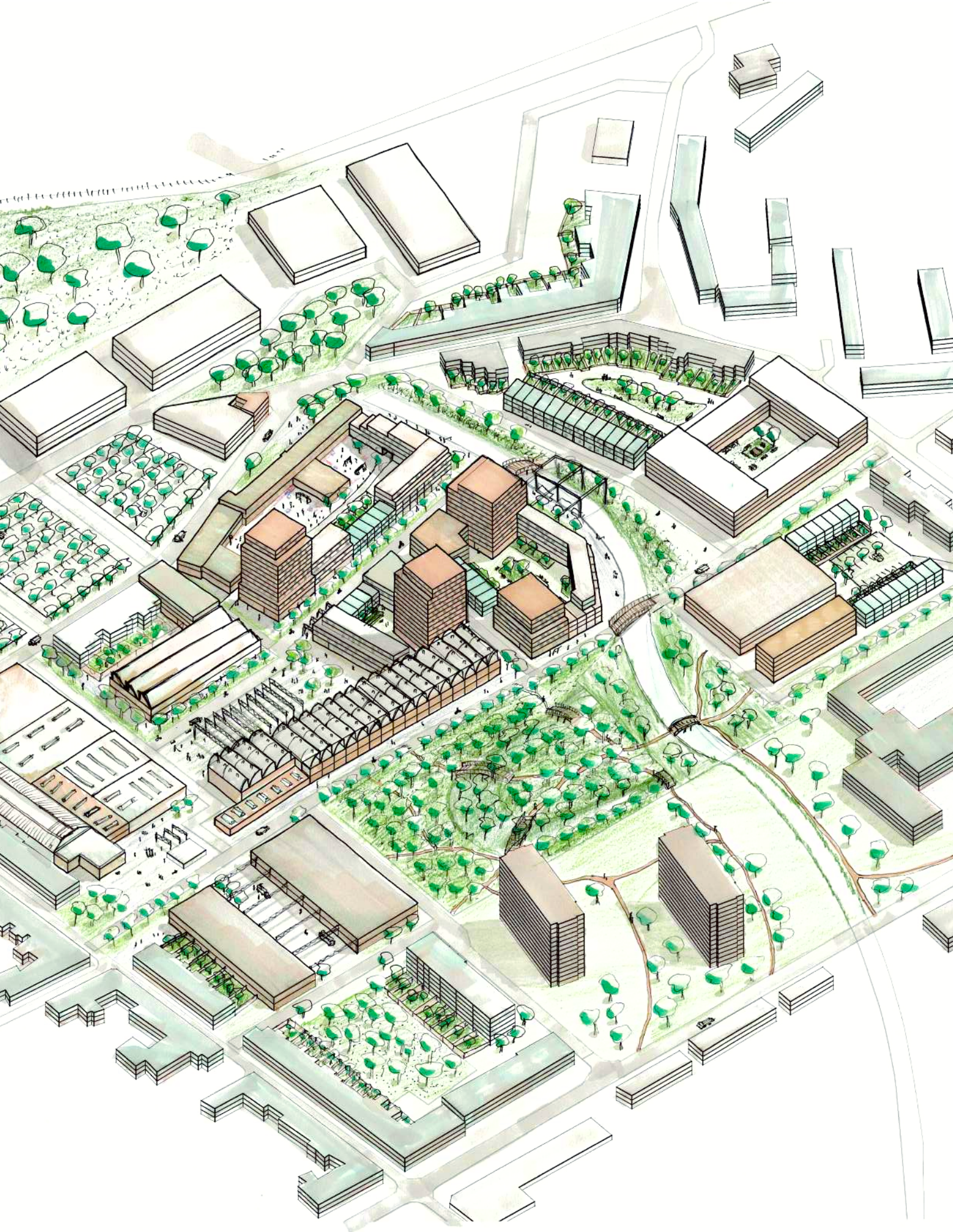
HANGING-OUT IN THE URBAN LANDSCAPE

After the first tutorings, I redirected my research by observing the urban environment. Since I wasn't entirely sure what I was looking for at first, Eireen reassured me that I would find a lot of interesting instances by just observing.

So, I went out into public spaces: shopping streets, parks, residential streets, and just started watching how people use them. Where do people pause? Why there? What kind of space makes someone stop for a moment or gather with others? It was interesting to see that many of these places weren't really designed to be used like that. People found their own way to inhabit them.

Looking back, these early walks helped me understand that I wasn't just interested in specific types of spaces like playgrounds. I was more drawn to the everyday moments that happen in between. The informal, the overlooked. This chapter focuses on this initial understanding of the theme of 'pausing' and showcases the earliest findings.





FIRST VISIT TO HOBOKEN

Looking for places in Hoboken that might give interesting results.

1st of december 2024

On this I made my first long walk through Hoboken looking for clues and areas that have potential of finding people that are hanging out. It was a good day and a lot of instances of hanging out were found.



route of the first visit (own illustration)



first traces of hangout spaces (own photos)



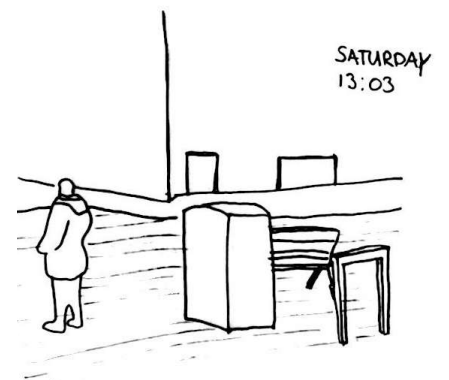
The observed area - (Google (n.d.), from <https://www.google.nl/maps/>)

OBSERVING HOBOKEN

A walk through the neighborhoods of Rotterdam West, discovering it's many playgrounds

11th of januari 202

After looking back at the first visit, I narrowed down my research area giving me a more precise approach. The second day visiting was a lot worse. It was very misty and a bit rainy, so my hopes of finding many instances were very low. However, to my surprise, this was a day with a lot of fruitful findings.





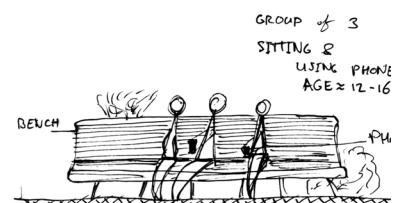
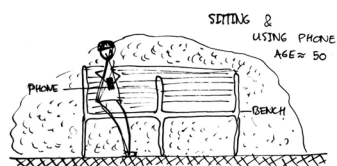
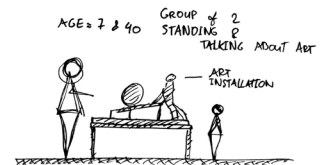
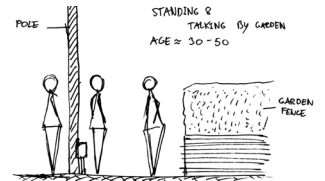
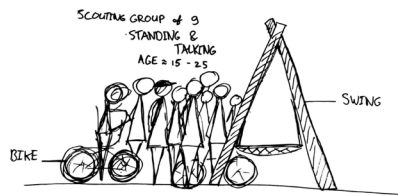
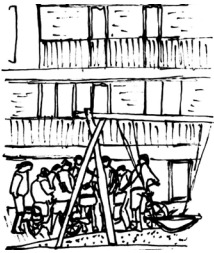
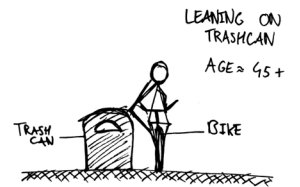
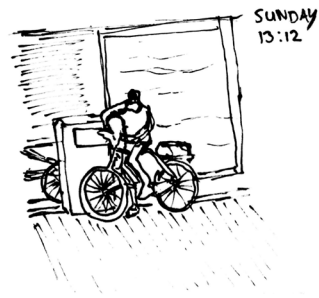
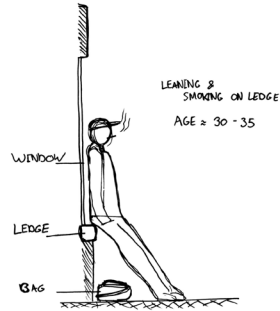
Man pausing at facade (own photograph)

Drawings to analyze the observations done during the visit to Hoboken. They are drawn in a diagrammatic way and as a sketch of the observation.



Man leaning on window (own photograph)

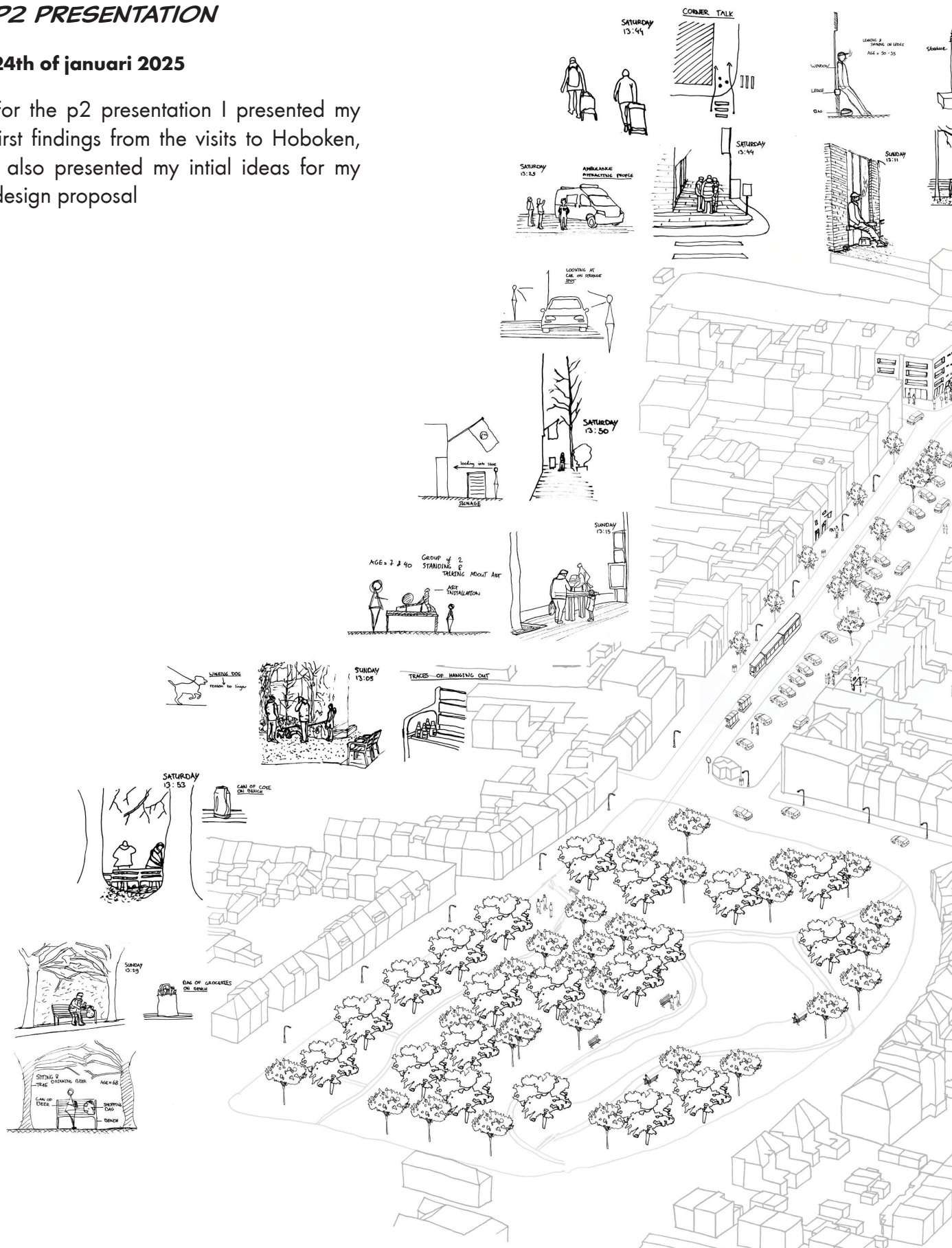
Drawings to analyze the observations done during the visit to Hoboken. They are drawn in a diagrammatic way and as a sketch of the observation.

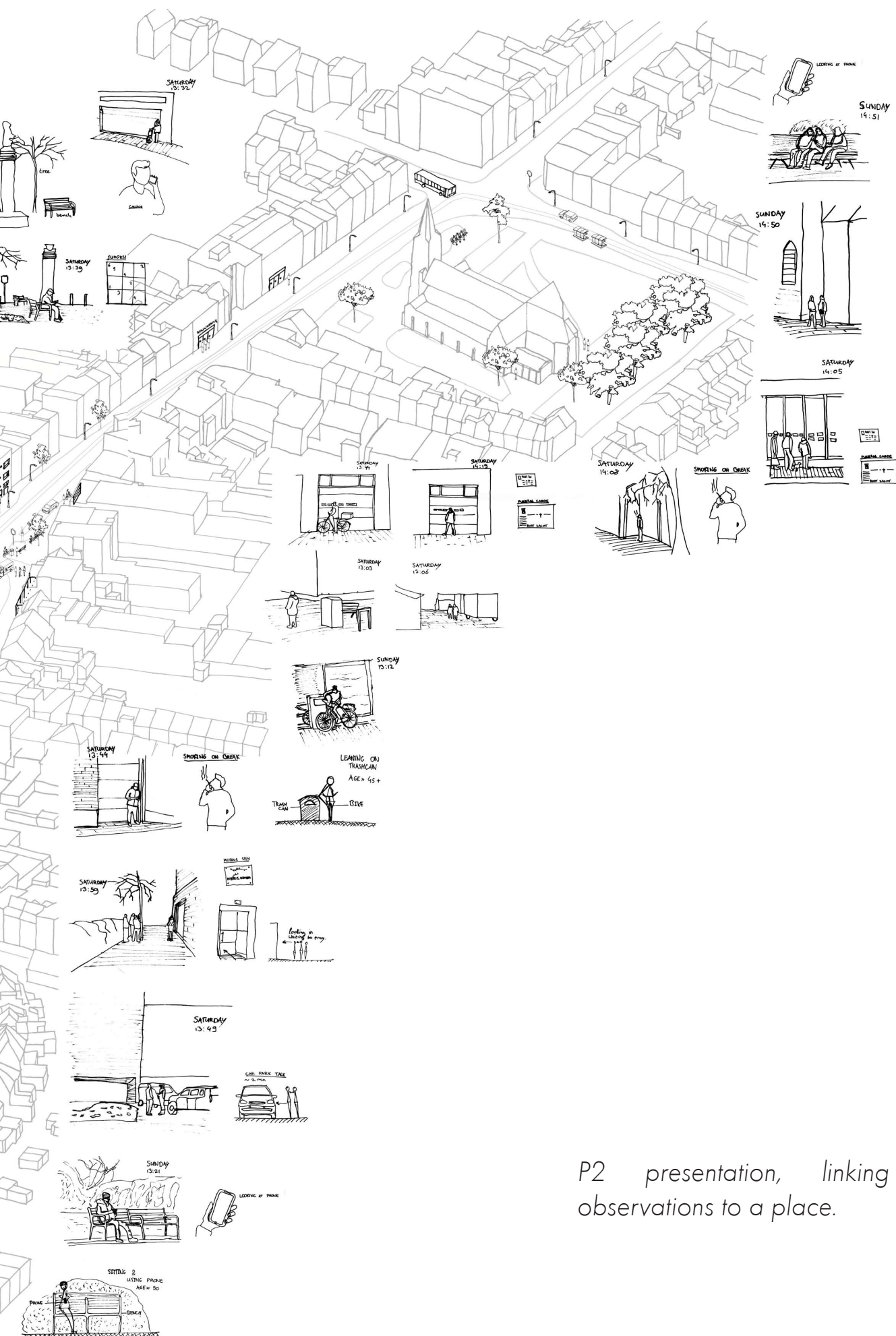


P2 PRESENTATION

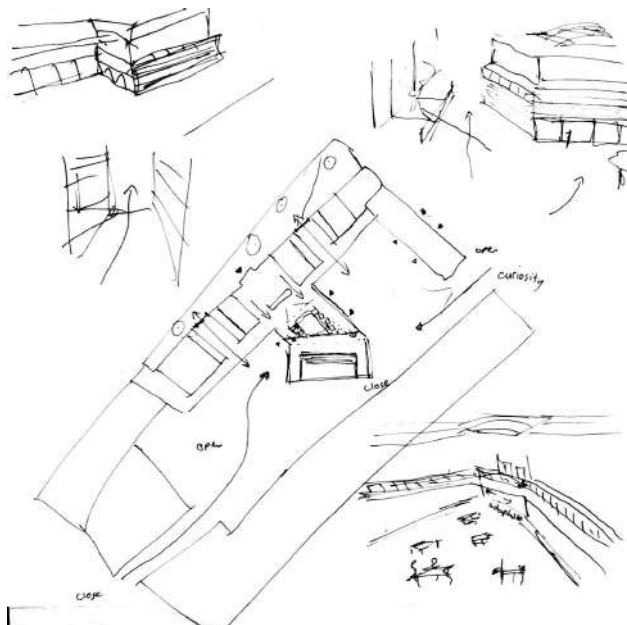
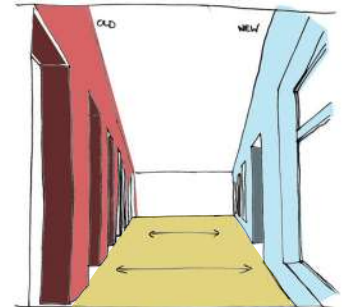
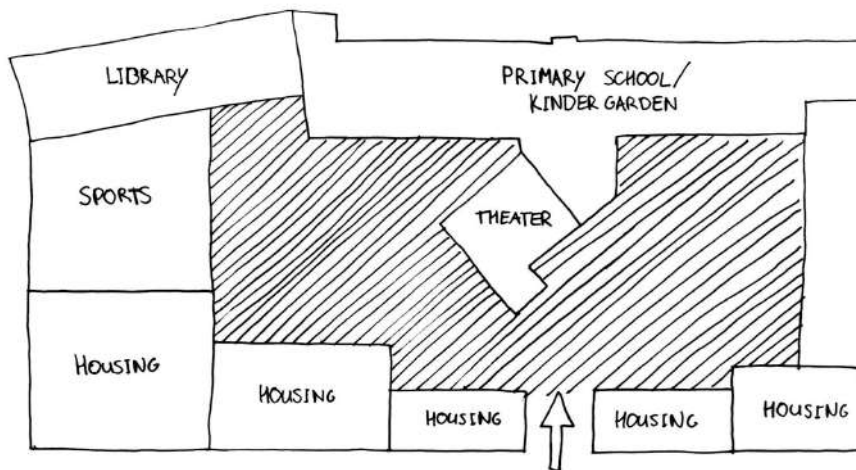
24th of januari 2025

For the p2 presentation I presented my first findings from the visits to Hoboken, I also presented my intial ideas for my design proposal



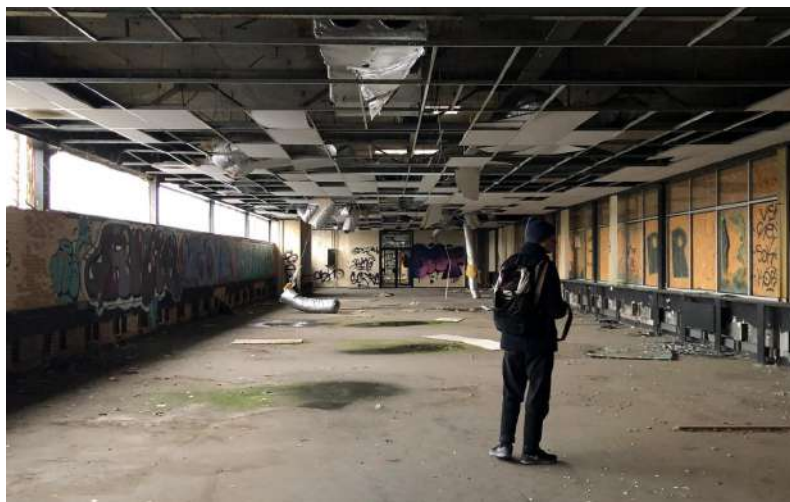
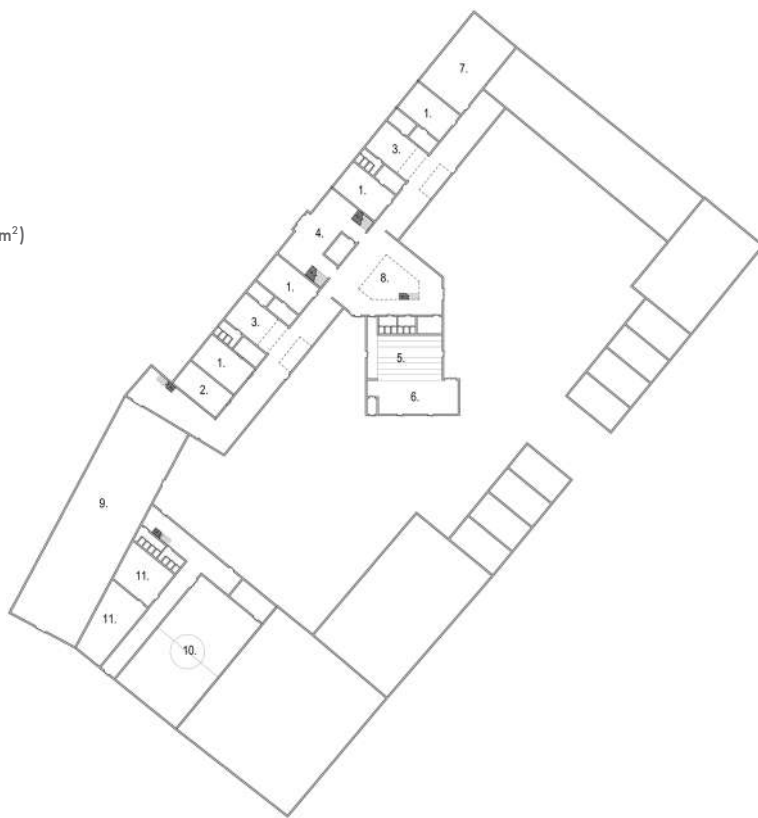
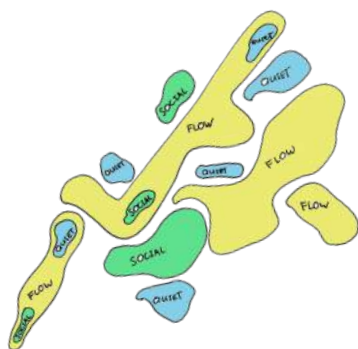
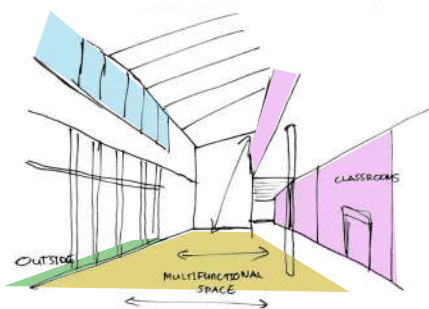


P2 presentation, linking the observations to a place.



Program

1. nursery rooms (240 m²)
2. offices (50 m²)
3. play area (120 m²)
4. entrance hall (60 m²)
5. theater (120 m²)
6. backstage (60 m²)
7. atelier space (100 m²)
8. multifunctional space (100 m²)
9. library (550 m²)
10. sports hall (240 m²)
11. dressing rooms (100 m²)
12. classrooms (500 m²)
13. lab space (60 m²)
14. canteen (100 m²)
15. stand (100 m²)



KABOOG SCHOOL

Kaboog is a school in Middelkerke for primary and secondary special-needs education. Both departments merged a few years ago and were each located in a different part of a former hospital in the centre of Middelkerke. The infrastructure was very old and didn't meet the current standards required for quality education, nor for the specific pedagogical needs of Kaboog.



LOCATION: Middelkerke, Belgium
AREA: 3400 m²
ARCHITECTS: Barchitecten
YEAR: 2021

THE GREEN VALLEY SCHOOL

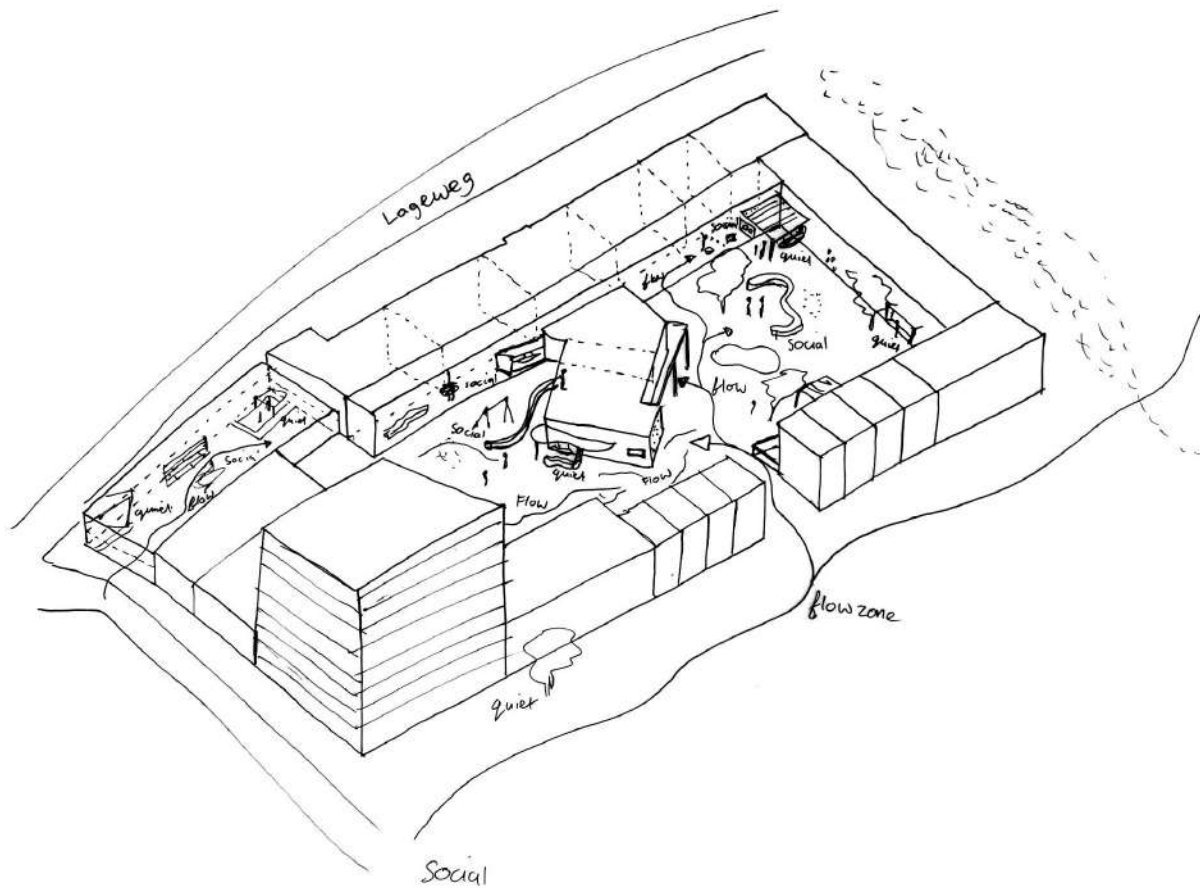
Before this major renovation the school consisted partly of buildings and several scattered pavilions. We realised these scattered pavilions by two new buildings: a first wing with classrooms and administrative offices (i.e. room like spaces) and a second wing for the bigger spaces, requiring a bigger span, such as the refectory and the gym for sports.



LOCATION: Heusden, Belgium
AREA: 3100 m²
ARCHITECTS: HASA
YEAR: 2018

A PATTERN LANGUAGE

After the p2 it was my task to incorporate the findings in my design. I was still struggling a bit with this, so the tutors introduced me to a pattern language. It was a way for me to analyze my observations and extract design elements from them



A staircase is not just a way of getting from one floor to another. The stair is itself a space, a volume, a part of the building; and unless this space is made to live, it will be a dead spot, and work to disconnect the building and to tear its processes apart.

Our feelings for the general shape of the stair are based on this conjecture: changes of level play a crucial role at many moments during social gatherings; they provide special places to sit, a place where someone can make a graceful or dramatic entrance, a place from which to speak, a place from which to look at other people while also being seen, a place which increases face to face contact when many people are together.

If this is so, then the stair is one of the few places in a building which is capable of providing for this requirement, since it is almost the only place in a building where a transition between levels occurs naturally.

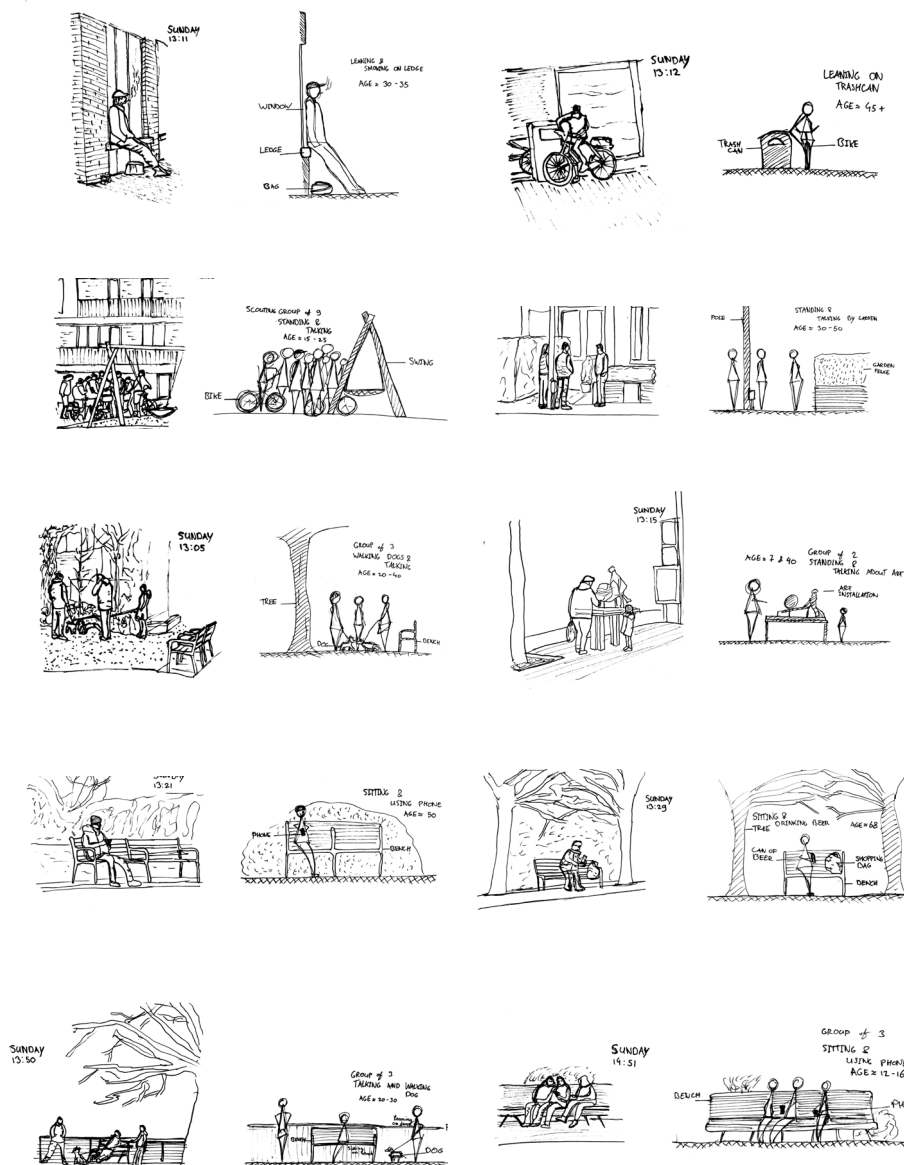
This suggests that the stair always be made rather open to the room below it, embracing the room, coming down around the outer perimeter of the room, so that the stairs together with the room form a socially connected space. Stairs that are enclosed in stairwells or stairs that are free standing and chop up the space

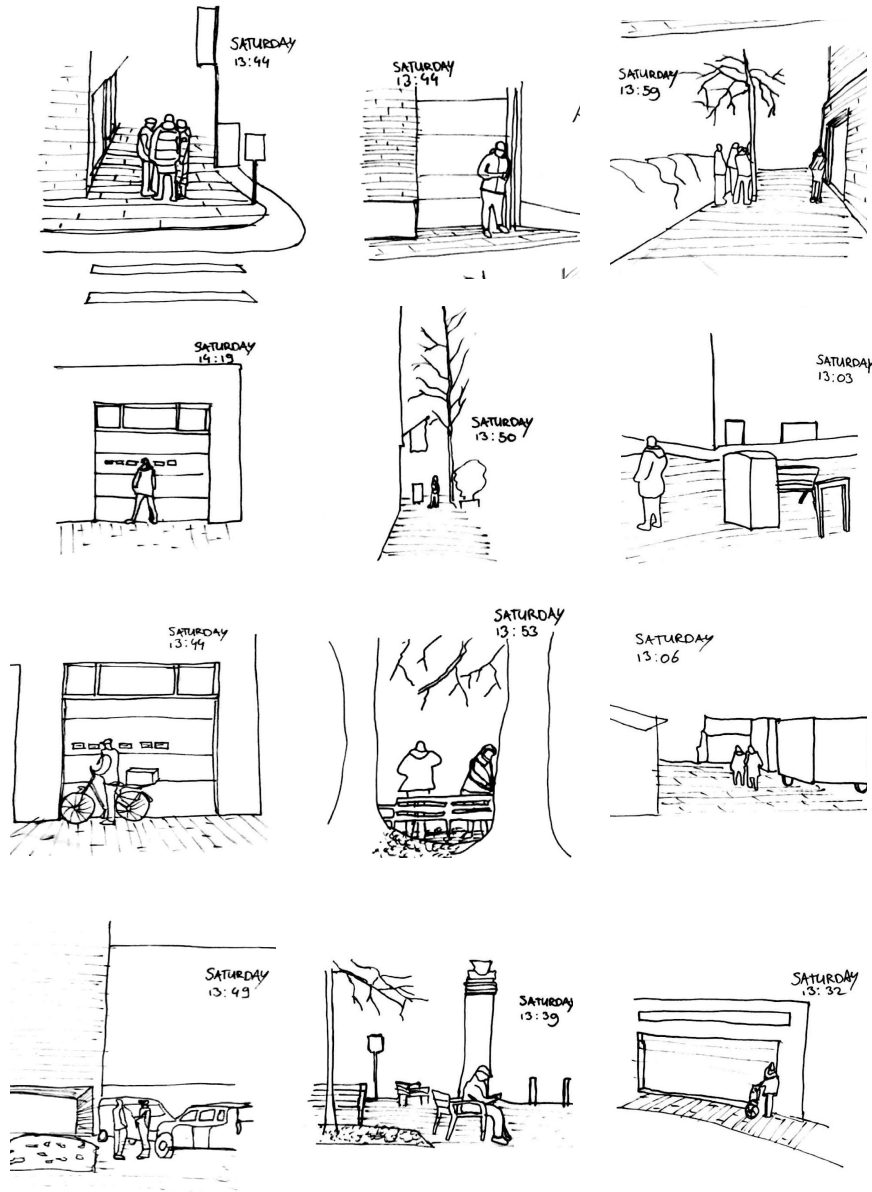


Examples of stair rooms.

a page out of *A Pattern Language* by C. Alexander, S. Ishikawa, M. Silverstein

EXTRACTING THE SCENES





INTRODUCTION

During the visit I made drawings of the people that were hanging out and now I need to figure out how I am going to extract information from these observations. I am doing this by looking at all the elements in the composition that play a role in the acts of 'hanging out'. Things like trees, ledges, benches, people etc. are described in the diagrams. This helps me to see certain patterns, that I maybe can use to later translate into an architectural language.

MEETING AT THE BENCH

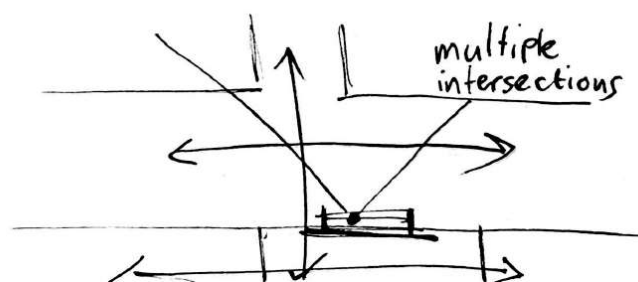
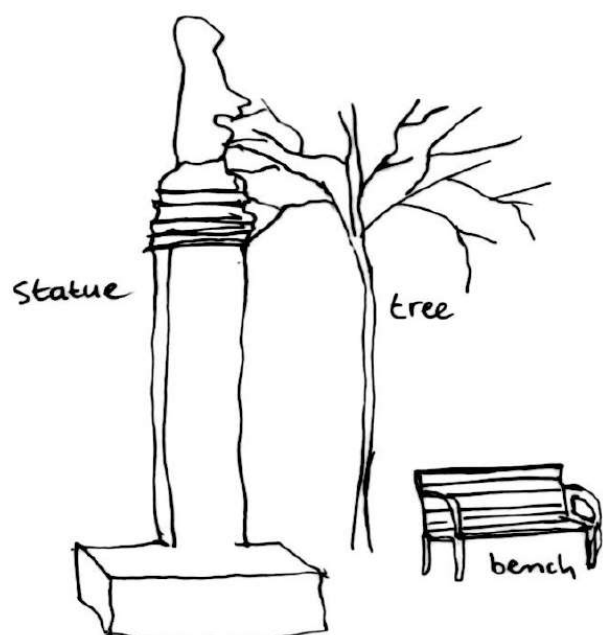
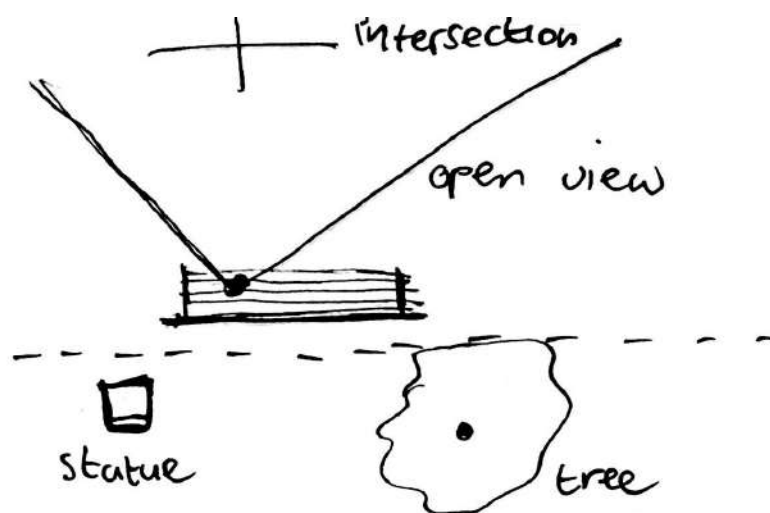
THERE'S ALWAYS THAT ONE BENCH.
"MEET YOU AT THE USUAL?"

IT'S WHERE PLANS BEGIN, WHERE PEOPLE
WAIT, WHERE SOMEONE ALWAYS SEEMS
TO BE SITTING.

BENCHES AREN'T JUST BENCHES. THEY'RE
COORDINATES IN A SOCIAL MAP.

MAKE THEM VISIBLE FROM A DISTANCE.
GIVE THEM A VIEW. MAKE THEM WORTH
MEETING AT.





THE CORNER STOPPAGE

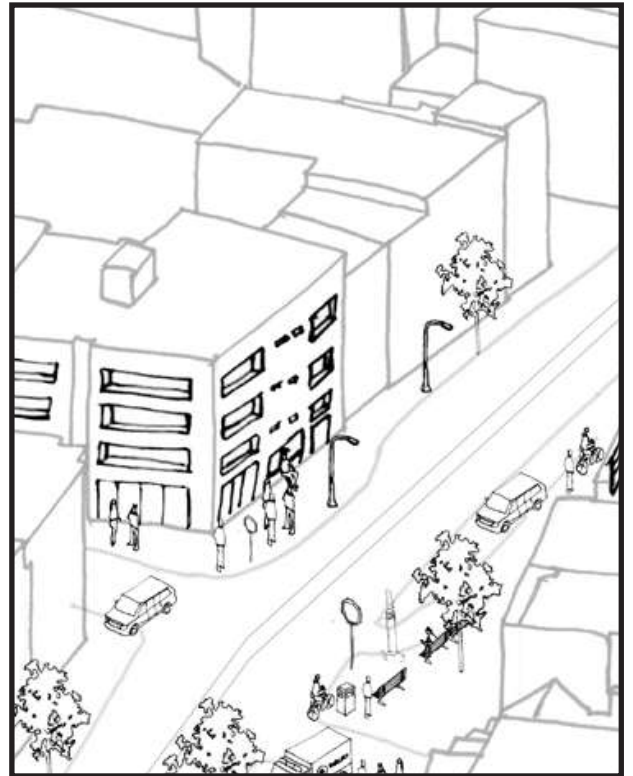
CORNERS AREN'T JUST FOR TURNING. THEY'RE FOR BUMPING INTO SOMEONE YOU DIDN'T EXPECT TO SEE.

"OH HEY! THAT YOU JAMES?"

AND THEN YOU'RE BOTH JUST... THERE. TALKING.

CORNERS SLOW THINGS DOWN. THEY CATCH PEOPLE.

DON'T SMOOTH EVERYTHING OUT. GIVE CORNERS SPACE TO BREATHE, A PLACE TO STOP WITHOUT BLOCKING THE FLOW. CORNERS ARE WHERE STORIES START.

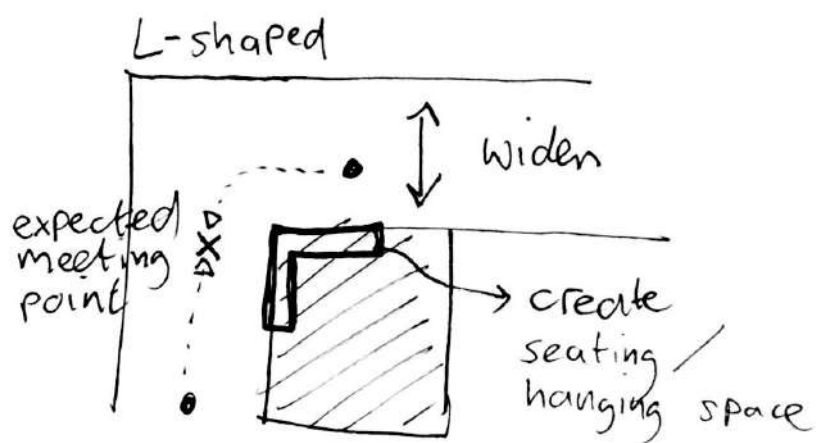
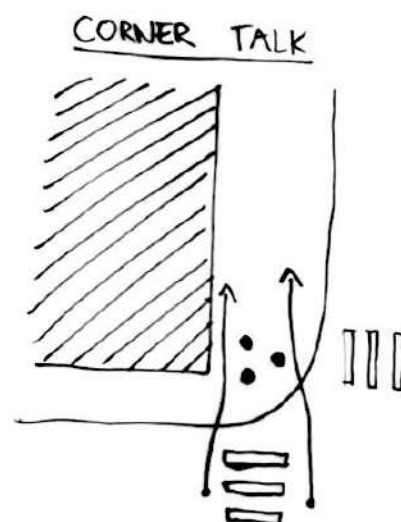
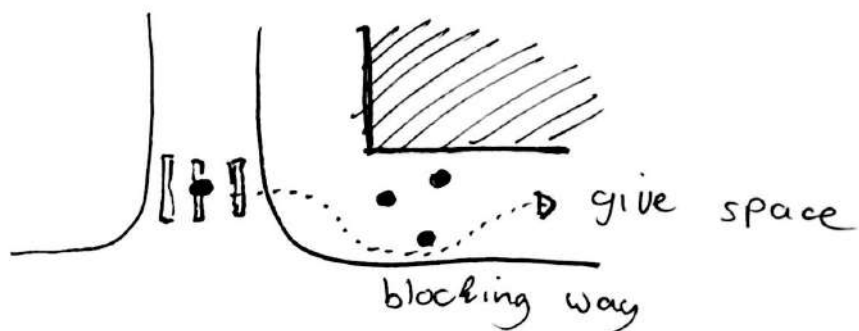


SATURDAY
13:44



SATURDAY
13:44





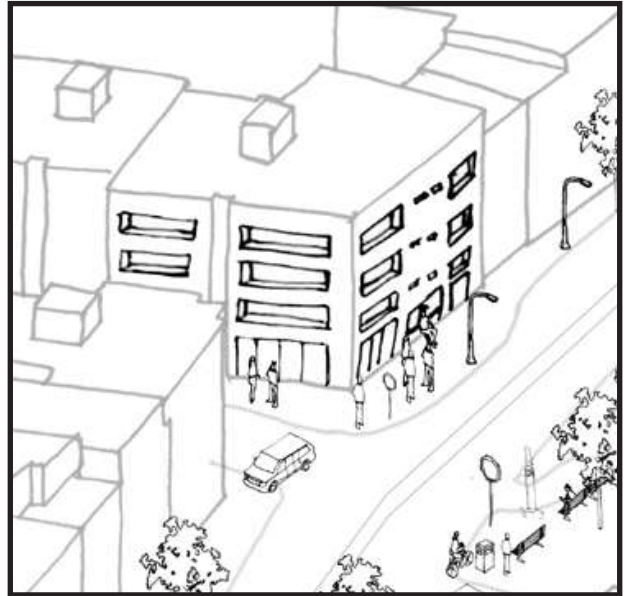
LEANING ON THE EDGES

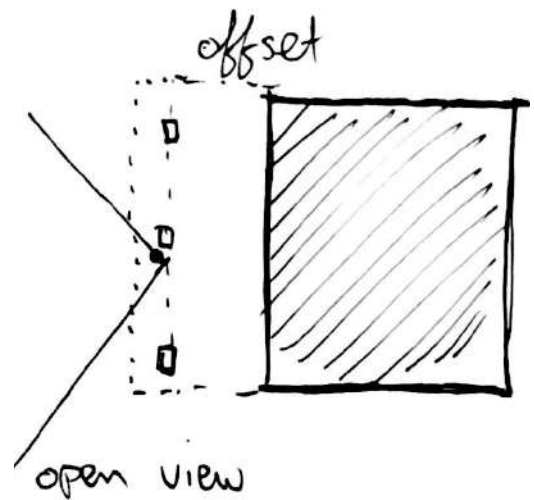
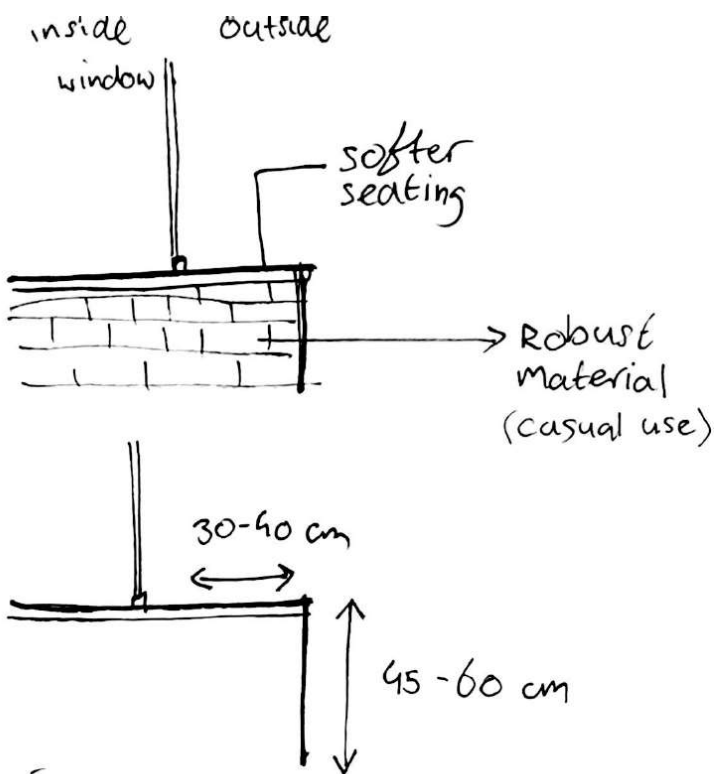
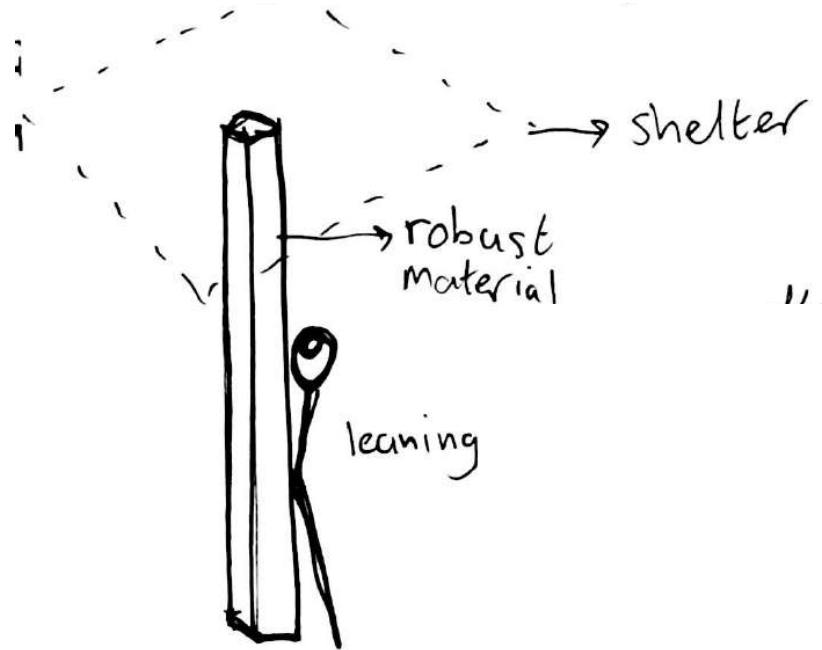
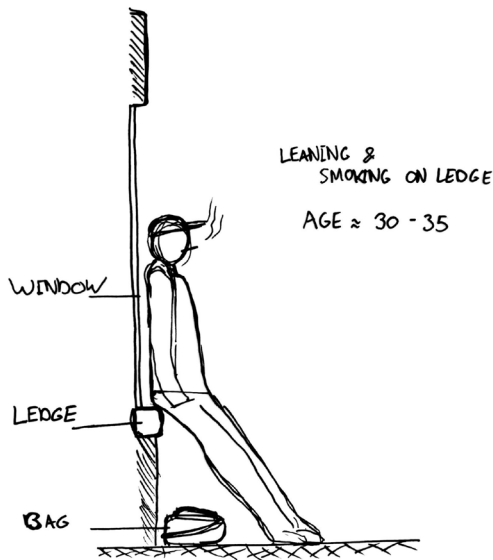
IT WASN'T MEANT TO BE A BENCH, BUT THAT LOW WALL? THAT RAILING? THAT COLUMN? PEOPLE LEAN ON IT ANYWAY.

THEY SMOKE. THEY SCROLL. THEY WAIT. THEY TALK.

EDGES BECOME HANGOUTS BEFORE DESIGNERS EVEN NOTICE.

MAKE THE EDGES FRIENDLY. WIDE ENOUGH TO PERCH, JUST HIGH ENOUGH TO LEAN. NOT TOO POLISHED. LET THE ARCHITECTURE BE CASUAL.





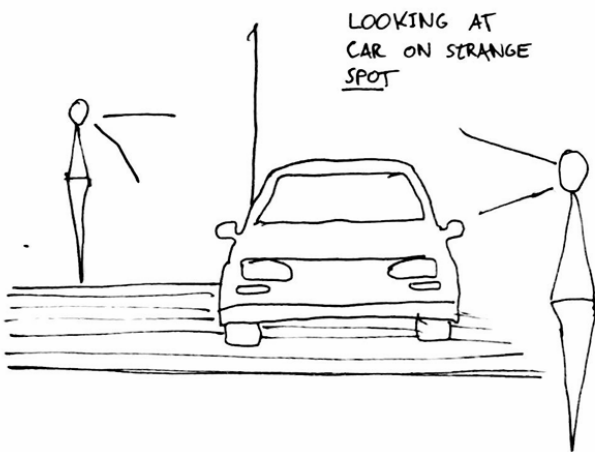
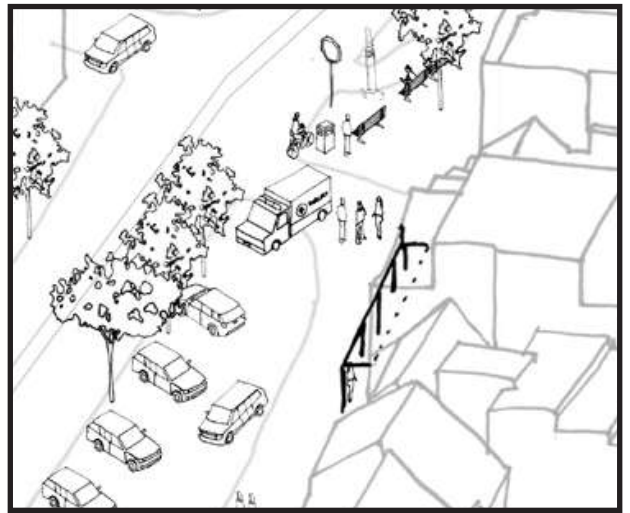
THE SUDDEN PAUSE

SUDDENLY THERE'S A SMALL CROWD. NO ONE PLANNED IT. A SKATEBOARDER LANDS A TRICK. SOMEONE FALLS DOWN.

STRANGERS GLANCE AT EACH OTHER. DID YOU SEE THAT?

A MOMENT SHARED WITHOUT WORDS.

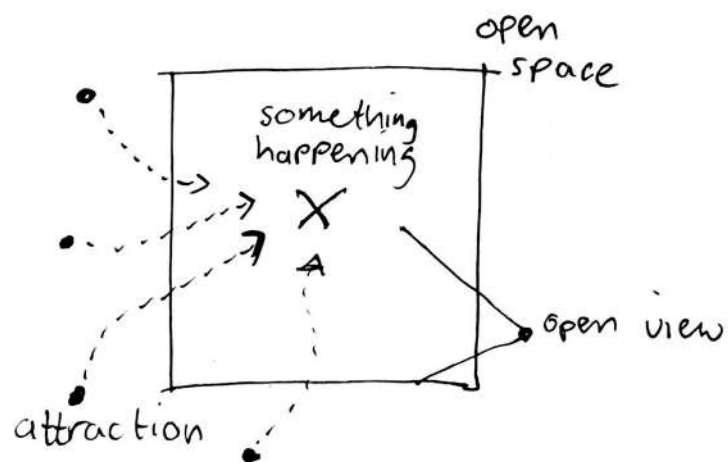
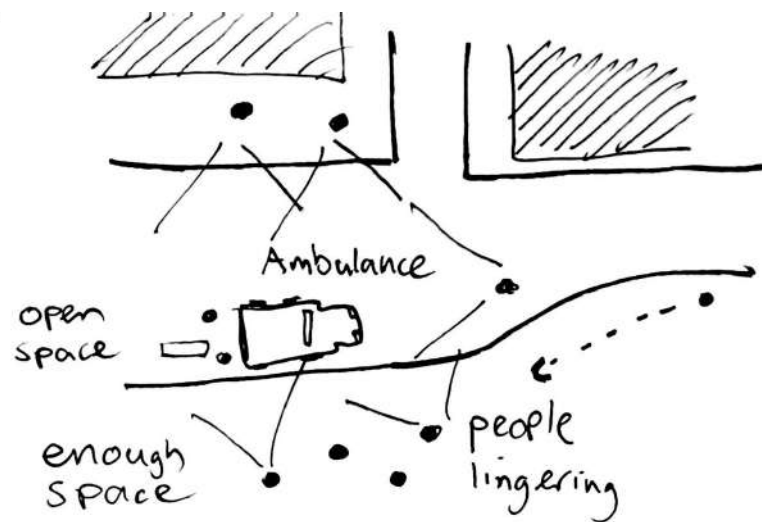
DESIGN FOR THAT. LEAVE SPACE FOR SOMETHING TO HAPPEN, AND WHERE PEOPLE CAN LINGER.



SATURDAY
13:25

AMBULANCE
ATTRACTING PEOPLE



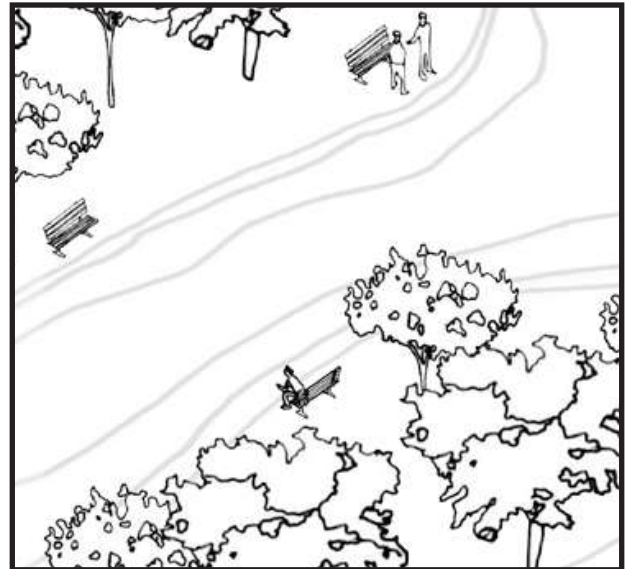


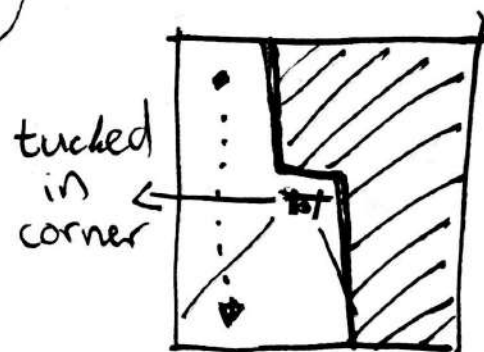
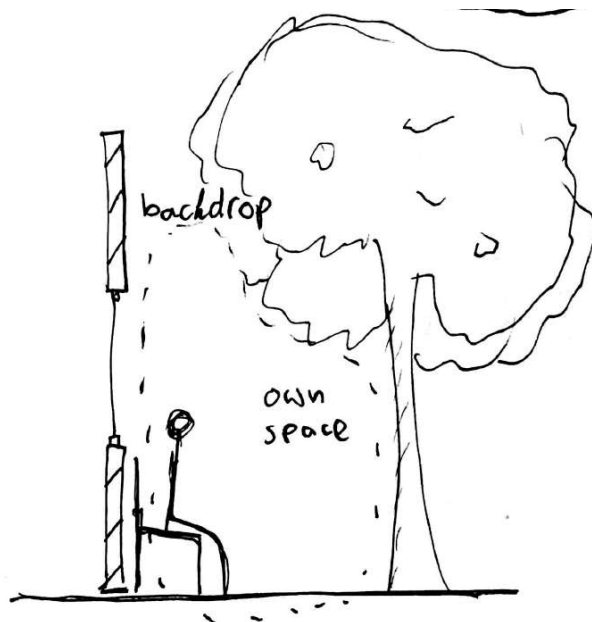
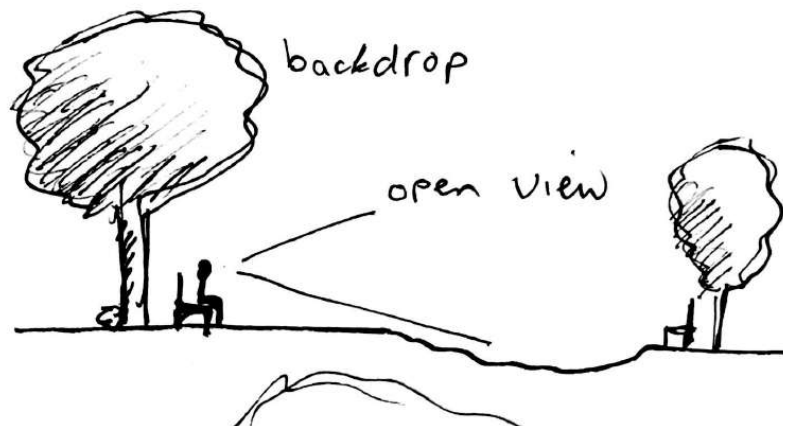
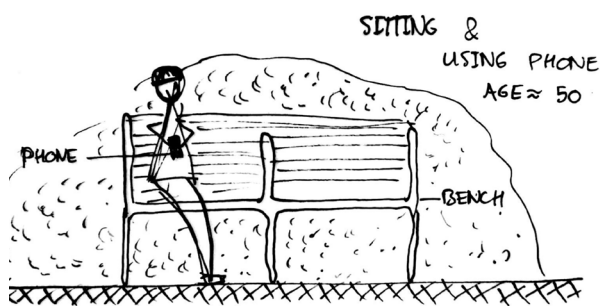
SEATED ESCAPE

WE HAVE ALL SEEN THEM, THAT ONE PERSON SITTING ALONE WITH HEADPHONES IN, SCROLLING ENDLESSLY OR DEEP IN A BOOK, TUNED OUT FROM THE WORLD BUT STILL PART OF THE SCENE.

THEY'RE NOT REALLY HIDING. THEY JUST WANT A BIT OF PEACE... WITH A VIEW.

GIVE THEM A SPOT. SOMEWHERE SLIGHTLY TUCKED AWAY WITH SOMETHING SOLID BEHIND THEM. NOT TOO EXPOSED, NOT TOO HIDDEN.





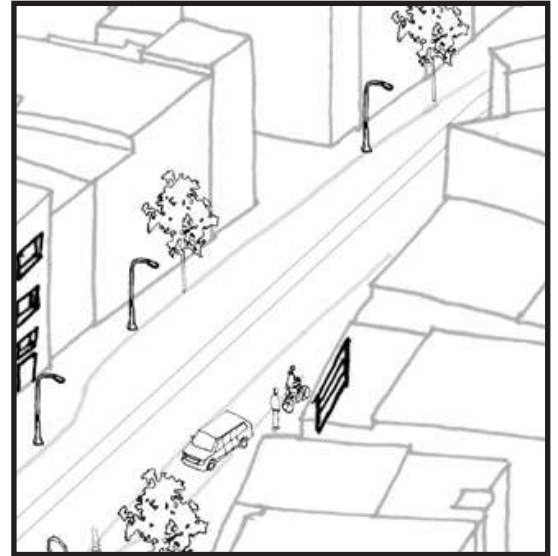
READABLE FACADE

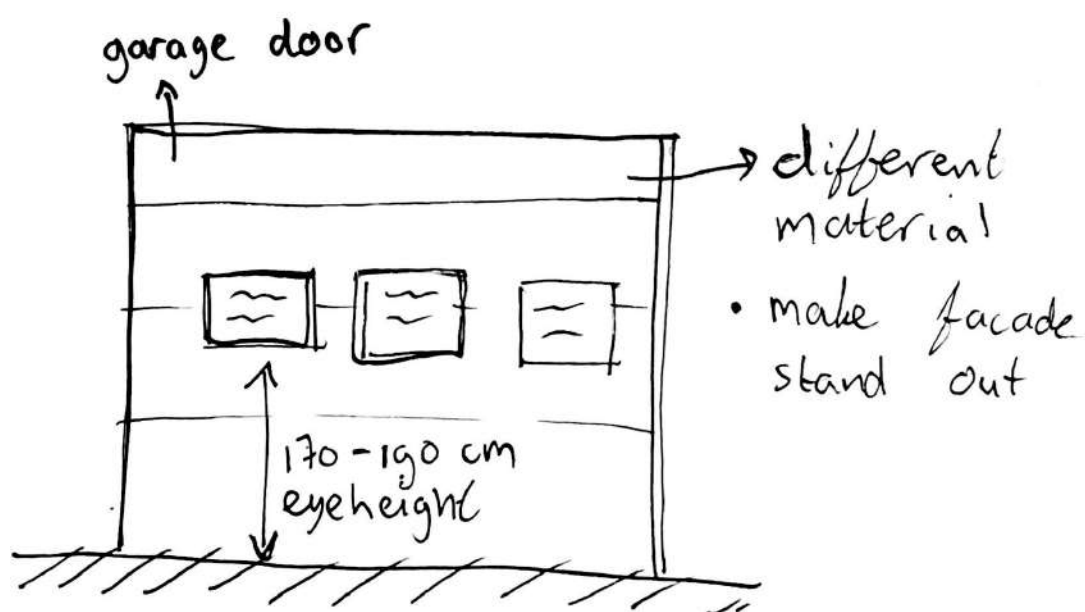
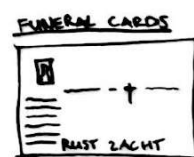
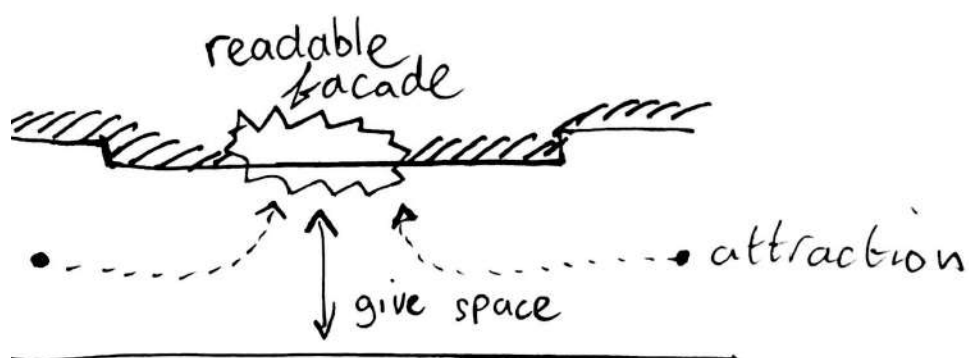
THEY WEREN'T PLANNING TO, BUT SOMETHING CAUGHT THEIR EYE.

A POSTER ABOUT A LOCAL EVENT. A HANDWRITTEN ANNOUNCEMENT. AN OLD FLYER STILL HOLDING ON.

IT'S JUST A WALL, BUT IT'S DOING SOMETHING. IT HOLDS MESSAGES, SHARES MOMENTS, OFFERS A PAUSE IN PASSING.

DESIGN FOR THAT MOMENT. MAKE THE FACADE READABLE, NOT JUST IN FORM, BUT IN CONTENT.





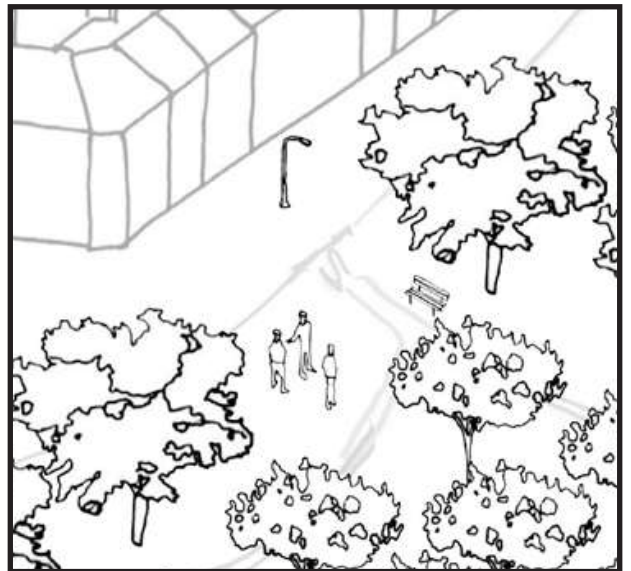
SHARED PAUSE

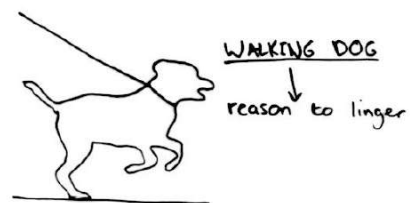
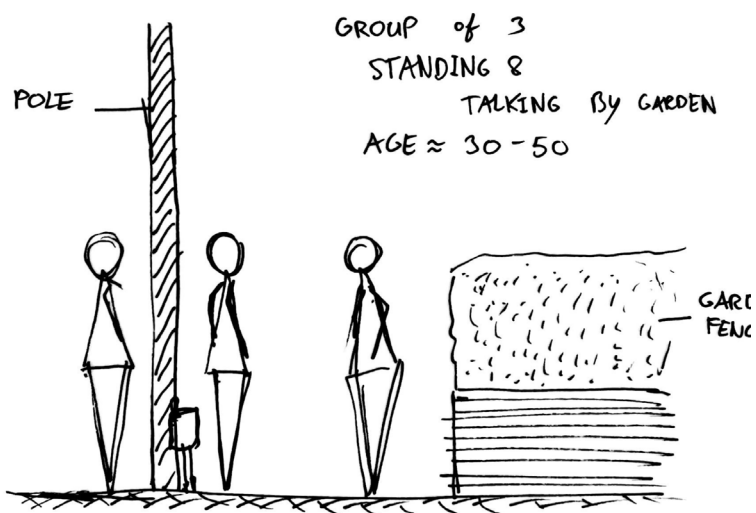
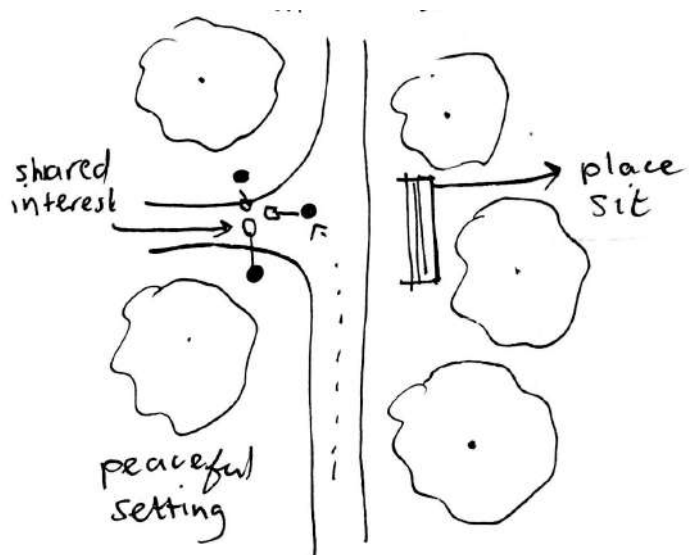
PEOPLE LINGER. THEY'RE NOT STRANGERS, NOT QUITE FRIENDS, BUT SOMETHING CONNECTS THEM.

A DAILY ROUTINE. A COMMON DESTINATION. A SHARED RHYTHM.

THEY PAUSE. TALK. WAIT TOGETHER. IT'S NOT ABOUT THE PLACE, BUT THE PLACE MAKES IT POSSIBLE.

DESIGN FOR THAT SOFT CONNECTION. A GENEROUS THRESHOLD, A PLACE TO LEAN, A PLACE TO LEAN,





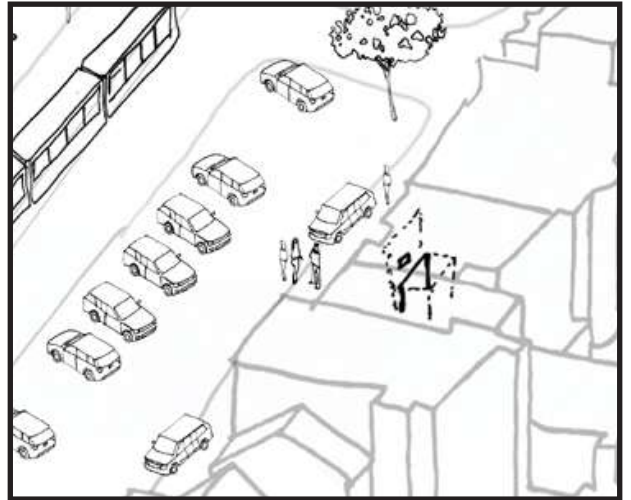
WAITING IN THE OPENING

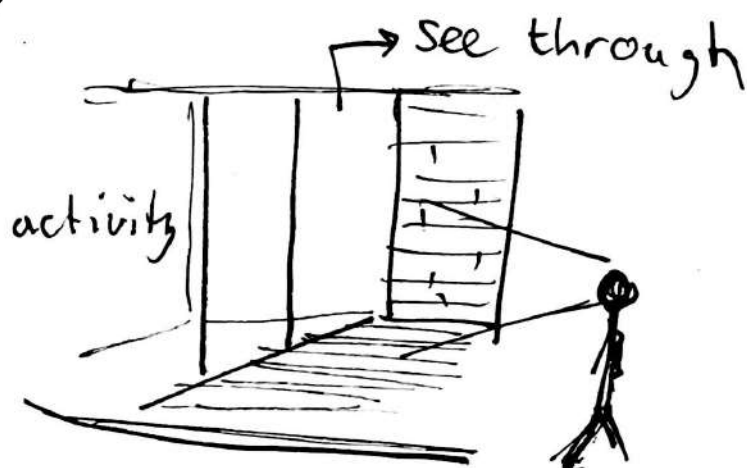
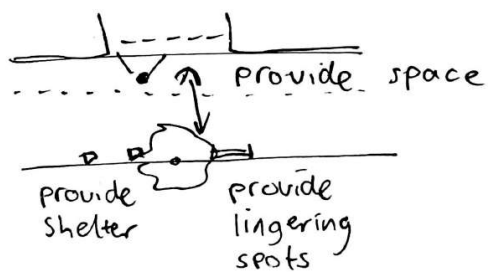
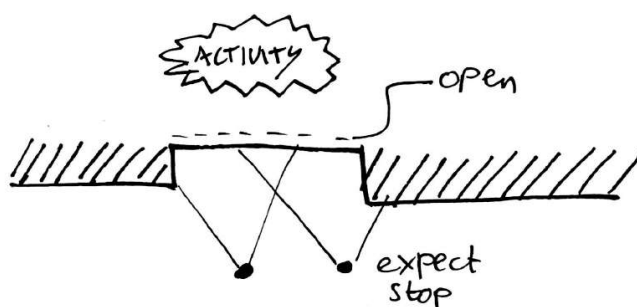
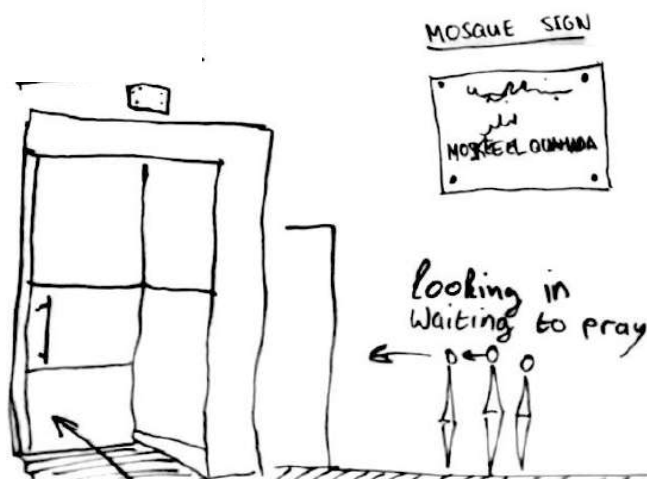
THEY'RE WAITING.

FOR A FRIEND, FOR A MOMENT,

NOT READY TO GO IN, NOT READY TO WALK AWAY. THEY HOVER BY THE WINDOWS, LEAN NEAR THE DOOR, WATCHING LIFE ON UNFOLD INSIDE.

OPENINGS MAKE WAITING FEEL CONNECTED. DESIGN FOR THE IN-BETWEEN.





CORNER RETREAT

OUT OF THE WAY, OUT OF SIGHT.
JUST GETTING AWAY FROM THE CROWD.

MAYBE MAKING A CALL, MAYBE JUST
WAITING. NOT HIDING JUST NOT ON DISPLAY

CORNERS GIVE COVER.
USEFUL WITHOUT ASKING FOR ATTENTION.

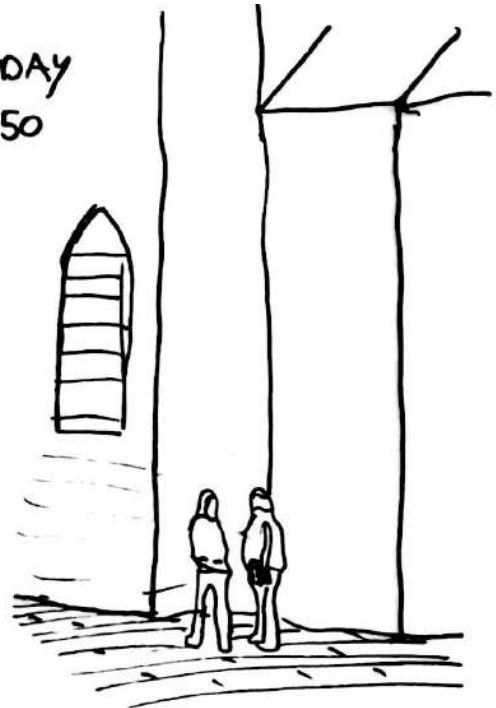
DESIGN FOR THE OCCASION OF RETREATING
FROM THE MASS.

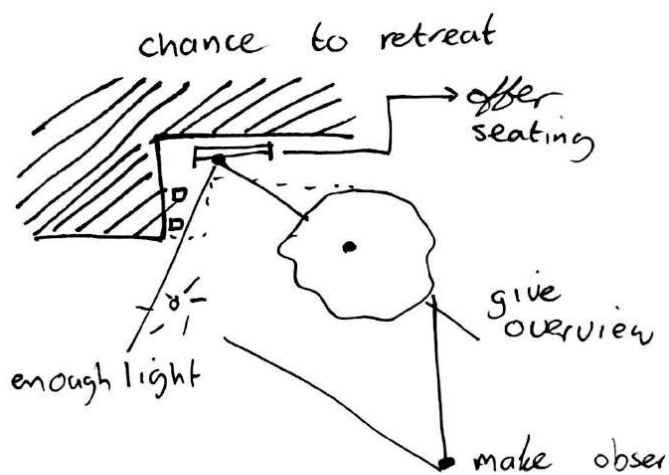
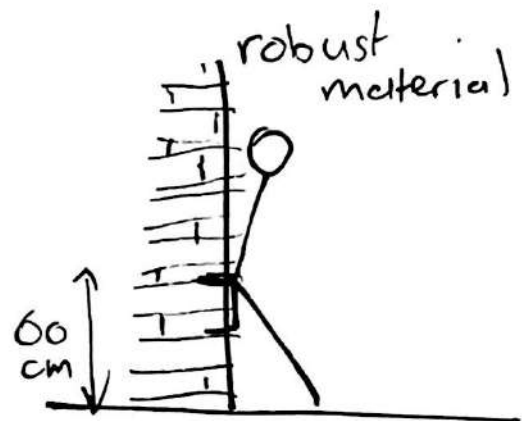
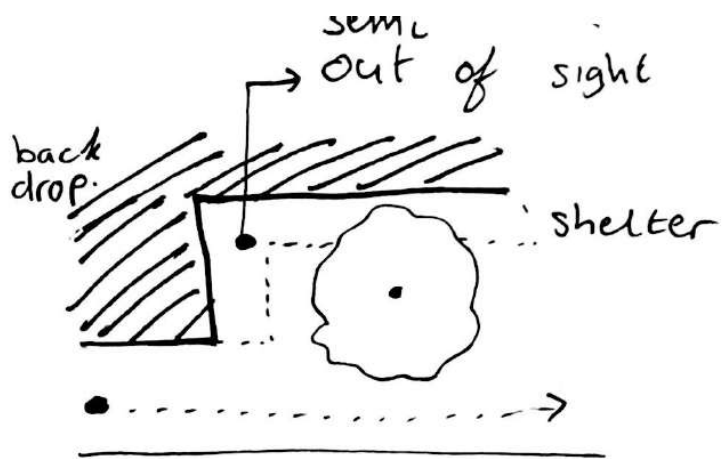


SATURDAY
14:08



SUNDAY
14:50



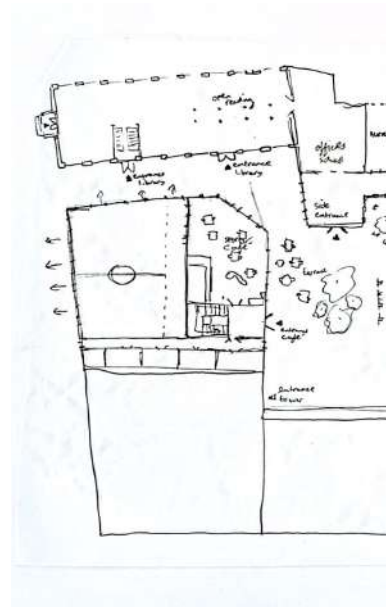
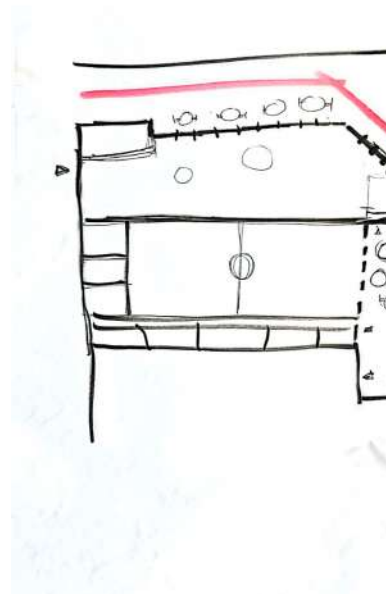
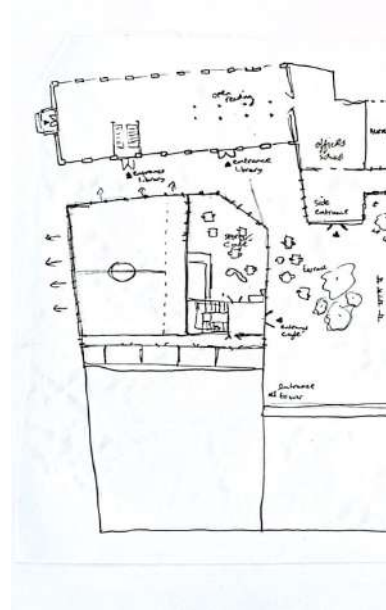


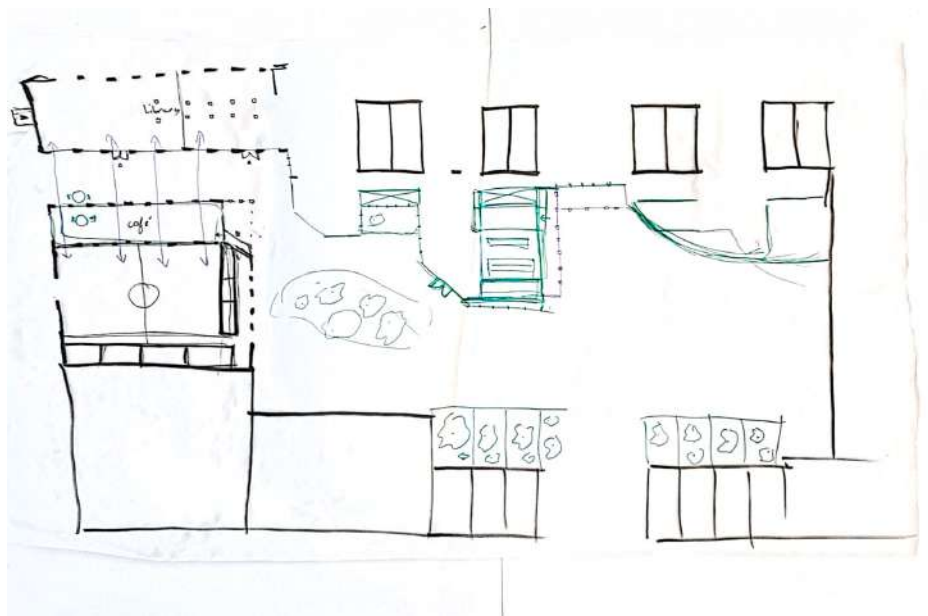
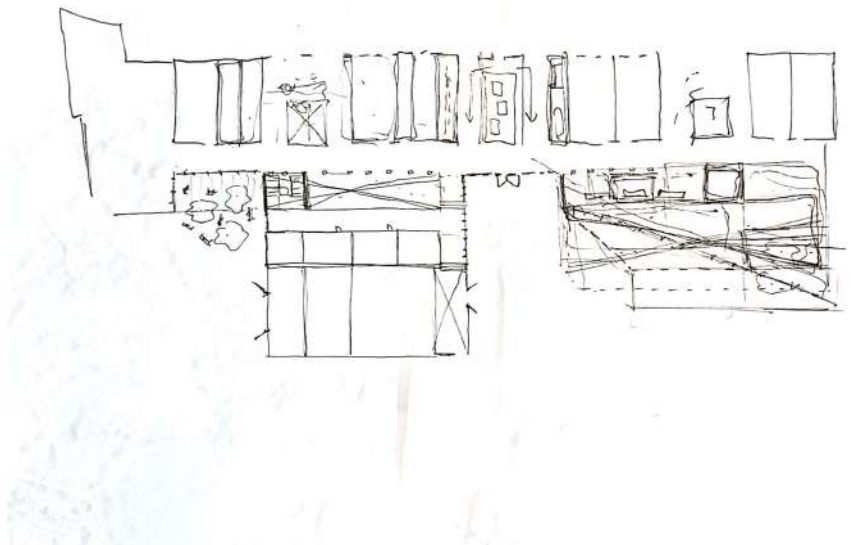
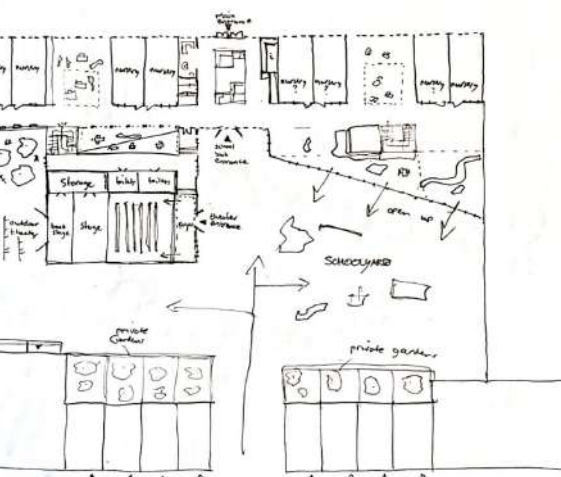
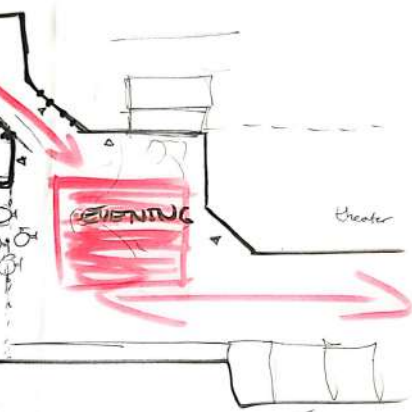
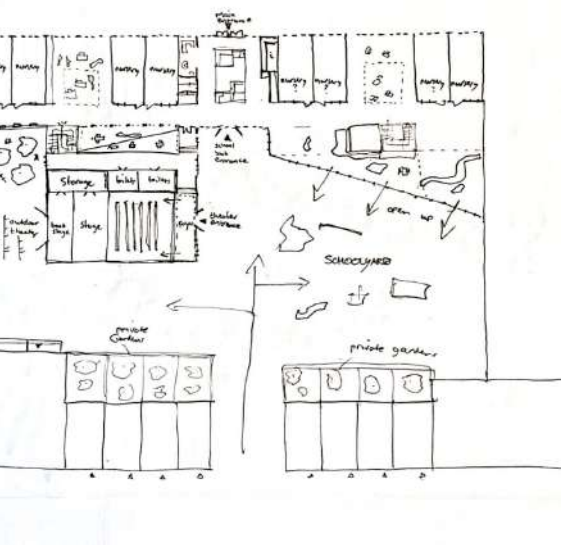
THE BLOCK LEVEL

After spending time observing the city at eye level, just watching how people move, pause, and claim space, I became curious about how these behaviors translate when scaled up. If I saw so many small, informal moments happening in the open streets, what happens inside a more defined and structured setting, like a block?

For this next step, I'll look more closely at a few housing blocks in Rotterdam, particularly ones that incorporate schools. I'm interested in how these blocks deal with access, how they separate or blend public and private, and what kind of in-between spaces exist within them. Where does the city end and the school begin? And can we design these transitions to be more open, more generous?

This chapter is about building on what I learned from the street, those small pauses, and starting to read them at a larger scale.





sketches trying to get a grip on the block configuration (own illustration)



The observed area - (Google (n.d.), from <https://www.google.nl/maps/>)

TPOLOGY RESEARCH

A walk through the neighborhoods of Rotterdam West, discovering it's many playgrounds

10th of march 2025

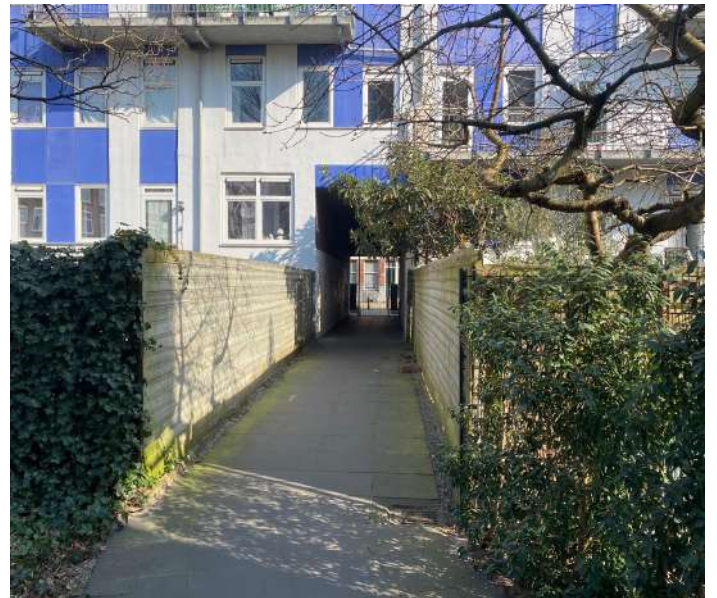
In these walks I tried to uncover how the blocks in Rotterdam-West deal with access, how they separate or blend public and private, and what kind of in-between spaces exist within them. Where does the city end and the school begin?

Eireen suggested some blocks, one called de Zandtuin existing of a residential block with a playground inside with a former school building in the middel, and the other one I found myself was the Alibabi playground, which also is part of a school situated inside the residential block



Diagram of public and private areas inside block - (own illustration)

Photos taken of interesting elements involving themes such as accessibility, private/public and routing



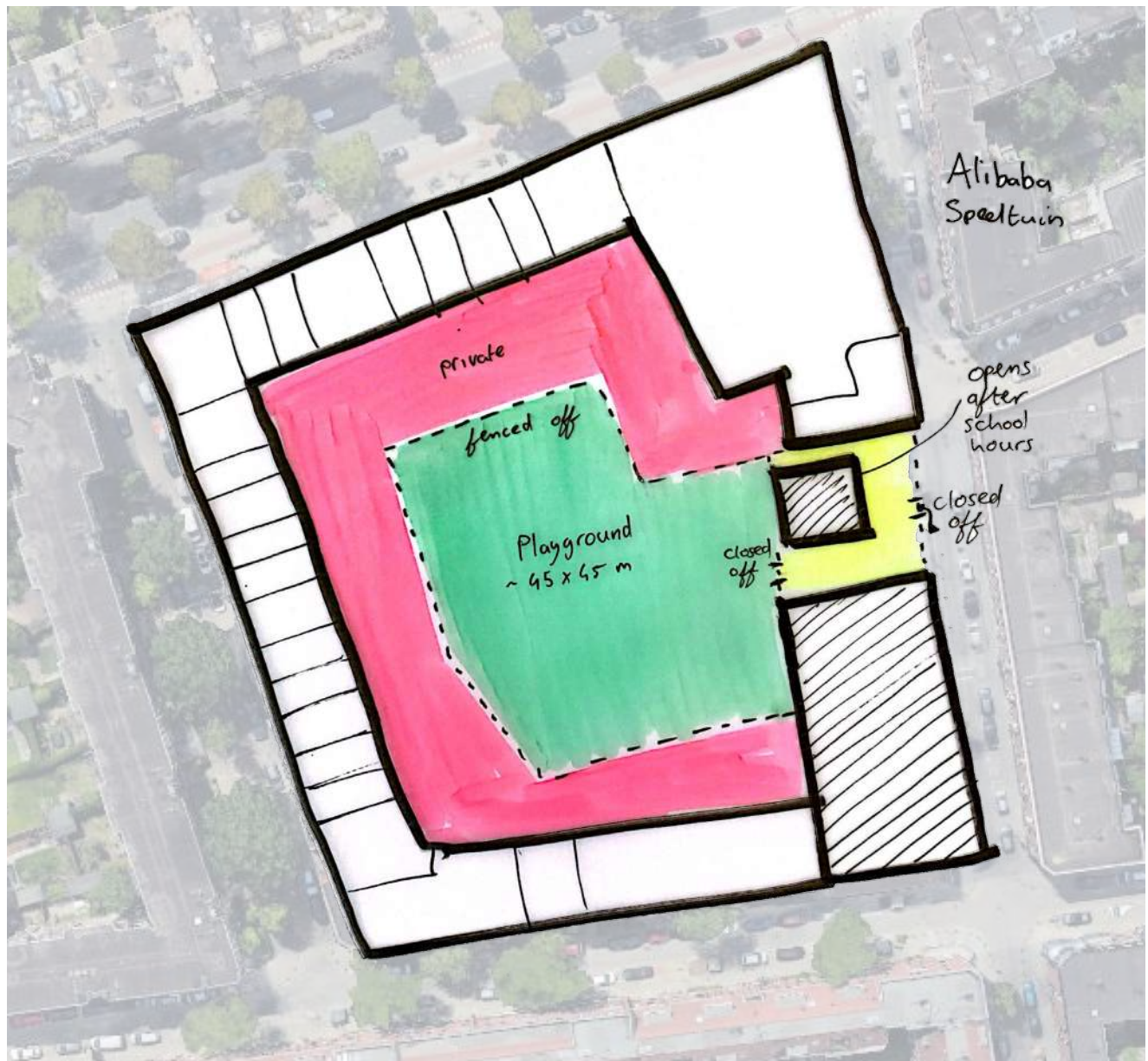
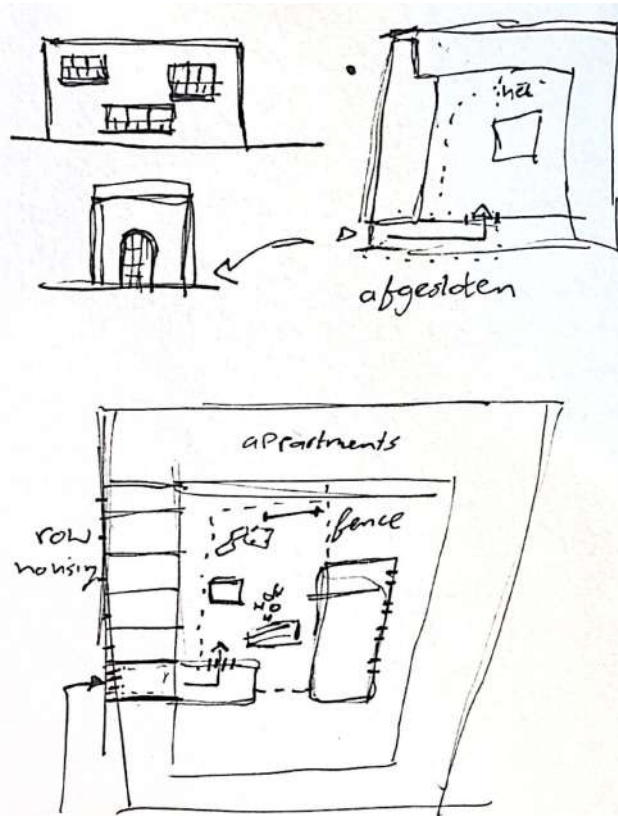


Diagram of public and private areas inside block - (own illustration)





De zandtuin 10-03-25

innenkomst 14:00



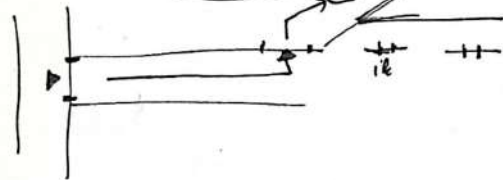
- eigenaar met sleutels



- moeder kind gaat meteen zitten

- toezicht op kind

- moeder _____ draait bij _____



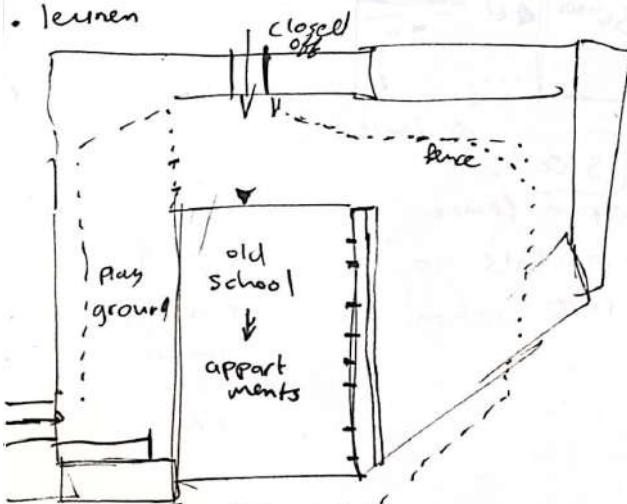
Penter

ouder slabby
kind

- rand
van randbal

- in de zon

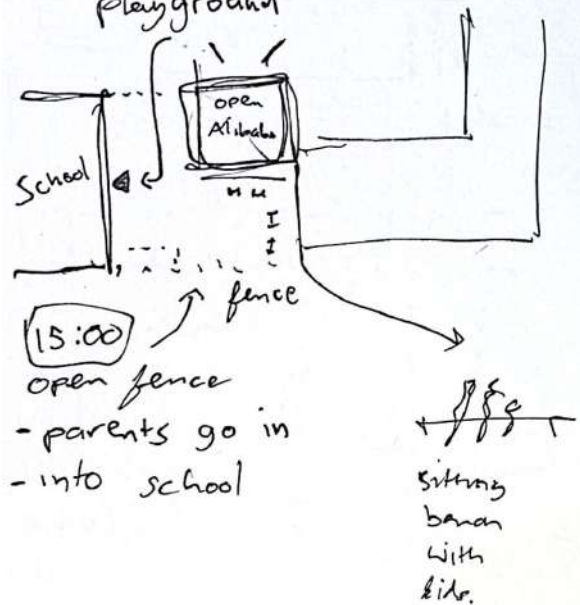
- lernen



- Owners have key

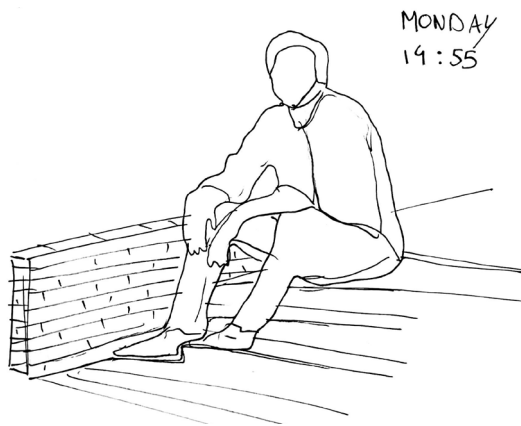
We → 06 36 41 32 94
- school

Playground



notes from the visit to the blocks - (own illustration)

EXTRACTING THE SCENES



During the visits to the playgrounds, I was lucky to encounter a school that was about to let out the kids. This gave a moment to look at what the parents that were waiting for their kids were doing.

WAITING BY THE GATE

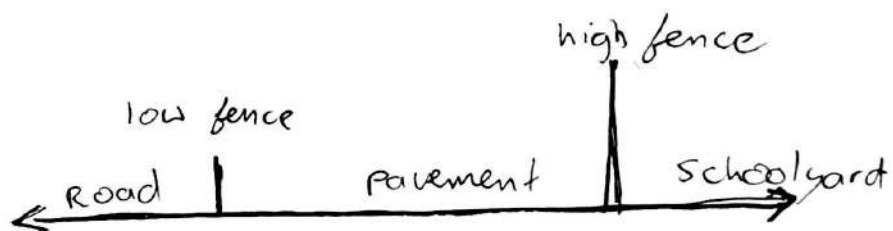
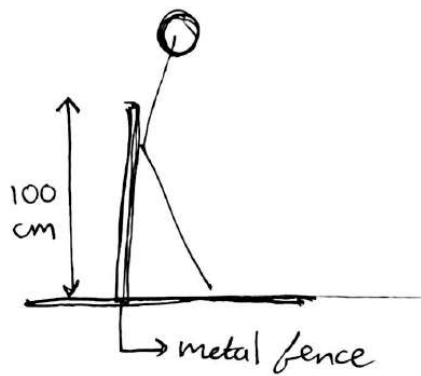
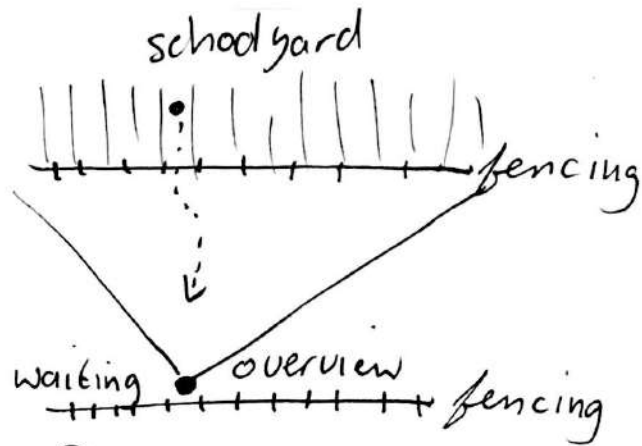
SCHOOL'S ALMOST OUT. THEY'RE LINED UP OUTSIDE, LEANING ON THE FENCE, EYES FIXED ON THE SCHOOLYARD.

SOME CHAT, SOME SCROLL,
SOME JUST WAIT.

THE FENCE ISN'T JUST A BARRIER,
IT'S A FRONT ROW SEAT.

MAKE WAITING COMFORTABLE.
LET THE EDGE SUPPORT THE PAUSE.





STEPS TO WAIT ON

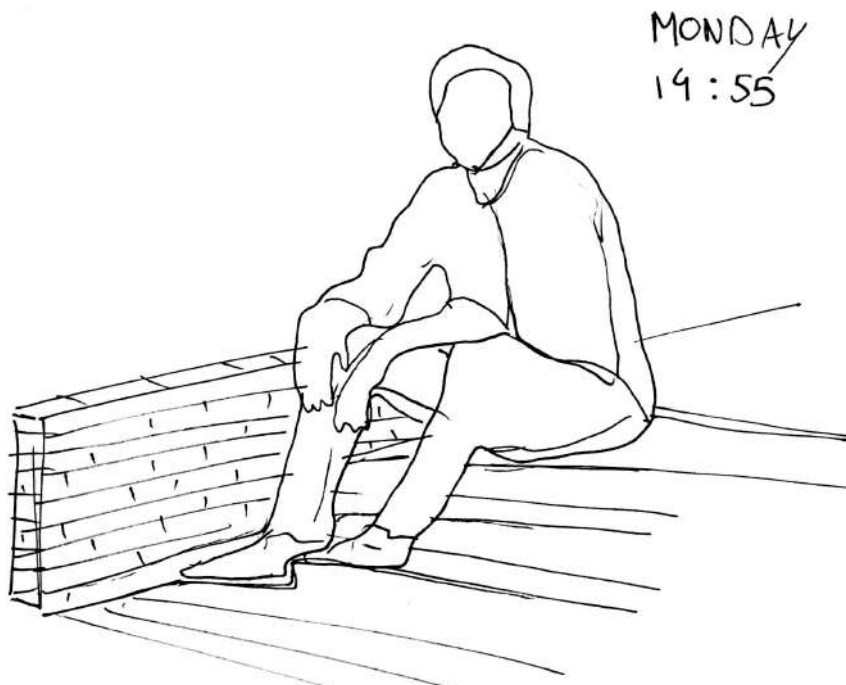
STILL A FEW MINUTES TO GO. THE PARENTS
SPREAD OUT ON THE NEARBY STEPS,

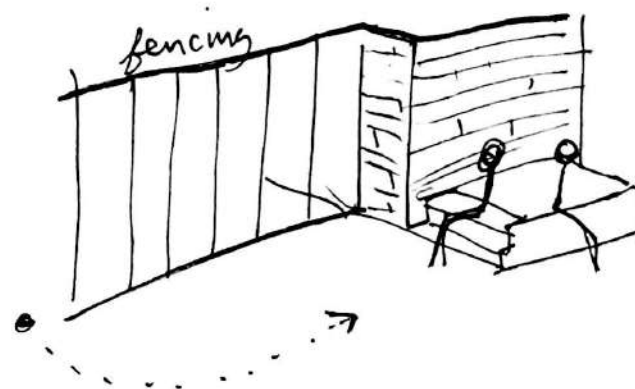
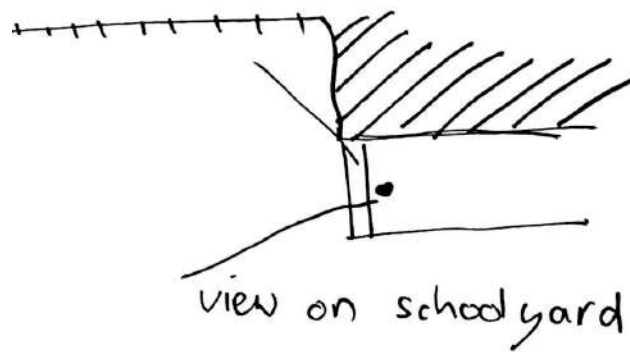
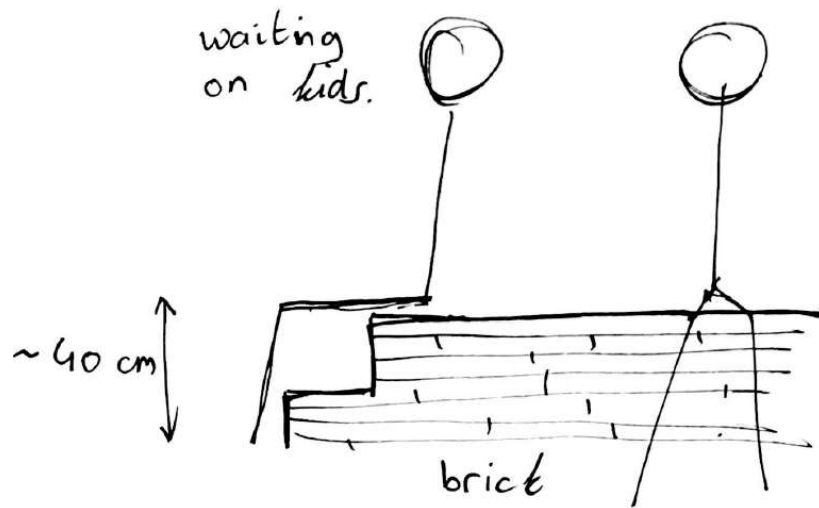
BAGS BESIDE THEM,
EYES ON THE SCHOOL DOORS.

SOME SIT, SOME PERCH,
SOME JUST REST FOR A MOMENT.

THE STAIRS BECOME A MEETING
POINT, NOT PLANNED, BUT PERFECT.

GIVE STEPS A SECOND PURPOSE.
NOT JUST FOR GOING UP OR DOWN.

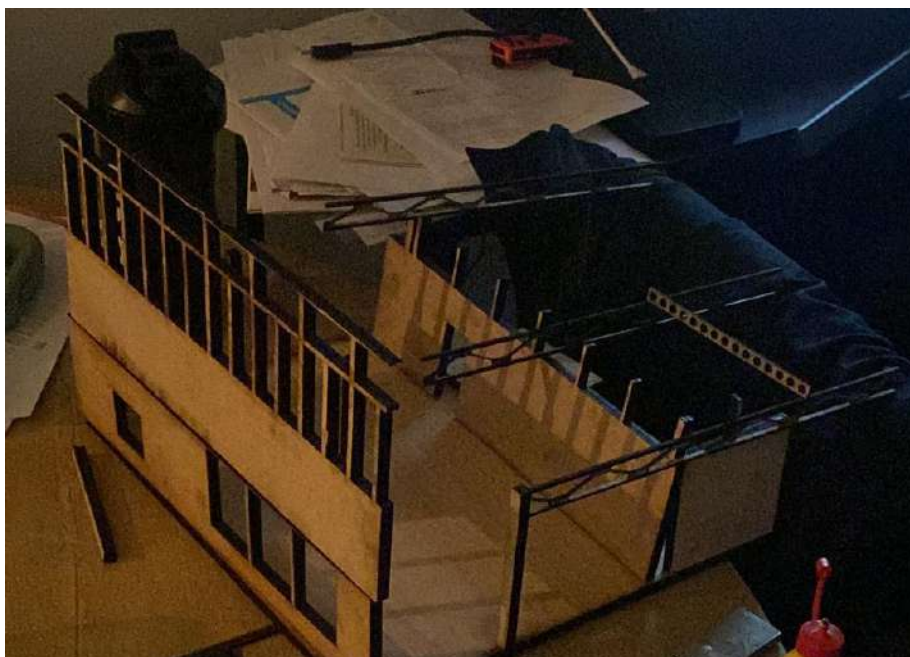


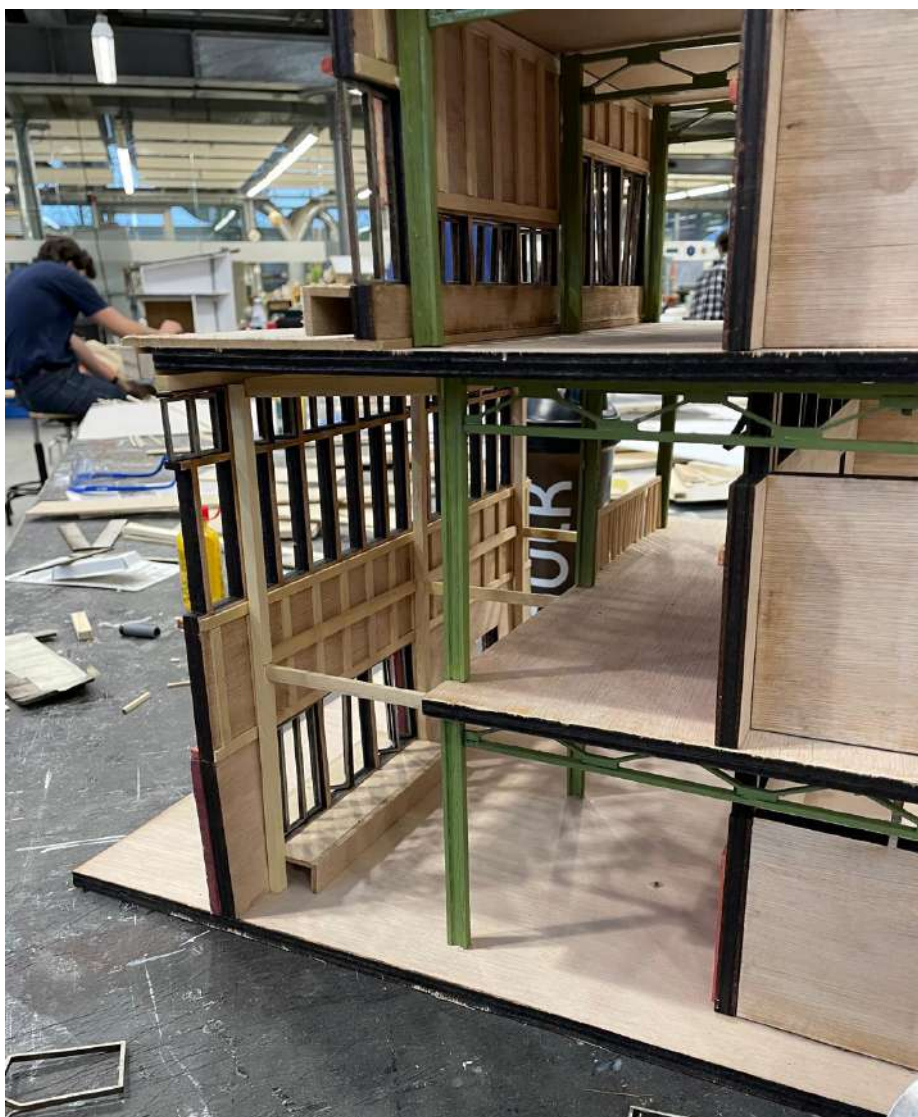


P3 PREPARATIONS

13th of march 2025

After coming back from the school visits, I started preparing the model for the p3 exhibition. This took place in The Blikfabriek, which was a big event organized by some volunteers of the studio.





P3 PRESENTATION

28th of march 2025

On the day of the exhibition I presented the state of my design. In thee 1:33 model and the plan in this stagde already start to show the way the research is getting incorporated in the design.

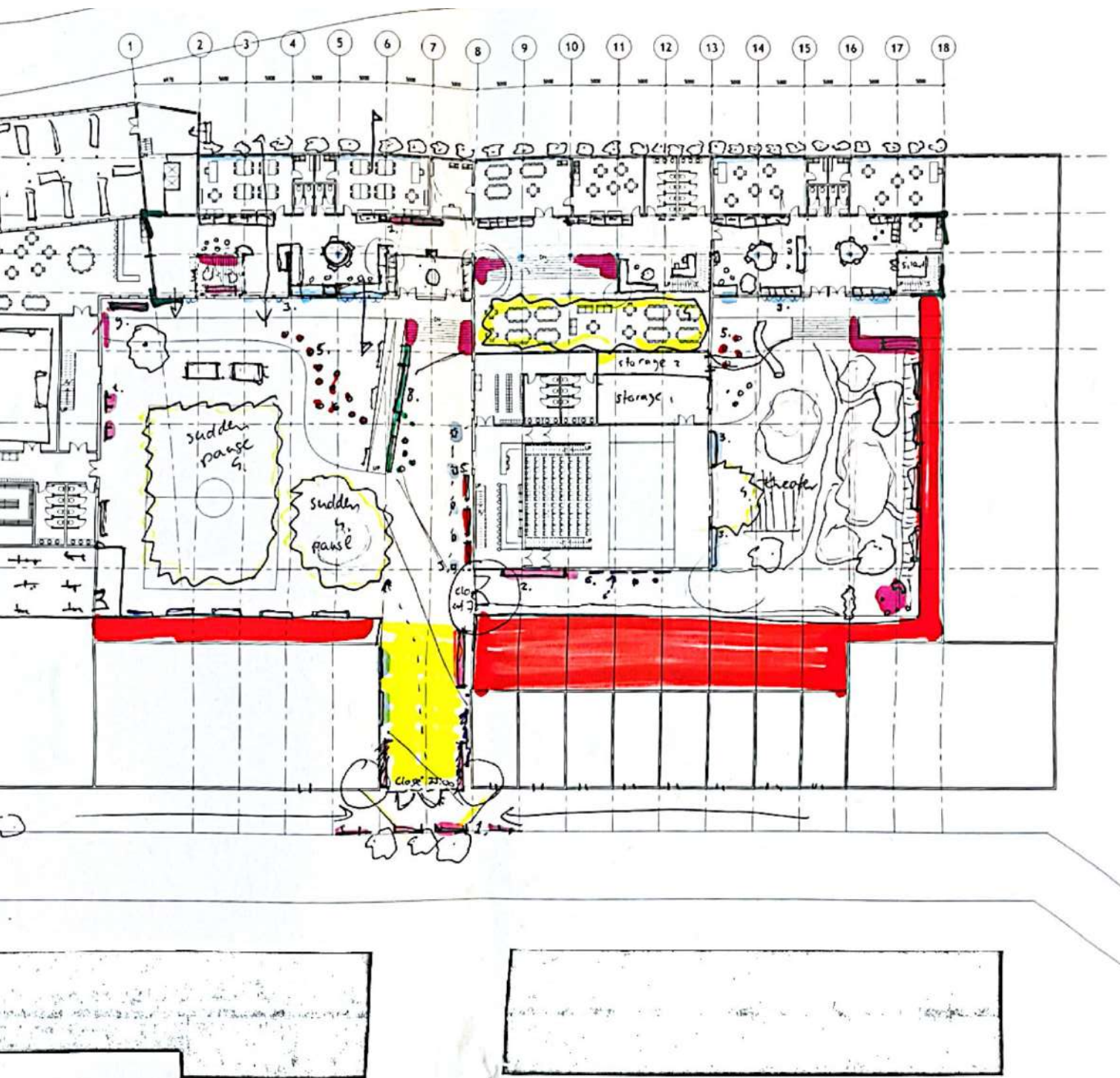




THE BUILDING LEVEL

This is where I enter the final stages of the research process. This chapter shows the final weeks after the p3 where I try to get a grip on an even smaller scale: the building itself. For me this is the final step to close down the journey throughout the scales, going from the urban level, to the block level, to the building level. Since I am quite far into the research at this point, I have developed a sixth sense for places where people may linger, hangout, sit etc.





SCHOOL VISIT

Visiting a school to look at instances of hanging out inside an actual building

6th of may 2025

During the design process I was so busy with arranging the block and figuring out circulation etc. there was little time left to focus on what is actually happening inside the building. I already had the main outlines there, but I really wanted to close it all of with one last visit to an actual school to see the activity there. Since I found out about the may vacations a bit too late, the visit to a school was delayed by quite a bit, leaving only little time until the p4. I was very lucky to find a school that would have me come over around read and break hours so I could start observing. Due to privacy reason, there are no photographs of the children, I do have picture of the actual spaces.



The visited school - (Google (n.d.), from <https://www.google.nl/maps/>)

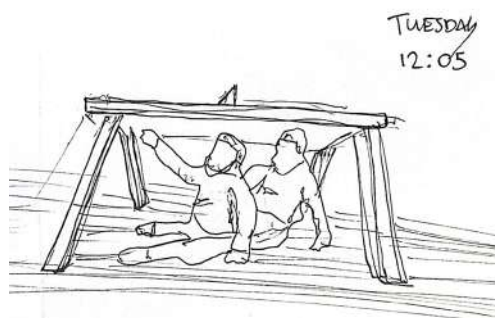
INTERVIEW TEACHER

During my visit to the school, I interviewed a teacher and asked her all about where she sees her children hang out during the day. She gave a lot of valuable information and scenarios that I didn't see during my one visit



photos taken of the hangout spaces (own photographs)

EXTRACTING THE SCENES



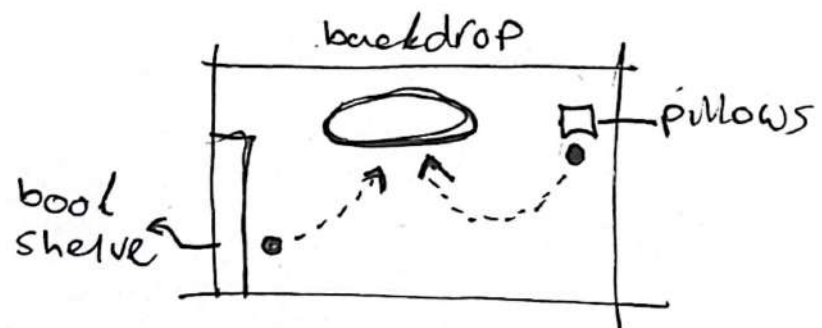
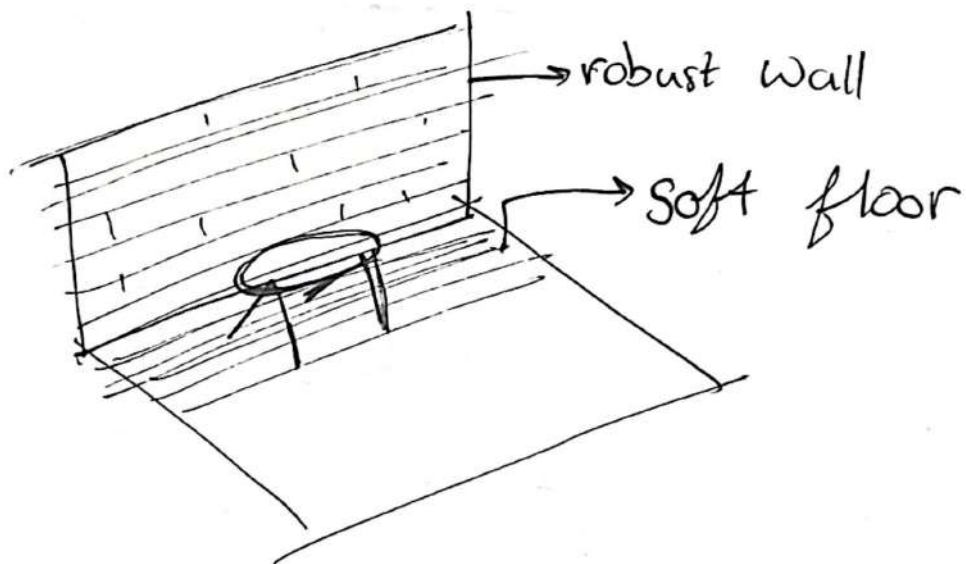
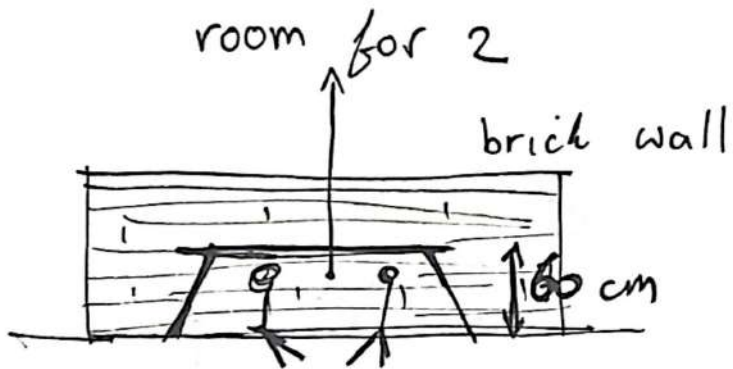
UNDER THE TABLE

THEY CRAWLED UNDER. A BOOK, SOME WHISPERS, LEGS CURLED IN LIKE A CAT.

IT'S NOT A ROOM, BUT IT FEELS LIKE ONE. THE TABLE BECOMES SHELTER.

LET FURNITURE DO MORE. LEAVE ROOM TO HIDE INSIDE THE EVERYDAY.





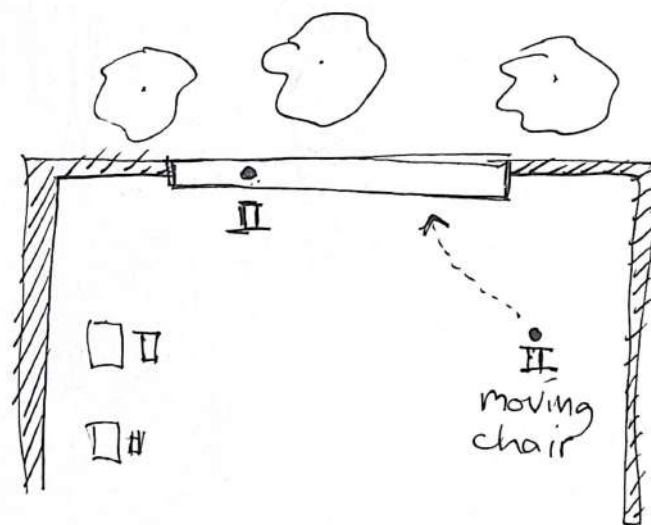
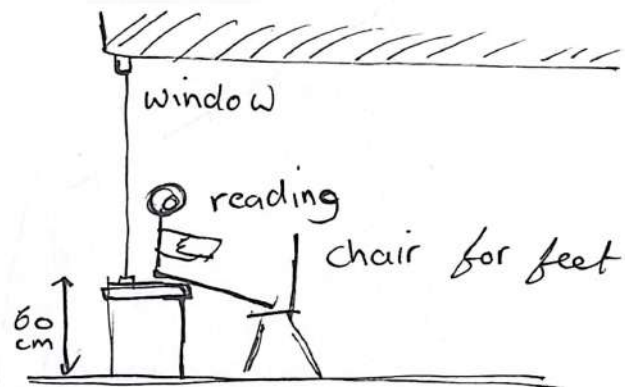
WINDOW SEAT

A CHAIR. A WINDOW FRAME. FEET UP.
BACK PRESSED INTO THE SILL.

SUNLIGHT HITS THEIR FACE.
THEY'RE IN THEIR OWN WORLD
JUST A LITTLE BIT ELEVATED.

DESIGN THE EDGE TO BE USED.
DEEPEN THE FRAME. LET THE LIGHT INVITE.





TOP OF THE SHELF

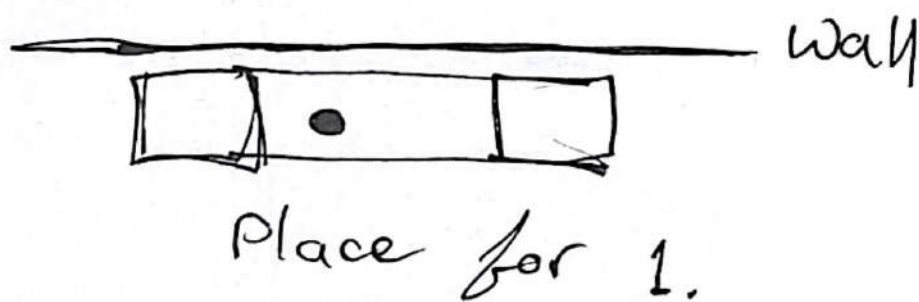
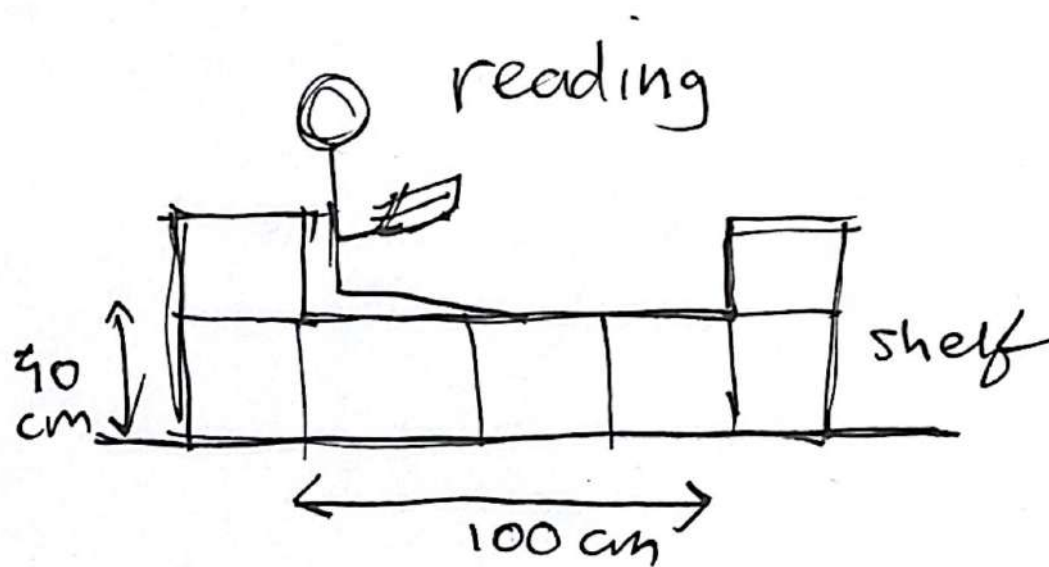
IT HOLDS THINGS. AND IT HOLDS THEM.
THEY CLIMB UP, SIT, READ, CHAT.

IT'S A SURFACE WITH A PURPOSE,
BUT IT'S MORE THAN ONE THING.

SOMEWHERE TO STORE
SOMEWHERE TO STAY.

BLEND FUNCTION AND PAUSE. MAKE
SITTING PART OF THE SYSTEM.





BY THE COAT RACK

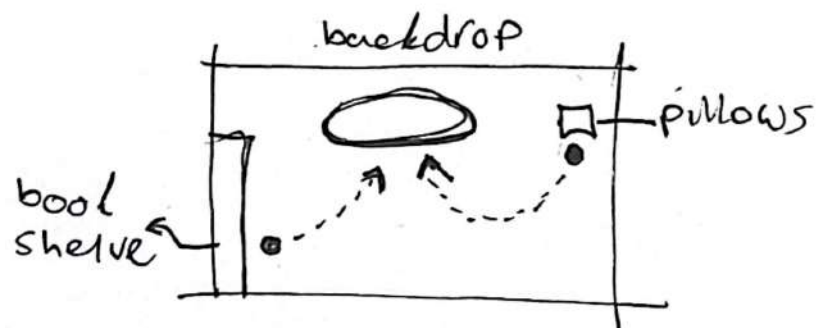
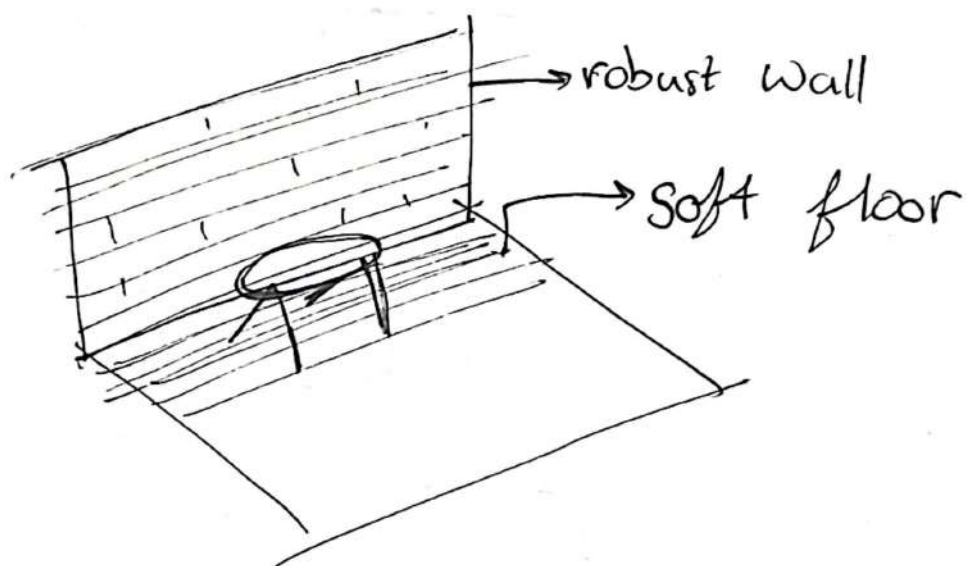
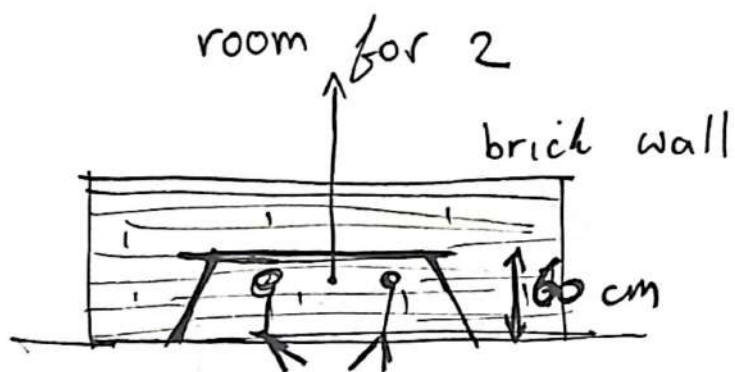
IT'S ALMOST TIME TO GO. BUT NOT QUITE.
THEY GATHER THEIR COATS,

BUT THEY LINGER. A LAST WORD, A QUICK
LAUGH, A PAUSE BEFORE OUTSIDE.

IT'S NOT A HANGOUT, BUT IT BECOMES
ONE FOR A MINUTE.

DESIGN THRESHOLDS WITH SLACK.
LEAVING TAKES SPACE TOO.



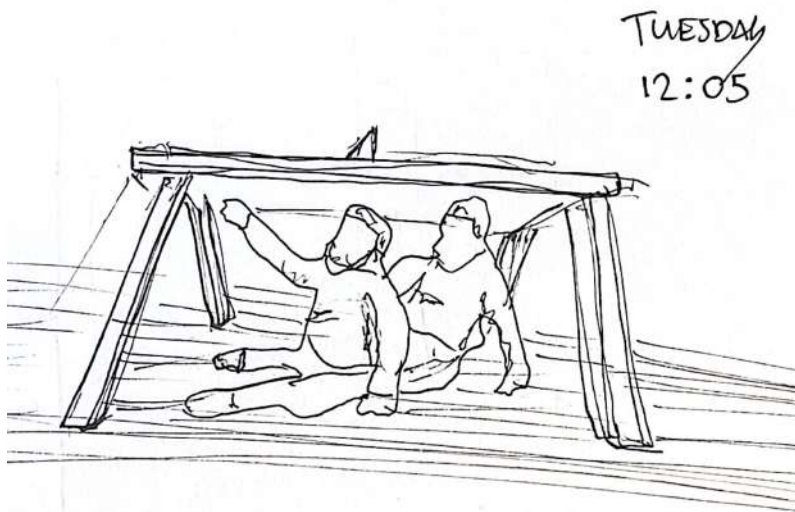


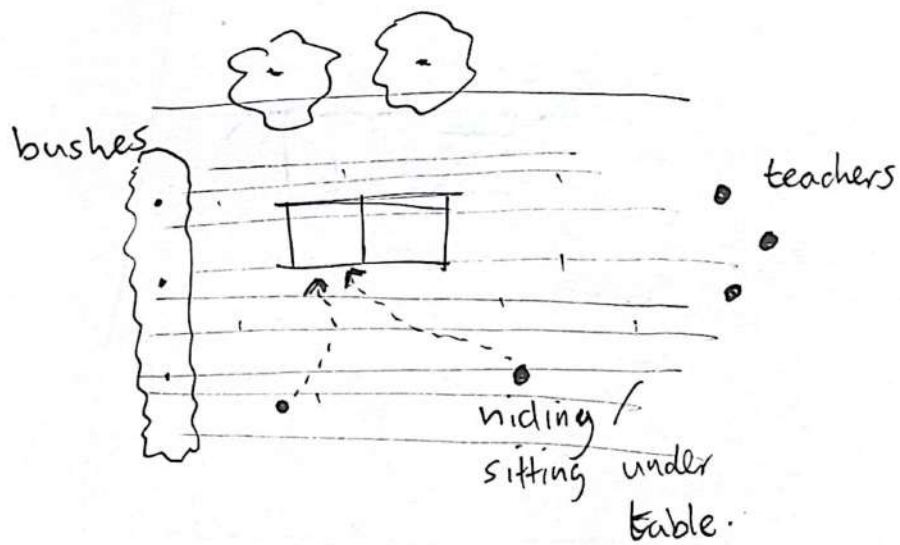
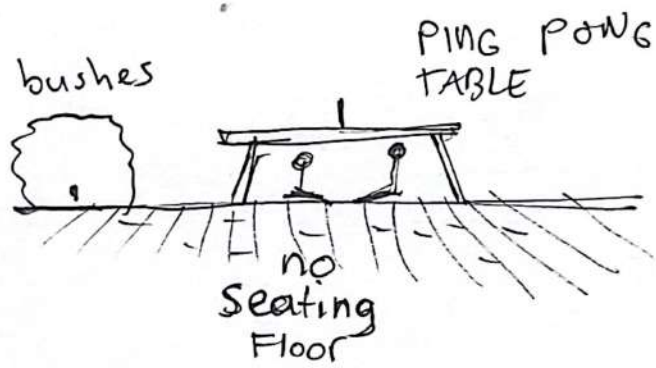
THE PING PONG TABLE

THE GAME'S OVER. NOW IT'S SOMETHING ELSE.

THEY LIE BENEATH IT, FEET UP. TALKING. WAITING. OUT OF VIEW, BUT STILL THERE.

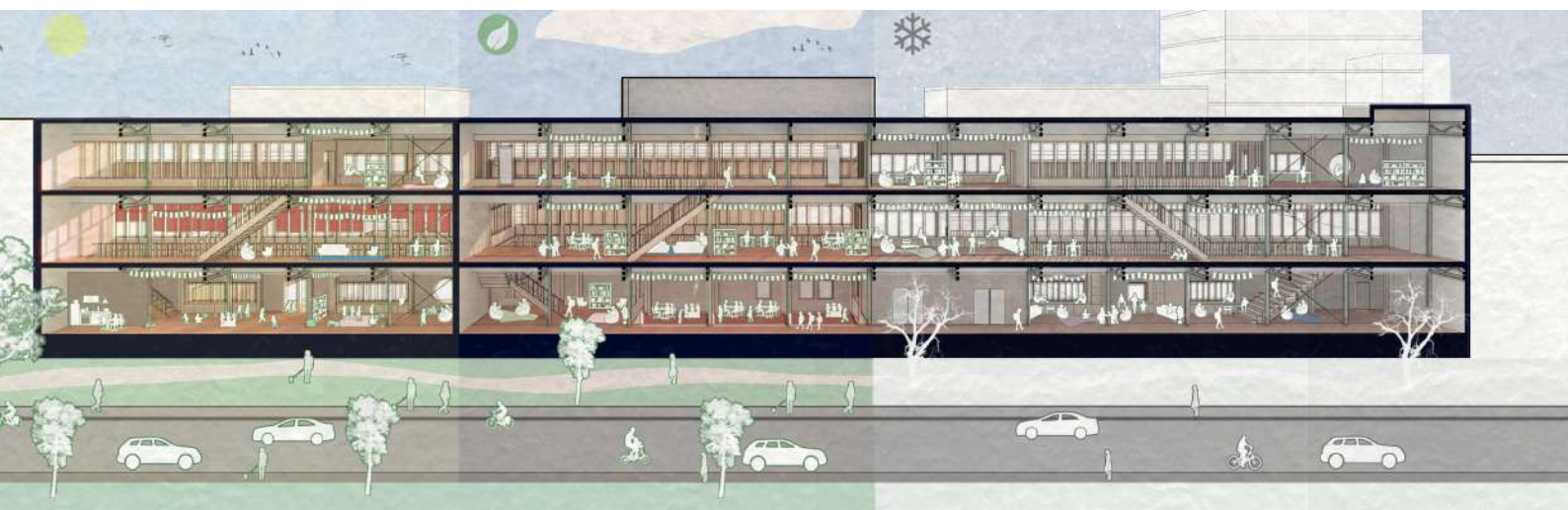
KEEP STRUCTURES OPEN UNDERNEATH. SPACE INVITES WHEN IT'S JUST ENOUGH.

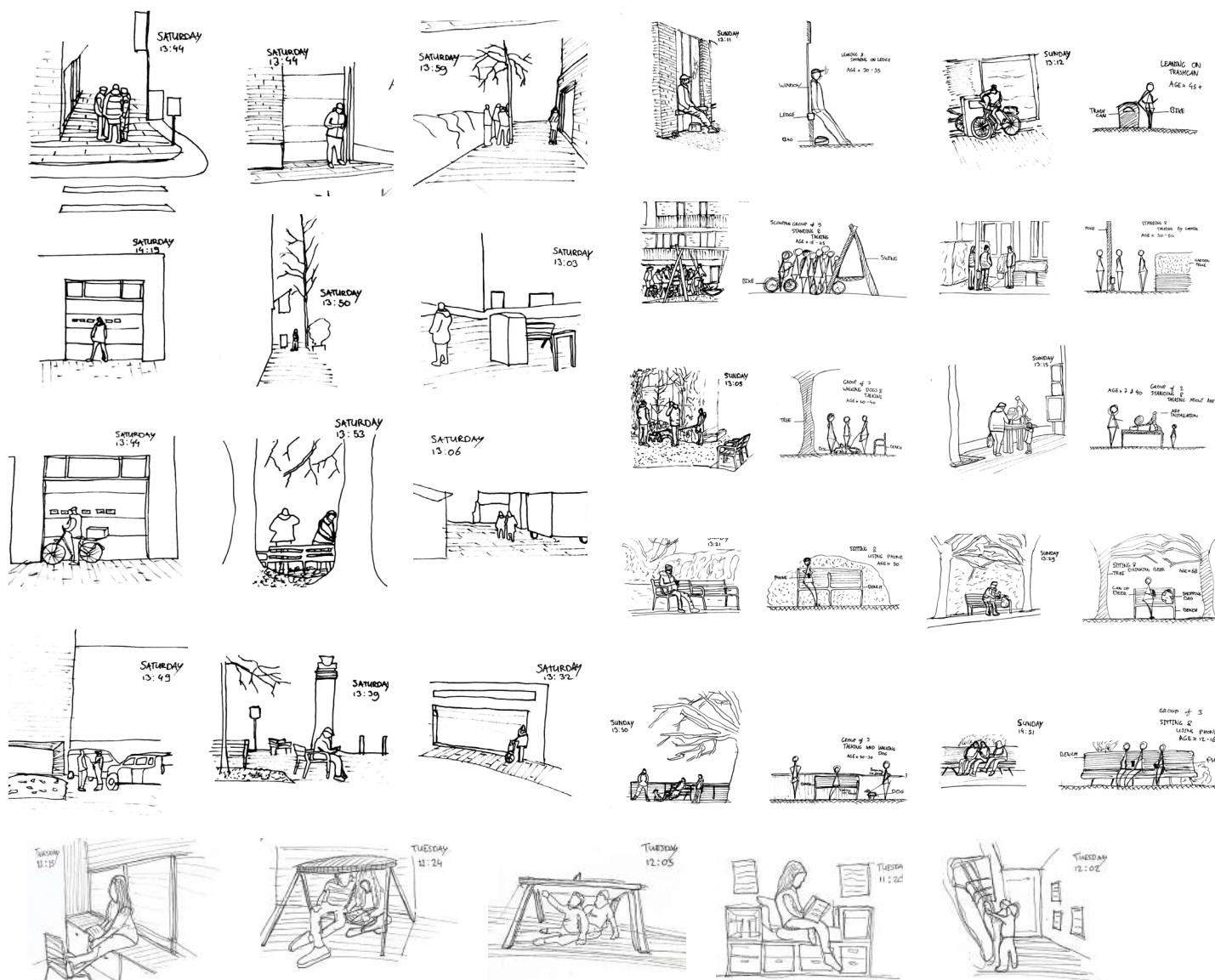






LIVING THE PAUSE
Mervin van der Heide | P2 | Urban Architecture





REFLECTING ON THE PAUSE

At the start of this graduation year, I struggled to find a clear trajectory for a subject that aligned with my interests. I initially began with the topic of playgrounds and how they could accommodate different types of activities. Quickly, together with my research tutor, we discovered that I wasn't particularly interested in playgrounds themselves, but rather in the activity that happens everywhere and is often overlooked: hanging out. This revelation truly kickstarted the process of this graduation project. The initial method, simply observing and looking at what was happening, was a great way to gain a grip on what I was going to research. Soon after the first observations, ideas on how to analyse the findings began to arise. This method worked well because it provided raw material that unfolded right in front of my eyes, giving a new dimension to the subject of hanging out. After a successful start, I experienced a period of stagnation. The design process took over, and during this time, I began to worry that I wasn't actually incorporating my findings into the design. However, after speaking with the design tutors, they were quite positive about the translation from research to design. The issue was that I couldn't yet see it myself. Then came the P2, and I still really struggled to see the relation between my research and design. The feedback after the P2 was as expected: how does your research relate to the design? All the ingredients were there, but there was no meal yet.

With this feedback in mind, I continued shaping this "meal." I asked my research tutor for some direction on how to proceed. A simple task was given: go out and conduct the same observations at the certain locations. So I went out again, and new ideas began to take shape. I could finally see a path forming again in both my research and design, and I also tried to directly implement my findings into the design, so I wouldn't lose track again.



Once the research was finalized, it was time to put everything together and actually reflect on the research findings and the design. This was the moment when I really started to connect the dots and could finally see what the tutors had seen from the beginning. This realization was very rewarding because it meant that I had truly learned something new that I couldn't grasp at first. What I've learned from this whole process is that hanging out isn't just about one person leaning on a pole, it's actually happening everywhere in many different ways. Initially, I thought that hanging out only happened when a group of teenagers lingered around a certain place. But after going out into the field, I started to notice that hanging out is more about the pause, what people do with their time when they are in-between activities. This way of seeing life had a great impact on how the design turned out. It accommodates the "in-between", it aims to offer people, in my view, the most optimal and enjoyable pause, so they can start living it. The lens of looking at the in-between moments is something that is often overlooked nowadays. People are so focused on their daily tasks that they sometimes forget to take in the moment when they are pausing. Since we're so focused on what comes after the pause, we often forget that this in-between moment is also a part of our lives. I believe that our buildings and the way we design spaces can accommodate how we live the pause, and I think that after this project, I've deepened my understanding of how to do this. However, I remain critical of the actual interpretation of my design. In my design, I have created spaces where people might linger and hang out for a while. These spaces were based on expectations derived from my observations and personal views.

Questions that I still have:

1. How is the design actually going to be used if it would be realised and if it is used differently than intended, why is that happening?
2. How big of an influence did my personal experience of life have on the interpretation of the findings?

