

Graduation Plan

Master of Science Architecture, Urbanism & Building Sciences

Graduation Plan: All tracks

Submit your Graduation Plan to the Board of Examiners (Examenscommissie-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	Johan Bouma
Student number	5447283

Studio		
Name / Theme		Revitalizing Heritage – Zero Waste church
Main mentor	A. de Ridder	Architecture Heritage
Second mentor	K.B. Mulder	Building Technology
Argumentation of choice of the studio	<p>Conflicts with local communities could occur when monumental buildings are being repurposed due to emotional attachments. Church buildings especially invoke these conflicts due to their representative function of ecclesial institutions.</p> <p>In the redevelopment of the church buildings, locals must be taken into consideration to avoid conflicts. Through participation processes, these conflicts can be identified and avoided in future redevelopment.</p>	

Graduation project	
Title of the graduation project	Participatory Churches
Goal	
Location:	Palestrinastraat 1, 3533 EH Utrecht
The posed problem,	Churches are struggling to remain in service due to secularization. Religious communities lose their religious and social gathering space when churches are closed down, which could have negative effects such as loneliness amongst elderly people. For this reason, the social function of the church building must be retained after the church building is redeveloped.

	<p>Participation allows the locals to represent themselves to ensure optimal integration of local interests.</p>
research questions and	<p>But how can participation help in retaining the social function of the church building? What methods are there that can be applied?</p> <p>In my research, several case studies in which participation plays an essential role are analyzed and several participatory methods are identified. Based on the acquired information, a workshop is organized in which participants can express their interests regarding the functional requirements the redeveloped church building must have.</p> <p>Due to the sensitive position the actual church community finds itself in, actors are used during the workshop as a representation of local residents. The products from the workshop are integrated into the final design. After the completion, the final design is validated by the participants to verify whether the design represents their interests well enough.</p> <p>The research results in a reflection on the effectiveness of the participatory methods that were applied during the workshop.</p>
design assignment in which these results.	<p>Prior to the workshop, the new function of the church building was set in a local community centre. This centre allows a social function in the church building but is abstract enough to allow functional changes corresponding to the actor's needs.</p>

Process

Method description

Through case studies in which participation with local communities played a central role, methods are identified. In what scenario were some methods applied, and with what purpose? After identification, a participation workshop is organized with actors, based on the acquired information. The resulting products are analyzed on common themes and solutions and are integrated in the final design. The final design is expected to be validated by the participants whether or not the design represents their interests enough. The methods applied during the workshop are reflected on.

Literature and general practical preference

Goudarznia, T., Pietsch, M., Krug, R., (2017). Testing the Effectiveness of Augmented Reality in the Public Participation Process: A Case Study in the City of Bernburg. *Journal of Digital Landscape Architecture*, 2, 244-251.
<https://doi.org/10.14627/537629025>

Jeng, H. E. (1995). *A Dialogical Model for Participatory Design; a Computational Approach to Group Planning* [Doctoral thesis, TU Delft].
<http://resolver.tudelft.nl/uuid:0d346f90-29b8-4d5c-8b34-fbbd208f35b4>

Maisel, J. L., Steinfeld, E., Basnak, M., Smith, K., & Tauke, M. B. (2018). *Pocket Architecture: Technical Design Series; Inclusive Design, Implementation and Evaluation*. New York: Routledge.

Manzo, L. C., & Perkins, D. D. (2006). Finding Common Ground: The Importance of Place Attachment to Community Participation and Planning. *Journal of Planning Literature*, 20(4), 336-350. <https://doi.org/10.1177/0885412205286160>

Sanoff, H. (1992). *Integrating Programming, Evaluation and Participation in Design* (6th ed.). Aldershot; Avebury.

Sanoff, H. (2022). Participatory Design. *Journal of Design Planning and Aesthetics Research*, 1(2), 01-12. DOI: 10.55755/DepArch.2022.8

Reflection

1. The studio also focuses on the zero-waste aspect of the repurposing process. In the research, the material value is barely considered and is treated as a design assignment. The research focuses on the immaterial value of the church building.
2. The study tries to discover what methodologies are applicable during the repurposing process of religious heritage. As for now, participation processes are hard to compare. Processes are tailored for unique project goals.
3. Right now, participation processes are hard to compare due to different project goals. Besides this, it allows me to experiment with participation which will be more relevant in future projects (due to the implementation of the EU Faro treaty).