

## **REFLECTIONS**

The methodology adopted had the intent to cover a multidisciplinary field of topics. Throughout the production of single booklets every topic has been thoroughly analyzed. Some booklets have been combined into the final research paper given the fact that the initial research question, although very specific in terms of location and program, implied both technically and architecturally related knowledge.

Other 2 self-explanatory booklets resulted to be so narrow in their content that they could be considered stand-alone booklets, but in fact they did not succeed in directly supporting the main research paper.

Furthermore, the technical part of the research necessitated a conceptual design choice to be made in order to make calculation and evaluation on material usage. This, in turn, happened to become a great starting point for the design of the whole Urban facilitator/Skatepark.

Therefore, the design phase was developed with a bottom-up approach originated from the conclusions of the research phase. A series of architectural topics ended up to be already addressed such as:

- Main construction material (wood, with 4 types of local Indonesian woods for different uses)
- Overall master plan concept (skatepark merging at the level of the roof with the urban facilitator)
- Specific construction technique (The choice to subdivide the skatepark into single skate-elements that can be replaced or improved over time)

The peculiar approach to design, from a micro to macro scale, turns out to be inherent with the choices of dealing with very specific and technical aspects of construction and local availability of material during the research phase.

Although this can be seen as a non-conventional approach to architectural composition it revealed to be very efficient in delivering a hyper-specific design proposal that adds architectural value to the chosen site.

A more traditional architectural approach, from macro to micro scale, would have probably led to a more expensive construction system or it would have required the use of much more steel/concrete to solve design issues. Moreover, any design originated with this approach would have revealed to be overly complicated to be built/manufactured, and it would hardly have had a good degree of flexibility.

The theme proposed by the graduation lab has been tailored to answer more architectural questions raised during the survey in Bandung.

The main proposed study field (the Indonesian kampung) has been reinterpreted and integrated with the study of street/youth cultures, specifically that of skateboarders.

In fact, the on-site survey revealed that urban kampungs in the center of Bandung can behave differently from those scattered in the suburbs of the city. Specifically, a no-mans land under the Pasupati flyover is exploited by both adjacent kampung people and skateboarders for a variety of activities/purposes.

The presence of skateboarders attracted a whole series of other activities (food stalls, 2<sup>nd</sup>

hand shoe shops, studypaces, gathering spots...) from the surrounding kampung. The survey gave me enough elements to consider skateparks as interactive public spaces with specific topological requisites and as urban facilitator of other activities.

The specific methodology adopted in my research and design has been very technical and detailed oriented. This seems to be in line with the methodical approach of the graduation studio "architectural engineering".

On the other hand, digging too much in the technical side of architecture forced me to put aside for a while other aspect of the project. Fortunately, the exploitation of computational design (parametric/algorithmic architecture) for the materialization of the urban facilitator allowed me to constantly have a broader overview on many aspects of my project, achieving in a short time a important level of design complexity with a limited number of variables.

The urban facilitator, being a flexible social public space, is the real catalyzer of city users while the skatepark behaves as a perfect technical playground for targeted city users with special needs.

Although the skatepark initially appeared to be more relevant as it shapes the underneath urban facilitator, it is the latter that gives meaning to the whole site.

The key is to embrace skateboarding as integral part of a building and therefore to create a dependency between skateboarders and other city users.

Matteo Biella

4330757

Architectural Engineering