DETOX LIFE SHARING COMMUNITY

Complex Project/ AMS MID-CITY
2018-2019 Msc 3
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CP

DETOX LIFE SHARING COMMUNITY

A healing urban oasis for future NEETs

CP

content

0.0
introdution

ASSIGNMENT

According to the forecast of UN, in 50 years more than half of the world's population will live in urban areas. A place like Amsterdam will be no different. A city with a great heritage and rapidly developing surrounding areas like the north-side of the IJ, the old Houthavens, the internationally growing Zuidas and many other areas defines it to be an interesting candidate to take it a step further. By the year 2100 technological innovations will have significantly changed our infrastructure, productivity, health, housing and our social life. And we haven't said anything about the influences of the changing climate yet.

The AMS-Mid City 18/19 studio studies the development of the 'urban zones' along the metro corridor from Amsterdam Centraal to Zuid-Oost, analyzing three sites in three separate publications:
1. Amsterdam Central
2. Amsterdam Amstel
3. Amsterdam Zuid-Oost

These three regions have their unique characteristics. Their future development paths are interelated with distinct differences.

This personal research book is based on a group study of the strategies for the Amstel area in 2100. Trends of current situation are analysed, and certain predictions and visions then emerge for this particular part of Amsterdam. Visions, as general framework, govern the individual work as well as offer guidance of personal designs.

zaanstad

Amsterdam Central

sloterdijk

centraal
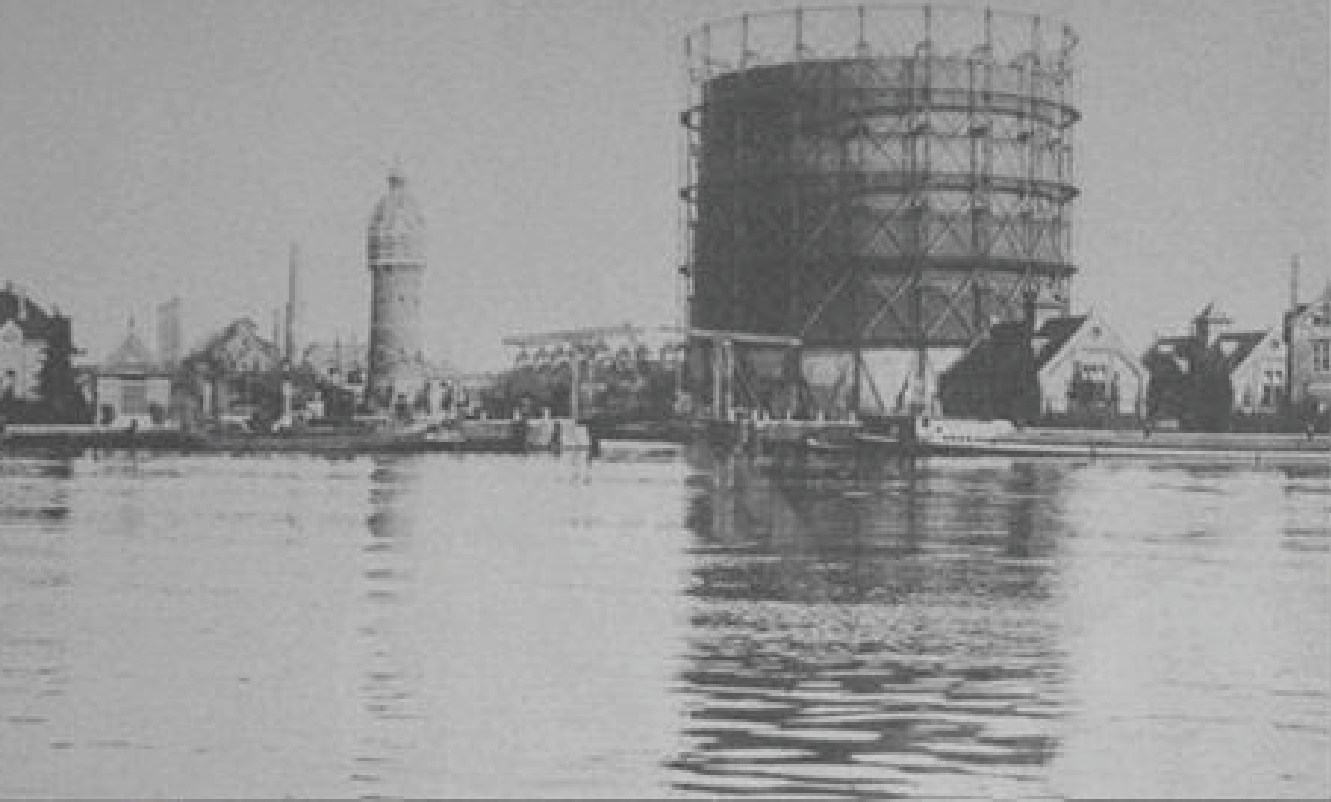
city islands

Amsterdam Amstel

oud zuid

schiphol corridor

amstel

Amsterdam Zuid-Oost

zuidoost

AMSTEL WITH A PRODUCTIONHISTORY

The Amstel area is located in the middle of the railway-metro corridor from Zuidoost to Amsterdam Central Station. The study area is defined by a square of 4 by 4 km. Within this larger frame, a smaller area of 2.1 to 2.1 km will be the area where all kinds of future interventions happen. In the foreseeable future, this suburban area around the ring city will be rebuilt. From the agglomeration of low-density communities to highly intensive areas of activity with metropolitan quality.

In the heart of the Amstel region, we found an industrial low-rise landscape of alternating bricks and aluminum boxes. They are already going through transformation along the river.
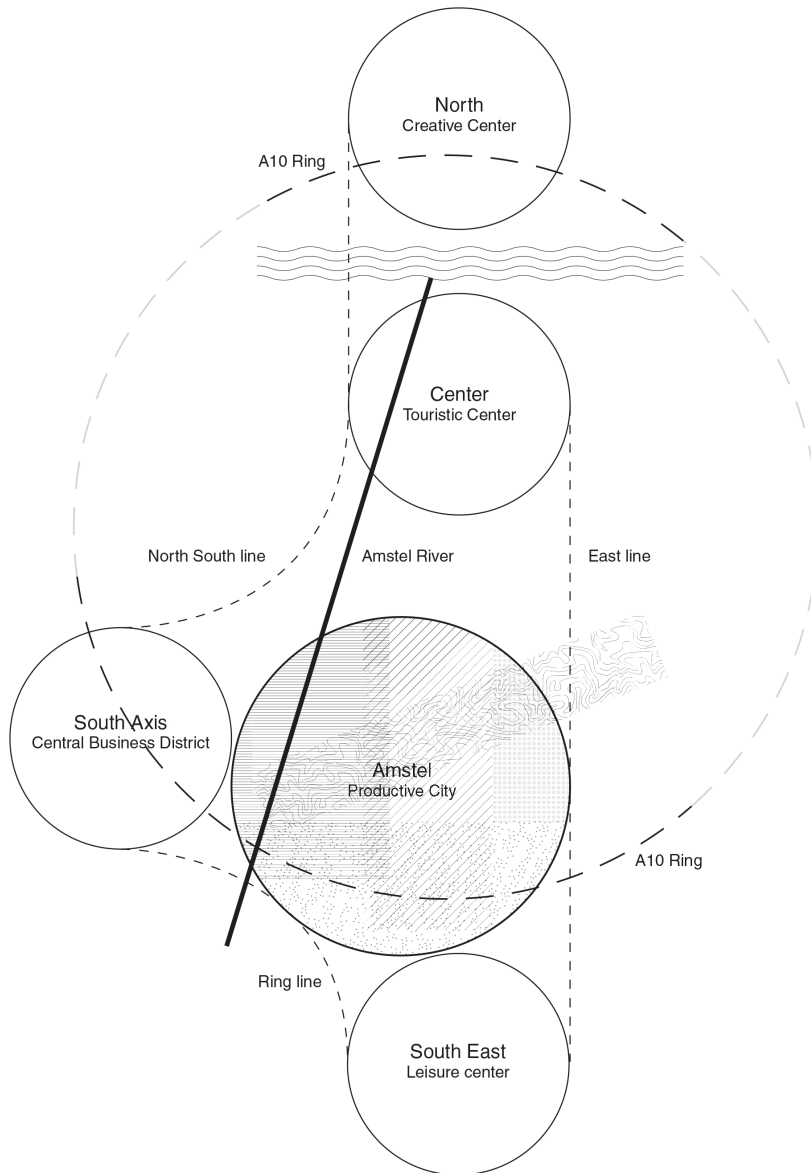
The Amsterdam municipal authorities determined that production related functions should be gathered in this space: workshops, bicycle shops, plumbing and hardware stores, car rental services and garages, construction companies, waste and cleaning facilities. While the future Amstel area may head to a different direction, the importance of these seemingly uncompetitive companies to the city should not be ignored.

In these areas, the pressure to create new homes and the quality of urban life is greatest. Some part of the business parks have turned into more peripheral retail and leisure features. These areas are interesting because of their location and low land prices.

However, their attractiveness declines as they approach the noisy high-pressure highways. Large infrastructures considerably eliminate the future development of the area by segregating the area into several unconnected parts. The infrastructures present as both visual and physical barriers.
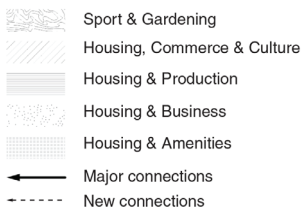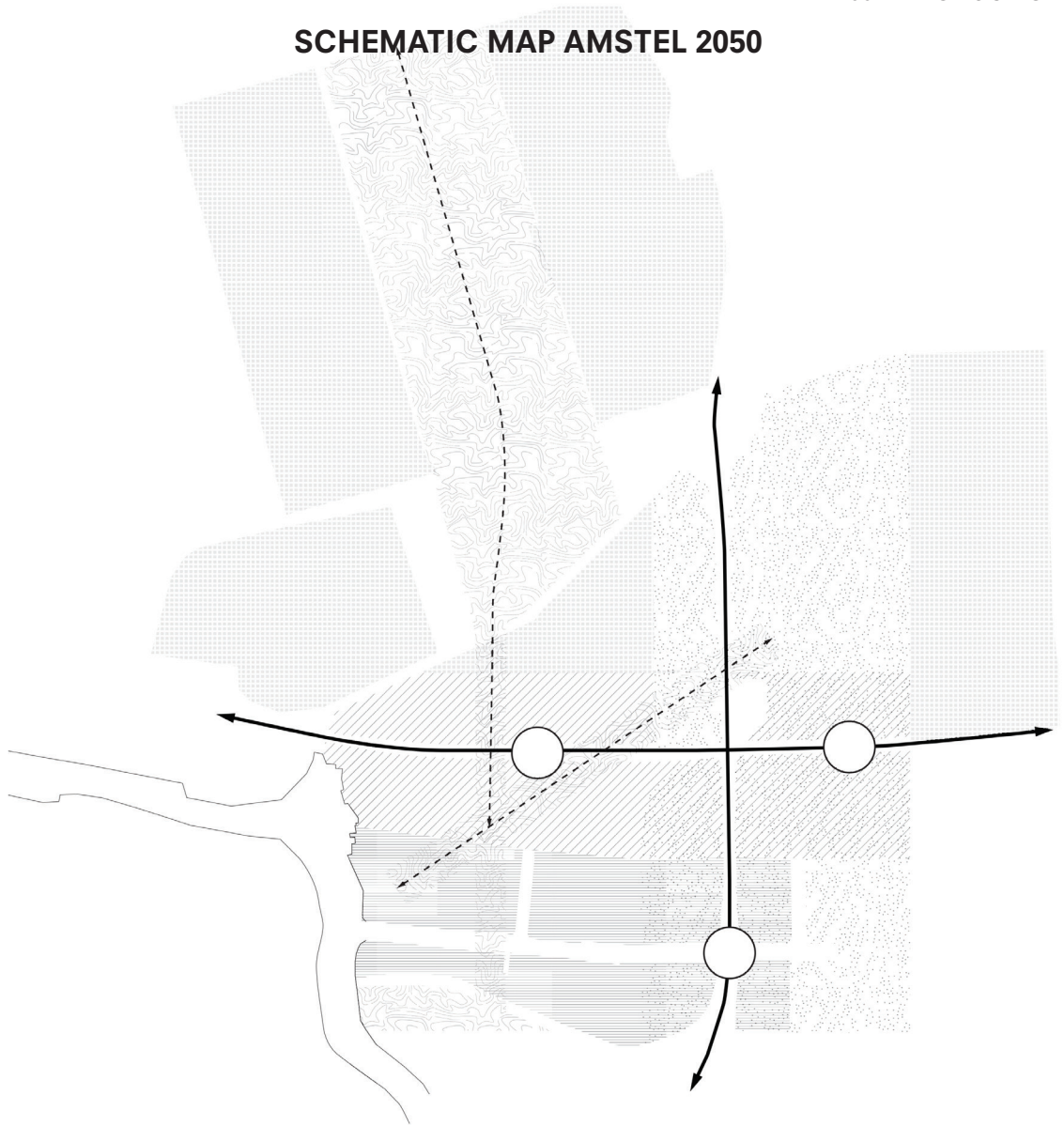
RELATIONSHIP MAP AMSTERDAM 2050

North
Creative Center

A10 Ring

Center
Touristic Center

North South line

Amstel River

East line

South Axis
Central Business District

Amstel
Productive City

A10 Ring

Ring line

South East
Leisure center

Housing & Production
Housing & Business
Housing & Amenities
Major connections
New connections

The city of Amsterdam is ambitious and strives to maintain both the existing cultural richness and it's liberal character while attracting international businesses and leading the way in sustainable developments. It ranks itself among European cities like Barcelona, Berlin, Madrid, Milan and Copenhagen. The municipality has in recent years worked on an online portal to provide citizens with the chance to come up with solutions and to stay informed. Participation of local inhabitants in projects is stimulated in projects like the planning of the Zuidas and the Sprong over 't IJ initiative to bridge the IJ towards the North.

SCHEMATIC MAP AMSTEL 2050

Sport & Gardening

Housing, Commerce & Culture

Housing & Production

Housing & Business

Housing & Amenities

Major connections

New connections

The municipality anticipates a steady growth of inhabitants and has appointed places around the ring for densification. Amstel is one of these locations were the low-rise business park offers opportunities but the city is also aware of the business park as essential to keeping the city running. Amsterdam challenges itself to be a productive city and keep attracting young, innovative people. In its strive to be a competitive city, it still has to be realistic about its demography, which involves an ageing population requiring a high level of care facilities and social activities. A future vision when looking at such a diverse city can become clear only by finding points of focus and the respective areas to solve specific issues or implement decisive plans.

zaanstad

Amsterdam Central
Museum

sloterdijk

centraal

city islands

Amsterdam Amstel
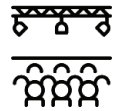(P)leisure City

oud zuid

amstel

schiphol corridor

Amsterdam Zuid-Oost
Greenlight District

zuidoost

ECONOMICAL & CULTURAL SHIFT
TOWARDS A (P)LEISURE LIFESTYLE

Materialism
Present

Experiences
Future

Due to advance additive printing and nanotechnology, local production can be smaller, individualized and distributed into communities. Traditional retail will gradually turn into a mix of showroom and production workshop. These new types of shops can produce things quickly with printing machines. In this case they will need very little space for storage. Consumer can order product they want from the "menu", then the shop will quickly produce the product just like serving a dish in the restaurant. Food markets can combine themselves with urban garden and urban farms. People will be able to pursue fresh, safe and high-quality food just inside their community. These small "producers" will be scattered into the neighborhoods and communities, keeping the area circular and self-sufficient.

AMSTEL AS A (P)LEISURE CITY
WITH PRODUCTION TRADITION
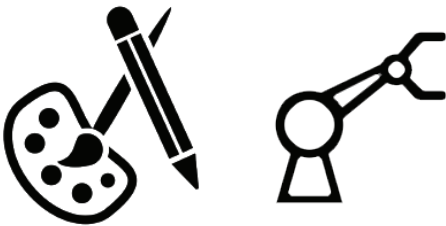
UNTIL CURRENT
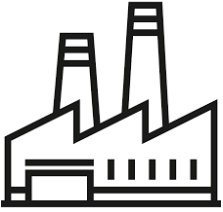
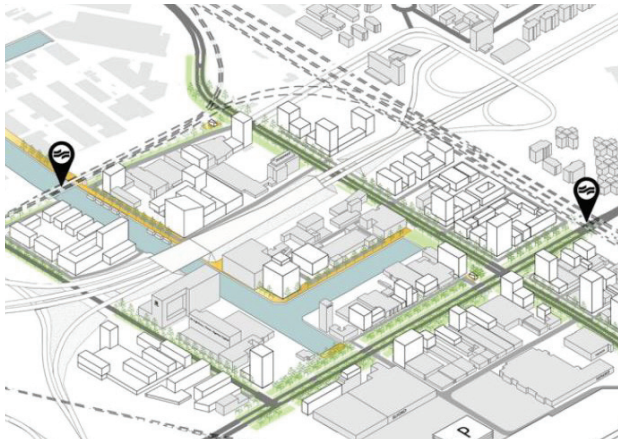INDUSTRIAL PRODUCTION
- Factories
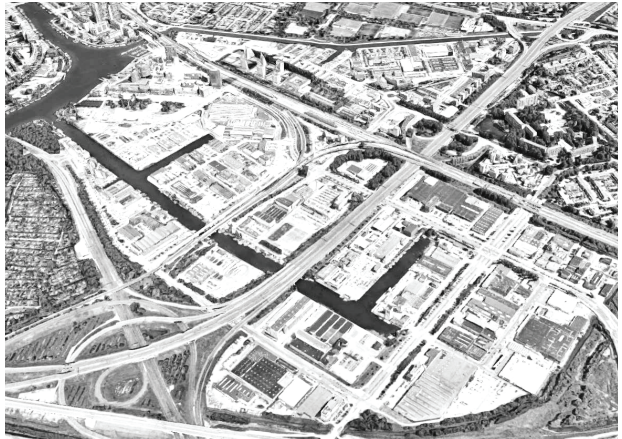
Amsterdam Business Park 2017
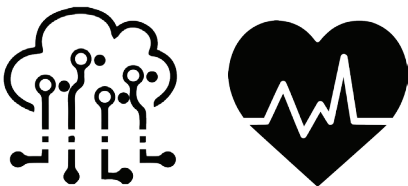
CURRENT - 2050

CREATIVE PRODUCTION
- Creative industry
- 3D printing & automation
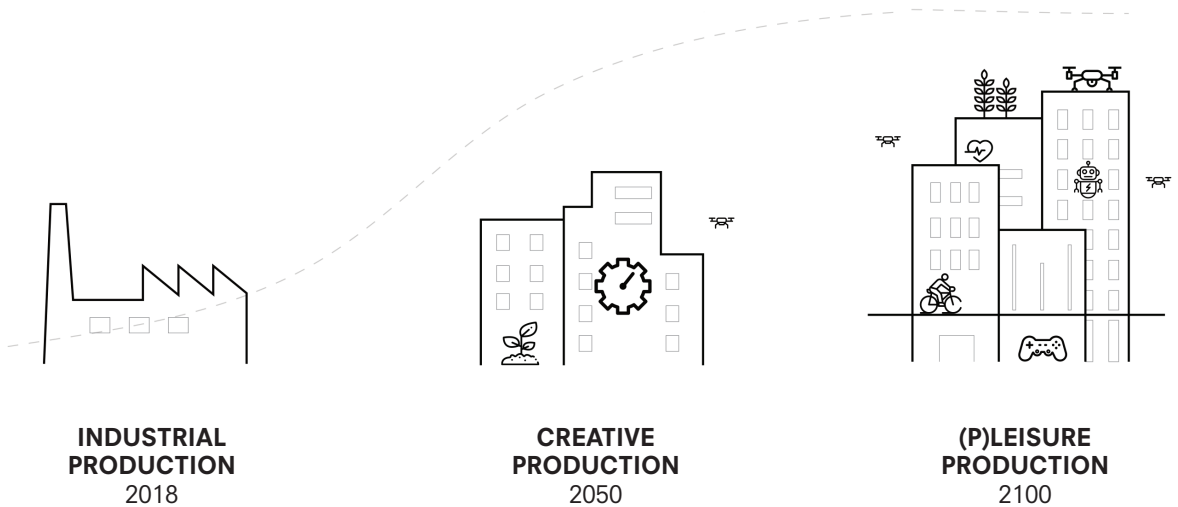

Vision of Amstel Business Park by Urhann

2050 - 2100

(P)LEISURE PRODUCTION
- Virtual reality & augumented reality
- Healthy activities

Amstel vision and qualities 2100

**INDUSTRIAL
PRODUCTION**
2018

**CREATIVE
PRODUCTION**
2050

**(P)LEISURE
PRODUCTION**
2100

The relocation of the heavy industry opened space for the growing need of dwellings in the city of Amsterdam. This will be one of the major places for densification inside the city's ring. The new city will house 110.000 new residents in 2050, they will be housed in mixed function residential building combining work, living and production together. Between all this densification public space is also preserved with most iconically the square park in the center of Amstel. In the future 2100, Amstel strives for prosperity in the forms of health and well-being. New technologies have altered our cultural and personal values, they have shifted from the material based society to experience and social culture. Leisure is the next leading economy in future cities, by which the entrepreneurial productive attitude and servicing of the informational city (DIY, 3D printing and manufacturing, Industry 4.0) will evolve in the production of wellness (social co-

hesion and wellbeing, mental wellness, health is wealth, local entertainment, open air living etc.). It will be a life-embedding condition, for which different urban and architectural solutions have to be envisioned. Pleasure and leisure related to the new values will be introduced in the Amstel area, evolving Amstel's productive attitude and servicing label to the production of wellness rebranding amstel as the (P)leisure city of Amsterdam. The architectural interventions(individual projects) will reinforce this brand with themes such as, healthcare centres, leisure universe, co-habilitation and working, gaming community center and a transport node that joins everything together. The projects are focused around the park which transforms the green square to a (p) leisure hotspot. Whereas the historic center has the museum park, Amstel city's green square will be redeveloped into the (p)leisure park.
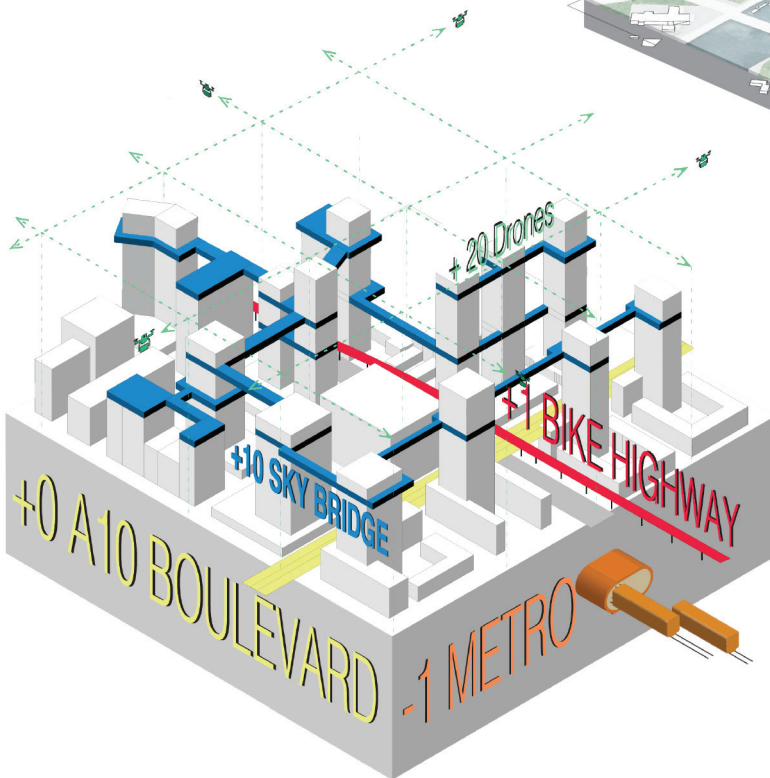
GOALS FOR AMSTEL 2100

01 **Deal with infrastructure in the area in order to gain space for densification**

02 **Reinforce existing qualities in the area in order to emphasize local identity and hierarchy**
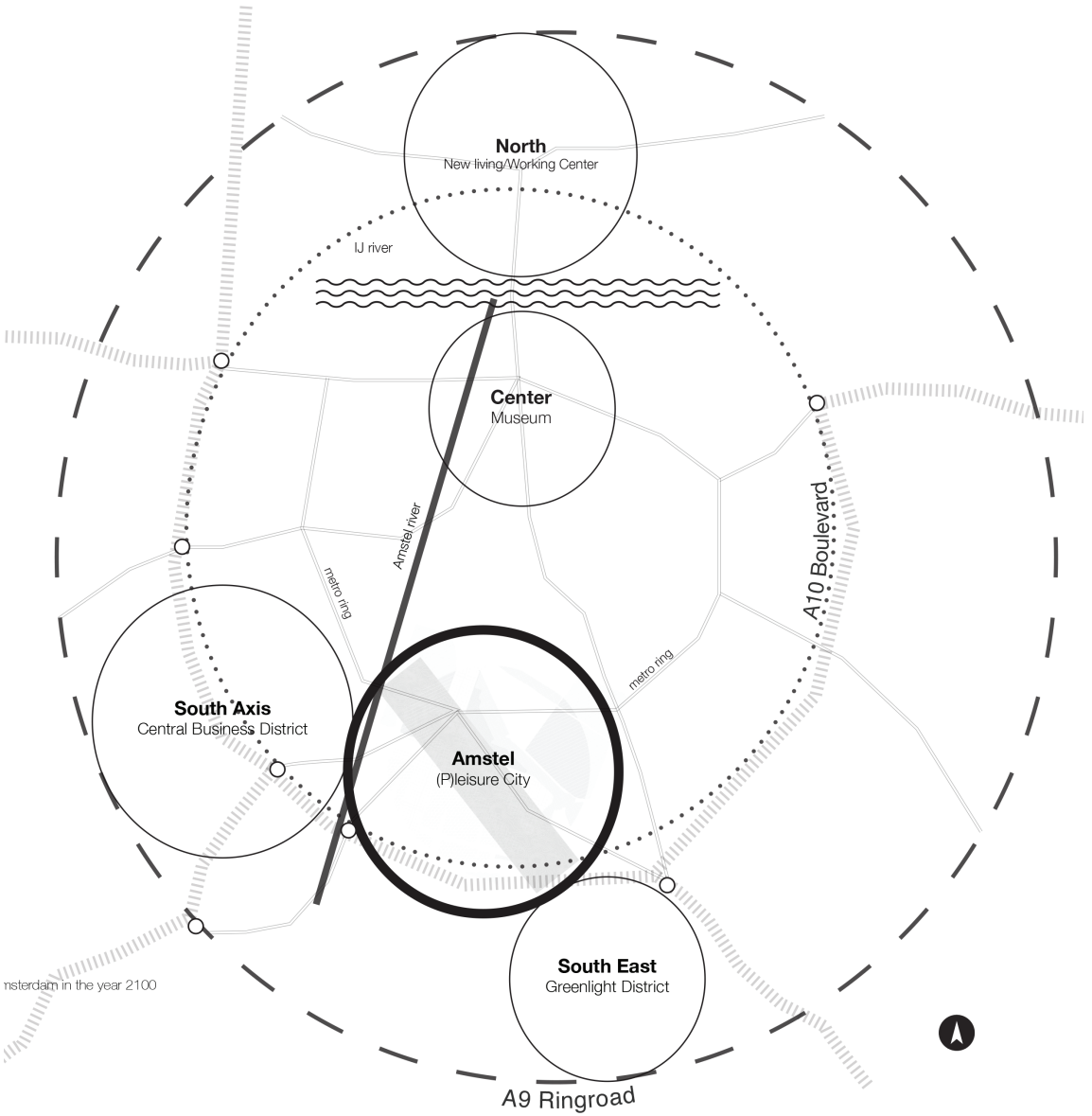
03 **Prepare for the vertical city and 3D urbanism**
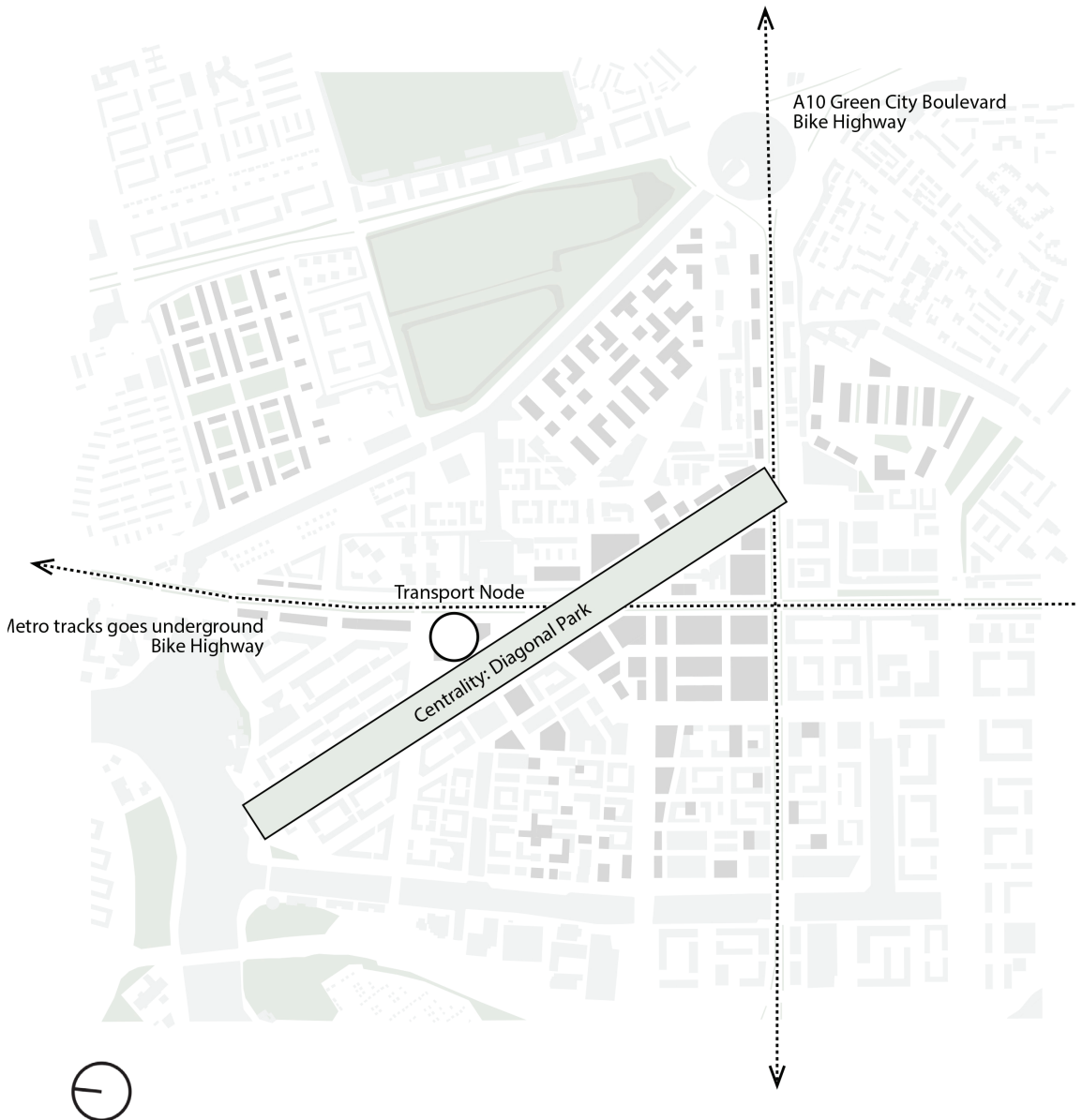
GOALS FOR AMSTEL 2100

LEISURE PARK

Dykes leveled

Metro lines tunneled

RELATIONSHIP MAP AMSTERDAM 2100

North
New living/Working Center

IJ river

Center
Museum

Amstel river

metro ring

A10 Boulevard

metro ring

South Axis
Central Business District

Amstel
(P)leisure City

South East
Greenlight District

Amsterdam in the year 2100

A9 Ringroad

A10 City Boulevard	—— ——
A9 City Ringroad	• • • • • • •
Main Metro lines	═══
Main Train connections	‖‖‖‖‖‖‖‖‖○
Amstel River	▬▬▬

In 2100 the city of Amsterdam has grown in population but also in her identity. In our scenario the old city centre is known as the Museum area, hosting all the museums and other cultural heritage sites. The Southeast of Amsterdam has developed itself as Greenlight District of Amsterdam, developing a green urban environment. The Amstel area places itself as the (p)leisure district of the city, where leisure can find his purpose through different types of activities. The old ringway the A10 is developed into a green city boulevard, taking away the historic pressure and spatial border characteristics it used to have. The A9 highway has now become the new ringway of the city.

12

SCHEMATIC MAP AMSTEL 2100

A10 Green City Boulevard
Bike Highway

Transport Node

Metro tracks goes underground
Bike Highway

Centrality: Diagonal Park

By flattening the dyke the barriers of the ring road is taking away. All transport will be moved underground or to a ring road further away from the city center. All this space what is now empty will be filled with greenery. Around this greenery more densification will occur, because of the added value of the ground around the new high quality greenery.

Transportation become faster, sustainable and seamless. This will happen at certain transportation points in the city where different modes meet each other, at so called transportation nodes.

The densification around the Diagonal Park defines a central public space rather than a simple linear field for the Amstel area. It repairs the fragmentation caused by the previous metro tracks. From west to east, the park connects the Amstel River, the transportation node and the A10 Boulevard, building a new relationship between the waterfront and the residential area of Duivendrecht. Other than a green space, the park will also work as a platform to introduce the value of pleasure and leisure to the area.

IMPORTANT FUTURE TRENDS FOR
AMSTEL 2100

GREEN & BLUE INFRASTURCUTRE
URBAN FARMING

PARTIAL DENSIFICATION & 3D URBANISM

ACTIVE TRAVELLING BY WALKING & BIKING

STRONG FOCUS ON HEALTH

COMPREHENSIVE INVASION OF
TECHNOLOGY INTO EVERYDAY LIFE

01

general trends

Certain minorty groups will be left out in this future (P)leisure society...

One of them are

NEETs

"Not in Education, Employment, or Training".

In Japan, the classification comprises people aged between 15 and 34. In 2012,NEETS in Japan who are neither employed nor studied reached **630,000**, accounting for 2.3% of the youth group, reaching the highest figure in the history.

--- Children and youth white paper, Japan 2013

39 year-old Japanese NEET commit suicide…living on his own for more than **5 years**
---Hong Kong Wenwei News

"If I just don't want to **adapt**…???"

TECHNOLOGY ADDICTION
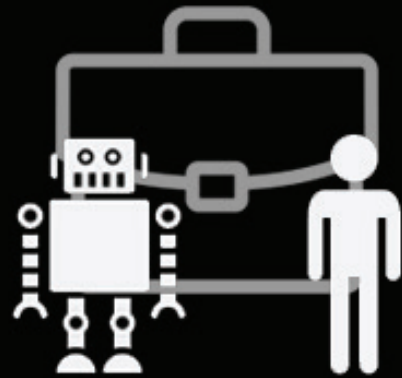
CHANGE OF EMPLOYMENT MARKET
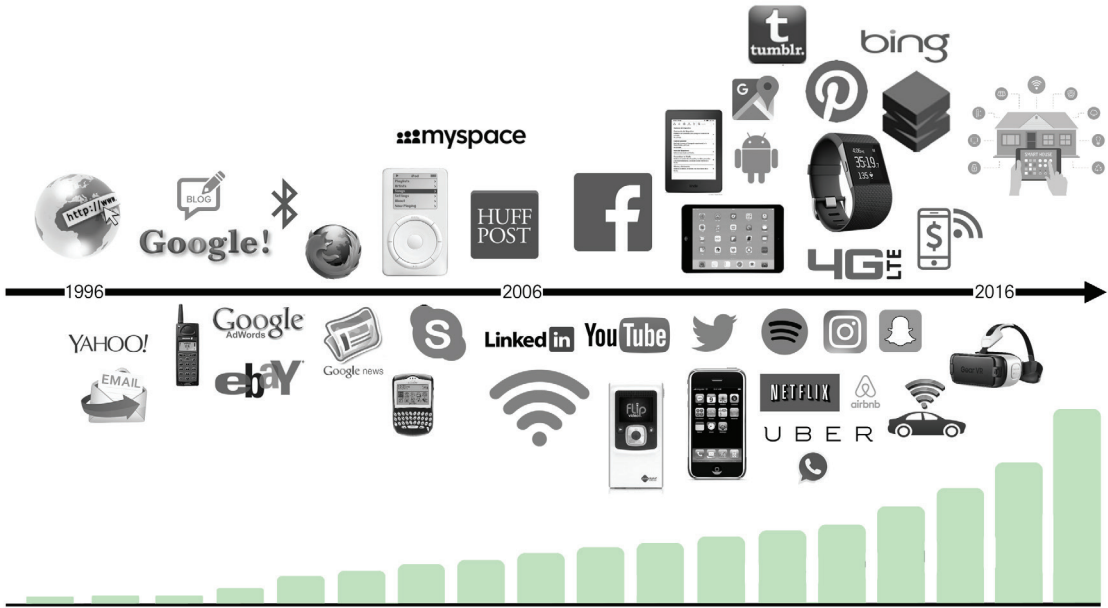
UNAFFORDABLE HEALTH
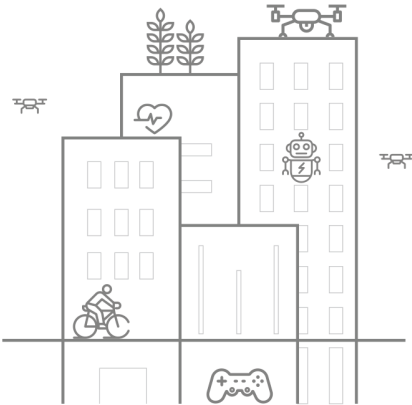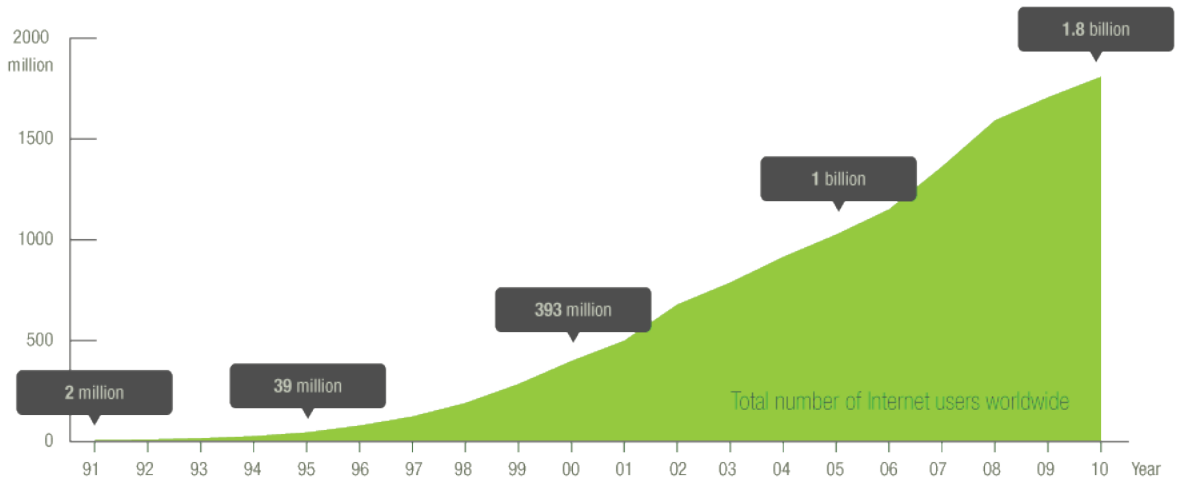
(P)LEISURE PRODUCTION
2100

TECHNOLOGY ADDICTION

An impulse control disorder that involves the obsessive use of mobile devices, the internet or video games, despite negative consequences to the user of the technology.

TECHNOLOGY ADDICTION IS AN ALARMING TREND

The acceleration of digital invention and the increase of usage. Source: adamvincenzini.com

Internet users increase. Source: Cyber psychology and behavior journal

1 out 8 individuals worldwide have problematic behavior when using technology.

---Cyber psychology and behavior journal

1.5% of Dutch population is game addicts (Lemmens 2009). About **1%** of adults are addicted to online porn.

---BELSPO Brussels

According to Moore's Law, the growth of technology is a geometric progression that grows over time. Every year, more advanced technologies are invented. Our daily devices are becoming more 'smart'. Exponential growth in computing power is fueling massive tech advances[1]...... All kinds of advanced technologies seem to herald a very bright future. In this future, people don't need to work, everything can be solved by technology, and life is full of happiness.

However, the development of technology will also bring many negative effects to the future society. A major and unnegligible issue is **technology addiction**. The status quo of our contemporary society seems to be the use of internet with more than 40 % of the world population being online as the latest International Telecommunication Union report shows. The increasing popularity and frequency of Internet use among children and young adults was outlined in a 2012 study, where young adults were identified as the most active[2].

In developed countries like the Netherlands, the abuse of technology is also very common. Nearly 2% of the Dutch are technically addicted. In 2100, the Amstel region will be a densely populated, technologically advanced region. It is predictable that the amount of technology addicts in Amstel will be very large.

INTERNET ADDICTIVE DISORDER (IAD)
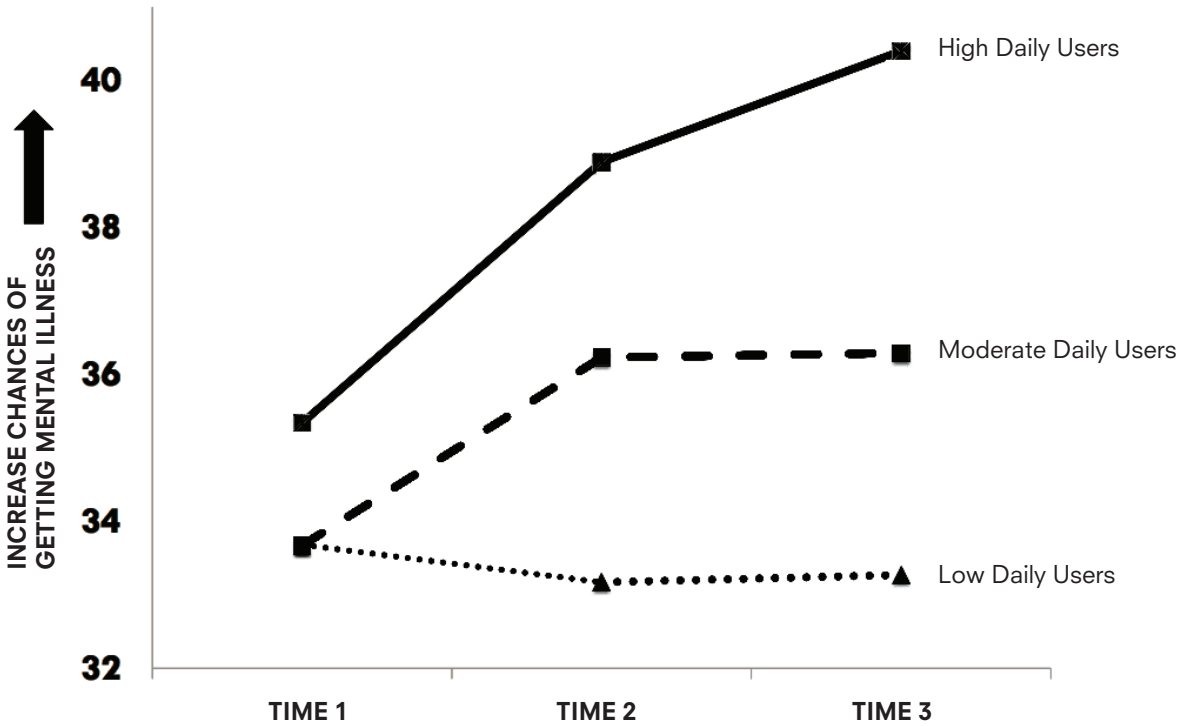
Mental illness and internet usage. Source: PC World
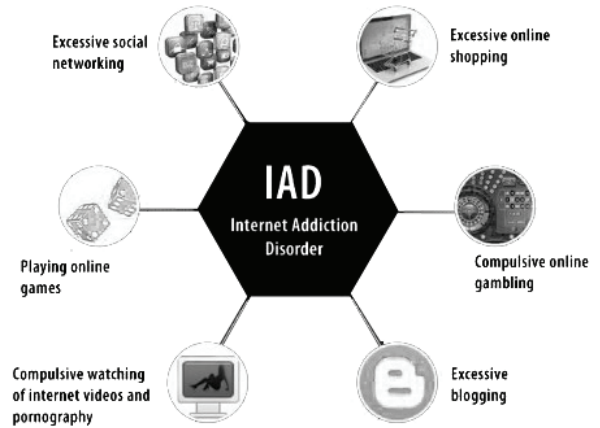
PHYSICAL SYMPTOM	MENTAL SYMPTOM
- Backache	- Loneliness
- Headaches	- Depression
- Insomnia	- Dishonesty
- Poor Nutrition	- Feelings of guilt
- Poor Personal Hygiene	- Anxiety
- Neck Pain	- Feelings of Euphoria
- Dry Eyes and Vision problems	- Inability to Prioritize
- Weight Gain or Loss	- Isolation
- Change of brain structure	- No Sense of Time
- Carpal Tunnel Syndrome	- Defensiveness
...	- Low productivity
	- Agitation
	- Mood Swings
	- Fear
	...

Internet Addictive Disorder (IAD) was satirically theorized as a disorder in 1995 by Dr. Ivan Goldberg, M.D. who compared its original model to pathological gambling. Its prevalence in American and European cultures is staggering – affecting up to **8.2%** of the general population. Some reports even suggest it affects up to **38%** of the general population[3].

IAD means technologies start to interfere with your daily life. In general, Internet Addiction Disorder is subdivided into varying categories. The most commonly identified categories of Internet Addiction include **gaming, social networking, email, blogging, online shopping, and inappropriate Internet pornography use**. Other researchers suggest that it is not the amount of time spent on the Internet that is particularly troublesome – rather, it is how the Internet is being used. That is, the riskiness of Internet use can be just as important as the amount of time spent[4].

Excessive social networking

Excessive online shopping

IAD
Internet Addiction Disorder

Playing online games

Compulsive online gambling

Compulsive watching of internet videos and pornography

Excessive blogging

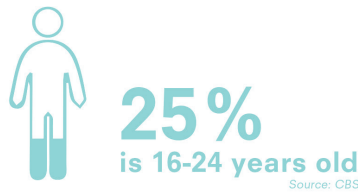# Internet addiction leads to higher chances of becoming a NEET

Not all NEETs are Internet addicts, but technological development has indeed led to the birth of more NEETs. The development of the social media, games, online porn, etc., gives many anti-social people more reasons to refuse socialization. They can satisfy their own desires without leaving home, and their demand for the real world is minimized. Experts from US, Japan and Hong Kong all have pointed out that **the rapid development of science and technology** is an important reason for the formation of the NEETs[5].
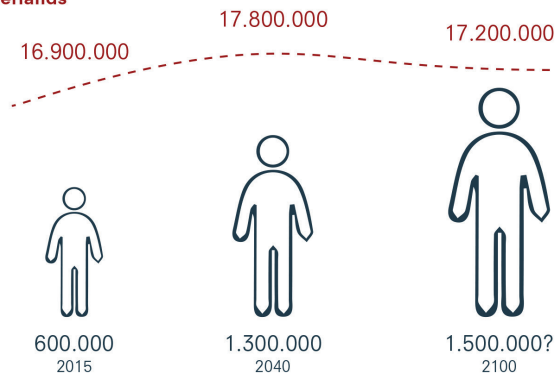
TECHNOLOGY ADDICTION CAUSE LONELINESS

300000 citizens of Amsterdam experiences loneliness

Source: CBS

25 %
is 16-24 years old

Source: CBS

Population Netherlands
Source: CBS

16.900.000

17.800.000

17.200.000

600.000
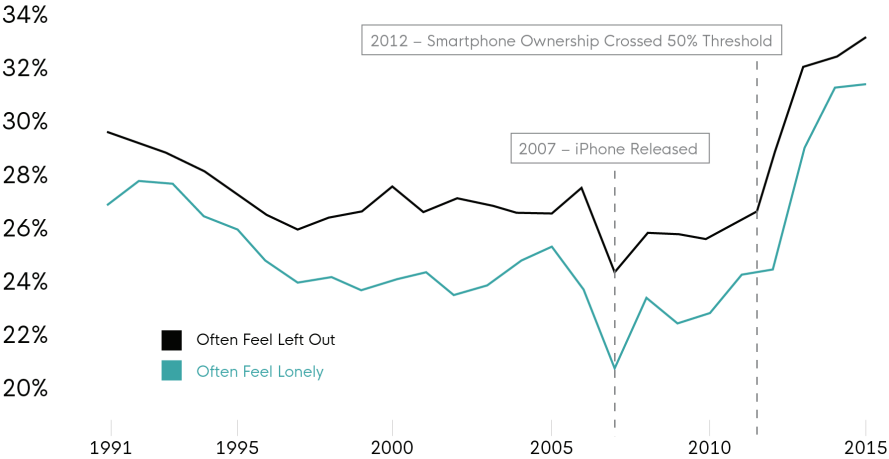2015

1.300.000
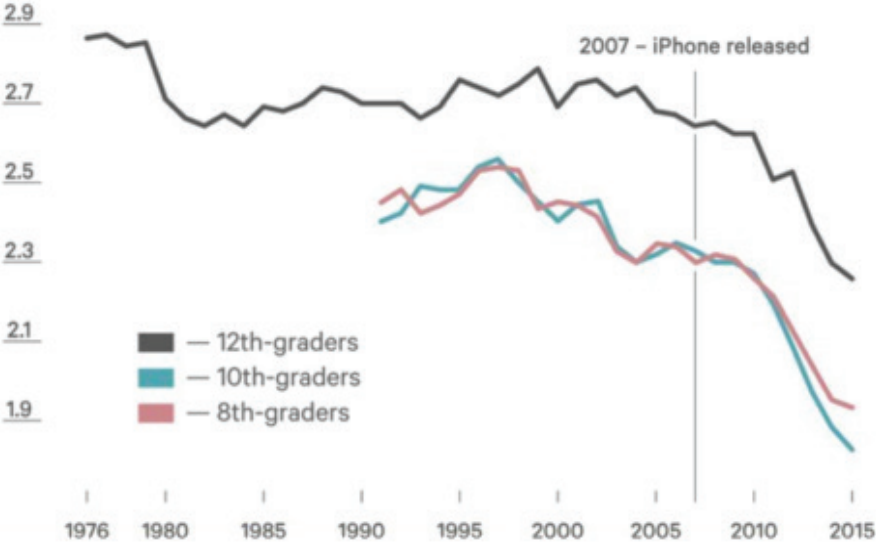2040

1.500.000?
2100

75⁺ year olds who feel lonely

Source: RIVM

...the sociological impact of loneliness which shows that the condition is potentially more **dangerous to health** than obesity or smoking.

---Brigham Young University

34%
32%
30%
28%
26%
24%
22%
20%

2012 – Smartphone Ownership Crossed 50% Threshold

2007 – iPhone Released

■ Often Feel Left Out
■ Often Feel Lonely

1991   1995   2000   2005   2010   2015

Loneliness with relation to the technology development.
Source: Jean Twenge, The Atlantic

2.9
2.7
2.5
2.3
2.1
1.9

2007 – iPhone released

— 12th-graders
— 10th-graders
— 8th-graders

1976 1980   1985   1990   1995   2000   2005   2010   2015

Teenager's social interaction with relation to the technology development.
Source: Jean Twenge, The Atlantic

One dominant issue raised by the internet ad-diction disorder is **loneliness**. A new survey re-leased by the Stanford Institute for the Quanti-tative Study of Society shows that the internet causes social isolation and loneliness. In particu-lar, 27% of heavy Internet users report spending **less time talking to friends and family over the phone**. 15% report spending **less time physically with friends and family**, and 13% report spending **less time attending events outside the house**.

PAST LONELINESS
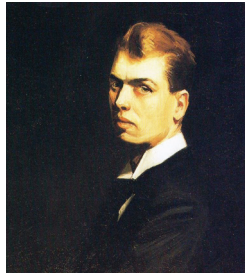
EDWARD HOPPER
22.07.1882 – 15.05.1967
American realist painter

PRESENT & FUTURE LONELINESS
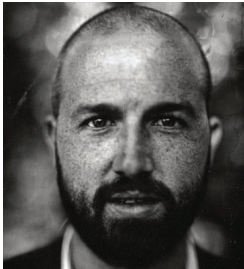

ERIC PICKERSGILL
Born in 1986
American artist and photographer

NEETs, probably the most isolated ones, experience serious loneliness

"Lonely" is one of the basic psychological characteristics of NEETs. According to the study of Beijing Normal University, many NEETs see themselves as "unwelcomed by friends", and often feel that "others look down on them." One of the interviewee said his life was basically "no money, no status, no one cares"[6].

NEETs spend most of their time at home, locked themselves up in the room. Some of them haven't left the house for years. Thus they slowly lose connection with outside worlds, and their friendship just fade awat. Many of them revealed that even there are friends there is no mutual connection. Seldom do people pay attention or take care of NEETs despite their parents who are responsible for their survival.

0:00 / 3:16
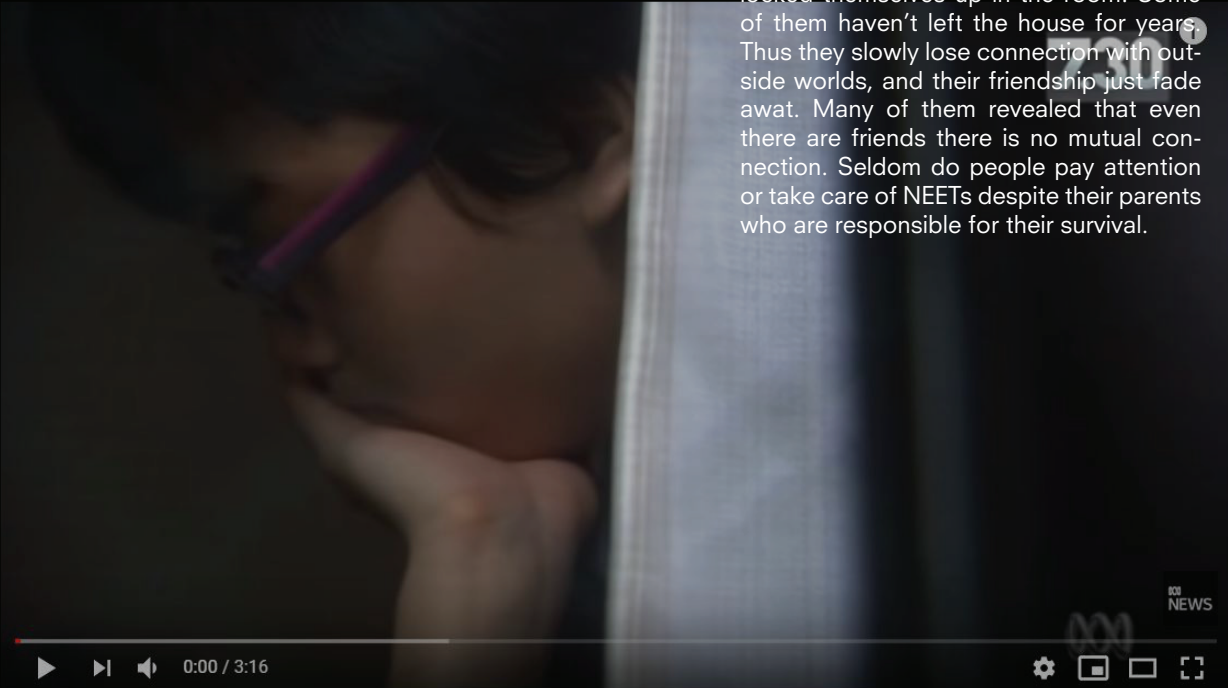
Japanese men locked in their bedrooms for years | 7.30

2,135,542 views

17,000   1818   SHARE IT   SAVE   AUTOMATIC REPLAY   ...

ABC News (Australia)
Released on July 10, 2015

SUBSCRIBE TO 440,000

28
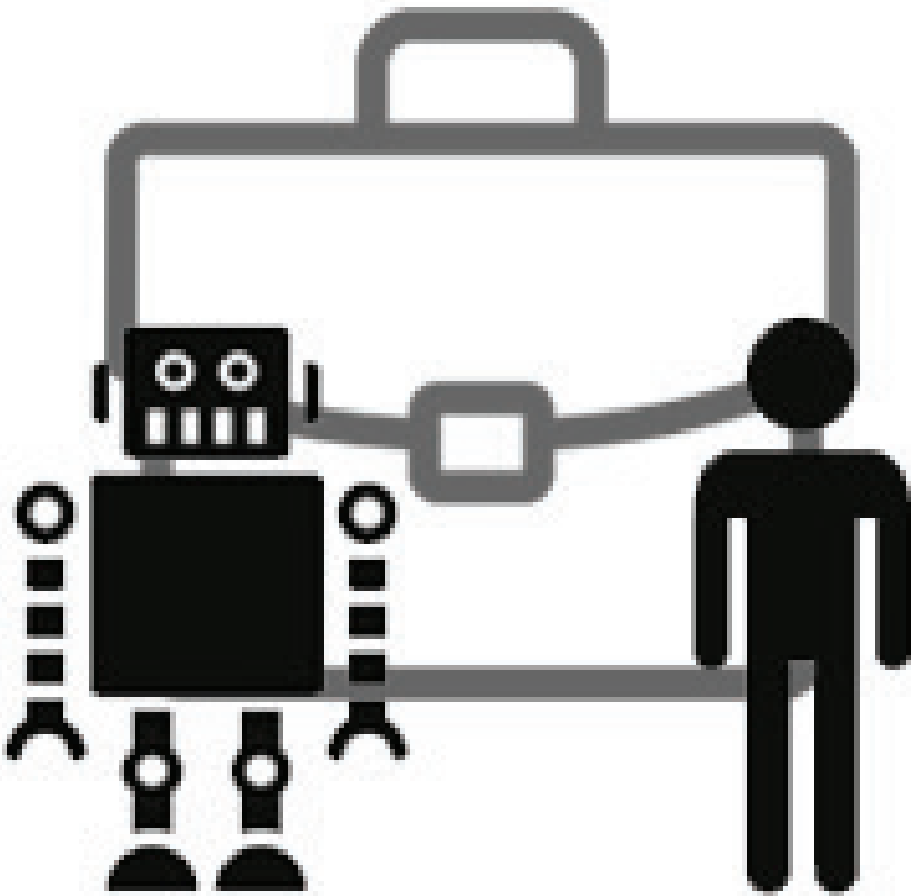
CHANGE OF
EMPLOYMENT MARKET

Human beings will gradually be replaced by machines and AI in many fields. In order to continue working, human beings need to pursue a life long learning, and adapt to the gig economy trend. This requires very strong adaptability of every individual.

"TECHNOLOGICAL UNEMPLOYMENT"
THE LOSS OF JOBS CAUSED BY TECHNOLOGICAL CHANGE

Table 4: Employment effect of drivers of change, by job family
Compound growth rate, 2015-2020, %

| Job family/Driver of change	Employment outlook	Job family/Driver of change	Employment outlook
Computer and Mathematical	3.21%	**Sales and Related**	0.46%
Rapid urbanization	6.11%	Processing power, Big Data	1.25%
Middle class in emerging markets	5.00%	Sharing economy, crowdsourcing	0.58%
Changing nature of work, flexible work	4.94%	Mobile internet, cloud technology	0.43%
Sharing economy, crowdsourcing	4.88%	Internet of Things	−0.89%
Processing power, Big Data	4.59%	Middle class in emerging markets	−1.14%
Internet of Things	4.54%	Consumer ethics, privacy issues	−1.28%
Geopolitical volatility	3.89%	Geopolitical volatility	−1.50%
Mobile internet, cloud technology	3.71%	Changing nature of work, flexible work	−1.51%
Consumer ethics, privacy issues	2.40%	New energy supplies and technologies	−1.58%
Architecture and Engineering	2.71%	**Installation and Maintenance**	−0.15%
Middle class in emerging markets	5.88%	Climate change, natural resources	3.00%
Robotics, autonomous transport	4.49%	Changing nature of work, flexible work	0.45%
Climate change, natural resources	3.68%	Mobile internet, cloud technology	−3.89%
Internet of Things	3.54%	Internet of Things	−8.00%
Adv. manufacturing, 3D printing	3.33%	**Construction and Extraction**	−0.93%
Changing nature of work, flexible work	3.18%	New energy supplies and technologies	1.38%
New energy supplies and technologies	2.25%	Climate change, natural resources	0.38%
Geopolitical volatility	1.33%	Geopolitical volatility	−0.07%
Management	0.97%	Changing nature of work, flexible work	−0.11%
Young demographics in emerging markets	2.14%	**Arts, Design, Entertainment, Sports and Media**	−1.03%
Geopolitical volatility	1.67%	Mobile internet, cloud technology	0.95%
New energy supplies and technologies	1.44%	Middle class in emerging markets	−0.83%
Processing power, Big Data	1.39%	Geopolitical volatility	−1.00%
Changing nature of work, flexible work	0.90%	**Manufacturing and Production**	−1.63%
Middle class in emerging markets	0.72%	Adv. materials, biotechnology	0.67%
Mobile internet, cloud technology	0.62%	Robotics, autonomous transport	−0.83%
Climate change, natural resources	0.40%	New energy supplies and technologies	−1.81%
Longevity, ageing societies	0.23%	Middle class in emerging markets	−2.16%
Business and Financial Operations	0.70%	Climate change, natural resources	−2.45%
Sharing economy, crowdsourcing	3.11%	Geopolitical volatility	−2.47%
Middle class in emerging markets	1.96%	Changing nature of work, flexible work	−2.99%
Changing nature of work, flexible work	1.88%	Longevity, ageing societies	−3.13%
Young demographics in emerging markets	1.67%	Adv. manufacturing, 3D printing	−3.60%
Geopolitical volatility	1.59%	**Office and Administrative**	−4.91%
Climate change, natural resources	1.39%	Changing nature of work, flexible work	−2.77%
Processing power, Big Data	1.34%	New energy supplies and technologies	−3.33%
Mobile internet, cloud technology	1.03%	Mobile internet, cloud technology	−5.82%
Consumer ethics, privacy issues	0.54%	Processing power, Big Data	−6.06%
		Consumer ethics, privacy issues	−6.18%
		Internet of Things	−6.20%
		Rapid urbanization	−6.36%
		Climate change, natural resources	−6.67%
		Geopolitical volatility	−9.72%

Source: World Economic Forum

Nearly **40 percent of jobs** in the U.S. may be vulnerable to replacement by robots in the next 50 years.
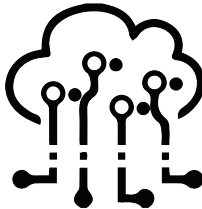---Dr Carl Frey & Dr Michael Osborne,
Oxford university economists

ROBOTICS
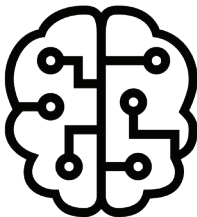
ARTIFICIAL INTELLIGENCE
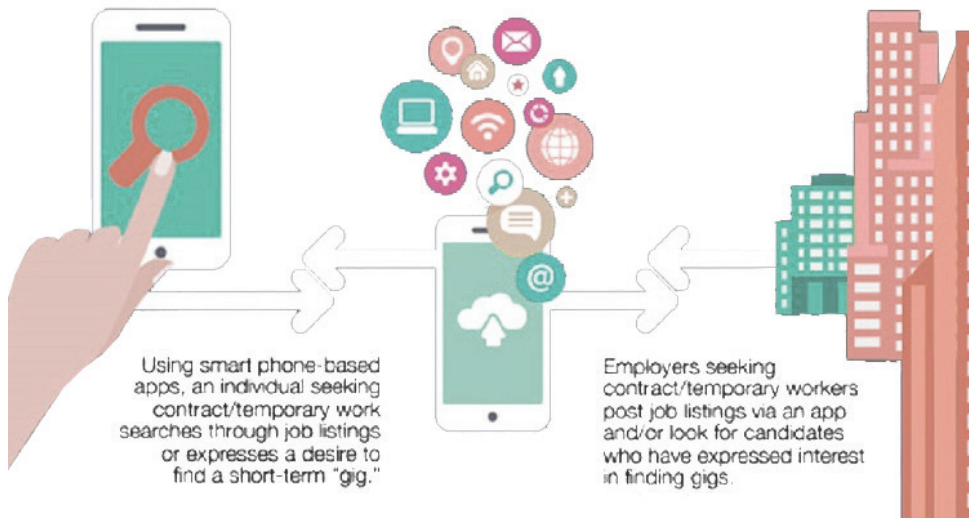
CLOUD COMPUTING

+

TECHNOLOGY ADDICTION

UNEMPLOYMENT

Just as horses employed as prime movers were gradually made obsolete by the automobile, humans' jobs have also been affected throughout modern history. According to expert Lawrence Summers, there are more sectors **losing jobs than creating jobs**. And the general-purpose aspect of software technology means that even the industries and jobs that it creates are not forever[7].

The concept of **structural unemployment**, a lasting level of joblessness that does not disappear even at the high point of the business cycle, became popular in the 1960s. For pessimists, technological unemployment is one of the factors driving the wider phenomena of structural unemployment. Since the 1980s, even optimistic economists have increasingly accepted that structural unemployment has indeed risen in advanced economies.

GIG ECONOMY AS A RISING TREND

Using smart phone-based apps, an individual seeking contract/temporary work searches through job listings or expresses a desire to find a short-term "gig."

Employers seeking contract/temporary workers post job listings via an app and/or look for candidates who have expressed interest in finding gigs.

How does gig economy works . Source: Personal Connected Health Alliance

18% OF THE WORKING AGE POPULATION WOULD CONSIDER SOME FORM OF GIG WORK

THAT'S ROUGHLY 7.9M PEOPLE

The future gig economy 2020. Source: RSA, UK

A gig economy is a free market system in which **temporary positions** are common and organizations contract with **independent workers** for **short-term engagements.**

---WhatIs.com
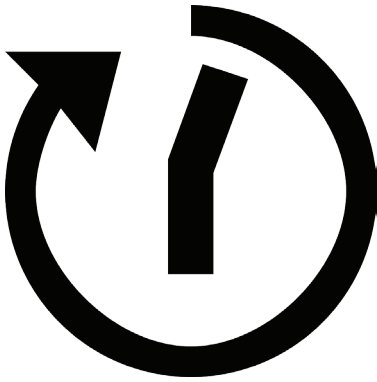
DECREASE OF FULL TIME JOB
**MORE FREELANCERS, PART TIM-
ERS, SELF-EMPLOYED PEOPLE**

SATURATED LABOR MARKET

HIGH COMPETENCE

CREATIVE INDUSTRY

A gig economy is a free market system in which temporary positions are common and organizations contract with independent workers for short-term engagements.

The trend toward a gig economy has begun. A study by Intuit predicted that by 2020, 40 percent of American workers would be independent contractors. There are a number of forces behind the rise in short-term jobs. For one thing, in this digital age, the workforce is increasingly **mobile** and work can increasingly be done from anywhere, so that job and location are decoupled.

That means that freelancers can select among temporary jobs and projects around the world, while employers can select the best individuals for specific projects from **a larger pool** than that available in any given area.

The current reality is that people tend to change jobs several times throughout their working lives. They need to constantly arm themselves with new skills in order to maintain their competence in the global job market. More jobs will switch to the creative industry since this sector is most unlikely to be replaced by machines.

LIFE-LONG LEARNING

LIFE-LONG LEARNING   INDIVIDUALIZED EDUCATION
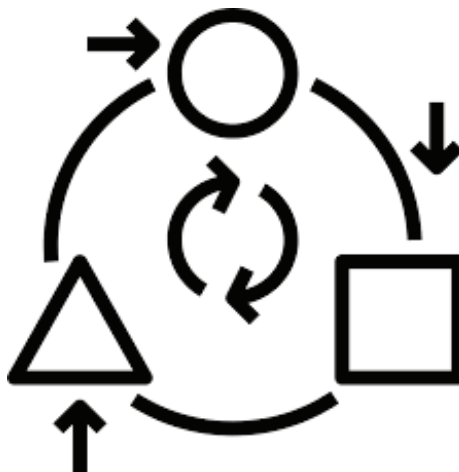
HIGHLY ADAPTIVE

Automation Will Make Lifelong Learning a Necessary Part of Work.

     --- Harvard Business Review

The idea of a "**job for life**" will be well and truly passé.

     --- Anand Chopra-McGowan,
      head of General Assembly

Lifelong learning is the "ongoing, voluntary, and self-motivated" pursuit of knowledge for either personal or professional reasons. Therefore, it not only enhances social inclusion, active citizenship, and personal development, but also self-sustainability, as well as competitiveness and employability.Constant scientific and technological innovation and change will have profound effects on how learning is understood. Learning can no longer be divided into **a place and time to acquire knowledge (school) and a place and time to apply the knowledge acquired (the workplace)**.Instead, learning can be seen as something that takes place on an ongoing basis from our daily interactions with others and with the world around us.

NEETs show rather low adaptability when facing life changes

The reason why most NEETs do not go out to make a living is that they have very poor adaptability. They can't endure hardships when they step into society, and they can't adapt to the work environment. They just want to focus on their own interests. NEETs' learning ability is rather poor, and have no willingness to learn new knowledge[8]. In a highly competitive society, they have neither the ability nor the willingness to compete, and in the end they can only be eliminated by society.

UNAFFORDABLE HEALTH

Health is closely related to wealth and income. People with higher incomes have more time and opportunity to invest in their own health. On the contrary, poorer people are less able to enjoy various resources and also lack the corresponding time to keep healthy.

POVERTY AS A FUTURE PROBLEM
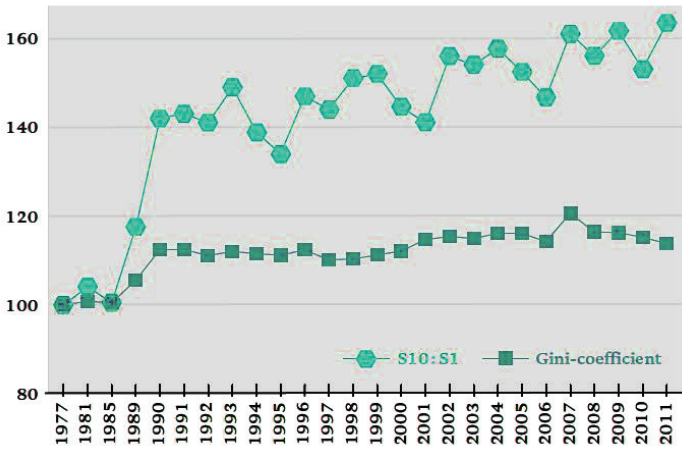
The wealth gap in the Netherlands. Souce: Salverda 2014, CBS
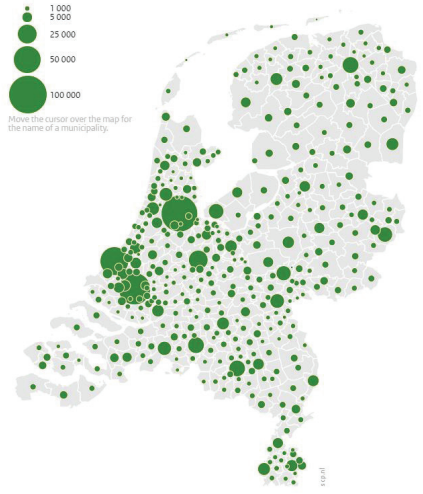
Population in poverty in the Netherlands.
Souce: CBS

...**a widening gap between rich and poor** in European capital cities... like Amsterdam.

---Iamexpat.nl

A total of **23.7** percent of all Amsterdam residents are living in poverty..

---National Social Report 2012, The Netherlands
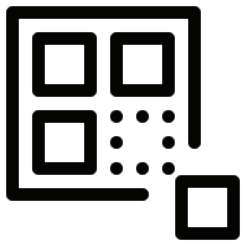
SPATIAL SEGREGATION

RISING HOUSING PRICE

INCREASING IMMIGRANTS

...are the main reasons for wealth gap

INCOME

EDUCATION

58% LOW
18% MIDDLE
24% HIGH

Average:
€ 27,600

low
12%

high
45%

middle
43%

ORIGIN

64%

17%   9%   4% 3% 2%1%

Dutch

Suriname

Western Immigrants

Turkey

Other Non-Western Immigrants

Dutch Antilles and Aruba

Morocco
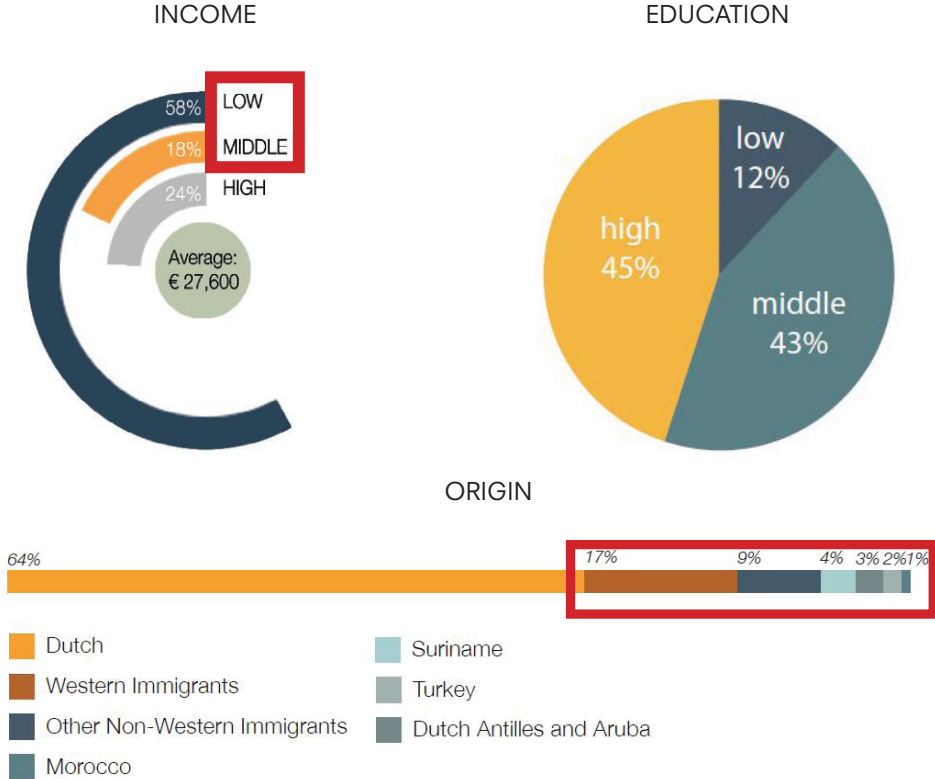
Source: Centraal Bureau Statistiek

The growing inequality in European capitals is mostly attributed to liberalization and globalization, two phenomena currently directly affecting Amsterdam.

Amsterdam is right in the heart of globalization. An increasing number of international businesses are settling in the city, bringing high paid jobs with them. According to Musterd, this is great for the highly educated, but not so much for those with a lower education. Figures released by Statistics Netherlands earlier this month showed that foreign multinationals make up 31 percent of Amsterdam jobs.

The capital is also being touched by liberalization. The government is withdrawing and is less able to dampen the inequality, according to

Musterd. A prime example of this happening is the ever shrinking social housing market.

In the Amstel area, over half of the population is low-income and poorly educated. Also many are immigrants, which means they also suffer from social integration problems. As Amstel area further develop into a secondary city center, more human flow into the area will only increase these social problems.

In the long term, **the inequality will only grow, and that will have negative effects.** In general you can say that growing inequality threatens the sustainability of society. Children who grow up in lesser neighborhoods, are at a disadvantage. Socio-economic inequality also leads to inequality in the crime rate[9].

WEALTH GAP LEADS TO HEALTH GAP

Figure 1. Self-Report of Fair or Poor Health, by Income, 2011

Percentage of adults

Less than $35,000	$35,000–49,999	$50,000–74,999	$75,000–99,999	$100,000 or more
22.8%	12.9%	9.4%	7.0%	5.6%

Annual family income

Source: Schiller, J. S., J. W. Lucas, and J. A. Peregoy. 2012. "Summary Health Statistics for U.S. Adults: National Health Interview Survey, 2011." Vital and Health Statistics 10 (256): Table 21. http://www.cdc.gov/nchs/data/series/sr_10/sr10_256.pdf

Figure 2. Feelings of Worthlessness, Hopelessness, and Sadness All or Most of the Time, by Income, 2011

Percentage of adults   ■ Sadness   ■ Hopelessness   ■ Worthlessness

	Less than $35,000	$35,000–49,999	$50,000–74,999	$75,000–99,999	$100,000 or more
Sadness	6.4%	3.2%	2.3%	1.3%	1.2%
Hopelessness	4.6%	2.3%	1.5%	0.6%	0.5%
Worthlessness	3.8%	1.9%	1.1%	0.6%	0.6%

Annual family income
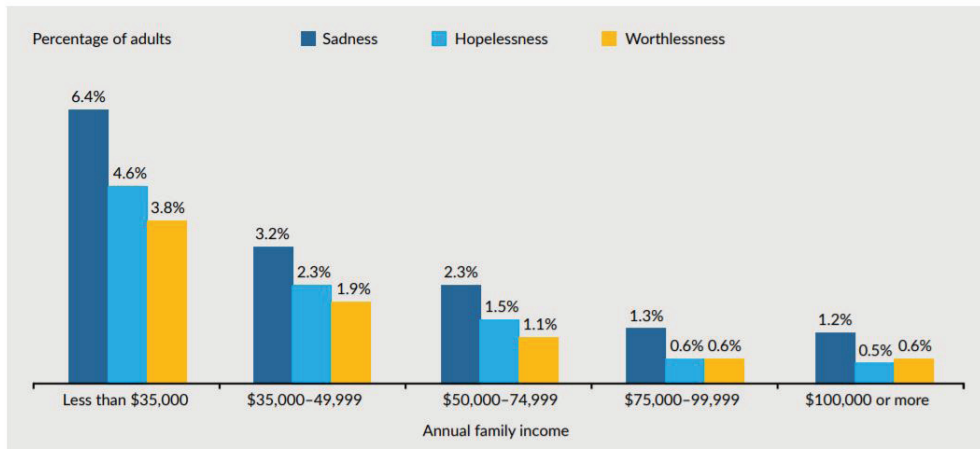
Source: J. S., Schiller, J. W. Lucas, and J. A. Peregoy, "Summary Health Statistics for U.S. Adults: National Health Interview Survey, 2011." Vital and Health Statistics 10, no. 256 (2012): 1–207, table 14. http://www.cdc.gov/nchs/data/series/sr_10/sr10_256.pdf.

Lower-Income people are:
- less able to afford health care and insurance
- less access to lifestyles and experience place-based health benefits

People with lower incomes report
- Poorer physical and mental health
- Have a higher risk of disease
- Live shorter lives

     ---Center on Society and Health in US
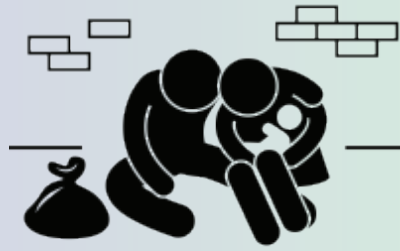
LOW INCOME

LESS TIME FOR
ENTERTAINMENT
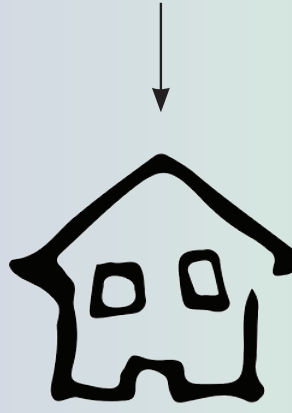
POOR LIVING
CONDITION

LOW QUALITY
PUBLIC SPACE
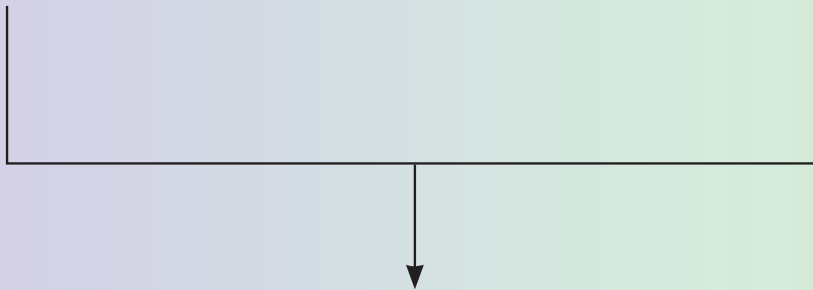
PHYSICAL ILLNESS

MENTAL PROBLEMS

HIGHER RISK OF
ADDICTIVE BEHAVIOR

Being NEETs have a detrimental effect on physical and mental health

According to a study done by Andrew Powell, a range of personal risk factors of NEETs were identified, one of them being health problems(both physical and mental)[10].

The Public Health department of England has published a review regarding the health condition of NEETs in UK. They consider the severe health problems of NEETs as a threat to future public health system.

Aspects of health damage due to NEETs behavior[11]:
1. The immediate health effects are particularly pronounced for young people. Study found that young men who were NEET were three times more likely to suffer from depression than their peers.
2. NEETs, if moving into work, are more likely to be in low-paid jobs. One study estimated the effect of early unemployment on wages to be between an 8% and 15% reduction by the age of 42. Those on low wages are more likely to have relatively poor health outcomes.
3. Being NEET can also have an effect on unhealthy behaviours. There is an association between youth unemployment and increased alcohol consumption. In one survey, 11% of 16-25 year-olds who had been unemployed said that they had "turned to drugs or alcohol" as a result of their unemployment.

A messy hikikomori room. Source: BBC.com

02

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**TECHNOLOGY
ADDICTION**

**FUTURE
NEETS**
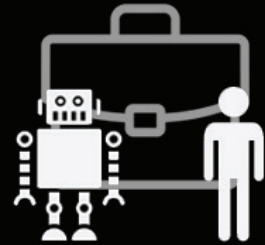
**CHANGE OF EM-
PLOYMENT MARKET**
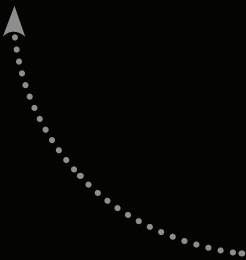
**UNAFFORDABLE
HEALTH**
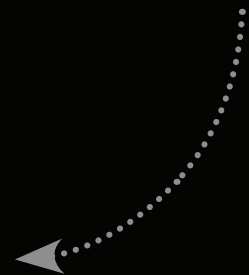
CHARACTERISTICS OF FUTURE NEETS

TECHNOLOGY
ADDICTIVE
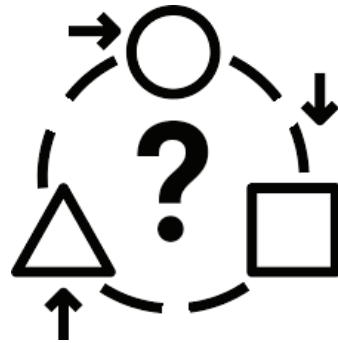
LACK OF
ADAPTABILITY& SKILLS

POOR LIVING
CONDITION
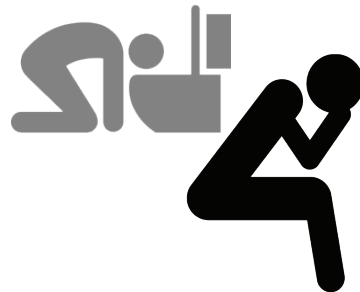
PHYSICALLY & MENTALLY
ILLED

Source: Children and youth white paper, Japan 2013

The future NEETs will have the following characteristics. First of all, the great advancement of technology will draw more people into the virtual world. **The rate of technological addiction will be considerably higher**. More people will be trapped by technology, thus losing the motivation to enter the society and achieve personal goals.

Second, the job replacement of humans by machines will lead to large-scale unemployment. **Those who lack competitiveness and adaptability will find it difficult to find a job**, or can only make a basic salary. This will greatly reduced the quality of their lives.

The addictive behavior and the economic inability will lead to harsh living environment. NEETs thus can't afford healthy diet, comfortable homes. They will have no choice but to only **live in low-cost, shabby and sub-healthy environment**.

Moreover, the long-term desocialization will reduce their desire of interpersonal connection and employment. The lack of exercises and activities, the insufficient contact with nature, bad eating habits, broken biological clock etc., will make NEETs easy to become **physically and mentally malfunctioned**[12].

IN 2100, WE MAY ALL BE NEETS
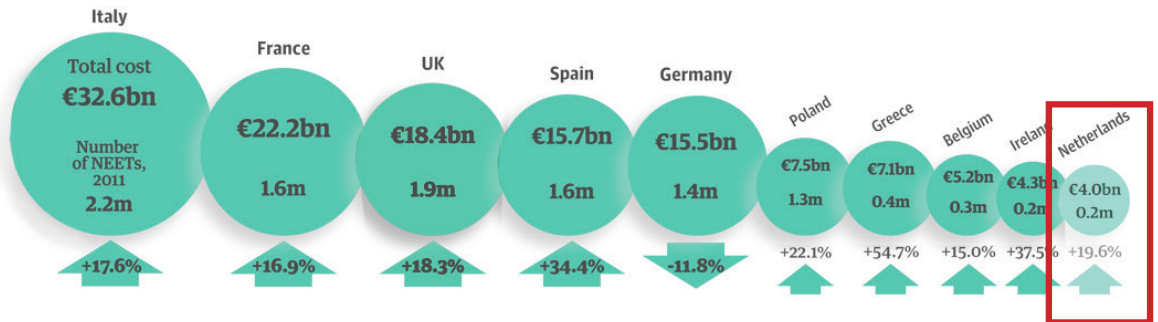
Change in NEET population in Europe. Source: EUROSTAT

In 2015, **12%** of European young people aged 15-24 were not in employment, education or training, which corresponds to approximately **6.8 million** young people.
 ---European foundation for the improvement of living and working conditions
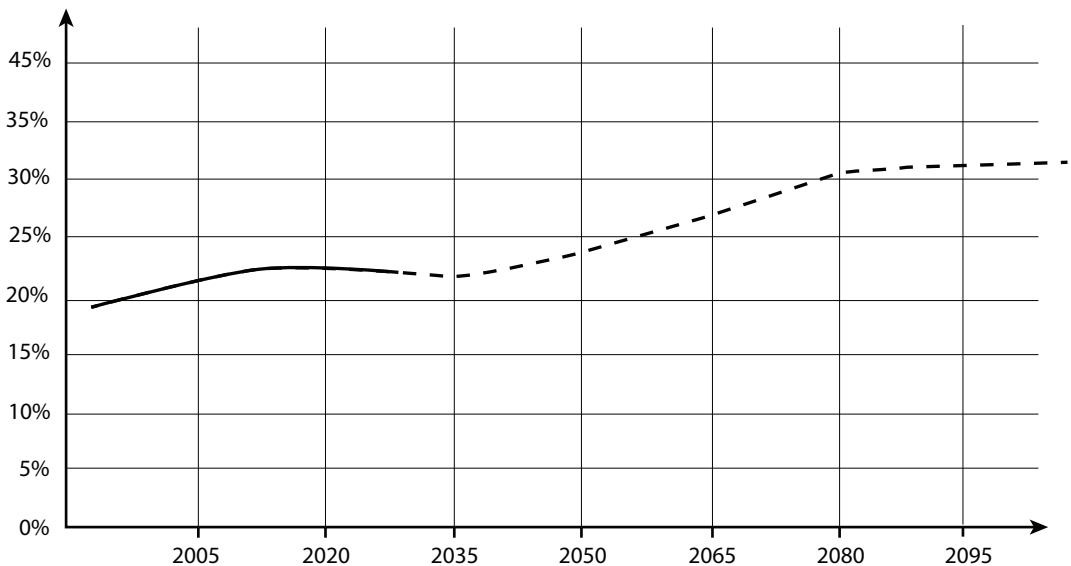
Future Prediction of NEET Rate in Europe and Mediterranean Countries.
Based on the data from Fernando Salvetti

IN 2100, WE MAY ALL BE NEETS
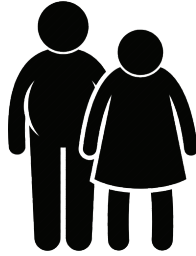
HIGHLY EDUCATED   MIDDLE AGED PEOPLE   WELL-OFF PEOPLE
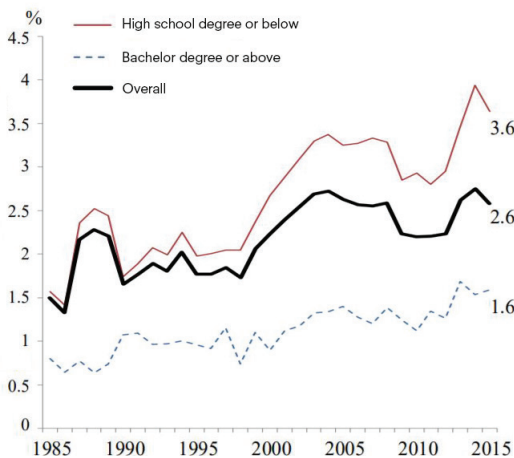
Educational level of NEETs in Hong Kong.
Souce: Economic Report for the third quarter of 2016

There are more than 400,000 NEETs between the ages of 25 and 34... compared with previous years, the number of **NEETs in the upper age group** has **increased by 30,000**.

--- Japan White paper and Annual reports 2016

...because their families are rich enough, there is no need to work to support the family... resulting in children being NEETs.

---World Magazine Vol. 364

The future of the Nite will be more than just young people and the poor. There will be a variety of people who may become the Nite.

Highly educated people may become NEETs. They may acquire a wealth of knowledge, but may be more self-oriented or mentally vulnerable due to the invasion of technology. However since future job market will be highly competitive, more of them may voluntarily withdraw from employment, either due to fear of entering the fierce job market, or unsatisfactory work environment.

According to Michaels' "2008 China University Graduate Employment Report," of the 4.95 million college graduates in 2007, **109,000 college students** gave up their job search and become NEETs[13].

Wealthy or middle-class people may simply quite working and become NEETs because of exten-

sive comfort provided by machines. Since the family is rich enough, and machines will provide all-round service, people will easily quit attempt to make progress. Well-off parents may echo young people's dissatisfaction with their work and even provide financial support to the NEET children[14].

Older people will also join the growing group. Japan's Minister of the Declining Power, Koichi Obuchi, announced in this year's White Paper that NEETs has increased to 640,000 people, 20,000 more than last year, and there is a tendency to gradually increase **in age**. The number of **NEETs in the upper age group** has increased by 30,000 this year[15]. This shows that it is difficult to return to social work once they become old people. The white paper also pointed out that teenagers who often skip classes at school and even drop out of school are the easiest to become NEETs.

03 research questions

MAIN RESEARCH QUESTION

1. How to heal and reintegrate NEETs into society, by a future architectural typology that improves their physical and mental health and offers self-development opportunities?

SUB RESEARCH QUESTION

1. 3. How to determine the detox process and reintegration timeline?

2. To what extent can collective activities and communal support benefit the reintegration of NEETs?

3. Is it possible to define a new type of community for NEETs that combines habitation, skill development and mental care together?

4. How to define the specific programs inside this community?

speci-fic strate-gies

04

HOW TO HELP THIS DISADVANTAGE GROUP?

FUTURE NEETS

TECHNOLOGY ADDICTIVE	LACK OF ADAPTABILITY& SKILLS	POOR LIVING CONDITION	PHYSICALLY & MENTALLY ILLED

WELFARE SYSTEM

Life and employment support
Skills development

SOCIAL HOUSING

Improved living condition
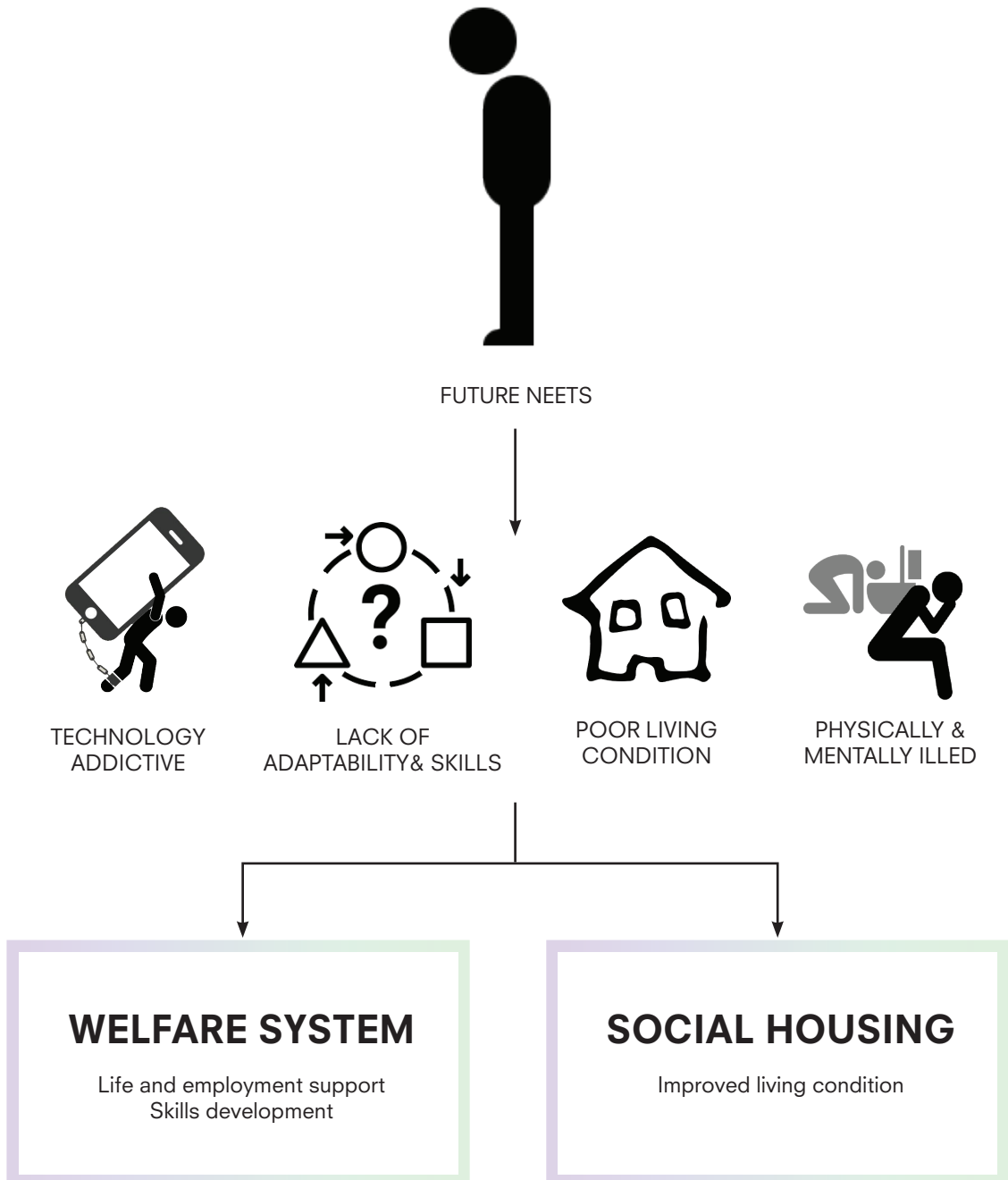
FUTURE WELFARE SYSTEM

Basic income for everyone?Not a good idea!

1. UBI is financially irresponsible.
Universal means everyone gets it. Even in the richest societies, if UBI was set at a level to provide a modest but decent standard of living it would be unaffordable and lead to ballooning deficits. To close the UBI budget black hole, much higher taxes or reallocation of resources from other areas such as health and education would be needed.

2. UBI will lead to higher inequality and poverty.
It typically aims to replace existing unemployment and other benefits with a simple universal grant. As shown by the OECD, the Paris-based club of mostly rich nations, by reallocating welfare payments from targeted transfers (such as unemployment, disability or housing benefits) to a generalised transfer to everyone, the amount that goes to the most deserving is lower. Billionaires get a little more.

3. UBI will undermine social cohesion.
Individuals gain not only income, but meaning, status, skills, networks and friendships through work. Delinking income and work, while rewarding people for staying at home, is what lies behind social decay. Crime, drugs, broken families and other socially destructive outcomes are more likely in places with high unemployment, as is evident in the drug pandemic in the US.

4 .UBI undermines incentives to participate.
Stronger safety nets are vital. No decent society should tolerate dire poverty or starvation. But for those who are able, help should be designed to get individuals and families to participate in society; to help people overcome unemployment and find work, retrain, move cities. Wherever possible, safety nets should be a lifeline towards meaningful work and participation in society, not a guarantee of a lifetime of dependence.

5. UBI offers a panacea to corporate and political leaders, postponing a discussion about the future of jobs.
The demographic pressures in rich countries, and the deep challenge AI poses to development prospects in poor ones, adds to the need for this conversation. There must be more part-time work, shorter weeks, and rewards for home work, creative industries and social and individual care. Forget about UBI; to reverse rising inequality and social dislocation we need to radically change the way we think about income and work[16].

SOCIAL WELFARE: REINTEGRATION FACILITIES
FOR SKILLS TRAINING

The socio-economic models of many countries, such as those Scandinavian and asian ones, are now transforming to suit the rise of **a knowledge-based economy**. People's **education and skill levels** is now recognized as one of the key sources of growth and competitiveness in the global economy[17].

Figure 1: A strong link between knowledge and growth
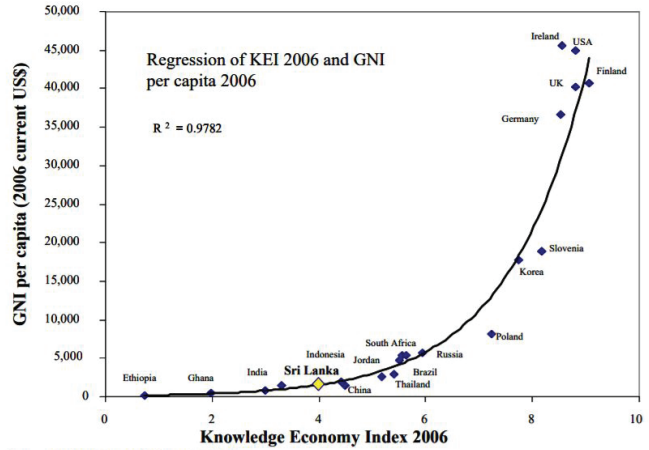
Source: Updated from Dahlman, Carl 2003.

Skill training social welfare organization in India

NEET reintegration center in Osaka, Japan

COLLECTIVE
LEARNING & WORKING

COLLECTIVE
LIVING & DINING

MENTAL HEALTH
SUPPORT

Government... can help foster **learning, skilling and reskilling**, both with funding and by developing new technologies.

---Progressivepulse

In 2005, Japan established several "Young People's Self-reliance School" in major cities. These schools are mainly aiming to improve NEETs' interpersonal relationships, strengthen their communication skills, and help them experience working environment through practical participation, simple greetings, cleaning, and group life by **collective accommodation and co-working and learning**[18]. The fun helps to return to society as soon as possible.

HIGH DEMAND OF SOCIAL HOUSING

Legend:
- 74% to 80%
- 63% to 74%
- 41% to 63%
- 33% to 41%
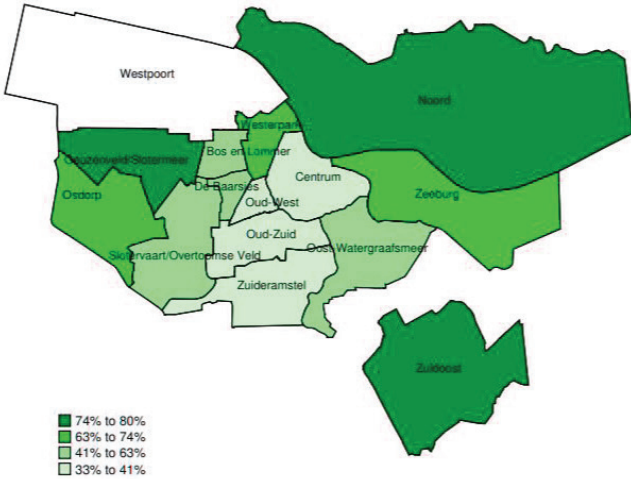
Those that live in social housing are
· **older**
· **live in smaller households**
· **have lower incomes**
· **are less likely to be in employment**
and more likely to be on benefit
· **are more likely to be of non-Dutch origin, and**
· **live in smaller houses.**

Percentage of Social Housing. Source: Dutch Housing Association 2017 data

Source: WBO (Housing Demand Survey), 2002

Social rent in Amsterdam

Social rent sector as % of total housing stock in Amsterdam
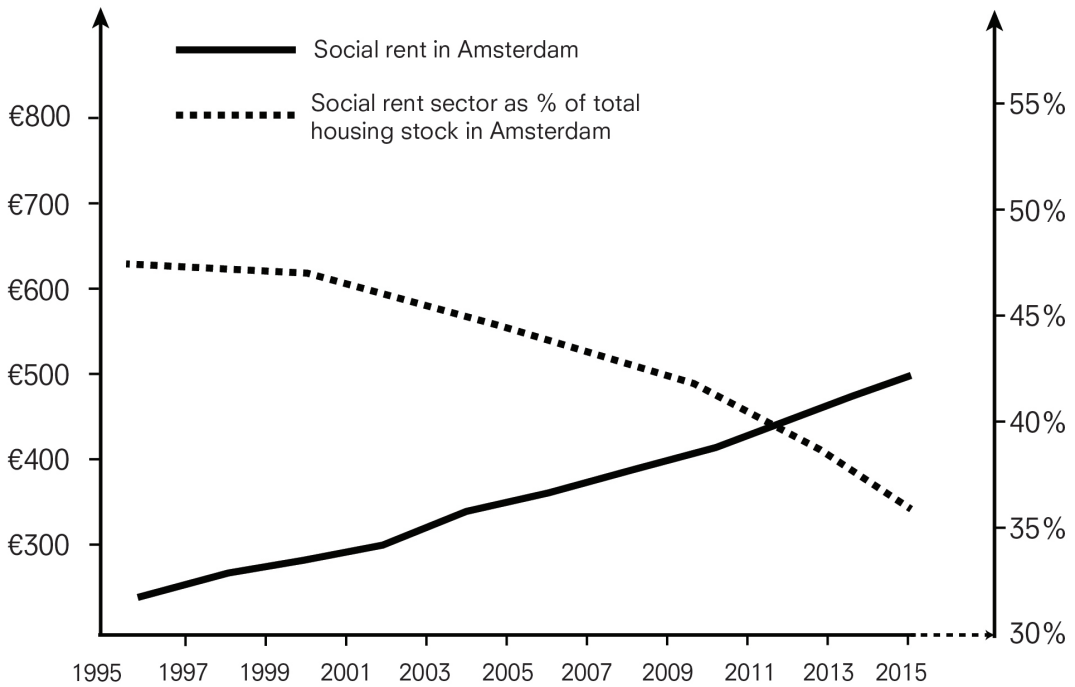
FUTURE SOCIAL HOUSING

LEARNING & SKILL TRAINING   COLLECTIVE ACTIVITIES   COMMUNITY BUILDING
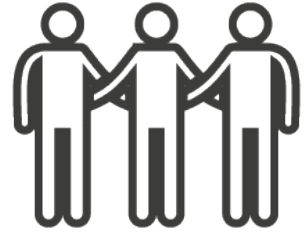
According to study from The London School of Economics and Political Science

A recent LSE study inventoried some of the community investment activities offered by social landlords (Belotti 2016). In future social housings, more associations will sponsor activities and educational programmes. The goal wil be focus on improving life expectations in the communities it served. Access is not necessarily limited to associations' tenants but may be open to the wider community.

The activities include debt and welfare advice, **jobs and skills training**, energy-saving retrofit projects, initiatives to **combat loneliness** in older people, youth projects and digital training. Most associations that develop housing, and many that do not, put effort and money into **'place making' or community building** in the areas where their housing is located[19]. Again associations need to ensure these activities pay for themselves in financial and social terms if they are to be part of a longer term strategy.

CARE AND SENIOR CITIZENS

MEETING PLACE AS A MEDICINE FOR LONELINESS

Meeting place 't Meijerke in the city of Den Bosch has become the living room of the neighbourhood where senior people struggling with loneliness meet. A volunteer with more than twenty years' experience in social work started working – at the request of social housing organisation **Zayaz** – on relieving the isolation of the elderly.

This meeting point buzzes with activity, and it all started with an open afternoon, live music and games. Whenever a special event is organised the volunteer sends a hand-written invitation. A great many (extremely) elderly residents do not have e-mail and almost never receive letters.

The social housing organisation in Den Bosch believes that this 'Living room' in the neighbourhood, as it is now known, must continue to exist. Zayaz has created the meeting point. And the social housing organisation asserts that activities are tailor-made for the needs of (lonely) senior

Dutch social housing in a nutshell. Source: Aedes

57
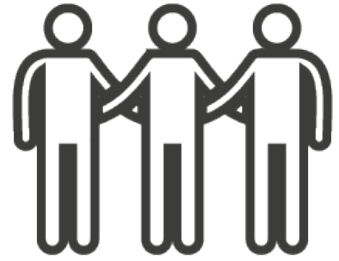
SKILL DEVELOPMENT   MENTAL SUPPORT   COMMUNITY SUPPORT

Future Detox Life-sharing Community for NEETs

- **New type of future social housing**

- **Offering social reintegration programs**

- **Providing mental support**

COMMUNITY SUPPORT

TECHNOLOGY
ADDICTION

CHANGE OF EMPLOY-
MENT MARKET

LONELY
NEETS

UNAFFORDABLE
HEALTH

CAREER & EDUCATIONAL
GUIDANCE

MENTAL ASSISTANCE
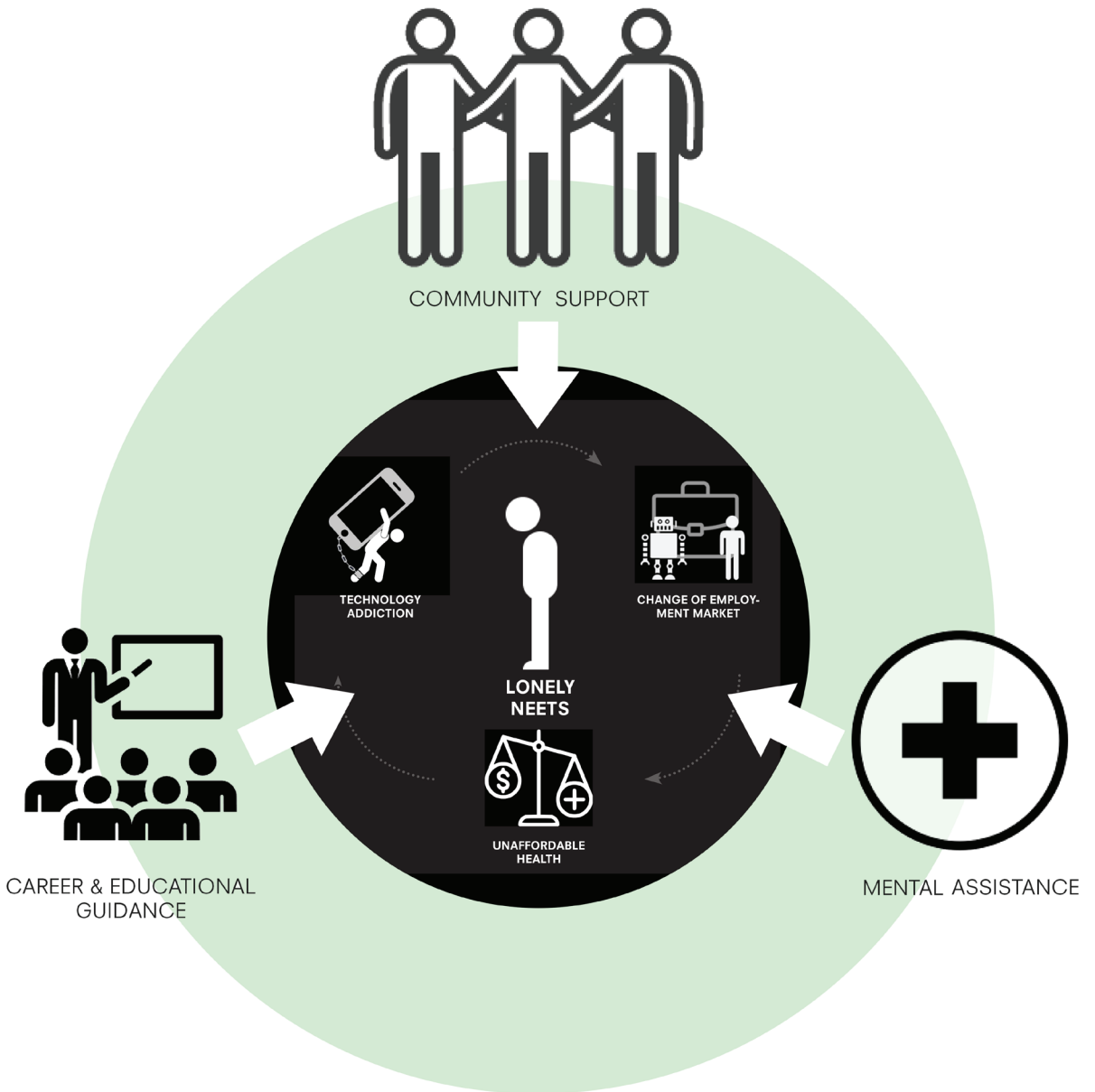
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Future Detox Life-sharing Community for NEETs

SKILL DEVELOPMENT

MENTAL SUPPORT

COMMUNITY SUPPORT

REHABILITATION CENTER

+

CO-LIVING(CO-WORKING) PROJECTS

01 PSYCHOSOCIAL REHABILITATION (PSR) COMMUNITY

living, working, learning, and social community for the **reintegration and rehabilitation** of minorities

19TH CENTURY

Moral Therapy Era
Social reformists strived for more **humane care** of the mentally ill aimed "to treat the patients as far as their condition would possibly admit, . . . and to make their condition as **comfortable** as possible." e.g. A chaplain at a British asylum recognized the importance of patients' reentry into social life.

Vocational Rehabilitation Programs
Learning from post-war disability employment programs, the US and UK government started to regard rehabilitation as **a social responsibility**. e.g. The 1943 amendments to the United States Vocational Rehabilitation Act

POST WWI

1950s

Deinstitutionalization Movement
Deinstitutionalization policy mandates a shift in practice of caring for individuals with mental illness from institutional environments to the community. National Institute of Mental Health for community support programs: treating patients in proximity to their **natural families and work settings.**

Community Mental Health
Community-based treatment for the mentally ill and retarded evolved. Mental illed patients should be helped to maintain themselves **in the community** in as normal a manner as possible.

1960s

1970s

Non-professional Rehabilitation Centers
Due to the ignorance of professionals, patients themselves initiated **non-professional** self-help clubs with **normalized accomodation**. These clubs aimed to diminish social stigma and prejudice, and help to improve community integration and individual independence. e.g. Fountain House Model and Horizon House

Skills Training
The US National Institute on Disability Research and Rehabilitation established new programs for skills training.Skills consisted of **problem solving, developing affiliative and instrumental relationships, mobilizing supportive networks, and engagement in work**. Training programs included behavioral practice, role playing, social and tangible reinforcement, coaching,etc.

1980s

Better Government Monitoring
By then there was already a rich tradition of mentoring and agency training in the field. With an ever increasing number of self-identified practitioners, a more formal method of ensuring the quality and effectiveness of psychiatric rehabilitation practitioners was necessary.

1990s

Comprehensive Health Service System
PSR services focused on success and satisfaction in valued roles, an even more critical component of **a comprehensive mental health service system**.

2000s

Integrated Long-tem Services
Rehabilitation centers nowadays offer a package of various services such as supported housing, household management, quality medical plans, advocacy for rights, counseling, and community participation.

2010s

CHANGE OF DETOX MODEL

CENTRALIZED
INSTITUTION

MEDICAL TREATMENT

DECENTRALIZED
COMMUNITY

PEER SUPPORT &
COMMUNITY
ASSISTANCE

TREATMENT MEASURES

01
**Collective & communal
activities as a theraphy**

02
Nature as a cure

03
**Gradual technology
reintegration**

Collective & communal activities as a theraphy

CO-LIVING

CO-LEARNING

CO-WORKING

COMMUNAL FARMING

Source: Foundation House, New York; ReStart, Fall City, WA

Nature as a cure

HEALING ENVIRONMENT

OUTDOOR ACTIVITIES

COMMUNAL FARMING

Source: Foundation House, New York; ReStart, Fall City, WA

Gradual technology reintegration

COMPLETELY FORBIDDEN
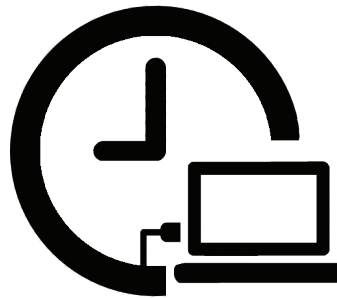
CO-LEARNING

COMMUNAL FARMING

Source: Foundation House, New York; ReStart, Fall City, WA

PROGRAMS

CO-LIVING

CO-WO

Kitchen and dinning space

Cooking together
Eating together
Housing chores
Exchanging information
Building bonds

Group gathering space

Dialectical Behavioral
Therapy Skills Training
Life Skills Psychoeducation
12-Step Recovery Groups
Relapse Prevention
Family Workshops
Community Bounding
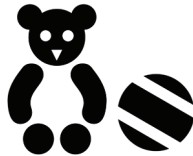
Playroom

Sand Tray Therapy
Pet Therapy

Learning spaces

Psychoeducational Instruction
Interpersonal skill training
Life Coaching
Voice Dialogue Work

Nature

Outdoor Hiking and Climbing
Various Sports Activities
Urban Explorations
Trail Running
Outdoor Exercise Circuit Training
Challenge Course

Technology zone

Training of normal technology use
Monitored usage of technology
Information brousing & learning

LIMITED TECHNOLOGY USE

NATURE EXPLORING & FARMING

PROGRAMS

ORKING

EXERCISING &HEALING

Working spaces

Employment training
In house social enterprise
Co-working on freelance jobs
Maintanance and administration
work of the center

Gym and exercising space

Nutrition and Fitness Consultations
Yoga
Various Sports Activities (e.g.,
Ultimate Frisbee, Volleyball,
Basketball)

Meditation/relaxation

Meditation
Guided Meditation Groups
Massage Therapy
Ashiatsu

Art room/music room/sculpture room/gallery

Painting & sculpturing
Design
Art exhibition
Music playing
Concert

Therapy room/consultation room

Cognitive Behavioral Therapy
Acceptance and Commitment
Therapy
Cognitive Processing Therapy
Dialectical Behavioral Therapy
Mindfulness Based Stress Reduction Relapse Prevention
After Care Planning

ART & MUSIC

MENTAL SUPPORT

DETOX STAGES &
RELATED RESIDENTIAL CHARACTERISTICS

HIGHEST LEVEL

Completely non
self-sustaining

MEDIUM LEVEL

Having difficulty in
supporting oneself

LOW LEVEL

Independent and normal

Many PSR organizations now mainly provides **residential community services with special care** for problematic technology using, vocational training, homeless rescue, etc.

These communities are usually designed according to different stages of rehabilitation. In the first phase, the resident just come to the community. At this time their living condition should provide as much serenity and security as possible. They share living units together with other residents to first rebuild their interpersonal relationship. Greenery and nature is the most important factor.The beauty, tranqulity and healing power of nature is regarded as a main treatment. Nature exploration and farming is an active pastime,

with engaging experiential activities at every turn. The second phase features various kinds of community activities and learning/training programs. The residents can organize themselves different types of community gatherings. Gyms and meditation spaces for excersises also take a large part of the life. They will also receive educational and vocational trainings, mostly in collective forms[20].

The final stage will be residents returning back to the society, but their conditions will still be tracking by local clinics. They receive periodical checks and evaluations, but for most of the time they live and work like normal people.

DETOX STAGES &
RELATED ARCHITECTURAL CHARACTERISTICS

STAGE 1

COMPACT LIVING WITH NATURE
Completely de-tech

Rise-Up Ranch

STAGE 2

LOOSE COLLECTIVE LIVING
Tech-limited
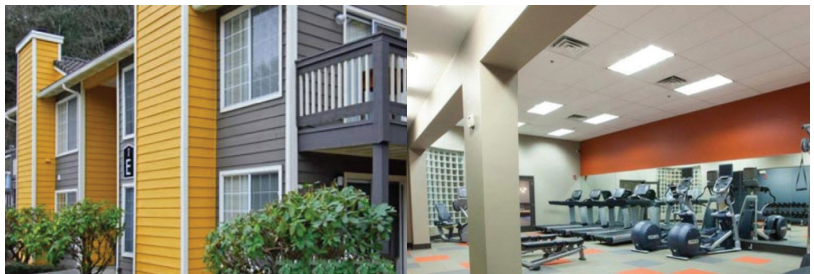
The Restart House Redmond, WA

STAGE 3

NORMAL RESIDENCE
With community technology behavior related clinic

Basically, most of the rehab community provides services for the first and second phases. The clients they target are mainly people who are sent by their families or who sign up themselves. These people are temporarily residing in the community, usually ranging from two months to two years. Their residence time depends on the situation, sometimes depending on the severity of their illness and the recovery period required. Sometimes the guests themselves like this community and are free to choose to stay longer. They receive those group activity treatments and then leaving after successfully being cured.

In addition to providing the necessary psychological services, the staff is mainly responsible for the daily living needs, and the organization of activities and study programs. They are not real doctors, but a mixture of psychologists and social workers.

STAGE 0.5	STAGE 1

2 MONTHS
REHABILITATION

DE-TECH HOUSING

Adaptation period
Confirm diagnosis

Intimate relationships establishment period
peer support
from patient groups

STAGE 2	STAGE 3

UP TO 1.5 YEARS
REINTEGRATION

LIFE-LONG
SOCIALIZATION

TECH LIMITED HOUSING

NORMAL SOCIAL HOUSING

Skill development & community involvement period

Normal working & meaningful living period

Off-site working location

Former NEETs gathering space

Volunteer training space

STAGE 0.5	STAGE 1

2 MONTHS
REHABILITATION

Professionals

Peer group with
other NEETs

SOCIALIZATION

Private

PUBLICNESS

Completely forbidden

TECHNOLOGY

STAGE 2	STAGE 3
UP TO 1.5 YEARS REINTEGRATION	**LIFE-LONG** SOCIALIZATION
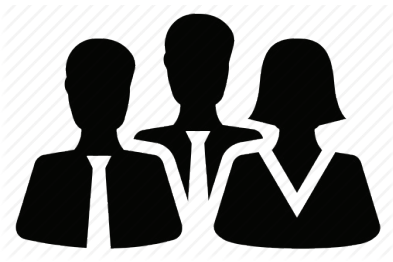
Community friends
Working partners

Strangers
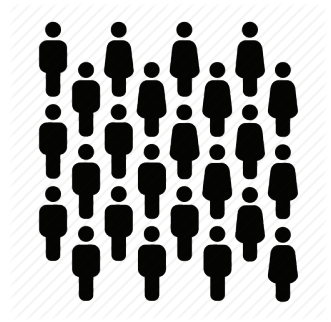
General society
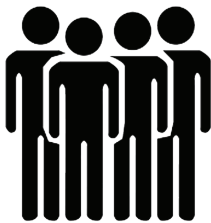
Communal
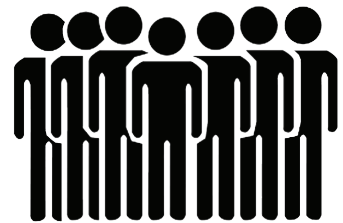
Public
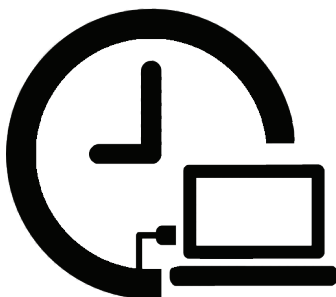
Limited access

Full access with monitoring

RELATIONSHIP MAP

STAGE 1 REHAB
de-tech housing

STAGE 2 REINTEGRATION
tech limited housing

tech
zone

communal space

tech
zone

STAGE 3 SOCIALIZATION
normal social housing

PROBLEMATIC

RECOVERING

NORMAL
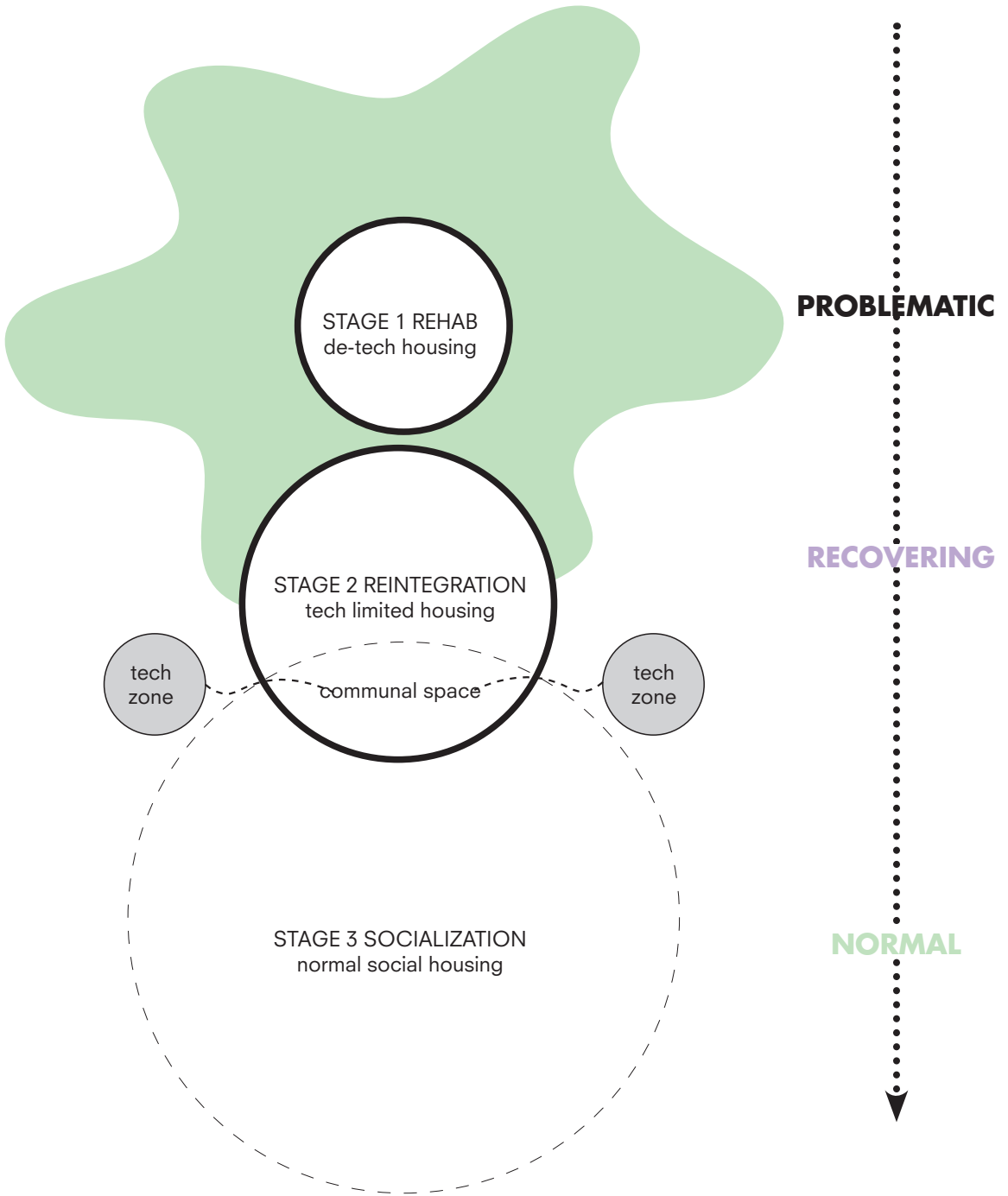
02 CO-LIVING + CO-WORKING COMMUNITY

an intentional community of private living spaces
connected by **shared spaces for daily uses and working.**

TIMELINE OF CO-LIVING+CO-WORKING

ANCIENT HISTORY	1000 AD	1918	1931	AFTER WWII

Communal living was common

Siheyuan

Finland:
Finnish Home Building
Association in Brooklyn,
started in 1918 by Finnish
immigrants

Russian:
Soviet social housing

Large scale projects of
recovery from war
Post-war housing; the
retreat from the com-
munal to the private

1931 formulated the
propaganda publi-
cation accept and
put forward by Alva
Myrdal Professional
Women's Club

COURTYARDS, VILLAGES, ...

SOCIAL HOUSINGS

2005	2010		2016	2018 NOW

The rise of co-work-
ing

The first 'co-working'
spaces originate
in San Francisco,
Freelance individuals
work in a shared envi-
ronment, representing
virtual work.

co-living net-
works

Real estate
market:
more developers
and organization
established
The Collective,
Ollie, Urban
Campus and
Roam.

Combining
hotels, hostels,
cohousing

Keep up with
cyber develop-
ment (accpet
Bitcoins) and
sustainability

"WeLive"
WeLive's residential
revenue is already
projected at 21 per-
cent of their overall
revenue (or $605.9
million) by 2018.

New Yorker
"flexible, COMMUNI-
TY-driven housing"

COMMERCIAL DEVELOPMENTS

TIMELINE OF CO-LIVING+CO-WORKING

1967   1976   1986   1990   2004

Netherlands, mid 1970s:
First co-living project
There are more than 300
cohousing communities
in the Netherlands (73
mixed-generation and 231
senior cohousing), with
about 60 others in planning
or construction phases.

USA:
visiting American
architects Kathryn
McCamant and
Charles Durrett,
N Street Cohousing
Davis Established
1986

Entrepreneurs coming in

2004, Mark Zuckerberg
rented a five-bedroom
house in Palo Alto, where
early Facebook employees
built the social network

"hacker house,"
"commune,"

Denmark, 1967:
journalist Bodil Graae:
families should share
child-care duties, is
widely attributed with
having spurred 50
families to organize
Sættedammen

UK:
Introduce co-living
at the end of the
1990s.

VILLAGE COMMUNITIES

SELF-TRANSFORMED
INDIVIDUAL HOUSES

2020   2030   2050   2100

Mixed residents

Communal spac-
es: office rentals,
residences,
fitness centers,
and even barber
shops that served
the concept of
community living.

short-term renters
change into long-
term enthusiasts.

Various types
warehouse and ter-
raced house shares,
to individual flats and
university-style living"
not only for young start-
ers but also for middle
class and elderly

One Shared House
2030.
Fast increase of more
co-working spaces
as more independent
workers and freelanc-
ers emerge
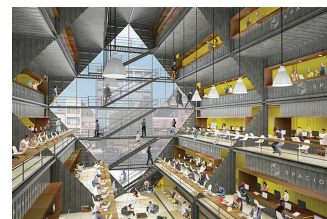
Co-living with true sense
of community.
Well-equipped with all
kinds of facilities.
More long-term inhabi-
tants.
Sustainable and smart.

"Common": housing
professional chef,
graduate students,
and several Samsung
employees.

CO-LIVING/WORKING
FOR ALL AGES

HISTORICAL TREND OF CO-LIVING/WORKING

BASIC SURVIVAL

INDIVIDUALIZATION

SHARING RESPONSIBILITIES

PAST

FUTURE

PRESENT

ECONOMIC BENEFITS

NECESSITY FOR WELL-BEING

SPIRITUAL NEEDS
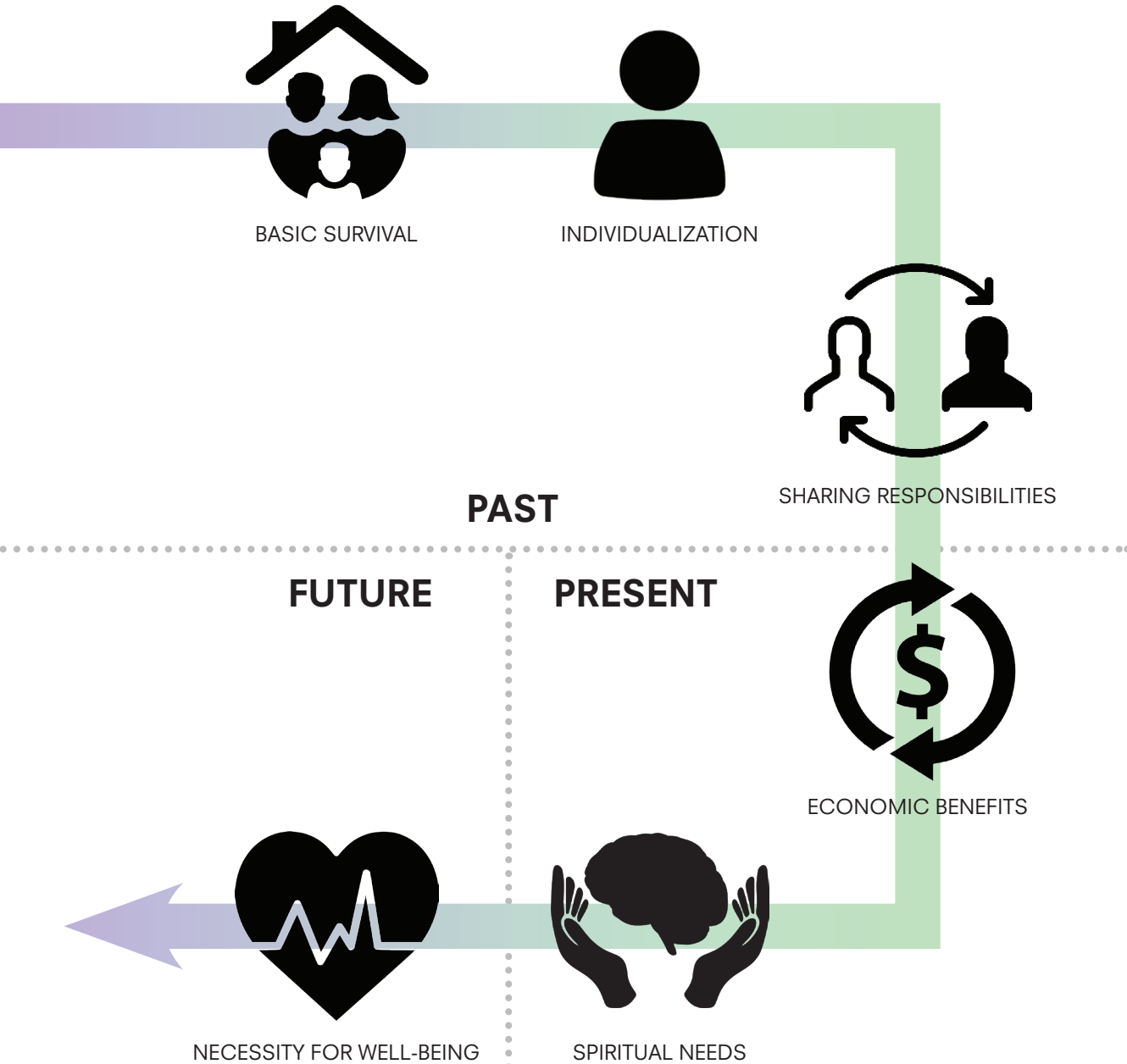
CRUCIAL DESIGN FEATURES

NEIGH-BORHOOD

pedestrian-oriented neighborhoods,

mixed use streets with
small and medium-sized businesses

Superblock, Barcelona

STREET

public playground/ meeting spaces

nature

Superkilen, Copenhagen

BUILDING

Social spaces at entrance
e.g. courtyards, atriums, etc;

Collective cooking & dining spaces

Intertwined circulation path

Kampung Admiralty, Singapore

Capitol hill urban cohousing,
Seattle

UNIT

Meet-up spaces for interaction
adjacent to the entrance of each
unit

Visual connection

8 House, Copenhagen

Capitol hill urban cohousing,
Seattle

06 case studies

REHABILITATION CENTER

Rehabilitation Centre Groot Klimmendaal,
Arnhem,
Area: 14,000m2
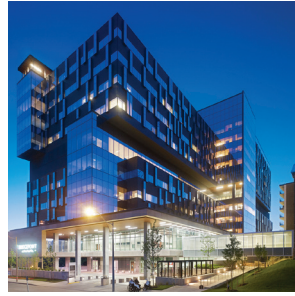
Bridgepoint active healthcare center,
Toronto,
Area: 6,3174 m2

Center for cancer and health,
Copenhagen,
Area: 1,800m2

Children's Center for
Psychiatric Rehabilitation,
Hokkaido,
Area:14,590 m2

CO-LIVING+WORKING

Tietgen dormitory,
Copenhagen,
Area: 2,6515 m2
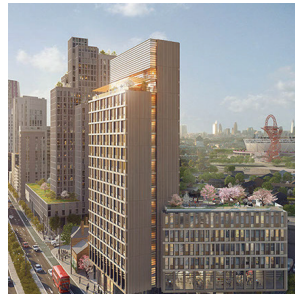
The Collective,
Stratford,
Area: 29,623m2
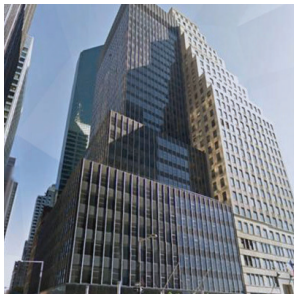
Welive 110 Wall Street,
New York,
Area: 27,571m2

Vittra Telefonplan,
Stockholm,
Area: 1,900 m2

REHABILITATION CENTRE GROOT KLIMMENDAAL, ARNHEM

Area:14,000m2
136-bed

The project focuses on **diversity**. The arrangement of the programme is clear. Below are offices, above are the clinical area's and on the roof a Ronald McDonald House with its own identity. The double-height ground floor at entrance level facilitates the special elements of the programme such as a sports facility, fitness, swimming pool, restaurant and theatre. Not only patients but also family members and members of the **local community** (schools, theatre groups etc) use these facilities on a regular basis. As a result, both patient and building are placed at the centre of the community.

PLAN

SECTION

☐ Private units

☐ Communal

☐ Public
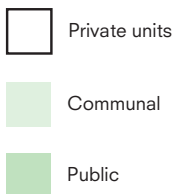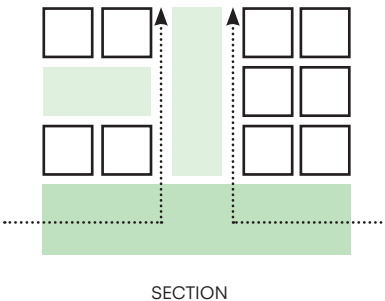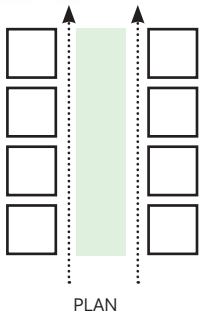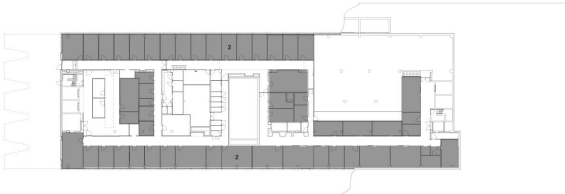
Underground floor

Ground floor

First floor

Second floor
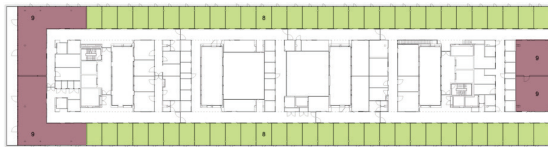
Third floor

Fourth floor
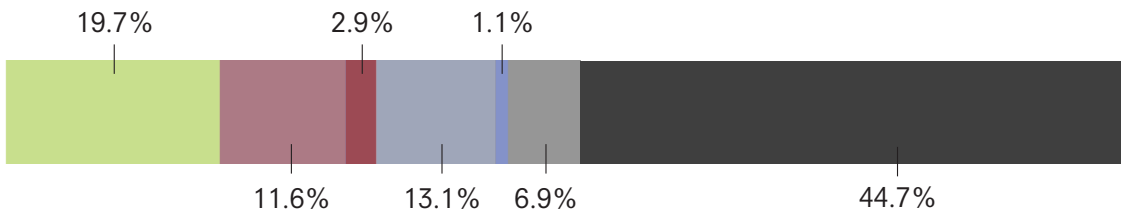
19.7%   2.9%   1.1%

11.6%   13.1% 6.9%   44.7%

- Living units
- Learning/working space
- Communal activity space
- Dining & kitchen space
- Gym/yoga/meditation space
- Communal garden/farm
- Shop/cafe
- Administrative/office
- Staff area
- Circulation & other supplemented functions

Lightwells/voids from roof to ground

Trees in lightwells

Gymnasium

Theatre Swimming Pool Fitness Gymnasium
Centre

longitudinal section
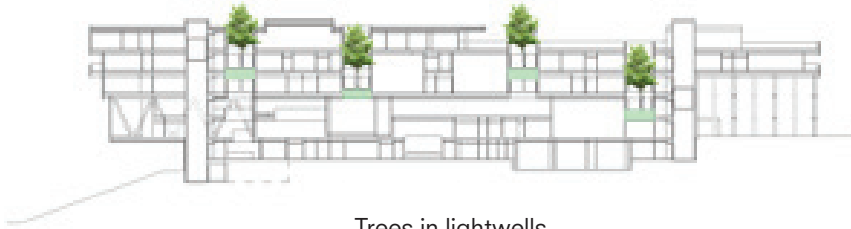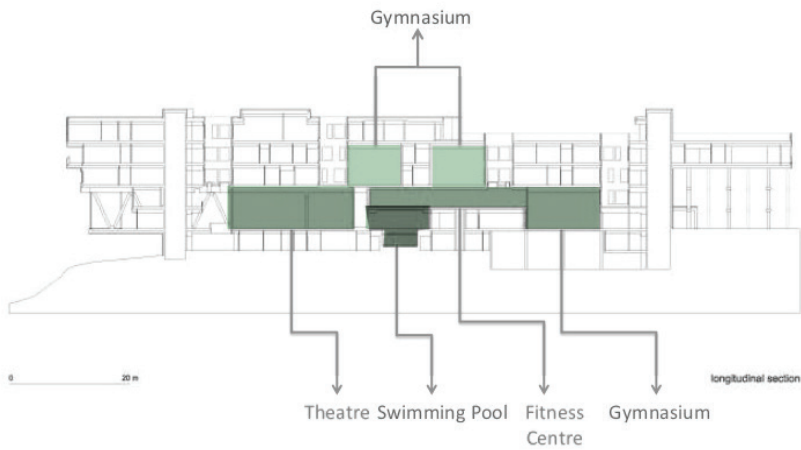
Communal spaces as central vertical elements

Restaurant

Outside the theater

Outside the swimming pool

BRIDGEPOINT ACTIVE HEALTHCARE CENTER, TORONTO

Area:63,174 m2
464-bed
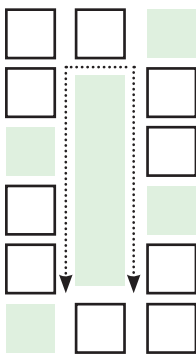
PLAN
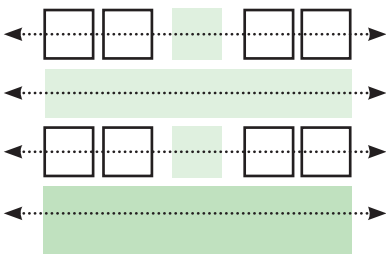
SECTION

☐ Private units

🟩 Communal

🟩 Public

This is the biggest facility of its kind in Canada focused on the treatment of complex chronic disease and rehabilitation. Bridgepoint's leaders envisioned a new way of delivering healthcare in a new kind of hospital: **a civic building** - an urban centre - in which **healthcare and community come together**. The intent is to blur the traditional distinction of institutional space and public access and to provide an inspirational setting to assist patients in their recovery.
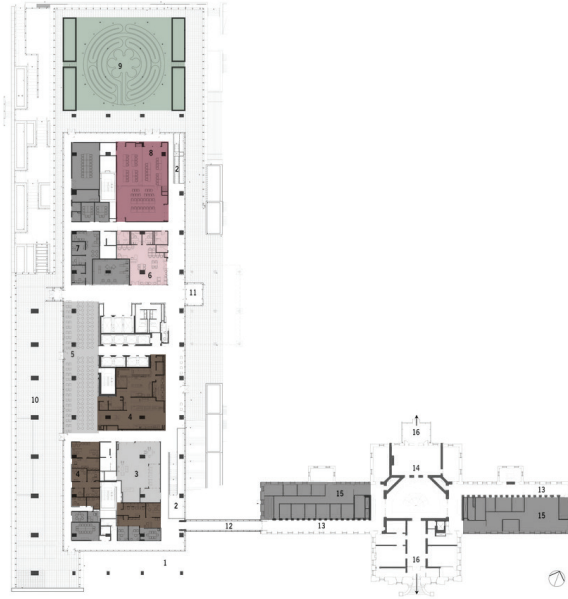
Ground floor

Living units
Learning/working space
Communal activity space
Dining & kitchen space
Gym/yoga/meditation space
Health care facilities
Creative/art zone
Communal garden/farm
Shop/cafe
Administrative/office
Staff area
Circulation & other supplemented functions

Typical living floor

Fifth floor
patient-public floor

Tenth floor
roof garden

29%   5% 4.7%   2.2% 0.7%

0.2% 2.6%   14%   1.5%   40.1%

Patient

Patient/Public

Patient

Patient/Public

Administrative Building - Former Don Jail   Bridgepoint Active Healthcare
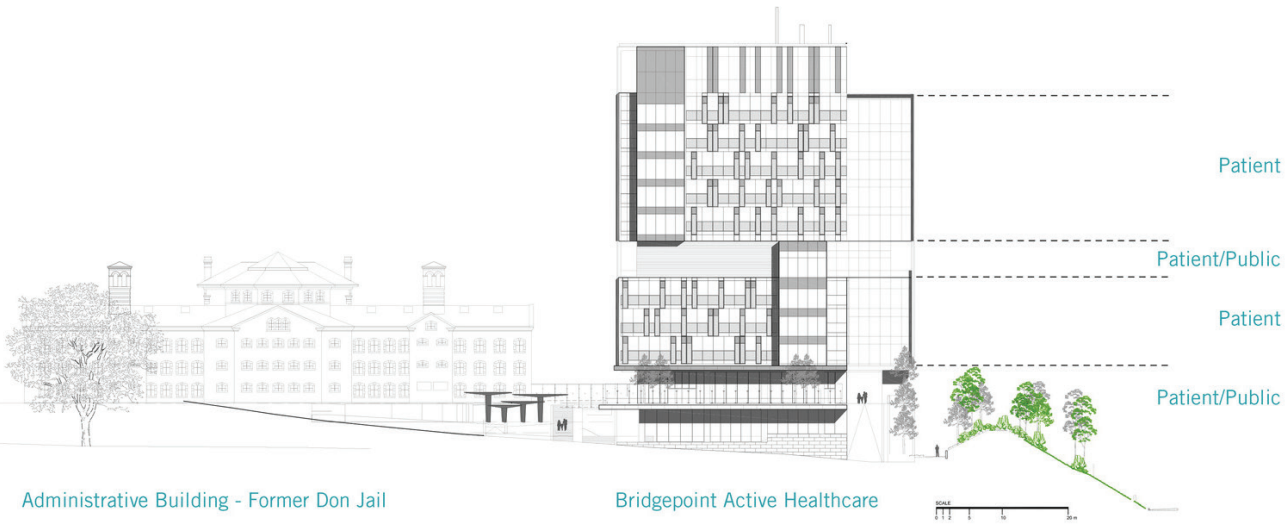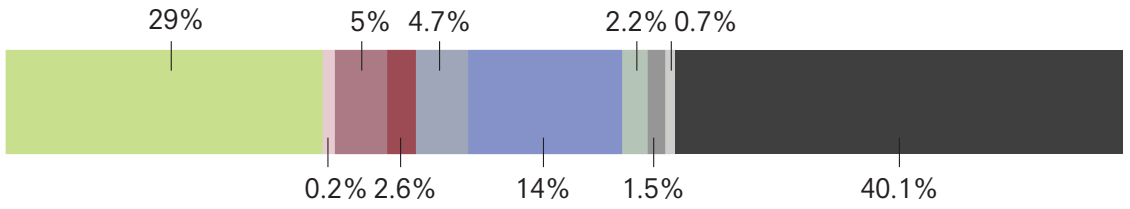
SCALE

NORTH ELEVATION

Restaurant

Private units

Swimming pool

CENTER FOR CANCER AND HEALTH, COPENHAGEN

Area:1,800 m2
53 consultation occupancy

A human scale and a welcoming atmosphere can help people to get better. Most hospitals are hardly comfy. Just finding the way from the reception to the canteen can be difficult. If we want people to get better at our hospitals, we need to **deinstitutionalize and create a welcoming healthcare**. Designed as a number of small houses combined into one, the center provides the space needed for a modern health facility, without **losing the comforting scale of the individual**. The houses are connected by raised roof shaped like a Japanese paper art origami, which gives the building a characteristic signature.
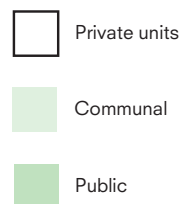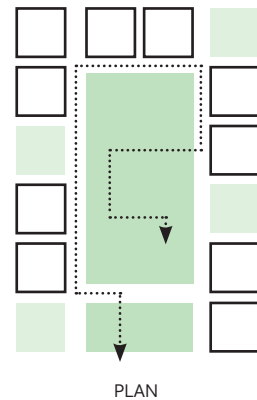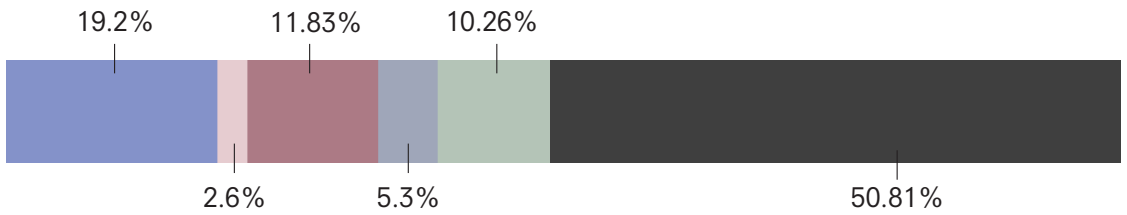
PLAN

Private units

Communal

Public

Ground floor

First floor

19.2%   11.83%   10.26%

2.6%   5.3%   50.81%

■ Living units	■ Communal garden/farm
■ Learning/working space	■ Shop/cafe
■ Communal activity space	■ Administrative/office
■ Dining & kitchen space	■ Staff area
■ Gym/yoga/meditation space	■ Circulation & other supplemented functions

CHILDREN'S CENTER FOR PSYCHIATRIC REHABILITATION, HOKKAIDO

Area:14,590 m2

Private units

Communal

Public
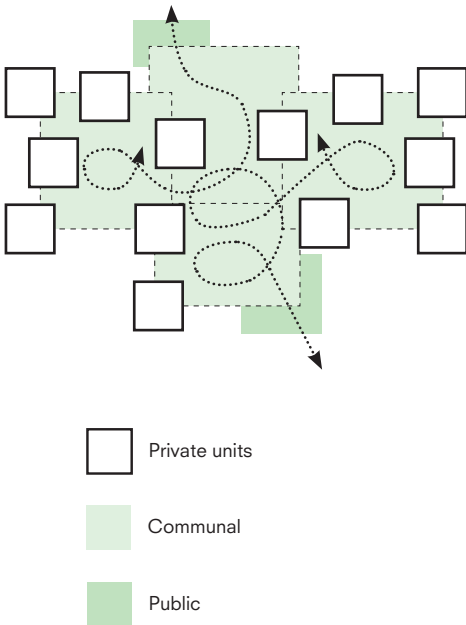
- The method of being random
- A precise planning / Accidental landscape
- Selectivity and contingency / freedom and inconvenient

This is the treatment center for mentally disturbed children where they live together to get regaining their mental health. It may be thought that it is a very special building when I write so, but it is truly rich life space that requested in origin like a large house and also like a small city, the intimacy of a house and also the variety of the city. This is a proposal of a loose method.

If It was possible to make a building with such a method how something was merely scattered, I thought it was a dreamlike building. And, as for this method, surprisingly precision planning is possible. As opposed to the complicated program called for, moving a box delicately, the plan can be flexibly packed just because it is random.
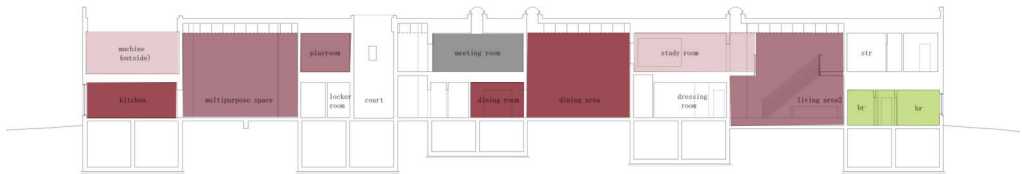
92

Living units

Learning/working space

Communal activity space

Dining & kitchen space

Gym/yoga/meditation space

Health care facilities

Creative/art zone

Communal garden/farm

Shop/cafe

Administrative/office

Staff area

Circulation & other
supplemented functions

PLAN

SECTION

☐ Private units

◻ Communal

◼ Public
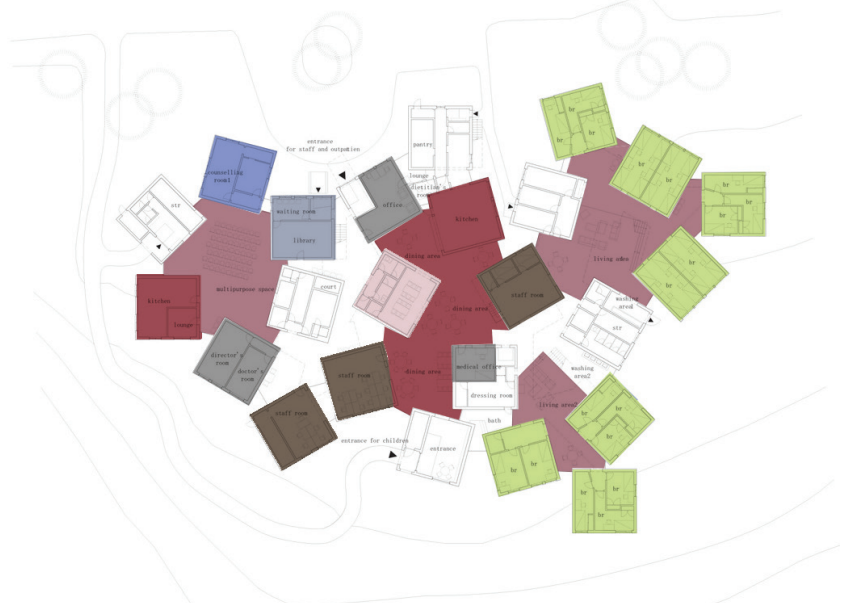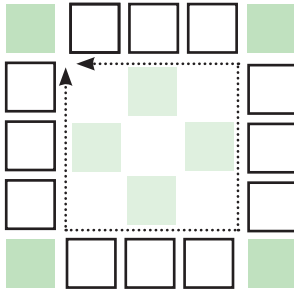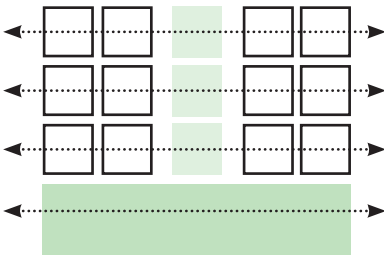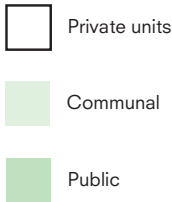
Area:26,515 m2
180 single units

The building's circular form- symbol of equality and **the communal is contrasted with individual**, projecting volumes expressing the individual residences. The principle inspiration for the project is **this meeting of the collective and the individual**, a characteristic inherent to the dormitory building type. The upper levels are organized with residences along the perimeter with views to the surroundings, while the communal functions are oriented toward the inner courtyard. The communal areas find expression as dramatic, projecting forms pointing inward to the courtyard. The residences are of various depths in a changing tact, giving the outer contour its characteristic crystalline expression. The unique identity of each individual residence thus revealed, and the potential urban monumentality of the cylindrical form is neutralized.
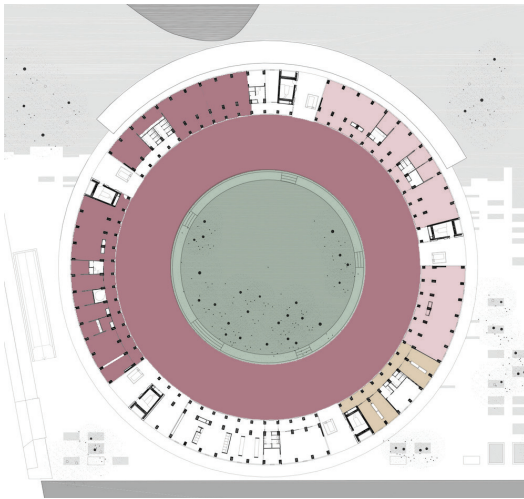
Ground floor
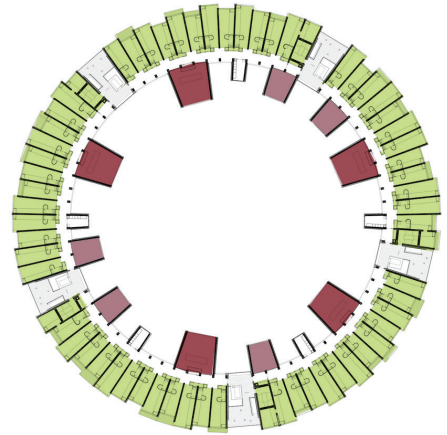
Typical floor
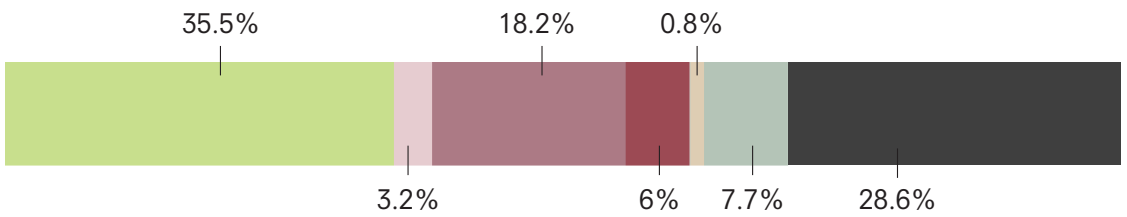
35.5%   18.2%   0.8%

3.2%   6%   7.7%   28.6%

- Living units
- Learning/working space
- Communal activity space
- Dining & kitchen space
- Gym/yoga/meditation space
- Health care facilities
- Creative/art zone
- Communal garden/farm
- Shop/cafe
- Administrative/office
- Staff area
- Circulation & other supplemented functions

Laundry

Living units

Common kitchen

Garden

Reading room

Communal room

Musical room
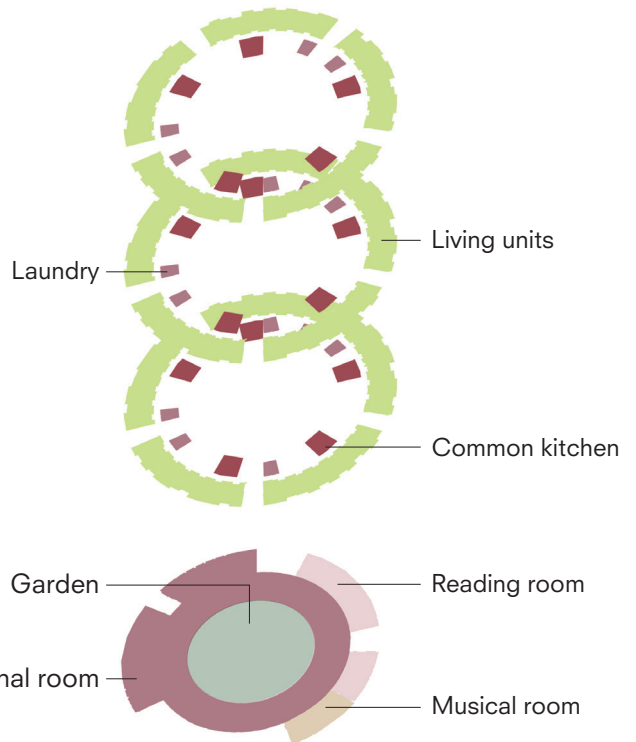
CENTRALITY
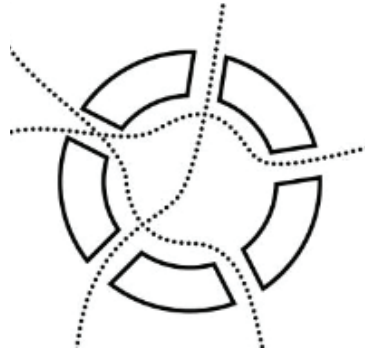
INTERSECTING CIRCULATION CREATING MEETING POINTS

visual connection

visual connection
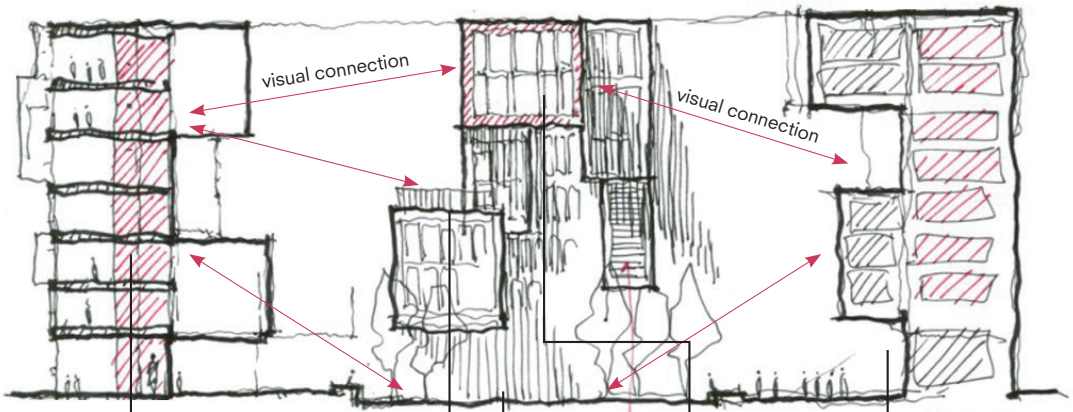
OPEN STAIRCASE & ELEVATOR

BALCONY

CENTRAL SPACE FOR ACTIVITIES

LARGE OPENINGS

OVERHANG PROVDING A PLACE TO STAY

VARIOUS INTERACTION
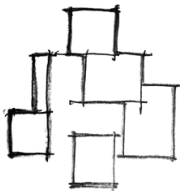
The irregularity of the facade creates more possibility for interaction

**GRADUAL TRANSITION FROM
PRIVATE TO PUBLIC**

PRIVATE

COMMUNAL
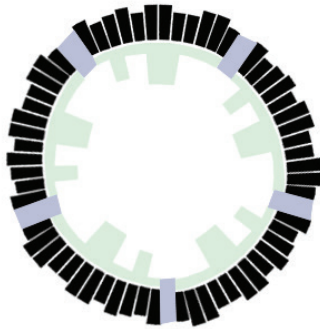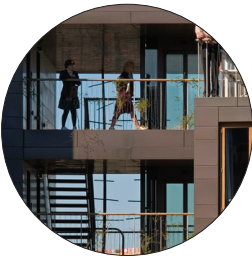
SEMI-PUBLIC

PUBLIC

Area:1,900 m2

PLAN

☐ Private units

▢ Communal
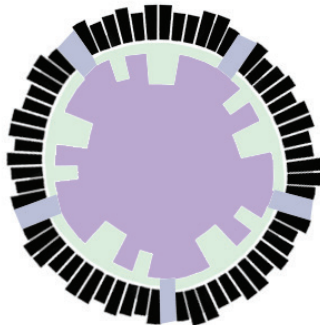
▢ Public
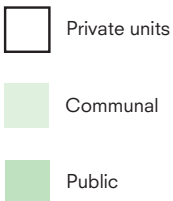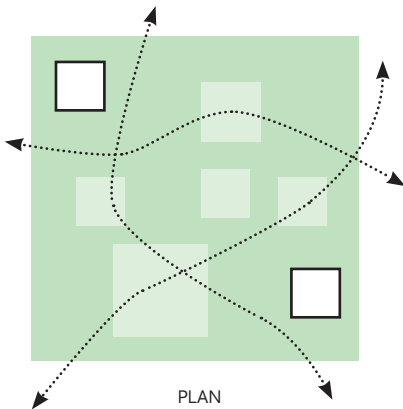
- Open ground floor
- Area magnets
- Encourage interaction and social activitites
- Peer to peer learning
- Inquiry and project based learning

With good design, a school can also become a perfect showcase of co-working space. In the 30 schools of the Swedish free school organisation Vittra there are no classes or classrooms – instead, the students are taught in groups according to levels. In Vittra, they do not believe in regular classes and the school organisation's vision is to create an everyday for the individual students where individual development, a living cultural work and challenging learning environments are most important.

Instead of classical divisions with chairs and tables, a giant iceberg for example serves as cinema, platform and room for relaxation, and sets the frame for many different types of learning. Moreover, flexible laboratories make it possible to work hands-on with themes and projects.
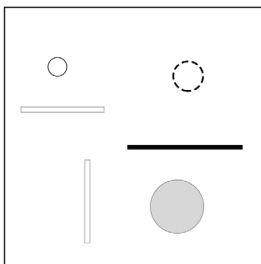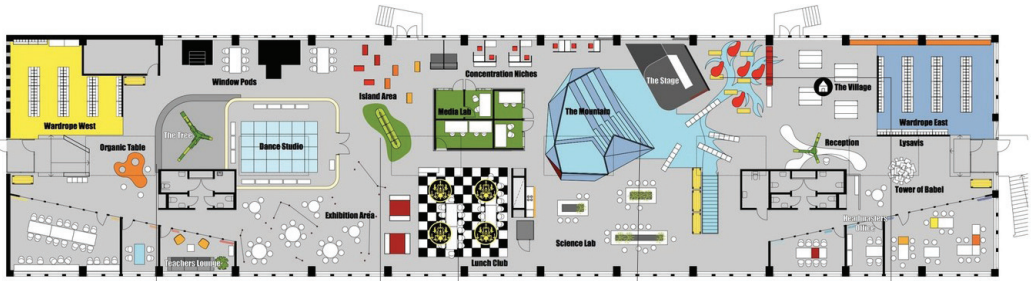
OPEN GROUND FLOOR
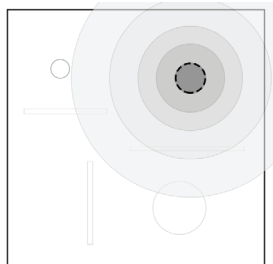
AREA MAGNETS

INTERTWINED CIRCULATION

THE COLLECTIVE, STRATFORD

Area:29,623m2
222 units

The Collective is tailored to suit the changing lifestyles of young people living and working in London. The building offers communal facilities and a mixture of uses along with new typologies of apartments which are financially accessible. The project introduces a critical mass of different uses: the Collective's Co-living units are accompanied by co-working spaces, a cultural venue as well amenities and outdoor spaces. The ambition is to create an **ecosystem of working, playing, creating and living, housed within a new tower typology**. In this context galvanising **a sense of community** is paramount and private space is balanced by a wealth of communal facilities conceived to enhance the vitality and energy of shared experience.

Ground floor

Typical floor 1
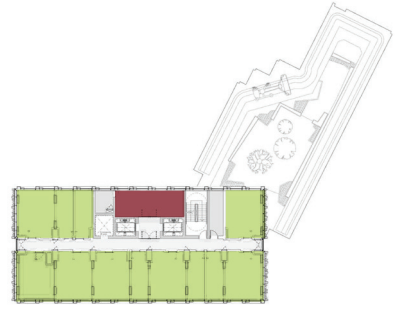
Typical floor 2
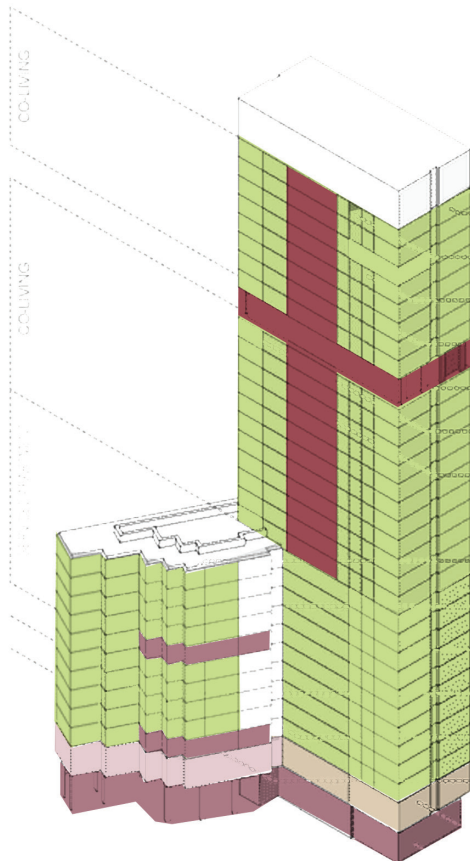
55.9% 6% 0.8% 0.5%

5% 2.8% 5.7% 23.3%

Living units

Learning/working space

Communal activity space

Dining & kitchen space

Gym/yoga/meditation space

Health care facilities

Creative/art zone

Communal garden/farm

Shop/cafe

Administrative/office

Staff area

Circulation & other
supplemented functions

# WELIVE 110 WALL STREET, NEW YORK
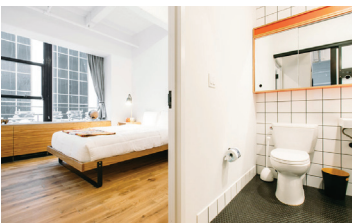
Area:27,871m2
240 units

The Collective is tailored to suit the changing lifestyles of young people living and working in London. The building offers communal facilities and a mixture of uses along with new typologies of apartments which are financially accessible. The project introduces a critical mass of different uses: the Collective's Co-living units are accompanied by co-working spaces, a cultural venue as well amenities and outdoor spaces. The ambition is to create an **ecosystem of working, playing, creating and living, housed within a new tower typology**. In this context galvanising **a sense of community** is paramount and private space is balanced by a wealth of communal facilities conceived to enhance the vitality and energy of shared experience.

Working floor
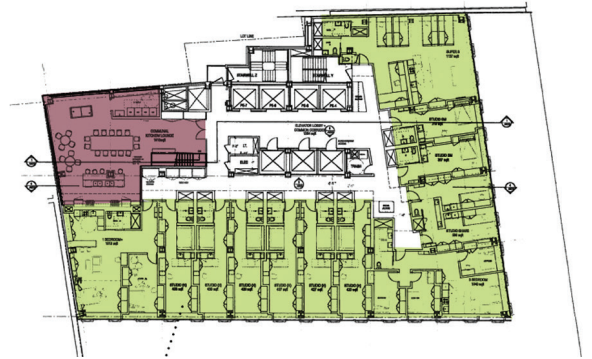
Living floor

59.3%

4.1% 0.5%

10%   1.4%   24.7%

Living units

Learning/working space

Communal activity space

Dining & kitchen space

Gym/yoga/meditation space

Health care facilities

Creative/art zone

Communal garden/farm

Shop/cafe

Administrative/office

Staff area

Circulation & other
supplemented functions
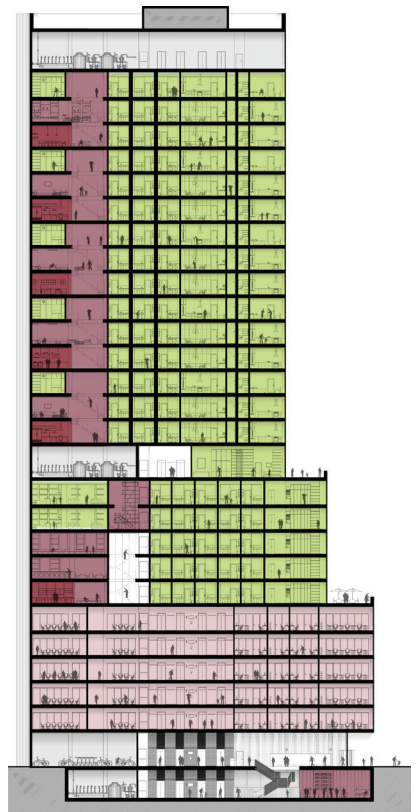
Section

REHAB COMMUNITY
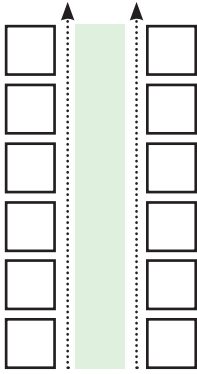
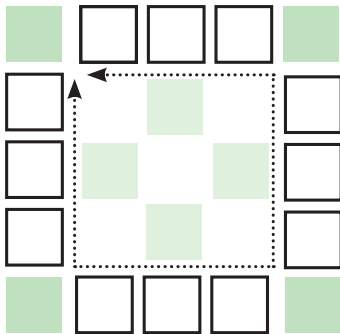Rehabilitation Centre
Groot Klimmendaal,
Arnhem,
Area: 14,000m2
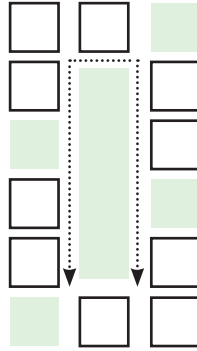
Bridgepoint active healthcare center,
Toronto,
Area: 6,3174 m2
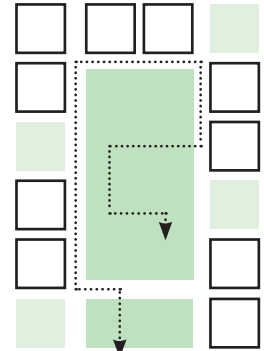
Center for cancer and health,
Copenhagen,
Area: 1,800m2

CO-LIVING/WORKING COMMUNITY

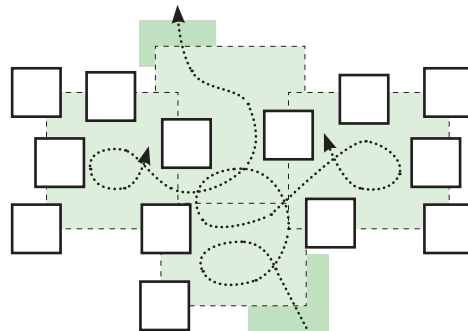

Tietgen dormitory,
Copenhagen,
Area: 2,6515 m2
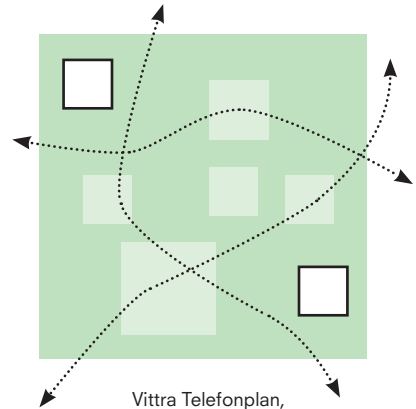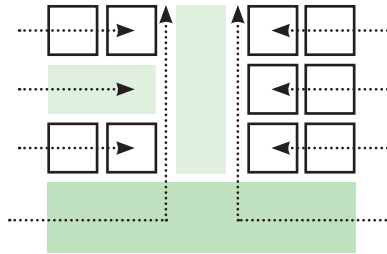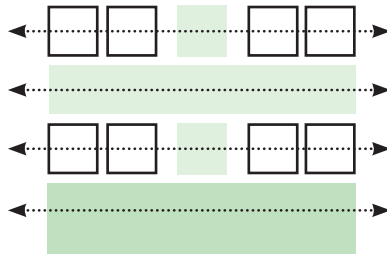
Vittra Telefonplan,
Stockholm,
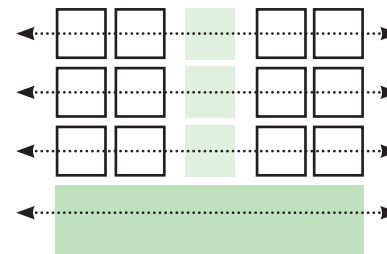Area: 1,900 m2

Private units

Communal

Public

Children's Center for
Psychiatric Rehabilitation,
Hokkaido,
Area:14,590 m2

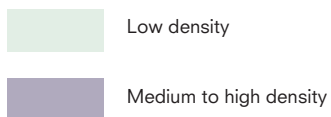Rehabilitation Centre
Groot Klimmendaal,
Arnhem,
Area: 14,000m2

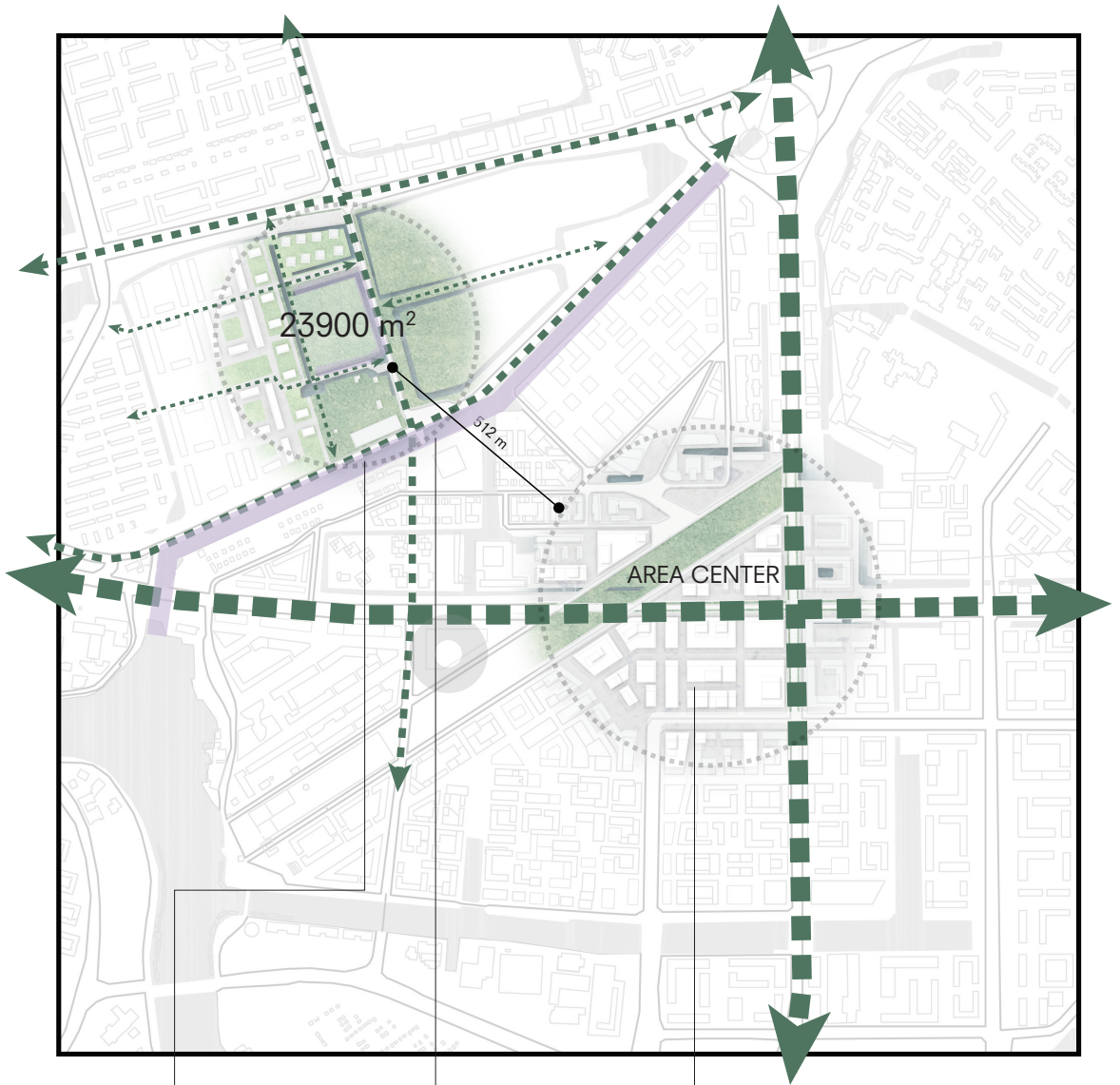Bridgepoint active healthcare center,
Toronto,
Area: 6,3174 m2

Tietgen dormitory,
Copenhagen,
Area: 2,6515 m2

site condition

07

DENSITY & HEIGHT

TRANSITIONAL AREA
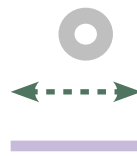BETWEEN LOW TO
HIGHER DENSITY

Low density

Medium to high density

SITE

ACCESSIBILITY & BARRIER

23900 m²

512 m

AREA CENTER

SPORTS & GREEN

RIVER AS A BARRIER

COMMERCIAL & LEISURE

Transit hub

Active traveling route

Water body

ZONING& LAND PRICE

SOCIAL HOUSING
560000m^2

23900 m^2

Low density + low land price

SOCIAL HOUSING

Medium density +
high land price

High density + high land price

High density + high land price

LEISURE + PRODUCTION + BUSINESS

Medium density +
medium land price

SOCIAL HOUSING

SOCIAL
HOUSING

GREEN
HIGHRISE

MIXED USE
FOR LIVING
+LEISURE

MIXED USE
FOR LIVING
+WORKING

Business + retail + housing
Housing + leisure
Housing + production + business
High end housing (urban villa)
Social housing
Land price division

RELATIONSHIP WITH GREEN & BLUE

CEMETERY

SPORTS FIELD

URBAN FARMING

COMMUNITY
GREENERY

COMMUNITY
GARDEN

SURROUNDED BY
WATER

WALKING DISTANCE
TO AMSTEL RIVER

URBAN FARMING AS
LOCAL TRADITION
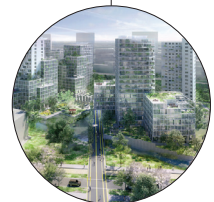
VARIOUS TYPES
OF SPORTS FIELD

NEIGHBORHOOD ACCESSIBILITY
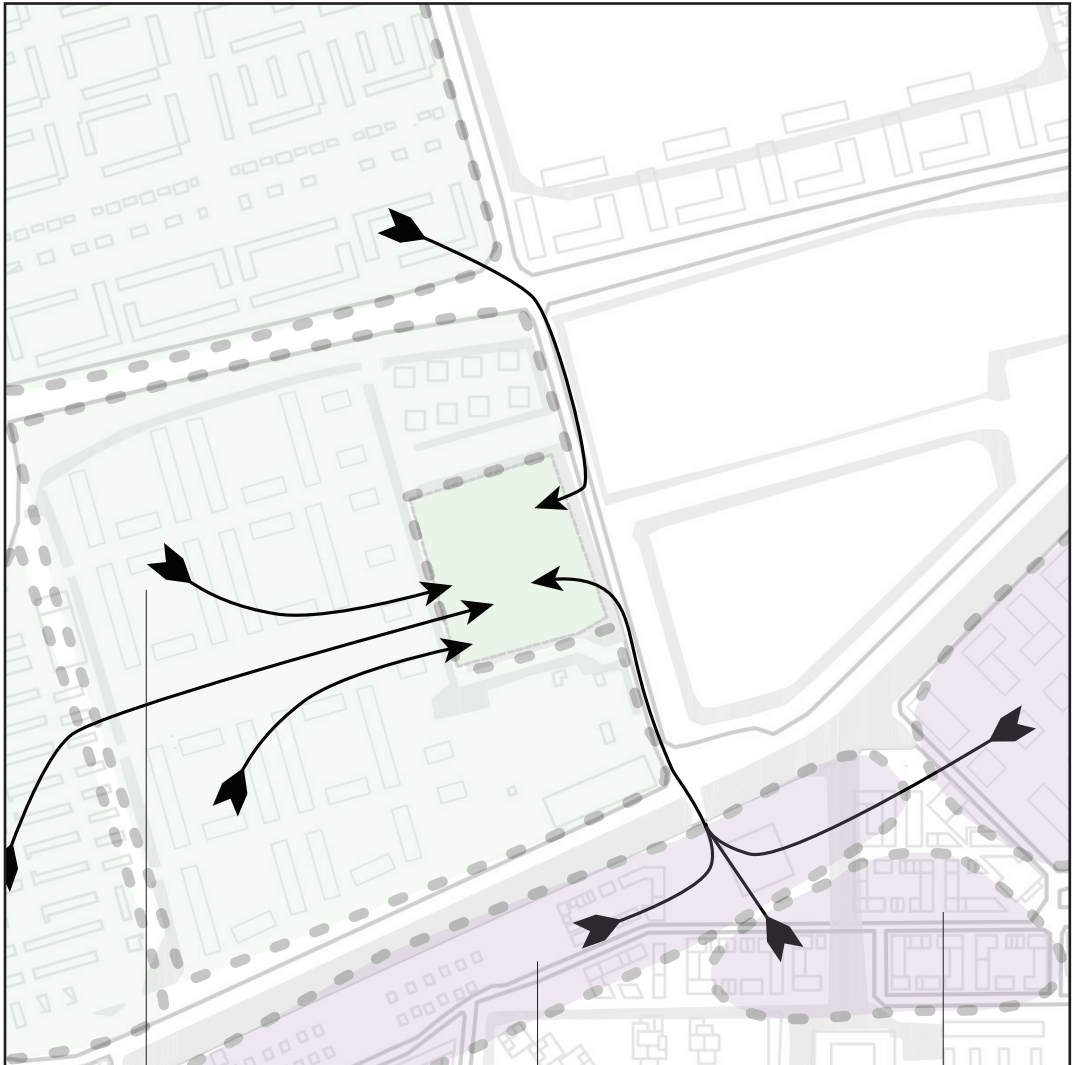
SOCIAL HOUSING

HIGH END
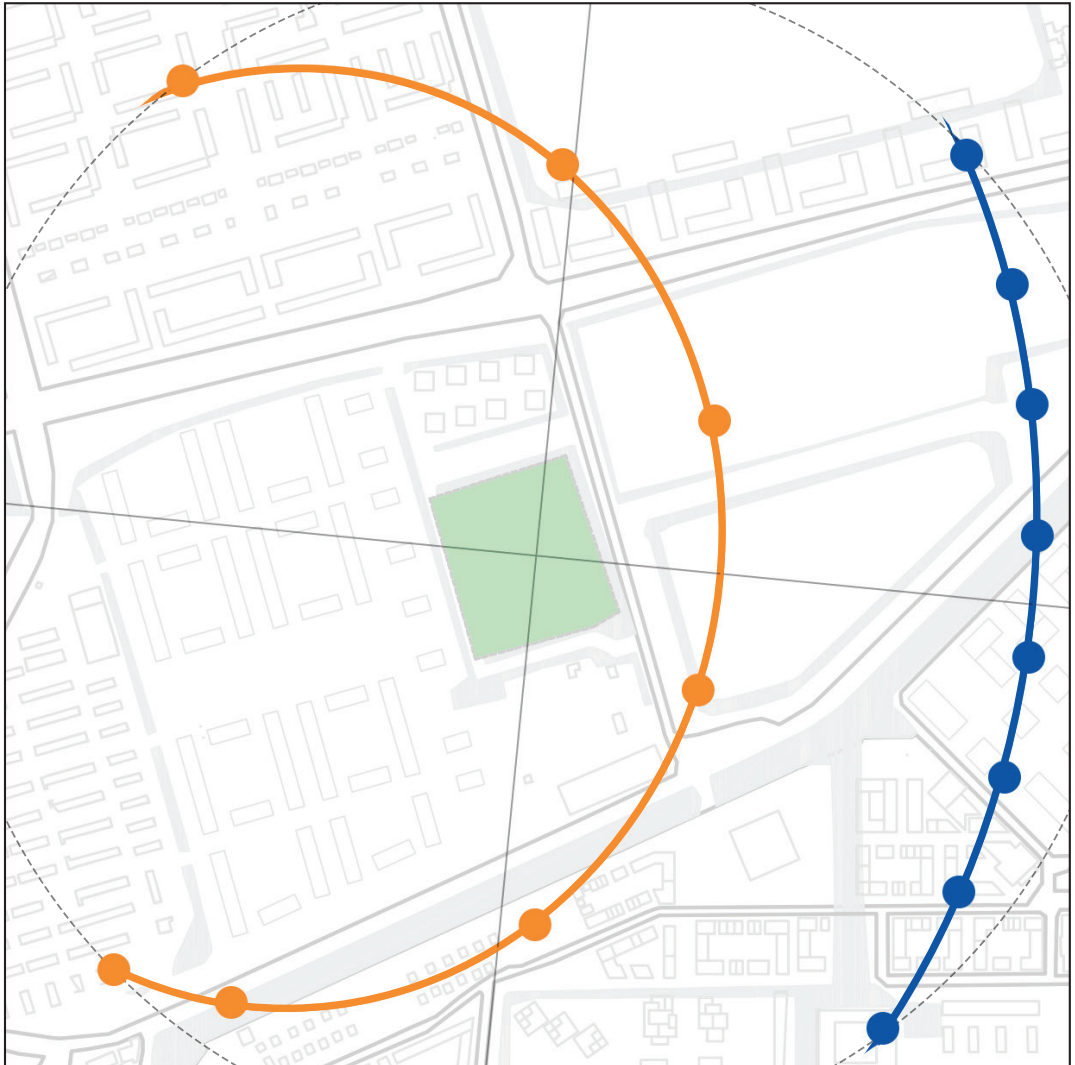URBAN VILLAS

MIDDLE END
MIXED-USE RESIDENTIALS

TOPOGRAPHY
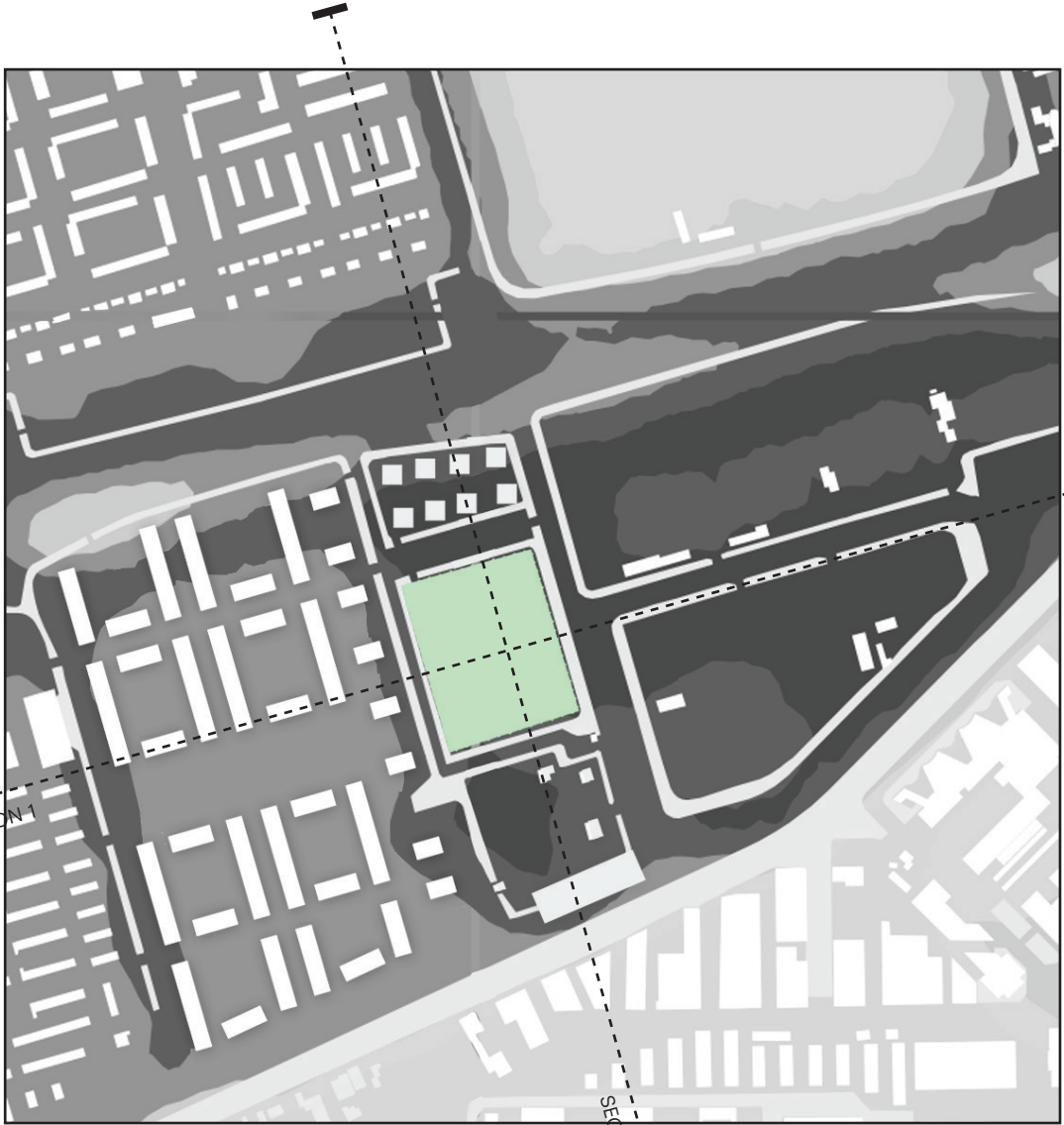
SECTION 1

SECTION 2

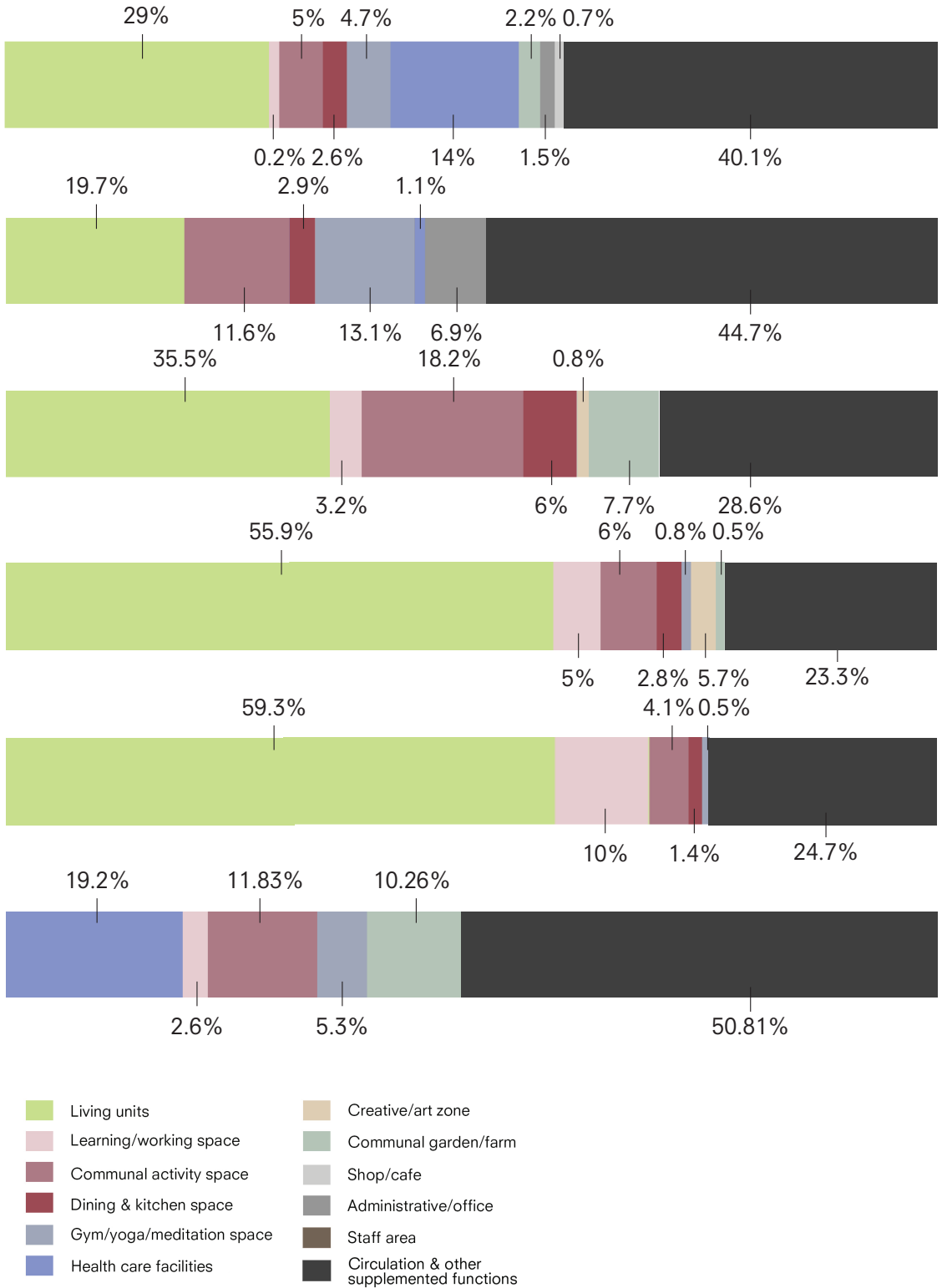## SUN PATH

08

pro-
gram
studies

29%
5% 4.7%
2.2% 0.7%
0.2% 2.6%
14%
1.5%
40.1%

19.7%
2.9%
1.1%
11.6%
13.1% 6.9%
44.7%

35.5%
18.2%
0.8%
3.2%
6%
7.7%
28.6%

55.9%
6% 0.8% 0.5%
2.8% 5.7%
5%
4.1% 0.5%
23.3%

59.3%
10% 1.4%
24.7%

19.2% 11.83% 10.26%
2.6% 5.3%
50.81%

Living units
Learning/working space
Communal activity space
Dining & kitchen space
Gym/yoga/meditation space
Health care facilities

Creative/art zone
Communal garden/farm
Shop/cafe
Administrative/office
Staff area
Circulation & other supplemented functions

ADJUSTMENT STEP 1

1. COLLECTIVE WORKING/LEARNING AS A THERAPHY

More co- learning/working spaces

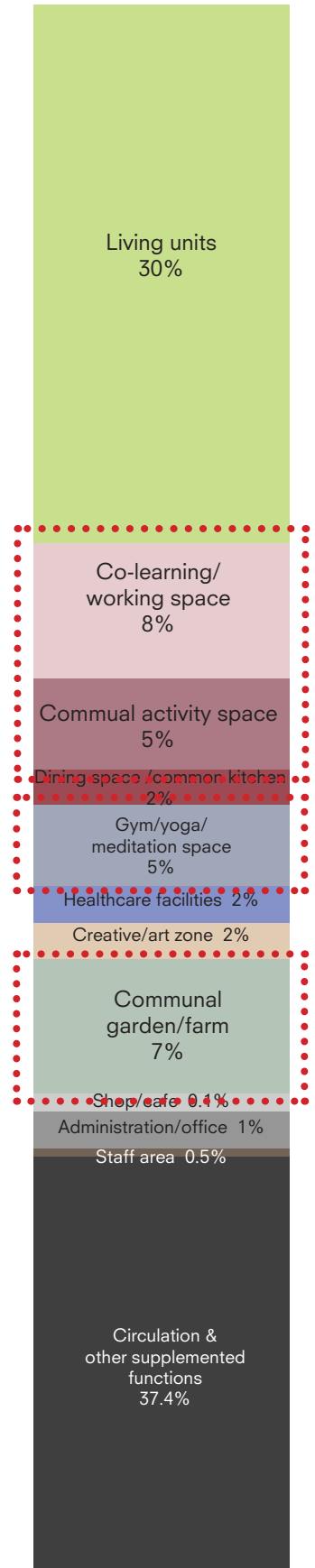## 2. EMPHASIS ON PHYSICAL ACTIVITIES IN THE FUTURE

More gym/meditation space

3. IMPORTANCE OF NATURE/ FARMING AS A LOCAL TRADITION

More greenery and farming spaces

Living units
30%

Co-learning/
working space
8%

Commual activity space
5%

Dining space /common kitchen
2%

Gym/yoga/
meditation space
5%

Healthcare facilities 2%

Creative/art zone 2%

Communal
garden/farm
7%

Shop/cafe 0.1%

Administration/office 1%

Staff area 0.5%

Circulation &
other supplemented
functions
37.4%

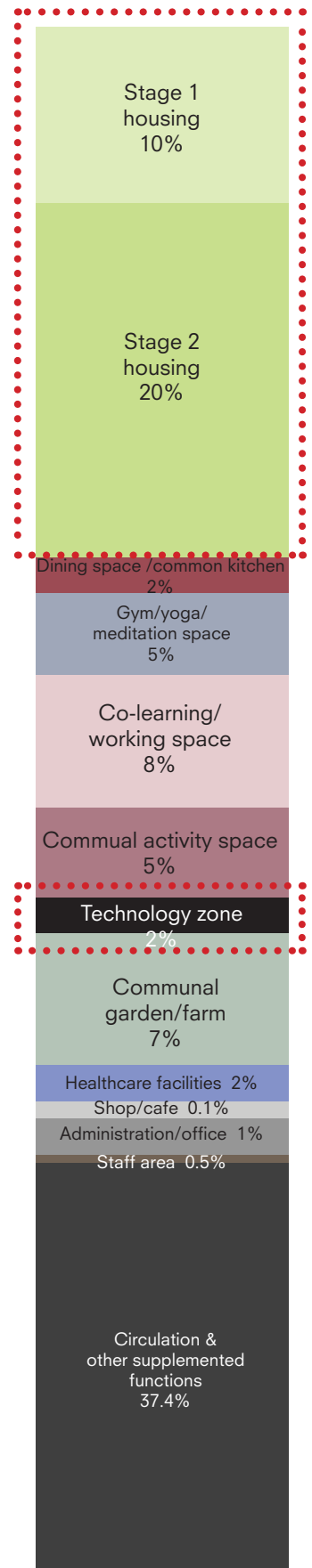## 1. SEPARATION BETWEEN STAGE 1 & STAGE 2 HOUSING

Stage 1 housing is more private while stage 2 housing holds more collective activities

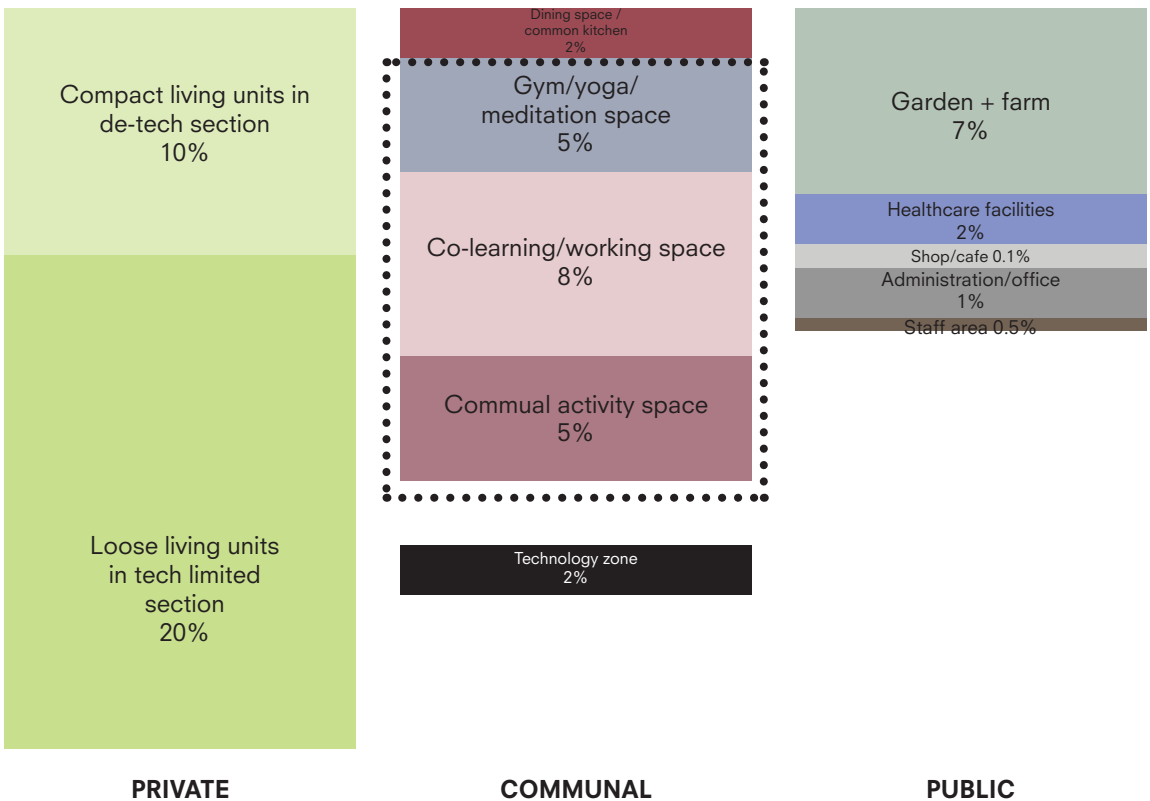## 2. TECHNOLOGY ZONE AS A SEPARATE FUNCTION

Technology is only allowed to use in certain zones

Stage 1
housing
10%

Stage 2
housing
20%

Dining space /common kitchen
2%

Gym/yoga/
meditation space
5%

Co-learning/
working space
8%

Commual activity space
5%

Technology zone
2%

Communal
garden/farm
7%

Healthcare facilities 2%

Shop/cafe 0.1%

Administration/office 1%

Staff area 0.5%

Circulation &
other supplemented
functions
37.4%

ADJUSTMENT STEP 3

1. SPACE SAVING IN A DENSIFIED URBAN FUTURE

2. OPEN PLAN SPACE ENCOURAGE INTERACTION

Compact living units in
de-tech section
10%

Loose living units
in tech limited
section
20%

Dining space /
common kitchen
2%

Gym/yoga/
meditation space
5%

Co-learning/working space
8%

Commual activity space
5%

Technology zone
2%

Garden + farm
7%

Healthcare facilities
2%

Shop/cafe 0.1%

Administration/office
1%

Staff area 0.5%

PRIVATE   **COMMUNAL**   **PUBLIC**

ADJUSTMENT STEP 3

3. FUTURE BUILDING TECHNOLOGY ALLOWS GREAT FLEXIBILITY

4. SERVING FOR THE LOCAL COMMUNITY

Compact living units in de-tech section
10%

Dining space / common kitchen
2%

Multi-function communal space
7%

Multi-function communal space
11%

Technology zone
2%

Loose living units in tech limited section
20%

Garden + farm
7%

Healthcare facilities
2%

Shop/cafe 0.1%

Administration/office
1%

Staff area 0.5%

PRIVATE

COMMUNAL ~ PUBLIC
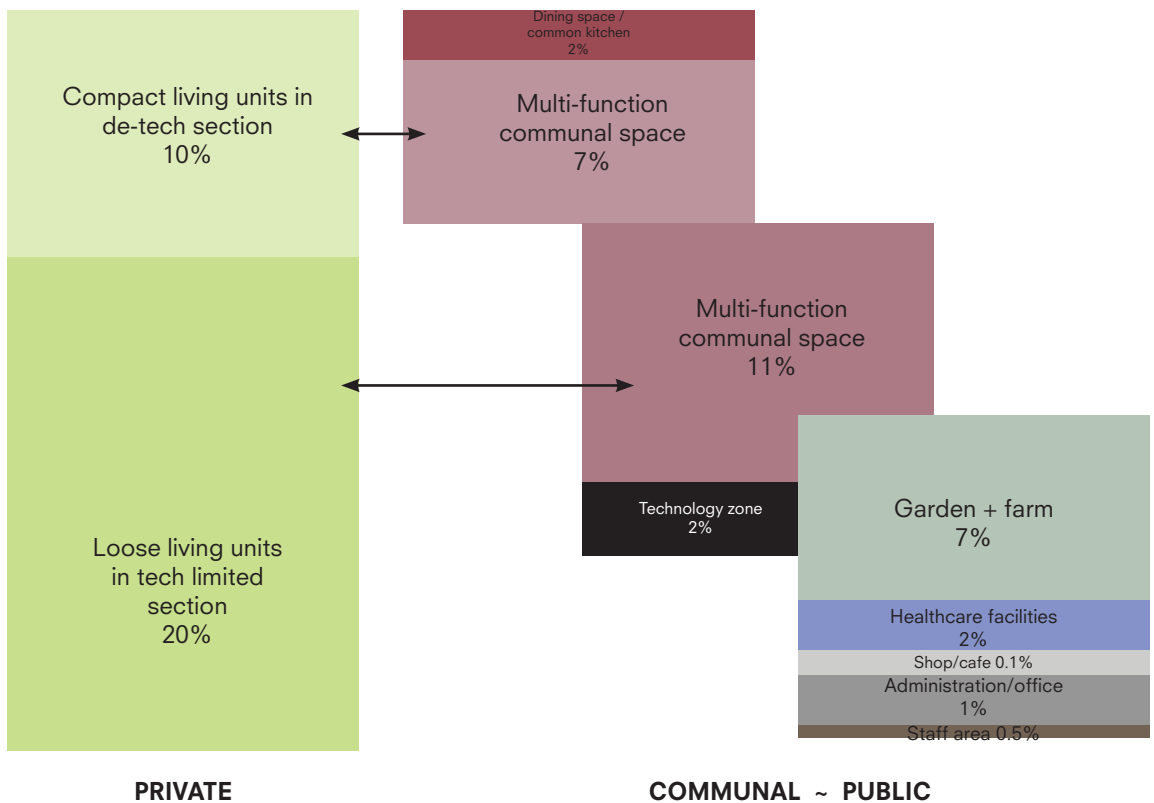
Left bar — PUBLIC, COMMUNAL & PRIVATE

- Most Private 14%
- Semi-Private 25%
- Communal 28%
- Public 17.5%
- Administration 1.5%
- Storage, mechanical, bathrooms 14%

Right bar — FINAL PROGRAMS

- Stage 1 housing 10%
- Stage 2 housing 20%
- Dining space /common kitchen 2%
- Multi-function communal space 7%
- Multi-function communal space 11%
- Technology zone 2%
- Communal garden/farm 7%
- Healthcare facilities 2%
- Shop/cafe 0.1%
- Administration/office 1%
- Staff area 0.5%
- Circulation & other supplemented functions 37.4%

AREA SIZE

560,000 m2

Social housing
neighborhood
560,000 m2

NEETS PERCENTAGE
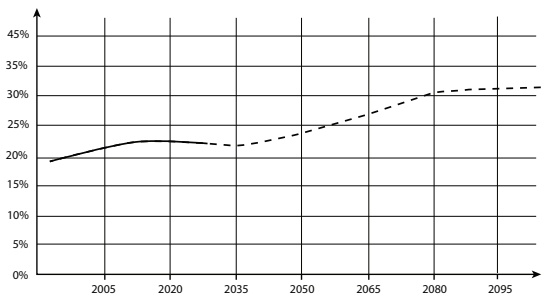
NEET consists of roughly
30% of the Amstel
population in 2100

AMSTEL RESIDENTS

= 1000 residents/km 2
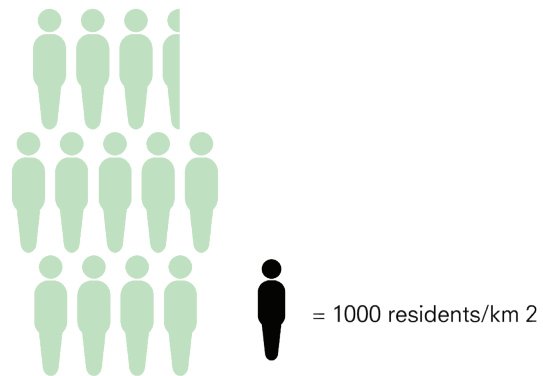
12500 resident/m2
in Amstel 2100

≈ **Approximately 1600 NEETs in the area**

Large size

Area:63,174 m2

464-bed rehabilitation

Medium size

Area:14,000m2

136-bed rehabilitation

Small size

Area: 3.274m2

76-bed rehabilitation

IN 2100 REHAB TREATMENT WILL BE DECENTRALIZED AND MORE COMMUNITY BASED

20,000 M2

200 units

A part of the
"urban rehab network"

Stage 1 housing
2000 m2

Stage 2 housing
4000 m2

Dining space /
common kitchen
400 m2

Multi-function
communal space
1400 m2

Multi-function
communal space
2200 m2

Technology zone
400 m2

Garden + farm
1400 m2

Healthcare facilities
400 m2

Shop/cafe 20 m2
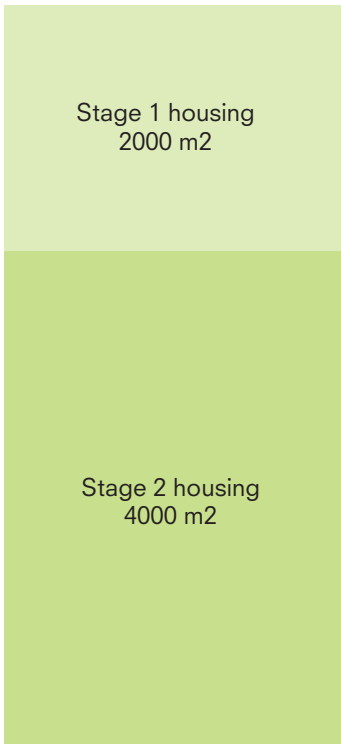
6000 m²
Living space

1800 m²
Communal space
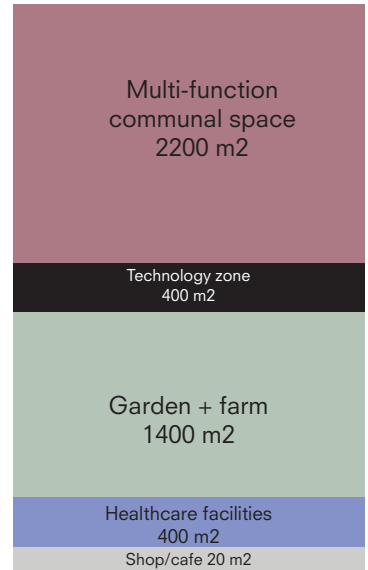
4420 m²
Communal~Public
space

Administration/office
200 m2

Staff area 100 m2
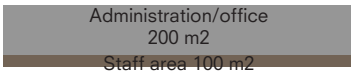
300 m²
Staff + Administration

Circulation &
other supplemented
functions
5610 m²
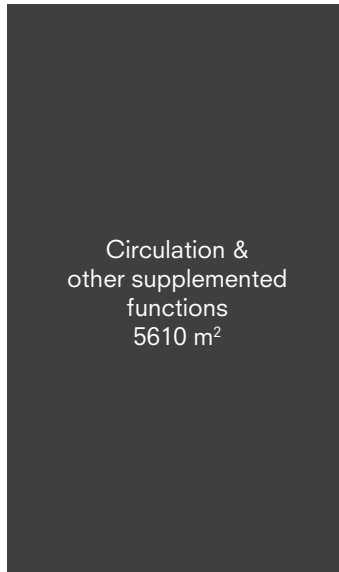
7480 m²
Circulation & other
supplemented functions

09.
design proposal

A partially opened residential community for the detox process of future NEETS

SOCIAL HOUSING

future new type of social housing monitered by governmet to sovle the increasing problem of NEETs

TEMPORARY

2 month - 2 years depending on personal situation

OPEN-GATE

free entry of locals with some prohibited area

separation between public, communal and private spaces

TREATMENT

collective activities such as co-living, co-working, co-learning, sharing chores, etc.

a clinic that serves both the community and the local people

MAIN PRINCIPLES

01
FULL INTEGRATION OF NATURE

02
DIVISION OF PRIAVE & PUBLIC

1. THE SITE MUST BE FULLY SURROUNDED BY NATURE AND LAVISH GREENERY
2. IN THE BUILDING, GREEN SHOULD BE ADDED AS MUCH AS POSSIBLE. DIRECT AND INDIRECT CONTACT OF NATURE SHOULD BE STRONGLY ENCOURAGED.
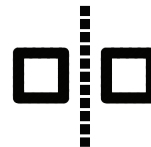
1. STAGE 1 RESIDENTIAL SHOULD HAVE MORE QUIETNESS, CLOSELY CONNECTED TO NATURE, AND HAVE MORE INTAMACY
2. STAGE 2 RESIDENTIAL SHOULD BE MORE WELCOMING, HAVING MORE CONNECTION WITH LOCAL COMMUNITY

MAIN PRINCIPLES

03

**STEADY
INTRODUCTION
OF TECHNOLOGY**

04

**INTRODUCING
MULTIPLE MEET-UP
SPACES**

1. THE APPLICATION OF TECHNOLOGY WILL BE DESIGNED ACCORDING TO THE THREE STAGES OF DETOX. RESIDENTS OF THE FIRST STAGE LIVE WITH COMPLETELY NO CONTACT OF TECHNOLOGY. THOSE OF THE SECOND STAGE CAN ONLY ACCESS TECHNOLOGY IN CO-LEARNING/ WORKING SPACES.

2. THE TECHNOLOGY ZONE WILL BE SEPARATED FROM OTHER FUNCTION, WITH A CERTAIN DEGREE OF CONNECTION. PHYSICAL PARTITIONS, VISUAL SHIELDING, OR THE USE OF COLOR WILL BE USED FOR DISTINGUISHING.

1. CREATE AS MUCH SOCIAL SPACE AS POSSIBLE. THIS REFERS NOT ONLY TO THE SPACE FOR CO-WORKING SPACES, BUT ALSO TO PLACES WHERE CASUAL MEET-UPS CAN HAPPEN. SMALL PLATFORMS, TERRACES, BALCONIES, RESTING PLACES, ETC., SHOULD BE PLACED AT CIRCULATION INTERSECTIONS.

2. SUCH SPACES SHOULD HAVE A CERTAIN CONNECTION WITH NATURE, SUCH AS GREENERY, SUNSHINE, AND FRESH AIR.

SECONDARY PRINCIPLES

01

INTEGRATION OF DIFFERENT FUNCTIONS

02

**OPEN PLAN FLEXIBLE WORKING SPACES**

03

INTERTWINED CIRCULATION PATH

1. CONSIDERING URBAN HIGH DENSITY AND ECONOMICAL USE OF THE LAND, RELATED FUNCTIONS CAN SHARE ONE SPACE.
FOR EXAMPLE, A COMMON WORKSPACE CAN INCLUDE MULTIPLE FUNCTIONS SUCH AS LEARNING, WORKING, MEETING, PRESENTING, AND REPORTING.

1. CO-WORKING SPACES SHOULD IMPLEMENT A OPEN-PLAN DESIGN THAT CAN HOUSE VARIOUS FUNCTIONS AND ACITIVITIES AT THE SAME TIME.
2. FLEXIBILITY ENSURES EFFICIENT USE OF LAND IN A HIGHLY DENSIFIED URBAN ENVIRONMENT
3. THIS ENVIRONMENT PROMOTES INTERACTION BETWEEN GROUPS THAT HELPS TO BUILD COMMUNITY BONDS AND AIDS THE RECOVERY OF RESIDENTS.

1. CONSIDERING URBAN HIGH DENSITY AND ECONOMICAL USE OF THE LAND, RELATED FUNCTIONS CAN SHARE ONE SPACE.
FOR EXAMPLE, A COMMON WORKSPACE CAN INCLUDE MULTIPLE FUNCTIONS SUCH AS LEARNING, WORKING, MEETING, PRESENTING, AND REPORTING.

SECONDARY PRINCIPLES

04
COMMUNICATION BETWEEN INDOOR/ OUTDOOR

05
URBAN FARMING AS A TRADITION

06
EMPHASIS ON KITCHEN & DINING SPACES
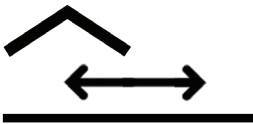
1. THE ARCHITECTURE NEEDS TO OBTAIN CERTAIN OPENNESS. RESIDENTS ARE ENCOURAGED TO PARTICIPATE IN MORE OUTDOOR ACTIVITIES, OR AT LEAST VISUALLY CONNECTED WITH EXTERNAL WORLD.

THE OPENNESS ALSO BENEFITS THE INTEGRATION OF THE NEETS COMMUNITY AND THE LOCAL NEIGHBORHOOD, BY CAREFULLY WELCOMING LOCAL RESIDENTS TO UTILIZE SOME PUBLIC PARTS OF THE COMMUNITY, SUCH AS THE CLINIC.

1. URBAN FARMING, AS ONE OF THE COMMUNITY TRADITIONS OF AMSTEL, NEEDS TO BE PRESERVED.
2. URBAN FARMING IS GREATLY BENEFICIAL TO THE NEETS COMMUNITY. NEETS HARVEST FOOD THROUGH DIVISION OF LABOR, ENHANCING THEIR TEAM SPIRIT AND PRODUCTIVITY. THESE ORGANIC GREEN FOODS CAN DIRECTLY BE SERVED ON THE COMMUNITY'S TABLE, PROMOTING GREEN AND HEALTHY DIET.

1. THE KITCHEN AND DINING AREA ARE THE MOST IMPORTANT SOCIAL PLACES. IN THE KITCHEN, BY COOKING AND SHARING CHORES, RESIDENTS CULTIVATE THEIR COMMUNITY SPIRIT. PEOPLE ARE THE MOST RELAXED WHEN EATING. THEY WILL SHARE THEIR LIFE STORIES AND BUILD INTIMATE RELATIONSHIPS.
2. THIS AREA NEEDS TO BE VERY SPACIOUS, BUT AT THE SAME TIME MAINTAINING A SENSE OF FAMILY AND WARM ATMOSPHERE.

PUBLICNESS
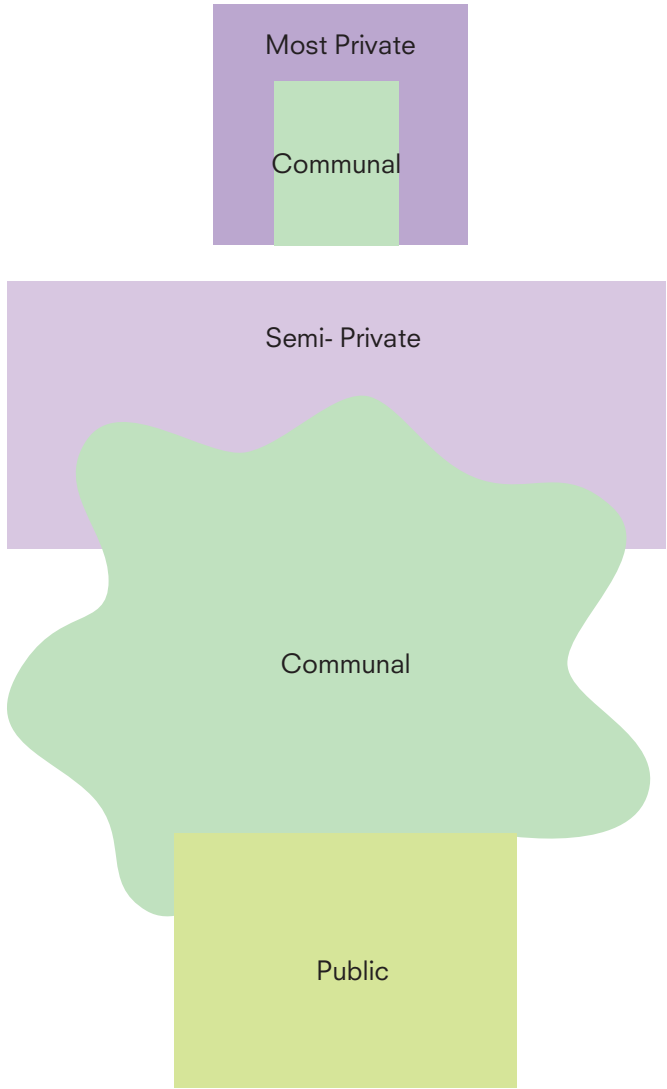
Most Private
14%

Semi-Private
25%

Communal
28%

Public
17.5%

Administration

Storage, mechanical,
bathrooms
14%

Most Private

Communal

Semi- Private

Communal

Public

PROGRAM RELATIONSHIP
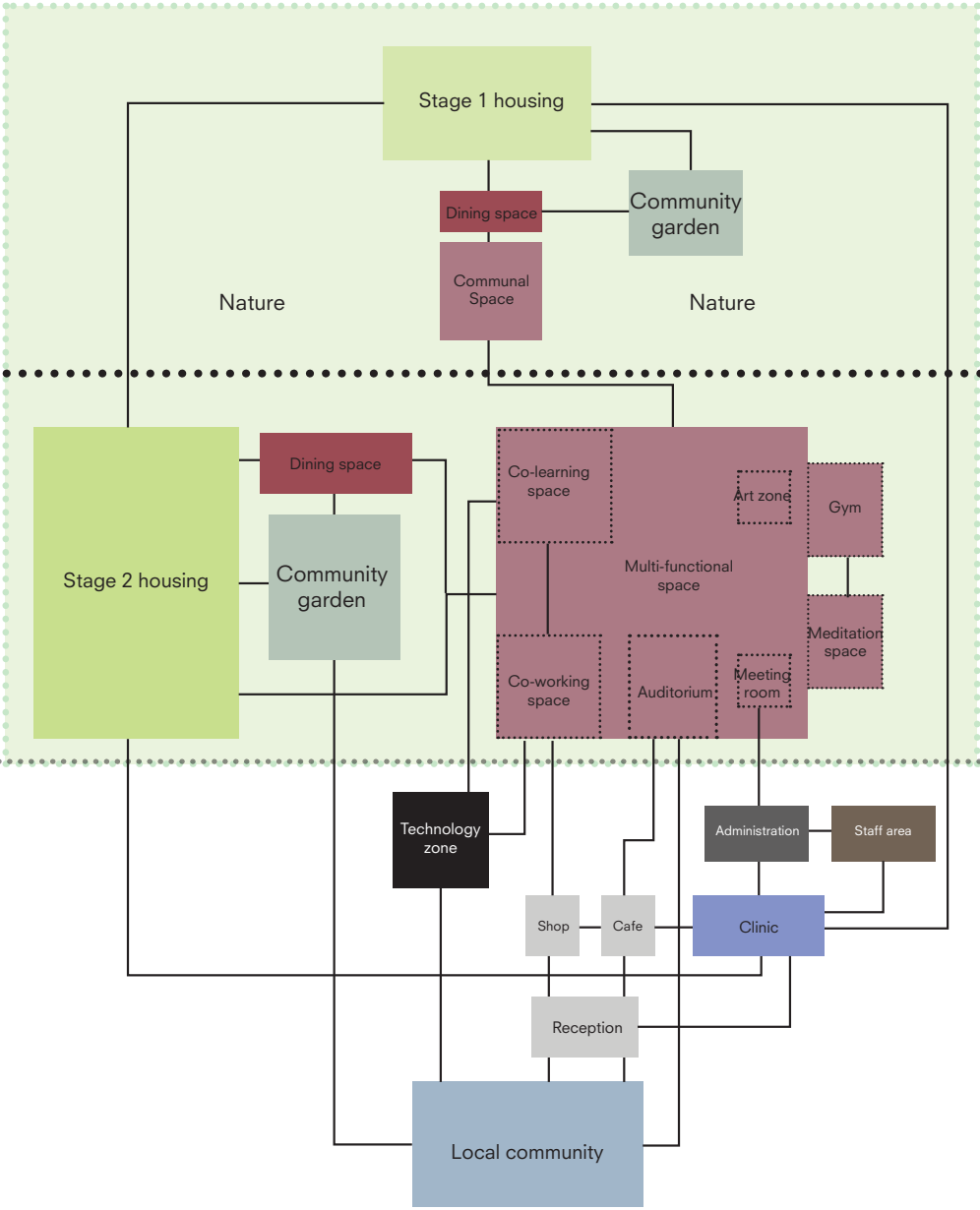
DETOX PROCESS

NEETS OR THEIR
FAMILES APPLY
FOR THE HOUSING

DIAGONIZING

MOVE OUT

RECOVER

STAY IN THE
COMMUNITY AS SOCIA
WOKER

VO
EDUC

DETOX PROCESS

APPLICATION PERMITTED AND NEET MOVES IN
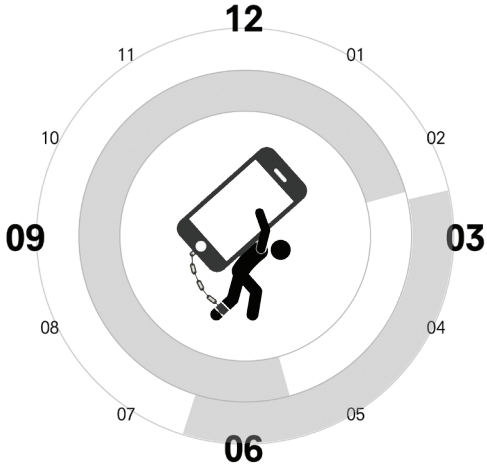
STAY IN STAGE 1 HOUSING

TECHNOLOGY USE TRANING

MOVE TO STAGE 2 HOUSING

NATURE AND MEDITATION

OCATIONAL AND CATIONAL TRAINING

24 HRS OF NEET UNTREATED

awake 15:30 ~ 06:33

ADDICTED TO TECHNOLOGY
12 hr 45 min
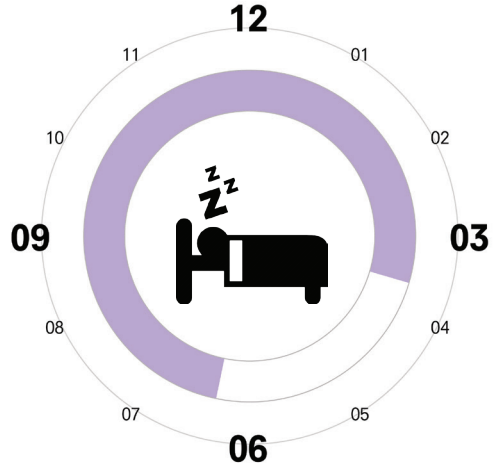
SLEEP
9 hr

WASTE TIME
2 hr
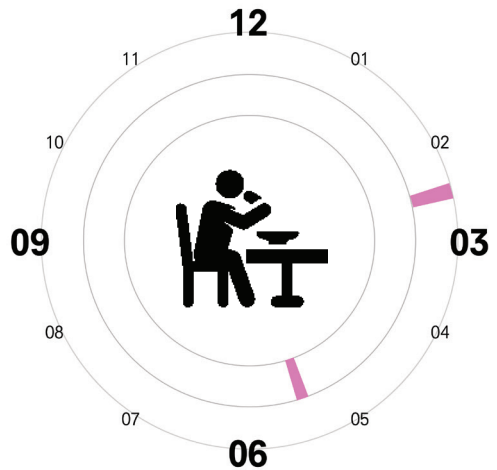
EAT & DRINK
15 min

24 HRS OF NEET IN DETOX COMMUNITY

awake 07:00 ~ 23:00
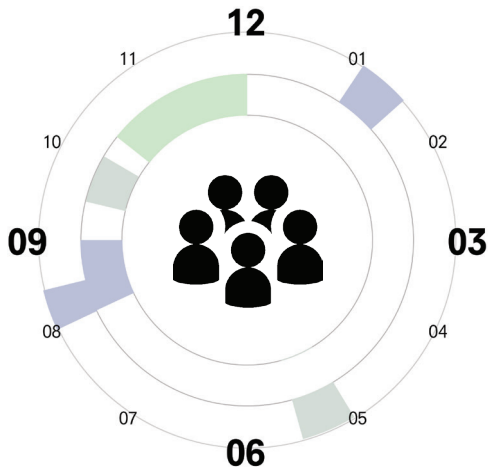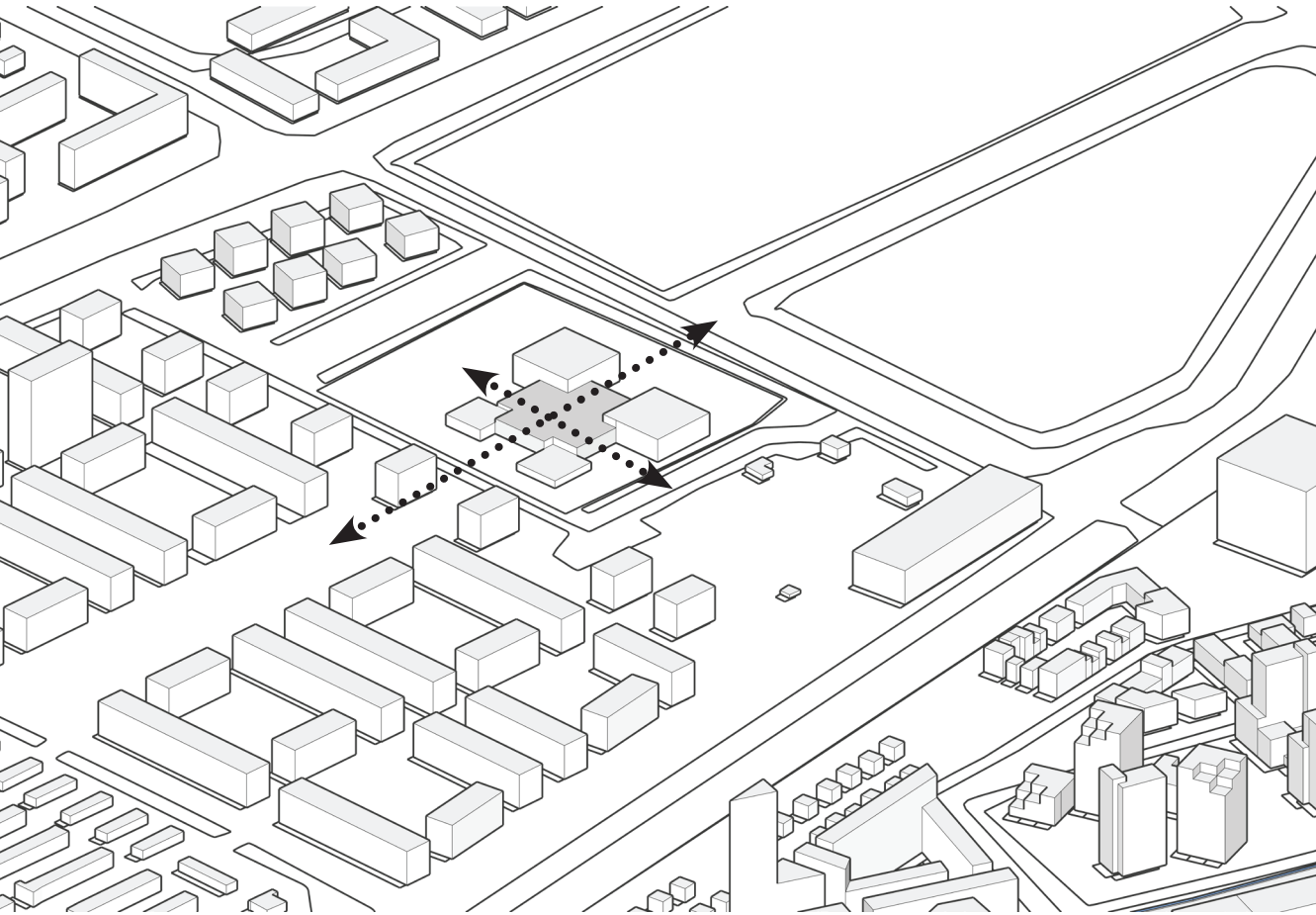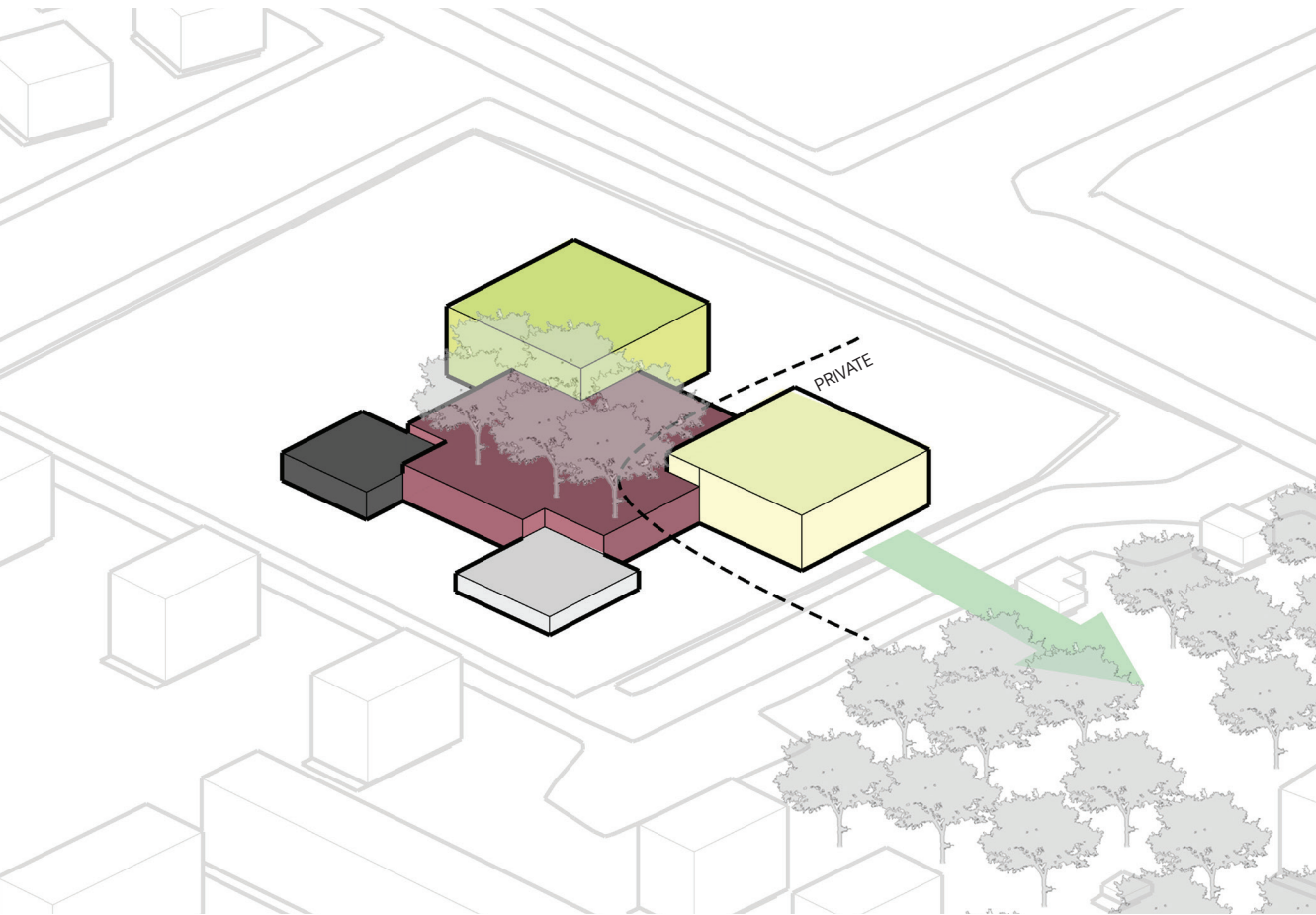
COLLECTIVE ACTIVITIES
5 hr
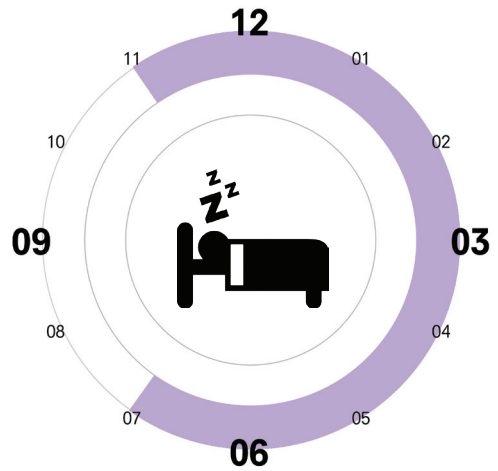
SLEEP
8 hr
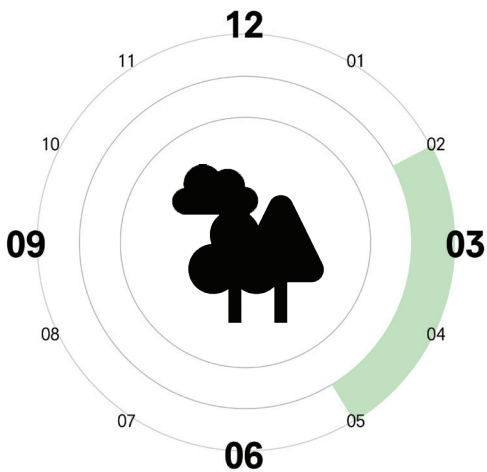
NATURE
3 hr
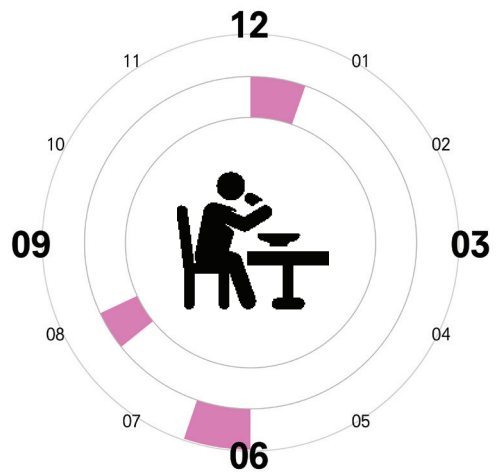
EAT & DRINK
1 hr 30 min

10

mass-
ing
studies
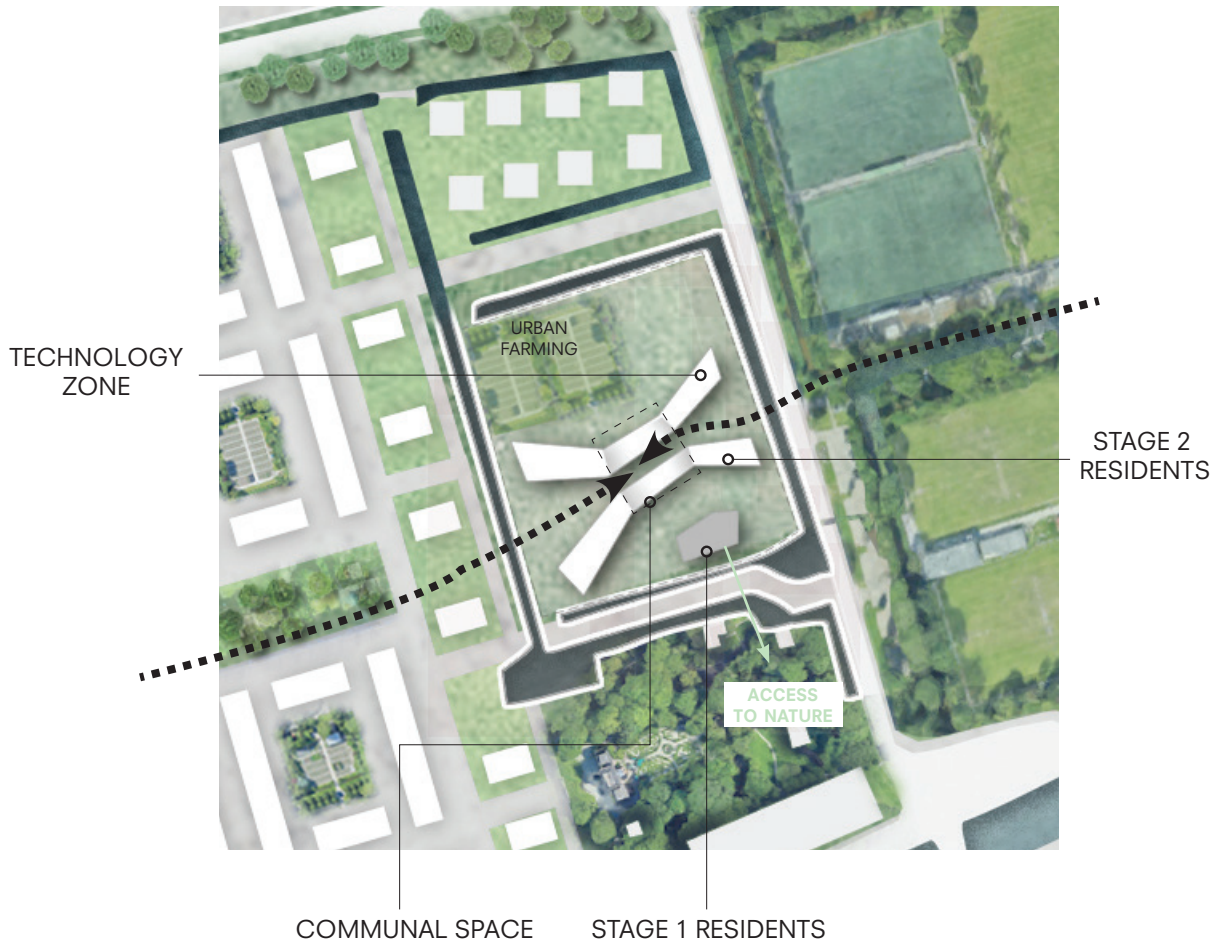
MASSING 1
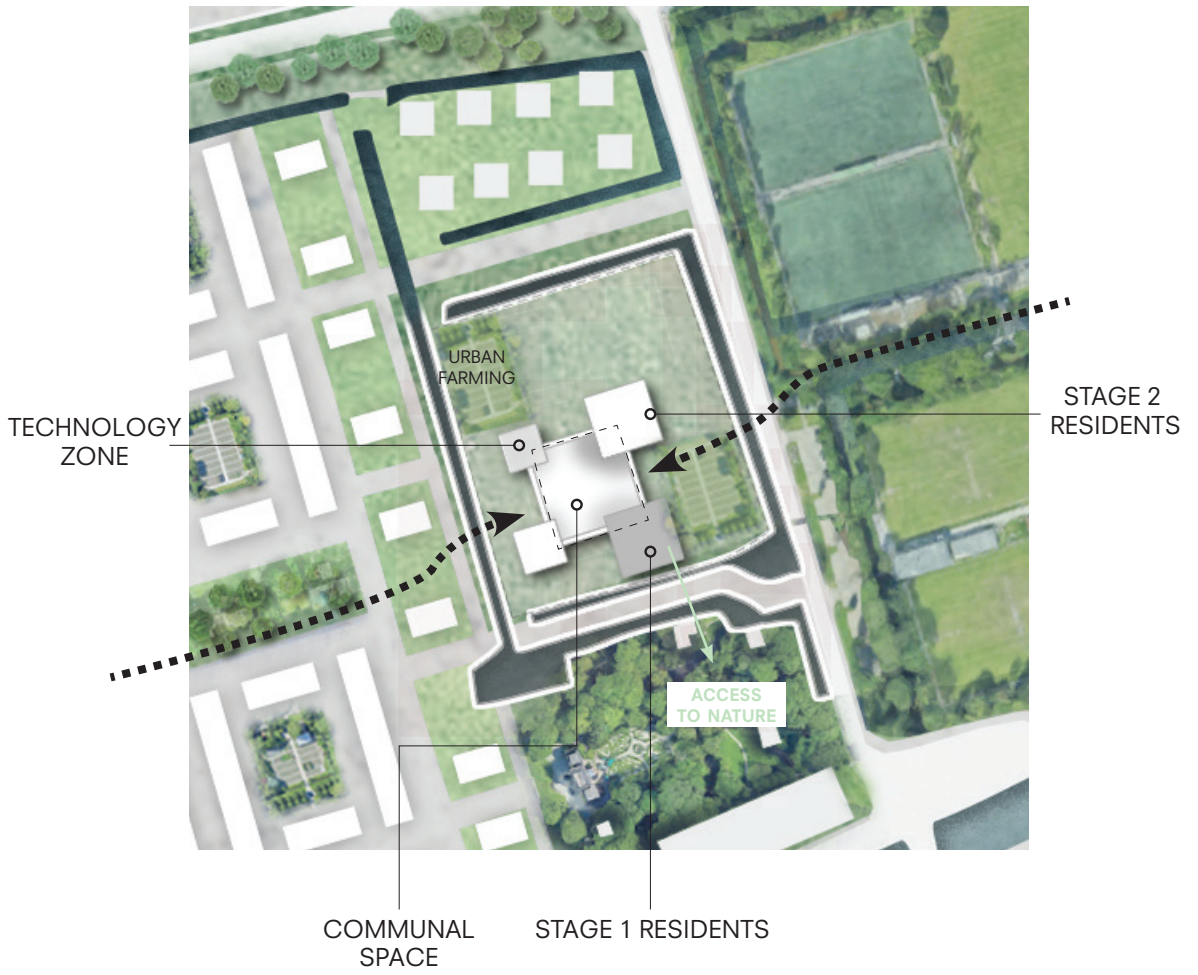
TECHNOLOGY
ZONE

URBAN
FARMING

STAGE 2
RESIDENTS

ACCESS
TO NATURE

COMMUNAL
SPACE

STAGE 1 RESIDENTS

PRIVATE

	STAGE 1 HOUSING
	STAGE 2 HOUSING
	COMMUNAL SPACE
	TECHNOLOGY ZONE
	RECEPTION

MASSING 2

TECHNOLOGY
ZONE

URBAN
FARMING

STAGE 2
RESIDENTS

ACCESS
TO NATURE

COMMUNAL SPACE   STAGE 1 RESIDENTS

FEELING OF A
PUBLIC STREET

PRIVATE

STAGE 1 HOUSING

STAGE 2 HOUSING

COMMUNAL SPACE

TECHNOLOGY ZONE

RECEPTION

## MASSING 3

TECHNOLOGY ZONE

STAGE 2 RESIDENTS

ACCESS TO NATURE

COMMUNAL SPACE   STAGE 1 RESIDENTS

PRIVATE

STAGE 1 HOUSING

STAGE 2 HOUSING

COMMUNAL SPACE

TECHNOLOGY ZONE

RECEPTION

MASSING 4

URBAN
FARMING

COMMUNAL
SPACE

WARM HOUSE

STAGE 1+ 2
RESIDENTS

WARM HOUSE CREATING NATURE
JUST FOR STAGE 1 PATIENTS

PRIVATE

CANTILEVER SAVING MORE
GROUND FLOOR SPACE

TECHNOLOGY ZONE
UNDERGROUND

BETTER VIEW

STAGE 1 HOUSING

STAGE 2 HOUSING

COMMUNAL SPACE

TECHNOLOGY ZONE

RECEPTION

MASSING 5

TECHNOLOGY
ZONE

STAGE 1+2
RESIDENTS

ACCESS
TO NATURE

COMMUNAL SPACE

PRIVATE

GREENERY CLIMB UP
ALONG THE SLOPE
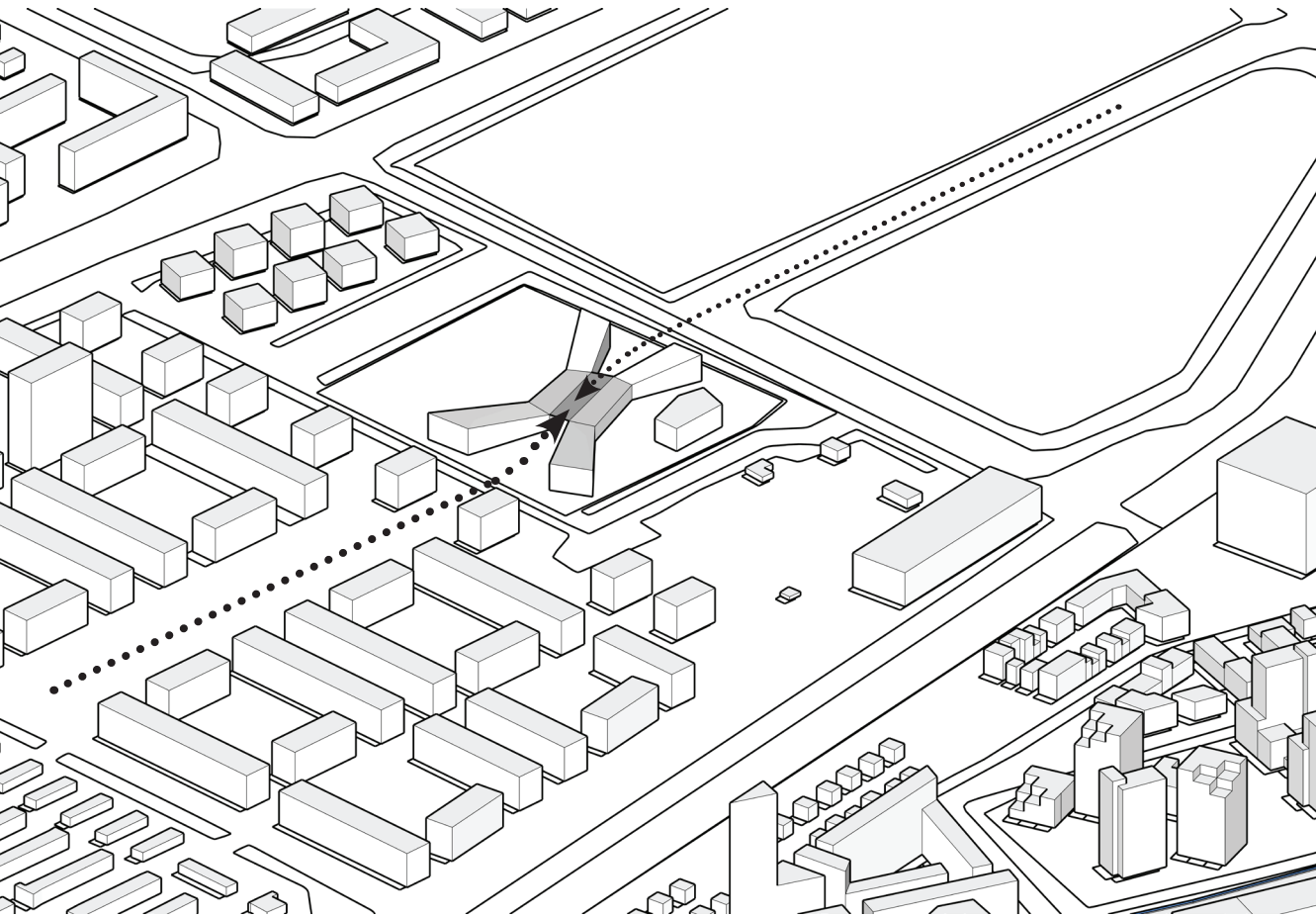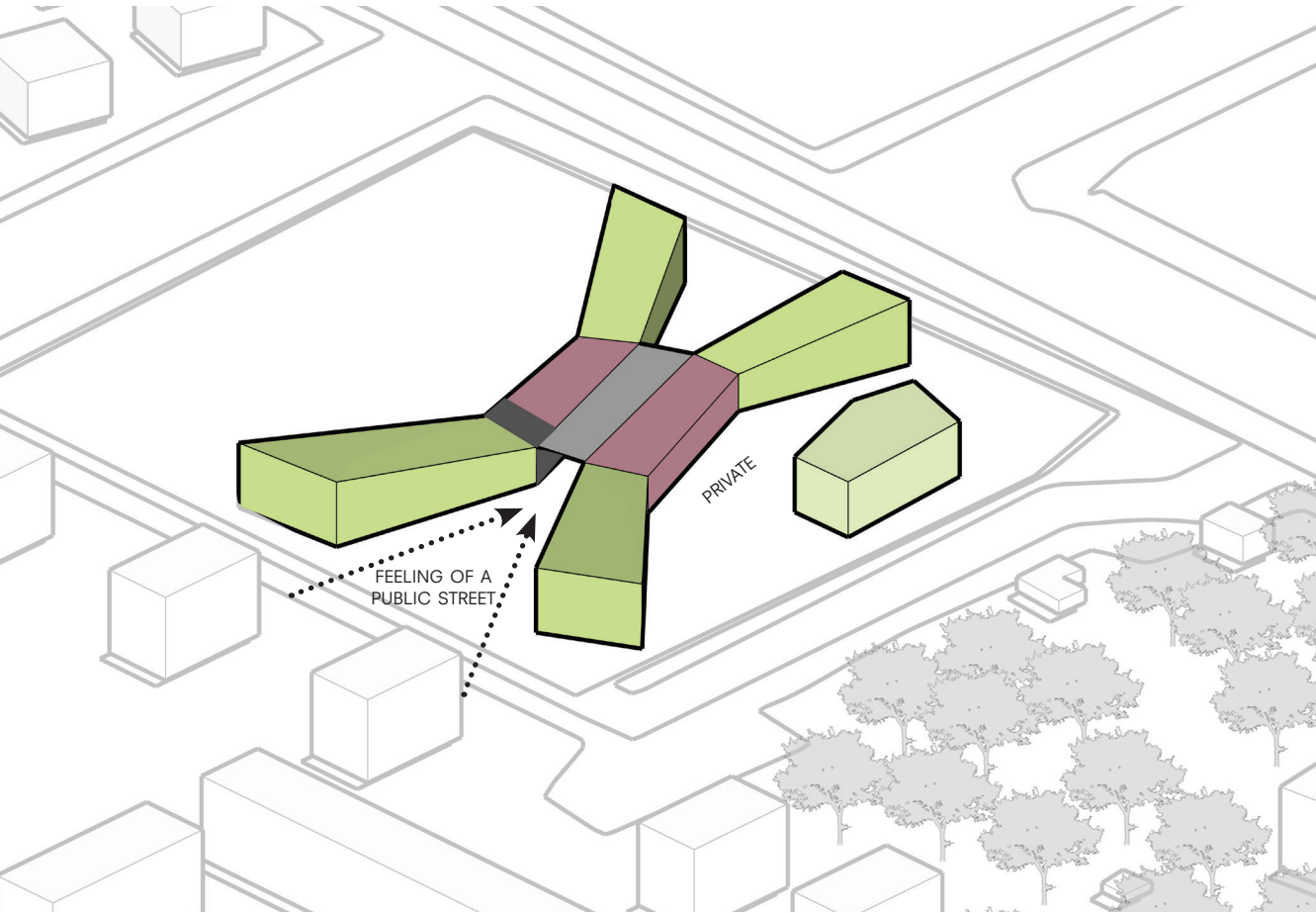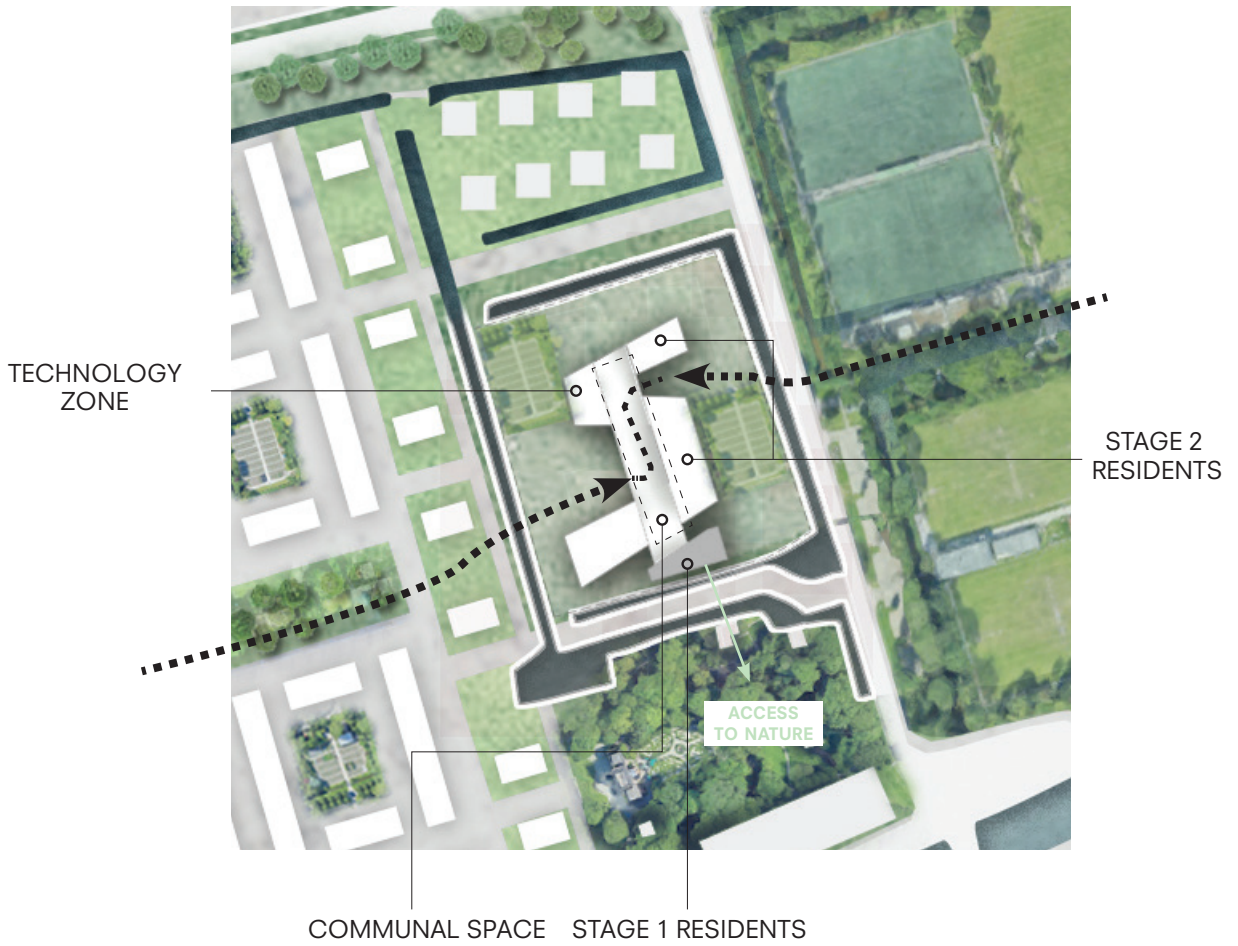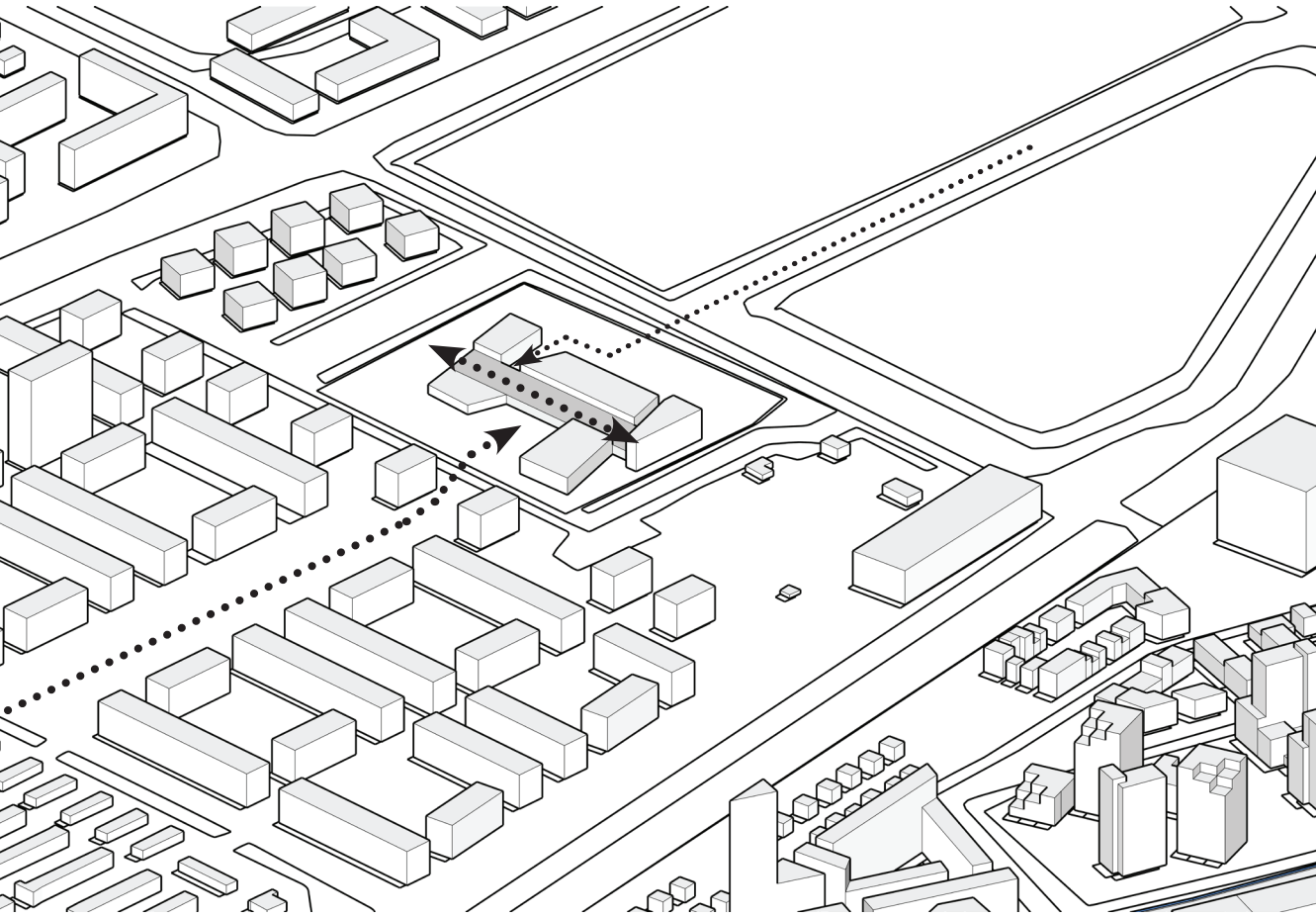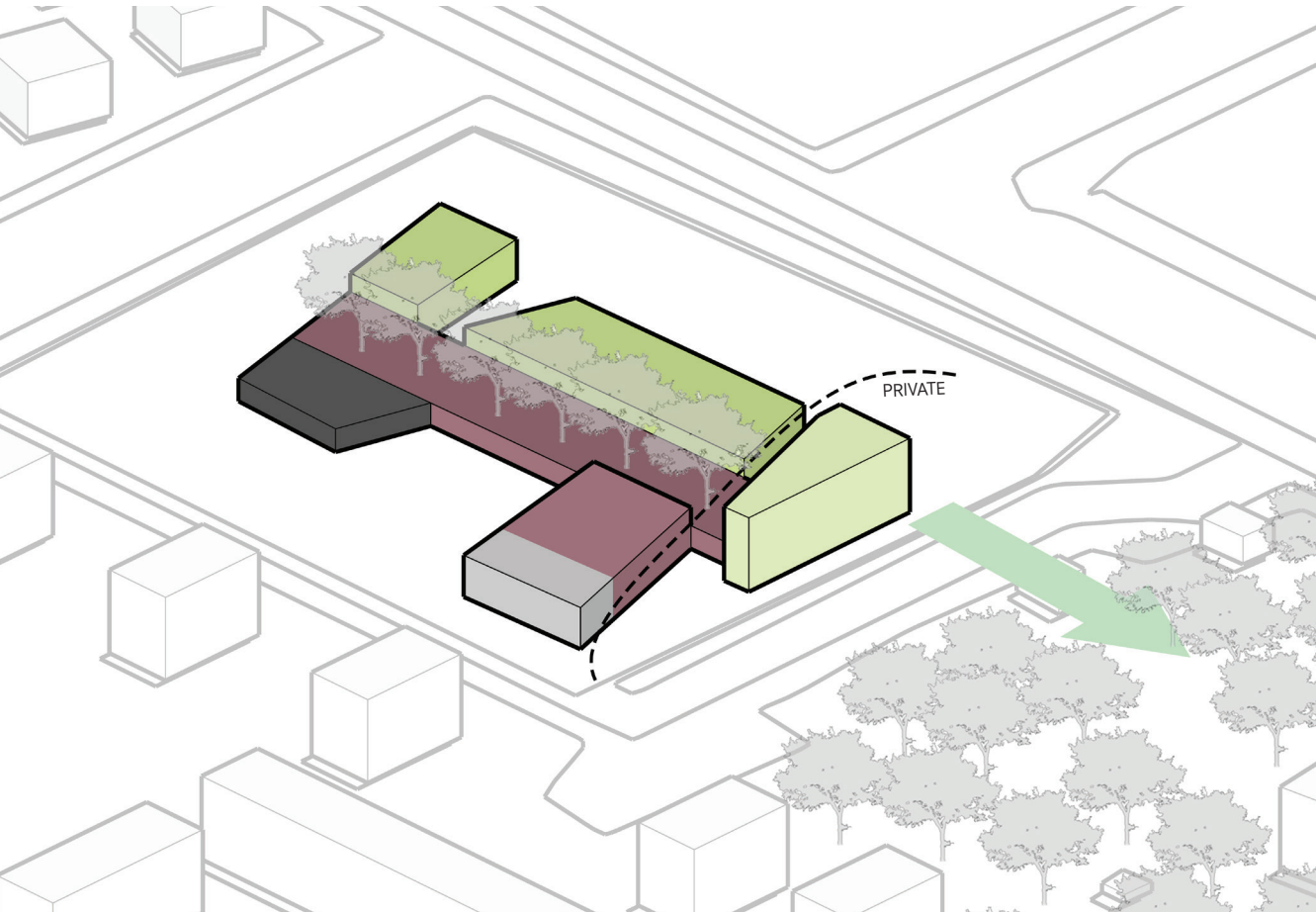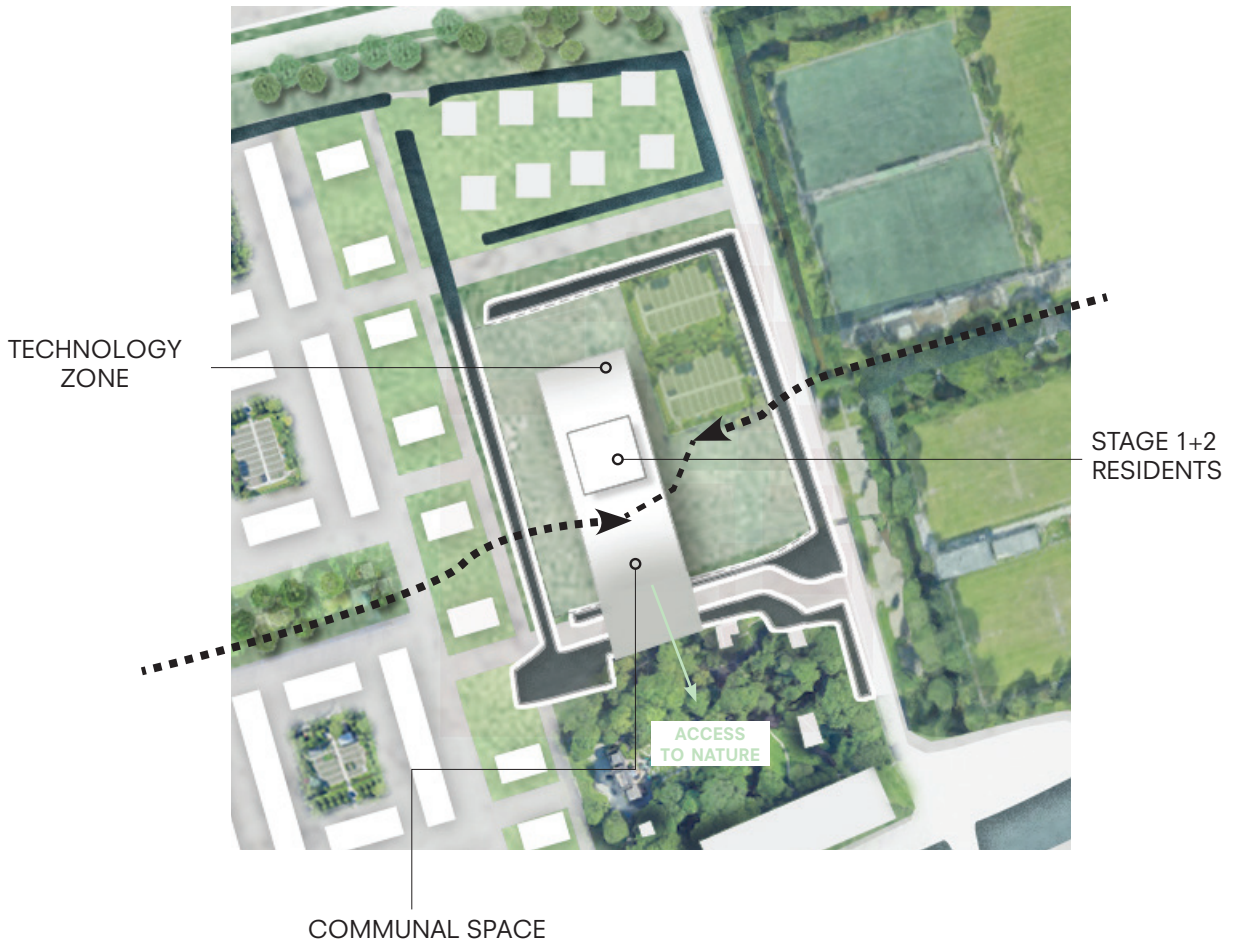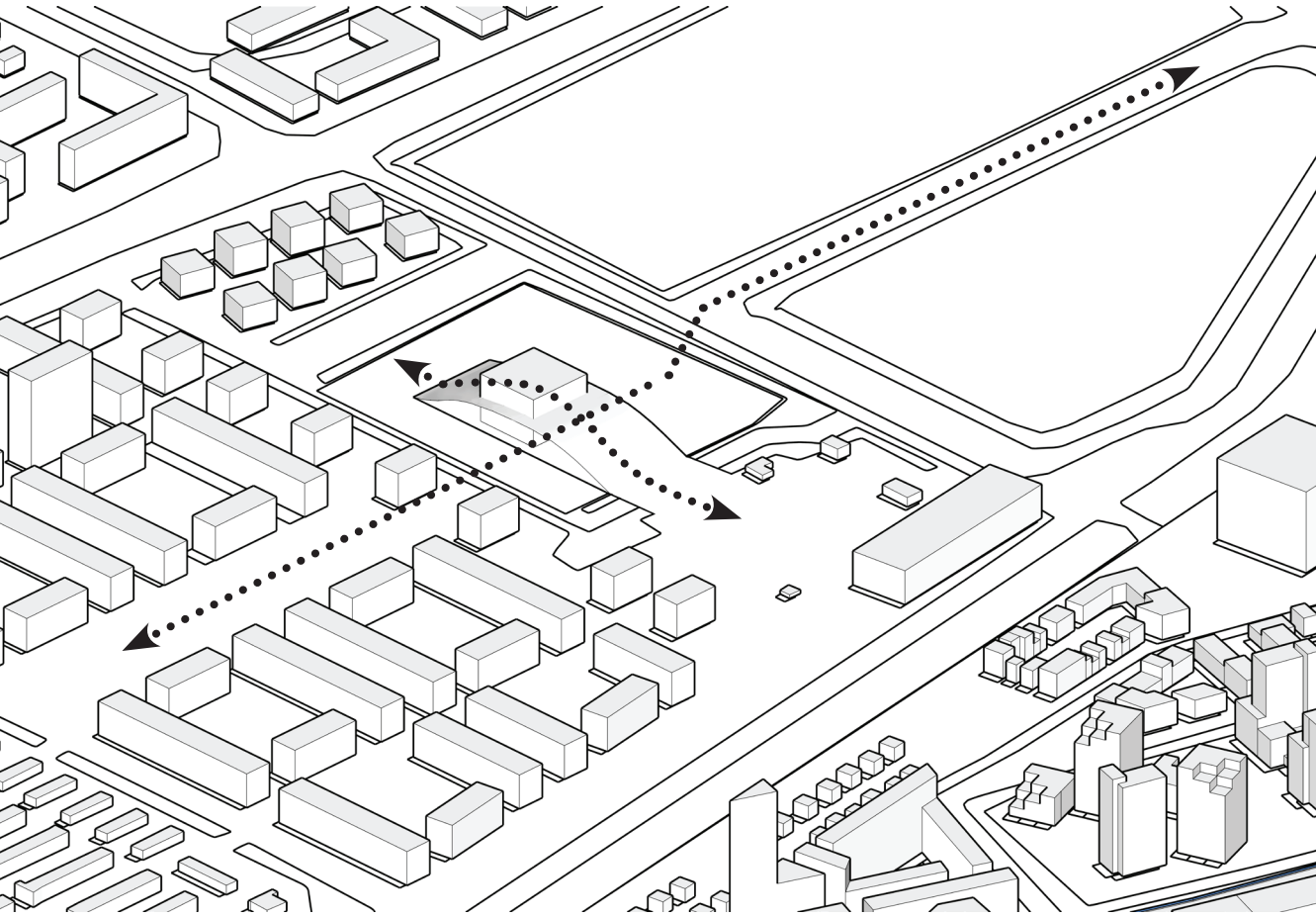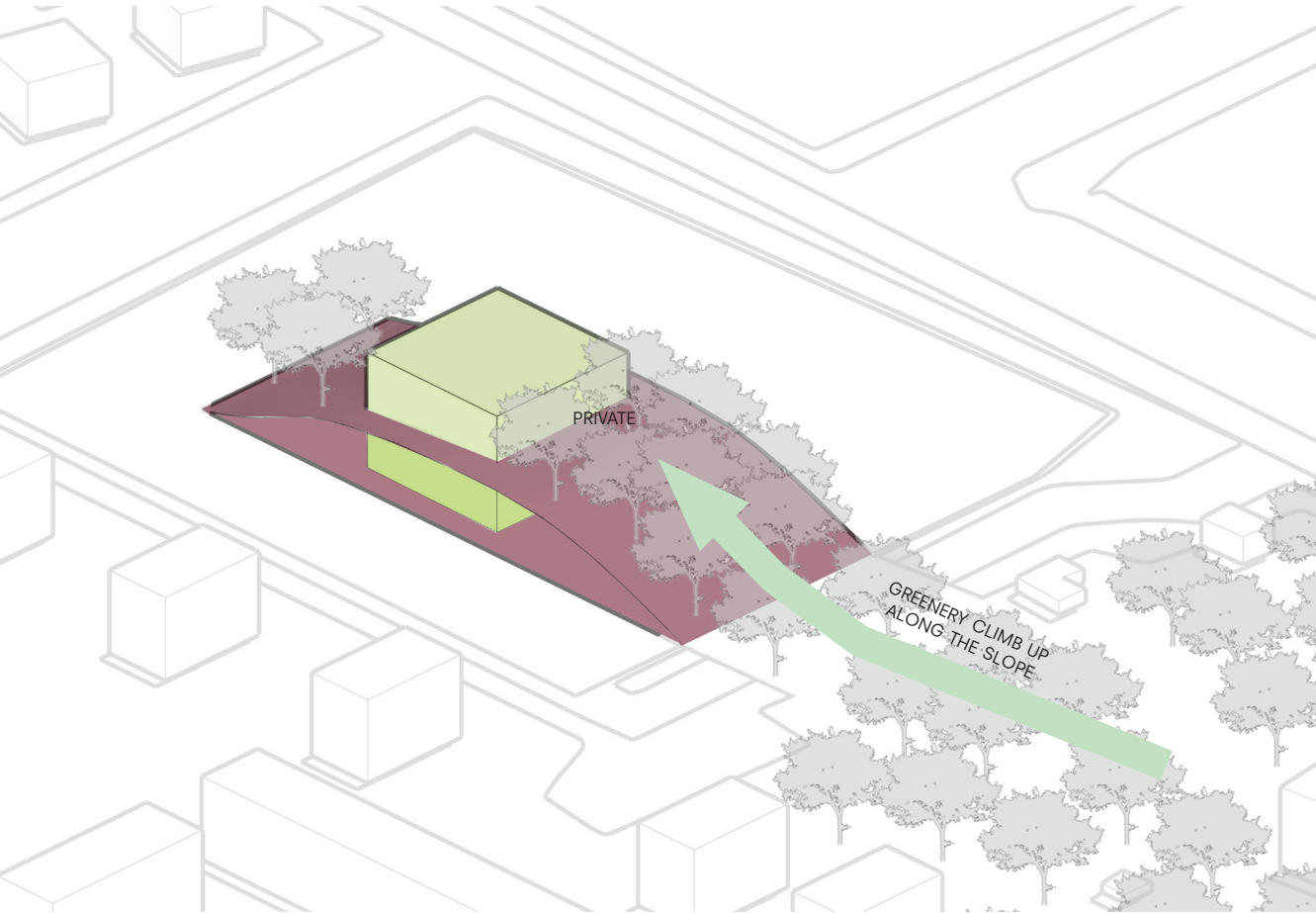
STAGE 1 HOUSING

STAGE 2 HOUSING

COMMUNAL SPACE

TECHNOLOGY ZONE

RECEPTION
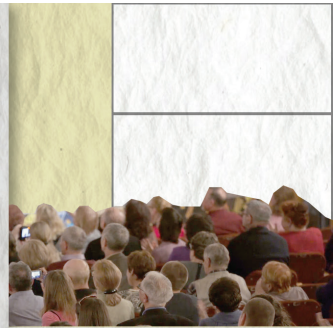
11
graduation plan

Graduation Plan: All tracks

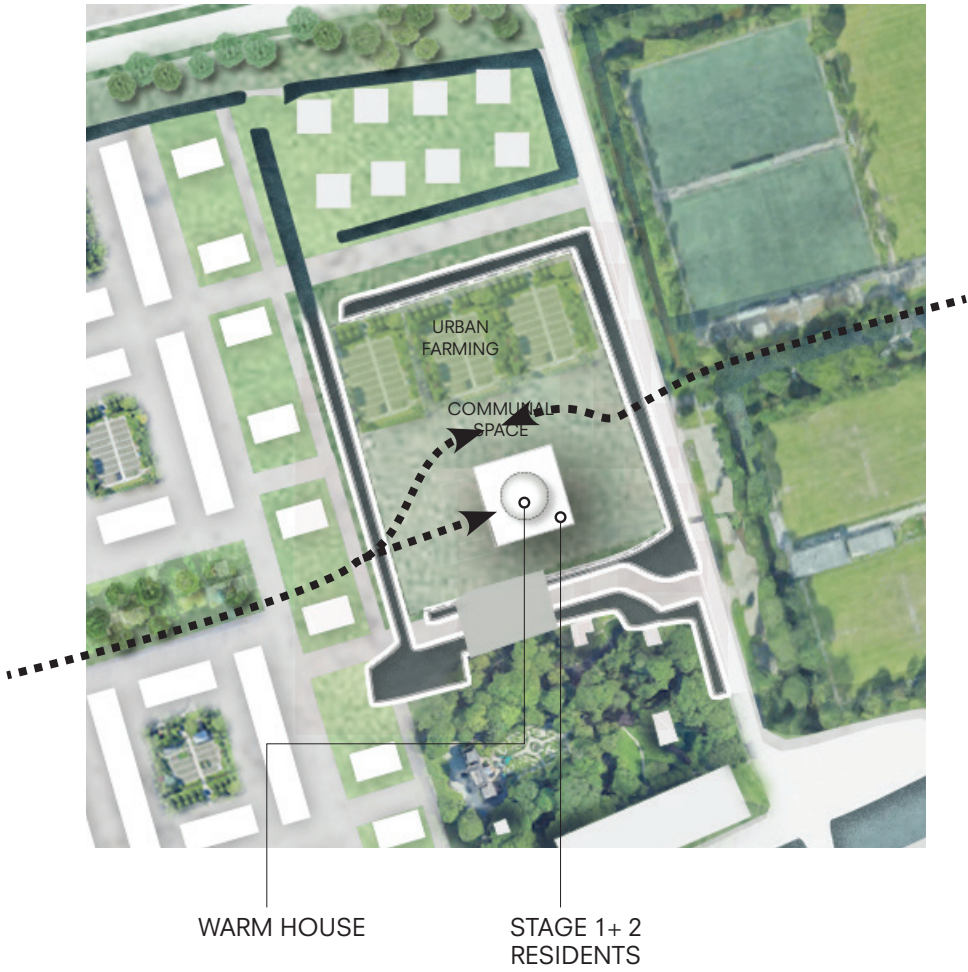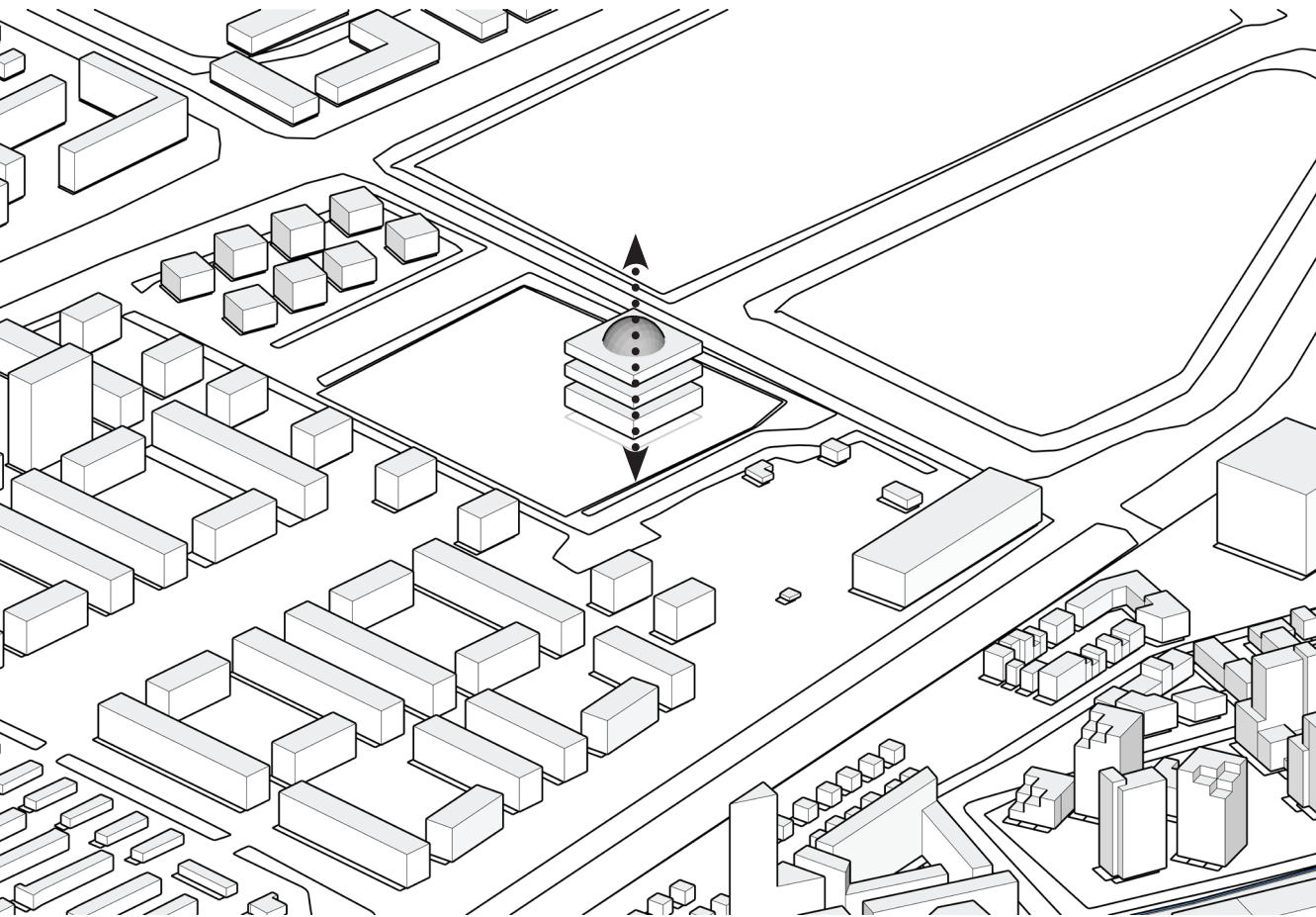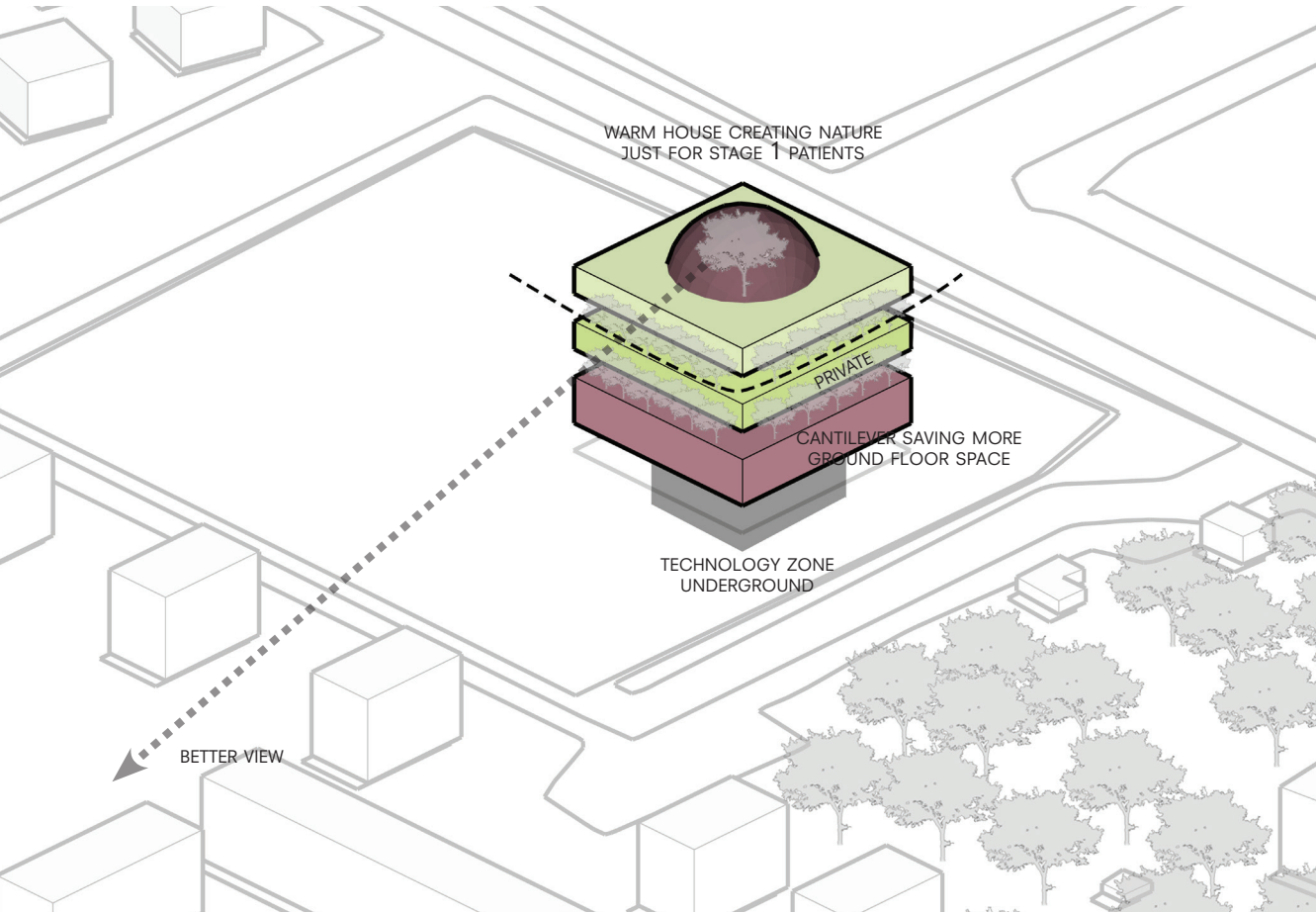Submit your Graduation Plan to the Board of Examiners (Examencommissie-BK@tudelft.nl), Mentors and Delegate of the Board of Examiners one week before P2 at the latest.

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

Personal information	
Name	Yijun Wang Sara
Student number	4735986
Telephone number	+31 647518725
Private e-mail address	melaneia@hotmail.com

Studio	
Name / Theme	Complex Project / Graduation Studio AMS MID CITY
Teachers / tutors	Olindo Caso & Gilbert Koskamp
Argumentation of choice of the studio	For graduate students who are about to enter the working environment, the Complex project studio can provide them with the ability to gain comprehensive understanding about building projects. Students approach design issues from a more macro perspective, examining urban development and even social evolution. Their research capabilities will be improved considerably.

One of my personal fascination is the future urban development. This year the design assignment of Complex Project is Amsterdam in 2100, offering me a chance to build up radical future scenarios through the consideration of social, economic, cultural and spatial factors. At the same time, I will be able to exercise my ability to synchronize design from different scales, say, from urban strategies to architecture to building details. |

Graduation project	
Title of the graduation project	Detox life sharing community
Goal	
Location:	Overamstel area, Amsterdam
The posed problem,	In the future society, although technology development and the rising consciousness of personal health may lead to a pleasant and comfortable life for many, some minorities who don't have money or resources will be left behind. One of them are NEETs. NEETs

	stands for those who are not in Employment, Education or Training, and have already caused social problem in contemporary society. The number of NEETs in Europe, America and Asia increase every year, posing threat to economy and public health.
	In 2100, it is believed that the number of NEETs even will soar to an unimaginable level. This is mainly due to three factors. The problem of addiction brought about by the advanced technology will make human beings more isolated. The dramatic changes in the job market will eliminate those who are less competitive and lack adaptability. The gap between the rich and the poor will result in serious health gap. These factors all lead to NEETs, and make them probably the most vulnerable marginal group in the future society. We can even say that in 2100, we are all likely to become NEETs.
	There are two main problems of the NEETs. The first one is their poor living environment. They usually put themselves in enclosed, narrow and messy living conditions that are extremely damaging to mental and physical health. The second is that they have no ways to improve their skills and establish confidence. They need places for human interaction, to learn and work together: not only to gain knowledge, but also to enhance their interpersonal skills and regain their self-esteem, so that they can return to society.
research questions and	1. How to cleanse, heal and reintegrate NEETs, by improving their living condition and offer self-development opportunities? 2. To what extent can collective activities and communal support benefit the reintegration of NEETs? 3. Is it possible to define a new type of community that combines habitation,

	skill acquirement and mental care together for the detox process of NEETs?
	4. How to define the specific programs inside this community? And how to determine the detox process and reintegration timeline?
design assignment in which these result.	A **detox life sharing community** providing **temporary residence and personal improvement programs** for NEETs. This community focuses on **treatment** of NEETs, by introducing nature and serenity and creating a technology limited environment. Various collective activities will be encouraged such as co-living, co-working, co-learning, collective farming, etc. By building a strong community bond through these activities, the NEET people learn all kinds of knowledge and skills that are necessary for returning to society. Most importantly, they will be able to rebuild their self-confidence, regain trust to others, and retain hope for life. This community also features a smooth transition between specially designed detox housing and normal housing neighborhoods, which corresponds to the social reintegration process of NEETs.

Process

Method description

The main research methodology I choose for my thesis is Historical Research. Specifically, I look into how to build up a historical narrative, along with the study of chronology and mapping. Historical narratives are always associated with two important concepts: time and space. Historians construct stories through chronology (time), and set physical backdrops (space) to describe events. Our research assignment strongly relates to "space" and "time", as we are inspecting how Amsterdam will change spatially in a time frame of 80 years. This correspondence to some extent also leads to my decision of choosing chronology and mapping as supplemented research technique.

The process of historical research is also in line with that of Complex Project. Our studio exercise can be summarized by three stages: data collection, analysis of trends, and formation of a personal perspective. Students are required to look back in history, collect data, identify development patterns and build their own story lines

accordingly. This is strongly in accordance with structuring a historical narrative. According to American historian Hayden White, historical narrative is a practice which is critical about the explanation of the structures and process of its study object. Historical research first accumulate data and evidence from the past, then arrange them in "an interpretative framework". By drawing on historical experience, one recognizes the law of development of specific affairs, thus forming a unique interpretation.

Literature and general practical preference

Precedents:
- Bridgepoint active healthcare center, Toronto
- Rehabilitation Centre Groot Klimmendaal, Arnhem
- Center for cancer and health, Copenhagen
- Tietgen dormitory, Copenhagen
- The Collective, Stratford
- Welive 110 Wall Street, New York

Literature:
- Bynner, J., & Parsons, S. (2002). Social exclusion and the transition from school to work: The case of young people not in education, employment, or training (NEET). *Journal of vocational behavior*, 60(2), 289-309.
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Reflection

Relevance

In the 2100 vision, our group defines the Amstel area as a sub-city center dominated by **(P)leisure**, where a large number of residents will enjoy a splendid high quality life. However, the coin always has two sides. When other projects are based on the positive side of the future, we must see that in a densely populated urban area, many vulnerable groups will not be taken care of. Future technologies and medical services may guarantee the basic survival of all, but it can't be guaranteed that everyone can live a meaningful life. NEETs is one of these minorities that cannot be ignored. They are addicted to technology, unable to adapt to the future working environment, and are physically and mentally suffering. Attention needs to be paid to NEETs in order to make our future vision more realistic and comprehensive.

This project is reflecting on the notion of (P)leisure. What is the truth of a meaningful life, if everything can be taken care of by automated machines? Does the joy of life equal to a variety of entertainment activities, such as social media, gaming, augmented reality? What awaits us in the end when our lives are filled with this overwhelming excitement? In such a society full of all kinds of stimuli and even temptations, will people instead be indifferent, isolated, and lose their meaning of life and mutual care? The treating process of NEETs goes against this tide, by letting them return to nature, regain peace of mind and re-establish the connection between people. This is an exploration that may act as a wake-up call for future life.

Time planning

p0.5: (week 1-5) Introduction:
site investigation, general research,
spatial impressions by collage making,
development of first spatial fascinations

p1: (week 5-10) Research:
hard data + soft data group research,
define personal research methods, form first research question

p1.5:(week 10-15) Position & Ambition:
further group research, define clear group vision,
clarify personal interest, further personal research,
first program decision

p2: (week 15-20) Design Brief:
all-round group research,
comprehensive personal proposal, design ambition
site selection and urban strategy, rough massing

p2.5: (week 20-25) Massing and Concept:
massing studies, (final massing)
conceptual design, clearly define programs (1:500 plan & section)
final decision on site selection (1:1000 site plan)

p3: (week 25-30) Spatial and climate design:
spatial qualities, plans development, (model making, 1:200 plan & section)
climate and mechanical strategies (rough detail drawings)

p4: (week 30-35) Materialization:
finalize program relationships, circulations, spatial qualities, (1:200 plans and section finalization)
confirm details, material selection, (1:50 & 1:10 details)
rendering and other visualizations

p5: (week 35-40) Finalization:
architectural drawings 1:200, 1:50, detail drawings 1:10/1:5
graphic presentation, artist impressions,
final model

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