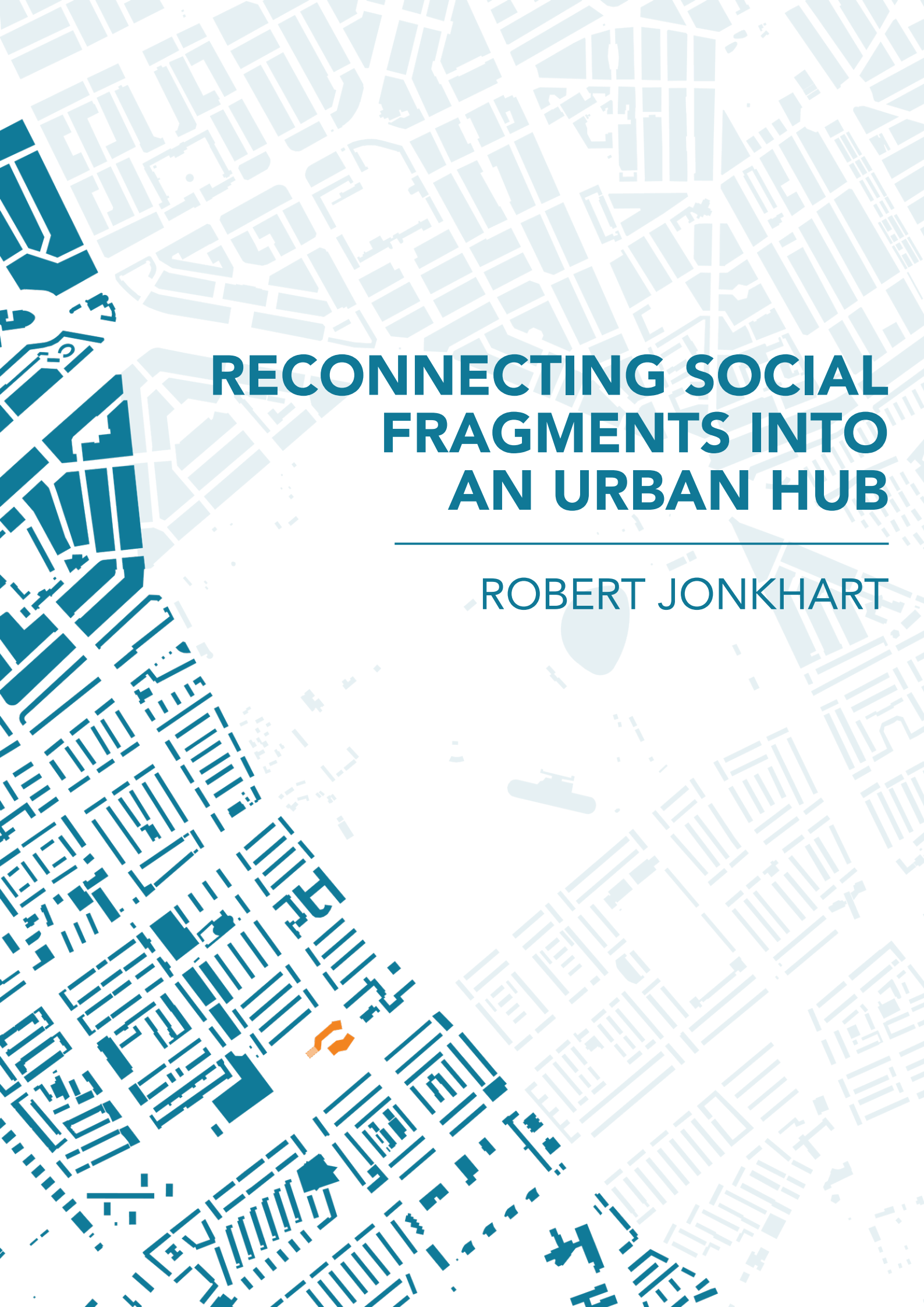

RECONNECTING SOCIAL FRAGMENTS INTO AN URBAN HUB

ROBERT JONKHART

Reconnecting Social Fragments into an Urban Hub
A PUBLIC CONDENSER IN MORGENSTOND, THE HAGUE SOUTHWEST

Public Building / Graduation Studio Public Condenser: The Hague-Copenhagen

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Chair of Public Building
MSc Architecture, Urbanism and Building Sciences
Delft University of Technology

June 2020

INDEX

		page
1	**GRADUATION PLAN** The graduation plan shows goals, process and motivation for the execution of this design project	7
2	**DESIGN MANIFESTO** A visual manifesto displaying the intentions and motives that are used in this design project	15
3	**DESIGN BRIEF** The design brief shows the planned program for this design project	21
4	**PROCESS DOCUMENTATION P1/P2** The narrative of the start of the project, the research and concepts that lead into the concept design	25
5	**CONCEPT DESIGN** The concept design for the Public Condenser	67
6	**PROCESS DOCUMENTATION P3/P4** The narrative leading from the P2 presentation into the final design	85
7	**FINAL DESIGN** The final design for the Public Condenser	109
8	**FINAL REFLECTION** Reflecting back on the process throughout the different phases of the graduation process.	149

GRADUATION PLAN

Graduation Plan

Master of Science Architecture, Urbanism & Building Sciences

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	Robert Gert-Jan Jonkhart
Student number	4805267
Telephone number	*removed for publication*
Private e-mail address	*removed for publication*

Studio		
Name / Theme	Public Building / Graduation Studio Public Condenser: The Hague-Copenhagen	
Main mentor	Paul Kuitenbrouwer	Architecture
Second mentor	Gilbert Koskamp	Building Technology
Argumentation of choice of the studio	During my studies I discovered a particular interest towards the public domain and how it functions. Creating meaningful spaces for the public to benefit from is a challenge that requires thorough concepts and research. In this studio, I hope to explore the essence of condensing public events into well-integrated, functioning and built structures.	

Graduation project	
Title of the graduation project	Reconnecting Social Fragments into an Urban Hub
Goal	
Location:	Melis Stokepark, The Hague
The posed problem,	Social interaction in a neighborhood, the idea of knowing your neighbor, brings many benefits such as communal safety through social control, a communal feeling resulting in people staying in their area and not moving out, and social responsibility that makes people care about their environment. These things are exactly what is missing in The Hague Southwest: the connectivity of the neighborhood on a physical and mental level. The resulting fragments of urban and social tissue are disconnected, reconnecting these fragments is the purpose of the proposed project. A result of planned housing in The Hague Southwest in the 1950s is a lack of complexity and multiplicity due to a lack in the presence of socio-technic and ideological icons. The built environment is mainly constructed to serve a single purpose: dwellings for housing people, offices for providing workspaces for people, commercial space that

	offers the opportunity to stall wares for sale, etcetera. The only things that seem to matter most in these construction projects are time until completion, and the amount of financing it takes to achieve that. Many of the architectural structures that result from this can be considered generic and unappealing. It results in locals merely living in their dwellings and barely (or not at all) interacting with the social environment around them.
research questions and	How can architecture enhance the quality life of communities and environments? How can architecture be used to provoke users into interacting with and in their neighborhood?
design assignment in which these result.	My Public Condenser project as a building aims to invoke social interaction; it should focus mainly on attracting local users and having them meet. This bottom-up perspective should result in a place that locals know and care for, it becomes their thing in their neighborhood and not just another public building in The Hague.

[This should be formulated in such a way that the graduation project can answer these questions.
The definition of the problem has to be significant to a clearly defined area of research and design.]

Process

Method description

The so-called Binfordian way of classifying archeology, as introduced in the paper Archeology as Anthropology (Binford, 1962), describes different classes of artifacts: technomic artifacts, socio-technic artifacts and ideo-technic artifacts. This becomes interesting when applying the principles proposed in Binford's paper to architecture and social systems, as they exist nowadays. The earlier mentioned issues that The Hague Southwest has are a result of structures being considered as technomic: they serve their functional purpose but are often not considered as an socio-technic or ideo-technic structure (aside for the people that use them on a daily basis). Their addition to the social context or the social environment is minimal or non-existent; it could be any other structure on that spot. The Public Condenser aims to combat that. We are talking about a public structure that is appreciated through all of the three mentioned classes in Lewis Binford's paper *Archeology as Anthropology* (1962): its technomic for hosting functional purposes, its socio-technic as it can be considered a social activator in the neighborhood, and ideo-technic for symbolizing the changing social environment. These three aspects should be intertwined throughout the structure and its urban context. When the structure is truly appreciated and cared for in the neighborhood, it becomes a social catalyst that will continue to serve its purpose of being a social place to meet.

Literature and general practical preference

Binford, L. R. (1962). Archaeology as anthropology. *American antiquity*, *28*(2), 217-225.

Blokland, T. (2008). *Ontmoeten doet er toe*. Retrieved from http://docplayer.nl/77751-Ontmoeten-doet-er-toe.html#show_full_text

Evans, G. W., & McCoy, J. M. (1998). WHEN BUILDINGS DON'T WORK: THE ROLE OF ARCHITECTURE IN HUMAN HEALTH. *Journal of Environmental Psychology*, *18*(1), 85–94. https://doi.org/10.1006/jevp.1998.0089

Sklair, L. (2010). Iconic Architecture and the Culture-ideology of Consumerism. *Theory, Culture & Society*, *27*(5), 135–159. https://doi.org/10.1177/0263276410374634

Smith, R. W., & Bugni, V. (2006). Symbolic Interaction Theory and Architecture. *Symbolic Interaction*, *29*(2), 123–155. https://doi.org/10.1525/si.2006.29.2.123

Ching, F. D. K. (2014). *Architecture: Form, Space, & Order*. New Jersey, United States of America: Wiley.

CASE STUDIES:

Ku.Be, Copenhagen, MVRDV (2016)
De Meerpaal, Dronten, Atelier PRO (2004)
LocHal, Tilburg, Braaksma & Roos (2018)
Library of Birmingham, Birmingham, Mecano (2013)

Reflection

The role of architecture in social systems can be interpreted in many ways, and thus applied in many ways. With my graduation project I plan on delving into architecture's potential role as social catalyst to invoke interaction between users. Doing this, it is important to realise context: the position of the public building inside an urban environment, the layout of the plan, but also the materials and physical space can highly influence the potential succes of the project.
By applying Binford's principals from archeological and anthropological studies into architecture, new perspectives can be developed regarding the purpose and position of architecture in a social and urban environment. Using a bottom-up perspective will help locate the social perspective in architecture and how a spatial environment can stimulate social interaction.

Time planning

2.7 Final reviews on tutorial and seminar

2.8 P2 presentations (GO – NO GO)
- Research book
- Case studies
- Site model
- Design journal
- Graduation plan
- Design manifesto
- Design brief
- Concept design
  - Urban context (1:500)
  - Public condenser (1:200)
  - Expressing design manifesto
  - Expressing design objectives

2.10 Due paper seminar
Due manifesto tutorial

3.1 Explore P2 feedback / Explore building technology options
3.2 Multiplicity integration / concept / multiplicit construction
3.3 Working more detailled towards 1:100 / 1:50 → integrating structure
3.4 Interior elements
3.5 Work on P3 prepration

3.6 P3 presentations
- Further integration of design on site (1:100 / 1:50 / 1:20)
- Programmatic placement
- Interior routing
- Interior concept major programmatic elements
- Multiplicity concept → BT multiplicity

3.7 Explore P3 feedback
3.8 Changes to plan/interior/facade

3.9 Changes to plan/interior/facade
3.10 Project schematics 1:20 / 1:5

4.1 Project schematics 1:20 / 1:5
4.2 Visualisation studies
4.3 Work on P4 preperation

4.4 P4 presentations (GO – NO GO)
- Design development (1:20 / 1:5)
- Visualisation studies
- Translation manifesto into project (1:20 / 1:10 / 1:5)
- Description storyline (text)
- Description clarification diagram (text)
- Preparation final presentation (concept, pre-editing)

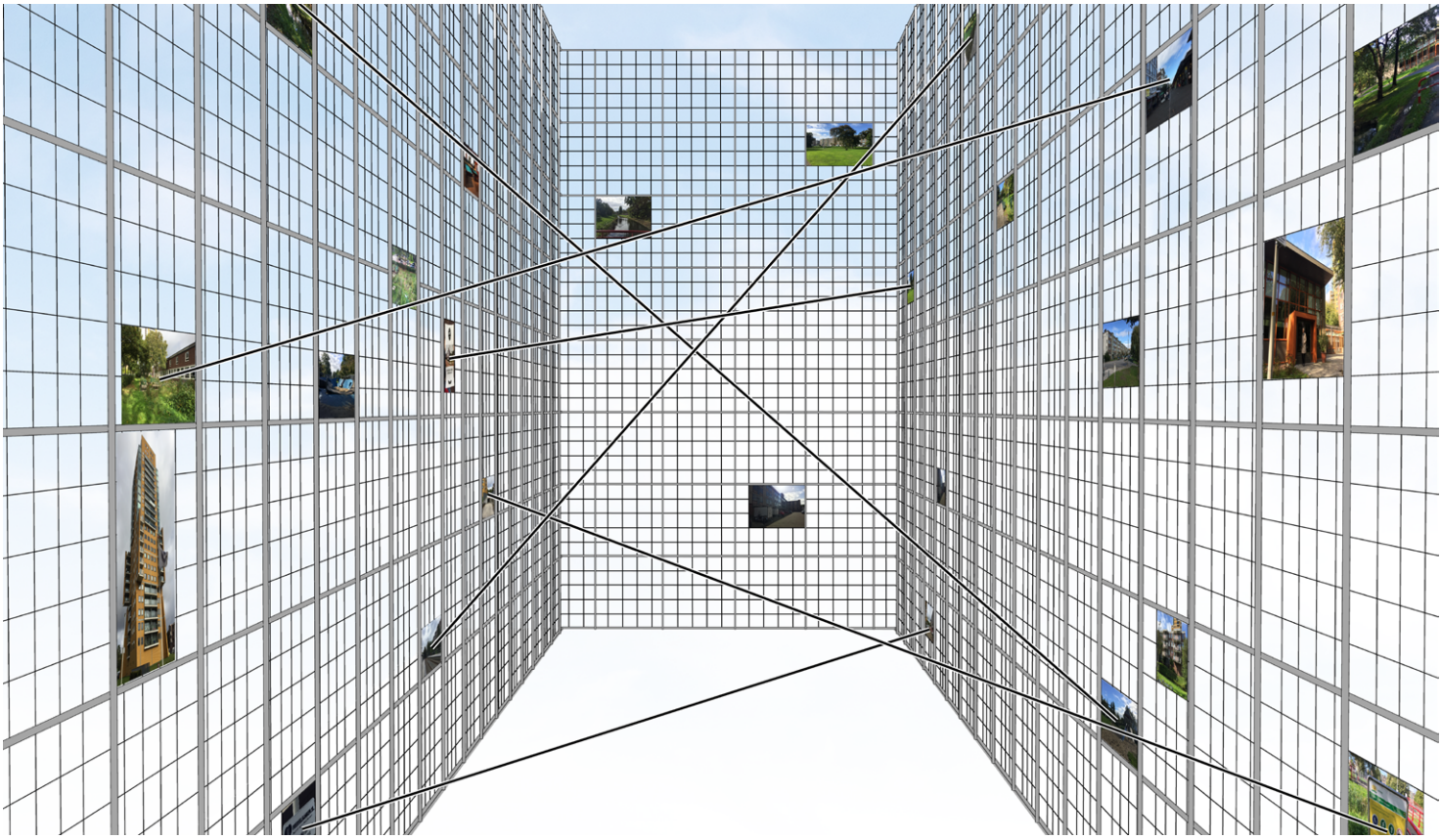
4.7 Explore P4 feedback
4.8 Work on P5 preperation (drawings/digital)
4.9 Work on P5 prepreation (physical scale model)

4.10 P5 presentations (public)
- Presentation panels
o Plans (1:500 / 1: 200 / 1:100)
o Sections (1:500 / 1: 200 / 1:100 / 1:20)
o 3D (interior and exterior)
o Physical model
o Relevant details (1:20 / 1:5)
o Integration interior elements
o Materialisation
o Structural designs

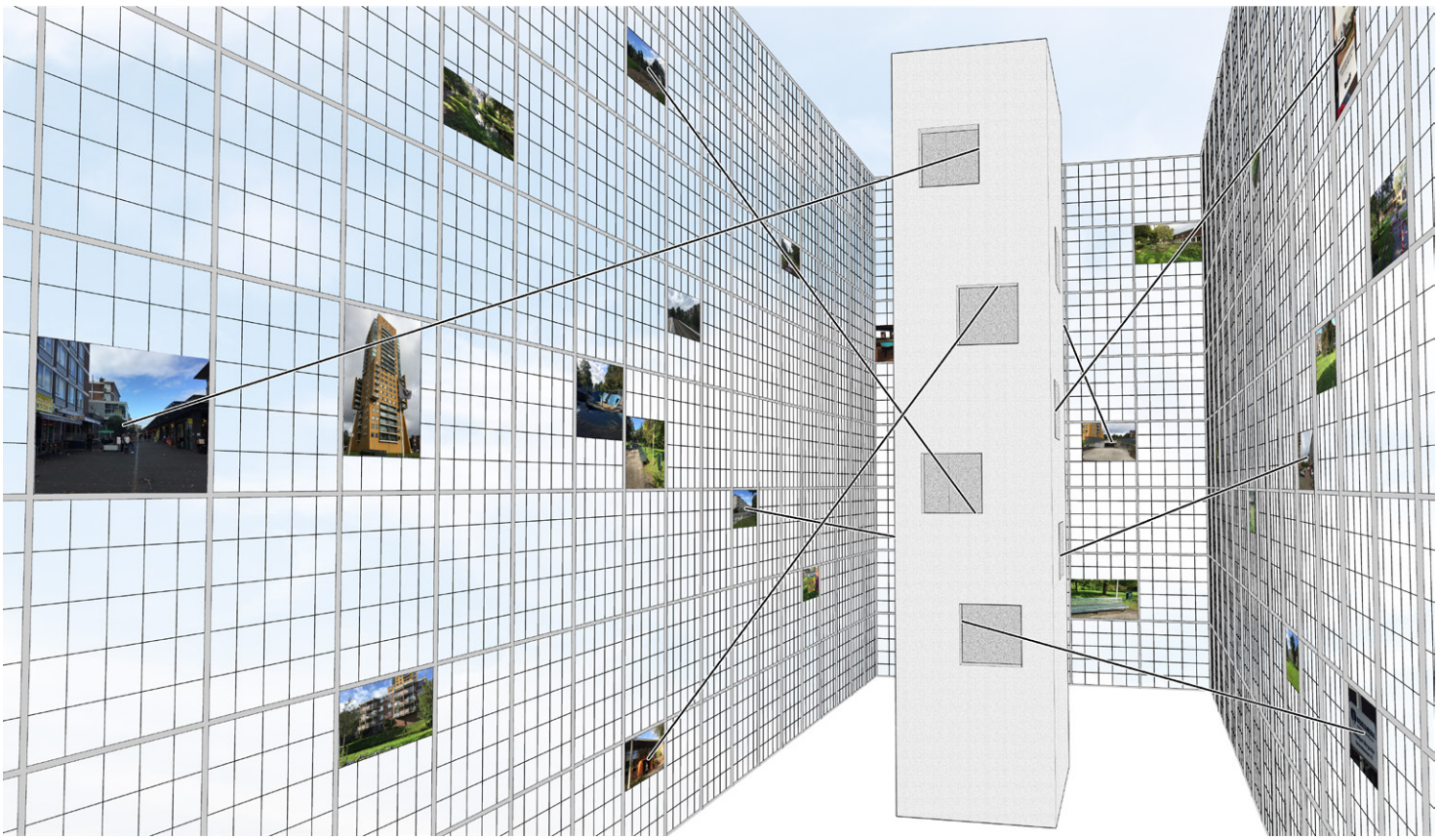
DESIGN MANIFESTO

DESIGN MANIFESTO

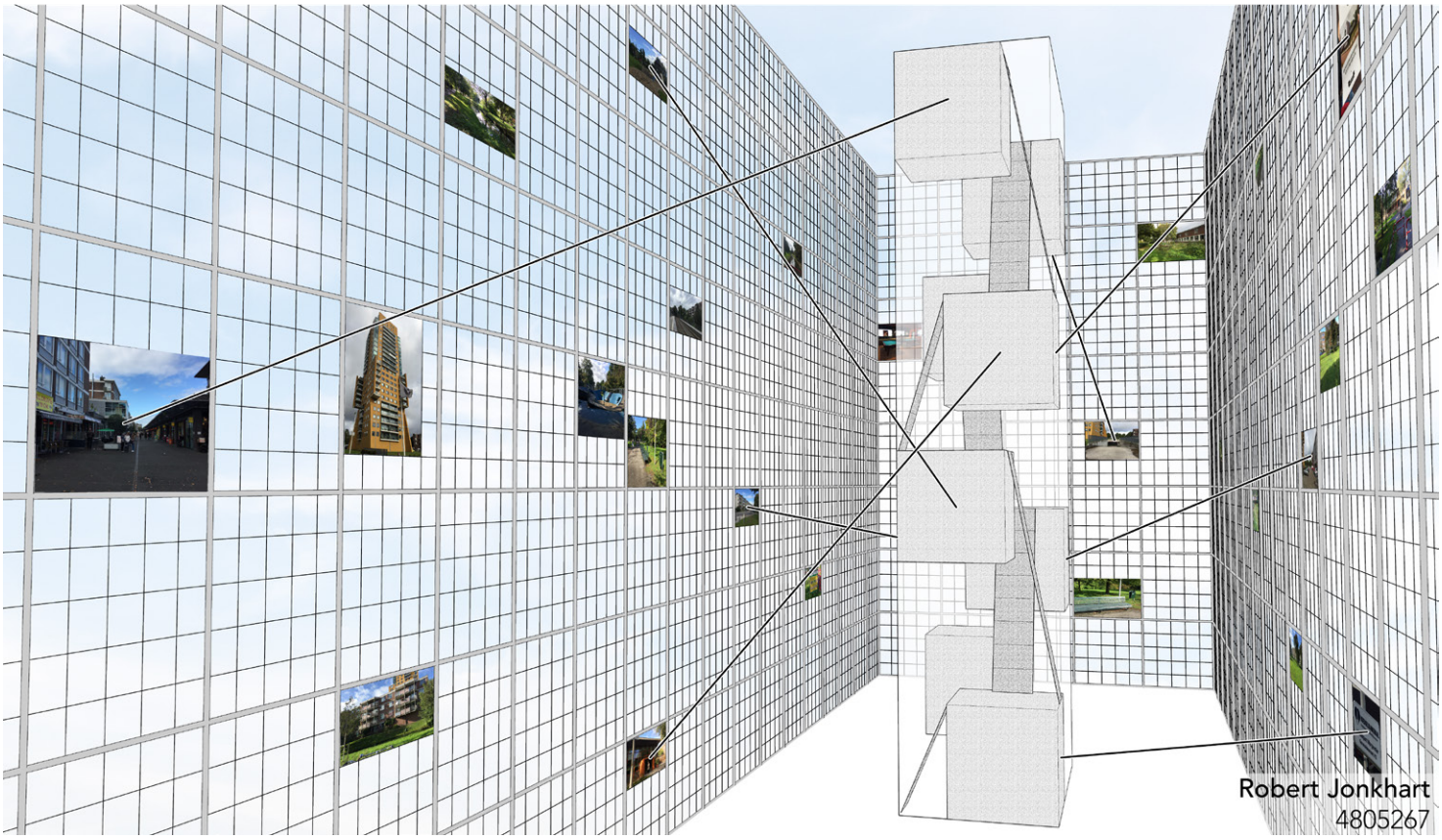
DESIGN MANIFESTO VERSION 1



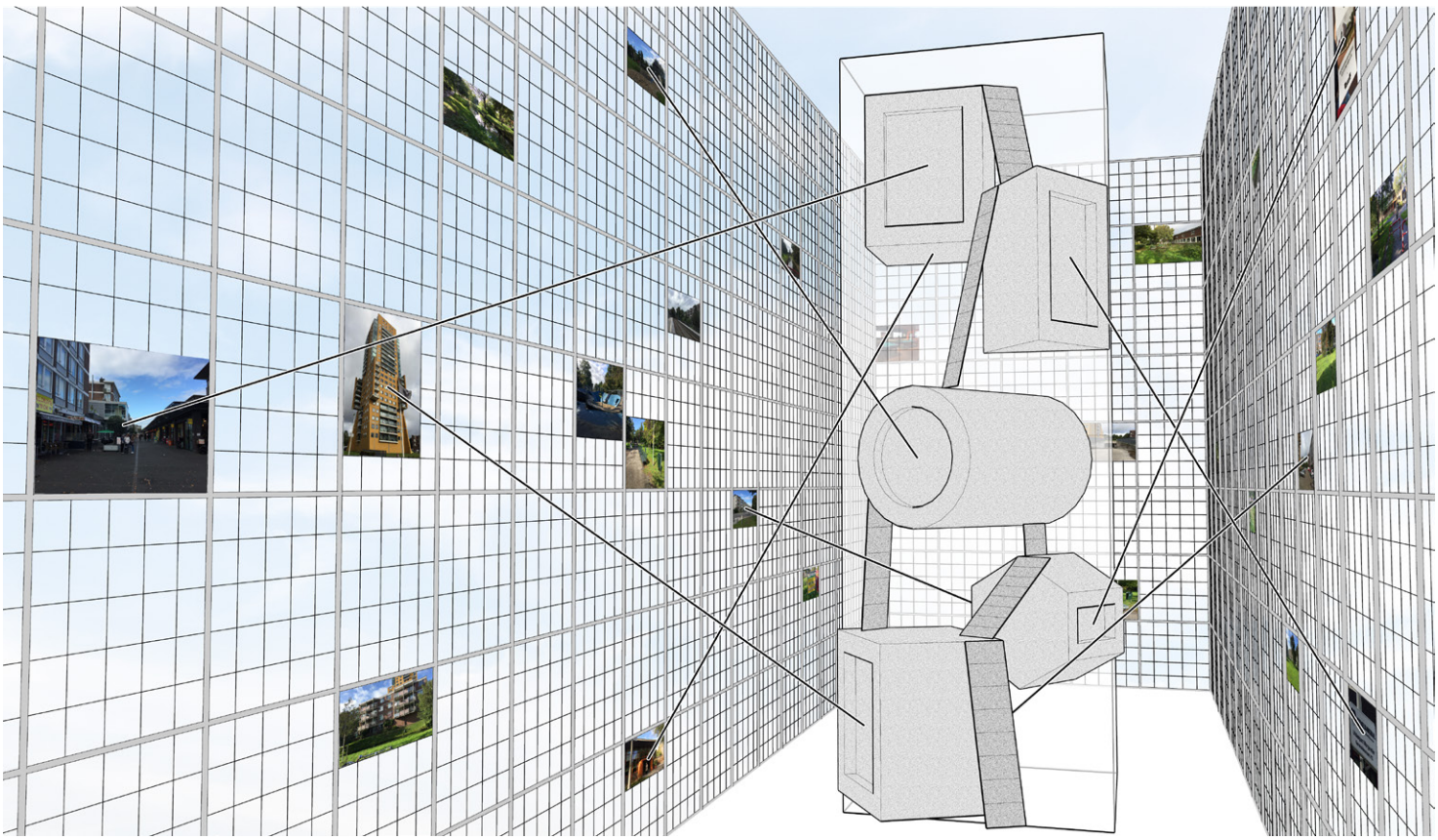
DESIGN MANIFESTO VERSION 2



DESIGN MANIFESTO VERSION 3



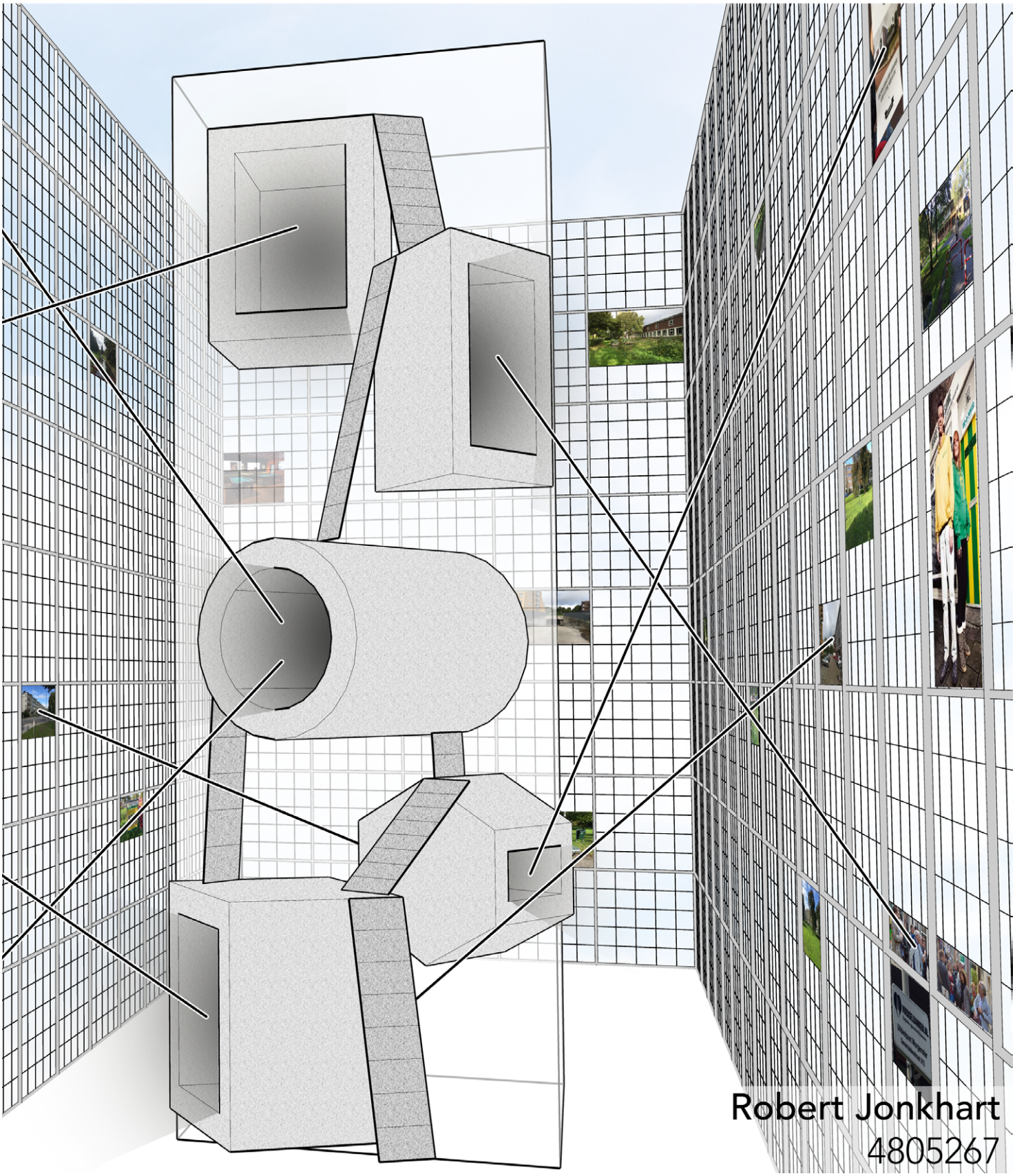
DESIGN MANIFESTO VERSION 4



DESIGN MANIFESTO

FINAL DESIGN MANIFESTO

In The Hague my research has shown that there are individual elements and users in an existing structure, where they are disconnected from one another. The goal is to identify these elements and users and condense them in the Public Condenser. The future building should make connections between these elements, while it serves as a framing machine where the elements are represented in their own individual way.



Robert Jonkhart
4805267

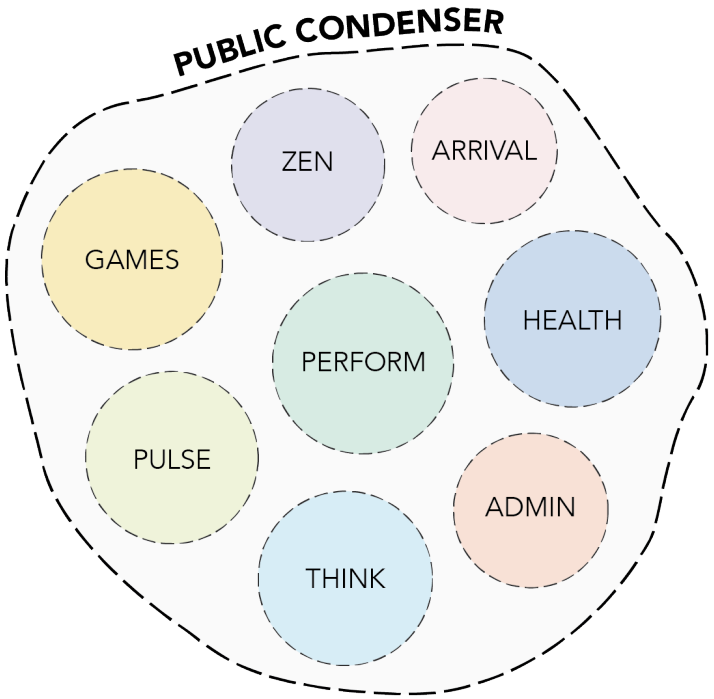
DESIGN BRIEF

DESIGN BRIEF

DESIGN BRIEF FOR THE PUBLIC CONDENSER

Based on the given design assignment and brief, the Public Condenser is a building where people of all ages and places are welcomed into participating in different activities.

The building therefore offers many functions and events, that are expected to work together properly. Public Condenser is therefore a building that hosts a variety of functions that are in one structure, while still defining clear zones of activity.



		m^2 nett		tarra		gross	m^3 nett		tarra		gross
ARRIVAL	Entrance with reception Shop Café Toilets	350	+	100	=	**450**	1750	+	500	=	**2250**
ADMINISTRATION	Entrance with reception Office space Staff changing rooms Storage space	220	+	60	=	**280**	660	+	180	=	**840**
PERFORMANCE	Foyer Theatre hall (150 people) Exhibition space Outdoor performance space	400	+	100	=	**500**	3000	+	750	=	**3750**
HEALTH	Consultation space Physiotherapy space Massage room Spa with sauna and whirlpool	320	+	130	=	**450**	1120	+	450	=	**1570**
ZEN	Social lounge Zen space for yoga and pilates	280	+	120	=	**400**	1400	+	600	=	**2000**
GAMES	Crazy golf Interactive play area Climbing wall Cable hang gliding	600	+	150	=	**750**	6000	+	1500	=	**7500**
PULSE	Martial arts dojo Dancing studio Bowling alley Table games space	830	+	270	=	**1100**	4980	+	1620	=	**6600**
THINK	Meeting / gathering hall Kitchen classroom Generic classroom Herb garden	370	+	80	=	**450**	1850	+	400	=	**2250**
PUBLIC CONDENSER		m^2 nett **3370**	+	tarra **1010**	=	gross **4380**	m^3 nett **20760**	+	tarra 6000	=	gross **26760**

PROCESS DOCUMENTATION P1/P2

PROCESS DOCUMENTATION P1/P2

EVALUATING THEMATIC RESEARCH

During the first phase of the Public Condenser project, research was conducted throughout four main topics: city, connection, people and power. Respectively these topics each represented a certain element of influence on the future Public Condenser and was researched by different groups. On each topic the main concerns that are adressed in this project are stated and evaluated as a base to get started.

CITY - GROUP 1 & 2

- Dive into problems that occur with planned neighborhoods as opposed to naturally developed (through the years). Group 1 suggested this this is possibly due to a lack of complexity and multiplicity.

- Responding to the existing structure (planned orthogonal grid), while considering what possible elements can be improved.

- Engage with the current site activity (low), react to what caused social contact to not be as common (the urban space does not contribute or stimulate it).

- Consider how the recent public projects that were executed are aimed to improve the housing market and attract new citizens; which is a municipal goal for this neighborhood.

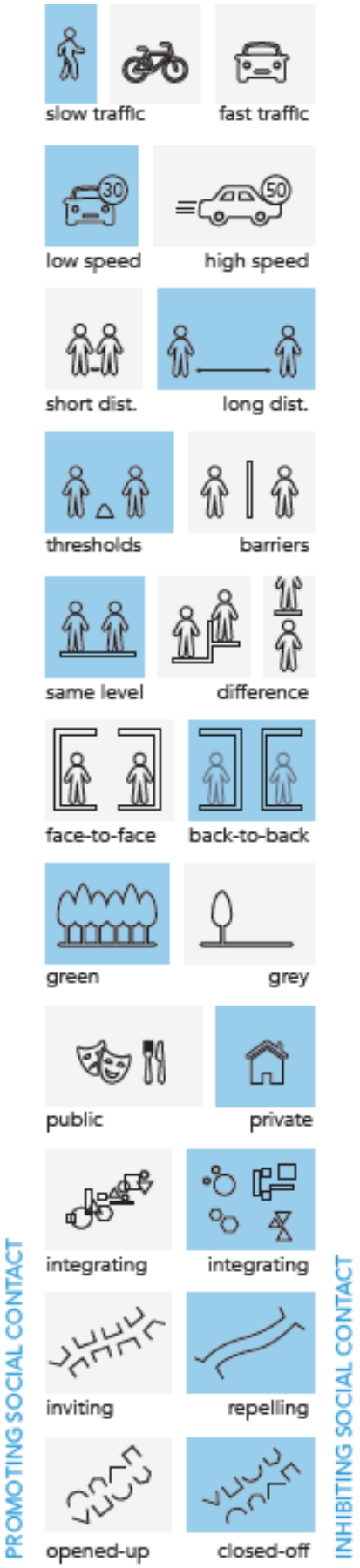
CONNECTION - GROUP 3 & 4

- Engage with 'slow' traffic flows (pedestrian/cyclists) as opposed to faster flows (busy roads) that most likely are there for passing through. The future changing of the Melis Stokelaan into a 'slow' road with cyclists as priority adds to this.

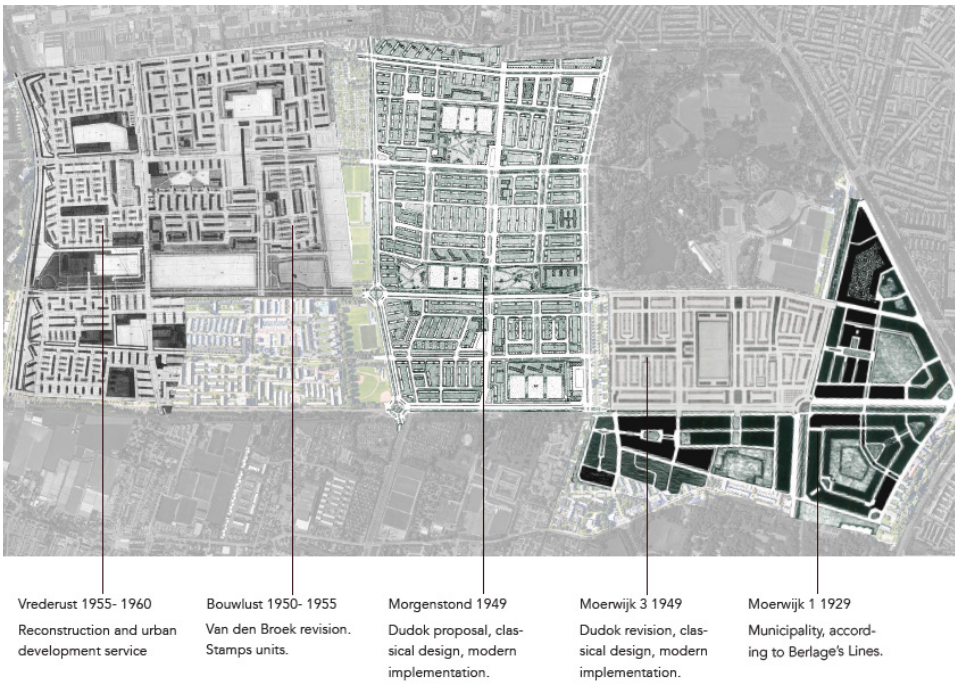
- Consider the upcoming connection of The Hague Southwest to the beach and how it influences connectivity of the site, and the residents. In short, consider the possible visitors of the site with its new connections.

- React to the relatively open visually connection between the site and the adjacent road infrastructure, and the 'poor' physical connection.

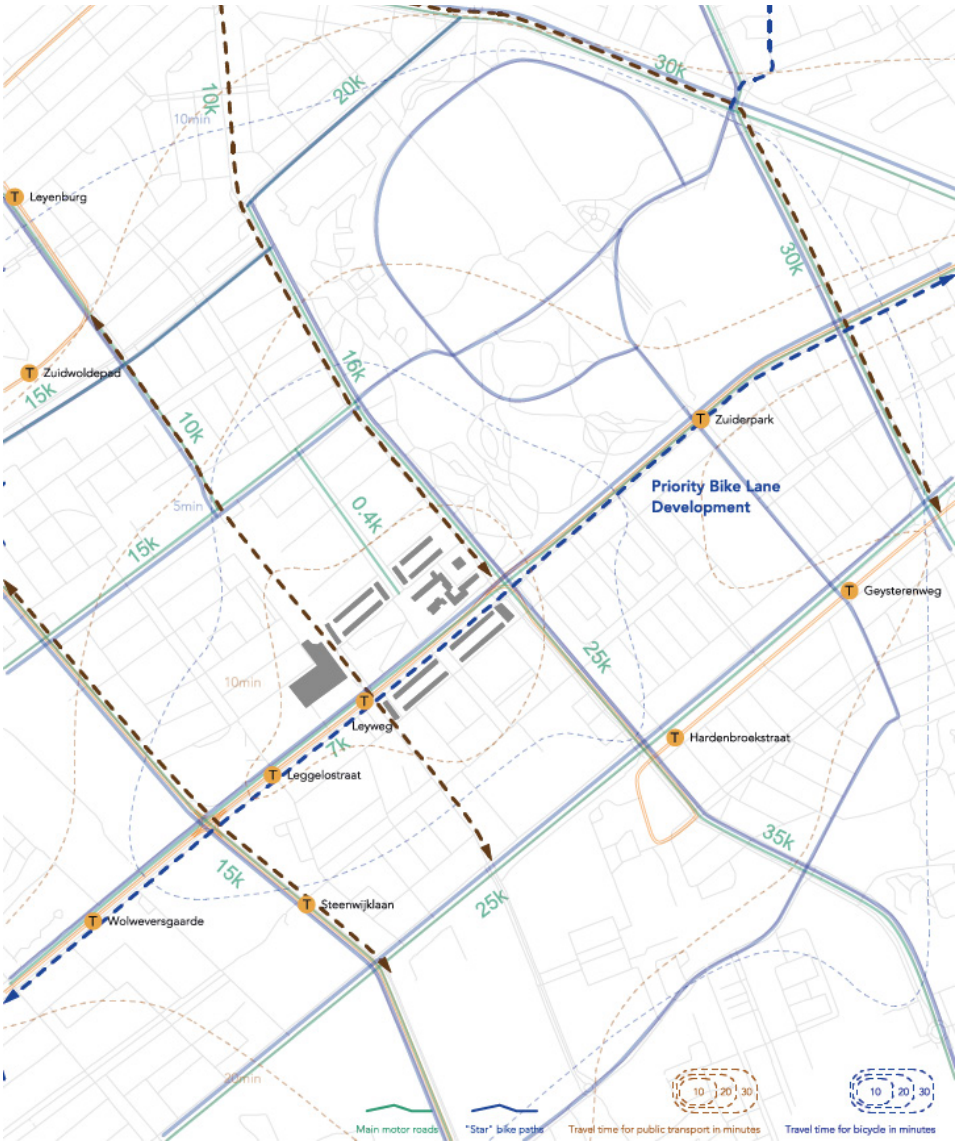
- Consider the 'green cross' network of green space and how the project might obstruct it.



The Hague site characteristics
(diagram by research group 1)



A map showing the planned neighborhoods of The Hague Southwest
(map by research group 1)



A map showing the future development plans of The Hague site region
(map by research group 3)

PROCESS DOCUMENTATION P1/P2

PEOPLE - GROUP 5 & 6

- Respond to the people who live near the site (lower income, with fewer initiative to express their social and spatial needs); find ways to express spatial qualities that improve the public space.

- New social groups will be introduced to Escamp; react on this and consider how the public condenser can be a place to bring diverse groups together (where everyone feels welcome).

- Creating a place that is accessible and useable for all groups of society (all ages, all backgrounds).

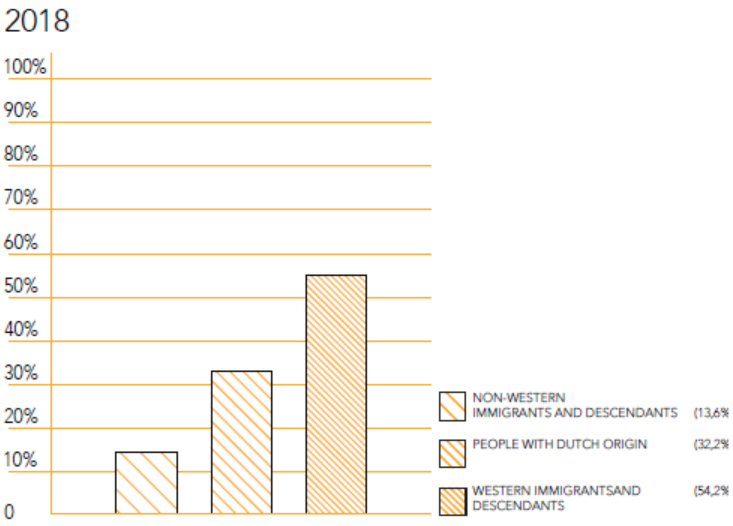
- Focus on finding ways that combine activating the community and attracting visitors from all over the region (breaking cultural isolation).

POWER - GROUP 7 & 8

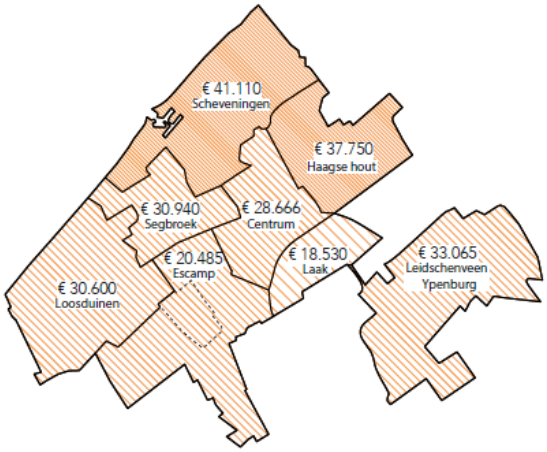
- Strengthen social structures through participatory design, or at least involve the needs and wishes of the communities that are involved in the project.

- Touching on the possible implementation of workspaces or work area's through the public condenser.

- Dive into the role of the public condenser as a cultural icon and how this will affect the neighborhood, the area around it, and how it will influence potential visitors to the building.



Ethnic composition per 2018 in Morgenstond (site area)
(diagram by research group 5)



Average income in The Hague
(diagram by research group 5)

Cultural icons in The Hague
(diagram by research group 7)

	Morgenstond	Den Haag
I have many contacts with people living in the neighbourhood, in %	25.8	30.1
I am happy with the composition of people in the neighbourhood, in %	45.5	56.3
social cohesion	4.9	5.6
I live in a pleasant neighbourhood with a lot of harmony, in %	23.8	33.0
I feel at home with the people who live in this neighbourhood, in %	38.9	50.6

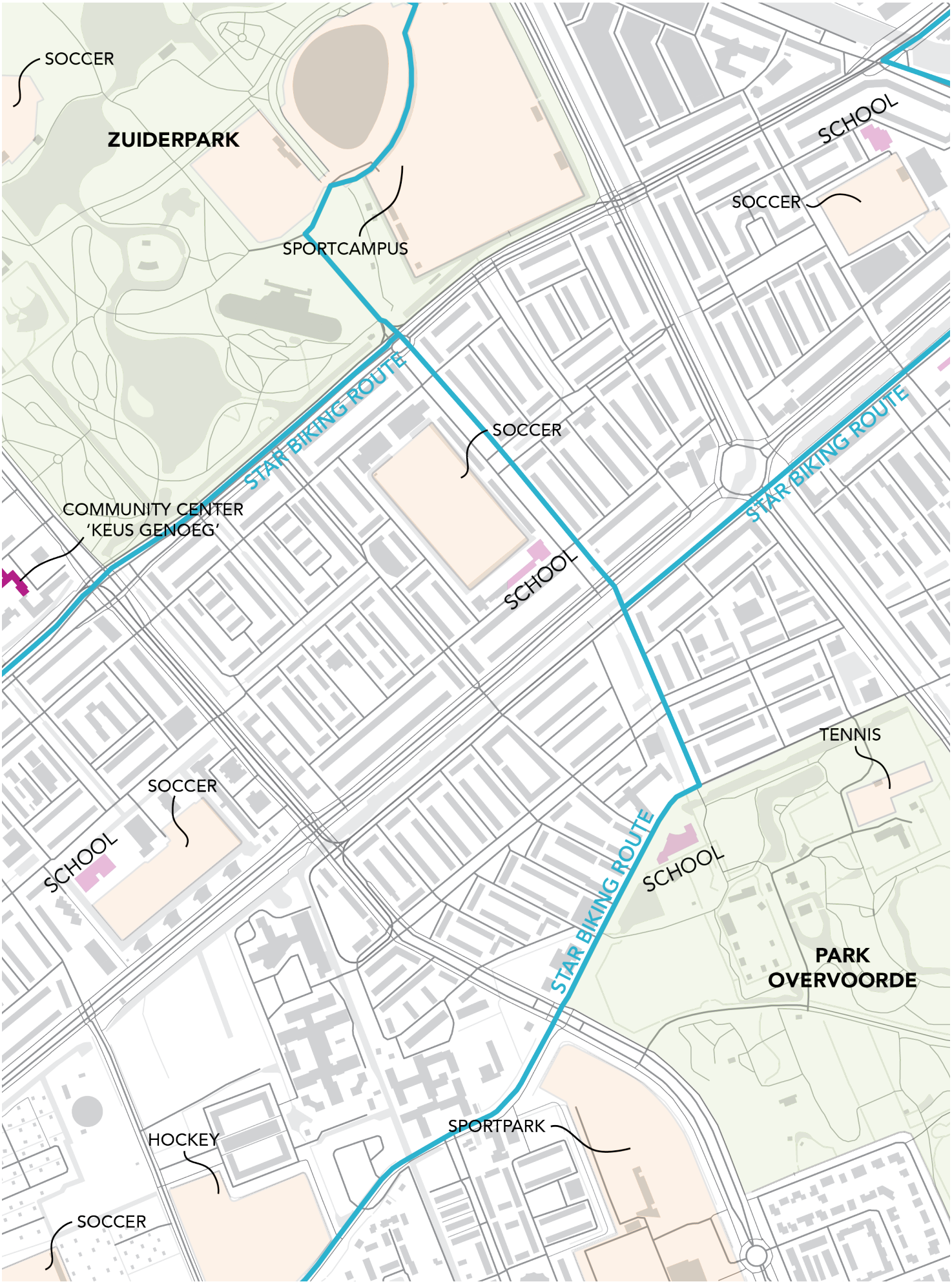
Social cohesian numbers in Morgenstond (site area)
(diagram by research group 5)

Planned housing ratio's for creating diversity
(diagram by research group 5)

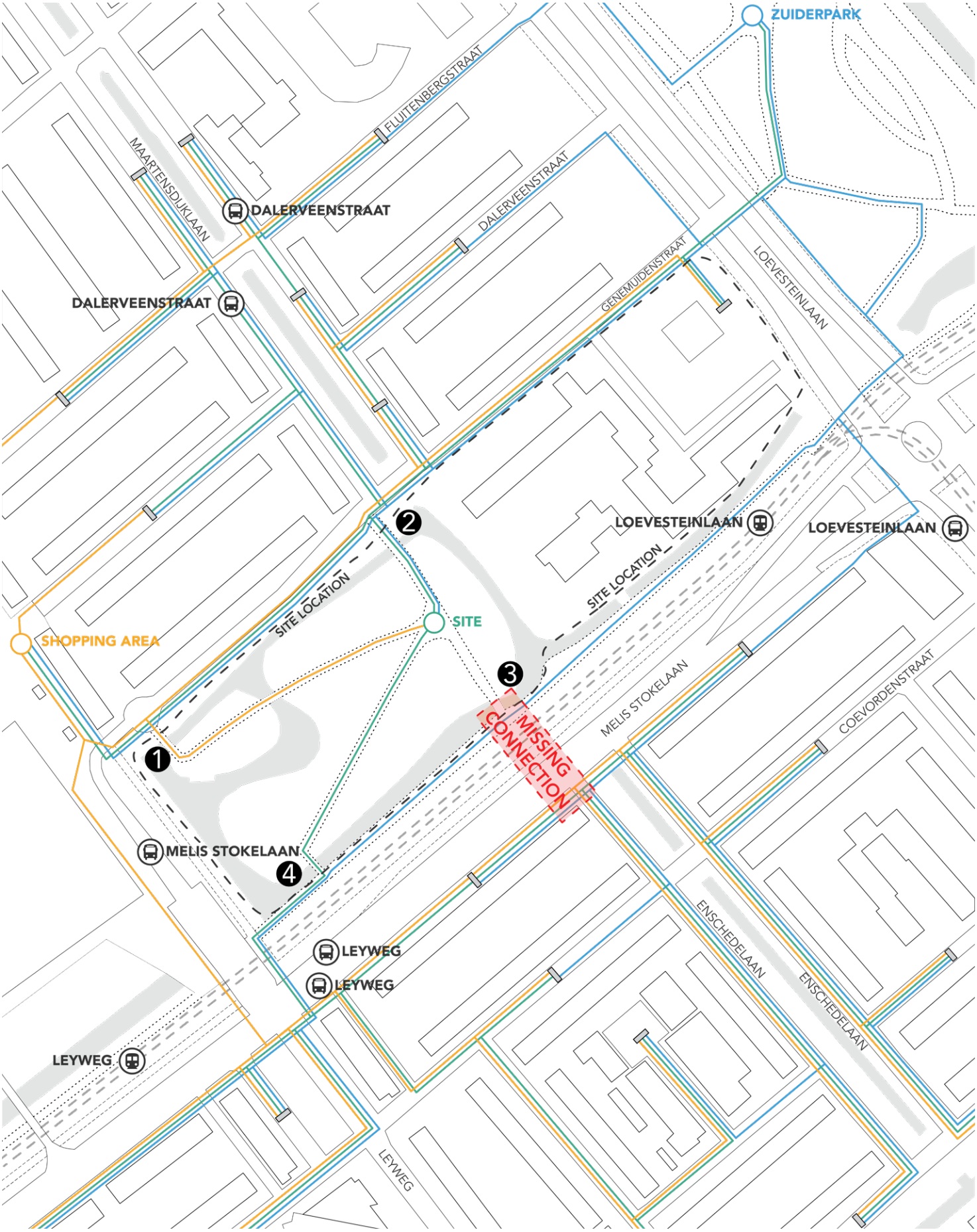
PROCESS DOCUMENTATION P1/P2

MAKING AN INVENTORY OF THE SURROUNDINGS

This map shows a few topics that can be used as criteria for developing the design brief. It turns out that there are a lot of schools in the area of the project site (Melis Stokepark) and a large amount of sporting facilities.


SOCCER
ZUIDERPARK
SPORTCAMPUS
SCHOOL
SOCCER
STAR BIKING ROUTE
SOCCER
STAR BIKING ROUTE
COMMUNITY CENTER
'KEUS GENOEG'
SCHOOL
TENNIS
SOCCER
SCHOOL
SCHOOL
STAR BIKING ROUTE
PARK
OVERVOORDE
SPORTPARK
HOCKEY
SOCCER

PROCESS DOCUMENTATION P1/P2



SITE SPECIFIC RESEARCH

The access points for the Melis Stokepark require further investigation. In first instance, it seems that there are entrances on all four corners (marked 1,2,3,4), which might stimulate the thought that the park is accessible from all directions.

In the map on the next page, efficient and logical walking routes have been simulated from different points in the neighborhood towards prominant locations. A key observation can be made when compared to the site access points, that there is a missing connection from the southeast side of the neighborhood. This makes access point 3 only useful for public transport stops.

TECHNOMIC, SOCIO-TECHNIC AND IDEO-TECHNIC

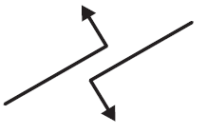
Lewis R. Binford (1962) classified archeological artifacts into three classes: technomic, socio-technic and ideo-technic artifacts. This becomes interesting when applying these classes to architecture and social systems as they exist today.

The earlier mentioned issues that The Hague Southwest has are a result of structures being considered as technomic: they serve their functional purpose but are often not considered as an socio-technic or ideo-technic structure (aside for the people that use them on a daily basis). The Public Condenser aims to combat that, by being diverse: its technomic for hosting functional purposes, its socio-technic as it can be considered a social activator in the neighborhood, and ideo-technic for symbolizing the changing social environment. These three aspects should be intertwined throughout the structure and its urban context.

WHY MEETING MATTERS

Social isolation has been an issue that occurs with a large number of residents in the Netherlands for many years. Elderly get lonely, people don't know their neighbors, and people avoid the streets. A first step in meeting people is to introduce an oppertunity for people to meet. The largest contributor wether this happens or does not happen is the public space, and the public buildings that inhabit it.

A number of social relations can be defined as in the diagram below, that have a certain degree of social interaction attached to them. Changing the urban space (when it does not promote social interaction) can stimulate habitants from the 'UNKNOWN" phase into the "FAMILIAR" phase. Introducing small meetings through a public place that is commonly used is the aim of this project.



ENEMIES
Enemies tend to avoid one-another

UNKNOWN
Unknown people pass by eachother without interacting

FAMILIAR
Familiar people are known with eachother and interact when meeting

ACQUAINTANCE
A person one knows and interacts with occasionaly, but who is not a close friend.

FRIEND
Friends have a mutual bond and interact with eachother on a regular basis

PROCESS DOCUMENTATION P1/P2

SOCIAL INTERACTION

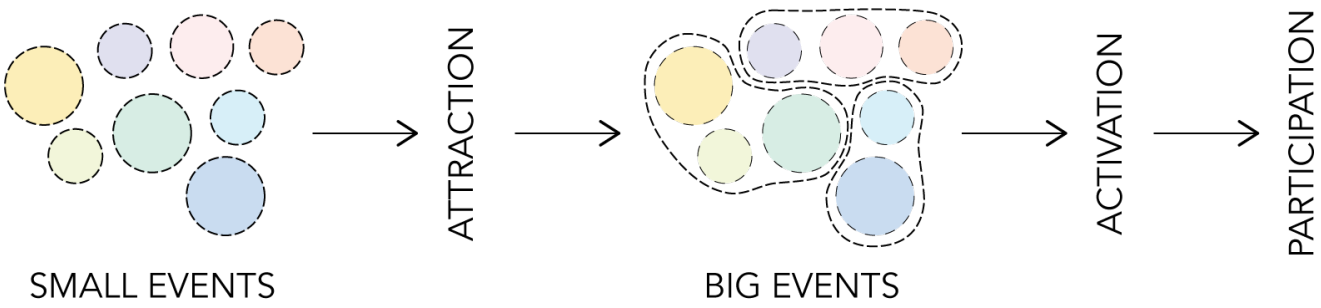
A large problem with the area in The Hague Southwest is the lack of social interaction. The urban space lacks of complexity, which in turn causes social contact to be not as common as expected. Additionally, the variety of social groups inhabiting the area are not mixing. In future new social groups are expected to move in, which would possibly even worsen the situation. Right now the result of this is a fragmented area, social and urban tissue is disconnected and needs to be reconnected.

This project aims to invoke social interaction; it should focus mainly on attracting local users and having them meet. This bottom-up perspective should result in a place that locals know and care for. Social interaction in a neighborhood, the idea of knowing your neighbor, brings mny benefits such as communal safety through social control, a communal feeling resulting in people staying in their area and not moving out, and social responsibility that makes people care about their environment.

ATTRACTING AND ACTIVATING

The program brief for the Public Condenser can be considered as quite diverse, which attracts different groups of users. However the question remains, how can these groups be brought together and invoke social interaction?

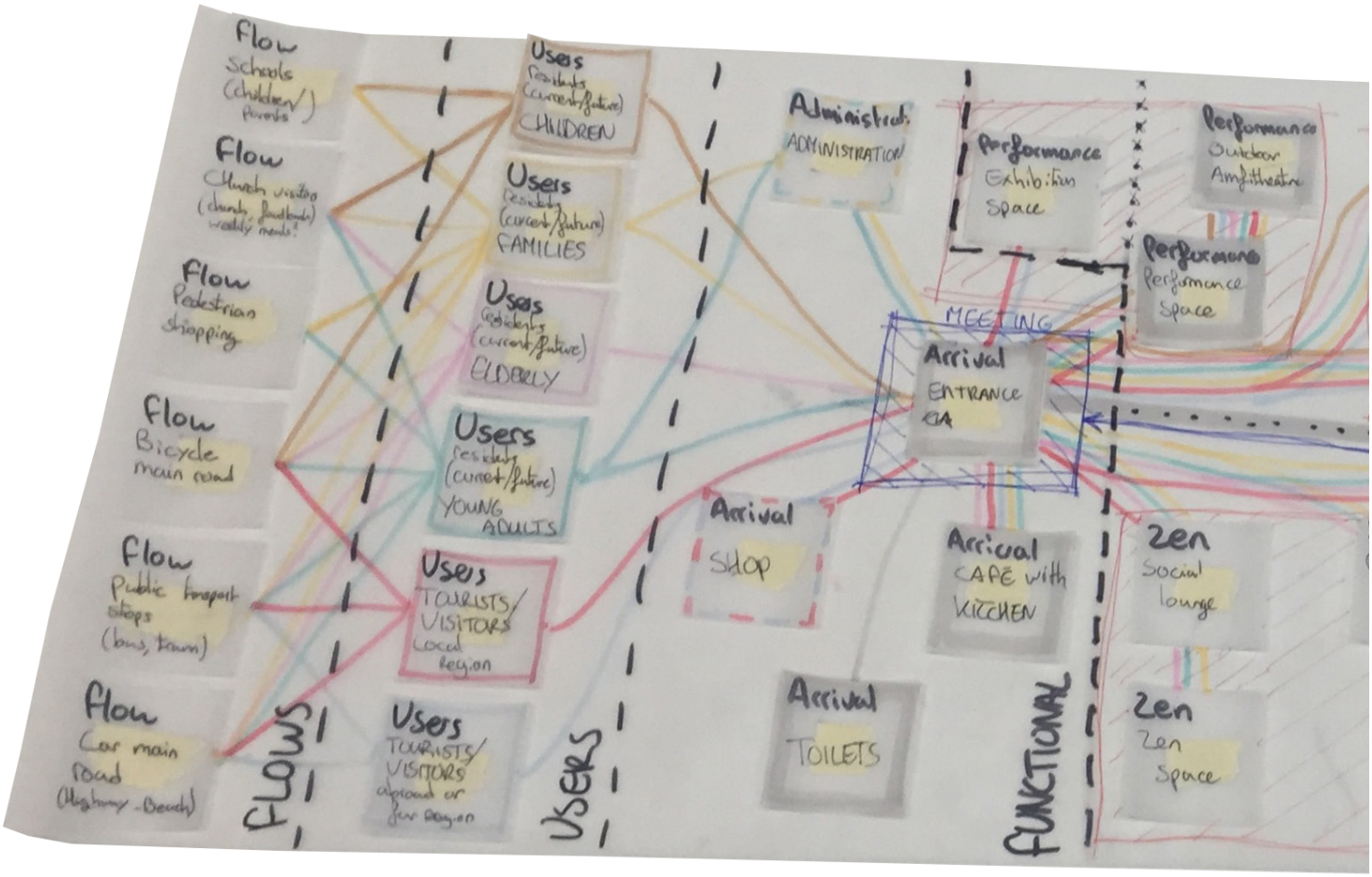
This project proposes a concept that is largely about the occurance of small events (which in essence comes down to the program brief) that should attract different user-groups due to split interest. These events are grouped together to enable activation between users and introduce them to new events that they may not be familiar with. This physical connection will help invoke interaction between users, after which they can continue interacting throughout other program inside the Public Condenser, or outside the Public Condenser. The aim of the project is to attract users with small events, activate them through grouping these smaller events into bigger events; to then have the participate in new events and eventually the social system.

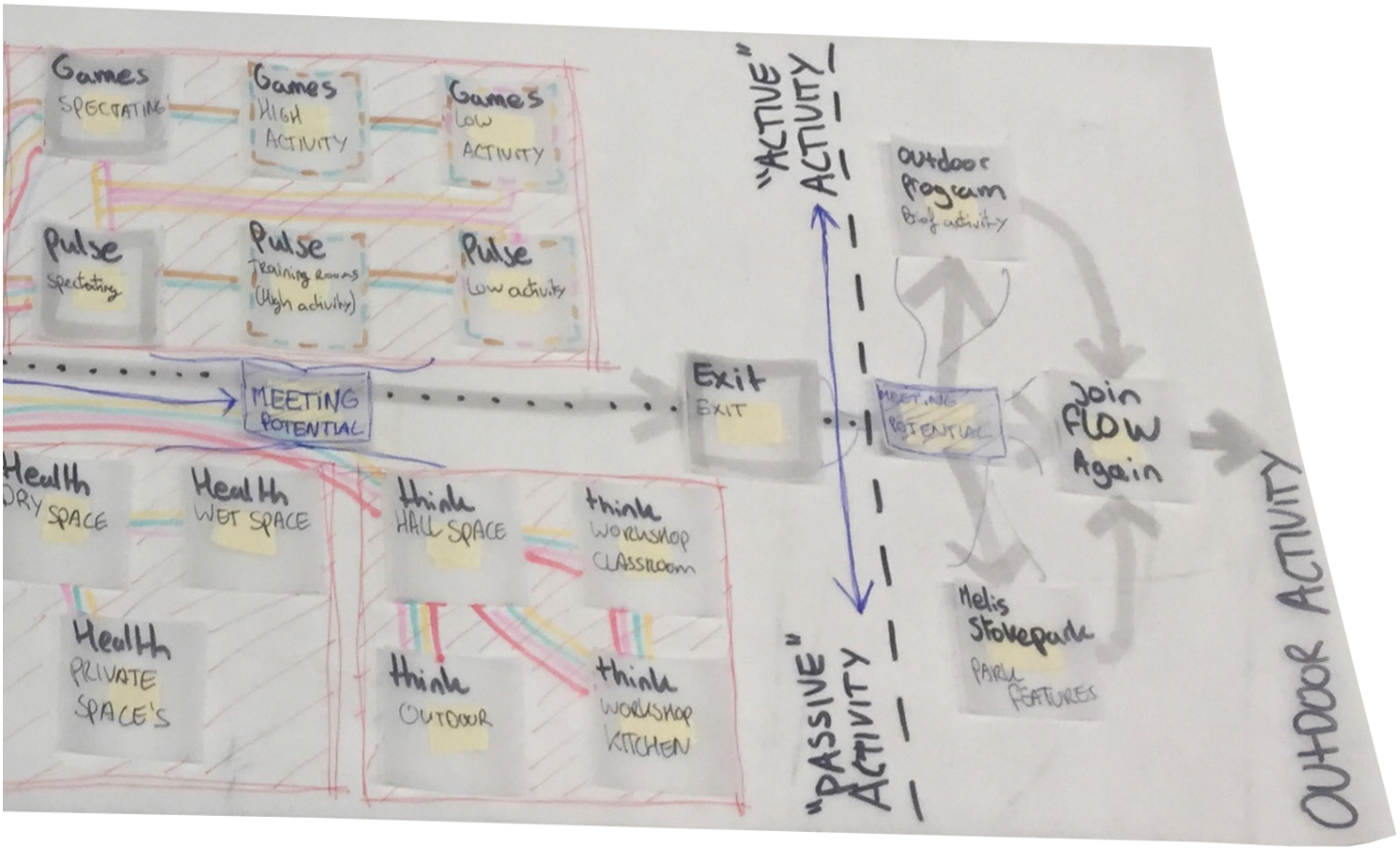


PROCESS DOCUMENTATION P1/P2

EXPLORING PROJECT BRIEF

Expanding on the previously discussed attracting and activating, it is key to explore the project brief to discover the potential zones to be created and figure out where this planned meeting should take place. The simplest way to do this is to get all the programmatic elements together and shift them around in order to find an answer.




Games
SPECTATING
Games
HIGH ACTIVITY
Games
Low ACTIVITY
Pulse
Spectating
Pulse
Training Rooms (High activity)
Pulse
Low activity
MEETING POTENTIAL
Exit
EXIT
"ACTIVE" ACTIVITY
outdoor Program
Brief activity
MEETING POTENTIAL
Join FLOW Again
Health
DRY SPACE
Health
WET SPACE
Health
PRIVATE SPACE'S
think
HALL SPACE
think
WORKSHOP CLASSROOM
think
OUTDOOR
think
WORKSHOP KITCHEN
"PASSIVE" ACTIVITY
Melis Stokepark
PARK FEATURES
OUTDOOR ACTIVITY

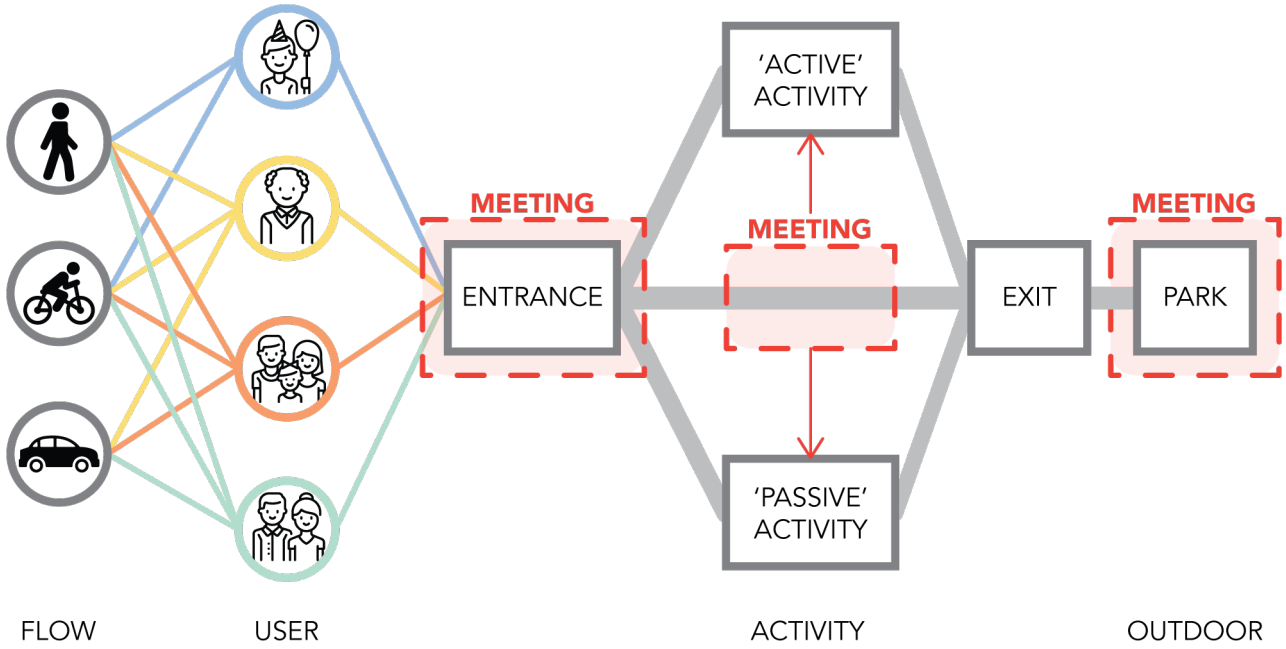
PROCESS DOCUMENTATION P1/P2

EXPLORING PROJECT BRIEF

After the handcrafted project exploration we can simplify it based on the conclusions that we have.

It comes down to a series of things happening: a flow (of pedestrians, cyclist, cars, public transport, etc.) brings a variety of users into the project site (local users and non-local users). These users will all use (a part of) the Public Condenser program, which is inside a structure. They thus have to go through an entrance. Once inside, the variety of events that are offered can be split into two categories: active and passive; respectively being a calm and more active part of the program. Eventually the users will exit the structure, after which they will end up outside in the vicinity of the Melis Stokepark.

Based on these movements, we can determine certain zones of interest that the project will focus on.



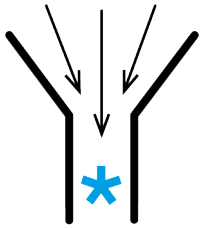
ZONES OF INTEREST

The resulting zones of interest are spaces that are have potential when it comes to meeting other users and providing a space for interaction.

The obvious observation is that the entrance and exit are used by all users and visitors; thus seem to provide a logical meeting space. As the exit is a place after which people leave and spread over the variety of flows, the outdoor park is marked as meeting place to provide a reason for people to stay longer then they planned to. As mentioned earlier, the program brief offers an active and passive side of events. There is little reason for these users to meet or for their programs to be mixed together, therefore any form of social interaction between these groups is avoided. The third meeting place that is suggested is an indoor meeting, to activate users into being introduced in new events and users.

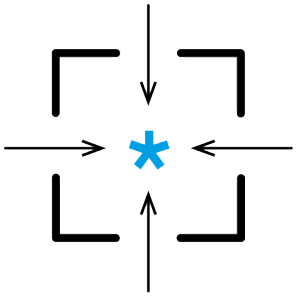
ENTRANCE MEETING

The entrance as meeting space is the most logical position, as it is a place that every user and visitor will cross. However, it is also the place that is most challenging when it comes to having users meet and interact. Most often users and visitors that visit the Public Condenser are there for a purpose (to participate in a specific type of event) which could be time specific. This means that the downside to entrance meeting might be very brief or might even be avoided.



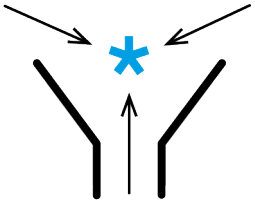
INDOOR MEETING

The indoor space, depending on the spatial plan for the program, has great potential for invoking social interaction. People who are about to enter or leave spaces to participate in certain events will have a chance to meet one-another and interact. It is important to consider what this meeting space will be. It can be empty space, a seating area, a place to get food or drinks, or even a specific activity taking place. The space should be central between the diversity of events and appeal to all users.



OUTDOOR MEETING

Outdoor meeting is not as obvious as a meeting space, as it is dependent on external factors such as the weather and temperature. It is however a meeting space that offers potential when applied in a central position. Doing this will allow it to have the qualities an entrance meeting has, as well as an indoor meeting. The space could host a variety of events that attracts users and invokes interaction.

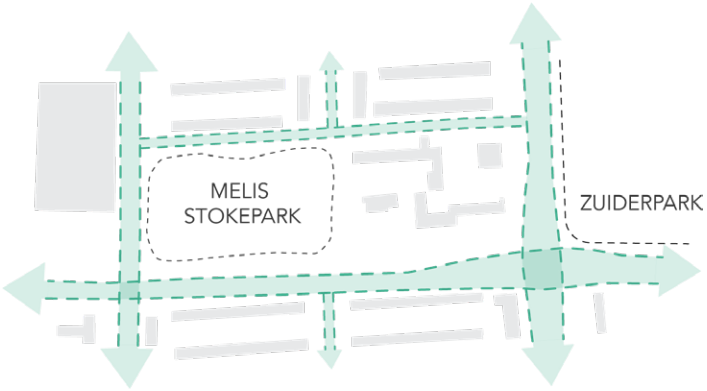


The outdoor meeting is especially important in the design process, as it requires planning on a larger urban scale. This means that it is important to understand the urban context and what options revolve around the outdoor meeting potential before making design choices.

PROCESS DOCUMENTATION P1/P2

USING THE EXTERIOR SPACE

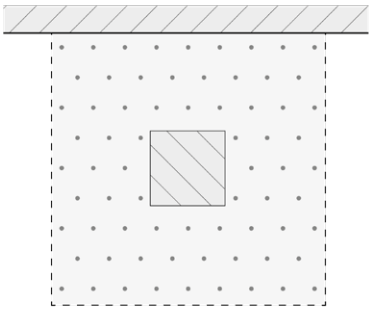
Before deciding what spatial transformation is needed (if needed) to arrange an outside meeting space, the Melis Stokepark (project site) needs to be further analysed. After classifying what kind of urban space the Melis Stokepark actually is, it is possible to identify what qualities it has. Depending on these qualities, a program can be projected onto it.



The first step is to understand what categories of city parks are commonly found in the Netherlands. The different parks originate from urban situations with different needs.

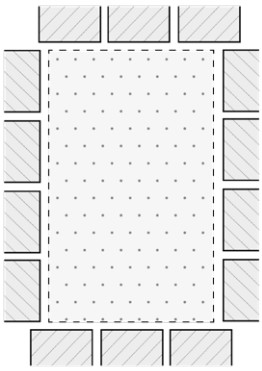
TYPE 1: TOWN GREEN / PLAZA
medium size

A town plaza is a plaza that can be found in most Dutch cities and even smaller villages. Often its surface is hardened and provides a space for hosting markets, events, or simply serve as a meeting space. Most of the time it is located in the center of an urban region or near significant buildings such as a town hall. The Dam in Amsterdam is a clear example.



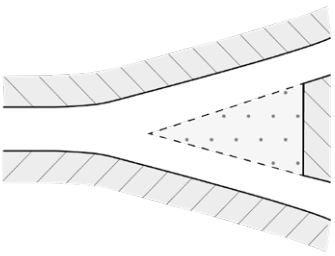
TYPE 2: CITY PARK / URBAN PARK
large size

Being of a much larger scale, the urban park is considered as a way of introducing a large rural space into the built environment. Its main purpose is recreation but they also provide space for hosting events, or even holding cultural buildings such as sporting facilities and zoo's. One of the most recognizable examples is Central Park in New York.



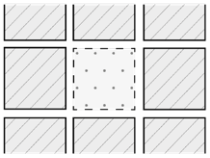
TYPE 3: NEIGHBORHOOD PARK
medium size

The neighborhood park is recognized by being a ventilation space between the built environment. Where the urban park is a large rural green space, the neighborhood park is much smaller and serves as a 'break' between buildings. It is often used for recreational purposes, mostly providing a safe space (away from road traffic) for children to play.



TYPE 4: POCKET PARK
small size

Pocket parks are considered as small (sometimes considered hidden) green space between the built environment. It often exists to provide some form of greenery or a place to sit that is not directly adjacent to the street, as a small break between buildings. They are mostly found in larger cities where there is no space for larger green area's, such as neighborhood parks or city parks.



MELIS STOKEPARK & ZUIDERPARK

When comparing the Melis Stokepark and the Zuiderpark in The Hague, we find that the Zuiderpark is obviously much larger and holds much more functionality. This makes it easy to mark the Zuiderpark as an urban park, which means that the Melis Stokepark is most likely one of the other types.

The Melis Stokepark identifies itself by being a green space in a gridlike urban structure. It is kept as green space as part of the iconic green cross, as researched in the earlier done thematic research. It is also, together with other green elements of the green cross and the Zuiderpark, one of the few accessible green spaces in The Hague Southwest. It provides an area for recreation, with a playground for children, as a break between the urban blocks.

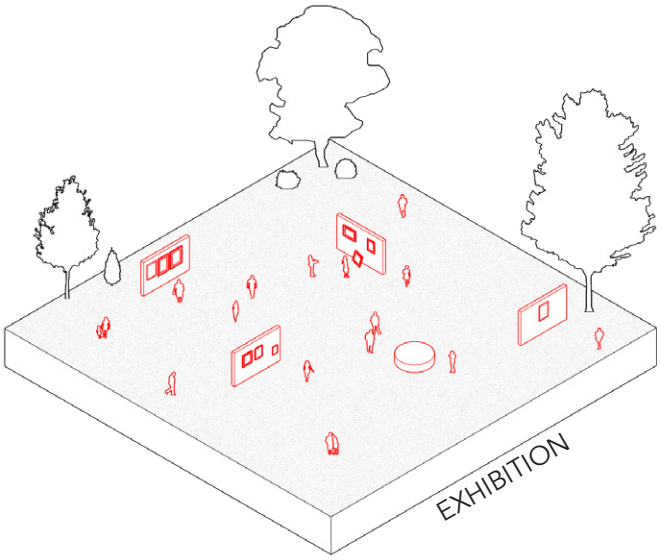
These factors allow for the Melis Stokepark to be identified as a neighborhood park. However, since it is one of the few publicly accessible urban spaces in the area, it holds potential to serve as a town plaza. Future studies into what functionality the Melis Stokepark could bring as a local plaza, whilst still remaining a neighborhood park, will provide a way for outdoor meeting to be invoked.

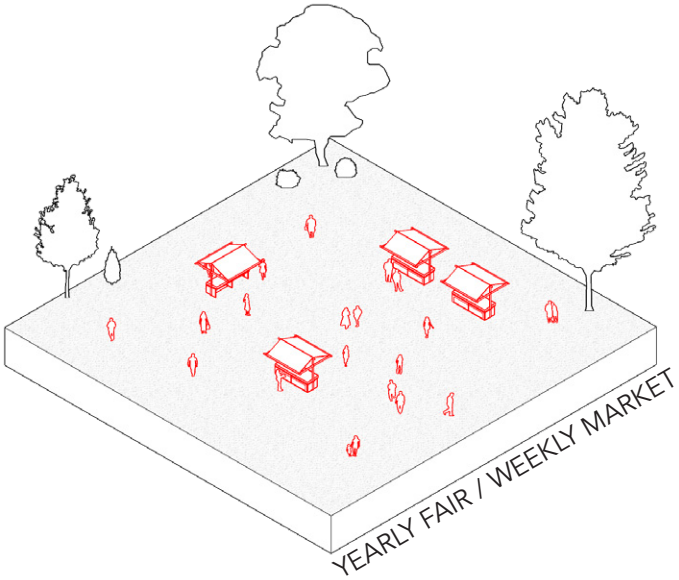
PROCESS DOCUMENTATION P1/P2

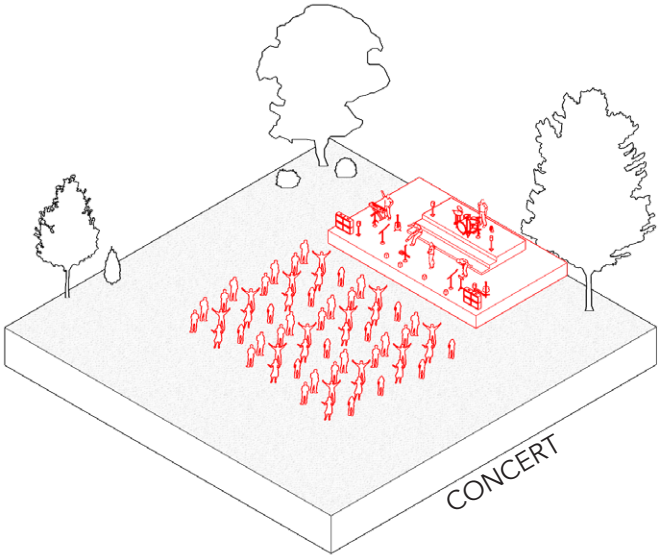
NEIGHBORHOOD EVENTS AS ATTRACTION

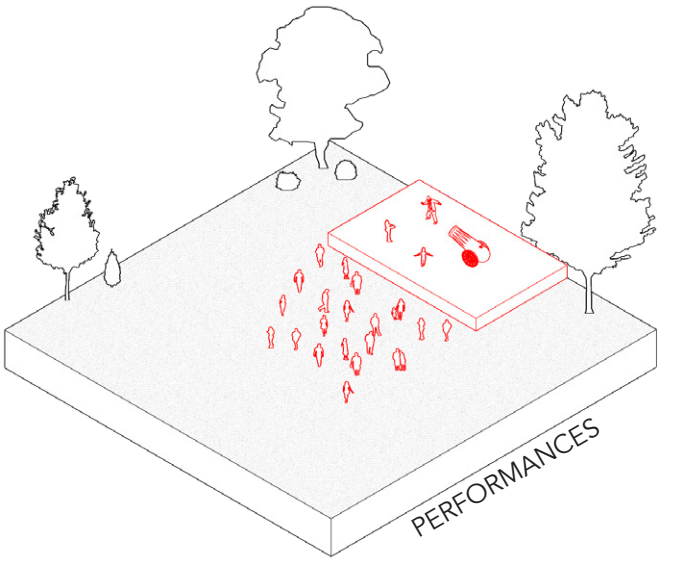
The combination of neighborhood park and city plaza that can possibly be applied to the Melis Stokepark requires exploration as to what functionality and events can be offered to attract users towards the Public Condenser. It is especially interesting when considering that it should largely focus on local users (as it is the concept to invoke meeting between them), and offers smaller scale events that could not be done on a plaza in the city center of The Hague.

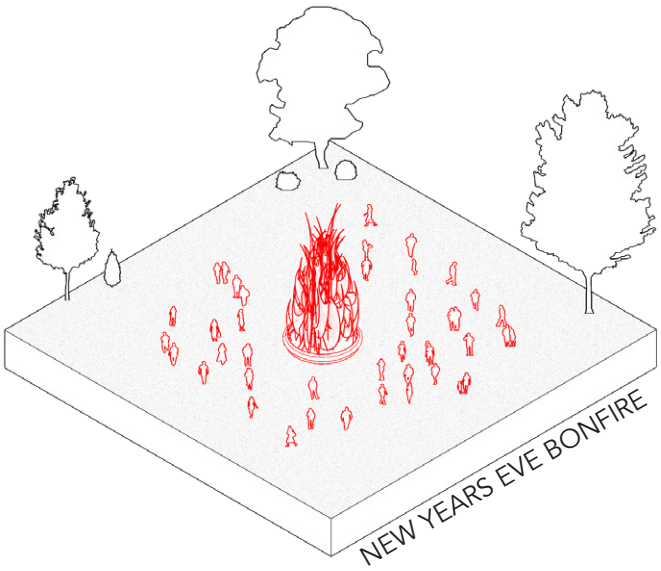
This series of projections of events on a neutral piece of park are done to simulate the widespread potential that the Melis Stokepark holds, and are used as motivation to argue why the combination of neighborhood park and city plaza fit the project context.

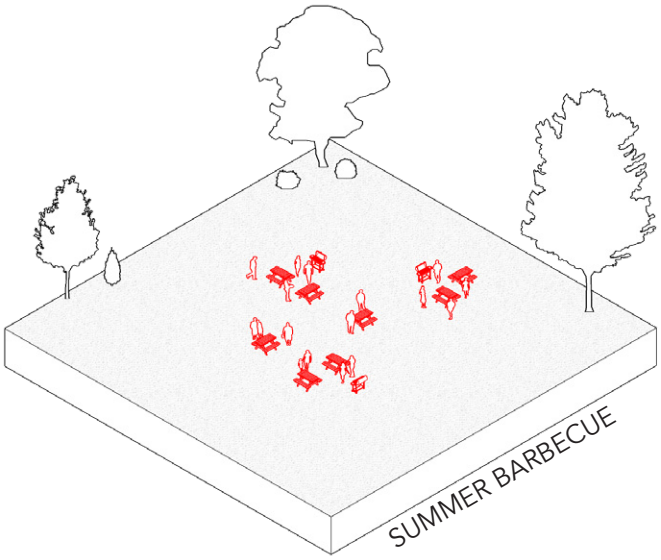








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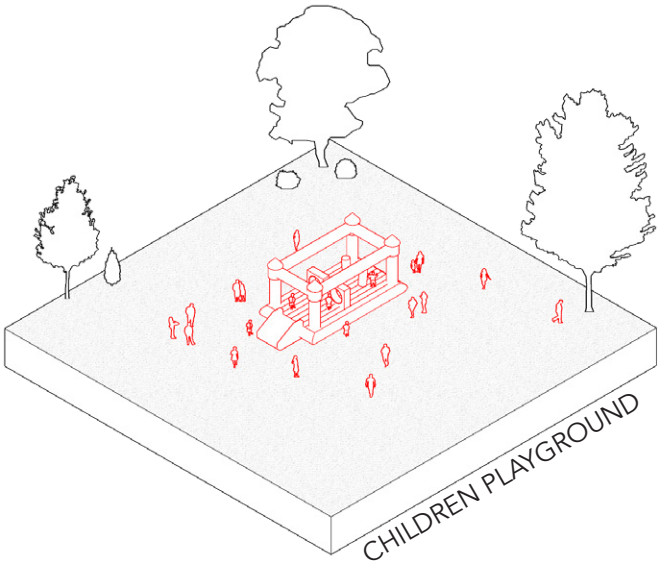
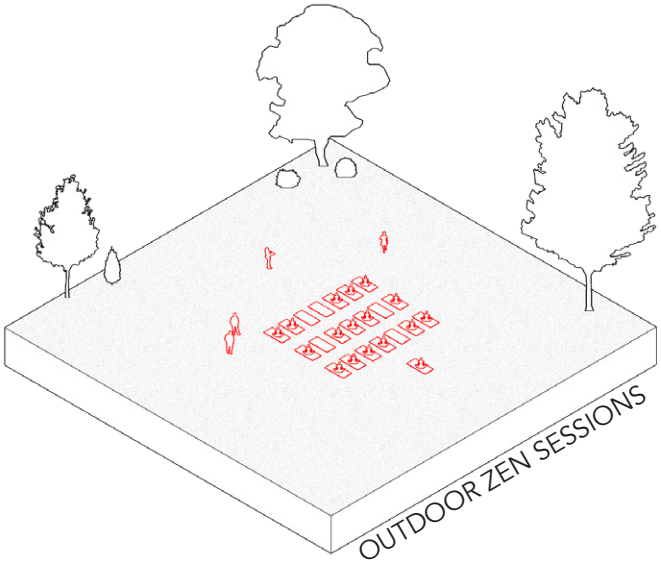
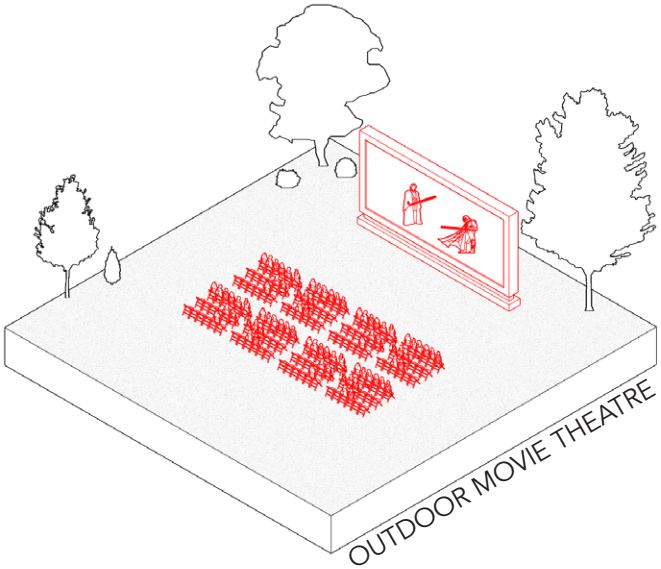
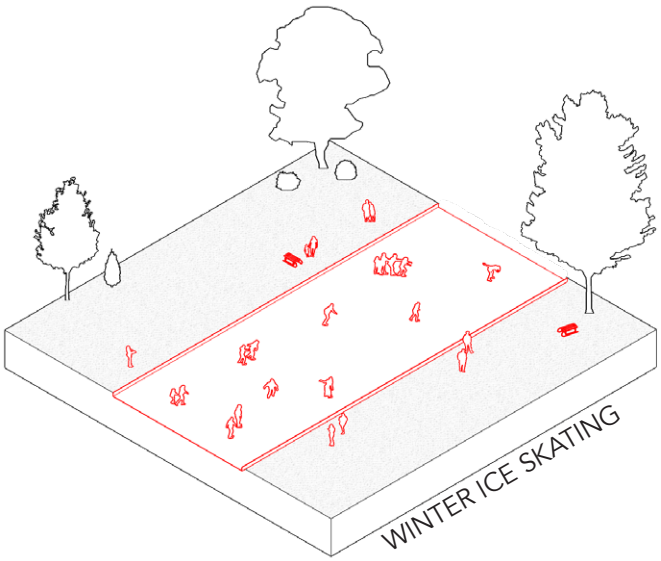
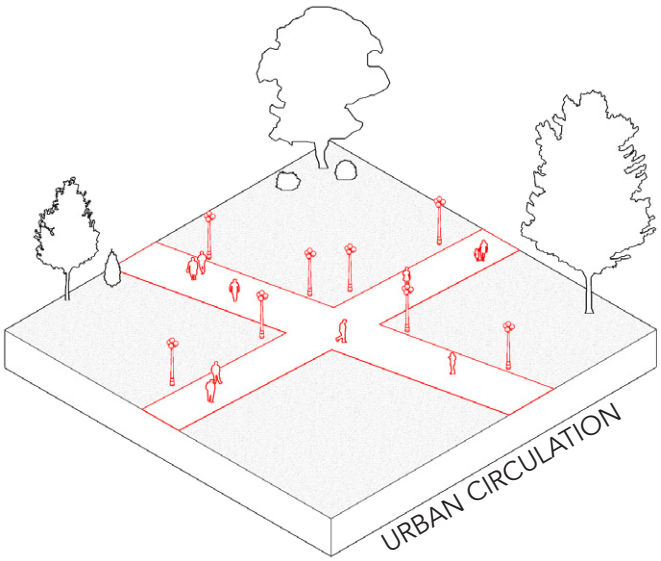

CHILDREN PLAYGROUND


OUTDOOR ZEN SESSIONS


OUTDOOR MOVIE THEATRE

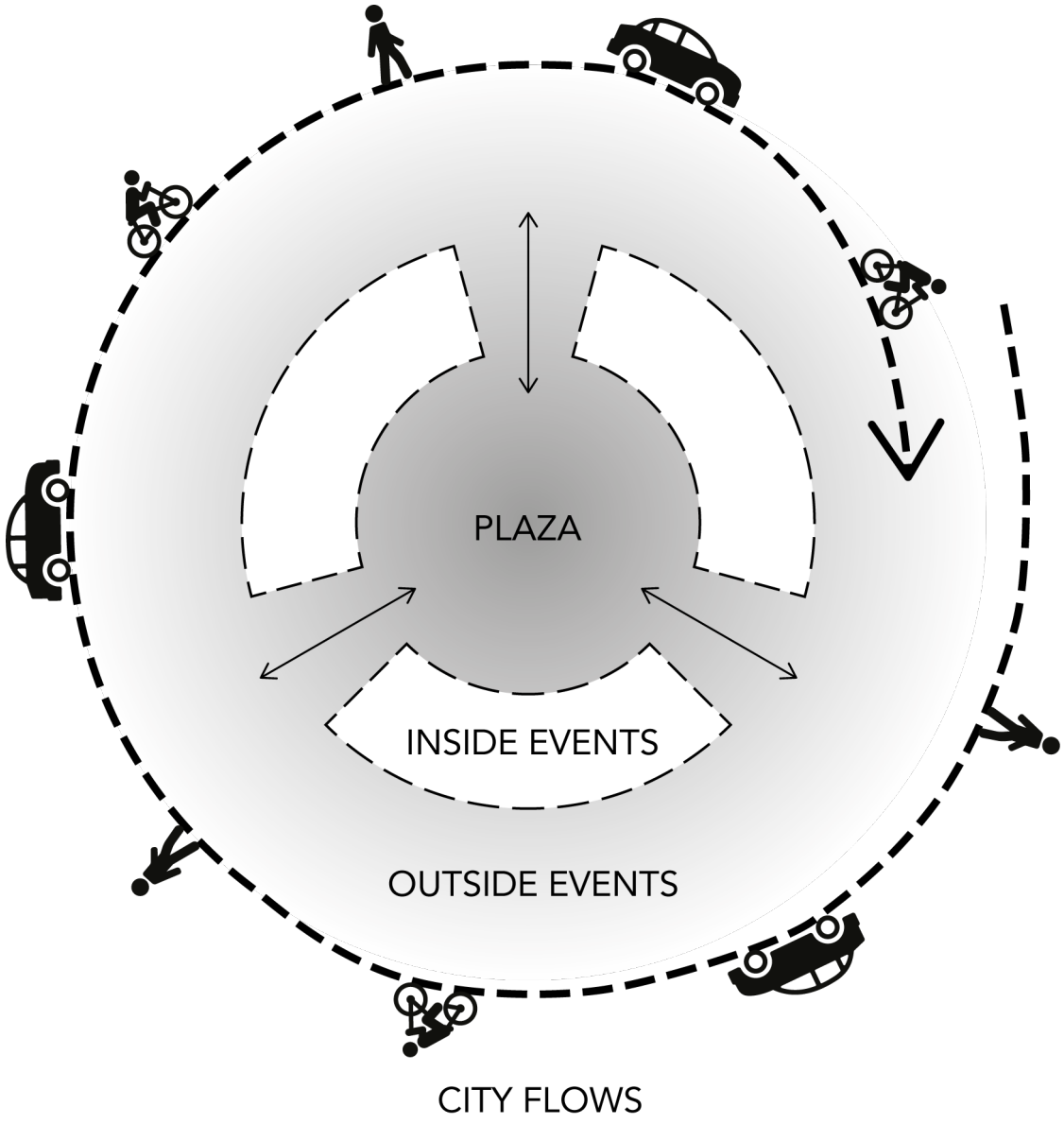

WINTER ICE SKATING


URBAN CIRCULATION

PROCESS DOCUMENTATION P1/P2

CREATING A PLACE TO MEET

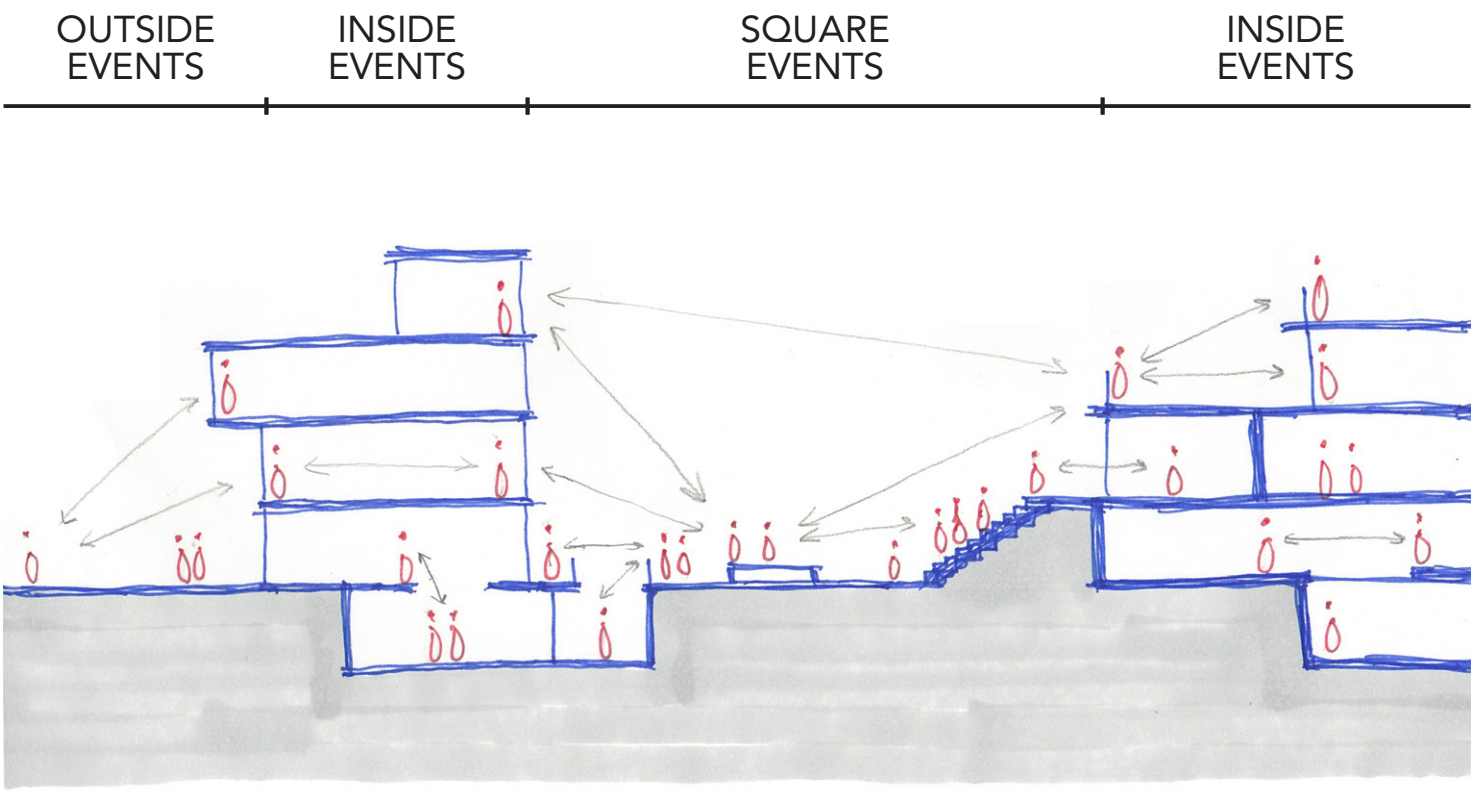
To summarize on the steps taken so far, the foundings so far that are key to doing mass-studies are put in a diagram, and are structured on the idea of the Public Condenser being an urban hub in the built environment that surrounds it.



PROJECT IN DIAGRAM

The diagram represents the Public Condenser with the components that inhabit it. City flows surround the Public Condenser and bring in the users, where they are greeted by outside events and connected with inside events. The inner plaza offers events as researched earlier.

The placement of the structure(s) should shape an urban plaza, without completely obstructing its connection to the rest of the space. With this and the earlier found limitations, mass form studies can be made to study how this concept can be applied on the site using its qualities.



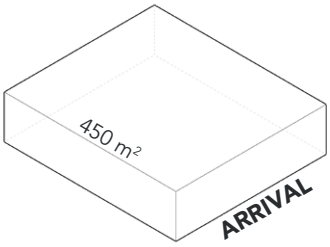
PROJECT IN SECTION

To add onto the idea as introduced on the earlier diagram, the concept space was roughly sketched in section. Users should be able to connect with one-another throughout different parts of the indoor and outdoor events that occur.

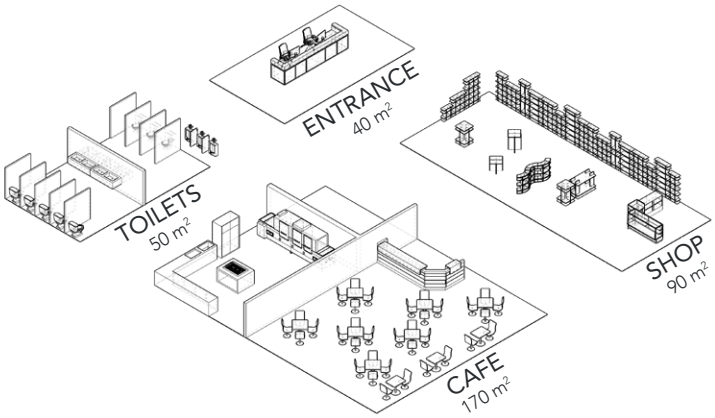
Doing this should, again, take into account the limitations that were set on earlier pages. The section sketched on this page is conceptual and does not represent the Public Condenser in its final shape and form.

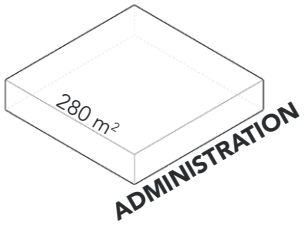
PROCESS DOCUMENTATION P1/P2

DISSECTING THE INDOOR PROGRAM



MEDIUM ACTIVITY





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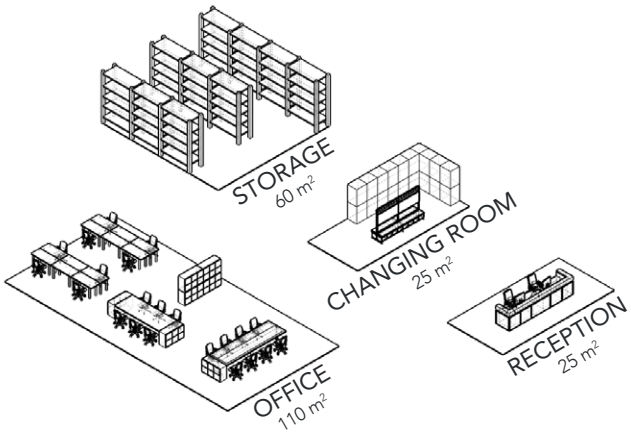

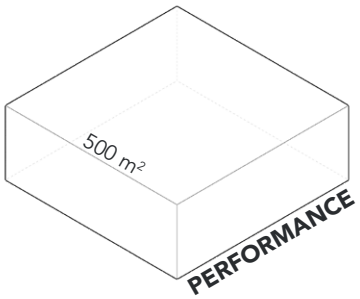

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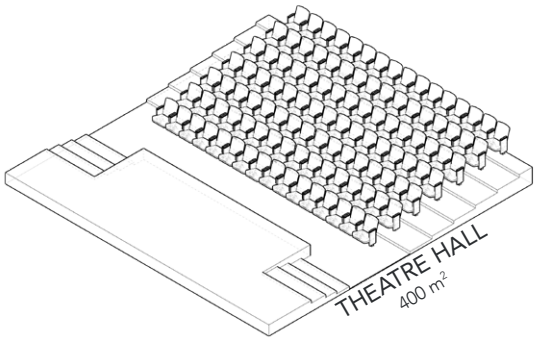
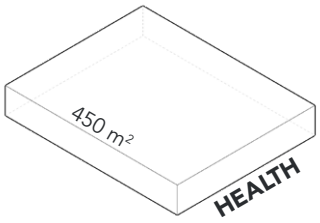
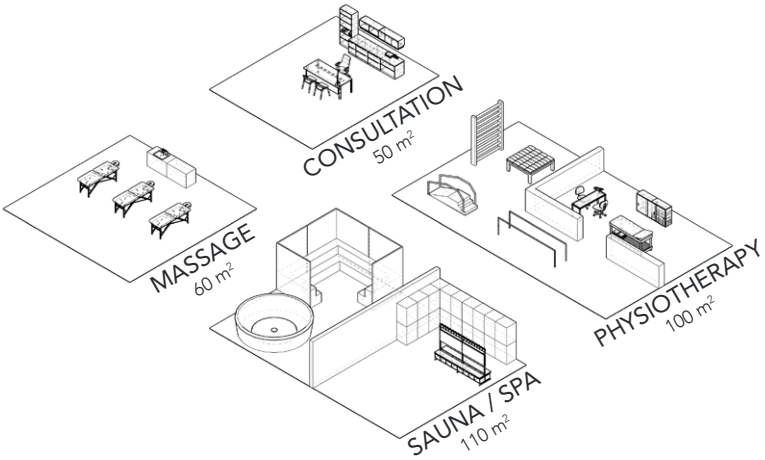
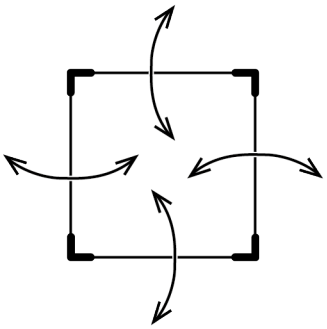




LOW ACTIVITY

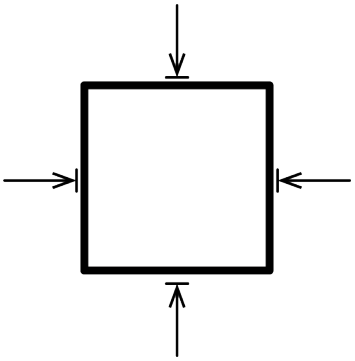


SPATIAL REQUIREMENTS



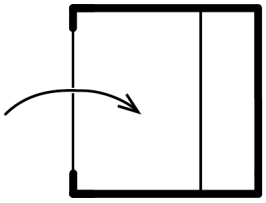
OPEN, VISIBLE, INVITING

SPATIAL REQUIREMENTS



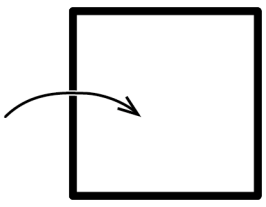
CLOSED, PRIVATE

SPATIAL REQUIREMENTS



SEMI-CLOSED, ISOLATED

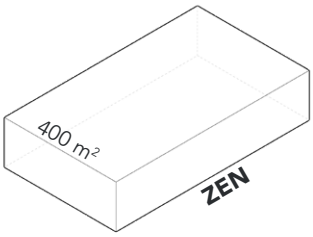
SPATIAL REQUIREMENTS



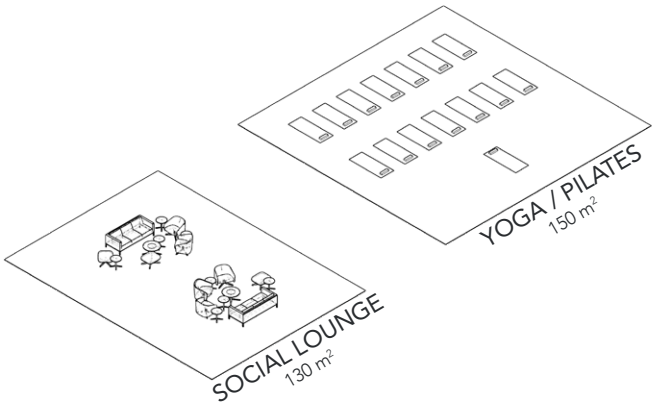
INVITING, PRIVATE, CALM

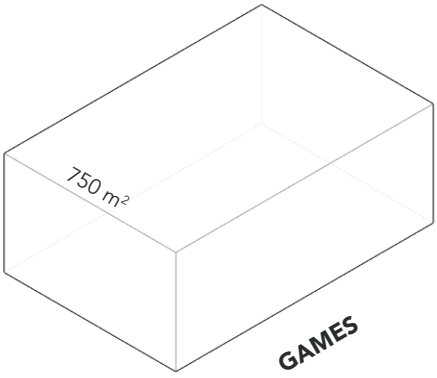
PROCESS DOCUMENTATION P1/P2

DISSECTING THE INDOOR PROGRAM

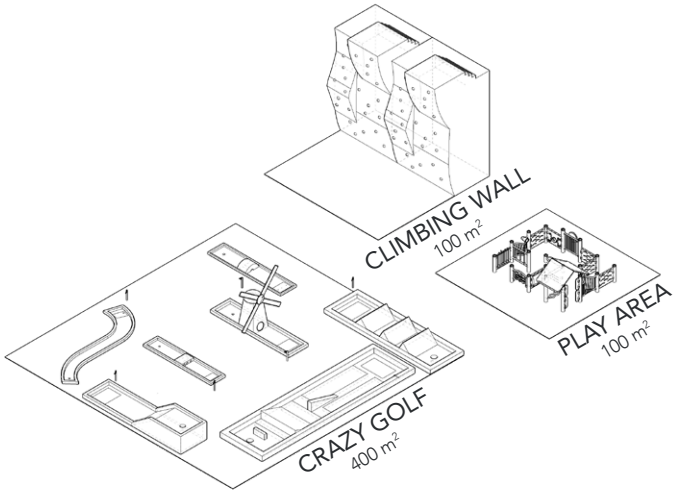


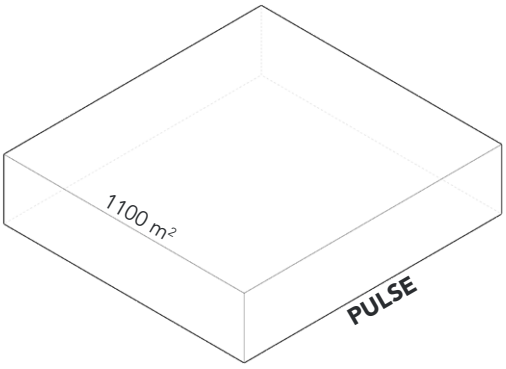
LOW ACTIVITY





HIGH ACTIVITY





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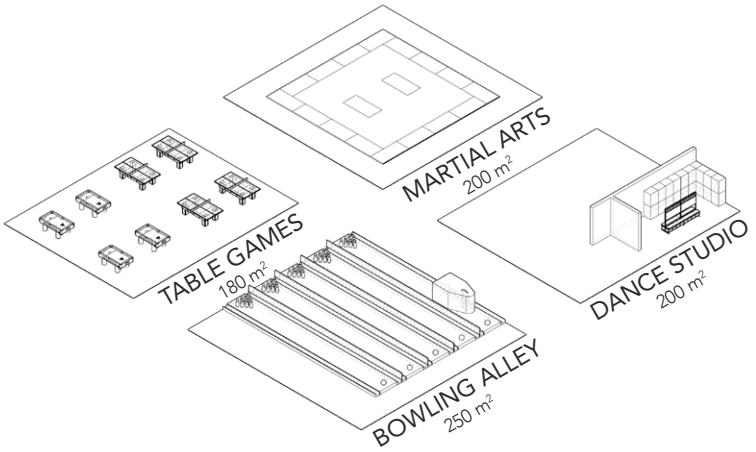
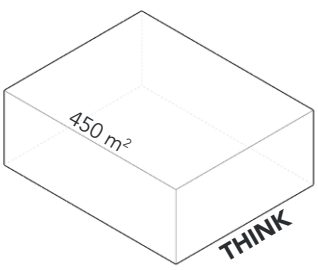
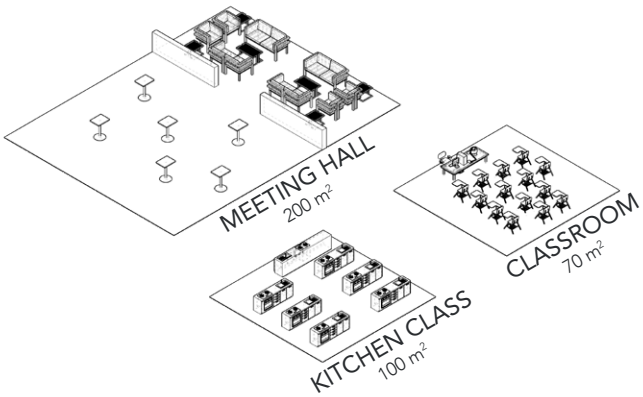
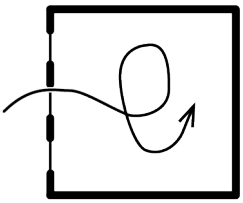




LOW ACTIVITY

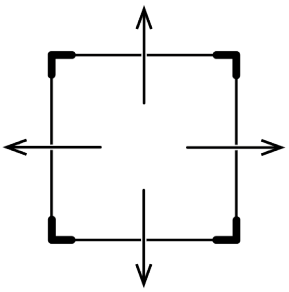


SPATIAL REQUIREMENTS



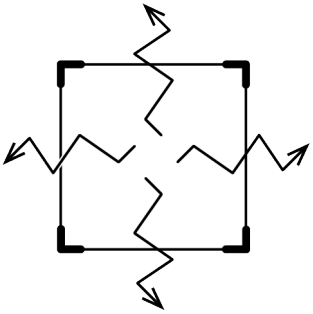
INVITING, ISOLATED, ZEN, HARMONY

SPATIAL REQUIREMENTS



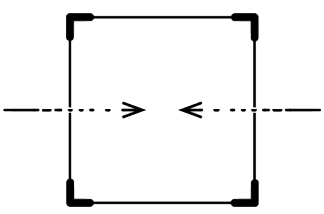
OPEN, VISIBLE, PLAYFUL

SPATIAL REQUIREMENTS



OPEN, VISIBLE, ACTIVE

SPATIAL REQUIREMENTS



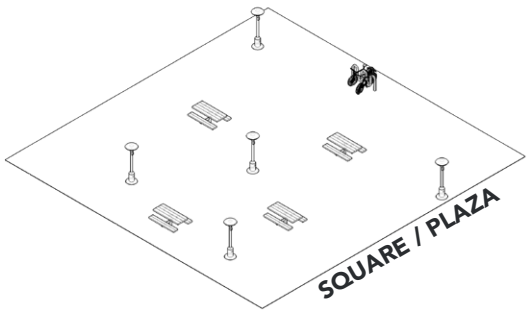
OPEN, VISIBLE, CALM

PROCESS DOCUMENTATION P1/P2

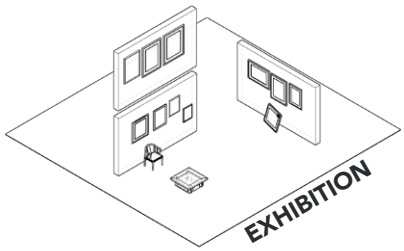
ADDITIONAL PROGRAM

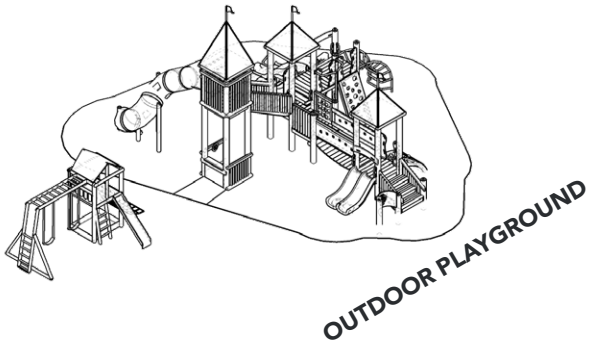
Additional program exists out of shared indoor program and outdoor program. The outdoor program is not featured inside the pavilions but makes up for the space around it. The indoor shared program makes up for space inside the pavilions, without being building specific. Other space inside the pavilions is used for circulation and utilities.

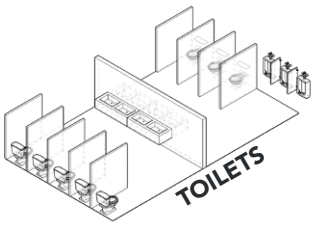
OUTDOOR PROGRAM

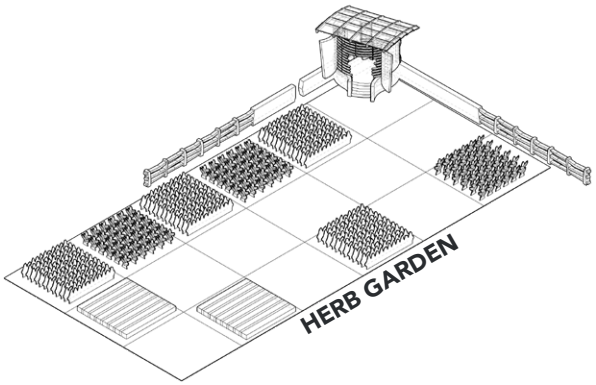


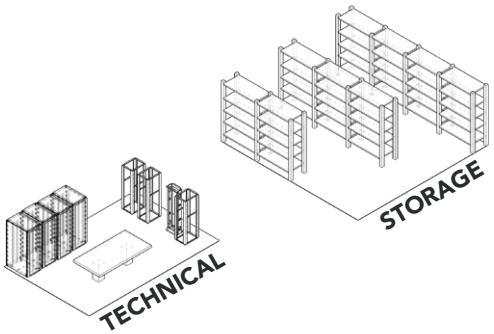
INDOOR SHARED PROGRAM

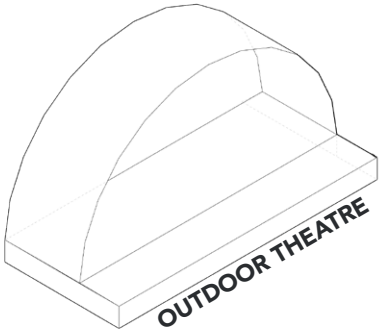






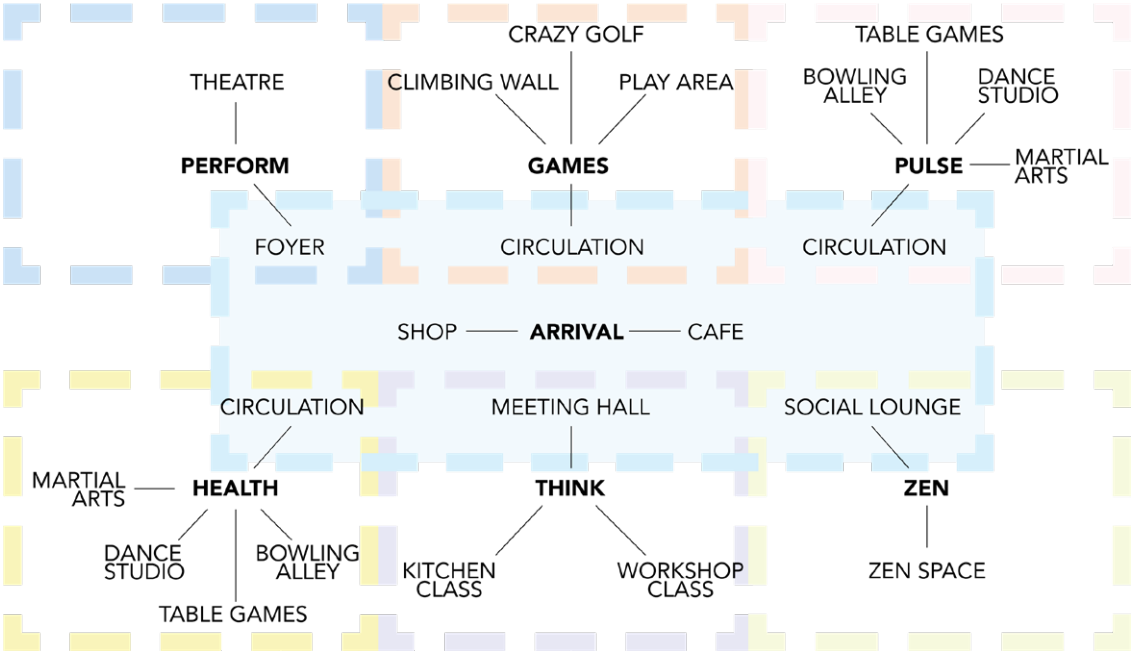






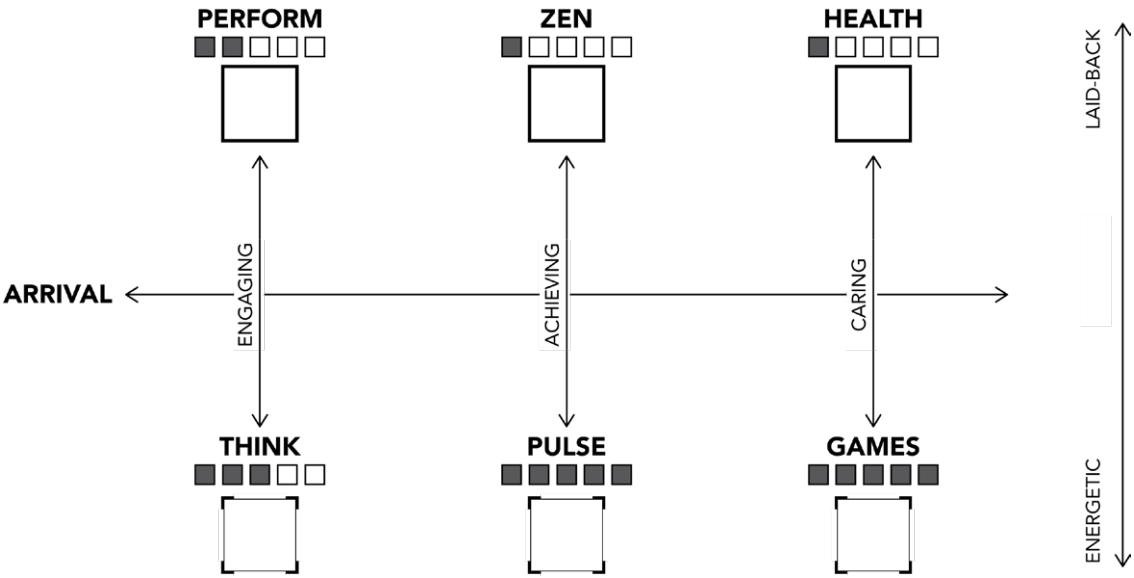
OVERLAPPING ZONES

The different zones inside the building all have functionality that can be considered as circulation or social space. This can be overlapped with the arrival zone to create a first indication of the positioning of the zones.



CONNECTING ZONES

By connecting the zones based on their mutual activity (engaging, achieving and caring) and then sorting them based on activity and being open/closed, the next step towards a spatial concept is made.

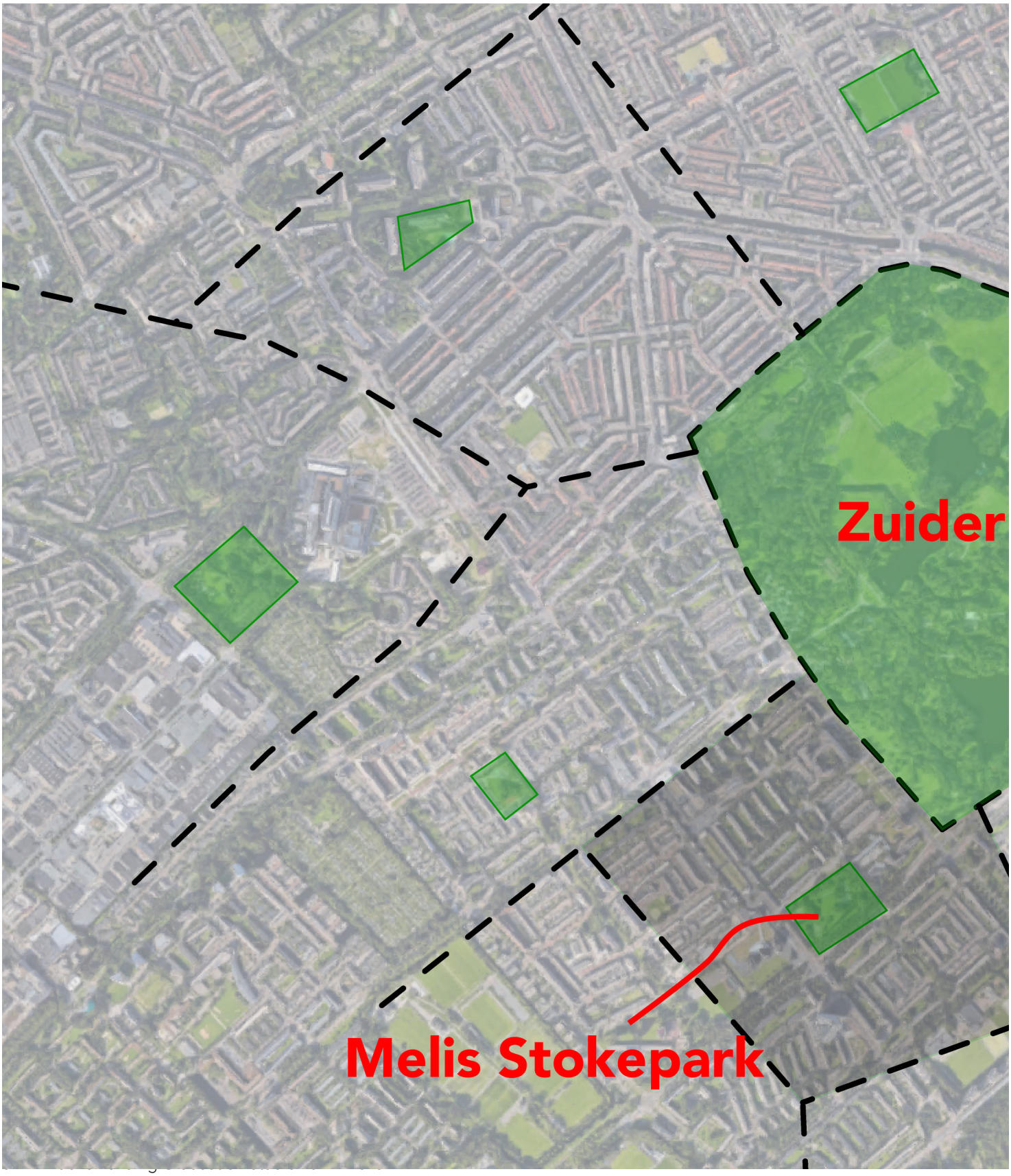


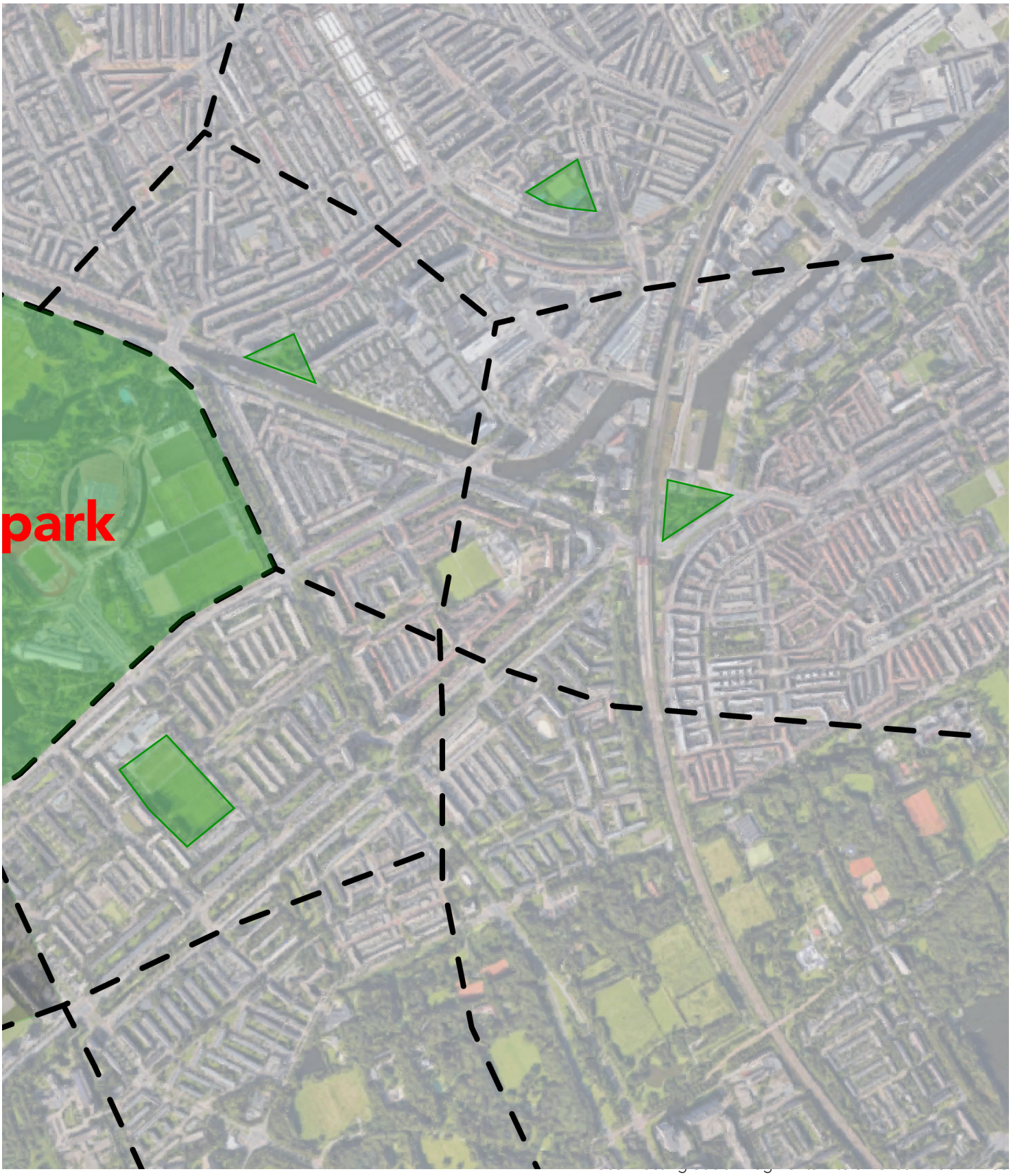
PROCESS DOCUMENTATION P1/P2

CITY PARK vs NEIGHBORHOOD PARK

As talked about earlier, it is important to realise the context of the Melis Stokepark in its urban structure. The Zuiderpark is very near and functions as a large city park, whereas the Melis Stokepark is a facility that is mostly used by local residents in a certain neighborhood.

For this reason it is important to look at the implementation of something in this area that is especially focussed on the neighborhood, responding to neighborhood flows and creating a social catalyst for the neighborhood.

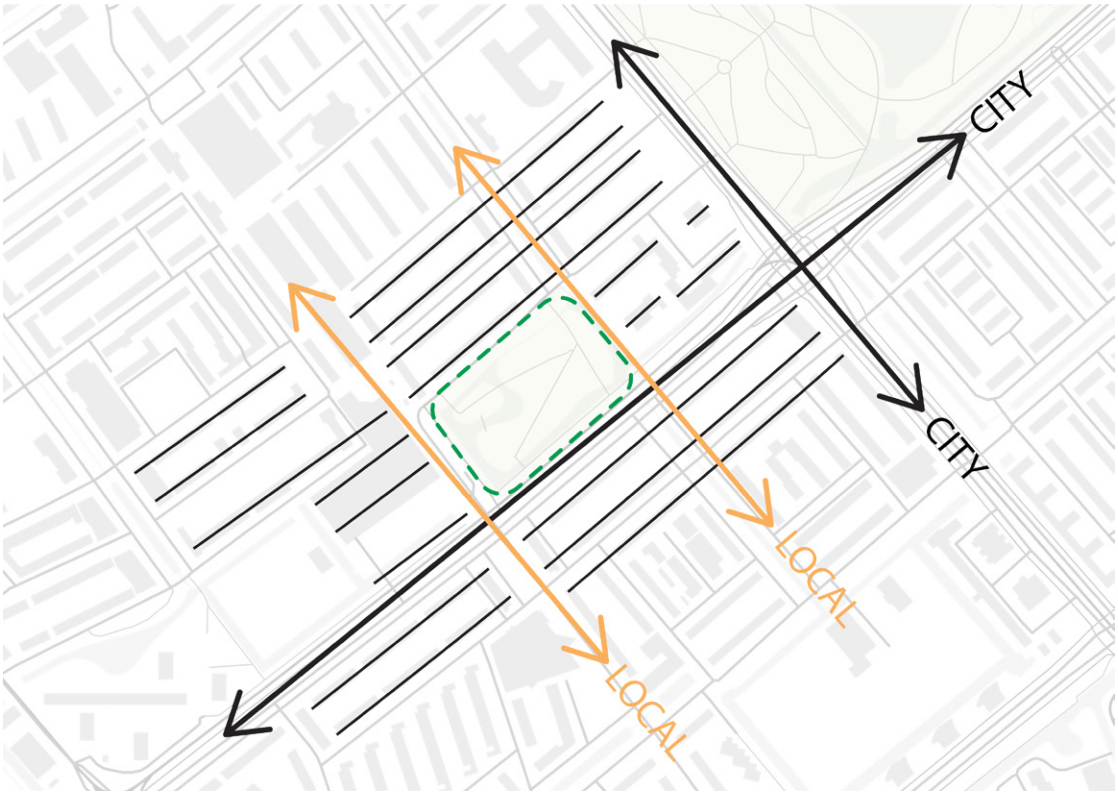



park

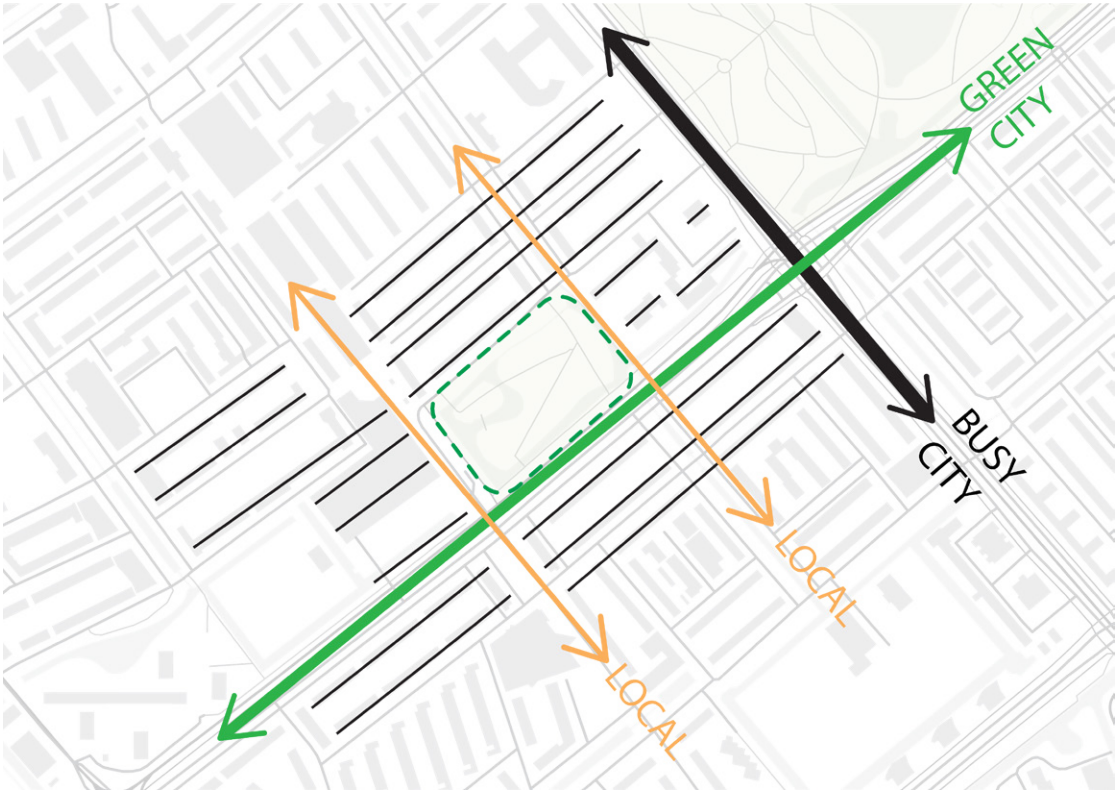
PROCESS DOCUMENTATION P1/P2

MELIS STOKEPARK URBAN STRUCTURE

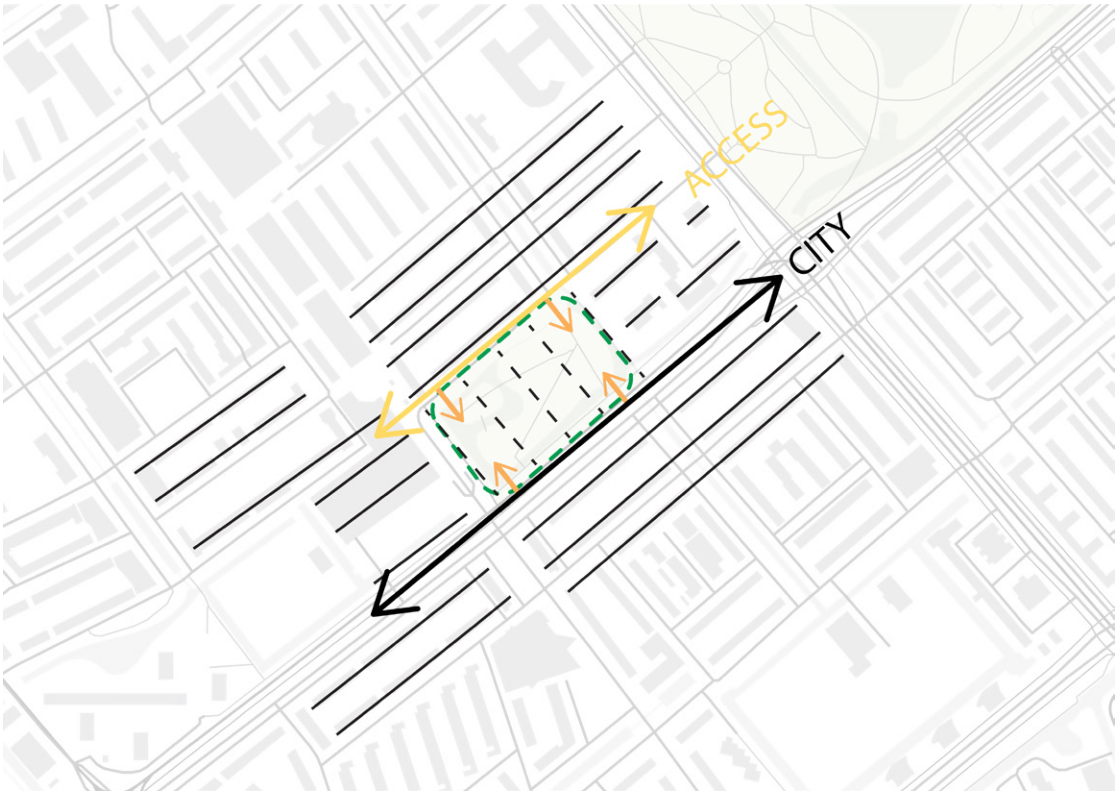
The structure in the Melis Stokepark can best be understood in below diagram. Two fast and busy city flows corner the site (marked with black arrows) whereas a slower city flow (marked with a red arrow) corners the other side. The orange arrows indicate neighborhood flows for local circulation. Building blocks have a clear direction.



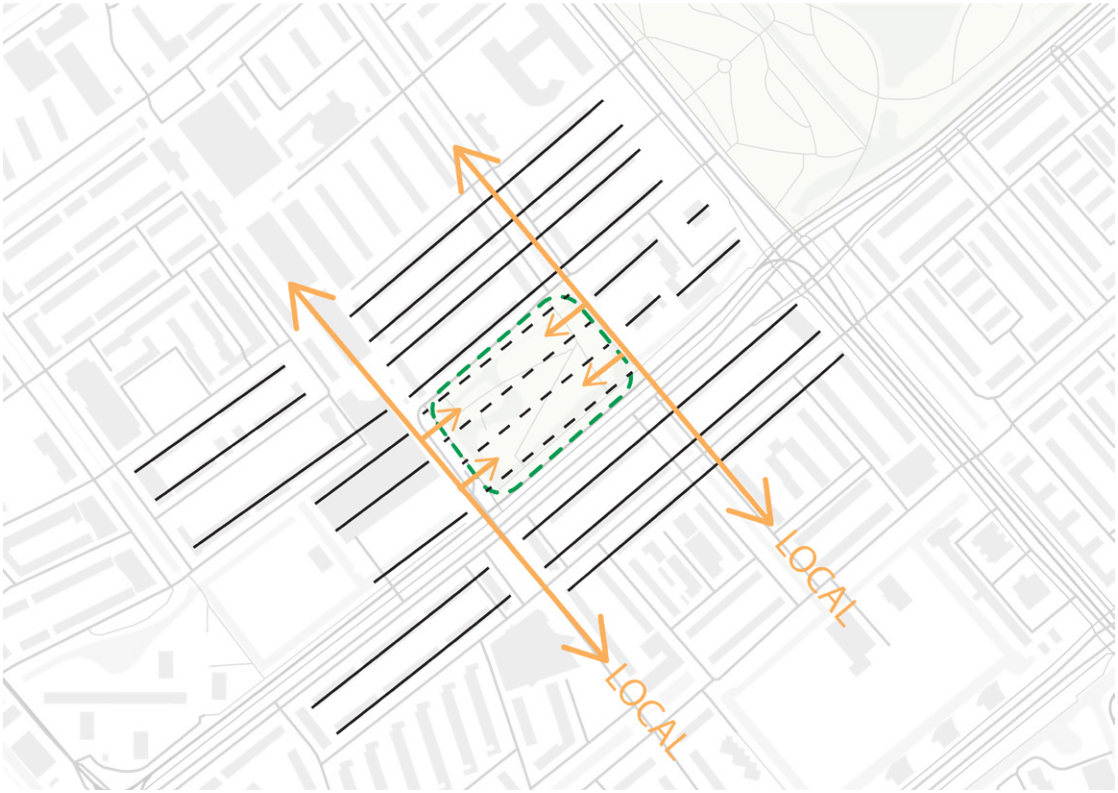
As mentioned earlier, in future, the municipality of The Hague plans on changing certain things in the region. One of the busy city flows will become a green bycicle road (marked with a green arrow) while the other city flow will have increased traffic due to better accessibility towards the beach.



The site is accessed throughout two different sides, one of the two busy city flows and a local road. This suggests that the structure of the Melis Stokepark should be between these access points. However, this does not match with the rest of the neighborhood structure; contradicting the idea of the park being a neighborhood facility.



Below has a more logical solution that will be applied in the design project. New access points are suggested that are connected with the already existing neighborhood flows. These new access points will suggest a new structure of the Melis Stokepark, which corresponds with the already existing structure in the surrounding fabric.



PROCESS DOCUMENTATION P1/P2

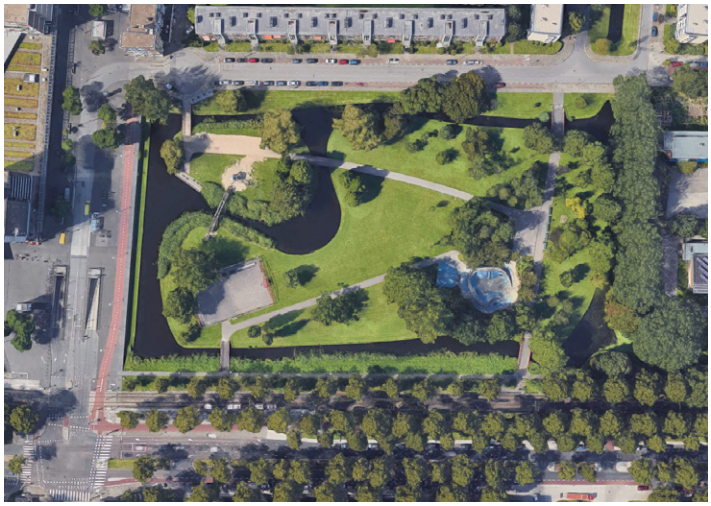
KEY VALUES OF THE MELIS STOKEPARK

Green space: the biggest value of the Melis Stokepark is that it is a green space in an increasingly densifying neighborhood.

Water as barrier: the existing water structure around the park essentially makes the park an island, seperated from traffic.

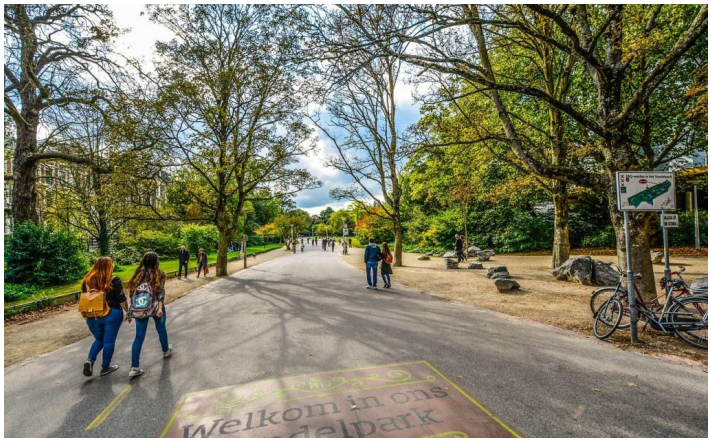
Recreation: the park provides a space for recreation and relaxation in the neighborhood.

Heat stress: being a green space seperated by water, the heat stress is heavily reducted providing a pleasant area in the summer.



VONDELPARK, AMSTERDAM (NL)

As a reference to use in the Melis Stokepark, the Vondelpark in Amsterdam provides an excellent method of circulation. Wide paths that are accessible for both pedestrians and cyclists prooves to be a great combination for people passing through and people that are there for recreational purposes.



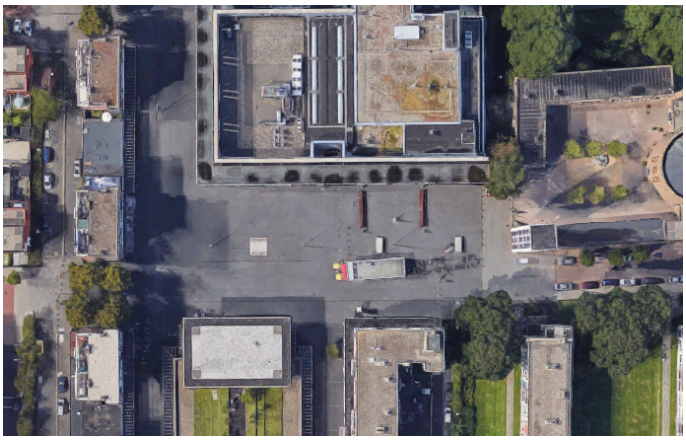
MCLAREN TECHNOLOGY CENTRE, WOKING (UK)

Designed by Foster + Partners, the McLaren Technology Centre demonstrates how water can be used as a barrier together with the building facade. The water displays an inaccessibility as a barrier, while the facade still opens up and demonstrates accessibility.

IMPLEMENTING A PLAZA

The size of introducing a plaza is especially important to make sure the area is relevant for local residents and the neighborhood. For reference to understand how large this plaza should be, a series of public spaces from the surrounding area was projected onto the site.

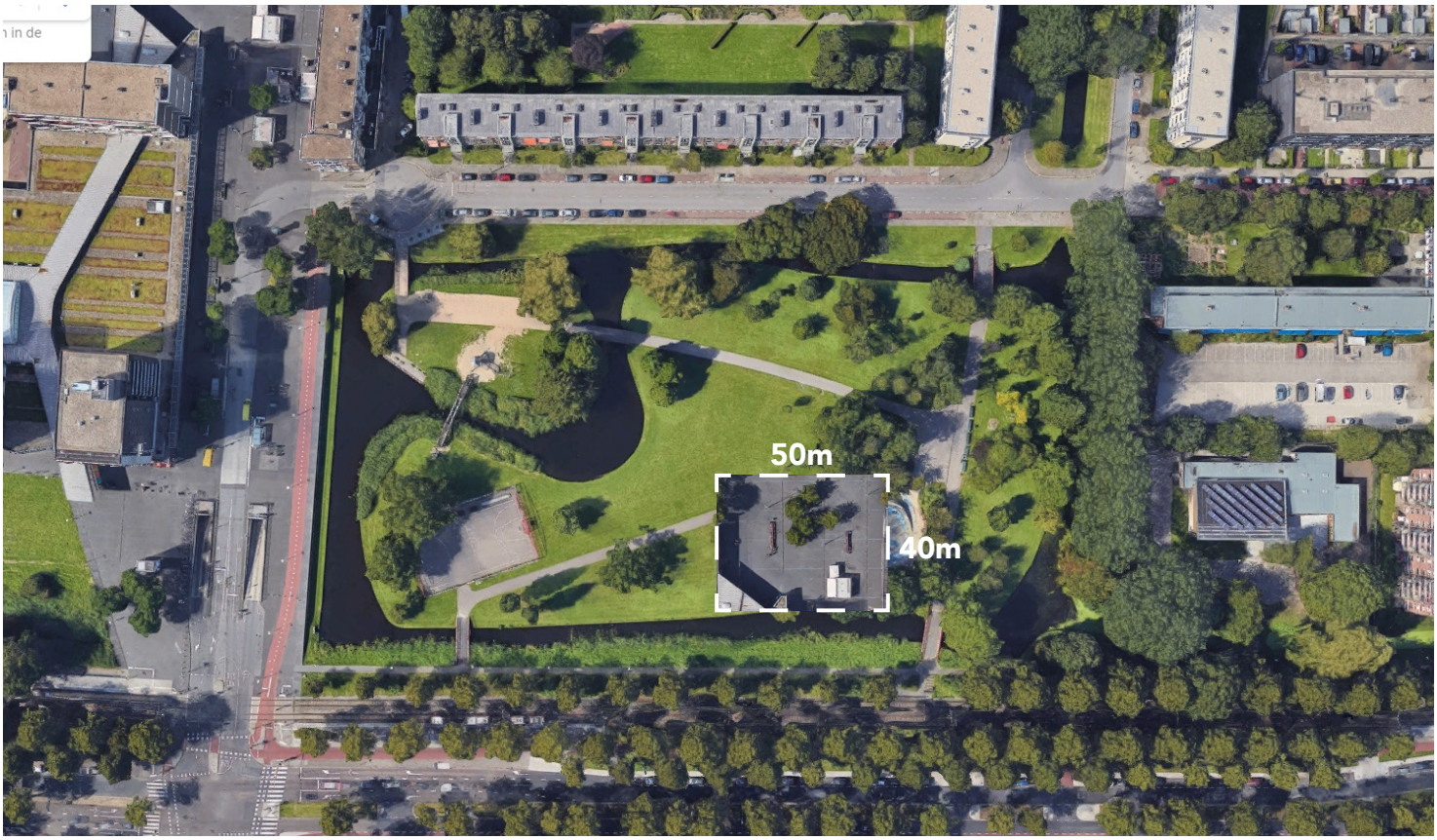
This first plaza is a large plaza in the Leyweg shopping region seems to be quite to large for relating to other persons.



PROCESS DOCUMENTATION P1/P2

IMPLEMENTING A PLAZA

The next plaza is smaller in size and is from the Leyweg shopping area. The space is significantly smaller and allows for more connection, however the distance is still quite large and this means people will pass by one-another and might not recognize eachother.

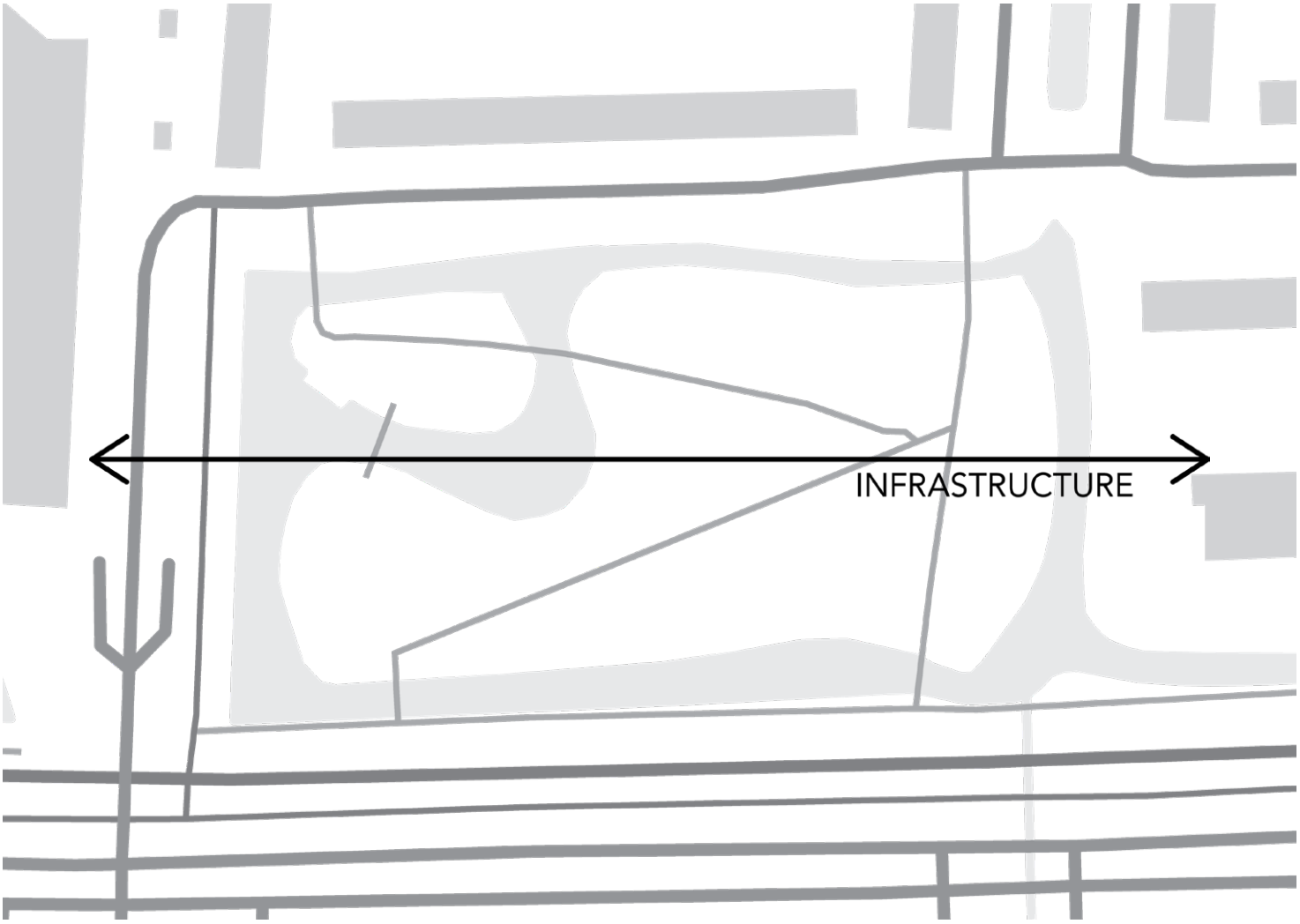


IMPLEMENTING A PLAZA

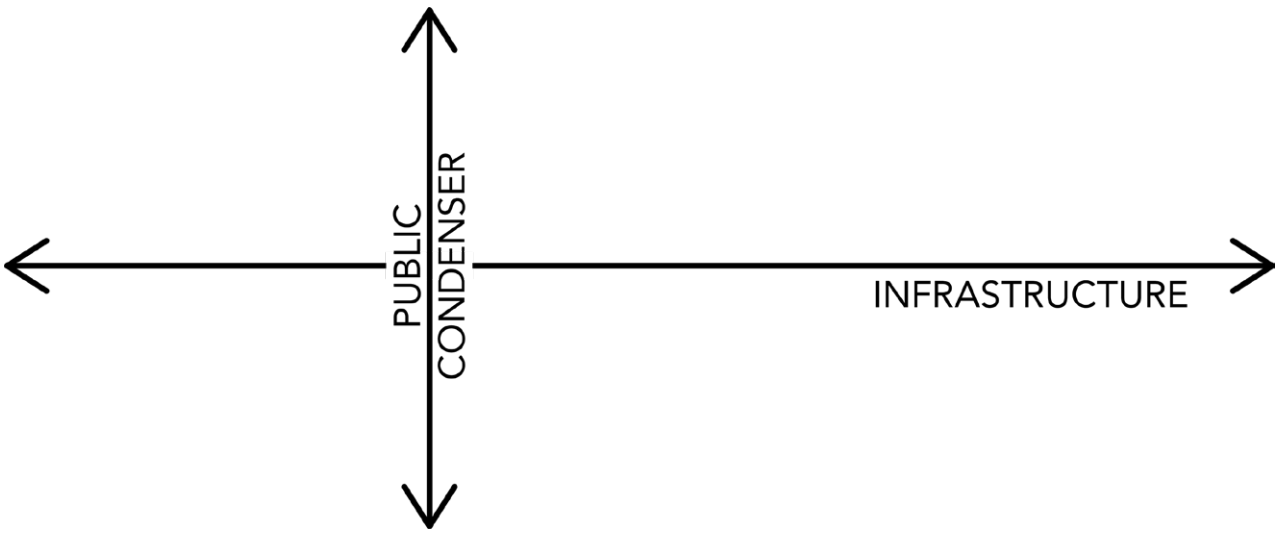
At the entrance of the Leyweg shopping centre a small urban space is formed. This square is again significantly smaller in size but allows for a large enough space for events to occur. Projecting this space on the site seems to be reasonable in size and has the spatial atmosphere that is needed.

PROCESS DOCUMENTATION P1/P2

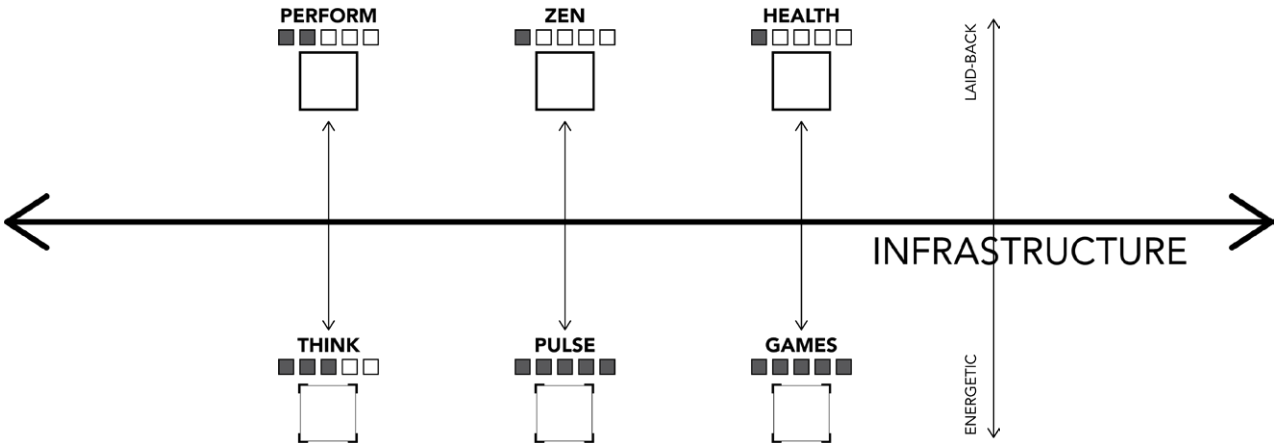
Looking back at the site and the site analysis, a new direction for infrastructure through the park is proposed.



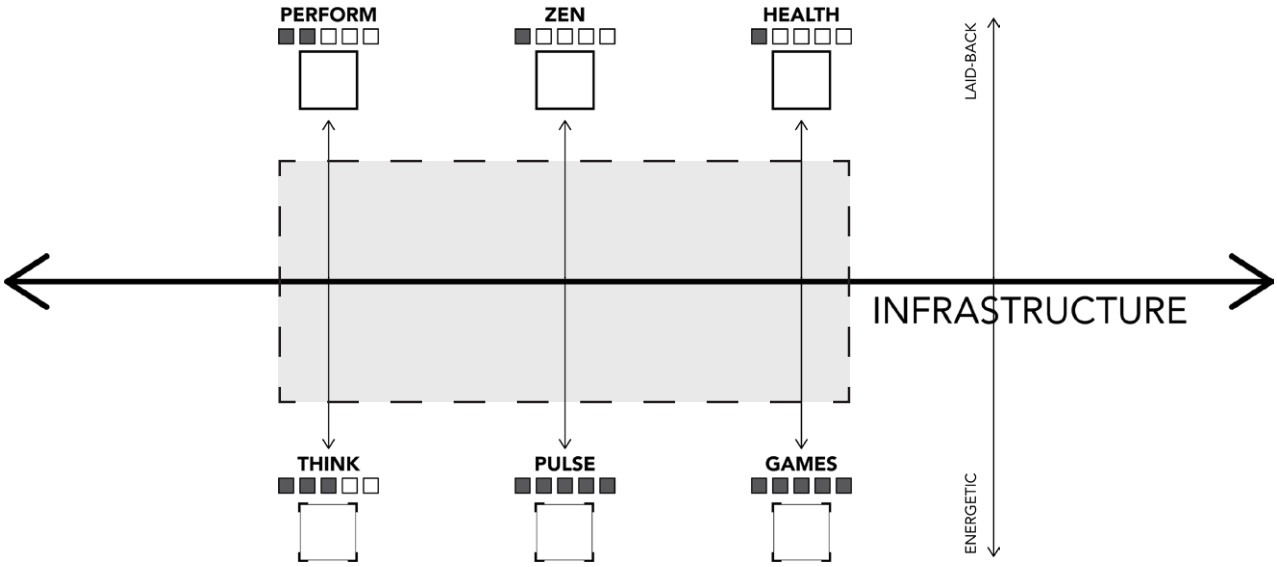
To promote social interaction and invoke a meeting, the Public Condenser should be connected and interact with the infrastructure for people to cross.



Projecting the proposed program structure onto the infrastructure.

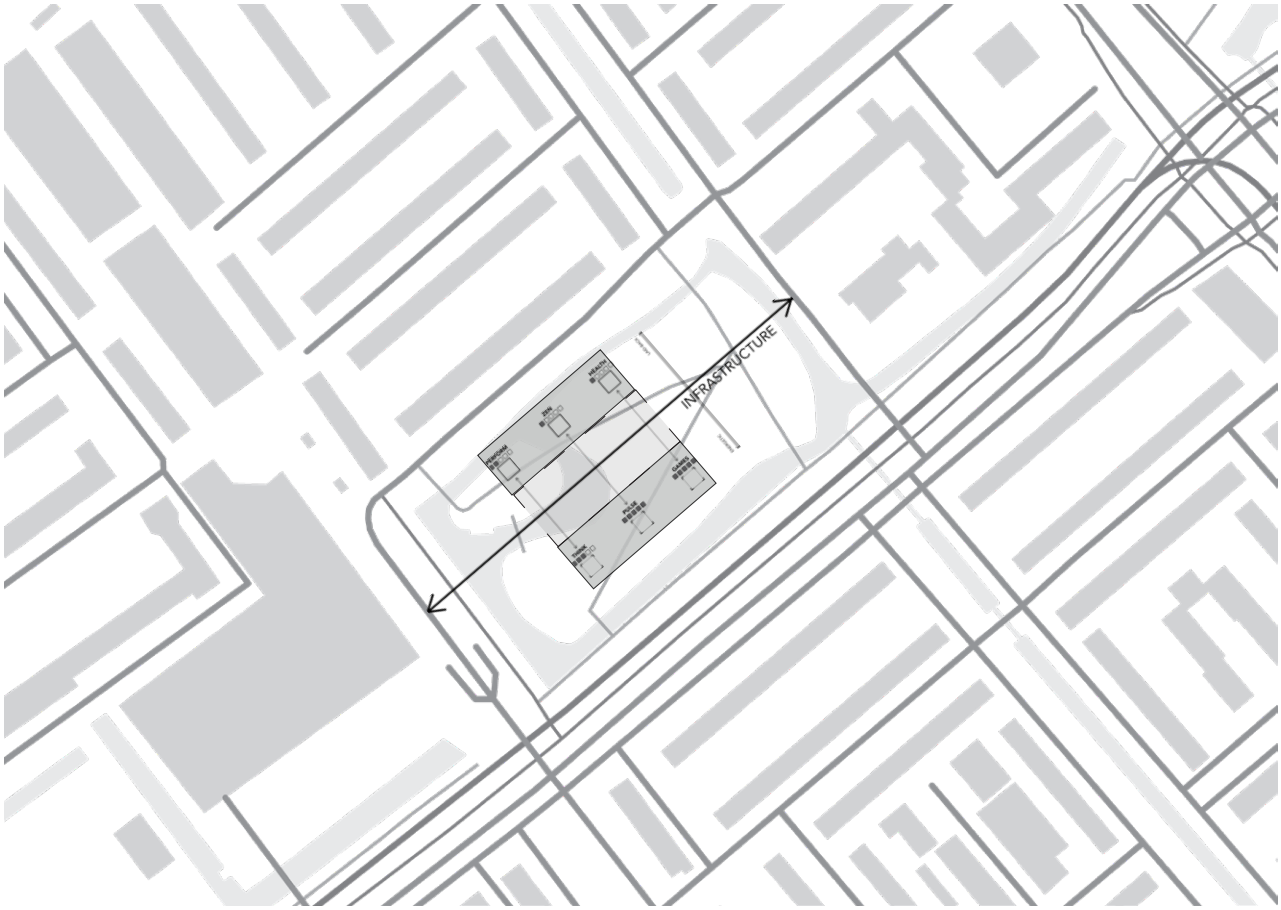


Inserting a plaza between the two sides of the program, whilst crossing the infrastructure.



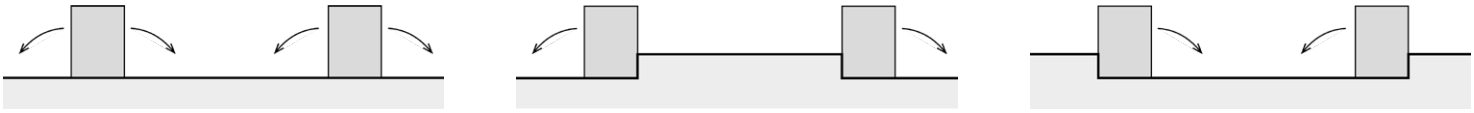
PROCESS DOCUMENTATION P1/P2

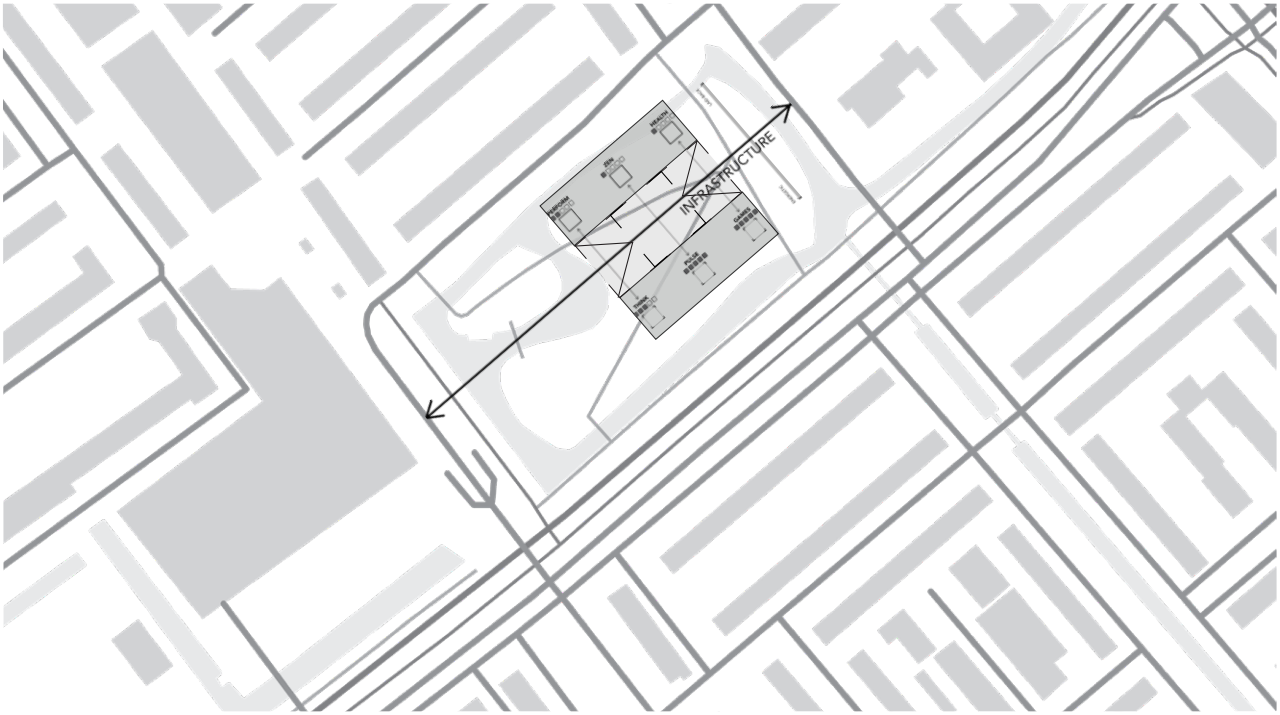
The earlier diagram is back and projected onto the site as Public Condenser structure.



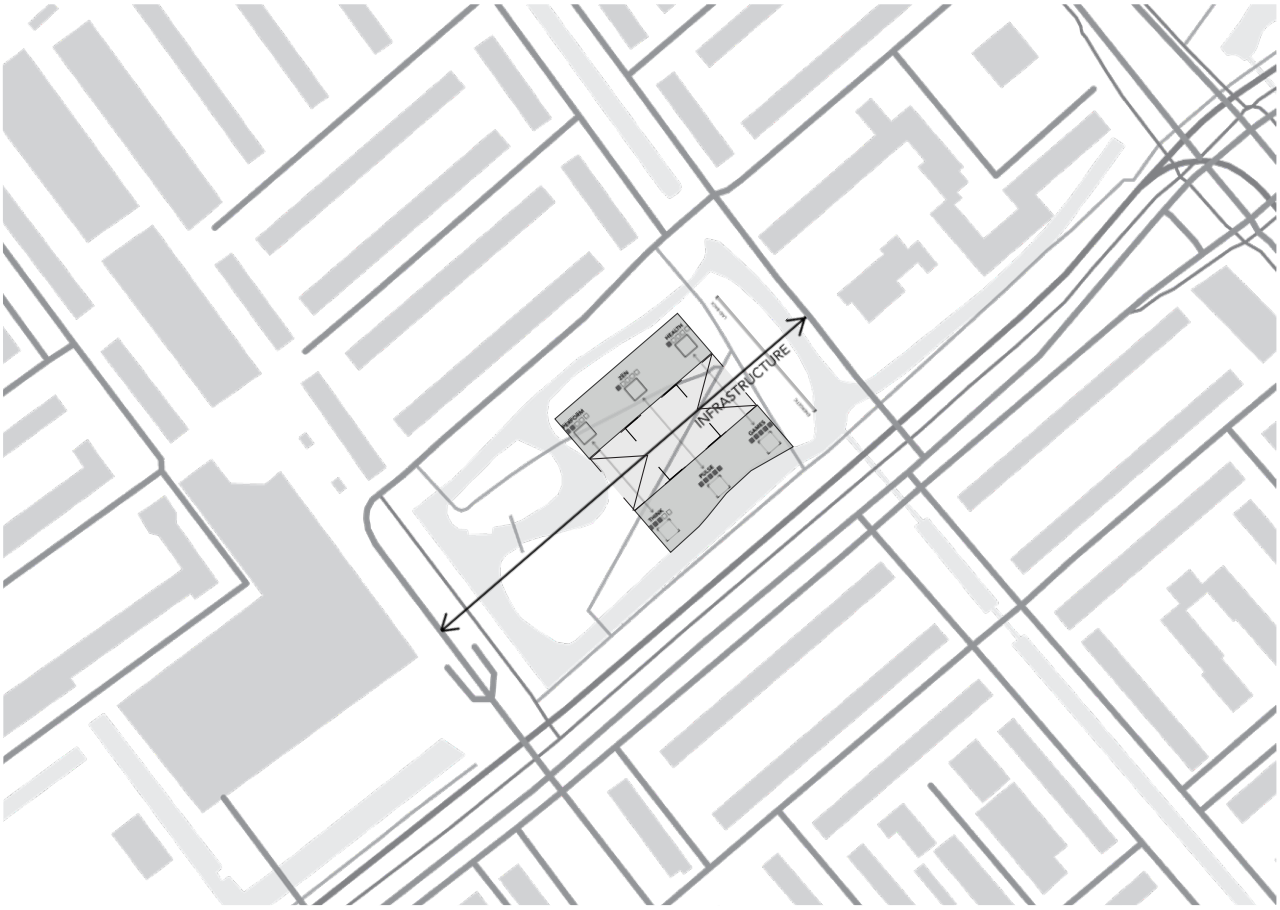
Two axis exist, the blue axis is an urban axis with shopping, whilst the green axis is a green zone with water. The transitional zone from the blue axis therefore needs more space, whilst the green axis needs less space.

Three scenarios for the plaza are available. A standard plaza, an elevated plaza and a lowered plaza. Whilst the standard and elevated plaza focus on what is outside the building, the lowered plaza focuses on the inside.



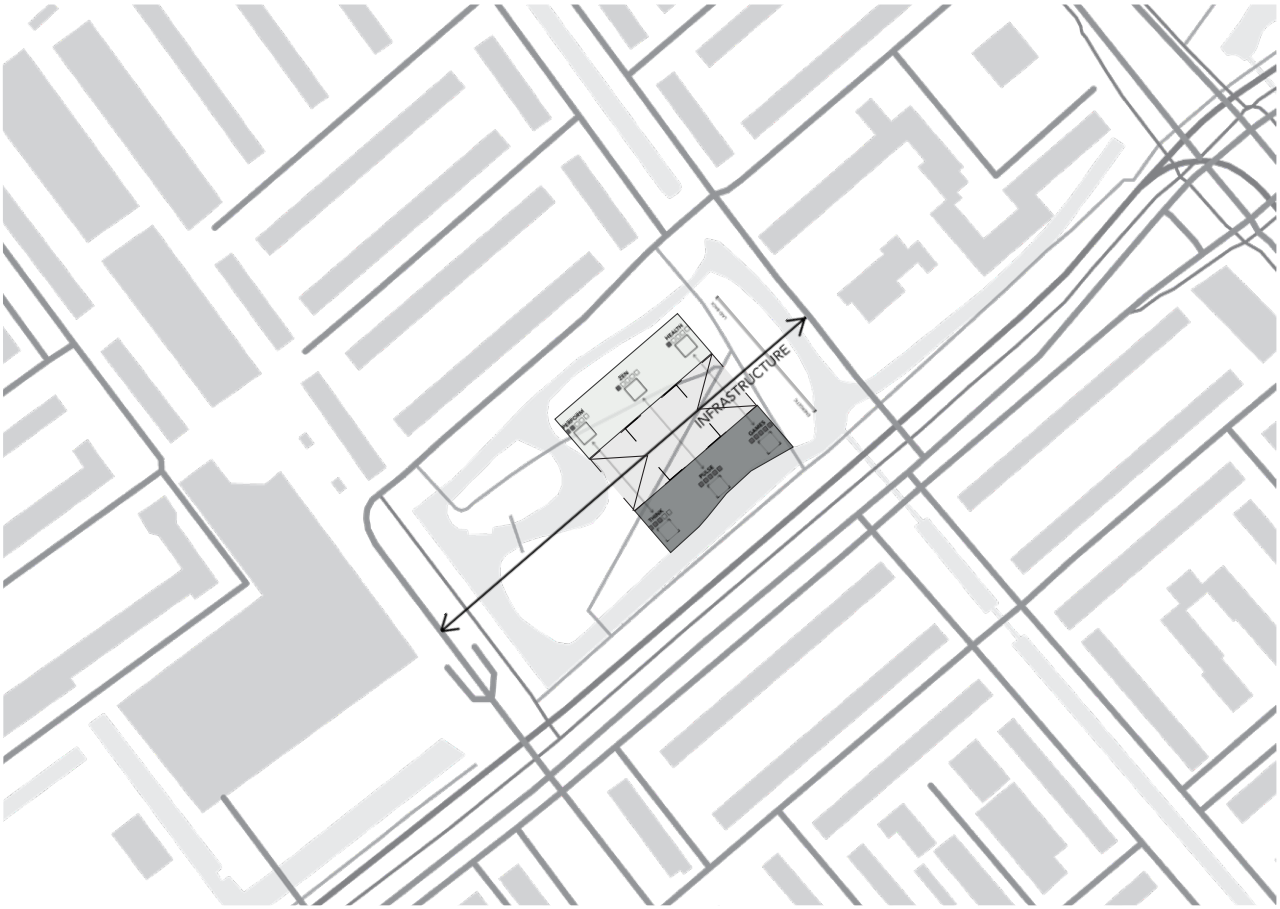


The building is shifted towards the water, to have the water and facade merge into one barrier from the busy city flow. It becomes clear that visitors have to go through the neighborhood entrances to visit the Public Condenser.

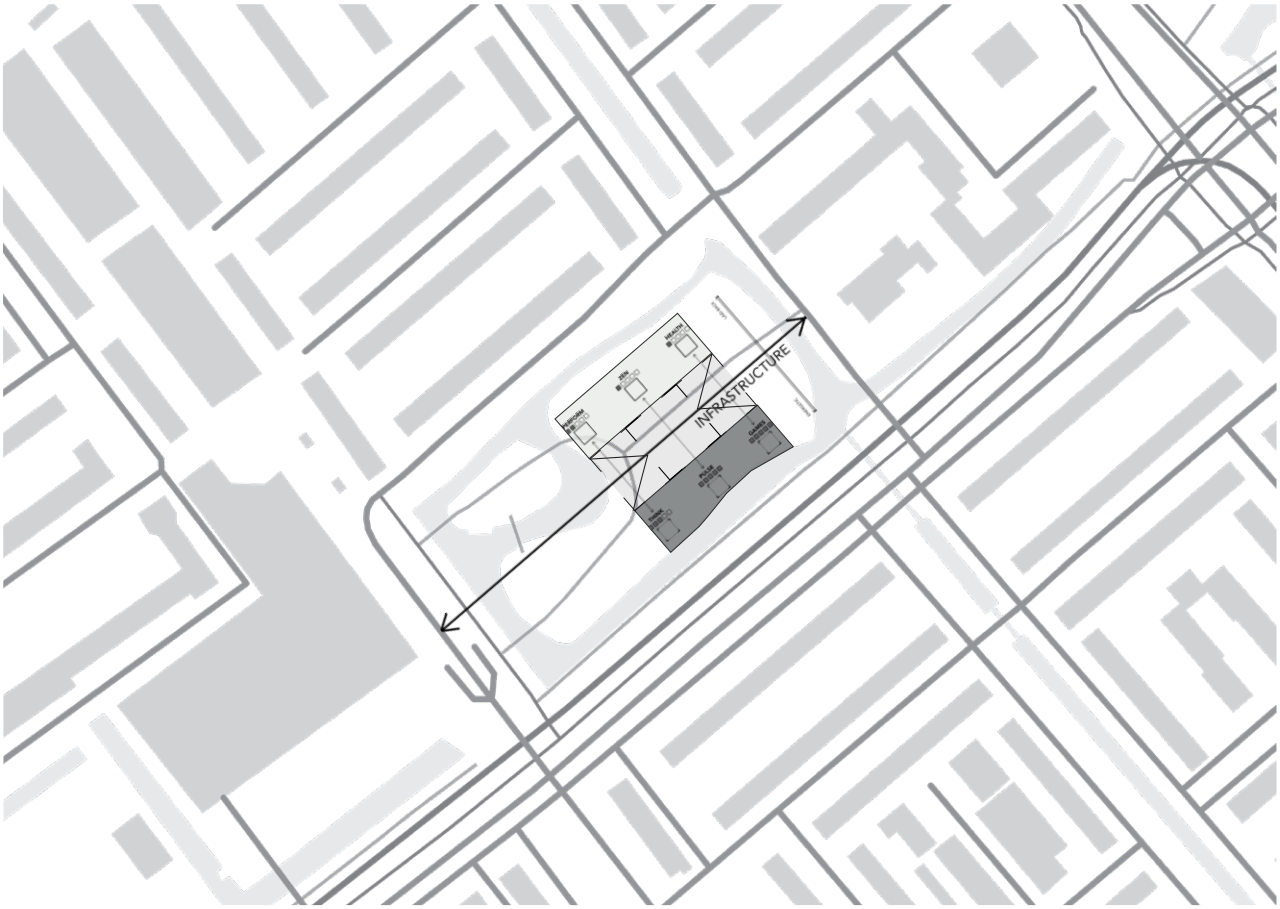


PROCESS DOCUMENTATION P1/P2

Looking at the properties of each side of the program, an open and closed side of the program emerges. This open side of the program should be visible and emphasized, whilst the closed program should be more closed and hidden.

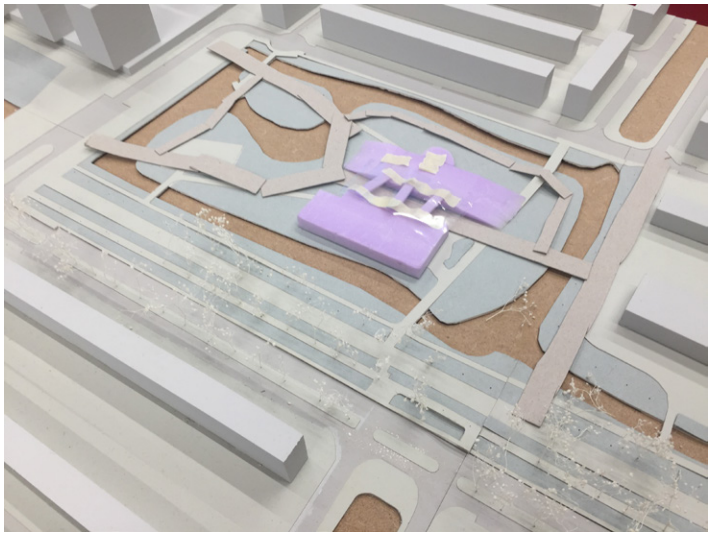


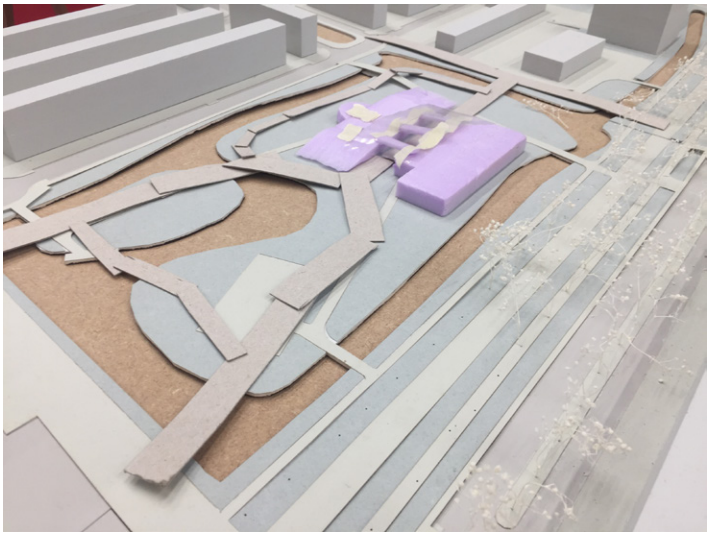
Lastly, the walking routes inside the Melis Stokepark should be adjusted based on the design concept and proposed new infrastructure.

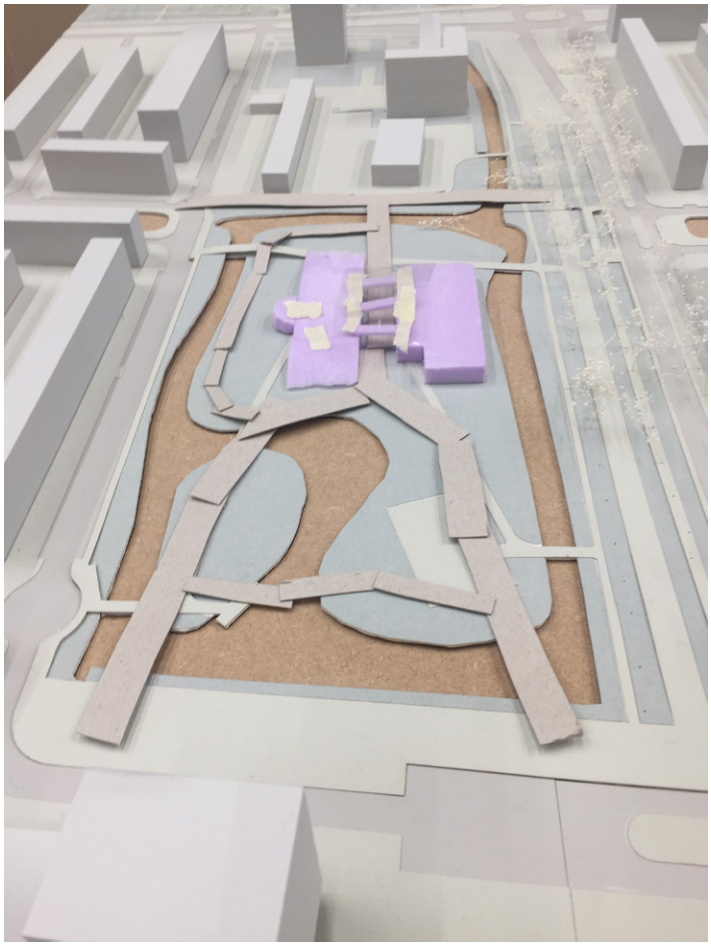


MASS STUDY

The previous series of diagrams that explain the spatial relation of the structure and its outside emerge from a series of mass studies, where the following photo's describe the final and conclusive mass study.



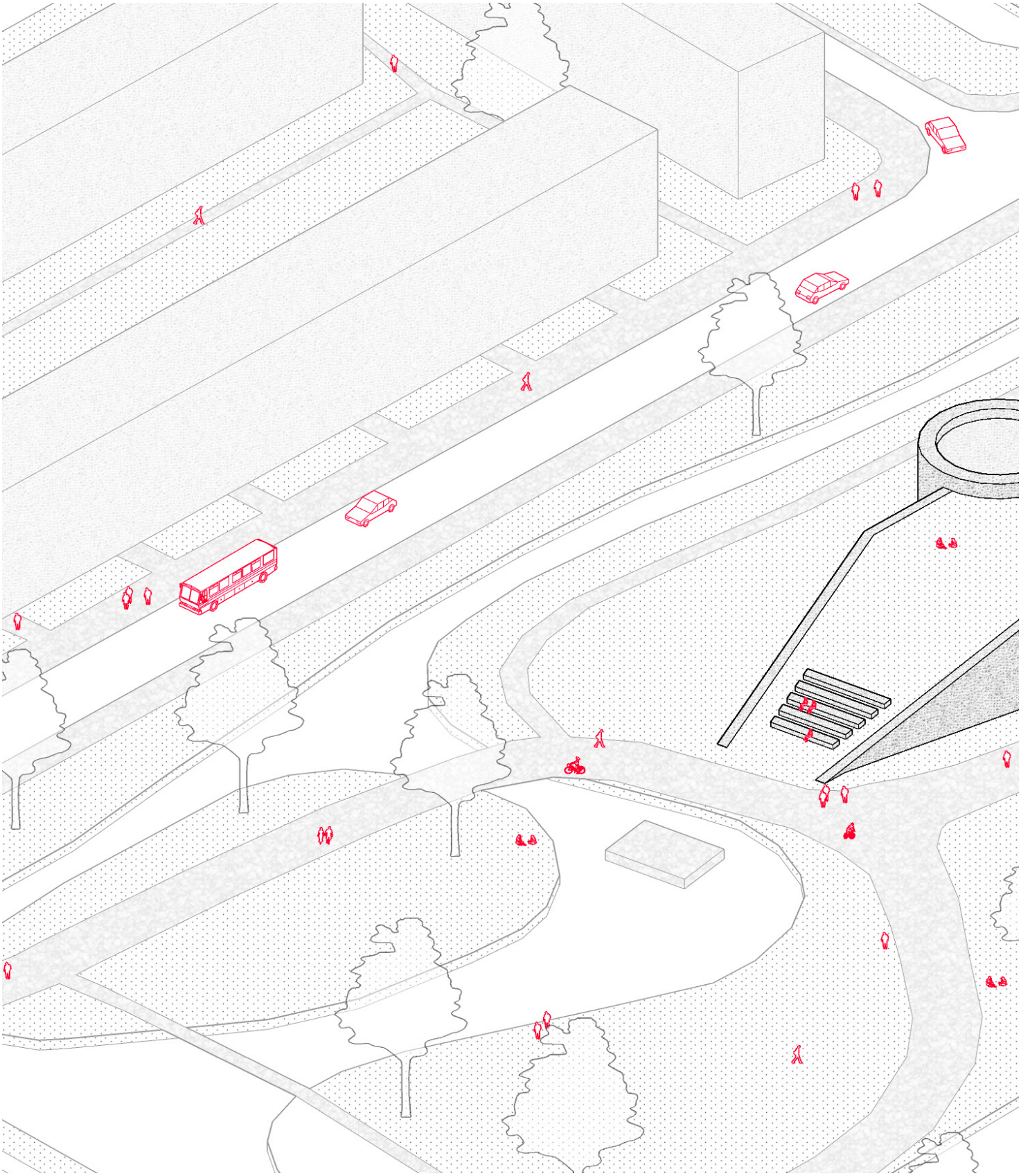


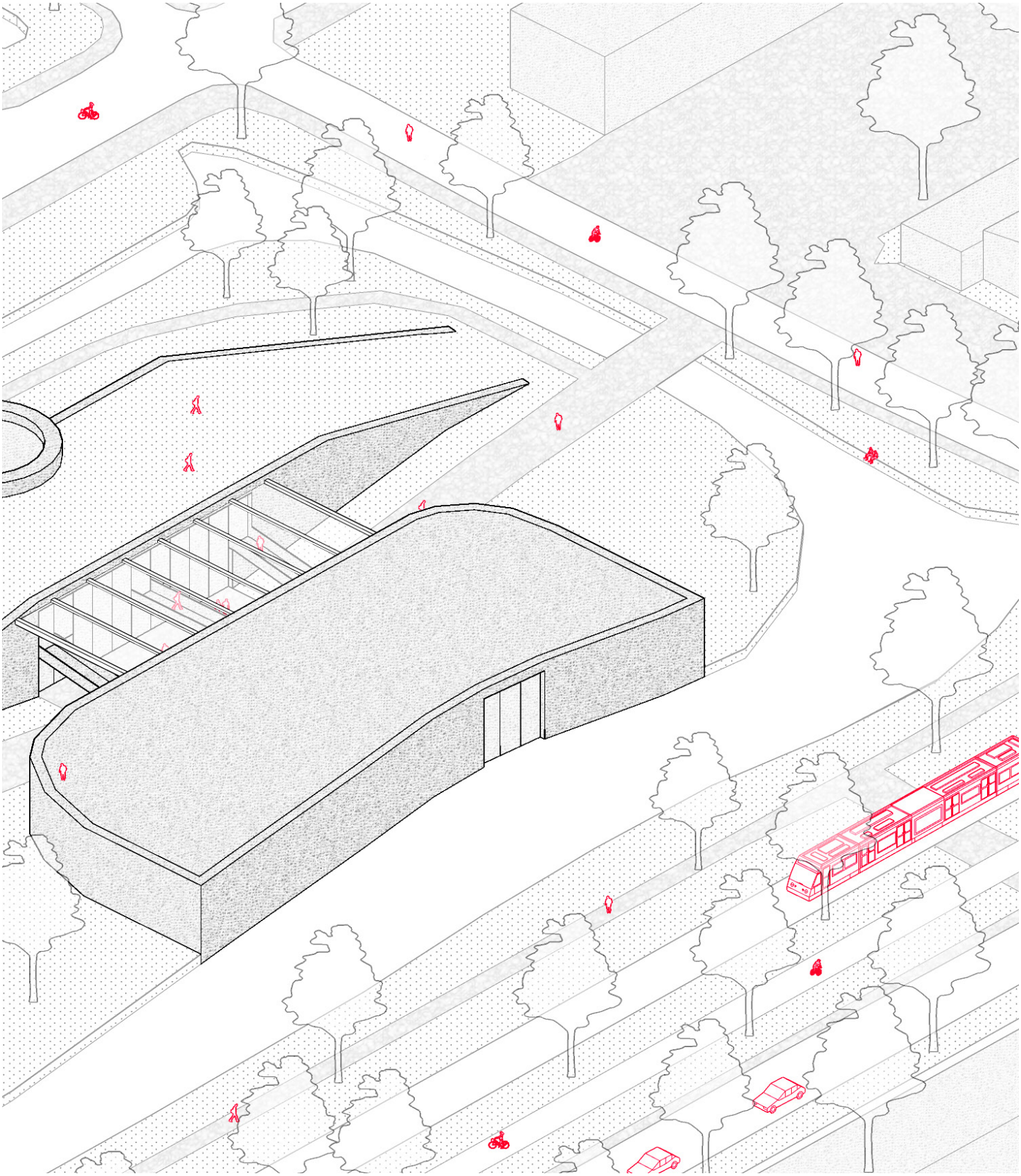


CONCEPT DESIGN

CONCEPT DESIGN

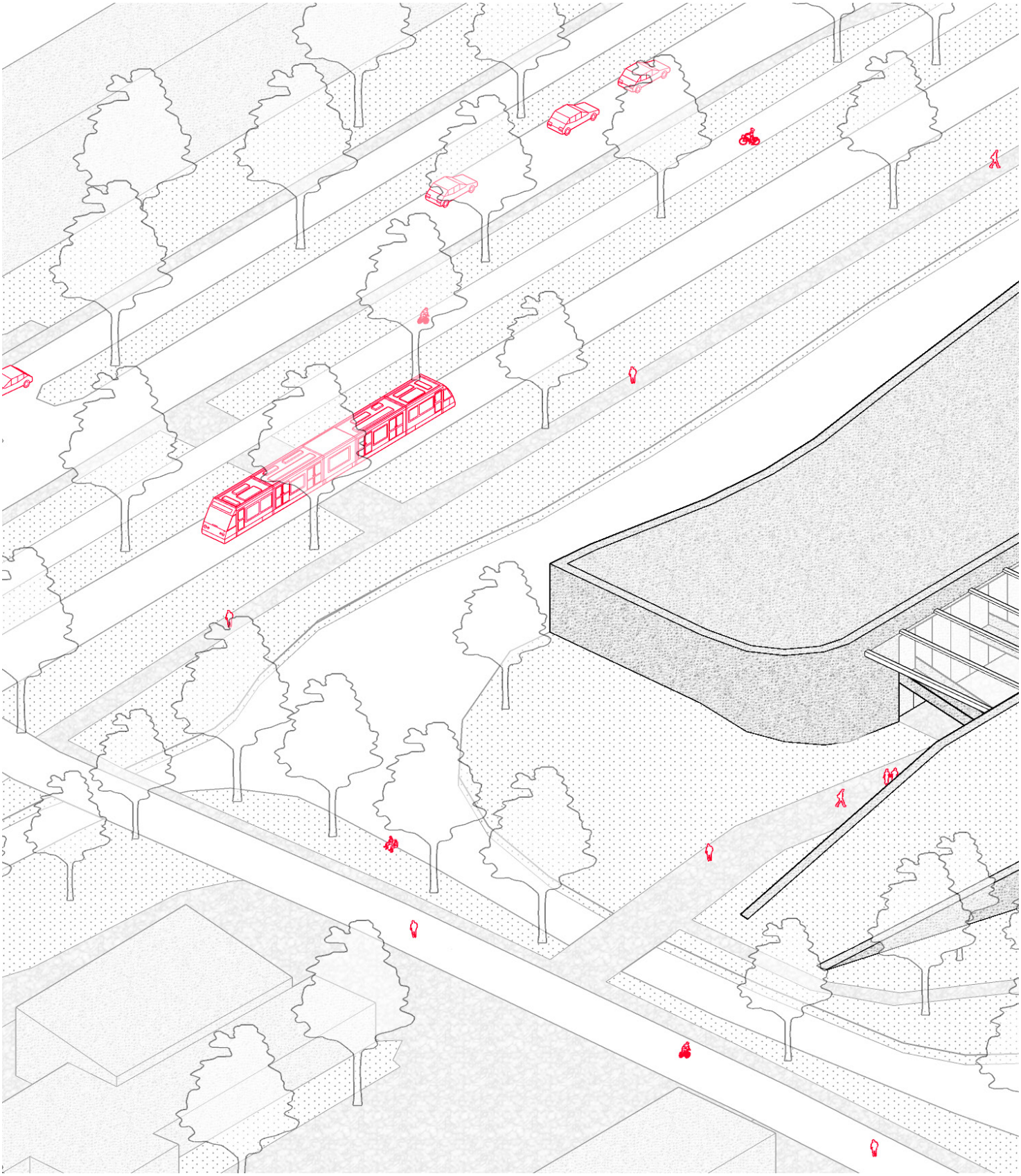
SPATIAL AXONOMETRIC (SOUTH VIEW)

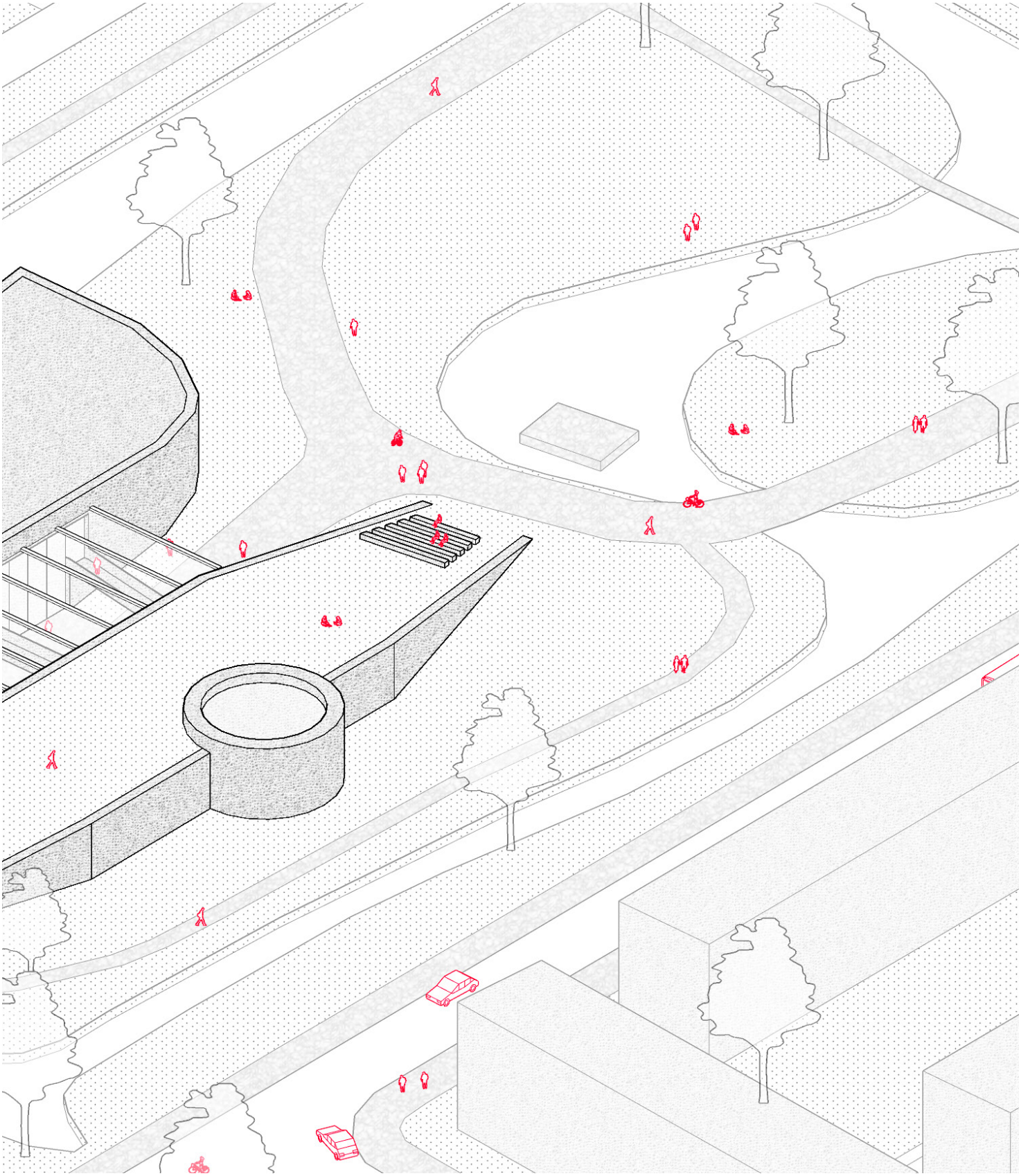




CONCEPT DESIGN

SPATIAL AXONOMETRIC (NORTH VIEW)

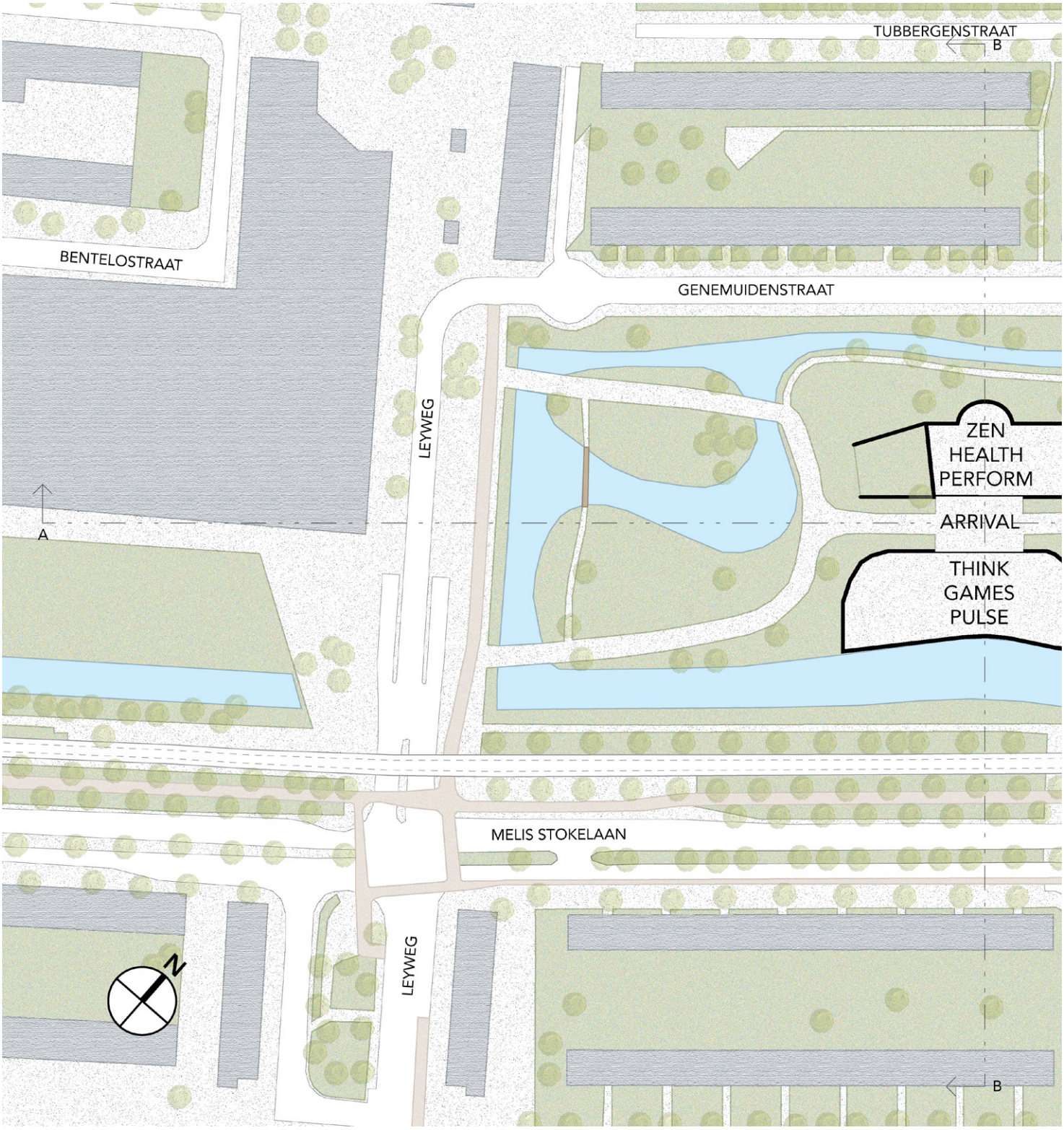




CONCEPT DESIGN

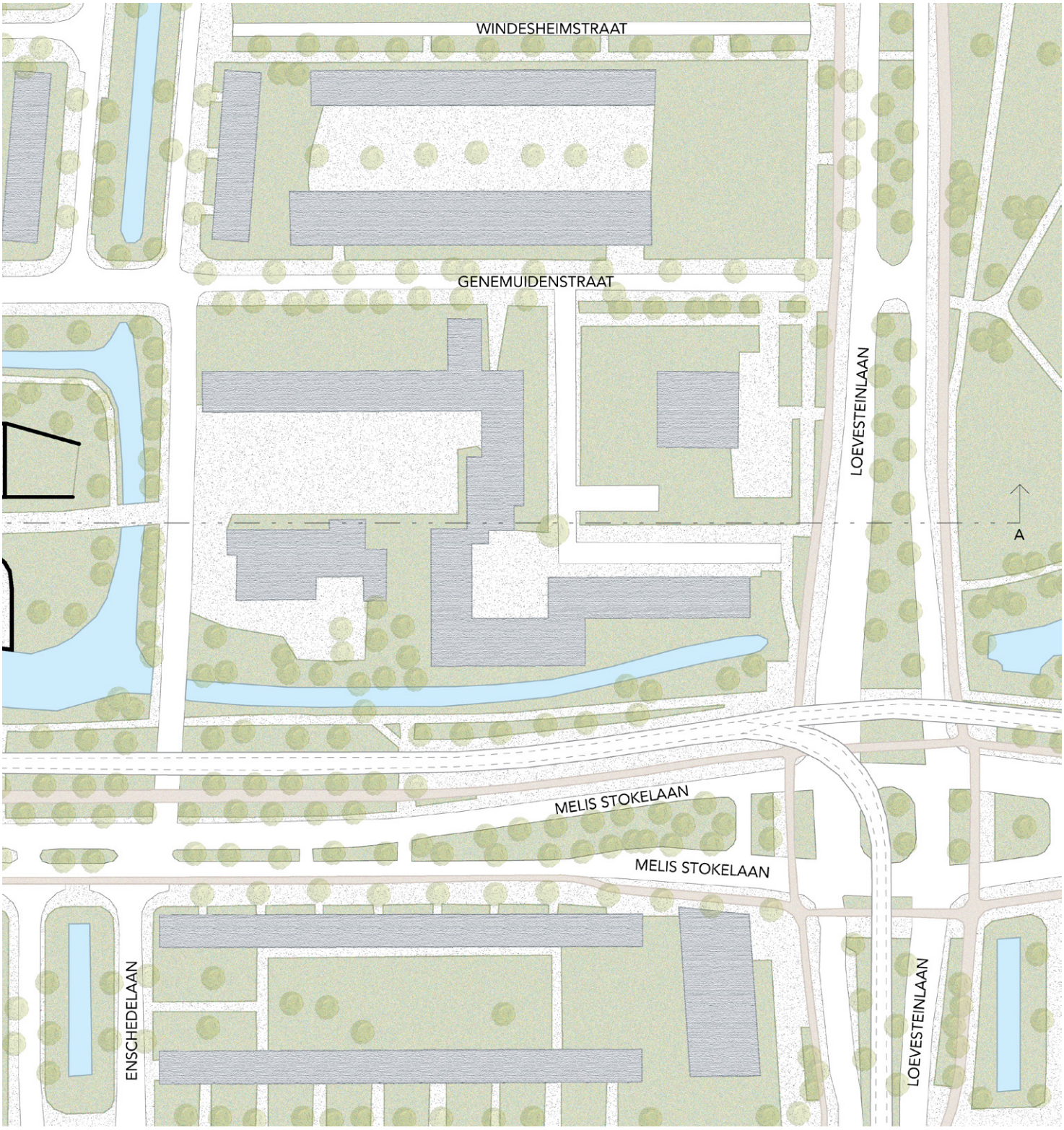
SITE PLAN

On the site plan the two sides of the building can be seen: the open urban/city side and the closed park side. The entrances are on the inside plaza.



SITE PLAN

0 10 20 40m


WINDESHEIMSTRAAT
GENEMUIDENSTRAAT
LOEVESTEINLAAN
A
MELIS STOKELAAN
MELIS STOKELAAN
ENSCHEDELAAN
LOEVESTEINLAAN

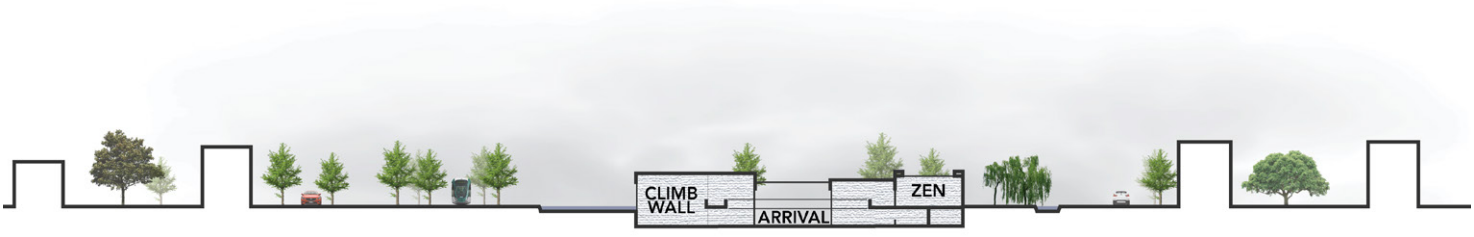
CONCEPT DESIGN

SITE SECTION

The sections of the site clearly demonstrates the height difference by the ARRIVAL zone.

SECTION AA

0 10 20 40m

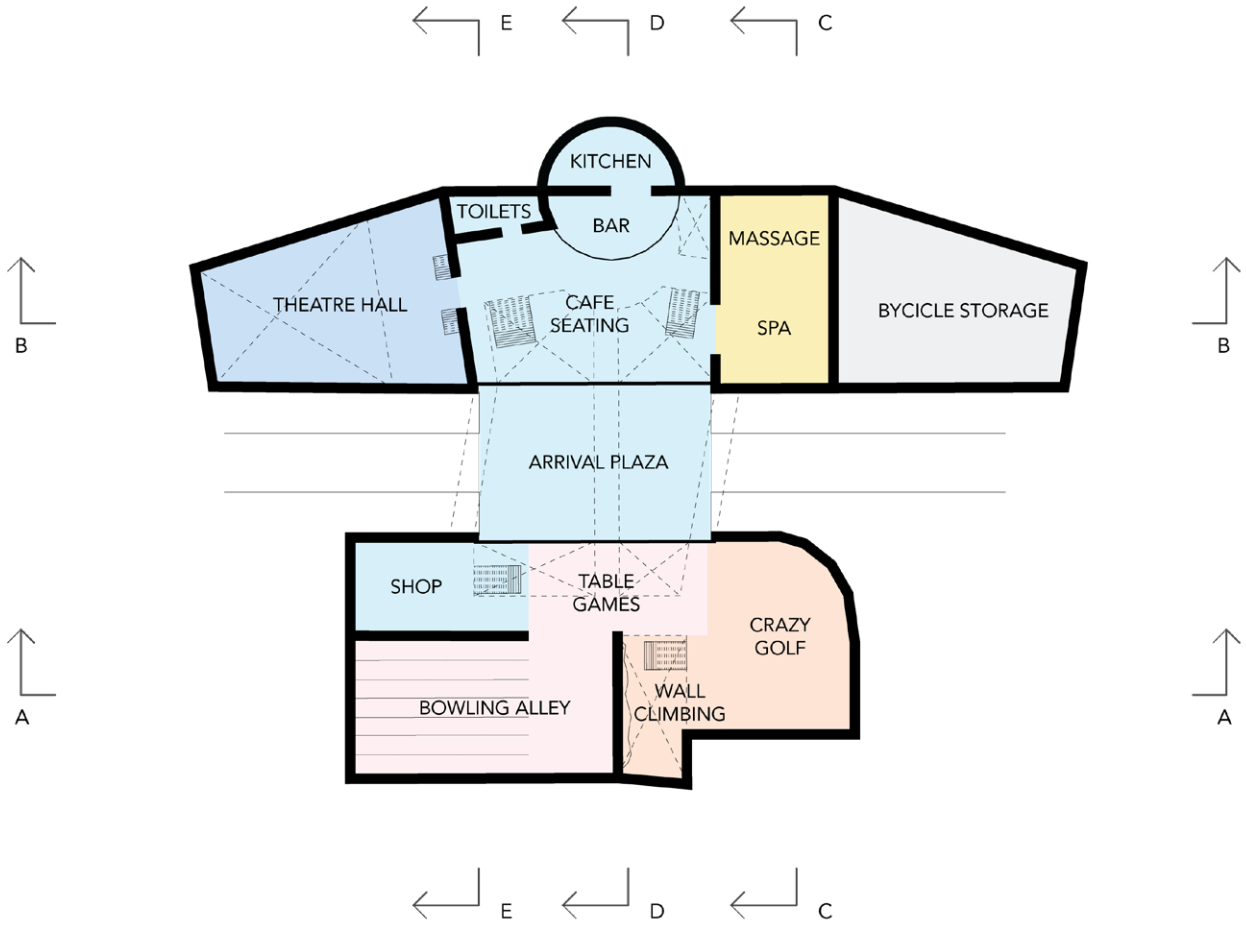


SECTION BB

0 10 20 40m

CONCEPT DESIGN

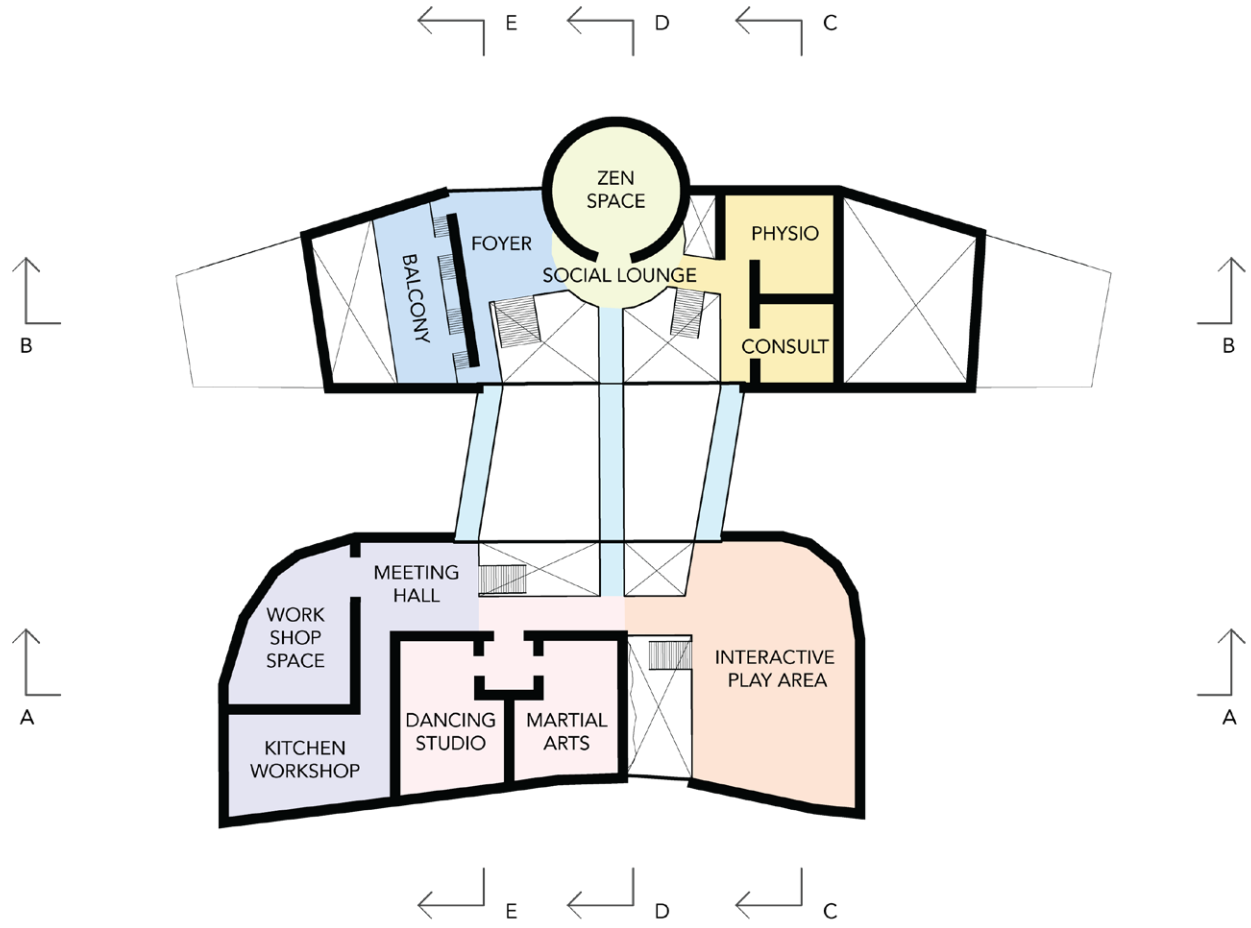
CONCEPT FLOOR PLAN



GROUND FLOOR

0 5 10 20m

ARRIVAL
THEATRE
HEALTH
ZEN
GAMES
PULSE
THINK



FIRST FLOOR

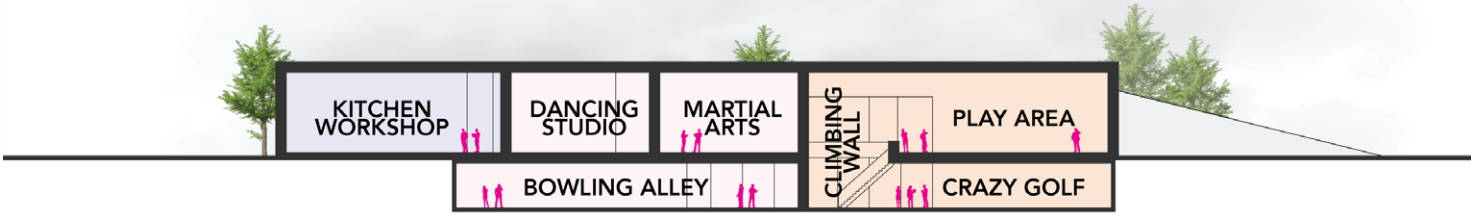
0 5 10 20m

N

ARRIVAL
THEATRE
HEALTH
ZEN
GAMES
PULSE
THINK

CONCEPT DESIGN

CONCEPT SECTION



SECTION AA

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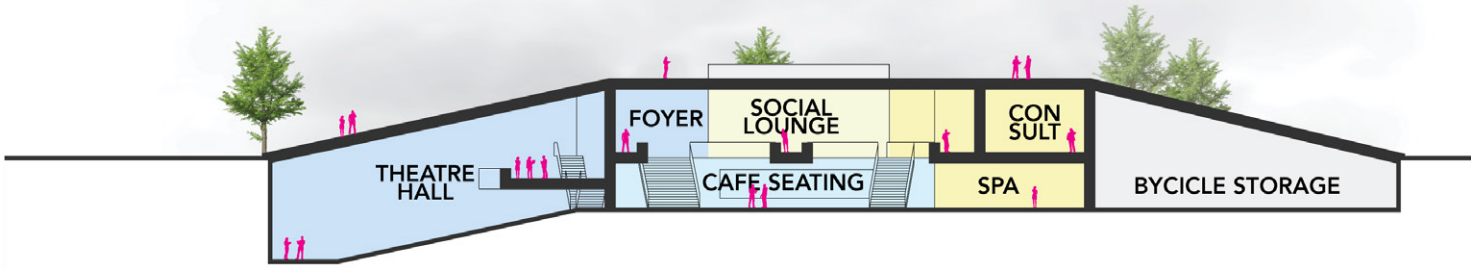

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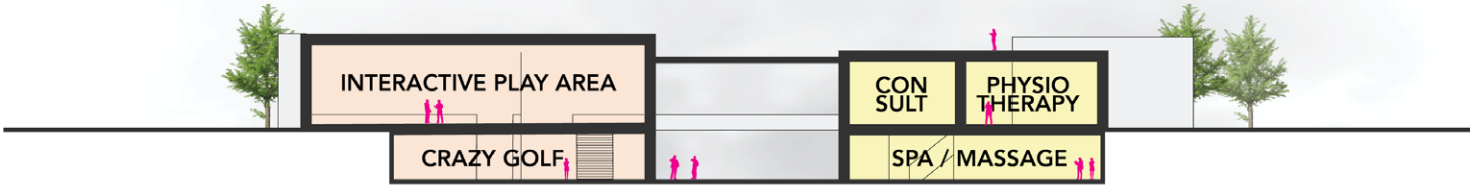
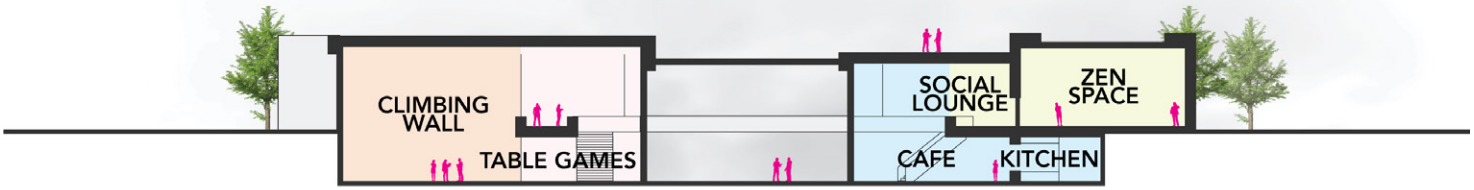


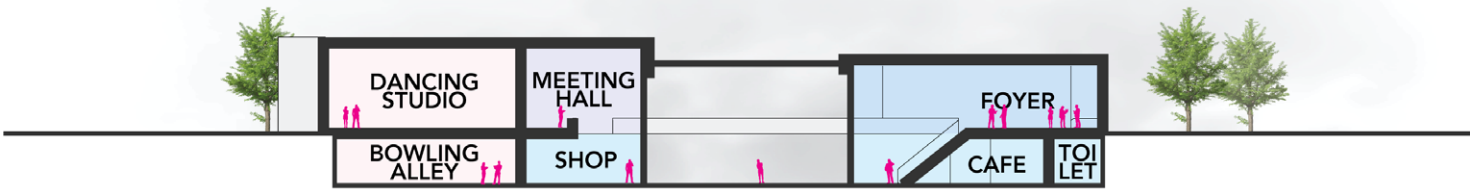
SECTION CC

0 5 10 20m



SECTION DD

0 5 10 20m

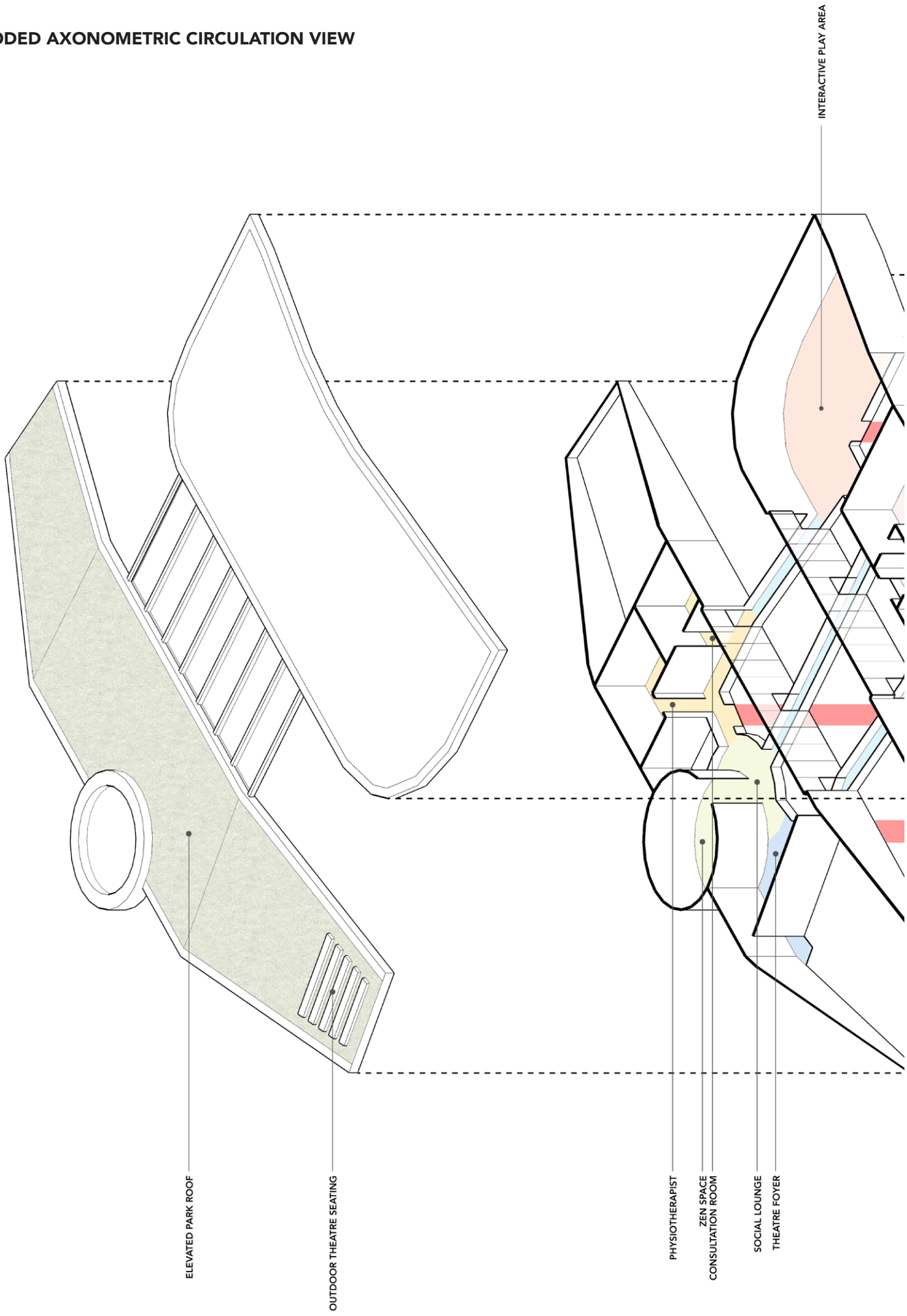


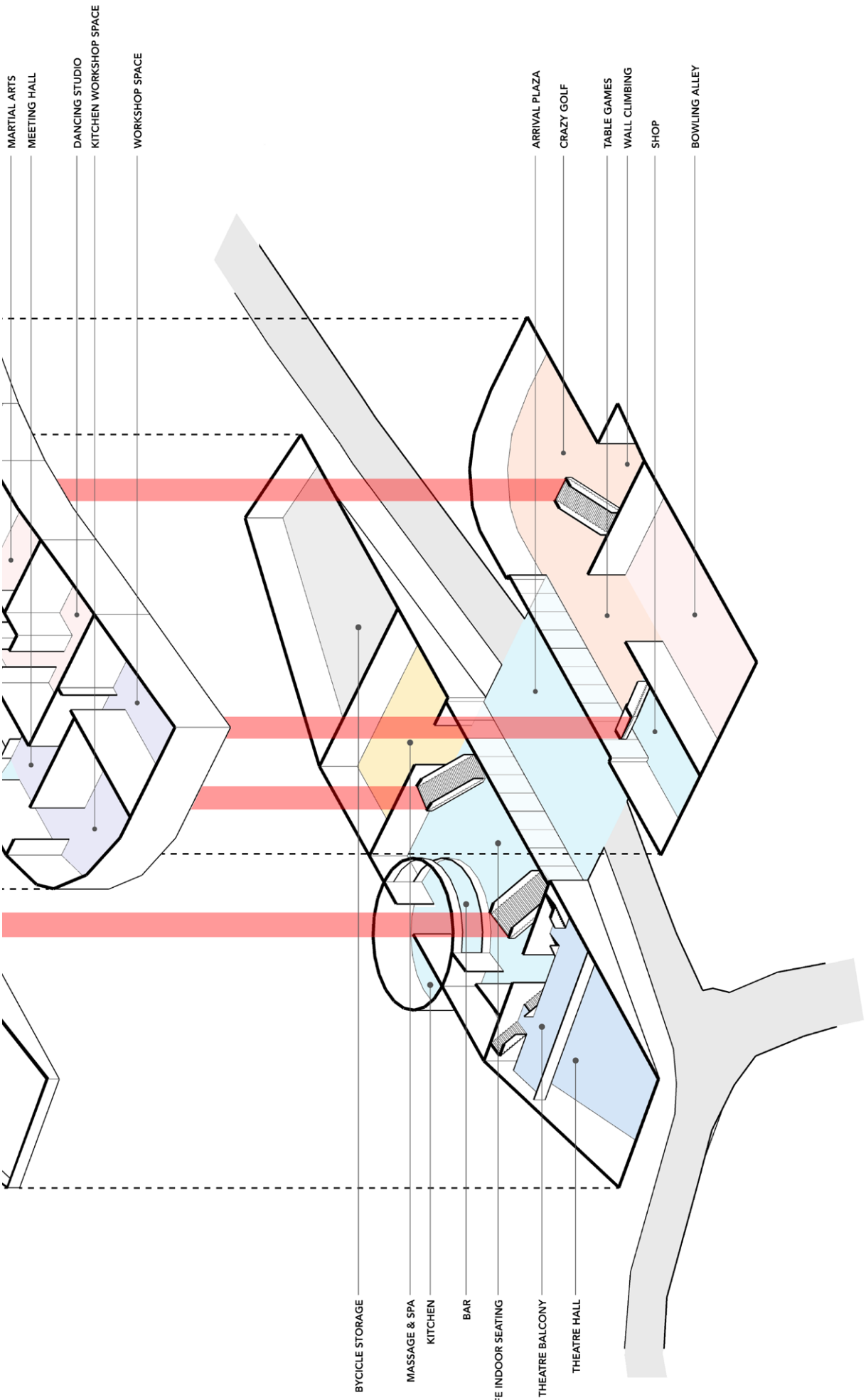
SECTION EE

0 5 10 20m

CONCEPT DESIGN

EXPLODED AXONOMETRIC CIRCULATION VIEW




MARTIAL ARTS
MEETING HALL
DANCING STUDIO
KITCHEN WORKSHOP SPACE
WORKSHOP SPACE
ARRIVAL PLAZA
CRAZY GOLF
TABLE GAMES
WALL CLIMBING
SHOP
BOWLING ALLEY
BYCICLE STORAGE
MASSAGE & SPA
KITCHEN
BAR
CAFE INDOOR SEATING
THEATRE BALCONY
THEATRE HALL

CONCEPT DESIGN

CITY

The public space that this project brings to The Hague Southwest responds to one of the issues that was earlier mentioned; a lack of complexity and diversity. The project introduces complexity and barriers into a neighborhood structure that has very little public boundaries; therefore diversifying the area. In addition, it turns the Melis Stokepark into a neighborhood facility and give it functionality.

CONNECTION

The area in The Hague Southwest is increasingly getting denser and there is no defined social hub in the region. The project will introduce this hub into the area. It reacts to the slow city flows around the site, reacting to the plan to make the Melis Stokelaan a cycle superroad and decrease motorized traffic. Connecting the Melis Stokepark as a neighborhood facility with neighborhood flows will increase its popularity as recreational space and slow route.

PEOPLE

In the Public Condenser, meeting is key for locals to get to know each other. The Public Condenser forms a way for locals to go from UNKNOWN towards FAMILIAR with your neighbors, it becomes a place where people can meet and integrate (including the projected 10 000 new inhabitants in The Hague Southwest), and therefore aims to invoke social interaction to create a base for social cohesion. The structure attracts users by interacting with existing neighborhood structures and having a program that suits everyone, therefore activates to introduce new interests.

POWER

The Public Condenser aims to strengthen social structure by social cohesion, causing people to stay in the area and care for it. It is a first step to spread cultural icons into The Hague Southwest and increase visitor numbers.

MULTIPLICITY

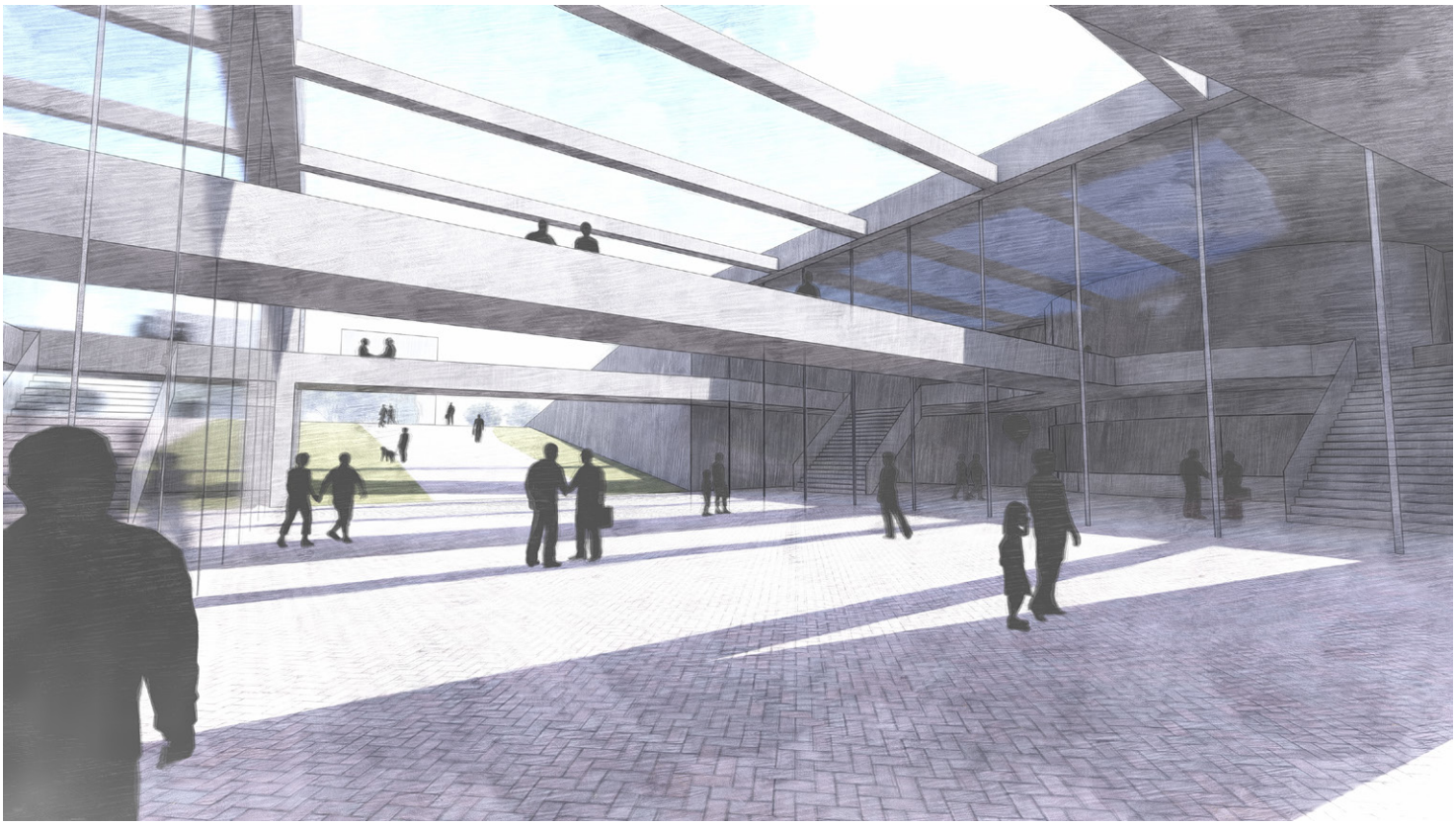
The Public Condenser aims to be a place for any user to feel welcome and at home, due to the wide variety of activities and events. The structure is therefore multiplicit in its variety and ability to suit to any type of user. By reactivating the Melis Stokepark the green space has a new use to it, becoming more resilient for future urban changes.

ON THE PLAZA

The entrance zone between the two buildings is a covered space where the two buildings open up to. Outside is intermingled with the inside and connections between users of the Public Condenser can be made everywhere.

VIEWING THE BARRIER

While moving along the busy city axis the Public Condenser will be visible for people who pass by. What they will see is a facade that is connected to the water, being a clear barrier. Activity can be seen inside the building, indicating that it can be visited; however, it is clear that to visit it, you will need to go around the water.



Impression of being on the plaza between the buildings

Impression of being on the city viewing the barrier facade

PROCESS DOCUMENTATION P3/P4

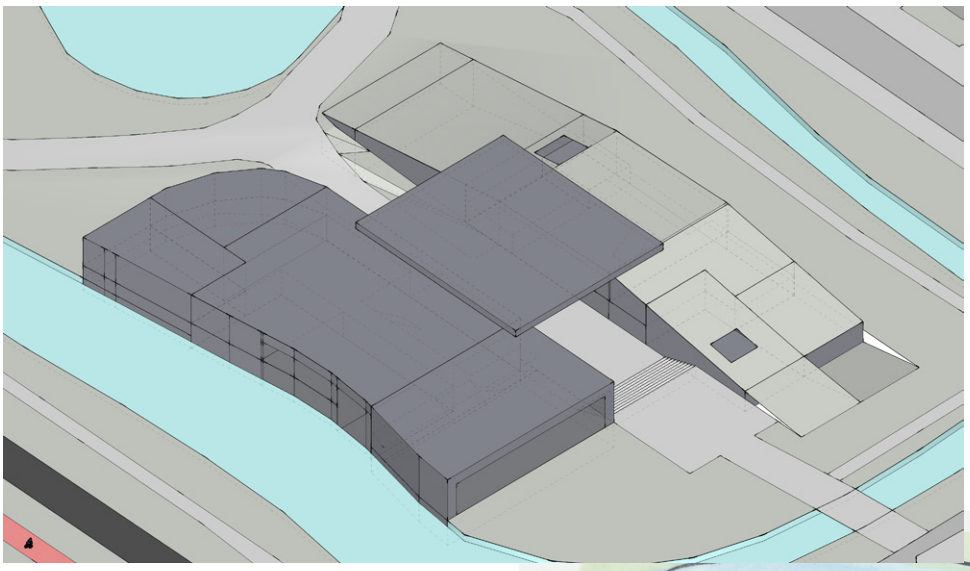
PROCESS DOCUMENTATION P3/P4

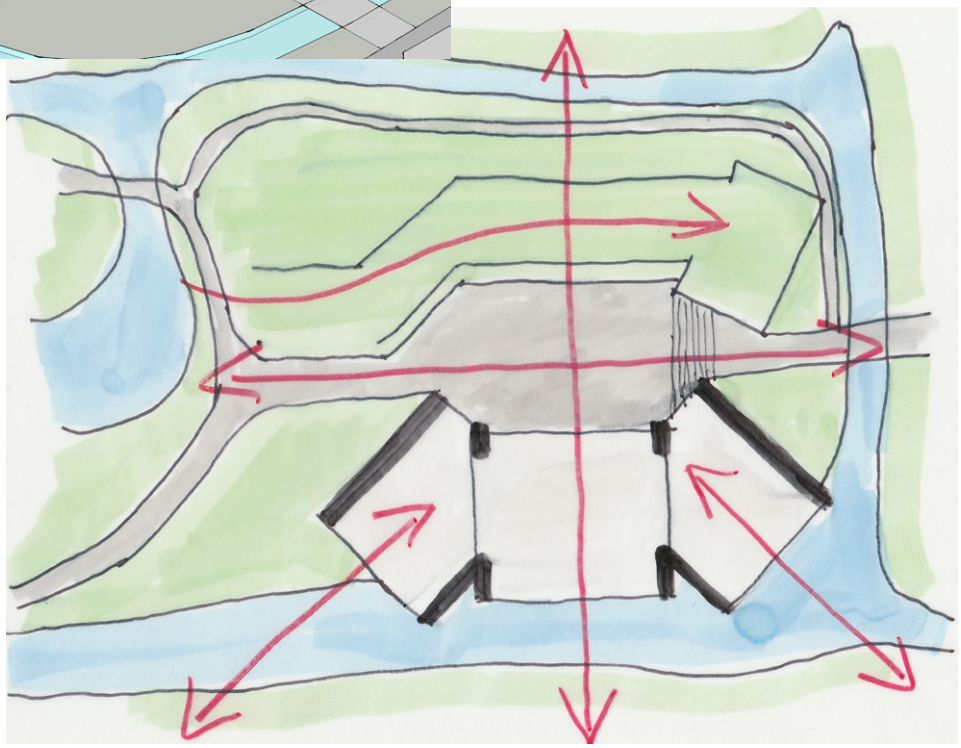
UNCERTAINTY ABOUT CONNECTIVITY

In attempts of reworking the covered roof section between the two buildings, I made some mass studies to test temporary and permanent solutions. The outcome of this was inconclusive and required me to go back to the form of the two buildings. After having made a million sketches/ models/3D's that rework the 'building' side and not working on the 'park' side, I later found that it was both sides that needed work. Using 'extreme' wind situations and the spatial requirements for the buildings that I have, I eventually came up with a drastic rework on the form of both buildings.

A series of issues with the previous design are solved by doing this:

- Visibility from the city axis on indoor activity is improved by angling the facades.
- Wind speed is heavily reduced in the infrastructural axis.
- The buildings embrace their duality, while still inheriting the key spatial requirements that the design/layout is based on.
- The main source of visitors (coming from the direction of the shopping area) is focussed on with the park-building no longer being a hill that can be crossed, but a hill that has an end.
- Once again the central plaza is the central point of the ensemble without merely being a crossing area between buildings.

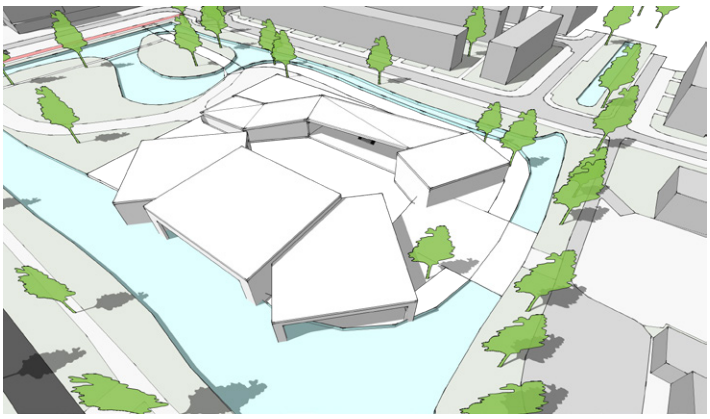


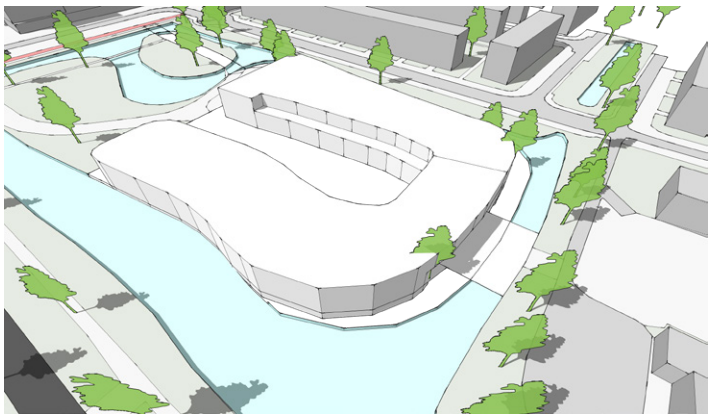


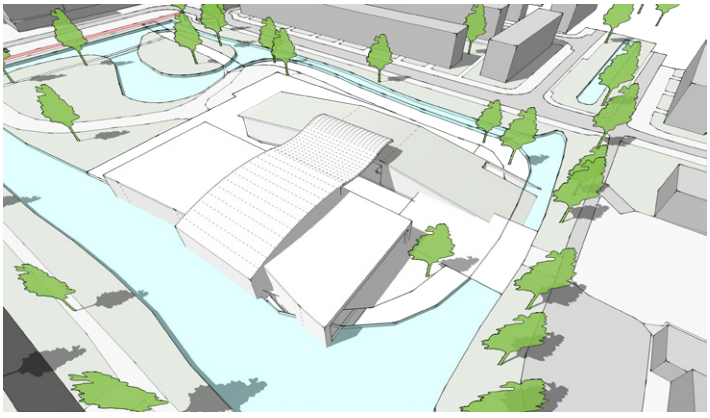
NEW MASS STUDIES

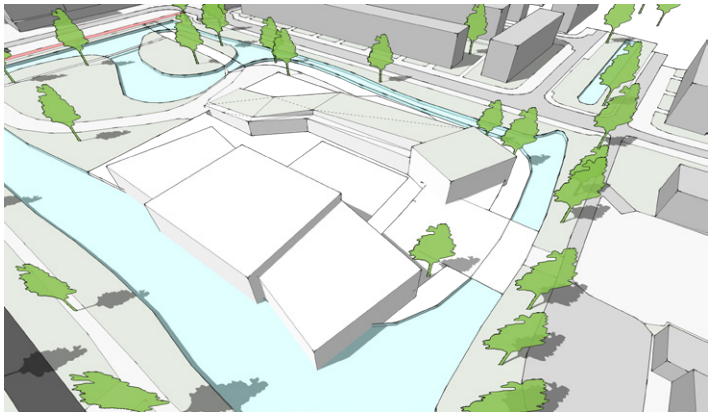
However, I was not satisfied with the outcome and kept making mass studies, of which below holds a selection of variants.

After having done this, I found that a mass study approach did not work for me as I couldn't inherit the values into the design.







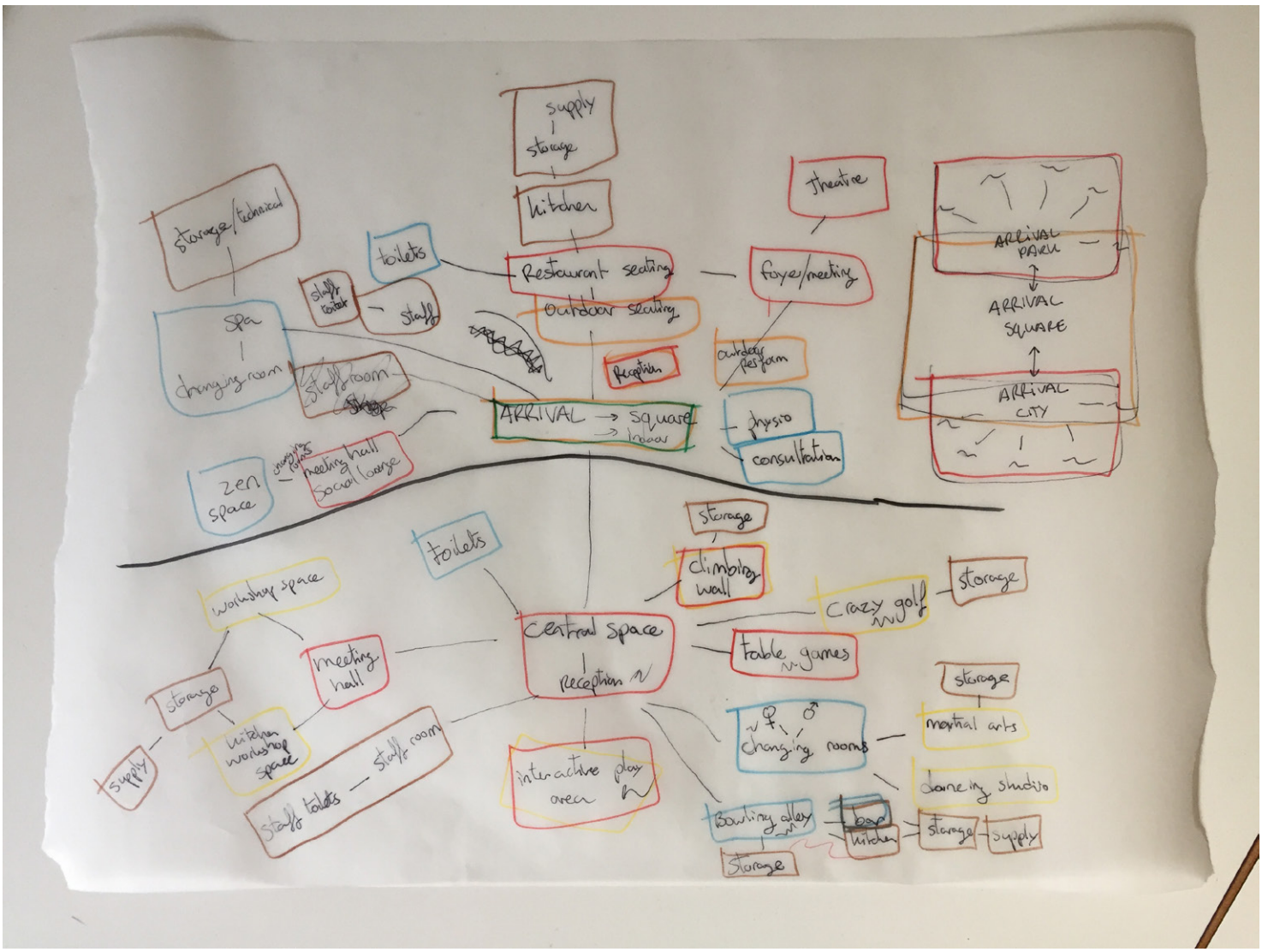


PROCESS DOCUMENTATION P3/P4

A NEW APPROACH

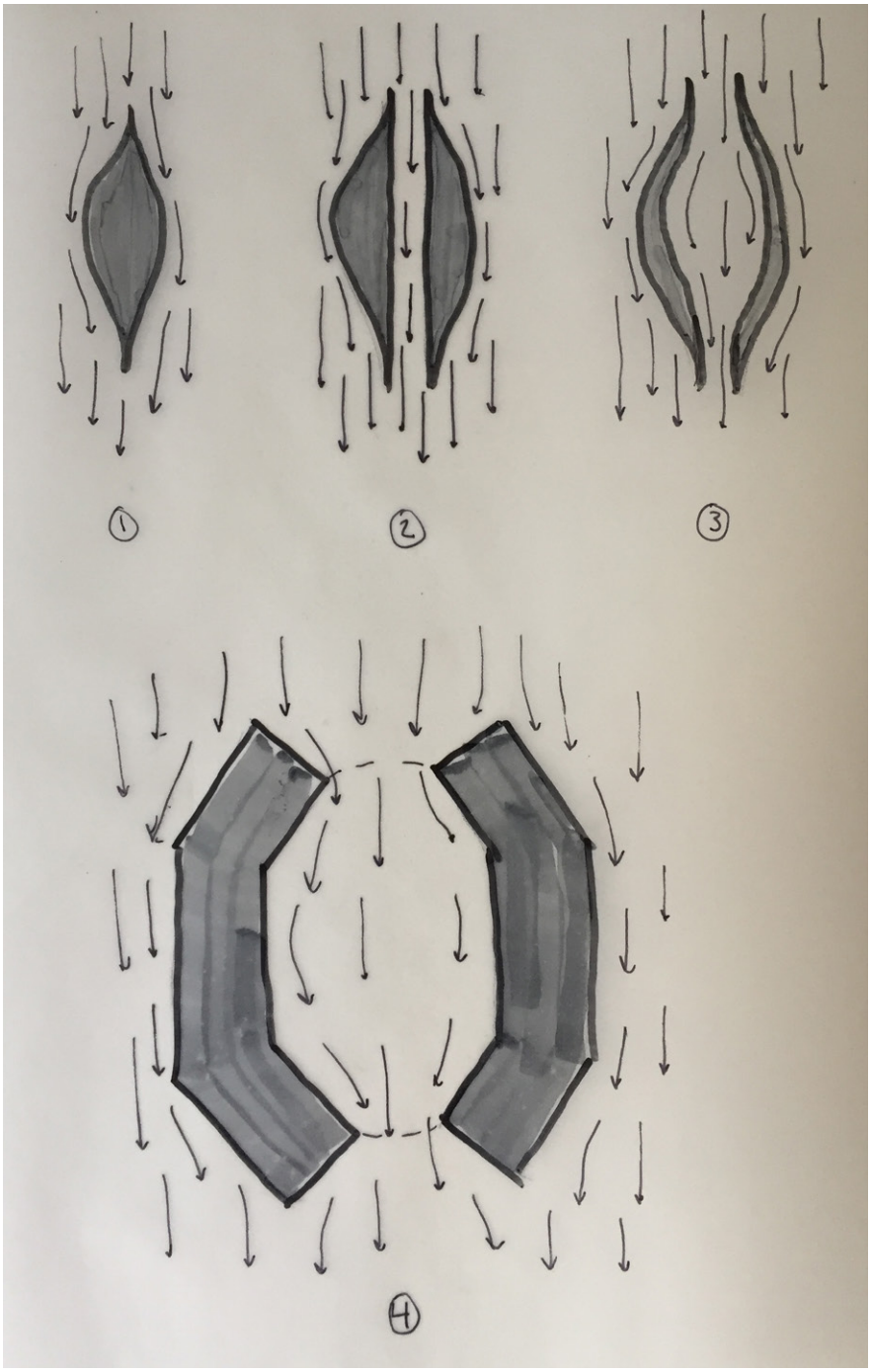
I had to come up with a new approach, and decided to work from the interior: the functionality, after all, is what makes the Public Condenser to what it is.

Below was one of many schemes attempting to figure out the relation between zones, and how they should fit together.



A NEW FACTOR

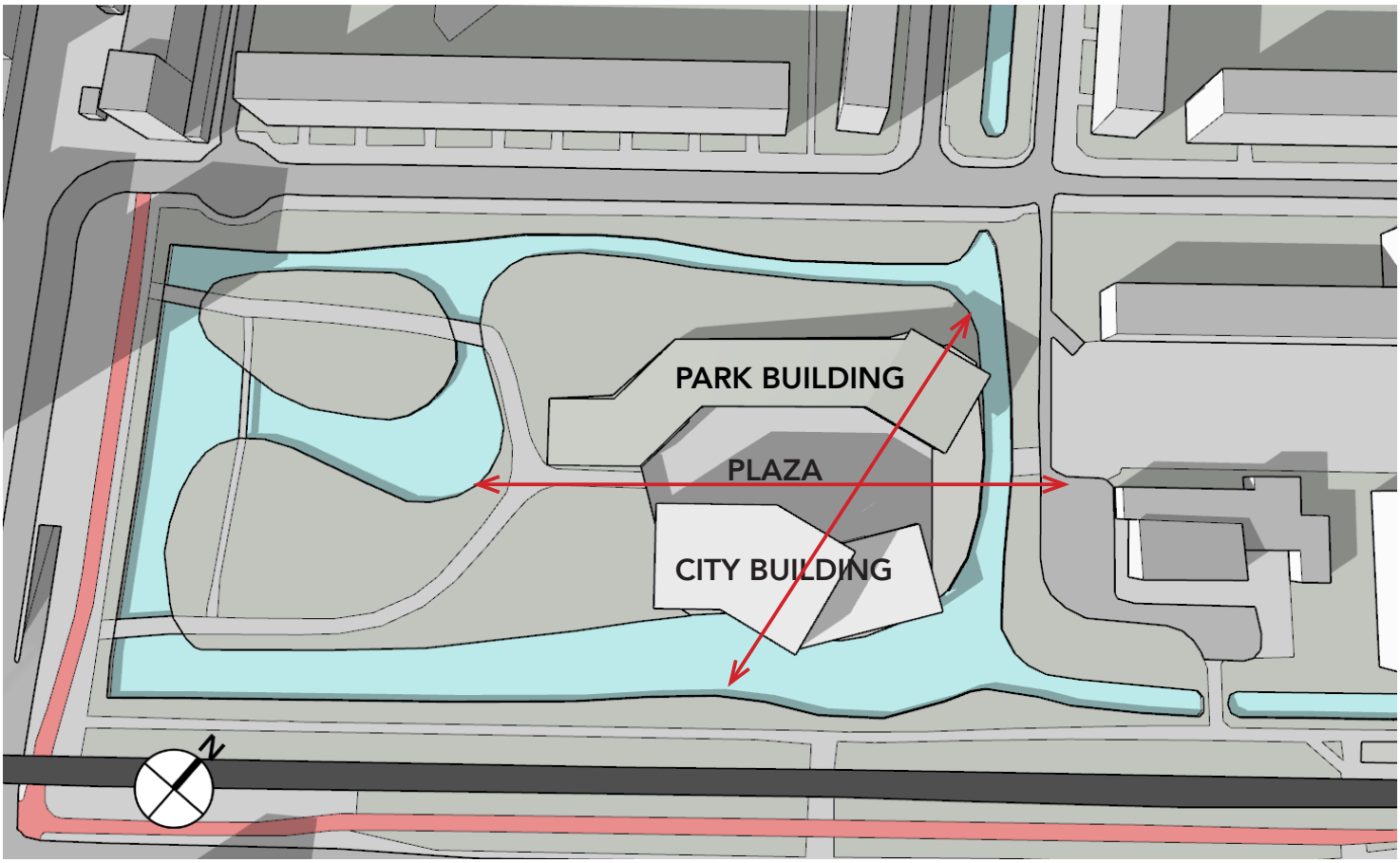
As I was getting started with the new design, I found that other factors also came to play. One big one being wind. The previous designs and the concept design presented at P2 all had the issue that the central space would become extremely windy as a result of being a tunnel.



PROCESS DOCUMENTATION P3/P4

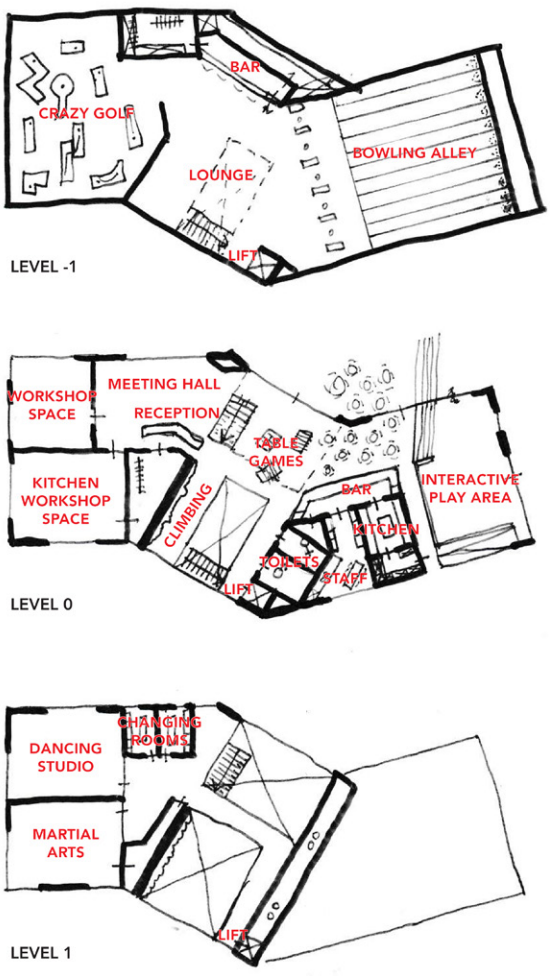
GIVING THE DESIGN A TWIST

In order to come up with a design that was less formal, I decided to change the axis (originally crossing eachother at 90 degrees) to be rotated. Along this, I came up with a first version of the design that would eventually become the final design.

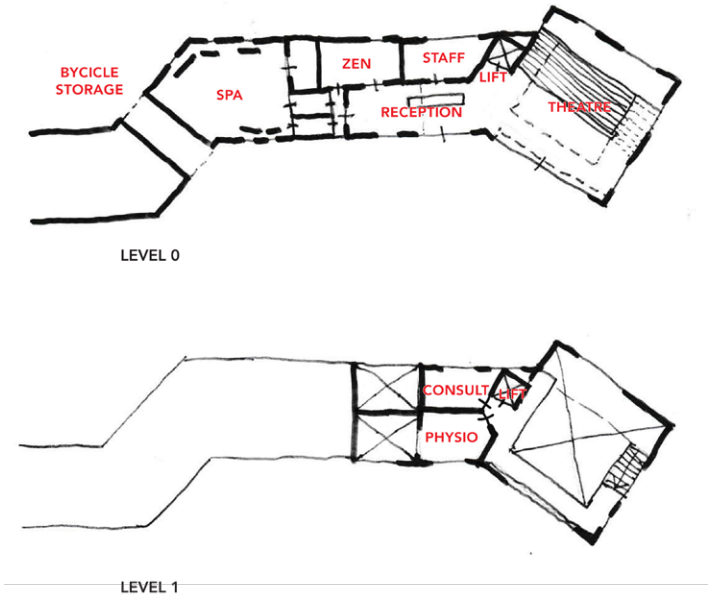


Changing the axis to be rotated

Horizontal facade concept



First floor plan for the city building

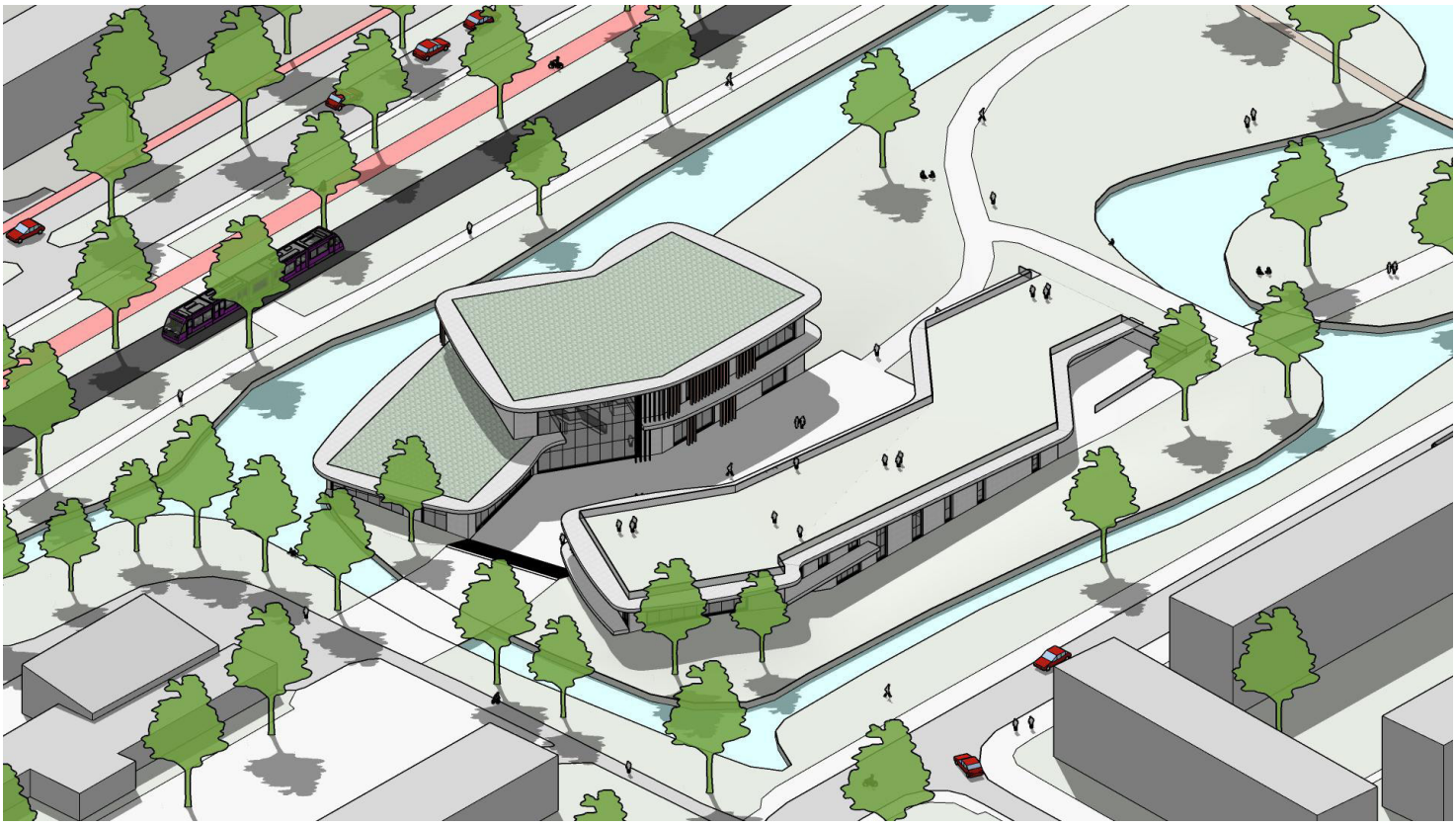


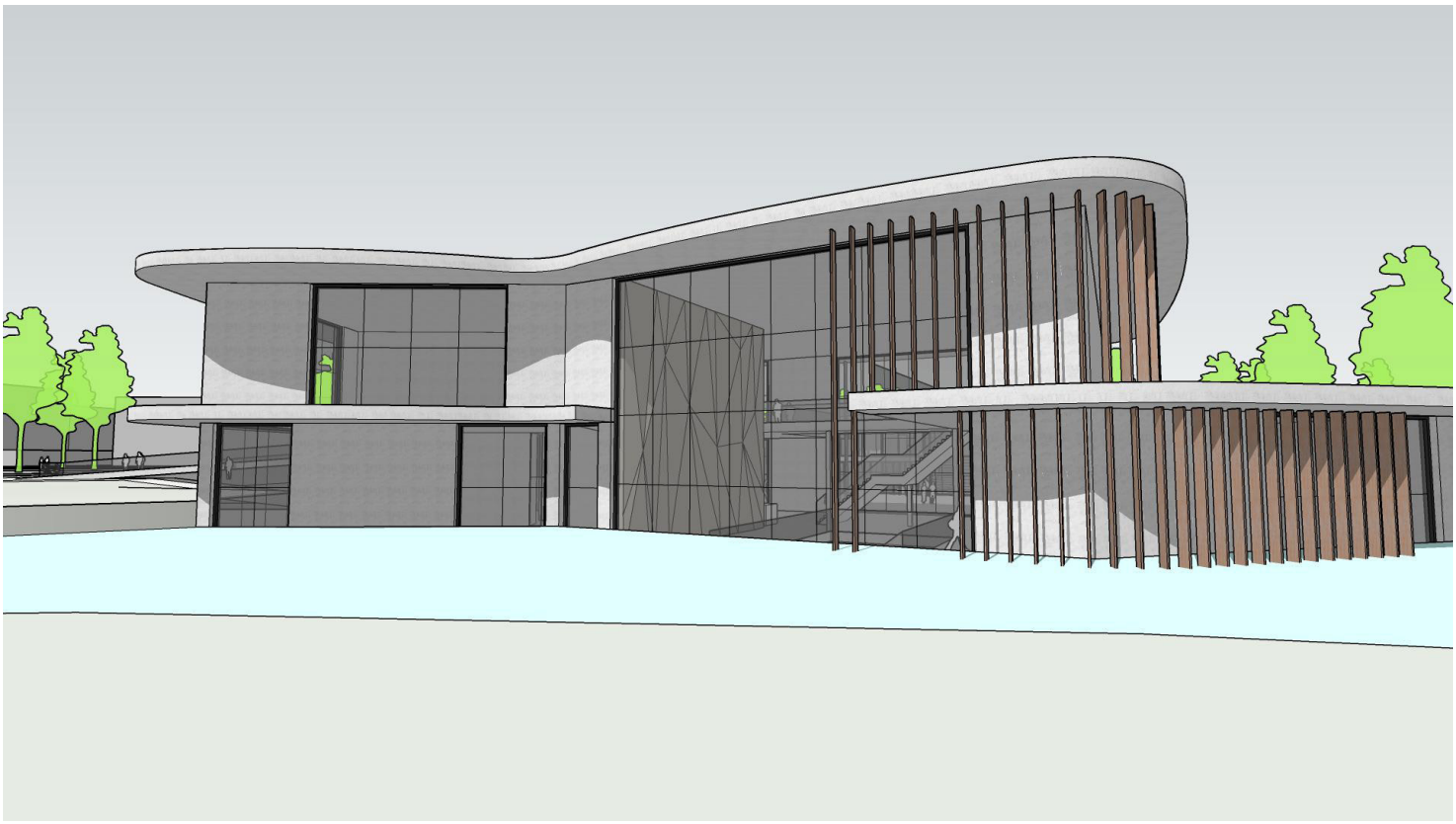
First floor plan for the park building

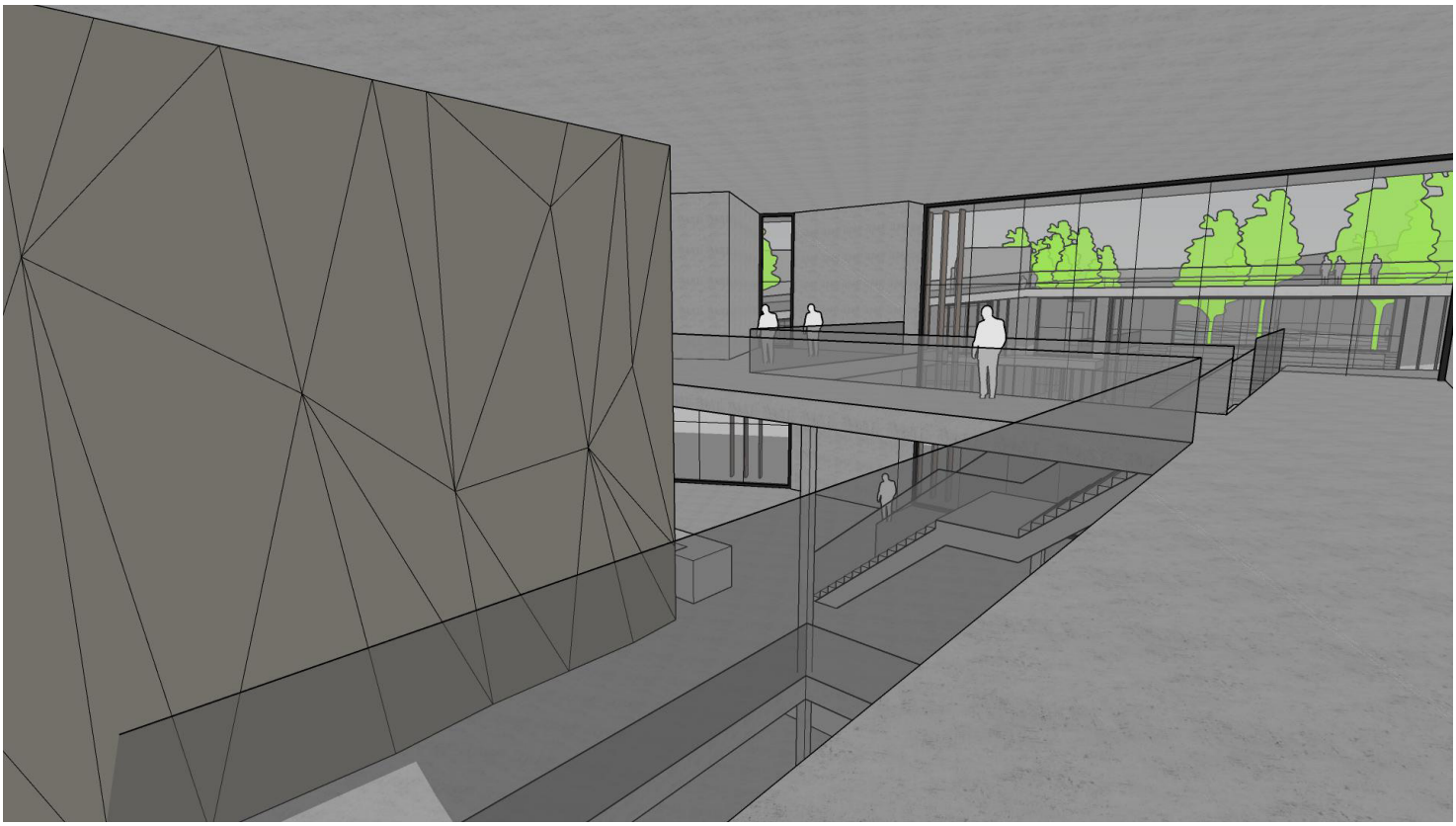
PROCESS DOCUMENTATION P3/P4

DIGITALISING THE DESIGN

Being happy with the sketchy design as it was now, it was finally time to properly digitalise it for further in depth studies and dimensioning.







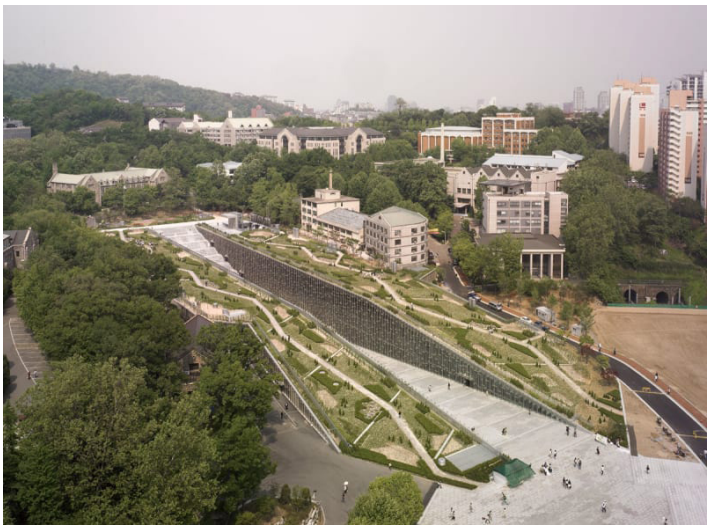
PROCESS DOCUMENTATION P3/P4

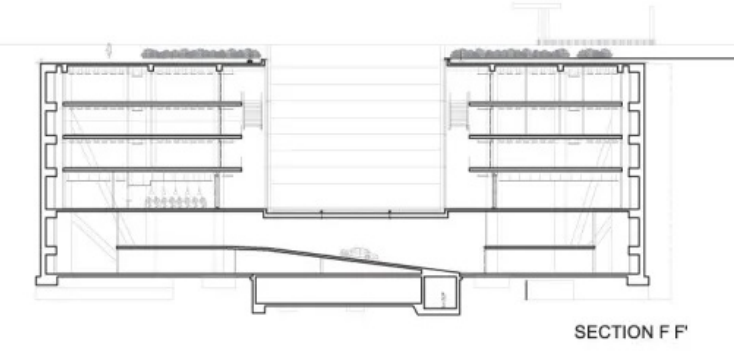
INTERCONNECTIVITY BETWEEN THE TWO HALVES

An issue came across, regarding the connectivity between the two halves. The design brief indicated a singular building, yet the proposal is clearly two buildings that are not connected other then by outdoor public space. I had to come up with a solution for how to make a physical connection.

After looking for reference projects, I found two references that drew my attention as to how they made a connection between public space and seperated buildings. An underground floor allowed for the connectivity I was looking for.

BIRMINGHAM LIBARY, MECANOO (2013)

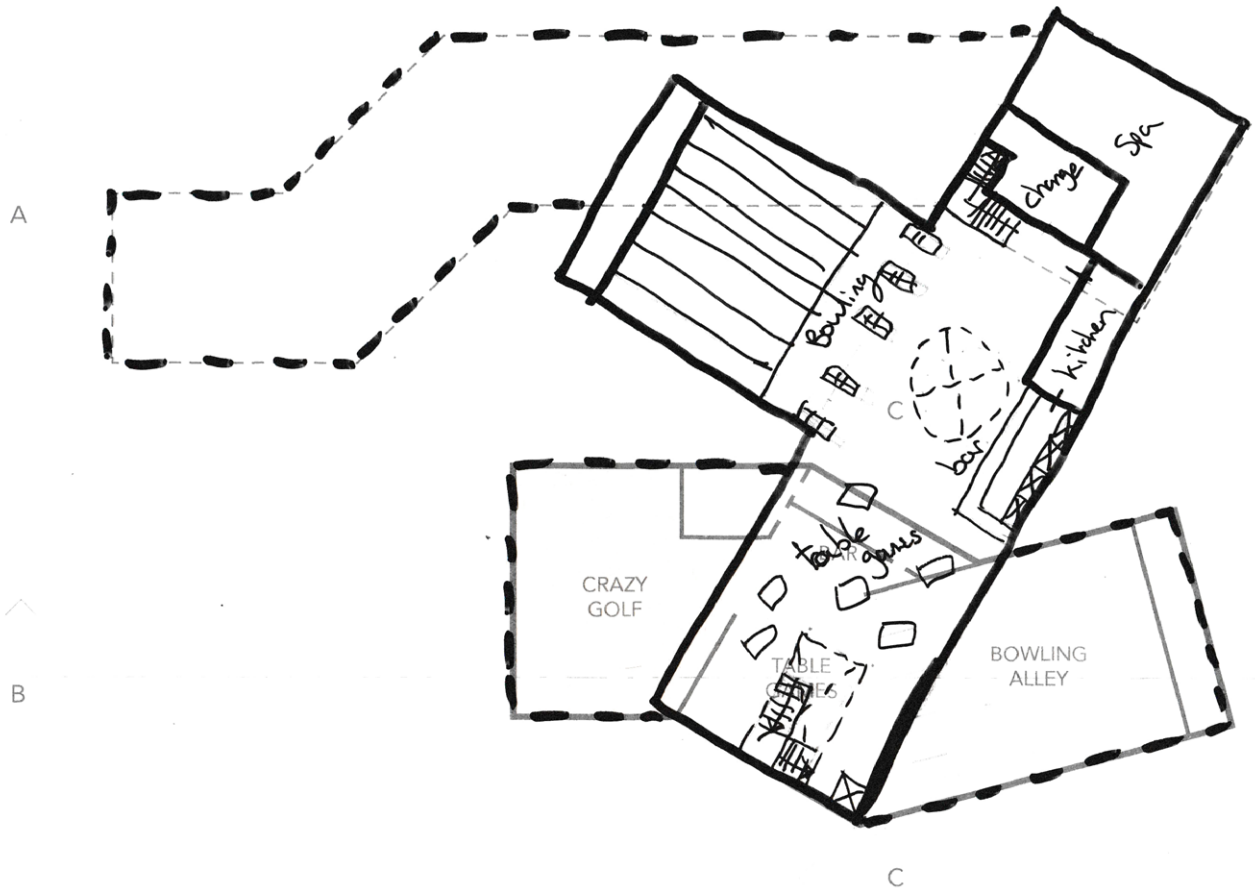




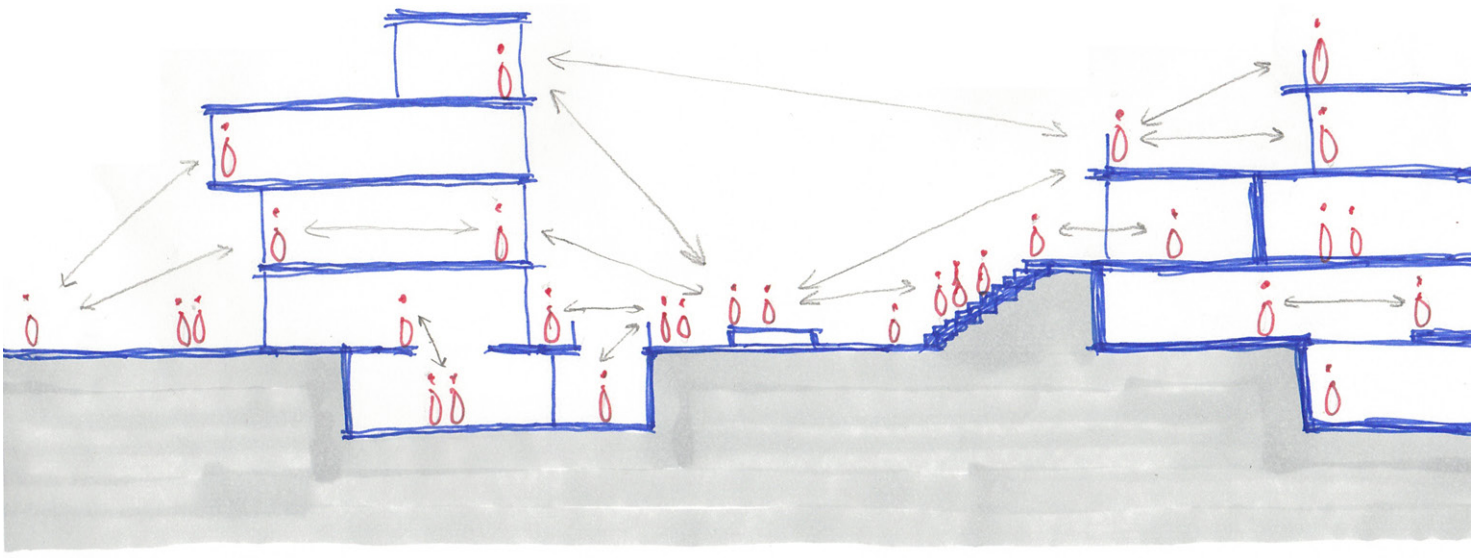
EWHA WOMANS UNIVERSITY, DOMINIQUE PERRAULT (2008)

FIRST IMPLEMENTATION OF THE SUBTERRANEAN FLOOR

The first sketches of the underground floor resulted in an idea that seems very familiar with the outcome of the final design. Instead of the underground floor being only below one half of the building, it would now connect two halves together.



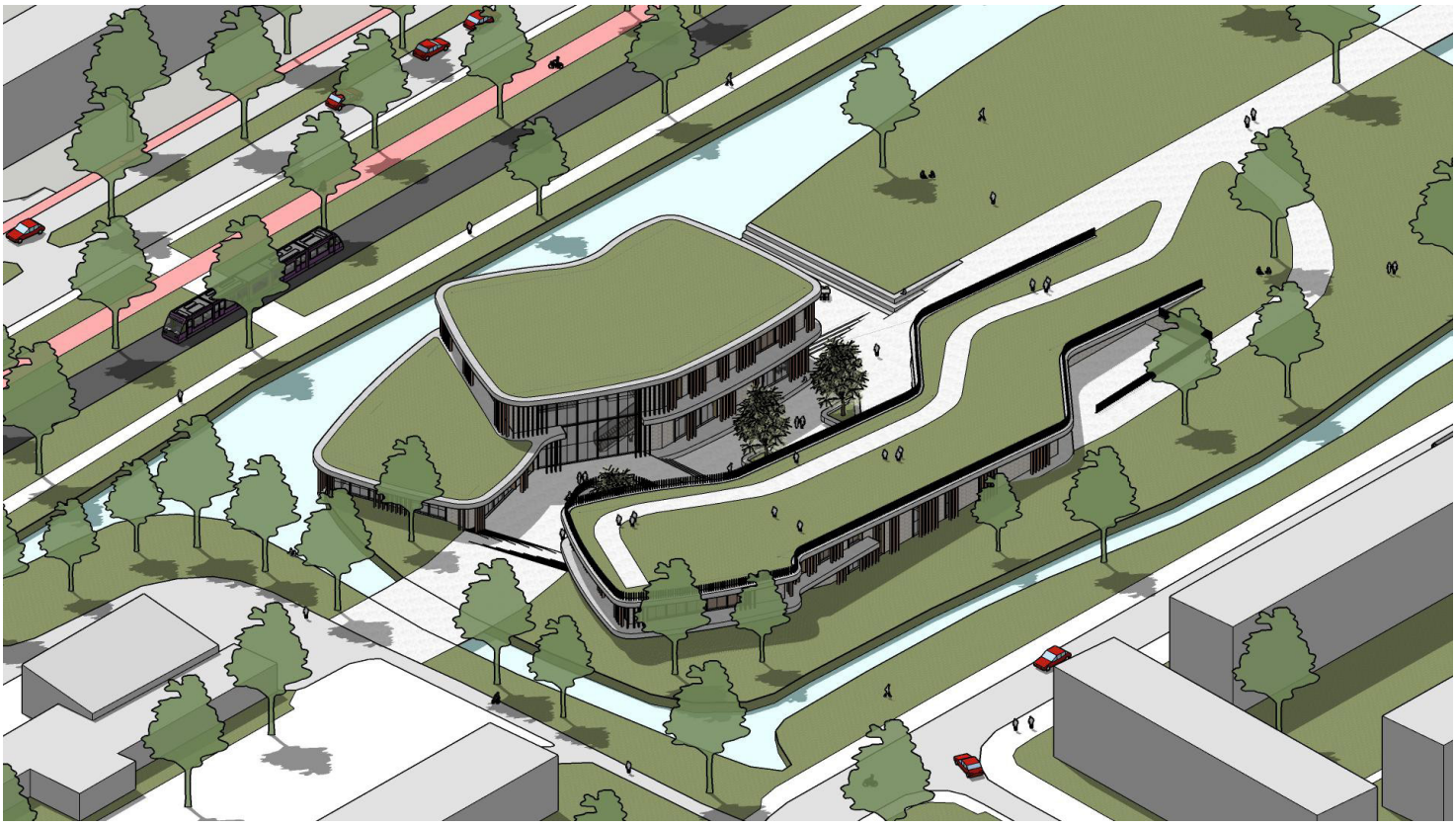
Suprisingly enough, doing this reminded me of the below sketch, that I once made to visualise the vision that I had in mind. The below sketch was made way before any sort of design was drawn up.

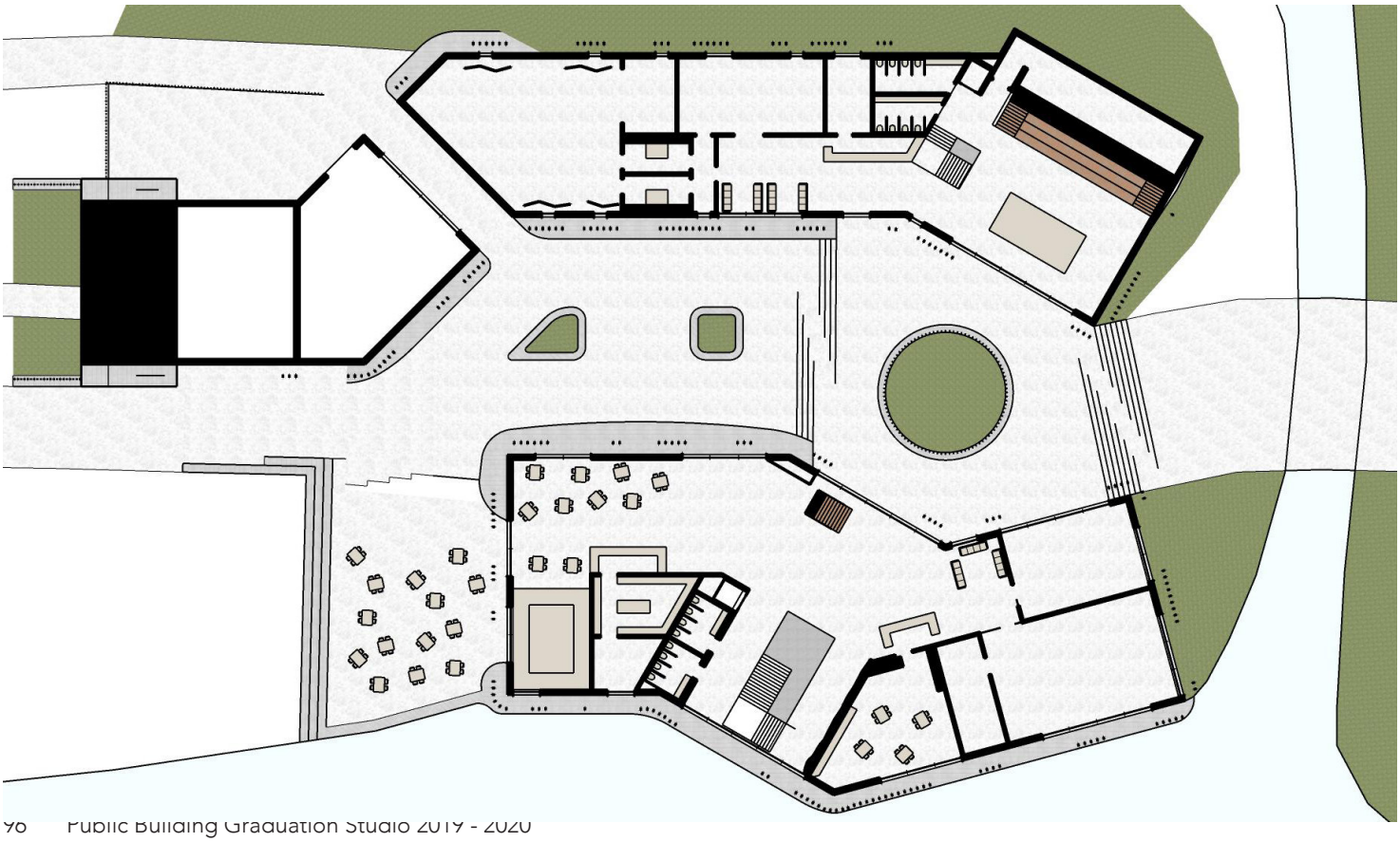


PROCESS DOCUMENTATION P3/P4

DIGITALISING THE SUBTERRANEAN LEVEL

Once again, the next step was to digitalise the subterranean level. The design at this point was getting closer and closer towards the final design, and becoming more mature and with a stronger base.

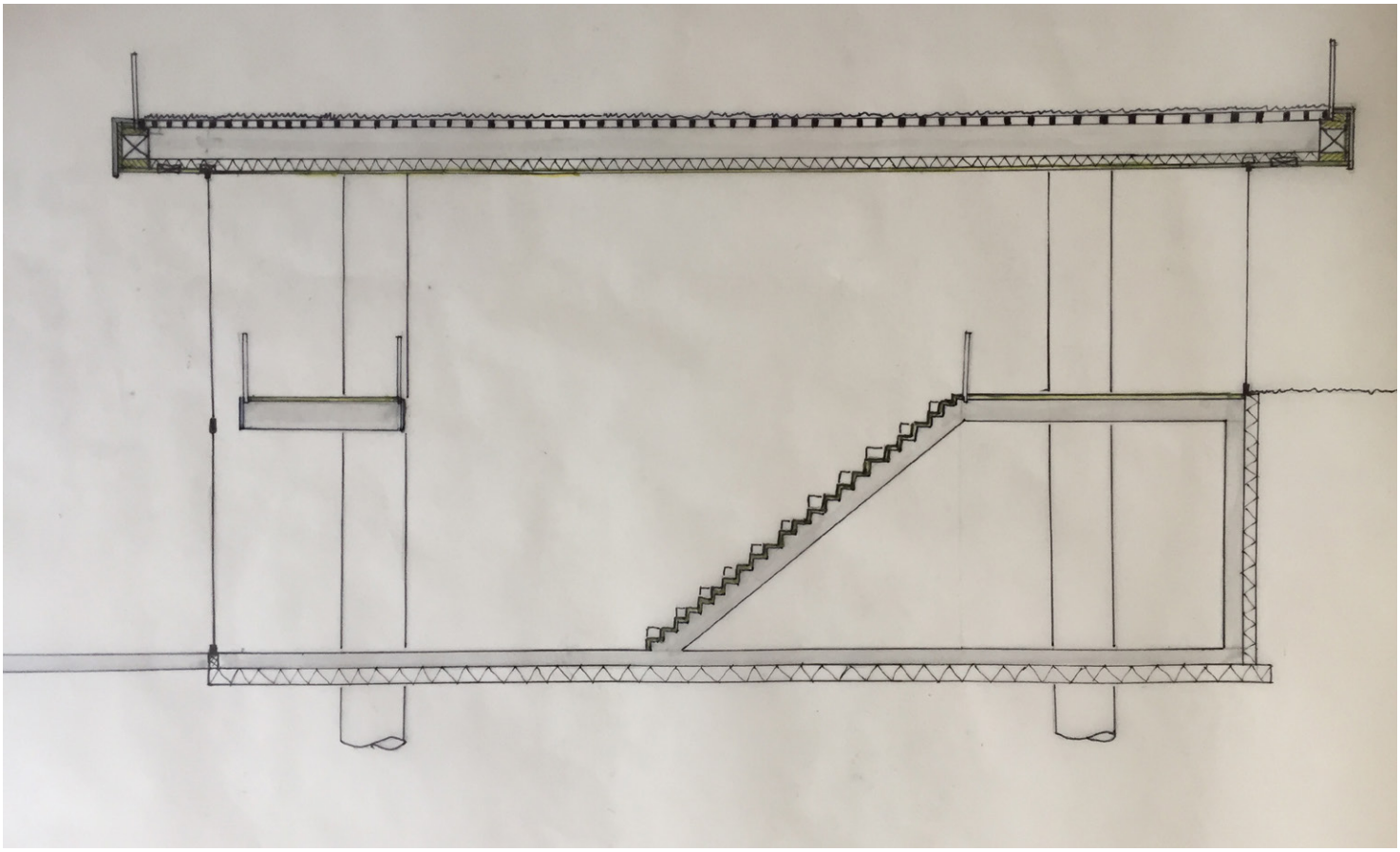


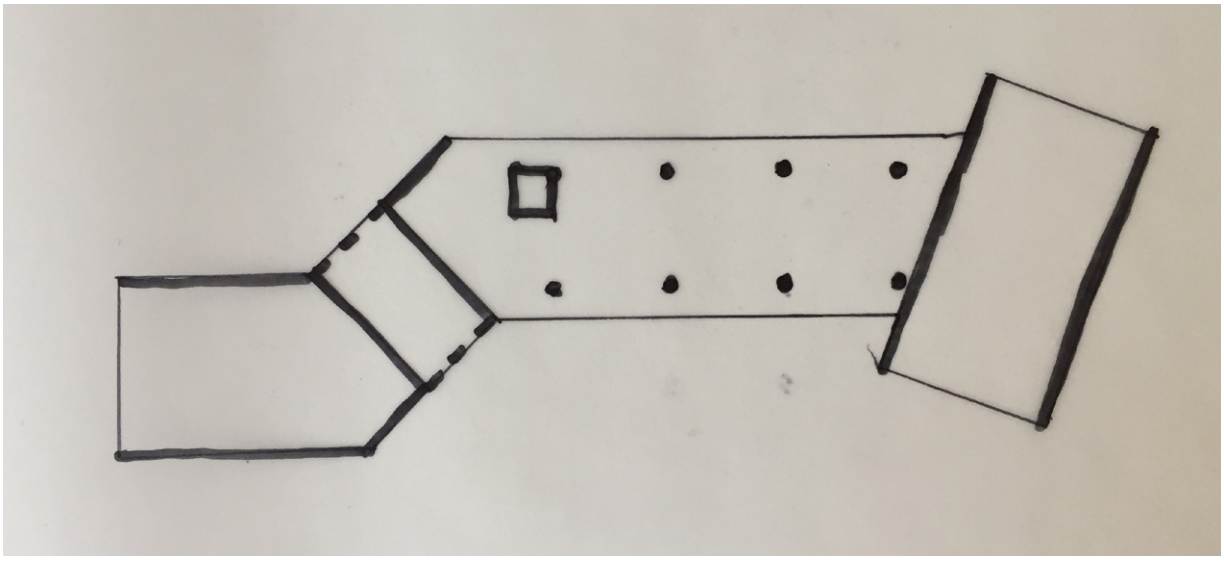


PROCESS DOCUMENTATION P3/P4

A FIRST LOOK INTO STRUCTURE

Meanwhile, during the previous steps, I was looking into building technology and how I could realise the ideas that I wanted to realise. In an attempt of making a variable structure, I found myself creating large heavy-weight concrete structures that are hard to modify or demolish.

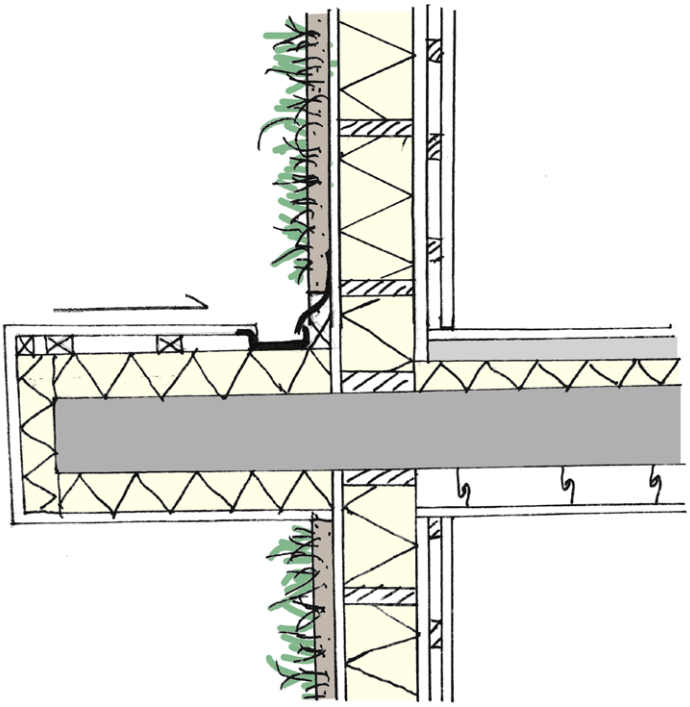


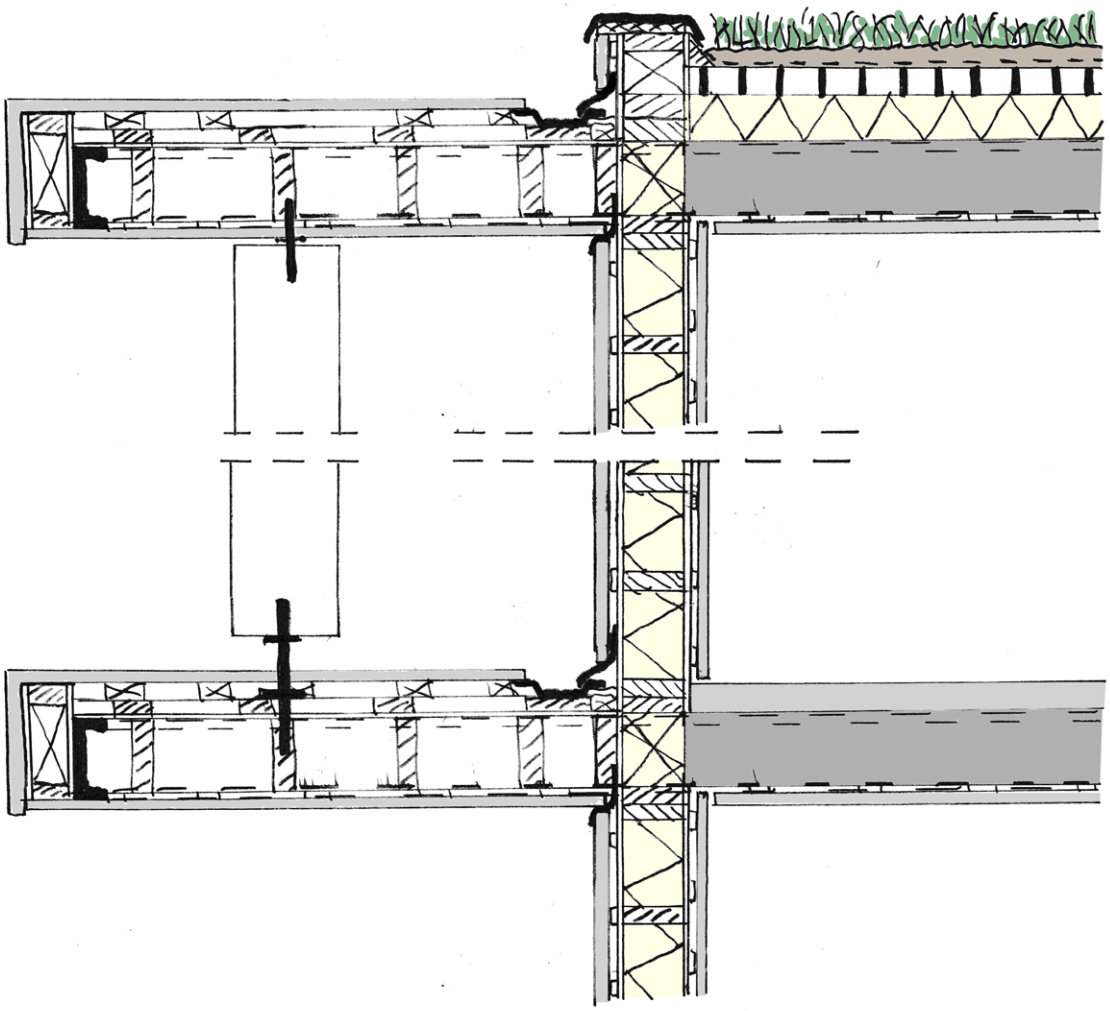


A SECOND LOOK INTO STRUCTURE

Creating a lighter structure resulted in many variants with light overhangs, or more thought out structures. Several details were made up trying to figure out how to capture the essense of the building, which is a process that was ongoing until right before the final design.

An issue that occured was that I always found myself either isolating the overhang (which is completely overkill) or using facade panels (or similar) to create the aesthetic look that I wanted.

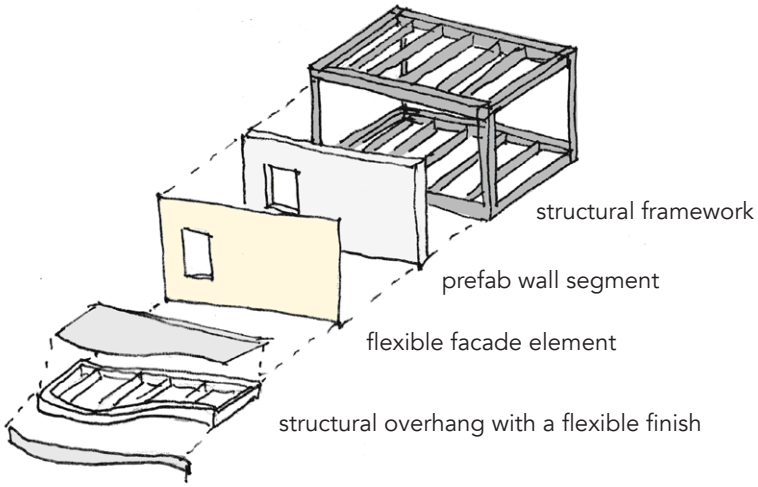


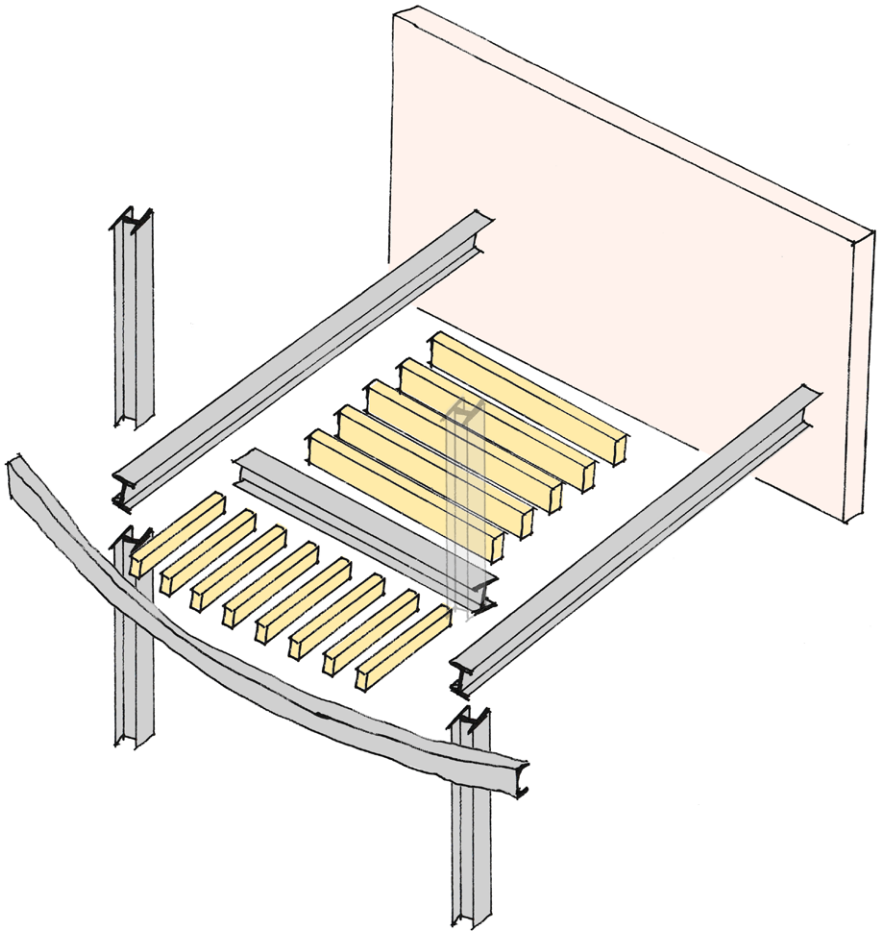


PROCESS DOCUMENTATION P3/P4

WHY COVER!?

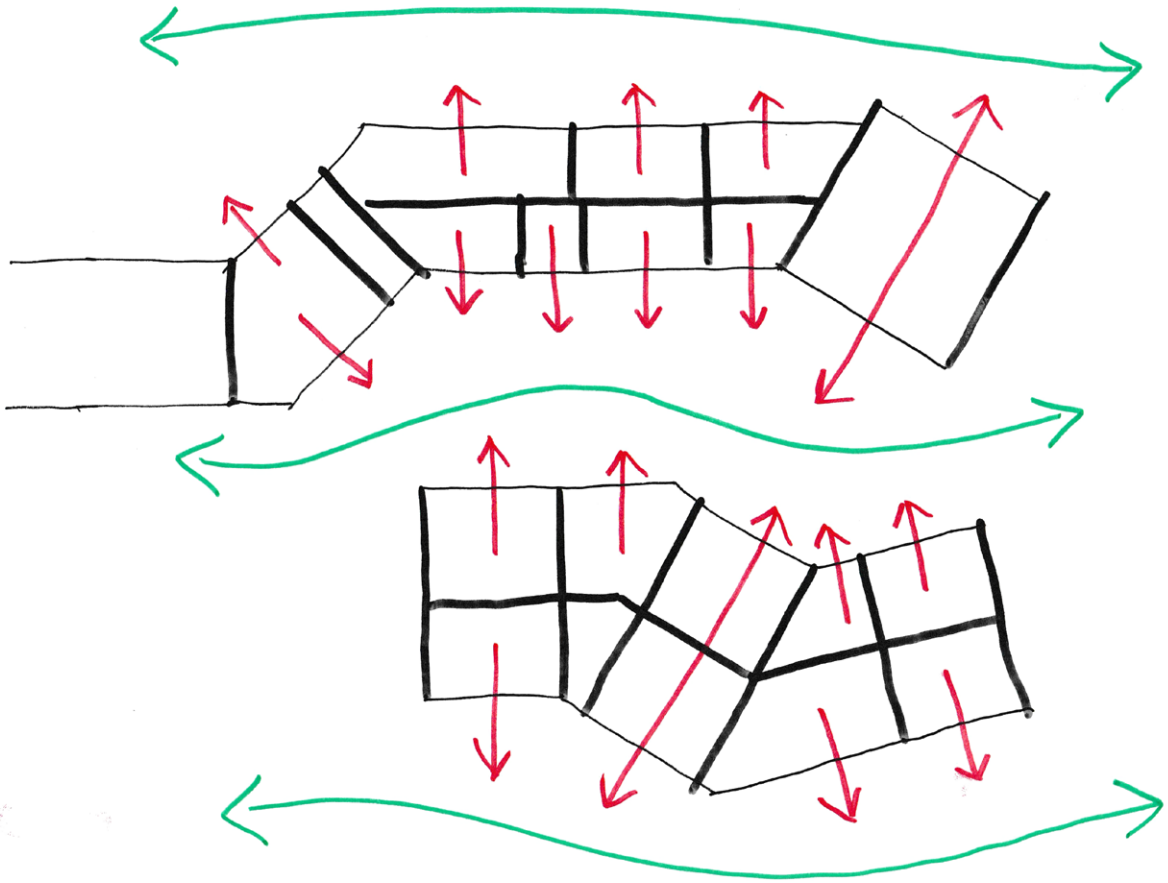
Ultimately these studies all resulted in a specific case of tunnel vision, where I had an urge to make everything as variable as possible. Frankly, this did not make sense and did not fit the project. However, it was an important realisation to creating the project that I wanted to create.



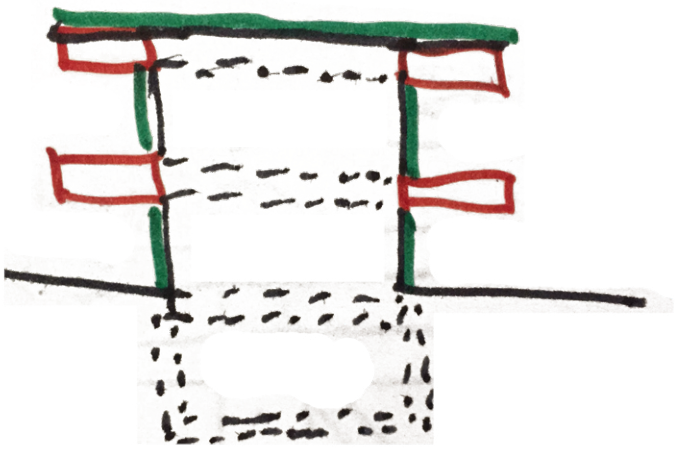


BACK TO THE ESSENCE

I went back to considering what values I wanted to inherit with my architecture and attempted to relate them to the structure, to find how I could combine them and make an integrated whole.



Structural scheme, showing what openings I wanted based on what I want to achieve; which is connectivity from the interior spaces to the exterior routes.



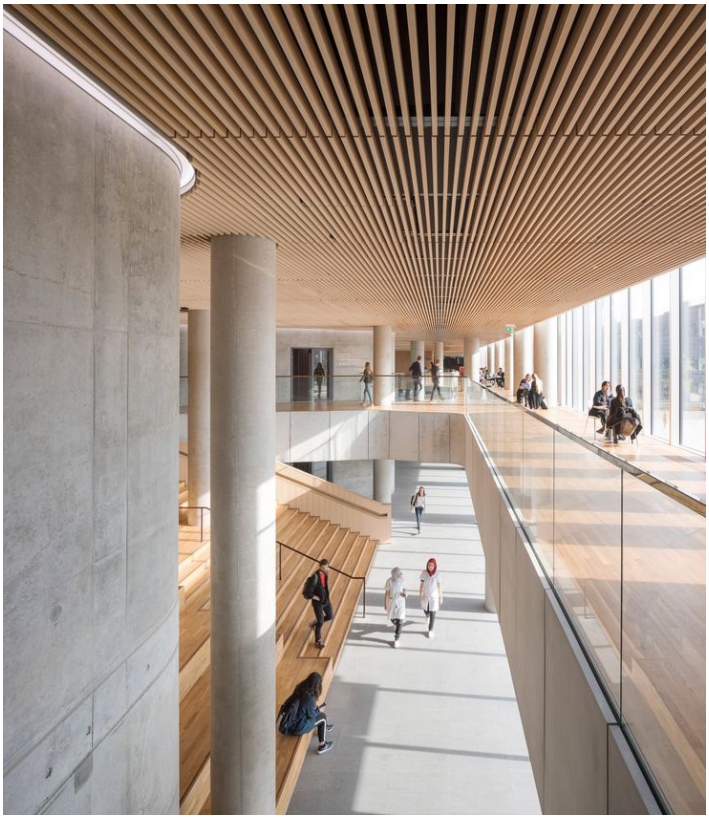
A quick diagramatic sketch to help find what I wanted to insulate, and what is not insulated. It may seem simple and logical, yet by having this tunnel vision I needed to draw it to change my mindset.

PROCESS DOCUMENTATION P3/P4

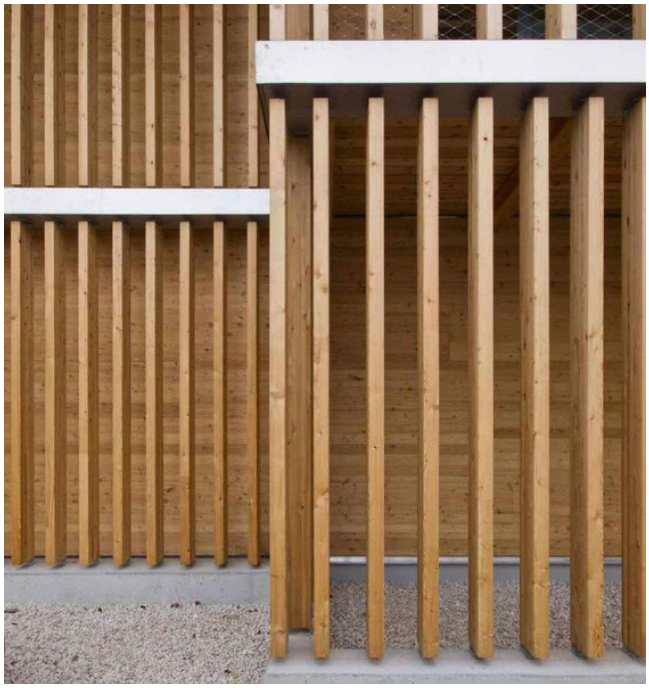
BACK TO THE VISION

With this new realisation I could finally create a concept for the structure that actually fitted the project. I could think about the materials and how to assemble them, and using reference images I managed to learn a whole lot about what the atmosphere should be and how the structure and materials help achieve that. It was important to create a familiar space with a strong identity in a neighborhood where the social system is disconnected.

An example of interior elements being the main subject in a neutral space

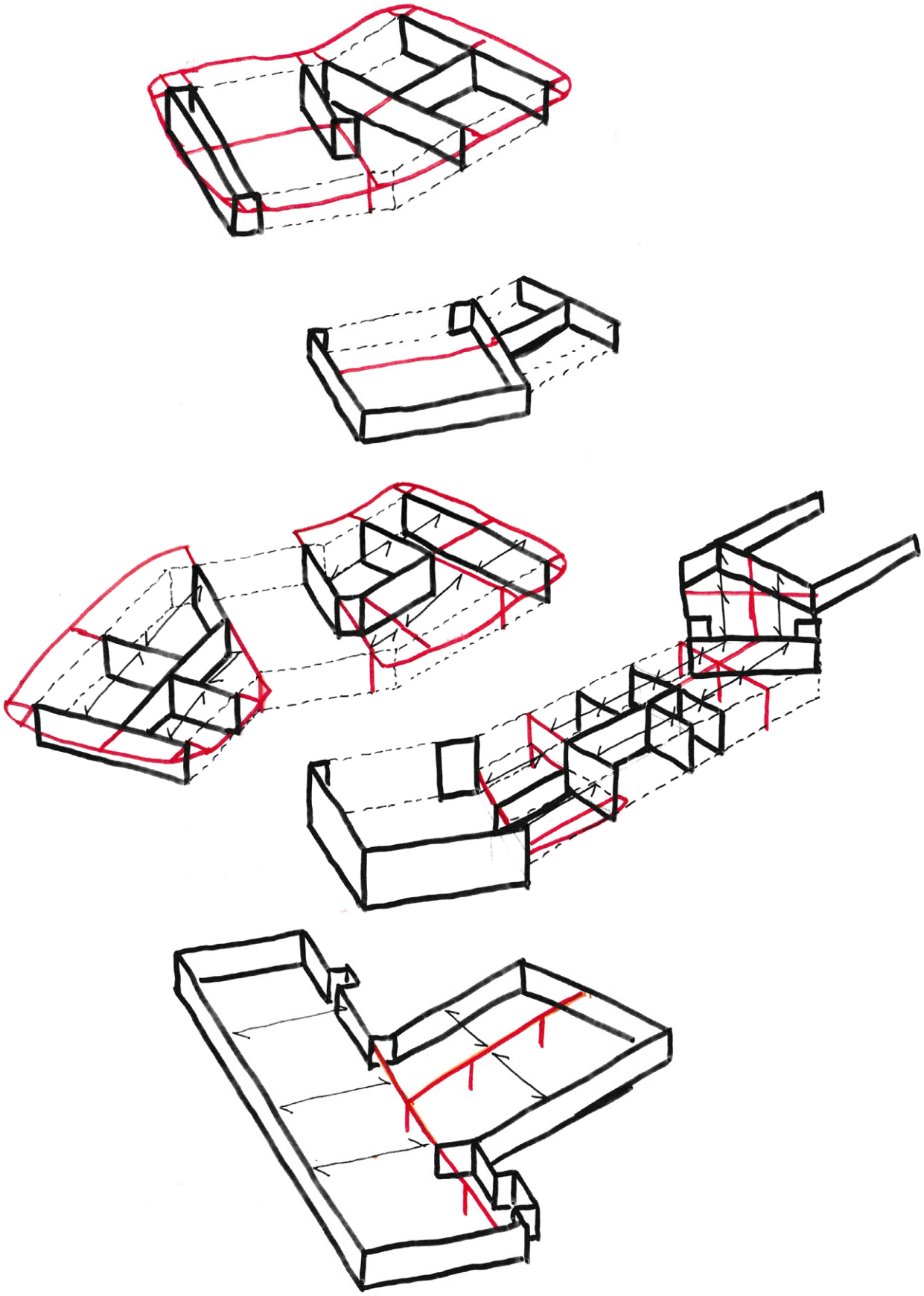


Neutral interior space with a bright and accessible atmosphere



Wooden slats as new spatial element in a concrete and brick area

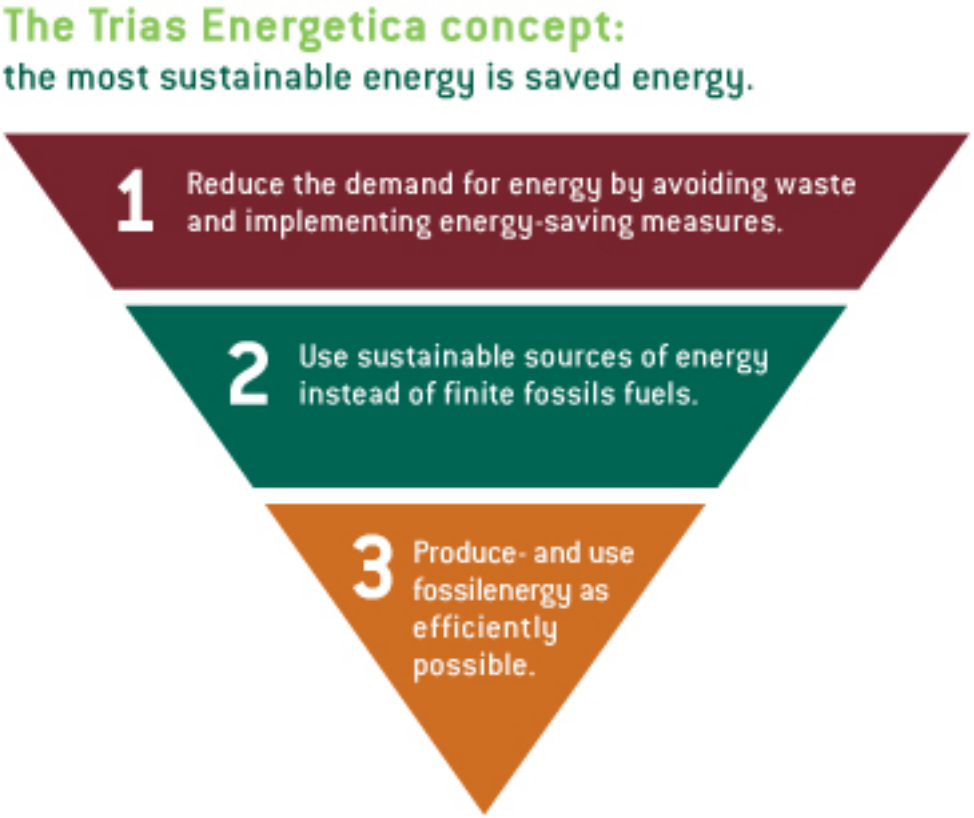
Local building stock materials used in a new approach



PROCESS DOCUMENTATION P3/P4

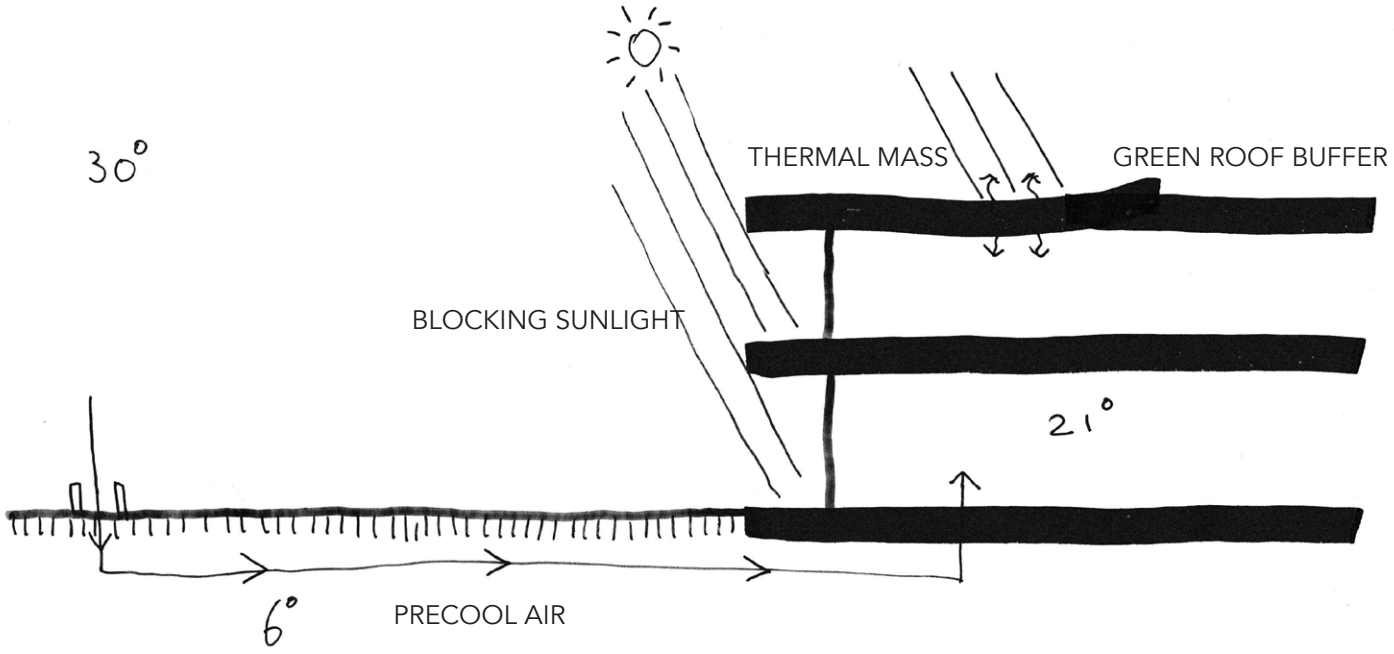
TRIAS ENERGETICA

Something that has been incorporated in the design, but not spoken about a lot, is how the interior climate should be handled. I found my inspiration in the Trias Energetica. Firstly, it describes how high energy usage should be prevented (thus by making design decisions that prevent high energy demand). Secondly, energy that is used should be from sustainable sources (re-using electricity, or generating your own electricity). Lastly, if needed, efficient use of fossil fuels can help optimize the climate you want.

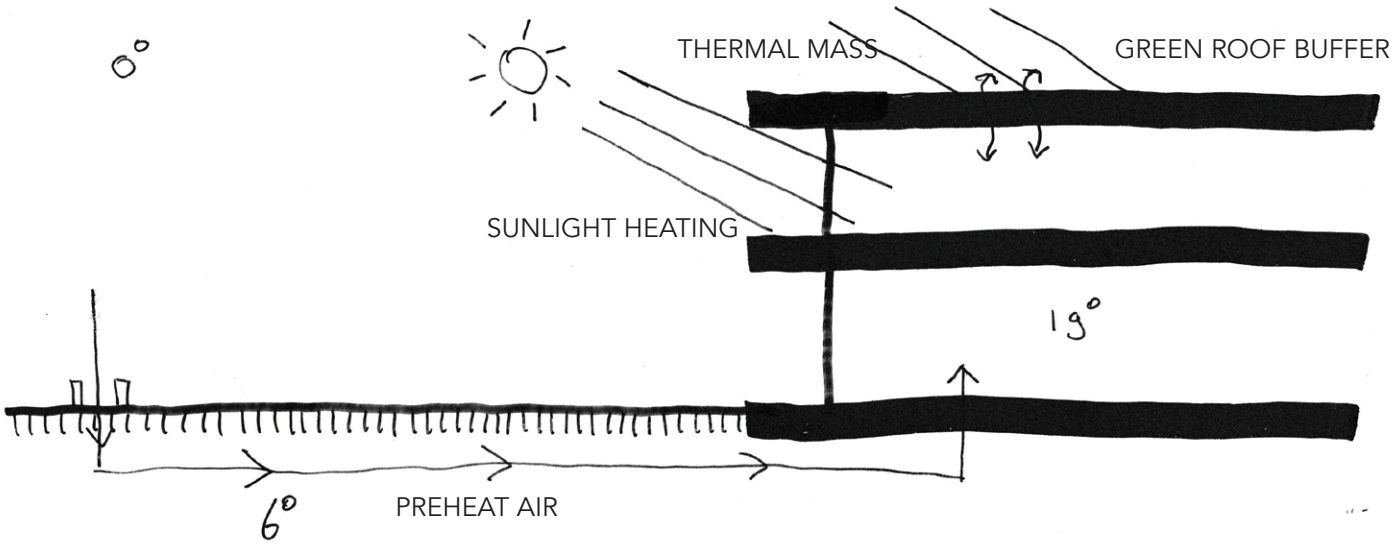


CLIMATE DIAGRAM CONCEPTS

One of the most relevant climate diagram concepts that was made, was the one below. It incorporated all the steps that I wanted to take with the Trias Energetica and a large part made its way into the final design.



Summer climate diagram concept

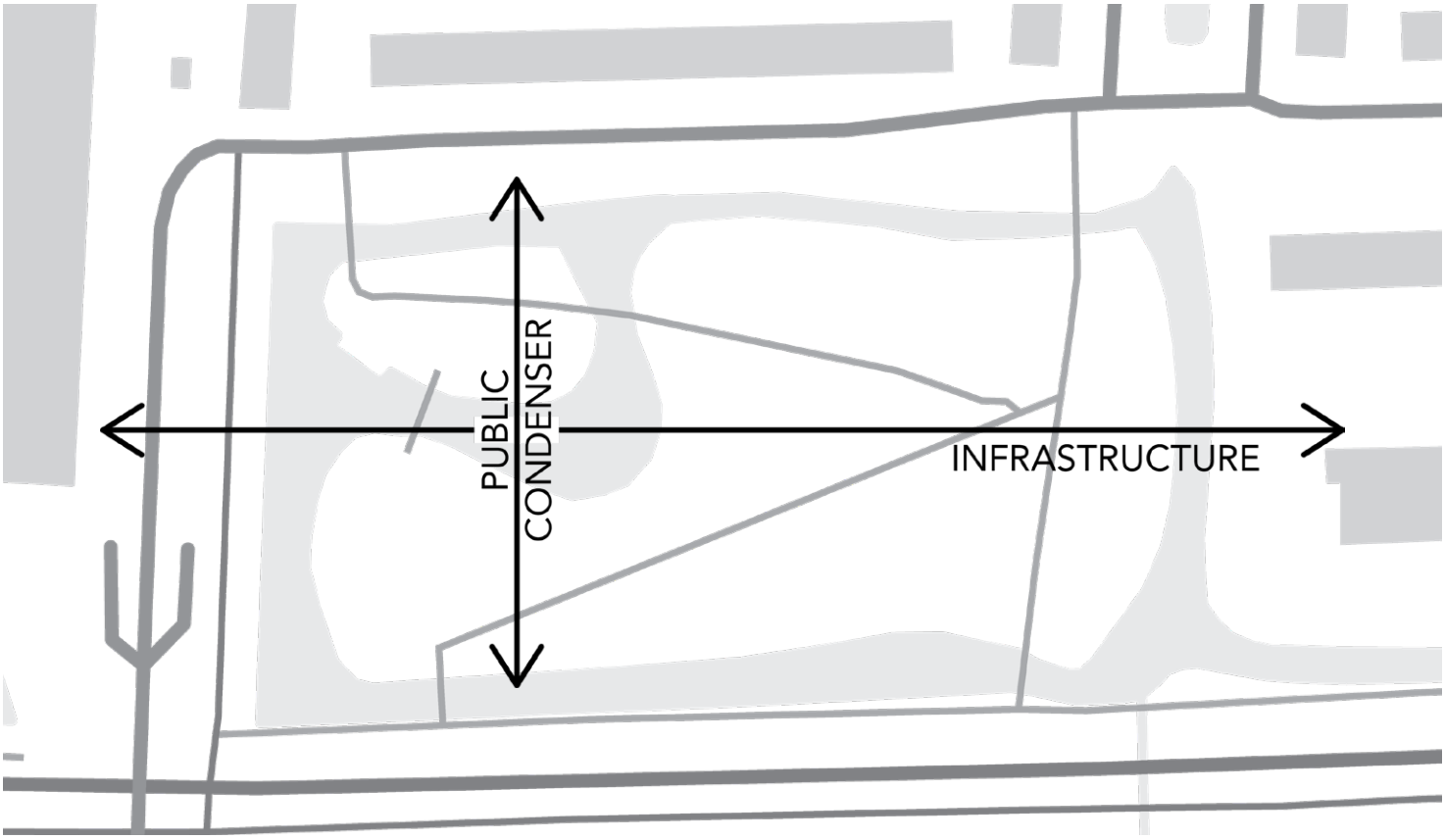


Winter climate diagram concept

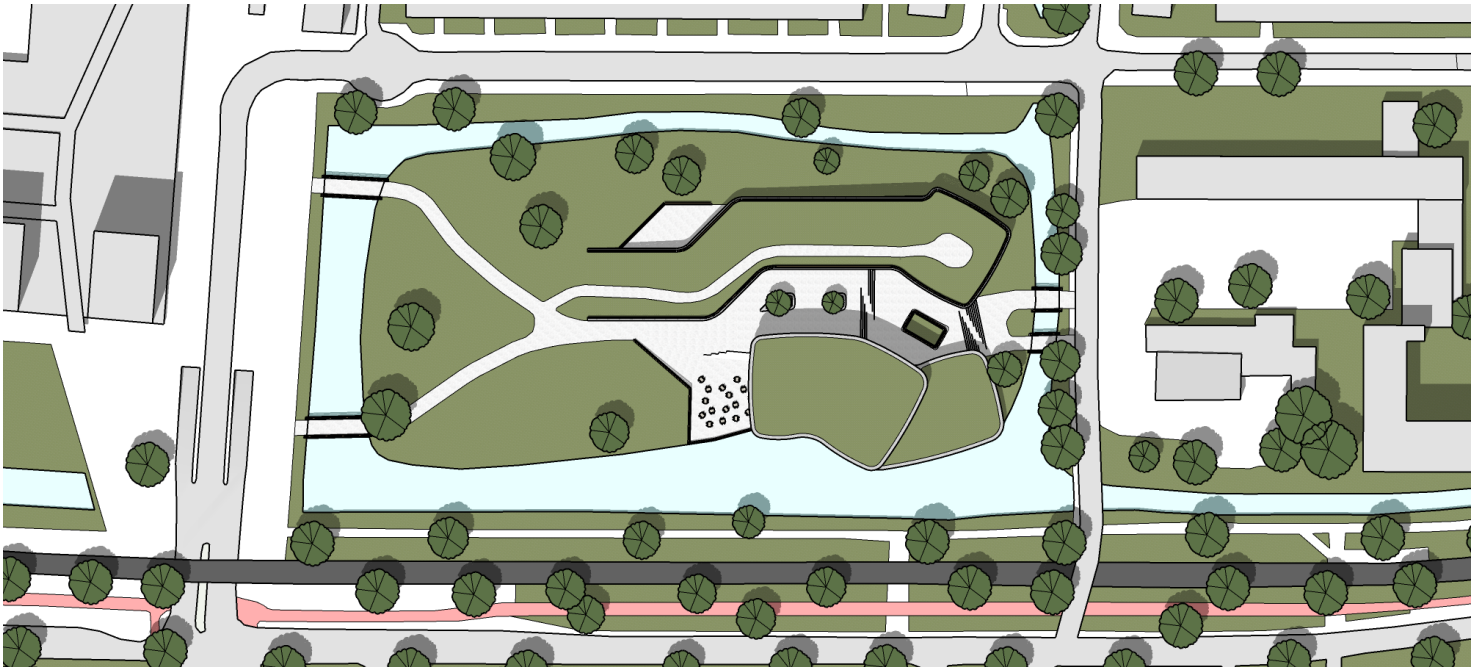
PROCESS DOCUMENTATION P3/P4

WORKING THROUGH THE SCALES

Now that the Public Condenser as a building had its shape, it was important to look back and reflect on the themes that I once proposed. One thing that needed work, was the site itself.



During the P1/P2 phase I proposed a new infrastructure throughout the park, yet I had not completely embraced this with my design, by creating different routes so users would still not cross eachother as intended.

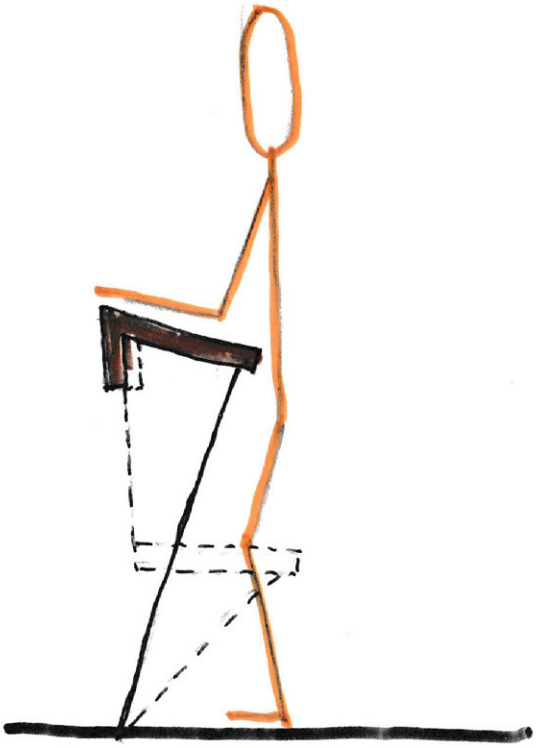


Therefore, as one of the last few changes that were made, I changed the park and its surroundings to better fit the role of hosting a Public Condenser. The values and identity of the park are still kept, yet the layout has been changed.

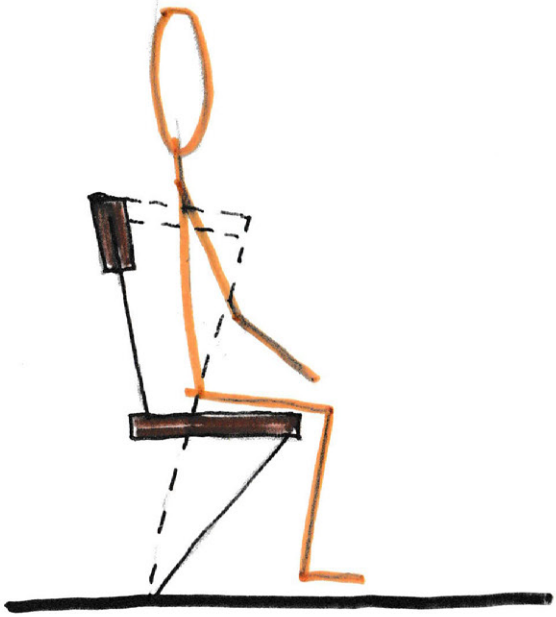
BALUSTRADE

Another thing that took quite its time before making its way into the project was the design of the balustrade. I wanted to make something that inherited a multiplicit value, therefore looked into combining a bench with a balustrade.

I quickly realised that no mather how I designed it, if I had a seating part and a leaning part, it would ultimately be a bench going all around the perimeter. I then designed a balustrade that exists out of two parts, sometimes it is a bench and sometimes it is a balustrade. The position alternates.



a balustrade with surfaces to lean on for longer comfortable stay



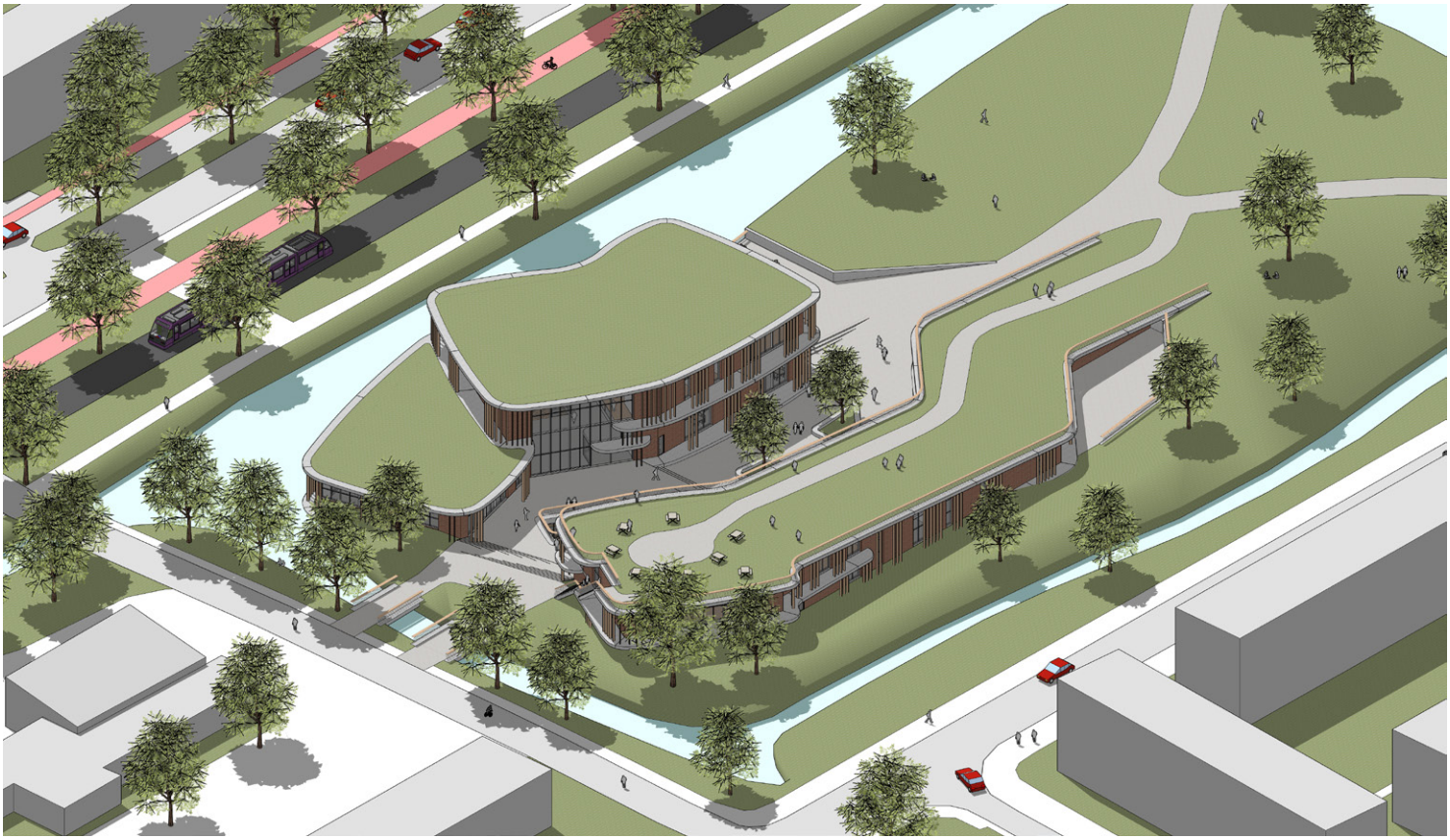
a bench with seating surfaces at certain positions

Eventually, this resulted in an extremely complex balustrade to manifacture and construct, making it not feasible to use. The ending product is simply the balustrade with surfaces to lean on. Fixed furniture on the roof would make for nice and comfortable seating in the sun.

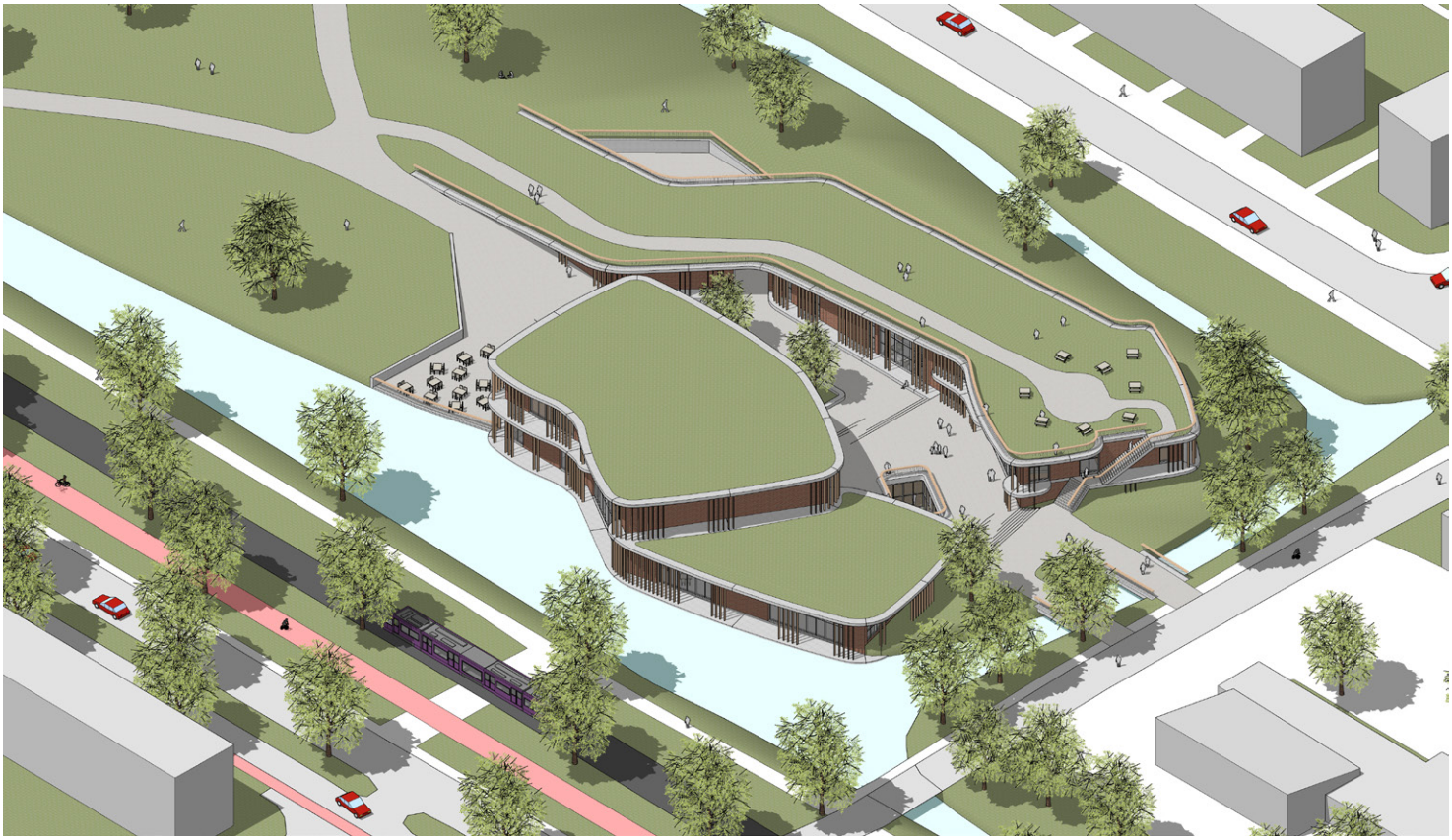
FINAL DESIGN

FINAL DESIGN

AXONOMETRIC AERIAL VIEW

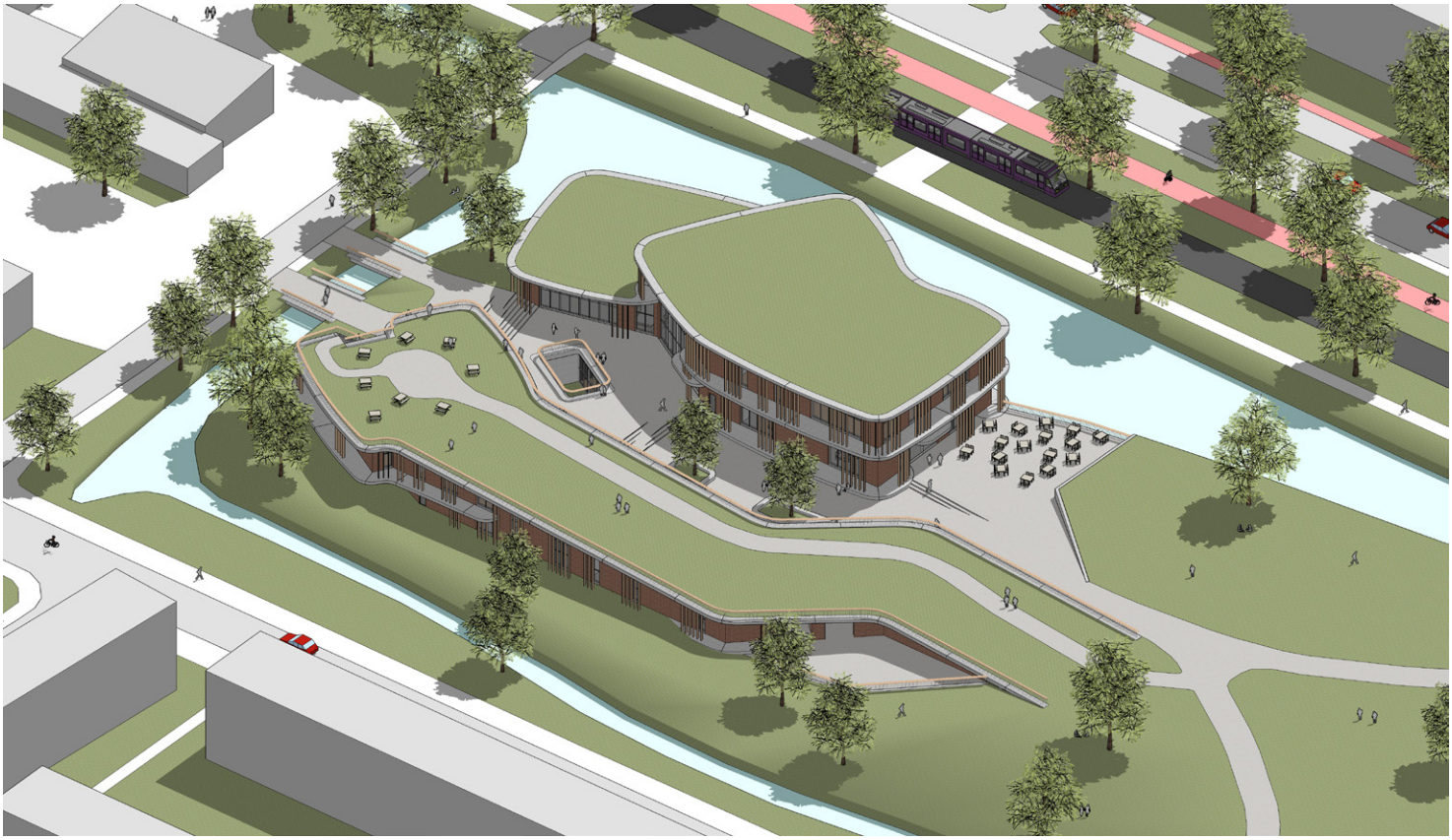


View from north



View from east

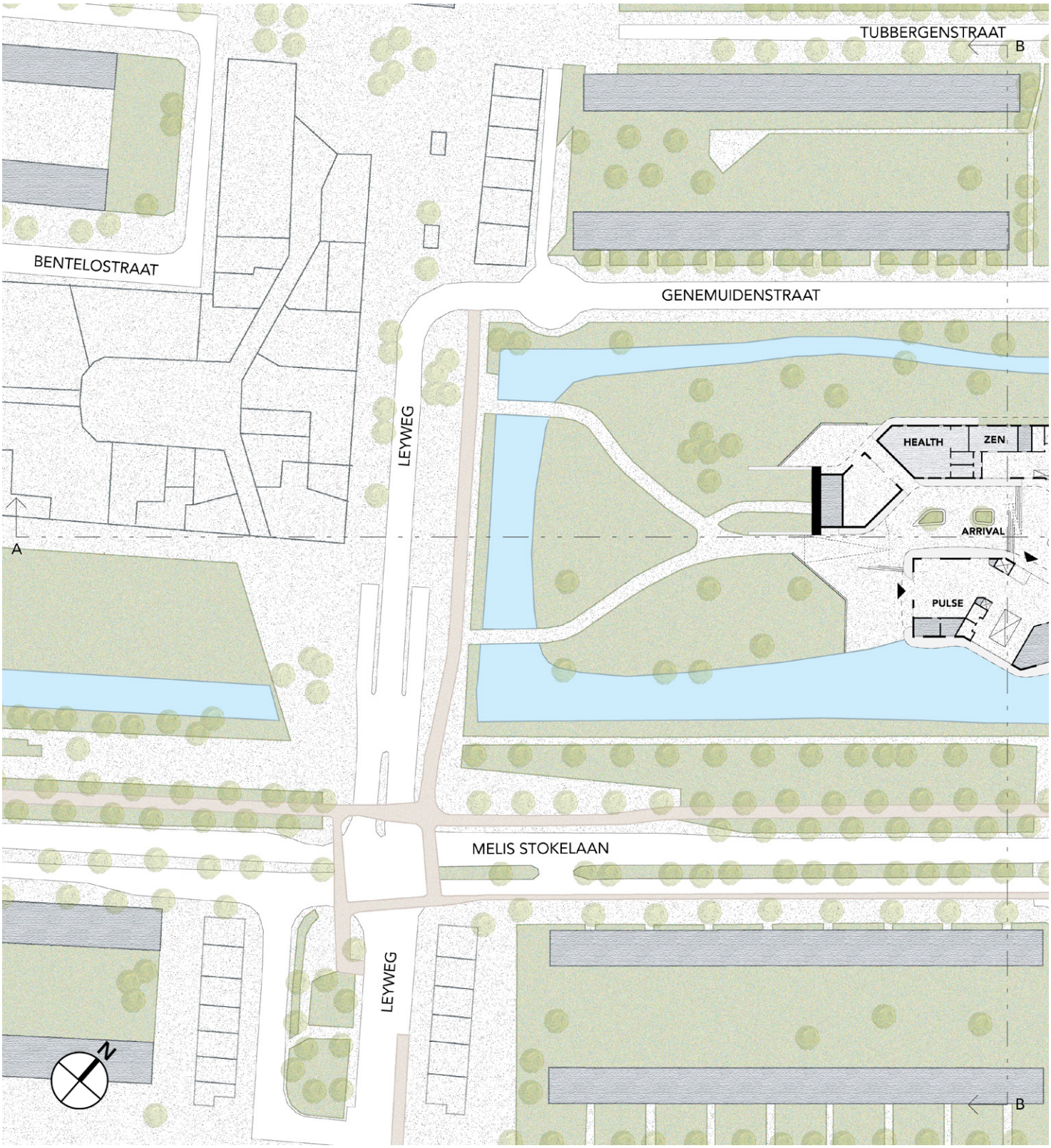
View from south



View from west

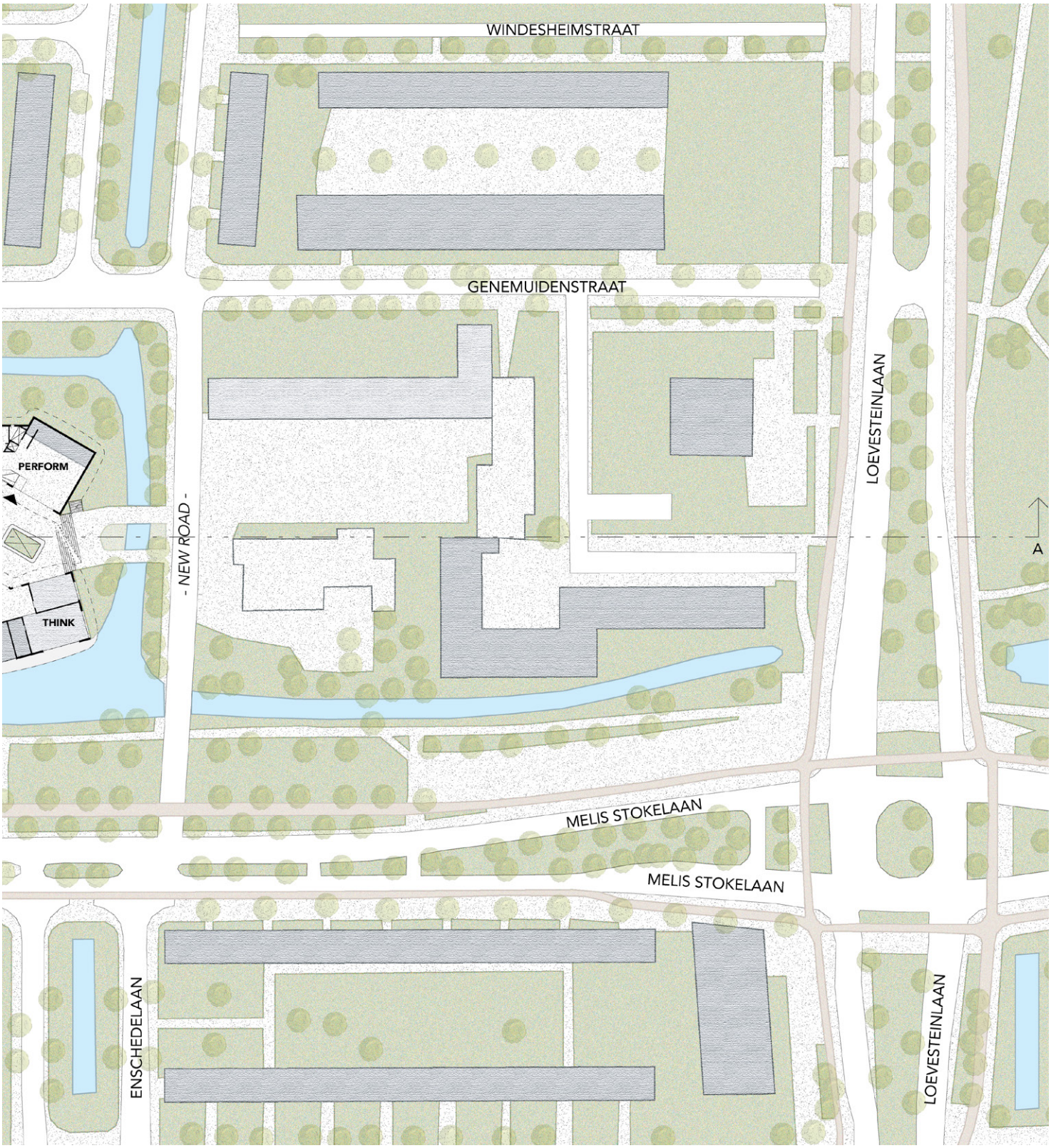
FINAL DESIGN

SITE PLAN



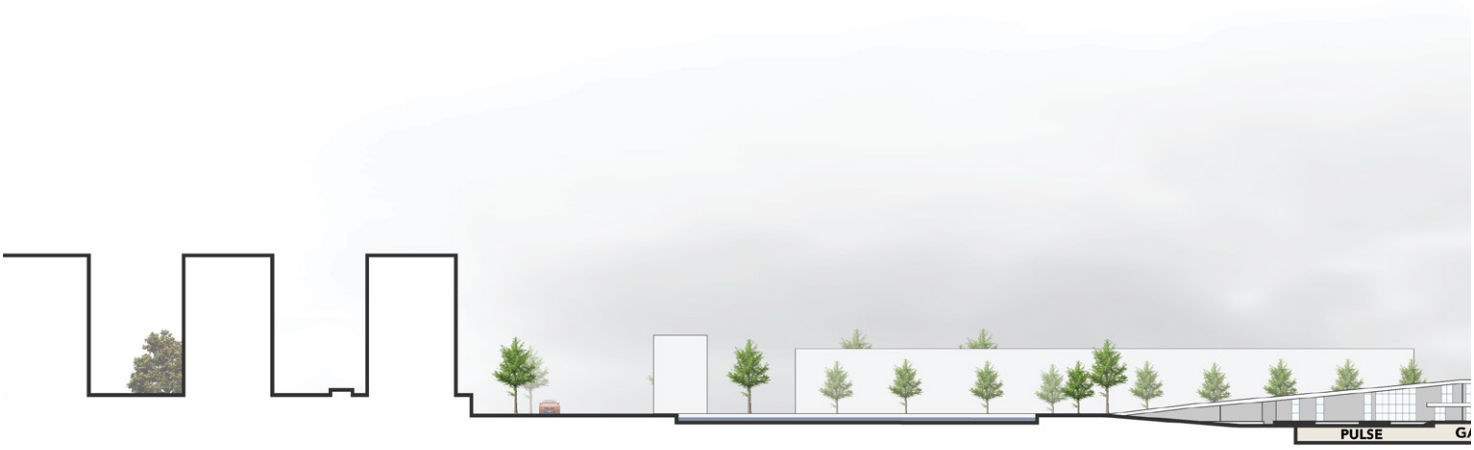
SITE PLAN

0 10 20 40m


WINDESHEIMSTRAAT
GENEMUIDENSTRAAT
LOEVESTEINLAAN
PERFORM
THINK
- NEW ROAD -
A
MELIS STOKELAAN
MELIS STOKELAAN
ENSCHEDELAAN
LOEVESTEINLAAN

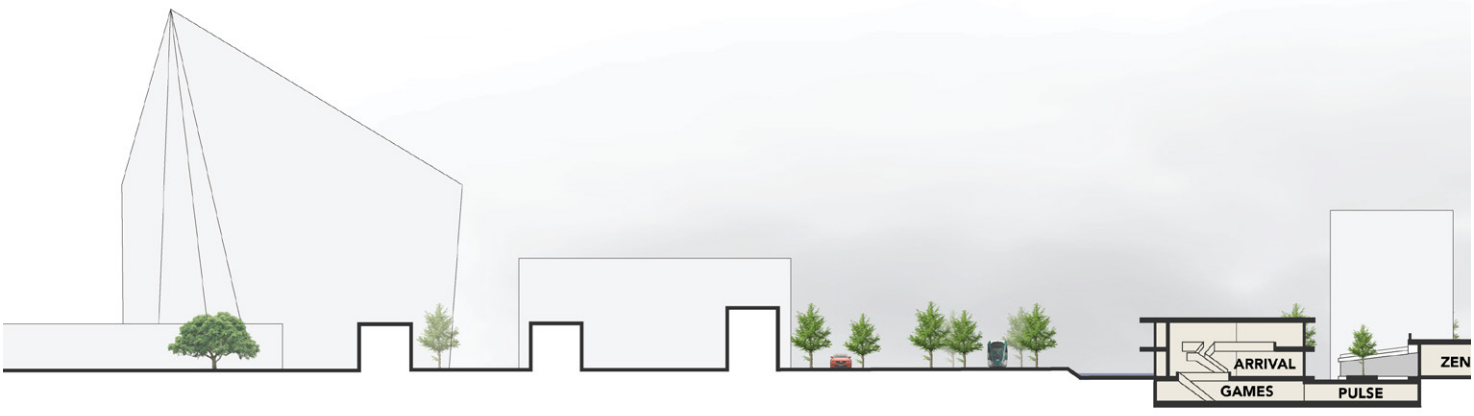
FINAL DESIGN

SITE SECTIONS



SITE SECTION AA

0 10 20 40m

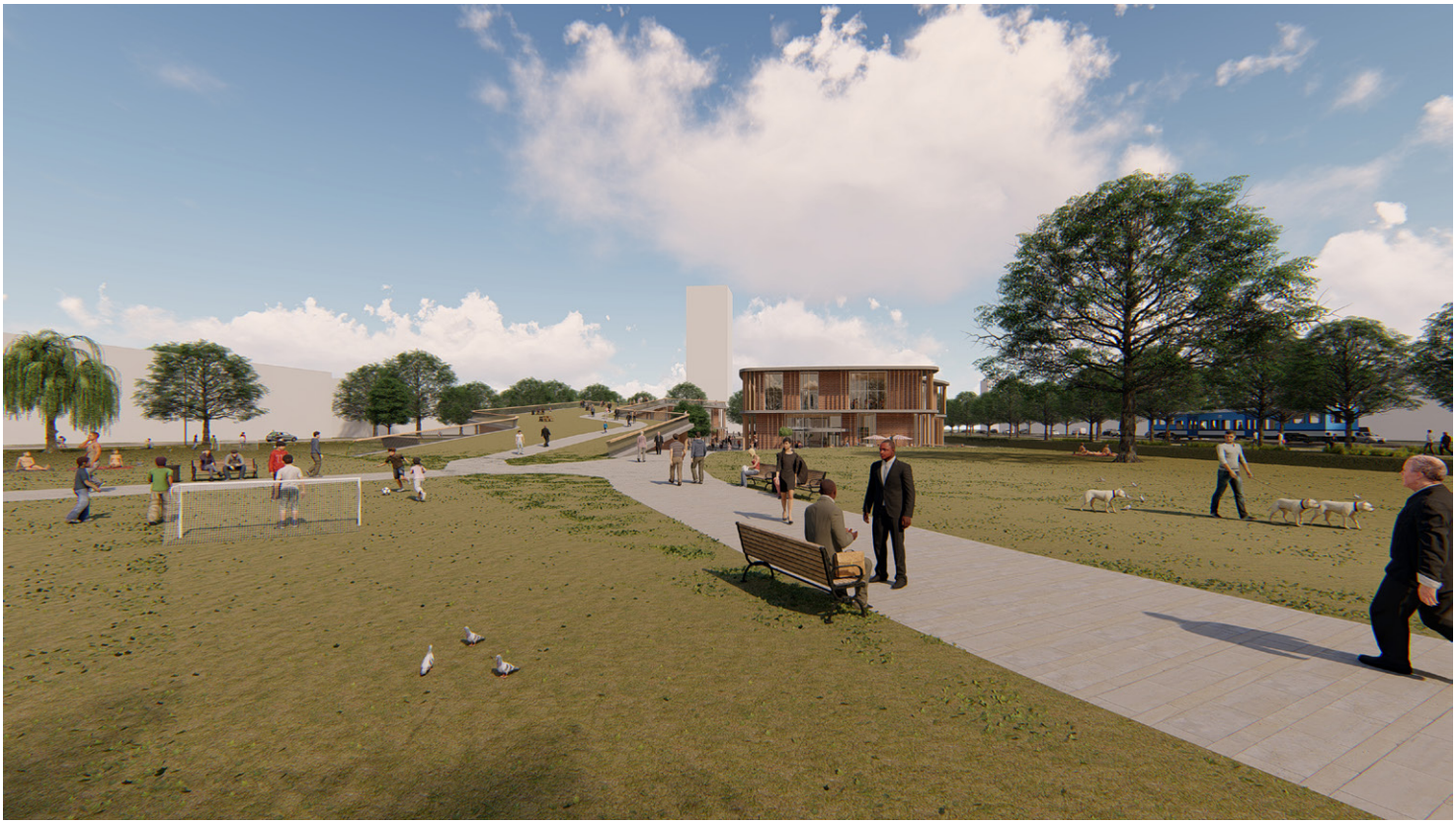


SITE SECTION BB

0 10 20 40m

FINAL DESIGN

SITE VISUALISATIONS



LEYWEG PARK APPROACH VIEW

TOP PARK ROOF

GENEMUIDENSTRAAT VIEW

NEW ROAD VIEW

FINAL DESIGN

BUILDING ORGANISATION IN PLAN

The seven zones that were defined at the start of the project and explored during the P2 phase are still recognizable and have a leading role in the building.

With the arrival zone being the main connector between everything, it is the main meeting place for locals to find one-another.

ARRIVAL

PERFORM

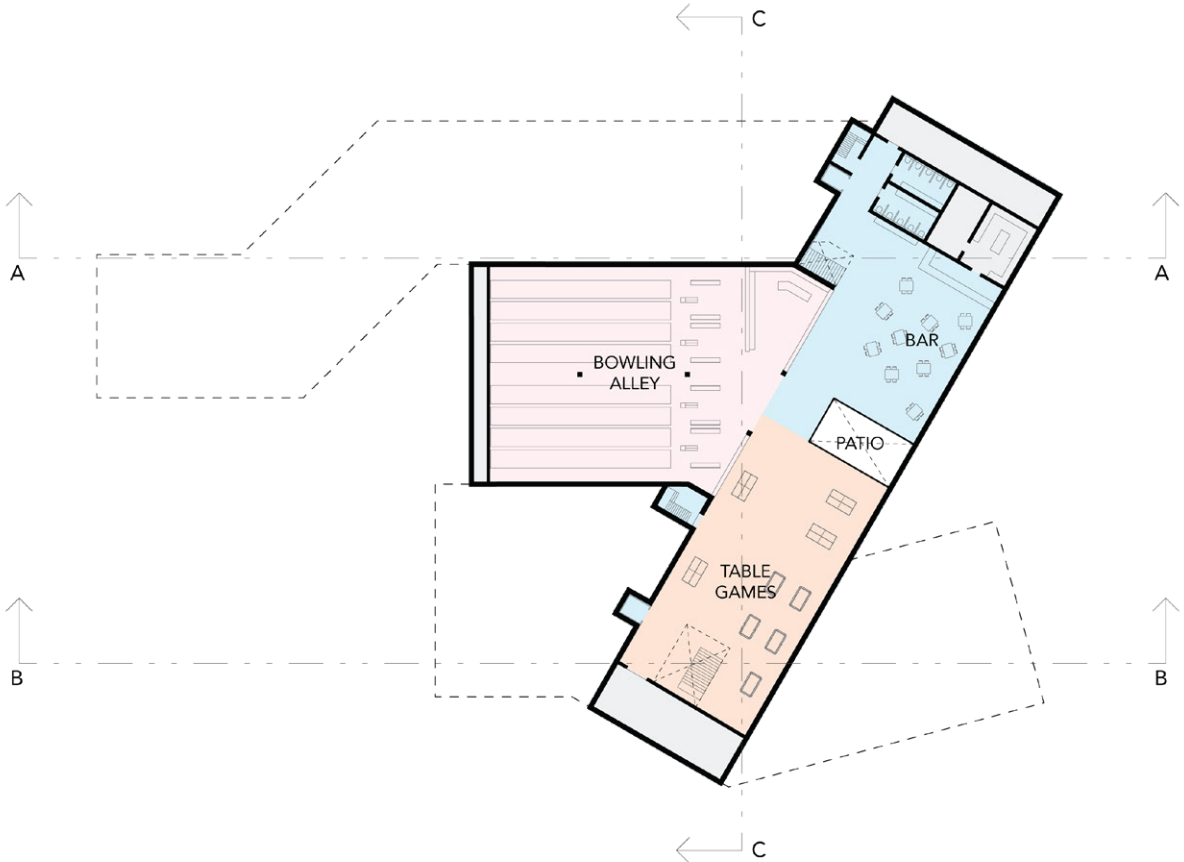
PULSE

GAMES

ZEN

HEALTH

THINK

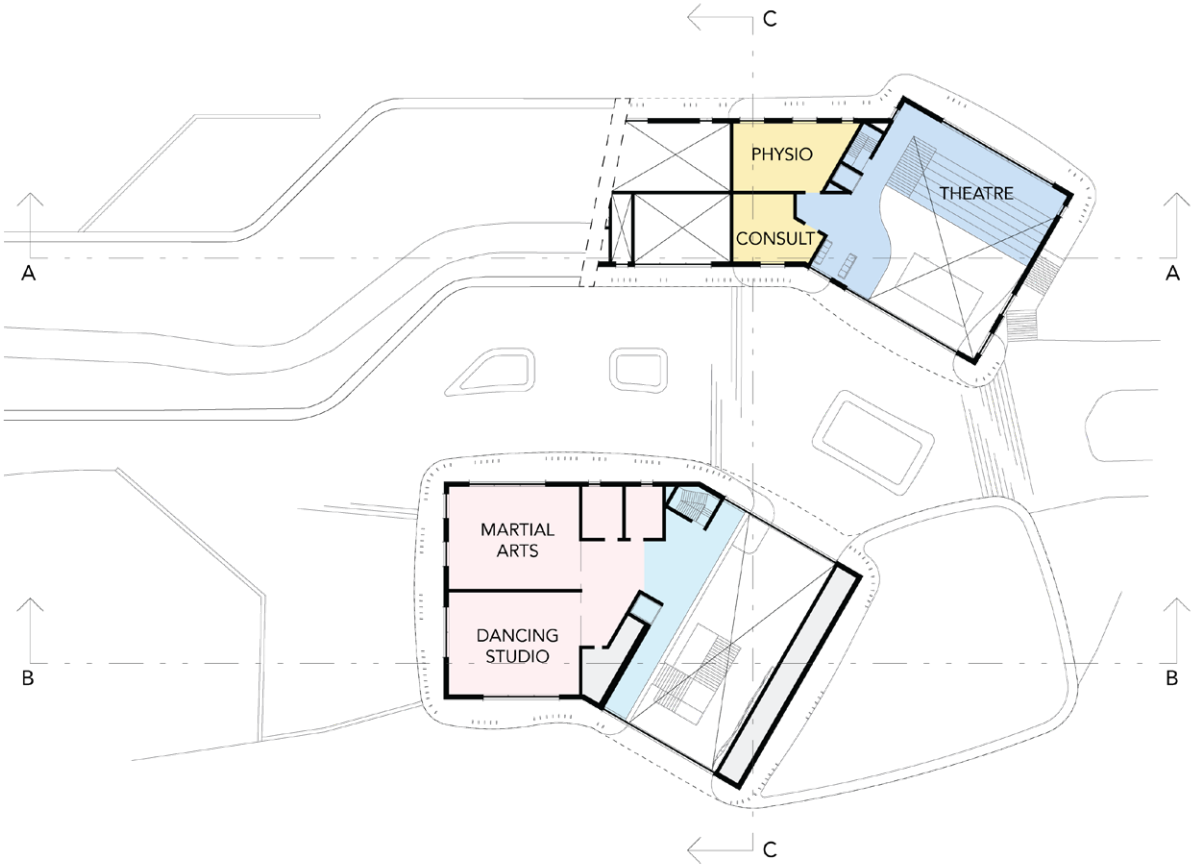


SUBTERRANEAN FLOOR

0 5 10 20m

GROUND FLOOR

0 5 10 20m



FIRST FLOOR

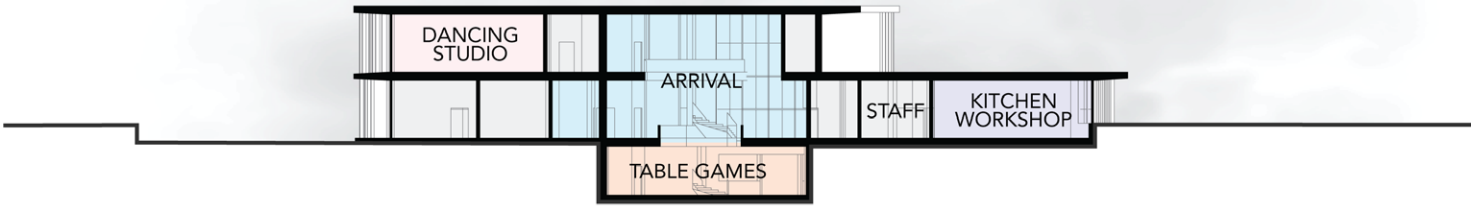
0 5 10 20m

FINAL DESIGN

BUILDING ORGANISATION IN SECTION

SECTION AA

0 5 10 20m



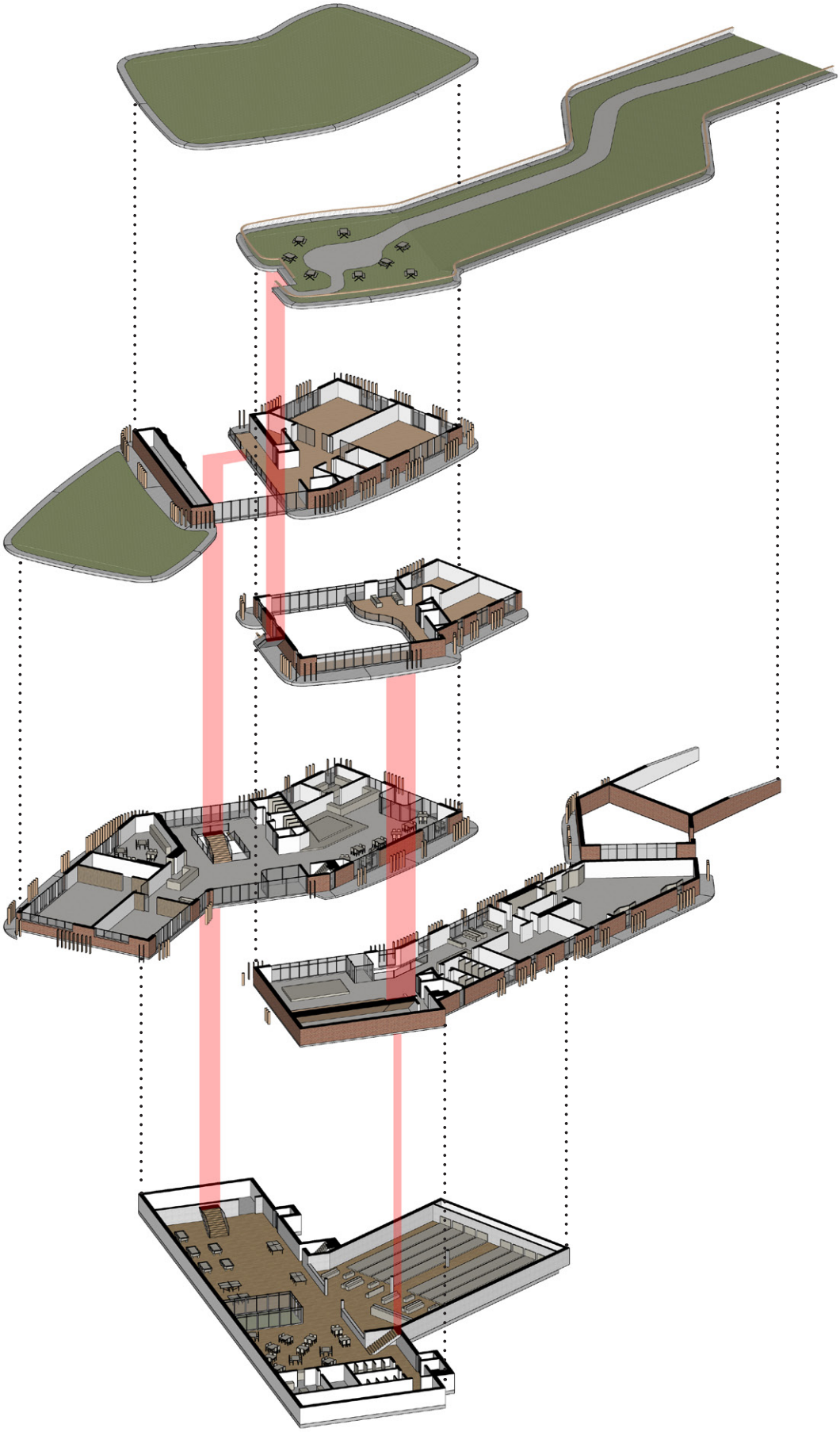
SECTION BB

0 5 10 20m

SECTION CC

0 5 10 20m

EXPLODED AXONOMETRIC VIEW



EXPLODED AXONOMETRIC VIEW OF CIRCULATION

FINAL DESIGN

ENSEMBLE VISUALISATIONS

MELIS STOKELAAN VIEW

OUTDOOR PLAZA SEATING

PLAZA VIEW

TOP PARK VIEW OF PLAZA

KEY DESIGN CONSIDERATIONS

Whenever a design decision is to be made, or to be experimented with, there are a few things that should be considered every single time. The positive or negative effects that the design decision has on the below thoughts has been leading in the process.

- FAMILIARITY AND ASSOCIATION

It is key for the design to feel familiar with the locals who it is designed for, the users should never feel alienated or distant from the design and feel at home.

- CONNECTING THE FRAGMENTED LOCALS

Essentially it all comes down to how the locals are connected and what facilities are provided for them to make the connection, is it visual? Is it through activity? Is it through common interest? Locals should at all times be stimulated into visiting the Public Condenser and making connections, to stimulate social cohesion

- INTEGRATION IN THE AREA

For the Public Condenser to function the way it is intented, it should be thoroughly integrated in the area. When it is, aspects such as feeling at home in the area, or wanting to visit it (and making new connections be doing so) come into play and can be better achieved.

ARCHITECTURAL FACADE ELEMENTS

Aside from the building being familiar for the locals, it should also spark innovation and trigger the idea of it being new. This brings a new architectural element forth that fits the concept of steering outside visitors into making visual connections with activity on the inside.

The new element, being wooden slats in between the horizontal overhangs of the facade, has a visual effect explained below.

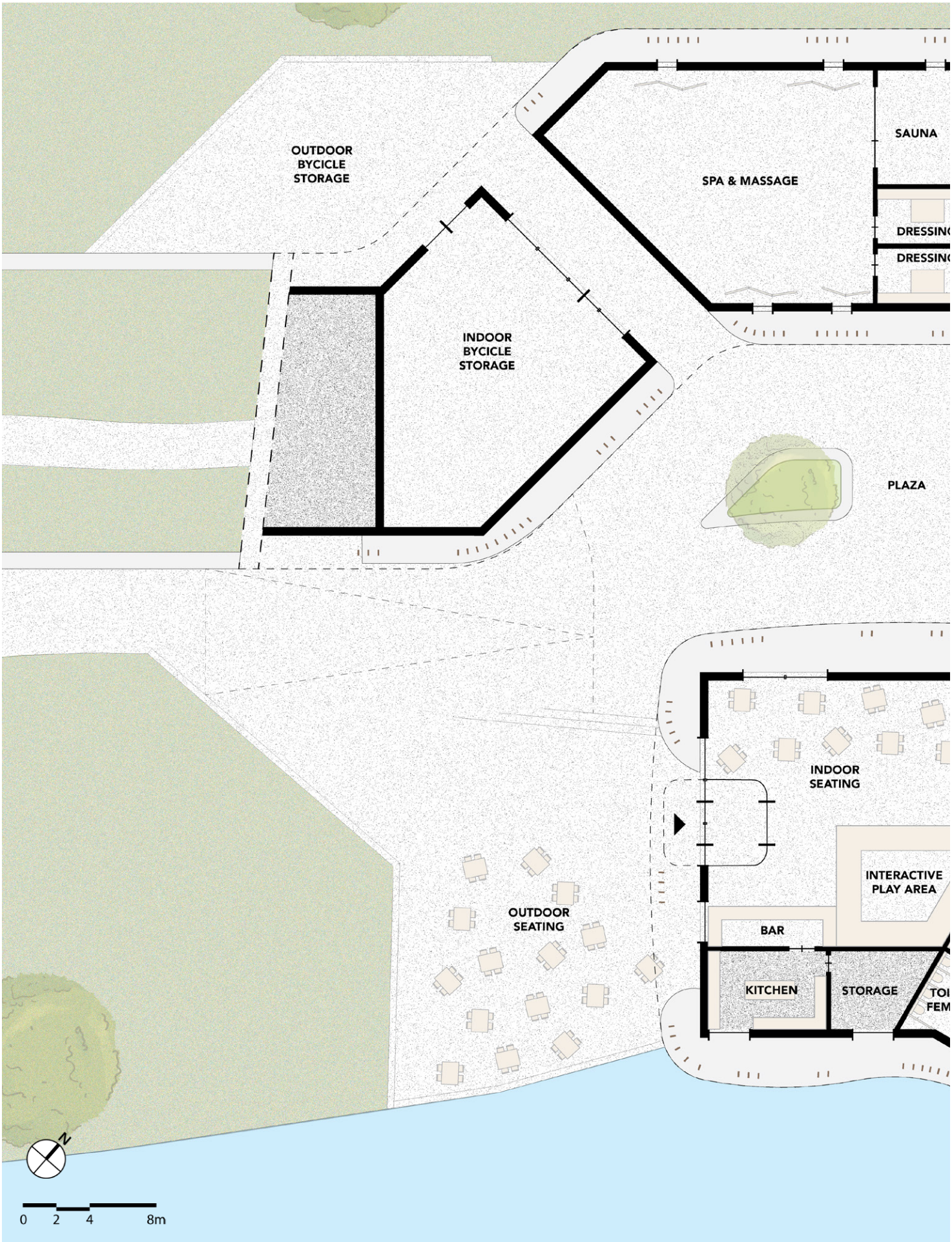
In first instance the wooden slats hide the activity and windows.

However when moving past the facade while on the traffic axis along the building, it becomes clear that there is something behind it. Moving further, the activity becomes recognizable and motion can be seen.

At last, when being directly in front of a facade opening, the viewer makes direct contact with the interior, allowing indoor users and outside visitors to connect.

FINAL DESIGN

NOLLI STYLE GROUND FLOOR



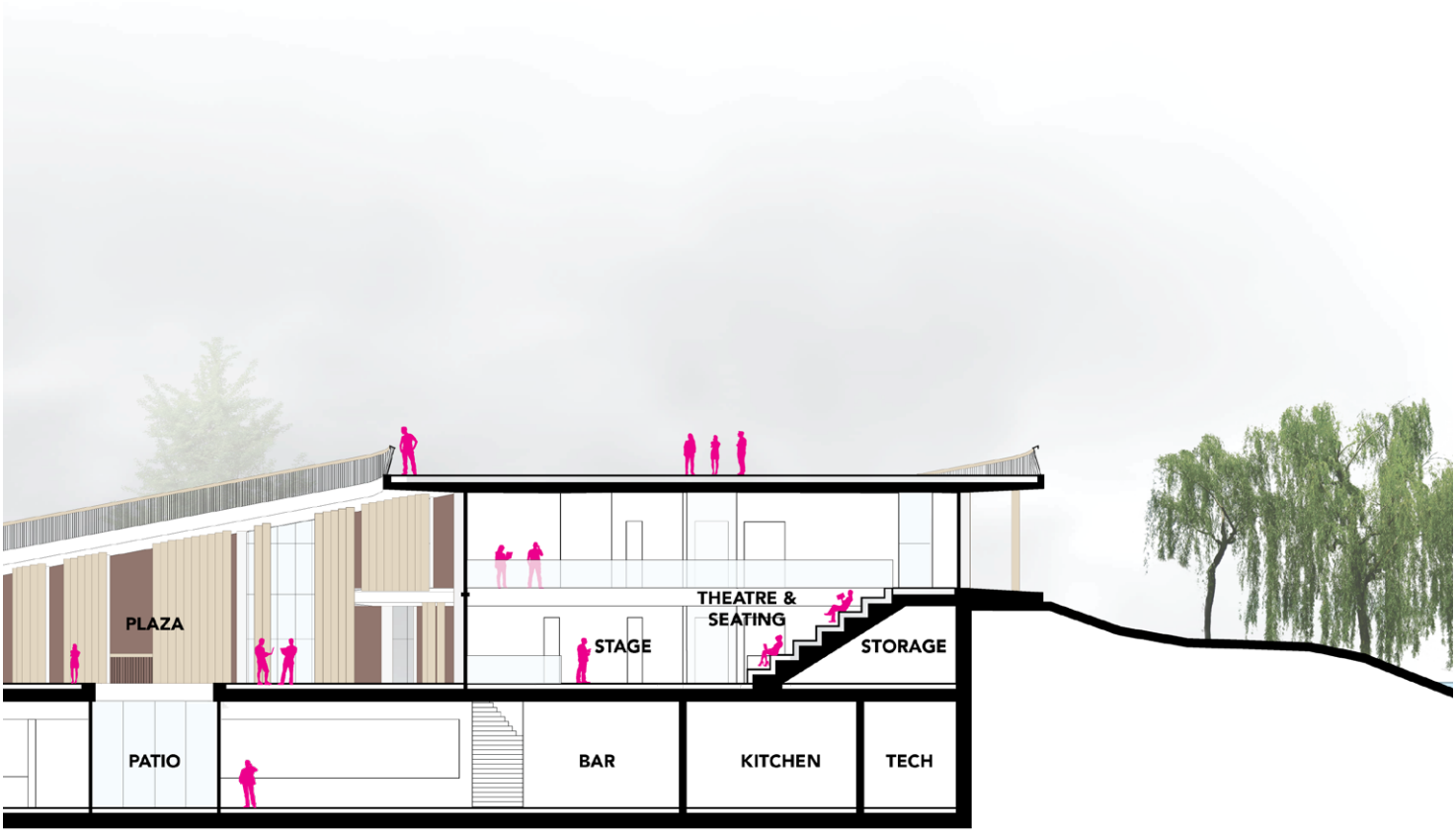
D
ZEN SPACE
STAFF ROOM
TOILET FEMALE
TOILET MALE
LIFT
STORAGE
SOCIAL LOUNGE
RECEPTION
THEATRE & SEATING
STAGE
PLAZA
ENTRANCE HALL
LIFT
TOILET MALE
RECEPTION
MEETING HALL
WORKSHOP SPACE
KITCHEN WORKSHOP SPACE
STORAGE
WALL CLIMBING
STAFF ROOM
D

FINAL DESIGN

AXIS SECTION

SECTION DD

0 2 4 8m


PLAZA
THEATRE &
SEATING
STAGE
STORAGE
PATIO
BAR
KITCHEN
TECH

FINAL DESIGN

PUBLIC SPACE VISUALISATIONS

PLAZA VIEW ARRIVAL

PLAZA PARK APPROACH

INTERIOR SPACE VISUALISATIONS

The interior space is largely based around the idea of creating a neutral space, where the indoor activity and furniture defines what the atmosphere is like. Raw materials are used, and can be seen throughout.

INTERIOR VIEW OF ARRIVAL

INTERIOR OF PARK BUILDING

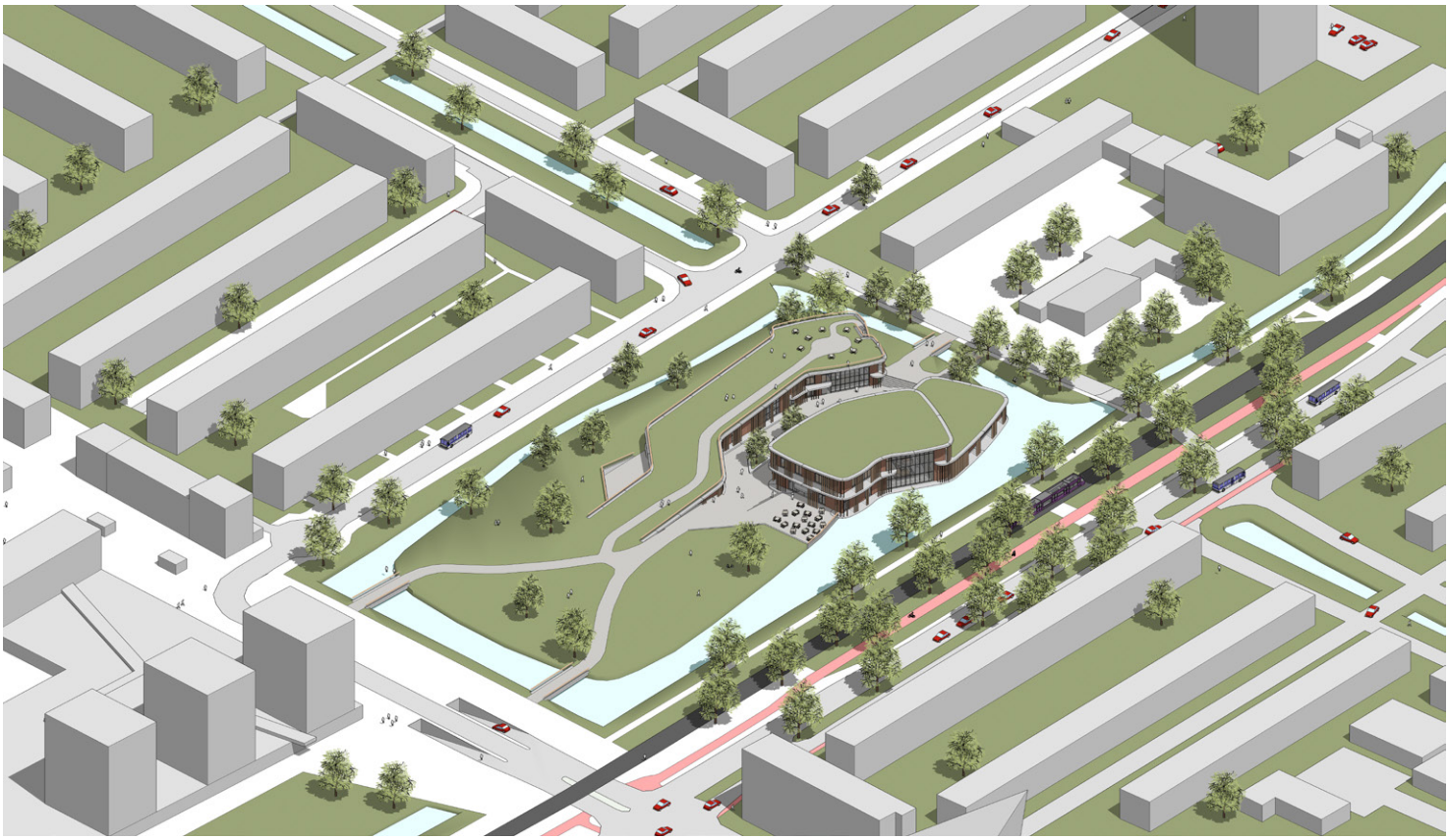
THEATRE SPACE / PERFORM ZONE

SUBTERRANEAN LEVEL

FINAL DESIGN

MULTIPLICITY

The Public Condenser aims to be a place for any user to feel welcome and at home, due to the wide variety of activities and events. The structure is therefore multiplicit in its variety and ability to suit to any type of user. By reactivating the Melis Stokepark the green space has a new use to it, becoming more resilient for future urban changes.



The several architectural elements provide a multiplicit use in themselves, key elements are the roof being multifunctional as a park. Indoor spaces are transformable into other functionality, such as the theatre being transformable into a seating tribune for outdoor activity or simply hosting a performance. The subterranean level is set up for games and pulse activity, yet can be transformed into a conference center.

Also smaller elements, such as the ballustrade providing support for leaning and also being a bench, are designed to provide more functionality then simply being a barrier. Not to forget the overhang that is resting on floor level on the plaza, being there for emphasizing the horizontality, but also providing a place to sit on, a platform for maintenance and preventing direct heating of the building by blocking the sun.

MATERIALS

As for materials in the Public Condenser, it is important to consider sustainability, circularity and recycleability.

BRICK

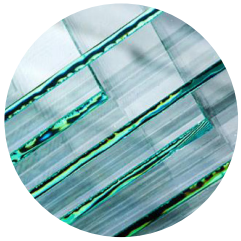
- inherits properties of the area
- domestic feeling
- thermal mass
- low maintenance

CONCRETE PREFAB ELEMENTS

- fast on site construction time
- strong and durable
- thermal mass

WOODEN FLOOR ELEMENTS

- fast construction time
- large floor spans
- recycleable
- low environmental impact



INSULATED GLASS

- helps keep the temperature down
- large panels that can be re-used

GREEN ROOF

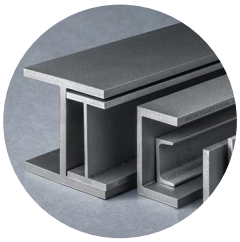
- thermal mass
- reduces load on sewer
- low maintenance

WOODEN SLATS

- fresh and new appearence
- new spatial element

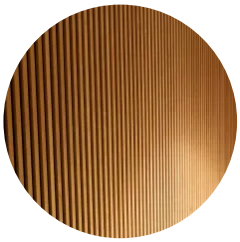
WOODEN FLOORING

- domestic feeling
- creates noise, cancelled by insulated floating floor



STEEL SUPPORTING STRUCTURE

- low maintenance
- recycleable



WOODEN ACOUSTIC WALLS

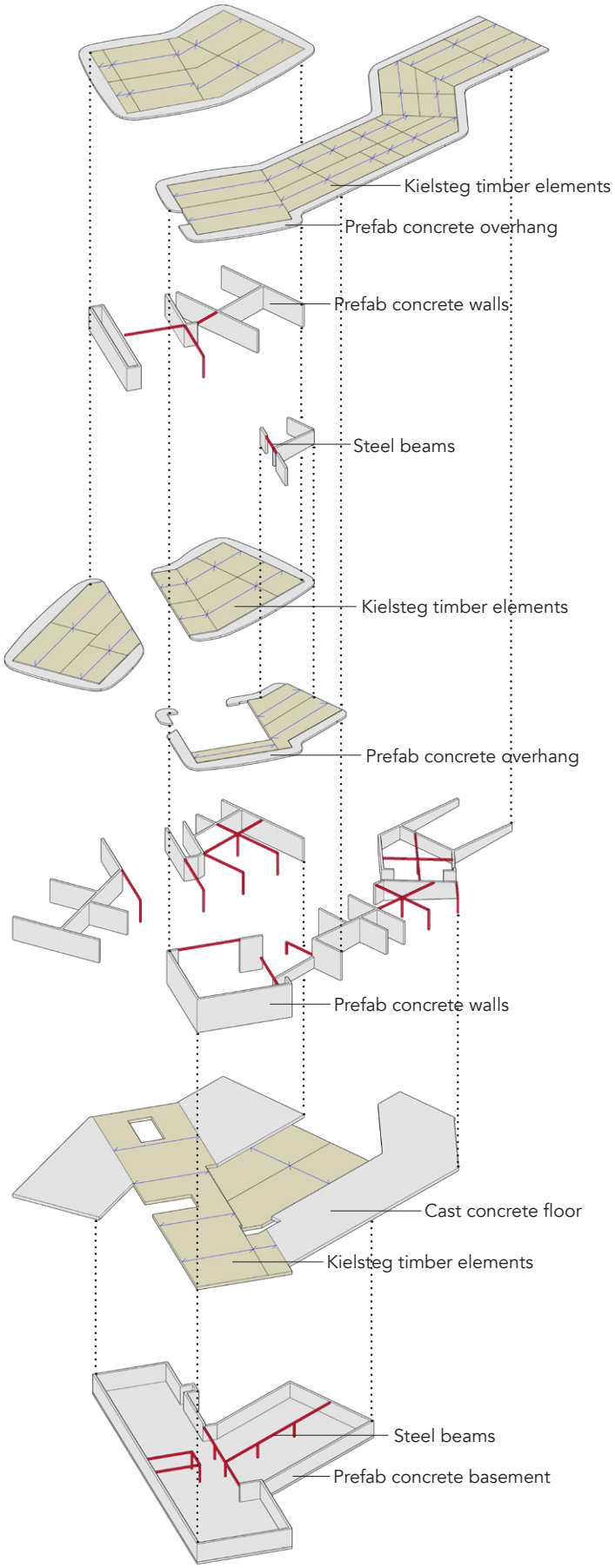
- reduces noise
- placed in strategic positions
- domestic feeling

FINAL DESIGN

STRUCTURAL OVERVIEW

The structure of the public condenser is relatively basic and traditional. Structural walls and steel beams provide support for Kielsteg timber elements that provide the floor spans.

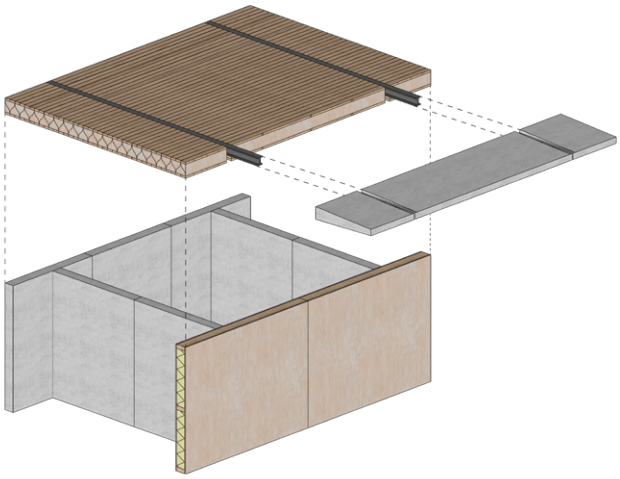
Prefabricated concrete elements will attach to steel IPE-beams that are connected to the structure.



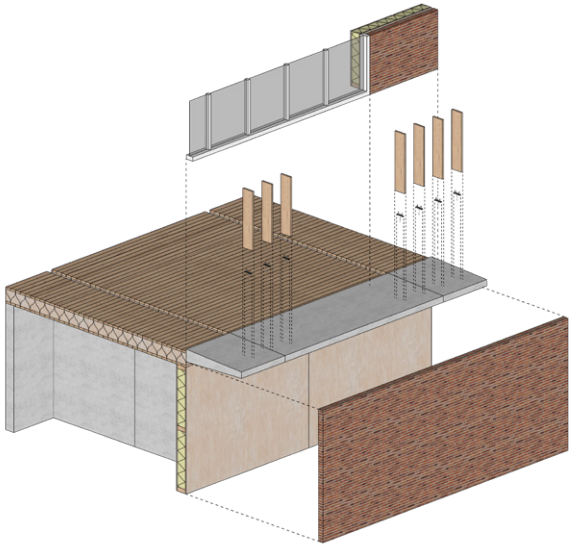
SCHEMATIC ASSEMBLY PROCESS

The below diagramatic assembly process visualizes a routine that could be followed for the assembly of the structural parts with the exterior parts.

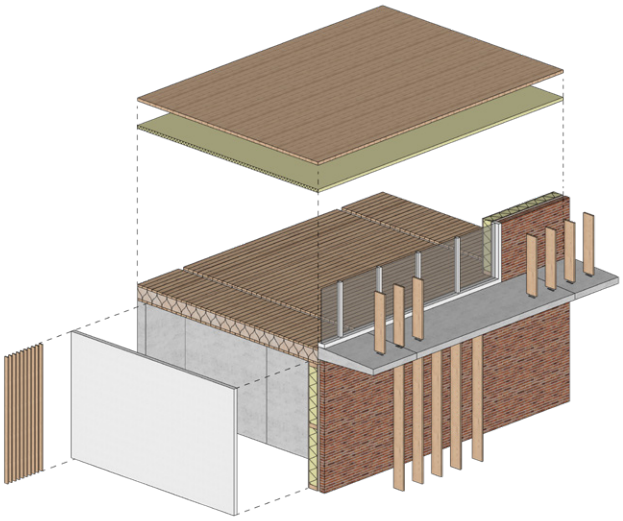
It illustrates the larger elements and the conceptual assembly, therefore does not go into detail.



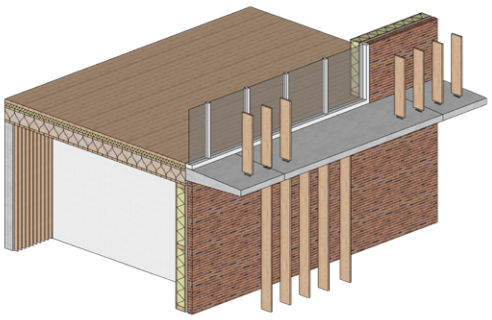
1 Structural prefabricated concrete walls support Kielsteg timber floor elements. The facade is non-structural and consists of insulated timber frameworks. A prefabricated concrete overhang slides onto steel IPE profiles embedded in the Kielsteg elements.



2 The next layer can be placed on top of this, with the wooden slats being attached to prefabricated steel sheets, bolted onto pre-designated positions in the concrete elements.



3 Finishing surfaces can now be added, such as floating wooden floors, plaster on the walls, and adding cement to the overhang to hide the steel framing. A wooden acoustic wall is placed on strategic wall locations.

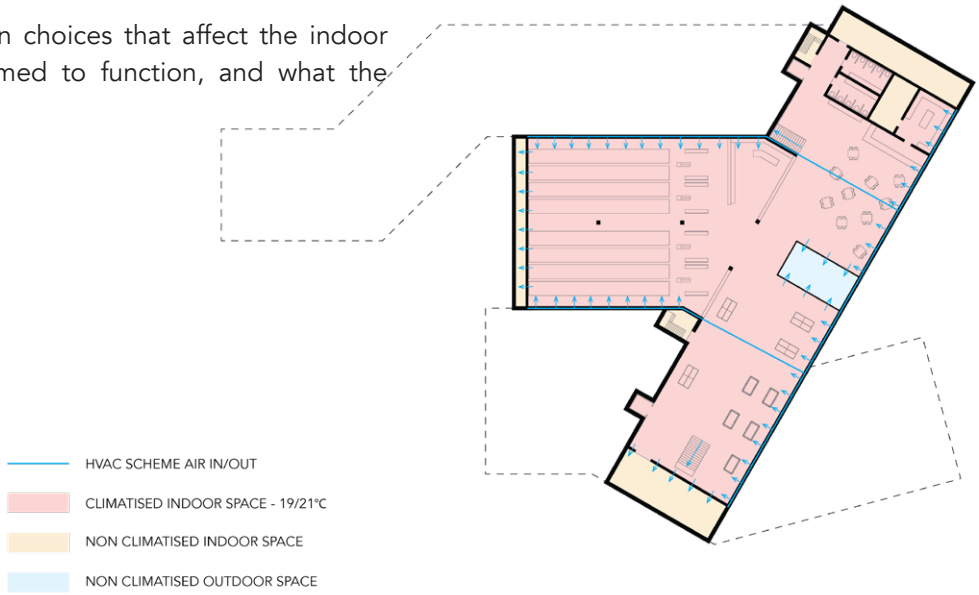


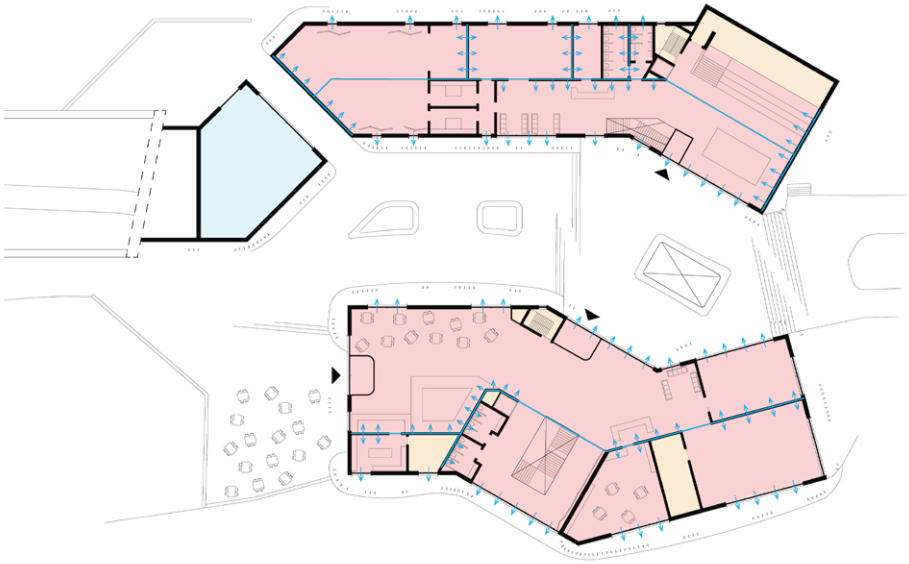
4 The final result is a brick facade with full story windows, visible floors by concrete overhangs, and wooden slats flanking the facade.

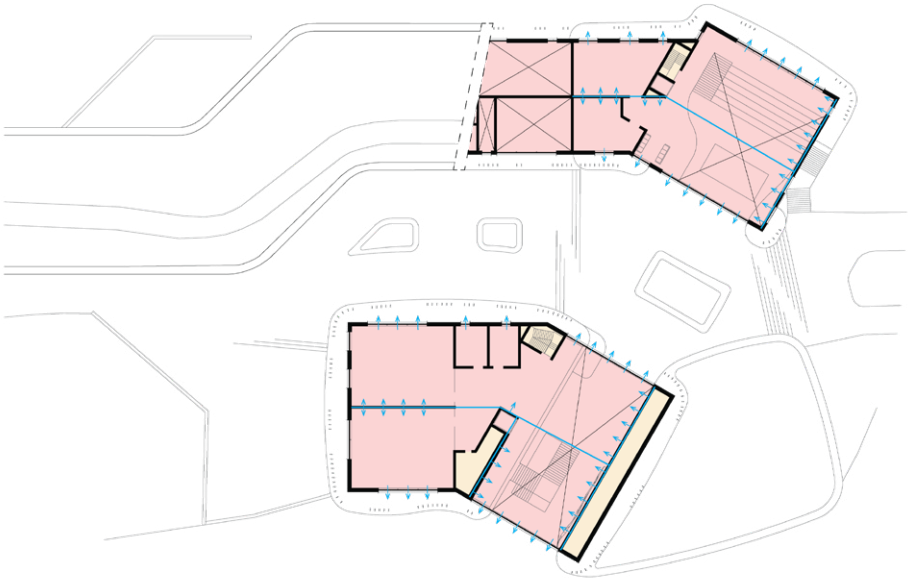
FINAL DESIGN

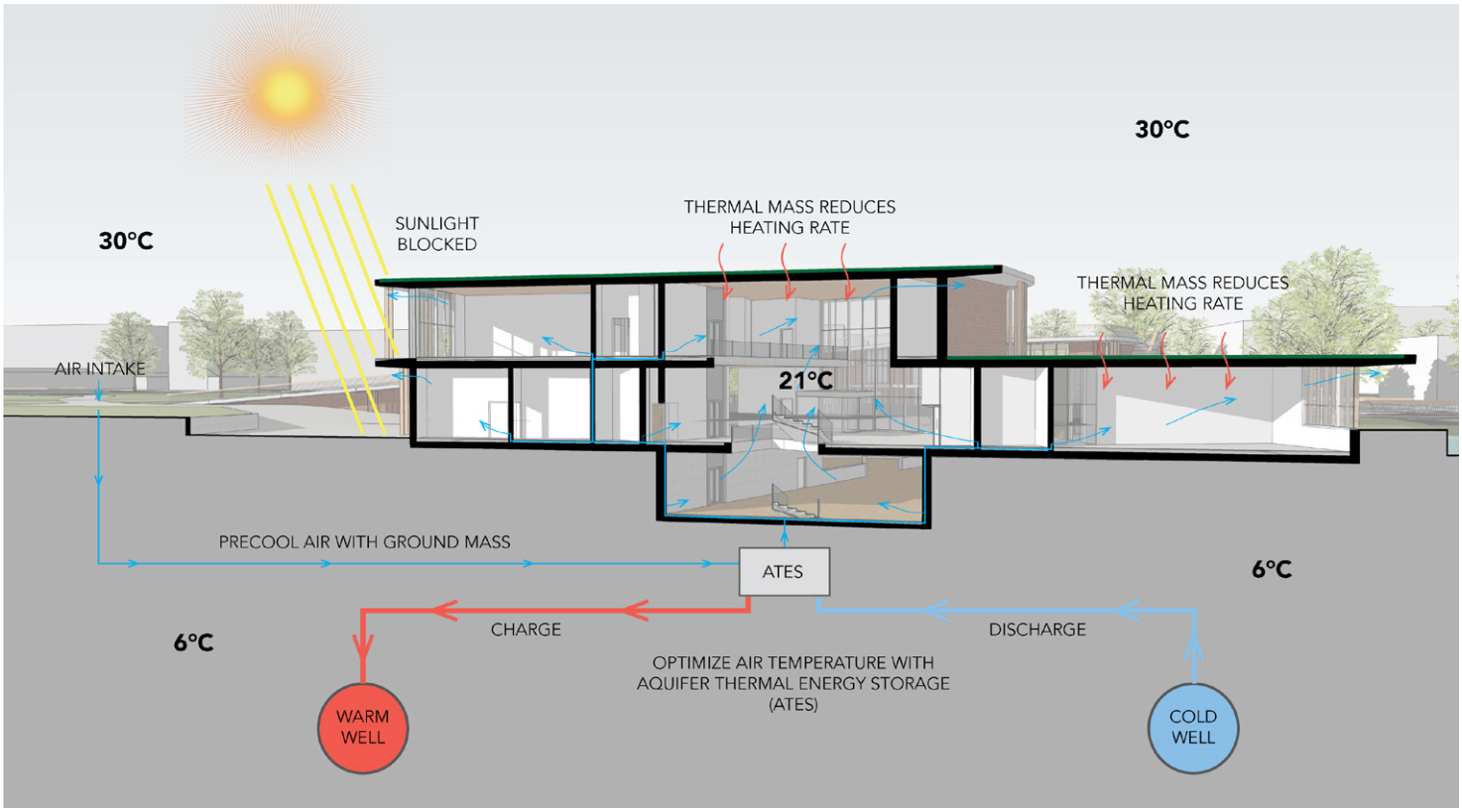
CLIMATE ZONES AND DIAGRAMS

An overview of the design choices that affect the indoor climate, how they are aimed to function, and what the resulting end climate is.

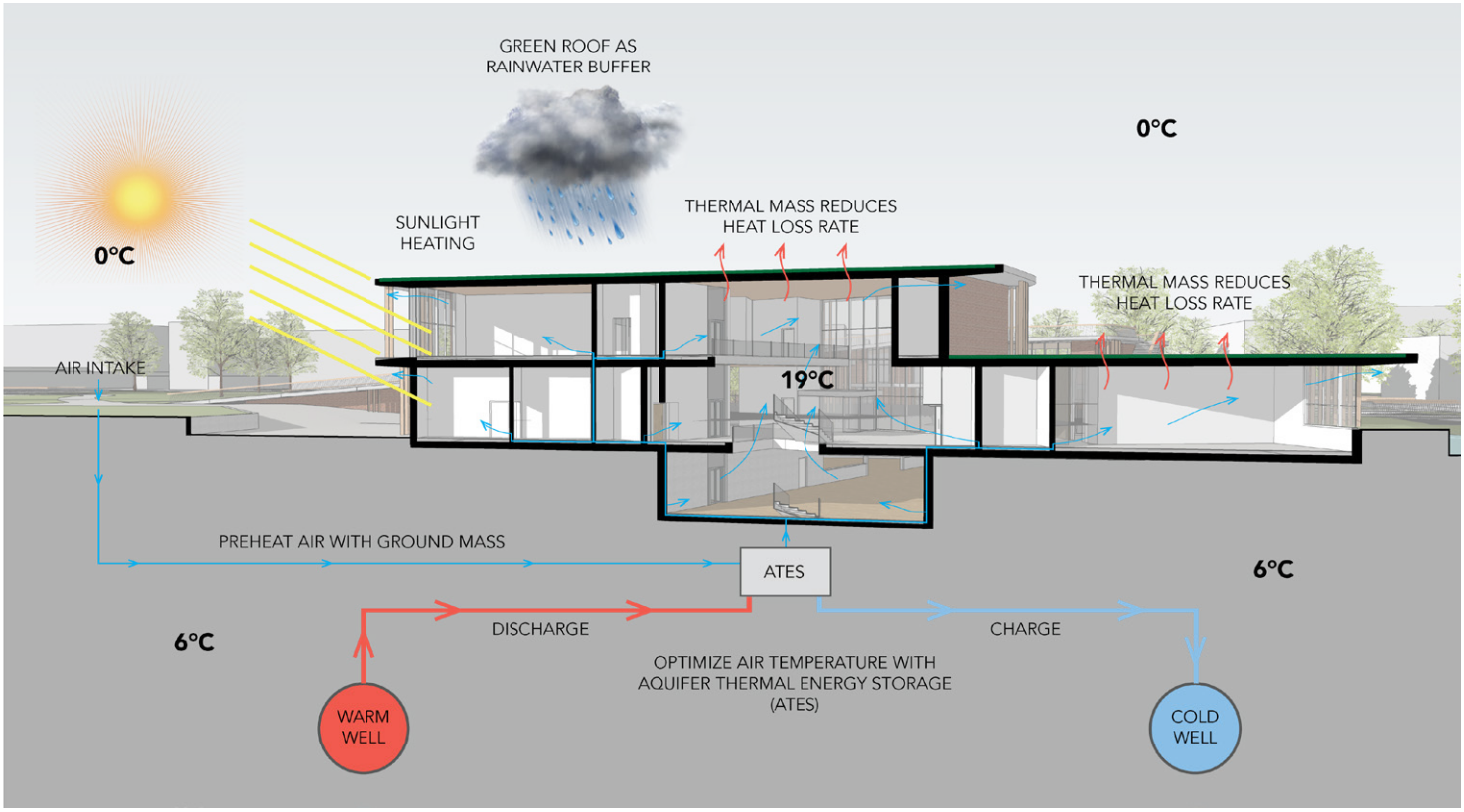








SUMMER CLIMATE DIAGRAM

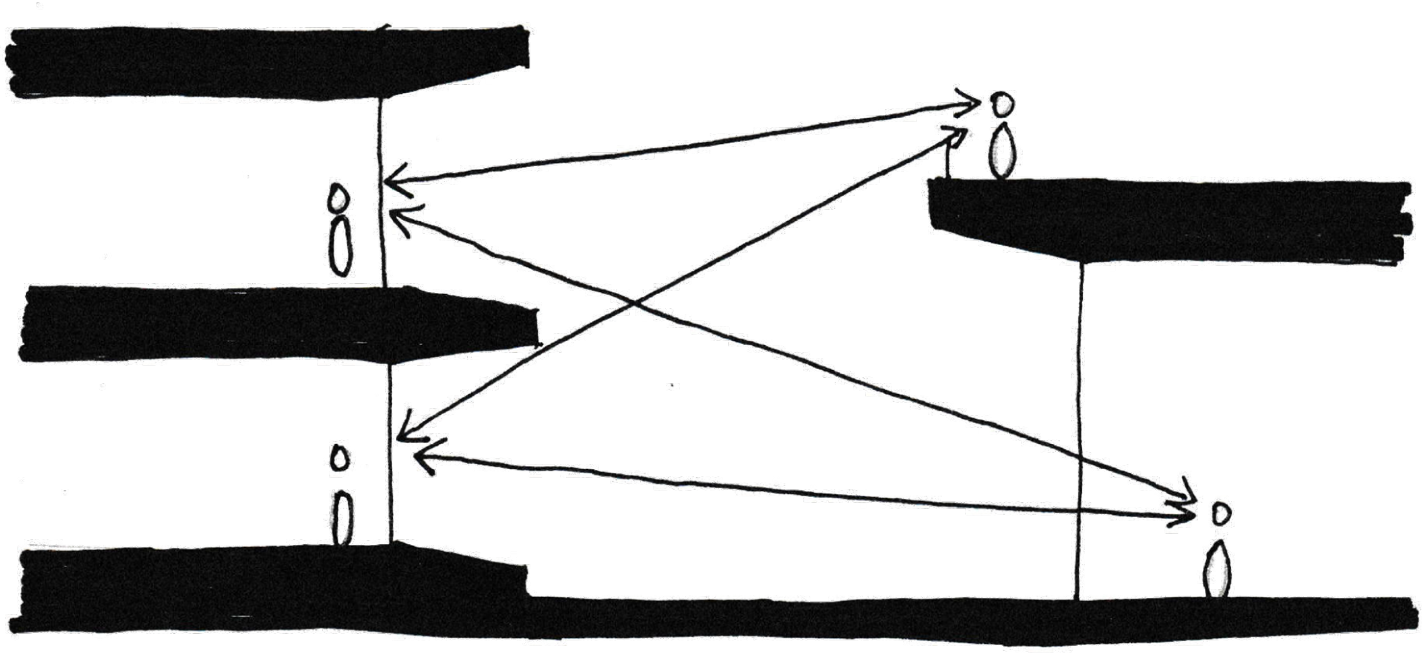


WINTER CLIMATE DIAGRAM

FINAL DESIGN

CONNECTING THROUGH DETAIL

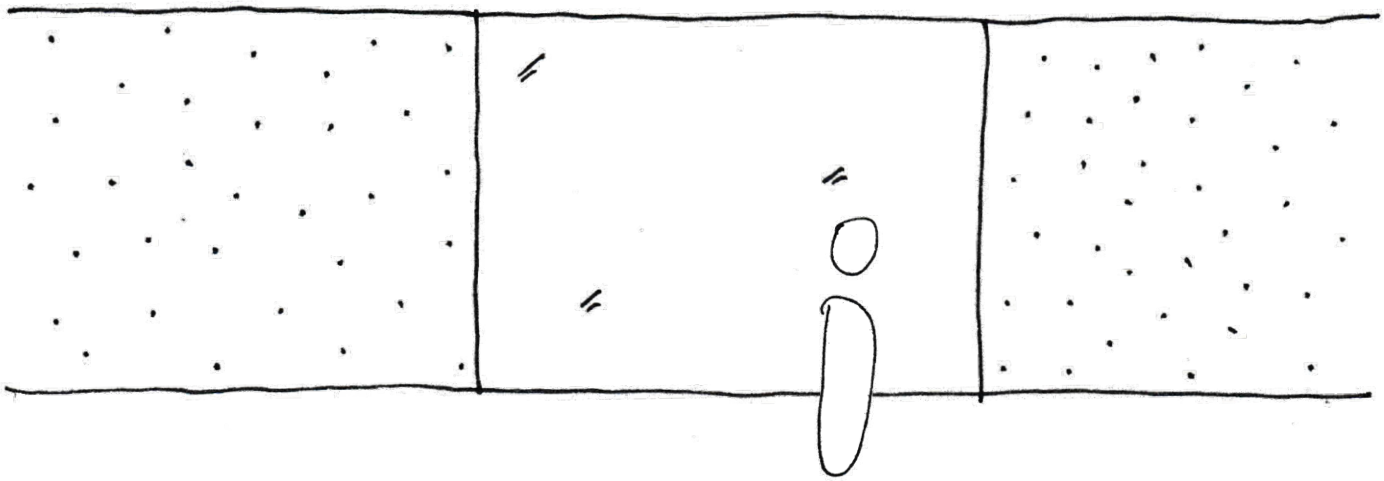
Attempting to connect people through a building can be done by organising central spaces where people meet. However, as this building is split up it is key to provide a way for connection between the two halves, through the facade.



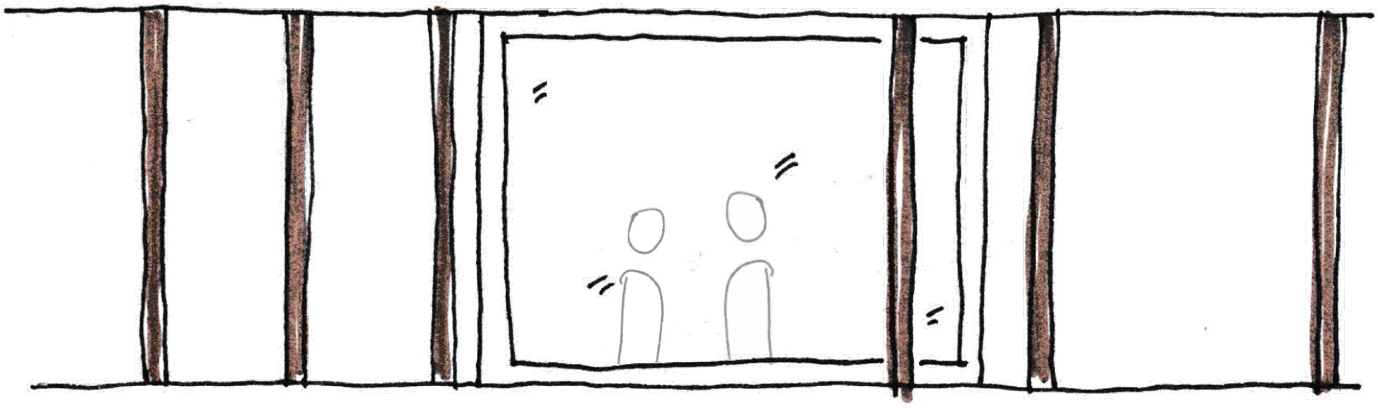
By decreasing the width of the facade overhangs, it steers users direction towards what is between the overhangs. Doing this will stimulate visual connectivity in between users, and help catch a users glimps to interact with the activity inside.

AS LITTLE OBSTRUCTIONS AS POSSIBLE

Another aspect that is solved through detail is how the window openings are illustrated and displayed from the interior and the exterior.



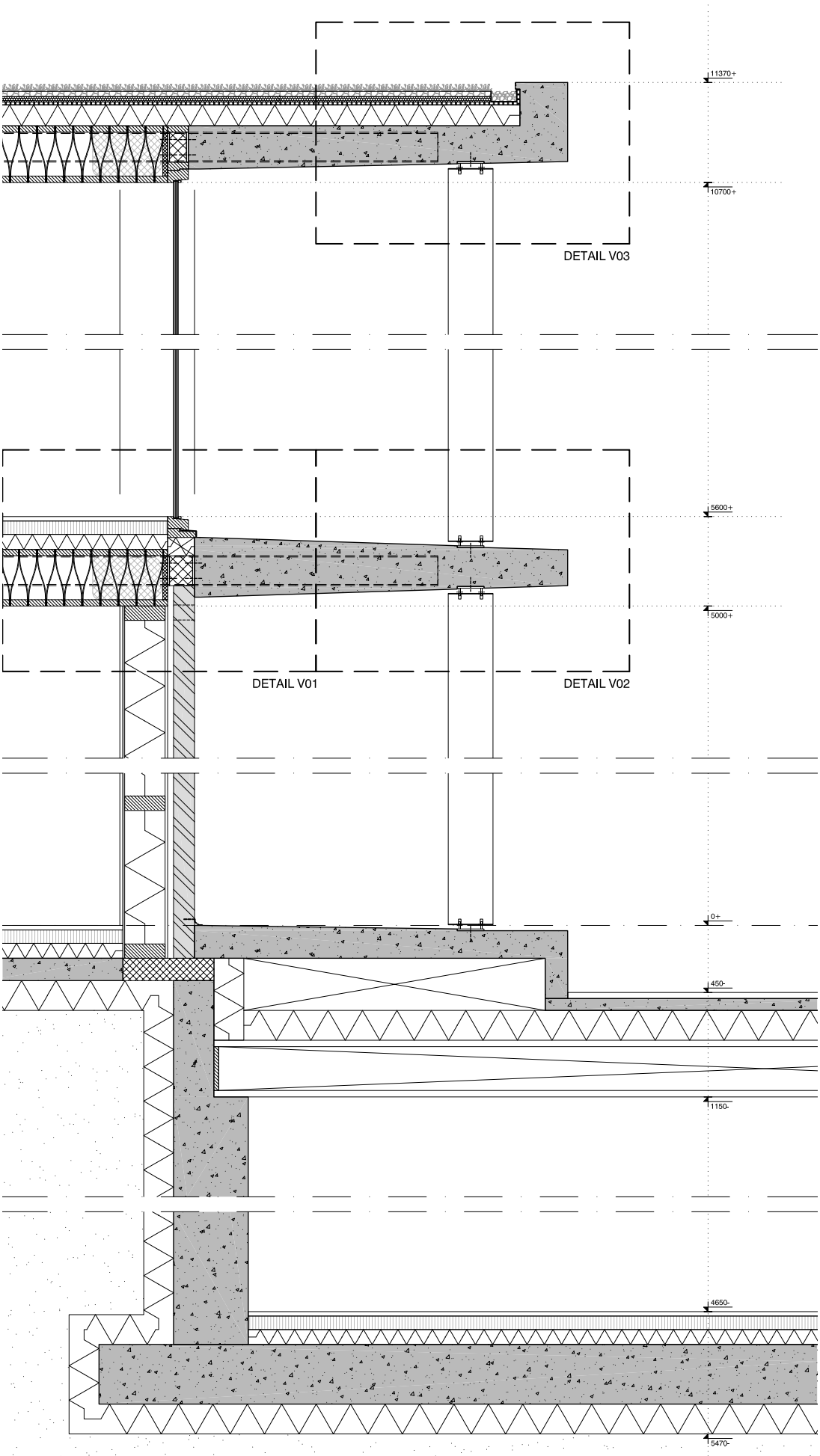
Seen from the interior, the window functions are an opening towards whatever is on the outside (most likely other visitors or locals in the vicinity), allowing visual connection to be made. Therefore, as little distraction as possible is the goal; hiding the window frames in the process.



However, from an exterior point of view, the windows are made to be picture frames for the activity on the inside. The sloped overhangs help catch a persons glimps, after which the wooden slats steer you in the right direction. Once you have your eyes on the windows, the activity is framed and can be focused on.

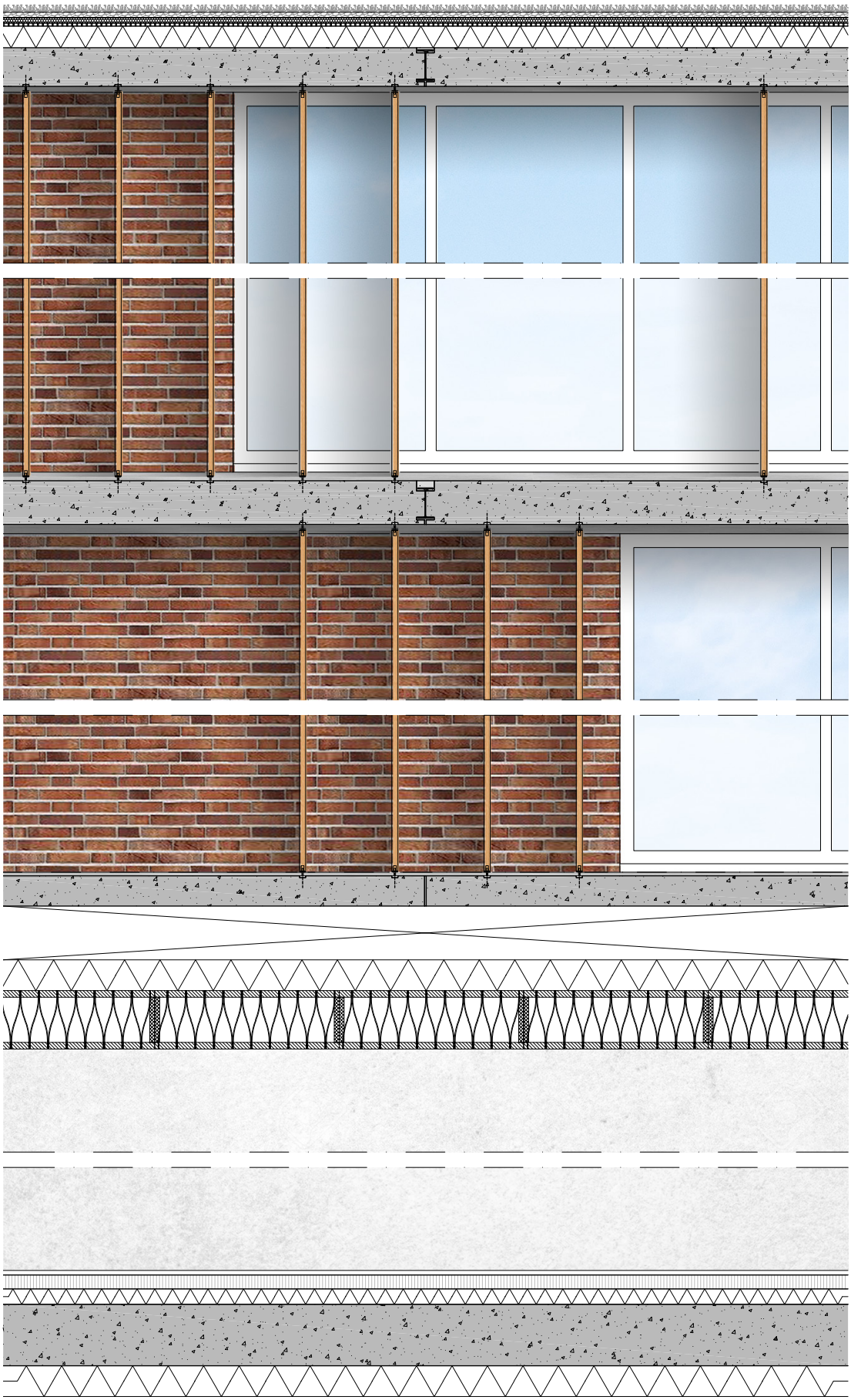
INDOOR LONG SECTION

0 20 40 80cm



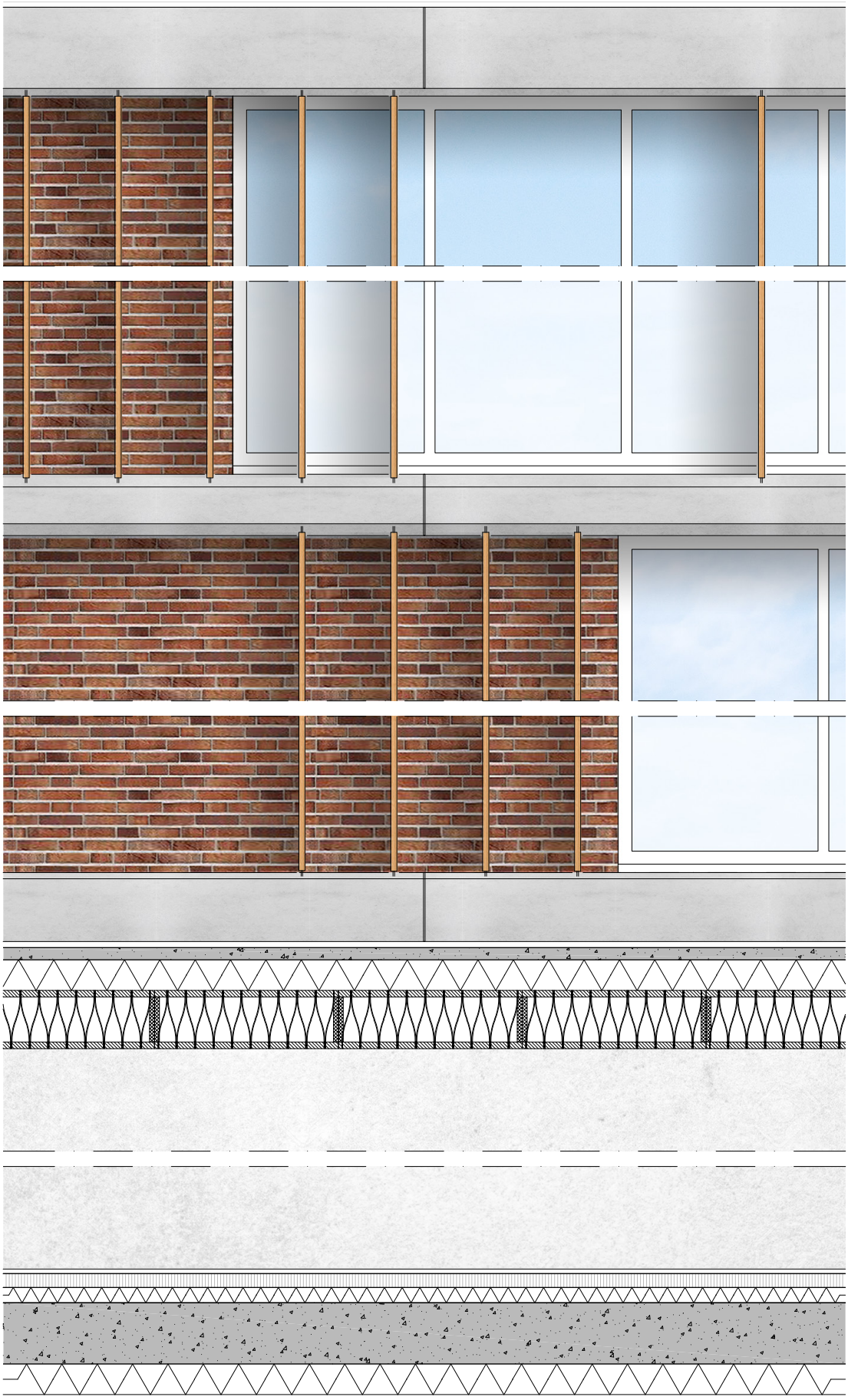
CROSS SECTION

0 20 40 80cm



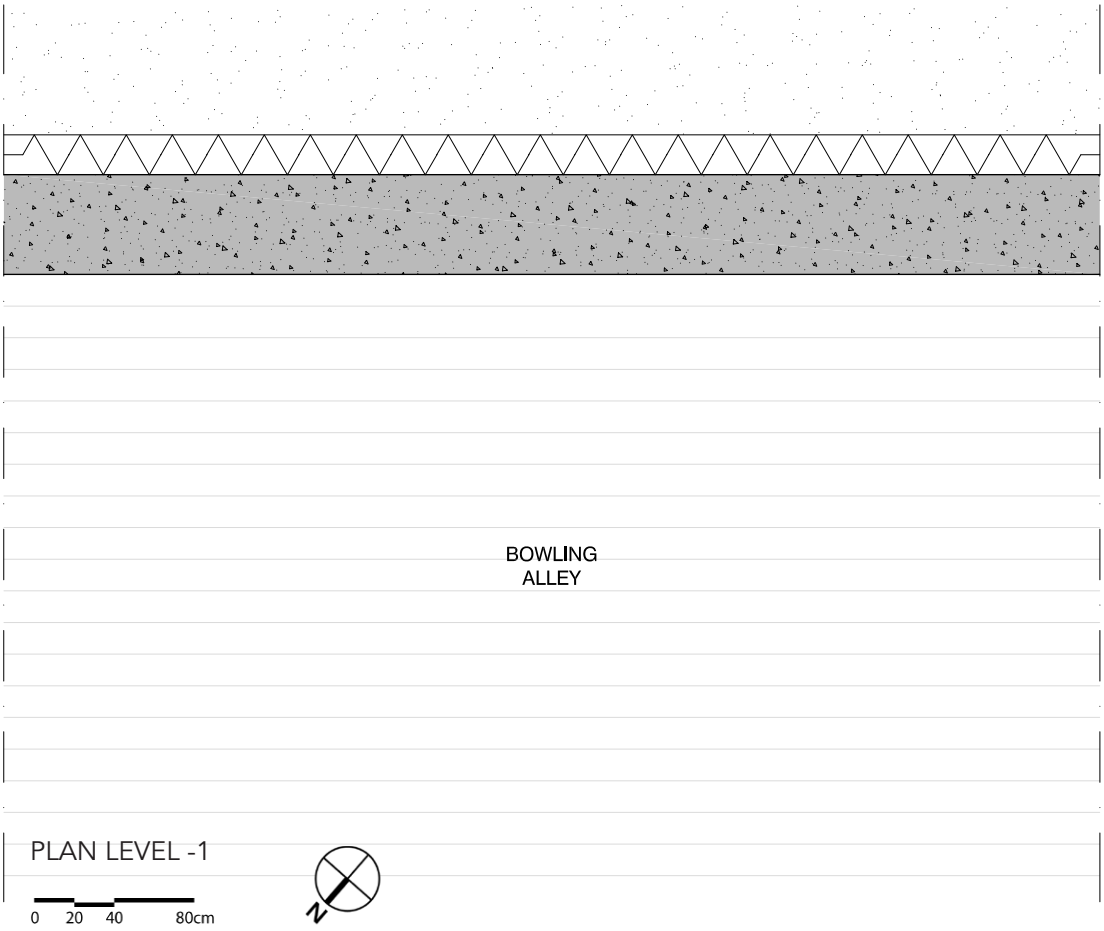
OUTDOOR LONG SECTION

0 20 40 80cm



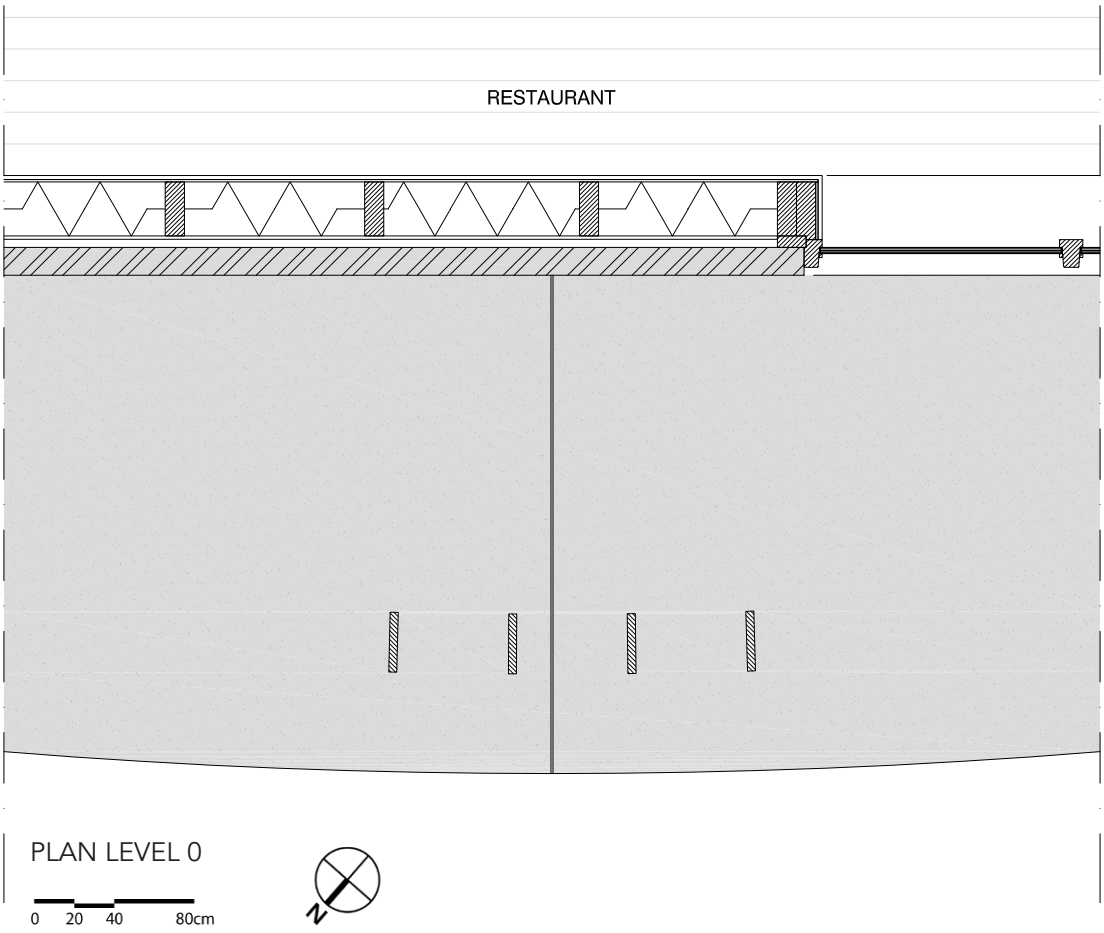
FACADE ELEVATION

0 20 40 80cm



PLAN LEVEL -1

0 20 40 80cm



PLAN LEVEL 0

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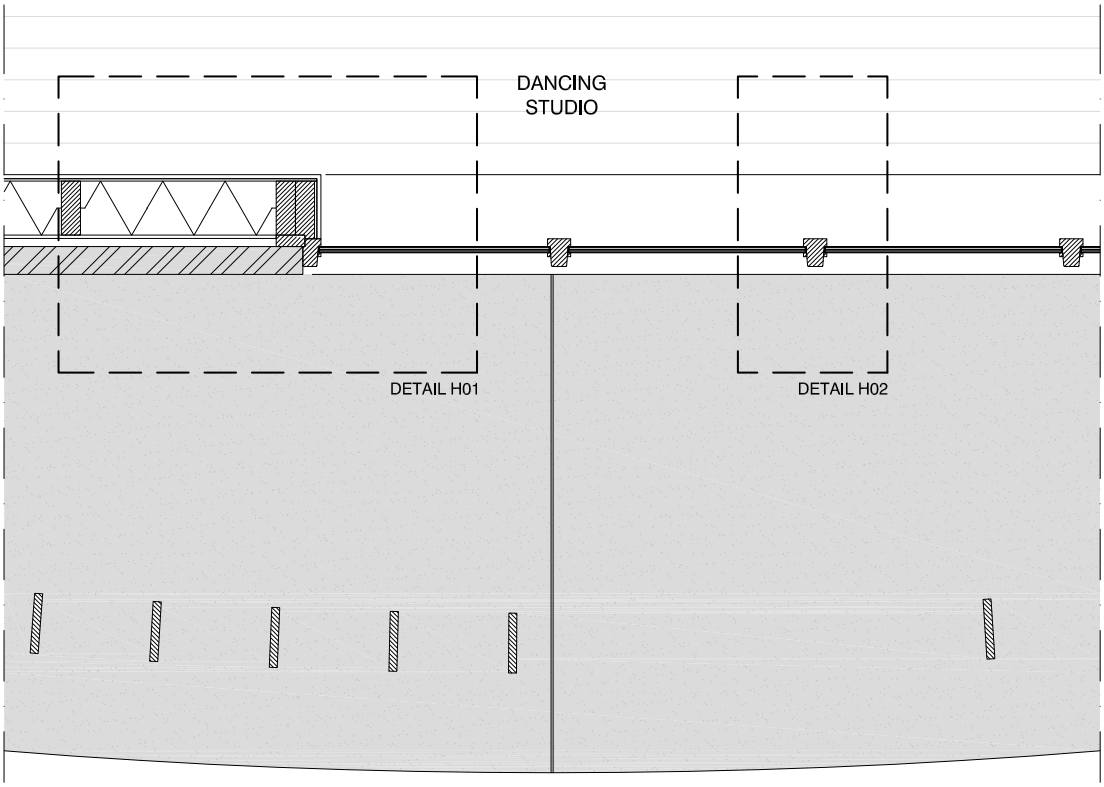
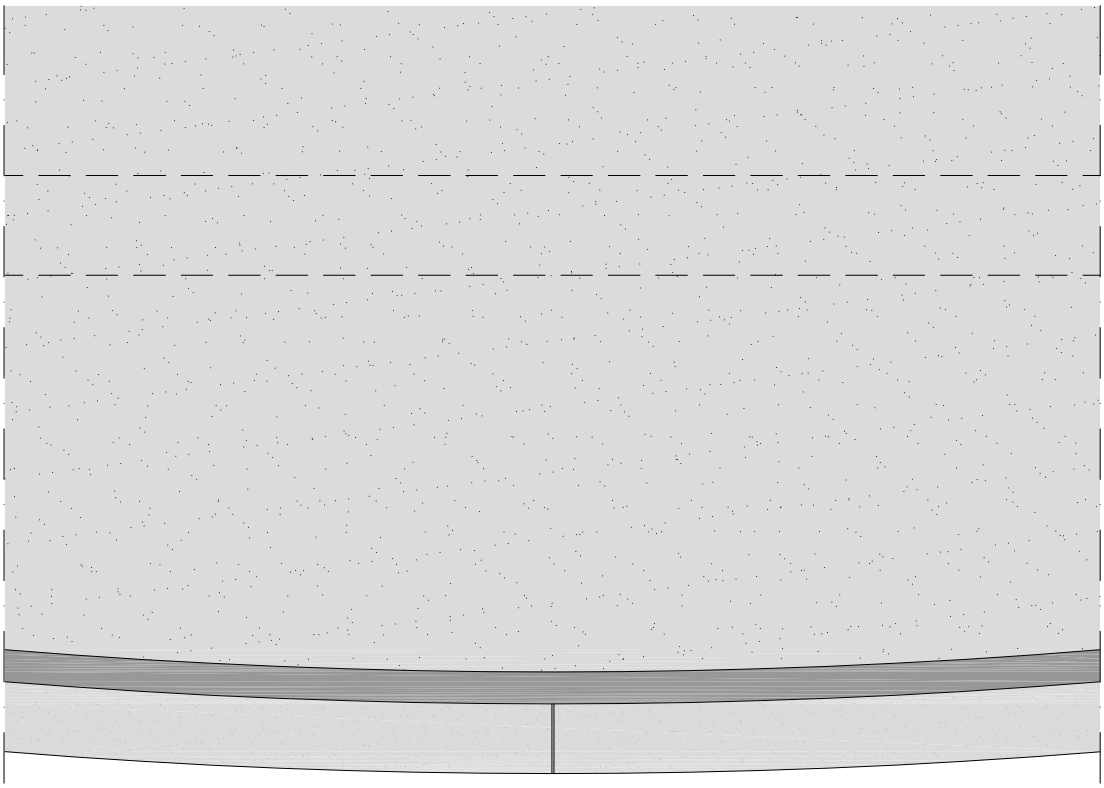


PLAN LEVEL 1

0 20 40 80cm



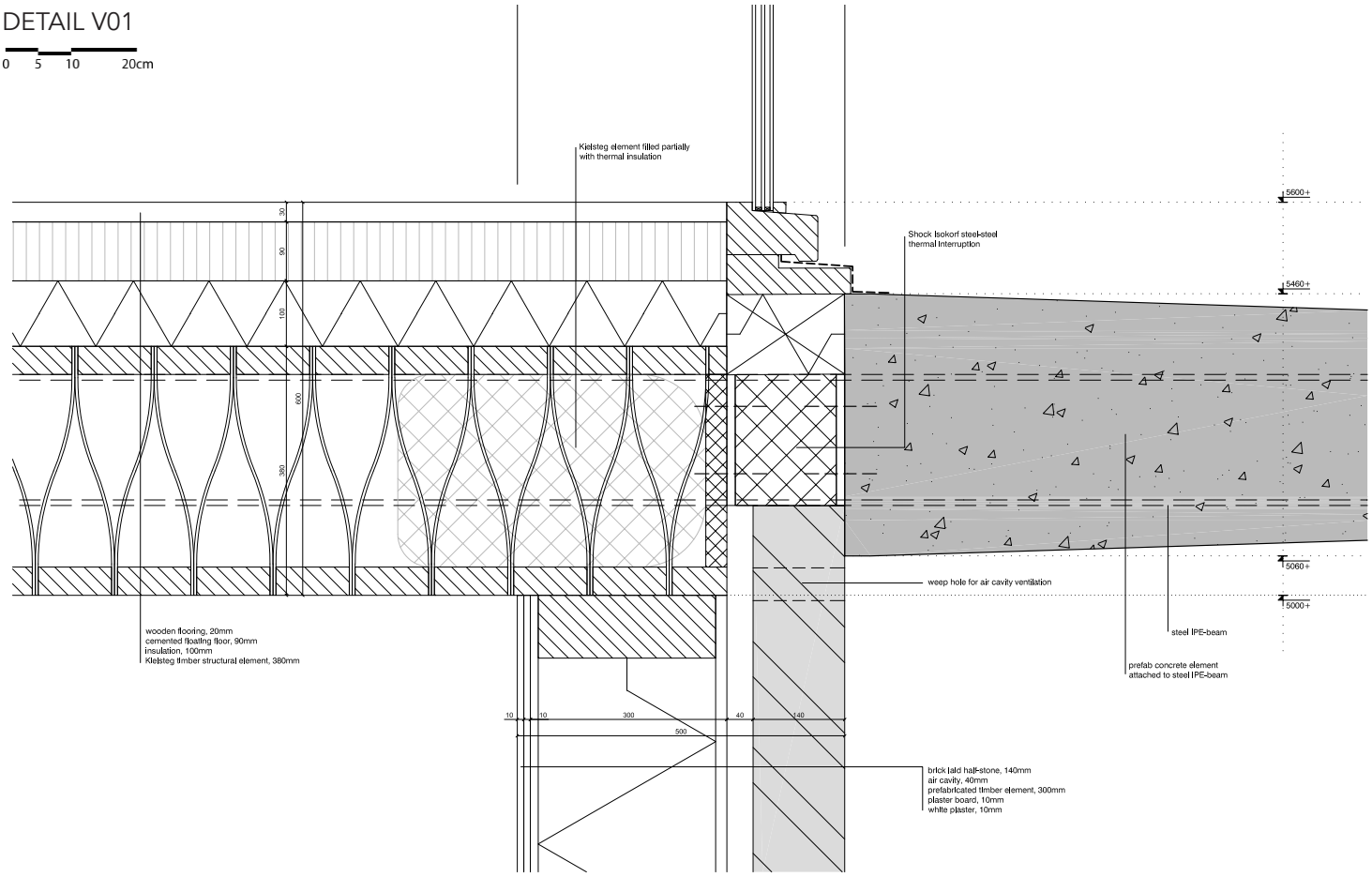
ROOF ELEVATION

0 20 40 80cm

FINAL DESIGN

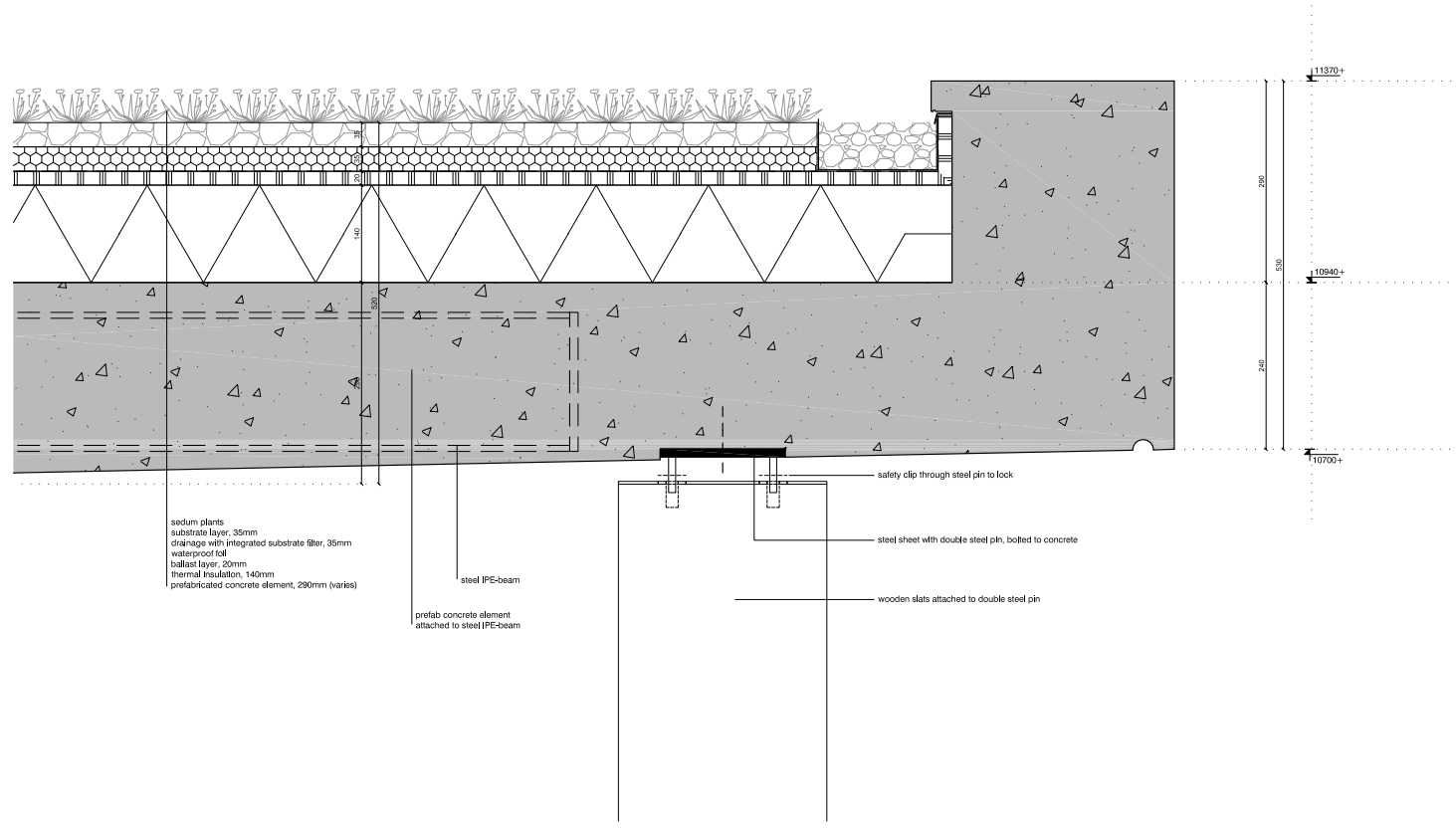
DETAIL V01

0 5 10 20cm



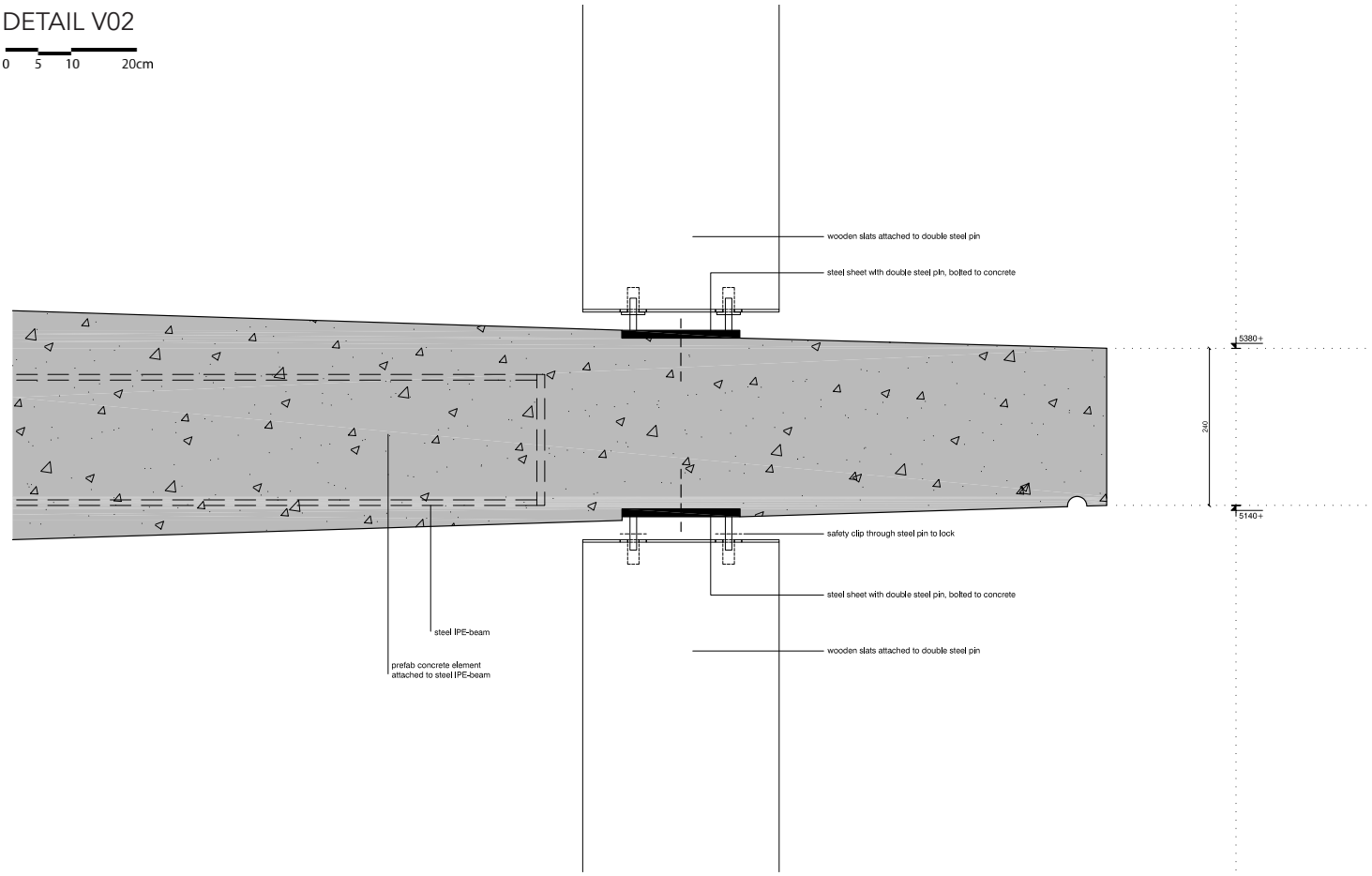
DETAIL V03

0 5 10 20cm



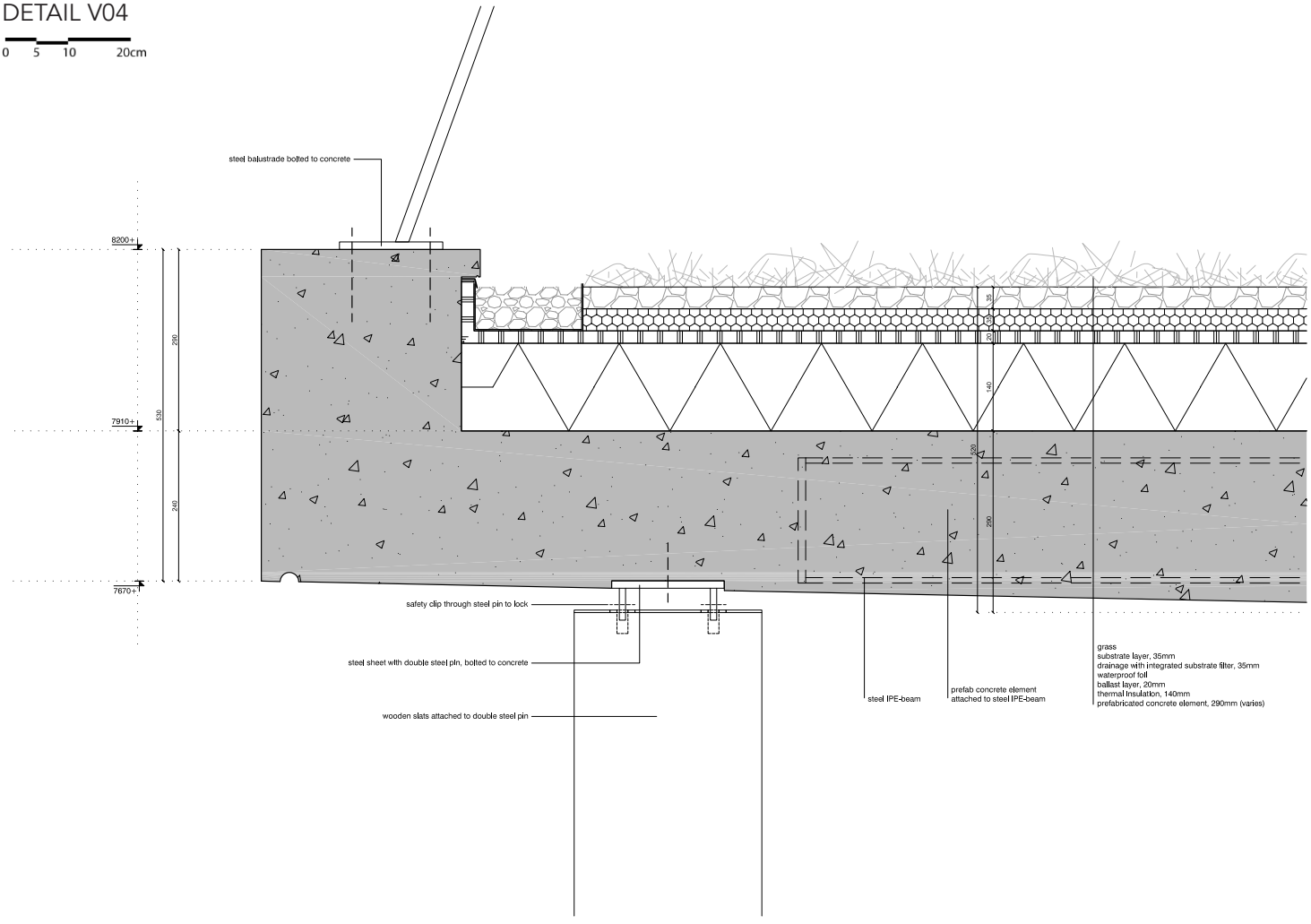
DETAIL V02

0 5 10 20cm



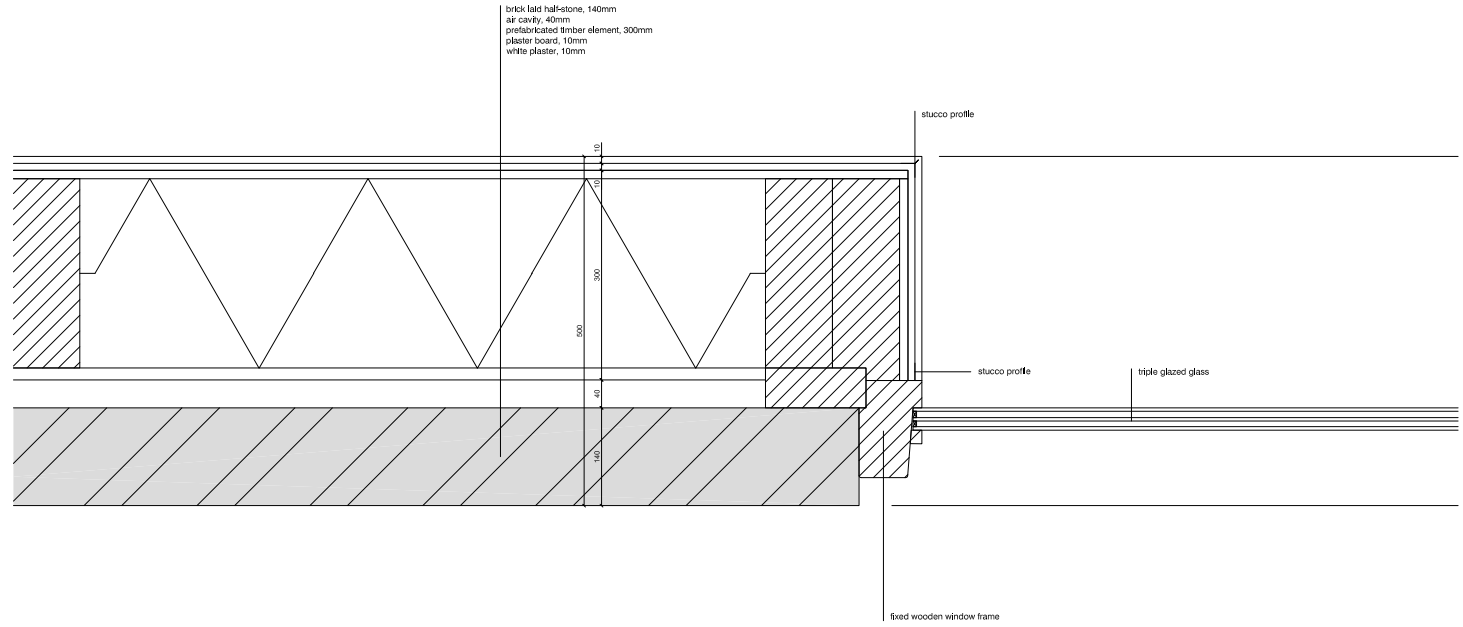
DETAIL V04

0 5 10 20cm



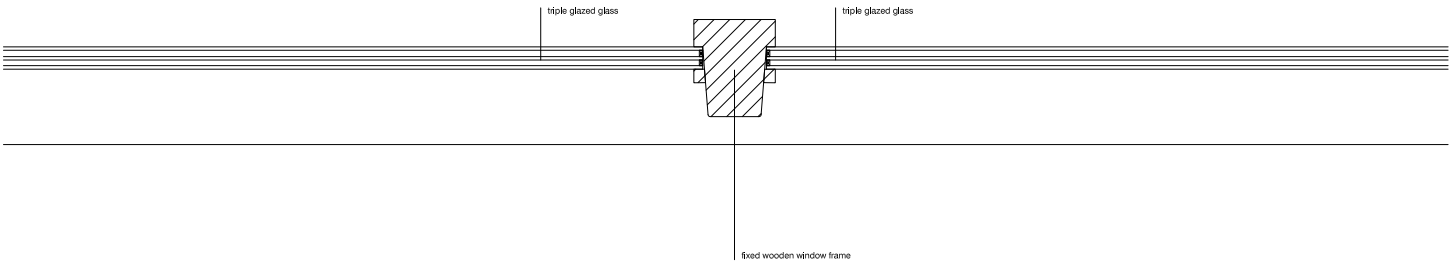
DETAIL H01

0 5 10 20cm



DETAIL H02

0 5 10 20cm



FINAL DESIGN

POSITIONING OF THE PROJECT

The Public Condenser that is presented and developed in this project aims to be a place for local residents to feel welcome and interact with other visitors. As a main aim the goal is to create a project where locals are attracted to visit the Public Condenser and visit its public facilities. The public facilities have a specific goal in mind: meeting and social interaction between locals.

As most public buildings that are developed nowadays are high profile, become nation-wide icons and serve as facilities for whole cities or even countries, this project aims to be a facility for a small area. By creating a place where potential connections can be made in mostly outdoor area's that are 100% public domain, it differentiates itself from the typical project: hopefully inspiring other projects alike.

With this in mind, to reflect back on Binford's principles as mentioned at the start of the project, the project responds to all of his arguments yet does this in a unique way. It is not large scale for whole societies, it is not large scale for entire cities; however, it is a small neighborhood facility for locals, where they feel connected and at home.

APPROACH FROM LEYWEG SHOPPING AREA

FACADE VIEW FROM PLAZA

FACADE VIEW FROM MELIS STOKELAAN

FINAL REFLECTION

RECONNECTING SOCIAL FRAGMENTS INTO AN URBAN HUB

FINAL REFLECTION

Robert Jonkhart – 4805267
Public Building / Graduation Studio Public Condenser: The Hague-Copenhagen

7 May 2020

Starting the studio I was extremely motivated to get going and work on the project. During the initial research phase I found my interest with the social cohesion being extremely low and was immediately triggered to get going on my personal research. After some issues translating my thoughts onto paper, I found my way to get acquainted to the topic and take position with my design.

The design concept that resulted from this individual research and making diagrams was a series of pavilions that was found by comparing pros and cons. In my approach I continued with this idea and worked from there, yet the feedback from the tutors was not so much about the content but more about the vision. Therefore I completely missed a few vital issues with the pavilions that eventually resulted in a retake for the P2. The feedback that I received at P2 was well aimed at the content, and I completely agreed with the key points that were mentioned. Taking a step back towards the vision and diagrams, I restarted with the new feedback in mind and started a new approach from an urban perspective. I used references and made programmatic diagrams that helped me put together the program and the site. This finally resulted in a spatial concept that ticked all the boxes that needed to be ticked. The P2 retake went well with positive feedback and a few points of attention. After a rough start, I was finally at a point where the approach resulted in a proper design concept.

From the P2 onwards the next step was to fit the program into the mass and create facades and sections that inherit the earlier laid out vision. This is where my approach messed up. I spent countless hours and weeks of work by attempting to create a mass and fit the program inside the mass (whilst complying with the urban- and programmatic findings). The result was countless of versions of the same and the same, until I realized that there was a problem somewhere, which wasn't going to be solved by making a different iteration of the same thing. By once again taking a big step back, back towards the P2 and re-evaluating my steps I found the issue was mainly in my order of doing things. Whilst the tutors were pushing for developing a mass and then fitting the program inside, I found that I would rather have to do it the other way around and making a spatial layout for the program and then shaping the mass around it, to later shift and adjust the mass to fit the site layout. Doing this finally resulted in a concept design that works extremely well (in my opinion). One issue: there was only two weeks left for P3.

Unfortunately, at this point the corona-crisis started. A small blessing in disguise for me was that the P3 presentation was moved one week further, which gave me the time to further develop my concept. By working 12 hours a day, every single day since developing the concept that I was happy with, and after a few Skype video-calls with tutors that gave me good

feedback, I could finish almost all the P3 products to my likings. During this process I realized that most of the feedback that is given by the tutors is not always content-specific but rather is supposed to make you think about your decisions and look at it from different perspectives. In the process I made so many variants of the same thing, that the feedback only steered me in the wrong direction since I misinterpreted it, only to realize what it meant days or weeks later. For this reason my initial thought about the designing of the project was that it was extremely difficult, but now that I have a good concept going and know what I am doing it has become much easier and more fun to do.

The time that it takes varies a lot for me. Especially in the week before P1/P2/P3/P4 it takes a lot of time to get things presented on a professional level that you are happy with. During the tutoring weeks maybe one week I will only spend 30 hours working on the project and be happy with my decisions, yet other weeks I can spend as much as 80 hours during the week and still not be happy with the outcome. A big issue that I found with this is how the tutoring moments require you to have something to show. It forces you to make decisions and continue with them, otherwise you end up being behind on your schedule. Forcing these decisions doesn't always result in the best decision, which results in even more time that needs to be spent on changing essentials parts of the design. Due to this there were definitely times that I was not satisfied with my project yet still had to continue, at which point I lost almost all the fun I had doing it. On the other hand, by continuing and to keep working on it I found my way and ended up with something that I was satisfied with; returning the fun and joy I have.

One of the main aspects that should be included in the Public Condenser has its regards to multiplicity in architecture. Together with sustainability, these are two topics that I have had extremely difficulty with to incorporate into my design. However, I acknowledge its importance in public buildings and explored its meaning through research, to eventually experiment with possibilities and the design; resulting into it being incorporated in my design proposal. It opened a bigger perspective for me, showing me how architecture and design can have a leading role on global issues. Not only on a local scale, by designing a social catalyst for a community, but also on a societal and environmental scale. Context has always been one of the most important aspects to architectural design, yet I found that context has a lot more variety to it rather than just the sites location. This project incorporates these different contexts throughout different scales, illustrating a design that hopefully becomes an inspiration for future designs to come.

In conclusion, the list of things that I've learned by doing this project seems to have no end to it. The most important aspect, that is applicable to any of these things, is that by doing research on relevant topics (no matter how small they may seem at first) you are provided with a theoretical background that you keep in mind during the experimental phase of your design. Together with practical knowledge, a design will come together and start becoming an inclusive whole. Even though I had issues finding my way with the studio's approach at first, my way of approaching the project has completely changed from the start of the first semester. I have found how to take my position, use the provided feedback and tools, and evaluate my decisions, resulting in a design that fits the studio assignment.

Reconnecting Social Fragments into an Urban Hub

Robert Jonkhart - 4805267
Delft University of Technology