

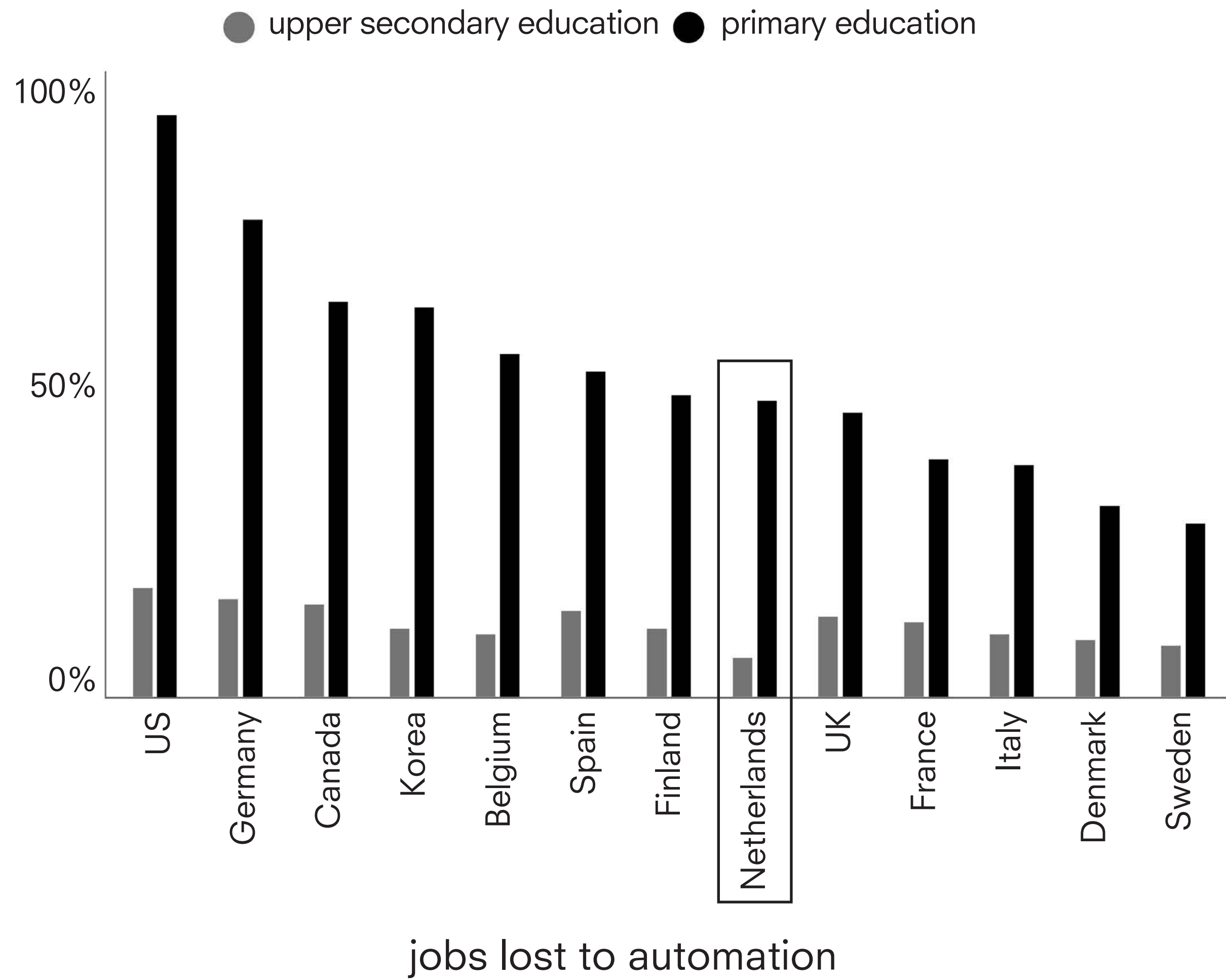
The Nieuwe Meer Arena

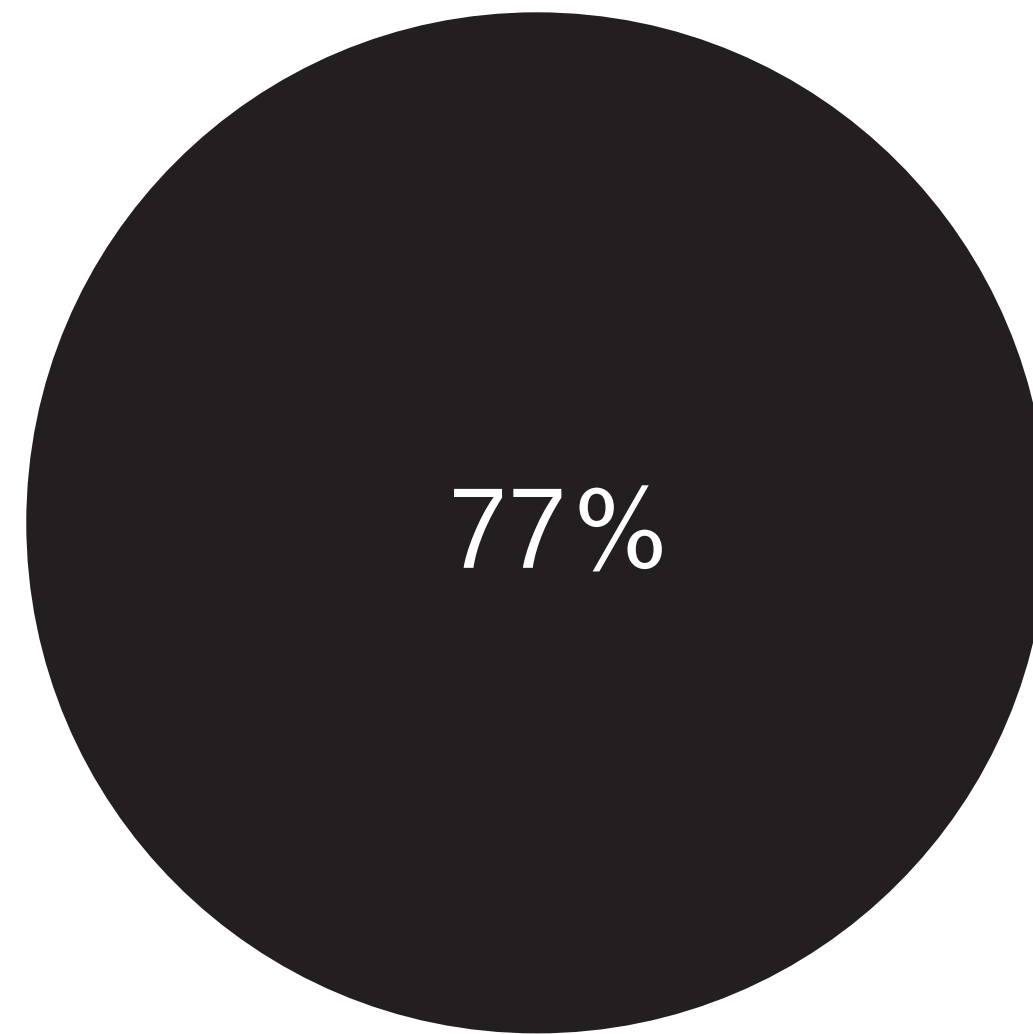
CHRISTIAAN FRANKIN

FASCINATION

2050





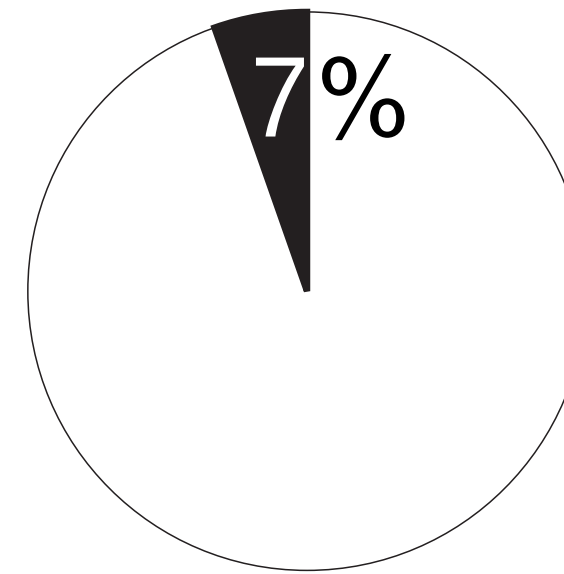
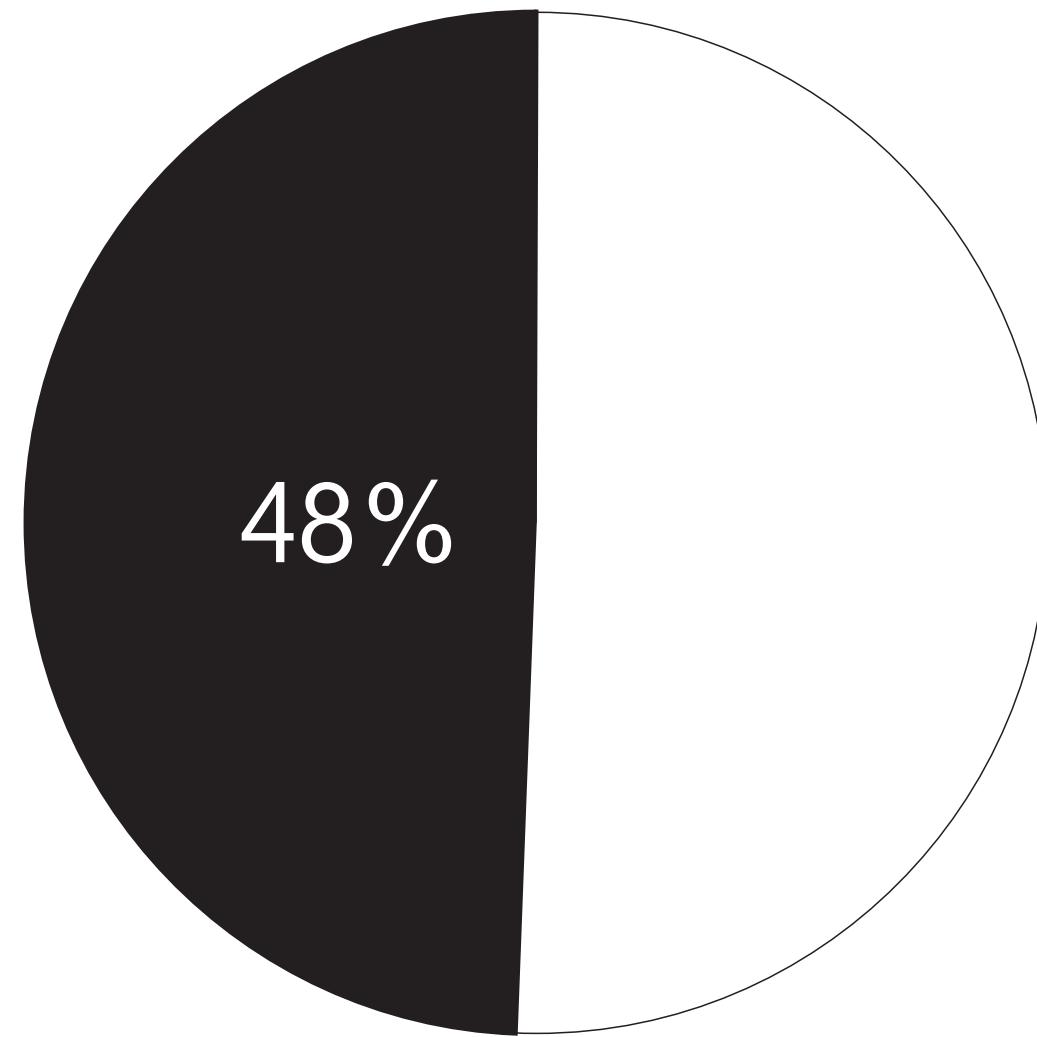


below university educated

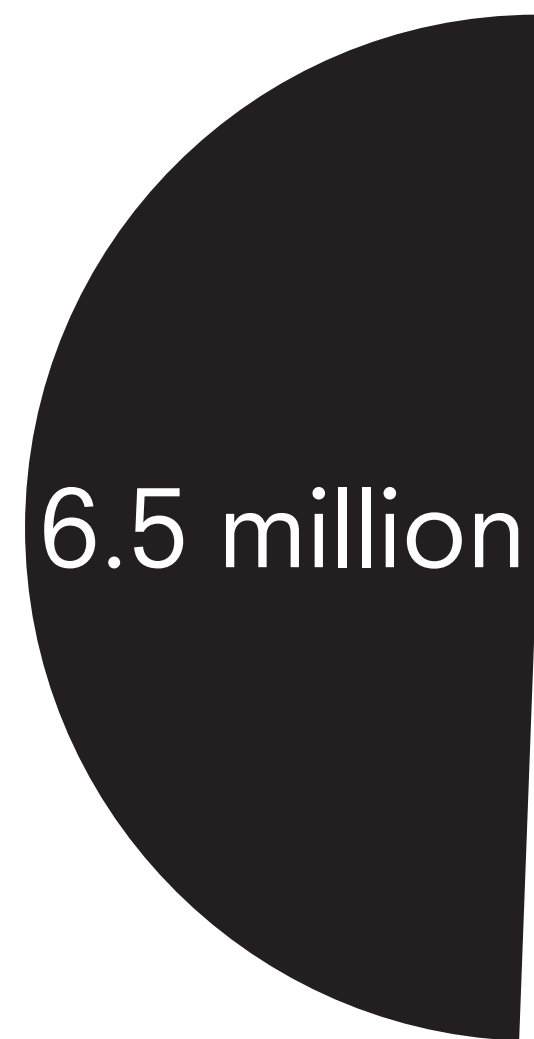


university educated

susceptibility to automation



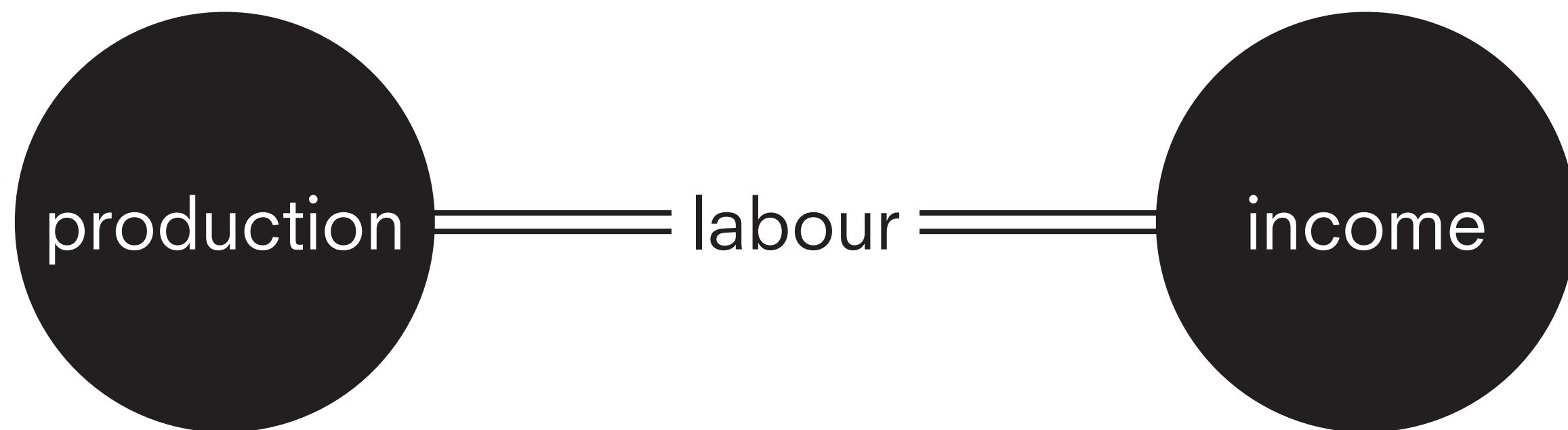
susceptibility to automation



effectively functioning outside the market

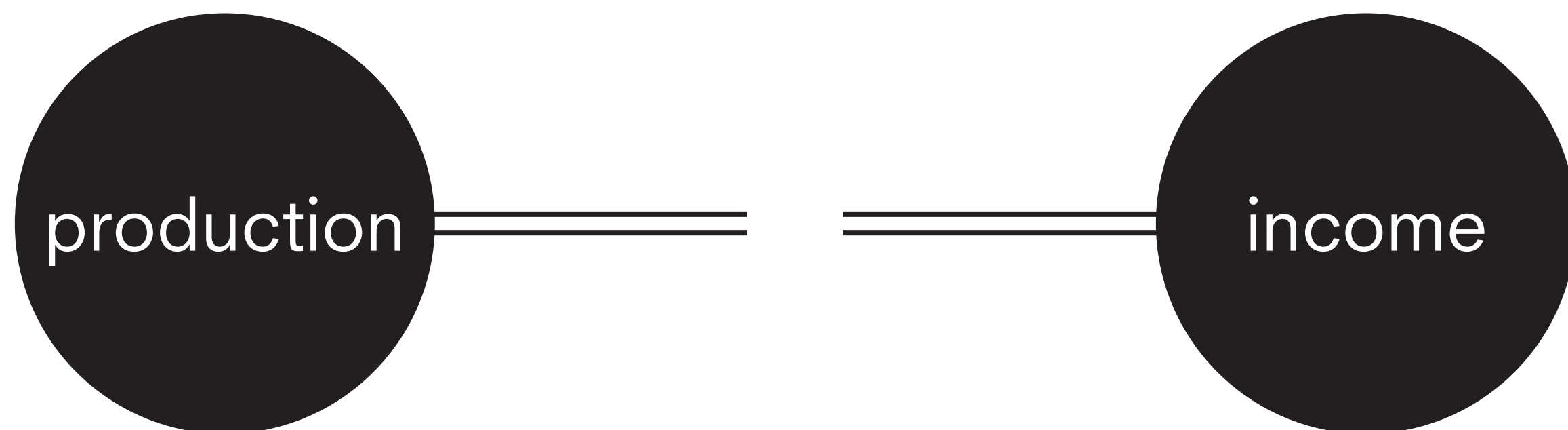
LIMITED INCOME
FEW OPPORTUNITIES
EXCESS OF FREE TIME

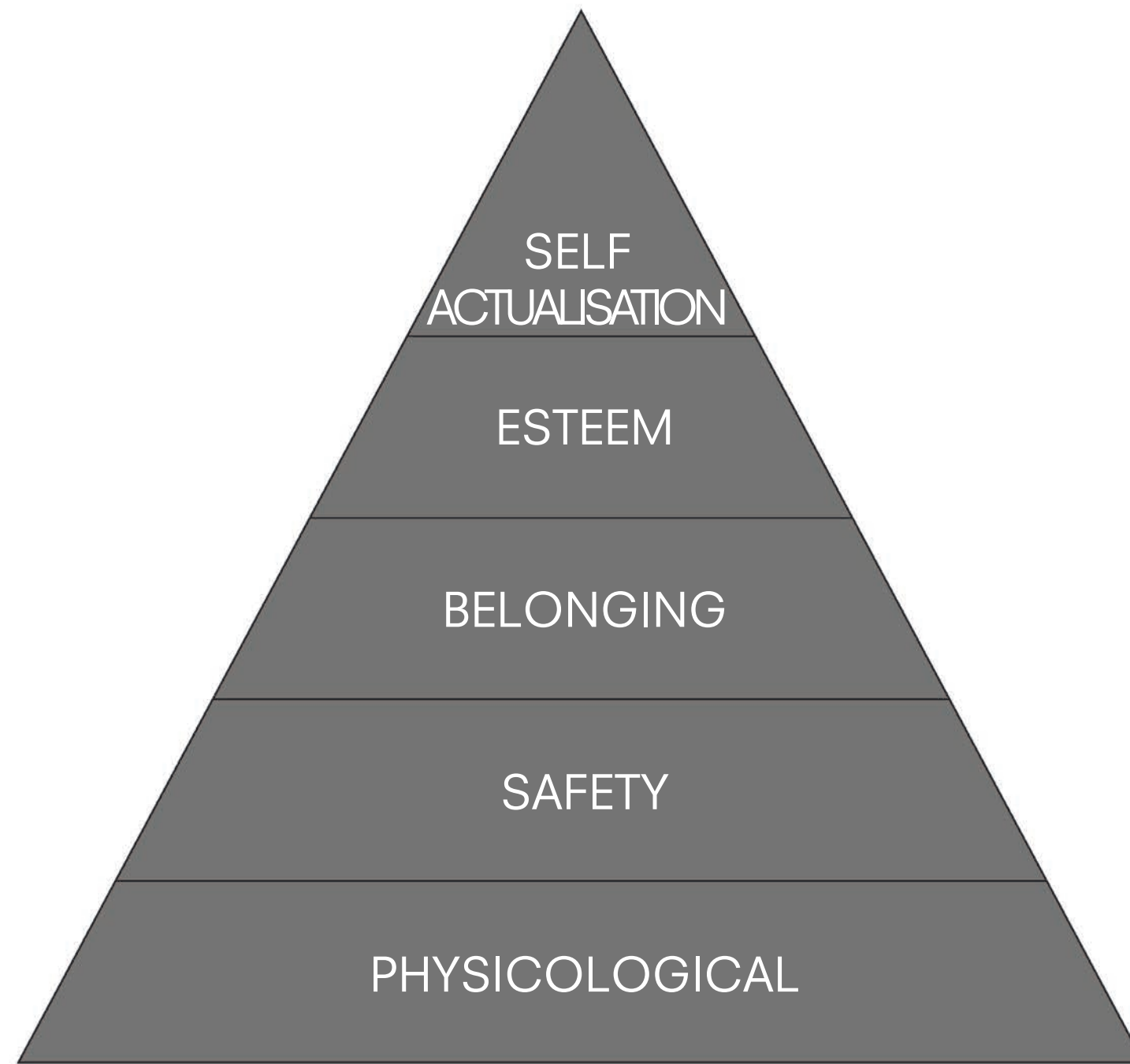




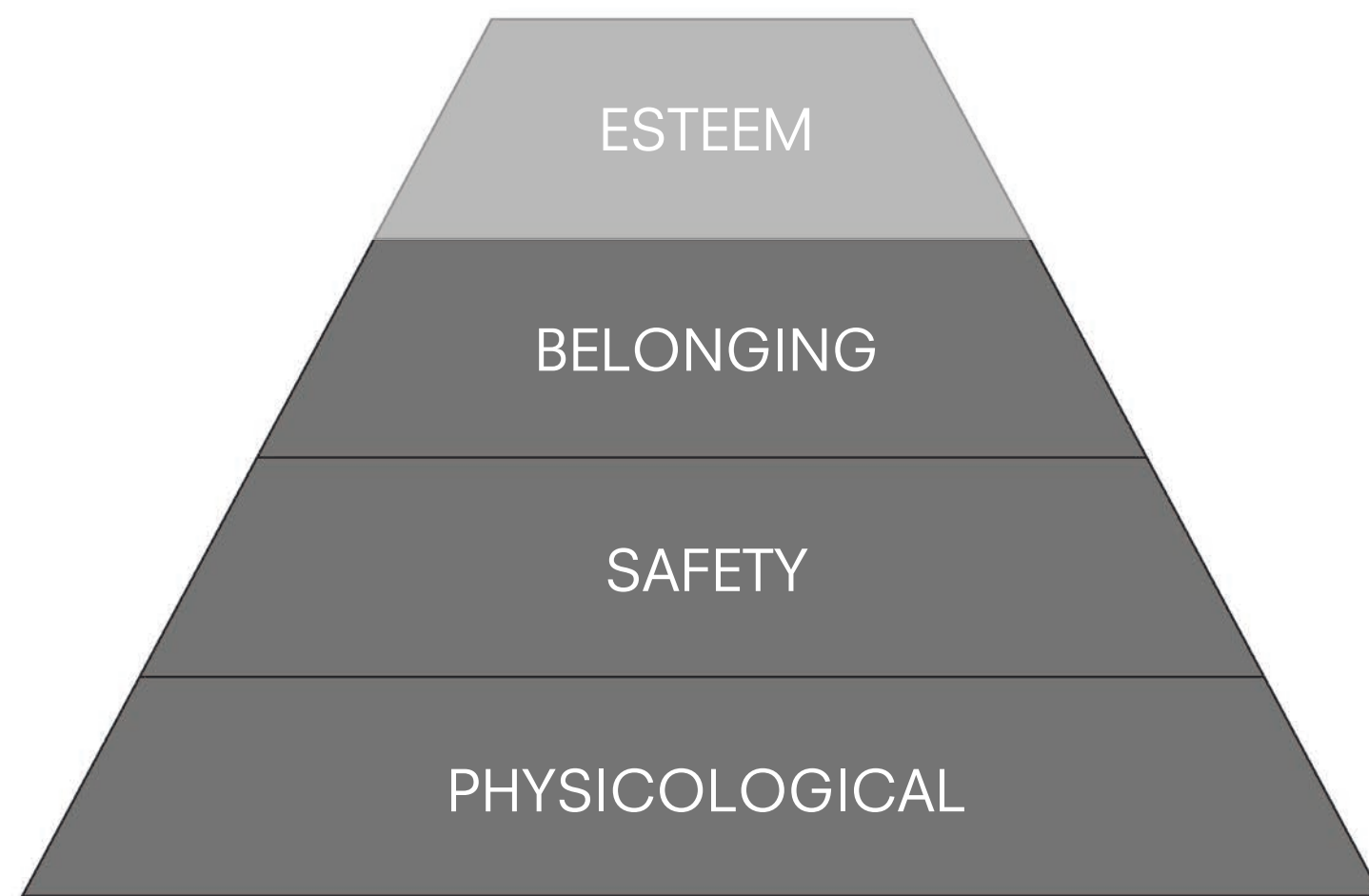
allocates resources and opportunities

gives structure and fulfillment





fulfilment through competition
in career and job market

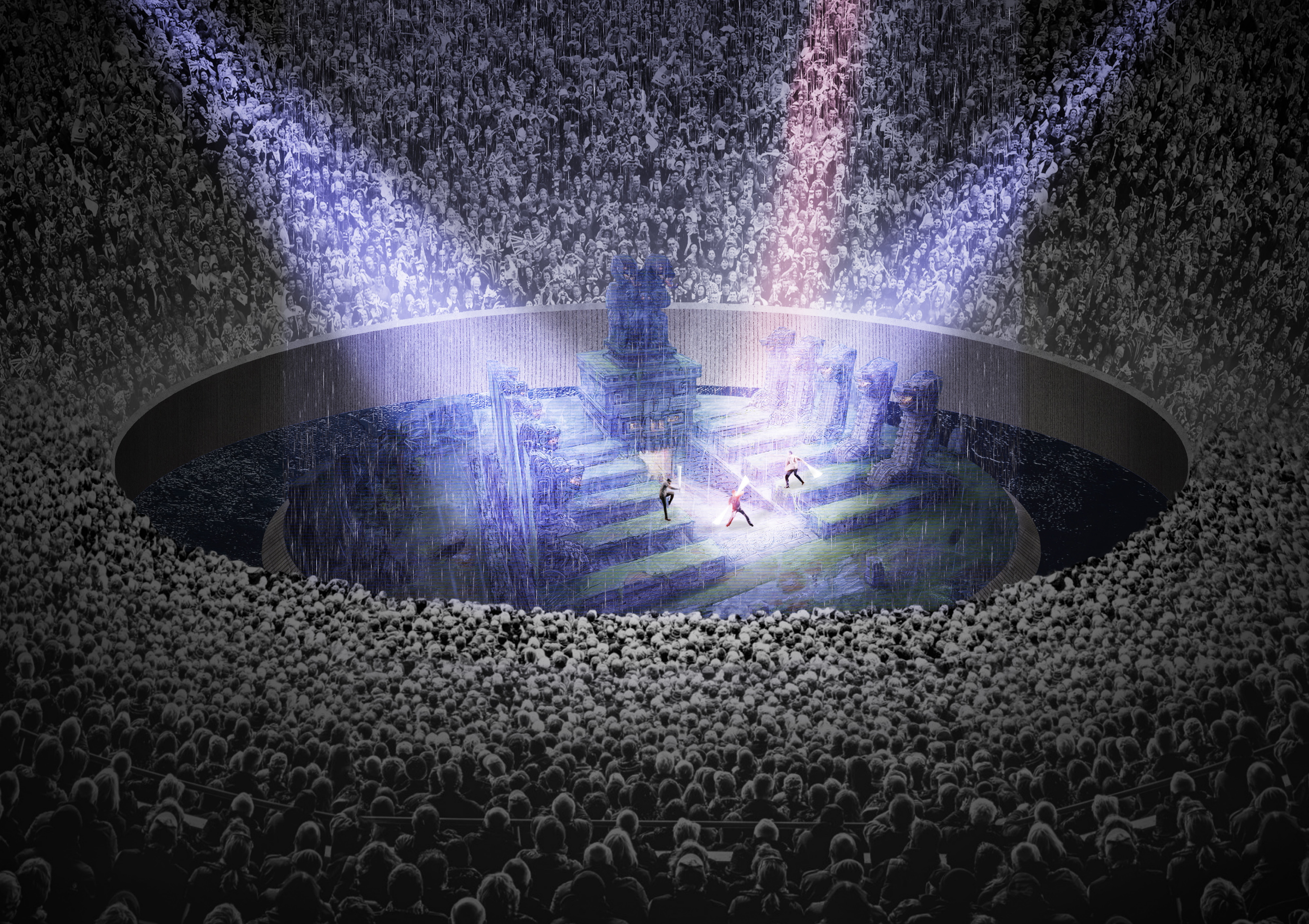


loss of means of attaining self actualisation

PEOPLE NEED AN ASPECT OF COMPETITION
TO ATTAIN SELF ACTUALISATION



NEED FOR ALTERNATIVE SOURCES OF
FULFILLMENT



GAMES AS ARBITRARY CONFLICT



spectacle

basic entertainment
and leisure

GAMES AS ARBITRARY CONFLICT

```
graph TD; A[GAMES AS ARBITRARY CONFLICT] --> B(spectacle); A --> C(pride); B --> D[creation of an us vs them mentality]; C --> D;
```

spectacle

pride

creation of an
us vs them mentality

GAMES AS ARBITRARY CONFLICT

```
graph TD; A[GAMES AS ARBITRARY CONFLICT] --> B(spectacle); A --> C(pride); A --> D(catharsis); D --> E[resolution of conflict at final whistle]
```

spectacle

pride

catharsis

resolution of
conflict at final
whistle

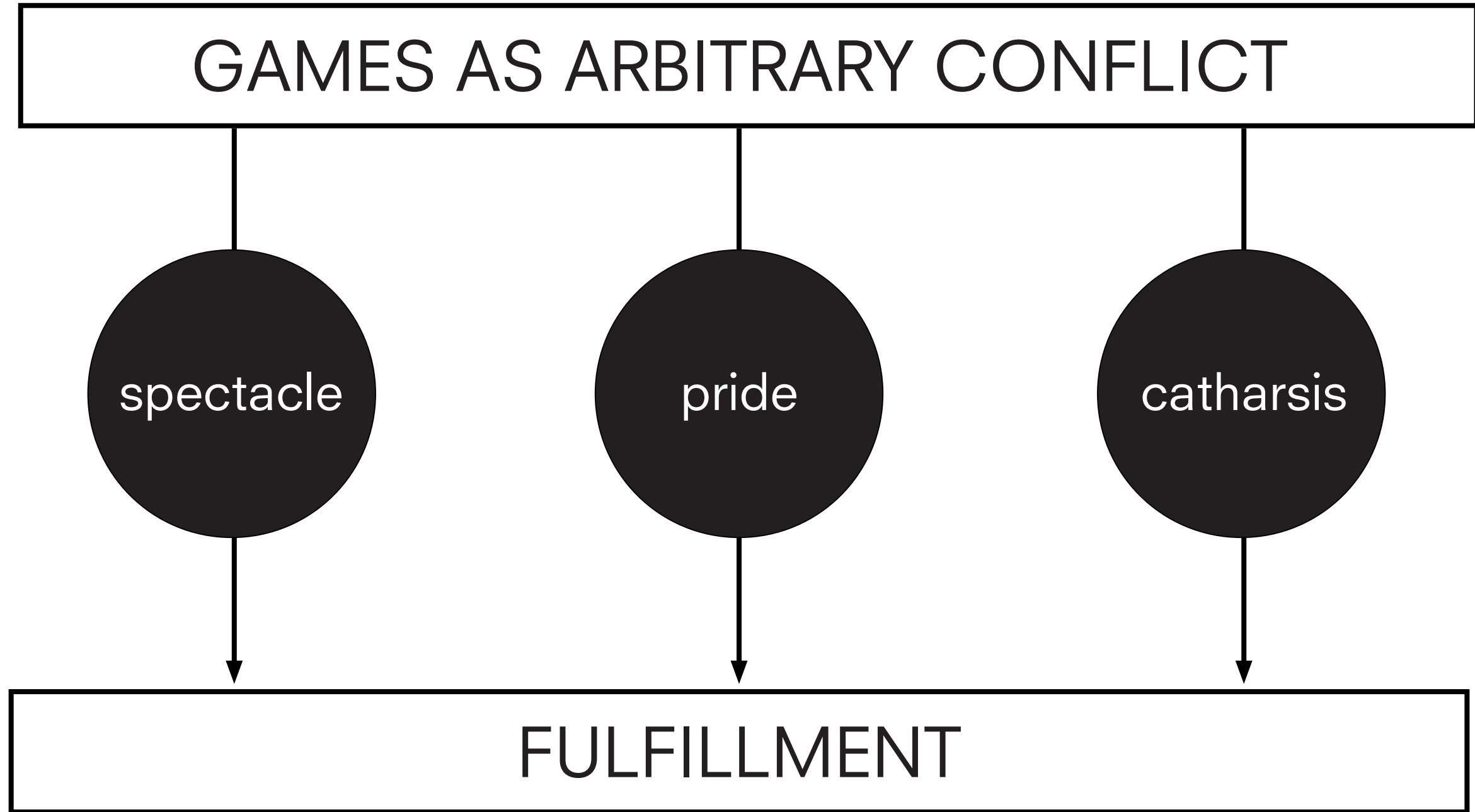
GAMES AS ARBITRARY CONFLICT

spectacle

pride

catharsis

FULFILLMENT



GAMES AS ARBITRARY CONFLICT

spectacle

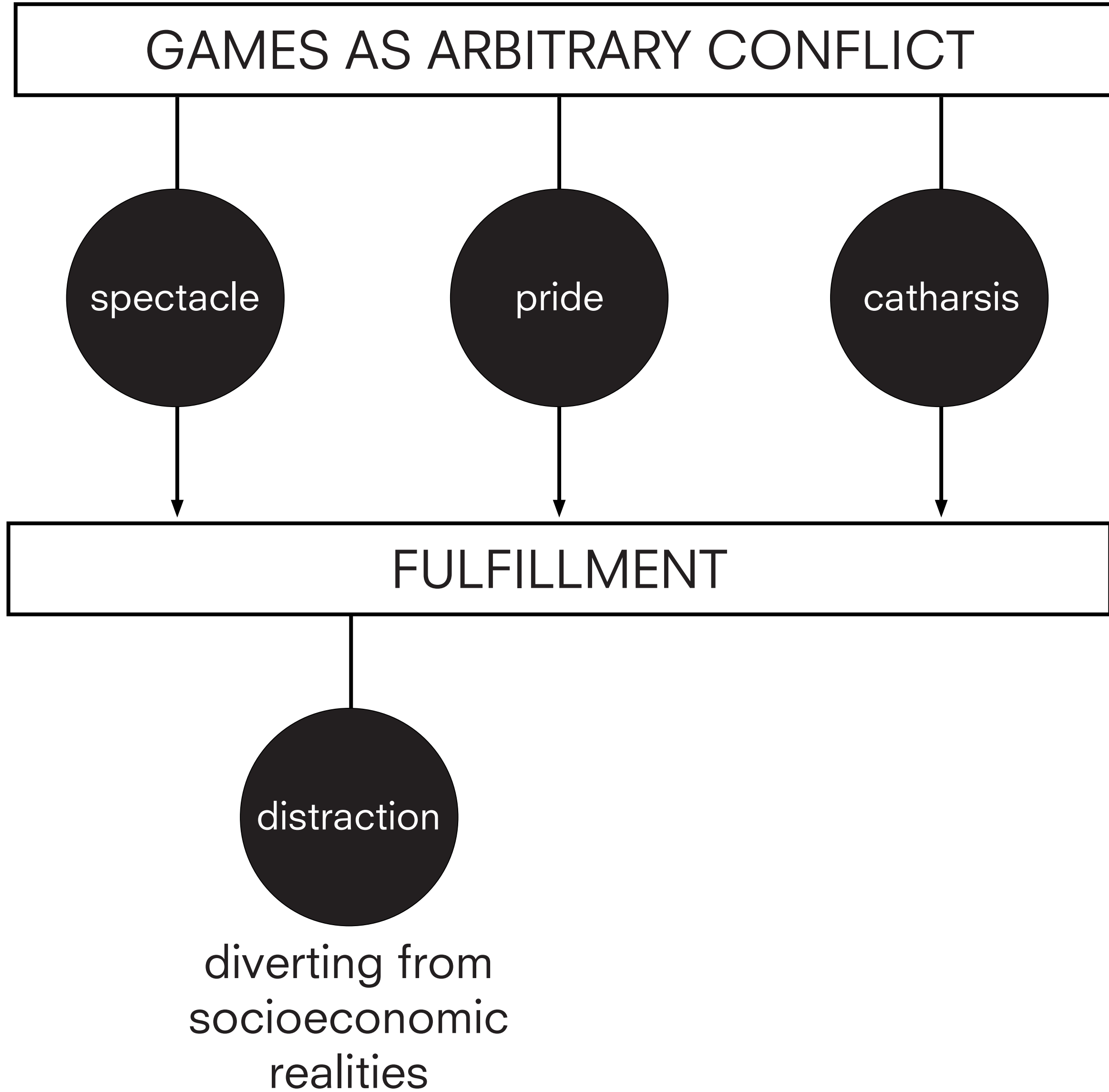
pride

catharsis

FULFILLMENT

distraction

diverting from
socioeconomic
realities



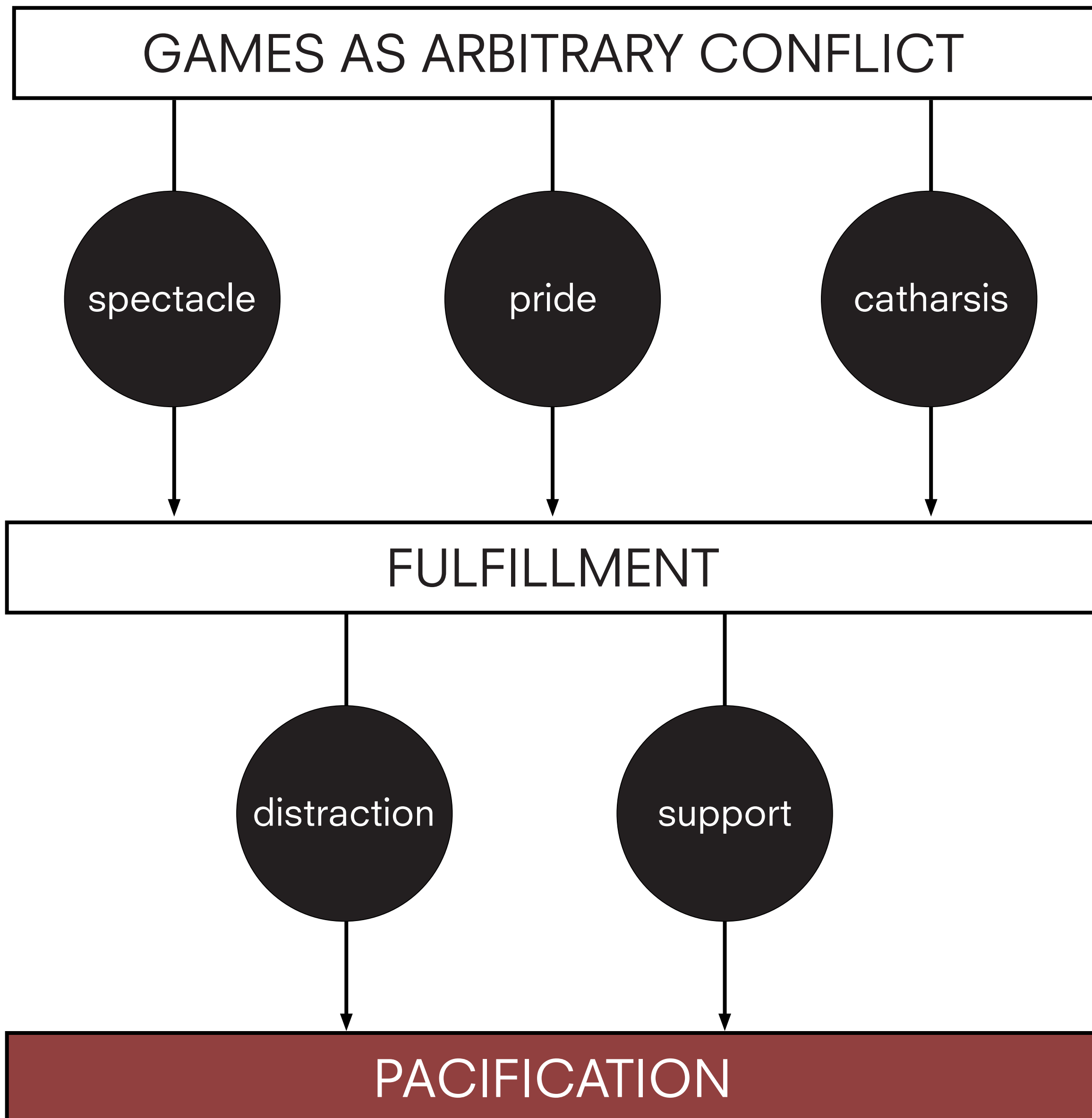
GAMES AS ARBITRARY CONFLICT



FULFILLMENT



for the provider of
social welfare



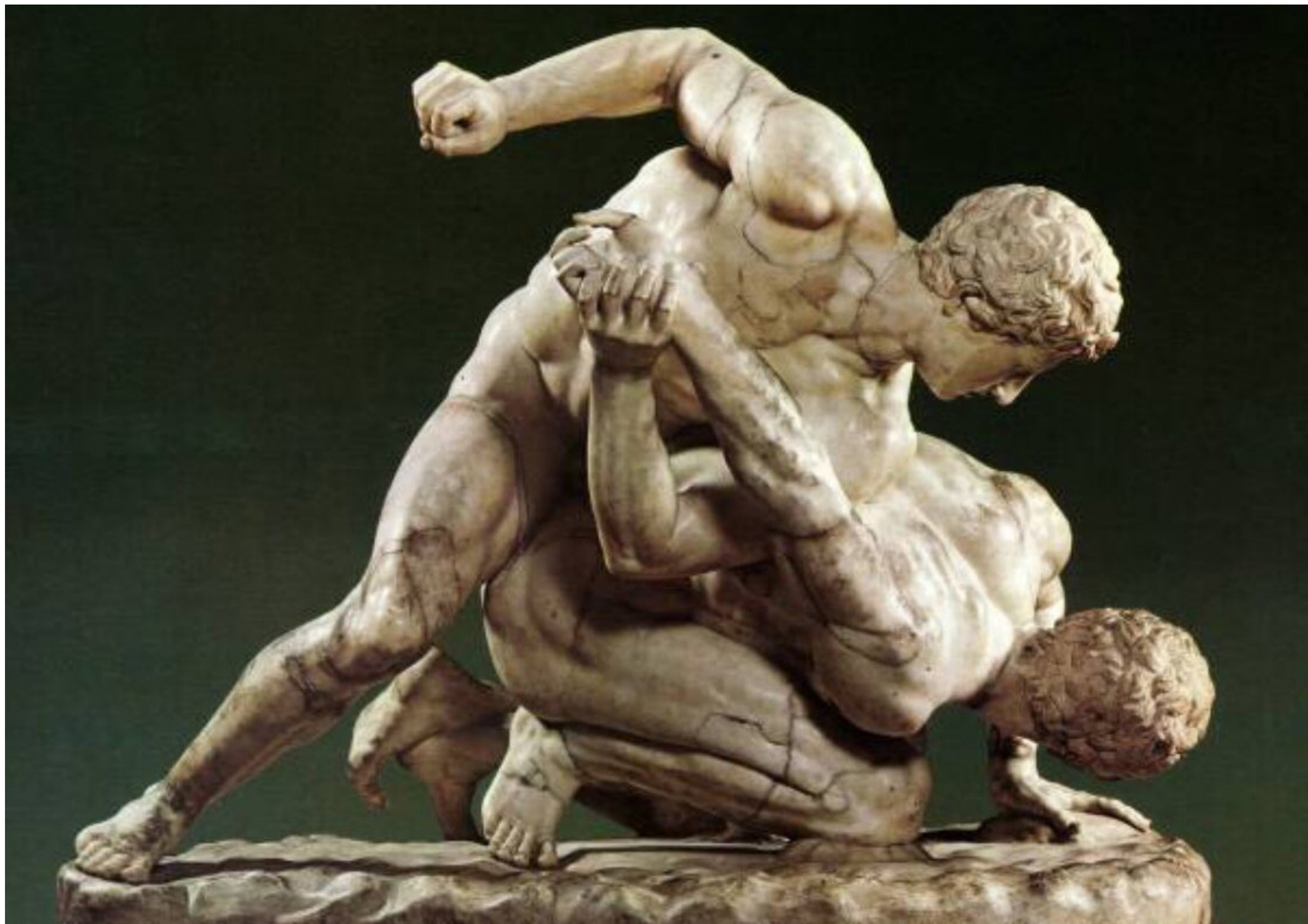
COMPETITION PROVIDED THROUGH GAMES WILL
INCREASINGLY BECOME A PART OF EVERYDAY LIFE AND
A SIGNIFICANT TOOL TOWARDS SELF ACTUALISATION

The background of the slide is a large, dense crowd of people, likely spectators at a sporting event, filling a stadium. In the center of the crowd, there is a circular area that appears to be a field or a stage. On this field, there is a large, ornate statue or monument in the center, and several smaller structures or pillars around it. A few small figures of people are visible on the field, suggesting a game or performance is taking place. The overall image has a reddish-brown tint.

RESEARCH QUESTION:

HOW WILL GAMES BE USED IN THE
FUTURE TO PROVIDE FULFILMENT
AND PACIFICATION?

GAMES THROUGHOUT HISTORY



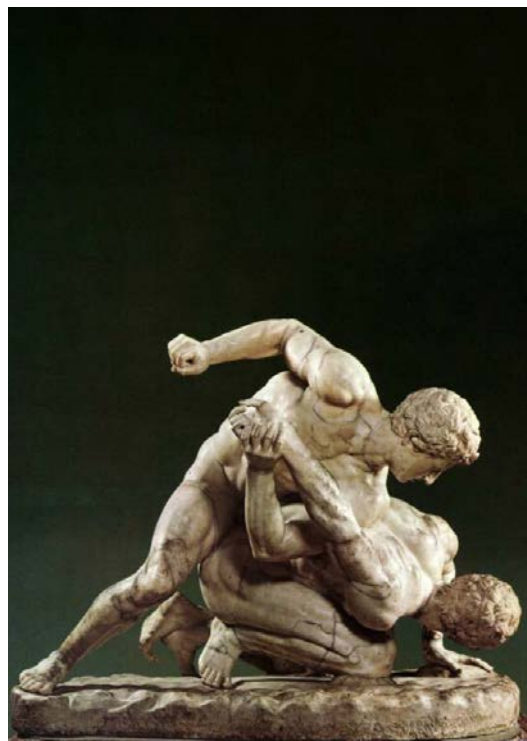








200 BC



Display of physical strength
Religion

300 AD



Display of military ability
Social

1400



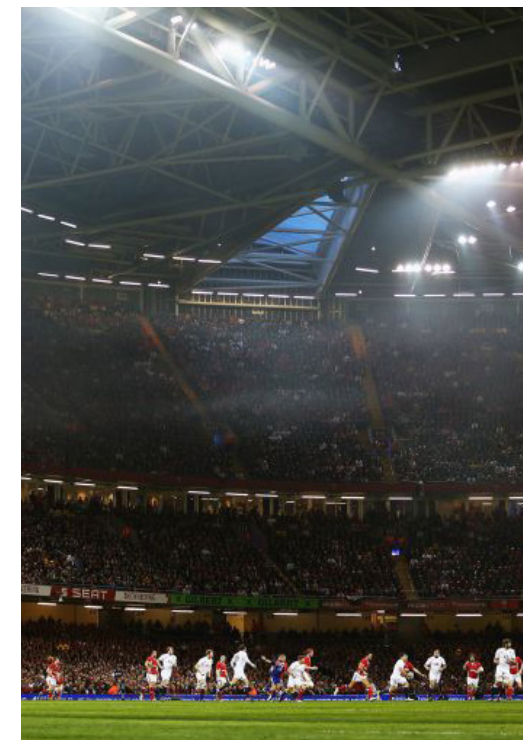
Abstraction
Status

1930



Mass spectatorship
Nationalism

today



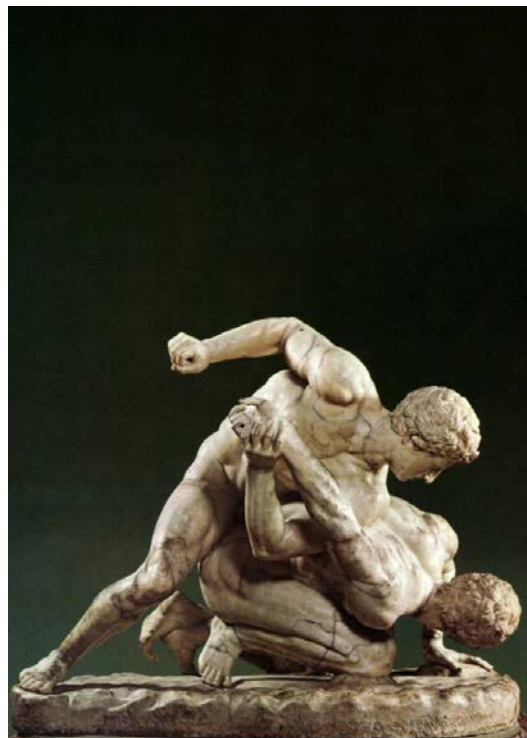
Commercialization
Economics

2050



Mass distraction
Control

200 BC



Display of physical strength
Religion

300 AD



Display of military ability
Social

1400



Abstraction
Status

1930



Mass spectatorship
Nationalism

today

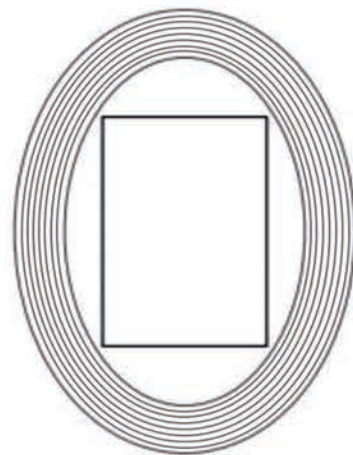
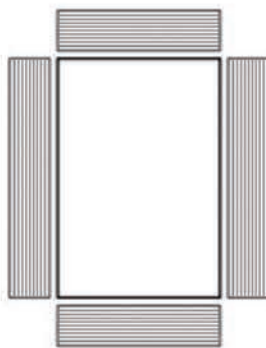
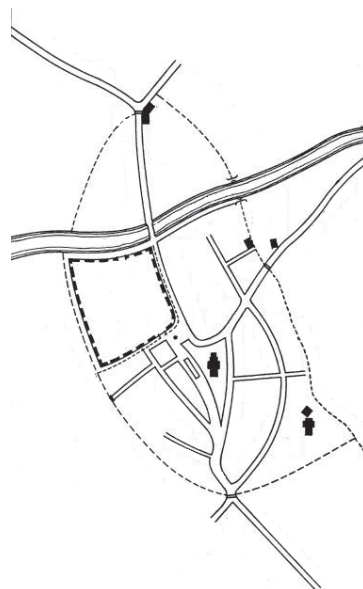
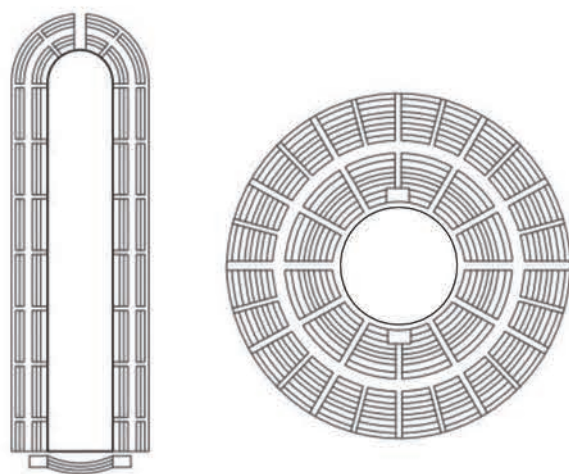
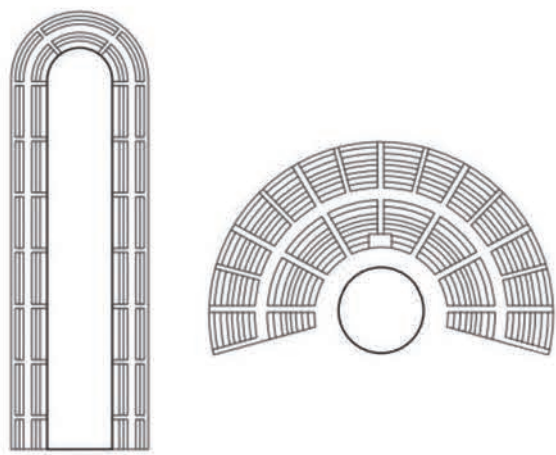


Commercialization
Economics

2050



Mass distraction
Control

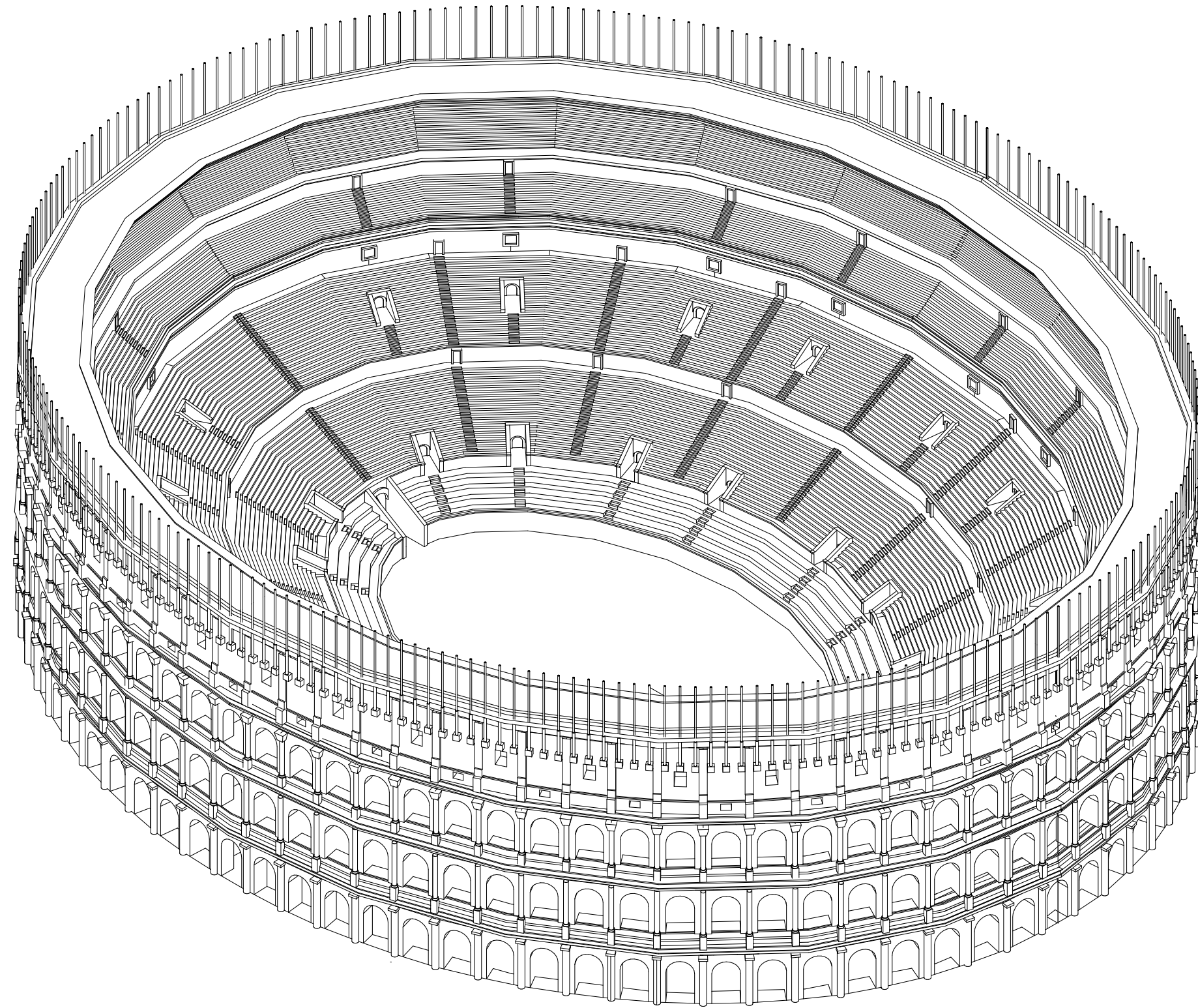


AMBITION

to design a **future arena** for **pacification and fullfilment**,
facilitating **captivating** and **engrossing**
entertainment for the masses

TYPOLOGY

typology - ampitheater

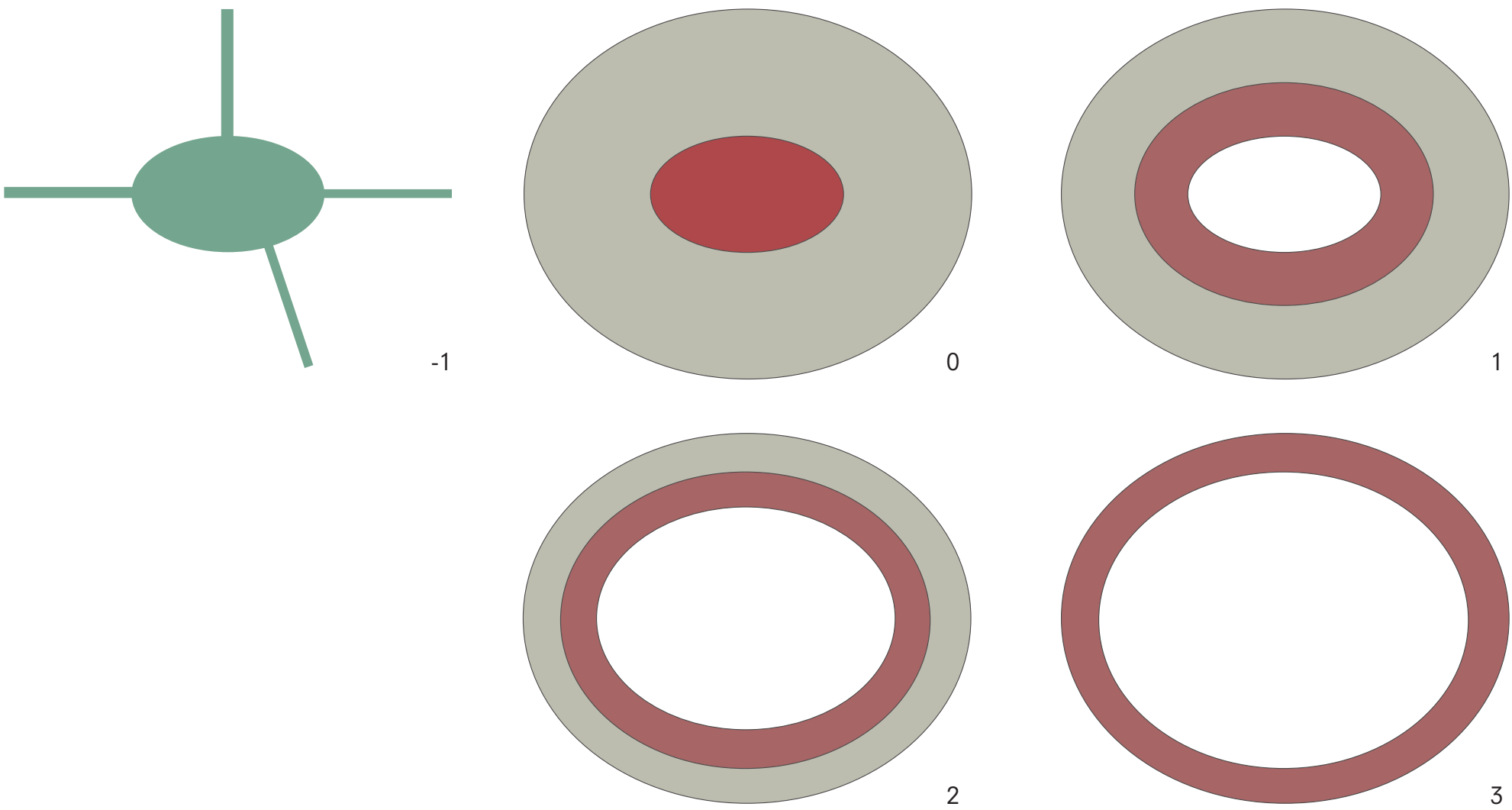


Flavian Ampitheater

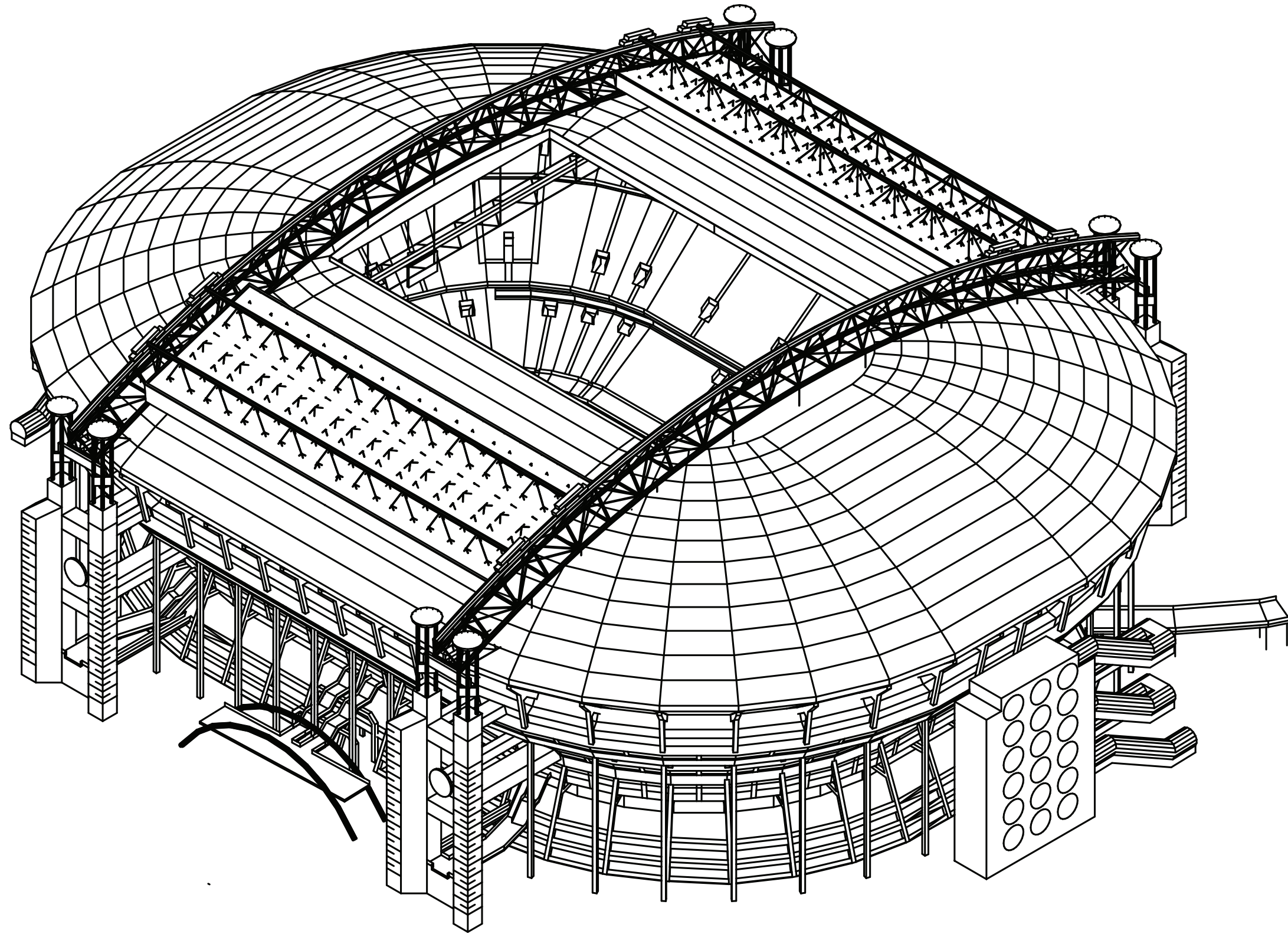
Rome - 82 A.D.

52,400m² - Capacity: 55,000

program - ampitheater

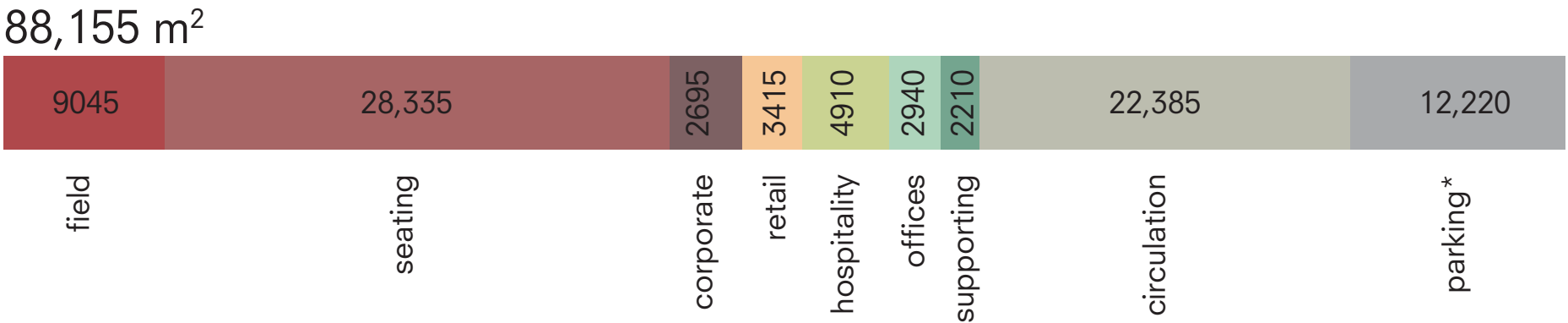
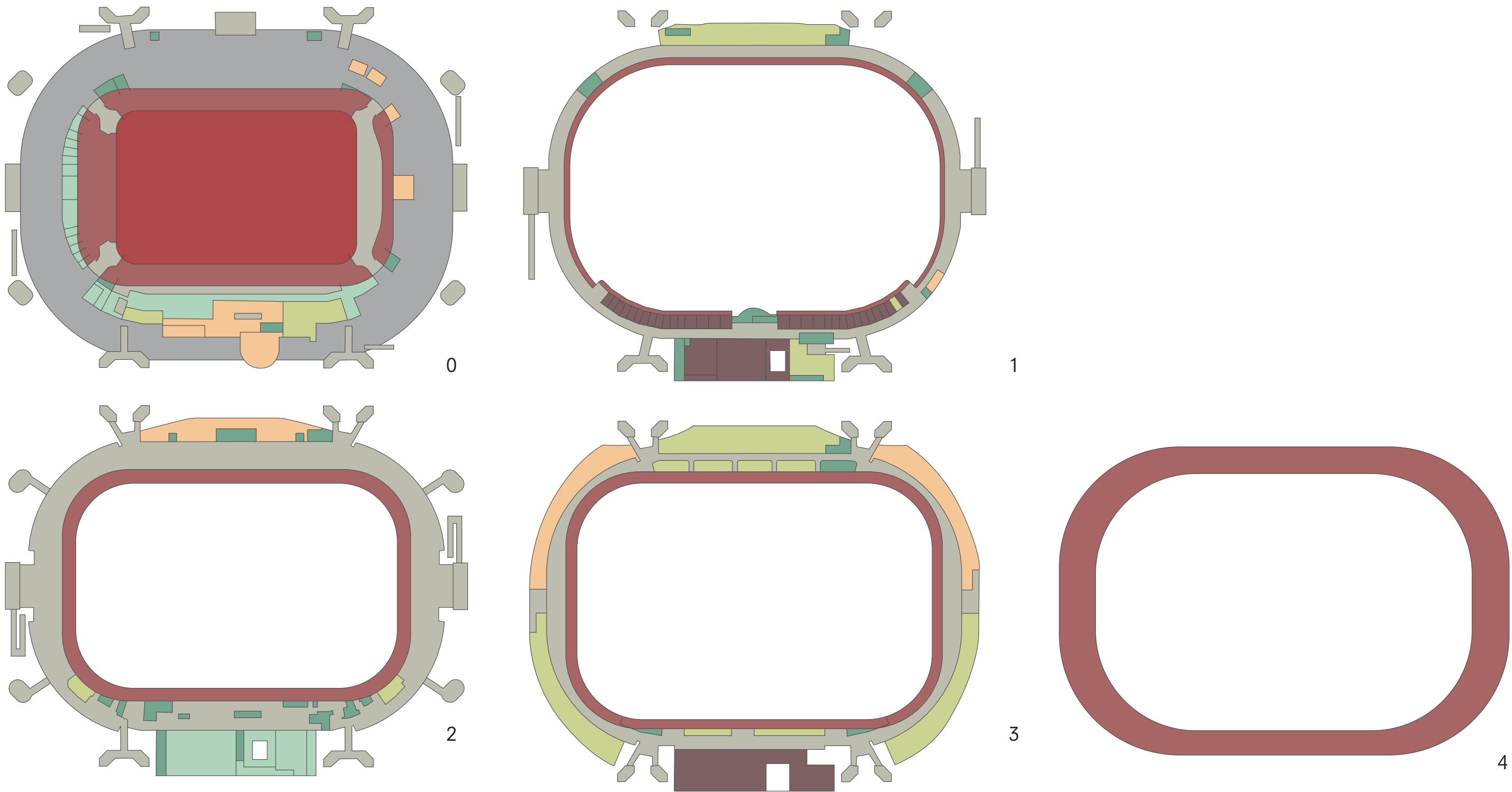


typology - football stadium

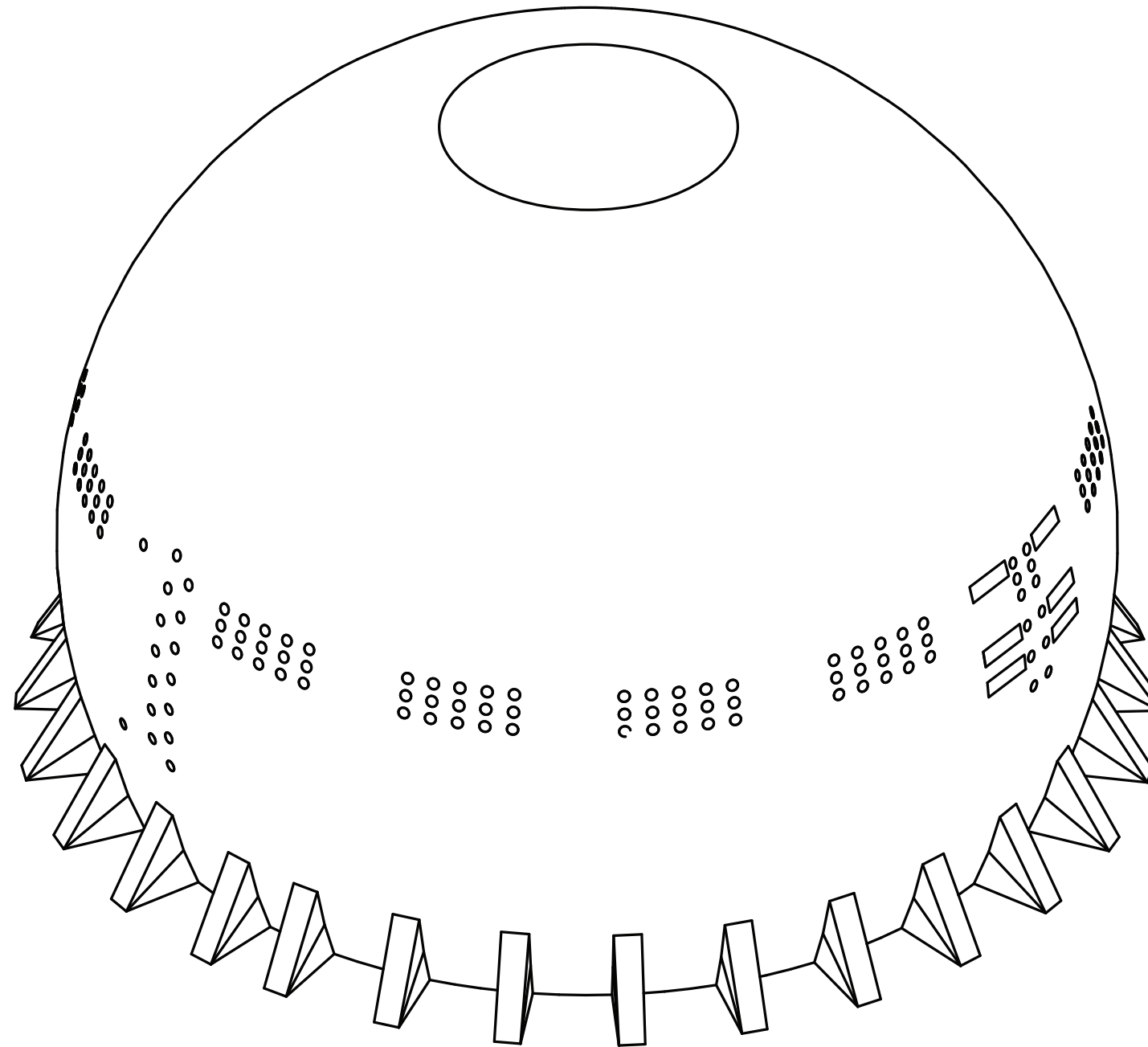


Johan Cruyff Arena
Rob Schuurman - Amsterdam 1996
89,000m² - Capacity: 54,033

program - football stadium



typology - domed arena

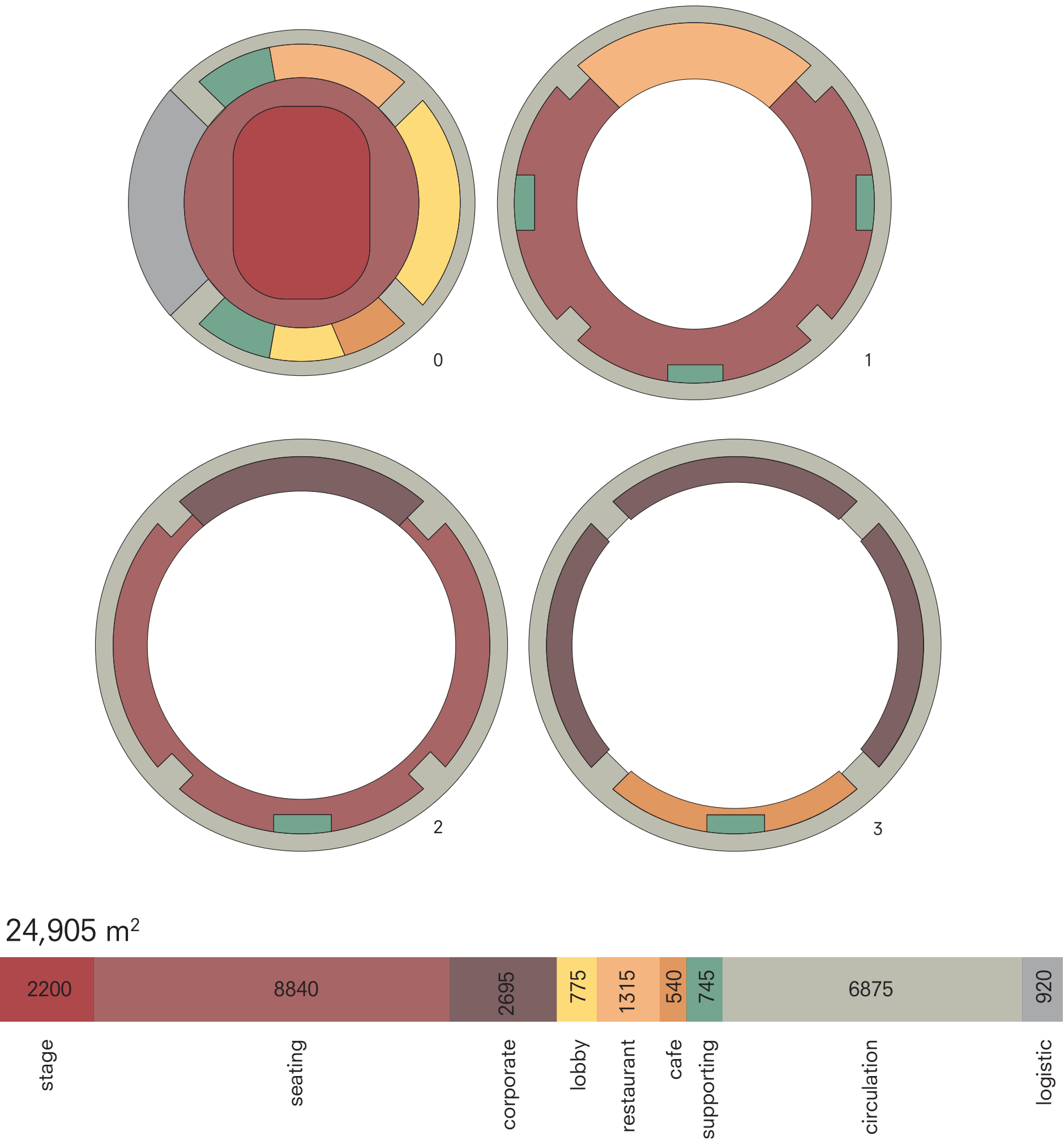


Ericsson Globe

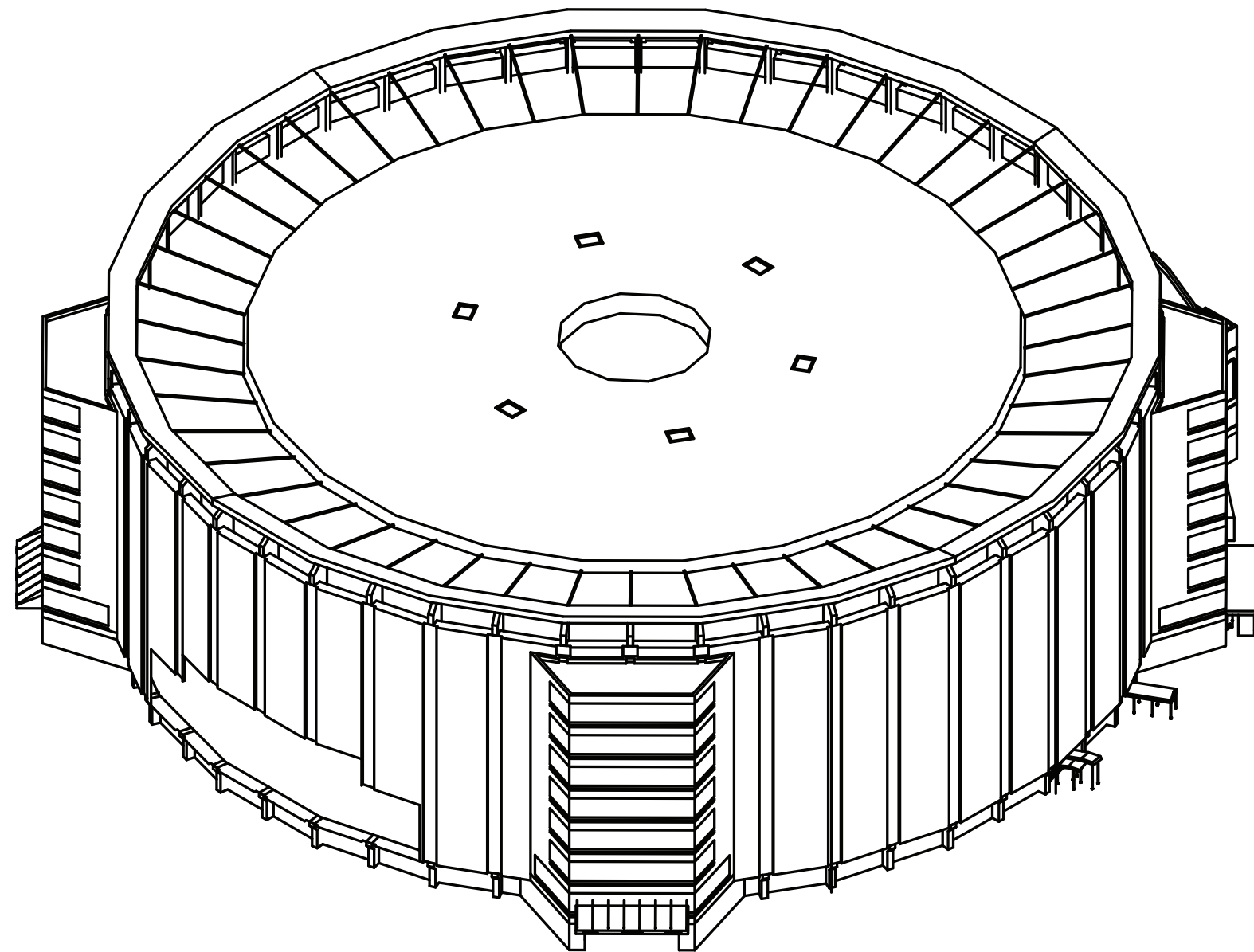
Svante Berg and Lars Vretblad - Stockholm 1989

32,000m² - Capacity: 16,500

program - domed arena



typology - multi purpose arena

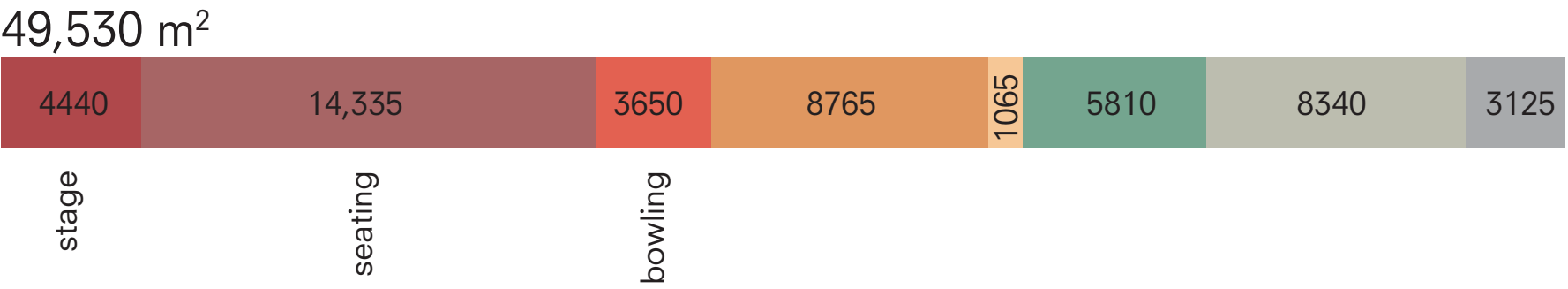
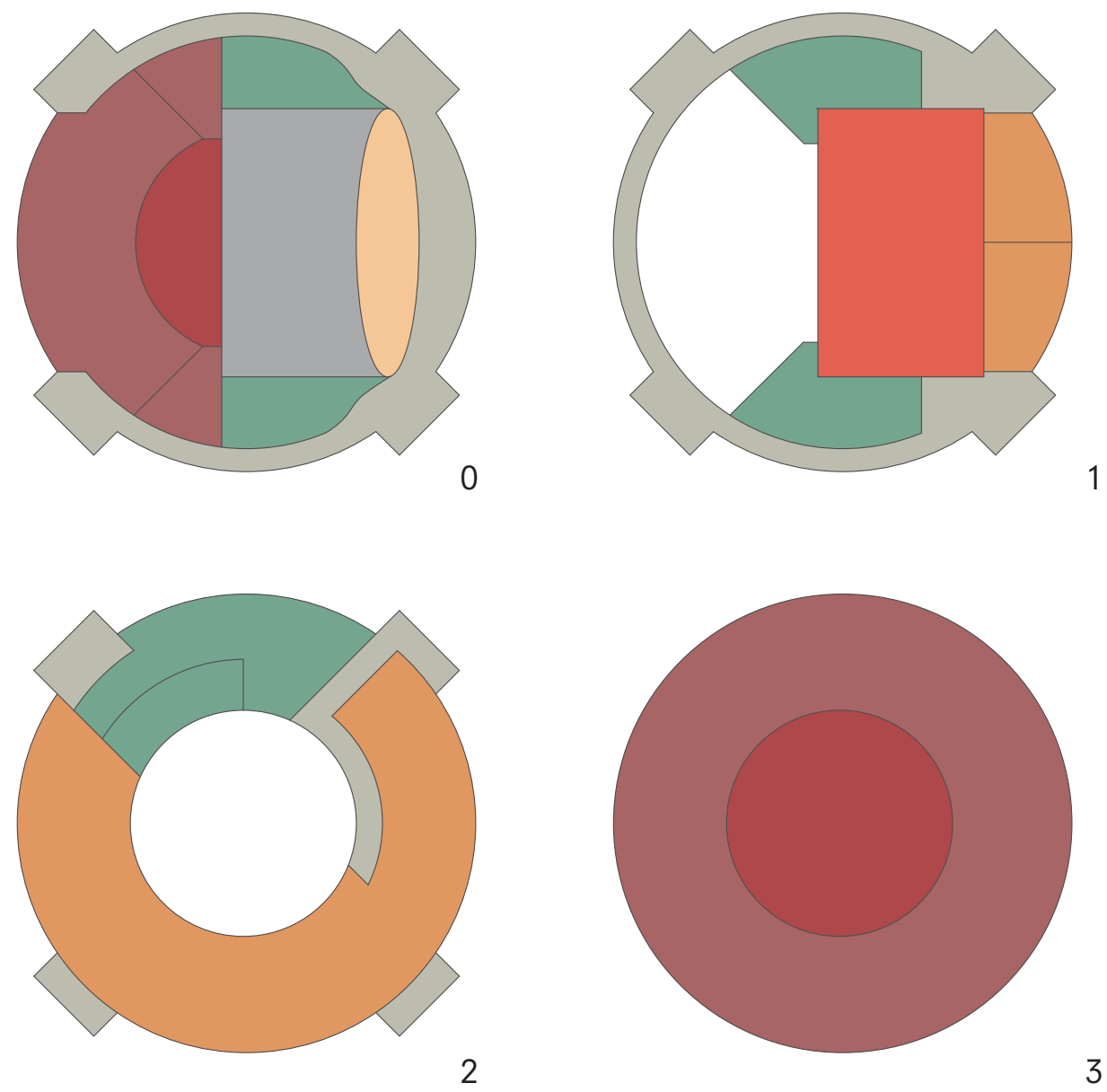


Madison Square Garden

Charles Luckman - New York 1968

76,000m² - Capacity: 20,000 + 5600

program - multi-purpose arena

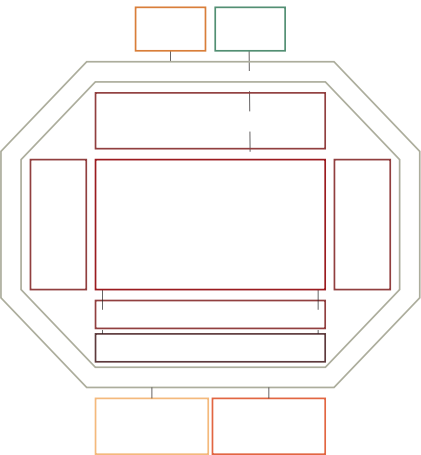
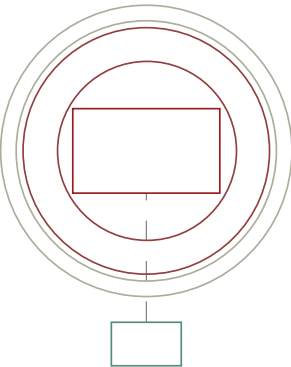
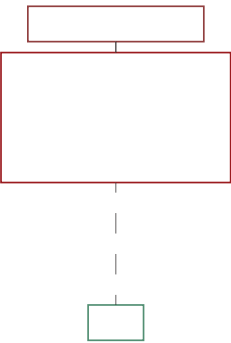


football stadium

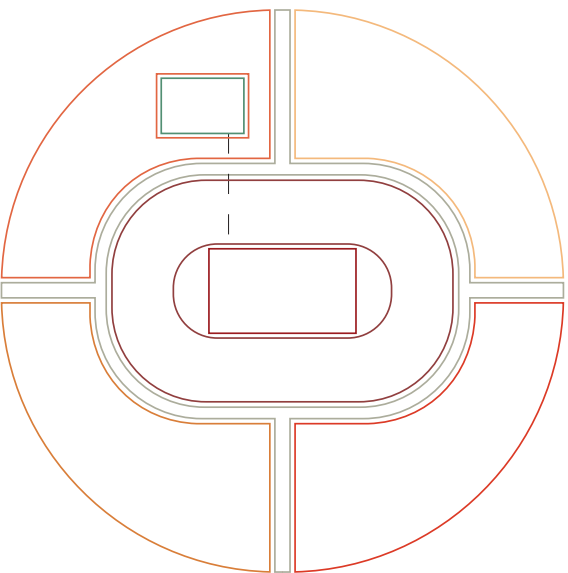
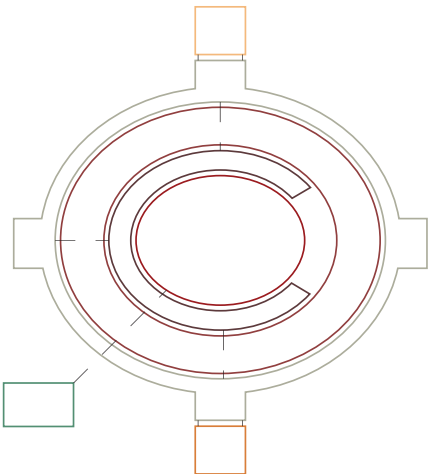
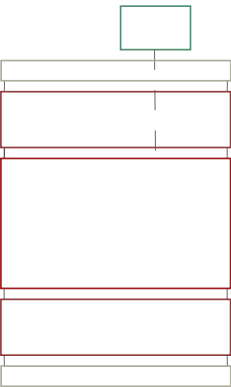
domed arena

multi-purpose arena

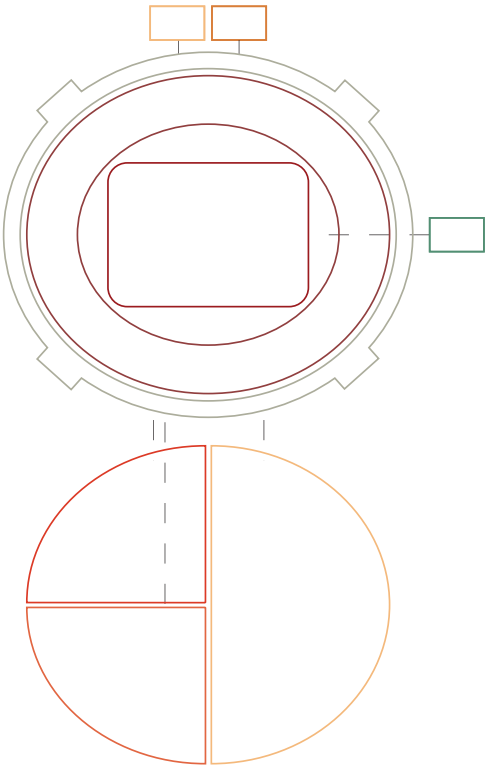
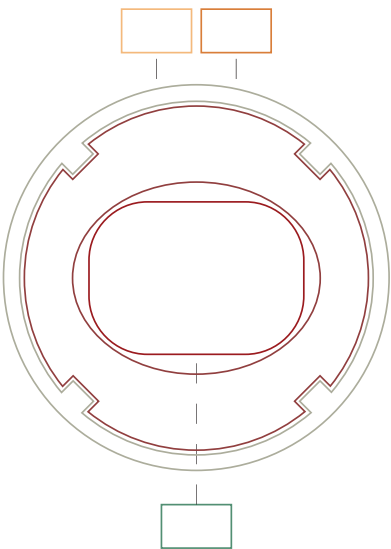
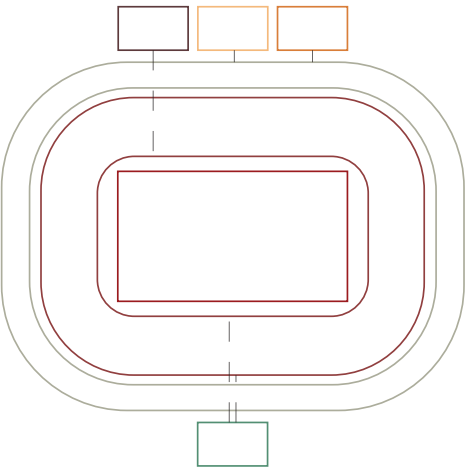
basic type



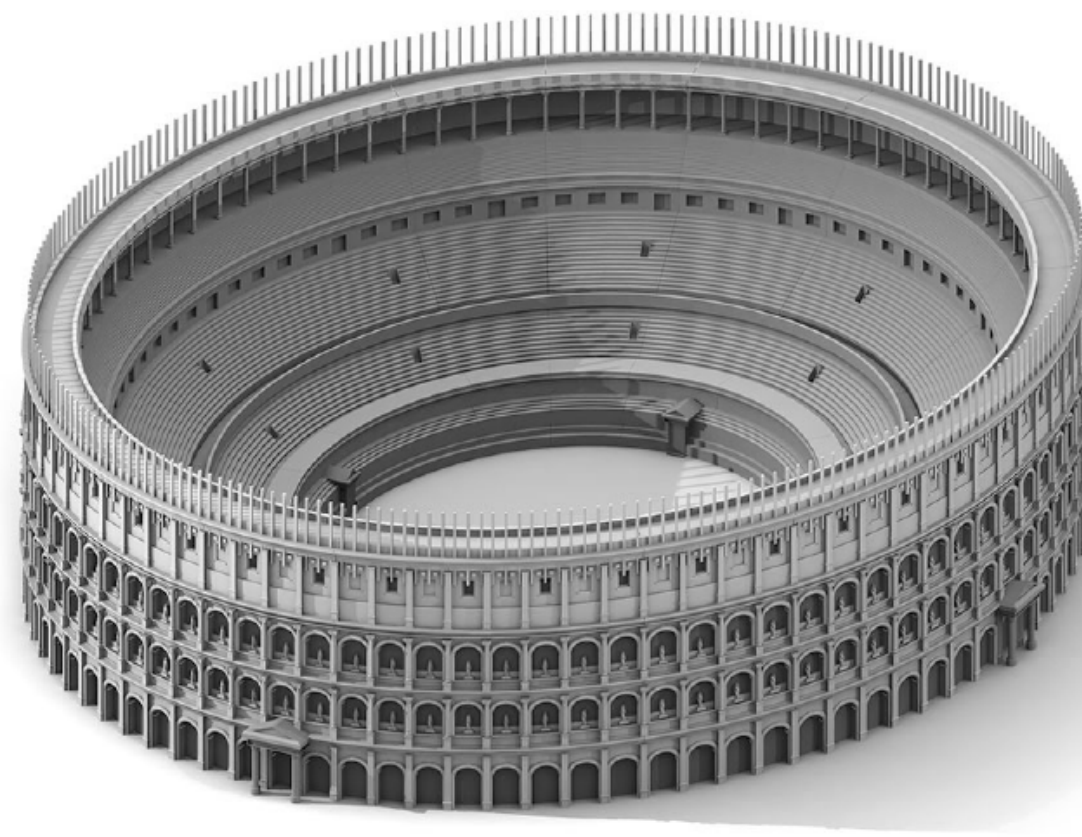
intermediate



state of the art



**THE TYPE OF THE STADIUM HAS NOT
SIGNIFICANTLY CHANGED IN 2000 YEARS**



symbol for a
community

brings people
together

spirit and
culture of city

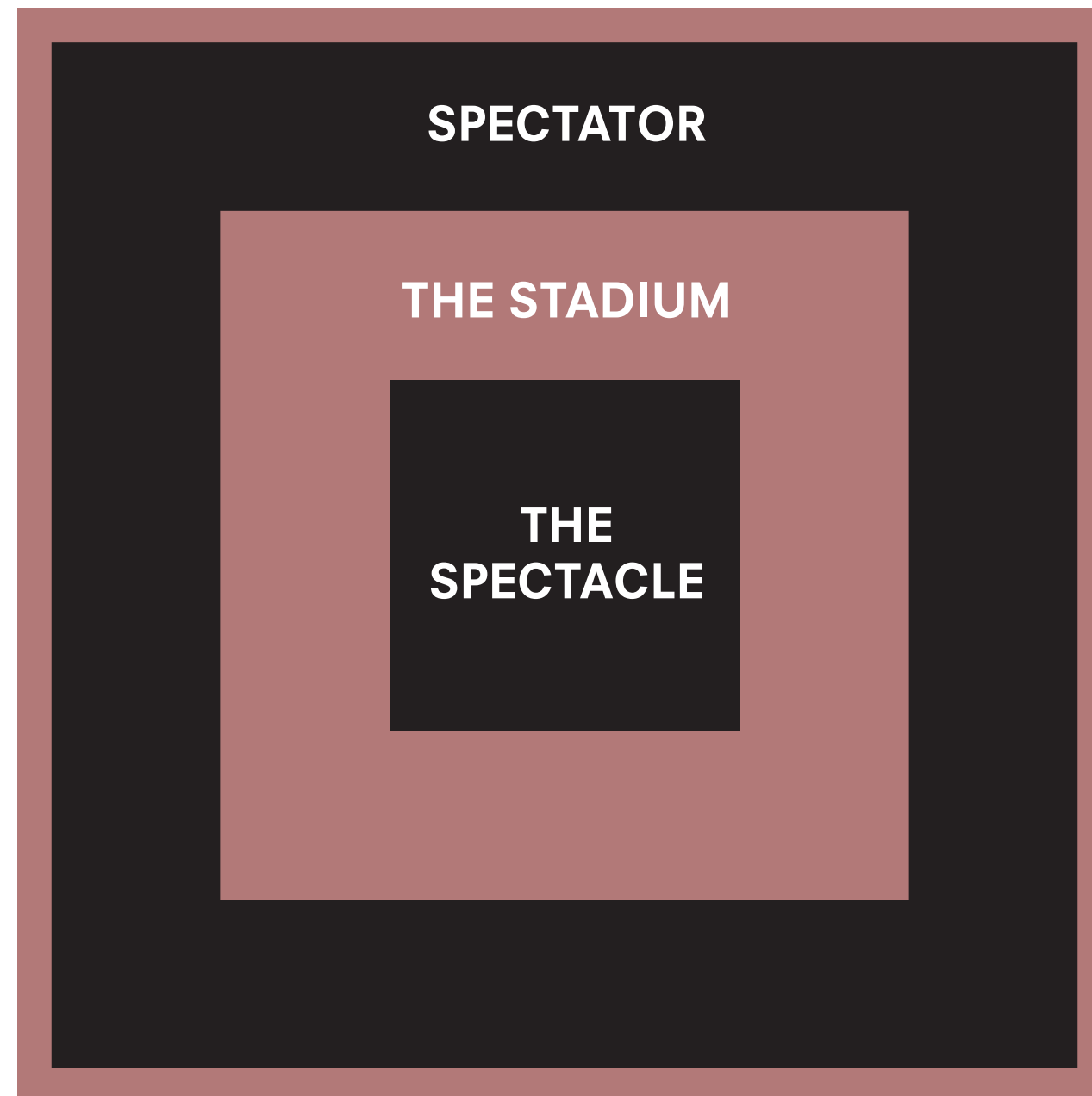


symbol for a
community

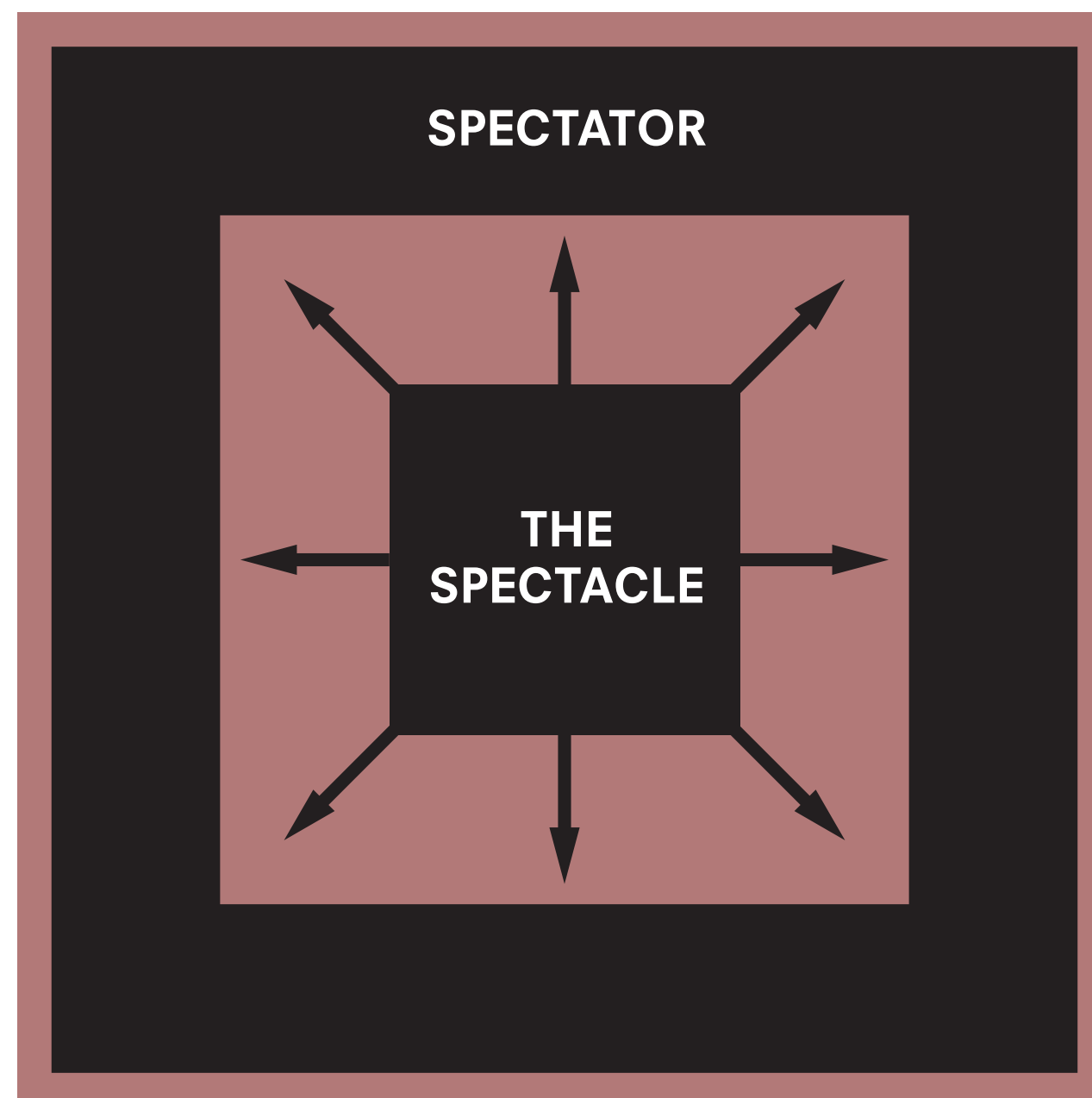
brings people
together

spirit and
culture of city





The stadium as the medium between
the spectator and the spectacle



NOT A UNILATERAL RELATIONSHIP

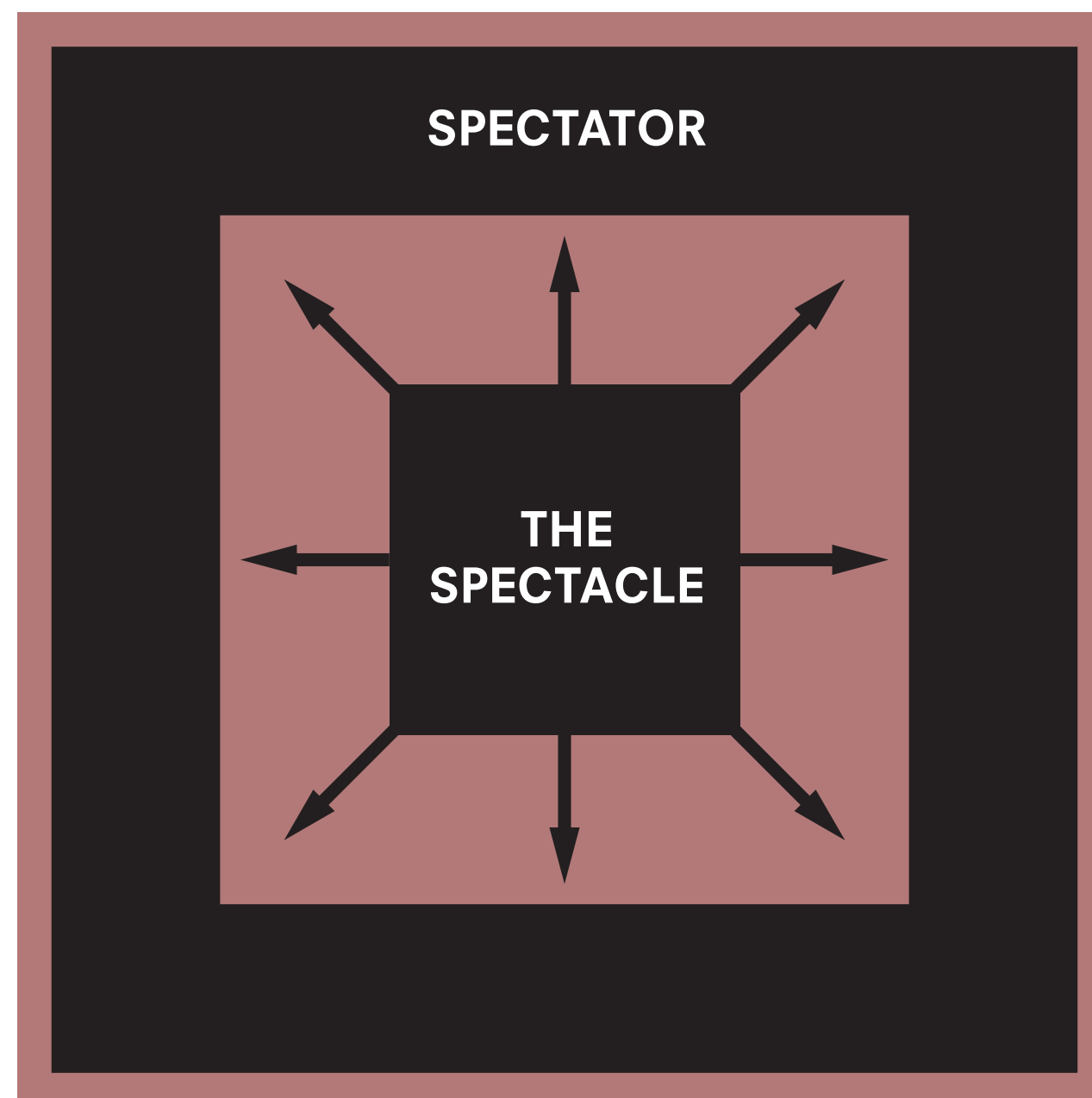
The influence of the supporter

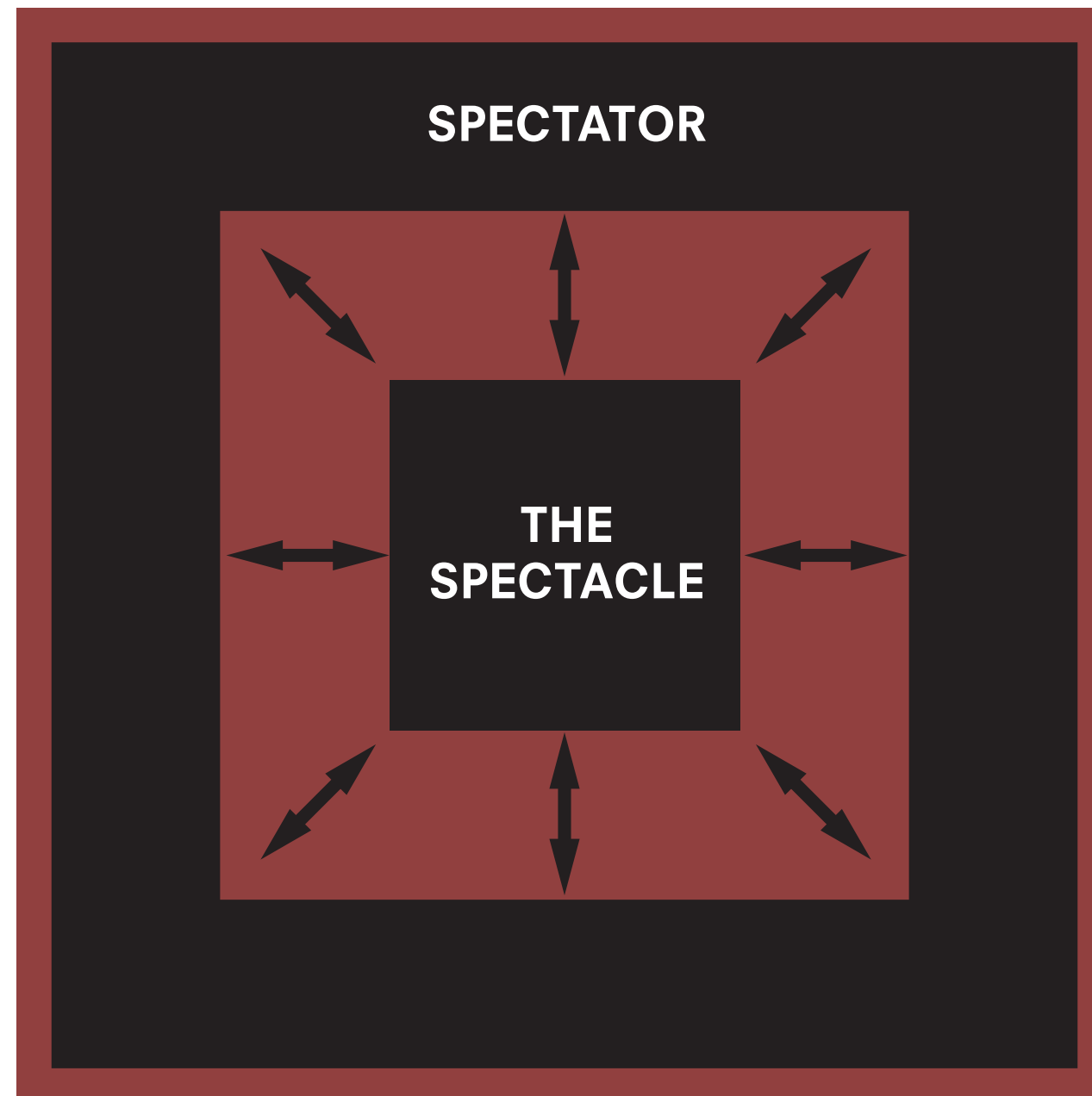
Amsterdam	Away
Ajax 1 - 0 Standard Liege	Panathinaikos 1 - 2 Ajax
Ajax 3 - 2 Celta	Celta 2 - 2 Ajax
Ajax 2 - 0 Panathinaikos	Standard Liege 1 - 1 Ajax
Ajax 1 - 0 Legia Warsaw	Legia Warsaw 0 - 0 Ajax
Ajax 2 - 0 Kobenhavn	Kobenhavn 2 - 1 Ajax
Ajax 2 - 0 Schalke	Schalke 3 - 2 Ajax
Ajax 4 - 1 Lyon	Lyon 3 - 1 Ajax
	Man Utd 2 - 0 Ajax

European campaign Ajax 2016/17



SPECTATOR | PARTICIPANT

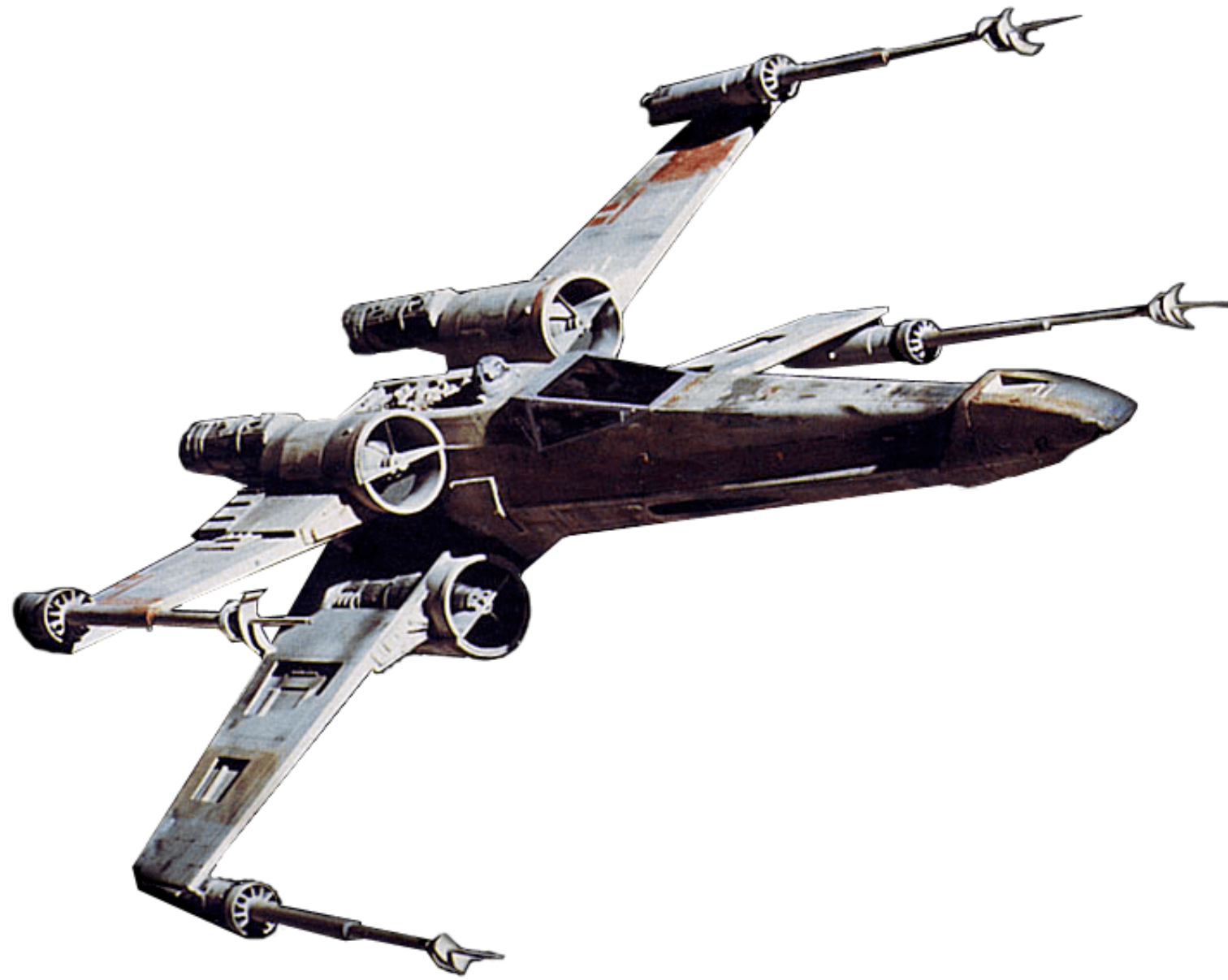




role of the arena to amplify this effect

THE SPECTACLE AND HOW IT IS EXPERIENCED
HAVE CHANGED AND WILL CONTINUE TO CHANGE

THE GAME OF THE FUTURE



evolving drone technology as basis
of new games



intimate involvement of the
spectator as a participant

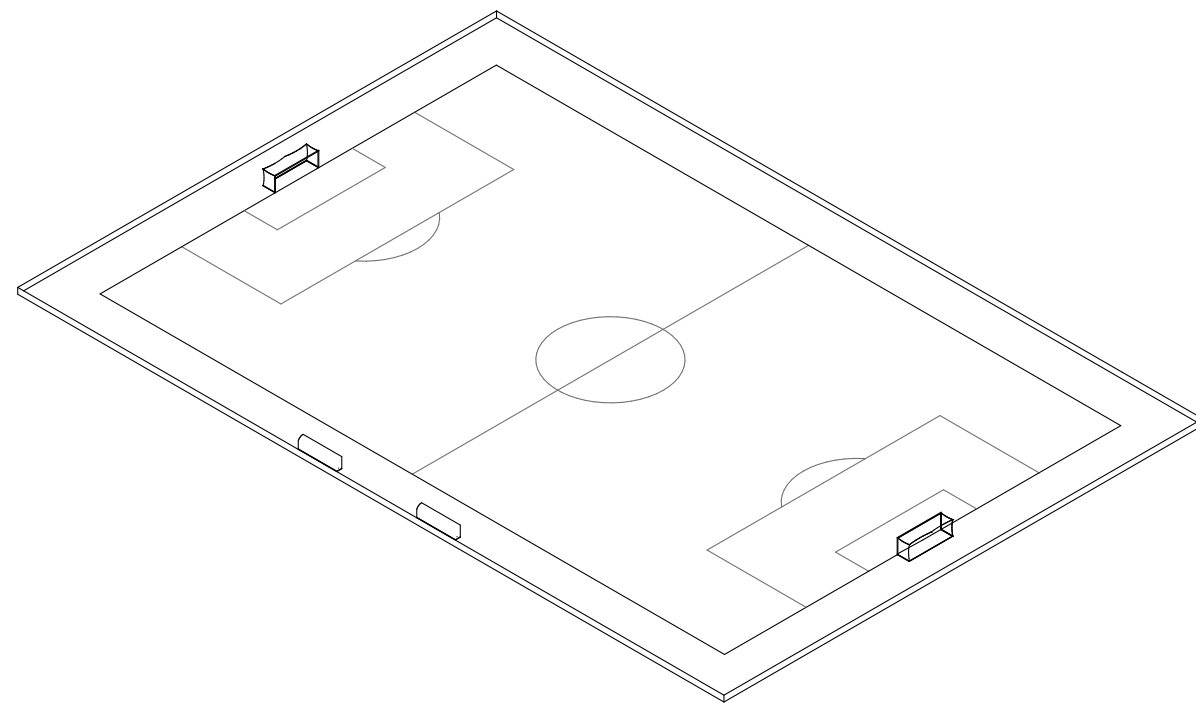
the game without spectator involvement is in
balance and without outcome

the guest is the star!

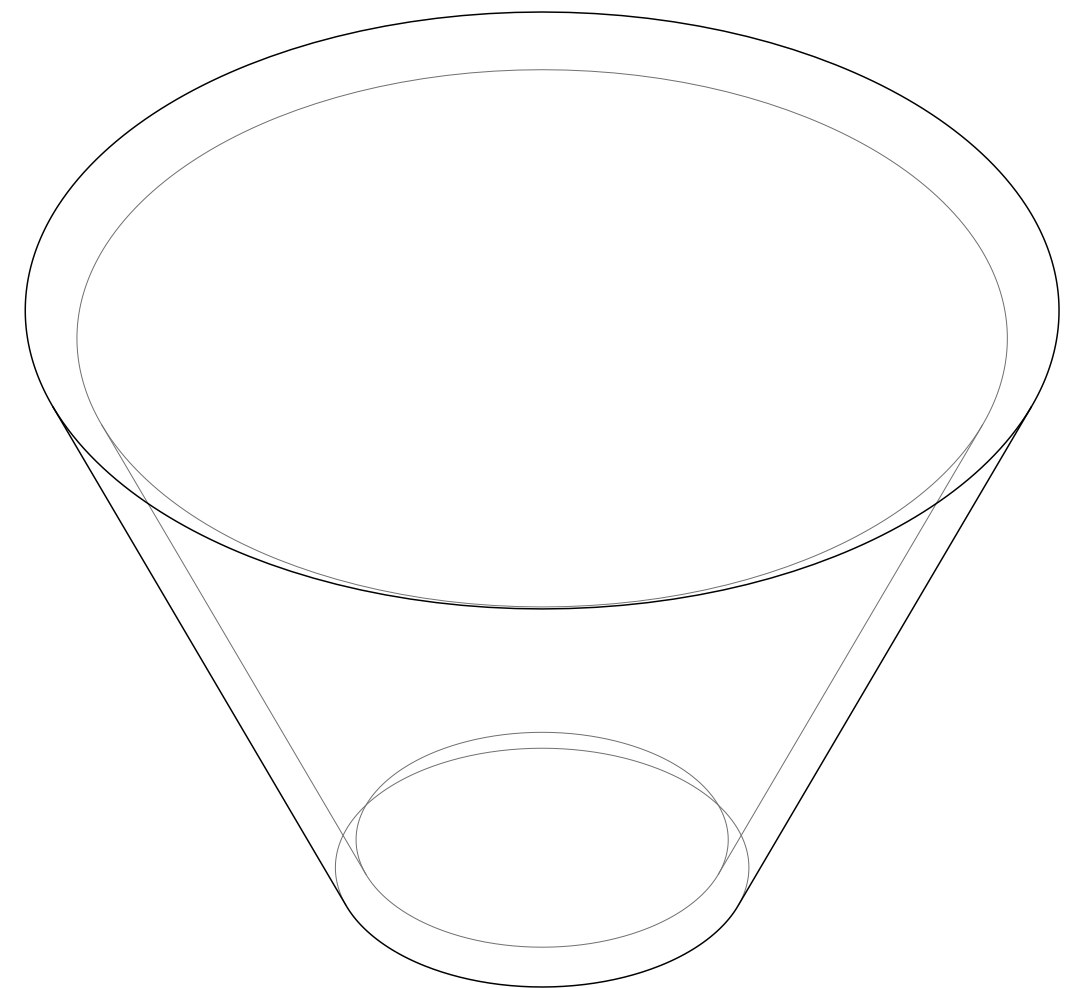
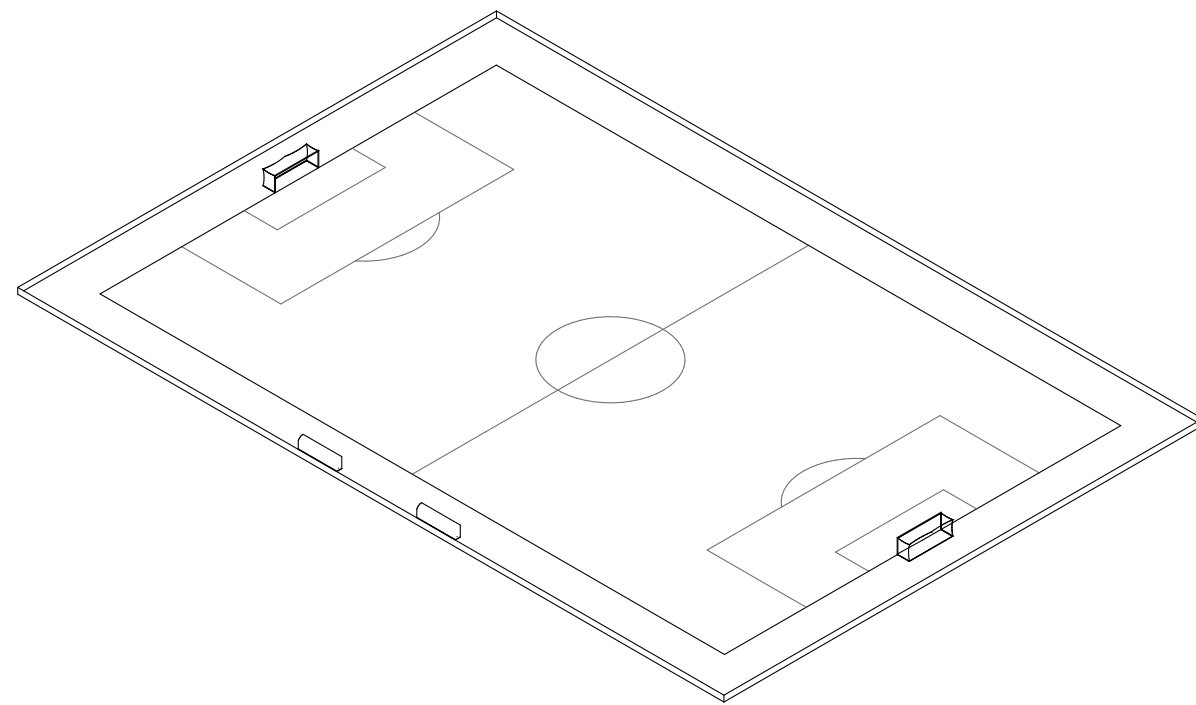
A large crowd of spectators in a stadium, viewed from above, looking down at a game on a field. The field is illuminated with a blue and purple light. In the center of the field, there is a large statue of a person on a pedestal. Several players are visible on the field, some in red and some in white. The crowd is dense and fills the upper two-thirds of the image.

CONTINUOUS GAME WHERE THE
SPECTATOR DETERMINES THE OUTCOME

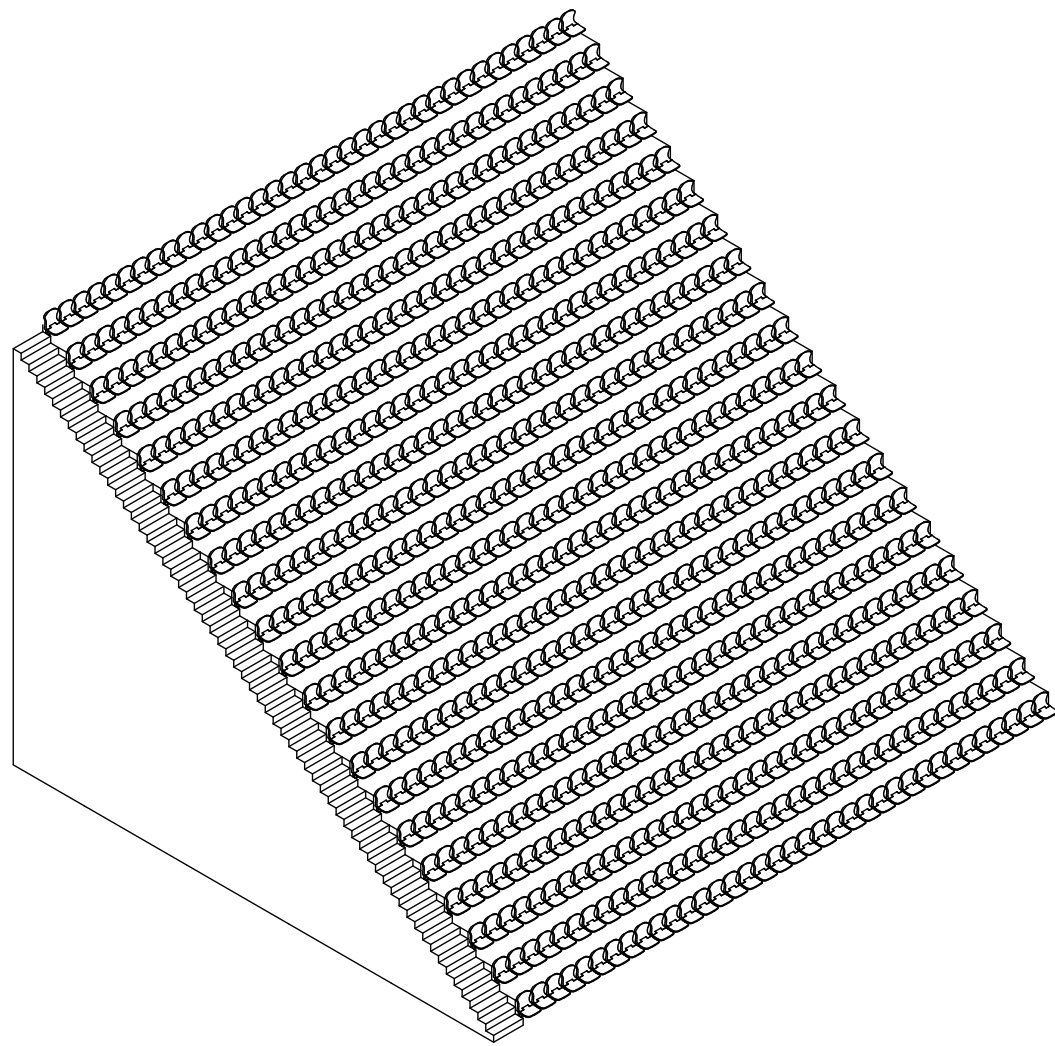
FUTURE GAMES WILL CHANGE THE
FUNCTIONING OF THE STADIUM



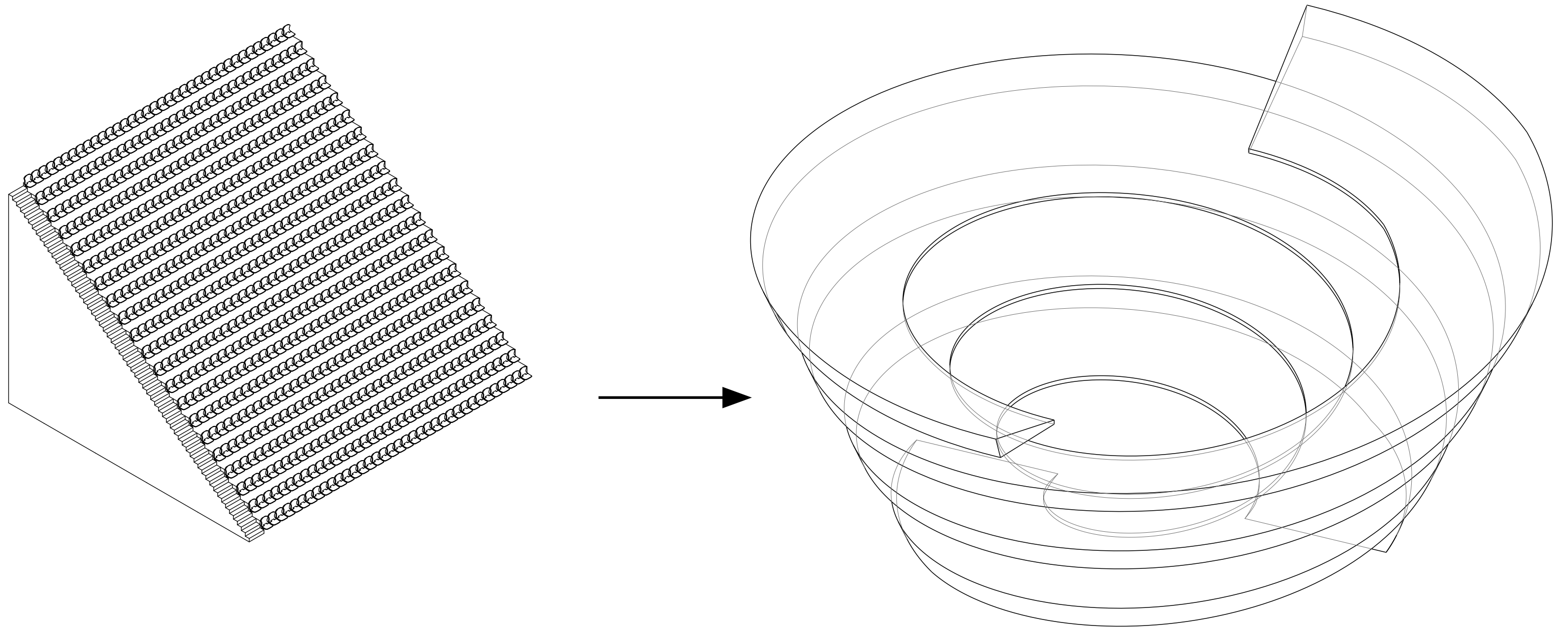
shift from a 2d surface playing field to 3 dimensions



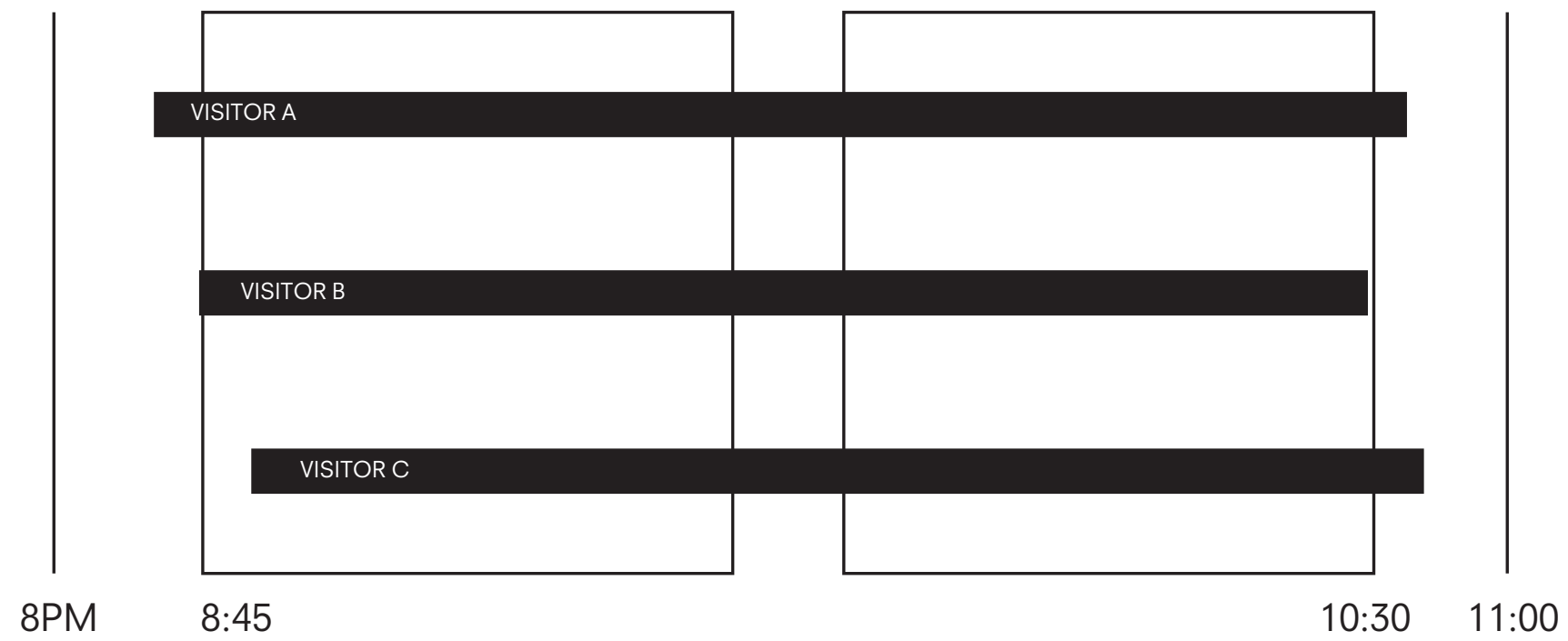
shift from a 2d surface playing field to 3 dimensions



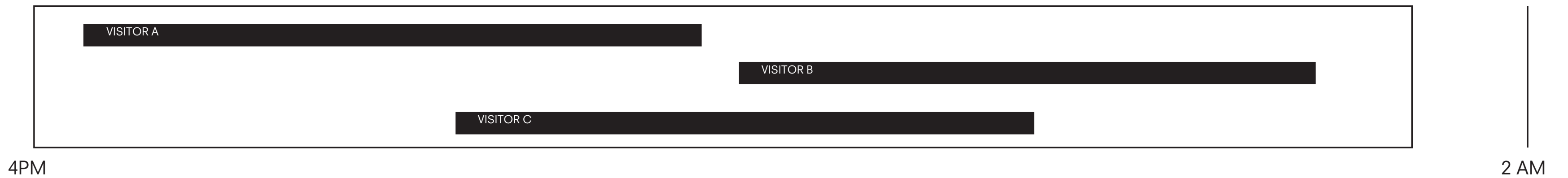
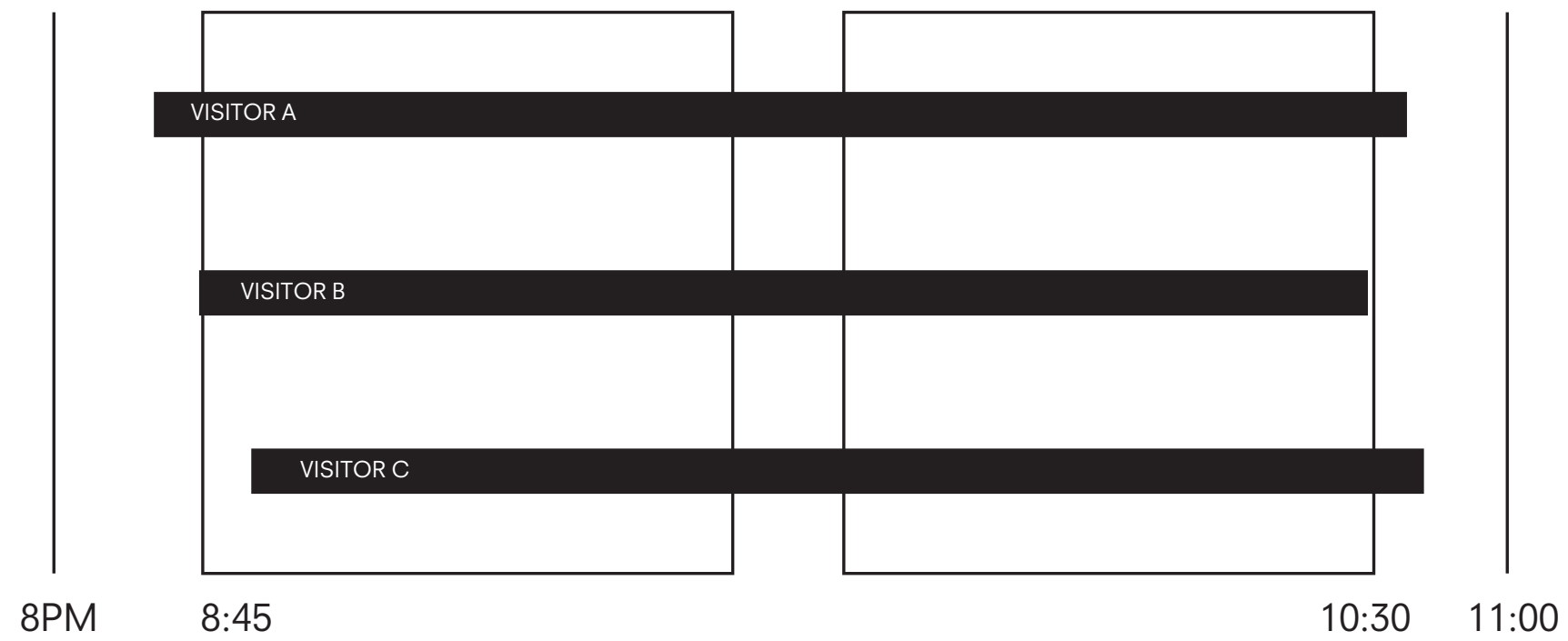
shift from a stationary event to dynamic spectacle



shift from a stationary event to dynamic spectacle



shift from a singular event to a continous spectacle



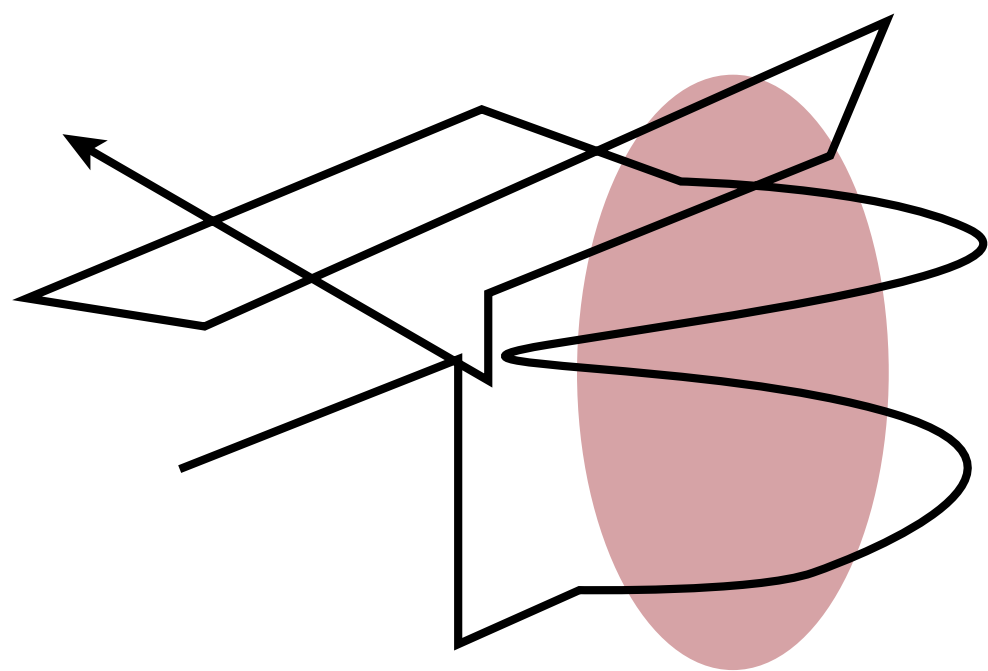
shift from a singular event to a continous spectacle

FUTURE GAMES WILL CREATE A NEW
TYPE OF STADIUM ARCHITECTURE

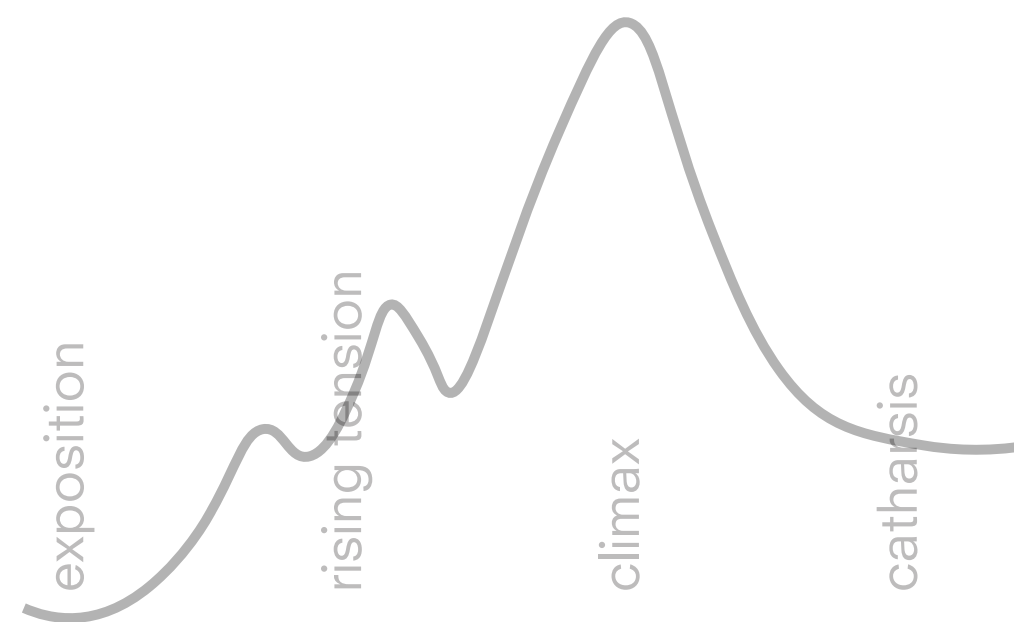
DESIGN PRINCIPLES

AMBITION

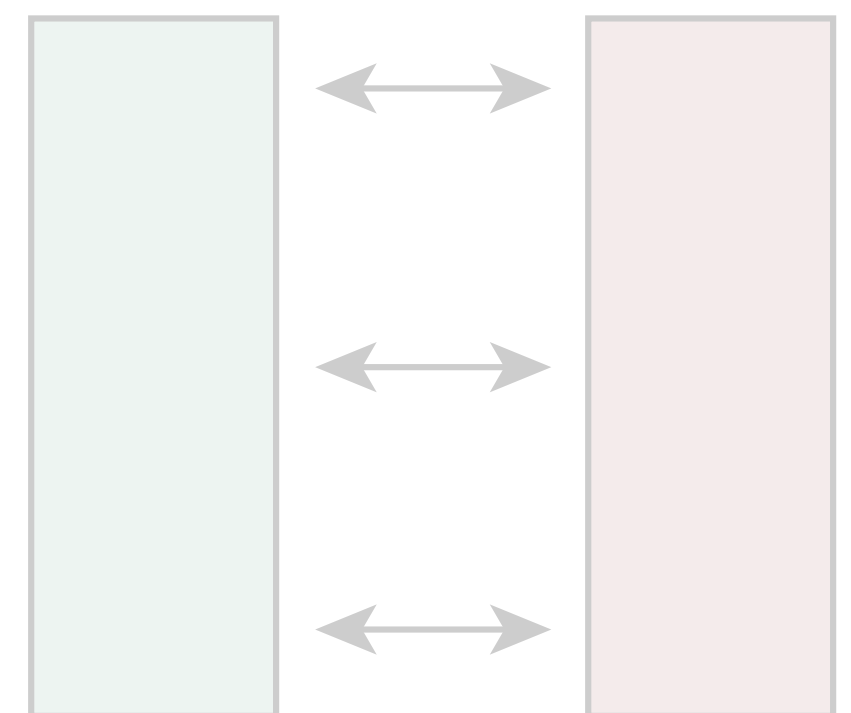
to design a **future arena** for **pacification and fullfilment**,
facilitating **captivating** and **engrossing**
entertainment for the masses



FLOW OF PEOPLE
RATHER THAN
SINGULAR EVENT



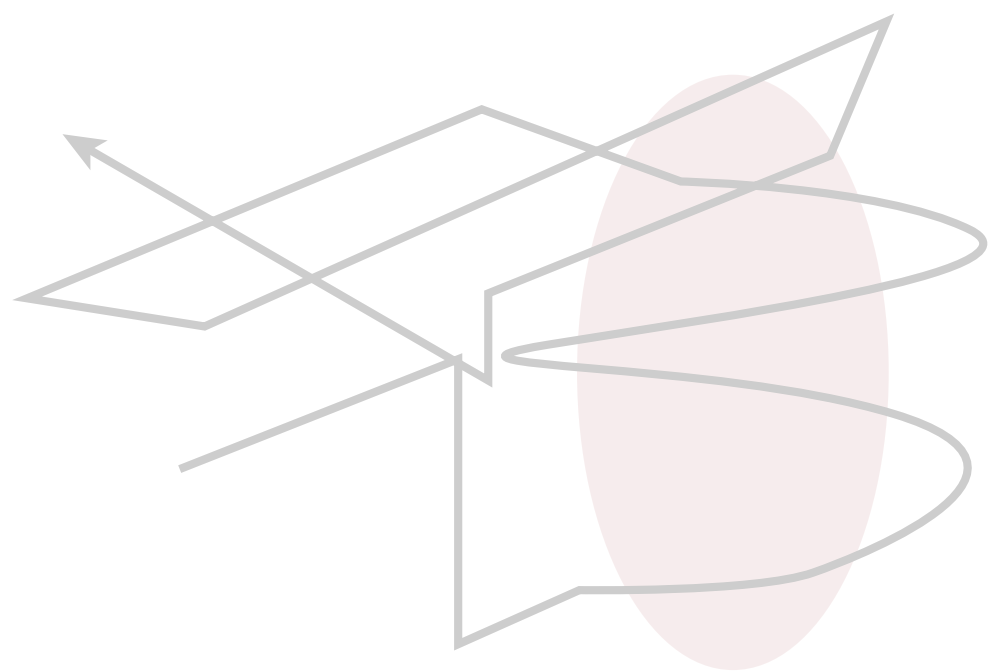
SEQUENCE
OF SPACES
ACCORDING TO
CONFLICT CURVE



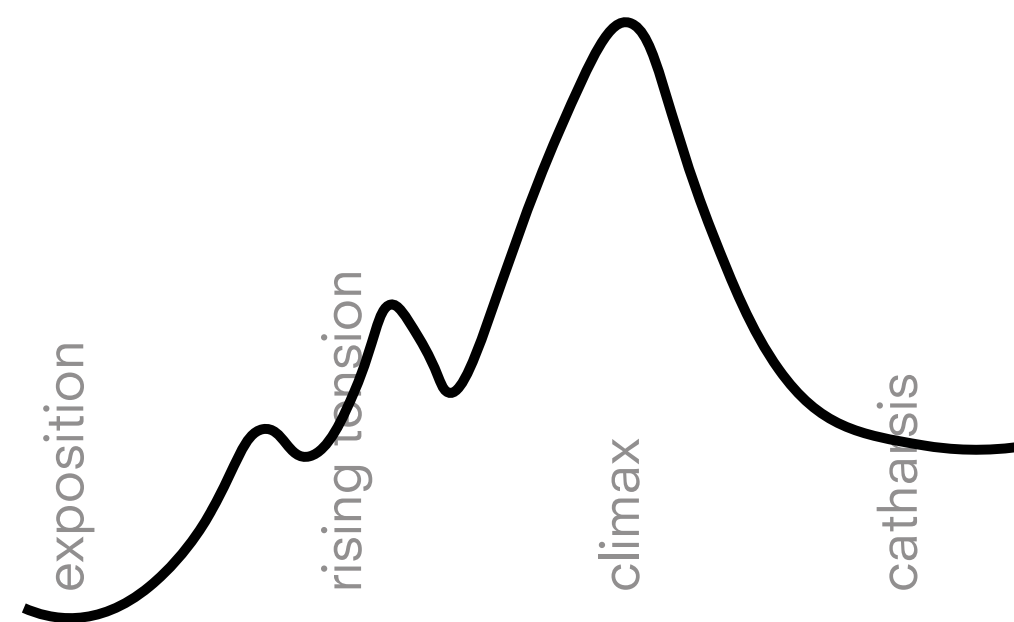
EMBODIMENT
OF CONFLICT/
OPPOSITION



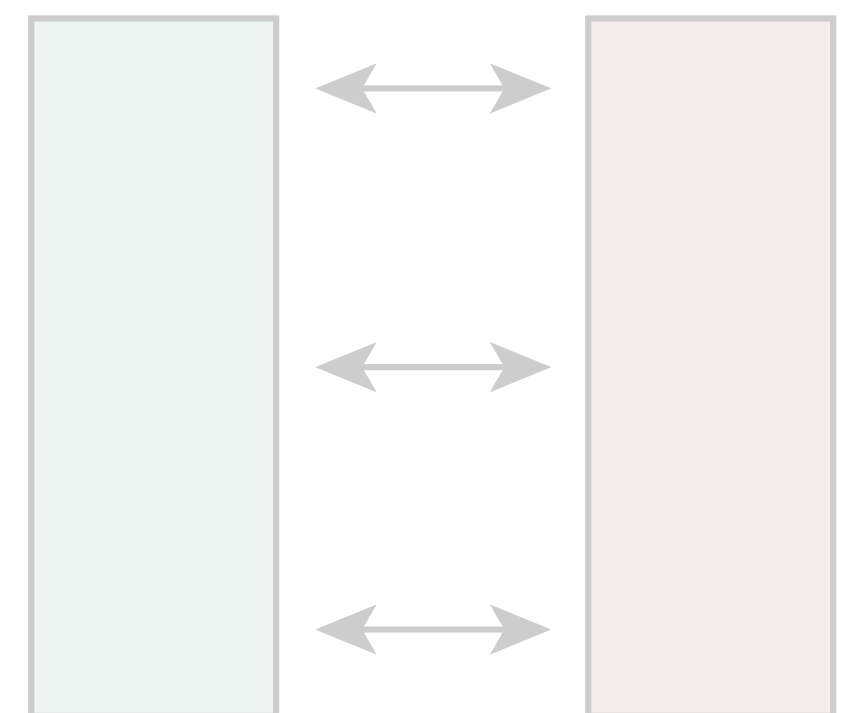
ritual of circumbabulation



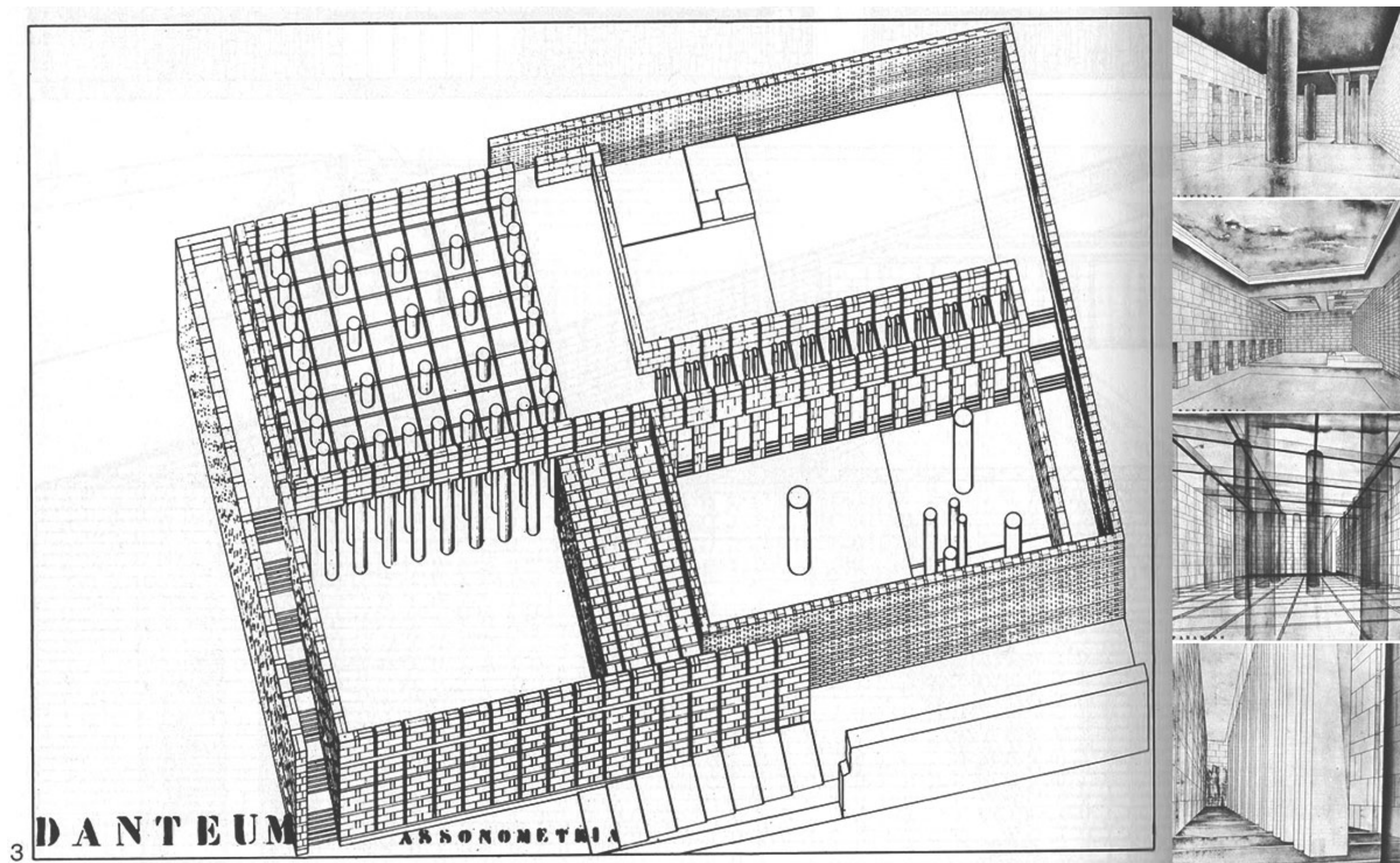
FLOW OF PEOPLE
RATHER THAN
SINGULAR EVENT



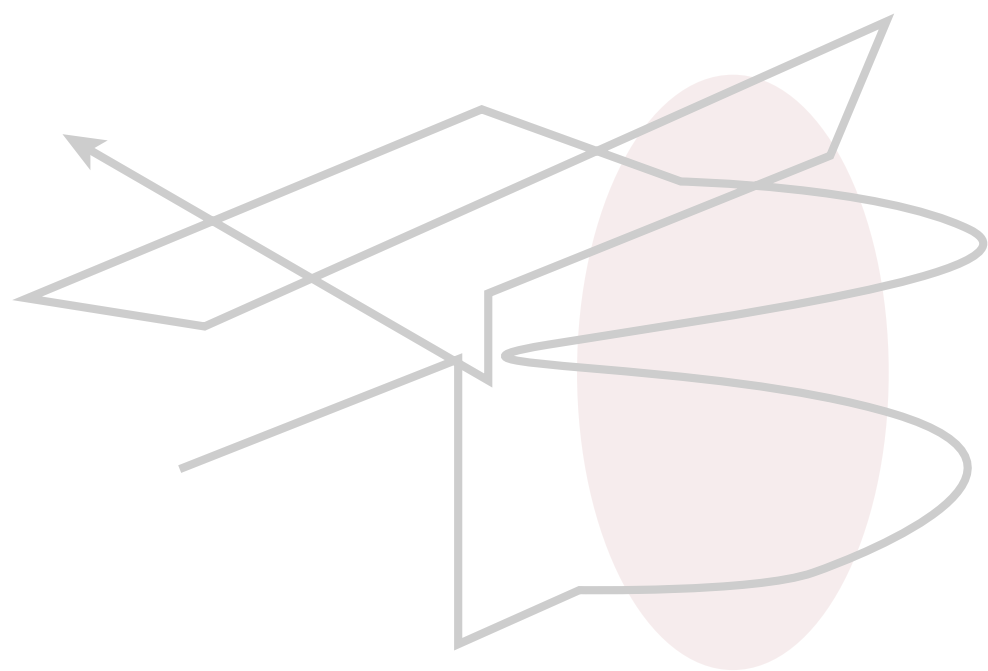
SEQUENCE
OF SPACES
ACCORDING TO
CONFLICT CURVE



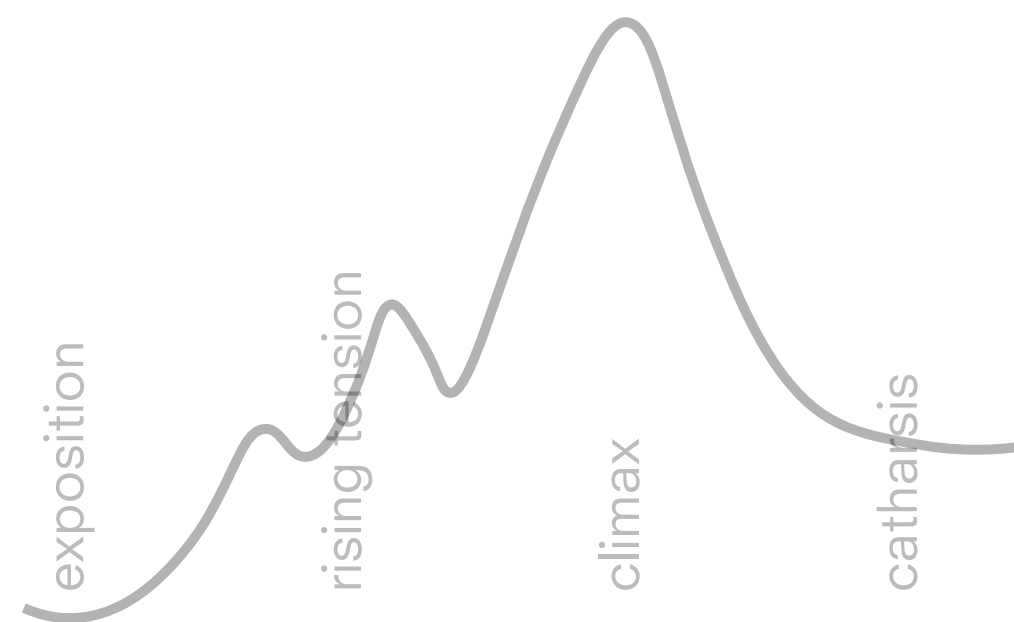
EMBODIMENT
OF CONFLICT/
OPPOSITION



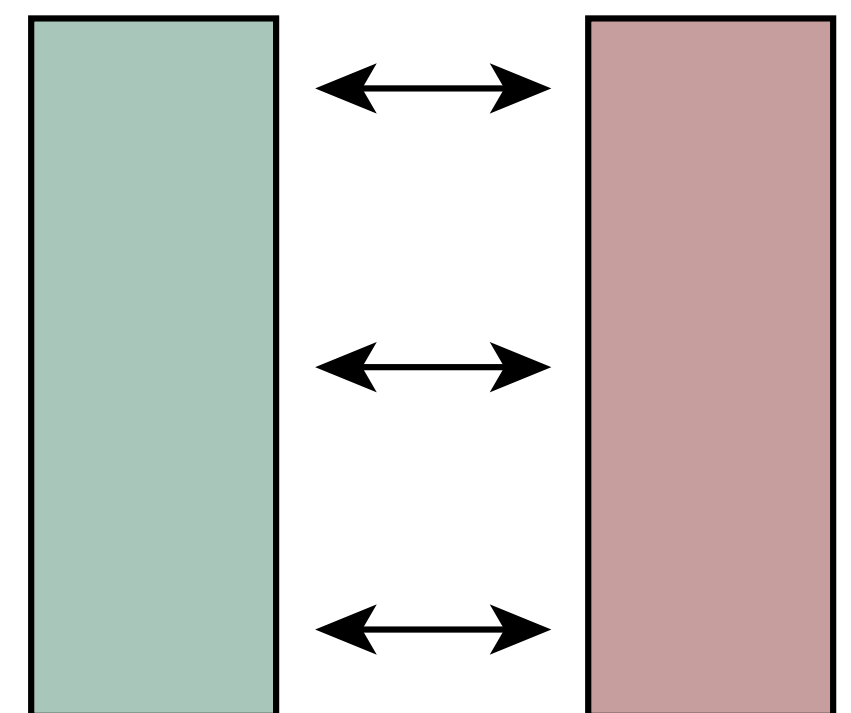
Danteum's narrative through sequence
of spaces



FLOW OF PEOPLE
RATHER THAN
SINGULAR EVENT



SEQUENCE
OF SPACES
ACCORDING TO
CONFLICT CURVE



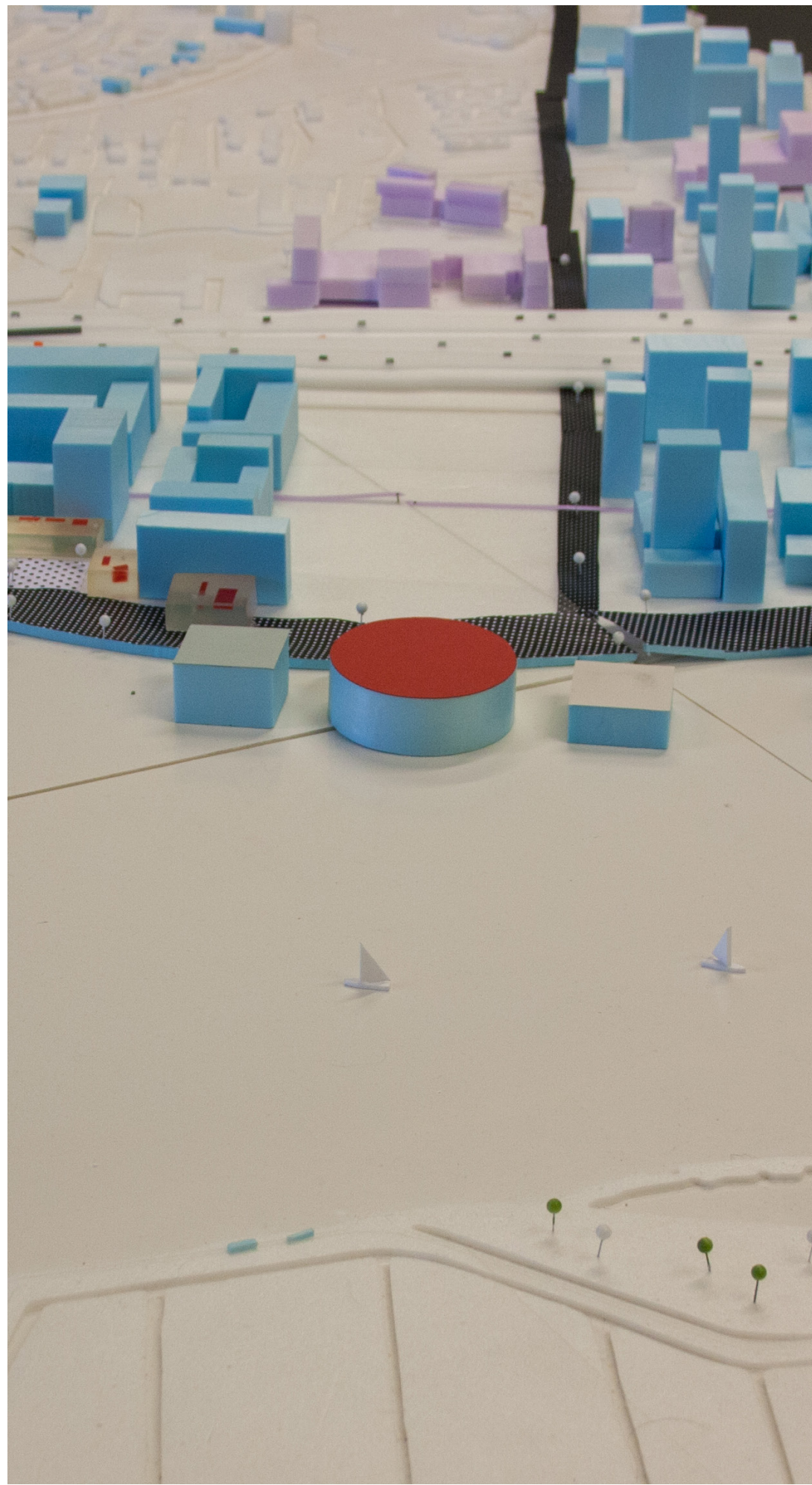
EMBODIMENT
OF CONFLICT/
OPPOSITION



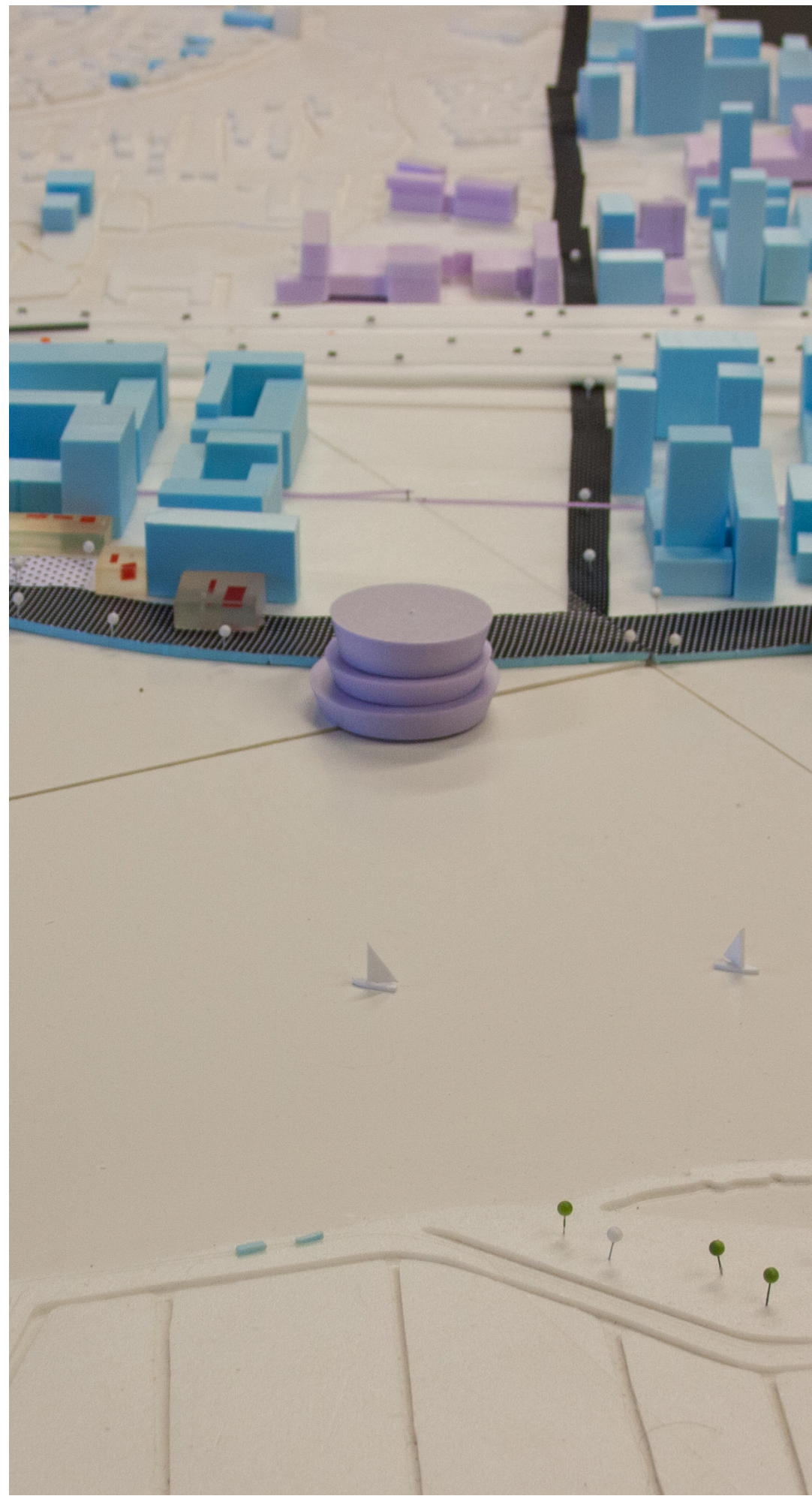
duality in arrangement of space

MODEL STUDIES

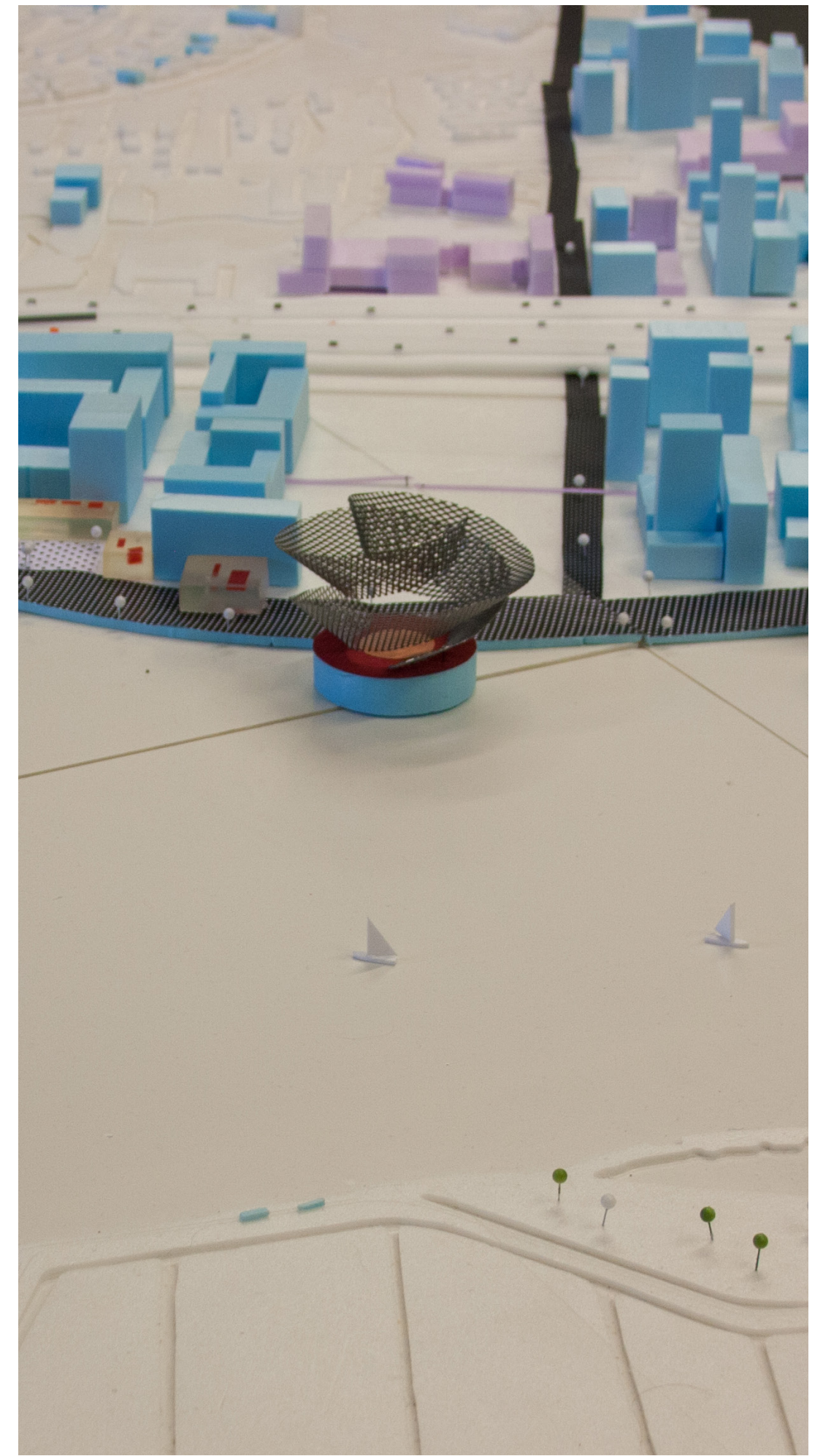
SCULPTURE



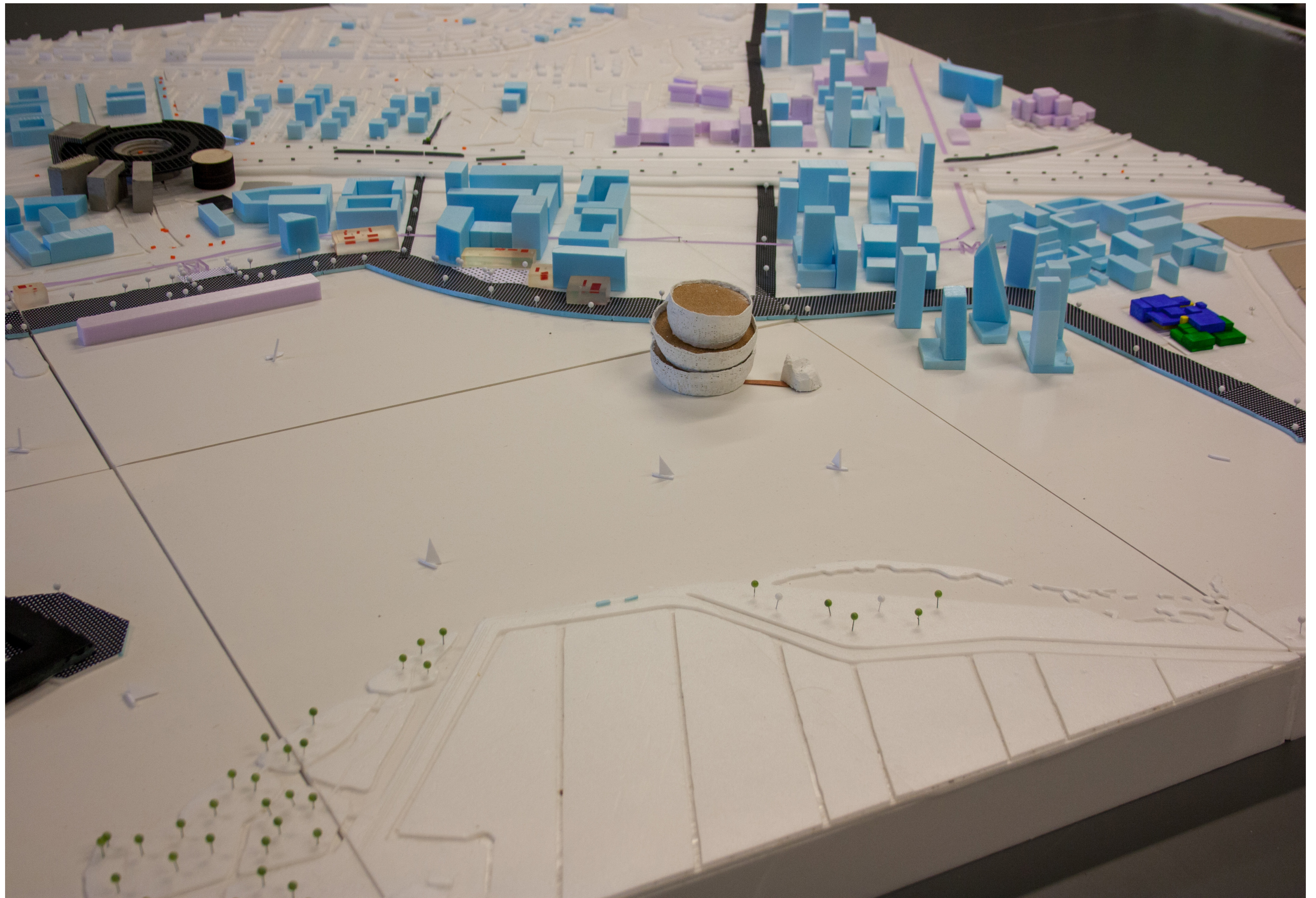
separated elements of
program



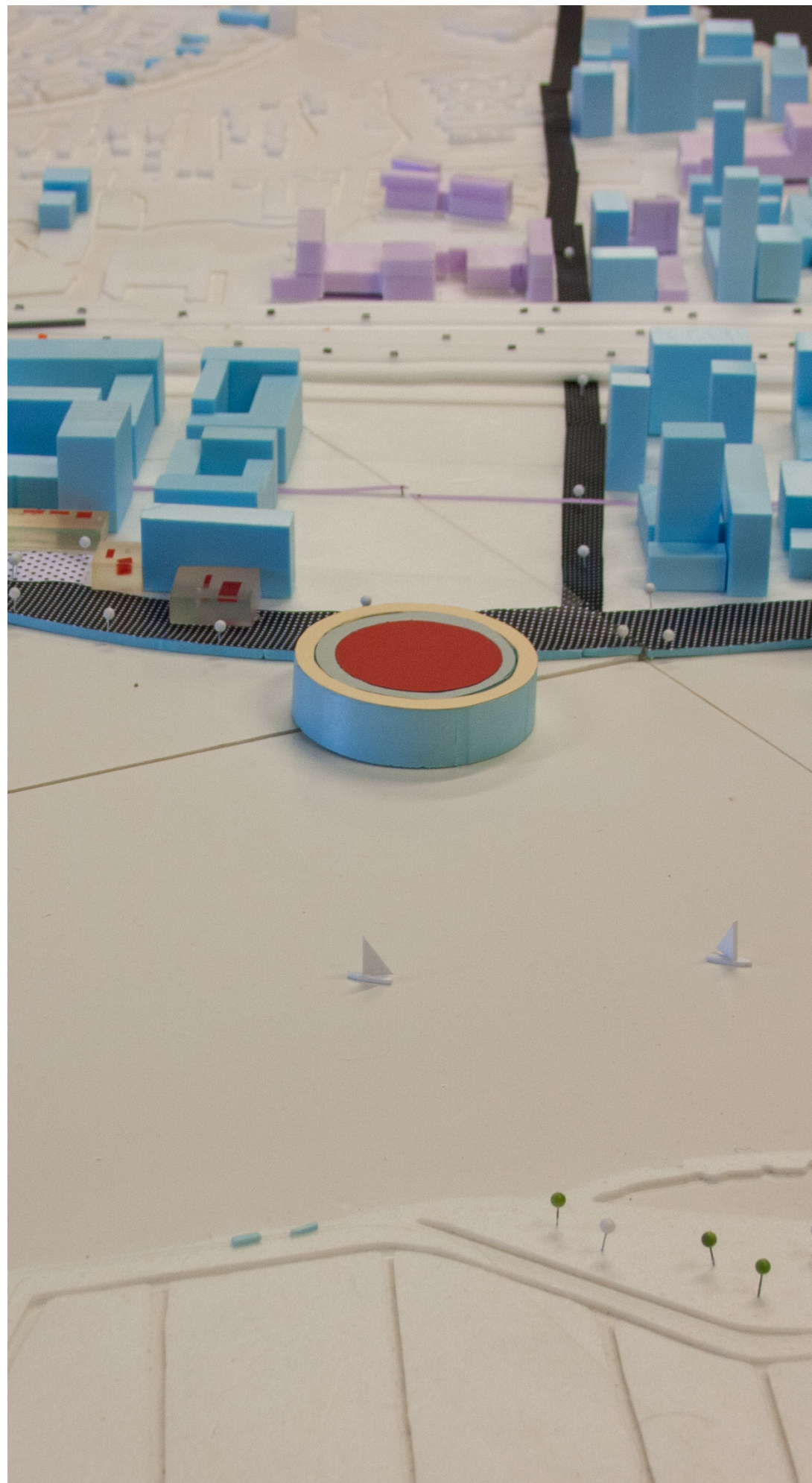
tiered sculptural form



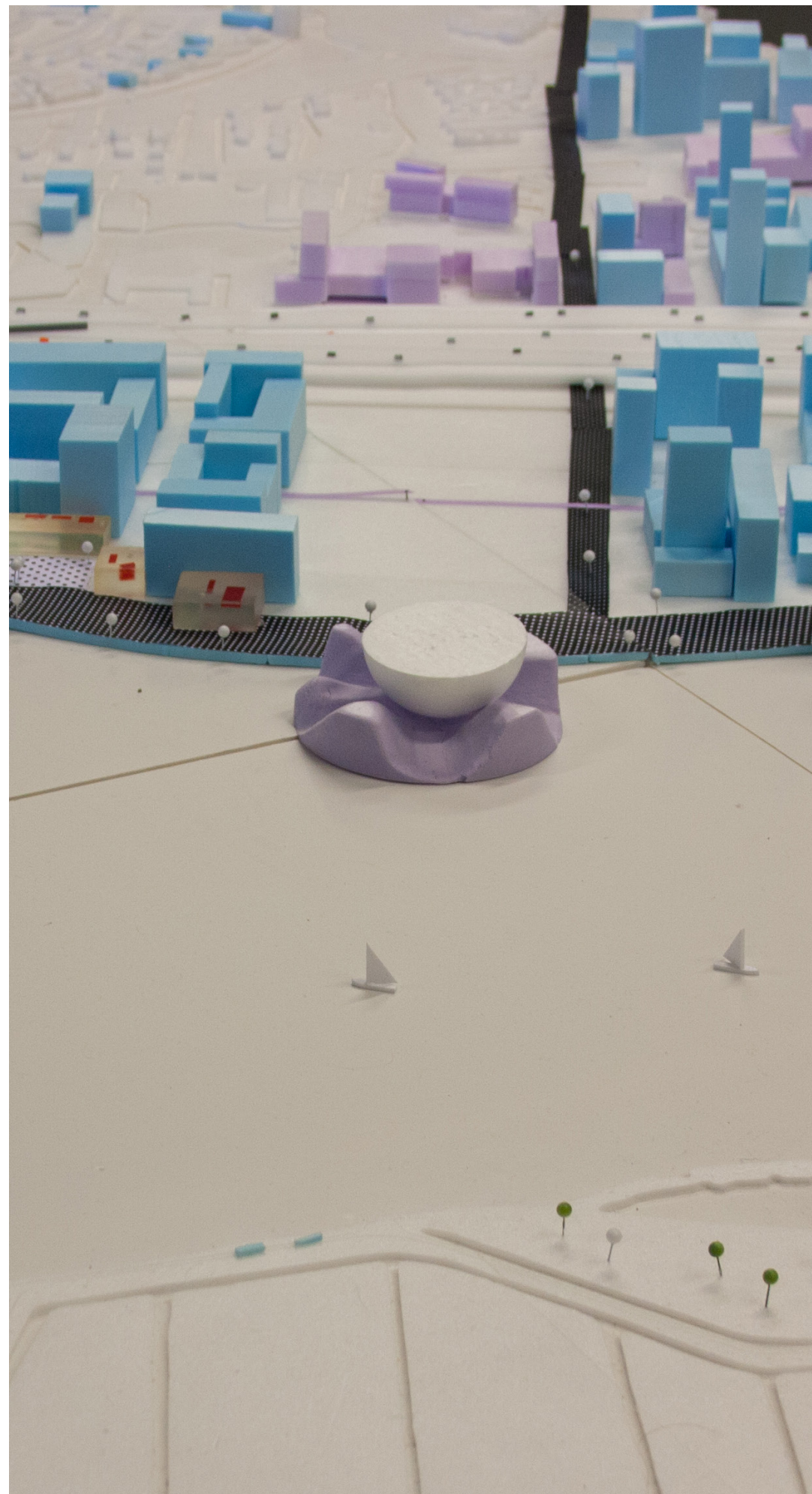
double helix arrangement
of seating



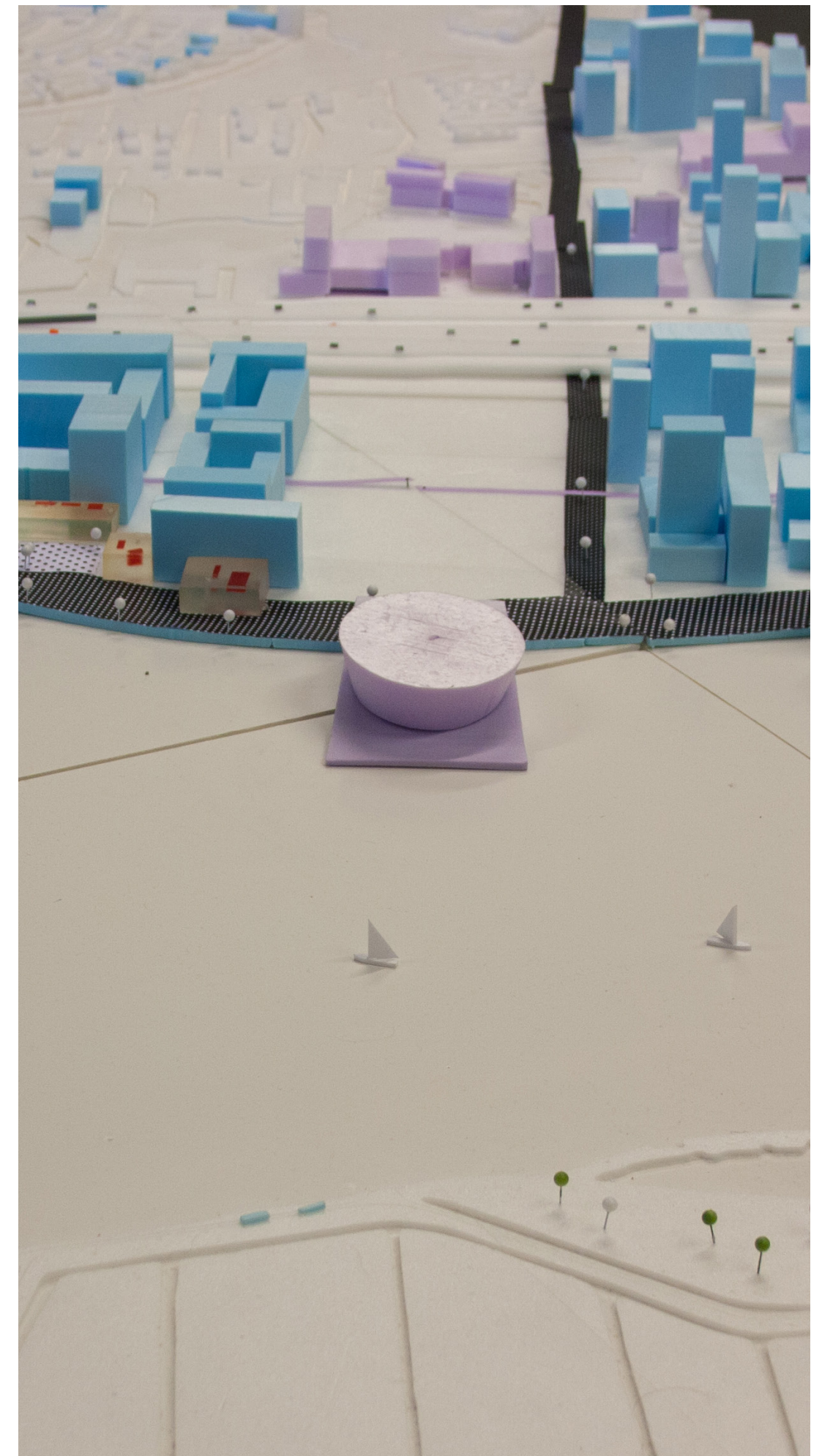
THEATRE



concentric rings of
program



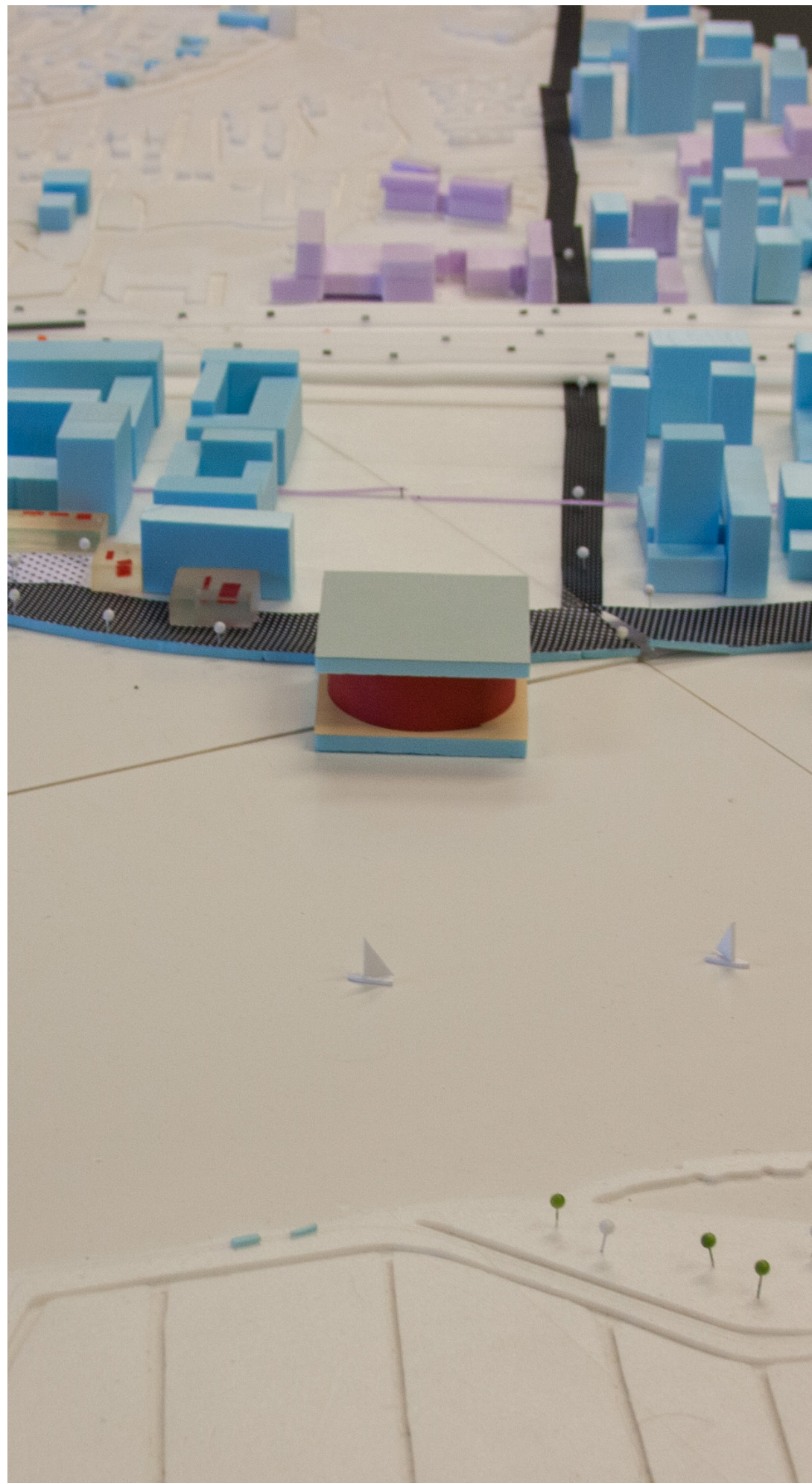
landscape around the
stadium bowl



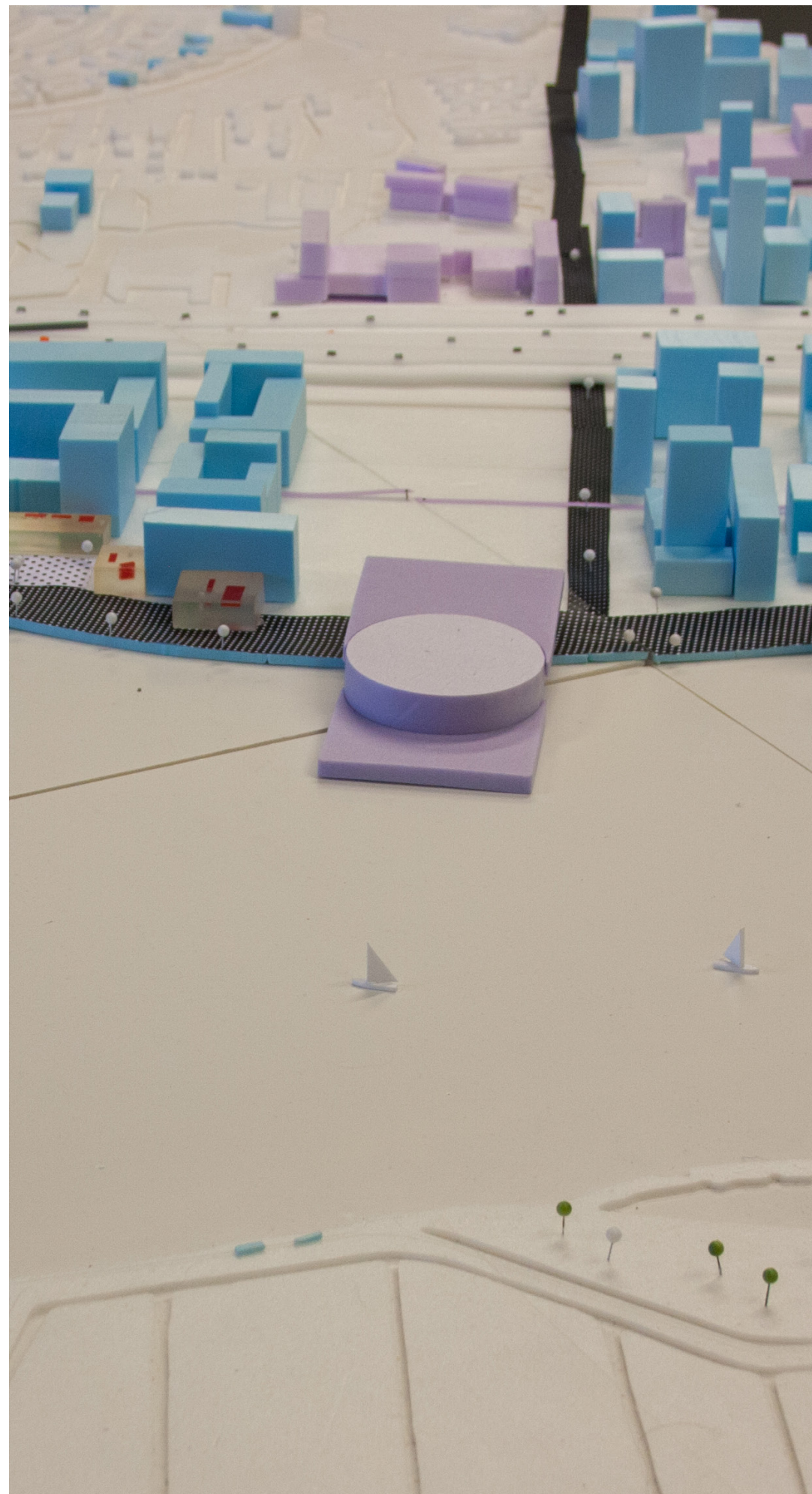
emphasis on public space
towards lake



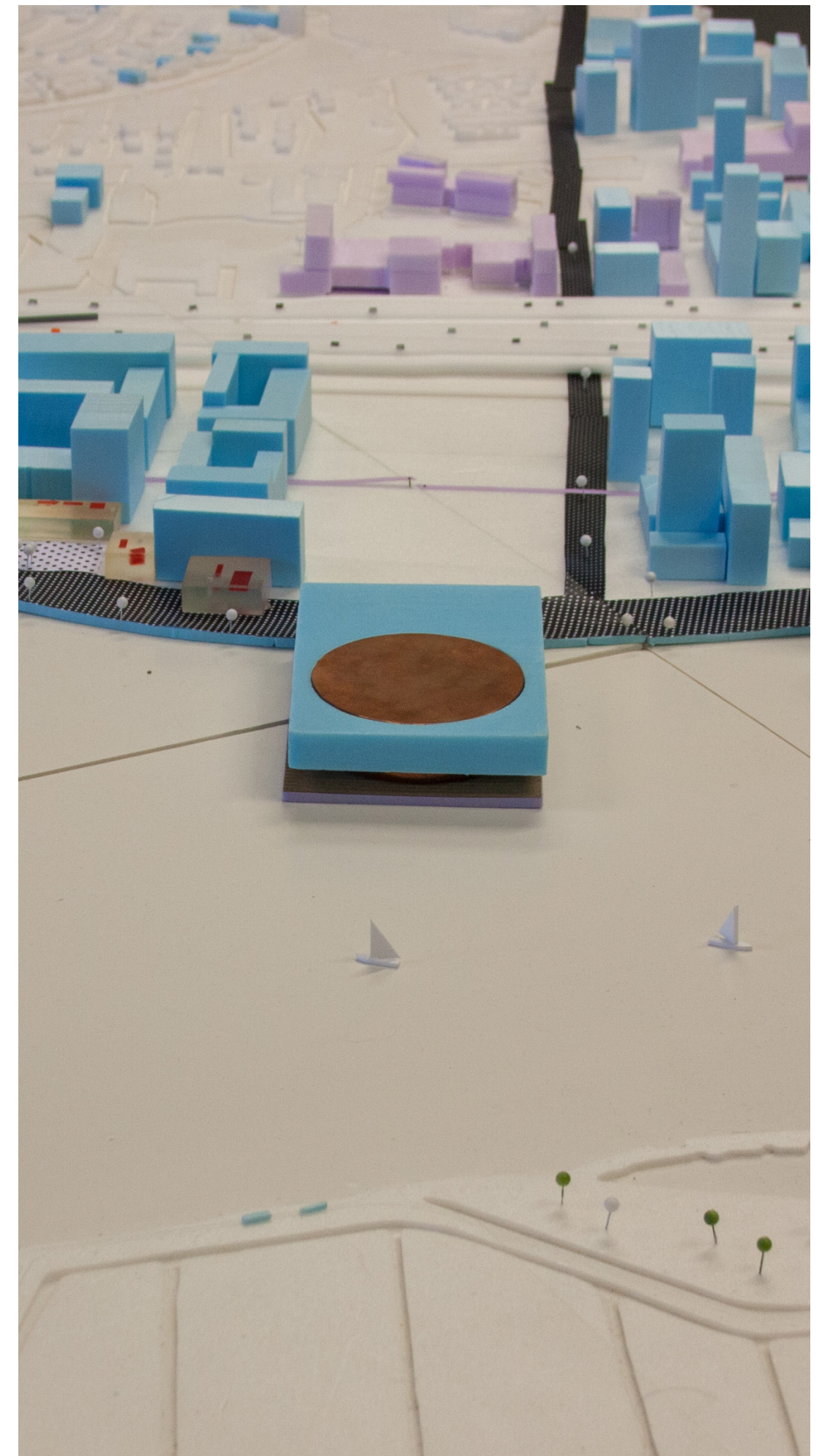
CANOPY



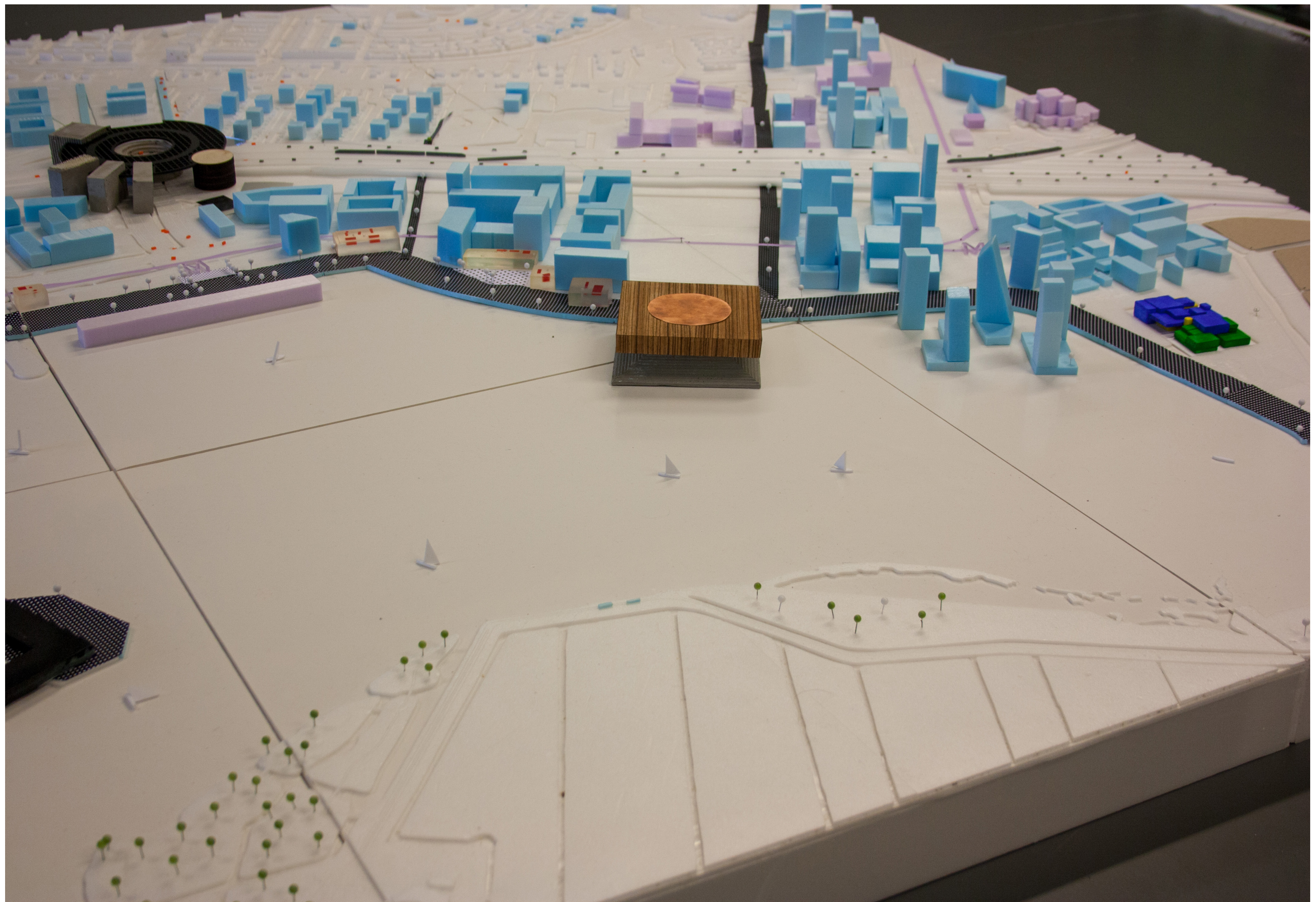
stacking of functions



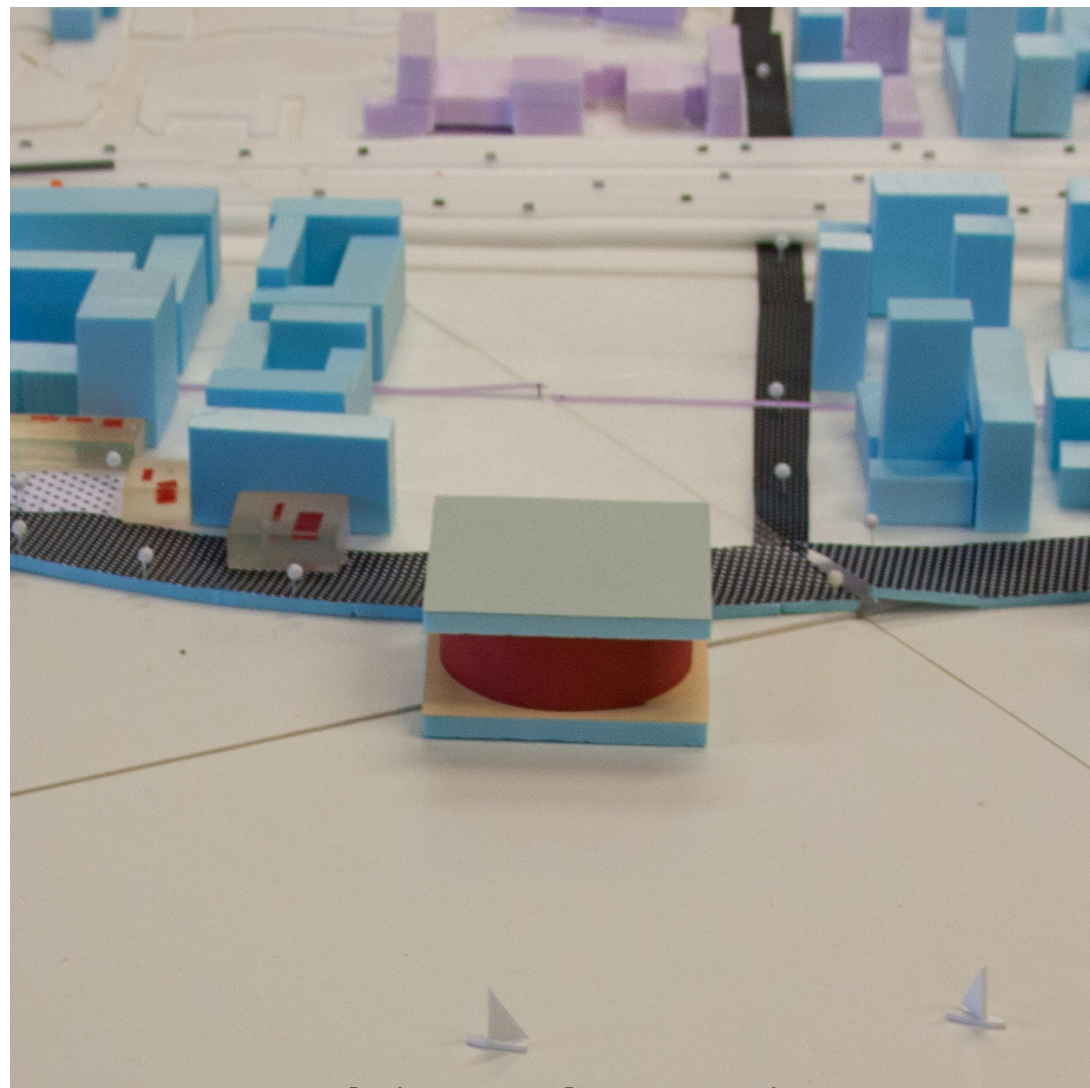
cantilevered element
extending from bowl



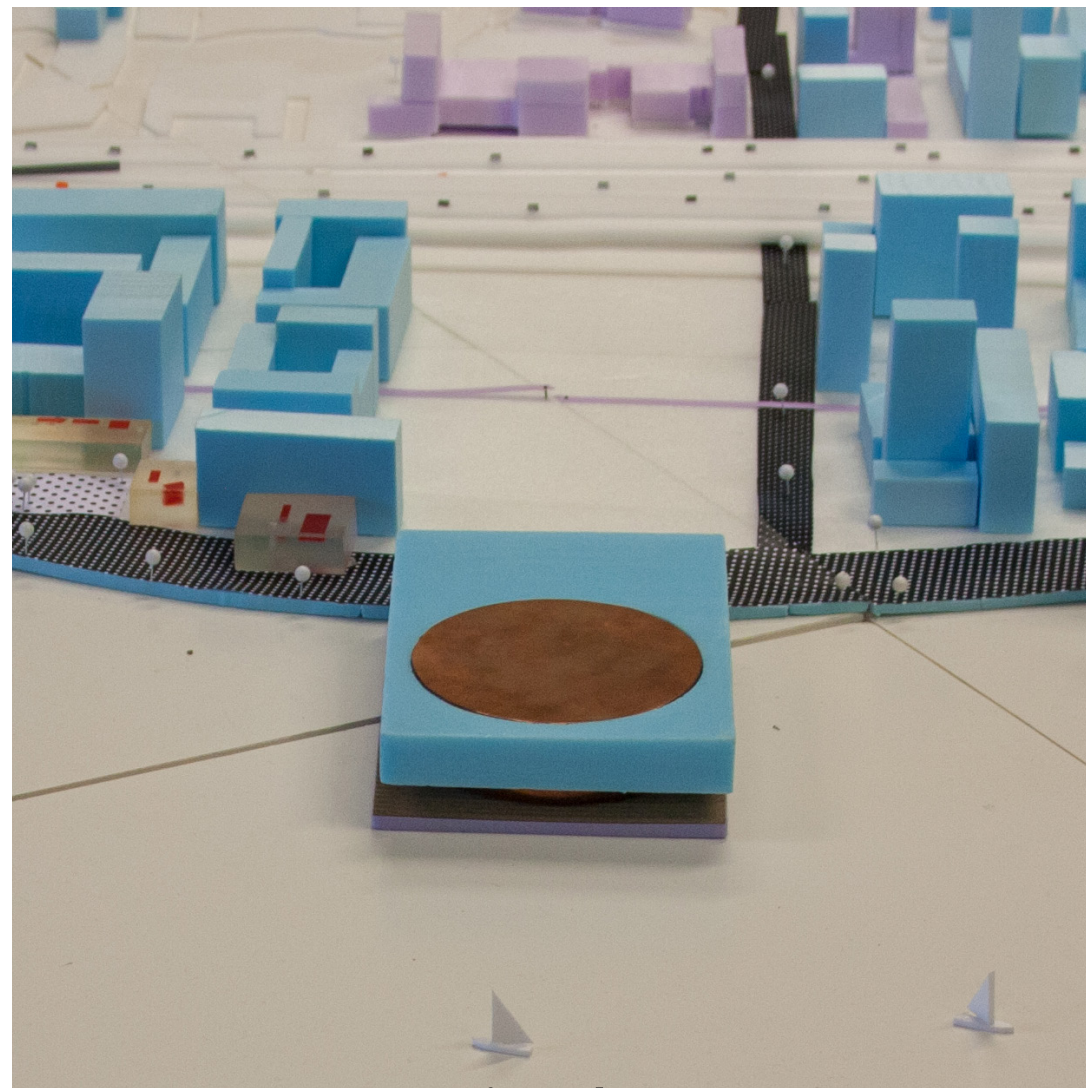
monumentality and marking
public space with canopy



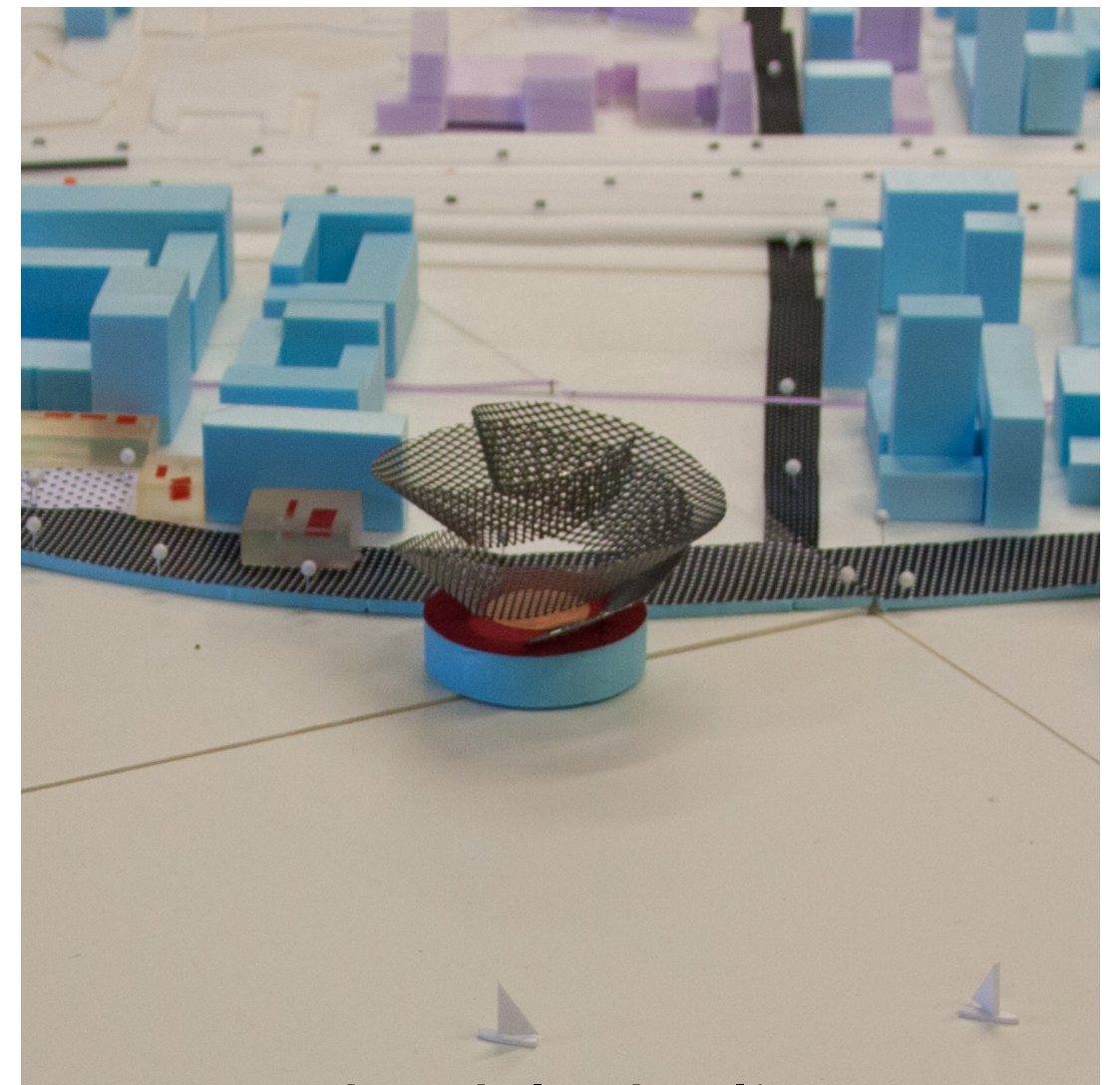
SYNTHESIS



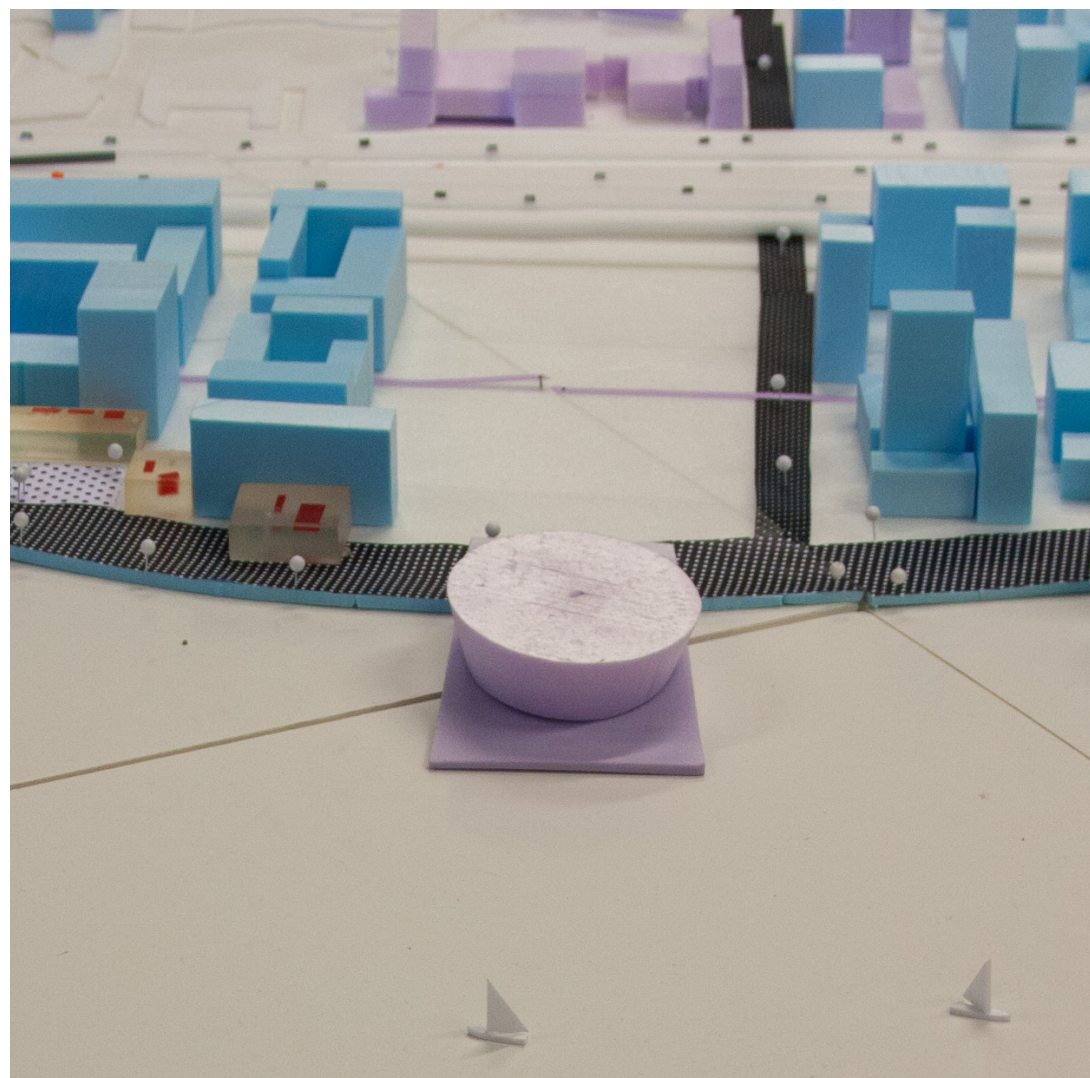
stacking functions



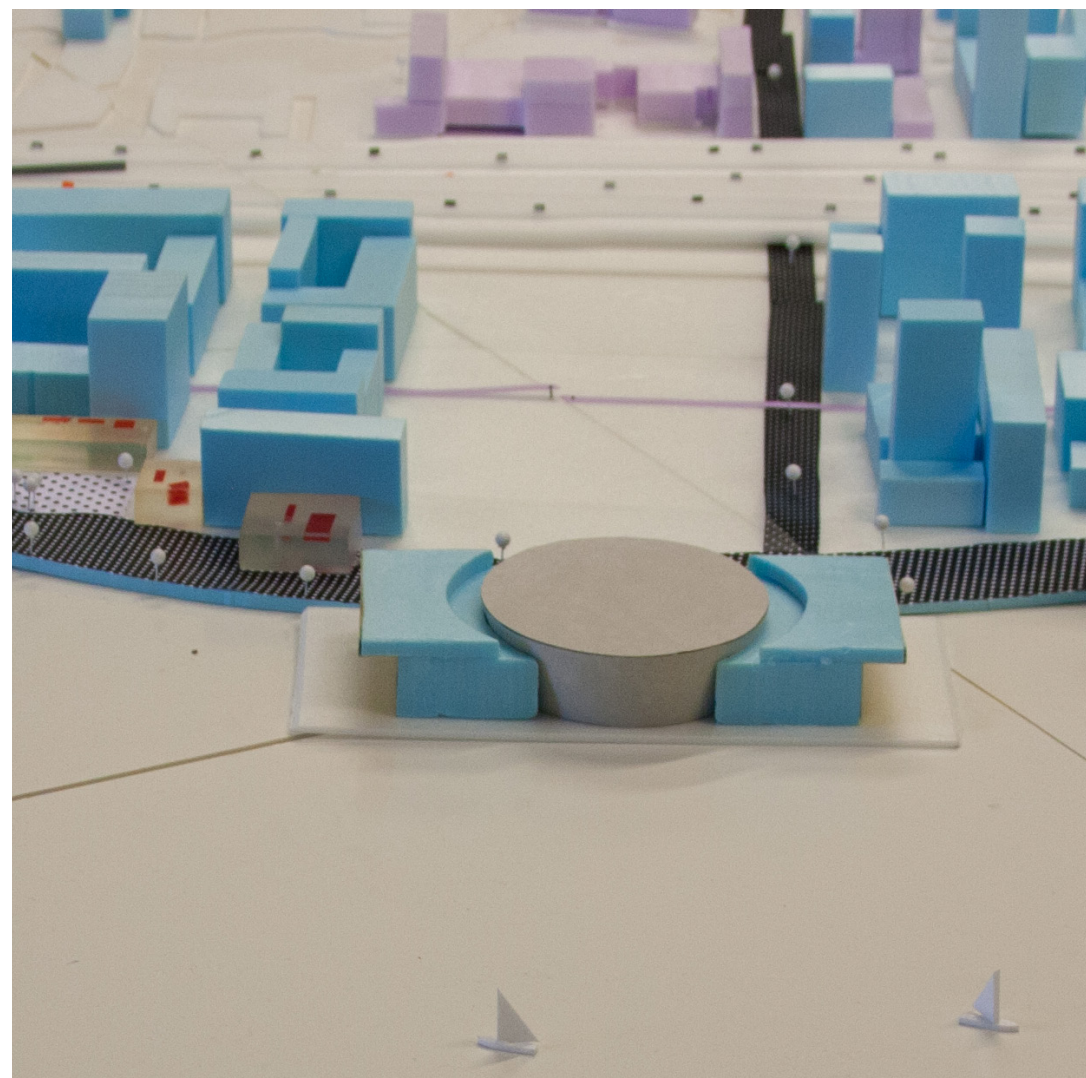
canopied space



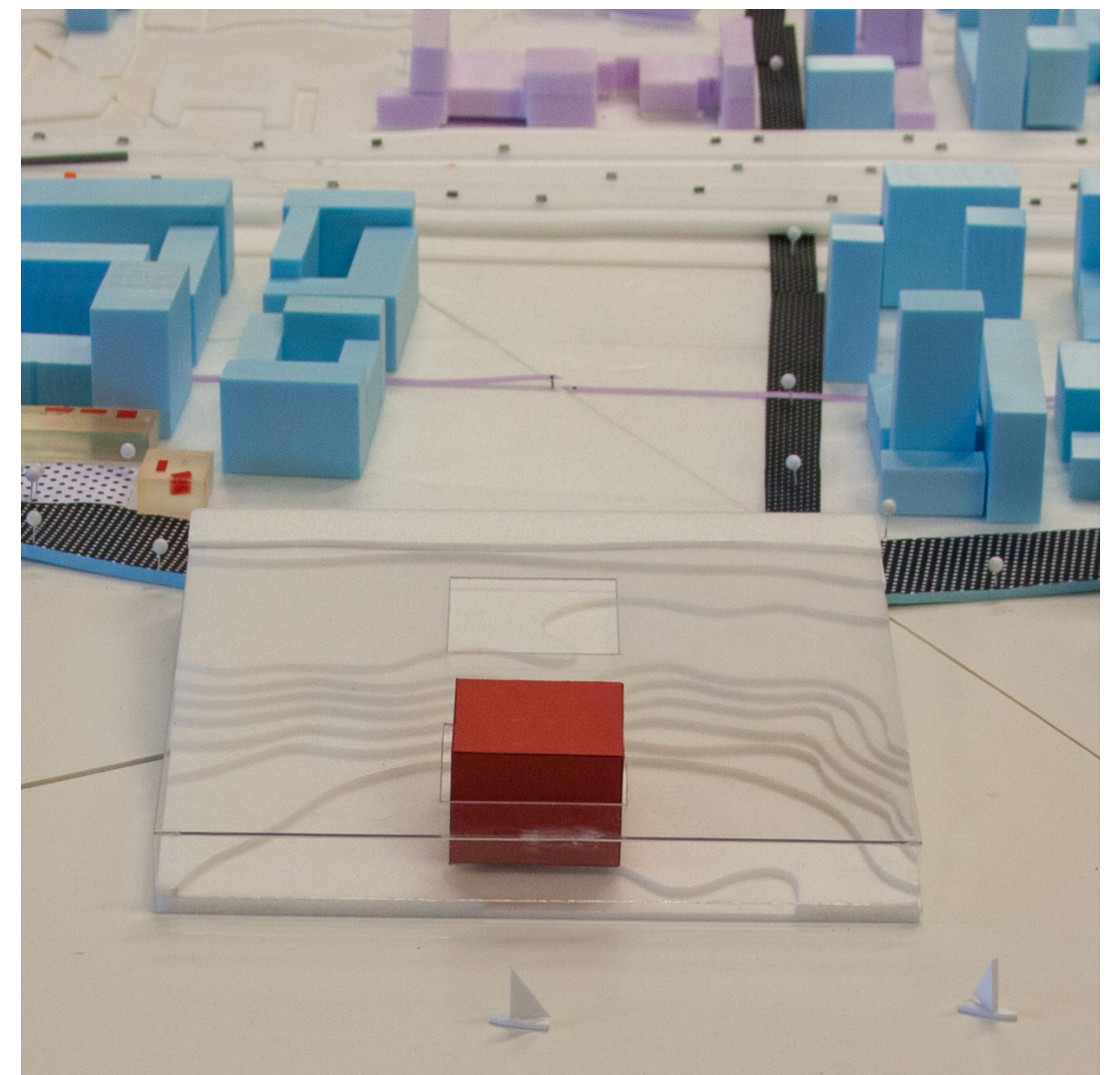
double helix



waterfront

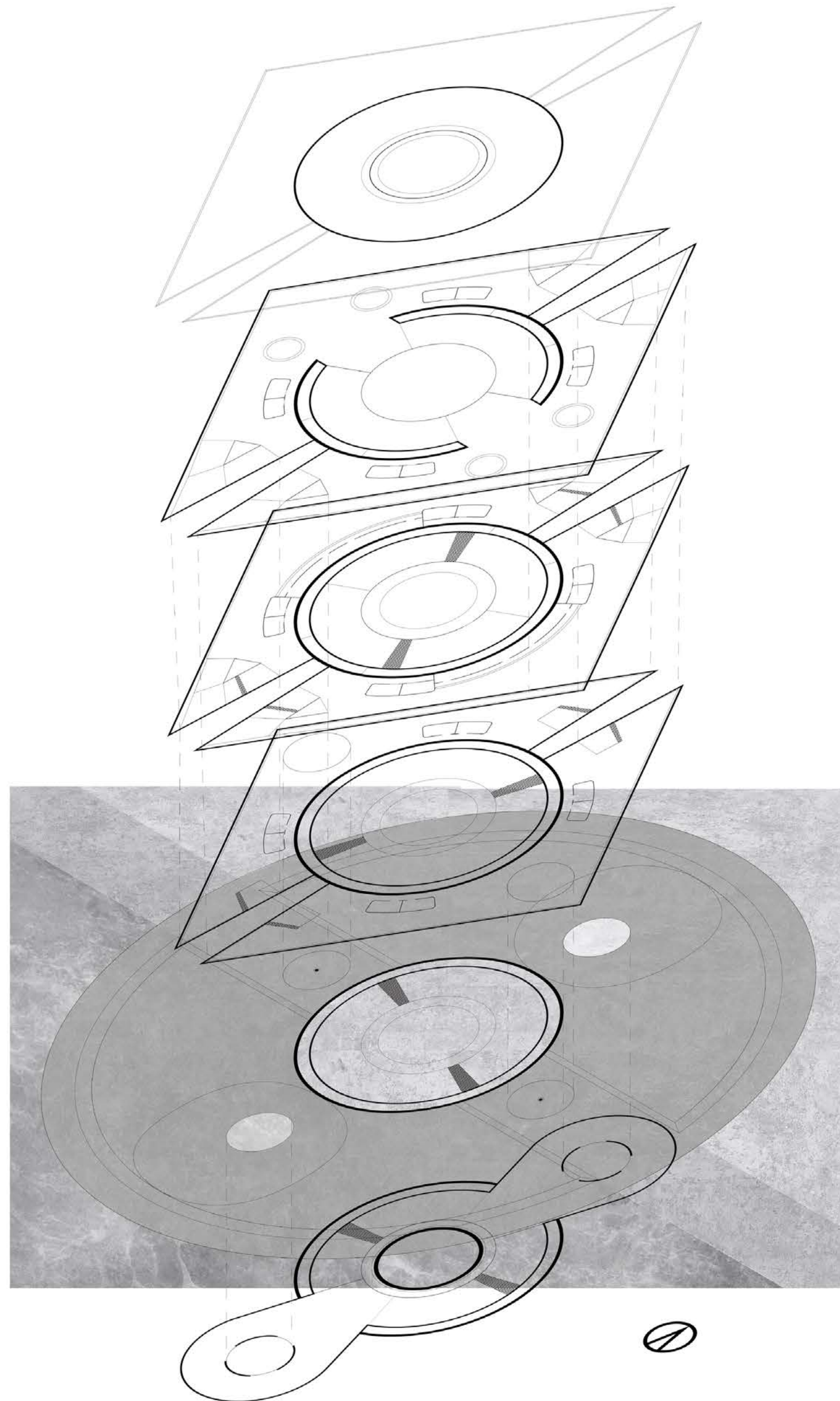


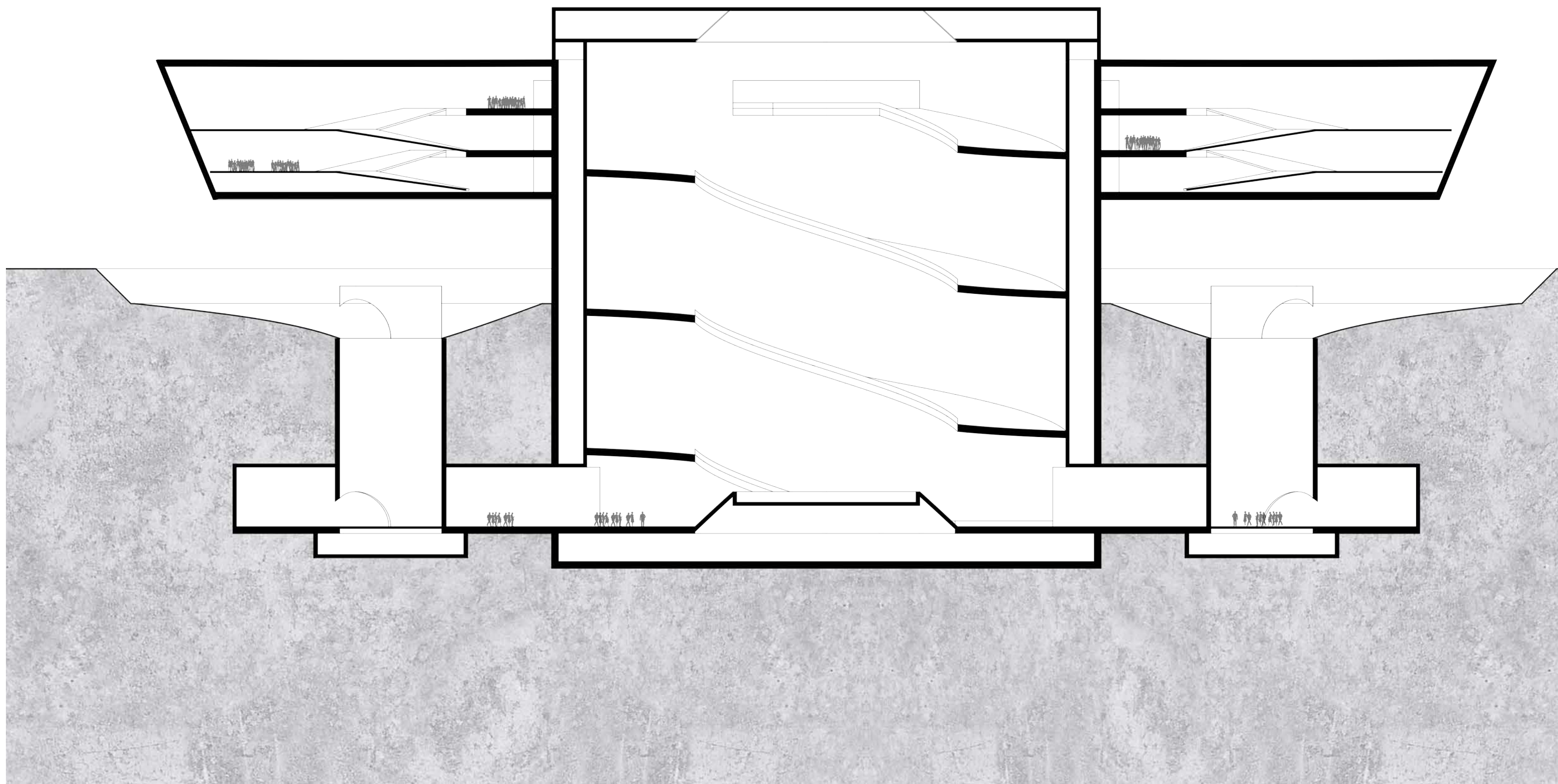
opposition

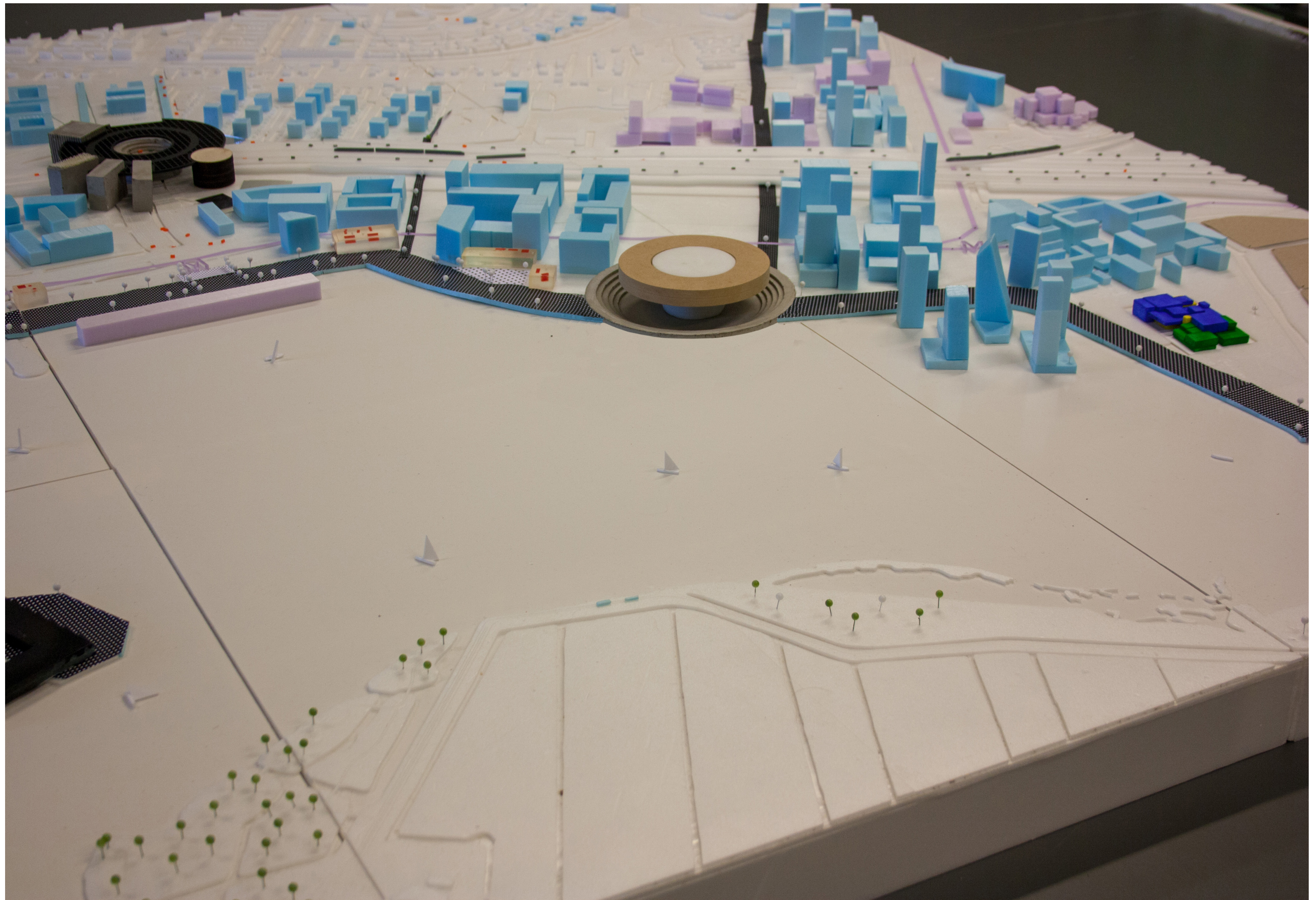


submerged structure









SITE



ZAANDSTAD

SLOTERDIJK

CENTRAAL

CITY ISLANDS

OUD ZUID

AMSTEL

SCHIPHOL

ZUID-OOST



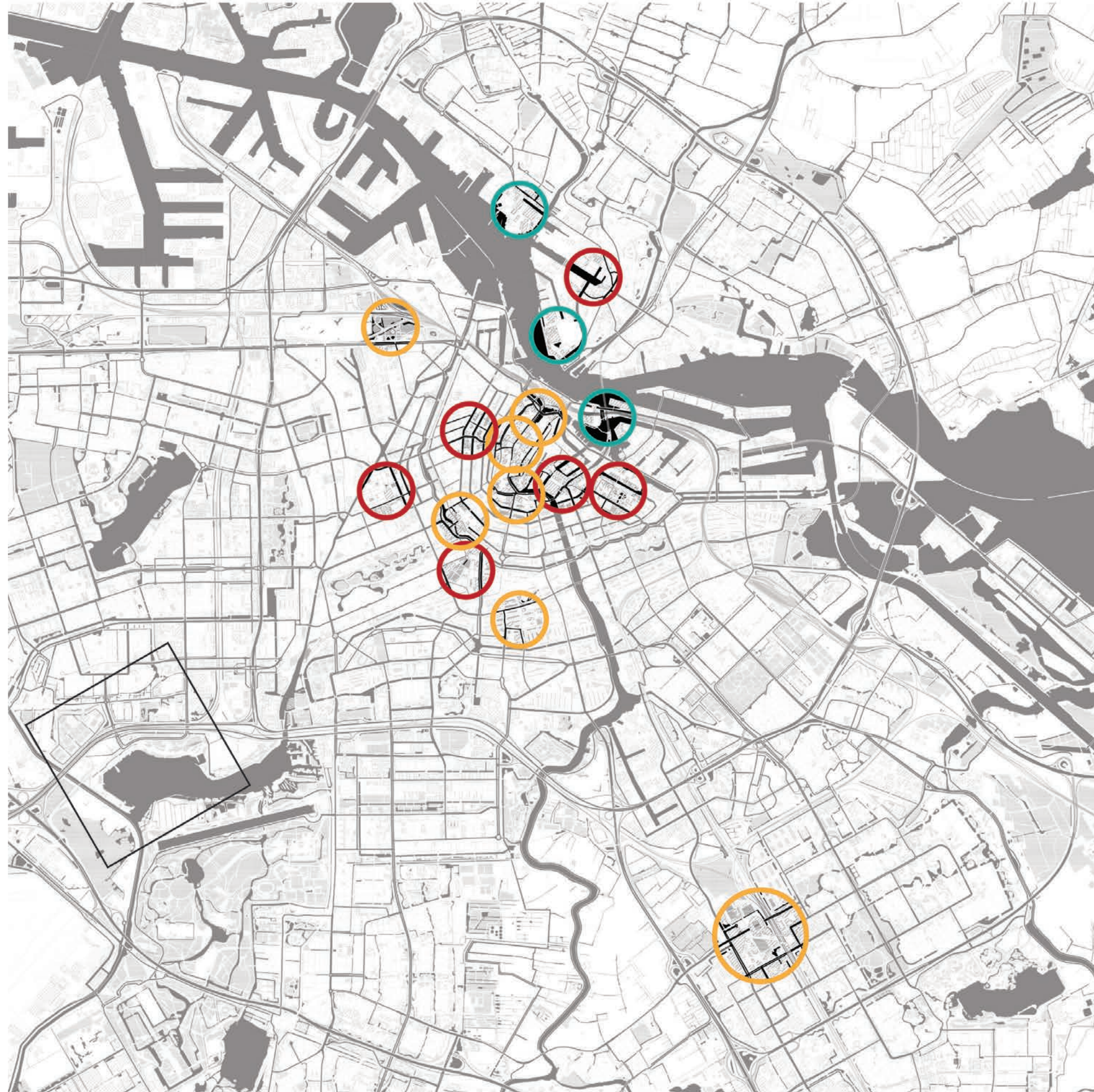


clusters of entertainment



past

clusters of entertainment



today

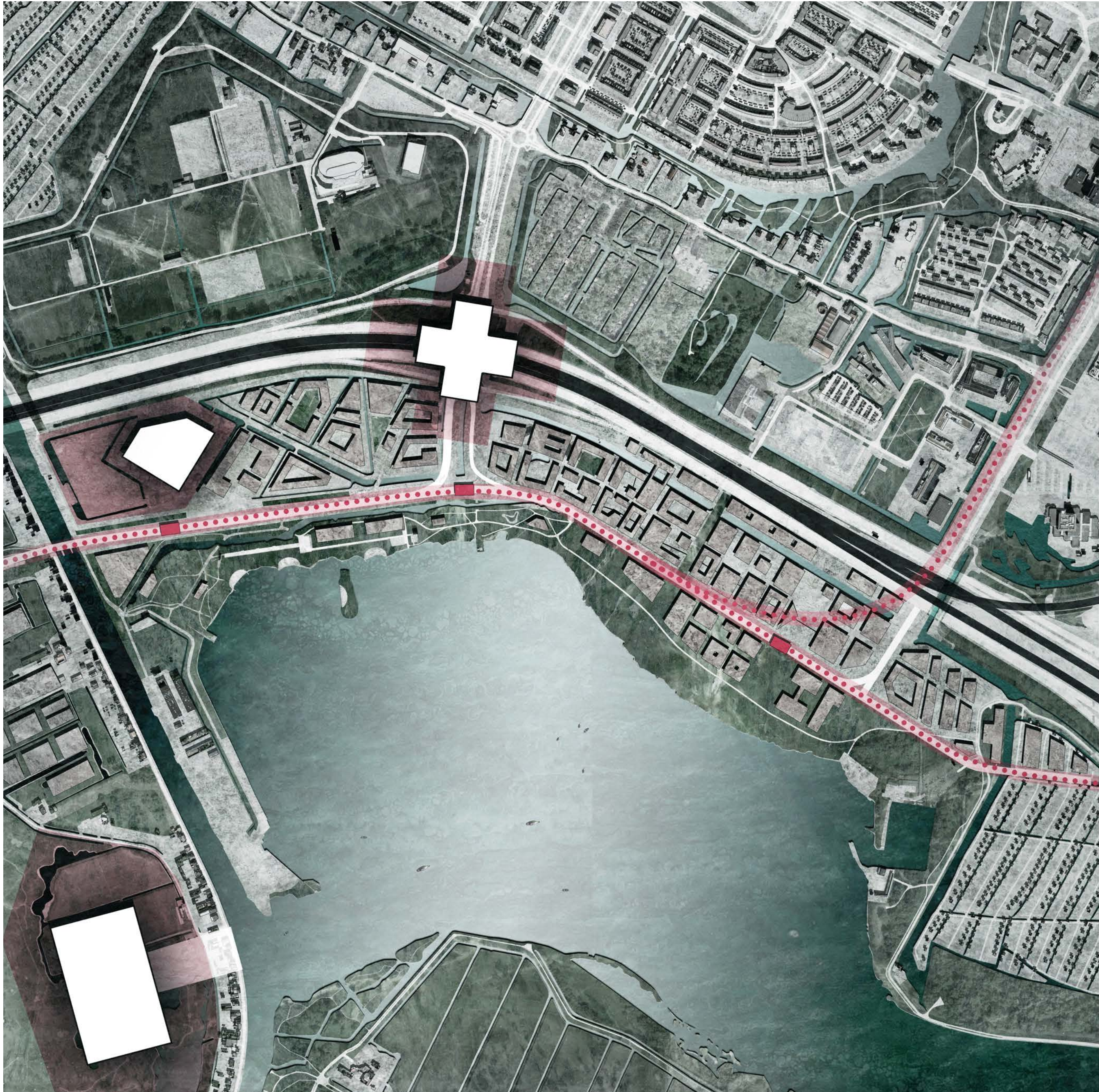
clusters of entertainment

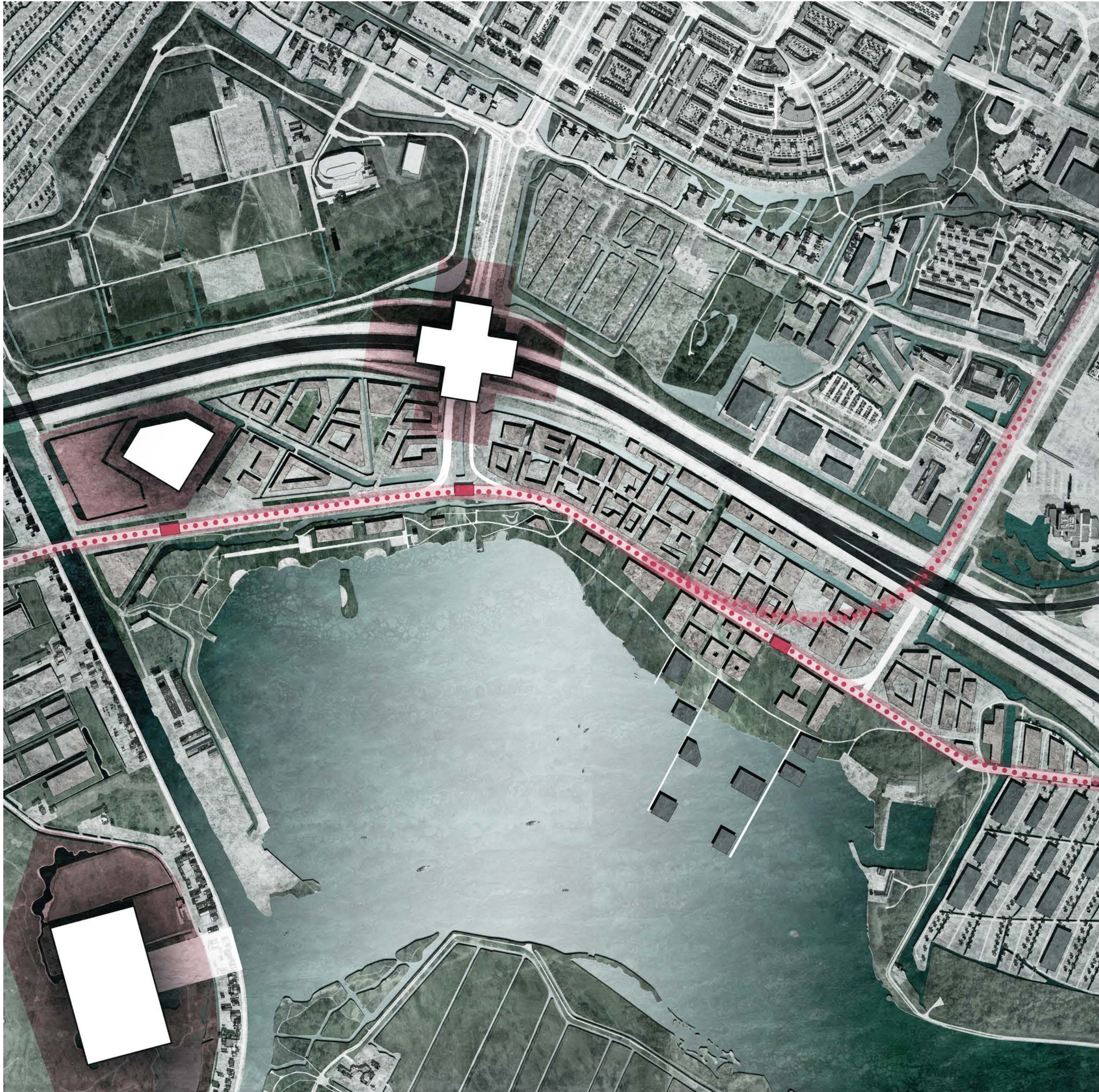


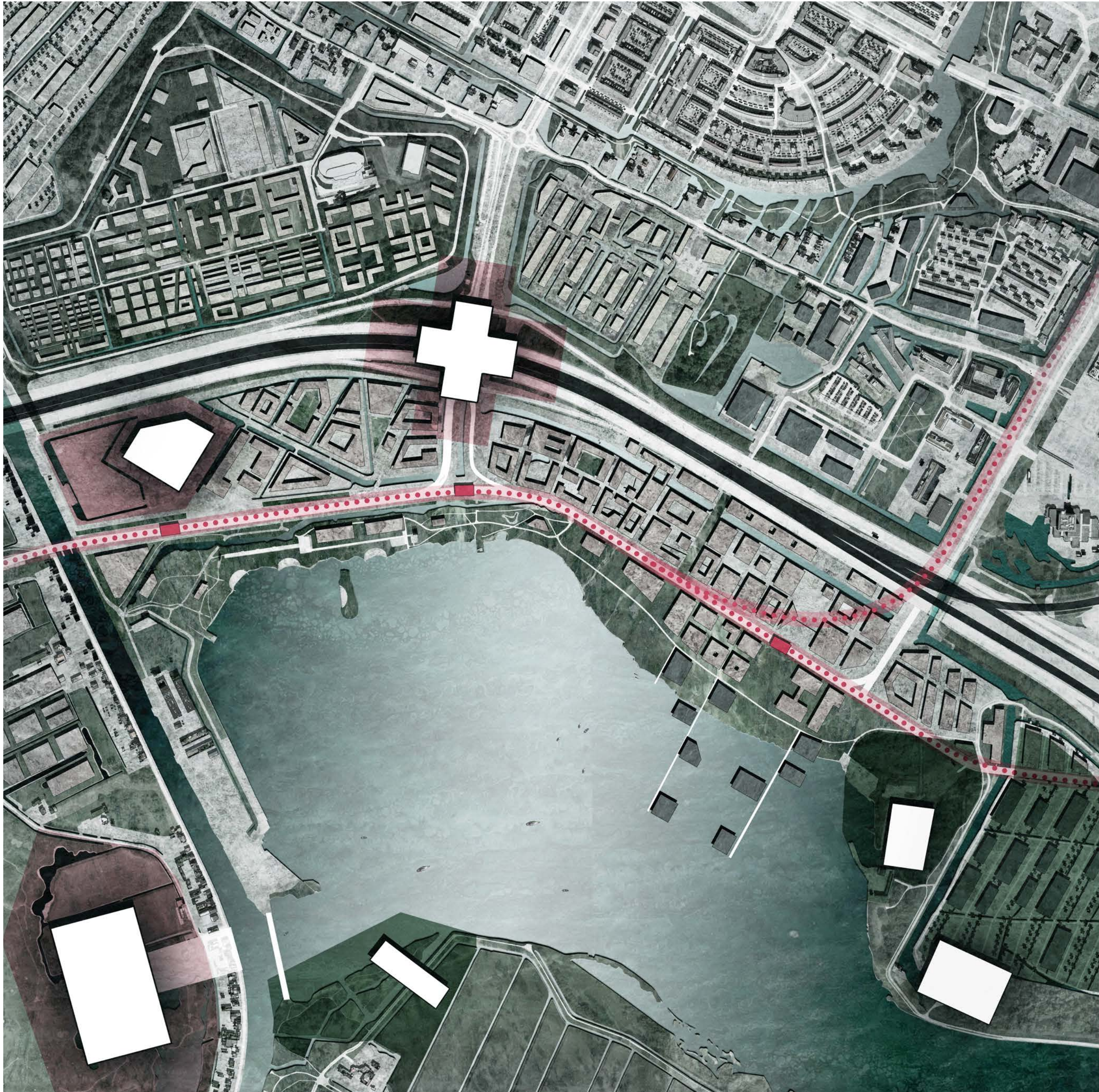
future

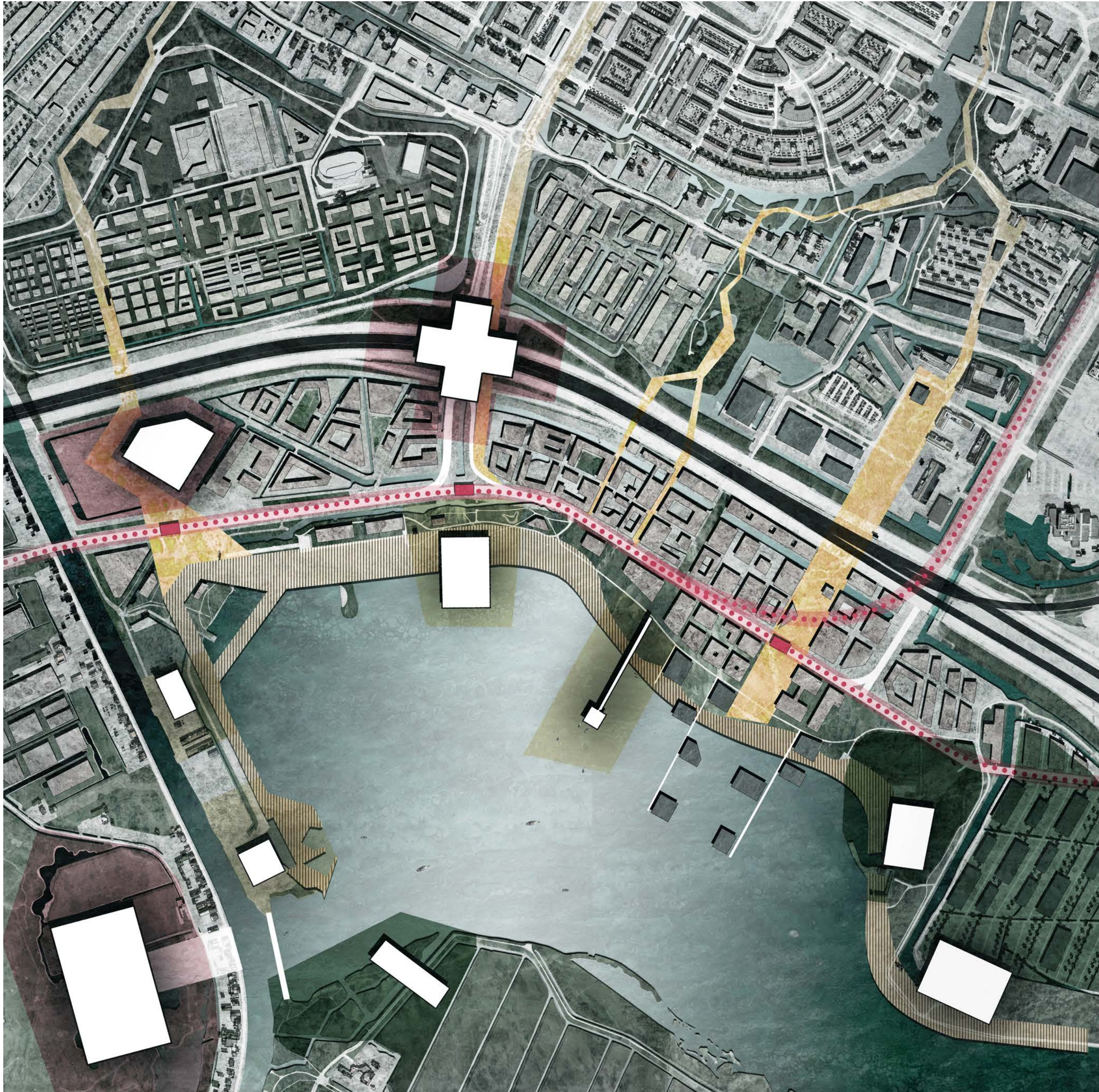




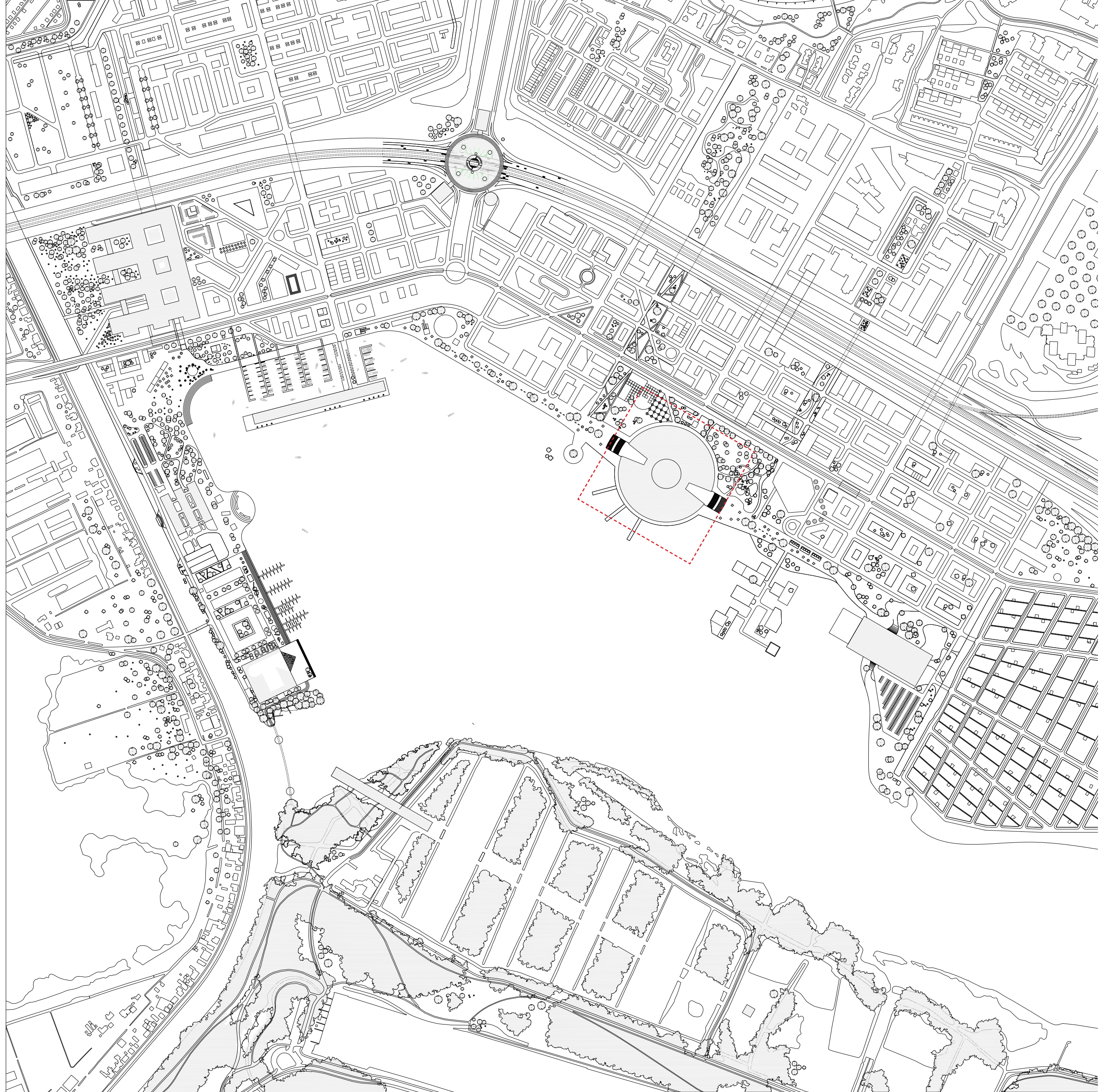




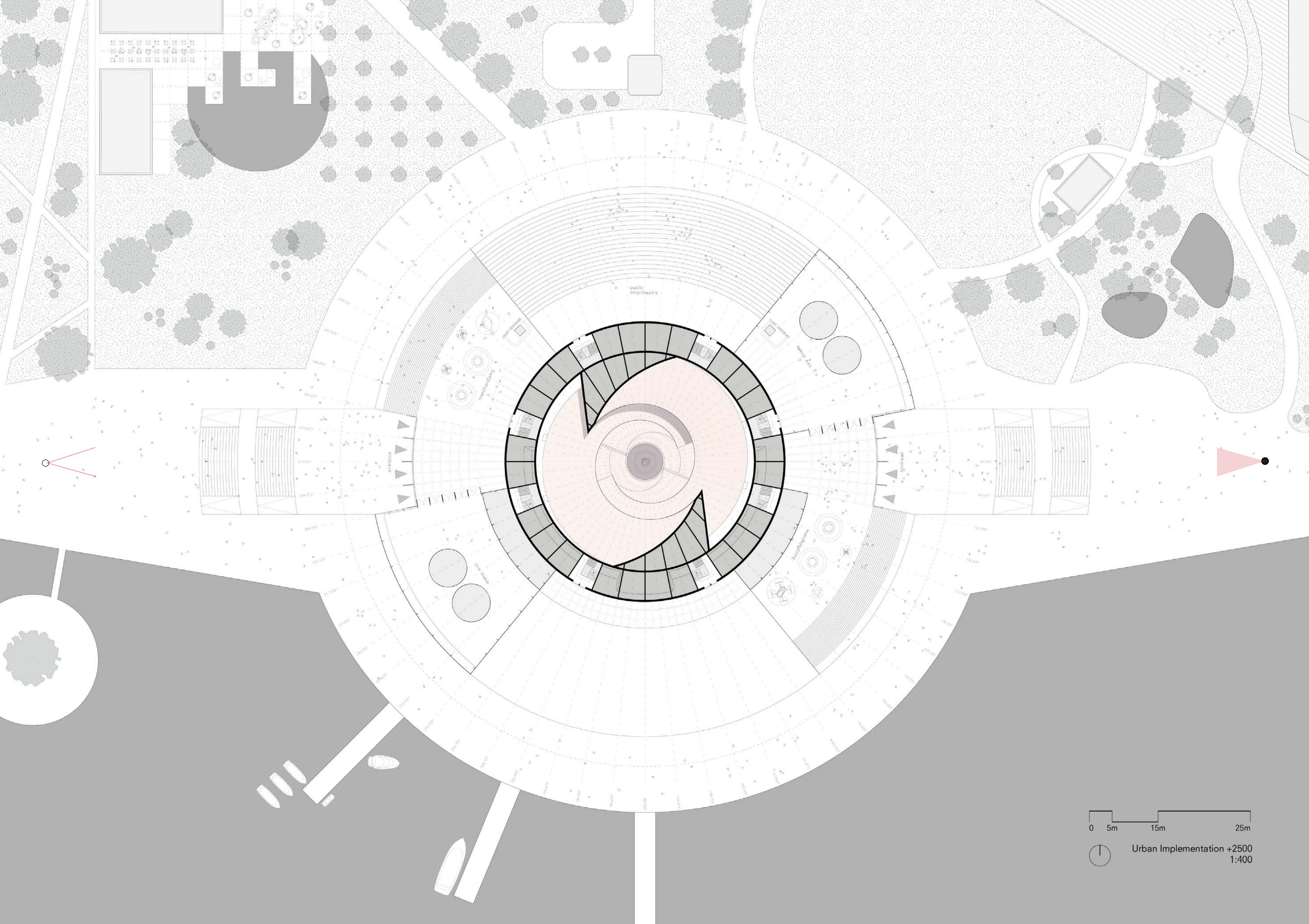








DESIGN



public theatre

merchandise

gift shop

public square

entrance

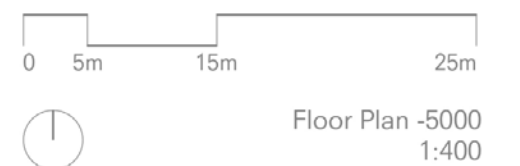
entrance

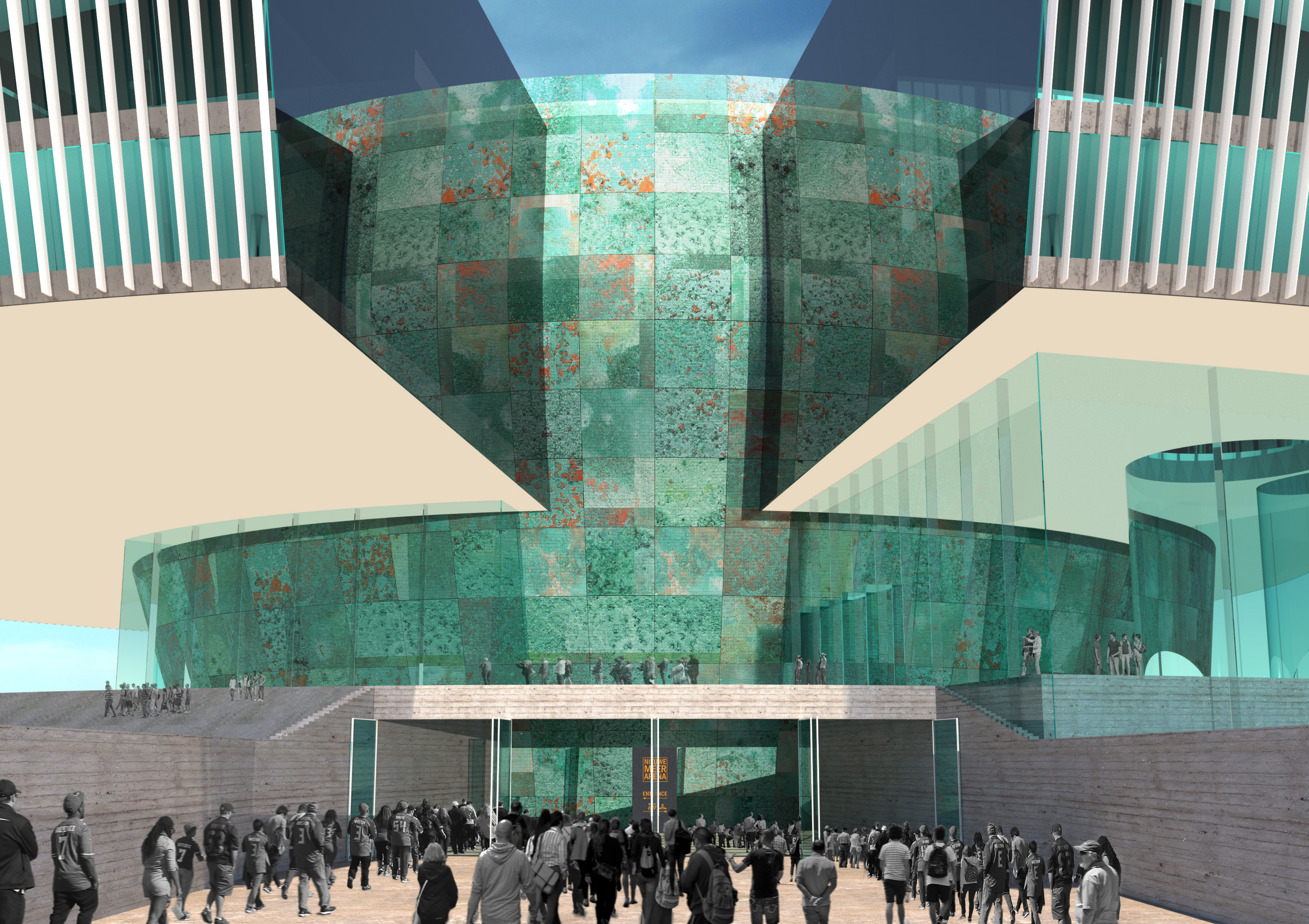
0 5m 15m 25m

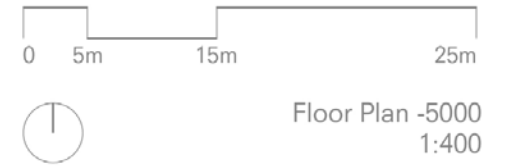
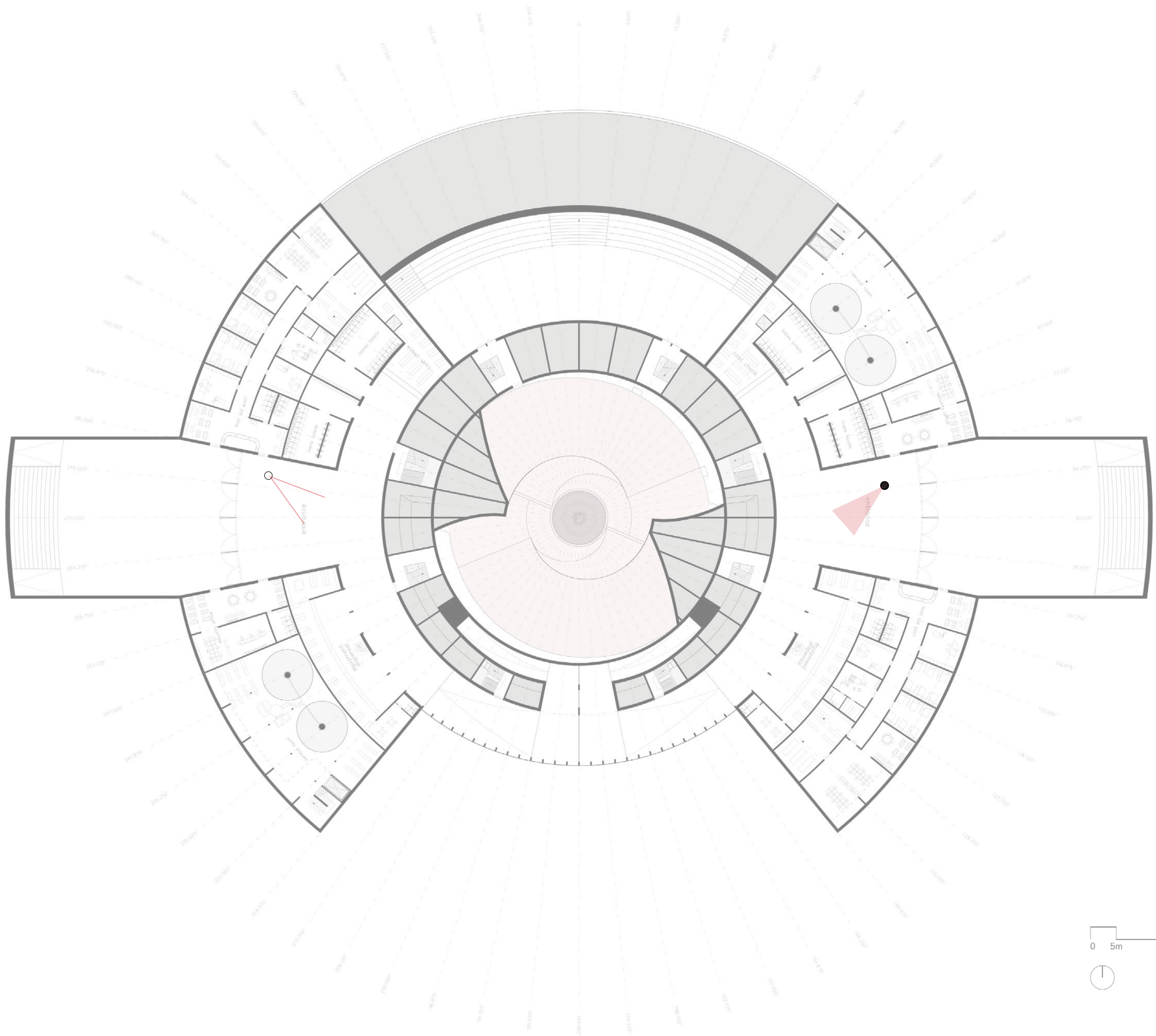


Urban Implementation +2500
1:400









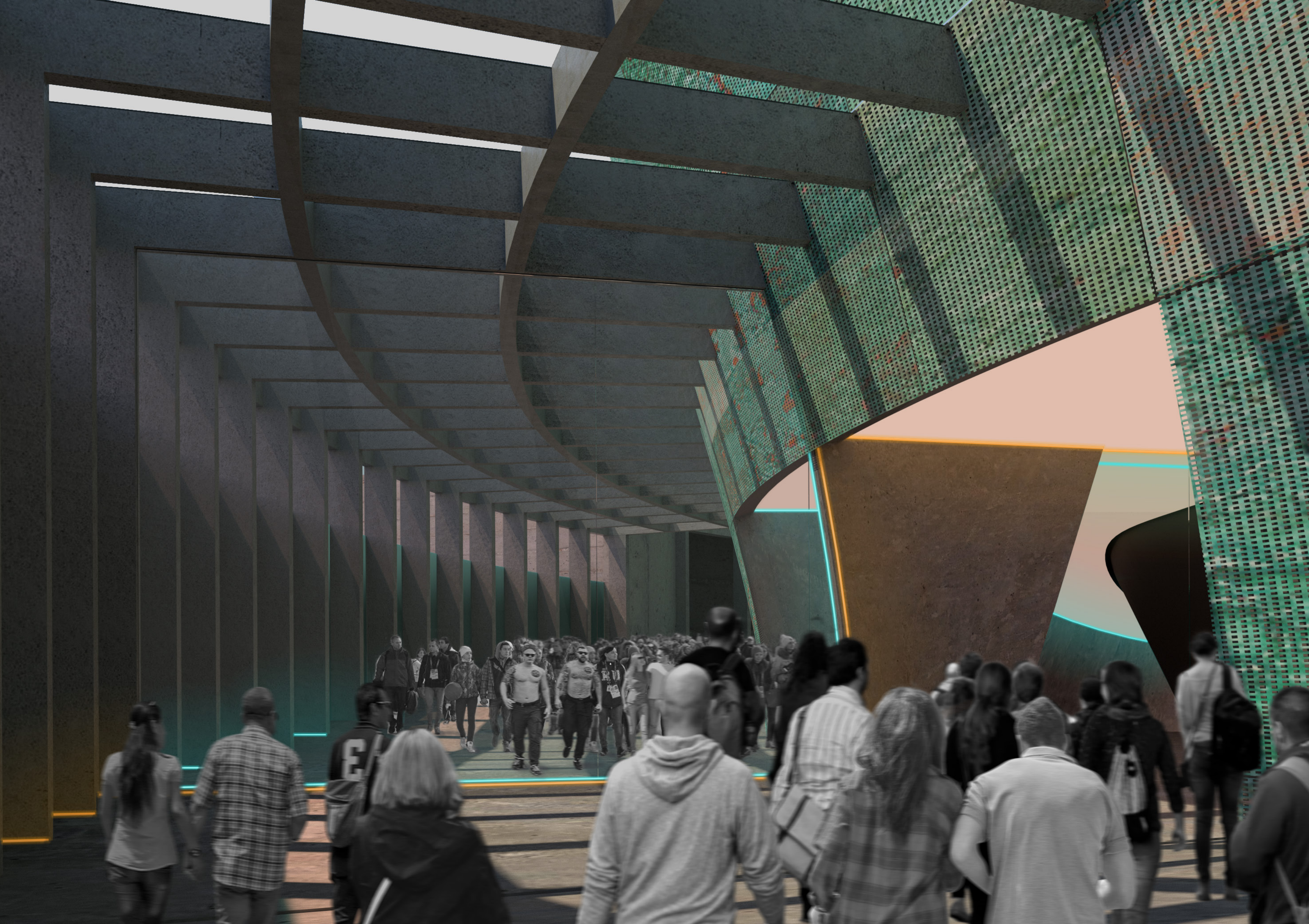


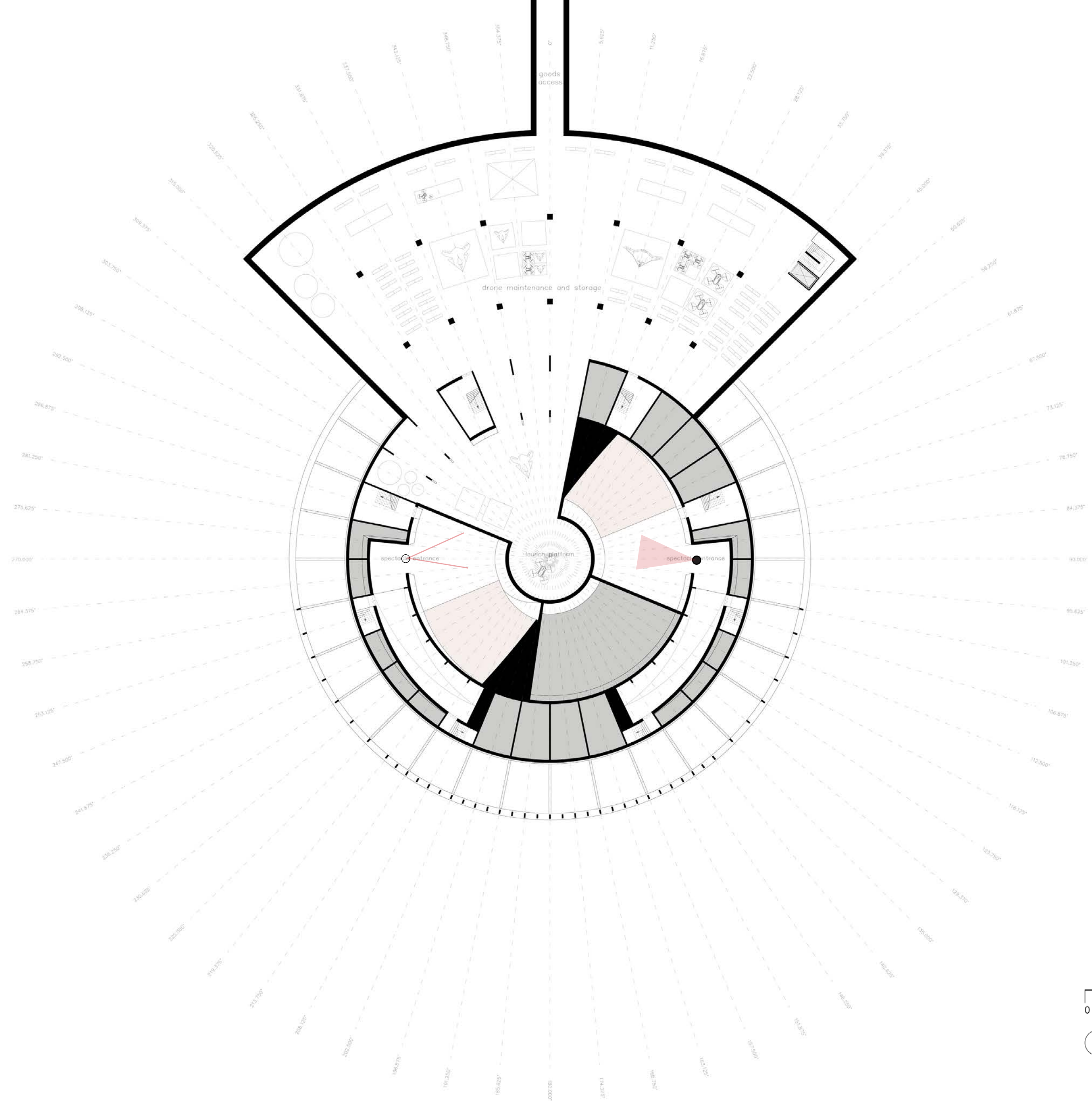
NIEUWE
MEER
ARENA

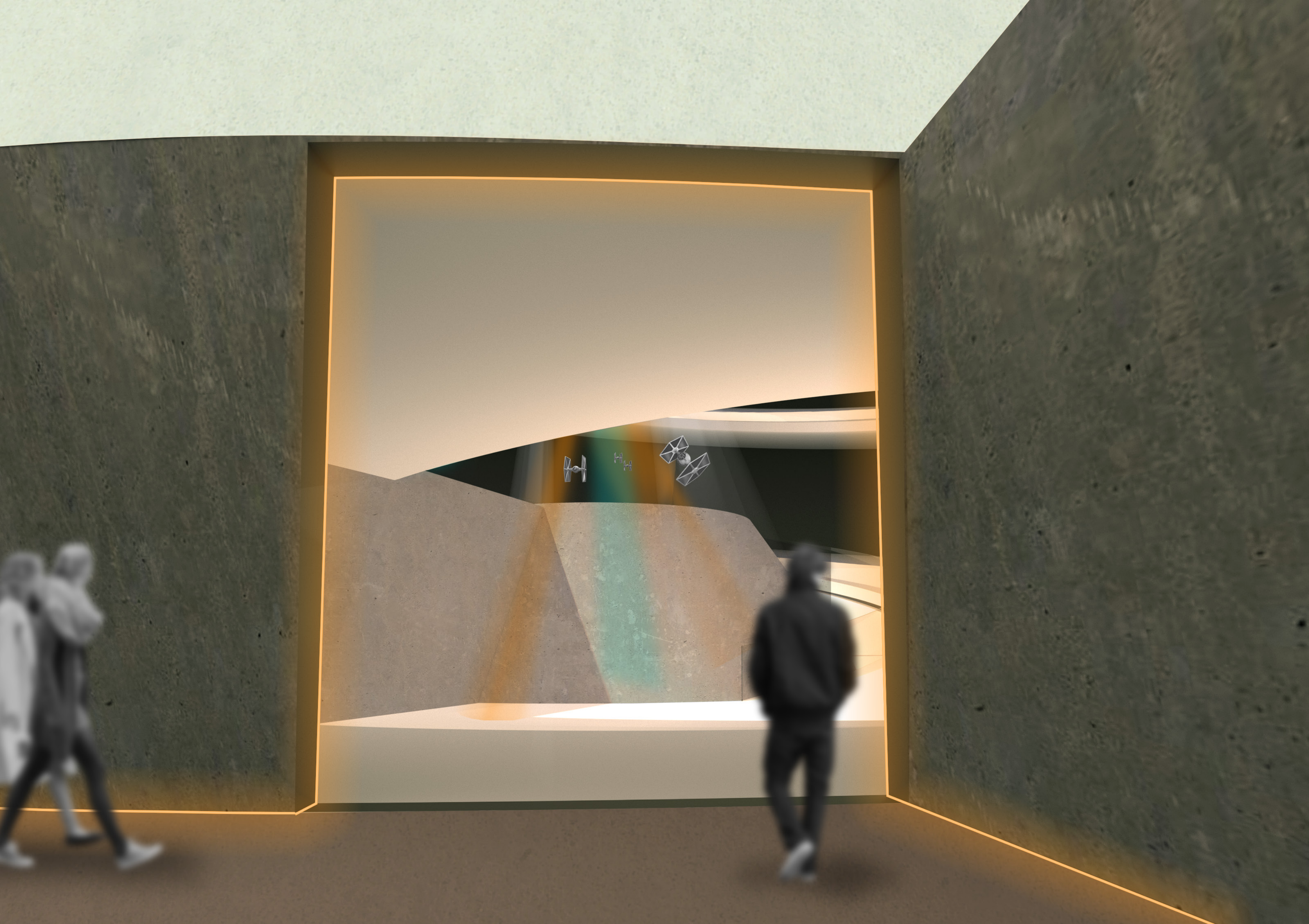
ENTRANCE

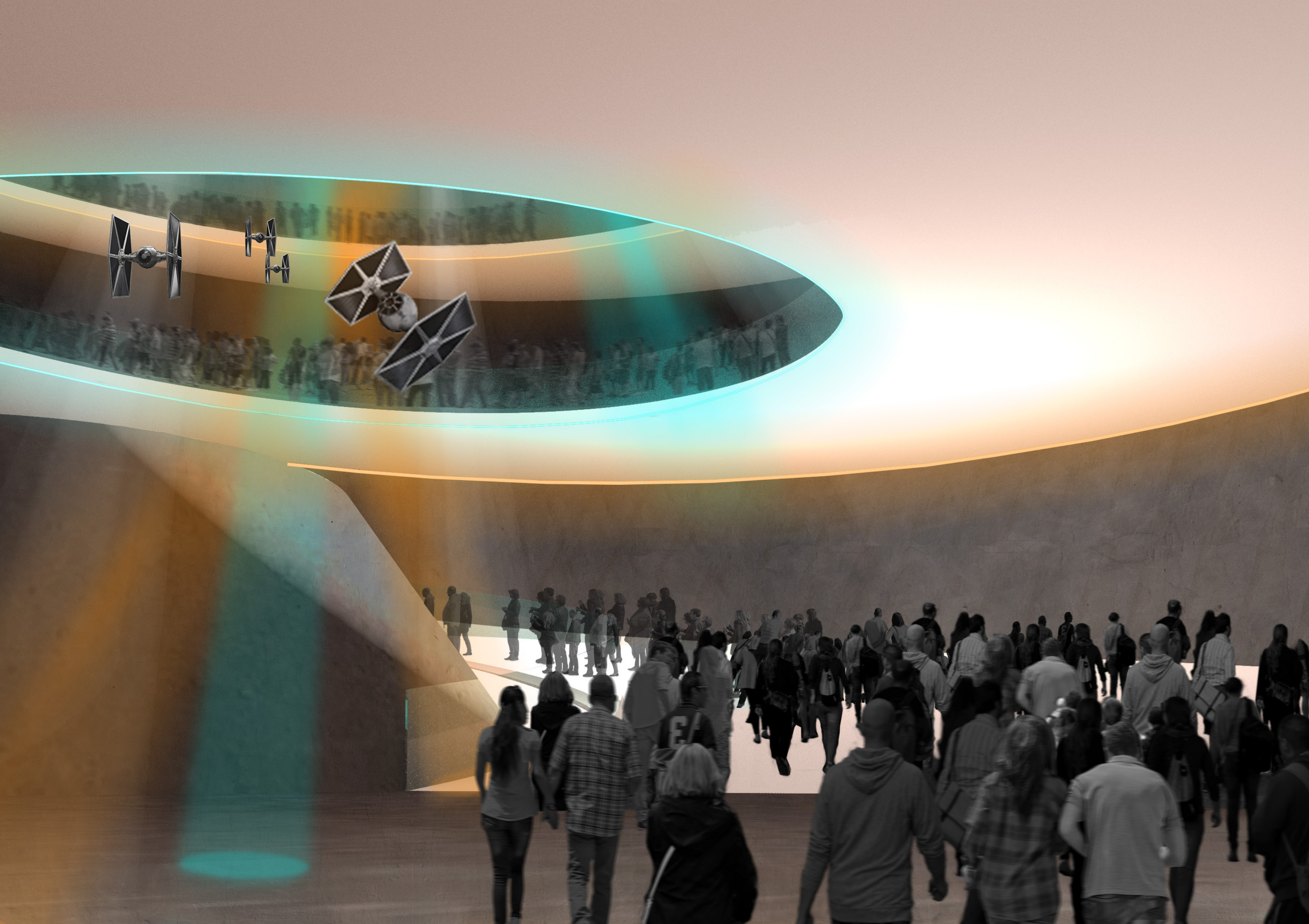


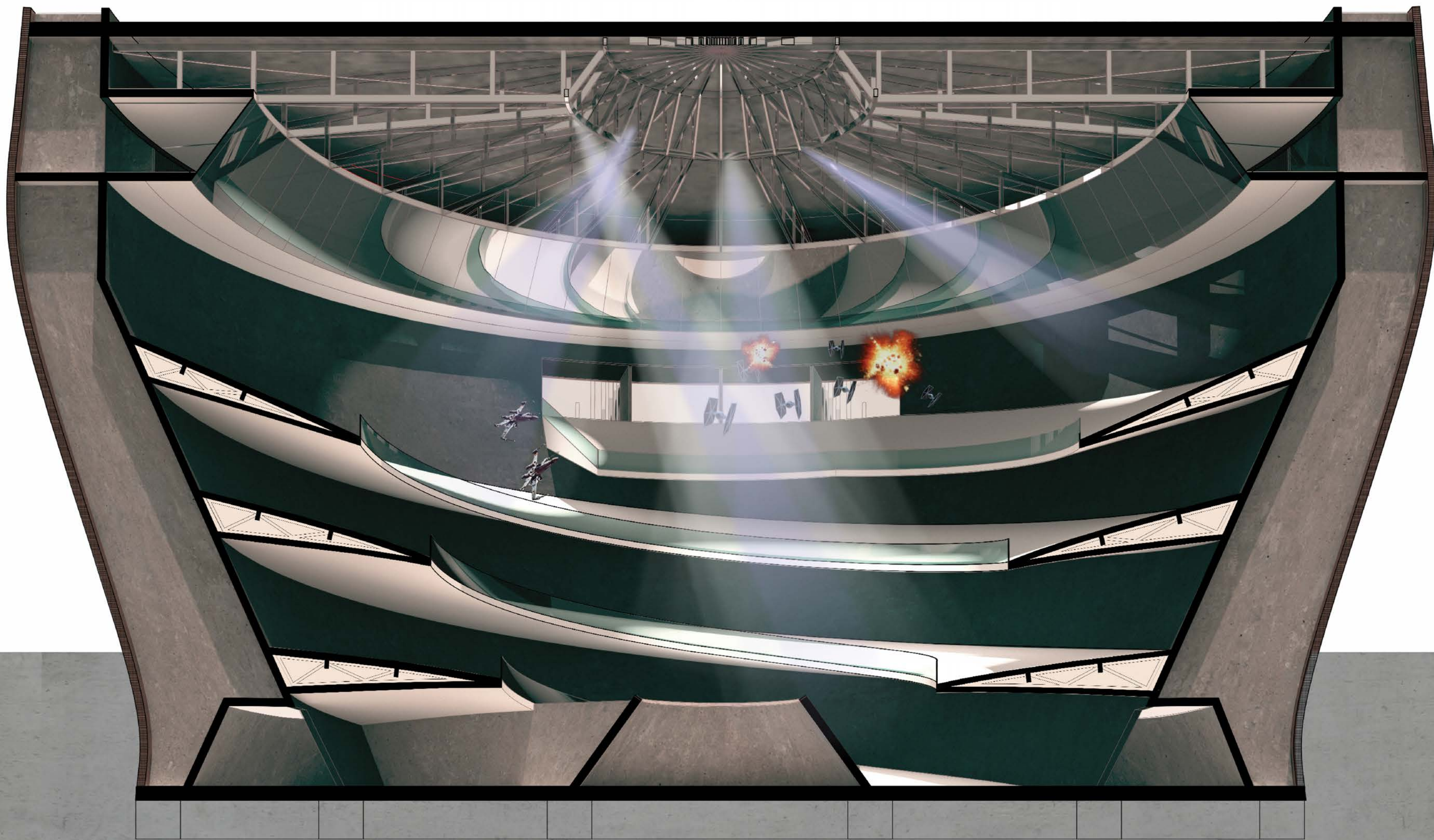


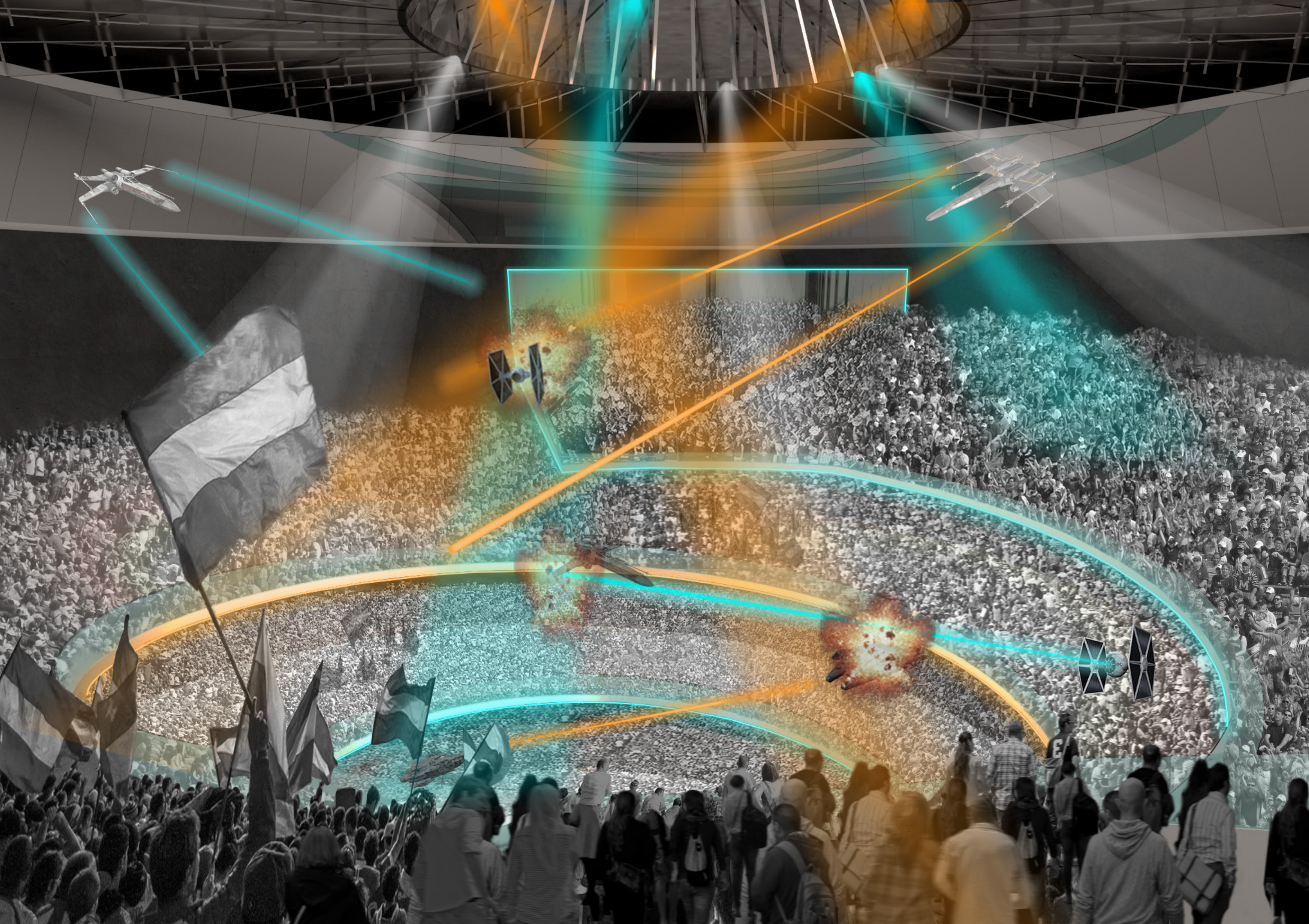


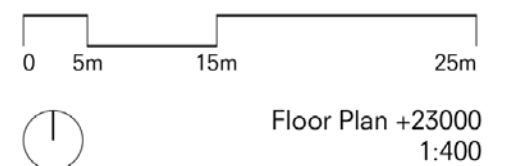
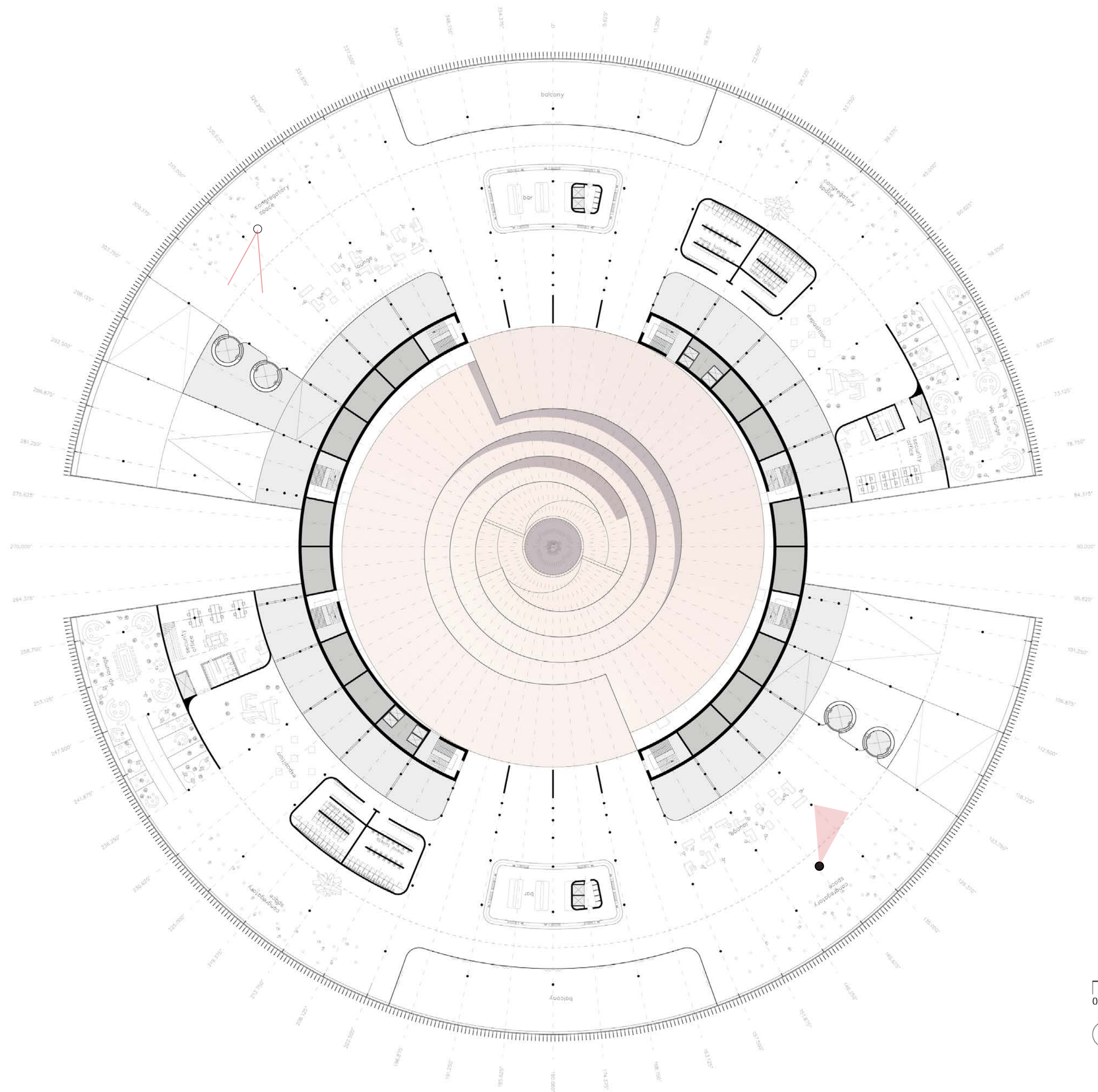


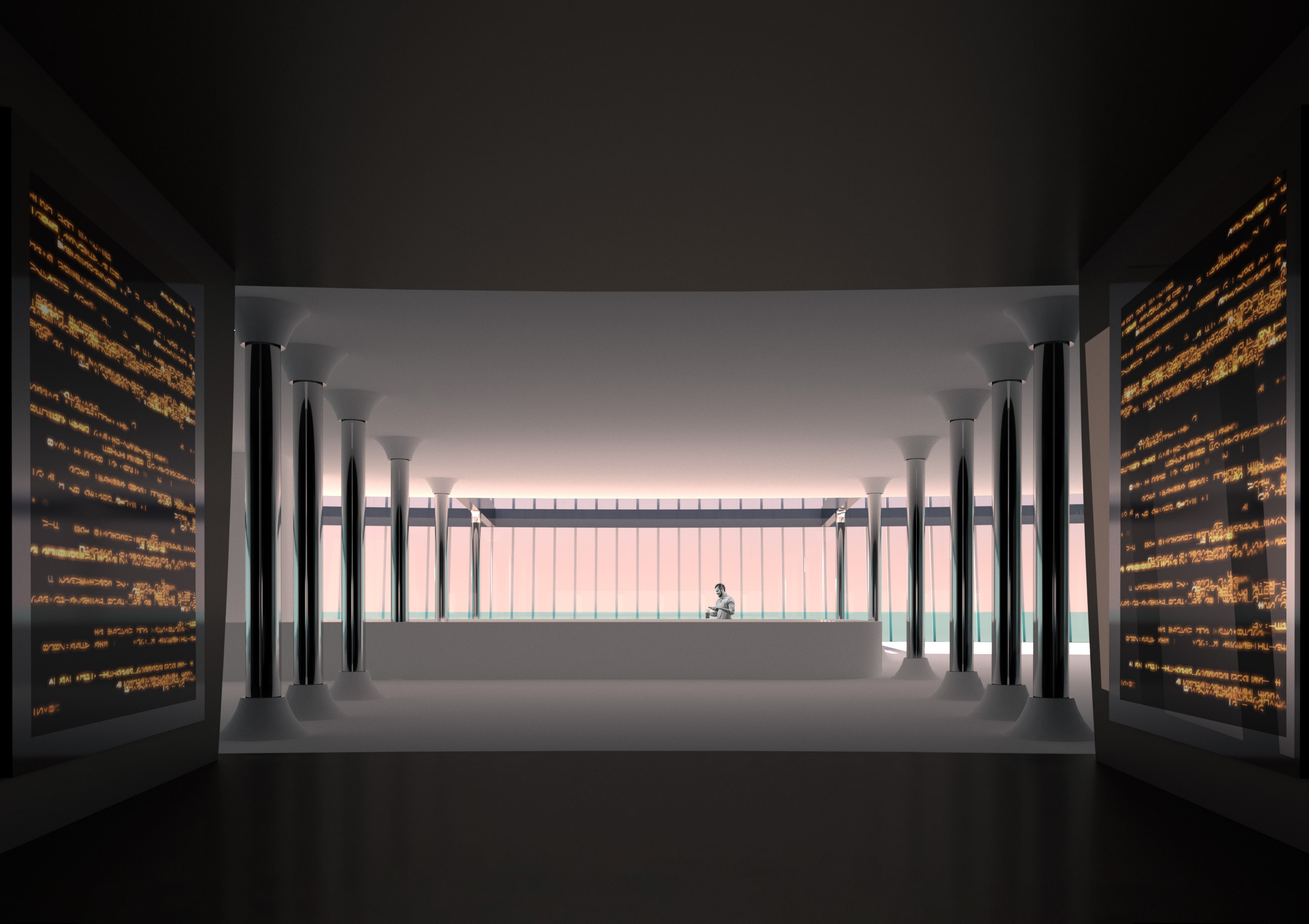




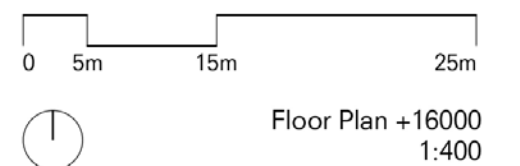
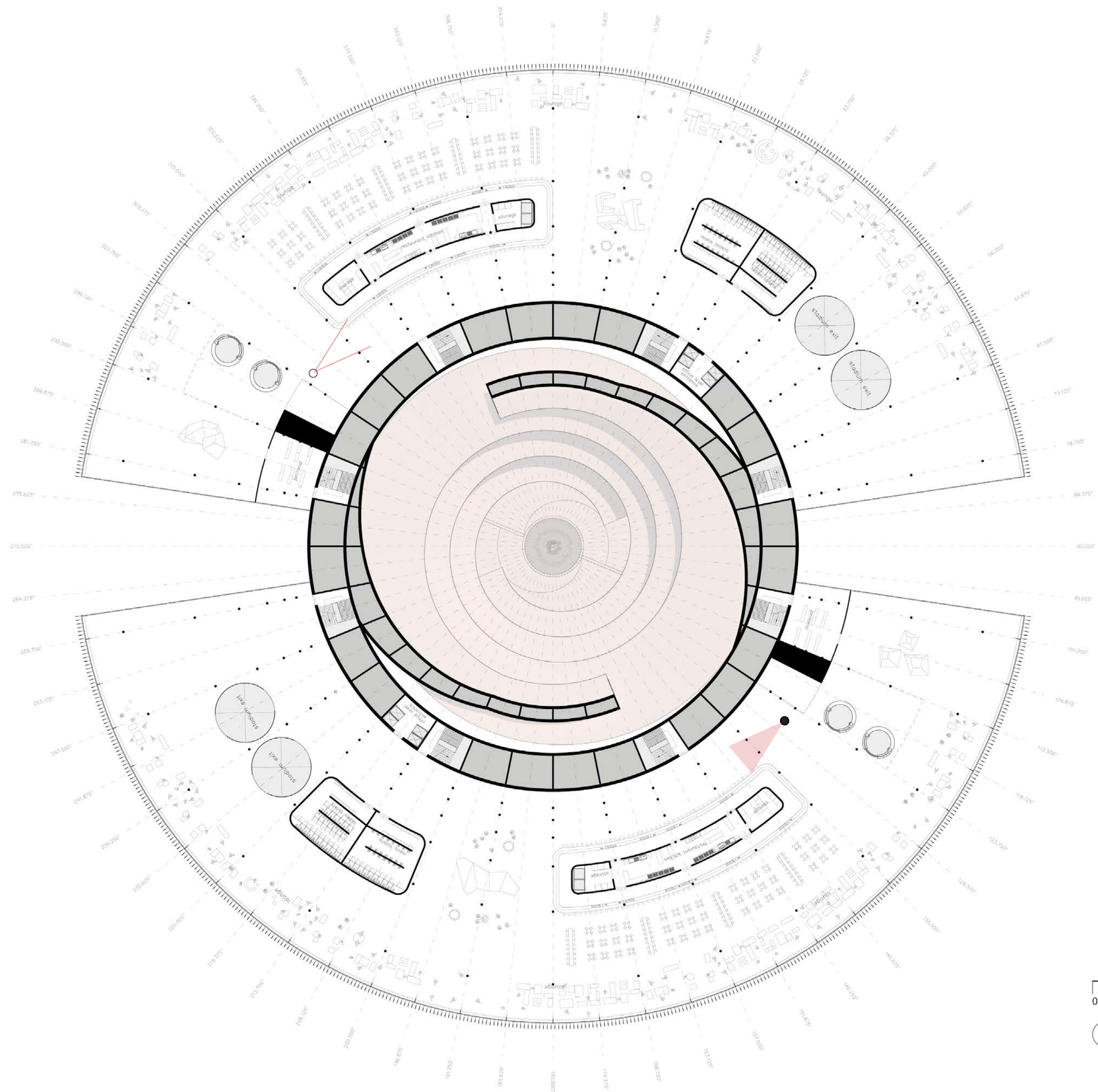


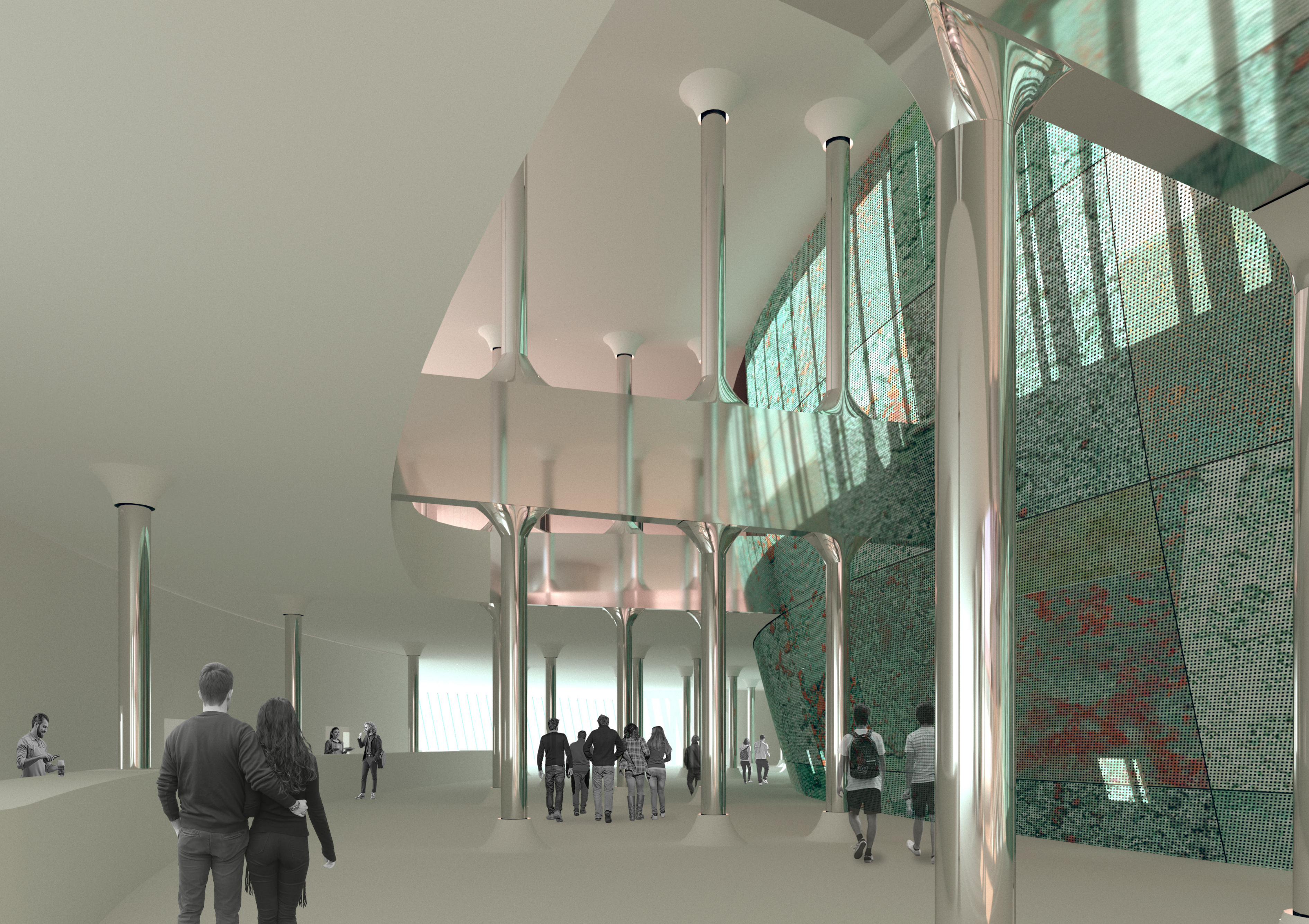


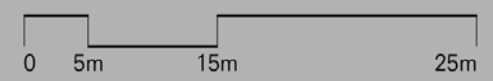
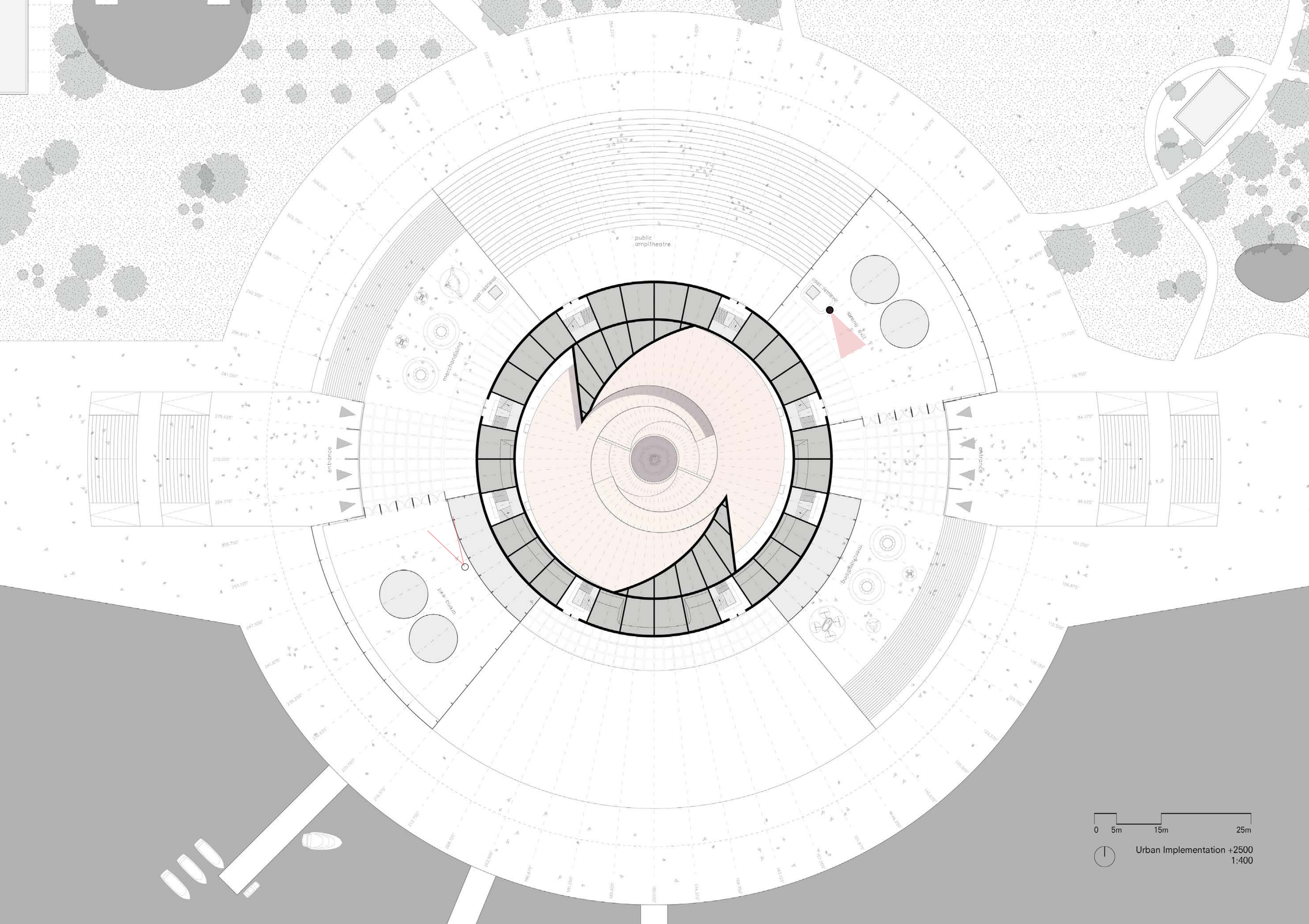




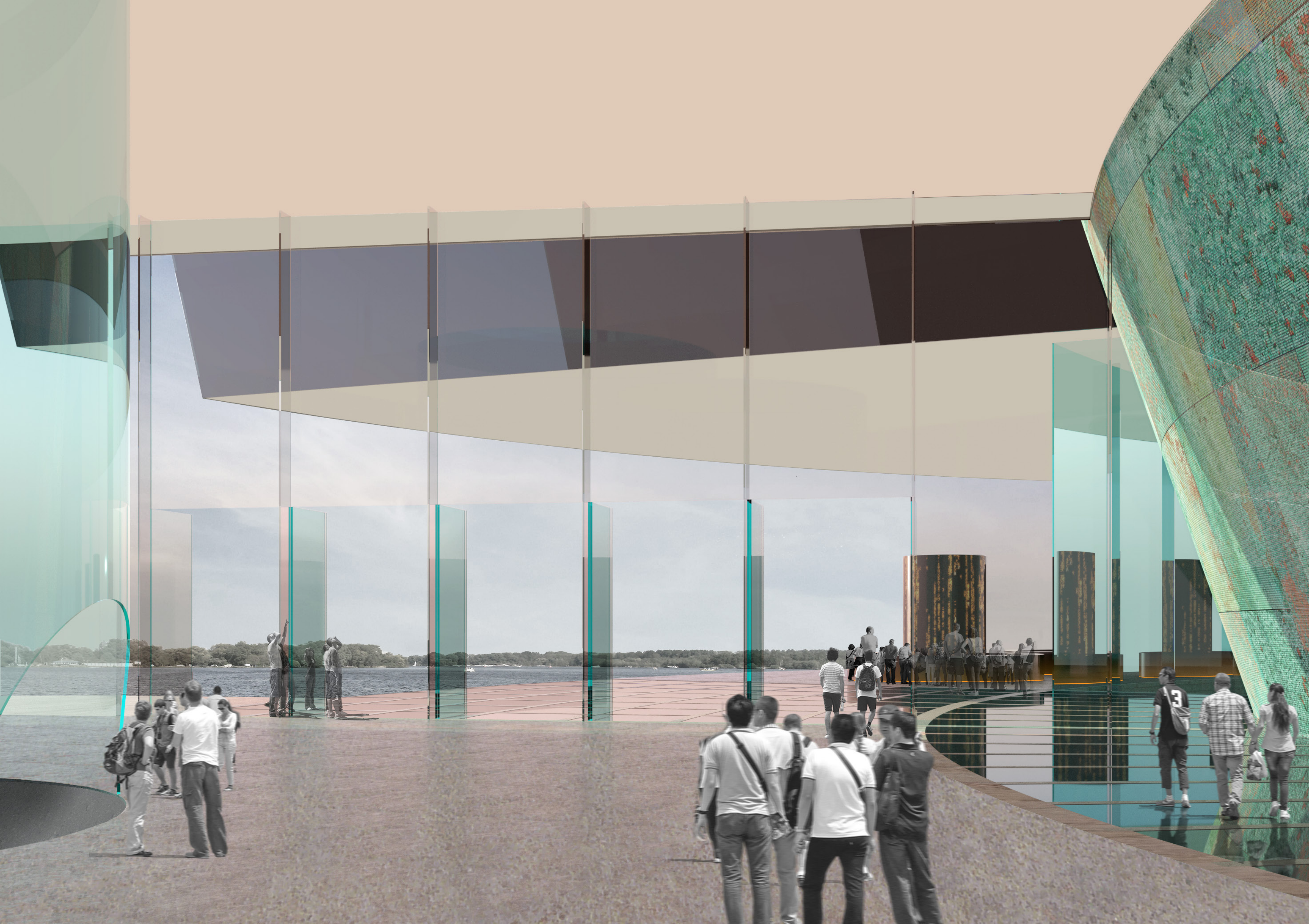


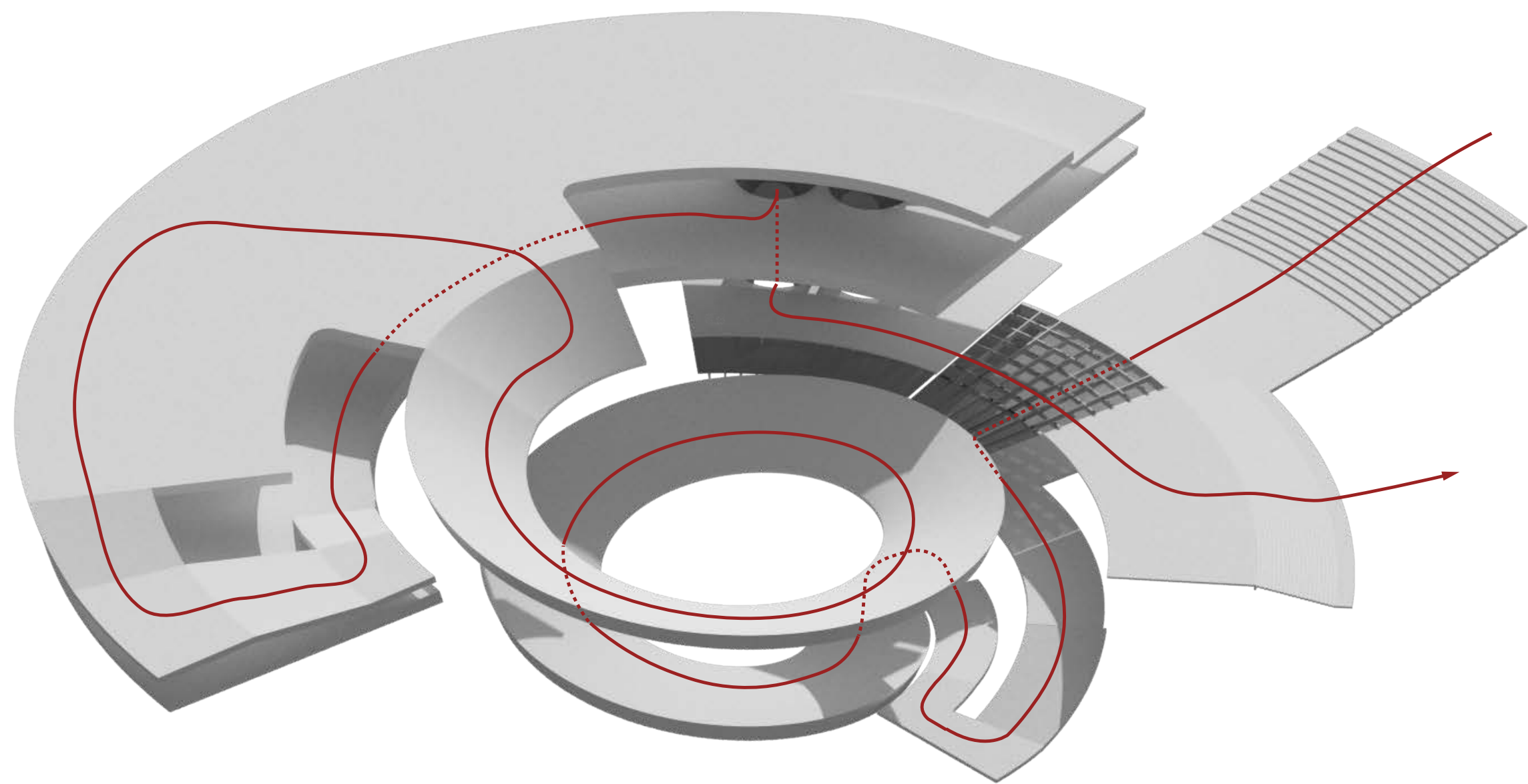




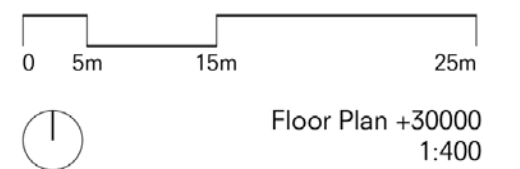


Urban Implementation +2500
1:400

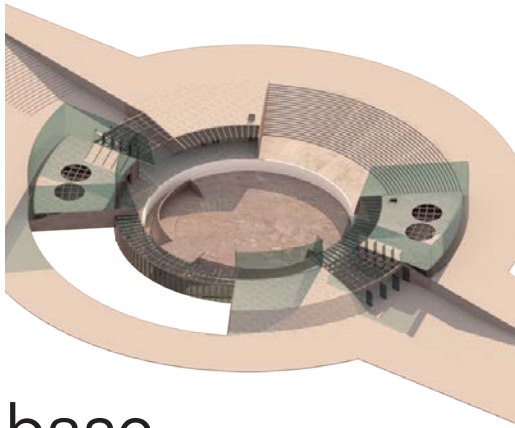




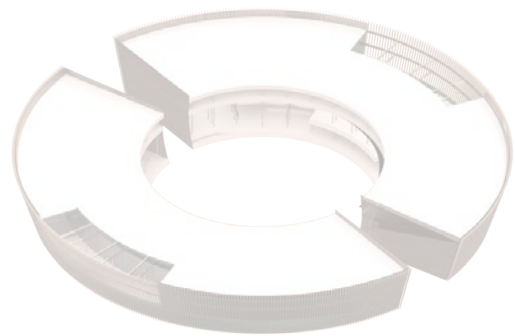
journey through the building



MATERIALS



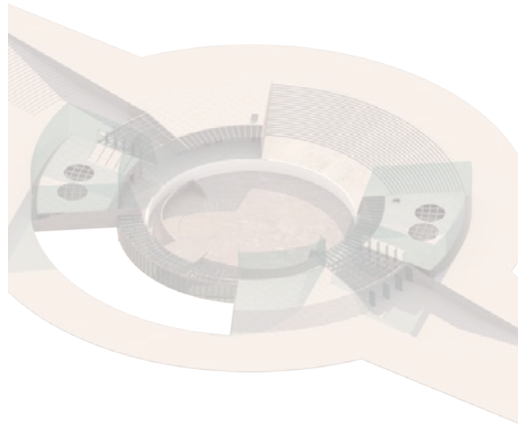
base



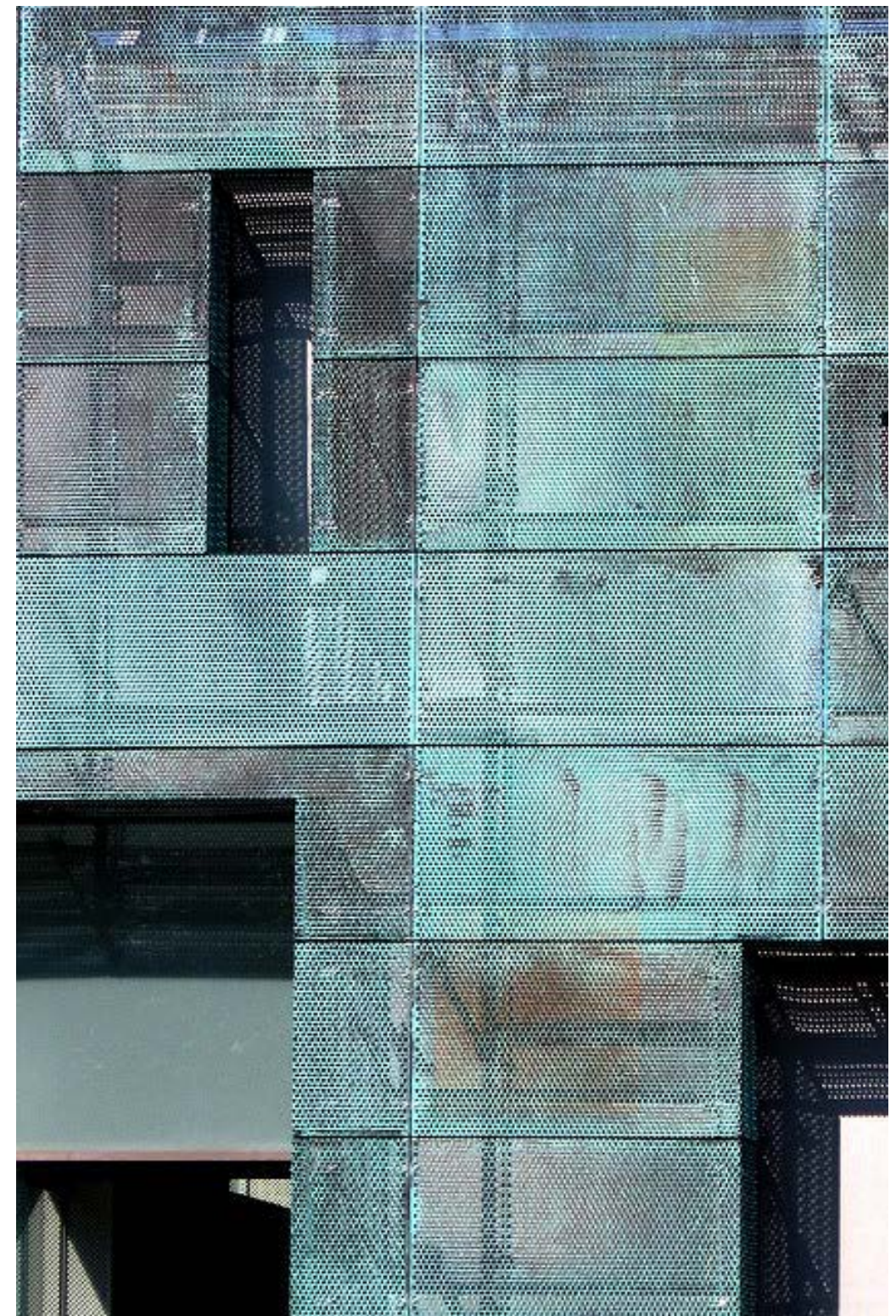
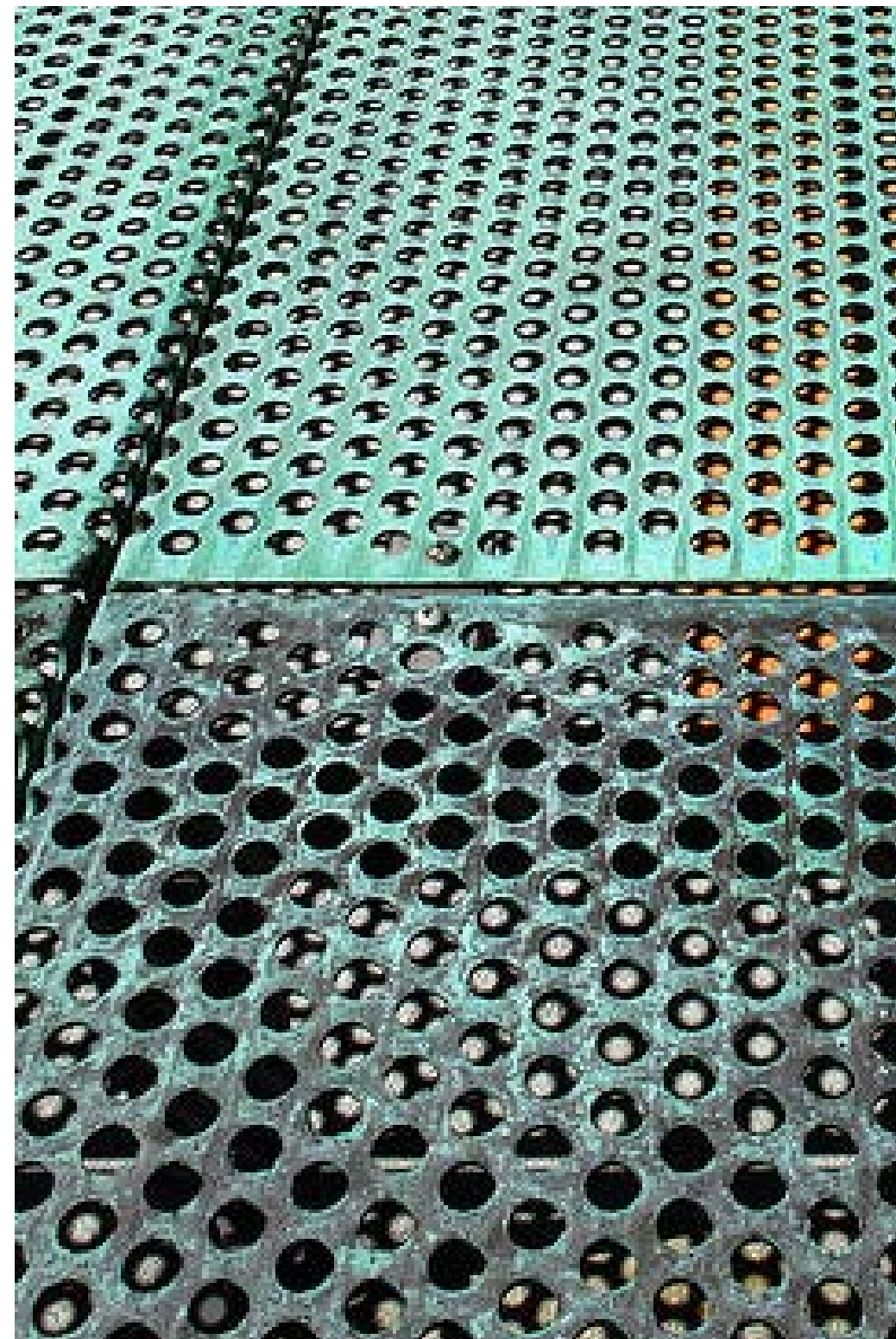
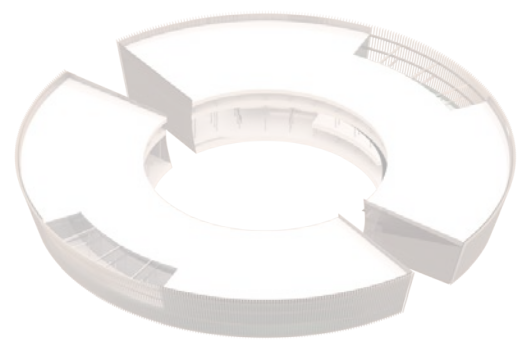
cast in place concrete



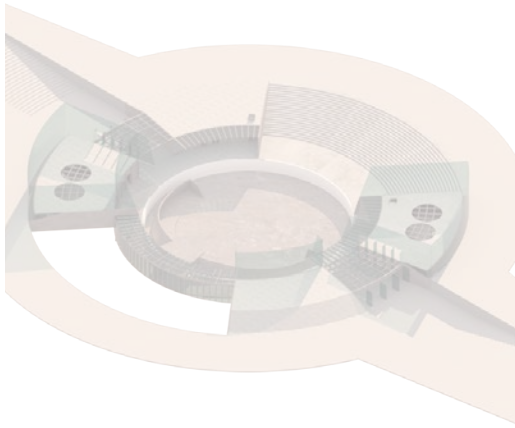
maximum transparency glass



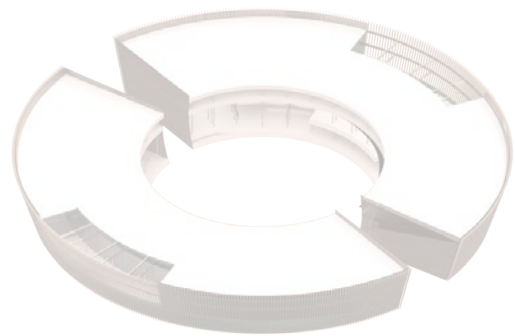
bowl



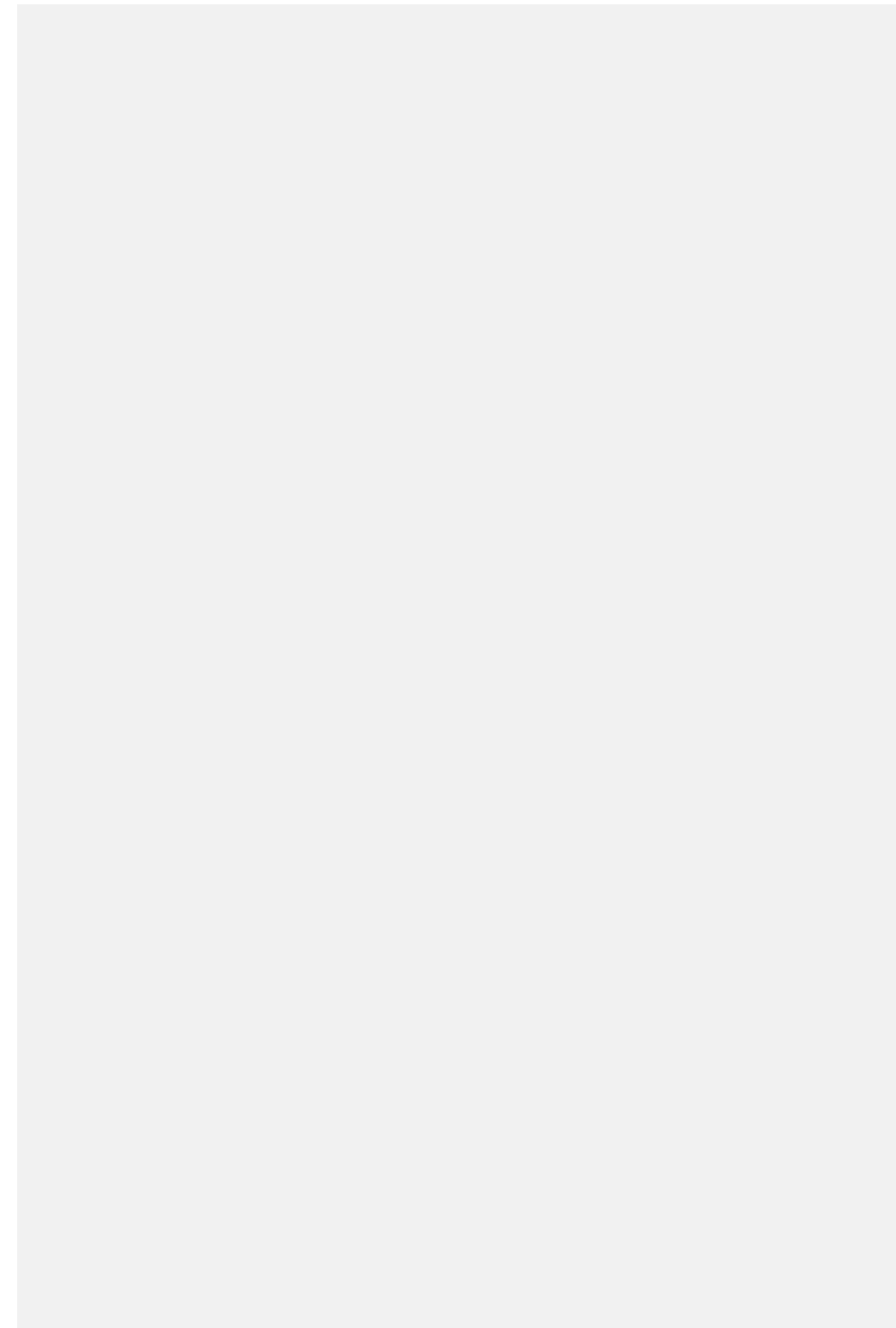
perforated copper cladding



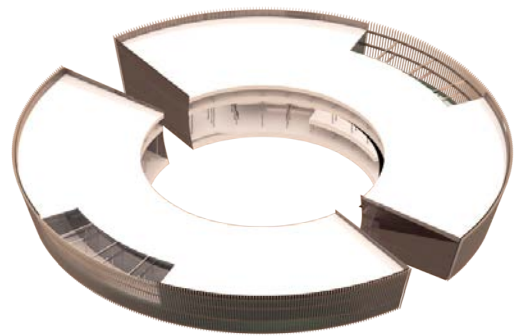
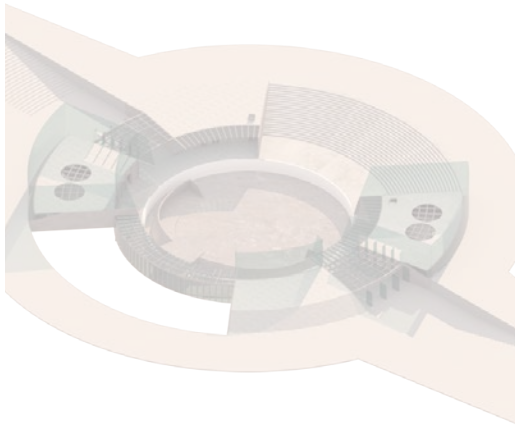
bowl interior



black concrete walls



white rubber flooring



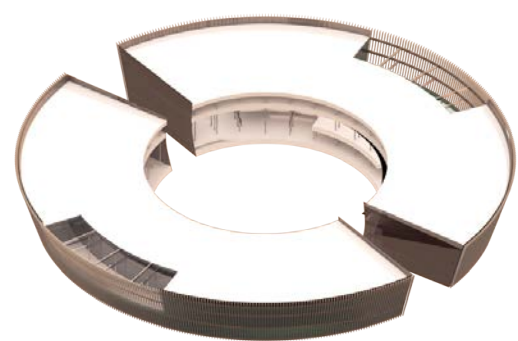
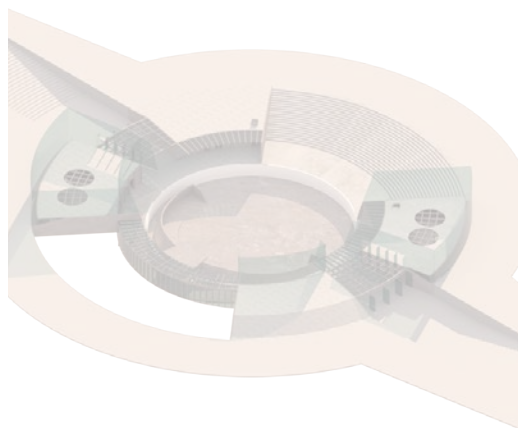
ring



mirrored glass



white aluminium louvers



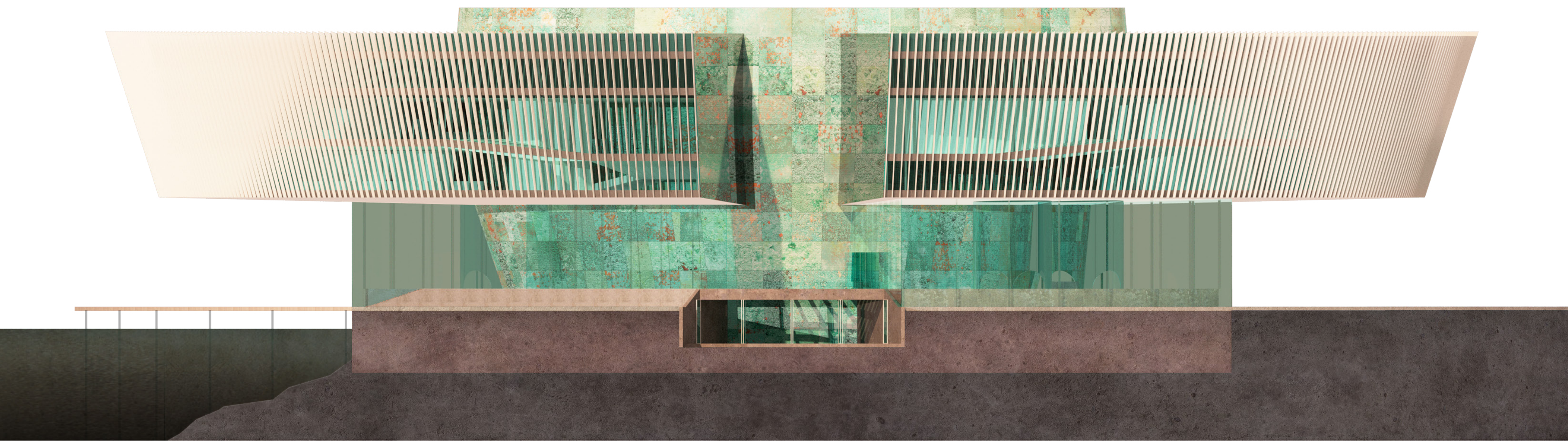
ring interior



chrome
columns

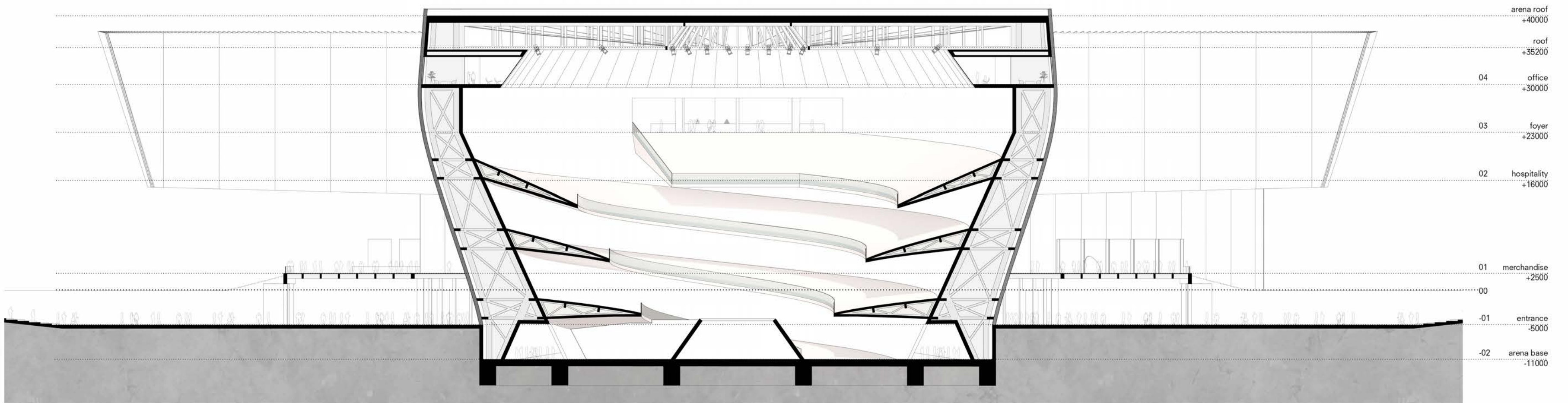


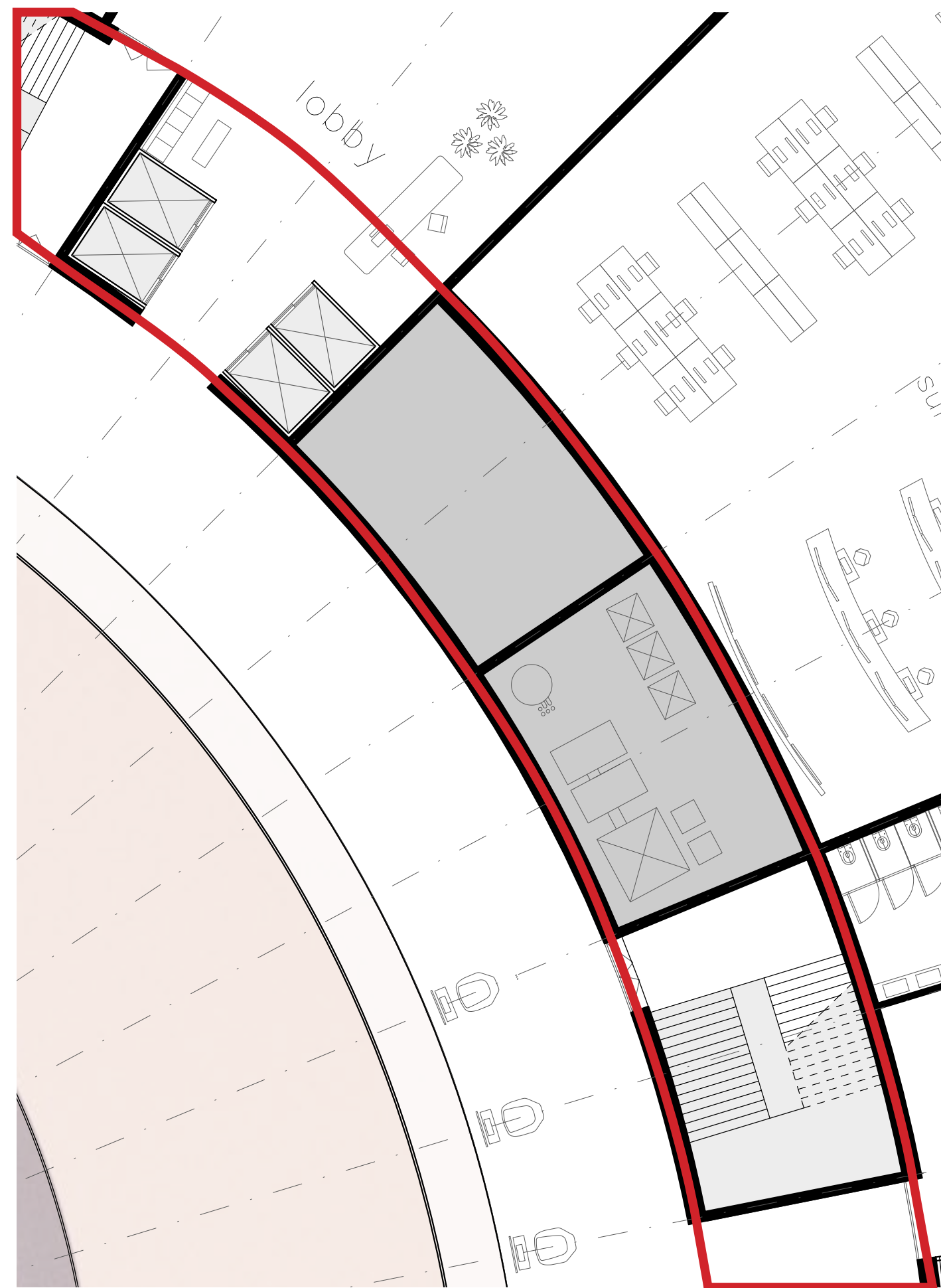
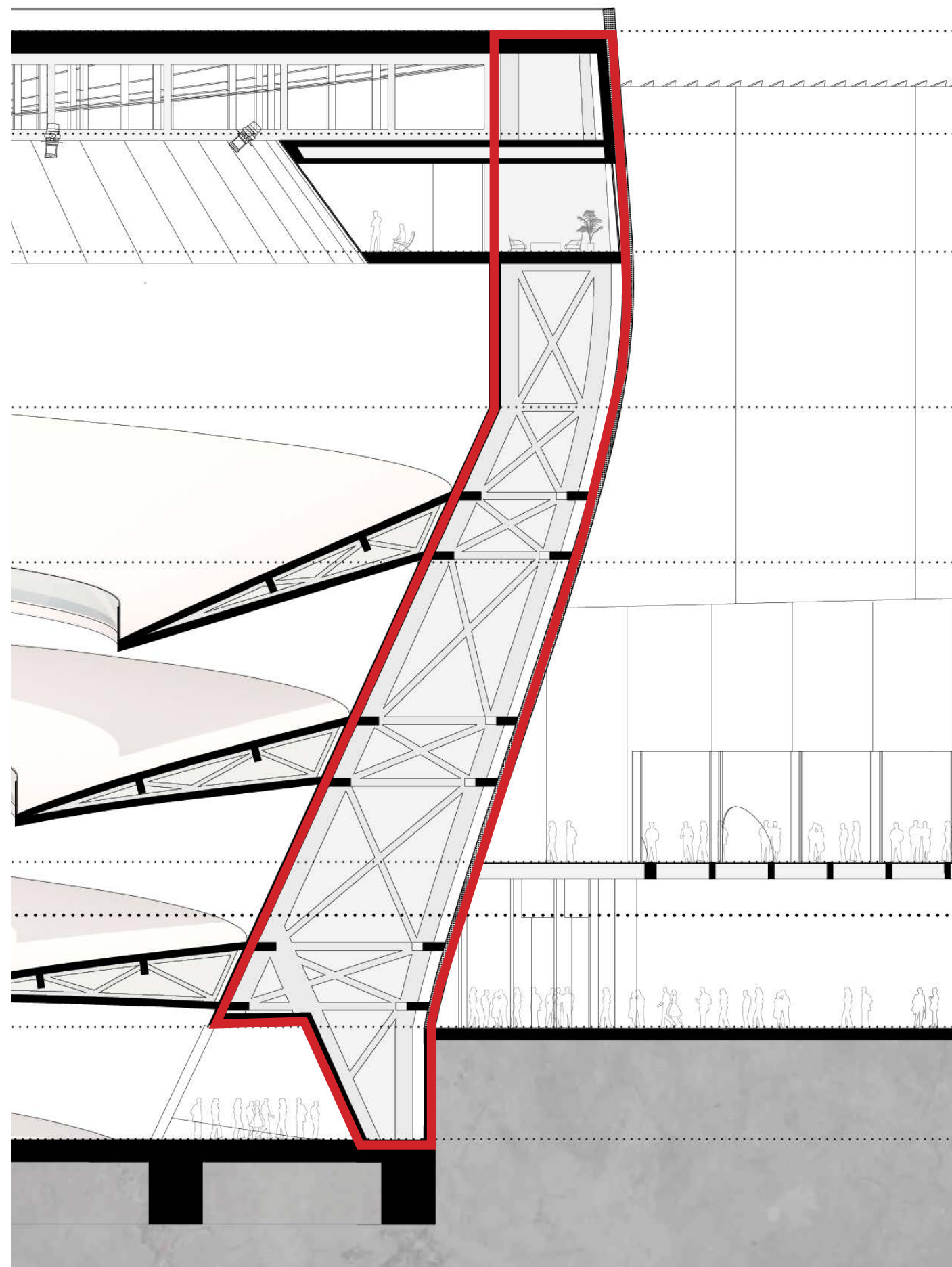
smooth white ceiling and walls



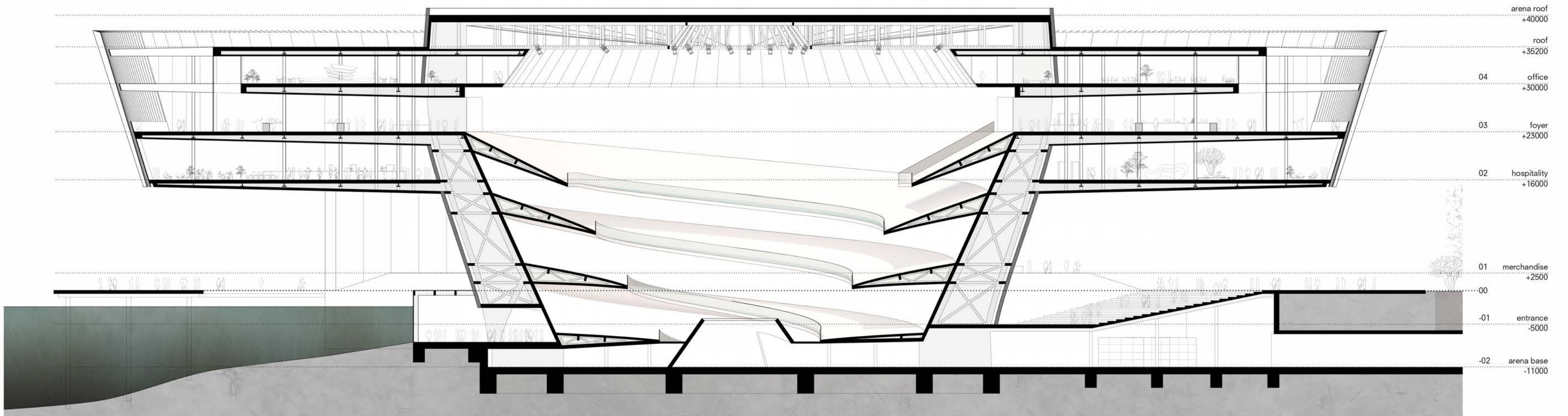


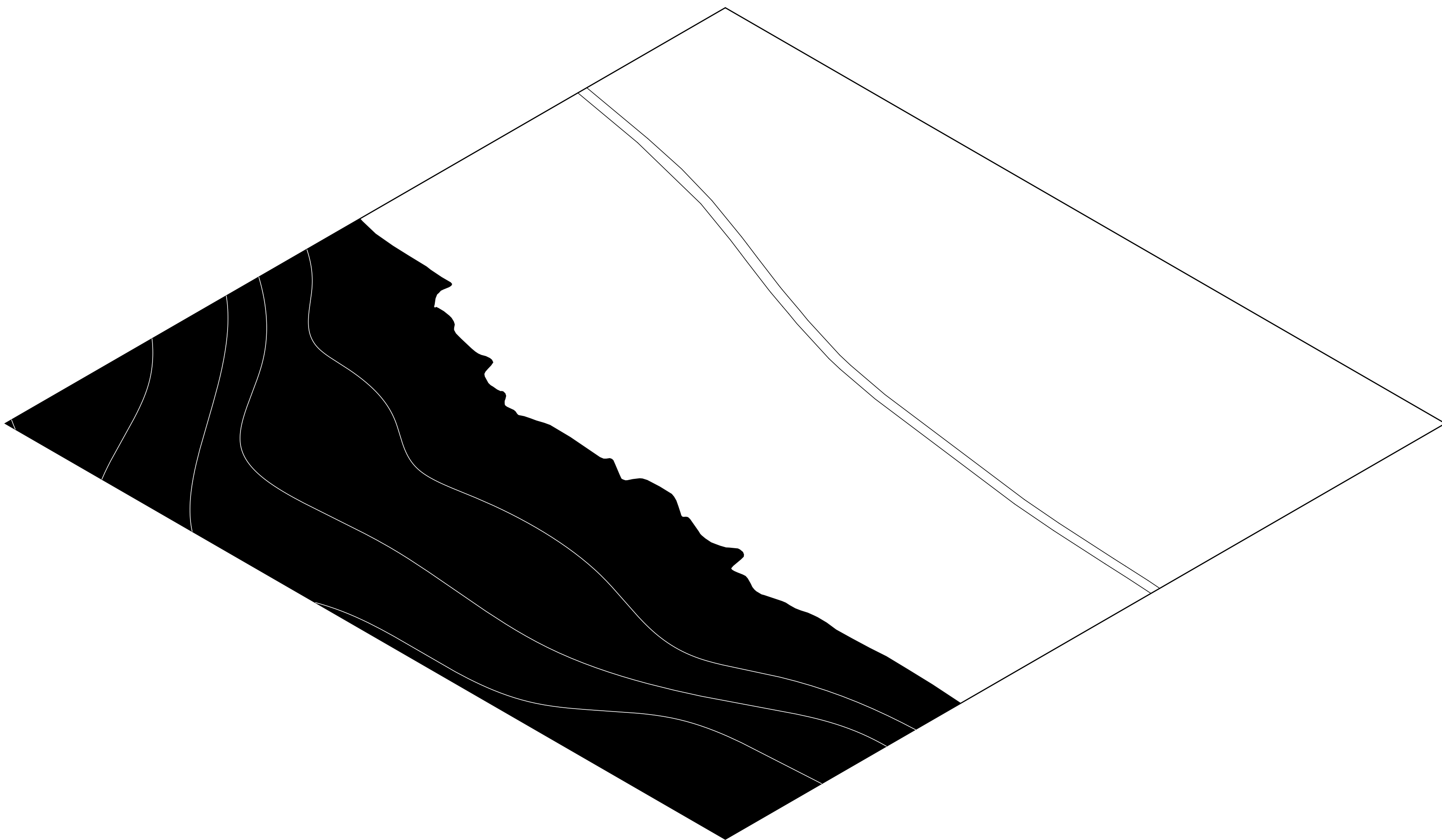


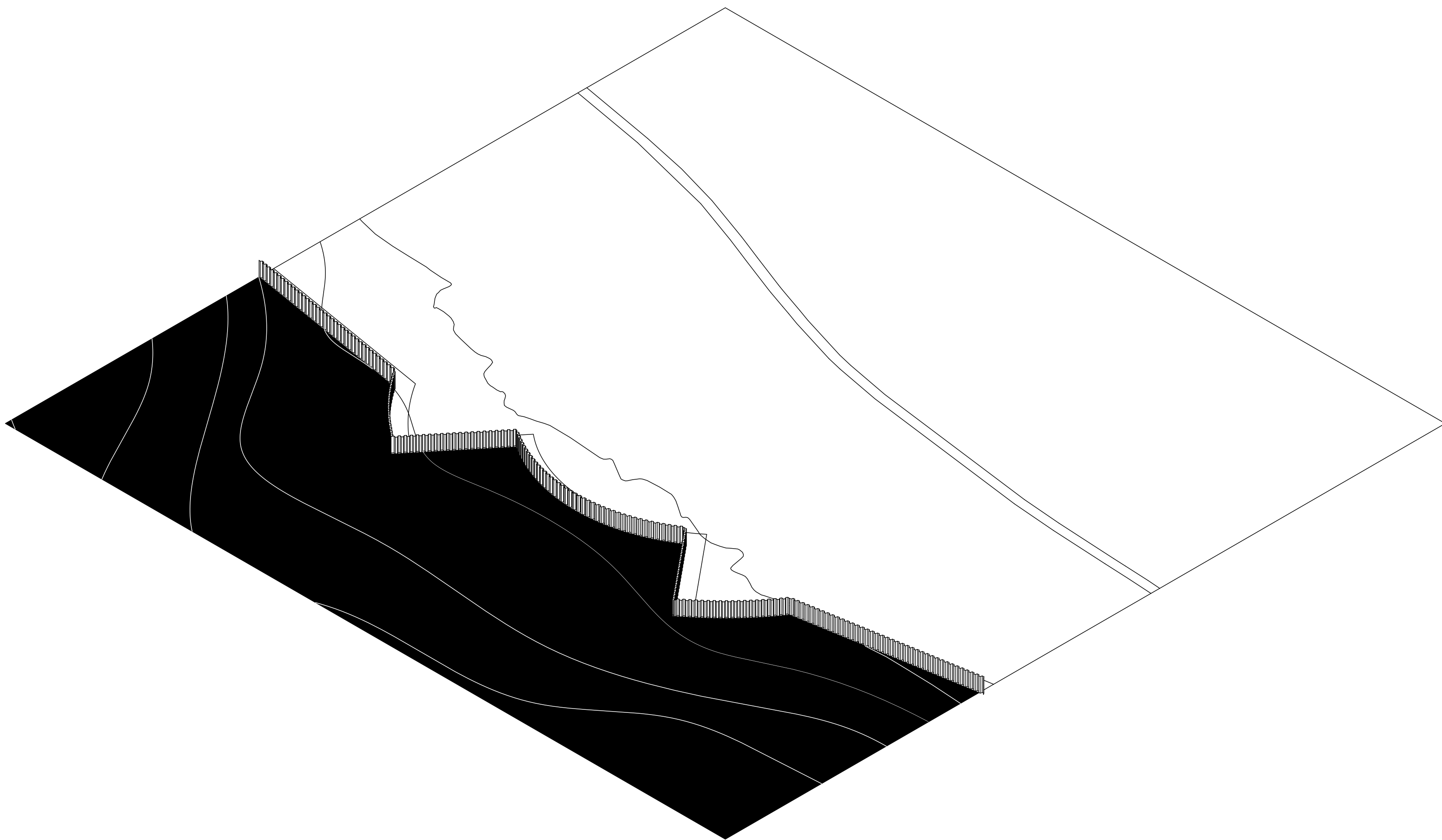


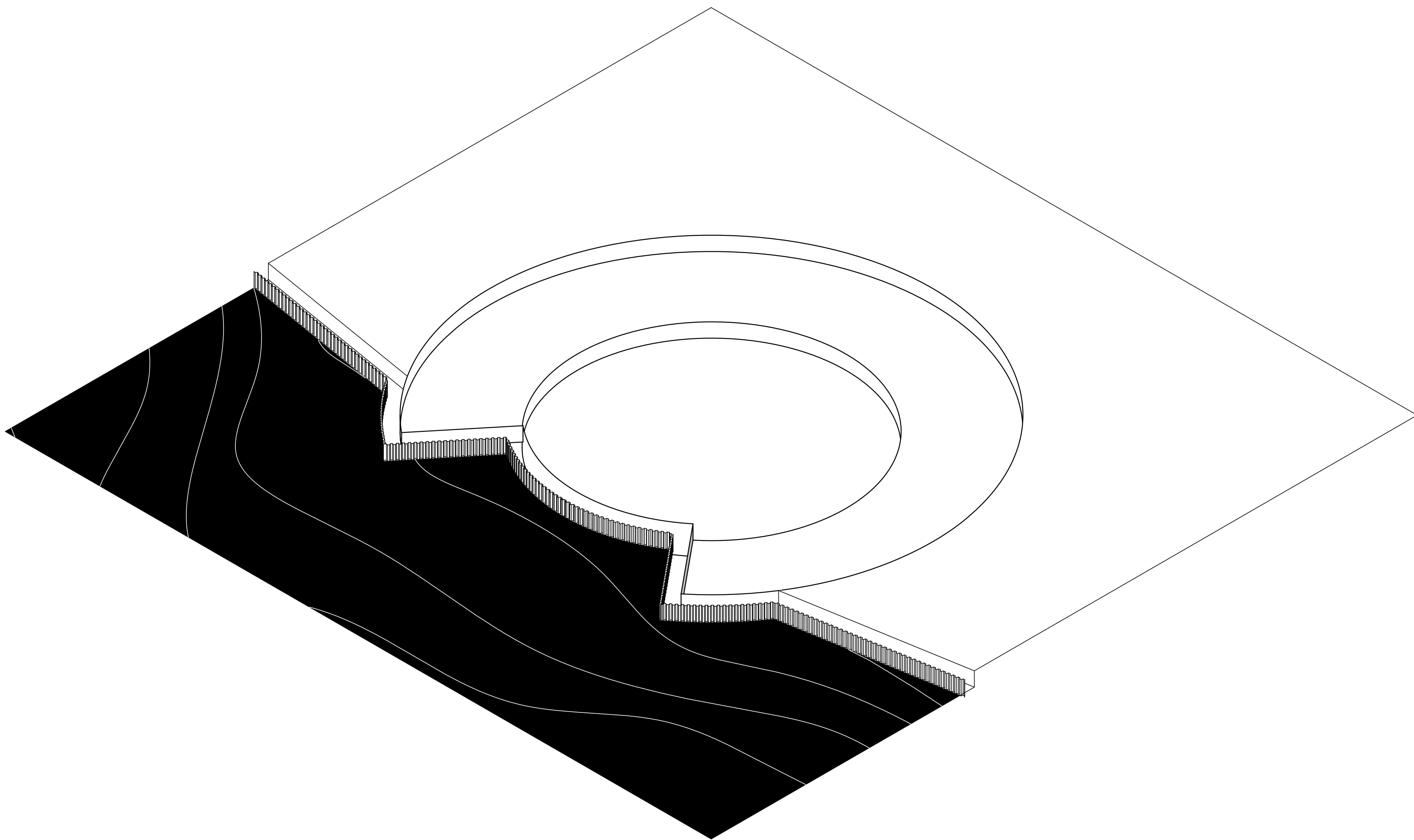


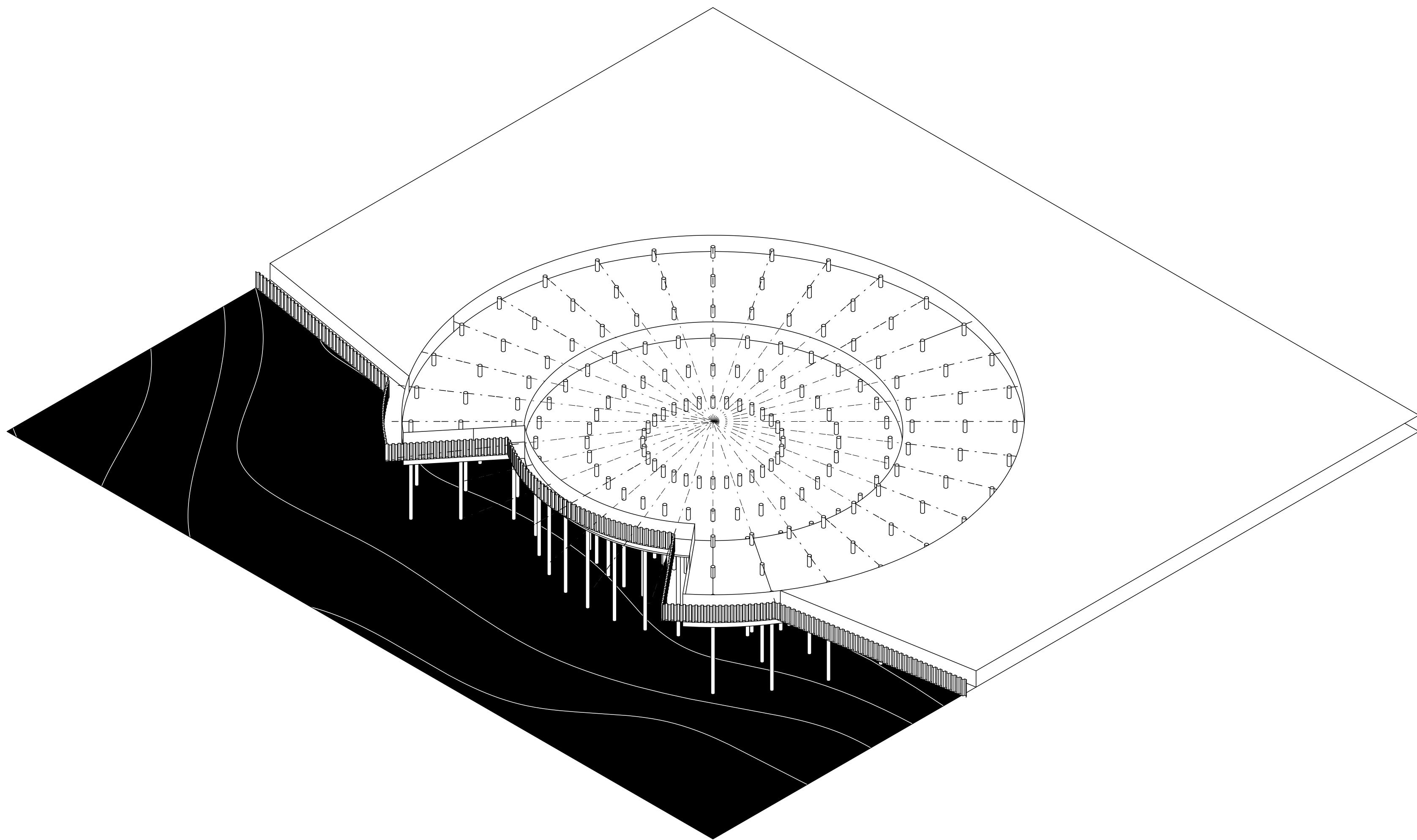
escape routes, ducts and installations solved in double wall of bowl

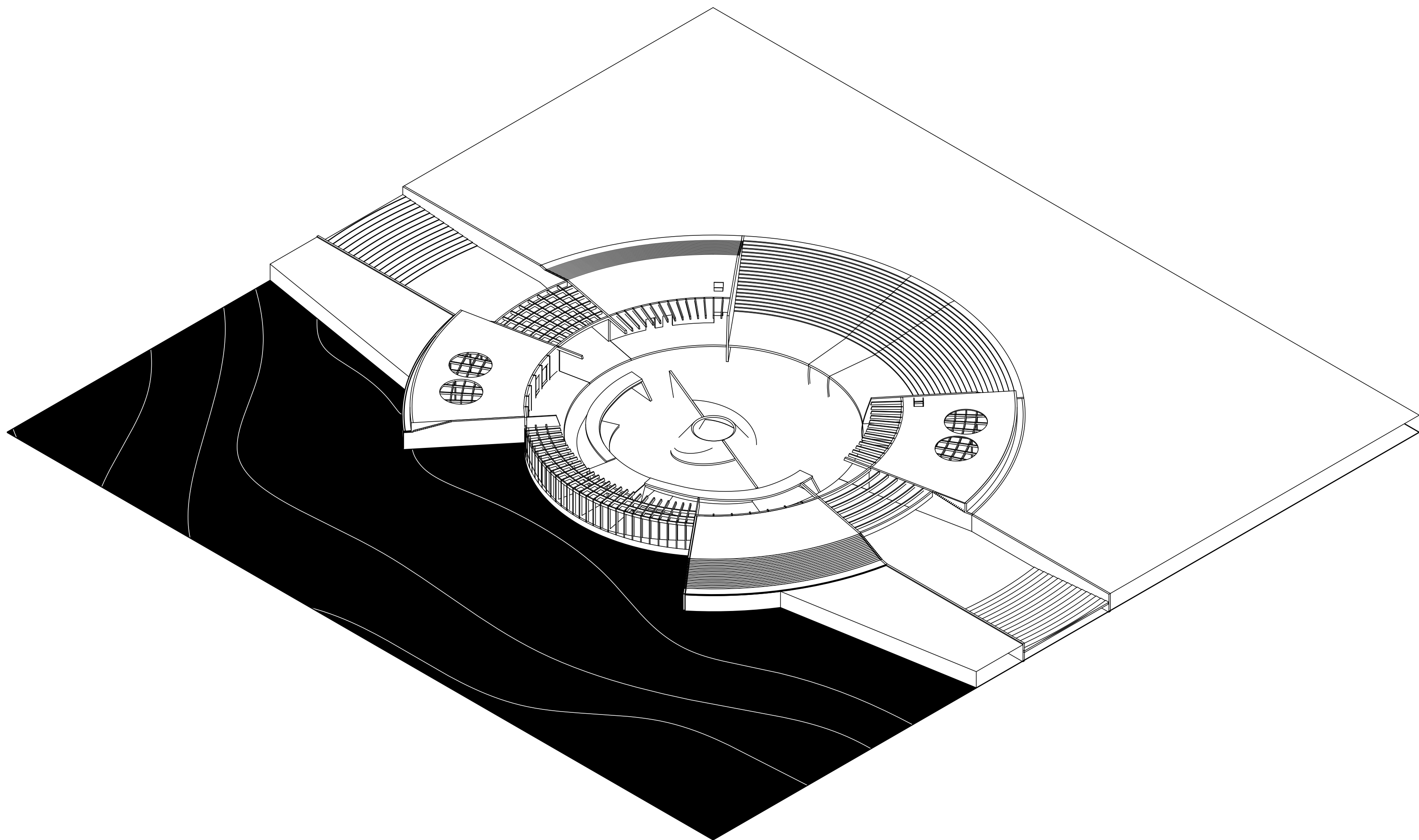


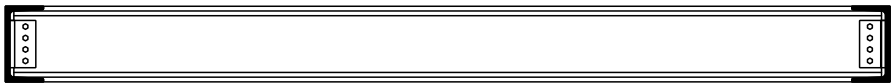
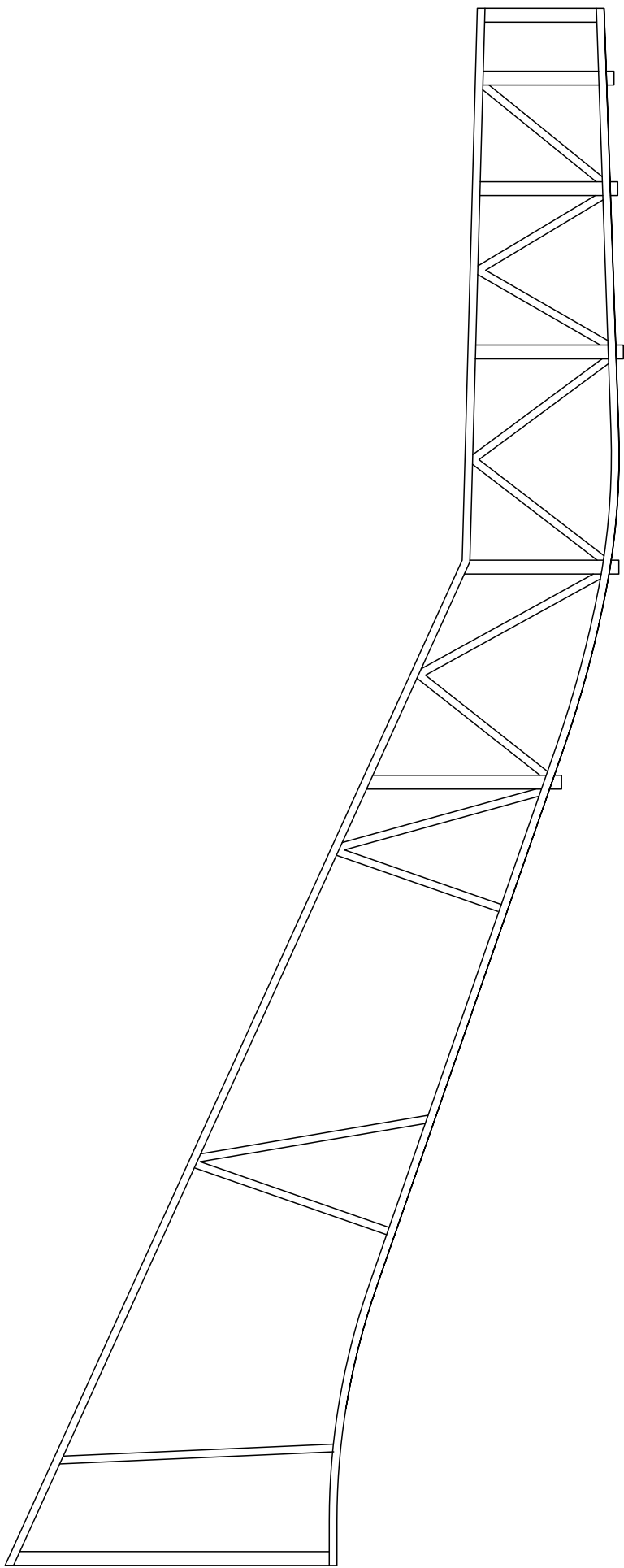


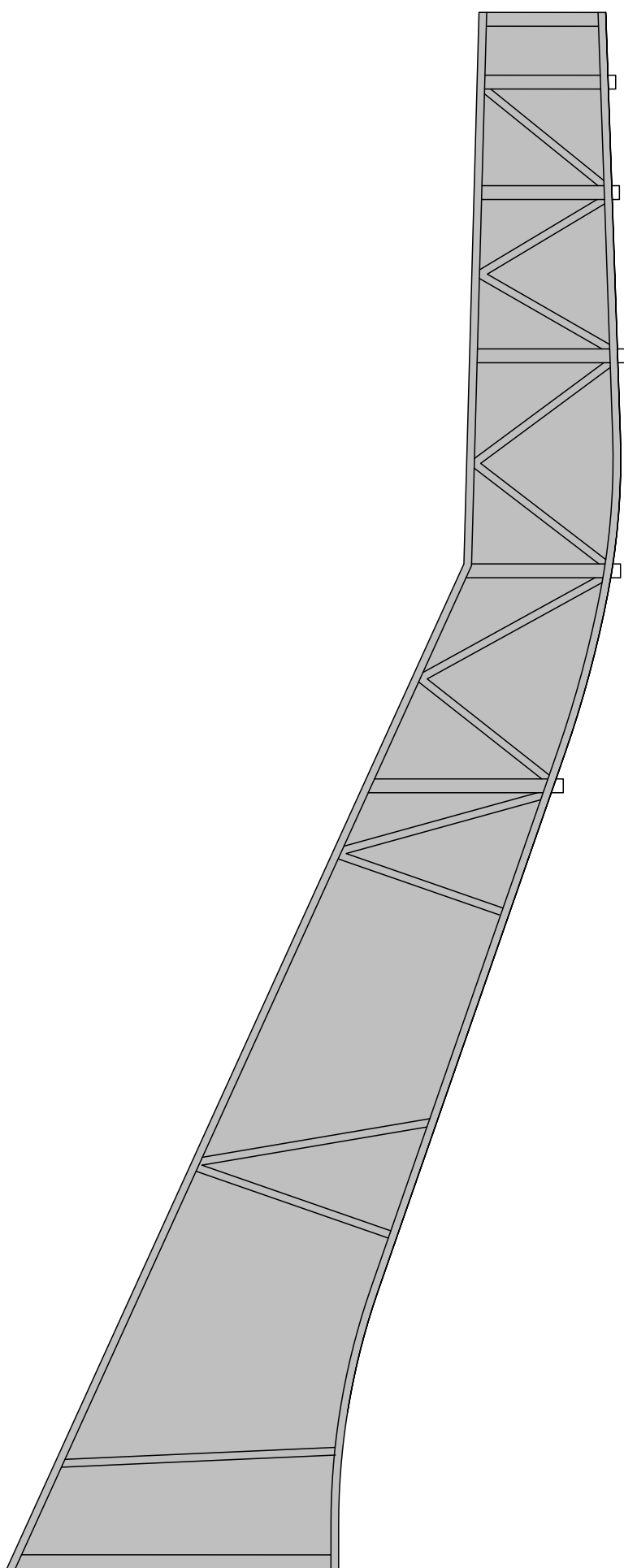


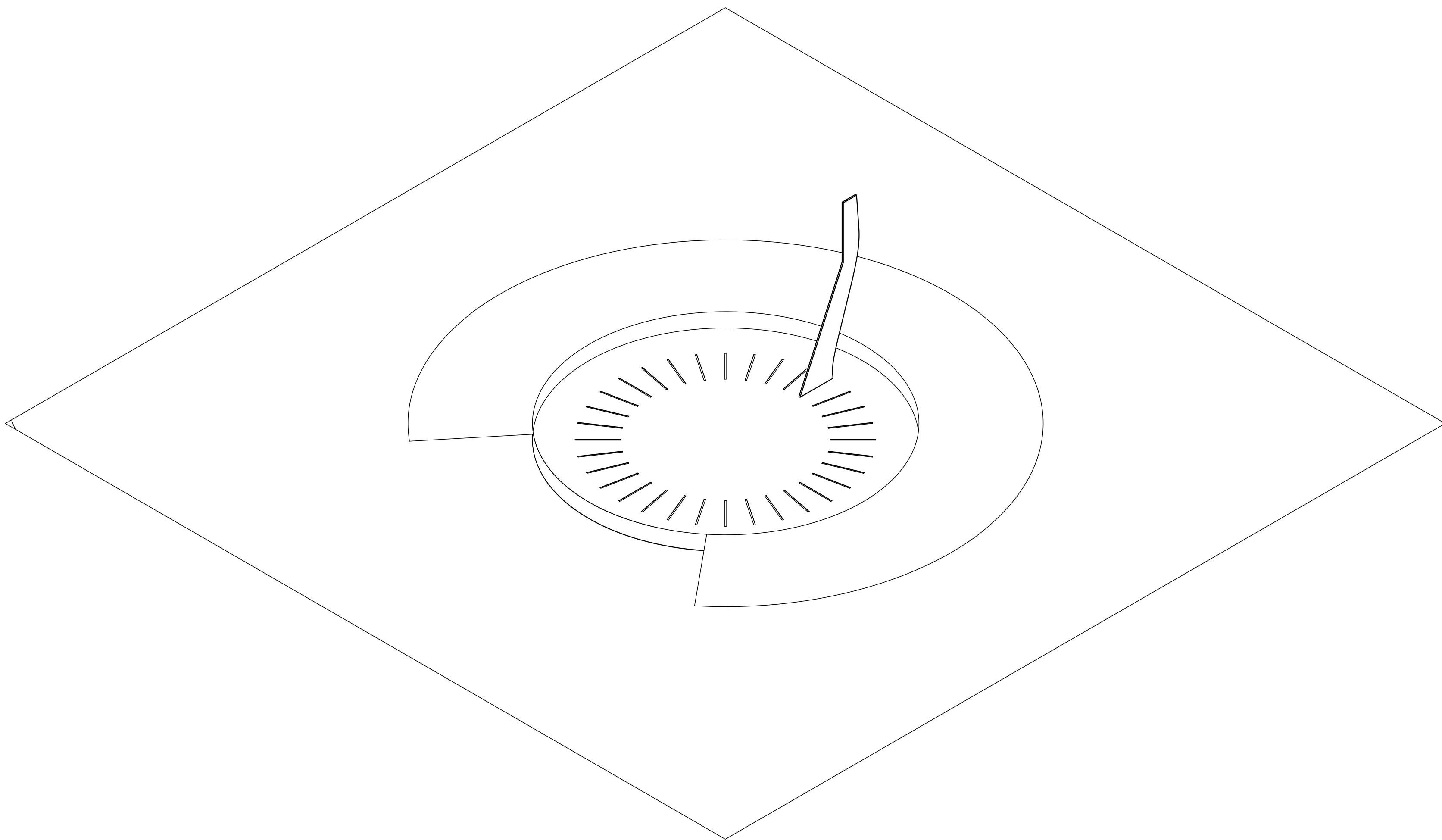


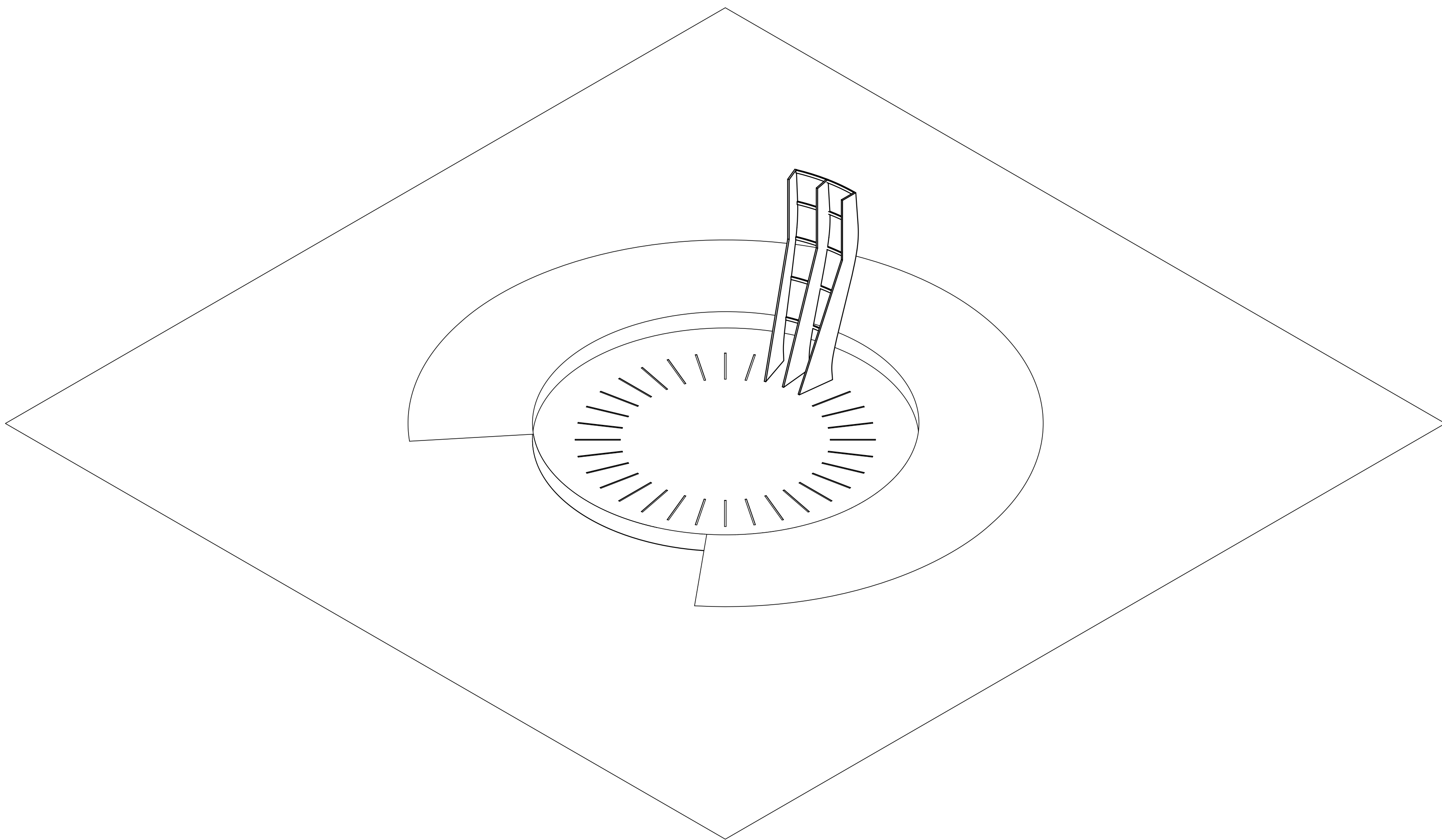


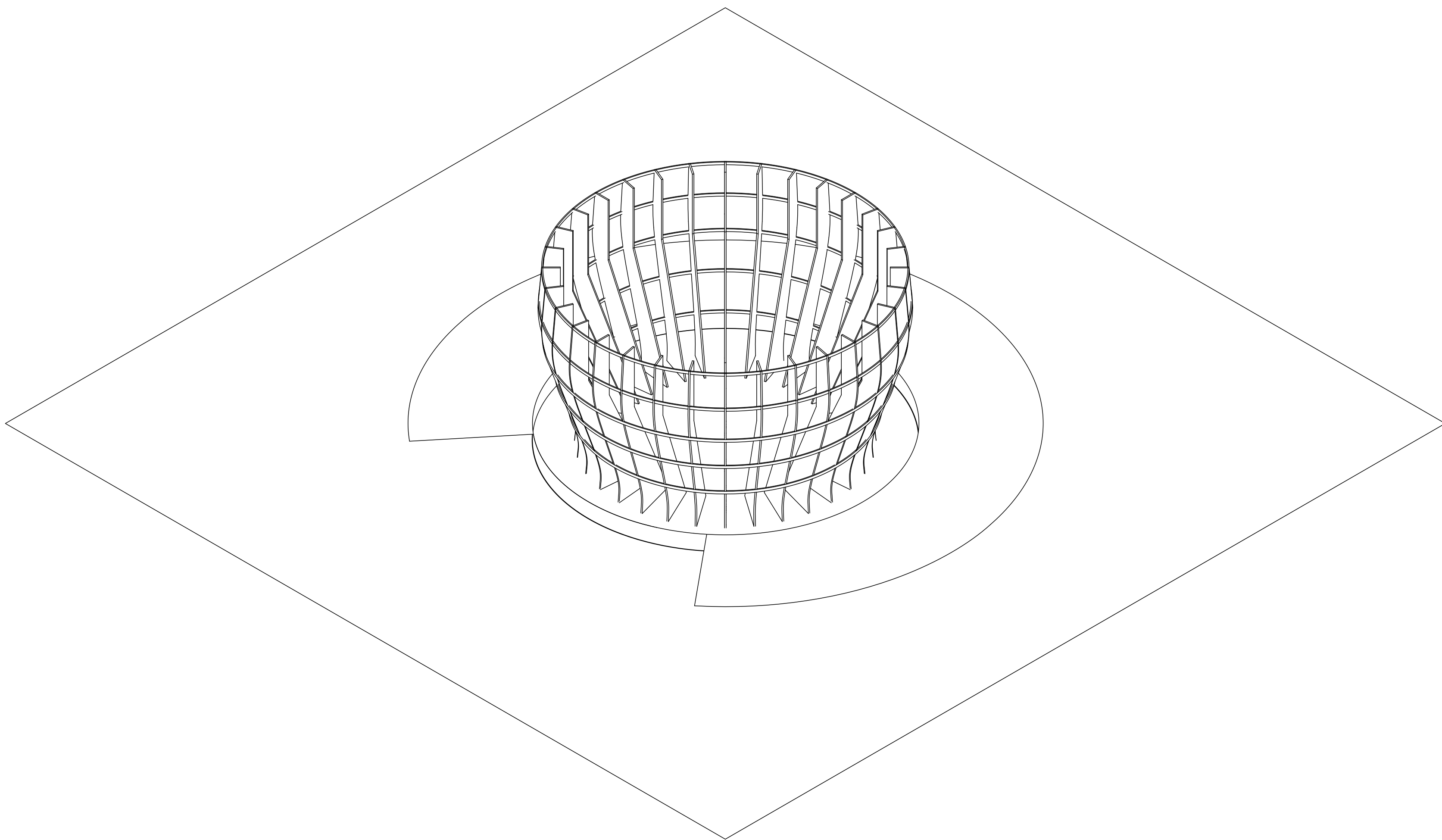


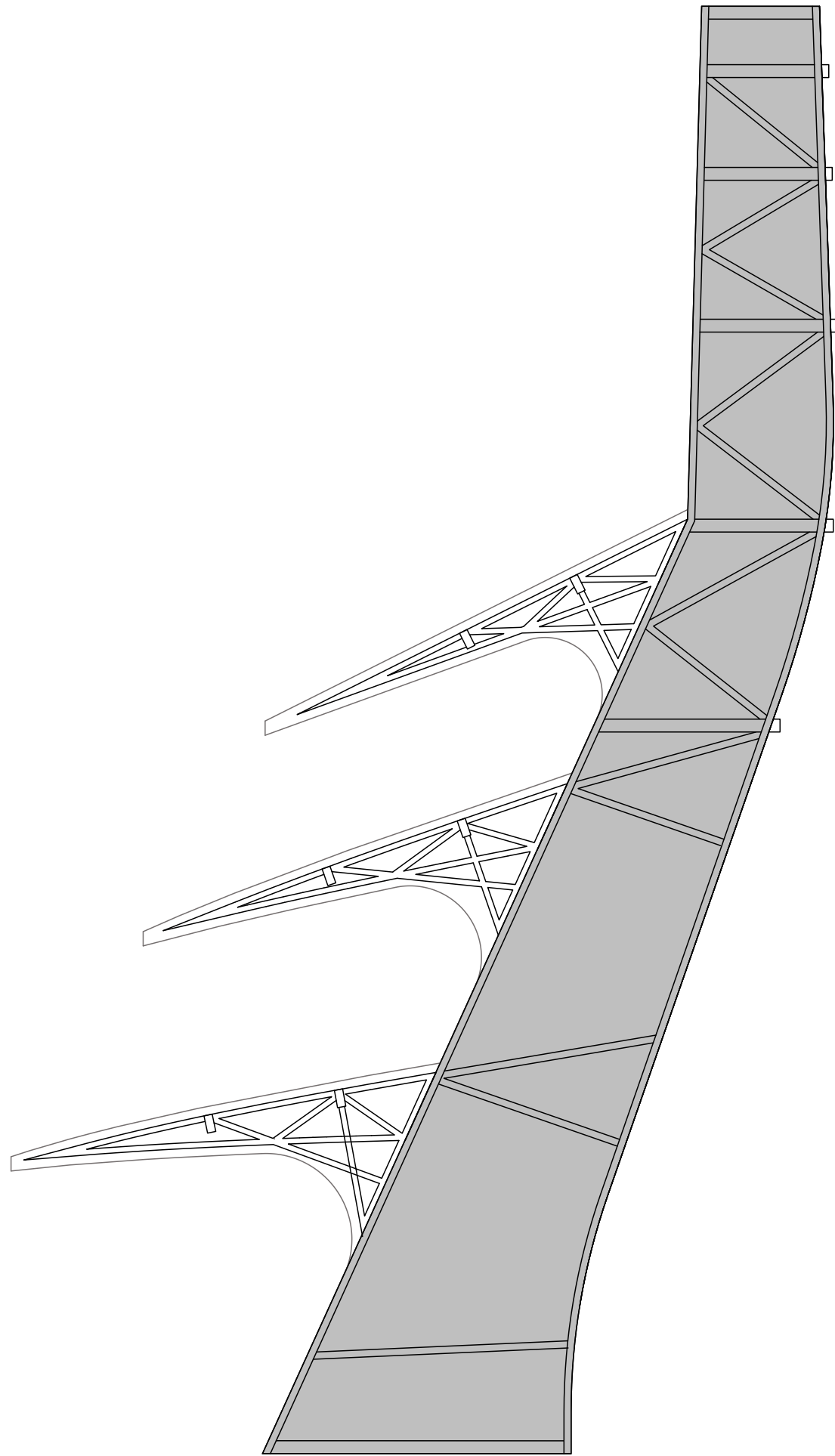


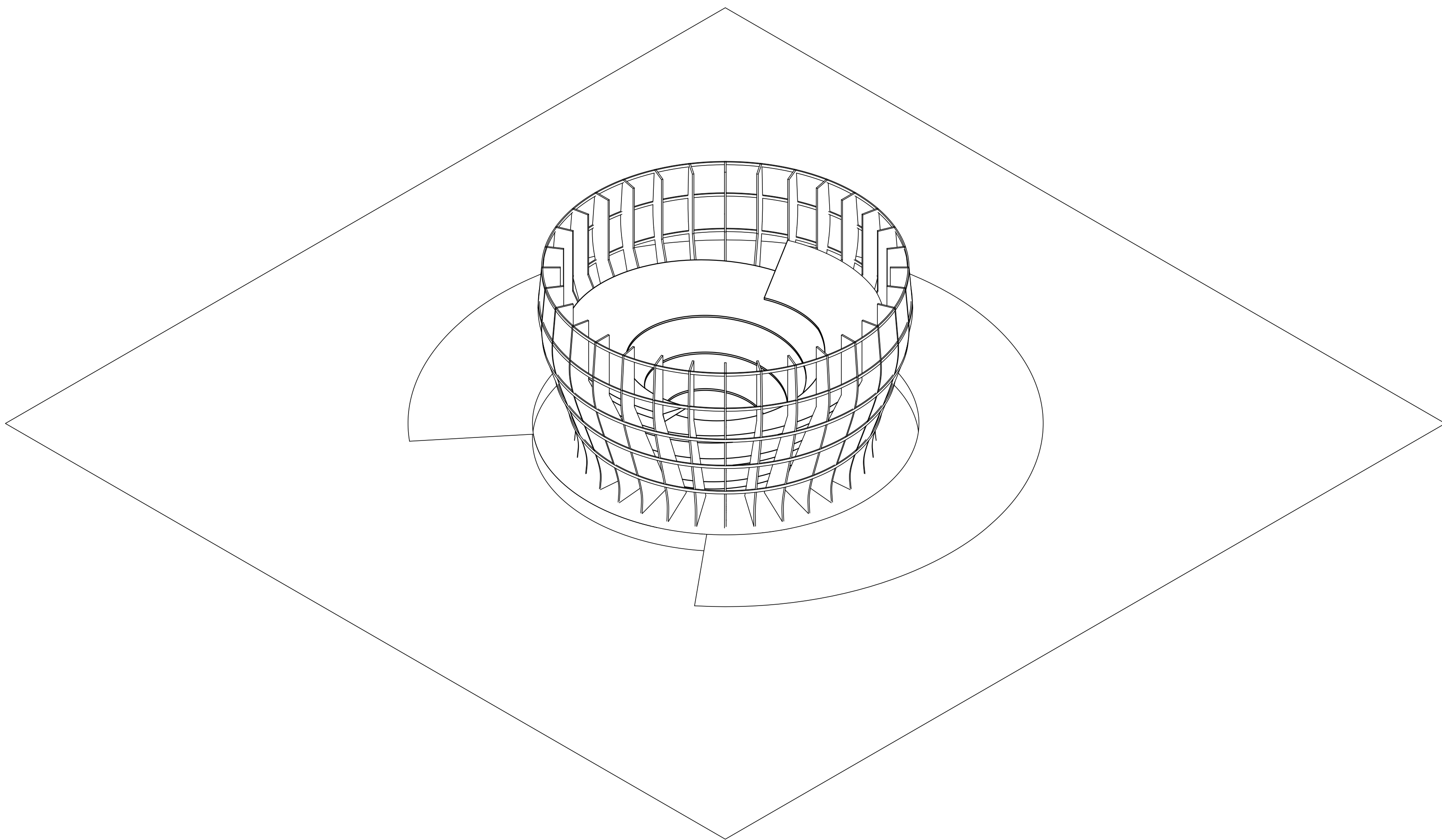


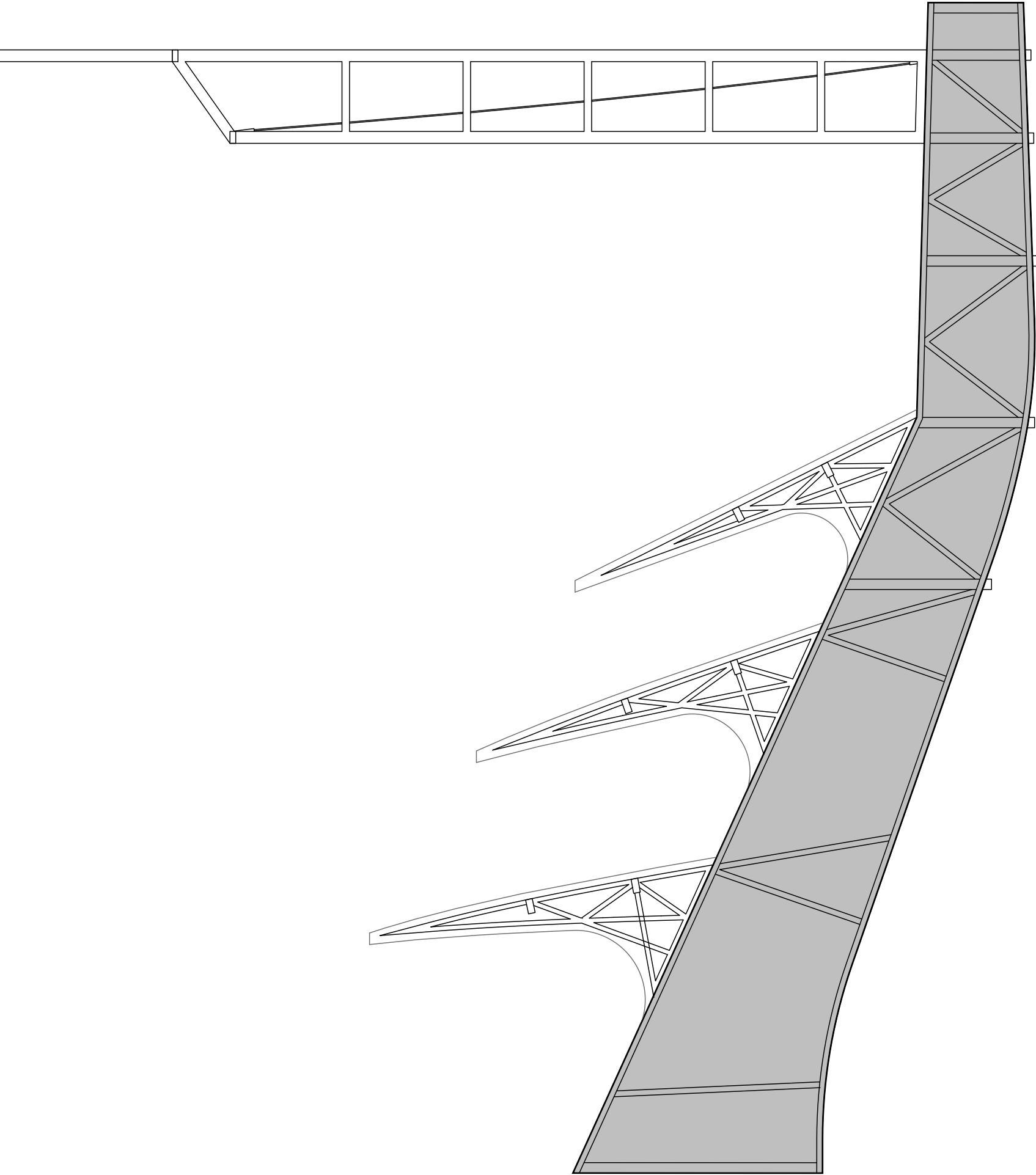


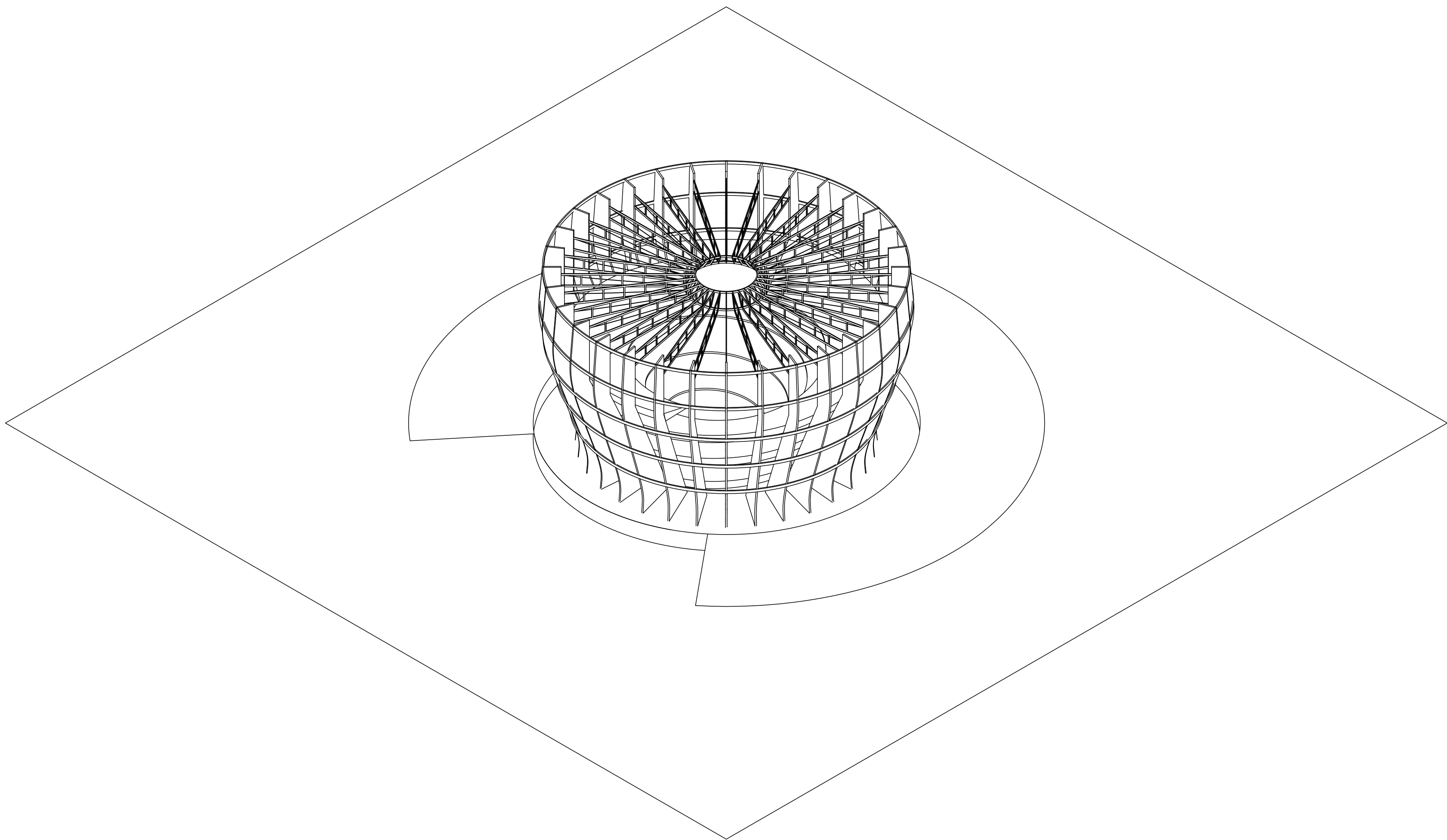




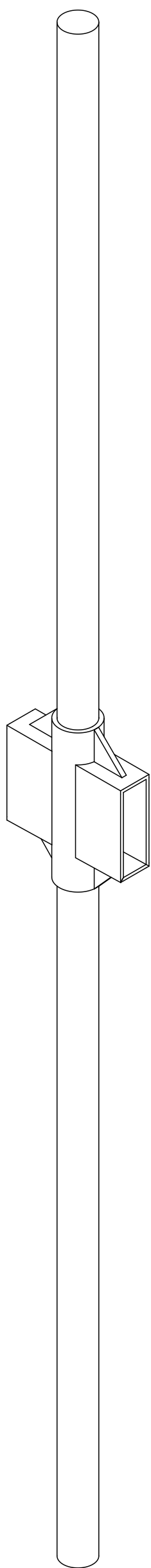


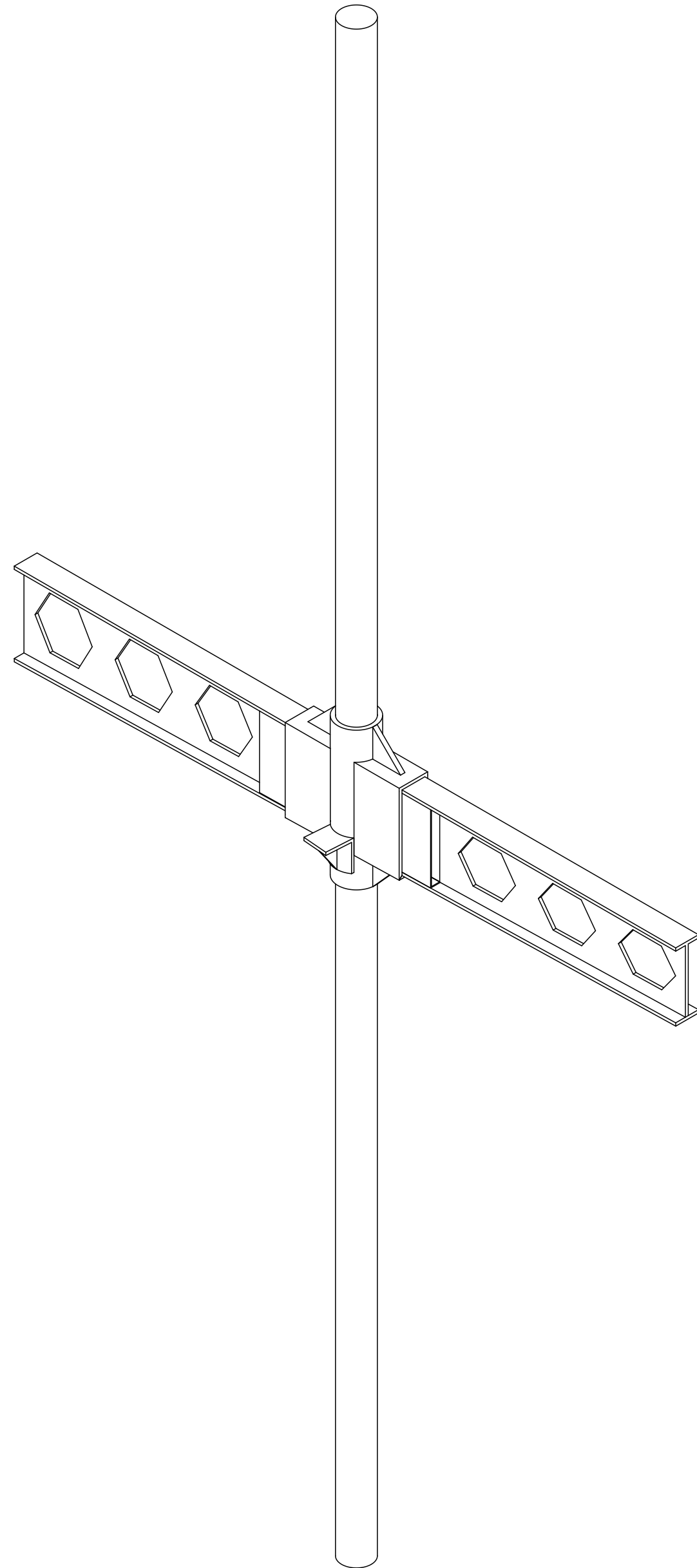


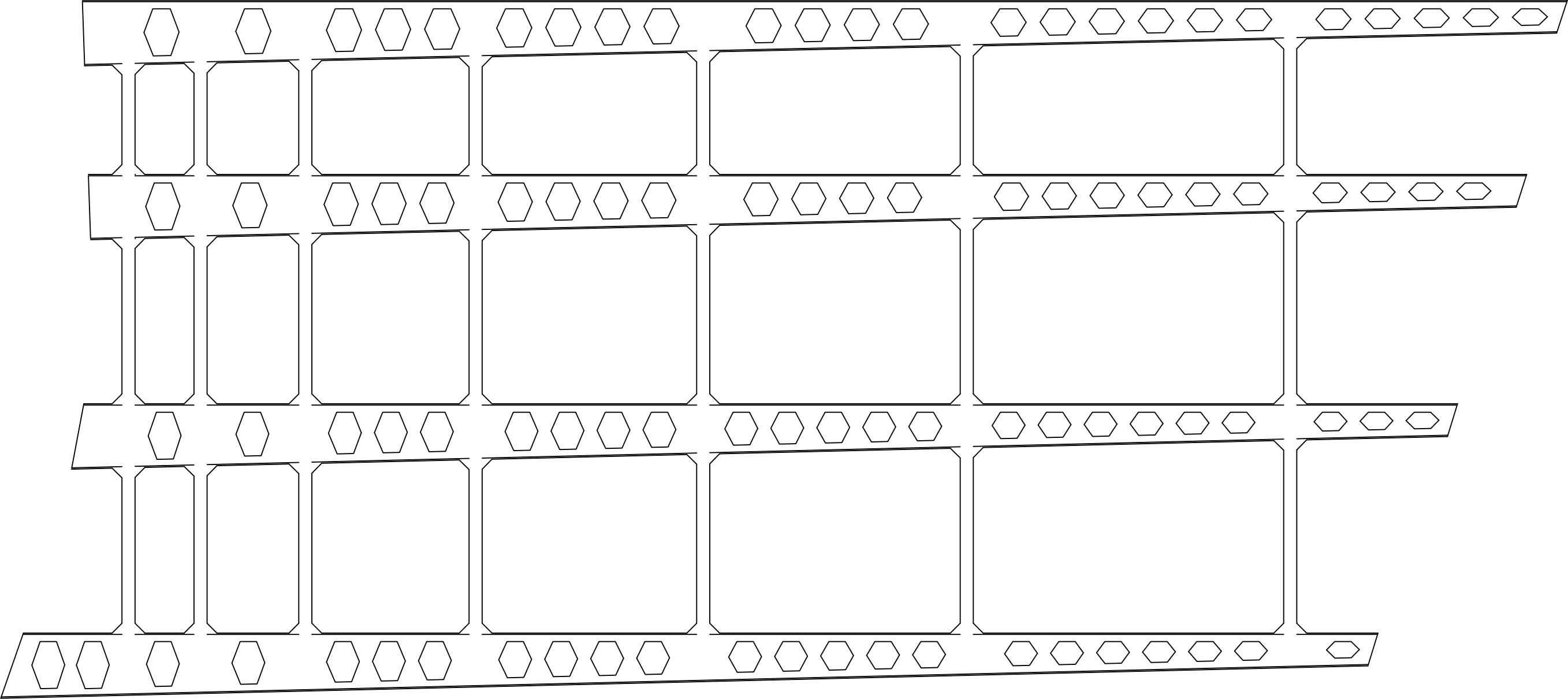


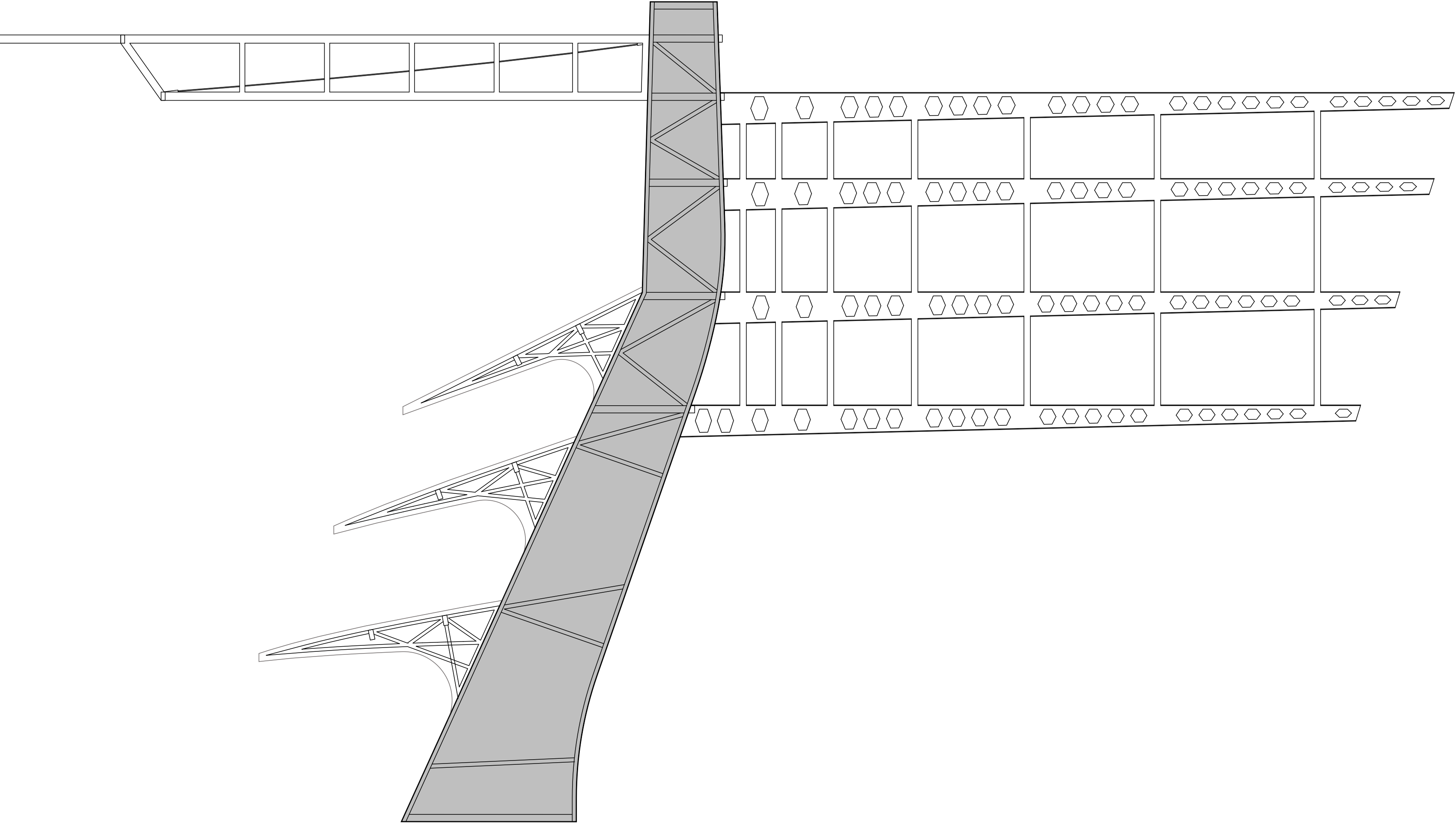


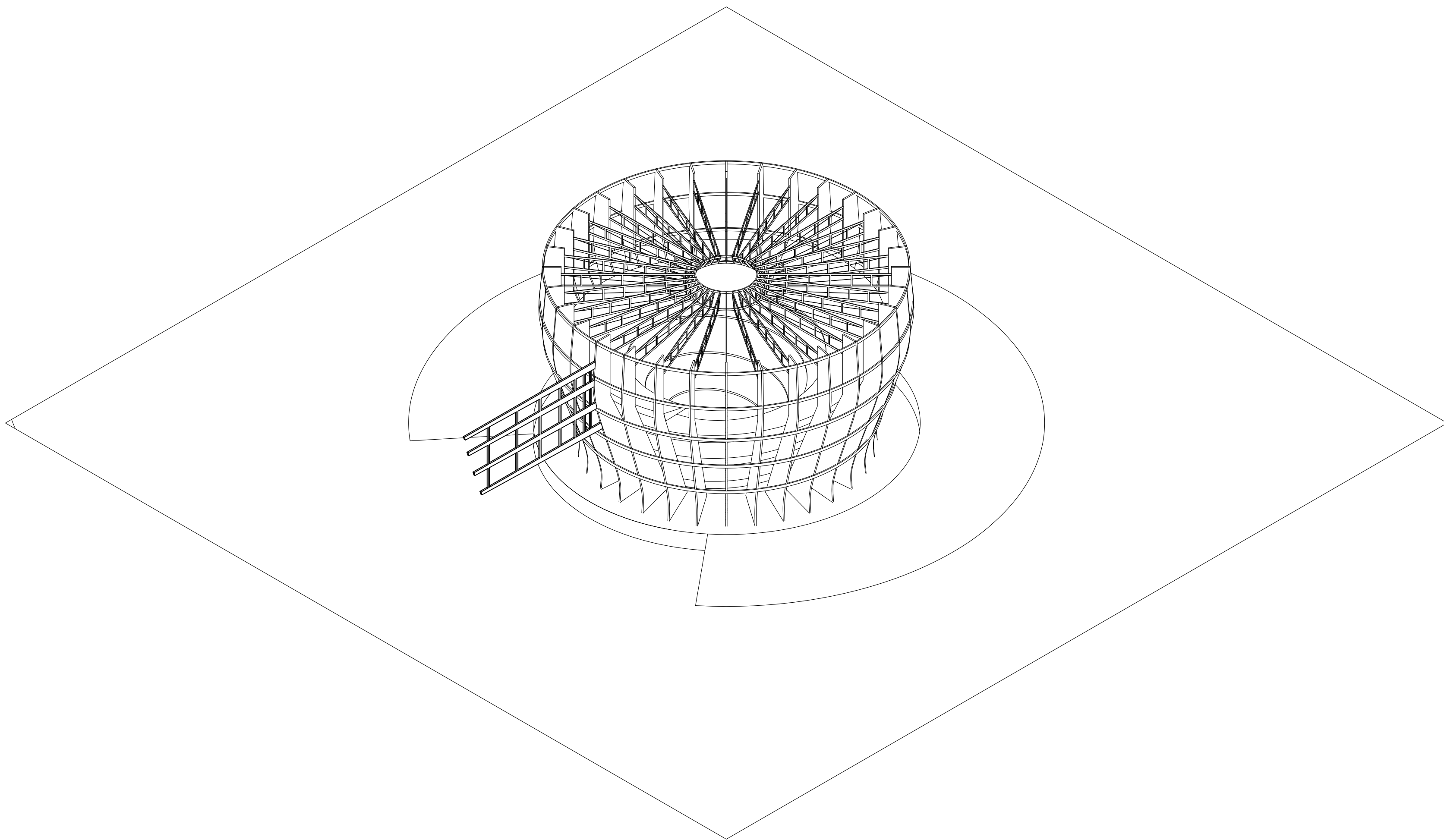


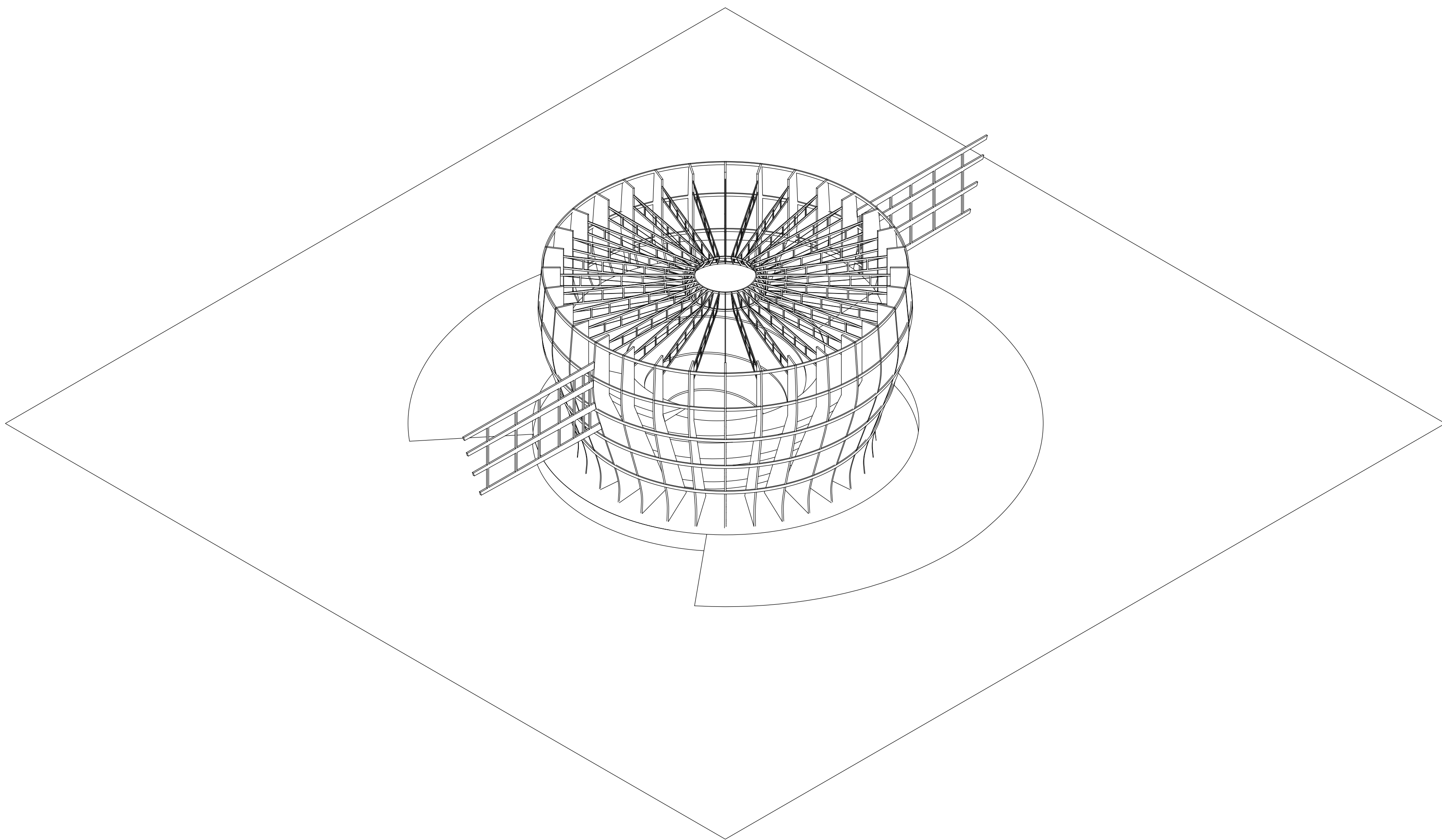


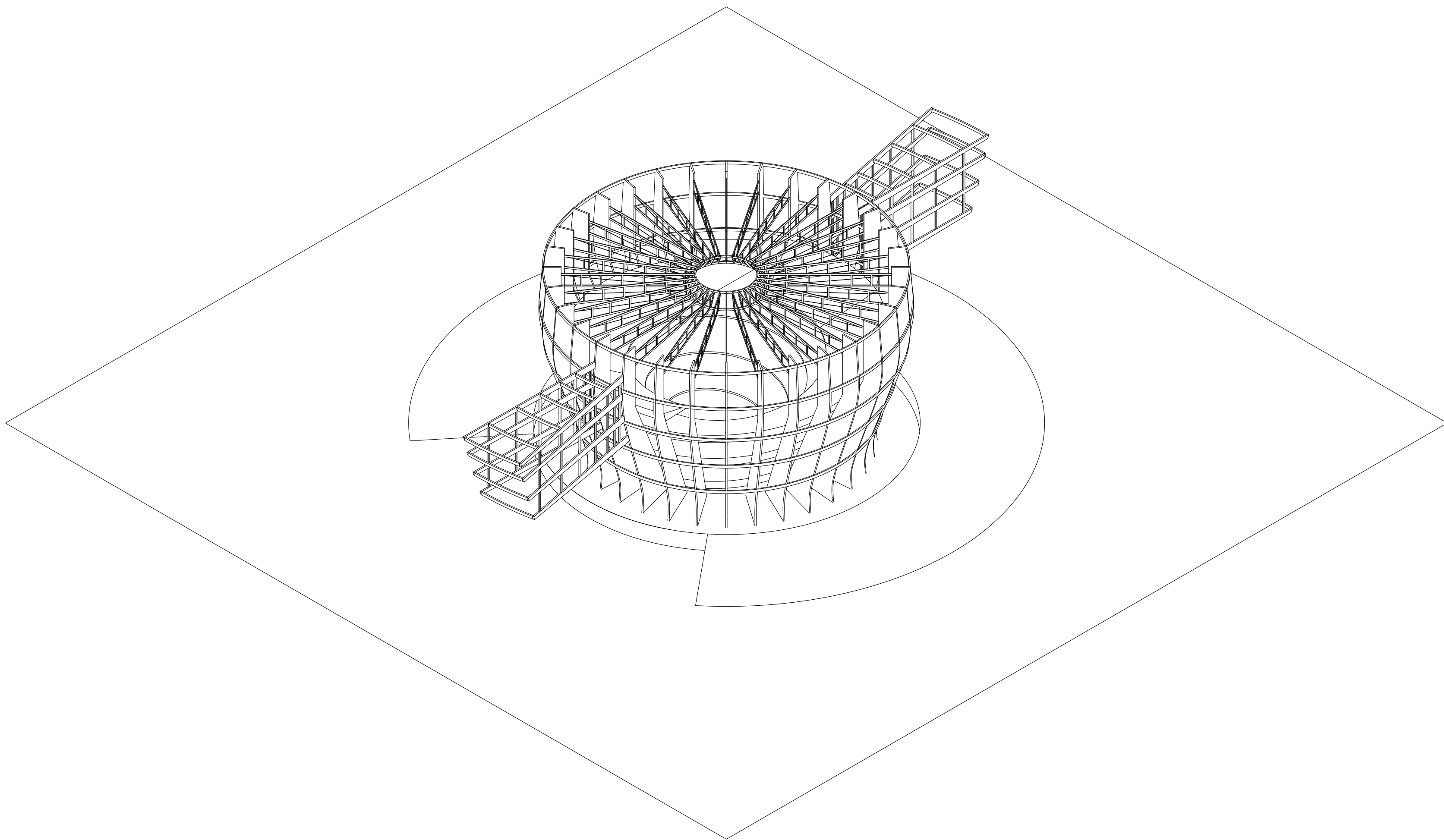


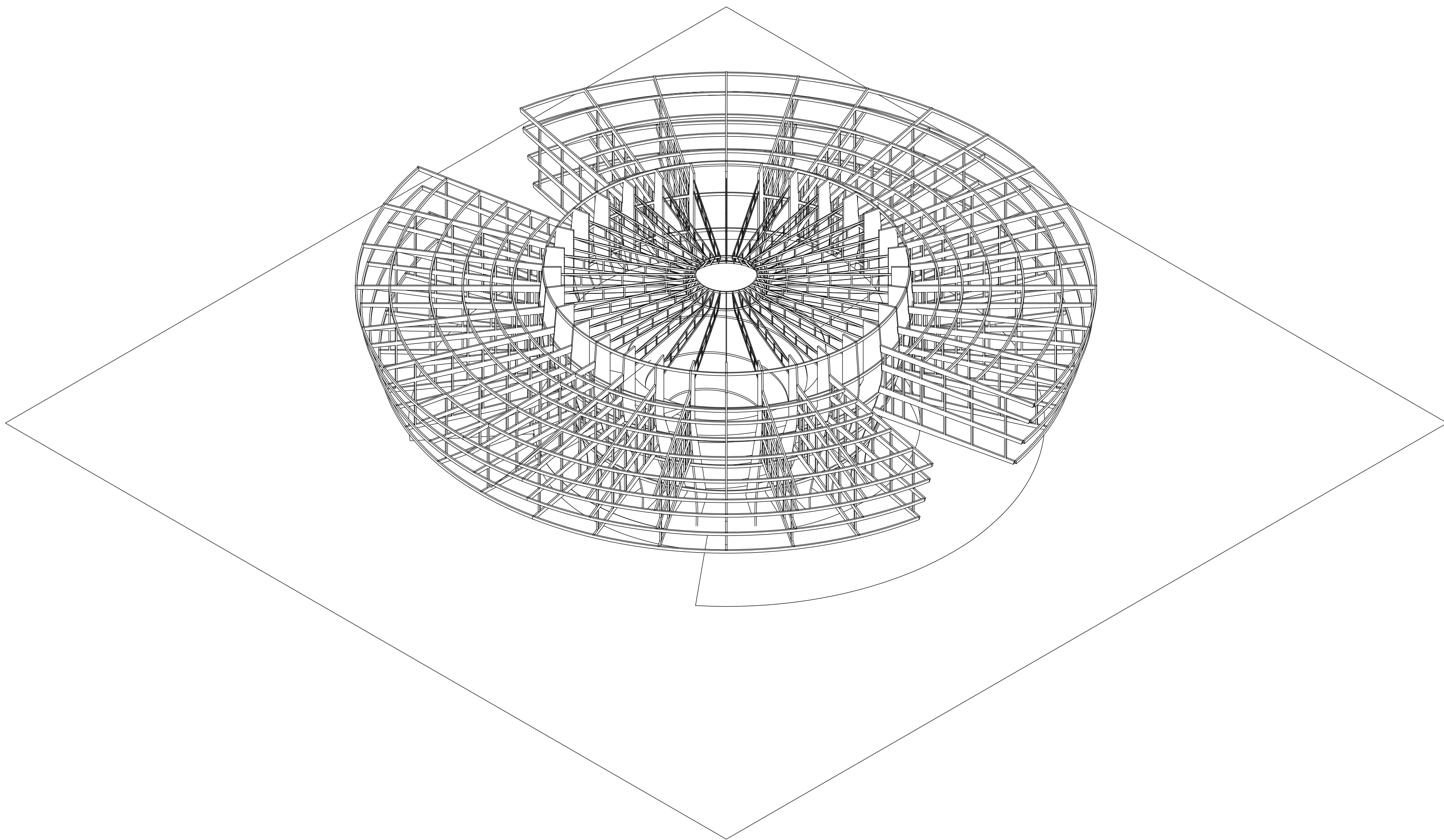


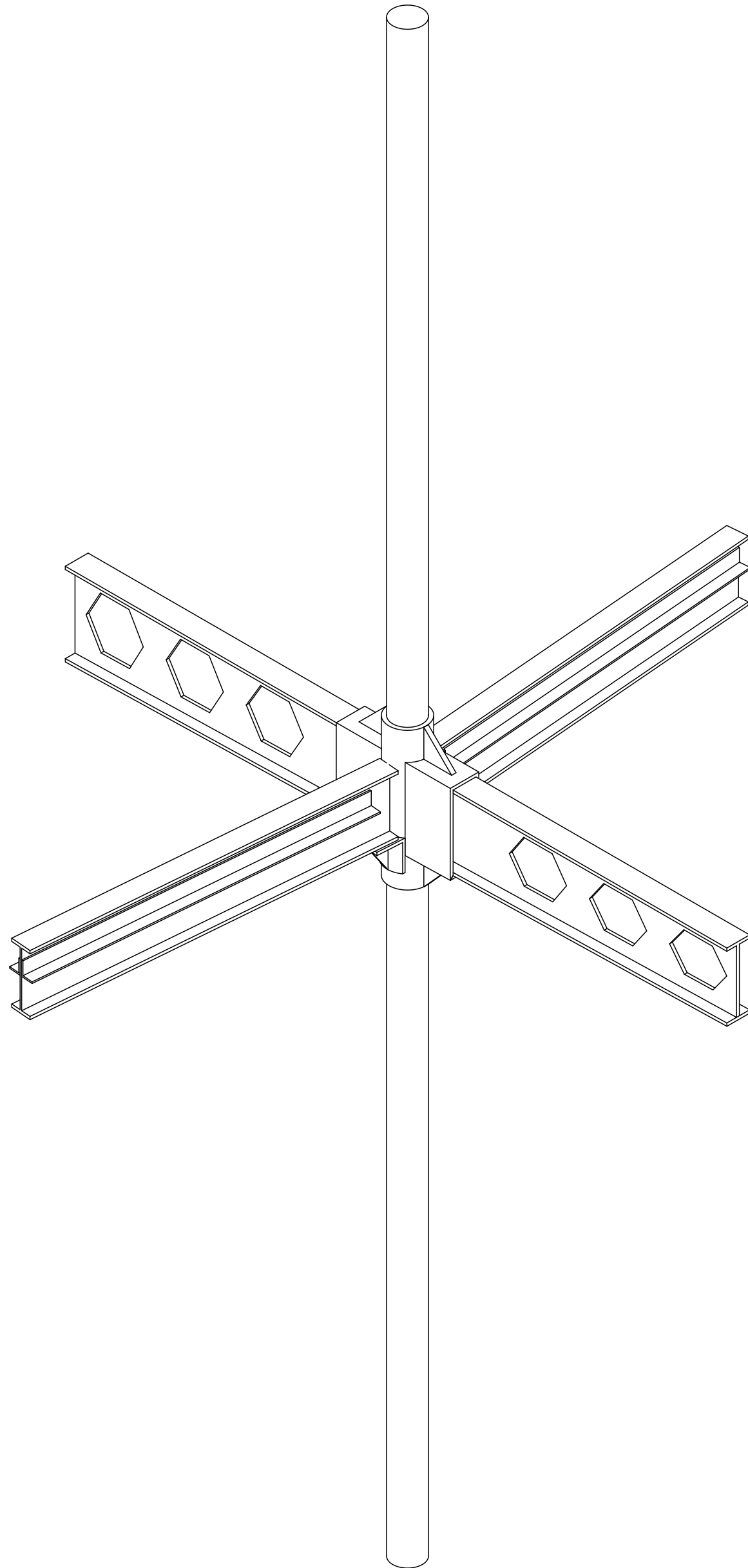


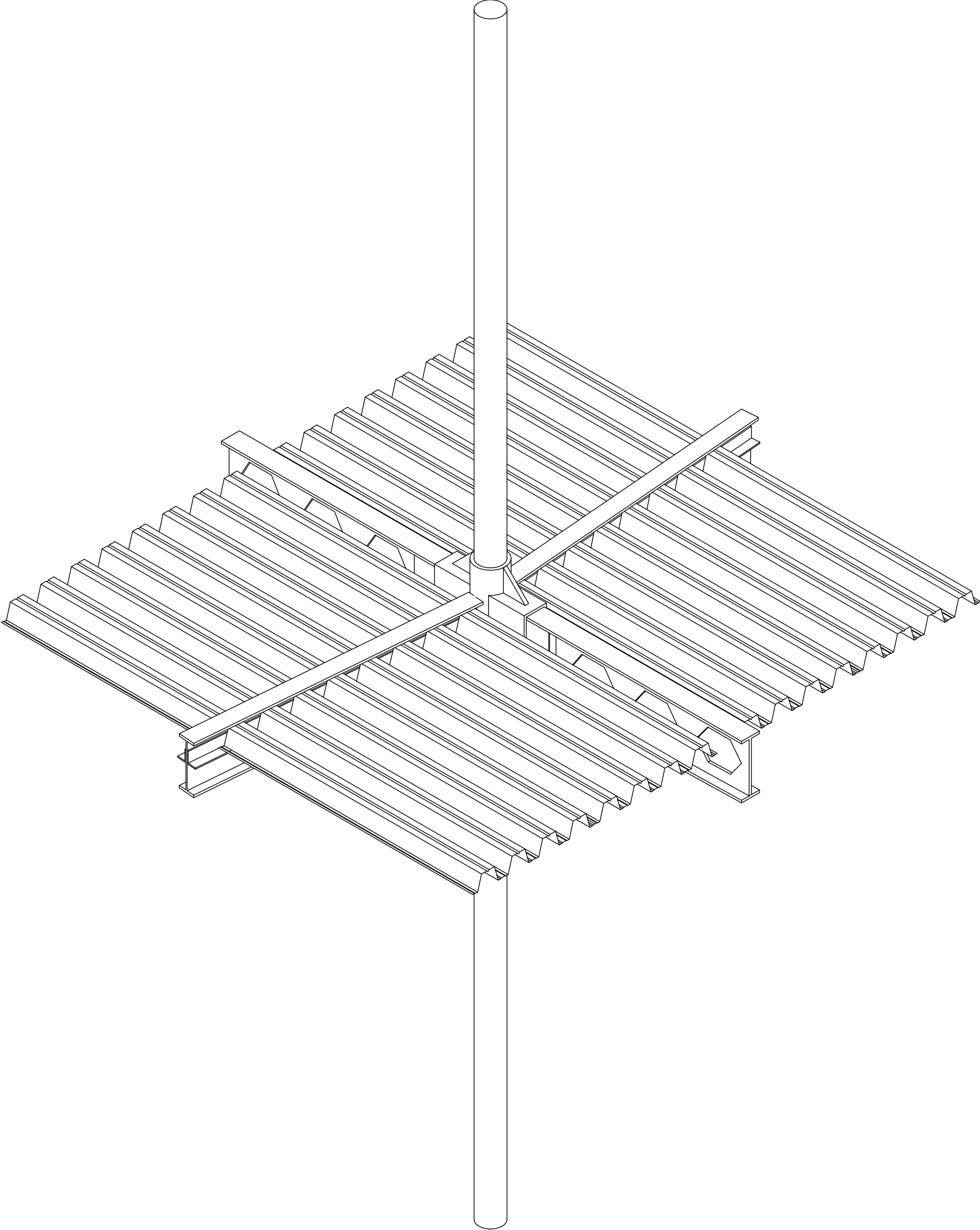


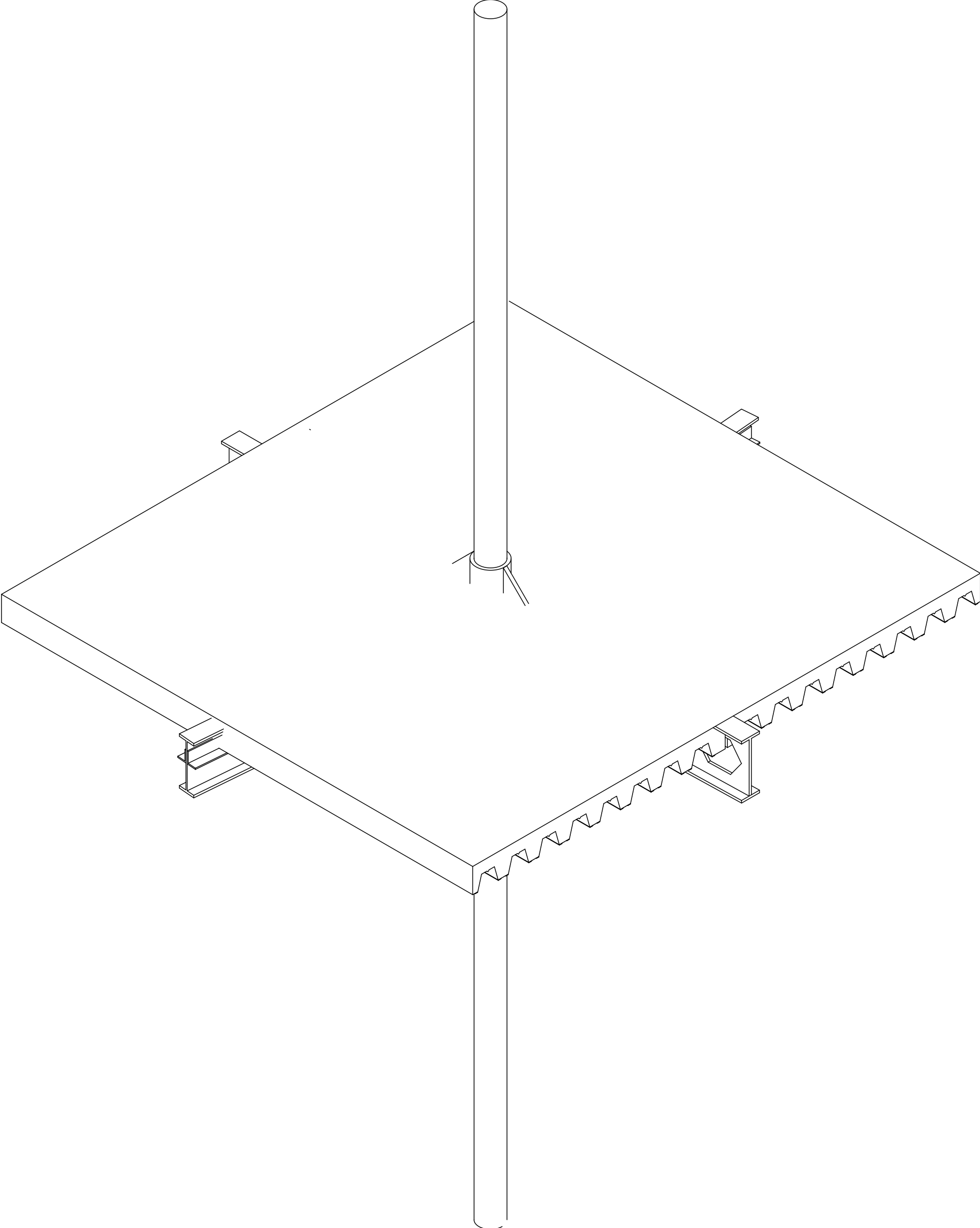


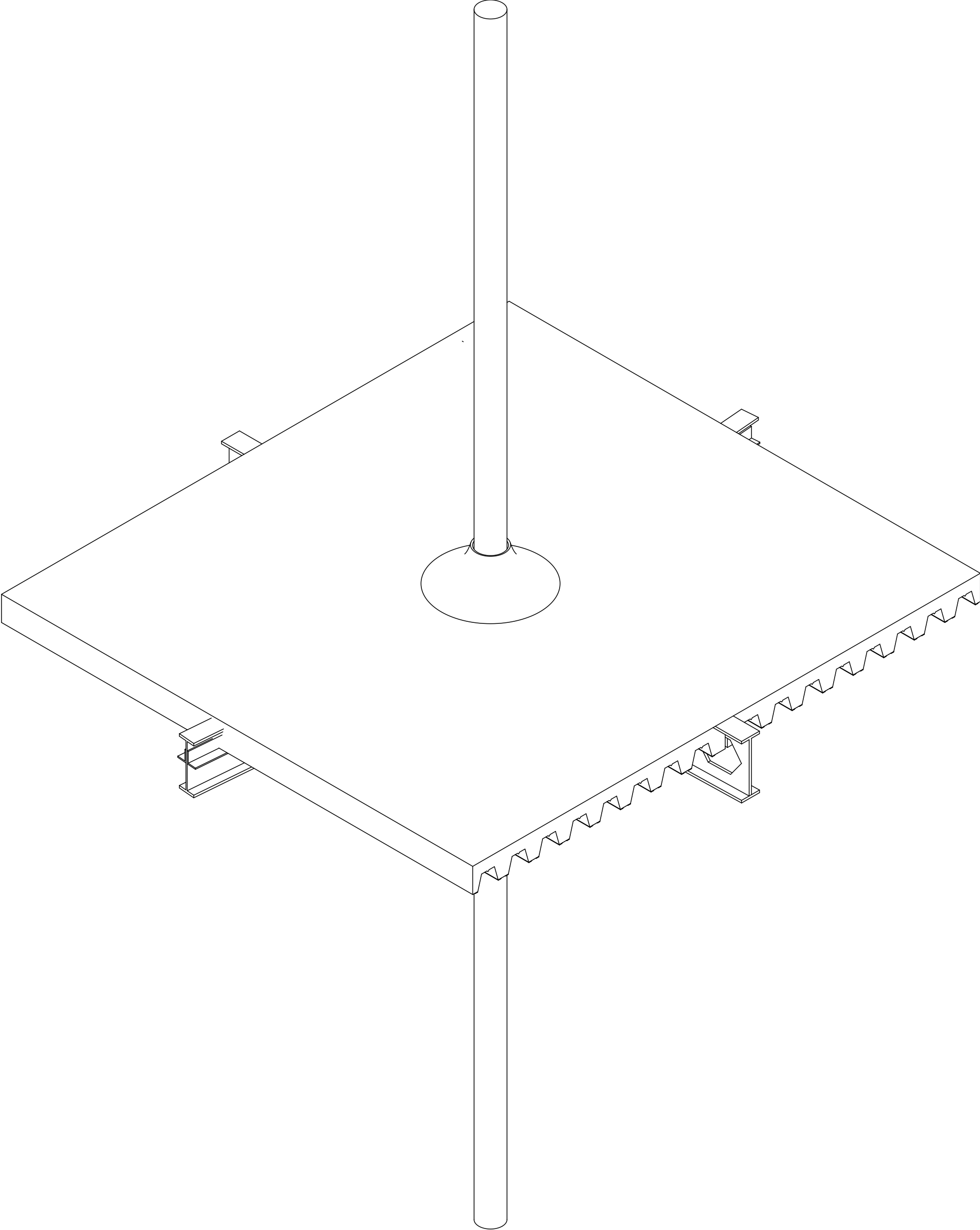


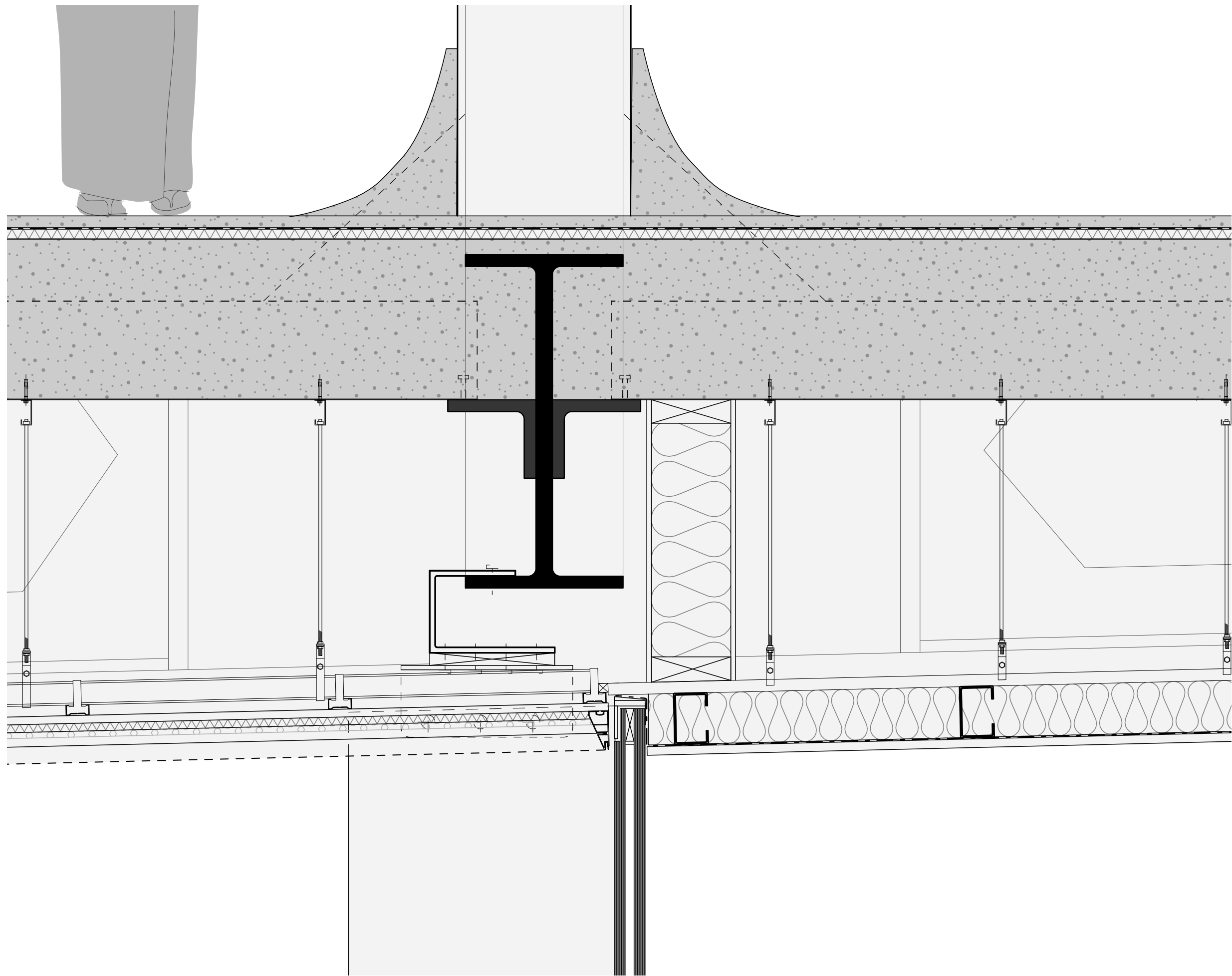




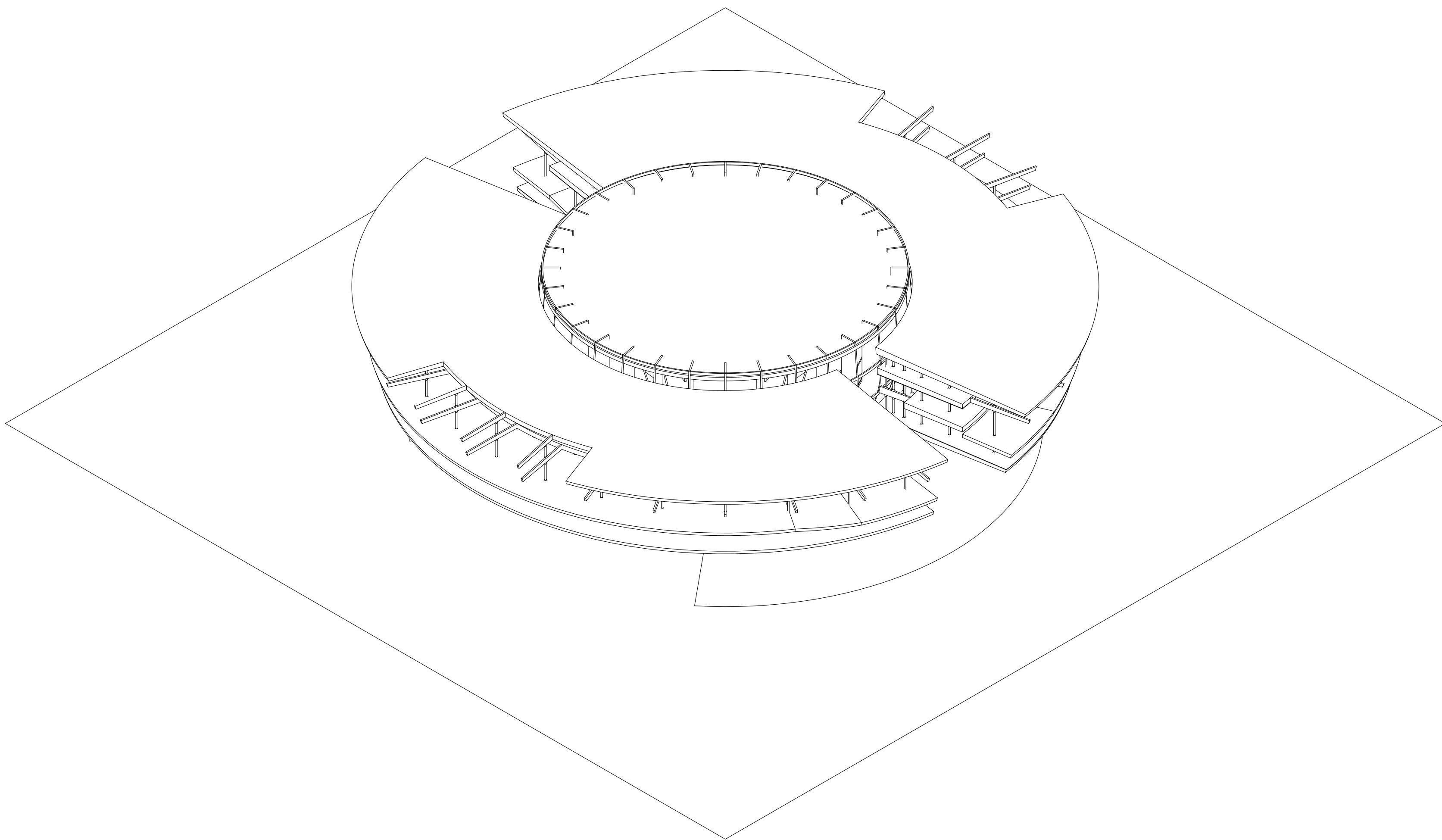


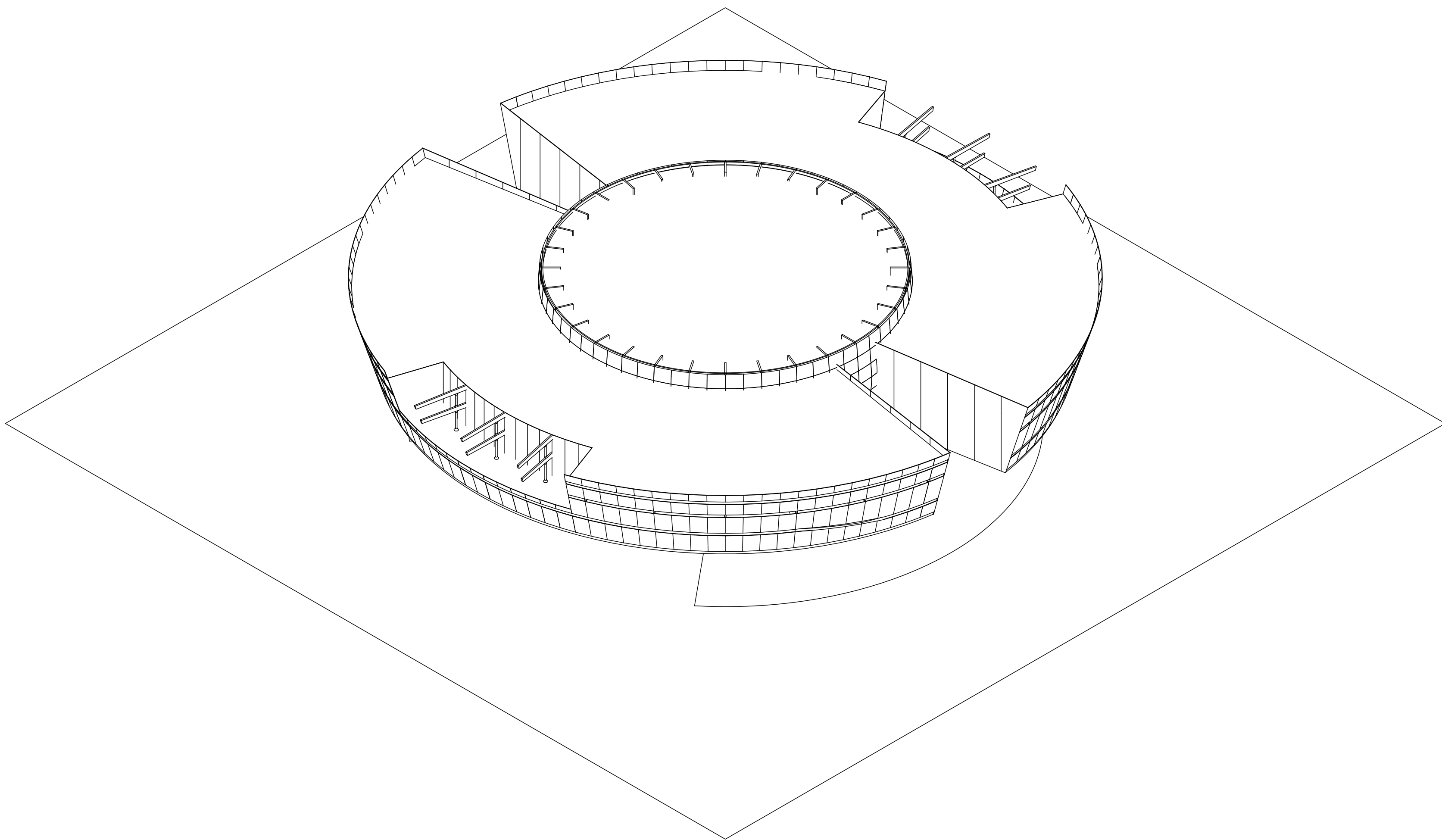


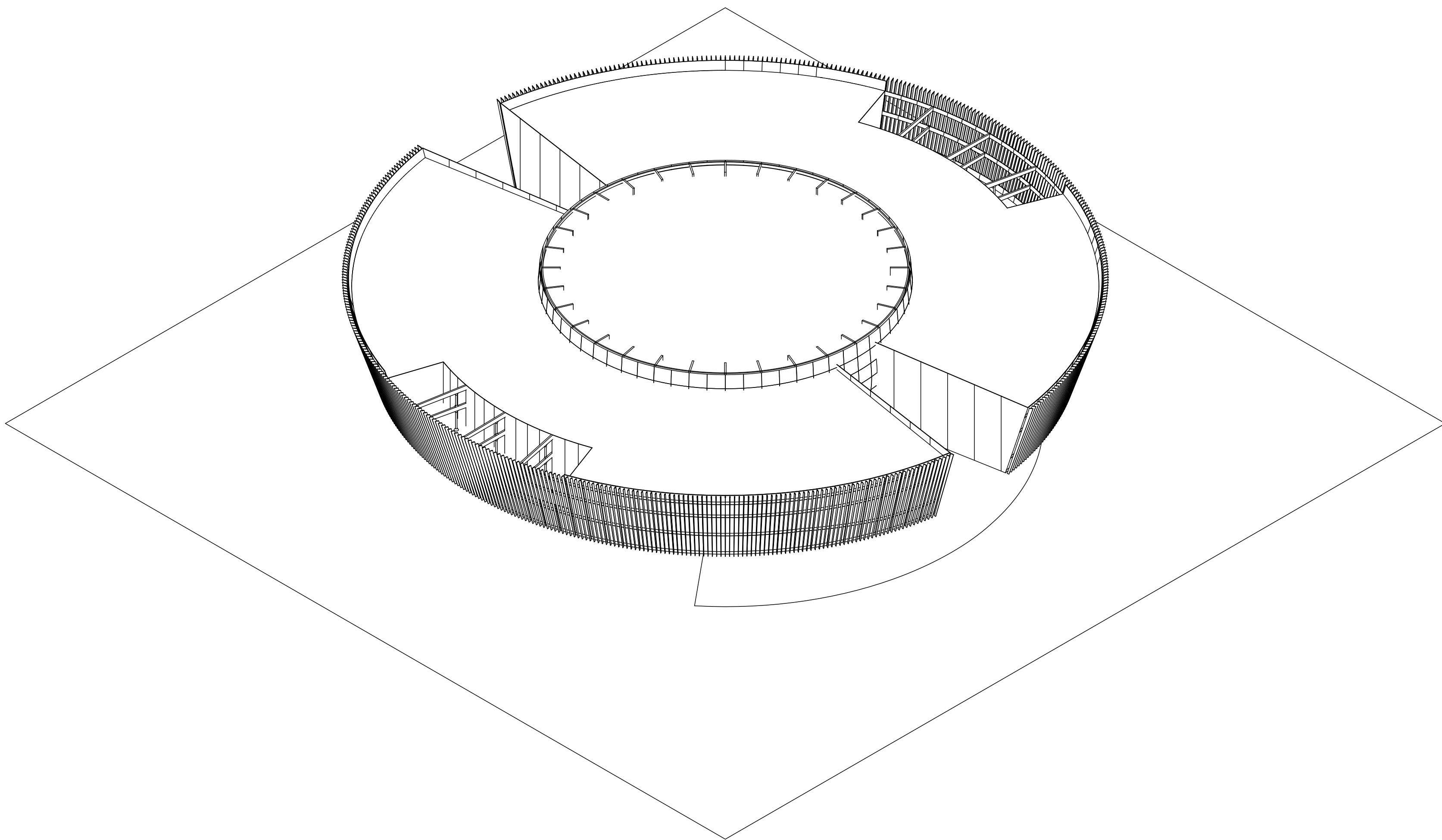


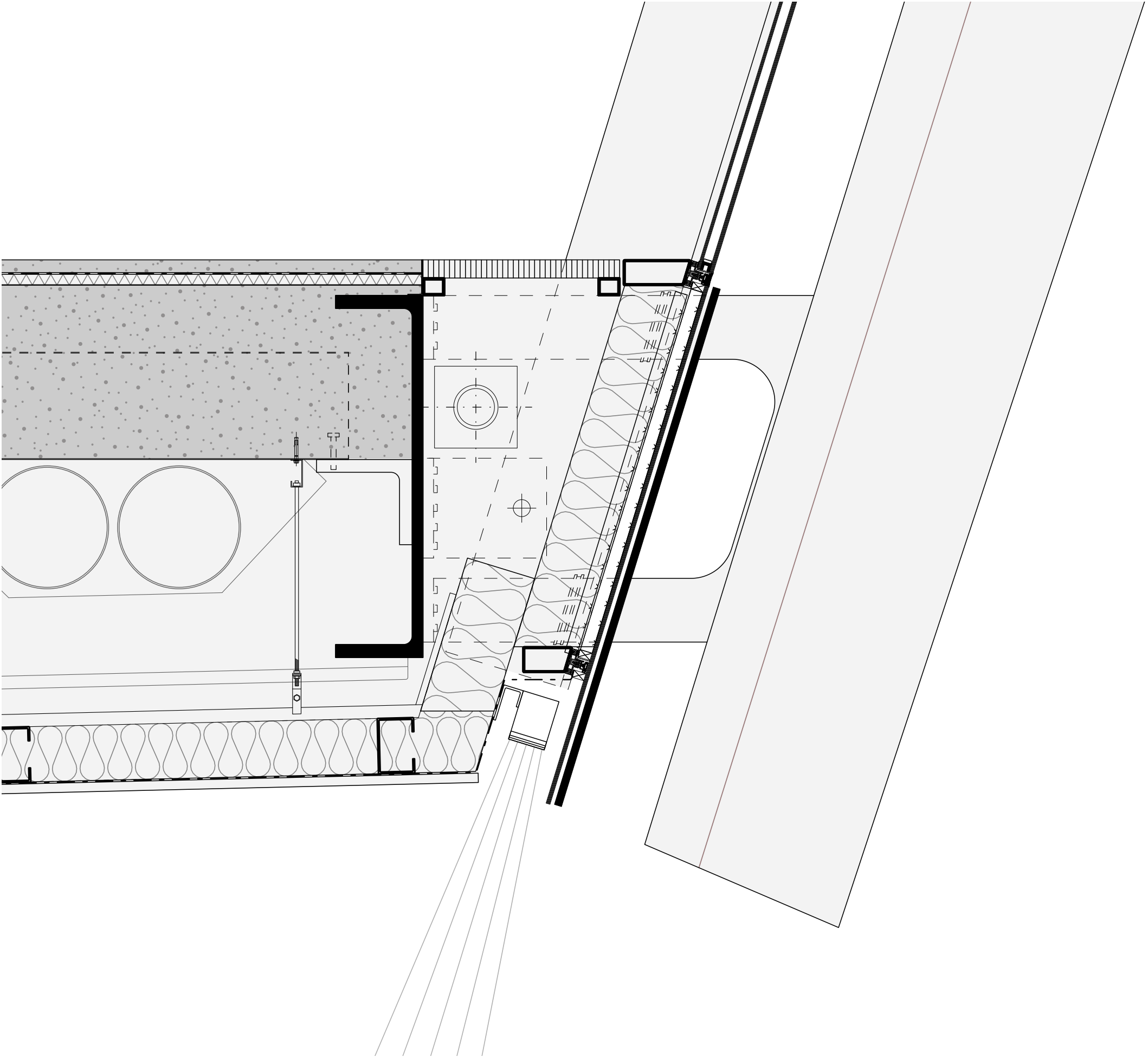


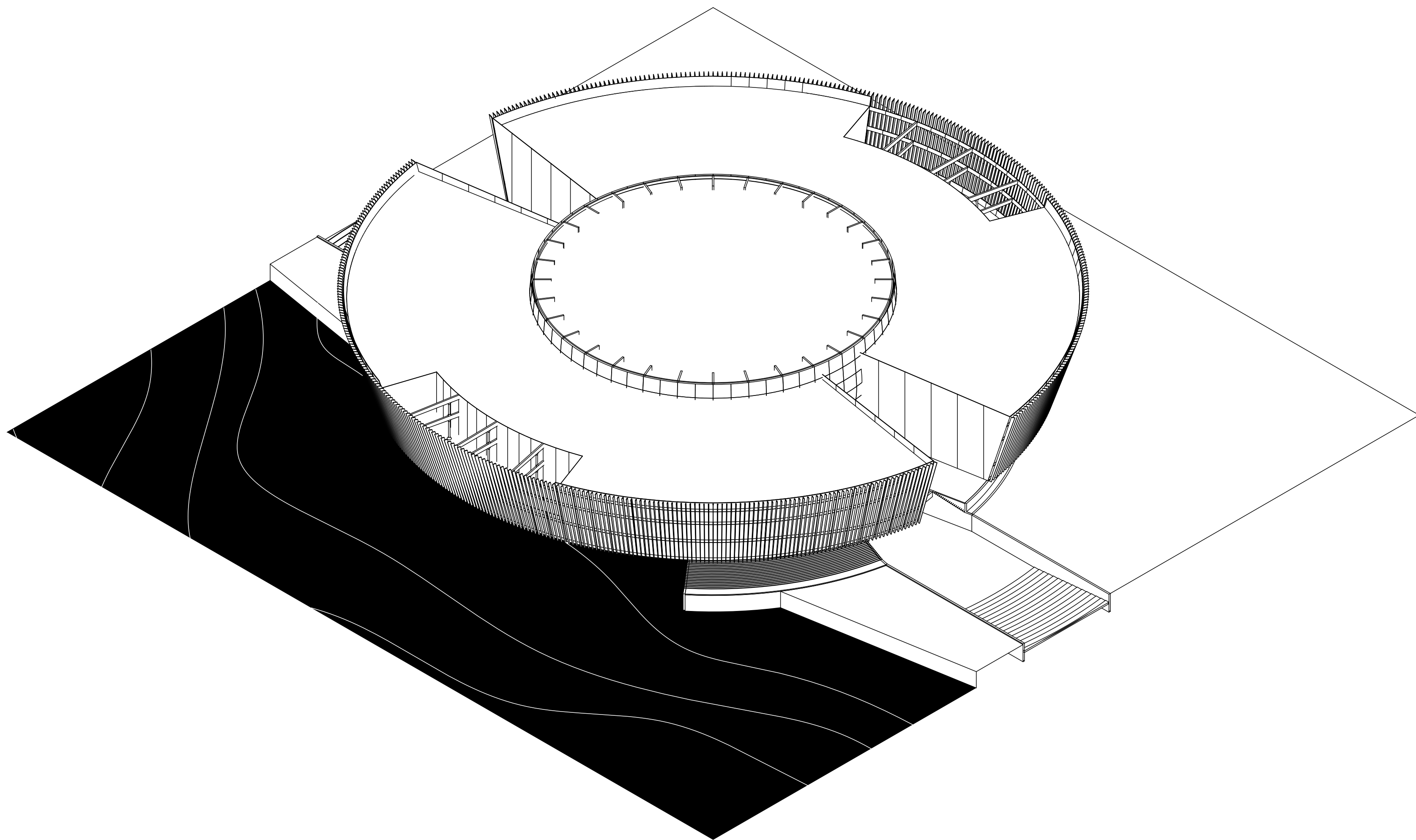
secondary beams and floor system

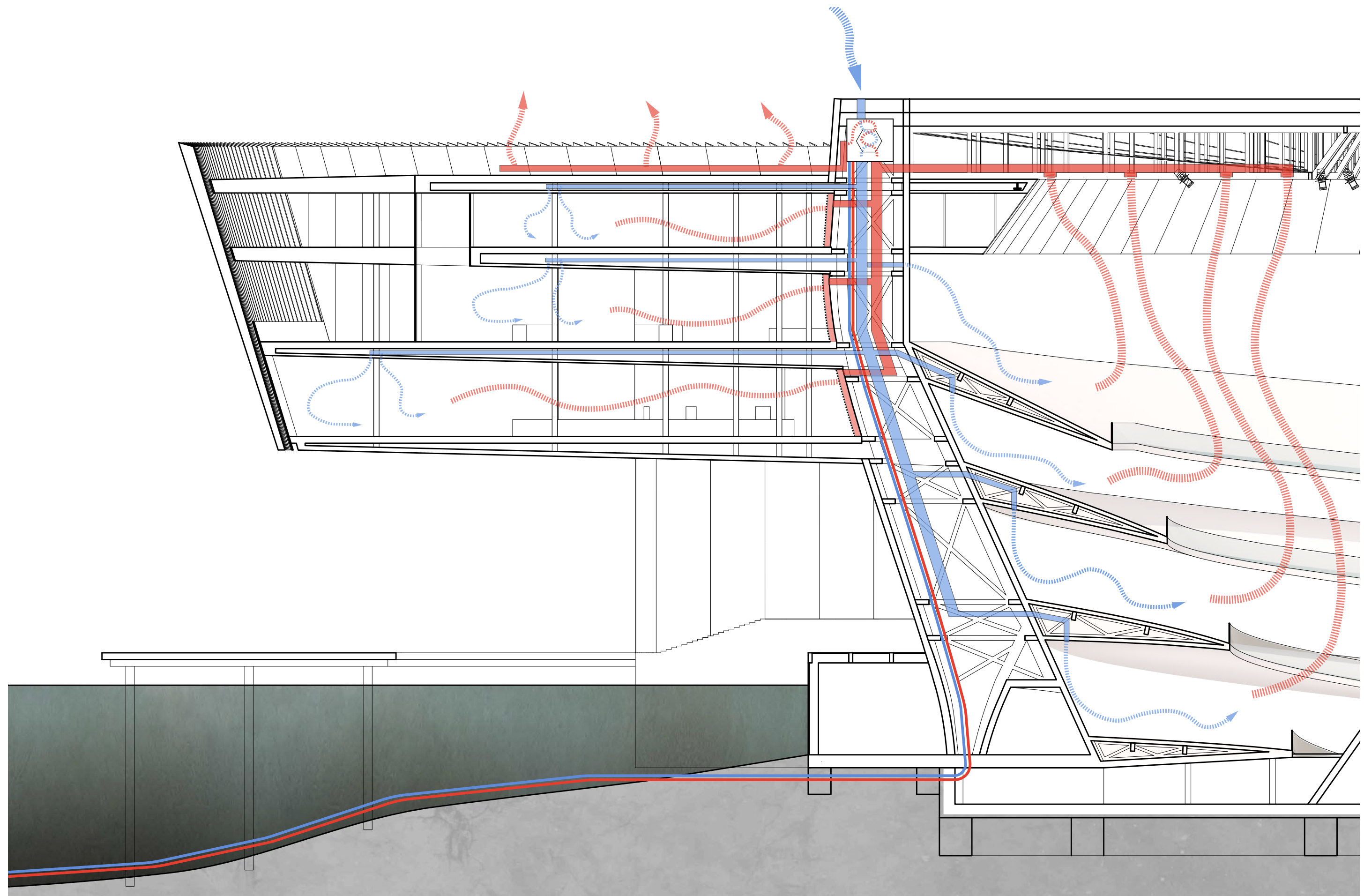




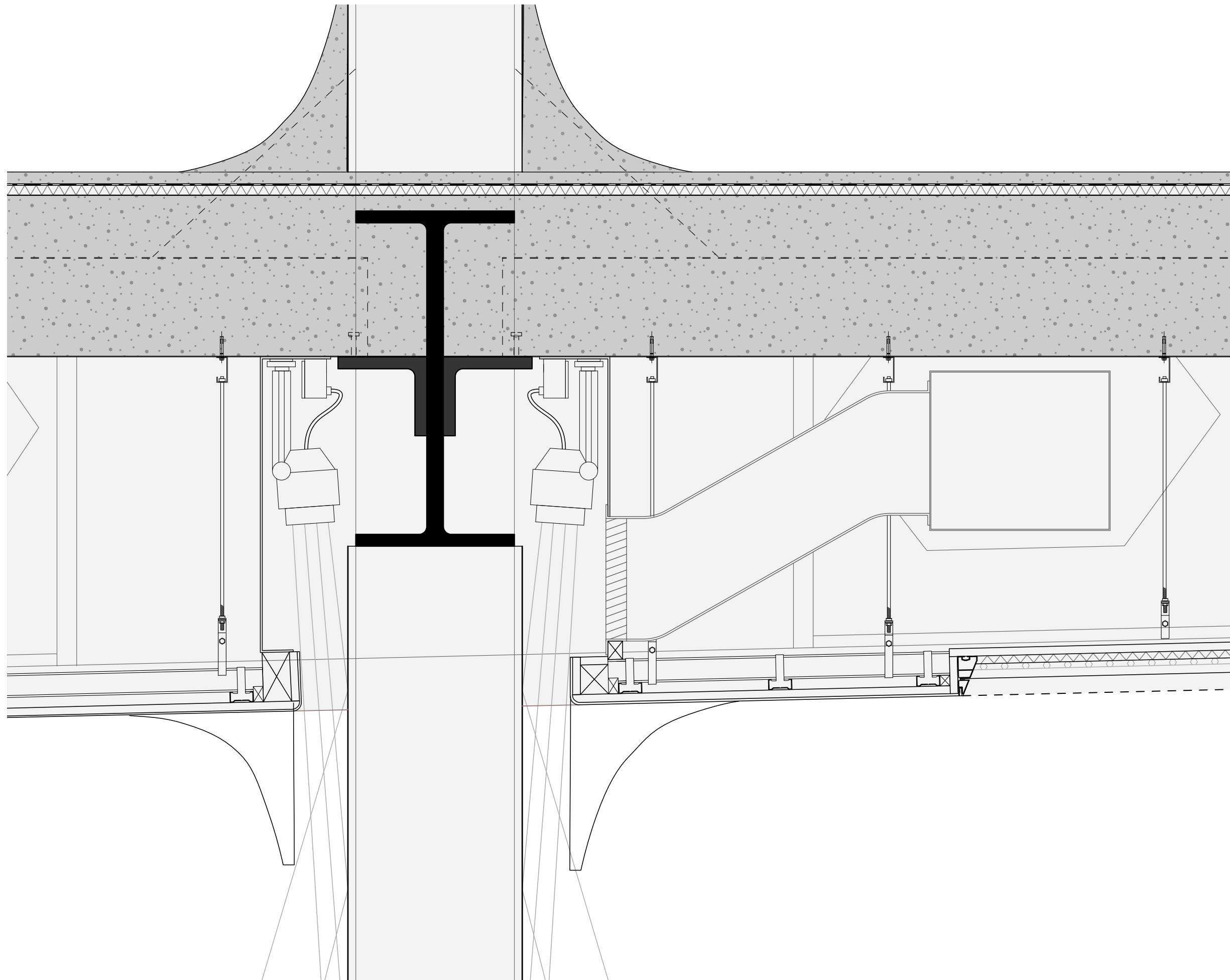








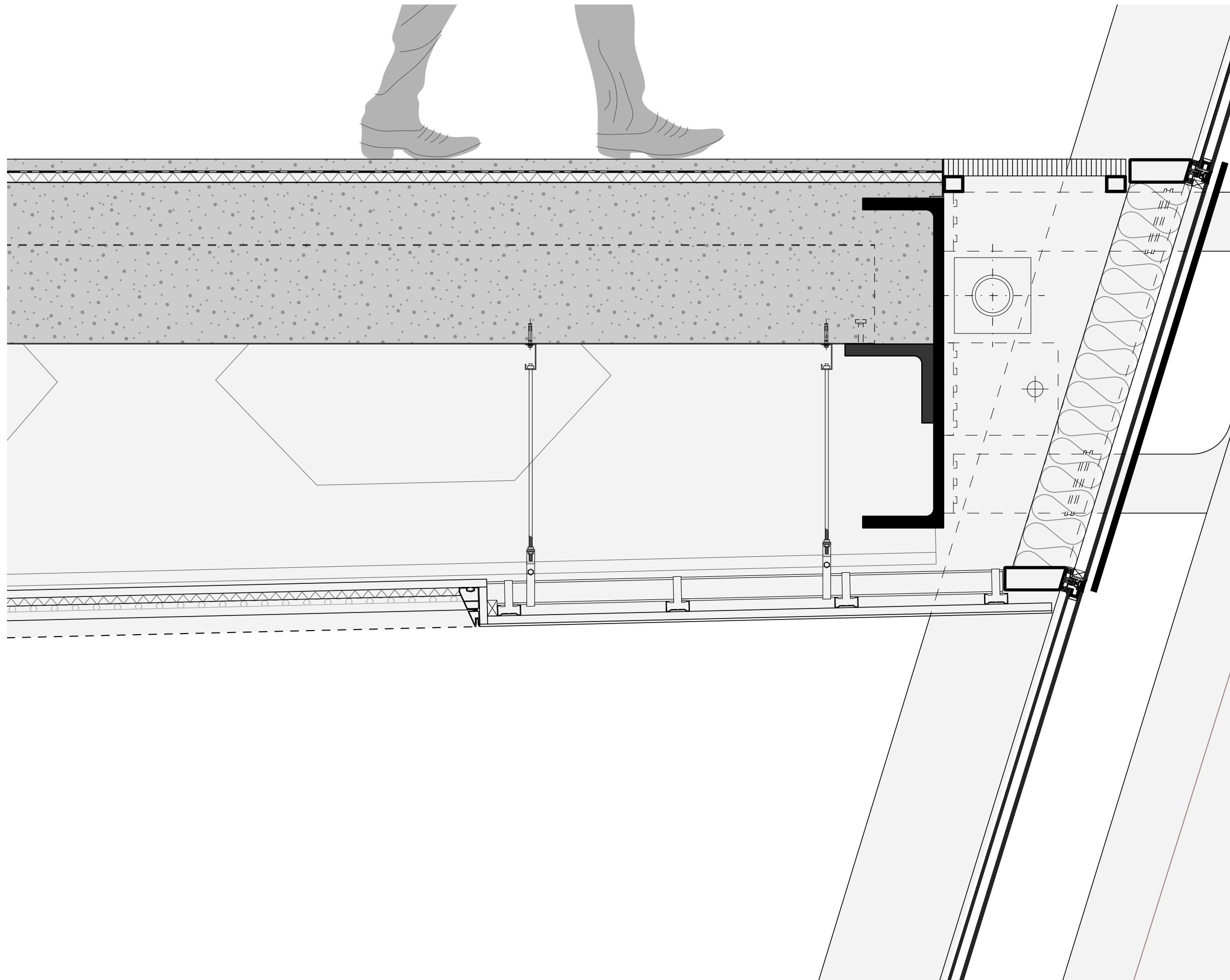
ventilation principle



detail integrated ventilation and lighting



perforated pvc acousting and lighting ceiling



detail perforated pvc acousting and lighting ceiling

