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	Jiri Meijers
Student number	4853024

Studio		
Name / Theme	Crossovers	
Main mentor	Joran Kuijper	Architecture
Second mentor	Freek Speksnijder	Building Technology
Third mentor	Agnes van der Meij	Architecture
Argumentation of choice of the studio	Crossovers interested me because of their interdisciplinary approach. Me personally, I like to approach architecture from a more personal, psychological, and sociological side which I have been given freedom to do so far.	

Graduation project		
Title of the graduation project		in Madrid's Shadows
Goal		
Location:	Madrid	
The posed problem,	- The gentrification of Lavapies, the neighborhoods population mainly exists of immigrants from various backgrounds, lacking a unified front and embeddedness in the city of Madrid while they're being kicked out. - The disappearing of the cultural routines in Madrid, because of globalization (standardized work hours) as well as the cities size (e.g. preventing people to go home for their siesta in the regarded time frame).	
research questions and	- How can architectural design benefit the revitalization of cultural practices, providing innovative solutions that bridge the gap between traditional routines and modern urban living? - How can architectural interventions effectively counteract the negative impacts of gentrification happening in the neighbourhood of Lavapies (Madrid) by connecting the immigrant population with the local Spaniards, creating social bonds instead of living parallel lives?	
design assignment in which these result.	In accordance with the building, the site and the research outcome will the chosen building become a leisure centre, a place where people can come and go throughout their day to	

	enjoy a wide variety of activities. Very similar to the project by Lina Bo Bardi, CESC Pompeia. The buildings consists of a private and public part. The private part exist out of studio spaces which are distributed throughout the building, in these studios various activities can happen ranging from cooking to low-intensity sports. Depending on the activity does the architecture allow the users to either create more or less privacy or sunlight. The public part has an open floorplan, and here people can enjoy the café, conduct self-study or join a game at the specifically designed gaming tables. They have the freedom to participate in the fuss or withdraw to one of the nooks to take a siesta for example.

Process

Method description

Applying theoretical ideologies into a physical thing, in my case a building, led me to the research method of *research by design.* This way the research would serve as the springboard for my design, creating multiple scenarios to tackle certain problems. These scenarios were easily applicable during the design phase I ensured that they didn't necessarily rely on a specific context but rather on a problem.

Christopher Alexander's theory has been a cornerstone of my graduation project, guiding me to adopt a design paradigm that visualizes how every intervention relates back to his principles.

Literature and general practical references

Aalto, A. (1972). *The Fighting Architecture.*
Alexander, C., Ishikawa, S. & Silverstein, M. (1977). *A Pattern Language.* Oxford University Press. Kite, S. (2017). *Shadow Makers.* Bloomsbury Academic.
Krier, L. (2011). *The Architecture of Community.* Island Press.
Mari, A.D. & Yoo, N. (2015). *Operative Design – A Catalogue of Spatial Verbs*. BIS Publishers. Pallasmaa, J. (2005). *Encounters – Architectural Essays*. Building Information Ltd. Helsinki. Pallasmaa, J. (2012). *The eyes of the skin: Architecture and the Senses*. John Wiley & Sons. Pallasmaa, J. & Zumthor, P. (2013). *Building atmosphere*. Nai010 Publishers.
Tanizaki, J. (2019). *In Praise of Shadows*. Vintage Digital.
Zumthor, P. (2006) *Atmospheres.* Birkhauser.

Reflection

The method of *research by design* was very pleasant during my project as it bridged the gap between theory and design. I often struggle with finding meaning in theoretical solutions and they can be rather vague and abstract, making me not see the connection of how to implement them into the design.

Where the research ends is where the design starts. As through this method I was able to make the results of the research applicable in the design phase. Whilst setting my guidelines for me design e.g. choosing the program or the material palette. I was able to trace the decisions back to the research as well as further develop my research whilst designing. As the design verified what ideas from the theory worked and what did not.