

THE SOCIAL SIDE OF ADAPTIVE REUSE

the role of sociocultural aspects in
adaptive reuse decision-making

A4 Presentation

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18-06-2026

Management in the Built Environment
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INTRODUCTION & METHOD

01

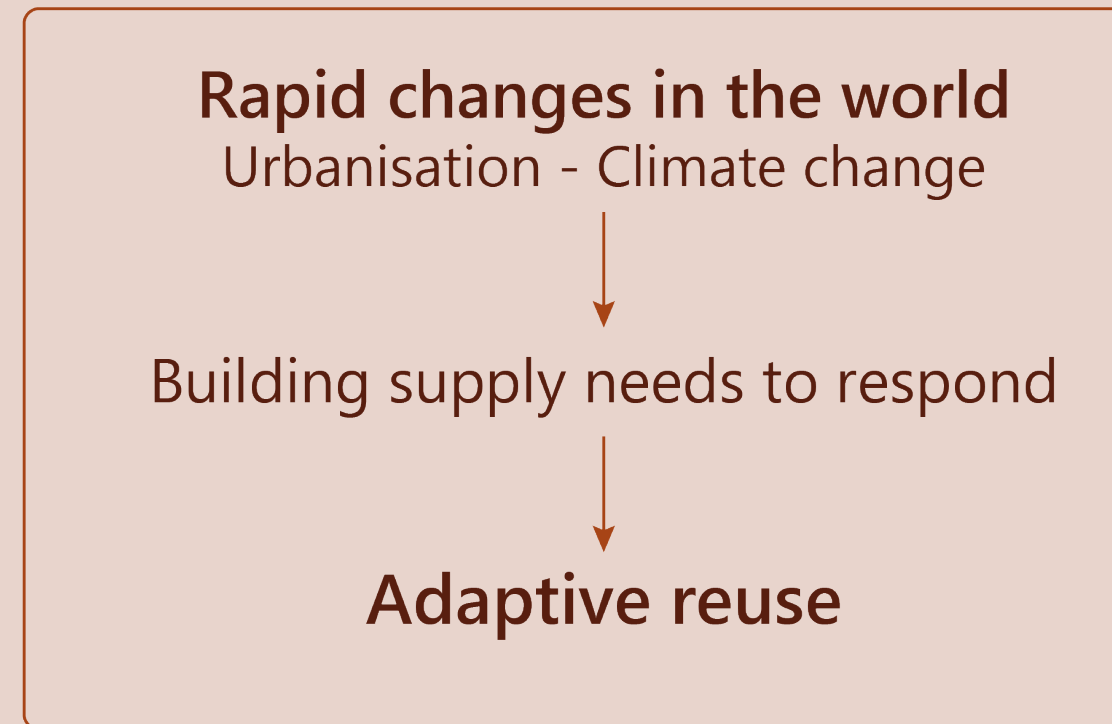


Rijnmond, 2022



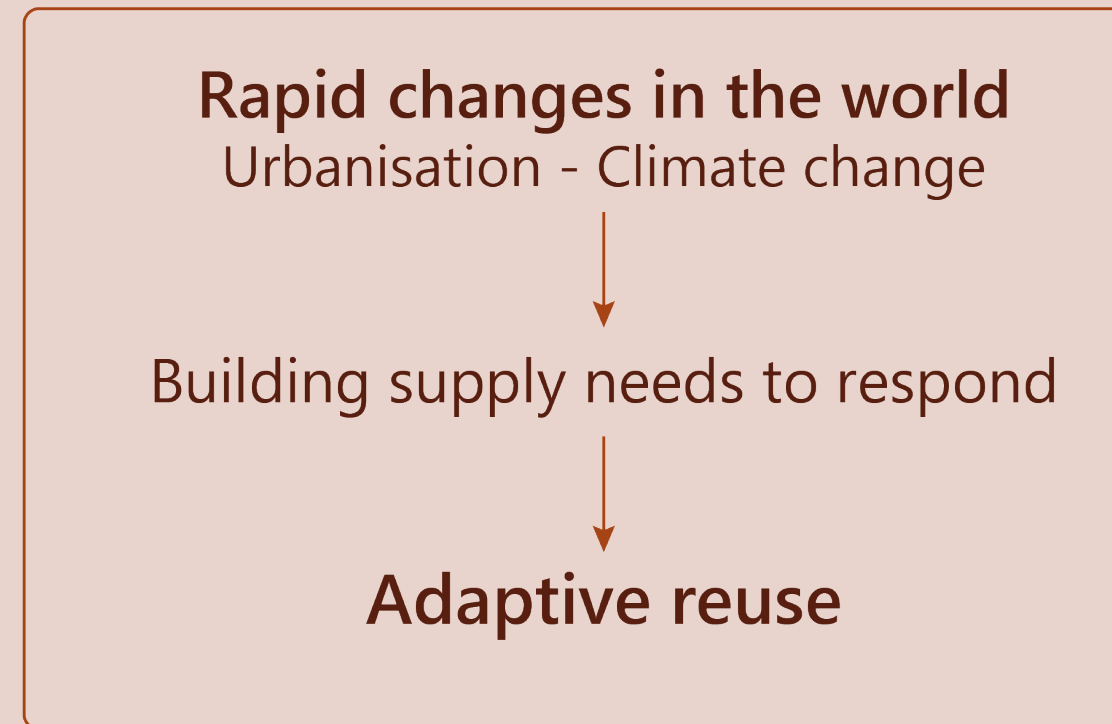
01 INTRODUCTION & METHOD

problem statement



01 INTRODUCTION & METHOD

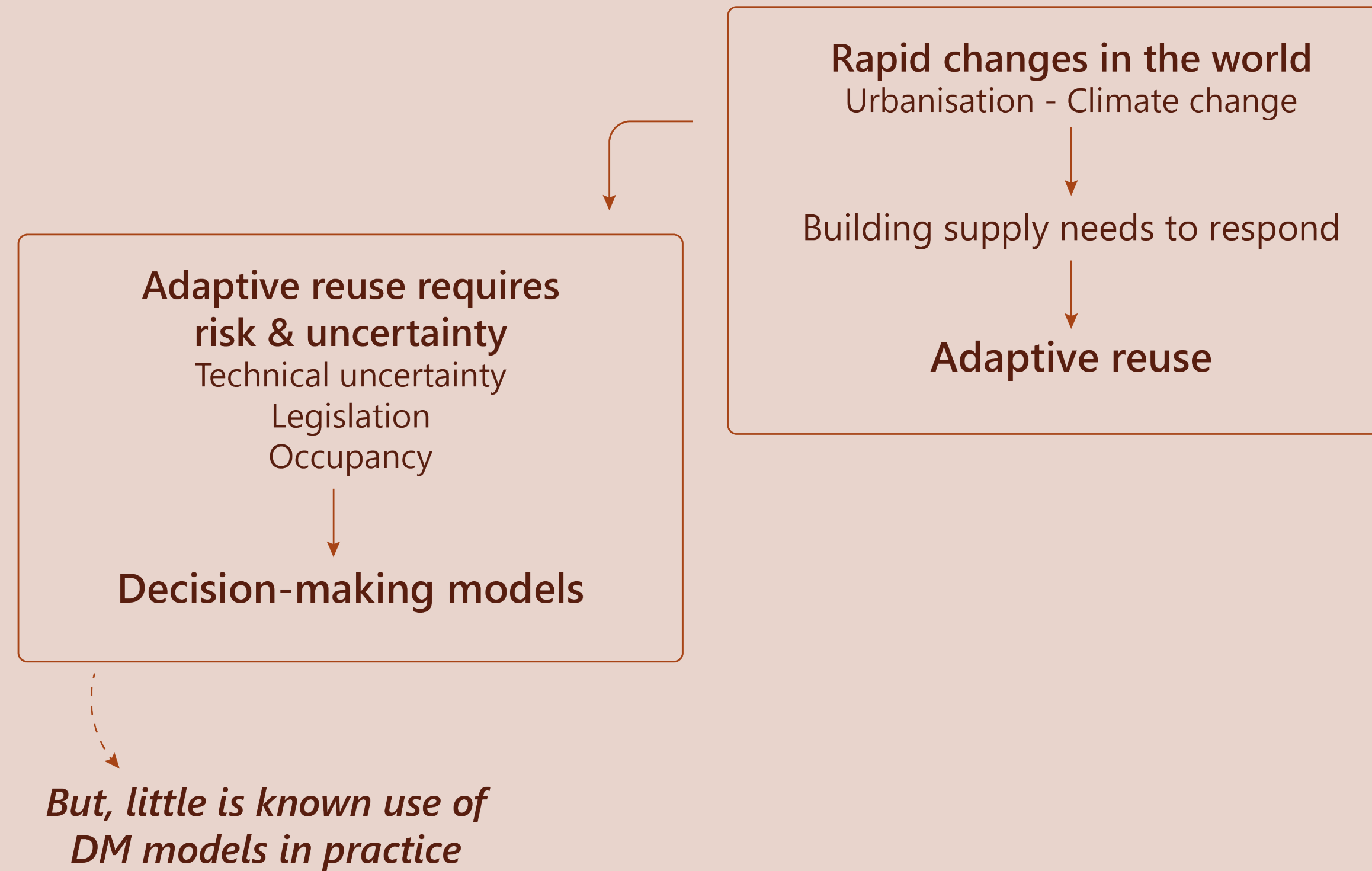
problem statement



“the process of **converting a building to a function which is significantly different from the original function**” (Douglas, 2006)

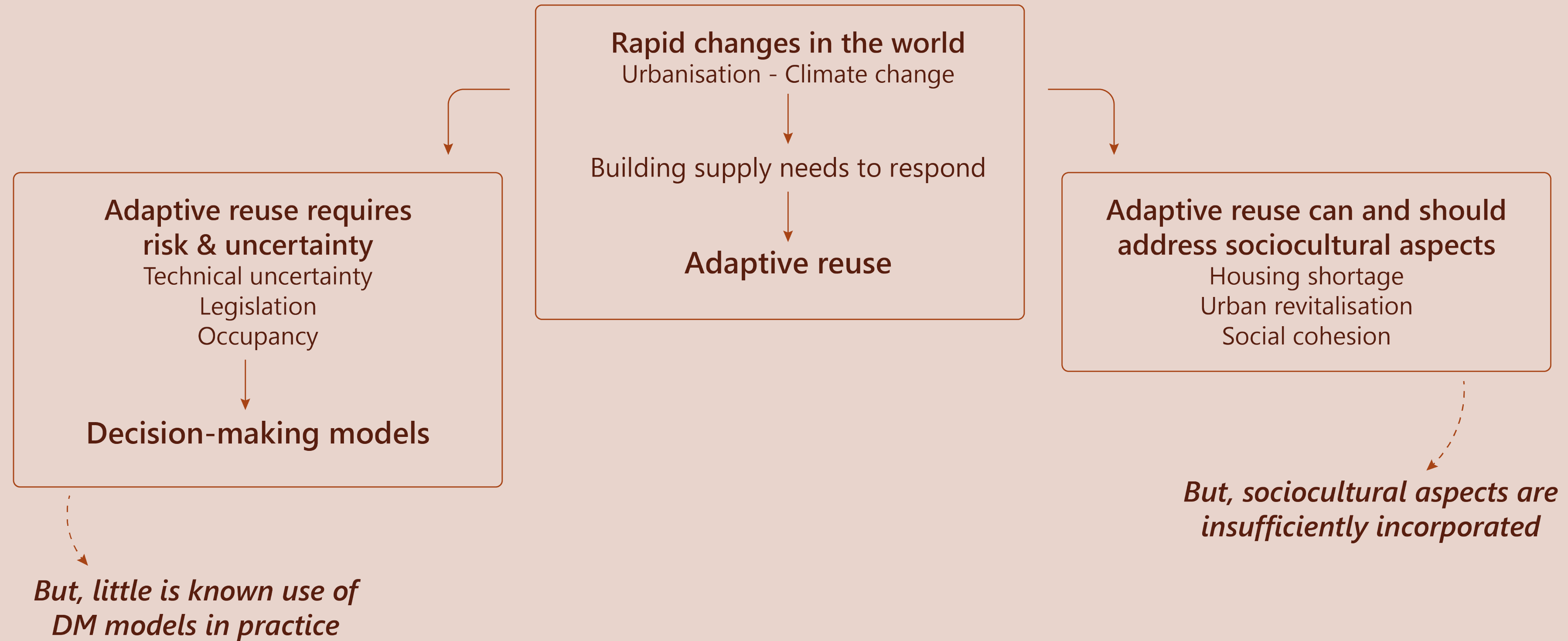
01 INTRODUCTION & METHOD

problem statement



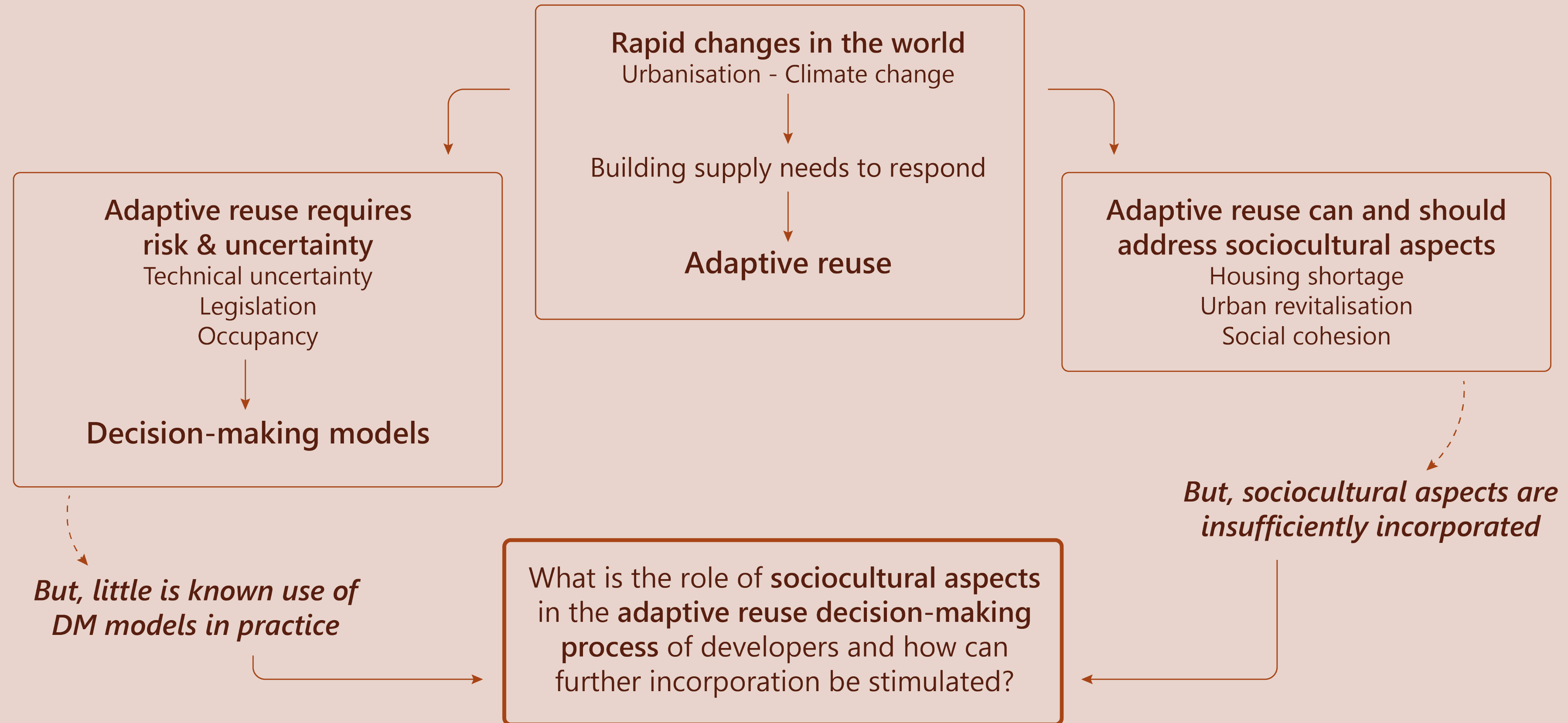
01 INTRODUCTION & METHOD

problem statement



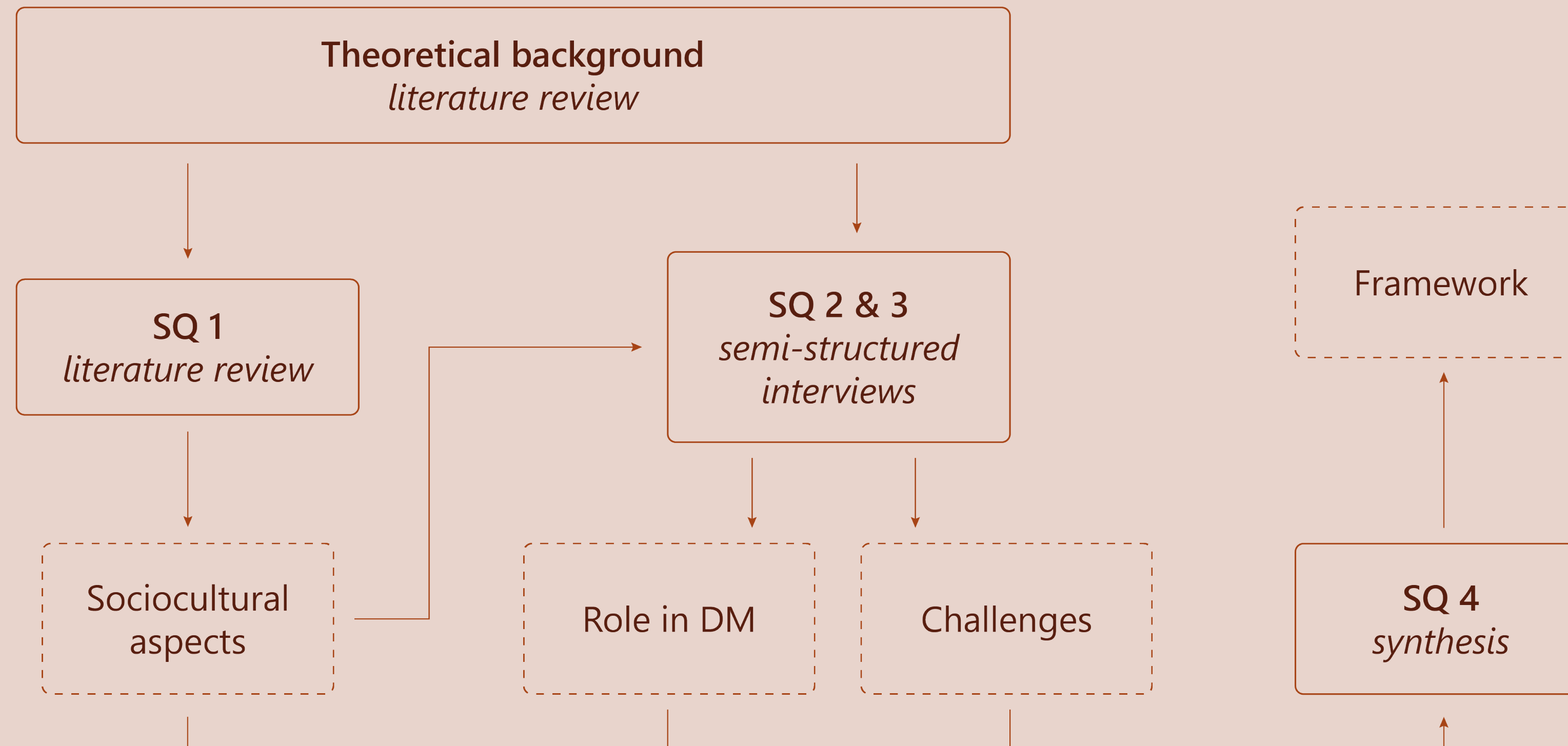
01 INTRODUCTION & METHOD

problem statement



01 INTRODUCTION & METHOD

methodological framework



ADAPTIVE REUSE DECISION-MAKING

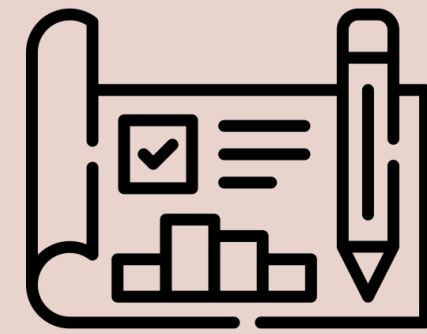
02

02 ADAPTIVE REUSE DECISION-MAKING

project phases



initiation



preparation



construction



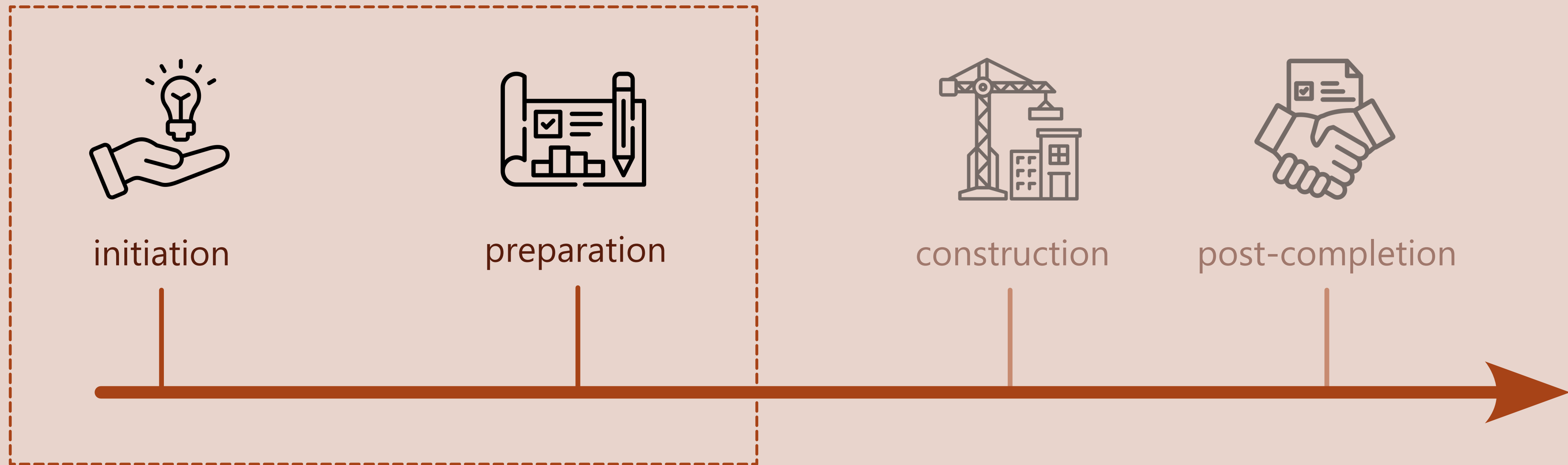
post-completion



(Own work; Adapted from Arfa et al., 2022)

02 ADAPTIVE REUSE DECISION-MAKING

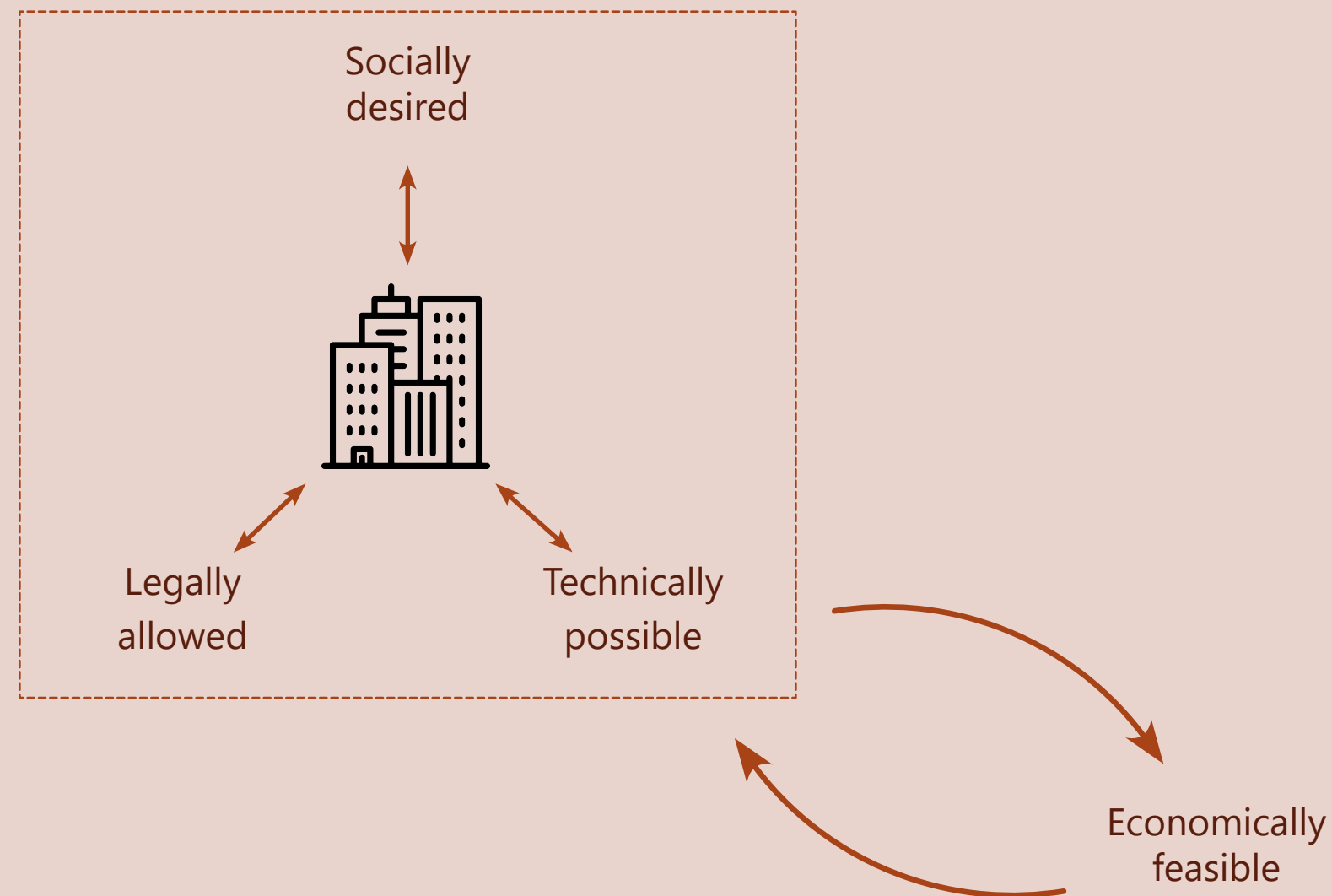
project phases



(Own work; Adapted from Arfa et al., 2022)

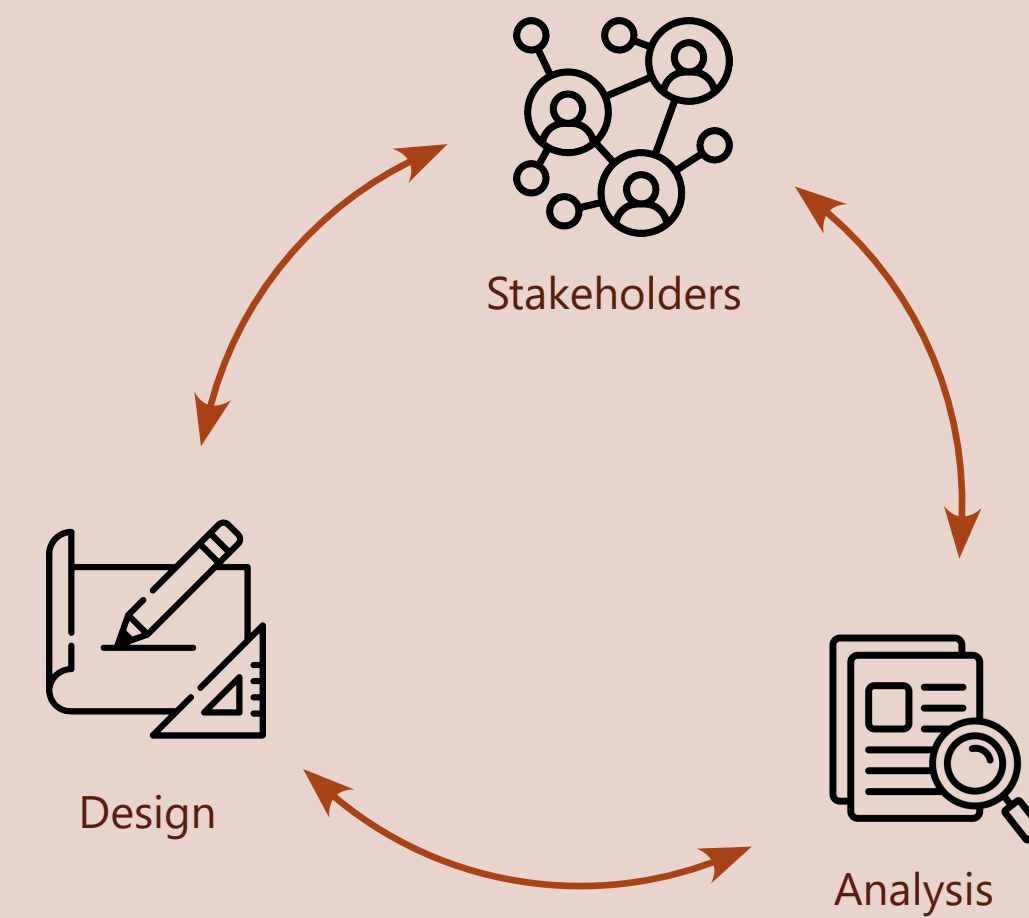
02 ADAPTIVE REUSE DECISION-MAKING

initiation and preparation phase



(Own work; Adapted from Hek, 2024)

initiation phase
acquisition phase



preparation phase
development phase

SOCIOCULTURAL ASPECTS

03

03 SOCIOCULTURAL ASPECTS

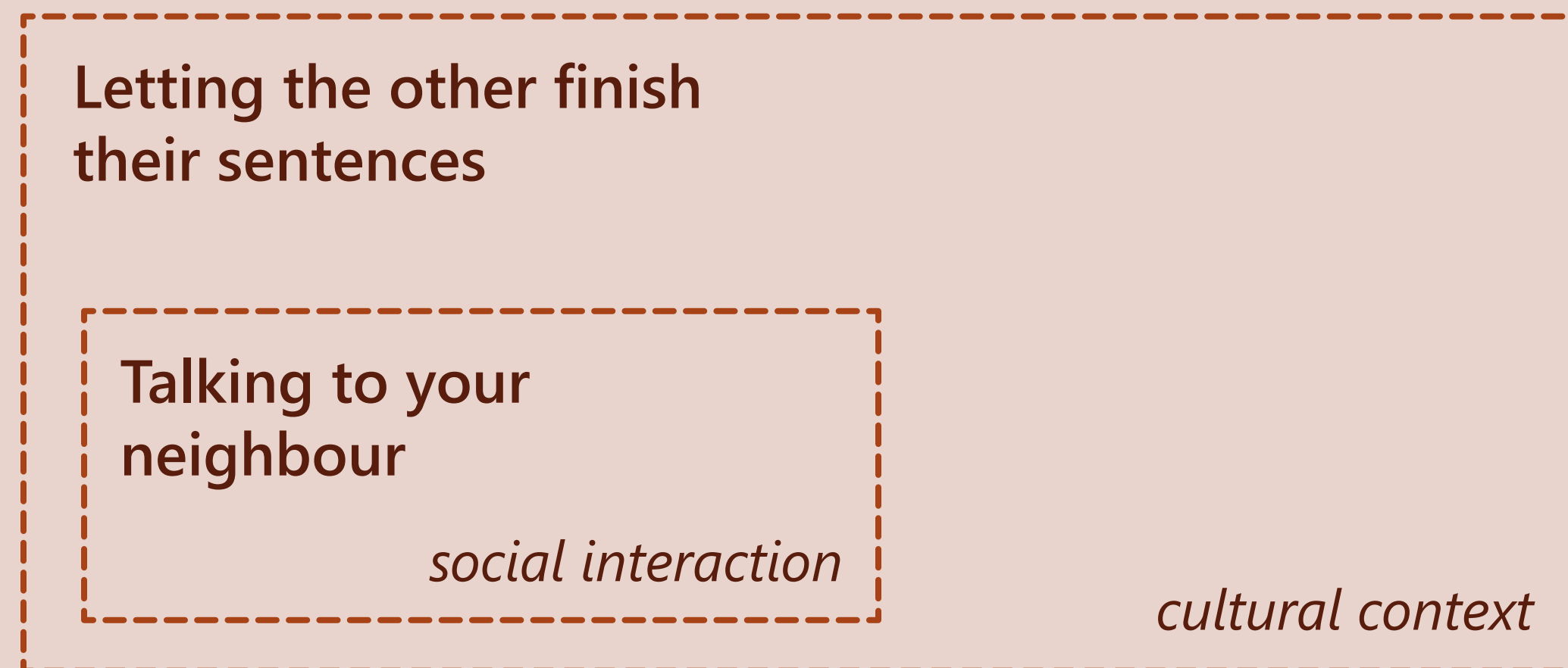
definition of sociocultural

Talking to your
neighbour

social interaction

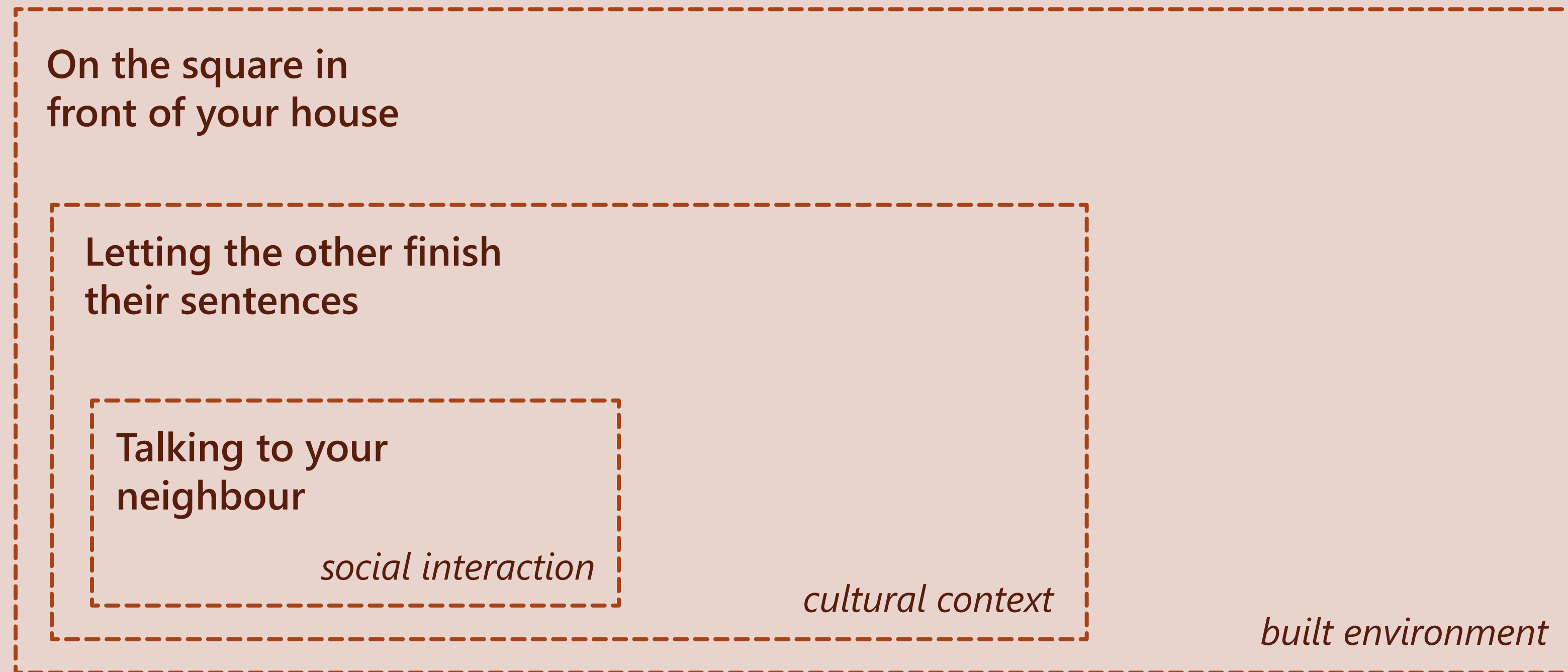
03 SOCIOCULTURAL ASPECTS

definition of sociocultural



03 SOCIOCULTURAL ASPECTS

definition of sociocultural



03 SOCIOCULTURAL ASPECTS

definition of sociocultural

Sociocultural aspects

“Aspects that influence sociocultural interaction between individuals and are related to the built environment.”

03 SOCIOCULTURAL ASPECTS

selection

Six publications

Bullen & Love (2010)
Geraerds et al. (2024)
Van Laar et al. (2024)
Schrieken (2007)
Tan et al. (2014)
Wilkinson (2014)



269 aspects
that influence
decision-making



*Does this aspect
influence sociocultural
interaction between
individuals and is it
related to the built
environment?*



81
sociocultural
aspects

03 SOCIOCULTURAL ASPECTS

categorisation



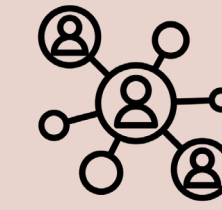
Accessibility

- Central location
- Car accessibility
- Public transport accessibility
- Pedestrian accessibility
- Disability accessibility



Amenities

- Supermarkets
- Retail & hospitality
- Medical facilities
- Educational facilities
- Sport facilities



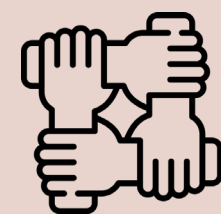
Community

- Neighbourhood meeting places
- Community activities
- Social cohesion



Identity

- Neighbourhood reputation
- Building aesthetic
- Building recognisability
- Heritage



Inclusivity

- Public support
- Job creation



Urban structures

- Lively neighbourhood
- Alignment with existing structures
- Alignment with urban plans

03 SOCIOCULTURAL ASPECTS

accessibility



(Het Parool, 2024; Gemeente Rotterdam, 2021; Gemeente Delft, 2021)

03 SOCIOCULTURAL ASPECTS

amenities



(Gemeente Delft, 2021; RTL, 2020; Sportservice, 2025)

03 SOCIOCULTURAL ASPECTS

community



(Renda, 2025; Gemeente Delft, 2021; Gemeente Rotterdam, 2024)

03 SOCIOCULTURAL ASPECTS

identity



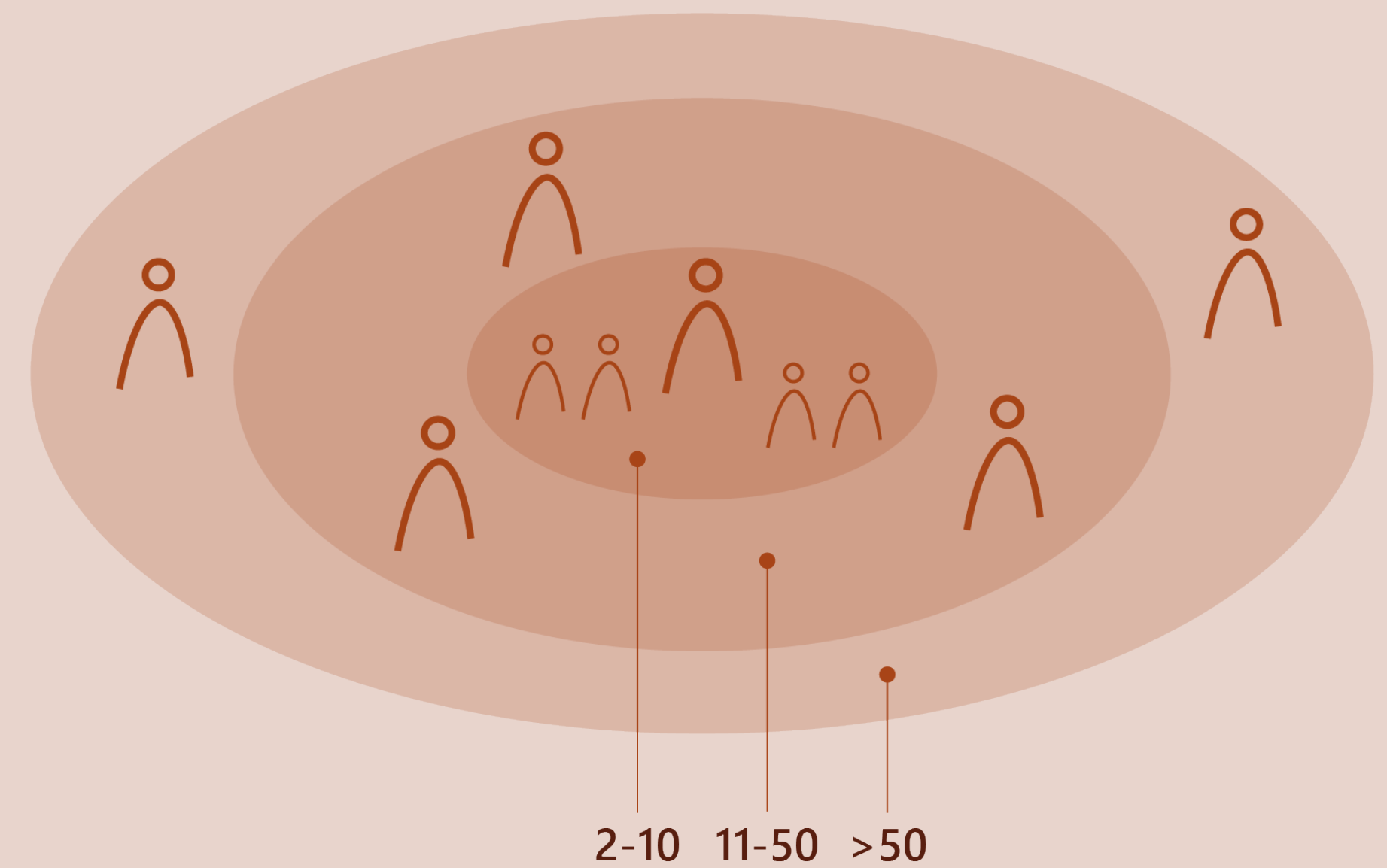
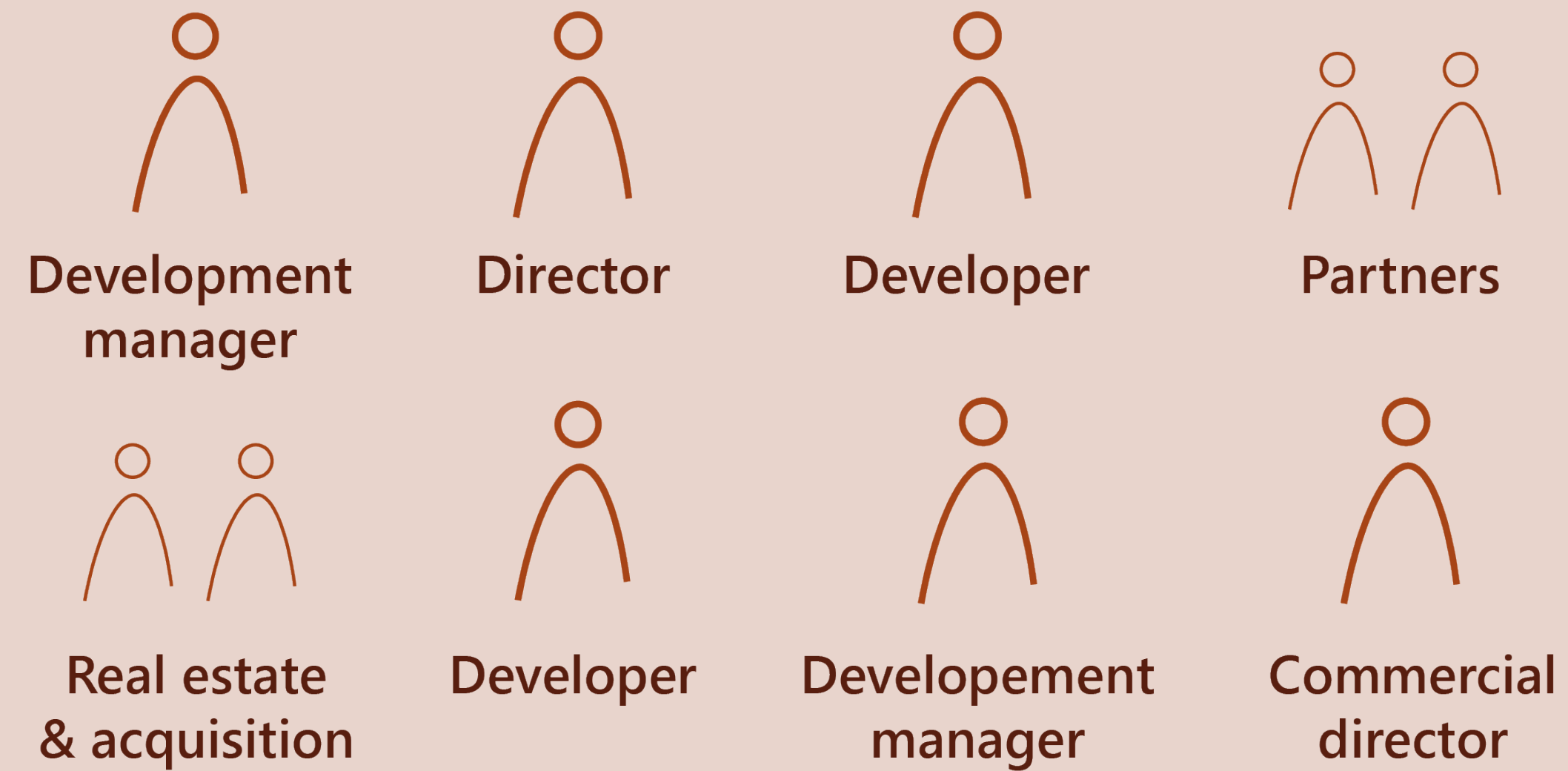
(InDelft, n.d.; De Gelderlander, 2023; Veluwe, n.d.)

THE DEVELOPERS' PERSPECTIVE

04

04 THE DEVELOPERS' PERSPECTIVE

developer profiles



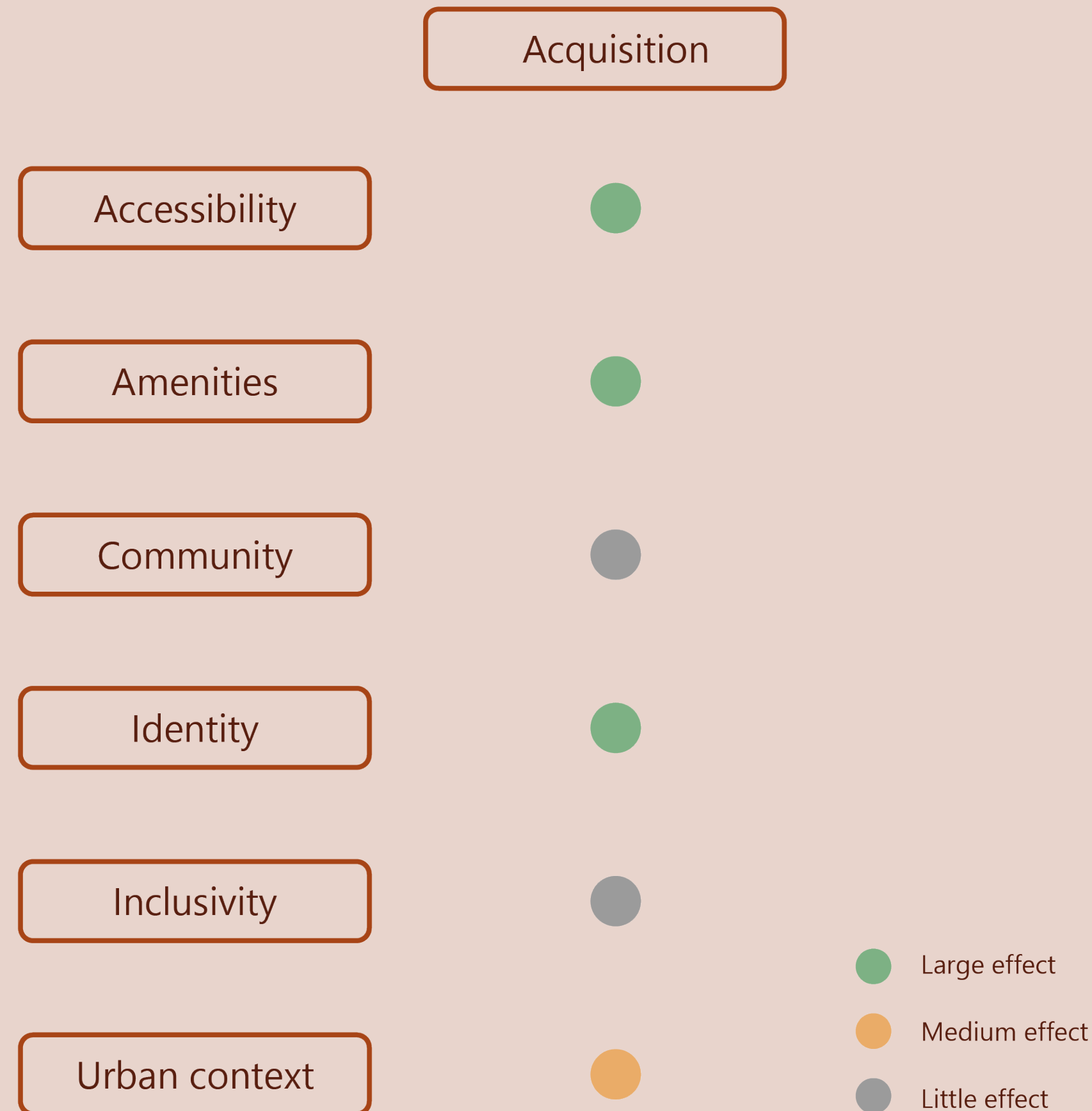
04 THE DEVELOPERS' PERSPECTIVE

context

“[Adaptive reuse] is everything. It involves technical, legal and financial aspects. So if things are going well financially, they might not be going well legally; if they're going well legally, they might not be going well technically. It's a bit like a triangle where you have to keep finding the right balance all the time, a bit like a waterbed.” - Developer 2

04 THE DEVELOPERS' PERSPECTIVE

acquisition phase



Accessibility

- Determines feasibility
- Parking is highly influential

Amenities

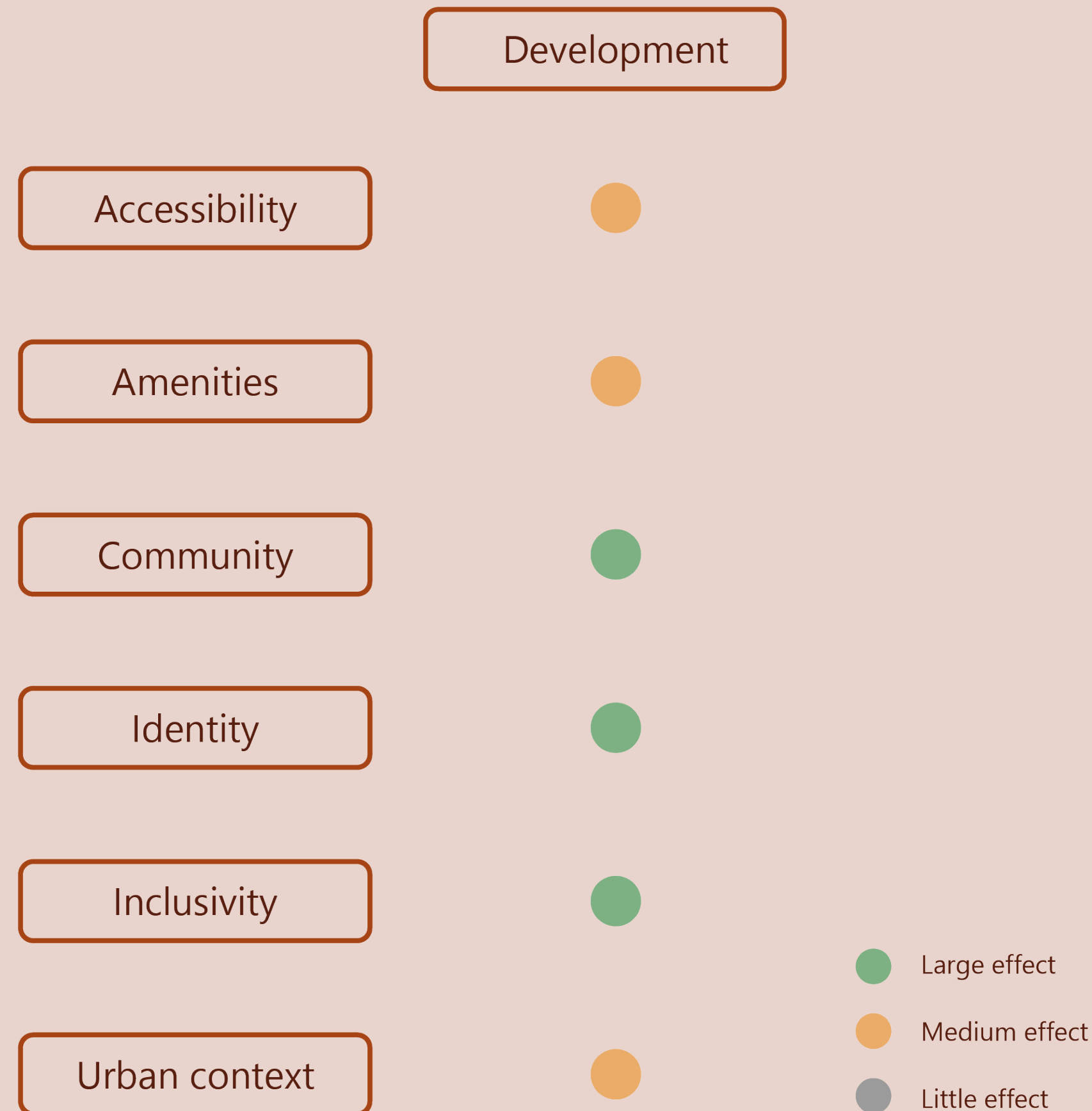
- Determine feasibility
- Influences choice for future amenities

Identity

- Has a strong influence on concept
- Heritage has both a positive and a negative effect

04 THE DEVELOPERS' PERSPECTIVE

development phase



Community

- Present in core values
- Stimulating interaction and social cohesion

Identity

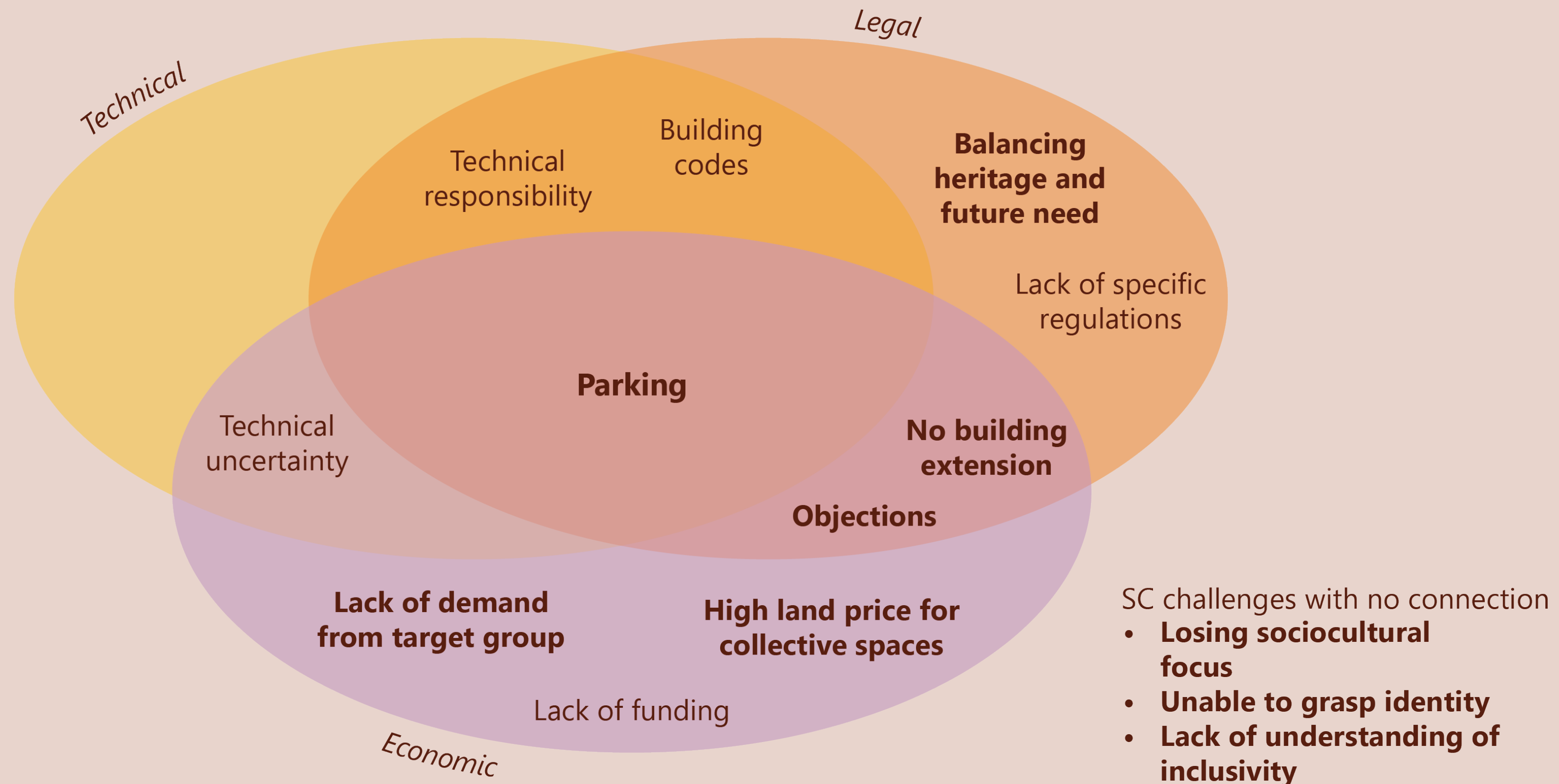
- Continues to influence
- Conflicting identities

Inclusivity

- Mainly relates to affordability requirements
- Participation and objections

04 THE DEVELOPERS' PERSPECTIVE

challenges



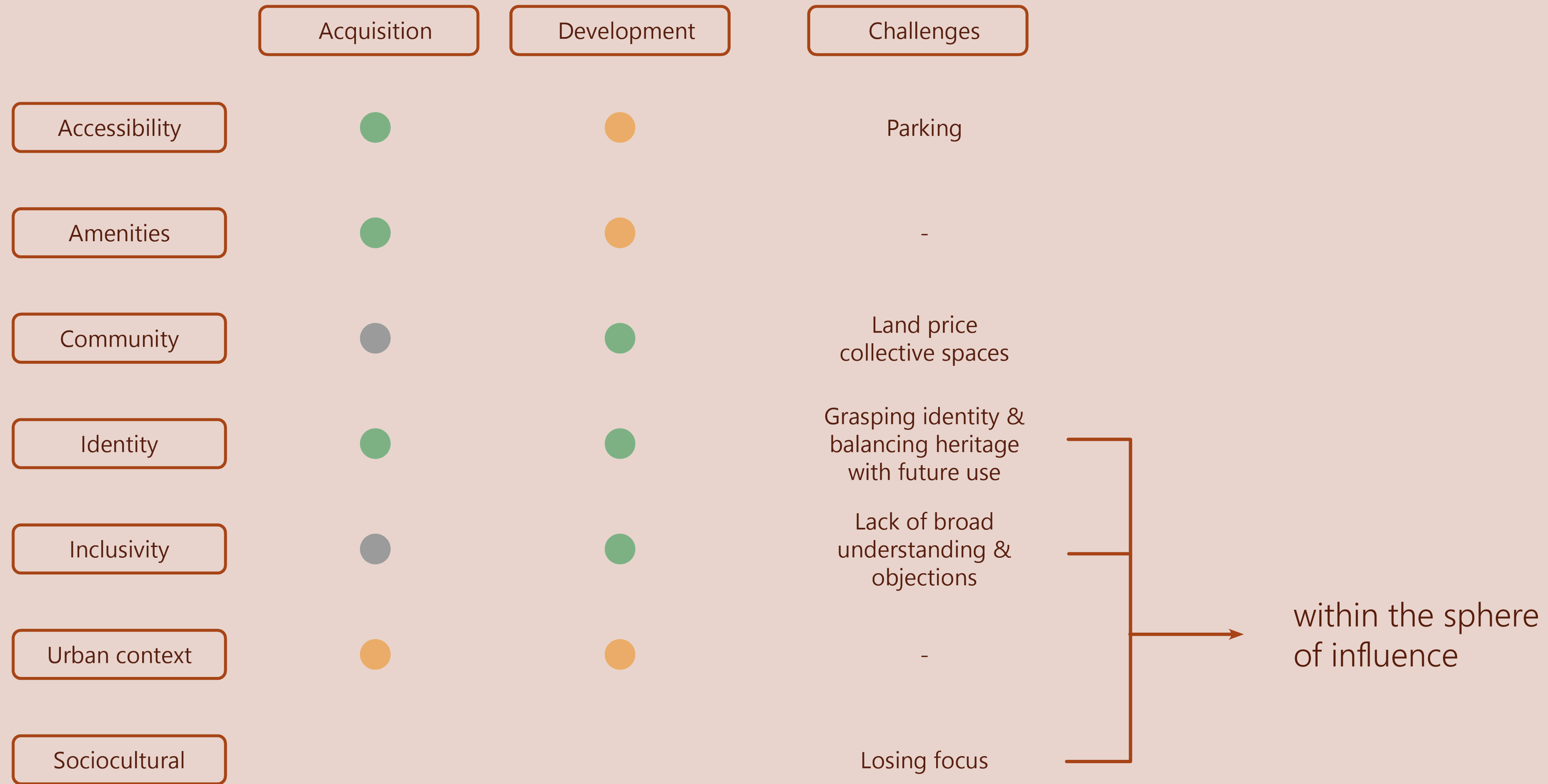
04 THE DEVELOPERS' PERSPECTIVE

interview findings

	Acquisition	Development	Challenges
Accessibility	●	●	Parking
Amenities	●	●	-
Community	●	●	Land price collective spaces
Identity	●	●	Grasping identity & balancing heritage with future use
Inclusivity	●	●	Lack of broad understanding & objections
Urban context	●	●	-
Sociocultural			Losing focus

04 THE DEVELOPERS' PERSPECTIVE

interview findings

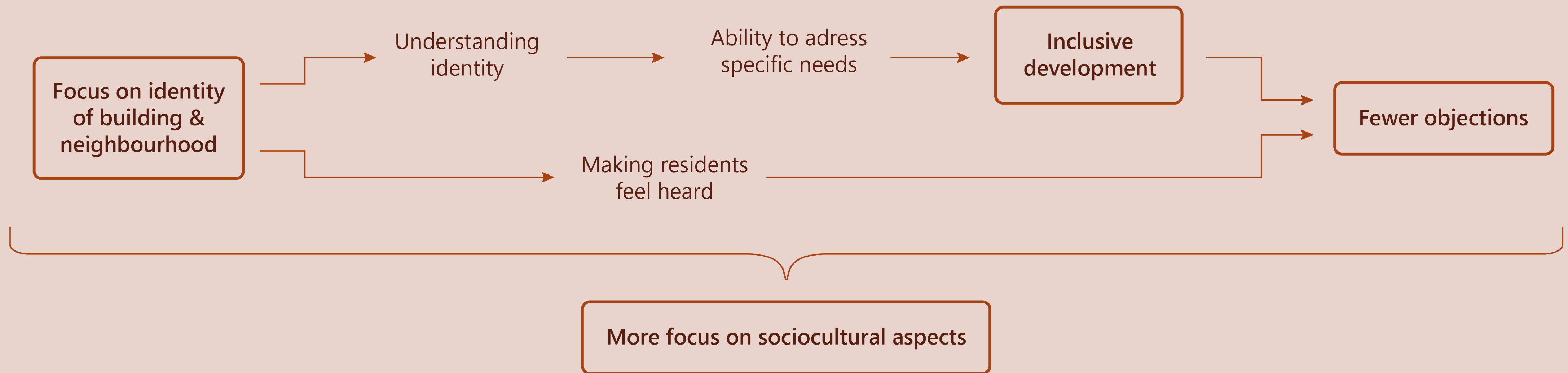


STIMULATING INCORPORATION

05

05 STIMULATING INCORPORATION

approach



05 STIMULATING INCORPORATION

framework development

Three dimensions:

building - neighbourhood
past - present - future
external - internal



Concept
version



Validation:

developers
participation advisor



Final
framework

CONCLUSION

06 CONCLUSION

conclusion per subquestion

Sociocultural aspects

- Accessibility
- Amenities
- Community
- Identity
- Inclusivity
- Urban context

SQ 1

Acquisition phase

- Accessibility
- Amenities
- Identity

Development phase

- Community
- Identity
- Inclusivity

SQ 2

Majority of challenges

- Technical
- Legal
- Economic

Sociocultural challenges

- Parking
- Land prices
- Grasping identity
- Objections
- Losing focus on sociocultural aspects

SQ 3

Stimulating

By making sociocultural aspects more explicit

Output

Framework that focusses on identity

SQ 4

06 CONCLUSION

final conclusion

Sociocultural aspects

- Accessibility
- Amenities
- Community
- Identity
- Inclusivity
- Urban context

SQ 1

Acquisition phase

- Accessibility
- Amenities
- Identity

Development phase

- Community
- Identity
- Inclusivity

SQ 2

Majority of challenges

- Technical
- Legal
- Economic

Sociocultural challenges

- Parking
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SQ 3

Stimulating

By making sociocultural aspects more explicit

Output

Framework that focusses on identity

SQ 4

Sociocultural aspects are valued by developers and present throughout the adaptive reuse decision-making process, but also often outweighed by technical, legal, and economic aspects. Out of the identified sociocultural aspects, identity is the most influential.

Further incorporation can be stimulated through tools that give aspects a more explicit role in decision-making, but also through specific adaptive reuse regulations. Municipalities and investors need to play a facilitating role in this.

RQ

THANK YOU.