

FLOATING OLYMPIC STADIUM

2028: Olympic Games in the Netherlands

Concept



The Netherlands wants to be the host of the Olympic Games in 2028. To reach that goal the NOC-NSF have made a 3-step plan 'Olympic plan 2028' to create a top-sport mentality in the Netherlands that makes it able to host the Olympic Games.

During the Olympic Games the Netherlands are the center of the world and that makes it ideal to promote the country. And what better way to promote:

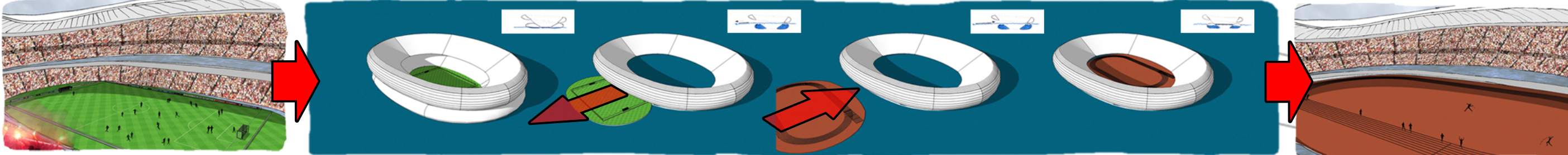
The Netherlands - Waterland, leader in water-development.
And to suit action to the word we can build the first FLOATING OLYMPIC STADIUM of the world that is the icon of the 'Water' Olympic Games of 2028

To make an icon like that it is important to make a strong water related iconic form that suits that image. But thinking about durability and sustainability is good to reconsider long term use. In short how can we use the stadium after the Olympic Games. By making it multifunctional and flexible in it's use the stadium becomes more profitable in its use for over a longer period. And by floating it it's possible to float the stadium elsewhere in the world, where it's needed. For example for next Olympic Games!

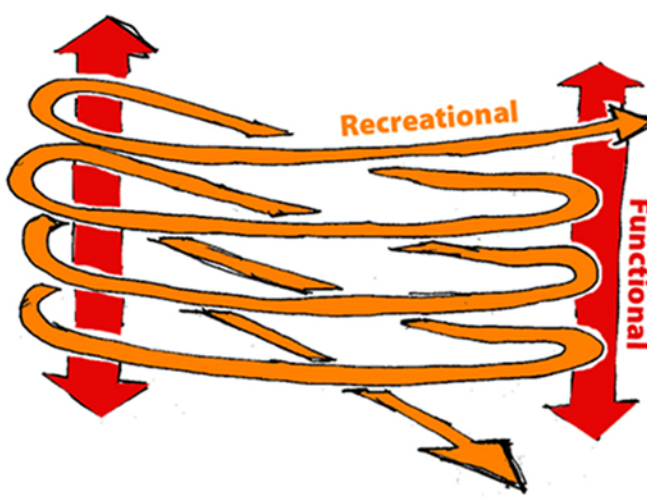
To make it more multifunctional I designed a system that makes it possible to change fields by floating them in and out of the stadium. The different size fields that you can float in and out of the stadium can be put on the height that is needed for every different event, by using the technique of a submarine that makes it possible to experience every event from close by for the optimal experience.



Fields



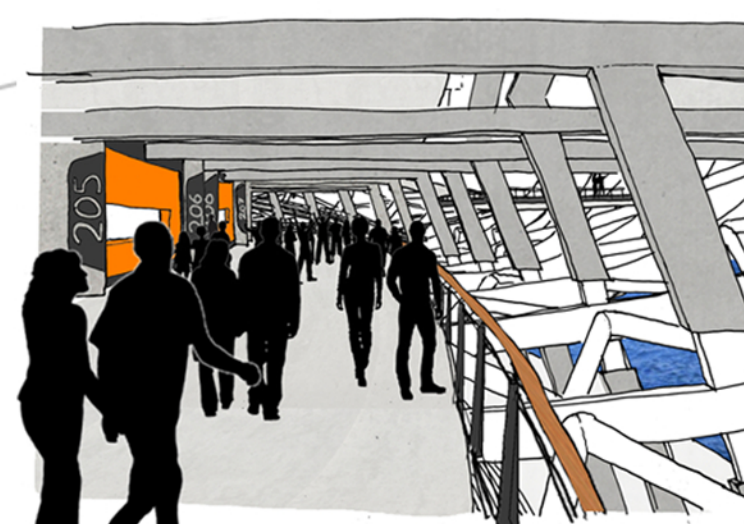
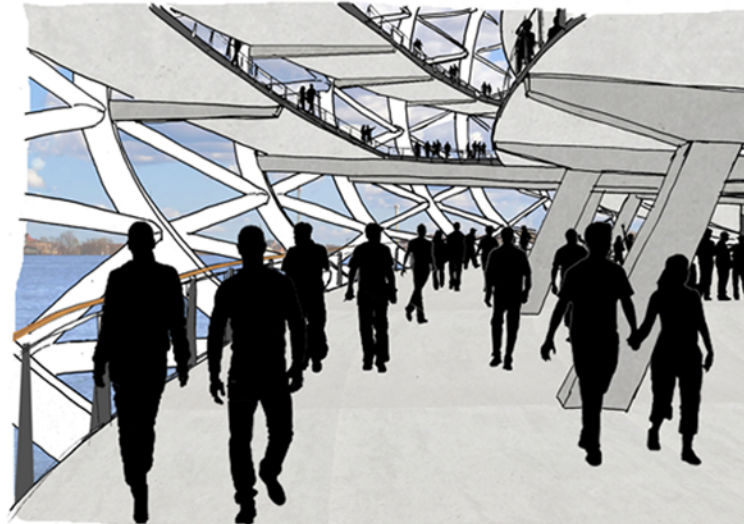
Routing



One of the most important aspect of a stadium is the routing. A stadium is designed to gather a big amount of people for an event and get them in and out of the stadium in a short period of time.

By floating the stadium in the water we introduce a problem, because the stadium is only from one side accessible. For that reason I designed two different kinds of routes through the stadium. A fast functional direct route and a slower recreational indirect route. On this way you split the people over different routes and can the people get more smoothly out of the stadium

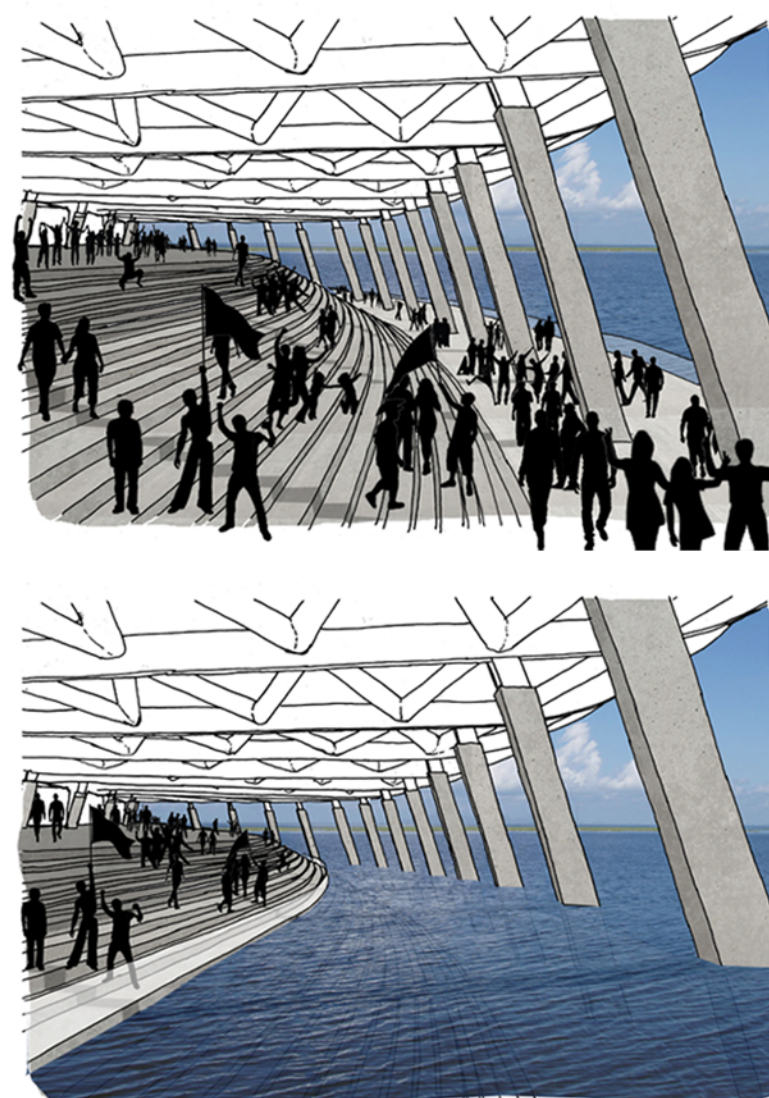
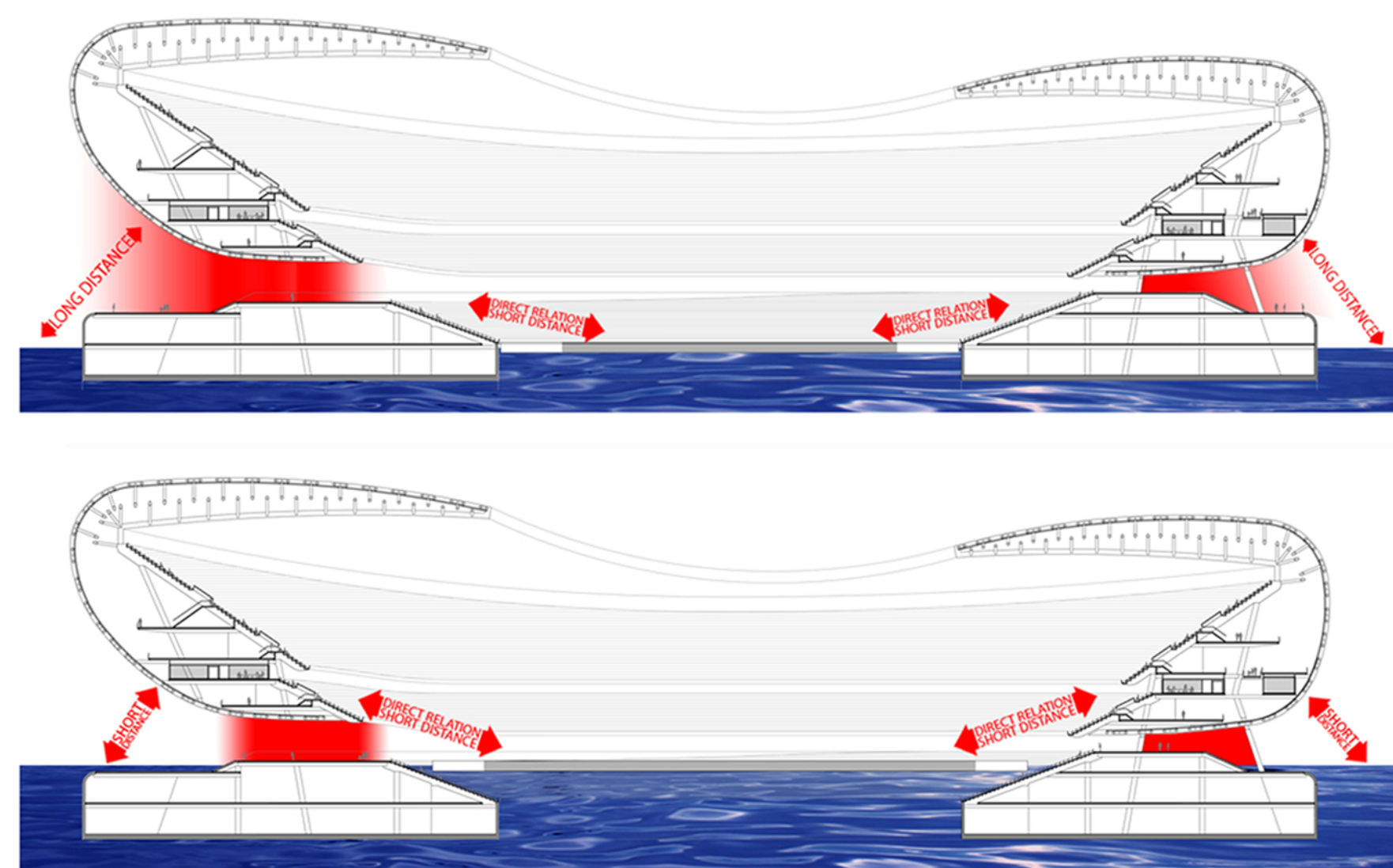
This gives also the opportunity to create different experiences during this route. By making more closed or open spaces or spaces that have more or less relation with the water. And because the stadium can sink further or less in to the water these experiences of this spaces can be changed.



Location



Relation with the water



Facade

