

play

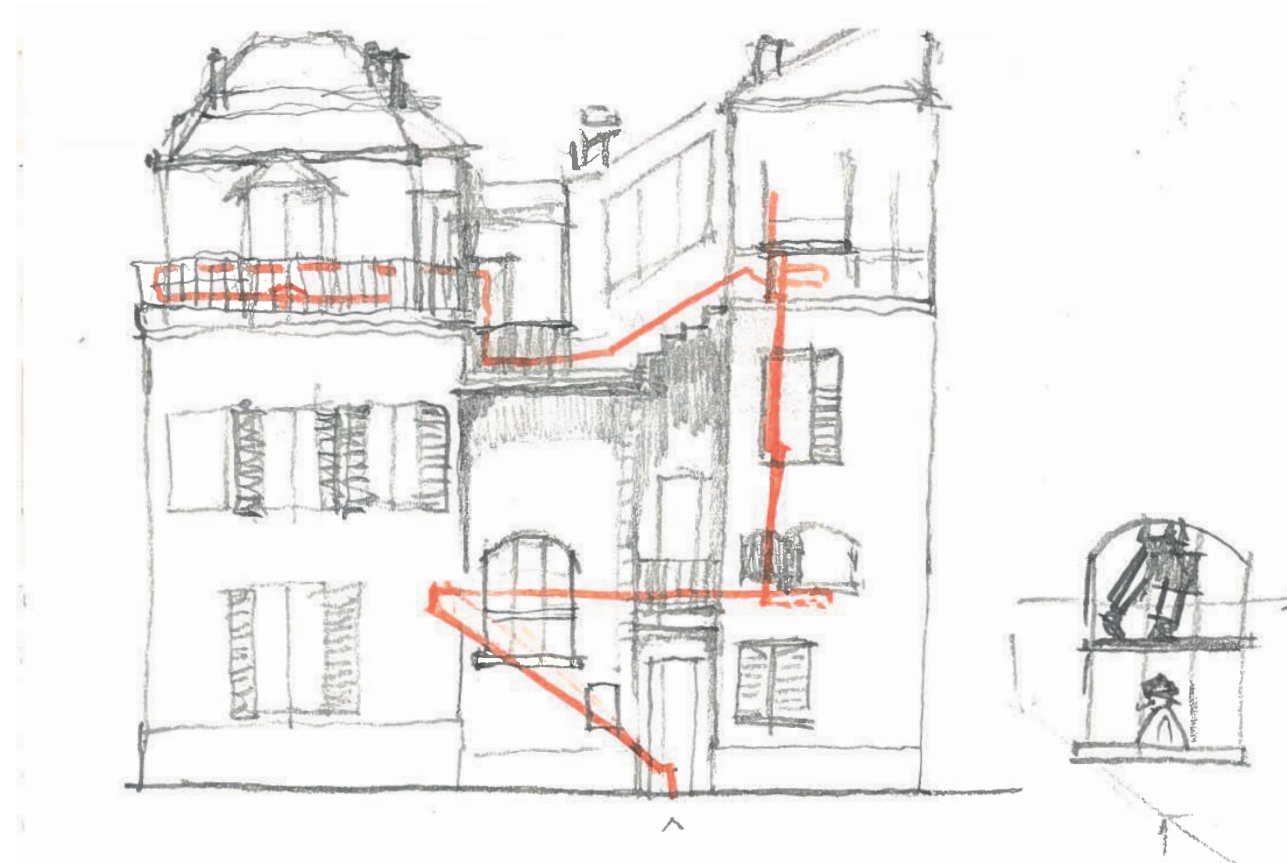
between the play of everyday life and architecture to play





how Monsieur Hulot (left) awkwardly moves his feet on the inconvenient stepping stones at his sisters' ultra modern house © Jacques Tati, Mon Oncle, 1958 [movie]

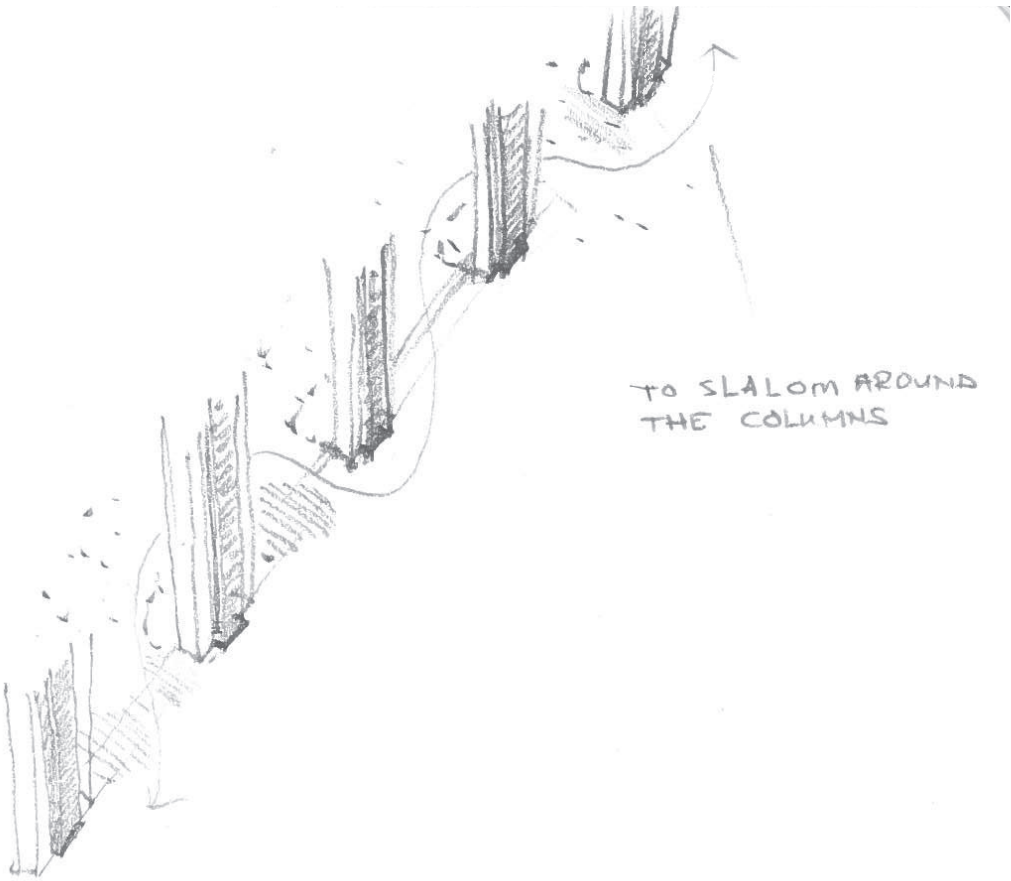
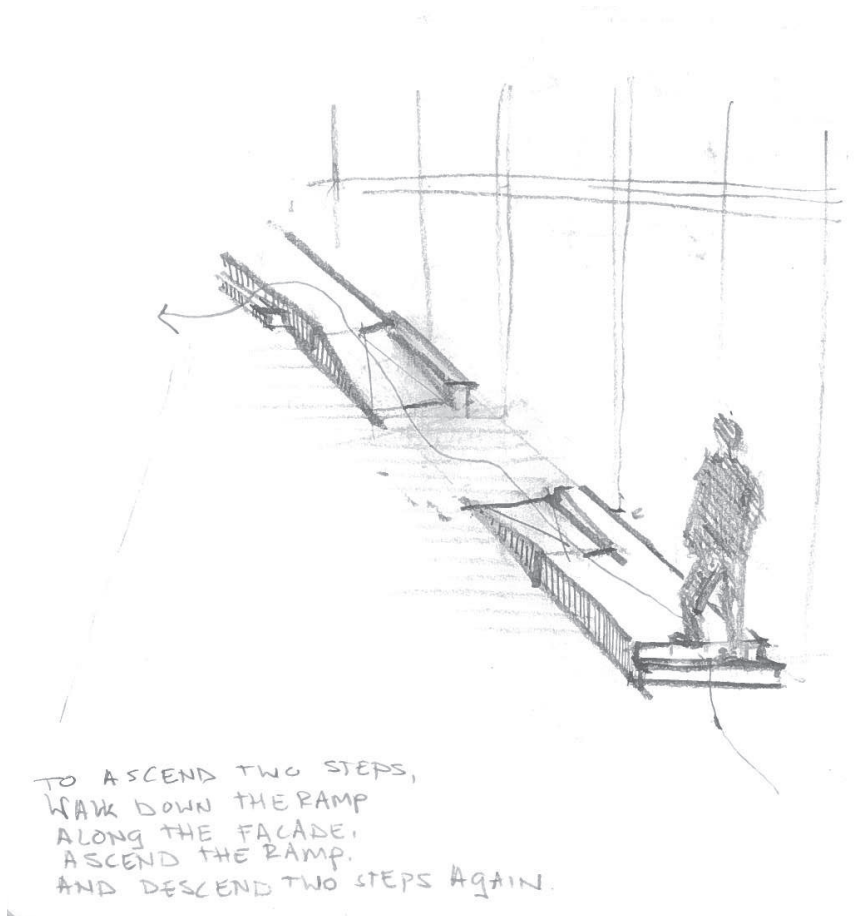
play

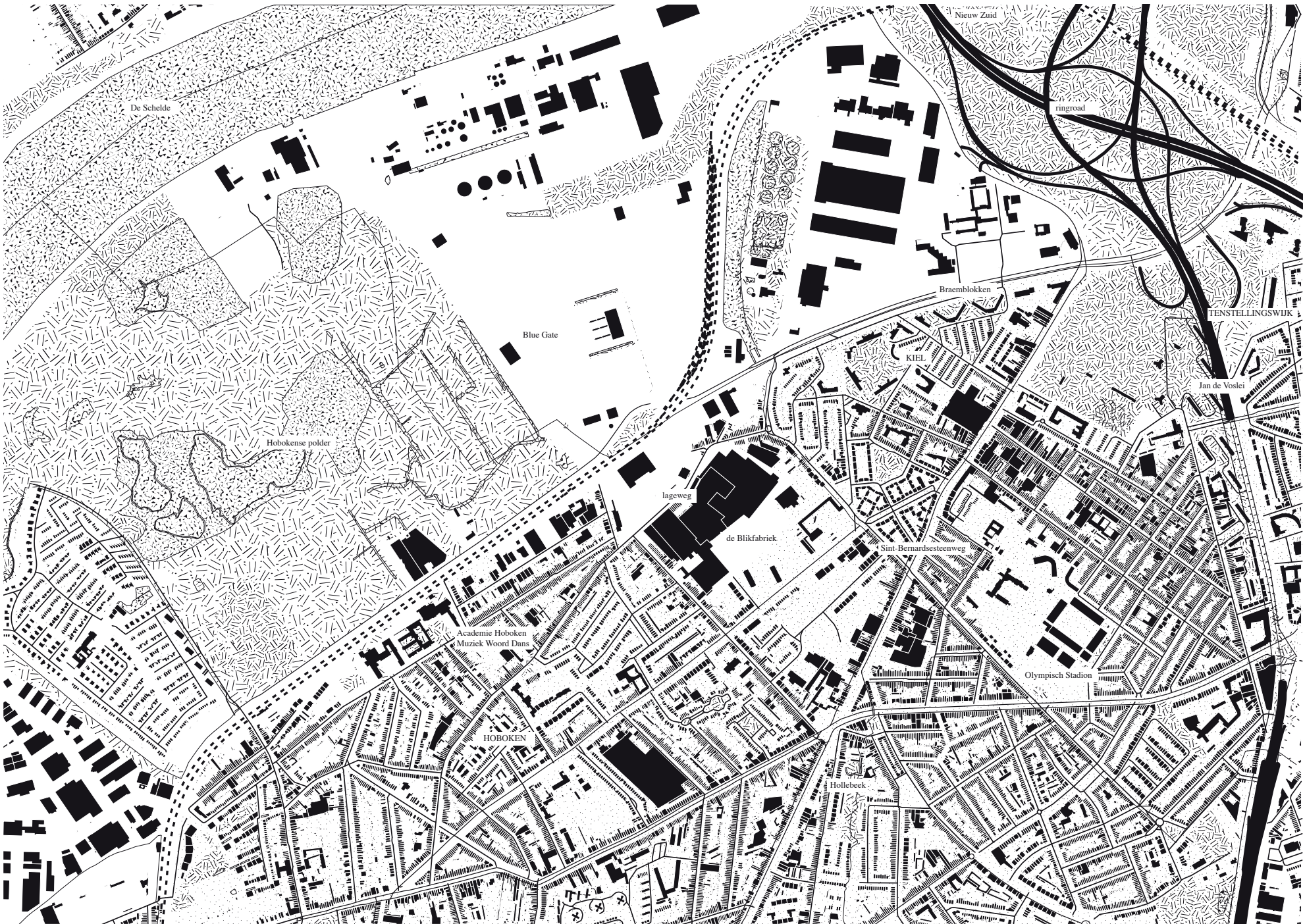


how Monsieur Hulot enters or leaves his house: not efficient, but playful, ensuring contact with neighbours
© Jacques Tati, Mon Oncle, 1958 [movie]

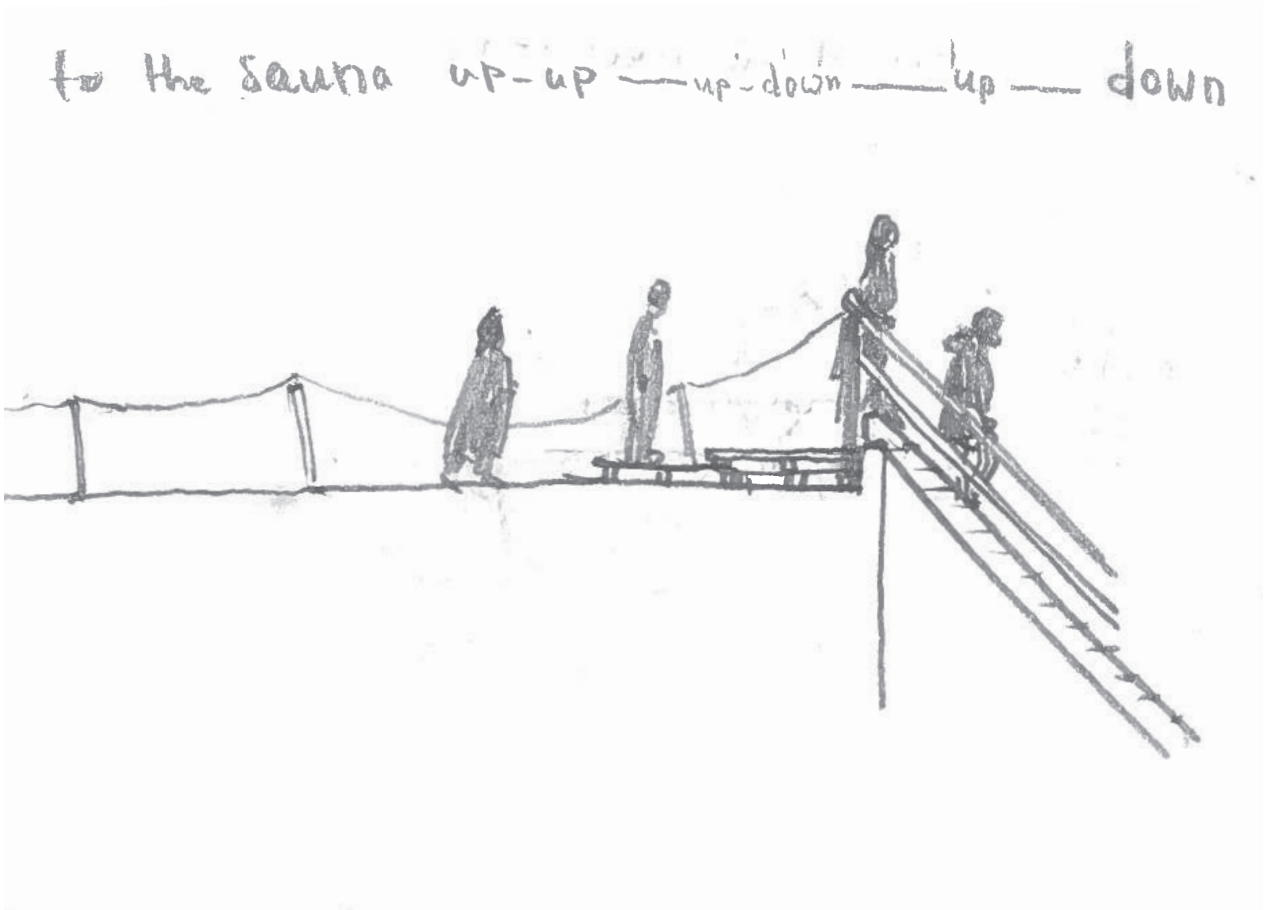
play

improvisation
movement
structure
freedom
imagination
pleasure for its own sake
outside the ordinary





patchwork of Hoboken, Low Town Down Town © Urban Architecture, 2024



improvisation at the site: a sauna on top of a factory hall, Blikfabriek



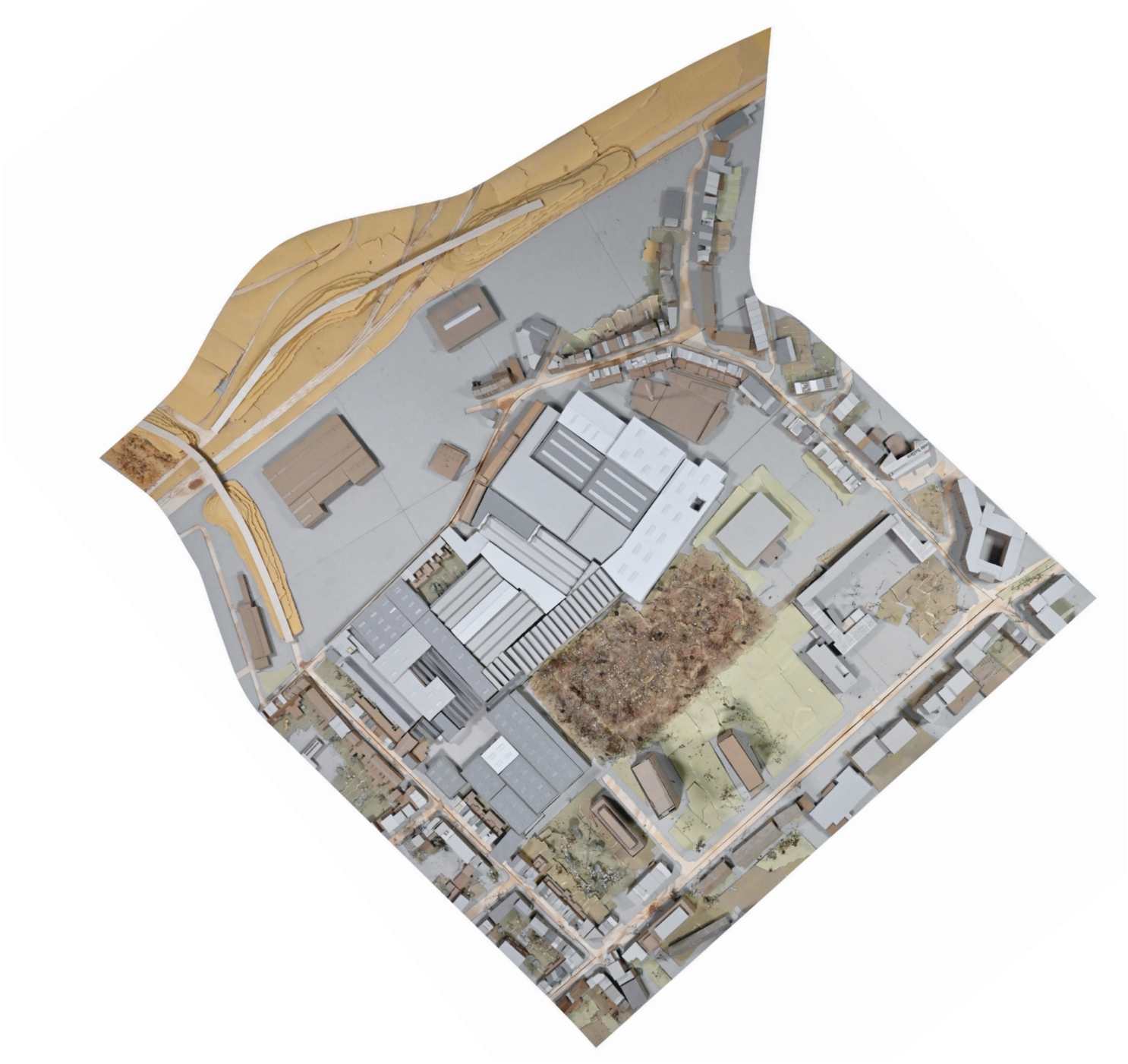
© Bente Bruijns

play



six base plates to be moved around © Fabian Wachter



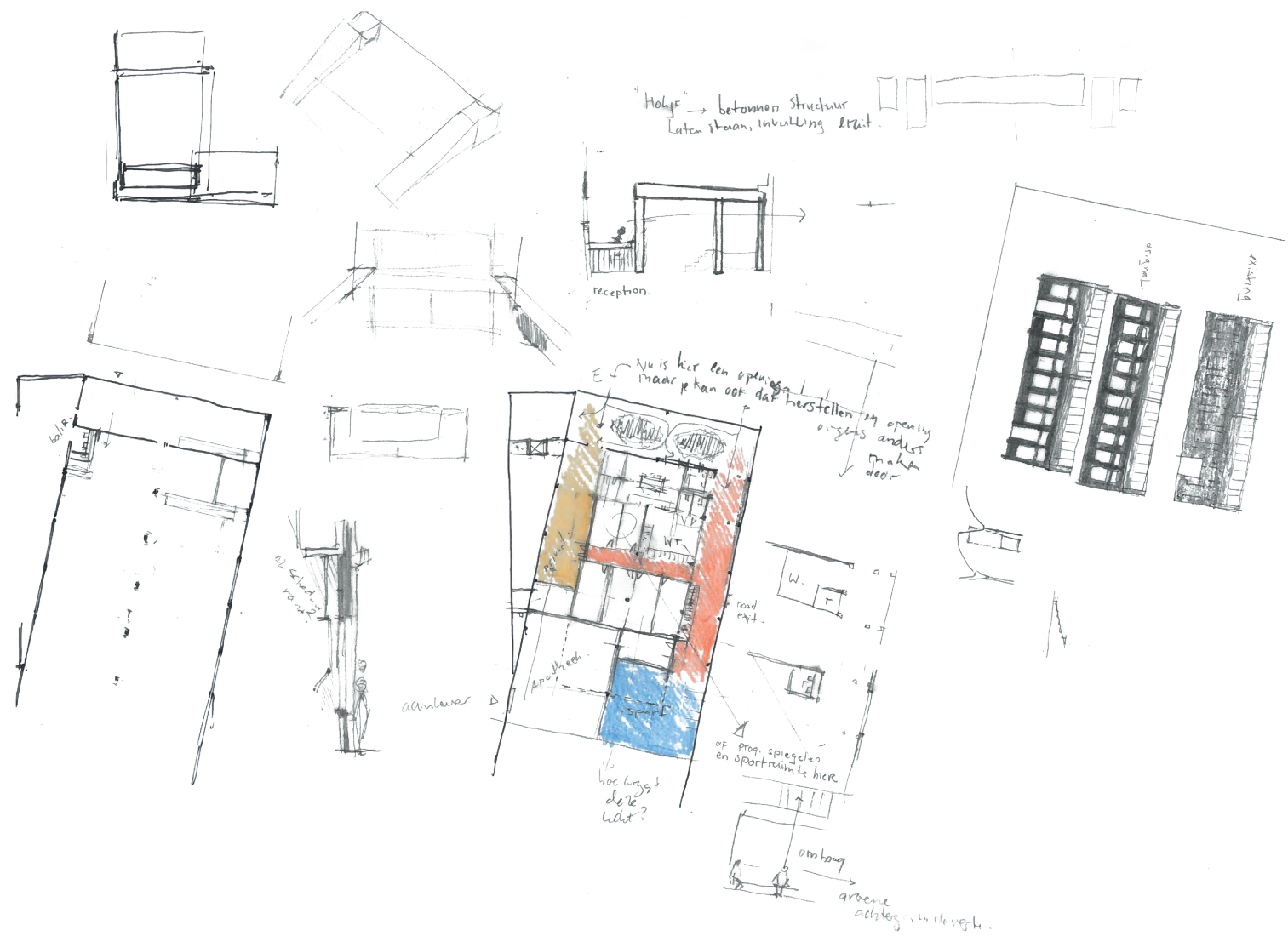


1:333 piecemeal site model, existing, what to keep? collaborative work of 30 students



after-demolition plan, new existing for proposed masterplan, collaborative work with Carolina and Fabian

play



"while it lasts, it moves"



movement

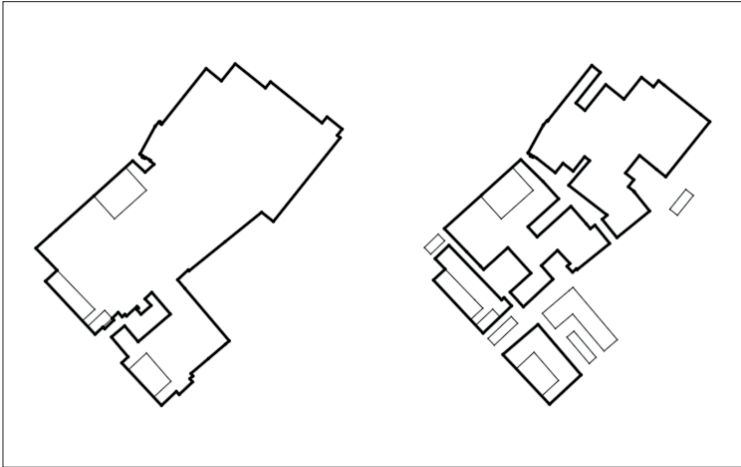
Urban Architecture



blocked entrance to post-industrial site



entrance to Blikfabriek © Raf van Oosterhout



existing factory site with individual housing plots
versus proposed porosity

"A porous city would thus be a city characterized by, among others, openness, fluidity, ambiguity, collectivity, diversity and transience, but also by encounters, appropriations, collisions, conflicts, negotiations, and experiments."

René Boer. (2023). *Smooth City*, p. 161



courtyard Blikfabriek © Raf van Oosterhout

*“every year we change the courtyard, and
we ask people for help”*

Joris Goorden
(artistic and managing director Blikfabriek)



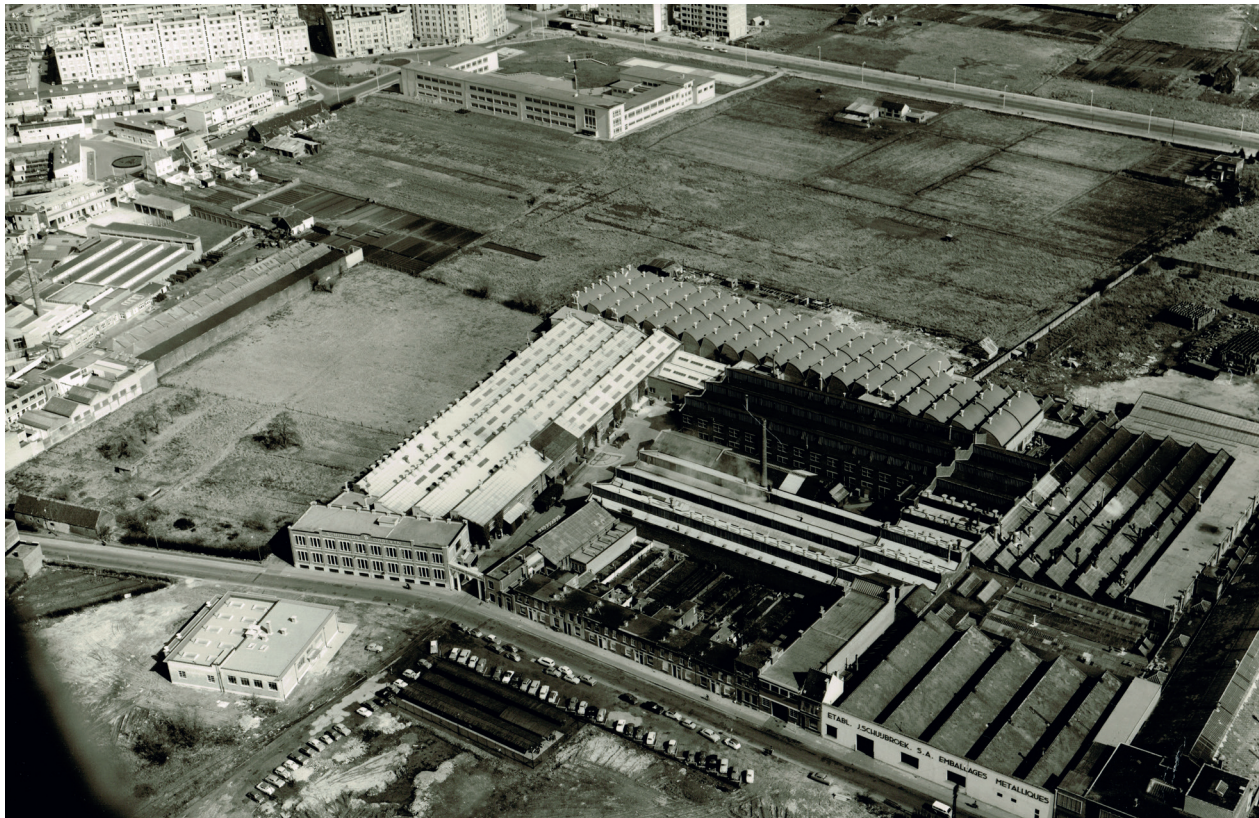
a square as found, 8 January 2025 © Max Obbink

play



original facade

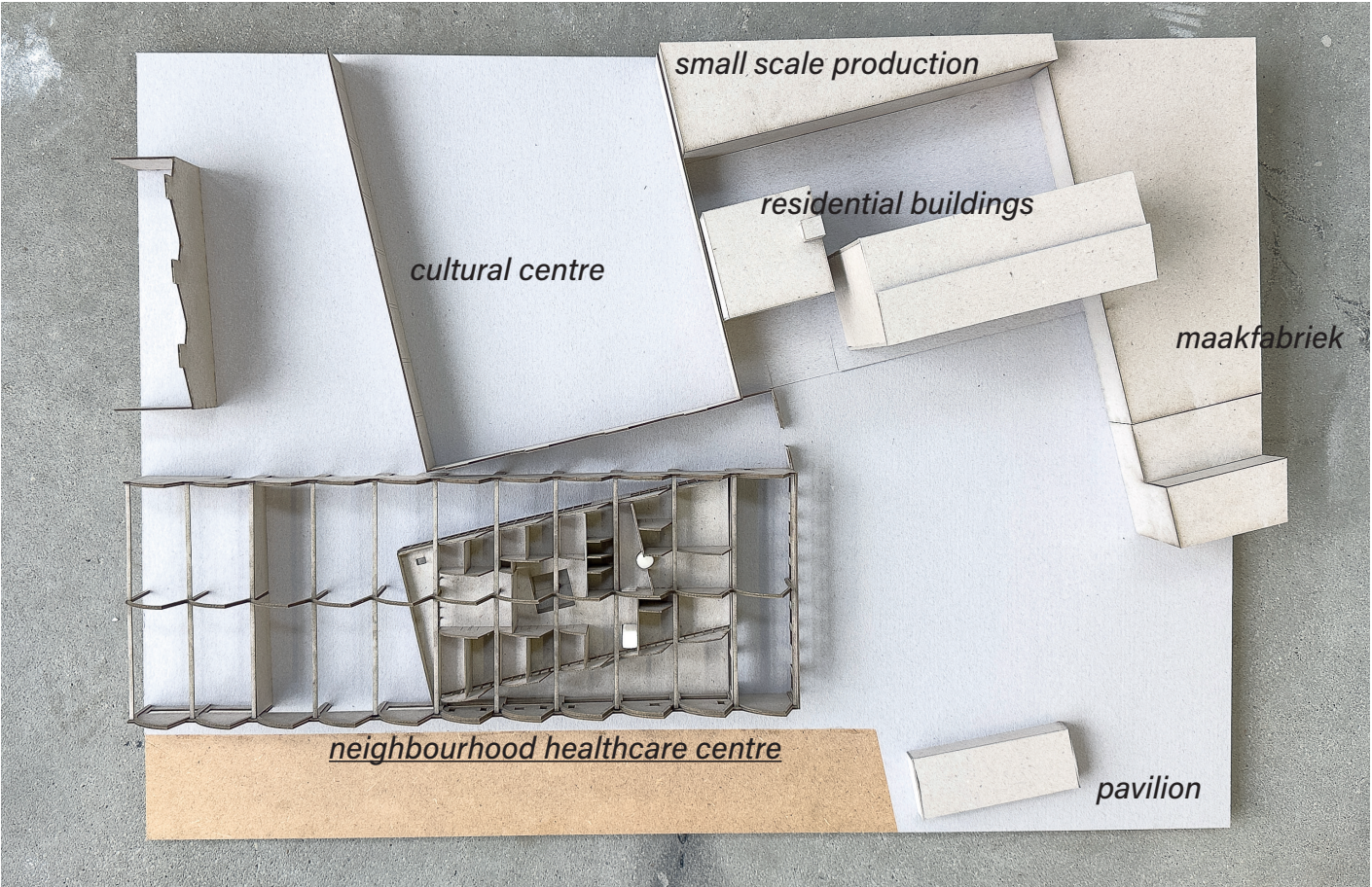
play



1962



Hoboken, Lageweg © Luchtfotografie Henderyckx, Felixarchief, 2016

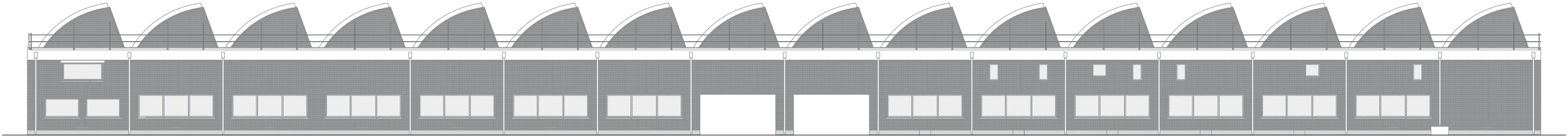


play



movement

Urban Architecture



Blikvelden facade

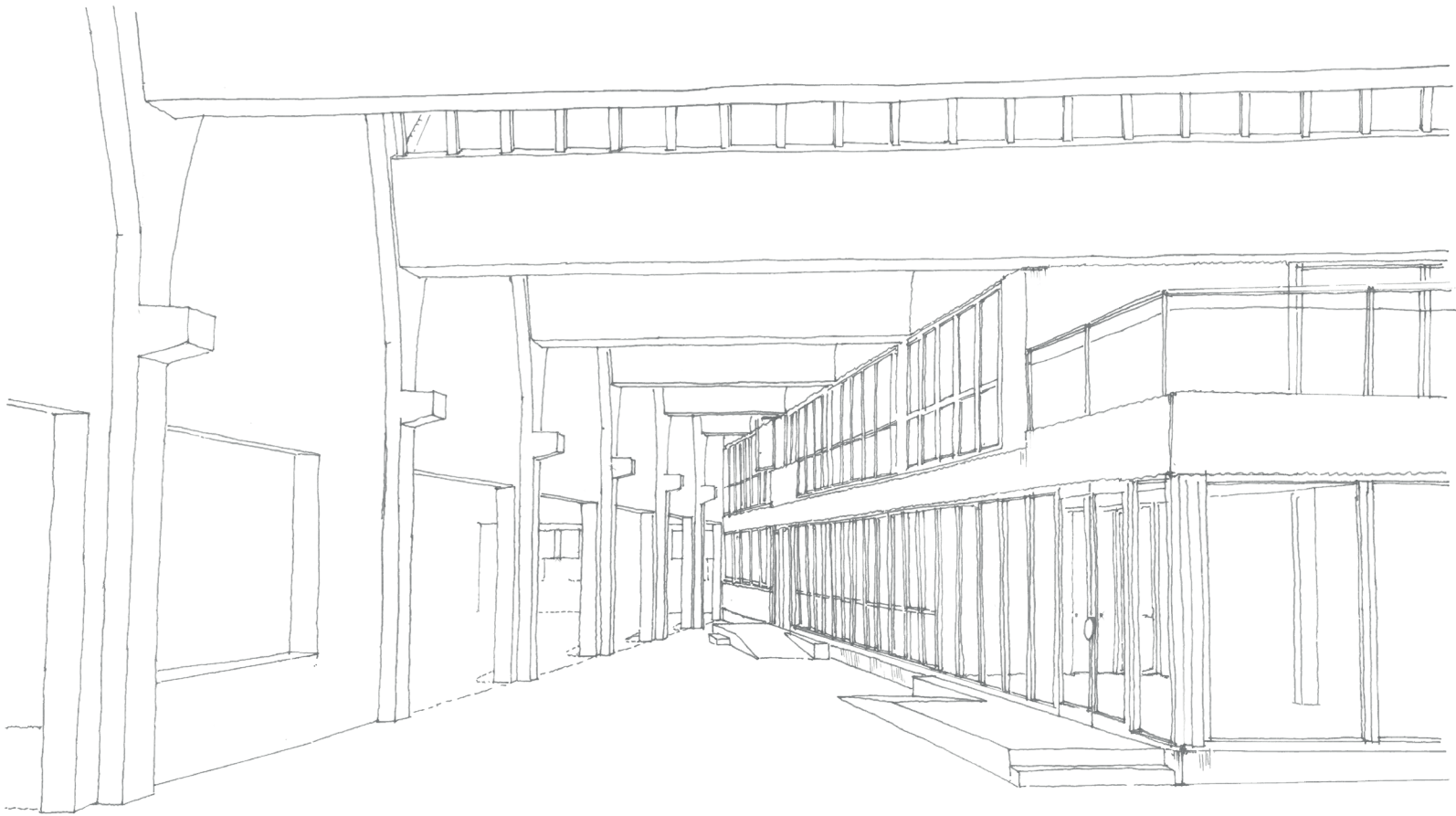
play



movement

Urban Architecture

play

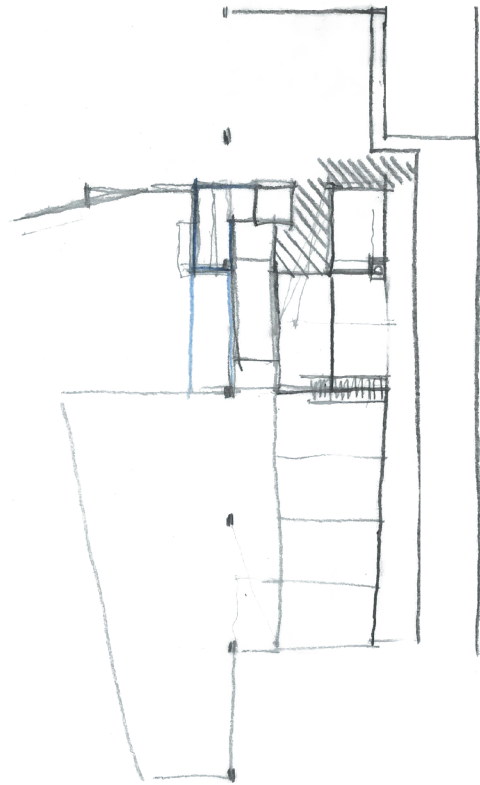
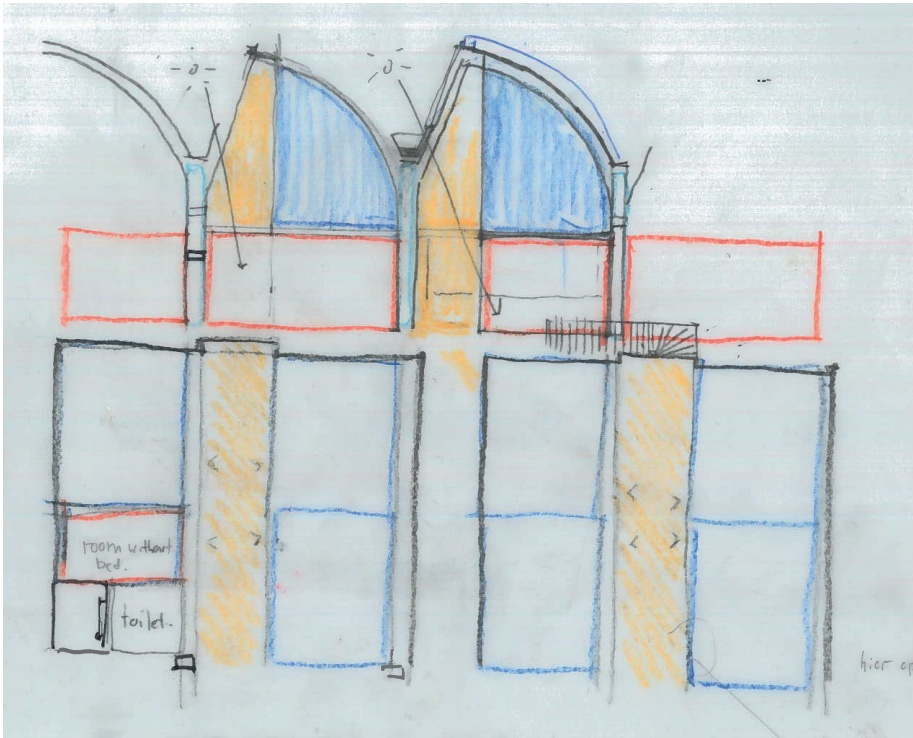


street

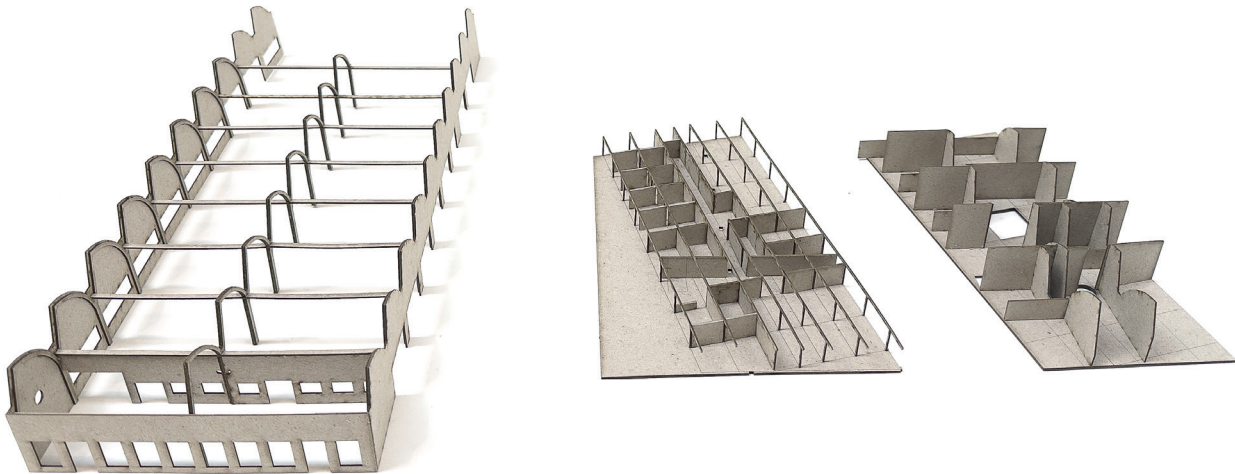


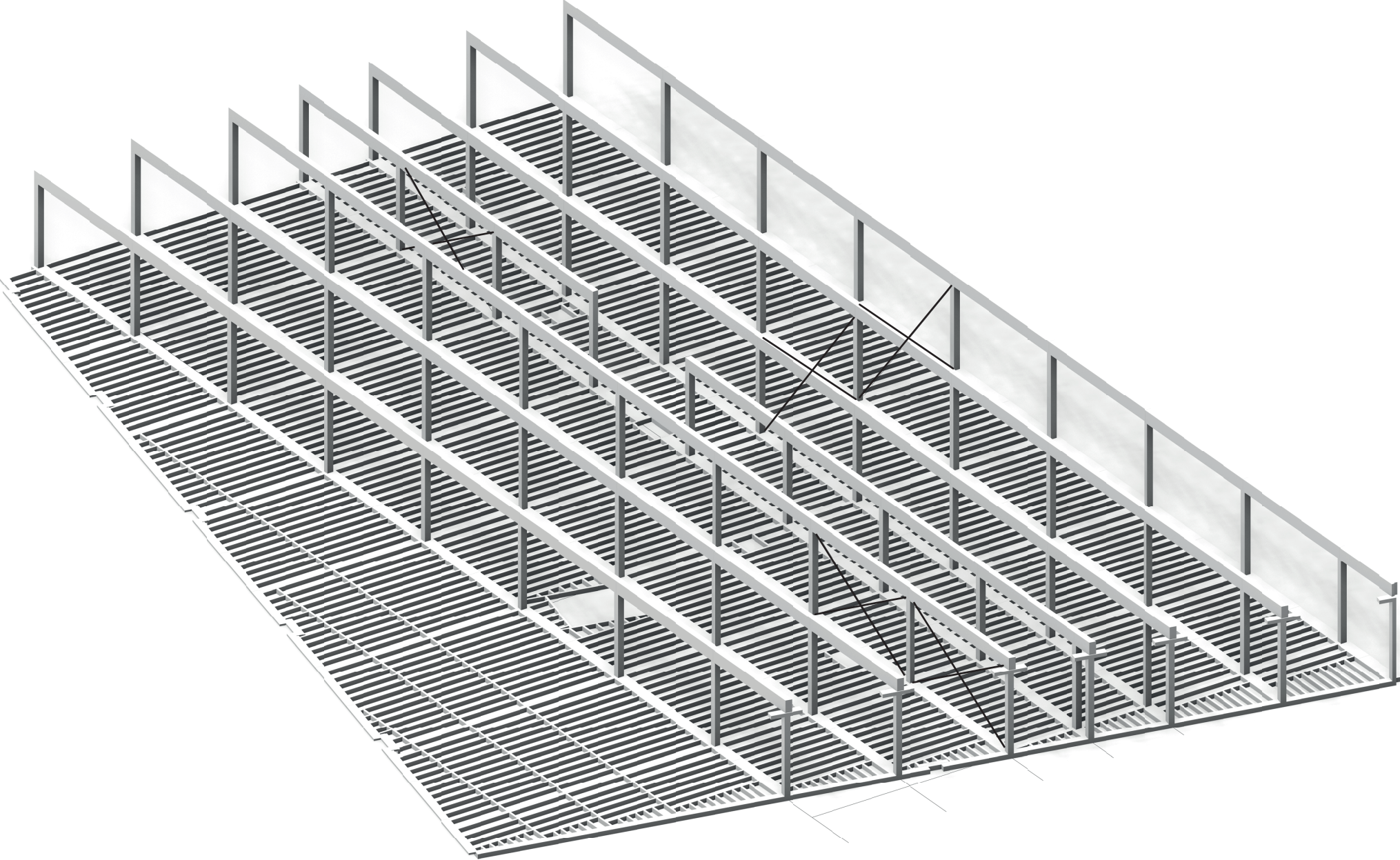
"A rectangular bed in a room makes one space. A triangular bed in a room makes many different spaces around it."

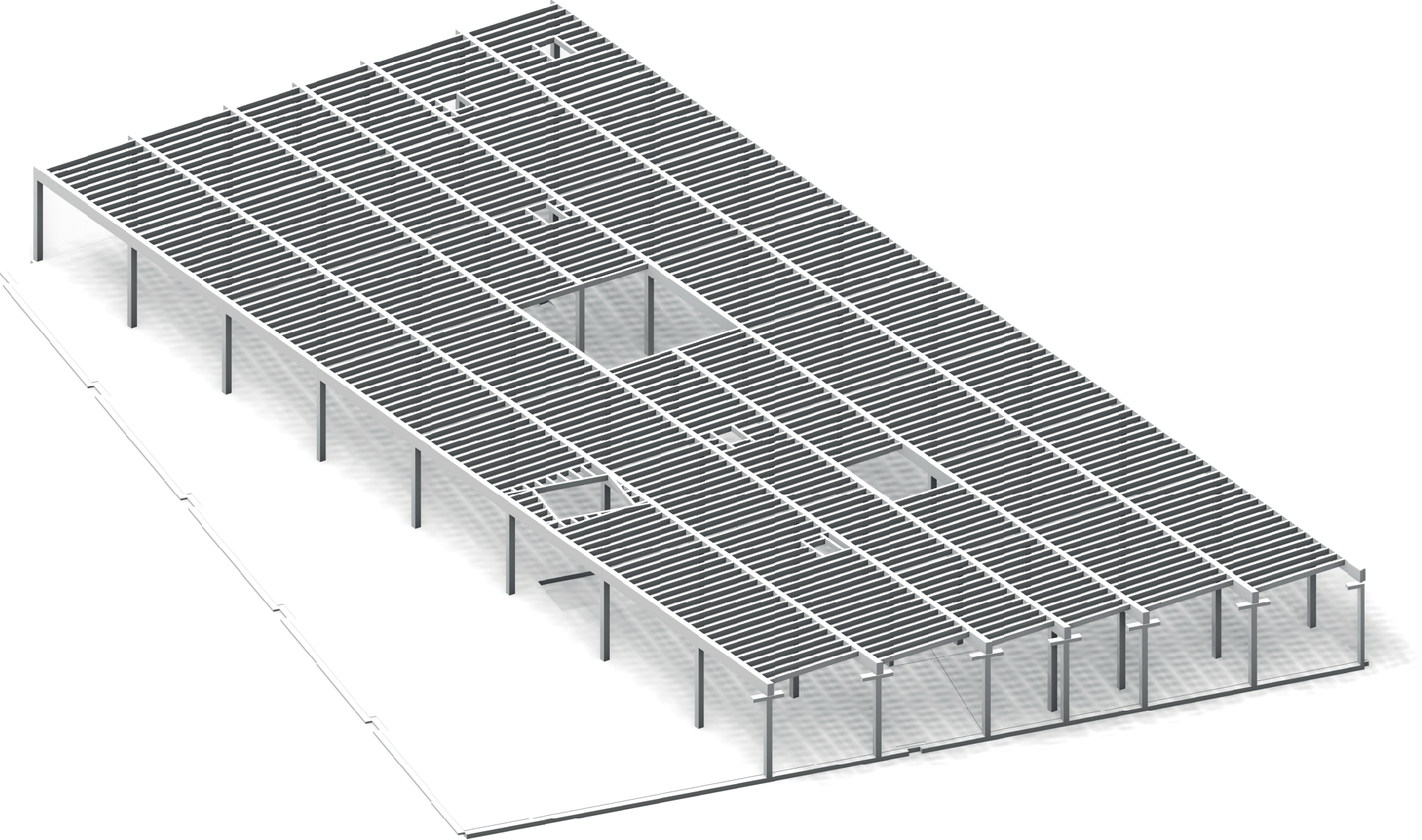
triangular bed © June14 Meyer-Grohbrügge & Chermayeff





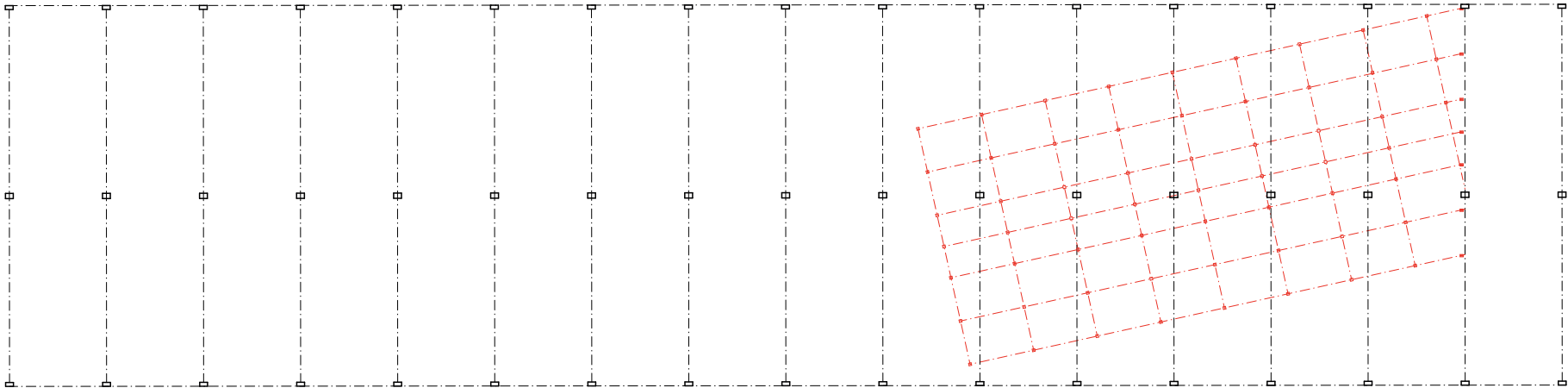




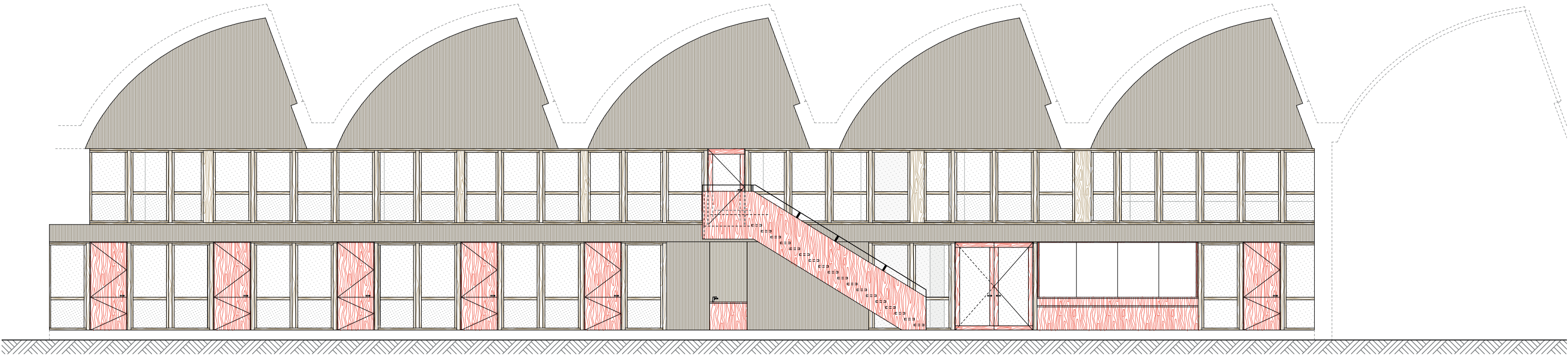




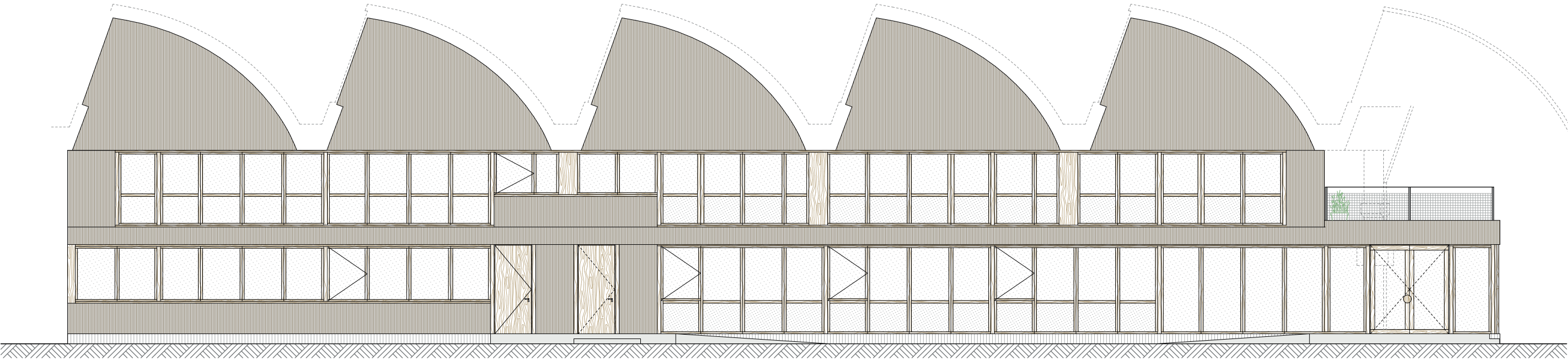
play



two grids



waiting hall interior facade



street facade

play



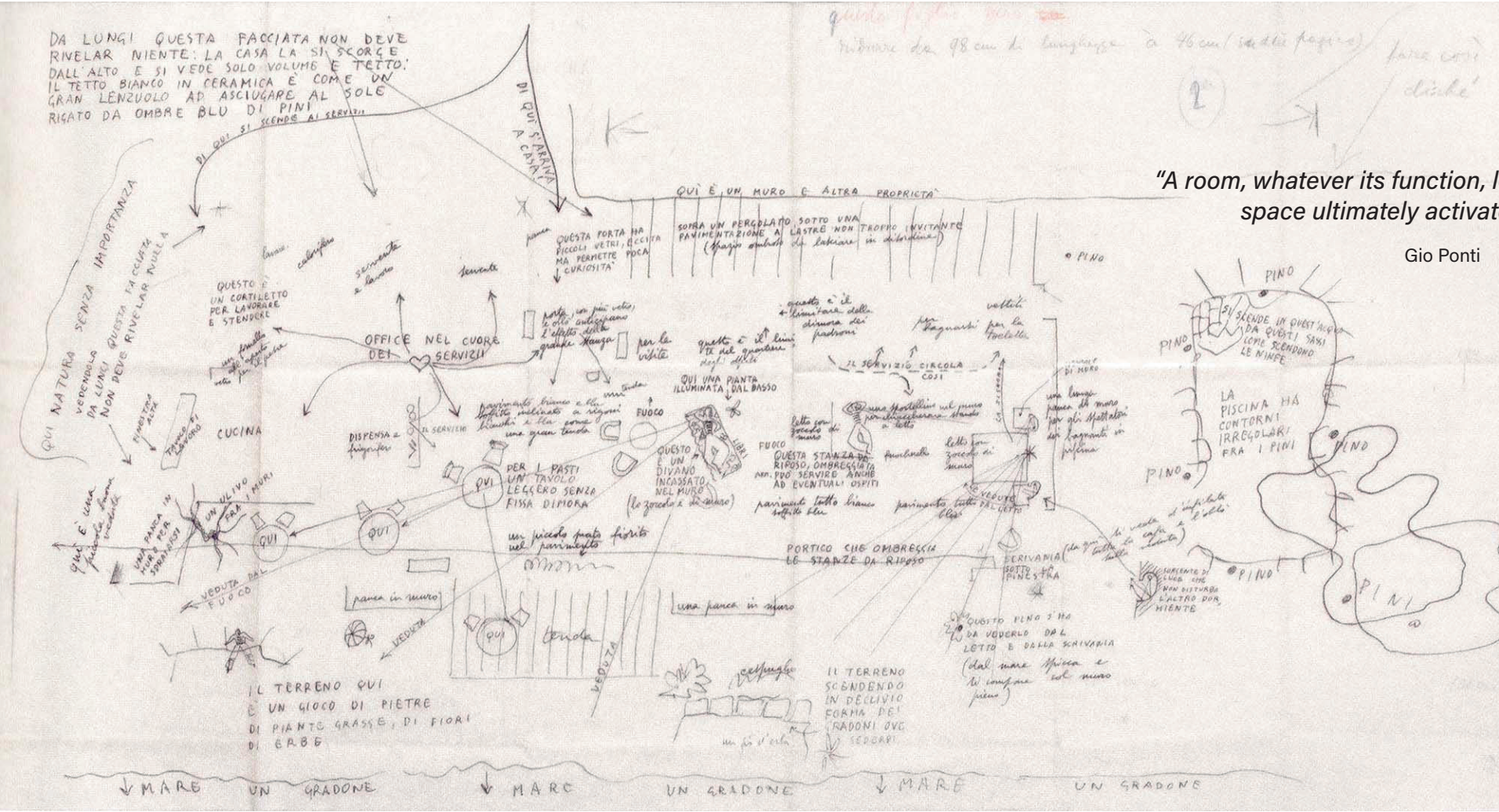
blikvelden

pavilion

neighbourhood healthcare centre

residential buildings

production

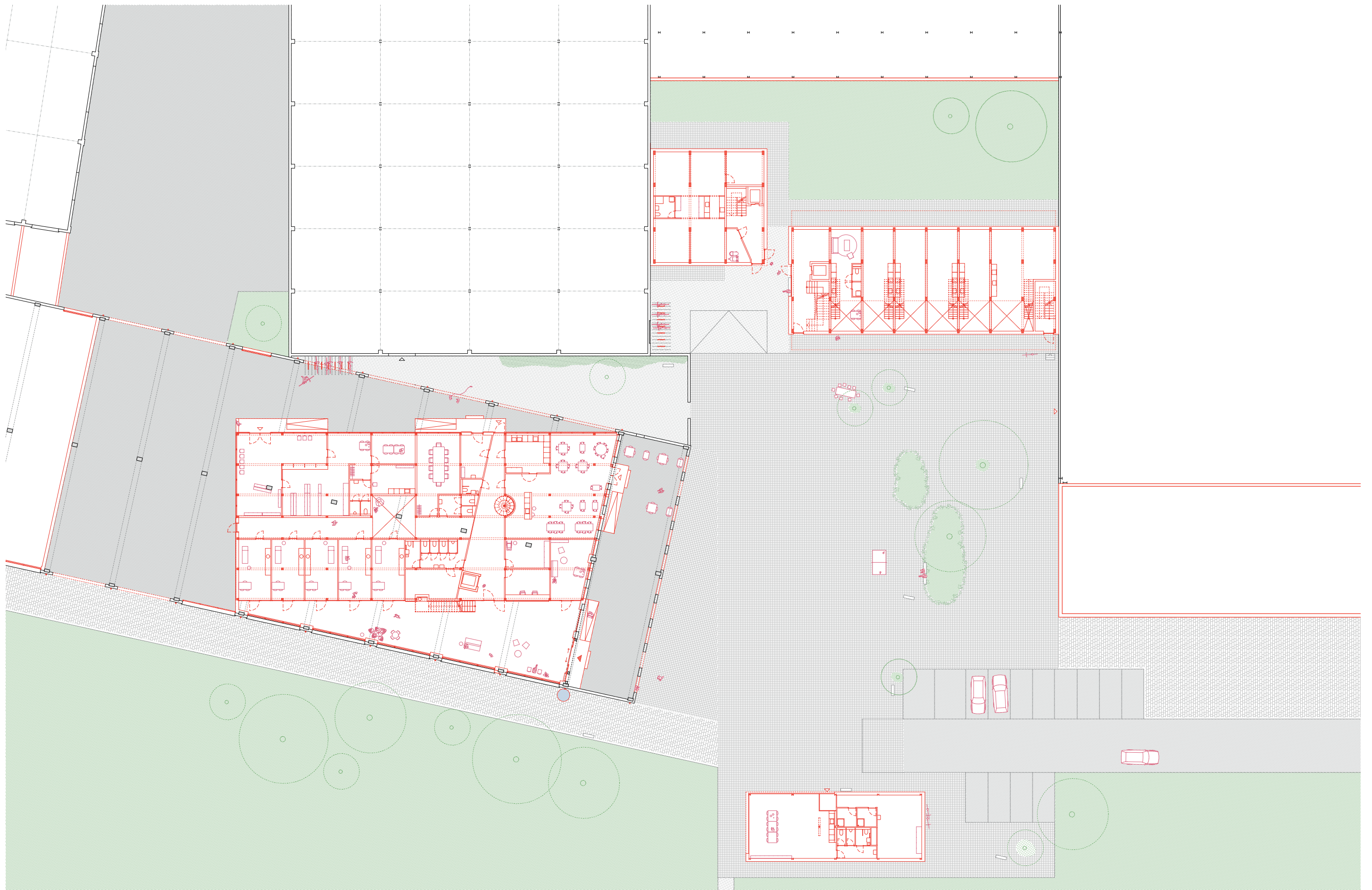


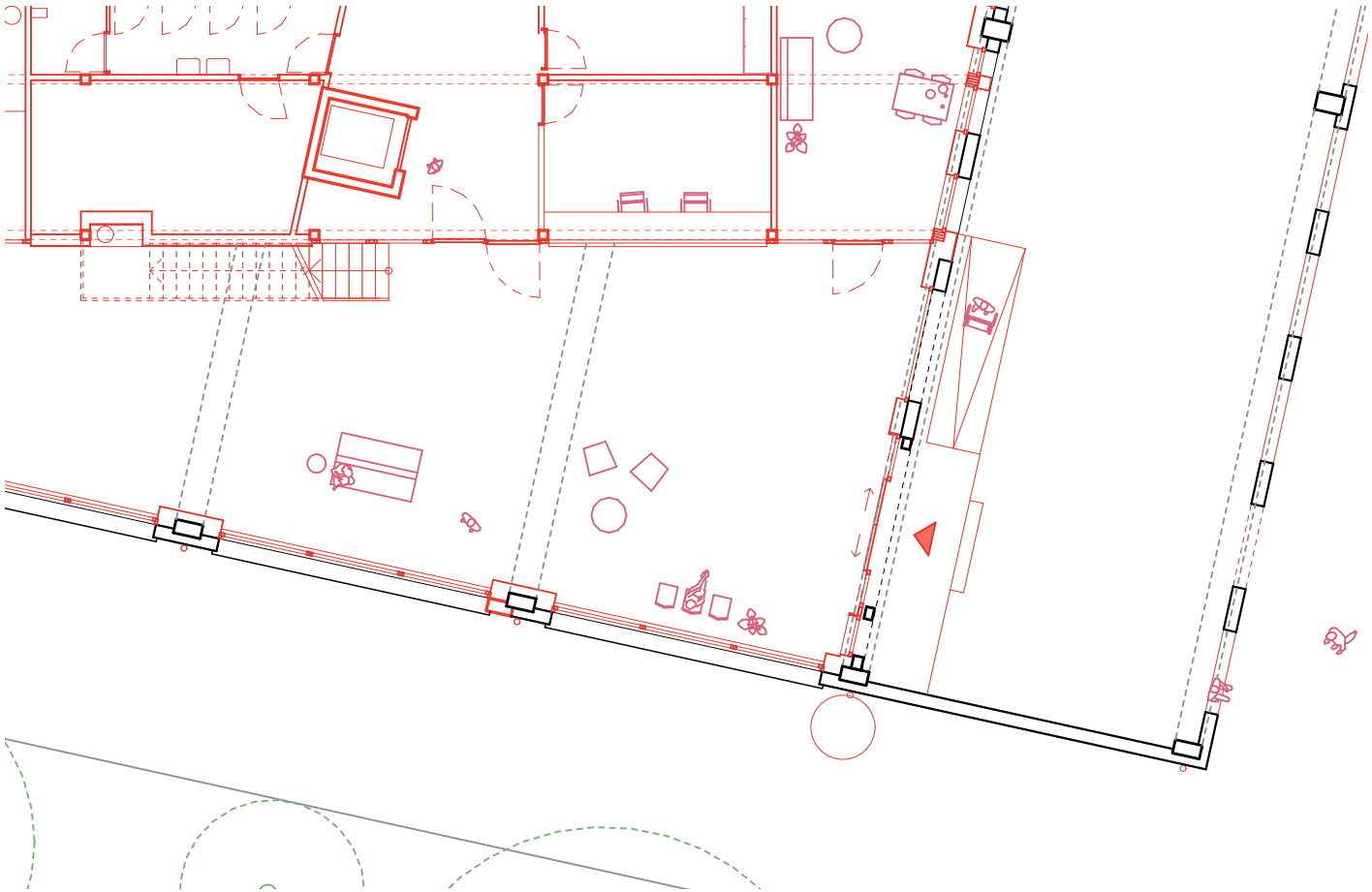
"A room, whatever its function, location or shape, is a space ultimately activated by its use"

Gio Ponti

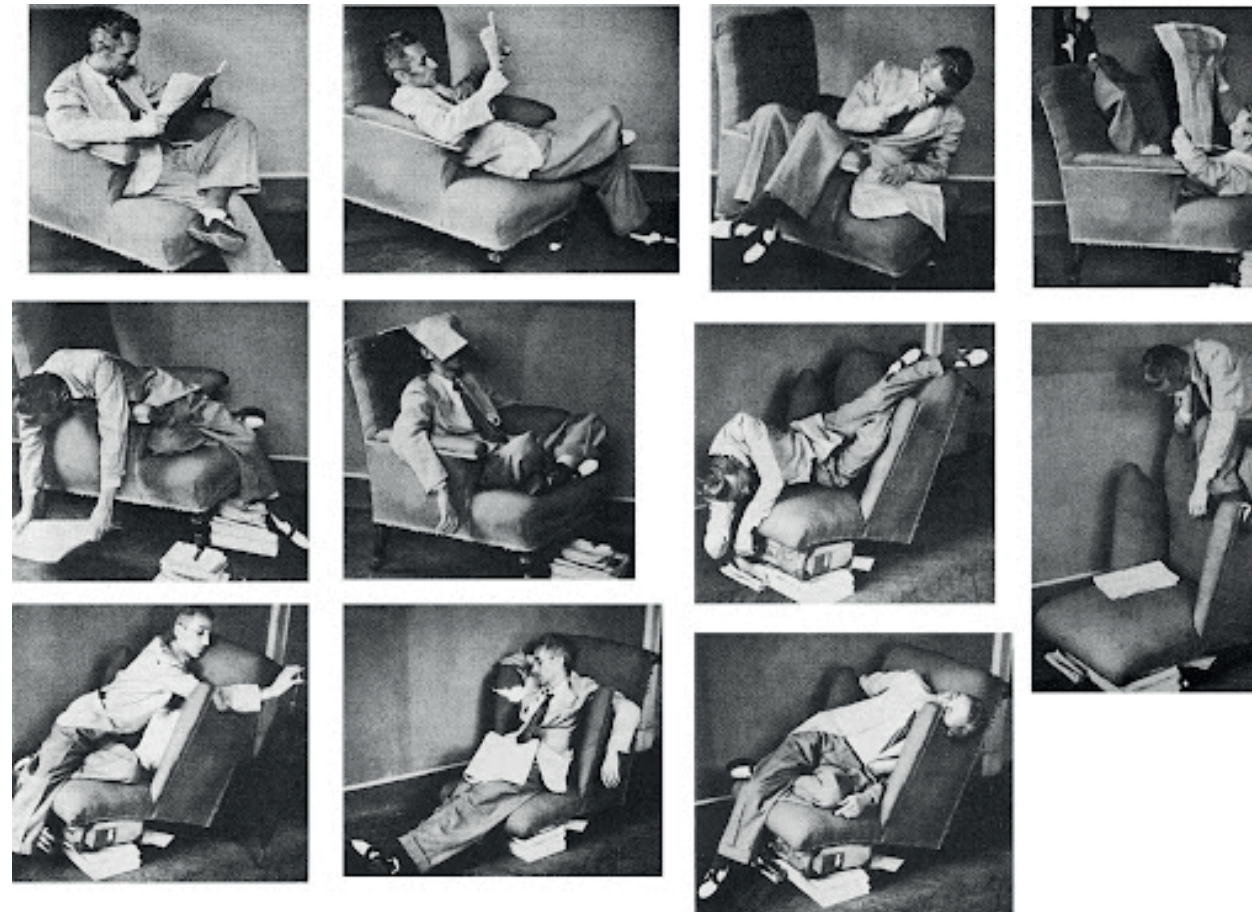
drawing of villa Marchesano, 1938 © Courtesy Gio Ponti Archives

play





play



seeking comfort in an Umcomfortable Chair © Bruno Munari

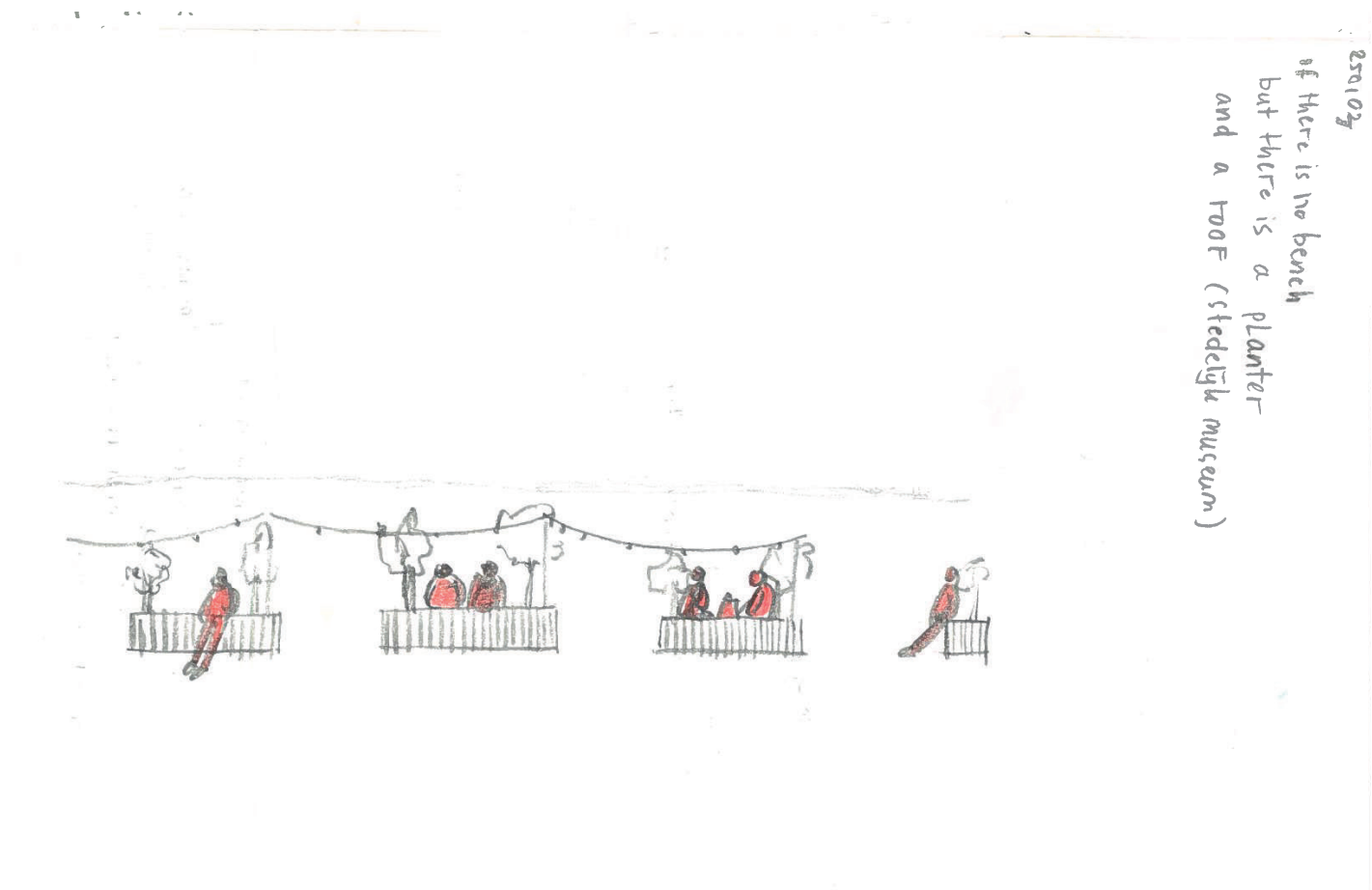
freedom

Urban Architecture



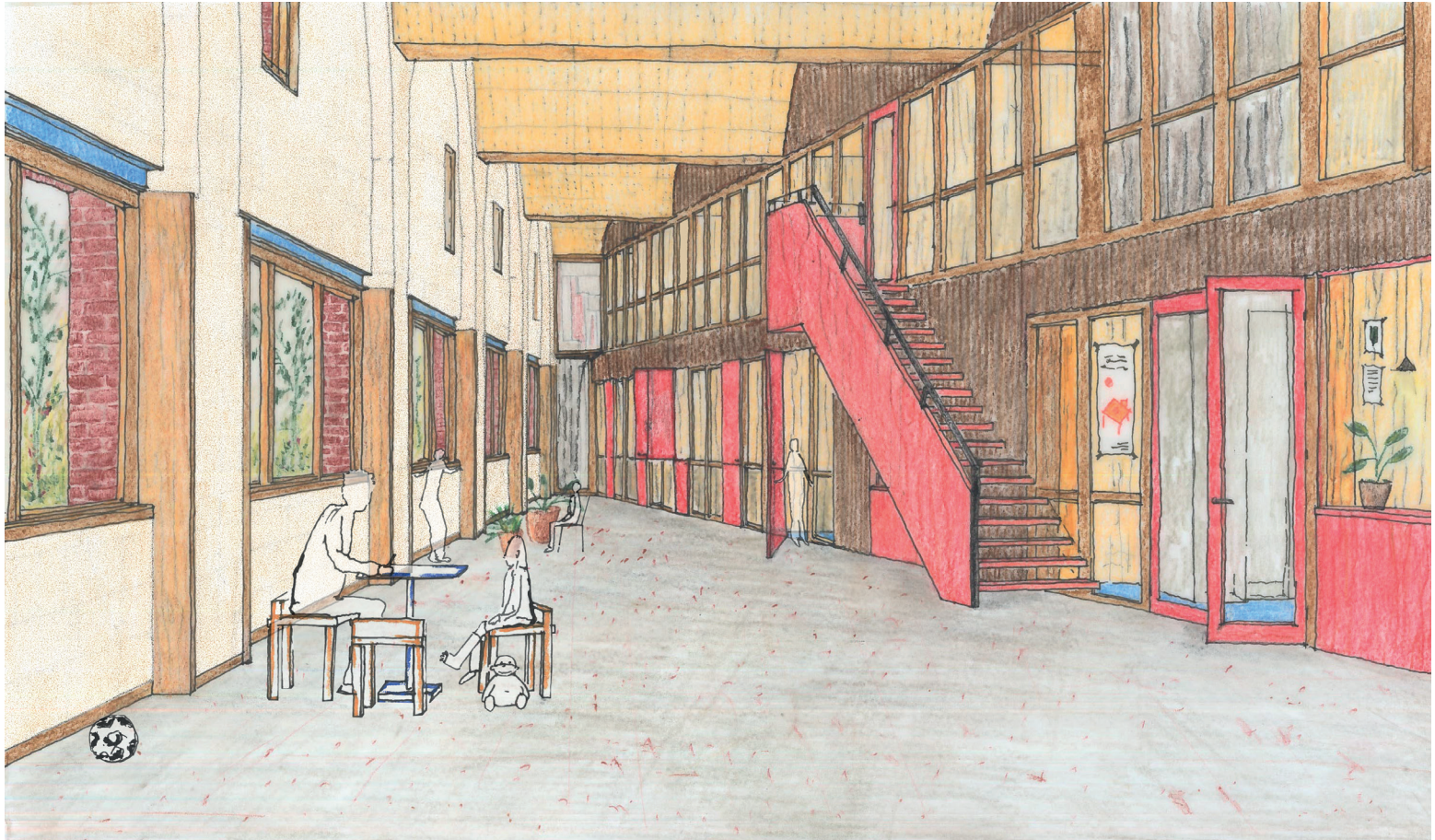
shelter, Van Limburg Stirumplein Amsterdam © Frank Halmans, own image

play

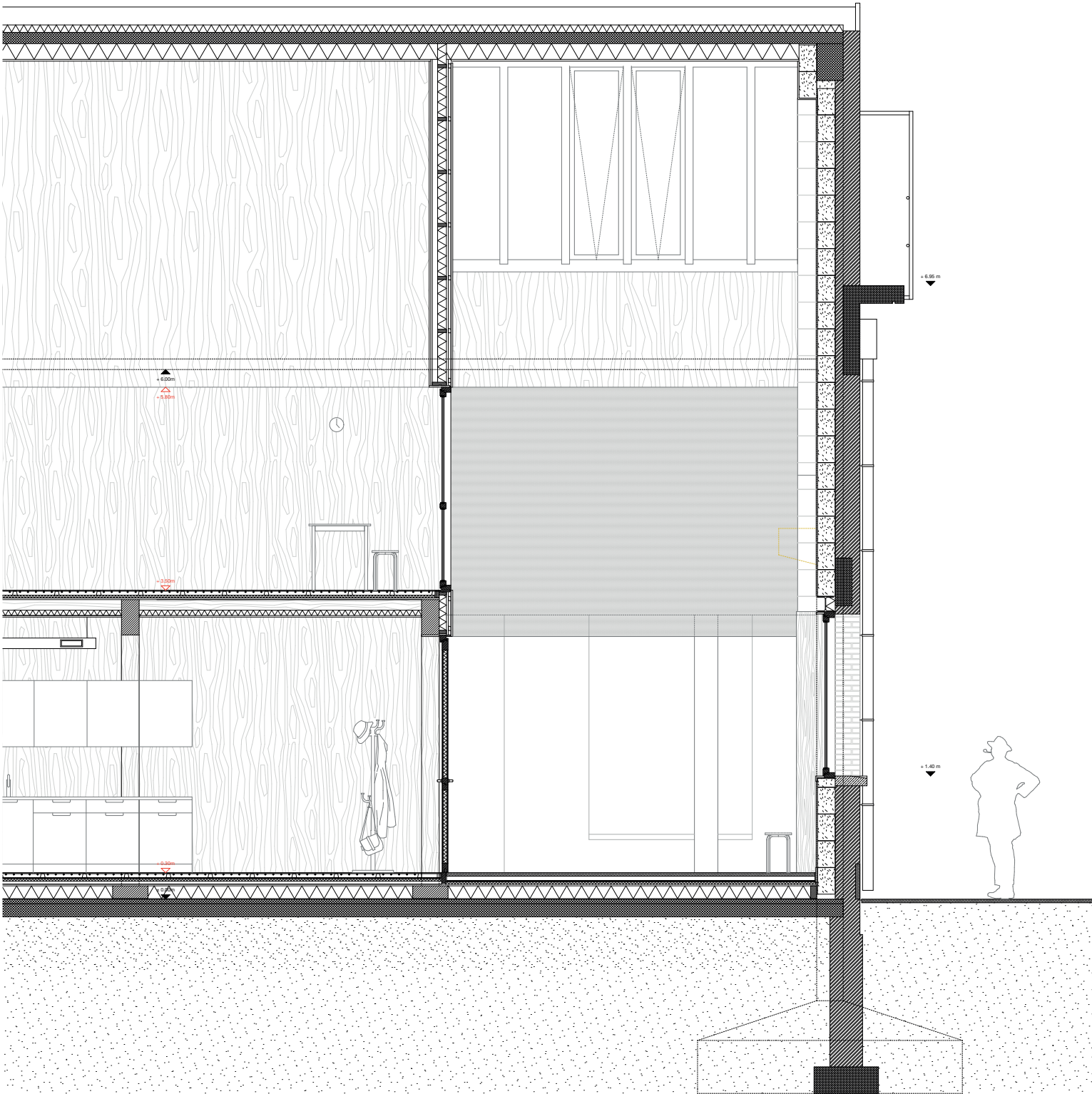


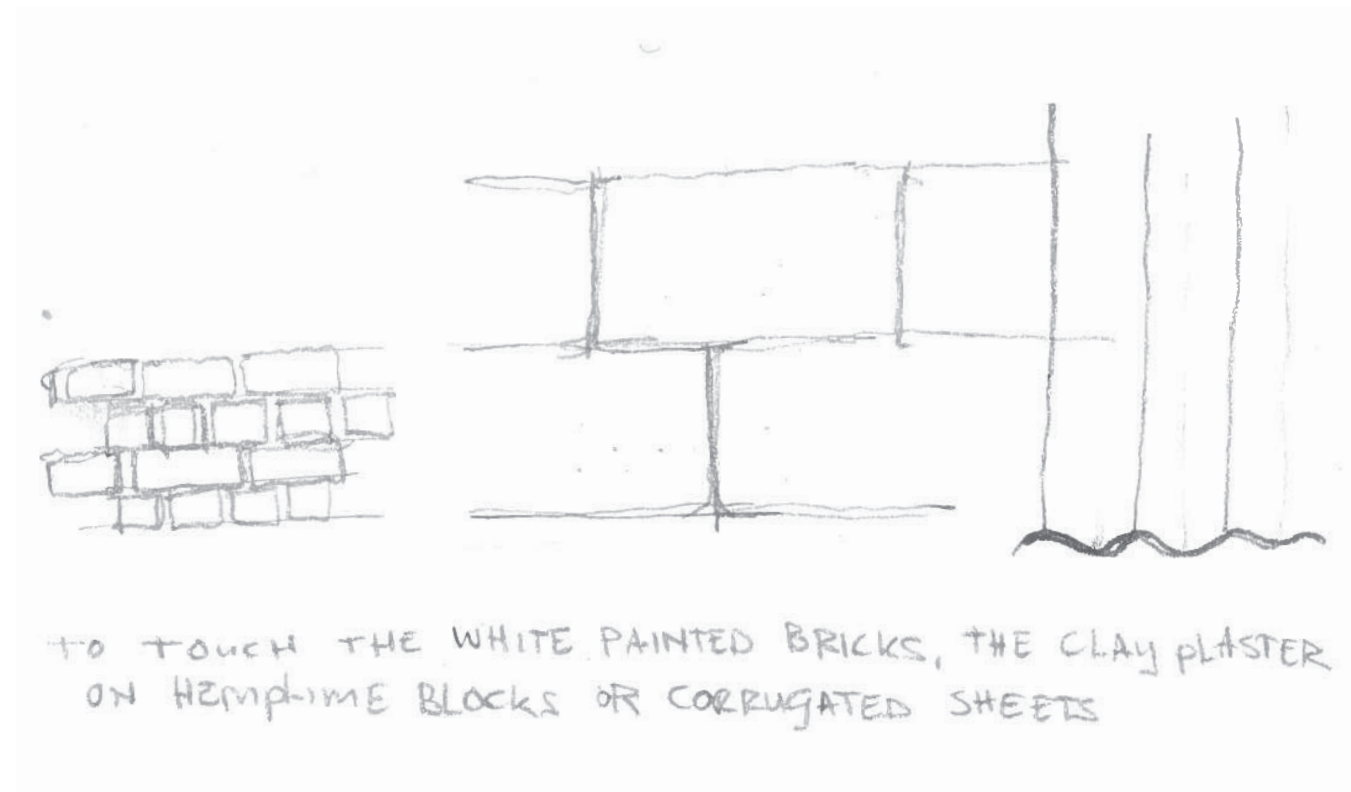
there is no bench but there is a planter, Museumplein Amsterdam © own image

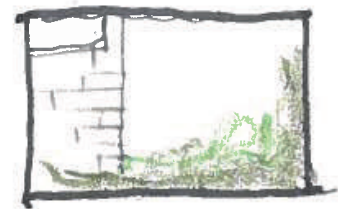
play



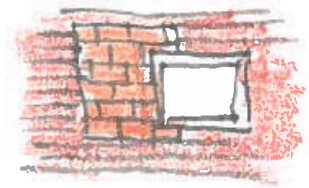
waiting hall



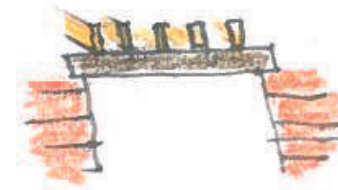




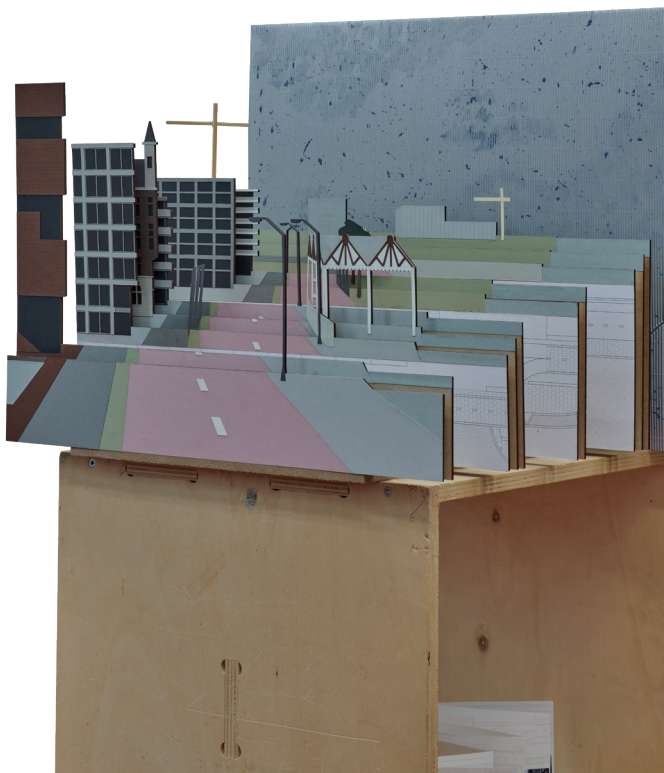
What's there, outside?



What was there?
former opening



What could be there?
seeing individual
parts to build
upon.



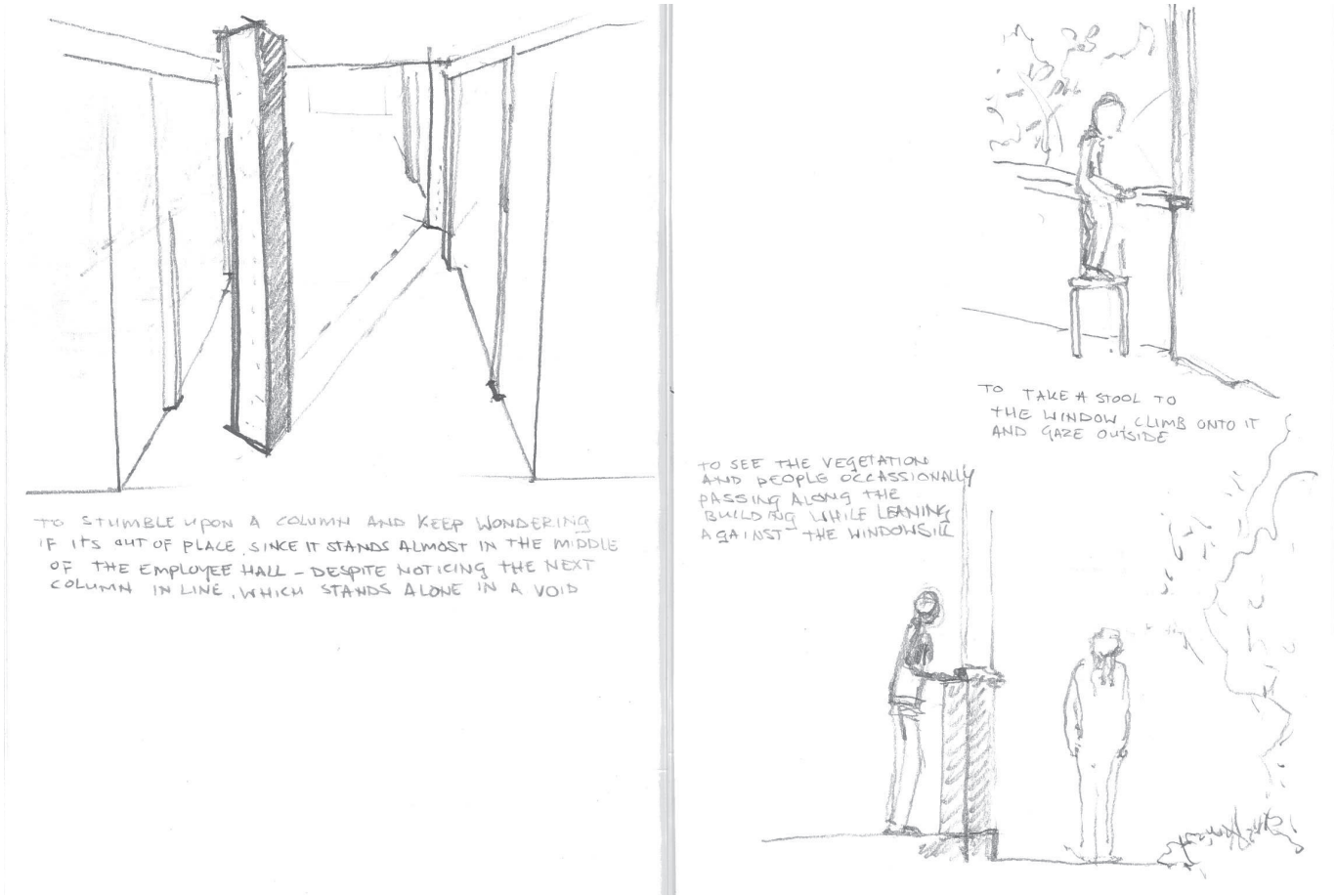
P1 exhibition piece, diorama bike highway along the Scheldt to Blikfabriek © Max Hart Nibrig

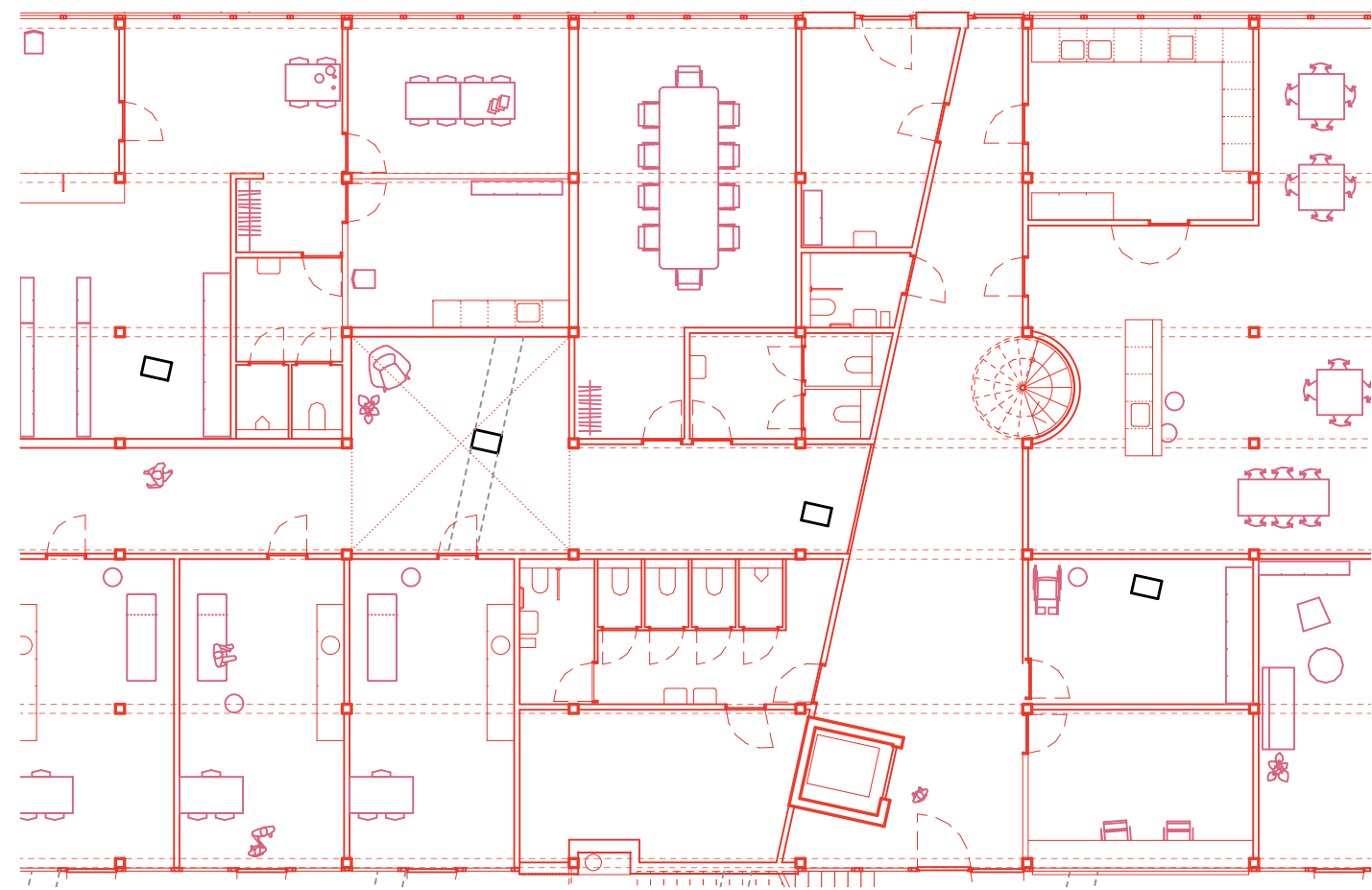


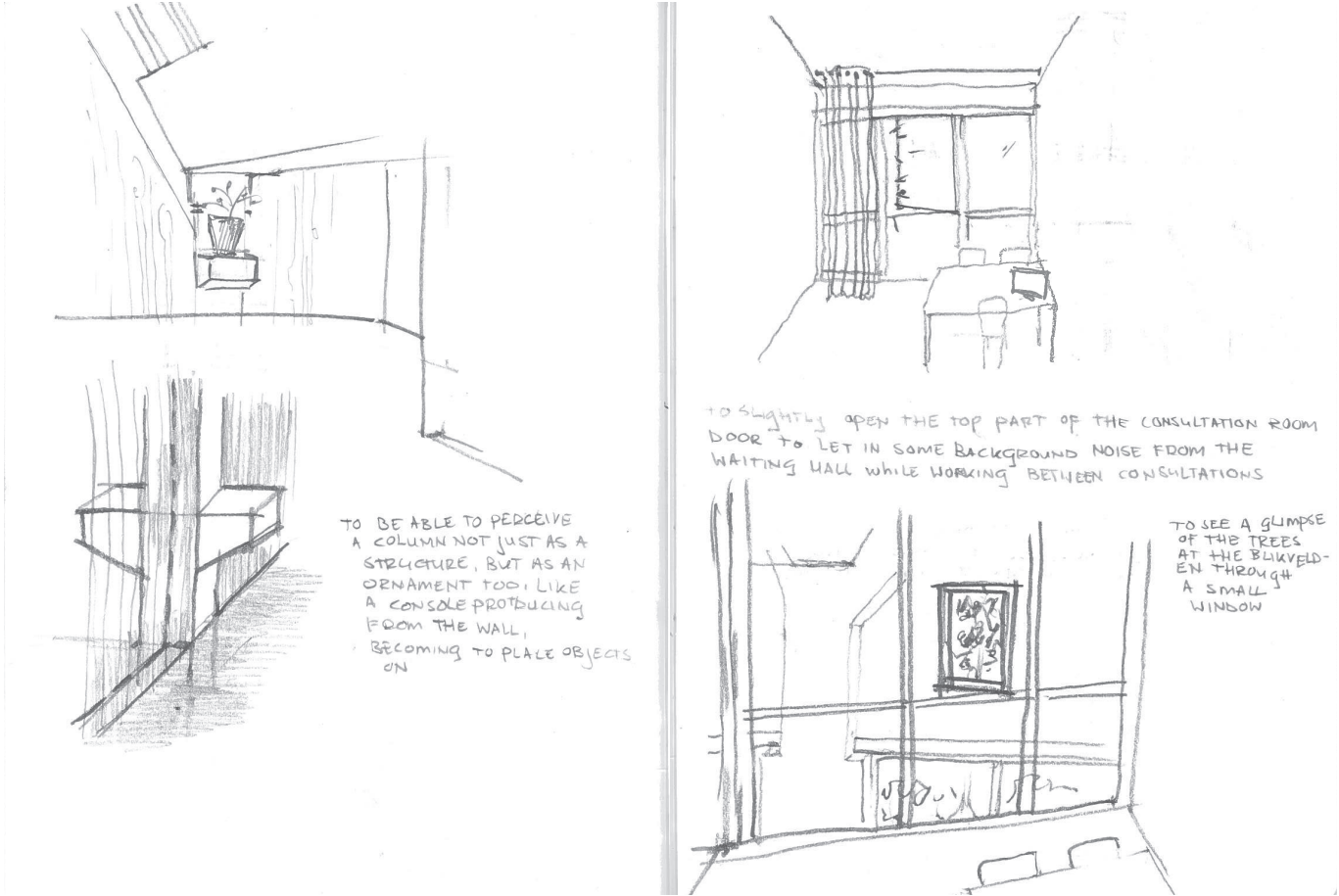
play



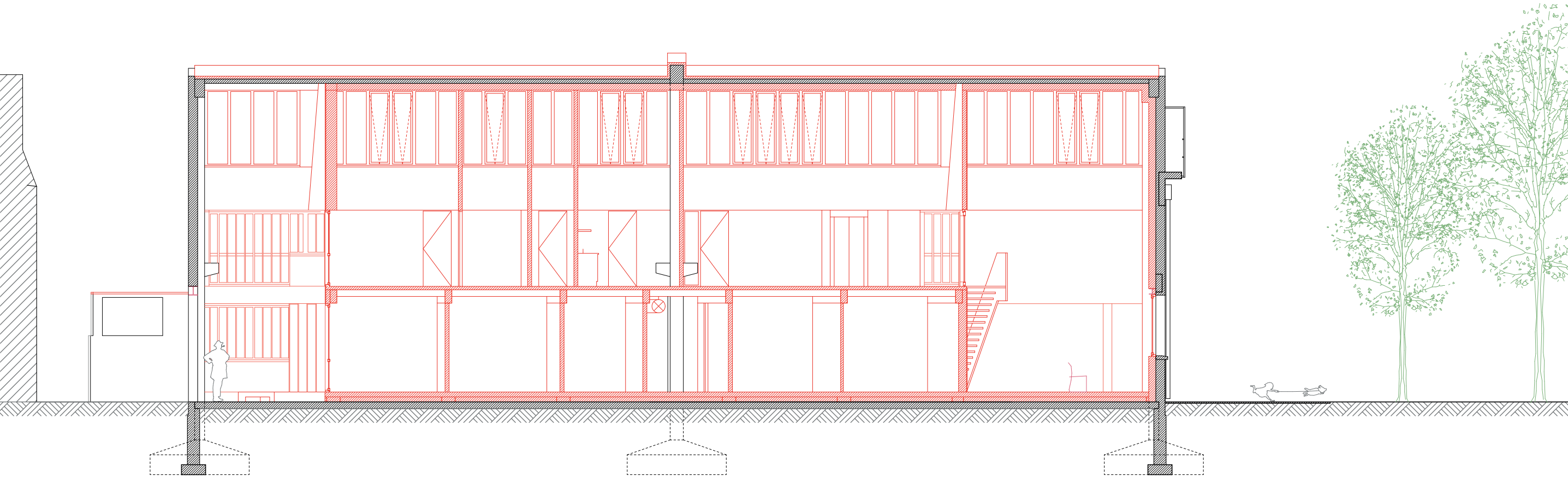
© Margaux Lomax







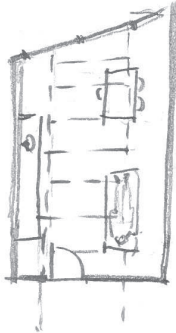
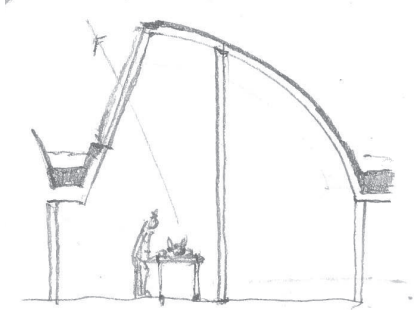
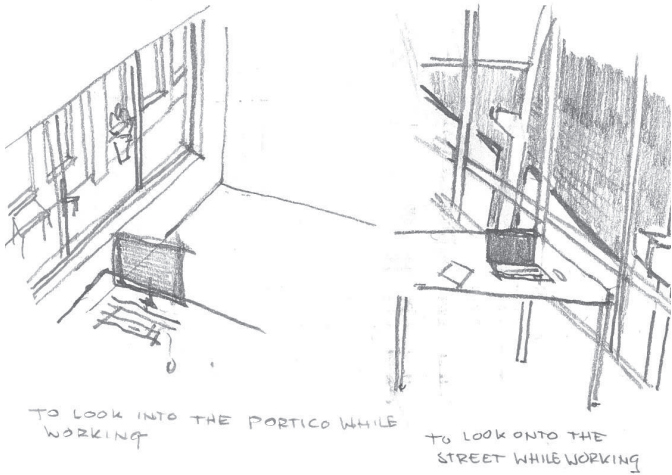
play



pleasure for its own sake

Urban Architecture

play

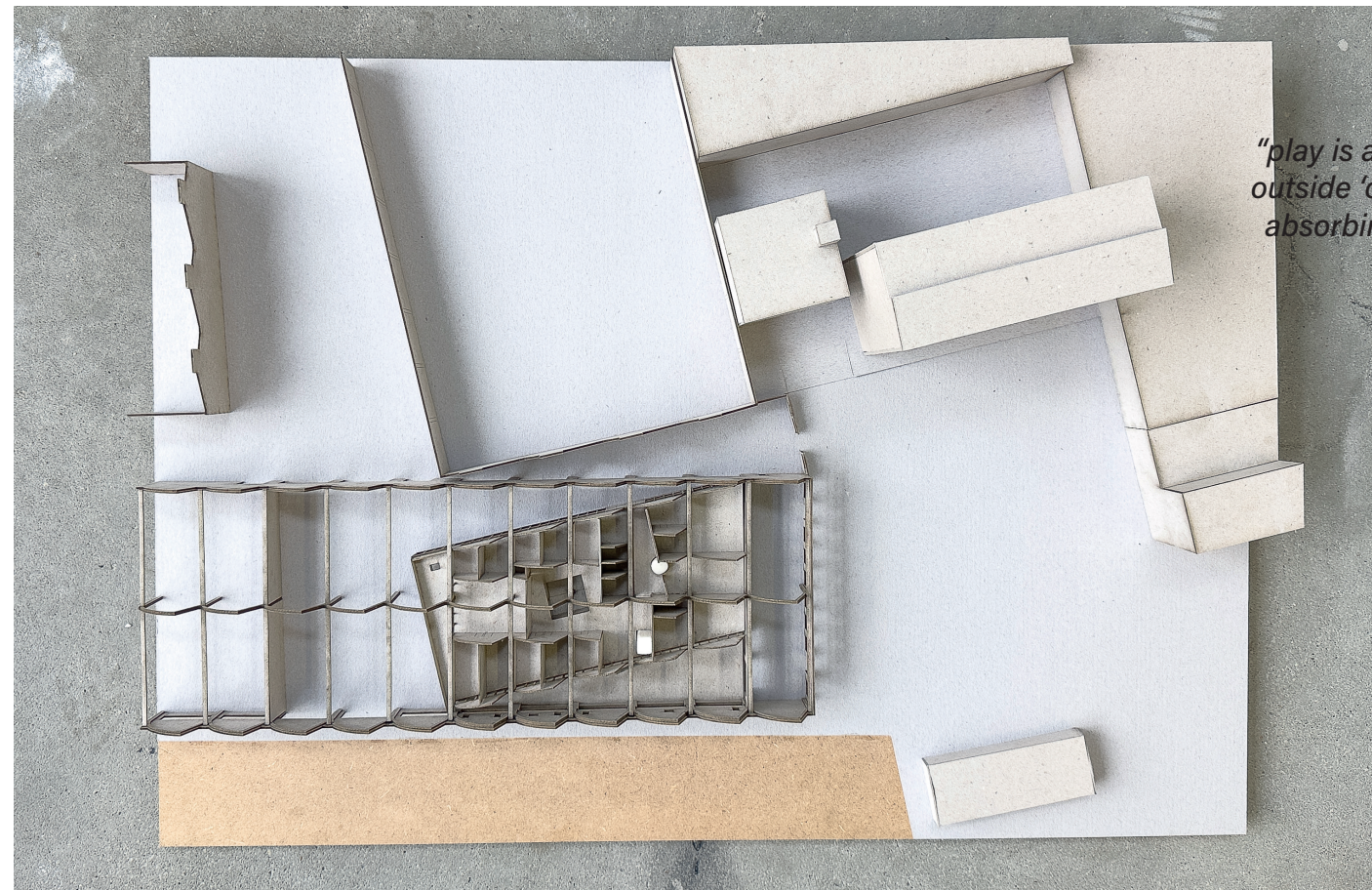


TO BE ABLE TO SEE
THE SKY IN THE CONSULTATION
ROOM ON THE FIRST FLOOR
WEATHER DURING A CONVERSATION
WITH A DOCTOR OR WHILE
LYING OR SITTING ON THE
EXAMINATION TABLE

pleasure for its own sake

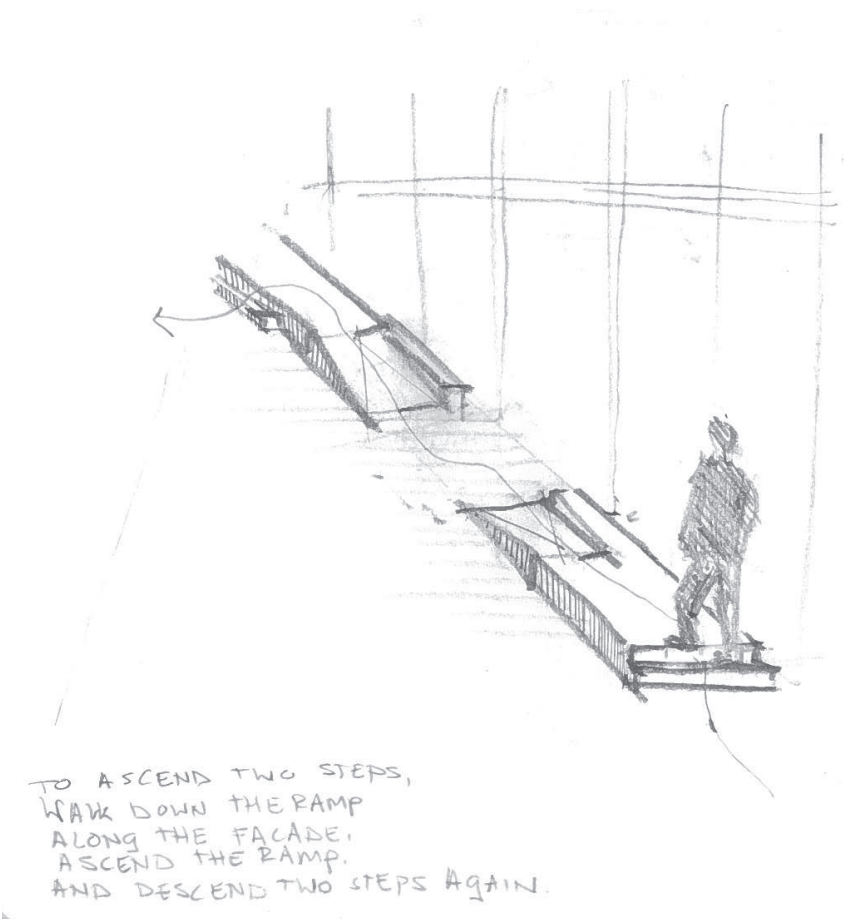
Urban Architecture

play

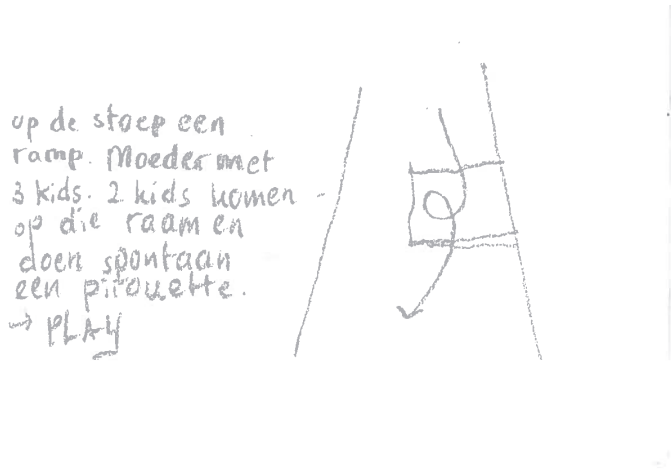


*"play is a free activity standing quite consciously
outside 'ordinary' life - not serious, yet capable of
absorbing the player intensely and completely"*

Johan Huizinga



TO ASCEND TWO STEPS,
WALK DOWN THE RAMP
ALONG THE FACADE.
ASCEND THE RAMP.
AND DESCEND TWO STEPS AGAIN.



play as a disruptor

play

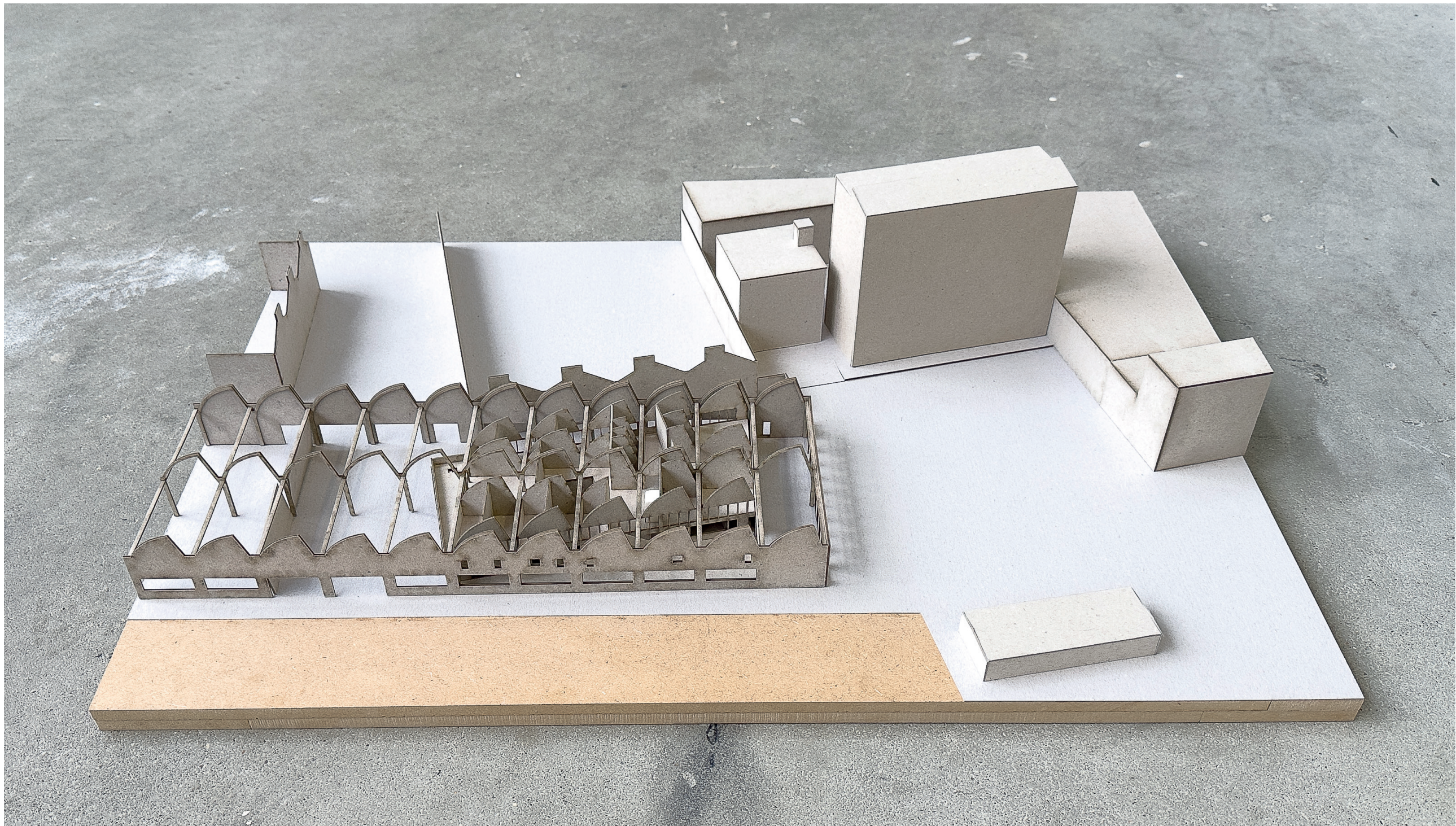


play





square facade



play

between the play of everyday life and architecture to play