

Graduation Plan: All tracks

The graduation plan consists of at least the following data/segments:

Personal information	
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Studio	
Name / Theme	Architectural Engineering
Teachers	Monique Smit, Jan Jongert
Argumentation of choice of the studio	Possibility to explore my own technical fascination
Graduation project	
Title of the graduation project	The hybrid “urban facilitator”: skateboarders and city-users in dialogue.
Goal	
Location:	Bandung, Indonesia
The posed problem,	<p>Local skateboarders in Bandung still play skateboard on the streets since they consider to not have a designated/adequate space to practice their passion. Although the government addressed this issue by building the 1st skatepark only in 2014, it ended up being largely neglected/unused for its bad overall design and for being too small for accommodating the increasing number of skateboarders.</p> <p>The failure of such a skatepark was also due to the wrong/poor quality materials and construction techniques implemented, since no skilled-labor has been exploited.</p> <p>On the other hand, even well-designed/built skateparks sometimes fail to meet skateboarders’ needs. This is due to the nature of skateboarding, being a creative and evolutive discipline that continuously demands different grounds, obstacles, heights, generally speaking an increasing level of challenges.</p> <p>Currently, skateparks fail to facilitate interactions between skateboarders and other city users, while fostering the already common idea of skateparks as social “ghettos”. Conversely, architects can potentially think the design of a</p>

	<p>skatepark as an architectural challenge, being an interactive public space with specific topological requisites and social implications.</p>
<p>research questions and</p>	<p>How to facilitate the needs of skateboarders (and related sub-culture youth realities) through the design of a hybrid-building under the Pasupati flyover in Bandung that works both as a skatepark and as an “urban facilitator”, while adding architectural and giving identity to skateboarders?</p>
<p>design assignment in which these result.</p>	<p>The design target envisions the merging of a skatepark into an architectural multipurpose building. By doing so, the resulting hybrid-building helps skateboarders and city-users to dialogue, thus becoming an attractive “urban facilitator” of functions in the city on different levels.</p> <p>The skatepark merges at the level of the roof of the hosting building to ensure a certain degree of physical separation while still allowing the two parts to dialogue.</p> <p>The multipurpose building is considered as adaptable since it can host a manifold number of fix functions (mosque, distro shops, bar-lounge, hostel, workshops) as well as pop-up or temporary ones (food stalls, spontaneous meetings, playground for young and elders, skate events) that take place in different periods during the day/week/month.</p> <p>Skateboarders are therefore motivated to make use of both the skatepark as well as the underneath facility. Specifically the workshop rooms will be used to produce custom boards or new skateramps.</p> <p>Furthermore, the hybrid-building is built with “plantation by-products” woods such as coconut tree and rubberwood tree as well as the more typical Indonesian bamboo and sengon. Coherently utilizing these type of woods instead of teak or similar from tropical rain-forests results in a more sustainable and cheaper solution that at the same is endowed with an added architectural value and unique “identity” that can only be given by exploiting the right mix of local resources.</p> <p>Moreover, a wooden construction allows the skatepark to be easily flexible/adaptable according to skateboarders’ needs. The skatepark is composed by customizable</p>

	elements that can be mounted/dismantled with ease in order to achieve a possible ever-changing skateable-terrain thus solving the problem of skateparks considered as limiting playground that constrains skateboarders' expressivity.
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This should be formulated in such a way that the graduation project can answer these questions.
The definition of the problem has to be significant to a clearly defined area of research and design.

Process

Method description

Before developing the architectural design it has been necessary a deep technical research which had to find an answer to my technical question:
"How can the strategic implementation of local Indonesian wood resources be able to facilitate the construction on an hybrid building/skatepark in Bandung?".

To answer such a question I developed my research in different phases thus producing different self-explanatory booklets:

- 1) (Phase 1) It has been investigated the relationship skateboarding/architecture through the thorough analysis of case studies of skatepark, with the aim to understand all is needed to effectively design a skatepark. Research by design has been used to draft a typical design process.
- 2) (Phase 2) The study of literature resources have largely constituted a solid knowledge on how to implement local Indonesian wood resources in an architectural solution.
- 3) (Flow-scheme) Research by design has been implemented in the 3rd phase to represent the best possible architectural solution in building a hybrid building working both as skatepark and as "urban facilitator"
- 4) (Bonus Booklet) Further knowledge on very specific but nevertheless useful knowledge about "how to implement discarded skateboard deck for an architectural use" has constituted a self-explanatory booklet.

Consequently the second semester is exclusively constituted by the actual design phase, which will include:

- Conceptual design
- Technical design (detailing)
- Parametric script implementation.

Literature and general practical preference

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Reflection

Relevance

My graduation project deals with the definition of a new architectural typology, that is a building that exploits a skatepark to work as an urban facilitator of other needs/functions in the city. From literature resources, this attempt has no precedents and thus it adds relevance to my architectural proposal.

Although dealing with a specific problematic context of an Asian city, the proposal can easily be adopted in other context/locations with no further conceptual adjustments. The thematic and sociological problems of skateboarders addressed are a worldwide concern. For this reasons I foresee my design to be able to take place also in western countries.

By means of addressing real constrains and actual needs, the design has the possibility to be submitted to the government of Bandung as a concrete redevelopment proposal.

Time planning

Please see attachment on last page.

