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	Xam Adan
Student number	4889207

Studio		
Name / Theme	Public Building	
Main mentor	Henk Bulstra	Architecture
Second mentor	Ger Warries	Building Technology
Argumentation of choice of the studio	With a background in urban sports (parkour and freerunning) I have always been interested in the way architectural forms or compositions can provoke movement for some, whilst others interpret it as just an object. This often happens in the realms of public buildings and therefore the public building studio became interesting to me, because I could investigate how public these spaces really are. Does a regular person have a bigger claim on the space than someone practicing an urban sport, through some kind of mis-use of the space? Besides this parkour background I have a fascination on how architecture can stimulate social interactions, derived from studying Hertzberger in the bachelor. I therefore wanted to see how I can make people with different claims or use of these spaces/forms interact with one another, instead of creating clearly defined and isolated spaces for each of them.	

Graduation project	
Title of the graduation project	The Oblique and the Appropriation: Oblique Architecture as catalyst for provoking urban activities
Goal	
Location:	Friedrichshain, Berlin
The posed problem,	1. The communities, with their (urban) activities, as points of interest in the Wriezener Park are arranged in a linear fashion and fragmented from one another. This makes it difficult for these communities to grow stronger

	and to enrich the urban experience of the area.
	2. Due to this linearity and lack of complexity, people move faster and pass through the park, instead of interact with one another. People should slow down and be stimulated to interact with the space/architecture through exploration or observing, making social interactions more likely to occur.
	3. Putting complementary program for those urban activities inside a building, won't capture the essence of urban activities, they also have to happen in the public realm. Instead of creating specifically designed or defined parks or areas for these activities, tucked away in corners, they should be integrated in the visible public realm. We should not design too defined areas for 1 user, excluding the others, but an area fit for a multitude of users, including these urban activities. This creates a better amount of social control and integration of different values in society. Currently this isn't done enough and these activities, like urban sports, are often neglected.
	4. The location of the collision between the parking lot and the Wriezener park asks for a collision between landscape and urbanity/architecture, where both are equally important. There should be no hierarchy between these 2. This is relevant, because the idea is to create a **building** for **urban activities** inside a **park**. The dialogue can't be avoided.
research questions and	1. How to mix and mingle these different communities in a

	building and the public space it creates?
	2. How to create a sense of coherent complexity within the architecture and landscape?
	3. What architectural shapes and spaces provoke certain (playfull) activities, including intended mis-use
	4. How to combine these activity-provoking shapes into a space to make it appropriable for a multitude of users at the same time?
	5. With the 2 worlds of landscape and architecture colliding, how do we create tensions and have their characteristics interchange or negotiate with one another?
design assignment in which these result.	1. Use methods from the Dutch structuralists on social interaction to shape the programmatic organization and their circulation and find other strategies on all scales to enhance these social interactions.
	2. Create a sense of layers and complexity, by having a multitude of things happen at multiple levels at the same time
	3. Create an architectural silhouette that is fit for intended mis-use and provokes a multitude of different activities at the same time on the same places, using oblique architecture.
	4. Reinforce the relation between indoor and outdoor program/spaces and their ability to draw people in or out
	5. Have architecture become landscape and landscape become architecture in specific zones. Blur the boundaries between them.
	6. Find an architectural shape that does all these things at the same time

Process

Method description

Case Study:

To understand how other projects have dealt with similar issue's, case studies will be done on architectural, landscape and urbanism projects with the following topics: Stimulating social interactions, Grids, Complexity & Structure, Encouraging Movement and Play, Cities and Spots for urban activities. Findings from these studies can result into spatial design strategies in diagrammatic form or into positioning of my building in relation to the topics.

Cataloging:

To identify what shapes provoke certain activities, a catalogue of elements and their representation in public space will be made to give a better understanding for me of what I am doing, but also to explain to others why a certain shape provokes a certain activity. This is also a useful tool to derive essence from for example the difference or similarities between landscape and architecture

Literature:

A lot of architectural theory has been written. This will mainly be used to shape the narrative in relation to the importance of what I am doing, but also for theories about social interactions (Hertzberger and other Dutch Structuralists), complexity and oblique architecture to stimulate activity, play and exploration (Claude Parent & Paul Viriliio).

Diagramming:

The aim is to translate most findings from the literature, cataloging and case stdies into simple 2D or 3D diagrammatic strategies that can be applied to the design later on and to explain or argument the choices made in the design.

Literature and general practical preference

Literature:

- Architecture and Complexity: "Binding Together" | urbanNext. (2021, 7 april). urbanNext |.

  https://urbannext.net/architecture-and-complexity/

- Editorial Team. (2020, 15 juli). What is urban architecture and what are its benefits? RMJM.

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  Oblique: The Architecture of Claude Parent and Paul Virilio, 1963-1969. AA Publications.

- McCarter, R., & Frampton, K. (2015). *Herman Hertzberger*. Macmillan Publishers.

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- Sennett, R. The Public Realm. Gary Bridge, Sophie Watson (Eds.) The Blackwell City Reader. London:
  Blackwell Publishers, 2010, pp. 261- 272.
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  Eyck.pdf

- Swaan, D. A. (2013). *The Schools of Herman Hertzberger* (Bilingual ed.). nai010 publishers

- Voordt, D. van der, Wegen, H. van, van der Voordt, D. & van Wegen, H. (2007). Architecture In Use. Taylor & Francis.

Reflection

1. What is the relation between your graduation (project) topic, the studio topic (if applicable), your master track (A,U,BT,LA,MBE), and your master programme (MSc AUBS)?

The outcome of this thesis project will be a structure that seeks to be more than just another architectural sculpture that occupies public space and cannot be appropriated. It aims at giving back to the context, the people and the environment by asking how public a public building really is, especially outside opening hours, and how to improve on this notion to be viable for a larger range of potential users. Not just the interior world of a public building is important, but the exterior world or space the architectural shape creates is evenly important when talking about public buildings. The themes of this studio revolve around creating a public building for the commons through multiplicity, hybridity, sustainability and resilience in design. By deriving the buildings program (Greenhouse, Makerspace, Skatespots etc.), values and shape as complementary activities from the surrounding activities in Wriezener park and designing for intended mis-use I am aiming to create a public building truly suited for the Commons of Friedrichshain. These multitude of programmatic elements create a hybrid building in which a lot of its spaces are appropriable. Form therefore becomes multiplicity in use or function, resulting in a lot of people having a claim on it at the same time, without it being defined and excluding other users. Even after closing the building can still function as a public condenser through the space it creates around and by having it extend the park in, around and over the building it creates a sustainable environment.

2. What is the relevance of your graduation work in the larger social, professional and scientific framework.

First I am continuing on the theory of Claude Parent & Paul Virillio about Oblique Architecture, but relating it to contemporary activities such as urban sports and how to integrate these users in the design instead of intentionally excluding them. I will investigate how the oblique can become this socio dynamic space for a large variety of users at the same time. The oblique becomes appropriable space.

Secondly I will investigate how complex architecture can have benefits to social interactions and urban vibrancy. Instead of just disorganized complexity, I theories from literature to create organized complexity that improves conditions rather than create anxiety. A method will be sought to make this type of architecture more sustainable

Finally I will try to see how landscape and architecture can intertwine or interchange beyond the known strategies of an accesible green roof. This project aims to do more.

Time Planning

3/2/2023 – 12/2/2023	Revise design position based on comments Compile research, make it digital and out into booklet
P2-P3	Finalize Massing related to oblique theory and activities Bring Oblique theory into the interior world Design interior spaces Integrate Landscape and Roofscape Fixing Floorplans and Sections Apply Material Concept for exterior and Interior world Apply structure to landscape and architecture (mathematical puzzle) Create Structural Construction Façade Design Further Specify sustainability and climate strategies
P3-P4	Details Interior Design 3D Structure and Climate calculations 1:500 Site model with concept shape and pop-up activity nodes (Diagram, but 3D Physical) Updating design specific diagrams Diagram of how research has influenced design
P4-P5	1:200 Presentation model Completing plan, sectional drawings Exploded Axo Make presentation drawings for non-architects Create moneyshot image Create design booklet Perspective renders