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	**Camilla McCormack**
Student number	5561817

Studio	
Name / Theme	Architectural Design Crossovers Studio	
Main mentor	Roberto Cavallo	Design
Second mentor	Freek Speksnijder	Building Technology
Third mentor	Joran Kuijper	Research
Argumentation of choice of the studio	Interdisciplinary, systematic design approach.	

Graduation project	
Title of the graduation project	Playing Fields
Goal	
Location:	Casa de Campo, Madrid
The posed problem,	The research problem addressed in this thesis revolves around how play spaces are designed at territorial and human scales in the contemporary city, and their intersections with natural landscapes. Since the last fifty years, the city has been filled with fields, artefacts, and buildings that are employed to facilitate play, which paradoxically domesticate the condition. . The playground has come to contain the nature of society and is a site of social organisation: to stimulate, qualify and change behaviour through anticipating and commercialising play. Casa de Campo, Madrid's field of play, is hardly digested into the everyday life and ecology of the city. This forest with its archaeological and natural heritage is almost forgotten, with its playgrounds empty and deflated. face challenges in managing crowds while preserving the natural habitat.

	Despite strategic allocations for recreational purposes, such as a zoo and amusement park, the approach of concentrating crowds in designated areas has inadvertently led to the fragmentation and compartmentalization of the territory, compromising its overall interconnectivity and potential as a Social and Natural Node within Madrid's ecological territorial network
research questions and	1. What if playgrounds are considered as part of a large complex permeable system rather than a constellation of individual elements? 2. What makes such places gain or lose attraction? 3. Is it possible to set up an architectural project, or spatial program that creates generative situations of play without totalizing the condition? 4. Can an architectural project afford an instinctual connection between people and nature through play? What if nature was not only a scenic background of leisure landscapes, or gated and protected from human hands, and afforded to the user to be played with?
design assignment in which these result.	The research resulted in the selection of multiple project sites in Casa de Campo to become a series of networked diffuse elements to induce movement and attraction, create new atmospheres, visual connections, and ecologies between the park and the city. The urban strategy is phased as three "epochs": Decomposition and Healing; Growth and Integration; Maturation and Symbiosis. Throughout these three epochs different activities and site relations (between human and non-human) are expected to emerge and disappear. Time and process are integral to the growth and microbial activity of the landscape

	between the air, surfaces, substrates, and rhizomes, but also scenarios of its use.
	The urban strategy then translates to the architectural building scale as is a materialisation and representation of these anticipated event scenarios over long periods of time. Because of the large footprint of the main intervention on the asphalt of Puerta de Angel, the imagination of its architectural space also represents the process of construction of the site as visible and integral to its character, a reality that is often omitted from the imaginary dimensions of design.
	Therefore, this project design reflects on how designing the 'surface' or topography supports of architecture can be generative of new attitudes and revelations and spatial experiences through the opportune contact between people, architecture, and nature

Process

Method description

Research Method: Mixed Research Method

The different research questions require different methods to experiment with the inquiry:

Literature: Architecture and Landscape Theory

Referring to theoretical insights as a disciplinary and thematic lens with which to understand and frame the problems and questions of research through unpacking semantic definitions of play and nature. Key theories referred to are of Huizinga's Homo Ludens, and Gissen's theories on subnature. Huizinga's Homo Ludens frames the understanding of the play element of culture; as in how culture arises through and as play. Bateson and Lammes also provide a knowledge foundation to come to terms with the psychology and relational aspects of play. The formulation of my theoretical framework informed the lens with which I analysed the Casa de Campo.

Auto-ethnography and writing

Auto-ethnography utilizes writing as a method itself. It involves writing the self into socio-cultural frameworks, with commitment to the theoretical analysis at hand. Translating the theories of play into something operational required using the literature as a lens with which to understand how my own internal civilization and culture arises through and as play. In addition, auto-ethnography

extended my understanding of the theoretical discourse on play through relating it to my personal and subjective memories of play, the memories that are most vivid were those of playing in nature. This is because of the sensorial engagement with texture, temperature, moisture, and colour. experiences. Auto-ethnography may uncover subconscious influences that shape perceptions and interactions with architecture, and opens the door for acknowledging "human-ness" to the work, and is a way of creating "new" knowledge.

Historical Research

Identifying and organizing historical accounts of Casa de Campo that provide insights as to how the landscape has been shaped over time through socio-natural forces.

Photography

Mixed techniques of photography, between digital and analogue formats

Mapping

I aimed to understand the relation between nature and leisure spaces at the urban and regional scales, and Casa de Campo as part of this urban system.

1. I mapped the relation between the Green Forest belt network and the zoned recreational areas, using data from General Directorate of Urban Planning. This mapping process develops my understanding of how Casa de Campo is connected into the territorial ecological network.
2. With QGIS I mapped the urban scale showing main infrastructure, leisure landscapes, parks, and historic sites. The map shows the texturized scales and grain of leisure landscapes and its relationship with main transport routes.
3. Casa de Campo's system of paths, bridges, hydraulics, plantations, and commercial facilities. I also mapped its property borders, access points, view points, cable ways.
4. The actor network was mapped through simple textual diagrams to understand the social context of conflict and tensions surrounding Casa de Campo and Puerta de Angel. This information was collected from news articles, blogs, and internet archives.

These maps are utilized in the design process as a tool to clarify my own position in terms of political, socio-economic, and environmental considerations and to comprehend the responsibility for the multifaceted implications of the proposed intervention

Design Method

Experimenting with mapping, drawing, navigation, and walking were integral research tools to familiarize and immerse in the sites of Casa de Campo and urban context of Madrid from above and below, and to dissect the suppressed and intangible qualities of site. Some maps were more internal and playful, reflecting on my own memories of relating with landscape through play, and others more systematic tools to clarify my own position in terms of political, socio-economic, and environmental considerations and to comprehend the responsibility for the multifaceted implications of the proposed intervention. As a design tool, ooperational mapping was valuable in ascertaining functions and possible outcomes for a proposal that stretches over an extended time frame. It enables a play between structured and fixed elements, and more flexible and negotiable elements. This way of

working is valuable in its precision and accuracy in designing a multi-scale project - not as a traditional master plan- but as a flexible system based on ecology and infrastructural thinking.

Literature and general practical references

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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 approach of this project positions an architectural project, or a site, as a layered network and an open system. Therefore the research analyses the city of Madrid at different scales and through the lens of different disciplines. The theoretical discussion shines a light on "leisure" as an every day site of relations between people, spaces, and infrastructures, addressing issues such as the commodification of urban space, the speculative problems with architectural products, and the flux of the urban commons. The project also dissects the entanglements between society and nature, instantiated by the in-depth analysis of the territory of Casa de Campo has been shaped over time, as both a playground and constructed wilderness in cumulative processes.

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

The eventual design projects aims to challenge the conventions and institutions that define leisure and play spaces of urban conditions, and concurrently, the way the nature and human relationship is regulated through institutions of conservation. The design approach also treats the essence of time, accumulation, and assemblages in nature and social activity as a core factor in architecture, which is often overlooked in the conceptualization of design.