

Reflection

MSC3 BORDERS & TERRITORIES
AR3BO100

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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)?

I consider my master's studies to be one coherent journey.

During the initial phase of my master's track, I participated in an architectural design cross-over studio where the design took place after a thorough study of the physical and nonphysical context that played a role in the historical formation and the intricate transformation process of the city.

In the MSc2 Agential Materialism studio, my focus expanded far beyond conventional notions of architecture as mere spatial design. Instead, it explored architecture's potential of shaping not only physical spaces but also moulding new lifestyles and identities. This concept, akin to philosopher Simondon's idea of "technicity," redefines architecture as any deliberate attempt to manipulate or intervene in the built environment. It actively engages in human subjectification processes, thereby influencing the very fabric of society.

My graduation in Borders and territories "Transient Liquidities" studio was a continuation. By investigating the emerging spatial conditions in Marseille, a city that is characterized with uncertainty and constant change. I attempted to study the urban condition ontologically to reveal the interaction between its virtual and actual components and its affect to unfold new possibilities and extract the design methodology from the results.

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

The current world is seeing a shift from a "solid" to "liquid" phase of modernity as Zygmunt Bauman puts it. Fixed structures, control and regulations are not providing order any more in the age of uncertainty. It is no longer efficient to solidify long term urban plans, in the age of rapid change. The rigidity of current urban environment made it very difficult to intervene and adapt to new needs and changing situations. That resulted in creating unpleasant in-conflict urban spaces. To transform the character of our modern urban environments, interventions should take into consideration the capacity of the public space to adapt to changeable conditions. Seeking for more resilience and flexibility. This thesis is an attempt to investigate the question of "How can cities and urban spaces address accelerating challenges in the age of constant of change?"

Elaboration on research method and approach chosen by the student in relation to the graduation studio methodical line of inquiry, reflecting thereby upon the scientific relevance of the work

After the group research we concluded that Marseille is a city of a hybrid character and strong transitional status. In order to understand the complexity of its reality and its entanglement and how those heterogeneous elements are held together "assemblage thinking" was for me a key concept. Assemblage in definition is a whole that emerged from the interconnections between heterogeneous

elements. It is not simply the sum of its parts forms a new totality that is adjacent to it. It holds a new meaning. The synthetic process of an assemblage is called territorialization. A territory is stabilized assemblage. where parts are homogenized and the boundaries are drawn. In a similar way thinking of a city and specially Marseille as an assemblage was important to question and challenge the idea that regards the public space as a finished complete structure. Since it was not efficient any more to solidify long term urban plans in the age of rapid change thinking should be in terms of agency between human beings, technical objects and architecture, etc.

I have chosen to investigate -through mapping- three sites in the city center of Marseille where the interaction between different agents is most probable. Three sites that accommodate multiple functions and are different in scale.

After tracing all activities and agents in different times I came to conclusion the urban scene in Marseille is a place of constant mediation and negotiation between different agents (objects, people, conditions) constantly giving spaces new meaning and new experiences. the key is to spot hinge points of interactions and turn them into opportunities or interfaces for the emergence of new assemblages or for creating a multiplicity. Since it is difficult of rather impossible to indicate every agent in the assemblages, I identified three main components of any assemblage of any scale: frame, event, and flow. By manipulating any of these components the rigid bordering of the assemblage territory will break and this will resemble the line of exteriority (the opportunity for a new possibility).

Design process

Choosing the site of the intervention took place using the research results. When the city was scanned as an assemblage of assemblages, a node and a space of intersection on the larger city scale was forming a gap on the smaller urban level. The reason was the absence of agents or to be more concise the absence of their manifestation. The location was a discontinuity that can serve as an interface. Flows of different assemblages were passing through the site but lacked the clear manifestation of agency which hold a great potential.

In the design process the three components were used (frame, flow, surface). The starting point was to unravel and frame the agents of the most stable assemblage in the site (the permeant fixed characteristics of the site). Drawing the existing peripheral flows to it. Afterwards a series of planned and resulting surfaces took shape.

The end result is not a conventional architectural construct. it is also not a direct functional solution for a problem. The resulting intervention is a response to the contemporary urban condition and an attempt to create a plateau for dynamic network of dependency to encourage people to interact, catalyze the emergence of unplanned activities, inspire tolerance towards difference, and easily adapt to changing situations