

Thresholds of Homecoming

An appropriable house for Romani Settlement Deponija

Methods of Analysis and Imagination Belgrade

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Overcoming thresholds







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A map of the real situation, the large Romani settlement 'Deponija' of more than a 100 families that grown from 1960 is visible 1:5000 0 50 200m O 8





'Deponija settlement is situated on the already man-shaped terrain covered with sand, rubble, building material and city wastes.' - Deponija to the better future by Macura and Vuksanovic



The poluted soil is an opportunity for Deponija's citizens since the area is unsuitable for large developments, however their current living circumstances are dangerous and unsustainable



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Creating potential



How to create potential for the feeling of homecoming to appear?











Investigating different thresholds



Turning thresholds into design



Supporting the design with a construction system







Elaborating on modular systems the construction consists of

Trial... and error Attempt to make houses with a similar spontaneity as the current houses weren't succesful



'As in the rules of a game, the good system is measured by both its economy and the openness it produces, by its degree of indeterminacy.' - *Book 'The Good Life' - Inaki Ábalos*







'Simplicity almost to the point of poverty is the essential basis of Japanese aesthetics.'

'The various elements of construction are so simply joined together that the mind is immediately convinced that it could not have been done otherwise.'

'The homogeneousness of the house does not turn into uniformity because the family and its individuality are of supreme importance. This explains why the harmony of the house groups is not only conserved in spite of different material and different shape, but this harmony even acquires a high aesthetic value.' Integrating a system





















2. Site integration








3. Thresholds



1:200

2

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The process of finding the layout shows how there are numerous possibilities to divide spaces



4m (7)











4m 🔿



Building a prototype













































Making a wall





















The small door









