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	Olivia Lensen	
Student number	4882857	

Studio			
Name / Theme	ARMET105 A Matter Of Scale		
Main mentor	Willemijn Wilms Floet	Architecture	
Second mentor	Niels Tilanus	Building Technology	
Third Mentor	Willie Vogel	Research	
Argumentation of choice of the studio	within a city; not only looking a but combining a lot of layers a exploration of Tallinn's layers, Soviet era, to which inhabitan offers an opportunity to exami architectural design. The historis seen throughout the whole. The city has a lot of underutilizinterest is revitalizing/repurposhistorical context in combination. My aim is to explore and redeand making it a socio-cultural	zed and unoccupied buildings. My sing those buildings, with respect to its on with contemporary issues. sign an underutilized building, Kopli 93, hub with housing, repurposing not only rtunities for the neighbourhood Kopli as	

Graduation project				
Title of the graduation project		Awakening the sleeping beauty of Kopli a way to change and revive memories of the existing built environment		
Goal				
Location:		Kopli, Tallinn, Estonia		
The posed problem,		Tallinn has a lot of unoccupied and underutilized buildings that have potential for architectural interventions. Kopli93 is one of those buildings that is underutilized and can reintegrate within its current urban context.		

	Kopli93 is a building that's on the monuments list of Tallinn and needs permission by law by the Republic of Estonia to be renovated. Around 1912-1914 three new big factories were built and because of its size, those factories with their new housing and 'city centres' were built in the outskirts like Kopli. One of the parts of those factory grounds was the site of Kopli 93, a former public building for the people that worked in the factory. Kopli93 used to be a free-time public centre with a theatre/concert hall, smaller rooms for different activities and a gym for the local sport association, marine and even for children from the schools in the neighbourhood.
	Tallinn's city centre. There are some redevelopment projects in the area already and some new projects that are going to be built in the coming 10 years next to Kopli93.
research questions and	How can underutilized buildings, like Kopli 93, used during the Soviet era, contribute to the social-cultural needs in the contemporary urban redevelopment of Kopli?
design assignment in which these result.	

Currently, Kopli remains underutilized, despite its significant potential. The area features numerous vacant buildings and ample space for construction and redevelopment. Due to its proximity to Tallinn's Old Town, Kopli could serve as an attractive base for individuals working in the city center. It's more quiet, has good nature and has space. Recent initiatives have begun to capitalize on this potential, focusing on residential development and the adaptive reuse of existing buildings. Pohjala Tehas, for example, is a former rubber boot factory that has been transformed into a combined residential area and socio-cultural hub.

In this context, I see Kopli 93, a recreational center dating back to 1937, as a promising candidate to become the heart of a future residential and mixed-use community. Its location and the surrounding redevelopment efforts position it as a potential focal point for the 'upcoming' neighborhood. To achieve this, a multifunctional program is essential, with housing as a key component. Although some homes in Kopli have been renovated, the area has historically been marginalized, leaving many buildings in poor condition or unchanged since their construction. Vacancies remain high, and while there are several development plans underway, the integration of diverse initiatives that align with the needs and desires of Kopli's residents is crucial to creating a vibrant district.

Presently, Kopli 93 is a closed, fortress-like structure with a solitary character. My aim is to open and integrate it with the surrounding area, which is slated for redevelopment in the coming years. By incorporating the existing green infrastructure and enhancing connections to adjacent spaces, the building could become a key part of the public realm. This integration would create physical and social links, transforming the space into an accessible and inviting center for a wider audience.

Unlike other cultural centers closer to the Old Town, this site has always been a public space and is envisioned to remain so. Revitalizing Kopli 93 will breathe new life into a place historically used for community gatherings, restoring its role as a social hub. Moreover, the site offers the potential for expansion of a (cultural) outskirt centre, distinguishing it from other cultural venues near the city center. Beyond its cultural functions, the inclusion of residential spaces and community-focused amenities ensures that the redevelopment benefits the surrounding neighborhood.

The site's waterfront location, combined with its proximity to local schools, positions it as a space where nature and human activity can converge. As the nearest center with essential services for Kopli's residents, the site's accessibility and low barriers to use are likely to encourage widespread

engagement. In this way, Kopli 93 has the potential to become a dynamic, inclusive, and sustainable centerpiece for the area.

My research and design centers on (the historical context of) Kopli 93, an underutilized building, and examines how its redevelopment can address contemporary socio-cultural needs. Rather than assigning a definitive value to such structures, this study aims to explore how historical buildings can inform contemporary urban design. The goal is to create a design that bridges the past and present, respecting the historical significance of these spaces while addressing the evolving needs of Tallinn's urban and neighborhood environments.

Process

Method description

This research seeks to explore how former unoccupied public buildings, particularly Kopli 93, can address the area's current socio-cultural needs. The methodology combines literature review and documentary analysis with contextual analysis focused on Kopli and its urban landscape, emphasizing infrastructure, layout, and community functions.

A brief description of the methods and techniques:

- 1. **Literature Review and Mapping**: Historical and contemporary uses and information of urban spaces will be represented visually through maps. These will detail environmental functions, events, routes, and social dynamics, juxtaposing past and present urban functions to highlight changes over time.
- 2. Contextual Analysis of Kopli: This involves studying Kopli's program, including infrastructure, layout, demographics, and functional dynamics (e.g., residential versus commercial uses). A special focus will be on Kopli 93, assessing its potential redevelopment in alignment with local demands and historical value. By specifically focusing on Kopli93, certain information can be obtained from analyses. By knowing what you observe, it is possible to better estimate the potential of a building or area. The analyses are put through a funnel, with the outcome being the final design.
- 3. Designing through trying: By using and understanding the different scales within the chosen area, my design can originate. By trying different options with drawings and models the design would be more in proportion and therefore more coherent with its surroundings. By doing this, I try to optimize my design. If you are convinced once that this is the right choice, then that does not always have to be the case. Something can work on paper, but that does not have to be the case in real life. If you design bit by bit, and work it out partially or test it by making models, for example, you will gradually find out what works and what does not. In this way, it is easy to cross off what will be the best design.

The findings will culminate in an architectural graduation project for Kopli93, that illustrates the evolving socio-cultural demands. I want to show how underutilized buildings like Kopli 93 can be reintegrated into contemporary urban development, respecting both historical significance and modern community needs.

Literature and general practical references

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Reflection

 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)?

My project touches on different planes at different scales. 'A Matter of Scale' also emphasizes the relevance of these different scales. My graduation project further elaborates on the concept of historical value but also looks at contemporary relevant topics such as sustainability, reuse and socio-cultural integration. Architecture is not just designing a functioning building; it is a translation of the previous research for the design. Architecture has so many angles, whereby this studio focuses on all kinds of aspects that together form the whole and tests the previous learned knowledge of the Bachelor and Master and this project is the end result of all that has been learned.

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

Social framework is to show the relevance of redesign and reuse. Often the choice is to demolish a building while I want to encourage people to see the magic of a sleeping beauty and to row with the oars you have, or in other words work with what you've got (roeien met de riemen die je hebt).

Professionally I hope to stimulate something with project developers in Tallinn, because at the moment volunteers maintain the building while I see a lot of potential in the building and the city of Tallinn and project developers don't.

For the scientific field I hope to have researched something in such a way that I can create a kind of tool, which can be a handle or manual for redesign for other designers, which other instant can benefit from or get inspired from.