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	Robert Gert-Jan Jonkhart
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Studio		
Name / Theme	Public Building / Graduation Studio Public Condenser: The Hague-Copenhagen	
Main mentor	Paul Kuitenbrouwer	Architecture
Second mentor	Gilbert Koskamp	Building Technology
Argumentation of choice of the studio	During my studies I discovered a particular interest towards the public domain and how it functions. Creating meaningful spaces for the public to benefit from is a challenge that requires thorough concepts and research. In this studio, I hope to explore the essence of condensing public events into well-integrated, functioning and built structures.	

Graduation project	
Title of the graduation project	Reconnecting Social Fragments into an Urban Hub

Goal	
Location:	Melis Stokepark, The Hague
The posed problem,	Social interaction in a neighborhood, the idea of knowing your neighbor, brings many benefits such as communal safety through social control, a communal feeling resulting in people staying in their area and not moving out, and social responsibility that makes people care about their environment. These things are exactly what is missing in The Hague Southwest: the connectivity of the neighborhood on a physical and mental level. The resulting fragments of urban and social tissue are disconnected, reconnecting these fragments is the purpose of the proposed project. A result of planned housing in The Hague Southwest in the 1950s is a lack of complexity and multiplicity due to a lack in the presence of socio-technic and ideological icons. The built environment is mainly constructed to serve a single purpose: dwellings for housing people, offices for providing workspaces for people, commercial space that

	offers the opportunity to stall wares for sale, etcetera. The only things that seem to matter most in these construction projects are time until completion, and the amount of financing it takes to achieve that. Many of the architectural structures that result from this can be considered generic and unappealing. It results in locals merely living in their dwellings and barely (or not at all) interacting with the social environment around them.
research questions and	How can architecture enhance the quality life of communities and environments? How can architecture be used to provoke users into interacting with and in their neighborhood?
design assignment in which these result.	My Public Condenser project as a building aims to invoke social interaction; it should focus mainly on attracting local users and having them meet. This bottom-up perspective should result in a place that locals know and care for, it becomes their thing in their neighborhood and not just another public building in The Hague.

[This should be formulated in such a way that the graduation project can answer these questions.
The definition of the problem has to be significant to a clearly defined area of research and design.]

Process

Method description

The so-called Binfordian way of classifying archeology, as introduced in the paper Archeology as Anthropology (Binford, 1962), describes different classes of artifacts: technomic artifacts, socio-technic artifacts and ideo-technic artifacts. This becomes interesting when applying the principles proposed in Binford's paper to architecture and social systems, as they exist nowadays. The earlier mentioned issues that The Hague Southwest has are a result of structures being considered as technomic: they serve their functional purpose but are often not considered as an socio-technic or ideo-technic structure (aside for the people that use them on a daily basis). Their addition to the social context or the social environment is minimal or non-existent; it could be any other structure on that spot. The Public Condenser aims to combat that. We are talking about a public structure that is appreciated through all of the three mentioned classes in Lewis Binford's paper *Archeology as Anthropology* (1962): its technomic for hosting functional purposes, its socio-technic as it can be considered a social activator in the neighborhood, and ideo-technic for symbolizing the changing social environment. These three aspects should be intertwined throughout the structure and its urban context. When the structure is truly appreciated and cared for in the neighborhood, it becomes a social catalyst that will continue to serve its purpose of being a social place to meet.

Literature and general practical preference

Binford, L. R. (1962). Archaeology as anthropology. *American antiquity*, *28*(2), 217-225.

Blokland, T. (2008). *Ontmoeten doet er toe*. Retrieved from http://docplayer.nl/77751-Ontmoeten-doet-er-toe.html#show_full_text

Evans, G. W., & McCoy, J. M. (1998). WHEN BUILDINGS DON'T WORK: THE ROLE OF ARCHITECTURE IN HUMAN HEALTH. *Journal of Environmental Psychology*, *18*(1), 85–94. https://doi.org/10.1006/jevp.1998.0089

Sklair, L. (2010). Iconic Architecture and the Culture-ideology of Consumerism. *Theory, Culture & Society*, *27*(5), 135–159. https://doi.org/10.1177/0263276410374634

Smith, R. W., & Bugni, V. (2006). Symbolic Interaction Theory and Architecture. *Symbolic Interaction*, *29*(2), 123–155. https://doi.org/10.1525/si.2006.29.2.123

Ching, F. D. K. (2014). *Architecture: Form, Space, & Order*. New Jersey, United States of America: Wiley.

CASE STUDIES:
Ku.Be, Copenhagen, MVRDV (2016)
De Meerpaal, Dronten, Atelier PRO (2004)
LocHal, Tilburg, Braaksma & Roos (2018)
Library of Birmingham, Birmingham, Mecano (2013)

Reflection

The role of architecture in social systems can be interpreted in many ways, and thus applied in many ways. With my graduation project I plan on delving into architecture's potential role as social catalyst to invoke interaction between users. Doing this, it is important to realise context: the position of the public building inside an urban environment, the layout of the plan, but also the materials and physical space can highly influence the potential succes of the project.

By applying Binford's principals from archeological and anthropological studies into architecture, new perspectives can be developed regarding the purpose and position of architecture in a social and urban environment. Using a bottom-up perspective will help locate the social perspective in architecture and how a spatial environment can stimulate social interaction.

Time planning

2.7   Final reviews on tutorial and seminar

2.8   P2 presentations (GO – NO GO)
-       Research book
-       Case studies
-       Site model
-       Design journal
-       Graduation plan
-       Design manifesto
-       Design brief
-       Concept design
o   Urban context (1:500)
o   Public condenser (1:200)
o   Expressing design manifesto
o   Expressing design objectives

2.10   Due paper seminar
        Due manifesto tutorial

3.1   Explore P2 feedback / Explore building technology options
3.2   Multiplicity integration / concept / multiplicit construction
3.3   Working more detailled towards 1:100 / 1:50 → integrating structure
3.4   Interior elements
3.5   Work on P3 prepration

3.6   P3 presentations
-       Further integration of design on site (1:100 / 1:50 / 1:20)
-       Programmatic placement
-       Interior routing
-       Interior concept major programmatic elements
-       Multiplicity concept → BT multiplicity

3.7   Explore P3 feedback
3.8   Changes to plan/interior/facade

3.9   Changes to plan/interior/facade
3.10   Project schematics 1:20 / 1:5

4.1   Project schematics 1:20 / 1:5
4.2   Visualisation studies
4.3   Work on P4 preperation

4.4 P4 presentations (GO – NO GO)
-      Design development (1:20 / 1:5)
-      Visualisation studies
-      Translation manifesto into project (1:20 / 1:10 / 1:5)
-      Description storyline (text)
-      Description clarification diagram (text)
-      Preparation final presentation (concept, pre-editing)

4.7   Explore P4 feedback
4.8   Work on P5 preperation (drawings/digital)
4.9   Work on P5 prepreation (physical scale model)

4.10   P5 presentations (public)
-      Presentation panels
o   Plans (1:500 / 1: 200 / 1:100)
o   Sections (1:500 / 1: 200 / 1:100 / 1:20)
o   3D (interior and exterior)
o   Physical model
o   Relevant details (1:20 / 1:5)
o   Integration interior elements
o   Materialisation
o   Structural designs