



URBAN-PLAY-SCAPE

P5 Presentation | AR3AP100 | Public Building Graduation Studio 2022-23 | PUBLIC CONDENSER |

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Ir. Florian Eckardt
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What impression does Berlin bring to me?
Why play can connect to commons?
Where is my public condenser located?
How will it be made?

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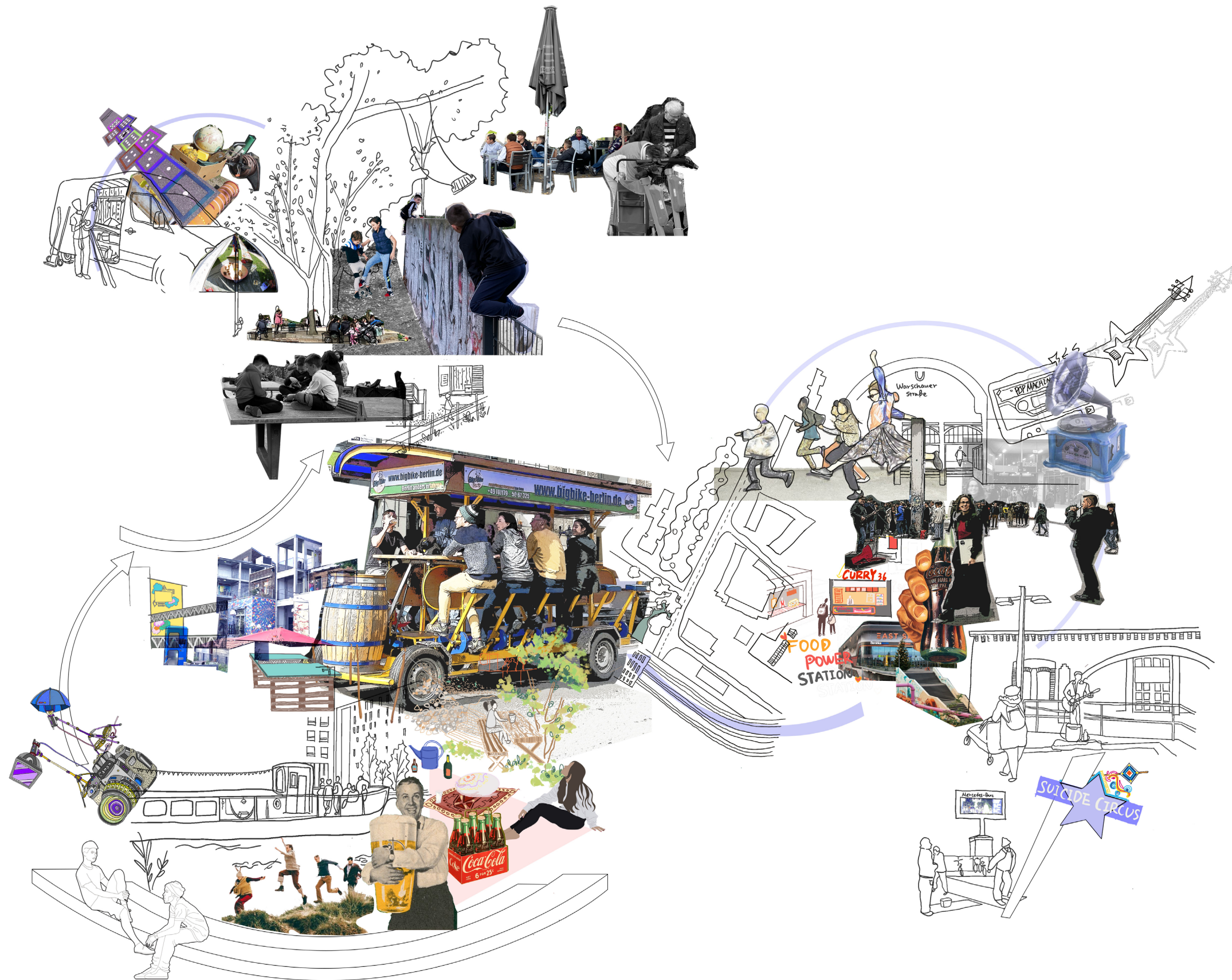
BERLIN



Multidimensional city: graffiti, various industrial materials

PSYGEOGRAPHY MAP

Friedrichshain



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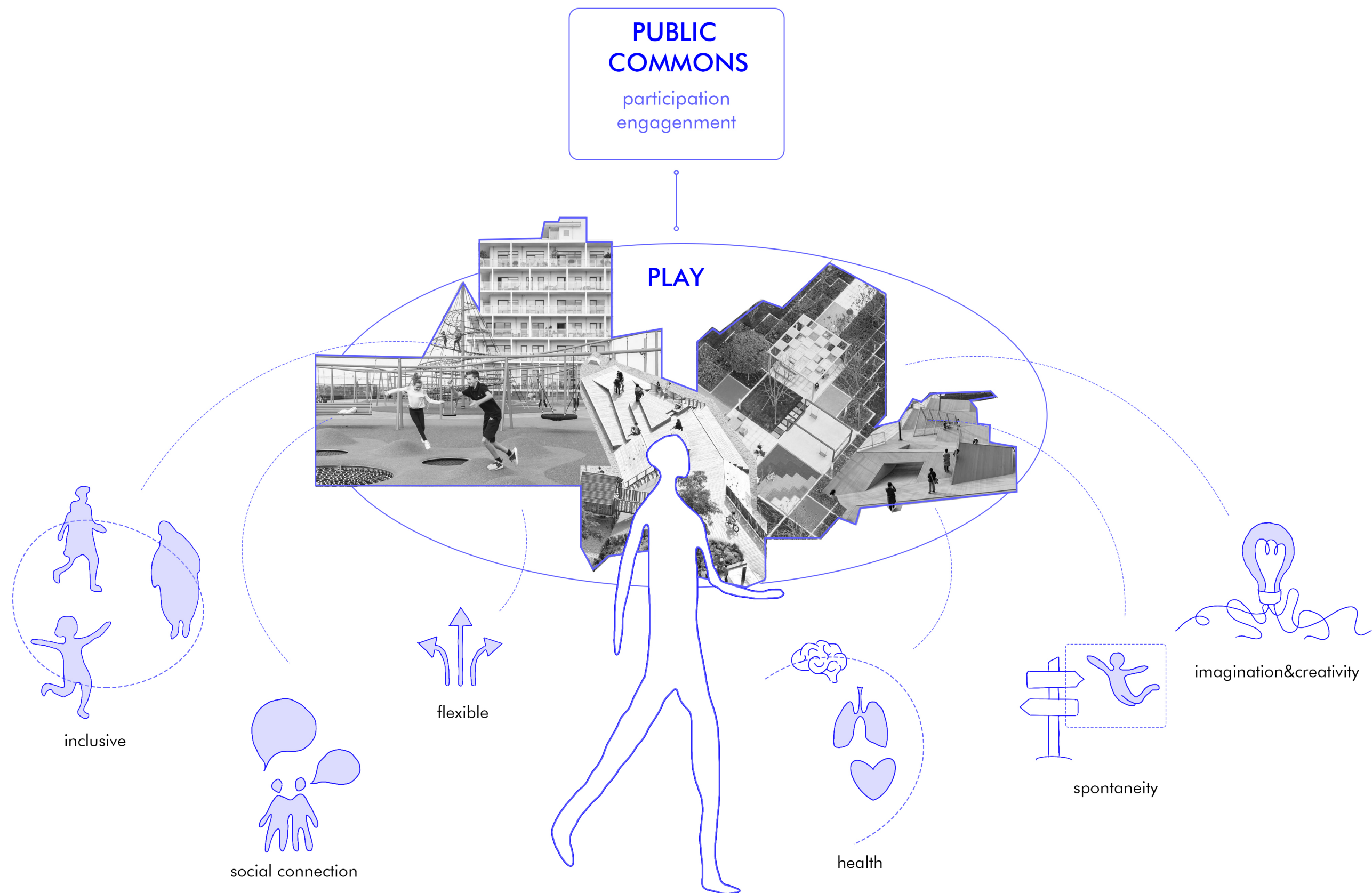


WHAT IS Play

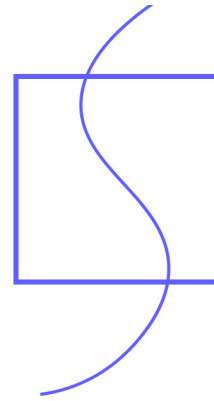
"Why do babies cry with joy? Why do gamblers lose themselves in passion? Why is a large group of people aroused to frenzy by a soccer game?" This intensity and absorption of the game is not explained in the biological analysis. However, in this intensity, this absorption, this maddening force, there is the essence of the play, the primal quality. Nature, our reasoning mind tells us, can easily provide her children with all these useful functions, namely, the release of excess energy, relaxation after exertion, training for the demands of life, compensation for unfulfilled longings

Play is a **voluntary** activity performed within the limits of a certain time and place, according to freely accepted but absolutely binding **rules**, aimed at **itself**, accompanied by **feelings** of fascination, nervous, and a sense of being different from daily life (Huizinga, 1938)

WHY PLAY CAN CONNECT TO COMMONS?



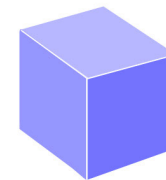
RESEARCH QUESTIONS



The rules in the game guide and restrict the player's behavior, is it possible that the rules of play can be translated into place-making to influence people's courses of action?



How can elements stimulate creativity?



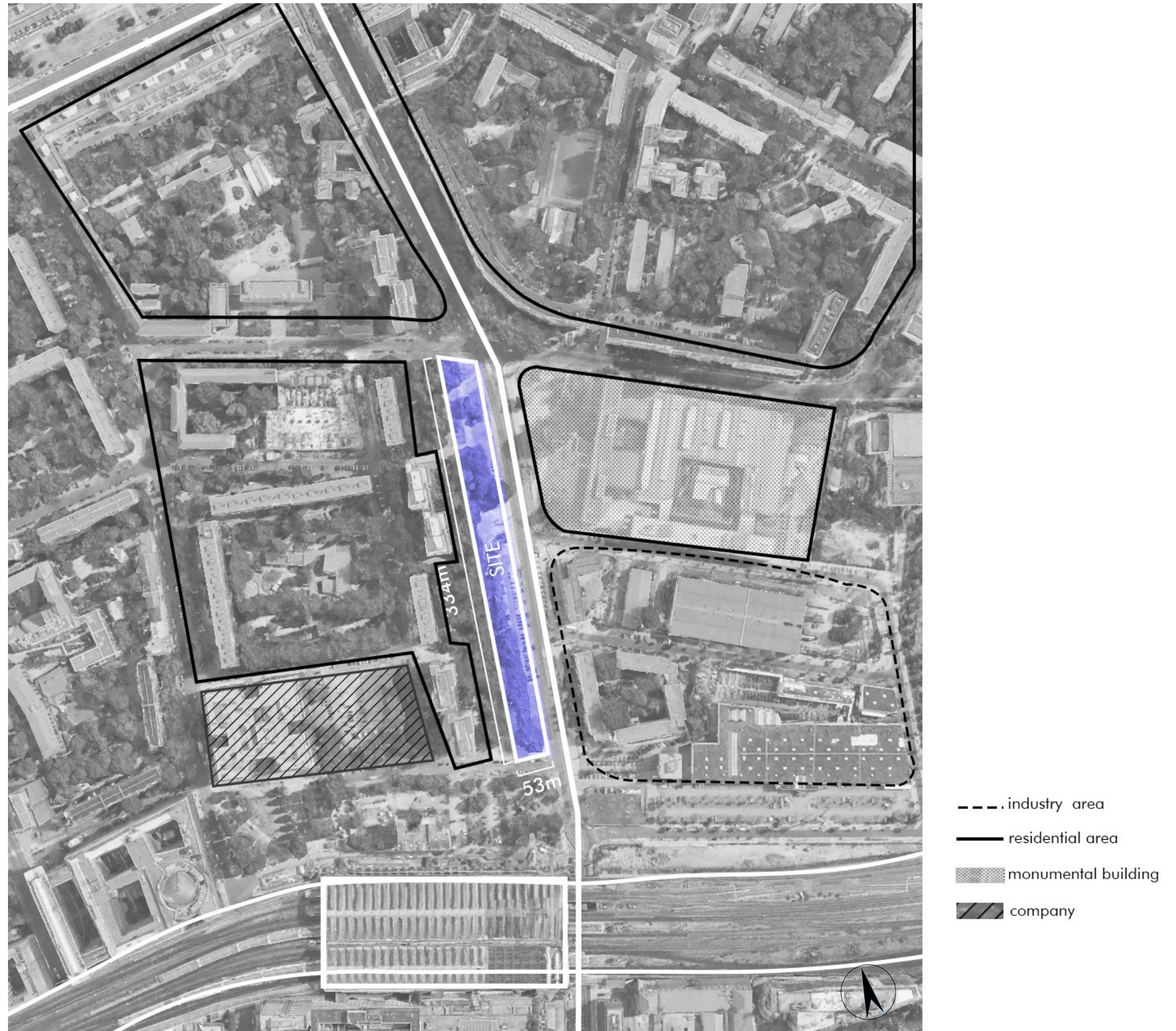
How can playful be realized in spatial features?



The rules are constantly changing, how can people be given the possibility to act?

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URBAN POSITION



SITE PHOTOS



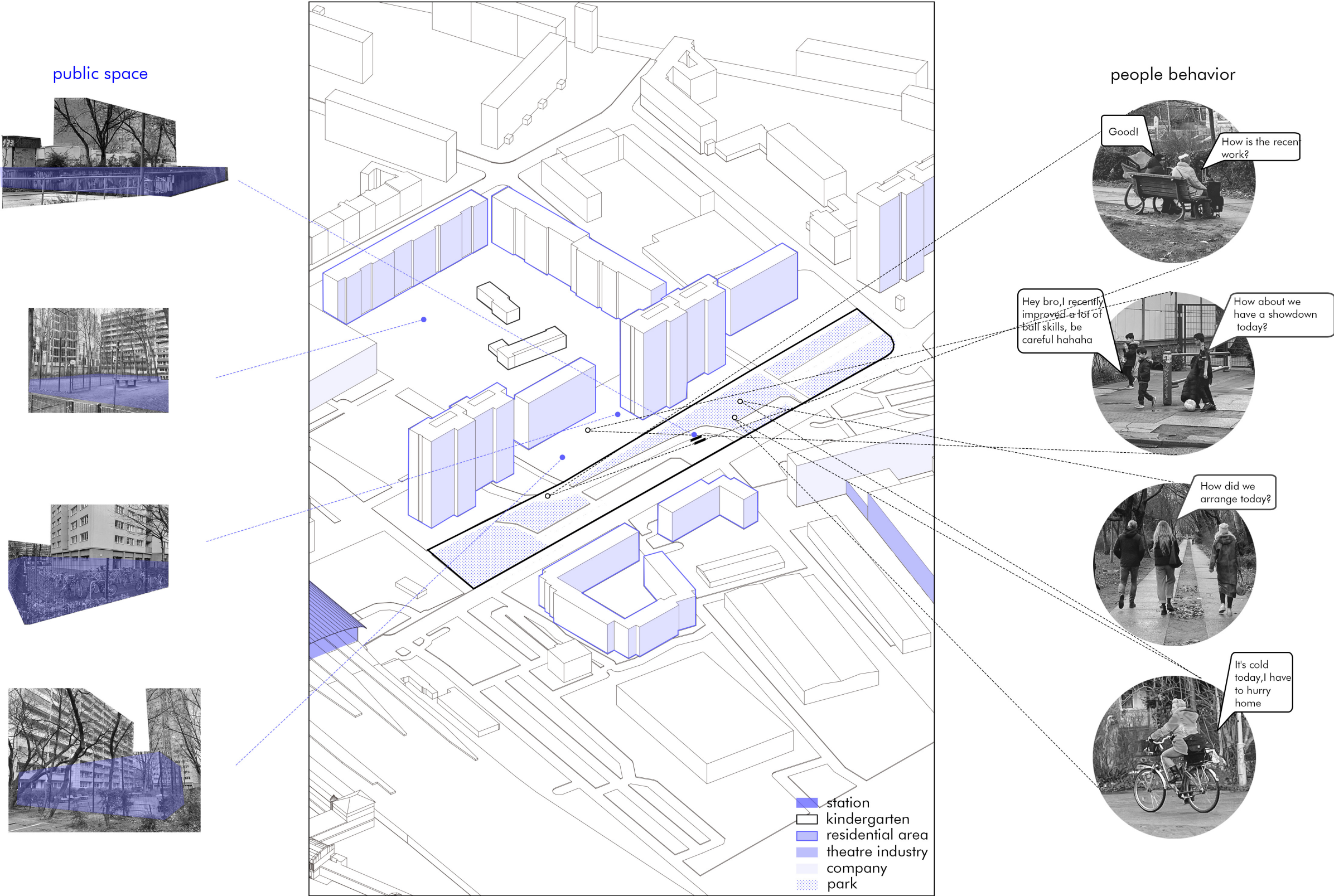
Bundesarchiv, Bild 183-N0412-019
Foto: Reiche, Hartmut | 12. April 1974

Past

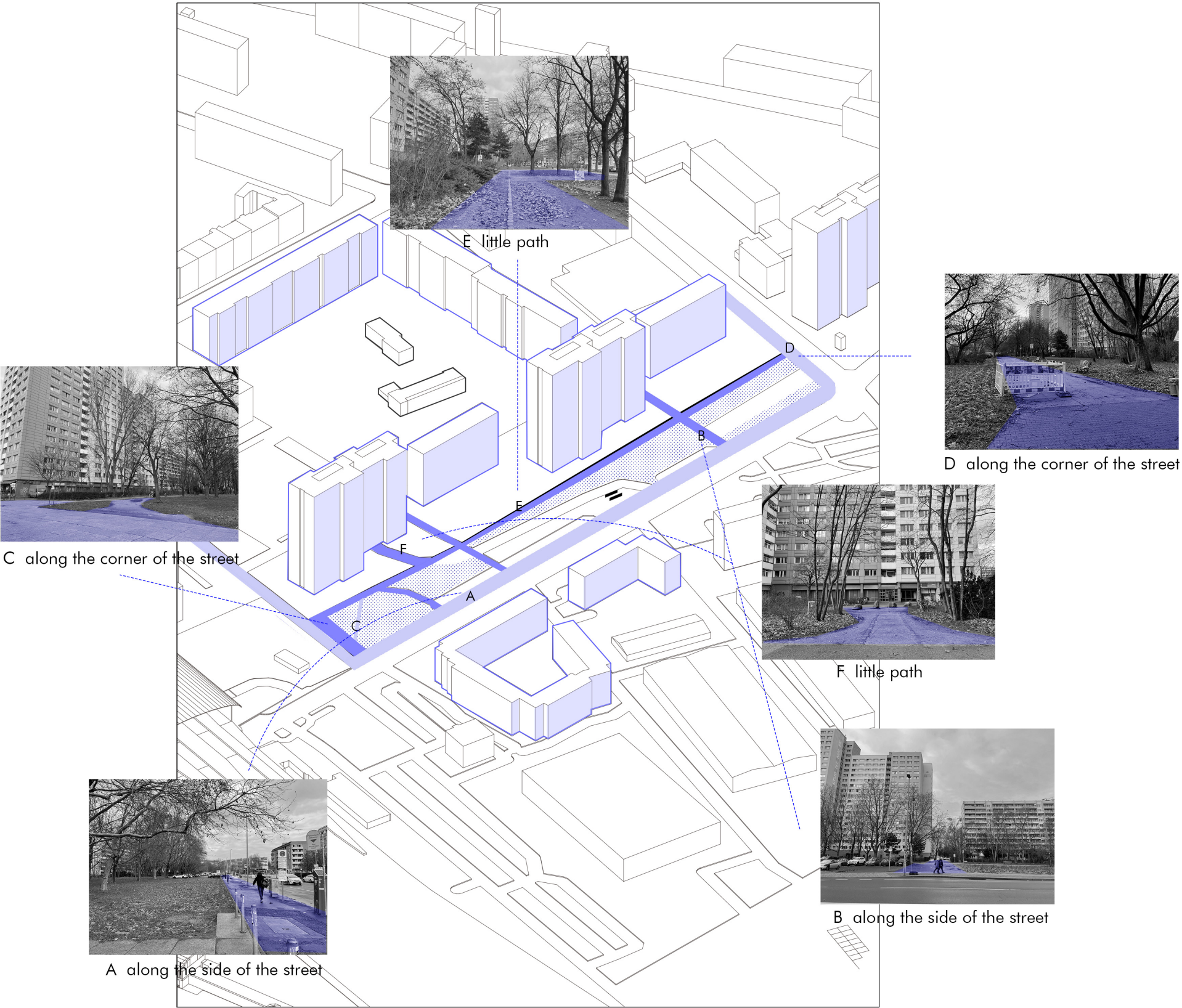


Now

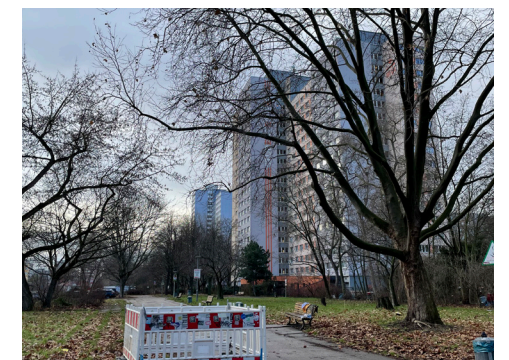
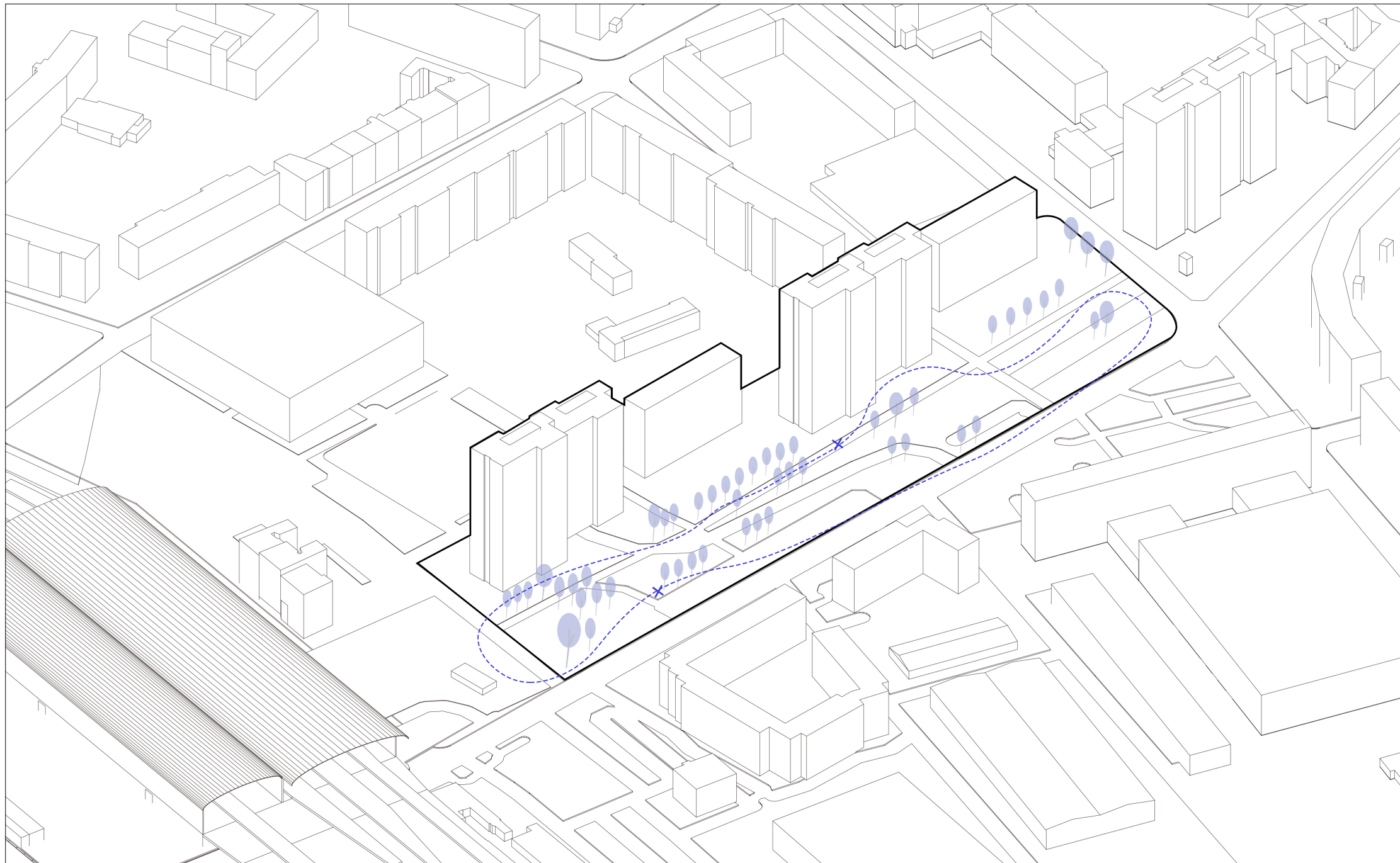
SITE ANALYSIS



SITE ANALYSIS

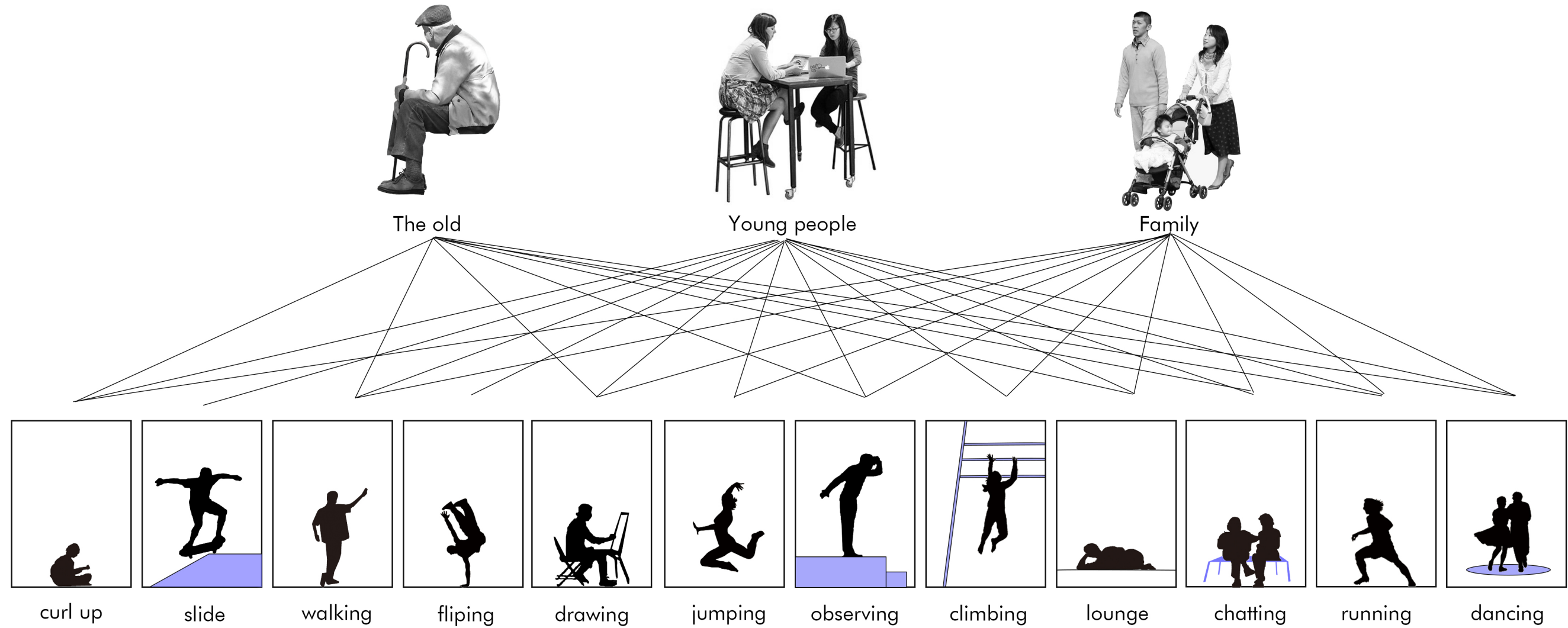


TREES

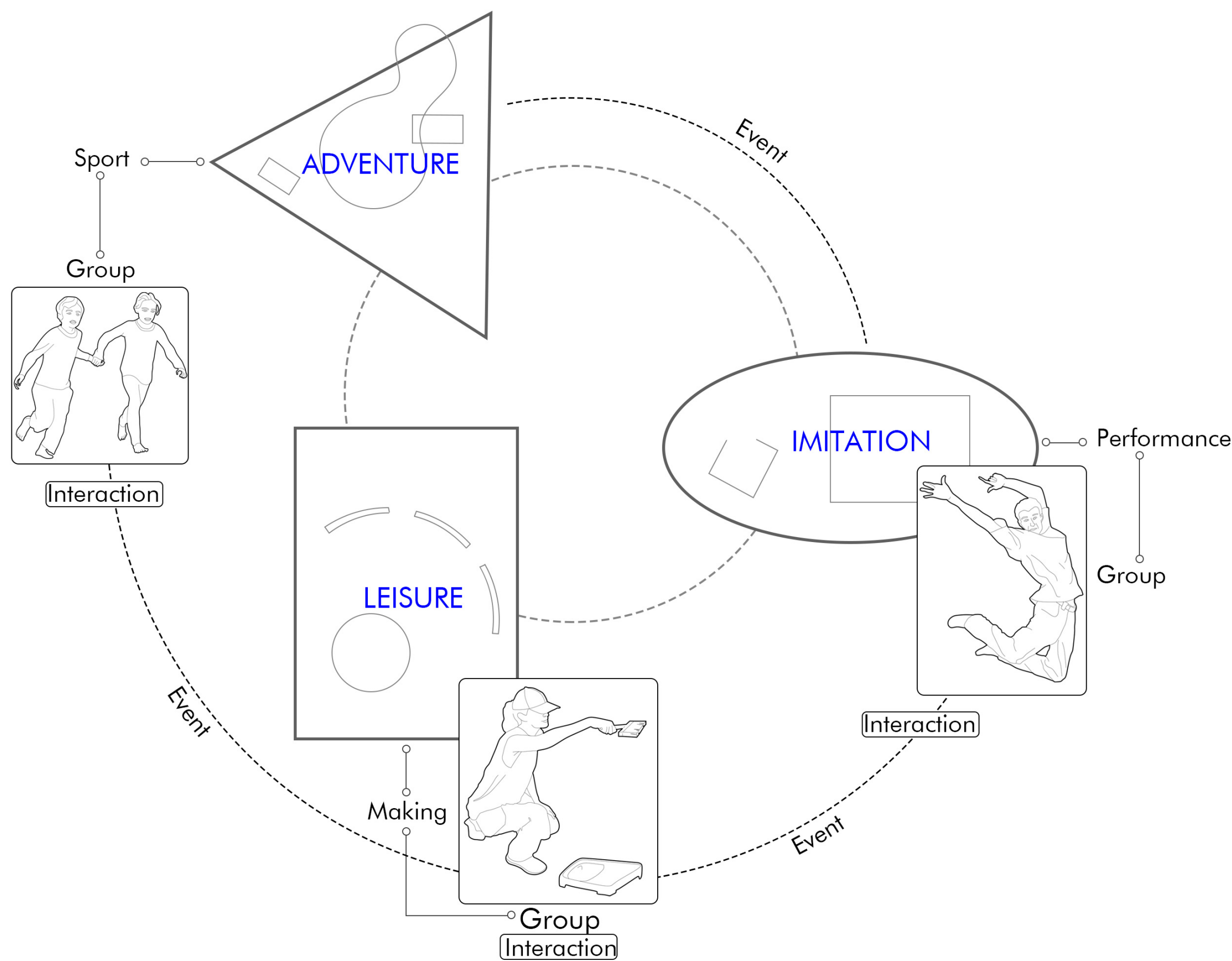


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PLAY BEHAVIOR

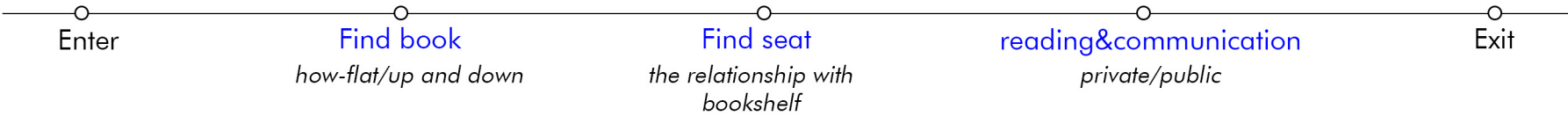


FRAMEWORK

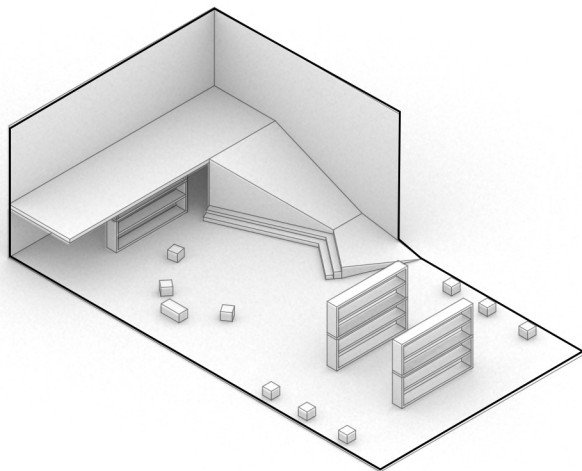


CASE STUDY

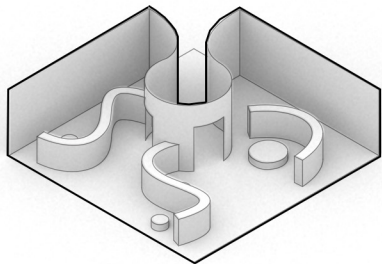
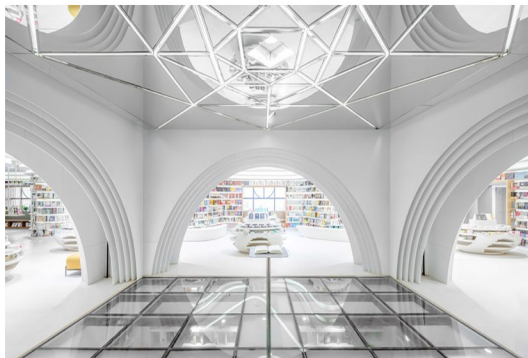
library



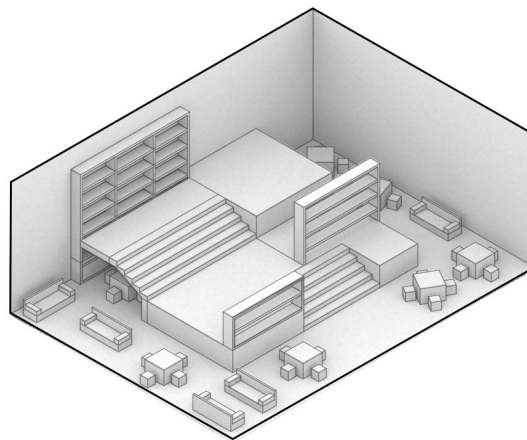
Helsinki Central Library Oodi(Finland)



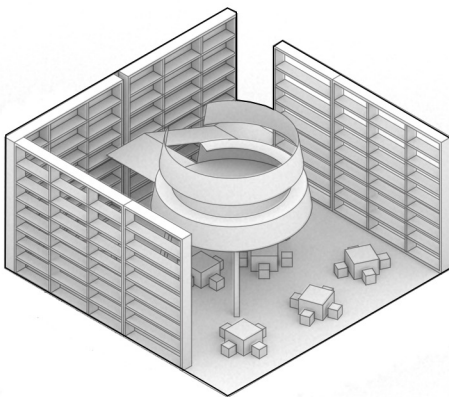
Zhongshuge(China)



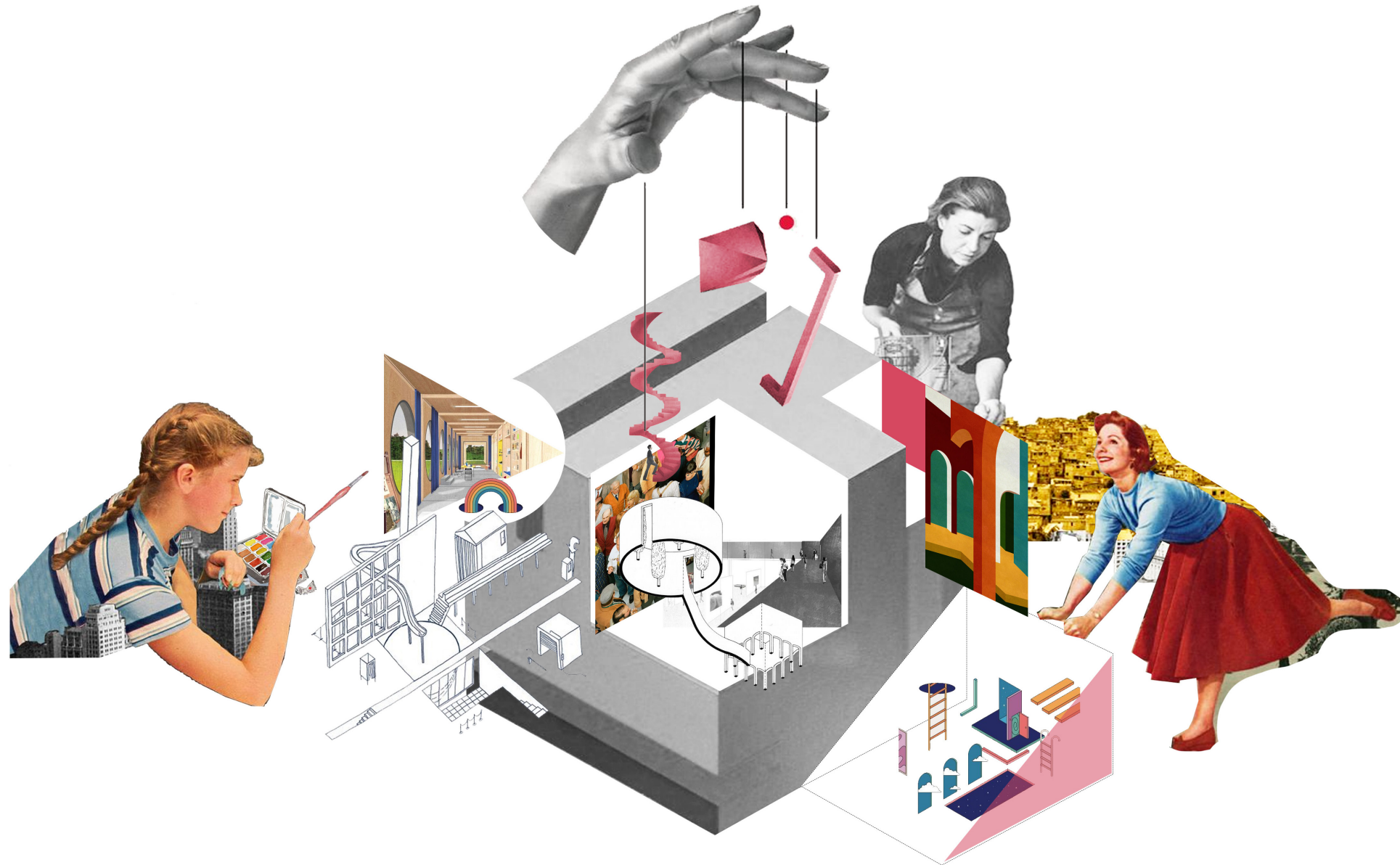
Book Mountain(Netherlands)



TU delft library(Netherlands)



PARTICIPATION

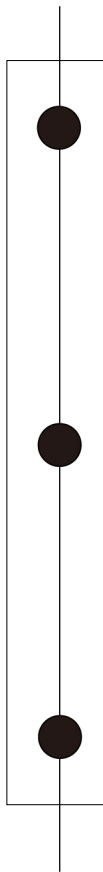


Space can **invite** people to participate various activities, leave **possibilities** for players to **imagine**.

DESIGN CONCEPT

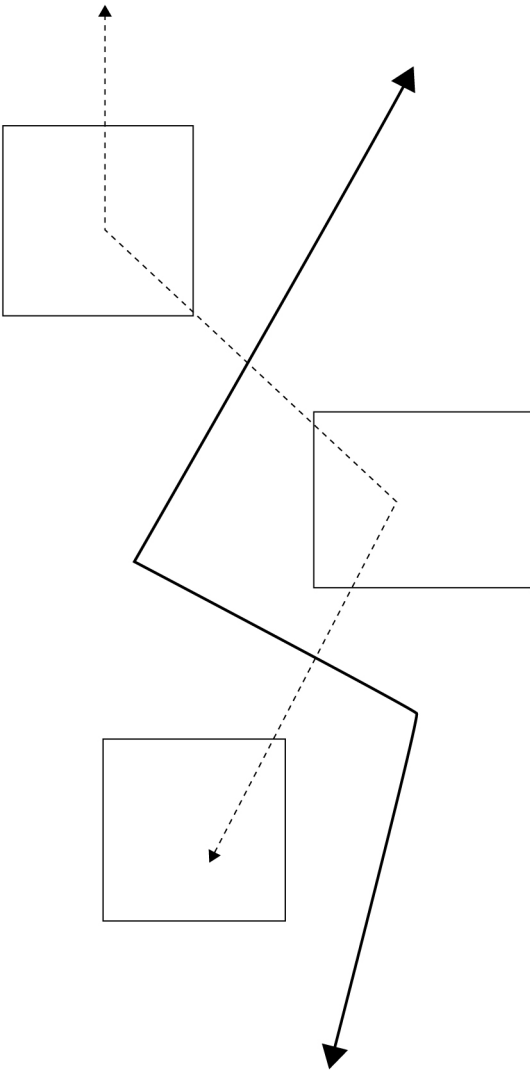
Form

1



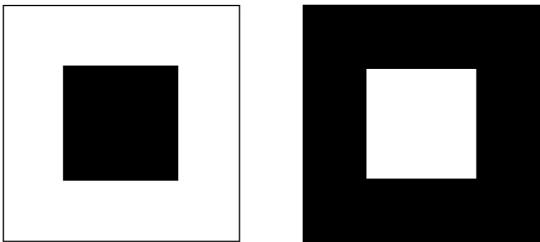
Node design&Integrity

2



Circulations at different levels

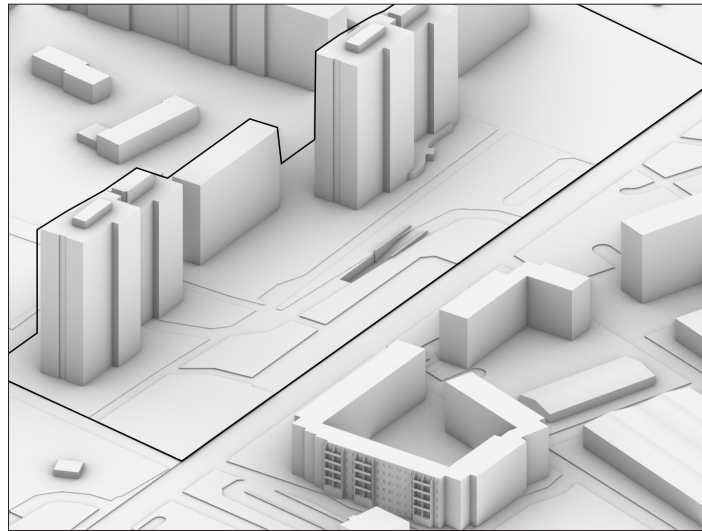
3



Interior-exterior

DESIGN PROCESS

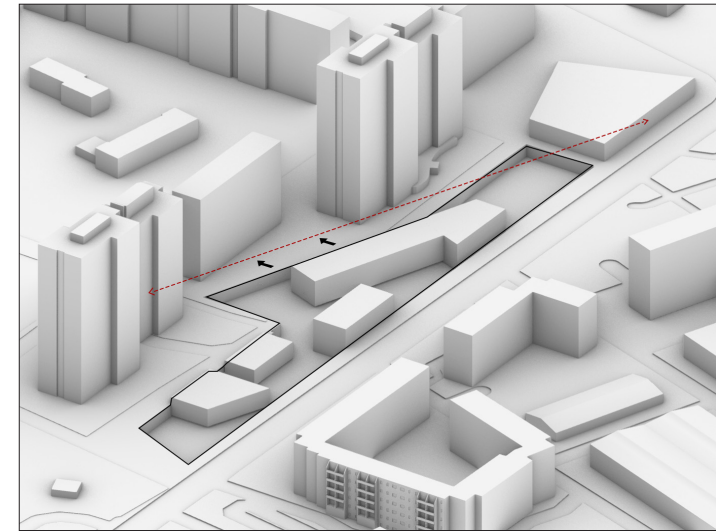
Form generation



long strip with underground garage



enlarge sunken space



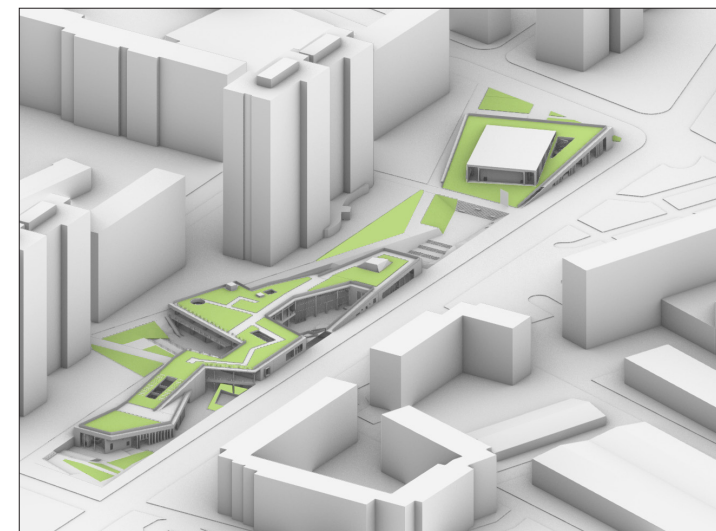
break the block



connecting different blocks

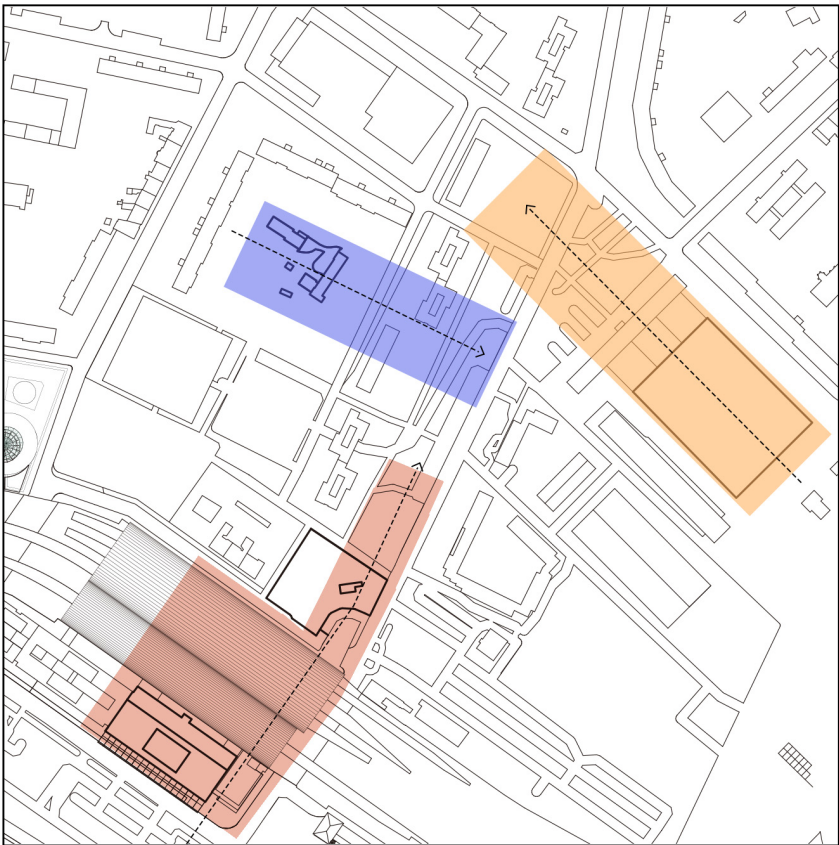
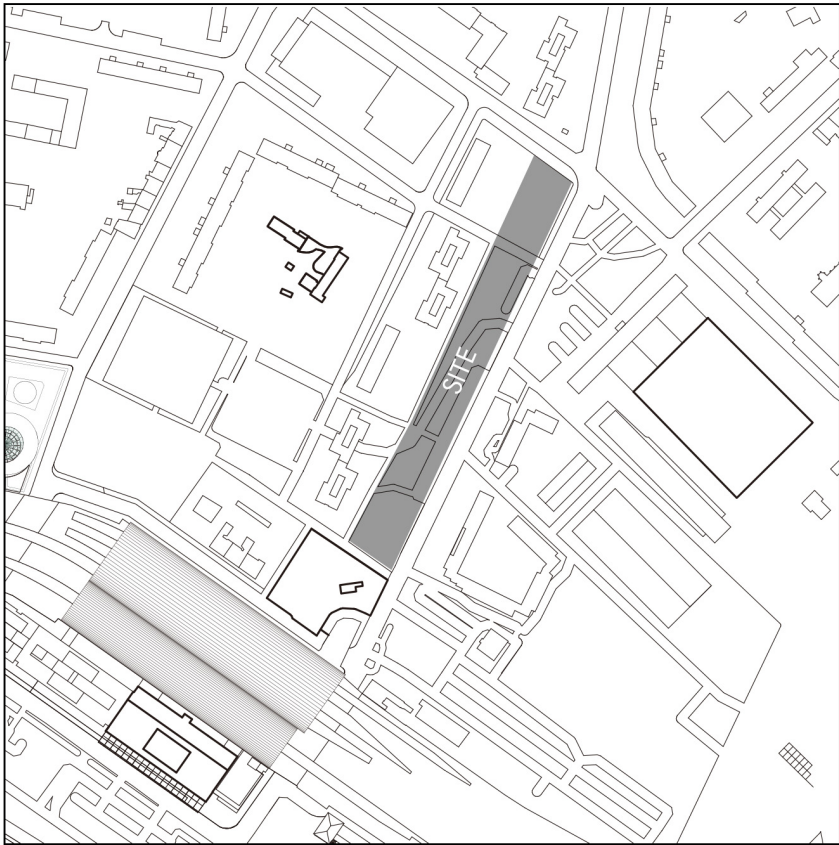


lifting the roof

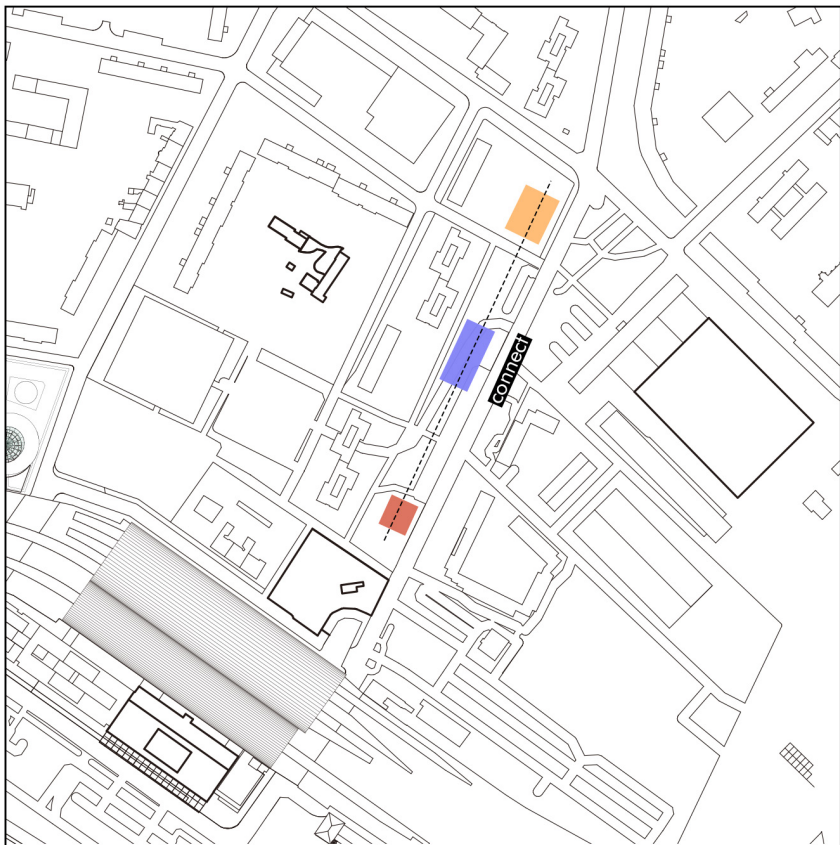


adding the public space

FUNCTION PLACEMENT

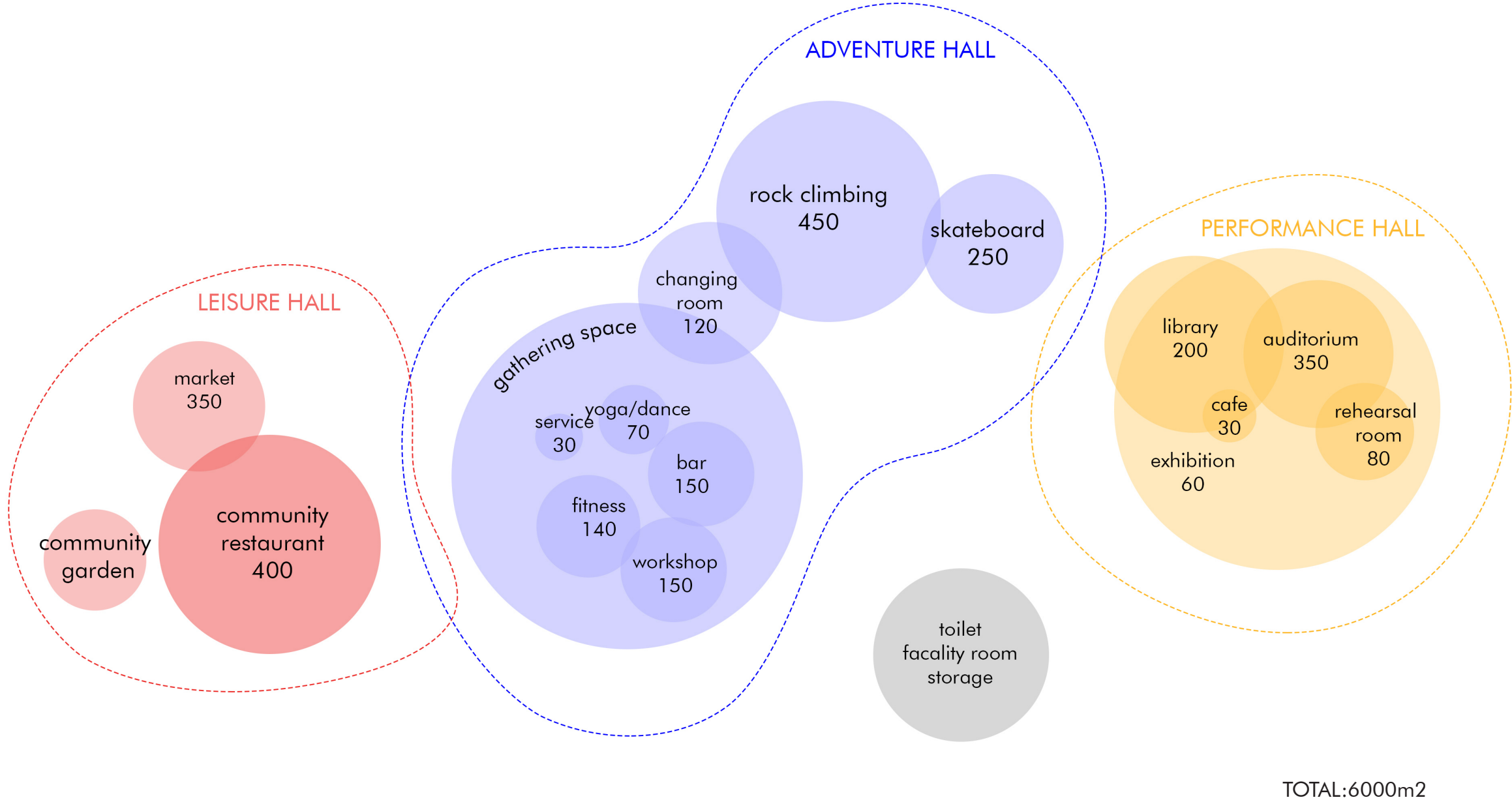


snack bar kindergarten&playground theatre production



community restaurant playground library&theatre

DESIGN BRIEF



SITE PLAN

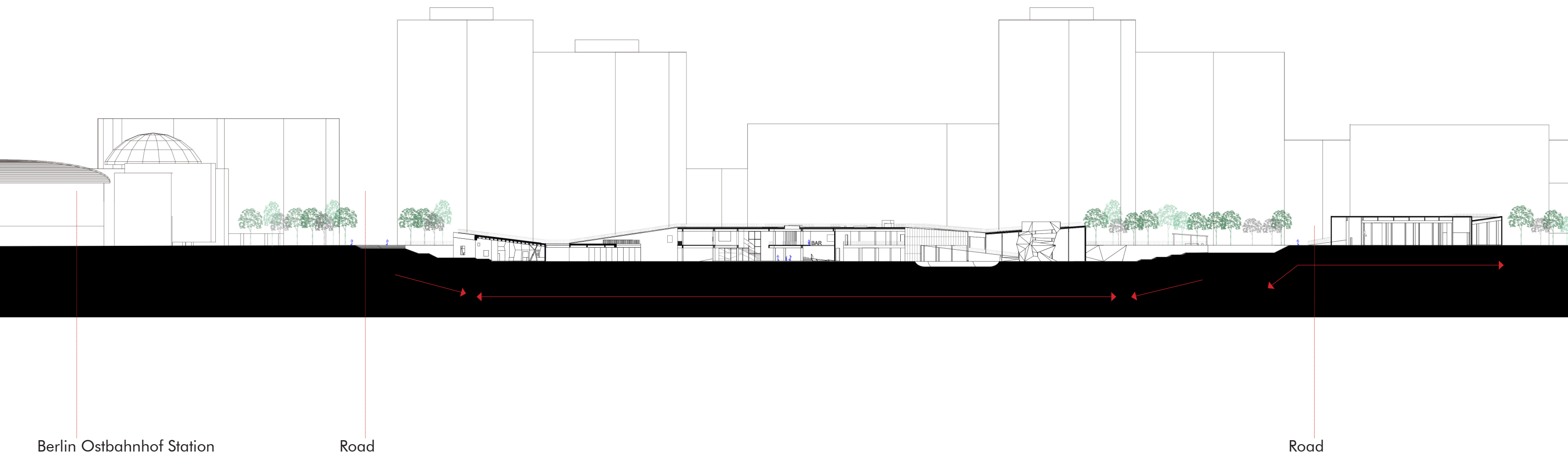


0 10 30m

URBAN SECTION
Before

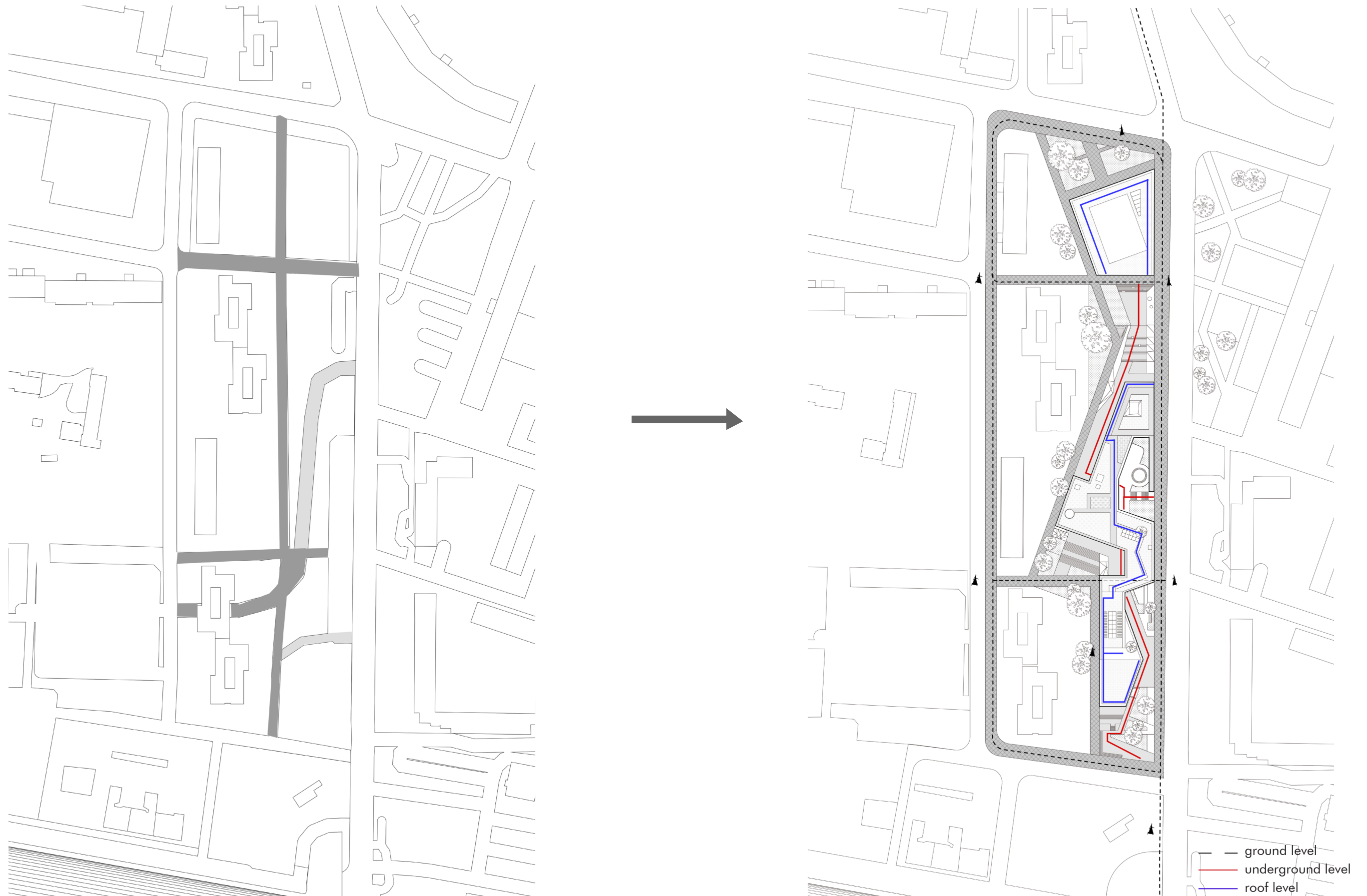


URBAN SECTION
After

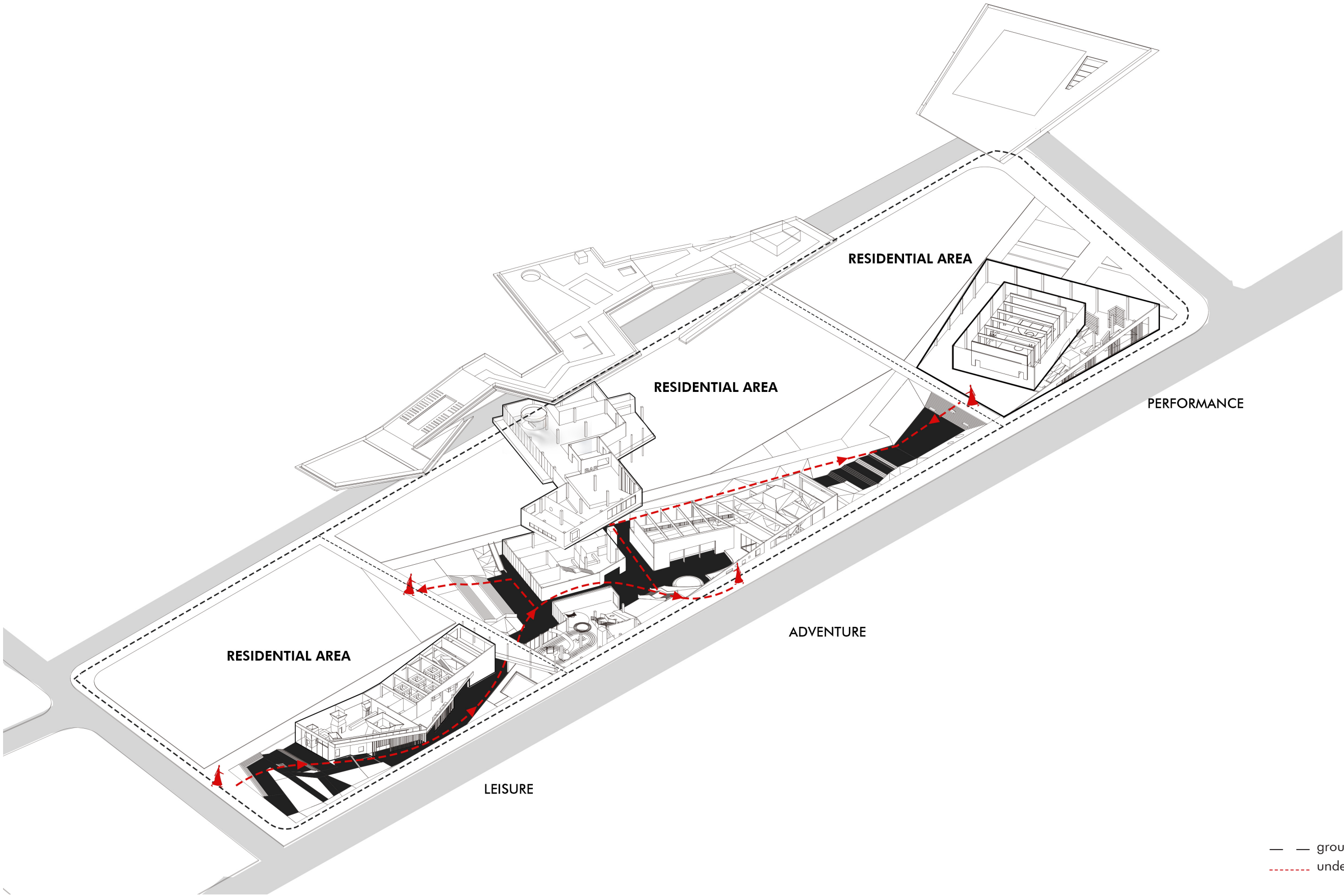


0 10 30m

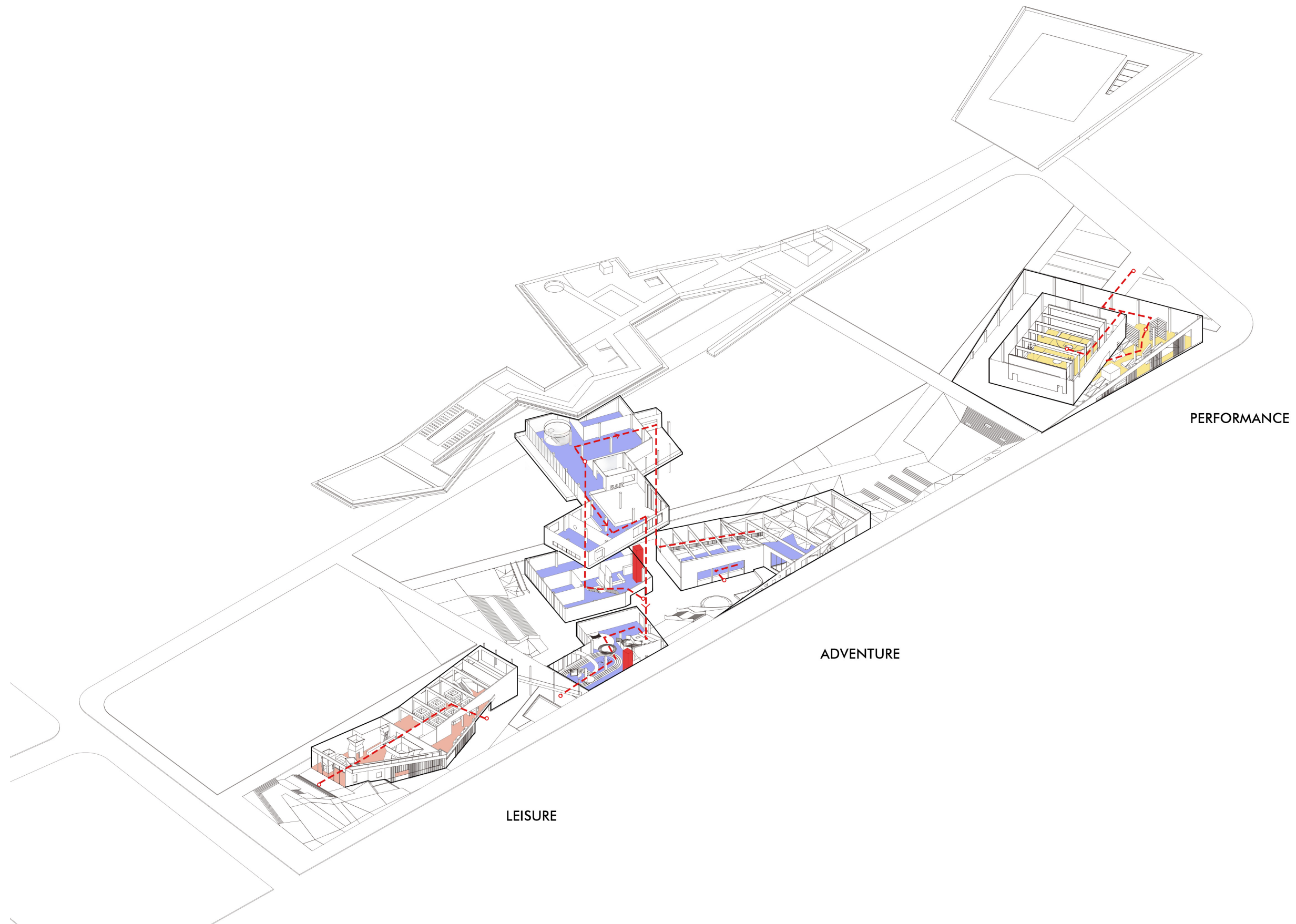
BEFORE AND AFTER ROAD CIRCULATION AND ACCESSIBILITY



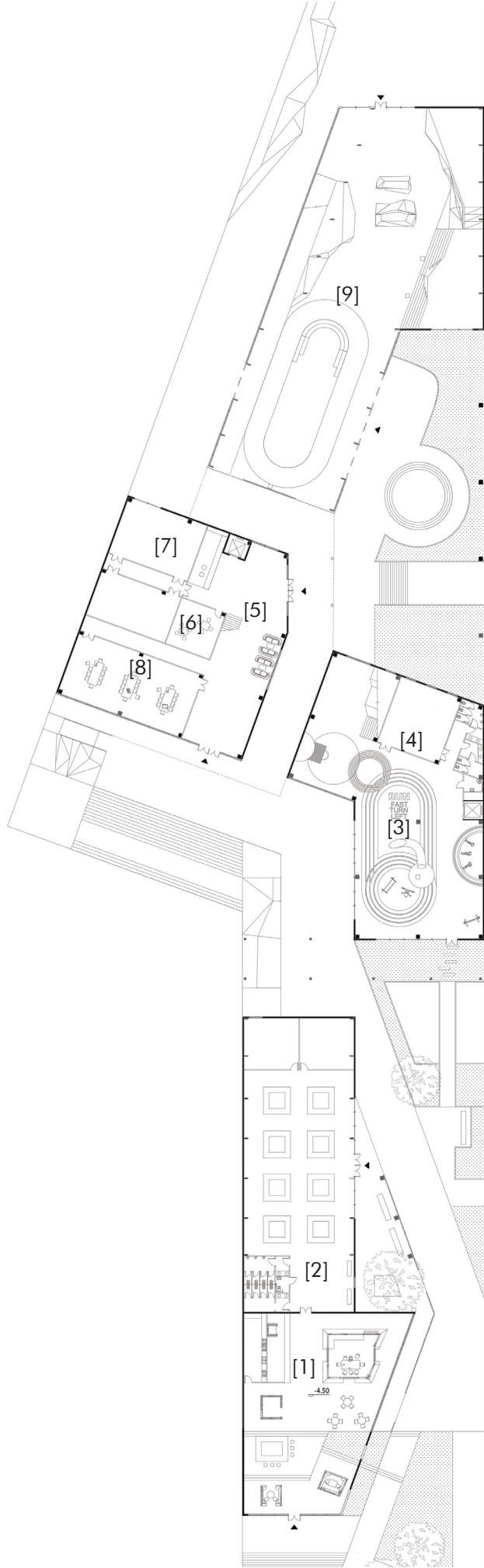
CIRCULATION(exterior)



CIRCULATION(interior)



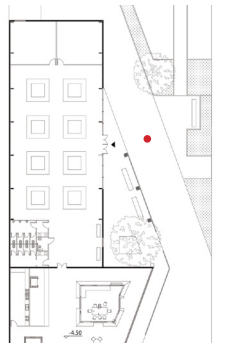
UNDERGROUND FLOOR PLAN -4.50



- [1] community restaurant
- [2]market
- [3]sport space
- [4]storage
- [5]hall
- [6]meeting space
- [7]technical room
- [8]making studio
- [9]adventure space

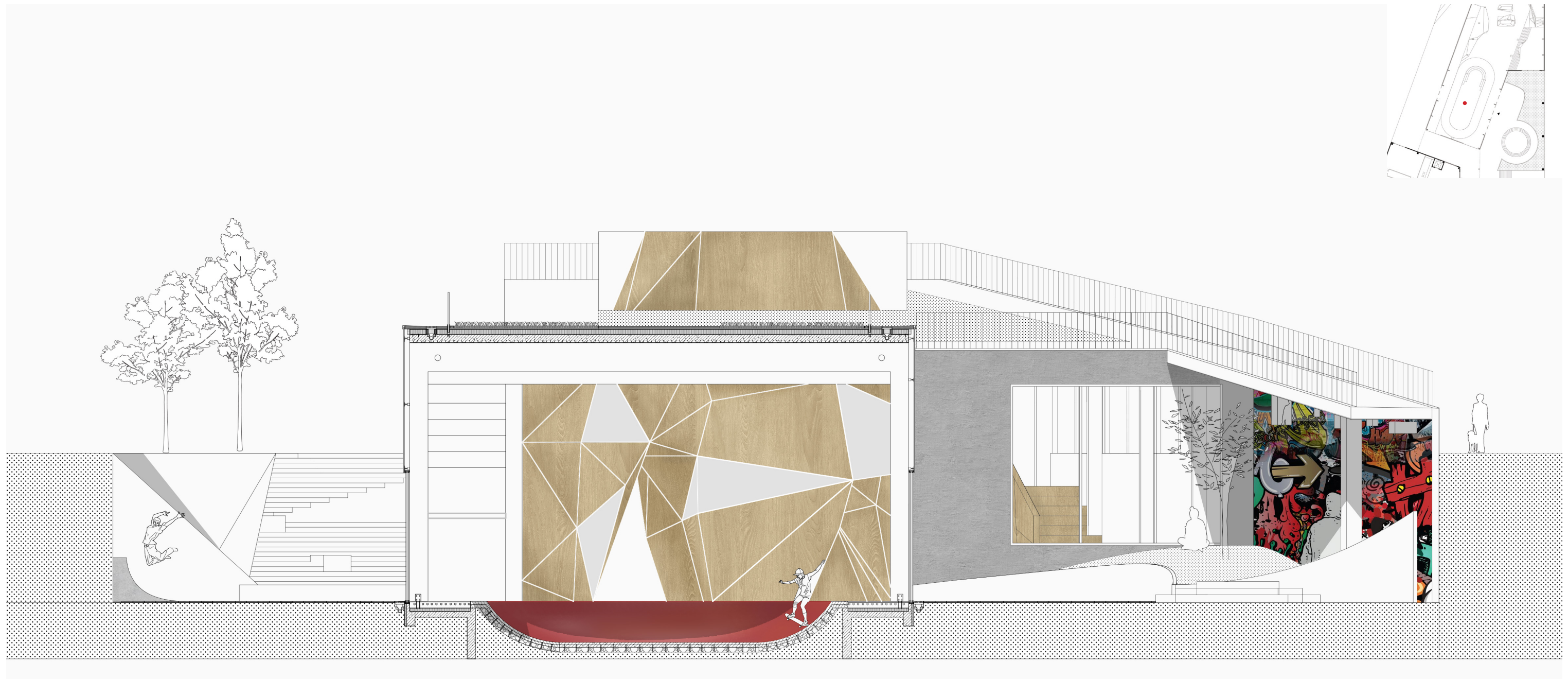


MARKET(exterior)



The outdoor space can be expanded into open market

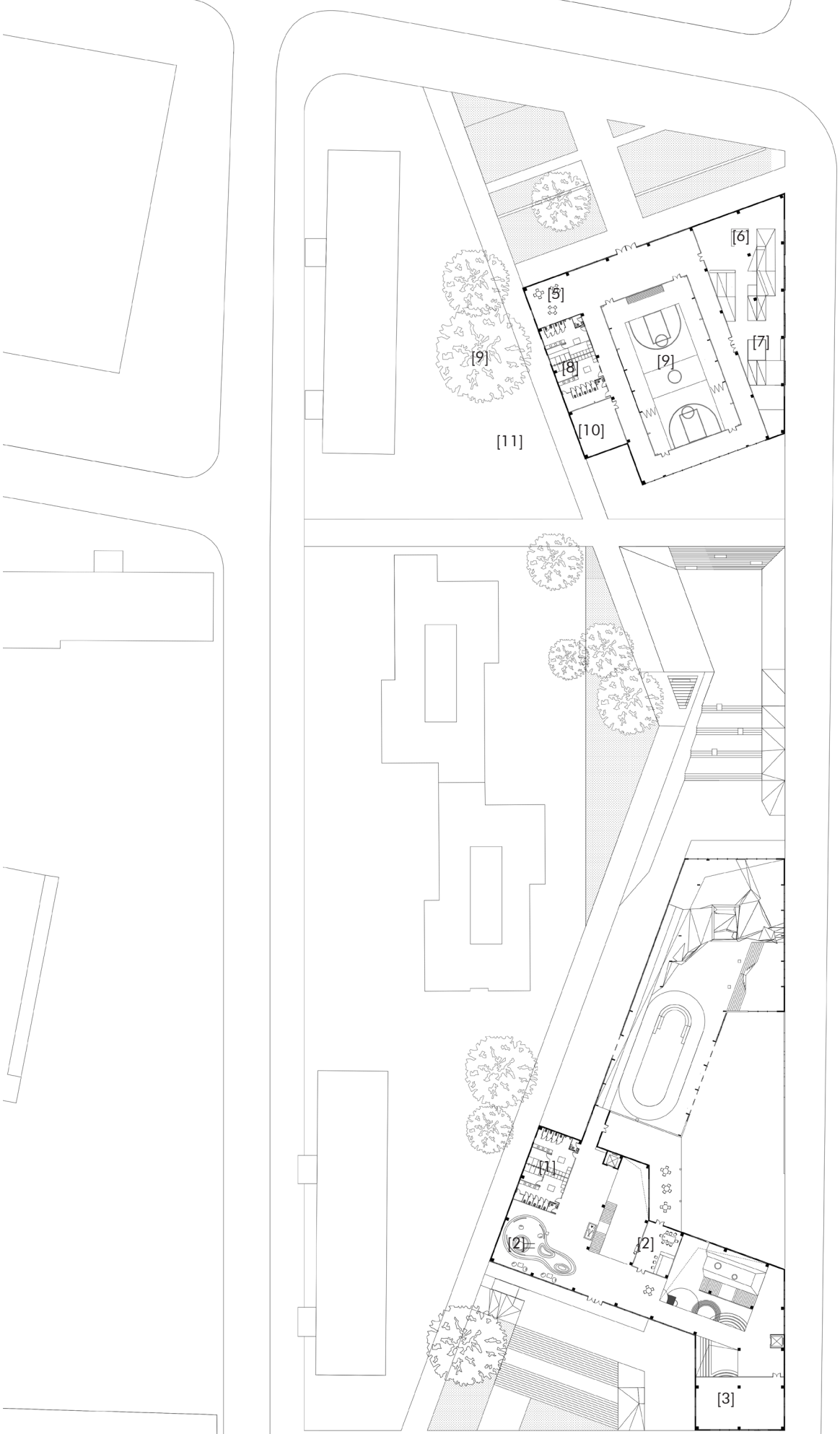
SECTION 1 (Skateboard space)



Rock climbing, skateboarding, graffiti are integrated with the outdoor landscape to form a miniature urban scale building.

0 2 6m

GROUND FLOOR PLAN



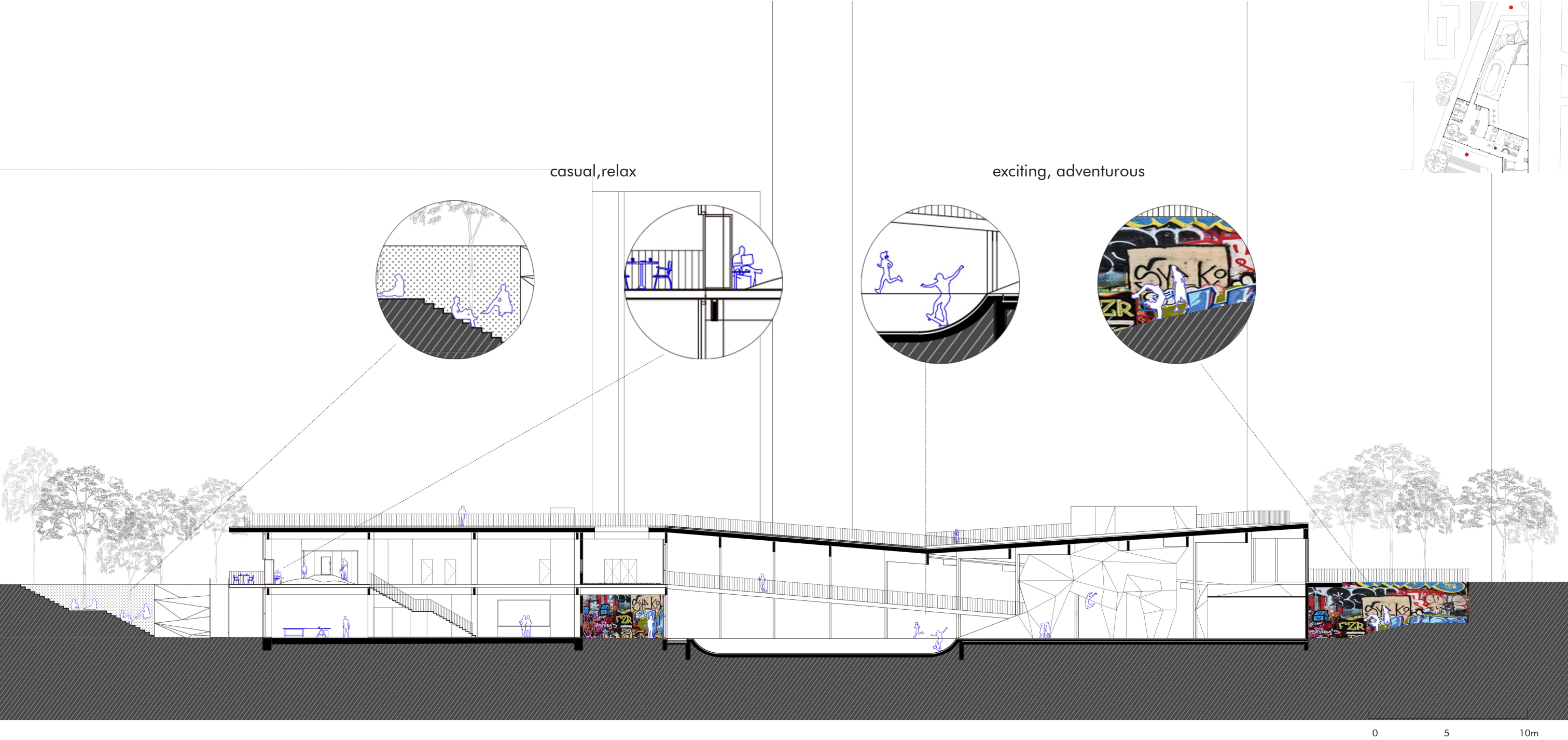
- [5]exhibition
- [6]library
- [7]cafe
- [8]toilet&change room
- [9]auditorium&sport field
- [10]technical room

- [1]change room
- [2]bar
- [3]dance room

STREET VIEW(from east side)



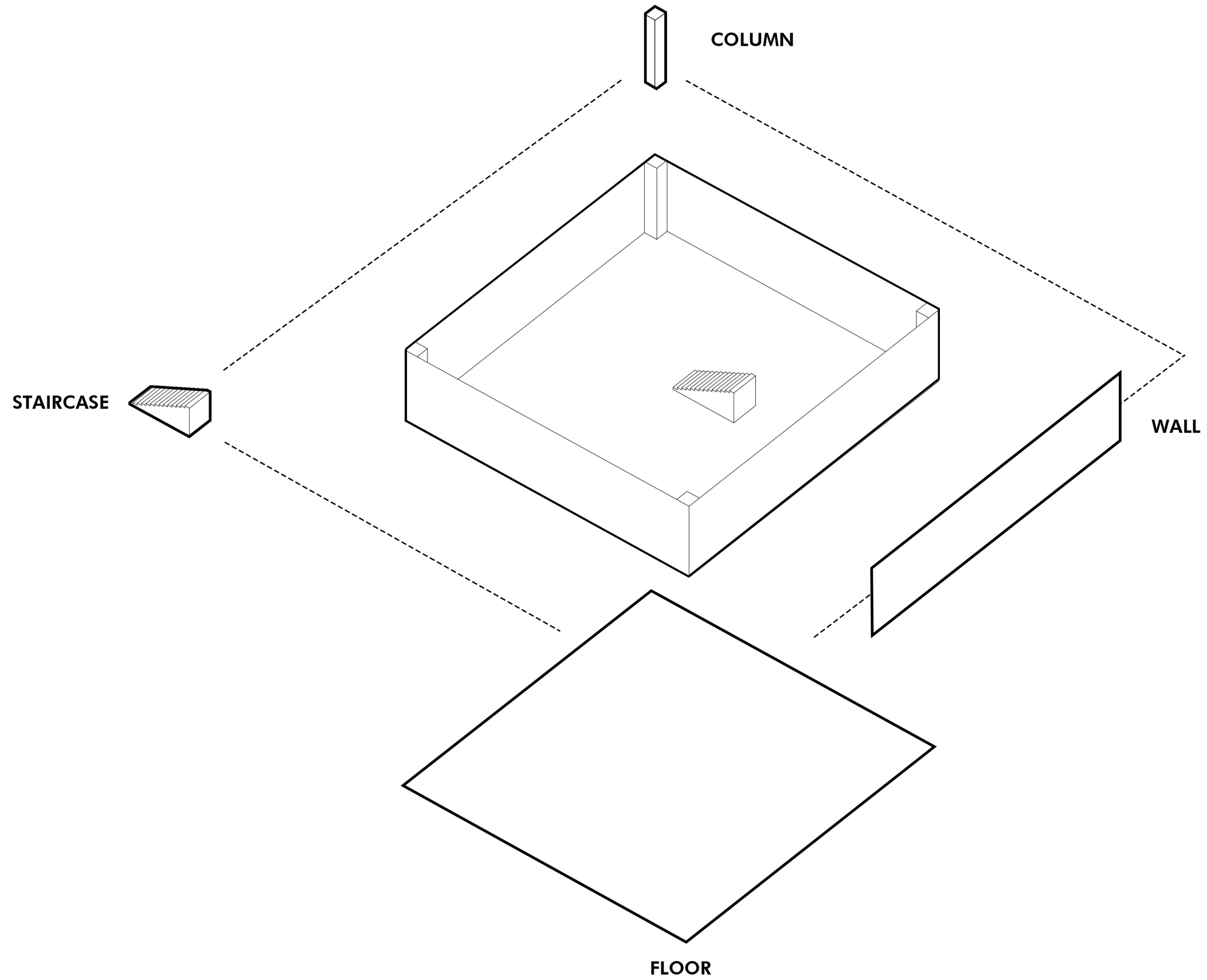
SECTION 2 (Adventure space)



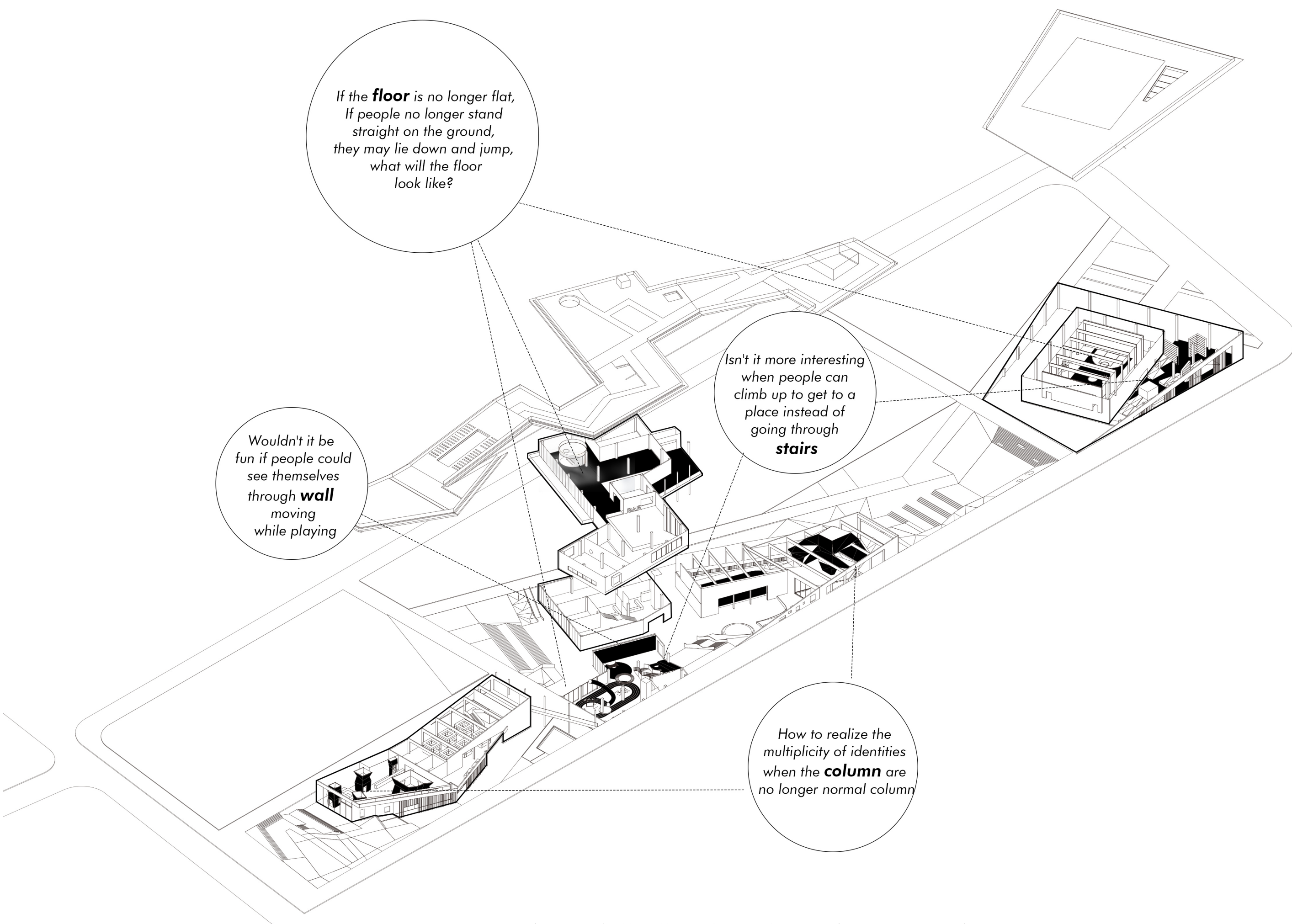
The rules in the game guide and restrict the player's behavior, is it possible that **the rules of play** can be translated into **place-making** to influence people's action?

How to define the rules of play?





Elements that make up the building.....



If the **floor** is no longer flat,
If people no longer stand
straight on the ground,
they may lie down and jump,
what will the floor
look like?

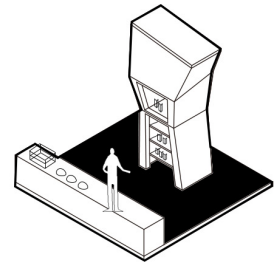
Wouldn't it be
fun if people could
see themselves
through **wall**
moving
while playing

Isn't it more interesting
when people can
climb up to get to a
place instead of
going through
stairs

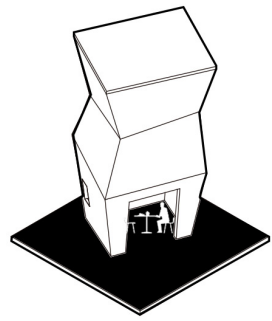
How to realize the
multiplicity of identities
when the **column** are
no longer normal column

TYPE OF RULES

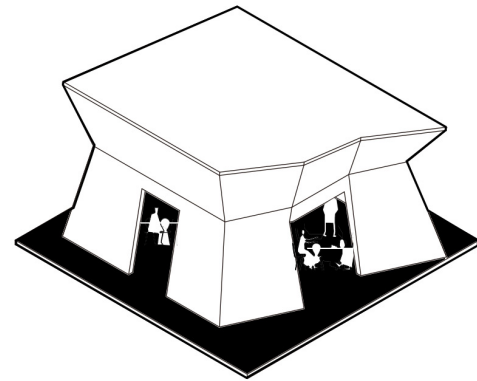
Column



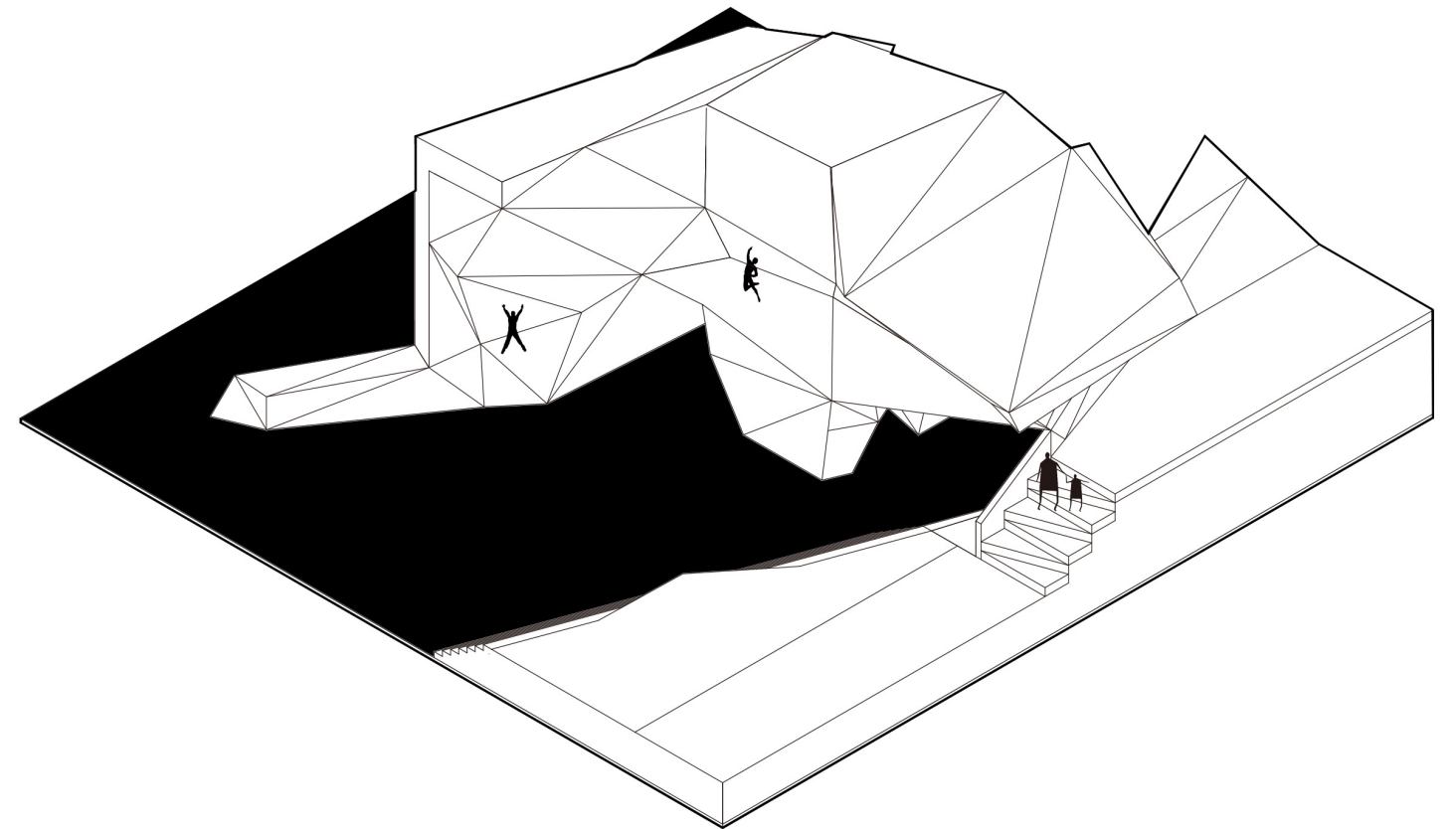
Showcase



small dinning space



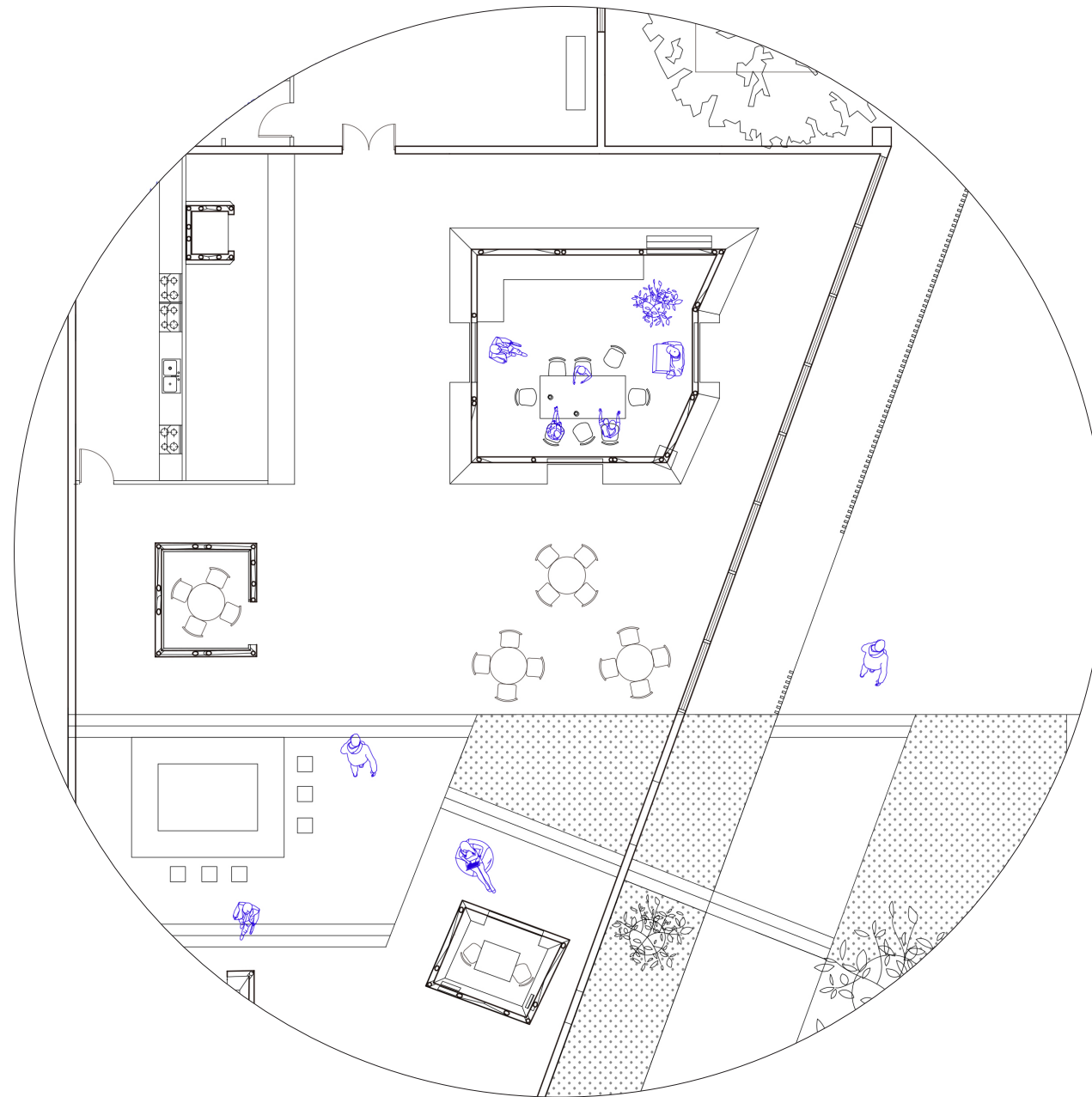
large gathering space



rock climbing

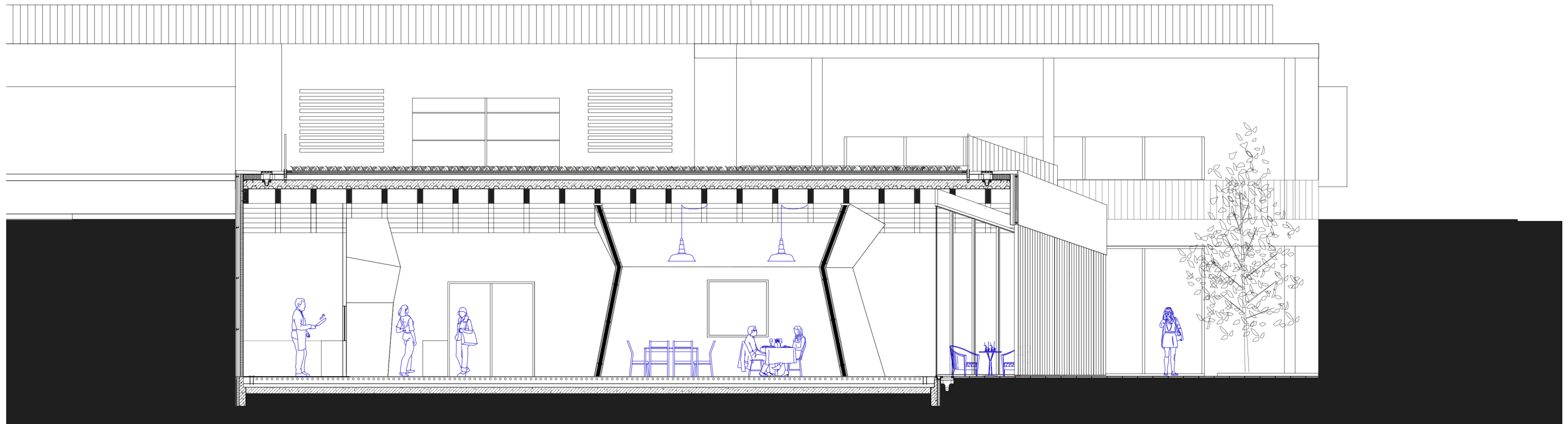
Community restaurant

Plan



Community restaurant

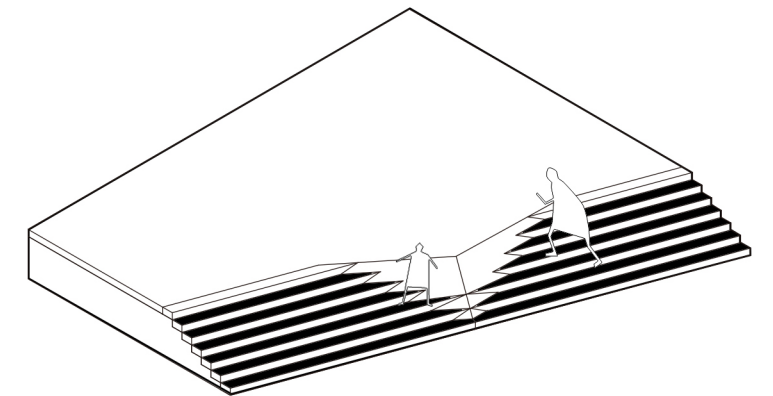
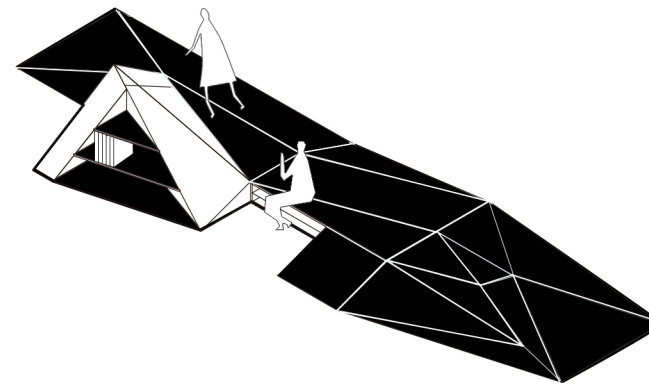
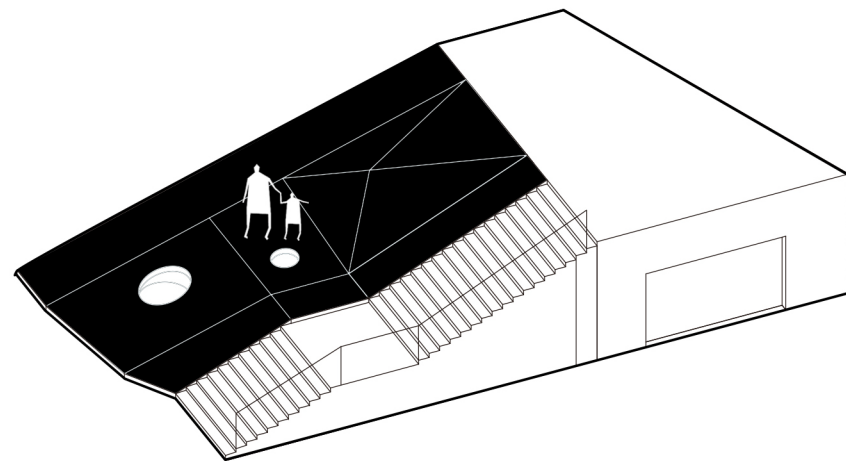
Cross out section





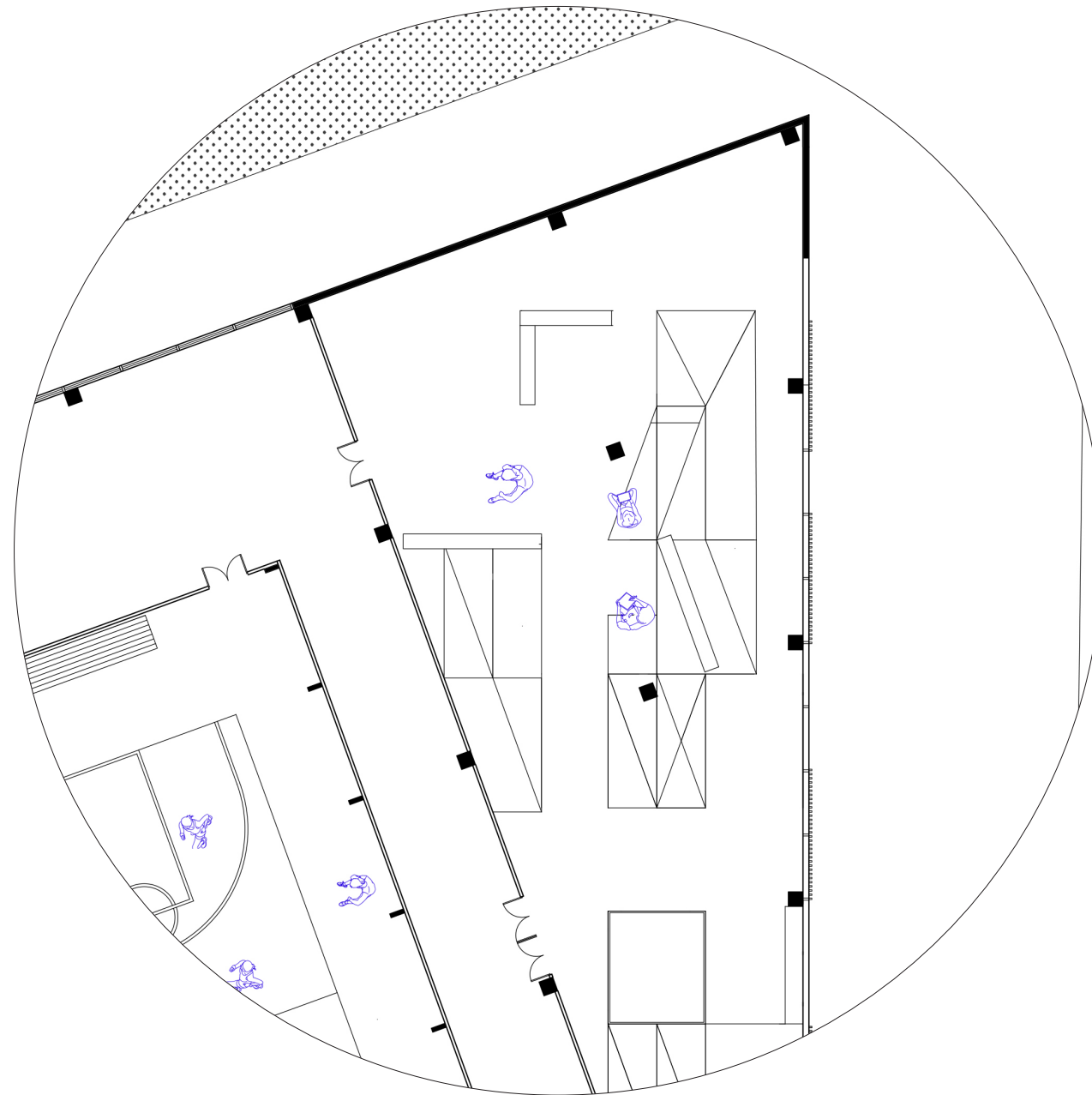
TYPE OF RULES

Staircase



Library

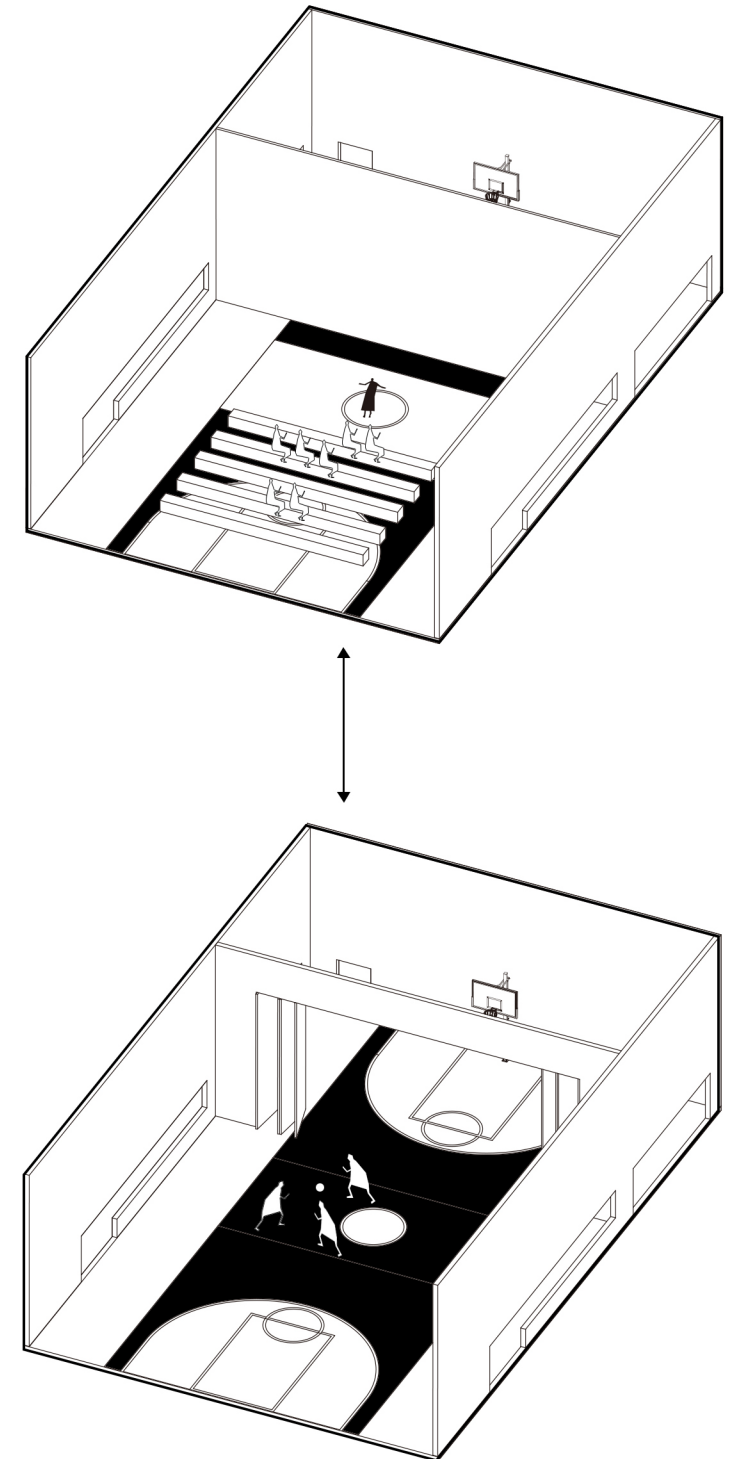
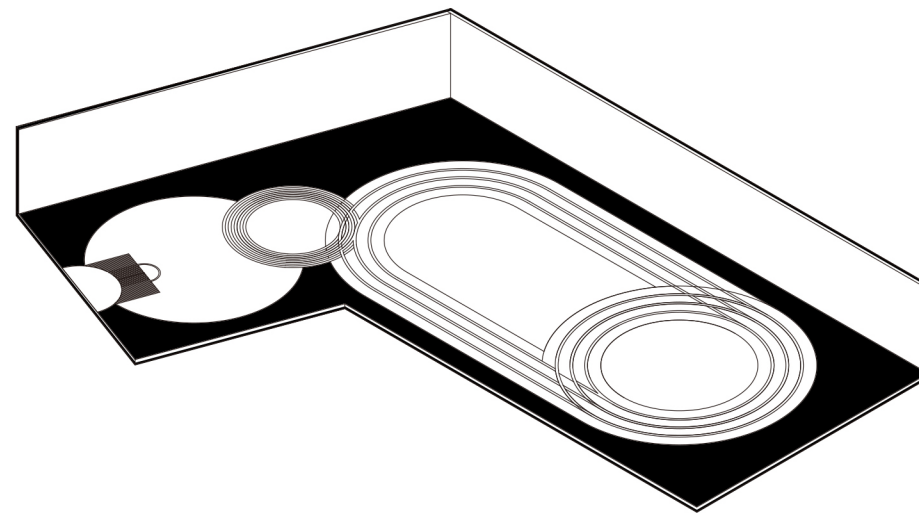
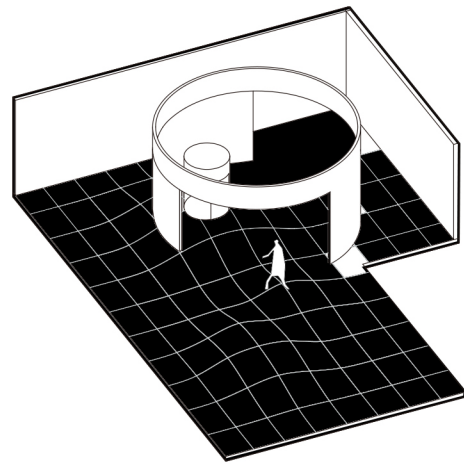
Plan



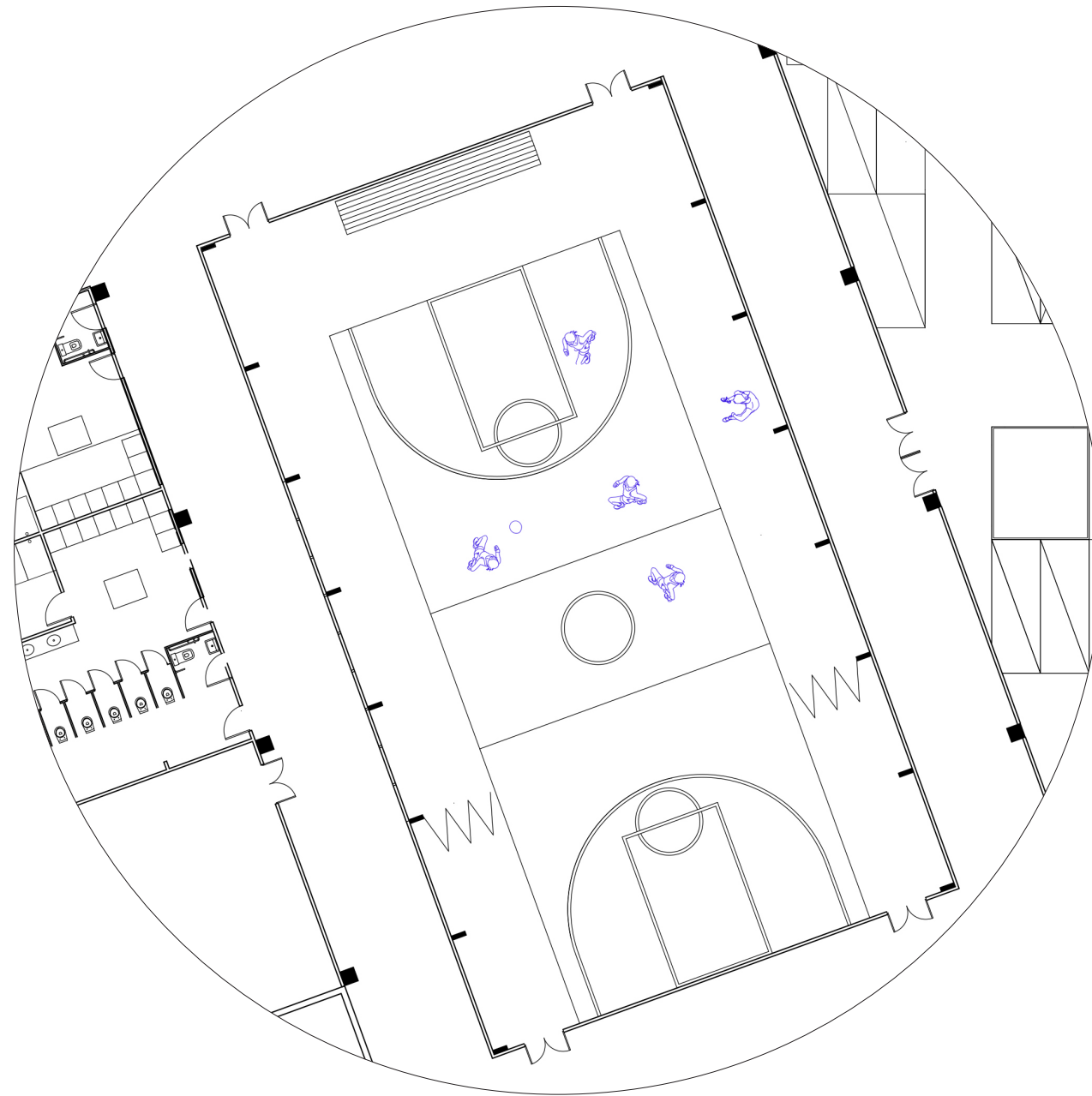


TYPE OF RULES

Floor



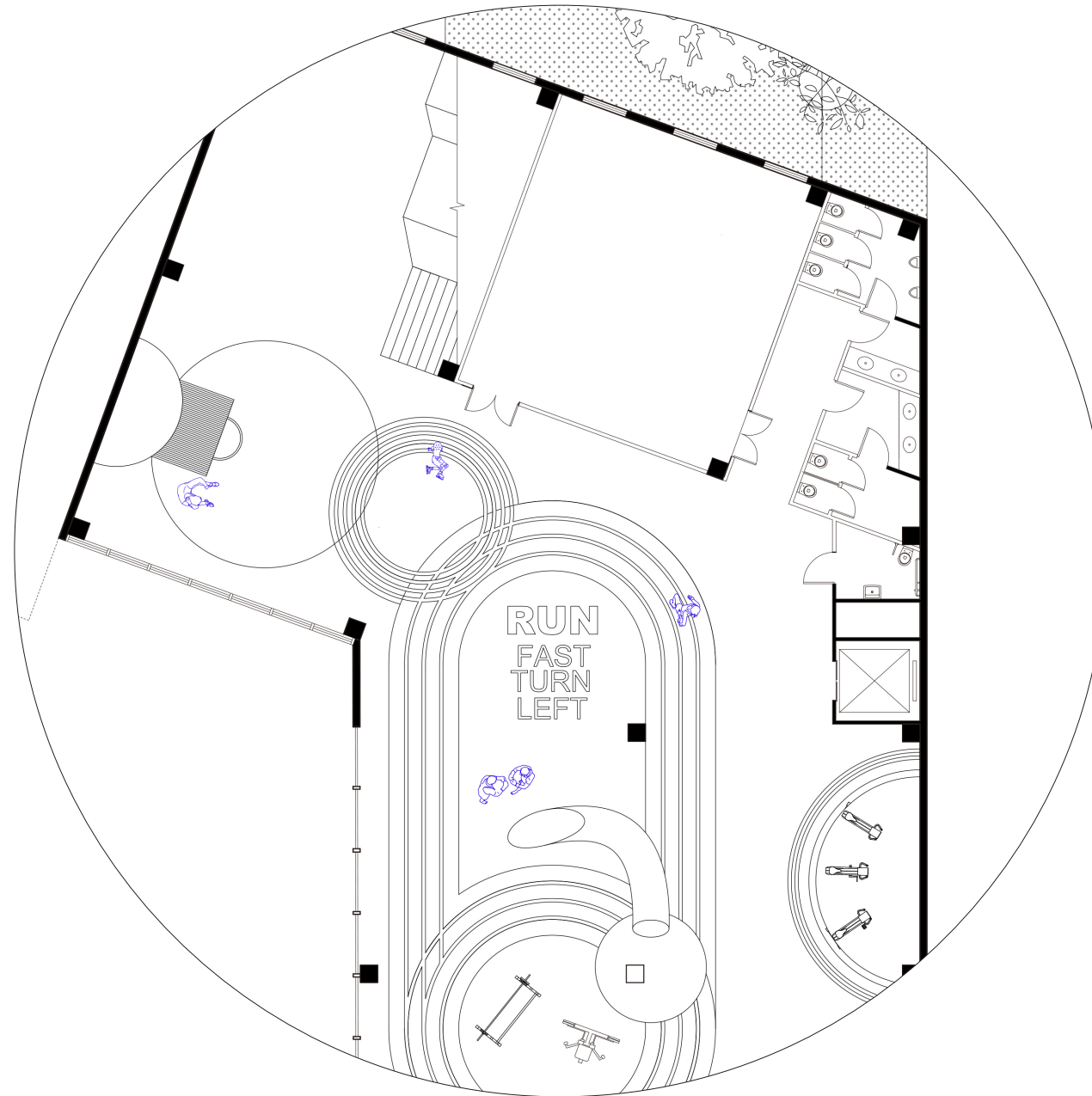
Basketball-auditorium





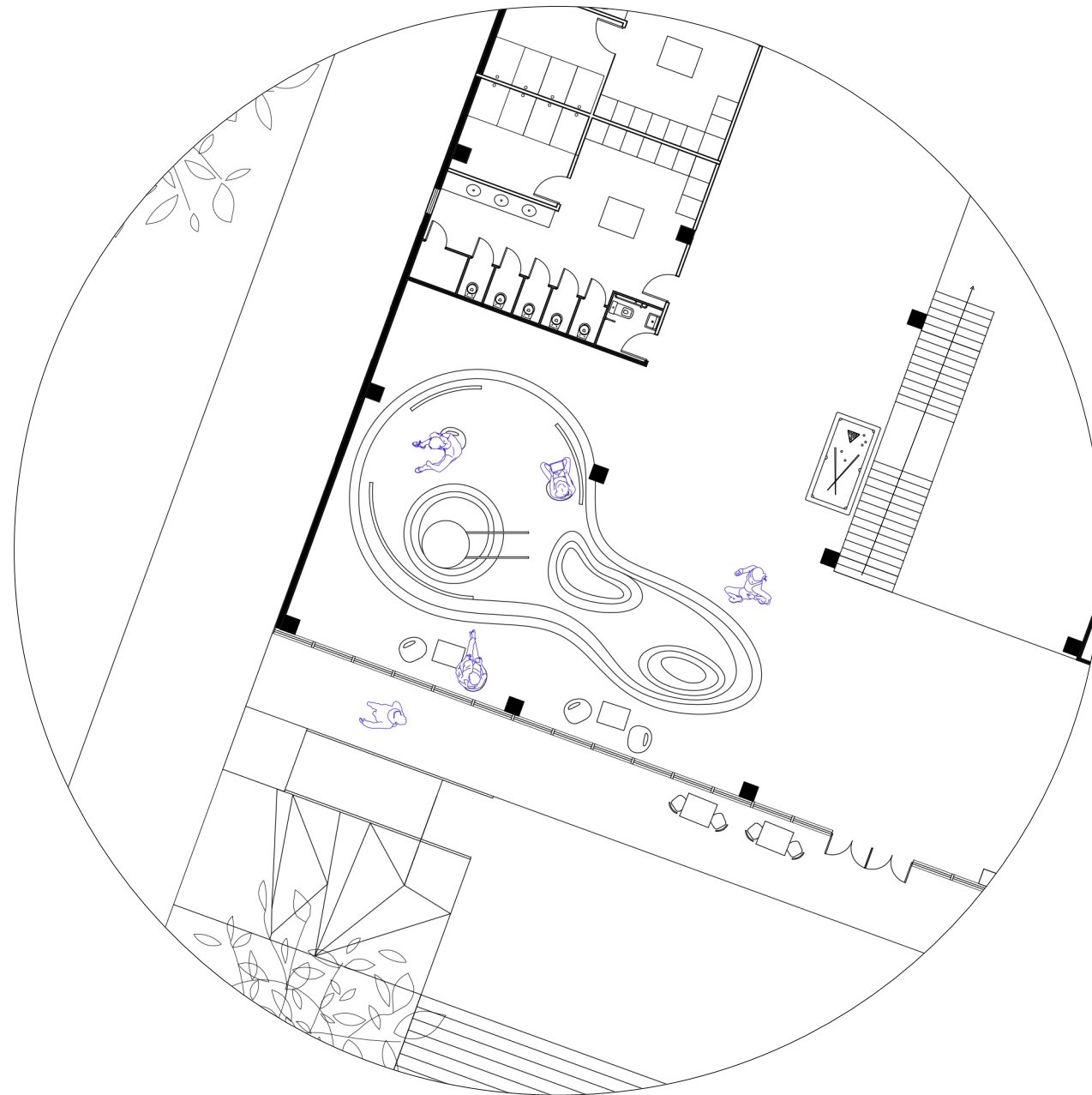


Sport space





Rest space





TYPE OF RULES

Wall

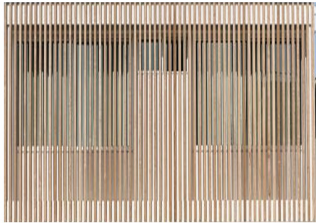
Materialisation



Unity

Wall

Hollow



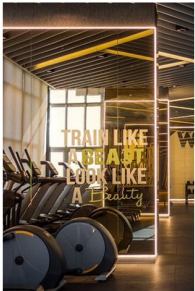
Timber grill
*the definition of indoor
and outdoor*

Semi transparent



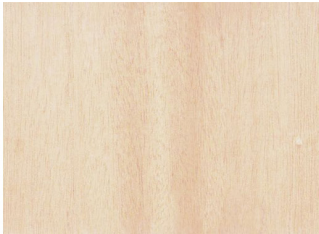
Polycarbonate
vague reflection

Reflection

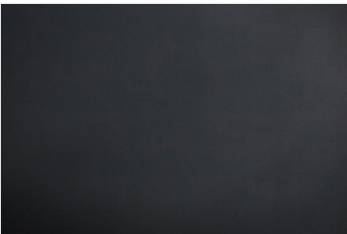


Mirror

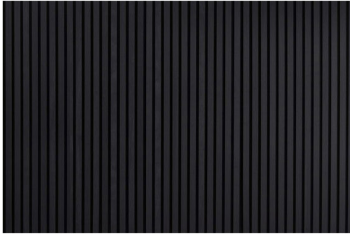
Solid wall



multiplex board



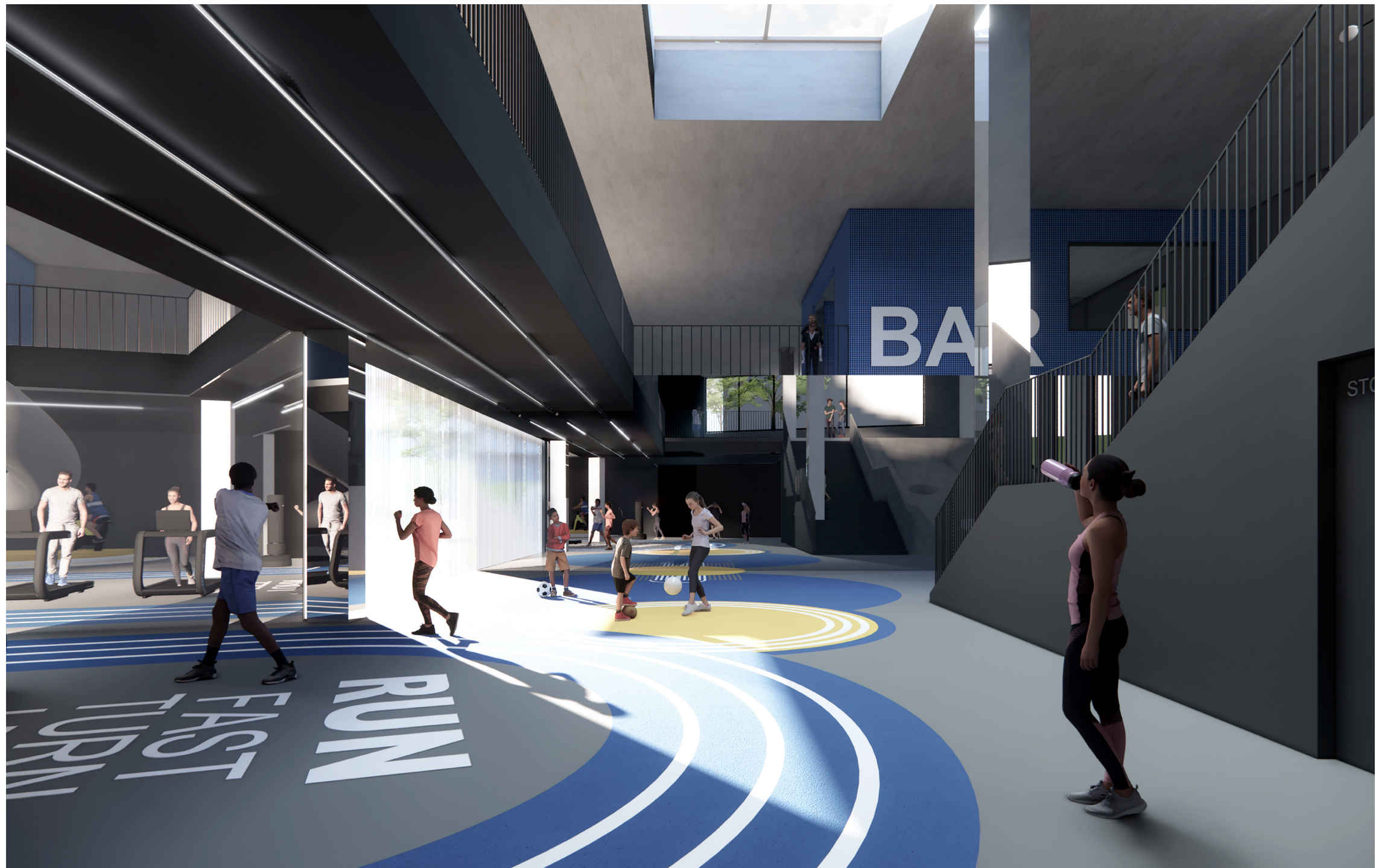
Black matt lacquered walls



Black matt acoustic slat wall panel



blue&red painter plaster wall



People are able to see their or partners' actions

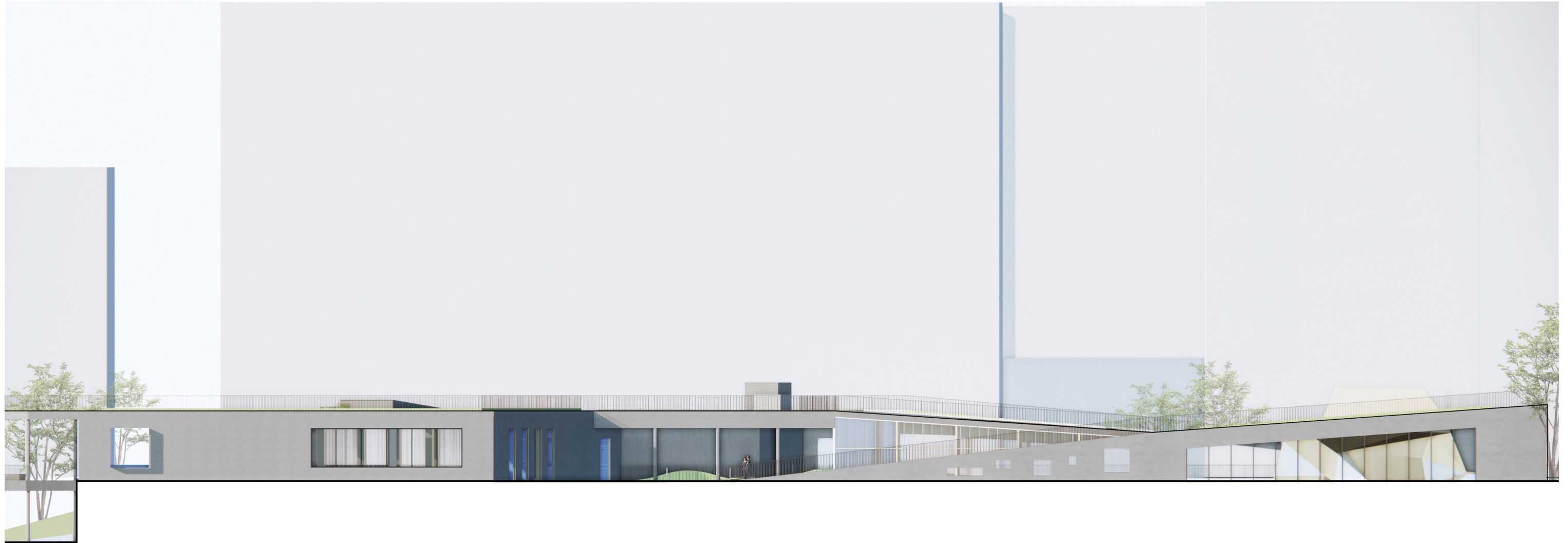
STREET FACADE



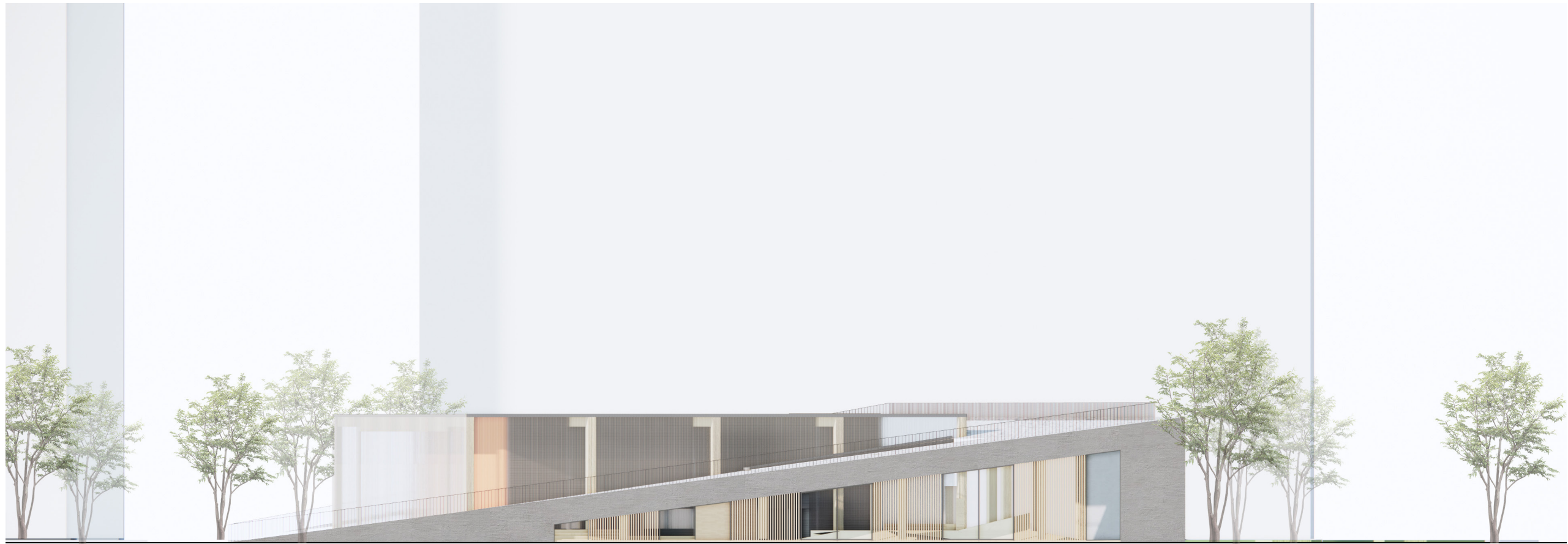
FACADE 1



FACADE 2



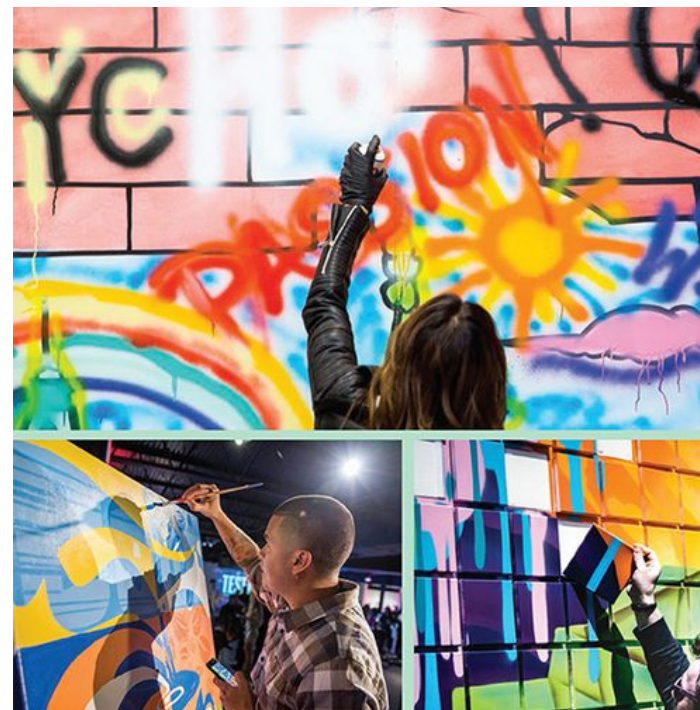
FACADE 3



CIRCULARITY

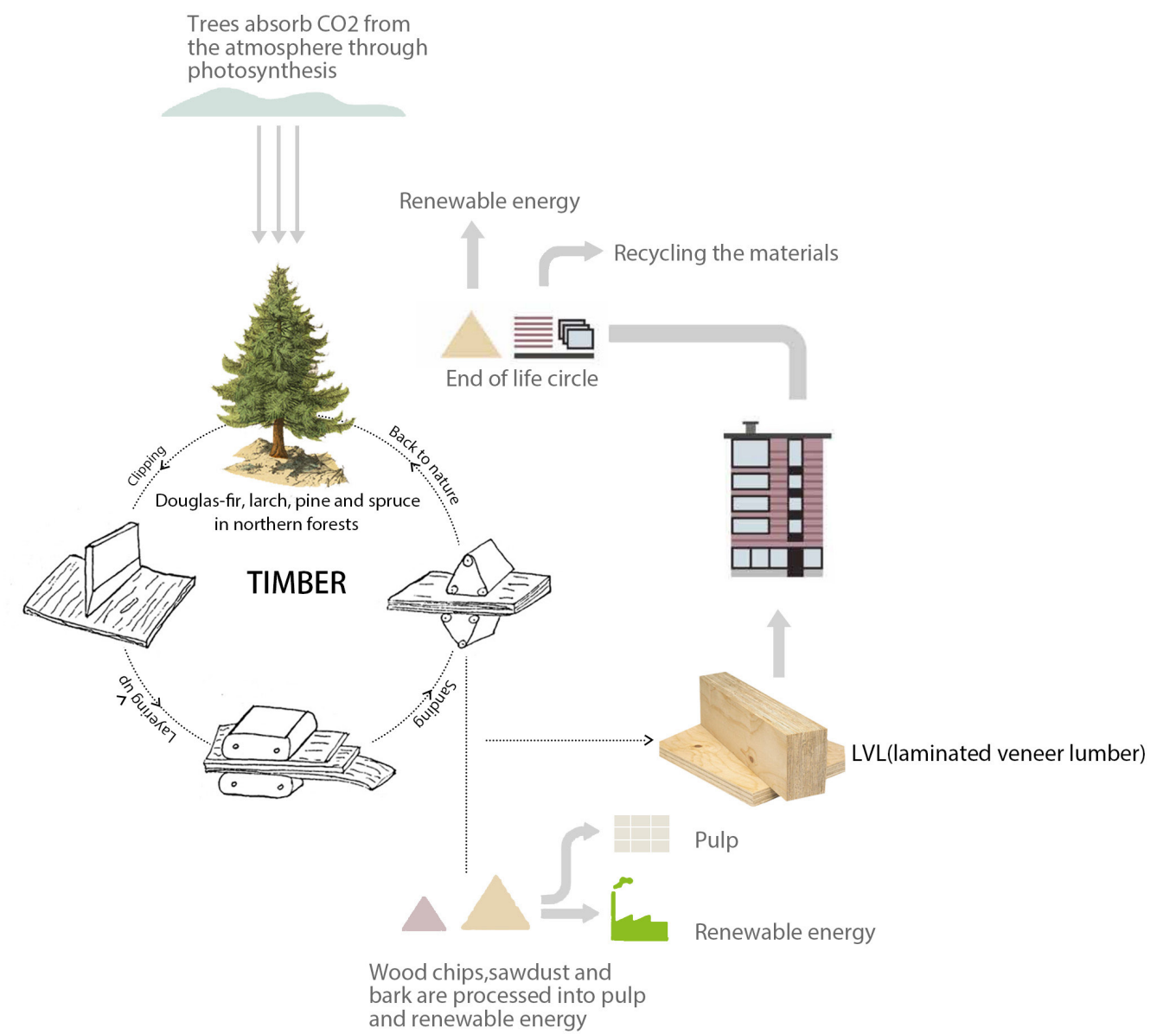
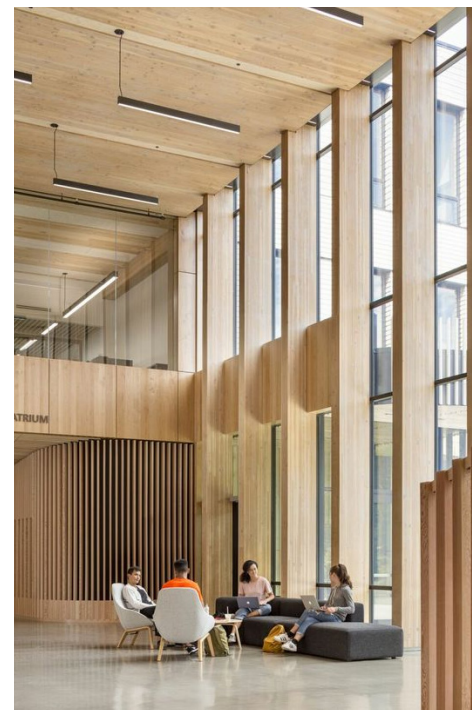
Concrete wall

graffiti

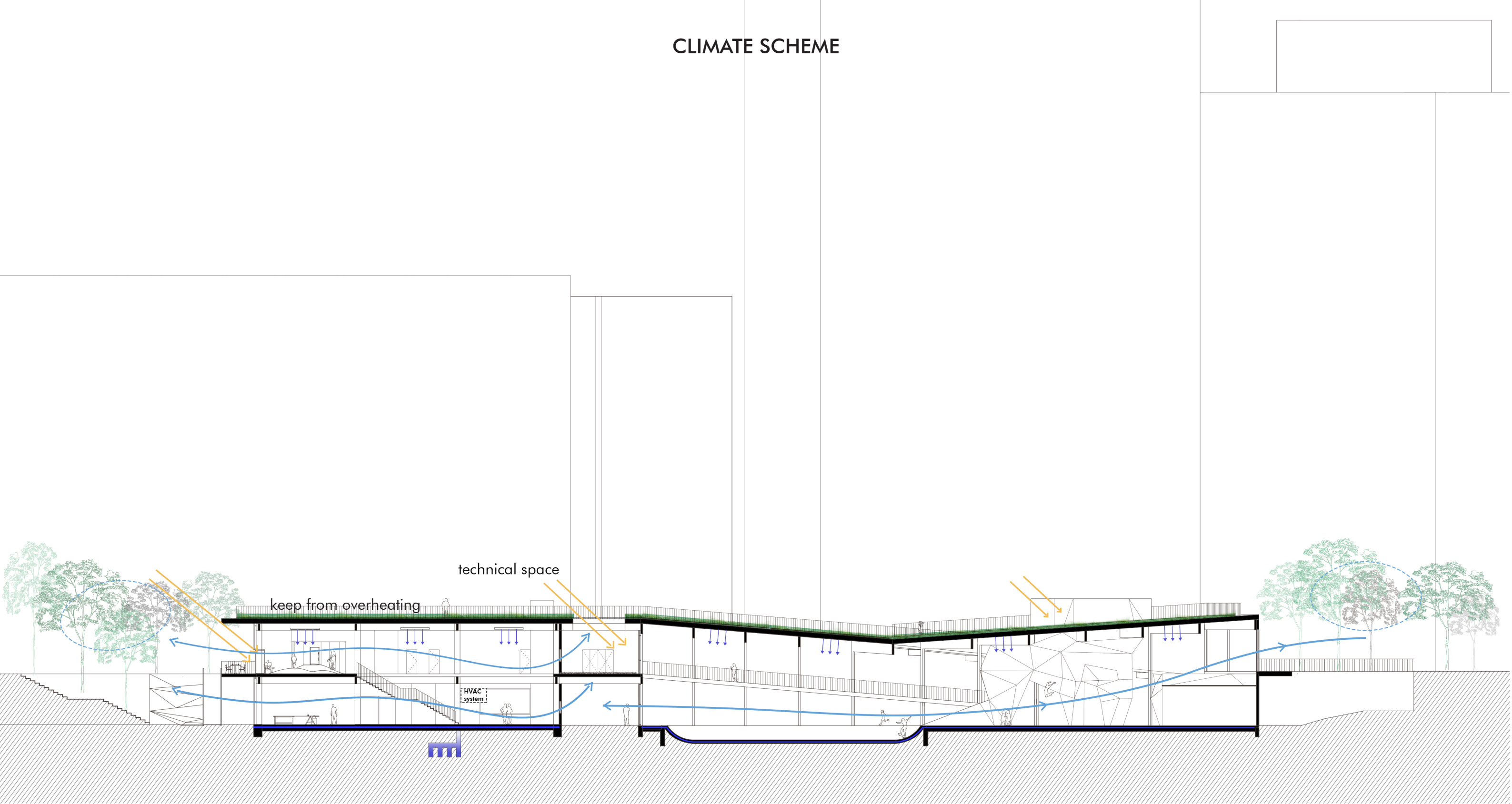


Timber construction

CLT
has very little impact on
the environment



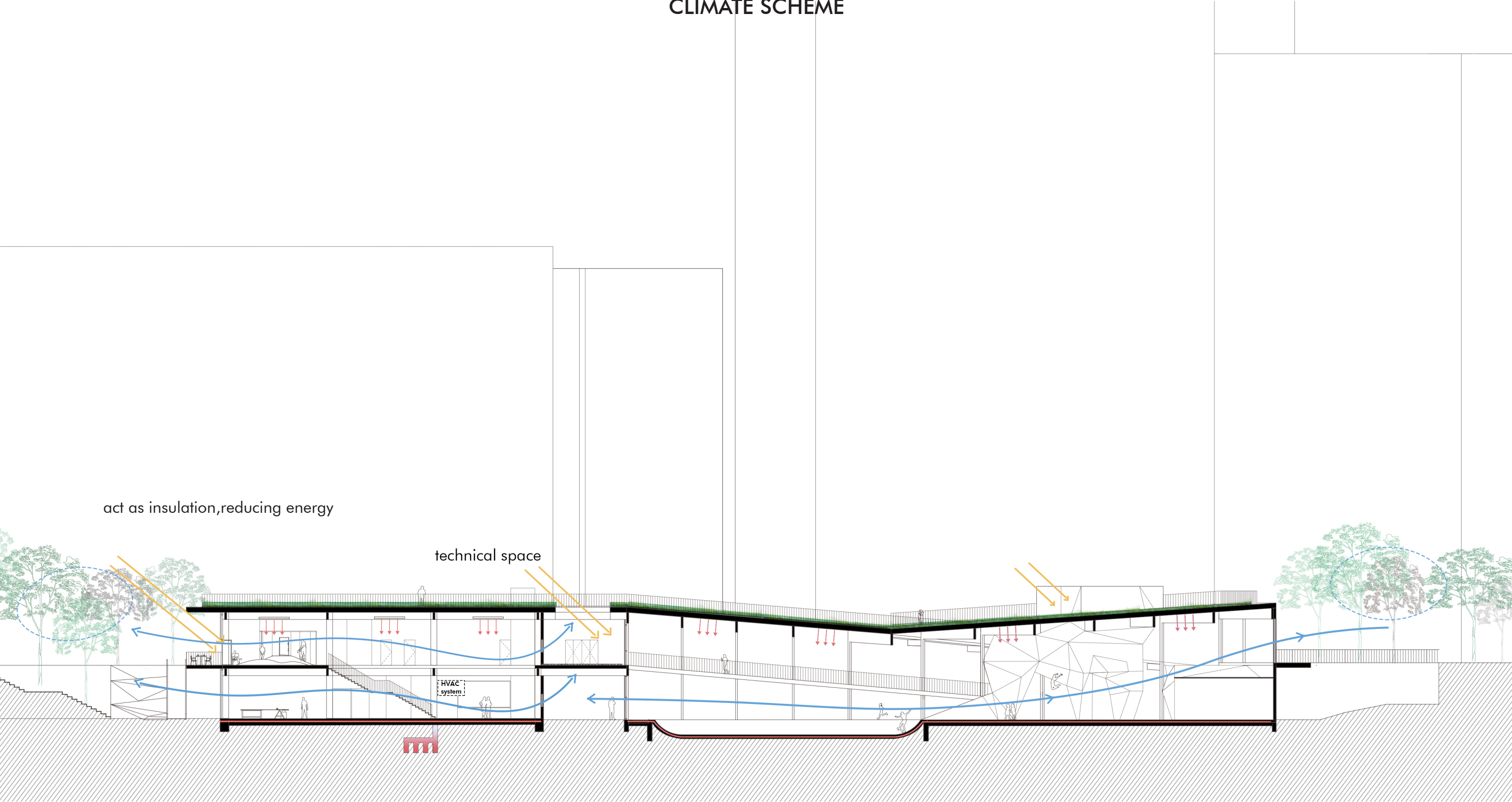
CLIMATE SCHEME



— lighting — passive ventilation —→ mechanical ventilation ● ground heat exchanger

Summer

CLIMATE SCHEME

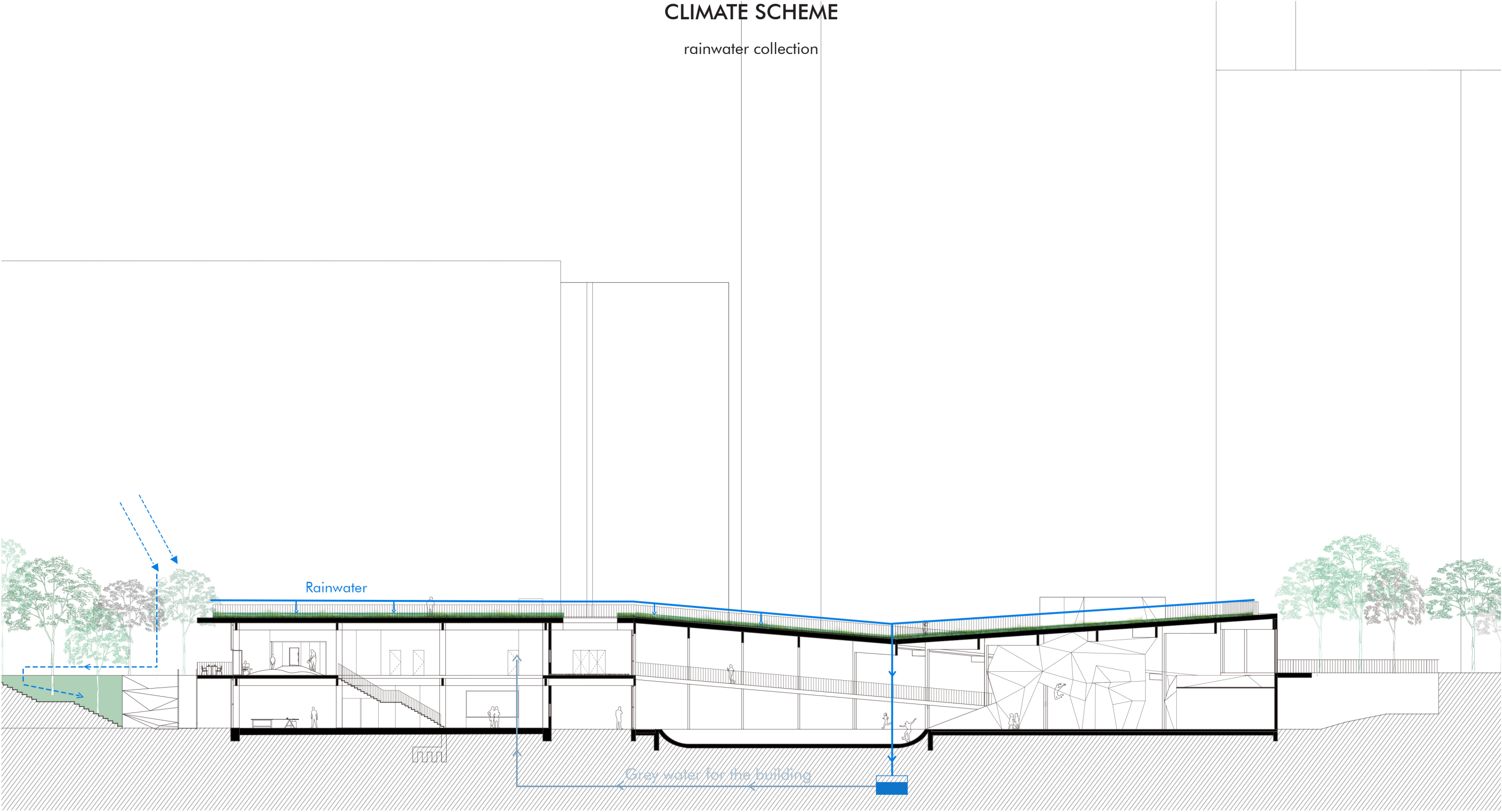


— lighting — passive ventilation — mechanical ventilation ● ground heat exchanger

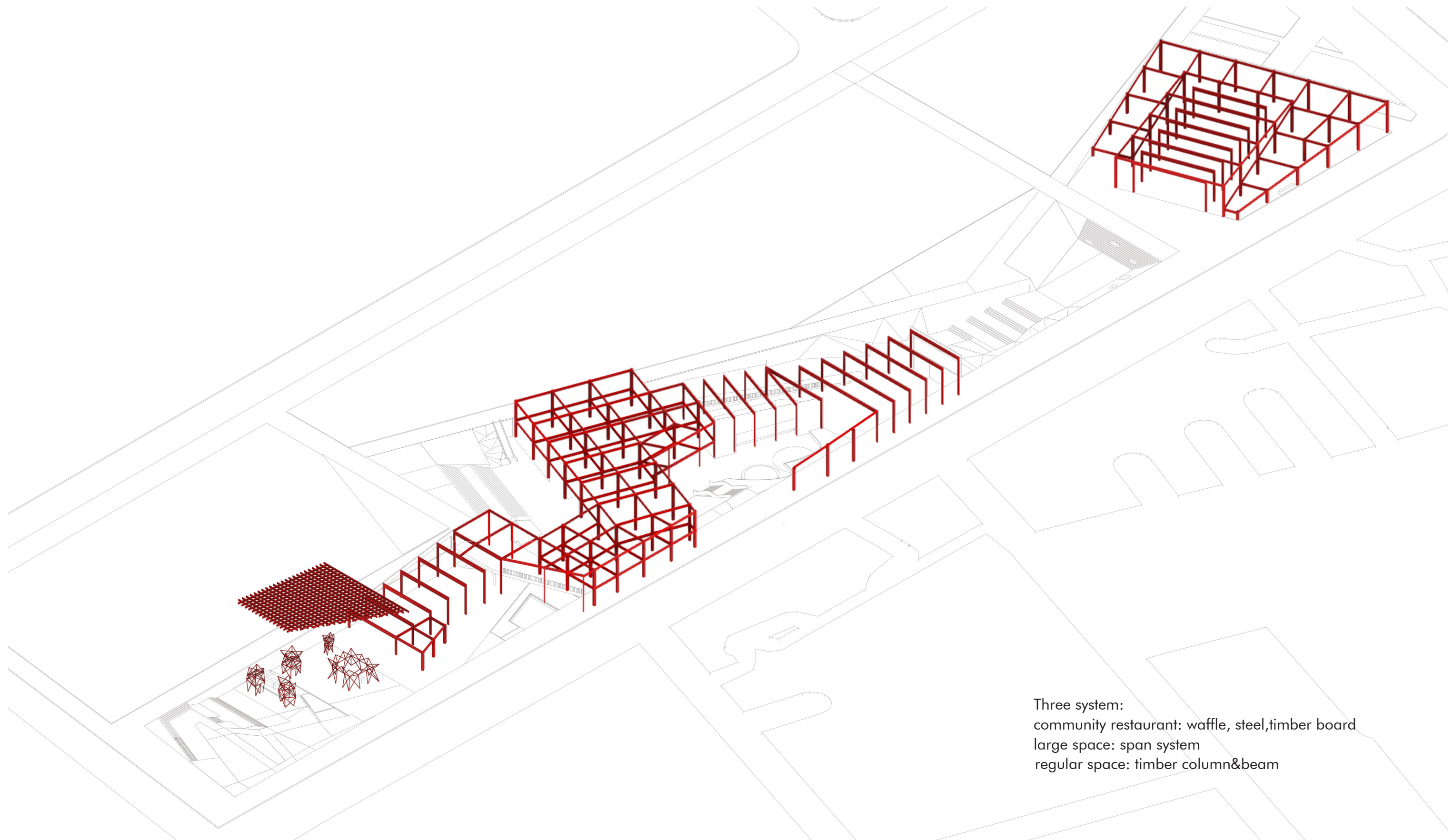
Winter

CLIMATE SCHEME

rainwater collection



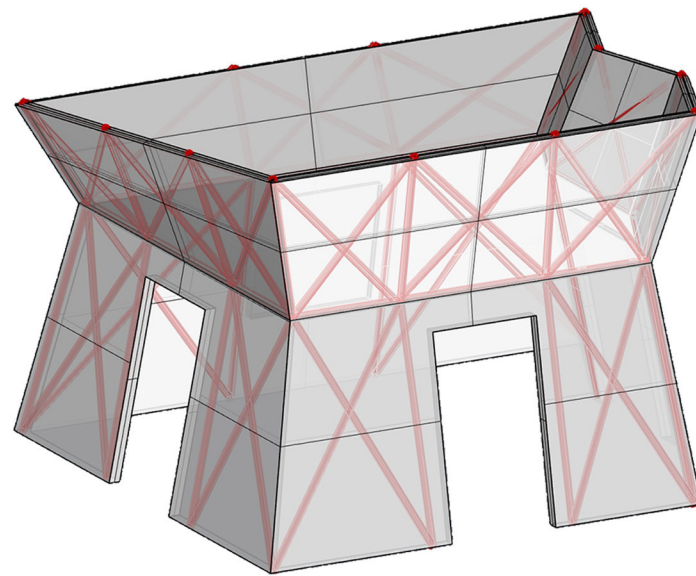
STRUCTURE



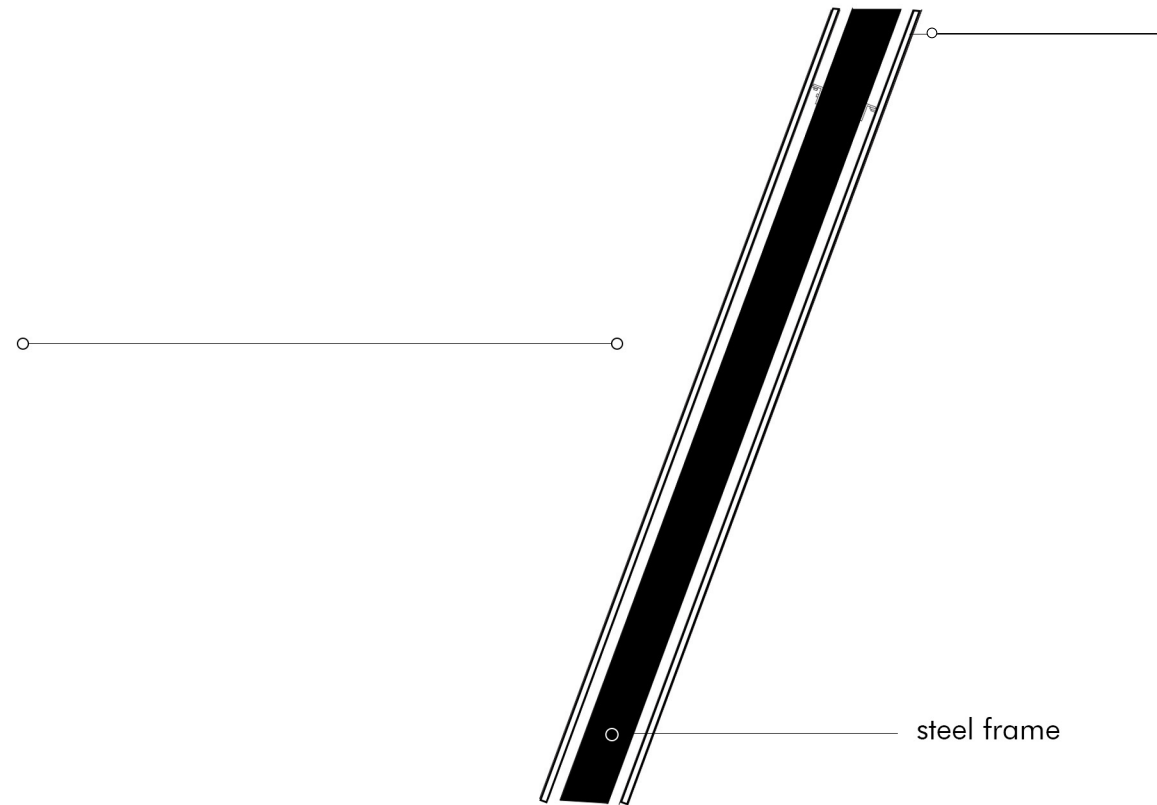
Three system:
community restaurant: waffle, steel, timber board
large space: span system
regular space: timber column&beam

STRUCTURE

Restaurant waffle system



structural part



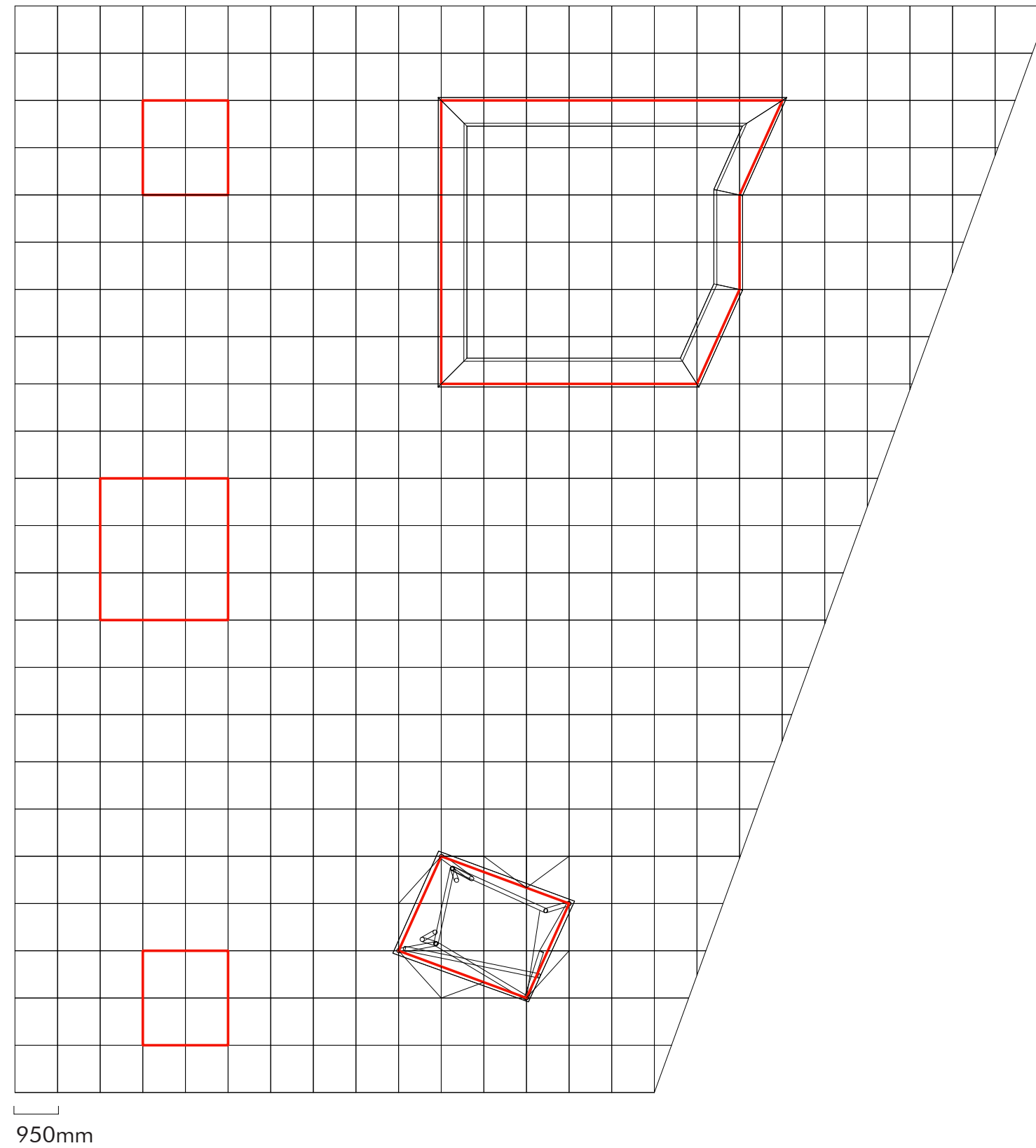
steel frame



multiplex board 18mm

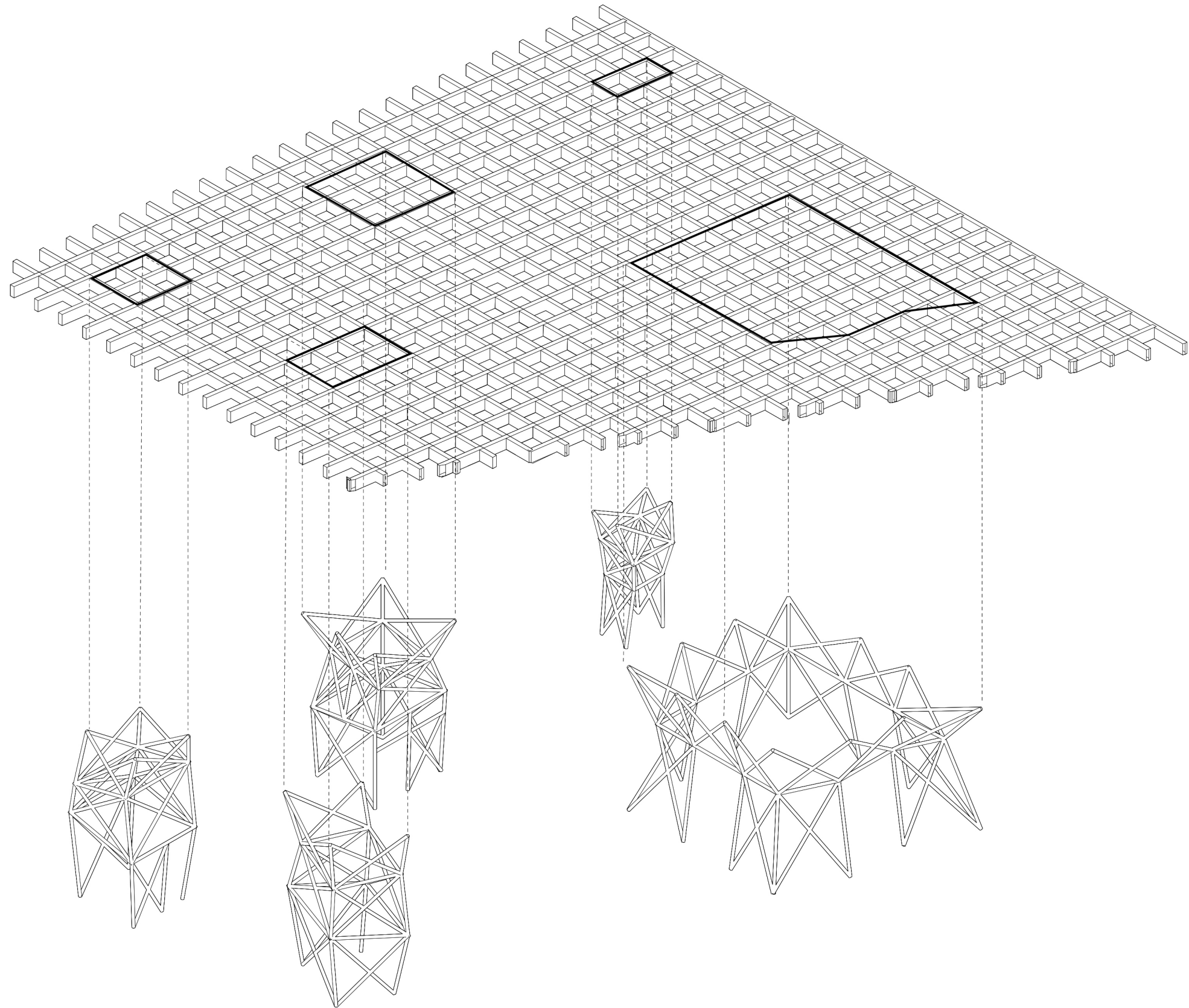
STRUCTURE

Restaurant waffle system

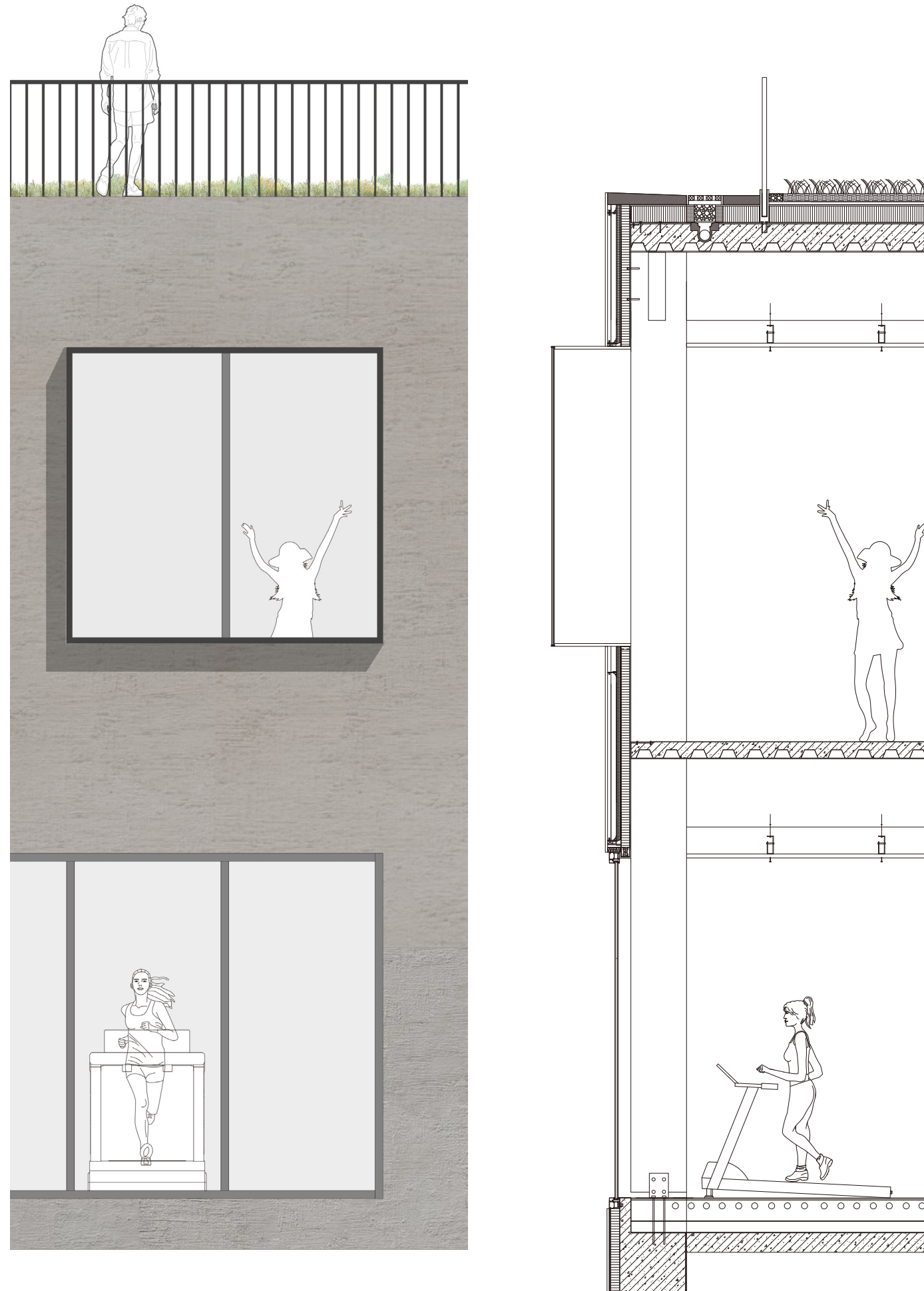


STRUCTURE

Restaurant waffle system



FRAGMENT 1



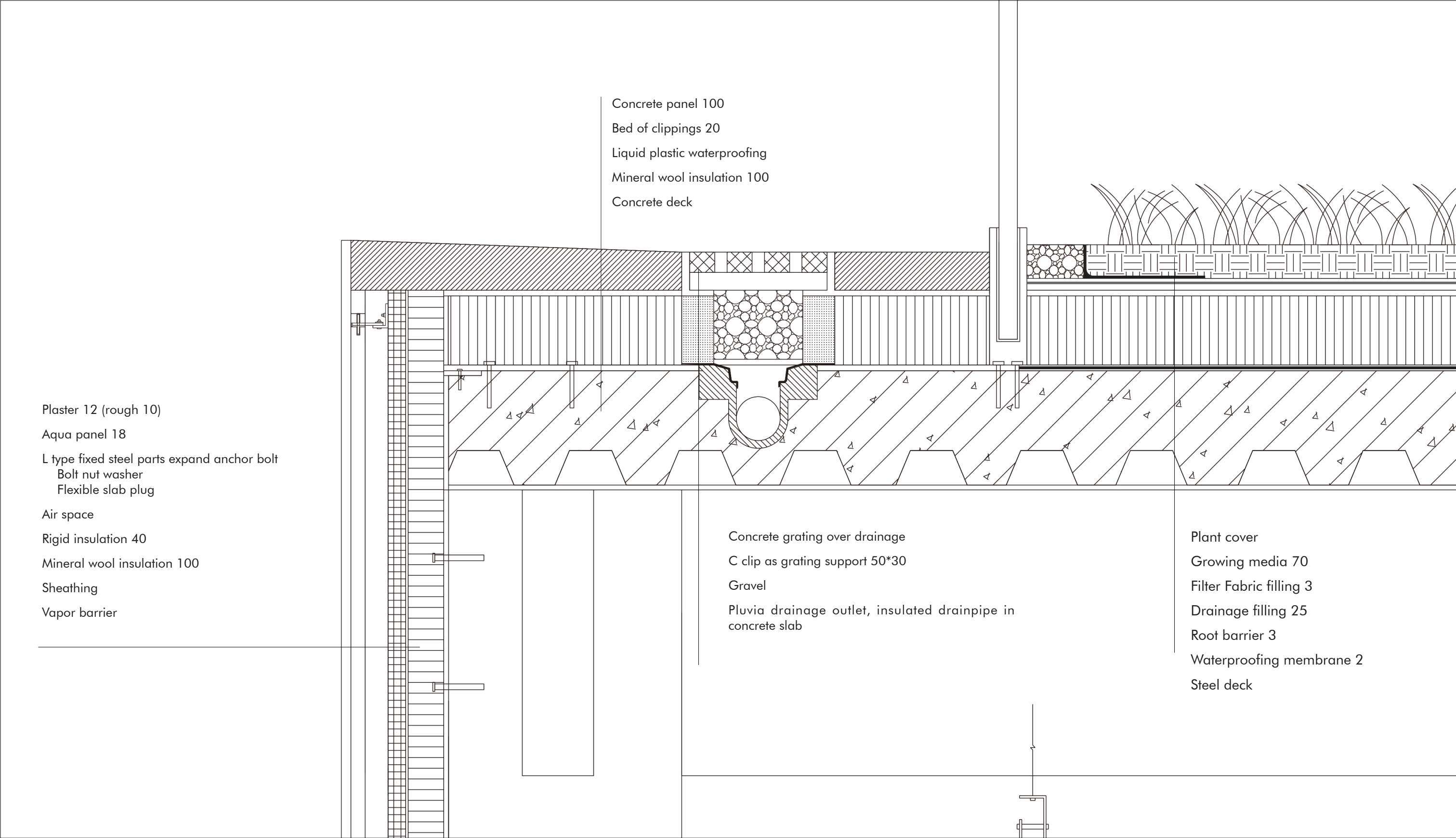
DETAIL

Roof gutter&drainage



Reference: University of Applied Sciences Sihlfhof Lagerstrasse, Zürich-Giuliani Honger Architekten

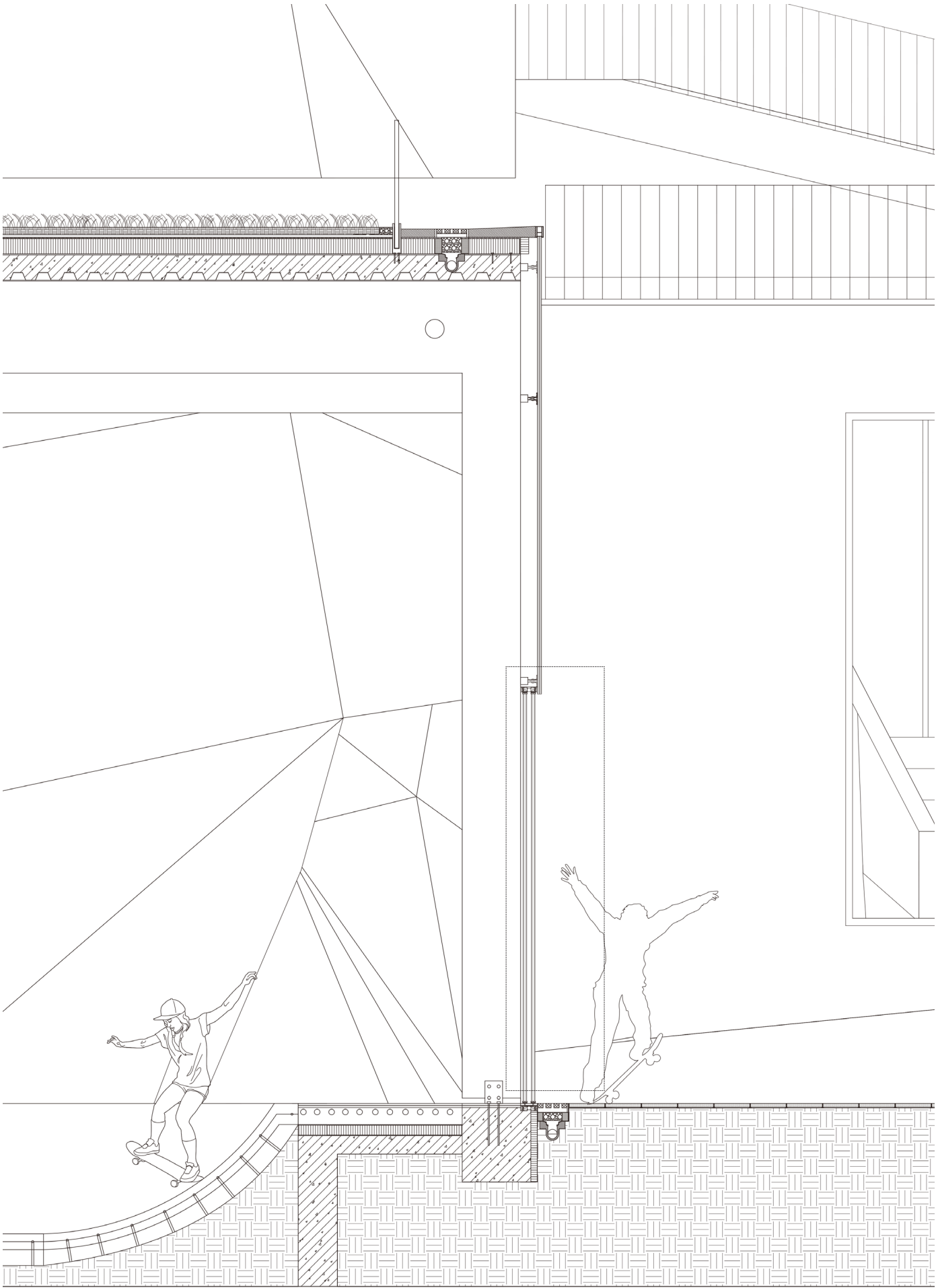
DETAIL



ROOFTOP



FRAGMENT



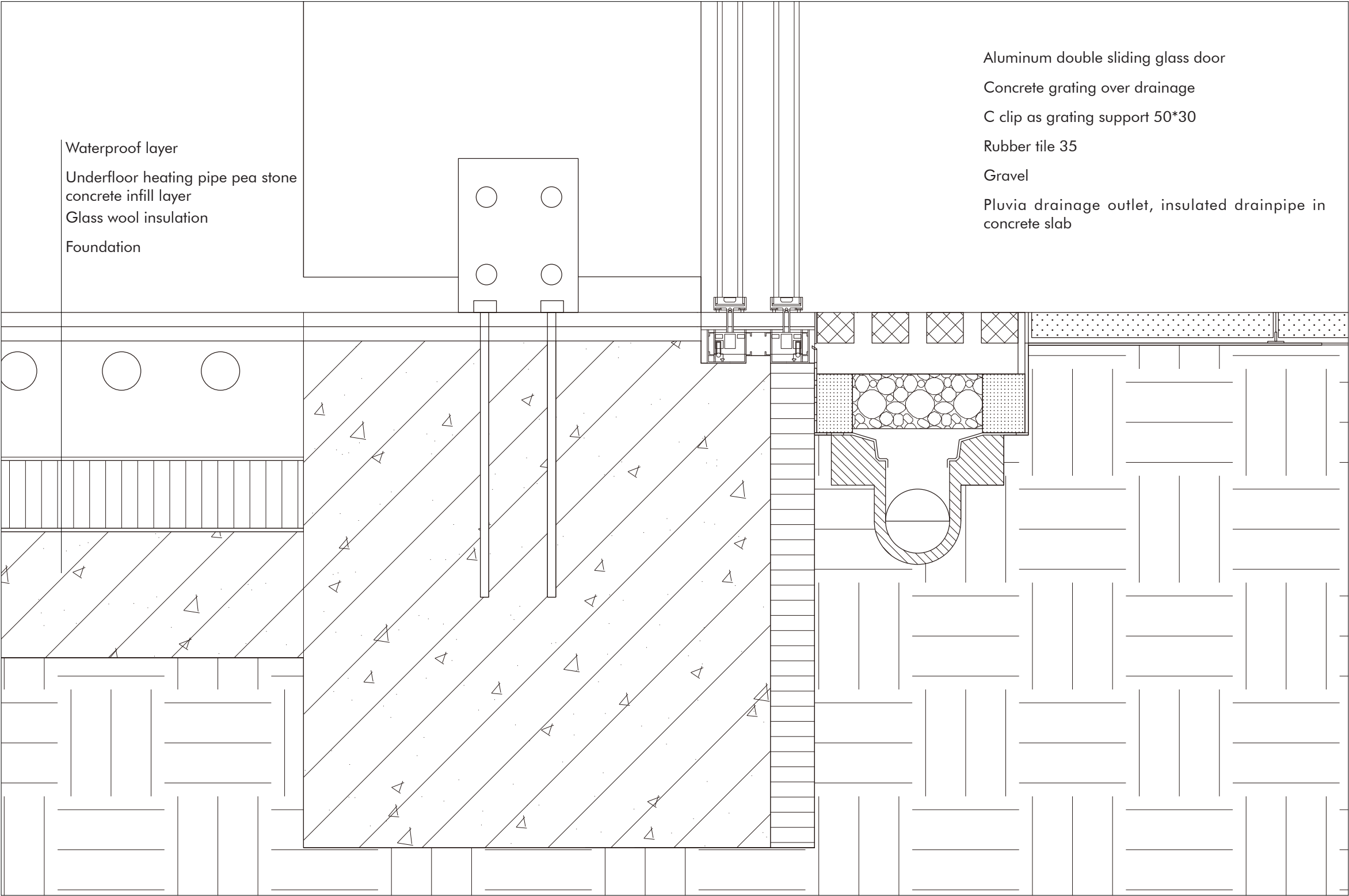
DETAIL

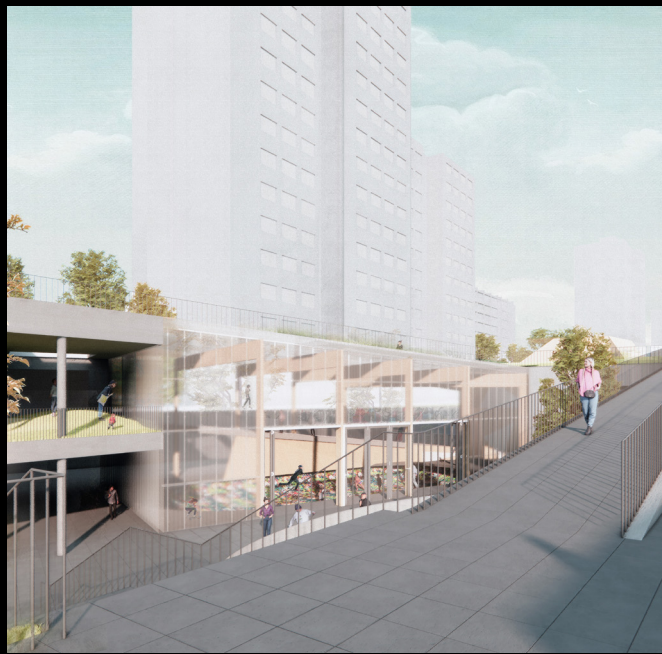
Flat&even from interior and exterior



DETAIL

Flat&even from interior and exterior





THANK YOU.

