Graduation Plan

Master of Science Architecture, Urbanism & Building Sciences

Maste

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	Flavia Scafella
Student number	5863481

Studio	
Name / Theme	AR3CS100 - Cross Domain City of the Future
Main mentor	Joran Kuijper	Design mentor - architecture
Second mentor	Maurice Harteveld	Research mentor - urbanism
Argumentation of choice of the studio	I chose the studio 'City of the Future' as a way of understanding architecture in its totality, with a holistic and multidisciplinary approach. I believe that architects have a responsibility towards the built environment, and that extends further than pure design. This studio allows students to have conversations with experts in transport, management, urbanists, and many others, who provide students with alternative viewpoints on aspects that might be easily overlooked.

Being in a multidisciplinary context motivates you to think about issues in a different way, and seeing how problems are solved and dealt with by different stakeholders is imperative to finding effective ways of challenging a problem. Additionally, the theme of 'city of the future' is a relevant prompt for practical implementations, going into the realities of future practices.

Furthermore, I was very interested in being in a studio where individuals could choose their own brief and site, as one learns and is involved in each others' projects, which in turn enriches my own project. |

Graduation project	
Title of the graduation project	Venice - Beyond the Dream
Goal	
Location:	Venice, Italy
The posed problem,	The thesis delves into the relationship between residents and the city. Venice faces a dichotomy between global attraction and the implications posed by its unlivability for residents. This has led to a severe demographic decline since WW2, a demographic shift towards an aging population, and an economy heavily reliant on overtourism. Given that a city does not change itself, one must look at the external agents, with various degrees of power and influence, who have played pivotal roles in sculpting the urban landscape. These agents influence decisions that delineate the built environment, reciprocally shaping the city and its residents.

The overarching problem resides in the impact of external agents on residential and public spaces in Venice, manifesting in an unlivable urban environment. Preservation endeavors often fall short, sidelining the needs of residents and transforming the city into a tourist-centric destination rather than a permanent community. This means that there is a need to see Venice |

	as a city and not as a museum, and implement urban and architectural strategies to mitigate those policies.
research questions and	Research question: ***"What architectural interventions can be proposed to effectively challenge the impact of external agents on Venice's architecture, with a focus on achieving a livable city for the residents?"*** Sub-questions include: **External agents** *What external agents have played significant roles in shaping Venice's urban fabric?* *How have policies influenced the urban fabric of Venice?* *Who benefits from those policies?* *Who is going to be affected by these problems?* **History** *What significant events acted as catalysts for the urban and demographic shift in Venice?* *To what extent was this problem preventable?* *Why did past solutions fail?* **Urban fabric** *What makes a city livable for the residents?* *How did the architectural language of the city of Venice change after 1945?* *How did residential and public spaces change after 1945?* *What are the limitations of Venice's urban planning and building use?* *Where were people relocated to?* *Why are the livable spaces in Venice unfit for its inhabitants?*
Design assignment in which these result	The main idea for the design is to address the factors that make a city livable, which have been opposed by external agents in Venice: achieving a seamless transition between private and public spheres, and ensuring the economic viability of a site. My design will take place in a social housing complex built in 1986 by architect Gino Valle on the island of Giudecca, Venice. This complex is successful in blending in with its context and achieving spatial qualities, but its limitations lie in its lack of spaces dedicated to commercial activities, and the unfitness of the dwellings to the modern requirements of modern residents, as well as spaces that celebrate community. This has led to more than 1/10 of its 94 dwellings being unoccupied, and the site lacking community. Therefore, my brief is three interventions: - A social hub in the central courtyard in the form of a pavilion to promote community - Redesigning the northern ground floor areas to implement commercial activities, in the form of local shops, and study areas - Proposing alternatives for the dwellings to make them fitter for their modern residents

Process

Method description

This thesis incorporates a cyclical method that integrates ongoing feedback to refine objectives, enriching itself with diverse information. The steps identified below are thus continuous since each stage affects the others.

1. Proposal Development:
    1.1. Define the study's scope and objectives, emphasizing the architectural evolution of mid-20th century Venice and the role of external agents.

2. 2. Archival Research and Literature Review
    2.1. Accessing historical records, archives, relevant literature, and media (movies, documentaries, news and political debates)

3. Site Visit and Data Collection:
   3.1. Engaging physically with Venice, visiting the site, conducting interviews with residents, and collecting visual and quantitative data.

4. Ethnographic Site Studies:
   4.1. Examining collected data, analyzing and contextualizing it.

5. Data Analysis and Synthesis:
   5.1. Putting the data to rigorous analysis, aiming to find patterns, causal relationships, and significant findings.

Literature and general practical references

Books

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- Giulia Foscari and Rem Koolhaas. Elements of Venice. Lars Müller Publishers, 2014.
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- Susan S. Fainstein and Dennis R. Judd. The Tourist City. Yale University Press, 1999.
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Articles / websites

- Bertocchi, Dario, and Francesco Visentin. 2019. ""The Overwhelmed City": Physical and Social Over-Ca"Dati Demografici - Popolazione." Città di Venezia, February 2, 2023. https://www.comune.venezia.it/it/content/statistica-statistiche-popolazione-0.
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Reflection

1. 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)?

The relation between my graduation topic and my studio topic (city of the future) is that I am working to imagine a future Venice that works for its residents, and promotes a multi-disciplinary way of looking at its problems. Architecture is thus seen as a response to other factors, and as a materialisation of past decisions, and this blurs the line between what is strictly 'design', and what concerns other programs. Talking about 'external agents', I can incorporate the same multidisciplinary thinking we use in the studio directly into my design, as it requires placing architecture next to another discipline, and observing how the two interact. Finally, a city of the future needs to be about its residents, linking to the studio's aim to focus on 'urgent local and social issues'.

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

The relevance of my graduation work extends beyond Venice, addressing global challenges faced by cities struggling with similar issues. Overtourism, the gradual disappearance of historical cities along with their resident communities, and the oversimplification of economies at the expense of alternative and local strategies are challenges faced by numerous cities worldwide. By shedding light on the intricate dynamics between external agents, architectural interventions, and the livability of spaces, my research offers valuable insights applicable to many urban contexts.

In the larger social framework, this research has the potential to inform policies and urban planning strategies aimed at fostering more sustainable and resident-centric cities. The implications of external agents on the built environment and the resulting unlivable conditions are not unique to Venice, making the study's outcomes transferable to cities globally.

In the scientific realm, the methodological approach employed in my research can serve as a template for studies across various academic disciplines. While my focus lies on the architectural impacts of external agents, the cyclical research method can be adapted to investigate economic, engineering, or social aspects of urban challenges. This versatility highlights the interdisciplinary nature of the research, encouraging a collaborative approach to understanding and addressing complex urban issues.