A RESEARCH OF THE CITY OF CASABLANCA
THROUGH THE MEANS OF

ADHOCISM

P1 PRESENTATION 20-04-18

METHODS AND ANALYSIS
GRADUATION STUDIO

CASABLANCA | MOROCCO
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INTRODUCTION

At the start of the course we focused on public transport, we selected four taxi stands within the city of Casablanca that caught our interest. They all form an important node in the system of public transport but have a very different connection to the city.

After the first site visits, two locations got elected out of these four. These locations are very different in the way the residential area connects with the main intersection and taxi stand.

LOCATIONS | RECAP
FIRST IMPRESSION OF THE CHOSEN SITES

MAÂRIF
The neighborhood Maârif is located in the middle of Casablanca close to the city center. It is a divers neighborhood in terms of income levels and function. On first sight, the Maârif location is a dense and highly used transport node. The daily activity of the intersection is all related to the public transport. Around the intersection, a lot of café's, gas stations and garages can be found.

Further from the intersection, the signs of domestic life come up. As soon as you walk 20 meters into a perpendicular street you'll find yourself disconnected from the intersection. This is because of difference in noise level and use. On the intersection as well as in the domestic areas, the site has a regulated character.

SIDI MOUMEN

The location in Sidi Moumen seems less regulated than the one in Maârif. Sidi Moumen is a residential neighborhood on the outer edge of Casablanca and is mainly populated by inhabitants with a lower income level. At the other side of the road, factories are located where a lot of the inhabitants work. This causes a big stream of people going from home to work every day.

The intersection is a lively public transport center for people visiting the market or the factories. There are a lot of public activities at this location. As these activities are not accommodated or regulated by the public space, all kinds of adaptations and temporary structures arise.

LOCATIONS | RECAP
WHAT DID WE DISCOVER AT THE LOCATIONS?

MAÂRIF
While visiting the locations we started to map the location's behavior. We were looking for 'traces of behavior', this was before we identified them as ad hoc interventions.

We noticed that there were a lot of small changes made to the original architecture by the users and building owners.

These ranged from blockades to prevent cars from parking at certain places. Or completely new store facades placed over the original facade finish.







SIDI MOUMEN

On site in Sidi Moumen we noticed that there were many more interventions made by the users than in Maârif. Our first hypothesis was that this is because it a residential neighborhood with a lower average income. The people can't afford to move to a bigger house or get a contractor to build an extension if they are in need for more space.

We often saw they encountered the same issues as the other location but responded differently because of the resources that were at hand. They would use paint to personalize their shop front instead of a new facade. Or an old sheet or used billboard poster to provide shade for their products/customers.

DEFINITIONS OF AD HOC
WHAT DO WE UNDERSTAND AS ADHOCISM?

What these two sites have in common is the fact that there are quite a lot of additional structures and interventions initiated by the user or building owner.

These additional, temporary and informal changes, we defined this as ad hoc interventions.

As architects, we are interested in the use of the place. In these two locations, we found a divers set of usages, resulting in a divers set of ad hoc interventions. These interventions could be key in understanding the use and character of the place.

AD **HOC**
for this

- Latin

AD HOC
“For the particular end, case or situation at hand without consideration of wider application”

- Merriam Webster

ADHOCISM
“A policy or method characterized by actions or decisions chosen to suit or fulfill immediate needs or goals”

- Merriam Webster

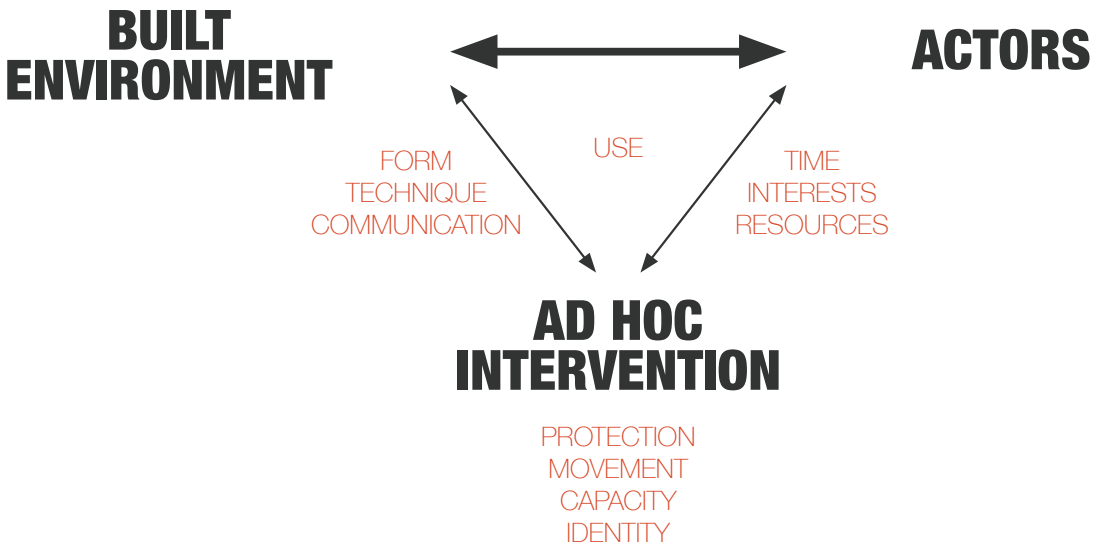
ADHOCISM
“A purpose immediately fulfilled by resources that are at hand”

- Charles Jencks

ADHOCISM AS A TOOL
WHY RESEARCH THROUGH ADHOCISM?

Architectural analysis focuses generally on the effect of the built environment on the actors (the users) and the influence of the actors on the built environment.

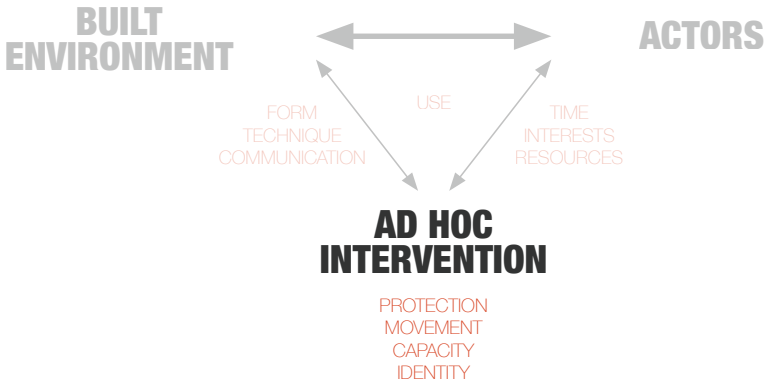
The ad hoc interventions that we found are showing the way the different interests (such as the taxi driver, the market owner, the passersby) are negotiated in the build environment. They give insight in the 'misfit' between the original architecture and the needs of the users. It is showing the issues of the built environment. At the same time, ad hoc interventions are quite well able to indicate the use and activity of the place.



AD HOC ON SITE

After coming to the conclusion that adhocism is a great tool to research the relation between the built environment and the different involved actors, we made an inventory of the ad hoc interventions we observed on site.

We recognized recurring patterns in these interventions and we were able to put the underlying issues into four categories.



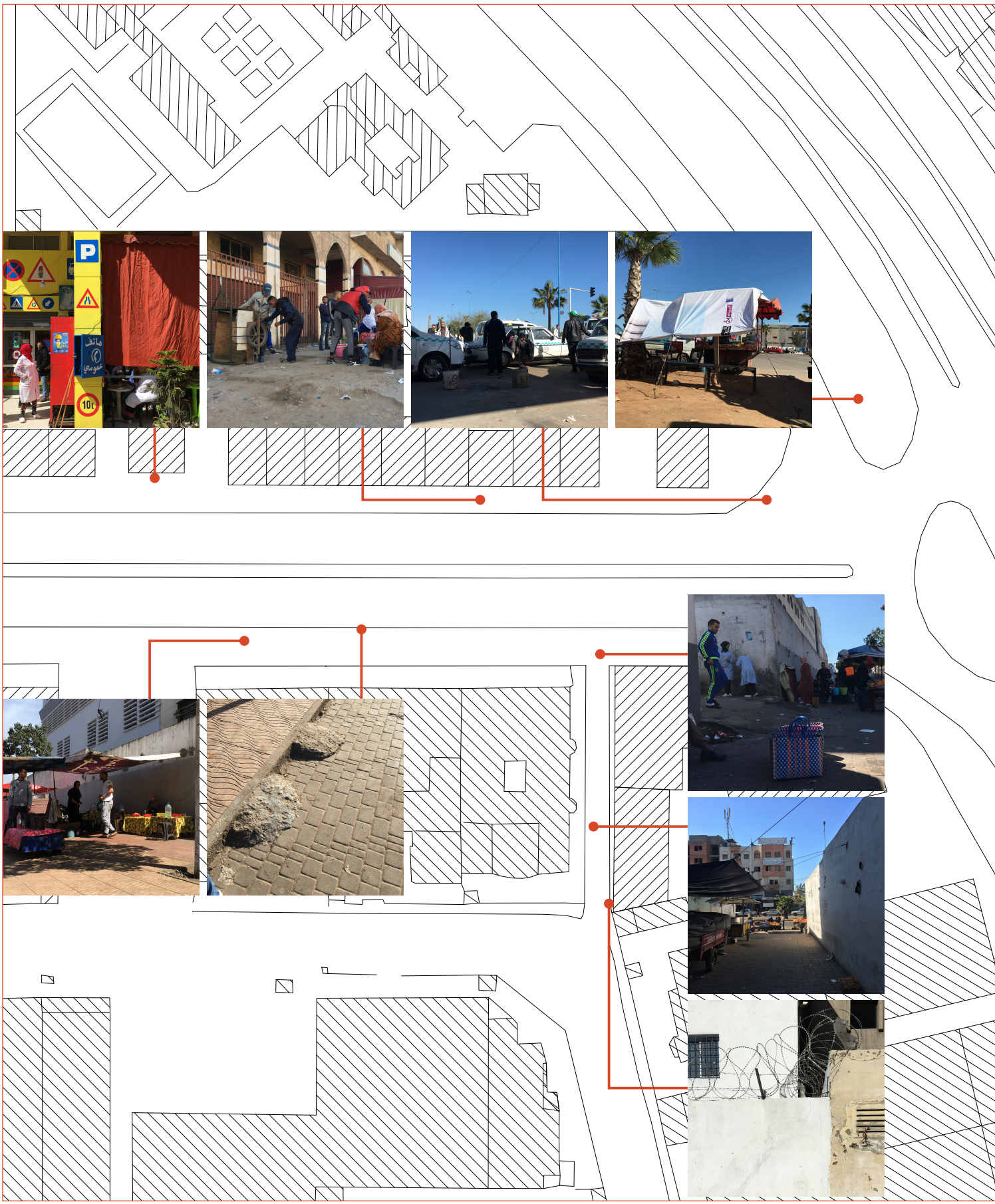
RECORDING OF AD HOC INTERVENTIONS

PINPOINTED LOCATION MAÂRIF


RESTAURANT
PLACE
RESERVE
Luigi Palmier
Livraison à domicile
Tél.: 05 22 23 63 94

RECORDING OF AD HOC INTERVENTIONS

PINPOINTED LOCATION SIDI MOUMEN




PHARMACIE LA SANTE

FOUR ISSUES
IDENTIFICATION OF UNDERLYING ISSUES

The ad hoc interventions tell the story of the place. They show the underlying issues of the location. In the two researched locations, four issues can be identified. These are general architectural problems, that are in these locations not yet taken into account by the architectural base-layer.

THE ISSUE OF PROTECTION

NEED FOR SHADING

CLIMATISING

NEED FOR COVERING

NEED FOR PRESERVATION

NEED FOR SAFETY

SAFETY

NEED FOR SECURITY

THE ISSUE OF CAPACITY

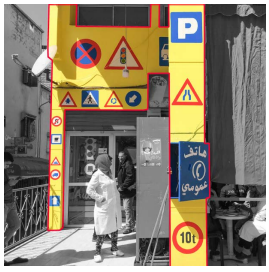
NEED FOR MORE SPACE

NEED FOR SHOP

ADDING/CLAIMING SPACE

NEED FOR INDICATING SPACE

NEED FOR TERRACE SEATING



THE ISSUE OF IDENTITY

NEED FOR SHOWING USE

NEED FOR DISTINGUISHING

NEED FOR DIFFERENTIATION

REPRESENTATION

NEED FOR ATTENTION

NEED FOR BRANDING

NEED FOR BRANDING

THE ISSUE OF MOVEMENT

NEED FOR REDIRECTING

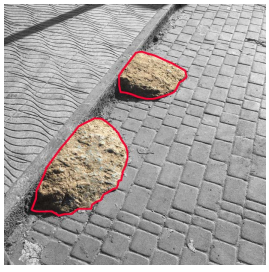
LEVELING

NEED FOR ACCESS

NEED FOR REGULATING

SEPARATING FLOWS

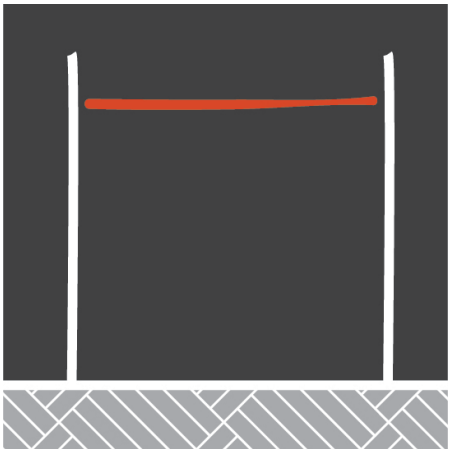
NEED FOR OBSTRUCTION



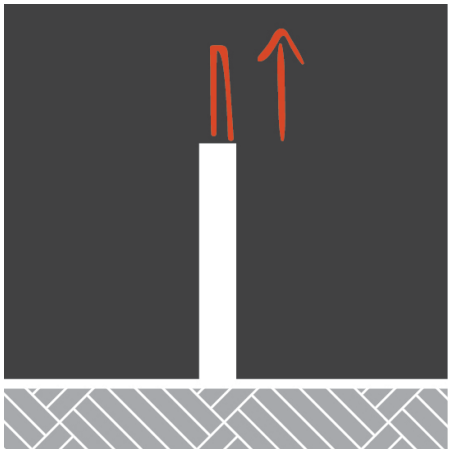
TOOLBOX
REDUCED SET OF AD HOC INTERVENTIONS

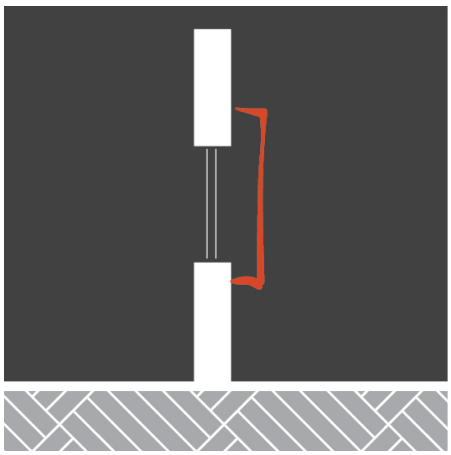
The ad hoc interventions can be organized in eighteen tools. It's important to note that within these tools a large range of examples can be found and that combinations are possible. This has mainly to do with resources that are at hand and the permanency of the solution.

PROTECTION CLIMATE

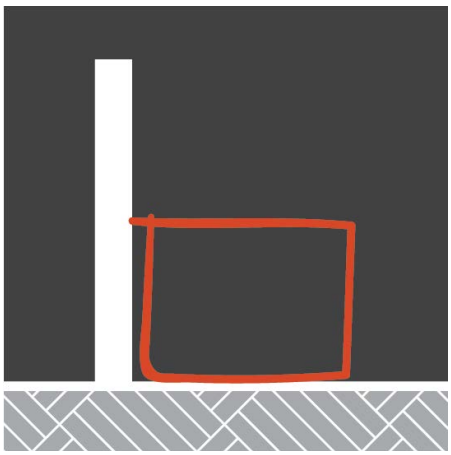


PROTECTION SAFETY

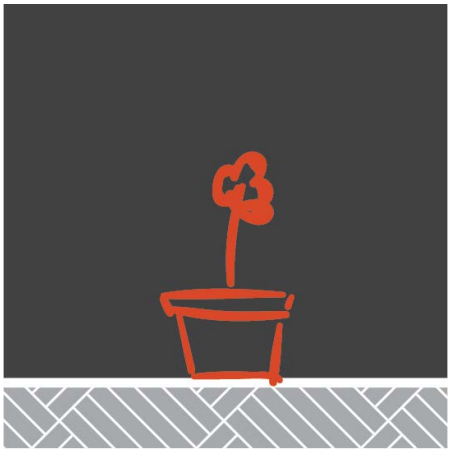




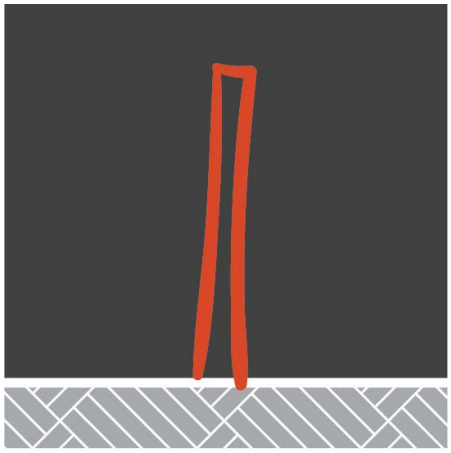
CAPACITY



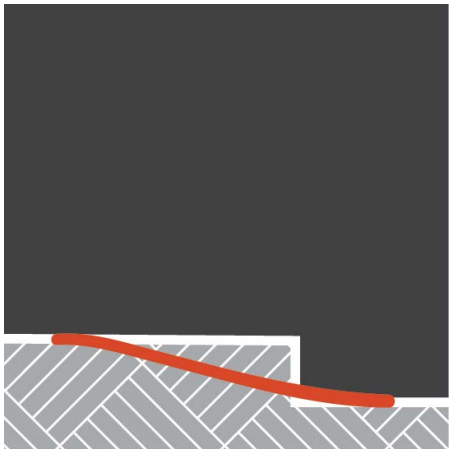
REPRESENTATION

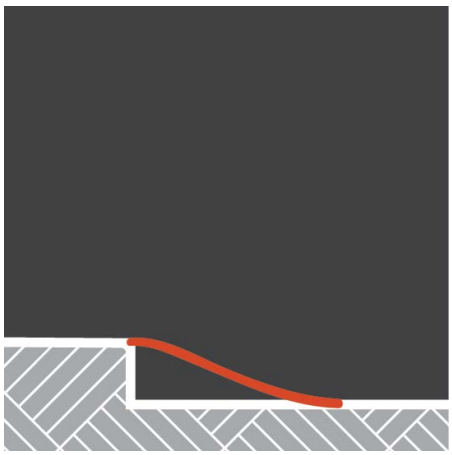


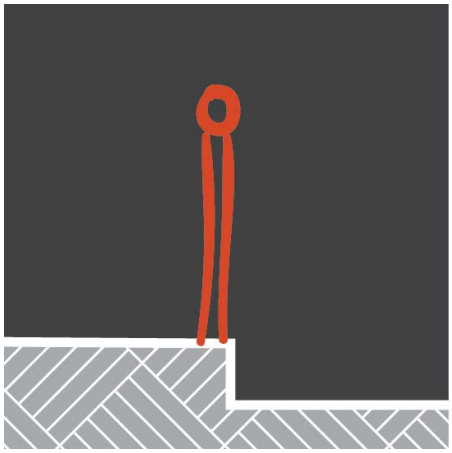
MOVEMENT SEPARATING FLOWS



MOVEMENT LEVELING



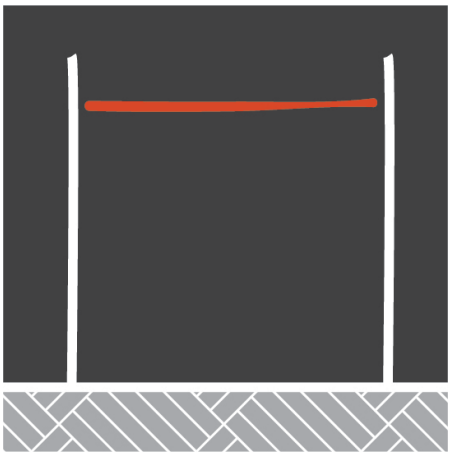




CLIMATE

The tool used is mainly depended on the support that the original architecture provides. When the location is providing two points of support such as two walls, a sheet can be strung from one way to the other. The system of strung sheets is probable the most informal option.

In the case of restaurants protection is used together with capacity, to claim some more space.

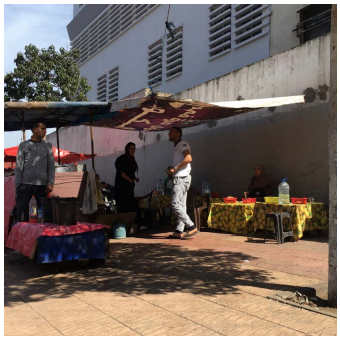


TWO VERTICAL POINTS OF SUPPORT

ONE VERTICAL POINT OF SUPPORT

ZERO VERTICAL POINTS OF SUPPORT

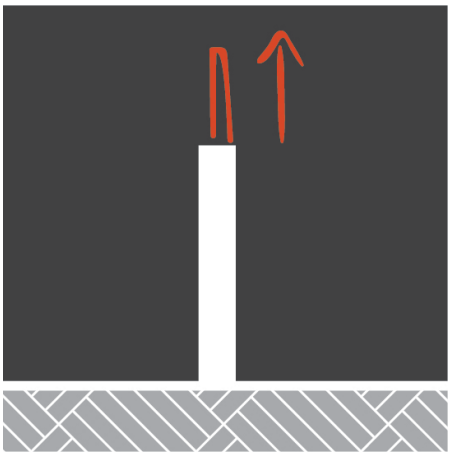
EXAMPLES



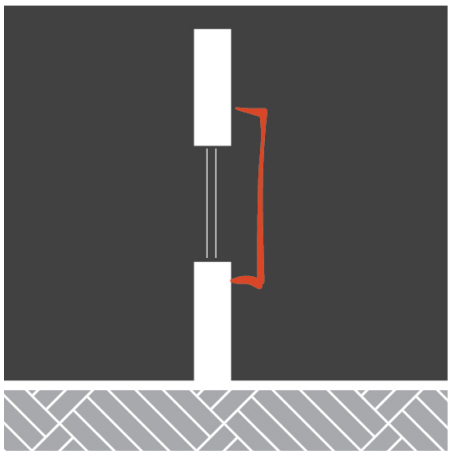
SAFETY

The issue of safety can be solved in different ways. The wall can be extended for example by adding barbed wire to the top. Or they fill the window with shutters or build a cage around the window.

In the last case, the cage that is to prevent from burglars, is still allowing the window to open, and gives inhabitants the possibility to use that extra space.



HEIGHT



DEPTH WITH CAPACITY

DEPTH WITHOUT CAPACITY

EXAMPLES

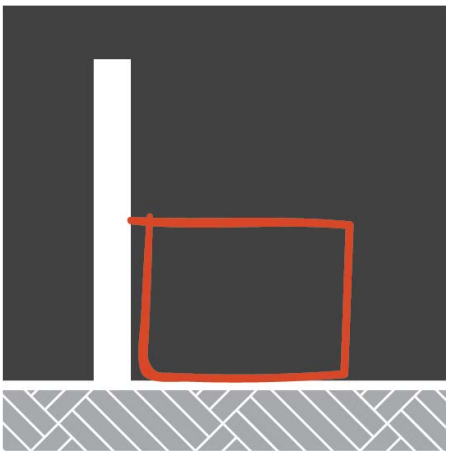
TOOLBOX
CAPACITY

In the case of capacity, the general tools of architecture can be used. Sometimes, only the change a change of the slab, for example change of the pavement can get the message of use across. The same way, an awning already makes people feel they are in a privatized area, even though it is still part of the sidewalk.

These tools can obviously merge together in a more solid example of claiming space.

The problem of capacity is seen a lot in the researched locations. The tools of other chapters of the toolbox often result too in the claiming of the space.

FLOOR



WALL

ROOF

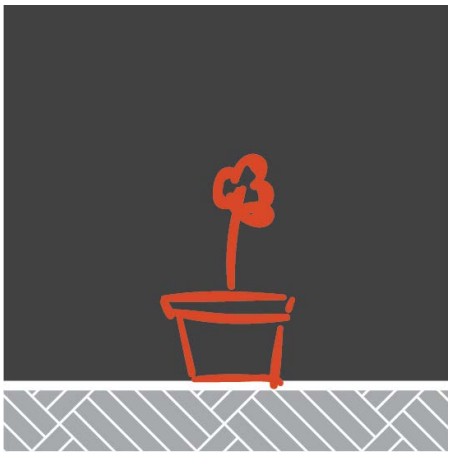
EXAMPLES

Every ad hoc solution is unconsciously representing the character of the user/ owner. There are nevertheless ad hoc solutions that are in the first place put in place for the sake of representation.

The painting of a facade can already tell a story about the usage/function of the building behind that facade.

CHANGING MATERIAL

SIGN



USER ATTRIBUTE

EXAMPLES

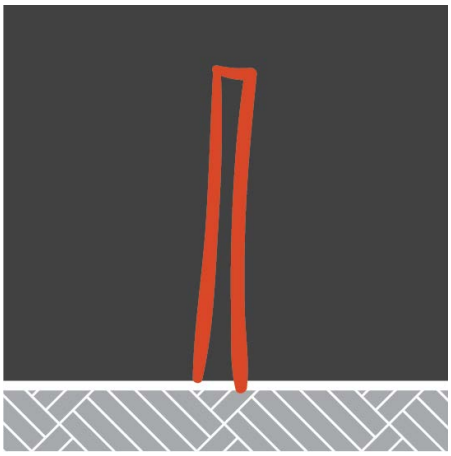
SEPARATING FLOWS

The different tools form a graduation of strictness. Where the sign can still easily be ignored, a high wall cannot be negotiated.

Sometimes the tools of movement are used for representation or capacity as well. For example the blockades to prevent from parking can double as flower pots. They can be used to represent the building.

SIGN

LOW

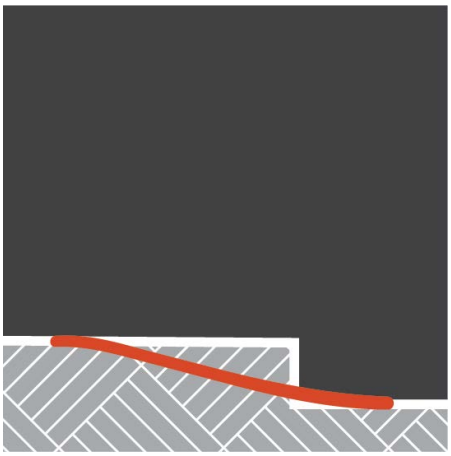


HIGH

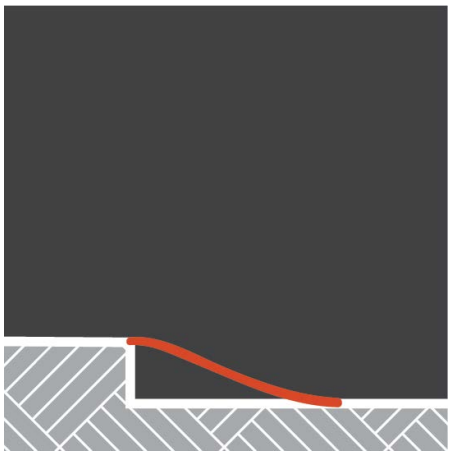
EXAMPLES

LEVELING

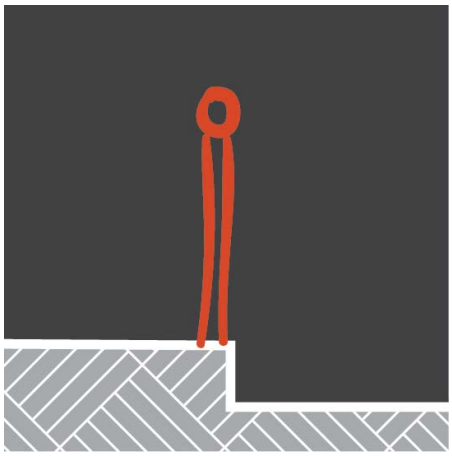
The ramp is the general solution to negotiate levels. This can be cut in or added to the original pavement. At the same time, the height difference in the pavement was there for a reason, to separating flows. The tools of leveling and the tools of separating flows are therefore more than once seen put together.



CUT IN RAMP



ADDITIONAL RAMP



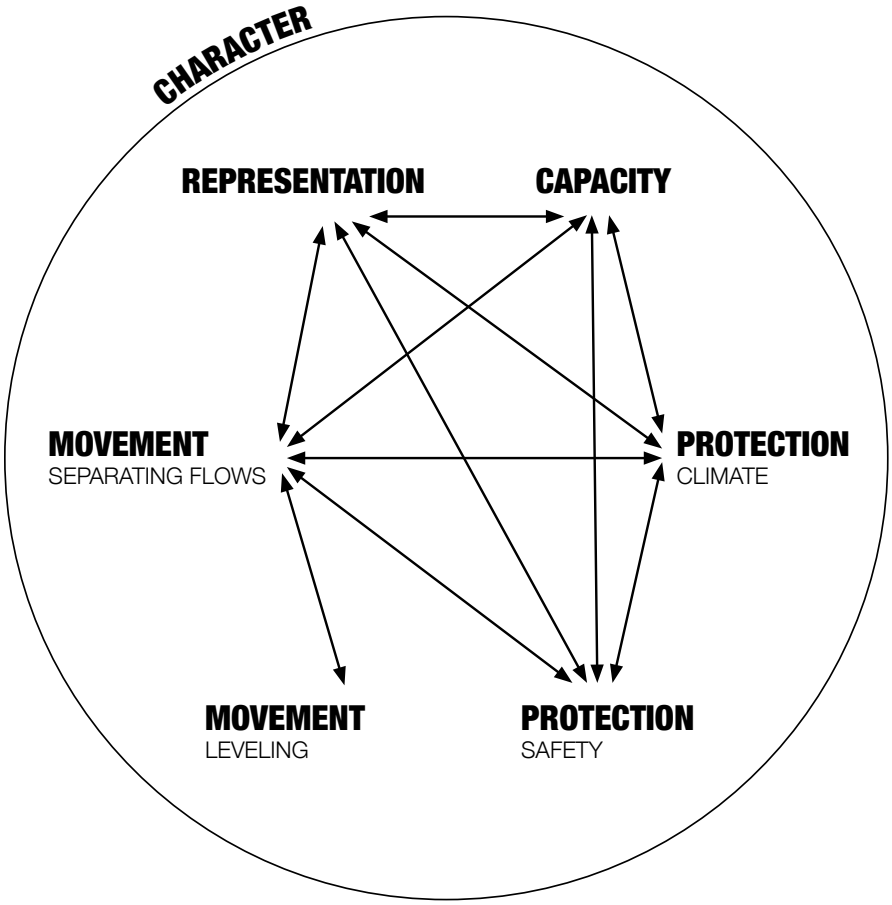
BLOCKING

EXAMPLES

CONCLUSIONS
RE-ORGANIZING THE RELATIONS BETWEEN THE FOUR ISSUES

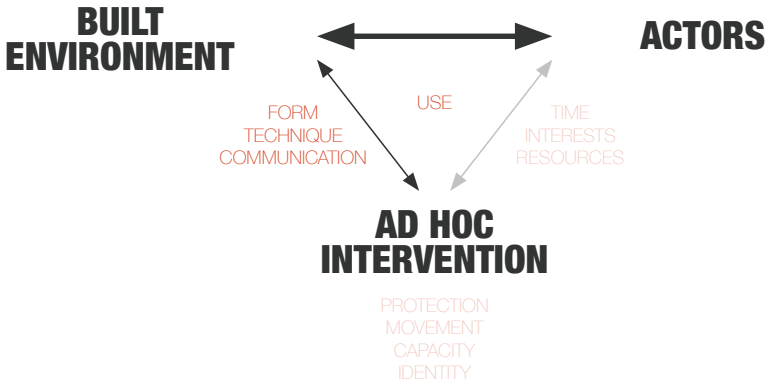
DUALITY OF TOOLS
A lot of the tools can work in different issues at the same time. The wall can be used to separate flows and at the same time, claim the space for the need of capacity. When revising all the tools, the next organization can be made.

Together all these tools show the character of the place. The way the tools are put in place show the resources, materials, as well as skills, that were at hand.



THE BASE-LAYER

In the following chapter, we scrutinized into the question how the built environment facilitates users adaptations, the ad hoc interventions. In which, we approached the issue through three different perspectives, form, technique and communication. After establishing basic understandings on each angle, we picked three scenarios to depict how actors' actions and usage link all different fragments in the built environment together.



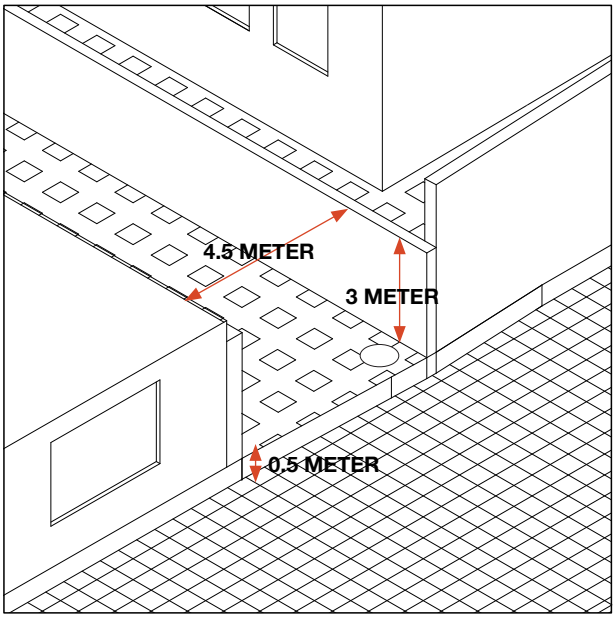
POINTS OF INTERESTS
REPRESENTATIVE LOCATIONS

From both locations, Maârif and Sidi Moumen, we selected six points each to dive into. All six points are of relatively high complexity in terms of different or actors involved and varieties of their built environments. It took a lot of negotiating to get to the current stat. The research started from a in-depth analysis on each point and then we compared points with each other from the three perspectives, form, technique and communication.

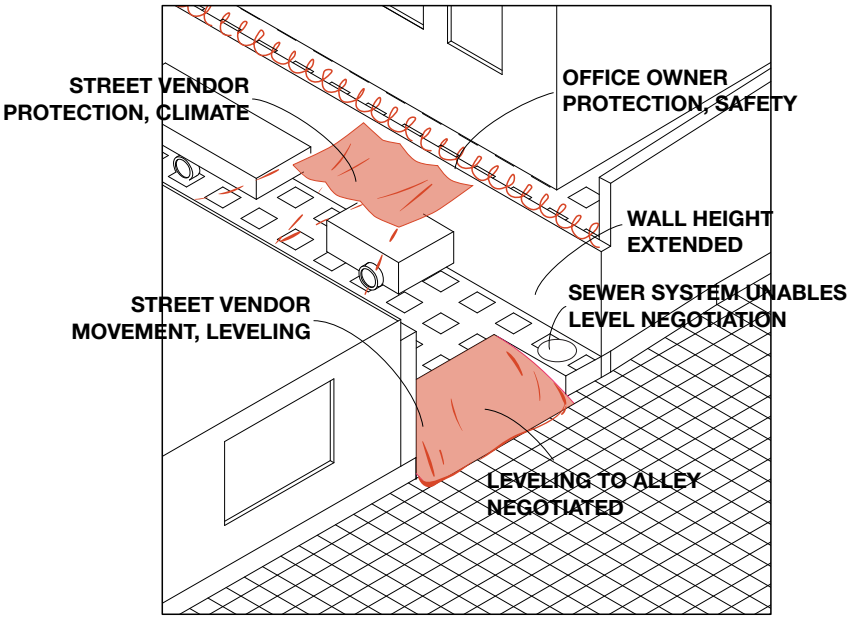
FORM
THE BASE-LAYER

FORM
CASE STUDY | ALLEY MARKET

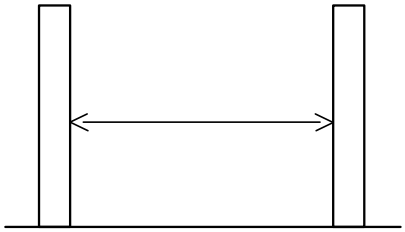
ORIGINAL SITUATION



CURRENT SITUATION

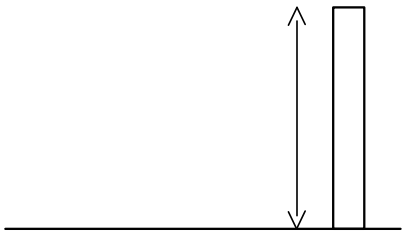


WIDTH
The width allows the market owner to cover the alley, there are two perfect points of attachment.

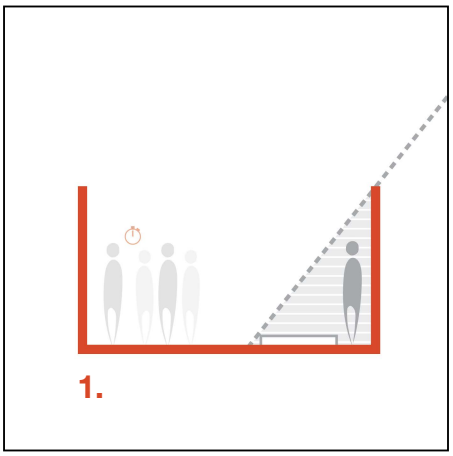


HEIGHT
The level difference indicates that the alley is of less importance to the main sidewalk. As the alley is highly used by pedestrians and street vendors with their cars, the height difference is negotiated by adding a ramp.

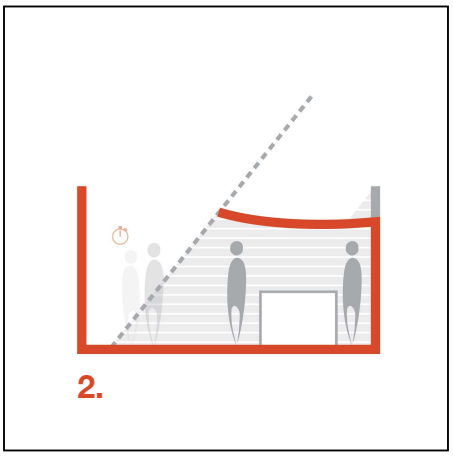
HEIGHT
The wall of the alley protects the property of the factory owner. As the use of the alley intensifies and structures get build, the wall height got increased.



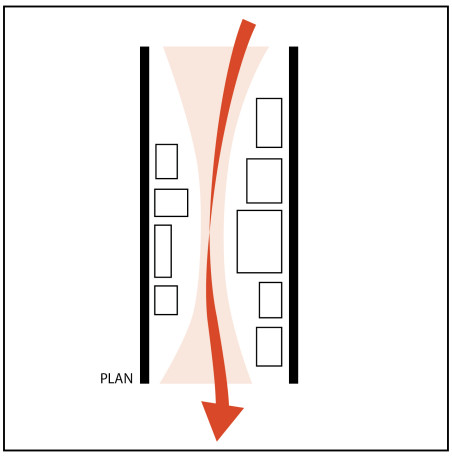
CHANGE IN FORM



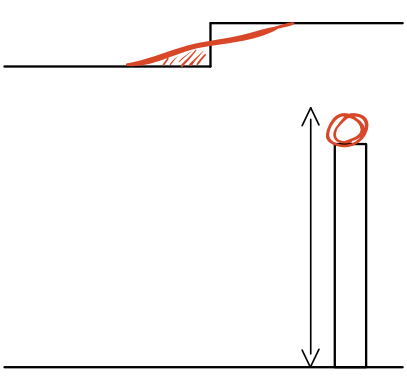
Vendor is interested in this alley because of a large flow of passersby



Canopy provides shade for a larger stand

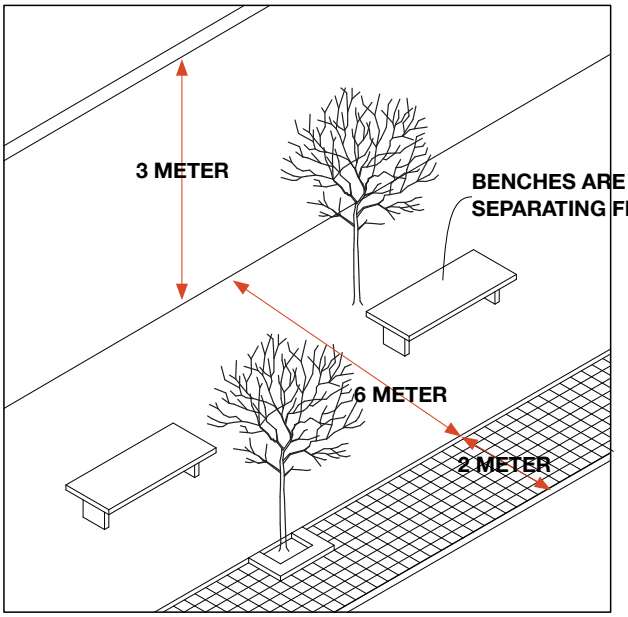


The position of the stands and canopies create a funnel effect and slows down the flow

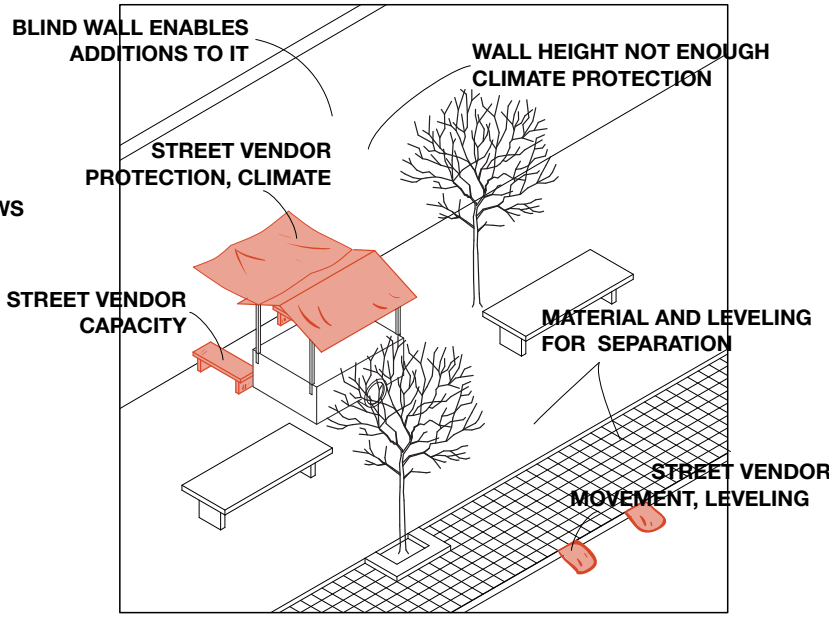


FORM
CASE STUDY | LUNCH WALL

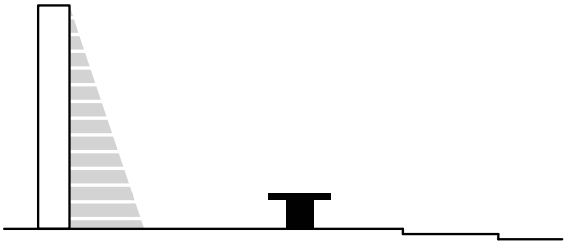
ORIGINAL SITUATION



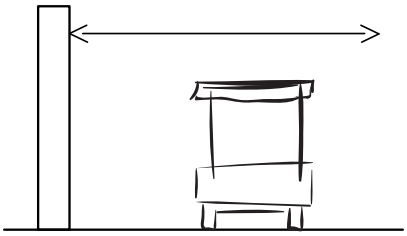
CURRENT SITUATION



ZONING
The sections of the street separates the pavement in a few zones. The claiming of the pavement follows these zones.

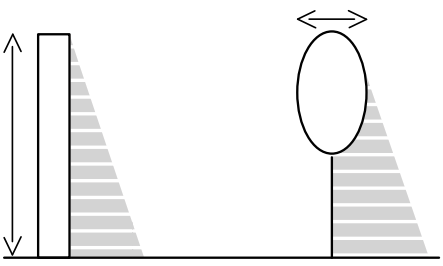


WIDTH PAVEMENT
The wide pavement allows the market owner to claim the space by putting down benches. The blocking of the walking route is no problem, because there is enough space.

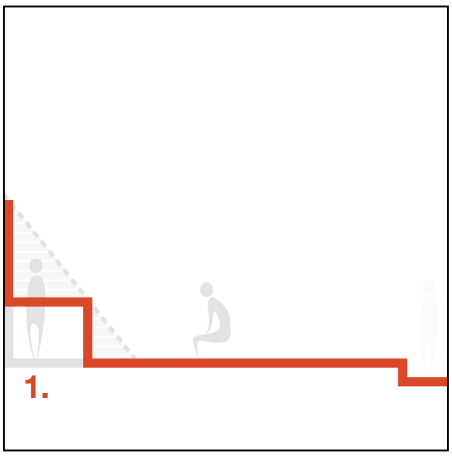


HEIGHT
The level difference separates different flows of users. This is negotiated by local ramps to provide a entry for the market stalls. This way the separation of flows is not lost.

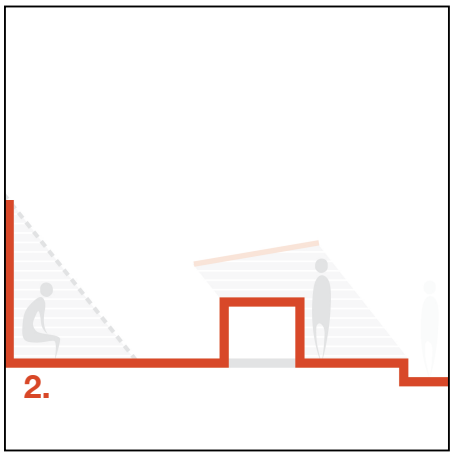
HEIGHT
The wall provides, together with the trees, shade on the ground. This does not cover the need and is extended by the canopy.



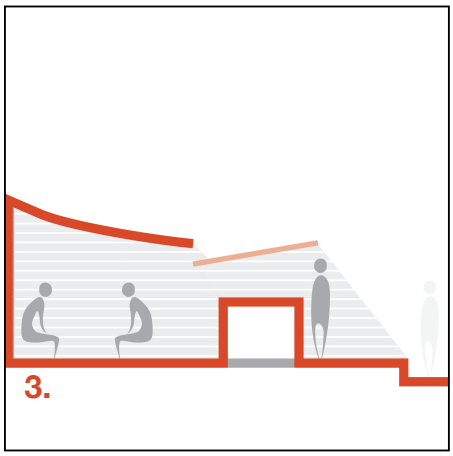
CHANGE IN FORM



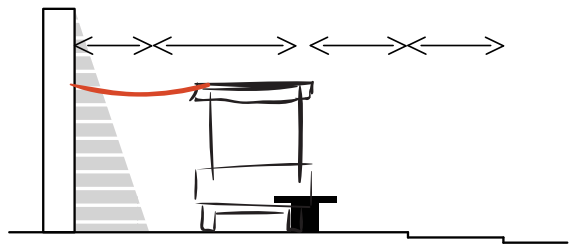
Next to this wide pavement there is an extra sidewalk before you get to the road

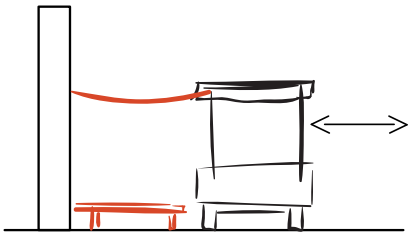


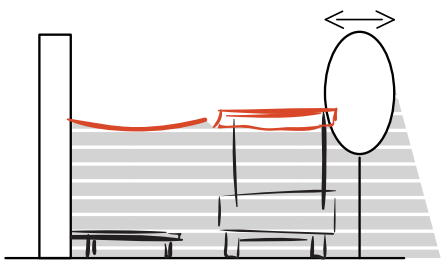
The cart separates the passersby flow from the people eating



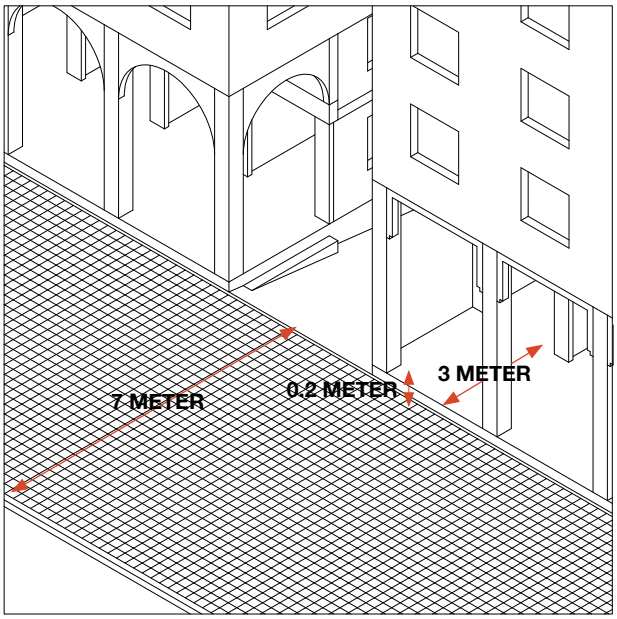
The canopy creates an enclosed space. Blocks out remaining passersby



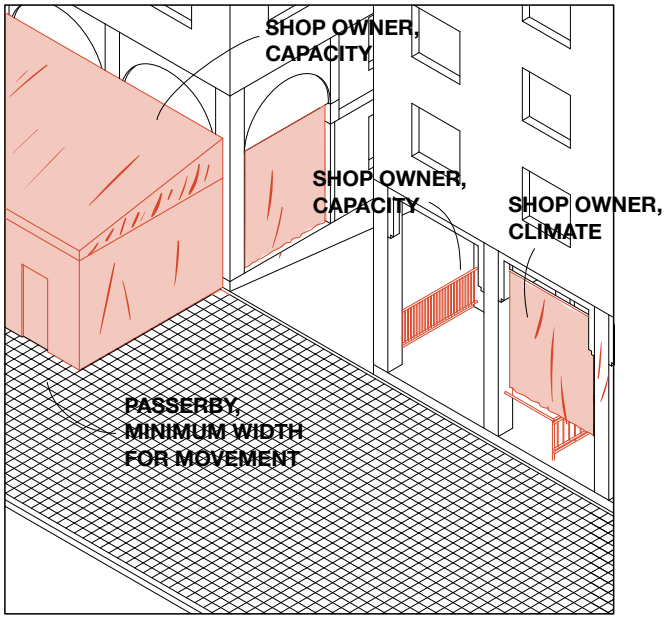




ORIGINAL SITUATION

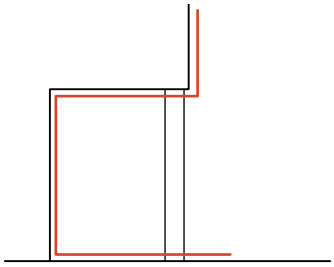


CURRENT SITUATION



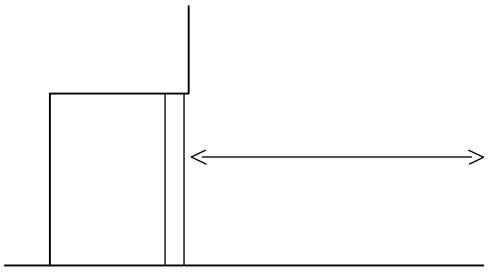
POINTS OF ATTACHMENT

The shape of the arcade makes it easy to enclose. For example by putting in sunshade or a railing.



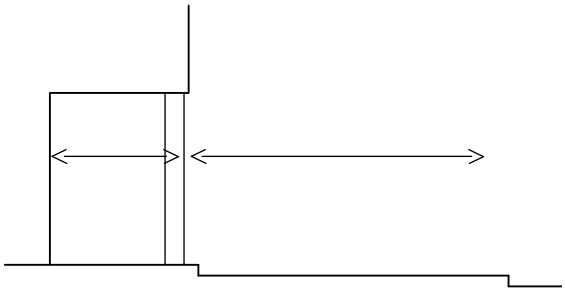
WIDTH

Broad sidewalk makes it able to claim space without affecting the interest of the pedestrian to much.

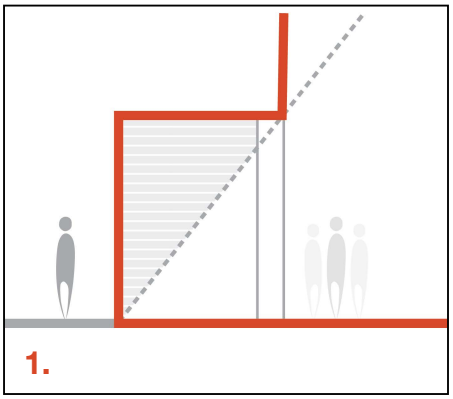


ZONES

The form of the section is creating different zones to claim.

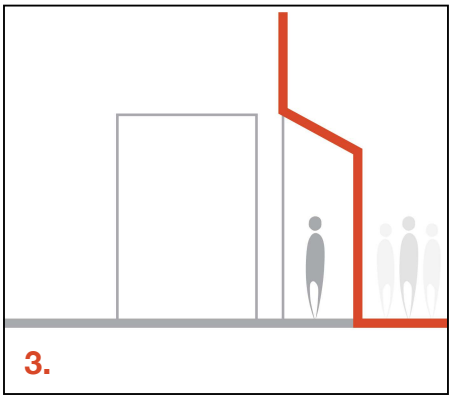


CHANGE IN FORM

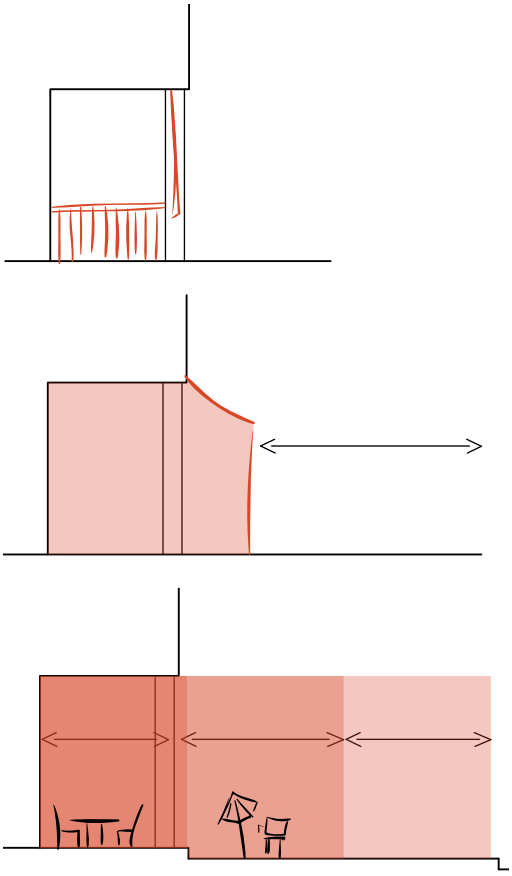


Form makes it easy to enclose extra space

The shift of usage requires an intervention to provide shading.



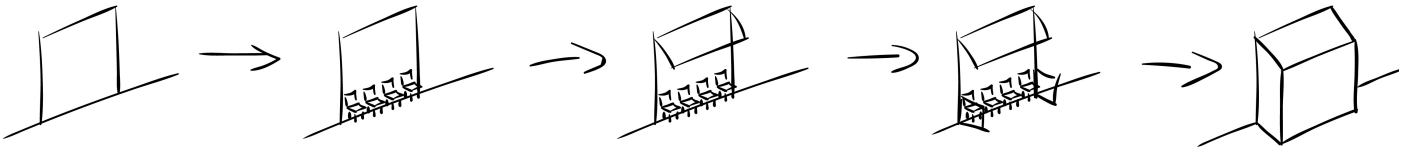
Broad sidewalk allows for additional extension

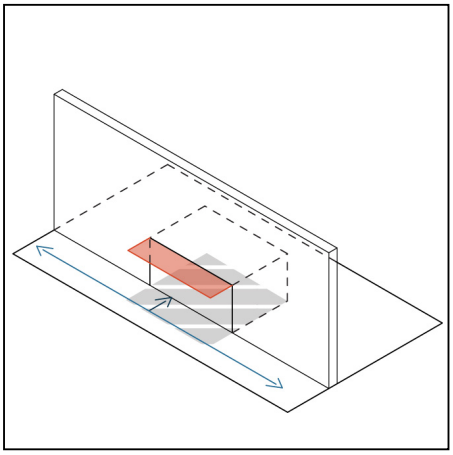


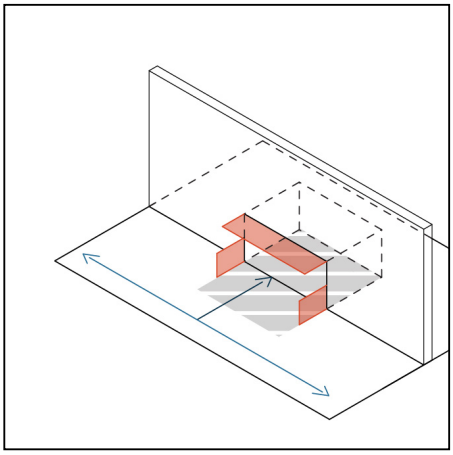
NEGOTIATING BETWEEN SHOP OWNER AND PASSERBY

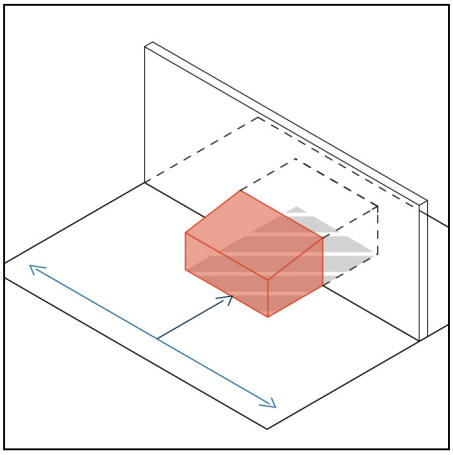
In the analyzed locations the issue of capacity is clearly visible. The need for capacity of the shop owner is driving his development. The dimension of the pavement in relation to the amount of pedestrians, is stopping this growth at a certain point.

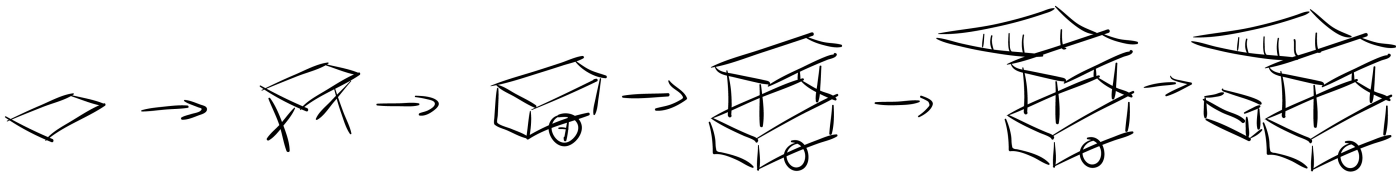
The same goes for the street vendor, see the page on the right.

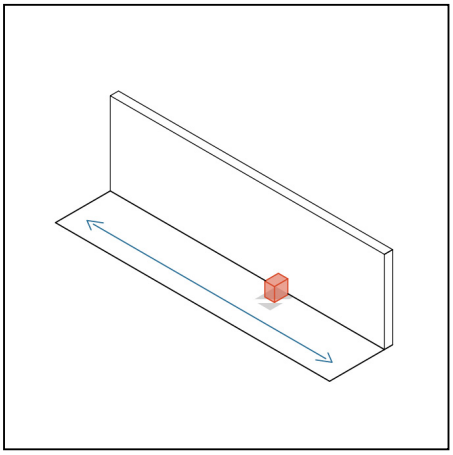


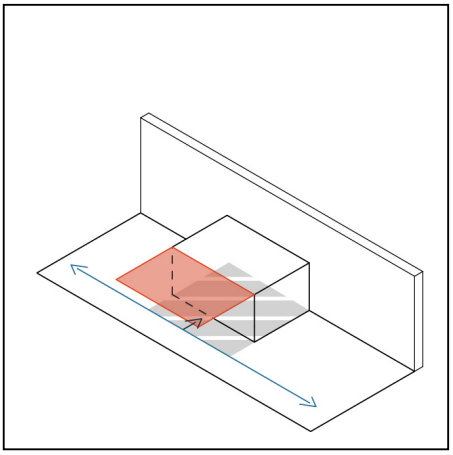


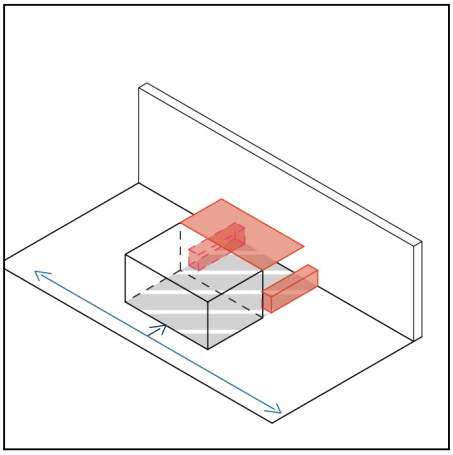








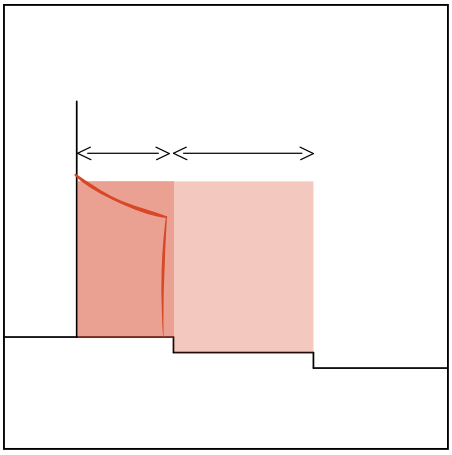
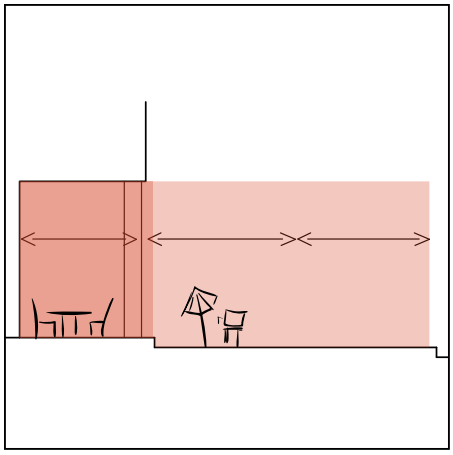
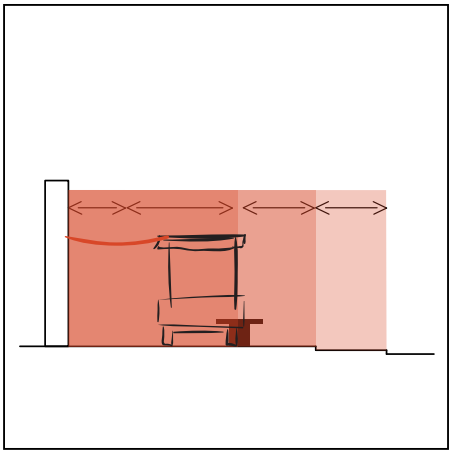




LEVELING, MATERIALS AND OBJECTS

In these locations the different materials, level differences and urban furniture are separating the public space into different zones. Although, the extending of space is not regulated, this architecture is communicating what part of the urban space could be claimed without affecting the interests of the passersby.

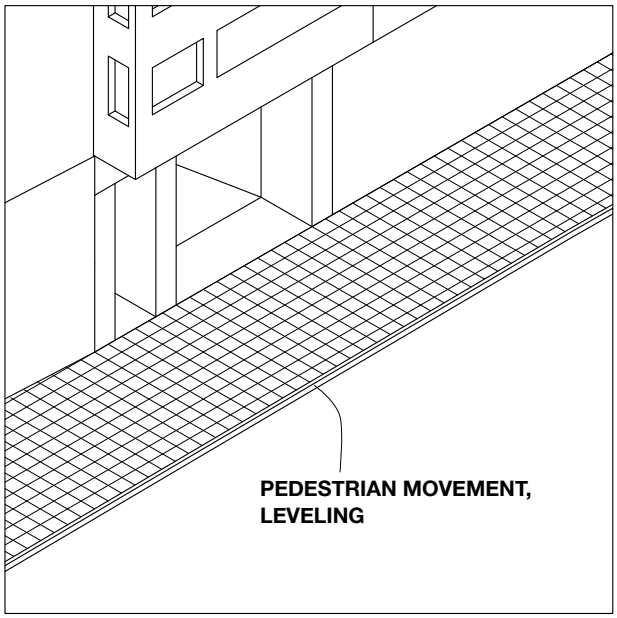


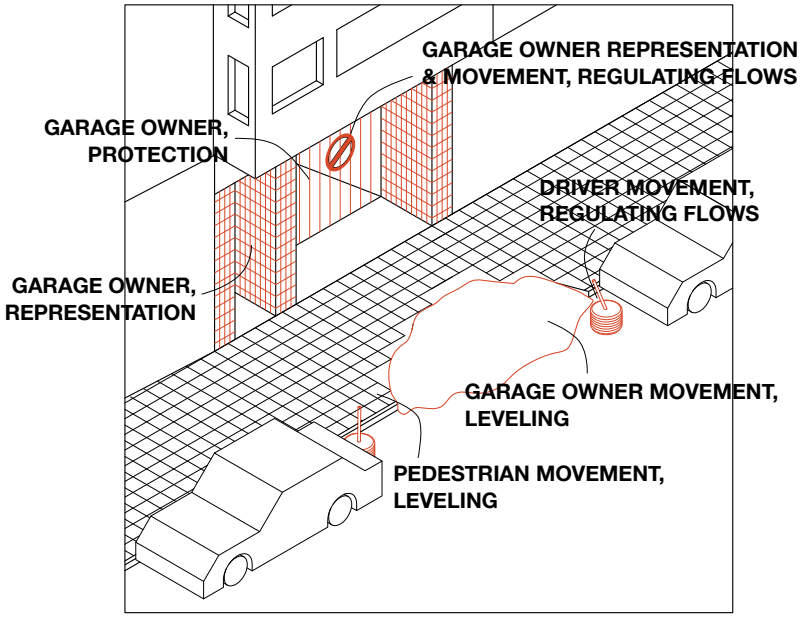
TECHNIQUE
THE BASE-LAYER

TECHNIQUE
CASE STUDY | CAR RAMP UP

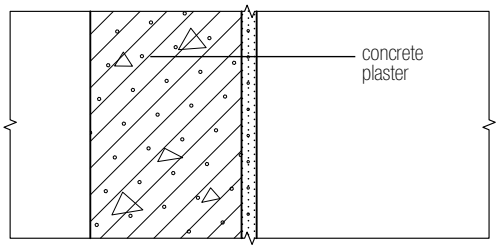
ORIGINAL SITUATION



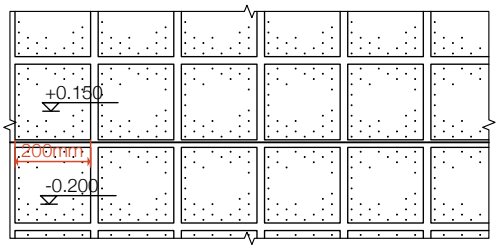
CURRENT SITUATION



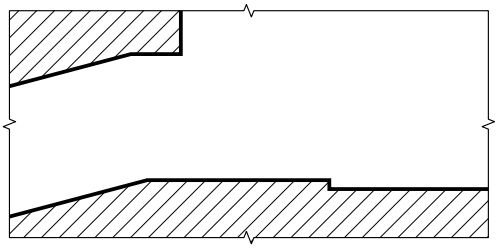
MATERIAL PROPERTY
The cheap and compliant finishes encouraged owners' personal applications. Users could easily add additional layers.



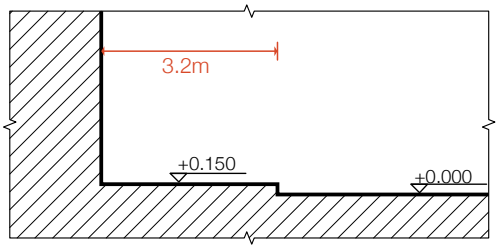
MATERIAL PROPERTY
The small sized pavement made it possible for users to build a cut-in ramp, as users could remove some tiles and pour concrete ramps.

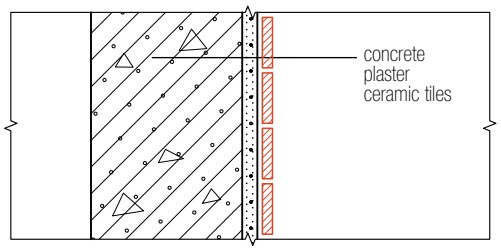


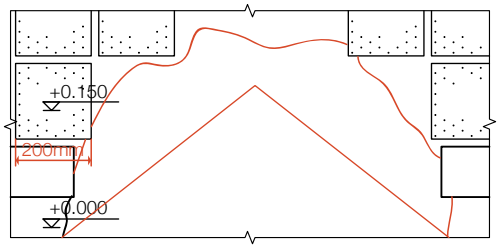
MATERIAL PROPERTY
For more permanent usage, owners used concrete for its difficulty in moving.

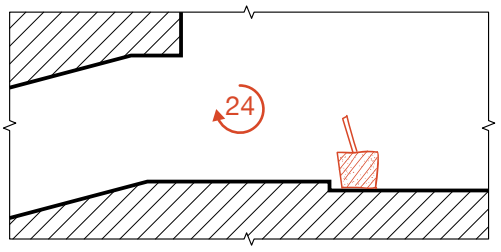


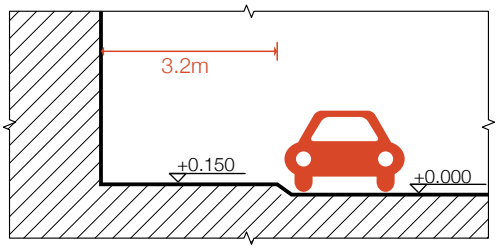
DEPTH
Sidewalk with limited width prevented drivers from adding ramps and parking their cars on the sidewalk.

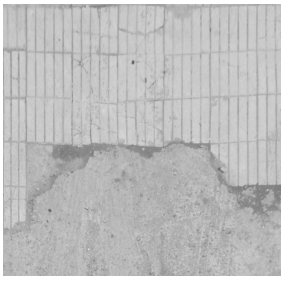



concrete
plaster
ceramic tiles


+0.150
200mm
+0.000

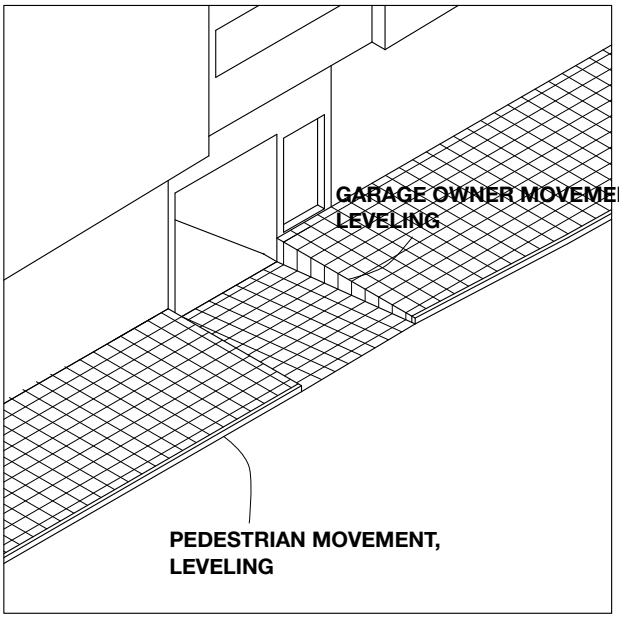

24


3.2m
+0.150
+0.000

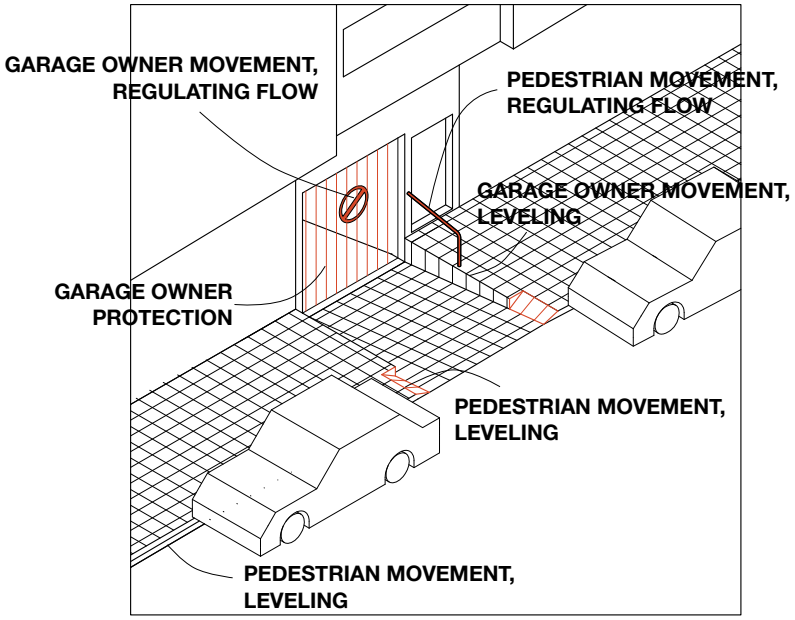


TECHNIQUE
CASE STUDY | CAR RAMP DOWN

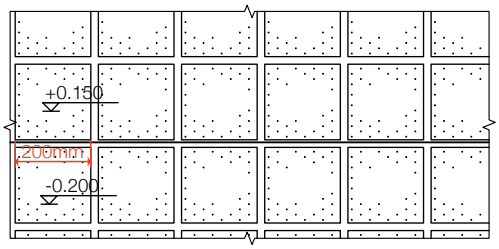
ORIGINAL SITUATION



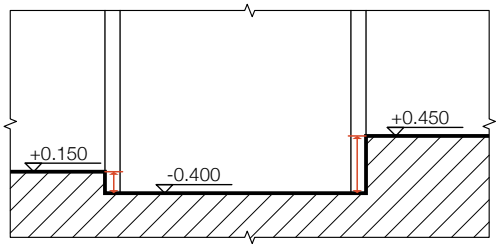
CURRENT SITUATION



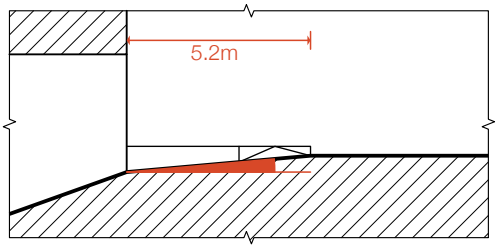
MATERIAL PROPERTY
The small sized pavement made it possible for users to re-shaped the sidewalk and ramp without cutting or breaking the tile in use.

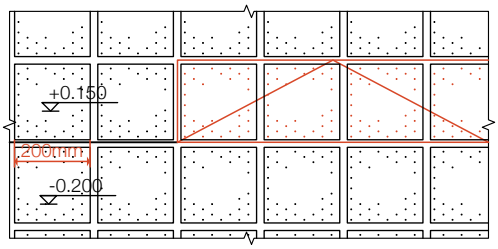


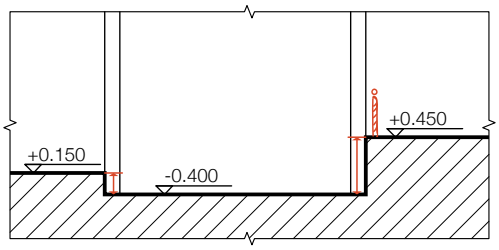
DIMENSION
Pedestrian adopted protection instruments for big height different between levels.

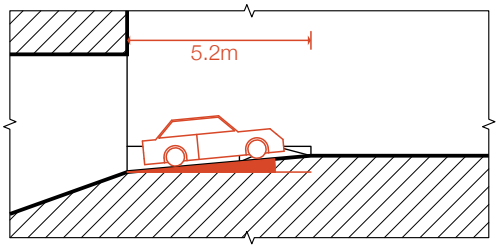


DIMENSION
Slopes with big inclination angles prevented drivers from parking their cars.




+0.150
200mm
-0.200

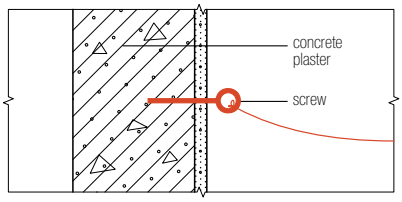

+0.450
+0.150
-0.400

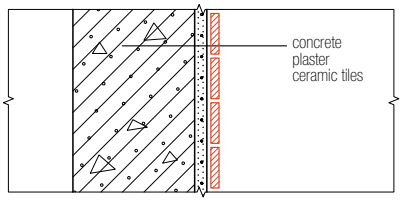

5.2m

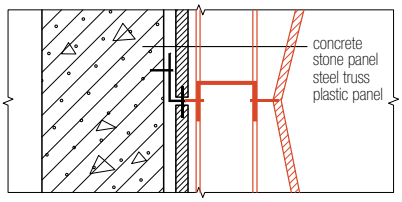
TECHNIQUE
ADAPTABILITY

MATERIAL PROPERTIES

Materials with high adaptability are those easy to apply additional finishing layers or of relative high plasticity, for instant, concrete, and plaster. While materials offered on a larger scale and of high brittleness, like stone panels and marbles, are inconvenient for adaptation.







PLASTICITY
ROUGH SURFACE
ADDITIONAL FINISHES
FLEXIBLE

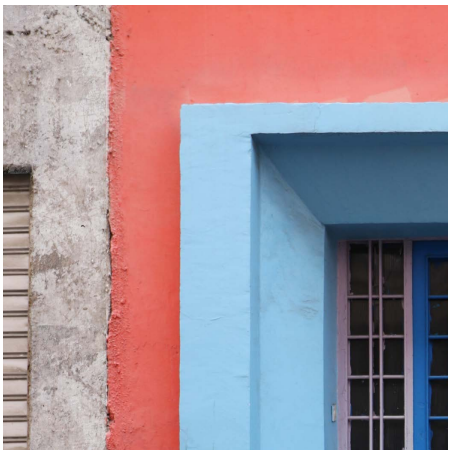
PLASTICITY
ROUGH SURFACE
ADDITIONAL FINISHES
SMALL SCALE

BRITTLENESS
POLISHED SURFACE
HARD TO ADD FINISHES
LARGE SCALE

DECAY AND REPLACEMENT

The durability of the materials in use cast influence on their values, thus affecting ad hoc interventions. For less durable materials, like plaster and tiles, their value and appearance decay fast in time, users prone to replace or renovate on original layers in a shorter span.

For example, users tend to paint over a cheap looking surface sooner than over a facade made of marble slabs.



SPAN

PAINT / PLASTER

5 yr

CERAMIC TILE / LAMINATED SURFACE

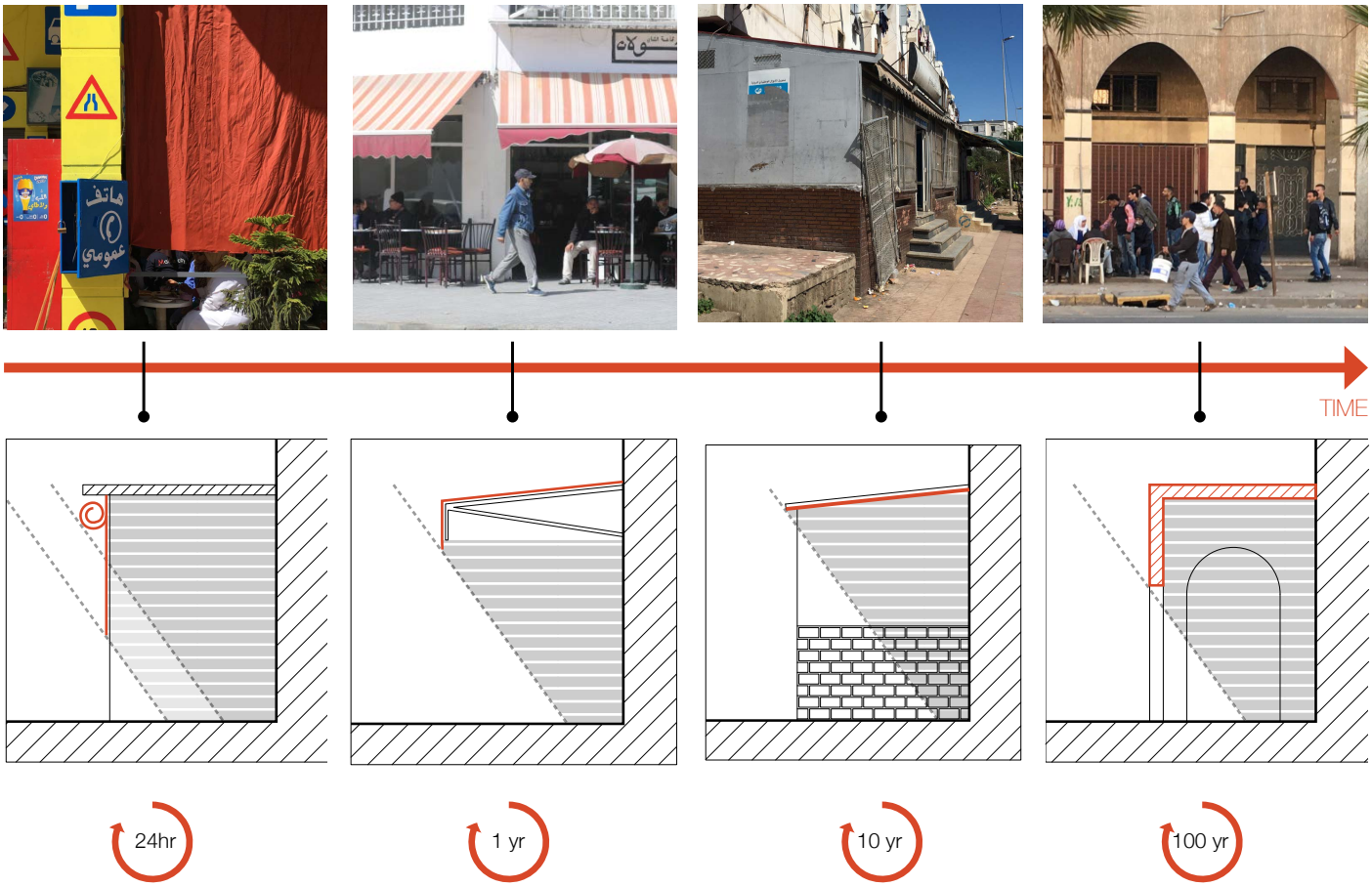
20+yr

MARBLE / NATURAL STONE

100yr

OVER TIME

For the same purpose, the ad hoc instruments could range from a piece of canvas to concrete arcade. The materials in use indicate for how long the instruments would exist in and influent the built environment. Besides, the change of materials could be regard as a series of evolution in time, from informal to formal.



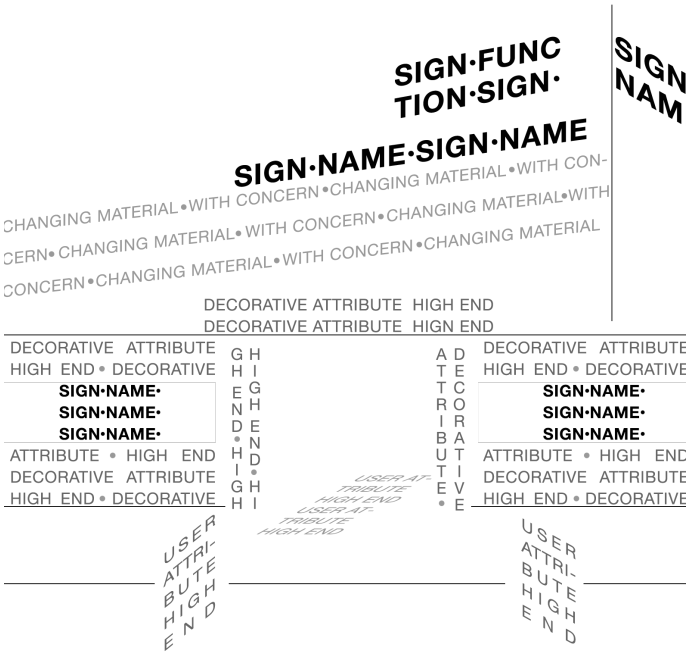
COMMUNICATION
THE BASE-LAYER

All ad hoc interventions in the built environment are communicating with something. In this part, however, we deliberately focused our research on those representative instruments and semiotics communications.

COMMUNICATION
SEMIOTIC INTERPRETATION

Through communicational ad hoc interventions, for instance a sign, builders pass certain information to viewers. In order to study on how those messages are conveyed to passerby, we first try to abstract semiotic information from original situations into interpretative drawings.

CURRENT SITUATION



INTERPRETATIVE SCENARIO

In these drawings, we highlight the tools in use and information they communicate. The scale and shape of these communicative objects are also preserved. Moreover, during translation, we offer those objects with different shades of gray according to how easily users could obtain those messages.

CURRENT SITUATION

INTERPRETATIVE SCENARIO

COMMUNICATION
DEFINING DIRECT COMMUNICATION

DIRECT
Direct communication refers to those ad hoc instruments which reveal messages of locations straightforward to users, for instance, pedestrians could directly get to know the function and name of a shop through its sign without a second thought or any doubt.

SHOWING BRAND

SHOWING FUNCTION

SHOWING FUNCTION


SHOWING FUNCTION

SHOWING BRAND

SHOWING BRAND

SHOWING BRAND / FUNCTION


SHOWING FUNCTION

SHOWING BRAND

INDIRECT

Indirect communication is relating to the cases that instruments indicate certain messages to users. For example, dining tables and chairs at the front of restaurants indicate functions. At the same time, materials and conditions of instruments indicate the character of places.


INDICATING FUNCTION

INDICATING FUNCTION

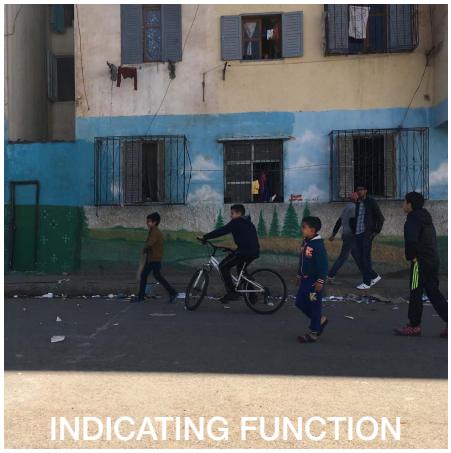

INDICATING FUNCTION


INDICATING FUNCTION


INDICATING FUNCTION


INDICATING FUNCTION


INDICATING FUNCTION


INDICATING FUNCTION

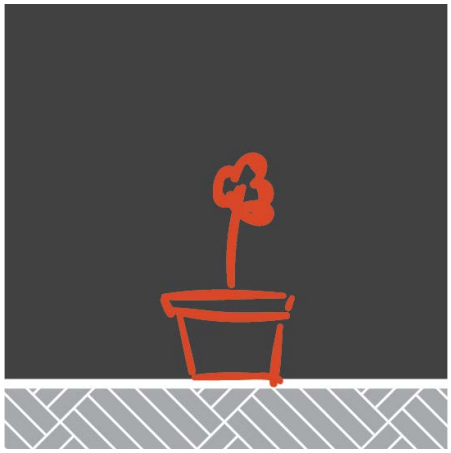

REPRESENTING THE CONDITION

COMMUNICATION
DIRECTIVENESS OF INSTRUMENTS

Building up a sign is a straightest forward way of delivering messages to users, while decorative or users' attributes could also reveal functions or features of places, but in a relative ambiguous way. Meanwhile, by examining the material in use, users could get a clue on the conditions or features of a location as well.

DIRECT INDICATIVE

SIGN

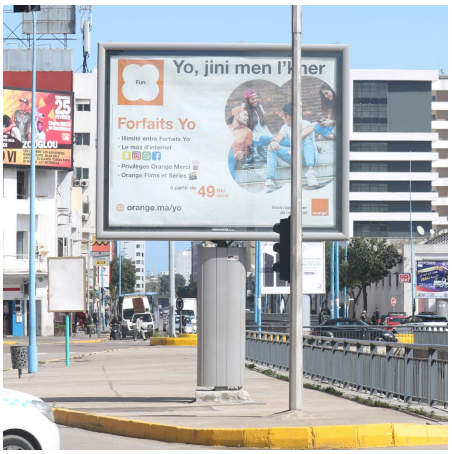


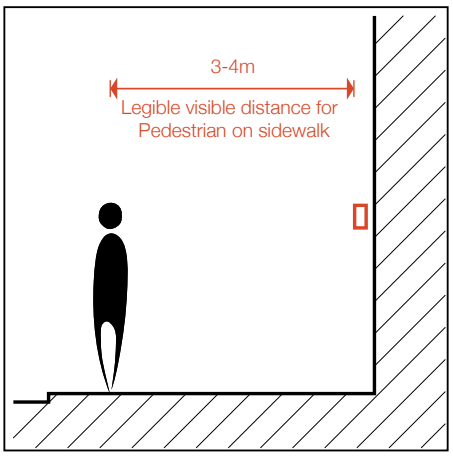
ATTRIBUTES

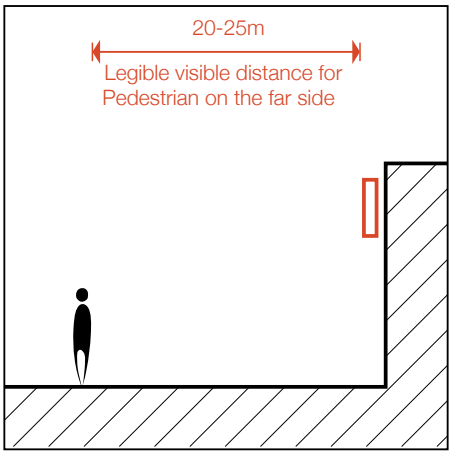
CHANGING MATERIAL

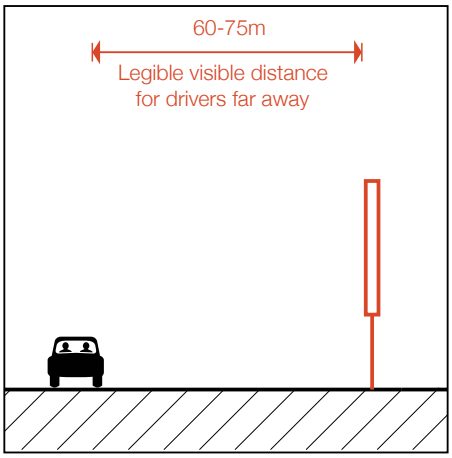
COMMUNICATION
SCALE / DISTANCE

The scale of the communication instruments varies significantly according to the users that the instruments targeting to. The scale of the instruments cast influence on how much area in the built environment they could affect.







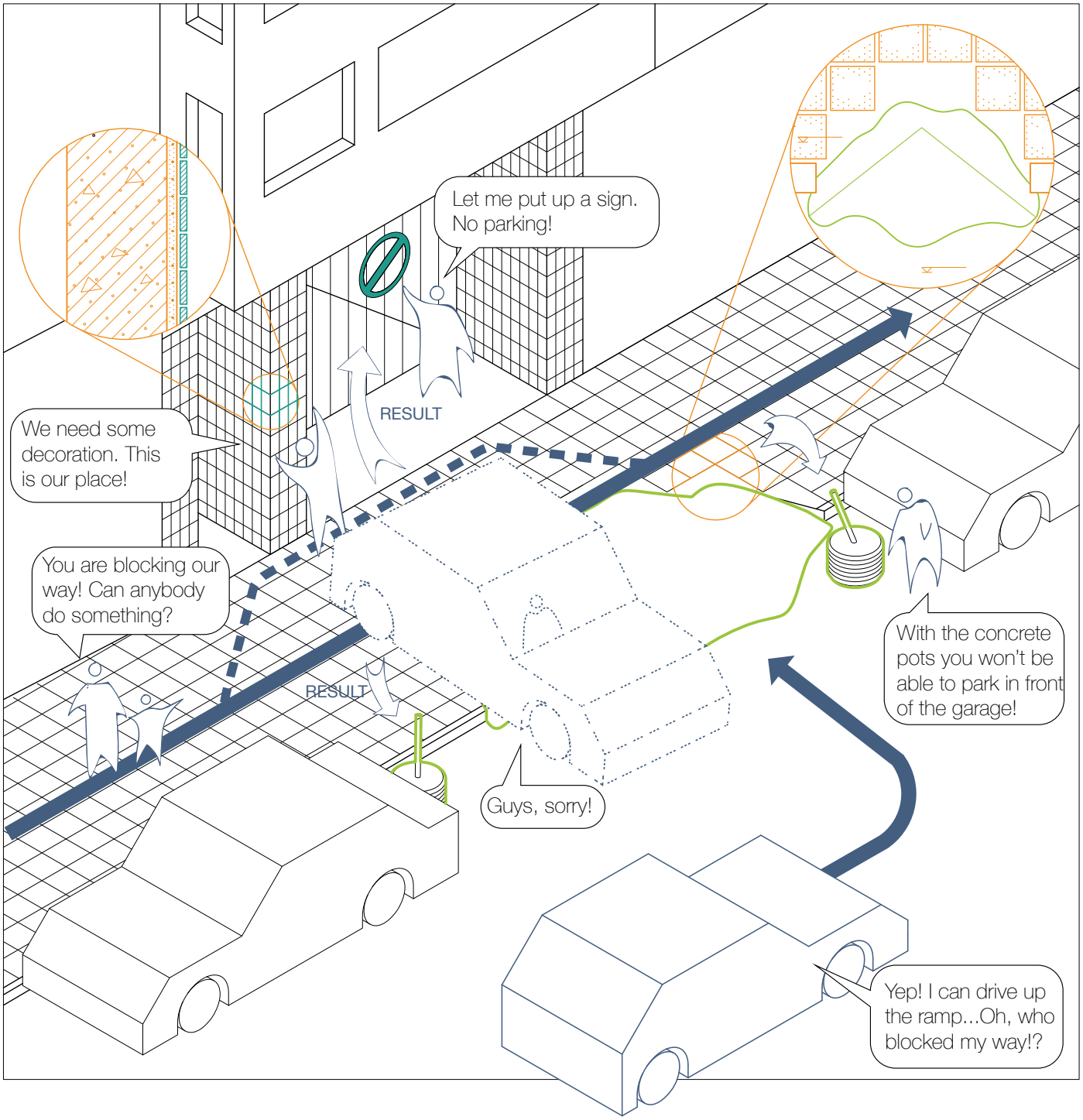


USE
THE BASE-LAYER

NEGOTIATIONS

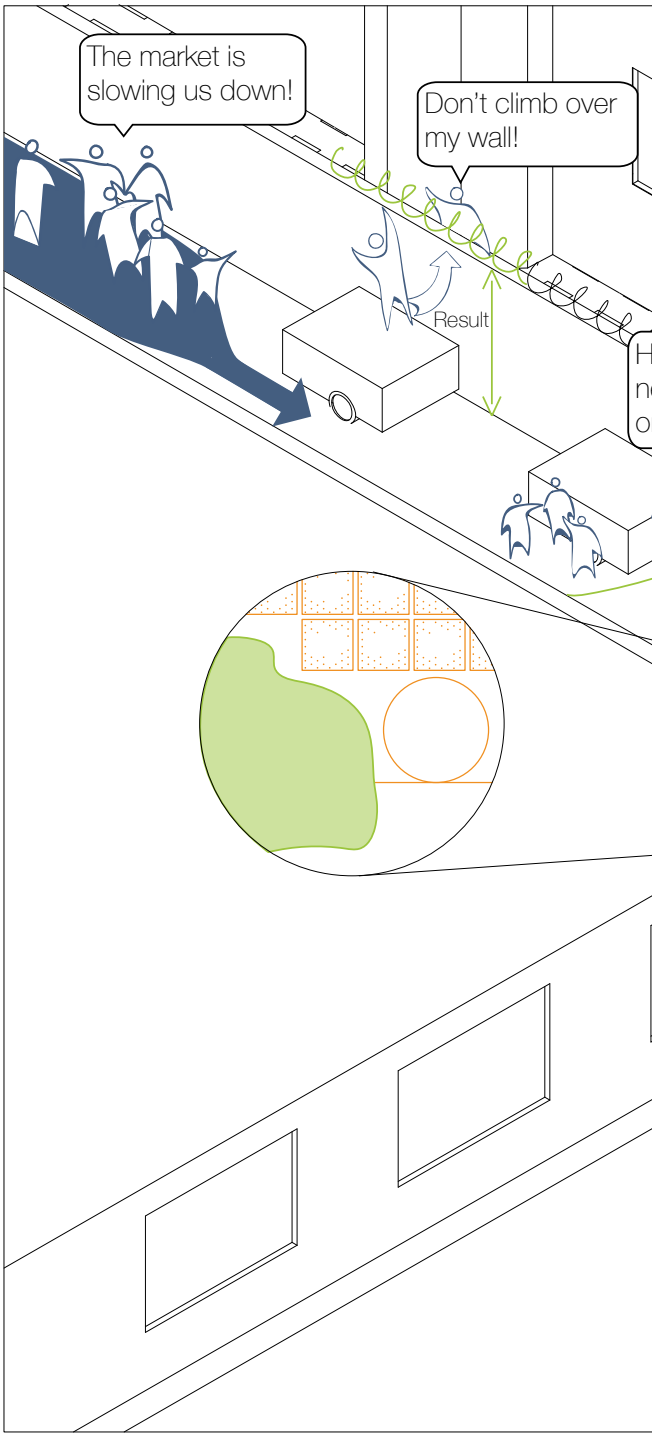
Garage owners first start to build a ramp to negotiate the leveling issue to the garage entrance. However, the introduction of the ramp breaking the existing balance and interfering with other entities living around, actors start to apply ad hoc interventions in line with their own interests, based on the existing condition of the built environment. The ramp provides drivers potentials to park their cars on the sidewalk, which in turn blocking the garage entrance and pedestrian routes. As a result, garage owners put up a sign and concrete pots to stop parking. After bringing up all new ad hoc instruments, a new balance was achieved.

Form
Technique
Communication
Use

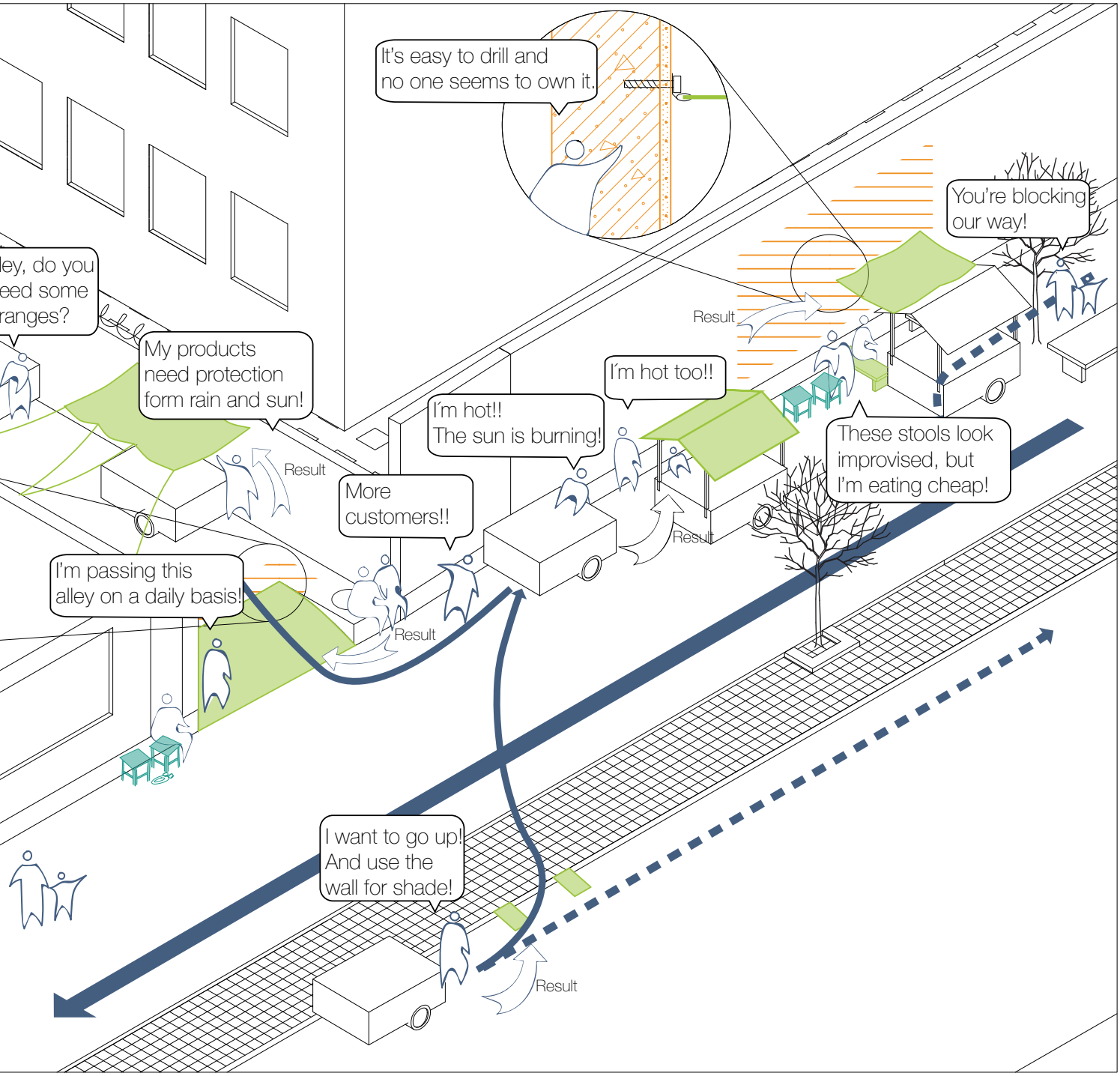


NEGOTIATIONS

The original architecture is providing a certain zoning of the area. By leveling, the different users are separated. The alley is the main connection between the neighborhood and the factory. This route is highly used daily and attracts all kind of street vendors. The street vendors facilitate themselves by negotiating leveling, adding roof protection and providing places to sit. This is possible due to the concrete walls, and the large dimensions of the sidewalk. The owner of the building reacts to this by adding protective ad hoc tools on top of the wall. This way a new equilibrium is put in place.



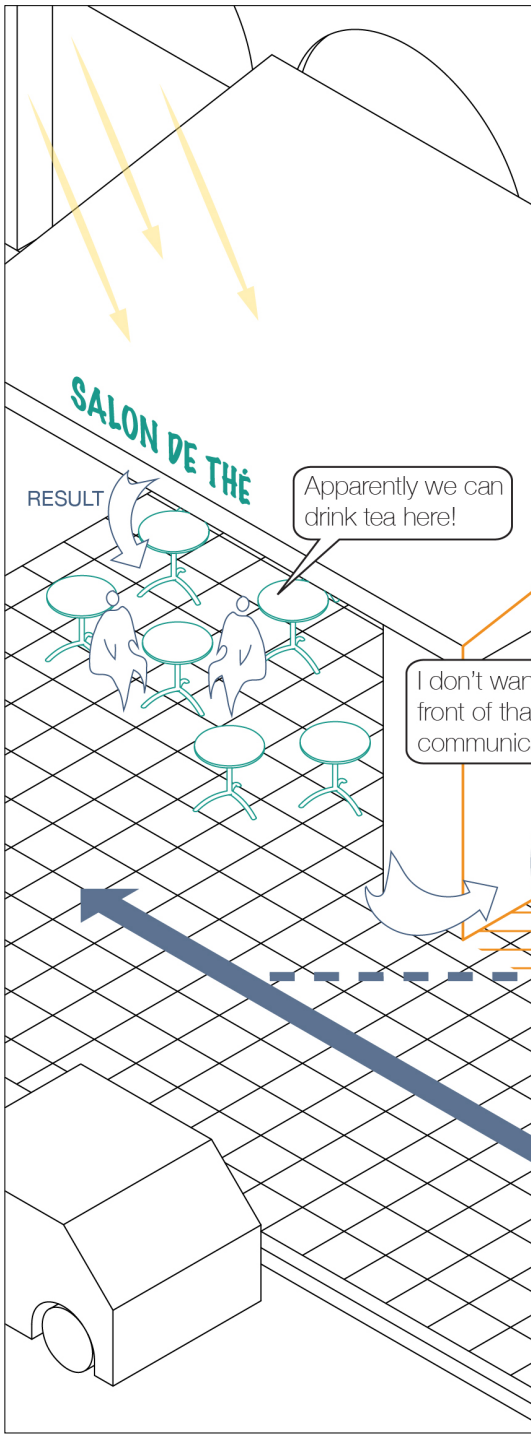
Form
Technique
Communication
Use



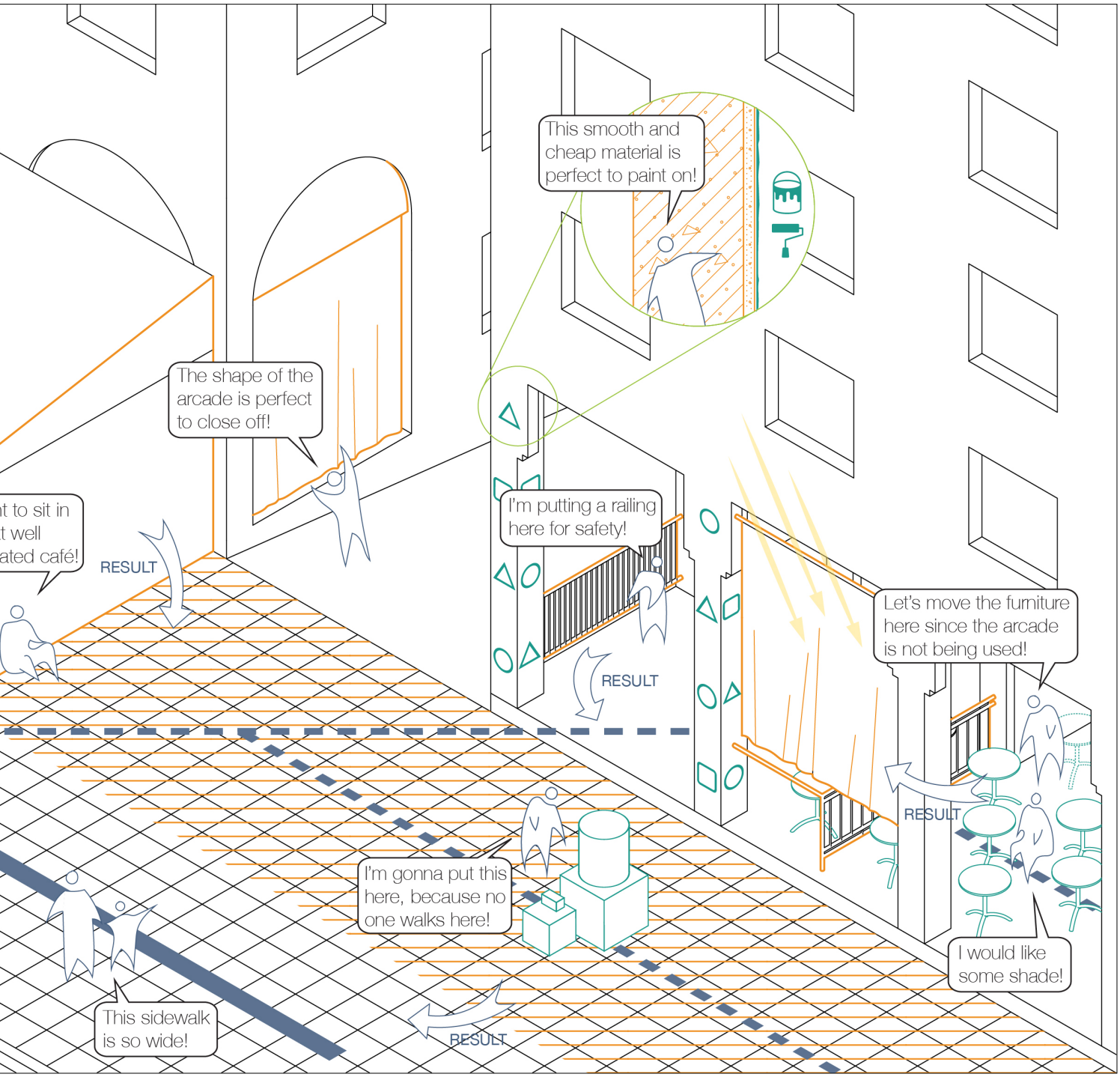
NEGOTIATIONS

The arcade is not continuous throughout the whole street and additionally the sidewalk is extremely wide. Therefore the pedestrians are not using the arcade. Resulting in the shop owners claiming the extra space by closing it off using curtains, fences and wooden panels. This also provides the desired shade which comes with the shift of function to ‘outside’.

The wide sidewalk gives the opportunity to extend even more with a tent structure. Resulting in a low used zone, allowing for even more shops to extend onto the street.



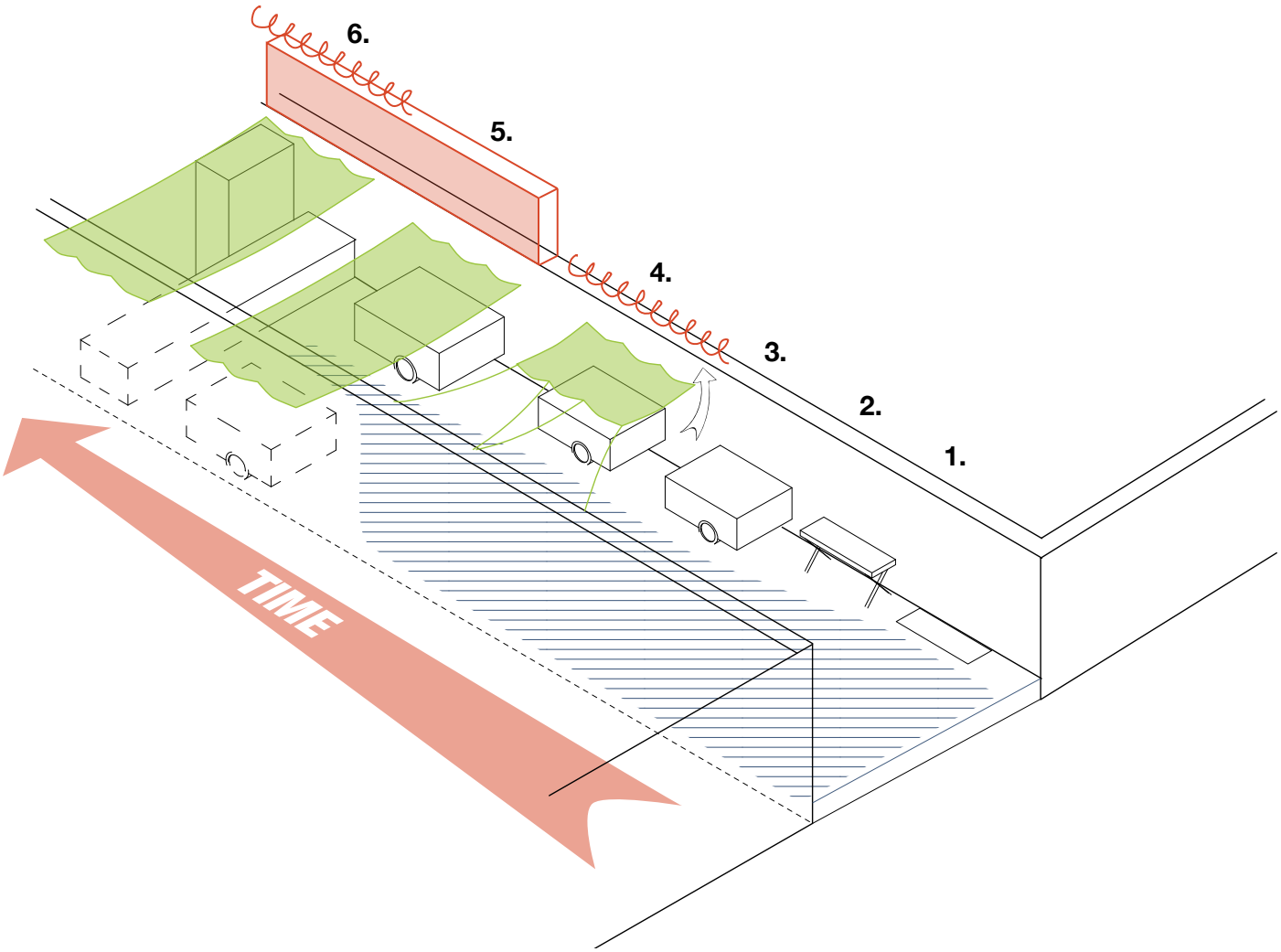
Form
Technique
Communication
Use



A NEW BALANCE

The use drawings show different interest active in a location. Every interests results in their own adaptations to the base-layer. The new balance that is found in the location depends on the time, the weight of the interests and the resources that are at hand.

The development shown below is showing the growing interest of the market owner, the development will not develop until the last stage because of the interest of the passer by (in blue hatch). The negotiation results in a new balanced situation that stops at step four.

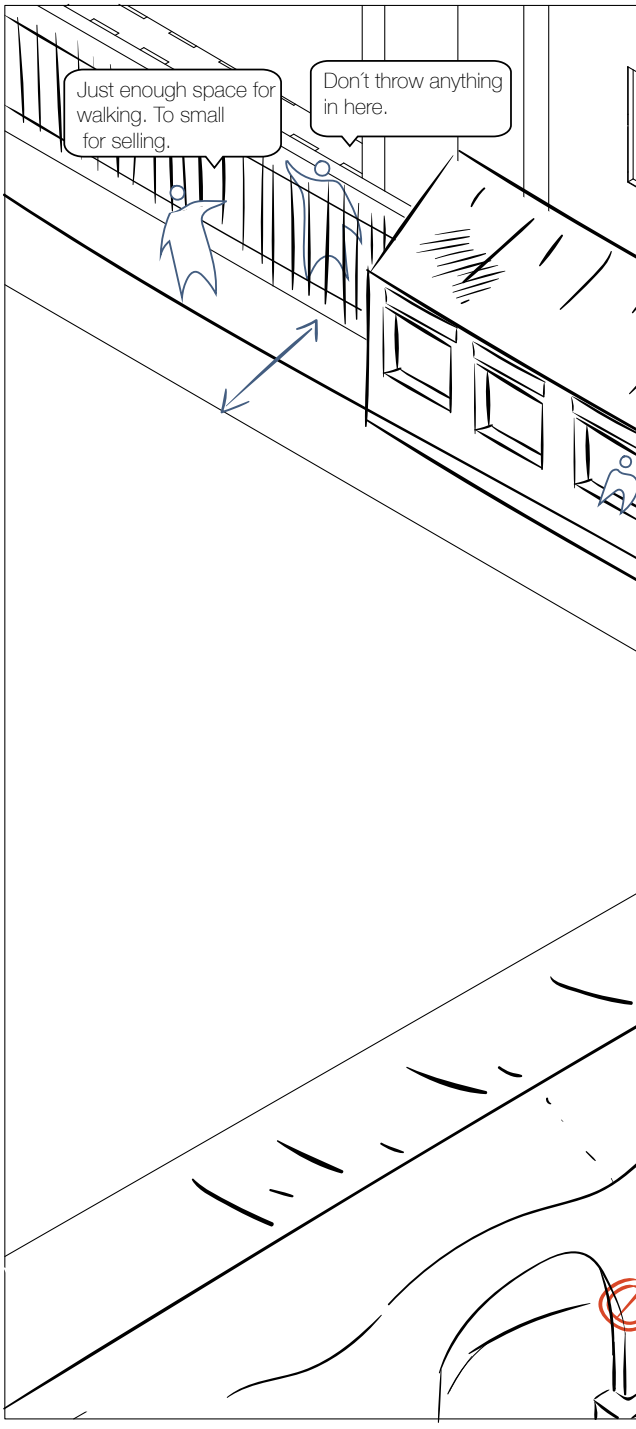


POSITIONING

In the previous chapters, we discussed ad hoc interventions on site and how the built environment enables users adaptations. However, in order to take positions for ourselves there are still some questions that need to be answered. For instance, how to define and then design a place facilitating/preventing future adaptations? What are the parameters influencing a design to become ad hoc friendly or not? For answering those questions, we picked one location we studied in depth earlier and tried to push it to some extreme scenarios. For example, satisfying all users' interests through the architectural base-layer so there won't be a need for any ad hoc interventions. Through doing this, we defined a matrix to position yourself in.

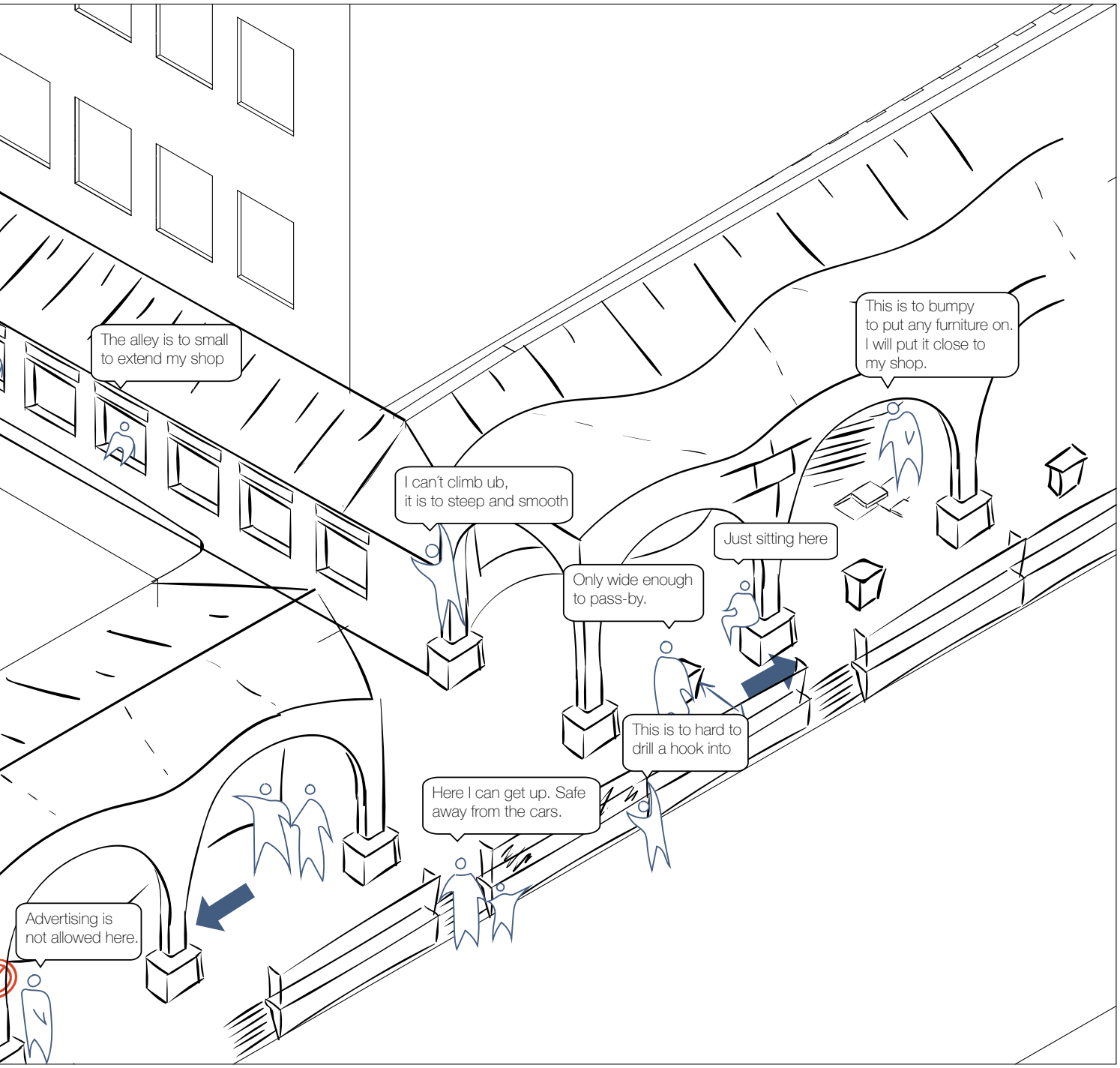
EXTREME SCENARIOS
ALLEY ARCADE

In this scenario, we deliberately tried to fulfill all different users' interests by means of architectural instruments. Resulting in no ad hoc interventions needed in this scenario. Each actor and their actions are highly regulated, for instance, In the alley, commercial functions are located inside sheds, no market stalls are allowed along the alley anymore. At the same time, however, in this scenario, if new actors come or actors' interest change, the built environment offers little space for later adaptations.



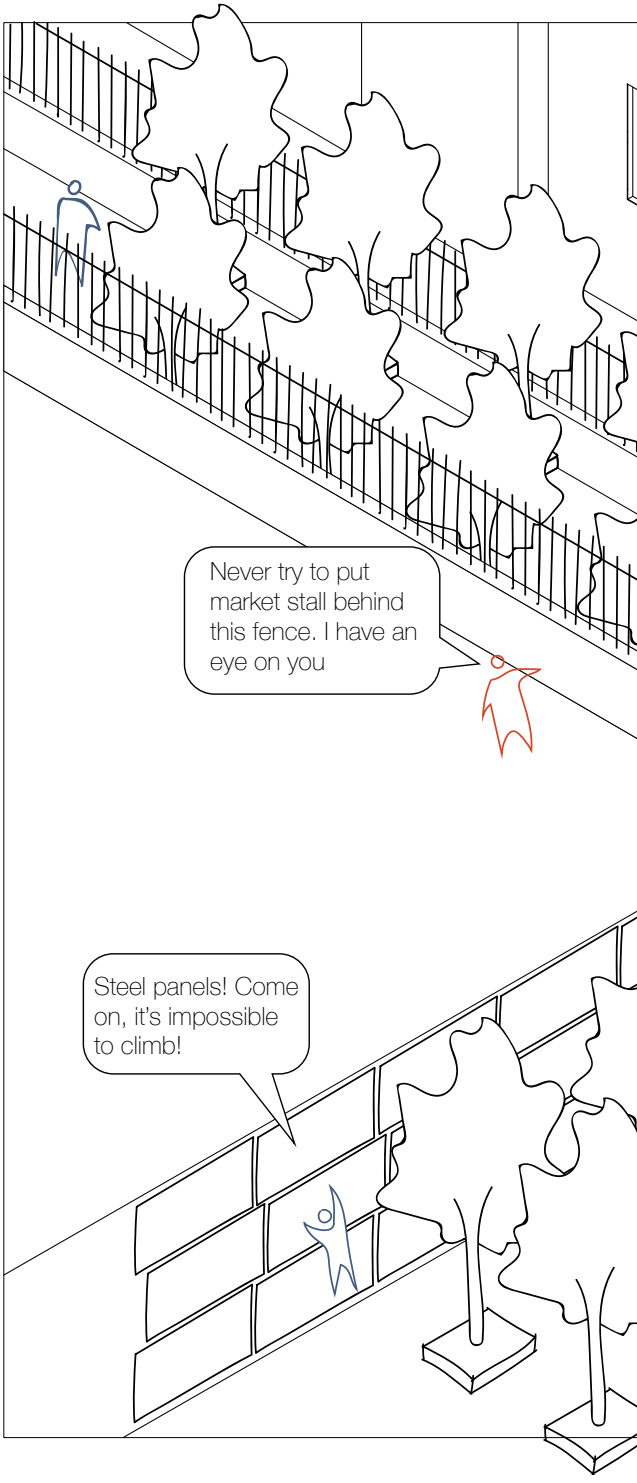
Ad hoc intervention

Architecture on site

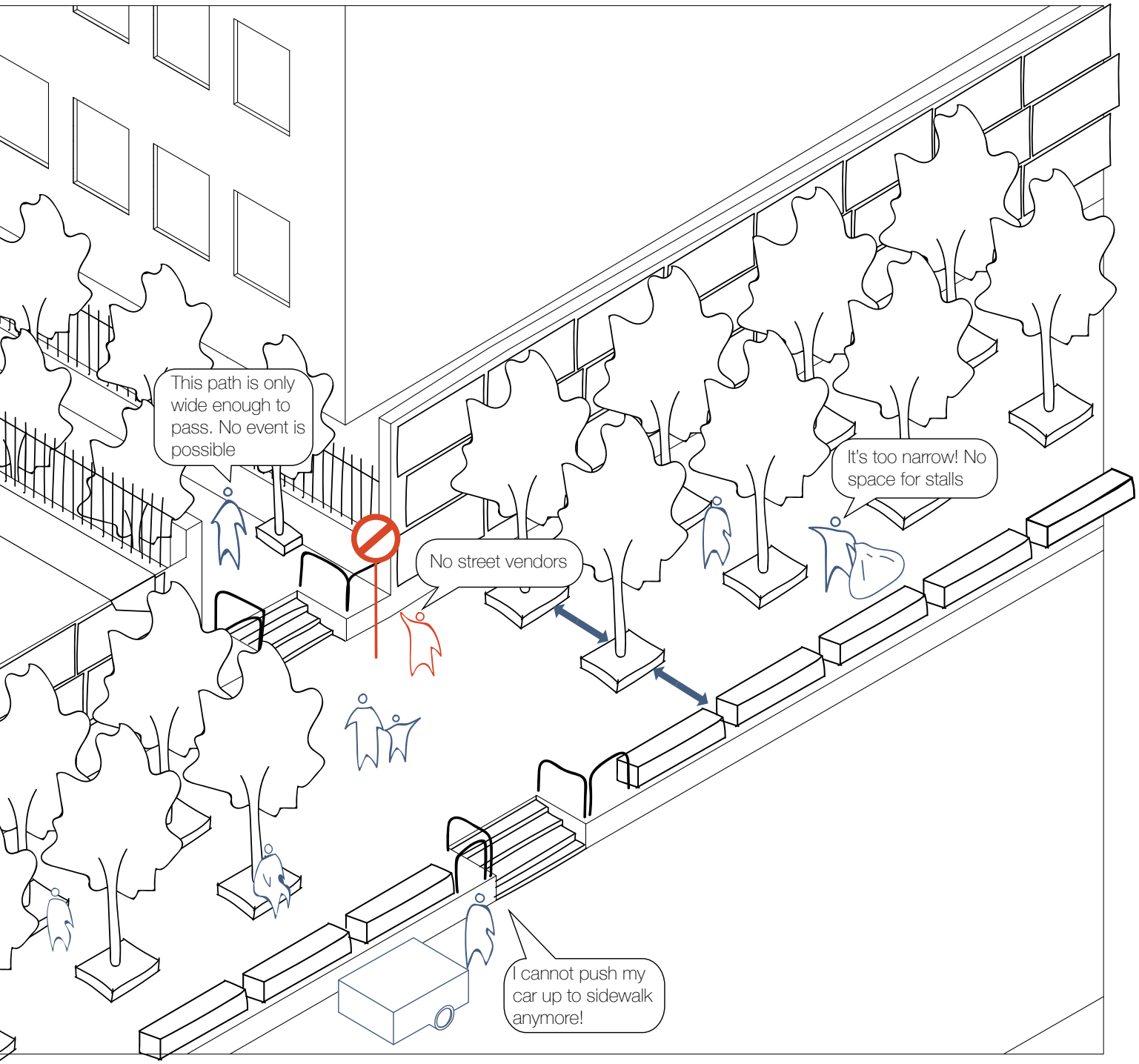


EXTREME SCENARIOS
BOULEVARD

In this plot, the site was designed with the intentions to prevent ad hoc adaptations. Unlike the previous scenario, all users' interests we located on site were ignored. For instance, the trees and urban furniture were arranged in the way that only wide enough to pass by. Therefore, no space left for a street vendor to occupy. At the same time, the flows were also highly regulated. A series of architectural instruments were implemented to enforce regulations.

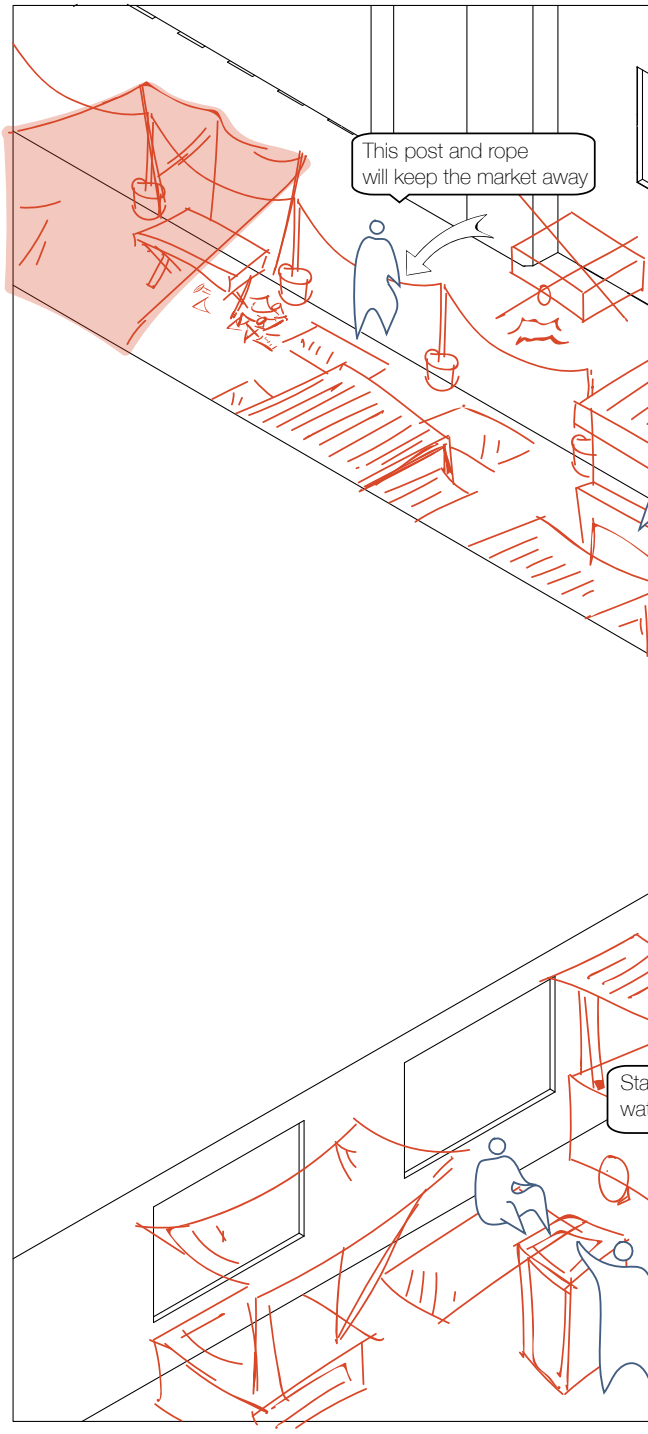


Ad hoc intervention
Architecture on site

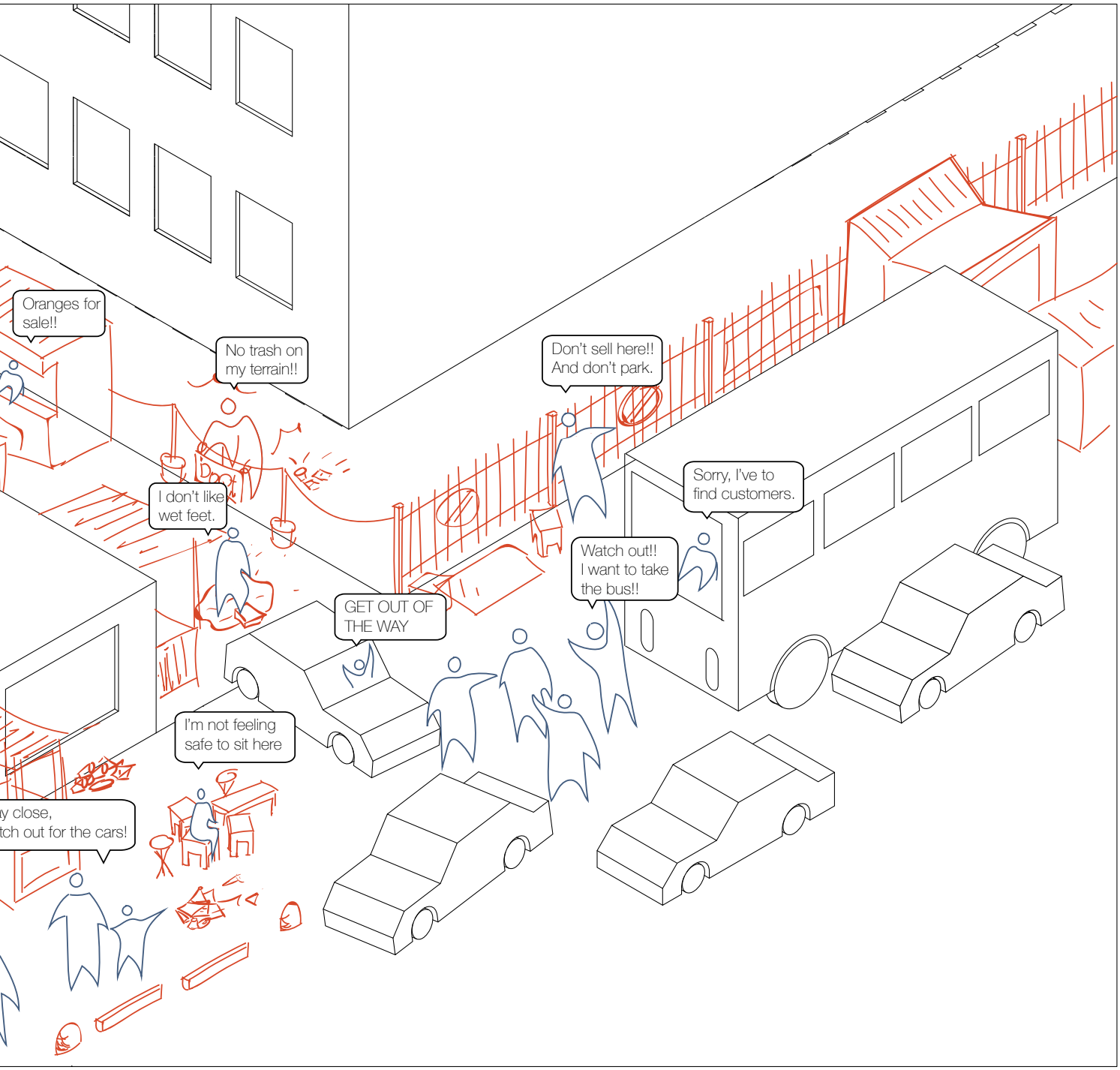


EXTREME SCENARIOS
OPEN MARKET

In the open market scenario, other than the original building blocks, all elements for protection, representation, adding capacity or regulating movement were deleted from the current situation. Users got the freedom to adapt the site and reshape the built environment according to their interests. However, the outcome appeared to be chaotic. Comparing with the two examples above, users had to put a lot more effort to intervene on site, which required different entities embedding with strong willings to claim their needs.

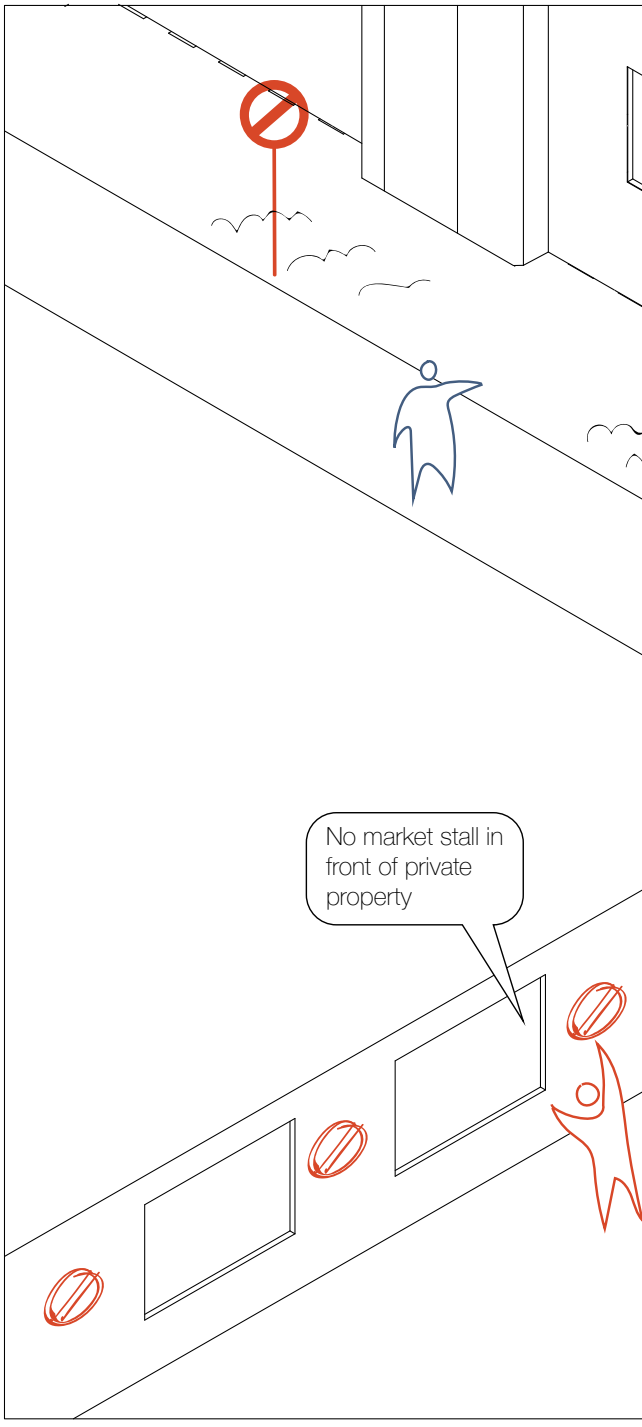


Ad hoc intervention
Architecture on site



EXTREME SCENARIOS
RULED ALLEY

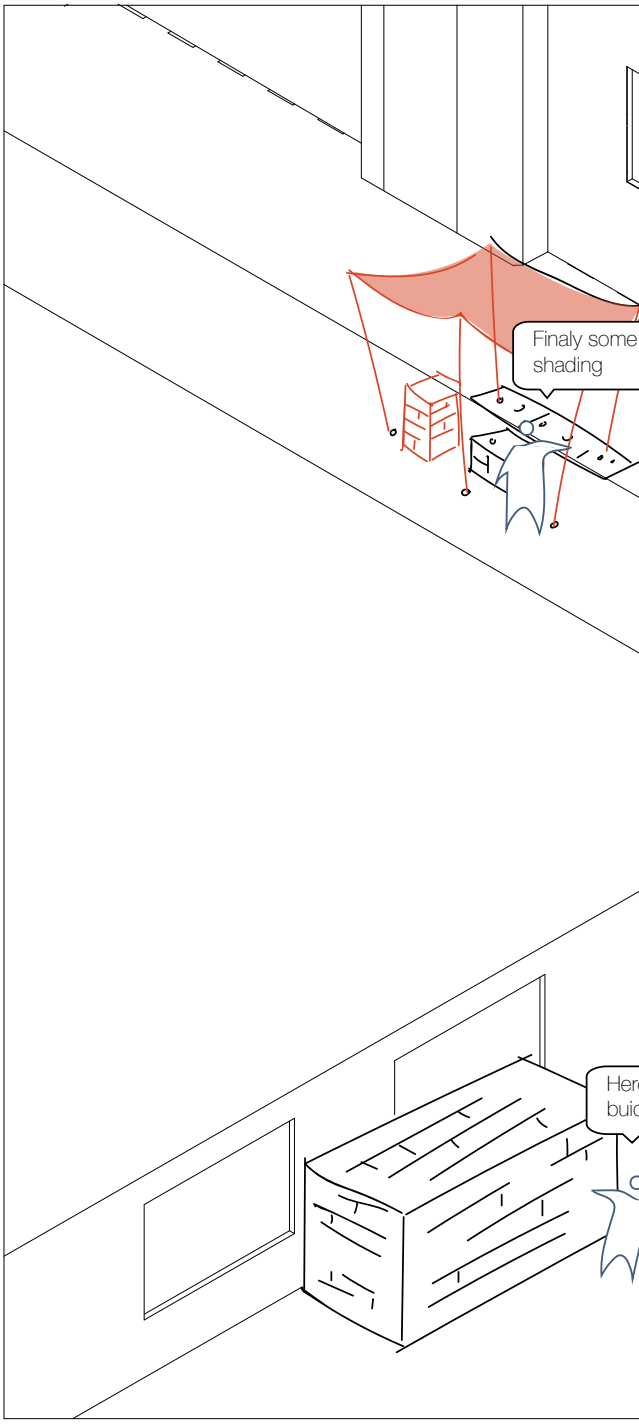
As for the open market scenario, the site was also intentionally left blank for later adaptations. However, different from the previous plot, we hoped to implement minimal interventions but made the site as regulated as possible. Lots of signs and guards were planned on site to regulate actions. Although all those instruments would be useful only if users' willings to intervene were low enough. Comparing this plot with the open market one, we could conclude that in those 'blank' situations, usages of places are highly sensitive to surrounding circumstances.



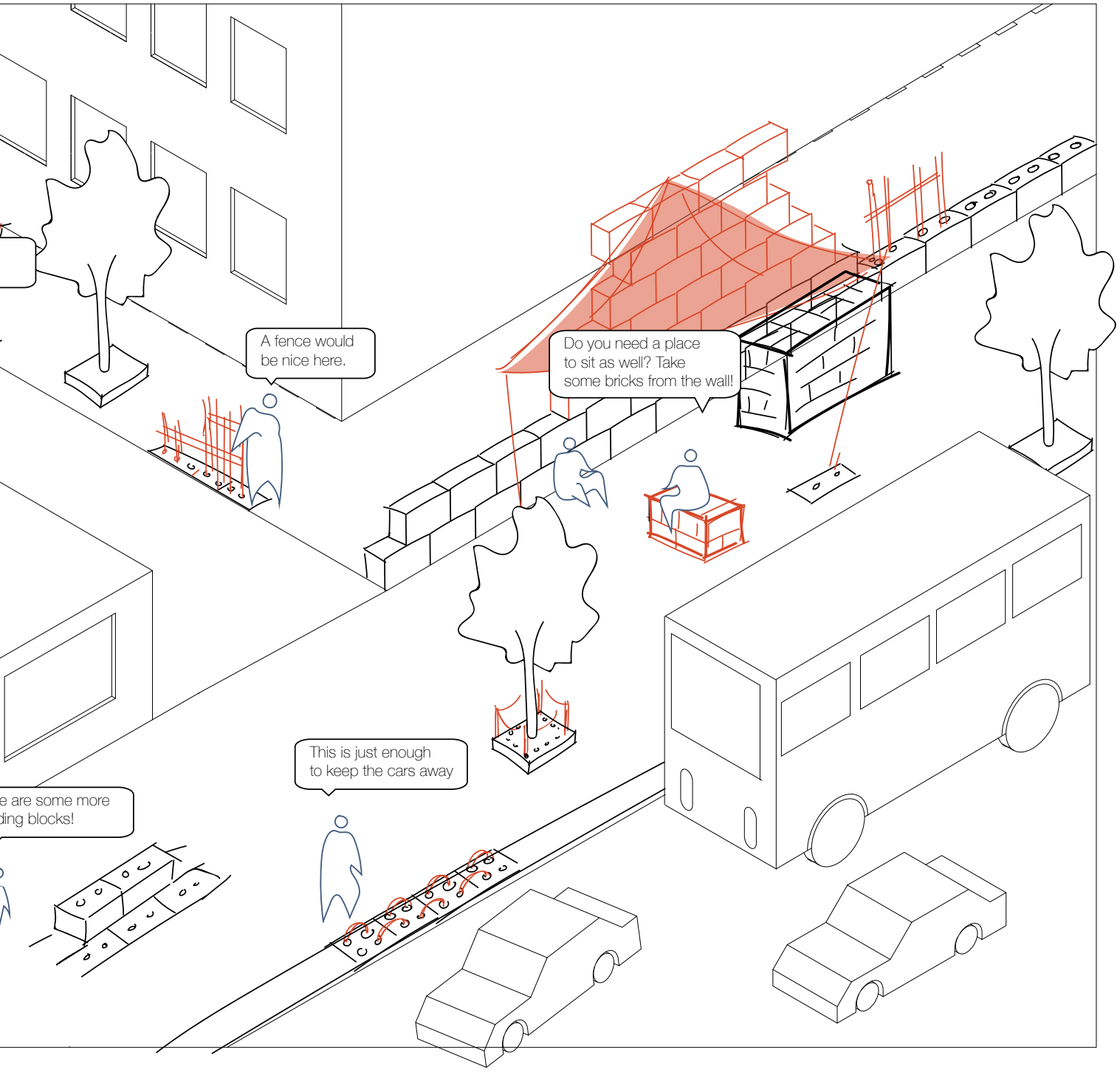
Ad hoc intervention
Architecture on site

EXTREME SCENARIOS
LEGO WORLD

In the LEGO world, we tried to offer freedom for users' adaptation in an intervened way. As architects, we provided highly adaptable building materials, 'LEGO' bricks, which actors could implement them according to their special needs and in the way they preferred. Meanwhile, certain rules would be introduced as handbooks to users. The LEGO world would be a never finished construction, ever adapting to the new needs and interests. We regard the LEGO scenario as the one of highest in adaptability and facilitating adhocism.

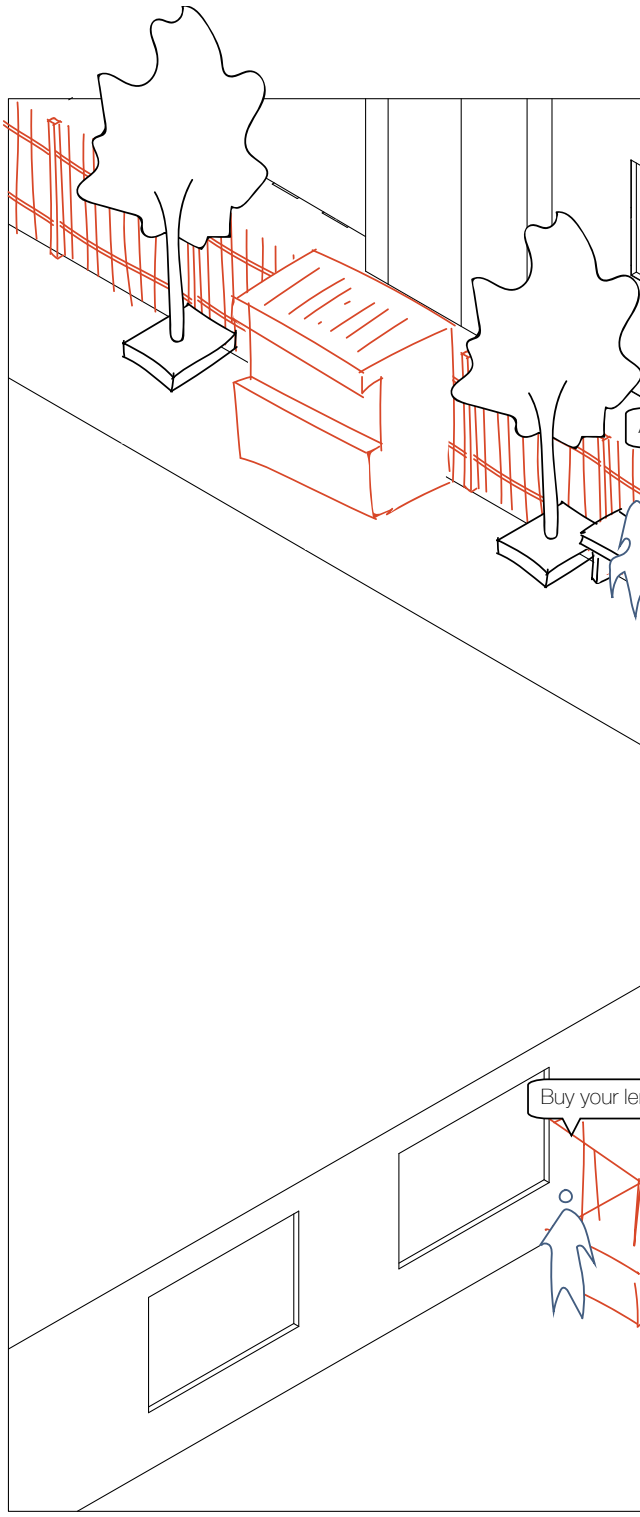


Ad hoc intervention
Architecture on site



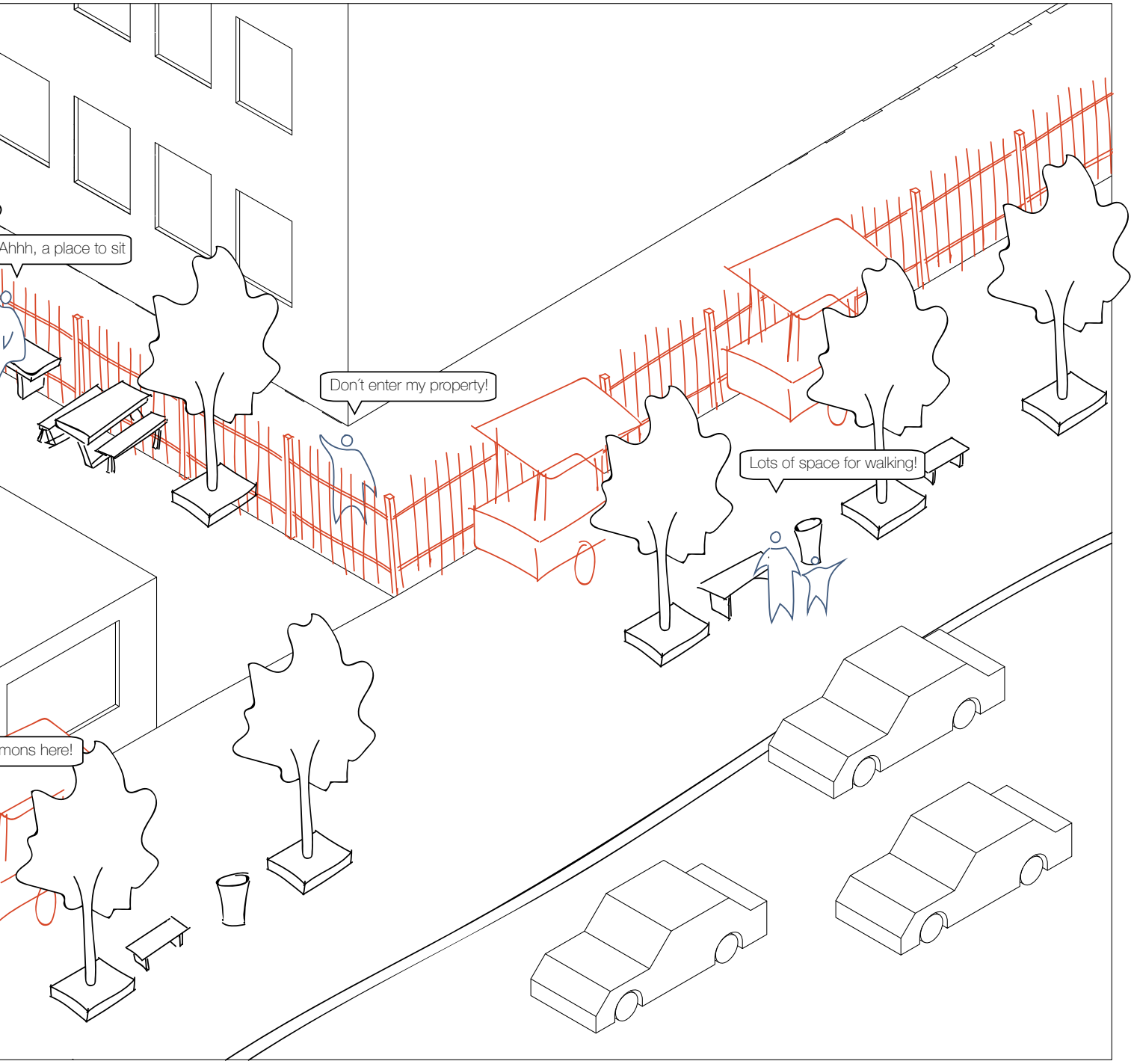
EXTREME SCENARIOS
ZONING

In the zoning scenario, the interest of the passersby is taken into account. The trees and benches are providing a place to sit. At the same time, they create zones and therefore make sure there is enough space to pass by. The interests of the market and factory owners are not taken into account. They solve their interests in an ad hoc way.



Ad hoc intervention

Architecture on site

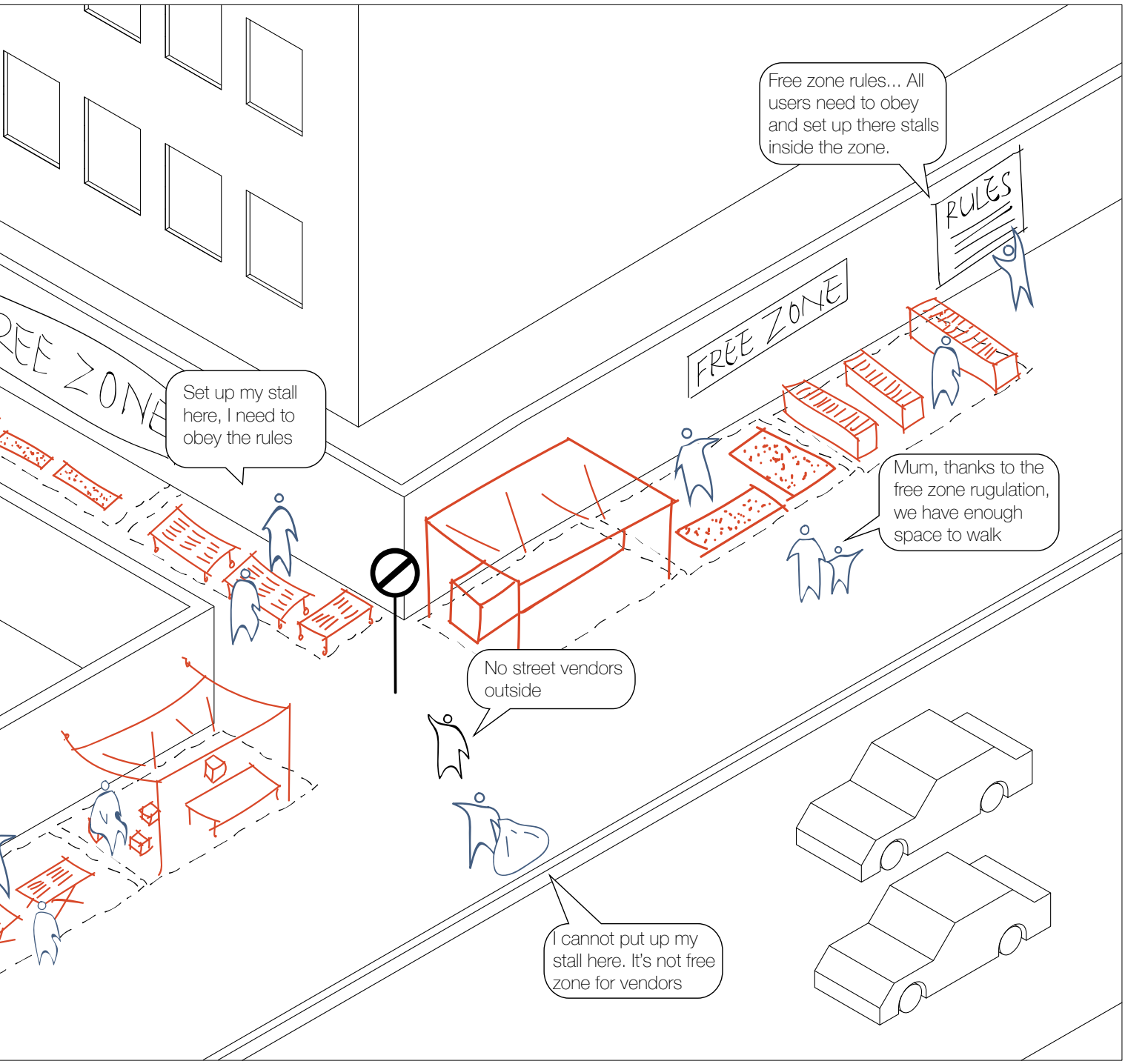


EXTREME SCENARIOS
FLEA MARKET

The flea market is an open design. Nevertheless, rules and lines on the ground are regulating the activities in this scenario. This ensures enough walking space to pass by and a separation from the property of the building owners.
Ad hoc interventions are taking place in a regulated way.

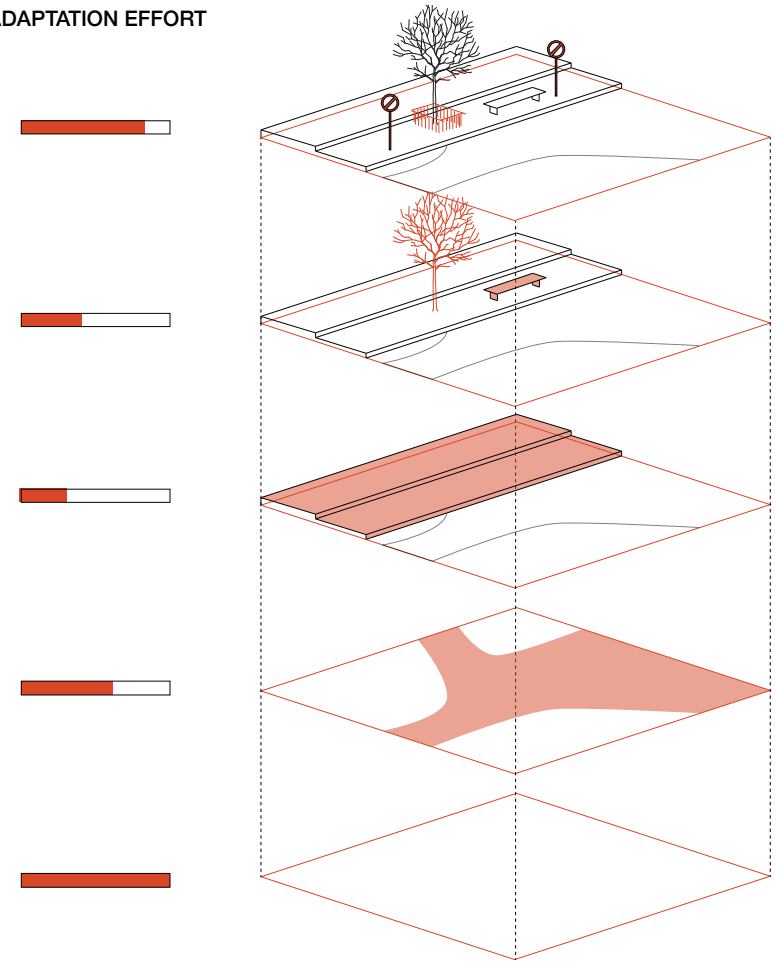
Ad hoc intervention

Architecture on site



CONCLUSIONS
STAGES OF DESINGING

While trying out different extremes in the positioning of the architect, a few factors turned out to be key in position taking. The first one is the stage until the architect is willing to design.
In the first stage, the land can still be adapted to every type of use, while in the last stage, only a limited amount of types of use are able to take place. Nevertheless, in the first stage, it is hard for the inhabitants to let the context suit their activity. The same goes for the last stage. With this interpretation of possibilities, stage 3 and 4 are most open to different interpretation of use. They provide basic comfort and some structure to build upon by the users. It will be in these stages that ad hoc interventions will flourish.



5. REGULATING USE
For example, fences and signs to prevent later adaptations.

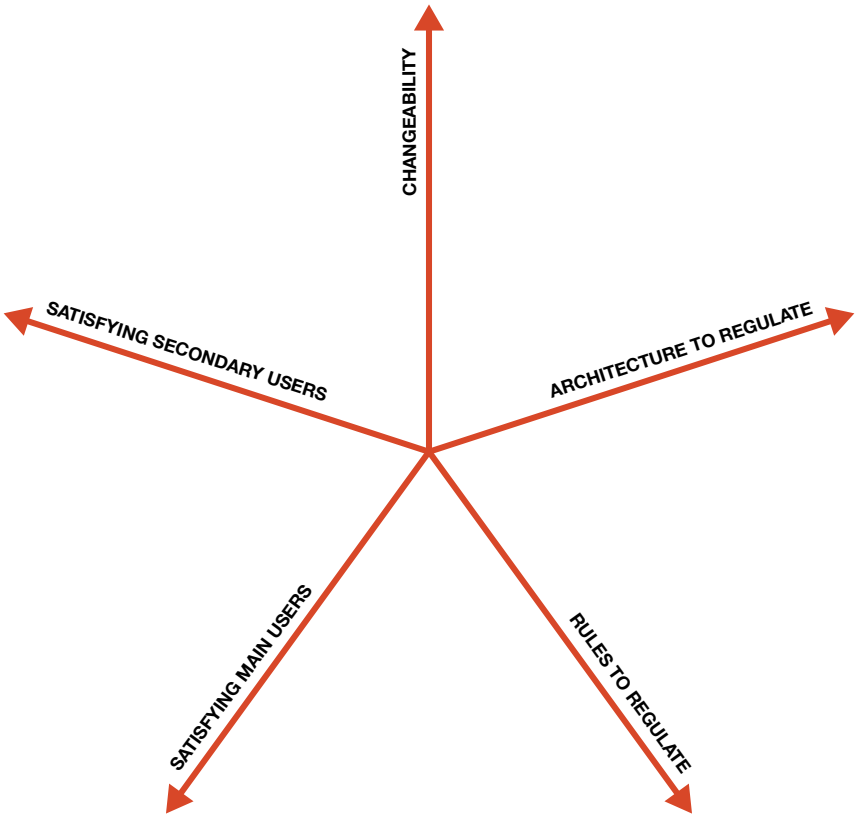
4. DESIGN OF THE PUBLIC SPACE
For example benches and trees are providing resting places.

3. REGULATING FLOW
For example sidewalks to separate users.

2. BASIC COMFORT
For example, drainage system and pavement.

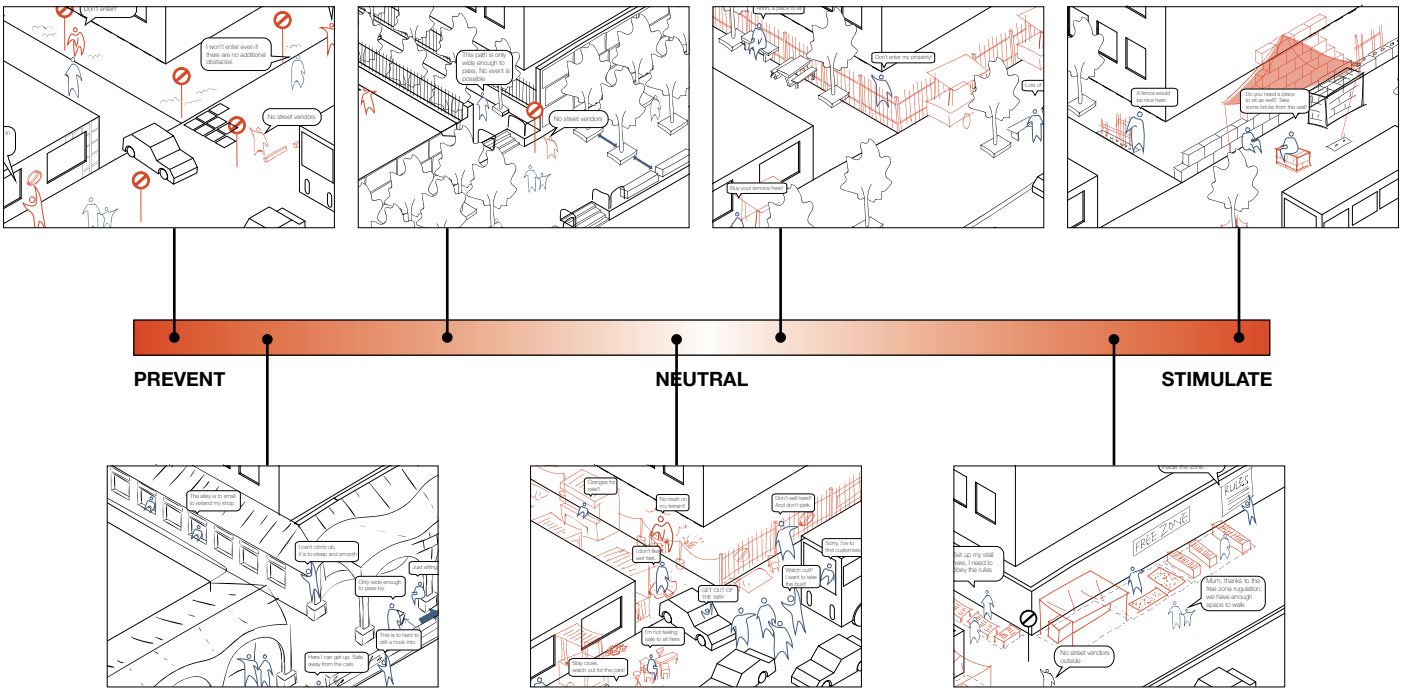
1. BASE-LAYER
Empty terrain.

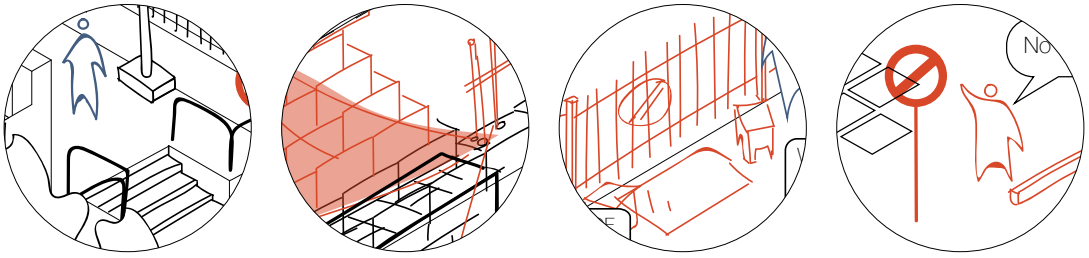
The second parameter which influencing adaptations, is the amount of rules regulating activities. Rules and regulations, as complements to architectural tools, provide possibilities to regulate the situation. Besides, another important parameter is the attitude of the architect towards the users. In this parameter, we divided the main users from the secondary users. While main users are able to adapt the place to their own interests, secondary users, like passersby, don't have this possibility. The fifth and last parameter is the changeability of the construction. With the materials, techniques and forms chosen, the adaptability of the base-layer can be specified. To be able to combine all these factors in the analysis of the extreme scenarios, the parameters are put in a circular diagram.



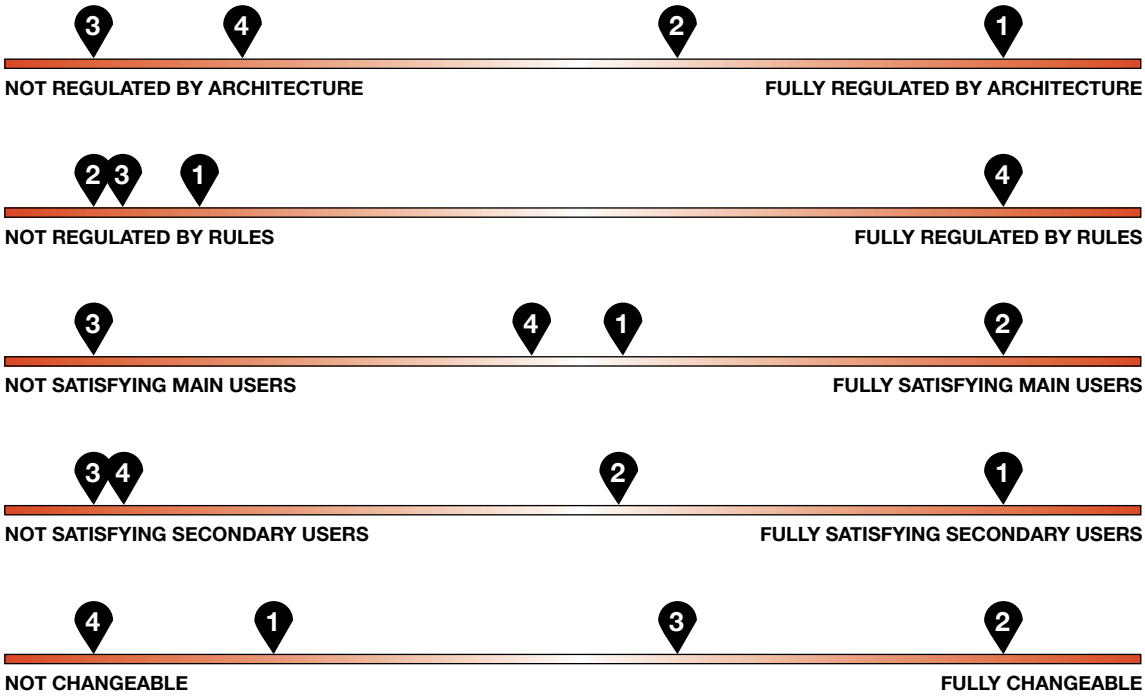
MOVEMENT
SEPARATING FLOWS

With these parameters in mind, one can position himself relative to ad hoc interventions. The architect can chose to make space for adaptations or prevent other interpretation of the base-layer then intended. In this way, the architect can chose to stimulate, allow of prevent adaptations of the built environment. Of course there is not one way in doing that and there is no hard line between to positions.



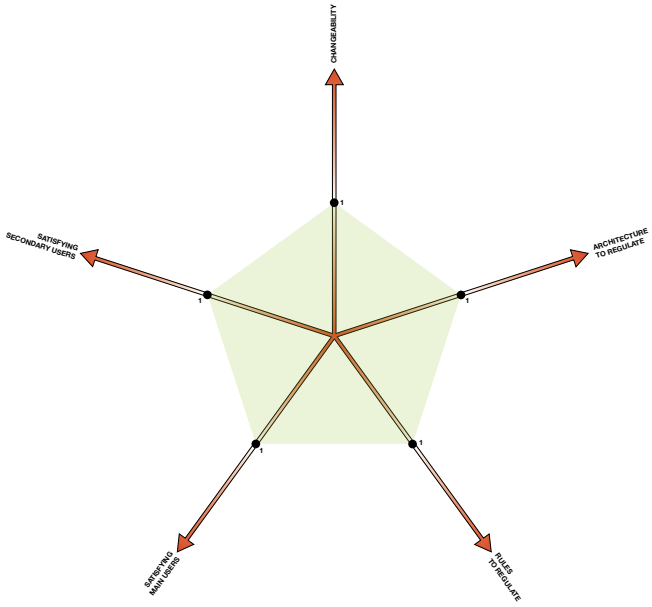


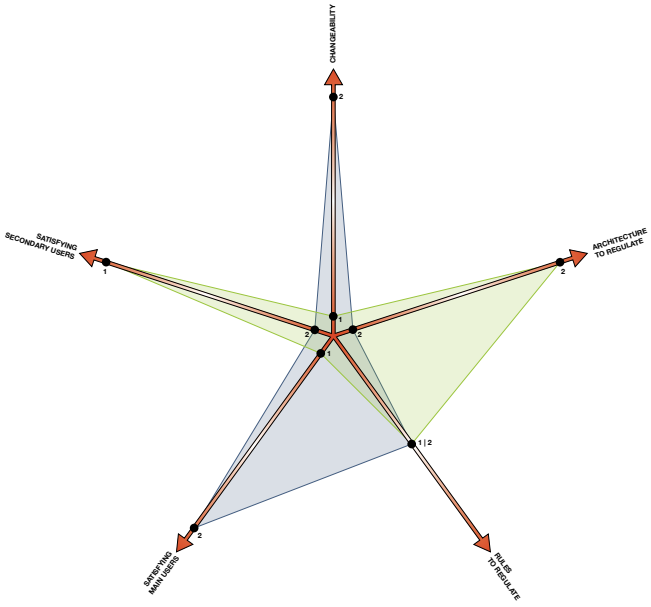
Scenario 1 Scenario 2 Scenario 3 Scenario 4

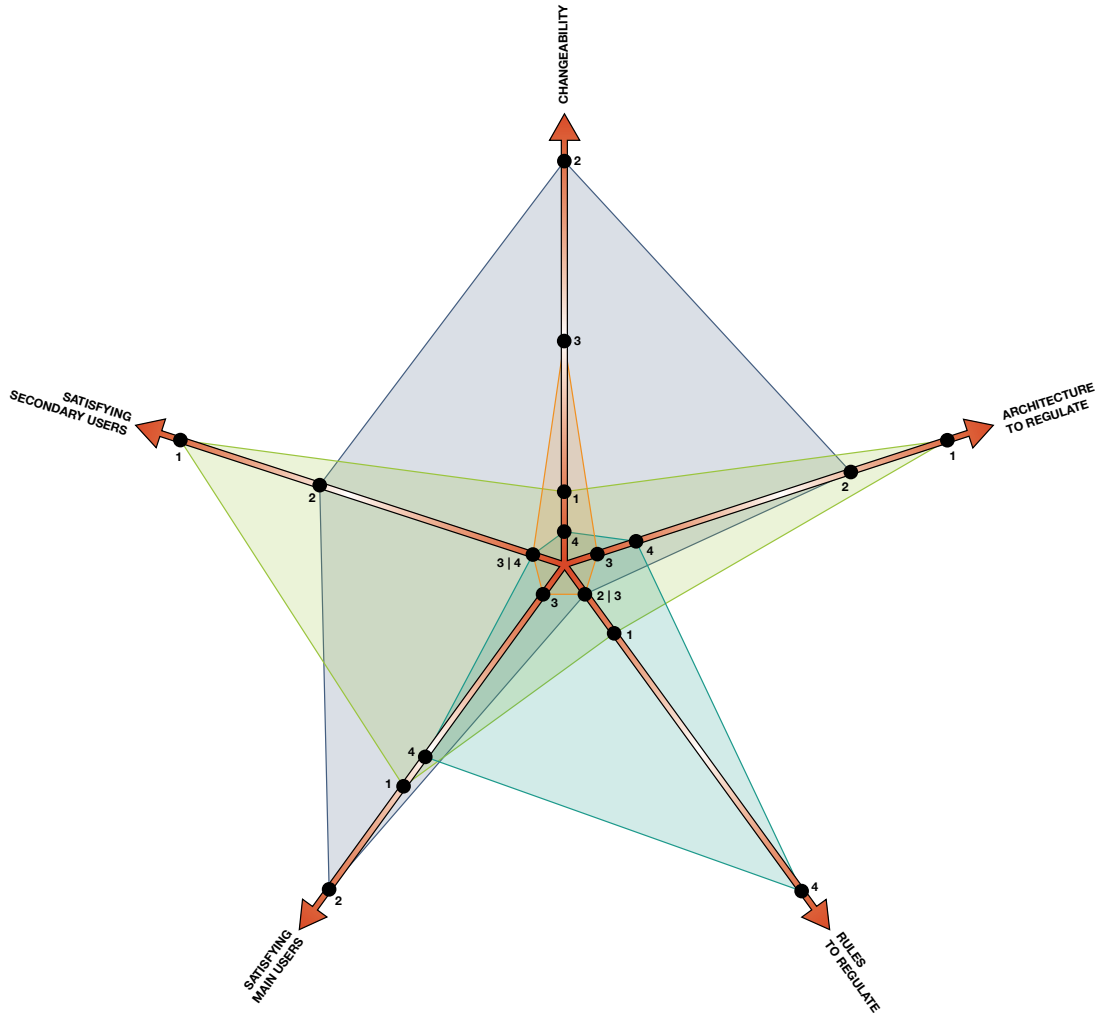


CONCLUSION
RELATIVE SCALE

In the previous extreme scenarios the position of the architect towards ad hoc interventions can be defined with 5 parameters. Nevertheless the scale of these parameters cannot be set. This depends on the scenarios that are compared. The diagram of these parameters can only be used in a relative way. One architectural situation is satisfying the main users interest more than the other. As soon as a new scenario enters the comparison, the scale changes. The same goes for the architectural position arriving from this. One way of doing is more stimulating than the other.






CHANGEABILITY
ARCHITECTURE TO REGULATE
RULES TO REGULATE
SATISFYING MAIN USERS
SATISFYING SECONDARY USERS
2
3
1
4
3 | 4
3
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