

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	Nikoletta Kyprianou	
Student number	6085245	

Studio		
Name / Theme	Public Building: Public Condenser	
Main mentor	Henk Bultstra	Project Design
Second mentor	Florian Eckardt	Technical Building Design
Third Mentor	Sien van Dam	Research -Theory-Delineation
Argumentation of choice of the studio	The research-by-design methodology impacts the process by confronting architecture as a series of episodes and exploring cinematographic expressiveness. I intend to utilize these theories to observe, hypothesize, and inform the research of my site to assemble a sensitive, site-specific project that truly serves the needs of its users.	

Graduation project	
Title of the graduation project	Architectural Episodes: Alternating Intensity and Pace
Goal	
Location:	Copenhagen, Amagerbro, Denmark
The posed problem,	Central on Amager lies the neighborhood of Sønderbro – Sundholm. The neighborhood is known for its care, spaciousness, and diversity. Sønderbro's buildings and urban spaces are run- down. Locals claim that there aren't enough places for socialization and safe connections around the neighborhood. Sundholm was previously an isolated social welfare institution district, and its current stagnation highlights the area's requirements and challenges in establishing social integration. Physically, its urban location between two main roads isolates it from nearby neighborhoods and restricts convenient east-west connections that could increase pedestrian traffic and promote social integration (Rasmussen, 2024: interview). How to tackle the complexity of today's society? I view it as a multilayered, multidimensional, and multifunctional doctrine connect the past which is the memory layer, and the future which could be the "utopic" world in which we fantasize to be in. Moreover, the preservation of vernacular architecture and the building life cycles we inherit are at odds with the degree to which we should intervene to innovate. Honoring the value of history and memory, as well as striving to create spaces that evolve into a harmonious "symbiosis" between the past, present, and future, I hope my project can synthesize these opposing forces. Architecture can be considered as a dynamic environment where space, events, and actions intersect. Tschumi emphasizes the unpredictable nature and complexity of living experiences in built environments.

	Bernard Tschumi, in his book <i>The Manhattan Transcripts</i>, and Sergei Eisenstein, in his theory of montage, explore the relationship between space, movement, and narrative (Doudova, 2023). Stimulating interactivity through “exchange” within open and closed volumes could reinvent a "Public Condenser," a hybrid community hub, as a "psychological space" that elicits meaning through spatial sequences. Exchanging experience while experiencing the architecture itself. Or the architecture itself promotes exchange.
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research questions and	Main Question: <i>How can induction, inspired by cinematic montage, be introduced as an architectural tool to promote social cohesion in fragmented urban spaces?</i> Subquestions: <i>1. Which common needs or practices that vulnerable groups need should be incorporated in the public condenser?</i> <i>2. How does dimensioning of space influence perception and can it contribute to a sense of well-being?</i> <i>3. What are the specific properties of 'inductive design' that establish a proactive relationship with the existing environment?</i>
design assignment in which these result.	The main project's aim is to enhance the social sustainability of the area by triggering interaction and integration between groups from different economic backgrounds. Neuropsychologically, both addicts and children are sensitive to their environments and external stimuli, although for different reasons. As a result of this shared vulnerability, their coexistence on the same streets serves as a powerful narrative for investigation. "The collision of two factors arises a concept" (Doudova, 2023). Architecture and design establish the framework for human existence and communal living. They generate life. Form existence. Revitalize us. A public condenser fosters a healthy and welcoming atmosphere for the local community. 'Public Condensers' provide facilities in a compact manner, while also delivering condensed experiences and uniting a community in a designated spot. The design for a public condenser must Reconceptualize architecture by reevaluating form and function. Stimulate human interaction and behavior by shaping their realities. Encourage for sustainable architectural advancement, rooted in historical insights while being responsive to future necessities.
Process	
Method description	
Tschumi's and Eisenstein's methodologies enable an analysis of the social and spatial dynamics, uncovering the intricate layers of Copenhagen's urban life, where challenges such as substance misuse, mental health disorders, and homelessness coexist with kindergartens and low-income households. The outcomes of this research are expected to immediately influence the architectural program, emphasizing the plan as a framework for designing the "good city" collaboratively with its residents. The process begins with a literature review and exploration of academic sources on montage theory, architectural sequencing,	

hybridity, and sustainable public buildings. These foundational studies, combined with case studies on cultural hubs and public condensers, will provide a theoretical framework for understanding the integration of diverse functions within a hybrid building typology. This phase establishes key principles for spatial assembly, narrative design, and user interaction while addressing environmental and social sustainability.

I will analyze and speculate how individuals navigate and adapt their behavior in public spaces through film. Copenhagen's Parallel Societies—problematic areas where drug addicts and children cohabit in complete opposition. Employing the Kuleshov effect, I aim to reveal the unsettling overlap between the viewpoints of the two groups. Storyboards, photomontages, and interviews are employed to illustrate interactions, prompting critical inquiries into the underlying social and psychological processes, allowing me to anchor my architectural design within both political and human settings. Utilizing montage theory, derived from Soviet film theory, I contend that we can create environments that engage users dynamically, akin to a cinematic sequence that elicits emotion and narrative (Galofaro, 2017). This 'montage' strategy can be applied to architecture to facilitate engagement within a spatial sequence or to investigate the potential of architectural elements to engage with shade, shape, and light in a public veil.

A research-by-design methodology, blending qualitative observations and speculative design processes. Interviews, diagramming, mind mapping, film, and mixed media techniques will be employed as traditional methods. A 'textbook' of events and episodes—what I envision as a 'living collage' of the site. This approach will allow me to curate a sequence of architectural elements that engage the observer with dynamic, contrasting views and panoramas, carefully orchestrating how the space is experienced as a continuous narrative. In this manner, the design can resonate with the viewer, allowing both intellectual and emotional connections to be made with the urban fabric.

The literature review is followed by an in-depth site analysis, examining Sundholm's physical, social, and economic contexts. This analysis will identify movement patterns, community needs, and existing resources, such as the area's resource atlas. By mapping social dynamics, public space use, and environmental conditions, the site analysis will highlight opportunities for spatial and functional interventions. Comparative studies of transformative public buildings in similar urban conditions will offer further insights into adaptable design strategies.

Next, precedent studies and prototyping will focus on relevant architectural examples that emphasize montage, sequencing, and hybridity. Unreal Engine and digital modeling tools will be used to prototype and simulate spatial experiences, capturing phenomenological values and perceptions. These prototypes will help evaluate how montage-driven sequences and sensory design impact user interaction and spatial navigation. Virtual Reality (VR), and Unreal Engine to test and capture these moments of exchange to turn into the future since I have experience in that from a previous endeavor that sparked inspiration. The goal is to simulate future possibilities, ensuring that both the real and virtual realms maintain a symbiotic relationship and serve as transmittances one from the other.

Literature and general practical references

BIBLIOGRAPHY

1.Doudova, H. (2023). Rem Koolhaas As A Scriptwriter OMA Architecture Script for West Berlin. Routledge.

Galofaro, L. (2017). On the Idea of Montage as Form of Architecture Production. Proceedings of the International and Interdisciplinary Conference IMMAGINI? Brixen, Italy, 27–28 November 2017., 870. <https://doi.org/10.3390/proceedings1090870>

Yve-Alain Bois. (n.d.). Sergei M. Eisenstein Montage and Architecture Introductionby Yve-AlainBois.

Andersen, Rasmus, "Site Area 3 - Sundholm Kvarter Introduction," presentation, Slide show,(September 24, 2024).

Holl, Parallax; Pallasmaa, Juhani; Gómez, Alberto Pérez Questions of Perception: Phenomenology of Architecture, 2006.

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)?

My research stems from the intersection of memory, architecture, and societal evolution, composed of four interconnected pillars of interest. The pillars of commons, cinematic architecture, montage theory, and societal evolution interlock to feed one another thus forming the groundwork of my exploration. At the core, I am interested in how memory, embedded within traditions, culture, sensations, and public spaces, can influence architectural design. Through a broader architectural lens, my research will explore themes of "togetherness," interaction, and exchange, all essential in responding to the intricate, multi-layered nature of modern society. Its societal relevance lies in how it reimagines public spaces as active participants in fostering community, preserving cultural continuity, and supporting societal as well as environmental evolution. A crucial aspect of this debate relates to the responsibility of future architects to navigate modern society's rapid evolution.

As cities expand, they desperately need hybridized spaces that promote community engagement and challenge conventional social norms. It demonstrates how observing and condensing the needs of people into dynamic spaces can create environments that alienate meaning and healing. The Architecture master track at TU Delft provides a platform to explore these complexities, encouraging the integration of spatial design, social responsibility, and sustainability. Aligning with the studio's pillars of resilience, hybridity, multiplicity, sustainability, and healthiness, the project contributes a nuanced, contextually responsive architectural solution that transforms Sundholm into a regenerative and inclusive urban landmark, offering a model for future hybrid public spaces in dense urban environments.

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

My research seeks to construct environments that tackle the intricacies of social fragmentation by stressing how sequential places may induce healing and interaction. Through the development of sensitive and intricate architectural solutions, I embrace both an outsider's and an insider's perspective to comprehend the concealed psychological spaces of the inhabitants. By incorporating this method of analysis, I seek to cultivate performative interpretations of sensitive and innovative architectural strategies, addressing both immediate and broader human needs through imaginative and performative floor plans that embody the distinctive socio-spatial context of the project site. (Doudova, 2023) Consequently, this demonstrates the

capacity of effectively organized spaces to serve as catalysts for social cohesion and reintegration, thus meeting the growing need for inclusive and empowering community scenarios.