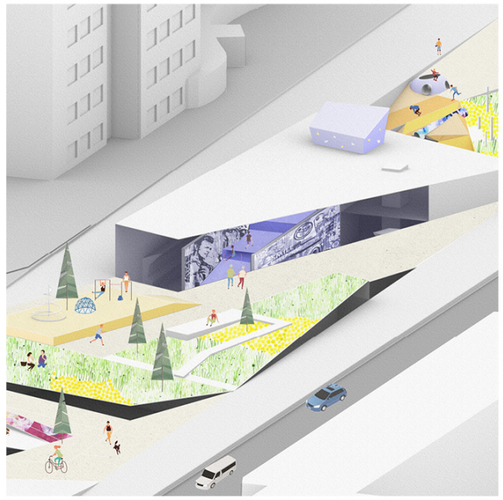

URBAN-PLAY-SCAPE

A journey through exploration and imagination

Ye Ren 5495636
Tutors: Ir. Henk Bultstra
Ir. Florian Eckardt
Dr.Stefano Corbo

P2| AR3AP100 | Public Building Graduation Studio 2022-23 | PUBLIC CONDENSER |

It is not a playground with many facilities, nor is it a separate landscape, but a combination of urban landscape architecture that redefines community-centered public buildings. It allows people to breathe from the fast-paced life and gives human beings the space to open up and play, find surprises, discover the beauty of life and open up new relationships.

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research questions and	Space is made up of different elements, while human activity defines the space. How can architectural spaces encourage public participation and interaction? Why is play important? What is its relationship to the public? How can elements stimulate creativity? How can playful be realized in spatial features, in built features? The rules in the game guide and restrict the player's play, is it possible that the rules of play can be translated into place-making to influence people's courses of action?The rules are constantly changing, and what may be a quiet venue at one moment may become a stage for community activity tomorrow, with the potential to be created as the users update their own play,so how can people be given the possibility to act? .
design assignment in which these result.	My final design goal was a public condenser for people to play a variety of games. The function is not only confined to a single space, but freely filled in various intermingled spaces, and thus constantly defined by the players. 1. To study the layout and circulation of some certain function, like how people walk through in the space,show the type of playful space in the form of analysis diagram. 2. Studying various types of public space and, after completing the analysis of all buildings and outdoor spaces, generating self-contained combinations of space. 3. Create various routes for walking, climbing, running, connecting with urban roads and residential areas and present in the form of collage
Process	
Method description	

In order to explore the proposed problem, the research is grounded in theoretical literature and case study. The methjdological scheme we use in the studio is called research by design.Before P2, I had a broad understanding of play and read theoretical thesis on new babylon. For the program, starting from the flow of people into the space, people's perceptual experience, basic function requirement of each typology generated. In the following time, I continued to search for case study, and gradually shifted from the analysis of individual building to the design strategy of public spaces.Envision some spaces atmosphere and present them as collages. After P2, I will think about the connection strategy of the building. For example, from the design level, I will conduct research on the transformation and transition of indoor and outdoor spaces for sunken buildings. The design of the roof and square will be researched by diagram analysis of the different gameplays caused by the ambiguity of the space

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	Ye Ren
Student number	5495636

Studio		
Name / Theme	Public building-public condenser *new urban lounge&commons*	
Main mentor	Henk Bultstra	Project Design
Second mentor Third mentor	Florian Eckardt Stefano Corbo	Technical Building Design Research
Argumentation of choice of the studio	When people walk out of the house, they will face most of the public buildings, either open or closed, so that people can talk, walk, meditate or exercise, which has become a part of the life of citizen,and it shows the good will of human beings to live together. The public condenser is a response to a social group, a meeting place for people to relax and socialise, creating a culture that brings people together. It should be inclusive and encourage the coexistence of different users in the space. At the same time, the public space is a place where users can carry out not only planned activities but also a variety of unplanned and spontaneous activities. Its existence can both lead to futuristic possibilities and at the same time reflect the times, a process of moving from physical space to place-making. We should focus on how to translate the concept of social condensers into concrete spaces and create fields that bring together people's lifestyles and behaviours and integrate cultural and economic elements.	

Graduation project	
Title of the graduation project	Urban-Play-Scape *A journey through exploration and imagination*
Goal	
Location:	Andreasviertel,Friedrichshain,Berlin
The posed problem,	Architectural space is relevant to people's lives, it is not a machine that carries various functions, but a place where people act and interact. Play is a way of understanding what is around us and engaging with others, a catalyst for communal activism. In the area of Friedrichshain, there are scattered playgrounds for children to play, but they are underused, instead some children and parents prefer to go to the open space to sit around or play ball.So people's contact with the public space in the urban realm is decreasing dramatically. In an era of rapid development, cities become passers-by and humans become unplayable.

research questions and	Space is made up of different elements, while human activity defines the space. How can architectural spaces encourage public participation and interaction? Why is play important? What is its relationship to the public? How can elements stimulate creativity? How can playful be realized in spatial features, in built features? The rules in the game guide and restrict the player's play, is it possible that the rules of play can be translated into place-making to influence people's courses of action?The rules are constantly changing, and what may be a quiet venue at one moment may become a stage for community activity tomorrow, with the potential to be created as the users update their own play,so how can people be given the possibility to act? .
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Literature and general practical preference

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新巴比倫：基於日常生活的情境空間建構 (2018, August 9).The New Babylon: A Spatial Construction of Context Based on Everyday Life

Case study
Children's Community Centre The Playscape,waa,Beijing,2021
Olympic Sculpture Park,Weiss Manfredi,seattle,2007
Sejong Art Center Winning Proposal,DMP Partners,seoul,2013
Shanghai Greenland Center,Nikken Sekkei,shanghai,2017
Superkilen / Topotek 1, BIG Architects,copenhagen,2012
Teruel-zilla, Mi5 Arquitectos, PKMN Architectures, pain,2012
The 11th Street Bridge Park,OMA&OLIN,washington,2014
Urban, Intermodal Hub, Cycle-Pedestrian Connection,casatibuonsante architects, baukuh,Milano,2019

Reflection

- 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 project in msc1 is a public architectural design for a film art center, which has some educational significance and engages not only professionals but also ordinary people who can be exposed to the shooting of films while visiting and browsing.In msc2, I participated in the renewal and transformation of a community, and the part I designed focused on the shared space of the residence.In terms of the first two phases, the design of public space has been integrated into my graduate studies, the first being more towards functional solidified spaces, and the second being towards small-scale daily social spaces. In the msc3 studio, on the other hand, a more dynamic hybrid space is considered, allowing different social groups to communicate freely. So it is not only compatible with what I learned in the previous year, but also complements the thinking about the flexibility of public architecture as it evolves with the times.

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

The project will become an experimentation. With a long strip of design can be placed in any districts in Germany, so that each block has commons.Besides, in Berlin and even in other cities, there will be an order under perfect construction. People's lives should not become uniform. Modern civilization makes people gradually deviate from the playfulness, pay more attention to the maximization of interests, and become more rational, while neglecting the interaction with the world. Here, the play deserves our attention, because it is an inherent part of human civilization and daily life. Play allows imagination to create and various possibilities to happen. The architectural space becomes a carrier that can accommodate many forms of play, shifting from consumptive public architecture to participatory architecture, and this process is a social construction.

Planning Graduation Plan

3.1 3.2 3.3 3.4 3.5 3.6 3.7 3.8 3.9 3.10 4.1 4.2 4.3 4.4 4.5 4.6 4.7 4.8 4.9 4.10 5.1

Q3

- Play studies invulving interior and exterior
- Programmatic placement and circulation
- Interior design concepts
- Different perceptual experience diagram
- Concepts for structure, material, sustainability
- Develop different strategies for flexible play scenros
- Details:facade fragrament
- P3 presentation

Q4

- Fix positions and demensions of the project
- Visualization of diagrams
- Design development from P3 in more details
- Translation of the Design Manifesto of MSc3 into a Project
- Concepts for structure, material, sustainability
- Description text with storyline and concept clarification
- Plan,Section,Facade
- Preparation for P4
- P4 presentation

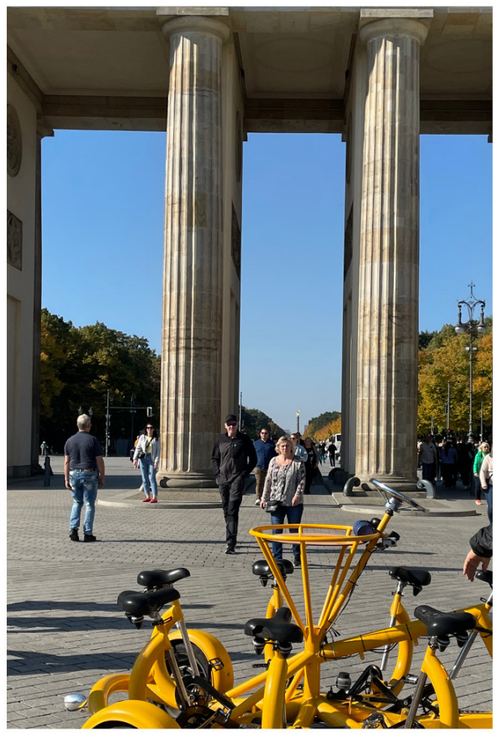
Q5

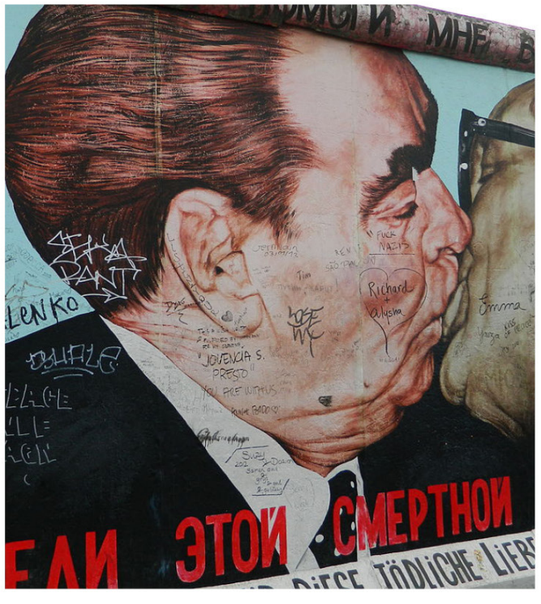
- Making and finishing presentation 3D model
- Graduation Booklet (process and research)
- Physical model (1:200)
- Finalizing P5 presentation
- P5 presentation

P3 P4 P5

URBAN-PLAY-SCAPE

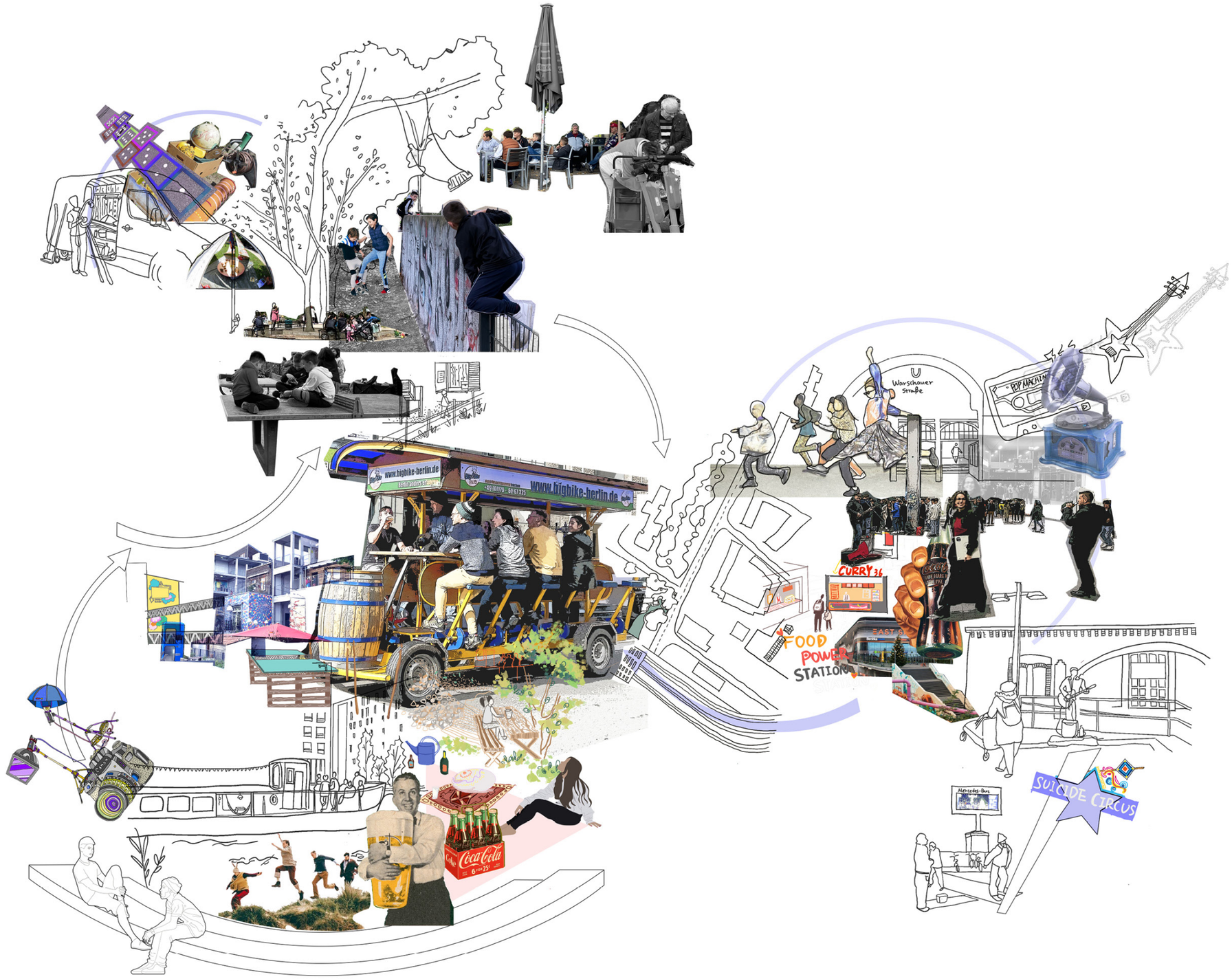
BERLIN





Freedom and Wildness

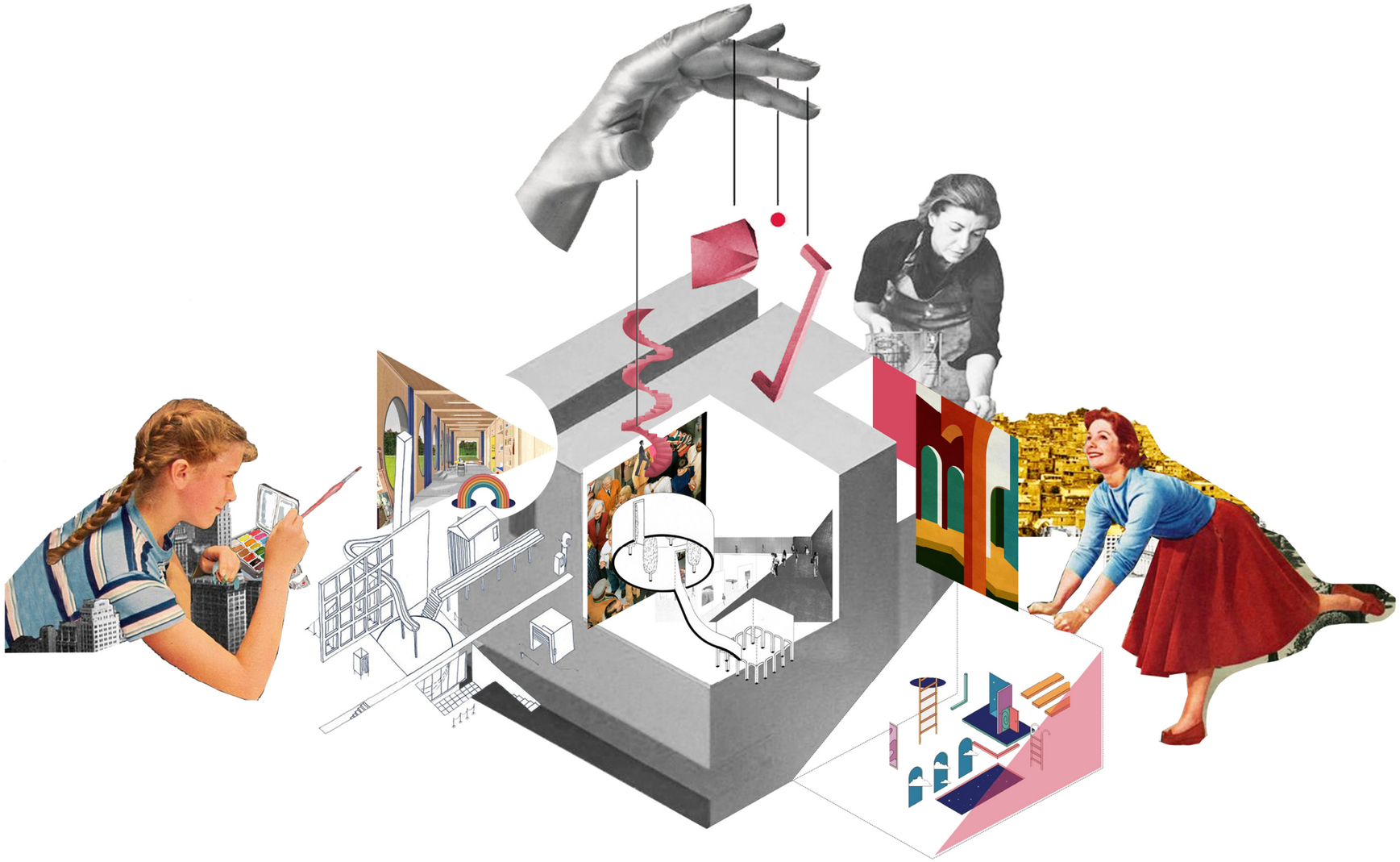
PSYGEOGRAPHY MAP



WHAT IS Play

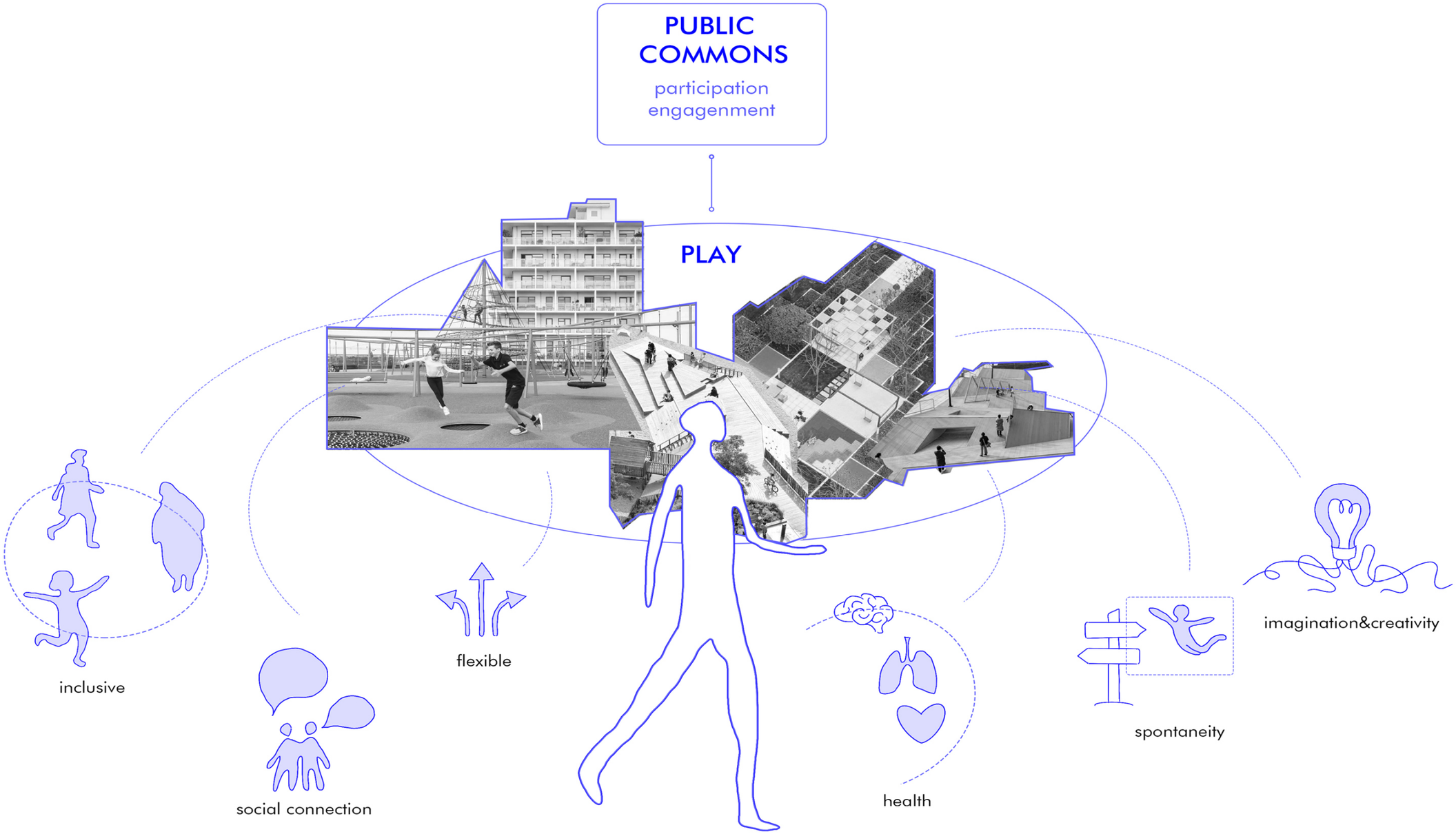
"Why do babies cry with joy? Why do gamblers lose themselves in passion? Why is a large group of people aroused to frenzy by a soccer game?" This intensity and absorption of the game is not explained in the biological analysis. However, in this intensity, this absorption, this maddening force, there 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)



COMMONS——The urban commons sees citizens as key players, rather than public authorities, private markets and technologies, and there is a shared social practice. This practice generates or establishes a social relationship with the community, emphasizing citizen participation, autonomy, responsibility and identity.

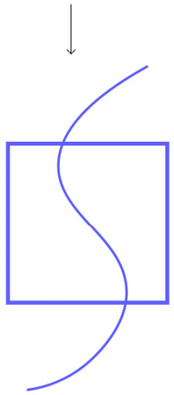
WHY PLAY CAN CONNECT TO COMMONS?



Play is inclusive, it allows a return to your happy self, play will lead you directly to your creative potential, provide the freedom to express what you want to express in any given moment

RESEARCH QUESTIONS

Play is now becoming more and more diluted in people's consciousness, and in the pursuit of efficiency, people seem unable to lower their pace



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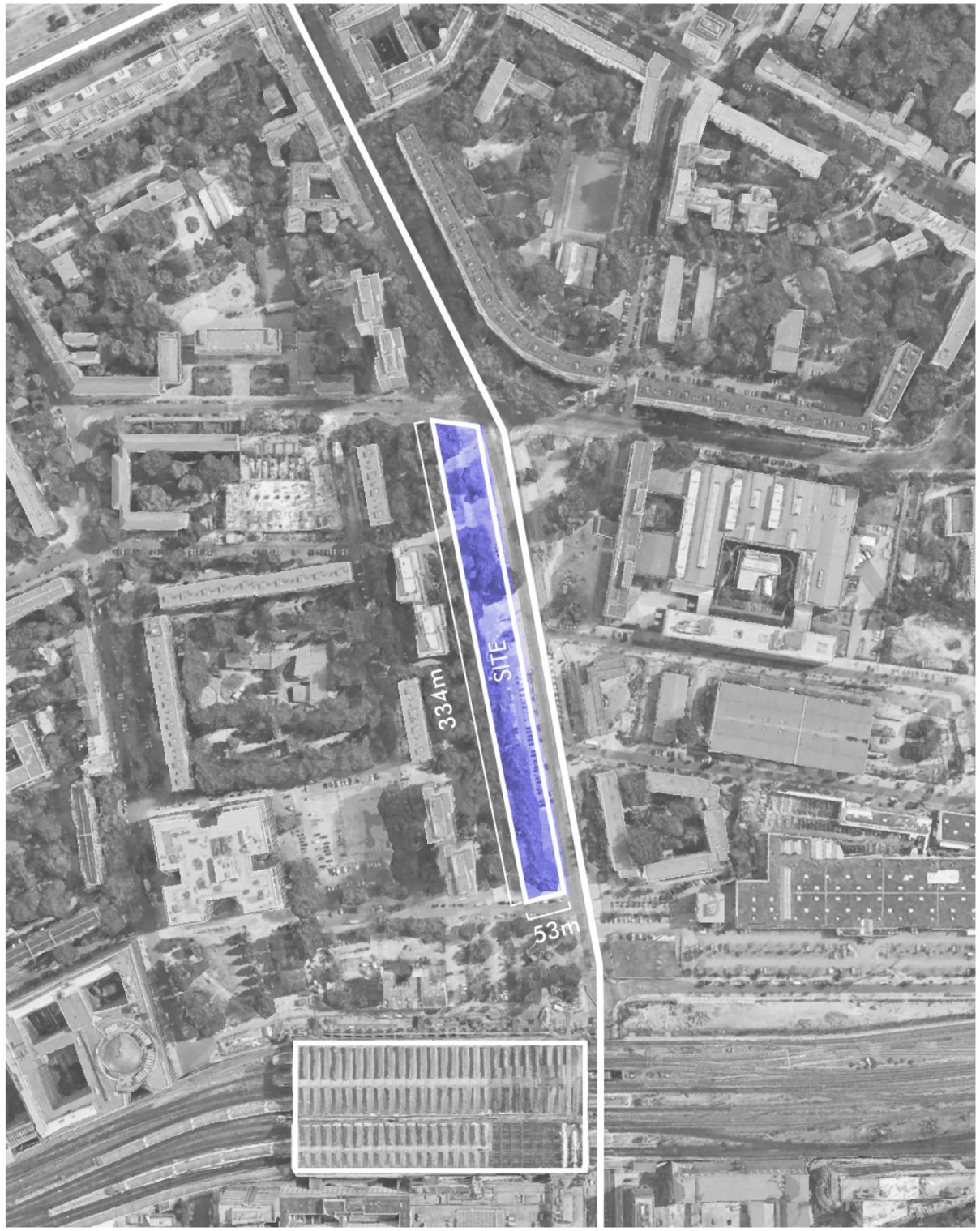
How can elements stimulate creativity?

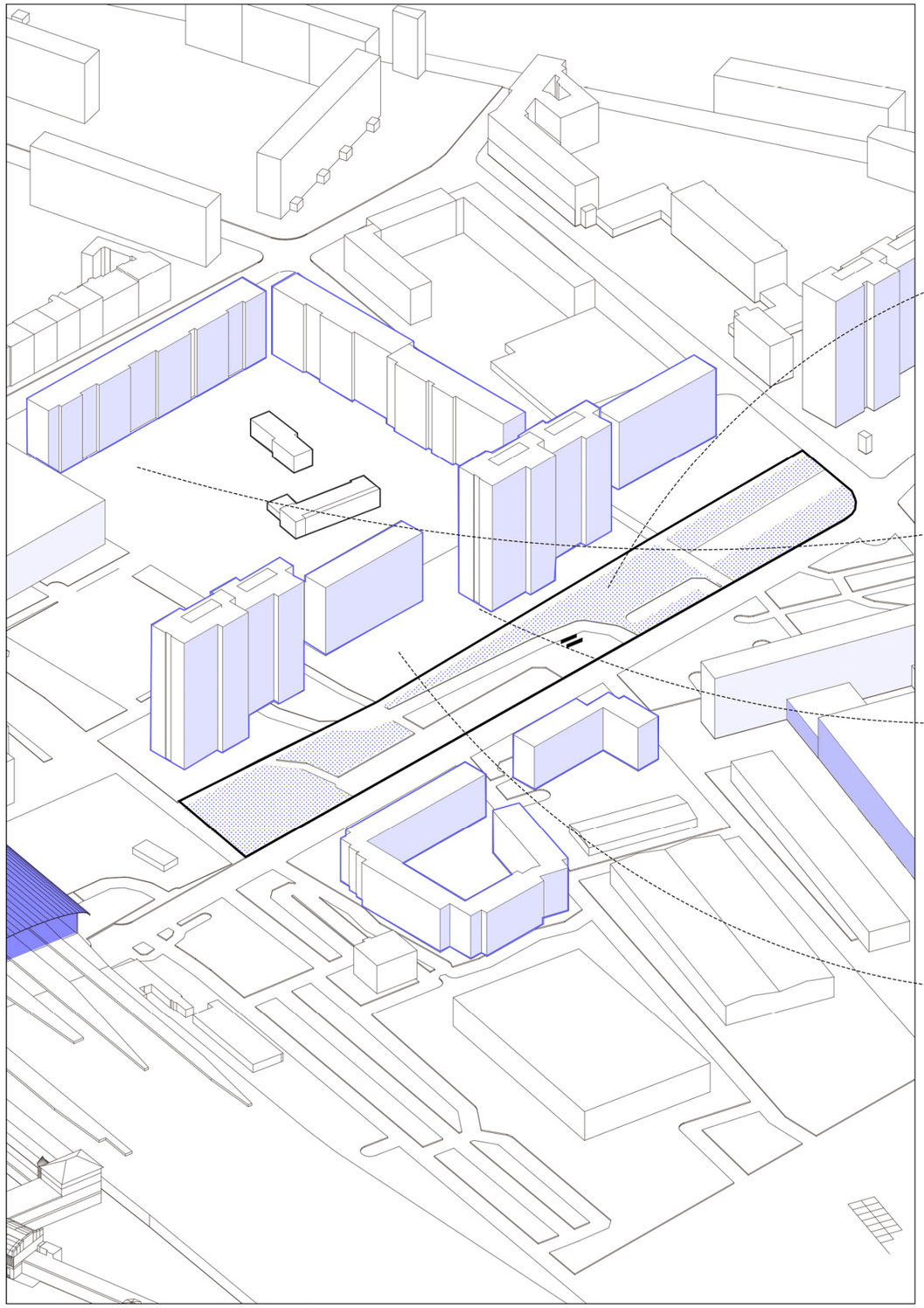
How can playful be realized in spatial features?

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

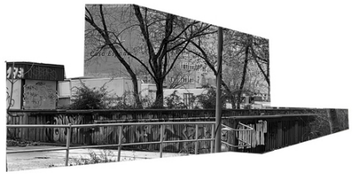
SITE ANALYSIS



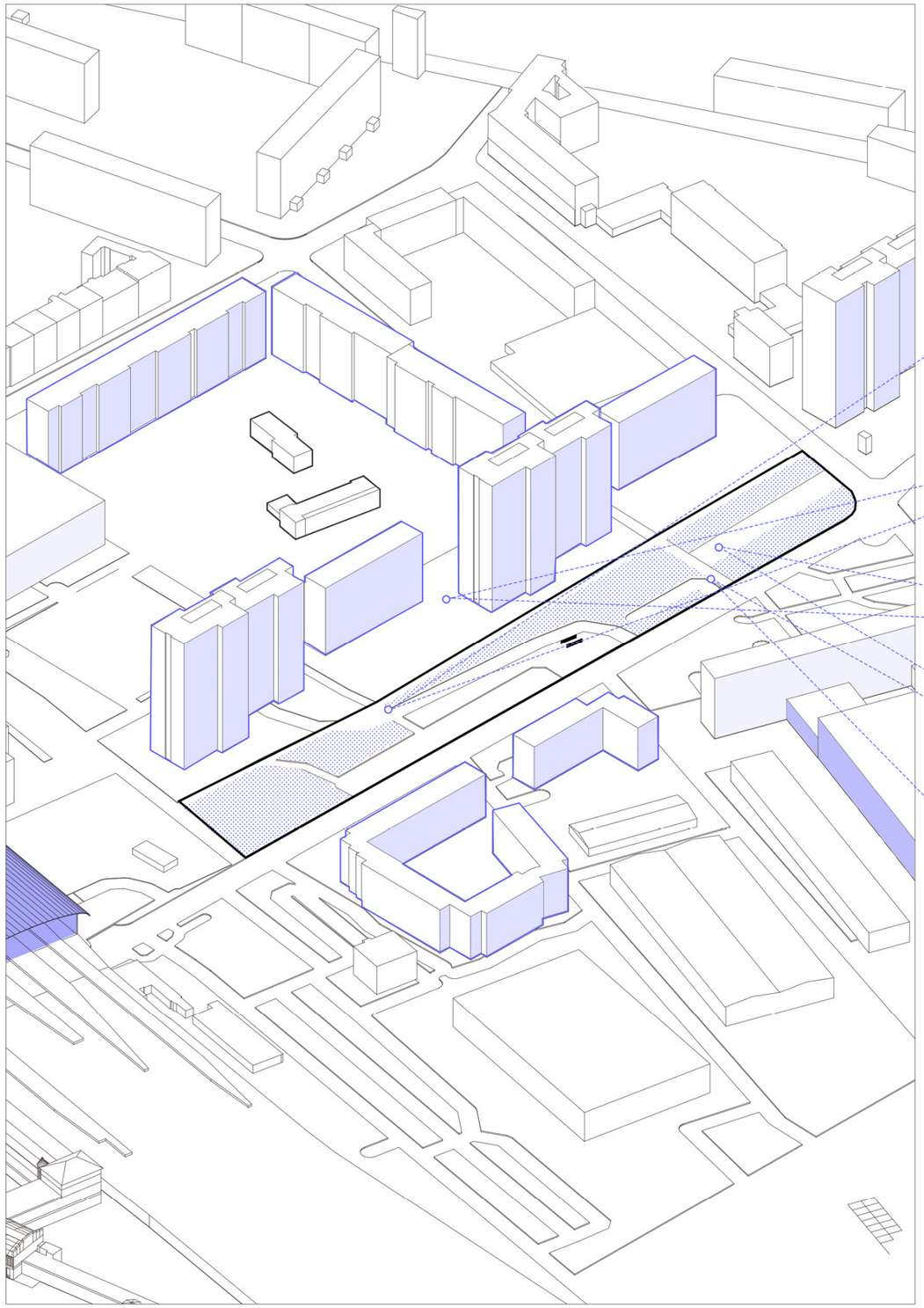
SITE ANALYSIS



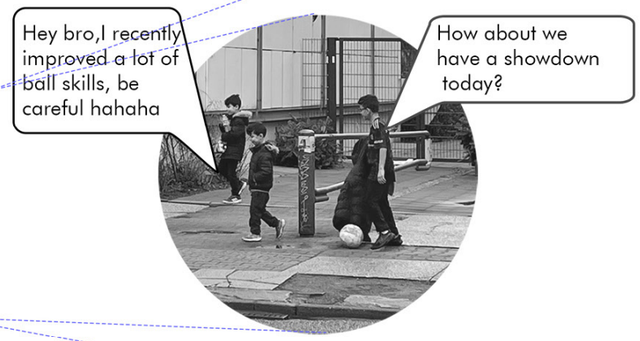
Public space



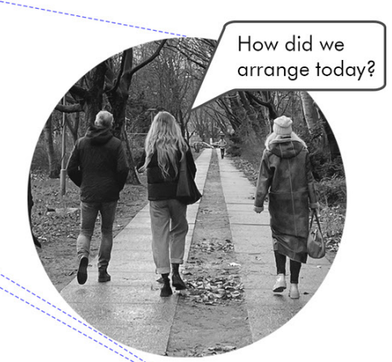
SITE ANALYSIS



a space for chatting



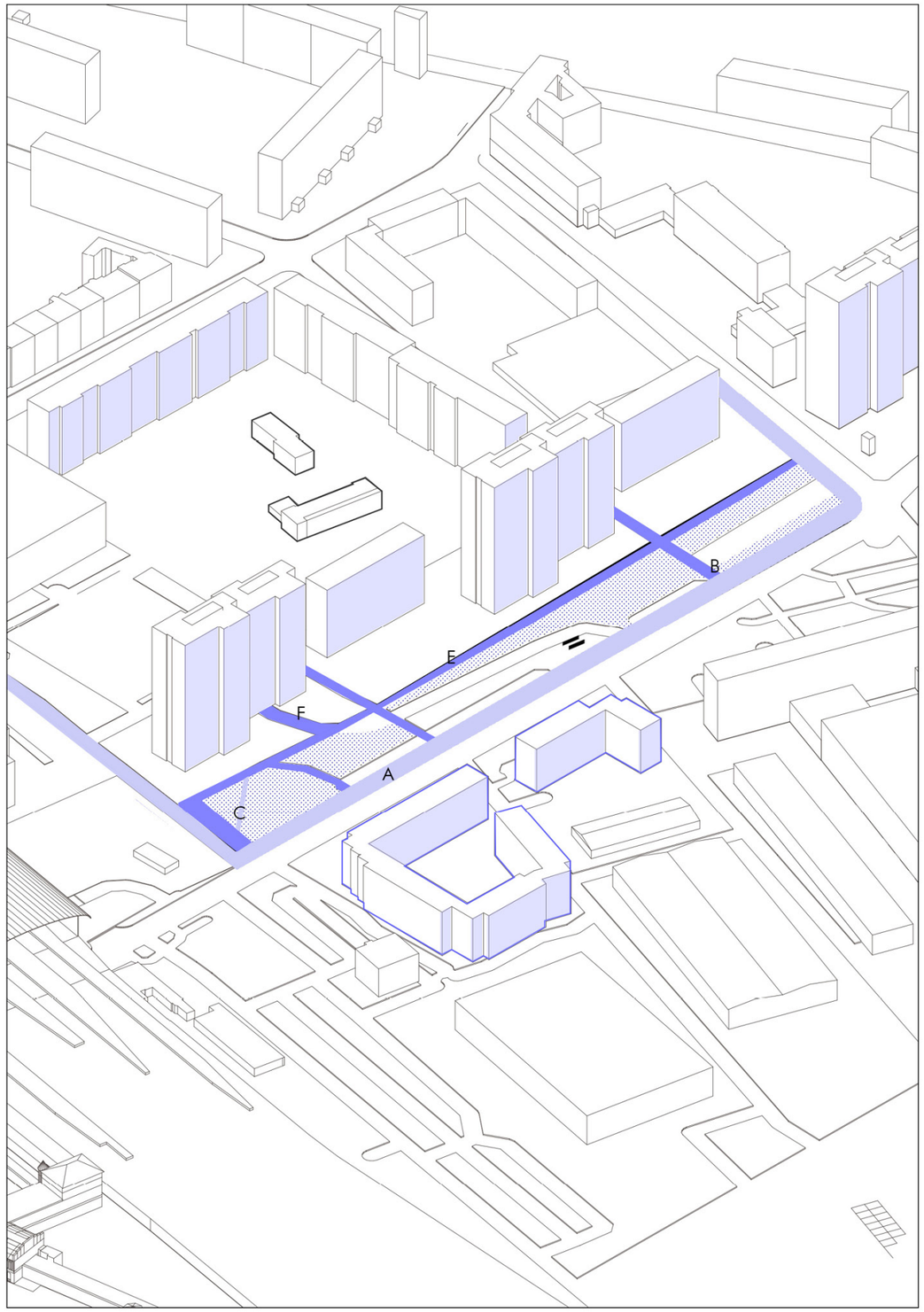
a space for playing



a space for walking

a space for passing

SITE ANALYSIS



A

B

Along the side of the street

C

D

Along the corner of the street

E

F

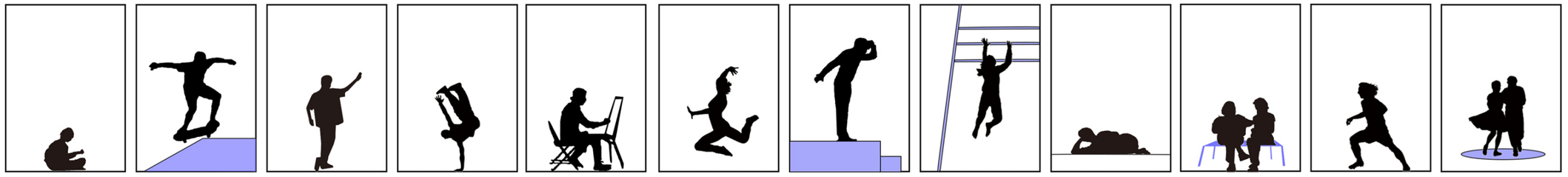
little routes

PEOPLE PLAY BEHAVIOR

The old

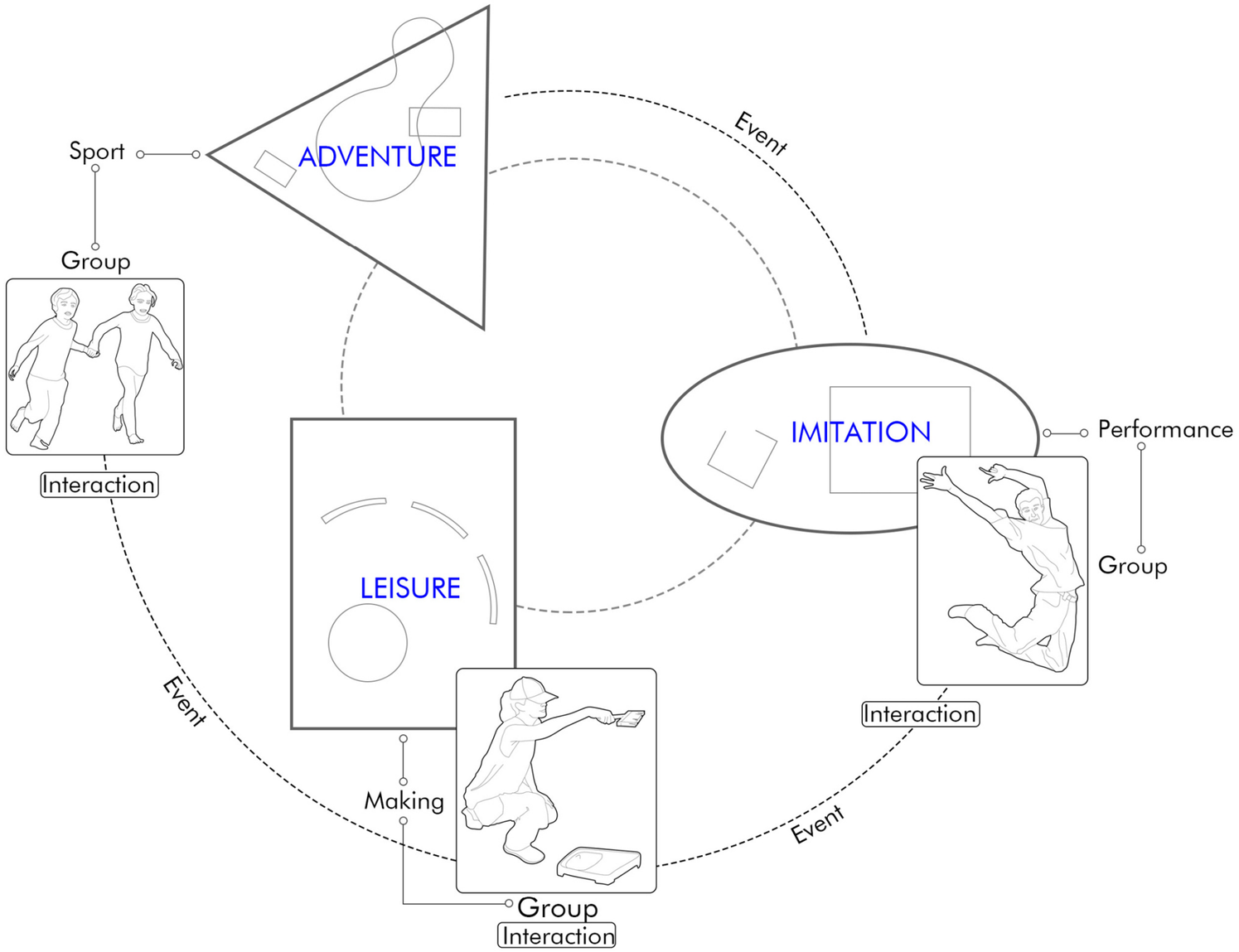
Young people

Family



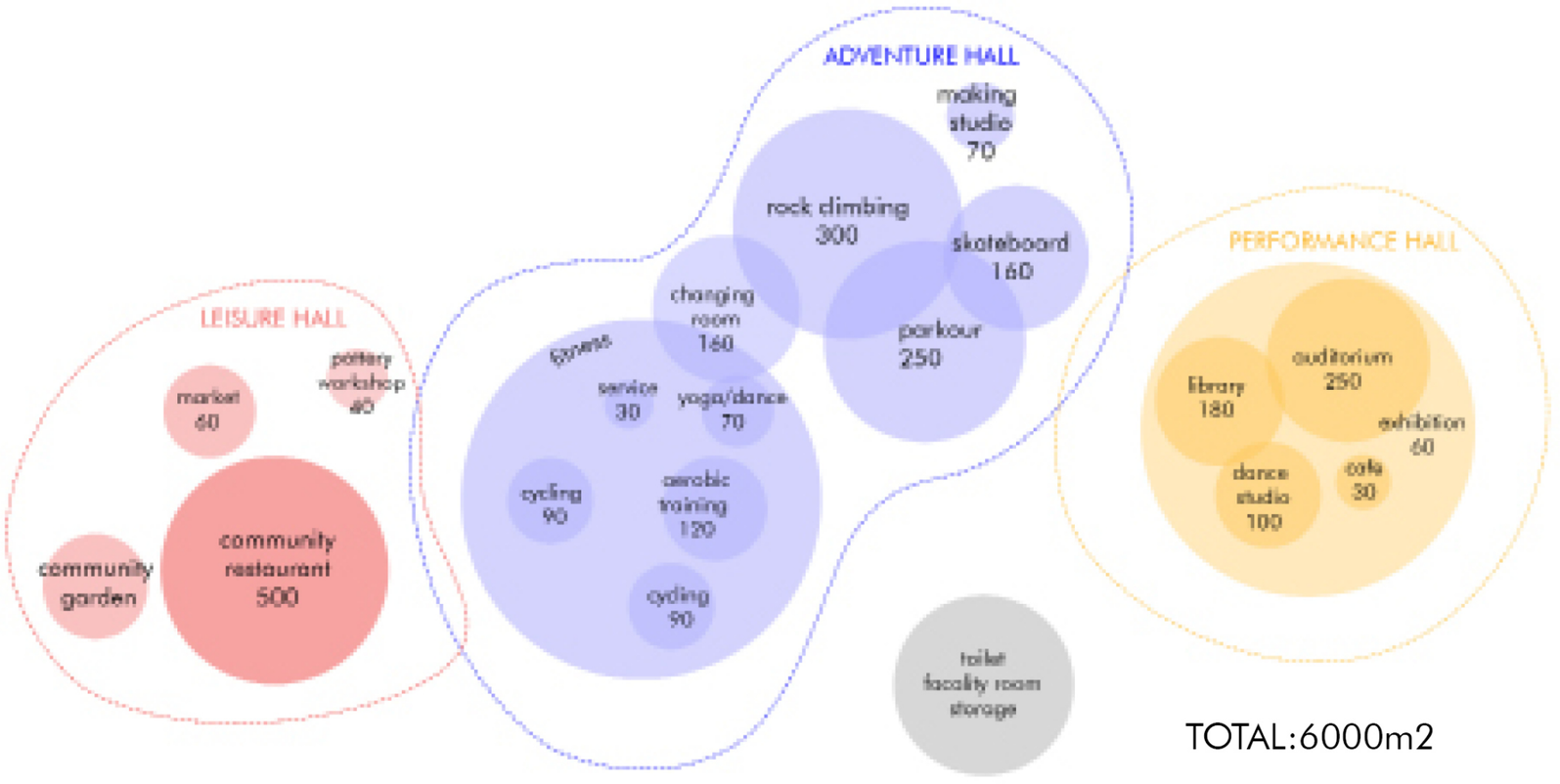
curl up slide walking fliping drawing jumping observing climbing lounge chatting running dancing

FRAMEWORK



According to the types of behavior, I divided into three types of play which are adventure, leisure, imitation. The game will attract some targeted players, they will interact with each other and when it driven by events or self-exploration, the players will continue define new rules, and different groups will interact with each other

PROGRAM



TOTAL:6000m2

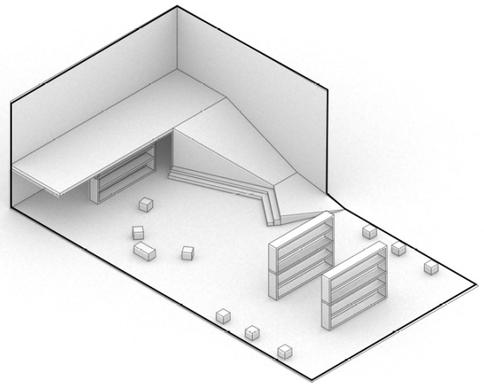
Based on the three types of play,I sort out functional spaces that correspond to each type and demand in the community

CASE STUDY

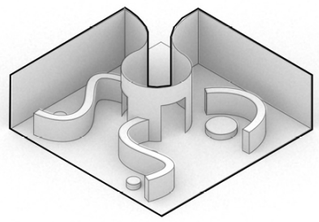
library

Enter — Find book *how-flat/up and down* — Find seat *the relationship with bookshelf* — reading&communication *private/public* — Exit

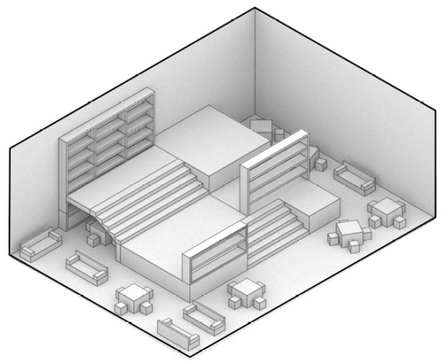
Helsinki Central Library Oodi(Finland)



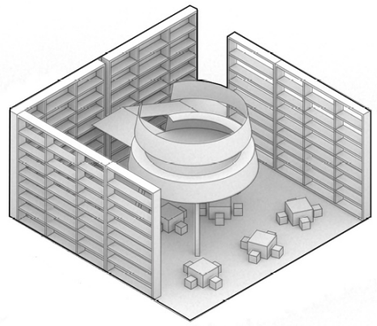
Zhongshuge(China)



Book Mountain(Netherlands)



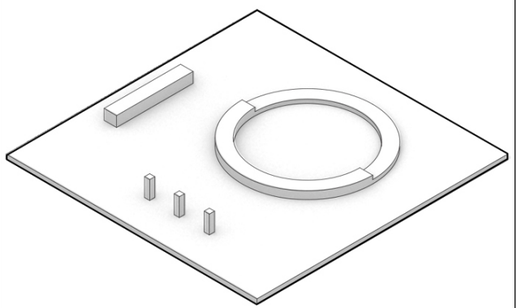
TU delft library(Netherlands)



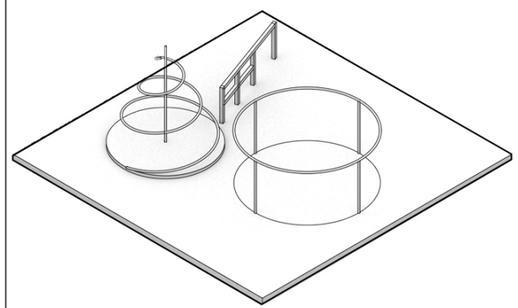
CASE STUDY

playground

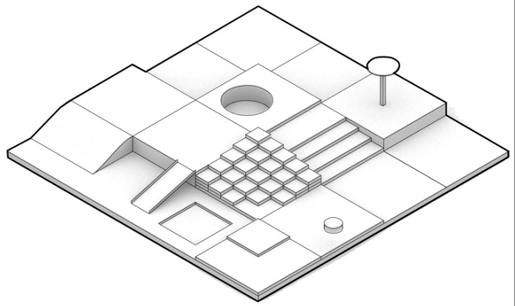
Aldo eyck's playground(Netherlands)



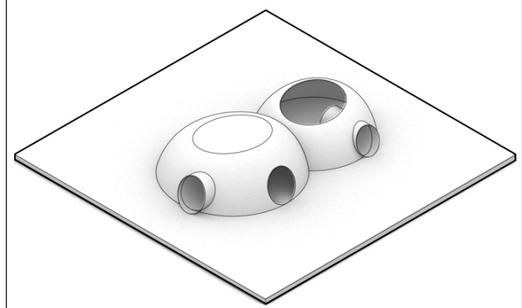
Park 'n' Play(Denmark)



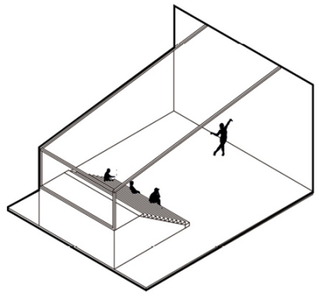
Pixeland(China)



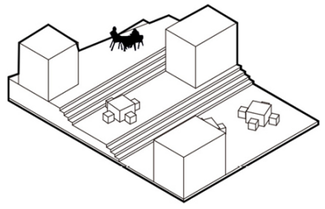
The Ritz-Carlton (Maldives)



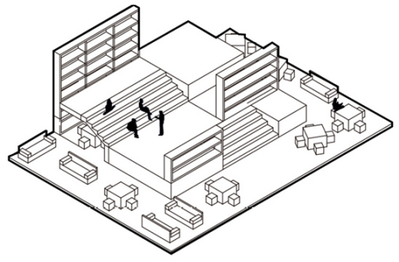
CATALOGUE OF SPATIAL INVENTIONS



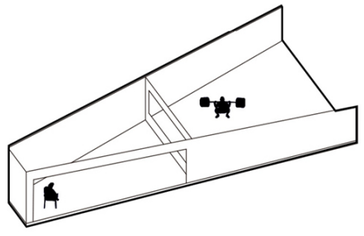
auditorium



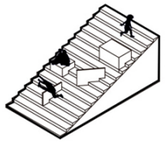
community restaurant



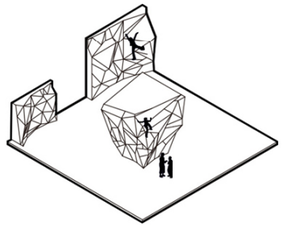
library



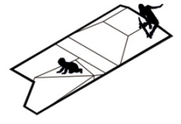
fitness



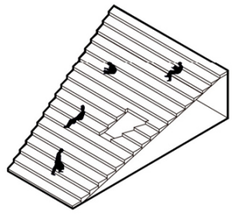
parkour



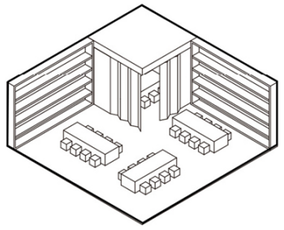
rock climbing



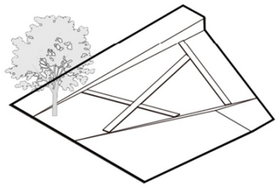
skateboard



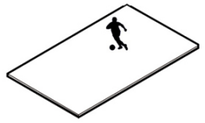
outdoor plaza



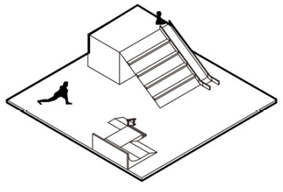
studio

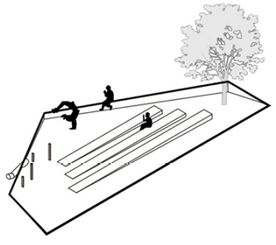


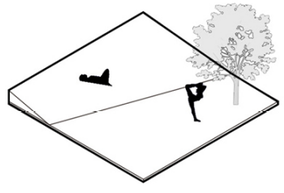
community garden



potiential space



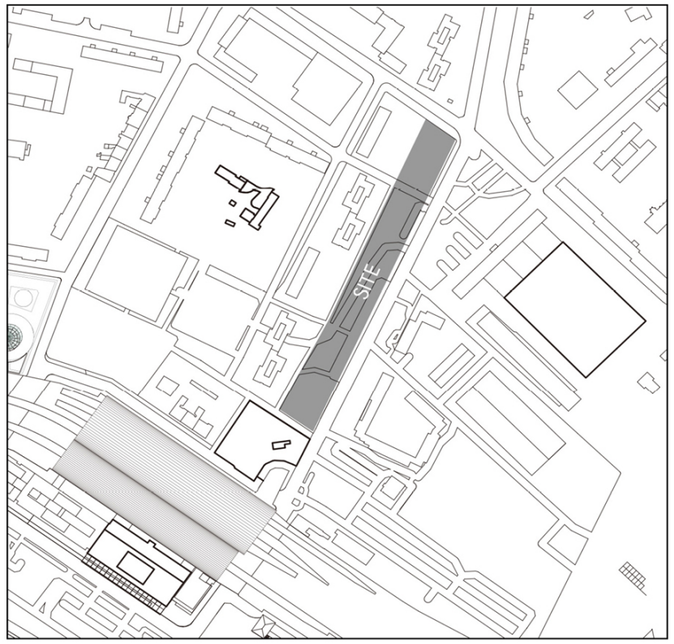


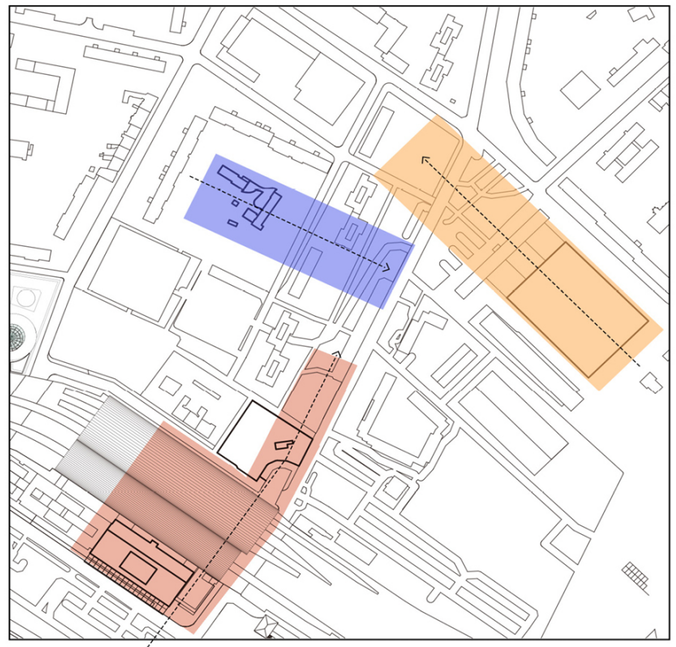


outdoor space

FUNCTION PLACEMENT

New spaces are inserted to echo the existing buildings around the site



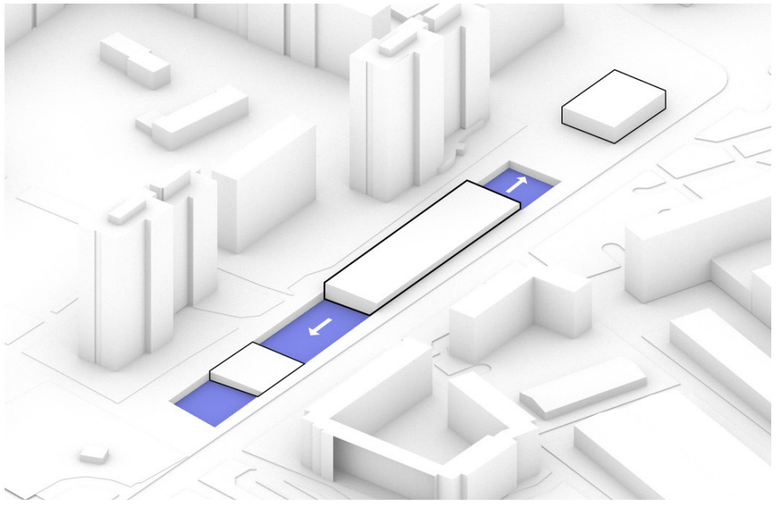


snack bar kindergarten&playground theatre production

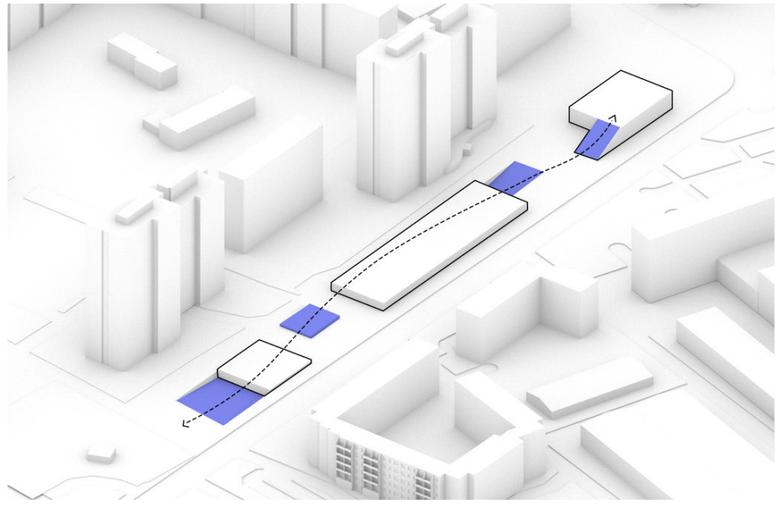
community restaurant playground library&theatre

SITE OPERATIONS&CONFIGURATION

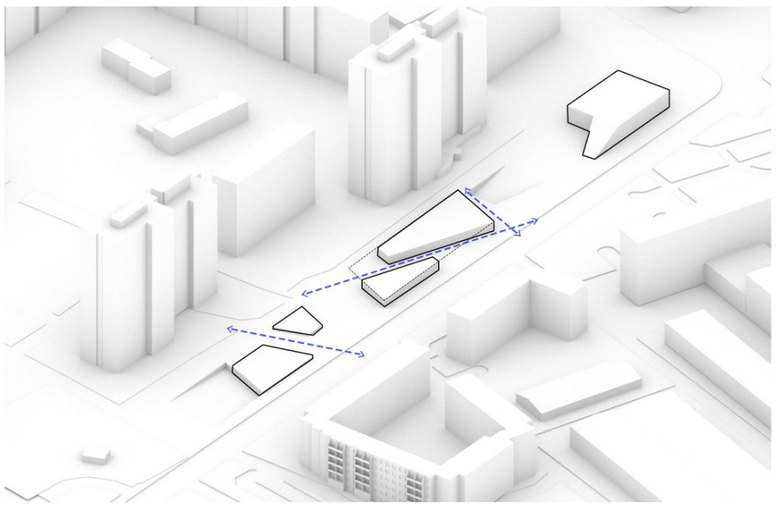
use existing wall



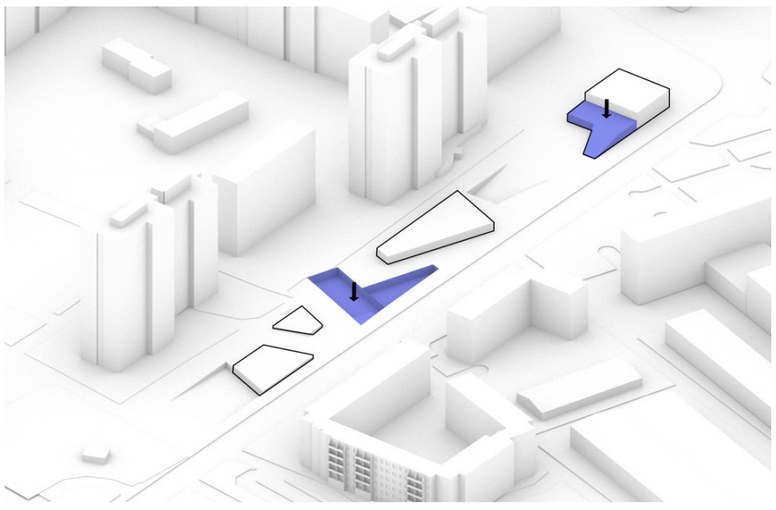
enlarge sunken space



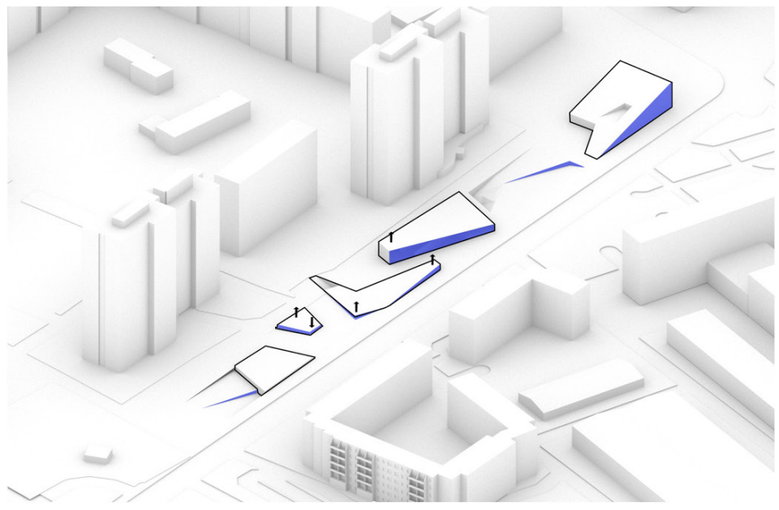
connection



break the block



Adjusting building height

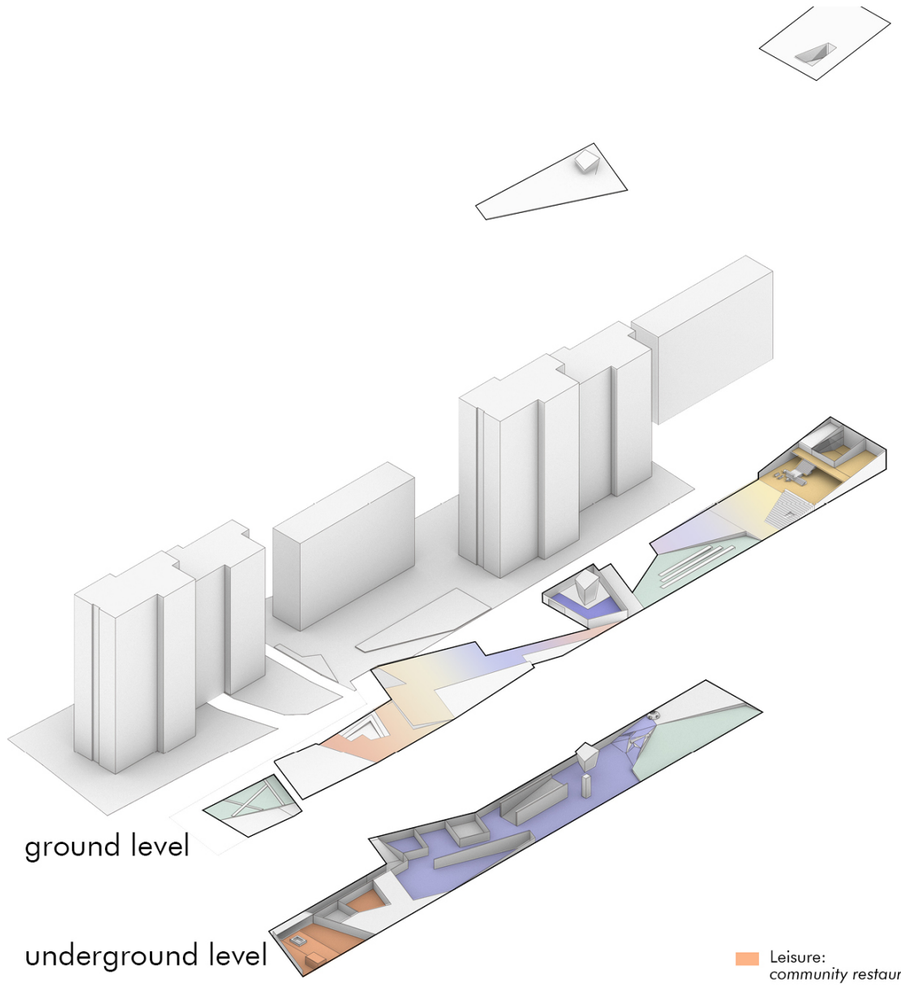


landscaping

SITE PLAN

FUNCTION LAYOUT & CIRCULATION

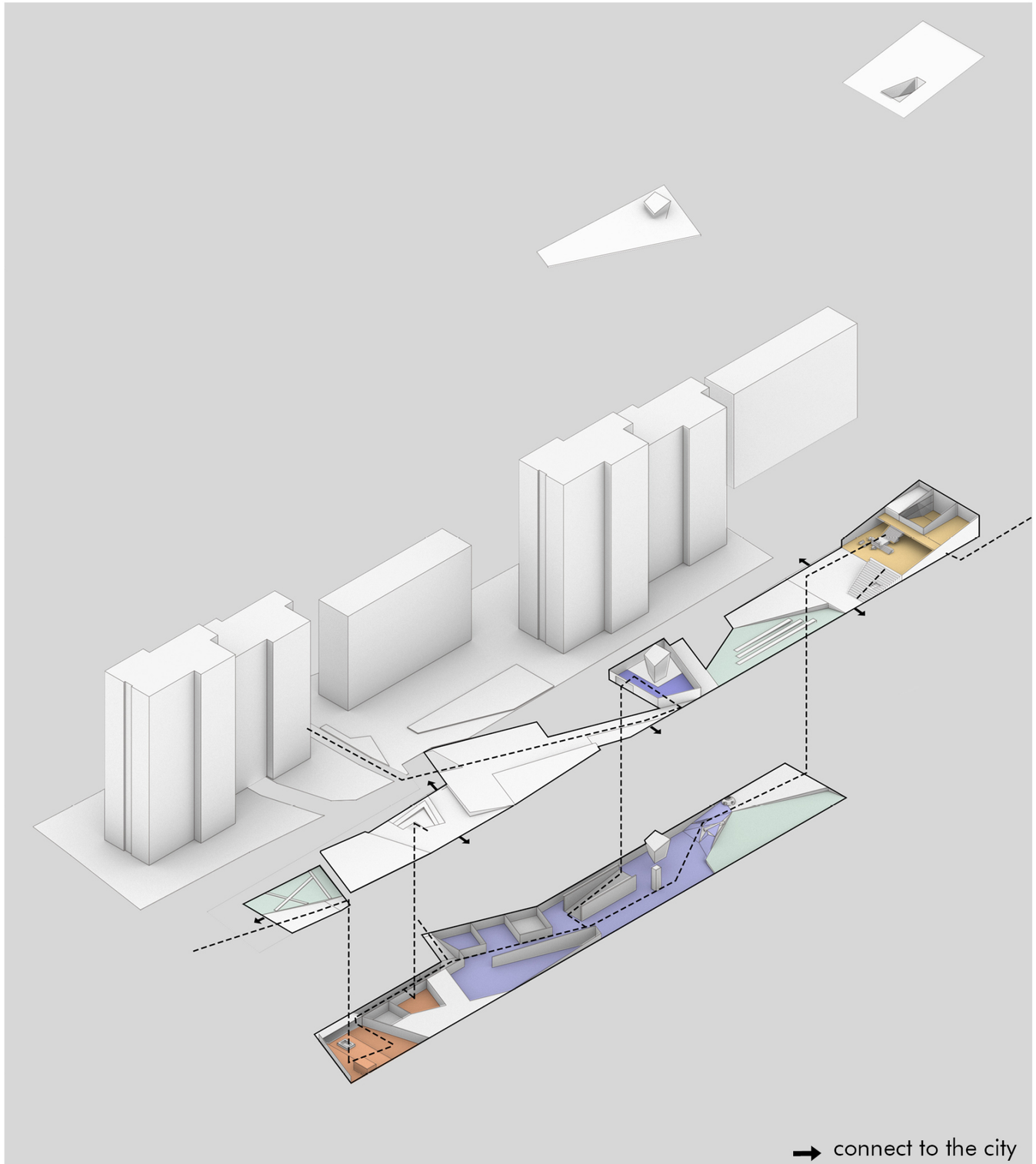
On the ground level, game types merge at the public space, there is no single limited type of activity, it can be seen as a leisure plaza or a skateboarding site for a variety of activities.



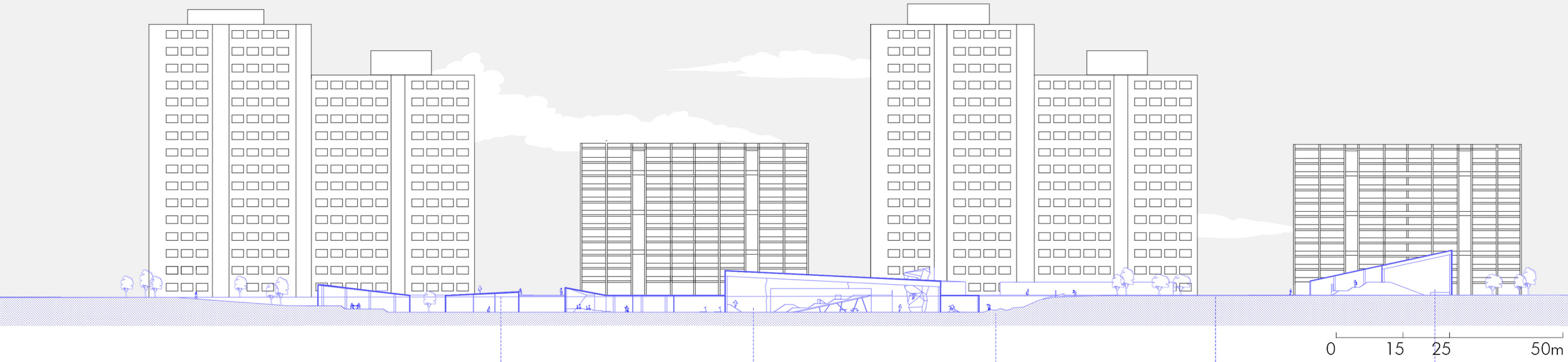
Leisure:
community restaurant

Adventure:
playground&fitness

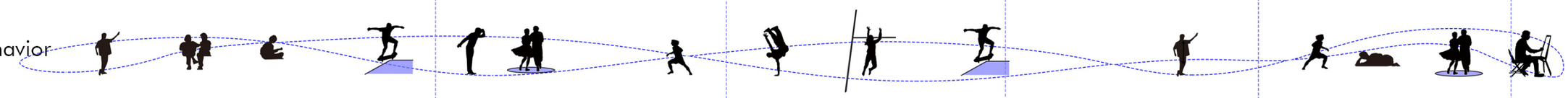
Performance:
auditorium&library



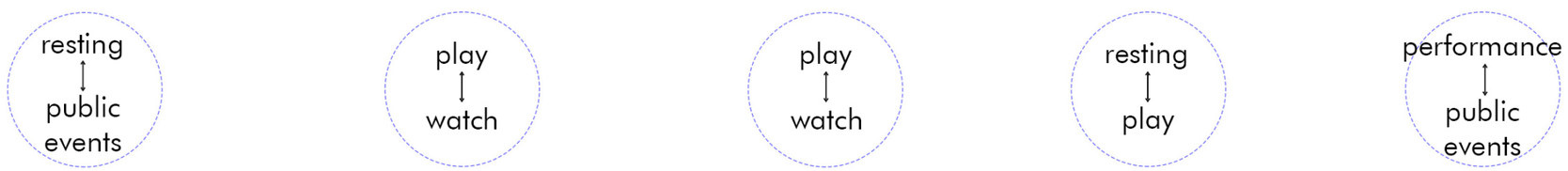
SECTION AND PLAY



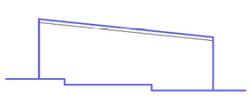
Play Behavior



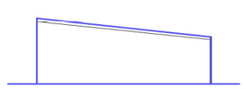
Flexibility



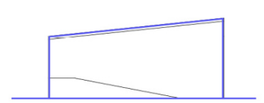
The relationship between ground and roof



conforming type



flat type



Contrary type

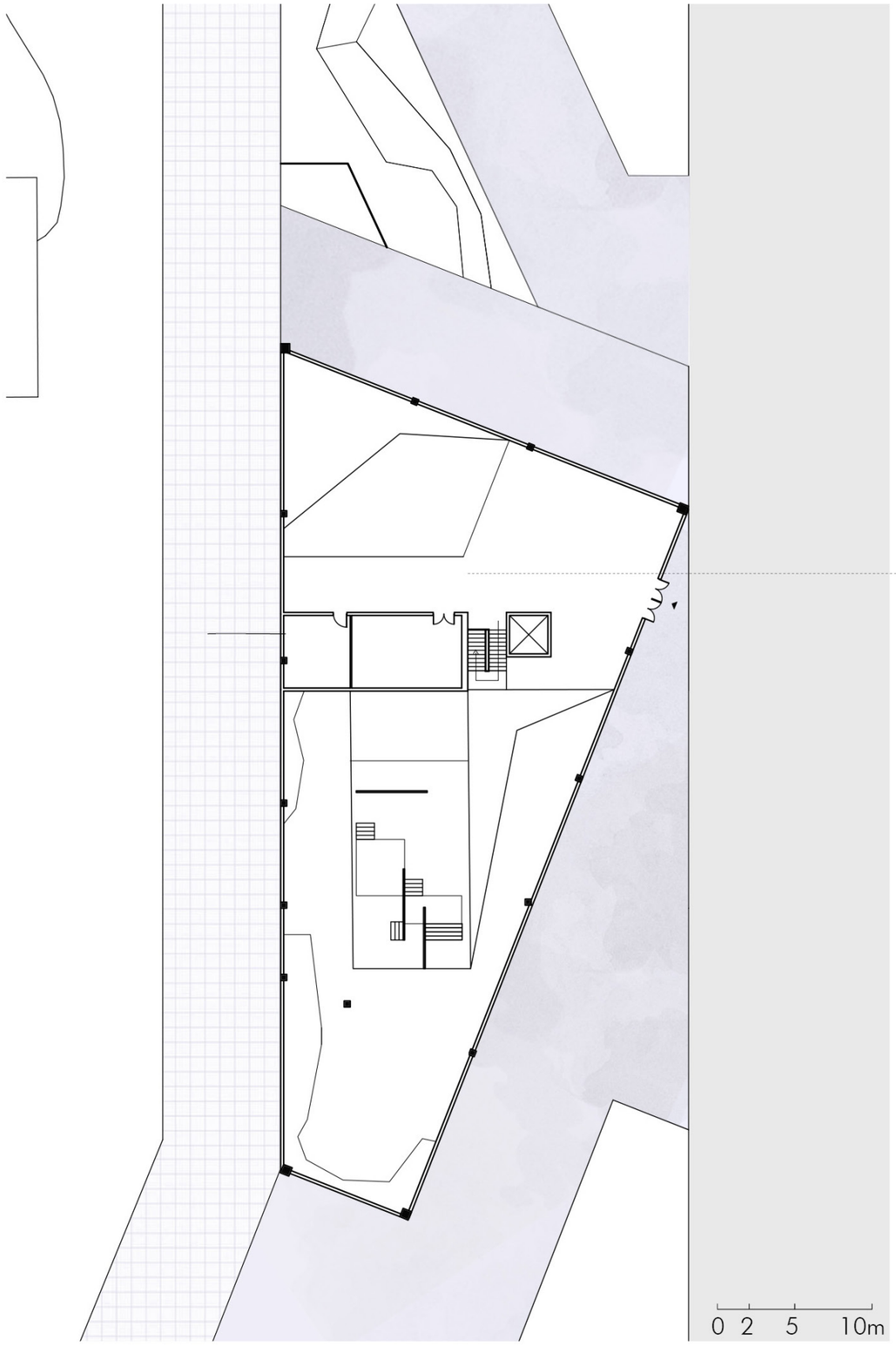
UNDERGROUND FLOOR PLAN-playground

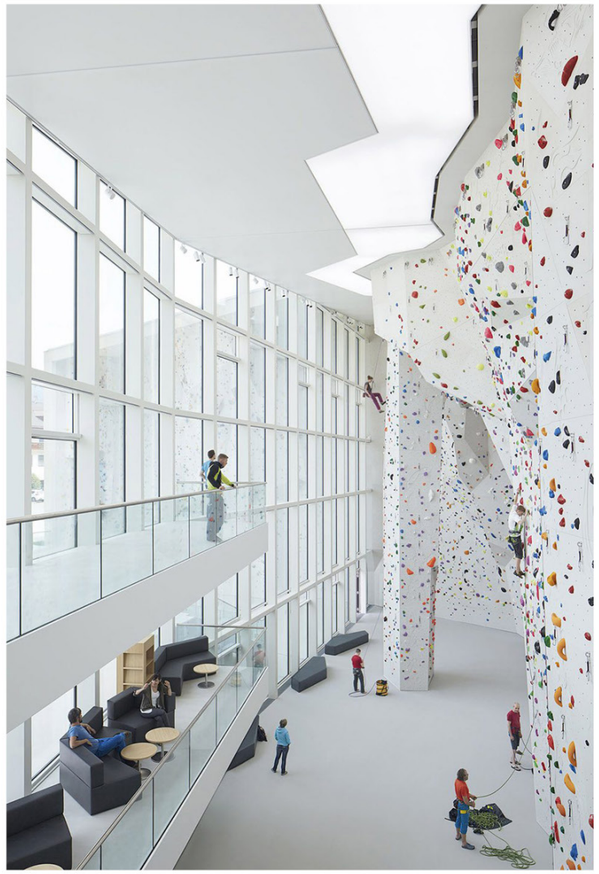
Echoing the space of indoor skateboarding, the undulating terrain continues to the outdoors and can be connected to the it when the interior is opened up.

The parkour area will have some step seats, which can be used as a rest area as well as a facility for people to do parkour.

When people enter the gym, they can see the indoor enthusiastic cycling scene through the window, rendering the atmosphere of sports.

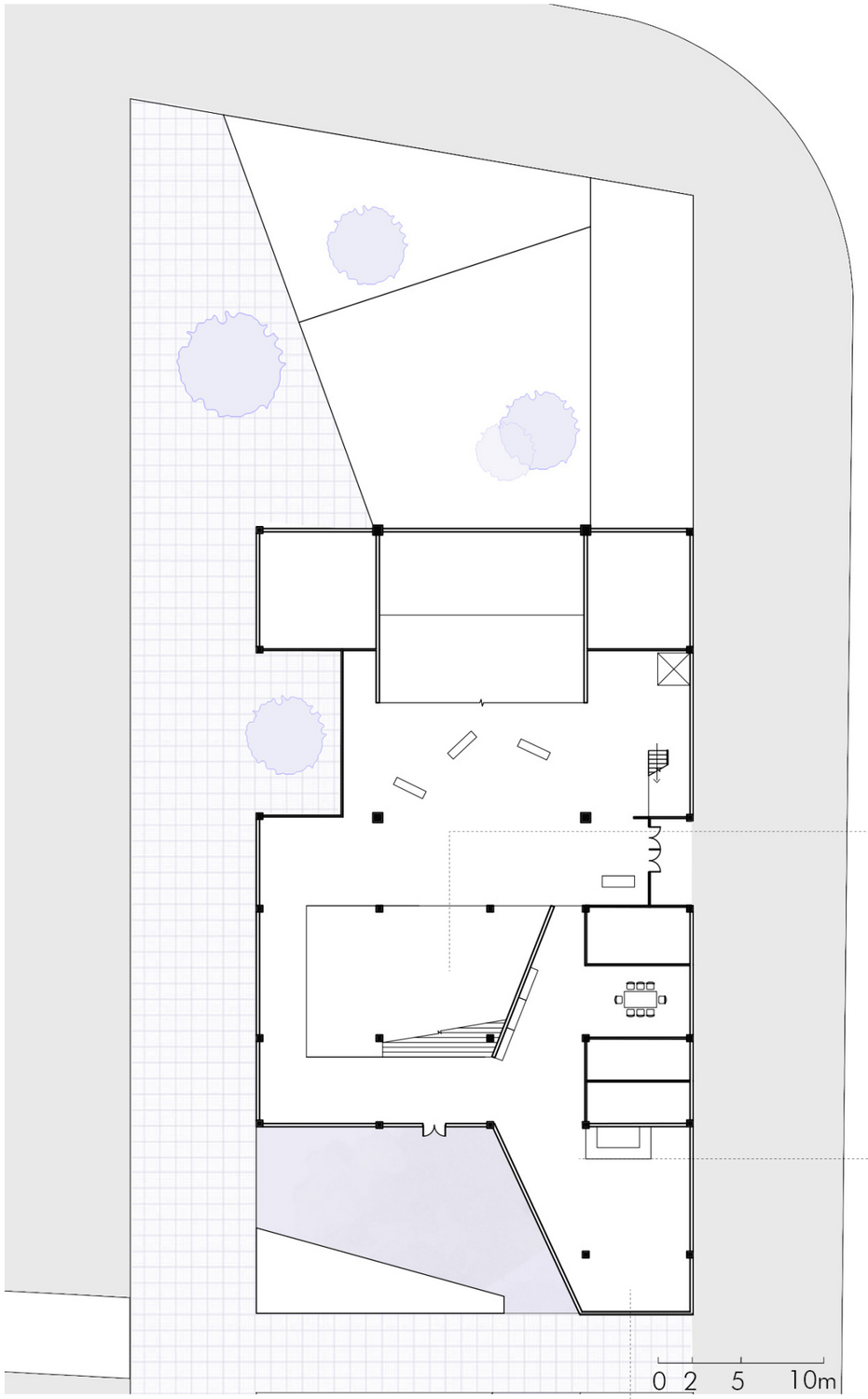
FLOOR PLAN-playground

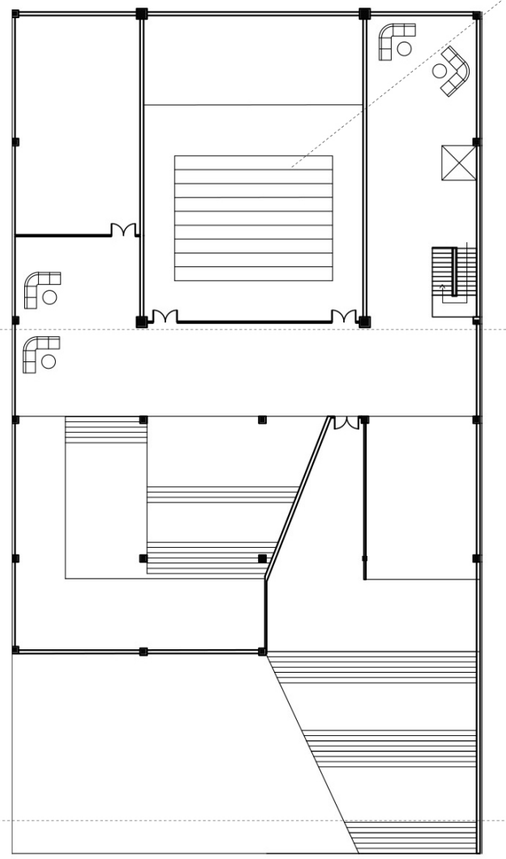




entrance

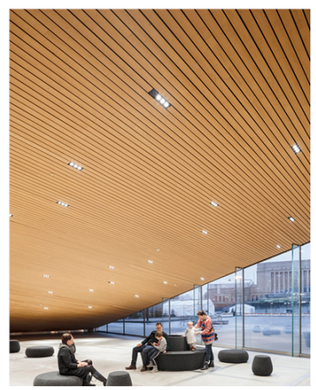
FLOOR PLAN-library&auditorium





auditorium

book mountain

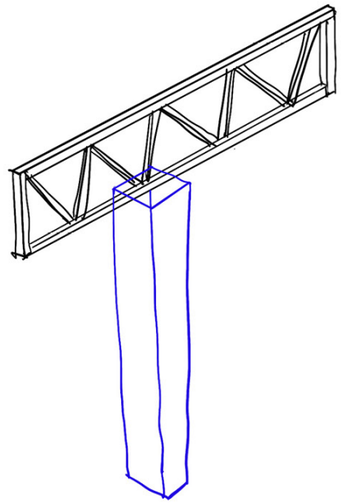


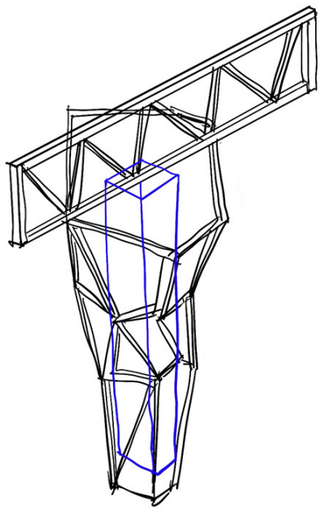
cafe

BUILDING TECHNOLOGY

Reinforced concrete structure

indoor rock climbing——steel structure





-Rock wall bracket
-column is wrapped inside

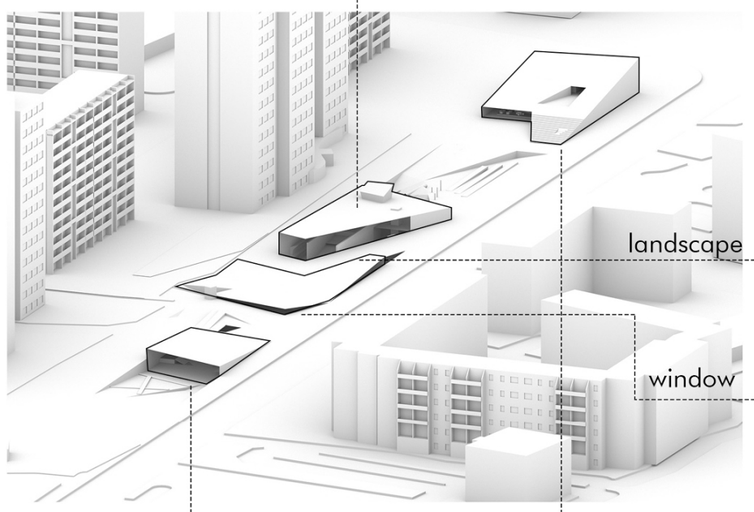
BUILDING TECHNOLOGY

-Materials

concrete&glass

The building as a whole is made of concrete because of its strong load-bearing capacity. In the library and auditorium, the community dining room, a combination of concrete and wood is used to create a homelike feeling in the community. In the fitness area, polycarbonate, a light and transparent material, is used to attract people's attention at night like a billboard.

playground



landscape

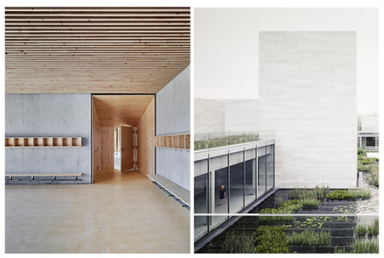
concrete

window

polycarbonate

restaurant&auditorium

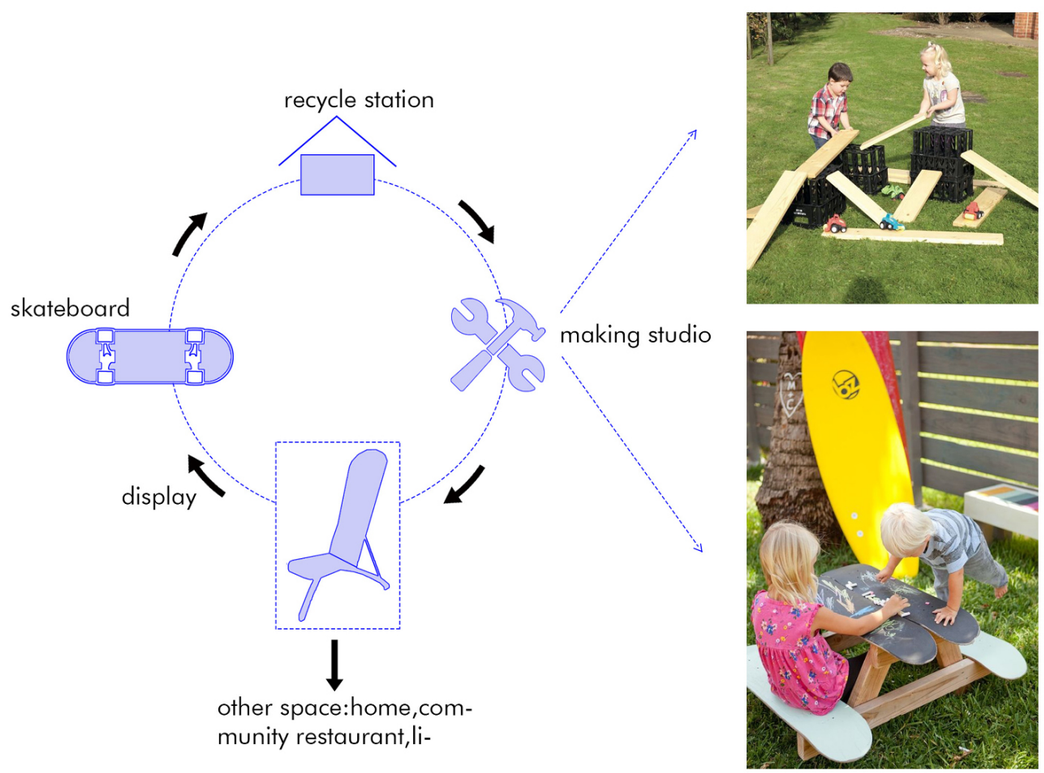
metal



concrete&wood

BUILDING TECHNOLOGY

-Sustainablity



On a technically sustainable level, the design of the courtyard guarantees natural ventilation and the green roof helps to absorb rainwater and purify the air;Rainwater falling on the surface of the catchment area is collected and stored for toilet flushing or garden watering;Geothermal energy is used to release the heat stored in the soil for heating in winter and to absorb heat for cooling in summer.

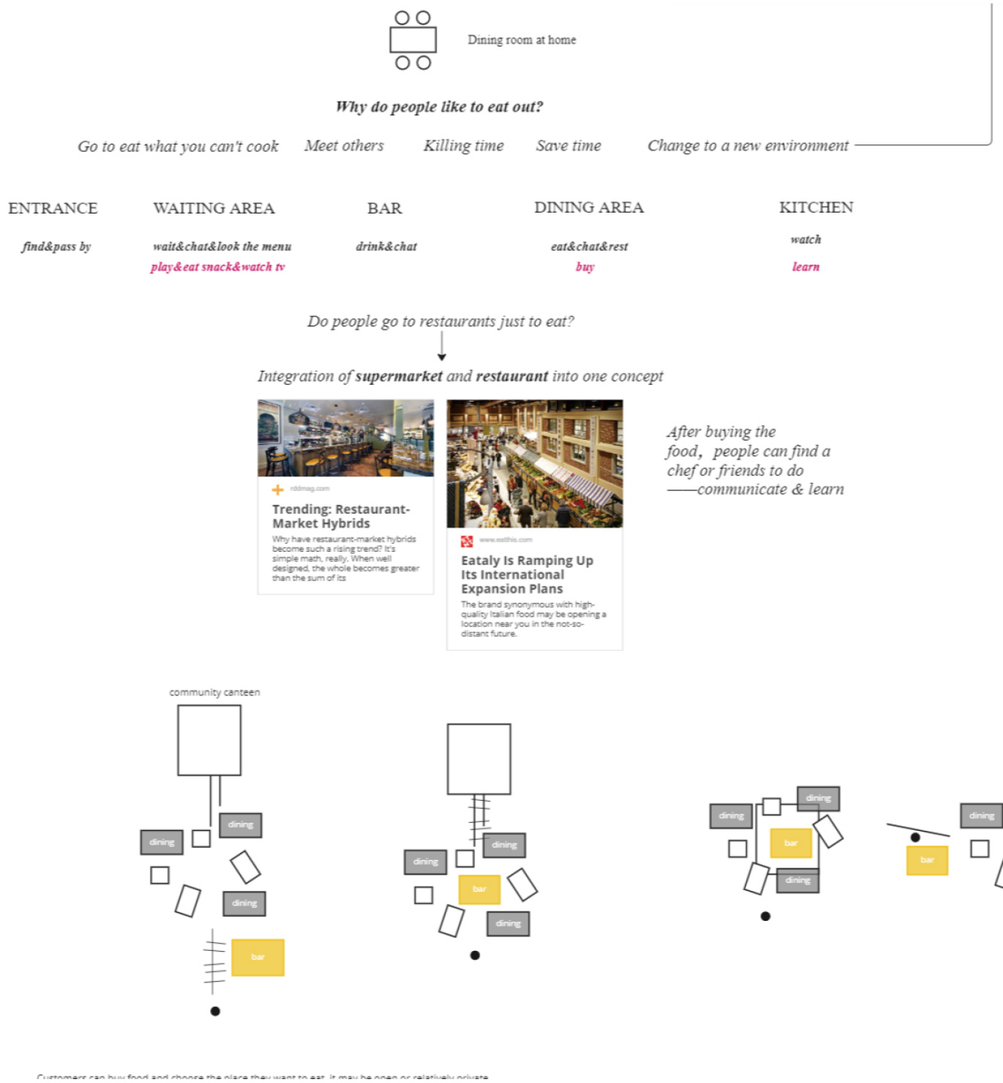
At the design level, a material recycling station is used to collect excess materials in the community, and then it will sent to the making studio for reprocessing. This process involves people participating in the practice. The final result can be used as furniture or as a toy for children. It can also be placed in the library as an exhibition, so that the whole community can see the traces of residents' lives.

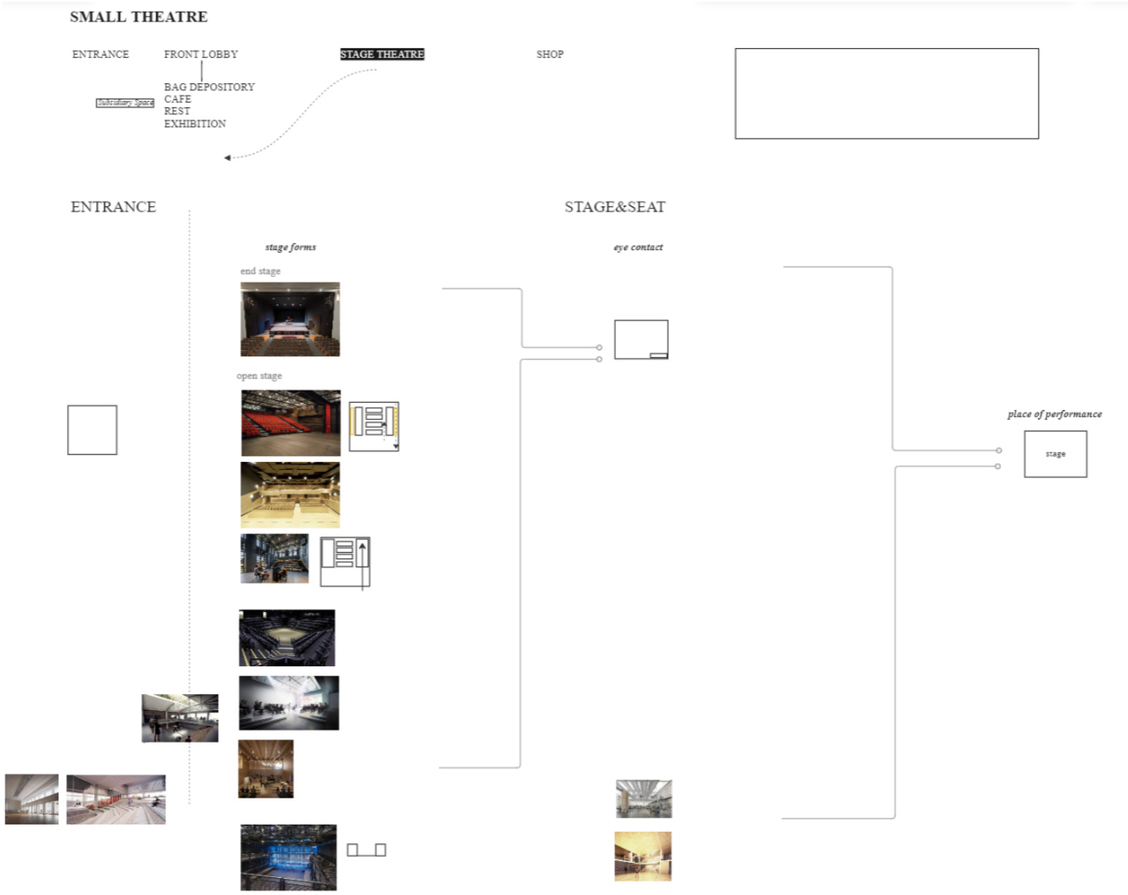
THEORY DESIGN PROCESS

Post production is my combination of
mapping,collage and my 3d models which helping
me help me find the vibe of the venue

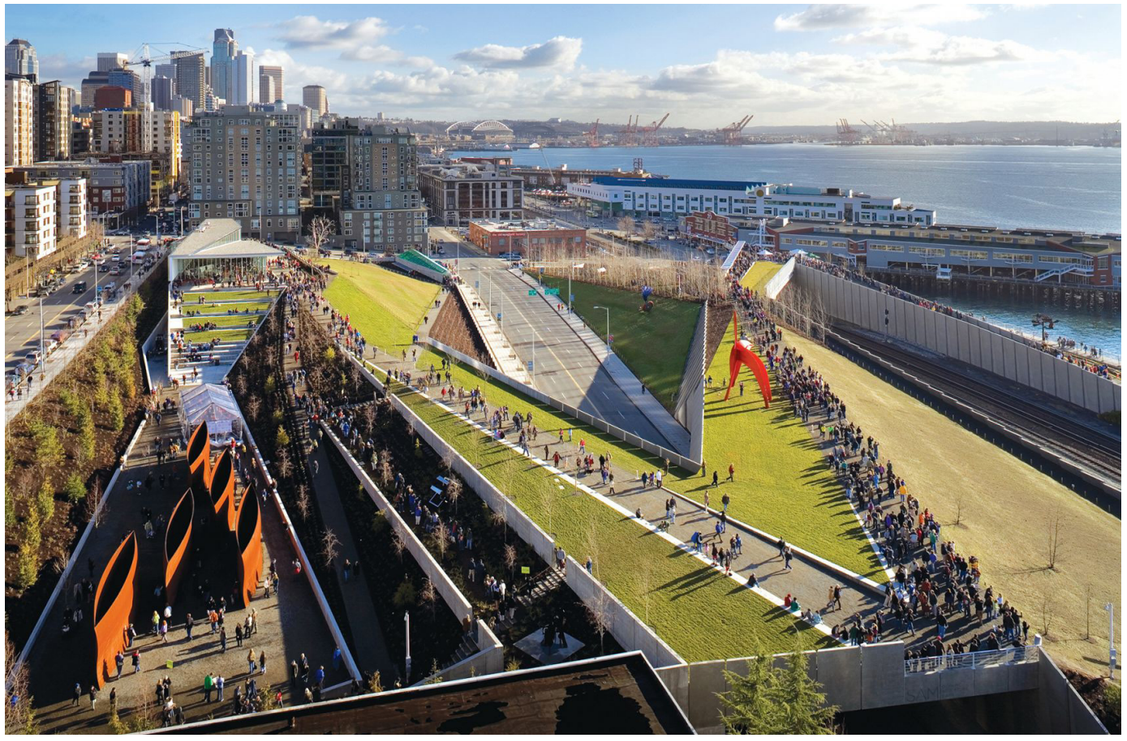
CHOCOLATE
"open," "well-traveled," or "broad-minded"
to the standard for what is considered
"progressive" and "civilized."

RESEARCH PROCESS

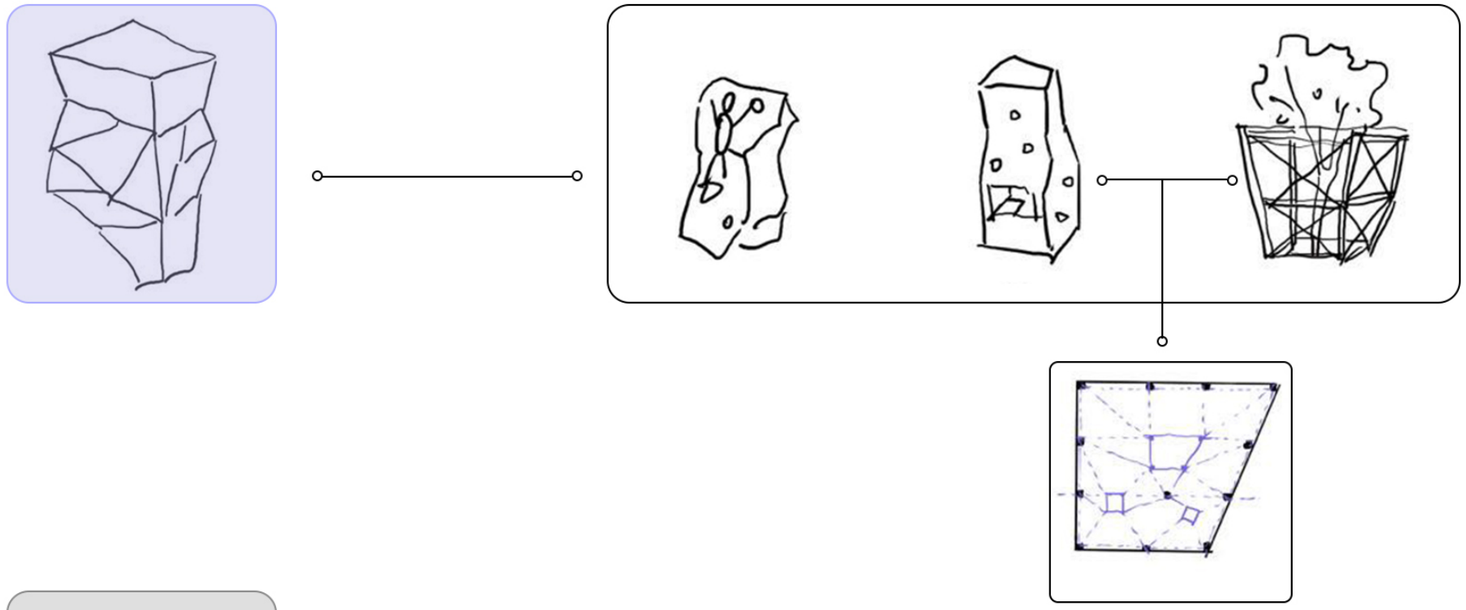


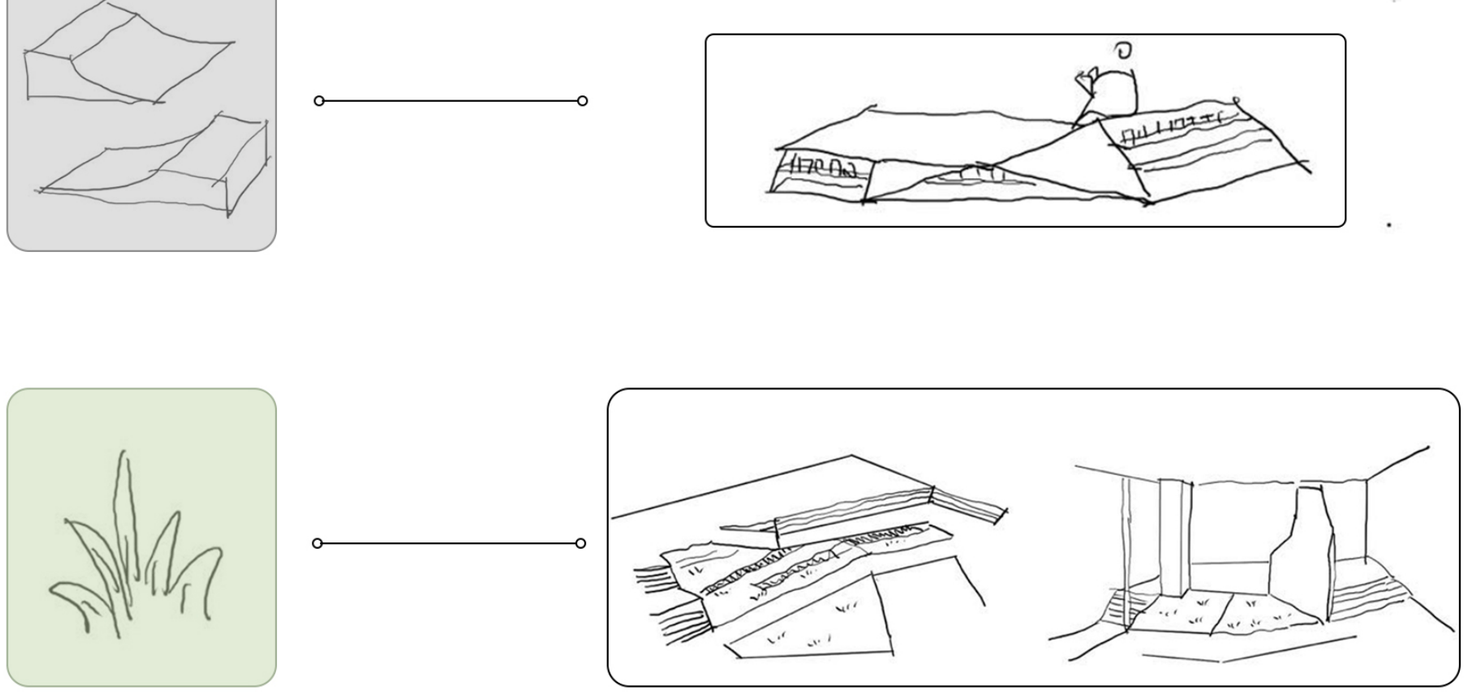


Case study



Rules



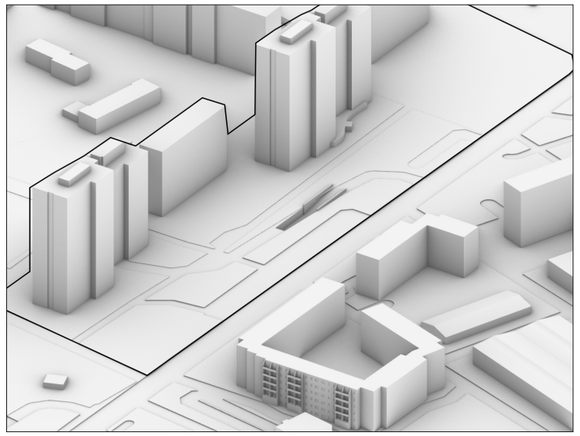


URBAN-PLAY-SCAPE

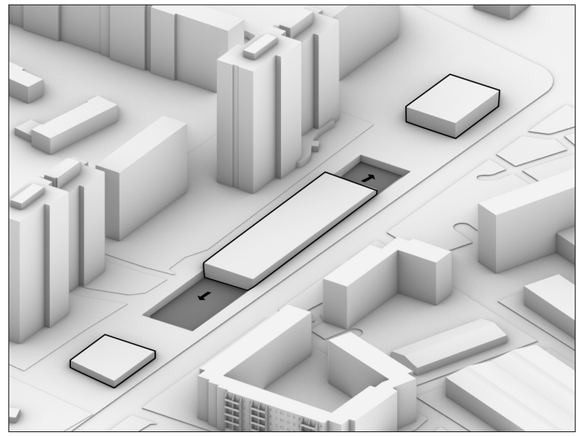
P4 Presentation| AR3AP100 | Public Building Graduation Studio 2022-23 | PUBLIC CONDENSER |

Ye Ren 5495636
Tutors: Ir. Henk Bultstra
Ir. Florian Eckardt
Dr.Stefano Corbo

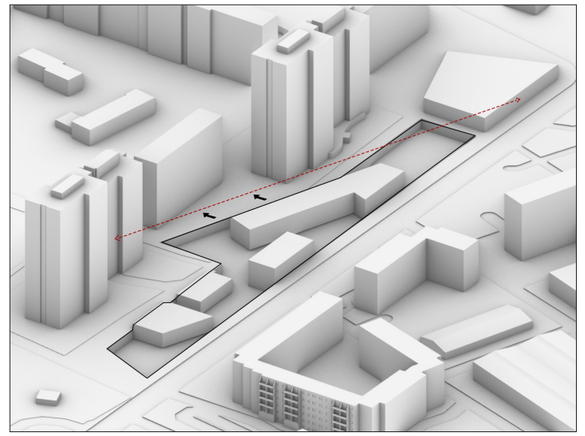
Design process



long strip with underground garage

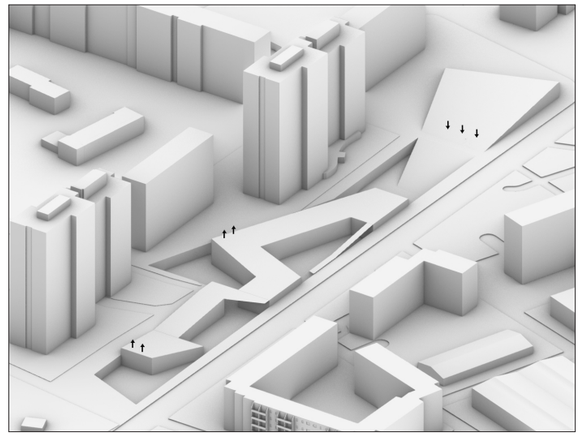


enlarge sunken space



break the block

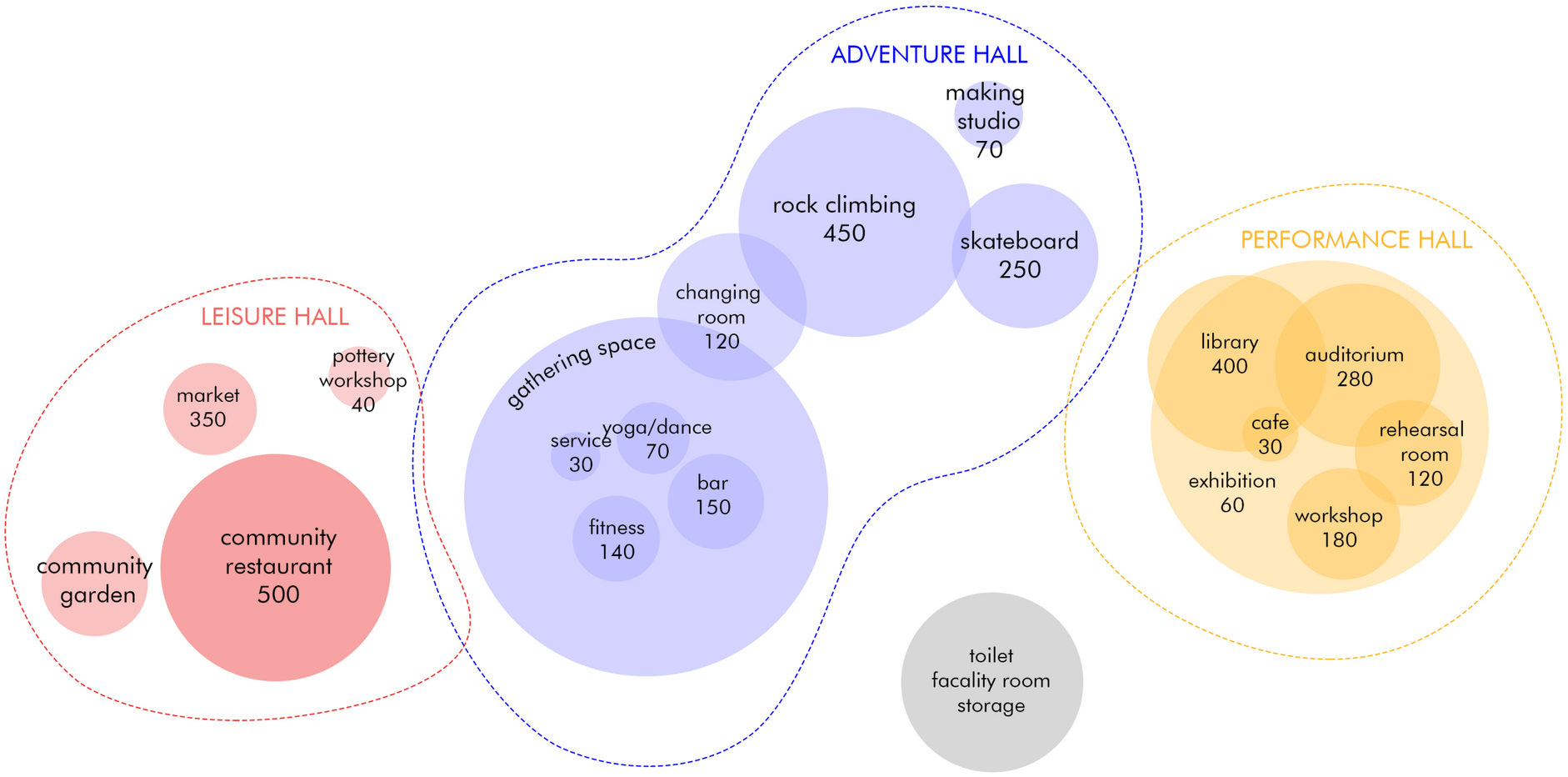
connecting different blocks



lifting the roof

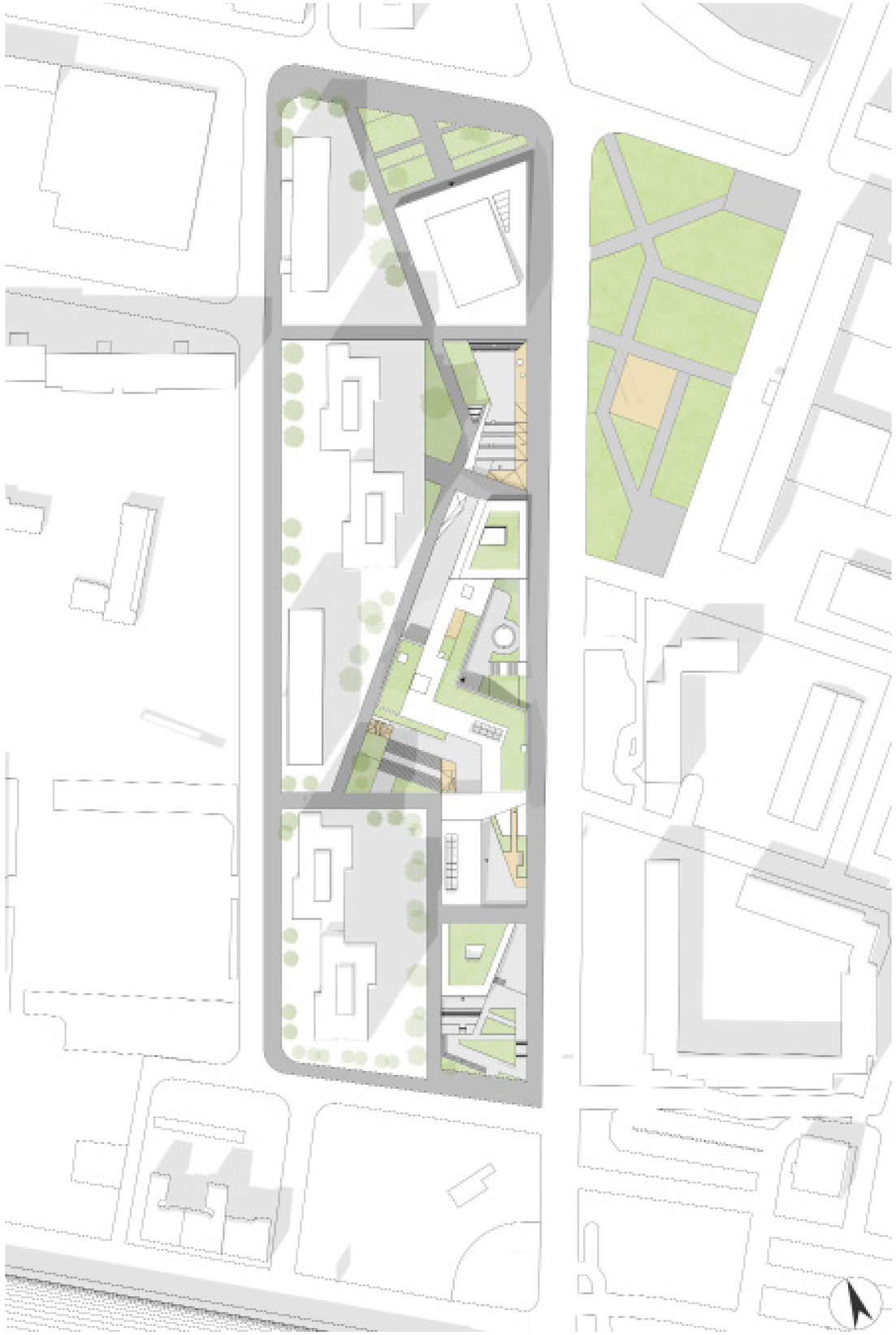
adding the public space

Design brief

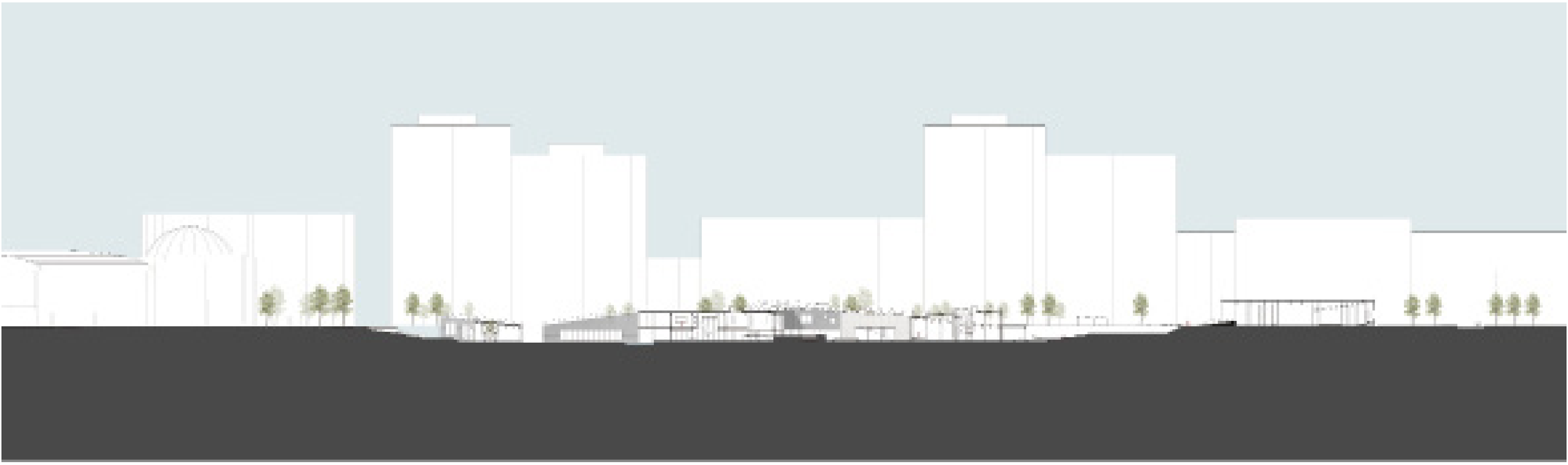


TOTAL:6000m2

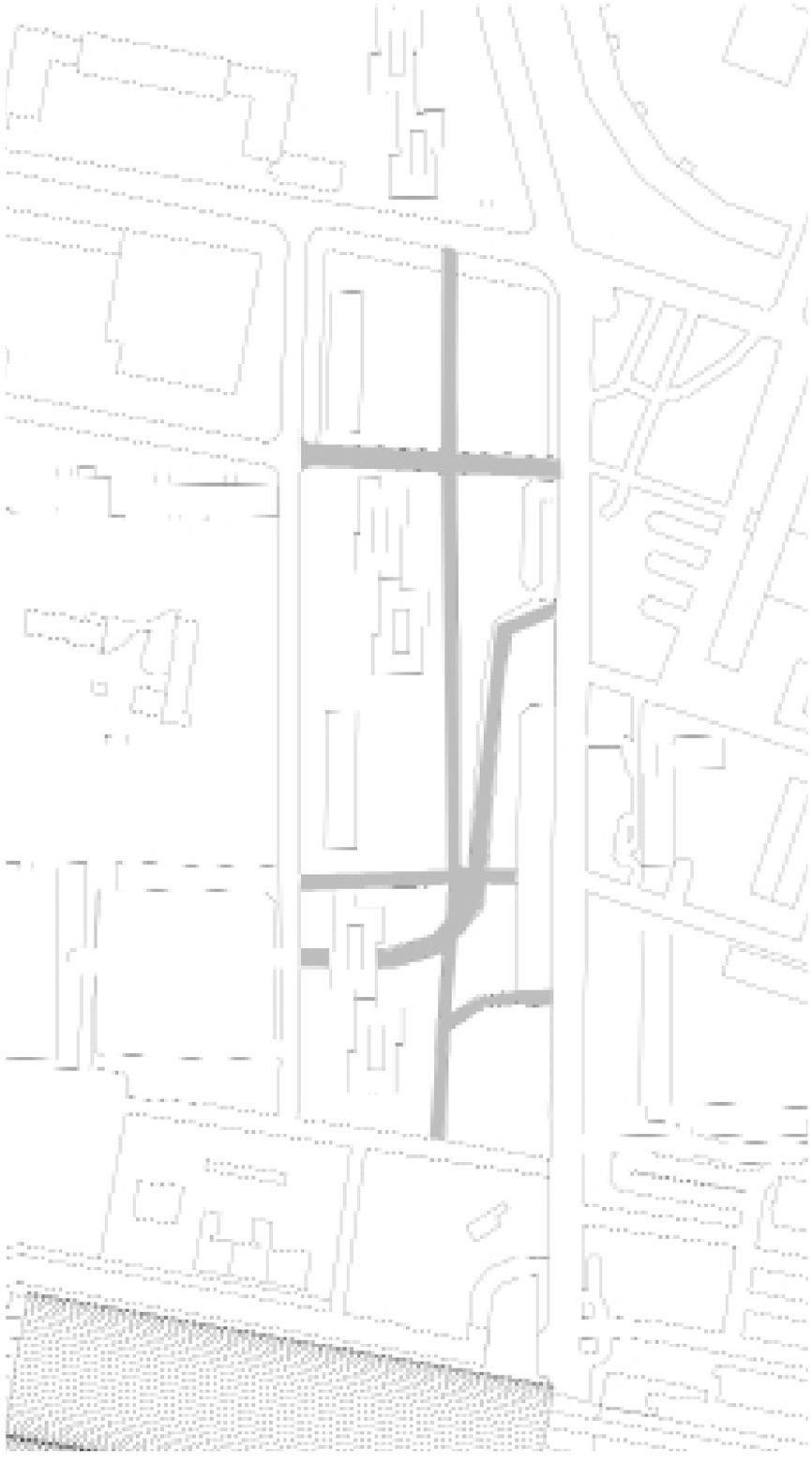
Site plan

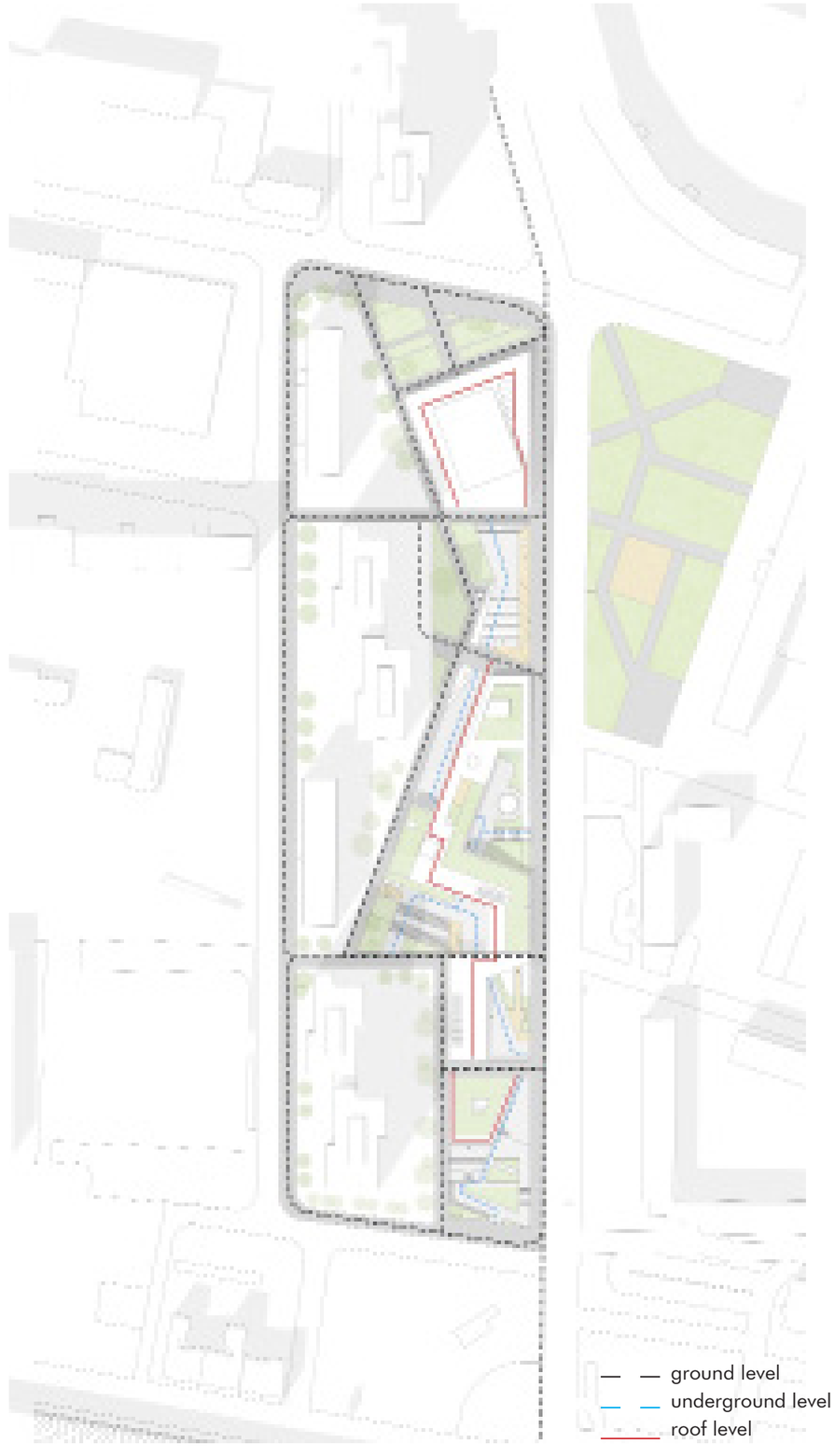


Urban section

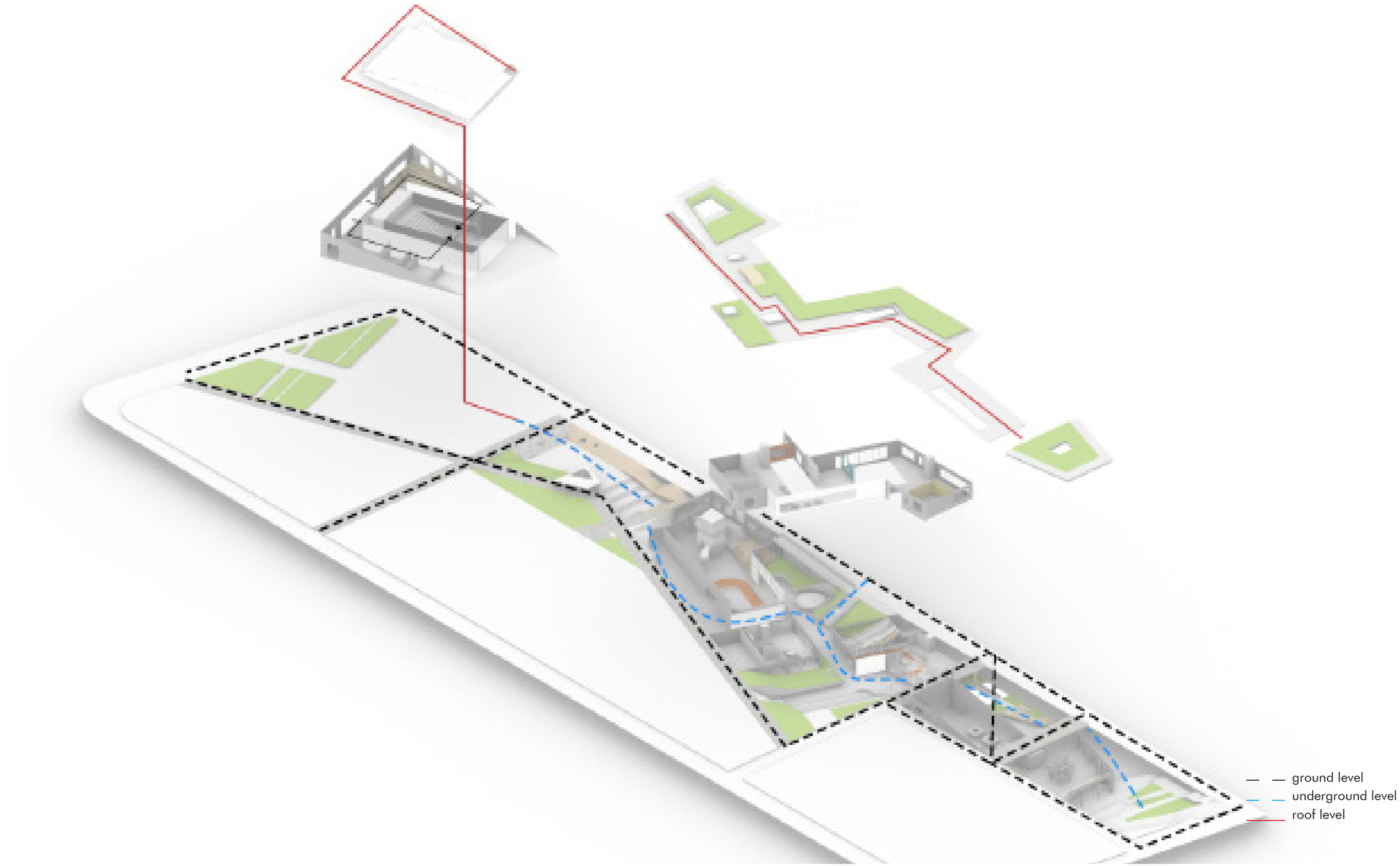


Before and after road circulation and accessibility

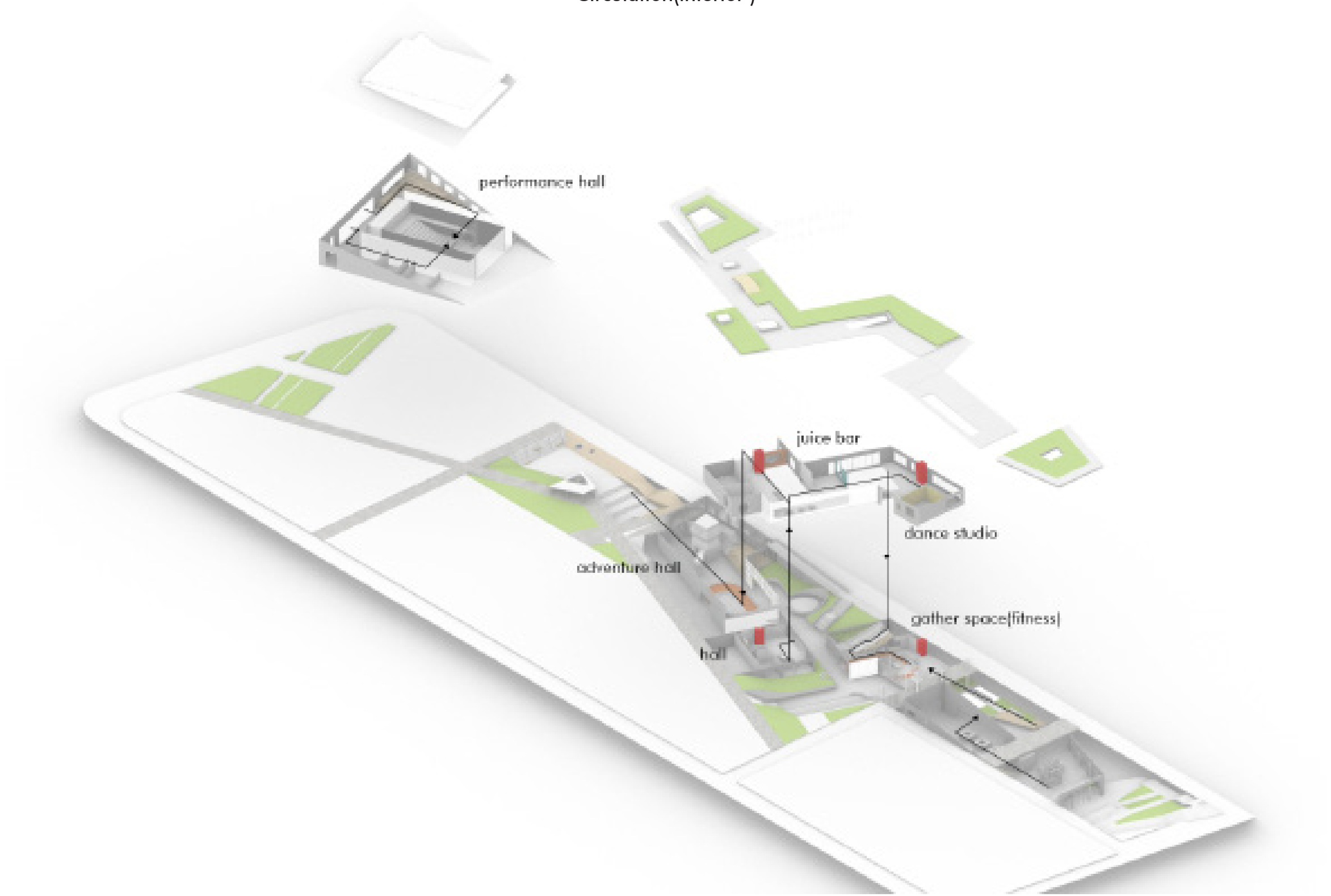




Circulation(three level)



Circulation(interior)



Underground floor Plan

[1] community restaurant

[2]market

[3]fitness

[4]gathering space

[5]storage

[6]hall

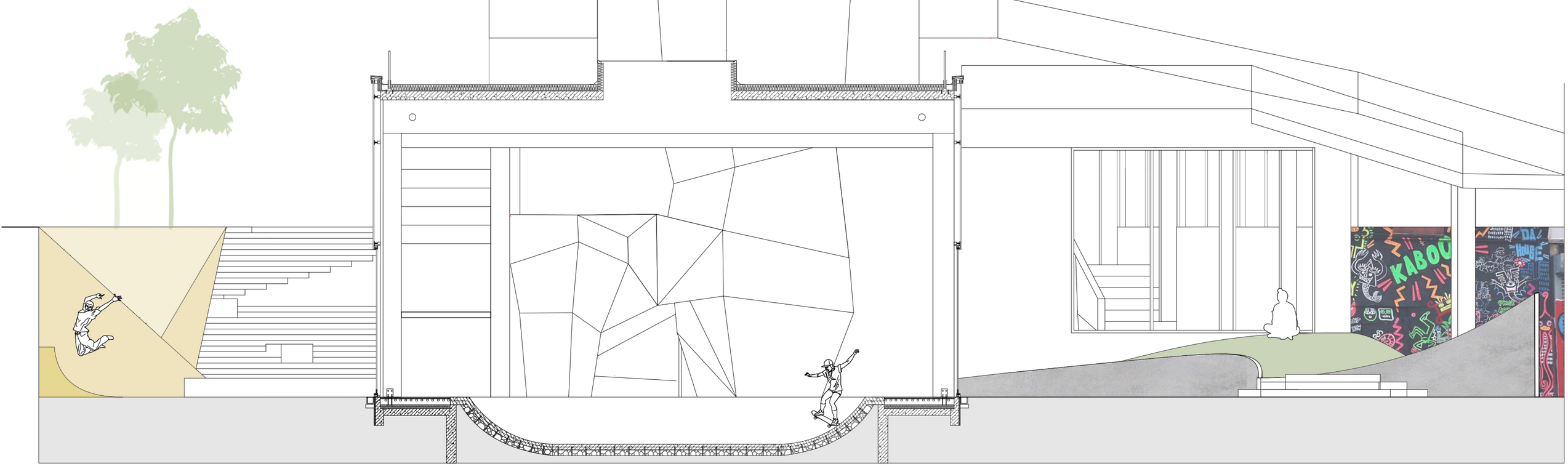
[7]technical room

[8]making studio

[9]skateboard

[10]rock climbing

Section 1(Skateboard space)



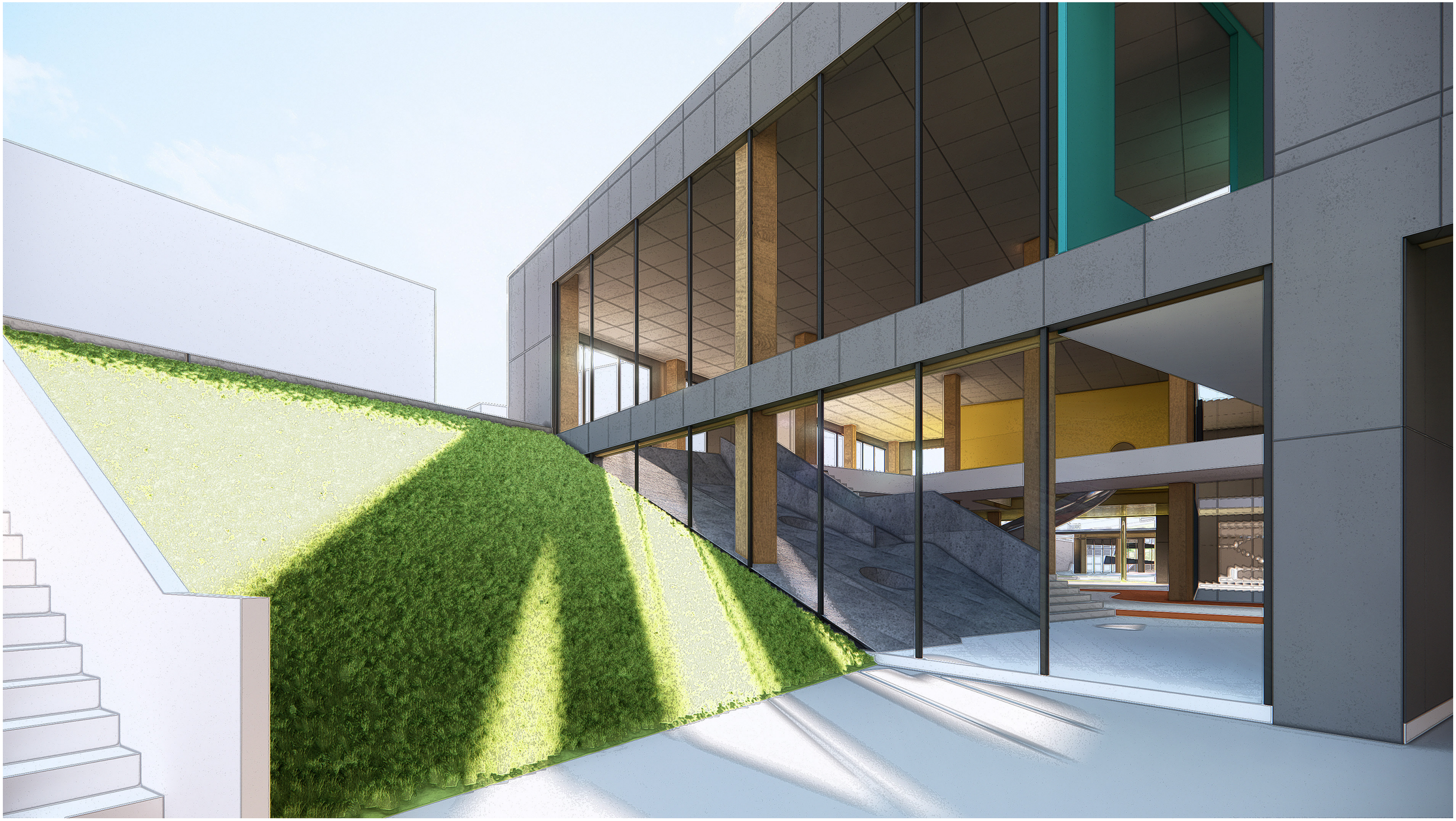
Rock climbing scene 1

Rock climbing scene 2

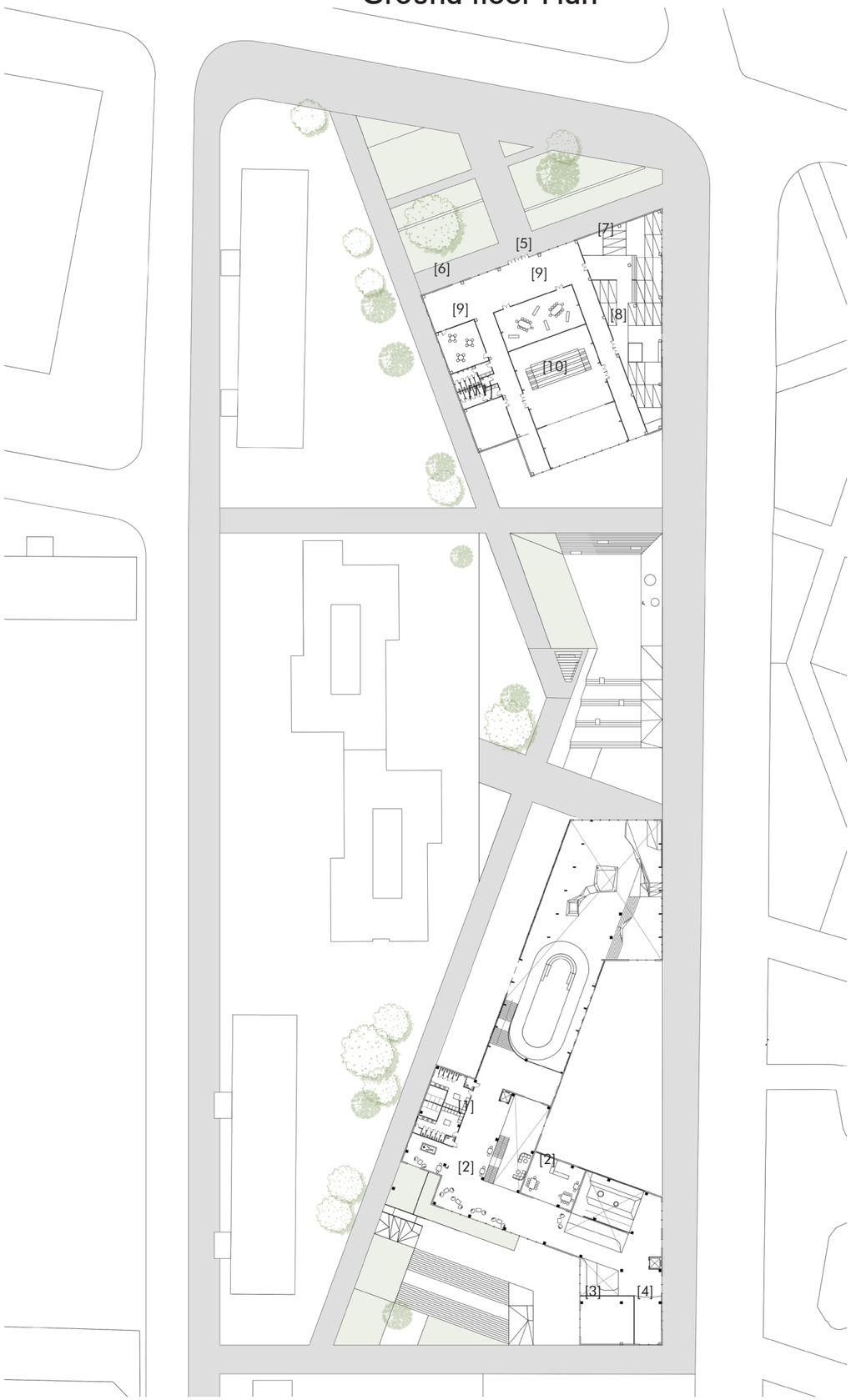
Gathering space scene1

Gathering space scene2

Connection with exterior landscape



Ground floor Plan

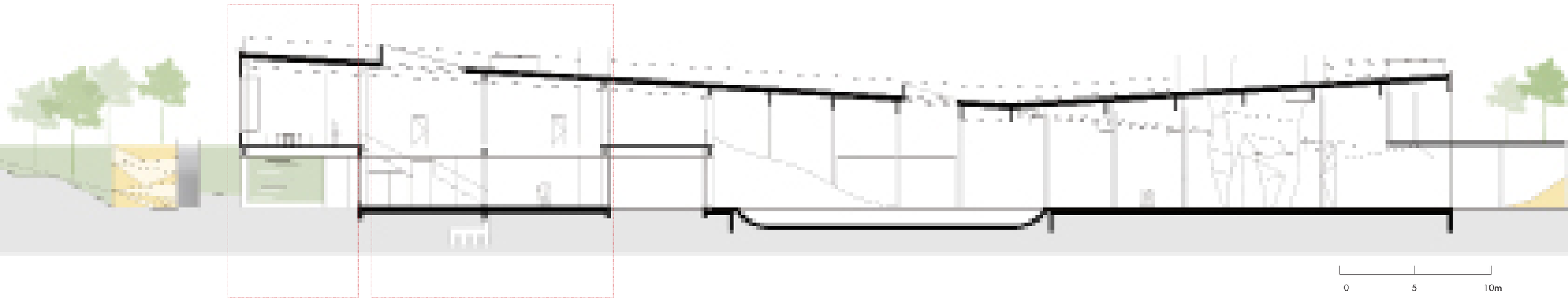


[5]hall
[6]exhibition
[7]library
[8]cafe
[9]workshop
[10]auditorium
[11]technical room
[12]rehearsal room

[1]change room
[2]bar
[3]dance room
[4]play space

0 10 30m

Section 2 (Hall&bar&skateboard&rock climbing)



Opening square(outfoor music concert)

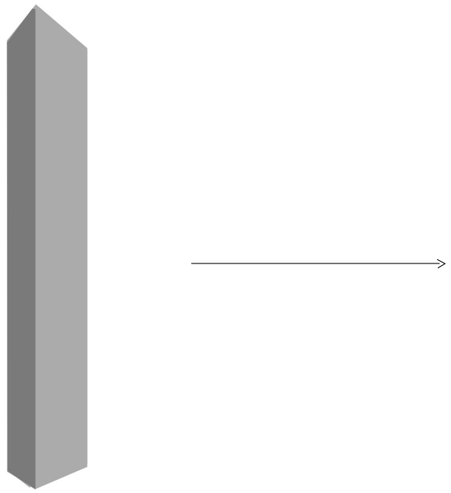
Library

Outdoor space

How to define rules

Column

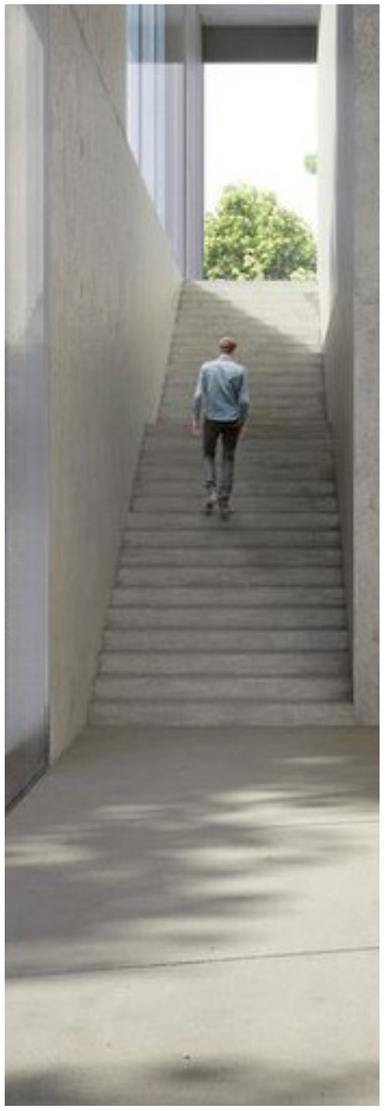
Regular elements



Playful elements

Stairs

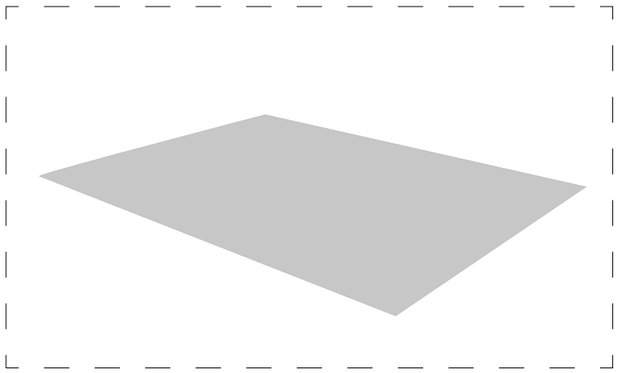
Regular elements



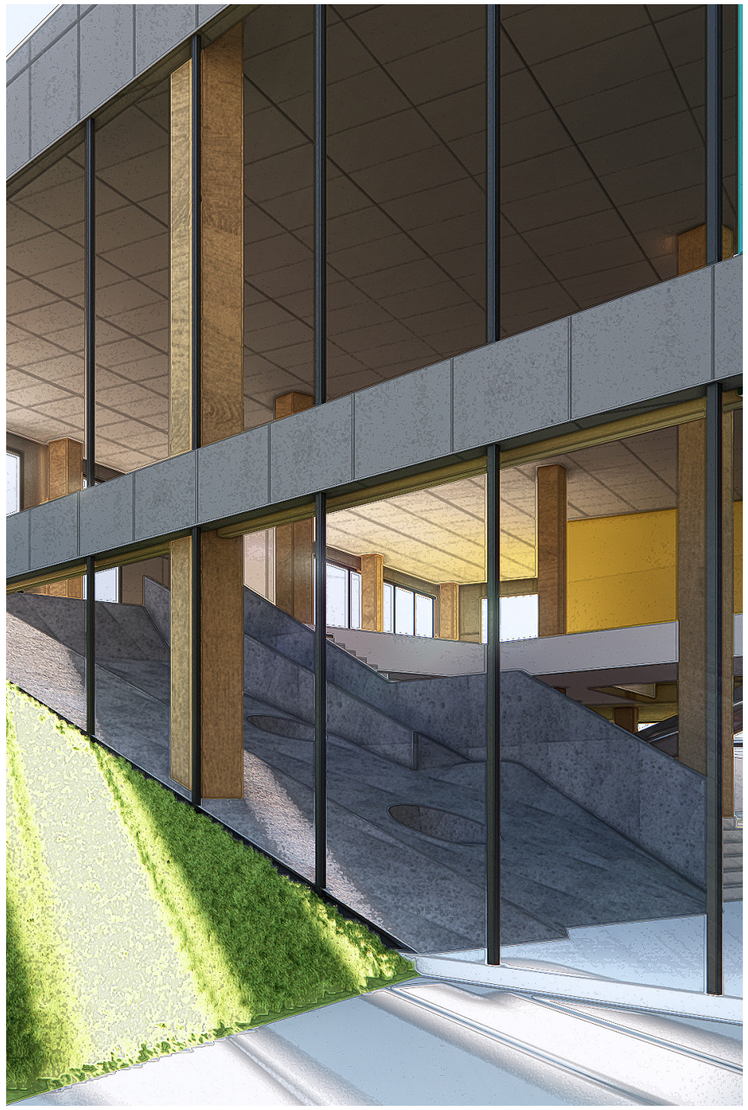
Playful elements

Floor

Regular elements



Playful elements



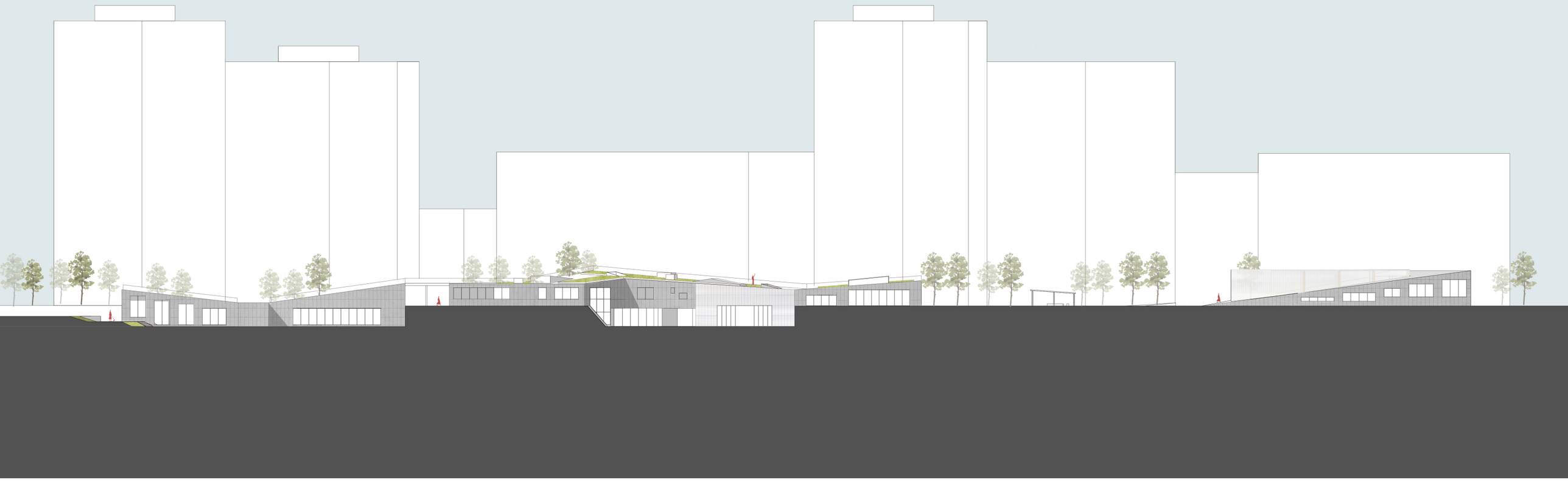
Materials board

Polycarbonate

Fiber cement

Mirror

East Facade



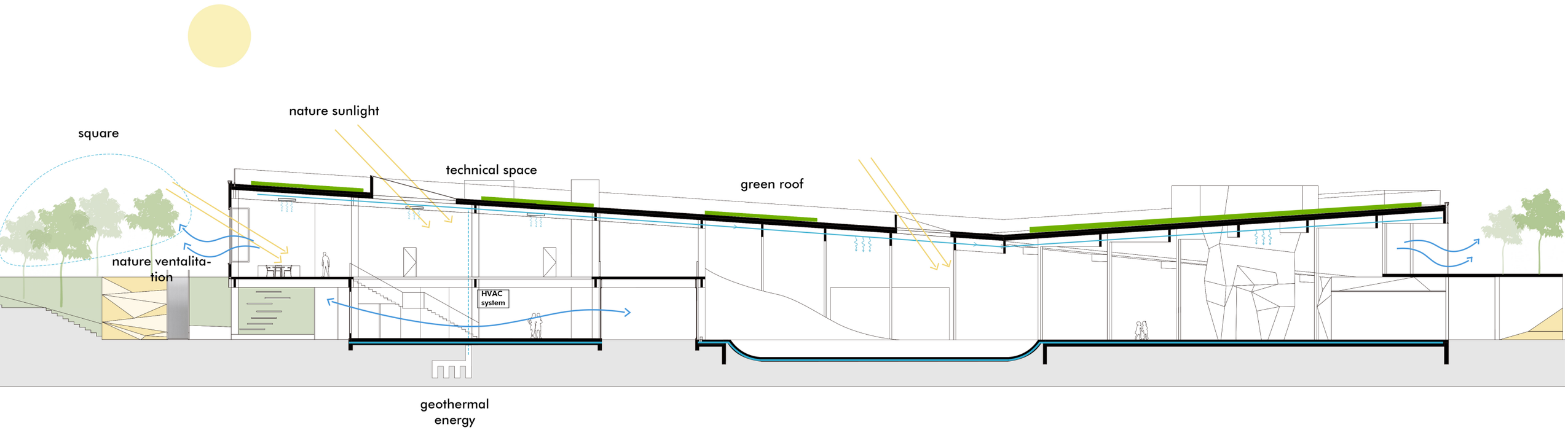
Circularity

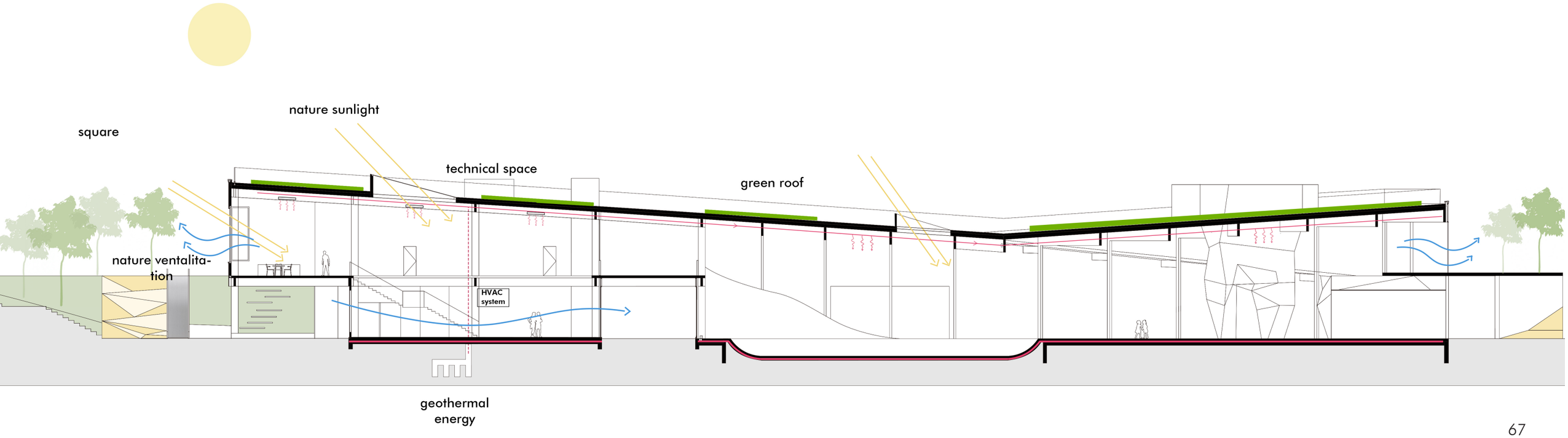
concrete wall

graffiti

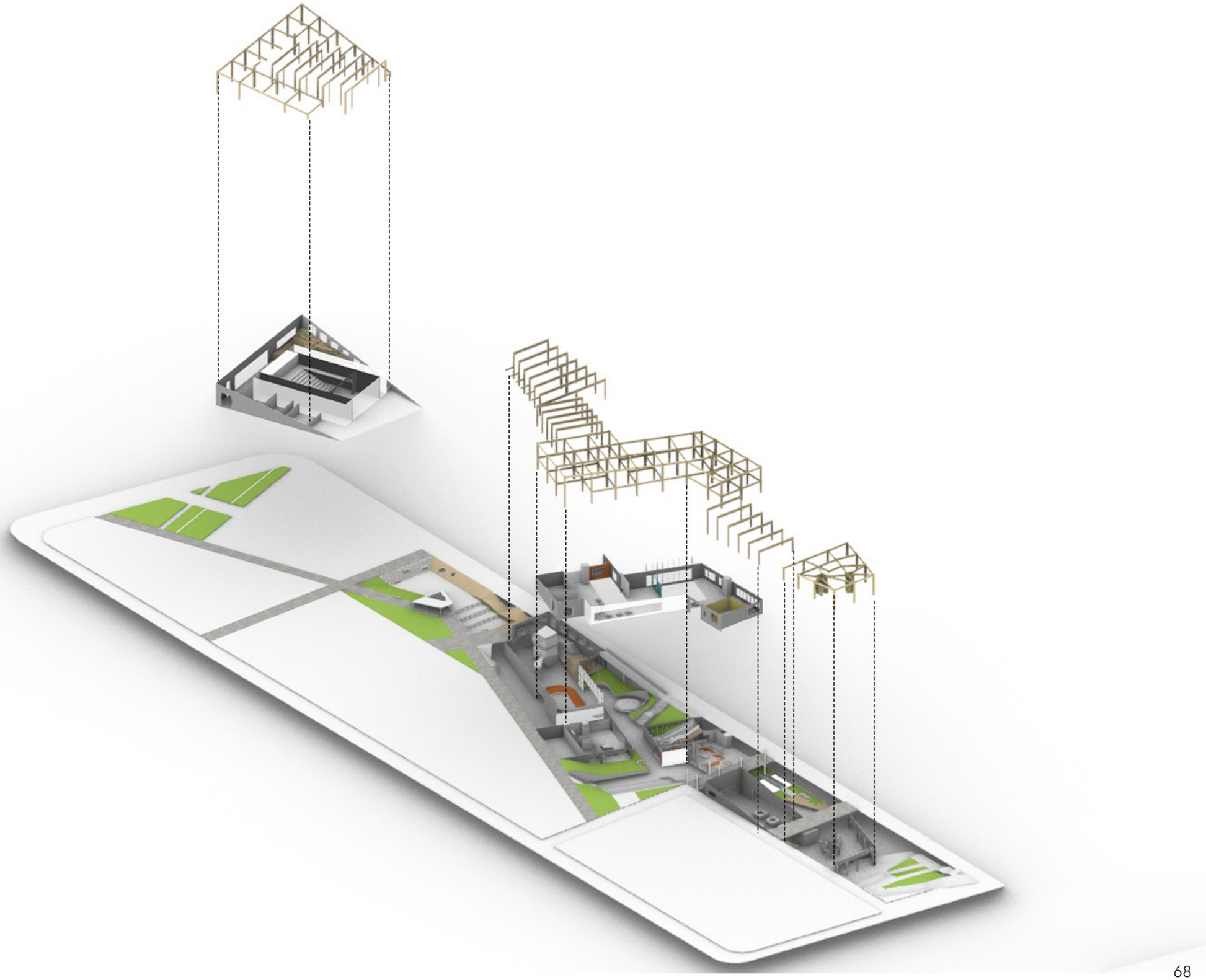
timber construction

Climate scheme

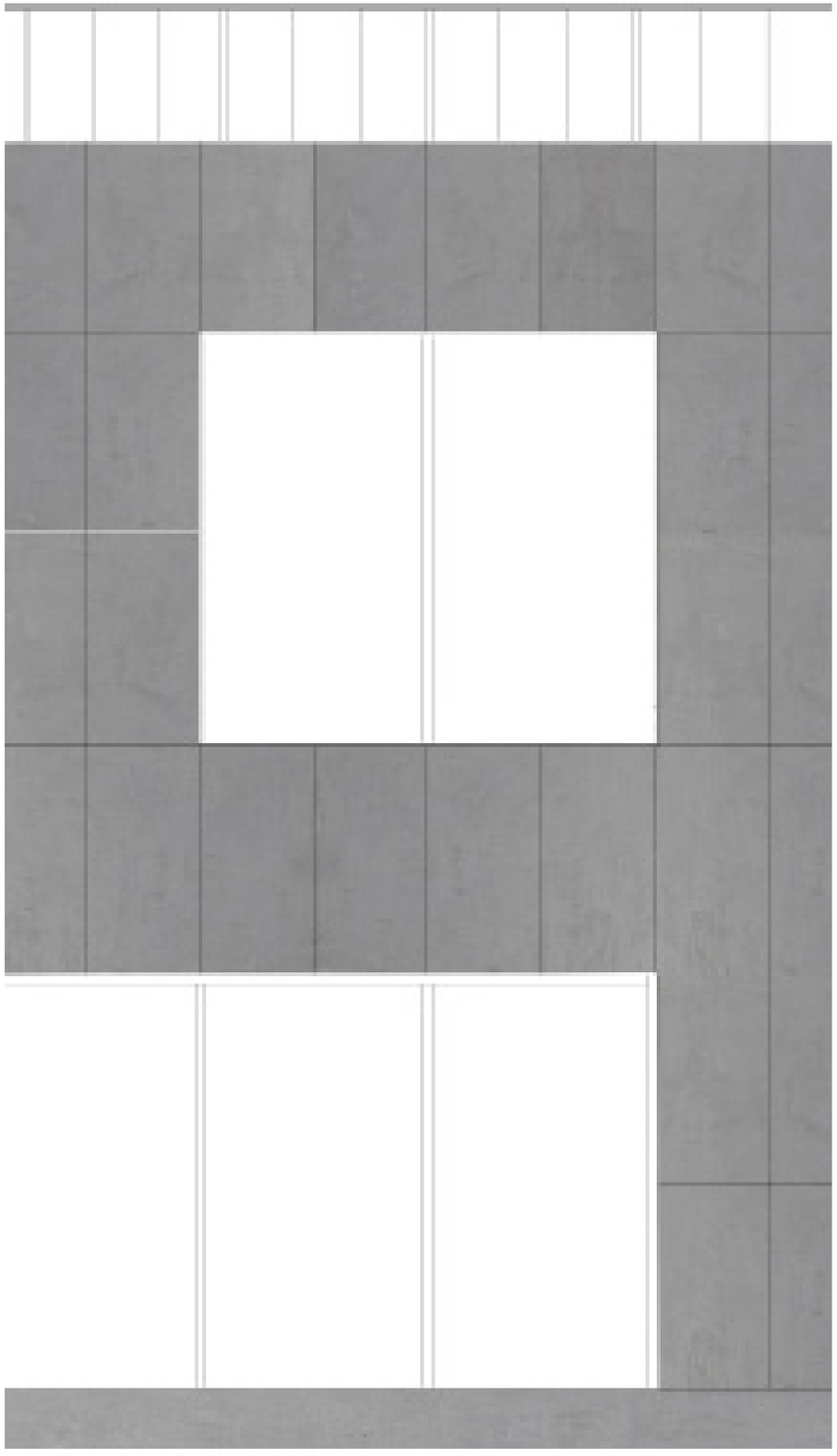


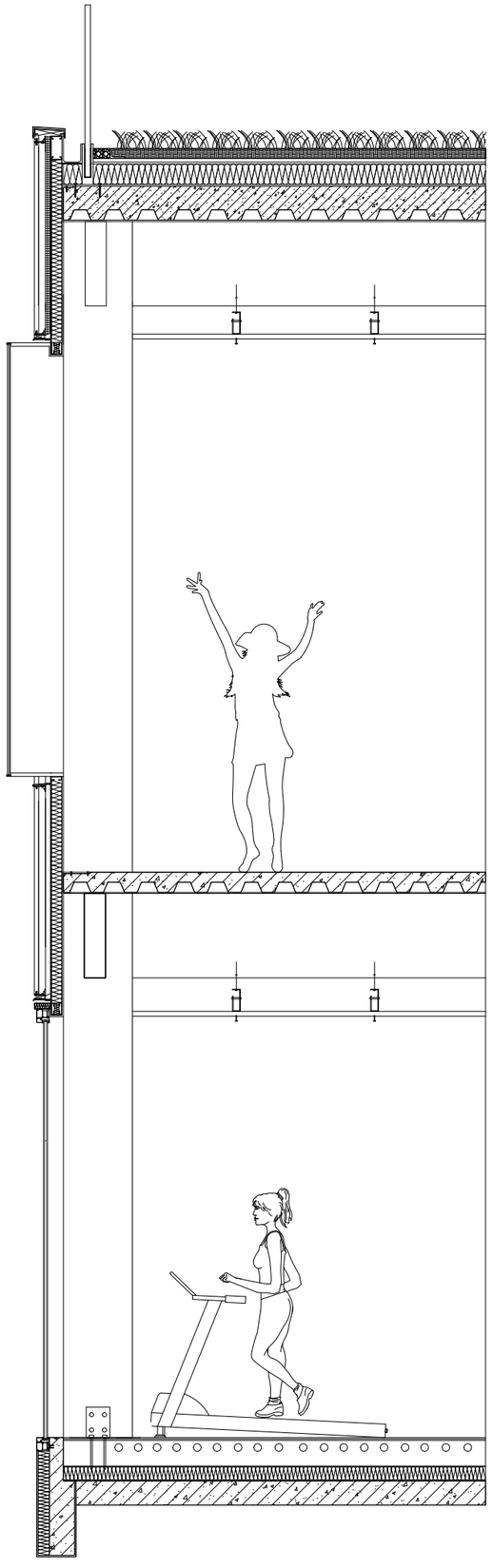


Structure

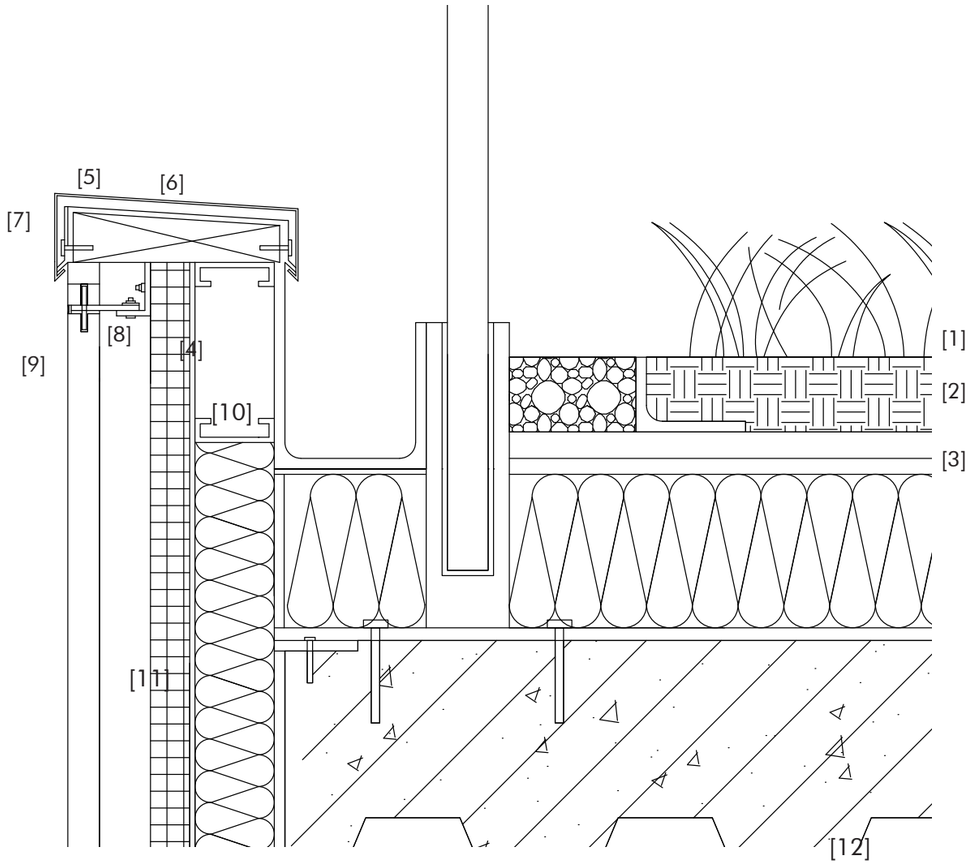


Fragement 1





Details



[1]plant cover

[2]70mm growing media

[3]25mm drainage filling

[4]gutter

[5]Parapel flashing

[6]Fully-adhered water control membrane

[7]Tapered rigid insulation

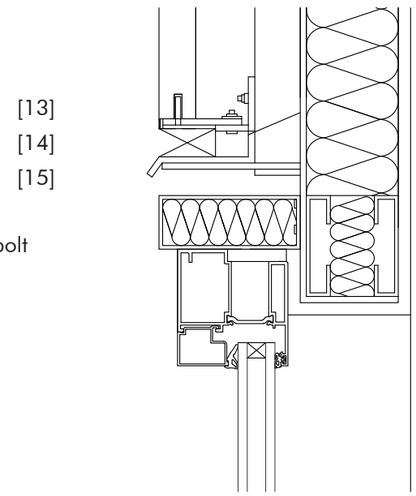
[8]L type fixed steel parts expand anchor bolt
Bolt nut washer
Flexible slab plug

[9]Fiber cement board(900mm*1500)

[10]Rigid insulation

[11]Fiberglass batt insulation

[12]Steel deck

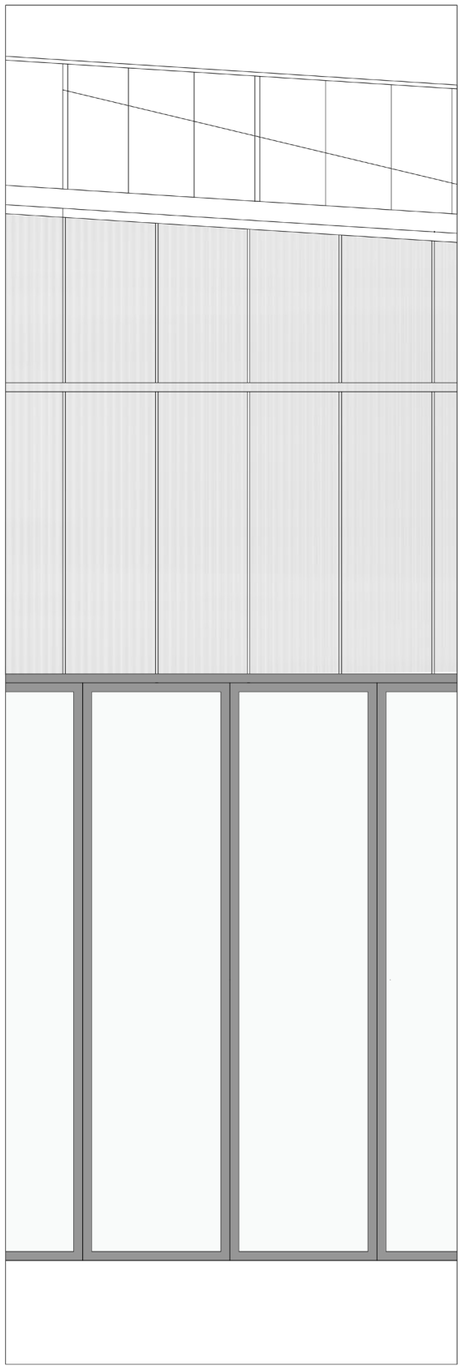


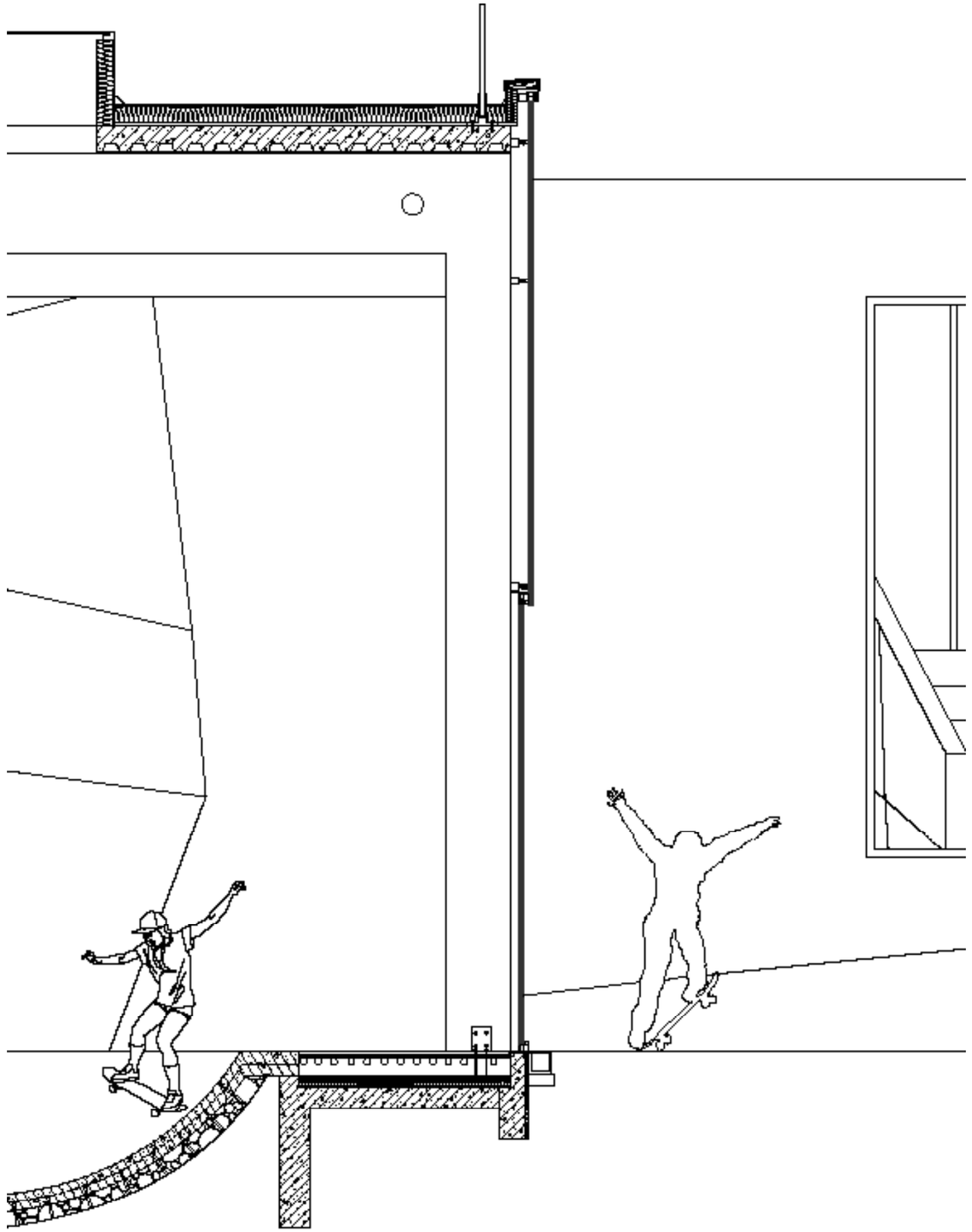
[13]Sealant

[14]Weep

[15]Flashing wit

Fragment 2





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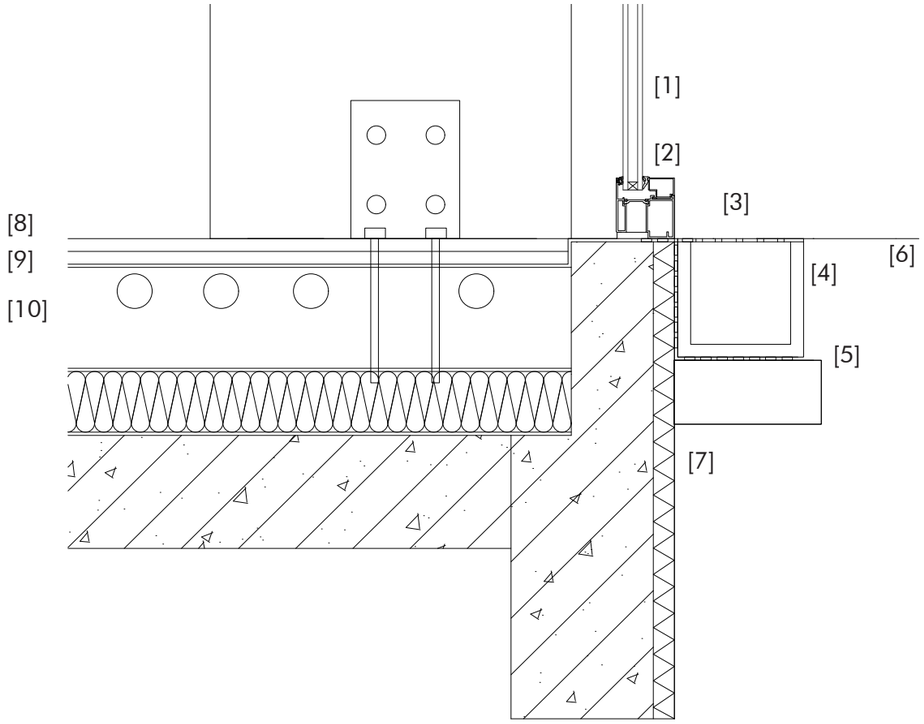
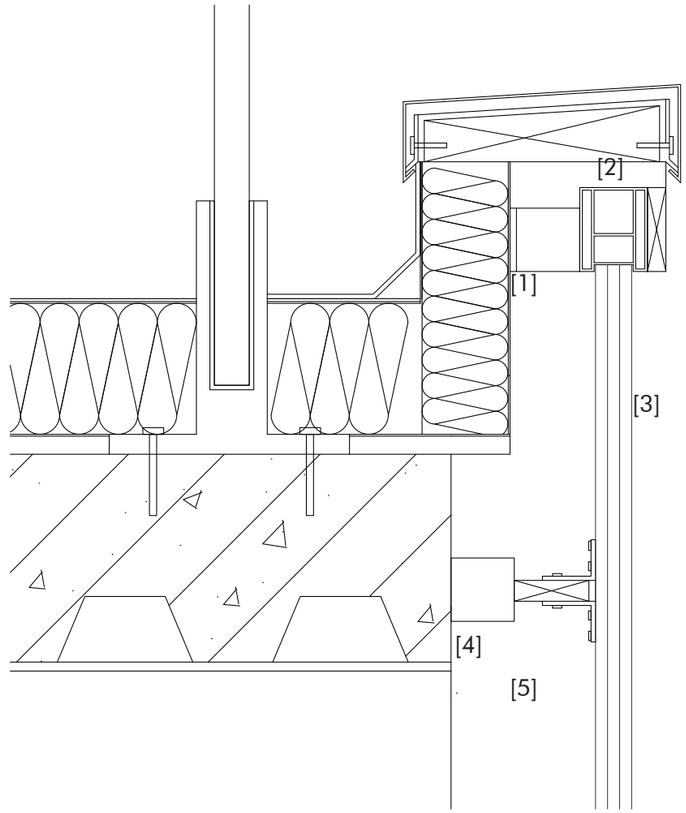


[1]15mm folded glass door
[2]Aluminum frame profile
[3]Brushed stainless steel cover grating
[4]Gutter
[5]Water membrane
[6]Tile
[7]Glass wool insulation
[8]Decorative floor
[9]waterproof layer
[10]Underfloor heating pipe pea stone concrete infill layer



[1]Substructure on site
[2]Aluminum frame profile
[3]PC 2540-4 40mm polycarbonate
[4]Substructure
[5]Aluminum fastener for continus span system

KEEP MOVING

P4 reflection
AR3AP100 Public Building Graduation Studio 2022-23
Public Building | Public condenser|Commons

URBAN-PLAY-SCAPE

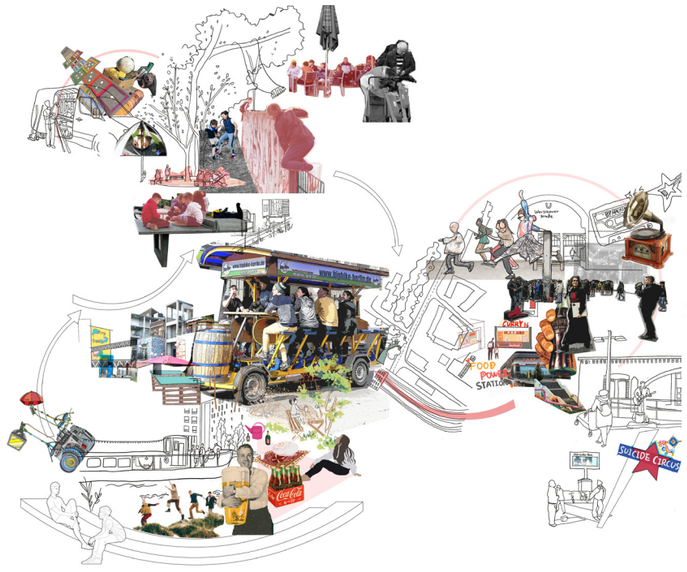
Ye Ren 5495636

Mentors:
Henk Bultstra| Design
Florian Eckardt| Building Technology
Stefano Corbo | Research

Introduction

The research for the thesis and the entire study begins with a visit to Berlin, a diverse city where you will find a surprising variety of elements appearing individually and in combination in all corners of the city. These elements consist of people from different cultural backgrounds, brightly colored graffiti, slogans, assembled furniture, cars, and temporary installations that form a complex and organic form of life. This phenomenon reflects the everyday improvisation of citizens, thus inspiring a new social sphere. It reminds me of a playground, a place where many people can freely participate in play. So I chose a long site because it has the potential to amlplify the experience that people can have.The site is now an undeveloped residential park with an underground parking lot which was used as an outdoor table tennis venue in 1974, and my goal is to revitalize this green space to create an urban complex. When it comes back to play,how can architectural spaces encourage public participation and interaction? How can playfulness be realized in spatial features and architectural features?

In order to explore the proposed problem, the research is grounded in theoretical literature and case study. The methdological scheme we use in the studio is called research by design.During the theory research, I learned that the use of play as a catalyst for human dialogue in an effort to create human connections in the design environment. Designers are increasingly interested in bringing our urban environments to life through play, such as shaping irregular spatial forms, experimenting with bright colors, interactive elements, and using of texture, light and geometry to actively engage visitors and residents. Before P2, I collected cases that fit in these points and analyzed them spatially which became my learning template.



Psygeography map

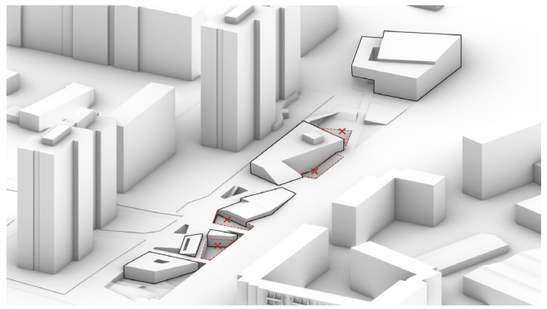
Site

Reflection

After P2, I started to design the space based on the analysis of the previous cases and incorporated my own ideas, but in the results of P3, they were not connected as a whole because they were thought of separately. My mentors also pointed out that my current project did not reflect the playfulness more prominently, and Nathalie de Vries told me that I might have been thinking from an overhead perspective before,if people stand on the street and the functions are hidden underground, how to give pedestrians recognition and encourage them to enter the building. This made me realize that my design after P2 lacked a control of the whole, I always thought of different functional spaces first, and then after connecting them, the remaining spaces automatically became outdoor spaces, which also led to the outdoor spaces being fragmented, making the experience of walking lack of continuity.

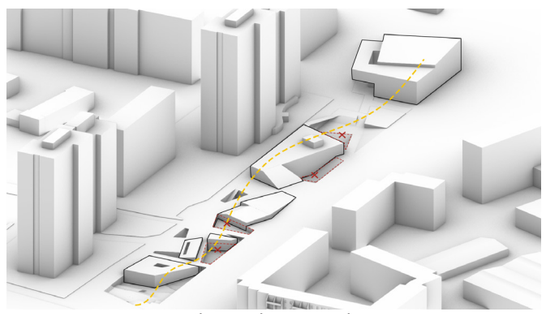
The feedback of the mentors on P3 was beneficial to develop the project, and after that, I identified three levels of flow in my project: exterior space, interior space, and roof space, all three spaces have continuity while some parts are intertwined, people can gather outside, play together inside as well as take a walk with friends on the roof. So this public condenser includes three basic functions: performance center, adventure center, and leisure center, each is individually independent, the latter two are covered by a continuous roof.

old version



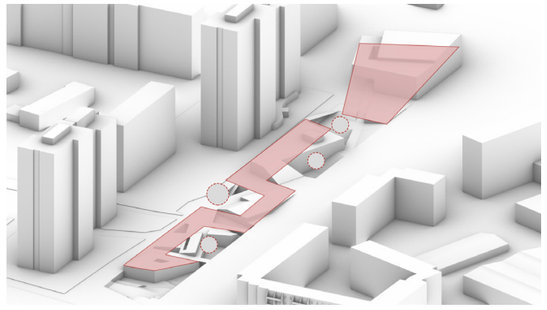
Before P3

old version



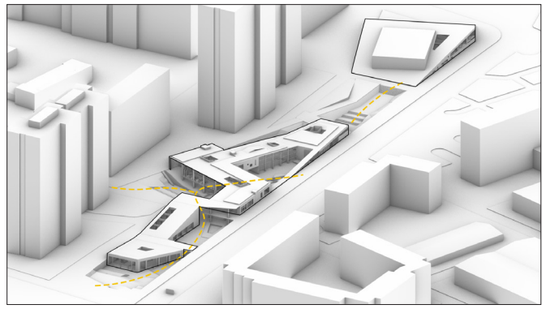
open the underground space

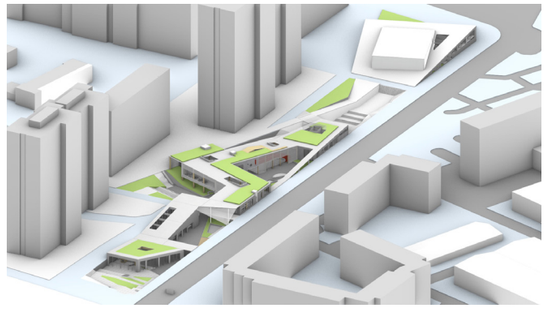
new version



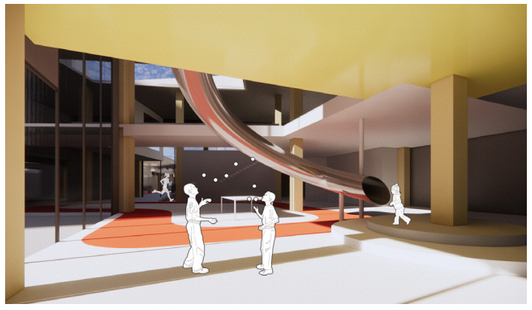
make the space continuous

final version



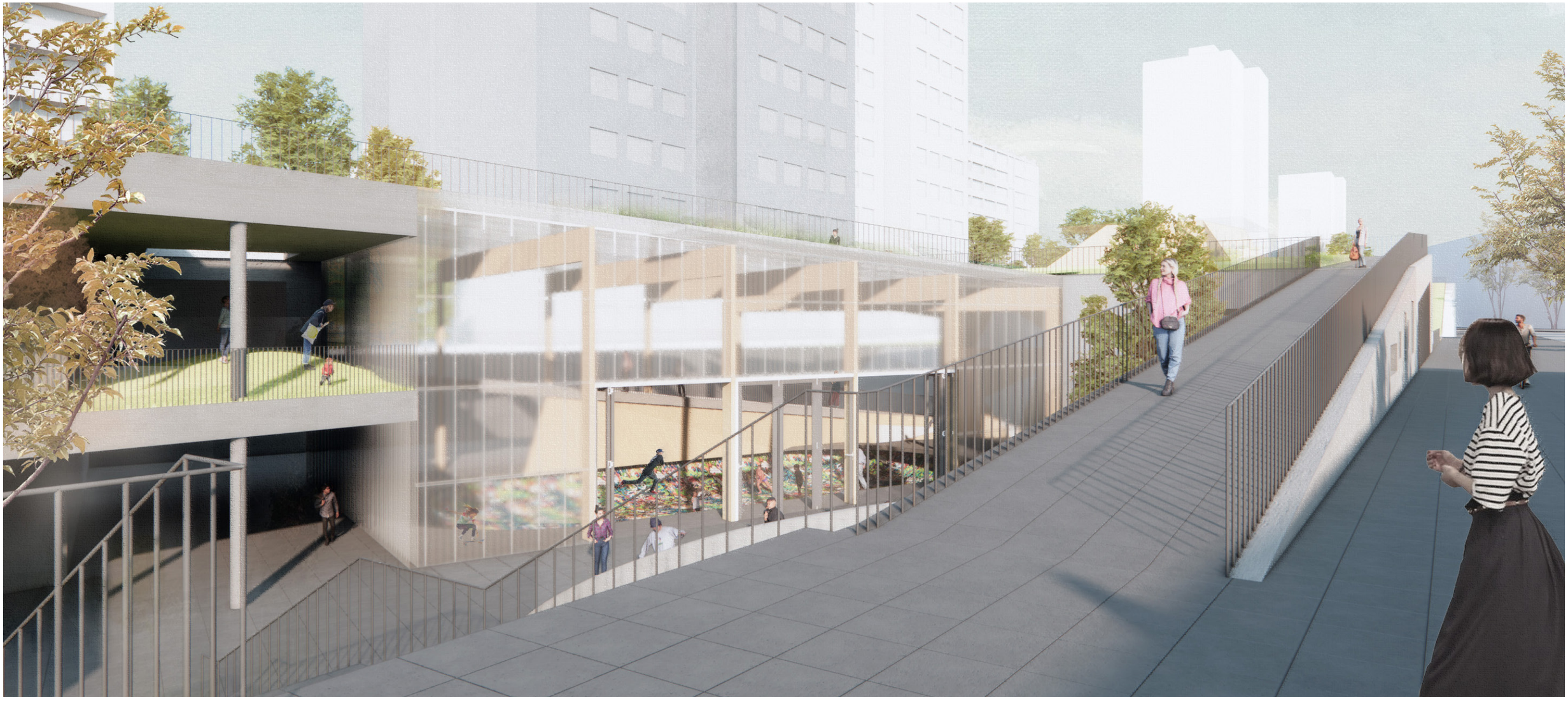


After I have identified these three different layers of flow, I kept thinking about how to make the building playful,excluding the function of rock climbing, skateboarding and other adventurous types of sports, my tutor Henk told me that I can start from the element and think about the many possibilities that can be triggered by one element. So I decided that the undulating ground not only could become an interface for skateboarding,but also can be included in the library, forming a step-like reading space. The rock climbing column could become a small space for people to eat indoors, and the outdoor greenery could be planted or placed indoors as part of the environmental design.



In addition to this, the routes inside the building encourage multiple forms and movement, with weaving nets across the floors that allow people to move freely, slides that provide fun and fast routes, and climbing surfaces that provide the type of activity that people crawl on.The fun of space not only revolves around functions, routes, but also relating to materials. I choose polycarbonate and fiber cement boards as the main facade materials, because polycarbonate have an industrial vibe that fits the atmosphere of Berlin.When an interior is filled with color, it can reflect to a certain extent and blur the boundaries between the interior space and the exterior. Another thing that needs to be designed in this project is the outdoor space. Henk told me that you need to design it from the perspective of an interior space, imagining that the walls surrounding it are actually the facade of the building, which also made me reflect on the outdoor space of the building is equally important as interior spaces.

I know that Multiplicity is an important keyword for public condenser, and for its realization, my strategy is that some specific spaces have a clear and definite organization, while there are some public spaces that are given a higher degree of flexibility and be dominated by users. By combining all these results, I eventually arrived at my design, which is a linear complex containing both architectural and urban scales. The special feature of this site is the presence of sunken spaces. How to design a public building that unites people at the underground and ground levels is the breakthrough point of this project. In many places, it is not difficult to find abandoned and neglected green spaces. By mixing and matching functions, social gathering spaces are integrated into various projects for collective cultural interaction and development, and these areas have great potential to become centers of activity for people to gather and interact. My research has been conducted by introducing play as a medium for residents to engage in shared activities. Play can integrate theater, sports and leisure into a space that activates the mind and body to promote a healthier life for everyone, regardless of age, ability or interest. Because of its multiplicity of possibilities, it allows connections to be made between people who would not otherwise be in contact with each other.



URBAN-PLAY-SCAPE

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

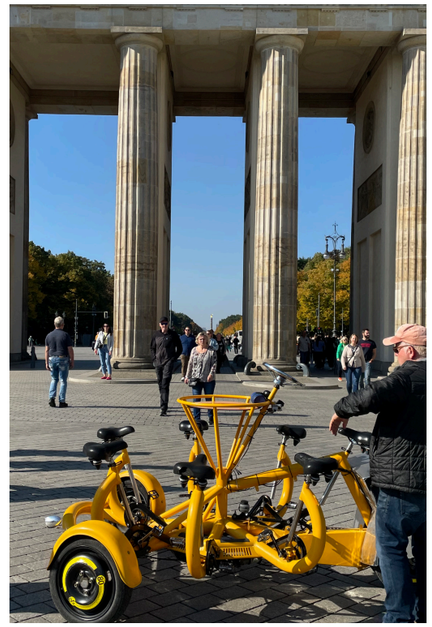
Ye Ren 5495636
Tutors: Ir. Henk Bultstra
Ir. Florian Eckardt
Dr.Stefano Corbo

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

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

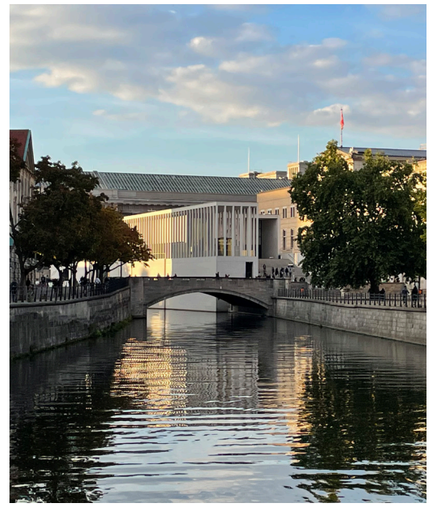
BERLIN

PIZZA

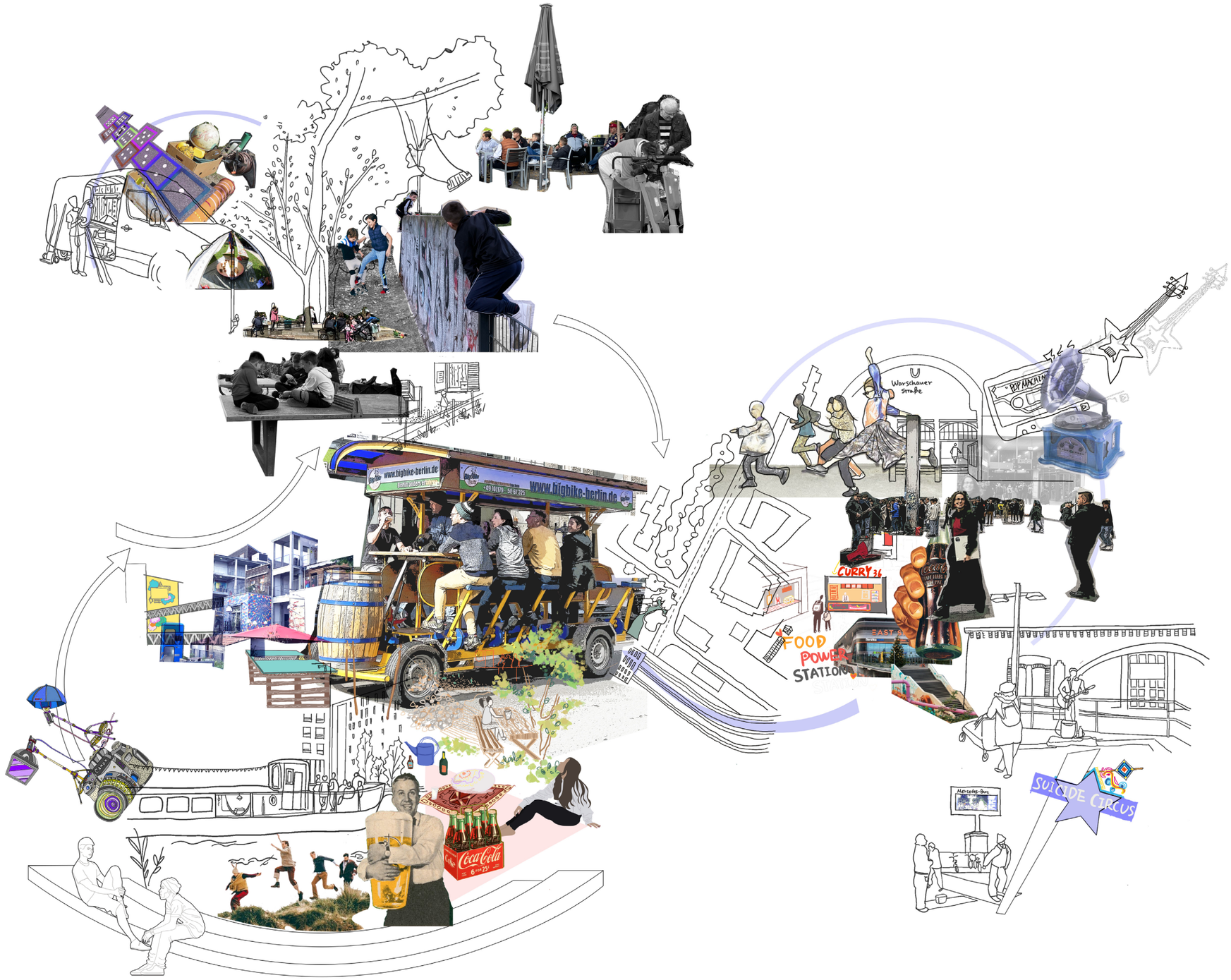


И ЭТОЙ СМЕРТНОЙ ЛЮБВИ.
TT HILF MIR, DIESE TÖDLICHE LIEBE ZU ÜBERLEBEN

Vans
OFF THE WALL
SCHEDULE
JOB
Spezial-K



PSYGEOGRAPHY MAP



What impression does Berlin bring to me?
Why play can connect to commons?
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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

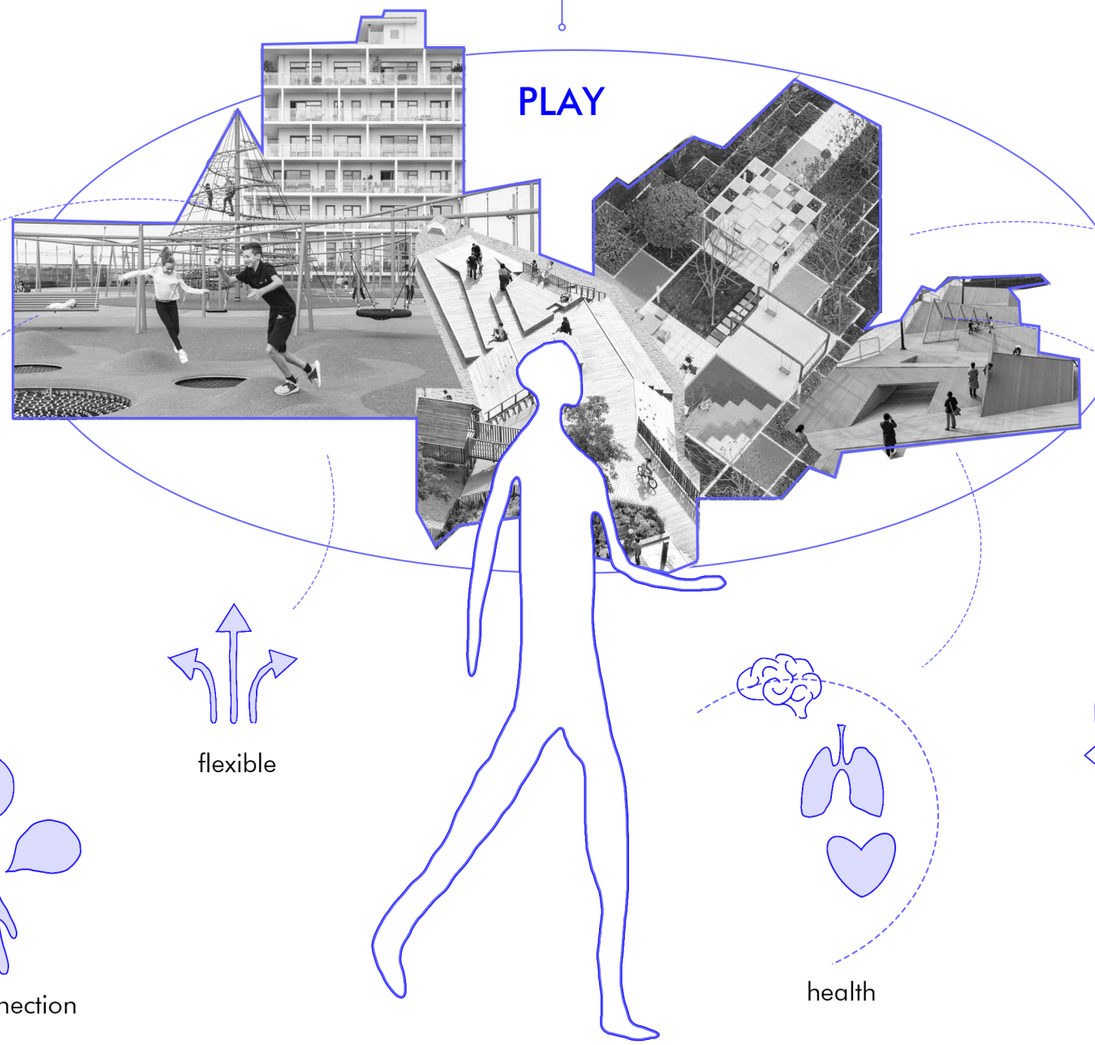
Play is a **voluntary** activity performed within the limits of a certain time and place,according to freely accepted but absolutely binding ***rules***,aimed at ***itself***,accompanied by ***feelings*** of fascination,nervous,and a sense of being different from daily life(Huizinga, 1938)

WHY PLAY CAN CONNECT TO COMMONS?

PUBLIC COMMONS

participation
engagenment

PLAY



inclusive

social connection

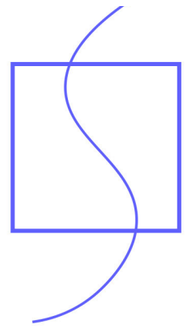
flexible

health

spontaneity

imagination&creativity

RESEARCH QUESTIONS



The rules in the game guide and restrict the player's play, 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?

What impression does Berlin bring to me?
Why play can connect to commons?
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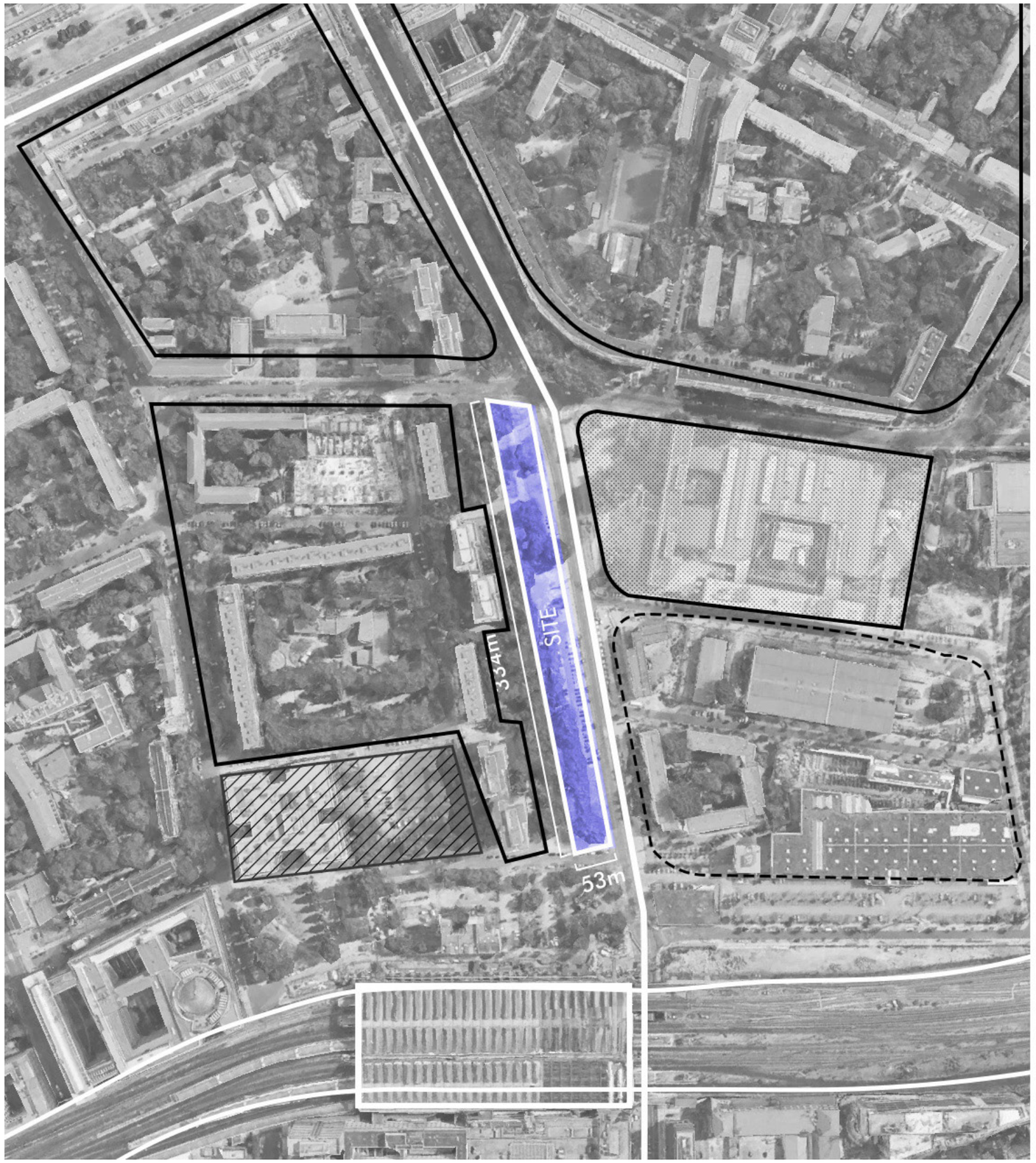
URBAN POSITION

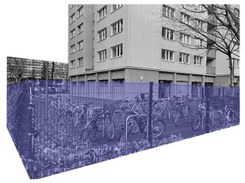


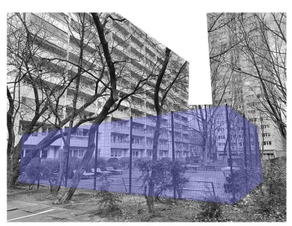
SITE PHOTOS

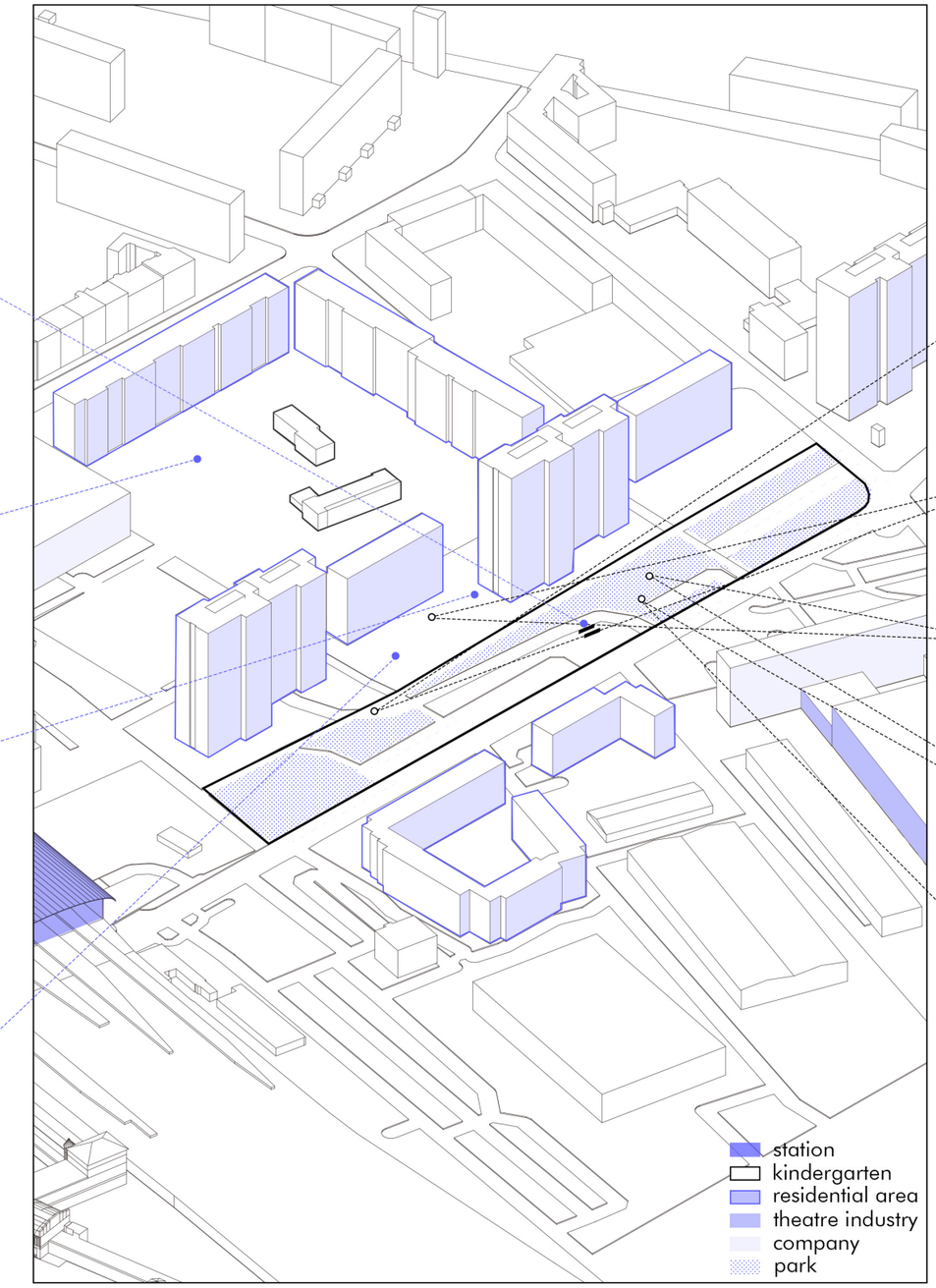
Bundesarchiv, Bild 183-N0412-019
Foto: Reiche , Hartmut | 12. April 1974

SITE ANALYSIS

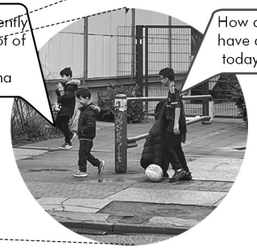
public space



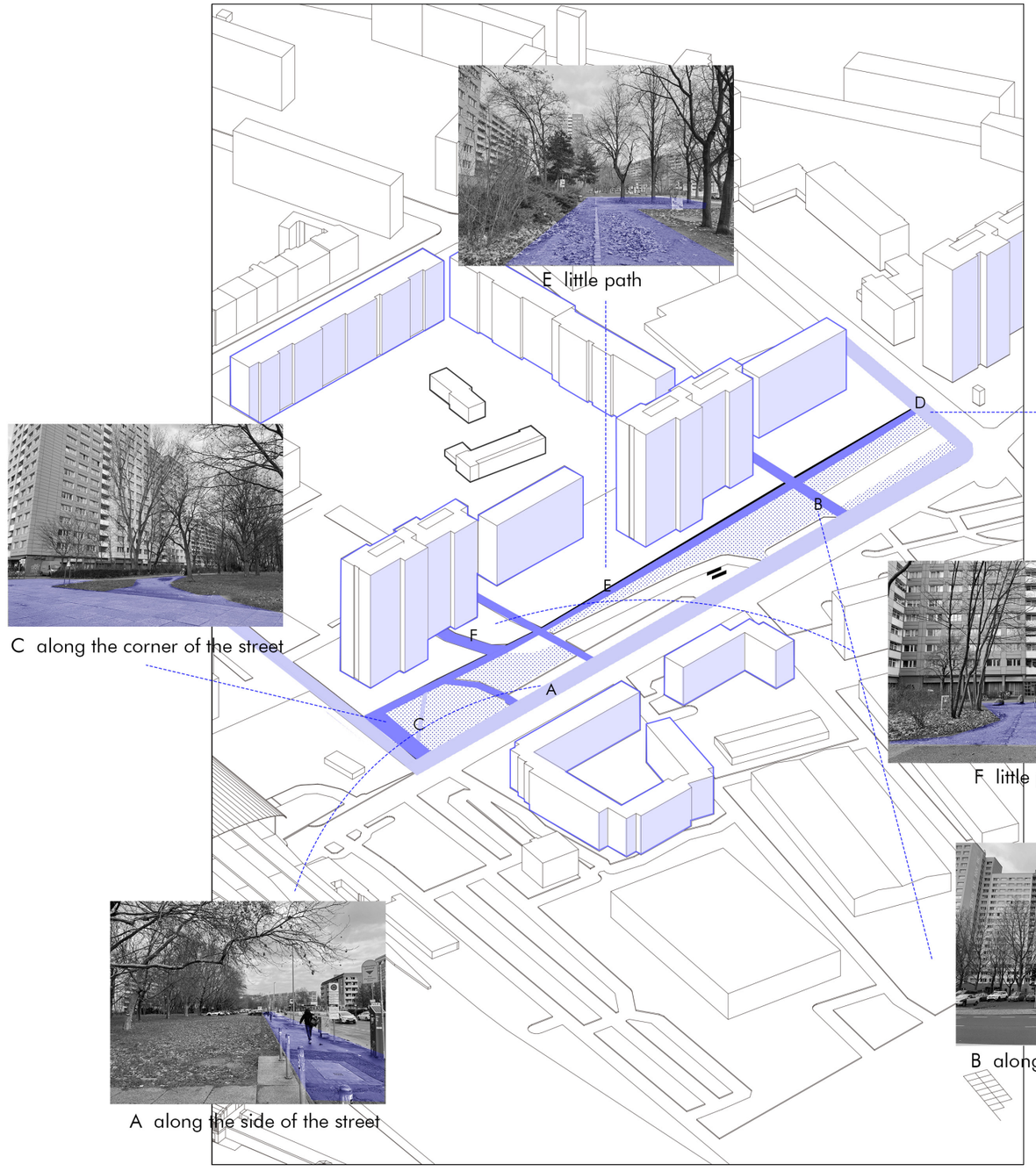




people behavior



SITE ANALYSIS



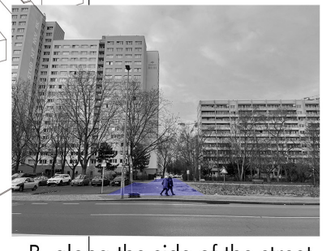
E little path

C along the corner of the street

D along the corner of the street

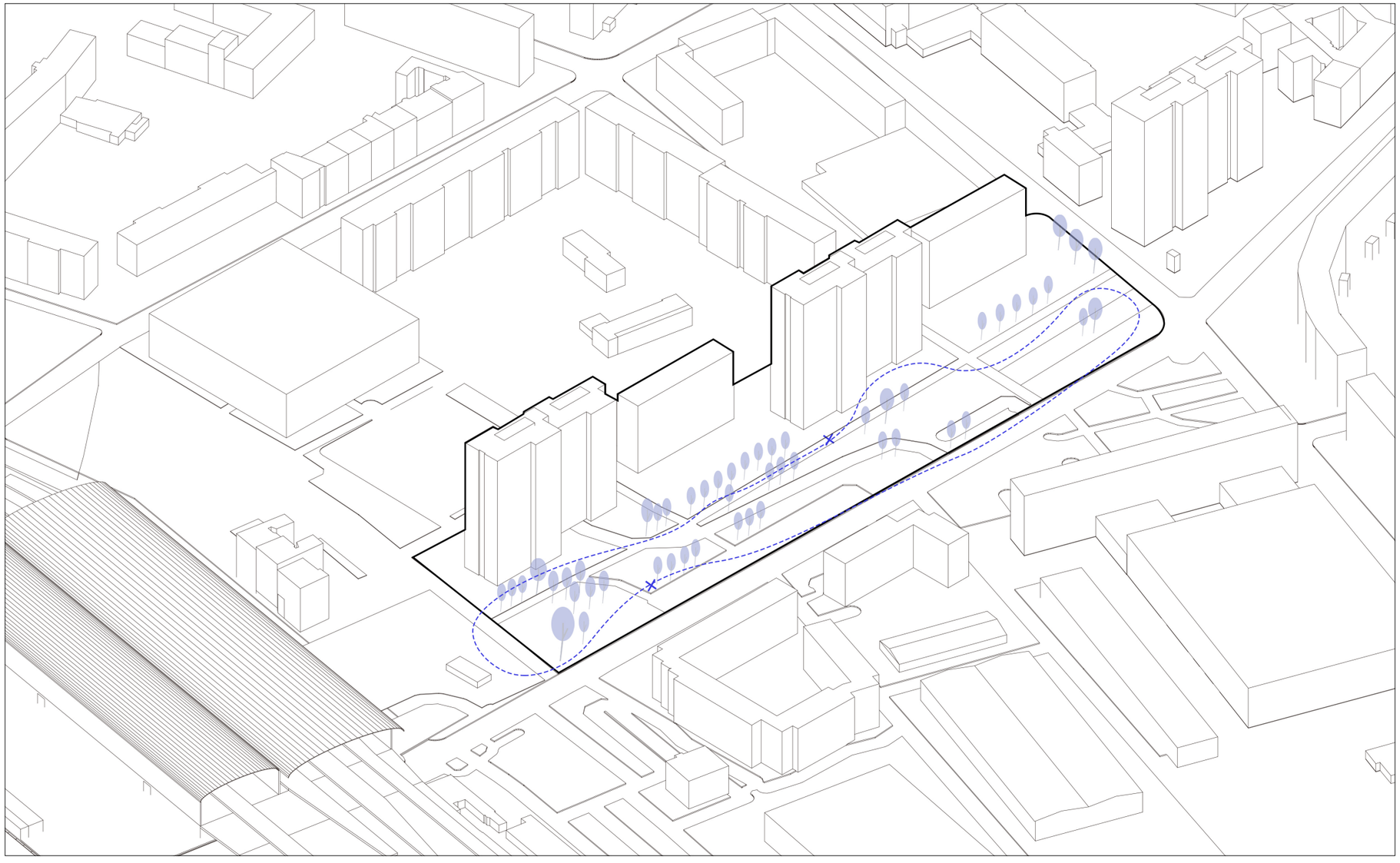
F little path

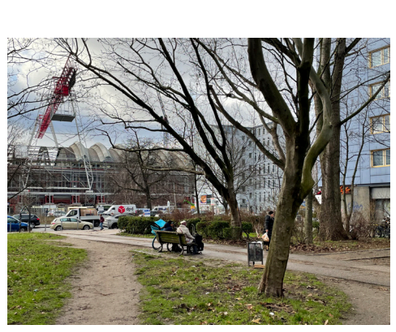
A along the side of the street



B along the side of the street

TREES





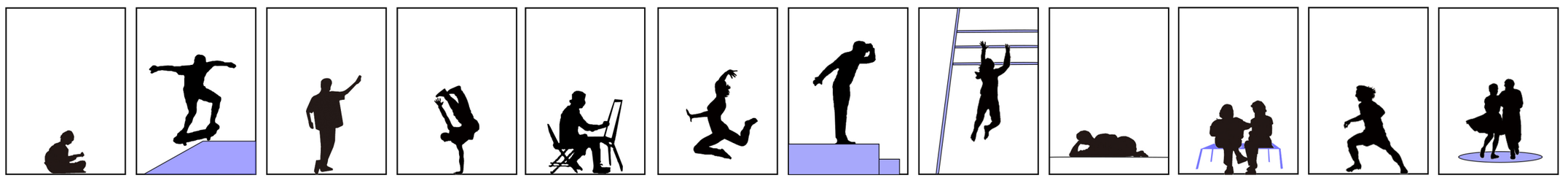
What impression does Berlin bring to me?
Why play can connect to commons?
Where is my public condenser located?
How will it be made?

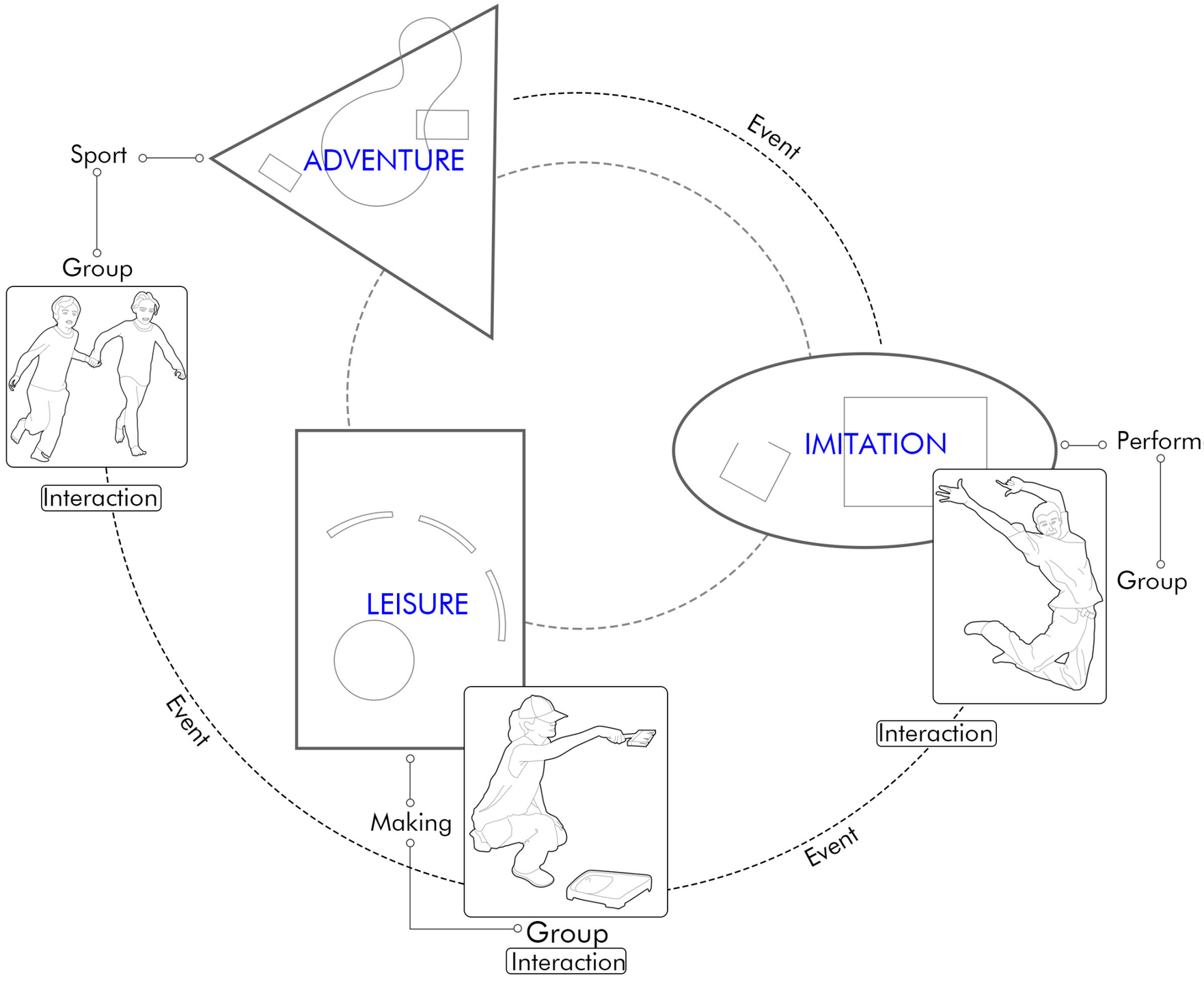
PLAY BEHAVIOR

The old

Young people

Family



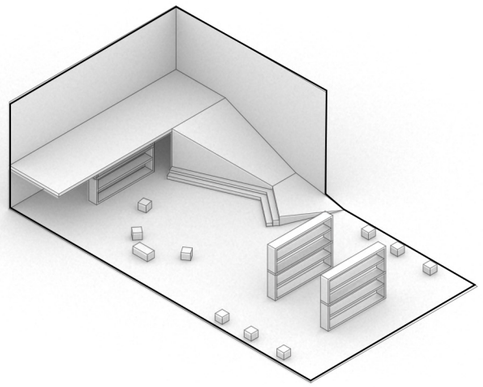

Sport
ADVENTURE
Event
Group
Interaction
LEISURE
IMITATION
Performance
Group
Interaction
Event
Making
Group
Interaction
Event

CASE STUDY

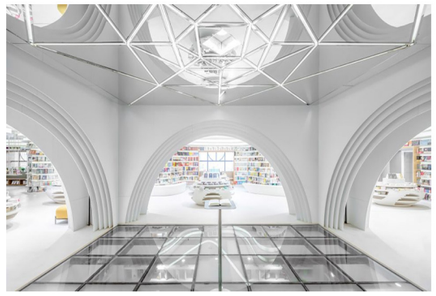
library

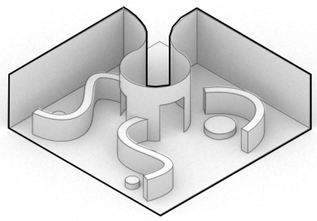
Enter → Find book *how-flat/up and down* → Find seat *the relationship with bookshelf* → reading&communication *private/public* → Exit

Helsinki Central Library Oodi(Finland)

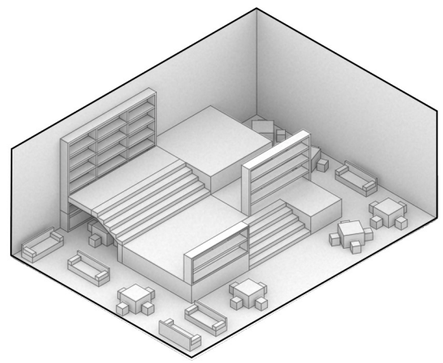


Zhongshuge(China)

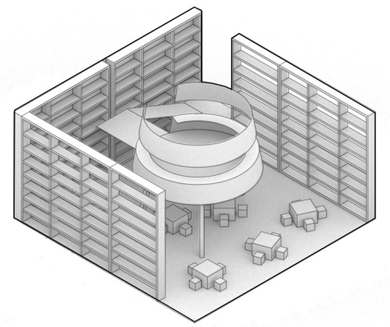




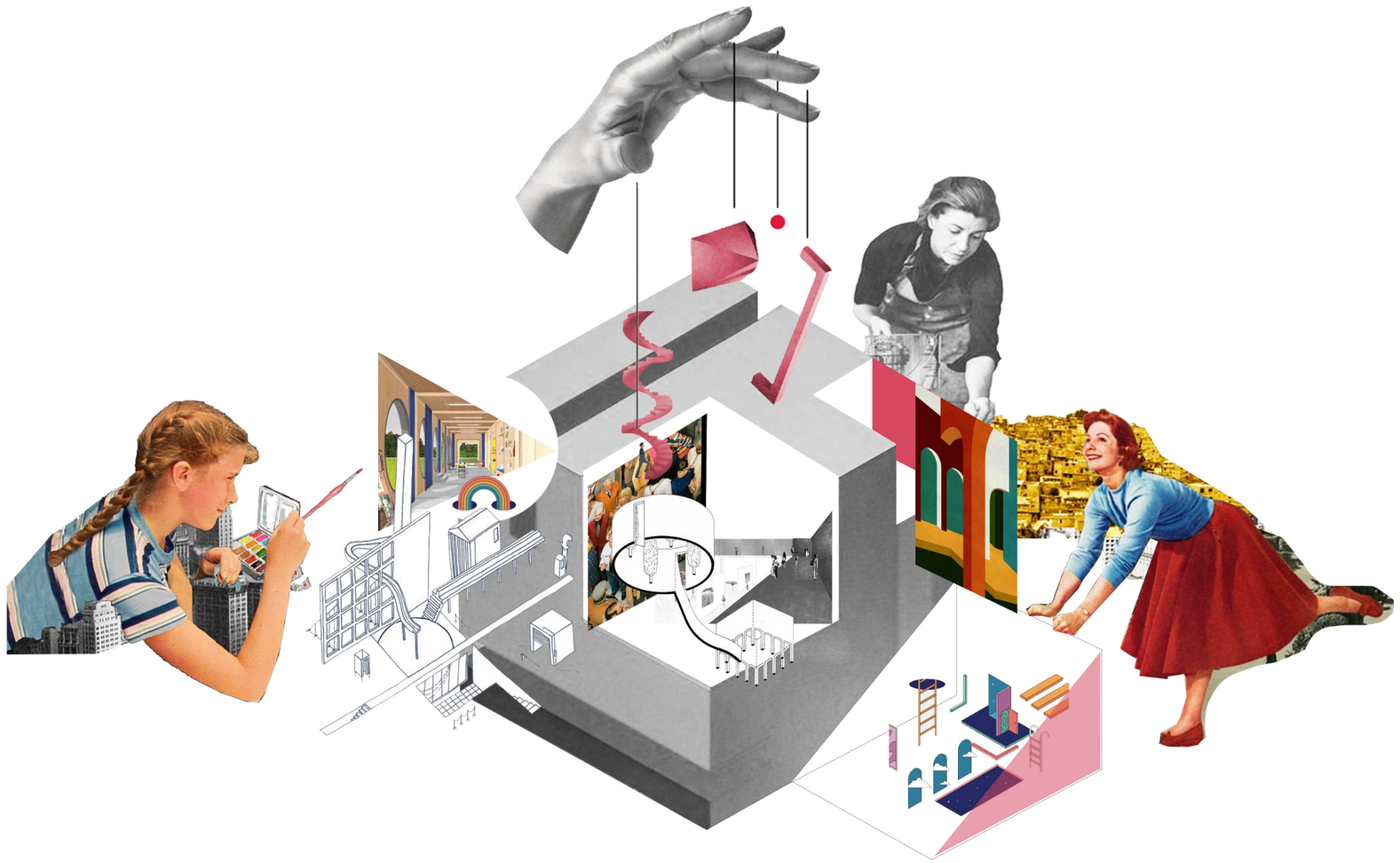
Book Mountain(Netherlands)



TU delft library(Netherlands)



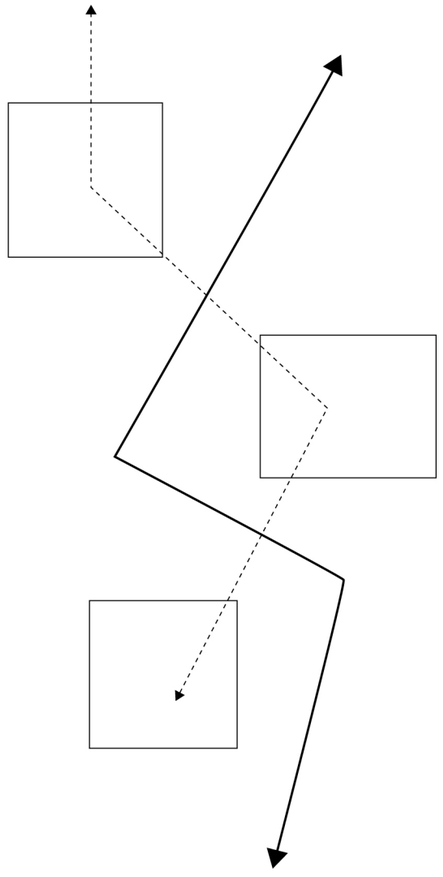
PARTICIPATION



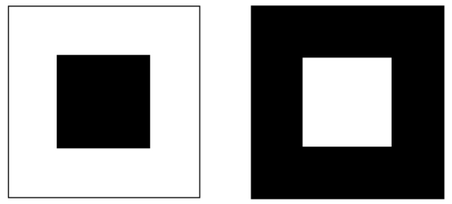
DESIGN CONCEPT

Form

node design

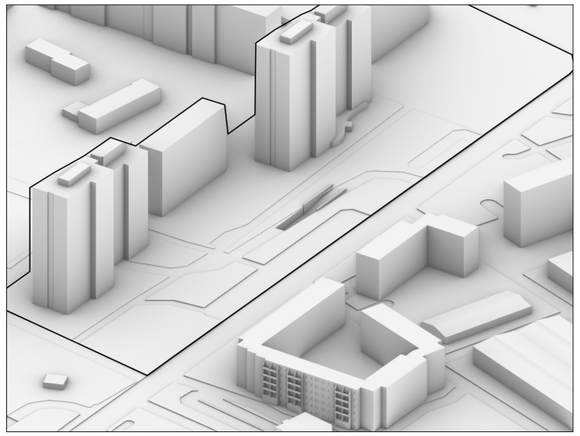


circulations at different levels

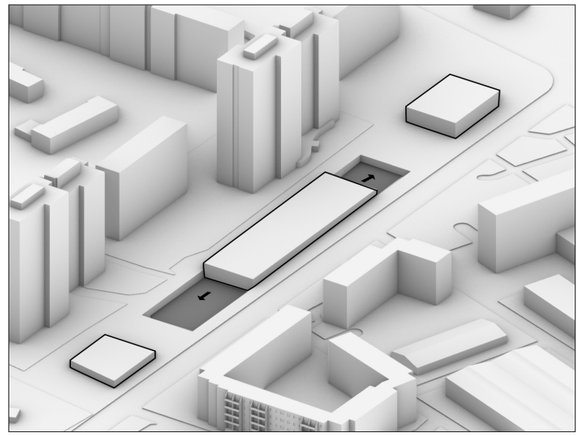


Interior-exterior

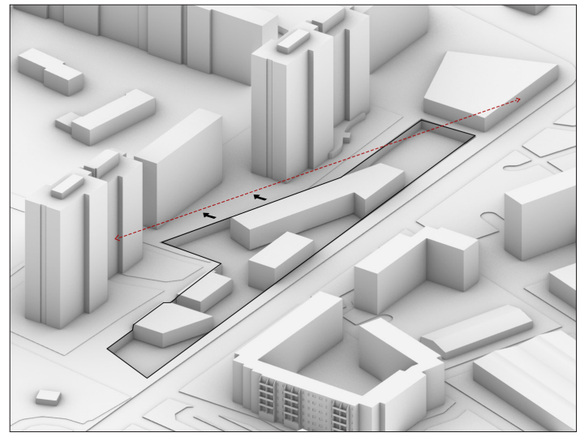
DESIGN PROCESS



long strip with underground garage

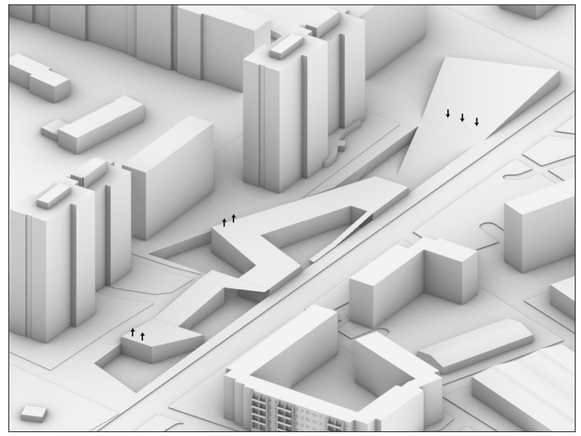


enlarge sunken space

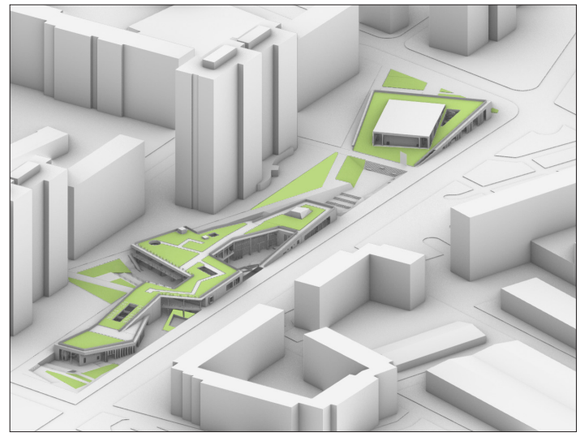


break the block

connecting different blocks

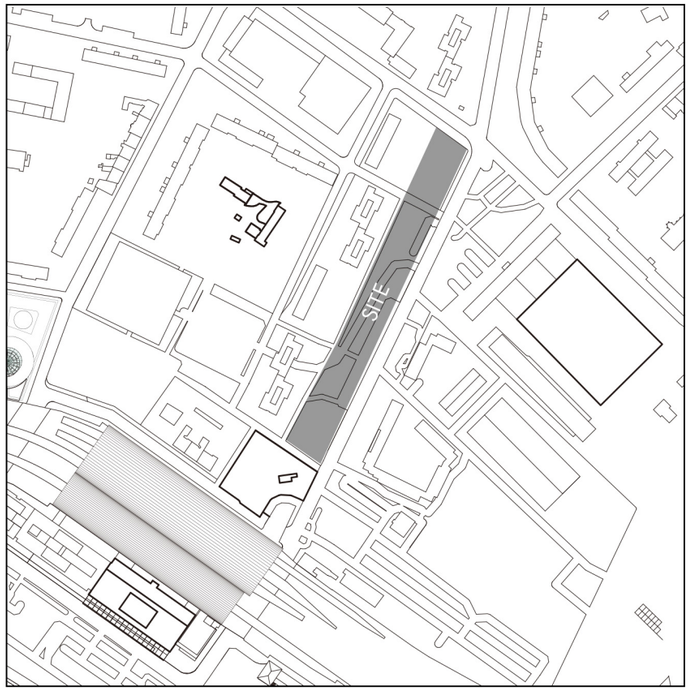


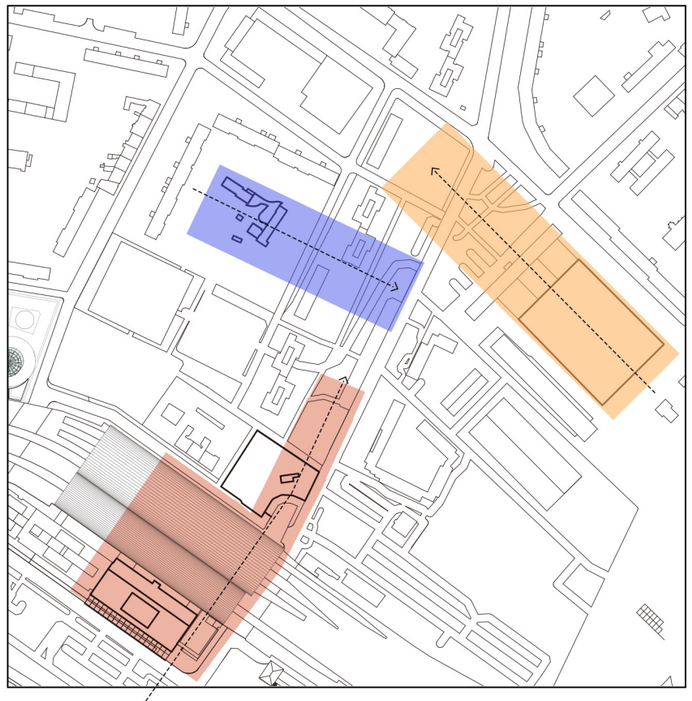
lifting the roof



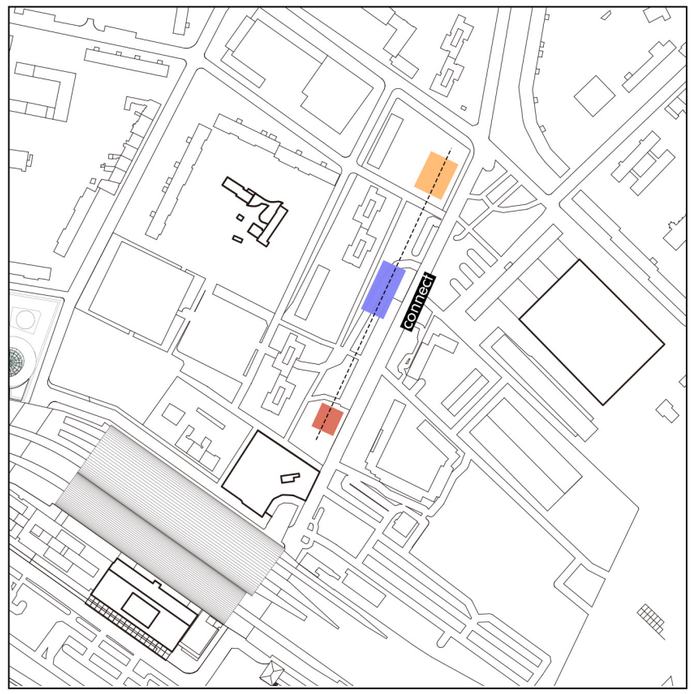
adding the public space

FUNCTION PLACEMENT

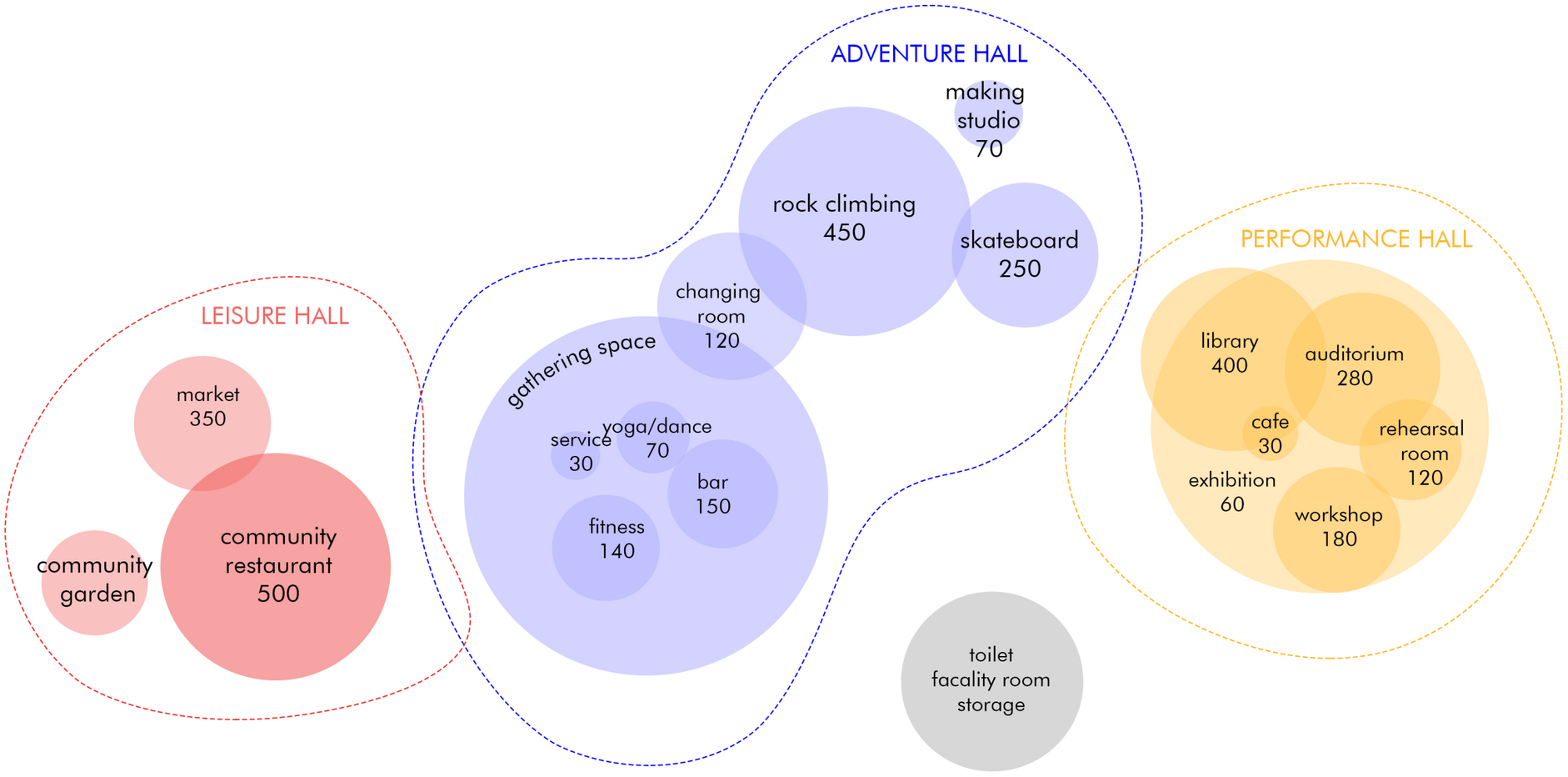




snack bar kindergarten&playground theatre production



community restaurant playground library&theatre

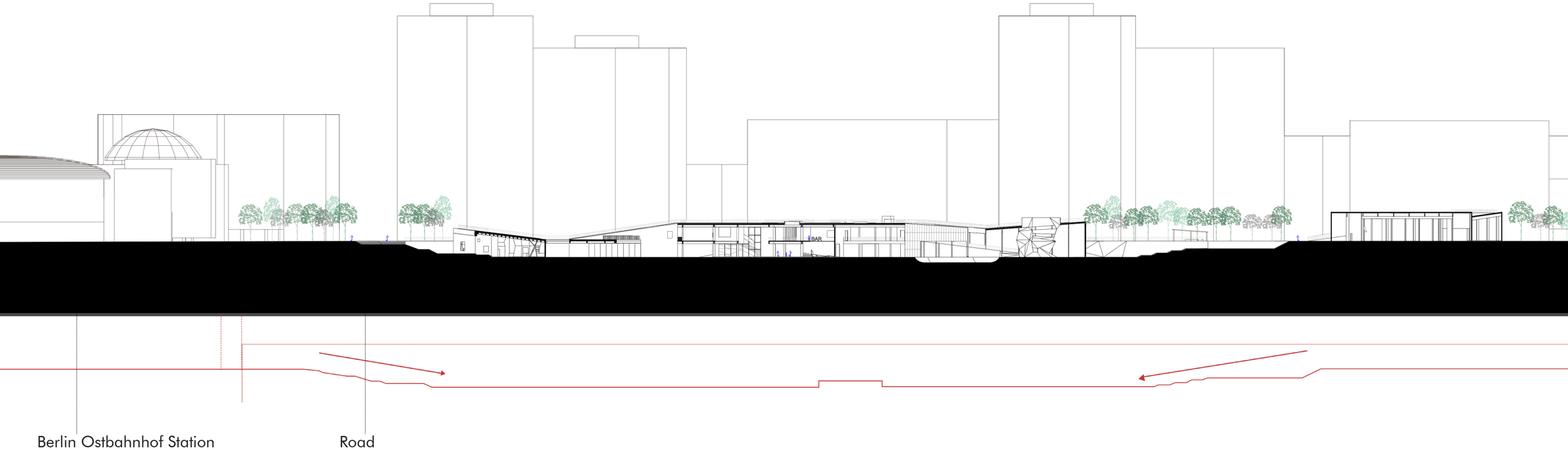


TOTAL:6000m2

SITE PLAN

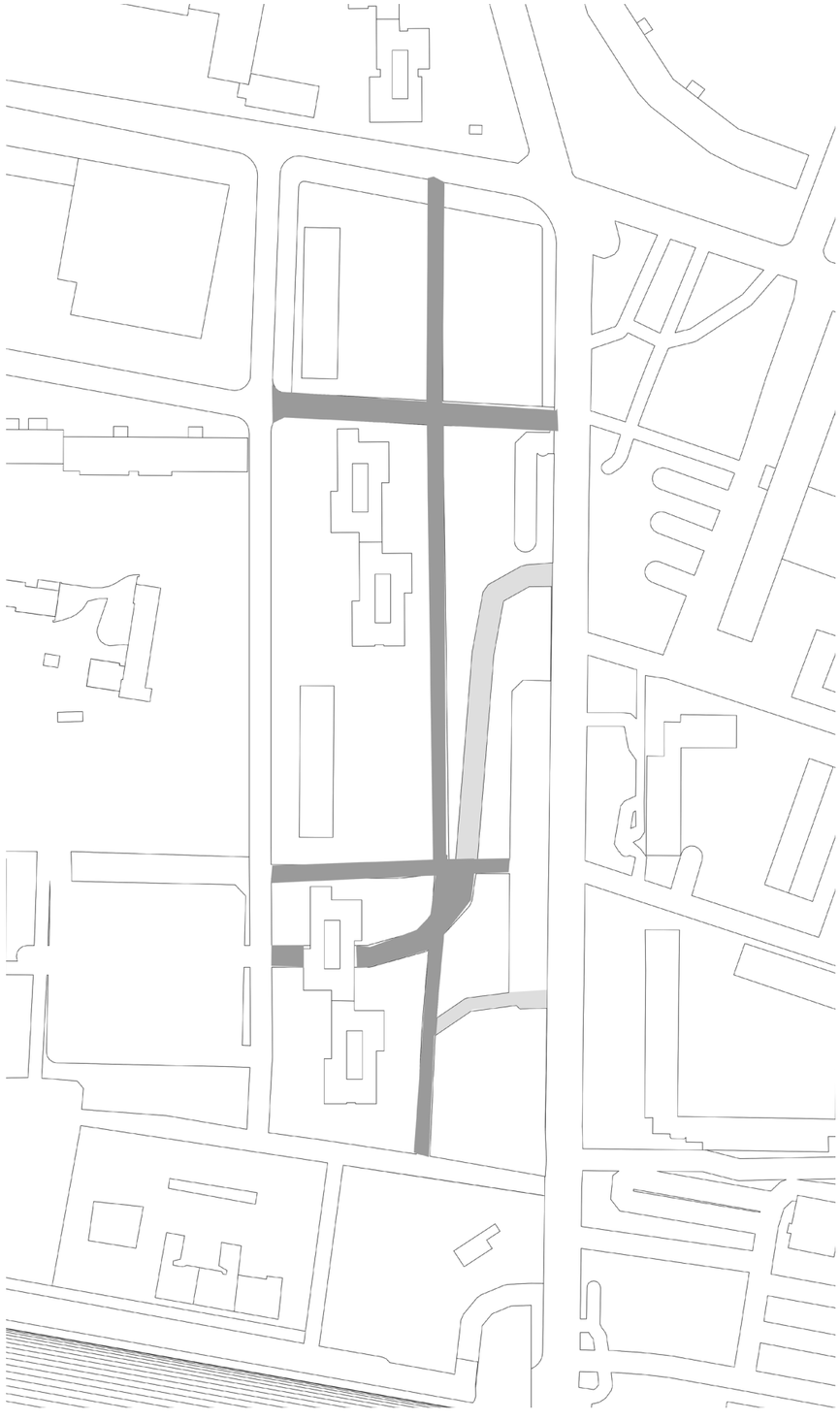
0 10 30m

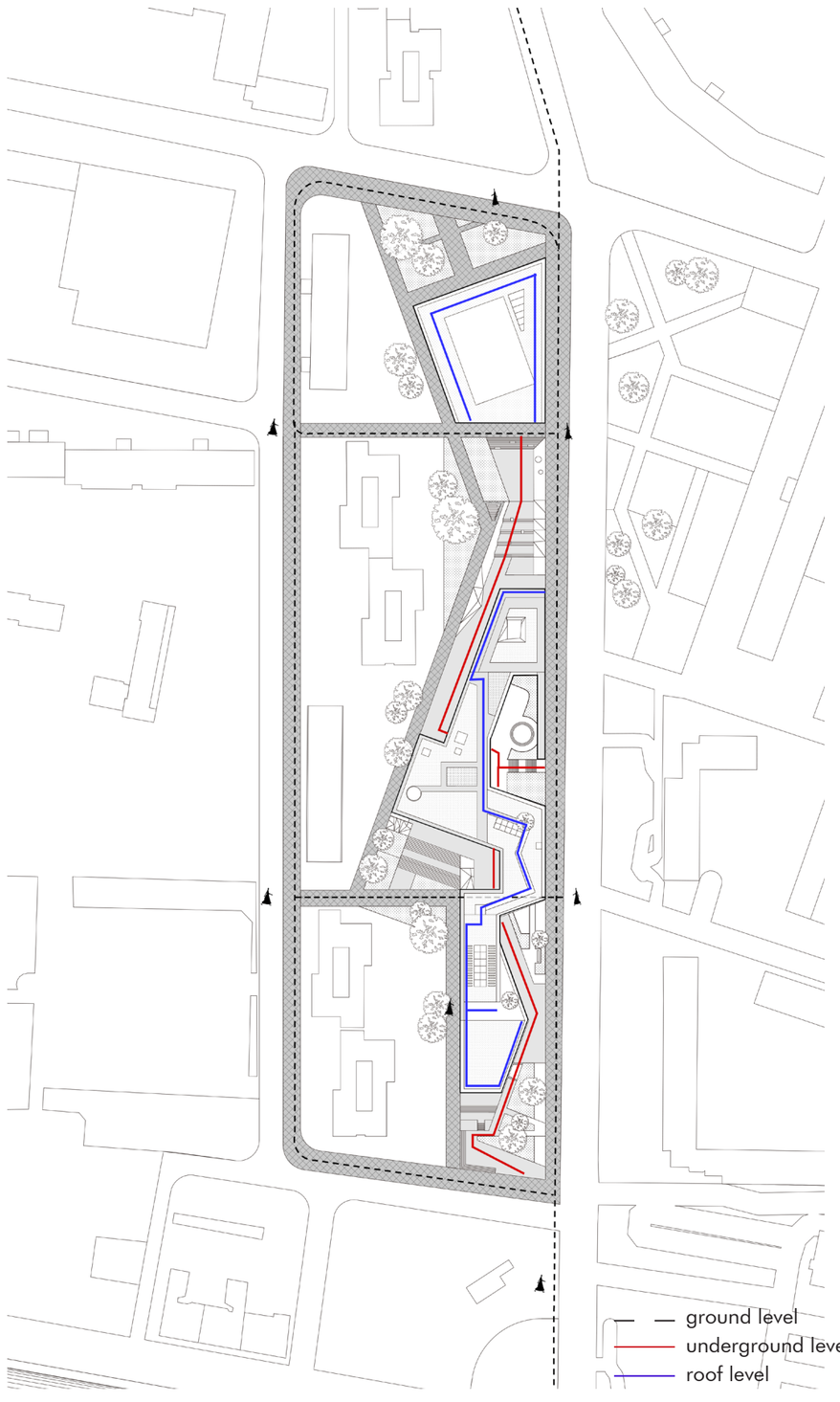
URBAN SECTION



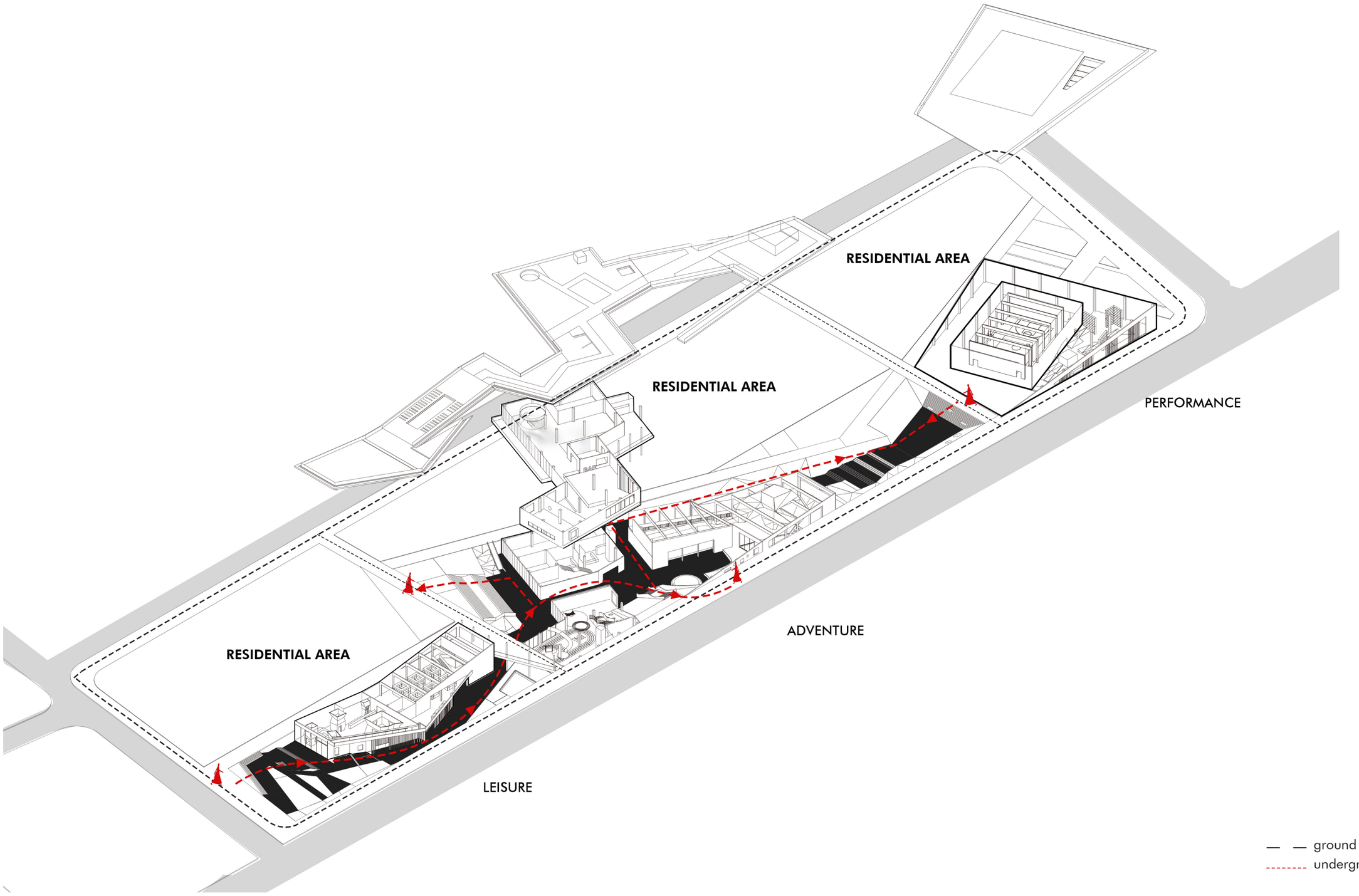
0 10 30m

BEFORE AND AFTER ROAD CIRCULATION AND ACCESSIBILITY

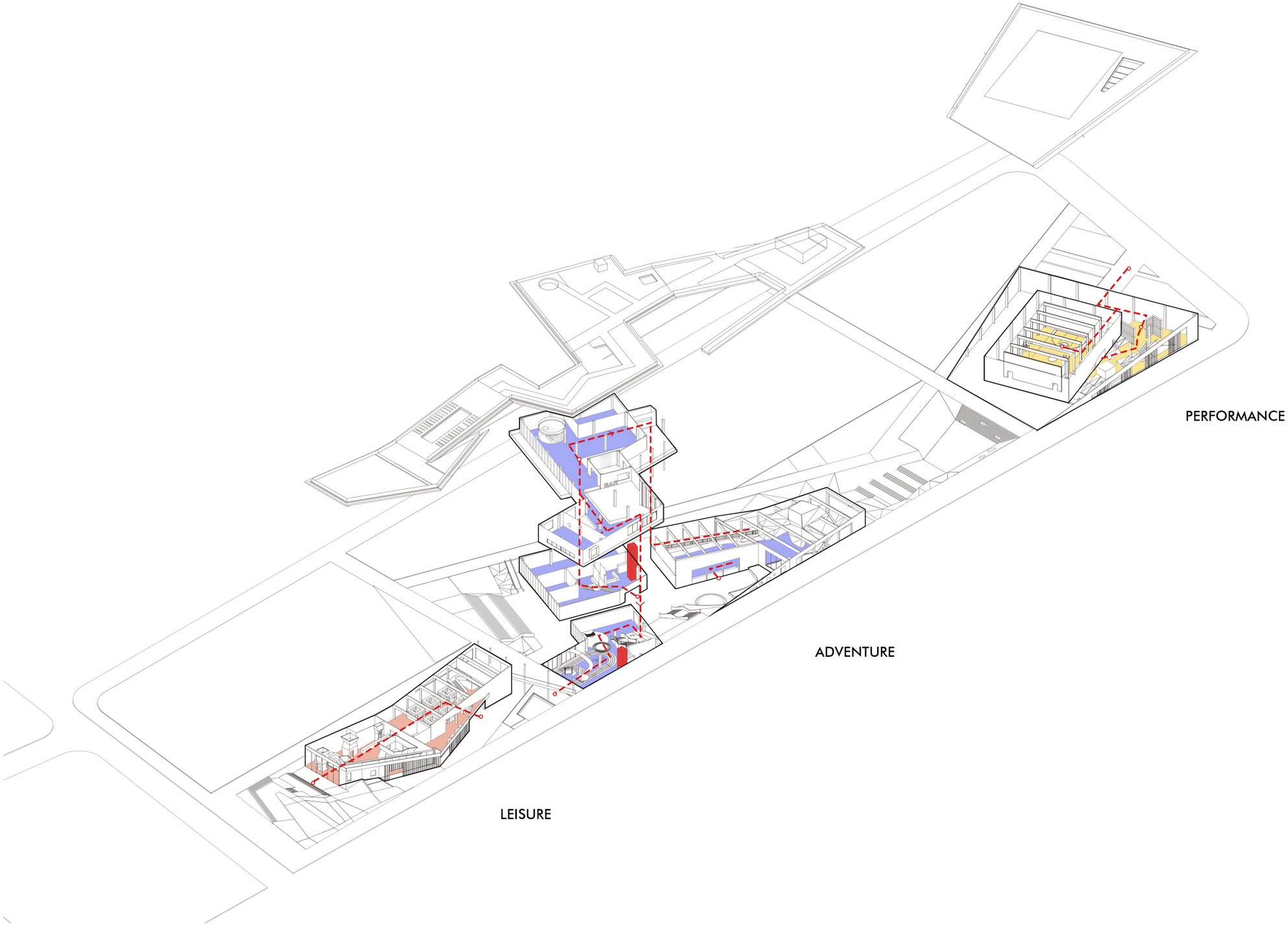




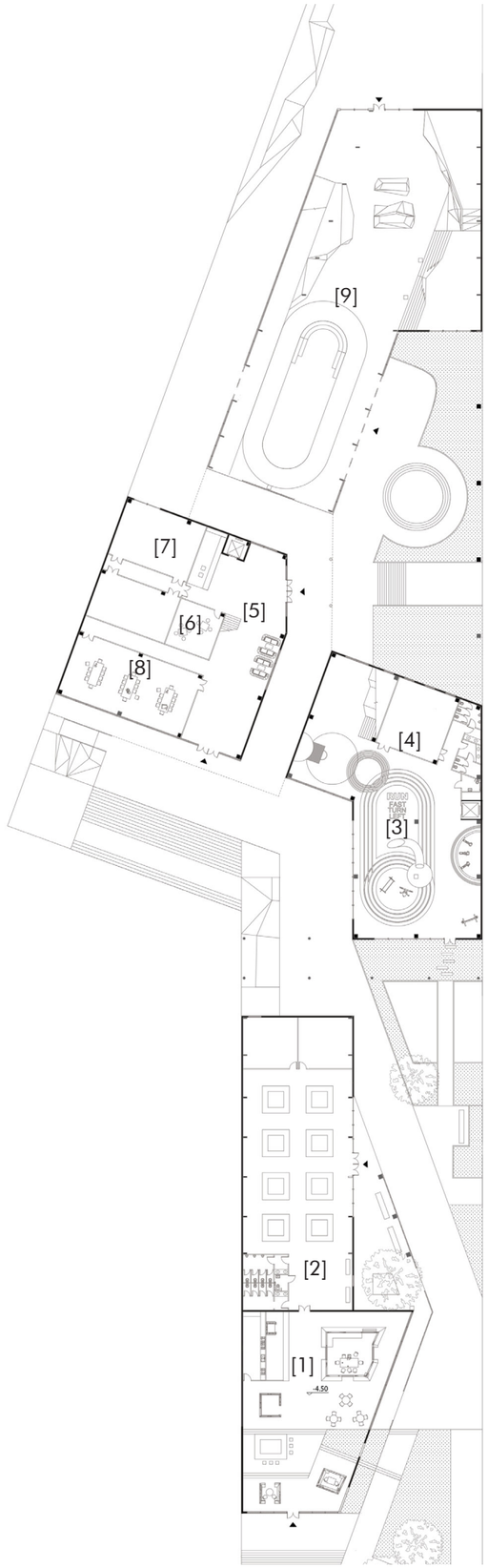
CIRCULATION(exterior)



CIRCULATION(interior)



UNDERGROUND FLOOR PLAN -4.50



[1] community restaurant

[2]market

[3]sport space

[4]storage

[5]hall

[6]meeting space

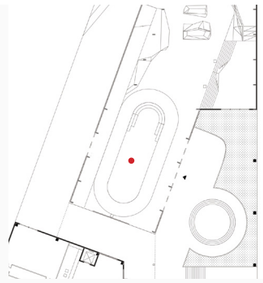
[7]technical room

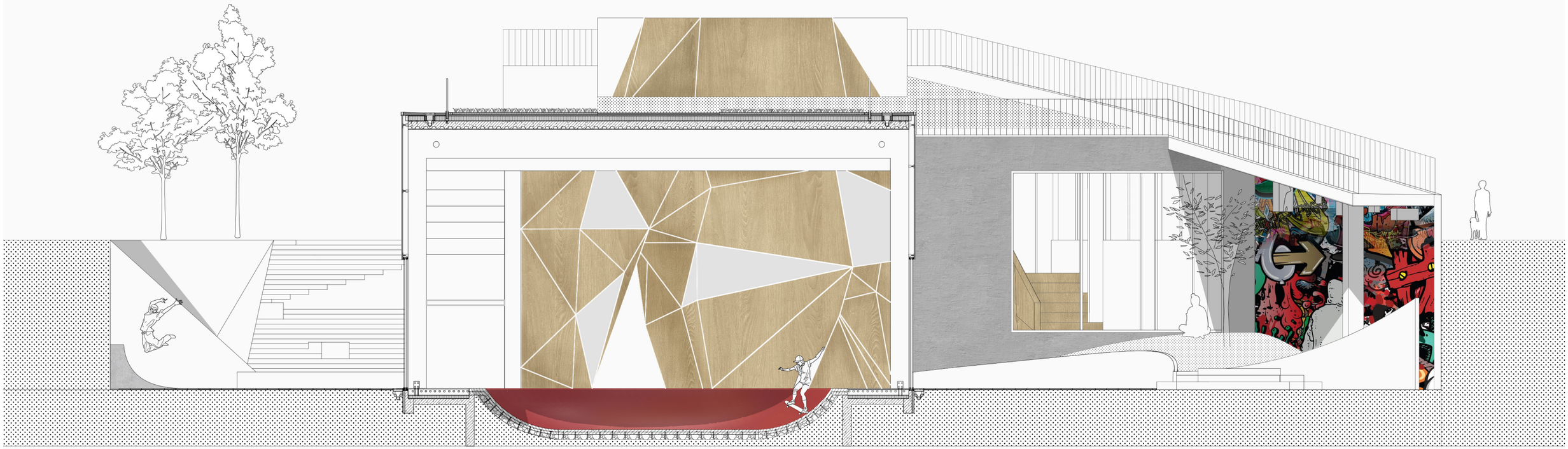
[8]making studio

[9]Adventure space

0 10 30m

SECTION 1(Skateboard space)

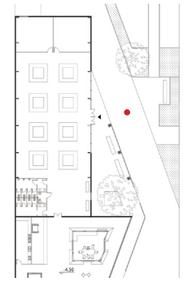




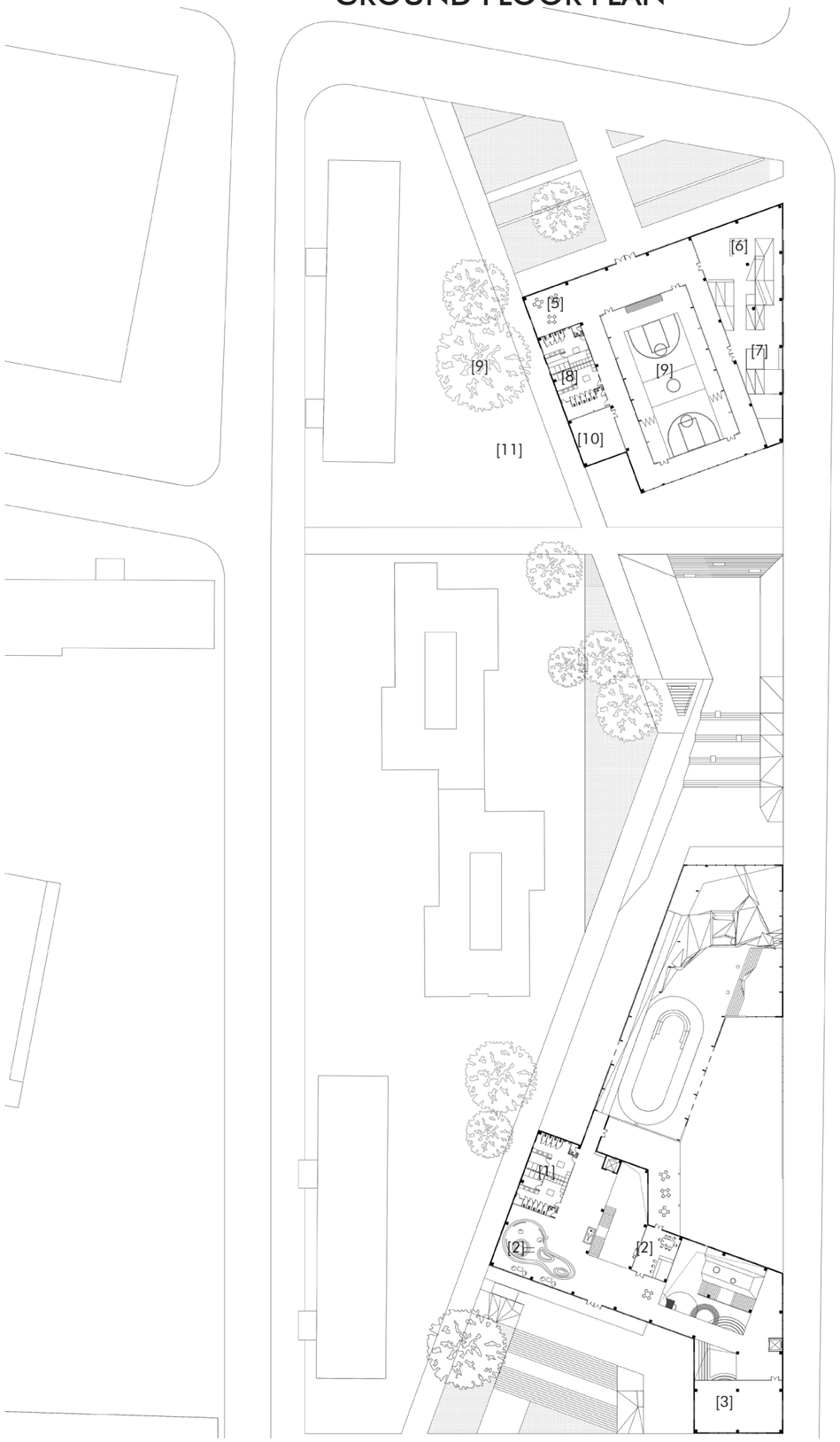
Rock climbing, skateboarding are integrated with the outdoor landscape to form a miniature urban scale building.

0 2 6m

MARKET(exterior)



GROUND FLOOR PLAN



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

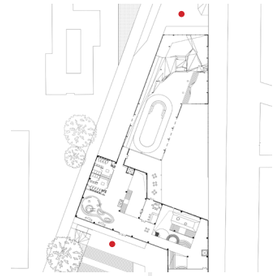
[1]change room
[2]bar
[3]dance room

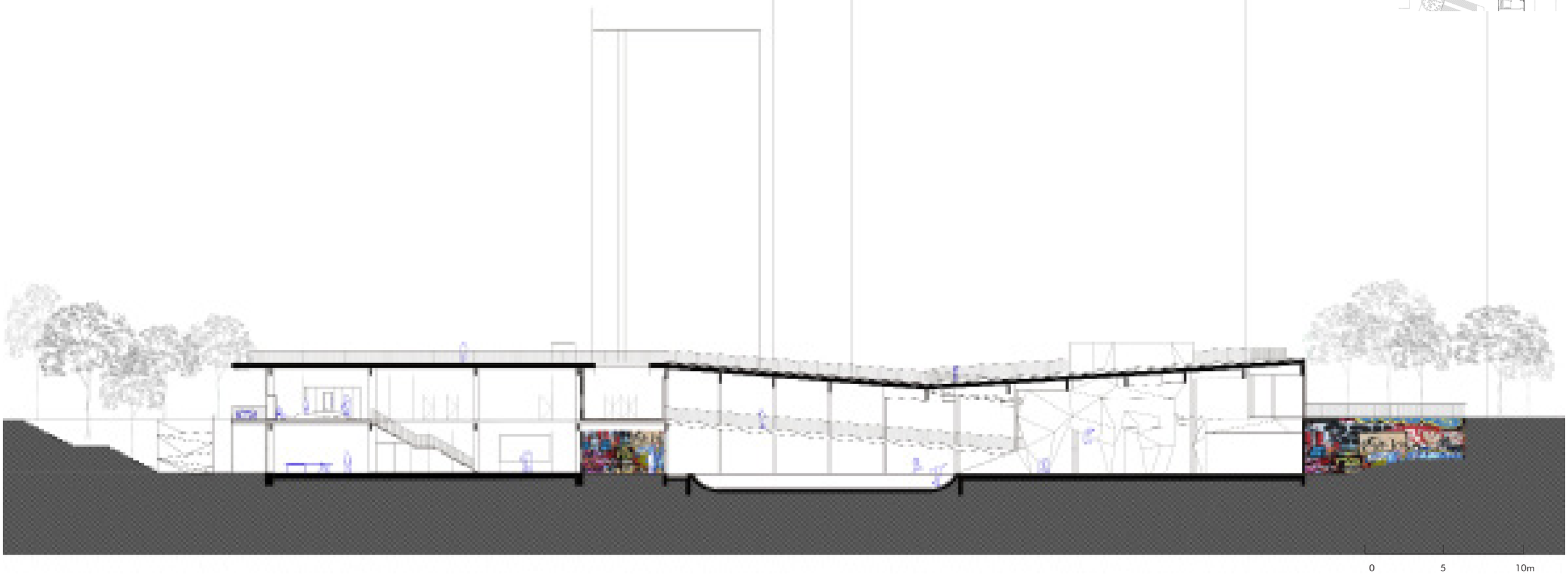
0 10 30m

STREET VIEW(from east side)

ROOFTOP

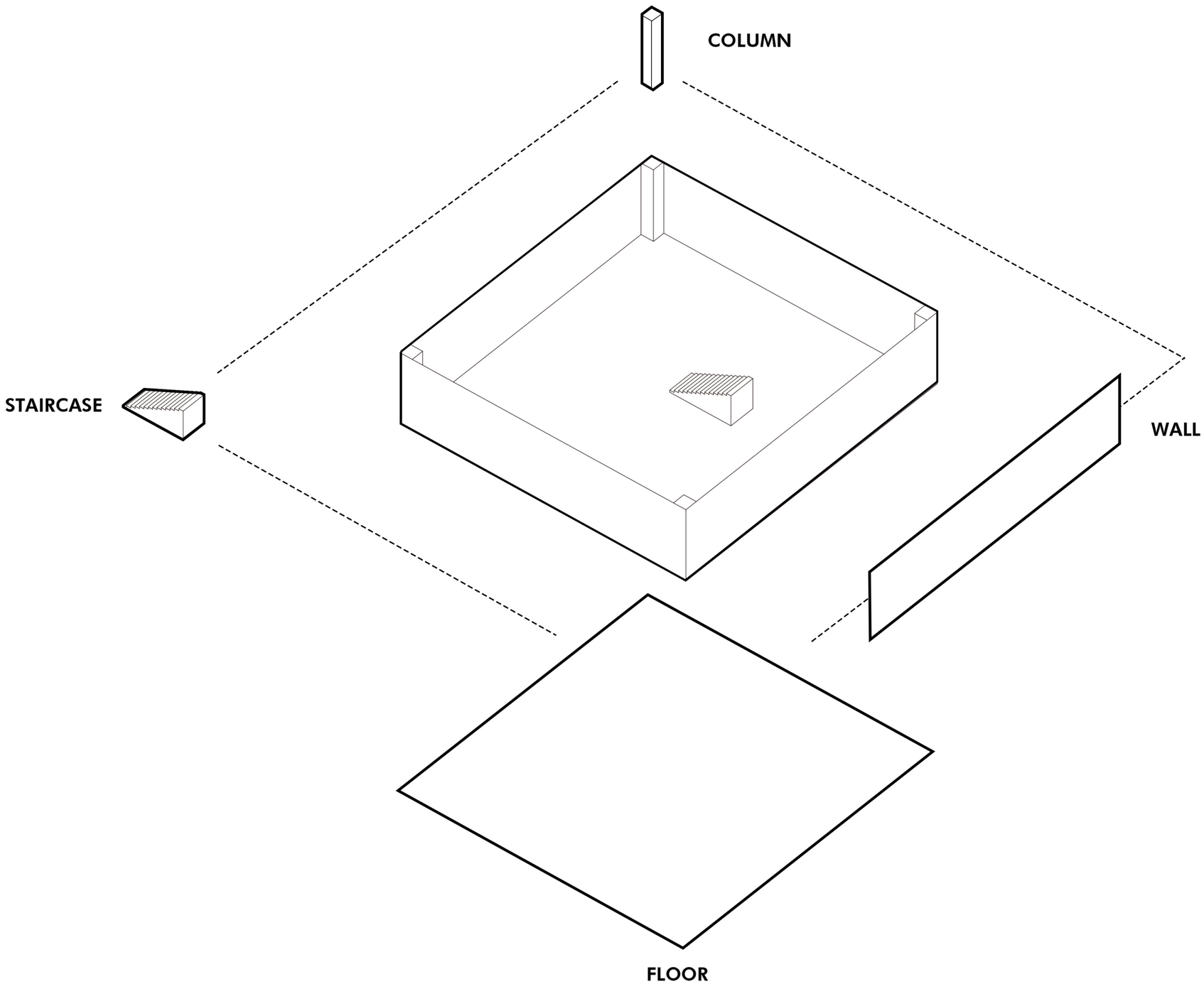
SECTION 2 (Adventure space)





Interior-exterior :green plaza to accommodate community life and gathering activities.

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?

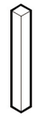
*Isn't it more interesting when people can climb up to get to a place instead of going through **stairs***

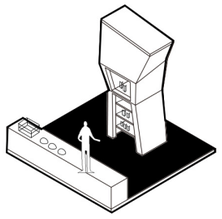
*Wouldn't it be fun if people could see themselves through **wall** moving while playing*

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

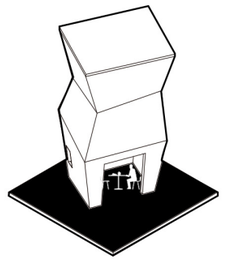
TYPE OF RULES

Column

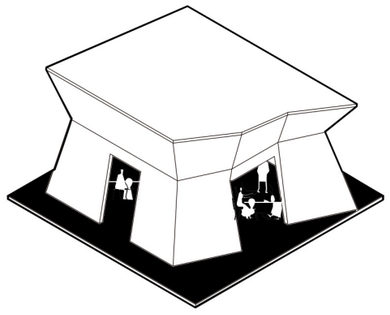




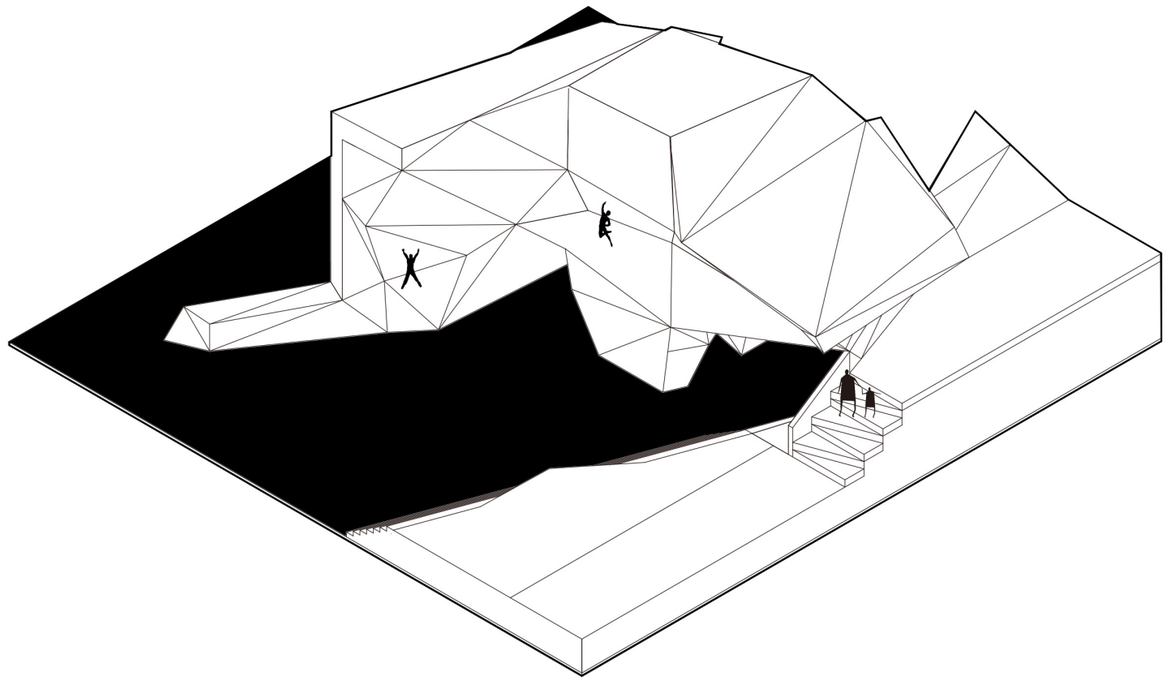
Showcase



small dinning space

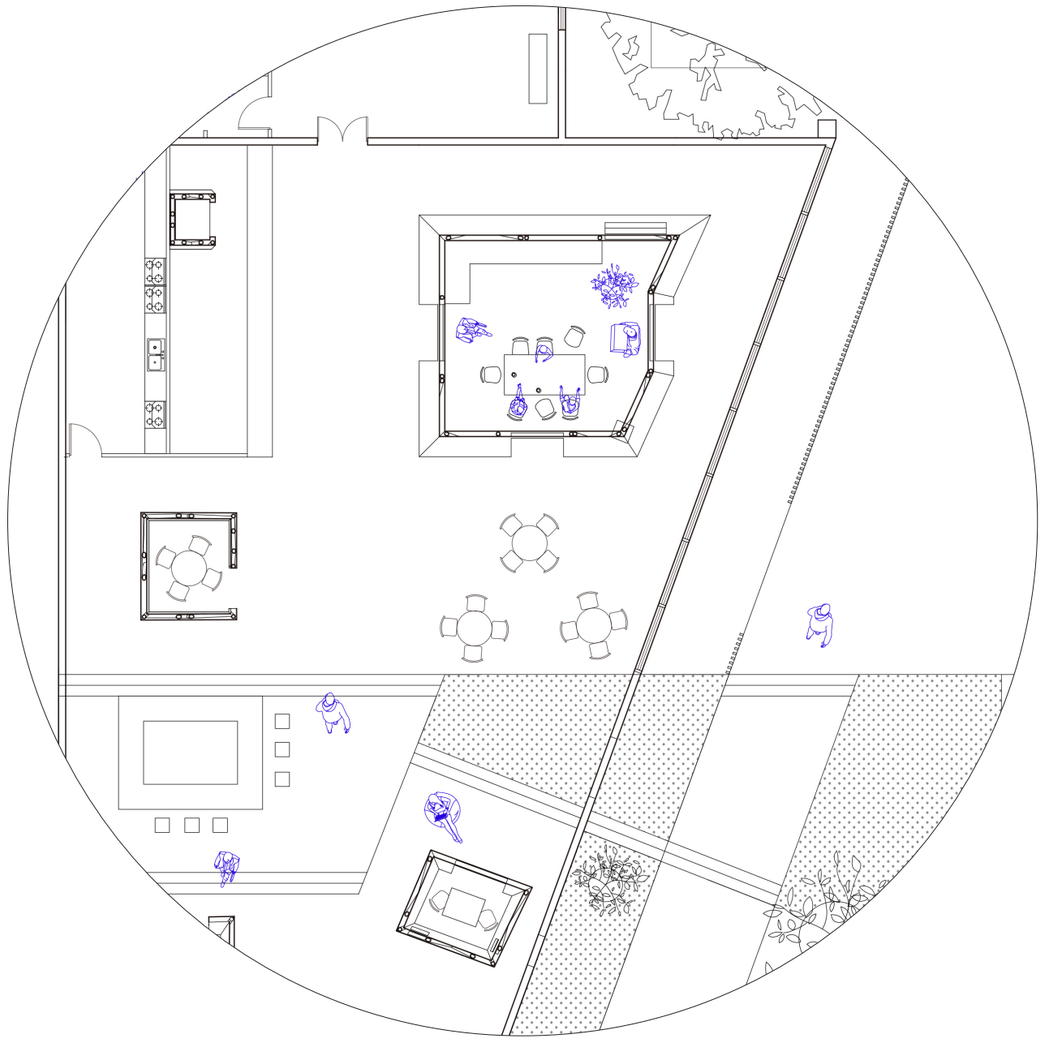


large gathering space

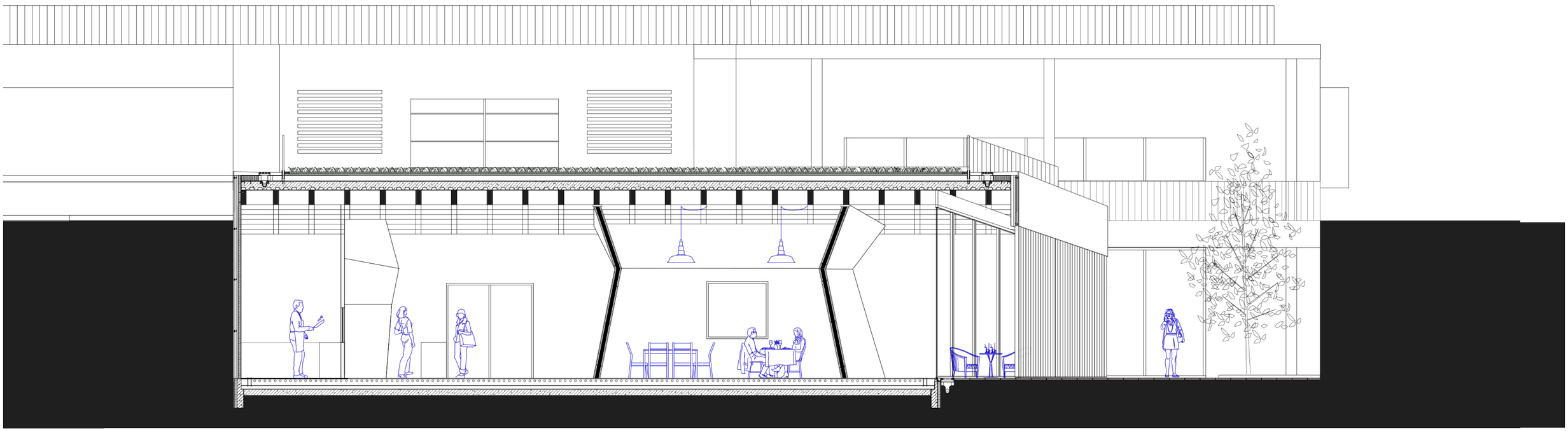


rock climbing

Community restaurant

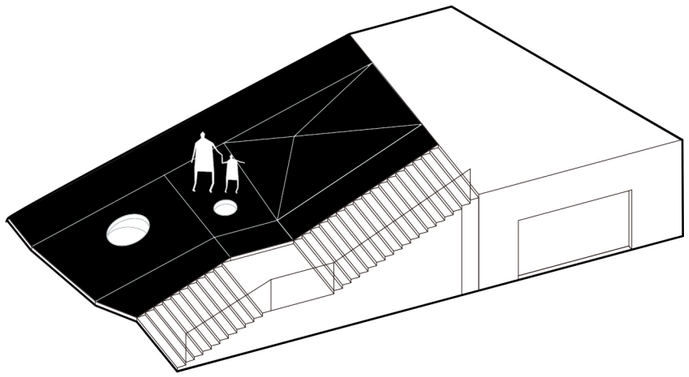


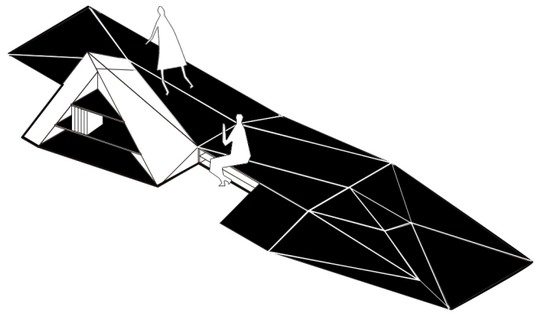
Community restaurant

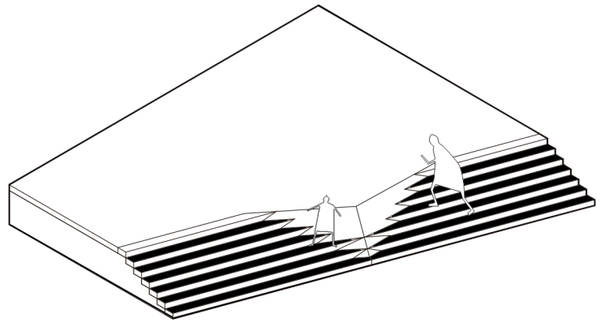


TYPE OF RULES

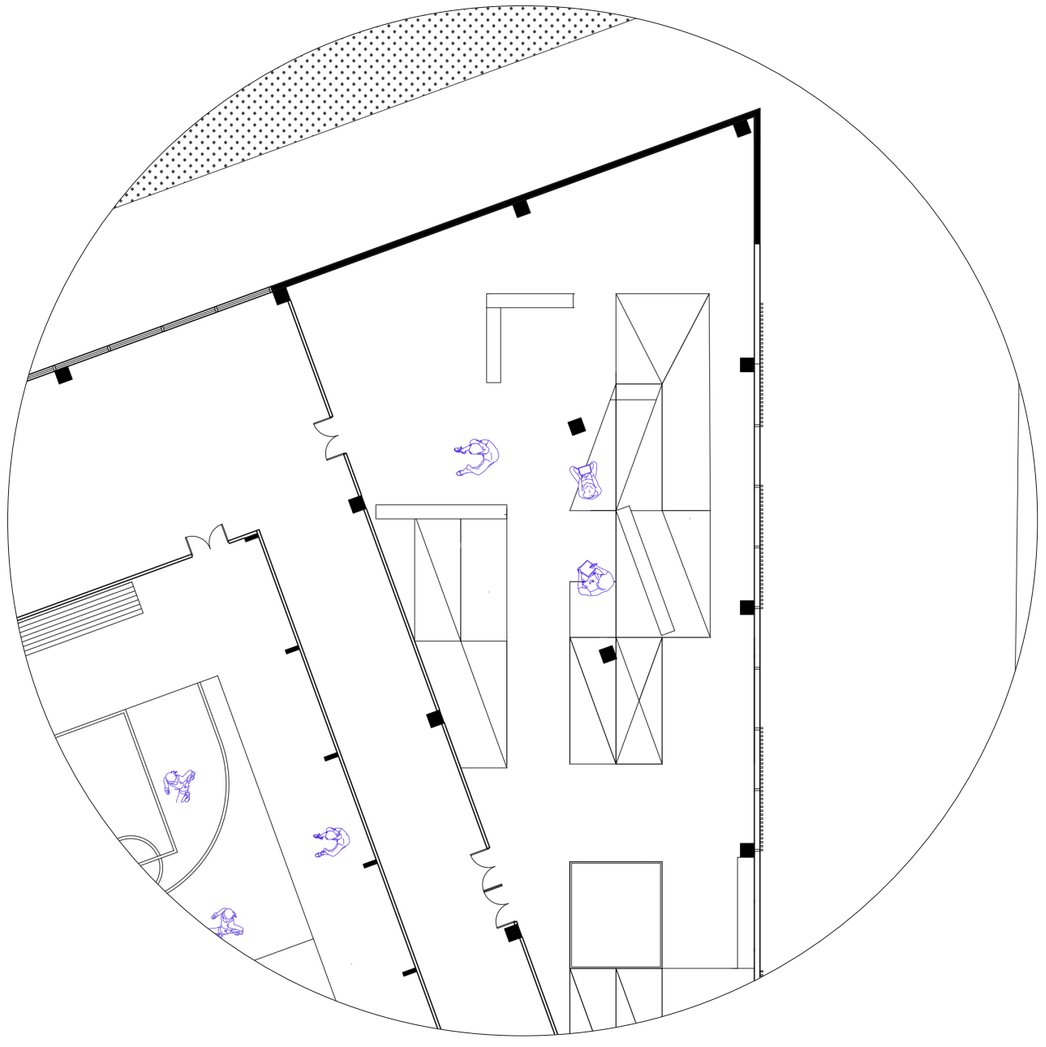
Staircase





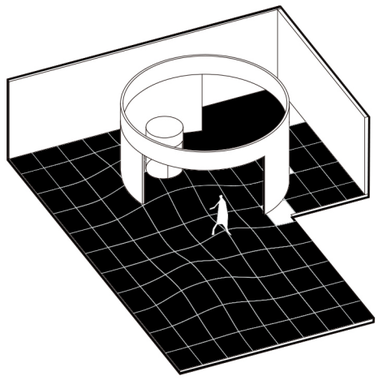


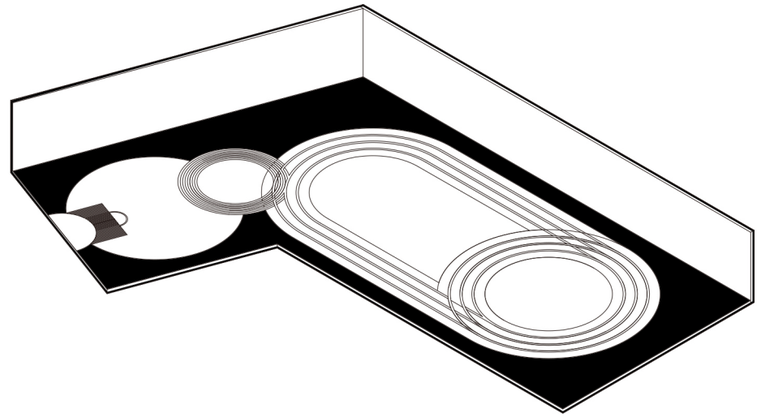
Library

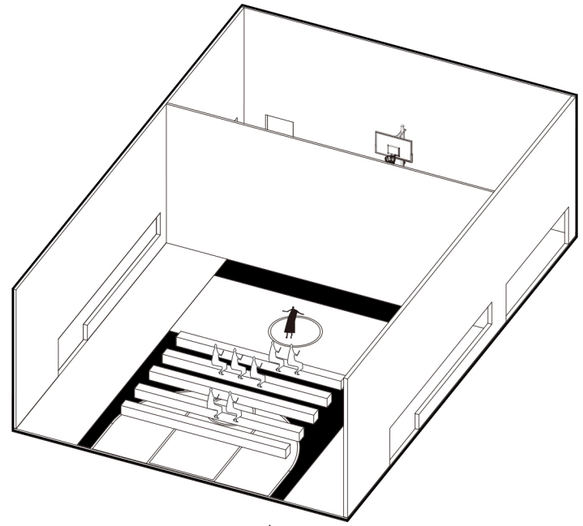


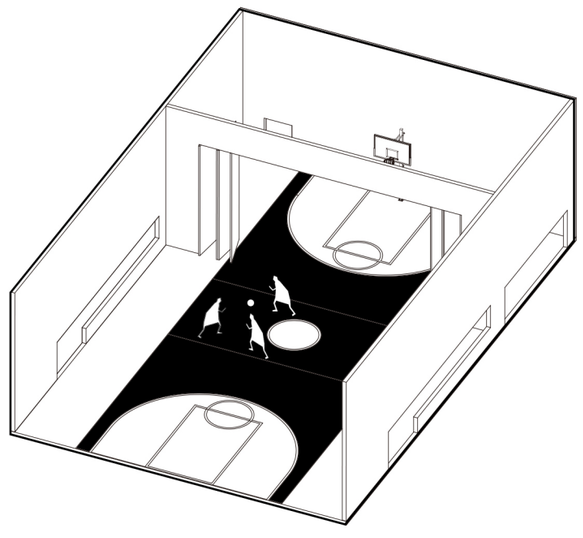
TYPE OF RULES

Floor

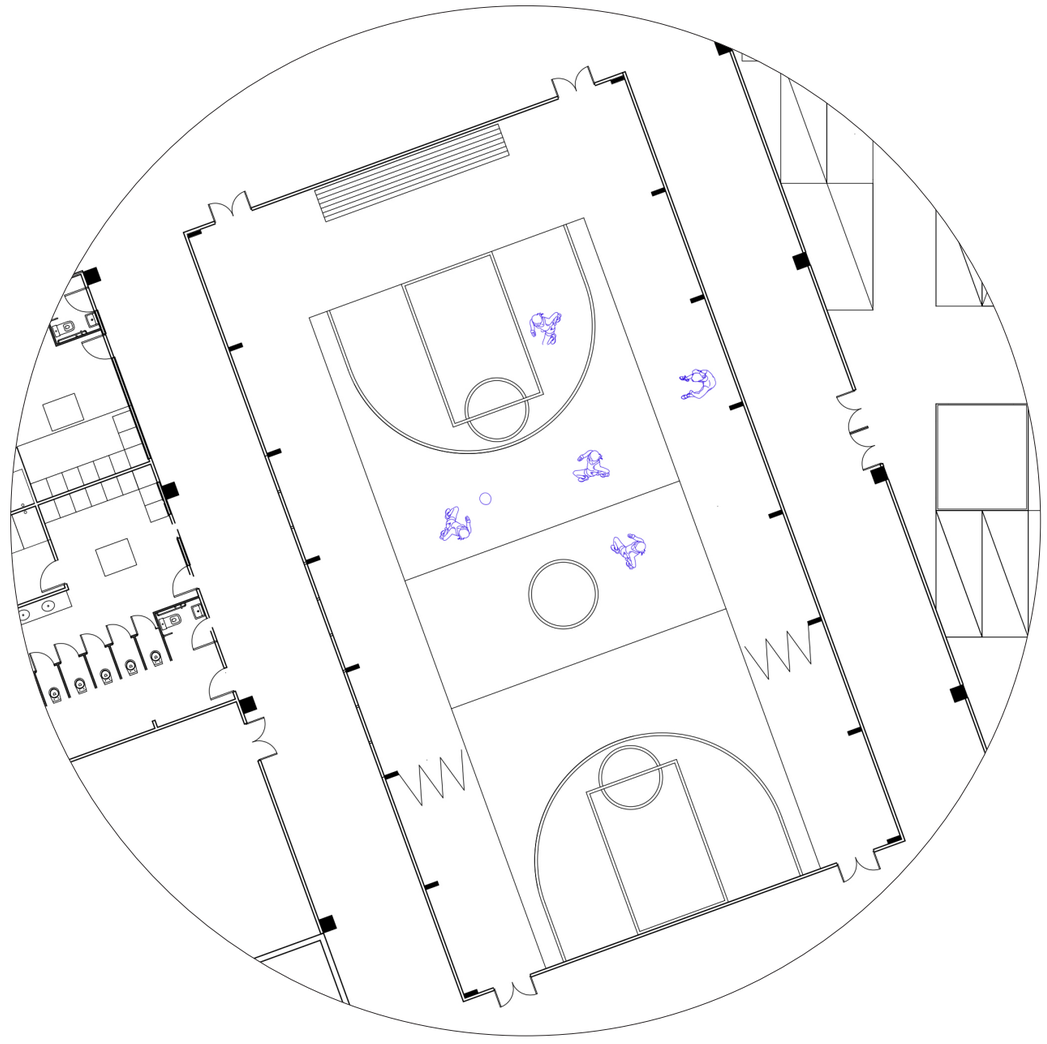




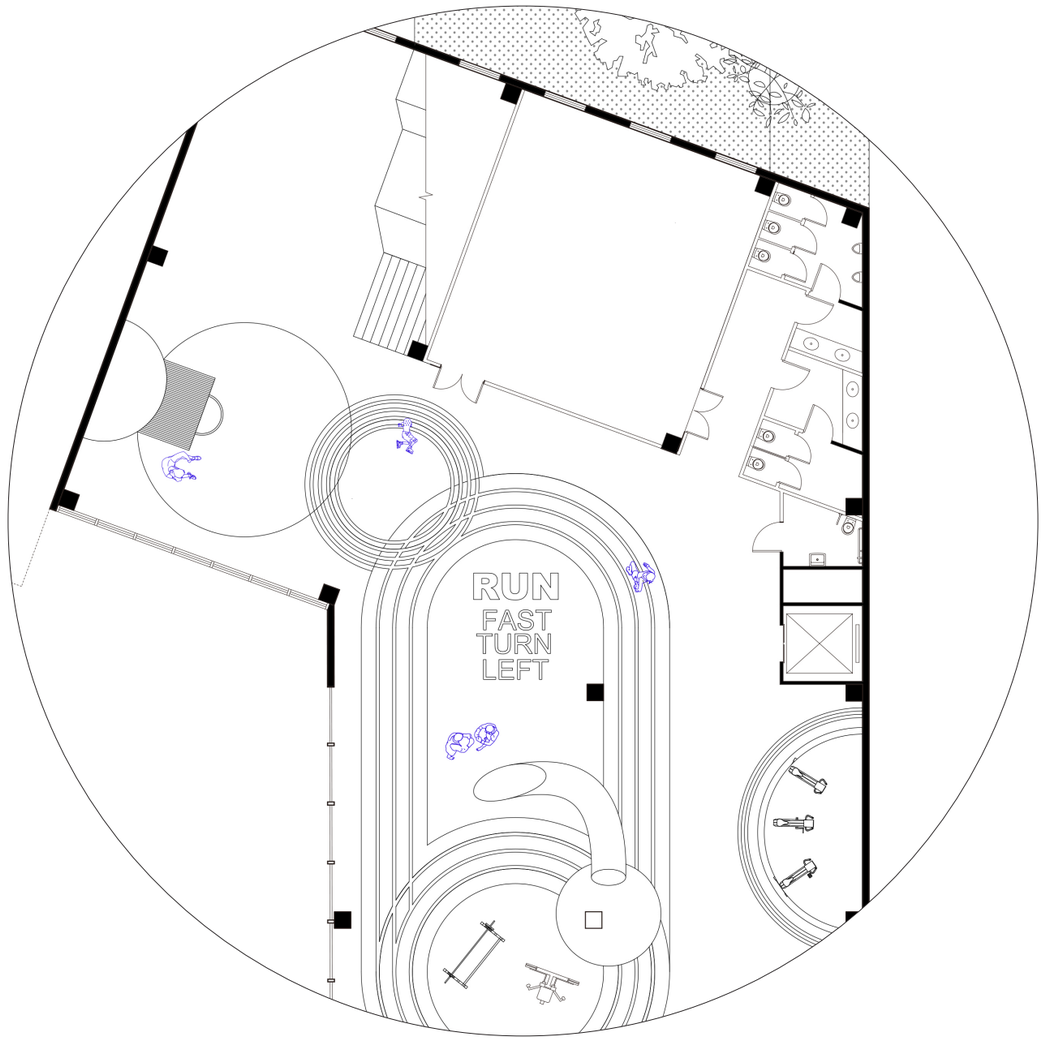




Basketball-auditorium

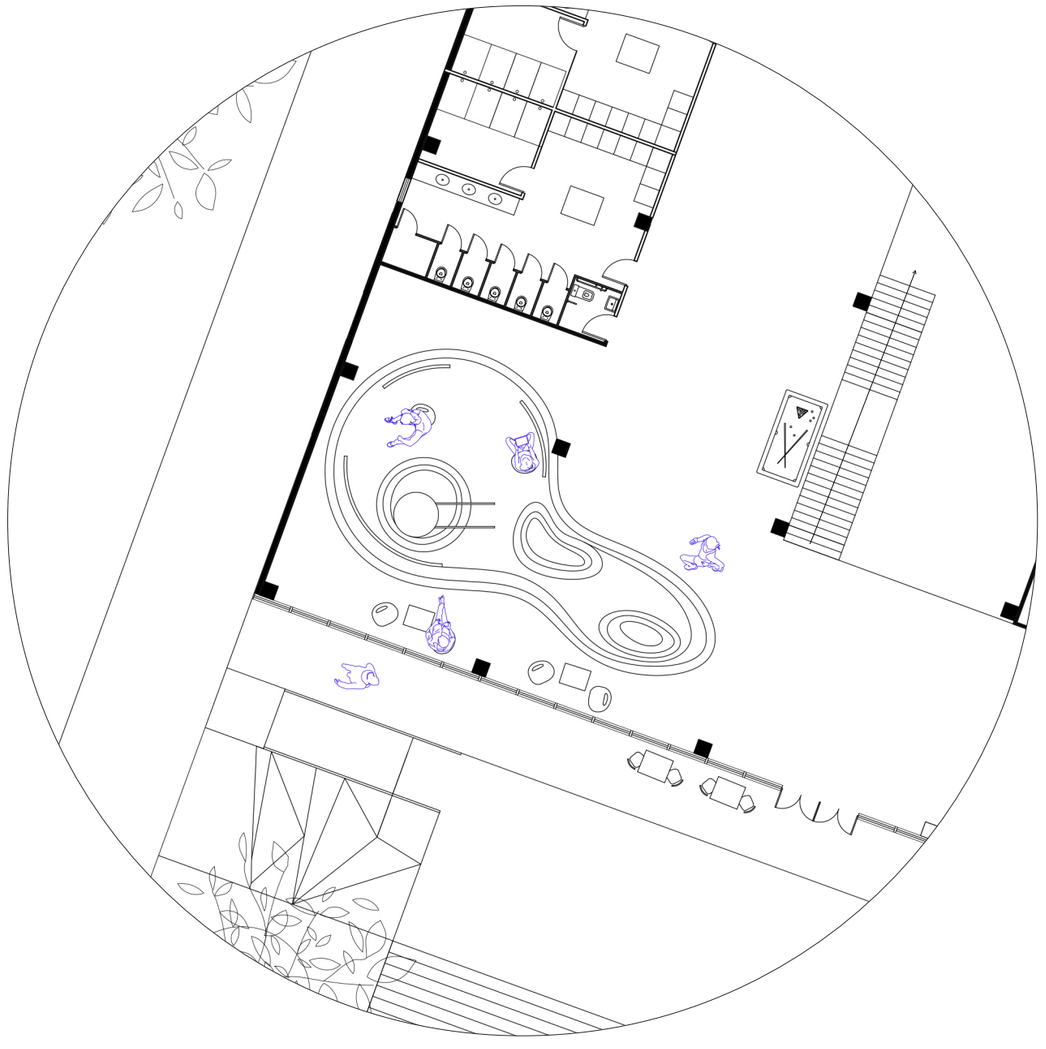


Sport space



BAR
RUN

Rest space



&HEAL

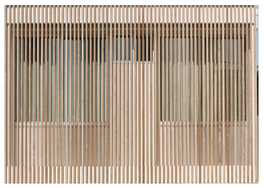
TYPE OF RULES

Wall

Materialisation

Wall

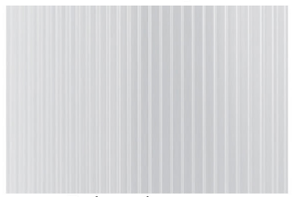
Hollow



Timber grill

the definition of indoor and outdoor

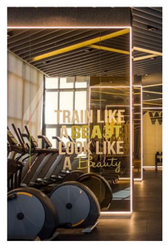
Semi transparent



Polycarbonate

vague reflection

Reflection



Mirror

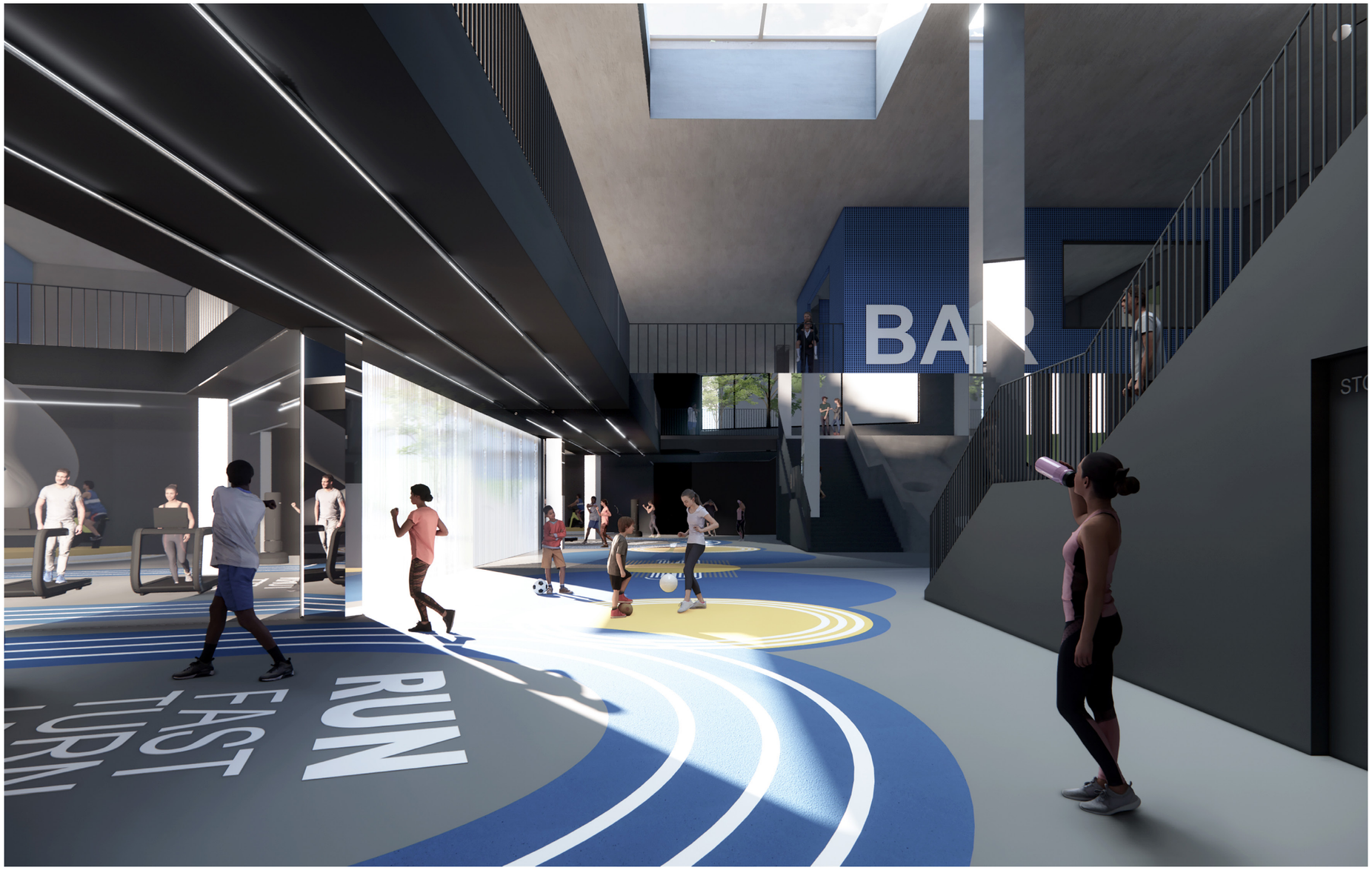
Solid wall

mulitiplex board

Black matt lacquered walls

Black matt acoustic slat wall panel

blue&red painter plaster wall

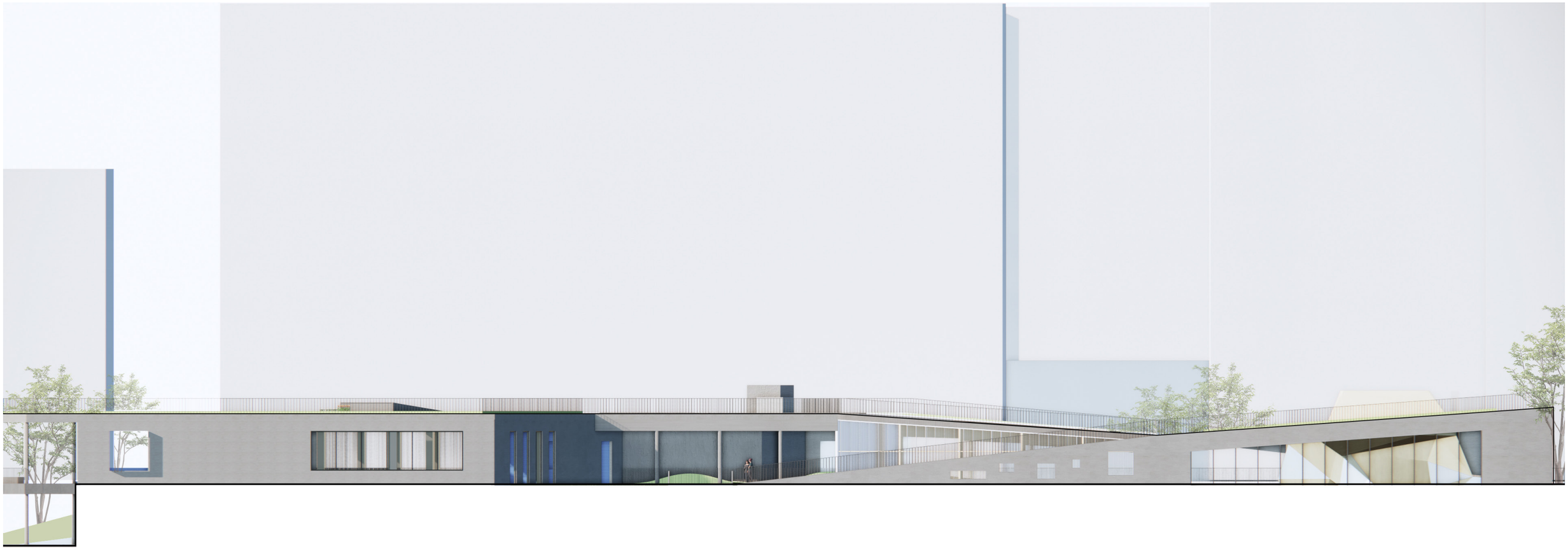


People are able to see their or partners' actions

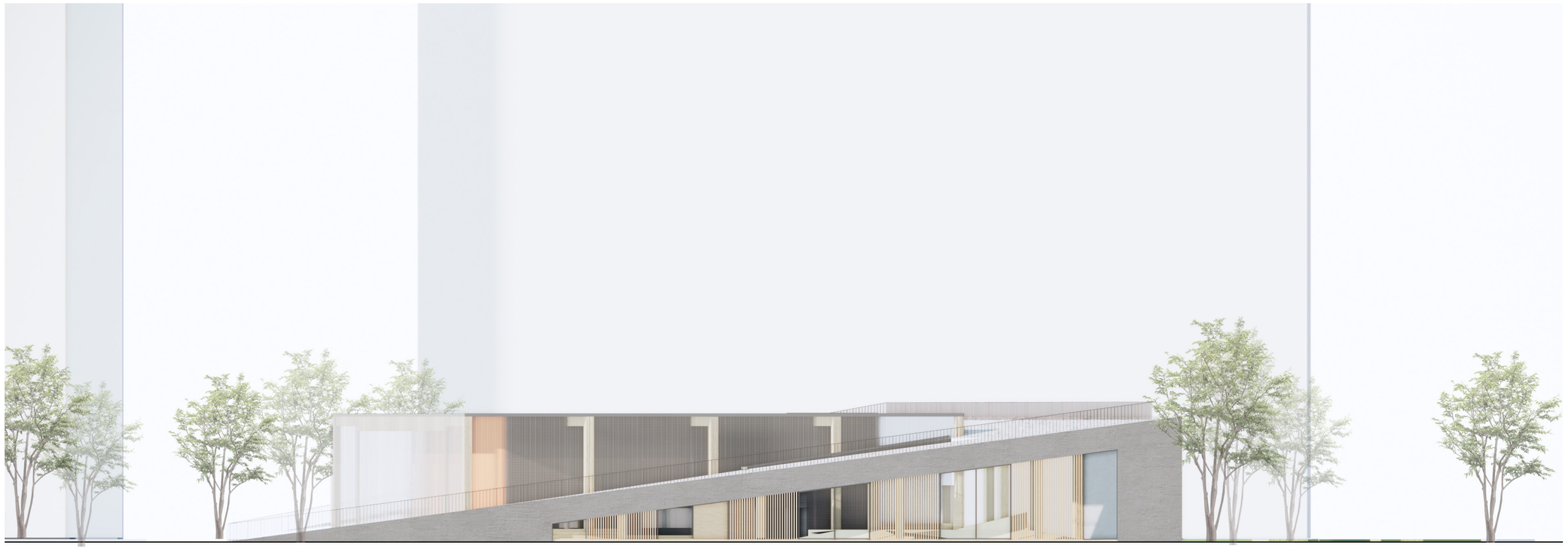
STREET FACADE

FACADE 1

FACADE 2



FACADE 3



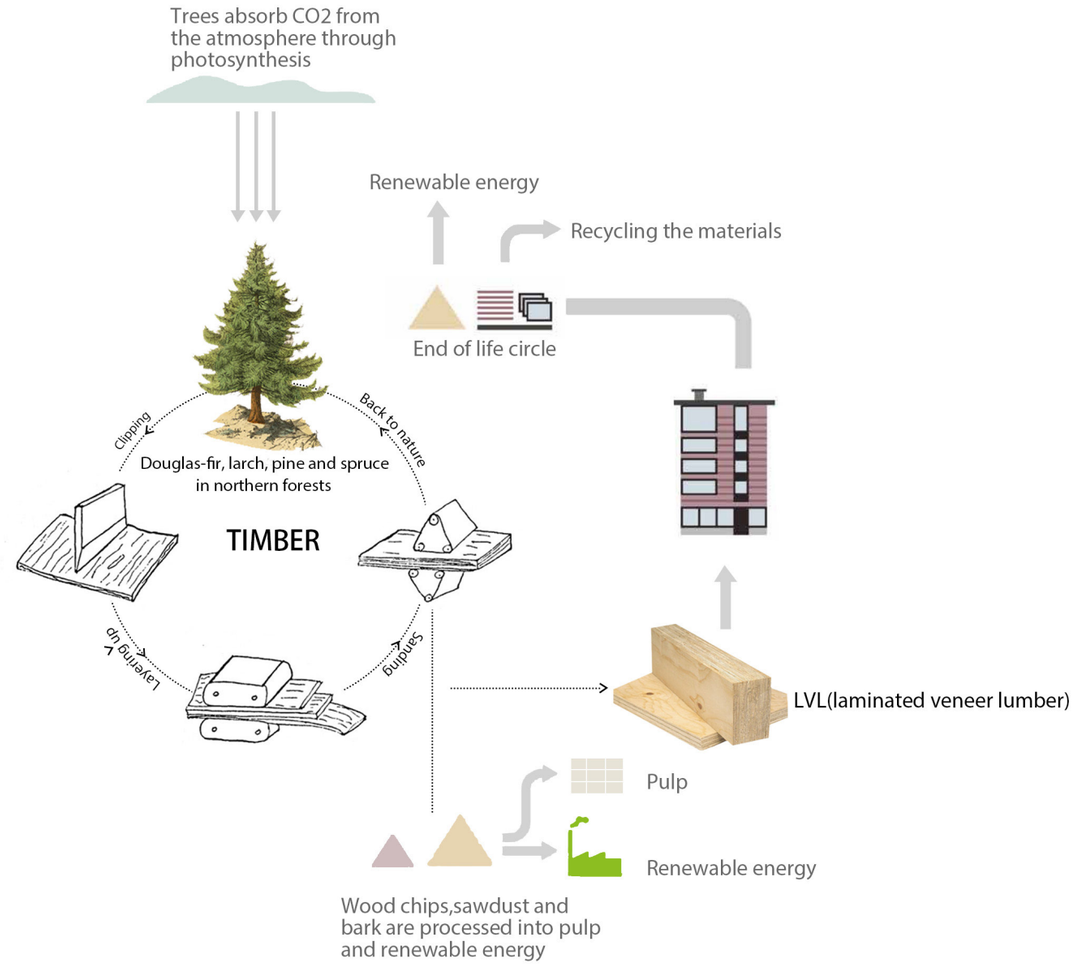
CIRCULARITY

Concrete wall

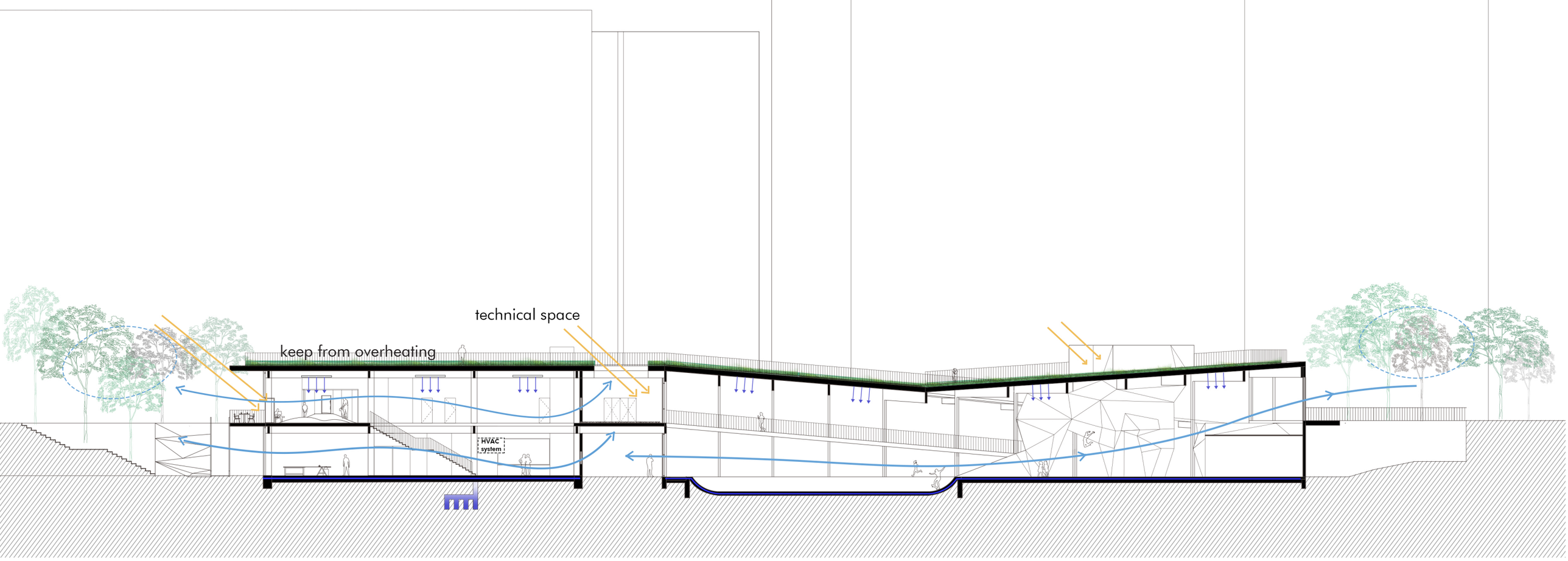
graffiti

Timber construction

CLT
has very little impact on the environment



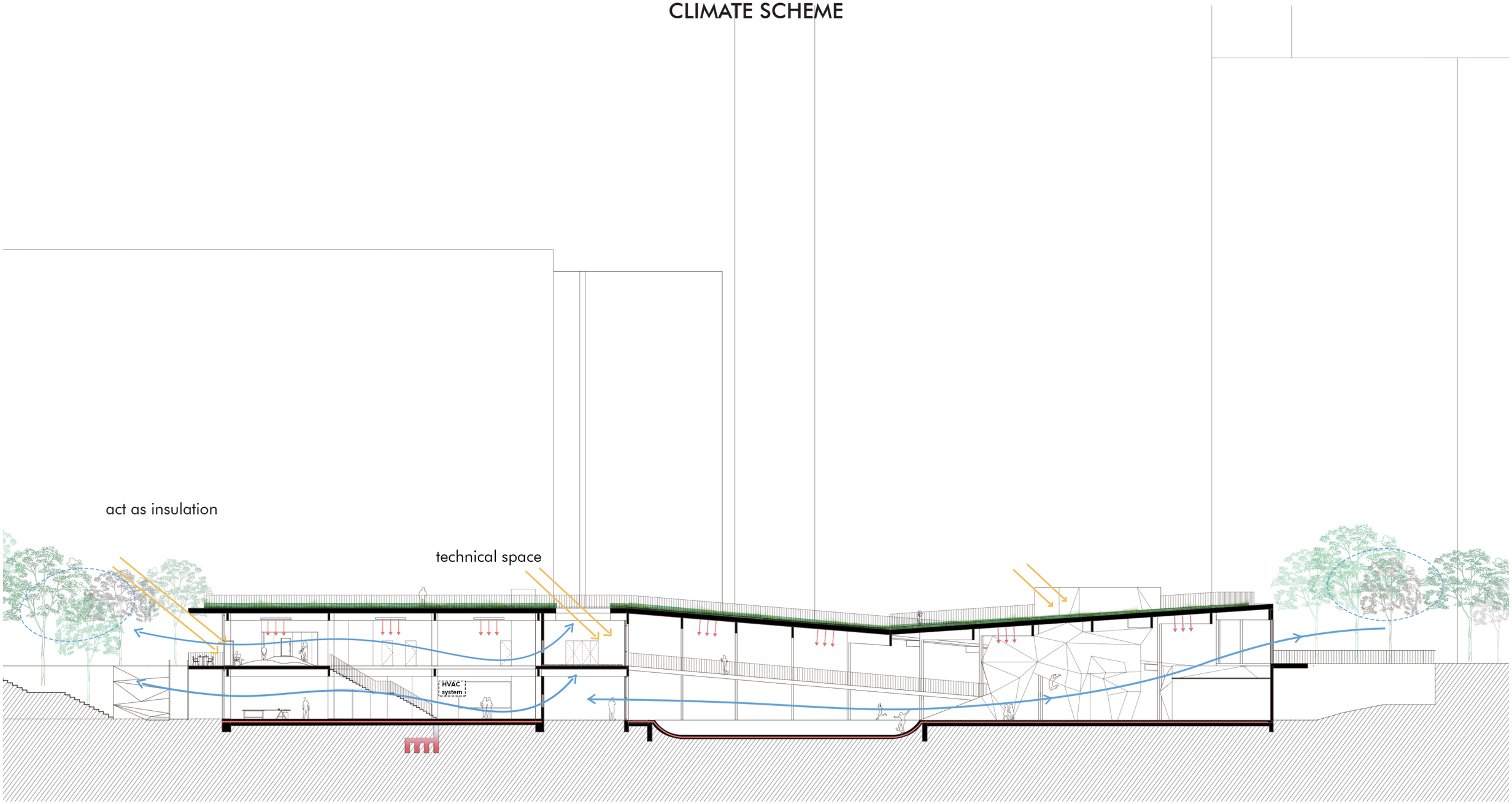
CLIMATE SCHEME



lighting passive ventilation mechanical ventilation ground heat exchanger

Summer

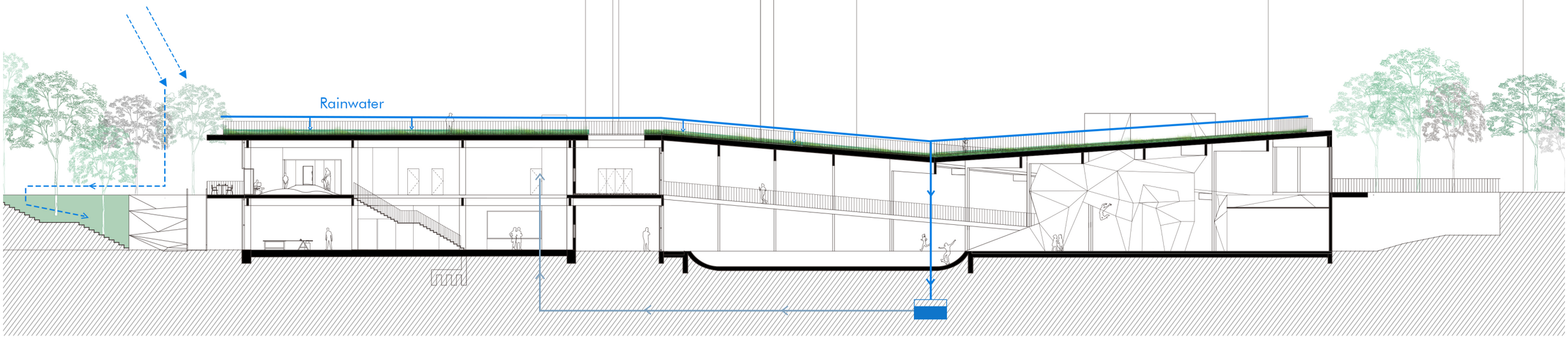
CLIMATE SCHEME



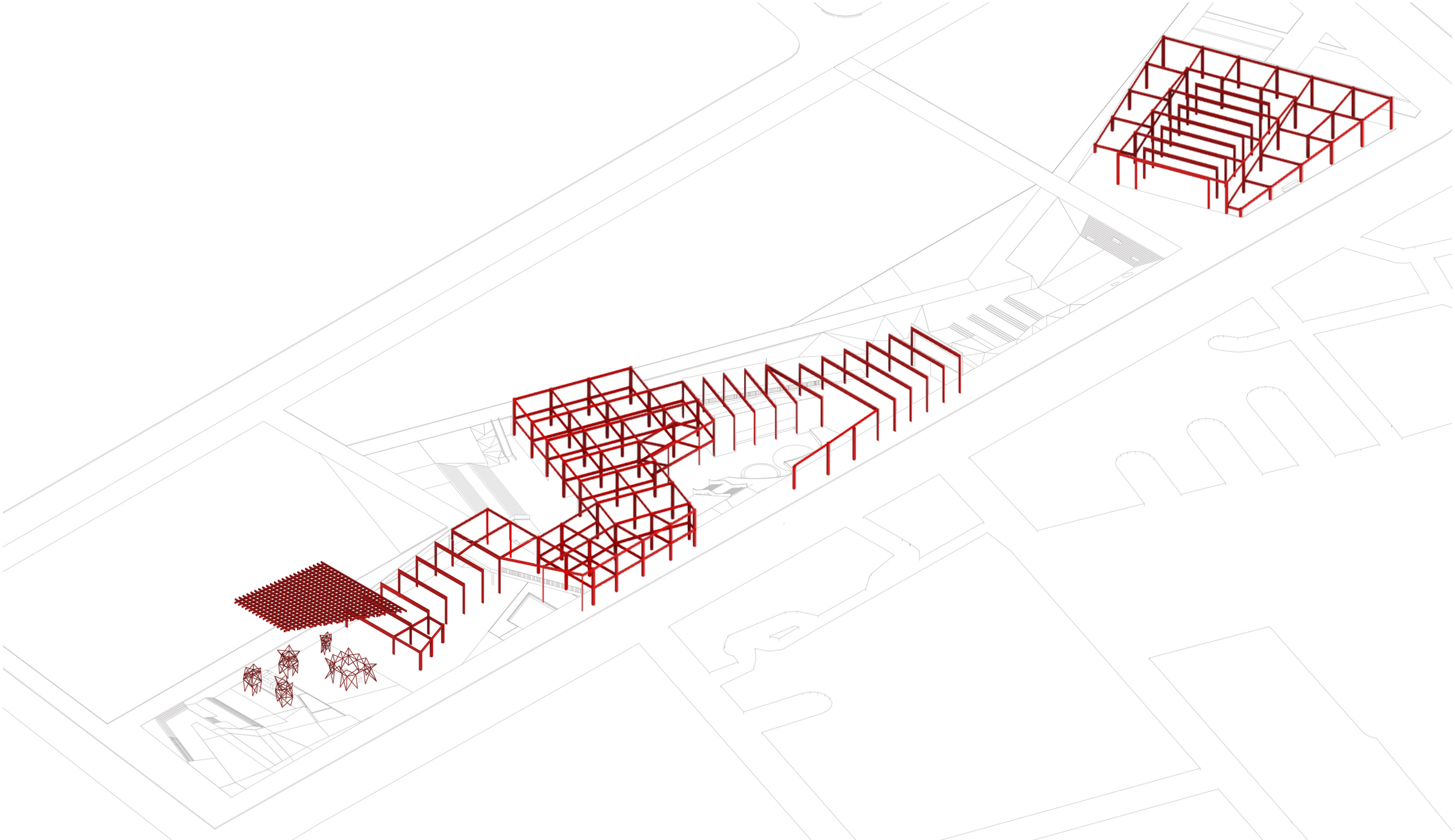
Winter

CLIMATE SCHEME

rainwater collection

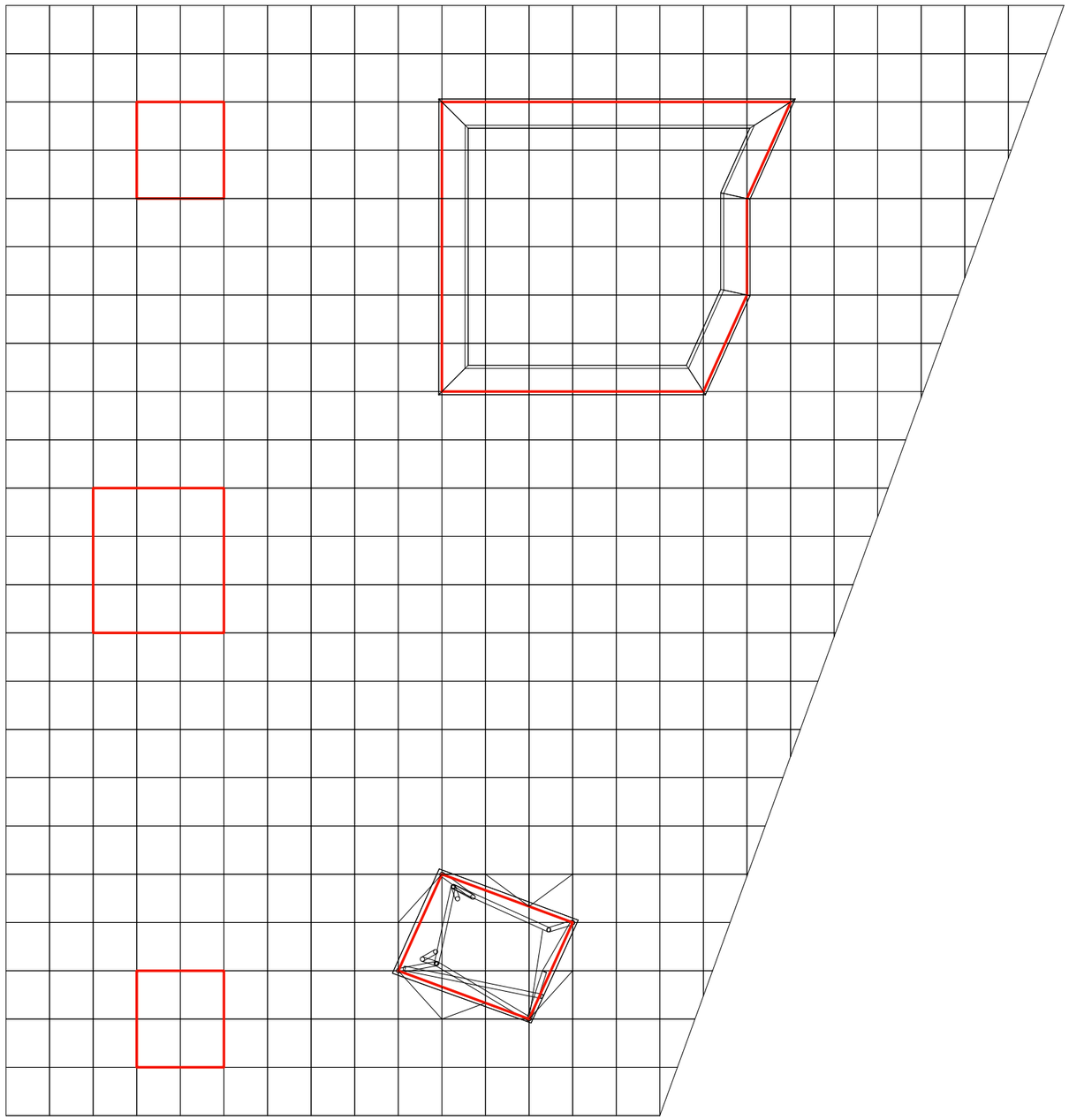


STRUCTURE



STRUCTURE

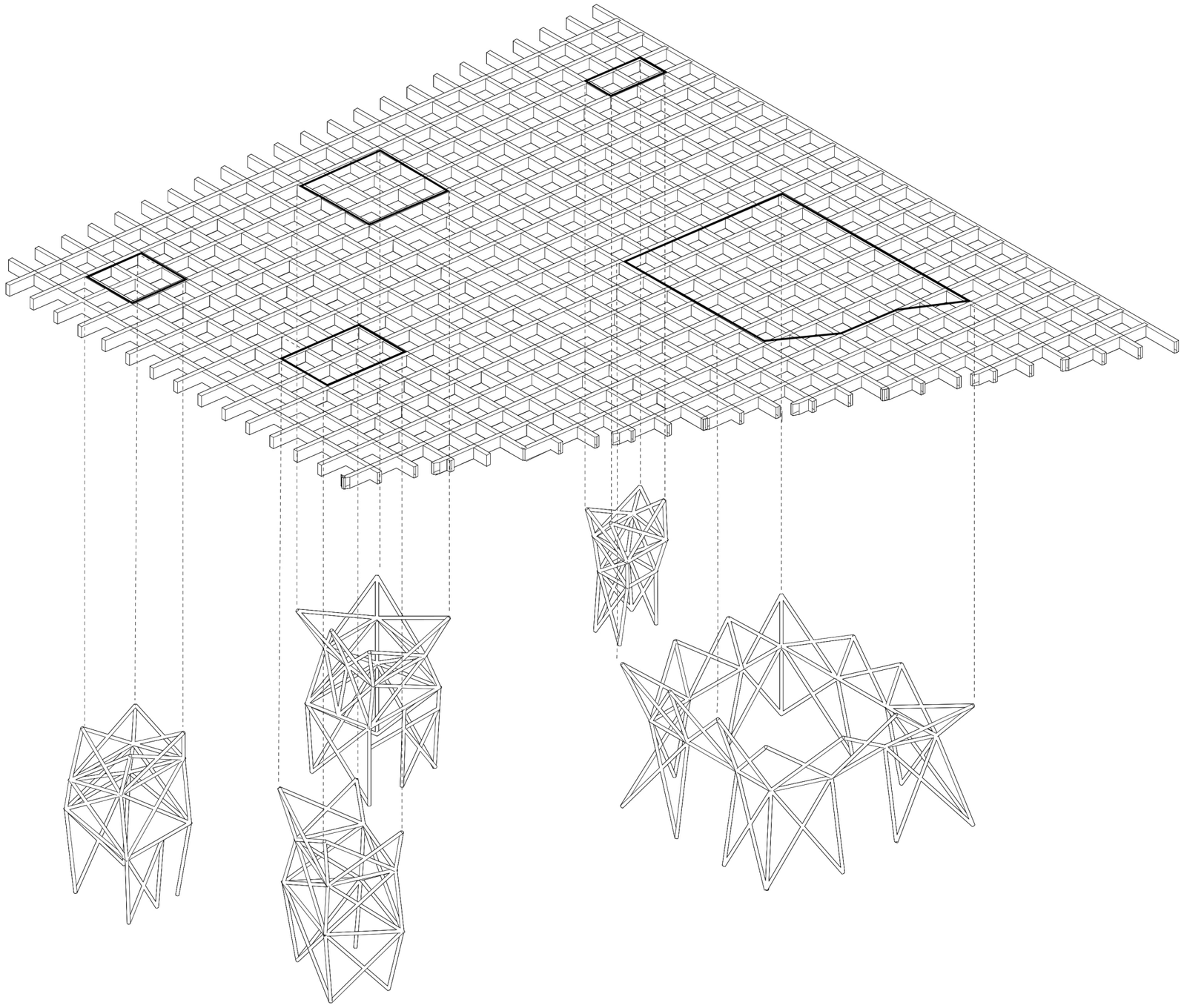
Restaurant waffle system



950mm

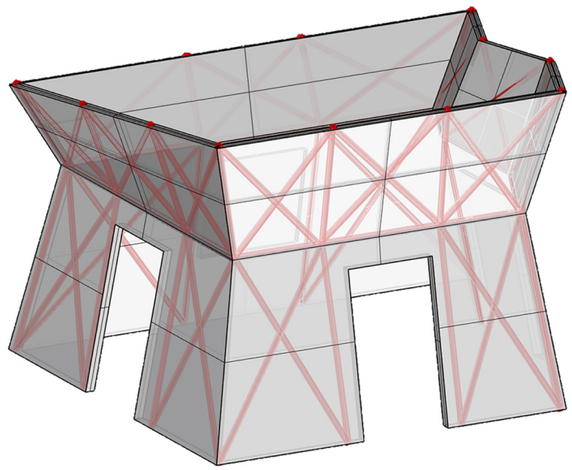
STRUCTURE

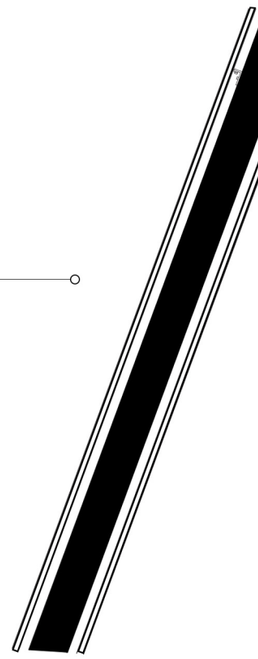
Restaurant waffle system



STRUCTURE

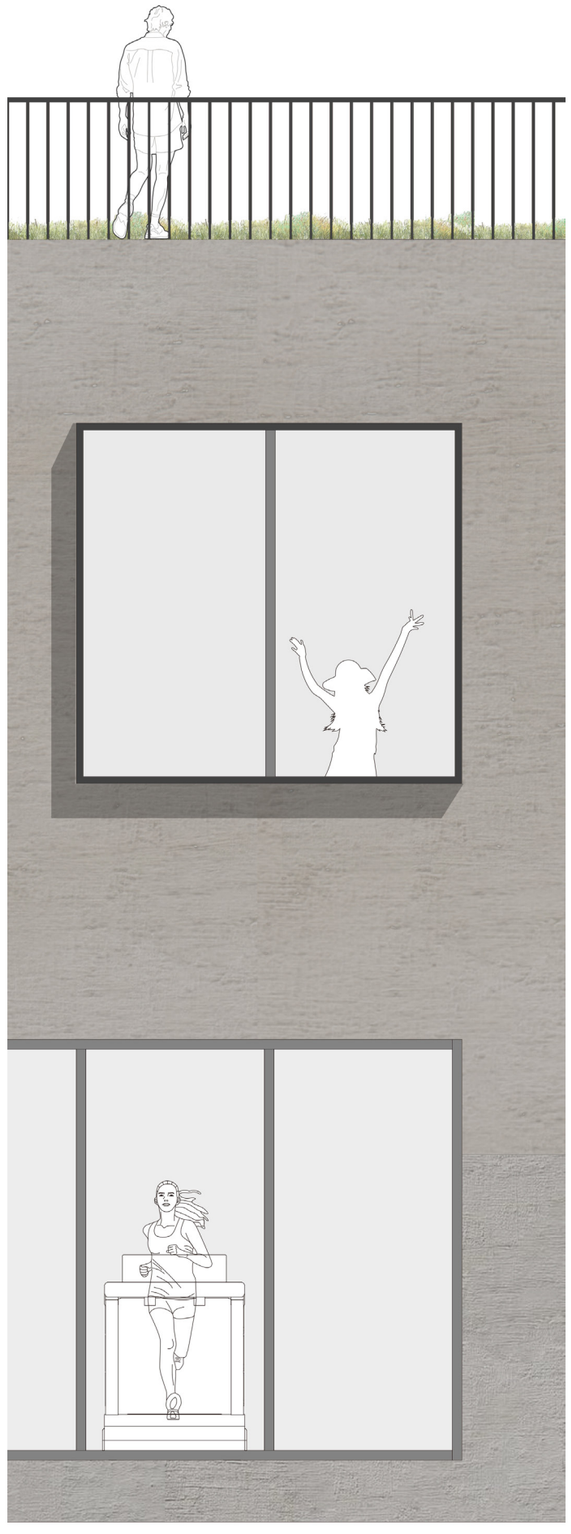
Restaurant waffle system

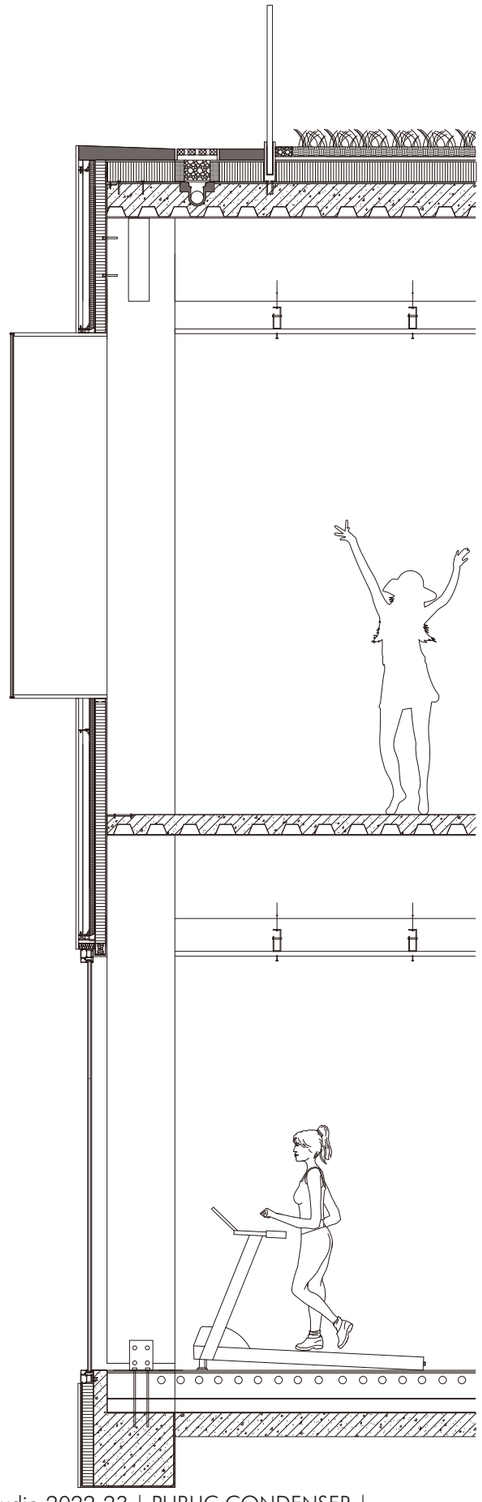




multiplex board 18mm

FRAGMENT 1



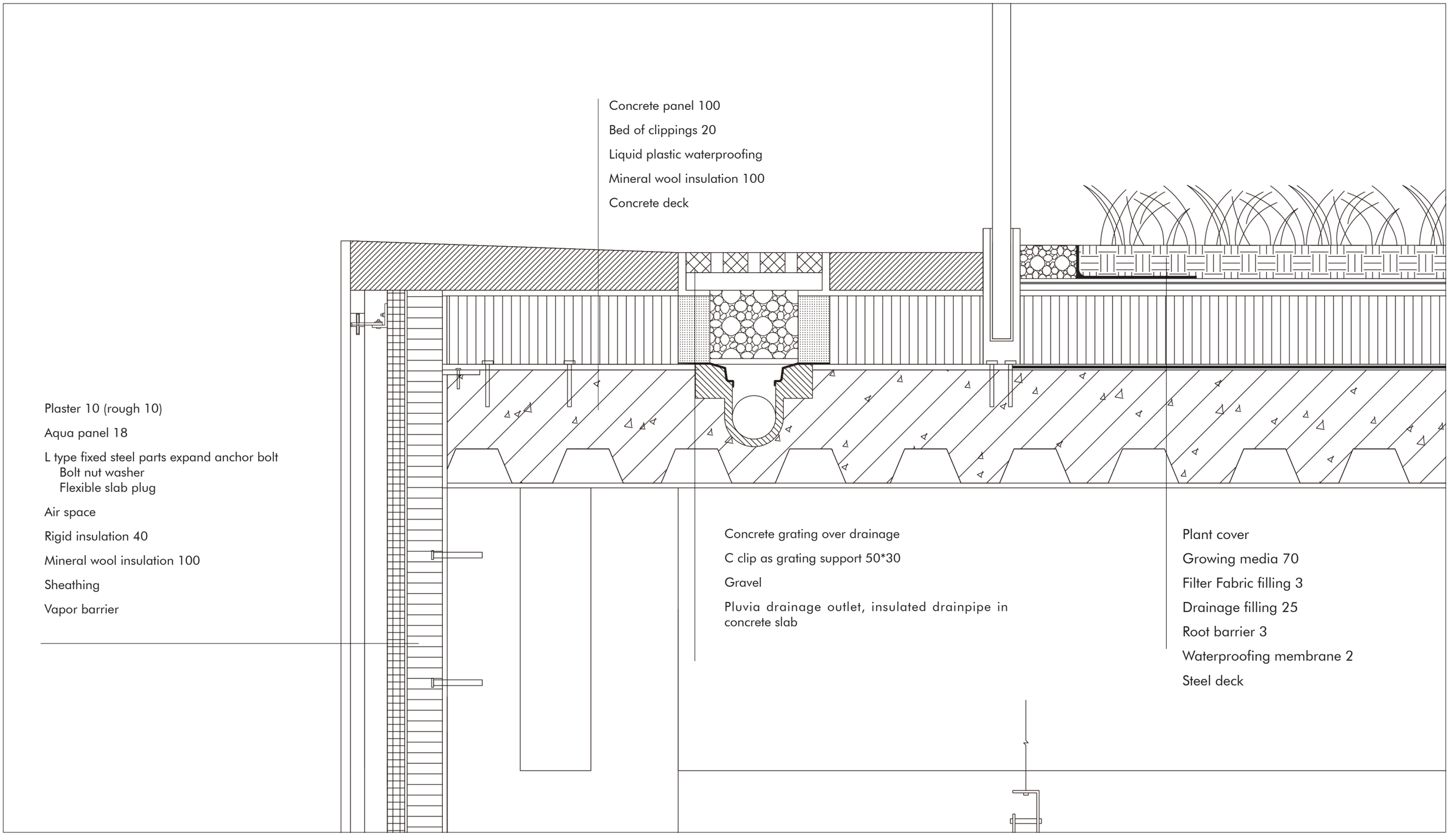


DETAIL

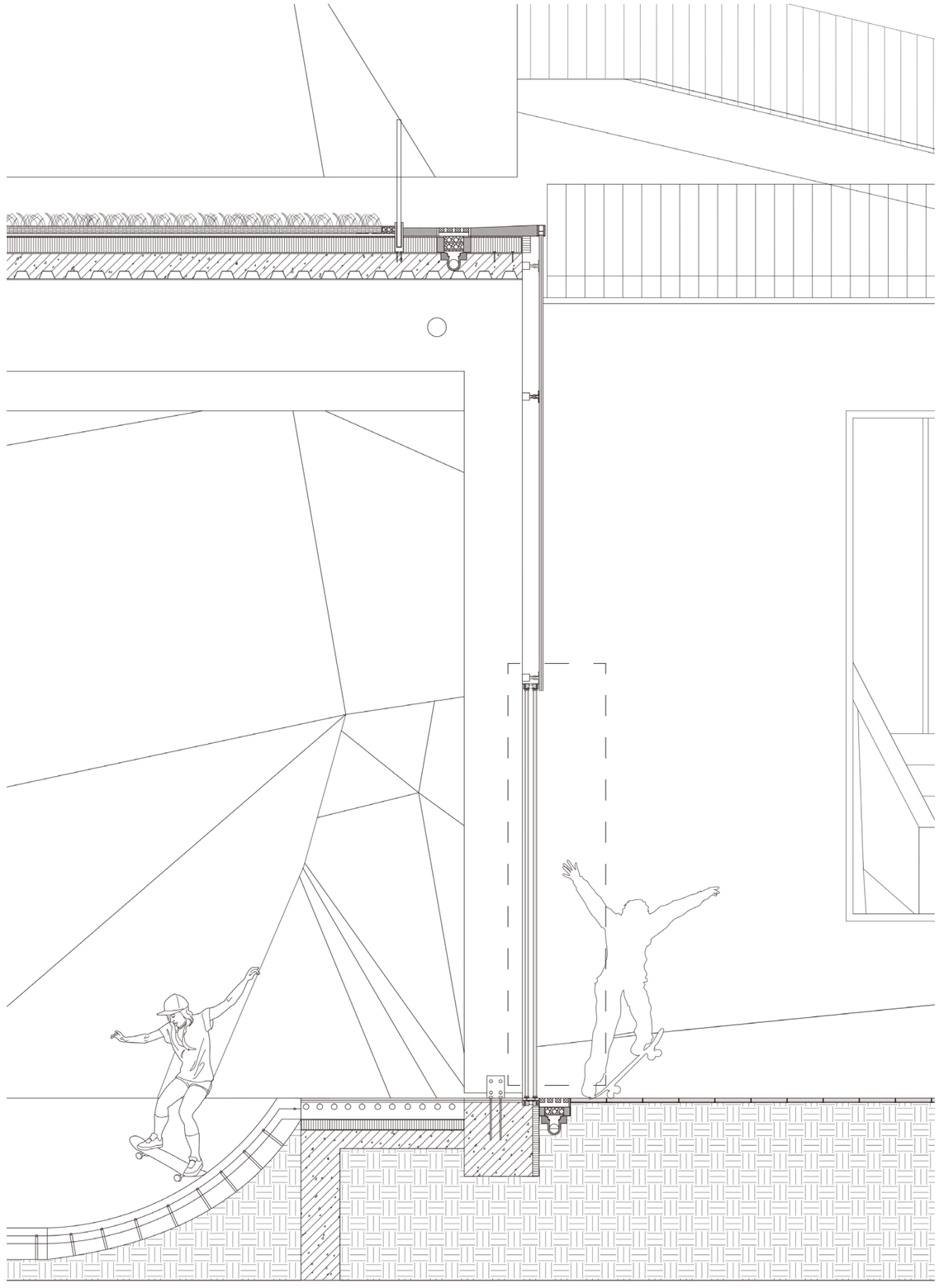
Roof gutter&drainage

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

DETAIL


Concrete panel 100
Bed of clippings 20
Liquid plastic waterproofing
Mineral wool insulation 100
Concrete deck
Plaster 10 (rough 10)
Aqua panel 18
L type fixed steel parts expand anchor bolt
Bolt nut washer
Flexible slab plug
Air space
Rigid insulation 40
Mineral wool insulation 100
Sheathing
Vapor barrier
Concrete grating over drainage
C clip as grating support 50*30
Gravel
Pluvia drainage outlet, insulated drainpipe in concrete slab
Plant cover
Growing media 70
Filter Fabric filling 3
Drainage filling 25
Root barrier 3
Waterproofing membrane 2
Steel deck

FRAGMENT

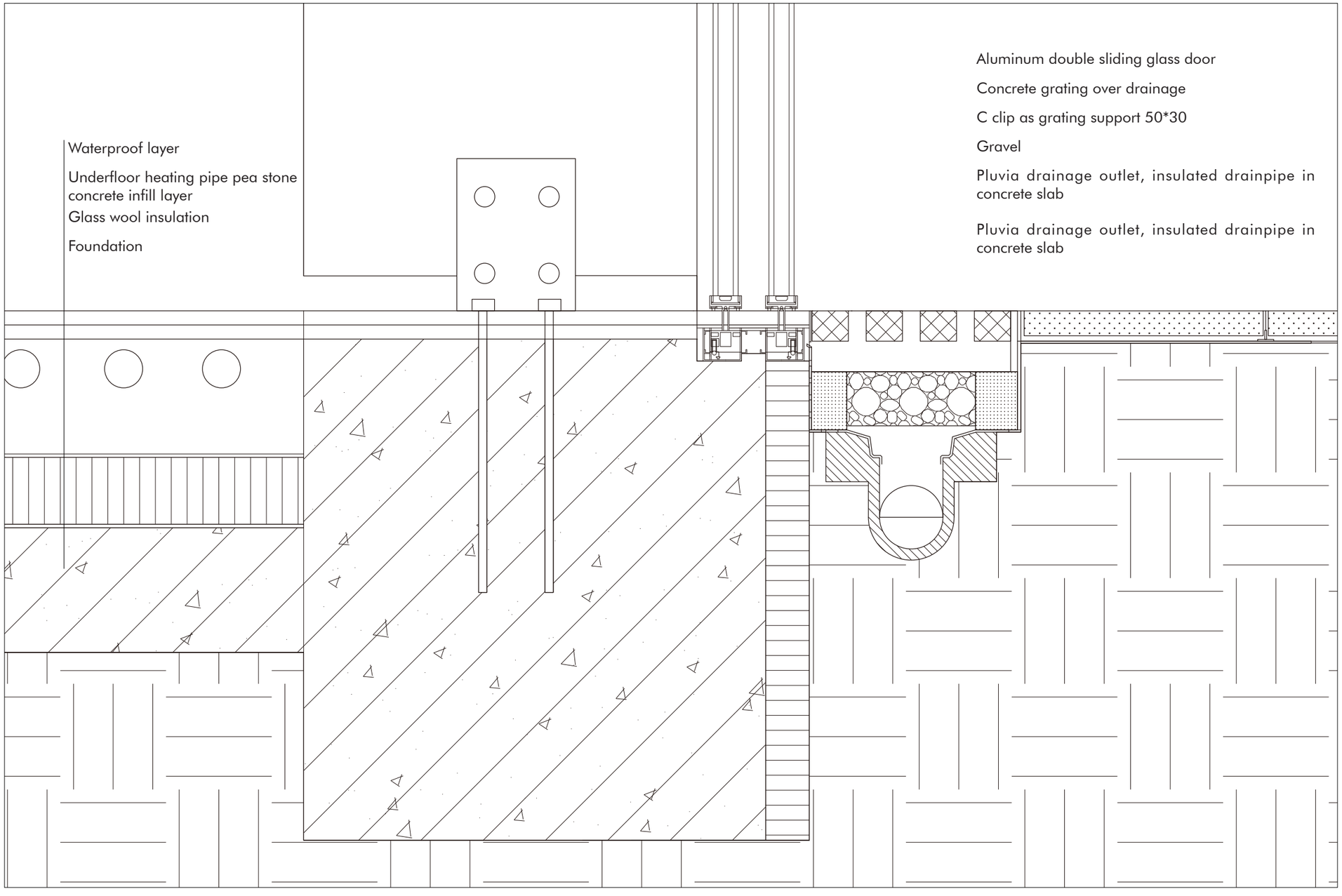
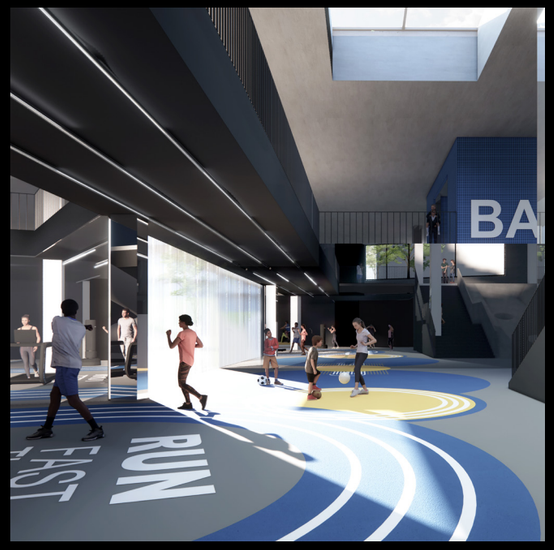


DETAIL

Flat&even from interior and exterior

DETAIL

Flat&even from interior and exterior



THANK YOU.