

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	Chan Hin Hung	
Student number	5334764	

Studio		
Name / Theme	Borders & Territories Graduation Studio Transient Liquidities Along the New Silk Road	
Main mentor	Oscar Rommens	Architecture
Second mentor	Pierre Jennen	Architecture
Argumentation of choice of the studio	The studio allows an extent of freedom to investigate my personal interests. Also, through mappings and different exercises such as Modi Operendi, it explores architecture in a both tradition and non-traditional approach.	

Graduation project	
Title of the graduation project	Archaeology of Nostalgia

Goal	
Location:	Thessaloniki
The posed problem,	Analytical research from a top-down approach to create a generalised understanding of a site limiting. The site is usually analysed from the large-scale mappings as well as from the inanimate data of the governing systems. Only the basic relationships among different organizations and the places have been constructed. The study on the urban fabric is important to understand the systems of a city, yet architecture is more about the spatial experience of the individuals for me. Looking at the city from an outsider's perspective, we have developed our collective mappings, and understood parts of the systems that operate the city. However, one could not know the atmosphere, the potential,

	and the experience of living inside the city due to the limitation.
research questions and	<p>How could the study of nostalgic experiences derive a unique and experience driven perspective to examine the site?</p> <p>What does Nostalgia mean to a site? How could a nostalgic experience be explored and narrated? What is the impact of Nostalgia to a place?</p>
design assignment in which these result.	Nostalgia will be investigated from an archaeological perspective (through speculation of the nostalgic objects such as postcards from the site), with the hope that an approach in perceiving the nostalgic experience in a site could be defined. Afterwards, it could help inform a specific study area, and establish a set of guidelines on research of the area through the immersive perspectives of the individuals, and furthermore, found the base of the design in Thessaloniki.

Process

Method description

Collaging

Collaging can create juxtaposition, contrast, alignment, etc. The ability to illustrate perceptual experience, which could be space and activities, without the restriction of time. It could establish relations between different objects, which allows the exploration of the relationship between the space and the nostalgic experience in both past, present and future.

Derive and Psychogeography mapping

The Derive and Psychogeography mapping fosters the understanding of specific effects of the geographical environment from an experience-driven perspective, which is able to introduce a nostalgic understanding of the site.

Archaeological Studies of Remnants and Mementos

The Remnants and Mementos could be the hints of a hidden story. Archaeological Studies, through the fragments of the records as the clues to impose a potential nostalgic experience, reveal the insights into the site from an experience-driven perspective. The collection "I might die before I get a rifle" by Hannah Mrad in 1993 is an example of archaeological studies to reveals a practice of Mrad to memorise the explosive devices after he was recruited into the Lebanese Army's Ammunition and Explosives division.

Literature and general practical preference

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Debord, G. *Situationist International Anthology; Revised and Expanded Edition*. Edited by Ken Knabb. Berkeley: Bureau of Public Secrets, 2006, 8-11.

Ivy, Robert. *The Spirit of Modernism*. Architectural Record, 2002.

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Keefe, Verity-Jane. *The Mobile Museum*. 2016.
<https://www.themobilemuseum.co.uk/home>.

Kundera, Milan. *Ignorance*. Translated by Linda Asher. Faber & Faber, 2020.

Raad, Walid. "Let's Be Honest, the Weather Helped". The Atlas Group, 1998.
<https://www.theatlasgroup1989.org/weather>.

Tate. "Jeff Wall: Room Guide, Room 1". 2012. <https://www.tate.org.uk/whats-on/tate-modern/exhibition/jeff-wall/jeff-wall-room-guide/jeff-wall-room-guide-room-1>.

Tschumi, Bernard. *The Manhattan Transcripts*. London: Academy Editions; New York, 1981.

Tsuyoshi Tane. *Archaeology of the Future*. Tokyo: Toto Publishing, 2018.

Turan, Neyran. "Strait." Nemestudio, 2015. <http://nemestudio.com/projects/strait>.

Reflection

1. I started the graduation topic, Nostalgia, with intuition. Throughout the study of nostalgia, the relation among nostalgia, experience and architecture, and the city in terms of urbanism has been exposed. Everything could be architecturally studied, and, in this case, the study of nostalgia has been provided me a new perspective to investigate the site, issues, behaviours as well as culture and history, etc.
2. The topic has inspired the approach in examining the existing condition as well as rethinking the definition of Architecture as a place inhabiting. The building as a shelter to house activities, in the process of housing, it generates a series of individual experience and perspectives in understanding the space. The space itself becomes more than just a place for inhabiting but also an object that represent and trigger memories, which further creates culture, history no matter whether they are anonymous or not. The contrast of perspectives in a place also questions the understanding of the architecture, generating the divergence among users, designers and owners from different generation.