

Reflection P5

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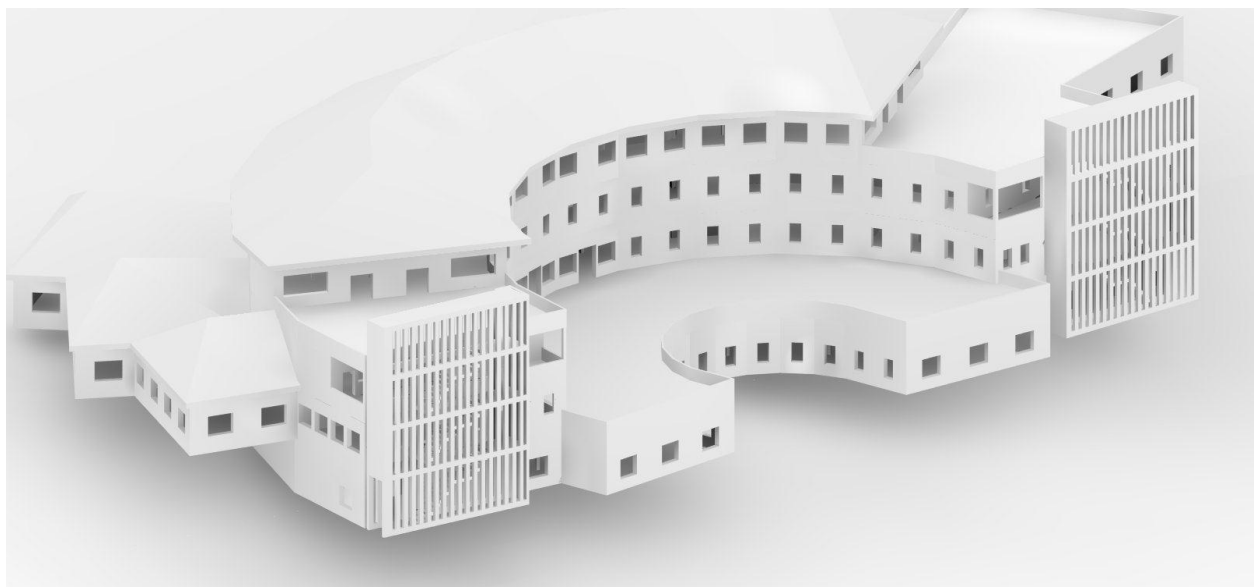
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The Project

The project serves as a portal to increase the economy and tourism in the rural part of Romania, Vrancea. The building is meant to preserve traditions of the arts and crafts of the area that are close to being lost and to strengthen the identity of the villages.

Relationship between Research and Design

The research was to find what Vrancea has to offer in a touristic perspective. Before researching into what the area has to offer, a close study of the definitions of culture, identity, and traditions was made by researching into what other popular cultures in the world provide in tourism. After having a good understanding and notion of what Vrancea has to offer, Arts and Crafts was the main target that can bring in economy and modernization within the area. The design makes a strong link with the research as it focuses on the arts and crafts. The villagers would be exhibiting their handmade products in the museum to bring in tourists, so they can learn the history and techniques of the arts and crafts. Some arts and crafts that are focused on are pottery, the fabrication of the Masks, and woodwork. This museum will provide an identity to the area by having a new building to attract tourists, this modernization for the village of Vranceaia (and surrounding villagers) would better the lives of the villagers and give the villagers an identity they can be proud of and share with the rest of the world.



Social Relevance

The relationship between the design and the social aspect plays a big role in this project. Overall it is targeted at the community (villagers) and the tourists. This museum plays the community role where the explorers (tourists) meet the villagers. The communication between the two is what makes the museum work. The craftsmen and villagers expose their traditions and culture to others in order to give themselves their own identity and pride. The museum not only has exhibitions but also a big workshop place where tourists learn how to craft. The giving and taking and the general social game is what brings in the increase in economy, modernization and technology for the villagers. The villagers are showing their passion to the world and working to make their lives better.

Methodological line of Approach

The methodology that was taken for this project was that the explore lab gave me the opportunity to explore my passion for the arts and crafts. As I have a background in the arts, I have adapted the research and exploration in the architectural world and related it to arts and crafts. This project created a place for the arts and crafts to thrive and make a stand point for the appreciation of craftsmanship. It provided a gateway to explore the relations from the arts and crafts to building. I hope in the future I can further explore these relations.