

Healthy Aging

design as a tool supporting prevention of modern diseases among middle-aged people

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Dutch Housing Graduation Studio Spring 2021

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my first bicycle moments



cycling on TU Delft campus



"Cycling in Holland can be Holland" (Foto: Thomas Zwart)

bicycle courier



"deliveroo rider speeding hot food to another hungry customer"

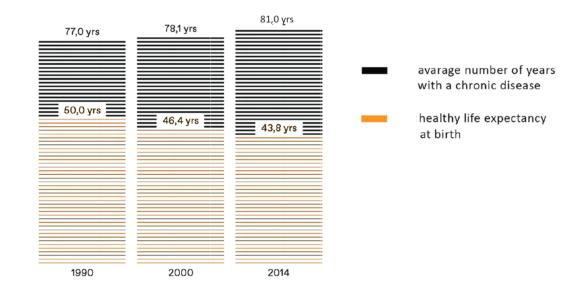
1 million households



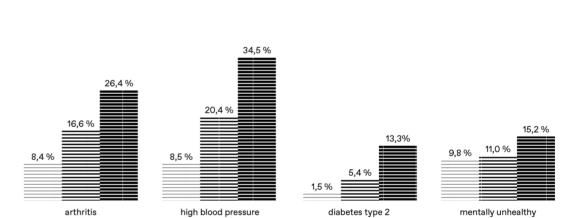
The Nieuwe Mass River and Mervehaven from bird-eye view

What are the suitable dwellings for the changing population of the next decade(s)?

life expectancy and chronic diseases



Change in life expectancy and healthy life expectancy in Netherlands over the last 30 years



extra thick= seriously overweight (obesity), BMI > 30,0 kg/m2

thick = moderately overweight, 25,0kgm2 < BMI < 30,0 kg/m2

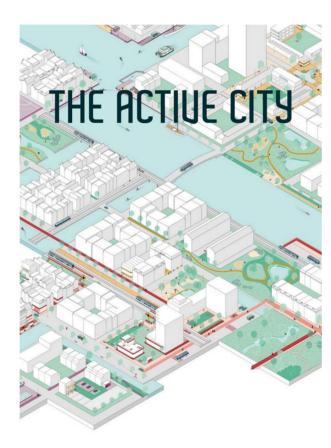
thin = no overweight, BMI < 25,0 kg/m2

Relation between being overweight and having a chronic disease

Statistics Nederlands

design strategies encouraging physical activity









Which spatial characteristics of a dwelling can improve the physical and psychological health of middle-aged inhabitants?

Presence of BETA Office principles:

1. NEIGHBOURHOOD CONNECTIONS

- oriety and continuity around the building encourage physical activity
- multiple entrances and transparency activate public space
- well integrated entrances generate movement between interior and exterior
- canopies and awnings provide shelter
- stairs and ramps act as a buffer between private and public space
- destinations in public space encourage physical activity

2. ROUTES

- unique stair configuration invite use
- stairs on the main routes are more likely to be used
- stairs near the elevator are more likely to be used
- stairs near the entrance are more likely to be used
- interior and exterior views are rewarding
- combining routes and destinations create experience
- horizontal variation enhances experience
- stairs with lower inclination are easier to climb
- wide stairs are more appealing
- hidden elevators are less likely to use
- a curiosity evokes movement
- natural ventilation makes welcome change
- well-lit stair environment is safer and more inviting
- na programmed elevator makes climbing stairs
- high-quality materials last longer
- make stairs as appealing as adjacent area
- senses ask to be stimulated
- signage encourages physical activity
- 🕟 visible stair environment stimulate use
- ndaylight attracts

3.ACTIVITY PROGRAMME

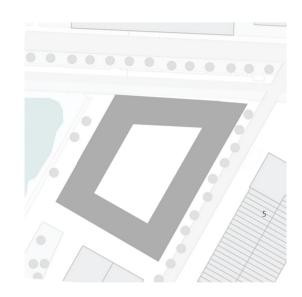
- active furniture promotes health
- activity spaces encourage physical activity
- exercise equipment prompts physical activity
- visible activity spaces with a view are more frequently used
- 🢫 broadly oriented activity spaces are more frequently used
- sicycle parking encourage activity use
- activity use
- storage encourages sports

4. DESTINATIONS

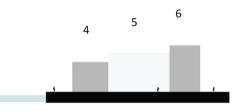
- a variety of models makes people move
- social hubs attract
- drinking fountains encourage shorts breaks
- centralization benefits activity and environment
- keep distances reasonable and practical
- collective spaces attract
- grouping auxiliary functions generates social contact
- dispersal of auxiliary functions prompt movement
- communal outdoor spaces form a destination
- entrance functions on alternate floors prompt movement
- ecombining destinations and routes encourages movement
- placing of frequently used functions at a distance

Merve 4 Havens

masterplan

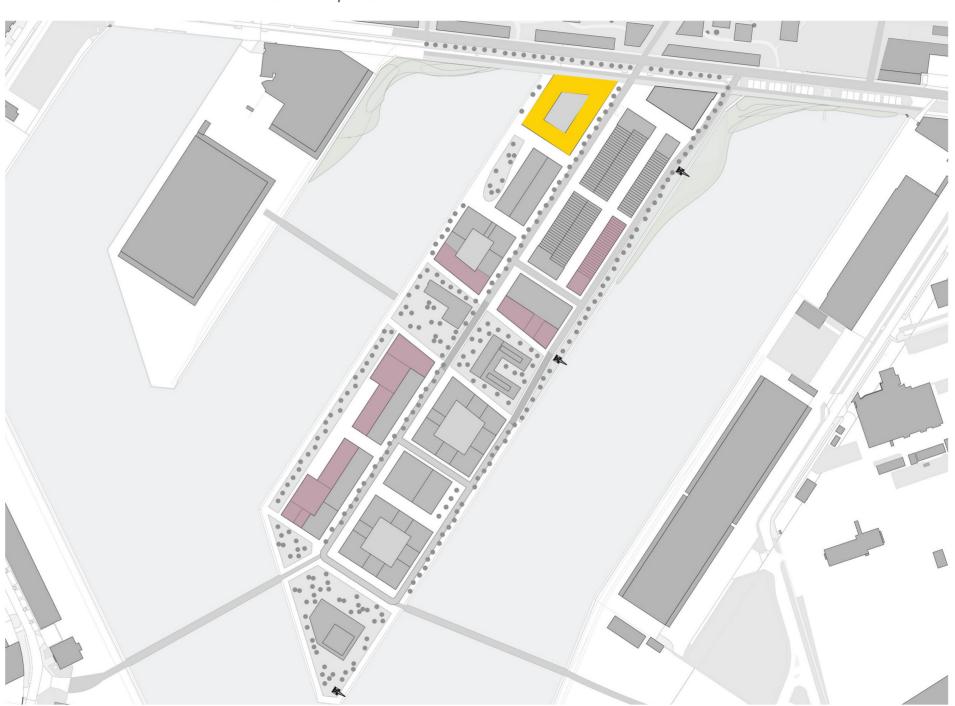


52m x 72m x 72m x 80m

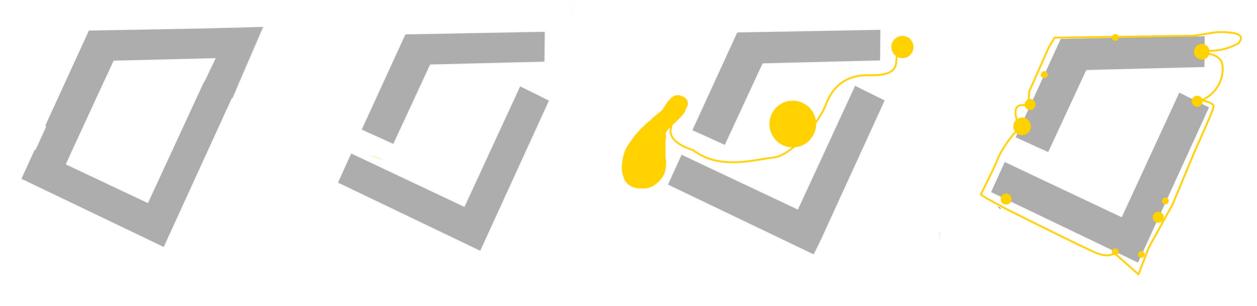




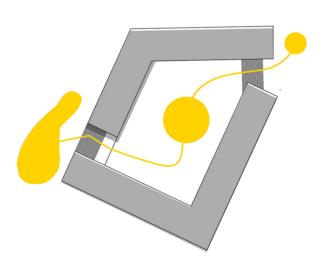
The Marconistraat along the dyke

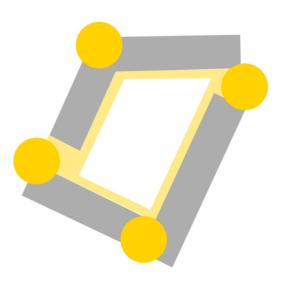


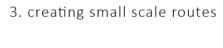
1. creating large scale routes

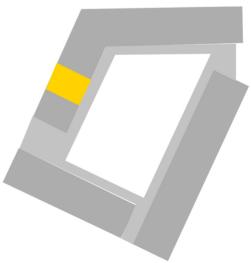












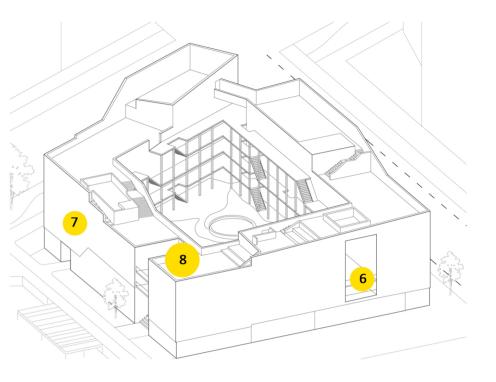


Urban Context

scale 1:500

51°54'46.1"N 4°24'56.7"E

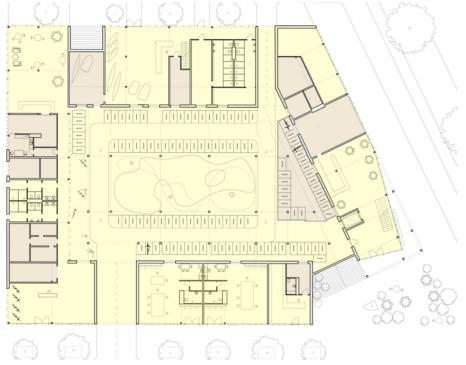
Connections with the neighbourhood



points of interest for the public:

1	Fruithaven Square		formed a data:
2	Stairs to the courtyard	9	facade detail
3	Entrance Hall		
4	Skatepark		services:
5	Timber Pier	11	Newsagent
	eyes on the stret:	12	Offices
	eyes on the stret.	13	Bicycle Service
6	Gallery with a view	14	Bicycle Cafe
7	Balconies	15	Gym
8	Roofs	16	Electronic Store

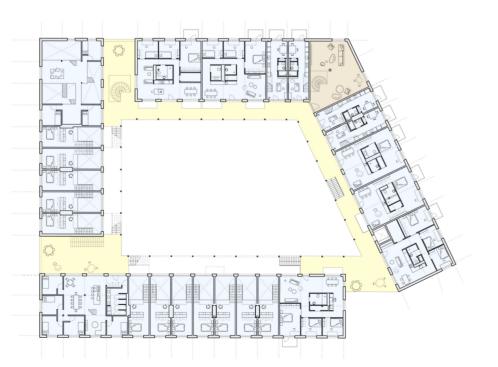
Floor 0, Street Level Floor 1, The Courtyard d a y



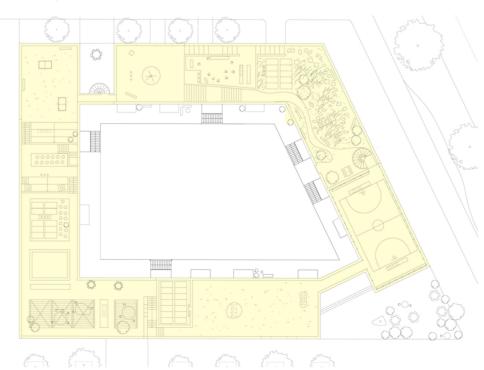


public
semi–public
private

Floor 2



Floor 6, The Roof

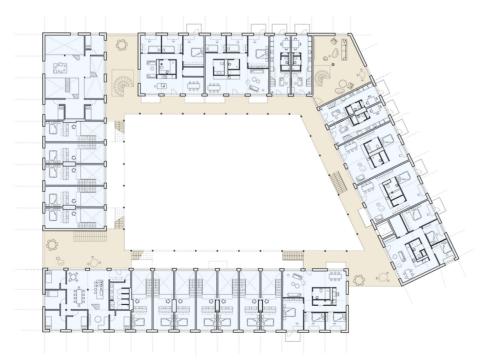


Floor 0, Street Level Floor 1, Courtyard night

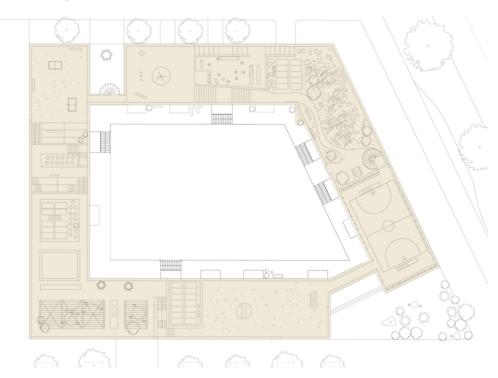


public semi–public private

Floor 2

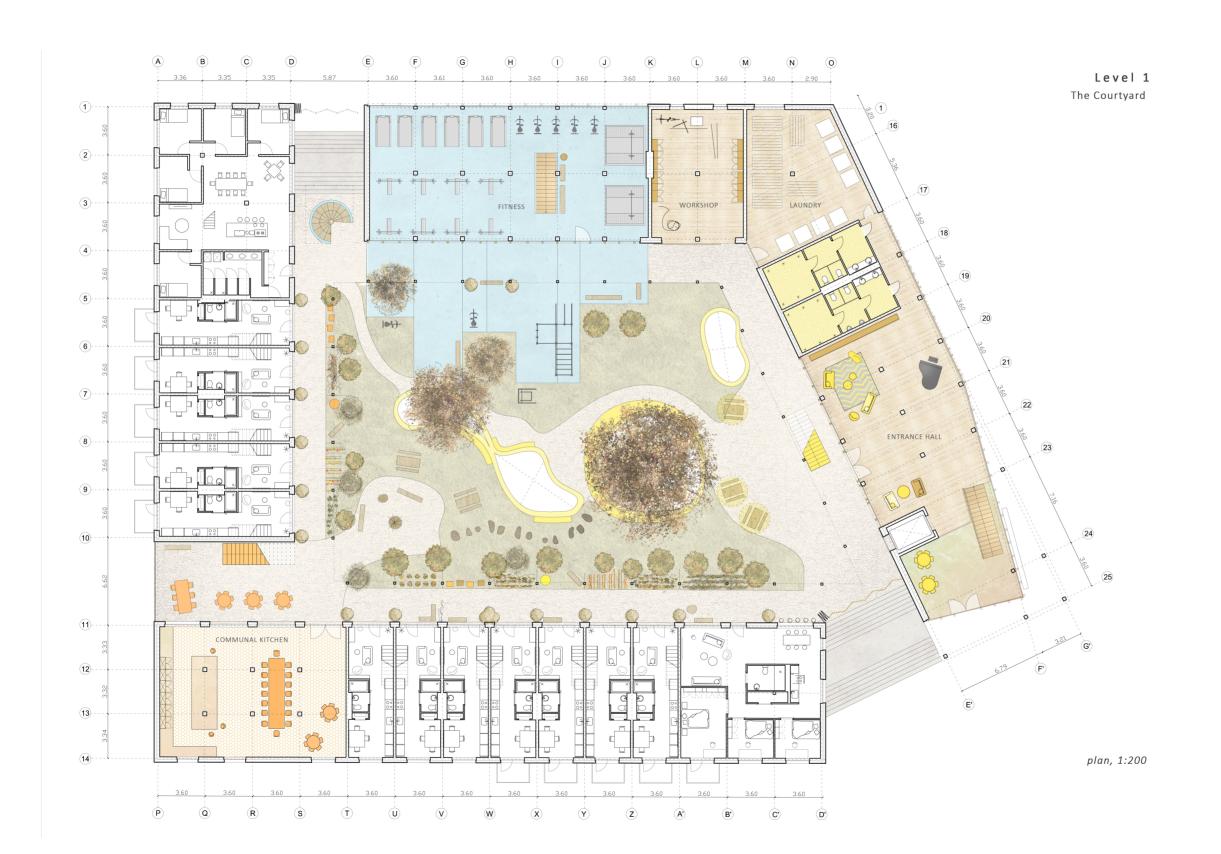


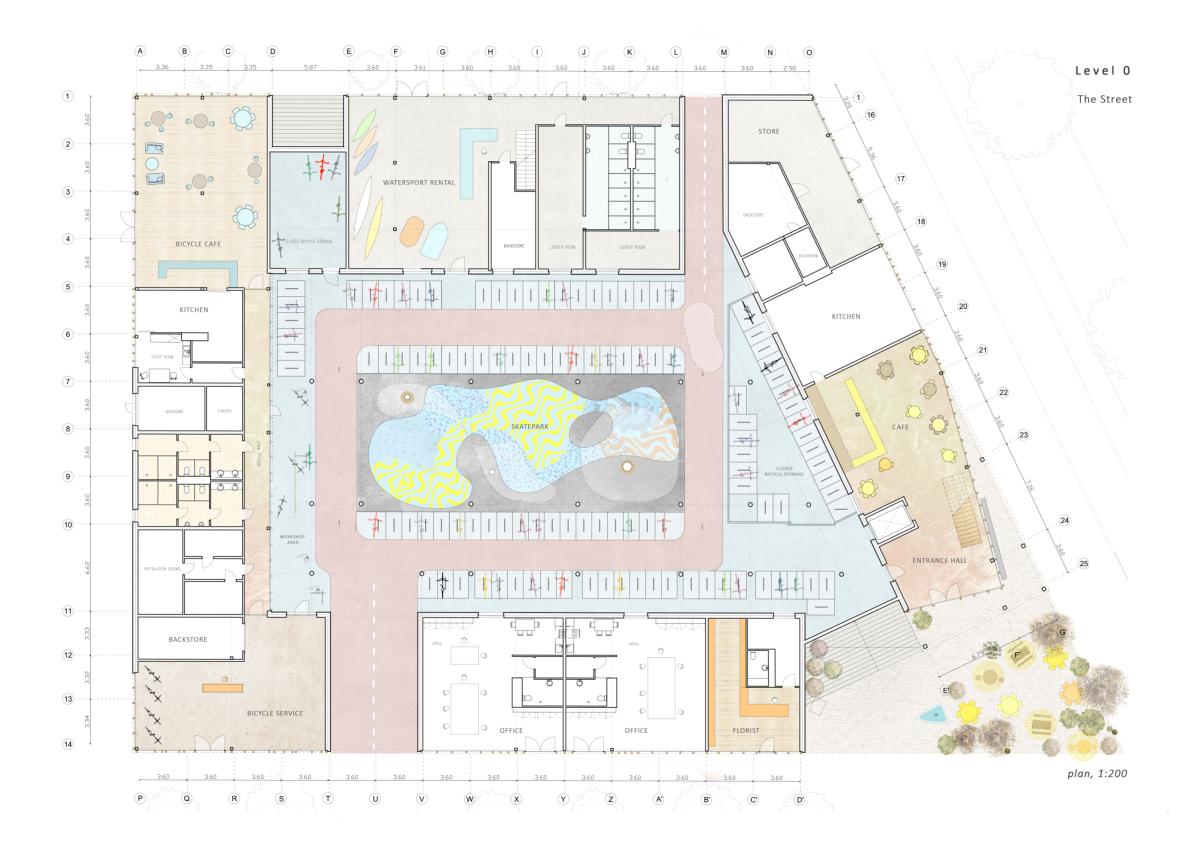
Floor 6, Roof



Entrances

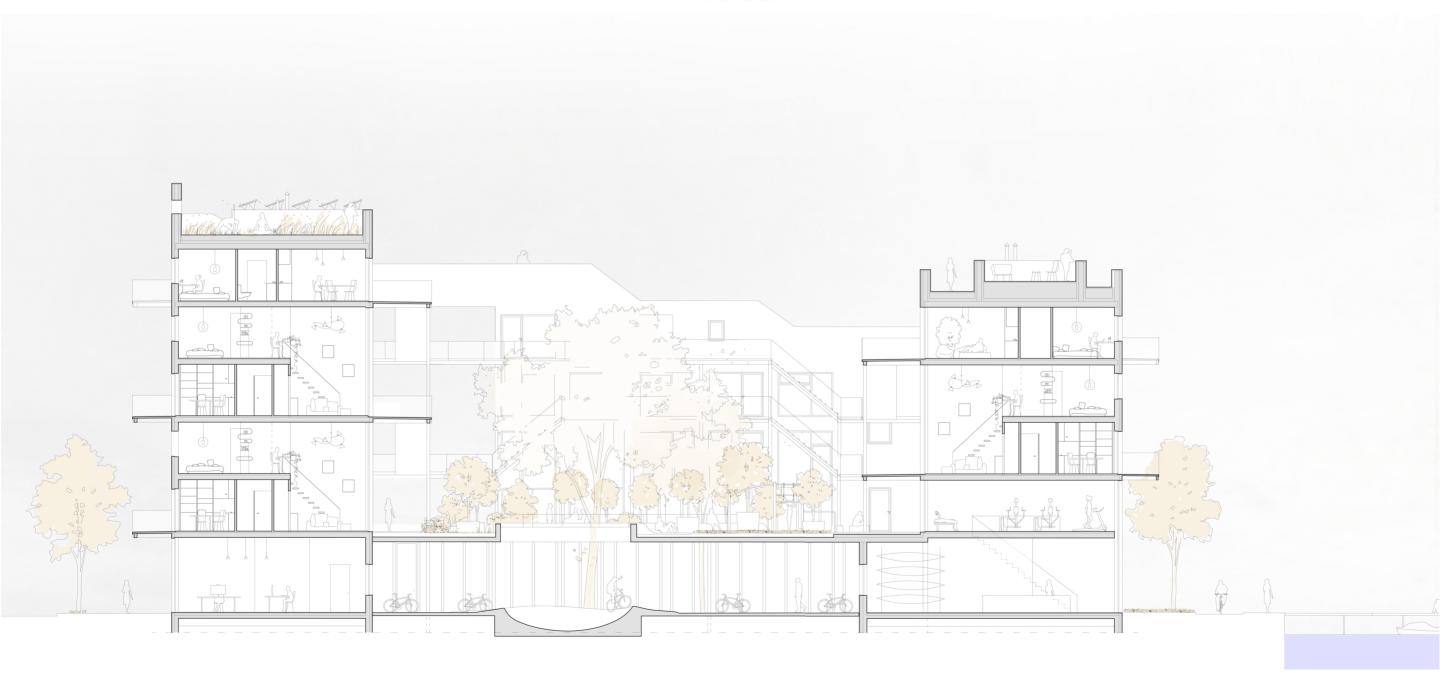




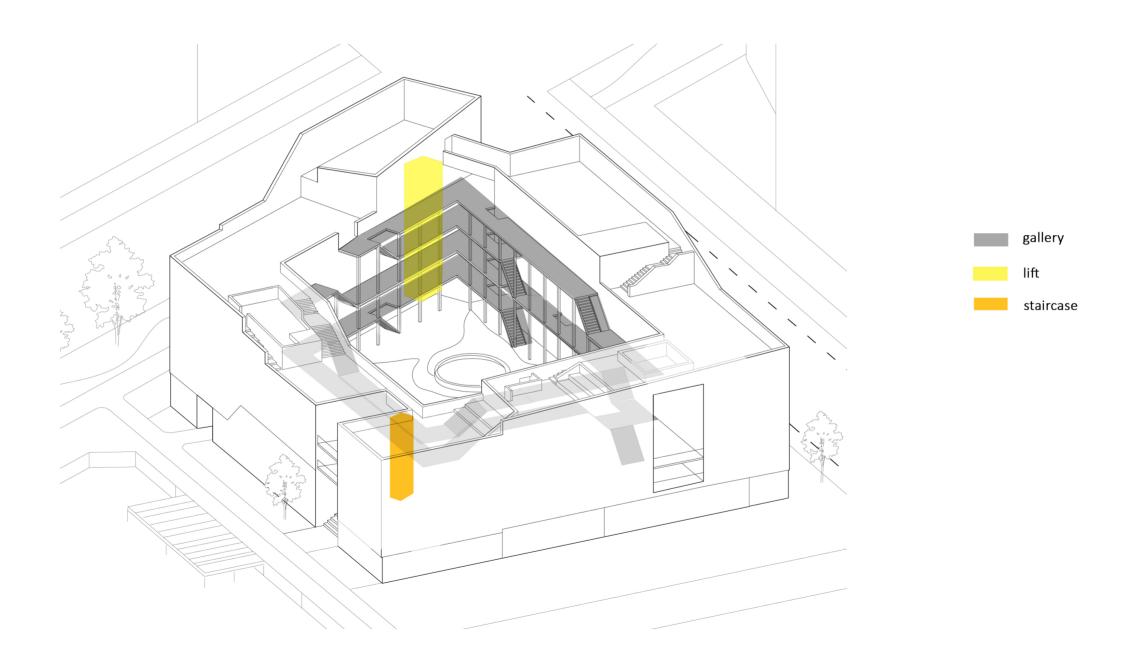


Section AA

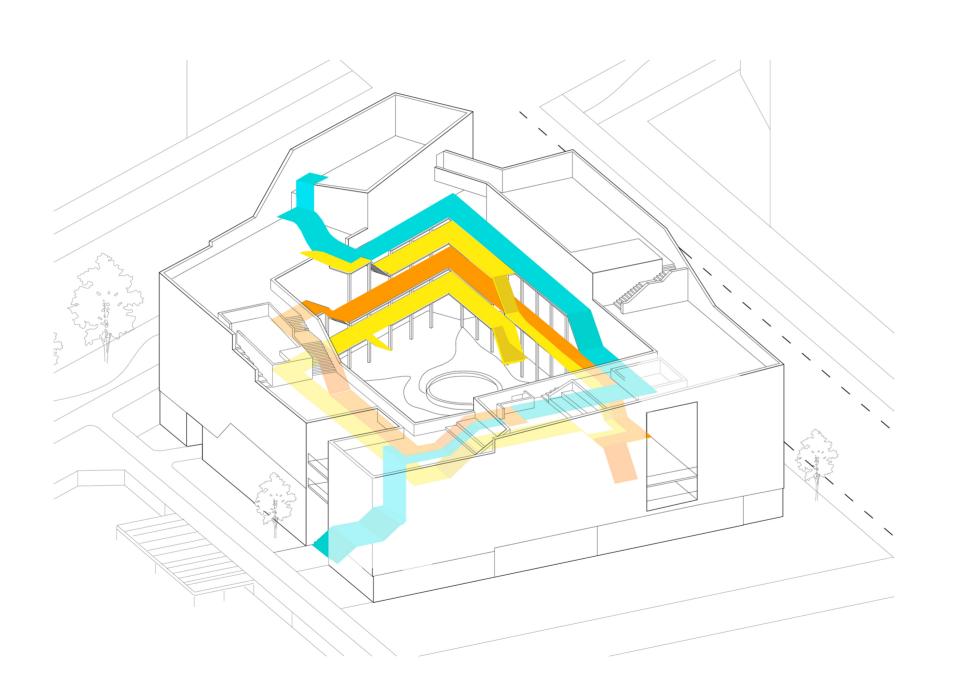
scale 1:200



Circulation



Medium Scale Routes

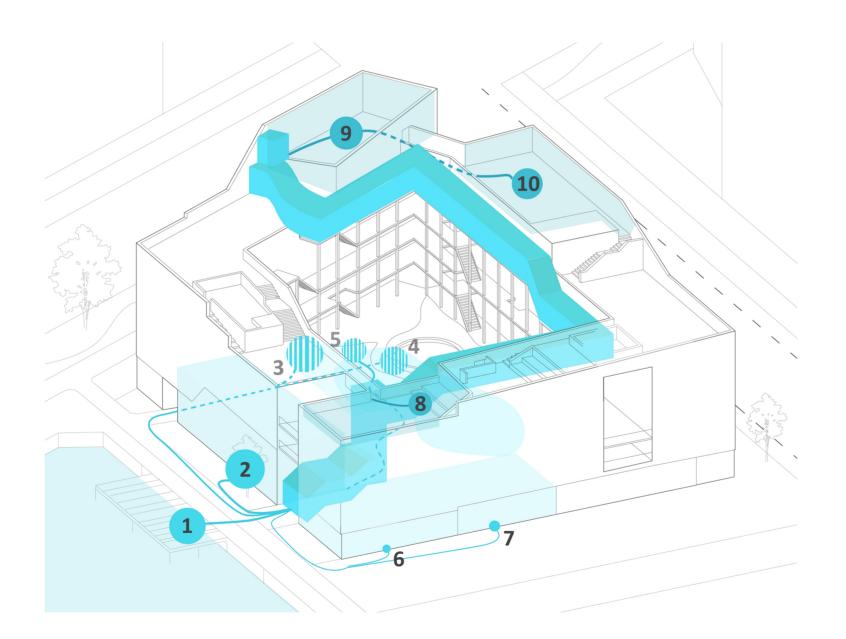






Routes and Destinations

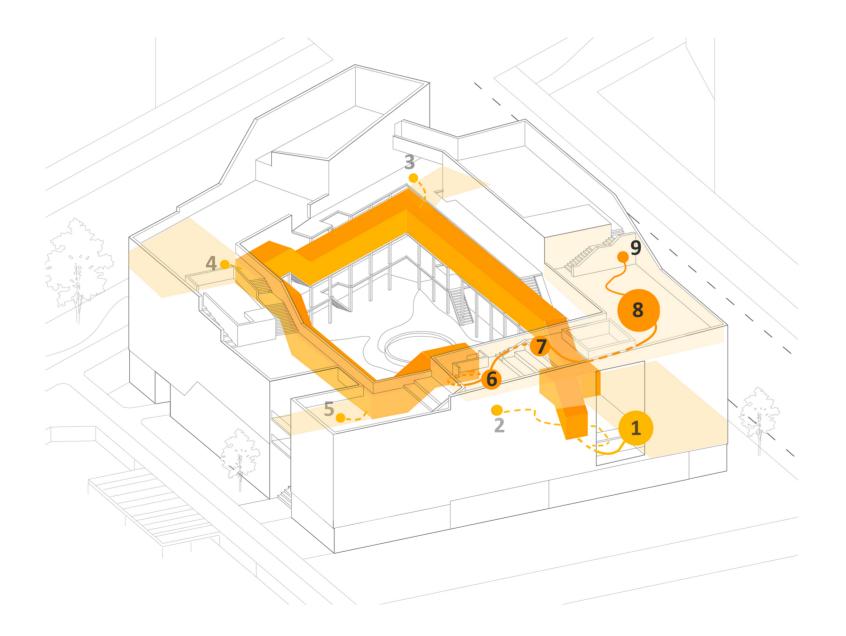
medium scale routes



Sport Route

- 1 Pier boating, fishing, kayaking, and more
- **2** Fitness
- **3** Bicycle Parking and Storage in the Basement
- 4 Small Skatepark in the Basement
- **5** Outdoor Gym in the Courtyard
- 6 Bicycle Cafe
- **7** Bicycle Service
- 8 Table Tennis Roof
- 9 Multisports Court
- **10** Yoga Roof

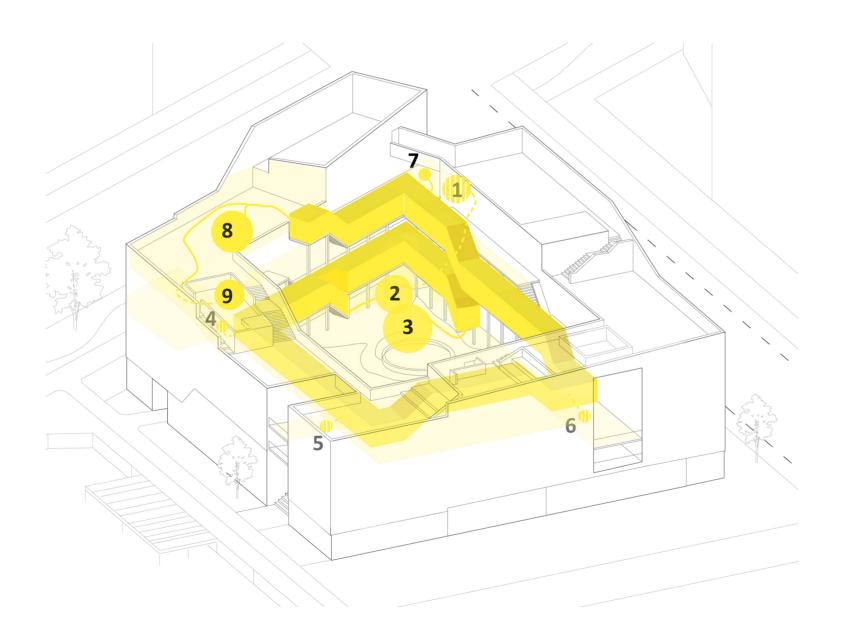
Routes and Destinations medium scale routes



Cooking Route

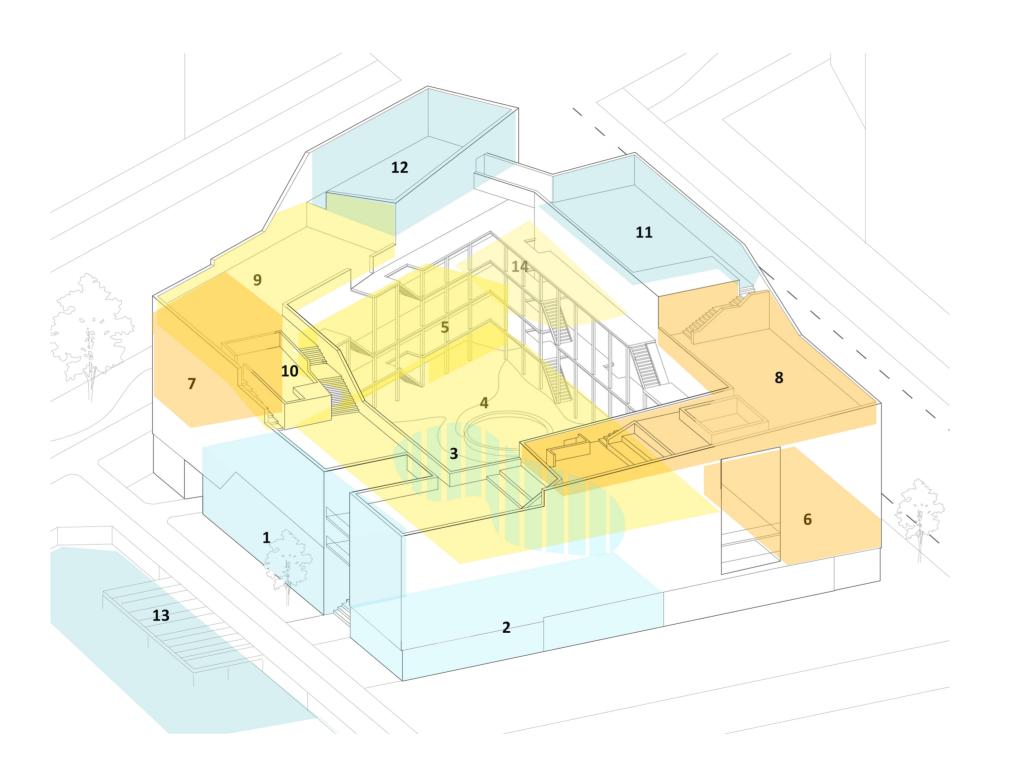
- 1 Communal Kitchen
- 2 Tables at the Courtyard
- **3** Table Corner on the Gallery
- 4 Lounge Room
- **5** Table Corner on the Gallery
- **6** Vegatable Patches
- **7** Vegatable Patches
- 8 Barbeque Roof
- **9** Barbeque and Kitchen Equpment Room

Routes and Destinations medium scale routes



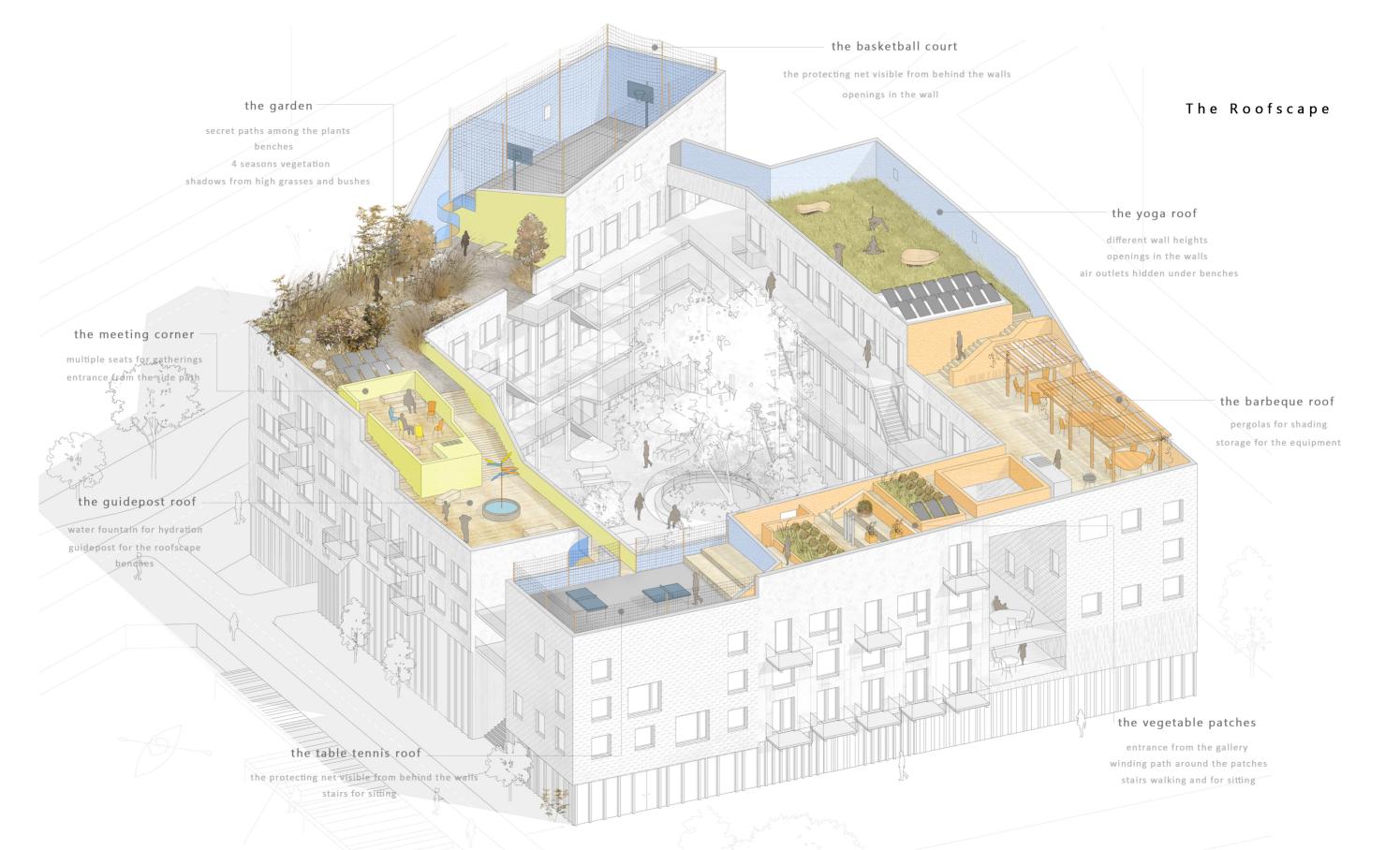
Social Route

- Fruithaven Square
- 2 Entrance Hall
- Courtyard
- 4 Lounge Room
- Table Corner
- Table Corner
- Table Corner
- Garden
- Meeting Roof

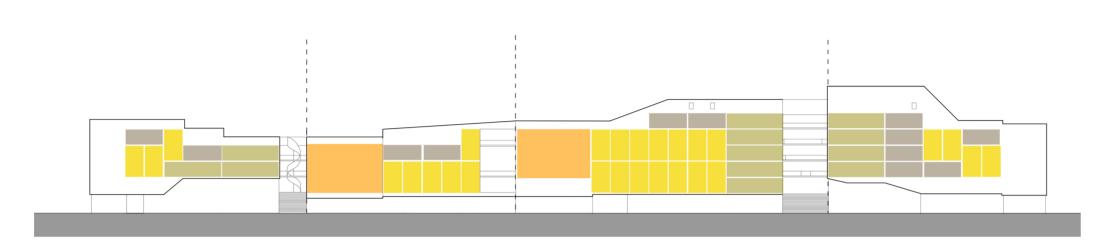


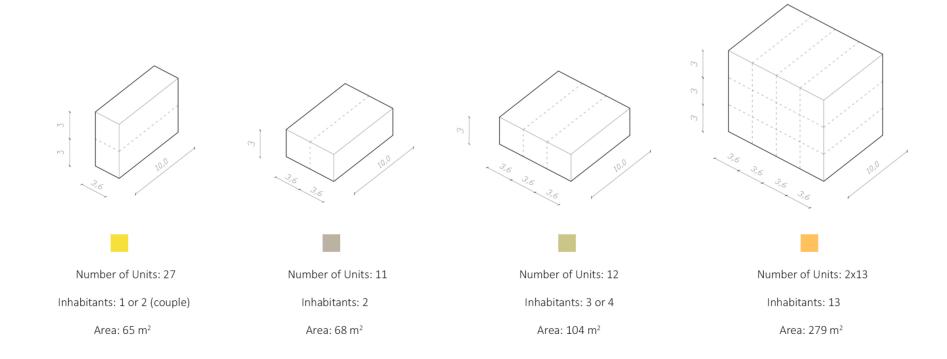
Activity Programme

- Fitness
- 2 Bicycle Cafe
- Small Skatepark in the Basement
- 4 Courtyard
- Entrance Hall
- Communal Kitchen
- Lounge Room
- 8 Barbeque Roof
- Garden
- Meeting Roof
- Yoga Roof
- Multisports Court
- Fruithaven Square
- Pier

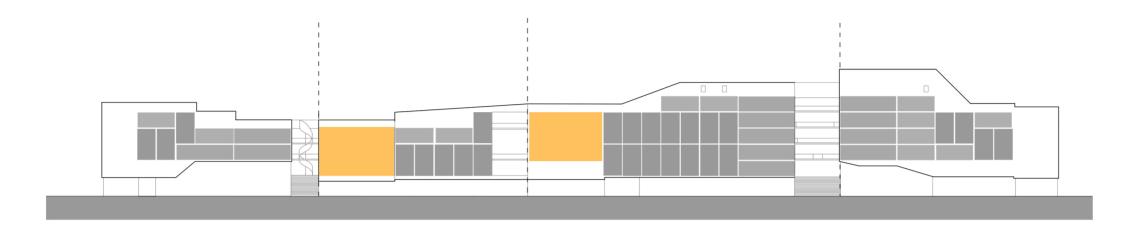


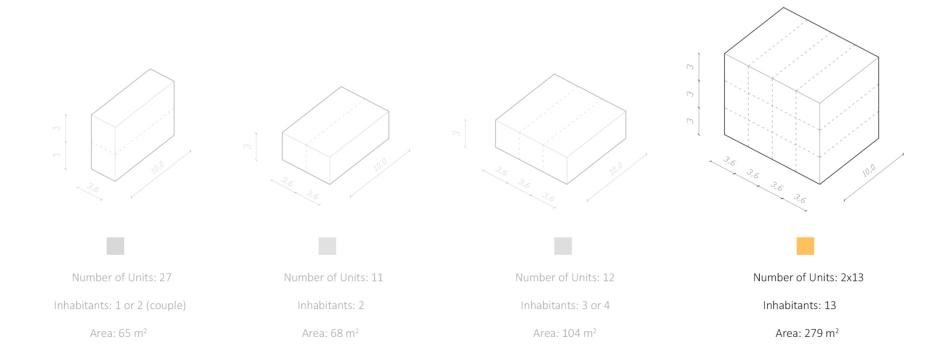
Dwelling Typologies





1. Co-housing





1. Co Housing

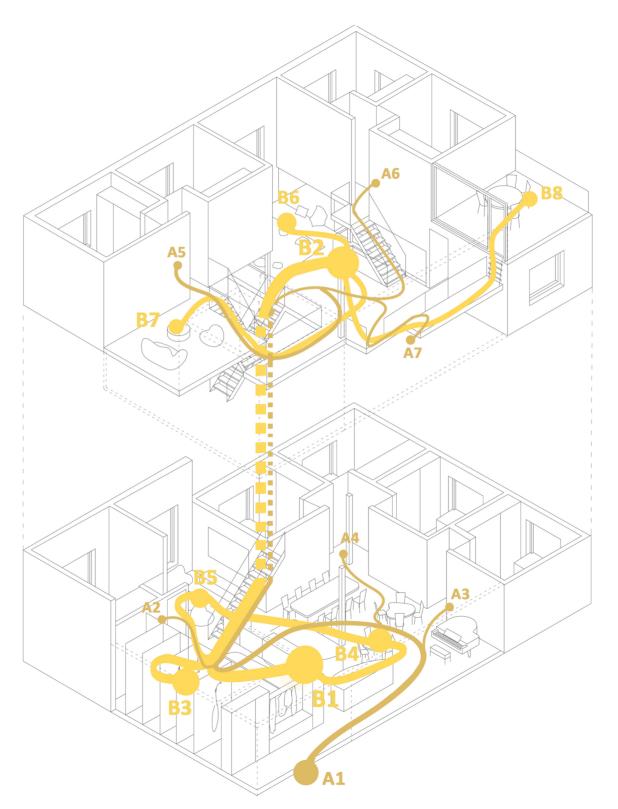
Introducing smll scale routes



the concept "a tree-house"

location and access





routes and destinations

Destinations

A1 entrance

A2, A3, A4, A5, A6, A7 unit zones

B1 kitchen

B2 common space 1st floor

B3 bathroom

B4 dining room

B5 living room

B6 toilet 1st floor

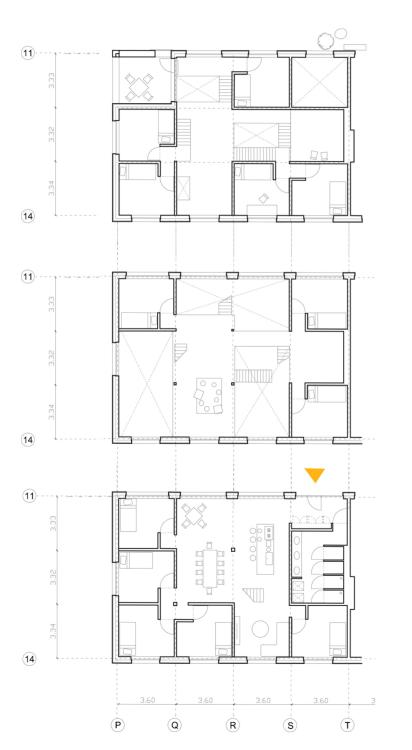
B7, B8 tarraces

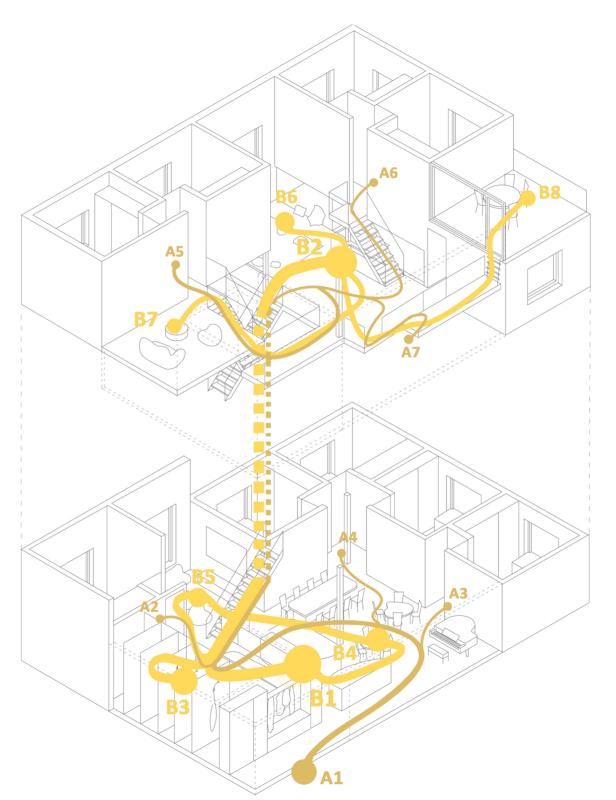
Routes

B1 - B2	kitchen - 1st floor common area
A1 - A2A7	entrance - unit
A1 - B2	entrance - 1st floor common space
B1 - B4 - B5	kitchen - dining / living room
B2 - B3	bathroom - 1st floor common area

1. Co Housing

Introducing smll scale routes





routes and destinations

Destinations

A1 entrance

A2, A3, A4, A5, A6, A7 unit zones

B1 kitchen

B2 common space 1st floor

B3 bathroom

B4 dining room

B5 living room

B6 toilet 1st floor

B7, B8 tarraces

Routes

B1 - B2	kitchen - 1st floor common area
A1 - A2A7	entrance - unit
A1 - B2	entrance - 1st floor common space
B1 - B4 - B5	kitchen - dining / living room
B2 - B3	bathroom - 1st floor common area

Co-housing

neutral background

The CLT walls is a natural background for the various vivid colours and rich textures.

eyes on the street

Presence of balconies and windows to the street increases walkability around the buildings

"social" theme

The colours of the living room's furnishing is yellow - following the "social" theme

mobile furniture and flexible space

The furnitures are all easy to move like light bean bag couches and tables on wheels. The space can quickly transfrom into a little gym

"sport" theme

The floor of the common spaces represents the "sport" theme with its blue colour. The material is rubber, often used in indoor gyms.

"food" theme

The colours of the kitchen's floor and furnishing is orange-following the "food" theme

— colour-coded rooms

The bedrooms do not follow any of the three themes, but each room has another different colour assigned to them to keep the environment vivid and stimulant.

voids

Transparency between levels increases interactions with other inhabitants and in the end the activity level

staircases

multiple differently orientated staircases (and a ladder) betweeen split levels with a view on the common spaces on all the levels.

excercise equipment

The exercise equipment appears loosely on the area of blue floor including the the smaller spaces in front of the rooms, filled with pull rods.

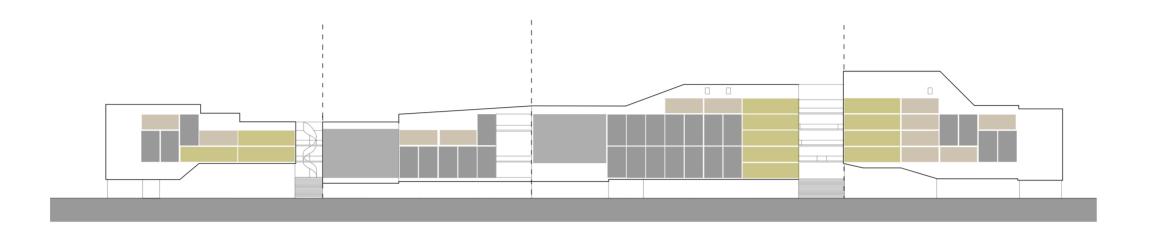
high quality materials

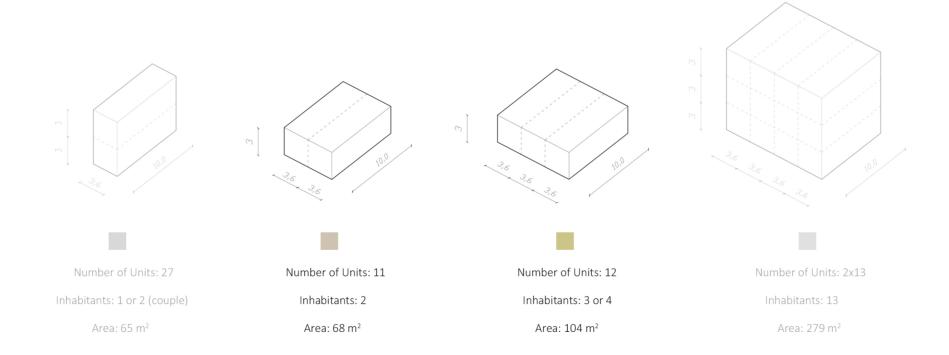
The materials are long-lasting and high quality. there is variety of materials and textures and colours, contributing to the stimulation

eyes on the courtyard

Large windows facing the courtyard add to interactions with other building users.

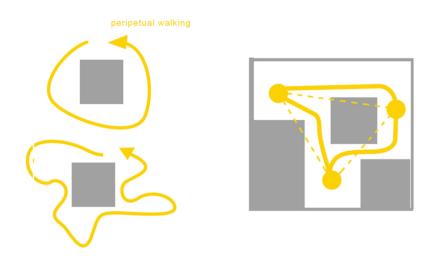
3. Horizontal Double and Triple Units

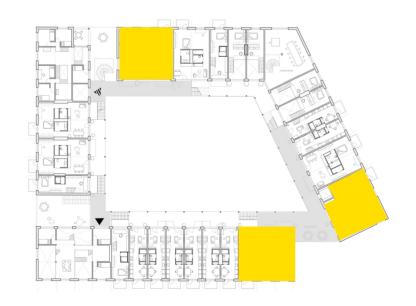


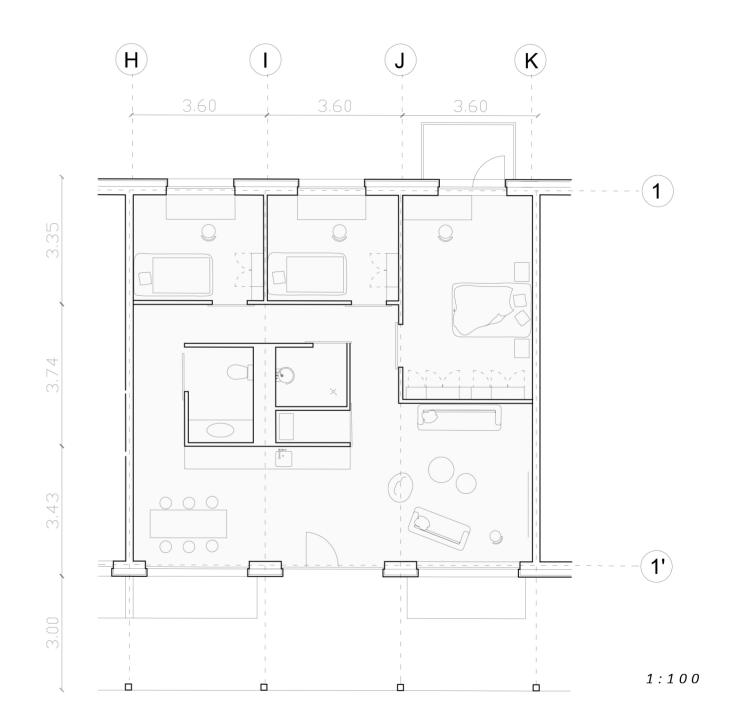


1. Triple Horizontal Units

Introducing smll scale routes



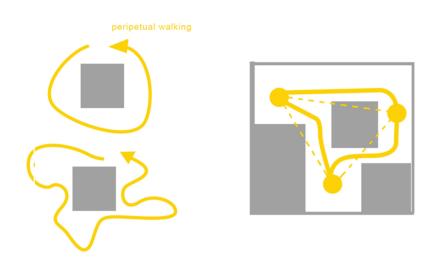




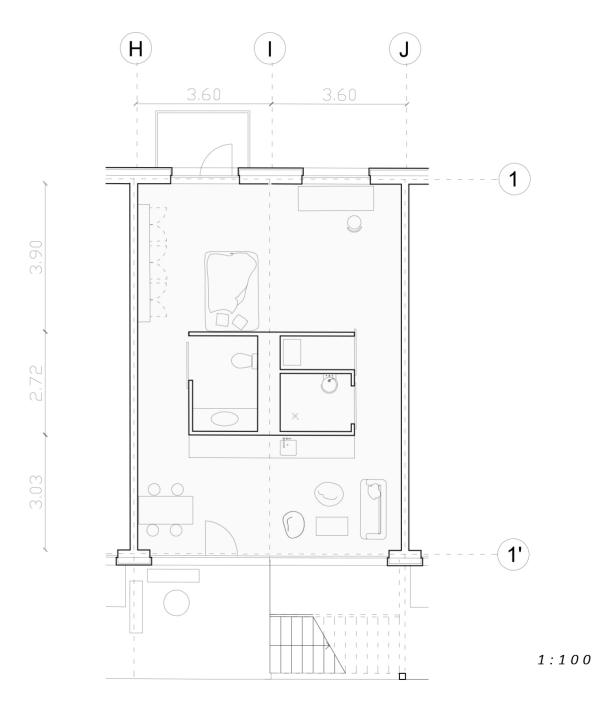


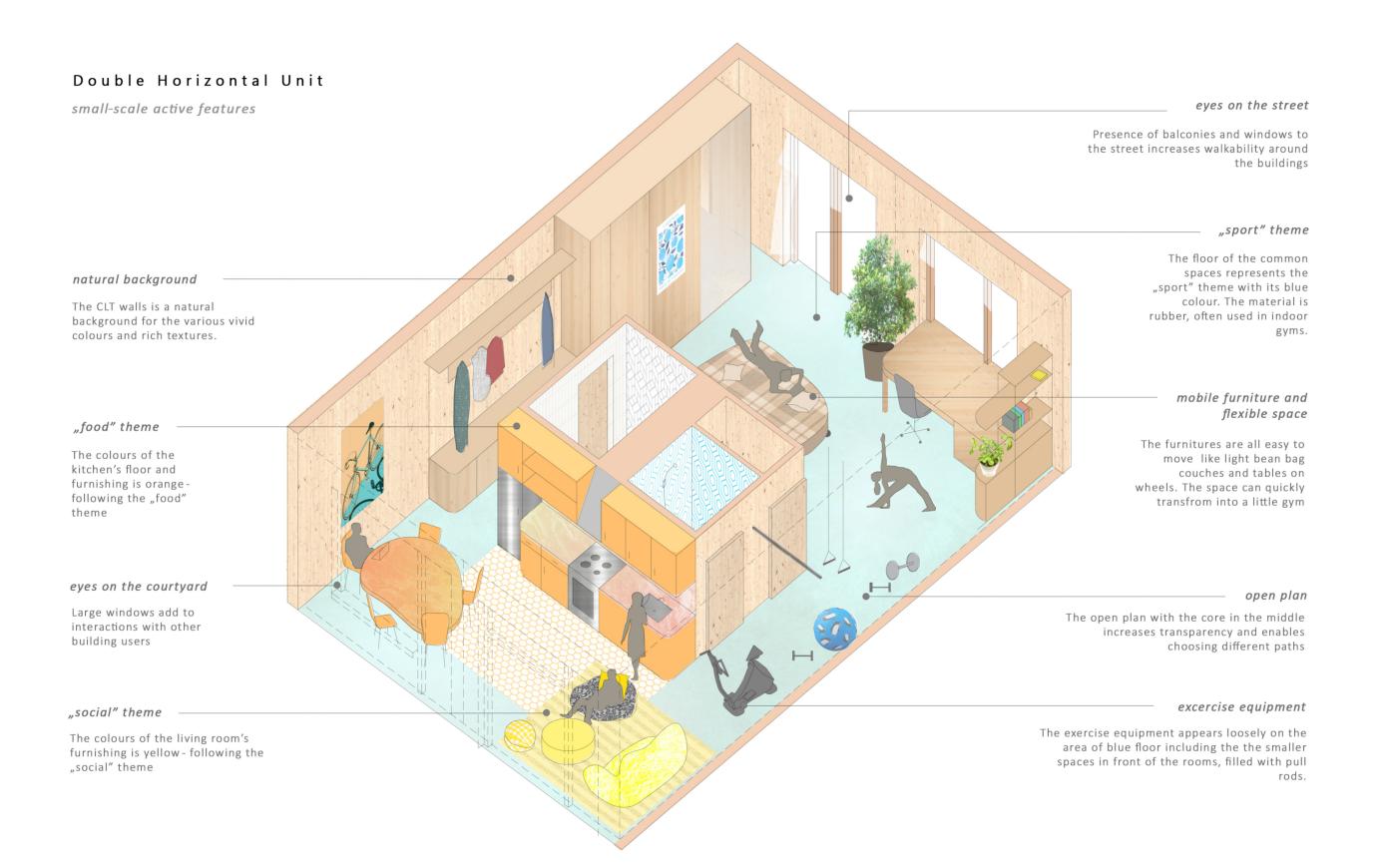
1. Double Horizontal Units

Introducing small scale routes

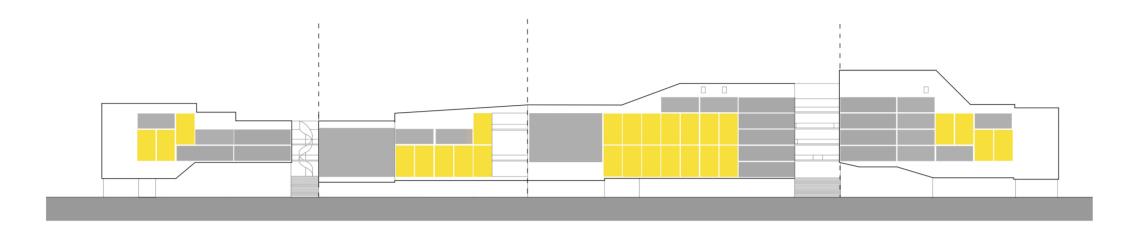


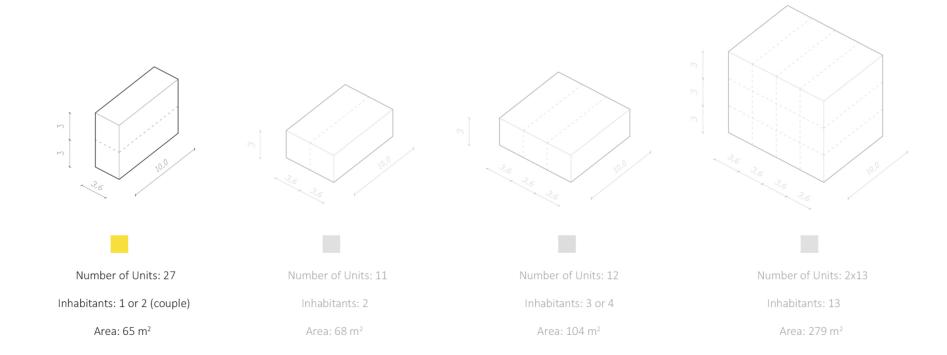






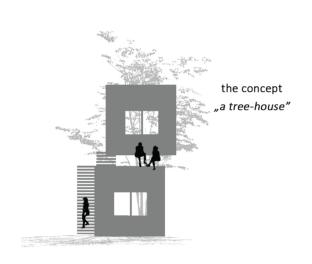
2. Double Vertical Unit

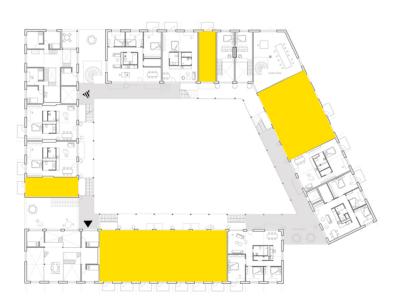


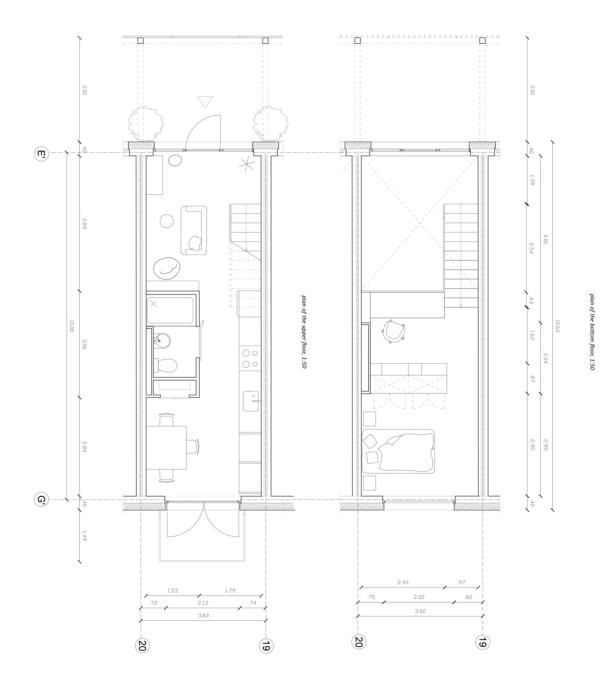


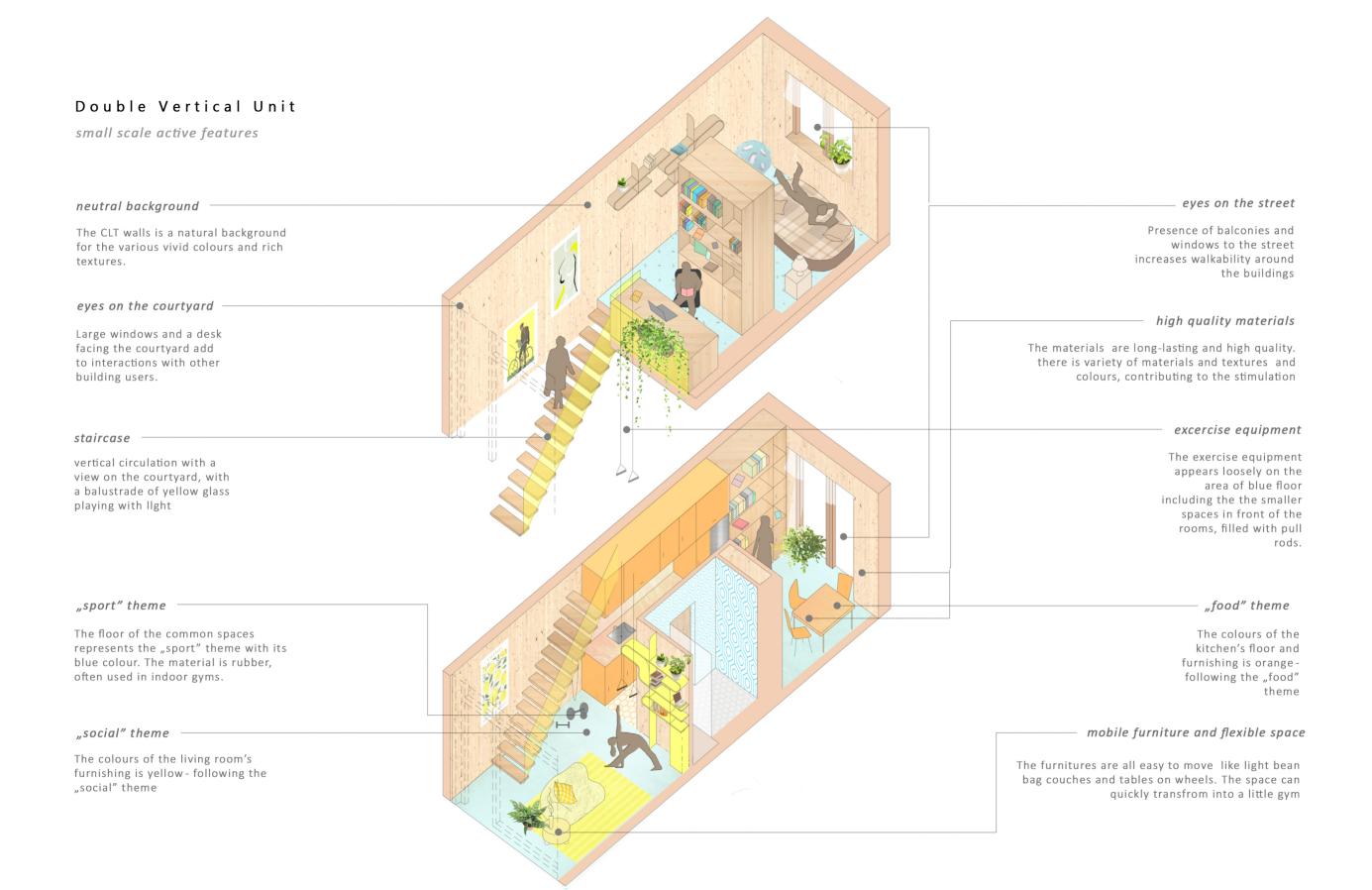
1. Double vertical Unit

Introducing smll scale routes

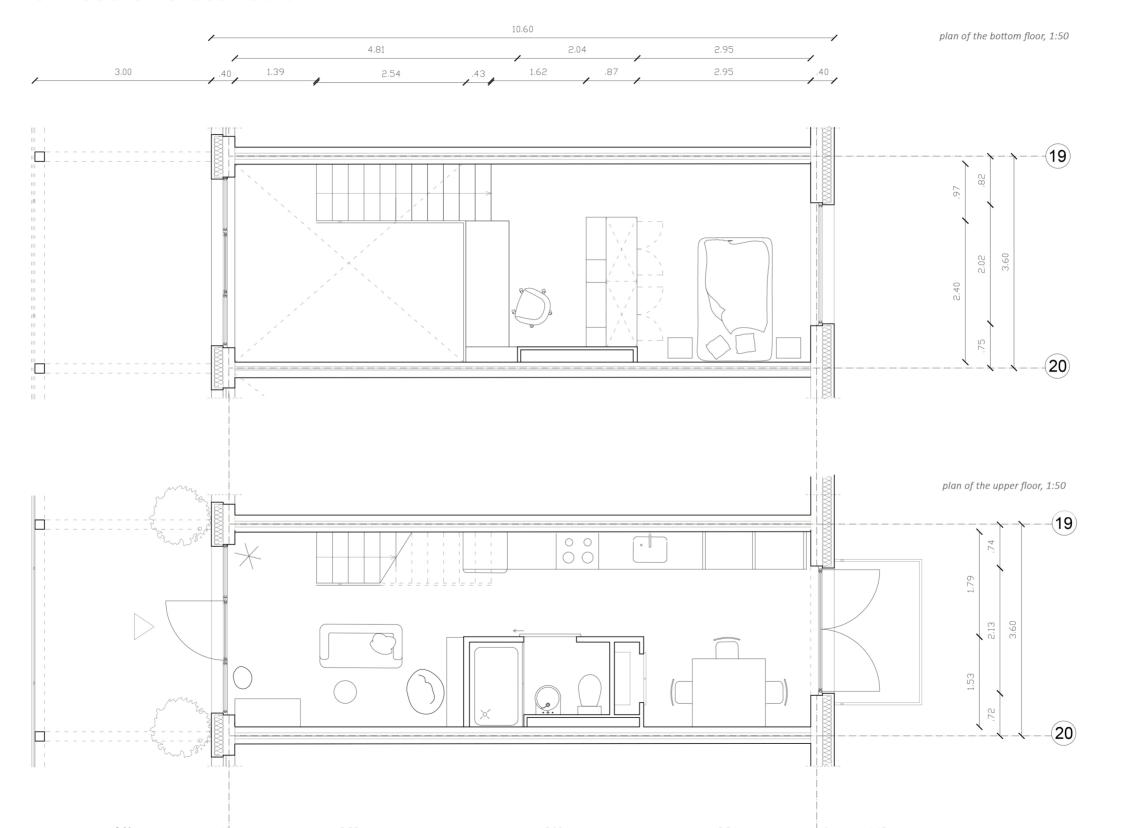


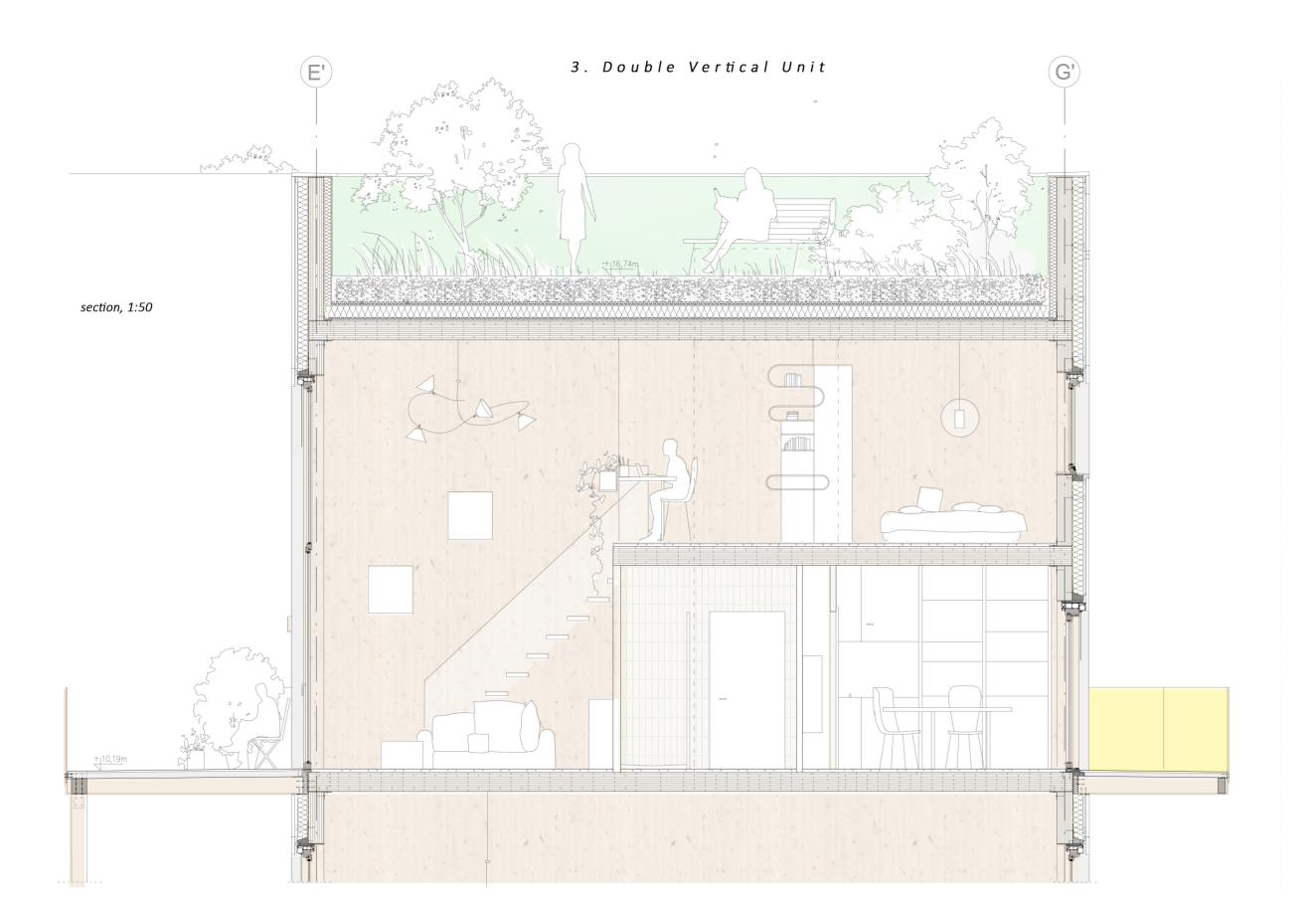






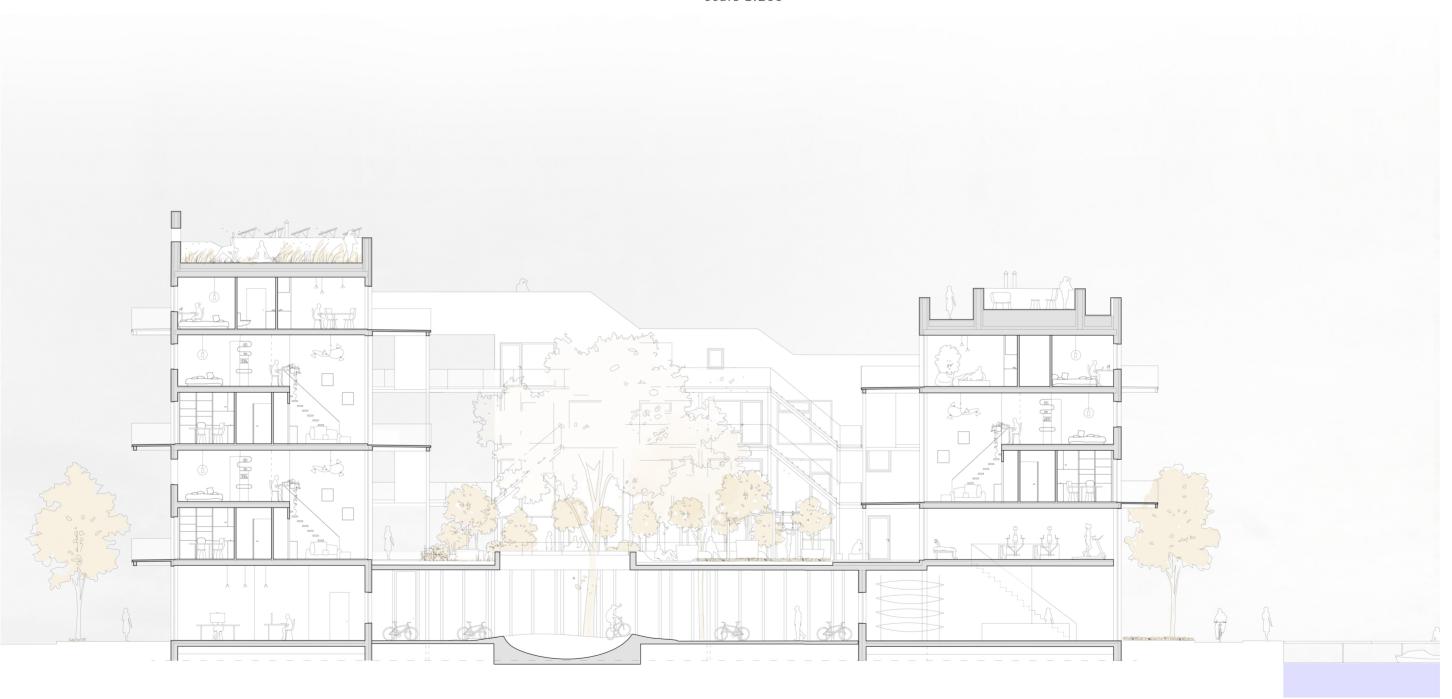
3. Double Vertical Unit



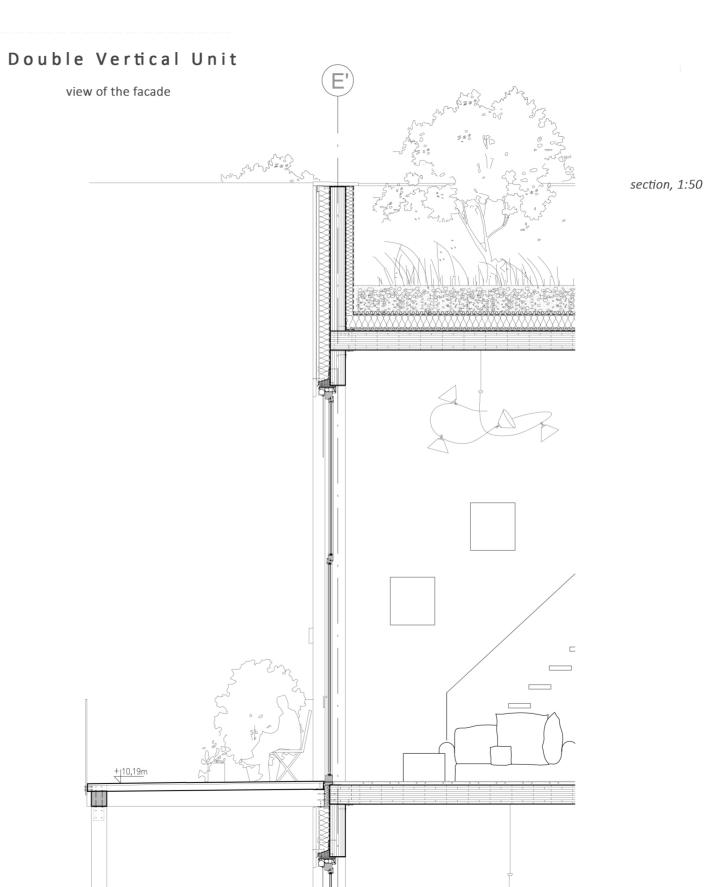


Section AA

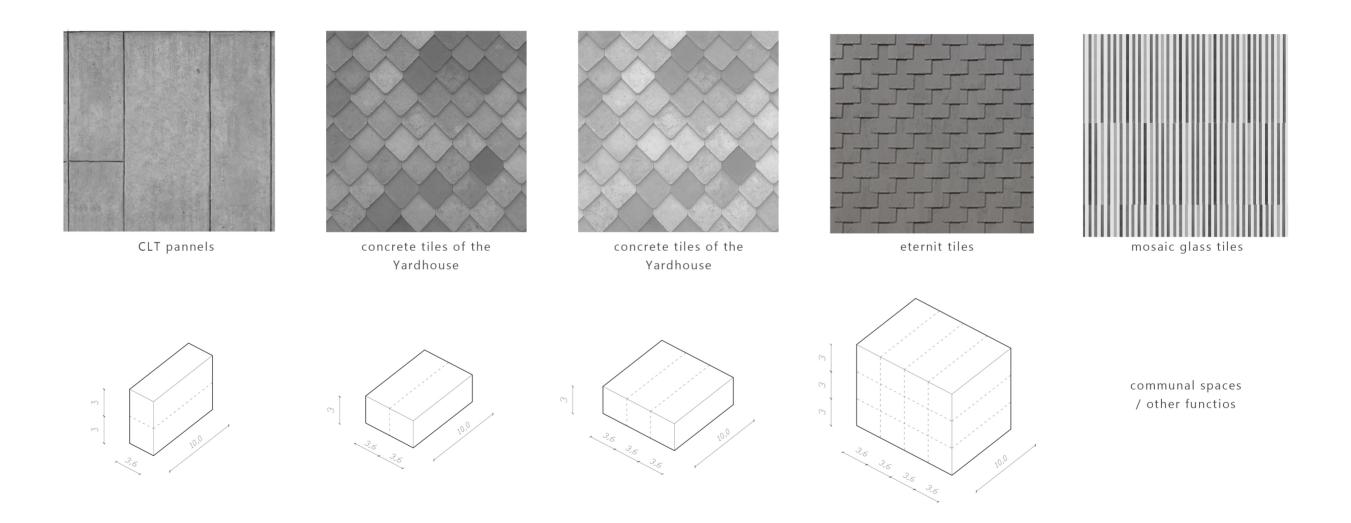
scale 1:200



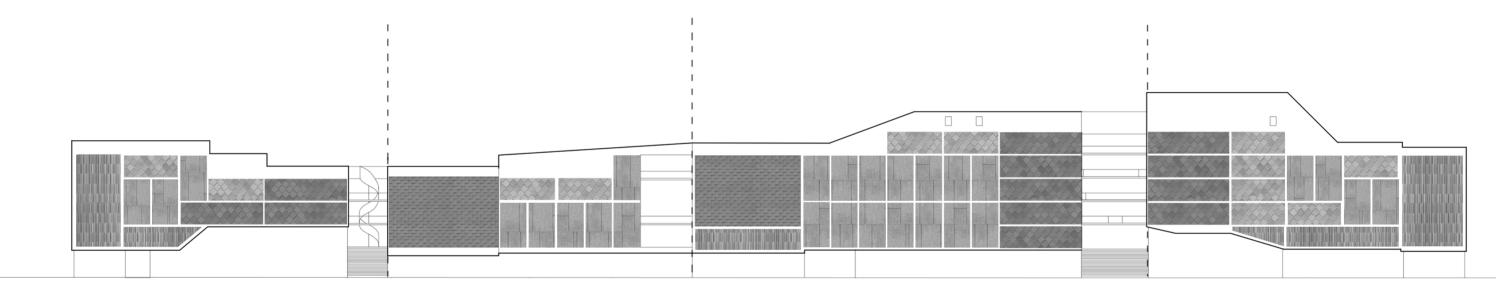
facade, 1:50



facade materials

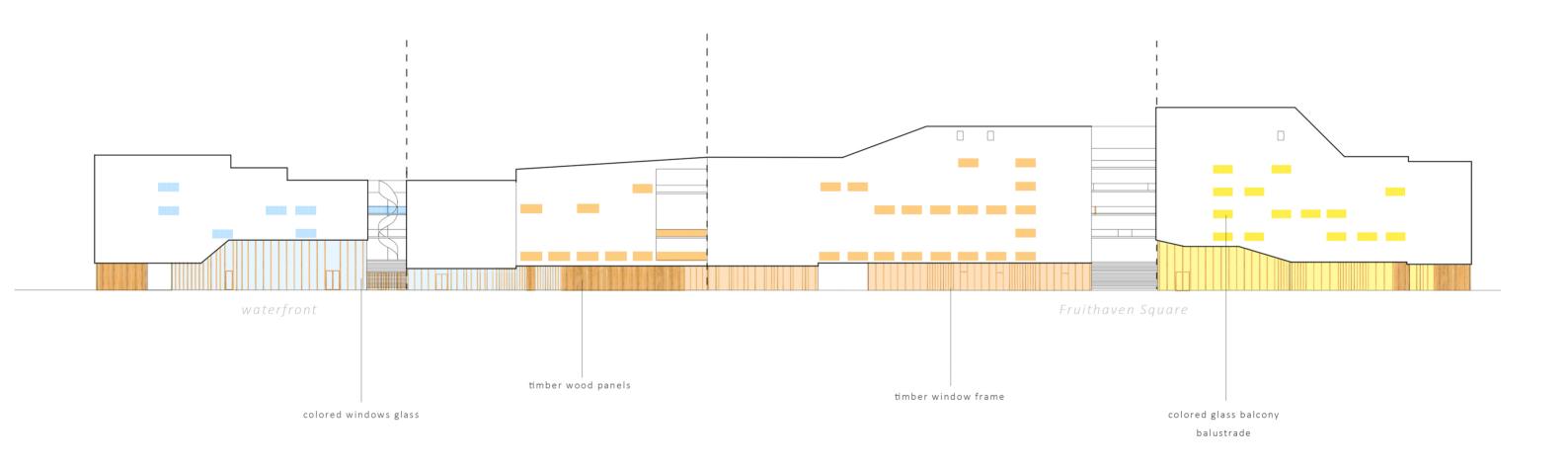


facade materials



waterfront Fruithaven Square

facade materials



South-Western Facade

scale 1:200



North-Western Facade

the waterfront

scale 1:200



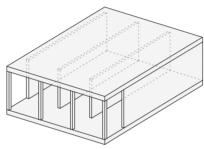
North+Eastern Facade

the courtyard

scale 1:100

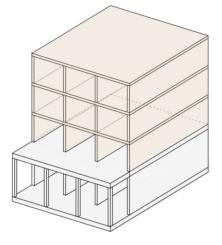


Sequence of Assembly



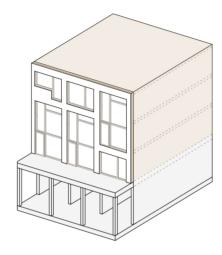
1

The lowest level consists of concrete elements including foundations, colums and walls. Similarly, the slab above the level is made of concrete including the deck of the couryrd.



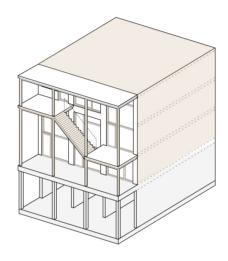
2

The construction of the floors above the ground level consists of CLT walls and slabs.



3

The facade consists of the CLT wall, the insultion layer, and on the outside of CEM panels or ceramic tiles. The windows are made of timber.



4

The timber gallery is atached to the the main construction and the facade.

Arrangement of slabs

(2)

(3)

4

56

7

8

9

10

11

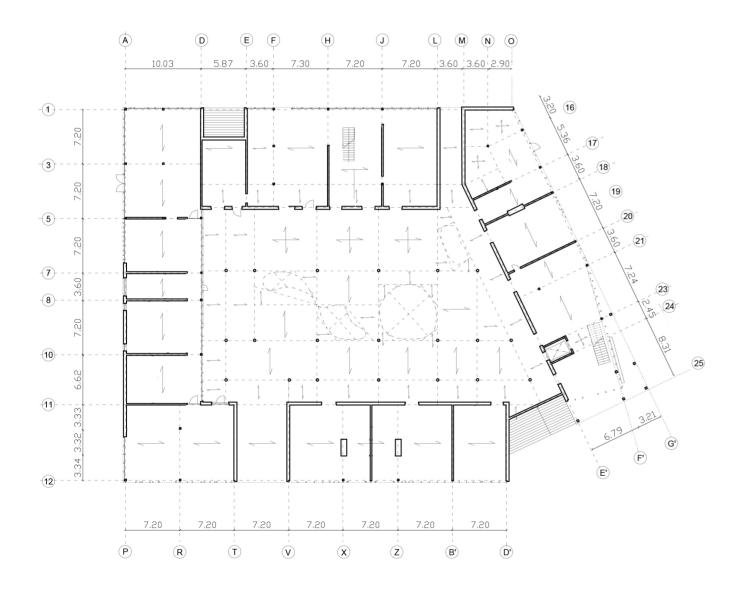
12

Floor O (street level)

1:500

Floor 1 (courtyard level)

1:500



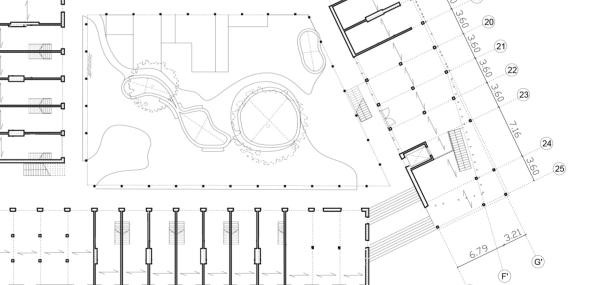
Material: CLT, timber

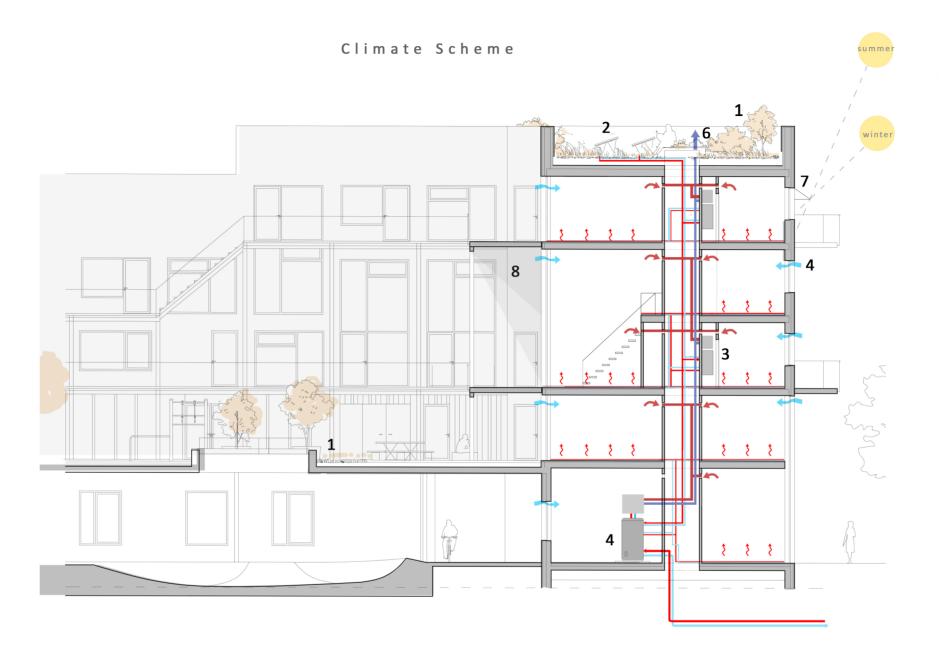
Common floorspan: 360 cm

 $\stackrel{\cdot}{\mathbb{P}} \stackrel{\cdot}{\mathbb{Q}} \stackrel{\cdot}{\mathbb{R}} \stackrel{\cdot}{\mathbb{S}} \stackrel{\cdot}{\mathbb{T}} \stackrel{\cdot}{\mathbb{U}} \stackrel{\cdot}{\mathbb{V}} \stackrel{\cdot}{\mathbb{W}} \stackrel{\cdot}{\mathbb{W}} \stackrel{\cdot}{\mathbb{X}} \stackrel{\cdot}{\mathbb{Y}} \stackrel{\cdot}{\mathbb{Z}} \stackrel{\cdot}{\mathbb{A}} \stackrel{\cdot}{\mathbb{B}} \stackrel{\cdot}{\mathbb{C}} \stackrel{\cdot}{\mathbb{D}}$

Material: Concrete

Common floorspan: 720 cm





Greenery

- The greenery of the courtyard and the green roof help to purify the air, create environment for animals to settle, encourage biodiversity in the neighbourhood and help to reduce the heat island.
- 1a The green roof incorporates the system of rainwater collection under the soil and is transported down through a water drainage in shafts
- PVT panels located on the roofs are used for generating heat and Th

electricity and warming-up

3 Heat pump collects water from the harbour based on the temperature difference and process it for heating. It is responsible for heating the ground floor.

Heating

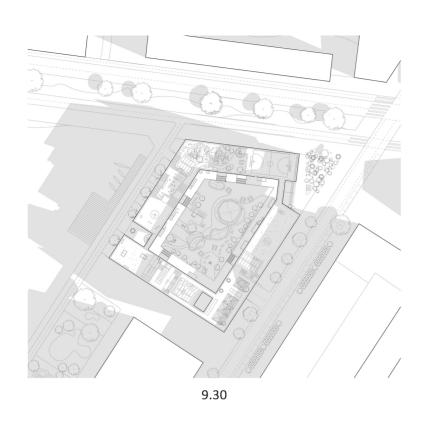
The system of boiler and floor heating in each unit distributes the warmth through the flat.

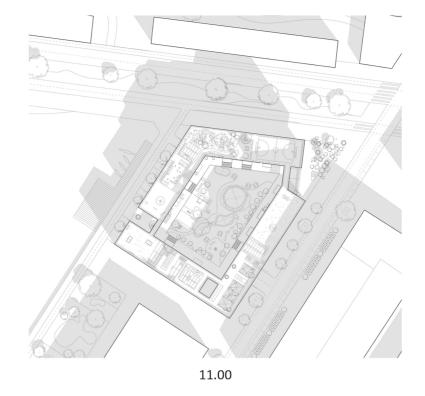
Ventilation

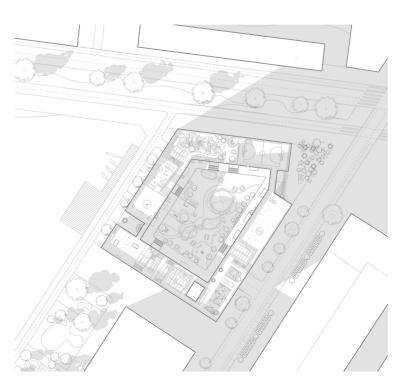
- 5 Cross-ventilation through ventilation grills in the windows
- Heat is rocovered from air in each dwelling and discarded outside through the shaft

Sun Exposure

- 7 Shading blinds on the outside of the windows
- 8 The overhanging galleries reduce the sun exposure in the summer, but allow more







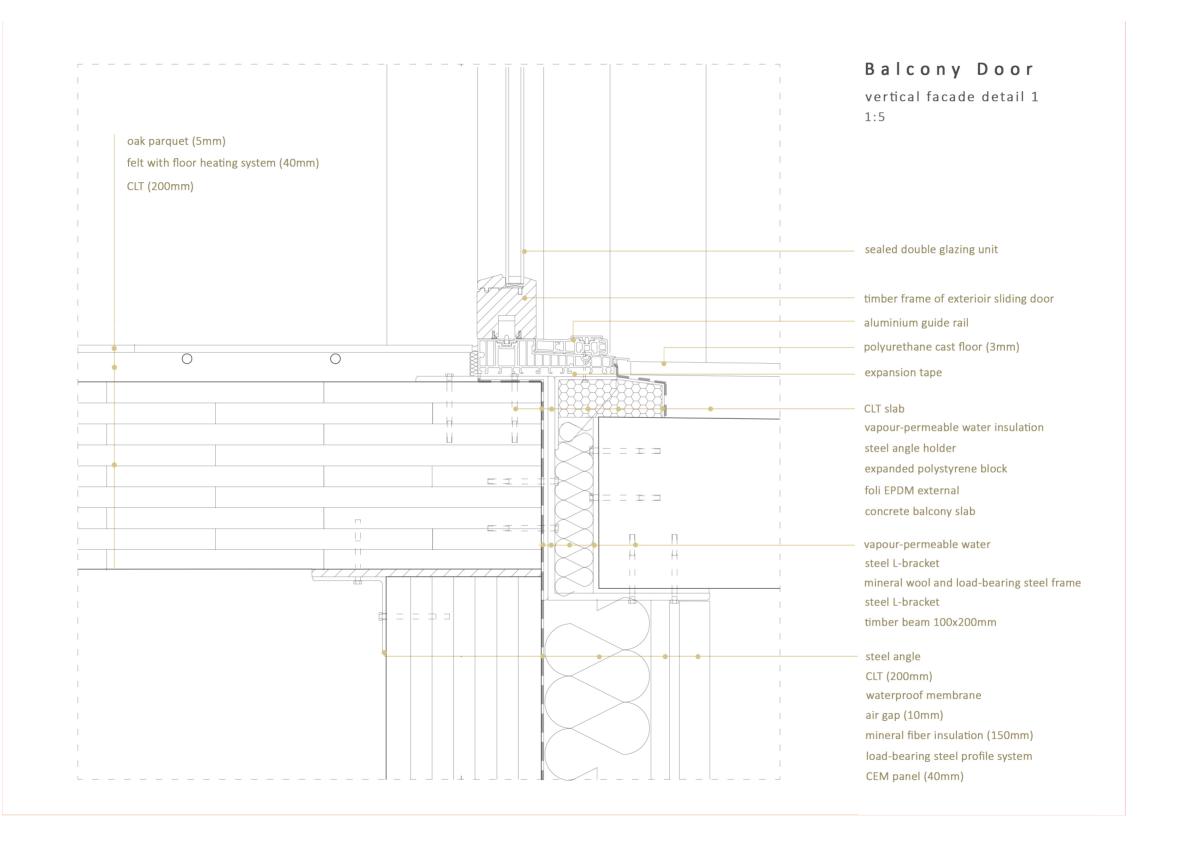


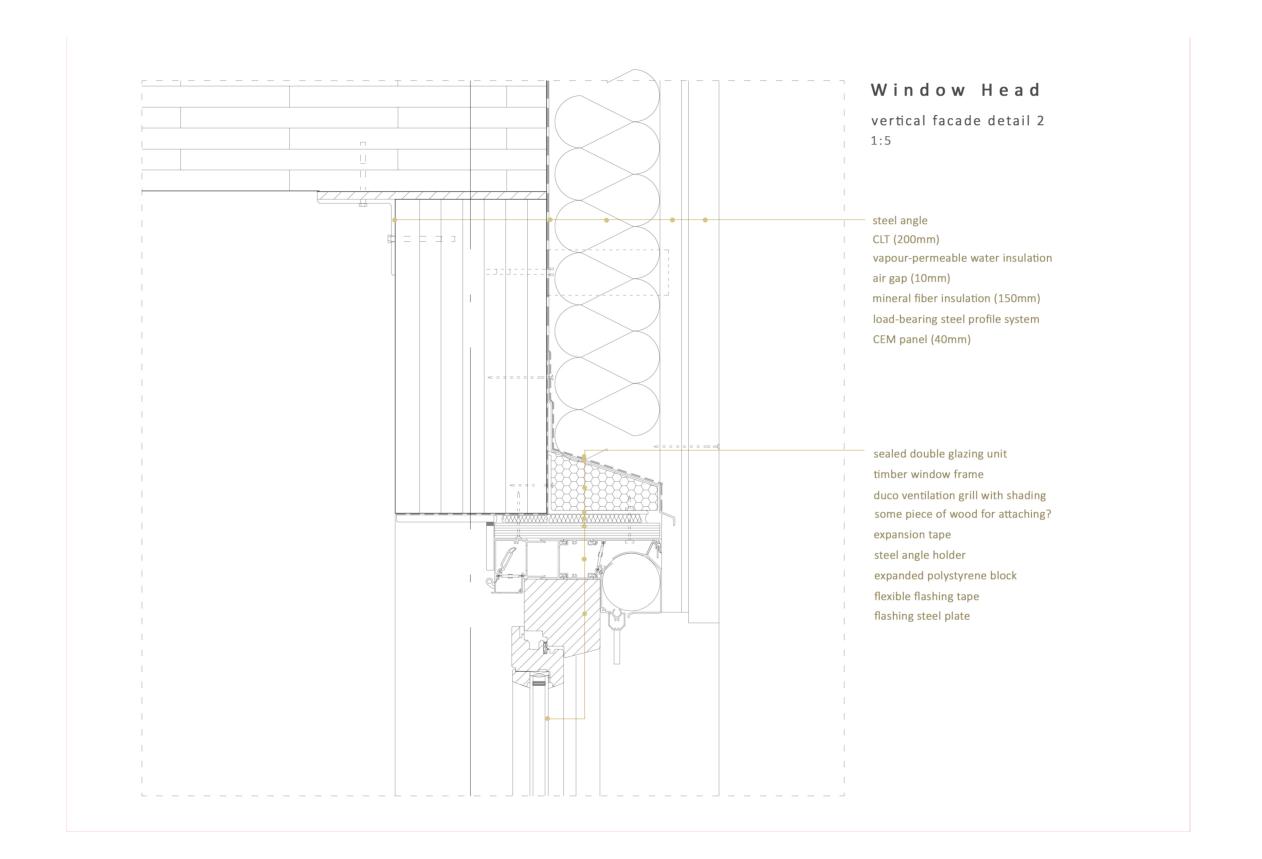
March 21st

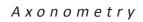


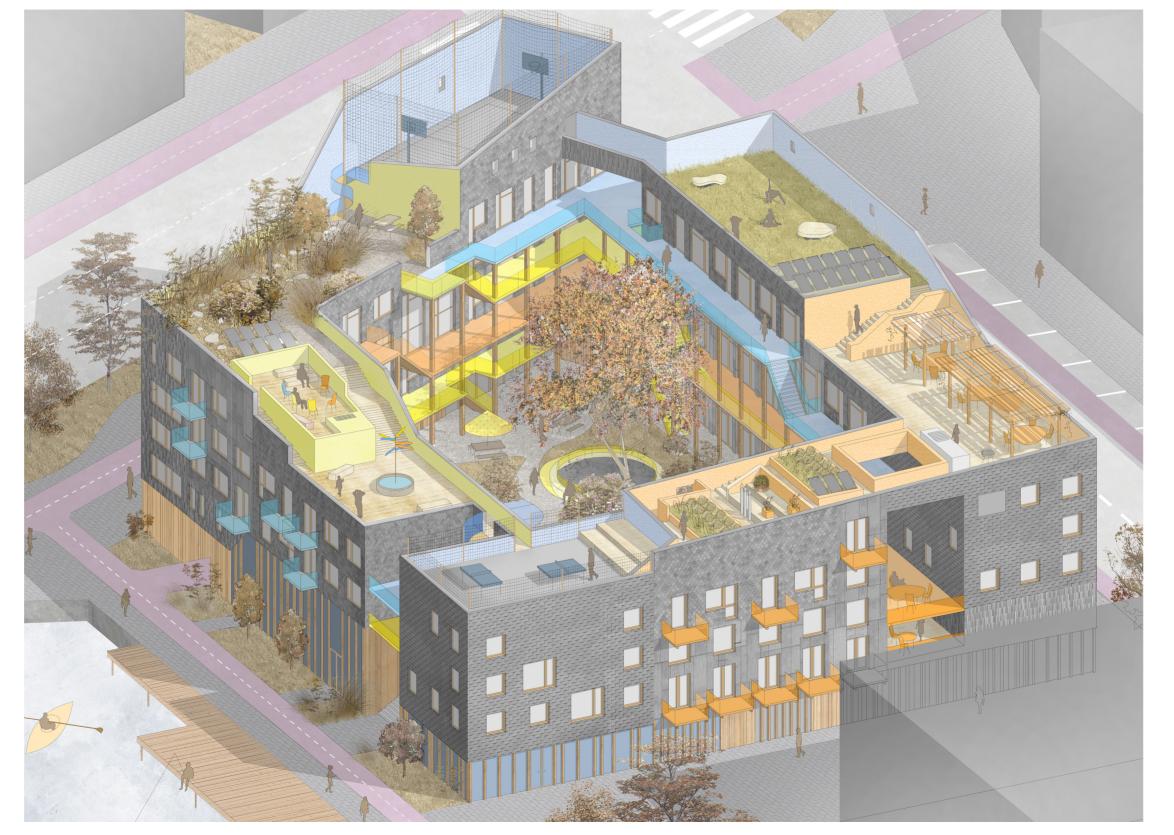
+ _N

16.30









View from the Dyke



Presence of BETA Office principles:

1. NEIGHBOURHOOD CONNECTIONS

- ariety and continuity around the building encourage physical activity
- multiple entrances and transparency activate public space
- well integrated entrances generate movement between interior and exterior
- canopies and awnings provide shelter
- stairs and ramps act as a buffer between private and public space
- destinations in public space encourage physical activity

2. ROUTES

- unique stair configuration invite use
- stairs on the main routes are more likely to be used
- 🕞 stairs near the elevator are more likely to be used
- stairs near the entrance are more likely to be used
- interior and exterior views are rewarding
- e combining routes and destinations create experience
- horizontal variation enhances experience
- stairs with lower inclination are easier to climb
- wide stairs are more appealing
- hidden elevators are less likely to use
- a curiosity evokes movement
- natural ventilation makes welcome change
- well-lit stair environment is safer and more inviting
- n programmed elevator makes climbing stairs
- high-quality materials last longer
- make stairs as appealing as adjacent area
- senses ask to be stimulated
- signage encourages physical activity
- 💫 visible stair environment stimulate use
- daylight attracts

3.ACTIVITY PROGRAMME

- active furniture promotes health
- activity spaces encourage physical activity
- exercise equipment prompts physical activity
- iii visible activity spaces with a view are more frequently used
- broadly oriented activity spaces are more frequently used
- nicycle parking encourage activity use
- activity use
- storage encourages sports

4. DESTINATIONS

- a variety of models makes people move
- especial hubs attract
- drinking fountains encourage shorts breaks
- entralization benefits activity and environment
- keep distances reasonable and practical
- collective spaces attract
- grouping auxiliary functions generates social contact
- each dispersal of auxiliary functions prompt movement
- communal outdoor spaces form a destination
- entrance functions on alternate floors prompt movement
- ecombining destinations and routes encourages movement
- placing of frequently used functions at a distance

Presence of BETA Office principles:

1. NEIGHBOURHOOD CONNECTIONS 3.ACTIVITY PROGRAMME variety and continuity around the building exercise equipment prompts physical activity visible activity spaces with a view are more frequently used multiple destinations in public space (and destinations for the public inside the building) 2. ROUTES unique stair environment invite use 4.DESTINATIONS combining routes and destinations creates experience entralization benefits activity and environment acommunal outdoor spaces form a destination ombinig destinations and routes encourages movement

placing of frequently used spaces at a distance

- senses ask to be stimulated
- visible stair environment

