# **STRESS AND CITY**

Research of spatial solution to reduce STRESS for urban immigrants in highly dense urban villages in Shenzhen, China

Jiabiao Lin (Bill)

Tutor: Egbert Stolk, Birgit Hausleitner, Maurice Harteveld



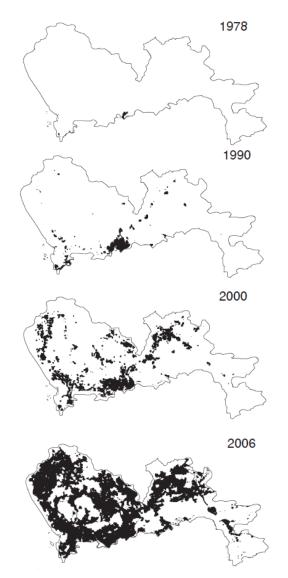
#### **PROBLEM STATEMENT**



Stress in the city: Mazda Adli at TEDxBerlin

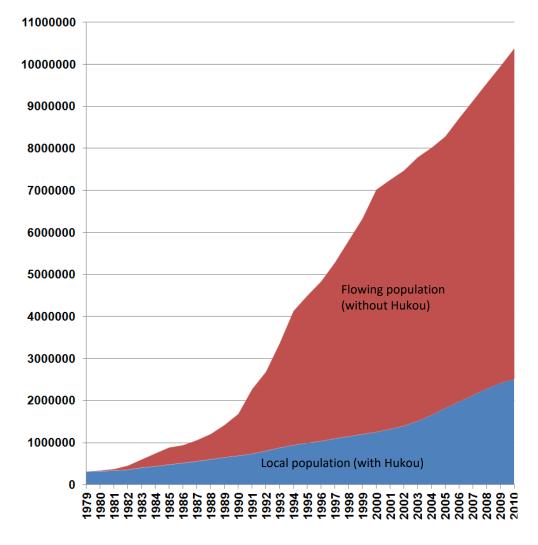
#### **PROBLEM STATEMENT**

#### Urban growth in Shenzhen, China



Author: Andrew Reynolds (2013), Resource: Master thesis: A regeneration approach for Rapid functional transformation

#### Population growth in Shenzhen, China



#### **PROBLEM STATEMENT**

Spatial density in city scale



Spatial Density in neighborhood scale



Social isolation



Social density



# Minimize density but provide opportunities for social contacts

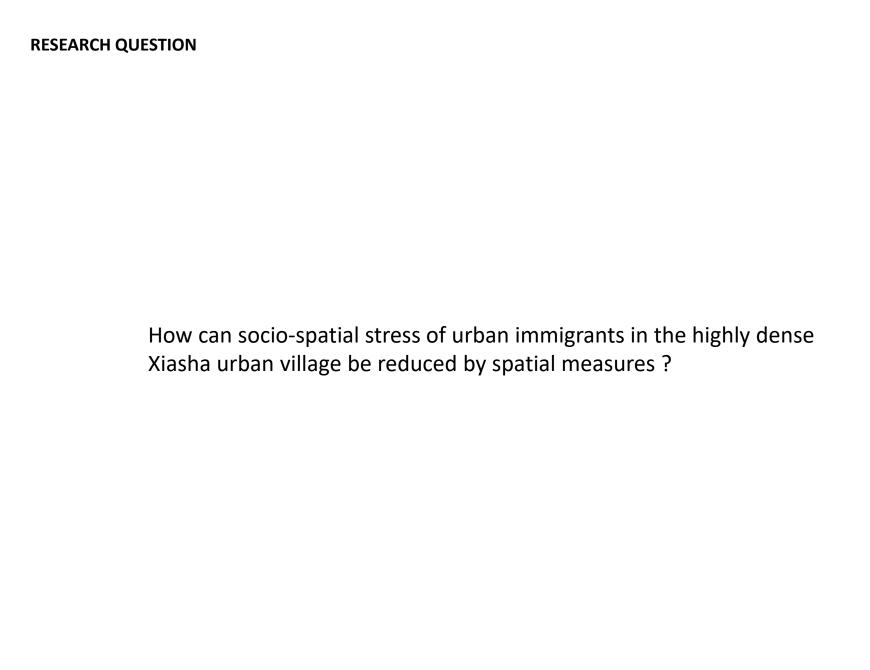


Stress in the city: Mazda Adli at TEDxBerlin

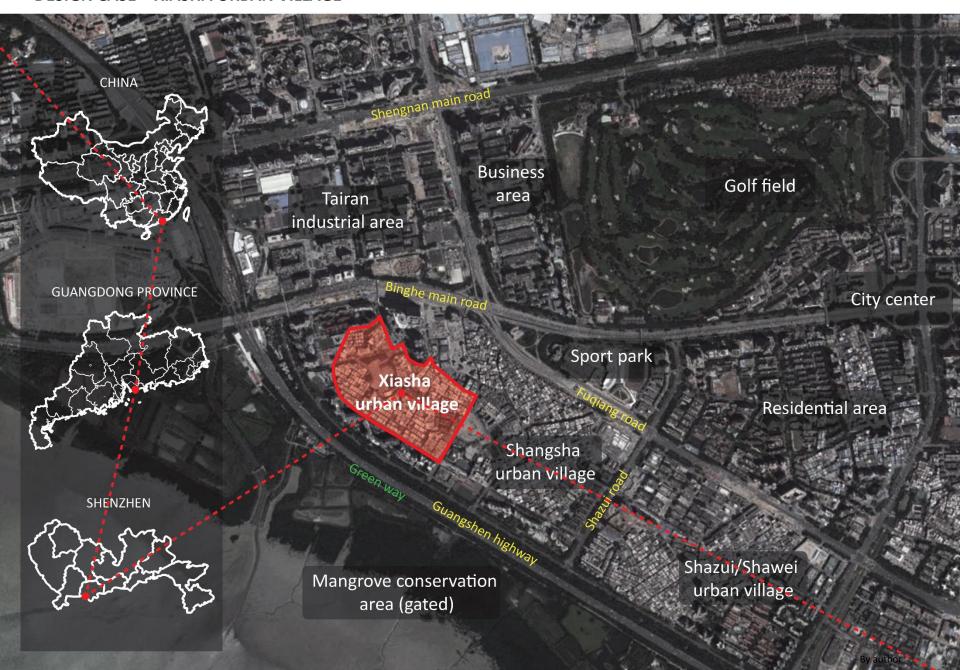
### PROBLEM STATEMENT – possible solution?



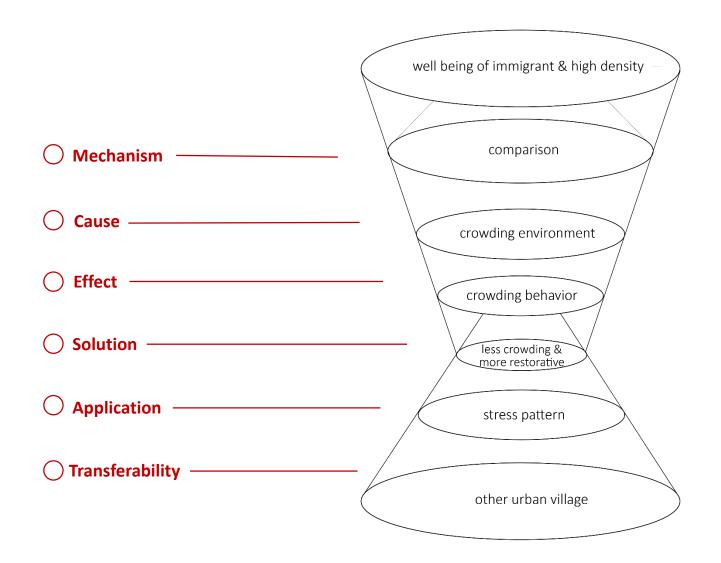
Difficulty and fight during construction. Resouce: http://www.chaiqzx.com/news.asp?id=348

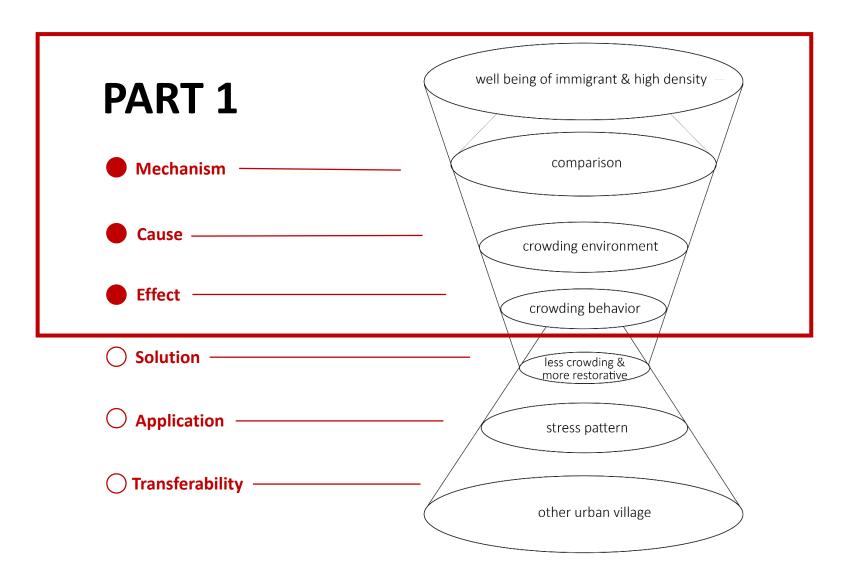


#### **DESIGN CASE – XIASHA URBAN VILLAGE**



#### STRUCTURE OF RESEARCH





# **Comparison - Higher stress level**



Rural area scene

Resource: http://rfunderwear.com

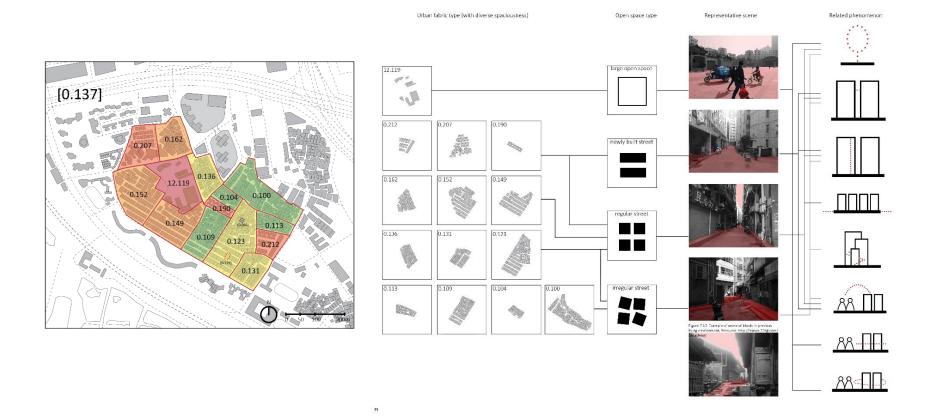


Traditional scene
Resource: http://rfunderwear.com



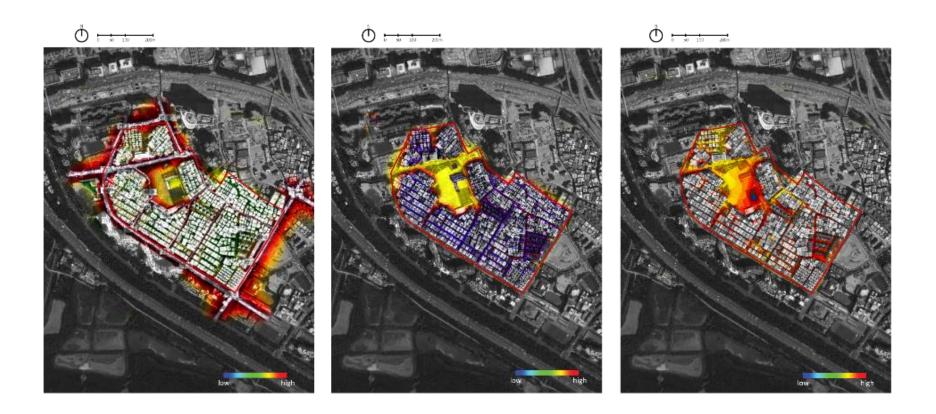
Urban village scene

# **Comparison - Density - Phenomenon in 3 scales**

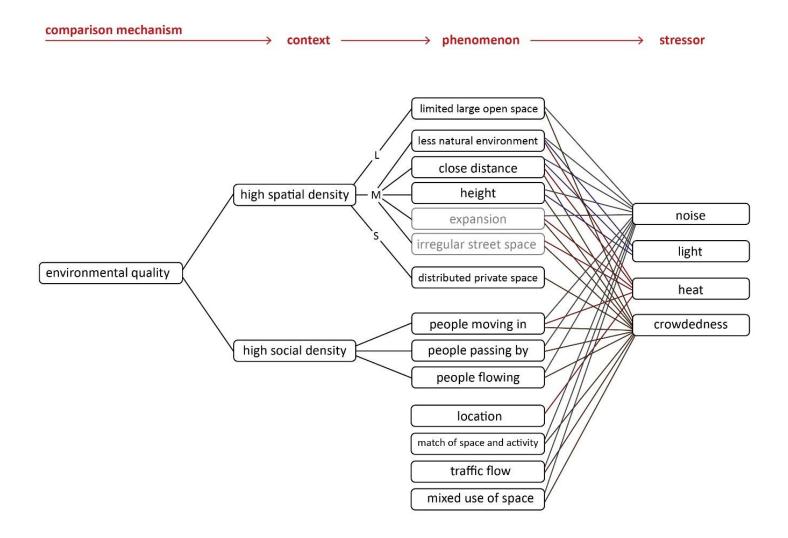


Mechanism — Cause — Effect — Solution — Application — Transferability

# **Comparison - Density - Phenomenon in 3 scales - stressor**

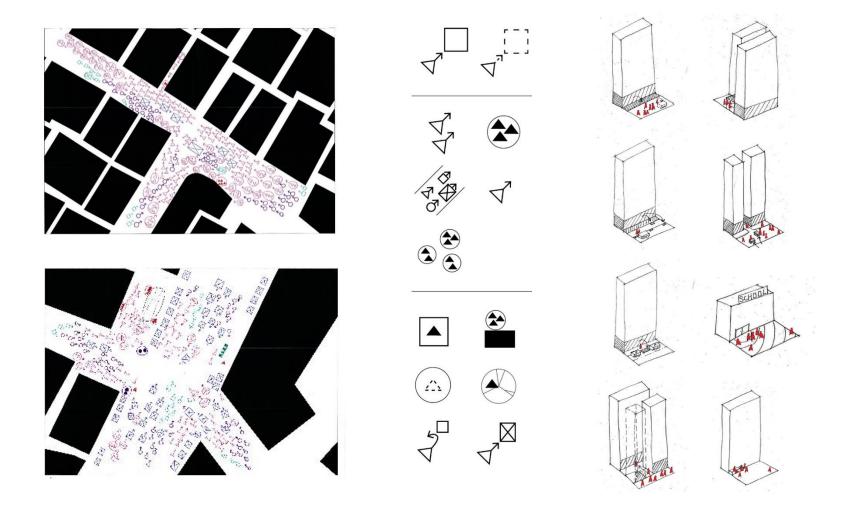


### **Comparison - Density - Phenomenon in 3 scales - stressor**



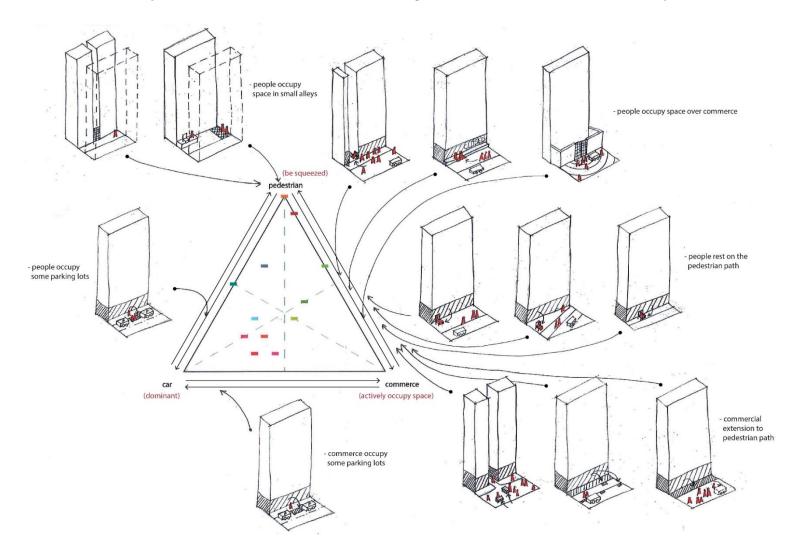
Mechanism — Cause — Effect — Solution — Application — Transferability

# **Behavior - Competition of space**

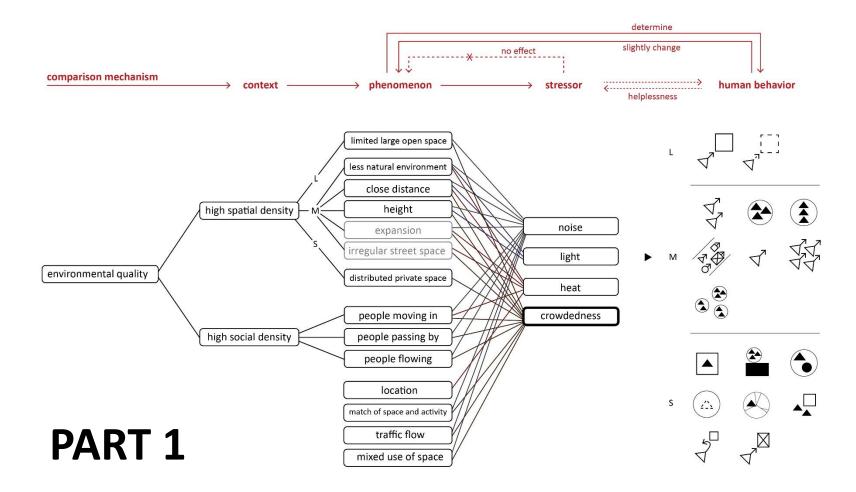


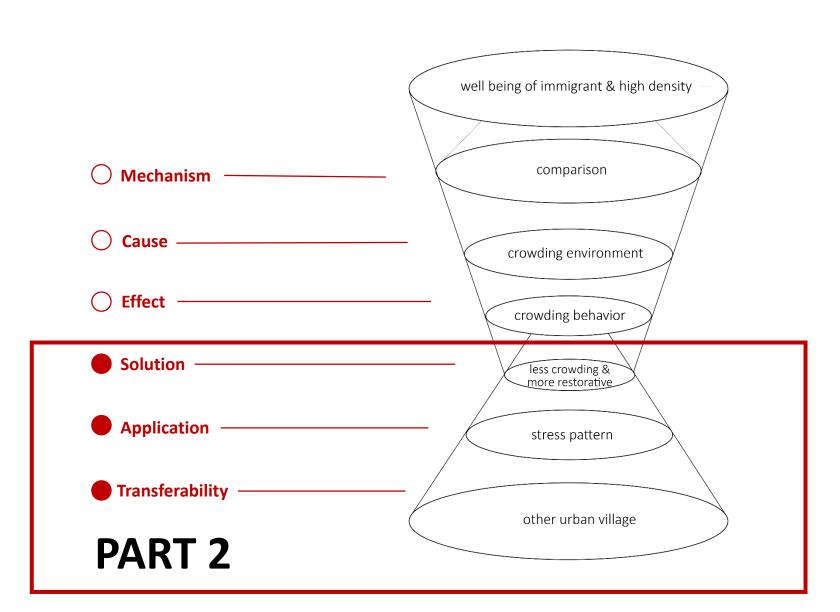
### **Behavior - Competition of space**

- Crowdedness (most relevant and easily affected stress factor)



# Steps towards common language of stress from spatial perspective Lay the systematic basis and set the focus for latter design



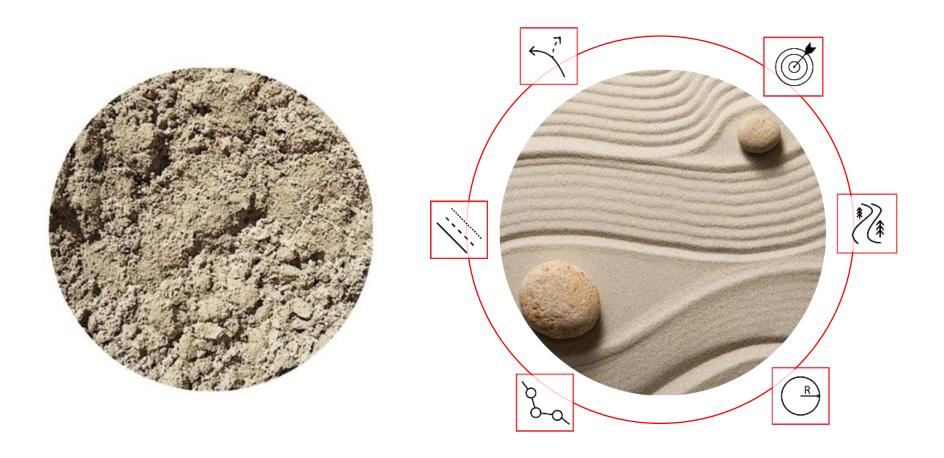


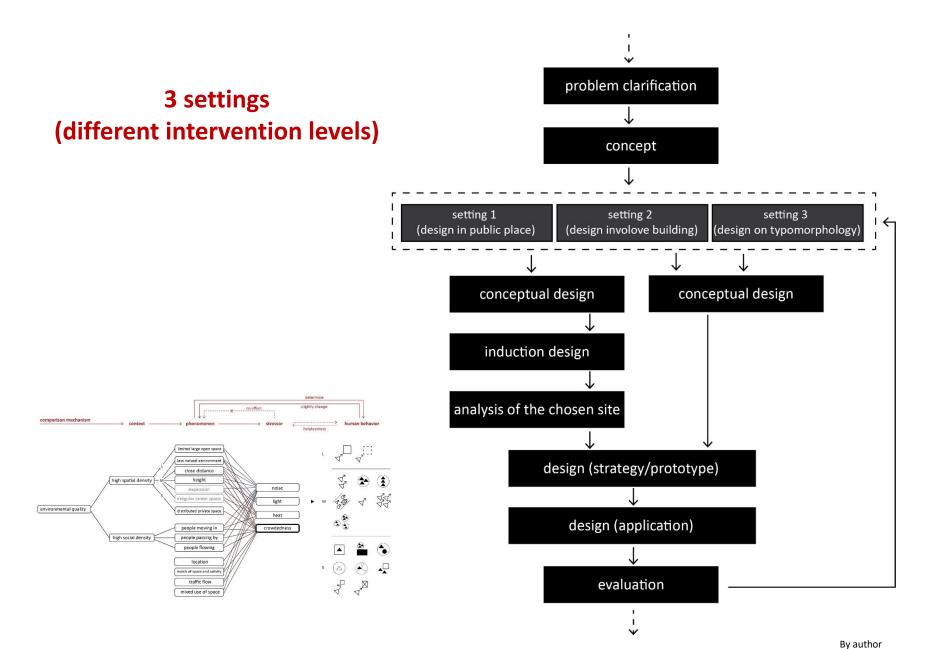
Mechanism — Cause — Effect — Solution — Application — Transferability

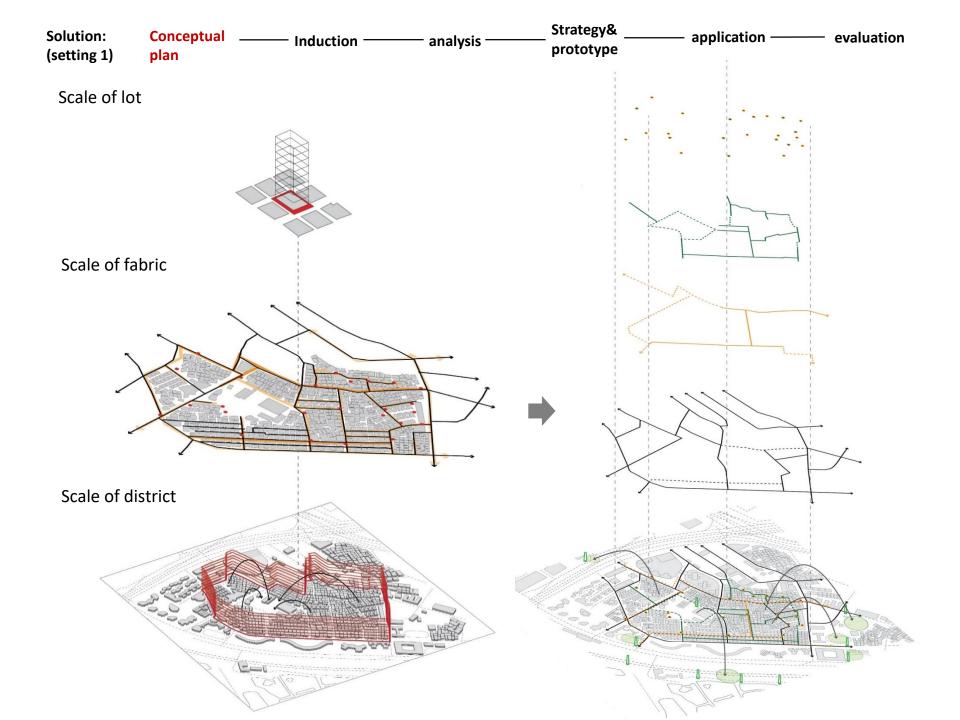
WHAT (Goal)

# **Less crowding more restorative Built environment**

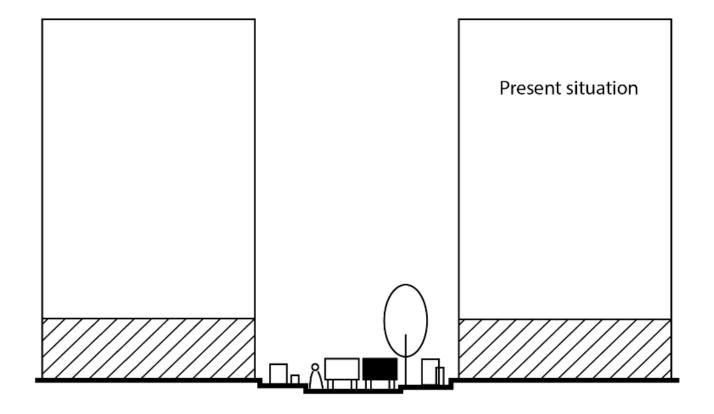
**HOW (Theoretical/Practical)** 



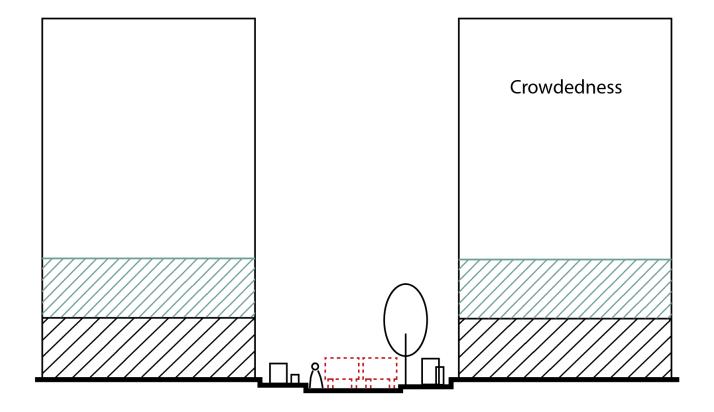




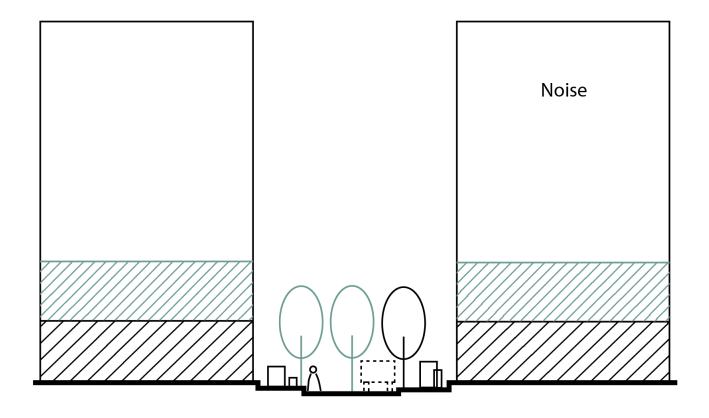
Solution:	Conceptual	Induction	analysis ——	Strategy&	—— application ———	<ul><li>evaluation</li></ul>
(setting 1)	plan			prototype	аррисатіон	CValuation
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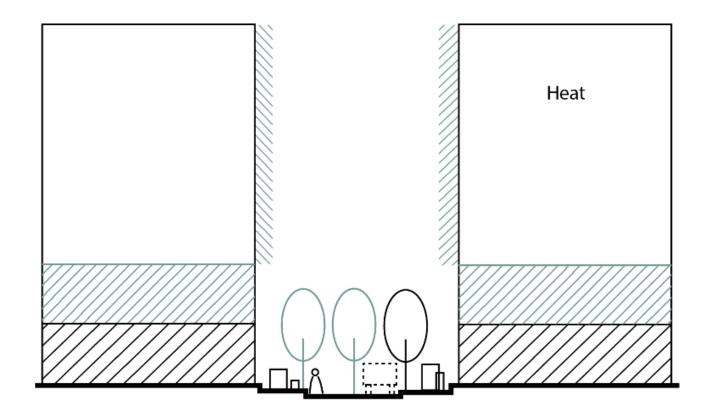
Solution:	Conceptual			Strategy&	— application ——	— evaluatio
	·	Induction	—— analysis ——	prototype	application	Cvaluation
(setting 1)	plan			prototype		



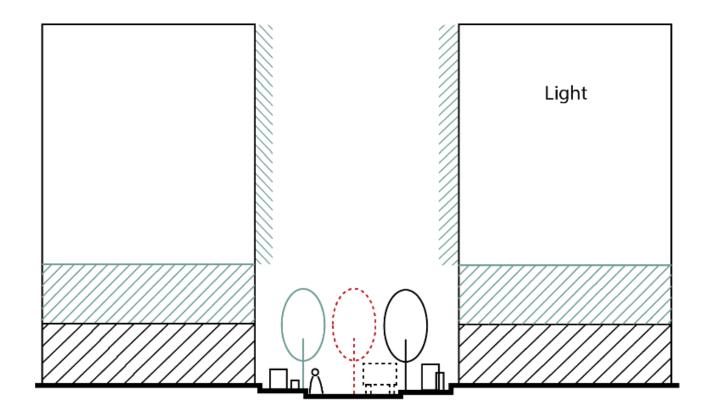
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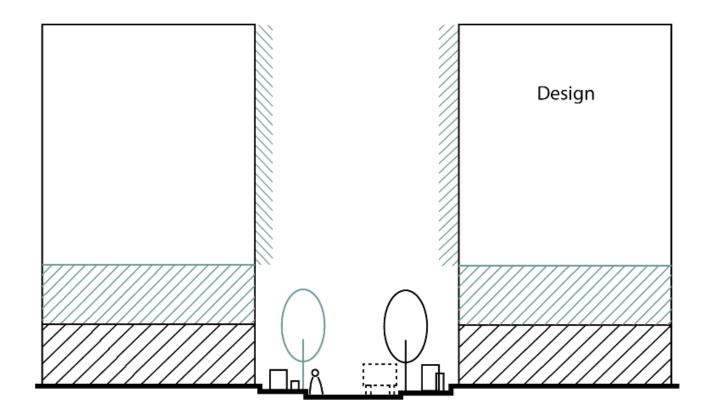
Solution: Conceptual \_\_\_\_\_ Induction \_\_\_\_ analysis \_\_\_\_\_ Strategy& \_\_\_\_\_ application \_\_\_\_ evaluation (setting 1) plan

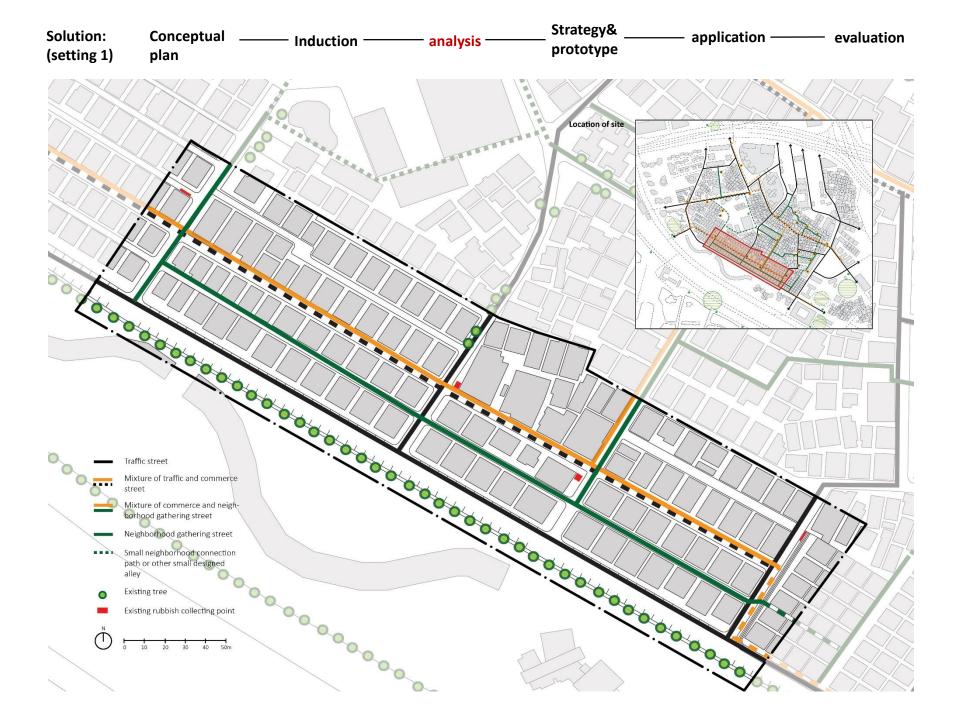


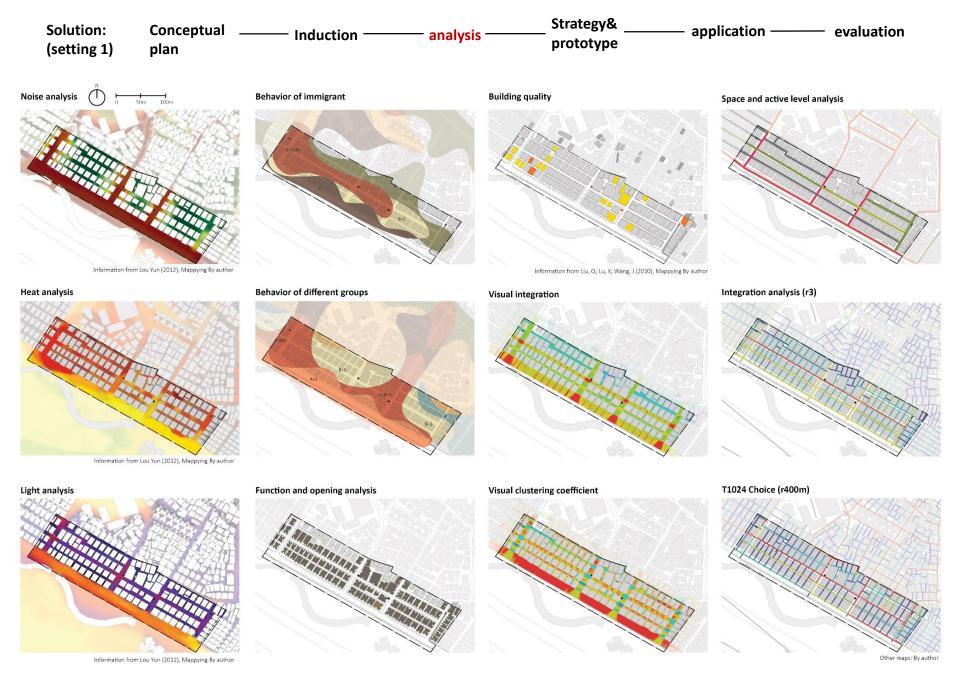
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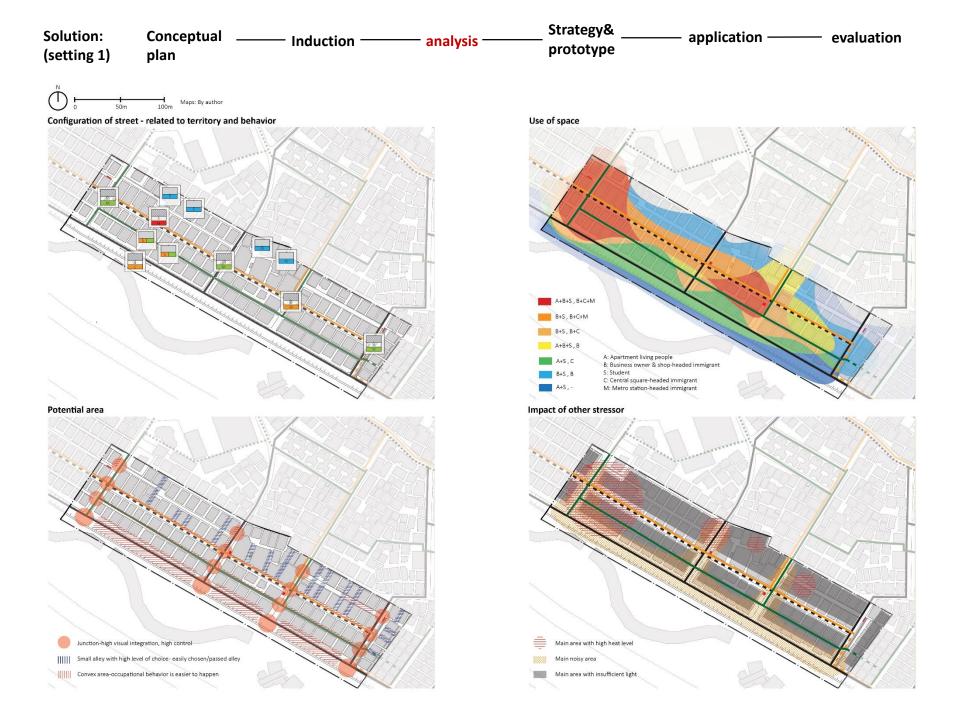


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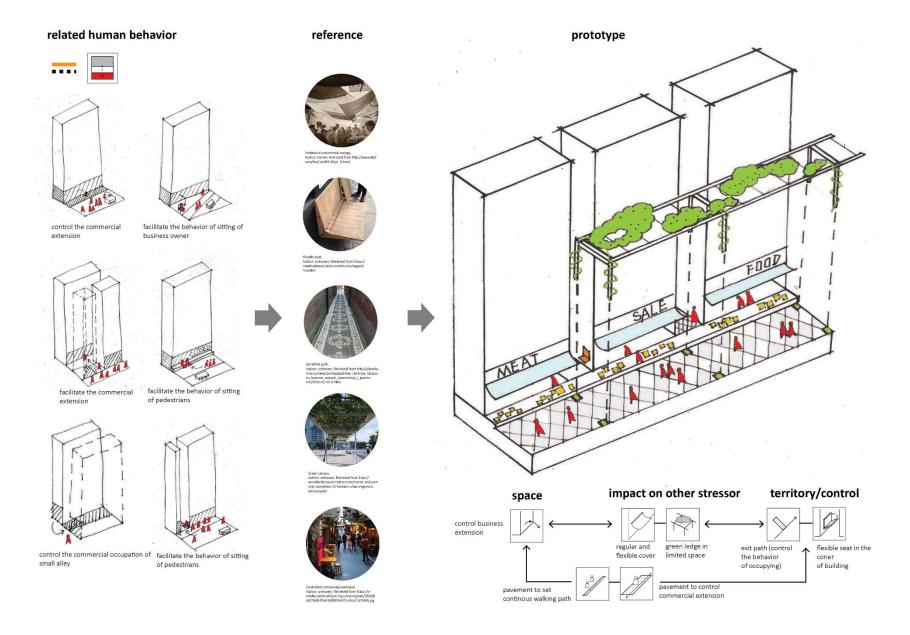


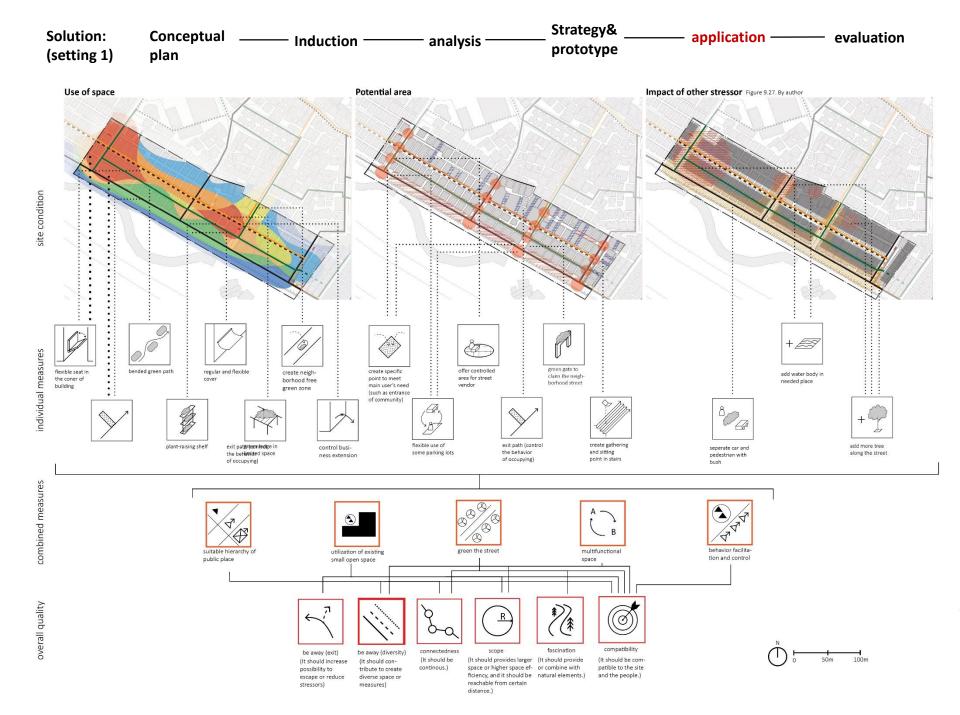




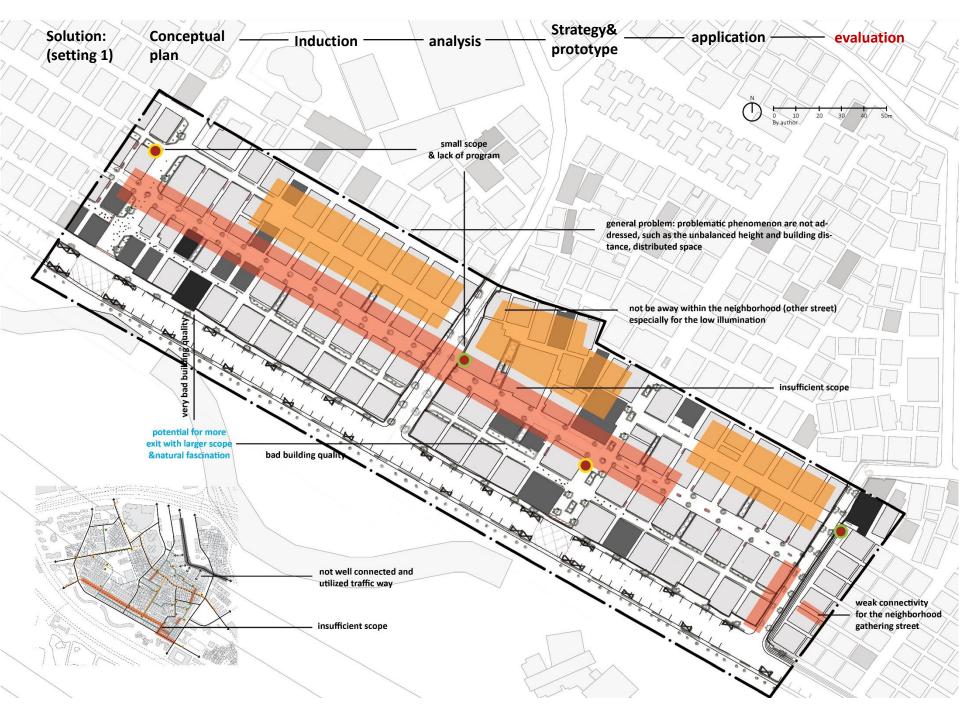


Solution: Conceptual \_\_\_\_\_ Induction \_\_\_\_\_ analysis \_\_\_\_\_ Strategy& \_\_\_\_\_ application \_\_\_\_\_ evaluation (setting 1) plan





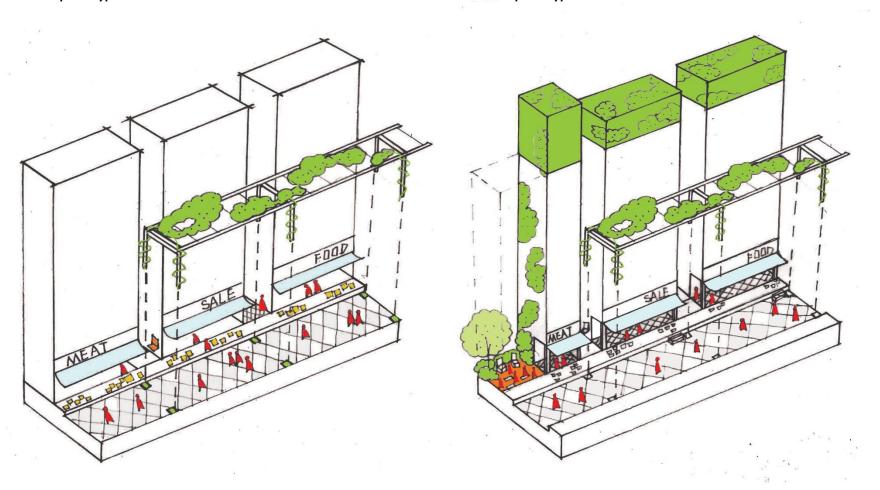




Solution: Conceptual \_\_\_\_\_ Induction \_\_\_\_ analysis \_\_\_\_ Strategy& \_\_\_\_ application \_\_\_\_ evaluation \_\_\_\_ setting 2)

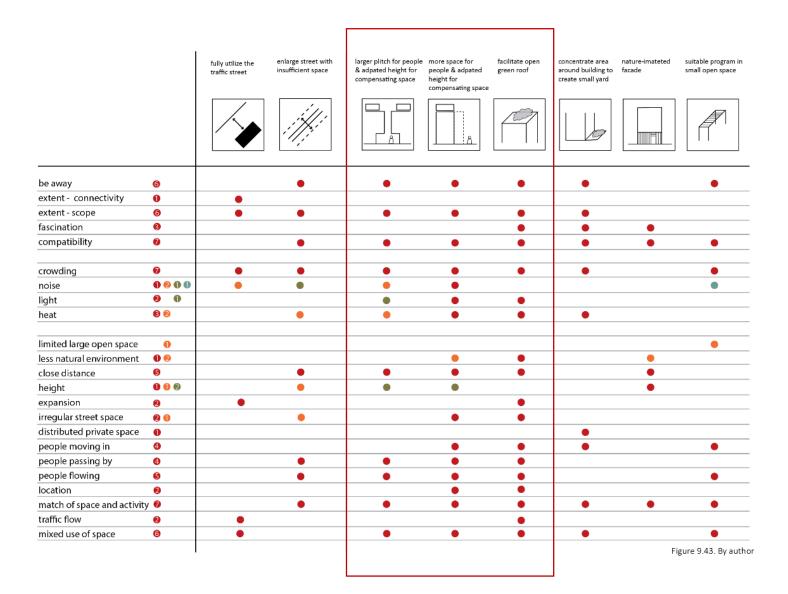
prototype 1.0 for main commercial street by author

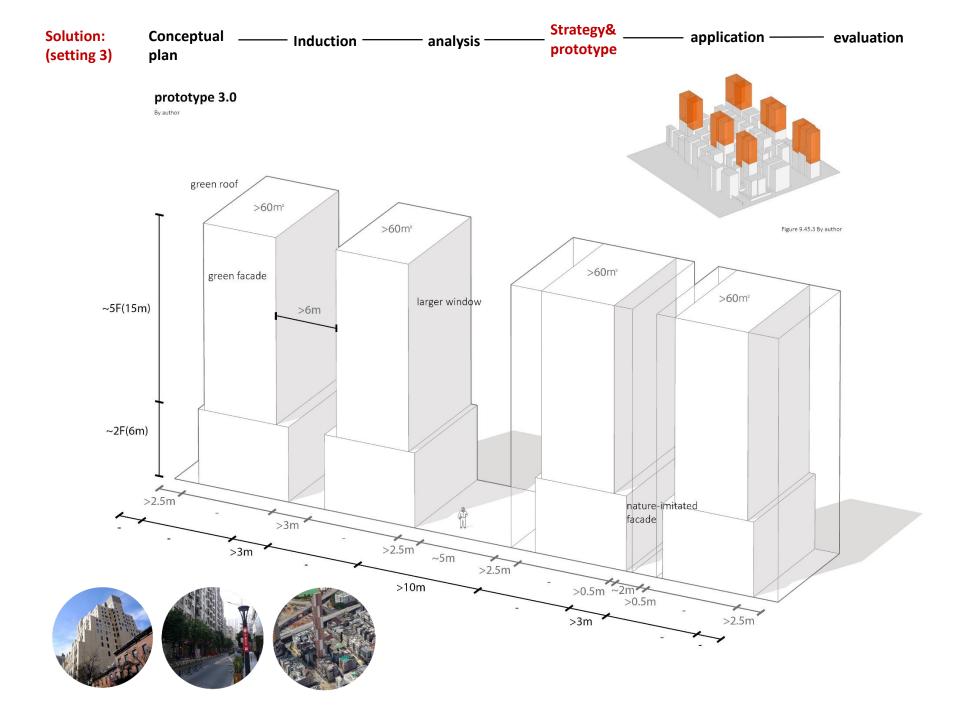
prototype 2.0 for main commercial street by author





Solution: Conceptual \_\_\_\_\_ Induction \_\_\_\_ analysis \_\_\_\_\_ Strategy& \_\_\_\_\_ application \_\_\_\_ evaluation (setting 2) plan







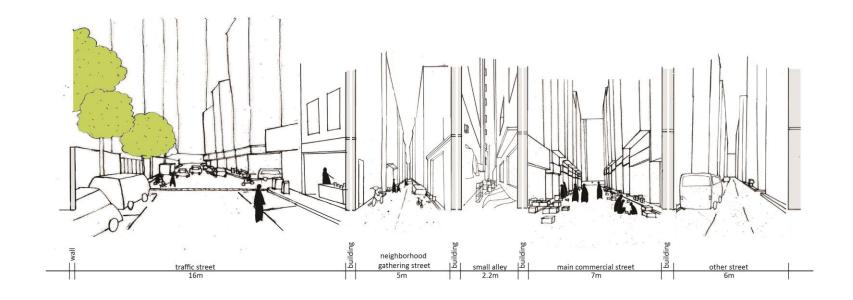
### Overall evaluation – use space (area/length) to indicate

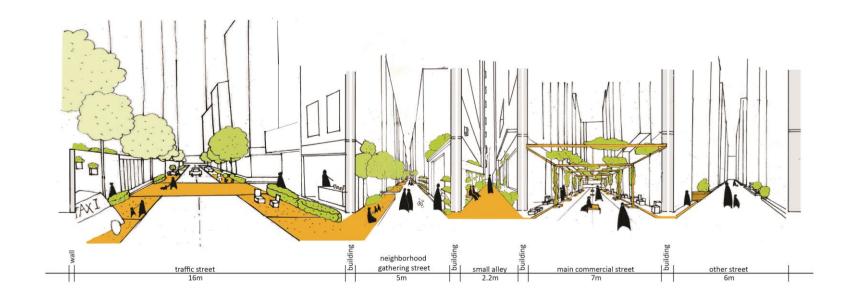
SPACE		TERRITORY			IMPACT FROM OTHER STRESSOR	
				Name and the second		
site area	33545 m	length		"exit path"	area of used space	11206 m
setting 1		commercial street	434 m	110 m	area of unused space	6672 m
ground floor area	15667 m	neighborhood gathering street	330 m		area of newly-used area (neighborhood)	4134 m
total floor area	117502.5 m	traffic street	545 m	110 m	green area	1272 m
		other street	286 m			
setting 3					added space in public place	2862 m
ground floor area (low-rise)	8515 m	setting 3	behavior of sitting/resting	exit path	added space in public place (percentage)	16.0085 %
ground floor area (high-rise base)	3608 m	commercial street	20 m	15 m		
ground floor area (high-rise building)	2857 m	neighborhood gathering street	10 m	15 m		
total floor area	132504 m	traffic street	30 m	50 m		
		other street	50 m	30 m	CONCLUSION	
spaciousness						
setting 1	0.152149954	all open space	60 m		added space in public place	6641.76 m
setting 3	0.161670591	relatively large open space	200 m		added space in public place (percentage)	37.15046 %
					added control (percentage)	29.54545 %
added space in public place	3544 m	"added space in public place"	235.76 m		added restoration (open space)(percentage)	28.45956 %
added space in public place (percentage)	19.82324645 %	"added space in public place" (percentage)	1.31871574 %		added restoration (open space)(area)	5088 m

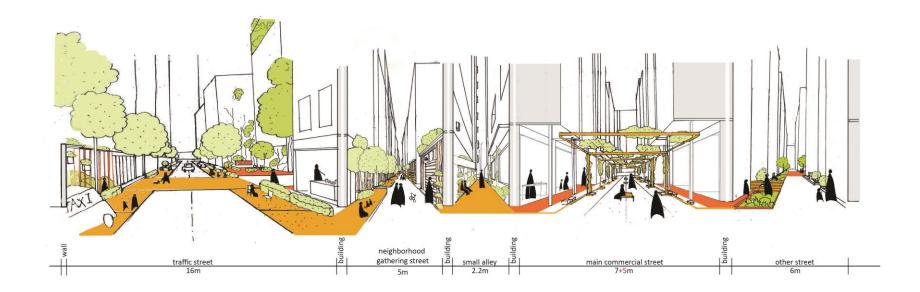
### **CONCLUSION**

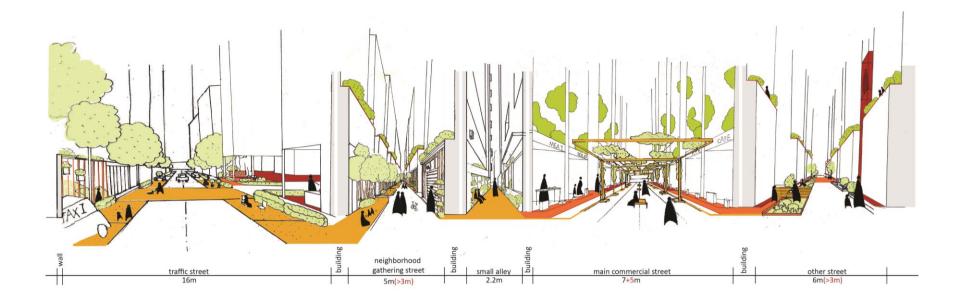
added space in public place	6641.76 m
added space in public place (percentage)	37.15046 %
added control (percentage)	29.54545 %
added restoration (open space)(percentage)	28.45956 %
added restoration (open space)(area)	5088 m









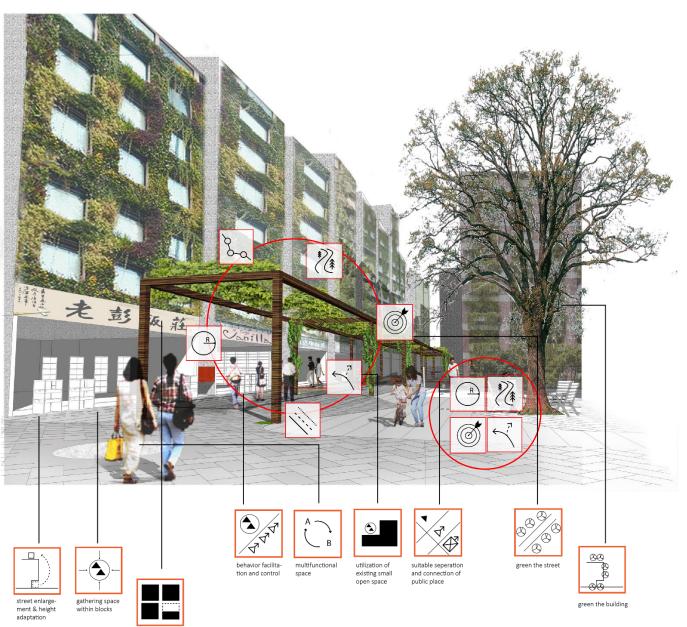


Perspective (quality of commercial street)

After

#### Before

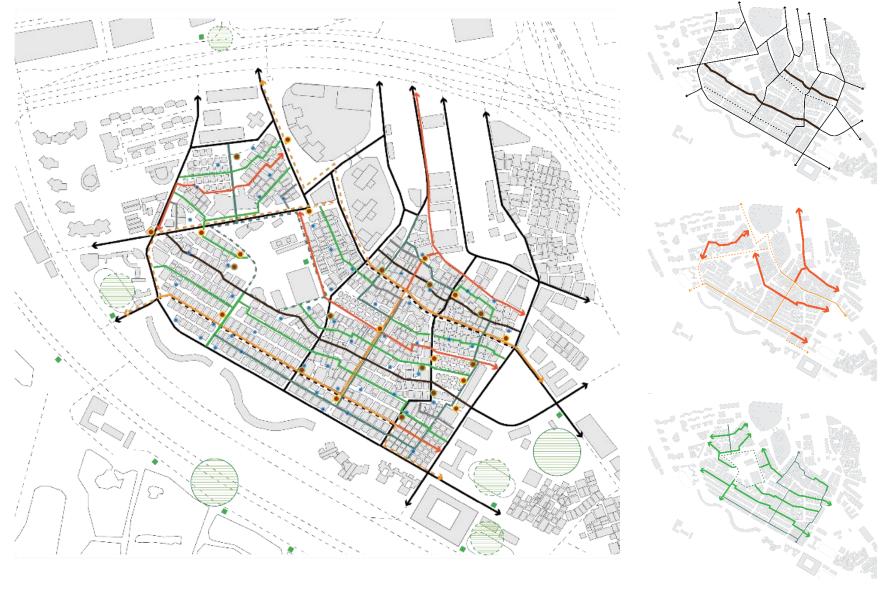




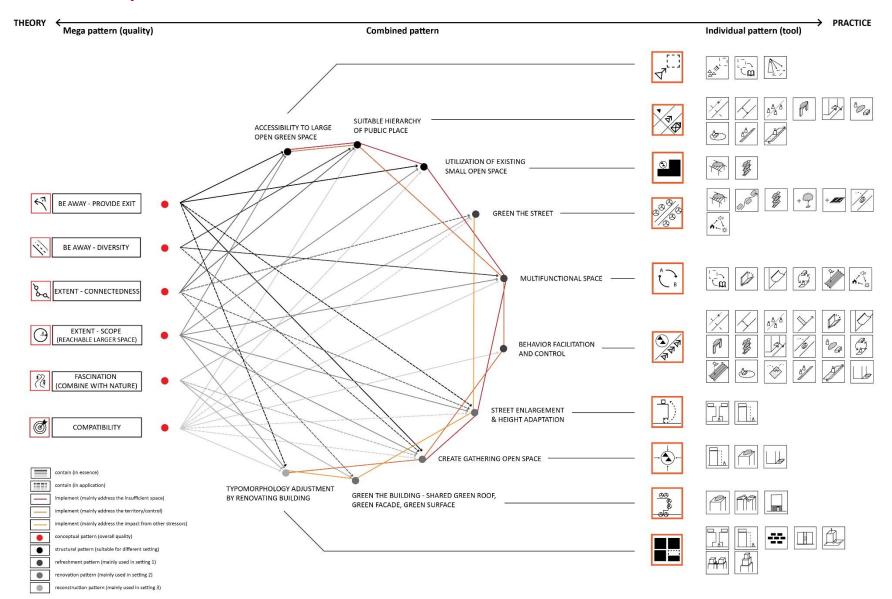
## Design in larger scale (conceptual level)

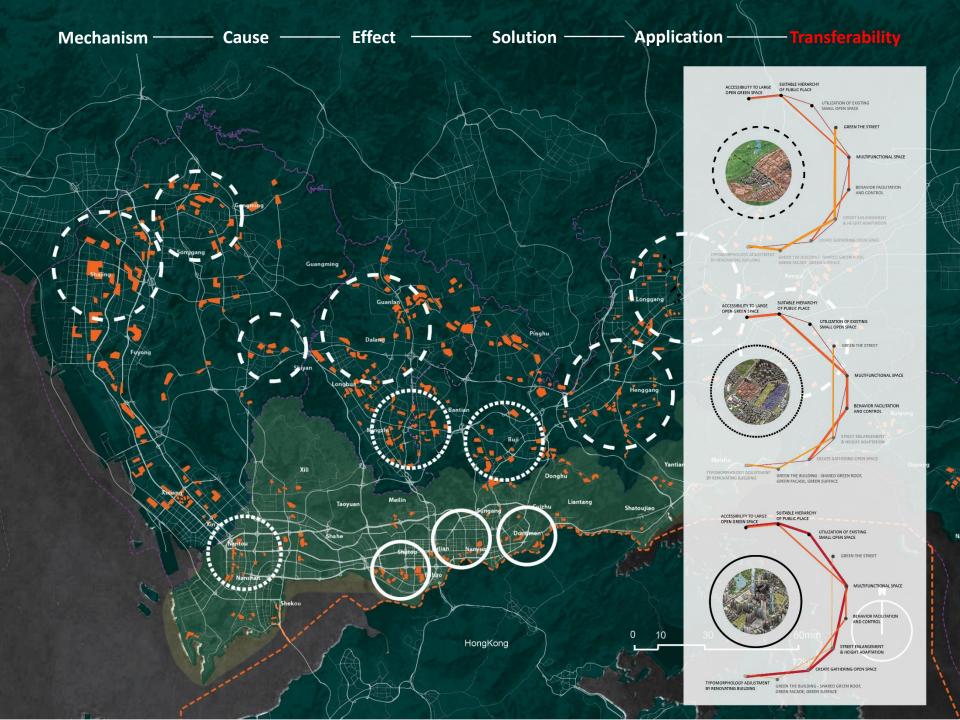


## Design in larger scale (conceptual level)



#### **Pattern library**



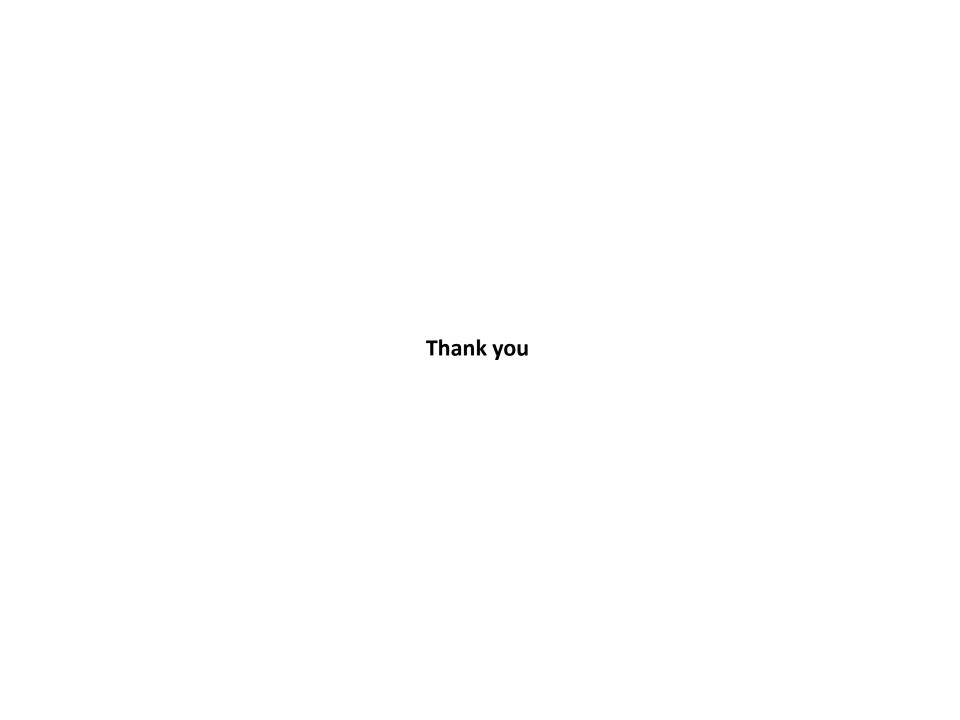


#### **Conclusion**

- 1. Without reducing density, less crowding and more restorative design can be implemented to reduce the stress level.
- 2. Stress pattern that can transferred to more other cases in latter design/research

#### Recommendation

- 1. Better way of gathering space-related psychological data to understand the relation between space & people & stress
- 2. More in-depth research about the complex relation between different stress factors



# Appendix – material plan



## Appendix – stakeholder cooperation



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immigrant

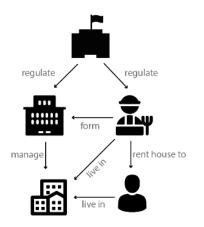
Developer



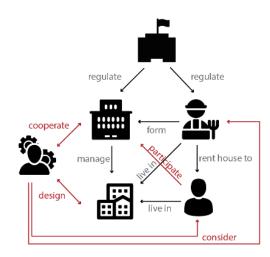


(land owner)

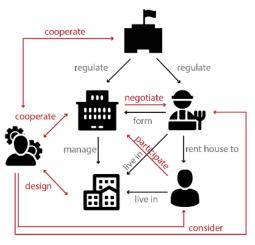
Setting 0



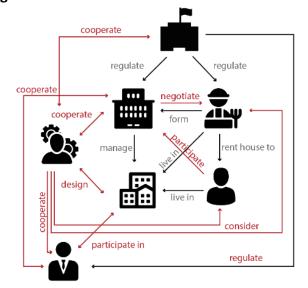
Setting 1



Setting 2



**Setting 3** 



## Appendix – needed money and power for different pattern

