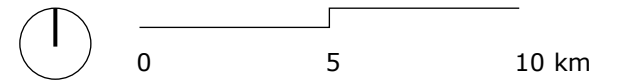


Young Carnisse

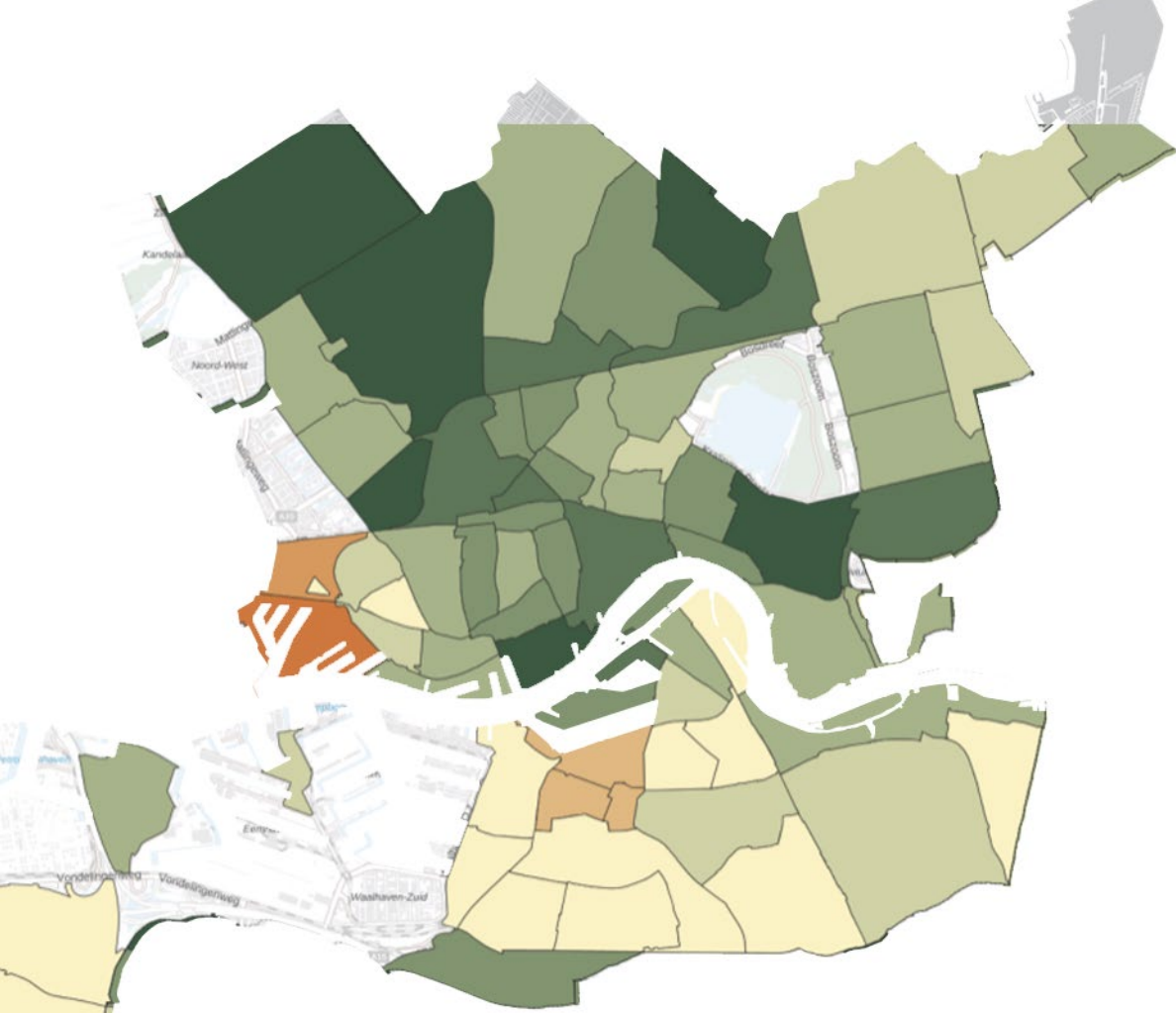
Enhancing the mental wellbeing of
adolescents in Carnisse through
urban design

City of the Future
Graduation 2026

Problem Statement & relevance



Problem Statement & relevance



“The mental wellbeing of adolescents is declining”



Psychische klachten 2023

Per GGD-regio, middelbare scholieren (klas 2 en klas 4)

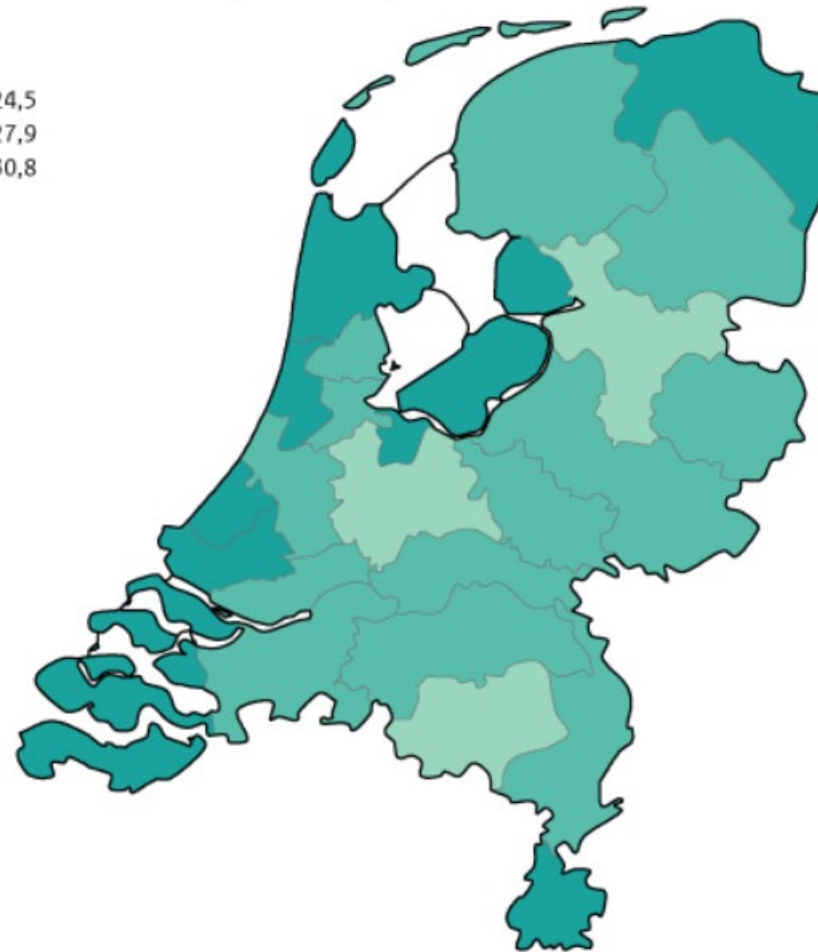


Percentage

23,7 - 24,5

24,5 - 27,9

27,9 - 30,8



Mental issues per GGD region of second and fourth graders in 2023.

Source: GGD'en & RIVM (2023). *Psychische klachten 2023. Gezondheidsmonitor Jeugd 2023.*

<https://bronnen.zorggegevens.nl/Bron?naam=Gezondheidsmonitor-Jeugd-van-GGD%E2%80%99en-en-RIVM>

Adolescents in Carnisse

27,6% of residents
< 25 years old



‘To what extent does public space influence the mental wellbeing of adolescents and how can its design be adapted to improve the wellbeing of adolescents in Carnisse?’

‘To what extent does public space influence the mental wellbeing of adolescents and how can its design be adapted to improve the wellbeing of adolescents in Carnisse?’

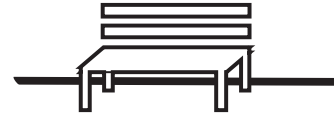
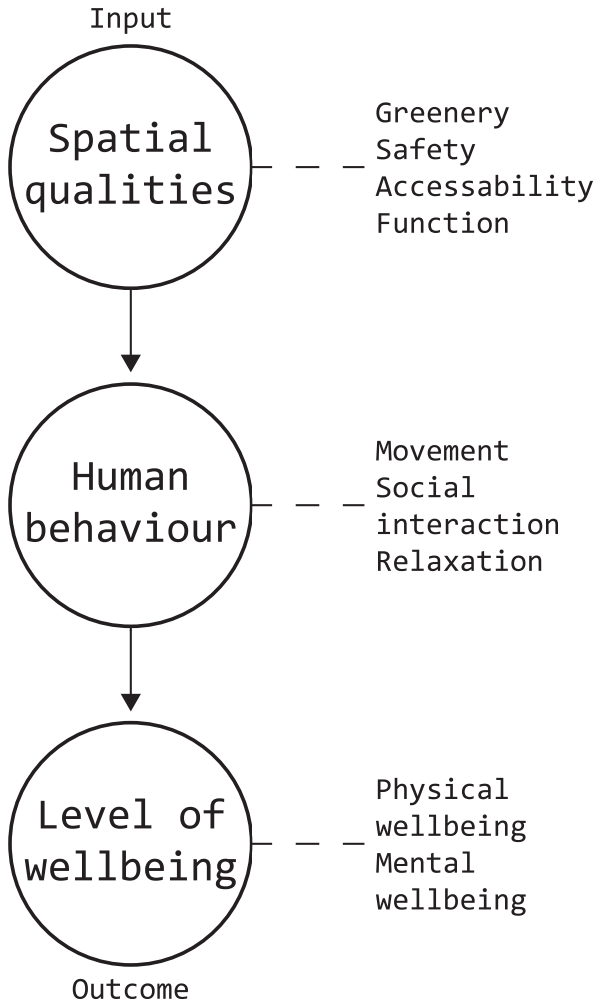


Lack of :

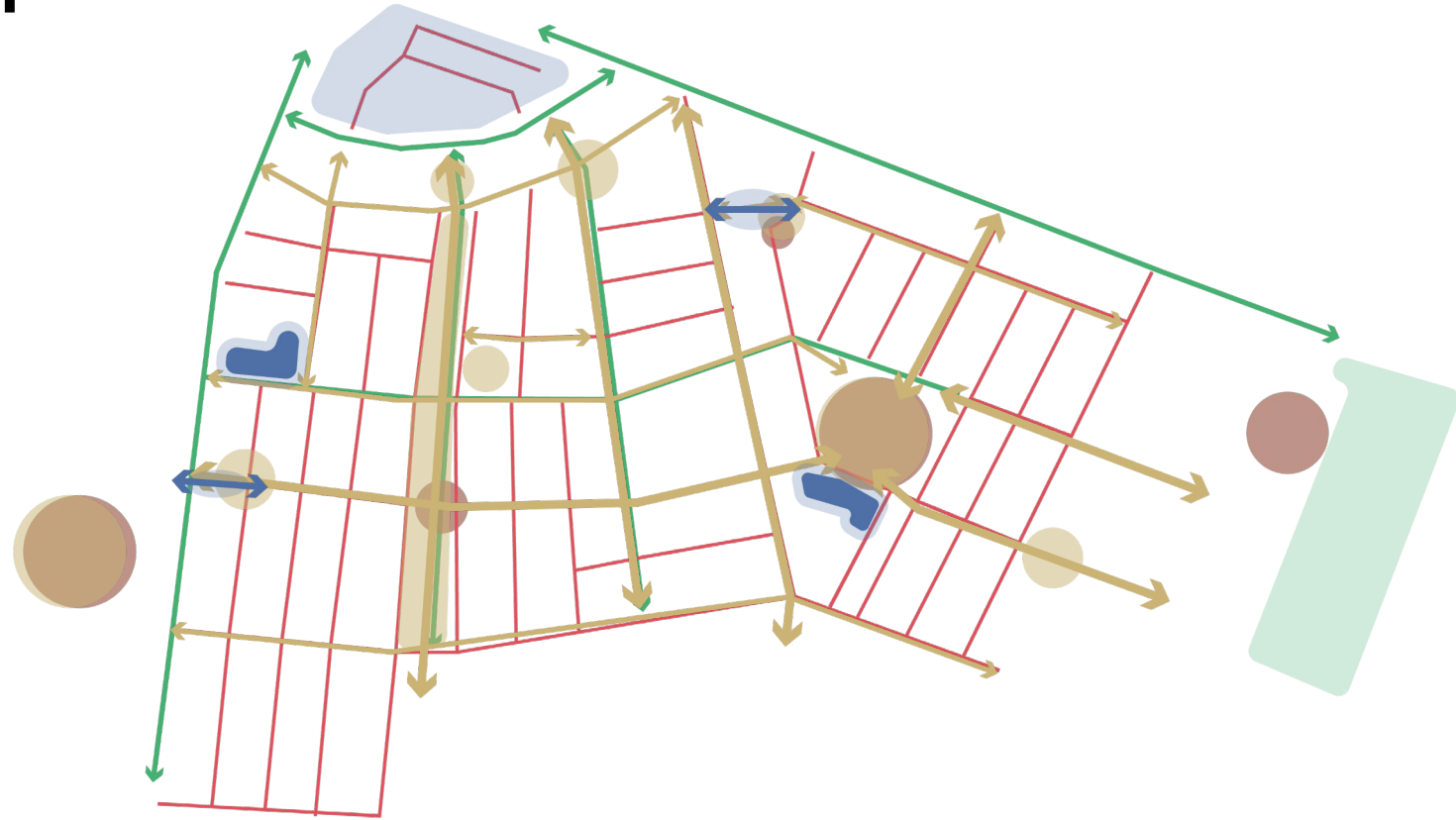
Diversity

Safe outdoor spaces and connections

Program for adolescents



SWOT Map



Design challenge

→ Transform Carnisse from a fragmented and underactive neighbourhood into a more cohesive urban area that better aligns with the needs of adolescents

1. Program
2. Network
3. Density

Design criteria



Improve accessibility

Design criteria



Improve accessibility



Stimulate social interaction

Design criteria



Improve accessibility



Stimulate social interaction



Enhance perceived safety

Design criteria



Improve accessibility



Stimulate social interaction



Enhance perceived safety



Support autonomy

Design criteria



Improve accessibility



Stimulate social interaction



Enhance perceived safety



Support autonomy



Promote a healthy lifestyle

Design criteria



Improve accessibility



Stimulate social interaction



Enhance perceived safety



Support autonomy



Promote a healthy lifestyle



Strengthen local identity

Design criteria



Improve accessibility



Stimulate social interaction



Enhance perceived safety



Support autonomy



Promote a healthy lifestyle



Strengthen local identity



Create a high quality of stay

Design criteria



Improve accessibility



Stimulate social interaction



Enhance perceived safety



Support autonomy



Promote a healthy lifestyle



Strengthen local identity



Create a high quality of stay

The 7 design criteria



1. Program

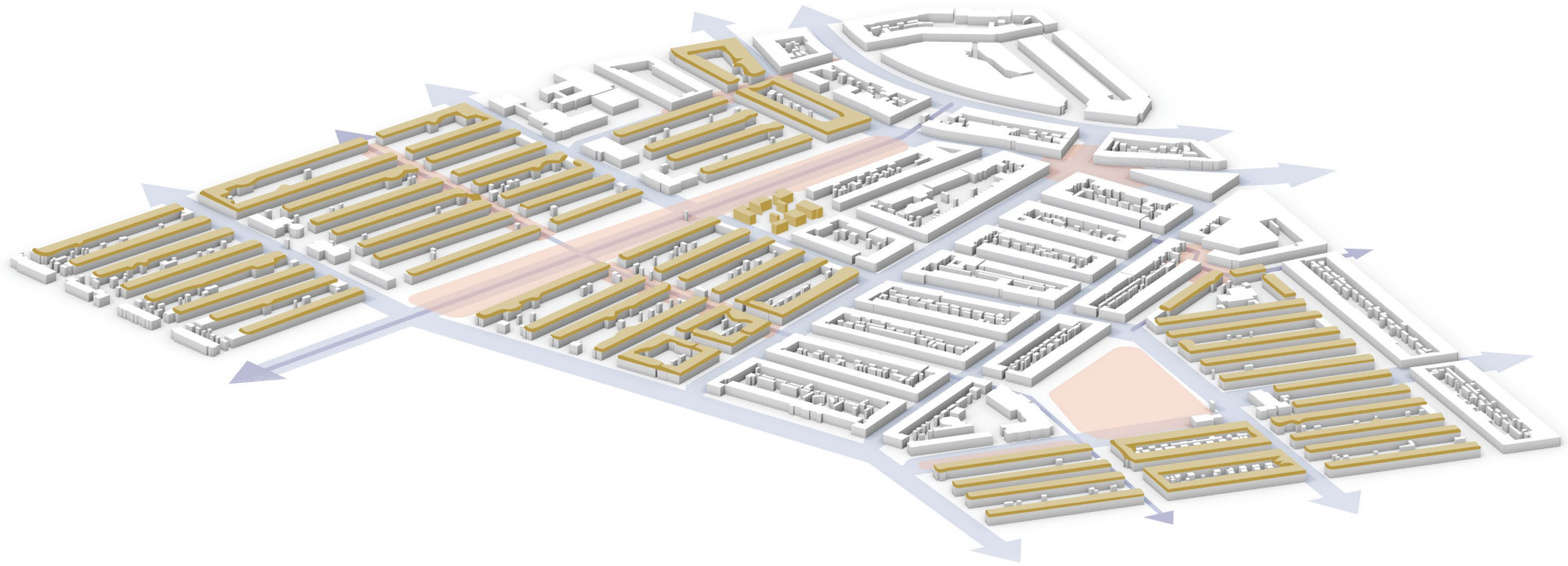
2. Network

3. Density

+



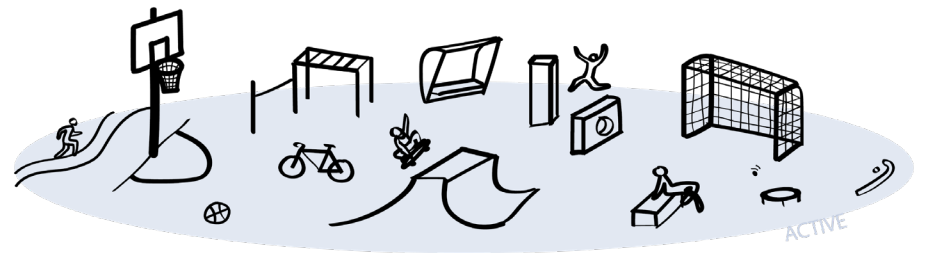
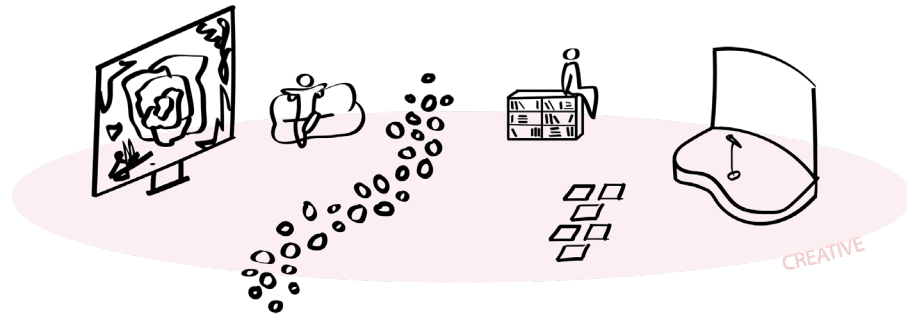
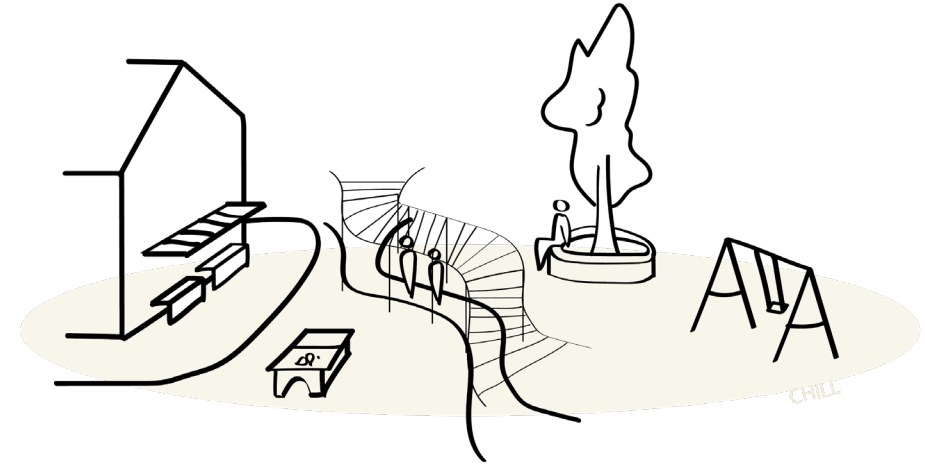
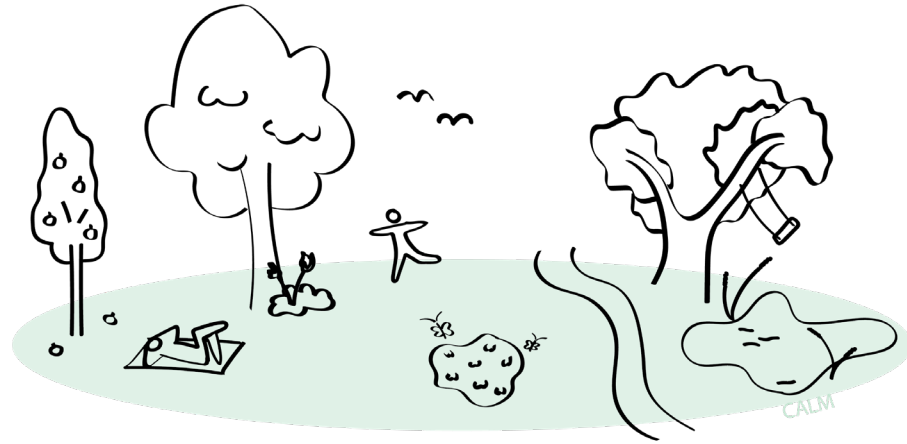
The strategy



Phase 1 - Activate

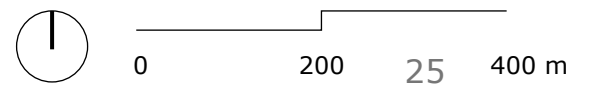


Programming

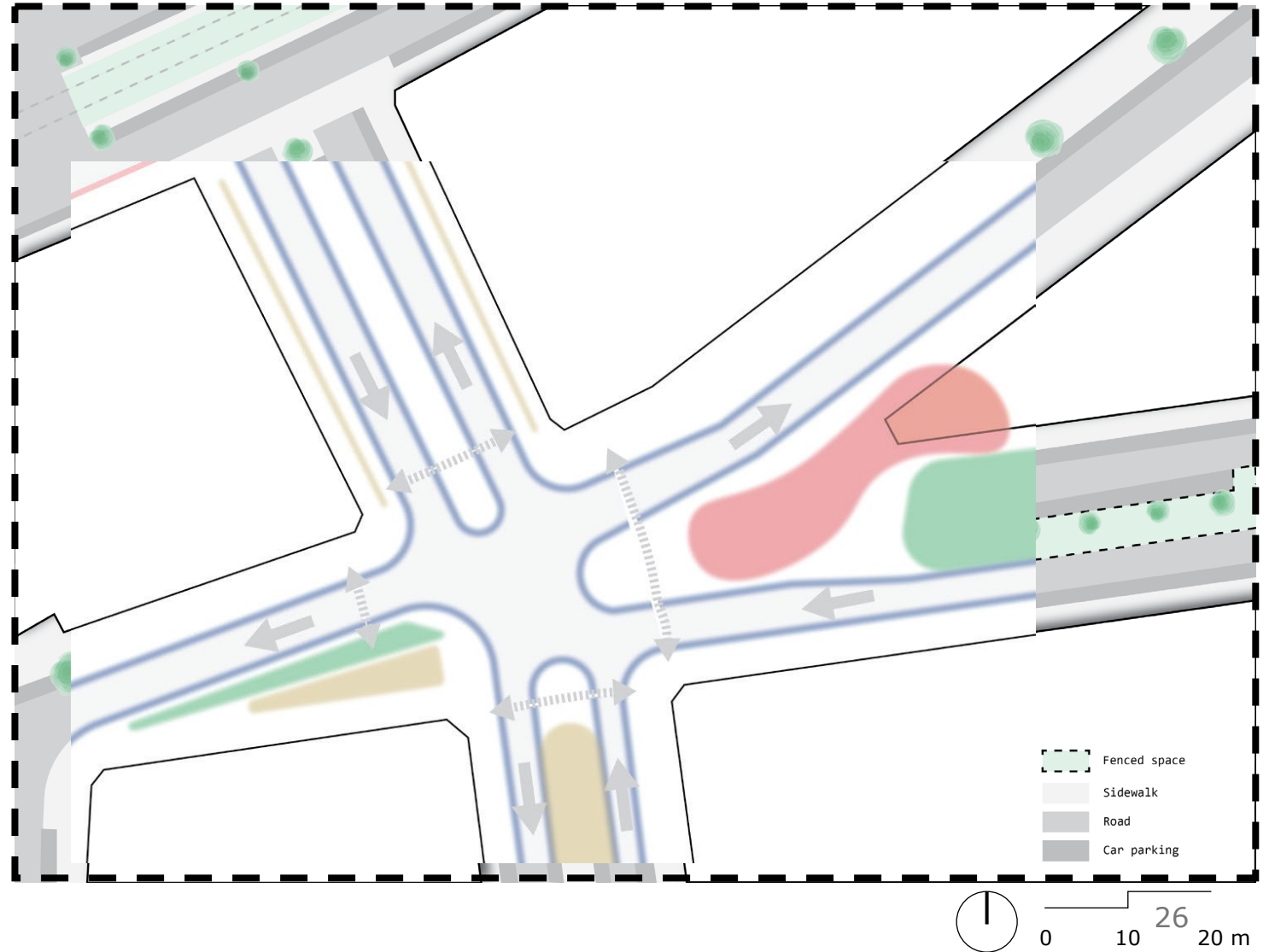




Sources used: OpenStreetMap & PDOK



Intersection



Intersection



- Grass
- Low greenery
- Tree
- Pedestrian path
- Car parking space
- Sidewalk
- Bike lane
- Car lane
- Building
- Bicycle parking



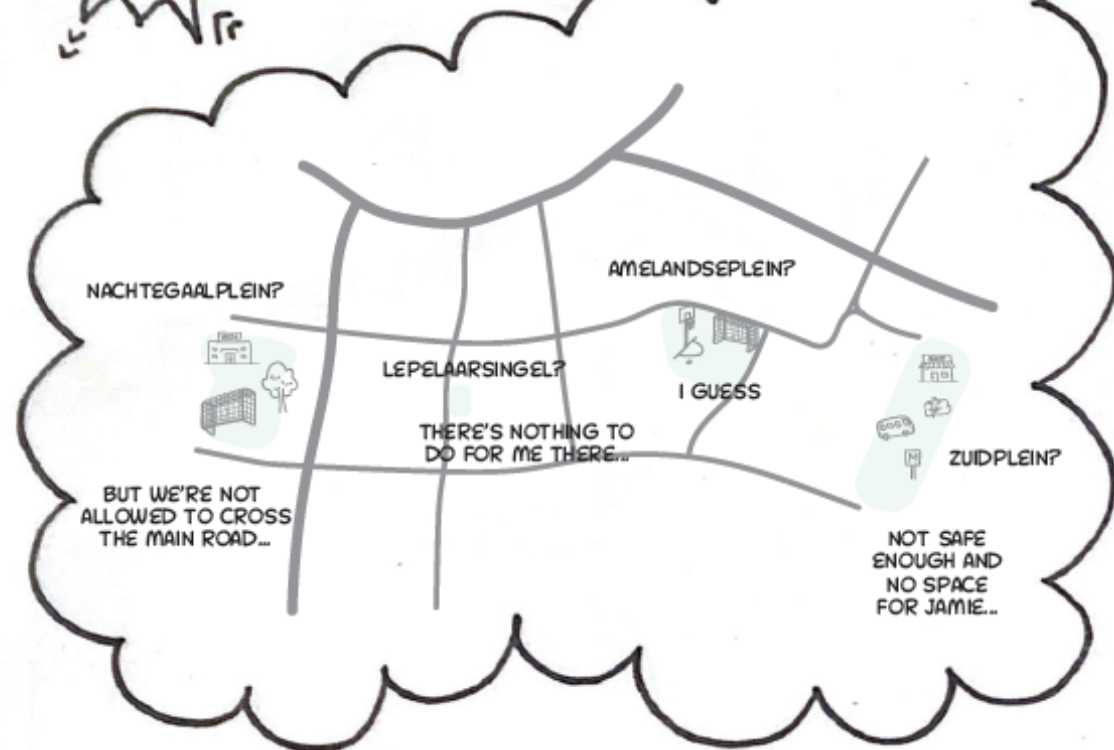


AFTER SCHOOL, SENNA AND JAMIE HAVE TO SPEND SOME TIME OUTDOORS. WHERE WILL THEY GO?



WHERE SHOULD WE GO?

IT NEEDS TO BE SAFE FOR JAMIE AND ME AND I WANT SO SEE FRIENDS BUT AM TOO TIRED TO PLAY FOOTBALL, AND IT NEEDS A PLAYGROUND FOR JAMIE...



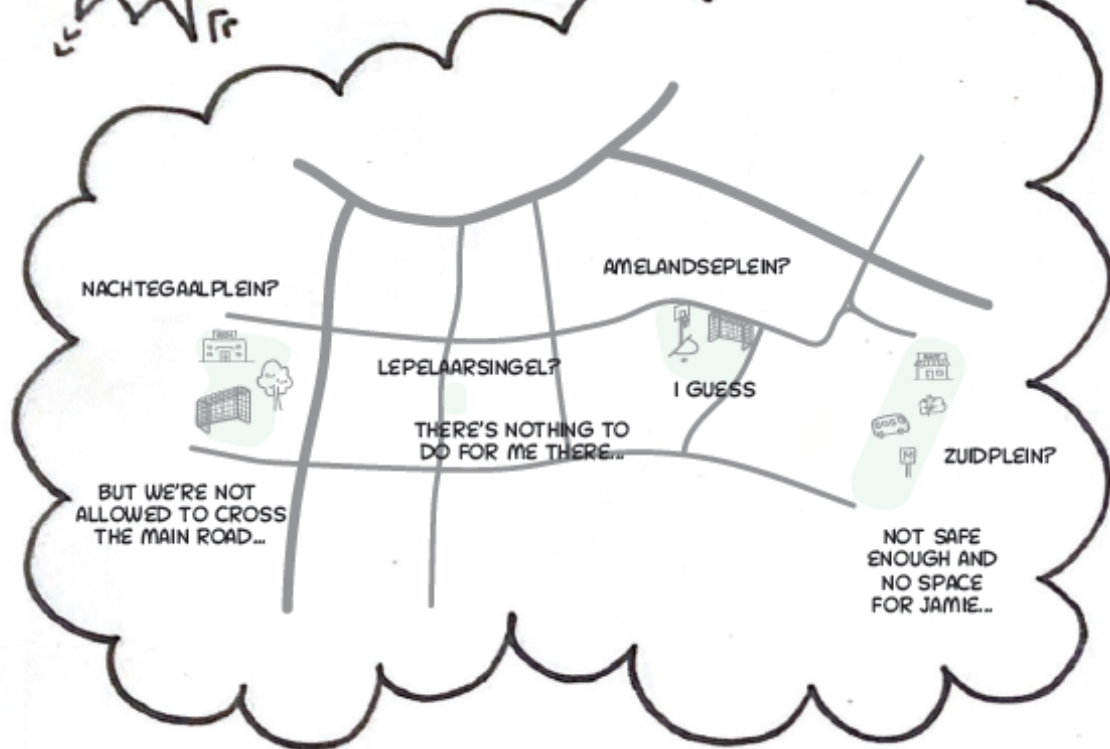


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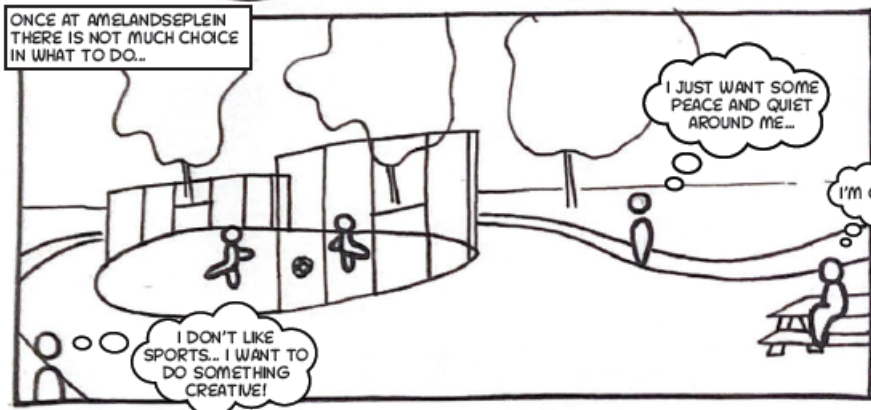


WHERE SHOULD WE GO?

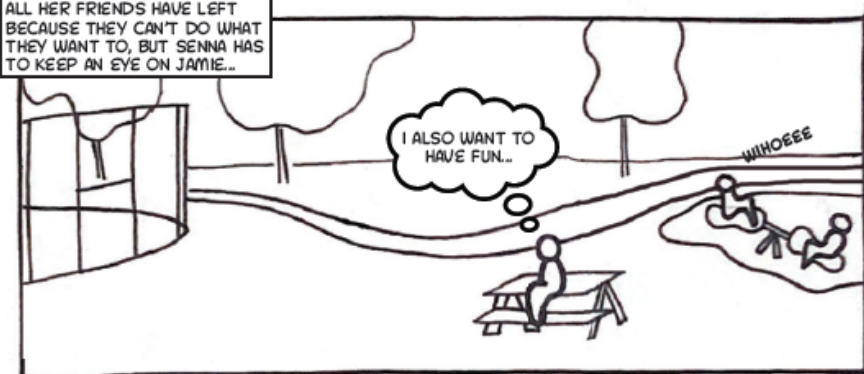
IT NEEDS TO BE SAFE FOR JAMIE AND ME AND I WANT TO SEE FRIENDS BUT AM TOO TIRED TO PLAY FOOTBALL, AND IT NEEDS A PLAYGROUND FOR JAMIE...



ONCE AT AMELANDSEPLEIN THERE IS NOT MUCH CHOICE IN WHAT TO DO...



ALL HER FRIENDS HAVE LEFT BECAUSE THEY CAN'T DO WHAT THEY WANT TO, BUT SENNA HAS TO KEEP AN EYE ON JAMIE...





AFTER SCHOOL, SENNA AND JAMIE HAVE TO SPEND SOME TIME OUTDOORS. WHERE WILL THEY GO?





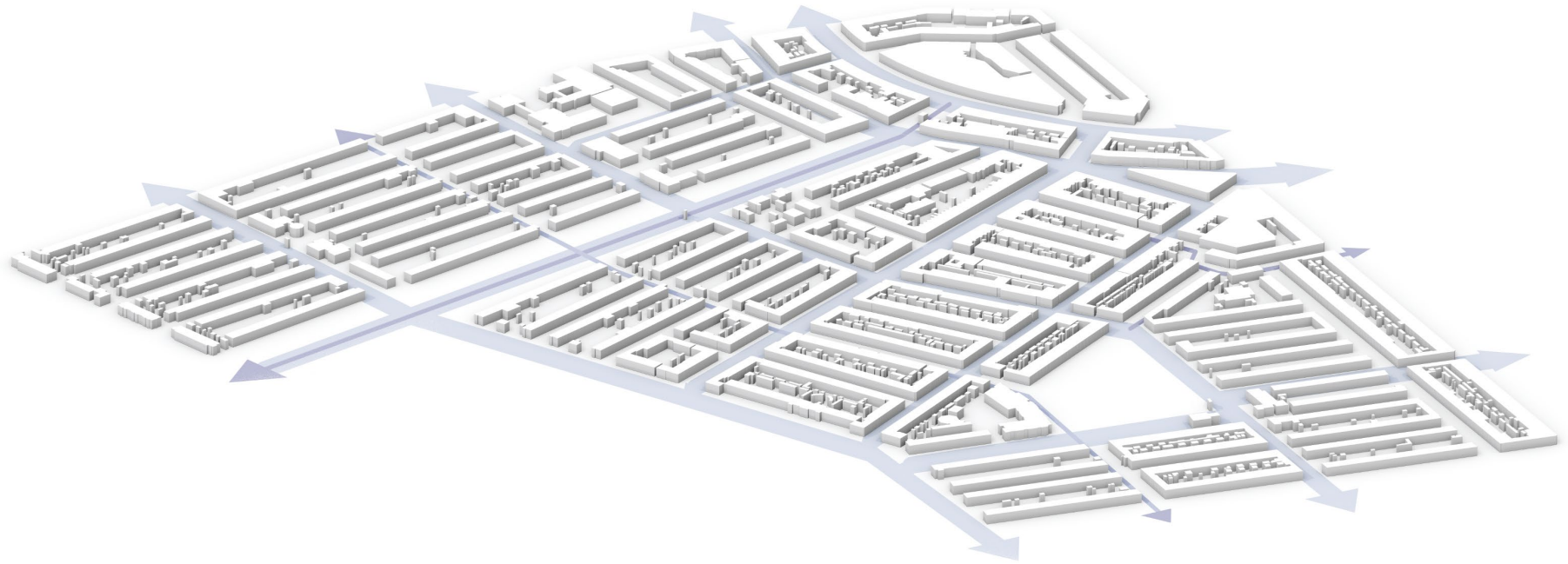
AFTER SCHOOL, SENNA AND JAMIE HAVE TO SPEND SOME TIME OUTDOORS. WHERE WILL THEY GO?

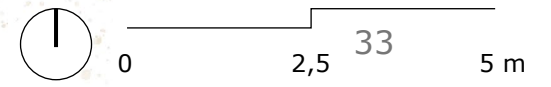


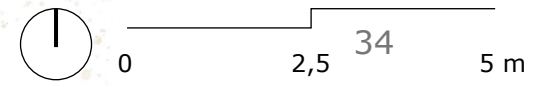
IT NEEDS TO BE SAFE FOR JAMIE AND ME AND I WANT TO SEE SOME FRIENDS BUT AM NOT IN THE MOOD FOR FOOTBALL, AND IT NEEDS A PLAYGROUND FOR JAMIE...

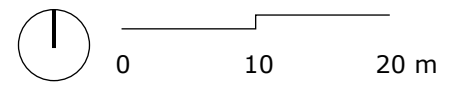
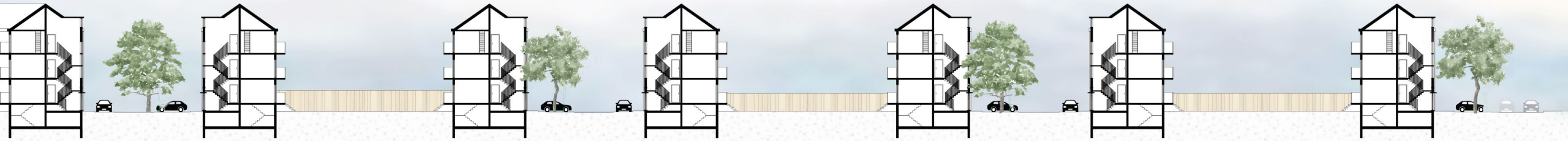


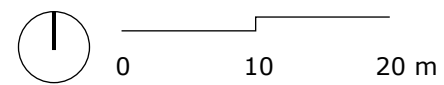
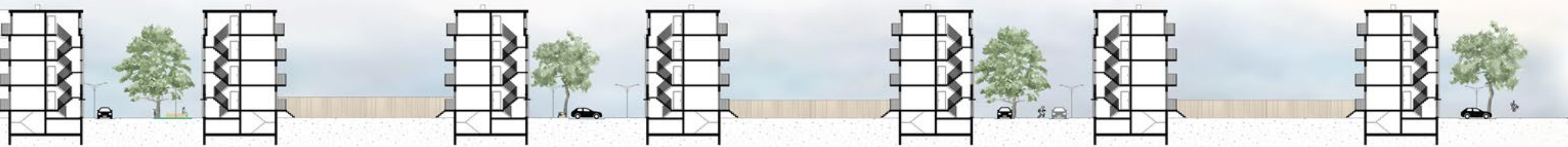
Phase 2 - Connect

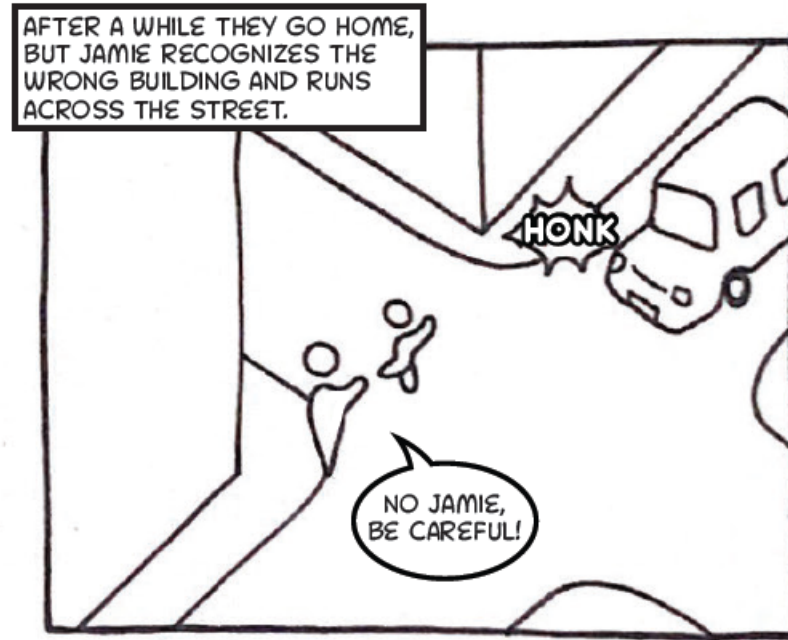




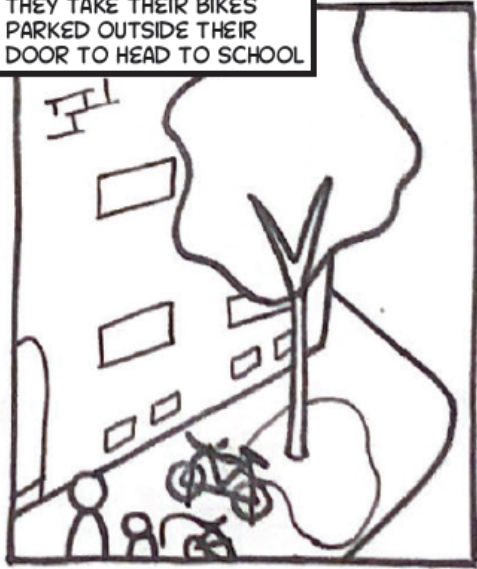








THEY TAKE THEIR BIKES
PARKED OUTSIDE THEIR
DOOR TO HEAD TO SCHOOL



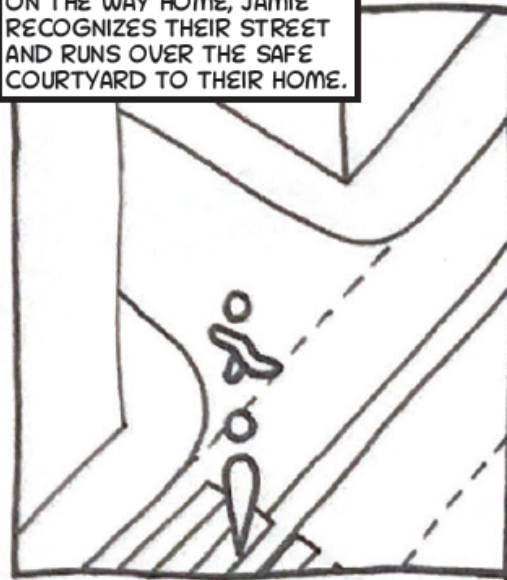
BECAUSE THE STREETS ARE
NOW SAFER FOR PEDESTRIANS
AND CYCLISTS, THEY CAN GO
TO SCHOOL INDEPENDENTLY!



DID YOU HAVE
A GOOD NIGHT,
JAMIE?

YES I HAD SUCH
A WEIRD DREAM...
LET ME TELL YOU!

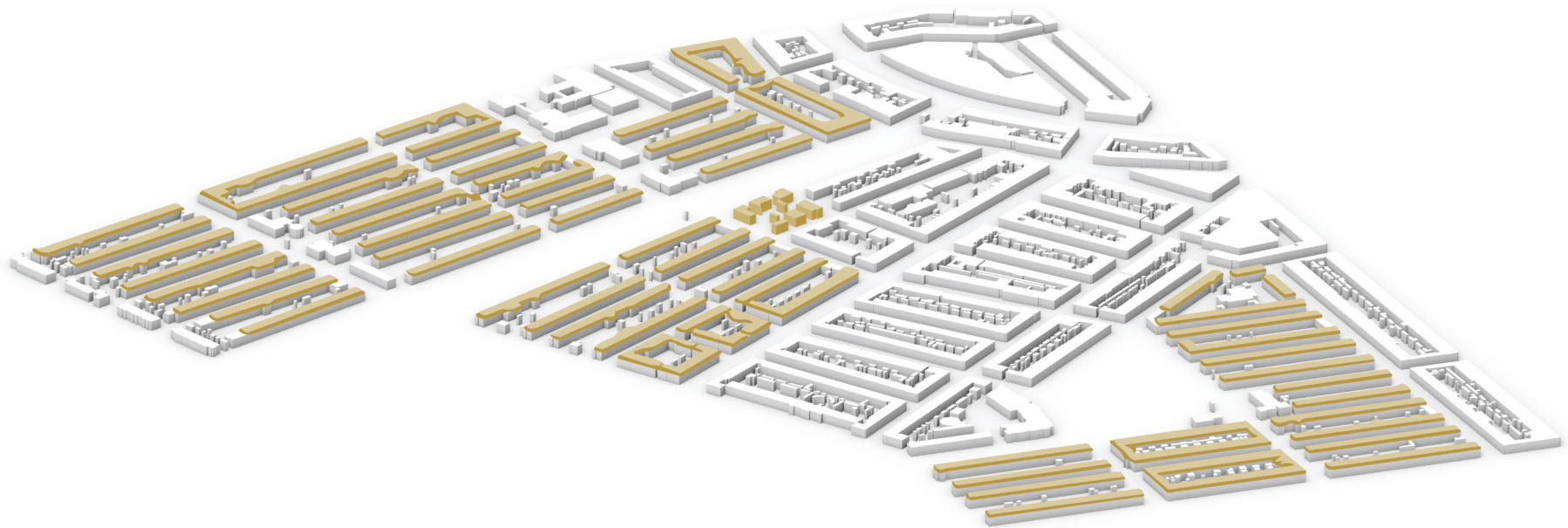
ON THE WAY HOME, JAMIE
RECOGNIZES THEIR STREET
AND RUNS OVER THE SAFE
COURTYARD TO THEIR HOME.



IN THE STREET THEY RUN INTO THEIR
NEIGHBOURS, WHO ARE ENJOYING
THE GREEN COURTYARD AND THE
PRESENCE OF EACH OTHER.



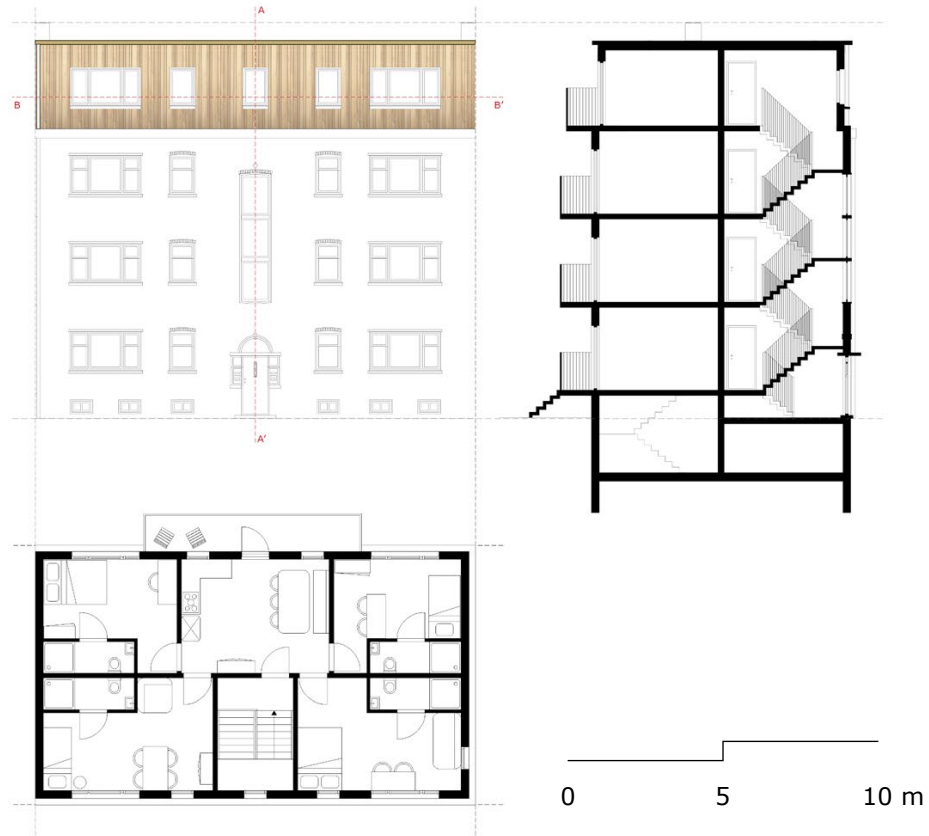
Phase 3 - Intensify



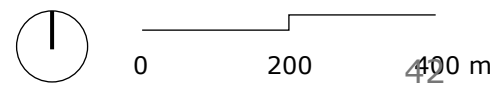
Current



New

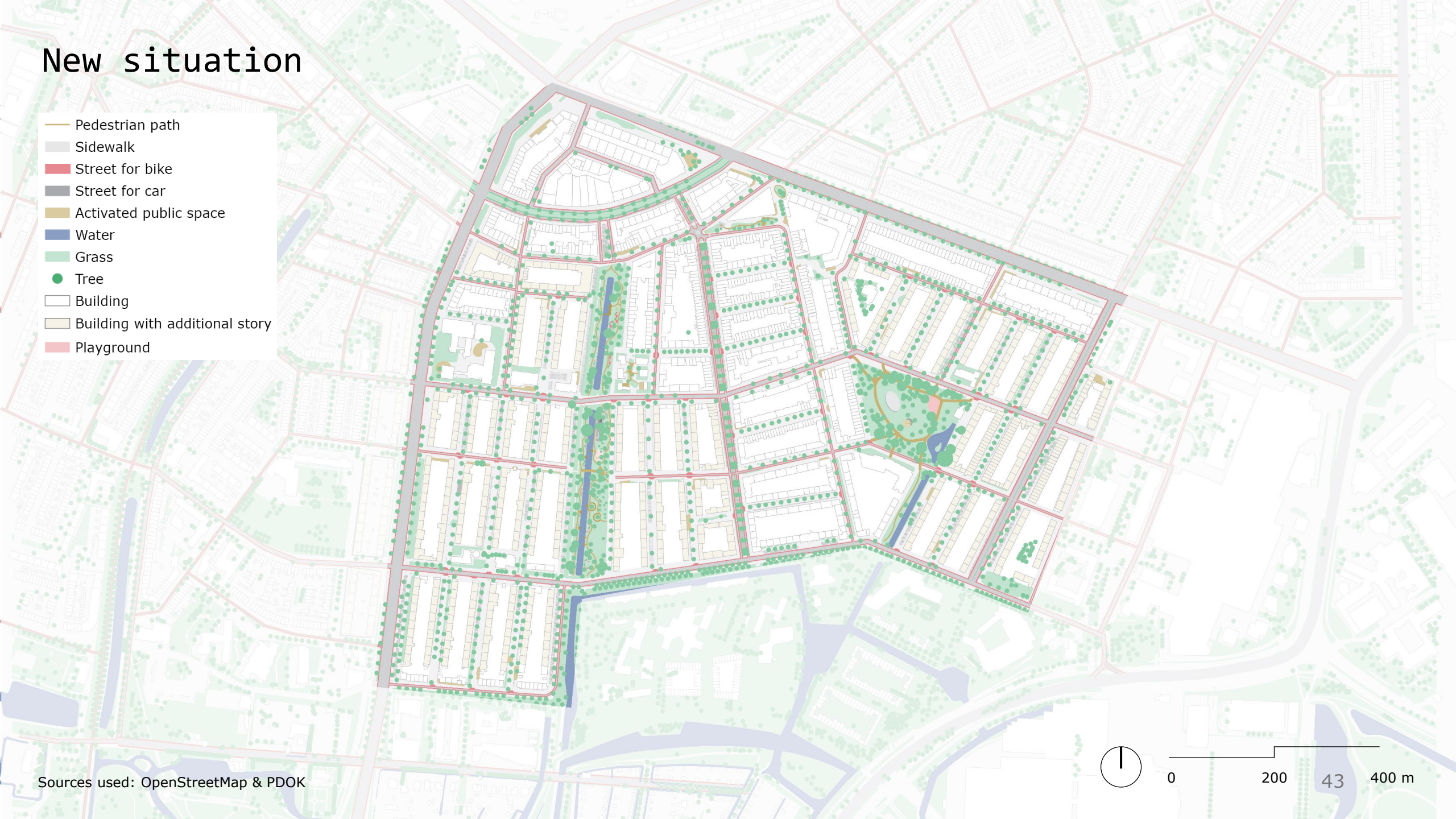


- Public squares
- Activated public spaces
- Amenities for adolescents
- + Extra amenities
- Rooftop extension
- Buildings
- Current streets
- New connection
- Subway railway



New situation

- Pedestrian path
- Sidewalk
- Street for bike
- Street for car
- Activated public space
- Water
- Grass
- Tree
- Building
- Building with additional story
- Playground



Sources used: OpenStreetMap & PDOK



0

200

43

400 m

Impact



Children

- Safer & cleaner play zones
- Development opportunities

Impact



Children



Adolescents

- Safer & cleaner play zones
- Development opportunities
- More autonomy
- More inclusion

Impact



Children



Adolescents



Parents

- Safer & cleaner play zones
- Development opportunities
- More autonomy
- More inclusion
- More rest and less worries about children

Impact



Children

- Safer & cleaner play zones
- Development opportunities



Adolescents

- More autonomy
- More inclusion



Parents

- More rest and less worries about children



Adults & elderly

- Improved public spaces
- More autonomy and safety

Trade-offs

- More noise
- Less parking space
- Construction work + breaking

Thank you!





geluk is
altijd in de
buurt

