Graduation Plan

Master of Science Architecture, Urbanism & Building Sciences
## Graduation Plan: All tracks

### Personal information

<table>
<thead>
<tr>
<th>Name</th>
<th>Chang Liu</th>
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<tbody>
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### Studio

<table>
<thead>
<tr>
<th>Name / Theme</th>
<th>Flowscape</th>
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<tbody>
<tr>
<td>Teachers / tutors</td>
<td>Saskia de Wit, Maurice.G.A.D. Harteveld</td>
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<td>Argumentation of choice of the studio</td>
<td>Landscape Architecture Studio</td>
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### Graduation project

<table>
<thead>
<tr>
<th>Title of the graduation project</th>
<th>Decent Life: multifunctional interfaces as base for diverse needs and activities</th>
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### Goal

<table>
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<tr>
<th>Location:</th>
<th>Chengdu, Sichuan, China</th>
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<tbody>
<tr>
<td>The posed problem,</td>
<td>With population explosion, limited urban space can no longer provide enough place for diverse activities. Commuting and living have used up most of the space, while informal gathering and encounter have to squeeze in between. This lack of space for diverse activities is resulting in the decreasing of social activities and of spiritual satisfaction.</td>
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<tr>
<td>research questions and</td>
<td>How can urban interfaces be designed in both ground level and above, to satisfy the needs of both sides and allow for diverse activities?</td>
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<tr>
<td>design assignment in which these result.</td>
<td>Reorganizing user-site structure in 3D scale and design the interface in according to different needs and context.</td>
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The questions are formed as followed:

1. Where are the spaces available and where are the user for those spaces?
2. How can the user and site be more closely connected? In other words, how can the accessibility of those available space be increased, in relation to their users?
3. What are the needs of these users, the needs that they know, and that they already give upon?
4. How can the interfaces between functionally different space be designed that it satisfies the needs of both sides, in other words, the space doubled functionally?
5. How can these interfaces also evoke informal optional activities?

**Process**

**Method description**
This project aims at adding the human dimension into urban cities. Theory studies, observation and questionnaire are the main methods used in this exploration.

1. **Needs of people**
Generic needs are collected from academic articles explaining the needs of human. In regional scale, specific needs that had been given up and died out are explored in ancient poems and drawings. In local scale, specific needs of residents, workers and visitors are collected via questionnaires.

2. **Spatial principle in relation to behavior pattern**
Theories of how space evoke certain activities or provide spiritual comforts are studied. And, combined with on-site observation of activities and the space that evoke these activities, principles of spatial design in relation to certain activities can be drawn.

3. **Spatial design**

Problem:
With observation of activities and its space, the problem occurred to be that space for these optional activities are too limited and without the reach of their potential users.

Solution
Space utilization expands in vertical scale, giving more space available and improve the accessibility of these space in relation to their potential user on higher floors. Interfaces of different functionally divided space are used to as nodes where optional activities and unexpected encounters may occur.

**Literature and general practical preference**

### Needs and diverse activities

### Public Life

### Private Life

### Spiritual comfort & Green

### Site

### Interfaces design

**Reflection**
The graduation project aims at designing urban cities that allow for diverse activities that fulfill all kinds of needs of human, including social interaction and individual spiritual comforts. It is a research through design, in the sense that the design is used to test if the spatial principles learnt from theories and observation can be applied in both ground level and above, to solve the problem between limited urban space and diverse needs of huge population.

1. This project provides principles for linking space to activities, linking nature to spiritual comforts.
2. This project also gives examples on using the vertical scale to ease the conflict between limited space and huge growing population.

**Time planning**

P1 Project hypothesis, approach and site analysis
   Fascination and site selection
   Initial site analysis and problem statement
   Provisional research questions and goal
   Time planning

P2 Diagnosis and theoretical framework
   Results of the site analysis and research
   Methodology (Design theory, principles, typologies, case study)
   Initial conceptual design

P3 Elaborated design (Small Scale: Neighborhood)
   Small scale Design (Elaborated design in terms of strategy and intervention with initial plans, sections and 3d models addressing problems in relevant scale level)
   Initial report with project hypothesis, approach, analysis, diagnosis and initial description of the design

P4 Final design (Large scale: City Chengdu)
   Zoom out to larger scale of the urban tissue
   Reflection: Design value (Special, social, cultural, etc.)

P5 Public presentation