Graduation Plan

Master of Science Architecture, Urbanism & Building Sciences
### Studio

<table>
<thead>
<tr>
<th>Name / Theme</th>
<th>Public Building Studio: Bucharest</th>
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<tbody>
<tr>
<td>Teachers / tutors</td>
<td>Oscar Rommens, Marc Schoonderbeek, Pierre Jennen</td>
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<td>Advisor</td>
<td>Sang Lee</td>
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<td>Argumentation of choice of the studio</td>
<td>The Public Building studio encourages an alternate method to design which moves away from the traditional context dependent approach and develops research through mapping. This alternate method will help broaden my personal tools for design.</td>
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### Graduation project

<table>
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<tr>
<th>Title of the graduation project</th>
<th>Spaces in Play</th>
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<td><strong>Goal</strong></td>
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| Location:                       | Site of Research: Chimopar Chemical Plant  
                                    Site of Intervention: Parcul Izvor |
| The posed problem,              | Moving beyond the borders of the city centre, Bucharest reveals itself as a city of both urban development and decay. Within this fragmented city lies forgotten, isolated and forbidden spaces often being appropriated by groups on the edge of our society.  
                                    The issue of decay is often portrayed as a negative quality that should be shielding from sight. However this ‘dystopic’ quality that is found in many spaces of abandonment offer a rich grounds for observation. They become a hub of radical activity as temporal visitors seek out spaces with no rules and no order so that they can begin to engage with, play in and transgress these spaces.  
                                    The lack of accessibility to these spaces that allow free play remains unaddressed within the fabric of Bucharest and the negative connotations of decay prevent us from seeking out spaces of play. |
| Research questions             | What are the positive qualities of these spaces in decay and how can they be introduced into the city?  
                                    How can the intervention re-introduce emergent transgressive acts back into the city?  
                                    How can play help us to encounter and uncover non-physical borders within Bucharest? |
| Design assignment in which these result. | Design of a park as a cemetery, in Parcul Izvor in the centre of the city beside the palace.  
                                    The notion of decay is linked to cemeteries and will be interwoven with the utopian, accessible nature of parks that make up a large part of the |
city. The proposed intervention will generate spaces of play and spaces in play that allow the users to interpret the space in their own way.

**Process**

**Method description**

Establish five gazes of the dis-used chemical factory through observations and walking the site. These are the gazes of the labyrinth, re-adjustment, the ruin, the detective, the child. Through these observations five mappings will be presented which will take on a 2d drawing format. These drawings will then be developed into 2.5d models which will then establish the framework of the intervention within the city. An element of playfulness will be implemented within the design in order to introduce ‘play’ as a method of design.

**Literature and general practical preference**


**Reflection**

**Relevance**

Many of our cities face the issues of forgotten spaces. Whilst they offer a rich platform of research, the qualities that can be found from these spaces remain overlooked. By establishing spaces of play, we can begin to understand how we not only engage with a space, but how the spaces themselves also begin to play and transgress, establishing spaces of play and spaces in play. This project seeks to build on the notions of play that have been established in architectural discourse and introduces an additional point, in which play can be seen as an act of transgression.

**Time planning**

P1: Research into Bucharest city and excursion to site. Initial development into five gazes.
P2: Development of five gazes and translation into representational drawings. Initial development into models and design proposal.

P3: Development of models to be incorporated into design proposal, with a clarification of design intent, significance within the city of Bucharest and broader relation to architecture as a practice.

P4: Conclusion to design stage and a development and integration of building construction and environmental considerations.

P5: The final few weeks will allow for refining presentation material.