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Studio: Architecture Engineering
Location: Bandung, Indonesia

REFLECTION

“The Traditional Future: On community resilience”

The choosing of the Bandung, Indonesia studio as a theme to my graduation project comes from a direct response from my personal affinity towards the resilience of architecture and its active social component. I wanted to create architecture that acknowledged the skills and capacities of the local population and that stimulated community involvement in creating sustainable communities through the recycle and upcycle of textile waste.

“The Traditional Future” as a project seeks to re-imagine materiality in the kampung, re-stimulate technical knowledge, and integrate local know-how into an inclusive space that empowers knowledge and self-production.

At the start of the project I began with the following questions:

¿Can the existing flow of textile waste streams be hacked and used to re-invigorate a community’s knowledge and home economy?

¿Can textile waste become part of the built environment?
The need for a strategy in the inclusion of the textile waste stream became apparent once on site, the kampong community of Cigondewah makes a living out of creating the waste (i.e. working for the factory) or dealing with the waste at home (i.e. independent seamstresses and tailors using non-conforming parts). To find a solution to the given problem I began researching ways in which a big bulk of this waste could become part of the building structures of the kampong as a building block. In dealing with the abundant resource that is the textile waste, I submerged myself in creating a technique suitable for the kampong in which the waste stream could be retrofitted to build space, other than block it. Through a series of experiments, in techniques I created a textile block (both solid and hollow) for the construction needs of the community.

However, this alone would not be enough to invigorate the community and its specialized workforce. In dealing with the knowledge base of the existing members of the community, I decided to centralize the existing know-how into one central “think-hub” where people could get together and teach each other in an open stage what they teach each other at home, how to cut, design and utilize textiles. This gave way to what the project is now the Second Life Hub that allows for an open, hygienic place for work and cooperation between peers and encourages learning through the built environment. The project now serves a double function, that of an environmental buffer that contrasts the industrial surroundings and that of a producer of local products (building elements and textile products).

In conclusion I feel very confident and cheerful with the way the project has developed because I believe I have been able to tackle the problems that I sought out to resolve since day one of the project. I am content with the architectural language of the hub which engages the existing context but at the same time blends in with the natural language of the
environment. In future projects I would like to attempt an exercise in complexity through simplicity, something I tried to attain in this project but I feel I have not been able to give it its full expression.