P2 Graduation Plan

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Title
Title of graduation project The Inbetween | A new recreational pier for Scheveningen

Product
Problem statement Scheveningen, the largest seaside resort in the Netherlands, is currently slipping into a phase of decline and possibly decay. Scheveningen’s pier, also one of few of the nation’s landmarks, is representative of this. The pier, which opened in 1961, designed by the Dutch architect Hugh Maaskant, was closed in October of 2013 due to the unsafe state of the pier deck and islands. As program of pleasure is no longer profitable at the seaside resort, owners are having trouble to cope with maintenance costs, resulting in a poor and unsafe built environment. A seaside resort once so glorious is now struggling.

Since the very late 1700s and early 1800s, the seaside resort evolved by the coasts of Britain, followed by other Western countries like the Netherlands and Belgium. The visits to the seaside were initially intended for medicinal baths, but people quickly discovered the seaside as a site for leisure and pleasure. Both, local citizens as well as holidaymakers have contributed to the success of seaside resorts over the years. Architecture became an essential ingredient in fashioning the seaside (Gray, 2006, p. 7). Overtime, the perception of what pleasure entails in society evolved; continually changing fashions left their imprints on the seaside resort through pleasure architecture. The architecture of pleasure is very typical for the seaside resort but is a form of architecture, which evolved much earlier. Places for entertainment and meeting were already completed in the form of theatres as early as 340 BC, such as the theatre at Epidaurus (Peter, 2003, p. 18). The architecture of pleasure refers to the architecture built to house the leisure activities in society. The architecture of pleasure plays an important role in the portrayal and success of the seaside resort.

Today, seaside resorts struggle to meet the desired pleasures in society. In result the architecture, like that of the piers, is decaying. The initial reason for decay derives form the fact that travelling to warmer climates, countries and parts of the world has become more accessible and cheaper, discarding a holiday in a local seaside resort. Whereas seaside resorts developed due to holidaymakers, for whom holidays at the local seaside town was their main holiday, today, the seaside resorts are increasingly reliant on 24-hour tourists, people who stay for a day or less. A shift in type of tourism meant a shift in program of pleasure. However, the notion of leisure in society is one, which is continually changing, similar to fashions for instance. This has resulted in a decay, derived from the outdatement of program of pleasure resulting, stagnating incomes and the high maintenance costs (of coastal climate).
Research question
The main research question addresses both the developments in leisure in societies as well as the contemporary setting. Through the answering of this question, the research must expose tools producing catalyst powers in a specific urban context.

_How can a new recreational pier in the contemporary context gain similar and/or stronger catalyst powers as former recreational piers?_

Sub-questions:
_What developments in leisure in society in seaside resorts have taken place since the 1800/1900s?_
_What types of leisure is developing today?_
_What role does ‘the architecture of pleasure’ of the pier play in these developments?_
_How can the architecture of a new pier contribute to leisure program in seaside resorts today and tomorrow?_

Goals
Research goals
The goal of research is to explore leisure in society then, now and tomorrow in order to answer through the architecture of pleasure and reactivate the context of leisure, such as the seaside resort. Through research the successes and downfalls in their contextual setting are to be mapped to expose relations and factors of influence. Through this knowledge, the current context may be addressed and answered to.

Design goals
The goal of design is to redefine the pier typology to answer to the context, today and tomorrow. The design for a new recreational pier is a tool in the process of revitalizing the seaside resort of Scheveningen.

Process
Method
To explore the evolution of leisure in Western society in the seaside resort since the early 1800s, a literary research and case studies are completed. The literary research focuses on the theoretical framework of the seaside resort as a place of retreat, the principle of pleasure, the architecture of pleasure and the sociological evolution of leisure. Further literature is assessed to gain information and evidence for case studies. Case studies are used to learn from the evolution of leisure in seaside resorts and the influential factors of success and failure.

Both literature and case studies focus on two perspectives. Firstly on the contextual setting of leisure in society in seaside resorts and the user of the seaside resort, which include historical focus on the development of recreational program and the modern architecture of leisure. But also on leisure activities desired and used today. Secondly the research focuses on the building as a housing facilitation of the program of pleasure. Through this focus, the typology of the pier as the architecture of pleasure in modern seaside resorts is analyzed.

Literature


**Reflection**

**Social relevance**

The contemporary setting in most seaside resorts in a state of decline or decay is a result of impacts of change in the contextual setting of the past few centuries. This research and design approach the solution of revitalization of the seaside resort. The research explores and exposes the factors of influence of success and failure of program of pleasure at the seaside resort, and therefore exposes possible solutions. Learning from the past in order to tackle the contemporary and the future.

**Time planning**

**Calendar week**

25  **P2 presentation**
26  research: complete (incl. pier typology analysis)
27  research: complete location analysis & spa analysis
28  -
29  -
30  research: complete all research & analysis
31  design: vormstudies & plans and sections
32  design: vormstudies & plans and sections
33  design: vormstudies & plans and sections
34  design: research construction & self-sufficiency
35  -
36  design: integrate design, building technology & facading
37  design: integrate design, building technology & facading
38  design: façade & detailing
39  
40  **P3 presentation ?**
41  design: plans & sections
42  design: façade & detailing
43  
44  finalize drawings
45  prepare p4 presentation
46  **P4 Presentation**
47  finalize drawings
48  model + presentation
49  model + presentation
50  model + presentation
51  **P5 presentation**