Graduation Plan

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

Submit your Graduation Plan to the Board of Examiners (Examencommissie-BK@tudelft.nl), Mentors and Delegate of the Board of Examiners one week before P2 at the latest.

The graduation plan consists of at least the following data/segments:

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<th>Personal information</th>
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<td>Name</td>
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<td>Teachers / tutors</td>
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<td>Argumentation of choice of the studio</td>
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spaces has proven to have a good influence on the site and life of its inhabitants. Zuidoost however still lacks a public space or program that would allow its community to form and further develop.

By the 2100 however, with development of virtual reality, augmented reality and artificial intelligence, words that used to have a more definite meanings – ‘now’, ‘here’, ‘alone’ – will become harder to define. Further development of smart phones, that by the 2100 will probably convert into smart glasses or even chips connected with our brains, would change the way in which we perceive the public space. It will become place of possible multiple and individualized interactions. However, as with the improving VR people would no longer need to move or leave home (or even bed) in order to work, learn, eat or simply interact with others, the role or form of public space would have to shift in order for it to remain relevant. In order to compete with all the realms of VR (jungles, oceans, planets, imaginary worlds, alternative courses of history, etc.) it will have to find its true qualities and smartly develop its attractiveness.

**research questions and design assignment in which these result.**

What would be the role, quality and form of local public space in Zuidoost in the 2100? How would it compete or interact with other realities – augmented and virtual?

The strategy is to create a space that:

- is accessible for everyone (and therefore a space where people of different backgrounds meet),
- encourages face to face social interaction,
- allows for celebration of one’s identity or culture, helping to shape the identity of the site/community.
- uses the advantages of being a physical space in order to remain attractive in the times of virtual
reality,
• may use the potential of augmented reality in order to host or satisfy more users;

**Process**

**Method description**

In Complex Projects Graduation Studio the research is conducted mostly in groups, while only specific fascinations and later research topics are further pursued individually.

The group research on the district of Zuidoost is firstly conducted by collecting information on different topics concerning the site as booklet chapters. These chapters concern Demographics, Landscape, Housing, Mobility, Public space, Culture, Health, Energy, Economy and History. The second most important part of the group research is creating scenarios for the future, based on analyzing existing trends and predicting what effect they will have in close (2020-2050) and distant future (2100). These two researches, on the Zuidoost and future in general are combined in a future scenario for Zuidoost. This scenario is constantly updated with new observations and statistics and presented in mapping, site model and collages.

Individual subject of interest is a result of group research. It derives from a fascination encountered in the process. The site of the project is also strictly connected to the requirements of the area (concluded from the group research) and its collective role in the group masterplan.

My research question is strictly linked with the chapters on culture and public space that I worked on and weekly updated for the group booklet. The future scenarios are based on contemporary and prognostic statistics, and both scientific and science fiction literature and movies. My progress will be displayed in form of regularly updated booklet, collages, design drawings and models.

**Literature and general practical preference**

- Srnicek, N., & Williams, A. (2016). *Inventing the future: Postcapitalism and a
Reflection

Relevance

We are already living in times in which people can lose touch with the ‘real’ world. Especially members of so called ‘Millenials’ or ‘Generation Z’ are believed to display more interest in the cyber world than the outside one, to spend time on social media instead of with their friends, to play computer games instead of sports, to date online rather than meet someone face to face. Future will bring even more attractive substitutes to the real world in fields of not only recreation, but also work, education, shopping, travelling, etc.

While those changes occur, it is important to ask what would be the range and impact of such alienation from the real world – would it be really just negative, and why? By answering those questions and therefore understanding some of the issues of the future world architects can prepare for them and act on them in time. With my thesis I would like to contribute to this discussion in order to raise awareness about the future role of spaces that people nowadays consider so obvious.

Time planning

Week 01-05
- investigating the site and its current conditions
- developing first ideas for 2100 scenario
- P 0.5 presentation – motivation, fascination and initial suspicion presented as diagrams, collages, mapping and booklet chapters

Week 06-10
- summarizing field trip impressions
- developing first ideas for the group masterplan
- further developing the booklet
- field trip to Copenhagen
- searching for the area of interest
- P 1.0 presentation – group masterplan, group booklet, individual presentations
and collages

Week 11-15
- developing thesis topic and research question
- searching for thesis typology
- developing group masterplan for the year 2100
- P 1.5 presentation – group masterplan, updated group booklet and individual collages
- Deadline for the position paper for the Research Methods Lecture Series

Week 16-20
- developing program for the intervention
- developing functional requirements
- finalizing group masterplan for the year 2100
- finalizing group booklet
- P 2.0 presentation – explaining personal topic, design brief, group masterplan for Zuidoost in the 2100
- Deadline for the article on mobility for the AMS City of Innovations Seminar
- Deadline for the paper on chosen personal topic for the New Urban Question Seminar.

Week 22-26
- reflection on MSc3 and initial ideas
- investigating concepts and other spatial idea
- developing concepts in relation to program and research
- developing concepts in relation to group strategy
- P 2.5 – concept design

Week 27-31
- developing program, circulation and functional aspects
- developing plans and sections
- developing structure and façade
- developing site, and relation to other group projects
- P 3.0 – preliminary design

Week 32-36
- developing further structure of the project
- developing materials and details
- developing design and drawings
- finalizing for P4
- P 4.0 – final design presentation

Week 37-42
- planning for postproduction: models and visuals
- developing models
- developing visuals
- developing presentation
- P 5.0 – final presentation