SPACE FOR LEISURE
experiencing Dutch inner city shopping areas
FASCINATION
9,15%
PROBLEM

9.15%

2,790,000 m²
PROBLEM
RESEARCH QUESTION

WHICH SPATIAL ASPECTS OF DUTCH INNER CITY SHOPPING AREAS INFLUENCE THE SHOPPING/LEISURE EXPERIENCE?
EXPERIENCE & BEHAVIOR

STIMULUS → ORGANISM → RESPONSE

learning / feedback

influence
EXPERIENCE & BEHAVIOR

STIMULUS
environmental inputs
- physical setting
  - built environment
  - meteorology
- social setting
  - other people
  - social & cultural context

ORGANISM
- individual differences
- environmental perception
- processing
  - sensory
  - affective
  - cognitive

RESPONSE
- external behavior
- internal experience
  - psychological
  - physiological
SPACE & EXPERIENCE

INTRODUCTION

FACADE
- openness
  - open
  - closed
  - see-through
  - reflecting

behind facade
  - open shop window
  - closed shop window
  - function

signage
  - placement
  - color
  - text
  - image

form
  - height (differences)
  - depth (differences)

materialization & color
  - variety
  - hardness
  - color

SPACE
- spatiality
  - dimensions
  - proportions

materialization & color
  - variety
  - hardness
  - color

BOUNDARIES
  - structure
  - height difference
  - object

function
  - beach
  - tree
  - directional signage

placement
  - immovable
  - movable

OBJECTS
- spatiality
  - dimensions
  - form

materialization & color
  - variety
  - hardness
  - color

function
  - bike lane
  - pedestrian zone
  - street

adaptability
  - immovable
  - movable
4,54%
102,260
locals
students
tourists
DIFFERENT CHARACTERS

- MARKT
- BASTIAANSPLEIN
- BEESTENMARKT
- PRINSENHOF
- STATION DELFT
MARKT

INTRODUCTION

RESEARCH

DESIGN
BETWEEN AREA
SITE

INTRODUCTION

RESEARCH

DESIGN
SITE: KRUISSTRAAT 71
CONTEXT
HISTORY

DOK LIBRARY - DEMOLISHED IN 2010

BEWEEGTUIN - DEMOLISHED IN 2013
Let's meeT
FOODHALL?

EXPERIENCE

INTRODUCTION

RESEARCH

DESIGN
FOODHALL?

EXPERIENCE

BUSINESS

foodhall owner

$ drinks

$ rent

foodstand

$ food

foodstand

$ food

foodstand

$ food

foodstand

$ food

INTRODUCTION

RESEARCH

DESIGN
ADDITIONAL PROGRAM
CONSCIOUS CONSUMPTION
CONCEPT

CONSCIOUS CONSUMPTION
CONSCIOUS CONSUMPTION
CONSCIOUS CONSUMPTION: USE

CURRENT USE

FOODSTANDS
SEATING
RINSING KITCHEN

INDIVIDUAL AND COLLABORATIVE WORKSPACES
MEETING ROOMS
CONSCIOUS CONSUMPTION: USE

CURRENT USE

- FOODSTANDS
- SEATING
- RINSING KITCHEN

FUTURE USE

- INDIVIDUAL AND COLLABORATIVE WORKSPACES
- MEETING ROOMS

FLEXIBILITY
CONSCIOUS CONSUMPTION: USE

CURRENT USE

- FOODSTANDS
- SEATING
- RINSING KITCHEN

FUTURE USE

- INDIVIDUAL AND COLLABORATIVE WORKSPACES
- MEETING ROOMS

FLEXIBILITY

AFTER USE

- DEMOUNTABILITY
CONSCIOUS CONSUMPTION IN ARCHITECTURE

MATERIAL CHOICE

WAY OF BUILDING
CURRENT USE

WORKSPACES

FOODHALL
SPATIAL ELEMENTS & EXPERIENCE

FACADE

SPACE

OBJECTS
FUTURE USE/AFTER USE: SHEARING LAYERS

1. SITE
2. STRUCTURE
3. SKIN
4. SERVICES
5. SPACE PLAN
6. STUFF

‘ETERNAL’
60-200 YRS
30-60 YRS
5-30 YRS
5-20 YRS
5-15 YRS
SITE: DELFT CITY CENTER SHOPPING AREA
STRUCTURE: DETAILS
SKIN

INTRODUCTION

RESEARCH

DESIGN
SKIN: GREEN ROOF
SKIN: MATERIALIZATION

INTRODUCTION

RESEARCH

DESIGN
SKIN: CLIMATE
SKIN: INSULATION
SKIN: CLIMATE

SUMMER

WINTER

INTRODUCTION

RESEARCH

DESIGN
SKIN: CLIMATE

SUMMER

SPRING/FALL

WINTER

INTRODUCTION

RESEARCH

DESIGN
SERVICES: VENTILATION
SERVICES: WATER
SPACE PLAN: FUNCTIONAL

EXPERIENCE

SERVICES
SPACE PLAN: EXPERIENCE SPACE
SPACE PLAN: EXPERIENCE FACADE
SPACE PLAN: EXPERIENCE FACADE
SPACE PLAN: MATERIALIZATION WALLS
SPACE PLAN: FLEXIBILITY

FUTURE GROUND FLOOR

FUTURE FIRST FLOOR
STUFF: SEATING FOODHALL
STUFF: EXPERIENCE OBJECTS
STUFF: SEATING WORKSPACES
STUFF: EXPERIENCE OBJECTS
STUFF: EXPERIENCE OBJECTS

INTRODUCTION
Let's mEEt
Let's meet

Thank you!