



31/01/2023

THE PHYSICAL IN THE AGE OF THE DIGITAL: POSITIONING THE PARLIAMENT IN THE 21st CENTURY

NEW EUROPEAN PARLIAMENT

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P2 Article

AR3CP010 Complex Projects Graduation Studio (2022/23)

2023

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01

INTRODUCTION

1.1 THESIS TOPIC

For the 2022/23 academic year, the Complex Projects graduation studio “Bodies & Building Berlin” focuses on the study and design of buildings through the medium of data.

The reason behind this method is the inherent complexities that accompany large scale public buildings nowadays. The complexity of architecture that arises from the intermingling of its numerous elements, from spatial layouts to façade proportions to user experience is what drives the research and design process of this studio.

The encouraged working method is predominantly based on hard data, critical thinking, analysis and synthesis based on facts. By undertaking a research process that strives to be as objective as possible in the field of architecture, the intention is to provide a framework that covers as many scenarios as possible, in the hopes of ultimately generating not only the most optimal proposal, but also one as specific to its context and needs as possible. In other words, the studio encourages rational thinking, simulating a research and design process that is similar to that needed in the professional environment.

The “Bodies & Building Berlin” studio offers nine choices in terms of buildings: airport, train station, hospital, courthouse, parliament, university, library, museum, and opera.

What I found to be the most engaging type of building, not only to study but also to generate a design proposal for, is that of the **parliament**. The choice has been motivated by two factors. Firstly, it is a very difficult building to design in terms of aesthetics as its choice of materials, massing, layout and, most importantly, façade have the responsibility of communicating the essence

of the institution that they represent to the public. Parliaments and government buildings as a whole are an expression of a country’s way of governing and, by extension, national identity. Hence, the socio-political and cultural stakes are quite high, something which demands a thorough understanding of concepts such as power and politics in the context of architecture. Secondly, by virtue of housing a governmental institution, the complexity of the building as a sort of machine is noticeably higher in comparison to other types of buildings, making it necessary to juggle with the many elements that make up the functional spatial layout of the parliament.

To conclude the thesis topic introduction, the building shall house the **New European Parliament**. This decision was made due to the interesting problems that situating and designing an EU institution would pose in the context of Berlin, Germany.

1.2 PROBLEM STATEMENT

Before delving into the problem statement, the following extract (2005: 2) from Lisa Findley’s book *Building Change: Architecture, Politics and Cultural Agency*, shall mark the starting point of how it was formulated:

While the Tower of Babel story is meant to instruct about the dangers of human arrogance in the face of God’s power, it also illustrates the ancient association of buildings and power. Indeed, in most of the world one of the most enduring activities of power - political, cultural and economic - is building. Not only building, but building well - extensively, extravagantly, durably. It takes tremendous wealth, time, cooperation and labor to secure, organize and deploy resources in such a way as to make a significant work of architecture. The Tower of Babel is the perfect example of such power. It was perhaps because of this that Hegel claimed this was the first recorded act of architecture. In this way, architecture gets bundled up with power and

building from the very foundation of our imagination about human culture.

I believe the quoted statement underlines the political, social and cultural importance that is inherent in buildings associated with power, in the case of this thesis, the parliament. The matters of architecture signifying power and power creating architecture can be considered timeless, as they have persisted from the ancient Egyptian Pyramids to the Roman Pantheon to the 1999 Strasbourg European Parliament.

There is also the matter of how our society is no longer bound exclusively to the physical, existing and tangent, but also manifests itself in the digital: we can access seemingly endless collections of information through the mere use of our smartphones, meetings and interactions can take place on screens etc. Thus comes the question of how one deals with the immaterial.

At this point, the trend indicates that society is becoming less reliant on the physical as the circulation and exchange of information is no longer bound to the physical world but rather it has extended into the digital world, being available on demand to virtually anyone. While the benefits of this to society cannot be overstated, naturally it has also posed some grave problems. One of them being the enhanced ability to engage more easily in misinformation. The consequences of this can be felt especially in politics, as the January 6th 2021 United States Capitol attack has proven. On the other hand, parliaments are still housed in buildings and it is reasonable to assume that for the foreseeable future, they will continue to do so.

Now, how can architecture intervene in this aspect of society? While indeed architecture cannot be held accountable for the solving of such a problem, due to its well established capacity to communicate to the public through its built form, perhaps it could to a certain extent prove to be a positive factor in this matter. The information society we currently find ourselves in is dominated by digital networks. However, it

lacks the necessary education to deal with this information overload that can lead to resentment, distrust and ultimately riots such as the aforementioned one.

All in all, the problem statement consists of the following idea:

With an increasing reliance on the immaterial world provided by the digital, the parliament as a building typology is in need of a re-evaluation.

Thus, in order to position a parliament in the current information dominated paradigm, one could envision its building as one intended to teach the public about how its institution functions.

1.3 RESEARCH QUESTION

The previously stated problem naturally leads to the following research question:

How could a parliament building actively engage with the public in an information society?

If the parliament building could shift its image and interior functions from a purely government type building to a more open, transparent, public building that acts as an active space of the city, then perhaps it could influence positively the way people not only relate to politics, but also engage in it.

In turn, the research questions is complemented by the following subset of questions that tackle different aspects of it:

1. **What if Berlin hosted a new seat for the European Parliament?**
2. **What is the architectural DNA of a parliament?**
3. **How can a parliament be adapted to the information society we live in? What can be changed in a parliament building?**
4. **How can a parliament's security and approachability both be ensured?**

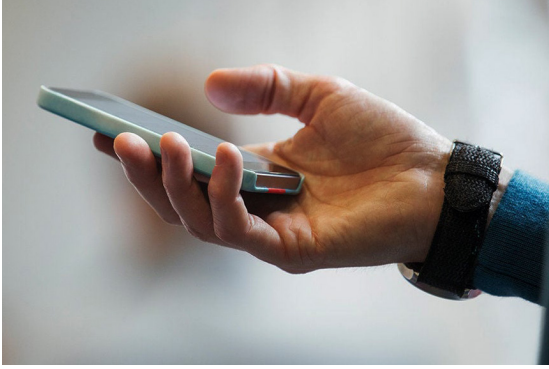
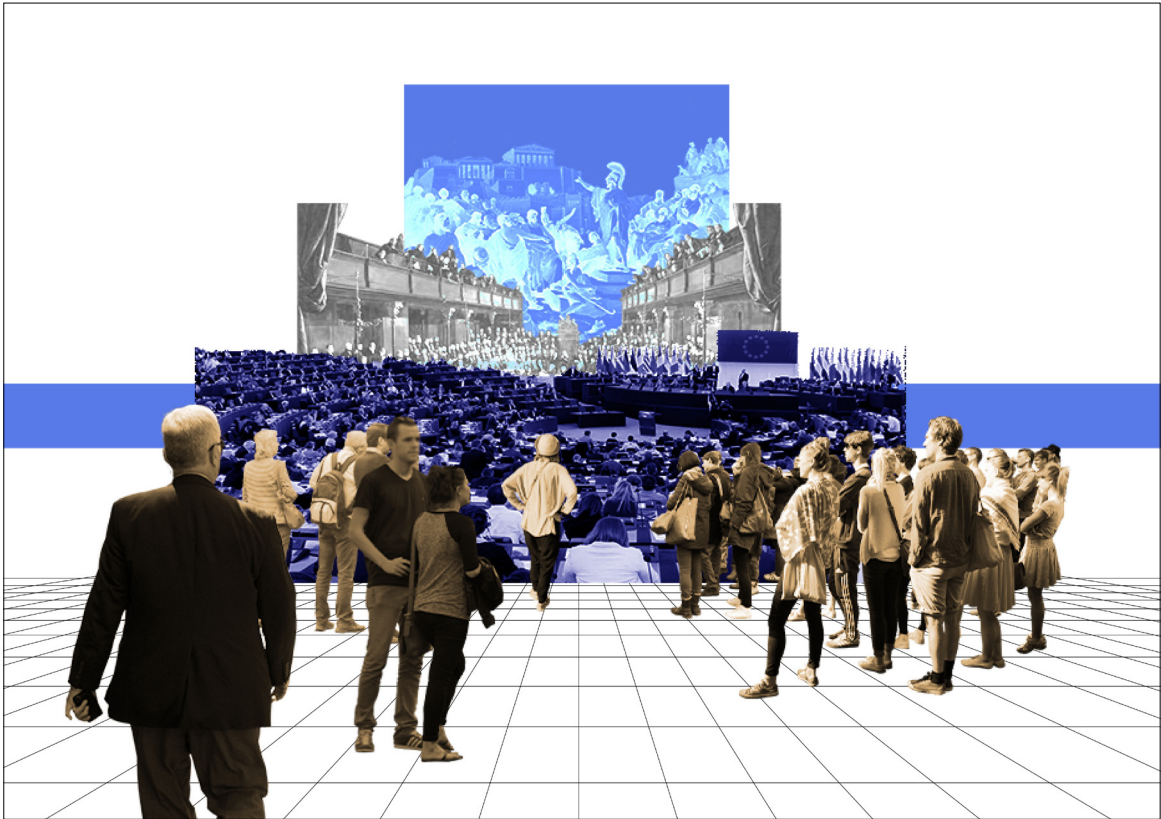


Figure 1 (top, left): smartphone

Figure 2 (top, right): Strasbourg EP debate chamber

Figure 3 (bottom): January 6th 2021 United States Capitol attack

Figure 4 (opposite): project ambition abstract collage



02

RESEARCH FRAMEWORK

2.1 THEORETICAL FRAMEWORK

Considering the problem statement, the theoretical framework could be divided into three parts: one that deals with the relationship between Germany and the European Union, one that deals with the architectural image of the parliament, and finally one that deals with the impact of the information age on architecture.

While the majority of research leans on a more pragmatic approach based on case studies and site analysis, it is also important to familiarize oneself with relevant theoretical aspects. By virtue of what they represent, parliaments are imbued with a great deal of symbolism and monumentality: designing such a building brings up questions about its aesthetic aspect as its image is crucial to establishing a connection to the public it is supposed to represent. Pierre-François Mourier (1999: 185-186), when writing about Architecture-Studio's 1999 European Parliament building in Strasbourg, notes that "Modern power is not that of a single figure, or of an oligarchy or a sovereign nation. It is a power that is shared and that has nothing to hide, since it accepts the surveillance exercised by the hundreds of millions of citizens to whom it bound by a contract". As such, the theoretical research shall entail reading books such as:

- *Architecture and Ritual: How Buildings Shape Society* (Blundell Jones, 2016)
- *The Globalisation of Modern Architecture: The Impact of Politics, Economics and Social Change on Architecture and Urban Design since 1990* (Adam, 2012)
- *Building Change: Architecture, Politics and Cultural Agency* (Findley, 2005)

- *Reflections on Architecture, Society and Politics: Social and Cultural Tectonics in the 21st Century* (Cairns, 2016)

In addition, further research shall be made into the subjects of digitalization in architecture and the impacts of the information age on the field, with the following books providing a starting point:

- *Architecture is All Over* (Choi and Trotter, 2017)
- *The Architecture Machine: The Role of Computers in Architecture* (Fankhänel et al., 2020)
- *Atlas of Digital Architecture: Terminology, Concepts, Methods, Tools, Examples, Phenomena* (Hirschberg et al., 2020)
- *Formulations: Architecture, Mathematics, Culture* (Witt, 2021)

2.2 RELEVANCE

I believe the relevance of this intended thesis research owed to two factors.

First of all, the research aims to tackle the problem of how architectural design can be undertaken with the tools provided by the digital age. The topic of how data can generate designs is highly relevant in the contemporary academic and professional landscape as our own dependency on digital means is arguably inescapable. This method challenges the more traditionally subjective approach to architectural design where one relies more on overarching ambitious concepts, rather than starting from a fact based foundation and building up on it with the help of rationally curated sets of data. By aiming to inform the research process and subsequent design decision through datasets (ranging from program specifications to site conditions) and an overall objective line of reasoning, the research method proposed by the studio strives to improve the precision and quality of choices that are part of the architectural process.

Second of all, the subject of politics and

how its institutions are materialized in the architectural form is a matter of utmost importance today. To quote XML's *Parliament* book (2016: 8):

parliaments have remained virtually the same, while societies have changed significantly and the political process has become increasingly complex. The architecture of political spaces has not explored innovations that accommodate important social, economic, and technological transformations.

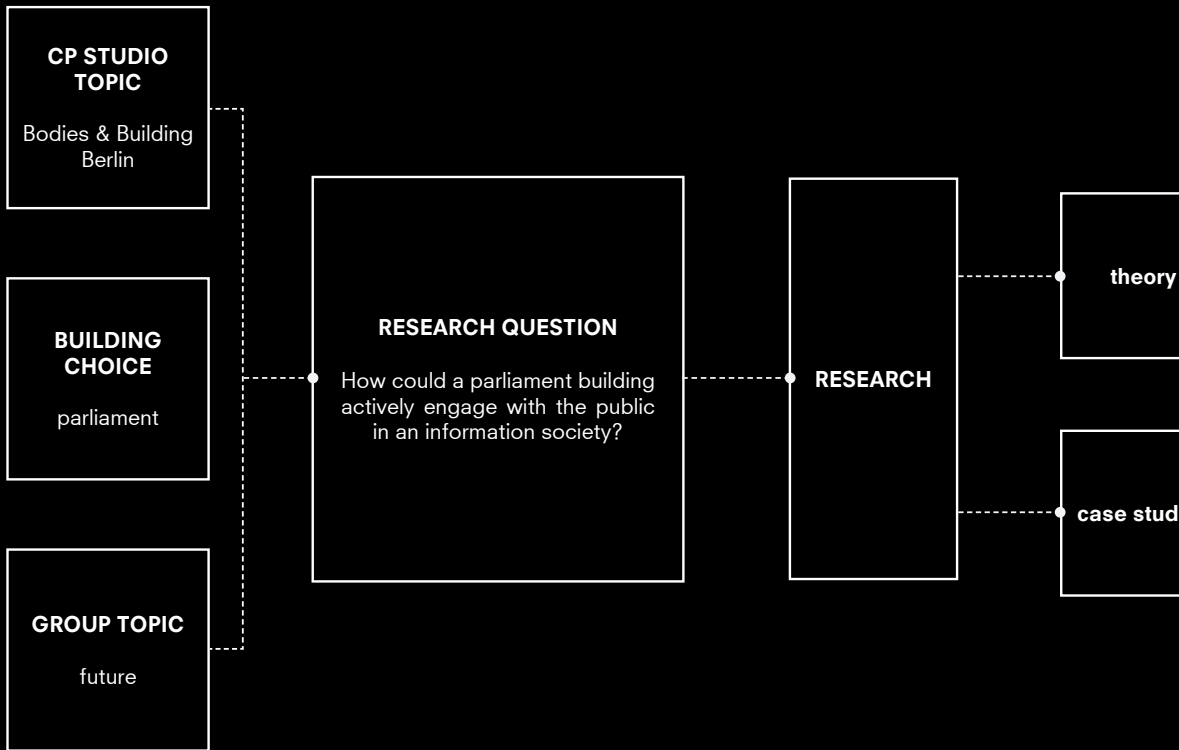
The architecture of parliaments is in need of a re-evaluation, from how it operates internally to how it relates to its exterior environment. This thesis aims to explore how a parliament would look like in the information society of the 21st Century.

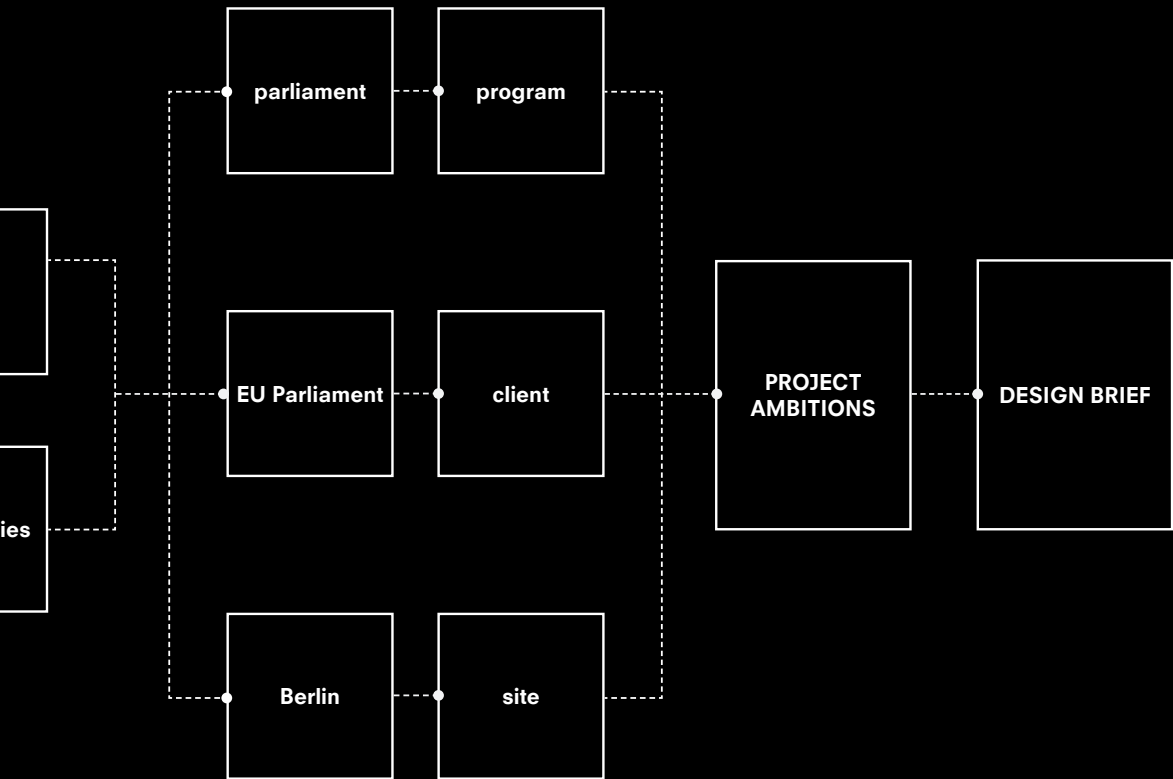
Figure 5 (top): The Tower of Babel

Figure 6 (bottom): European Parliament in Strasbourg



RESEARCH STRUCTURE





03

RESEARCH METHODS

Before delving into the process behind the formulation of the design brief, one needs to explain the reasoning behind choosing to design a new European Parliament in Berlin, Germany. An admittedly controversial stance, the choice of positioning such an institution in Berlin is very much hypothetical as it is intended to be an academic experiment. In addition, the complex organizational framework supporting the European Parliament provides an interesting research and design challenge for this graduation project.

In order to formulate the design brief for P2, one needs to have a solid understanding of what a parliament is as a building typology and institution, as well as how it is impacted by the information society. With that in mind, the process behind establishing a design brief shall debut with the theoretical research about parliament architecture, as well as what an information society entails.

Once the theoretical framework is established, the process shall advance to more practical matters, precisely exploration of the client, program, and site intended for the building. The first step consists of understanding the client's identity and needs. With regards to the program, an analysis of the established parliament typology shall offer a view into what are its specific architectural traits that allow it to function as its respective building type. Once the typology is understood, comes the opportunity to speculate its future by mutating the program according to the project ambition in the hopes of providing an answer to the research question. Finally, the third step takes all that has been studied in the context of the building as an object and applies it in the context of the city, thus trying to accommodate the parliament in a properly chosen area of Berlin. As such, this marks a

step from the abstract study of typology to the more tangible aspect of urban analysis.

3.0 BERLIN, PARLIAMENT, AND THE INFORMATION SOCIETY

subquestion #1:

What if Berlin hosted a new seat for the European Parliament?

Admittedly the most controversial part of the proposal, the suggestion of introducing a third European Parliament seat (in addition to the Brussels and Strasbourg ones) in Berlin acts as the first part of speculation for this project. On the one hand, Berlin obviously has a very historically charged political past and one could, for the right reasons, consider the city hosting such an important EU institution as difficult. Plus, with the two EP seats already positioned in the Benelux area, which acts as the heart of Europe, having a

Figure 7 (top): Brandenburg Gate, before 1989

Figure 8 (bottom): Brandenburg Gate, after 1989



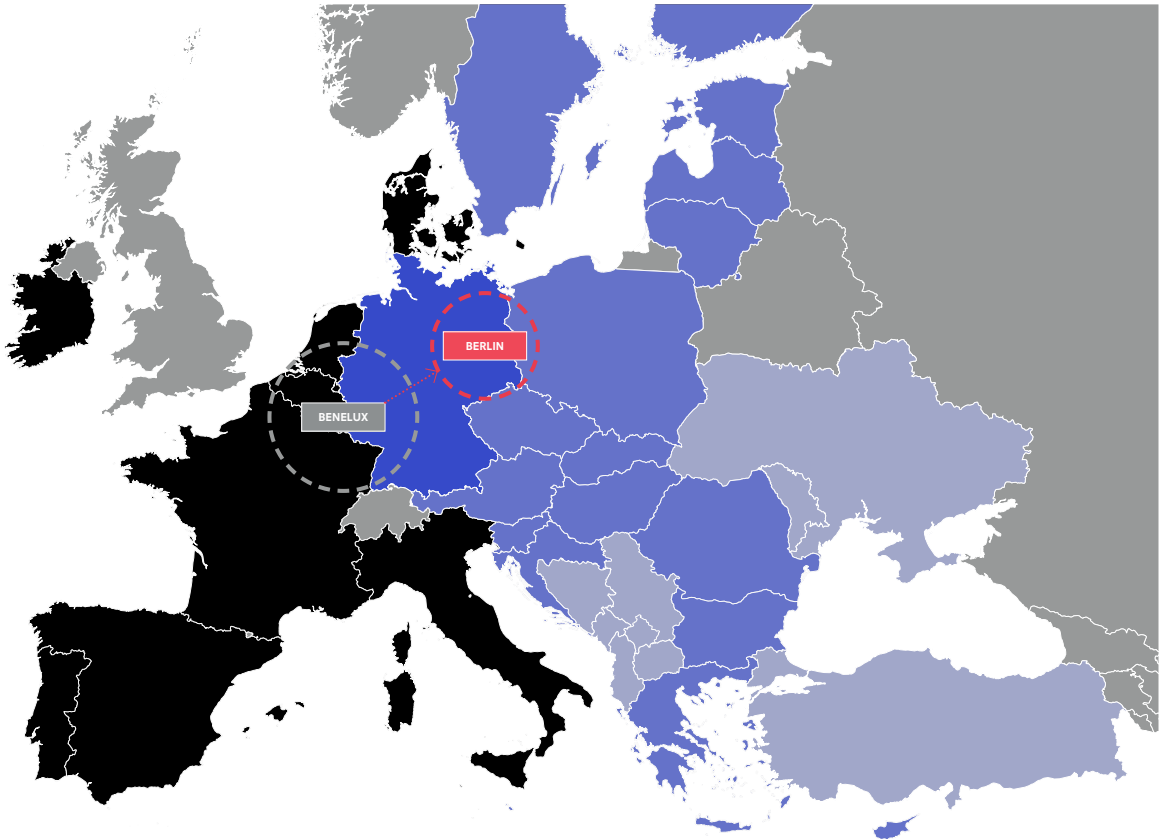


Figure 9: EU map, institution extension proposal

third EP would not make that much sense. On the other hand, however, as this is a purely academic exercise, the proposal of a Berlin based EP is an intriguing hypothesis.

The symbolical connotation of the city of Berlin and Germany is that it lies at the intersection between the “old” EU (one consisting of its founding members, highlighted in black on the opposite page) and “new” EU (one consisting of its newest members, highlighted in light blue). With Germany reunited at the end of the Cold War, the country can arguably be considered a symbol of the merging between East and West. As the EU started expanding eastward, Germany has become a sort of gate into the West. Additionally, with research via articles (deutschland.de, 2019), it has become clear that Germany is crucial member of the EU, acting as a leader in various departments ranging from its economic output to its population. With Angela Merkel

at the helm, the country has attained an aura of leadership in the EU. As such, having Berlin host an EP would not only validate the efforts of Germany over the past 30 years to improve as a country, but would also stay true to the EU’s tendency to expand and to be inclusive with those who have proven their merit.

subquestion #2:

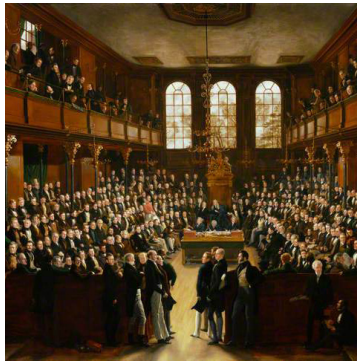
What is the architectural DNA of a parliament?

Through the lecture of articles such as Dovey’s 2018 “Architecture, Power and Parliament: How do Buildings Shape Politics?” or books like Blundell Jones’s 2016 “Architecture and Ritual: How Buildings Shape Society”, the research part regarding the architectural image of the parliament has started to take shape. The reason for this

**AGRARIAN
SOCIETY**



**INDUSTRIAL
SOCIETY**



**INFORMATION
SOCIETY**



FUTURE

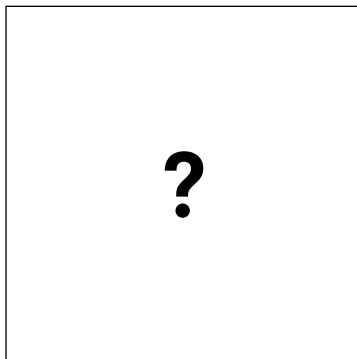




Figure 10 (opposite, top): Athenian democracy

Figure 11 (opposite, middle): House of Commons

Figure 12 (opposite, bottom): Reichstag debate chamber

Figure 13 (top): Times Square

investigation, supported in part by architects' own words about their parliament designs (New German Parliament and EP Strasbourg), was to establish a relationship between the values that a democratic institution such as a parliament wishes to instill and the architecture that houses the very institution.

After identifying the meaning of parliament architecture, as well as why the debate chamber room captures the building's essence, comes the step of framing an overarching timeline of how the parliament evolved throughout the agrarian, industrial, and information ages. The timeline is meant to showcase the building typology journey through architectural history and how it mirrors the essential trends that characterize each of the three eras.

subquestion #3:

**How can a parliament be adapted to the information society we live in?
What can be changed in a parliament building?**

Once the geo-political context of Berlin hosting an EP and the typology of parliament architecture have been established, comes the second part of speculation, one that is more in line with the studio's topic. Crucial to

understanding what the information society's effects on architecture are was Olga Touloumi article "Contentious electronics/ Radical blips" from the "Architecture is All Over" book (2017). When explaining the impact of the 1970 Osaka Expo, the author mentions the paradigm shift felt in the postindustrial society due to the information revolution. Key to grasping how the intellectual debates at the time tackled this problem was anthropologist Tadao Umesao seminal "Theory of Information Industries" (1963). In it, Umesao argued that the information society "was to be the inevitable culmination of the information revolution in production and labor", adding that this revolution would trigger an era "where the human environment system would be organized around the circulation of knowledge" (2017: 162).

As a side note, while the way politics manifests itself has evolved throughout human history, it could be argued that from an architectural point of view it has hardly changed (an idea on which XML's "Parliament" book heavily leans upon). Concerning the subquestion at hand, how can a parliament building change according to our information and data dominated society? Building on Tadao Umesao's assessment, one could argue that the exchange and circulation of information - that is so intrinsic to the way our civilization has come to function - could become a feature of the parliament building. As such, comes the image of a building which is a dynamic form of media broadcast, much like Manhattan's Times Square. After all, the architecture of parliaments reflects the values of the society it represents and serves.

3.1 CLIENT

The first intended step is to embark into a study of the client's needs and intentions. Seeing as how the proposed tenant for the building would be the European Parliament, one of the legislative bodies of the European Union, the research study would entail the study of how the institution is organized. That would mean establishing what are its departments and how they relate to each other internally.

Therefore, this part of research entails a rather methodic way of working that consists in finding out the necessary amount of floor space for elements such as offices, meeting rooms, restaurants, sanitary bodies etc. Once the client research part is concluded, the list of building users shall inform the program brief.

3.2 PROGRAM

Benchmarking was the key driving force of this part of research. While focusing on the subject of building program, the idea was to first understand what traditionally constitutes a parliament, with the intention of further building on this typology by way of putting into practice the project ambitions dictated by the research question.

The method of studying program is divided into two parts:

- 1. case studies:** By first framing an overarching timeline of how the parliament evolved throughout the agrarian, industrial, and information ages, the image of a parliament's essence shall become clearer, with the final step being that of selecting building precedents based on their size for a detailed program breakdown.
- 2. data:** This part consists of putting together all the accumulated data and providing a benchmark results based on it that would ultimately lead to the generation of more precise program requirements.

The chosen case studies are based on four scales (small, medium, large, extra-large):

- **S:** Valletta City Gate (RPBW) & Senedd Cymru (Richard Rogers Partnership)
- **M:** National Assembly of Kuwait (Jørn Utzon) & New Second Chamber of Dutch Parliament (de Architecten Cie.)
- **L:** New German Parliament (Foster + Partners) & New Ba Dinh Hall (gmp Architects)

- **XL:** Louise Weiss Building (Architecture-Studio) & Jatiya Sangsad Bhaban (Louis Kahn)

In addition to the aforementioned eight program case studies, benchmarking is completed by an analysis of three precedents (Jatiya Sangsad Bhaban, New German Parliament, and Louise Weiss Building) with regards to debate chamber design, seeing as how it is the most important space of the building and its dimensions and floorplan positioning dictates the subsequent development of the rest of the required spaces.

3.3 SITE

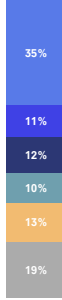
subquestion #4:

How can a parliament's security and approachability both be ensured?

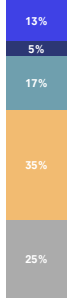
The site choice was in particularly motivated by the topic assigned to my studio group, that of "future". With that in mind, my teammates and I tried to view the city of Berlin through the lens of it by trying to single out certain factors that would indicate which areas are most likely to play a key role in the future urban development of Berlin. As part of this speculation game, the three site requirements were the following:

- 1. urban developments:** by placing the projects in areas adjacent to planned urban development, the buildings are likely to feed off its surroundings, benefiting by way of association with the urban growth stimulated by them;
- 2. building age:** areas with buildings predominantly constructed after 1990, areas that are considered relatively young in the historical context of Berlin, offer the most potential for growth, seeing as how their "youth" equates underdevelopment;
- 3. density:** in order to preserve as much as possible the existing amount of open spaces in the city, the idea would be to target low density (in regards to population and built-up space) neighborhoods, thus raising their density

S

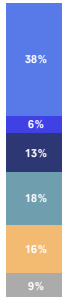


VALLETTA CITY GATE
Renzo Piano Building Workshop, 2015
GFA = 7,000 m²

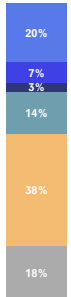


SENEDD CYMRU
Richard Rogers Partnerships, 2005
GFA = 5,300 m²

M

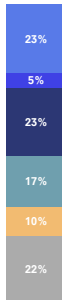


NATIONAL ASSEMBLY OF KUWAIT
Jørn Utzon, 1982
GFA = 38,600 m²

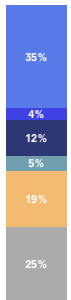


NEW SECOND CHAMBER OF PARLIAMENT
de Architekten Cie., 1992
GFA = 24,000 m²

L

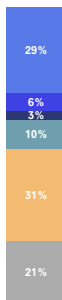


NEW GERMAN PARLIAMENT
Foster + Partners, 1999
GFA = 61,160 m²

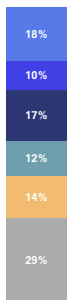


NEW BA DÌNH HALL
gmp Architects, 2014
GFA = 63,240 m²

XL



LOUISE WEISS BUILDING
Architecture-Studio, 1999
GFA = 220,000 m²



JATIYA SANGSAD BHABAN
Louis Kahn, 1982
GFA = 76,500 m²

by adding public buildings.

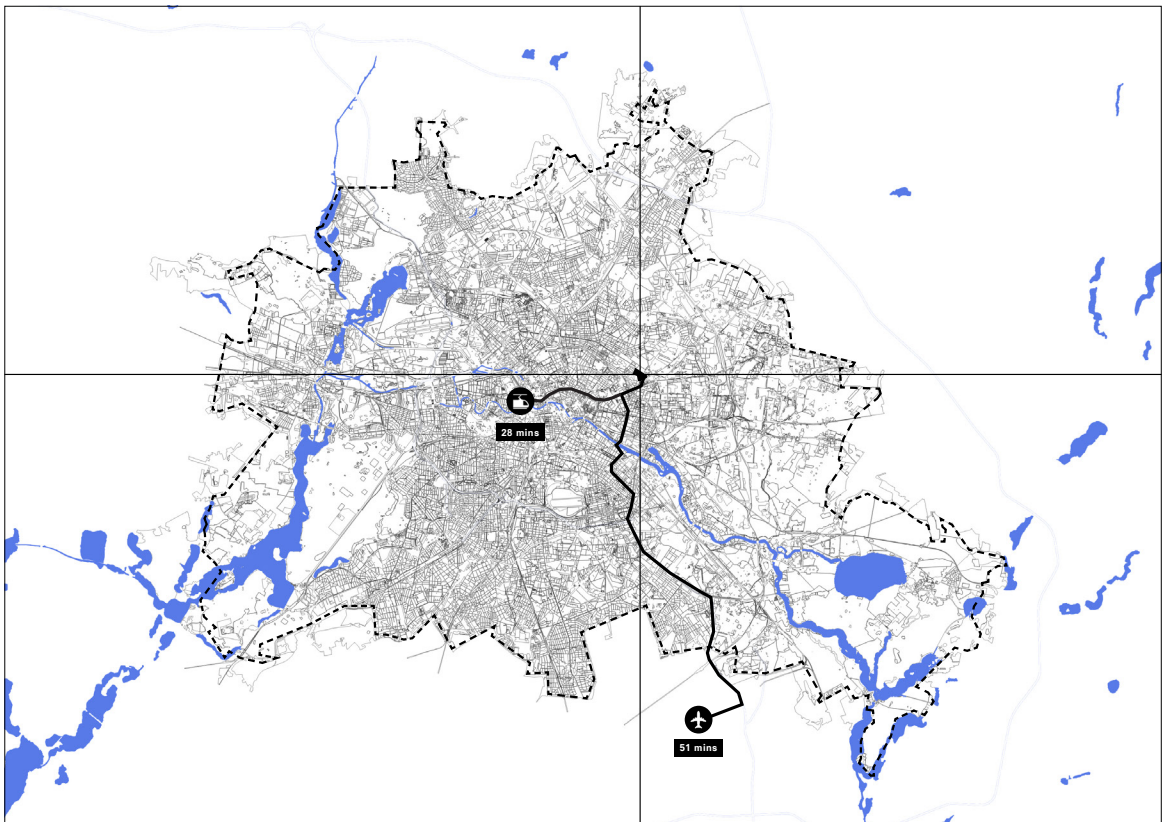
With the three requirements applied, a map of Berlin was generated which indicated young, low urban density, development areas with potential for future growth.

One also needs to take into account more building typology related site constraints. Therefore, the purpose is to formulate another series of requirements which take into account tangible factors such as plot size, expandability potential, infrastructure connections etc. To do so, the method would be to analyse existing city maps in order to determine their suitability. While the majority of the workload shall be focused on the act of mapping, there is however a need to balance this objective method with a sensory-oriented way of verifying a site's potential.

The chosen site is Volkspark Prenzlauer Berg, a recreational site of Berlin which is characterized by its topography, featuring a hill-based landscape built on top of rubble from the Second World War. By placing the building on such a site, it automatically becomes a part of the landscape, while the hill topography assigns a certain degree of security to the building, shielding it from massive, incontrollable crowds.

The site analysis covered four different scales, zooming in from the city wide 1:400,000 scale to the 1:10,000 scale. Factors such as transport connections, neighboring landuse, topography geometry, access points etc. drove the site analysis and ultimately informed the design brief.

Figure 22: site connection to Berlin's main airport & train station



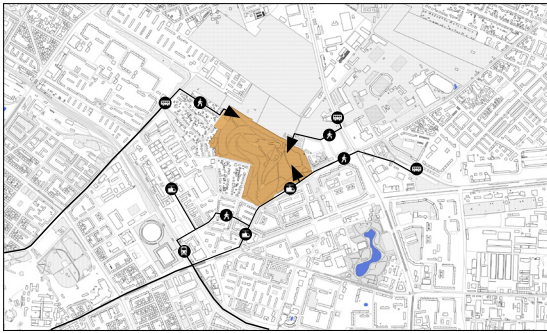
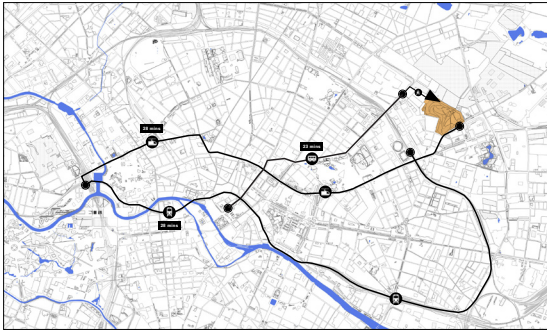


Figure 23 (top, left): distance to center

Figure 24 (middle, left): public transport influx

Figure 25 (bottom, left): different landuses

Figures 26 (top, right): satellite view

Figures 27 (middle, right): topography

Figures 28 (bottom, right): landscape analysis

04

DESIGN BRIEF

As previously mentioned, the client, program, and site analysis are meant to provide the necessary framework for the formulation of a design brief. With that in mind, it is worth harking back to the research question in order to define clear project ambitions that would dictate would the collected data will materialize in the form of a design brief. As such, the project ambitions are the following:

- **provide a new public space for berlin:** seeing as how it aims to be a public building, the new EP should provide a space for the public both inside and outside its walls, be it for recreational or educational purposes (thus solidifying the building's active urban role);
- **education through transparency:** the idea behind this proposal is to provide a way to underline the relationship between the public and the parliament institution and a way of doing so is by having a degree of openness to the building and by extension the institution: the public can observe plenary sessions and committee gatherings, as well as have access to an archive containing various documents of the parliament;
- **live mirror of the world:** harking back to the idea of information circulation that is inherent to our society, the parliament would feature live streaming of debates taking place elsewhere as well as news, acting as a real-time mirror of society (this could in turn extend the building's life beyond the periods in which is used by the MEPs, effectively becoming a nonstop media space).

4.1 CLIENT

The client section for the design brief culimates in the formulation of three ambitions:

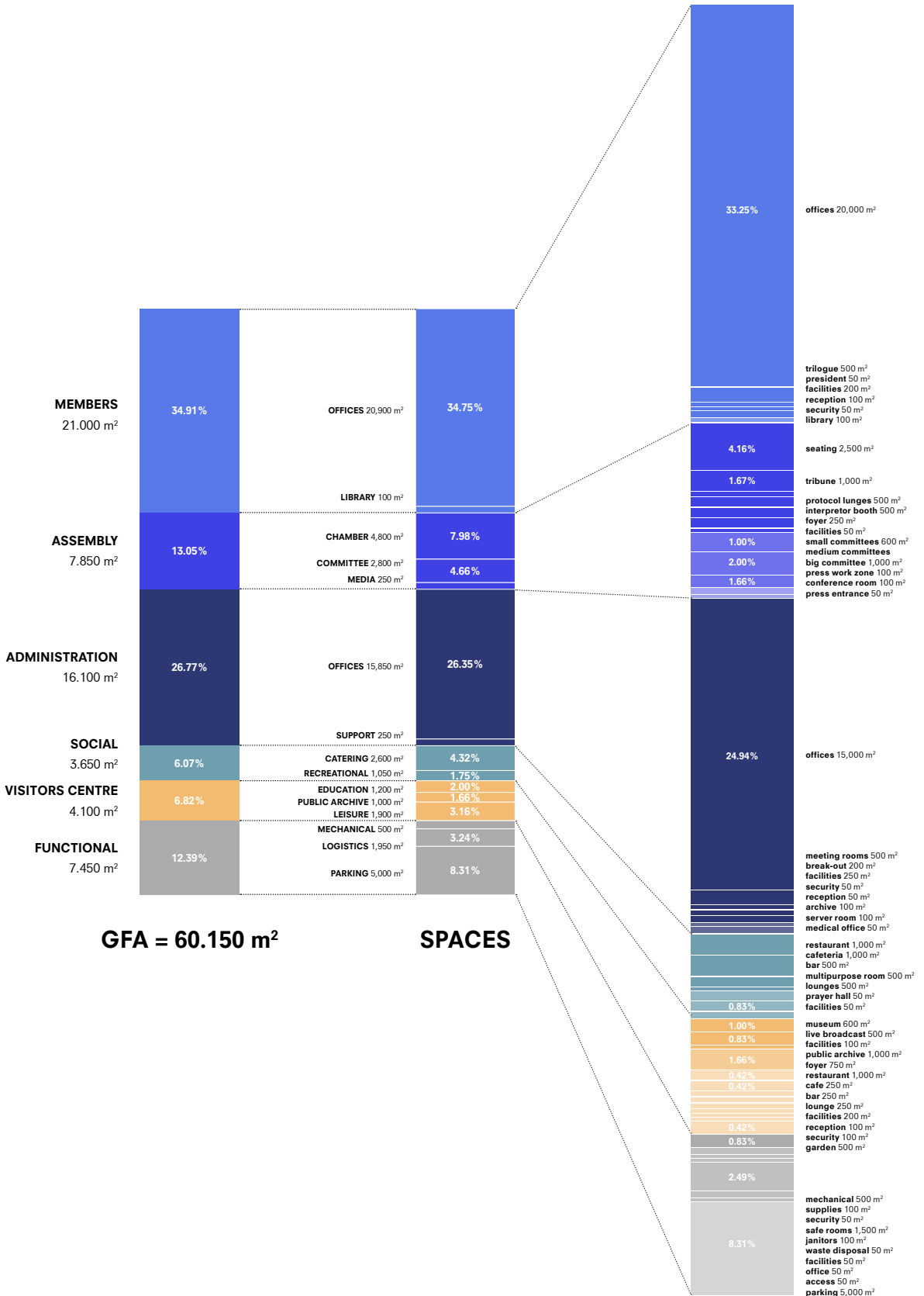
landmark status, security, and expandability. Regarding the building's landmark status, it relates to the image that the institution wants to project outwards. First of all, the building has to be eye-catching, but not in an obnoxious manner, so as to underline its status as a political institution. Second of all, considering the democratic values that the European Union wants to instill, concepts such as transparency and openness would need to be embedded into the building's outward as well as inward appearance. Moving on to the matter of security, it is one of the most pragmatic aspects of this brief. At the city scale, security is related to the building's site (as covered in the 3.3 section of the article), while at the building scale, it is related to its flows (as will be explained later on in the 4.2 section). Finally, the ability to expand the institution is owed to the fact that the EP, as evidenced in the case of its two existing seats in Brussels and Strasbourg, depends on an wide network of supporting administrative buildings. Seeing as how the project envisions placing a new EP in a city which does not have such a network, one needs to take into account the fact that the EP building, while the most important one, is only the first in a series of new structures which relate to the institution.

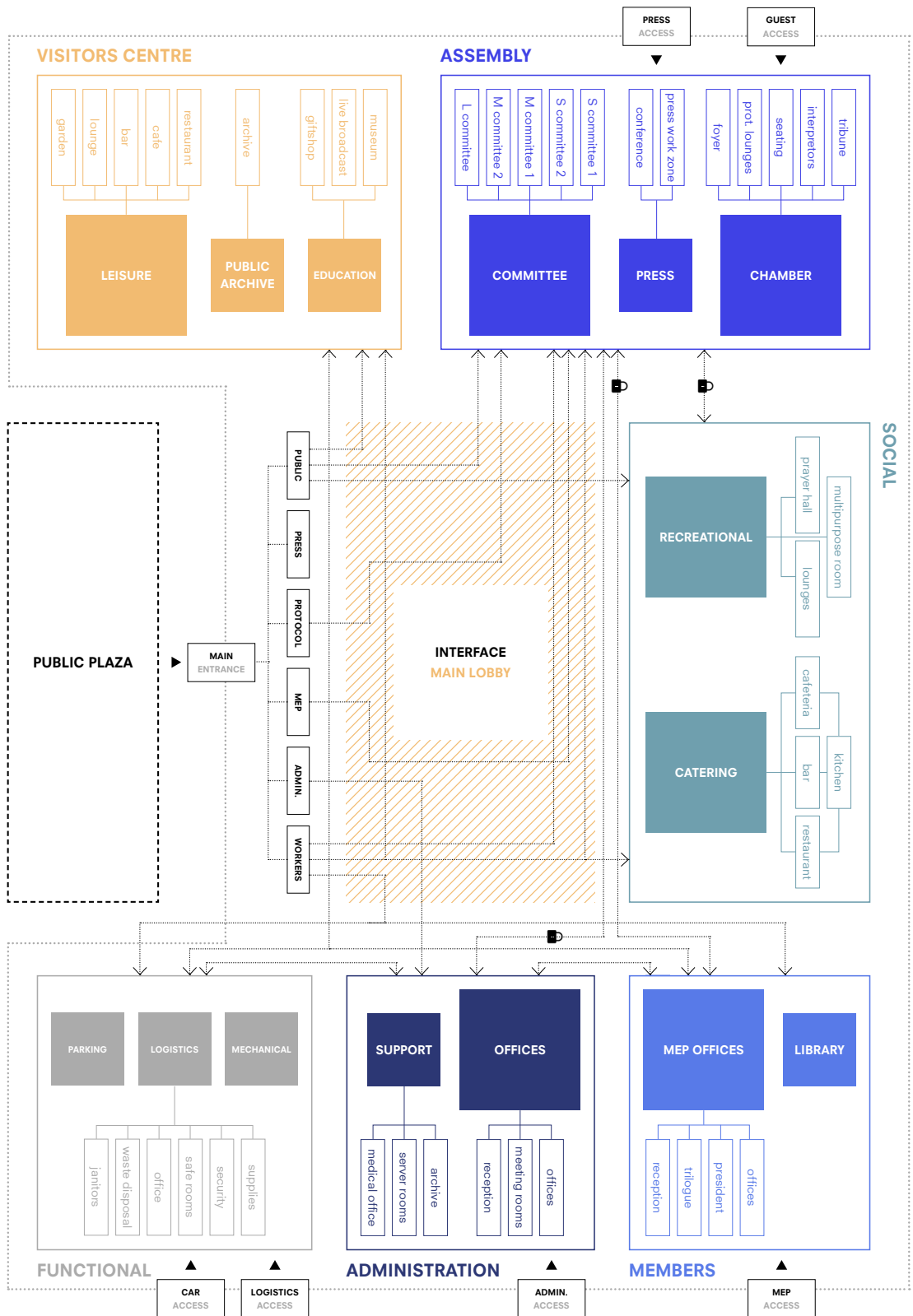
4.2 PROGRAM

As illustrated, the program is broken down into specific rooms based on the needs of each of the identified key spaces.

Once the necessary rooms and their sizes have been identified, followed the crucial step in categorizing them based on their function, thus generating the following spaces: members (MEP offices, trilogue etc.), assembly (debate chamber, committee rooms, media zone), administration (various departments' offices), social (recreation spaces for MEPs, catering), visitors centre (education space, archive etc.), and functional (mechanical rooms, logistics, parking).

Arranging the rooms based on their functions and users was essential to understanding





how the building functions. Once the complete breakdown of the program was clear, came the part of providing a relation scheme between the various spaces.

One of the key design aspects is the debate chamber. As indicated by Blundell Jones (2016: 39-40), "A key precedent for the centre and periphery layout is the antique Greek theatre, bringing the whole of society to contemplate the play. Many modern parliaments follow a circular layout to stress the equality of members (...)". The upcoming MSc4 design phase will particularly focus on this key space, attempting to re-evaluate it in the context of the digital age, questioning its layout, size and overall composition.

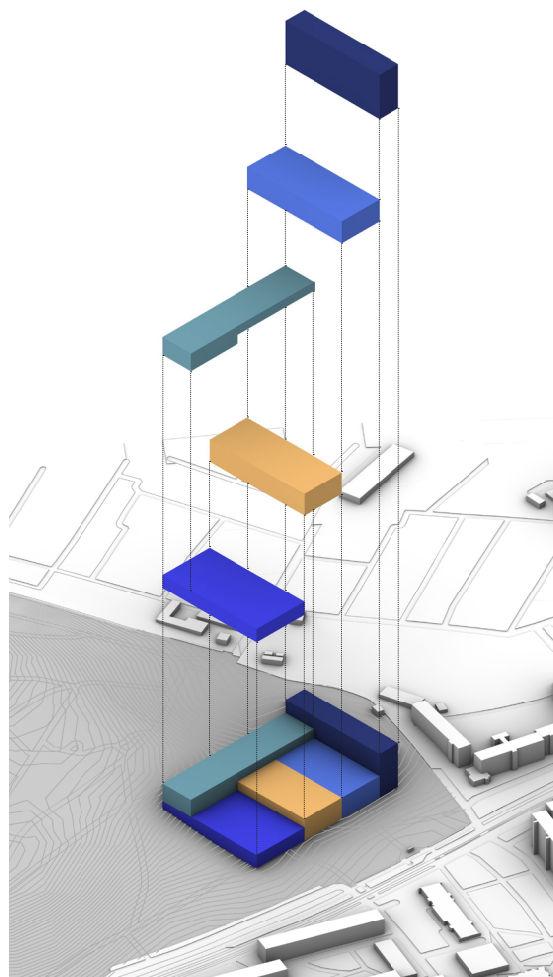
Regarding the ambition to re-evaluate what a parliament building should be in the contemporary age, comes the question of what has been added to the traditional building program. As stated in the previous chapter, the intention would be to emphasize the circulation of knowledge in the building. A way of doing so would be to introduce a "live broadcast room" (as part of the visitors centre space), a sort of media-oriented room featuring screens broadcasting debates happening elsewhere. This accomplishes two things: one, it answers the question of building occupancy (as the MEPs do not inhabit it continuously for the whole duration of the year) and two, it makes the public become more engaged with the building and, by extension, the institution. This particular concept could be extended on a building level, having screens broadcasting in real time throughout the corridors, lobbies and even the unused committee rooms. In addition, in order for the building to transcend its traditional typology, another layer of the educational sphere of the new EP would be an open to the public archive.

4.3 SITE

The site research phase has led to the formulation of three ambitions: one, preserving the park (engaging in a minimal site

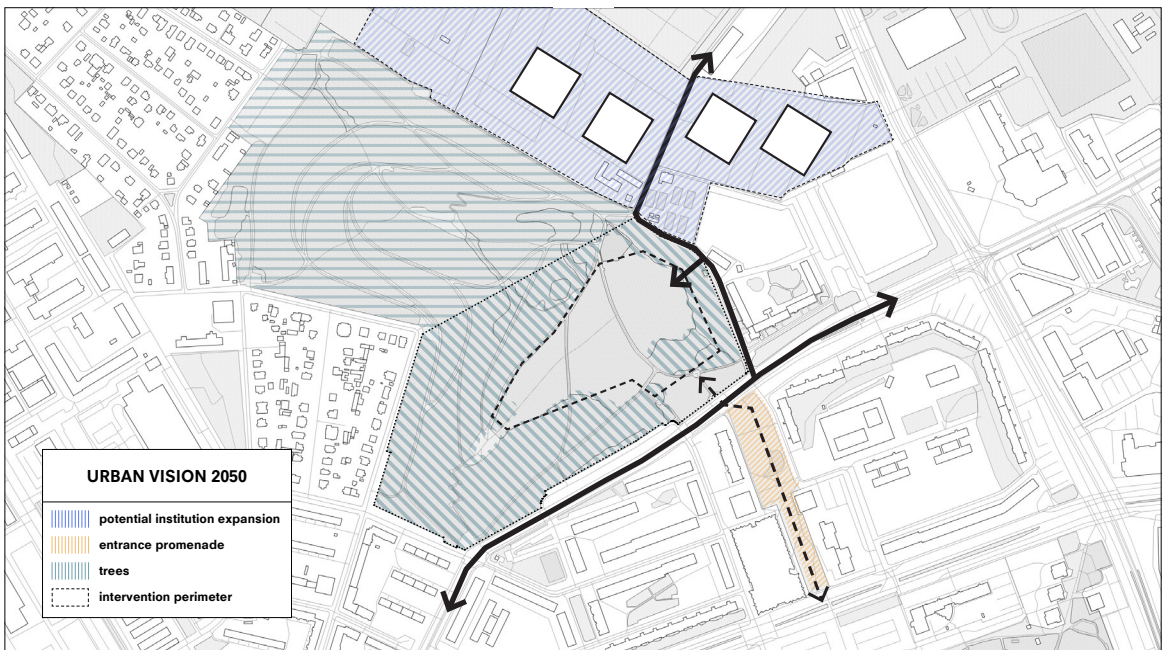
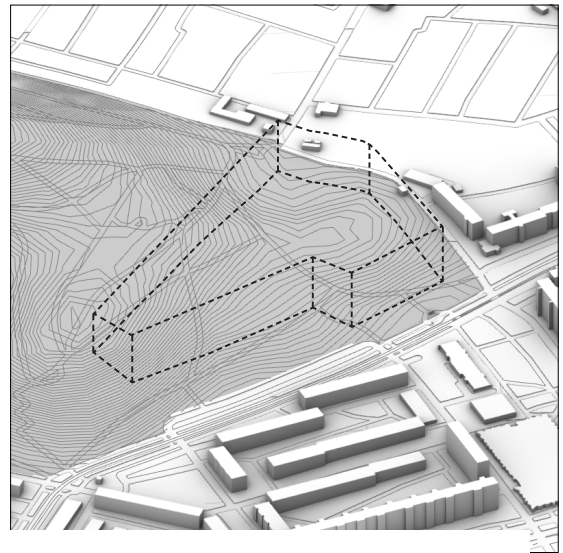
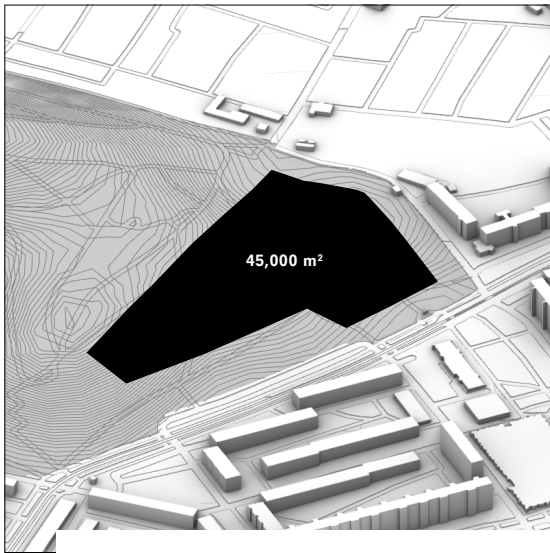
intervention so as to maintain the qualities that made the site a green lung of the city); two, adapting to landscape (the building proposal should be mindful of the varied topography as well as the trees); and three, providing a protest platform. The protest platform part is essential to the democratic character of the new EP as it shows that the institution is open to criticism and willing to engage in a conversation with the citizens it serves. Thus, the three ambitions shall contribute to the image of the new EP, underlining its role as a transparent institution and as a new addition to the public space realm.

With the site conditions underlined, as well as the program breakdown completed, the research process transitioned to the final

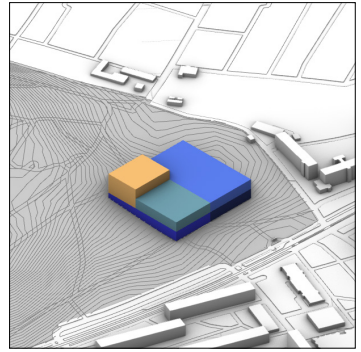
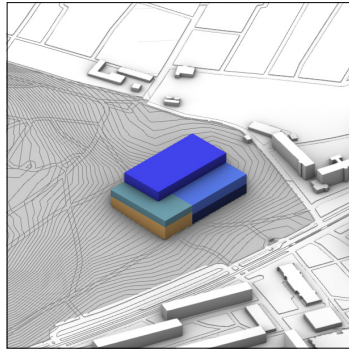
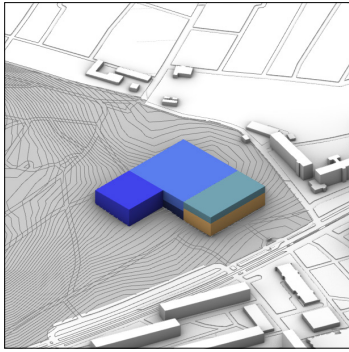


stage: massing iterations. Though obviously the arrangement exercise has not exhausted all possible massings, it has provided a good look into how it is possible to combine the necessary program relation scheme with the site conditions. After going through iterations for different volume types (stacked, linear, cluster, and courtyard), the massing experiment has led to the conclusion that

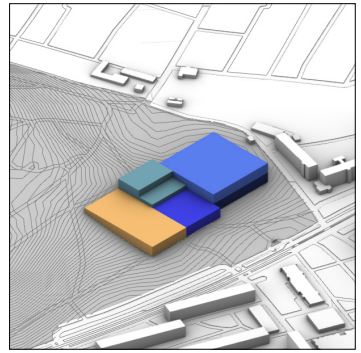
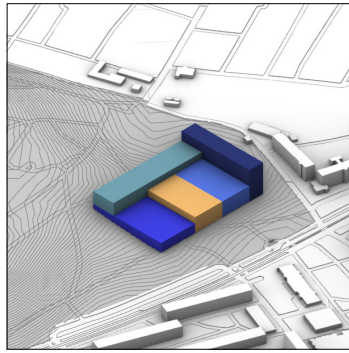
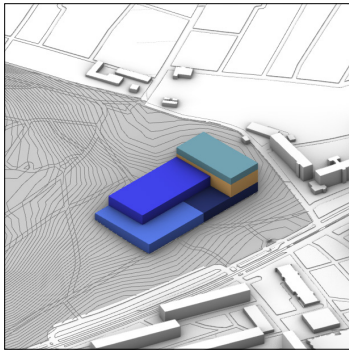
the second linear configuration is best suited for the project moving forward. It should be noted, however, that due to the simplified nature of this spatial arrangement exercise (the program is translated through cuboids), the MSc4 design phase shall consist of a re-evaluation of this chosen massing as the program scheme and its necessary volumes shall become more precise.



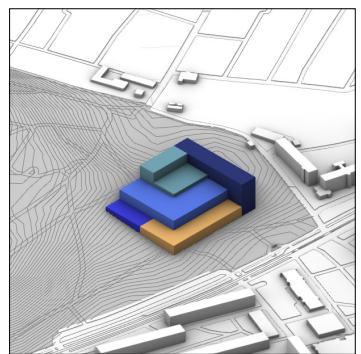
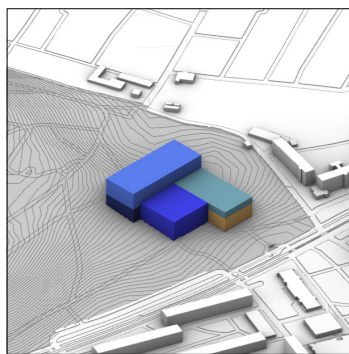
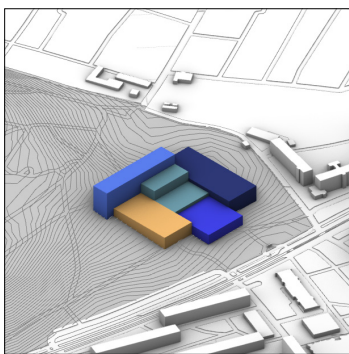
STACKED



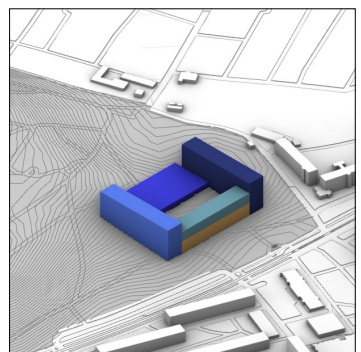
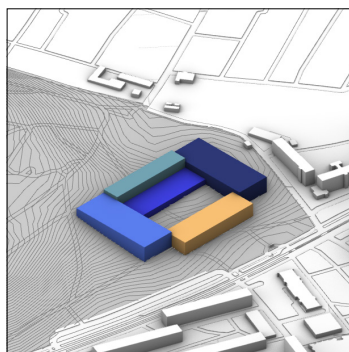
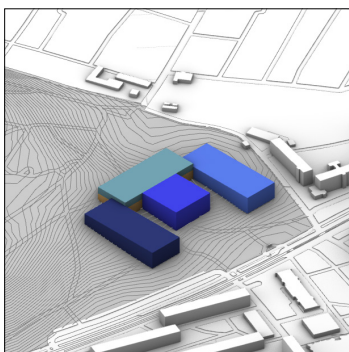
LINEAR



CLUSTER



COURTYARD



05

CONCLUSION

With the design brief finished, the graduation project shall move on into the design phase, a phase which rests on the requirements delineated in this article, as well as the following questions:

- 1. How the debate chamber be reinterpreted architecturally?**
- 2. What type of façade can successfully communicate the values and ambitions of the new EP building?**
- 3. How can the building's surrounding public plaza be adapted to the site's topography?**

While not exhaustive, these three questions cover architectural design matters such as space layout, materiality and aesthetics, and landscape design.

As mentioned before, it is expected that the massing configuration will undergo changes as the spatial layout and dimensions start to become more clear.

What is worth mentioning is that, while the design brief strives to be as precise as possible with the requirements for the project, the upcoming design phase shall continue research but in a more contained practical manner. To that end, further design research shall be undertaken for spaces such as the debate chamber, the live broadcast room, museum, and public archive. After all, they form the nucleus of the building's function and drive the process behind answering the graduation project's research question.

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