

# Reflection Report

The project has been about the creation of traveling pop-up hotels, which are specifically to be placed in nature. Any portable structure could be placed in nature. The aim of this project has been to develop a pop-up hotels that *belongs* in nature. Pop-up hotels aimed to be adventurous.

These pop-up hotels are inspired by, but not limited to the IBA Parkstad. In the area of the Parkstad pop-up hotels will be traveling through the natural areas.

## Research and design

To design something that is adventurous the first requirement is to define adventure. This is where the research started. What is adventure, when do we feel adventurous?

In words adventure can be described as “a bold, usually risky undertaking; hazardous action of uncertain outcome.” or simply as: ‘peril, danger, risk’. The first encounter with an ‘adventurous’ design pattern was that of Frank Lloyd Wright’s. Wright describes 10 elements:

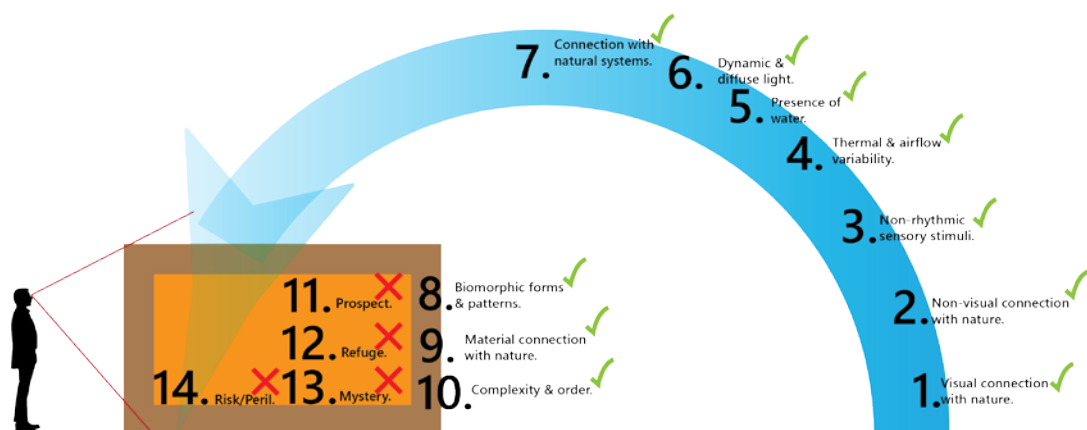
1. High ceilings and a sense of spaciousness in main living areas.
2. Extensive natural lighting and vistas of the exterior landscape.
3. Living spaces high above the terrain that provide extended views.
4. The play of natural light seen through clear and decorative glass.
5. Fireplaces within low-ceiling interiors creating a feeling of **refuge**.
6. Large overhanging eaves and cantilevers engendering a sense of connection to the exterior landscape.
7. Conspicuous terraces offering distant views and a feeling of **peril** and excitement.
8. Winding paths and concealed entryways fostering feelings of safety and security.
9. Buildings integrated into the landscape through the use of long horizontal planes.
10. Visual connections between interior rooms, many with outside views, and few closed interior places.

These points make up Wright’s *organic design*, in which the person is made to experience a form of ‘discomfort’. Discomfort compared to today’s standards. The explanation of why discomfort, feelings of risk is related to adventure is found in the history of mankind. When mankind had no power over nature yet, when mankind had no other choice than to live in nature.

This connectedness to nature led to biophilia, which depicts this connection between mankind and nature: Instinct is *ancestral memory* or, *genetic memory*. And a design can be based on this memory. 14 patterns of biophilia in design has been set up by researchers:

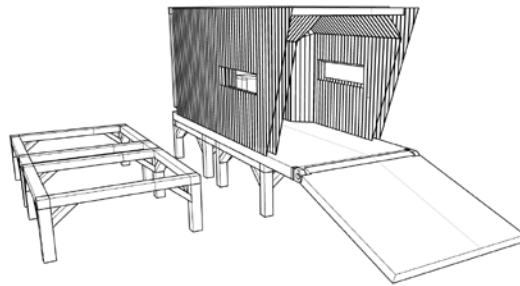


The first 7 points are easy to achieve by breaking the barrier between inside and outside. Basically, connecting a person with physical nature. The following 3 points are achieved with the aesthetics of the object. It is the last 4 points that create an experience, and are most significant for an adventurous feeling.



Points 1 to 10 are relatively easy to achieve.  
Points 11 to 14 could work inside a simple volume under the right circumstances, but points 11 to 14 hold great potential to really connect a person to their instincts if the simple volume is let go of.

Early in the design process the decision was made to make the pop-up hotel movable every week. This means the setup on location must be as easy as possible. The design suffered under this idea resulting in a container like box. Initially the idea was for a simple structure with a changeable setup, where the walls and the roof a swappable for different kinds to offer different experiences. This idea had not made it into the design yet.



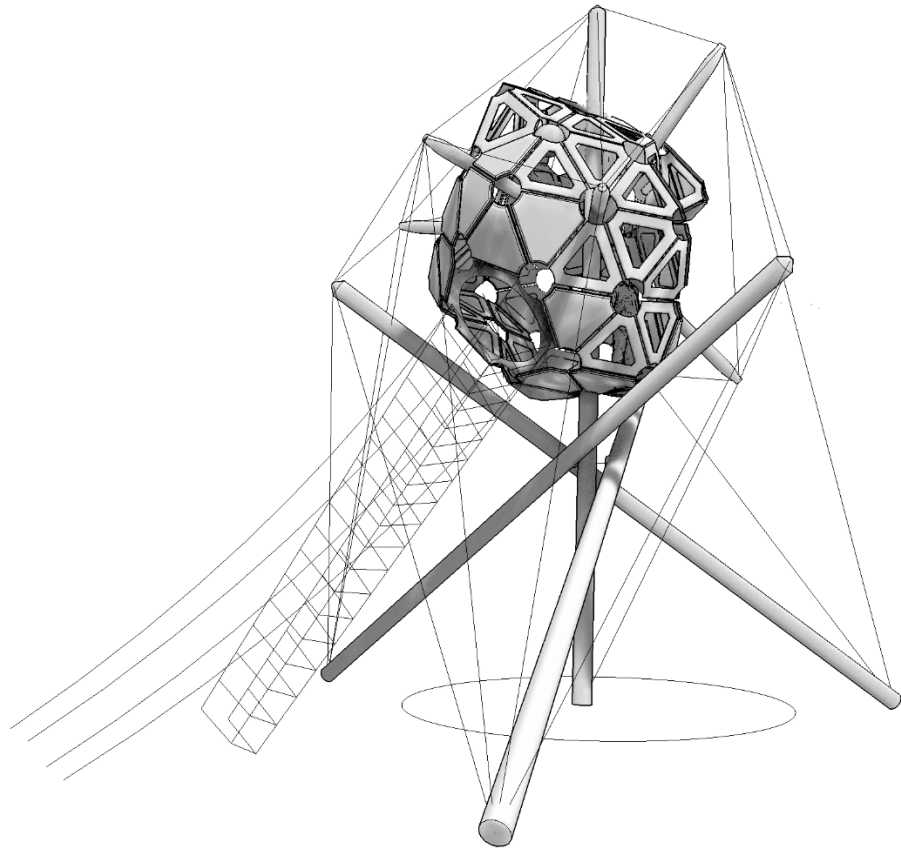
Later in the design process the idea of a weekly movable hotel was let go of. A building that is to stay in a spot for several months would allow for much more freedom in design and tackle biophilic design more accurately. The box was let go off and the focus shifted to a structure that would play into the ancestral memories humans have. A structure we still hold in memory is the treehouse, the 'floating' safe haven.

The modular nature of the new design would allow for a better expression of the last 4 points of the 14 design patterns.



As the new design was reaching for heights, the actual dwelling still did not match the design principles of biophilic design. Design went through several large changes until the biophilic patterns matched a flexible design.





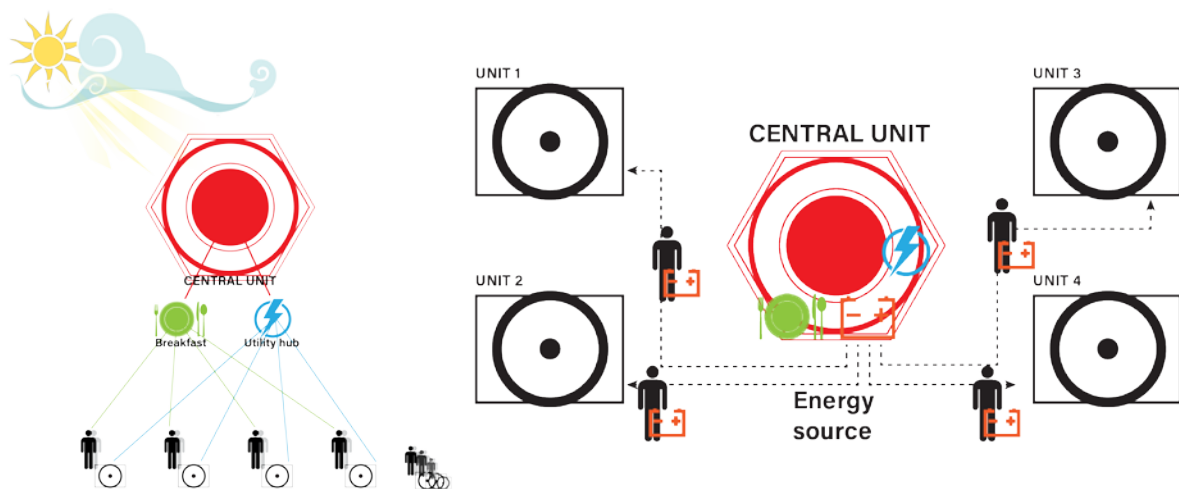
## Theme and design

The project fits mostly in the theme of Make inside the graduation studio, and hints a little at the theme of Flow. The focus is to create an object or a system that works for several natural settings. The current state of the design needs to be able to stand in different landscapes.

The initial theme, or location, for the project has been the IBA Parkstad. A large area where the focus lies on revitalisation. By focusing on the themes of energy, flexibility and recycling. The first two themes, energy and flexibility have been the starting point of the design.

It is easy for the hotels to generate their own energy with pv panels. However, there is also the possibility that the energy is generated elsewhere. Another temporary central structure can act as the energy gatherer. This central unit will generate power and guests will transfer the energy using portable batteries. The purpose of this design choice is twofold: 1. Since there is no energy generation at the hotel units, the energy will feel finite. The idea that you could run out of power will enforce the feeling of risk and peril. In pre-historic times, nothing was a given, everything had to be worked for. 2. Having a central unit generating power will generate sufficient power for multiple units with less equipment. This means there is less cost and less waste.

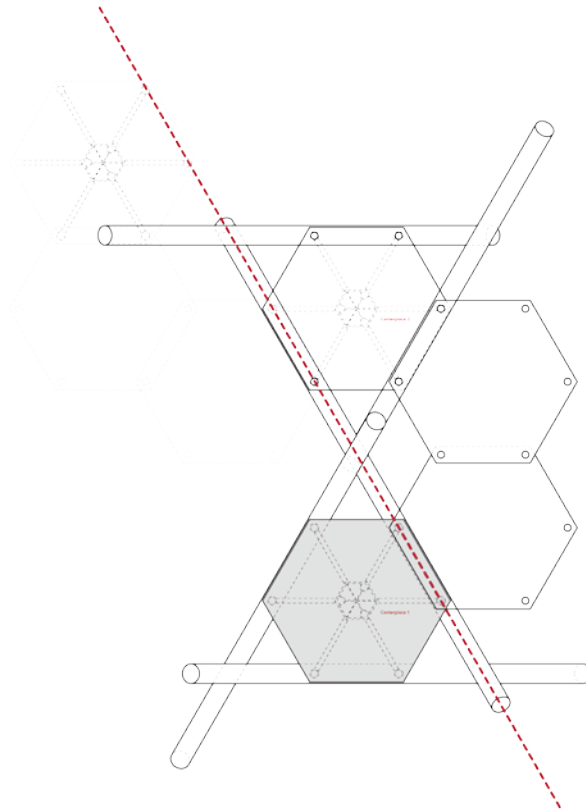
Whether the hotels will be self sufficient with energy or not is very depended on the context, and what is most beneficial for the business at the time.



## Method and design

The graduation lab Architectural Engineering focusses, as the name indicates, on architecture and engineering. Meaning the object can't be just an engineering project or an architectural one.

A personal approach in the design process has been to 'try and make it work' before anything else. As long as the pieces fit together, the design can be iterated until it tells the story it should:



Architecture has gotten a follow-up position to engineering and this is visible in the previous designs. Although the object could still convey an experience that triggers ancestral memories because it creates a certain 'space', it still lacks the qualities that could make that space more meaningful as well as making the story more meaningful.

More self-set rules for the building were let go of. Too much flexibility for a building can be strain to the design rather than elevating it. As a result the overall design became clearer, architecture and engineering got their rightful place in the design.



## **Social context and design**

To put these traveling hotel units in a wider social context is difficult since they don't have a large impact on the social structure of any given location in their short stay of several months. The experiences apply to individuals/couples, families. The hotels could generate some awareness to its visitors, because its recourses are clearly finite. For anyone that hasn't experienced any outdoor activity, a 5 day experience could have a significant impact: to be more careful with their recourses, even at home.