

LET'S VALUE THE MALL!

Designing In de Bogaard, a 20th century shopping mall,
through insider perspectives.

P5 presentation

Jelmer Eising
December 16th, 2023

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Research

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Introduction

Heritage?



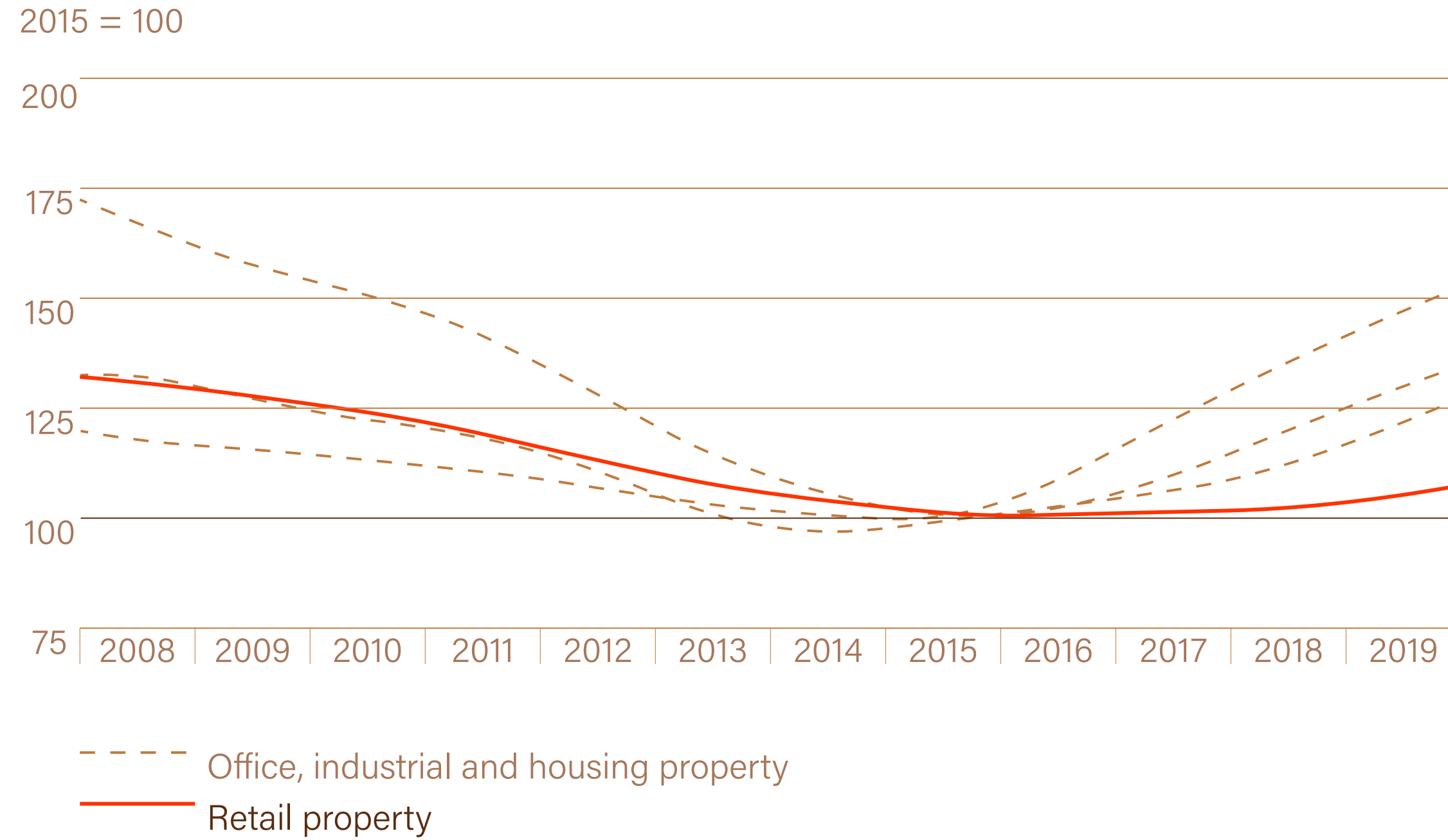
The Prinsenhof, Delft

Introduction



In de Bogaard part of 'De Terp'

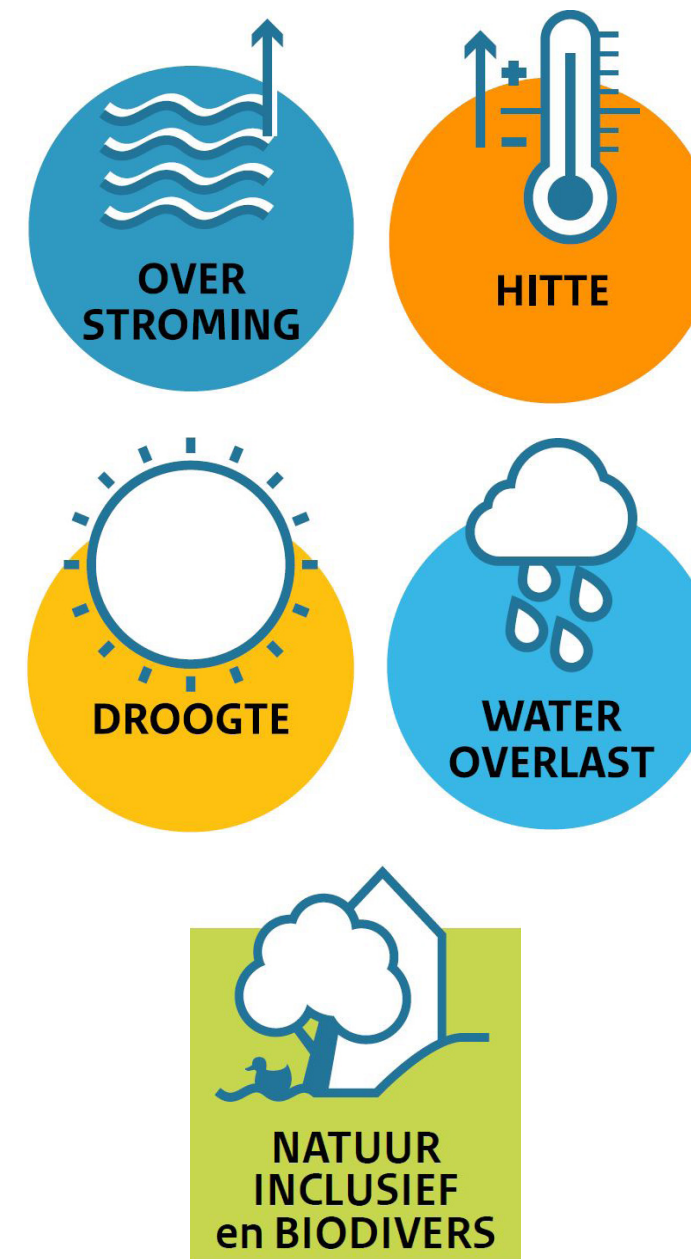
Problem



Problem



ICOMOS Paris agreement SDG



NUPKA 2023, Ministry of Infrastructure and Water Management

Case study



Paddepoel,
Groningen



Lijnbaan,
Rotterdam



Leyweg,
Den Haag



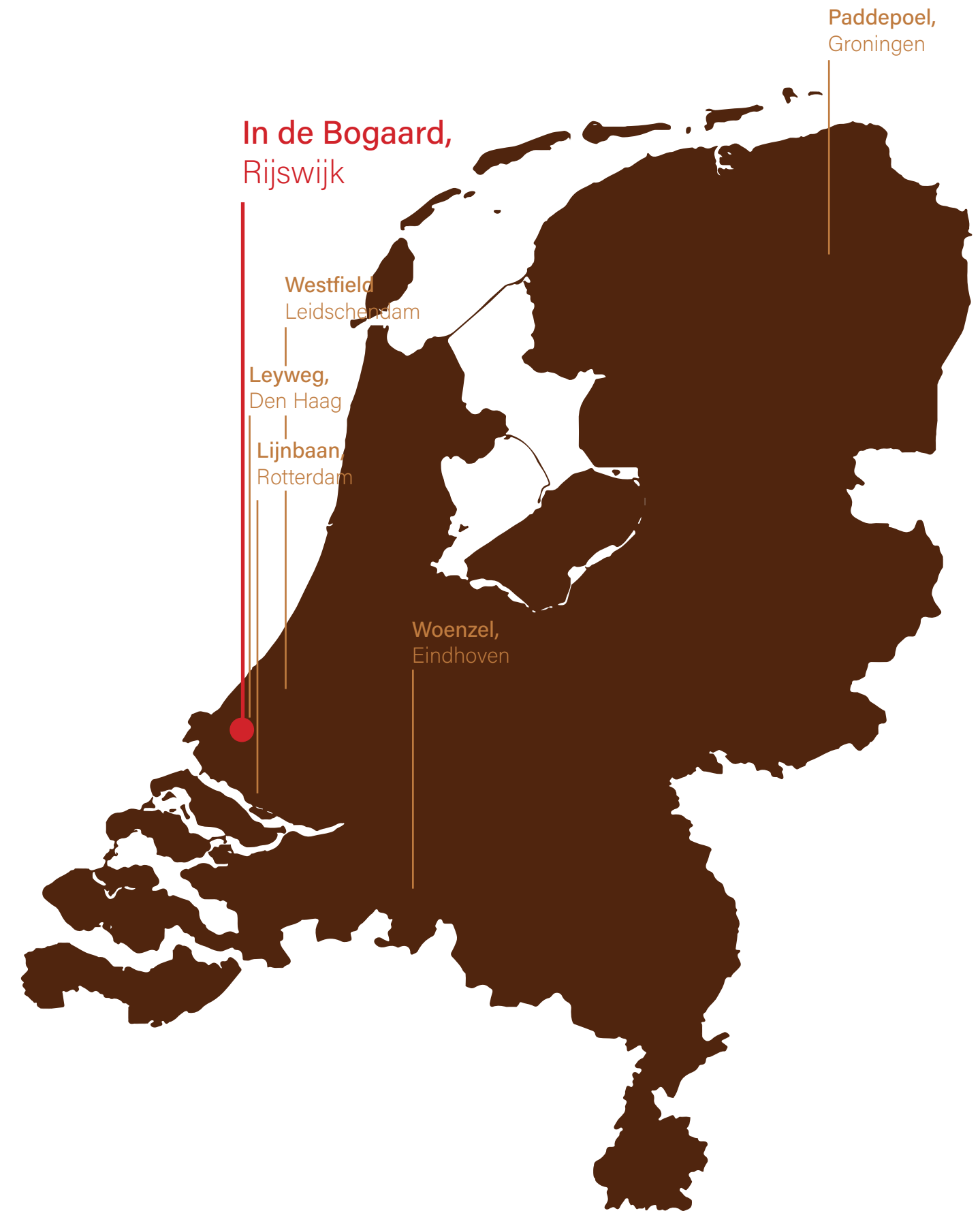
In de Bogaard,
Rijswijk



Woenzel,
Eindhoven



Westfield
Leidschendam



Map of the Netherlands, with the Malls visited as part of the studio analysis

A Changing mall



1965



1980



2005



1963 - 1965
Opening

1993 - 1999
Demolition

1996 - 2002
Building new parts

2022
Demolition of Prinsenpassage

Rijswijk

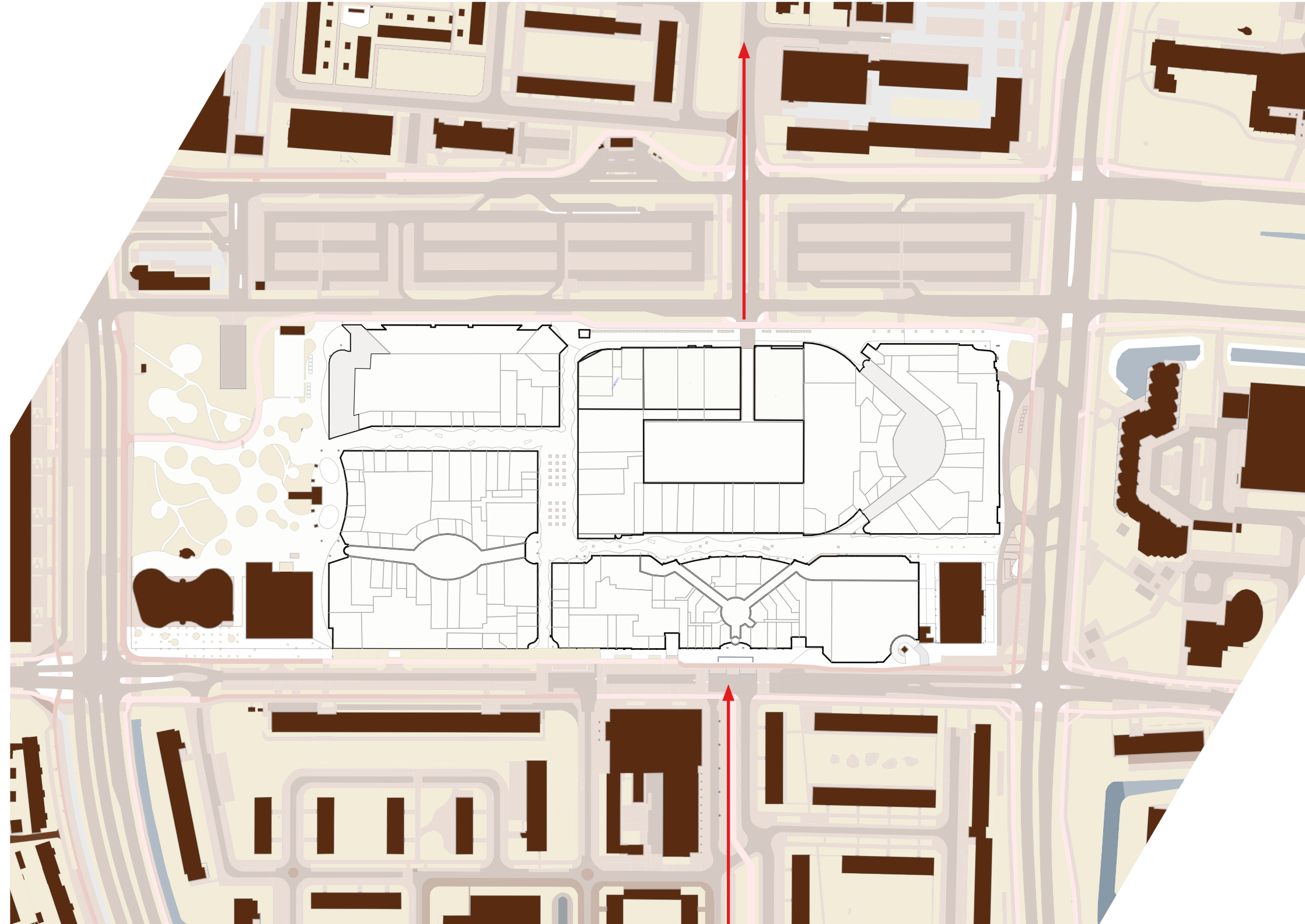
Delft
←

Wilhelminapark

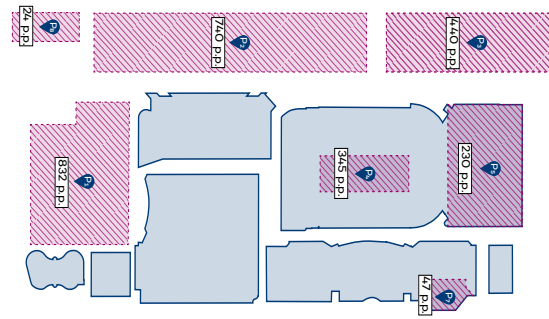


The Hague
→

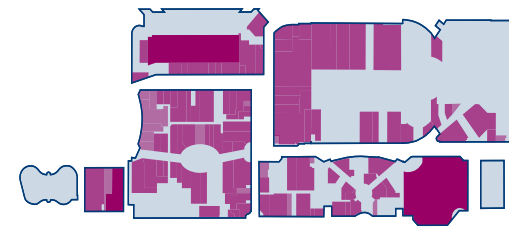
In de Bogaard



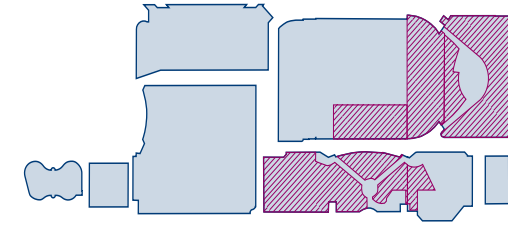
Additional problems



Max 30 - 35% Occupation



Monofunctional



30% Vacancy



Closed character

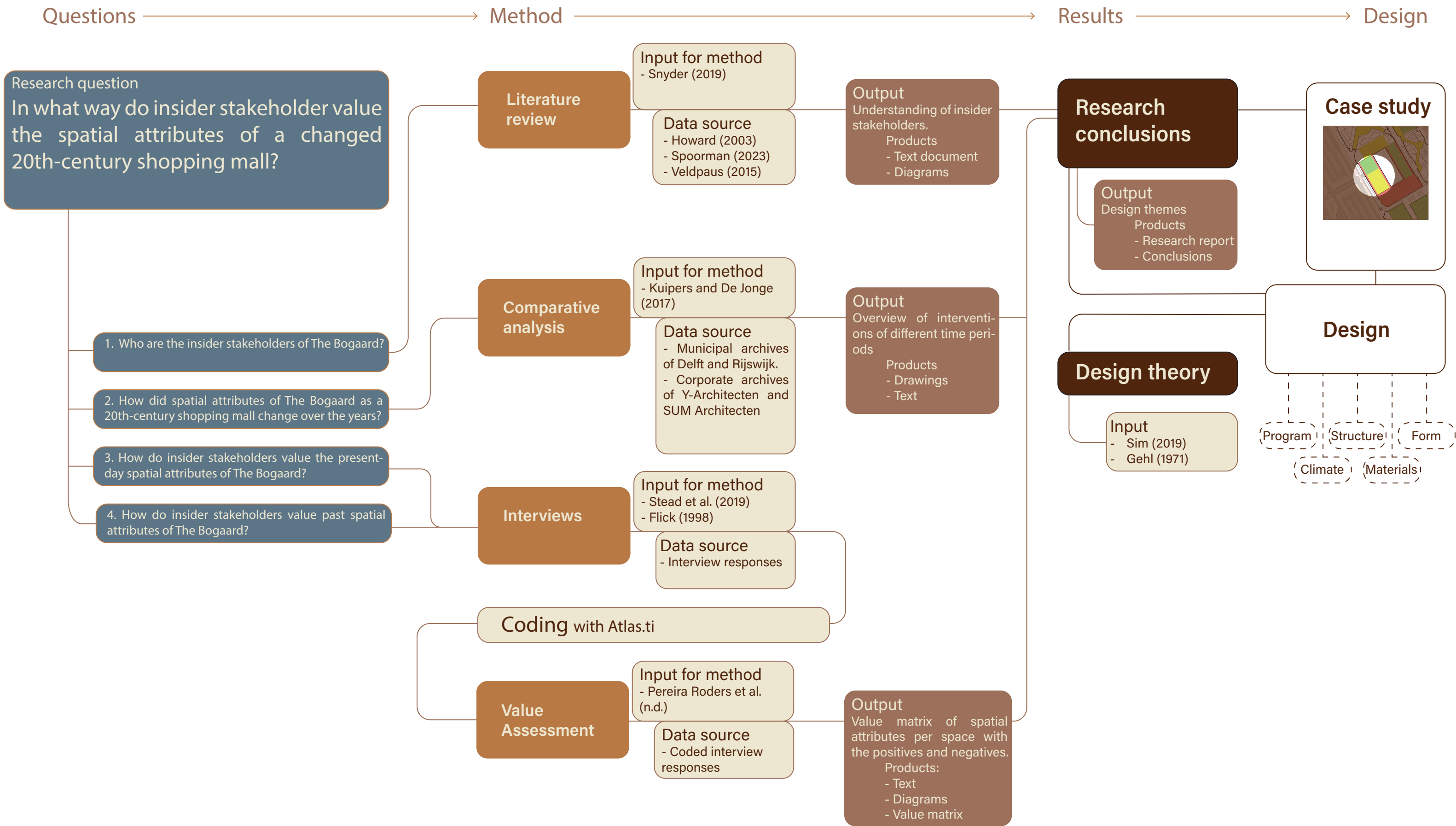
New Masterplan Rijswijk



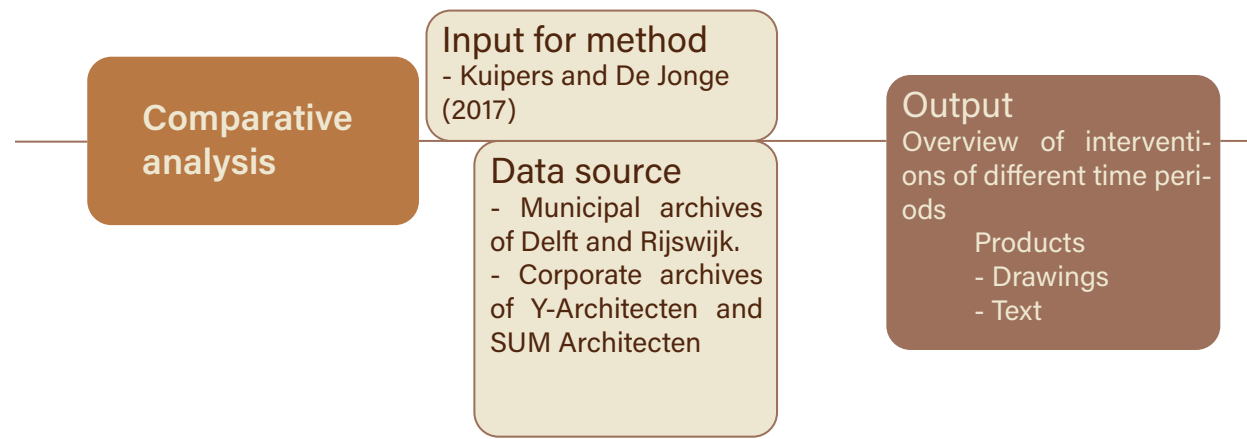
Goal

How to design a 20th century shopping mall [In de Bogaard] with the heritage values of insider stakeholders and contemporary needs in mind.

Methodology



Results



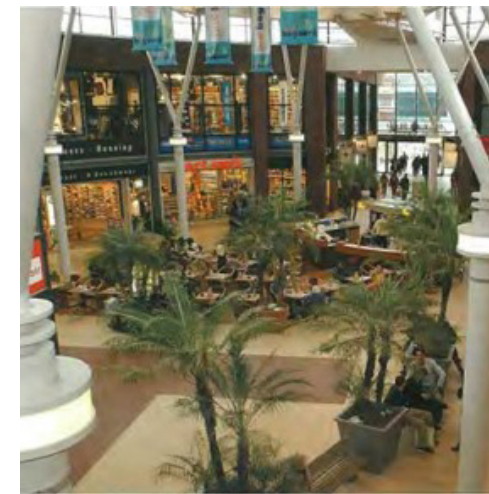
Old ('63)



New (90's)



Old ('63)



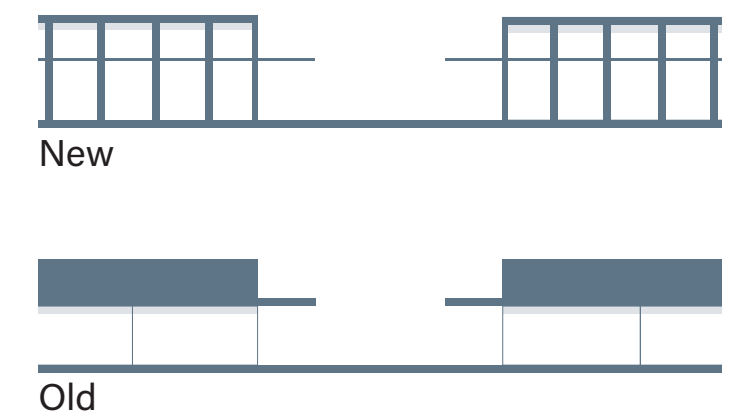
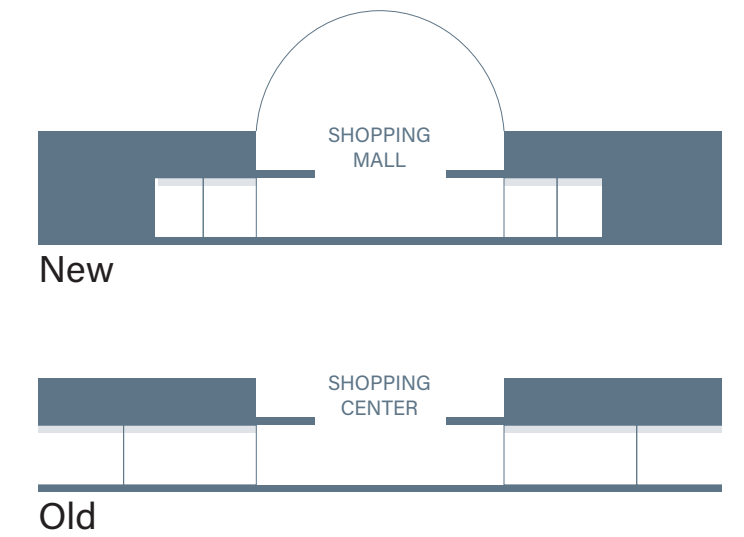
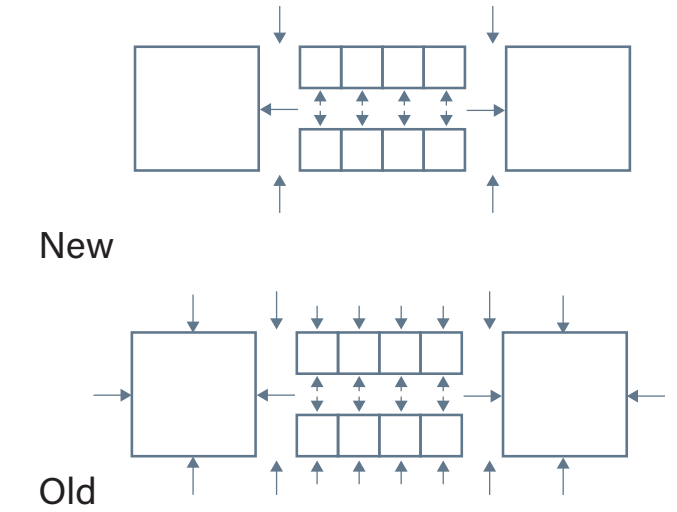
New (90's)



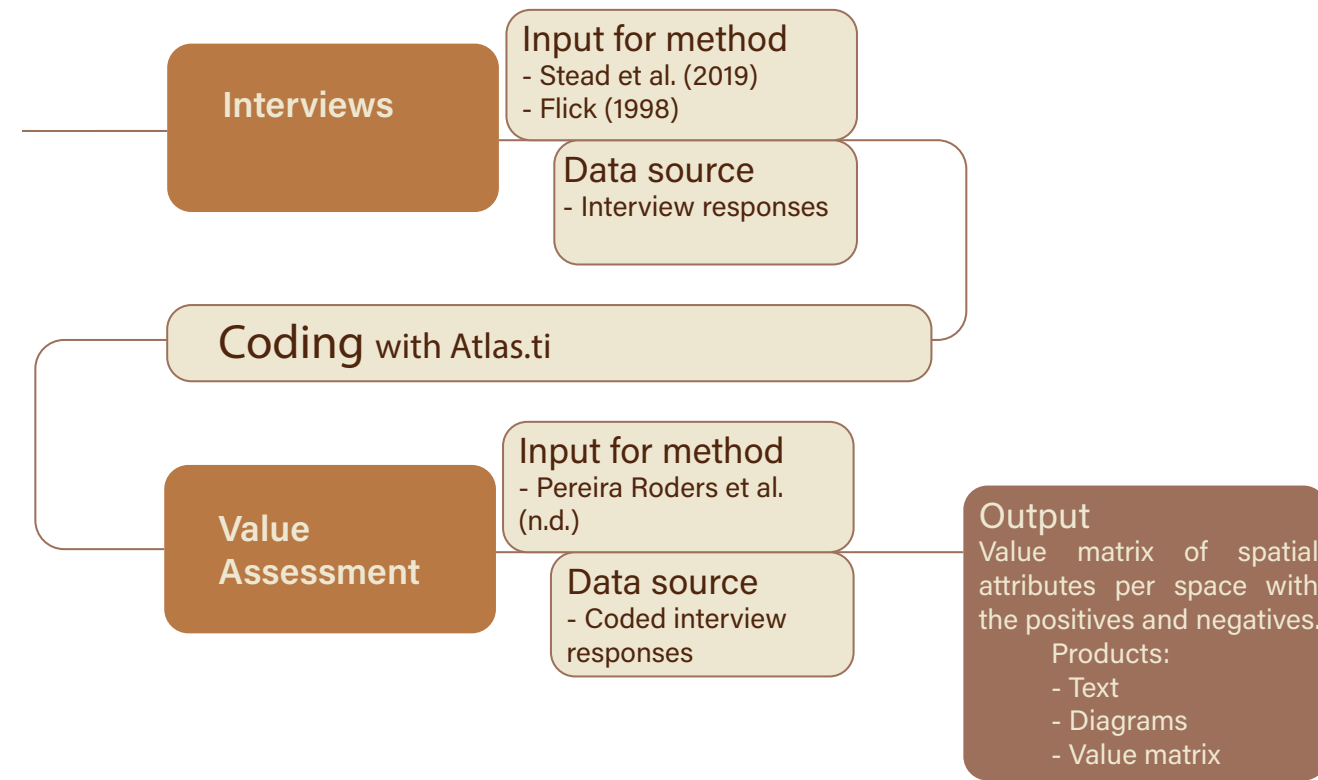
Old ('63)



New (90's)

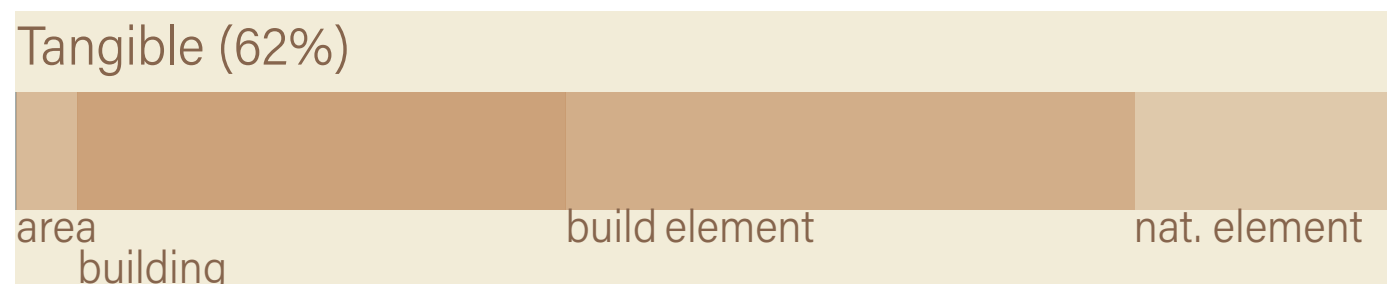
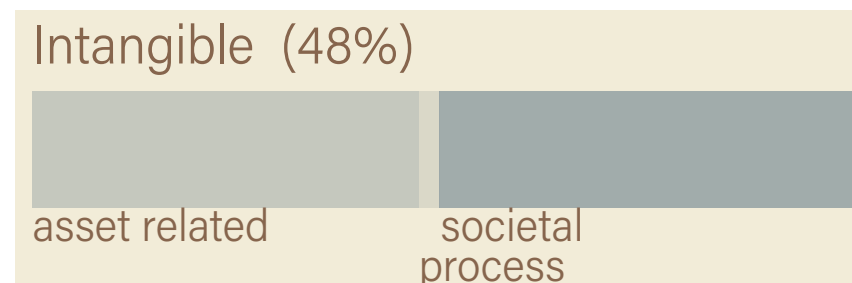


Results



	(i)Asset related Gr=13	(i)Process Gr=1	(i)Societal Gr=14	(t)Area Gr=2	(t)asset Gr=44
Aesthetical Gr=26	1	1	0	0	7
Economic Gr=31	1	0	3	0	3
Historic Gr=3	1	0	1	0	1
Scientific Gr=2	0	0	0	0	0
Social Gr=11	1	0	1	0	5

Past value/attribute matrix



Named attributes

	(i)Asset related Gr=13	(i)Process Gr=1	(i)Societal Gr=14	(t)Area Gr=2	(t)asset Gr=44
Aesthetical Gr=26	1	0	1	0	7
Economic Gr=31	4	0	1	1	4
Historic Gr=3	0	0	0	0	0
Scientific Gr=2	0	0	0	0	2
Social Gr=11	0	0	0	0	0

Present value/attribute matrix

CONCLUSION

Values

ECOLOGICAL SPIRITUAL ESSENTIAL EXISTENTIAL [COE, 1975]	SOCIAL SPIRITUAL EMOTIONAL (IND.) EMOTIONAL (COL.) ALLEGORICAL [SPABE, 1877]	ECONOMIC USE NON-USE ENTERTAINMENT ALLEGORICAL [COE, 1966]	ECOLOGICAL SPIRITUAL ESSENTIAL EXISTENTIAL [COE, 1975]	SOCIAL SPIRITUAL EMOTIONAL (IND.) EMOTIONAL (COL.) ALLEGORICAL [SPABE, 1877]	ECONOMIC USE NON-USE ENTERTAINMENT ALLEGORICAL [COE, 1966]
AGE SPIRITUAL ESSENTIAL EXISTENTIAL [SPABE, 1877]		POLITICAL EDUCATIONAL MANAGEMENT ENTERTAINMENT SYMBOLIC [ICOMOS, 1967]	AGE SPIRITUAL ESSENTIAL EXISTENTIAL [SPABE, 1877]		POLITICAL EDUCATIONAL MANAGEMENT ENTERTAINMENT SYMBOLIC [ICOMOS, 1967]
SCIENTIFIC WORKMANSHIP TECHNOLOGICAL CONCEPTUAL [RIBA, 1904]	AESTHETICAL ARTISTIC NOTABLE CONCEPTUAL EVIDENTIAL [SPABE, 1877]	HISTORIC EDUCATIONAL HISTORIC-ARTISTIC HISTORIC-CONCEPTUAL SYMBOLIC ARCHAEOLOGICAL [SPABE, 1877]	SCIENTIFIC WORKMANSHIP TECHNOLOGICAL CONCEPTUAL [RIBA, 1904]	AESTHETICAL ARTISTIC NOTABLE CONCEPTUAL EVIDENTIAL [SPABE, 1877]	HISTORIC EDUCATIONAL HISTORIC-ARTISTIC HISTORIC-CONCEPTUAL SYMBOLIC ARCHAEOLOGICAL [SPABE, 1877]

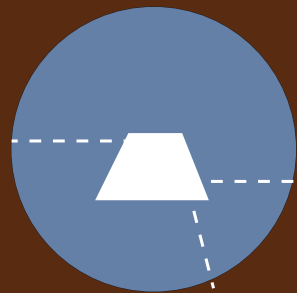
Table 5: Past values

Table 6: Present values

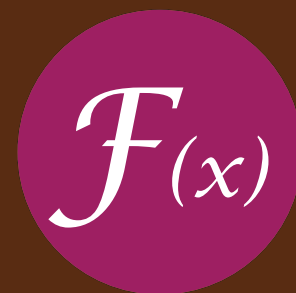
Positive attributes



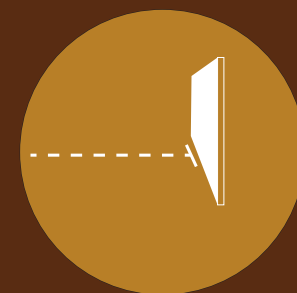
Green



Meeting spaces



Function



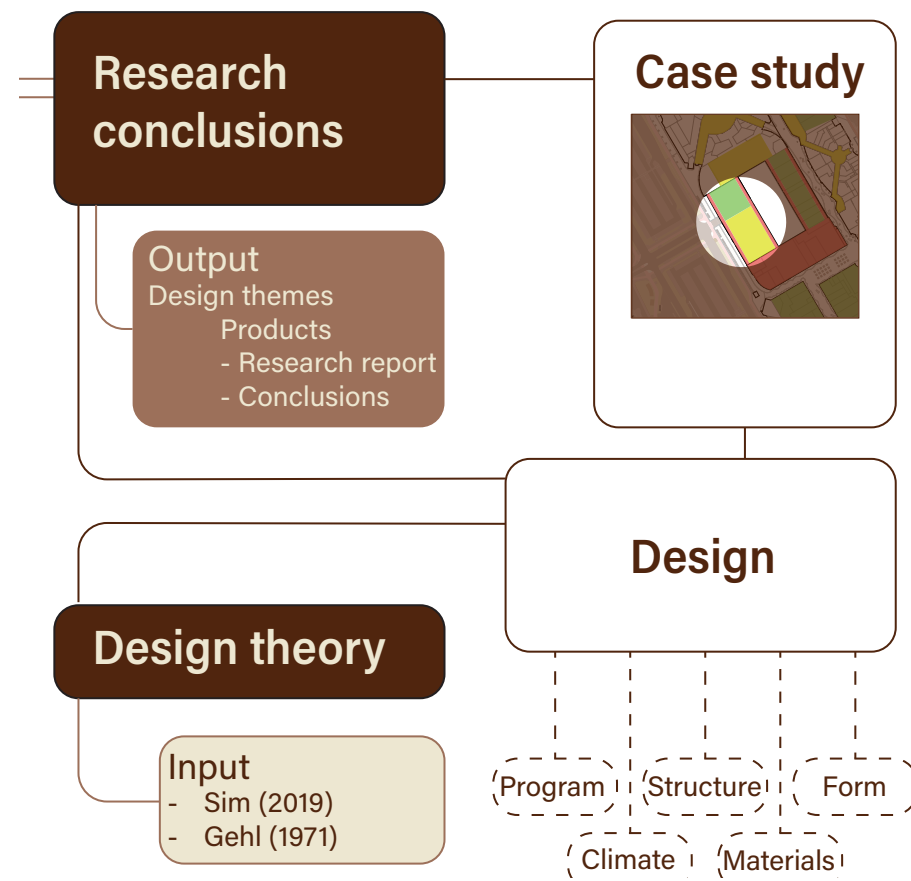
Border



Vacancy

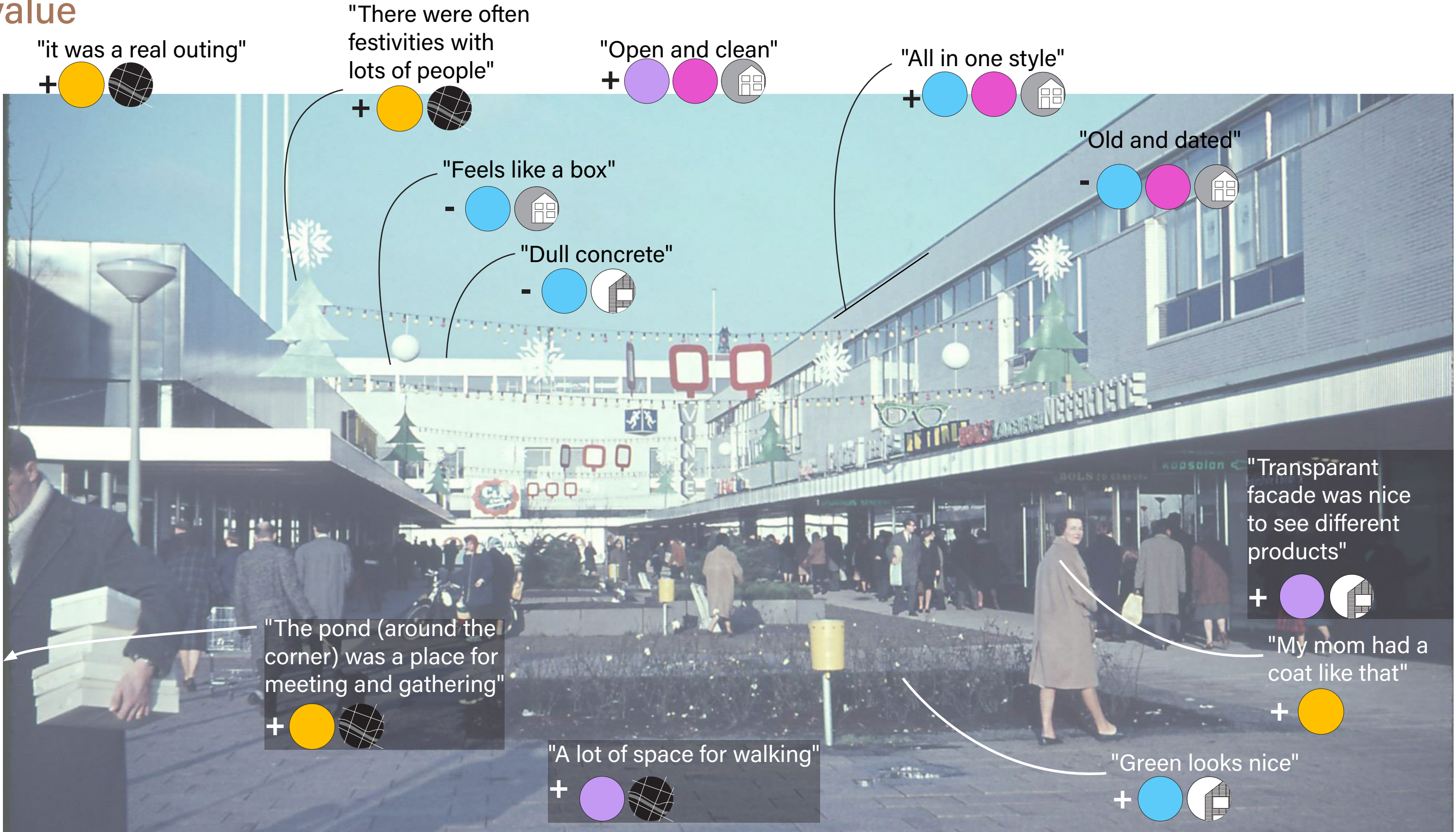
Negative attributes

Results → Design



Research to design

Mapping value



- Economic
- Historic
- Urban
- Social
- Scientific
- Build

Mapping value

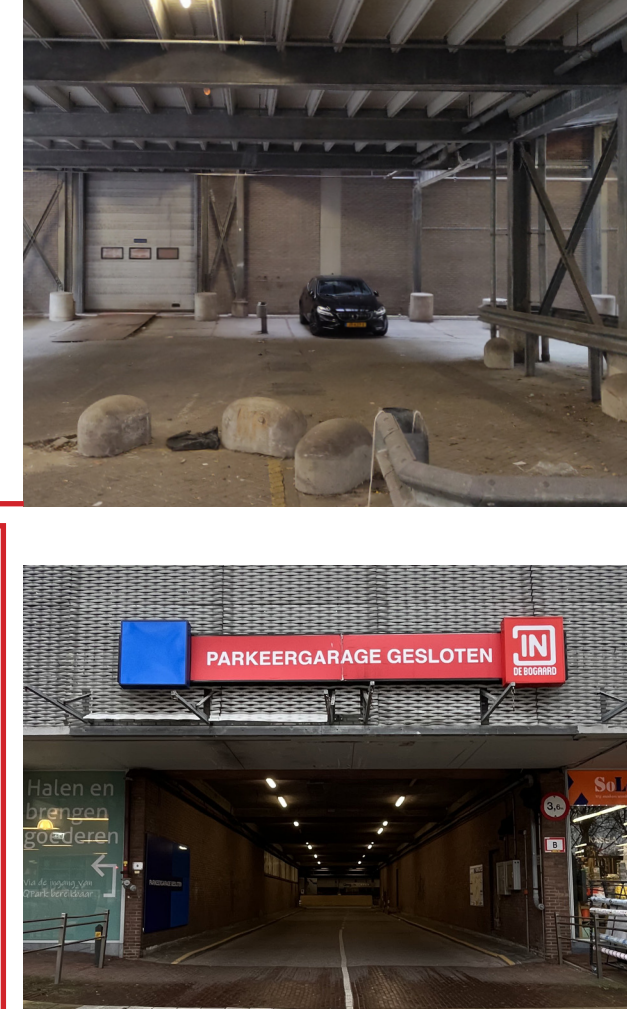
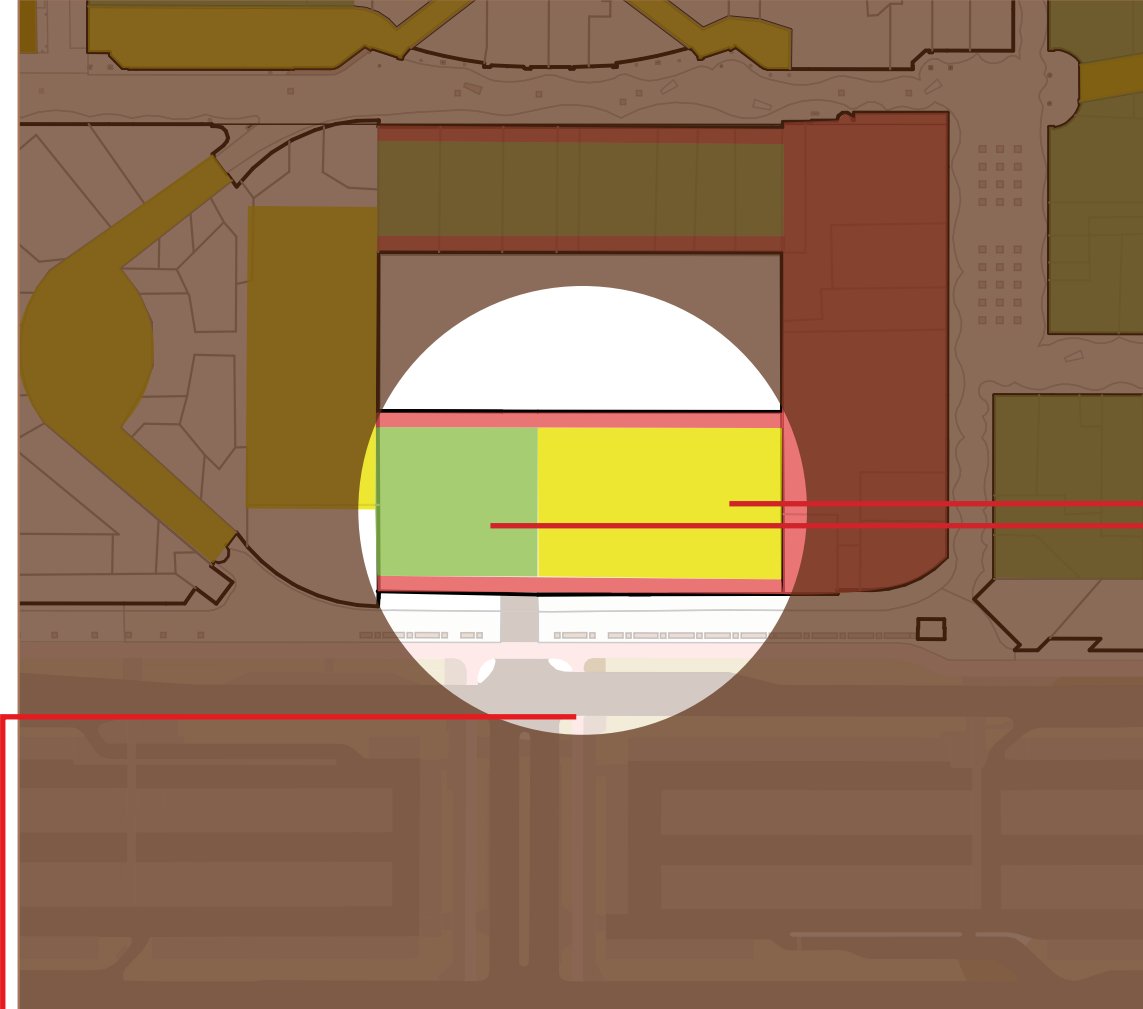
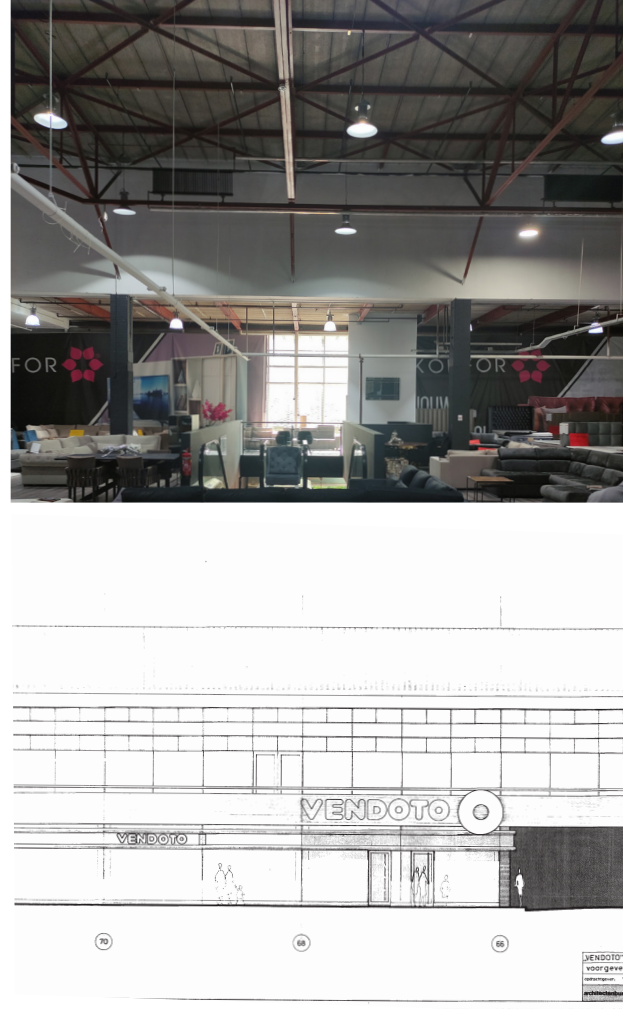


Design case



Research

Research to Design



Design case

Base for choice:

- High value.
- Center of the mall.
- Vacant, not green, no meeting places



Heritage

+

Livable city

+

Climate
mitigation

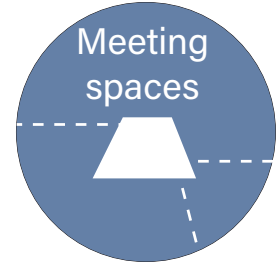
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Future cities

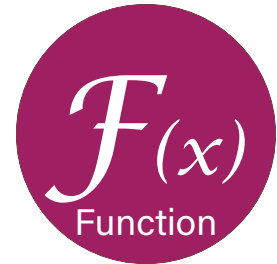
Design principles



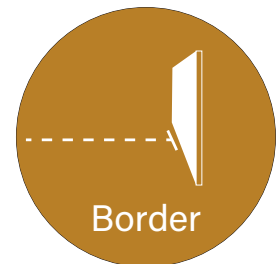
Green



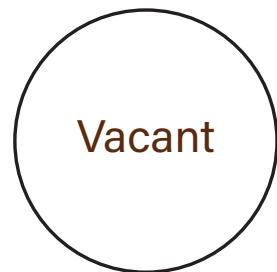
Meeting spaces



$F(x)$
Function

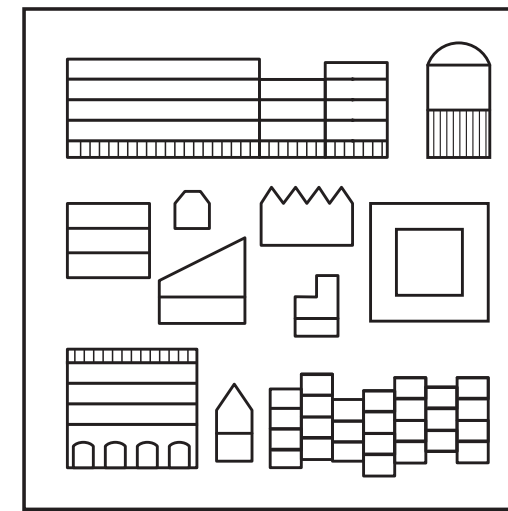


Border

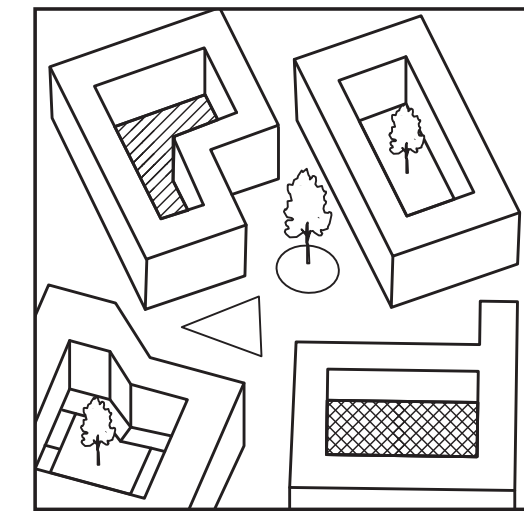


Vacant

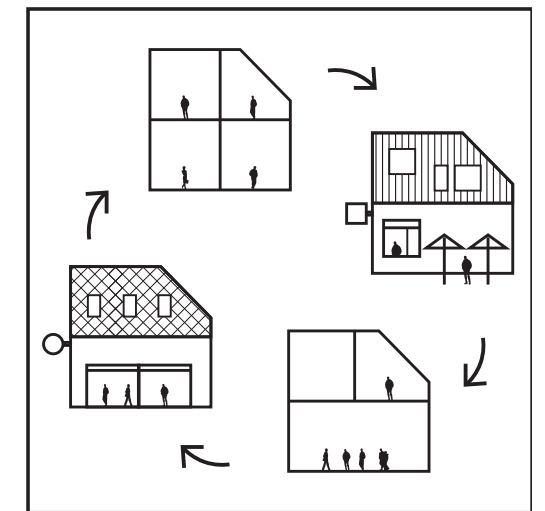
Protection	<p>PROTECTION AGAINST TRAFFIC AND ACCIDENTS — FEELING SAFE</p> <ul style="list-style-type: none"> Protection for pedestrians Eliminating fear of traffic 	<p>PROTECTION AGAINST CRIME AND VIOLENCE — FEELING SECURE</p> <ul style="list-style-type: none"> Lively public realm Eyes on the street Overlapping functions day and night Good lighting 	<p>PROTECTION AGAINST UNPLEASANT SENSORY EXPERIENCES</p> <ul style="list-style-type: none"> Wind Rain/snow Cold/heat Pollution Dust, noise, glare
	<p>OPPORTUNITIES TO WALK</p> <ul style="list-style-type: none"> Room for walking No obstacles Good surfaces Accessibility for everyone Interesting façades 	<p>OPPORTUNITIES TO STAND/STAY</p> <ul style="list-style-type: none"> Edge effect/ attractive zone for standing/staying Supports for standing 	<p>OPPORTUNITIES TO SIT</p> <ul style="list-style-type: none"> Zones for sitting Utilizing advantages: view, sun, people Good places to sit Benches for resting
	<p>OPPORTUNITIES TO SEE</p> <ul style="list-style-type: none"> Reasonable viewing distances Unhindered sightlines Interesting views Lighting (when dark) 	<p>OPPORTUNITIES TO TALK AND LISTEN</p> <ul style="list-style-type: none"> Low noise levels Street furniture that provides "talkscapes" 	<p>OPPORTUNITIES FOR PLAY AND EXERCISE</p> <ul style="list-style-type: none"> Invitations for creativity, physical activity, exercise and play By day and night In summer and winter
Delight	<p>SCALE</p> <ul style="list-style-type: none"> Buildings and spaces designed to human scale 	<p>OPPORTUNITIES TO ENJOY THE POSITIVE ASPECTS OF CLIMATE</p> <ul style="list-style-type: none"> Sun/shade Heat/coolness Breeze 	<p>POSITIVE SENSORY EXPERIENCES</p> <ul style="list-style-type: none"> Good design and detailing Good materials Fine views Trees, plants, water



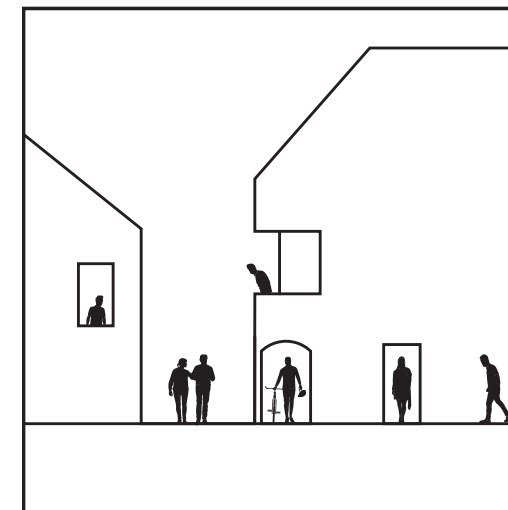
1. Diversity of Built Form



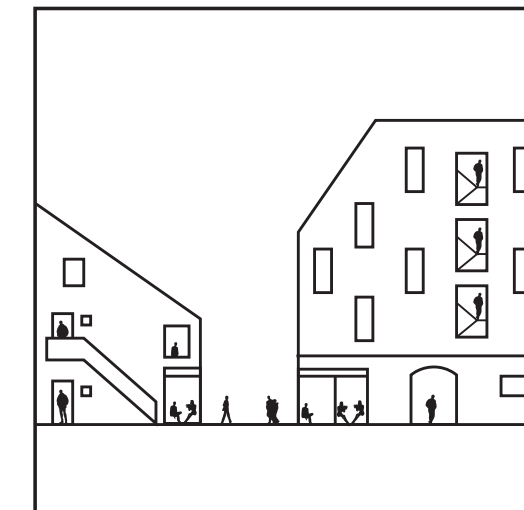
2. Diversity of Outdoor Spaces



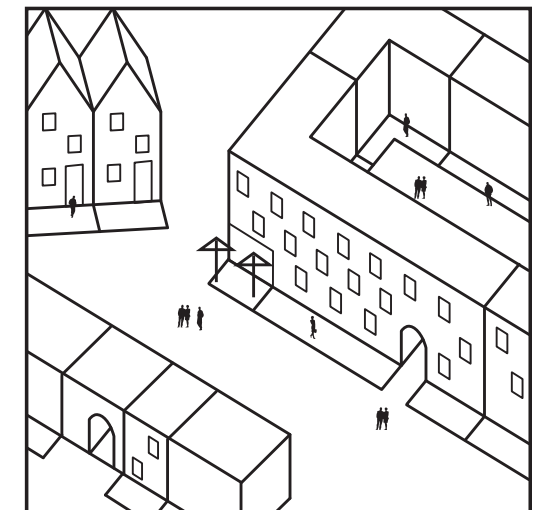
3. Flexibility



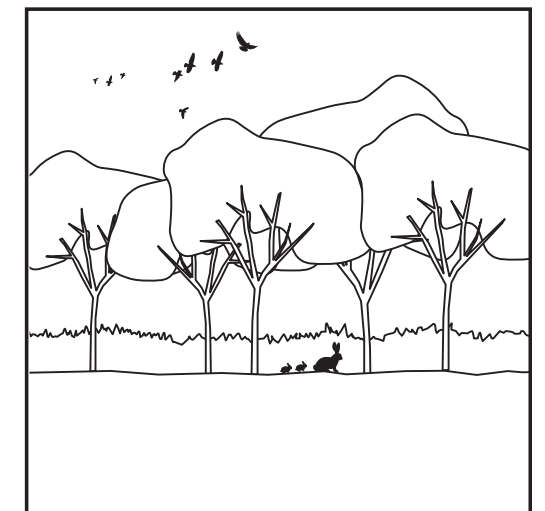
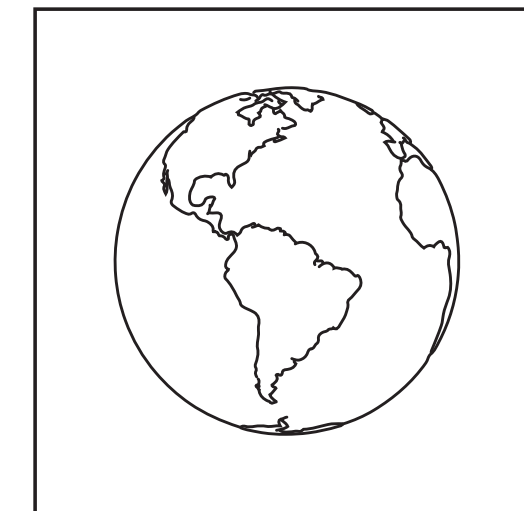
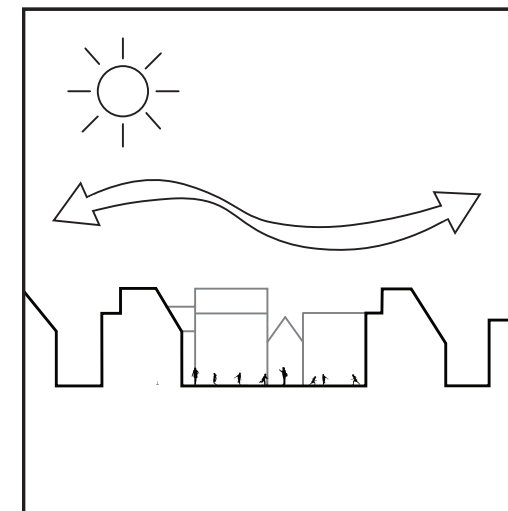
4. Human Scale



5. Walkability



6. Sense of Control and Identity



HERITAGE

Cities for people, Jan Gehl

Soft City, David Sim

Research to design

Design themes

porosity



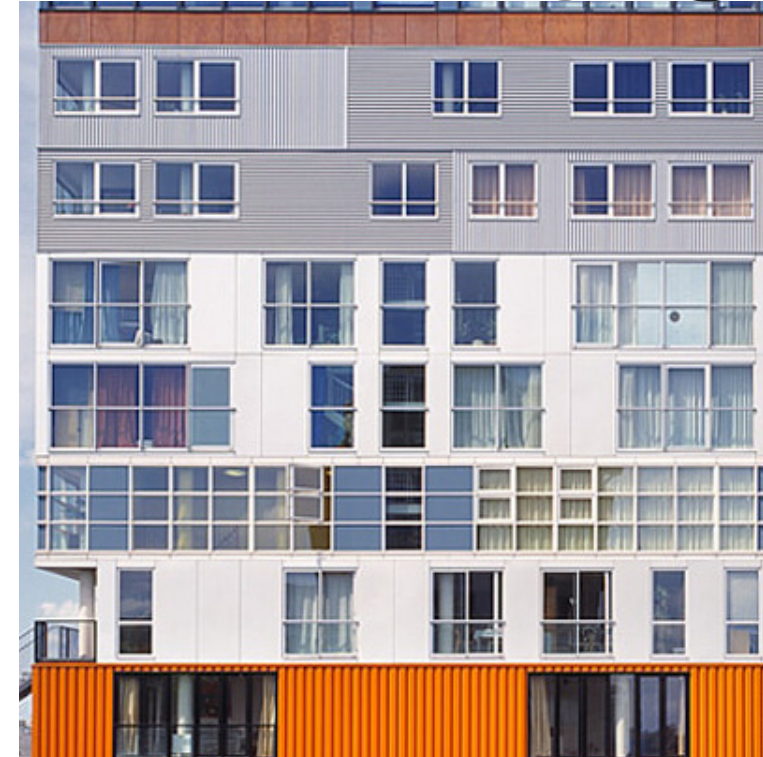
<p>POSITIVE SENSORY EXPERIENCES</p> <ul style="list-style-type: none"> • Good design and detailing • Good materials • Fine views • Trees, plants, water 	<p>PROTECTION AGAINST UNPLEASANT SENSORY EXPERIENCES</p> <ul style="list-style-type: none"> • Wind • Rain/snow • Cold/heat • Pollution • Dust, noise, glare 	<p>5. Walkability</p>
<p>OPPORTUNITIES TO WALK</p> <ul style="list-style-type: none"> • Room for walking • No obstacles • Good surfaces • Accessibility for everyone • Interesting façades 	<p>OPPORTUNITIES TO SEE</p> <ul style="list-style-type: none"> • Reasonable viewing distances • Unhindered sightlines • Interesting views • Lighting (when dark) 	<p>4. Human Scale</p>

green



<p>SCALE</p> <ul style="list-style-type: none"> • Buildings and spaces designed to human scale 	<p>OPPORTUNITIES TO ENJOY THE POSITIVE ASPECTS OF CLIMATE</p> <ul style="list-style-type: none"> • Sun/shade • Heat/coolness • Breeze 	<p>7. A Pleasant Microclimate</p>
<p>9. Greater Biodiversity</p>	<p>8. Smaller Carbon Footprint</p>	

multiplicity



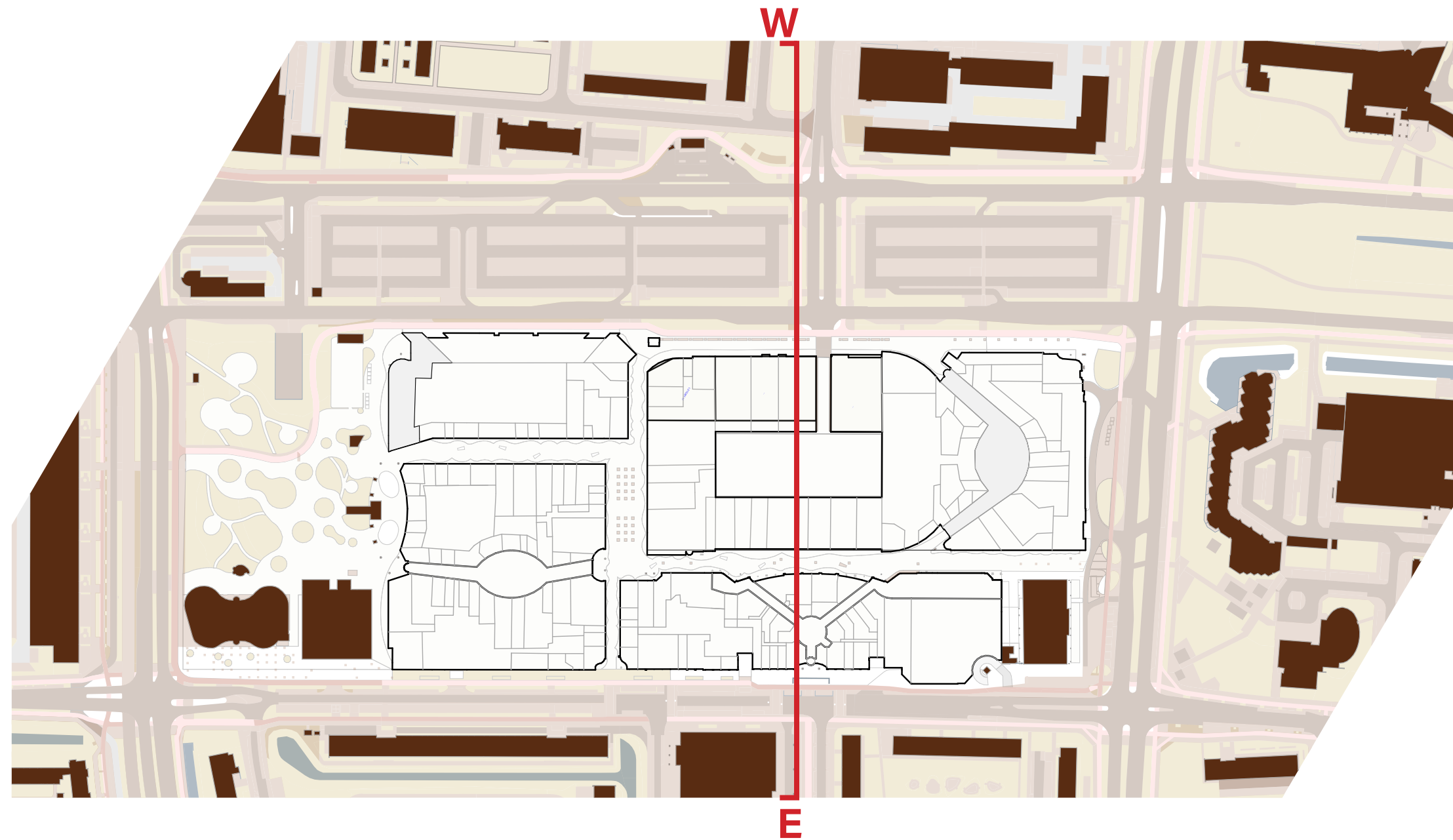
<p>PROTECTION AGAINST TRAFFIC AND ACCIDENTS — FEELING SAFE</p> <ul style="list-style-type: none"> • Protection for pedestrians • Eliminating fear of traffic 	<p>PROTECTION AGAINST CRIME AND VIOLENCE — FEELING SECURE</p> <ul style="list-style-type: none"> • Lively public realm • Eyes on the street • Overlapping functions day and night • Good lighting 	<p>2. Diversity of Outdoor Spaces</p>
<p>OPPORTUNITIES TO SIT</p> <ul style="list-style-type: none"> • Zones for sitting • Utilizing advantages: view, sun, people • Good places to sit • Benches for resting 	<p>OPPORTUNITIES TO STAND/STAY</p> <ul style="list-style-type: none"> • Edge effect/ attractive zone for standing/staying • Supports for standing 	<p>1. Diversity of Built Form</p>
<p>OPPORTUNITIES FOR PLAY AND EXERCISE</p> <ul style="list-style-type: none"> • Invitations for creativity, physical activity, exercise and play • By day and night • In summer and winter 	<p>OPPORTUNITIES TO TALK AND LISTEN</p> <ul style="list-style-type: none"> • Low noise levels • Street furniture that provides "talkscapes" 	<p>6. Sense of Control and Identity</p>


3. Flexibility

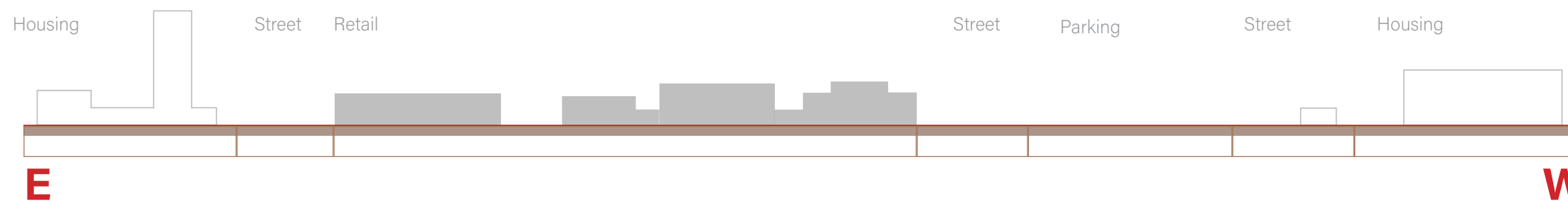
DESIGN



Site existing

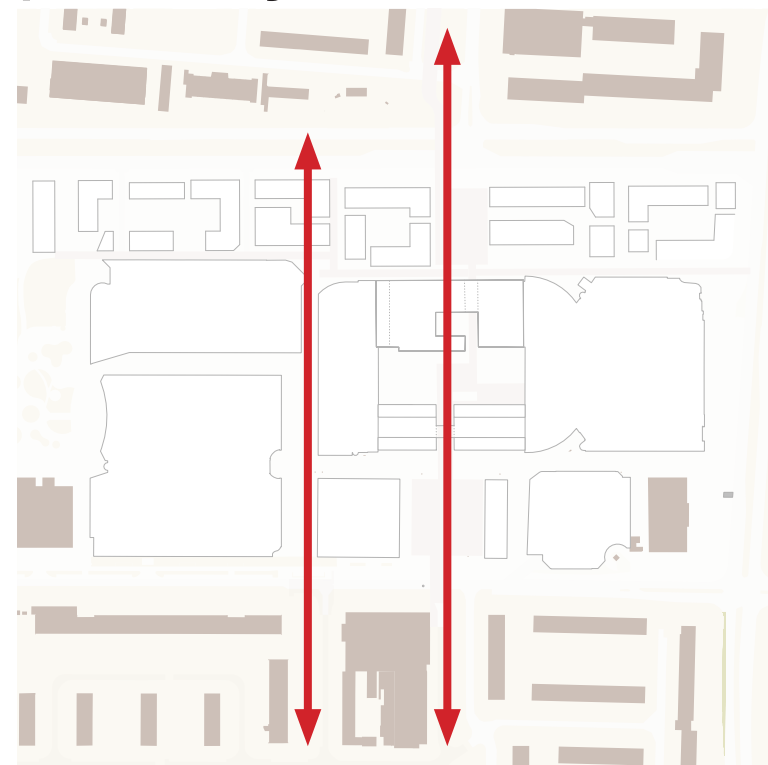


Site plan

0 m 100 m



Section

porosity



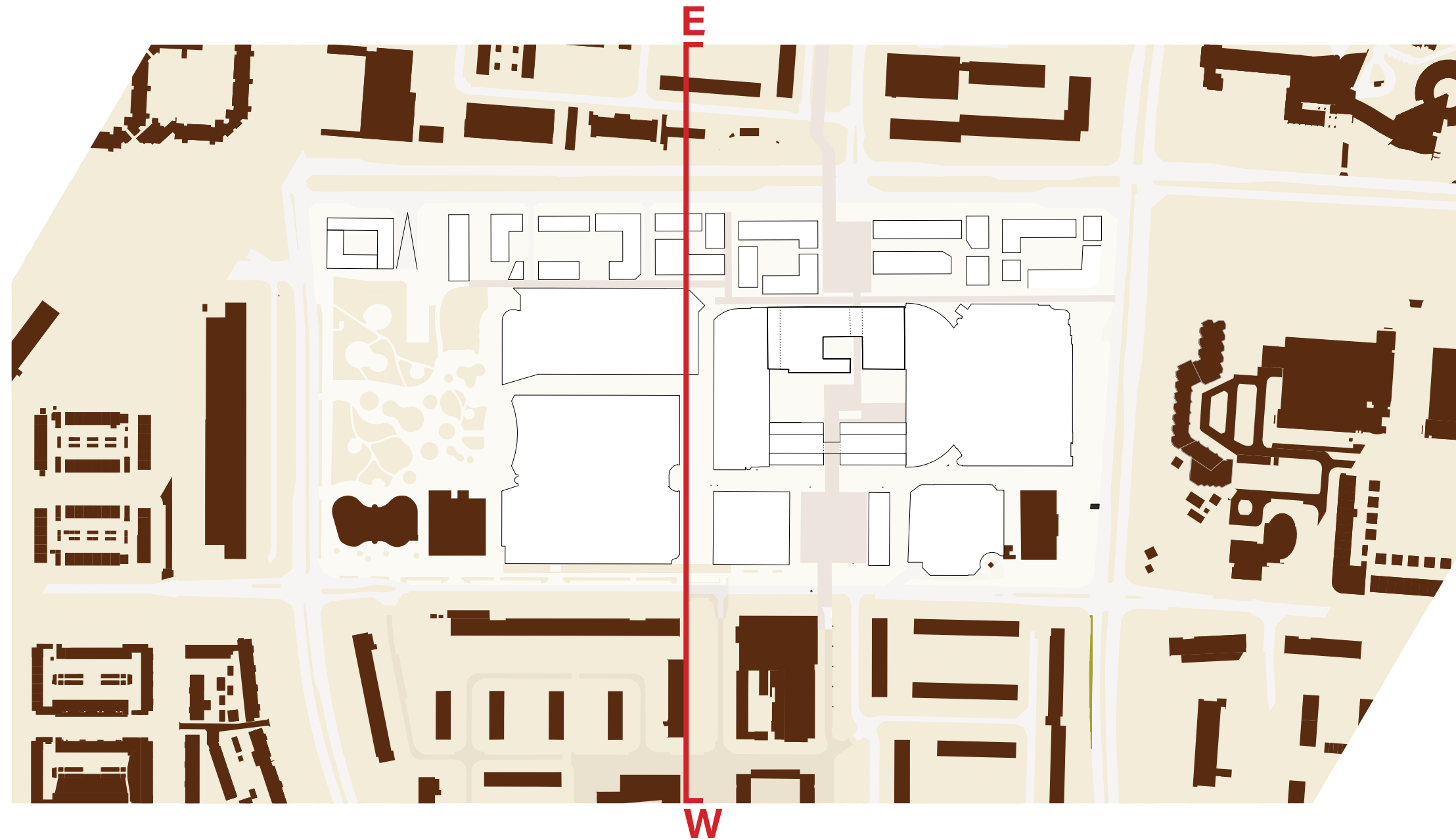
green



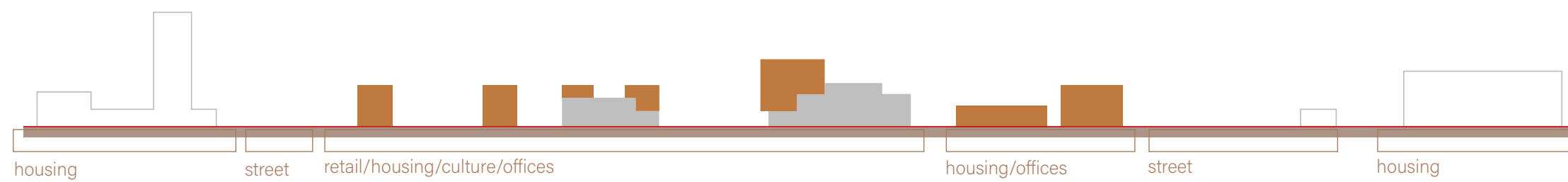
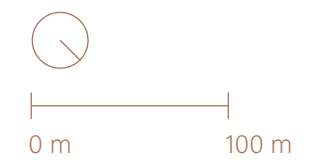
multipliciy



Site proposed

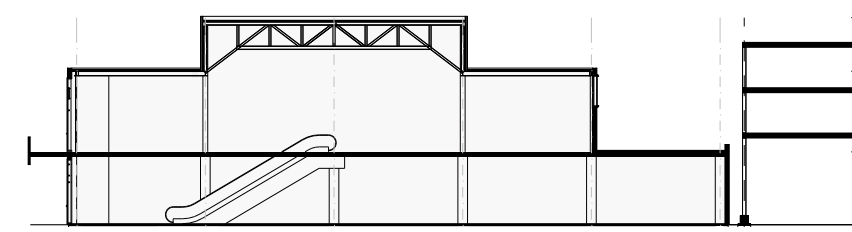
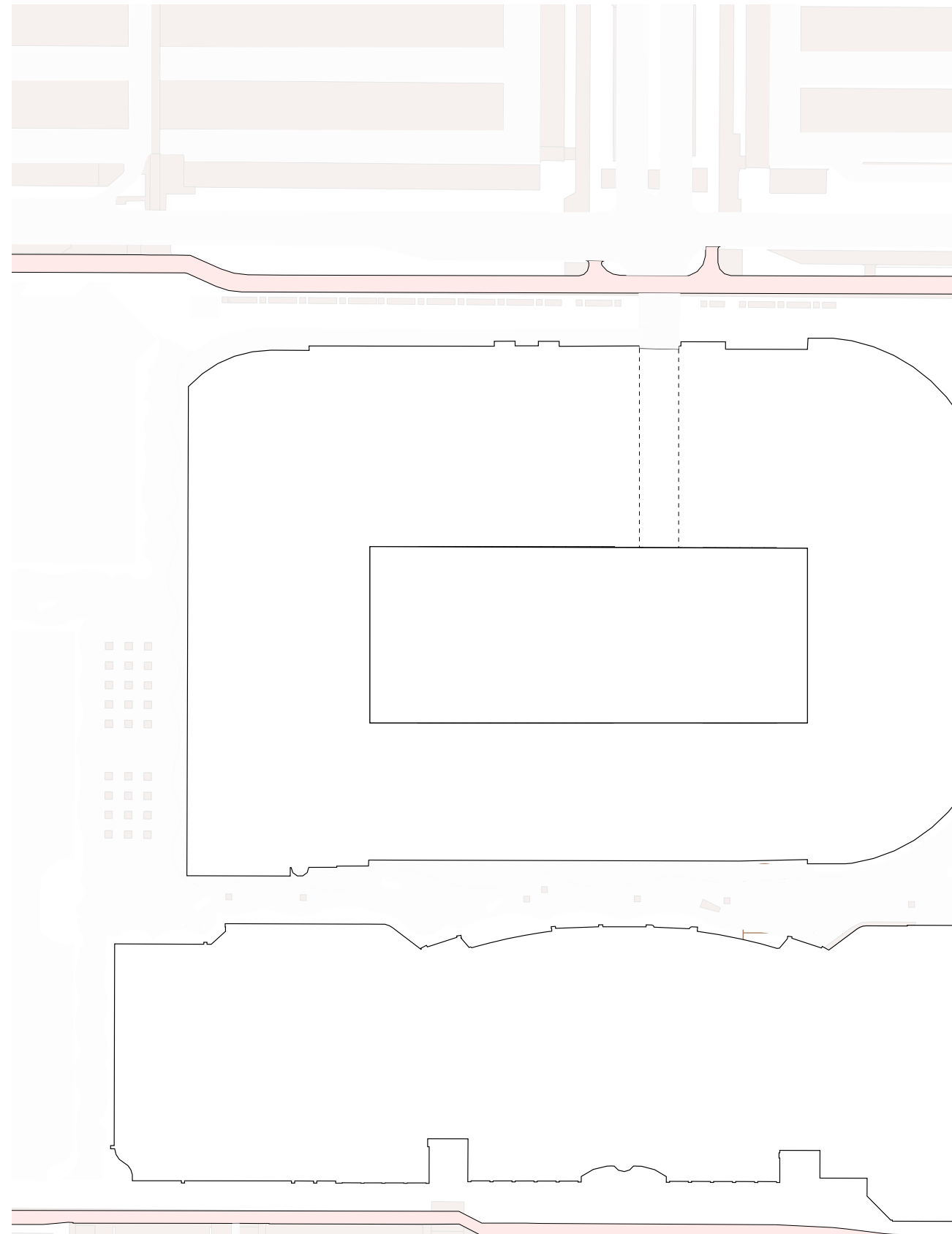


Site plan



Section

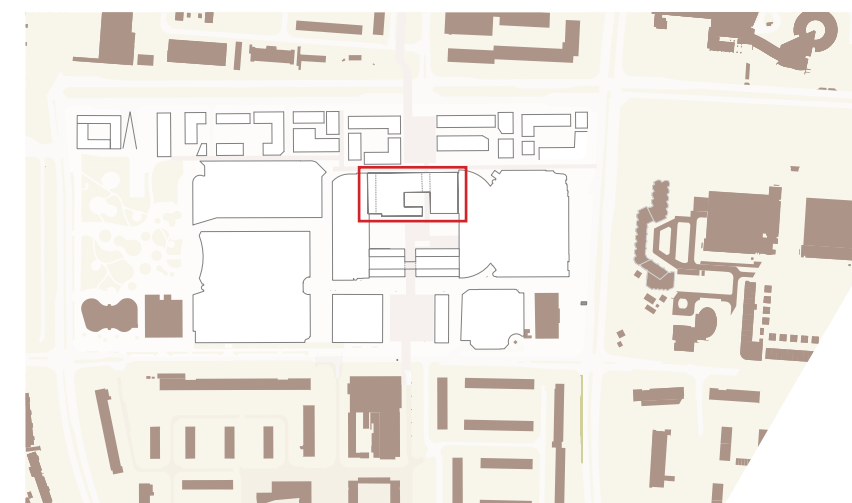
Surroundings existing



Section



facade

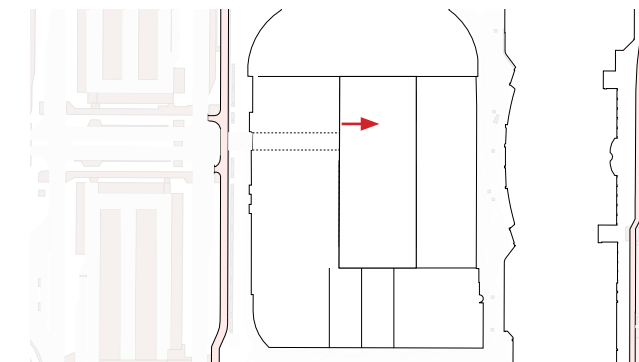


Context

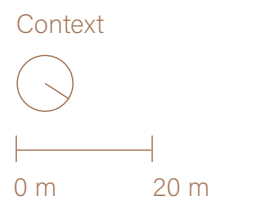
Context



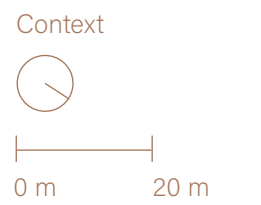
Impression Existing



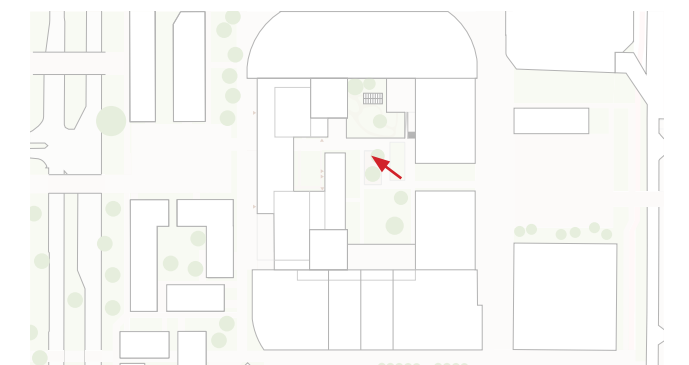
Surroundings planned



Surroundings planned

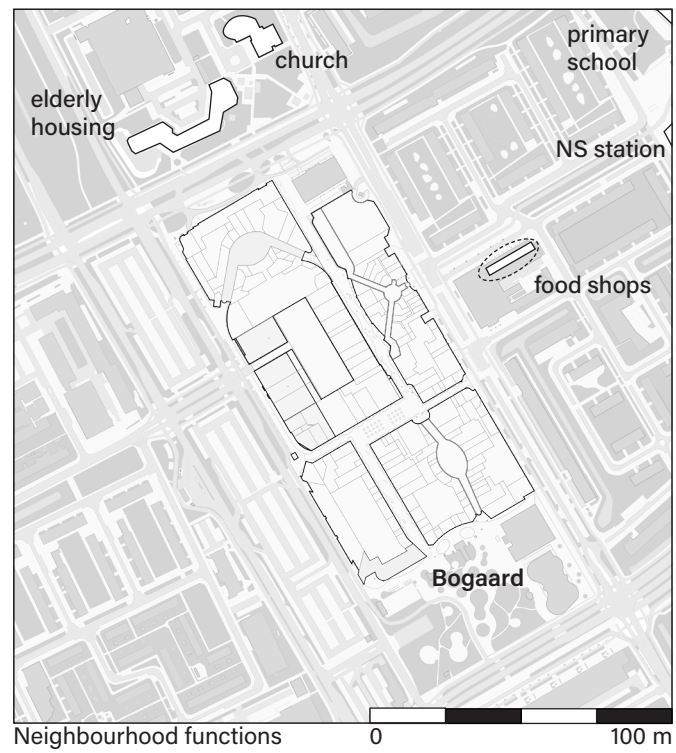
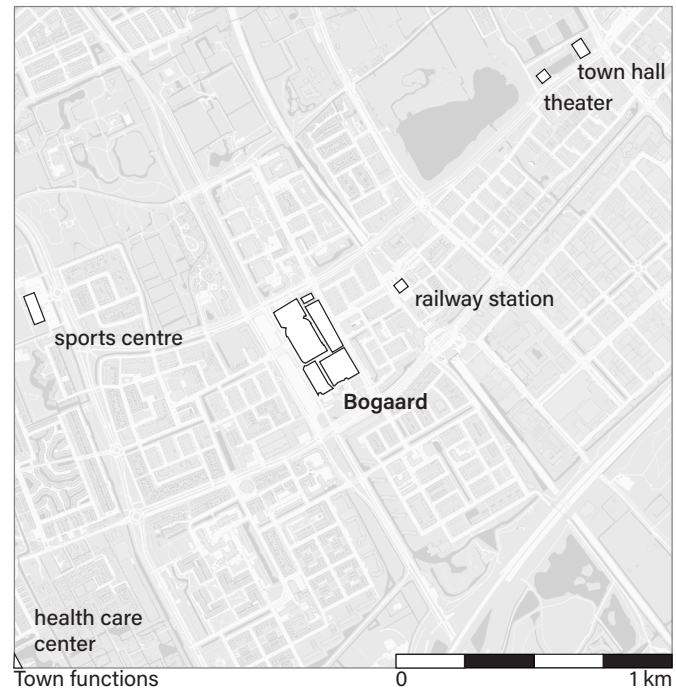


Impression proposed



Program

Existing / proposed



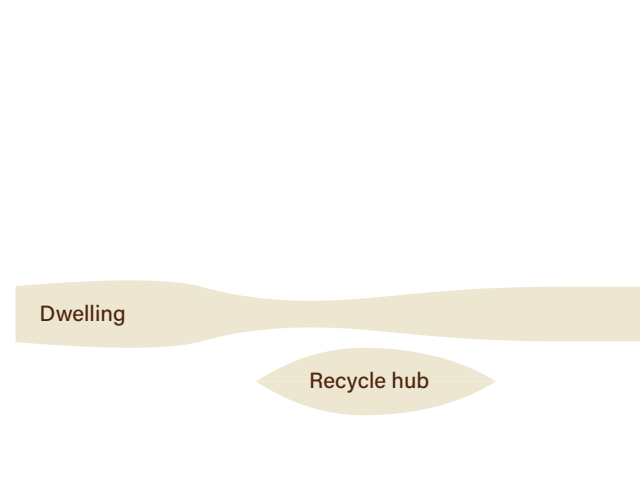
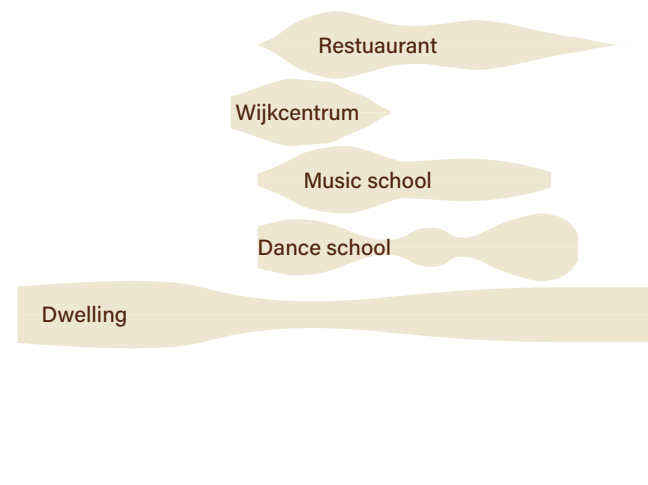
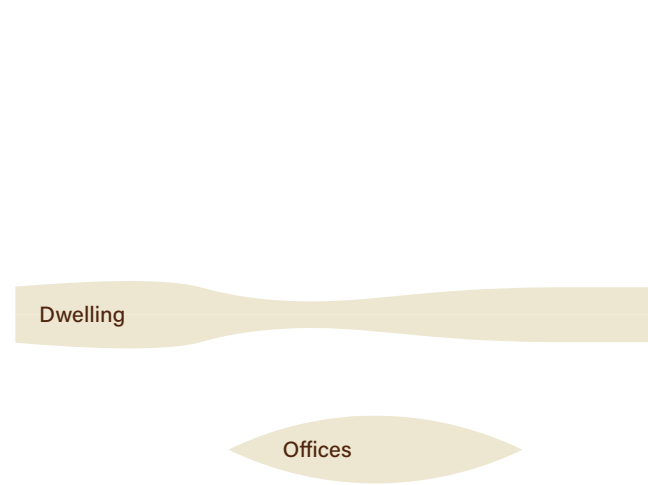
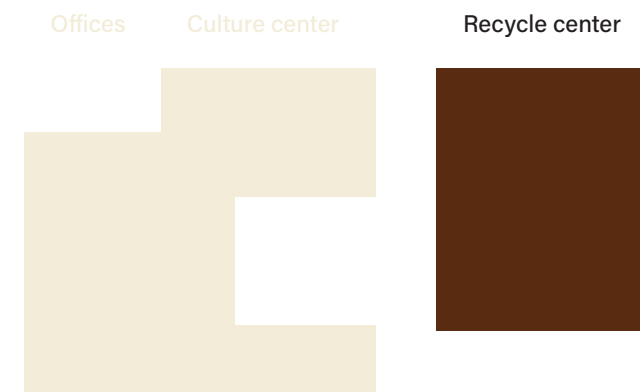
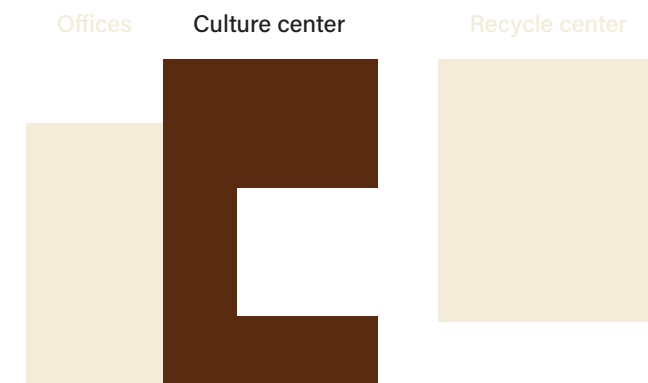
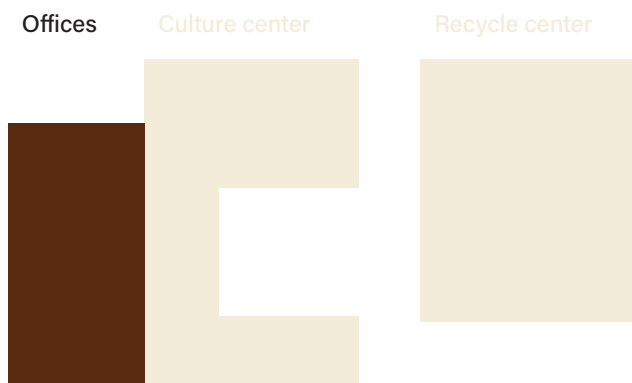
Retail



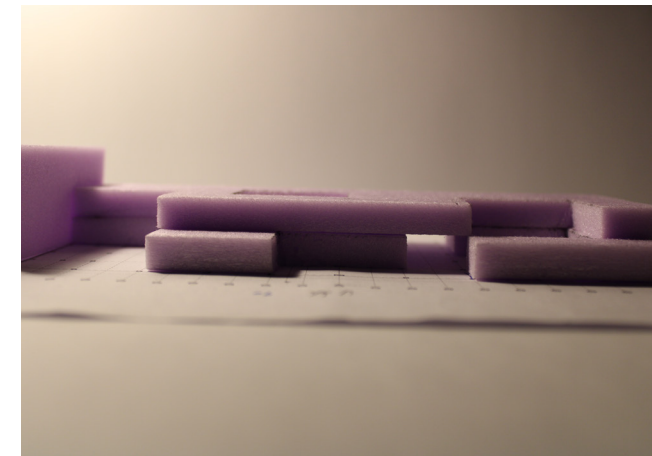
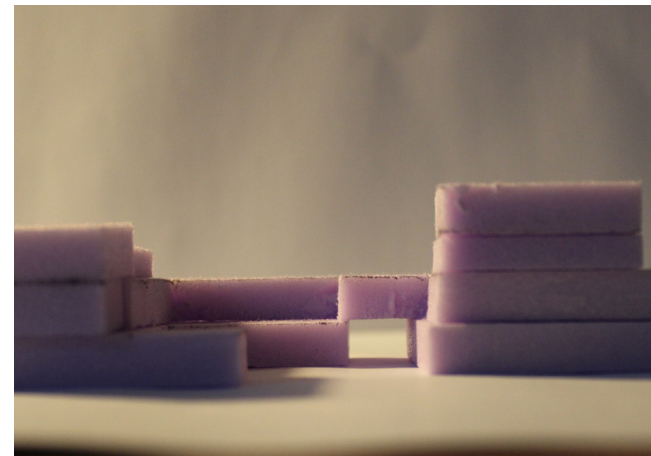
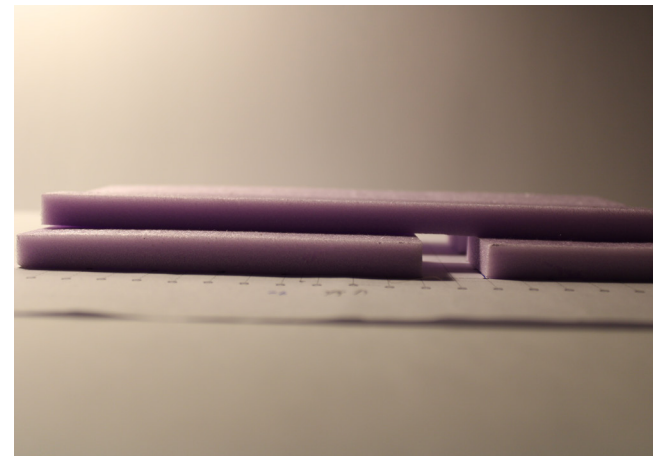
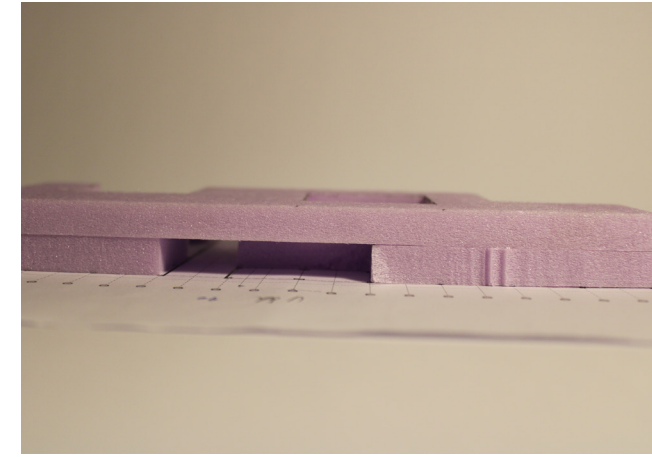
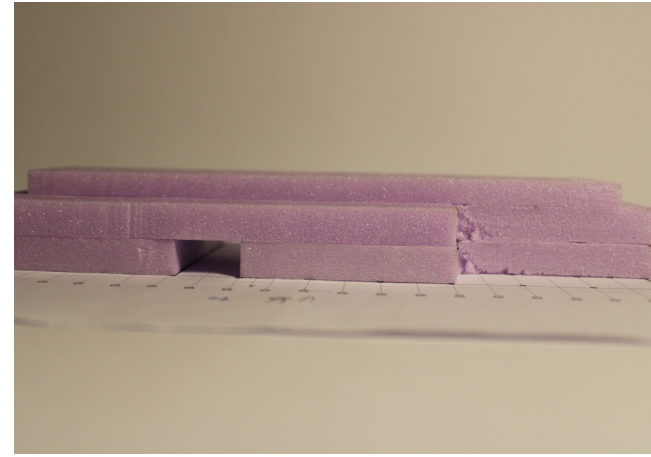
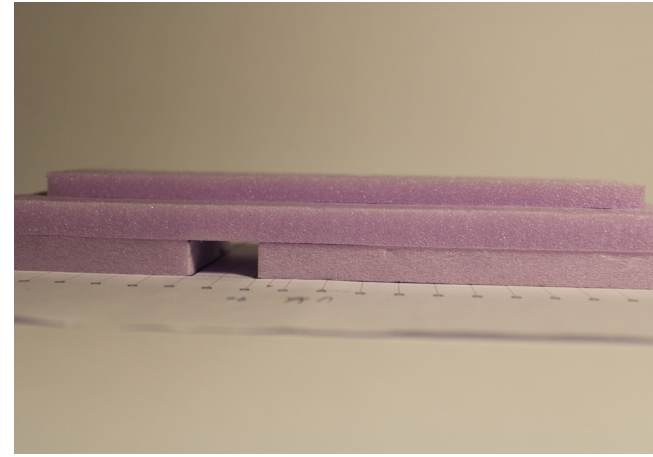
Recycle hub



Current second hand store



Mass study



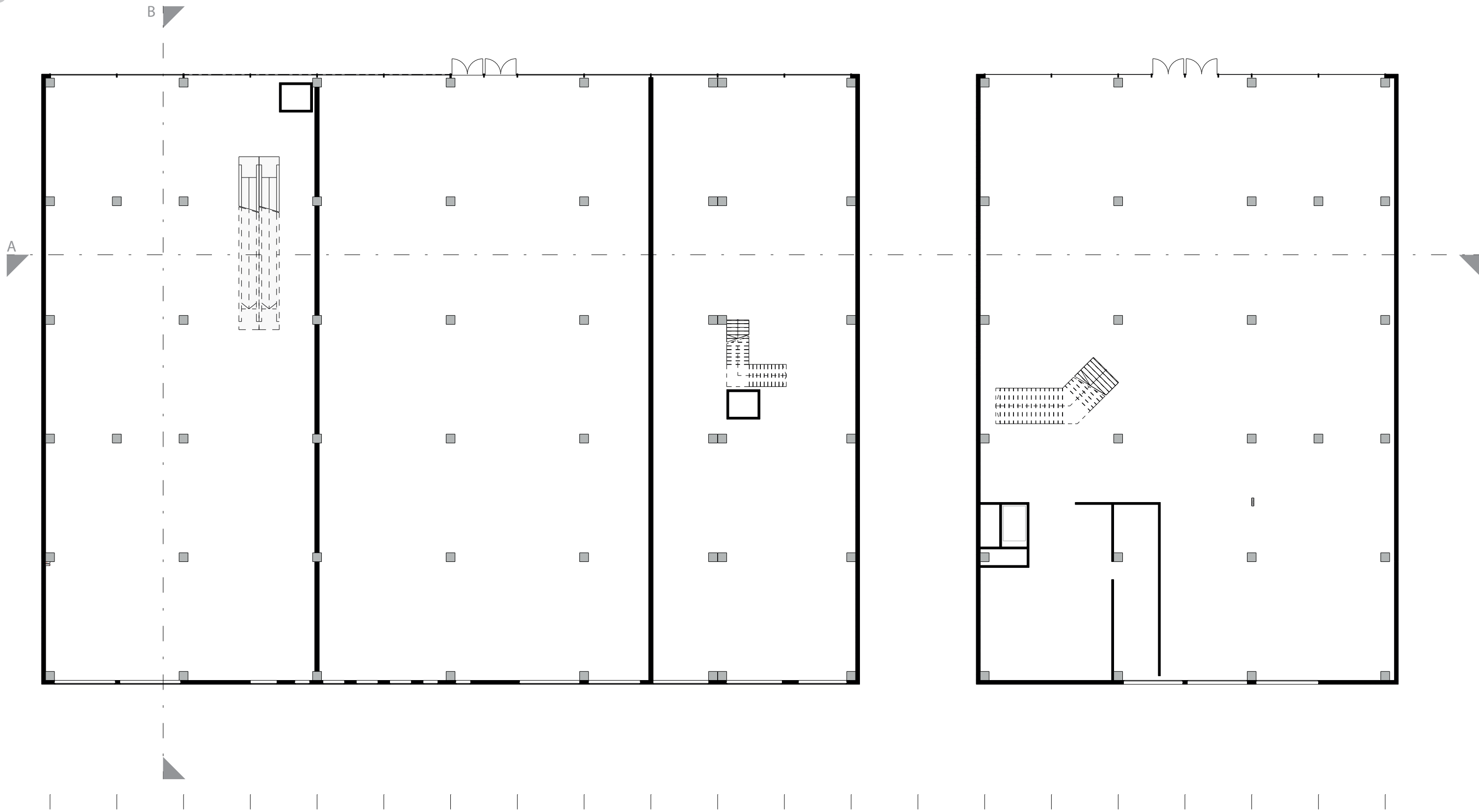
Existing

Variant 6

Variant 2

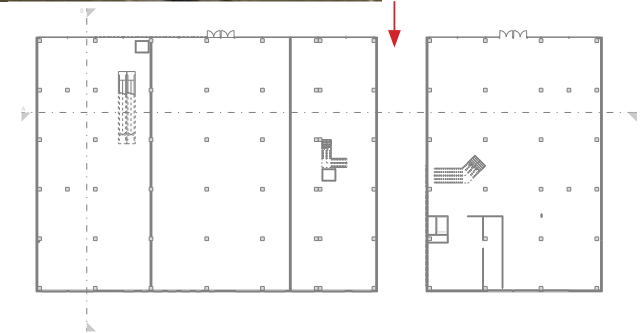
Ground floor

Existing

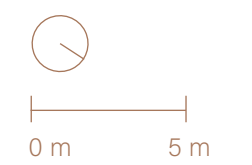
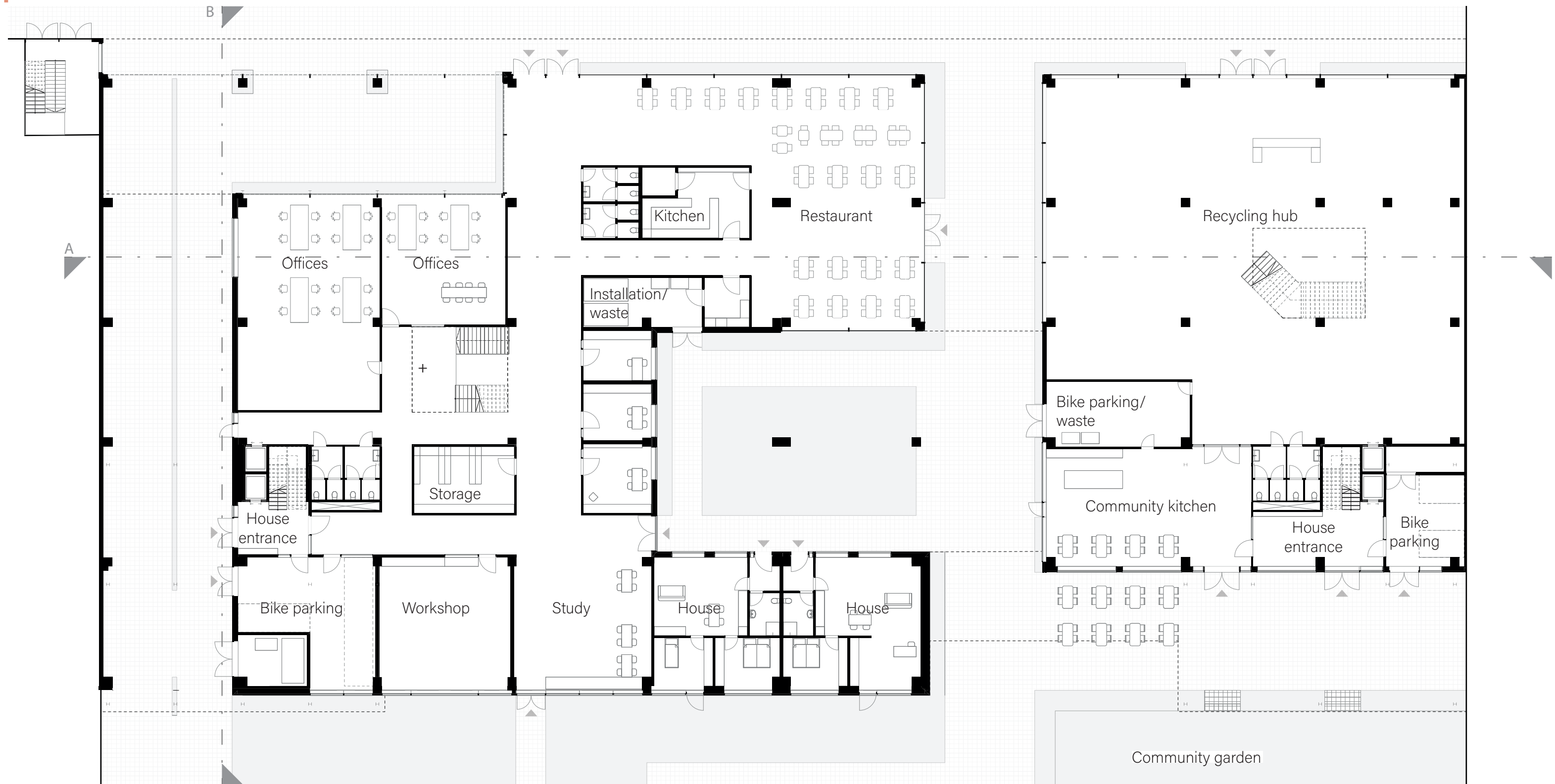


Impression

Existing



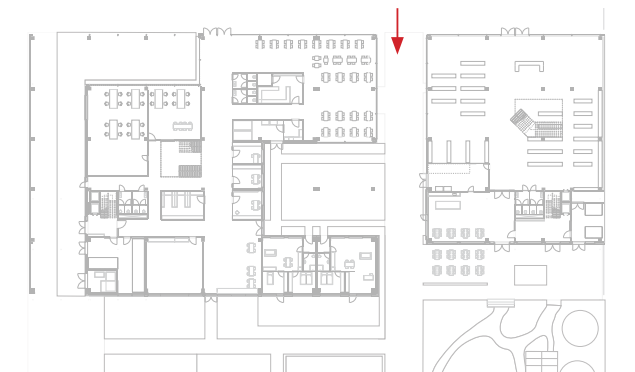
Ground floor proposed



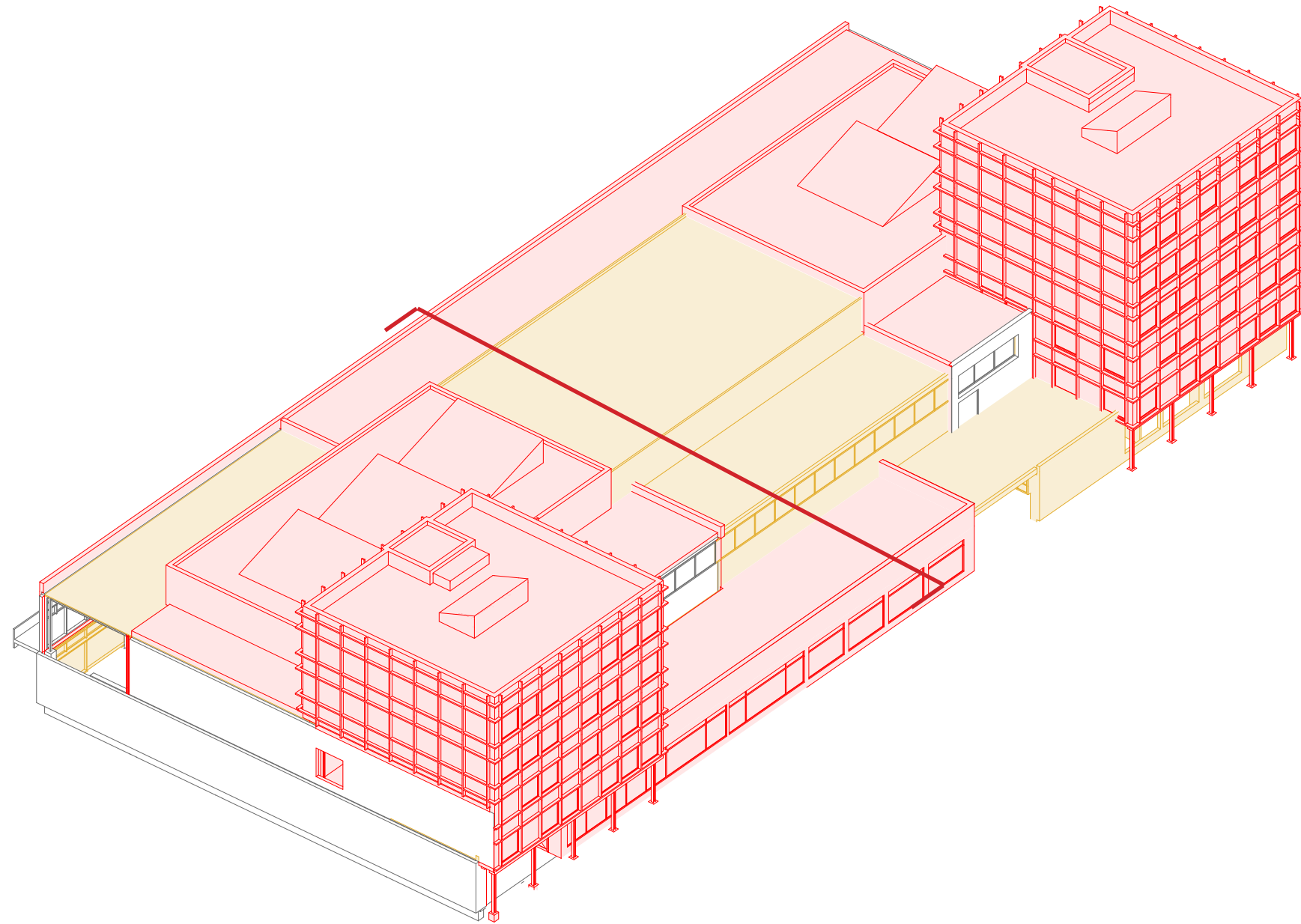
Walk through


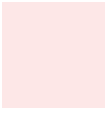
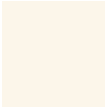


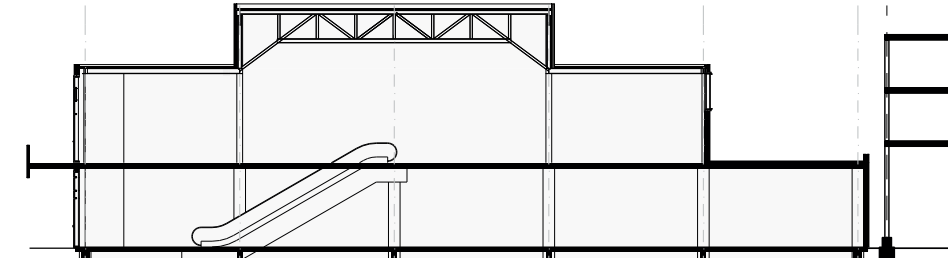
Walk through



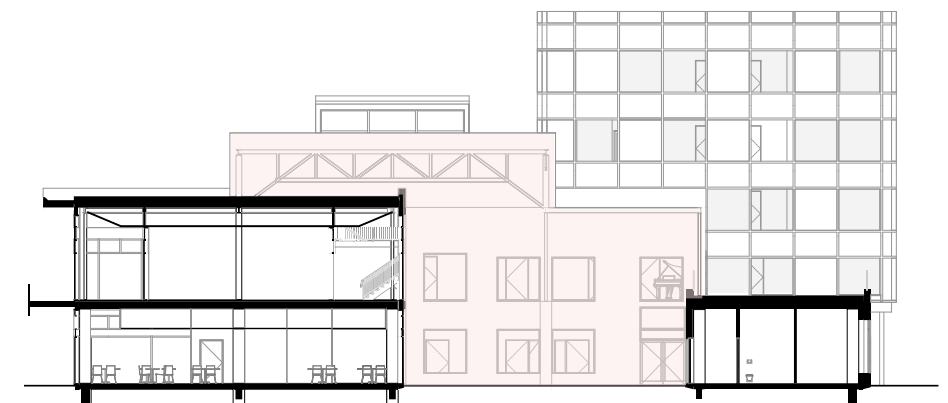
Keep, add, remove



-  Keep
-  Add
-  Remove

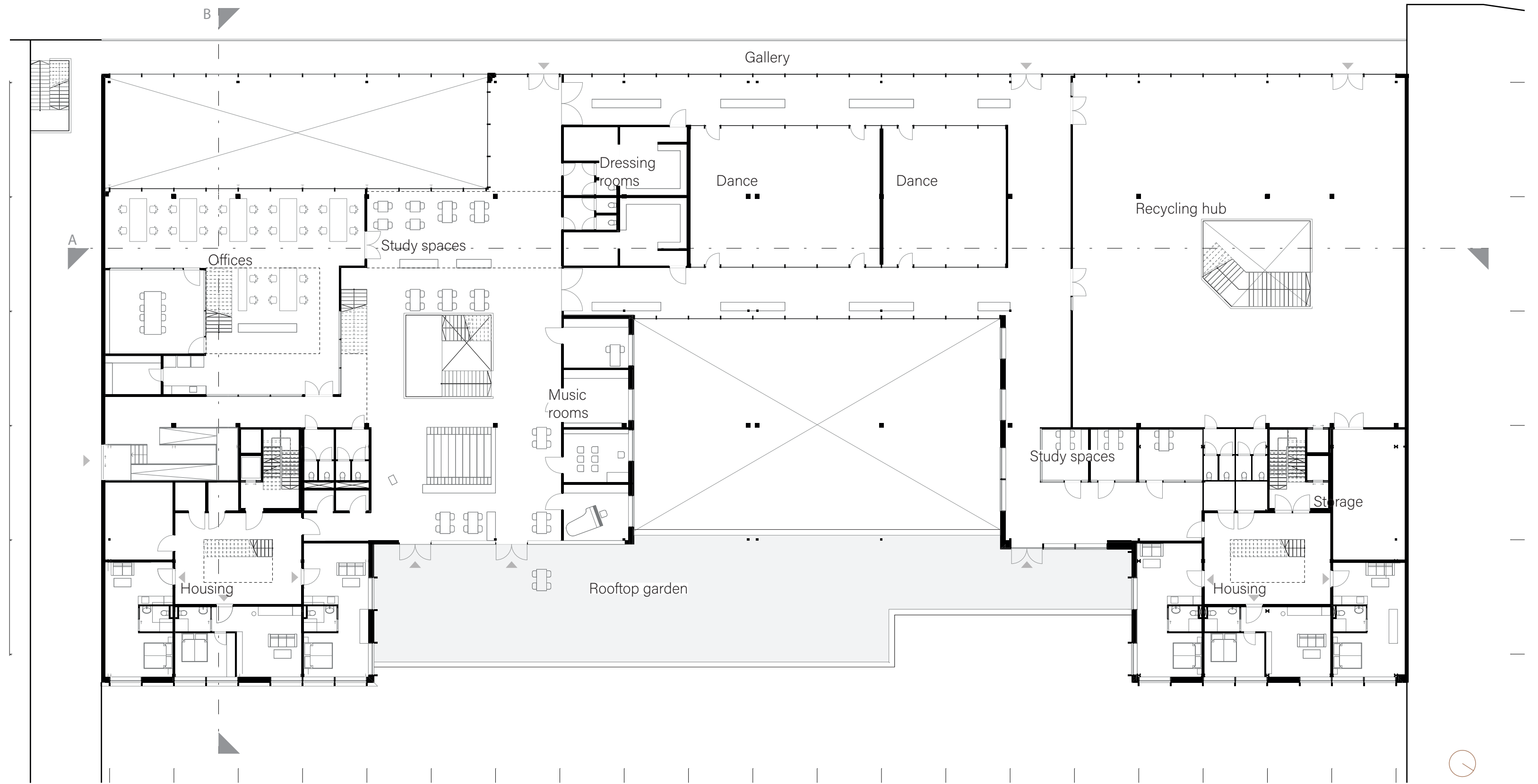


existing

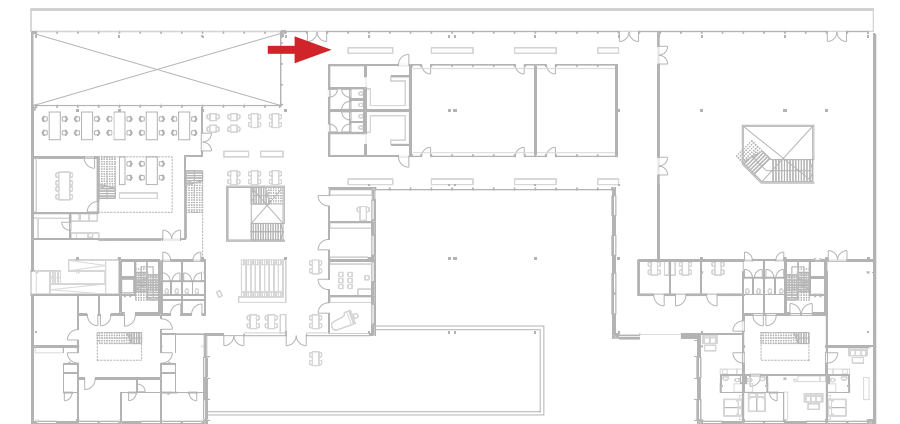


proposed

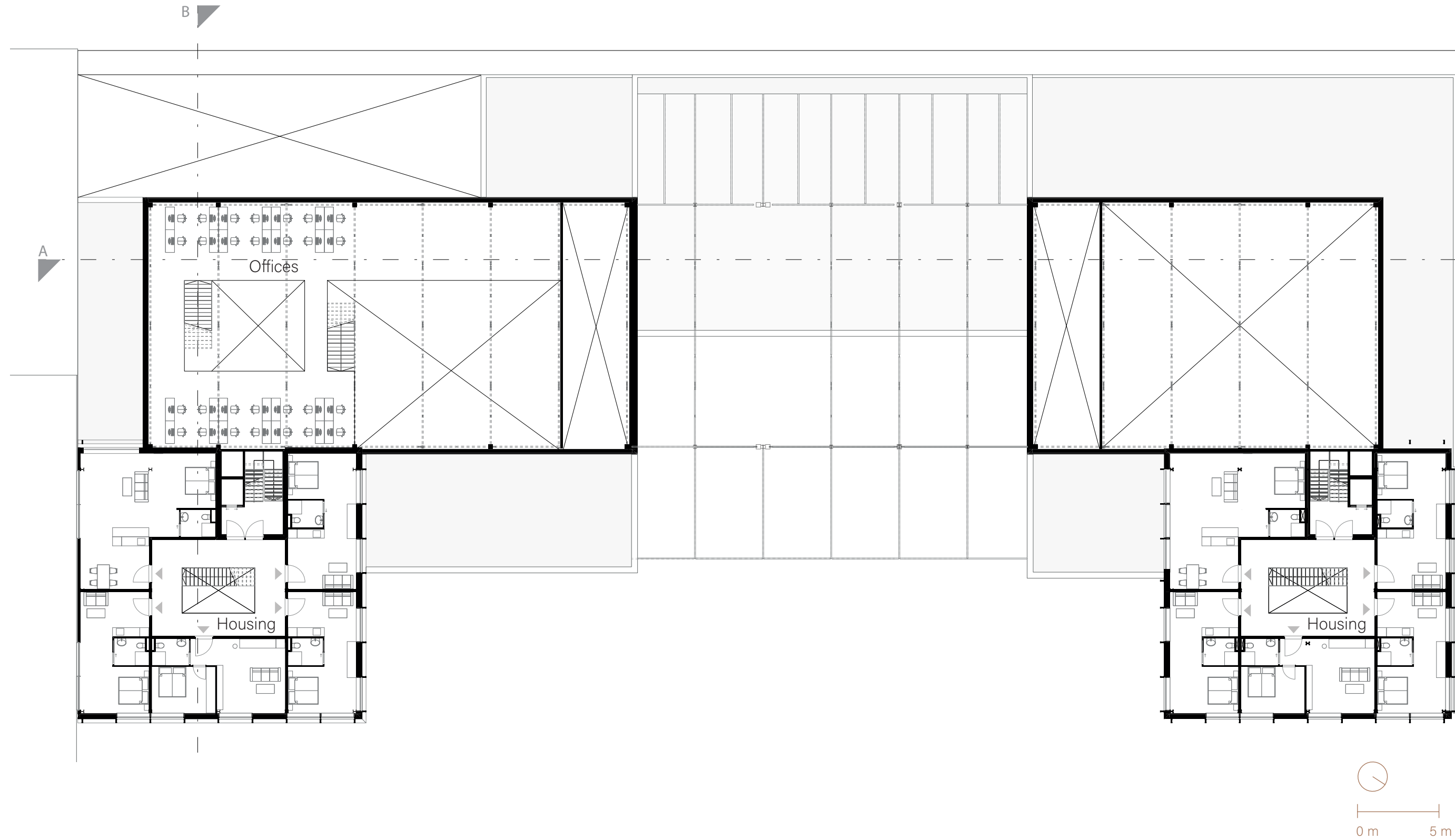
proposed



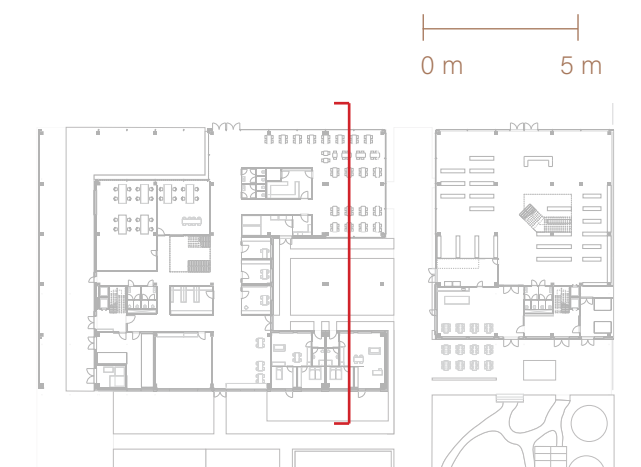
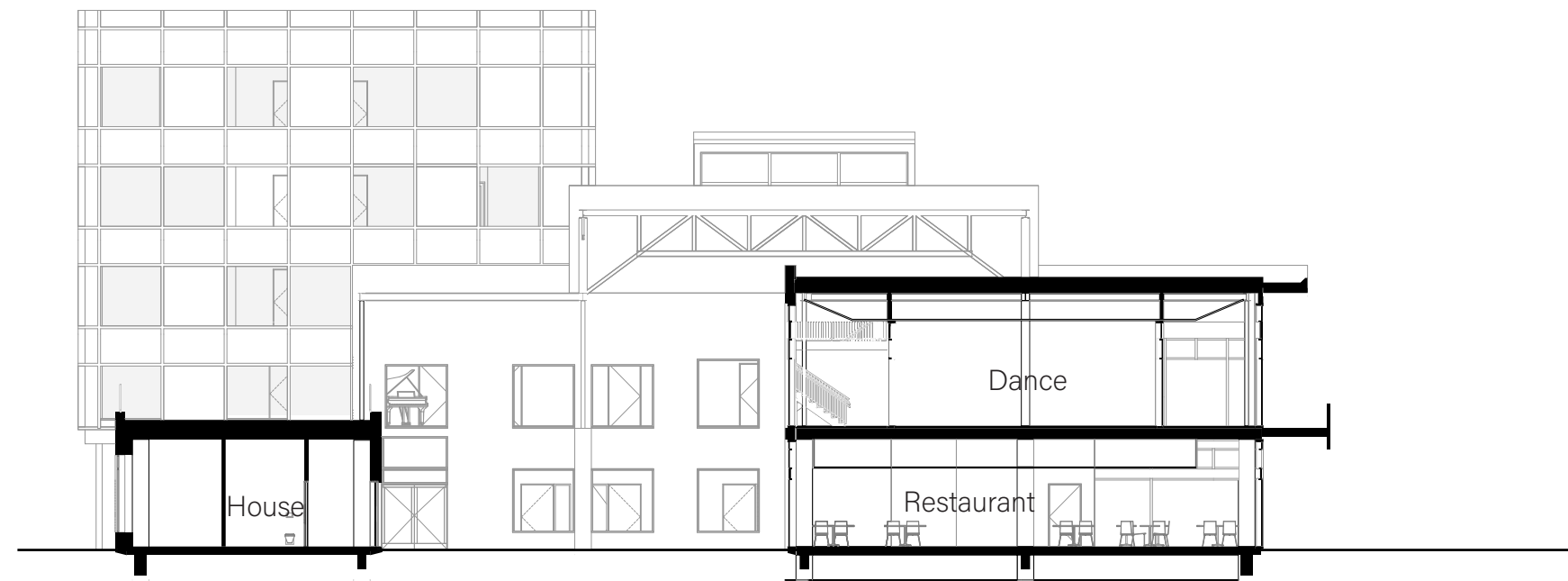
Impression proposed



Second floor proposed

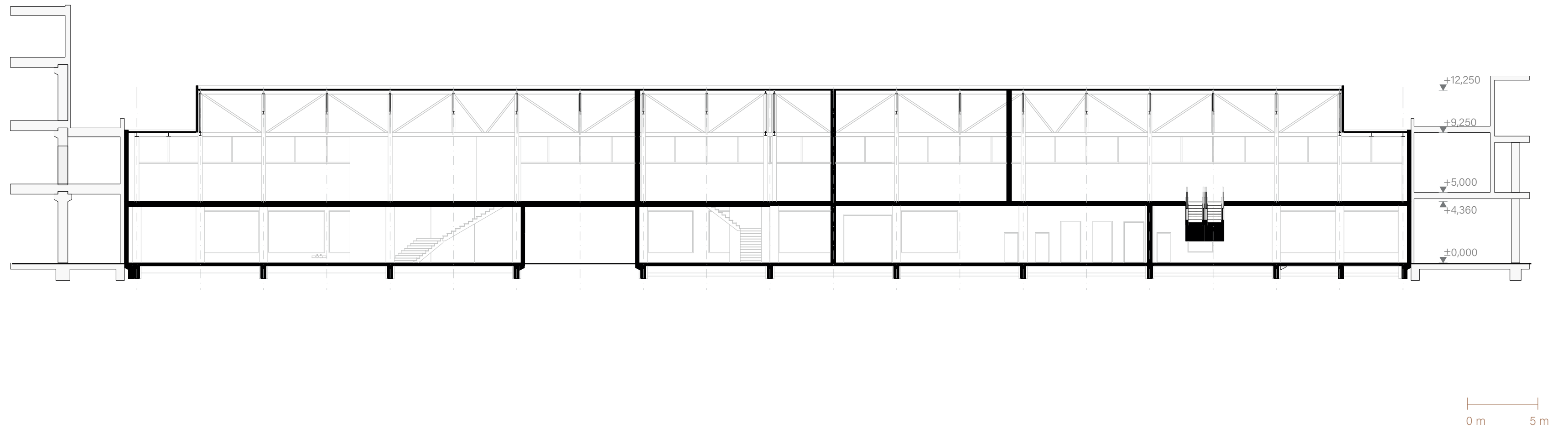


Section A proposed



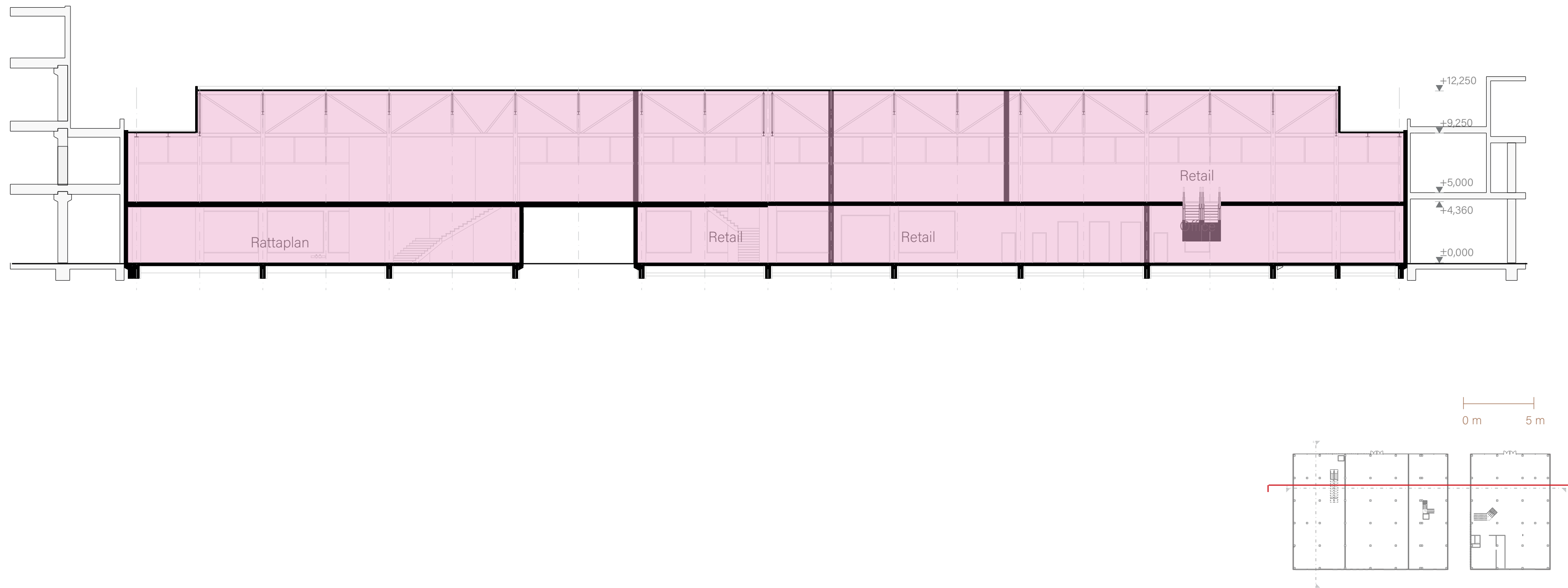
Section B

Existing

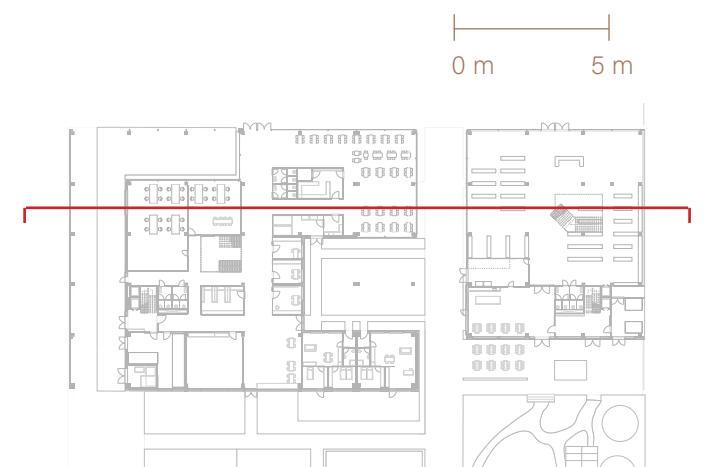
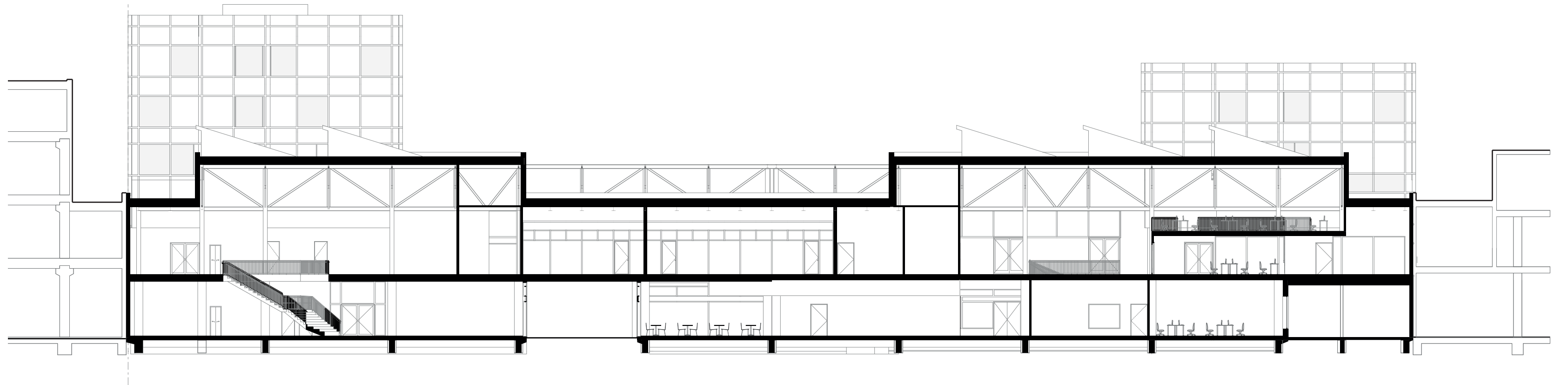


Section B

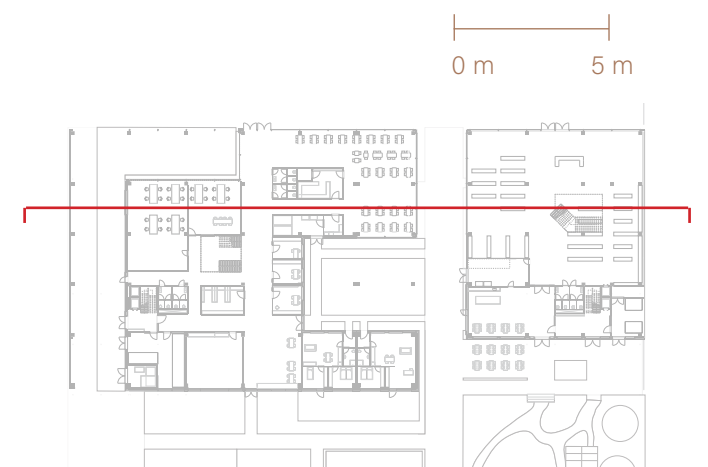
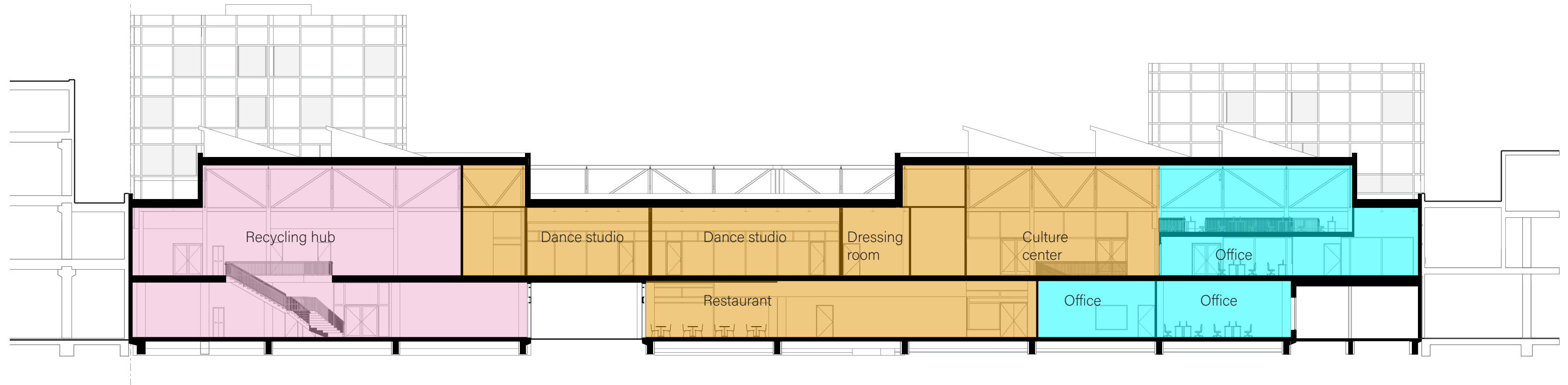
Existing



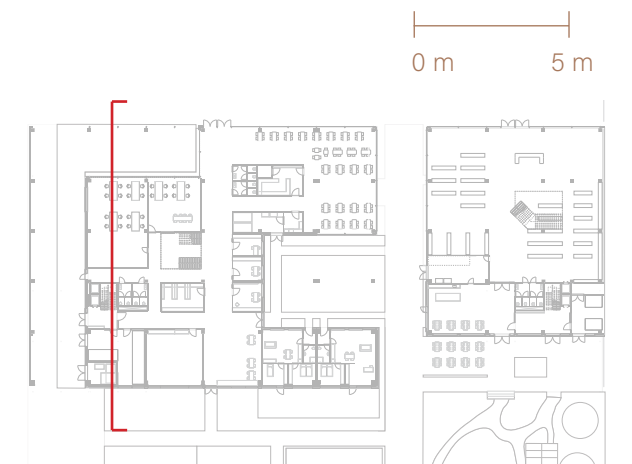
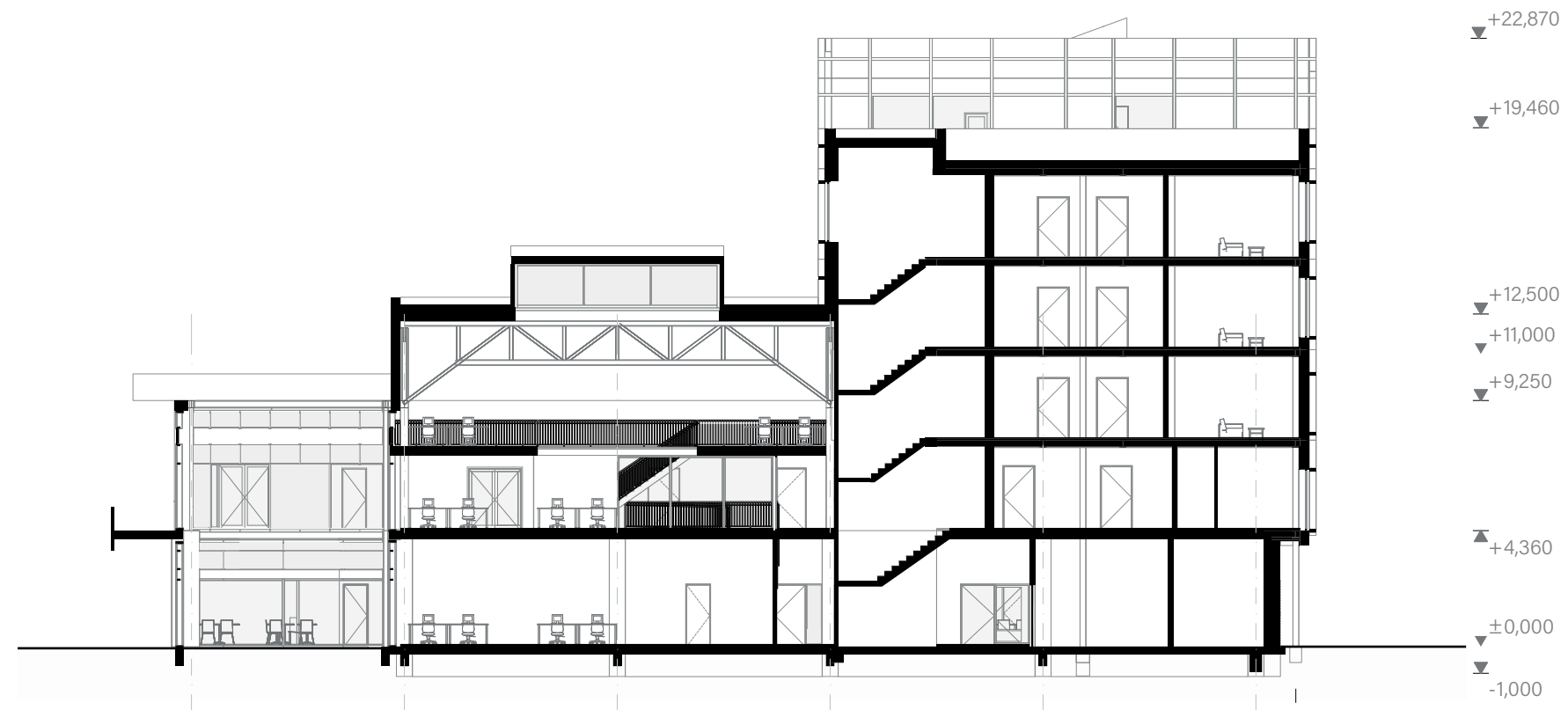
Section B proposed



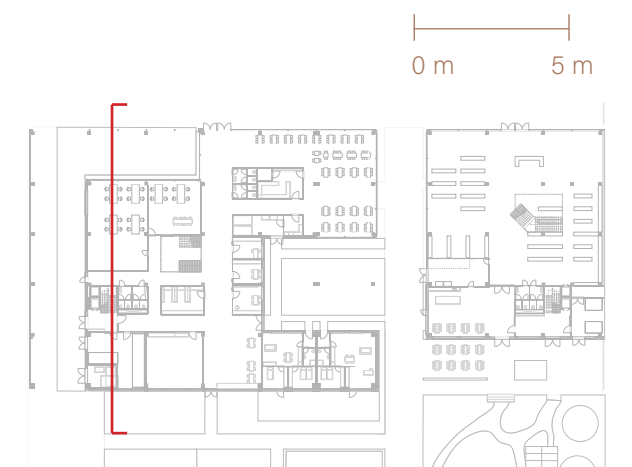
Section B proposed



Section C proposed

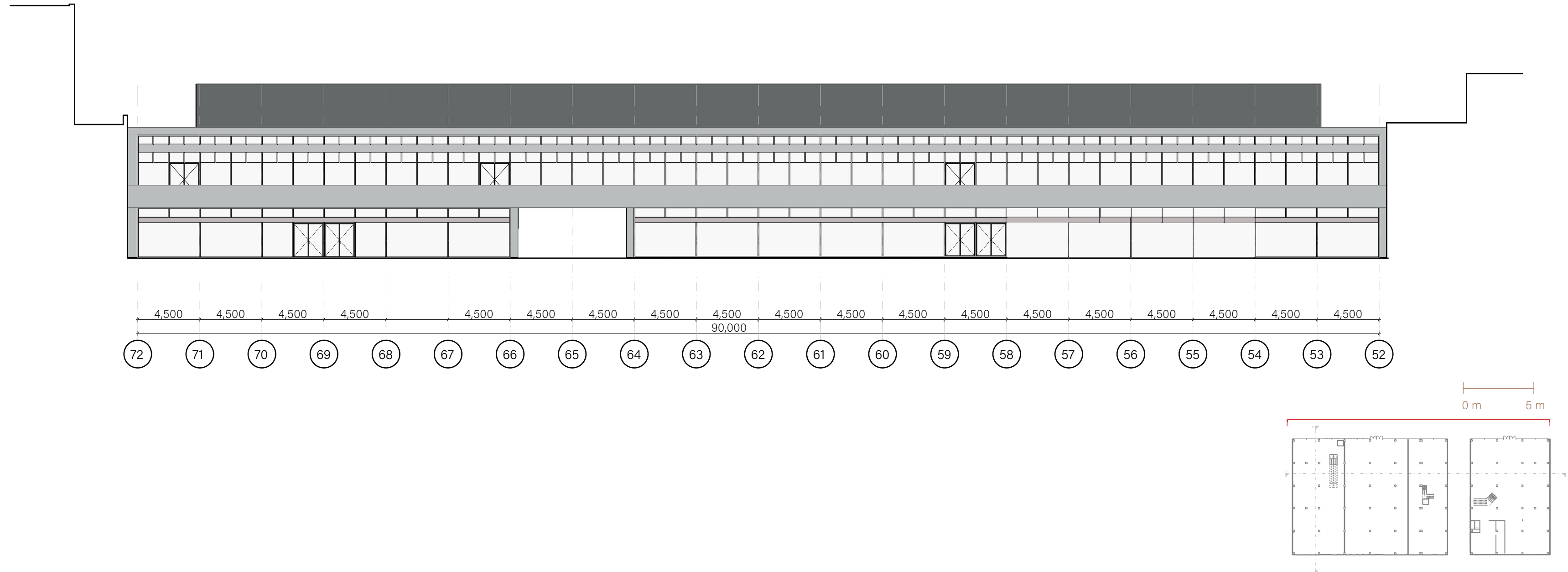


Section C proposed

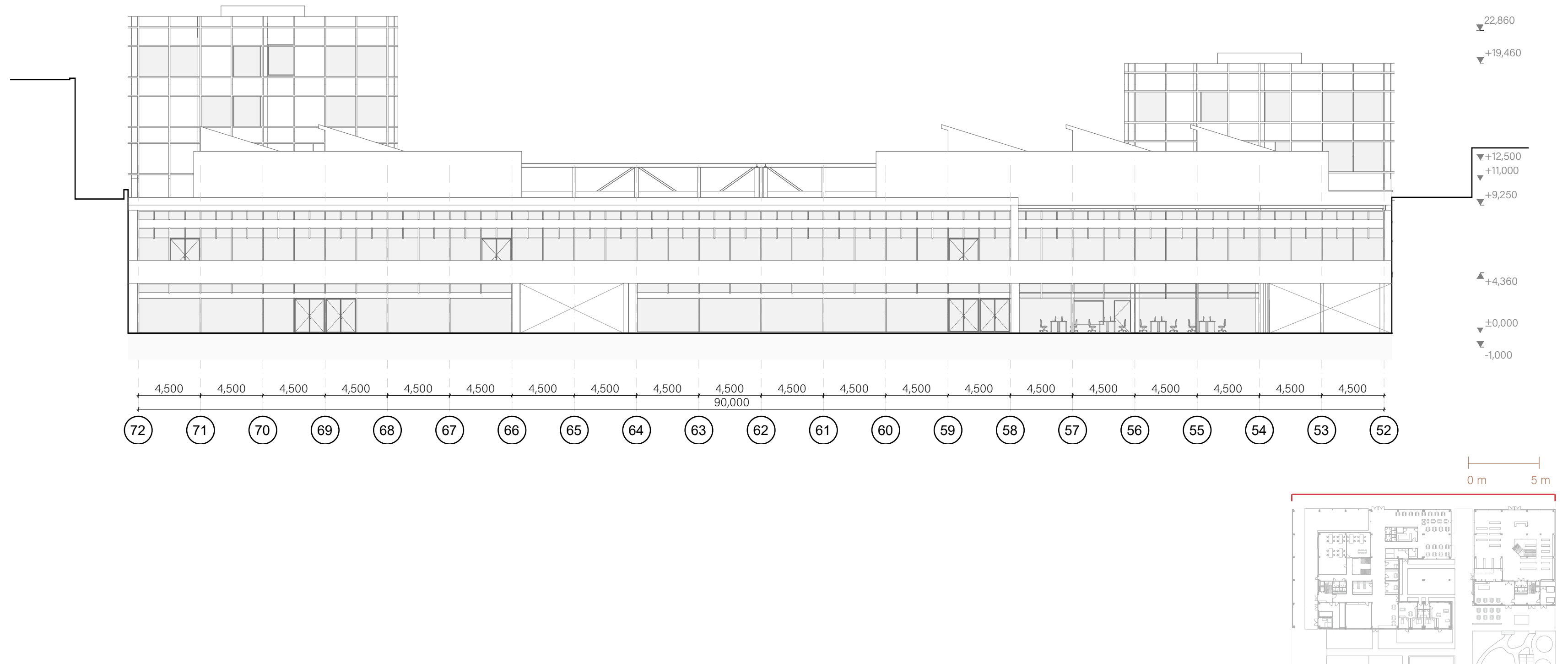


South east facade

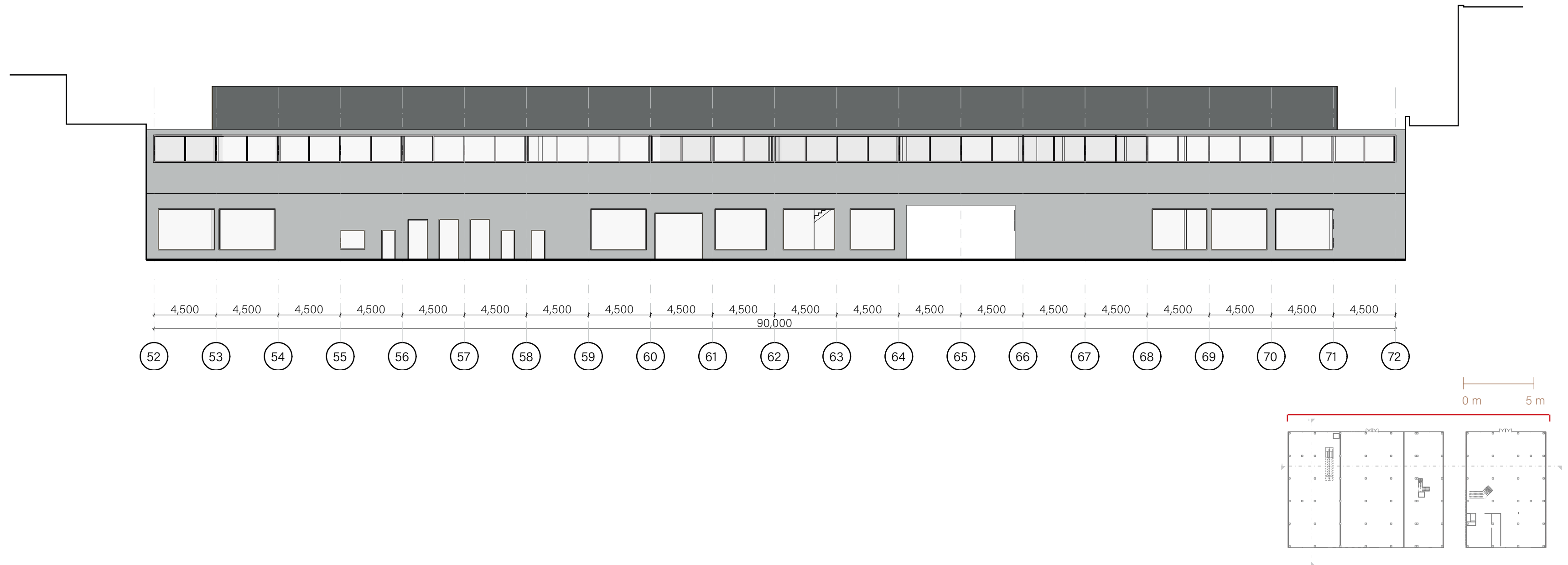
Existing



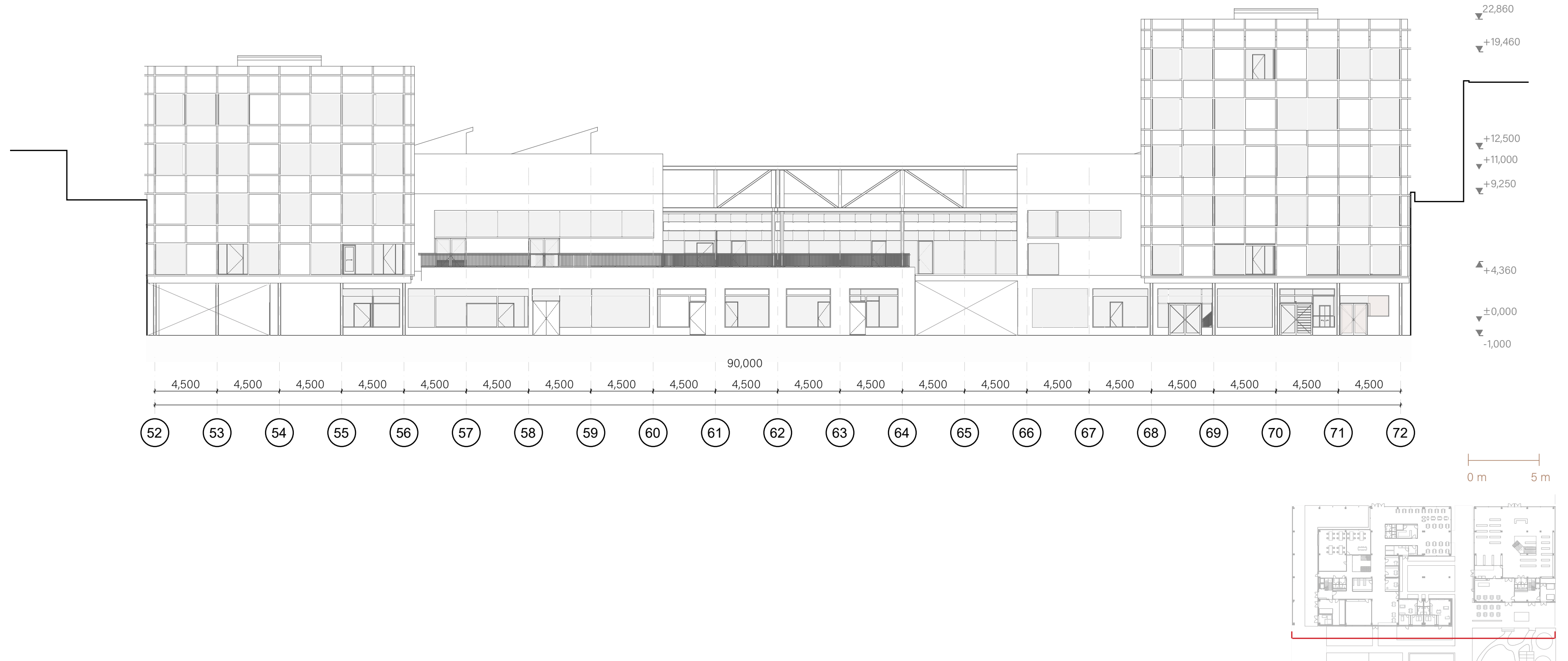
South east facade proposed



North west facade existing

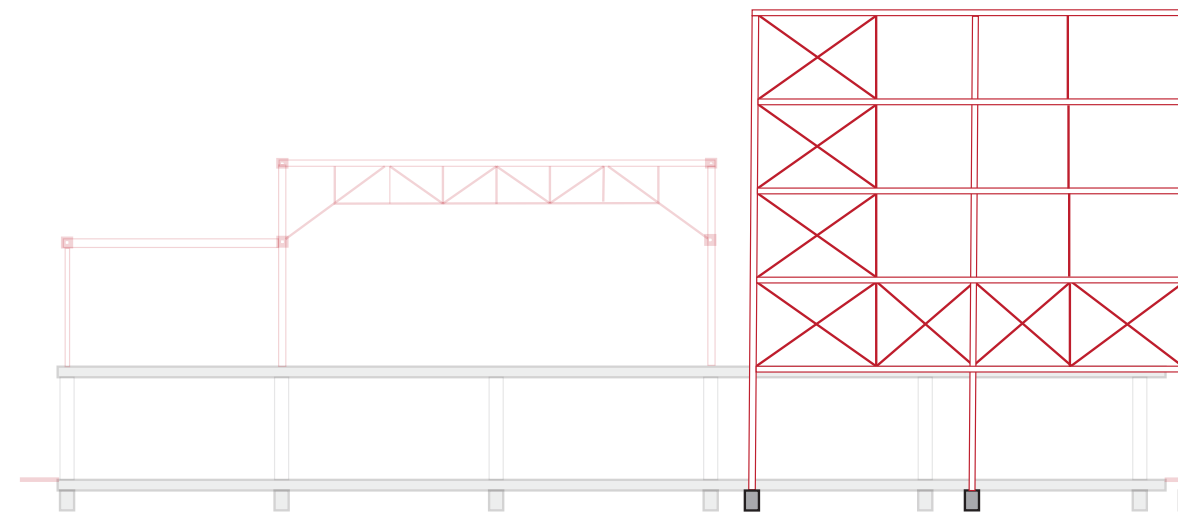
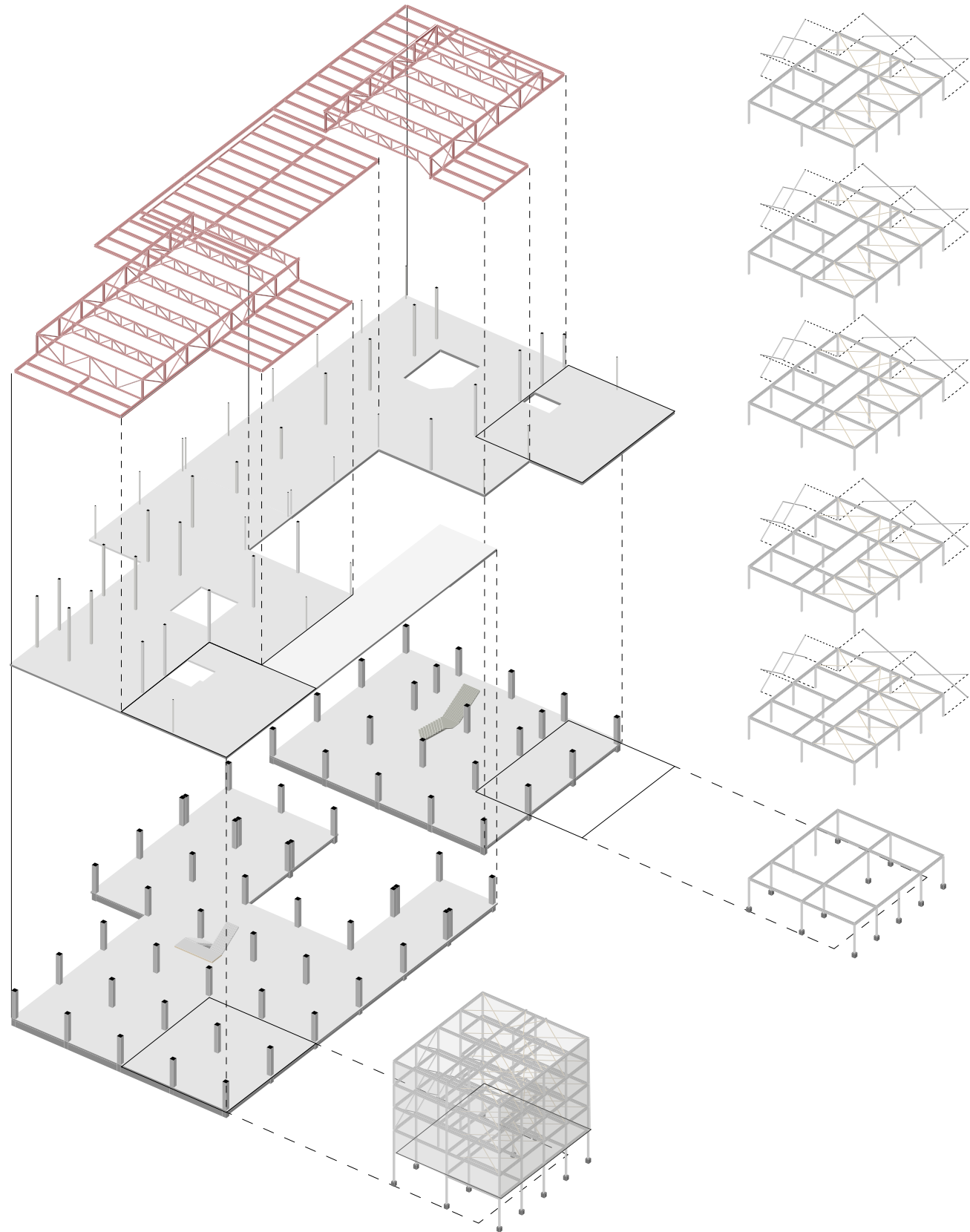


North west facade proposed

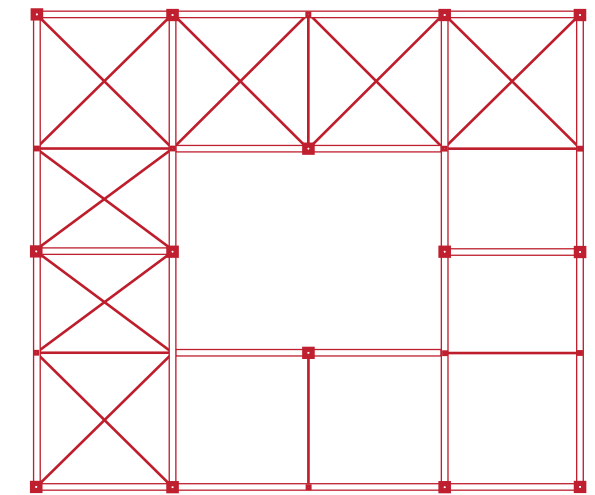


Construction

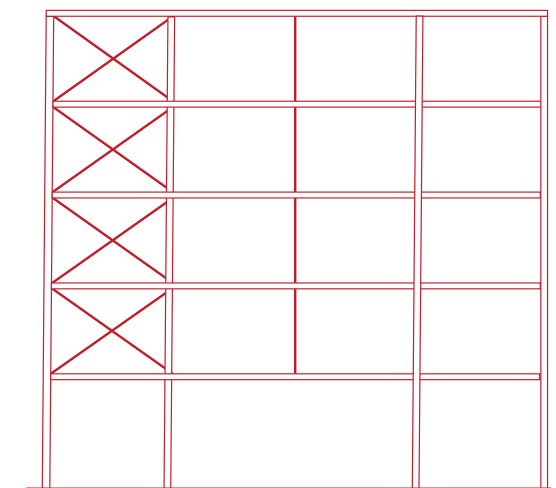
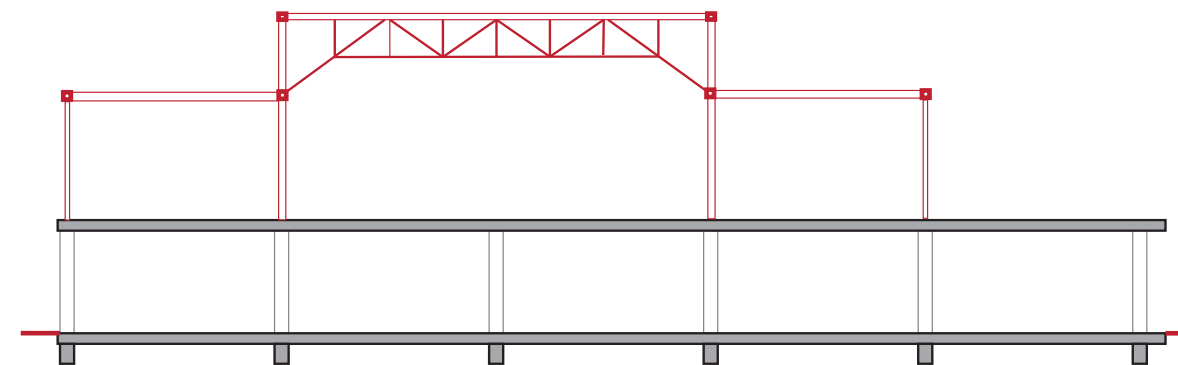
Existing/proposed



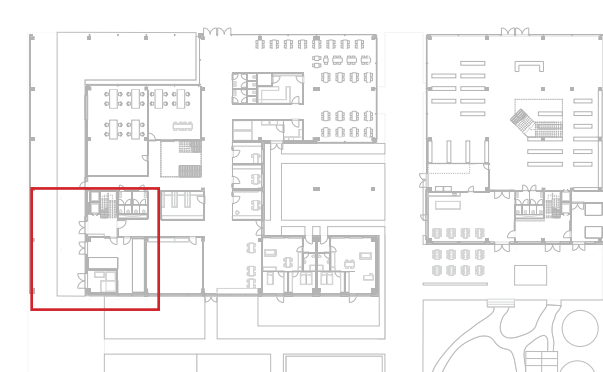
Side view



Top view



Front view

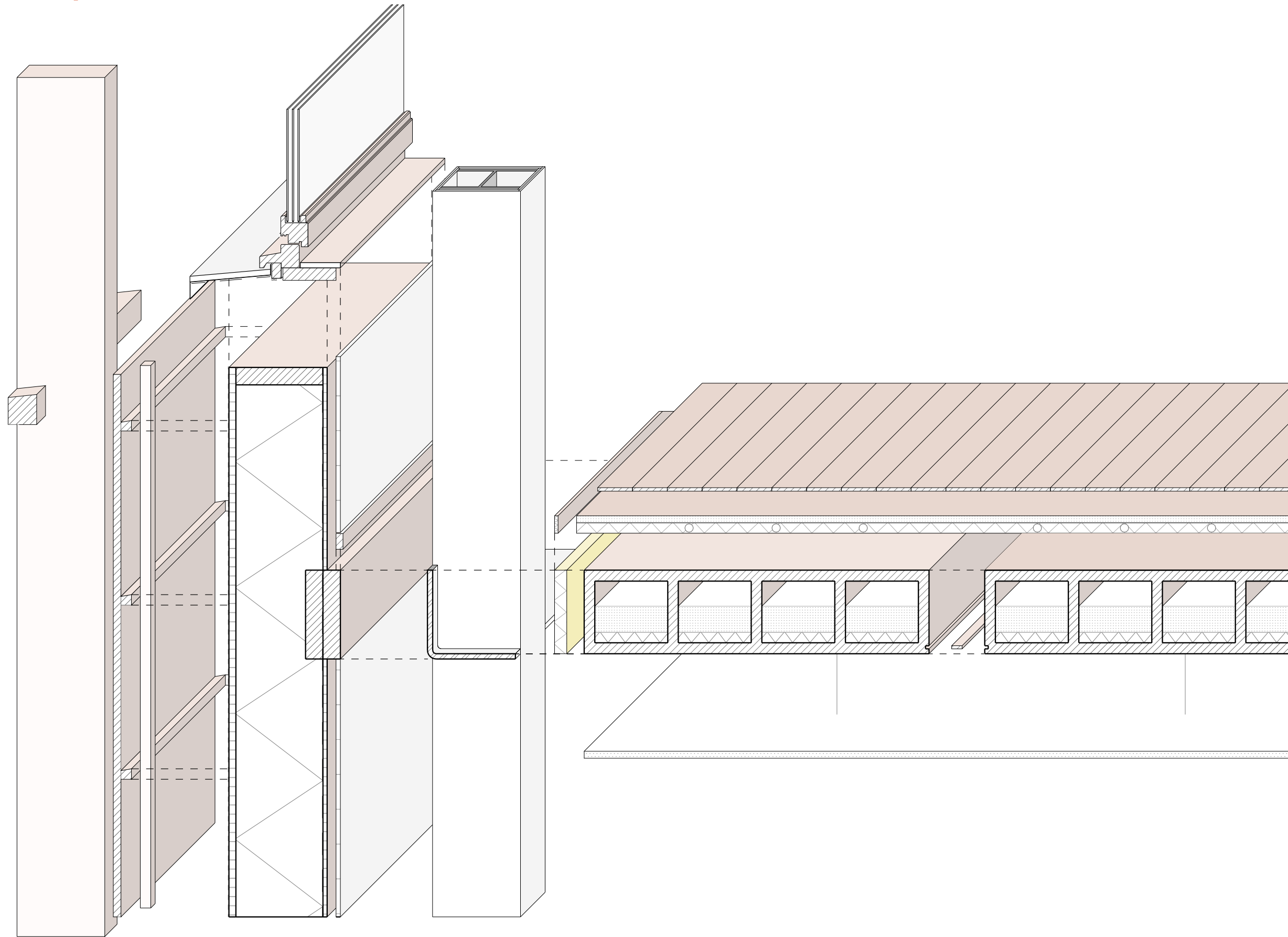


Construction

Existing/proposed



Construction Proposed



Lignatur floor



Dry floorheating

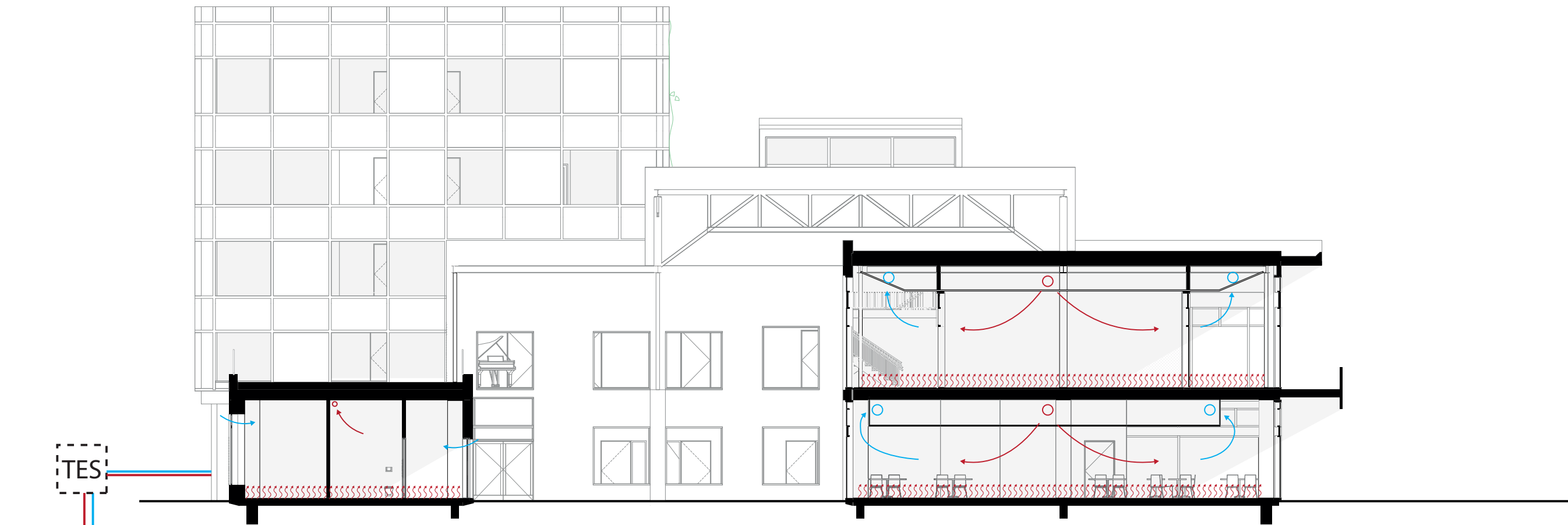


Larch

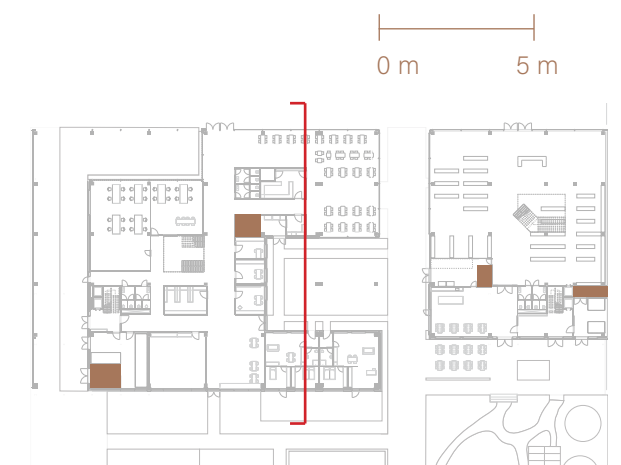


Woodfiber

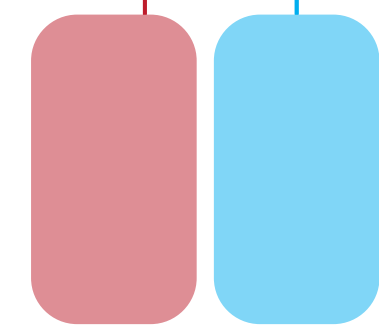
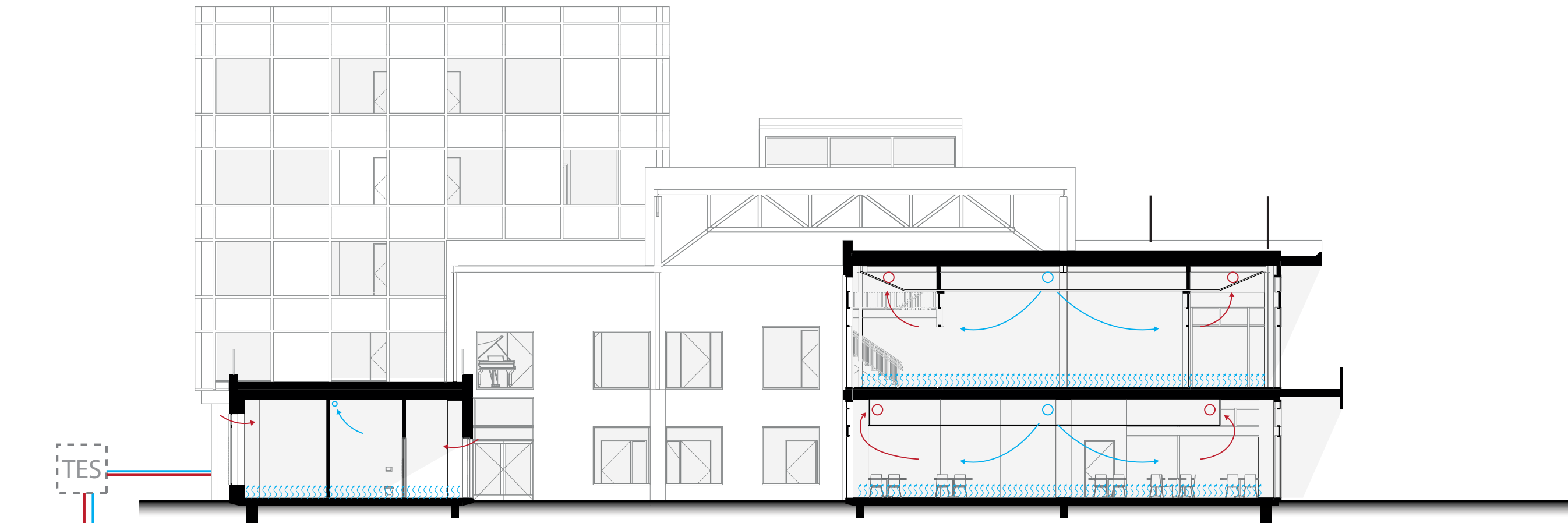
Indoor climate proposed



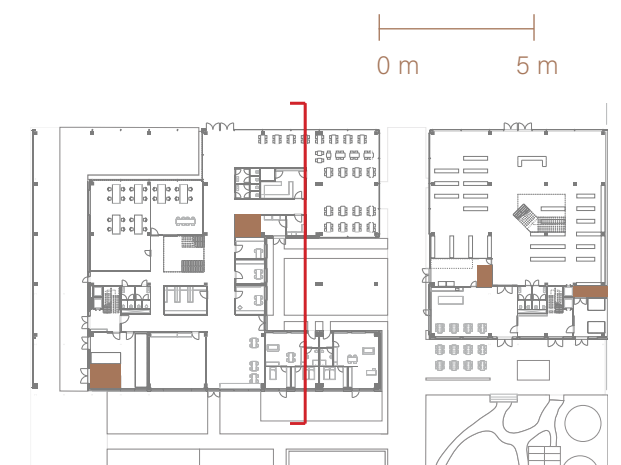
Winter



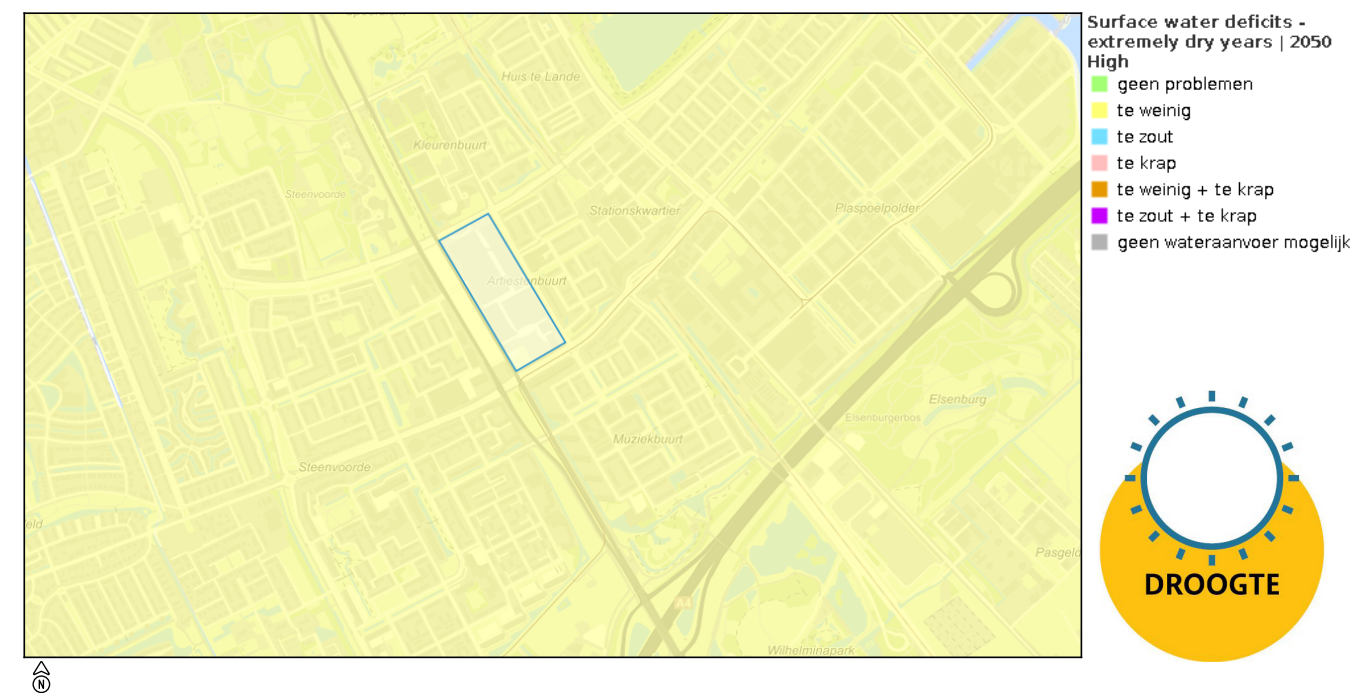
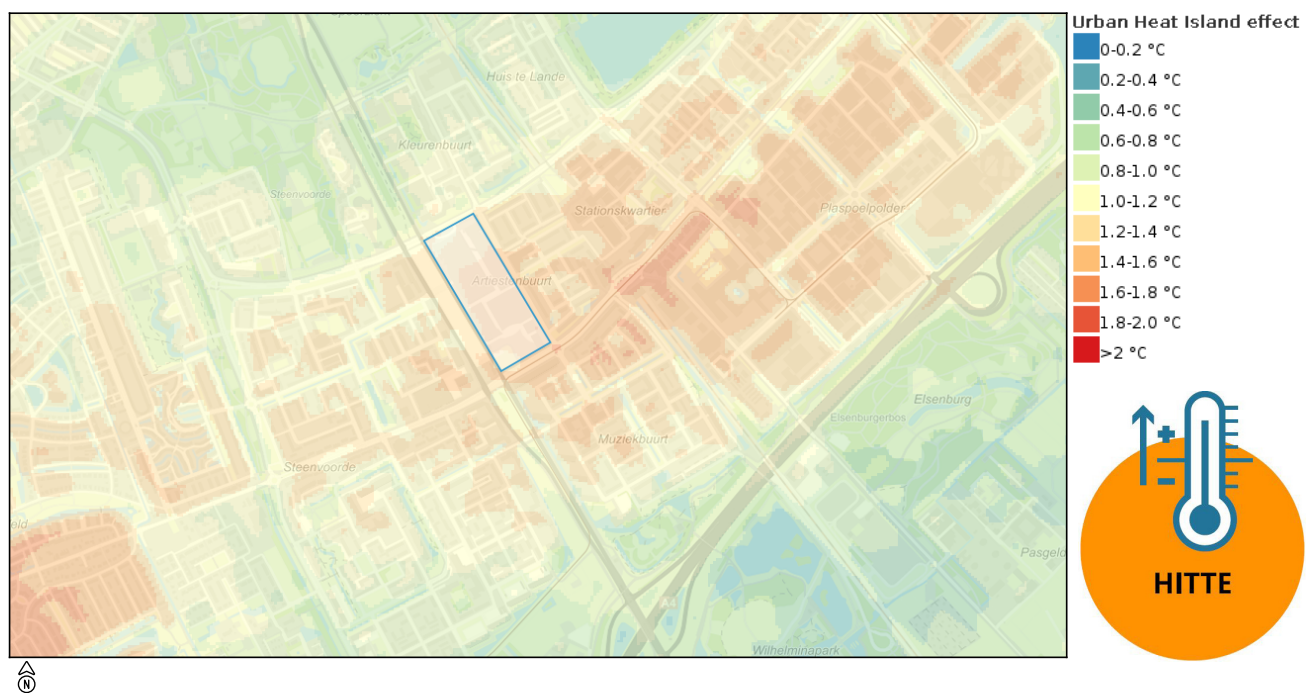
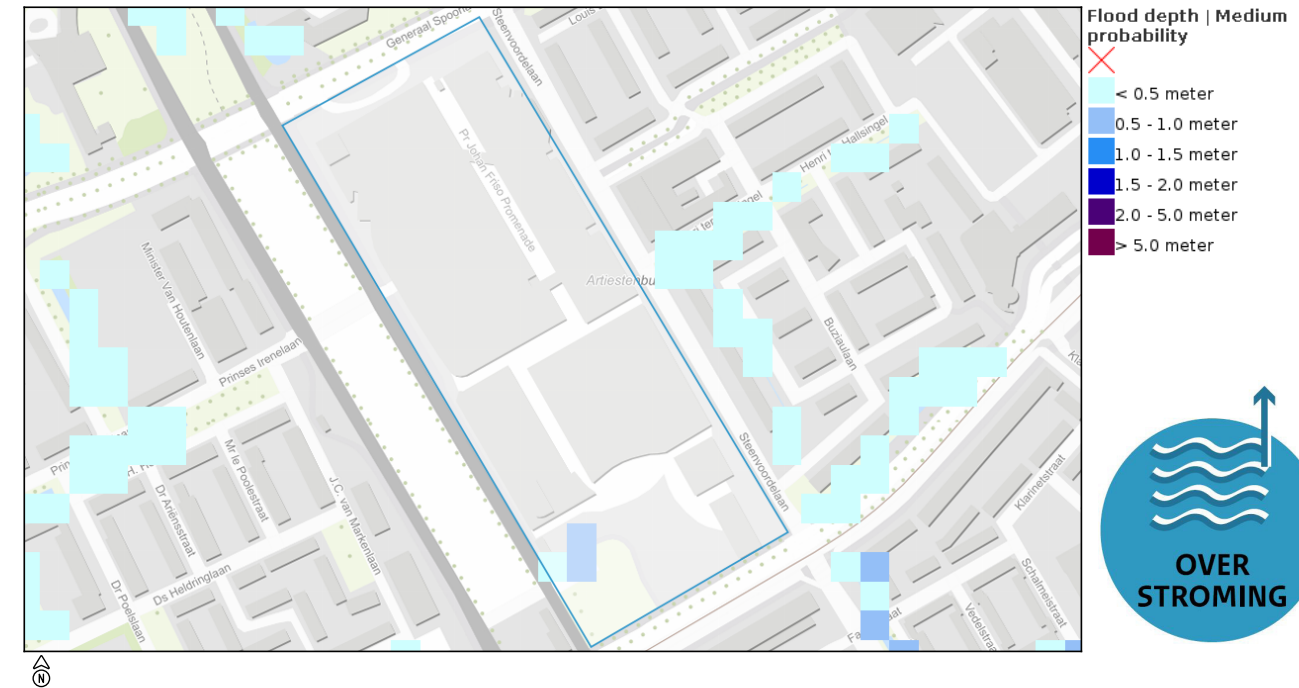
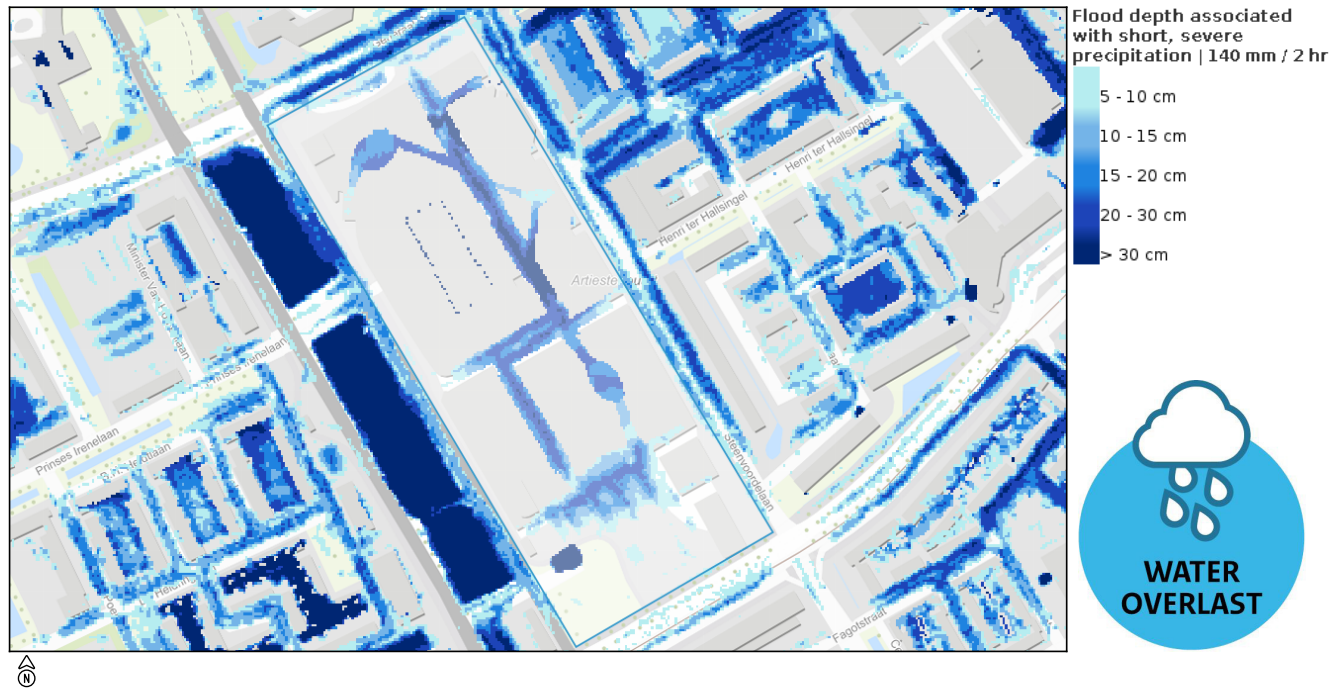
Indoor climate proposed



Summer

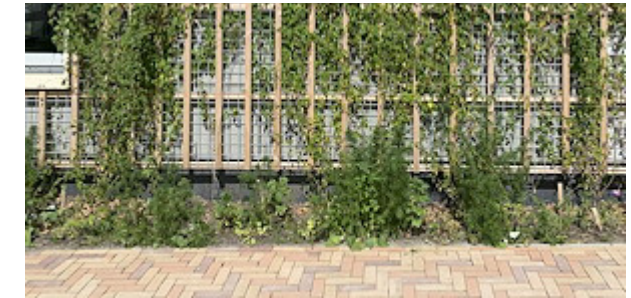
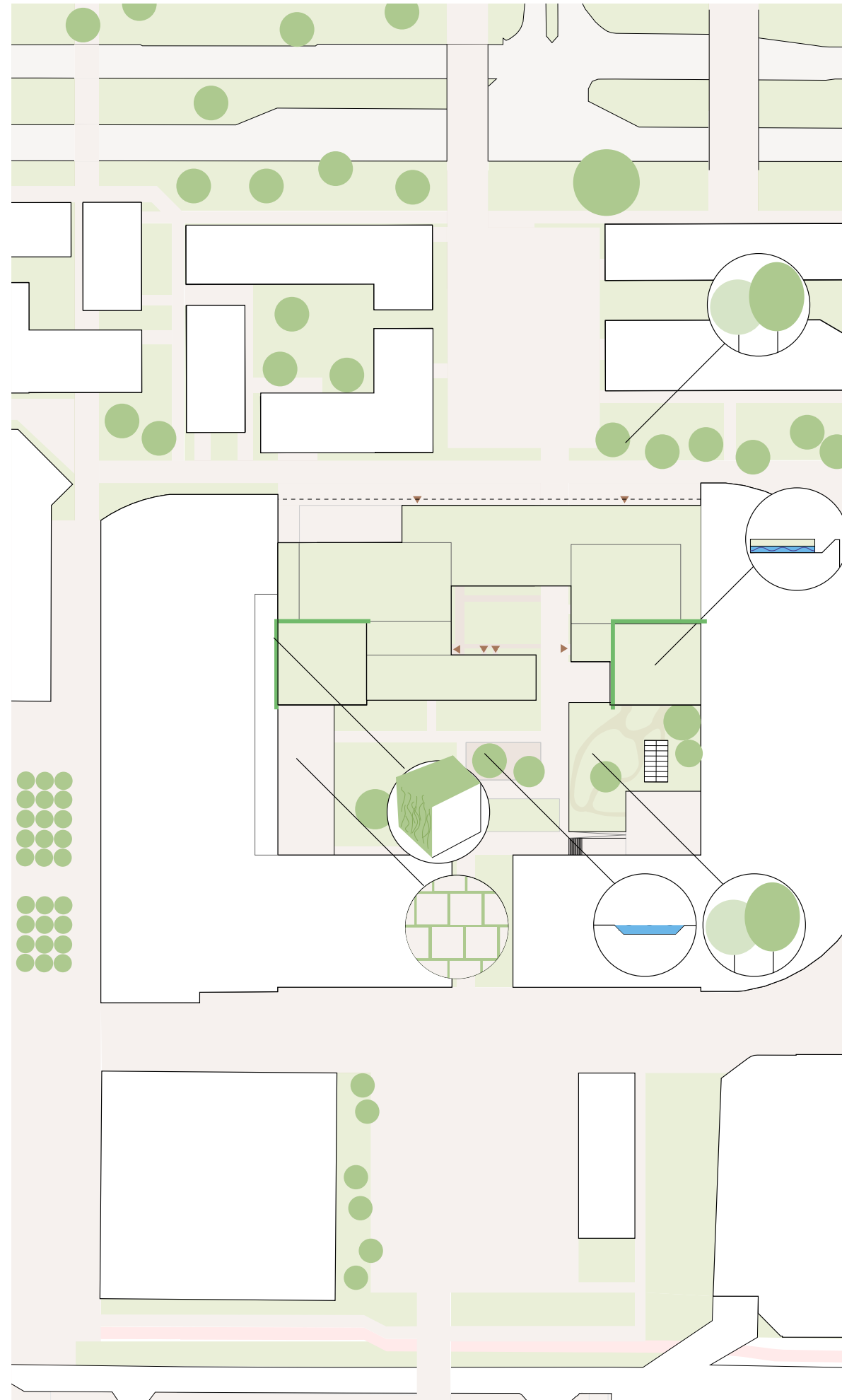
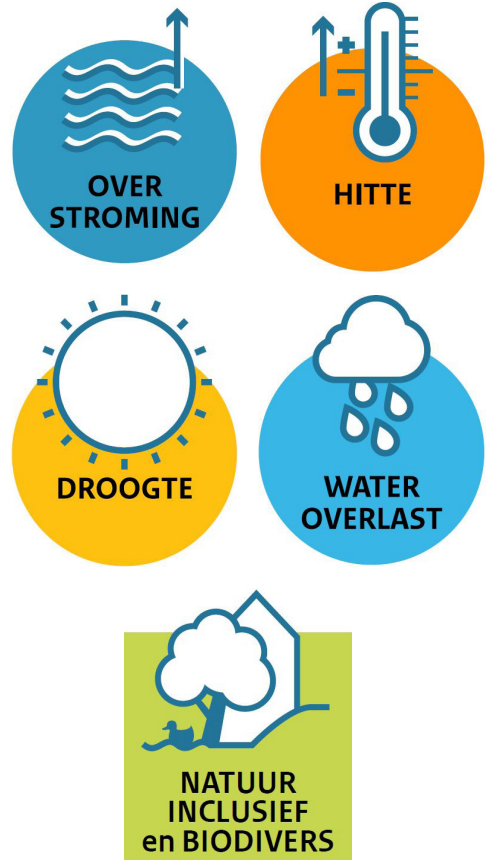


Outdoor climate



Outdoor climate

Climate issues



Green facades

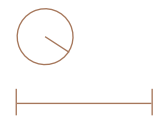


Community garden

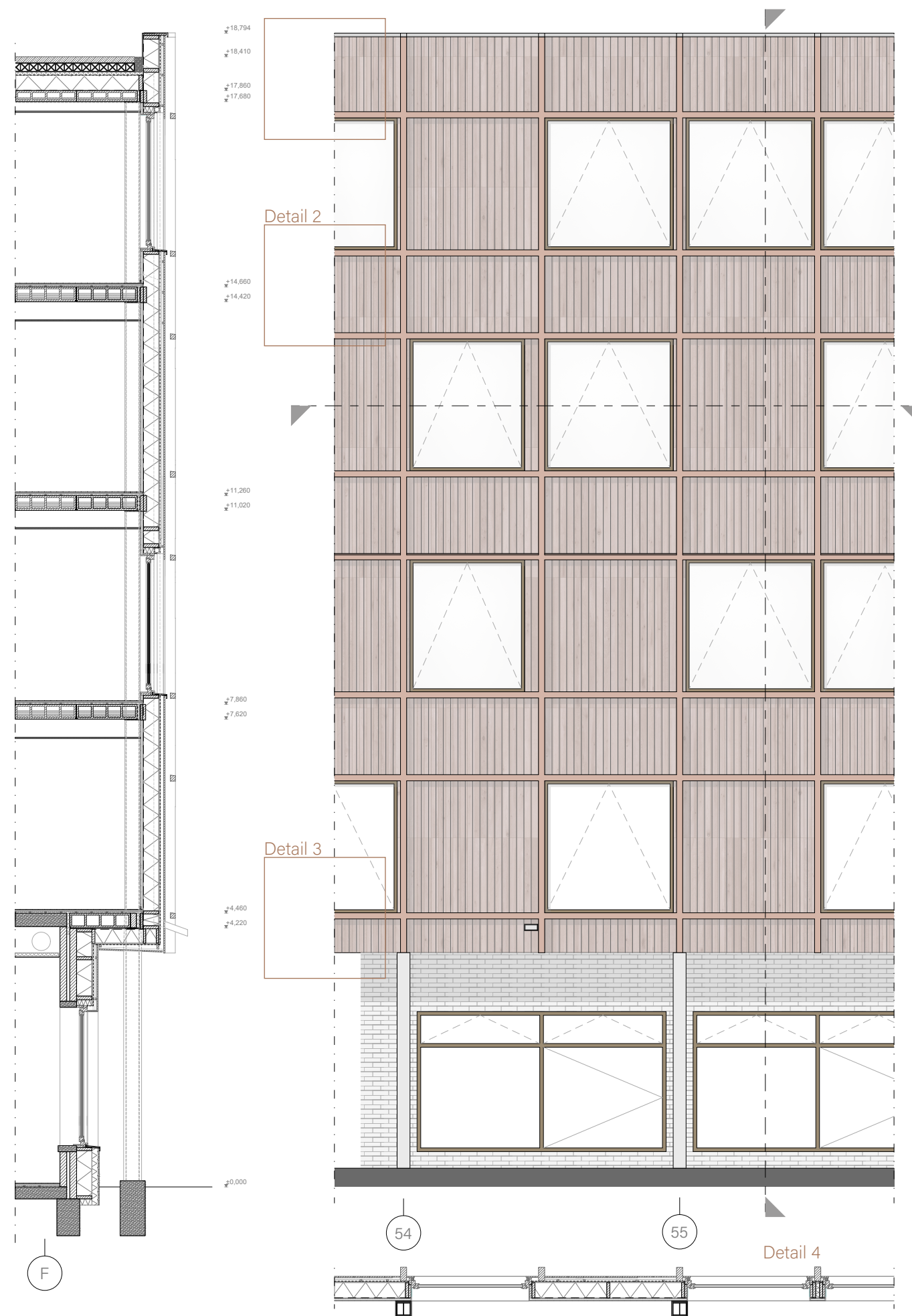


Water retention

Context



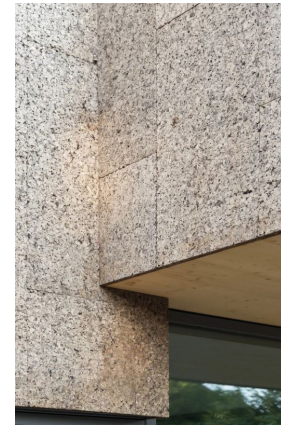
Facade element



Materials



Larch

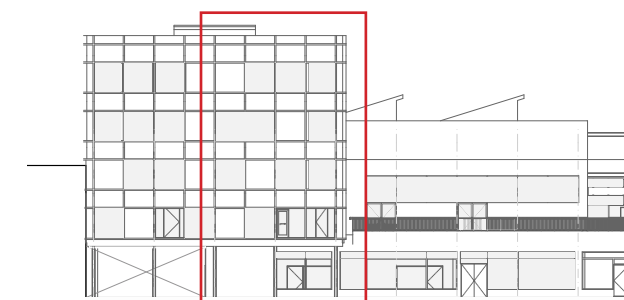


Cork

Image: Korkenzieher Haus by Rundzwei



Wooden frame with steel wire and Clematis Vitalba.



Details

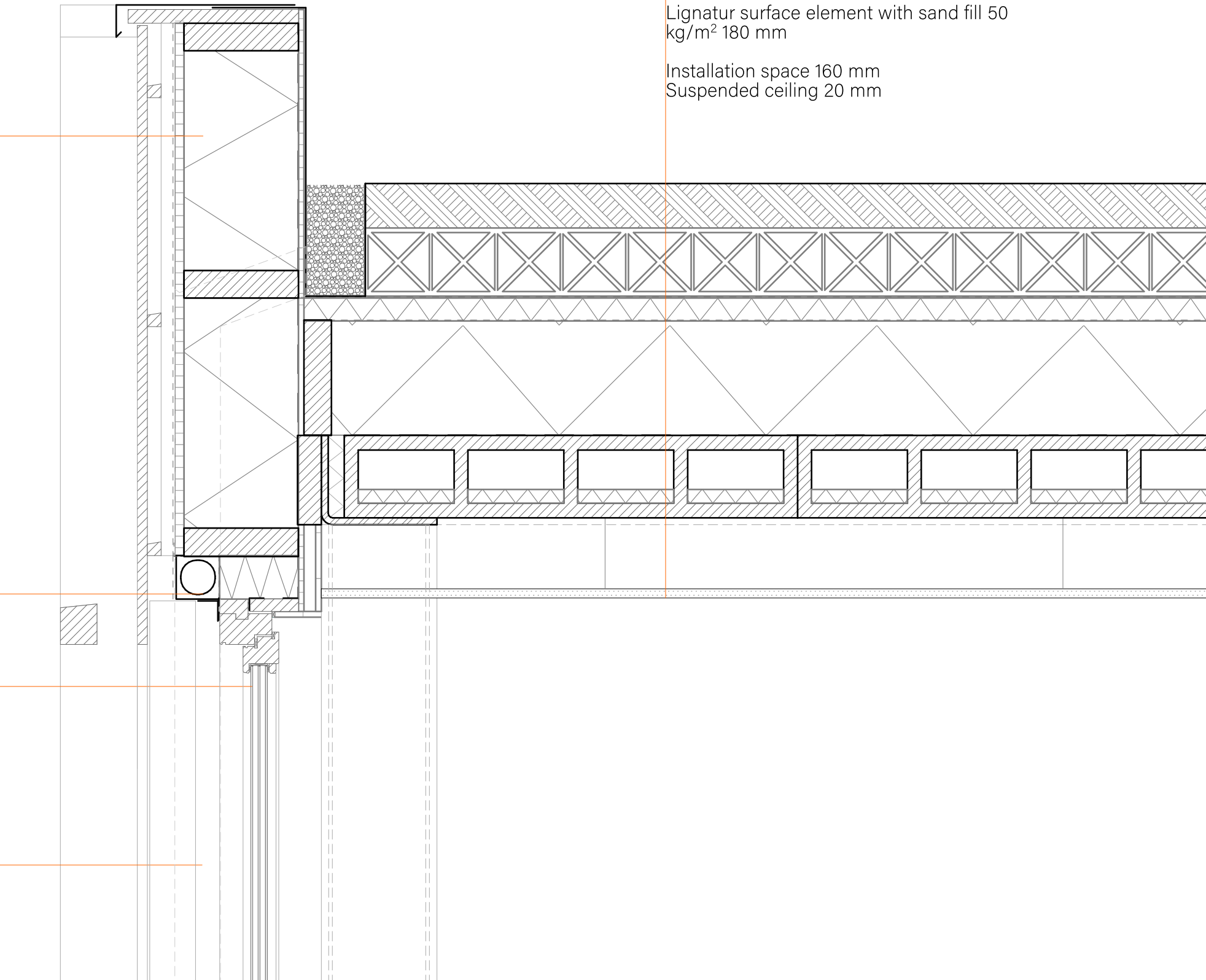
Facade
 Wooden grid for planting 150 x 80
 Cladding, Larch 100 x 20 mm
 Batten and counter battens 60 mm
 Water-repellant vapor open foil
 Cladding, spruce 20 mm
 Wood fiber and timer structure
 250 mm+ 250 x 60 mm
 Cladding, spruce 20 mm
 Vapor barrier

Installation space 40 mm
 Plasterboard 2 x 12,5 mm (house)
 Larch boards 20 mm (common spaces)

Sun protection, textile, motorized

Fixed glazing, timber window,
 spruce with insulated triple
 glazing, with aluminium fixing
 profile, supported on
 two sides, vertical joints made of
 silicone

Integrated rainwater pipe



Roof
 Extensive vegetation 100 mm
 Agrostis stolonifera, Festuca rubra,
 Plantago lanceolata, Plantago maritima,
 Plantago coronopus, and Spergularia
 marina.
 Infiltration boxes 100 mm
 EPDM membrane, root-proof
 XPS insulation boards 50 mm
 Waterrepellant vapour open foil
 Wood fiber insulation and timber struture
 300 mm + 300 x 60 mm
 Lignatur surface element with sand fill 50
 kg/m² 180 mm

Installation space 160 mm
 Suspended ceiling 20 mm

Materials



Retention roof



Native vegetation



Lignatur floor



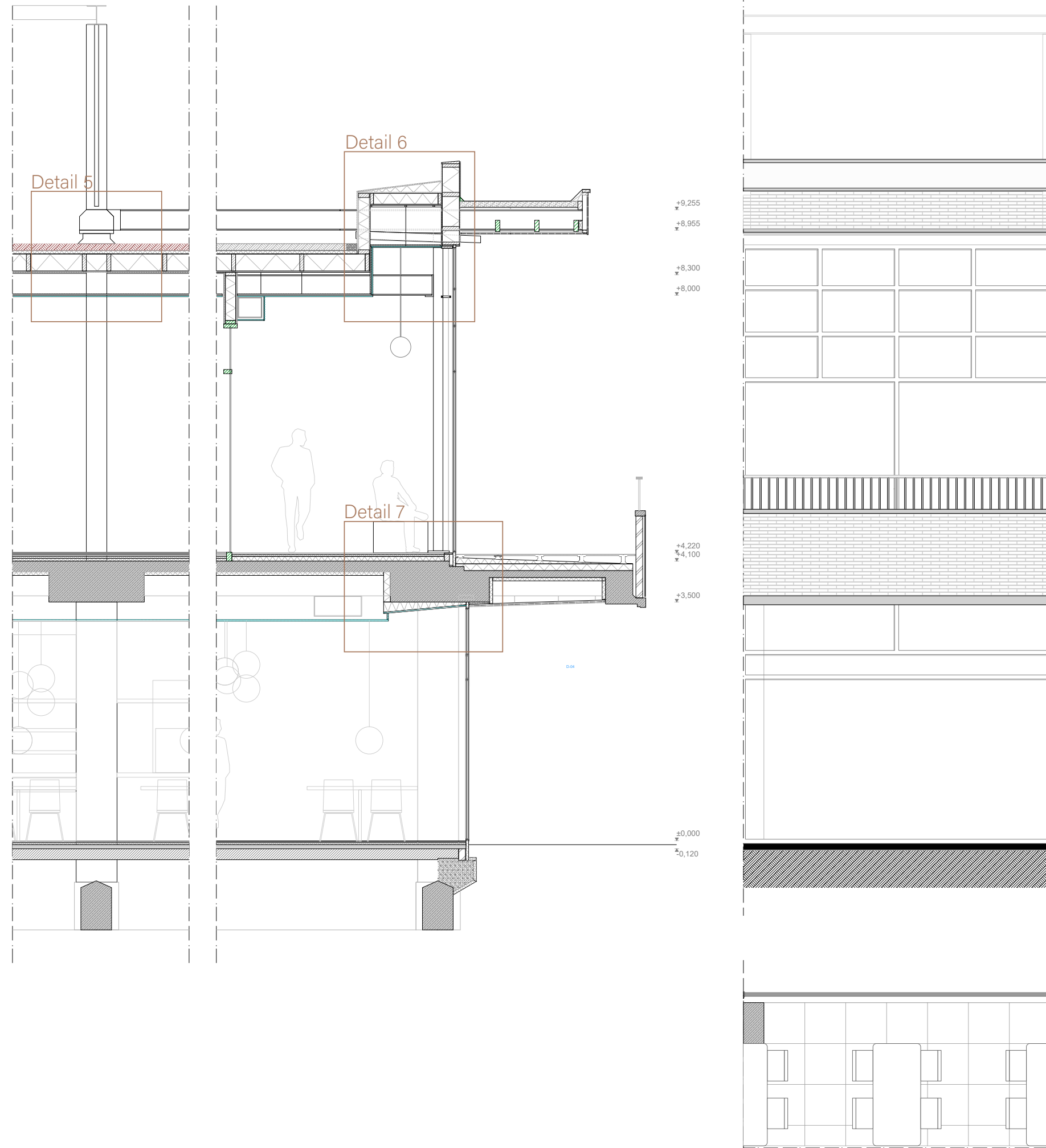
Dry floorheating



Larch



Woodfiber



Roof
 Extensive vegetation 100 mm
Agrostis stolonifera, *Festuca rubra*,
Plantago lanceolata, *Plantago maritima*,
Plantago coronopus, and *Spergularia*
marina.
 EPDM membrane, root-proof
 XPS insulation boards 50 mm
 Waterrepellant vapour open foil
 Wood fiber insulation and timber structure
 250 mm + 250 x 60 mm

IPA 300 (re-use)
 Installation space 280 mm

Suspended ceiling
 Cellulose insulation 20 mm
 Larch ceiling 20 mm

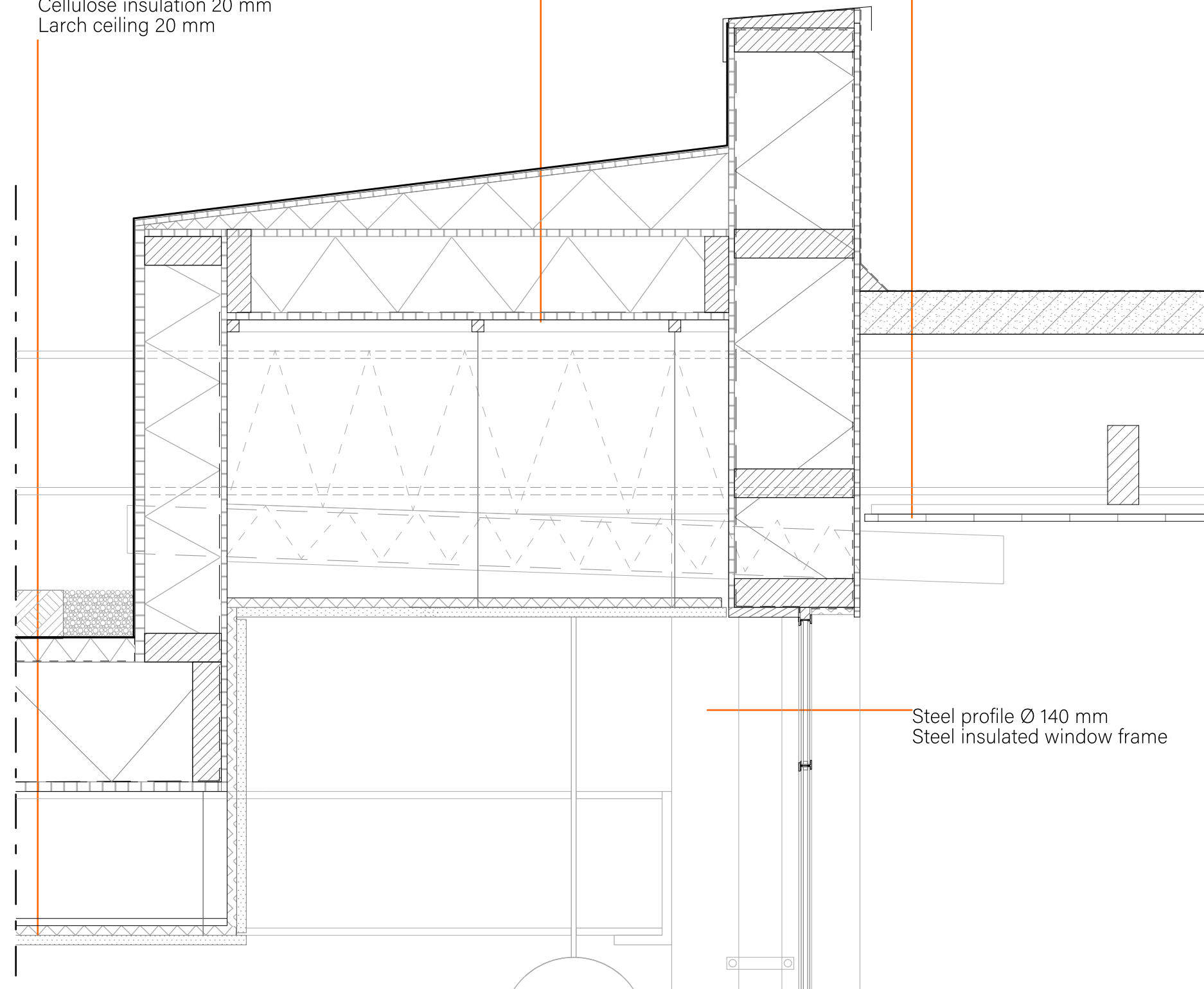
Roof border
 Two layered Bitumen

Water-repellant vapor open foil
 Hard wood fiber insulation
 Cladding, spruce 20 mm
 Wood fiber / timber structure
 250 mm / 250 x 60 mm
 Cladding, spruce 20 mm
 Vapor barrier
 Battens 40 mm

Installation space (external structure,
 gutter, electricity, and ventilation.)

Two layers tar free roofing leather
 Feenstra cassetteplaat 90 mm
 Steel IPE 300 beam

Steel profile Ø 140 mm
 Steel insulated window frame



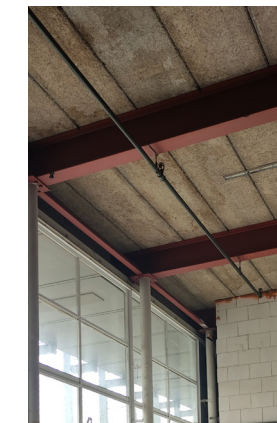
Materials



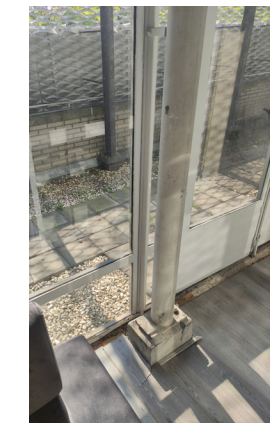
Green roof



Native vegetation



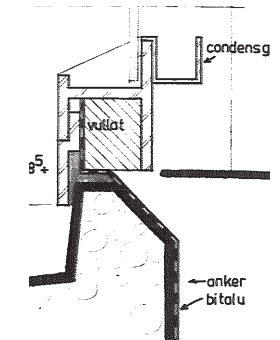
Lignatur floor



Dry floorheating



Larch



Woodfiber insulation

porosity

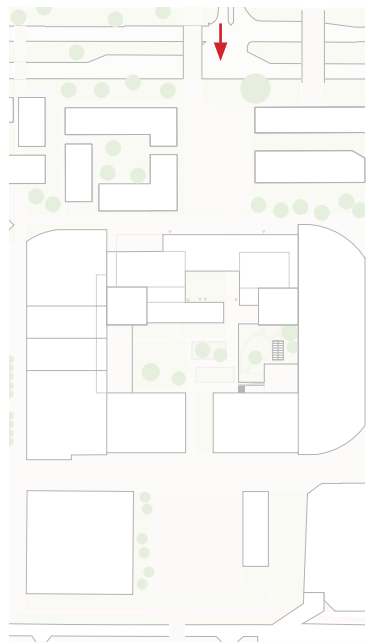


green



multipliciy





THANK YOU FOR LISTENING!

Designing In de Bogaard, a 20th century shopping mall,
through insider perspectives.

P5 presentation

Jelmer Eising
December 16th, 2023