

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:

Personal information	
Name	Lindsay Ziporra Menasse
Student number	5021693

Studio		
Name / Theme	Methods of Analysis and Imagination: A Matter of Scale	
Main mentor	Jorge Mejia Hernandez	Architecture
Second mentor	Freek Speksnijder	Building Technology
Argumentation of choice of the studio	I chose the 'Methods of Analysis and Imagination' studio because of its emphasis on the human scale, as well as the broad toolbox with research methods it provides to explore and experiment which leads to the formulation of a design project. The combination of freedom through research and experimentation and restriction through theme and location was something I felt was necessary for my graduation year.	

Graduation project	
Title of the graduation project	Tallinn's Arcade (ENG)/Tallinna Arkaad (EST)
Goal	
Location:	Estonia, Tallinn, Uus Maailm district
The posed problem,	<p>Introduction</p> <p>Tallinn, Estonia, originated as a Hanseatic city in the Middle Ages. It endured many wars and occupations, of which the Swedes and Russians left their mark on the city. Today, Tallinn demonstrates endurance, revealing its past, present, and future through the 'changing expressions' in both the urban morphology and the architecture.</p> <p>Contextual analysis</p> <p>'Changing expressions' is the result of a contextual analysis of Tallinn conducted by Iveta Nikolova, Gergana Negovanska, and myself. The objective was to identify changes on various scales, understand the nature of these changes, and explore their practical implications. One of</p>

the methods of analysis utilized was serial vision by Gordon Cullen. This method which required careful observation while moving (walking), revealed the state and performance of two main factors: the street and the façades (edges).

Three locations were chosen to conduct this analysis, one of which was Uus Maailm, a subdistrict of Tallinn, which appeared to be the weakest link with the most potential. The analyzed route of Uus Maailm consisted of poorly maintained buildings, introverted facades, and a poorly maintained street. However, the route is very well accessible with public transport, surrounded by public buildings, close to redevelopment projects, and connected to a square that is not yet used to its full potential. This led to the formulation of the following ambitions for Uus Maailm: Successful and recognizable (Architecture), Highest quality public space (Urban Plan), and Mixed-use: living, working, and recreation (Function).

It also led to the first formulation of a design concept namely a revitalization project: Pedestrian Street, focused on the city at eye level where the facade plays a central role.

Weather

Estonia, situated in the mixed forest sub-region within the Atlantic continental region of the temperate zone, experiences a transitional climate between maritime and continental influences. Summers are moderately warm, with an average July temperature ranging from 16 to 17°C, while winters are moderately cold, with February temperatures between -2.5 and -7°C. Extreme temperature records range from a high of 35.6°C to a low of -43.5°C. Annual precipitation varies from 550-700 mm. February and March are the driest months, while precipitation increases until July and August before gradually decreasing in winter and spring. In summary, Estonia's climate exhibits transitional features with notable seasonal variations in temperature and precipitation.

Conclusion

The comprehensive examination of context, weather conditions, and a self-imposed restriction to an approximately 1-kilometer research area has refined the original design concept, resulting in the proposal for a

	<p>covered pedestrian street—an architectural typology known as an arcade. This choice aligns with the project's ambition, as an arcade not only represents a successful and recognizable architectural form but also functions as a versatile public space accommodating a variety of activities. Discussions with Tallinn students revealed a collective desire for outdoor gathering spaces, even in inclement weather, emphasizing the importance of creating inviting and weather-protected environments beyond the confines of home.</p>
<p>research questions and</p>	<p>Main research: How can one design a successful (performative) arcade tailored to the unique urban context of Tallinn?</p> <p>(1) How can one design a successful (performative) arcade?</p> <p>(2) In what ways can the characteristics of Tallinn be harmoniously blended to establish a distinctive image for the locality?</p>
<p>design assignment in which these result.</p>	<p>Tallinn's first arcade</p>
<p>[This should be formulated in such a way that the graduation project can answer these questions. The definition of the problem has to be significant to a clearly defined area of research and design.]</p>	
<p>Process</p>	
<p>Method description</p>	
<p>How to design a successful (performative) arcade?</p> <p>Method: Typological analysis of arcades in European countries.</p> <p>Given its sophisticated design, the arcade requires an initial exploration through typological analysis. Utilizing case studies of different arcades will enable a thorough examination, providing insights into the organizational structure of this architectural typology.</p> <p>In what ways can the characteristics of Tallinn be harmoniously blended to establish a distinctive image for the locality?</p>	

Methods: Historical analysis focusing on materiality and details (windows, doors and ornamentation)

For this analysis, I will focus on utilizing the results of analyzing the medieval city of Tallinn, drawing on its rich history and enduring architecture. This approach aims to identify local elements specific to Tallinn, ultimately helping to create a distinctive and regionally relevant image for the design.

Literature and general practical references

Avermaete, T., Havik, K., & Teerds, H. (2009). *Architectural positions: Architecture, Modernity and the Public Sphere*.

Geist, J. F. (1985). *Arcades: The History of a Building Type*. MIT Press.

<https://en.ilmatieteenlaitos.fi>. (z.d.). *Weather in Tallinn, Estonia - Finnish Meteorological Institute*. Finnish Meteorological Institute. <https://en.ilmatieteenlaitos.fi/weather/estonia/tallinn>

Korman, R. (2022). *The architecture of the facade*. Taylor & Francis.

MacKeith, M. (1986). *The History and Conservation of Shopping Arcades*. <http://ci.nii.ac.jp/ncid/BA03644502>

MacKeith, M. (1985). *Shopping arcades: A Gazetteer of Extant British Arcades, 1817-1939*.

X-GIS 2.0 [Ajalooline]. (z.d.). <https://xgis.maaamet.ee/xgis2/page/app/ajalooline>

Reflection

1. What is the relation between your graduation (project) topic, the studio topic (if applicable), your master track (A,U,BT,LA,MBE), and your master programme (MSc AUBS)?

For my graduation project, I am fully committed to gaining expertise in the field of arcade design. This architectural typology is of great importance in both architectural and urban contexts and is an integral part of the urban landscape. The complexity of this typology aligns with the multidisciplinary approach encouraged in the MSc AUBS program. Moreover, it addresses aspects such as perception through movement, the city at eye level, interior design, and encompasses considerable surface area, all of which are linked to the overarching studio theme of human scale. This in-depth study of arcades will allow me to understand the nuances of the typology and enable me to (re)imagine it, aligning with the spirit of innovation encouraged in the field of Architecture.

2. What is the relevance of your graduation work in the larger social, professional and scientific framework.

Arcades, particularly in the European context, are becoming increasingly noticeable as they are gradually replaced by malls. The shift raises questions about whether this change is driven by typological, technological or other factors. By studying the architectural typology, I can uncover the underlying reasons and possibly support or question the continued relevance of this architectural form as we know it. This research highlights the importance of the project as it seeks to validate and understand the evolving nature of arcades.