Graduation Plan

Master of Science Architecture, Urbanism & Building Sciences

Graduation Plan: All tracks

Submit your Graduation Plan to the Board of Examiners (<u>Examencommissie-BK@tudelft.nl</u>), 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	Melati Renarda Zegelina Veerman
Student number	4770722

Studio		
Name / Theme	A Matter of Scale (Methods of Analysis and Imagination)	
Main mentor	Willemijn Wilms Floet	Architecture
Second mentor	Niels Tilanus	Building Technology
Argumentation of choice of the studio	The studio Methods of Analysis and Imagination drew my attention for its focus on various ways of conducting research and combining this with design. The specific theme of A Matter of Scale enables me to work through different scales to explore my topic, both architectural as sociocultural, as elaborated under <i>Reflection</i> .	

Graduation project			
Title of the graduation project	The Sociocultural Value of Tallinn's Nightlife: Club Culture in a Post-Soviet Context		
Goal			
Location:	Manufactory Quarter (Tallinn, Estonia)		
The posed problem,	Night is a natural phenomenon, but through regulating, experiencing and using the nighttime, it has gained a socially mediated spatial dimension. It can be a shelter and a place for release. Night is whatever you want it to be, yet the regulations of a city are usually not considering its range of possibilities. It is seen as dangerous and is regulated according to the norms of diurnal society. In the case of Tallinn, the city does not see the value the nocturnal city could hold. Instead, night is approached through the lens of exclusion and forbiddance.		

This is particularly a shame, as the night holds much more cultural and social potential than is currently acknowledged in Tallinn. By neglecting its potential, the city council fails to recognize the sociocultural importance of the night. An important aspect of this is club culture, which began to evolve in Estonia after their independence in 1991 and still finds its traces in the city's industrial spaces. However, as more and more nocturnal urban spaces have to make way for over-priced property, these unique places where club culture used to thrive in disappear.

Some of these unique places are former industrial sites. These vacant heritage buildings, no longer serving their original purpose, provide the perfect atmosphere and space for the alternative night life scene to cultivate in. They have done so from the 90s on, into what is now a diverse and visible scene in Tallinn. Unfortunately, it is sensitive to regulations and restrictions, which has only become worse over the years.

These legislations are harmfully generalizing and allows policy makers to regulate the night as a homogeneous scene. Although some of the problems which led to these restrictions were valid for some parts of the city, it disregards nightlife's sociocultural significance. Apart from the legislative restrictions, there is an architectural potential to design spaces for nightlife to bloom in, opposed to restricting it even further.

This project will focus on exploring this potential while considering the integration of diurnal functions to create a multifaceted and dynamic environment. This will be done with specific attention to the existing club

	culture and the integration of industrial heritage into the nocturnal city.
research questions and	Main question: How can a vacant industrial heritage site in Tallinn be repurposed to serve both diurnal and nocturnal functions while incorporating its historical and aesthetic values into the overall experience?
	Subquestions: Which site is the most suitable for the design project?
	Which diurnal and nocturnal functions should be included in the program?
	What are the key values of Tallinn's nightlife and club culture?
	Which historical and aesthetic values are associated with this industrial heritage site that should be preserved or integrated?
design assignment in which these result.	I aim to create a repurposed industrial multi-use building, suitable for diurnal and nocturnal purposes.
	With the whole Manufactory Quarter in mind, the project will mostly focus on the former boilerroom complex on the grounds. The complex will be transformed into a nightclub, to extend the nocturnal purposes of the Quarter and enhancing the nightlife of the city.

Process

Method description

Taking the research question as a starting point with attention to club culture, the research will be conducted through methods of practice and theory. To do so, initial fieldwork in the city has already been conducted with the necessary preliminary conversations with actors involved. To take this a step further, more indepth interviews with stakeholders should be conducted to paint a better picture of Tallinn's nightlife, but also on club culture in general.

This will be combined with literature research of club culture but also on its relation to architecture. Through these practices relevant diurnal and nocturnal functions will

be determined. With attention to practical methods, relevant precedents will be mapped to provide insights into the architectural interventions required. These precedents would be nightclubs, some located in former industrial sites.

Precedents include: Les Docks Cité de la Mode et du Design in Paris, Maassilo in Rotterdam, De School in Amsterdam and Berghain & Tresor in Berlin. To continue the research, these sites will be assessed according to the value matrix by Kuipers & de Jonge in order to identify their historical and aesthetic values to take into account while designing the project. Together with the research and analysis a program for the project is devised and architectural interventions are designed.

Literature and general practical references

Literature:

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Interviewees:

Function	Participant	Relevance	
Artist	Artur Lääts /	On what's it like to be a	
	Glitchfxxx (resident	DJ in Tallinn, and as	
	& head booker at	head booker he might	
	HALL)	have a good overview	
		on the scene in general.	
	Denis Punch	On the development of	
	(resident at HALL &	the underground techno	
	one of Estonians	scene in Estonia.	
	first techno DJs)		
	Katja Adrikova	On how the	
	(resident at HALL &	underground music	
	one of the first few	scene is from her	
	female techno DJs	perspective.	
	in Tallinn)		

	Viktoria Martjanova / Fake Versace (Estonian production designer, multimedia installation artist and DJ Fake Versace) Woody 's- Gravemade / Woody92 (international Dutch	Could perhaps provide insights on what it is like to be a production designer & multimedia installation artist – is there a connection to her work as DJ, as she frequently played at democlub as well? Insights and connections in the scene and what it's like to host events.	
Designer	DJ, label owner) Thibault / @ttrouve_xupid (has designed interior elements in Tresor)	To provide insight in how to design for a club like Tresor.	
	Ivan Čuić (Kantarion Sound's sound architect)	On sound architecture and how sound system can be used and deployed	
	Dirk Zuiderveld (architect Paradiso)	On the design of event spaces, although this does differ from club spaces.	
Critic	Brent van den Elshout (Creative director of the platform Minimal Collective)	A lot of overall outsiders/critical knowledge on the Dutch underground scene.	
Organization	Mark (Manager of club Garage Noord, part of Addit Audio)	Information on the management of a club. Also, on which design interventions are needed for the atmosphere.	
	Meelis Vili (part of launching team of HALL)	Could provide insights on how to begin a techno club.	
	Connor Schumacher (Rotterdam-based choreographer)	Hosts morning raves and explores the essence of dance	

Precedents:

Les Docks Cité de la Mode et du Design (Paris)

De School (Amsterdam)

Tresor (Berlin)

Berghain (Berlin)

Blitz (München)

The Warehouse Project (Manchester)

Reflection

My graduation project fits well in the studio topic of *A Matter of Scale* as the research transcends through various scales. It covers the sociocultural scale of nightlife and club culture in Tallinn, with specific attention to the city as a whole. The project further zooms in on the vacant Manufactory Quarter and how this location can play an important role as a cultural centre in the residential neighbourhood Sitsi. In this Quarter, the project will unfold within the former boilerroom complex and takes the project to a closer building scale where it will ultimately elaborate more on the importance of the interior. As the aforementioned aspects are architectural, this proves the graduation project to fit well in the Architecture master track. On the master programme MSc AUBS as a whole, the project mainly fits well in the Architecture track, but also covers aspects of the greater built environment when focussing on the role of the project in the urban tissue of Tallinn, how it situates itself in an empty area fit for landscape interventions and the technical aspects of detailing and designing architectural interventions.

This research aims to enhance our understanding of nightclub architecture within the context of Tallinn's industrial heritage. This is of specific importance to this city, where club culture is increasingly smothered by legislations. While focusing on Tallinn, my hope is that the findings will transcend its boundaries and provide broader insights into the matter. Socially, the graduation project will hopefully contribute to the discussion of the need of preserving nightclubs and their sociocultural value. Professionally, my findings might guide in the understanding of the sociocultural relevance of the nightclub spaces and how architecture plays a fundamental role in this. Scientifically, this project will draw attention to the understudied subject of nightclub architecture and could further stimulate future studies and projects.