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	Isabel Offenberg
Student number	4684044

Studio		
Name / Theme	Explore Lab	
Main mentor	1. Design tutor: Roel van de Pas 2. Research tutor: Pierre Oskam	1. Architecture, design & coordinator Explore Lab 2. Landscape designer, PhD promoted & founder of Urban Reef.
Second mentor	Building technology mentor: Georgios Karvelas	Building Technology, Architecture & carpenter
Argumentation of choice of the studio	My fascination has grown over the years and started by nature inclusive design. By starting this approach, my curiosity spread to why I do not know anything about the living environment, as known as nature. It made me aware that most people only interact superficial with the living environment and most people living in urban areas not learning about what the living environment also can offer. By questioning this, I wanted to bring this knowledge and interaction back into the urban fabric. But to create knowledge about this subject I had to approach the project with the combination of philosophy, landscape architecture and architecture. In Explore Lab, I could get space and time to discover this combination of facets. On top of that, I knew I was planning to do something innovative and wanted dig deep in my fascination. Explore Lab would give me the space to become an expert on my topic and set a first step for who I want to be as a designer after graduating.	

Graduation project	
Title of the graduation project	Post-Anthropocene Architecture: Exploring More-Than-Human interactions to Articulating Architectural Design Principles
Goal	
Location:	Meent and Binnen Rotte, Rotterdam, NL

The posed problem,	Currently, the ethical question arises by the loss of biodiversity since the 1970's (WWF, 2022). Also, the Earth has reached a point where there is more human-made mass than living mass (Elhacham et al., 2020). Furthermore, the United Nations (2018) says, 68 per cent of humans are going to live in urban areas by 2050. This means more people will use nature as a product than as their environment and have less responsibility to act (Van Mensvoort, 2019) (Frantz & Mayer, 2009). This creating a bigger gap between humans and the living environment ("nature").
research questions and	How could design play a role in facilitating more-than-human interactions in pathways towards a post-Anthropocene environment? Sub-questions Which more-than-human interactions will be there in the post-Anthropocene environment? What role will technology play in this interaction? What is the role of the designer in this interaction?
design assignment in which these result.	My project will be a renovation of two post-war buildings across each other, located on the Meent that crosses the Binnen Rotte. The building typology only designed for humans and speaks the Anthropocene mentality. The building keeping its residential function for humans but also becoming a place for non-humans and more-than-human interactions. The project is located where the river, the Rotte, flowed and Rotterdam originated near the placed dam in the river. This landscape history is considered for future ecologies. The landscape and building will present as one entity. The humans will be interacting with its living

	environment with and without technology. All getting more awareness, responsibility, and curiosity for the more-than-human agencies. A balance between living in a city and connecting is key. In short, the design of the building representing all the interactions with the living environment, as known as more-than-human interactions.

Process

Method description

Research part: More-Than-Human interactions in post-Anthropocene environment.

The first part of the graduation project consisting of multiple steps.

1. Vision making
To create a vision of a post-Anthropocene environment, I, as a designer-researcher, will dive into the world of philosophy by reading that discuss this way of thinking. At first, a literature study outlines and discusses the thoughts of philosophers. In addition, visiting exhibitions of artists with a posthuman approach will bring a new layer to this vision.

2. Exploratory scenarios and scenario thinking
In this step, phenomenological research will gather information about the current human and non-human needs in the city and nature. At first, by participating in experiencing living in nature for primitive survival and living in the city, put into drawings, sketches, diagrams, photography, and writing. The different methods showcase the needs from different perspectives.
Secondly, for the scenario thinking, about the post-Anthropocene, experimental modes of creativity will be used. The experimental modes of creativity will be drawing, mapping, collages, writing and visualization. Furthermore, references to projects that include more-than-human design will be implemented. These supports formulating the scenario's thinking with a broader perspective on the distinct needs and interactions of humans and non-humans in different contexts.

3. Design principles
The creation of the designing principles is done by analysing and reflecting on the first two steps through the lens of a designer. How do these outcomes translate into principles?
The design of principles explaining more-than-human interactions that will be in the post-Anthropocene environment. These interactions will be described and will be the start of a revolution. Resulting these into a format of a Manifesto. This Manifesto will visualize and formulate the more-than-human interaction that are needed in a post-Anthropocene environment. These interactions based on the survival of human beings and the ethical question of biodiversity.

Next step is to research what design elements can create these more-than-human interactions.

Design part: Designing for More-Than-Human interactions in post-Anthropocene environment.

1. Analysing
At first, the current buildings and location are going to be analysed on its qualities, possibilities and shortcomings. Also, collaborating with an ecologist will be started.

2. Experimenting
Secondly, experimenting will clarify the materials, living material and technologies that will be used for the design.

3. Research by design
Furthermore, with the use of research by design shapes and forms will evaluate that will provide and fuel the interactions, formulated in the Manifesto.

Literature and general practical references

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Reflection

1. <u>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)?</u>

My graduation project brings together architecture and landscape architecture to showcase their strengths in one cohesive design. It emphasizes the importance of merging these disciplines for a sustainable urban environment. In the studio, I learn from other master tracks through collaboration with professionals, using architectural knowledge. The architect in this project acts as a mediator, uniting all necessary elements for a comprehensive design solution.

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

My graduation project holds significant relevance on the larger social, professional, and scientific framework for several reasons:

At first it creates environmental consciousness. By focusing on more-than-human interactions and integrating ecological considerations, the project contributes to the growing awareness of environmental issues in society. It aligns with the increasing demand for sustainable and eco-friendly design practices, promoting a harmonious relationship between urban development and nature.

Secondly it discusses the Anthropocene mentality. Creating a deep understanding of the current epoch characterized by human impact on the environment. This aligns with contemporary discussions on humanity's role in shaping the environment, making it relevant to broader social and scientific conversations about the Anthropocene.

At last, it elaborates educational and ethical responsibility. The inclusion of educational elements in my design contributes to the dissemination of knowledge about local history, ecology, and the significance of more-than-human interactions. Also, it demonstrates a commitment to ethical responsibility in design.