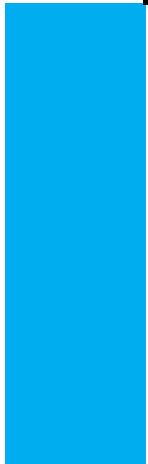


# Graduation Plan

Master of Science Architecture, Urbanism & Building Sciences



## Graduation Plan: All tracks

Submit your Graduation Plan to the Board of Examiners ([Examencommissie-BK@tudelft.nl](mailto: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	Ye Ren
Student number	5495636

Studio		
Name / Theme	Public building-public condenser <i>new urban lounge&amp;commons</i>	
Main mentor	Henk Bultstra	Architecture
Second mentor	Florian Eckardt	Building technology
Argumentation of choice of the studio	<p>When people walk out of the house, they will face most of the public buildings, either open or closed, so that people can talk, walk, meditate or exercise, which has become a part of the life of citizen, and it shows the good will of human beings to live together.</p> <p>The public condenser is a response to a social group, a meeting place for people to relax and socialise, creating a culture that brings people together. It should be inclusive and encourage the coexistence of different users in the space. At the same time, the public space is a place where users can carry out not only planned activities but also a variety of unplanned and spontaneous activities. Its existence can both lead to futuristic possibilities and at the same time reflect the times, a process of moving from physical space to place-making. We should focus on how to translate the concept of social condensers into concrete spaces and create fields that bring together people's lifestyles and behaviours and integrate cultural and economic elements.</p>	

## Graduation project

Title of the graduation project	Urban-Play-Scape <i>A journey through exploration and imagination</i>
<b>Goal</b>	
Location:	Andreasviertel, Friedrichshain, Berlin
The posed problem,	<p>Architectural space is relevant to people's lives, it is not a machine that carries various functions, but a place where people act and interact. Play is a way of understanding what is around us and engaging with others, a catalyst for communal activism.</p> <p>In the area of Friedrichshain, there are scattered playgrounds for children to play, but they are underused, instead some children and parents prefer to go to the open space to sit around or play ball. So people's contact with the public space in the urban realm is decreasing dramatically. In an era of rapid development, cities become passers-by and humans become unplayable.</p>

<p>research questions and</p>	<p>Space is made up of different elements, while human activity defines the space. How can architectural spaces encourage public participation and interaction?</p> <p>Why is play important? What is its relationship to the public? How can elements stimulate creativity? How can playful be realized in spatial features, in built features?</p> <p>The rules in the game guide and restrict the player's play, is it possible that the rules of play can be translated into place-making to influence people's courses of action?The rules are constantly changing, and what may be a quiet venue at one moment may become a stage for community activity tomorrow, with the potential to be created as the users update their own play,so how can people be given the possibility to act? .</p>
<p>design assignment in which these result.</p>	<p>My final design goal was a public condenser for people to play a variety of games. The function is not only confined to a single space, but freely filled in various intermingled spaces, and thus constantly defined by the players.</p> <ol style="list-style-type: none"> <li>1. To study the layout and circulation of some certain function, like how people walk through in the space,show the type of playful space in the form of analysis diagram.</li> <li>2. Studying various types of public space and, after completing the analysis of all buildings and outdoor spaces, generating self-contained combinations of space.</li> <li>3. Create various routes for walking, climbing, running, connecting with urban roads and residential areas and present in the form of collage</li> </ol>
<p><b>Process</b></p>	
<p><b>Method description</b></p>	

In order to explore the proposed problem, the research is grounded in theoretical literature and case study. The methodological scheme we use in the studio is called research by design. Before P2, I had a broad understanding of play and read theoretical thesis on new babylon. For the program, starting from the flow of people into the space, people's perceptual experience, basic function requirement of each typology generated. In the following time, I continued to search for case study, and gradually shifted from the analysis of individual building to the design strategy of public spaces. Envision some spaces atmosphere and present them as collages. After P2, I will think about the connection strategy of the building. For example, from the design level, I will conduct research on the transformation and transition of indoor and outdoor spaces for sunken buildings. The design of the roof and square will be researched by diagram analysis of the different gameplays caused by the ambiguity of the space

## Literature and general practical preference

C., ARCH+ Verlag GmbH, & ifa e.V., S. (2018). An Atlas Of Commoning: Places of Collective Production. Beltz Verlag.

Fabrizi, M. (2018, February 11). Human Structures and Architectural Archetypes: Aldo Van Eyck's. . . SOCKS. <https://socks-studio.com/2018/02/11/human-structures-and-architectural-archetypes-aldo-van-eycks-playgrounds-1947-1978/>

Huizinga, J. (1938). Homo Ludens, a study of the play element in culture (1st Beacon Paperback Edition). The Beacon Press.

Link, J. (2017, July 26). Designer Profile – Aldo van Eyck: A Playground for Every Neighborhood. Goric Marketing Group USA, Inc. <https://goric.com/designer-profile-aldo-van-eyck-playground-every-neighborhood/>

Sutton-Smith, B. (2001). The Ambiguity of Play (Revised ed.). Harvard University Press.

Wigley, M., & Constant. (1998). Constant's new babylon: The hyper-architecture of desire. Witte de With, Center for Contemporary Art.

William o'hara. (2018, June 5). Major Theories of Play [Video]. YouTube. <https://www.youtube.com/watch?v=y-CzzOg6nxM>

Withagen, R., & Caljouw, S. R. (2017). Aldo van Eyck's Playgrounds: Aesthetics, Affordances, and Creativity. *Frontiers in Psychology*, 8. <https://doi.org/10.3389/fpsyg.2017.01130>

新巴比倫：基於日常生活的情境空間建構 (2018, August 9). The New Babylon: A Spatial Construction of Context Based on Everyday Life

### Case study

Children's Community Centre The Playscape, waa, Beijing, 2021

Olympic Sculpture Park, Weiss Manfredi, seattle, 2007

Sejong Art Center Winning Proposal, DMP Partners, seoul, 2013

Shanghai Greenland Center, Nikken Sekkei, shanghai, 2017

Superkilen / Topotek 1, BIG Architects, copenhagen, 2012

Teruel-zilla, Mi5 Arquitectos, PKMN Architectures, pain, 2012

The 11th Street Bridge Park, OMA&OLIN, washington, 2014

Urban, Intermodal Hub, Cycle-Pedestrian Connection, casatibuonsante architects, baukuh, Milano, 2019

## Reflection

- **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)?**

My project in msc1 is a public architectural design for a film art center, which has some educational significance and engages not only professionals but also ordinary people who can be exposed to the shooting of films while visiting and browsing. In msc2, I participated in the renewal and transformation of a community, and the part I designed focused on the shared space of the residence. In terms of the first two phases, the design of public space has been integrated into my graduate studies, the first being more towards functional solidified spaces, and the second being towards small-scale daily social spaces. In the msc3 studio, on the other hand, a more dynamic hybrid space is considered, allowing different social groups to communicate freely. So it is not only compatible with what I learned in the previous year, but also complements the thinking about the flexibility of public architecture as it evolves with the times.

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

The project will become an experimentation. With a long strip of design can be placed in any districts in Germany, so that each block has commons. Besides, in Berlin and even in other cities, there will be an order under perfect construction. People's lives should not become uniform. Modern civilization makes people gradually deviate from the playfulness, pay more attention to the maximization of interests, and become more rational, while neglecting the interaction with the world. Here, the play deserves our attention, because it is an inherent part of human civilization and daily life. Play allows imagination to create and various possibilities to happen. The architectural space becomes a carrier that can accommodate many forms of play, shifting from consumptive public architecture to participatory architecture, and this process is a social construction.

# Planning Graduation Plan

## Q3

Play studies involving interior and exterior

Programmatic placement and circulation

Interior design concepts

Different perceptual experience diagram

Concepts for structure, material, sustainability

Develop different strategies for flexible play scenros

Details: facade fragment

P3 presentation

## Q4

Fix positions and demensions of the project

Visualization of diagrams

Design development from P3 in more details

Translation of the Design Manifesto of MSc3 into a Project

Concepts for structure, material, sustainability

Description text with storyline and concept clarification

Plan, Section, Facade

Preparation for P4

P4 presentation

## Q5

Making and finishing presentation 3D model

Graduation Booklet (process and research)

Physical model (1:200)

Finalizing P5 presentation

P5 presentation

5.1

4.10

4.9

4.8

4.7

4.6

4.5

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P5

P4

P3