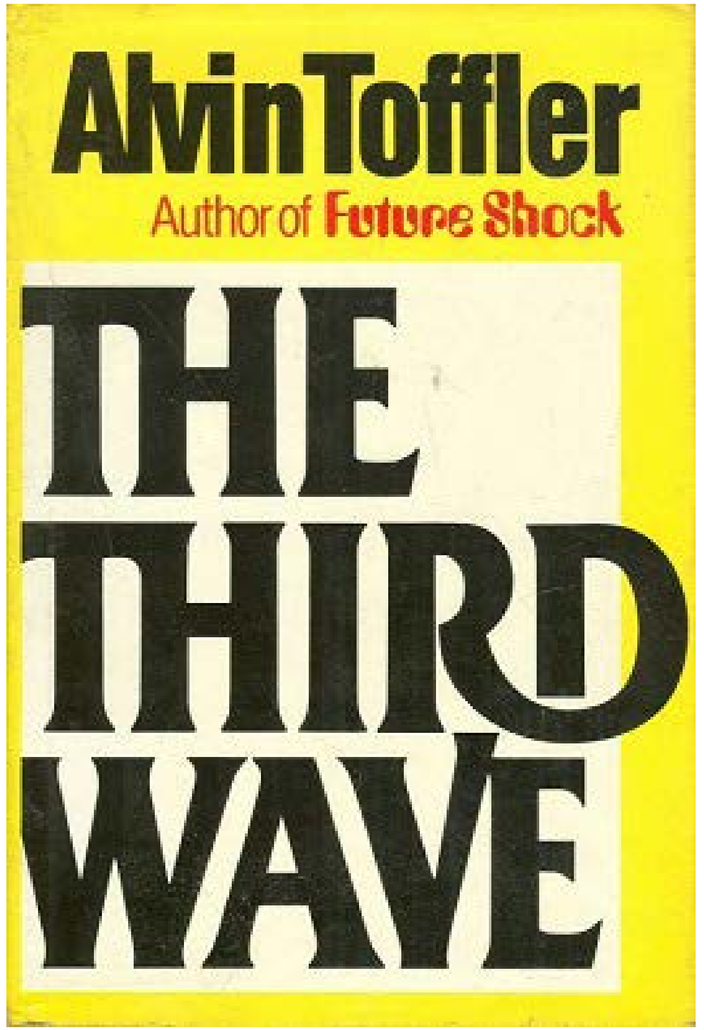
BUILDING INDIVIDUALS

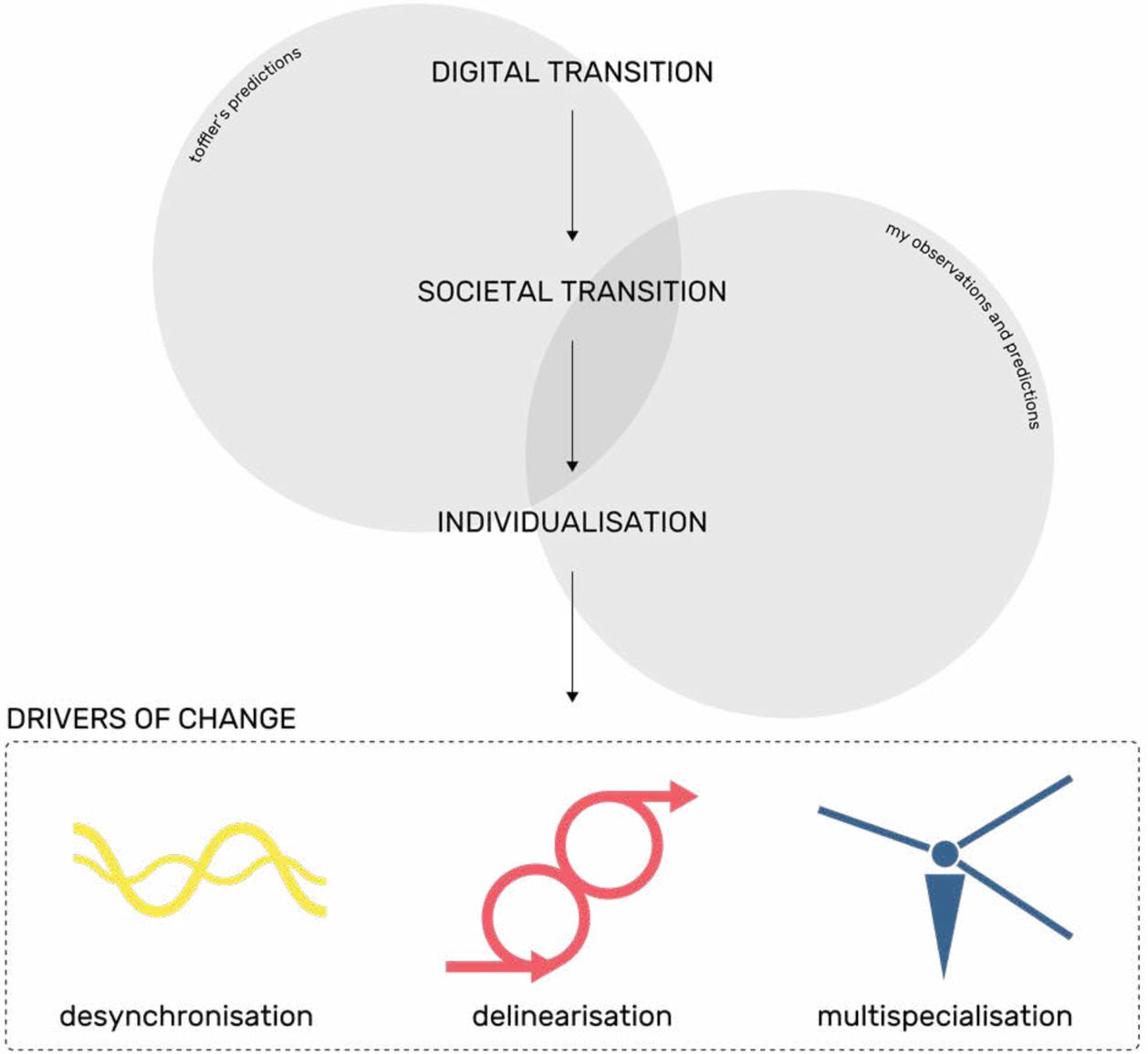
RETHINKING URBAN DESIGN IN LIGHT OF THE DIGITAL TRANSITION

Kevin Hollander

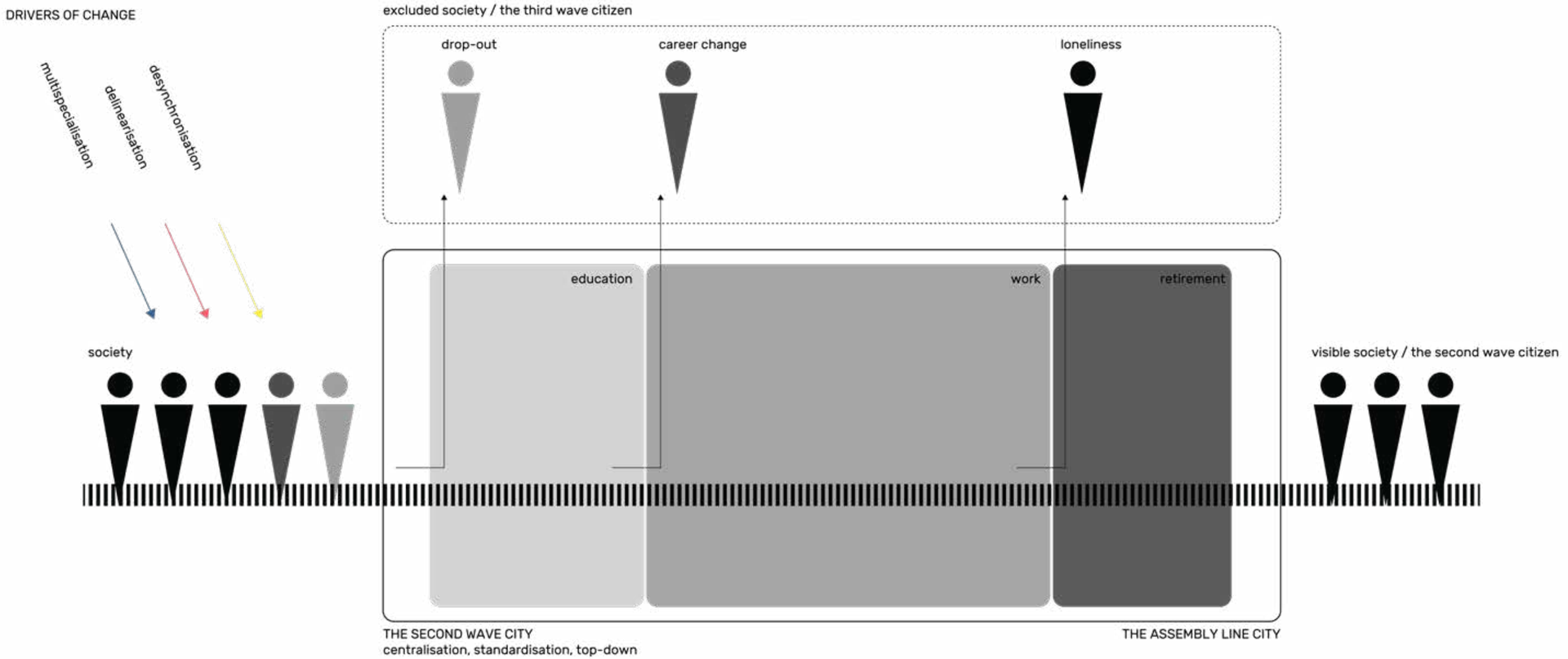
THE DIGITAL TRANSITION

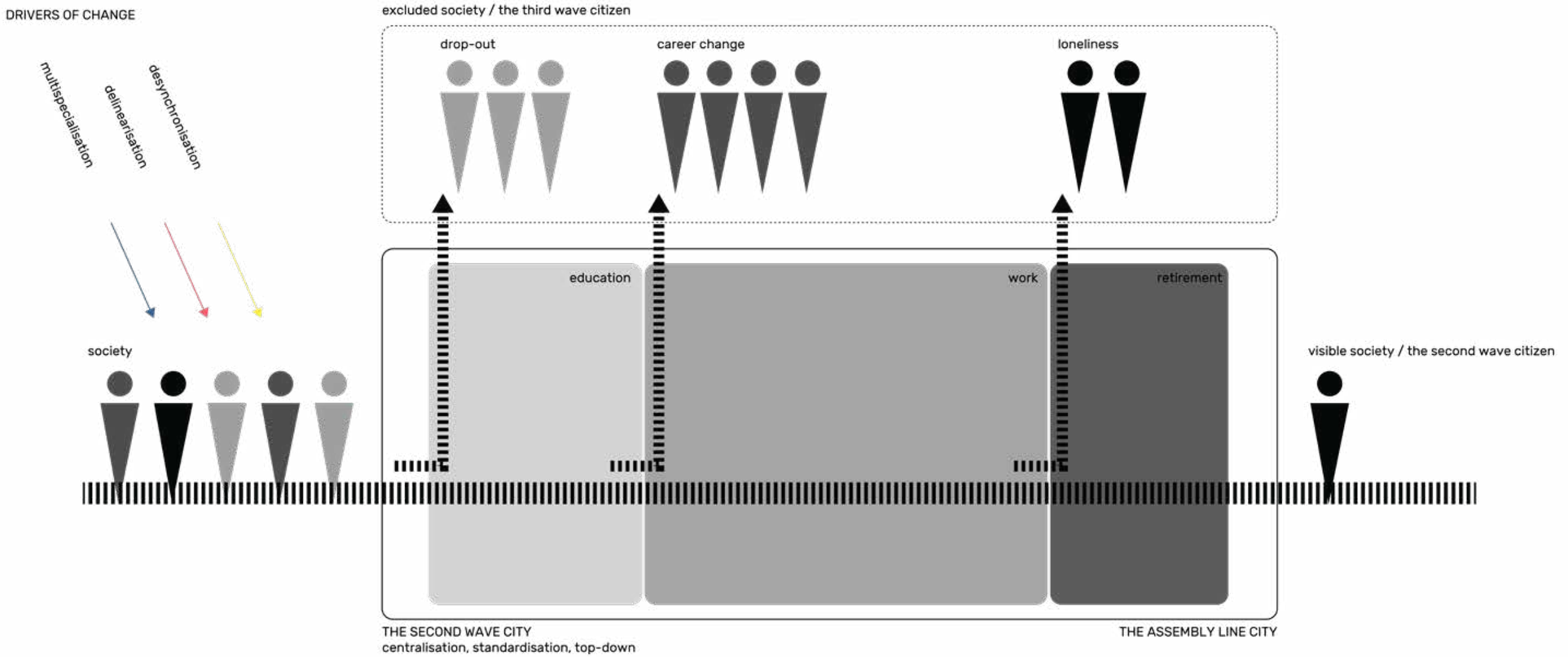


source of fascination: The Third Wave (1980), Alvin Toffler


toffler's predictions
DIGITAL TRANSITION
SOCIETAL TRANSITION
INDIVIDUALISATION
my observations and predictions
DRIVERS OF CHANGE
desynchronisation
delinearisation
multispecialisation

HYPOTHESIS


DRIVERS OF CHANGE
multispecialisation
delinearisation
desynchronisation
excluded society / the third wave citizen
drop-out
career change
loneliness
education
work
retirement
society
visible society / the second wave citizen
THE SECOND WAVE CITY
centralisation, standardisation, top-down
THE ASSEMBLY LINE CITY


DRIVERS OF CHANGE
multispecialisation
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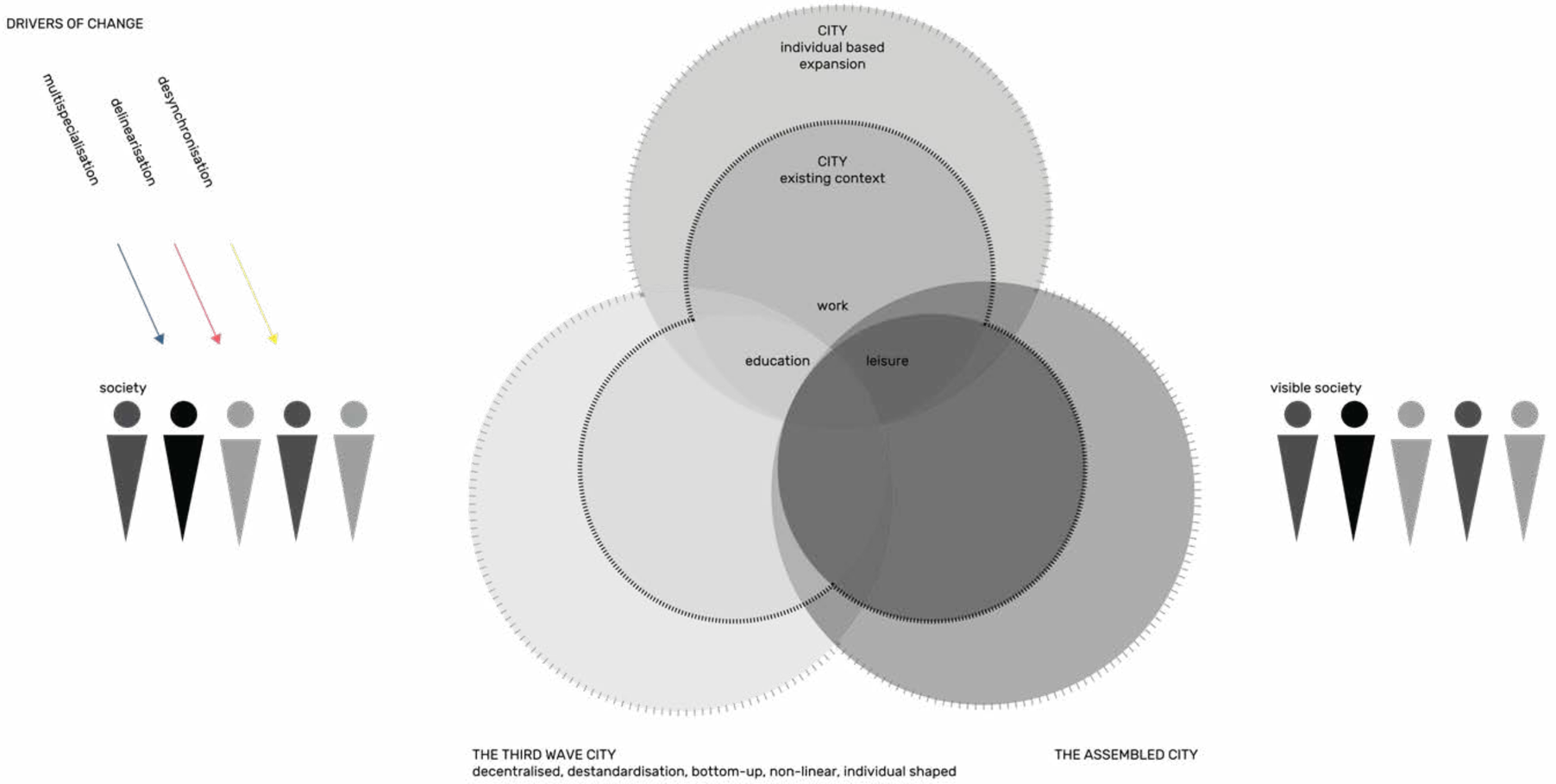
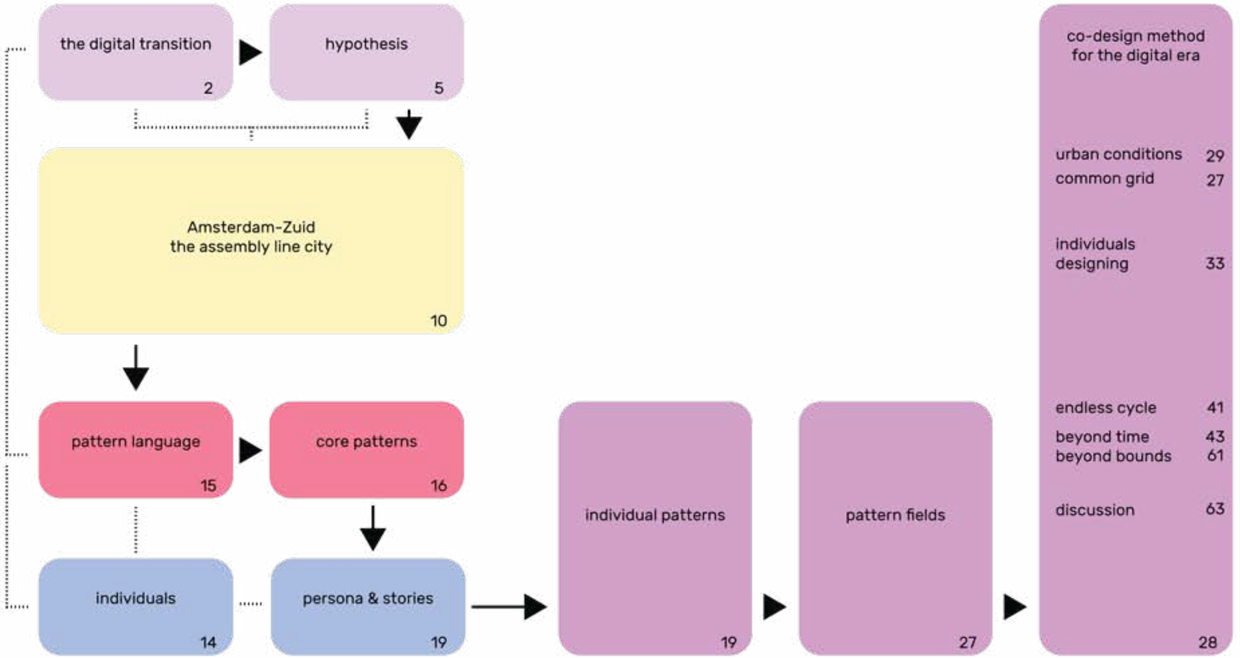
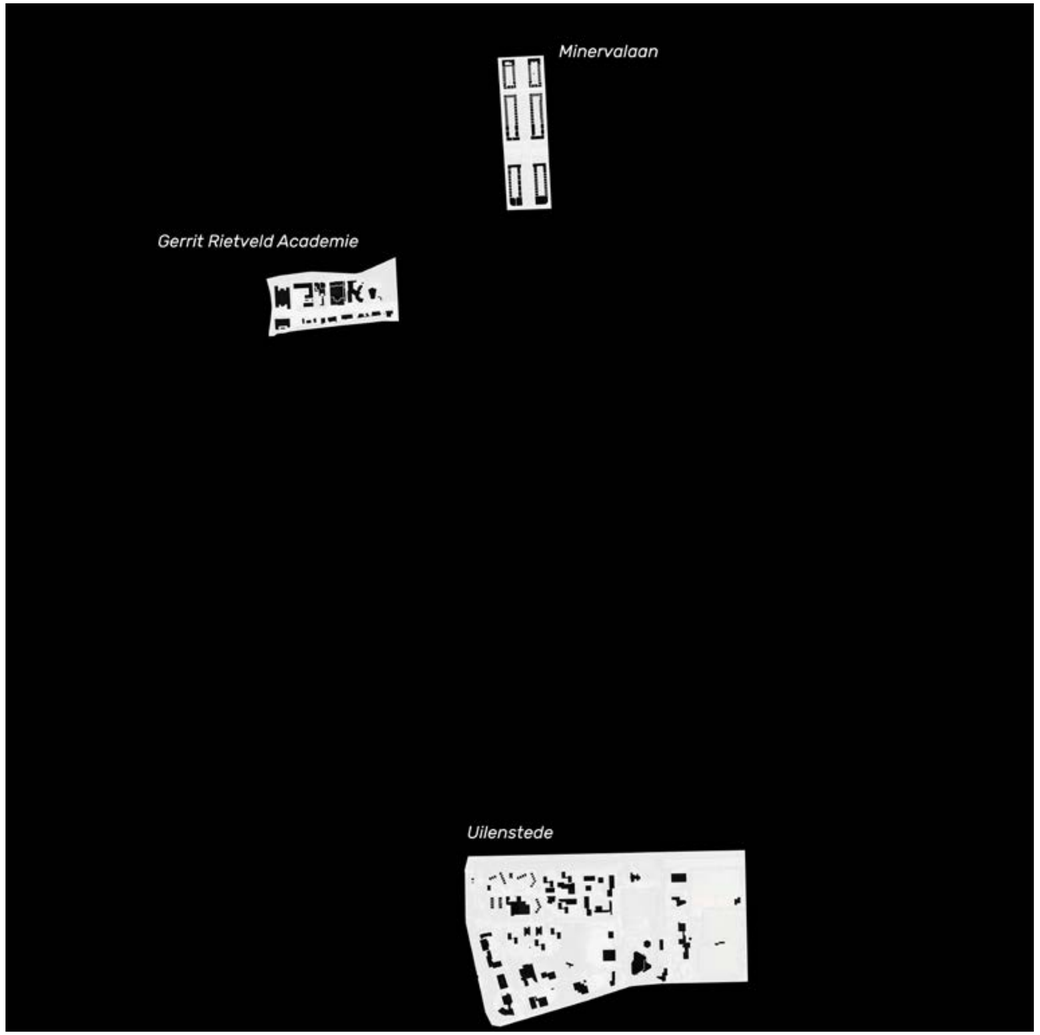

DRIVERS OF CHANGE
multispecialisation
delinearisation
desynchronisation
society
CITY
individual based
expansion
CITY
existing context
work
education
leisure
visible society
THE THIRD WAVE CITY
decentralised, destandardisation, bottom-up, non-linear, individual shaped
THE ASSEMBLED CITY


the digital transition
2
hypothesis
5
Amsterdam-Zuid
the assembly line city
10
pattern language
15
core patterns
16
individuals
14
persona & stories
19
individual patterns
19
pattern fields
27
co-design method
for the digital era
urban conditions 29
common grid 27
individuals
designing 33
endless cycle 41
beyond time 43
beyond bounds 61
discussion 63
28

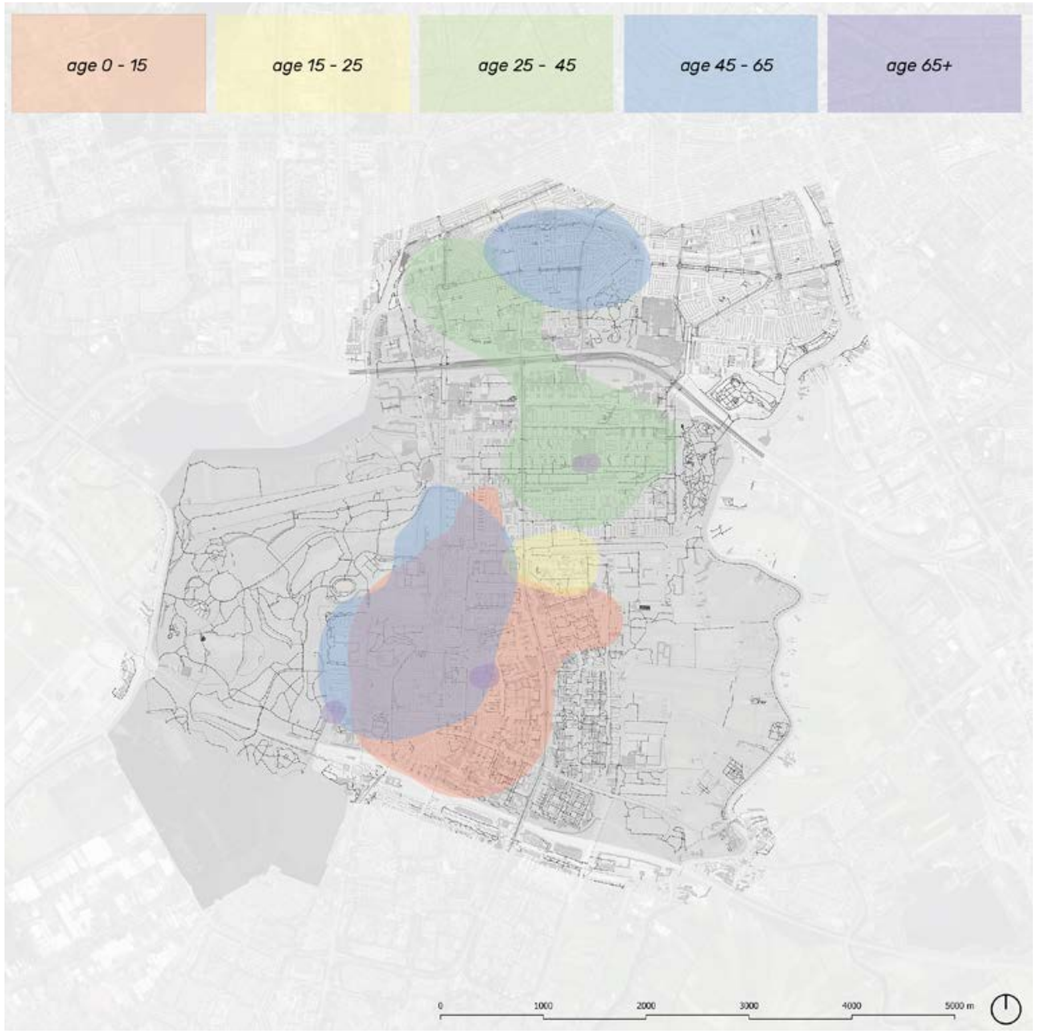
STATUS QUO

Amsterdam-Zuid, an assembly line city



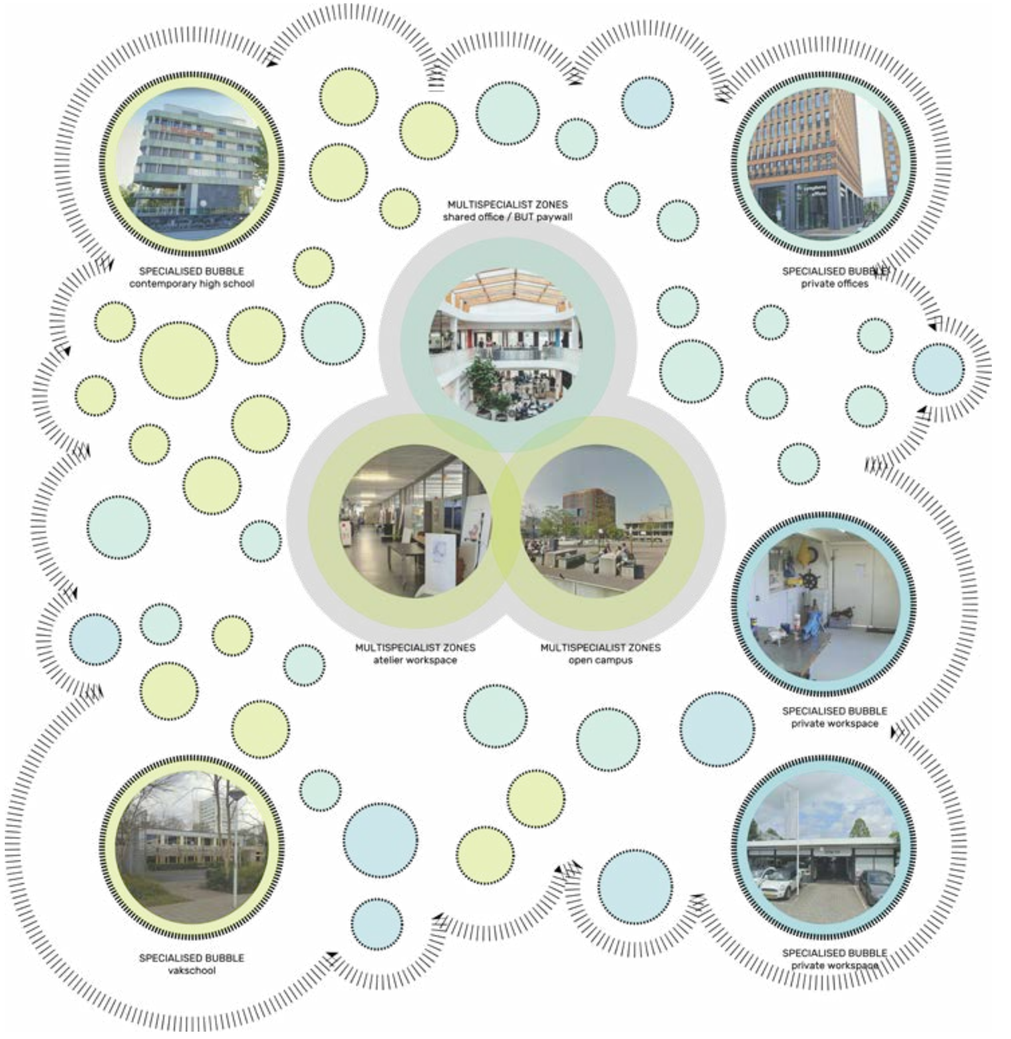
majority
space determines behaviour

minority
individual behaviour determines space


age 0 - 15
age 15 - 25
age 25 - 45
age 45 - 65
age 65+
0
1000
2000
3000
4000
5000 m

safety
play
quiet
affordable
sharing
hectic
density
quiet
private space
ground floor

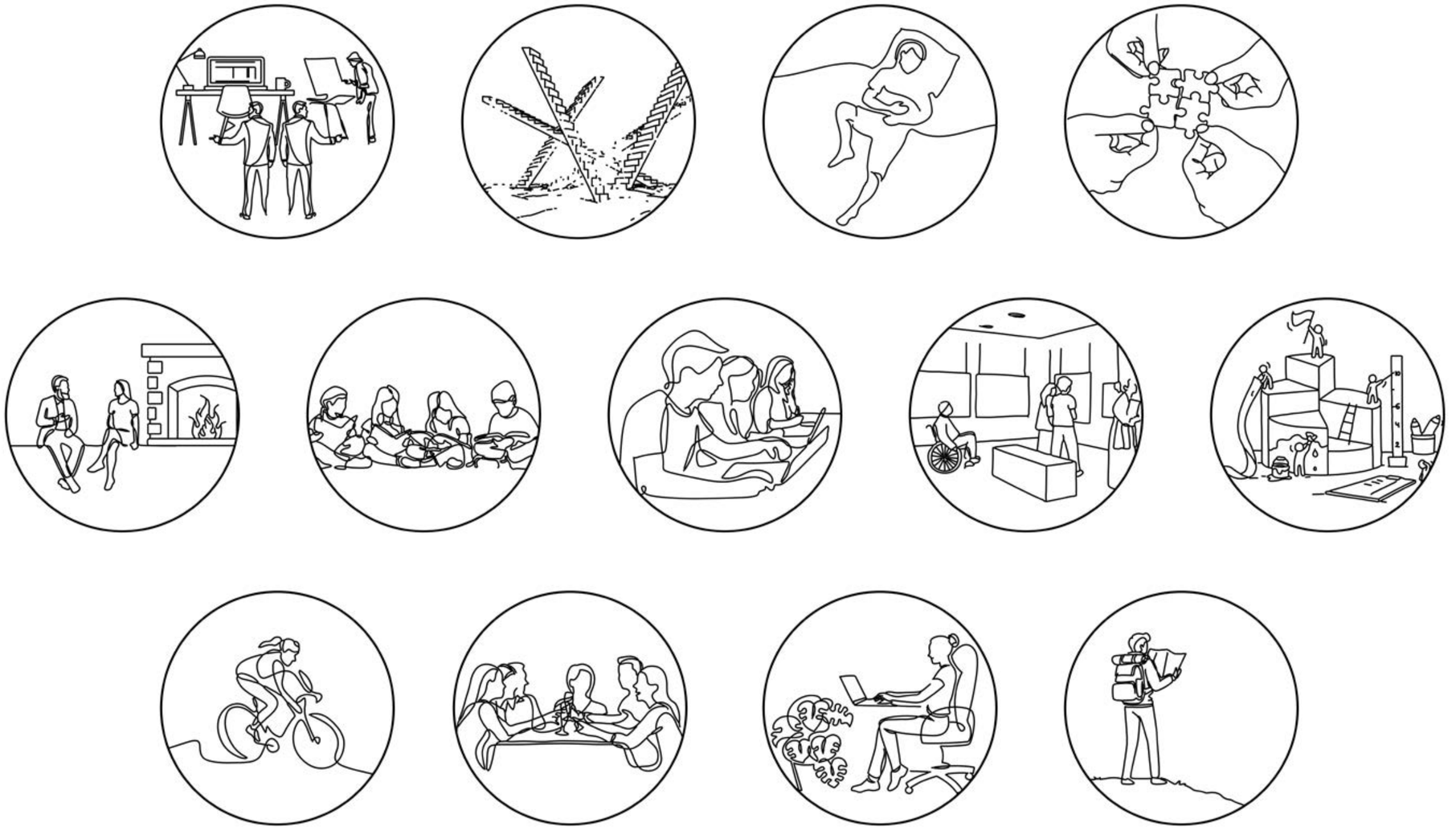
0
1000
2000
3000
4000
5000 m


MULTISPECIALIST ZONES
shared office / BUT paywall
SPECIALISED BUBBLE
contemporary high school
SPECIALISED BUBBLE
private offices
MULTISPECIALIST ZONES
atelier workspace
MULTISPECIALIST ZONES
open campus
SPECIALISED BUBBLE
private workspace
SPECIALISED BUBBLE
vakschool
SPECIALISED BUBBLE
private workspace

INDIVIDUALS
INDIVIDUALS
INDIVIDUALS

pattern language
for co-creation

CORE PATTERNS



the core patterns, see booklet

DESYNCRHONISATION

2

WORK WHEREVER YOU WANT

STATEMENT

Creating many different types of public working spaces will improve the quality of life.

CLARIFICATION

Everyone will work in a different way depending on the work they do. And even if people do similiar types of work, depending on their state of mind or even how they grew up, an individual could ask for a very different space.

SOLUTION

When designing an area always observe what types of working spaces there already are. What is missing for other types of individuals? Discuss what kind of spaces are needed and find a place for them within the city.

URBAN CONDITIONS

- clustering of individuals
- close to high volume traffic
- useful to be close to shared transport (5)

DELINEARISATION

9

THE FIRESIDE CHAT

STATEMENT

People will be able to learn at any stage of their lives if there are places in the city where everyone is able to have discussion in any form with others.

CLARIFICATION

To learn we need to interact with each other, discussion, listening, presenting. It is all part of the lifelong learning lifestyle, but to properly do so. We will need spaces where these activities are facilitated. These places should be public.

SOLUTION

Create spaces dedicated to discussion. This could be as grand as an aula, but theres also smaller forms such as a simple table in cafeteria.

URBAN CONDITIONS

- high urban density
- high volume of traffic in vicinity
- comfortable environment

MULTISPECILIZATION

10

EXPLORING THE UNKNOWN

STATEMENT

Giving citizens public tools will lead to people using tools in their own creative way and help develop new fields of knowledge.

CLARIFICATION

Offering people tools allows them to their explore and develop their interest in their own way. While a tool might facilitate a specific individual. Others might figure out other ways to use these tools to their benefit.

SOLUTION

Create spaces that offer public tools, these tools might be targeted towards a specific type of individual, but by making these tools public. Others might find a different way of using them to the best of their ability.

URBAN CONDITIONS

- urban density
- easy access

the core patterns, see booklet

STORYTELLING
AS DESIGN METHOD

Richard the Creative

Richard is a creative person, as part of his life he designs and produces handmade guitars. He has a portfolio online which shows the different designs he has made so far. This has always been more of a hobby for Richard. He works four days of the week at an office. One day he always reserves for something else. When there is demand for a custom designed guitar he dedicates this day to that. At this specific stage of his life he has found an interested client in the area of Amsterdam Zuid.

Richard lives outside the city, but on this specific day he finds himself inside an apartment near the area. It is a tiny house, it only has a bed and shower, but it is all he needs. It is close to his working space for his hobby and all other facilities he needs can be found in the area.

(3) live however you want

added urban conditions
- *kitchen in the area*
- *living room in the area*

Richard lives outside the city, but on this specific day he finds himself inside an apartment near the area. It is a tiny house, it only has a bed and shower, but it is all he needs. It is close to his working space for his hobby and all other facilities he needs can be found in the area.

(3) live however you want
(4) all individuals eat
(9) the fireside chat

added urban conditions
- *high density of tiny housing*

After breakfast Richard decides to head to his working space. For this he prefers to use a shared bicycle. Richard finds it healthy, and actually faster than grabbing the shared car with all the traffic jams.

(5) move however you want

added urban conditions
- *high density of tiny housing*
- *cycle infrastructure*

After parking his bike, he heads to the storage area. Richard ordered the materials he needed the day before . This area serves both as an storage area for materials, but also as an space where delivery drivers can drop off the material for people to work with.

(2) work wherever you want
(7) the new cloud workspace
(10 exploring the unknown

added urban conditions
- *creative industry in area*

After collecting his materials Richard heads towards his working space. He can already hear other people at work, there are people creating other instruments, but he also see a few creating what seems to be furniture.

(2) work wherever you want
(7) the new cloud workspace
(10) exploring the unknown
(11) a new synthesis

added urban conditions
- *creative industry in area*

Richard has actually already been working on this guitar for a while, and it was actually today he wished to discuss his prototype with his client. He meets his client and the client gives him a few minor pointers on what she wishes to have changed.

(2) work wherever you want

added urban conditions
- *easy access*

Richard orders a few minor components that he needs based on the discussion. These will be delivered to the storage area the next time he comes by to work on the final touches of the guitar.

(2) work wherever you want

added urban conditions
- *internet connectivity*

He leaves his prototype in a display cabinet, where passer-by's can admire his work and contact him if they ever are in need of his services.

(6) the public display cabinet

added urban conditions
- *slow traffic flow*
- *no noise*

It has been a long productive day for Richard, before heading home he heads to the local cafeteria. A ghost kitchen delivers his food here and he eats with others before heading home.

(4) all individuals eat
(9) the fireside chat

added urban conditions
- *not too much noise*

Richard grabs a shared bicycle for his way back home.

(5) move however you want

added urban conditions
- *high density of tiny housing*
- *cycle infrastructure*

Before heading back home Richard feels the need to release his remaining energy. He heads to the gym. Since Richard is only here for one day of the week, he does not have an active subscription. Instead this gym offers a pay per visit deal.

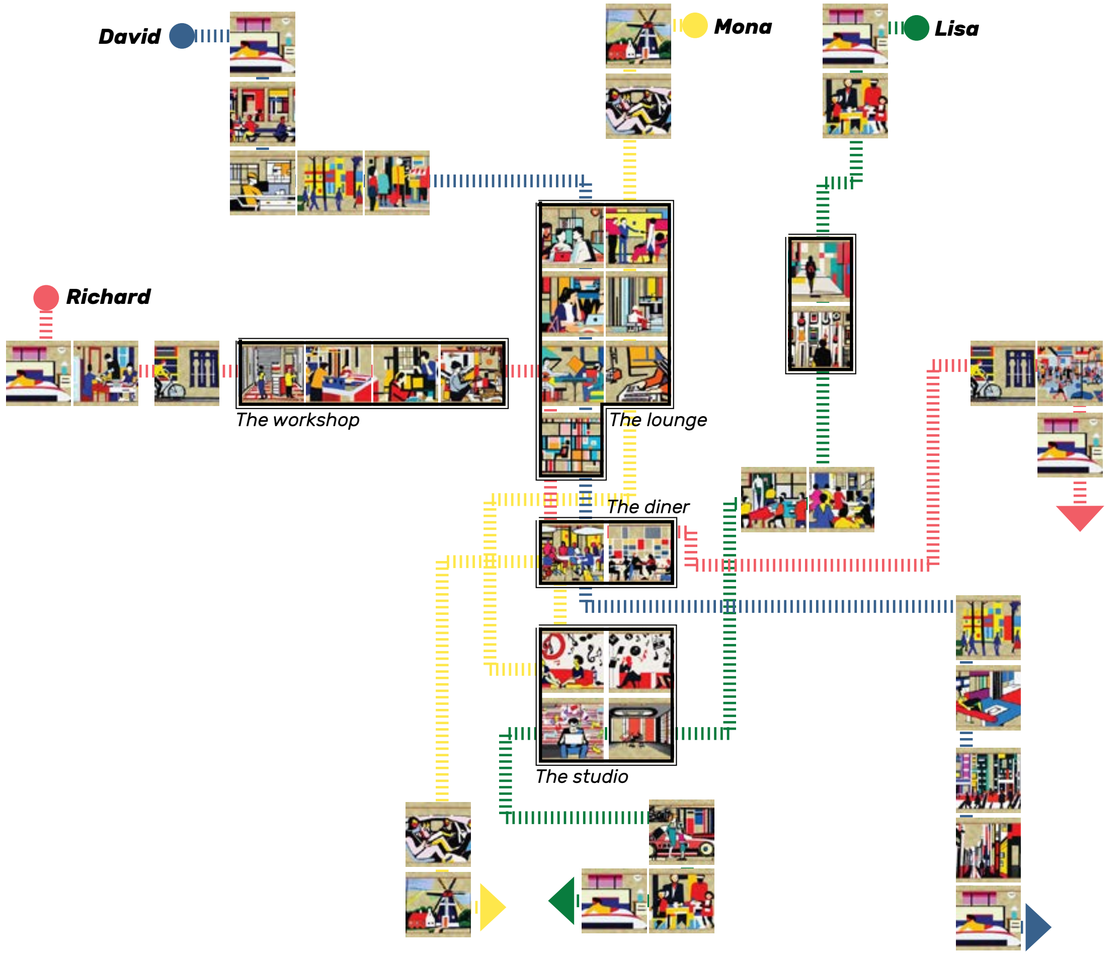
(4) all individuals eat

added urban conditions
- *high density of tiny housing*
- *visibility*

After working out, Richard has had enough for the day and heads home. Where his journey might lead towards tomorrow will be a mystery to us, but it will not be relevant for this area.

(3) live however you want

added urban conditions
- *kitchen in the area*
- *living room in the area*


David
Mona
Lisa
Richard
The workshop
The lounge
The diner
The studio

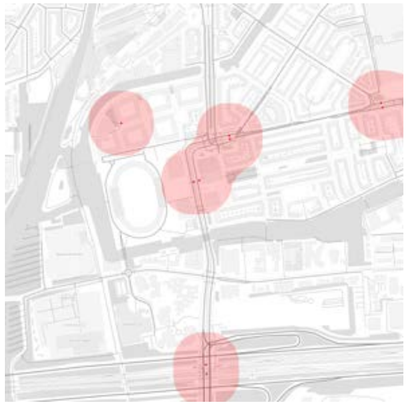
individuals
in the design process

urban conditions enable individuals

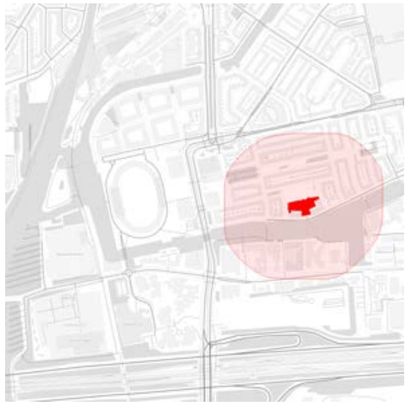
design statement 1

visibility

movement



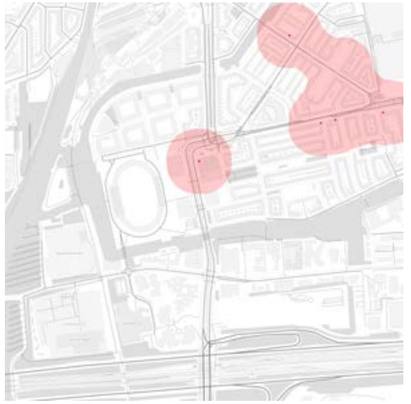
public transport



educational

free space

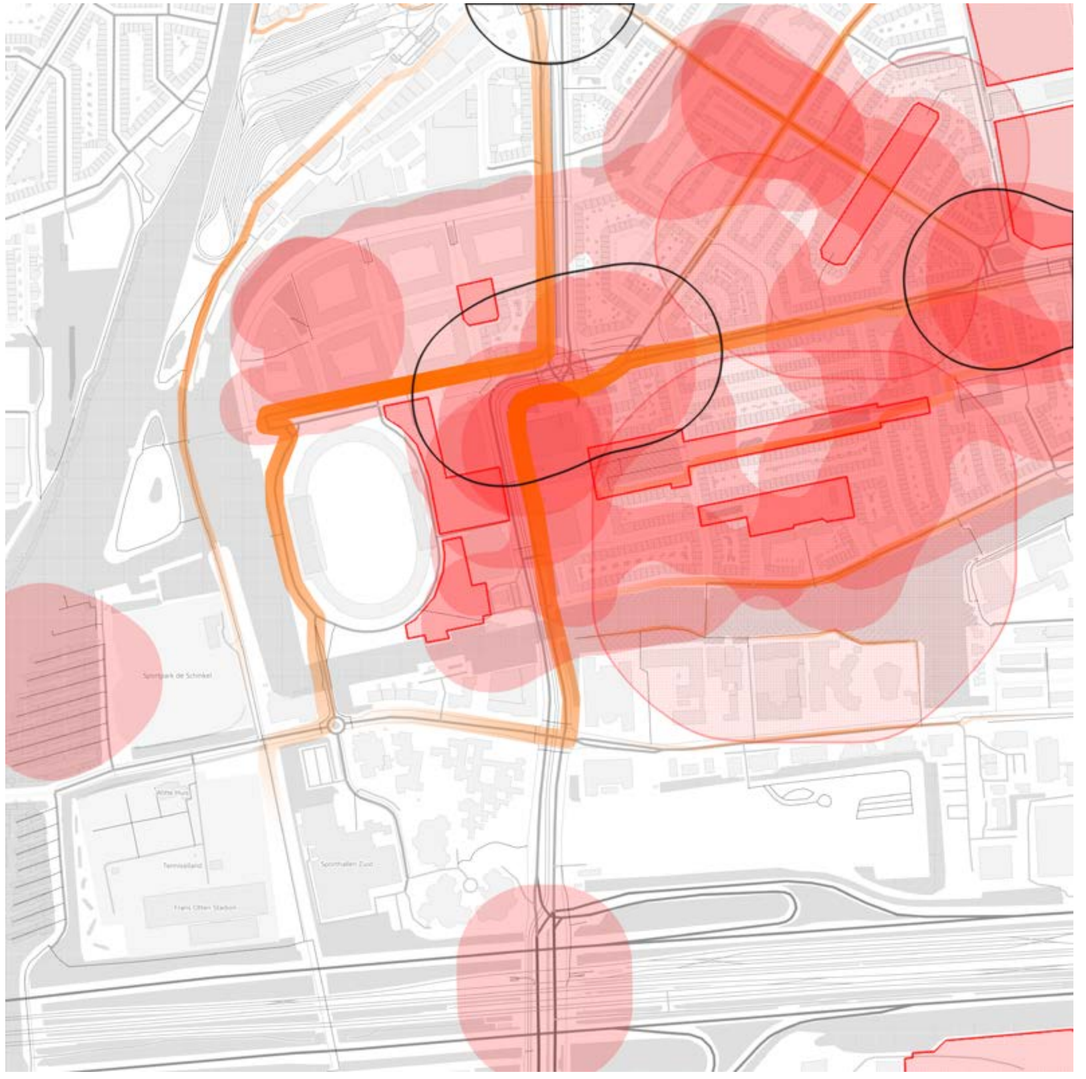
short stay

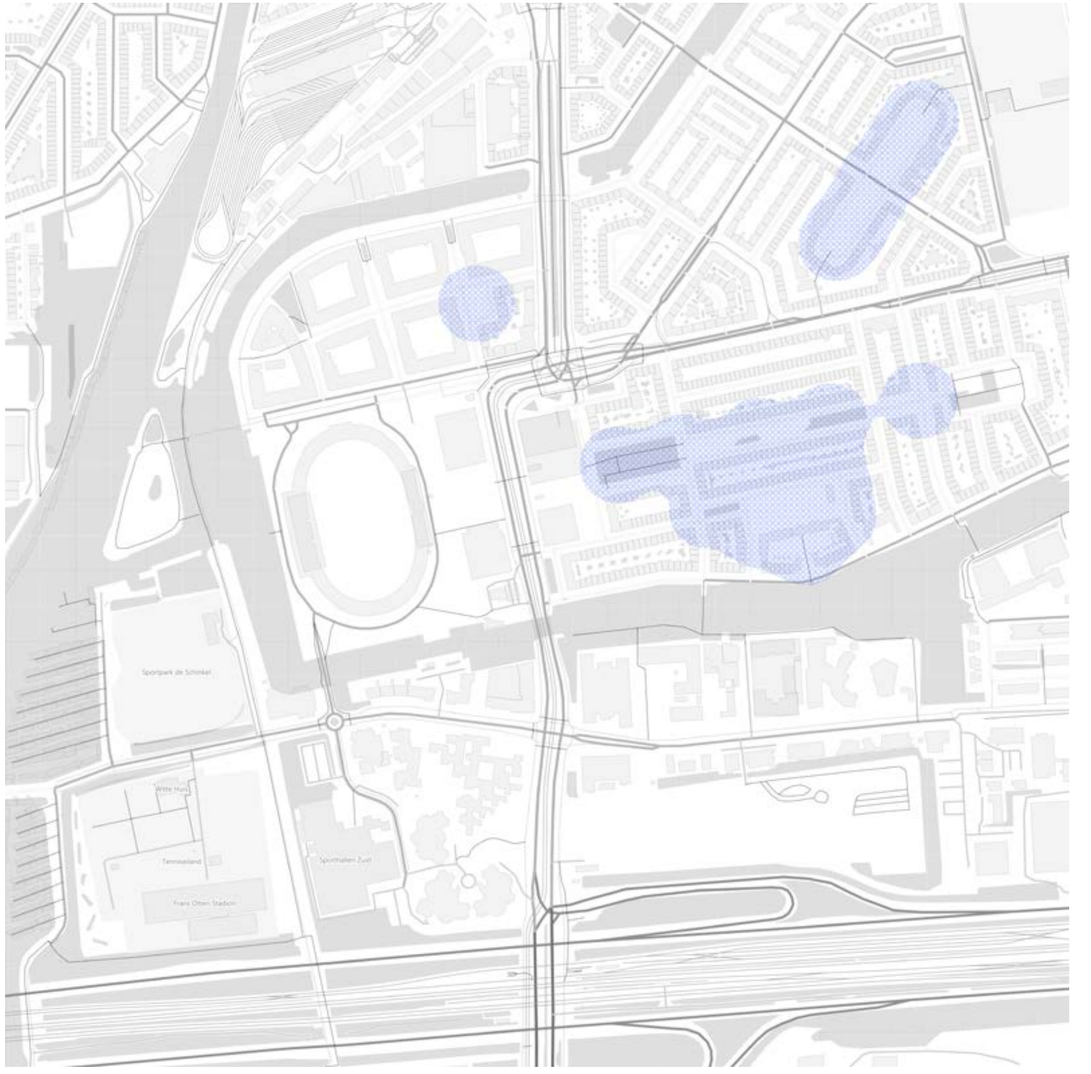


basic amenities

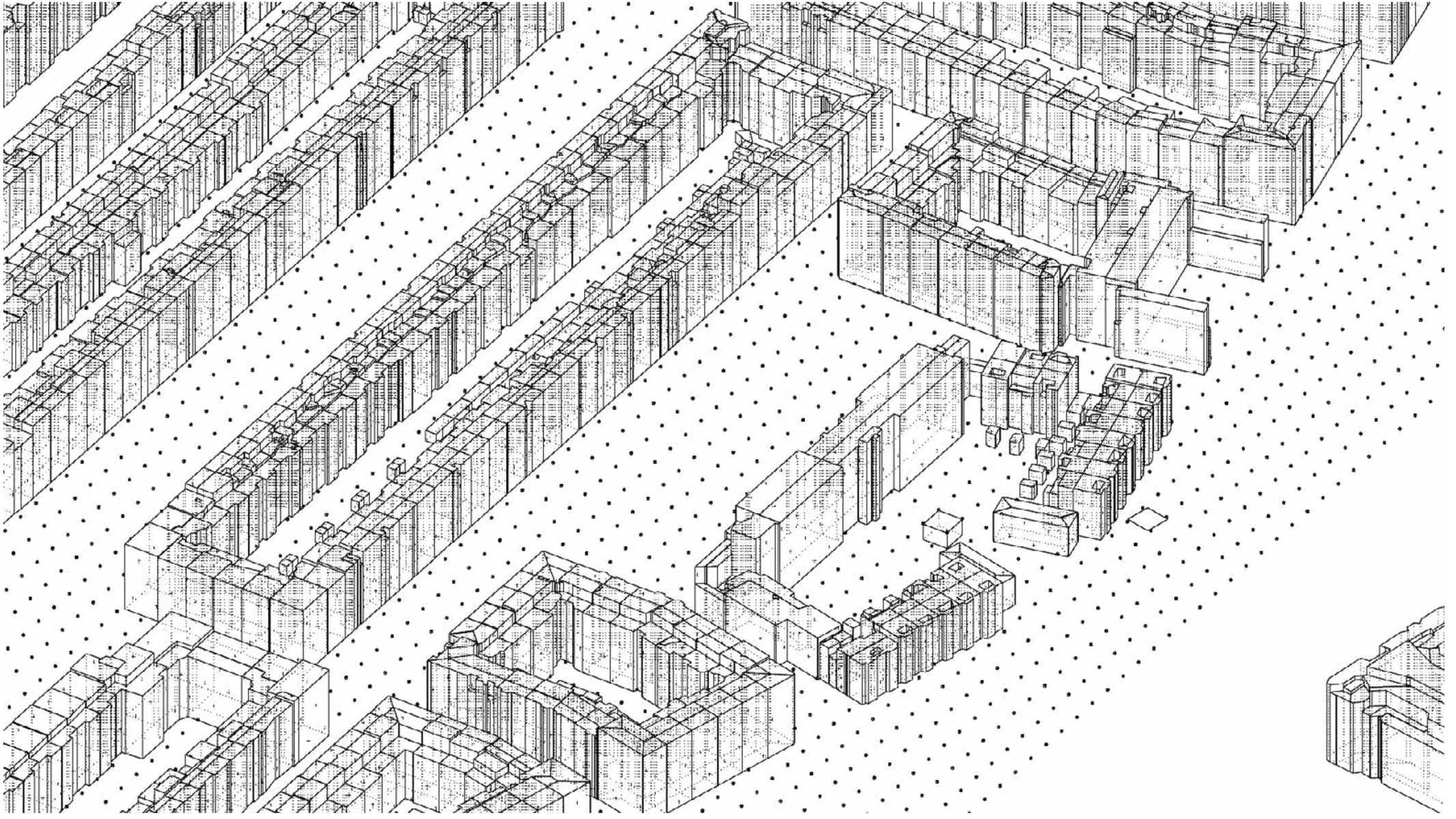
musical

urban conditions enable our individuals





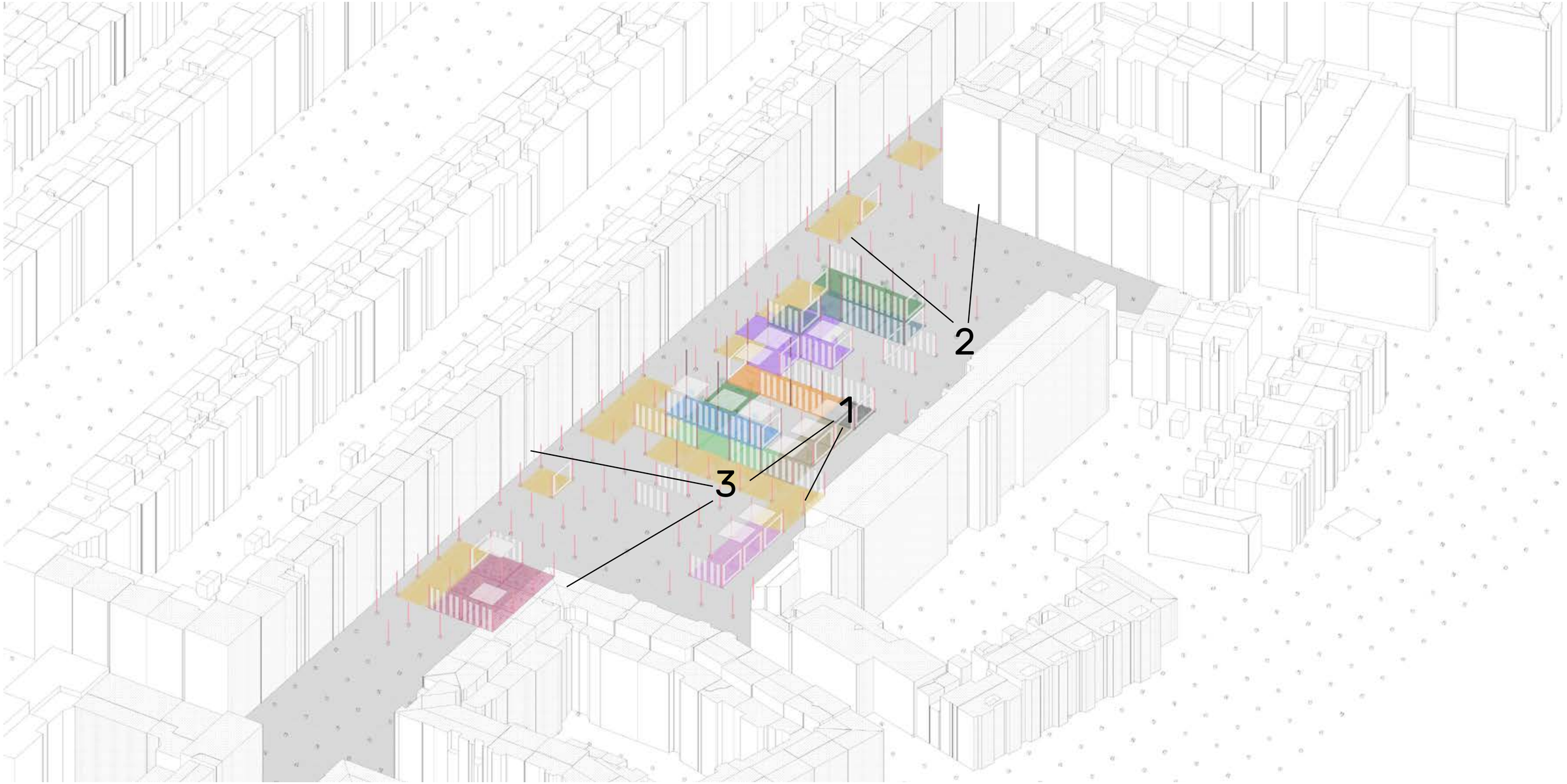
urban conditions enable our individuals



individuals give shape to public space

design statement 2

individuals give shape to public space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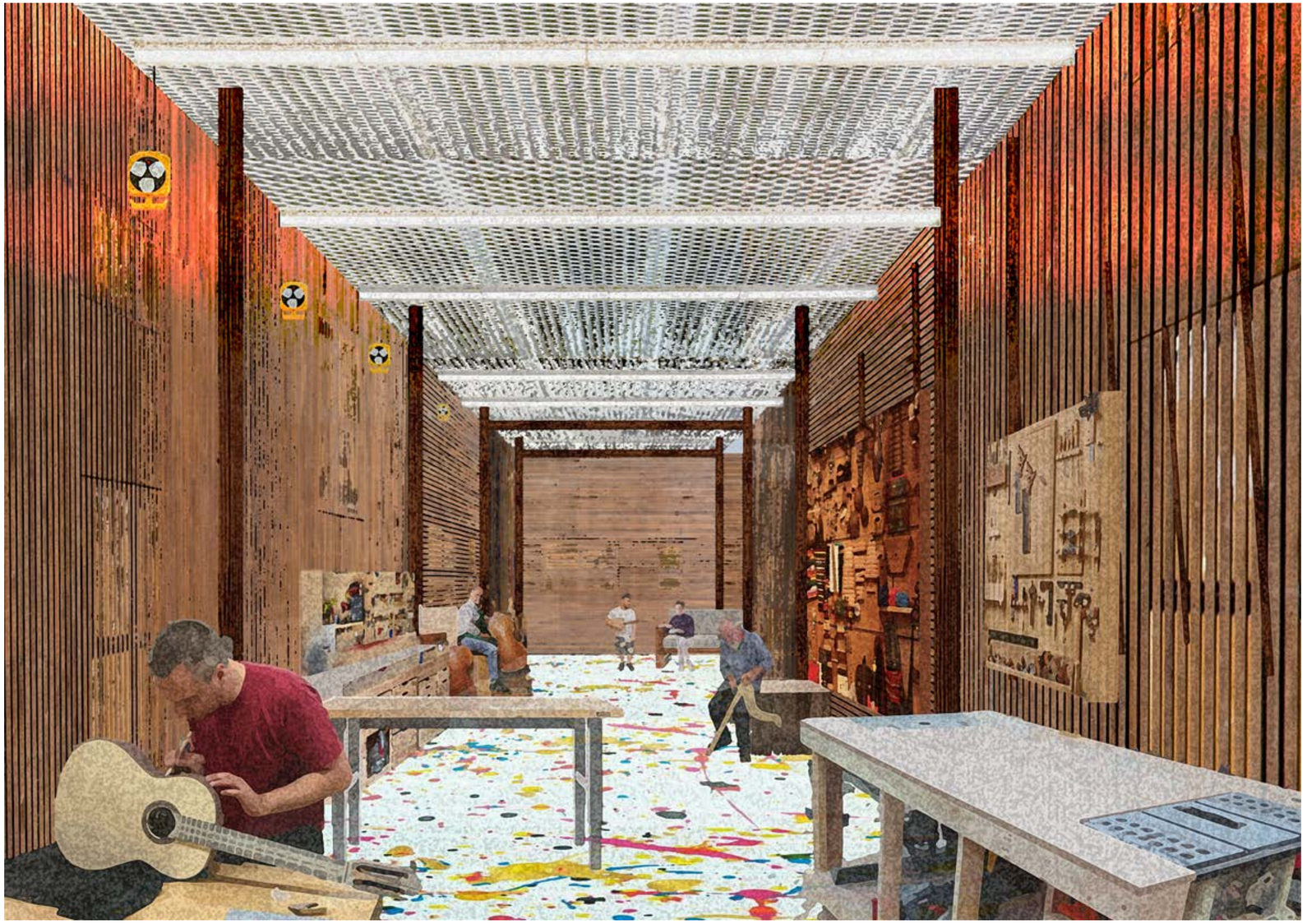
1
3

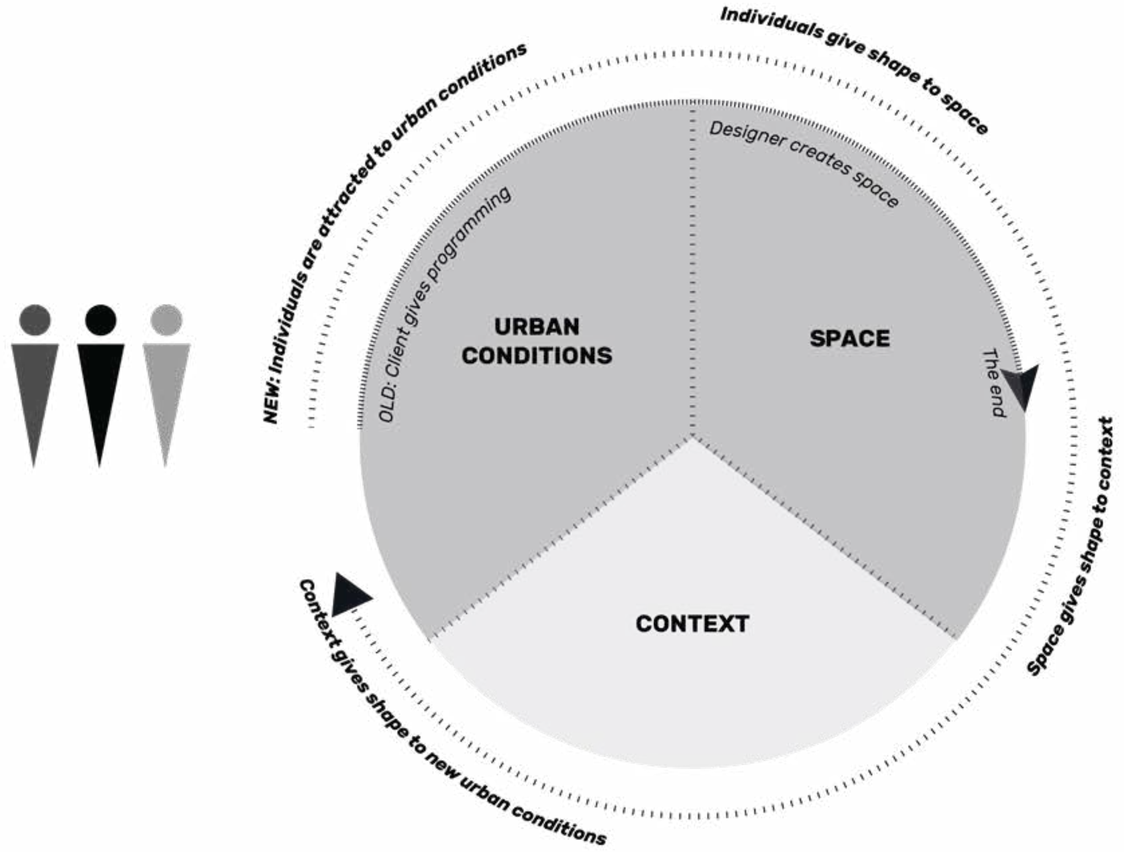


the end!

the end...?

the public space
shapes urban conditions

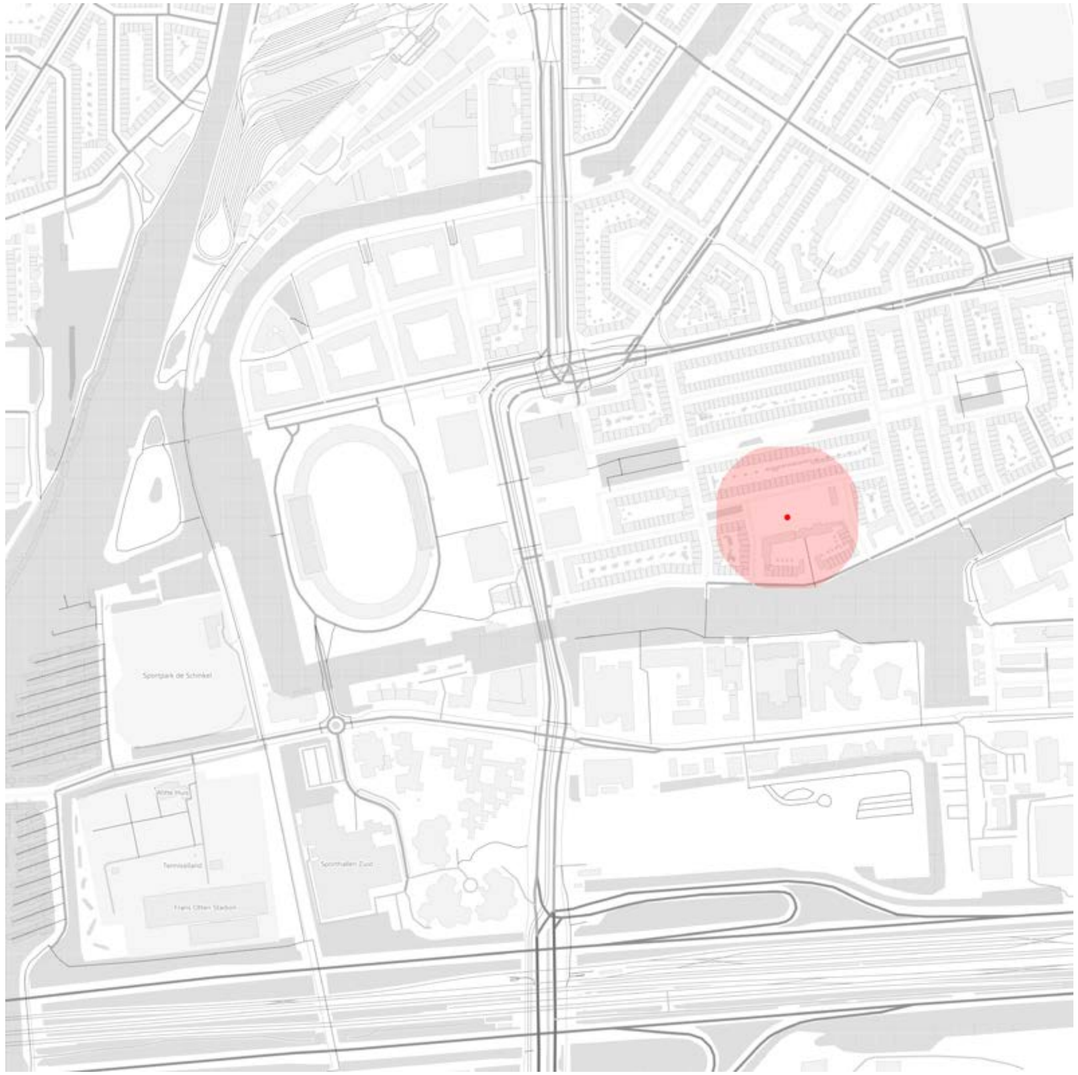
design statement 3



the public space shapes urban conditions, the cycle

future city design is transtemporal

design statement 4



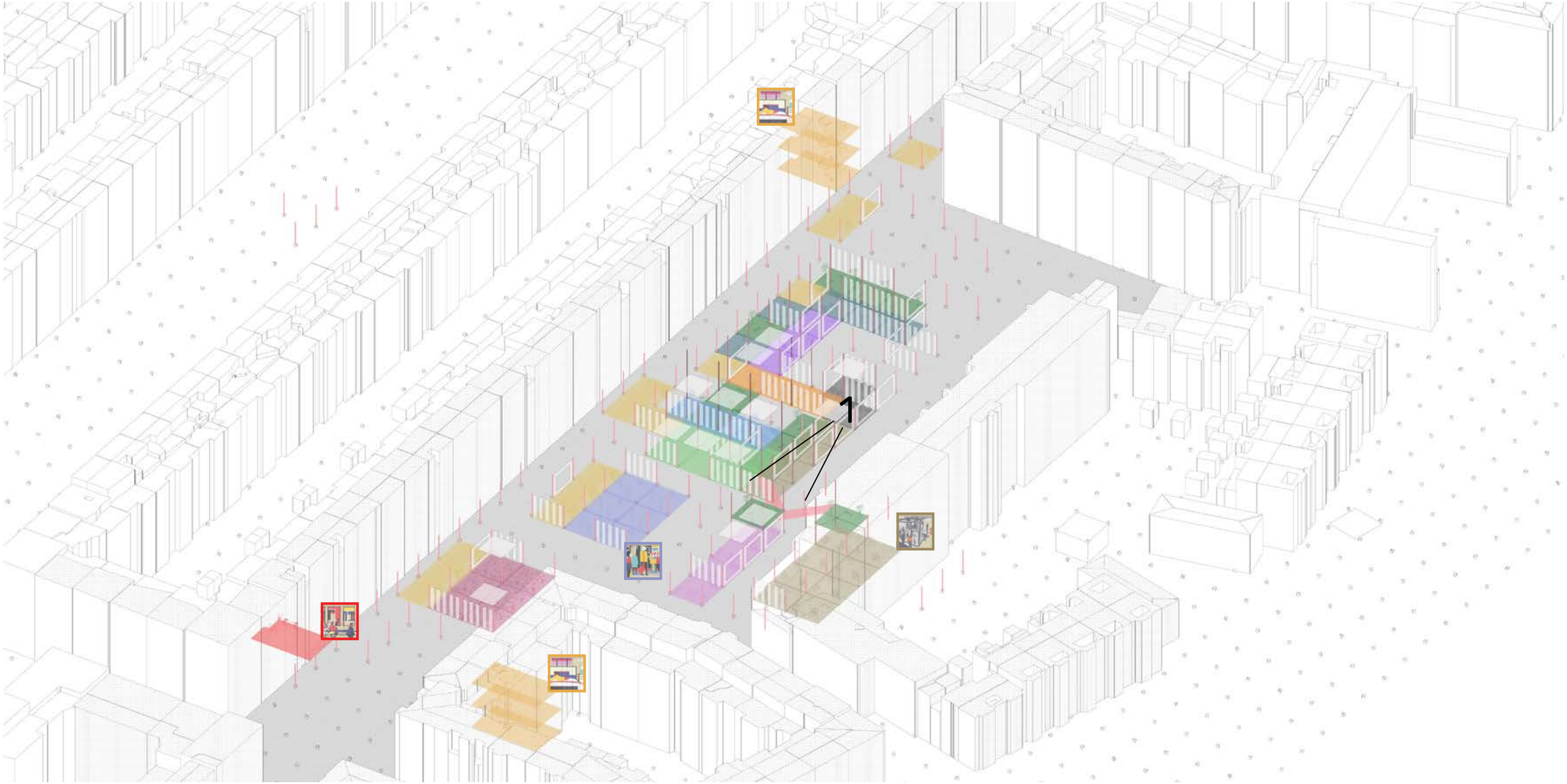
Alex the Crafter

Alex goes to school in the area. He likes to make his own furniture. He has made some small stuff in his home before using the tools he bought, but Alex really wants to make bigger objects and this is near impossible with what Alex has right now. One day he noticed the music makerspace in the area. While not perfect, he noticed that most of the tools could be used in a way to craft furniture. But with some minor changes the space could even evolve into a place perfect for Alex.

Alex usually works with small hand tools, but for a few things a 3D-printer would be perfect for the job. The current users also saw great benefits to having such a large 3D printer in the vicinity and together they decided to get one.

(2) work wherever you want
(7) the new cloud workspace
(10) exploring the unknown
(11) a new synthesis

added urban conditions
- *workspace in the area*
- *material shop in the area*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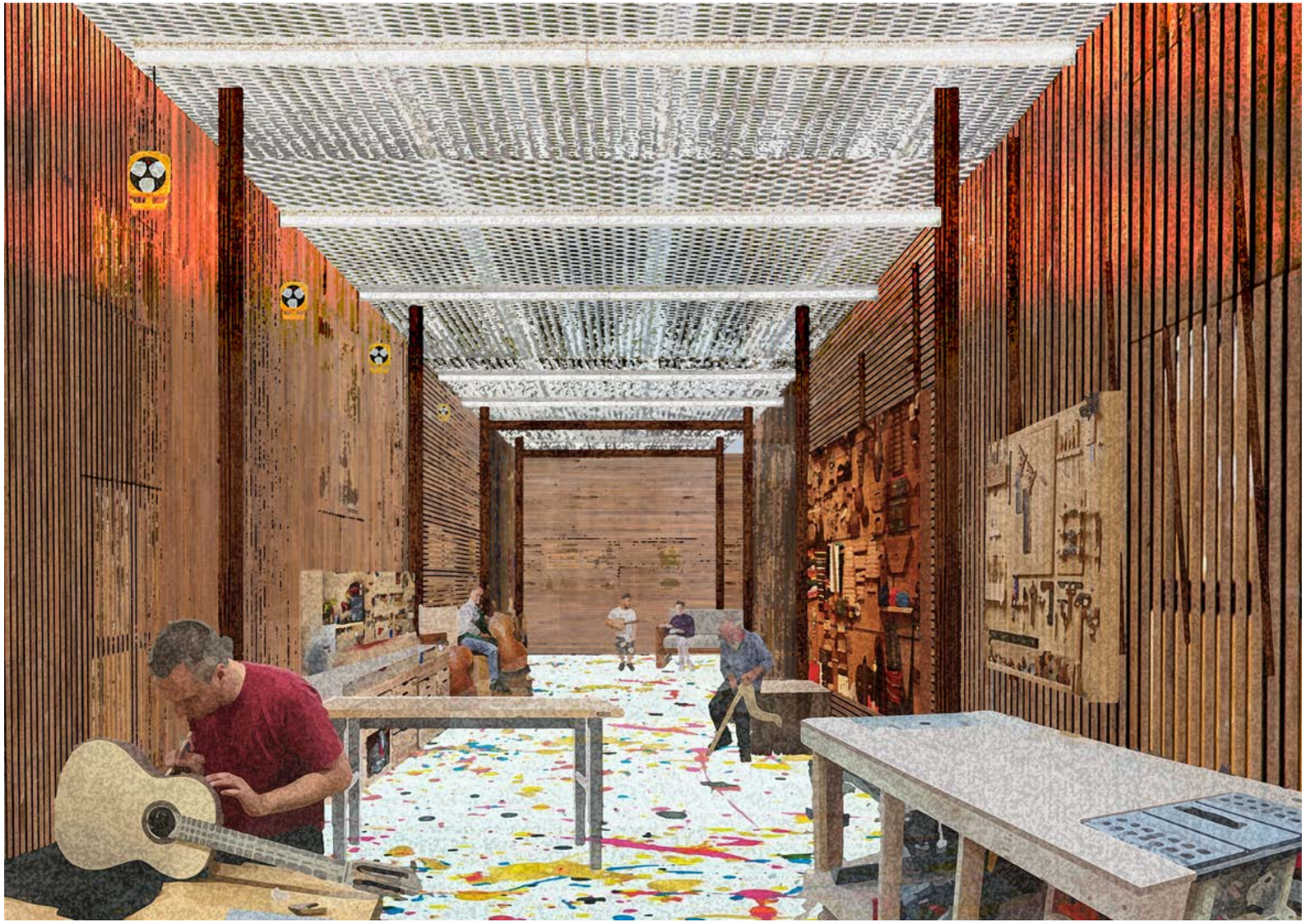
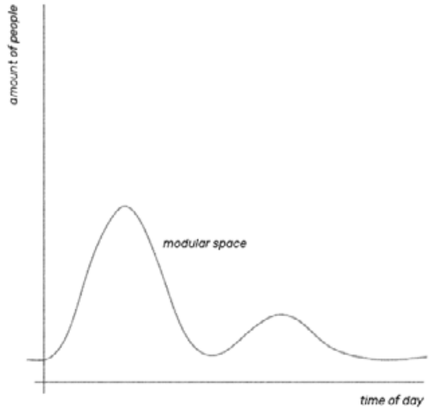
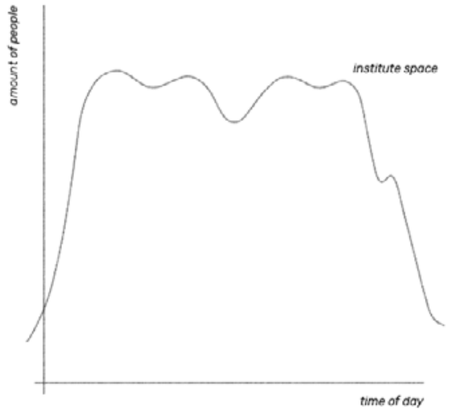


Ultimaker





Mona the Resourceful

Several now existing urban conditions have made Mona reconsider where she is currently living. Up and until today she always commuted to this area, but now she actually moves to this area and decides to integrate her life even more with the area, transforming part of this area into THE music-therapeutical cluster of Amsterdam-Zuid with other people. What she essentially did was transform her own pattern set, see figure XX, and in turn used this to reshape space.

FORMER

Mona used to commute from a village to this area using the shared car.

(5) move however you want

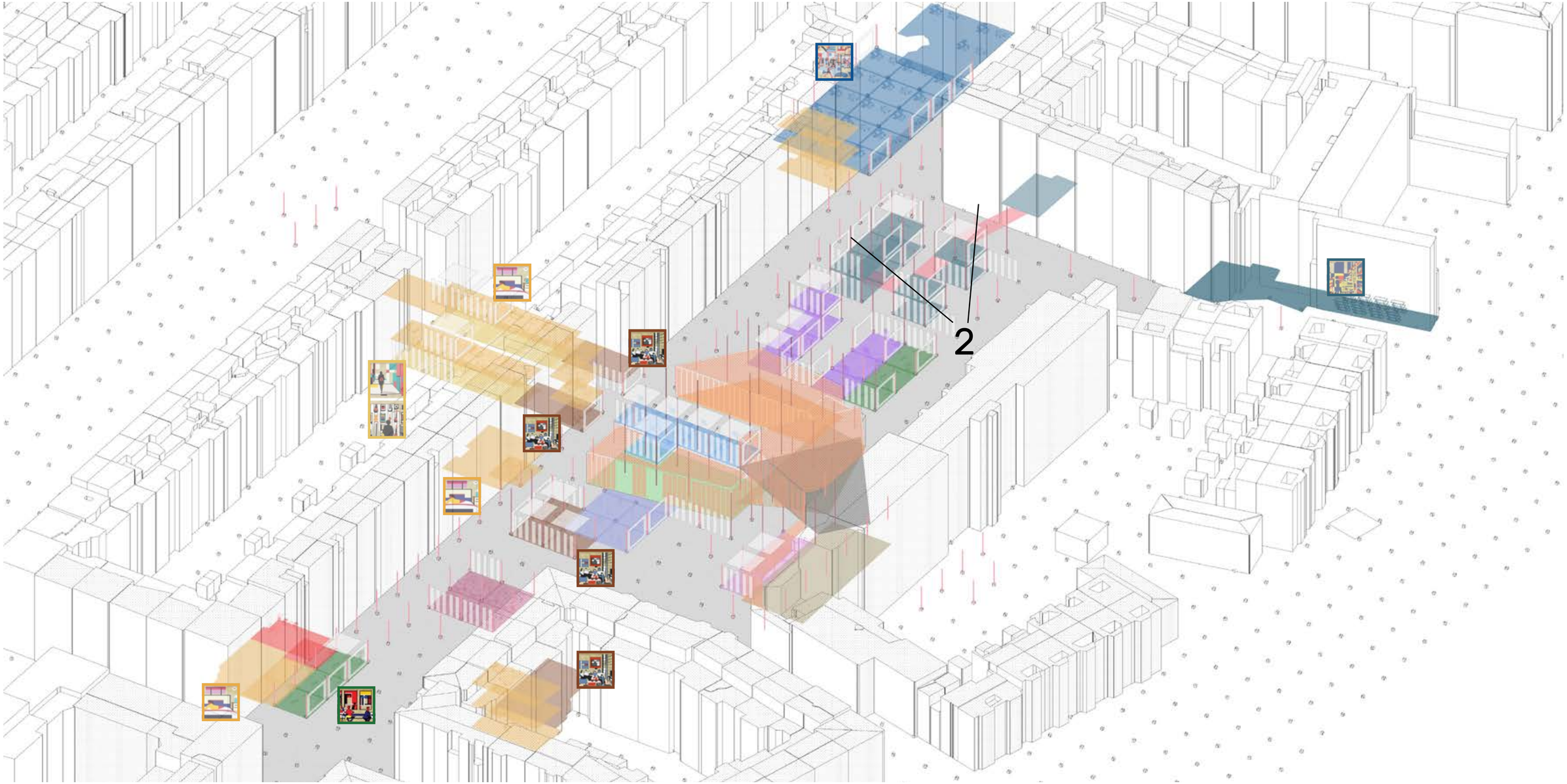
added urban conditions
- *commuters outside the city*

NOW

The urban conditions of this environment made her move here now and she is able to move to her workspace by foot.

(5) move however you want

added urban conditions
- *easy access*
- *walkable city*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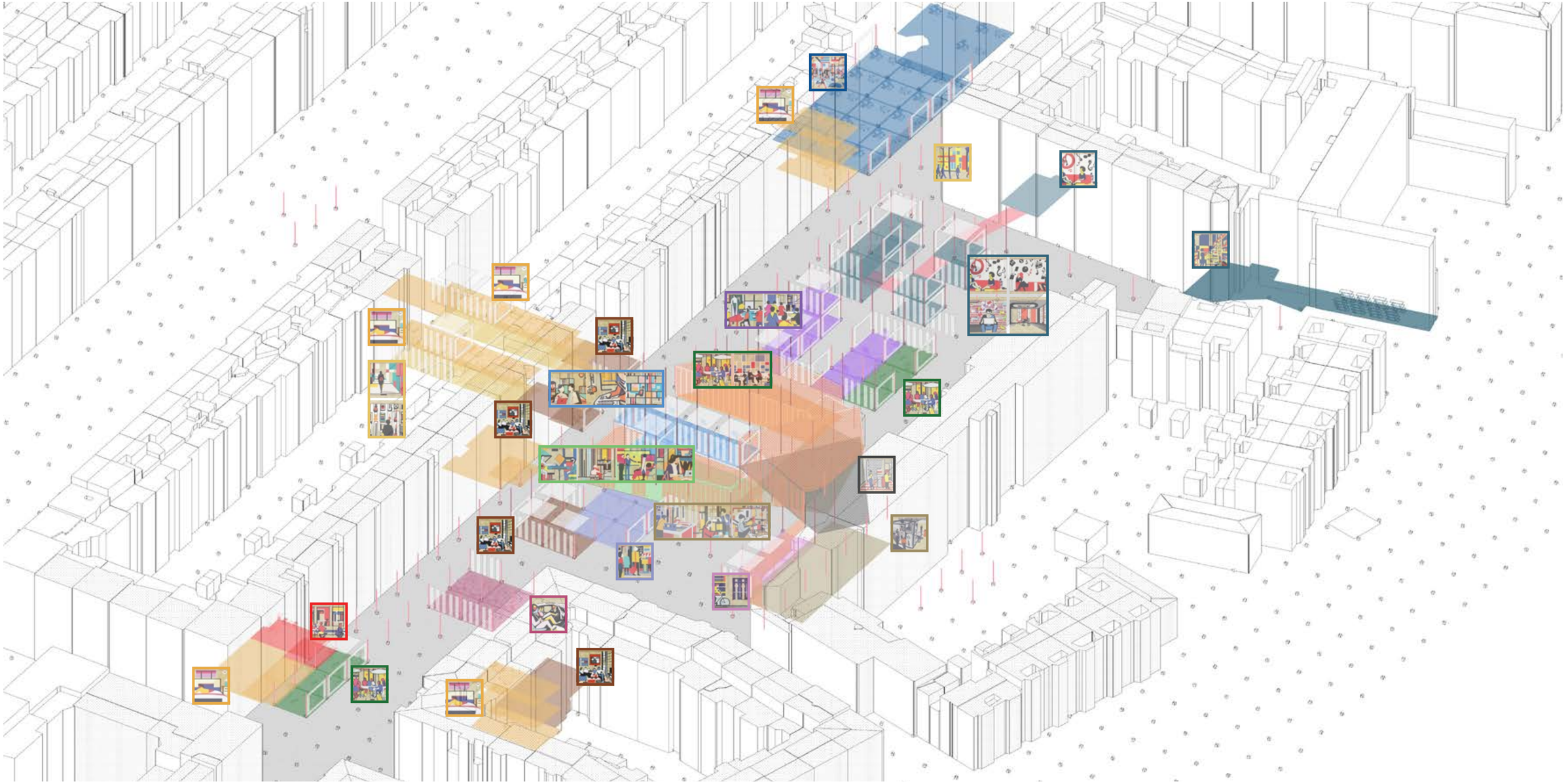
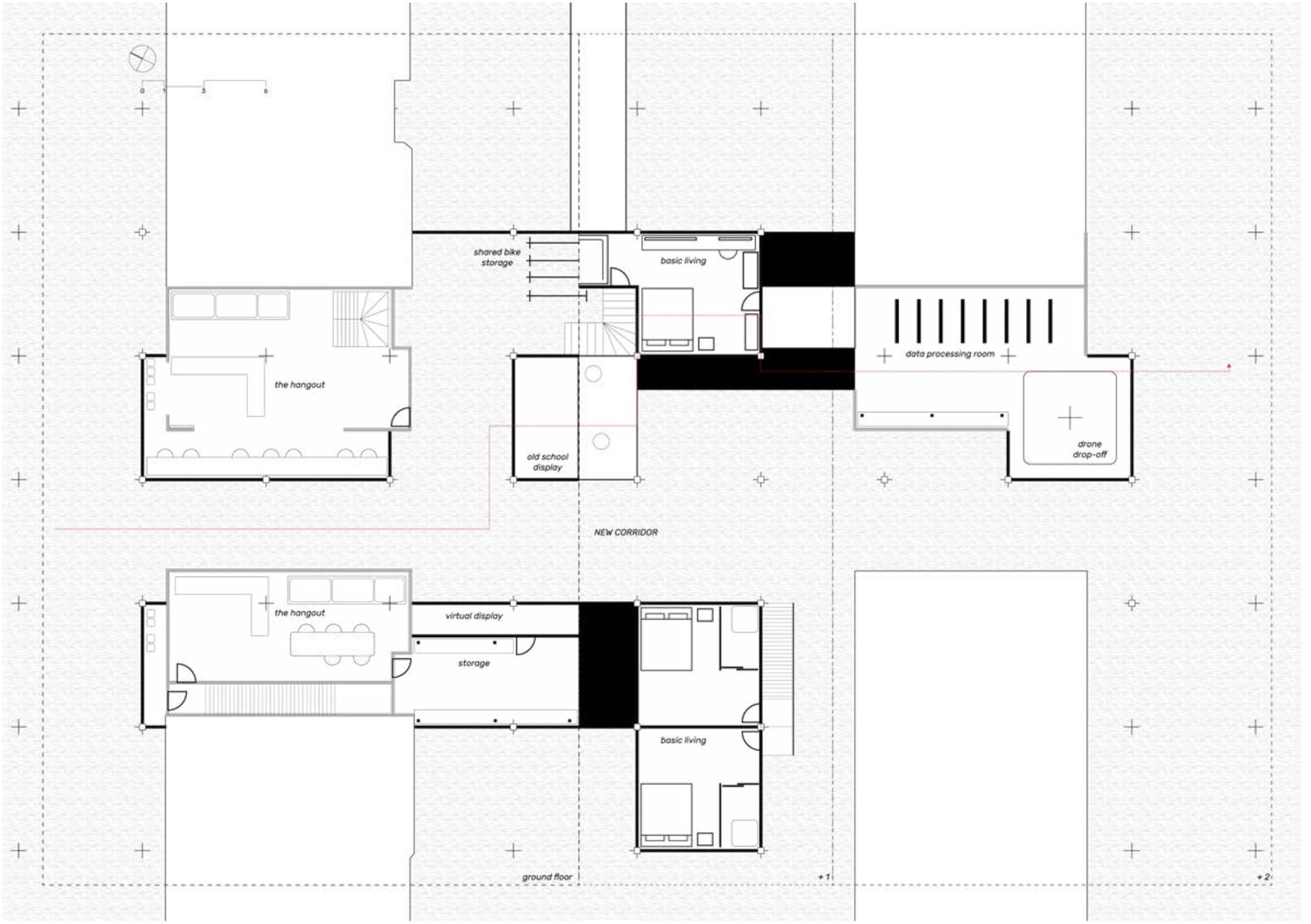
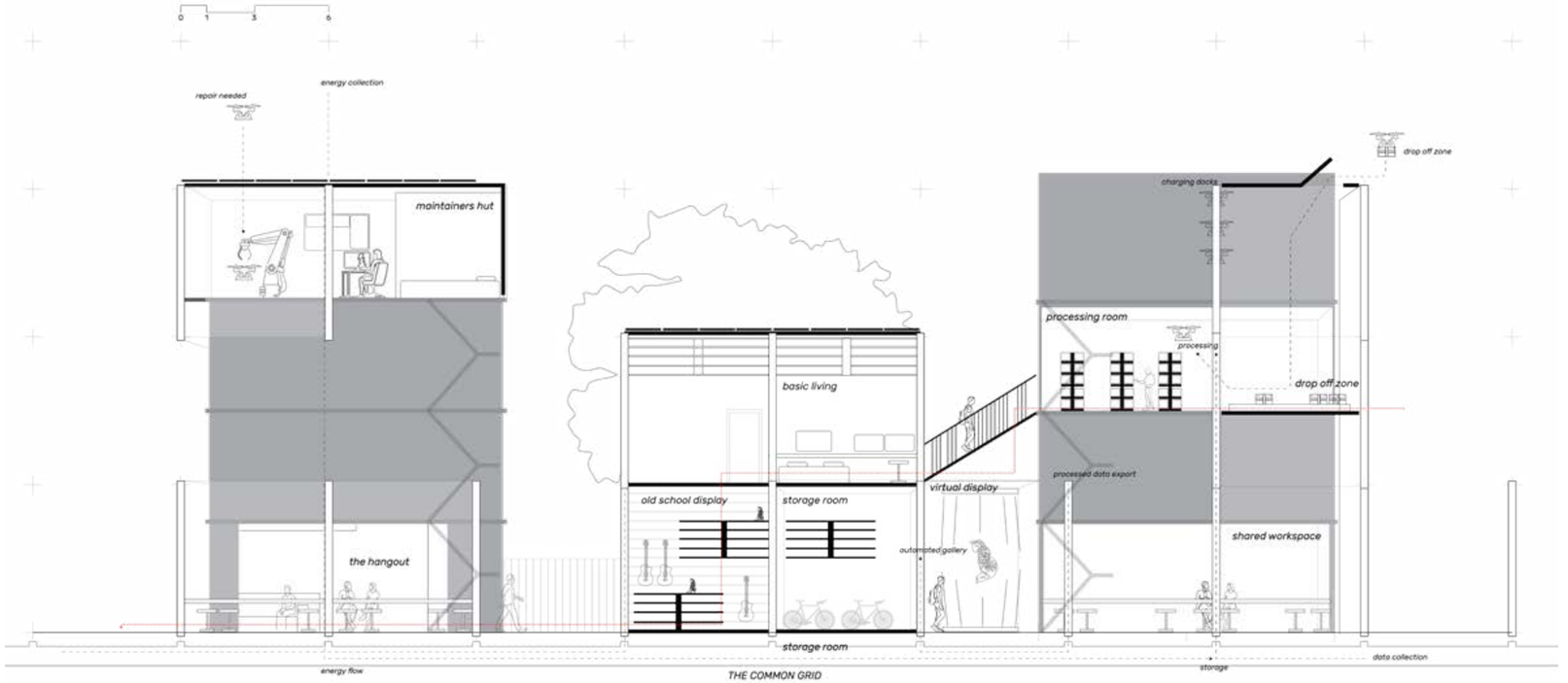
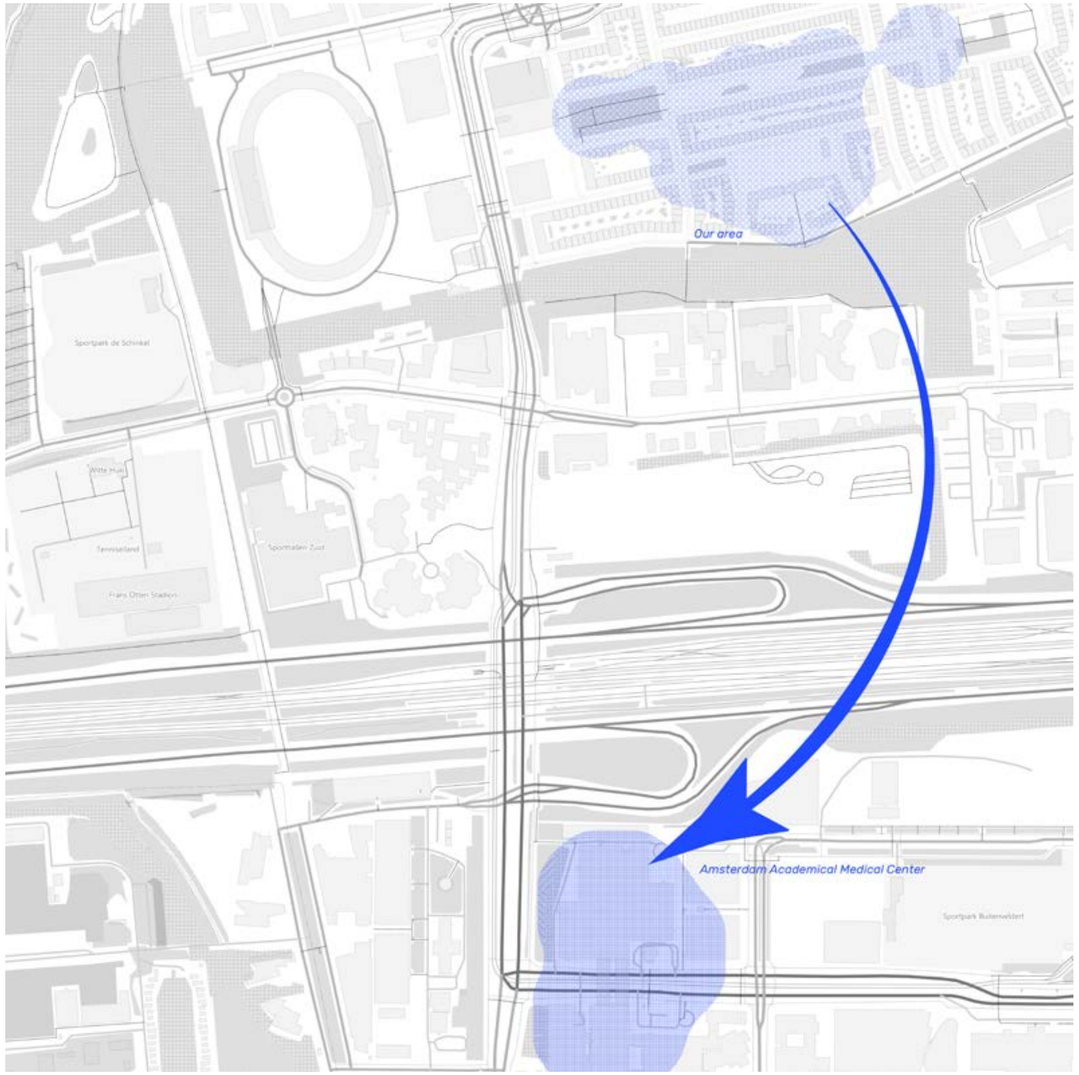
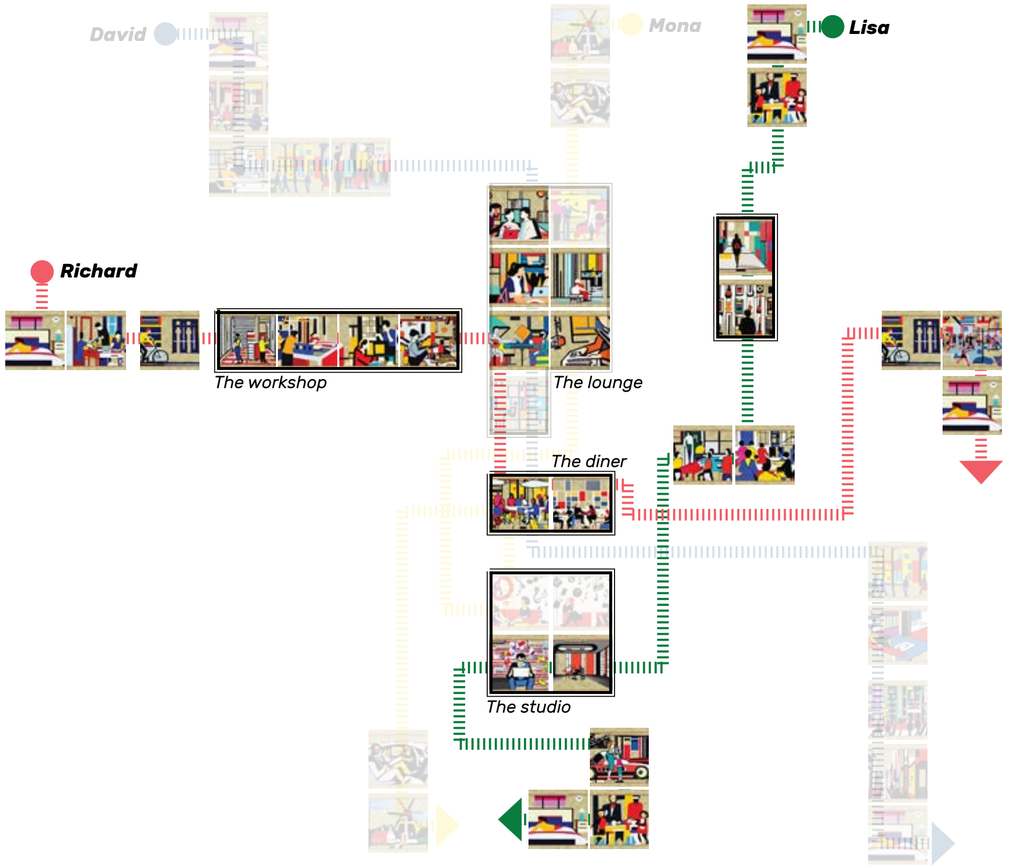
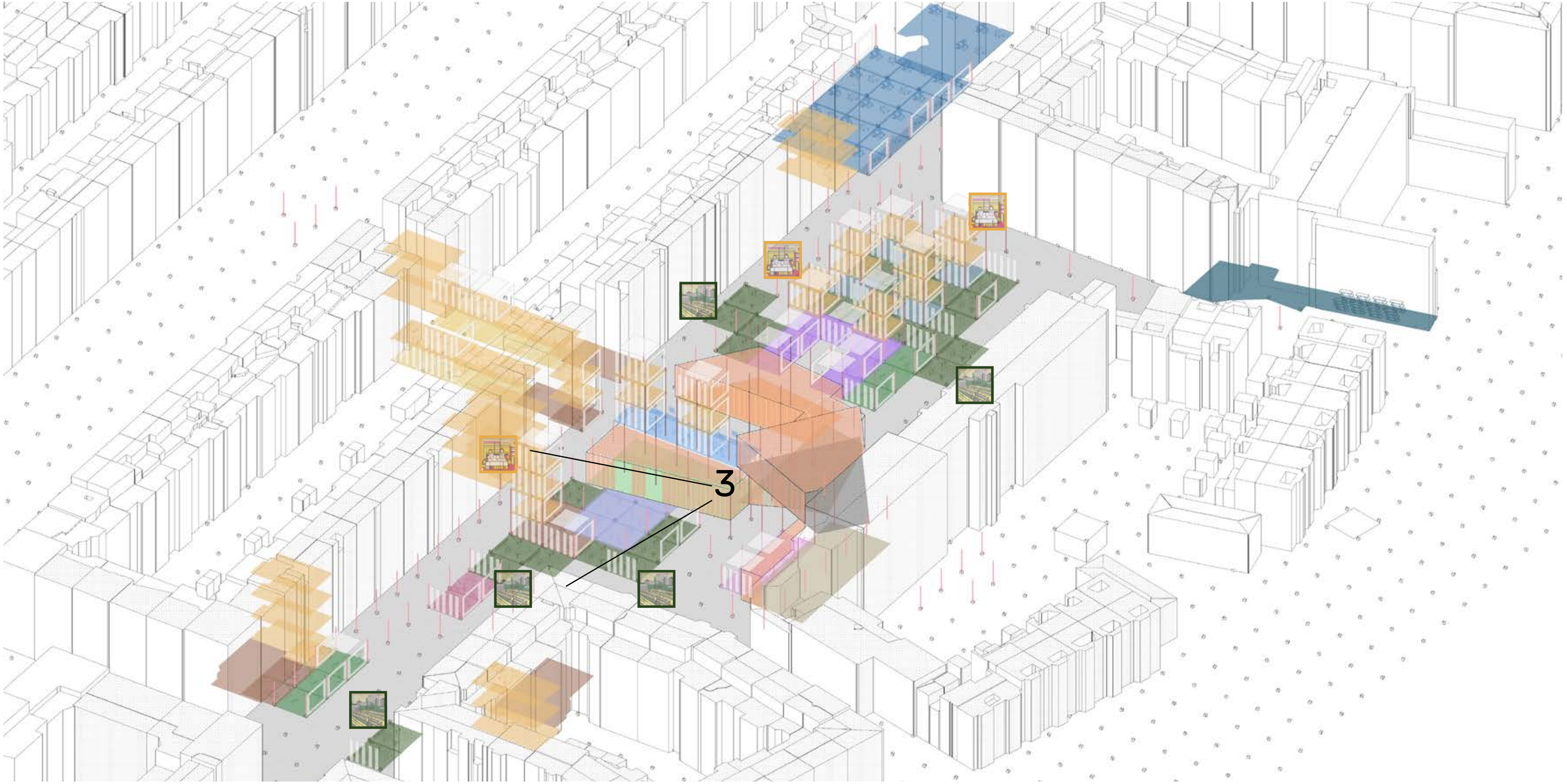



shared bike storage
basic living
data processing room
the hangout
old school display
drone drop-off
NEW CORRIDOR
the hangout
virtual display
storage
basic living
ground floor
+1


0
1
3
6
repair needed
energy collection
maintainers hut
the hangout
basic living
old school display
storage room
storage room
virtual display
automated gallery
charging docks
drop off zone
processing room
processing
drop off zone
processed data export
shared workspace
energy flow
THE COMMON GRID
storage
data collection


Our area
Amsterdam Academical Medical Center


David
Mona
Lisa
Richard
The workshop
The lounge
The diner
The studio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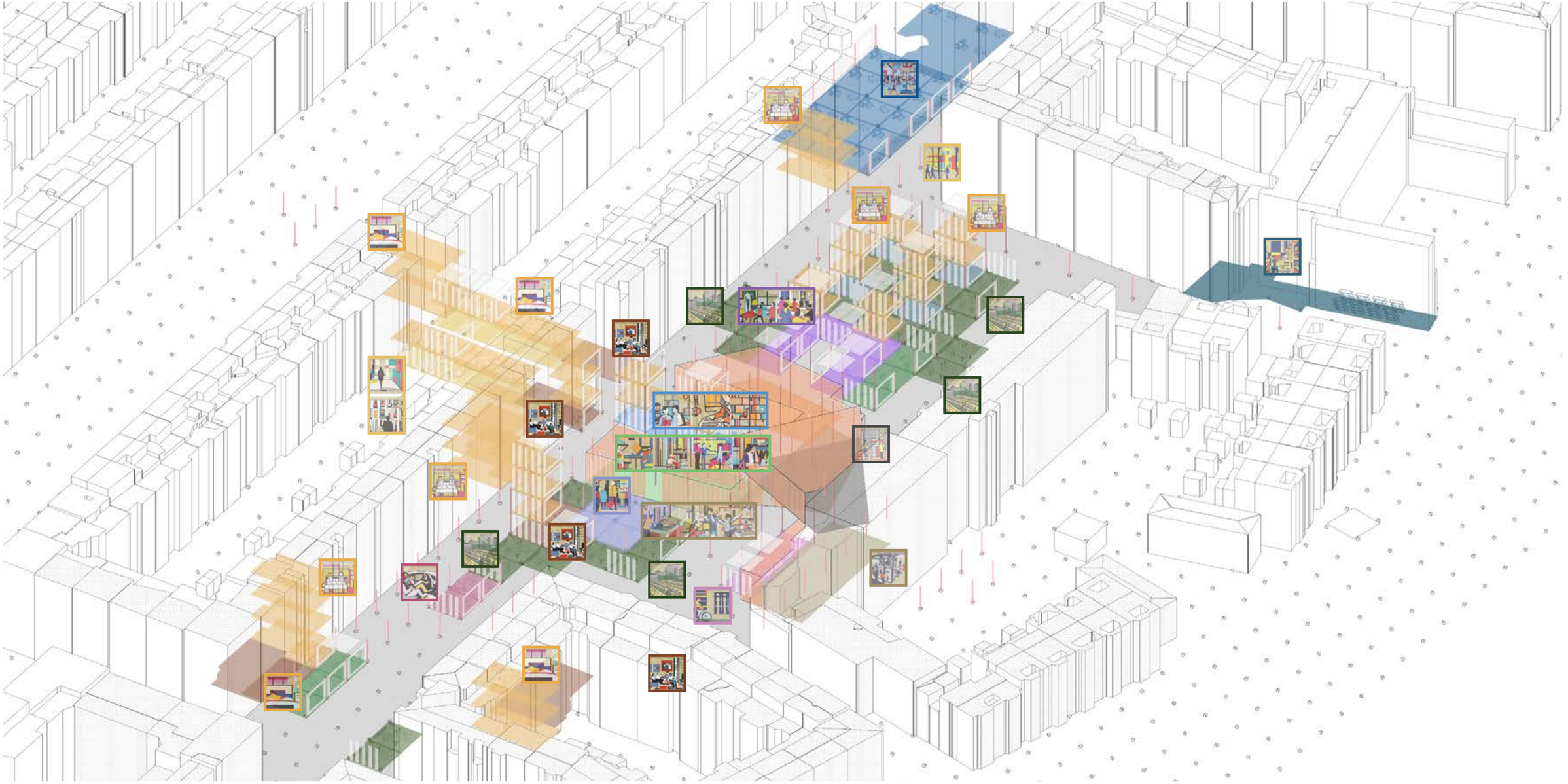
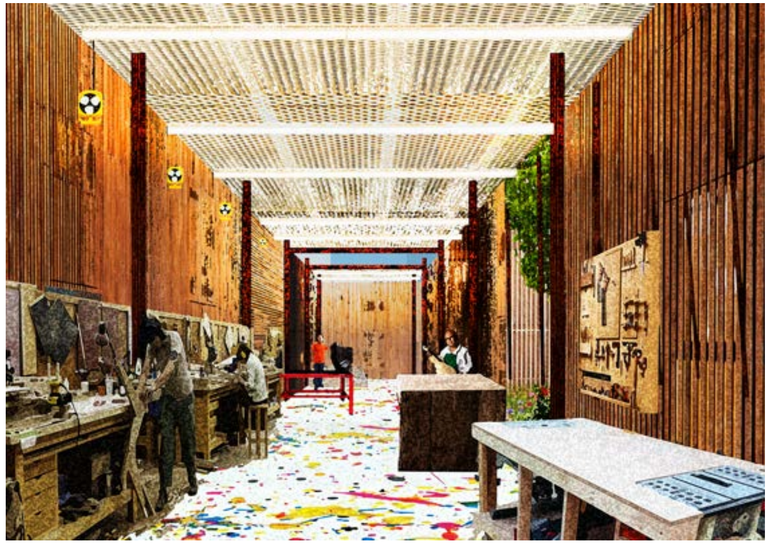
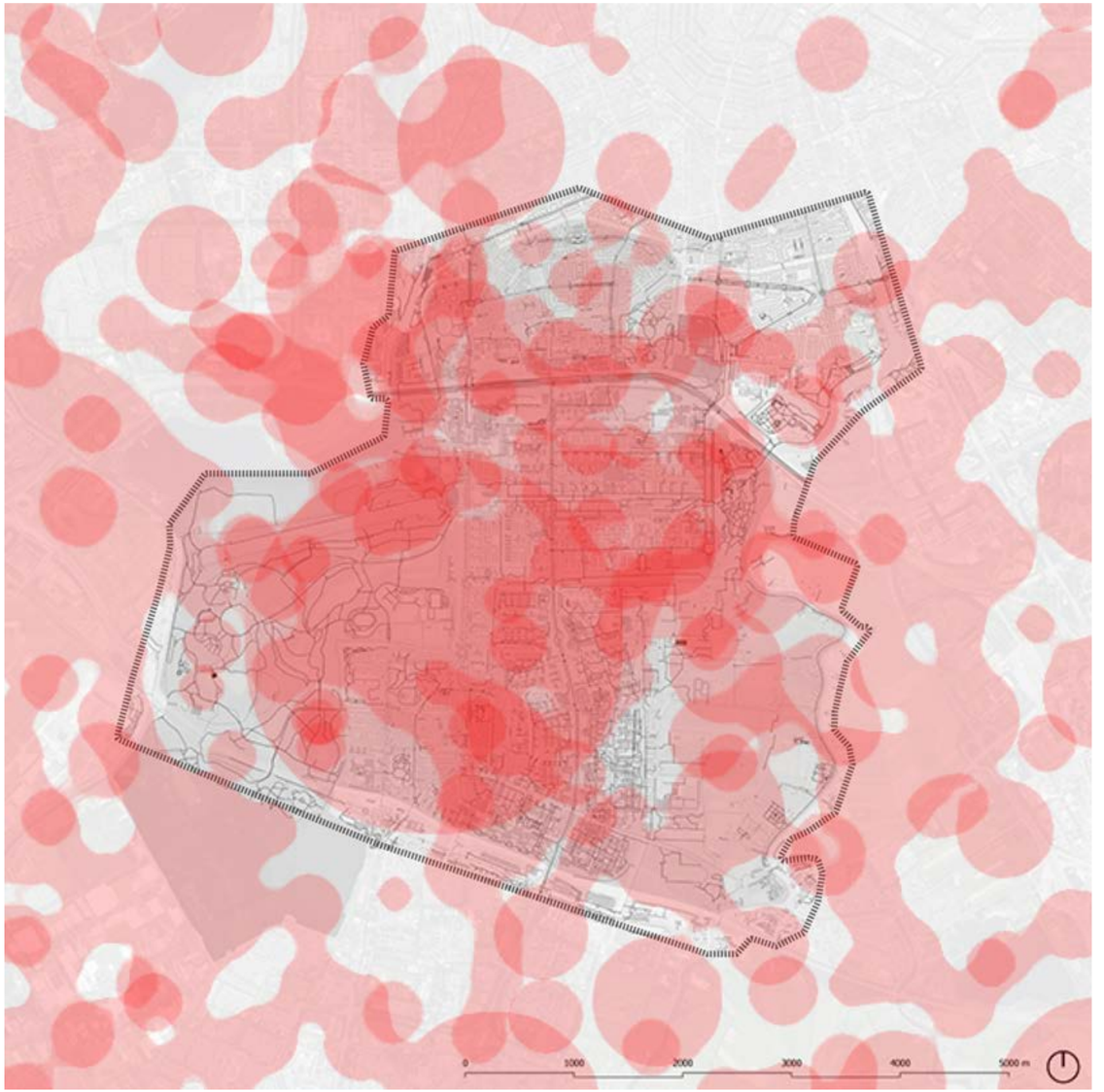




design is transtemporal

future city design
is beyond boundaries

design statement 5

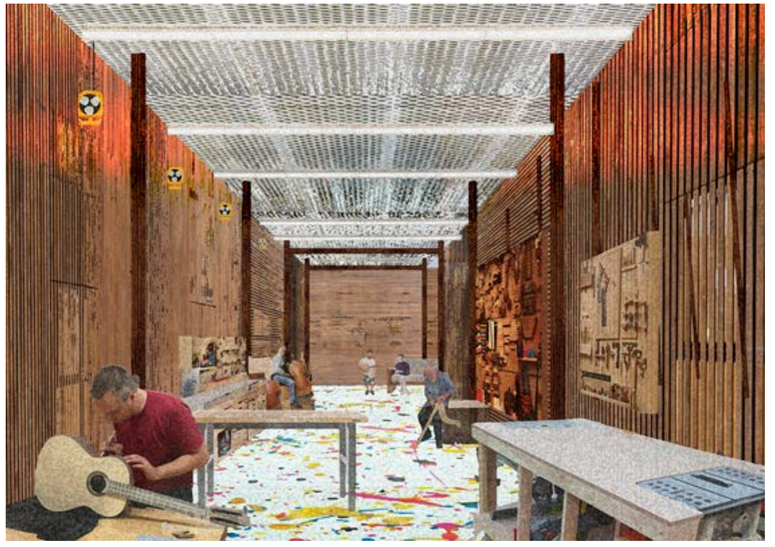

0
1000
2000
3000
4000
5000 m

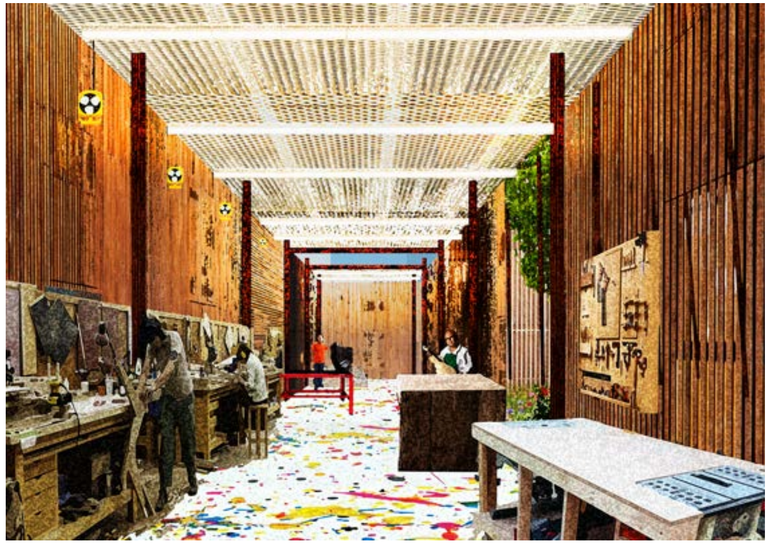
REFLECTION

what happened?

THE FUTURE URBANIST IS

a process guider
a spatial composer
a futurist





Thank you!