



## Thesis Reflection

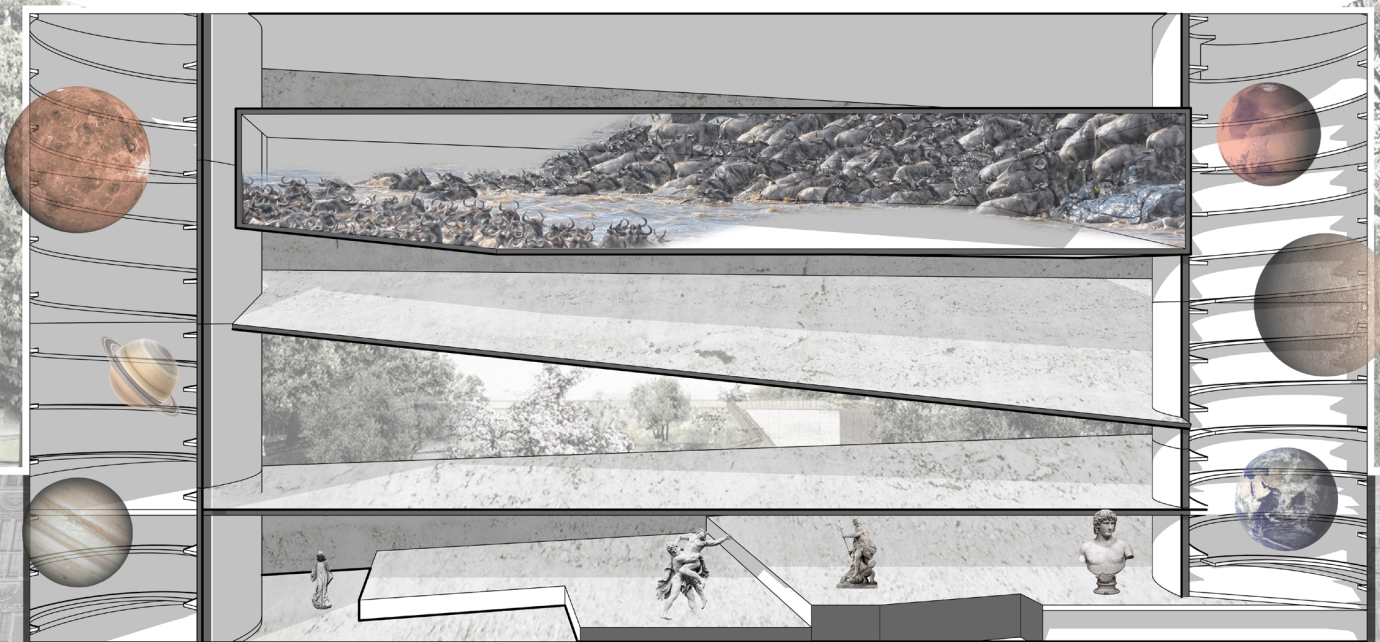
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## Graduation Studio

Theme: AMS Mid-City  
Tutors: Steven Steenbruggen (studio)  
Hubert van der Meel (building technology)  
Aksel Ersoy (seminar)

## Title

The Post-digital Museum



## Introduction

### Relationship between master programme, studio topic and graduation topic

The CP graduation studio is different with the other master programs in the architecture track. The research phase starts from a wider range—it investigates the typical settlements in the world and their present situation and problems in the hybrid developing environment during the process of globalization. Based on the problems from the different scales and cultural contexts in the globalized architectural environment, the methodology of CP studio is more like a pre-practice to fresh architects. It helps students to observe, investigate and solve the problem from the perspective of different disciplines.

First of all, the theme of the graduation studio this year is Amsterdam mid-city 2050. Amsterdam was built from a marshy delta and now transfers into the important cultural, innovative and technological pragmatism capital in Europe. The studio is trying to propose and solve the potential problems that might arise during the future expansion process. Secondly, the site of the studio is located at the current fringe-belts within the rings zones of Amsterdam Metropolitan City. The location of the five sites represents the new 'gates' to the city. Each group needs to propose a group strategy to connect the city center and the future developing area to express the unique developing possibilities within this site.

The graduation project was divided into two main parts—Msc 3 and Msc 4, and each part contains four phases. Firstly, the main focus of Msc 3 is research and group strategy. Each group member will collect the information for one specific aspect, from large to small scales (site, block, building and detail) and collecting various scale of data (hard, soft, space and material data). All the information will be collected into a book in each phase. Furthermore, information and books will be used to propose the group strategy during this process. For our Oud Zuid group, we assume a conclusion that Zuidas will become the new global center of Amsterdam. Eight architecture projects from three main aspects (amenity, mobility and social reform) will locate on three key developing axis in Oud Zuid area to remedy the deficiencies in this area and respond to the future tendencies. The second part Msc 4 is based on the basic research of the previous part, further research on the architectural problem and solutions. Finally, combining the topics of the studio and the questions raised by individuals, the research will be turned into a spatial solution and completed individual project design.



## Relation between research method and the graduation studio methodical line of inquiry

My personal research method and approach was tightly related to the graduation studio methodical line. The result of the research in the Msc 3 becomes the introductory information for the personal research. For example, the result induced me to find out the unbalanced city layout among the different districts as well as the lack of culture amenities in Oud Zuid area, when learning the history aspect of Amsterdam city plan during site research phase. In addition, the information collected during the building research phase induced me to find out the importance of culture architecture and start to explore the history and typology of museum architecture.



## Relation between research and design

The orientation of the personal design phase is constantly exploring the various relating realms of museum architecture at the different stages, and then backs to and associates with the studio topic.

In the first research stage, the field of investigation is more conducted in a broad and social scope. In the beginning, I learned the cultural background of Amsterdam and the improvement history of the museumplein masterplan. Then, I collected the relating data of four most important cultural capitals in Europe (Amsterdam, Berlin, London and Paris), and took a comparison of the cultural architecture location and distribution between Amsterdam and Paris. These data reflect the importance of cultural architecture for tourism and cultural capitals. The research result of this stage may not directly influence the project design, but helps to understand the function of museum as a typical type of cultural architecture. Also, it helps to make the decision of the site selection in the next period.





Eerste van Swindenstraat



Frederik Hendrikstraat

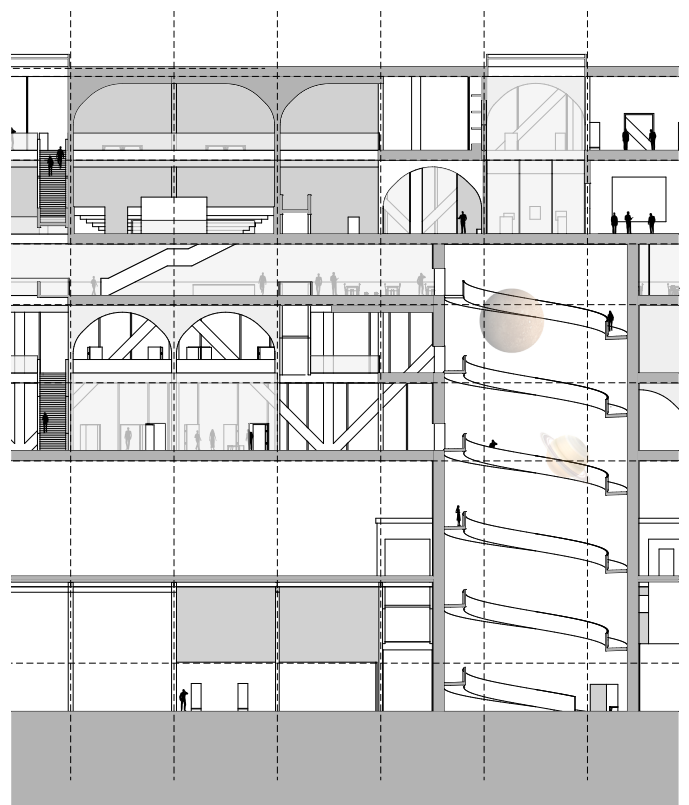
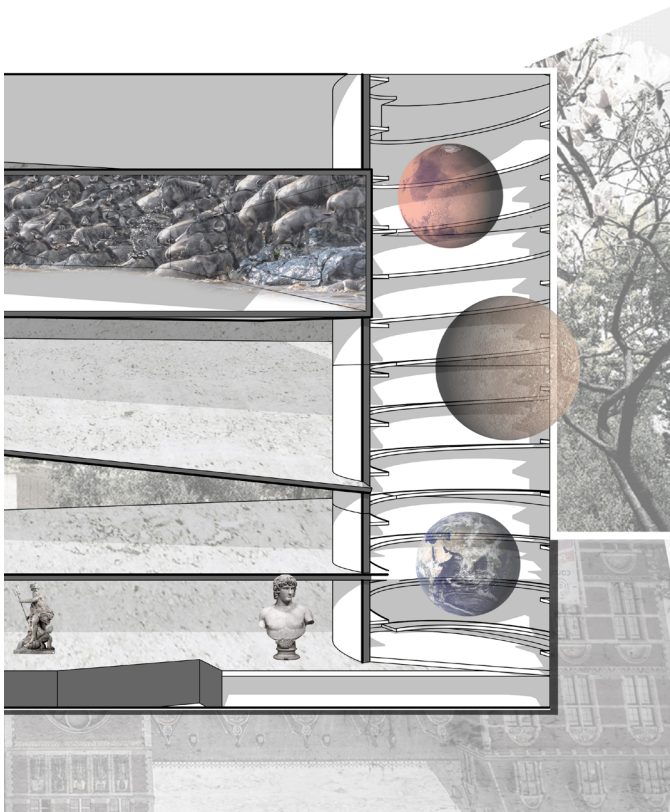


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In the following research stage, the objectives of the research scope is more focus on the architectural realm. By looking back at the development history of the museum from an architectural view, I began with the analysis of the evolution process of general museum typology, and the role of museum in different historical period. Those information helps to understand the composition of the space and function of a museum to lay the foundation for subsequent design. In addition, I took research about the discussion on the contemporary museum transformation, as well as the assumption of the digital and post-digital museum in the future. The information of this part is more stay at the text level, but it already contains the core idea—the museum gradually shift from preservation, commercialization, and education to public and sociality. The changes brought by technology and exhibition medium will also affect the usage and space of museums. Although, the digital technology like VR, AR is not mature yet, the idea is to provide more extensive and convenient ways to promote visitors to accommodate the upcoming transformation.



I arrived at the conclusion that the change of the museum space depends on two type of reasons. The first one stands at the historical and functional view, the evolution of museum space responds to the changes of function, collection, and role of the audience over time. This point of view may also reflected into the result of the general typology research of museum. The second viewpoint is that the museum, as a building with strong public properties, need to precede other type of architectures to respond to social and technological transformations from the spatial level. In my project, I considered about the possible emergence of the exhibition medium from public/socialized and post-digital museum, and the special requirement of these medium. Go a step further, designed the socialized space and digital exhibition floor as the response.

Parallel to the necessary research, I started to analyses the use of specific types of museum typology through typological research, and began to comprehend architectural phenomenology through the chance of New Urban Questions essay, and furthermore, their solid reflection in space design. In the end, these researches became the main influencing factors in my space design.

The idea of museum typology was applied to my space design, especially the historical exhibition floor. By applying different typology, diverse spatial scales and spatial sequences are created. On the one hand, this creates a unique spatial experience; on the other hand, regarding the exhibition space, different spatial scales and spatial connections can adapt to the requirements of various exhibition installations.

Inspired by the phenomenology of architecture and relevant completed architecture examples, the arched unit of the historical floor were transformed into three-dimensional construction. This strategy is applied to the atrium of each exhibition level to create a spatial atmosphere and provide implicit route guidance.



## **Issues and dilemmas**

The most challenging part to me is the following two: the contradiction between the future scenario project and very touch ground construction requirement; the coexist of the huge scale design project and exploration of new space type. This situation requires me to find the point of the balance to achieve the scenario and reality at the same time. Besides, transferring the text level discussion into real space design. However, these factors should be the key points of this studio instead of the issues. I'm quite enjoying this process and I'm really appreciate everyone who helped me this year.