

# HOUSE OF CREATIVES: A CREATIVE CONDENSER IN BERLIN

PRESENTATION SLIDES  
PUBLIC BUILDING GRADUATION STUDIO

ARNON VAN EMBDEN SPANJAARD  
4434900



# HOUSE OF CREATIVES

**SITE**

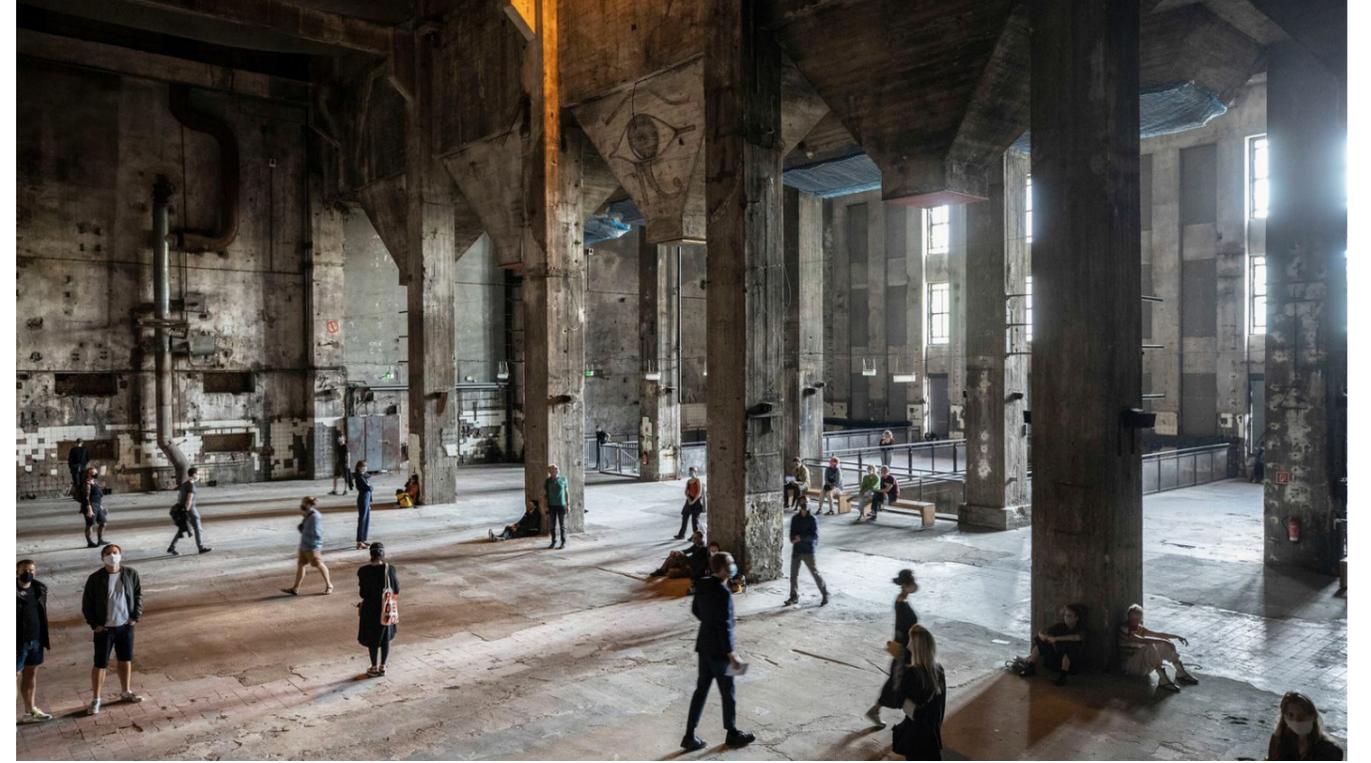
**CONCEPT DEVELOPMENT**  
ARCHITECTURAL | PROGRAMMATIC | SPATIAL

**ARCHITECTURAL DESIGN**

# HOUSE OF CREATIVES | FRIEDRICHSHAIN



# HOUSE OF CREATIVES | BEGRHAIN



# HOUSE OF CREATIVES | SITE



# HOUSE OF CREATIVES | PROGRAMMATIC

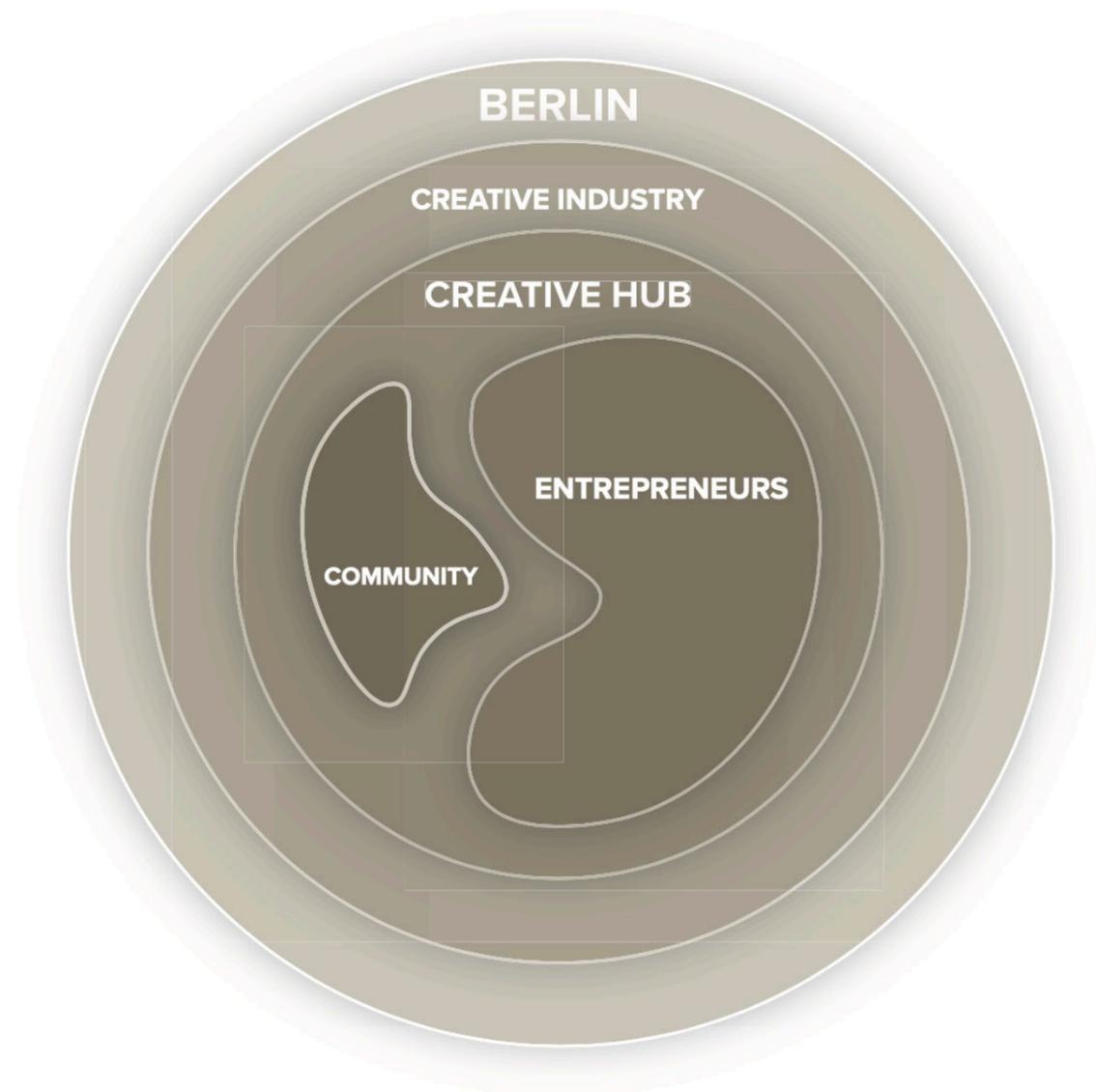


**CONCEPT DEVELOPMENT**  
PROGRAMMATIC | SPATIAL | ARCHITECTURAL

# HOUSE OF CREATIVES | BERLIN



# HOUSE OF CREATIVES | PROGRAMMATIC



## The Architecture of Community-driven Creative Hubs

Amon van Embden Spanjaard  
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### Introduction & Relevance:

In recent years, the term 'hub' has captured the imagination of policy makers, politicians, urban planners, developers, academics and architects. Tied to a broader trending hyperbole about creativity, creative hubs have come to be presented as an unquestionably 'good thing', a cure for all economic ills. A creative hub is interpreted as a place, either physical or virtual, which brings creative people together and provides space and support for networking, business development and community engagement within the creative, cultural and tech sectors.

### Problem Statement:

Today's literature on creative hubs is surprisingly scarce and mostly focuses on the typical creative hubs as co-working spaces, led by entrepreneurs, which are built around a certain economic interest. Recently, a different type of creative hubs has emerged, which is community-driven. Unlike the entrepreneurial-led co-working spaces that represent enterprises renting out individualised workspaces to creative professionals, the community-driven ones are usually non-profit ventures that accommodate creatives with a kind of social and even political proximity between them. These community-driven creative hubs can play an important role in our future cities and, seen as building program, require insight on architectural conditions.

### Methodology:

This research focuses on the community-driven creative hubs within the context of the Media Spree, which is a redevelopment plan in East Berlin improving the city's creative industries. By doing research on this creative hub type from an architectural point of view, a (new) building typology will be introduced. The research will be accomplished through an elaborate literature study, supported by an analysis of relevant reference projects (if any). Additionally, a design research following the principles of 'research by design' will be carried out to explore the community-driven creative hub as a building typology. The aim of the research is to provide a clear understanding of the meaning and potential of community-driven creative hubs and set guidelines for the design of this (new) building typology.

## Bibliography

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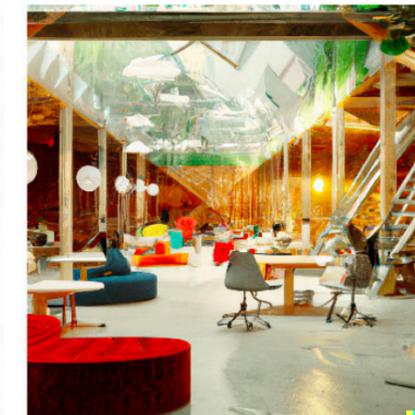
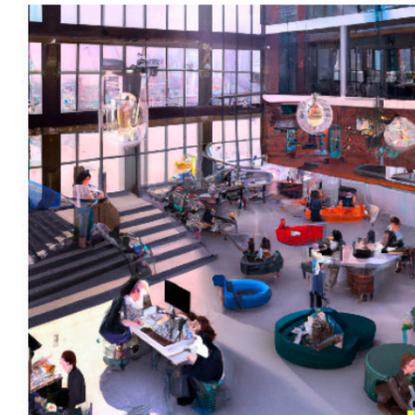
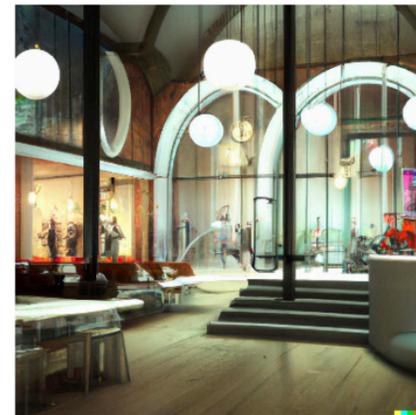
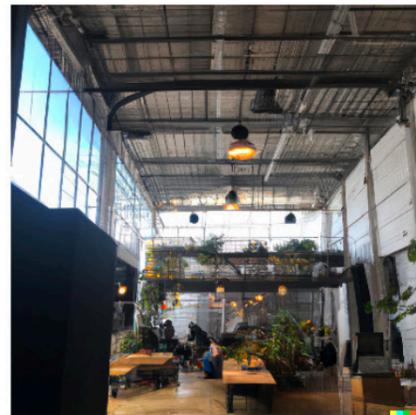
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## "THE ARCHITECTURE OF COMMUNITY-DRIVEN CREATIVE HUBS"

# HOUSE OF CREATIVES | PROGRAMMATIC

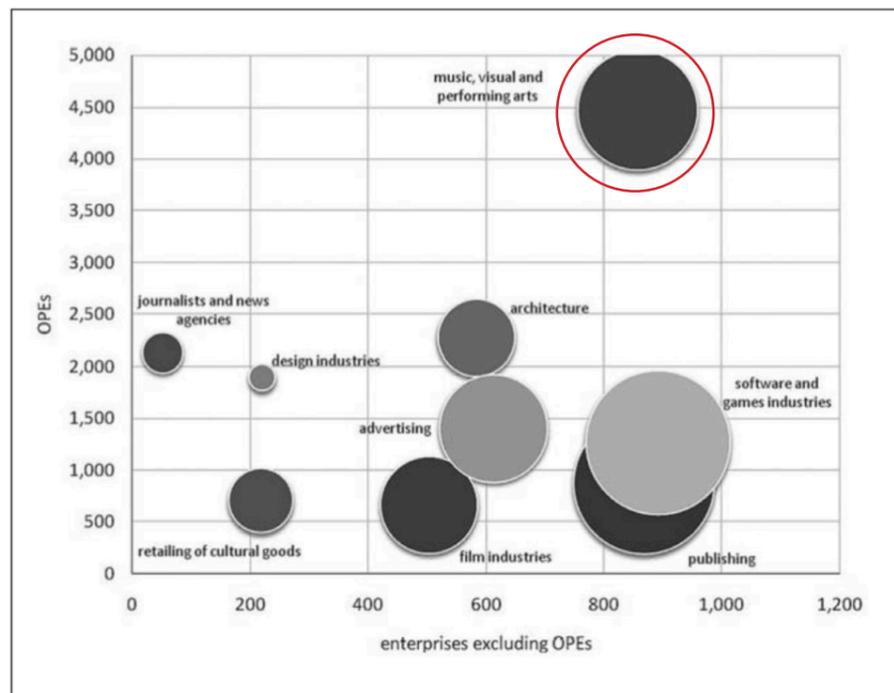


Figure 4: The Berlin Creative Industries – Enterprises, OPEs and Employees

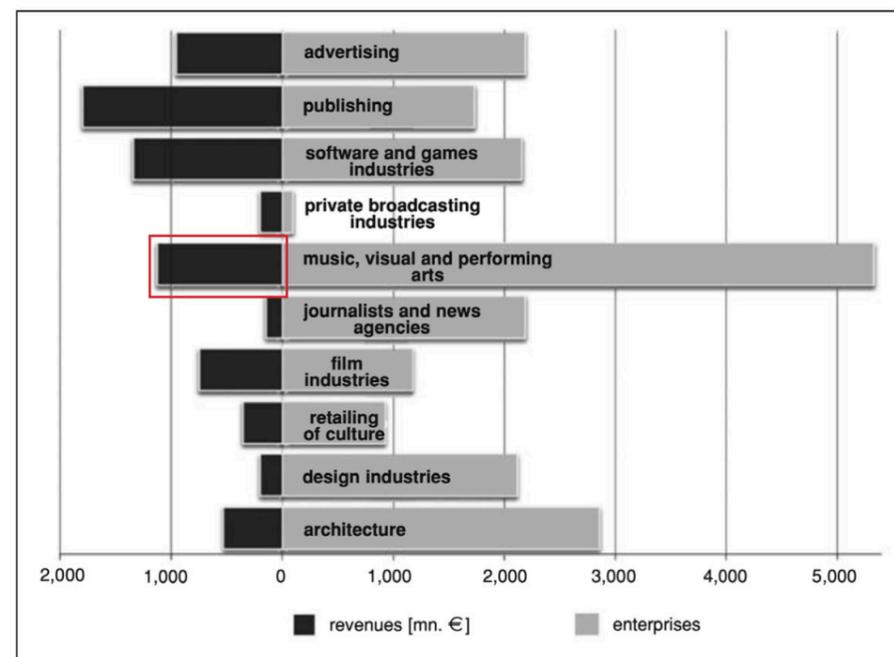


Figure 5: The Berlin Creative Industries – Enterprises and Revenues [mn. €]

Table 16: Music, Visual and Performing Arts – Employees

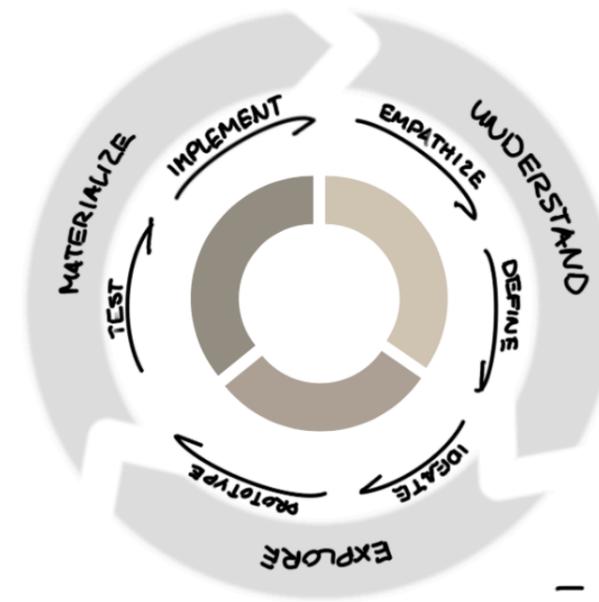
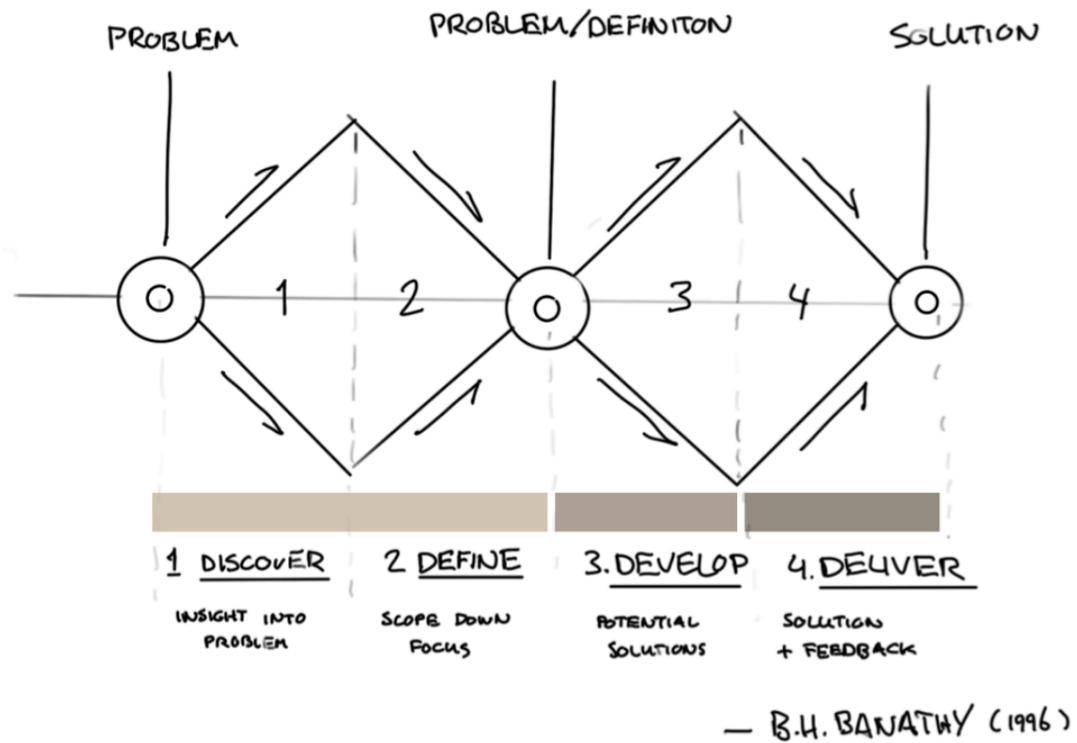
economic sectors	enterprises				revenues [th. €]			
	total	%	OPEs	%	total	%	OPEs	%
theater ensembles	16	0.3	4	0.1	16,047	1.4	584	0.1
ballet groups, orchestras, chapels, choirs	60	1.1	7	0.2	38,744	3.4	2,921	0.7
freelance visual artists	629	11.8	595	13.3	56,129	5.0	50,834	12.9
freelance restorers	137	2.6	121	2.7	12,955	1.1	7,577	1.9
freelance composers and processors of music	230	4.3	198	4.4	31,284	2.8	17,766	4.5
freelance writers	719	13.5	709	15.9	50,184	4.4	49,091	12.4
freelance stage-, film-, radio- and TV-artists	1,699	31.9	1,649	36.9	140,366	12.4	133,152	33.7
freelance artists	89	1.7	75	1.7	5,246	0.5	4,551	1.2
theater- and concert managers	133	2.5	51	1.1	178,162	15.8	8,084	2.0
operas, theaters, concert halls and similar institutions	20	0.4	5	0.1	53,909	4.8	295	0.1
variété and cabaret	12	0.2	3	0.1	2,820	0.2	160	0.0
technical support for cultural services	436	8.2	397	8.9	66,835	5.9	29,718	7.5
showmen and amusement parks	57	1.1	48	1.1	12,643	1.1	9,715	2.5
dance schools	82	1.5	57	1.3	10,191	0.9	5,959	1.5
supply of other cultural and entertainment services	87	1.6	56	1.3	41,852	3.7	4,126	1.0
Photography	401	7.5	357	8.0	46,768	4.1	32,383	8.2
photo laboratories	38	0.7	22	0.5	21,651	1.9	2,600	0.7
discotheques and dance halls	51	1.0	37	0.8	18,746	1.7	5,845	1.5
libraries and reader circles	4	0.1	–	–	1,766	0.2	–	–
sculpture and masonry	62	1.2	38	0.8	14,420	1.3	6,206	1.6
artist blacksmiths	20	0.4	12	0.3	26,078	2.3	958	0.2
manufacturing of adornment from noble metal	35	0.7	–	–	10,624	0.9	–	–
manufacturing of gold- and silversmith products	84	1.6	–	–	7,545	0.7	–	–
manufacturing of musical instruments	43	0.8	31	0.7	65,189	5.8	22,301	5.6
supply of other services for entertainment, recreation and leisure	185	3.5	–	–	200,789	17.8	–	–
<b>total</b>	<b>5,329</b>	<b>100</b>	<b>4,472</b>	<b>100</b>	<b>1,130,943</b>	<b>100</b>	<b>394,826</b>	<b>100</b>

Source: Bundesagentur für Arbeit, Statistik-Service Ost and own calculations

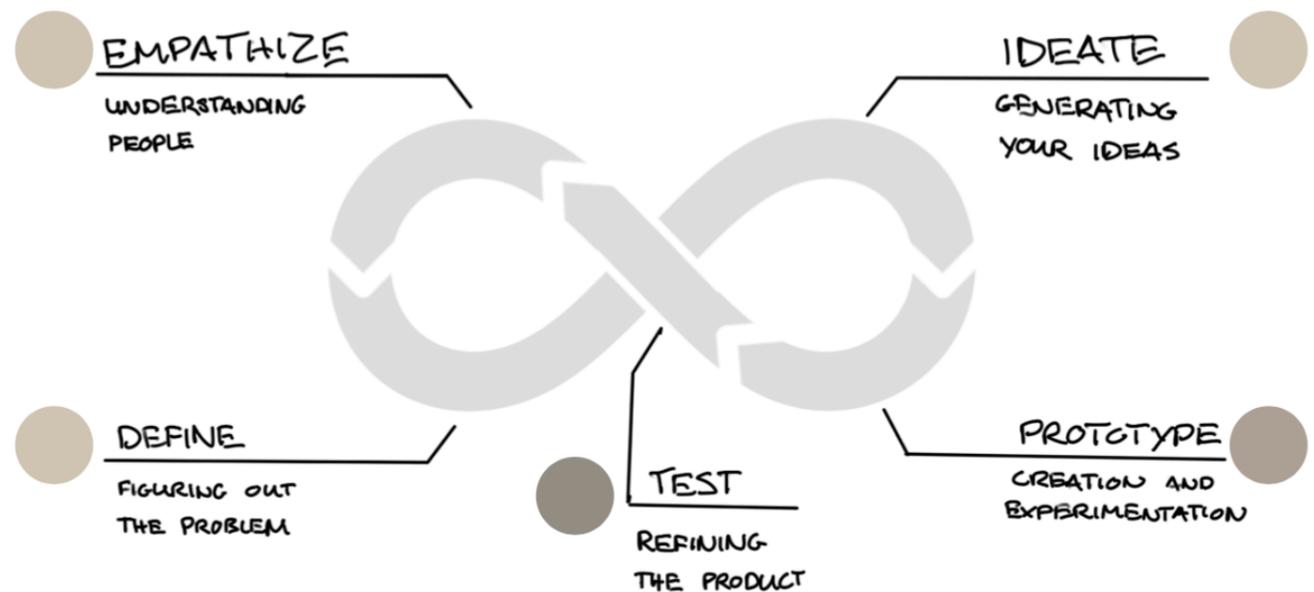
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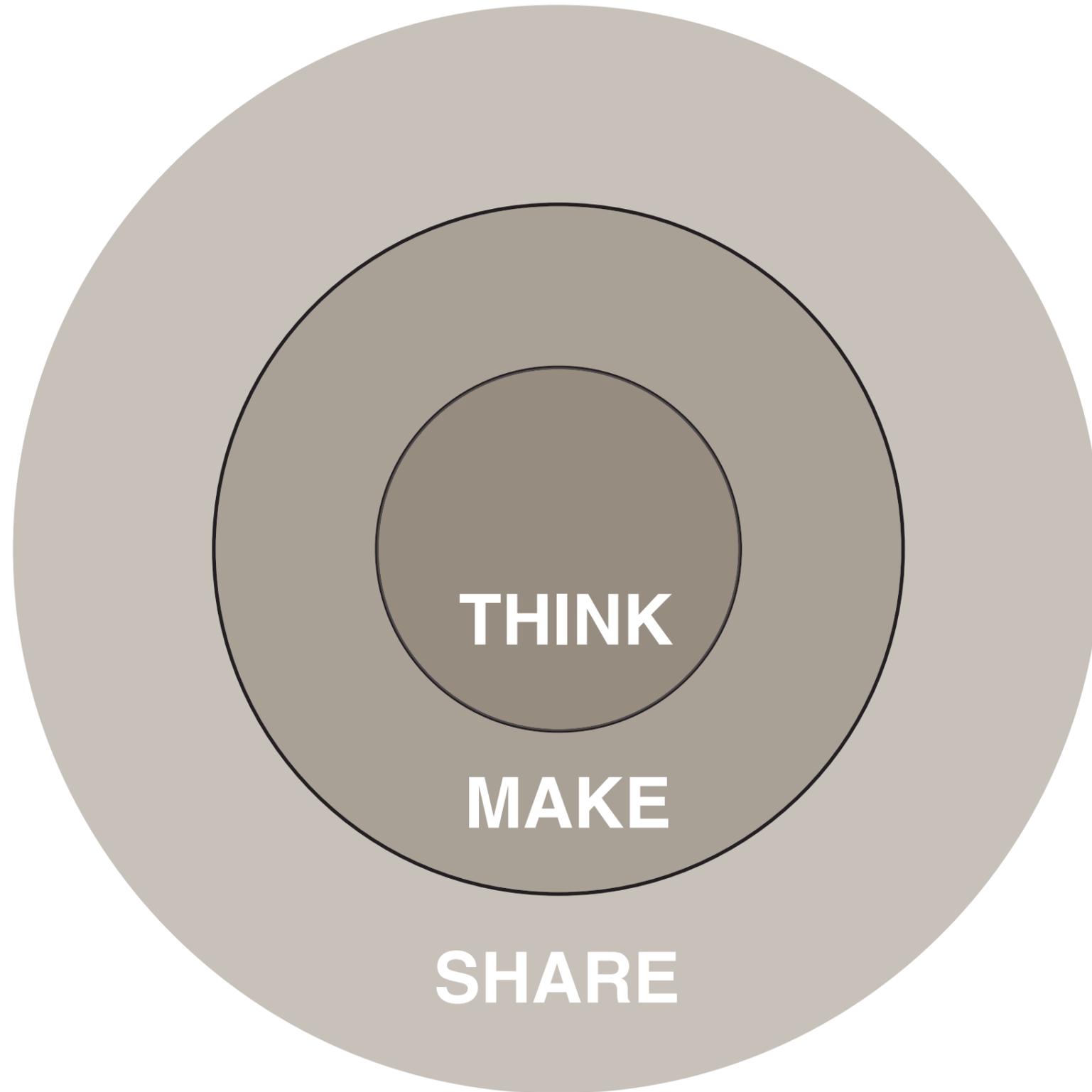
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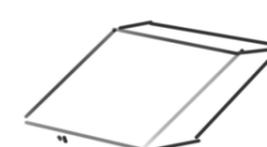
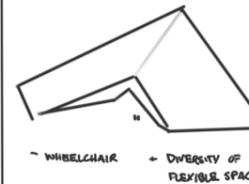
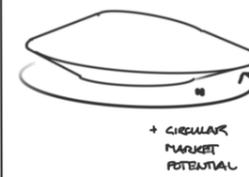
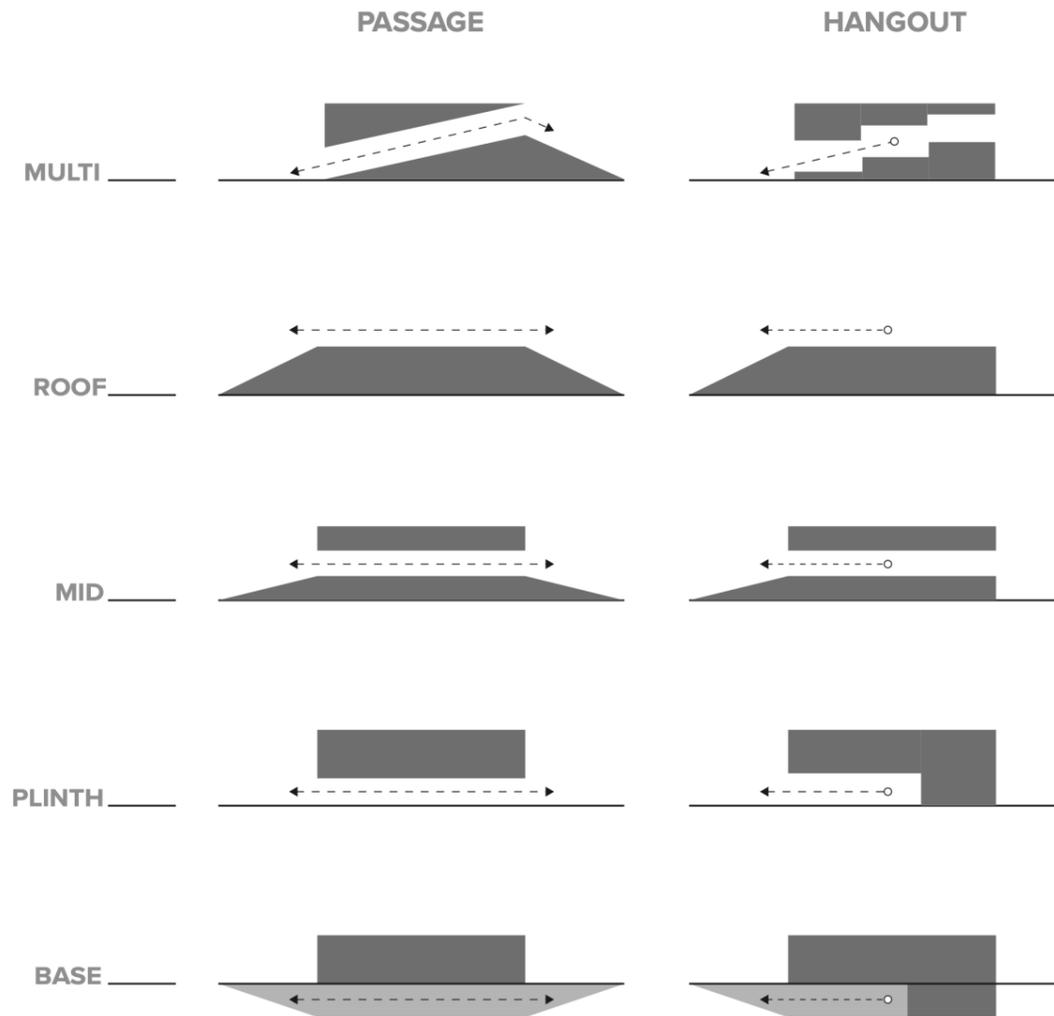
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  - 3. ILLUMINATION: RECOGNIZE & EXPERIENCE THE IDEA
  - 4. VERIFICATION: PREPARING FOR OTHERS TO EXPERIENCE
- HERBERT A. A. MULLER



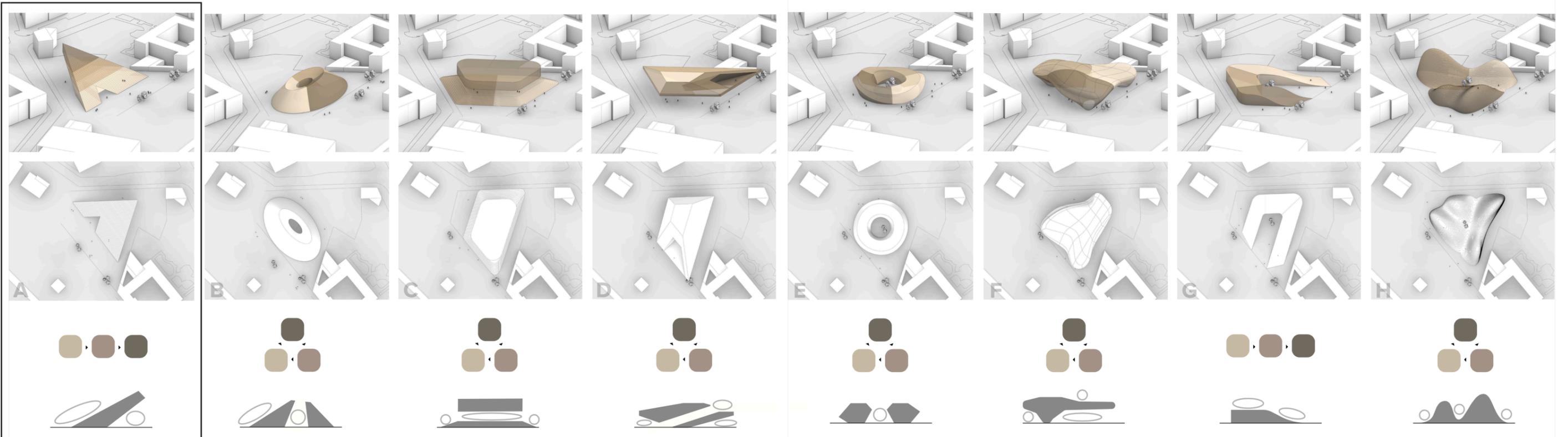
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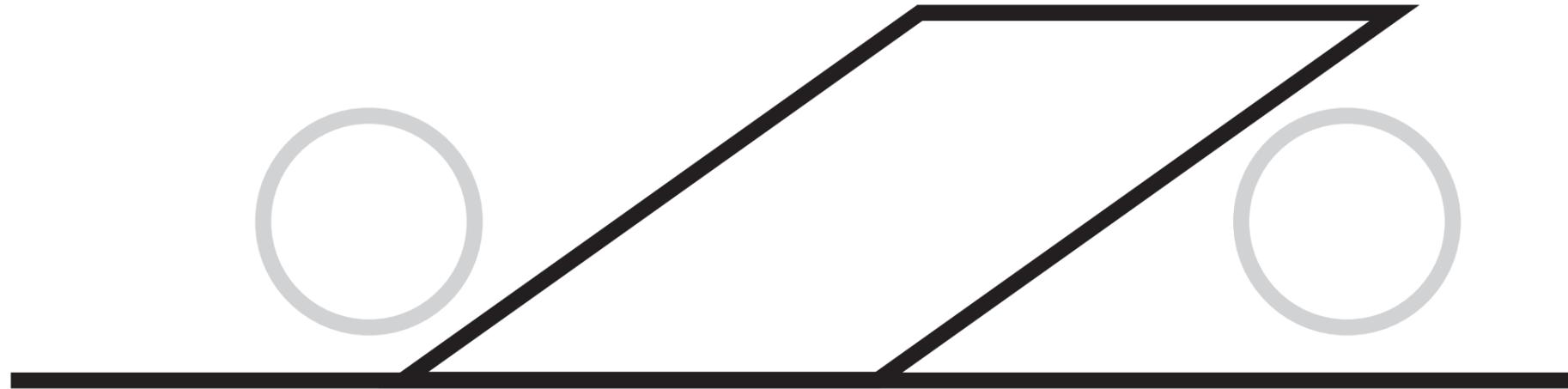
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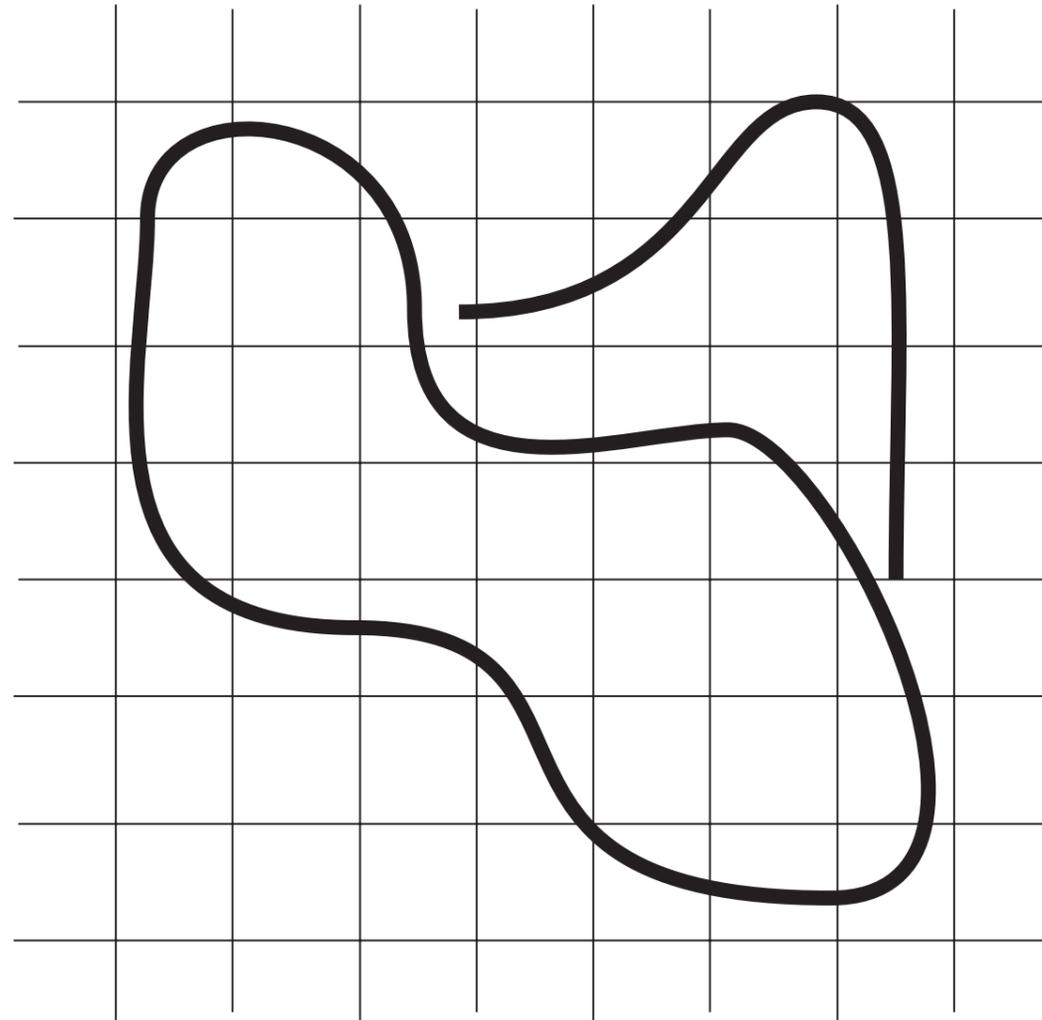
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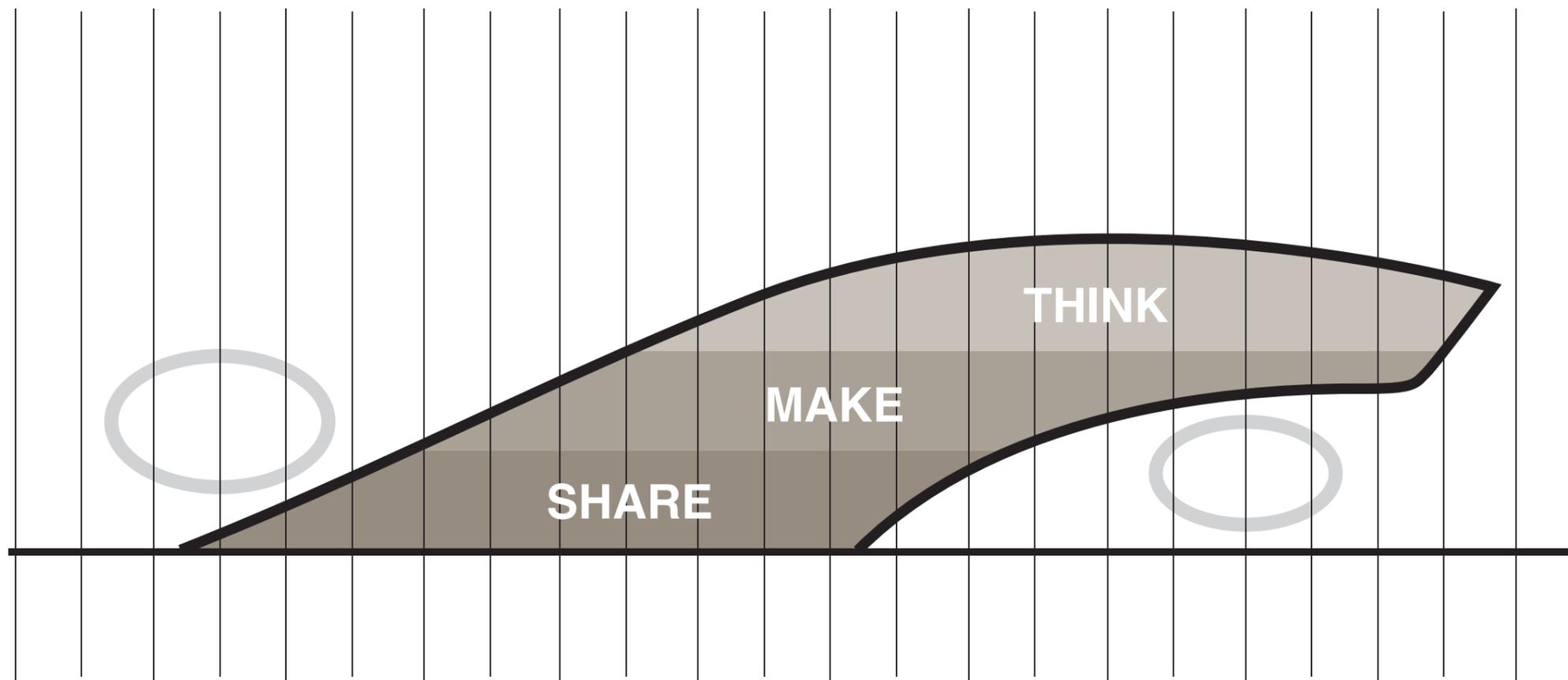
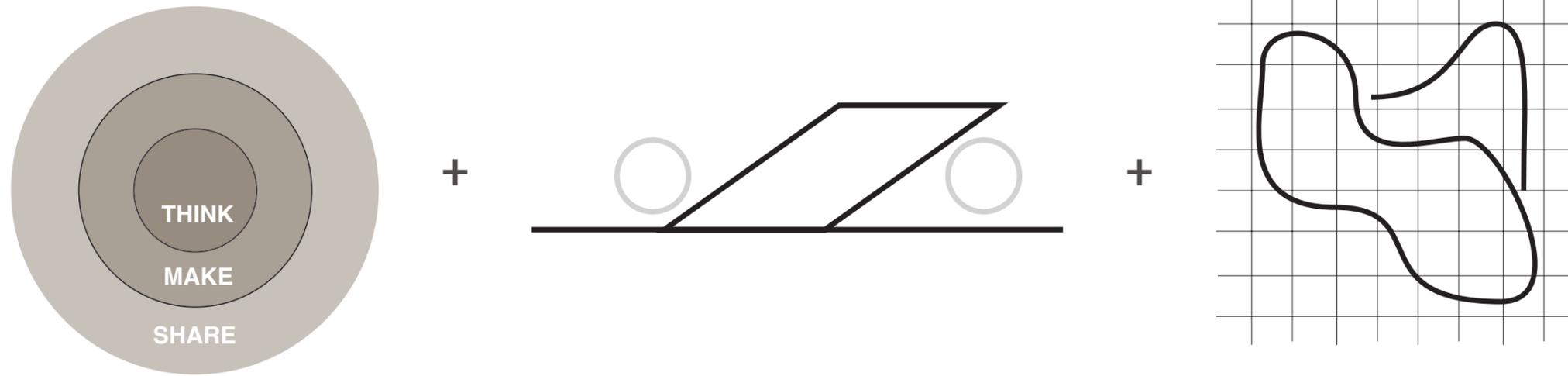
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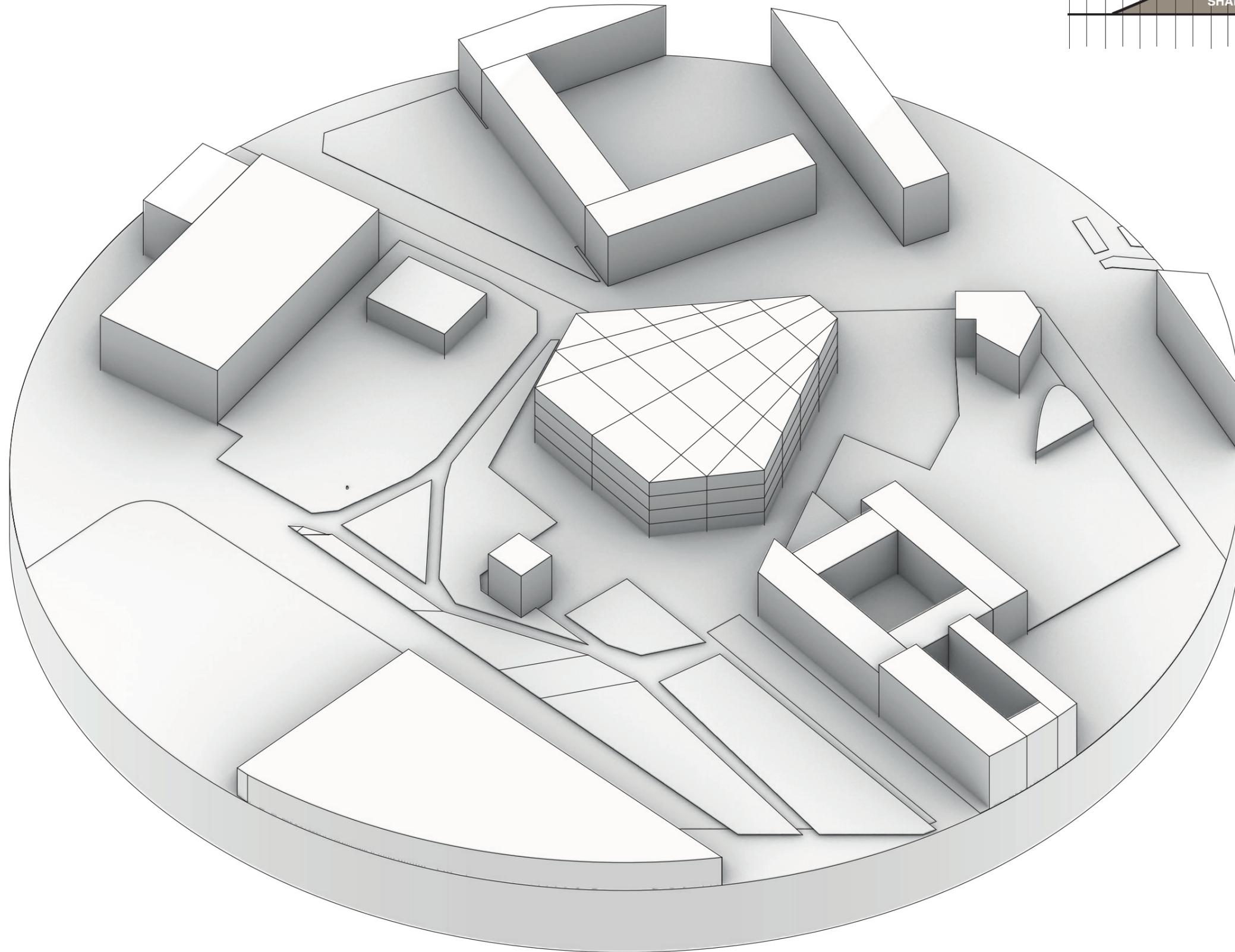
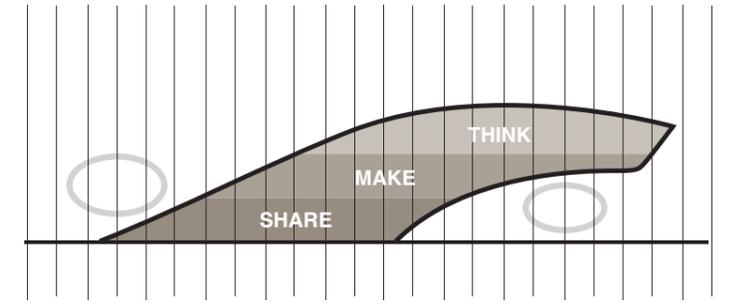


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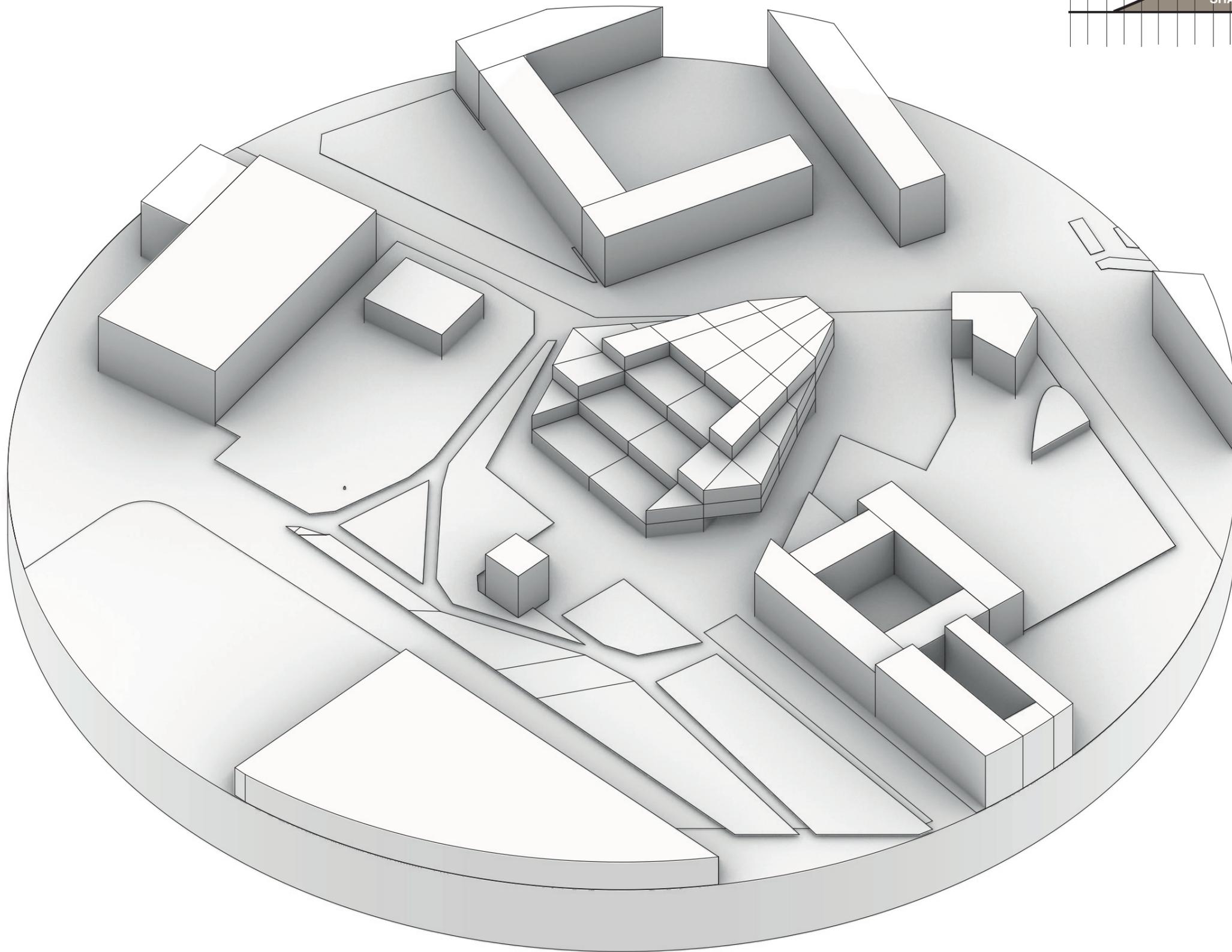
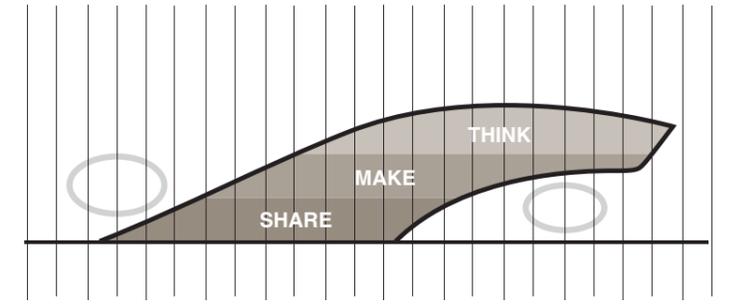


**CREATIVE CONDENSER: A CATALYST FOR THE CREATIVE COMMUNITY**

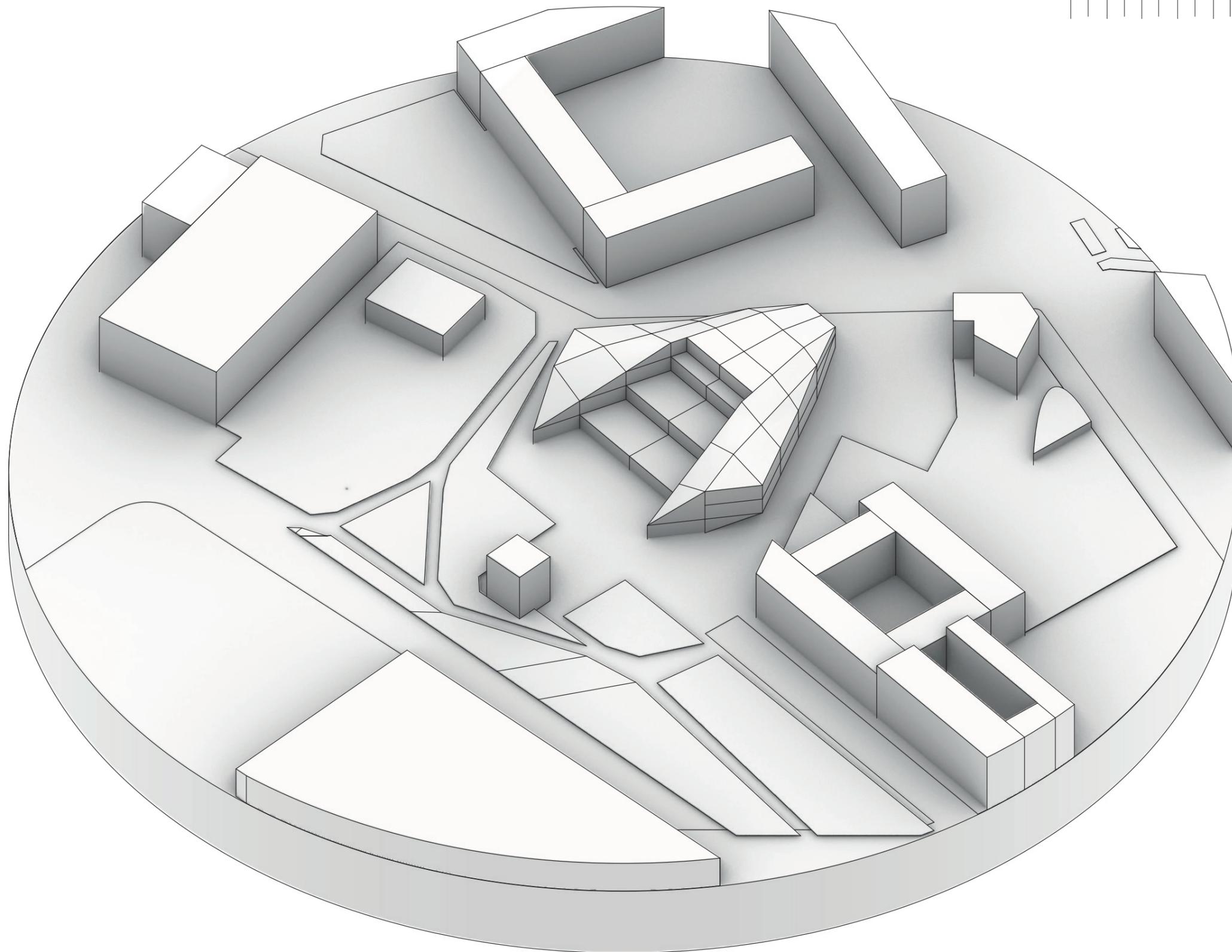
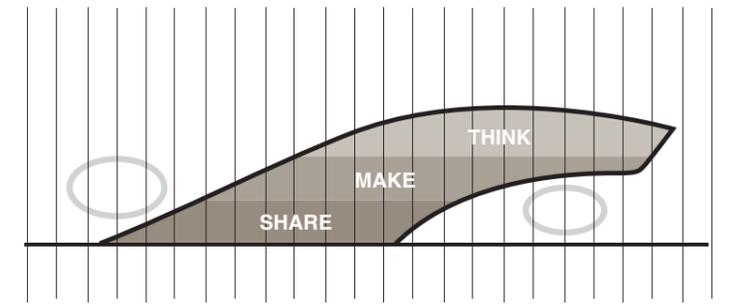
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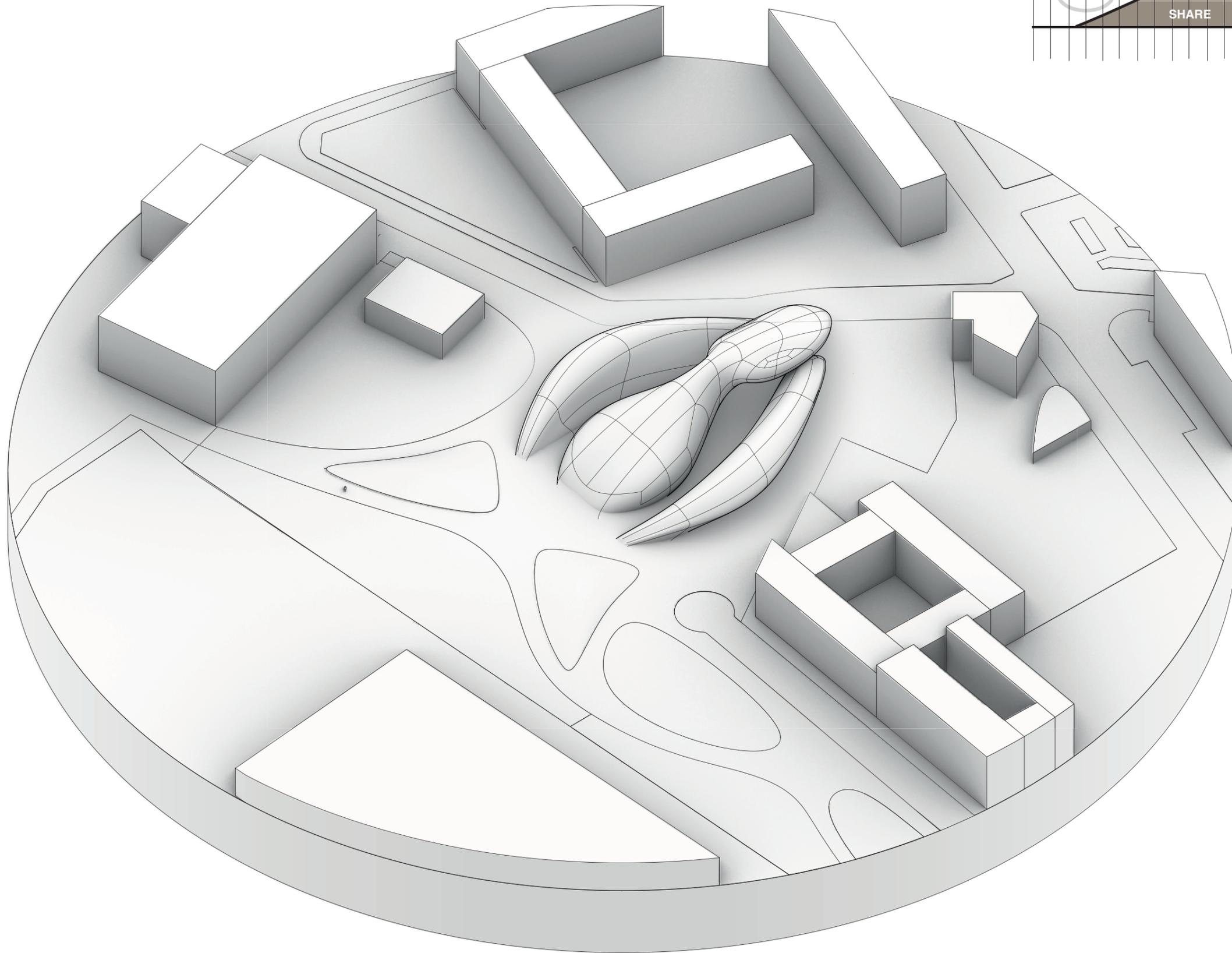
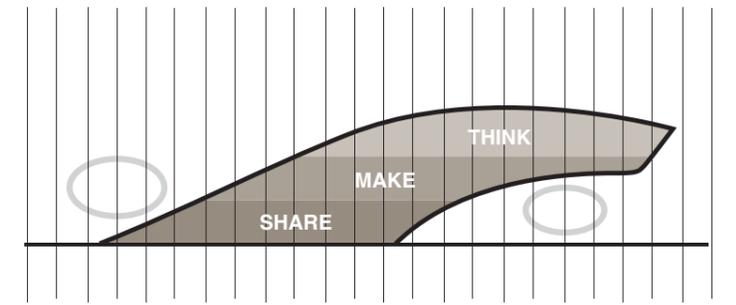
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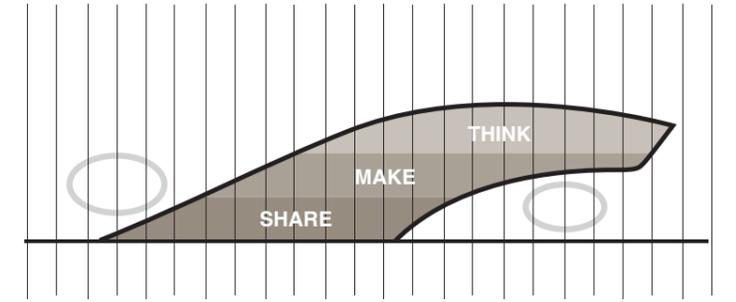
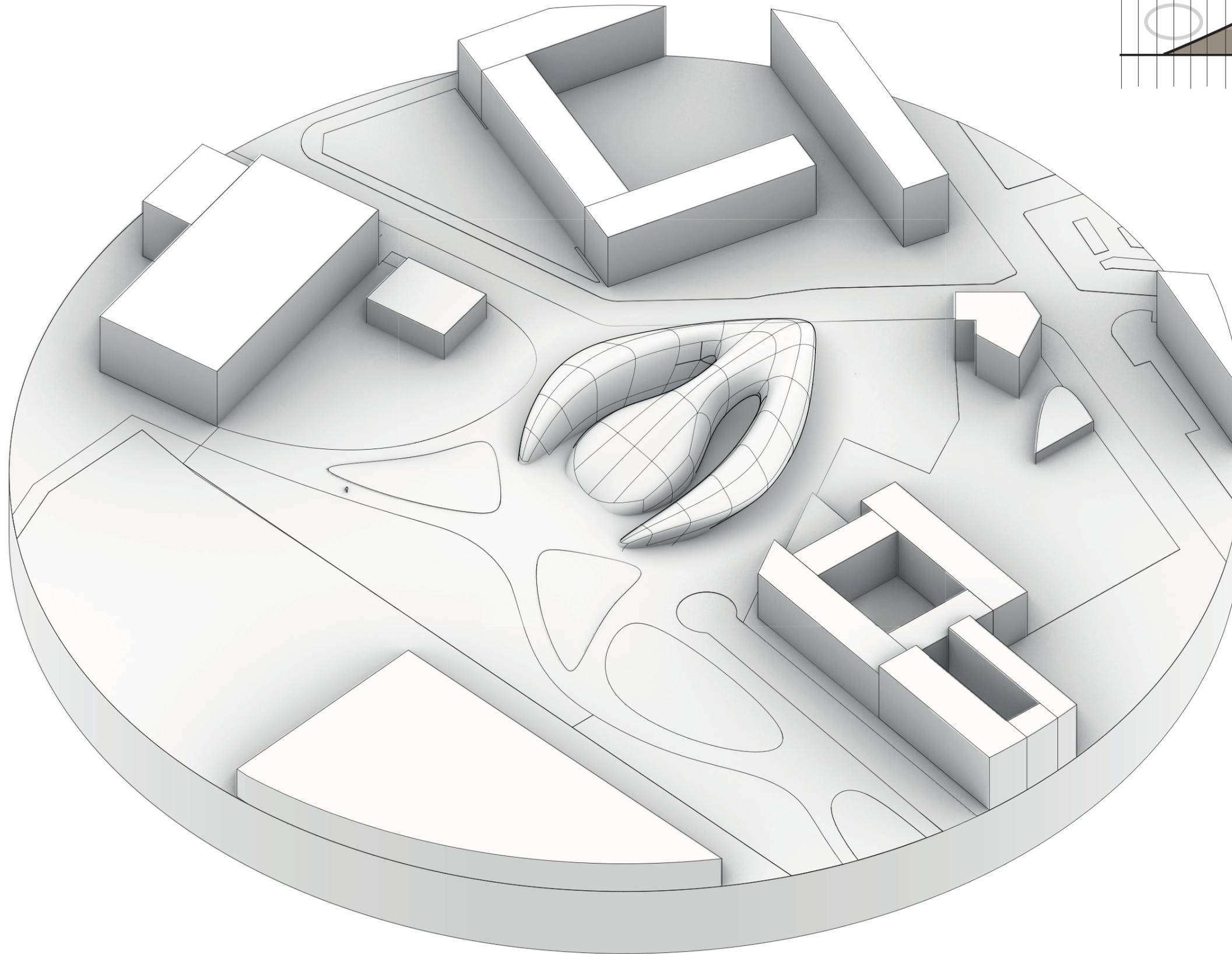
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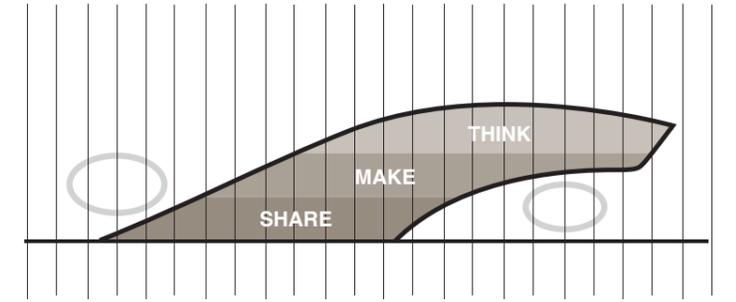
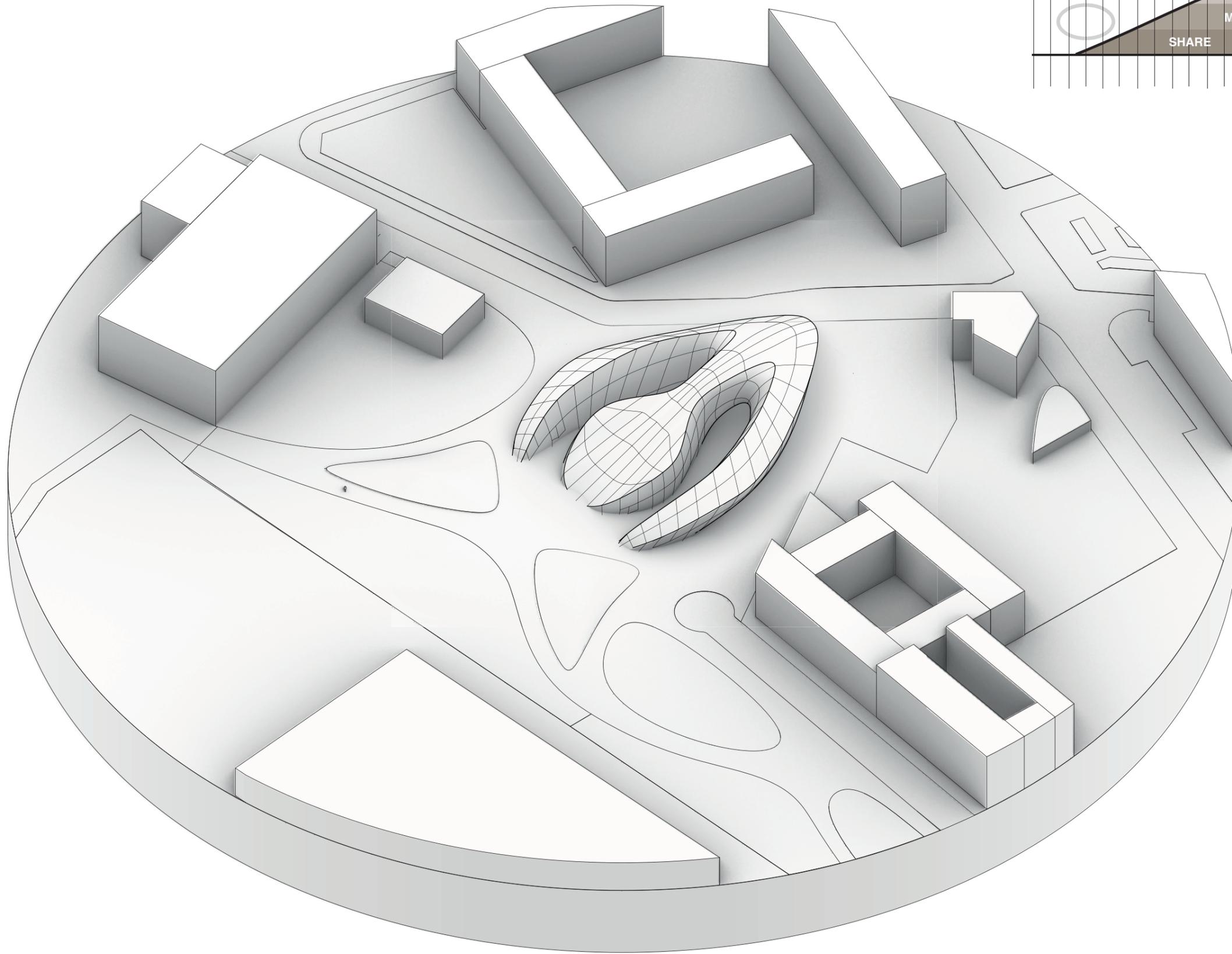
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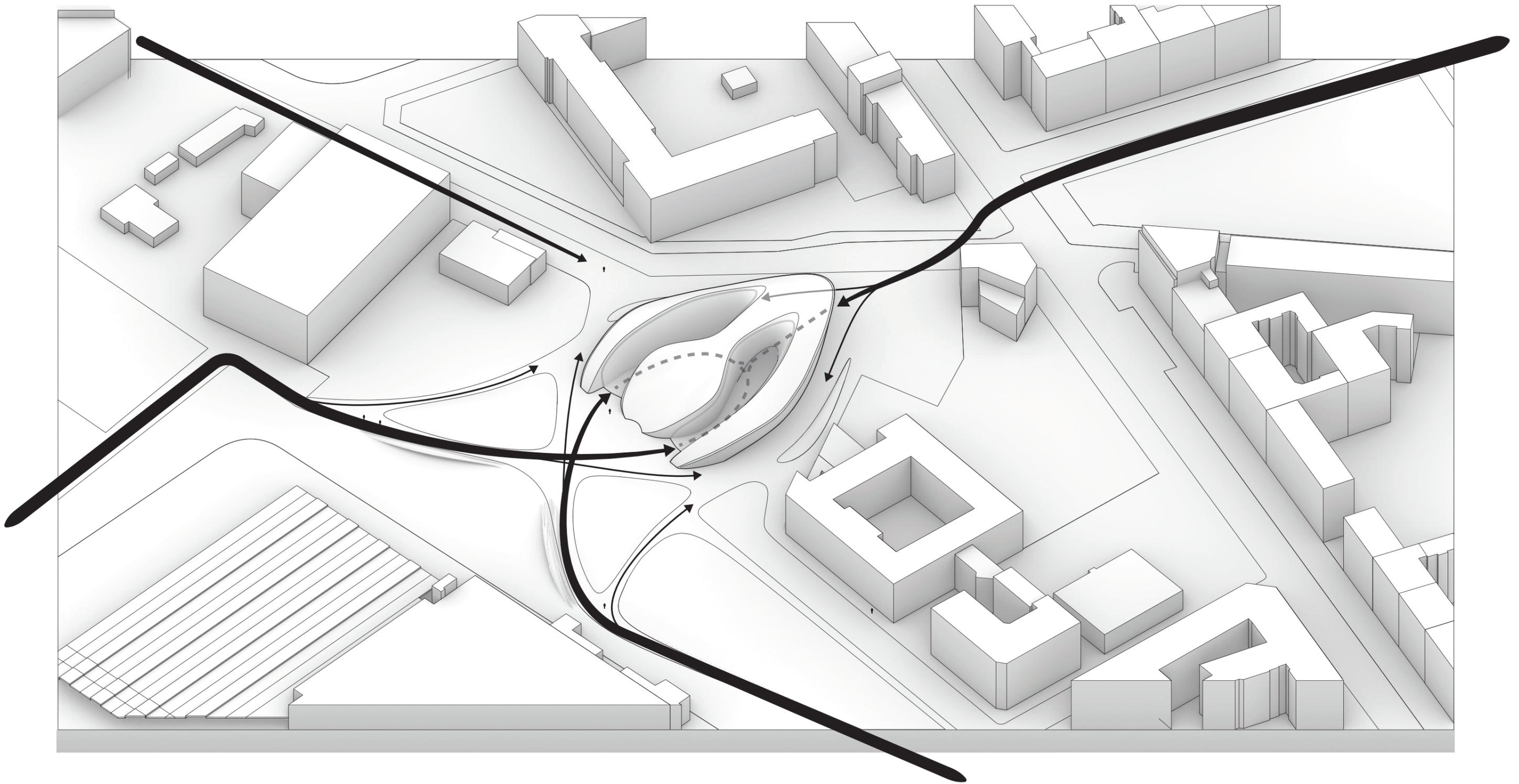
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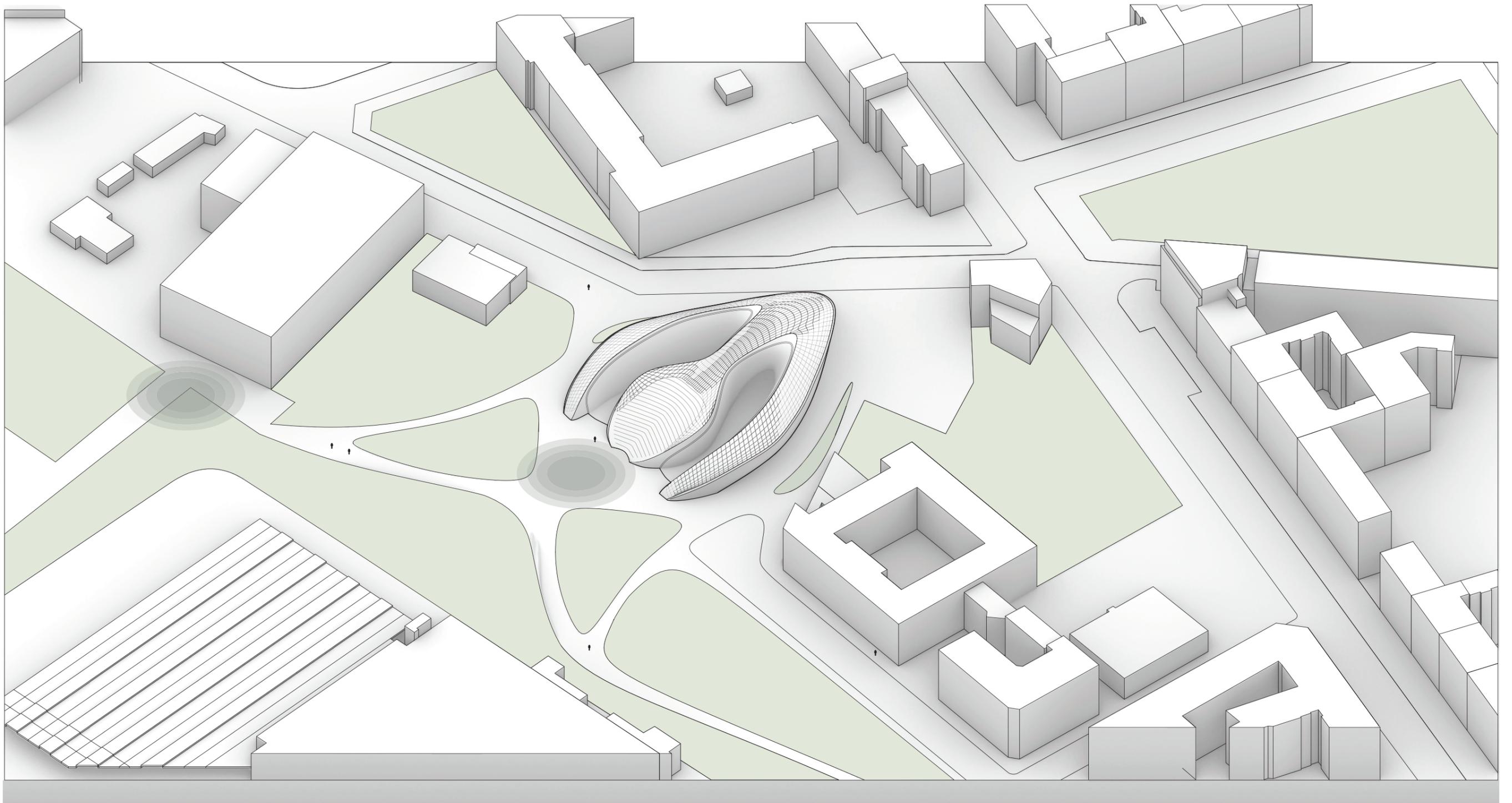
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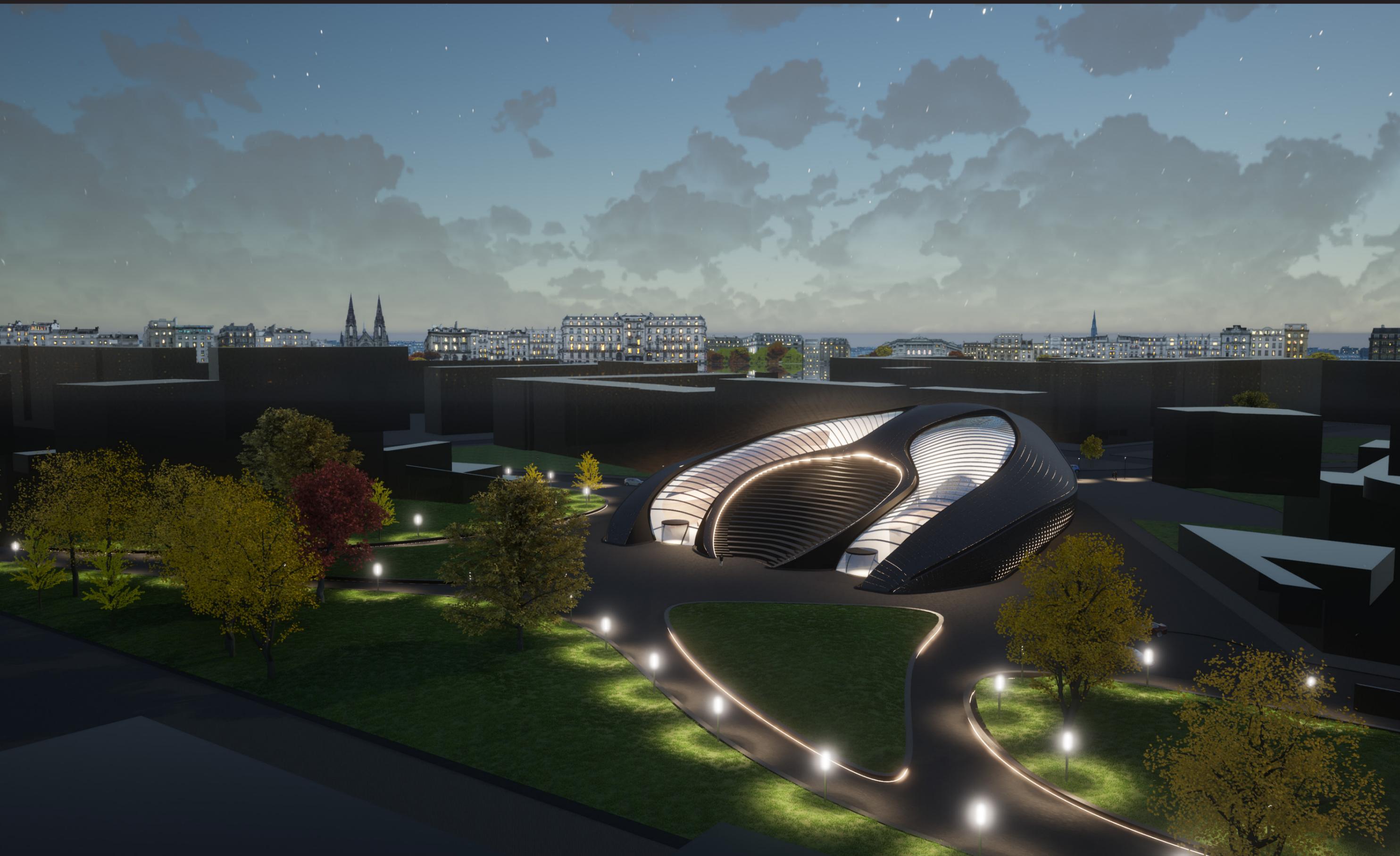


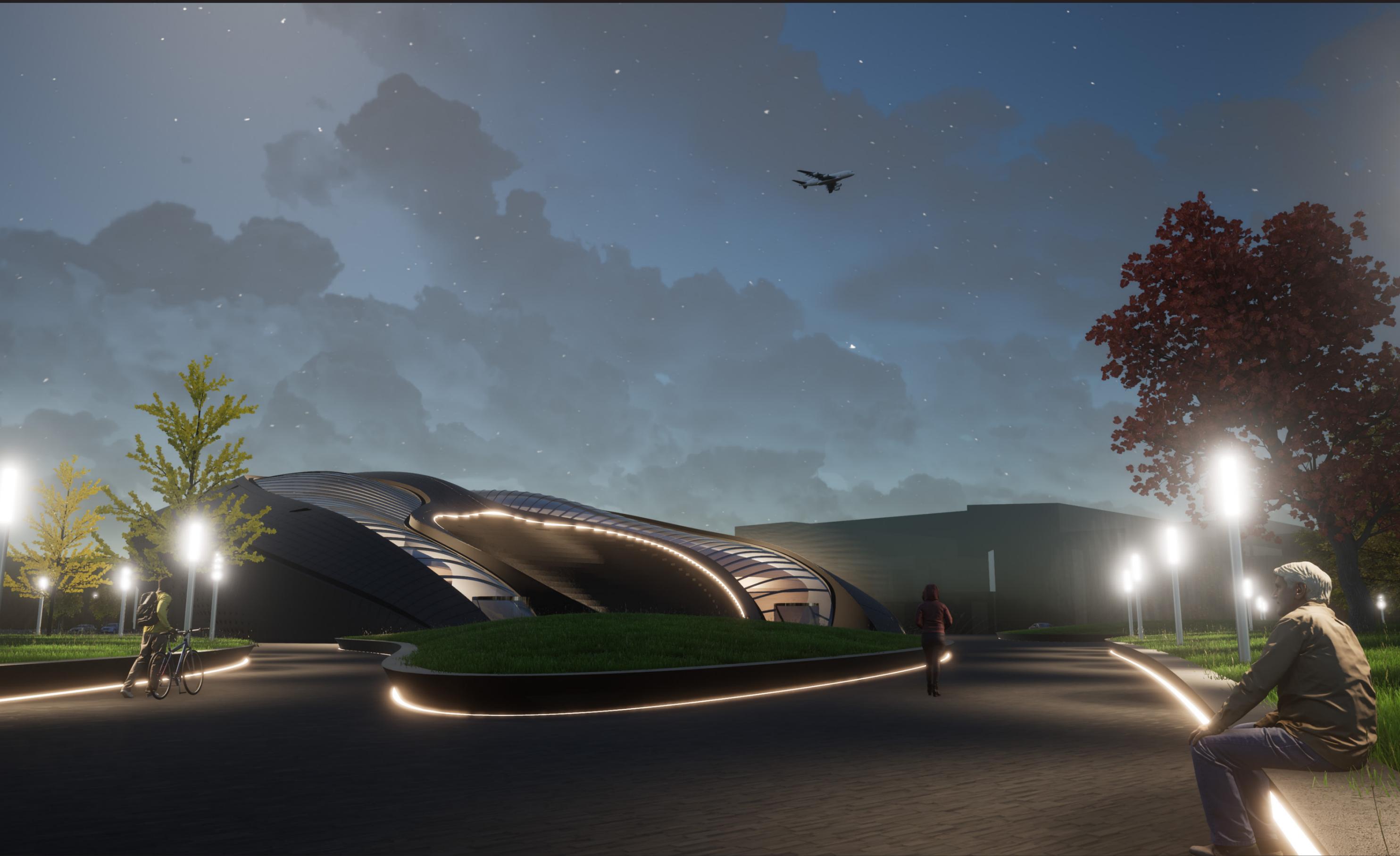
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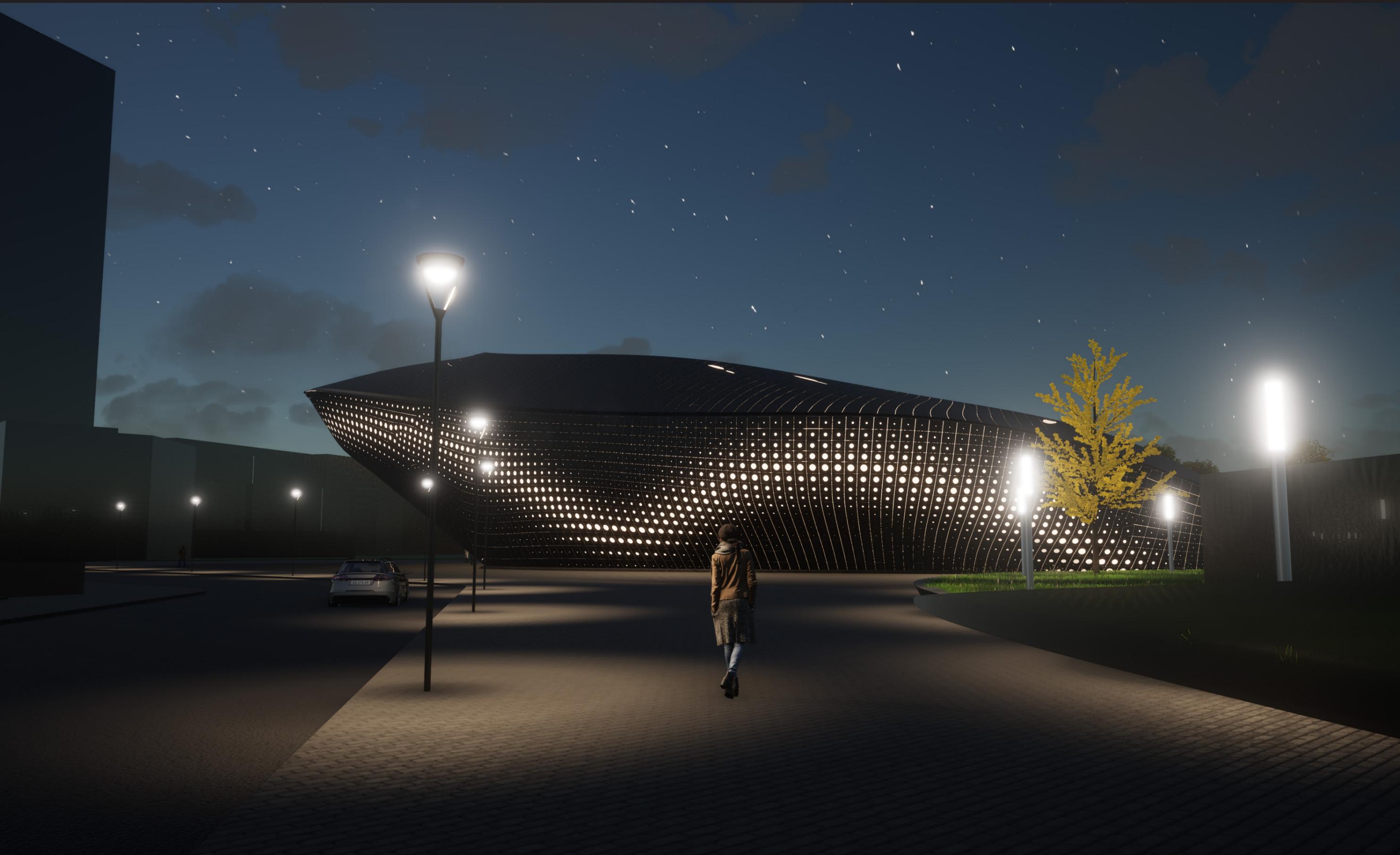


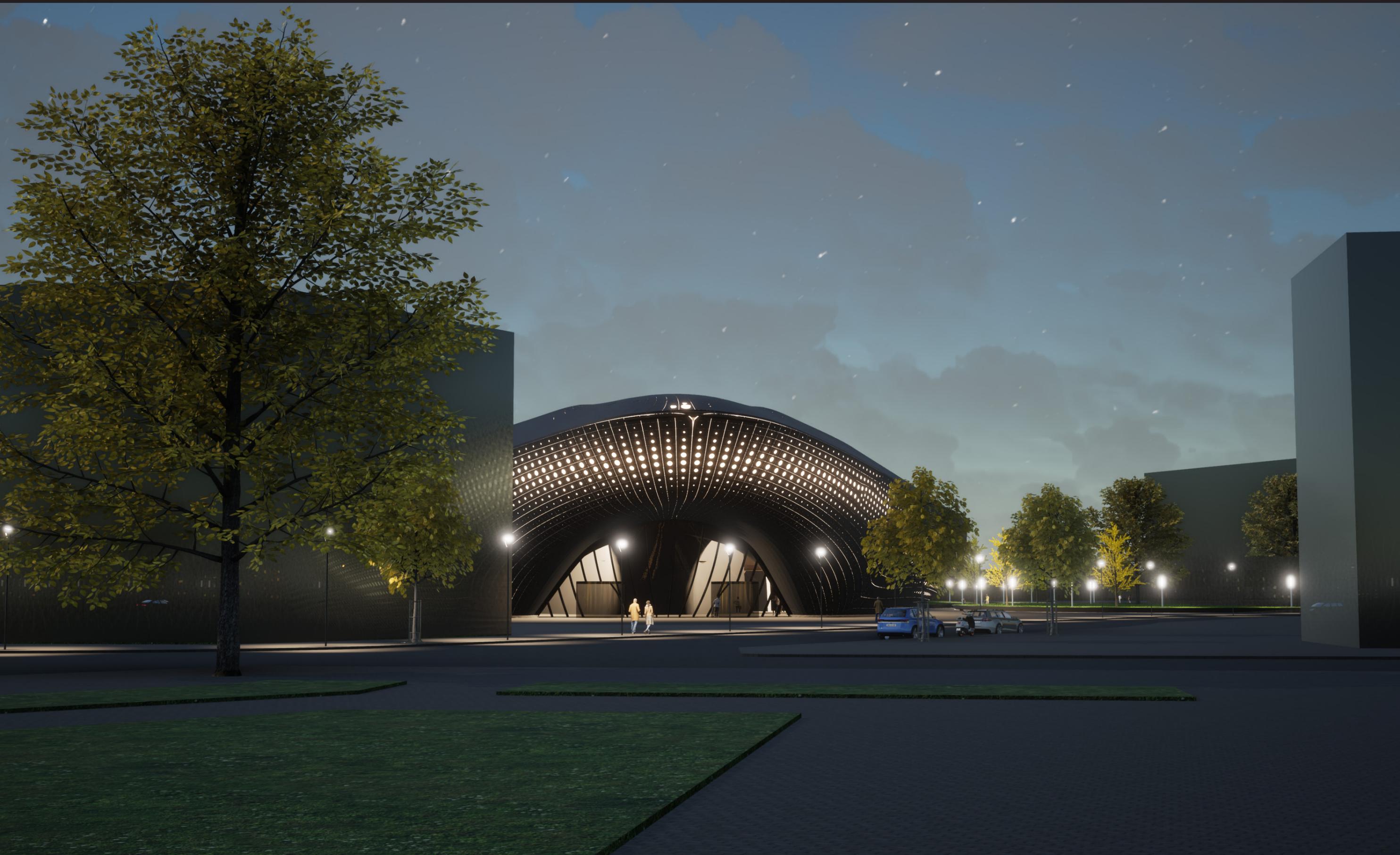
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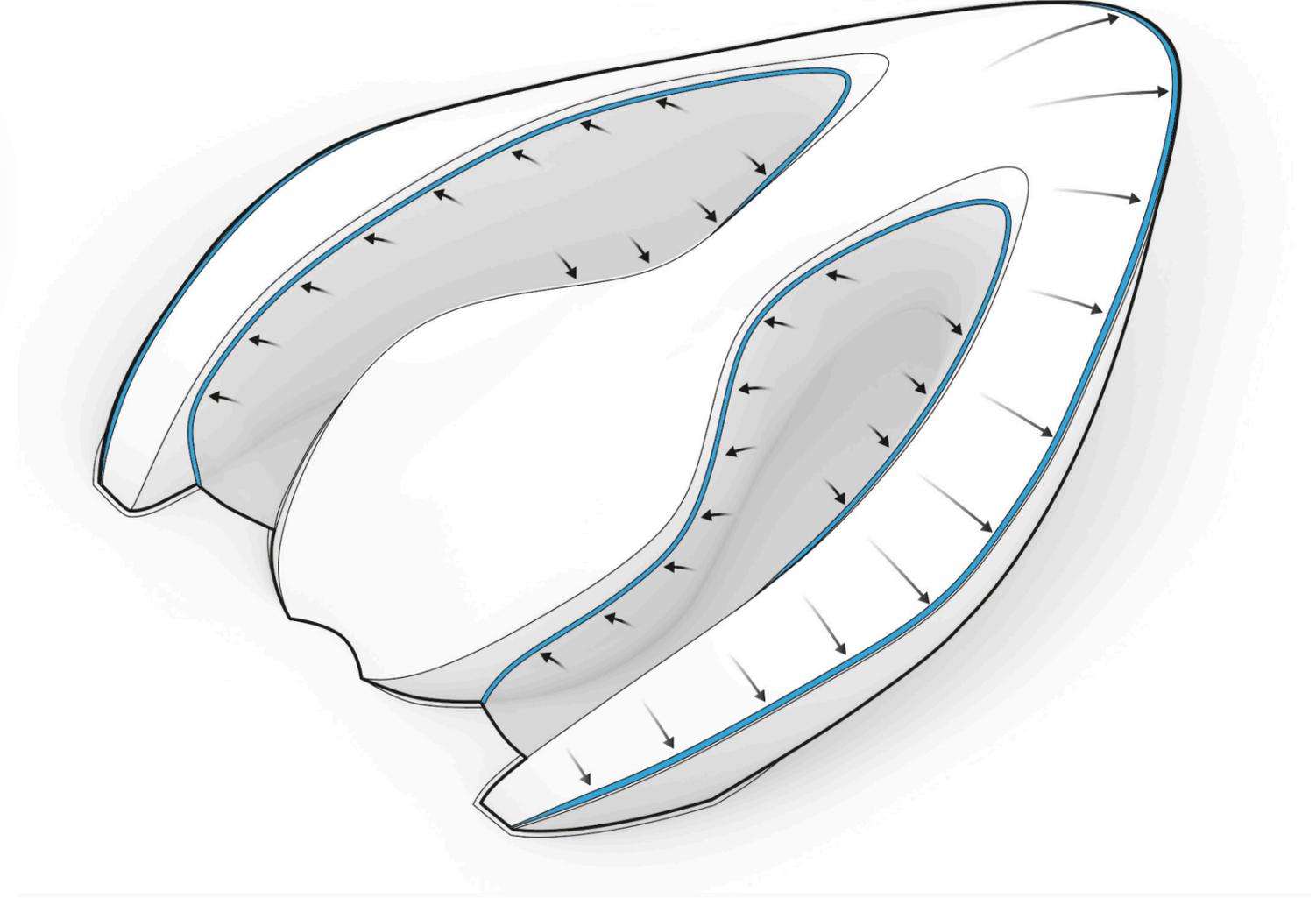
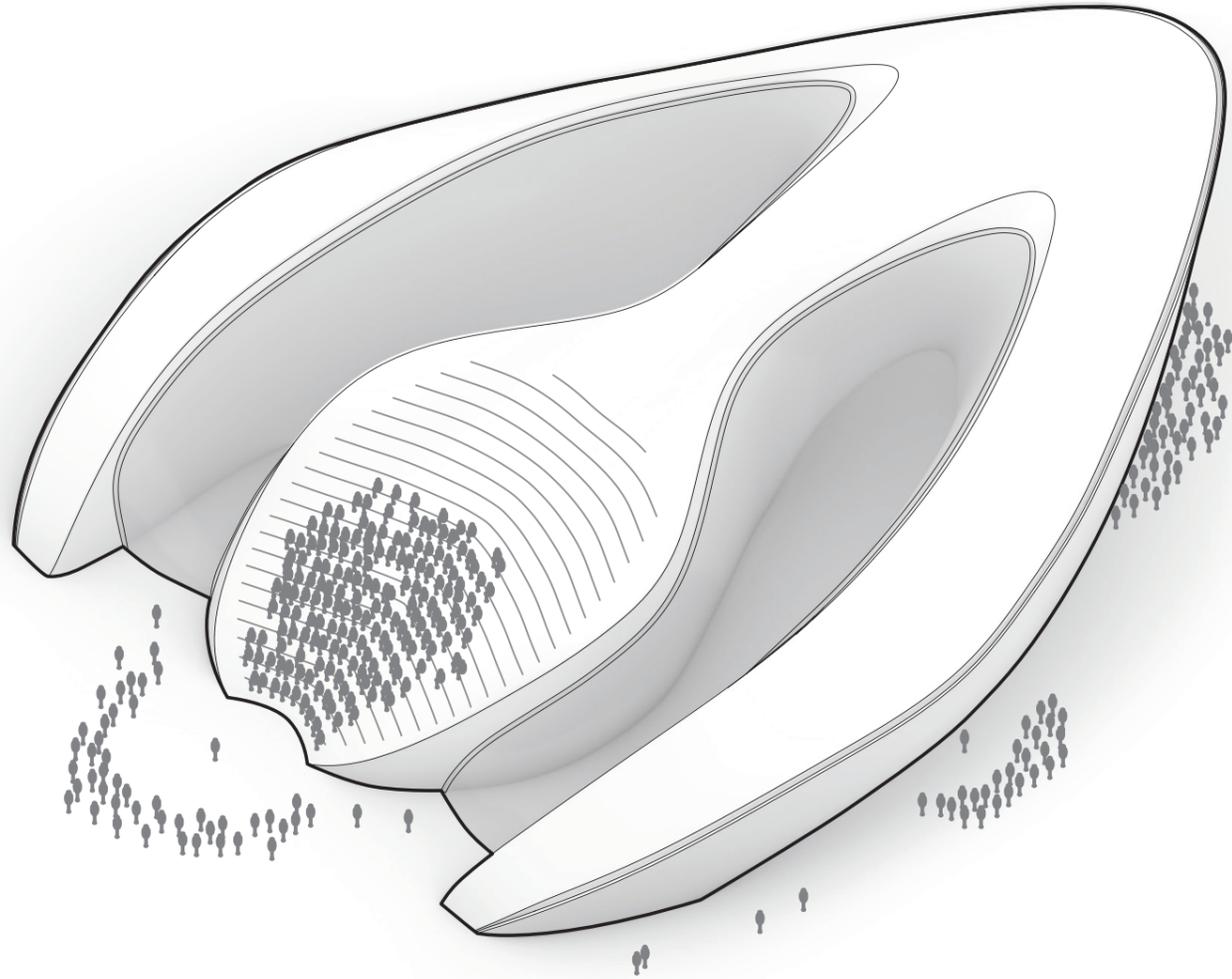






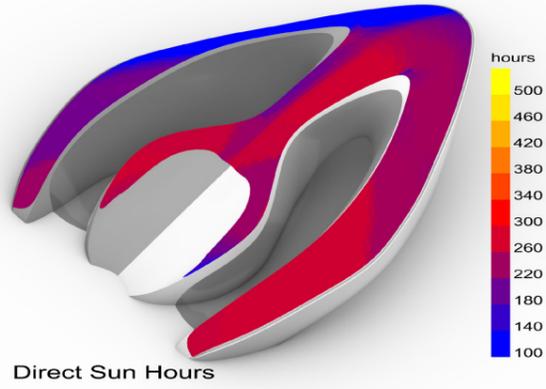


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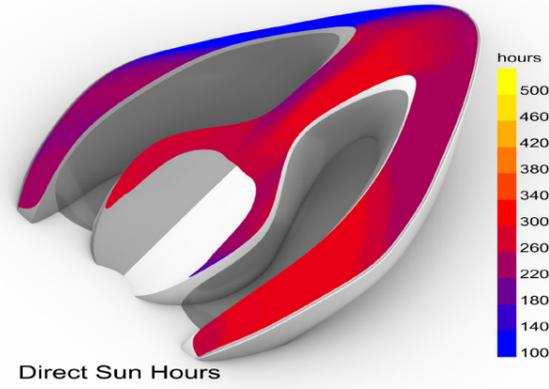


# HOUSE OF CREATIVES | BUILDING PERFORMANCE

JAN



FEB



MAR



APR



MAY



JUN



JUL



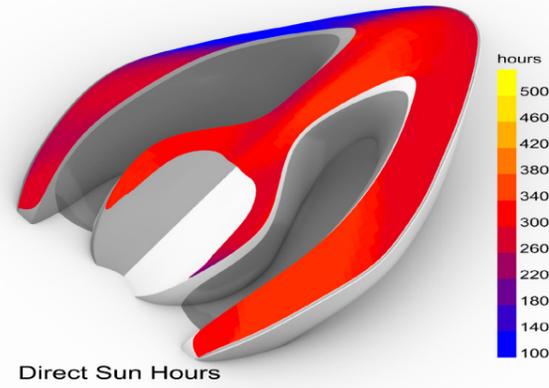
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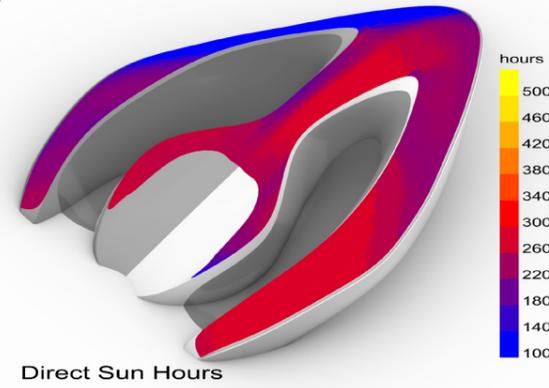
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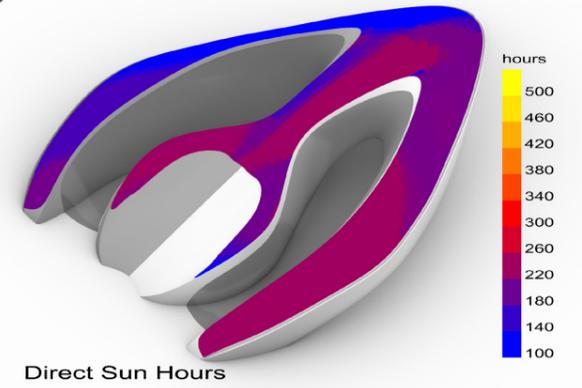
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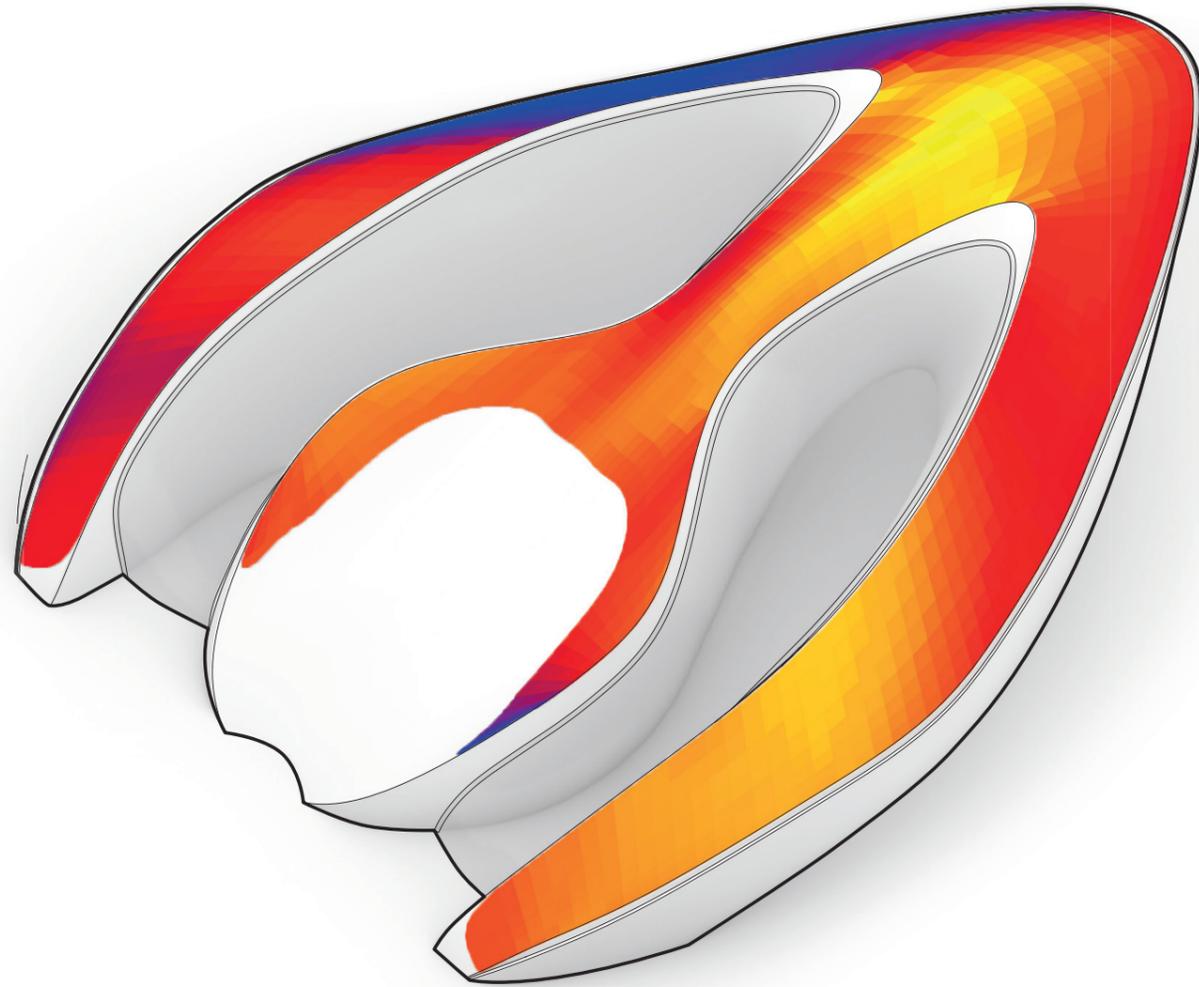
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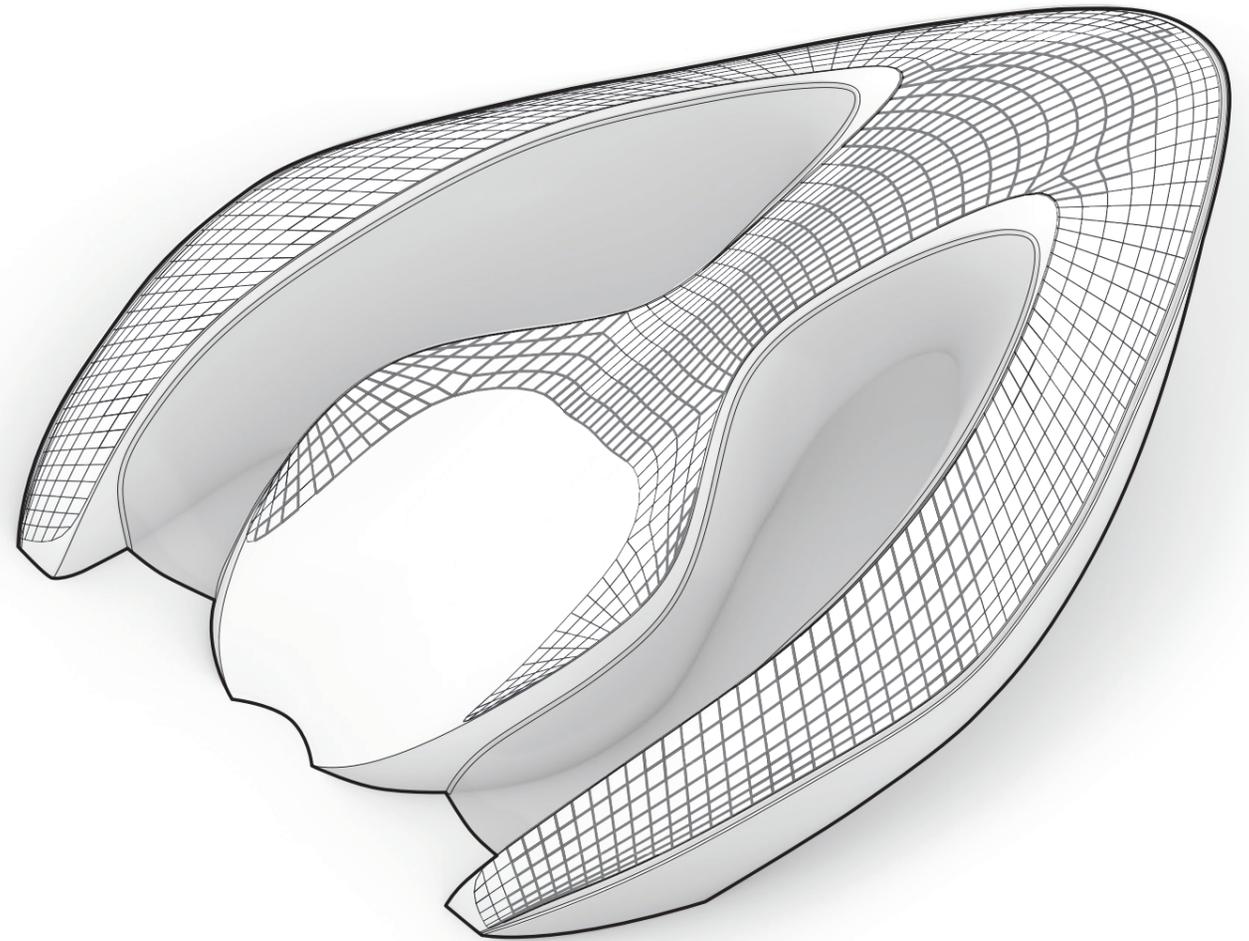
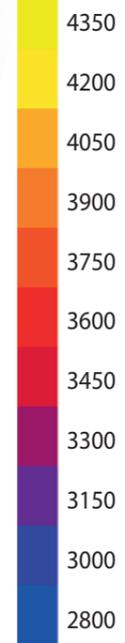
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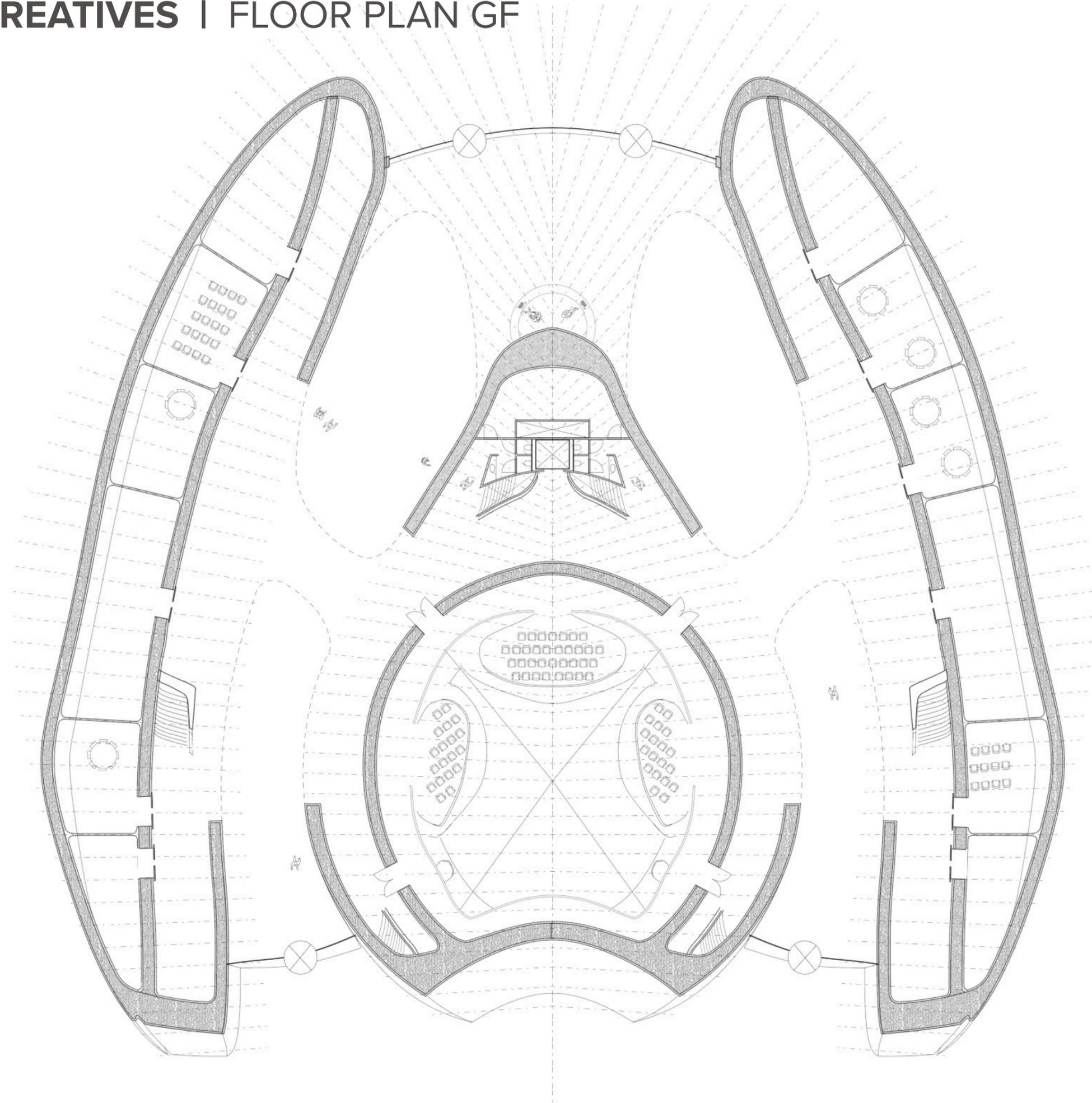
# HOUSE OF CREATIVES | BUILDING PERFORMANCE



HOURS



# HOUSE OF CREATIVES | FLOOR PLAN GF

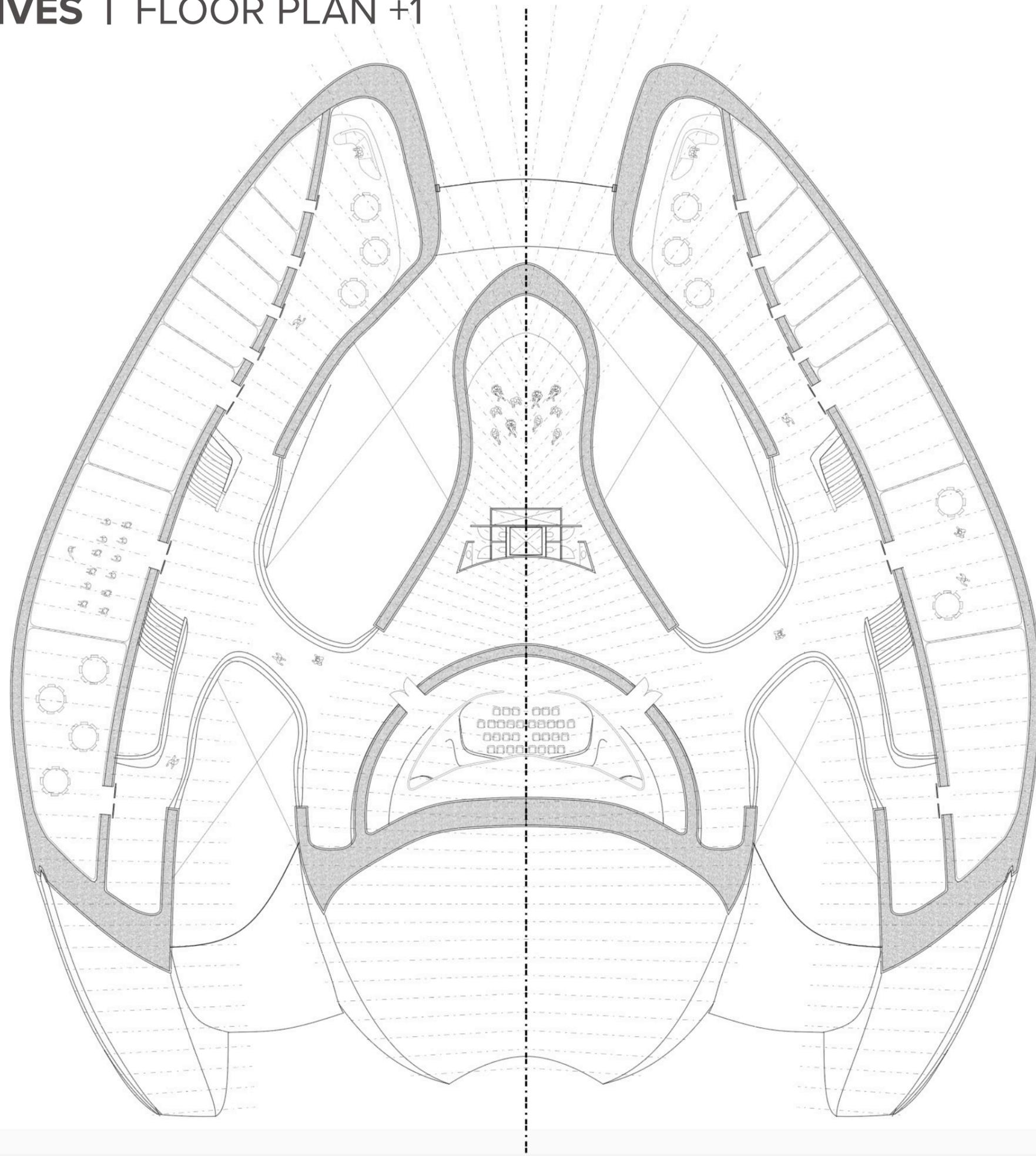


SHARE

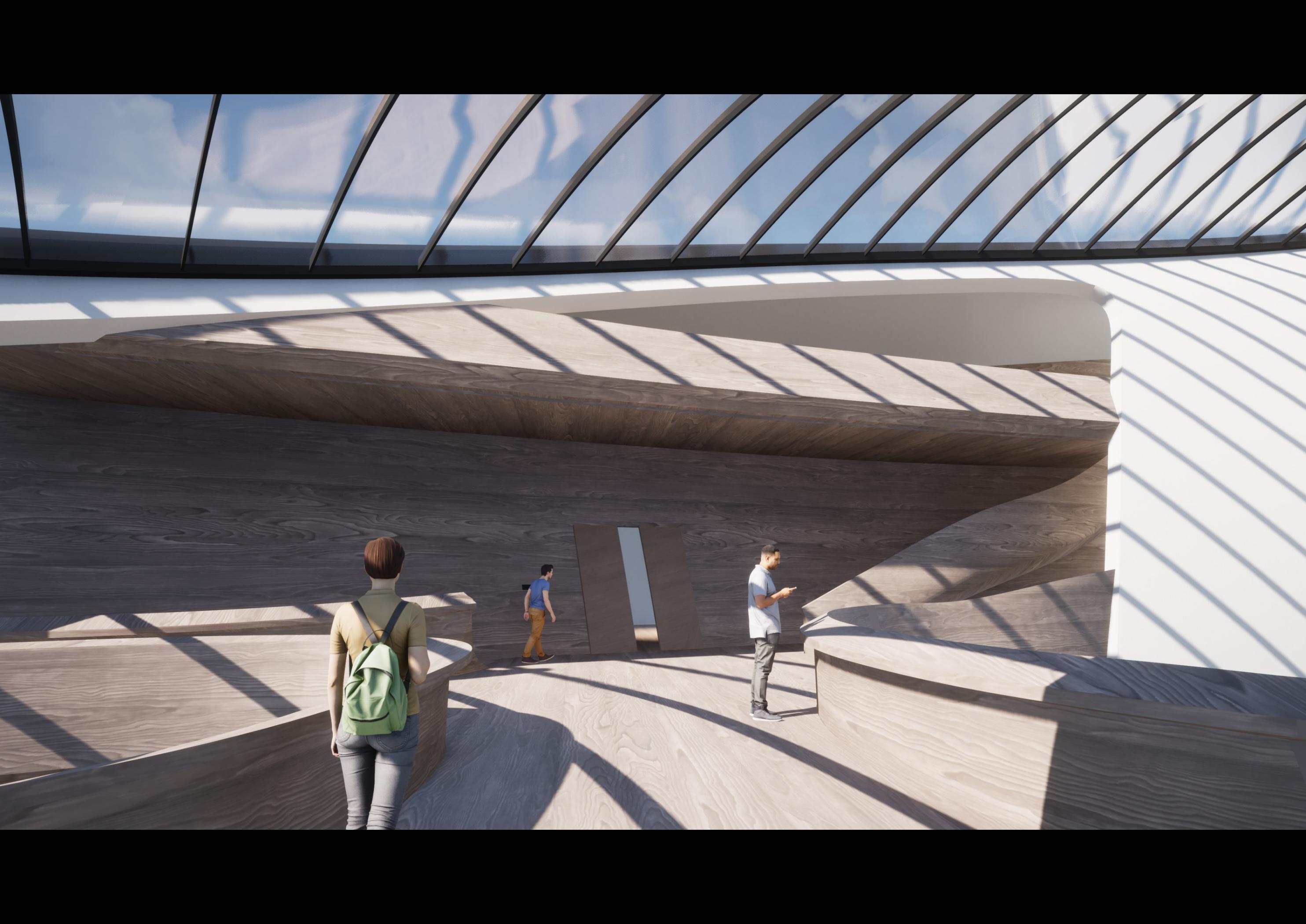




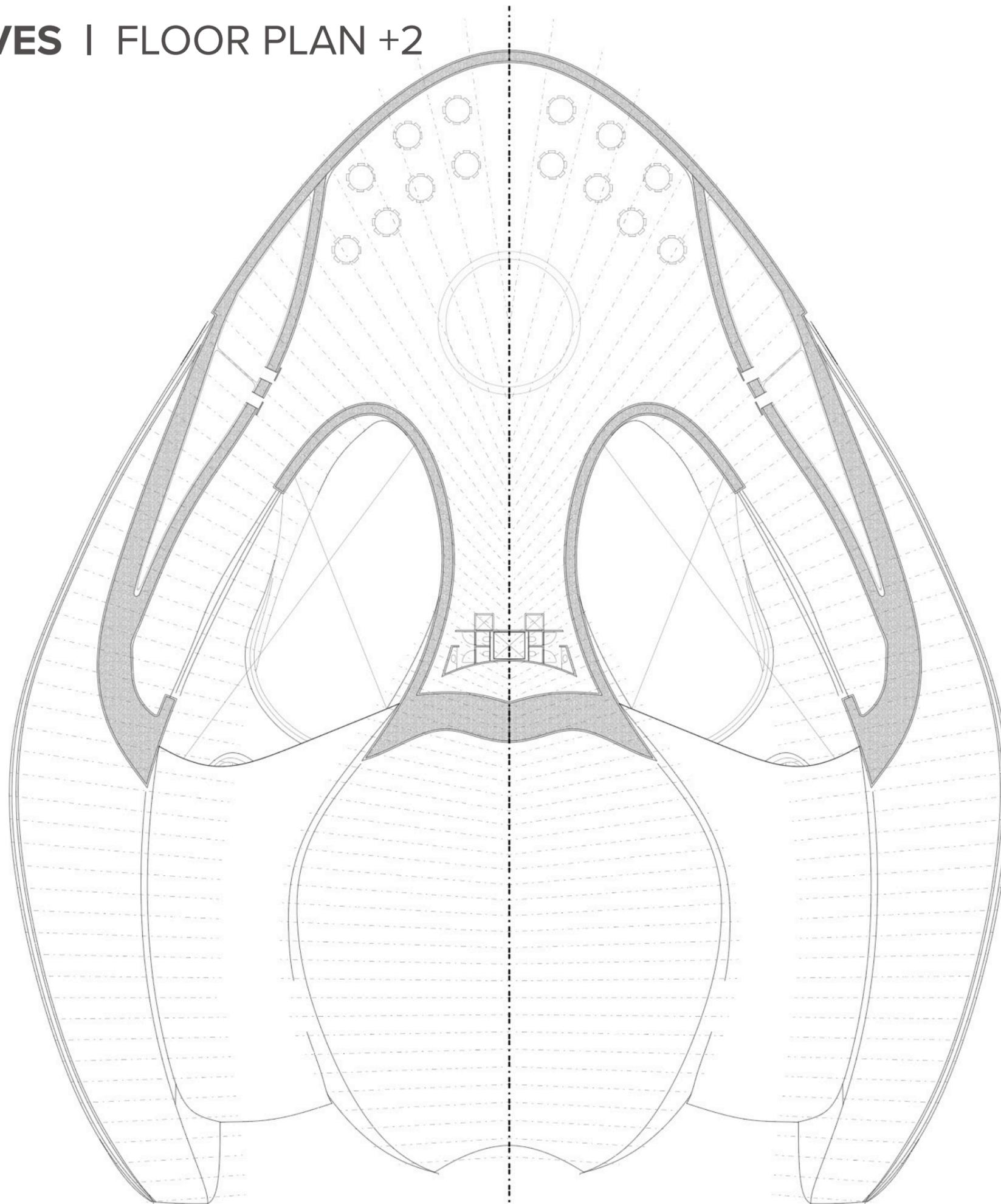
# HOUSE OF CREATIVES | FLOOR PLAN +1



MAKE



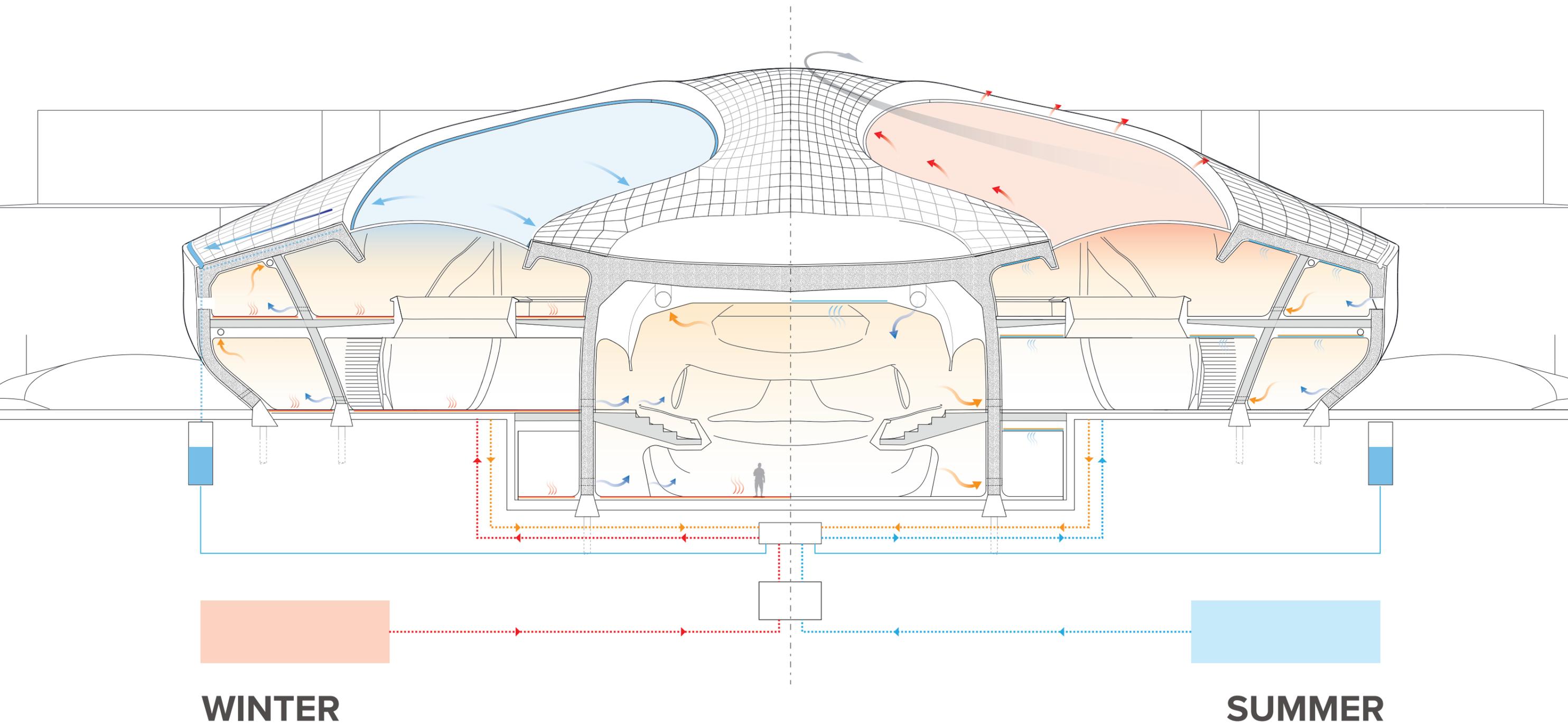
# HOUSE OF CREATIVES | FLOOR PLAN +2



THINK



# HOUSE OF CREATIVES | CLIMATE SECTION



# HOUSE OF CREATIVES | STRUCTURE

**REINFORCED MYCELIUM COMPOSITE (RMC)**

# HOUSE OF CREATIVES | MYCELIUM



## - **LIGHTWEIGHT:**

MYCELIUM-BASED BUILDING MATERIALS ARE LIGHTWEIGHT, MAKING THEM EASY TO TRANSPORT AND HANDLE DURING CONSTRUCTION.

## - **SUSTAINABLE:**

MYCELIUM IS A RENEWABLE RESOURCE THAT CAN BE GROWN QUICKLY AND REQUIRES MINIMAL RESOURCES, MAKING IT AN ENVIRONMENTALLY FRIENDLY BUILDING MATERIAL.

## - **FIRE-RESISTANT:**

MYCELIUM POSSESSES INHERENT FIRE-RESISTANT PROPERTIES, REDUCING THE RISK OF FIRE HAZARDS IN BUILDINGS CONSTRUCTED WITH MYCELIUM-BASED MATERIALS.

## - **INSULATING:**

MYCELIUM MATERIALS HAVE GOOD INSULATING PROPERTIES, PROVIDING THERMAL AND ACOUSTIC INSULATION FOR BUILDINGS.

## - **STRONG AND DURABLE:**

MYCELIUM COMPOSITES CAN BE ENGINEERED TO HAVE HIGH STRENGTH AND DURABILITY, CAPABLE OF WITHSTANDING STRUCTURAL LOADS.

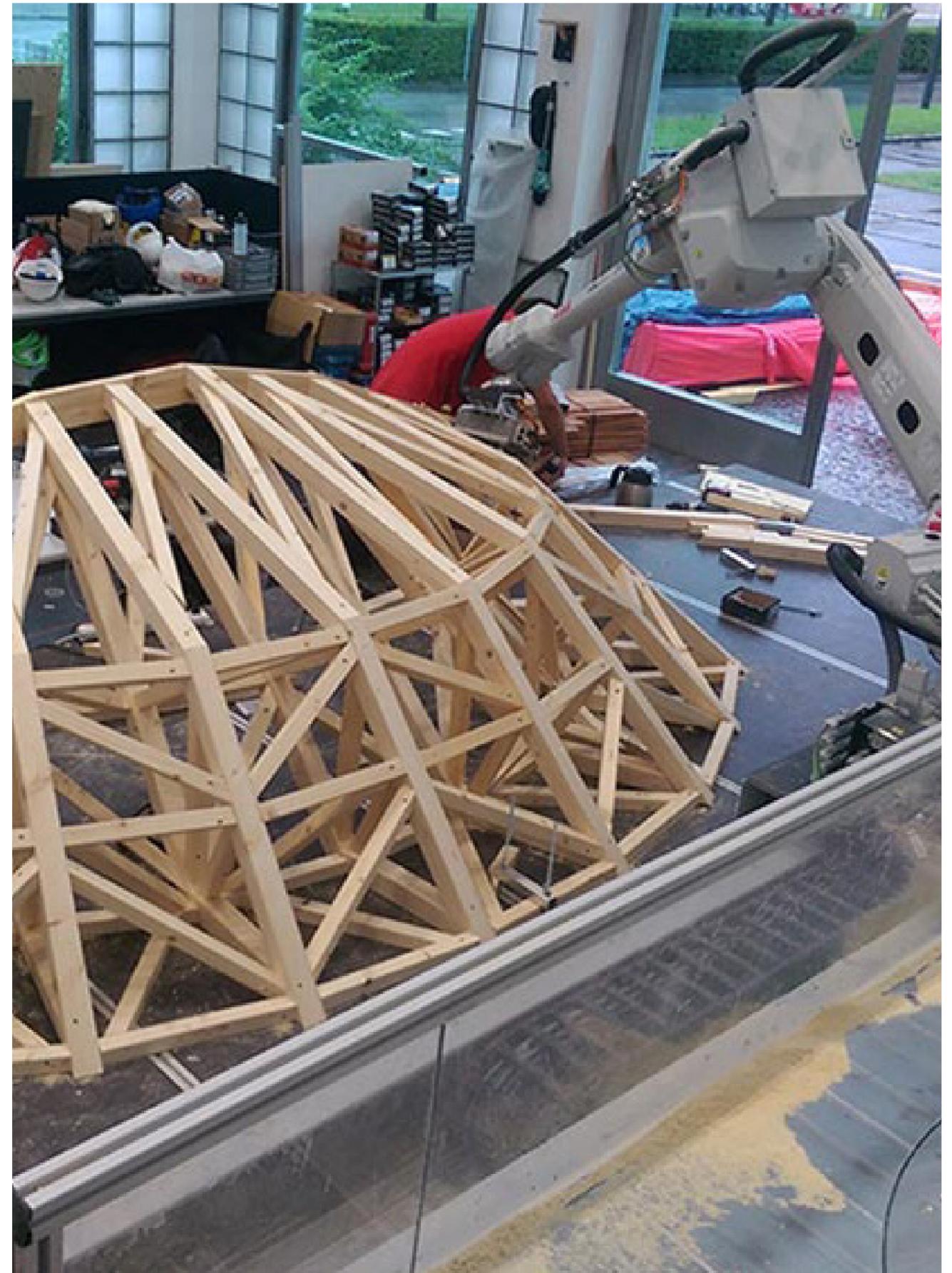
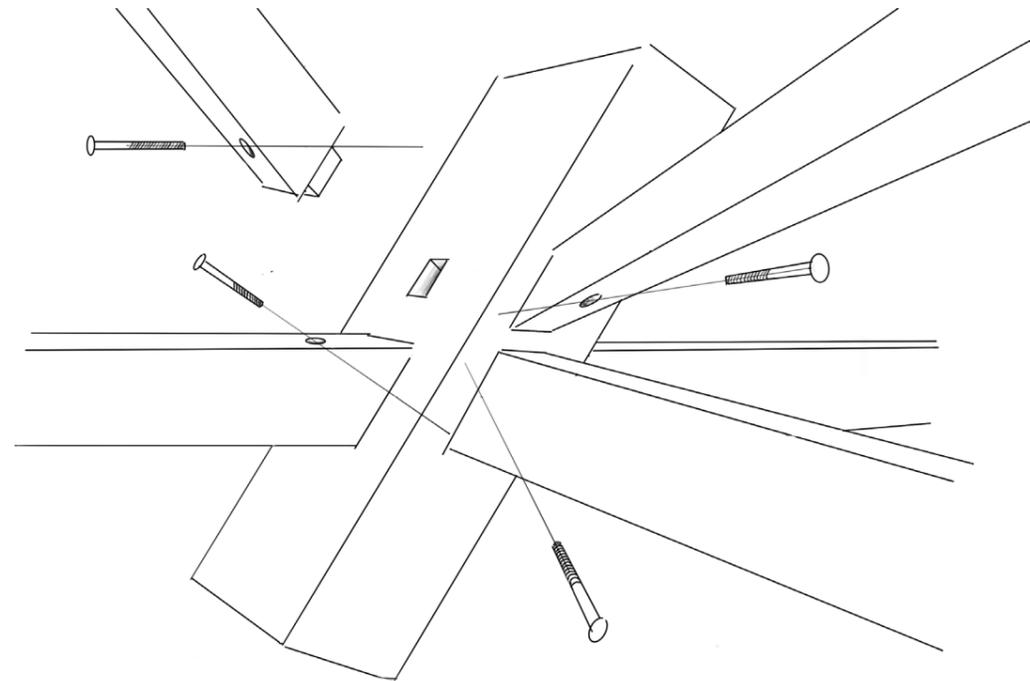
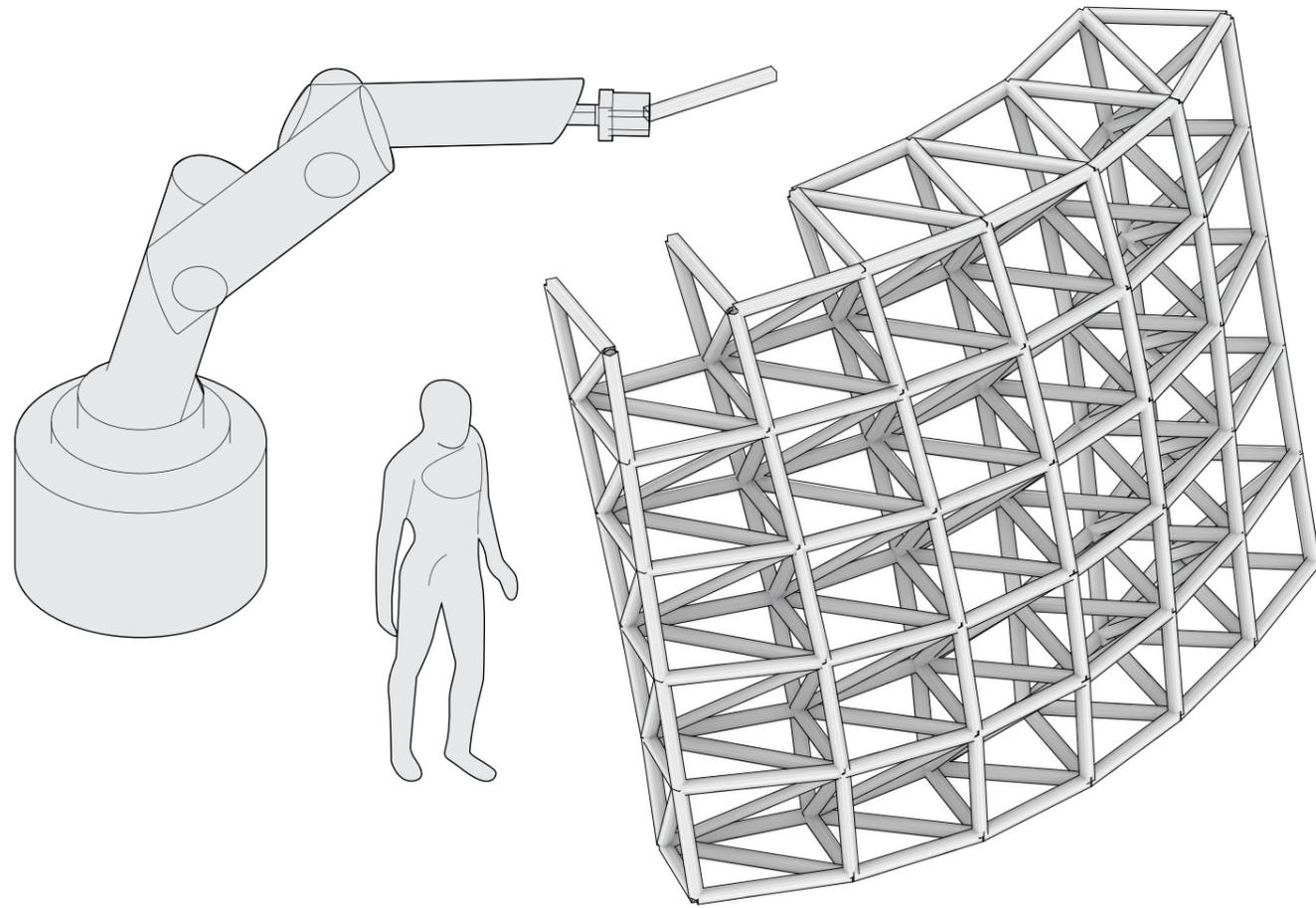
## - **BIODEGRADABLE:**

AT THE END OF THEIR LIFE CYCLE, MYCELIUM-BASED MATERIALS ARE FULLY BIODEGRADABLE, MINIMIZING WASTE AND CONTRIBUTING TO A CIRCULAR ECONOMY.

# HOUSE OF CREATIVES | RMC



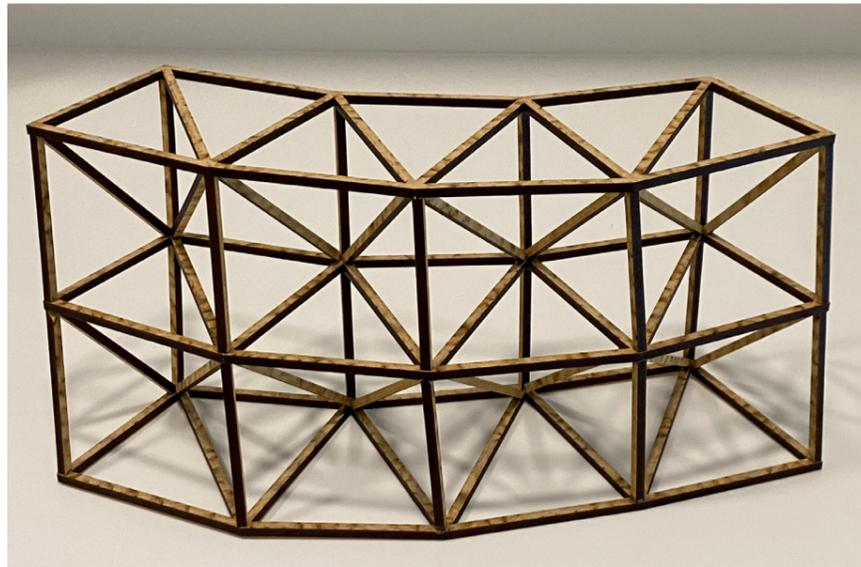
# HOUSE OF CREATIVES | DIGITAL FABRICATION



# HOUSE OF CREATIVES | MYCELIUM GROWTH



MYCELIUM COMPOSITE:  
- HENNEP WASTE  
- MYCELIUM SPORES



**STRUCTURAL MODULE**

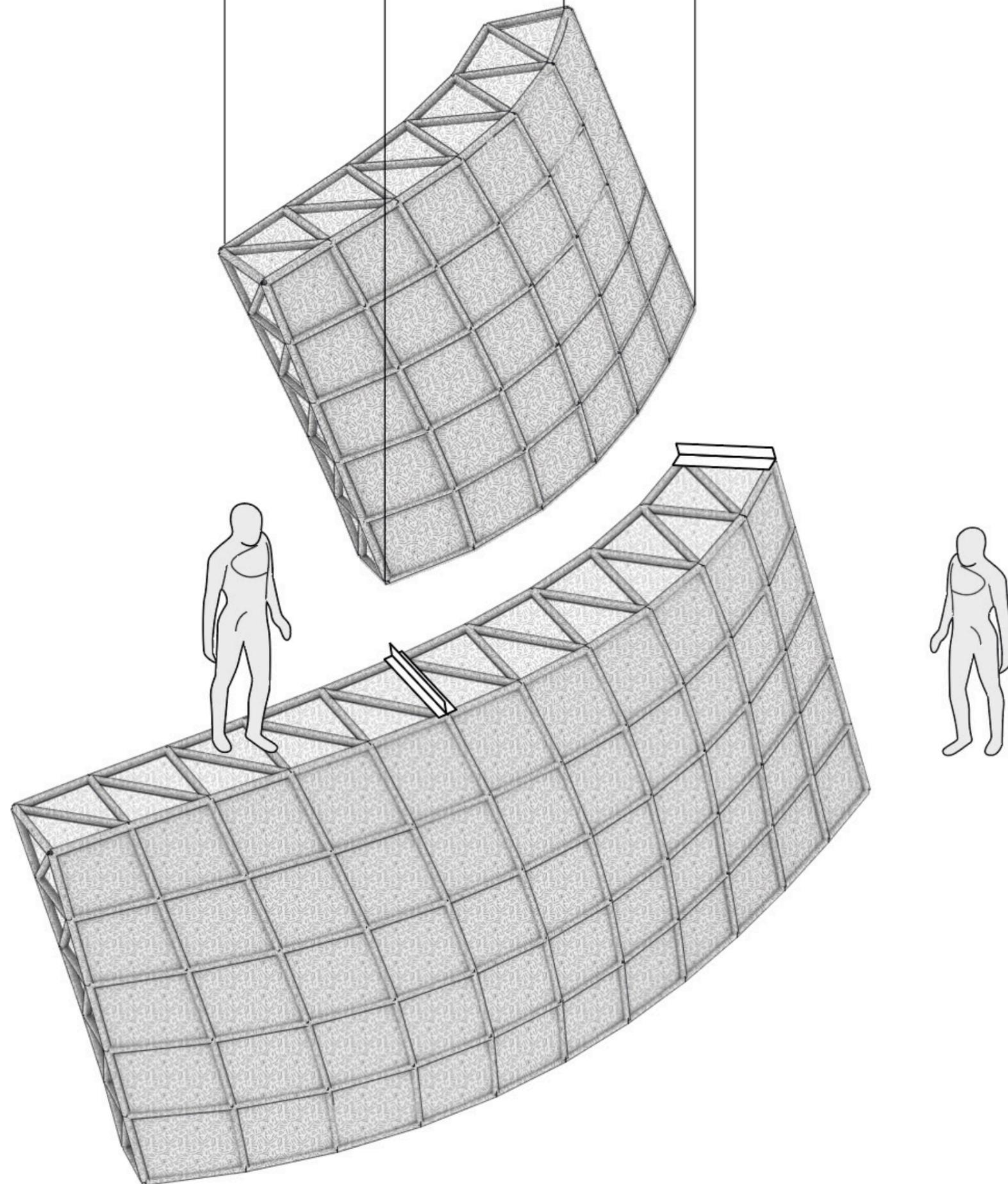


**FILL WITH  
MYCELIUM COMPOSITE**

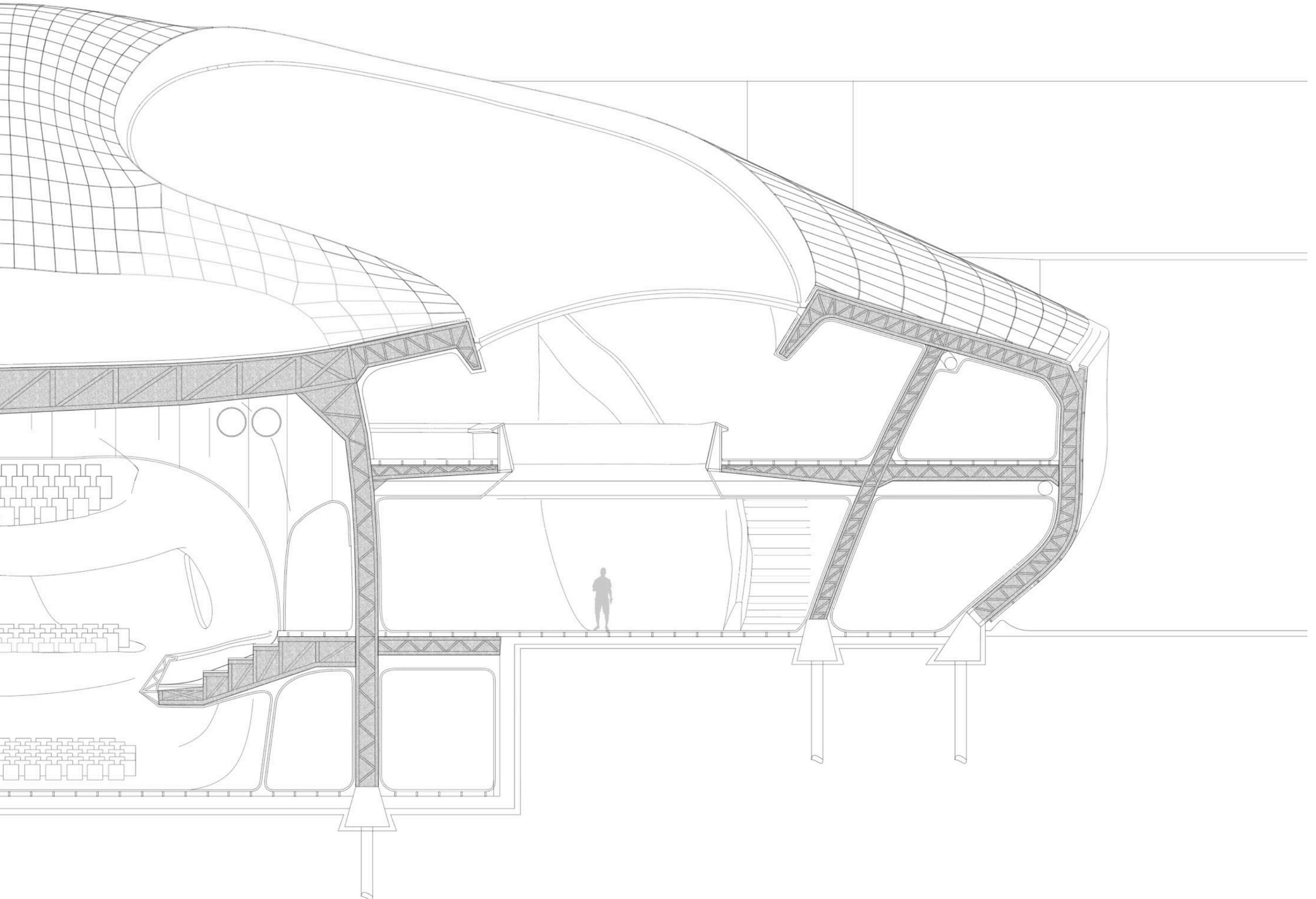
**GROW**  
@  
**24-26°C**  
**3-5 DAYS**

**DRY**  
@  
**40°C**  
**3-4 HOURS**  
+  
**80°C**  
**2 HOURS**

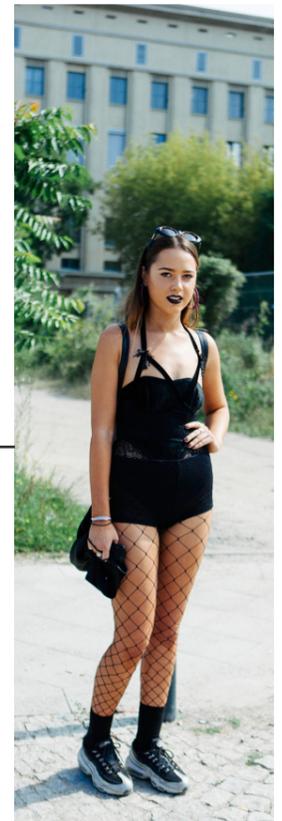
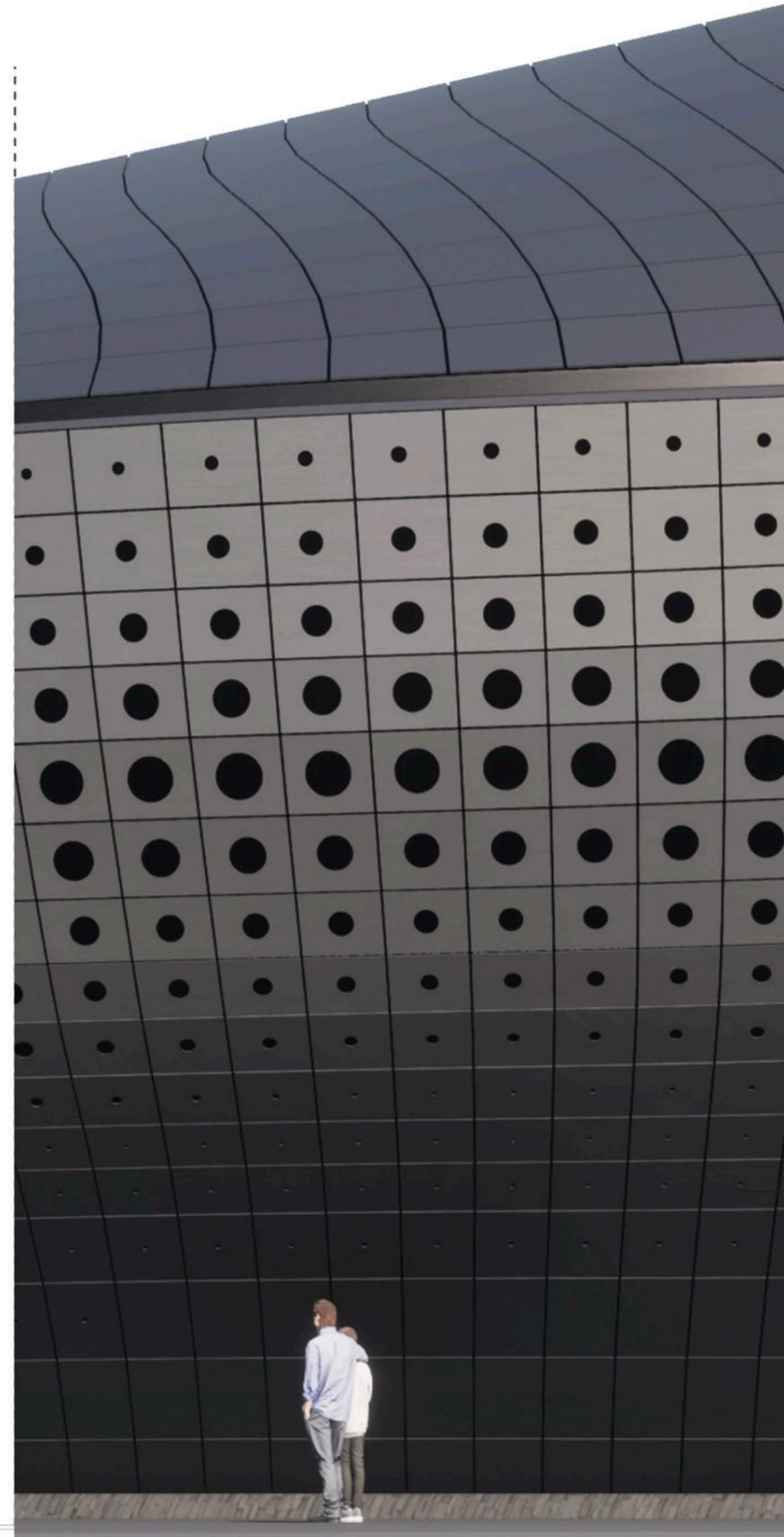
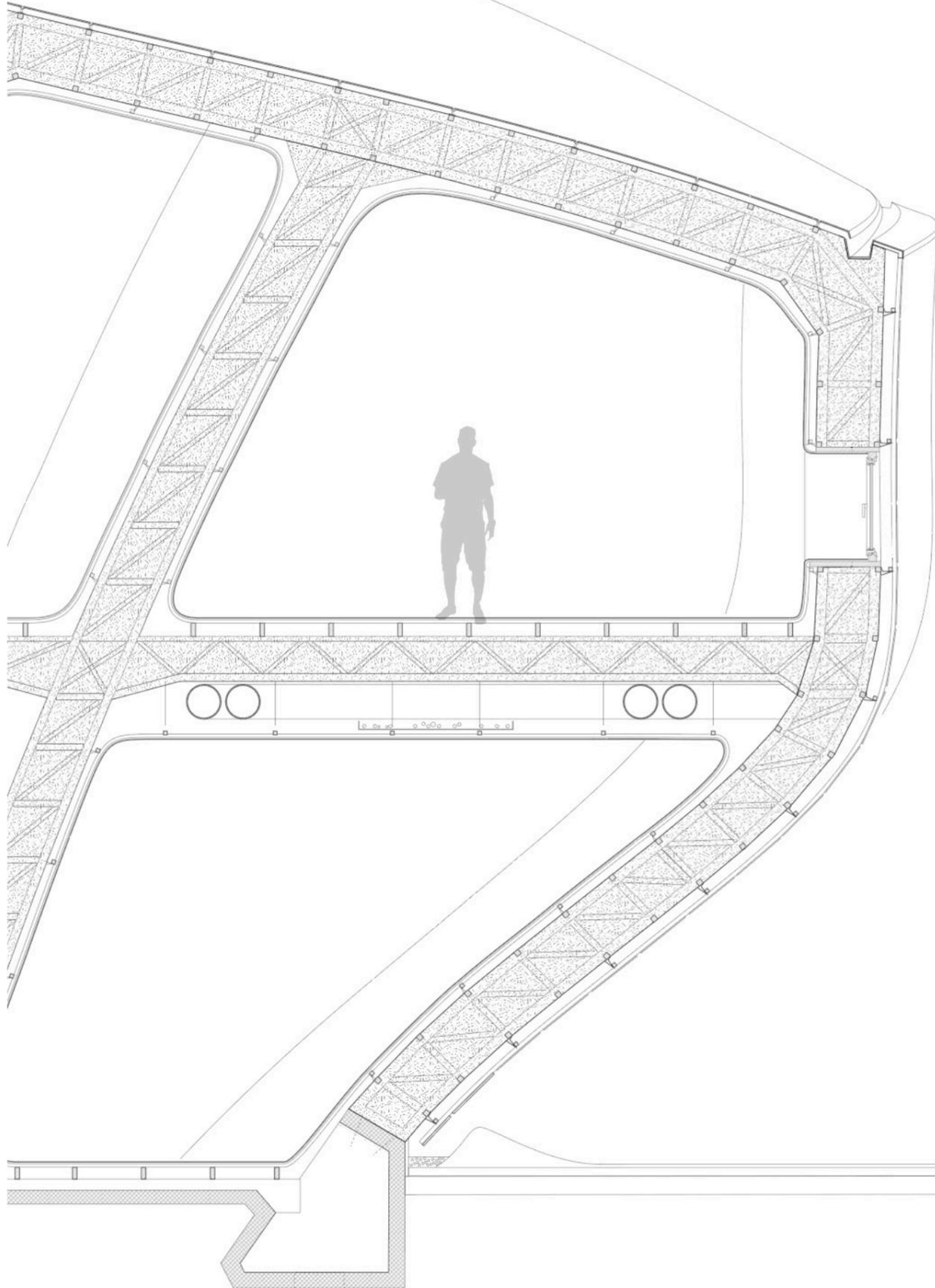
# HOUSE OF CREATIVES | SITE



# HOUSE OF CREATIVES | SECTION 1:50

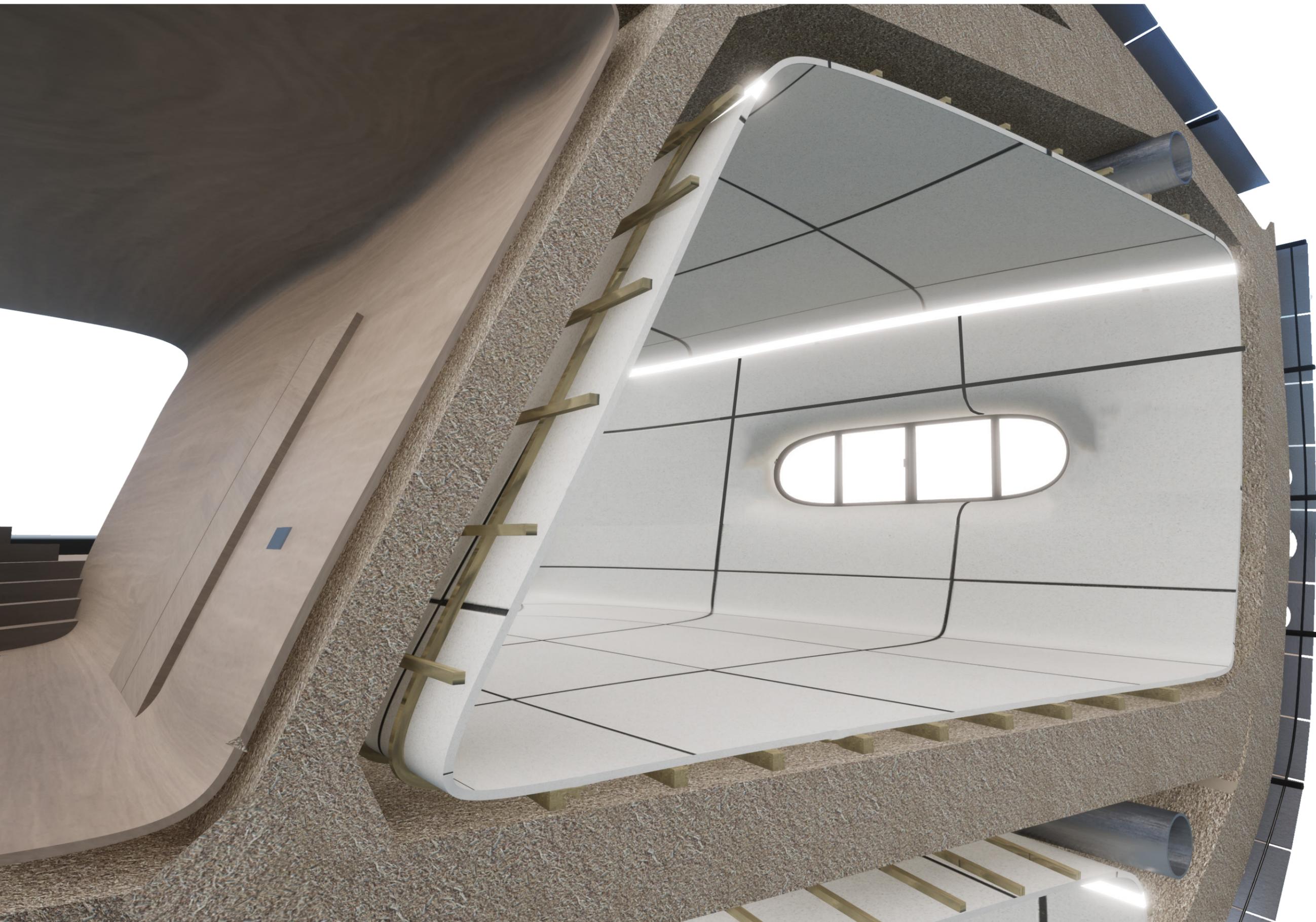


# HOUSE OF CREATIVES | FACADE 1:20

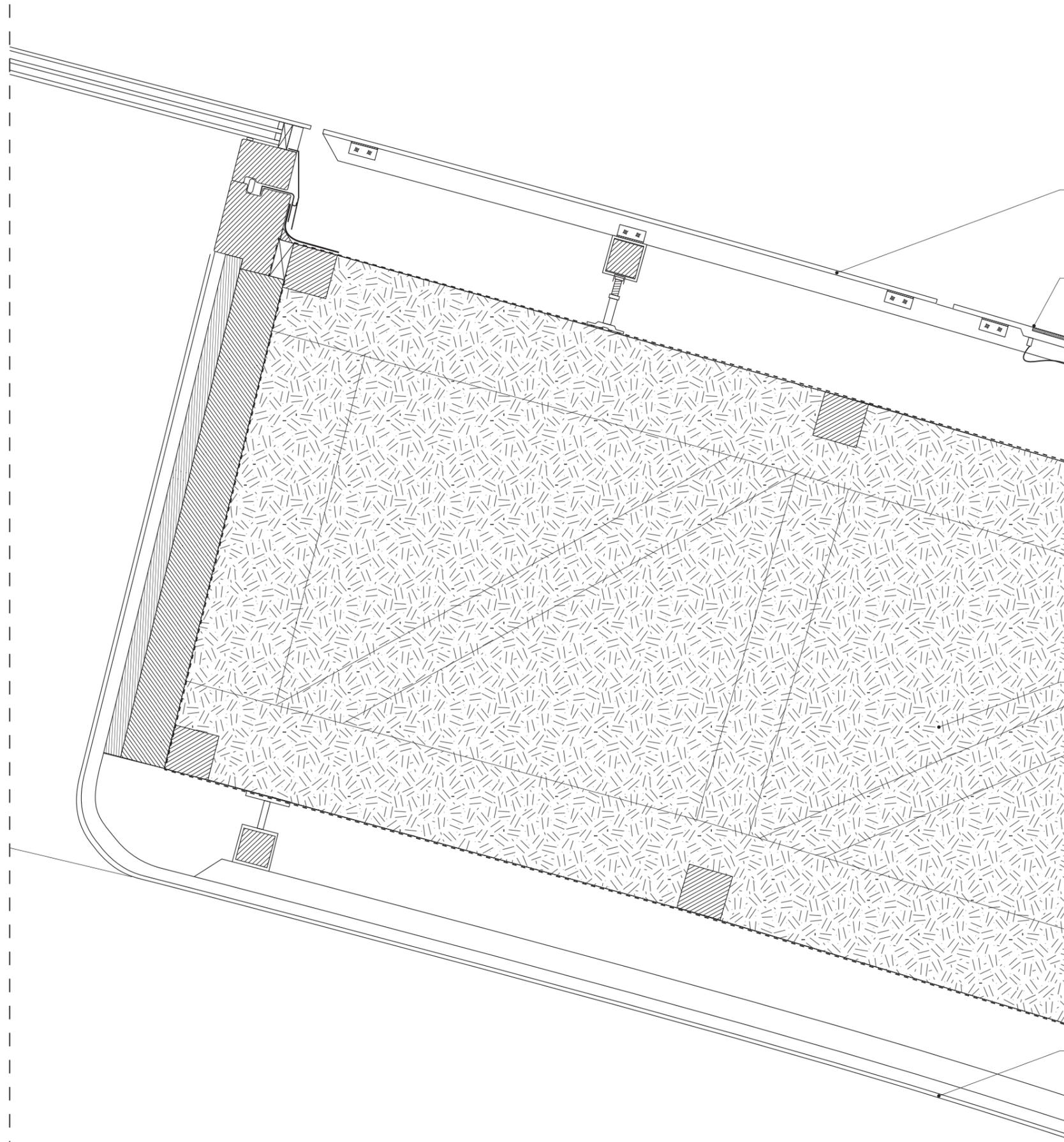


FACADE DETAIL  
1:20

# HOUSE OF CREATIVES | FRAGMENT



# HOUSE OF CREATIVES | FACADE 1:5



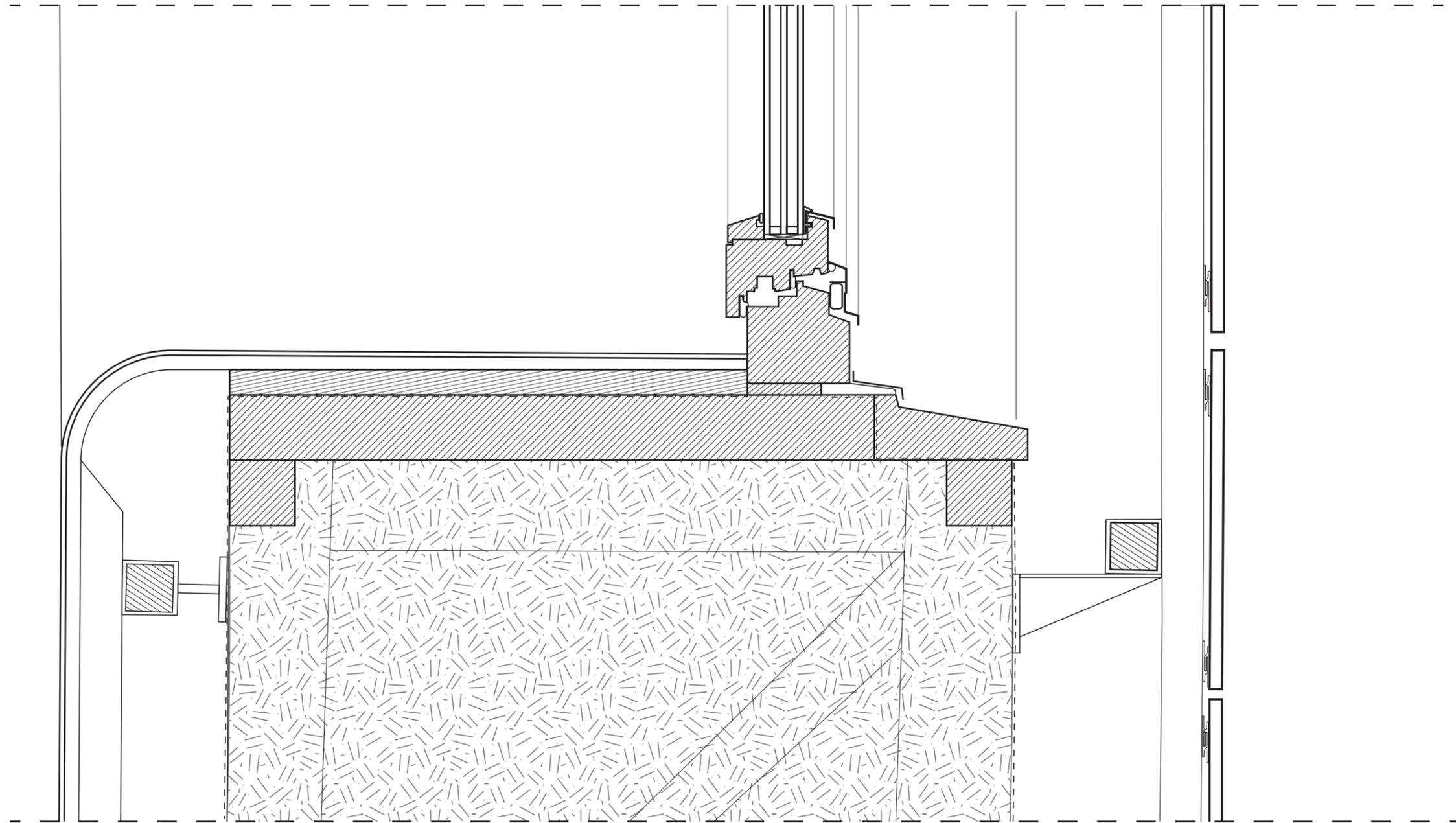
ArboBlend bioplastic, a development by Tecnar, comprises over 90% bio-polymers, and a little under 10% is a mix of inorganic mineral compounds. These minerals help protect the material from UV light. The bioplastic contains no halogens, chlorines or bromines. Oil-based components and additives are also kept to a minimum, meaning that recycling is both easier and cleaner than normal.

Organic Photovoltaic (OPV) panels.

Reinforced Mycelium Composite (RMC). A first study of digitally fabricated wooden reinforcement combined with mycelium composite. The mycelium not only functions as a high quality insulating material, but it also supports the wooden reinforcement by growing into, and attaching to, the wooden elements. The composite consists of hemp fiber with a length of 5-15mm, making a stronger composite.

Hempcrete is a sustainable building material made from the woody core of the hemp plant mixed with a lime-based binder. It is a breathable material and has hygroscopic properties, allowing it to absorb and release moisture. This feature helps to maintain a comfortable and healthy indoor environment. Additionally, it has good acoustic insulation properties, reducing sound transmission and improving the overall acoustic comfort within the building.

# HOUSE OF CREATIVES | ROOF 1:5



# HOUSE OF CREATIVES: A CREATIVE CONDENSER IN BERLIN

ARNON VAN EMBDEN SPANJAARD  
4434900

