

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	Jae Young Song
Student number	4743199

Studio		
Name / Theme	Msc Complex Projects / Hotel New York	
Main mentor	Henri van Bennekom	Architecture
Second mentor	Hubert van der Meel	Building technology
Third mentor	Marija Mateljan	Architecture
Argumentation of choice of the studio	I chose this studio because of the complexity and the scale of the project which I hadn't deal with it before.	

Graduation project	
Title of the graduation project	Intergenerational gaming center

Goal	
Location:	Rotterdam, district Feijenoord
The posed problem, research questions and	The project aims to tackle two problems that occur in Feijenoord. The first goal is to reduce loneliness and social isolation and the second is to diminish the numbers of juvenile crime in the neighbourhood. "How can we accommodate digital games in a physical environment to increase communication across different ages to reduce loneliness and social isolation?"
Design assignment in which these result.	This project will be a public building for the local community where people, who are not familiar with the digital platforms, can learn new skills. It will also facilitate a workspace for gaming developers where they can test out their products in an exhibition/ testing facility. Also, the popularity of gaming contest eSport is increasing over the years. Therefore, this project will offer a place for national gaming events to attract spectators and tourists from other countries to Feijenoord which will contribute to the economic growth of the city.

The ambition of the project is to connect different age groups through gaming. That is because games can be played by everyone, no matter their age. It attracts common interests among people of different ages which leads to a conversation and increasing social cohesion in the neighbourhood. By accomodating digital platforms (games) in a physical environment, the project offers a gathering space in the neighbourhood where people can communicate with each other. This will contribute to reducing numbers of loneliness and social isolation as well as diminish juvenile crime.

Process

Method description

Architectural research approach:

- **Historical (literature study) and logical argumentation**

Literature studies were very important to build up the narrative of the project. The problem statement, possible solution, and reasons for the choices are all supported by the literature.

- **Case studies**

Several case studies of different typologies have been analyzed to find out which spaces are needed to accommodate the program. Also, determining the square meters of the projects is based on reference studies.

Epistemes in architecture:

- **Typology/ morphology**

As a group, we did analyses of the site Feijenoord (demographic, transportation, building typology). Those information are mapped and explained in the group book.

- **Praxeology**

Different surveys and interviews about loneliness, social isolation, and the impact of games on the elderly are used to build up logical argumentation of the research.

Literature and general practical preference

Attia, P. (2016, 01 21). The Full History of Board Games.

Babu, D. M. (2018). Importance of communication in present society. Telangana.

Broek, M. v. (2008, 05 21). Nationaal Gaming Onderzoek: Nederlanders besteden 48 miljoen uur per week aan computergames.

Byron. (2019, 11 17). History of boardgames. Retrieved from Geek Gear Galore

Daniel Perlman and Letitia Anne Peplau. (1982). Theoretical approach of loneliness. In D. P. Peplau, Loneliness: A Sourcebook of Current Theory, Research and Therapy (pp. 123 - 133). New Jersey: Springer, New York, NY.

earnings, E. (2020). Largest Overall Prize Pools in Esports.

games, O. (n.d.). Olympic history - from the fome of Zeus in Olympia to the modern games.

Griffiths, A. (2018, 08 23). 10 Reasons Face to Face Meetings Are More Important Than We Think.

History. (2010, Jan 06). The Olympic Games.

J. de Jong Gierveld. (1984). Eenzaamheid. In J. d. Gierveld, Loneliness and Social Isolation. Deventer: Van Loghum Slaterus .

J. de Jong Gierveld, Theo van Tilburg, Pearl A. Dykstra . (2006). Chapter 26: Loneliness and social isolation. In J. d. Gierveld, The Cambridge Handbook of Personal Relationships (pp. 485 - 500). Cambridge: Cambridge University Press.

Klinenberg, E. (2016). Social Isolation, Loneliness, and Living Alone: Identifying the Risks for Public Health. PMC.

Lopes, J. (n.d.). eSports History.

RIVM. (2016). eenzaamheid naar migratie achtergrond.

RIVM. (n.d.). Eenzaamheid naar migratieachtergrond.

Tashev, T. (2020, 06 26). Gaming instead of retiring: The first esports center for senior citizens.

Tsui, S. (2019, 01 05). Game enough to try something new: e-sports give Hong Kong retirees fresh take on life and connection with young.

Webster, A. (2017, 12 20). Meet the Counter Strike e-sports team where everyone is over 60.

Reflection

1. The main focus of the studio is how an idea migrates over time. I came up with the idea of an intergenerational gaming center after defining the problems and missing facility in the project location Feijenoord and the migration of games. The addressed problems of loneliness and social isolation in the neighbourhood will be solved by designing a gaming center for the residents in the neighbourhood.
2. The development of technology has changed the way we communicate with each other. People can easily communicate, from their home, through social media or games without physical contact. This project contribute to society by offering a gathering space for the residents where they can obtain and share new knowledge. Which will also help to prevent loneliness and social isolation across different ages.