# **RE-BUILDING RETAIL**

Hotel New York



P5.0 21/01/2020 Michalina Wawro





# In 2020, participants were eight times as likely to screen positive for mental illness 28%, compared to 3.4% in 2018

Jean Twenge, Professor of Psychology, San Diego State University

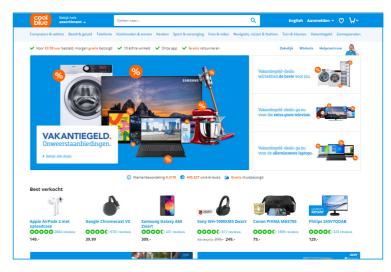




**Urban Retail Space** 

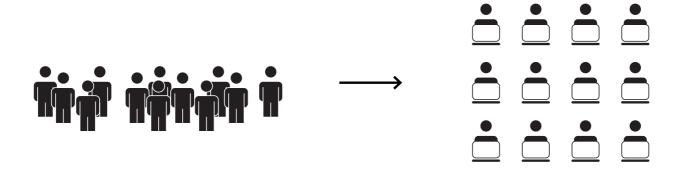


Logisticalization



Digitalization

#### Suburban & Virtual Machine Space



if online shopping is to replace traditional shopping,

# HOW CAN E-COMMERCE SUBSTITUTE RETAIL IN THE CITY OF ROTTERDAM?



The Experience Space



**CoolBlue E-Experience Center** 

#### national/international visitors



corporate emblem & experience destination

promotes individual ownership

# local community



social condenser & community recreation center

participates in shared economy

# **CoolBlue E-Experience Center**



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# Research

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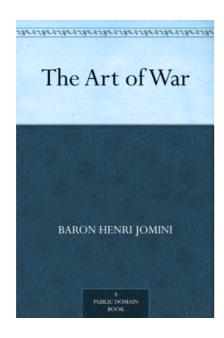
Design

Development



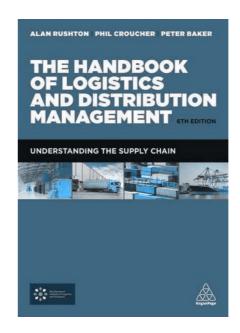


#### **LOGISTICS THEORY**



military activity

1838, France



commercial activity

1989, USA

#### TRANSPORT TECHNOLOGY







mid 20<sup>th</sup> c container ship early 20<sup>th</sup> c truck

mid 20<sup>th</sup> c jet planes

#### **COMMUNICATION TECHNOLOGY**



early 19th c telegraph



mid 19<sup>th</sup> c fax machine



late 19<sup>th</sup> c telephone

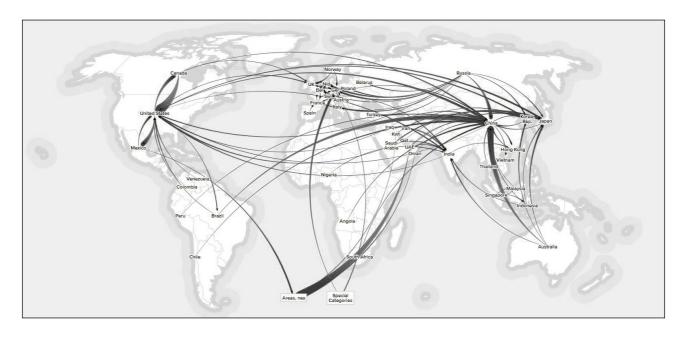


late 20th c personal computer



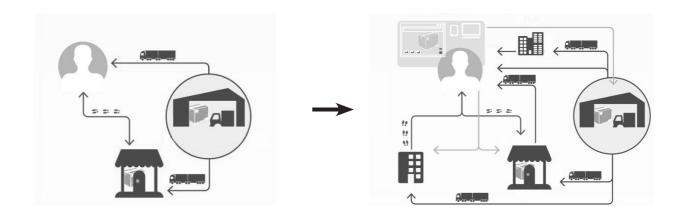
21st c smartphone

#### **GLOBAL NETWORKS**



Globalization 21st century

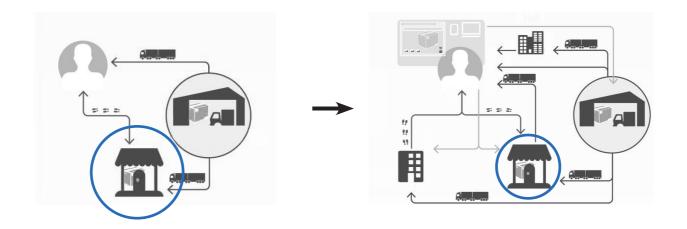
#### **LOCAL NETWORKS**



Traditional Shopping/ Delivery Methods

Evolving Shopping/ Delivery Methods

#### **LOCAL NETWORKS**

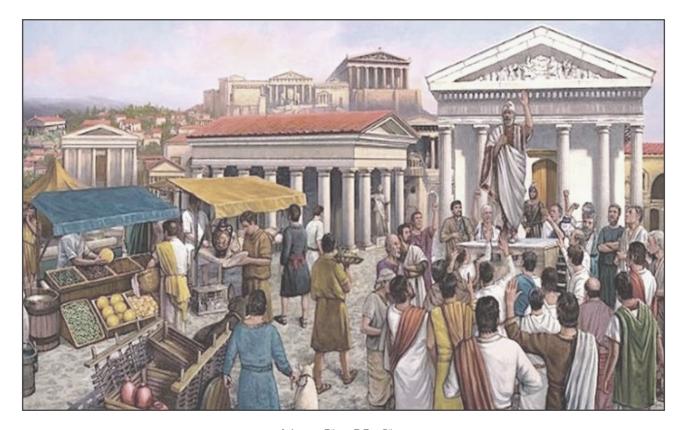


Traditional Shopping/ Delivery Methods

Evolving Shopping/ Delivery Methods

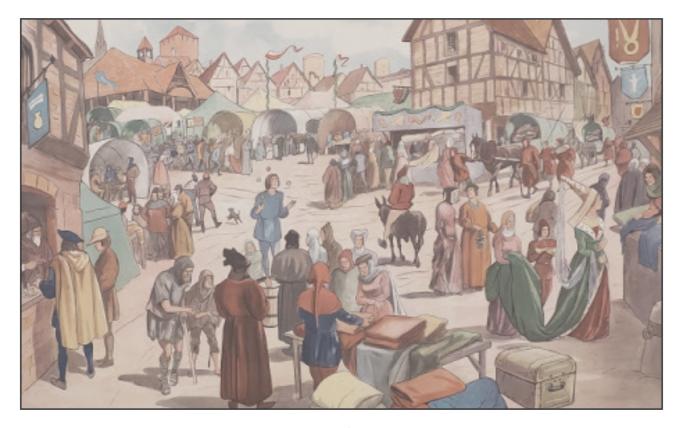


#### THE GREEK AGORA



Athens, 5<sup>th</sup> c. BC - 6<sup>th</sup> c.

#### THE MEDIEVAL MARKET



Europe, 11<sup>th</sup> century

# **THE GALERIE**



Paris, 19th century

#### THE SHOPPING CENTER



USA, 20th century

#### **TODAY**

shopping as ACTIVITY

shopping as LEISURE

shopping as MEETING PLACE

shopping as THERAPY

shopping as HAPTIC EXPLORATION

shopping as EXPERIENCE.

# **TOMORROW**



#### **E-COMMERCE**

**WIDER SELECTION!** 



**LOWER PRICE!** 

# **CONVENIENCE!**

#### **SPATIAL IMPACTS**



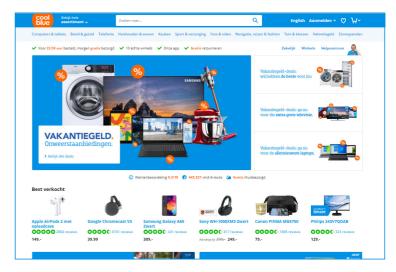


**Urban Retail Space** 

#### **SPATIAL IMPACTS**



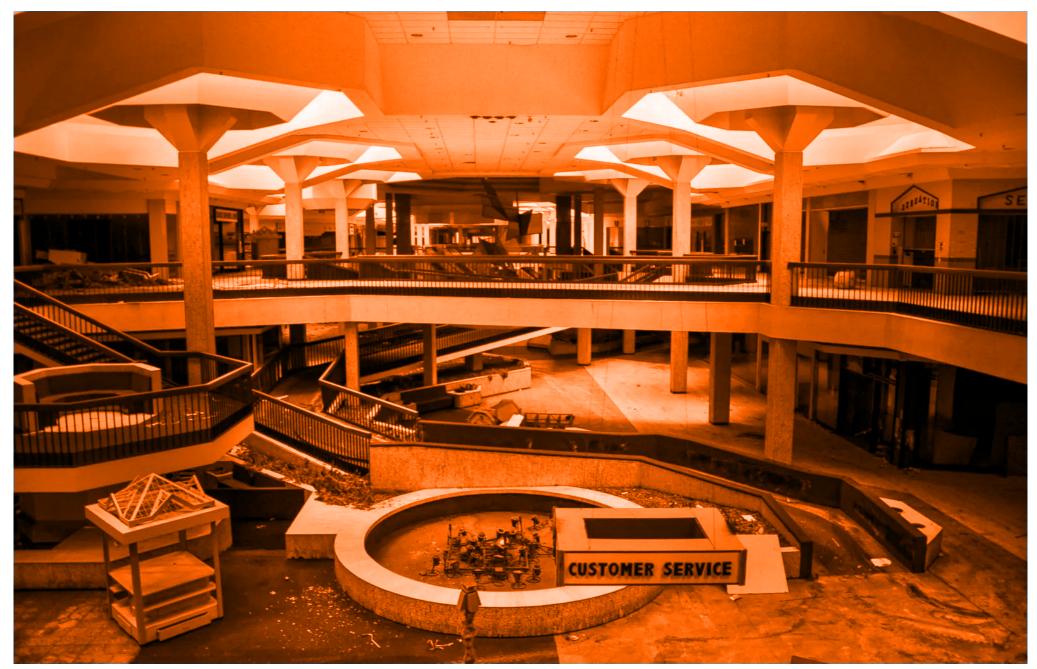
Logisticalization



Digitalization

#### Suburban & Virtual Machine Space

#### **RETAIL APOCALYPSE**



#### **PLOT TWIST!**

"Amidst the apparent decline in brick-and-mortar, 67% of leading e-commerce brands have opened physical spaces in the past 36 months."

Katie Lynn, HERO.com, August 2017

# **NEW TYPOLOGY**

The Experience Space Samsung, London



aim not to distribute but to advertise through experience

# **PROMOTIONAL TECHNIQUES**







advertisement

**The Traditional Store** 

# **PROMOTIONAL TECHNIQUES**







advertisement

product placement

sponsorship

#### **The Experience Space**

Re-Building Retail

# **NEW TYPOLOGY**

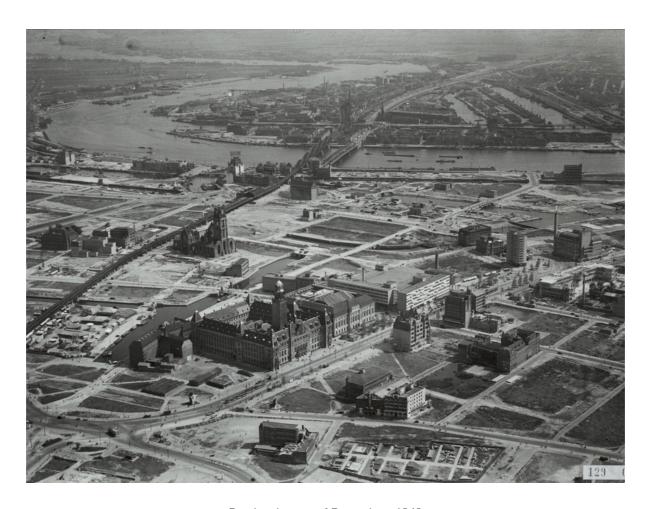
The Experience Space Samsung, London



new alignment of public and private interests!



# **WWII DESTRUCTION**



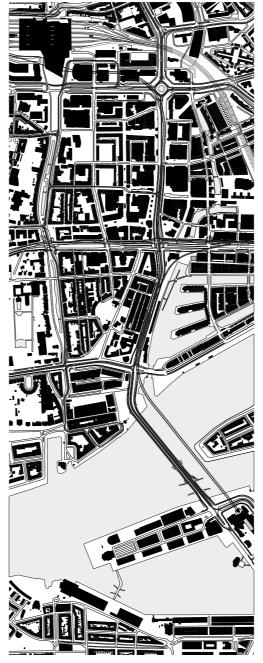
Bombardement of Rotterdam, 1940

## **ROTTERDAM RECONSTRUCTION**



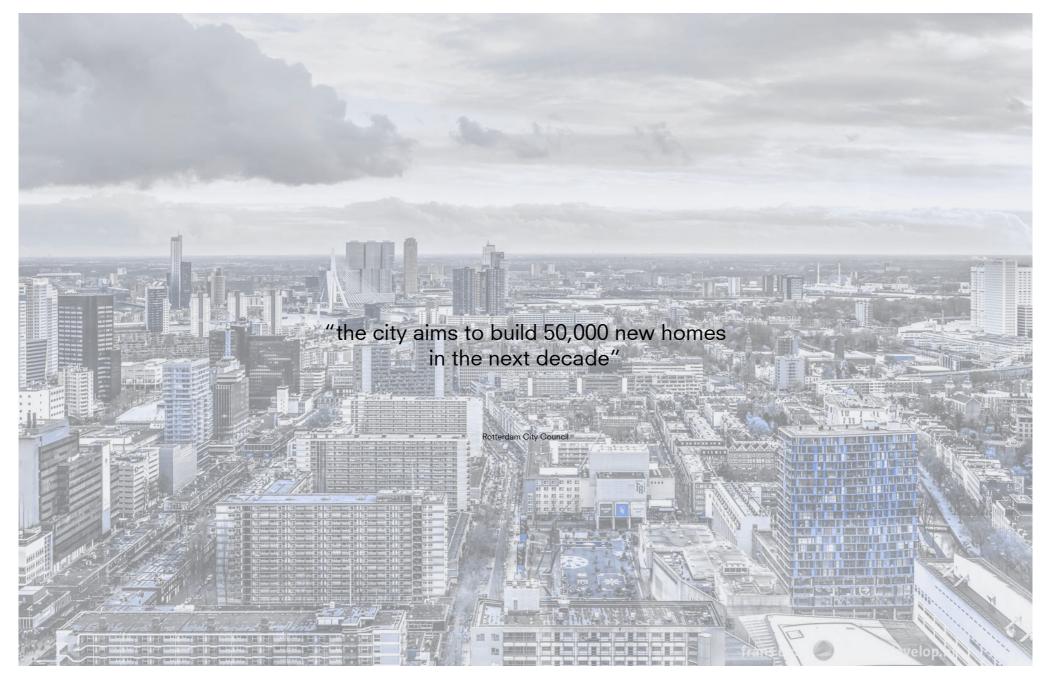
Van Traa Basisplan, 1946

# **ROTTERDAM CENTER**

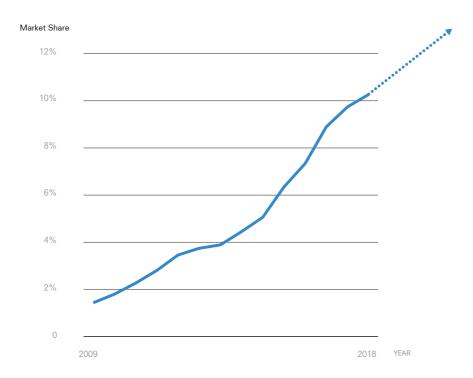


Re-Building Retail

# **DENSIFICATION**



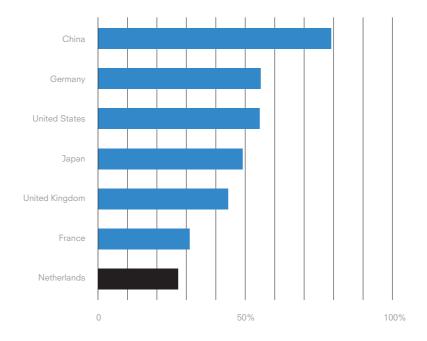
# **E-COMMERCE**



#### **Growth of E-Commerce in the Netherlands**

Savills Real Estate

## **E-COMMERCE**



#### **Market Share of Top 3 Online Stores**

ING Economic Bureau, 2019

#### **E-COMMERCE**

"The Netherlands is on the eve of a new battle in online retail, as international platforms are approaching our country.

In 2025,

1 to 2 platforms will dominate online non-food retail in the Netherlands. "

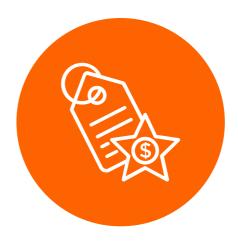
ING Economic Bureau, 2019

# **ROTTERDAM**



#### social need

for space of public quality in a densifying city



#### opportunity for online brands

differentiation in particularly competitive online market

#### **RESEARCH QUESTION**

if online shopping is to replace traditional shopping,

# HOW CAN E-COMMERCE SUBSTITUTE RETAIL IN THE CITY OF ROTTERDAM?

both in terms of

brand experience & public role of retail

# Research

# Brief

Concept

Design

Development





# **AMBITION**



**CoolBlue E-Experience Center** 

# **AMBITION**



creates contact between brands & customers



provides new form public/civic space

# **New Typology of Commercial Space**

## **COOLBLUE**



#### COOLBLUE



View all categories v

Search for...



Nederlands Sign up V





Computers & tablets

Image & sound

Phones

Household & living

Kitchen

Sports & beauty

Photo & video

Navigation, travel & fashion

Garden & tools

Promotions













































































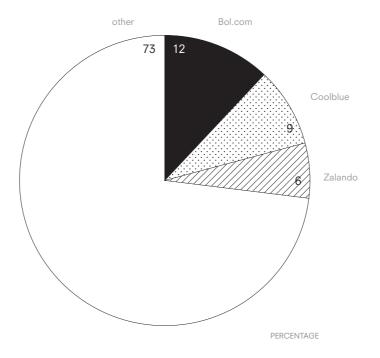








# **TOP RANKED**



#### Market Share of Top 3 Online Stores

ING Economic Bureau, 2019



# 2. LOCAL FROM ROTTERDAM



Coolblue HQ est. 2000

# **3. STRATEGY**



**Coolblue Service Point** 

anything for a smile

## **REACH**

## national/international visitors



corporate emblem & experience destination

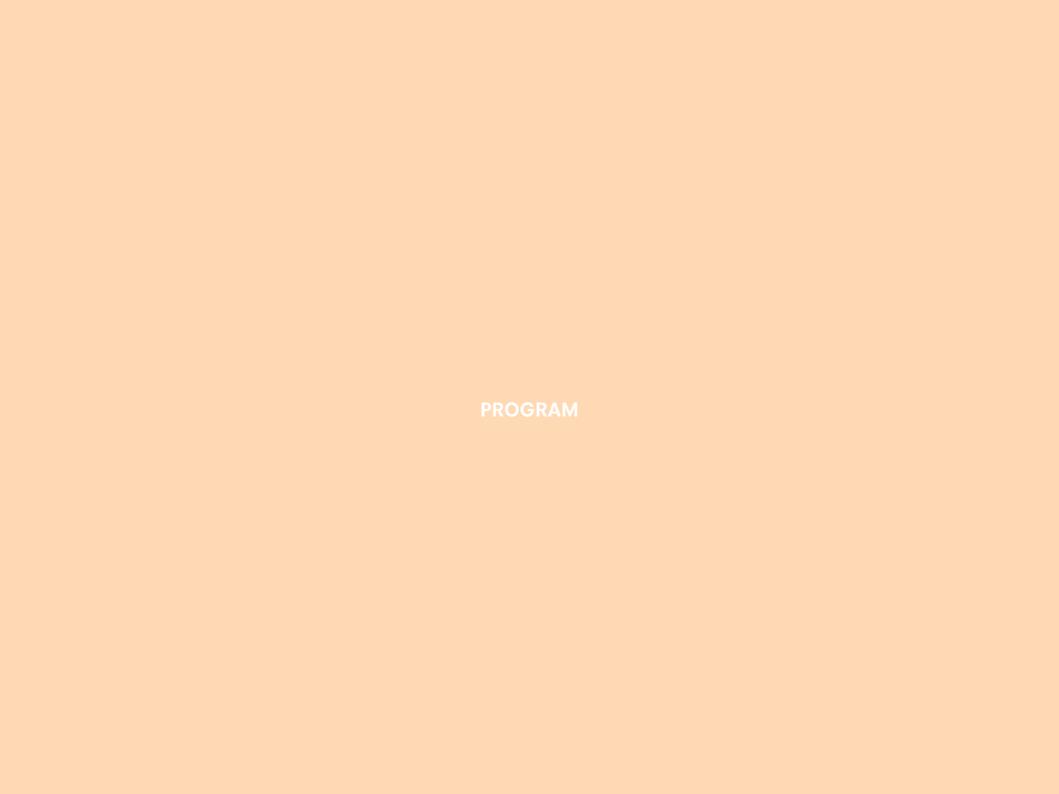
promotes individual ownership

# local community



social condenser & community recreation center

participates in shared economy



## **PROGRAM**



the products

the brand

the technology

#### commercial program

promotes products as objects

#### experiential program

promotes products through experience

#### public program

promotes brand

#### educational program

promotes brand & technology

# **COMMERCIAL PROGRAM**







consultation space

+ featured product displays + service desk & order pickup

## **EXPERIENTIAL PROGRAM**



#### contained spaces

vr space gaming zone photo studio yoga



#### open spaces

e-reading space beauty styling zone photo installation gym, spinning

+ trampoline zone + bbq space



#### closed spaces

nutrition class graphic design class interior design class wood working workshop recording studios cooking workshop

# **PUBLIC PROGRAM**



eat & drink

cafe/juice bar restaurant



green space

rooftop terraces



event space

public events product launches

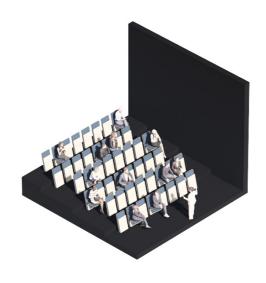
+ amenities

## **COLLABORATIVE & EDUCATIONAL PROGRAM**



#### collective workspaces

collaboration & incubator data collection & analysis e-center administration



#### auditorium

lectures public events concerts, movies

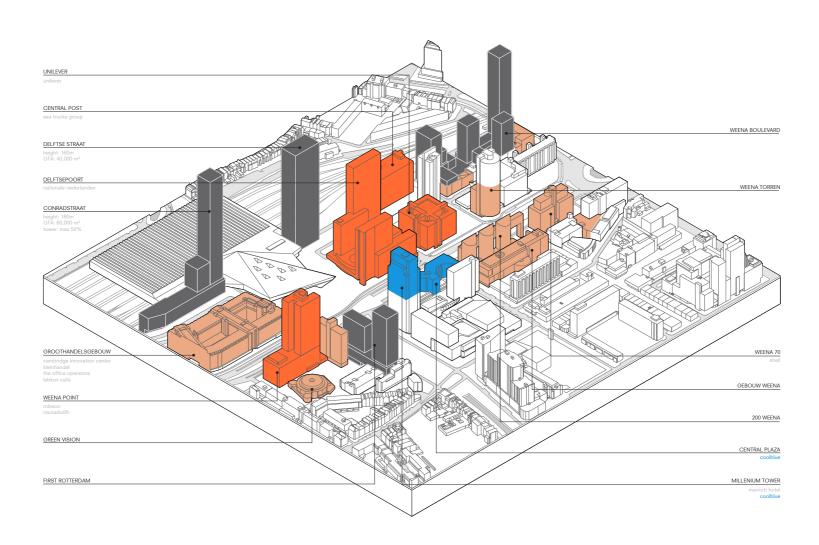
+ product development exhibition

SITE

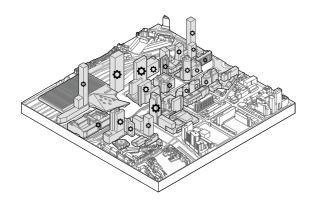
# **LINK TO CENTRAL STATION**



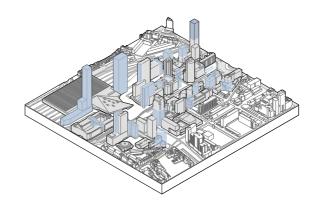
## **CENTRAL BUSINESS DISTRICT**



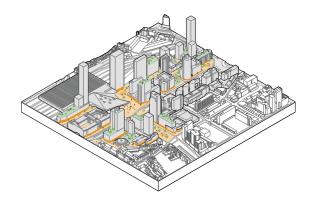
## **CENTRAL BUSINESS DISTRICT**



1. conservation of role as center of economic production



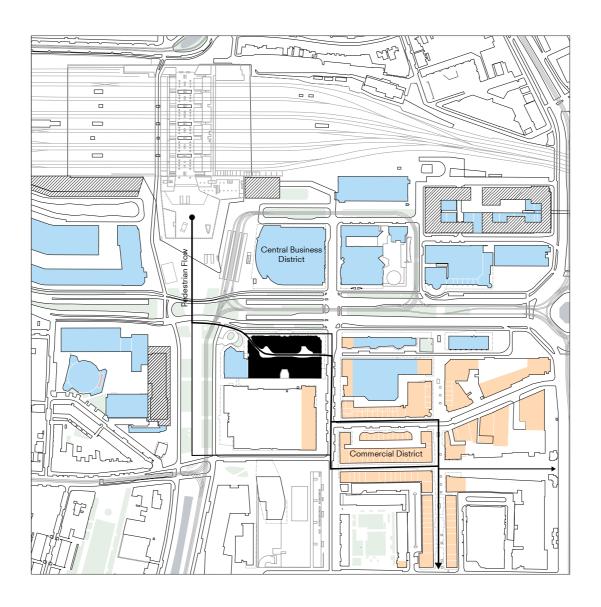
2. diversification of function to include residential



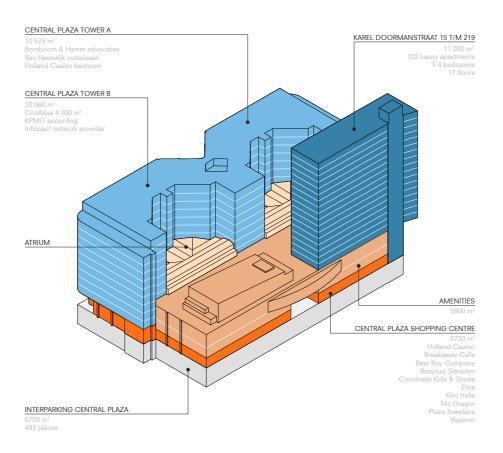
3. improvement of public space & amenities to make into neighborhood

#### **Group Strategy**

# SITE



## **EXISTING BUILDING**



# **EXISTING BUILDING**

professional commercial residential





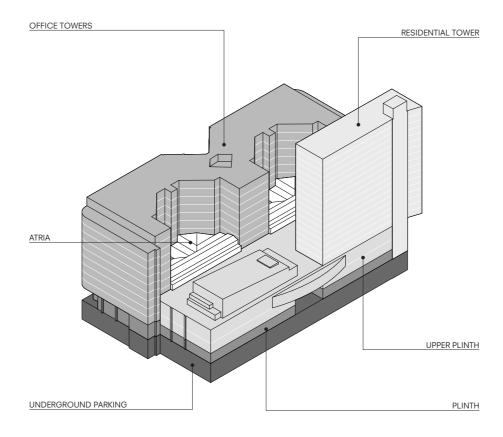








# **EXISTING BUILDING**



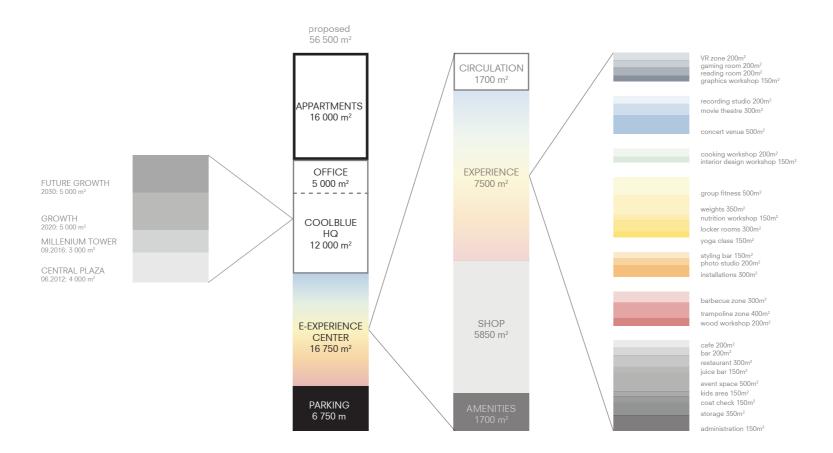
structural preservation value

Re-Building Retail

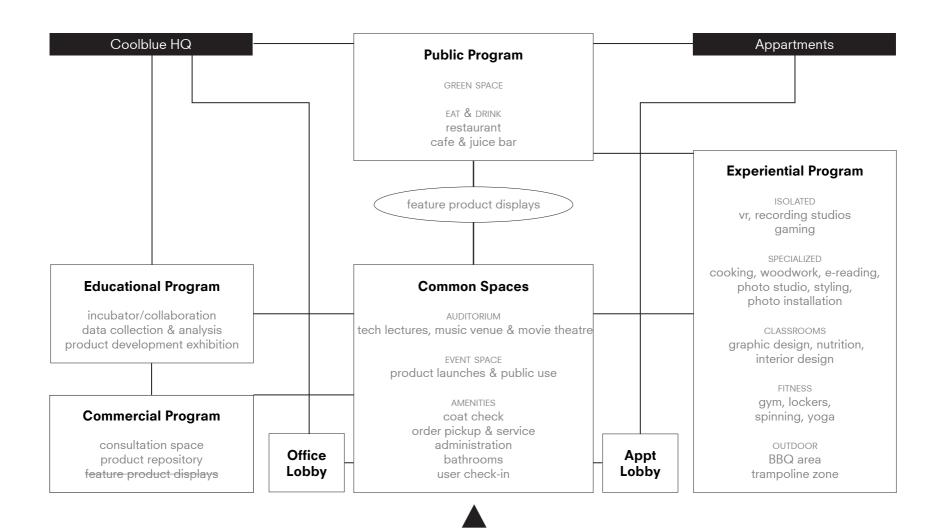




### PROGRAM BREAKDOWN

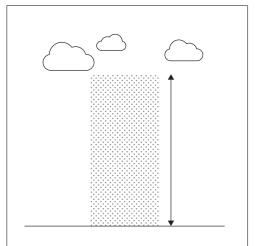


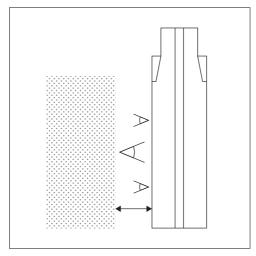
#### SPATIAL ORGANISATION

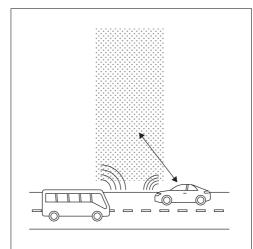


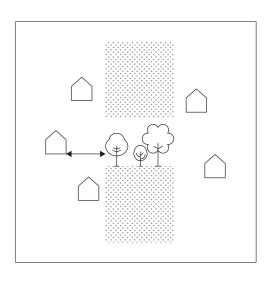


### **URBAN RULES**









max height 150 m

visual proximity
Millenium tower

noise Weena

green space CBD neighborhood

Research

Brief

# Concept

Design

Development



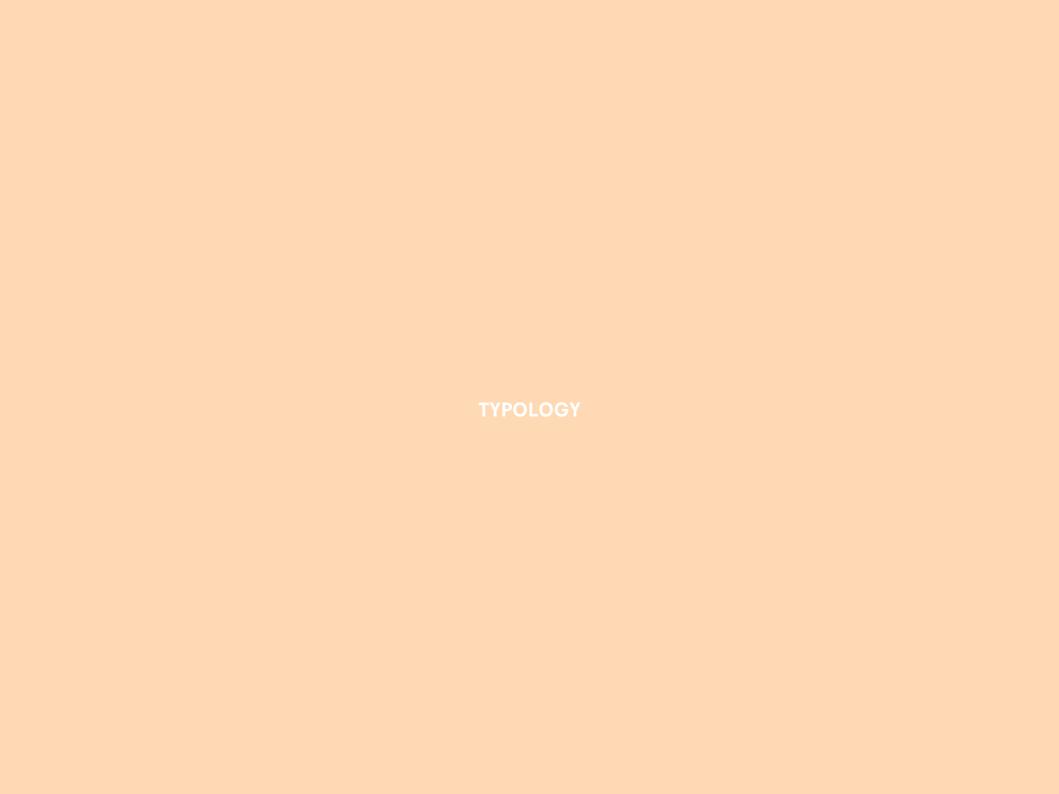
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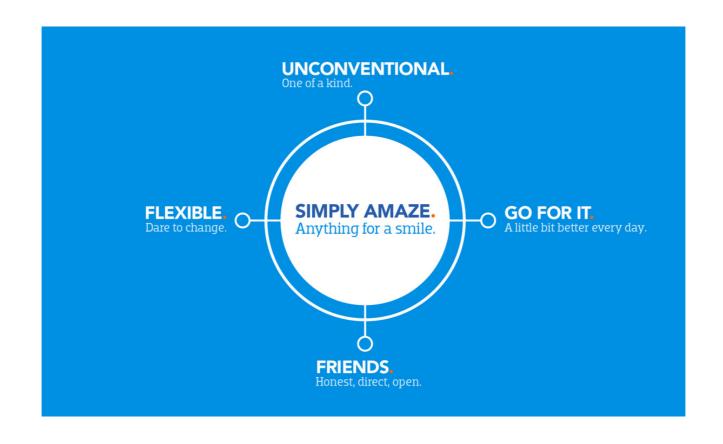
brand experience & public role of retail



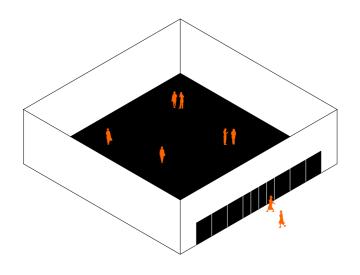
### **NEW COMMERCIAL TYPOLOGY**

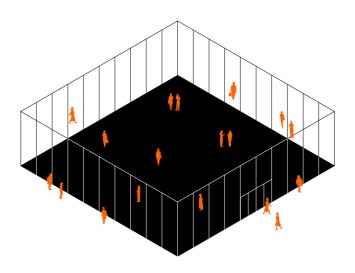


### **BRAND VALUES**



### **SPATIAL CONCEPTS**

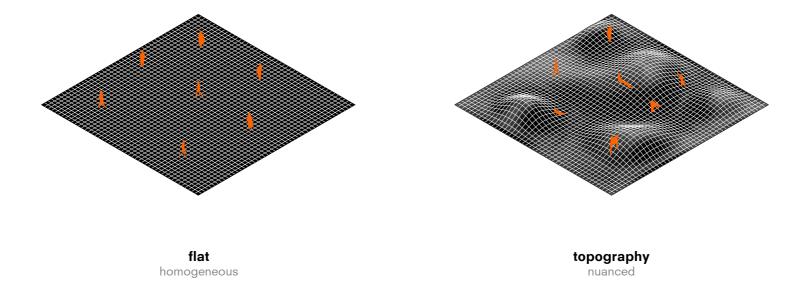




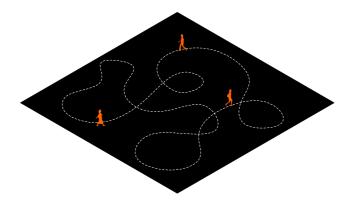
**opaque** inward facing

transparent exposed

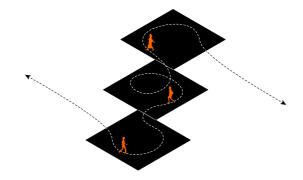
# **SPATIAL CONCEPTS**



# **SPATIAL CONCEPTS**







directional curated

### **ARCHITECTURAL QUALITIES**







**open** daylight & transparency



honest expressive structure

### **INTERIOR MATERIALS**



### visual branding

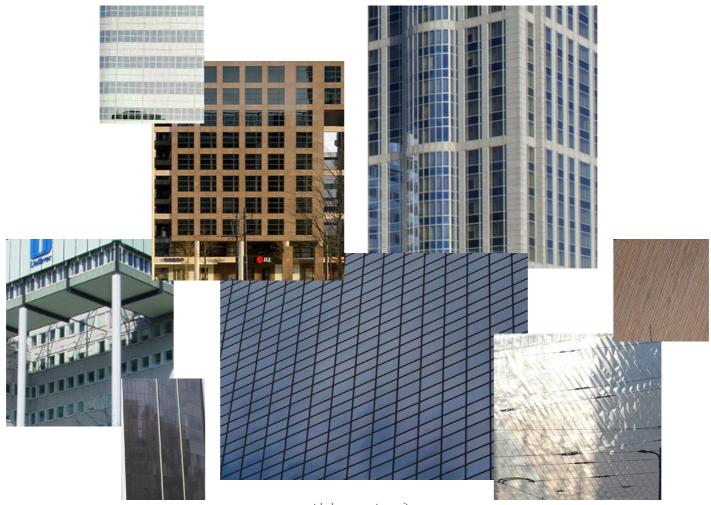
colour palette

### **INTERIOR MATERIALS**



visual branding materials

### **EXTERIOR MATERIALS - context**



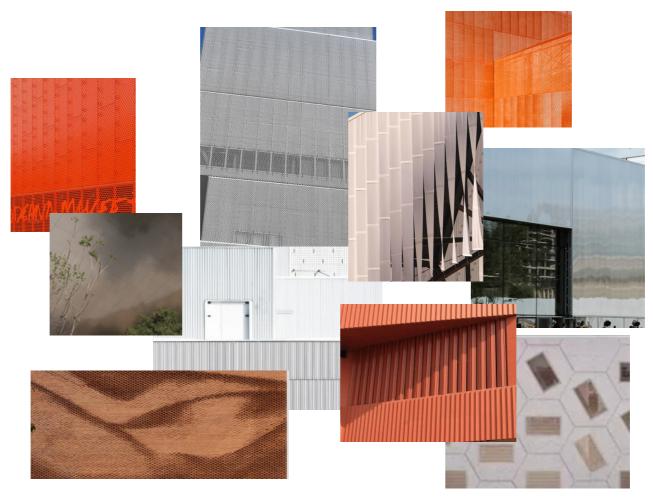
metal, glass, concrete, granite

reflective, solid, heavy, serious

linear, corporate, toned down, work

navy, grey, brown, black

# **EXTERIOR MATERIALS - qualities**



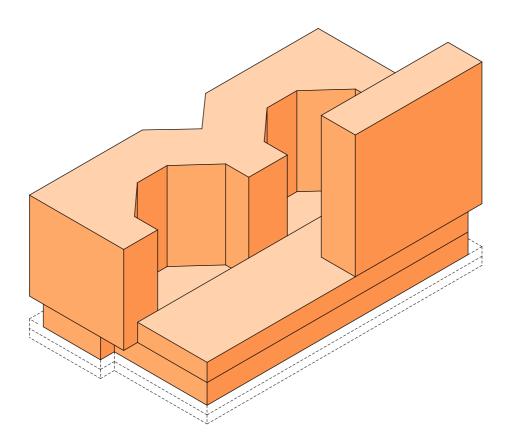
metal, glass, concrete, granite

transparent, solid, light, fun

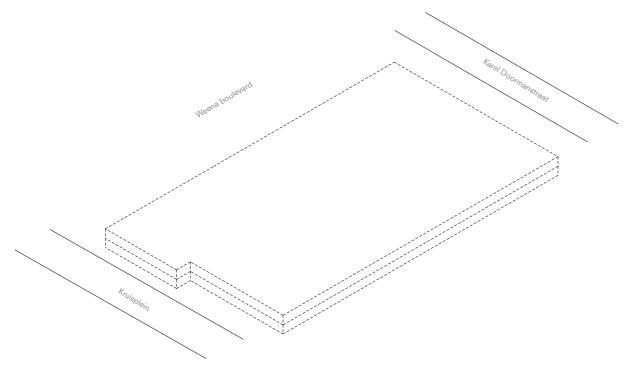
curved/diagonal, human, lively, play

pale, warm, colourful?

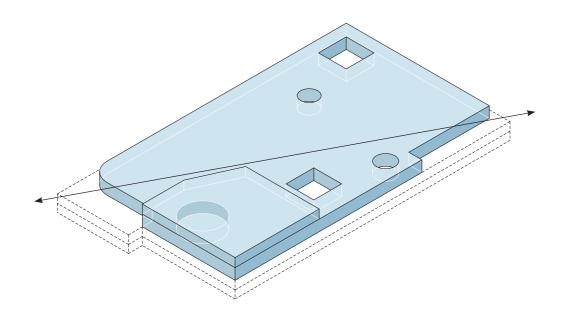




### **EXISTING BUILDING**

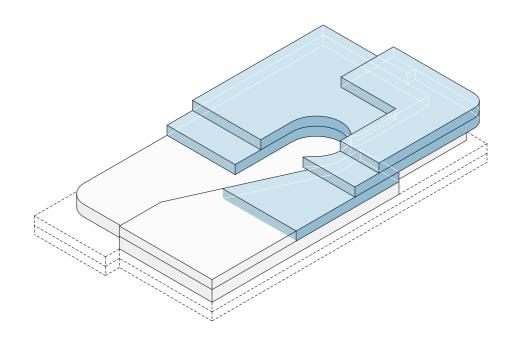


PRESERVE UNDERGROUND PARKING

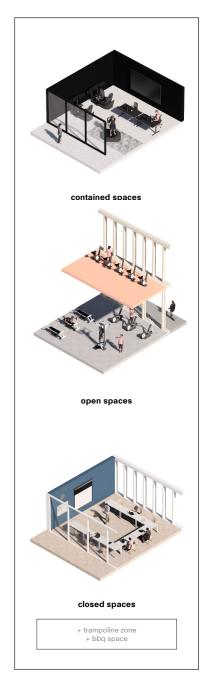


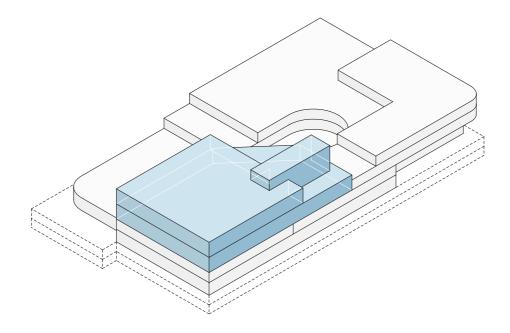
**COMMERCIAL PROGRAM** 





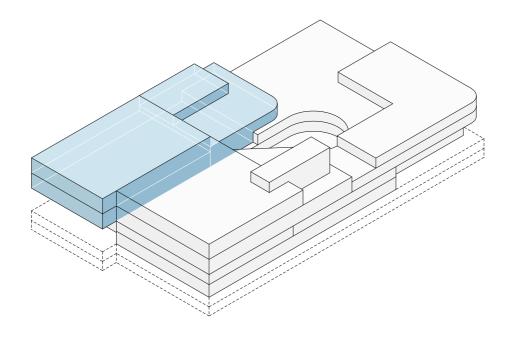
**EXPERIENCE PROGRAM** 



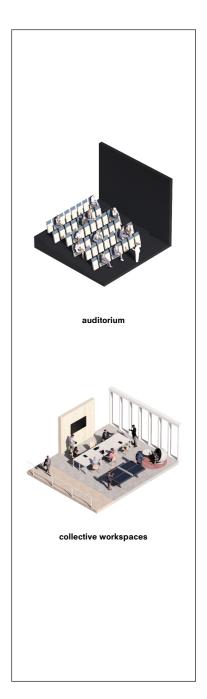


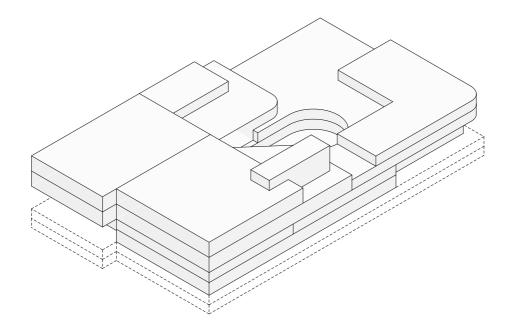
#### **EXHIBITION PROGRAM**

product development exhibition + photo installations

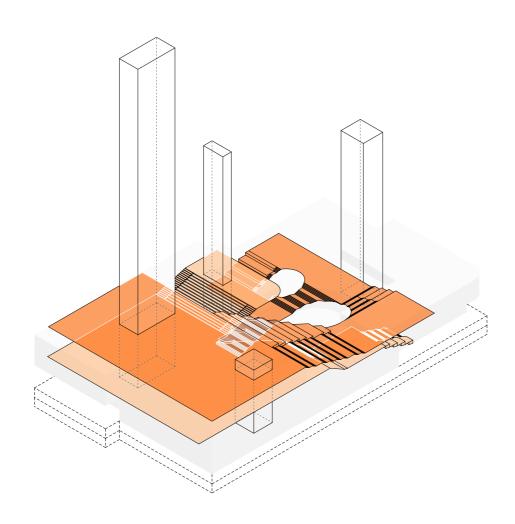


**COLLABORATION & EDUCATION PROGRAM** 



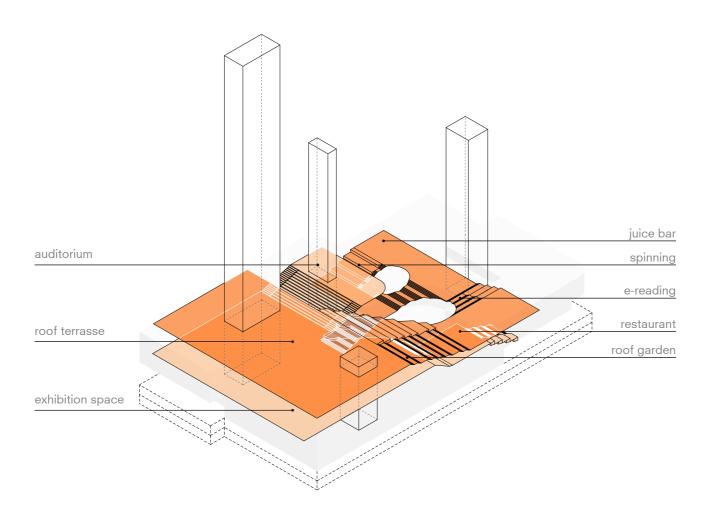


### **E-EXPERIENCE CENTER**



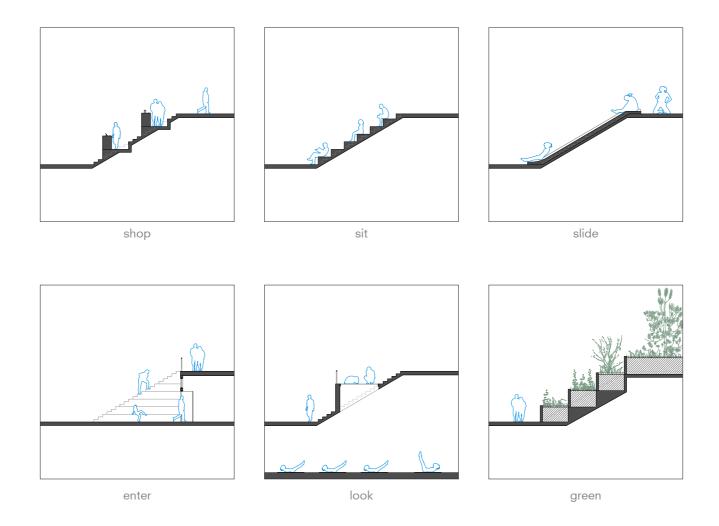
**PUBLIC TOPOGRAPHY + CORES** 

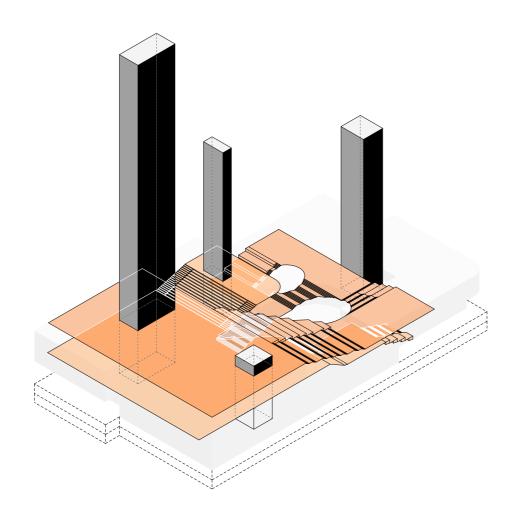




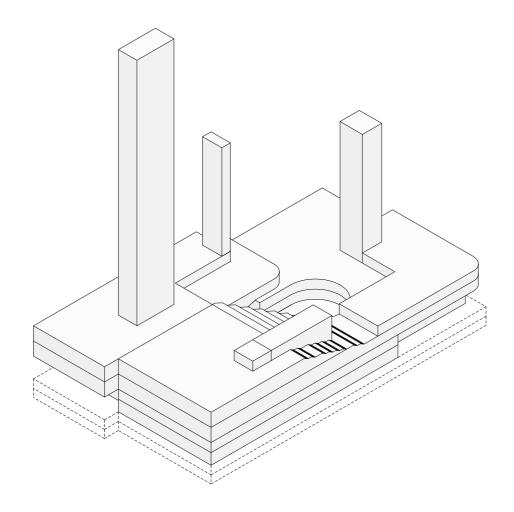
### **PUBLIC TOPOGRAPHY**

# **PUBLIC TOPOGRAPHY**

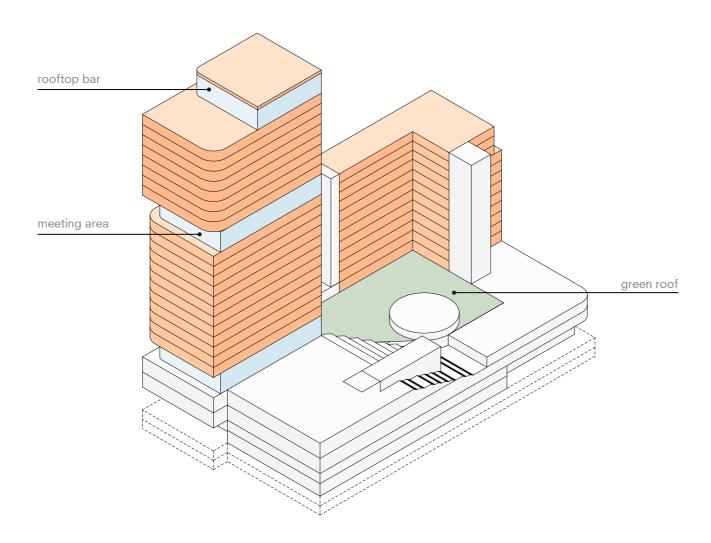




### **VERTICAL CIRCULATION**



### **PLINTH**



#### **OFFICE TOWER & APARTMENT BLOCK**



Research

Brief

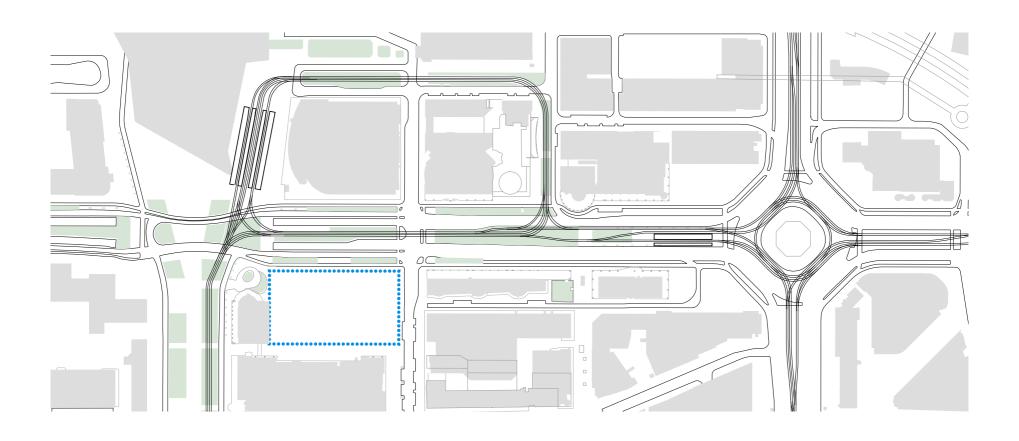
Concept

Design

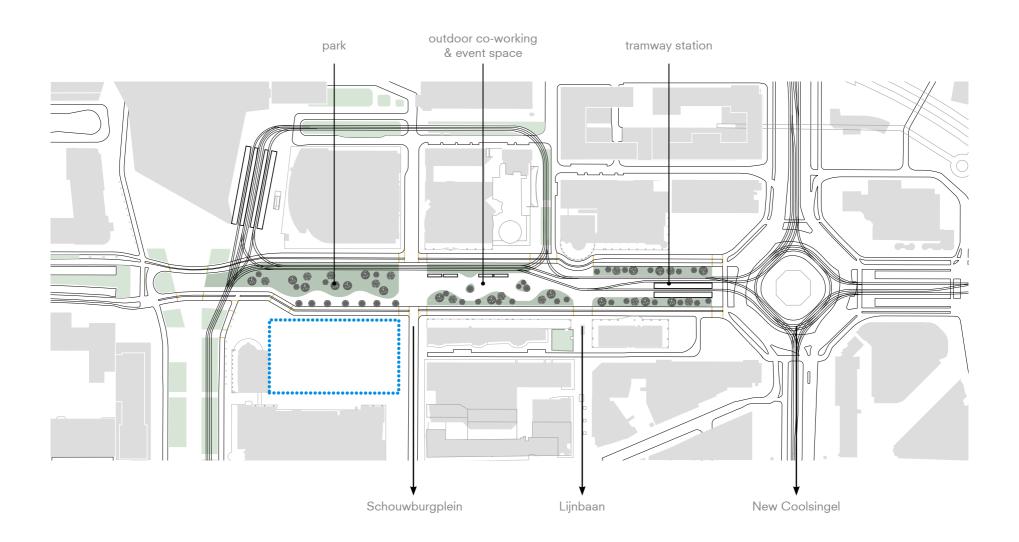
Development

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### **CENTRAL BUSINESS DISTRICT**



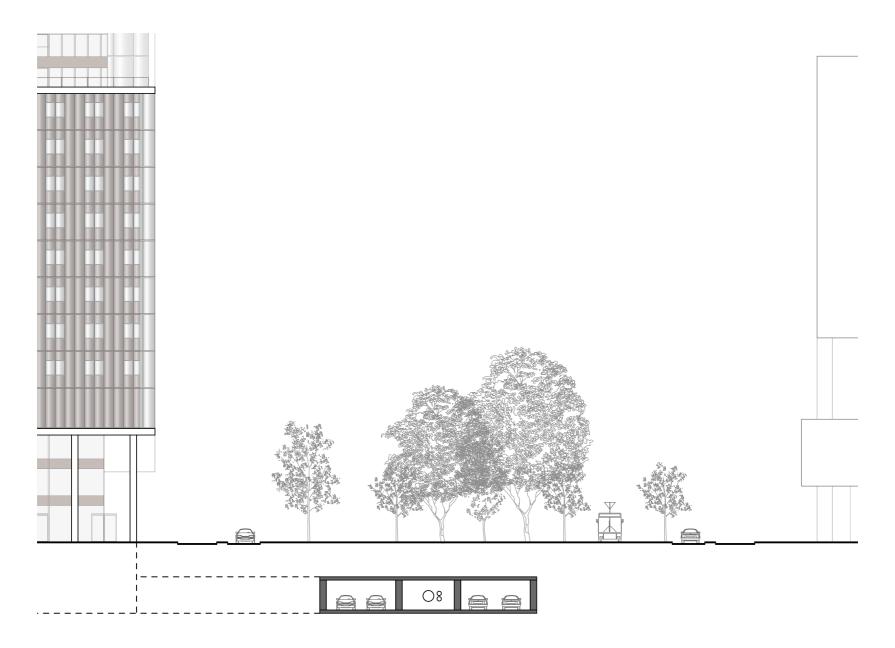
### **WEENA PARK**



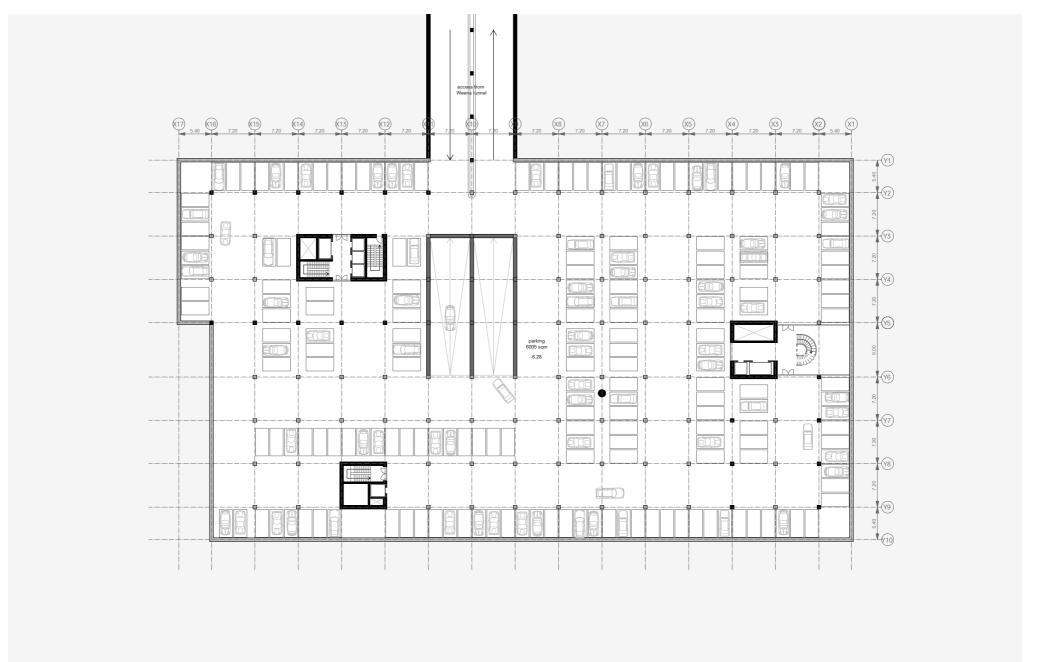
### **WEENA PARK**



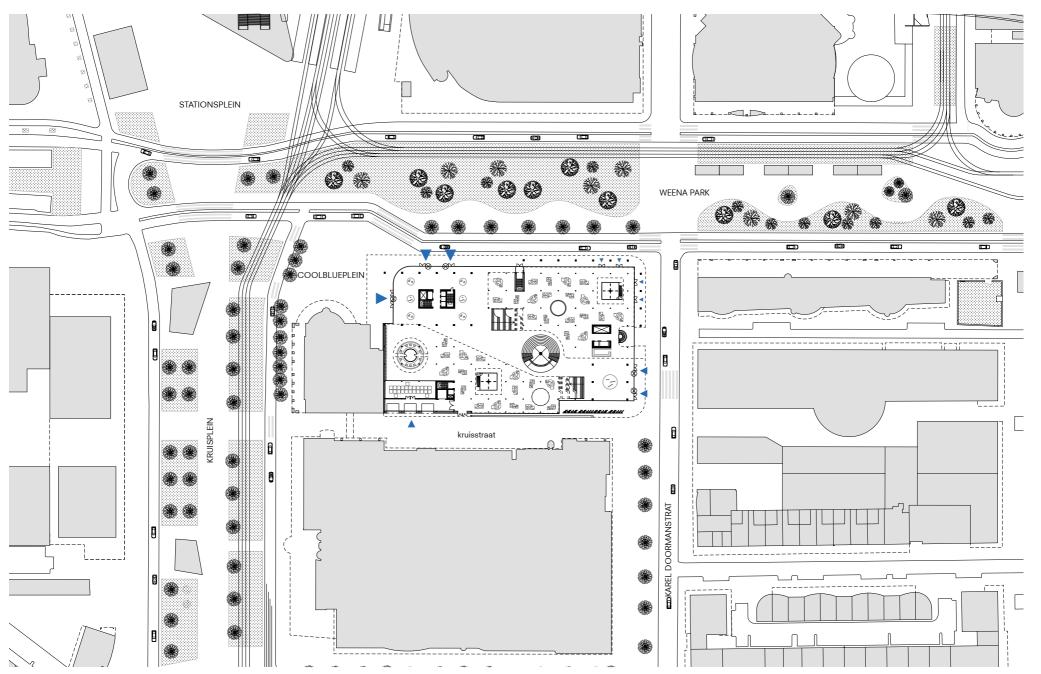
### **WEENA DISTRICT**



### FLOOR -2 -6.28m



## **IMPLEMENTATION**

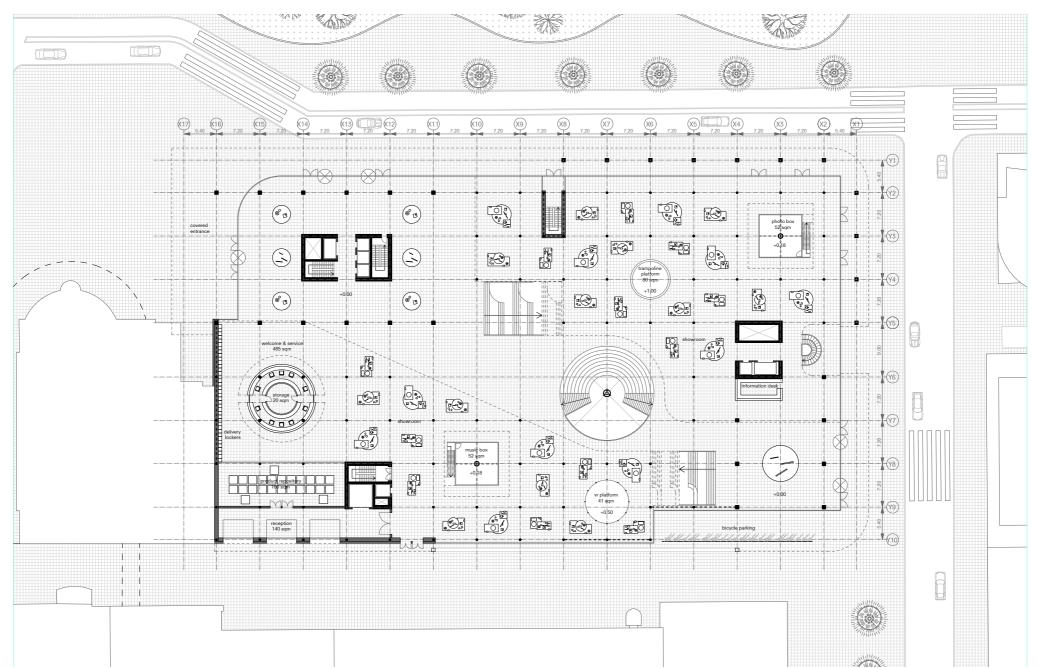


#### Design

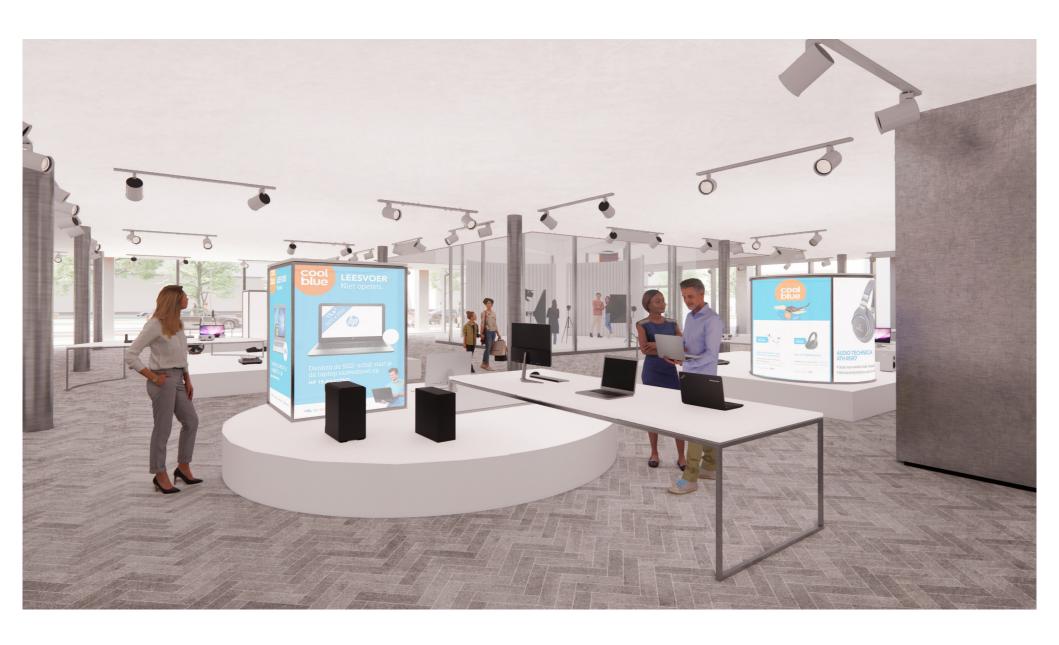
## **MAIN ENTRANCE**



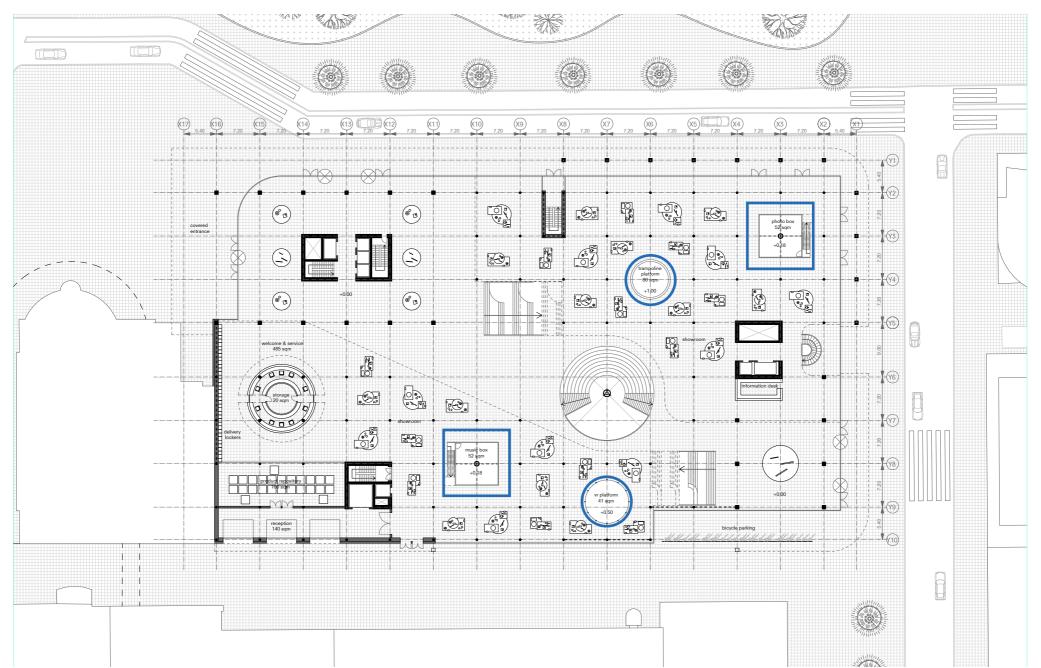
#### **GROUND FLOOR +0.00**



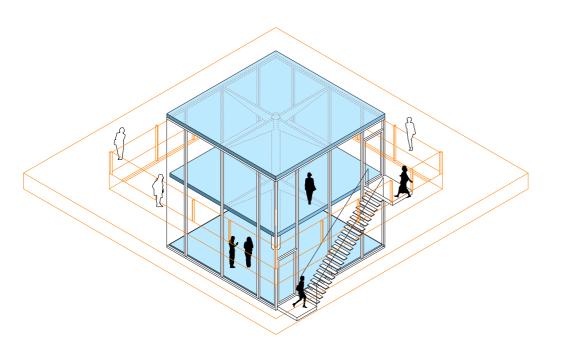
# **DISPLAYS**

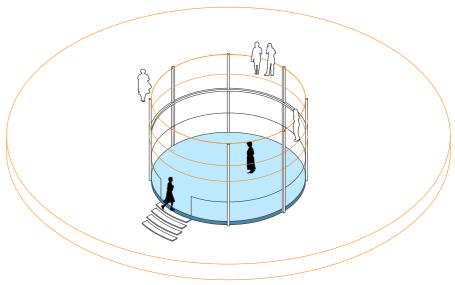


#### **GROUND FLOOR +0.00**



## **AXOs CLOSED & OPEN VOLUMES**





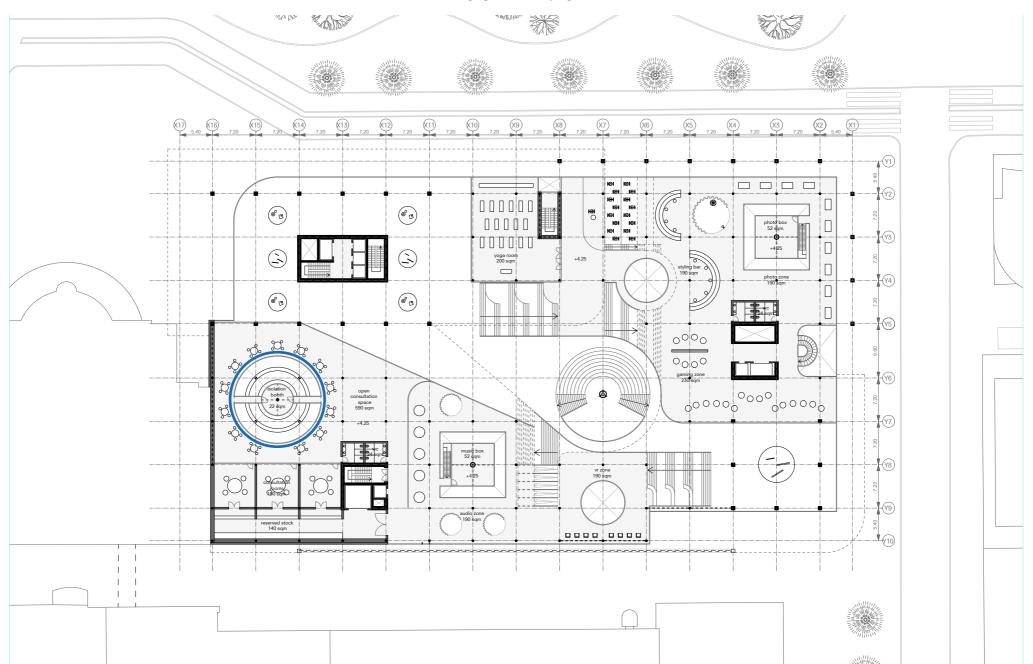
#### enclosed volumes

recording booth & photo booth spatial connection

# **open platforms** VR platform & trampoline

visual connection

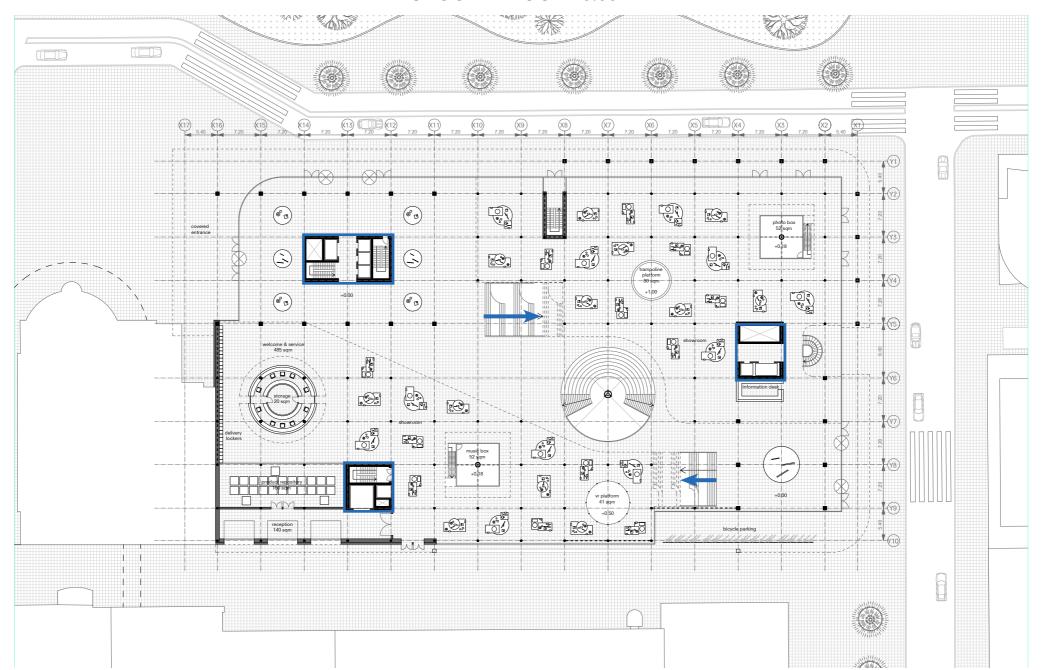
#### FLOOR 1 +4.25m



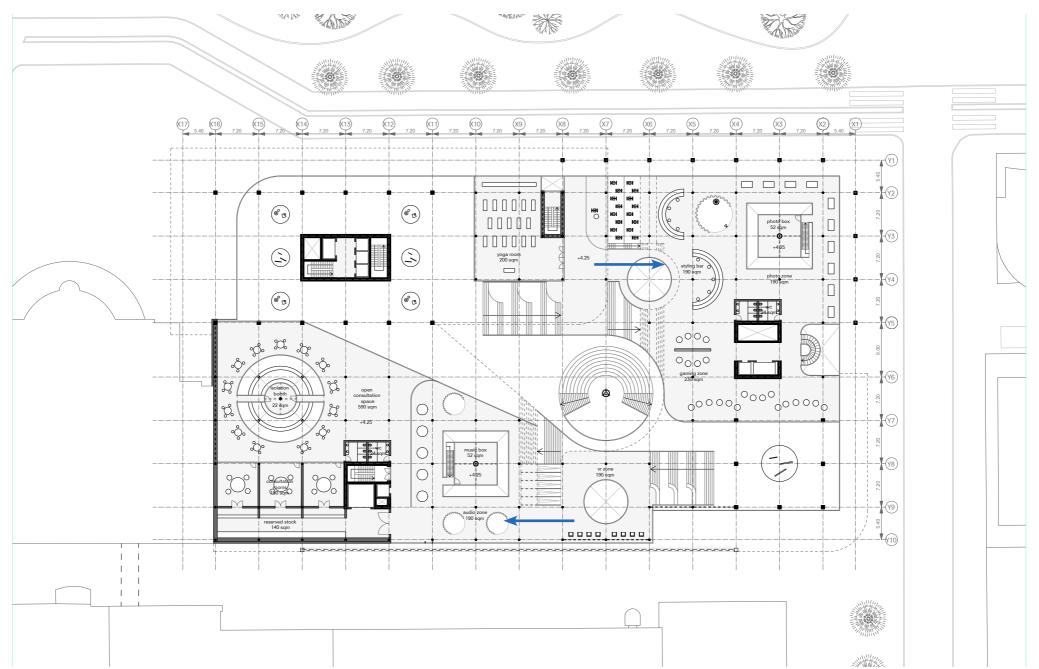
# **RECEPTION**



#### **GROUND FLOOR +0.00m**

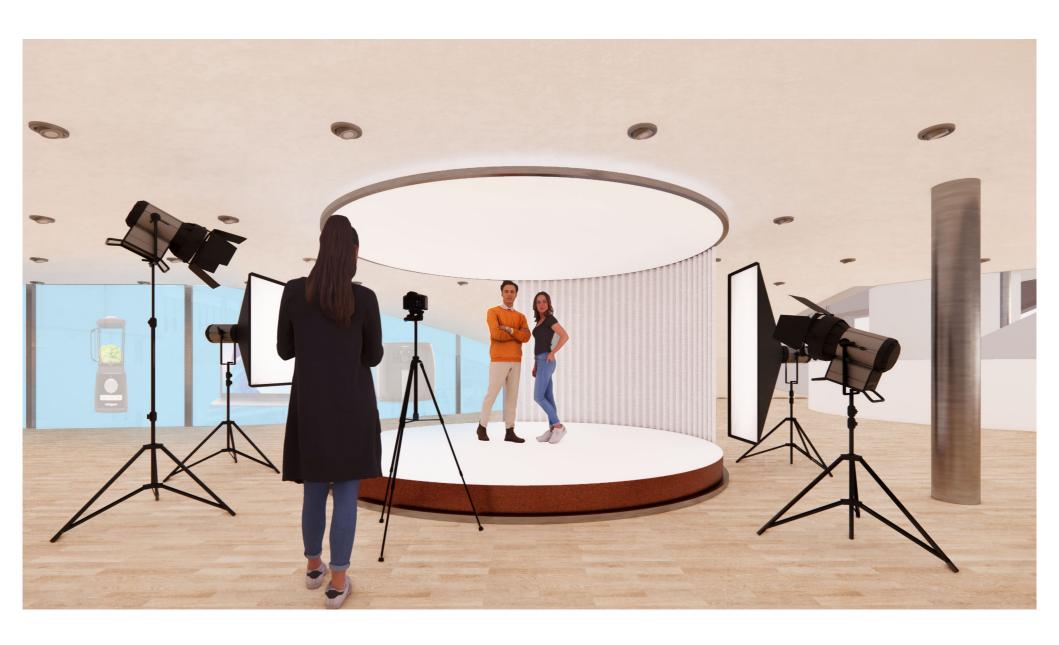


#### FLOOR 1 +4.25m

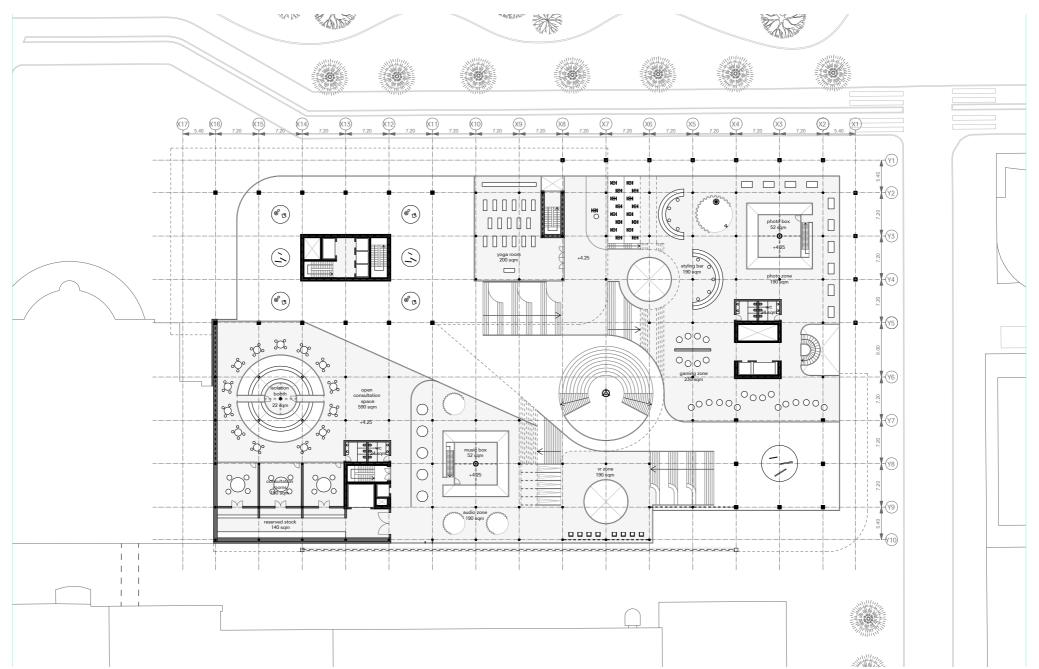


#### Design

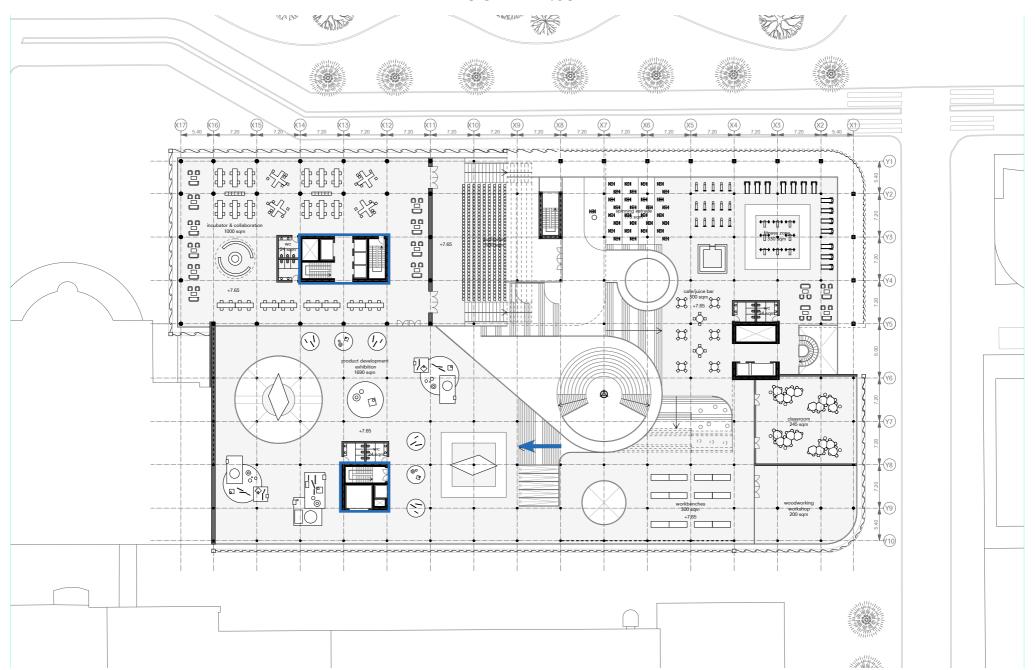
# **PHOTO ZONE**



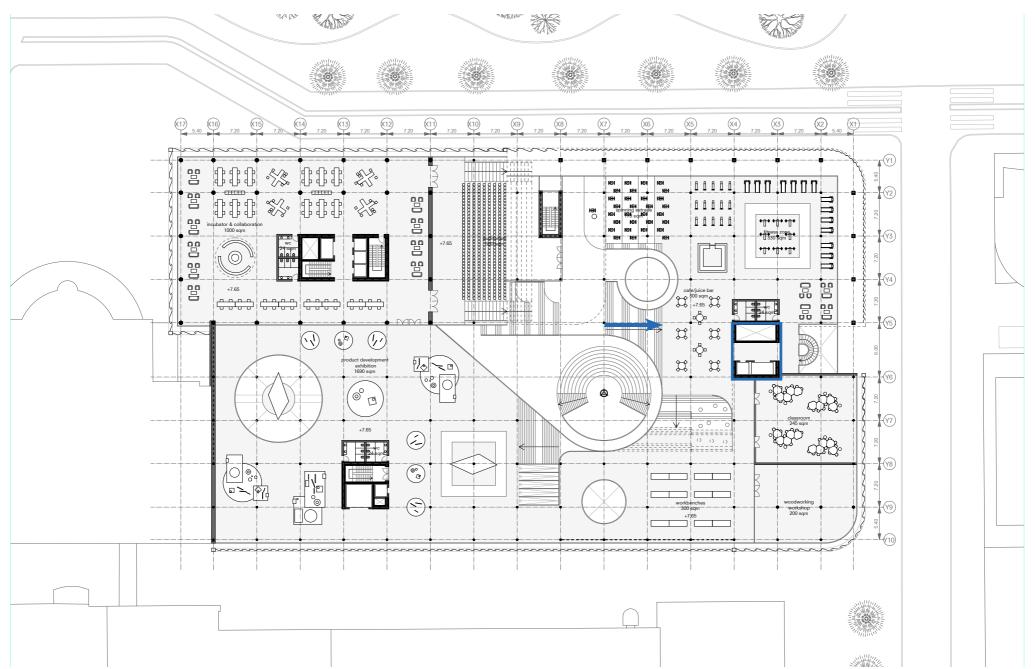
#### FLOOR 1 +4.25m



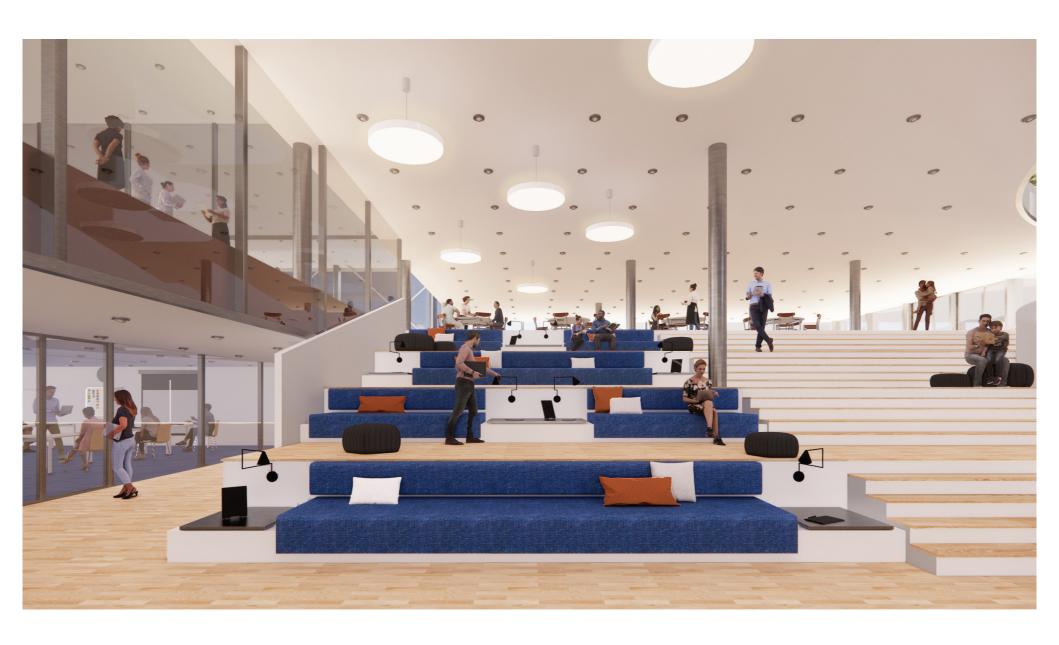
#### **FLOOR 2 +7.65m**



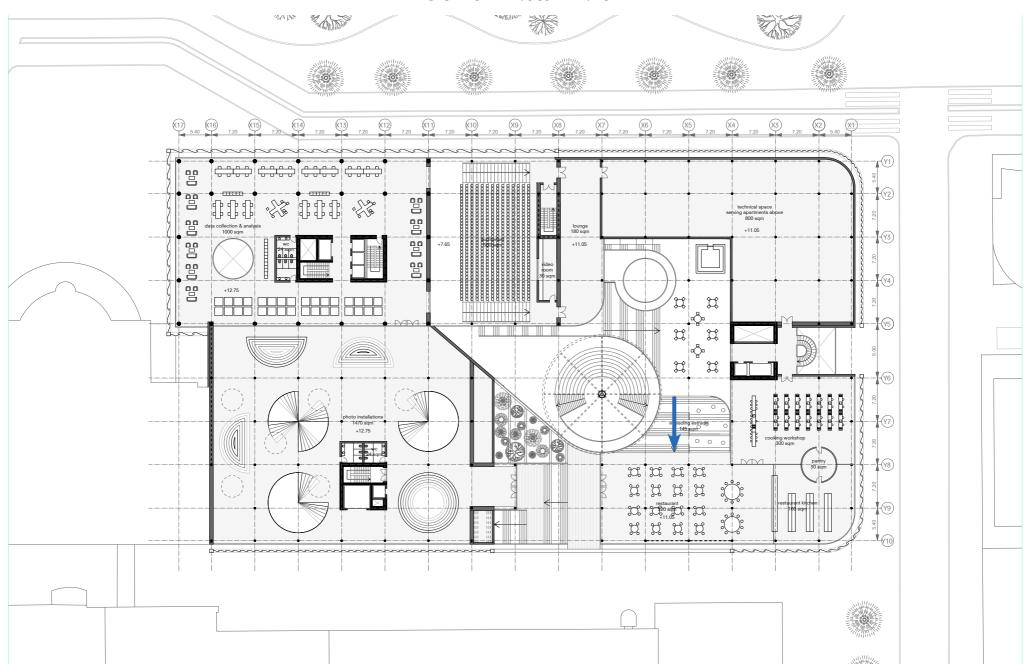
#### FLOOR 2 +7.65m



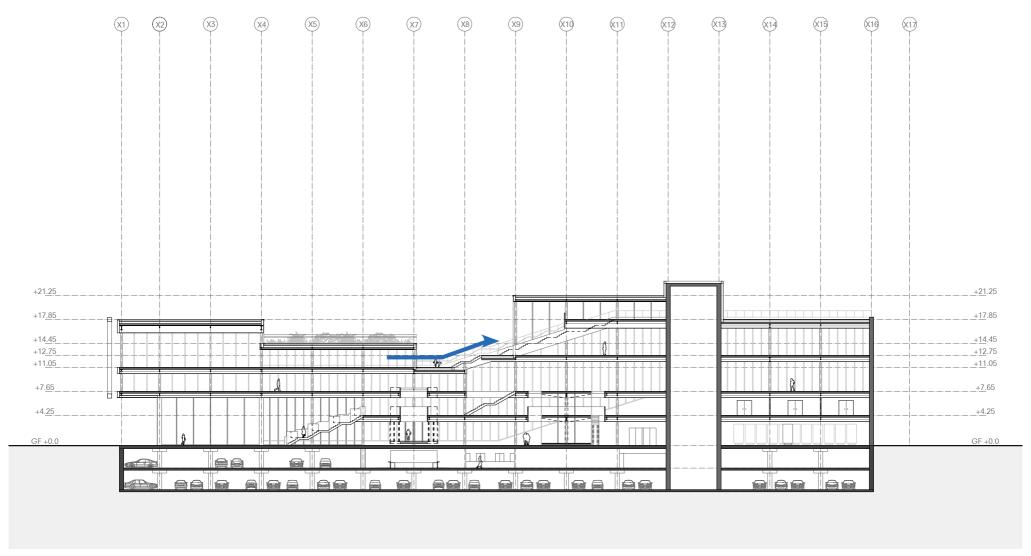
## **E-READING ESTRADE**



#### FLOOR 3 +11.05/+12.75m



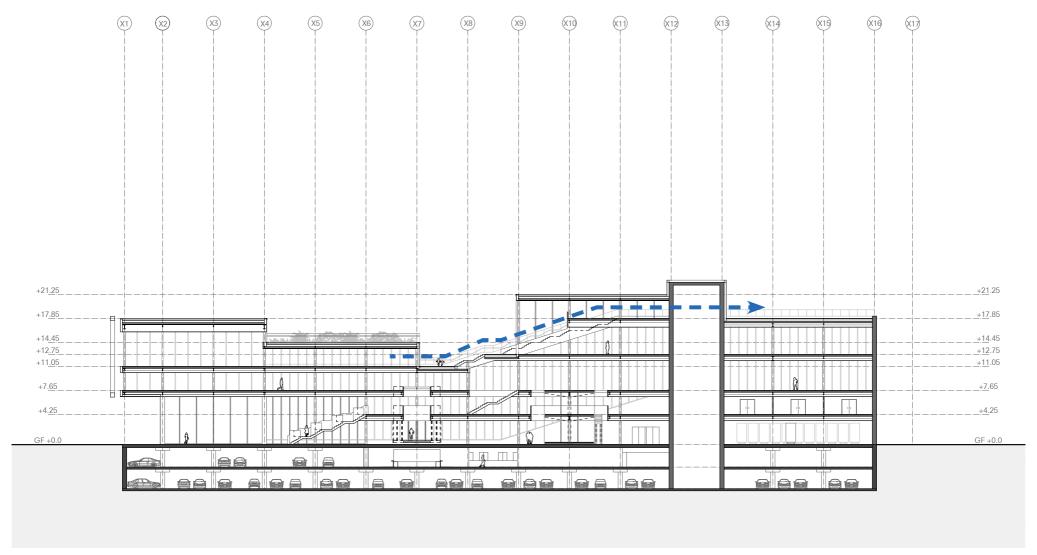
#### **SECTION A-A**



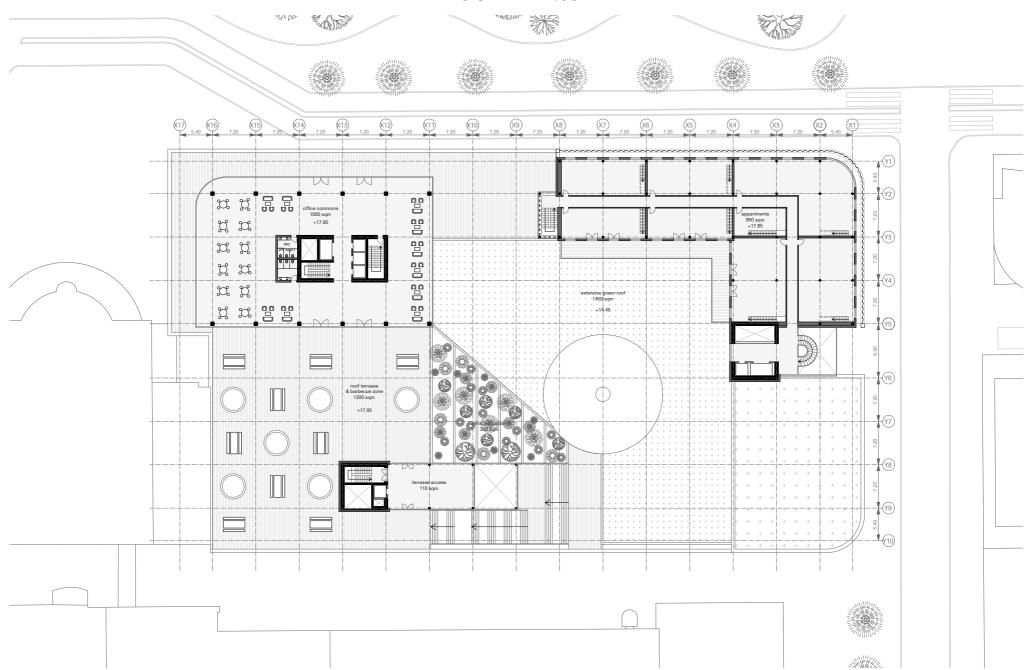
## **ACCESS TO ROOF**



#### **SECTION A-A**



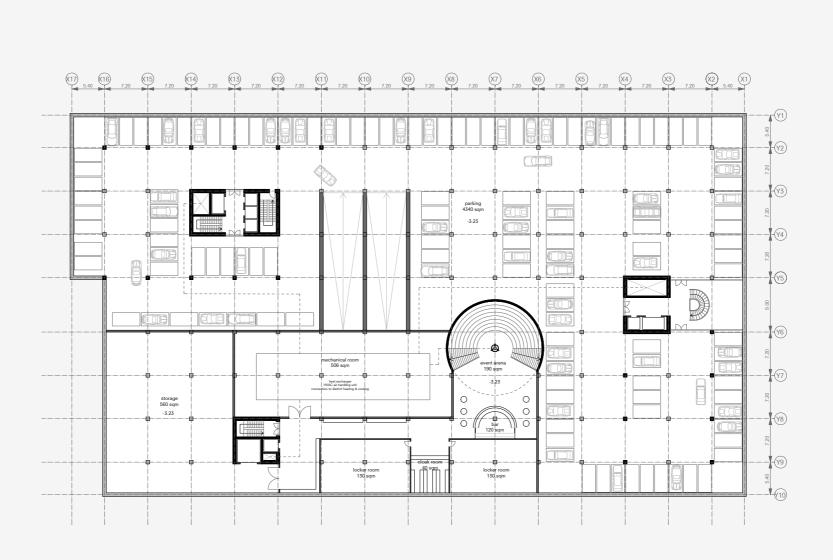
#### FLOOR 4 +14.35m



## **ATRIUM**



#### FLOOR -1 -3.20m



Research

Brief

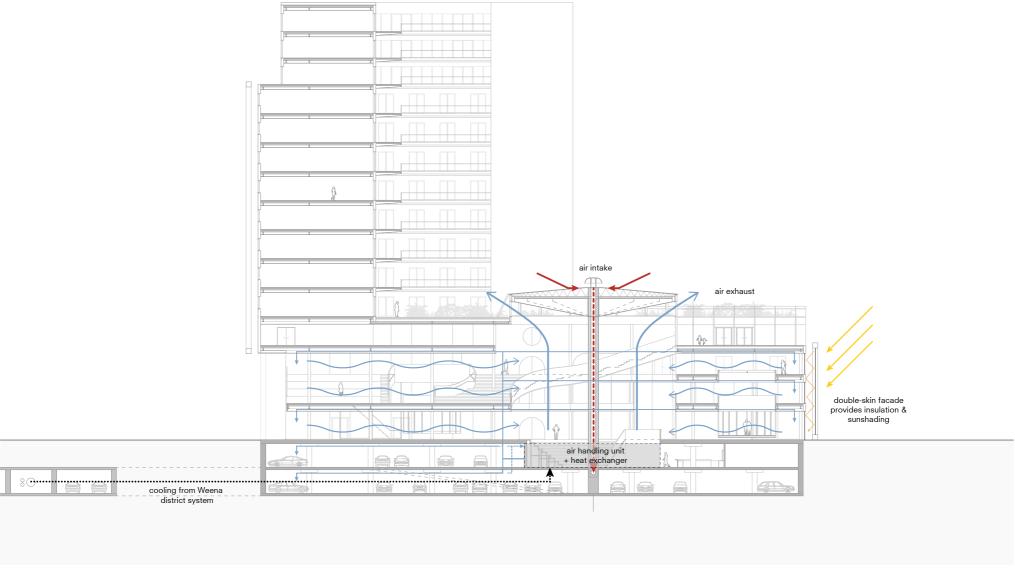
Concept

Design

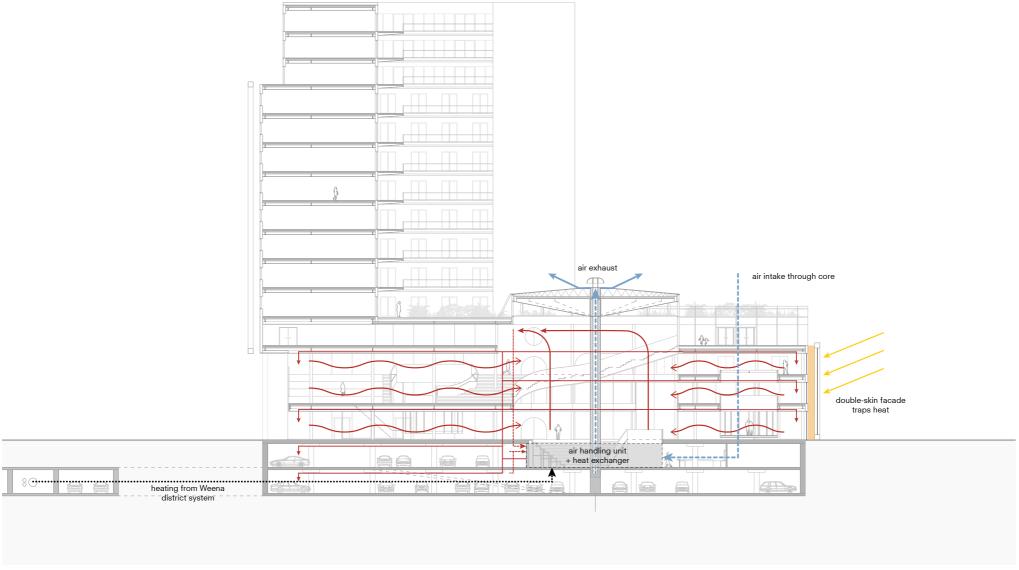
Development

**INDEX** 

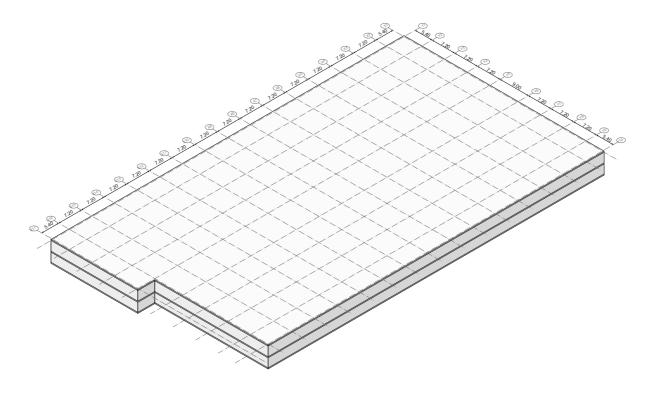
#### **HVAC SUMMER**



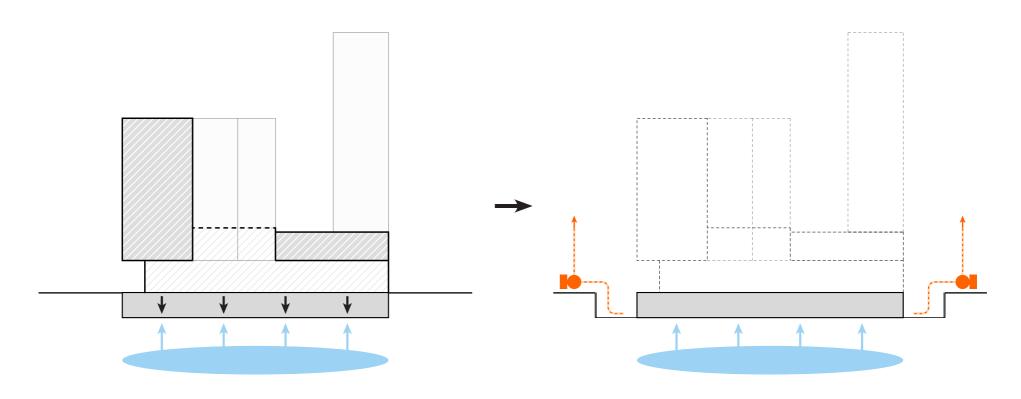
#### **HVAC WINTER**



## **EXISTING GRID + FOUNDATION**



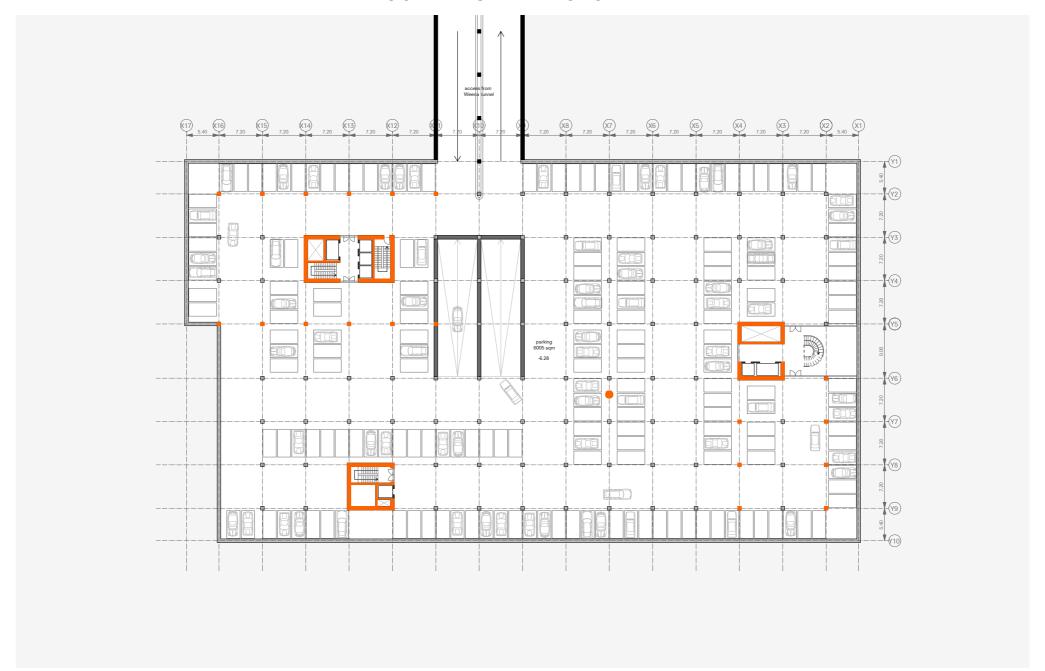
## **DEMOLITION PROCESS**



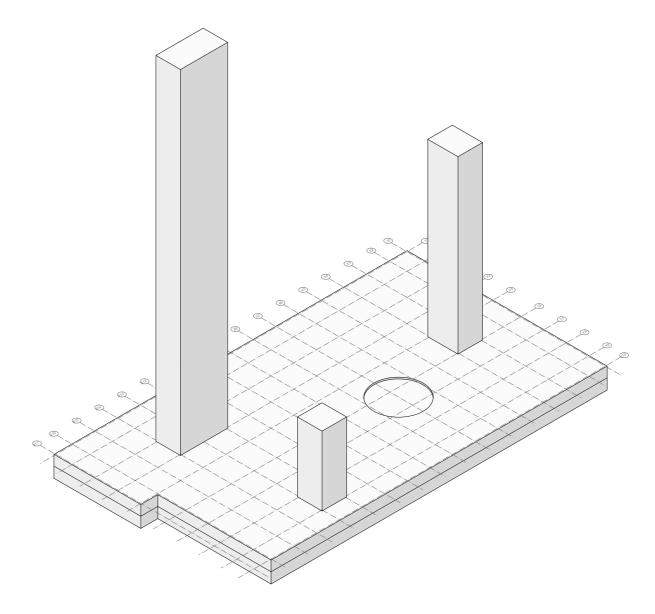
# **existing equilibrium** water pressure balanced by weight

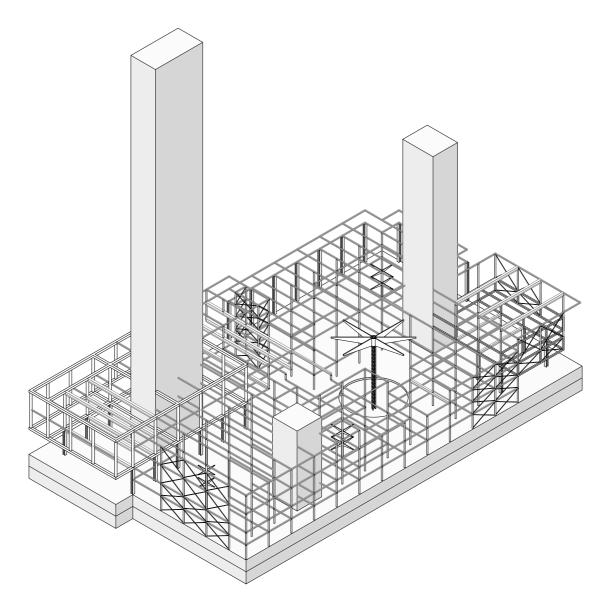
# construction period water pressure balanced with pump

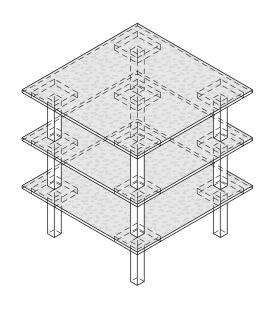
#### **FOUNDATION REINFORCEMENT**



## **NEW CONCRETE CORES**

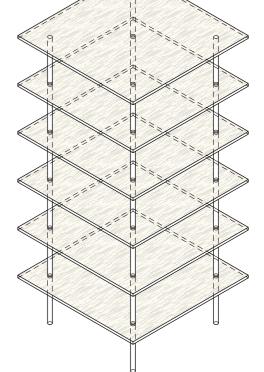






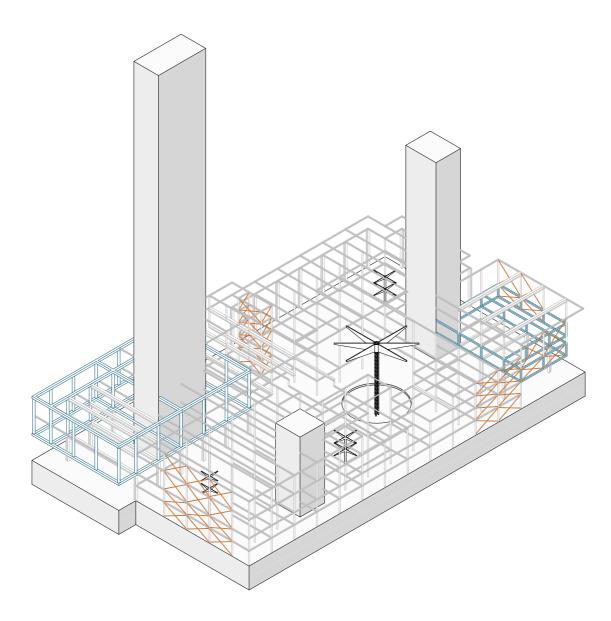


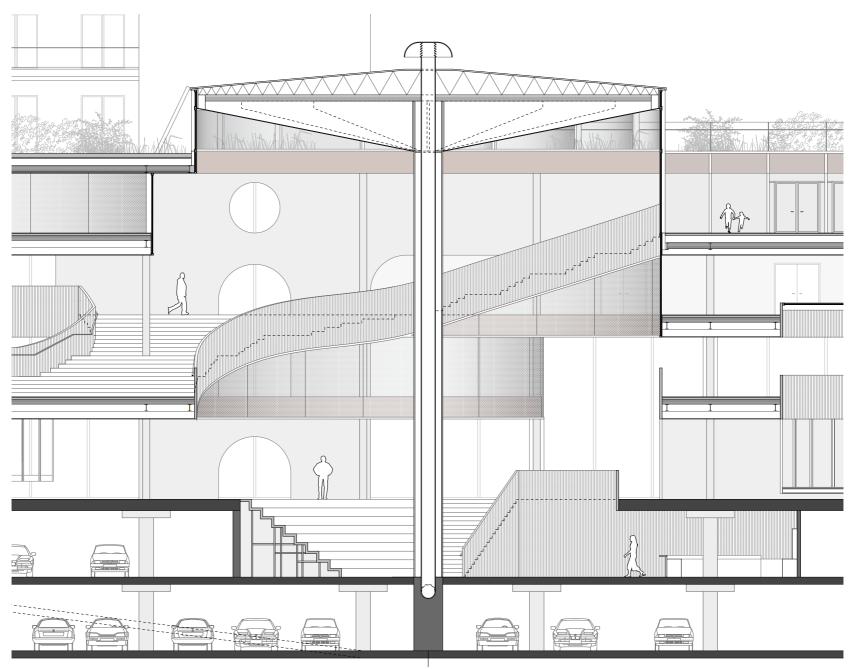
±



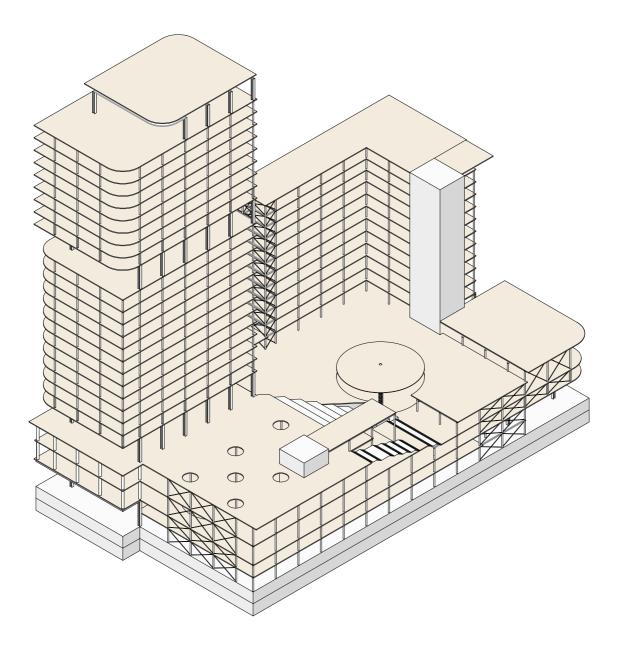
steel structure & CLT slabs

cast in place & prefabricated

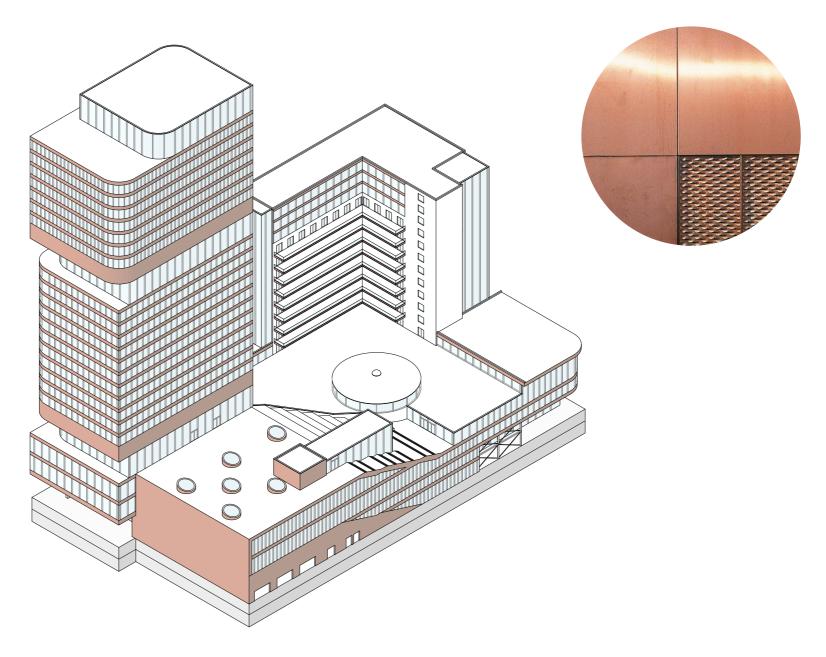




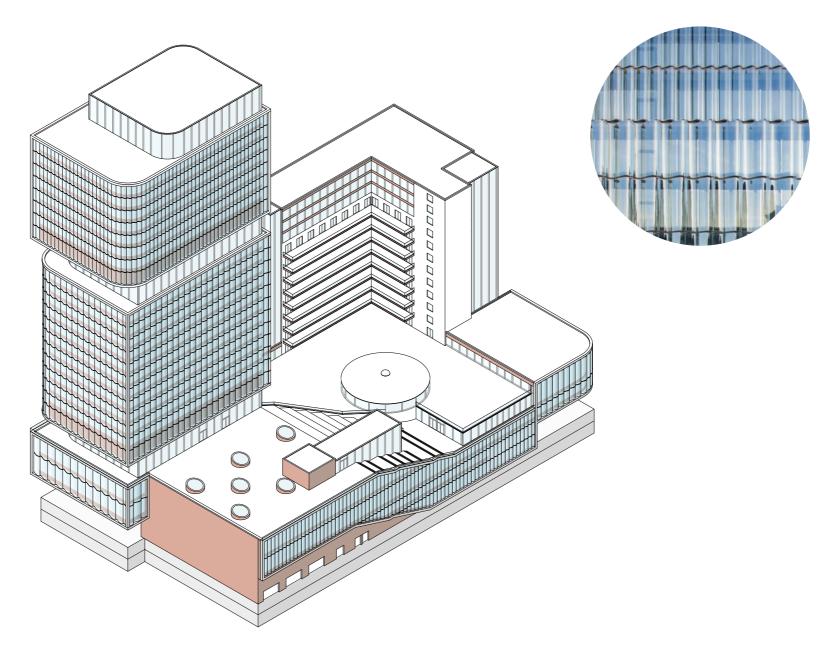
## **TOWER + BLOCK STRUCTURE**



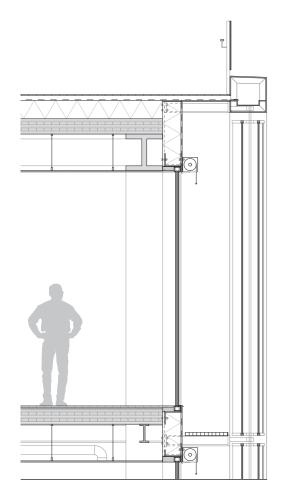
## **FACADE**

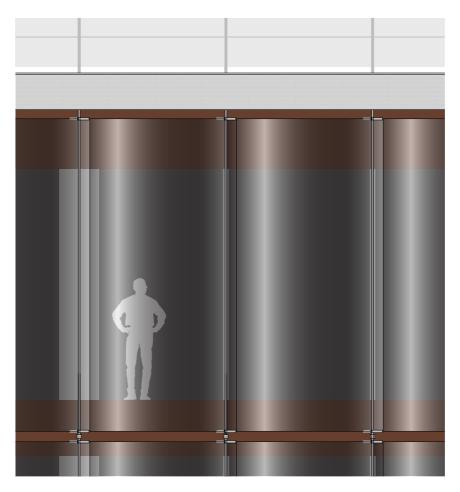


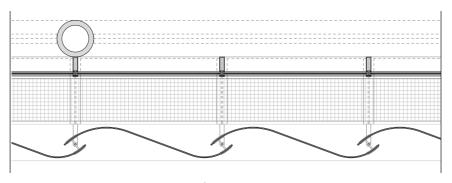
## **SECOND SKIN**



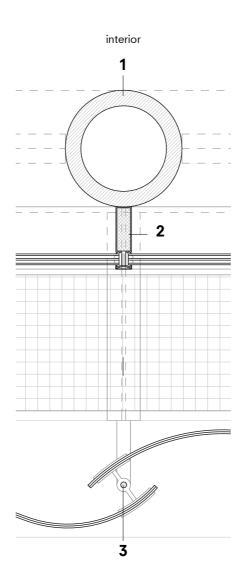
## **FACADE**





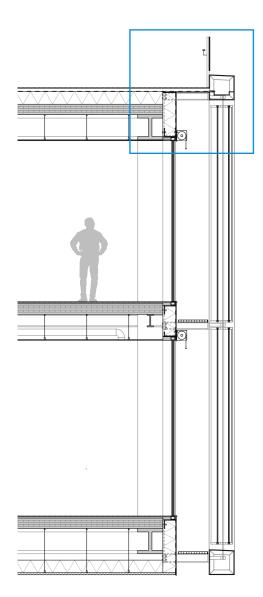


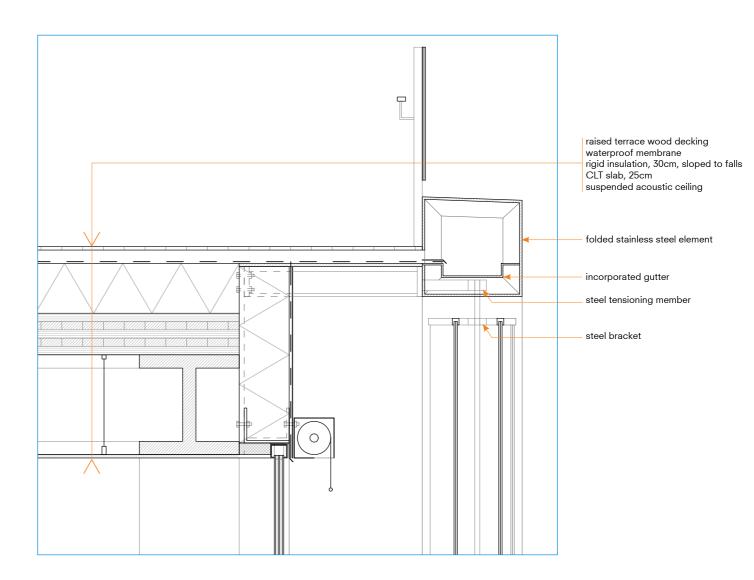
# **FACADE**

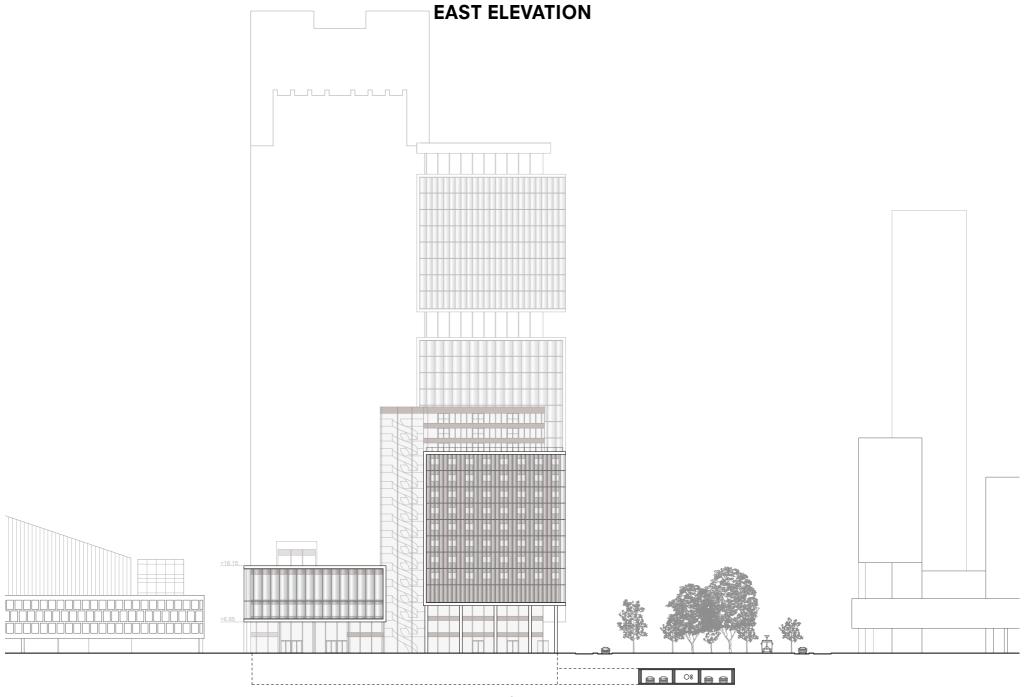


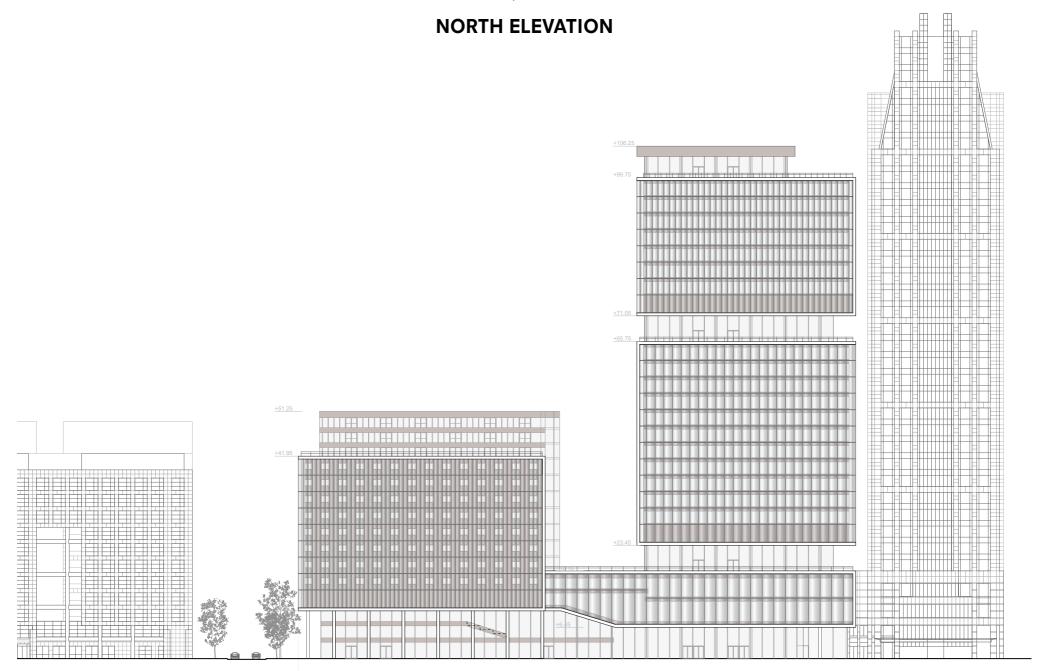


## **DETAILING**





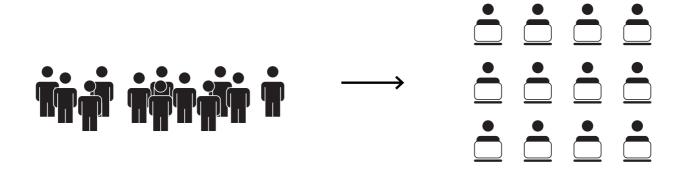




## **VIEW FROM CENTRAL STATION**







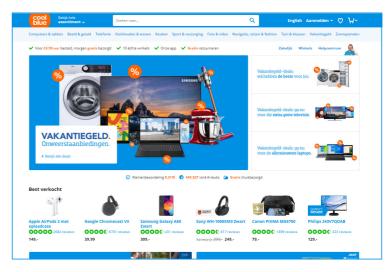




**Urban Retail Space** 



Logisticalization



Digitalization

## Suburban & Virtual Machine Space

## **COOLBLUE E-EXPERIENCE CENTER**



#### social need

for space of public quality in a densifying city



#### opportunity for online brands

differentiation in particularly competitive online market



corporate emblem & experience destination

promotes individual ownership



social condenser & recreation center

participates in shared economy

## **COOLBLUE E-EXPERIENCE CENTER**



# THANK YOU.