

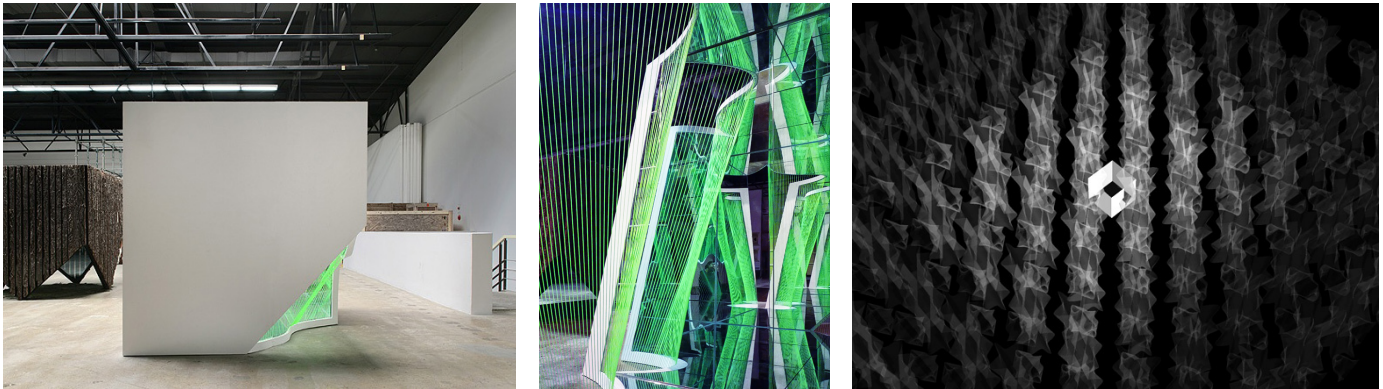
Micro-Urban Library: Cognitive Behavioral Design

One of the most iconic public building types, the library has been central to the life of the city in both its elevated and quotidian roles. Both a repository of knowledge and a community meeting ground, it has the potential to both form the city around it and be in-formed by its context. Each student will be asked to generate a convincing thesis about the emerging role of this important building type that can be explored in various aspects such as monument/fabric, abstract/figural, elevated/quotidian, local/networked, digital/analog, as well as more general concepts such as: inside/outside, heavy/light, light/dark, individual/collective, publicity/privacy, etc. In its myriad and sometimes paradoxical status as urban but small-scale architecture, the following Micro-Urban Principals can become generative programmatic and formal springboards.

Within the last decade while the use of the internet gained its impact on our world, the sense of behaving has drastically changed. As the distinctions between work and rest, residing and traveling, have blurred there is a major shift in values: an increased public awareness of the environment, the breaking down the dichotomy of public/private spatial boundaries, and new notions of work and leisure, to name a few.

Then how can a new conception of library be conceived? This studio will aim to redefine value by new innovative terms that each studio member will invent guided by 10 principles. Beginning from the human scale instead of the overall aerial view massing studies, we will generate 'fragments' that nonetheless have embedded in them new social/cultural/economic possibilities. In this case 'Micro' does not necessarily mean 'small,' instead it is about accommodating interrelated variables by breaking down to essential elements to maximize their effect. Now with rapid social adaptation to advanced technology, creating a sense of publicity and privacy can be handled in many other ways. Spaces can now hybridize: For instance, we no longer need our own 'room' to enjoy activities like playing piano. Moreover, commercial and institutional spaces are being used as surrogate living rooms calling into question of what is 'private' and what is 'public.' Individuality and community is achieved not through generic space, but paradoxically through designing highly specific conditions.

Micro-Urban Principal offers radical flexibility within existing conception of library in the face of rapid change caused by political, economic, and cultural forces. Micro-Urban Principal reformulates relationships between the essential elements of architecture at a finer grain. Instead of the broad generalist names of programs and uses as predefined spaces, understanding spatial and programmatic relationships as activities at the micro scale opens up new possibilities of collaboration, environmental performance, and urban efficiency.



Infinite Box, SsD

10 Principles

1. Physical / Perceptual (define space by its quality rather than its quantity)
The role of perception can augment spatial experience and inhabitation.

2. Owning / Sharing (support ownership to create sharing)
When taken to the extreme, ownership of private boundary creates programmatic redundancy and material and energy waste. Through gradations of privacy and publicity, new productive social relationships and interdependencies can be gained while at the same time decreasing the energy footprints.

3. Contracting / Expanding (use contraction to achieve expansion)
By contracting multiple programs into more intense alliances and overlapping patterns, space can be expanded rather than subdivided into smaller that in the end inhabit more volume.

4. Timing / Programming (program with time to avoid underutilized space)

Not all spaces must be used at all times. By aligning use and timing, spatial redundancy can be minimized.

5. Division / Continuity (divide with finer grain to create continuity)

Instead of broad descriptions of program names, understanding spatial and programmatic relationships as activities at the micro scale opens up new possibilities of collaboration, environmental performance, and urban efficiency.

6. Local / Global (be local to be global)

Alliances between local infrastructure, economies, and social relationships create momentum when viewed from the overall urban framework allowing the local to create culture and resources rather than merely consuming it.

7. Future / Past (use the past to create the future)

Instead of tabula rasa approach that starts from a condition of erasure, existing conditions can be leveraged for their specificity into new infrastructures, spaces, and programs.

8. Diversity / Density (use density to create diversity)

Instead of density merely fitting more users, volume of materials into a smaller space, it can be utilized to gain programmatic and spatial diversity.

9. Security / Amenity (turn oppressive control into public amenity)

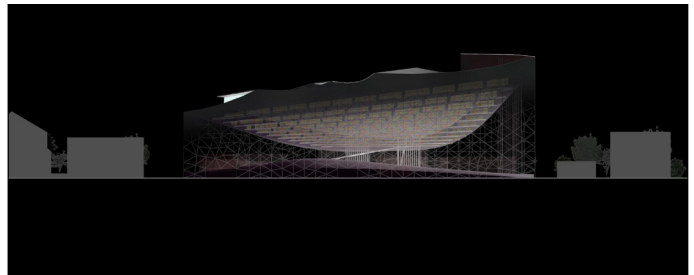
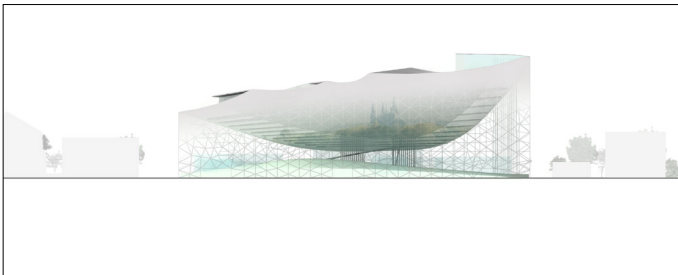
While the one-way gathering of information of the 'smart city,' threatens privacy, multi-way networks can turn the concept of security into a form of real and virtual public space and amenity.

10. Curated Use / Mixed Use (curate programs and activities to maximize synergies)

The concept of mixed-use as a general framework can be radically sharpened so that specific curation at the fine grain scale can create greater synergies socially and economically.

Representation

The thesis arguments will take on strategic weight using representation not as merely a way to passively describe the project, but to actively inscribe the work with conceptual potency. In the words of Beatriz Colomina, *Buildings become images, and images become a kind of building, occupied like any other architectural space... All the monumental force of architecture is generated by the most insubstantial means.*



Czech Library, SsD