

The Players

Question *of Players*

Who are the players in the architecture? The question often gets asked in the discipline to design and challenge potential users, viewers, and makers of a space. Whether intended or not, a built form constantly faces humane, environmental, and atmospheric interactions. An influence of a space to its players is often unexpected by a design as well. For example, there are many cases of bridges on suburbs that were designed for human circulation interfere its environmental players, who already occupied the space before. Therefore, careful analysis and projection on who and what plays a role in a building process is needed for more user oriented designs.

The portfolio demonstrates personal projects during GSAPP on the interest of players in architecture. How do a family with a child can have a private domestic life in a city? What changes and shapes a future climate change scenario? How does a New Yorker play through the city? and How can elders have as much fun? Following questions regarding different layers of players of a project were asked to explore and challenge a potential of a space design. Beyond studying demographics for a site analysis, the projects in the portfolio suggests ways of considering different players. Elements, such as physical abilities, desire of activities, routine, and timeline, are studied and combined for comprehensive understanding of a project's players. The portfolio aims to emphasize importance of focus on players in design phases.

Players of the book

Player 1. Elders

(*What are the entertainment value for aging?*)

Title : *Entertainment for_ I* pg. 1 - 14

Player 2. DC Traveler

(*How does one circulate through the city?*)

Title : *Layering Mobility I* pg. 15 - 30

Player 3. Mom, Dad, a Child

(*What are the values of having home in a city ?*)

Title : *Optical Glass House I* pg. 31 - 36

Player 4. New Yorkers

(*How does NewYorker activate the street?*)

Title : *Vertical Street I* pg. 37 - 40

Player 3. Djerban

(*How to face new threat of Djerba?*)

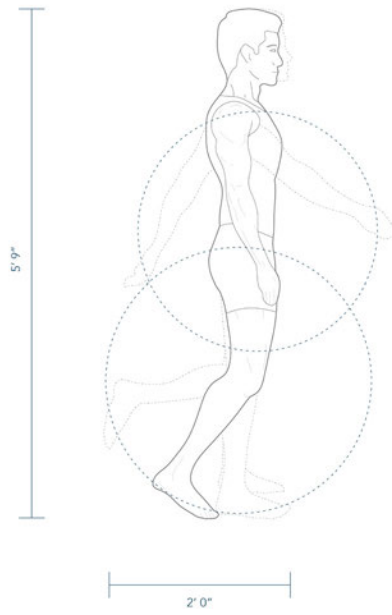
Title : *De-fencing the Mosques I* pg. 41 - 51

Players
Elders

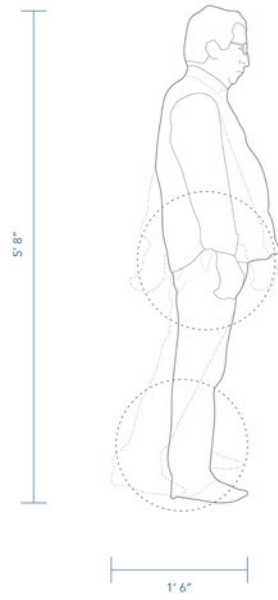
Project Title :
Entertainment For ___

“The Theme Park is an urban, Utopian dream celebrating the relationship between nature, humankind and myth ... The viewer is completely emerged in a new world and the evidence of the fantasy is all around. Reality is left at the gate. Once inside the park, the details of reality are hidden” _ Delirious New York, Rem Koolhaas

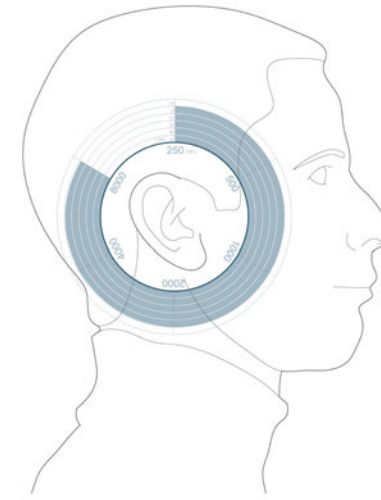
Major audience of everyday entertainment industries, such as an amusement park, zoo, theater, and fair, are often targeted for the youths. Reflecting elders' entertainment desire does not only require program intervention but also details on their physical needs. The project analyzes and explores potentials of elderly entertainment value and needs.



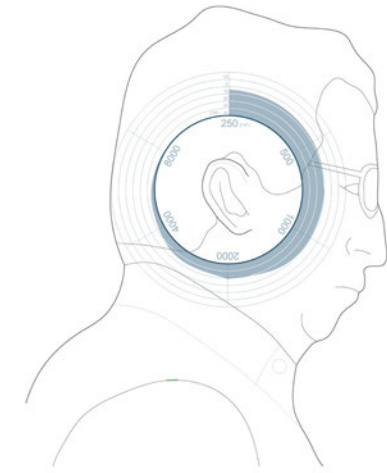
Ave. Age : 20 - 50
 Sex : Male
 Note : Healthy
 Walking (Moving) Speed :
 3.0 - 3.2 [m/h]



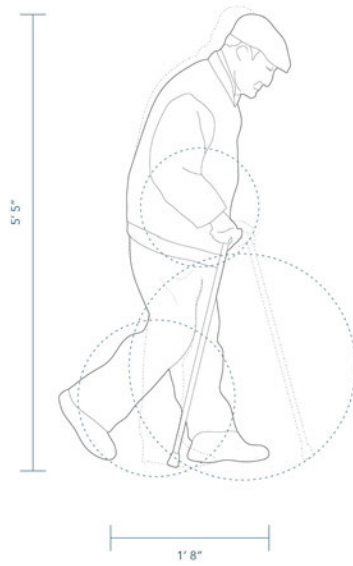
Ave. Age : 50 - 70
 Sex : Male
 Note : Healthy
 Walking (Moving) Speed :
 2.77 - 3.0 [m/h]



Ave. Age : 20 - 50
 Sex : Male
 Note : Healthy



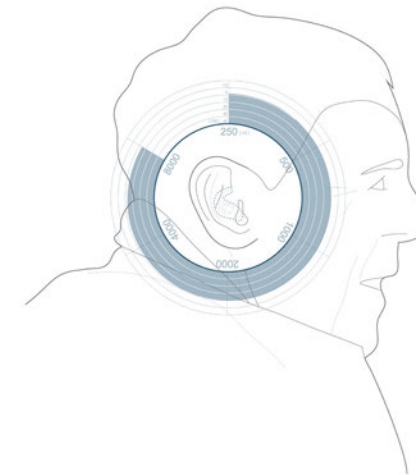
Ave. Age : 50 - 65
 Sex : Male
 Note : Healthy



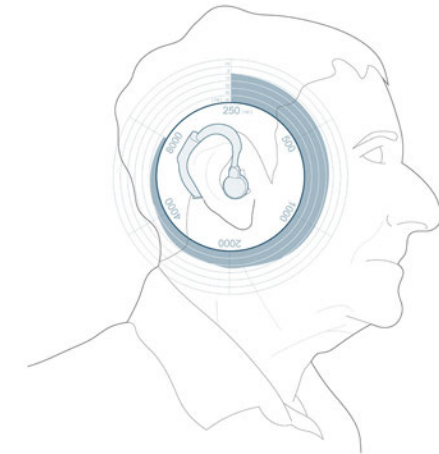
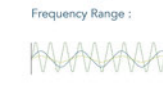
Ave. Age : 60 - 80
 Sex : Male
 Note : Use of Cane
 Walking (Moving) Speed :
 2.1 - 2.7 [m/h]



Ave. Age : 20 - 50
 Sex : Male
 Note : Use of Wheel Chair
 Walking (Moving) Speed :
 5.0 - 10 [m/h]

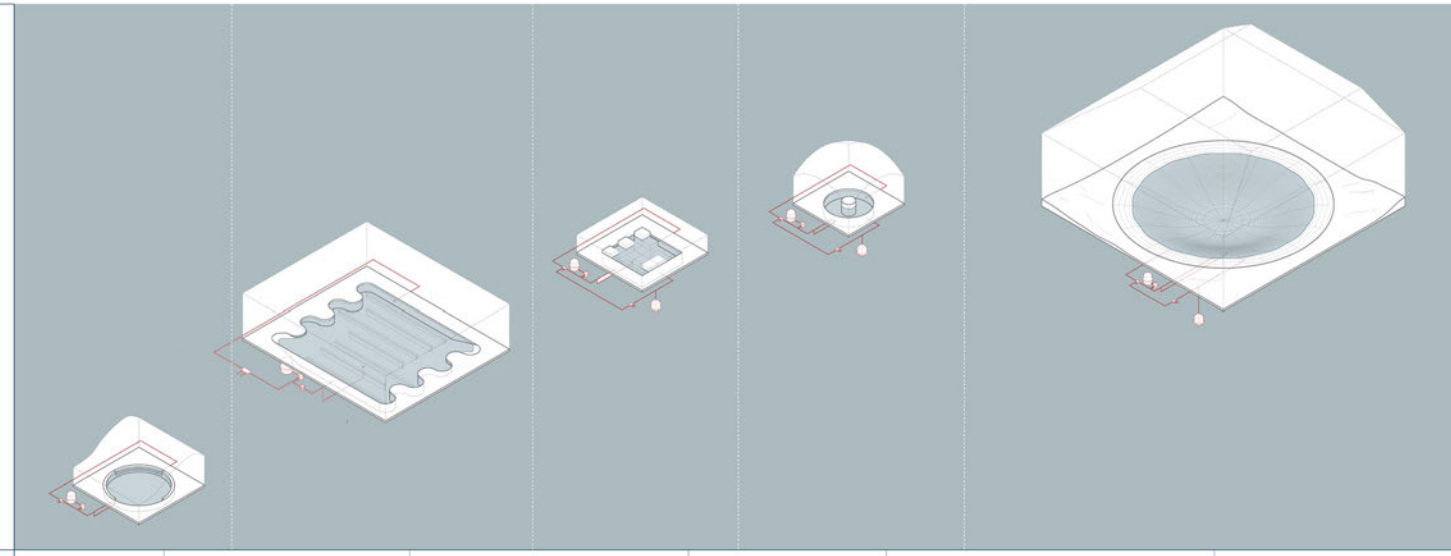


Ave. Age : 60 - 85
 Sex : Male
 Note : Use of Imprinted Hearing Aid

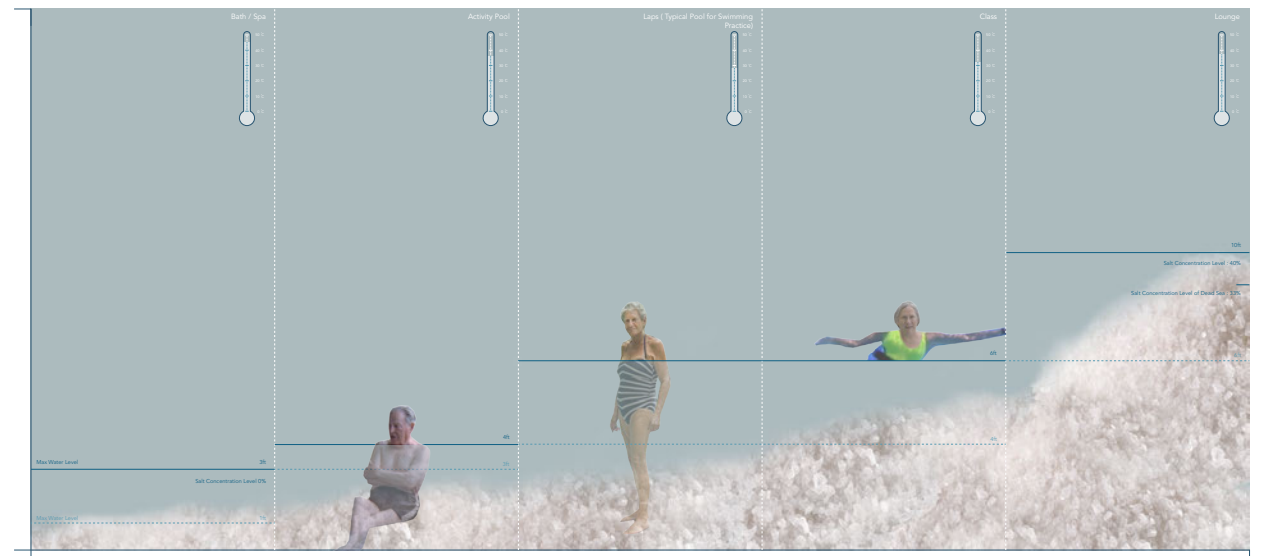


Ave. Age : 60 - 70
 Sex : Male
 Note : Use of Hearing Aid





Diagram_Concentration and Pool Activities [low (le



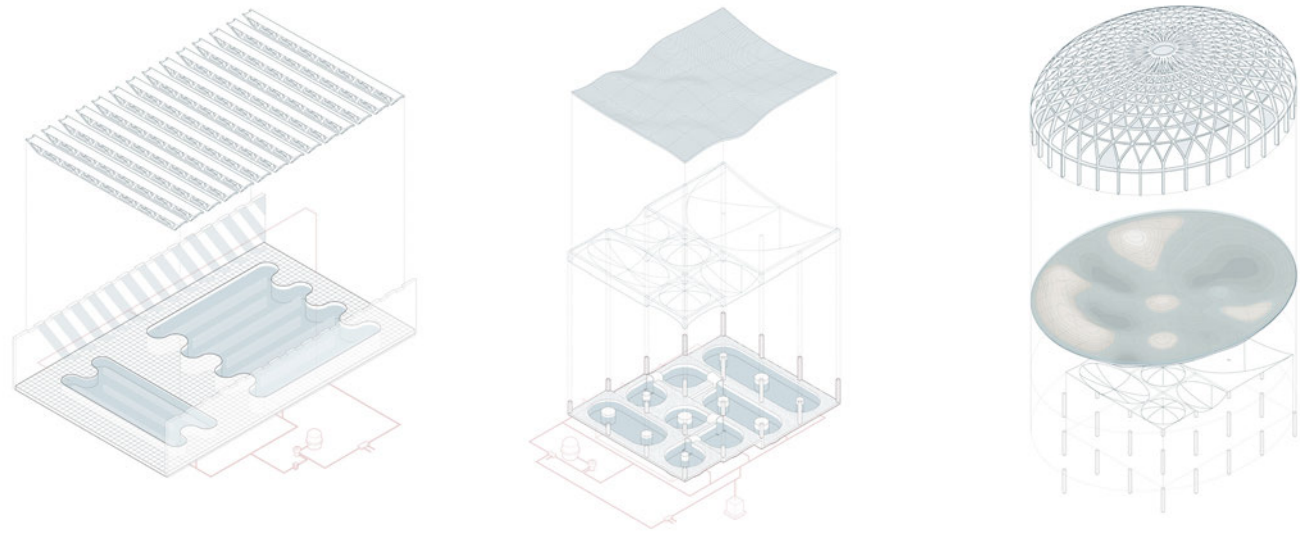
Diagram_Concentration and Pool Activities

Aging Entertainment

Aging changes physical abilities for entertainment activities. As shown in the Aging and Entertainment diagram, as one grows old, especially physical height range of entertainment activities gets limited. From sky diving to sitting at the bench, whether elders desire them or not, there are restrictions of walking, hearing, and experiencing activities. From the diagrams on Aging and Hearing and Aging and Walking, even additional device for physical abilities are needed. To free the physical limitations, the project uses different concentration water level for the corresponding activities. Described in above diagram, water concentration, level, and pools are designed to explore potential of water theme park in the elderly entertainment.



Diagram_Againg and Entertainment



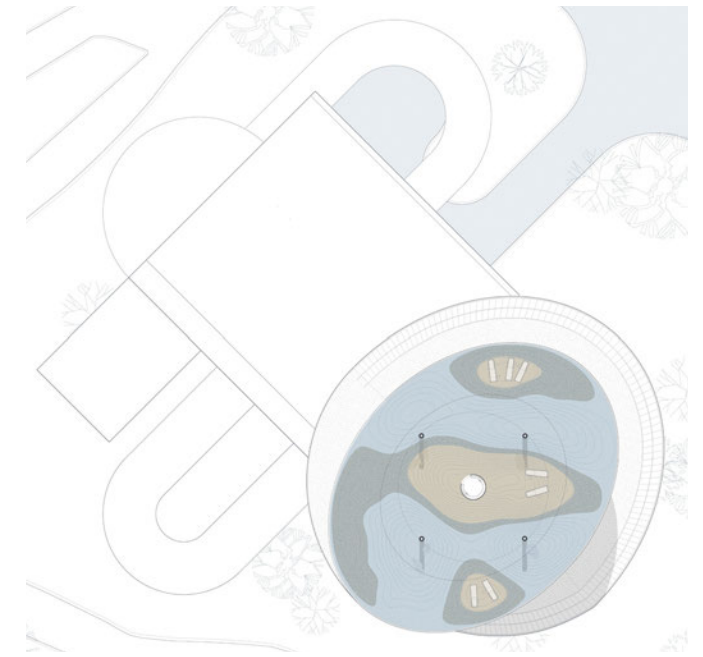
Diagram_Concentration and Pool Activities [low (left) to high (right) concentration]



Ground Floor Plan

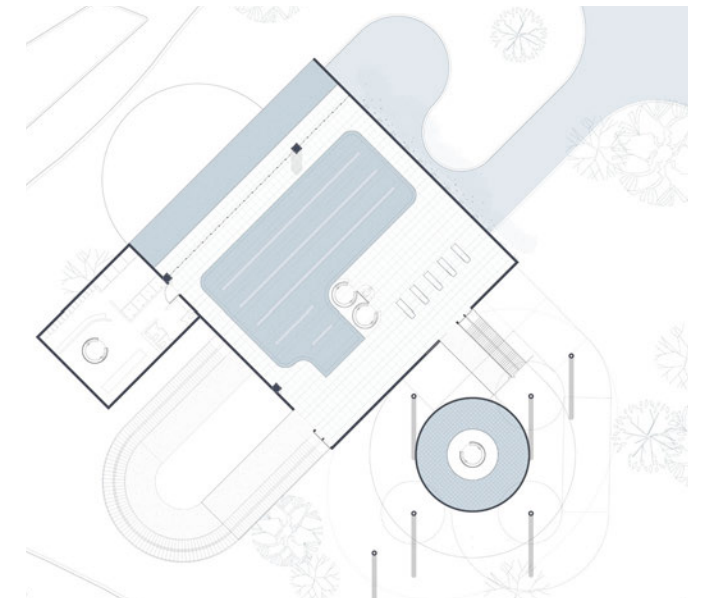
The Roof

The round pools lead free-floating lounge beach pool on the roof, which as highest water concentration for free-floating in water. The roof pool is designed as the ultimate place for overcoming physical limitations for elderly entertainment.



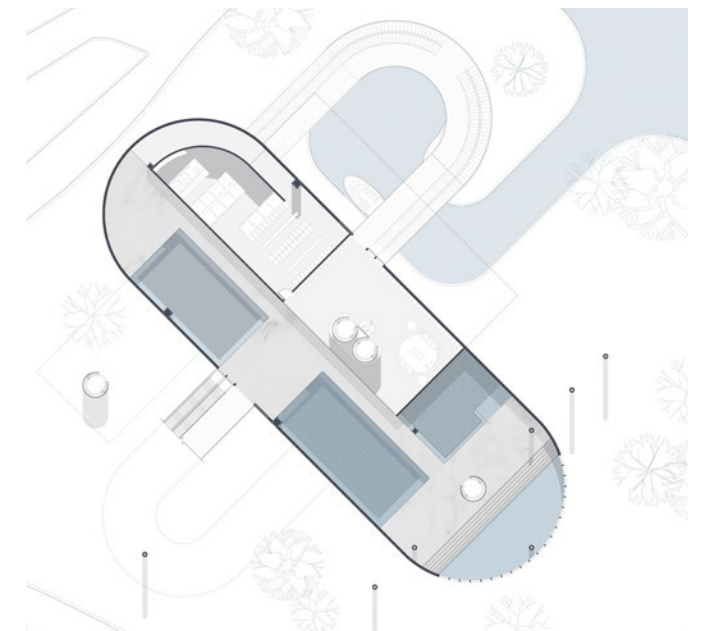
Third Floor

The third floor shows lab pool for more active and public swimming activities and the beginning of round private pool for small classes. The round pools are placed through multiple level and connected with water slide ramps. The elevator and column at the round pools serve as platforms for the instructors.



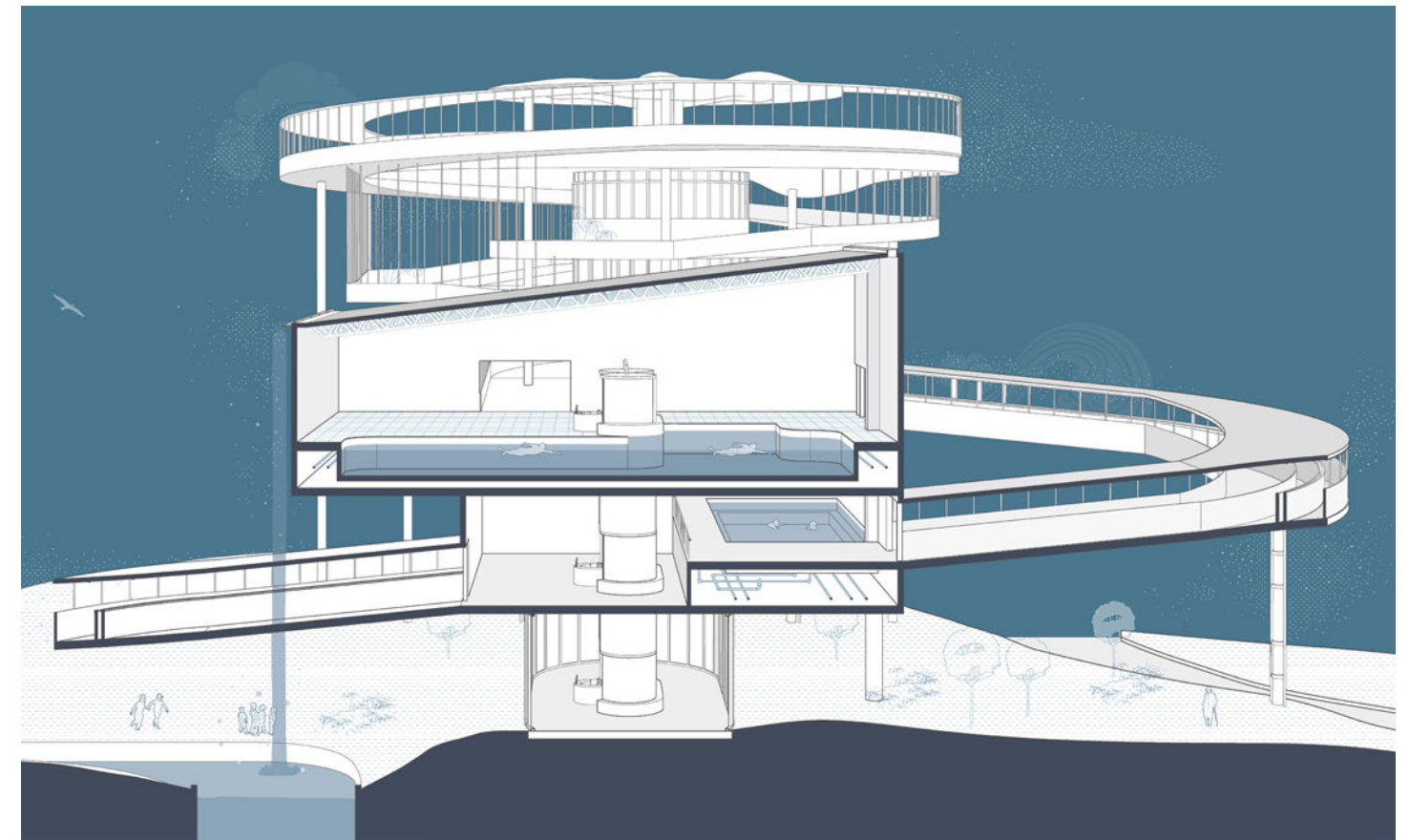
Second Floor

The Second floor is consisted of locker room, public bath and sauna, where visitors can change, shower, and relax as they enter. Moving upward, the visitors can move through low sloped ramp, which also serve as a green lounge space, or elevators for the faster circulation.

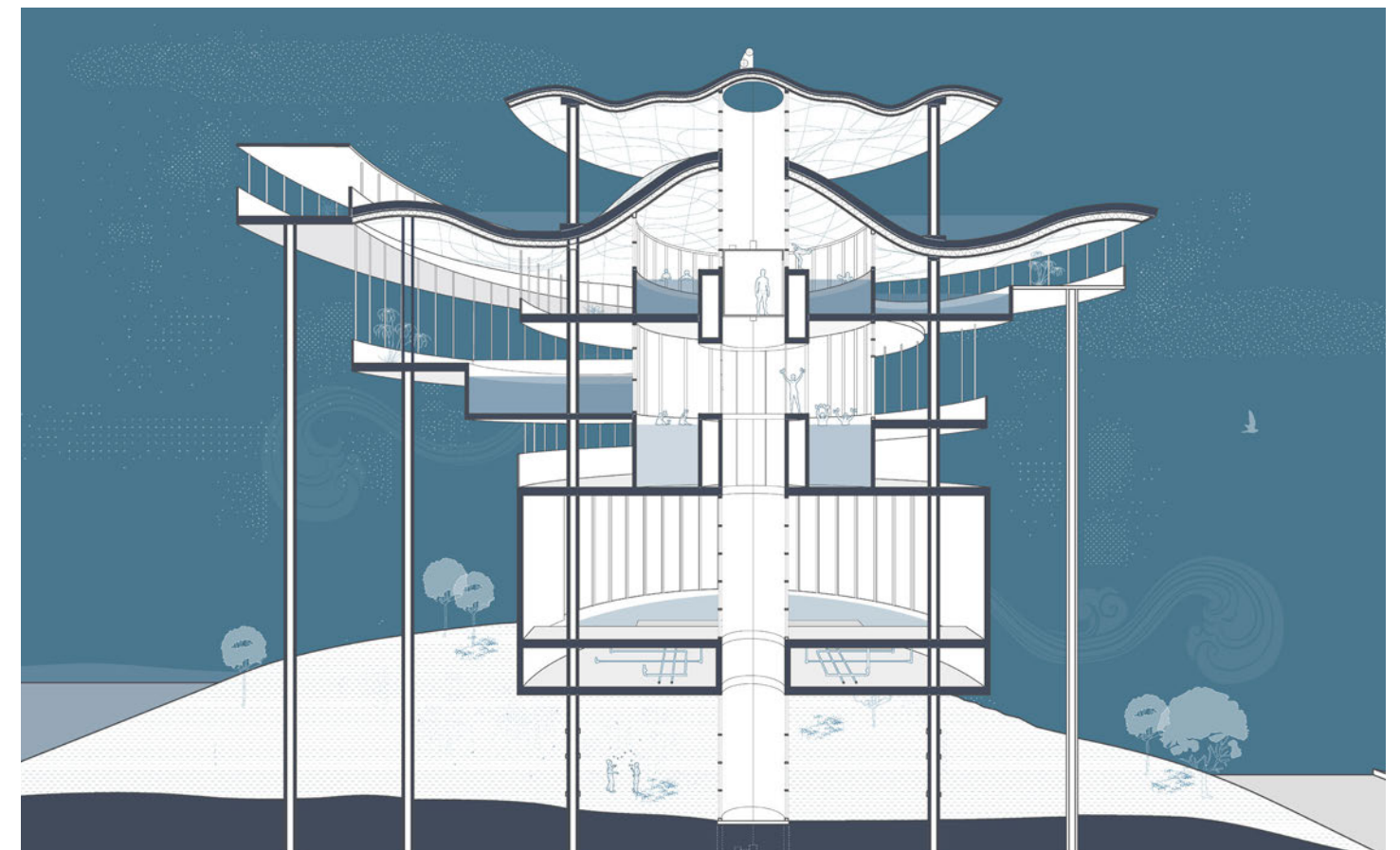


The different pool design typologies and activities are connected through continuous ramps, which is also serve as lounge space with greenery. The side of the ramp is consisted with escalator in case of tiring users who wants faster circulation through the main ramp. Five types of pool have distinct structure, water concentration, and programs. The 1 x 1 ft columns then make 20 ft grid, which holds the pools together.

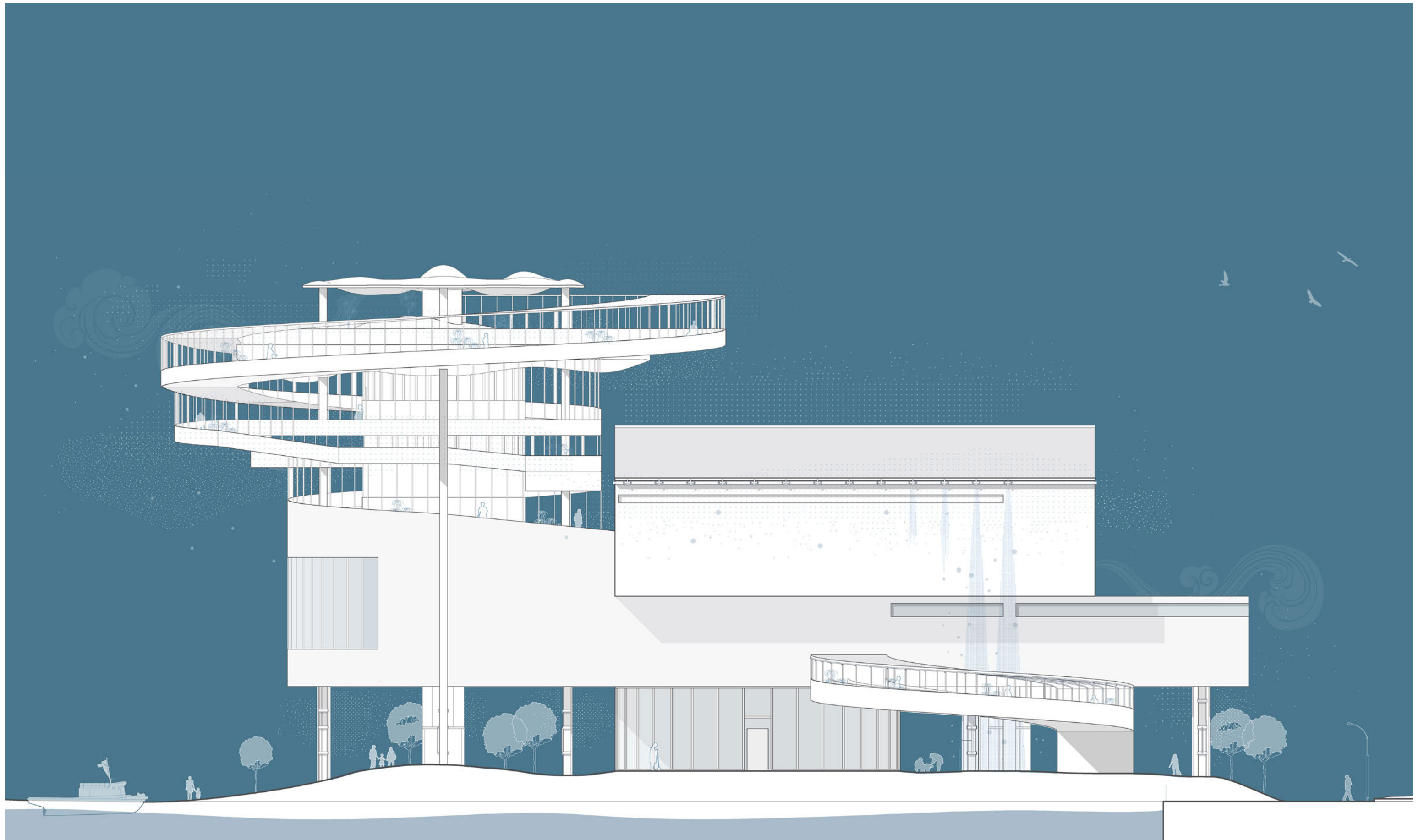
The sectional perspectives highlight different structure and types of the pools. Sectional Perspective A cuts through the sauna to the open lab pool with the connected ramp. The enclosure of the ramp and its column has sprinklers for mist generation. The mist controls enclosure, moisture, and temperature level around the building complex as well. Sectional Perspective B then highlights individualities of the roof pool, round pool, and public bath.



Sectional Perspective A



Sectional Perspective B



Elevation



The Ramp

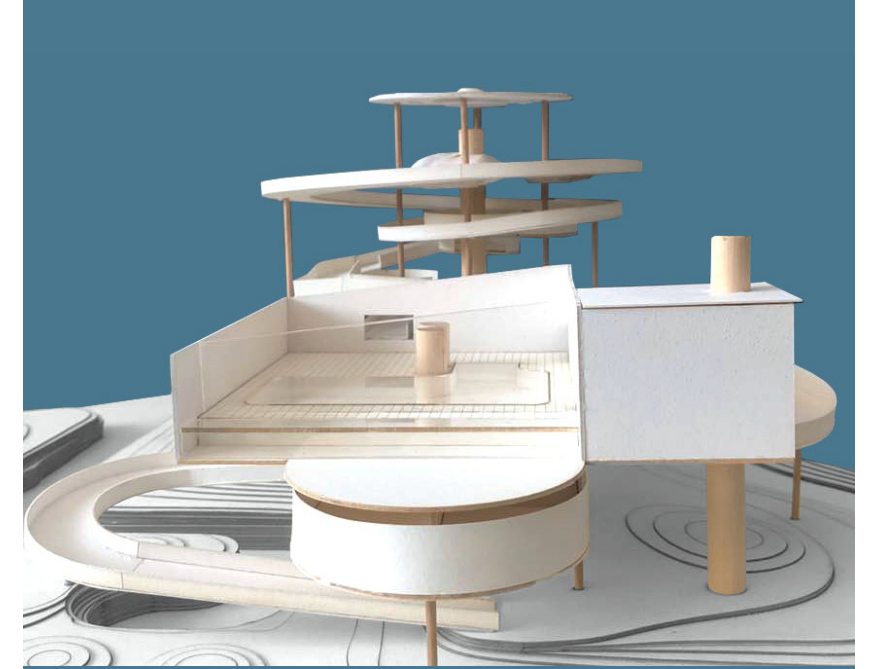
The model depicts the ramp that holds the together. The slope of the ramp is designed for limitation for walking ability for the elderly. As mentioned before, the ramp also has escalator within to move faster within.

Open Lap

The model also highlights open lab pool. The wood block through the lab represents elevator, which serve as both fast circulation and structure. The openness and lightness represent public gathering element of the program.

The View

The view depicts a perspective to the complex. Looking at the round segments of the pools and roof pool, the continuous ramp above the open pool summarizes the dynamics of the project.



Players

DC Traveler

Project Title :

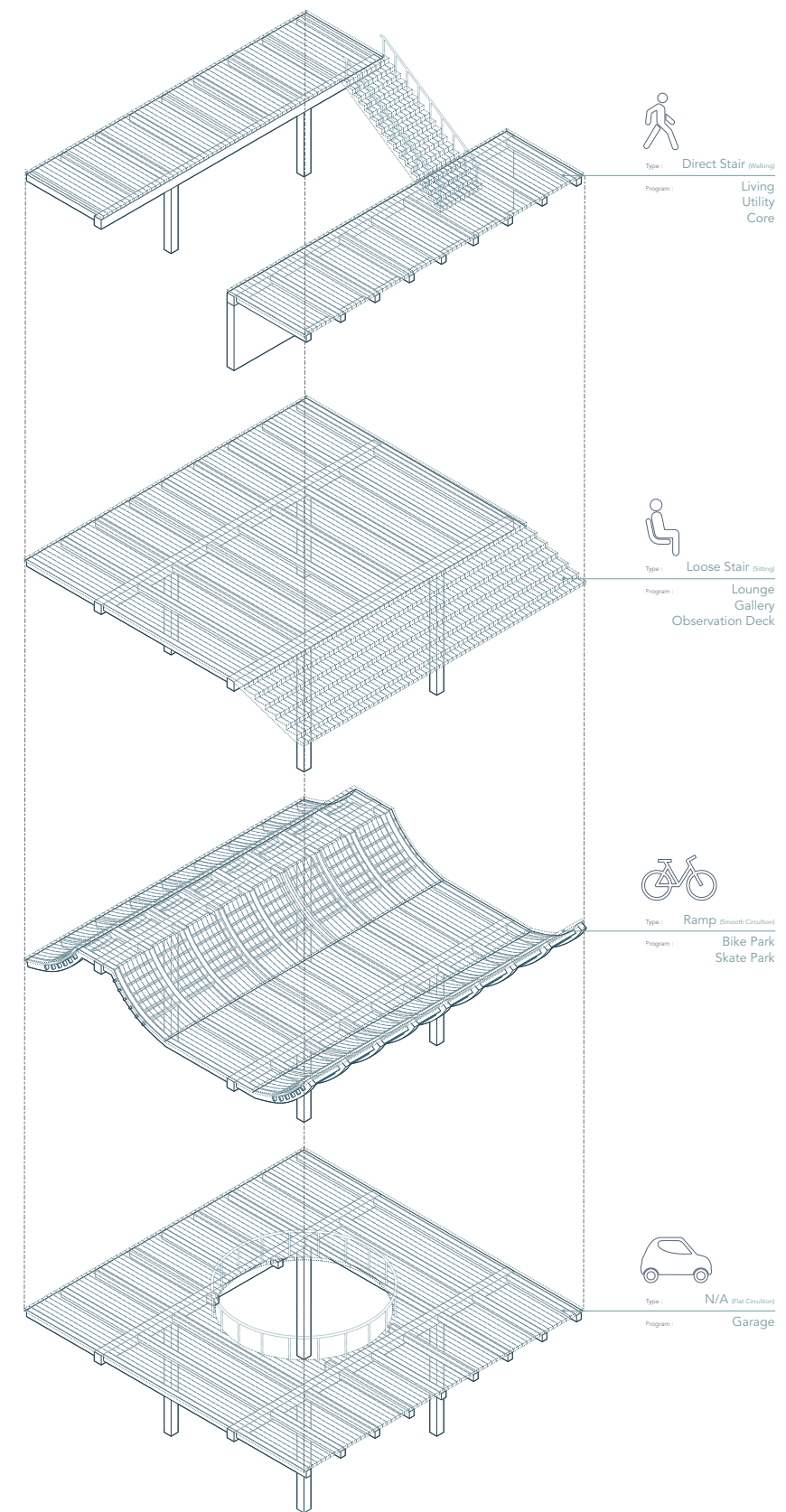
Layering Mobility

Washington DC attracts about 23 million of people annually. The city has ranges of transportations to support the tourists' movements. Questioning living conditions and needs in the site, especially of the temporal conditions of the tourists, and their modes of commuting in the city, the project selected program of a hostel as further exploration. Within the program, the project aims to explore the notion of architecture's position in urban circulation.

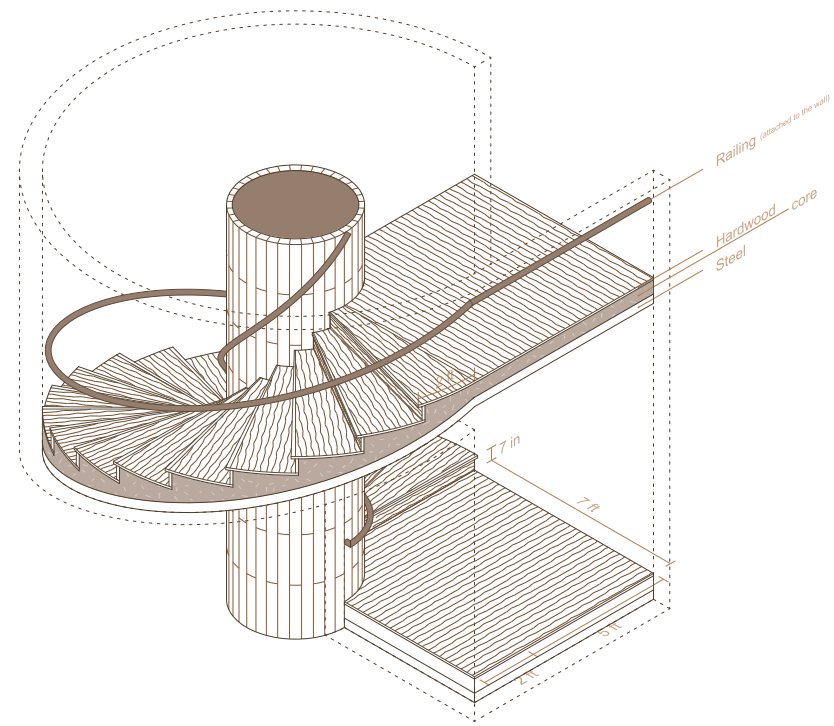
The project suggests and challenges a potential of temporal and sustainable circulation for the tourists within a car-centric city. Reflecting temporal and fast nature of tourists' foot traffics, the project especially focus on bicycle as the mode of the transportation and its connection to the city from the building.

The project explores types and embodied functions of a staircase to investigate means of connecting different modes of transportations, such as a car, bicycles, and humans, in Washington DC, where both urban and human scale circulation exist. A slope, dimension, and directionality of a staircase are articulated to connect, spread, separate, and populate activities

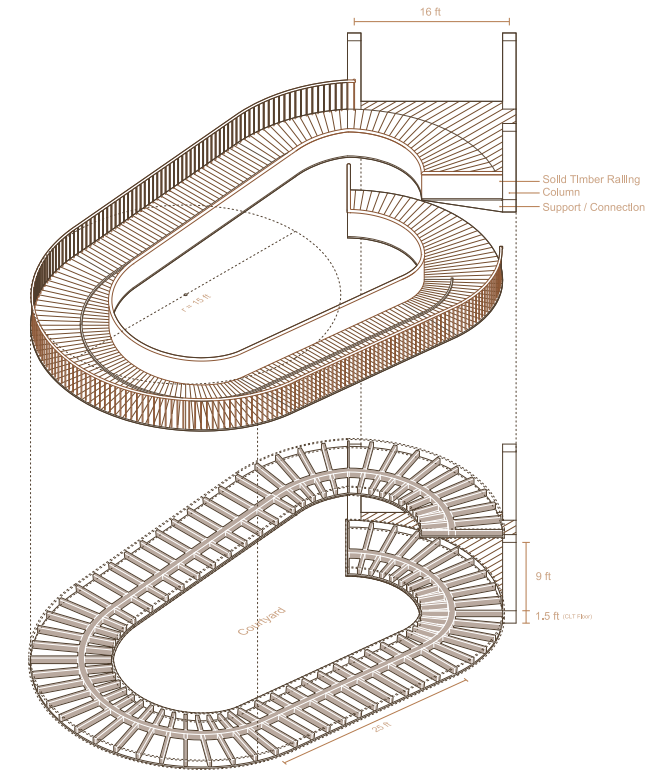
The concept diagram shows base articulations of circulation structure typologies for driving, biking, sitting, and walking. From flat, ramp, loose staircase, to direct staircase, individual staircase inherits different activities to circulate through the building and its city.



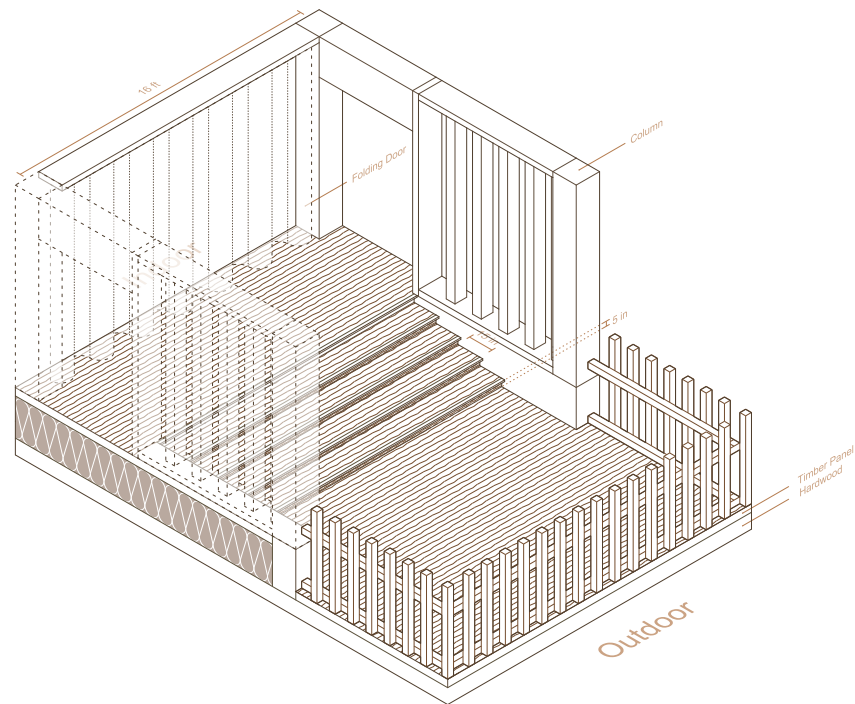
Concept Diagram



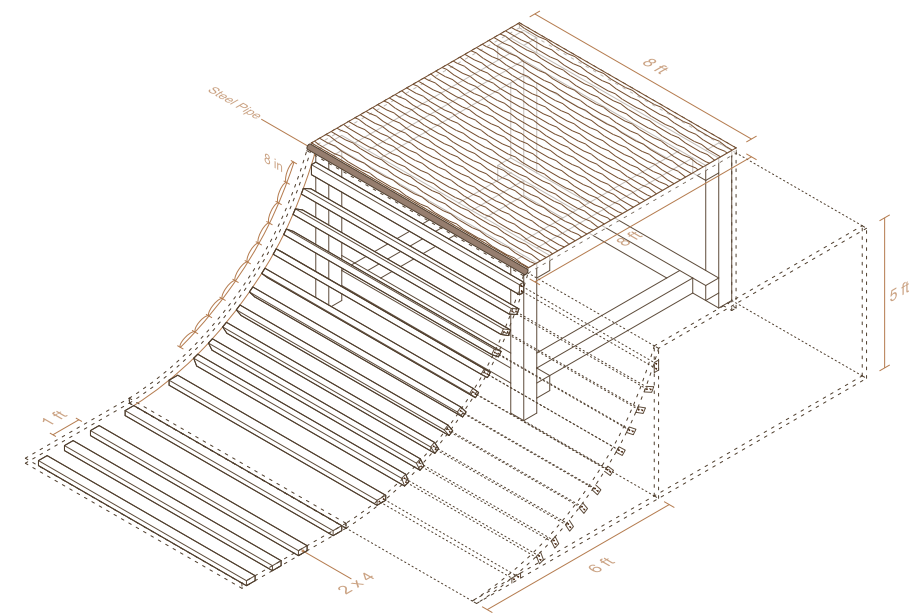
Staircase Detail_Direct Staircase



Staircase Detail_Circulation Ramp



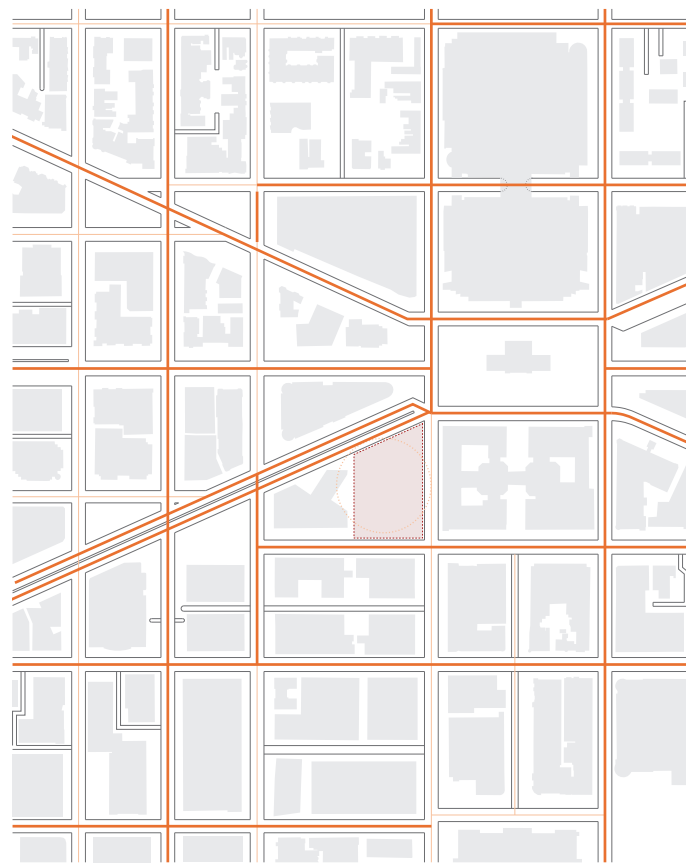
Staircase Detail_Loose Stair



Staircase Detail_Entertainment Ramp

Auto

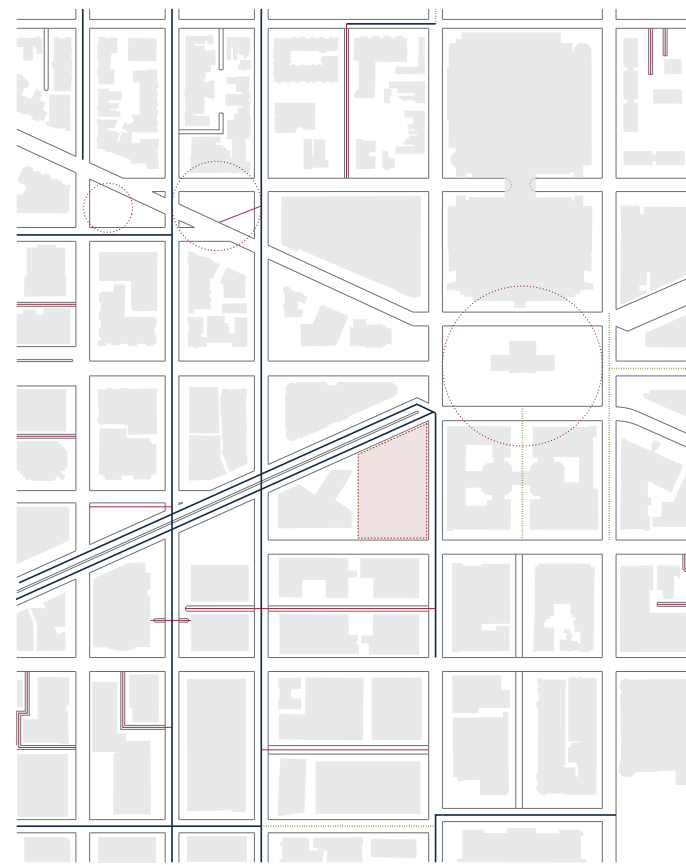
The site is surrounded by automobile lanes, representing car centric nature of Washington DC. The north of the site along the New York Ave has heavy car traffic. The access from automobiles to the site, therefore, is from the south side. The site itself is served as a parking lot originally.



- Main Auto Corridor
- Secondary Auto Corridor
- - - Auto Hub (Open Parking Lot)

Bicycle

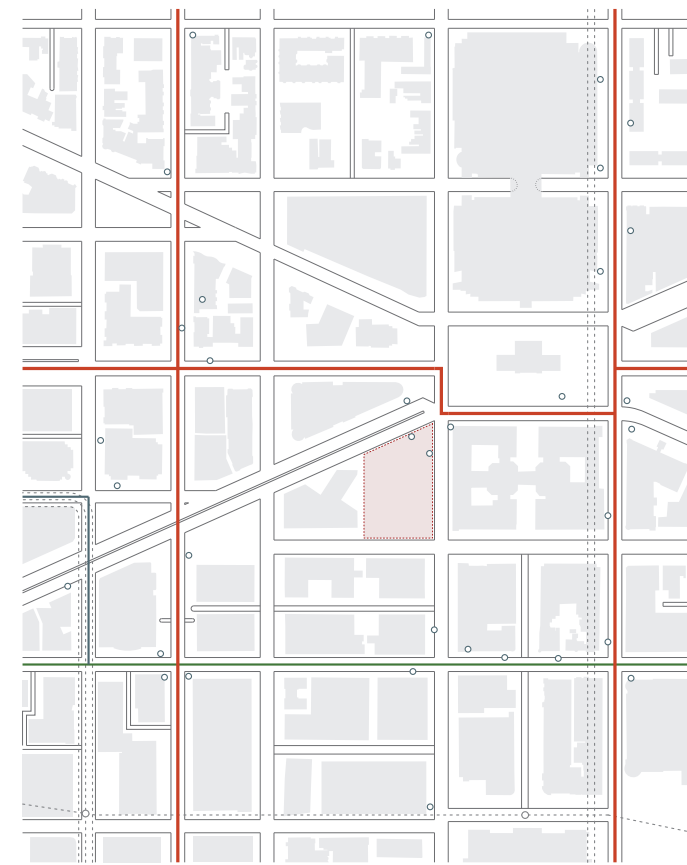
Other than the car lanes, the site is also adjacent to city's bicycle pathways, which are highlighted by blue lines. The city is ranked 4th in the use of bicycle for commuting. The project aims to challenge and connect to this private and sustainable mode of circulation.



- Bike Corridor
- Bike Friendly Road
- Pedestrian Only (Alleyway)
- - - Pedestrian Hub (Public Park)

Public Transportation

Being near the national mall, 16 minutes' walk and 7 minutes' bike ride from the site, the site also has various types of public transportations. There are main bus stops in and out of the city on the east of the site, attracting many tourists' foot traffics.



- Bus Route I
- Bus Route II
- Bus Route III
- - - Metro Line
- Bus Stop
- Metro Stop

Program

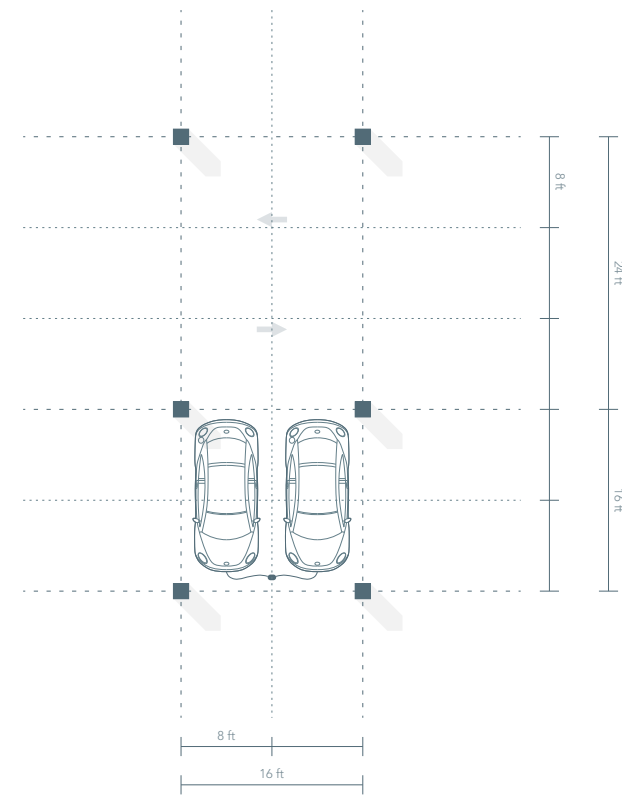
Considering the site's location and accessibility to the city, the site has many hospitality programs, indicating potentials of the site for a hostel. The west of the site is the Conrad Hotel by Herzog de Meuron and the east is adjacent to the Renaissance Hotel.



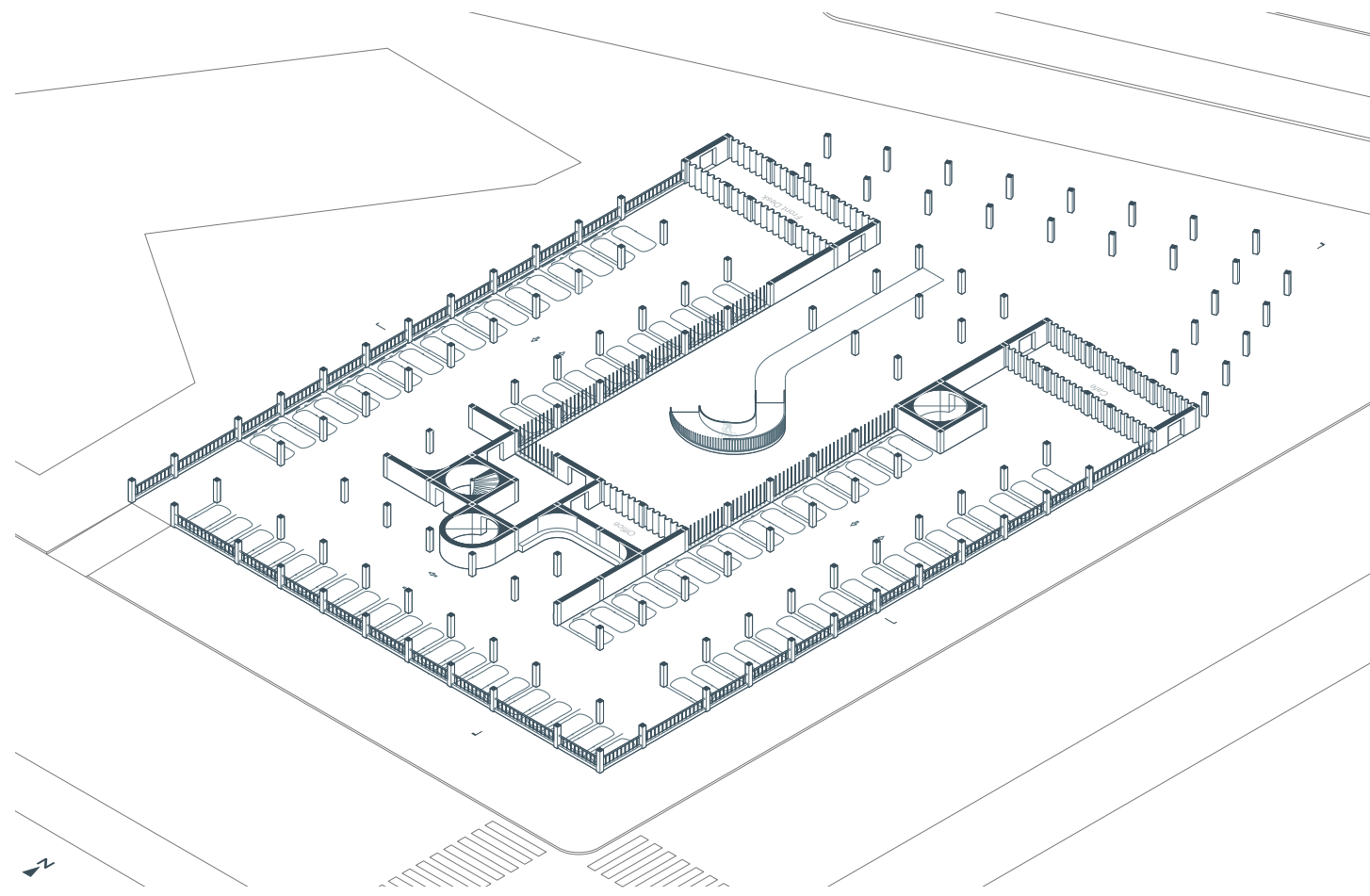
- + Cultural Institution
- x Hotels
- Apartments
- ⊕ Proposed Affordable Housing

Genericness

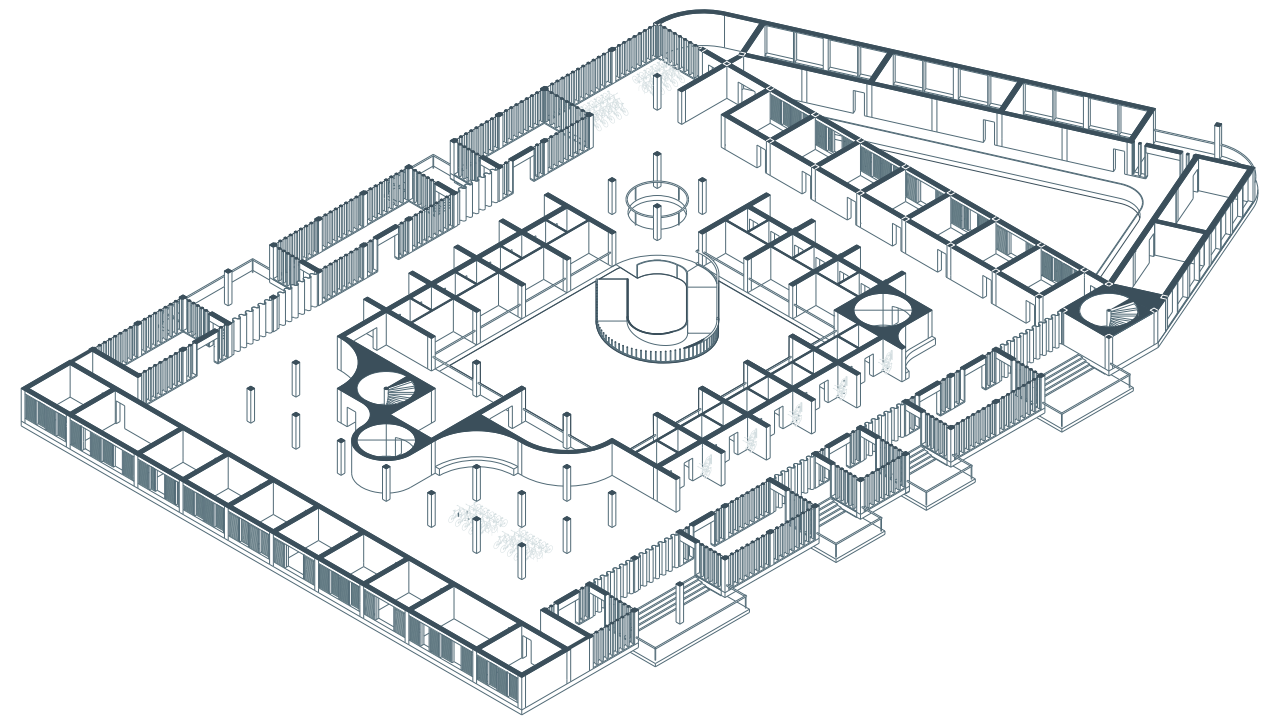
The shared 8 x 8 foot grid connects different typologies of programs, from parking lot, bicycle park, to the hostels, by continuing main circulatory system. The grid is based on parking requirement and has potentials to be adjusted and adapted to different circulatory programs.



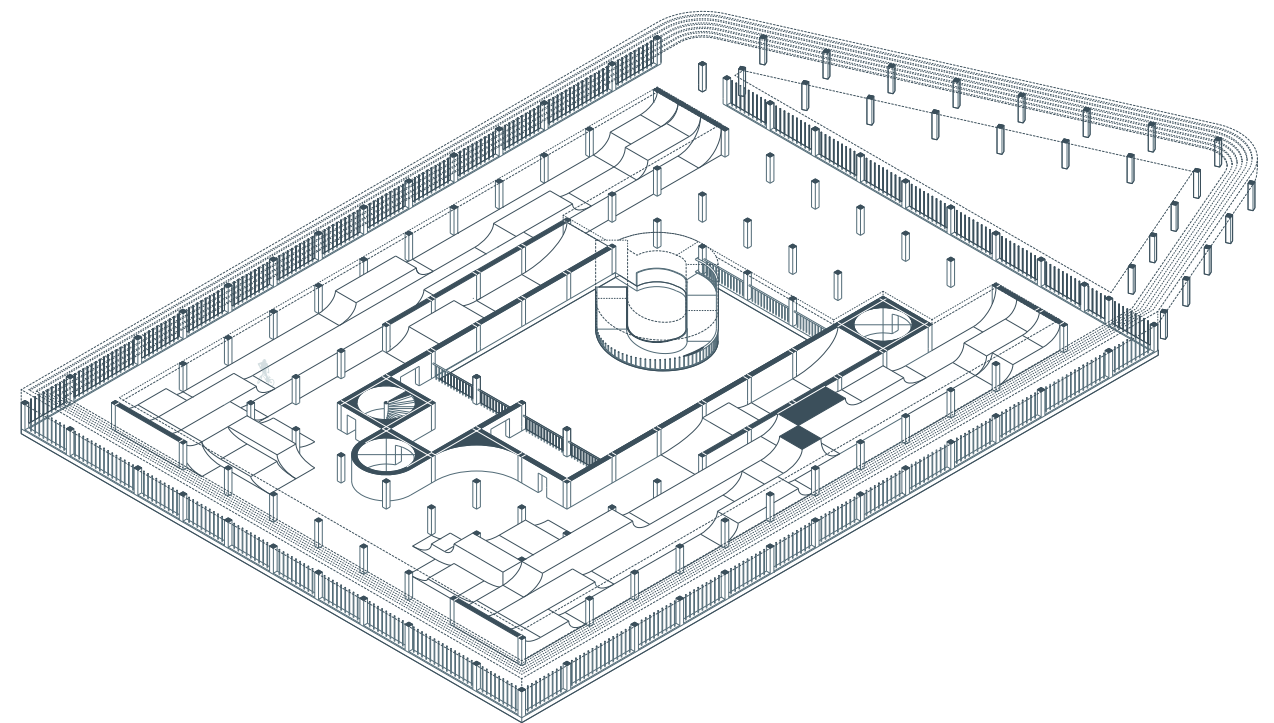
Grid



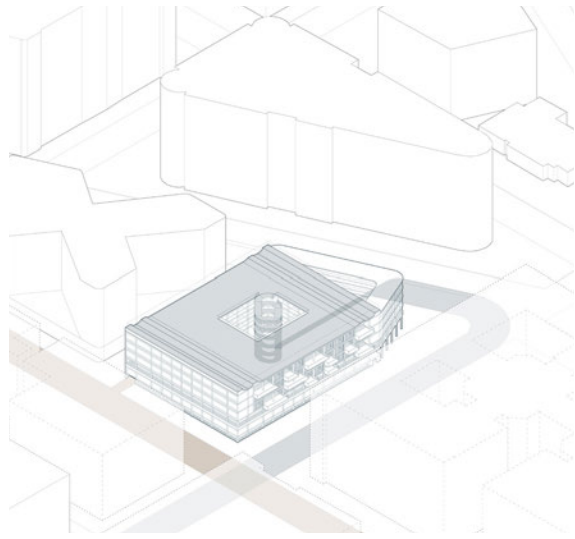
Axonometric Plan_Ground Floor



Axonometric Plan_Fourth to Sixth Floor



Axonometric Plan_Second to Third Floor



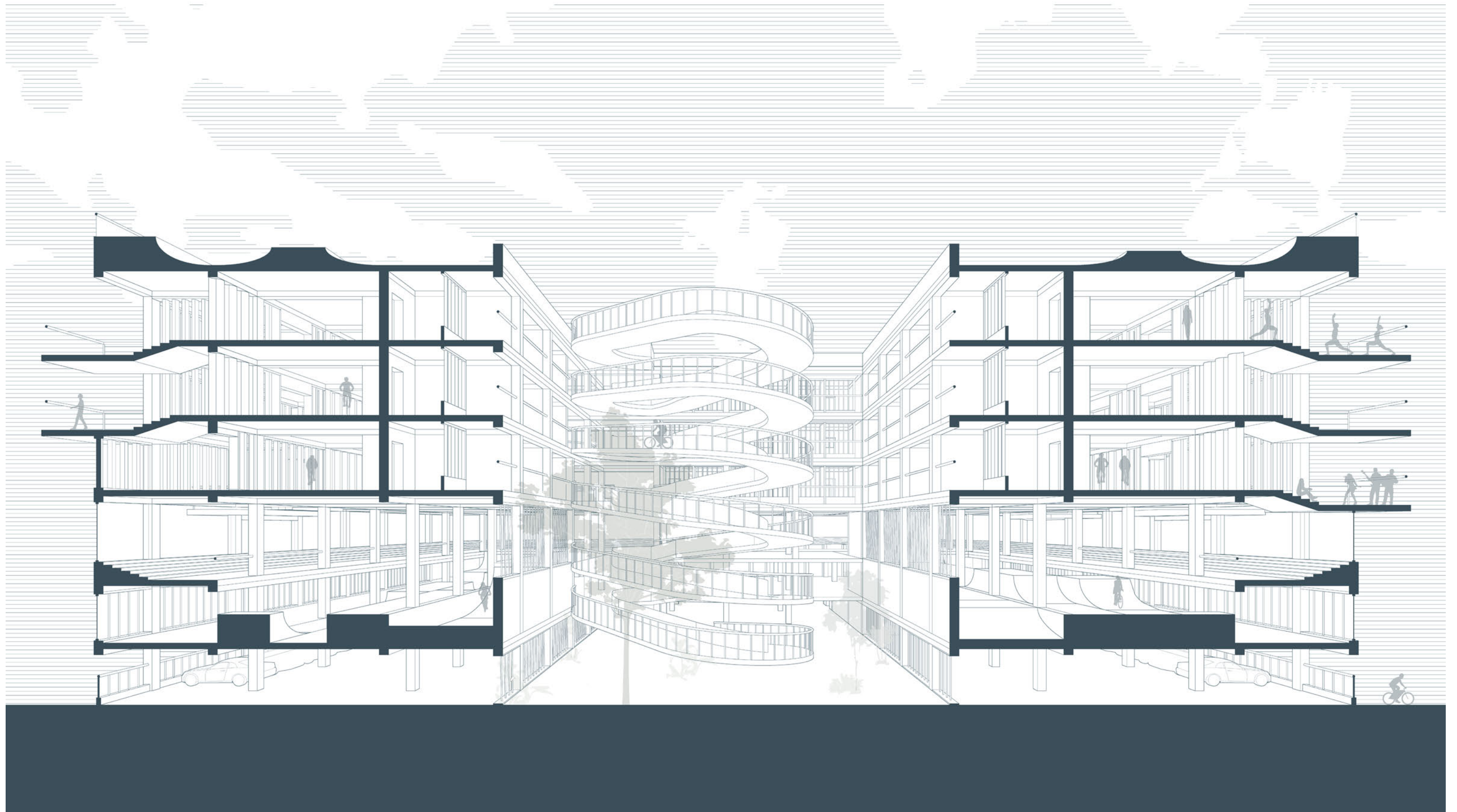
Site Axon



Cross Sectional Perspective



Long Sectional Perspective



Short Sectional Perspective

Players

Mom, Dad, a Child

Project Title :

Optical Glass House

The project was done in the course, *The Seminar of Section*, to explore potential of describing and representing a space through a section. The course requires a selection of a existing project and its sectional representation. For the selection, I choose the Optical Glass House by Hiroshi Nakamura & NAP in Hiroshima, Japan for its unique atmospheric qualities.

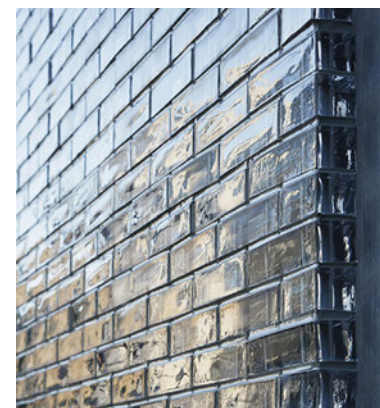
As a domestic residence, the project has humane scale and warm materials. The use of its famous glass brick facade depicts how the project positions itself in busy urban side of the city. For sectional representation, the visual study project aims to capture how a family with mom, dad, and a child can live in the downtown Hiroshima.

(*All the original photos are taken from Hiroshi Nakamura & NAP)

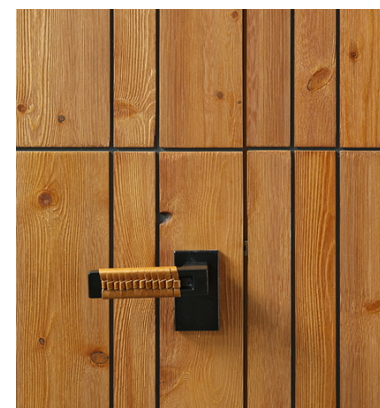
The Optical Glass House uses its courtyard, located toward the entrance, as a buffer space from the busy context. Isolated from the city, the project provides cozy and separate atmosphere for domestic activities. The courtyard is accessible visually from all levels of the house. Its glass façade creates dynamic lighting qualities as well. Other than glass, wood is used as another main materials in the project to create warm atmosphere. Other materials, such as plaster, steel, and water, are used as a background to emphasize the project's unique atmosphere. The sectional perspective then aims to reflection its sectional dynamics among the courtyards with the ranges of the materials.



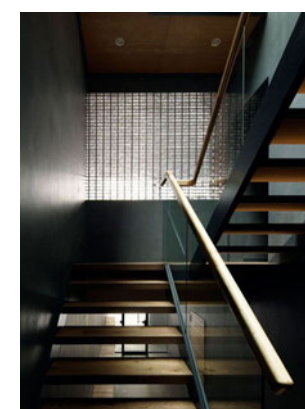
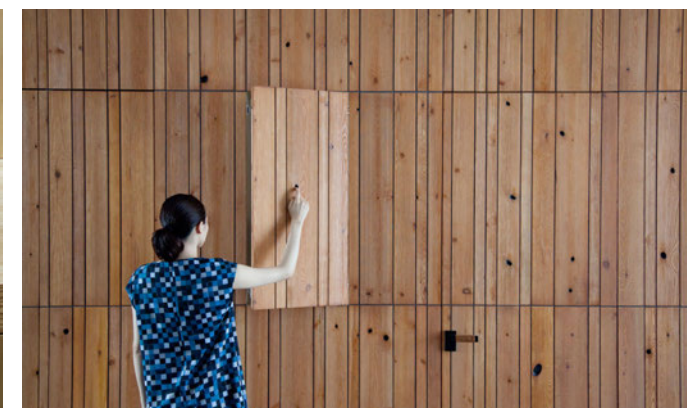
The Courtyard



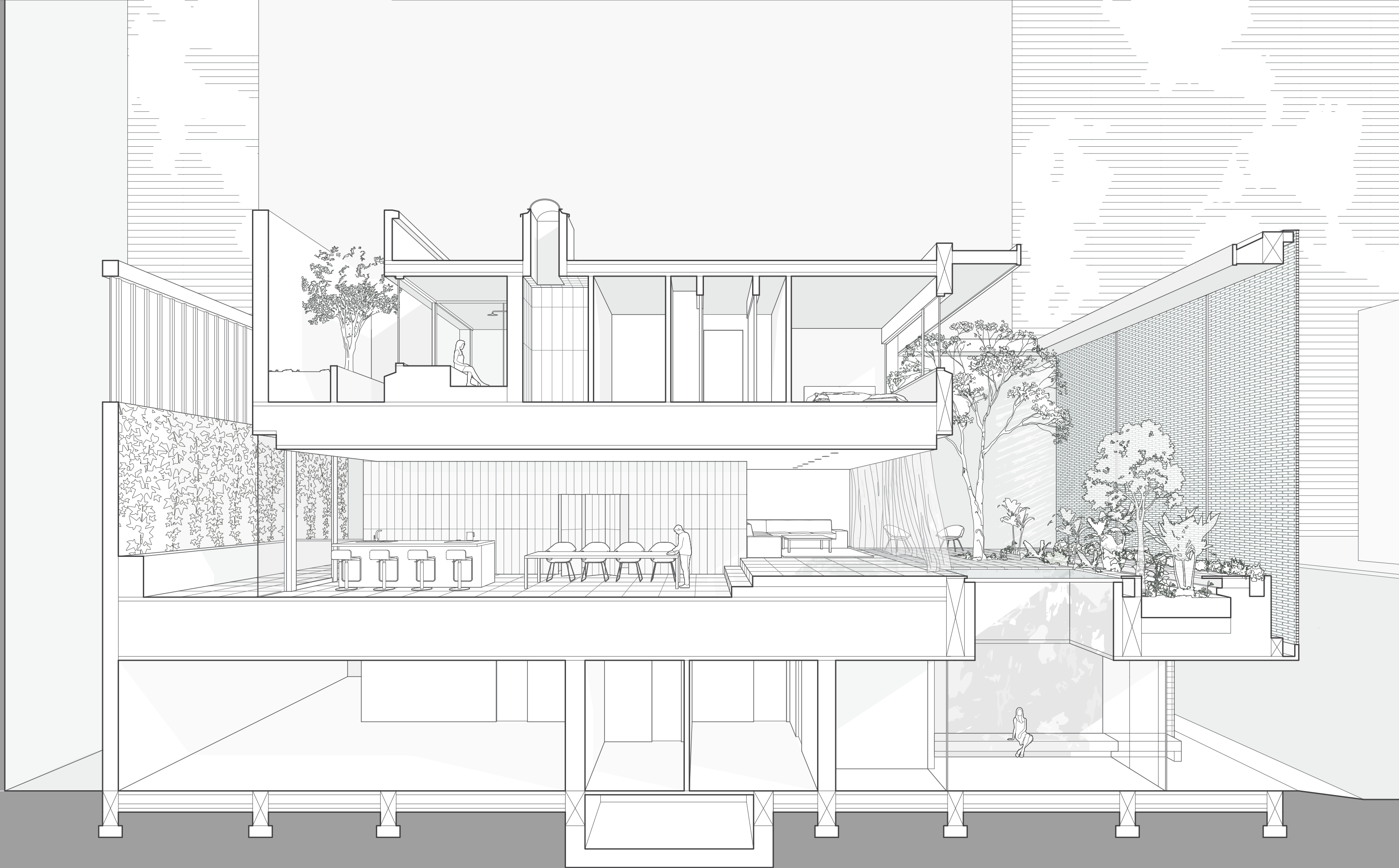
Glass



Wood



Concrete, steel, and others



Players

New Yorkers

Project Title :

Vertical Street

The project was done in the course, called *Narrative Urbanism*. The course challenges the role and definitions of players in urban characteristics with video making as the tool. For the exploration, we choose NYC Koreatown.

Along the fifth avenue pass the Empire State Building, NYC Koreatown presents its unique urban characteristics and activities in the city. People move upward the building to eat, drink, relax, and entertain. In the most of the NYC, public activities and programs are placed on the ground floor below residential units. Koreatown, however, has diverse public programs ranging from commercial, medical, to residential, vertically. The project aims to represent the vertical narratives of New Yorkers in Koreatown through video making as medium.



The Context Frames



The Ground Level Frames



The Level Two Frames



The Level Three Frames

Koreatown : Vertical City
Haeri Choi | Haneul Jang

Players

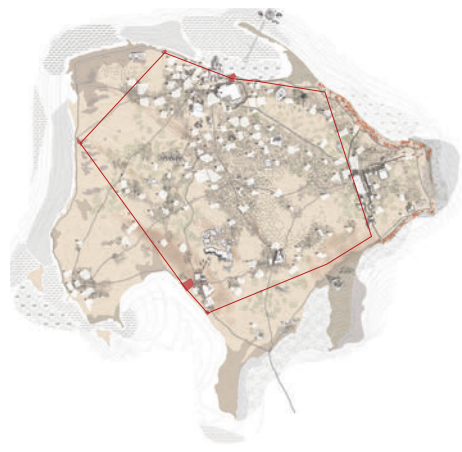
Djerban

Project Title :

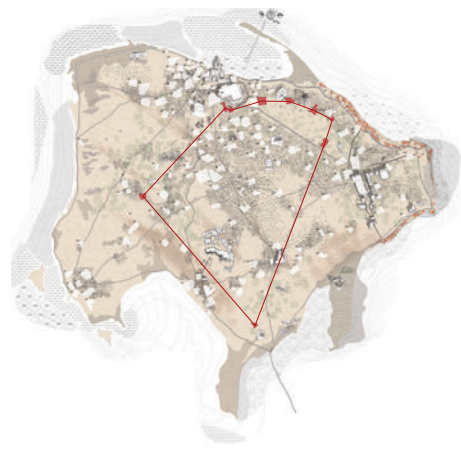
De-fencing the Mosques

The project looks at the historical defensive roles of the coastal mosques and fortress / Madrasa mosques of the Island of Djerba, and proposes new defensive properties for those deserted structures in the face of rising water threat to the Island. Investigating the process of flood line, the project aims to encourage social and environmental structure of the island to adapt to the new site condition through strategies of land-forming at neighboring scale over time.

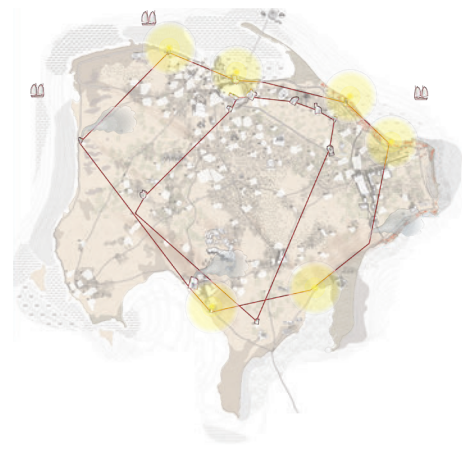
Emphasis on the timeline of the environment, construction, and program is crucial. The climate change is based on NASA's projection at the moderate risk. The process of excavation, refiling, re-planting, and new construction is planned to respond to the gradual climate change threat. The project proposes strategies of land-forming at needing scales to cope with the new threat, both preserving and encouraging the existing and new community.



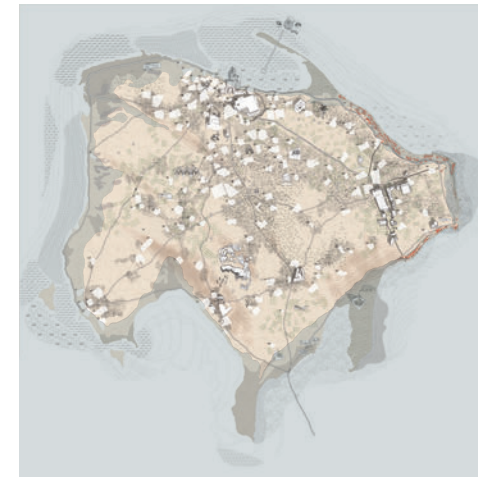
Traditional Defense System_Coastal Mosques



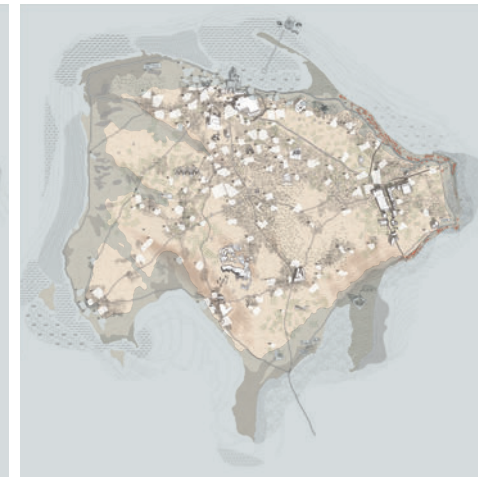
Traditional Defense System_Fortress Mosques



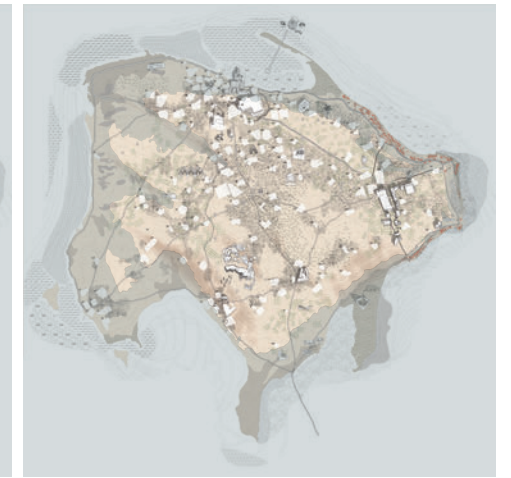
Traditional Defense System_In action



Flood Line _ 0.5 °C increase



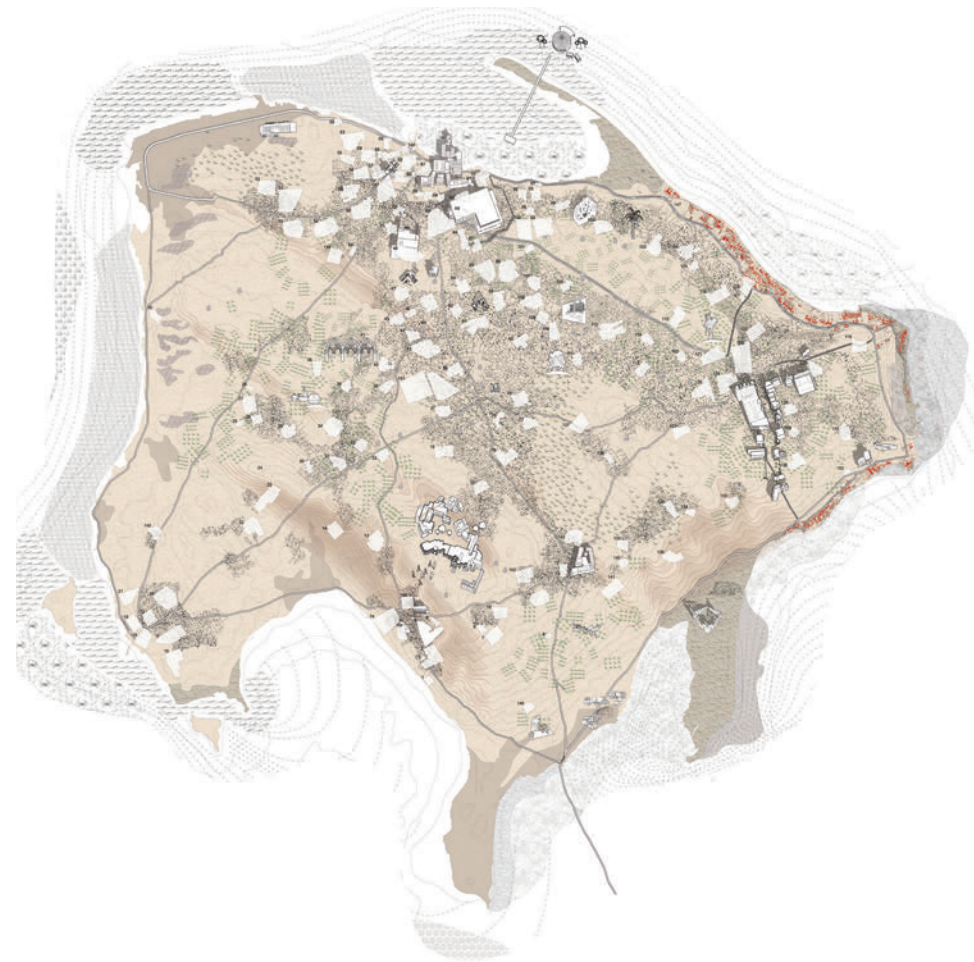
Flood Line _ 1.5 °C increase



Flood Line _ 2.5 °C increase

D j e r b a

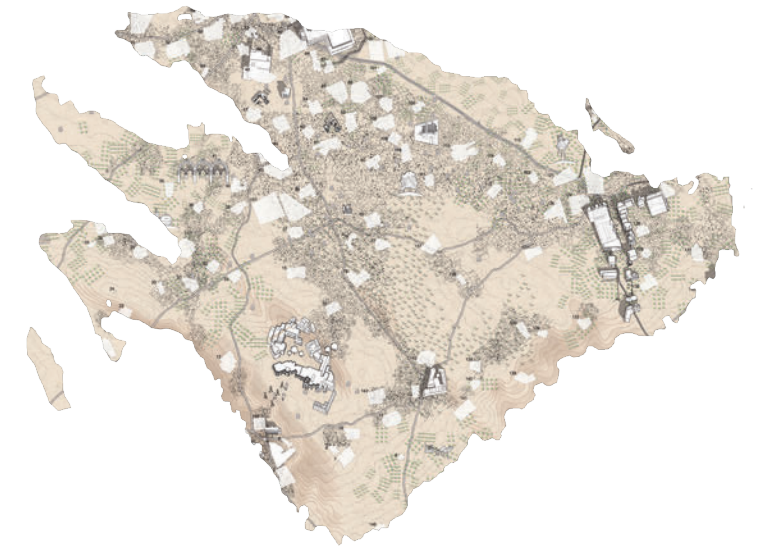
There are about 300 mosques (5 types) in Djerba. Among them, the coastal and fortress mosques formed two belts to inform and protect Djerba from the outside invasion traditionally. However, most of the mosques nowadays are out of use, questioning the role of the mosque. According to the religion, even if the mosque is out of the use, it cannot be destroyed for another purpose. Once it is sacred, it is forever sacred.



Layered Map of Djerba_Existing

N e w T h r e a t

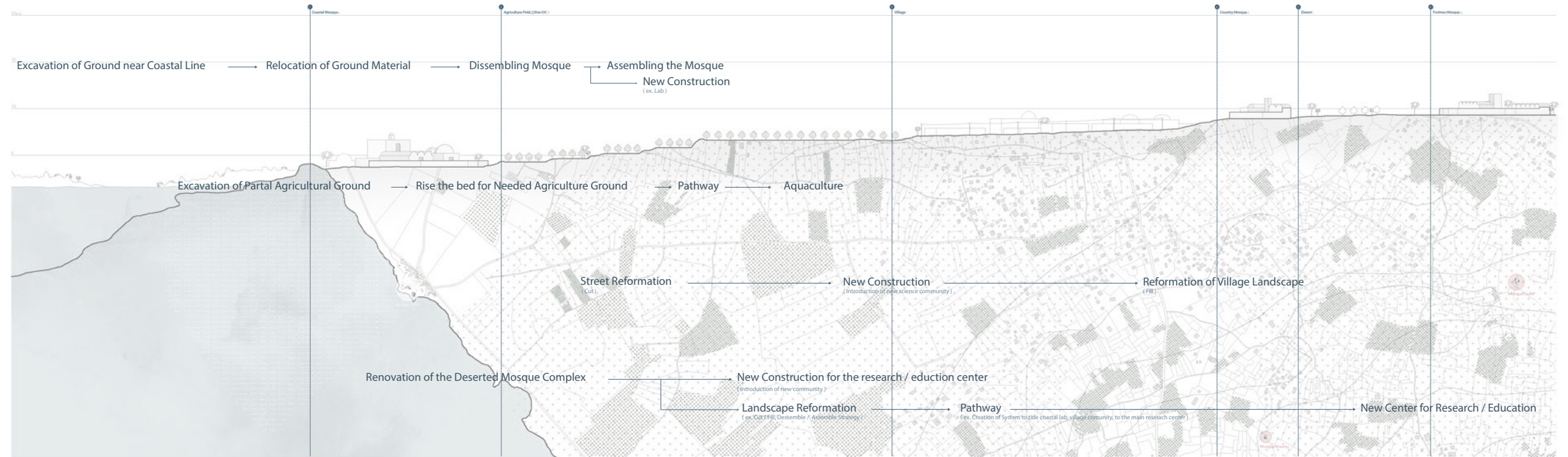
Most mosques in Djerba are now abandoned and out of the function since the previous threats does not exist. However, a new threat of water-rising, risking the both the terrain and lives of people, is emerging. Outline of Djerba (on the right) depicts the worst climate change projection with 4.0 °C increase in 100 years by NASA. The outline demonstrates severity of the new threat of water rising in the island, which has a low elevation.



Outline of Djerba_Projection with 4.0 °C increase

Timeline

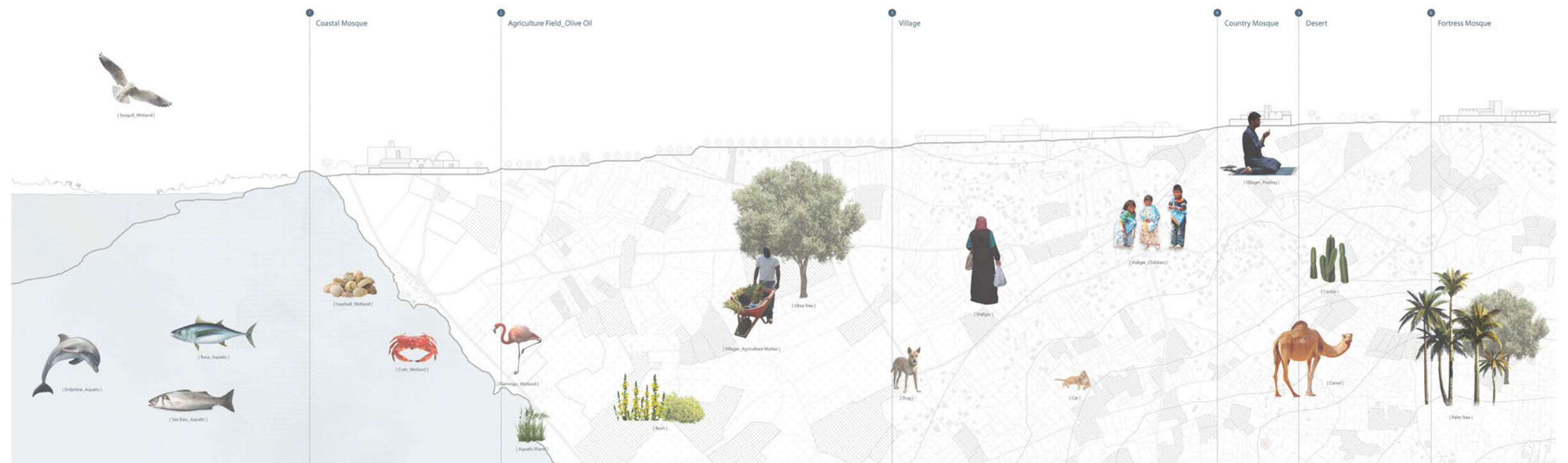
Main aspect of the project is the consideration of the timeline of the water rising as its process happens gradually over time. The project's aim to face the new threat overtime then presents local and overlapping land-forming methodology among the coastal, inland, and highland. The focus program is marine research facilities. The intervention varies according to the degree of elevations and water levels.



Transect Section_Existing

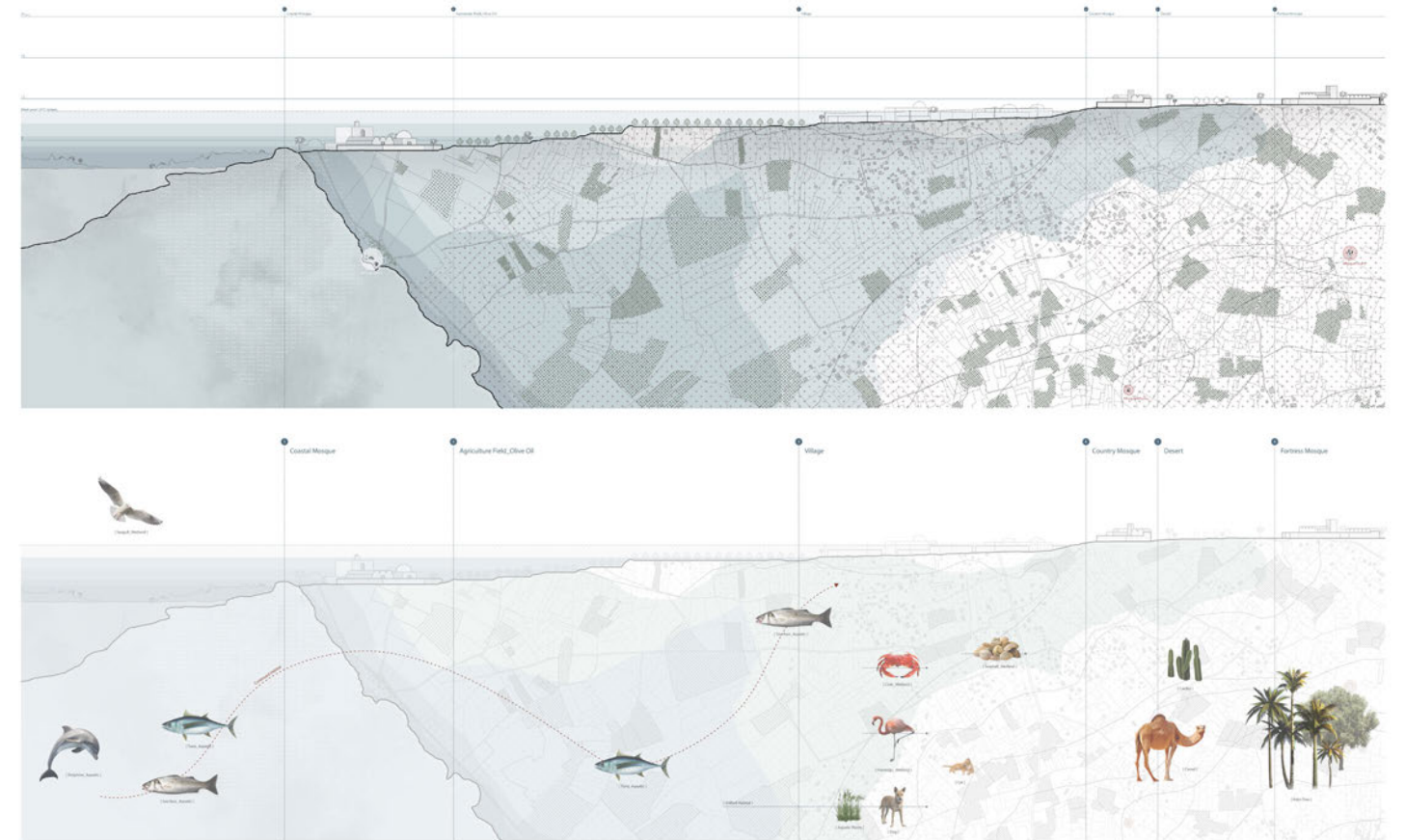
Stakeholder

As the project tries to intervene the island from low to high lands, the island's stakeholders are studied through the section of the island. Not only the human but also other environmental players of the island are studied as the new threat of flooding takes account of multi-layers of the island.

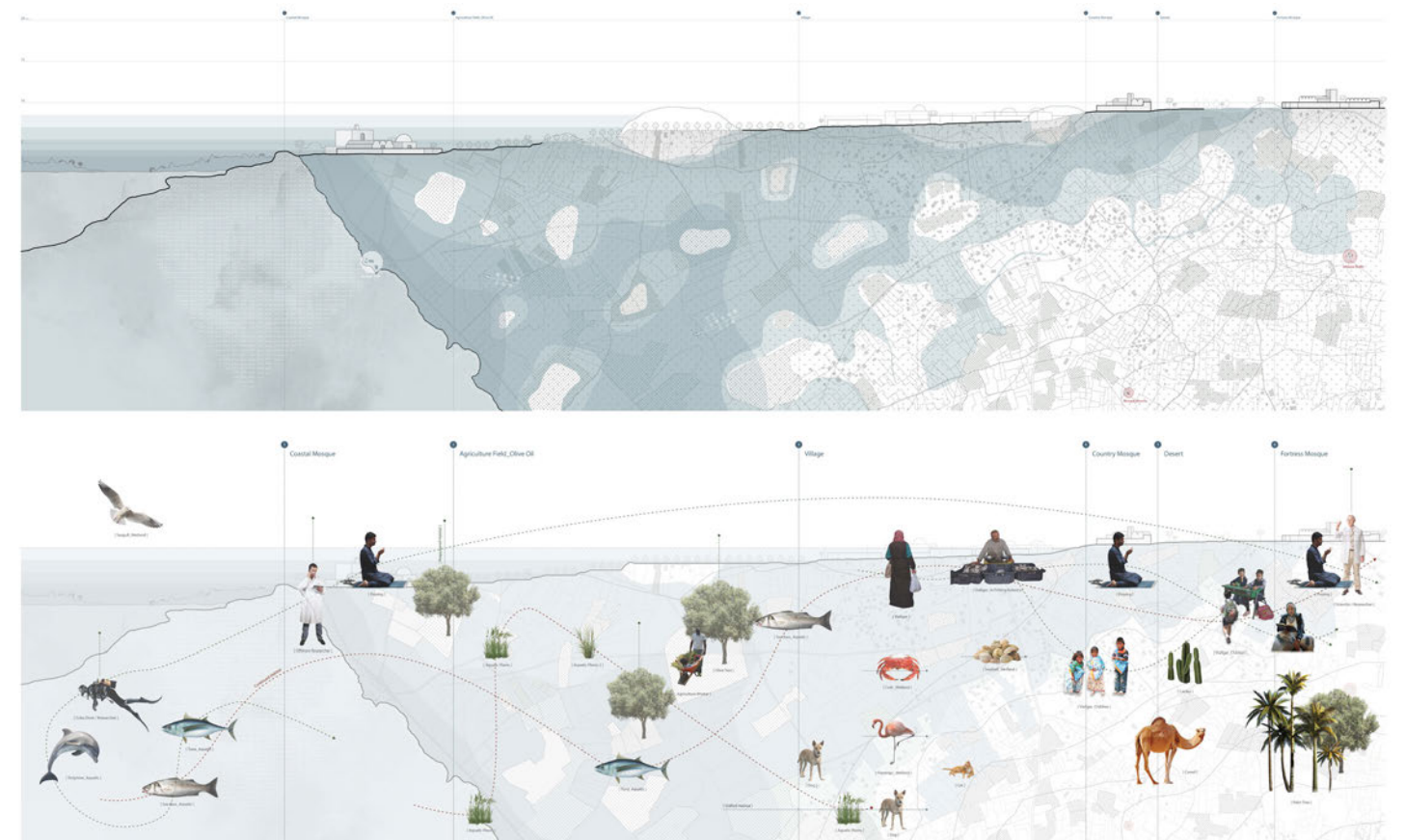


Stakeholder_Existing

The stakeholders according to the land-forming interventions over time are thought through to speculate position, size, and impacts of the land-forming process. As the stakeholder with intervention presents, the project aims to not only bring the island back to the original condition but also reinforce new types of communities in the challenged environment.



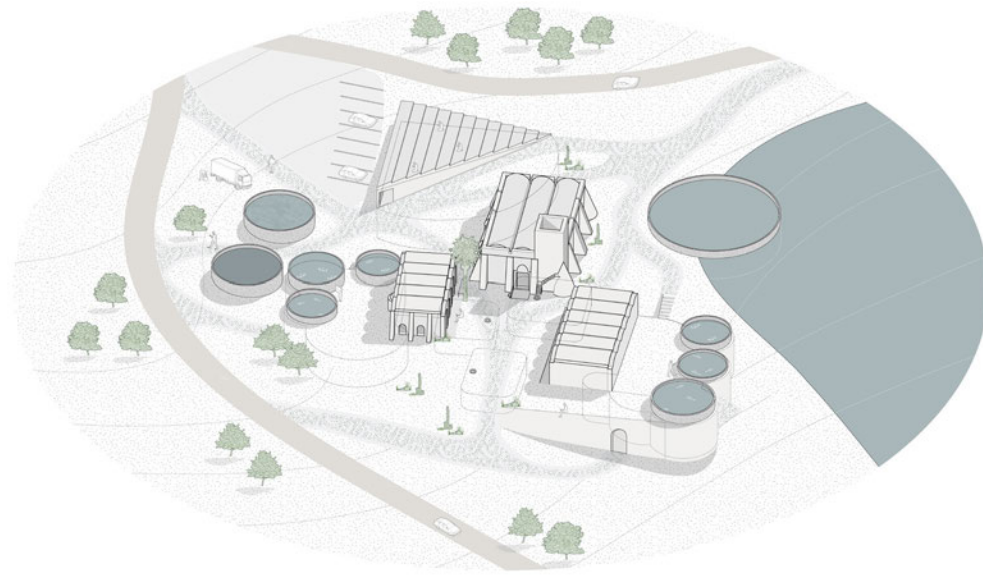
Transect Section and Stakeholder_Flooded



Transect Section and Stakeholder_with Intervention

Fortress Mosque

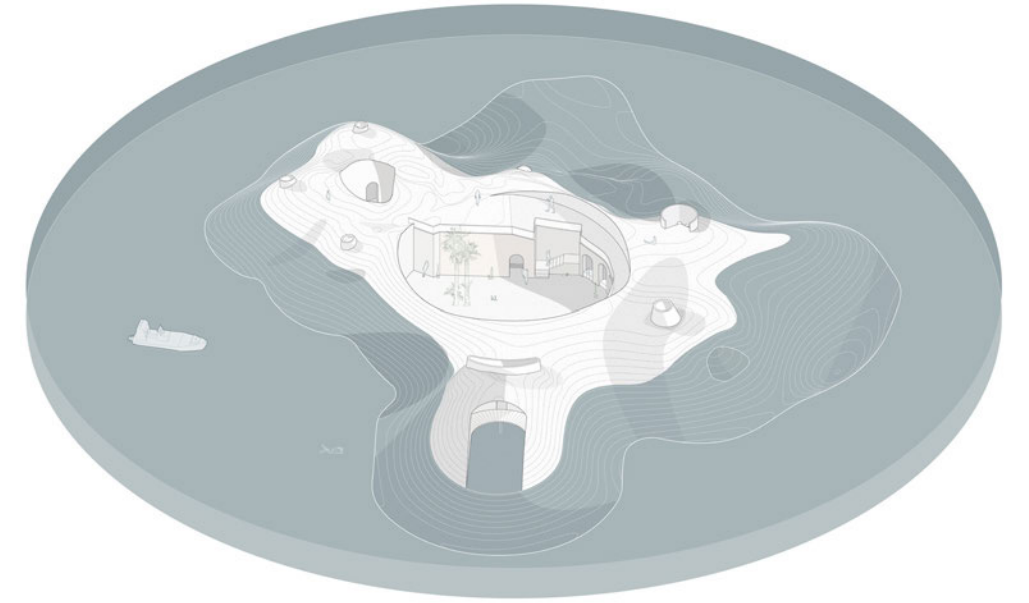
The fortress mosque is adapted into the research center. Dormitories, private labs, and communities centers are programed as it has a dry environment for being a highland. The project takes advantages of partially interacting with water as well by collecting samples and communicating to other parts of the island.



Short Sectional Perspective

Coastal Mosque

The coastal mosque is more emerged with water due to its lower elevation. The land-forming is shaped at neighboring scale that can respond to the upcoming threats. Responding to the environment setting, the coastal mosque serves isolated marine lab that collects immediate data and sample from the ocean.



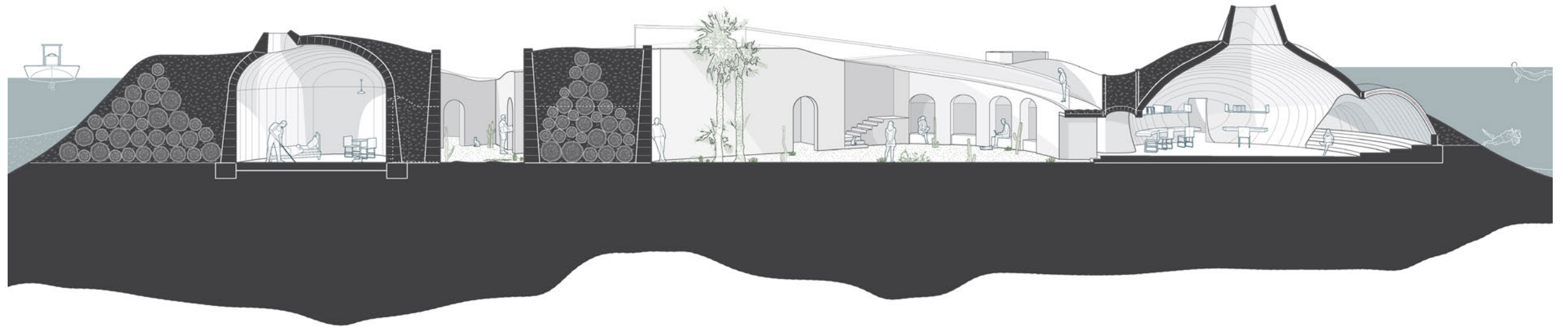
Short Sectional Perspective



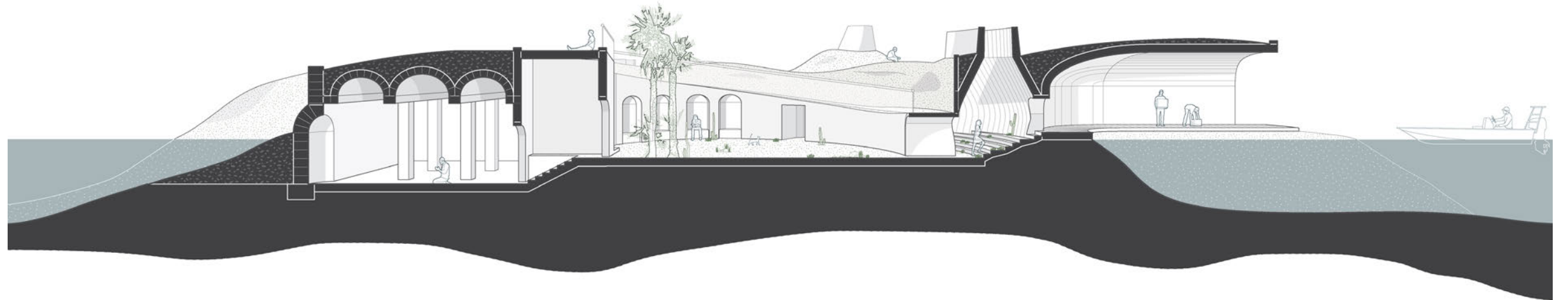
Unfolded Site Plan

The Ground

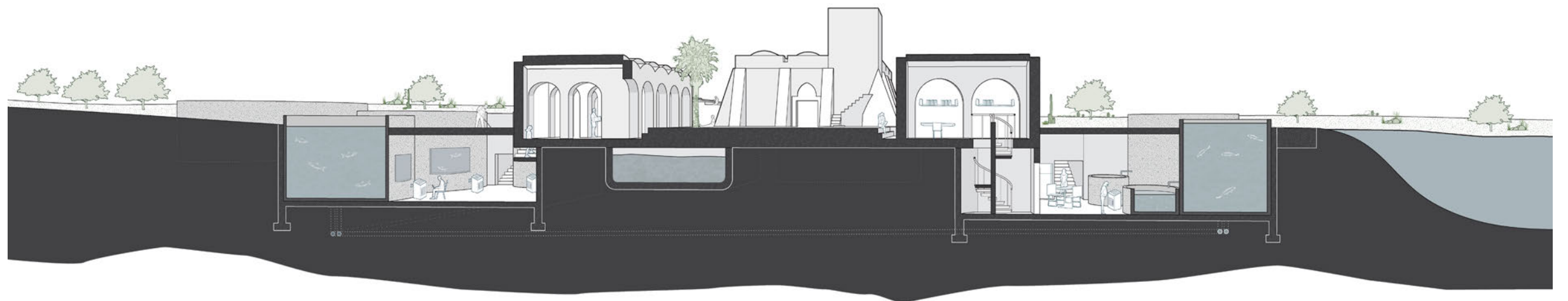
The section depicts continued relationship between the ground and the projects. Land-forming methodologies is represented with organic forms with human scale.



Coastal Mosque Section I



Coastal Mosque Section II



Highland Mosque Section



Unfolded Site Plan



Unfolded Site Plan

