BRIDGING THE GAP
MULTI GENERATIONAL COMMUNITY CENTER IN BRIDGEPORT

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CREATE COMMUNITY

In the city most don’t know their neighbors. Most form their relationships based off activities not proximity. This causes the home to lose some of its security. The community center allows for the combining of activity and proximity for creating relationships.

It has been proven that those who are more involved in their neighborhood feel that it is safer than those who stay secluded. This allows for increased activity to create less fear.

The elderly are prone to develop slight paranoia if left in a state of seclusion. The community center allows access to others and activities outside the home.

CONNECT THE GENERATIONS

Each generation has something that they can bring to others, but this rarely happens because each generation normally congregates together, which isolates themselves from the others. The community center provides opportunities to create these connections.

These opportunities will be through Music, Fitness, Art and Education. The youth can teach the elderly about electronics. Adults can help youth with homework. The elderly can teach their history to the younger children.

The music permeates throughout the space connecting everyone but allows each person to listen at the level they desire. Local bands can make their debut here and teens will have a safe place to listen to live music.

Artists of Bridgeport teach Art and the classes create murals on the ramp and park walls. Each generation is equal and they all come together to form a community.
Precendent Study: Sean O'Casey Community Centre

Description: Provide sports, drama and childcare for the area. The courtyards create an overflow combination space where the different activities can mingle through sight and access.

Case Statement: A community center that brings together the existing community into a new dynamic building that brings together young and old.

Architect: O'Donnell + Tuomey

Location: Dublin, Ireland
**Precedent Study: Lerner Hall Student Center**

**Description:**
Provide a central hub of energy in the center of the building to provide planned and spontaneous interaction between activities.

**Case Statement:**
A student center that focuses student activities in one central location that is both accessible and visible throughout campus.

**Architect:**
Bernard Tschumi

**Location:**
New York, New York, USA
The site is located on Halsted Street in the neighborhood of Bridgeport in Chicago. It is a residentially dense area. There are three schools and a senior center within a 7 minute walk. Commercial activity is located on 31st Street. Across from the site is a police station and a housing complex. The neighborhood has a diverse age groups with both children and elderly. This is an ideal site that consolidates a high volume residences, age groups, and is easily accessible to the neighborhood.
Music spans all age groups. Though generations have their preferences, the power of music still prevails. Music can enliven our activities or promote thoughtful contemplation. It can bring us together. The music is divided into three spaces: the café on the first floor, the stage and music venue on the second floor, and the bar on the third floor. The community can pick where they want to be depending on the noise level.
GRAPHIC ANALYSIS ART

Art

Classes

Taught by Bridgeport artists the classes will encompass all age groups. Art is a media that bridges all age groups. Age does not always denote talent and lack of talent does not lessen the joy of art.
Each generation has something they teach to the others. The elderly have stories of the past that they can impart on the other to create a connection to the past and increase their interest in history. They can also teach simple old fashion games before they are lost in the past and forgotten. The teens have grown up in this age where technology constantly bombards us. They have a grasp of most technology that they can teach the others making them proficient as well. The adults can help with the school children’s homework. Bringing a new perspective to what they are learning. The young children can teach everyone the importance of play.
Program Layout

**Integration**
Integration between different age groups to create an understanding of each group and allow for respect and friendship between all.

**Community:**
Create respect and pride in the community by creating a place all can be proud of and want to protect.

**Expression:**
Allow an outlet of self-expression through music, art, health, and education. Through self-expression the community can learn about each other and learn from one another.

**Education**
This incorporates both music as well as school work. There are practice rooms for the musicians to take lessons. There is a computer room where classes can be taught new technology. The study area is open to create connections with other.

**Fitness**
Two studio rooms allow for class fitness that will incorporate all age groups. The large open fitness room allows mingling while doing activities. It also allows for the music on the south side of the building to permeate into the space.

**Music**
The music aspect of the center is divided into three spaces: the café on the first floor, the stage and music venue on the second floor, and the bar on the third floor. The community can pick where they want to be depending on the noise level. This way they are all connected through the music but are able to take it in the form that they chose.

**Art**
There are separate rooms that allow for multiple art medias as well as a large open art room that can adapt to the need. Artists from the neighborhood will teach the classes. The large green roof allows for an excellent model for the classes and allows the classes to spill out to the roof on nice days.
SECOND FLOOR

6. Fitness Area
7. Fitness Studio
8. Stage
9. Music Area
15. Pottery Room
16. Art Classroom
17. Green Roof
18. Gallery Space/ Art Room
The ramp allows for every age group to use the same path to get to the second floor. The ramp is both functional as well as sculptural. It is a solid ramp that will be decorated with murals from the art classes. At the center of the ramp there is a display area that will house the work of the art teachers, which are artists from the Bridgeport neighborhood. Where it acts as a wall for the daycare there will be void to be used as cubby spaces and coat closets for the children.
The landscape is made up of multiple levels creating separate spaces. This allows for multiple activities to go on simultaneously. Since the variations are only two feet it allows for connections to continue happening while participating in separate activities.
The music venue is made up of platforms that connects the stage to the bar area. The walls are made up of striated wood that dampens the sound, reducing echo. The panels are interspersed with glass increase views in and out.
In correlation with the interior the building creates a ramp of green spaces. It starts in the park and increases as you move towards the building then there are the two terraced green spaces that continue the ramp. Finally there is a green roof that is lower on the west side and increase in height as it loops around ending on the southeast end of the building.
RAMP EVOLUTION
Final Model
Citation


Laura M. Funk, Diane E. Allan, and Neena L. Chappell.  
*Testing the Relationship Between Involvement and Perceived Neighborhood Safety: A Multinomial Logit Approach*  
