an exploration in networked, collaborative and interactive spaces

Feature: Student Housing Hub

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I am proposing to create a student housing hub for the various architectural colleges within the city of Chicago (IIT, UIC, SAIC & Colombia College). I am imagining not only making a physical connection but also creating a digital environment where students can collaborate, network and share ideas at their leisure. The phrase "living-learning environment", comes to mind when thinking of my project, with so many advancements in technology, within architecture and within the public domain our learning has extended beyond the classroom. Although these schools were chosen primarily for their architectural distinction, the hub will welcome students across all disciplines.

Digital design has reduced the distinction between studio and classroom activities, so it is essential to create an environment where students can explore their ideas amongst themselves and on their own time. Most design education programs emphasize the importance of peer-to-peer learning which primarily occurs at informal learning spaces.



col·lab·o·rate

: to work jointly with others or together especially in an intellectual endeavor

lab.o.ra.to.ry

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: a place equipped for experimental study in a science or for testing and analysis; broadly : a place provid ing opportunity for experimentation, observation, or practice in a field of study



Goals Guiding Principles

The student housing hub will create a series of physical, visual and intellectual connections:

Transit Educational Materiality Collaboration Ideas Digital Network

Flexible and interactive spaces promote learning and keep the student/individual interested. Students are increasingly connected via social networking websites - twitter, facebook, tumblr, gmail - although many of them live in residence halls that predate the personal computer. Spaces will be planned so that they offer the opportunity for, but not dictate a specific type of learning activity. With the creation of this hub, new connections between the university and the larger architectural community will be established. The student housing hub will supply the need for an alternative housing environment where students can live, teach and learn comfortably.

Stakeholders



Quality of Environment

Today students expect hotel-like amenities, amble space for leisure activities and most importantly security within their environment. In order to create such an environment, the space should have the following characteristics:

Sufficient space for prototyping with room for fabrication

Flexibility

An absence of uniformity or predictability

A warm, secure, comforting environment

Easy access to needed materials and tools

An environment and a culture that encourage experimentation, reward success and are non-critical of failure

A sense of playfulness

Sufficient opportunity for both visual and tactile interaction

Ready access to information sources

A ready refuge from day to day activities that distract from the creative mind set

Appropriate for demonstrations and meetings









Traditionally the dimensions of a prison are 8 ft. by 6 ft. with a minimum ceiling height of 7 ft. for clearance, these cells have a single toilet and twin bed. This is the bare minimum space that prisoners are supplied with that is deemed occupyable. The International Building Code says that a room must be a minimum of 70 square feet in order for it to be habitable, again this is the bare minimum. Is is possible for a room or an apartment to be small in size while still supplying maximum comfort levels?

During a study abroad trip to Copenhagen, Denmark I was able to experience living in a Danish kollegium. "A kollegium is the Danish equivalent of an American residence hall or dormitory model - but there are some significant differences. As European universities usually do not have campuses, the rooms in the different kollegiums used are shared between many Danish universities and colleges, thus allowing you to meet a variety of students from many disciplines and backgrounds."

One interesting thing about the kollegiums was the maximization of space, the rooms weren't super large but they were comfortable and well designed. The lack of space in my personal room was accommodated by the communal areas such as the community kitchen and various lounge areas.

"The scale of the human body informs almost every aspect of architectural design."

"It is established that one's environment is a major determinant in one's emotional and mental state". Architectural education can often be draining, students are faced with stringent deadlines, exposure to demeaning critiques and often-times sleep deprivation. The formal teaching of architecture takes place within the studio and lecture hall but our learning does not stop when we leave the classroom nor does our creative impulse to design. In my experience, an architectural idea or design will come to me at the most inopportune time and or place such as during a dream or while standing on the elevated platform waiting for a train or even simple while having lunch with a friend. Architects and students of architecture will often carry a sketchbook with them specifically for these types of situations, but is that enough to express one's design idea? For some the pen or pencil has its limits, which is one reason architecture has evolved as a profession, now we are equipped with a new set of tools, digital tools.

In today's society it is necessary to create a living environment where students can fully express their design ambitions. "42 % of residence halls now include classroom space, it is particularly prevalent in the Midwest and Far West."

"In addition to criticism of student work provided by instructors, most programs of design education emphasize the importance of peer-to-peer learning: the informal discussion of work in progress and sharing of knowledge among students."

I am proposing to create an environment where students will experience absolute comfort physically and creatively.



"Digital design has reduced the distinction between studio and classroom activities". Today students can barely survive without some form of technology. Whether it is a cellphone, ipod, laptop or even a video gaming system, the necessity of digital technology has become almost second nature to human beings. With technology ever evolving, architecture continues to make major strides as a profession. As architecture continues to grow, architectural education must also evolve to prepare students for the workforce and also to test and develop new methods of design and production.

SAGE:

Scalable Adaptive Graphics Environment

SAGE is a graphics streaming architecture for supporting collaborative scientific visualization environments with potentially hundreds of mega pixels of contiguous display resolution. In collaborative scientific visualization, it is crucial to share high-resolution imagery as well as high-definition video among groups of collaborators at local or remote sites.

The network-centered architecture of SAGE allows collaborators to simultaneously run various applications (such as 3-D rendering, remote desktop, video streams and 2-D maps) on local or remote clusters, and share them by streaming the pixels of each application over ultra-high-speed networks to large tiled displays.

When I first came across this newly developed technology I immediately thought that this should be applied to architecture. This technology would fit well with the type of networking and collaborative environment I am trying to create in this project.

Another recently developed technology which is slowly making its way into the architectural community is the Kinect for Xbox 360. Kinect is a motion sensing input device by Microsoft for the Xbox 360 video game console. Based around a webcam-style add-on peripheral for the Xbox 360 console, it enables users to control and interact with the Xbox 360 without the need to touch a game controller, through a natural user interface using gestures and spoken commands. The project is aimed at broadening the Xbox 360's audience beyond its typical gamer base. Kinect competes with the Wii Remote Plus and Play Station Move with Play Station Eye motion controllers for the Wii and Play Station 3 home consoles, respectively.



Sage

Site Selection



Location



Location: Chicago, Illinois South Loop Neighborhood 1000 S. Clark St.

The South Loop is one of the fastest growing neighborhoods in the Chicago area. In recent years many condominium and loft builders have bought much of the vacant land, which has resulted in an abundance of flourishing new construction. Aside from residential buildings the area offers a variety of shops and restaurants to suit everyone's needs. Tourists also flock to this area to experience such sites as Museum Campus, Soldier Field and Grant Park.





①View looking east along Roosevelt Road toward elevated train platform
②View at the intersection of Roosevelt Road and South Clark St. looking east



③View outside of Target store, Willis ④Looking north down S. Clark Street Tower in the distance. toward site.



⑤1000 S. Clark St., project site





Image: Book of the sector o







© Outside the Target parking complex.

⑦ LaSalle Street Me-tra line.









Site Analysis



Michigan Avenue uth street in Chicago which runs

runs at 100 ea ast) south of t it 125 eas f the river t address street of ck that runs a ate blo at 13 East north or er from 12628 in the system. icago stree ommercial he mai Boulevard Historic storic District, inc by the Michigan Av /lichigan Vacker H nchored District and i iding the sce nue Bridge

Map

Traffic

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Lake Shore Drive Lake Shore Drive is a mostly freeway-standard pressway running parallel with and alongside the prefine of Lake Michigan through Chicago Illinois



Travel time from site: 17 minutes to IIT via Green Line train 17 minutes to UIC via Blue Line train 12 - 15 minutes to SAIC and Colombia via R ed Line or





200ft

CTA Buses
#12 Roosevelt
#18 16th/18th
#29 State
62 Archer (Owl Service)
#129 West Loop-South Loop
#146 Inner Drive/Michigan E x-
press
#192 University of Chicago Hos-
pitals Express
CTA Orange,Green & Red Lines
Roosevelt/Wabash
Metra Electric and South Shore
Lines
Museum Campus/11th Street

TRANSIT HUB the east.

Roosevelt is an 'L' station on the CTA's Green and Orange Lines. It is an elevated station with a single island platform, located at 22 East Roosevelt Road in the South Loop community area of Chicago, just east of State Street.

Free transfers to the Red Line subway station of Roosevelt are available at this station, and the Museum Campus/11th Street Metra station is about 1/3 miles to the east. The station is also the closest 'L' station to the Museum Campus of Chicago and Soldier Field, which are about 1/2 mile to Shadow Study

















Solar Analysis


Site Influence









Green Connection







Transit lines of circulation









Program







Studio Apartment Lounge Common Study Common Kitchen

Laundry Room Server Room Mail Room Bicycle Storage

Cafe Co LAB Fitness Auditorium

Media LAB

Sketches/ Design Development









Views, Orientation Circulation - Downtown VS. Southern Exp - Problematic Concerns - Roosevelt Collection - AMILI 900 High rise - Interior views + Circulation - Hanging program connected through circulation







Little to No Light Laundry Mail Server Par King (Vehicle) Temp Sleep Interior Auditorium Media LAB COLAB Fitness > Temp Sleep Back of House Lower level

Branching Uniformity + ordered chaos 5+5=10 units × 10 levels = 100 units he UNIT Central elevatorestair Area ~400ft orientation Kitchen - Circulation SKy ways lead to individual rooms * Each studio apartment is aniform - same shape - roughly 400ft2 Branches - studio/lperson - private Birds * The journey (circulation to & from apartment) is "unique experience Civate - Dynamic views - Dynamic lighting from various angles Lore Public supportive Insertion of vegetation and/or green spaces Drogram











1 Phase One







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Recreation resources & Outdoor Space

Public Visitor Shared Spaces

Service Spaces







- 1. Mail Room
- 2. Server Room
- 3. Check In/ Security
- 4. Security Control
- 5. Outdoor Space

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1. Stage

2. Cafe

- 3. Auditorium seating
- 4. Circulation core

5. Circulation core

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- 2. coLAB 1
- 3. coLAB 2
- 4. Social Study Area B
- 5. Quiet Study Rooms









- 1. Yoga and Pilates Area
- 2. Half Basketball court
- 3. Multi-sport Area
- 4. Bridge overpass



- 1. Men's Locker room
- 2. Women's Locker room
- 3. Stretching/ Warm Up Area
- 4. Climbing Wall






- 1. Connected lounges
- 2. Common Kitchen
- 3. Lounge
- 4. Common Kitchen
- 5. Lounge





Although stacked units are feasible, a poor and uninspiring aesthetic is created.



Introduction of green space into the newly formed voids.



Pull apart the volume to create a porous wall.





Void spaces allow for natural light to enter the internal space.

2 Phase Two



Exterior Perspective: looking South







Clark St.







St Clark

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Ground Floor



collaborative space

cafe



Interior Perspective: Looking East from cafe





Floor 2

- 1. Collaborative
- Space 2. Media Lab 3. Student

- Auditorium 4. Temp Sleep 5. Winter Garden 6. Corridor



Interior Perspective: open collaborative space







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Floor 3

- 1. Private meeting Private meet room
 Fitness Area
 Connection bridge
 Laundry Room
 Open lounge

- space



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Typical Residential Floor

- 1. Lounge
- 2. COmmon Kitchen
- 3. small
- collaborative space 4. Void space 5. Studio
- Apartments

Void Space/ Connection between Collaborative Spaces





Zoom view Of Connected Collaborative Spaces



In the common kitchen areas located at each end of the residential level, students may gather to enjoy a group dinner or individual students may invite their guest to enjoy a meal in a larger setting. The common kitchen is another area where students will meet and interact, forming new relationships and friendships.











Housing Study

A spectacular building with a sense of community, round buildings are uncommon in the city grid, and its distinctive shape is what gives this student-housing facility its identity, while also reinforcing a sense of community among residents. The architects wanted to create space for both the community and each resident by placing equal emphasis on the individual apartments and common facilities such as kitchens and lounges.

Architects Lundgaard & Tranberg Arkitektfirma A/S

Apartments 360 studio apartments, 26-33 sq. m.





we have chosen to create a single space flowing from floor to floor throughout the student housing part, the "vertical living room". This creates a diversity in the spaces provided and emphasizes the connections between floors. The private sleeping units are minimized in order to give space to the large vertical living room. The public ground floors holds computers, rooms for group activities, gym, and a swimming pool. These are public spaces free for everyone to use and will serve as an important part of the neighborhoods street life.

Have a Nice D Toronto, Canada

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El Lissitzky

argued that as long as humans cannot fly, moving horizontally is natural and moving vertical is natural and moving vertical is not. Thus where there is not sufficient land for construc-tion, a new plane created in the air at a medium altitude should be preferred to an American-style tower. These buildings, according to Liscitzky alco according to Lissitzky also provided superior insulation and ventilation for their inhabitants.

spatial balance is in the contrast of vertical and horizontal tensions,

- El Lissitzy

Architect: Steven Holl Architects Location: Beijing, China Program: 750 apartments, public green space, commercial zones, hotel, cinemateque, kinder-garten, Montessori school, underground parking Client: Modern Green Development Co., Ltd. Beijing Project Area: 220,000 Project year: 2003-2009

Steven Holl began studying horizontal skyscrapers many years before his now famous projects -Horizontal Skyscrapers and Linked Hybrid arose. Holl's most likely first attempt at creating a horizontal skyscraper was the Gymnasium Bridge across the Harlem River in 1979. This proj-ect was a building bridge-like structure only in its spanning across the river. It was significant for the cultural connections which it would make between the South Bronx and Manhat-tan through the many activities and events it would house.

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