

The Memory Steps

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Bookstore Alley
Bosudong
Busan, Korea

1. IDENTITY

The first principle is how design can provide the place with identity. The design should express the local character, which in turn, would help the locality's revitalization. Also, it is important to consider how the design might become the icon in this area.

2. Relationship

The important point is how this project can weave the existing market area to the south with the numerous existing bookstores to the north. If the design is focused only on its own character, the purpose of regeneration doesn't work. So, the design should relate with both the existing stores and the open-air market.

3. Community

The residents who live nearby do not recognize the alley. This means that they know the alley but don't visit frequently. So, the design must consider the connection with the residents. How to provide public space to re-activate this area is especially important. Once the community recognizes the value of the alley revitalization can begin.



“The Memory Steps” is a public library combined with a community center. The project is located in an urban area that has lost much of its character over time. Time has several important meanings that include tradition, history and discovery of unique characteristics - in other words, culture. Culture provides a city with a unique identity and as software, it provides city with diversity. Placing the project within this specific area will act as a catalyst to revitalize the culture and social identity and regenerate the unique urban fabric.

The project site is located in Busan, Korea where there is a famous alley named Bosudong bookstores alley. The alley is overflowing with books. Currently, however, most books are not sold and just accumulate within the stalls. These mountains of books are overwhelming. The economic status in this area is plummeting. To help solve this problem, “The Memory Steps” project is suggested. Managed by the municipality, the project would become collect the repository for the merchants’ books from, and thus would help to stimulate their business.

The project is based upon three principles. The first principle is how design can provide a place with identity. The design should express the local character, which in turn, would help the locality’s revitalization. Also, it is important to consider how the design might become the icon in this area. The second principle is building relationships. The important point is how this project weaves the bustling market area to the south with the overflowing existing bookstores to the north. So, the design should relate to both the existing stores and the open-air market. The last principle is one of community. The residents who live nearby do not recognize nor frequent the alley anymore. They know the alley but don’t support it. So, the design must consider the connection with the residents. Providing public space to reactive this area is especially important. The community is invited to borrow and digest the books, which in turn, could revitalize the value of the alley.

The site has a distinctive character with the story wall stair. On the walls of the homes that abut the stair, painted stories of hope and coexistence inspire the people who live and work here. This is the old story. Old books have many stories and memories, too. Because these painted stories are of the most important and unique characteristics within this area, the project reflects this. The project becomes an interior stair, providing the people with community space to create their new stories. The project consists of several types of both indoor and outdoor story-telling areas. By making possible a place for new stories, homage and respect are paid to the traditions and new history begins.

Stakeholders

General

Transportation

Urban plan

Environment

Direct

User(s)

The main purpose of the facility is urban regeneration. So, user is really important because the purpose can be operated by them well.

Neighborhoods

To revitalize the local place, neighbors, also residents, play an essential role for that. In this point of view, by recognizing the street as a legacy, their role is important.

Cultural context

The street has various value of cultural and hisotrical elements. So how to express and identify them is important.

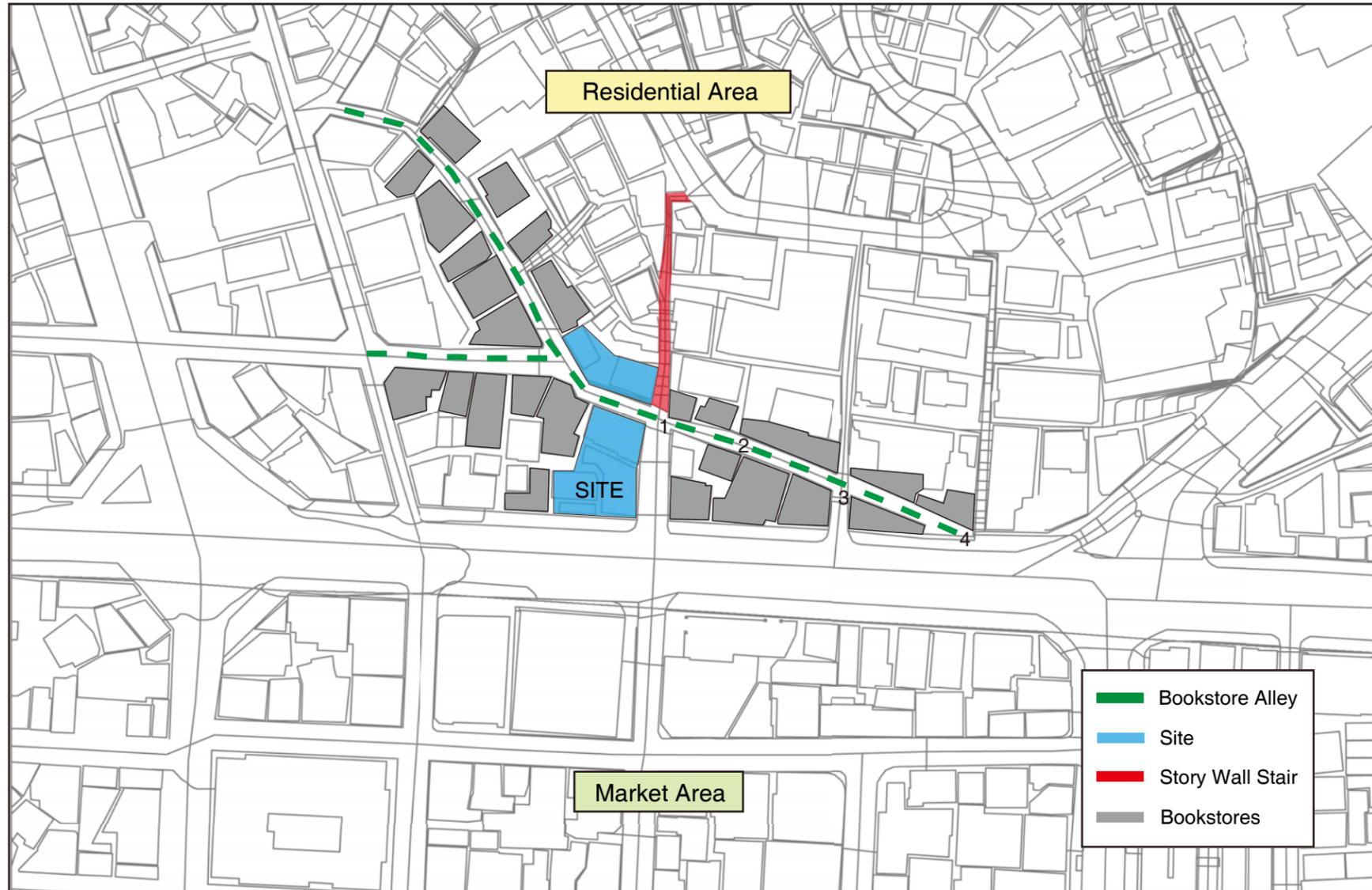
Municipality

BOSU BOOK street

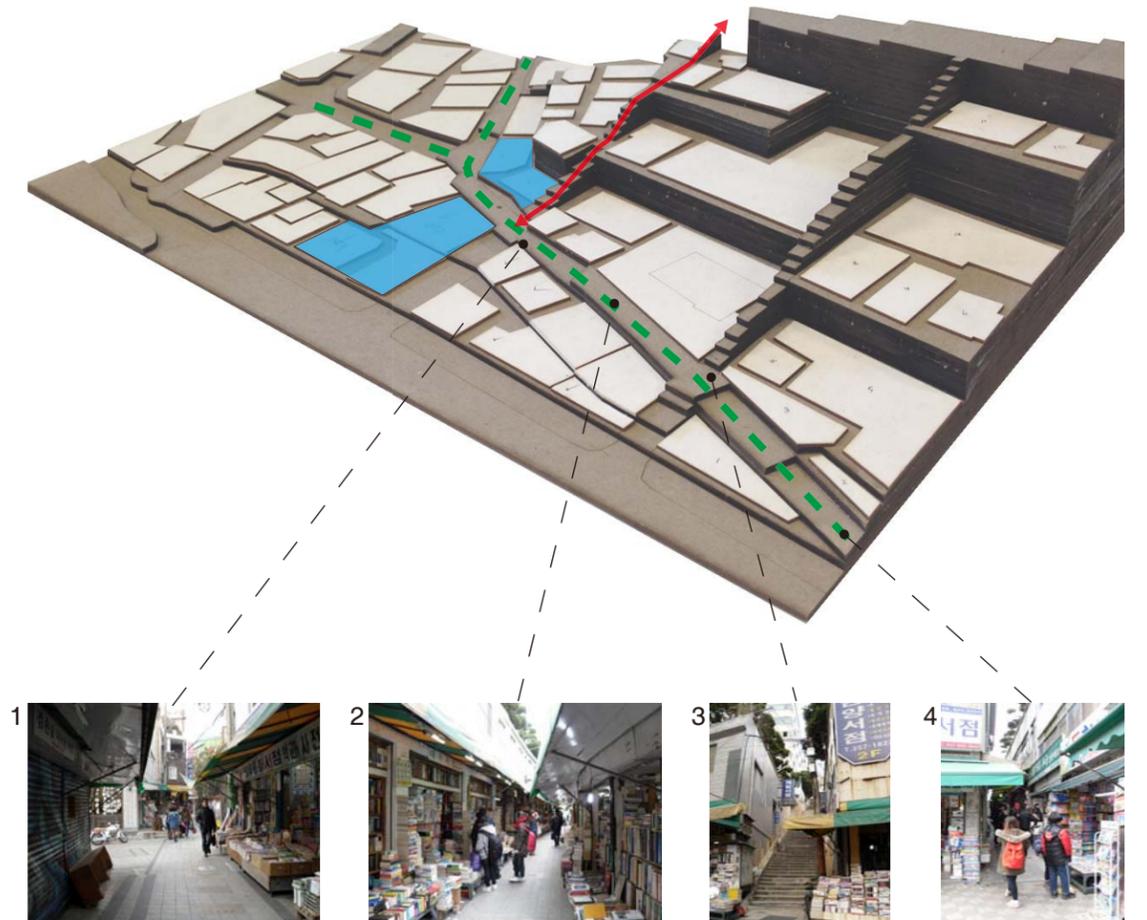
Merchant(s)



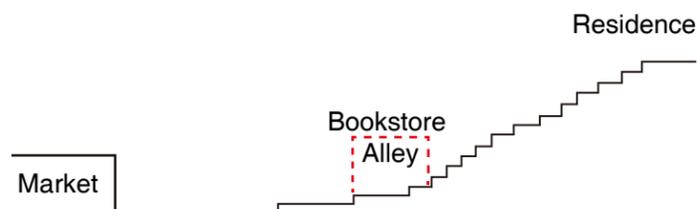
Bosudong Bookstore Alley



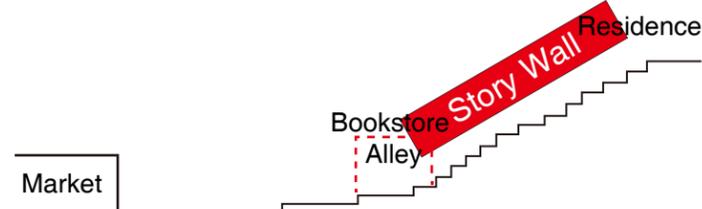
The alley is full of books so it is named Bosudong Bookstore Alley. In other words, it is a paradise for Book Lovers. It embodies the memory of the past times when people sold their old books to buy dinner. With patience, one can find rare old books - just like a treasure hunter. New books are also sold here at amazingly low prices. Open pages are filled with good memories in this bookstore alley, where the old and the new, co-exist.



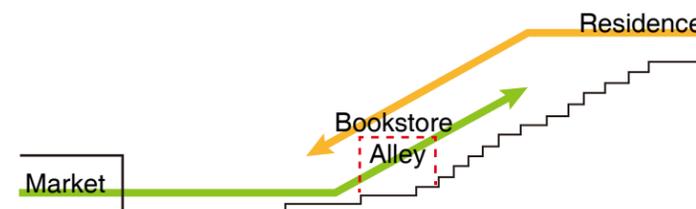
Step 1 Exsiting Site



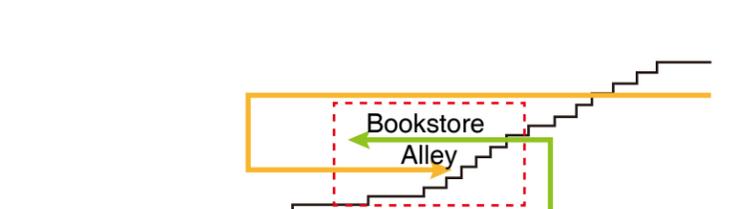
Step 2 Identity / Character



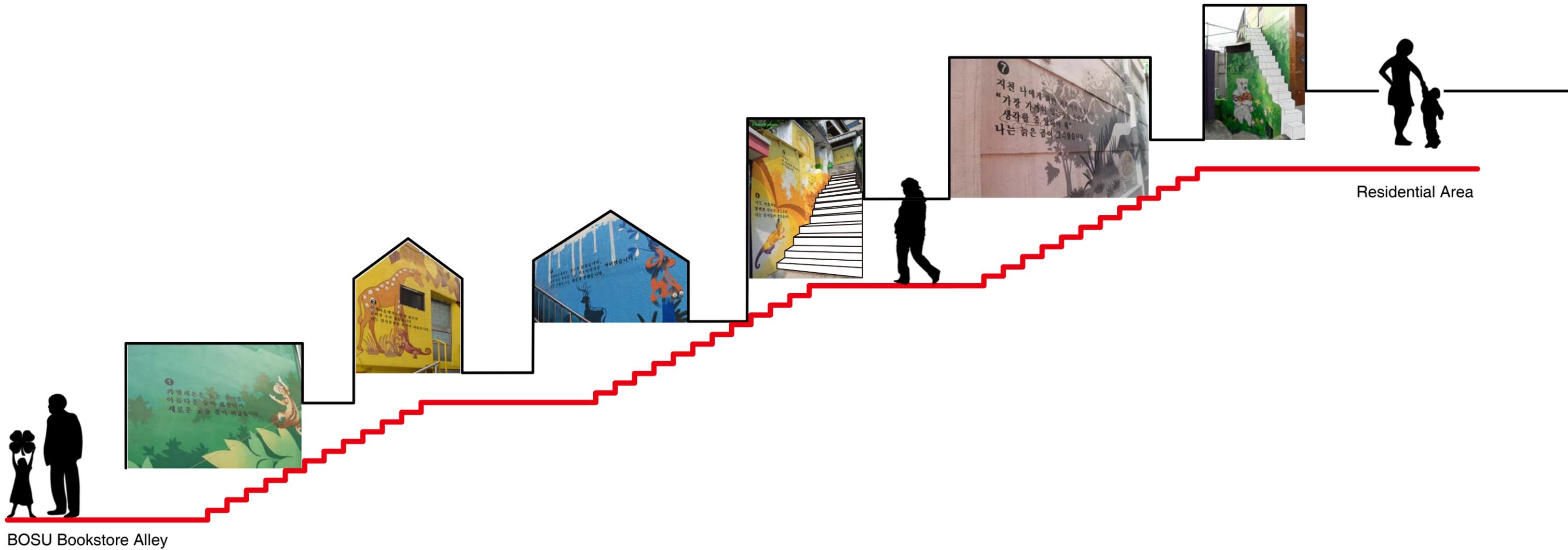
Step 3 Community Relationship



Step 4 Link

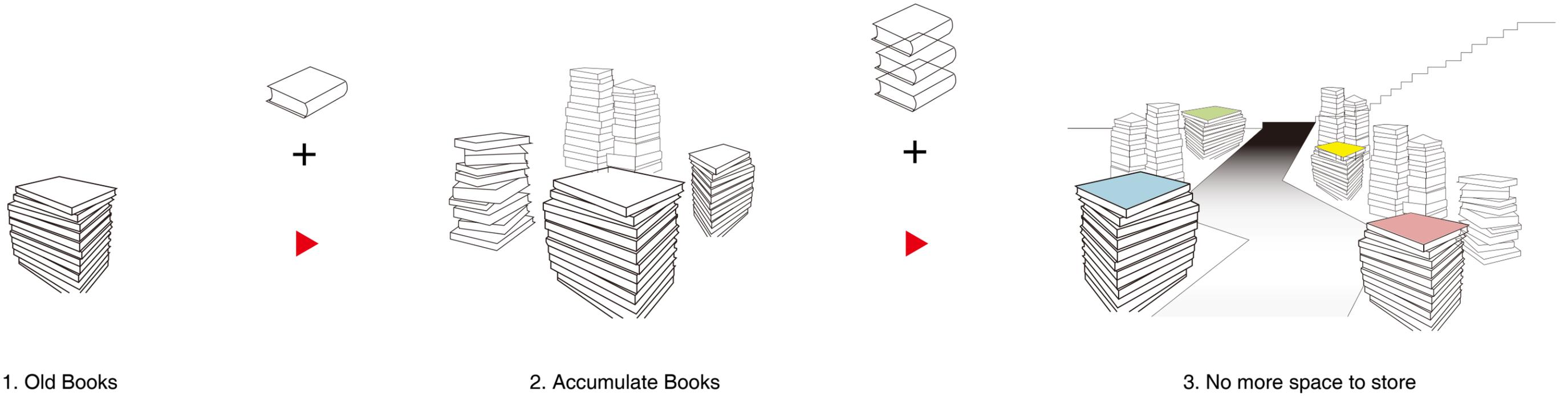


Story Wall Stair

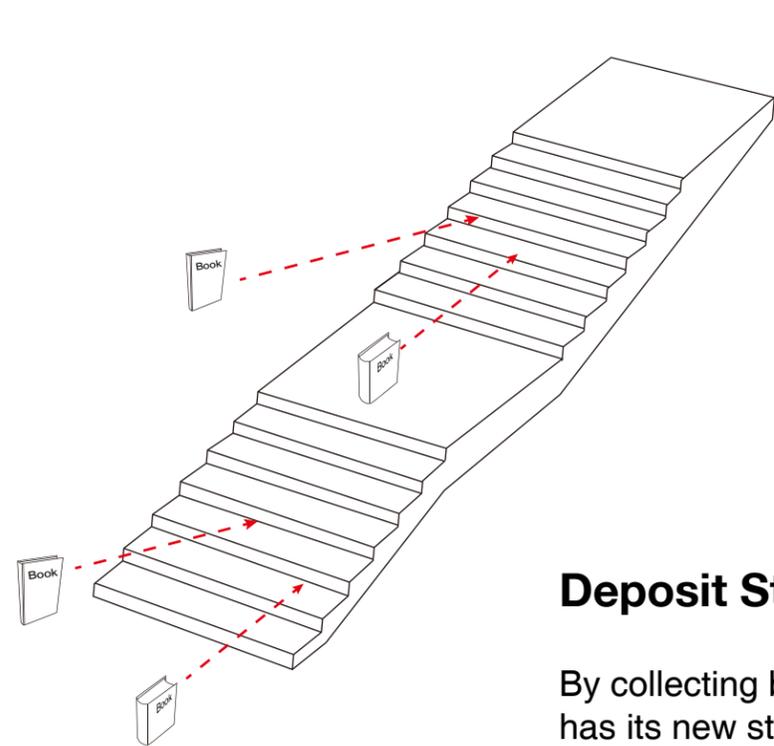


The residences surrounding the site and the alley are of the lowest income area so people who live and working here fell hopeless. So, the wall provides stories of hope and coexistence. This is the old story. Old books, too, have lots of stories and memories. They can be someone's memories or histories. By making a new story, people find new hope and good memories that they may have forgotten. This helps to restore the area and provide much needed hope.

Problem

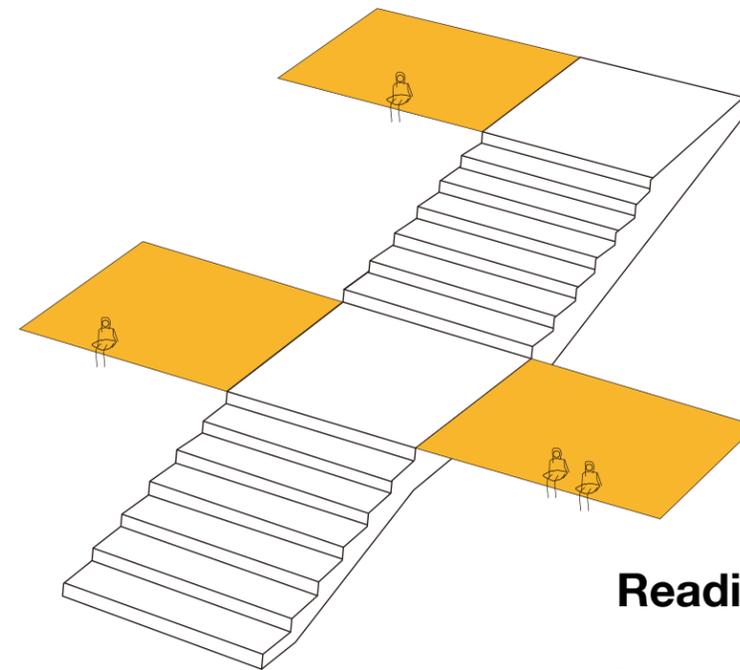


Solution



Deposit Steps

By collecting books, this step has its new story and memory.



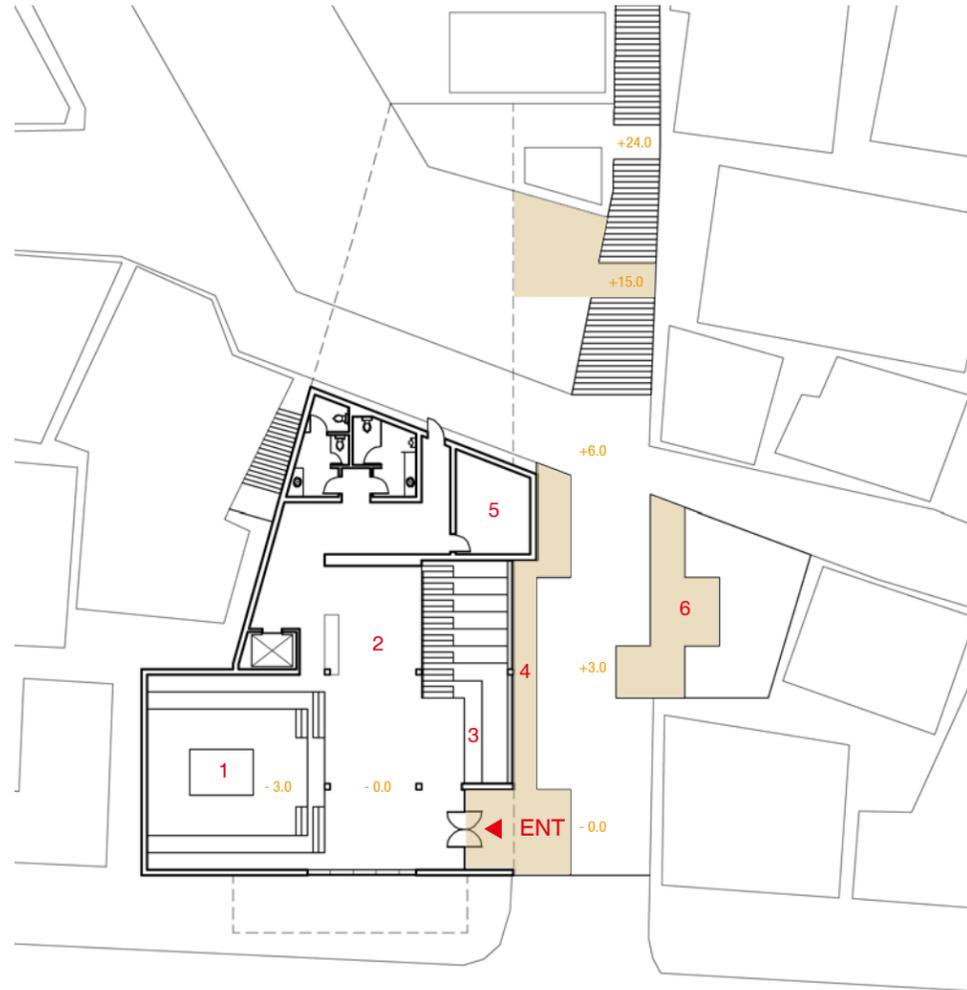
Reading Steps

With books, people sitting the place retrospect their memory and make their new story.

The Memory Steps

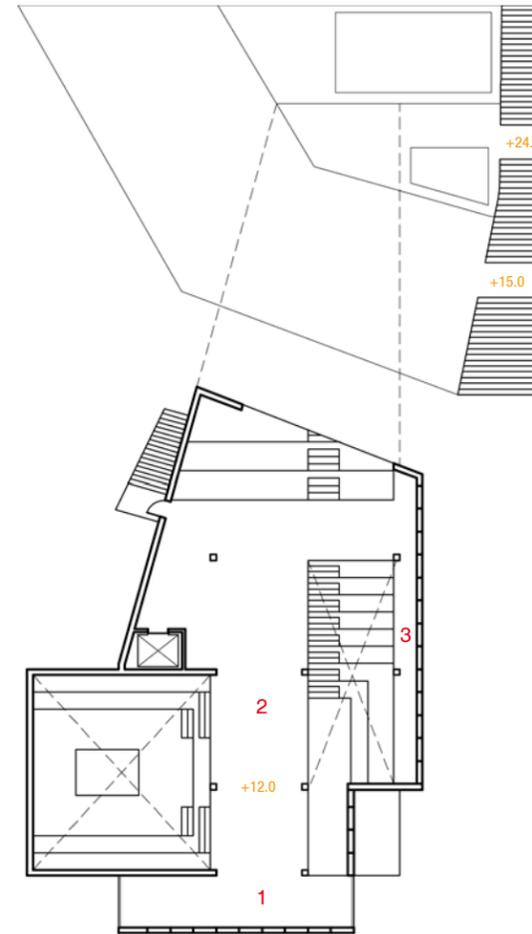


Floor Plan



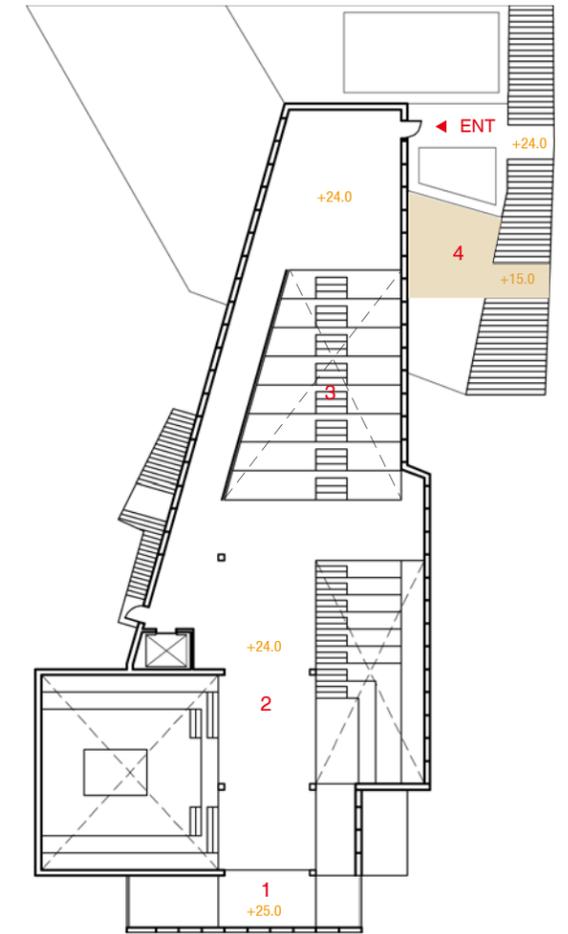
1st. Floor Plan

- 1. Story telling area
- 2. Reception
- 3. Reading Step
- 4. Digital media board
- 5. Office
- 6. Outdoor story telling area



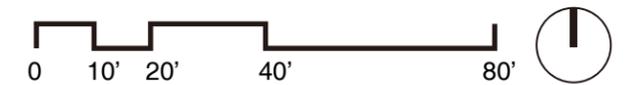
2nd. Floor Plan

- 1. Computer room
- 2. Reading area
- 3. Display area



3rd. Floor Plan

- 1. Display area
- 2. Reading area
- 3. Reading Step
- 4. Outdoor story telling area



Section / Circulation



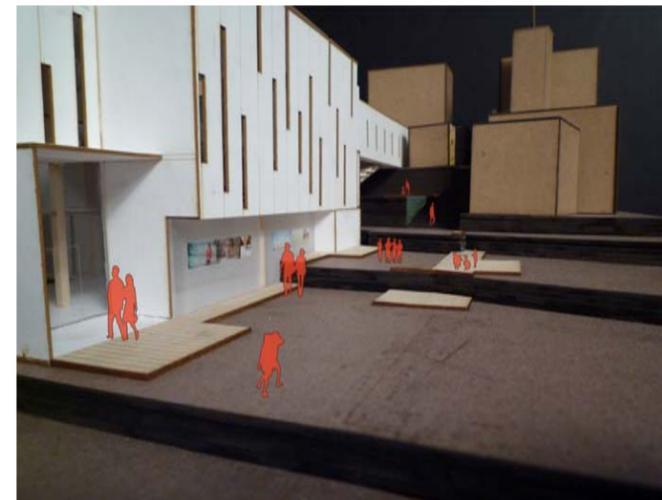
█ Memory Steps
 █ Story Wall Stair



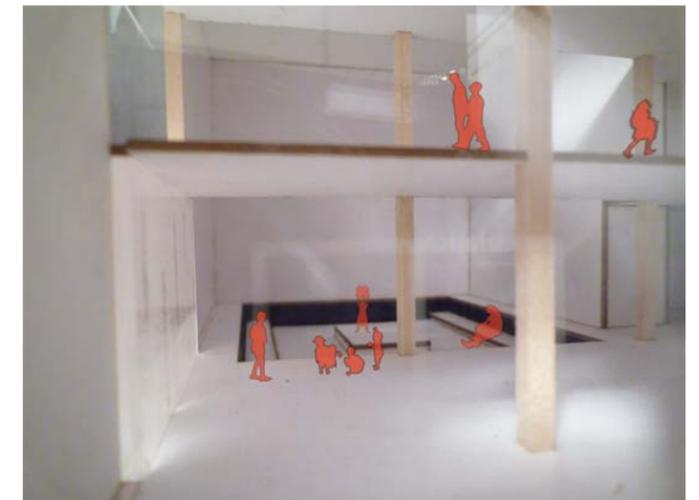
1. Story Telling Area / 2nd Entrance
 : With one of the old stories, there is narrow pathway reflecting the bookstore alley into the 2nd Entry. This represents the relationship between old and new one.



2. Bookstore Alley / Story Wall Stair
 : This is the point where one crosses the 3 characteristics : Bookstore alley, Story wall stair, and the Memory Steps.



3. Digital Media Board / Story Telling Area
 : On the outside of the building, there is a digital media board to show new stories. It shows various stories. With outdoor story telling area, people share their stories.



4. Indoor Story Telling Area
 : From the main entrance, there is an indoor story telling area like auditorium. In the space, sometimes, people share their new stories.

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