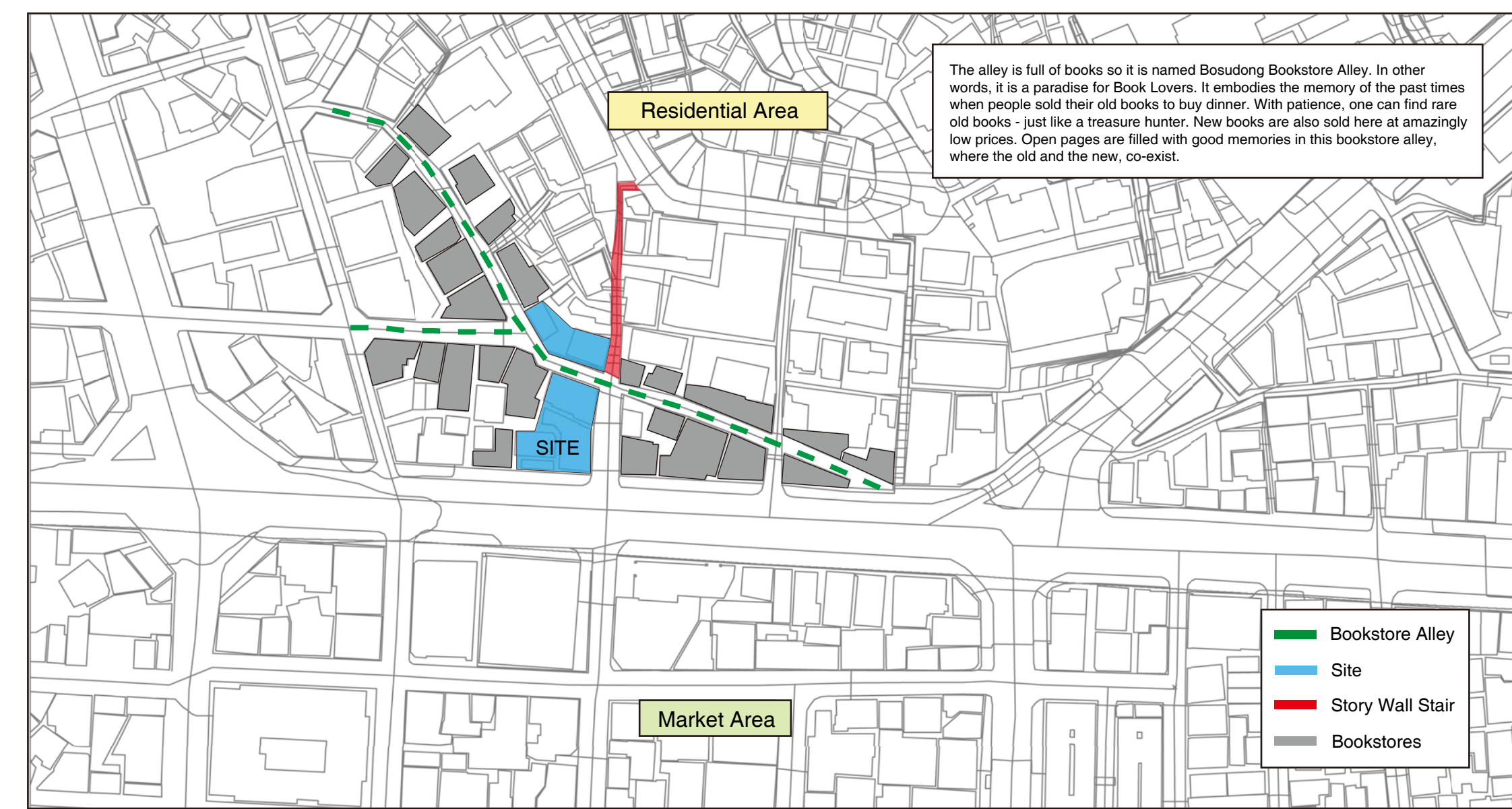


# The Memory Steps

Bookstore Alley, Bosu-Dong, 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.

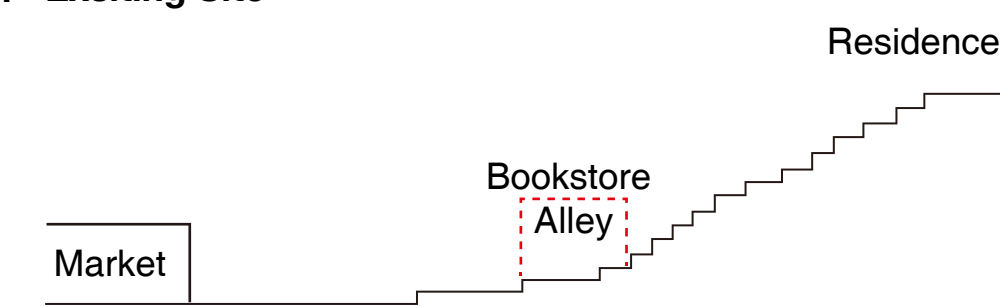
## 2. Relationship

The important point is how this project can weave the existing market area to the south with the numerous existing bookstores to the west. 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.

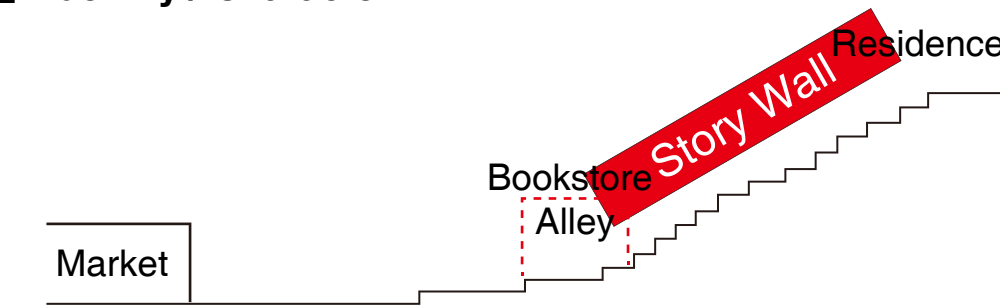
## 3. Community

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.

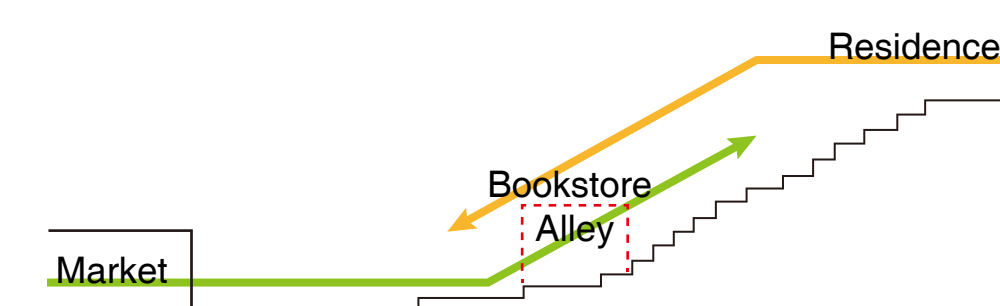
### Step 1 Existing Site



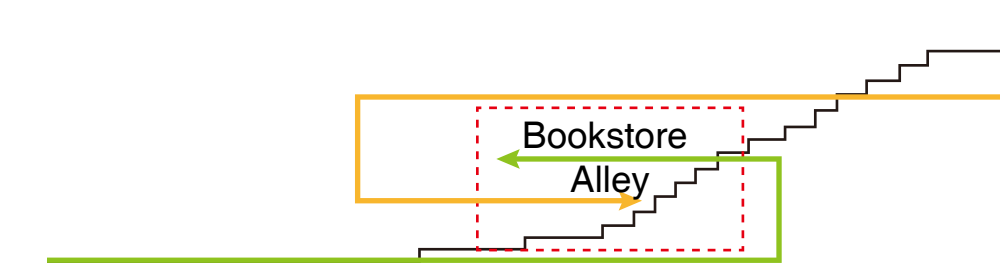
### Step 2 Identity / Character



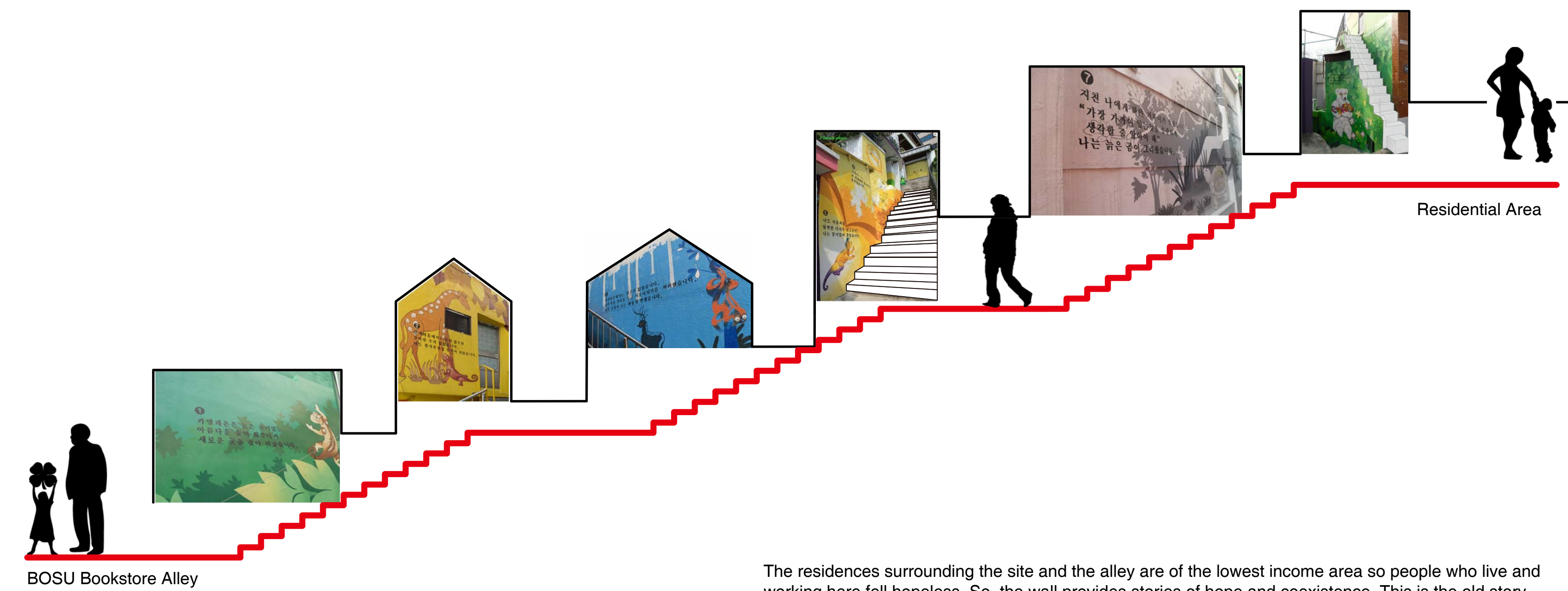
### Step 3 Community Relationship



### Step 4 Link



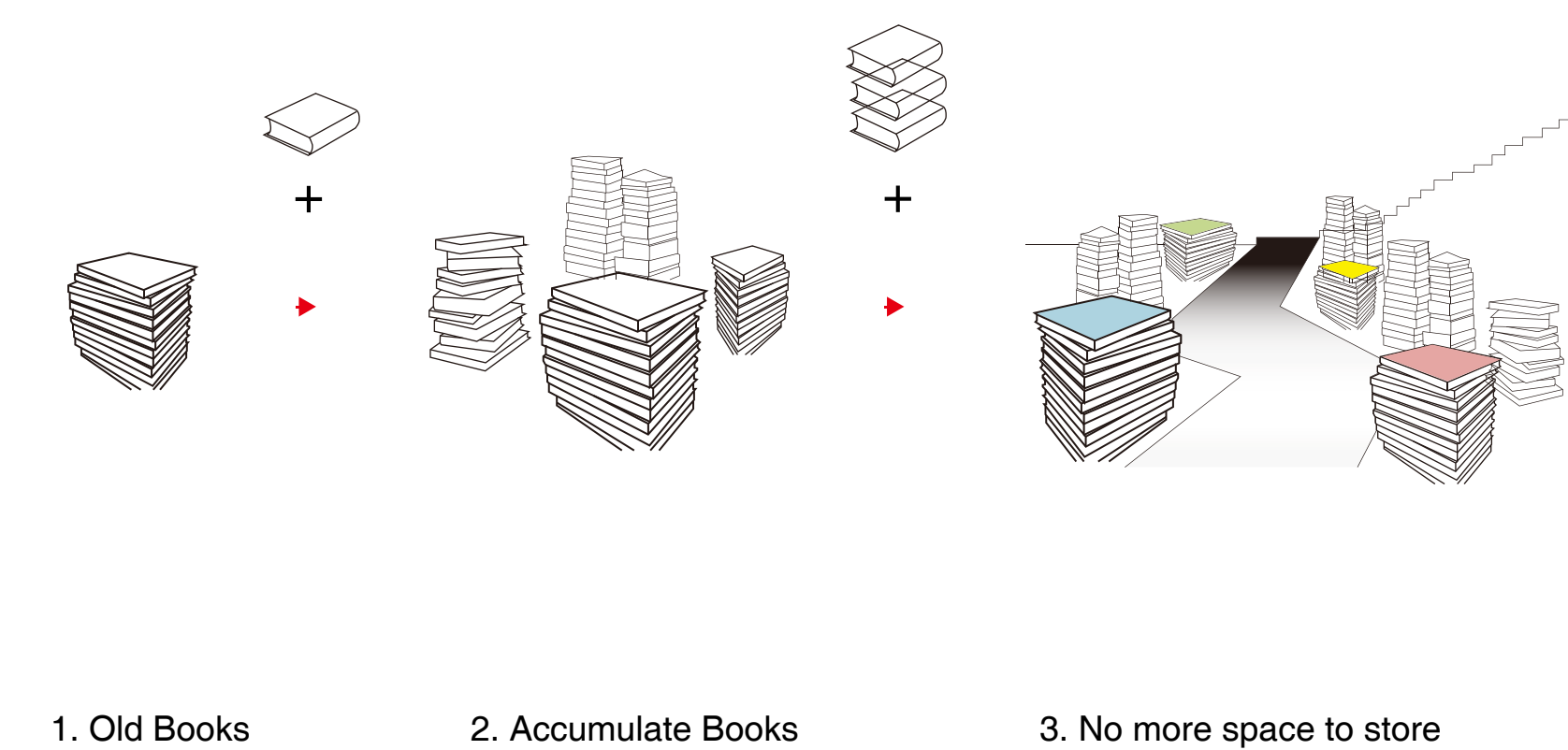
## Story Wall Stair



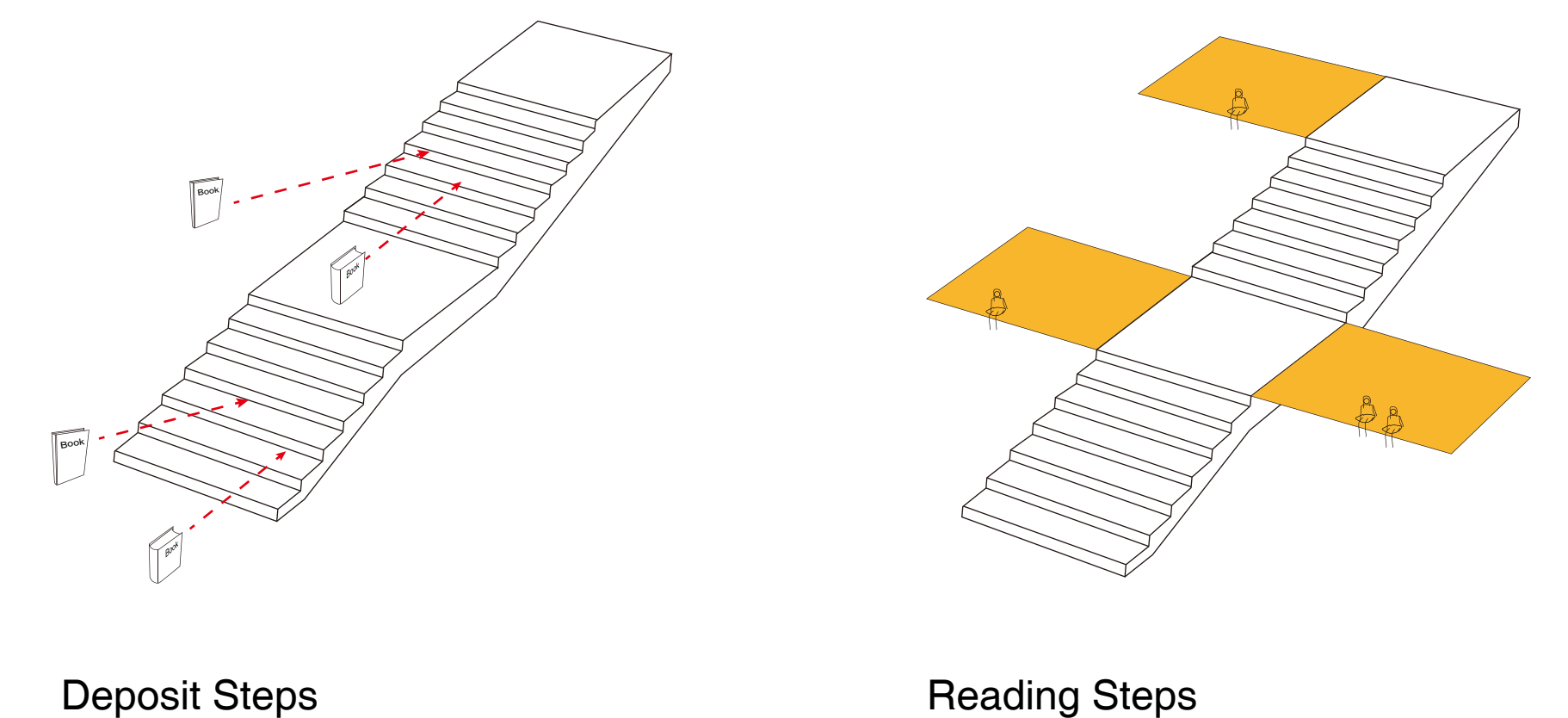
The residences surrounding the site and the alley are of the lowest income area so people who live and working here fell hopeless. So, the wall provides stories of hope and coexistence. This is the old story. Old books, too, have lots of stories and memories. They can be someone's memories or histories. 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



1. Old Books

2. Accumulate Books

3. No more space to store

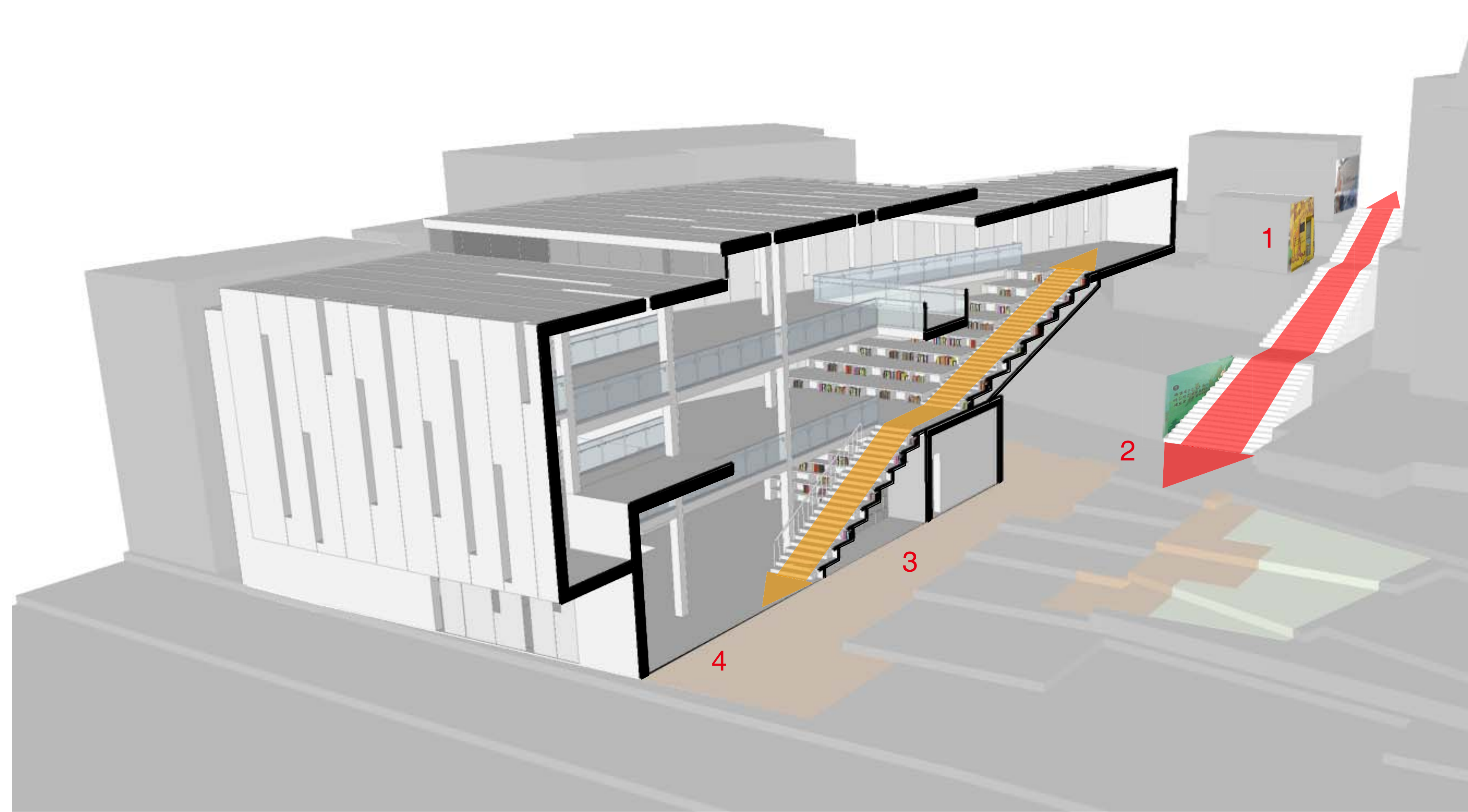
Deposit Steps

Reading Steps

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

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

# Circulation

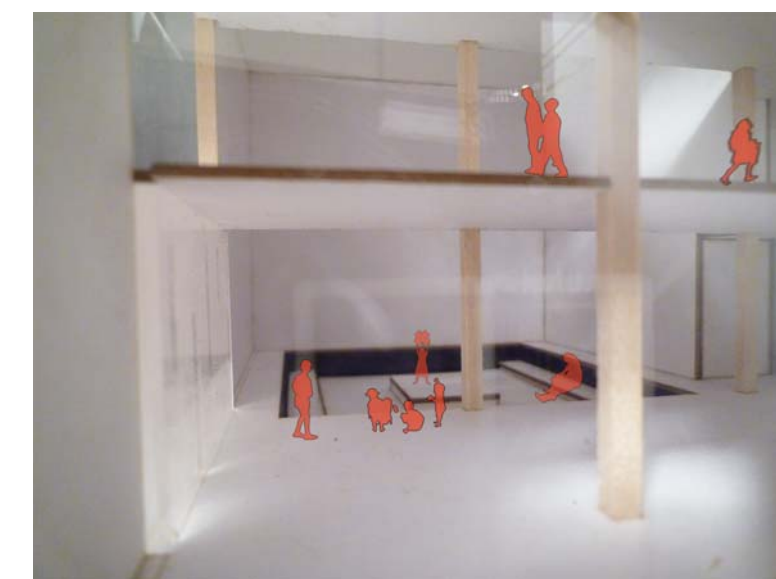
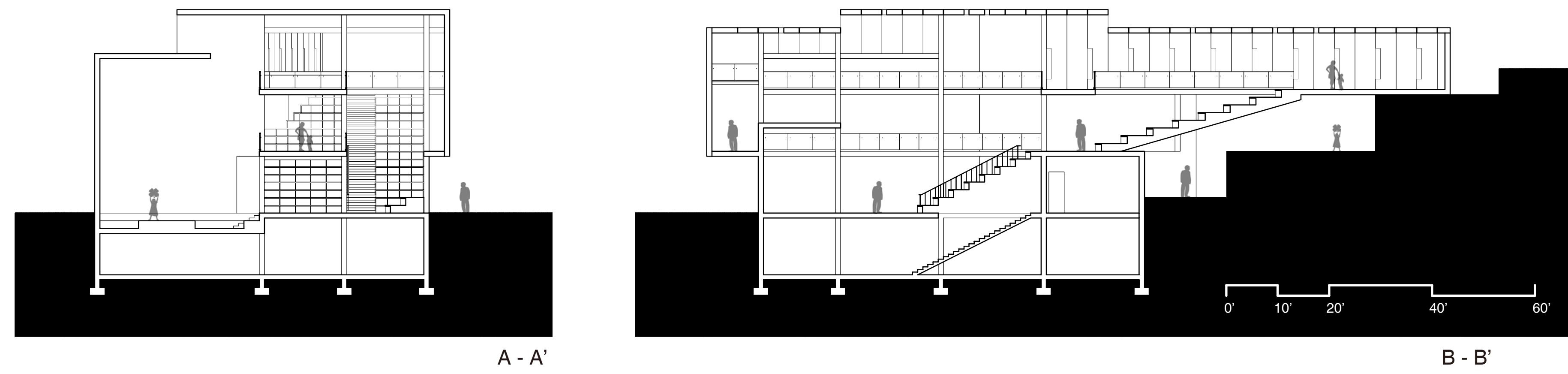


— Memory Steps — Story Wall Stair

# Floor Plan

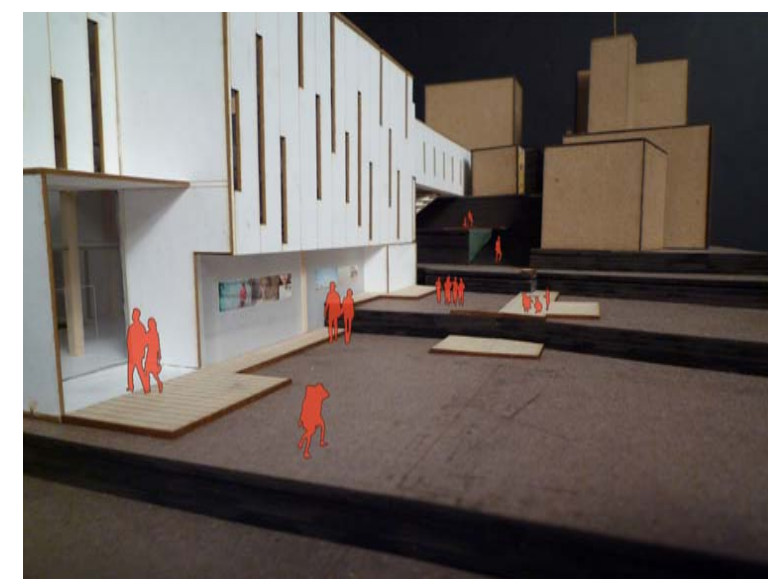


# Section / Detail



1. 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.



2. 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.



3. Story Telling Area / Story Wall Stair

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



4. 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.

