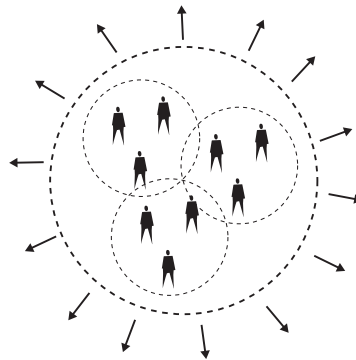


# Co-Existing Synergy

BINDING SOCIAL NETWORKS IN THE CITY



*"[...] a culture of will, of moral energy, through love" - Henri Mazel y.1896*



**LUND**  
UNIVERSITY

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## REFERENCES

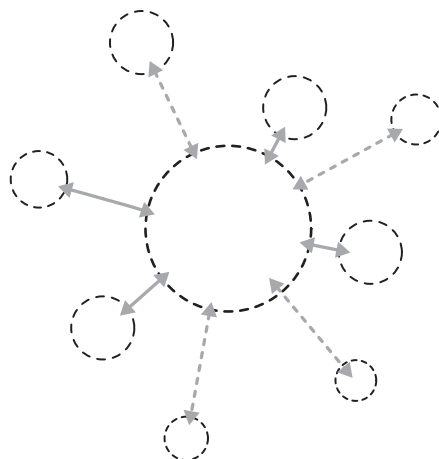
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## Nowaday's challenges and new demands

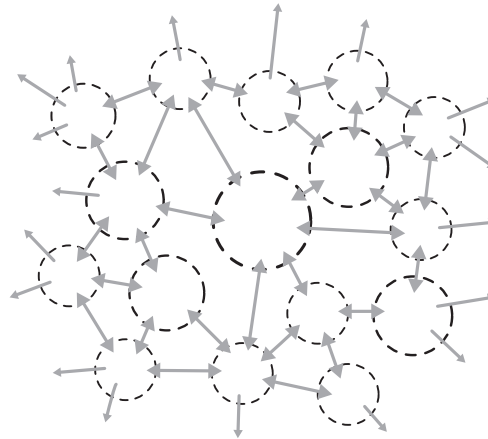
Today, 55 percent of the world's population lives in urban areas, a proportion that is expected to increase to 66 percent by 2050. The cities are growing, densifying and sprawling. On the dark side of urbanization and rapid growth, the city centres work as dense machineries for businesses, commerce, automobiles and computerization.

International organizations and movements like European Placemaking Network, Project for Public spaces, The City at Eye Level, Future of Places Research Center etc. work on research, implementation, networking and advocacy centered on the key issues like *segregation, urban loneliness, lack of human friendly environment and social integration*. The main theme to be discussed is a *public space* as fundamental component of sustainable urban development and as a driver for social and economic development, enhancing safety, security, favoring interaction and diversity as well as promoting walkability, cycling towards improving health and well-being.

In a building scale a public space is a *shared space*. In this case, living in a community, sharing common facilities and activities could improve one's life in the city in multiple dimensions. Humans are species who used to live in crowds from the ancient times. Everyone used to be a member in his/her tribe/settlement and used to live, share and help each other in all life situations. Every man wants to feel useful and have his/her own meaning in their life. The feelings of belonging, security, shared responsibility and friendship fullfills one's life when living in close family/group of people/society. Therefore nowadays' urban lifestyle forces us to go against our nature by every-day routine spent in alienated offices and apartments, often time not having one's own circle of people around. Because of one-centre versus periphery structured cities, the majority of citizens spend a lot of time commuting everyday, consequently having less time and opportunities to meet and interact with friends and acquaintances. Reimagining communities with a new modern approach in today's cities could be a way of making urban life rhythm more fulfilling. A strong community creates the mentioned sense of belonging, security, ownership, its own identity and consequently - respect. It can also provide a close friendly and dynamic social environment to live at in a busy urban hive.



On a bigger scale, the urbanist Jane Jacobs' promoted ideas of "polycentric" cities and "the generators of diversity" (the diversity of people, densities, uses and activities, building ages and pathways) (y. 1961) could be a way of deconstructing central versus peripheral urban layout which comes with problems of long commuting hours, air pollution caused by heavy traffic, giant infractructes for transportation, segregation and urban loneliness. A polycentric structure could work as a coherent and dynamic system with multiple networks.

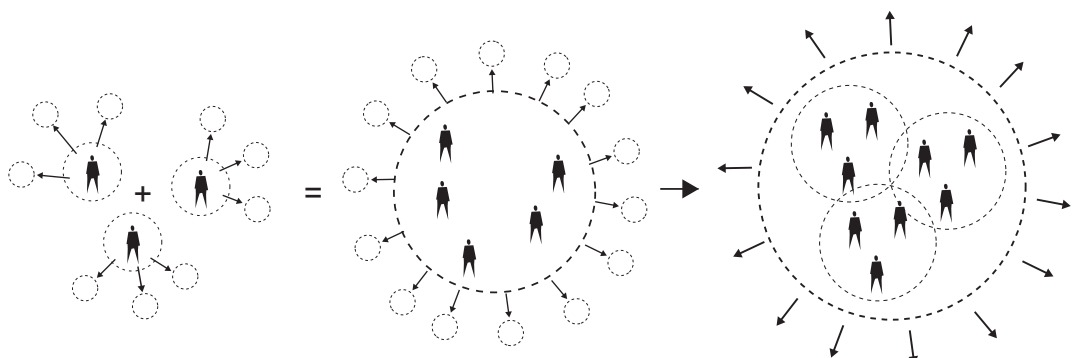


As Luis Bettencourt of the University of Chicago claims, the network inequality can put a drag on the overall urban system, economically and socially (y. 2013). This is not only because of the costs in areas that are excluded, from problems like crime, policing, incarceration, social services and so on. It's also a more basic effect of the *dynamics of social networks*, in what is known as "Metcalfe's Law." (y. 1980) Networks – in cities or in other structures – benefit from the number of overall interconnected nodes, not just the advantages conferred by elite sub-clusters.\*

\* reference: an article  
"In praise of "Goldilocks urbanism"  
on Future of Places Reasearch  
Network blog

According to Bettencourt, "*the view of cities in terms of social networks emphasizes the primary role of expanding connectivity per person and of social inclusion in order for cities to realize their full socioeconomic potential.*"

The analogy of polycentric urban network could be adapted to a smaller scale, more specifically – a network of communities, which would shape a social network in the city. Thus the open co-living model would benefit both, a personal life of a community member on the inside and the overall social interaction and connectivity in the urban context on the outside.



## Today's co-living boom

Today the demand for housing in metropolitan city centres is huge and the prices are high. Big numbers of youngsters are coming in search of job, education and knowledge. Millennials (people born between 1981-1991) are looking for opportunities and do not prioritize a possession of a property. They seek for accessibility, fast results and do not mind sharing various facilities.

New emerging co-housing companies are trying to solve this issue. They are offering an affordable housing close to the city centre with small dormitories and multiple spacious shared facilities. This type of housing is very much waited for youngsters and young adults not just because of it is affordable with all included commodities, but also as an attractive cluster for social interaction. However, the demand is higher than the co-housing market today. There is still a vast potential to develop this architectural typology whether it would be accommodated in a refurbished structure or a newly built house.

## Isolation issues

One more important urban problem is being *segregated* not just physically, but also from the central "network of knowledge and opportunity".\* The central cluster of businesses, educational and government institutions holds the citizens, employers and employees, in a so called "bubble of knowledge". Here the connections and opportunities are open and easy to reach. Once one gets out of this "bubble", it becomes difficult to follow and connect with the information and activities happening in it. This model of a centric and isolated network of knowledge usually follows the centric layout of the urban structure.

Another increasing and relevant issue is an *urban loneliness*. It is a common matter for many urban citizens. The current share of people living alone is unprecedented in history. 50% people in Paris and 60% people in Stockholm are living alone.\* And the share of one-person households in the UK has almost doubled since the 1960s, to 31%.\* In the US the average number of close friends fell from 3 to 2 between 1985 and 2004. And the number of people with no close friends tripled. It is affecting people not just emotionally, but it also does a great impact on one's health. It increases the risk of depression and other mental disorders which had a global economic impact of \$2.5 trillion in 2010.\*

In some cities, like Copenhagen, there are social centres being introduced inviting people facing loneliness.\* Their use is related to all kind of activities encouraging people to play and interact. The responses are very good and many claim to be enjoying these types of spaces for gathering and socialisation. In Italy students are moving in with elderly keeping them company in exchange for affordable housing.\* And the UK has introduced a Minister for Loneliness.

All in all, these facts and examples show the great need of such public communal facilities.

## Co-working

Enhancing social interaction and networks could have a good effect not just on one's mentality, but also stimulates to be active and heightens one's productivity. For this reason many co-housing enterprises are expanding their practice by building co-working quarters too. In the co-working spaces people share a productive work atmosphere. At the same time there is an opportunity for some non-oblig-

\* reference: an article  
"In praise of "Goldilocks urbanism"  
on Future of Places Research  
Network blog

\* source: World Economic Forum, "The  
Global Risks Report 2019"

\* source: Office of National Statistics

\* source: World Economic Forum,  
Harvard School of Public Health

\* source: <https://ventilen.dk/>

\* source: <http://www.meglio.milano.it/>

atory social interactions where useful connections are being made and new ideas could emerge. As a consequence often time people start to collaborate. The generations of Millenials are seeking of freedom and independence in their work routine and it is popular to pursue some start-up business or an individual occupation. In this case the co-working space is the place where one feels welcomed to be in between like-minded fellows.

## When there are no boundaries for living and working

The individual engagement, dedication and motivation to participate in a common work or life activities creates *synergy* which also works as a driver for the community. Synergy stimulates to act just by observing others being active in one or another way.

Synergy definition:

*/ˈsɪnədʒi/ noun: the interaction or cooperation of two or more organizations, substances, or other agents to produce a combined effect greater than the sum of their separate effects.\**

\* source: <https://www.dictionary.com>

*"Synergy is the creation of a whole that is greater than the sum of its parts." - Ray French, Charlotte Rayner, Gary Rees, Sally Rumbles, et al. Organizational Behaviour (2008)*

Origin:



In 1896, Henri Mazel applied the term "synergy" to social psychology by writing "La synergie sociale", in which he argued that Darwinian theory failed to account for "social synergy" or "social love", a collective evolutionary drive.\*

\* source: The Joy of Life- The Idyllic in French Art, Circa 1900 by Margaret Werth

Driven by the synergy, one starts yearning to be involved in the same or similar activity as the social group. A freedom to choose his/her own role seems to be much broader when being a member of a group.

What if there would be no distinction between living and working? What if everyone could decide himself/herself when to engage in one or another activity? Most of the citizens have very strict schedules of work and free-time which follows a clock, but not individual need or energy level. And is one of the rules when being a part of the society. Therefore not all the work time is productive time. Today a frequent office is trying to provide some rest and recreational spaces for the employees with an intention to boost one's energy, enhance social interaction and consequently introduce a work community followed with a feeling of belonging.

This work community model could also be created the other way around. Firstly, a community would be introduced by gathering people and starting to bond. Secondly, some common work environment and activity/-ies would be created/invited and therefore a friendly work atmosphere would develop.

## Project aim

The intent of my project is to bring the living and working environments closer. The proposal suggests to reimagine an urban lifestyle as a model of living when all kind of activities, including work, leisure, etc., could be happening no matter of time or could be organised in time more freely. Because of proximity and immediacy of spaces the time would serve to one's advantage and there would be no time wasted. Either it would be a main job, a hobby or a leisure activity, a co-working space would accommodate it all.

## The key aspects for the project:

- freedom of choice

(a variety of diverse range of spaces (different level of integration, connectivity to other spaces, defined functions) for the users to have a few options to choose)

- open plan spaces

(providing spacious rooms/areas for undefined activities with sufficient transparency that would ensure good visibility from both inside and outside and this way would enhance common activities)

- flexibility

(the shared spaces should be undefined by many closures or objects, so that the users could easily transform and devide them according to the need)

## Tools

The below described tools to achieve the mentioned key characteristics suggest generic conditions and appliances for the design.

### OPEN SHARED SPACE

A shared space in a building, just like a public space in an urban context has similar qualities. It is accessible for everyone that is there, you are free to choose how you occupy your place in it and how much you engage in an activity if one is happening. One can temporarily own a place in it or even influence the atmosphere and the activity happening over there. At the same time he/she is aware of others presense because his/her actions can intentionally or not intentionally affect them. Besides that there is always an opportunity for social interaction.

An open room in a building works the same way as an urban environment. It is still working as one common space, since it is not divided into many rooms. Therefore some small closed zones could be introduced in a bigger area as single objects that do not detain the good qualities of the overall open space.

This shared space could also become a third place for people to come. A term of the "third place" was introduced by Ray Oldenburg (y. 1989). He called home one's "first place", work - a second, and a public space where one can relax and encounter other people - a third.

### A VARIETY OF INTEGRATED-SEGREGATED ROOMS AND PATHS

It is difficult to define what are the best spaces for active socialization because every individual is very specific and has different needs. Humphry Osmond defined spaces that stimulate social interaction as *sociopetal* and those keeping people apart and suppressing communication - *sociofugal* (y.1957). Therefore one could think that the most sociopetal space must be a big open area where people could



gather in groups and socializing must be at its peak in such conditions. However, practice shows that the bigger the space, the bigger distance people tend to keep in between. Moreover, often a person feels insecure when appearing in the middle of a vast space. In other words, being in a big room one could feel being observed, judged and vulnerable to unexpected occurrences. For this reason there is a tendency that people seek for staying in corners or at the boundary of the room.

Robert Sommer's survey on student dormitories shows that shared spaces combined of many smaller rooms were more used as common spaces than a few spacious shared rooms in other dormitories. \*

\* source: Robert Sommer "Personal Space. The Behavioral Basis of Design"

To enhance a social interaction - one has to have a freedom of choice when and how much to participate in it and at the same time - what position to take in space.

## TRANSFORMATION

A possibility to change the space characteristics by dividing, opening, closing area with physical objects, partitions. This flexibility would provide a freedom of creating more public or intimate rooms for different kind of activities. It is more essential to have visual than sound isolation to achieve a sufficient level of privacy. However, for the overall comfort there could be a few options to transform and isolate spaces. Heavy curtains and acoustic partitions could be used to create more intimate rooms. Small one to two persons accommodating cabins could be also an option for vast open spaces. They could be used for short meetings, phone calls, rest or meditation.

## MULTIFUNCTIONALITY

Different usage of spaces depending on time. This could be achieved by organising activities by a time schedule. The same space could be a workshop area, an exhibition gallery, event hall, etc. when it is planned and organised in time.

## SELF-SUSTAINING COMMUNITY

In a self-sustaining community, each member takes some responsibility for the community life. Thus one takes part of the ownership and is more engaged for the common good. Besides that, there is more freedom and flexibility when organising activities and managing the spaces.

Furthermore, such a model ensures a durability in time. There is more room to improvise and change the functions of spaces if a number of community members or activities are changing or make a temporary rental to gain some income for the (un)planned expenses. All in all, it is a model that can adapt to a changing current situation.

For my project I choose to propose and explore the opportunities of an urban co-living model, which would be open for different scenarios. Depending on what would be the residents, the time of the year, month, week or a day the project would try to fit every need by being open and flexible. The aim of the project is to enhance social interaction not just inside the community quarters but also around it, and therefore to create and spread the network of connections and creative, productive synergy in the city.

## PROJECT

### SITE

A specific site was chosen to make a proposal more tangible and to demonstrate co-living model scenarios in a specific context.

There were a few criterias for the community building site. First, it had to be in an active location in the city, to be accessible and convenient for the busy urban life. Secondly, the place had to have an additional attractive value of it's location/ views/ history/ specific activities happening around which could also be a part of a created identity.

The chosen site is in the Oldtown of Vilnius, Lithuania. The place came to attention not just because of it's good location and vibrant context. It is an unused site at the end of the residential building block facing a blind fire-wall. The site is very much visible from the surrounding hills and pedestrian routes. Today a big parking lot is surrounding it, even though the whole territory has a big potential to be an active and attractive public space with multiple pedestrian routes crossing it.

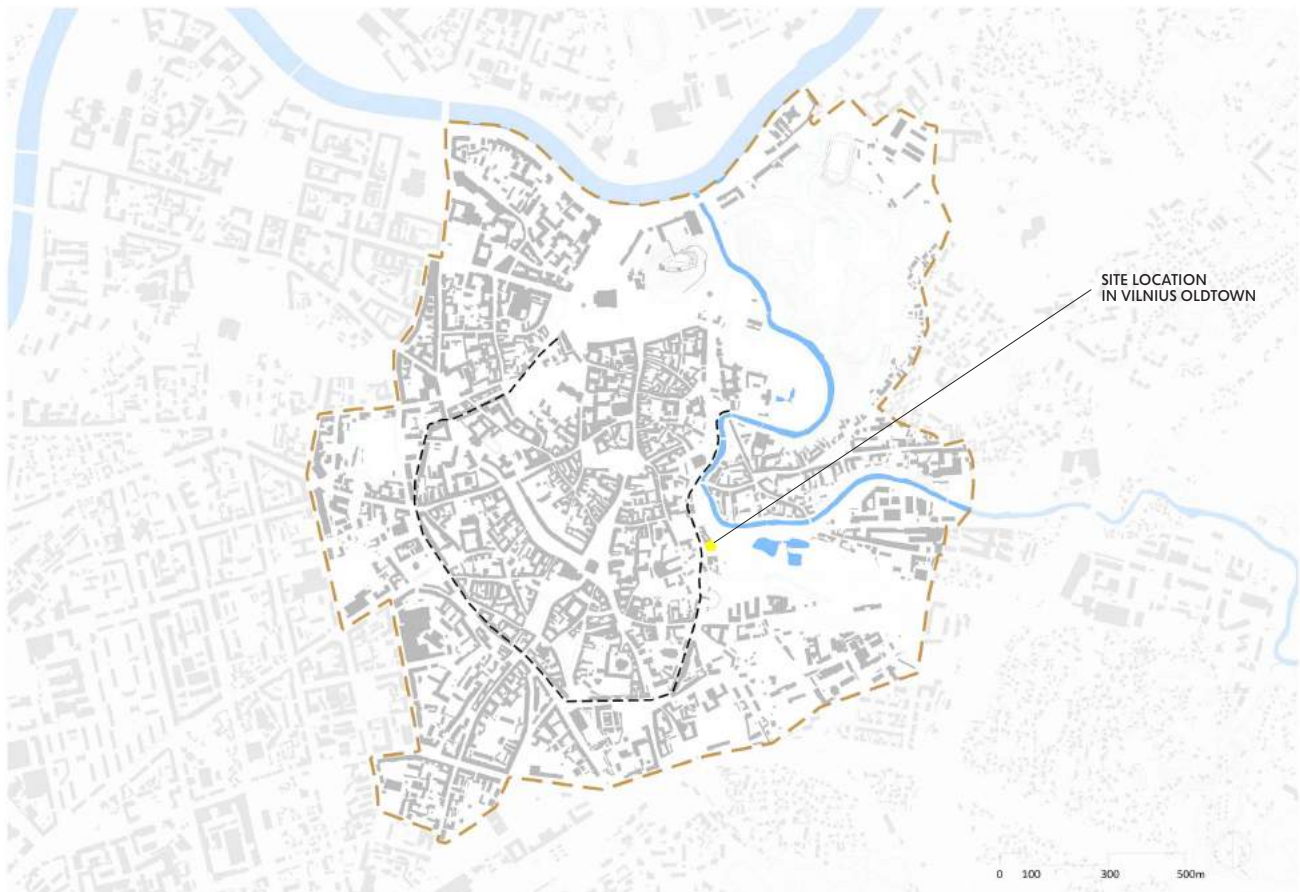


LITHUANIA



VILNIUS

--- FORMER CITY DEFENCE WALL  
 --- OLDTOWN TERRITORY



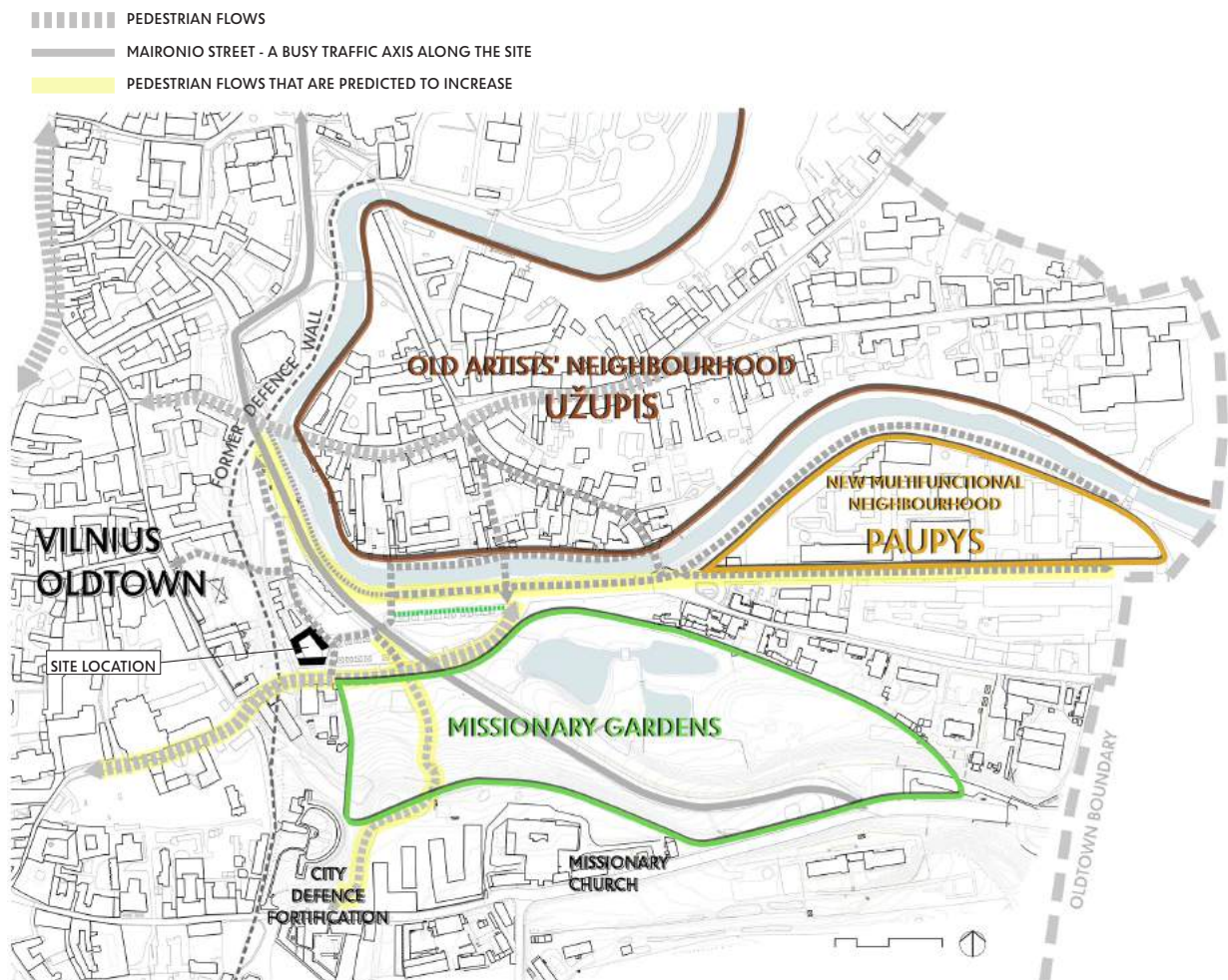
## SITE CONTEXT

The site is on a river valley, just down the hill of the central city Oldtown. The surroundings are very picturesque with a monastery's garden hill on the South. There are 3 church towers visible from the site. An old artists' neighbourhood Užupis is on the other side of the river. Užupis used to be a poor artists' and artisans' area, which became a prestigious and touristy site today.

The current years a new multifunctional residential/business neighbourhood Paupys is being built. It will also be a prestigious and trendy place with exclusive architecture in the city centre.

Missionary gardens are also under restoration works. The area will be refurbished and adapted for pedestrians and leisure. Once the gardens were full with lush trees and plants which were destroyed during the Soviet years. Today the aim is to replant and rejuvenate the site to be used as a park.

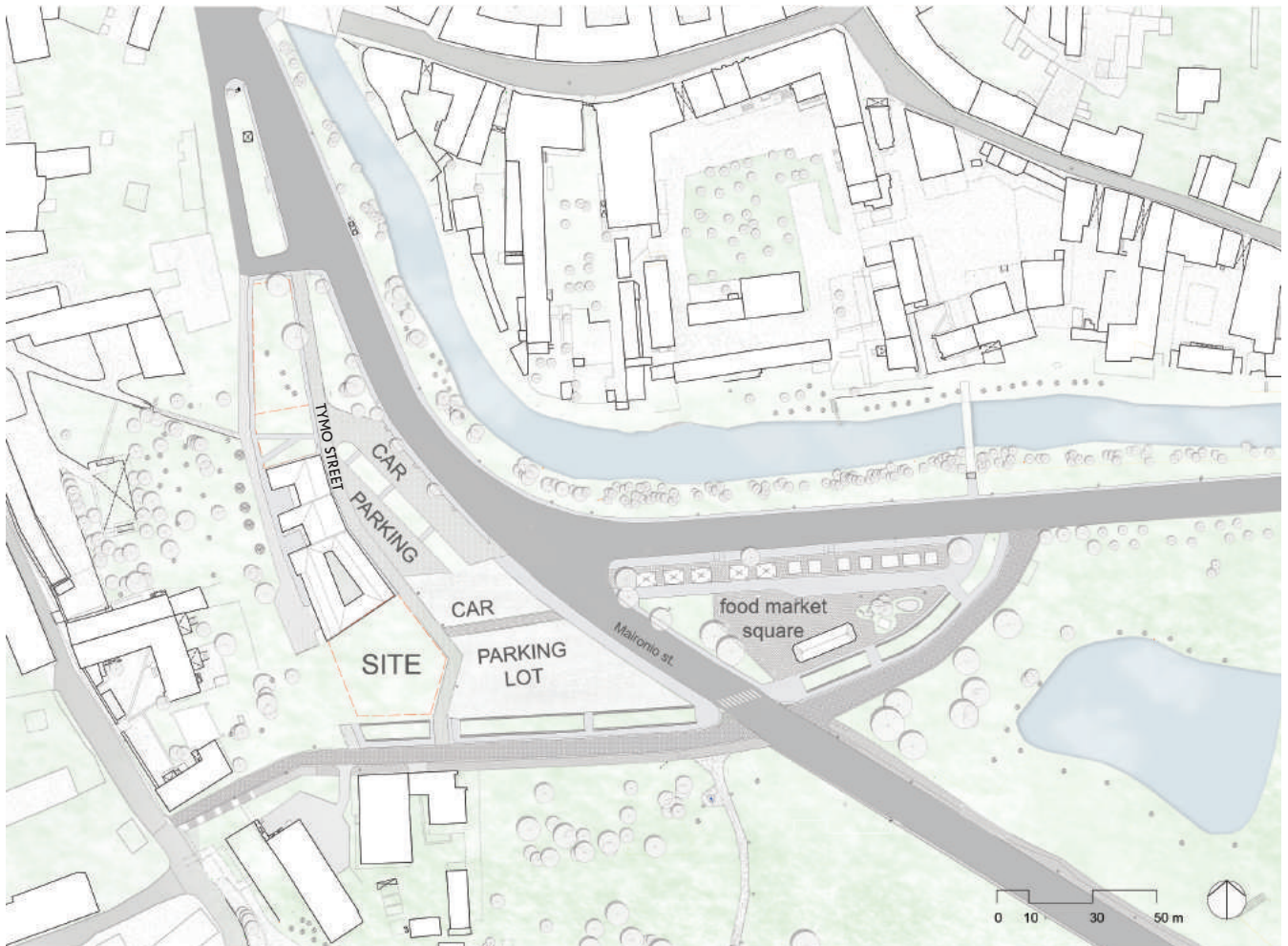
All in all, the surrounding area is about to become one of the most lively and dynamic places in the city. Therefore the pedestrian flows are predicted to increase significantly.



## EXISTING SITUATION

The site is close to a popular square often used for food fairs and weekend markets. It is a popular spot to be in a warm season. A river Vilnelė is on the East side of the area, making it more oriented to nature and leisure. From the y. 1970 the whole site is divided into two parts by an active two-way Maironio street. As a consequence the West side of the area became disconnected from the public flows and eventually was occupied by car parking.

The area is protected as a heritage site to be rebuilt at the boundaries of the former urban mass. However, there are no old buildings left. A new residential building block was rebuilt in y. 2001 according to the former building design (y.1973). The chosen site boundaries are at the Southern end of this block, framing the perimeter of the streets.

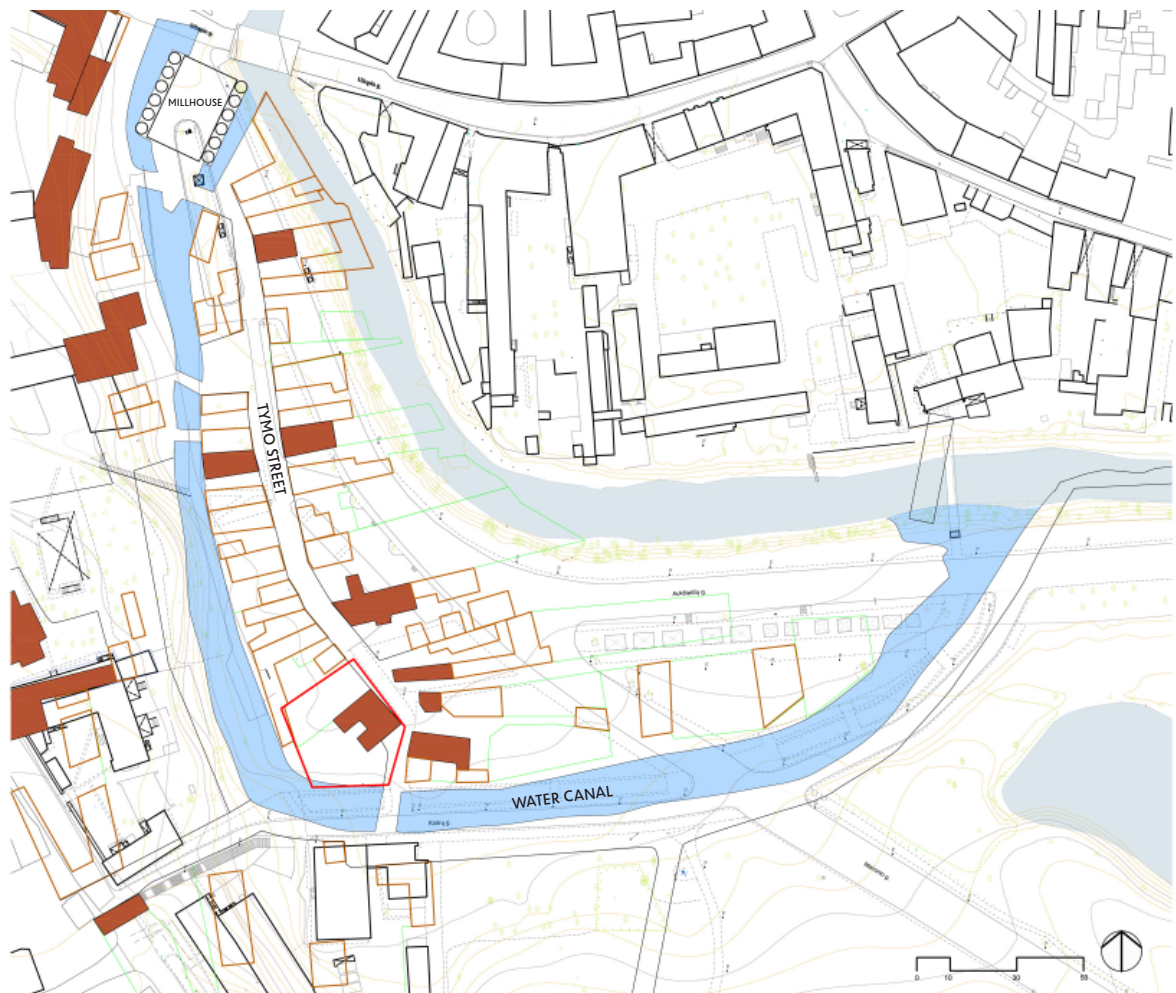


## SITE HISTORY

XIV-XIX century the site worked as a dense artisans' island surrounded by a river canal. The place was situated just outside the city's defence wall and was famous for its craftsmen's. A stone paved South-North oriented Tymo street has still remained from the old days. It used to cross at the centre of a densely built island. Today it frames the East side of the chosen site.

There are no old buildings left on the site. A green lawn stripe on the South of the area is the only reminiscence of the former water canal. The empty area to the East from Tymo street is recognised as for infrastructure, but practically does not have a well defined function.

- FORMER WOODEN HOUSES
- FORMER MASONRY HOUSES
- FORMER SITE BOUNDARIES
- THE CHOSEN SITE BOUNDARY





SITE SURROUNDING AREA y. 1935



y.1935



FORMER SITE BUILDINGS y. 1930



TYMO STREET HOUSES ALONG THE RIVER SIDE THAT WERE LEFT TO DEMOLISH IN 1960

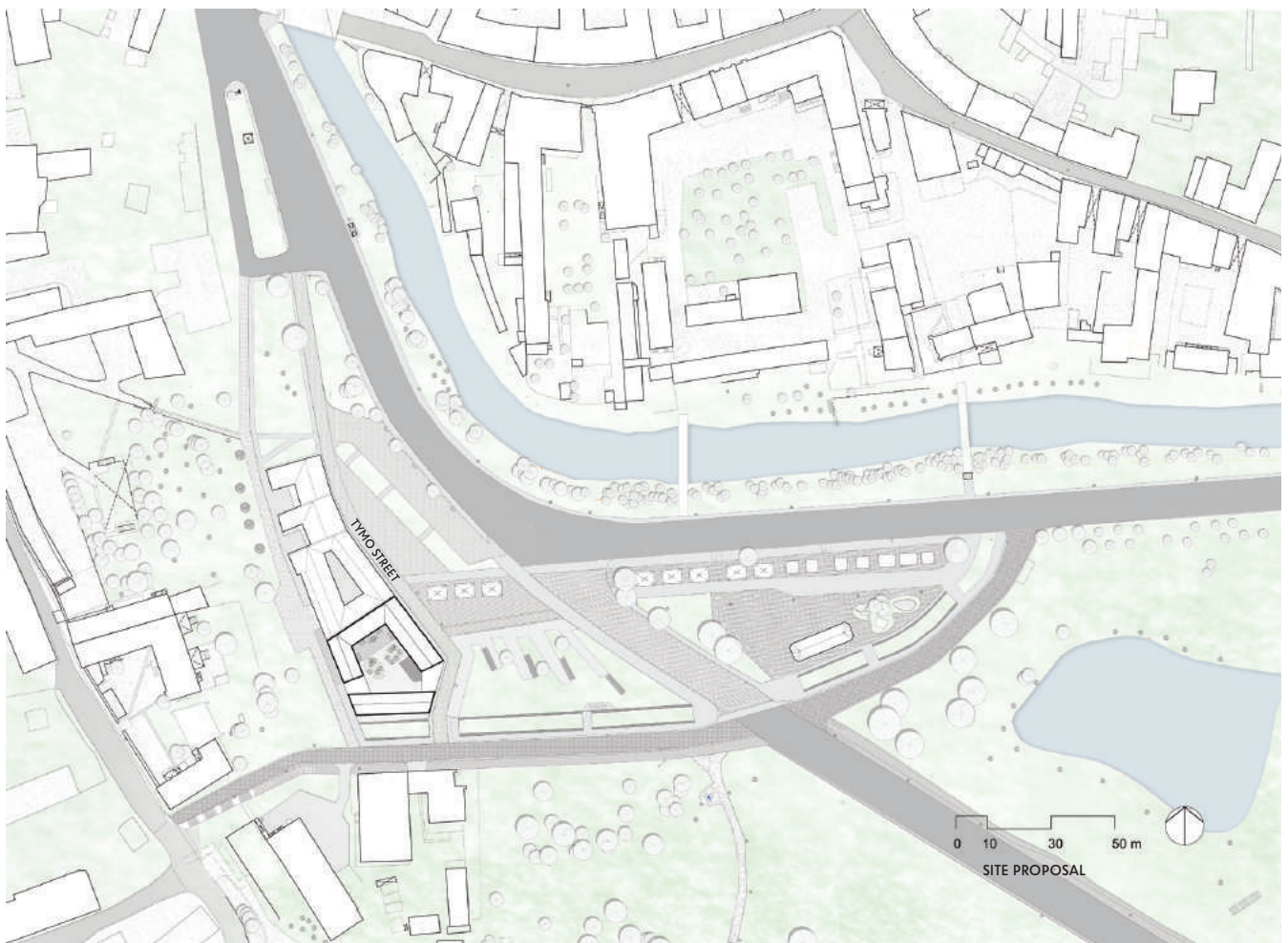
## SITE PROPOSAL

With my project, I intend to include the site surrounding area to the cohesive programme with a focus on public spaces, as the main generators of social interaction and synergy.

The food market square function is proposed to be extended towards the chosen site and connected into one public space. The hard cobblestone pavement is extended from the existing pavillions place on the food court, so that some new pavillions could be placed and a food fiest/market could be expanded (an allegory to the former artisans island).

A priority for pedestrians would be increased by heightening the pedestrian pavement level over the street. Therefore the traffic flow would be slowed down and an easier walkability would be provided.

The land plot on the East side of the site (a parking area today) is treated as a leisure public space where some greenery from the South and a hard stone pavement from the North are meeting and merging together.





## RESTRICTIONS AND REGULATIONS

The buildings in Vilnius Oldtown territory have to correspond to certain rules. The new architecture is required to respond to the context with its aesthetical and spacial characteristics. The roofs ought to be inclined and finished by typical local materials like clay tiles or copper, tin cladding.

The chosen site has a height restriction of 2-3 storeys + mezzanine floor. The urban morphotype on the site is "perimetric possession type", which means that the building should form a perimeter along the site boundary with extending "possession" areas towards the inner side of the site (a characteristic of the former private houses urban structure).

The density for the building structure on the site is set to 40-60%. However, the project proposal built density is ~70% due to enriched programme for the overall area. The public building contribution to the whole area is an argument to increase the built density.



SITE BIRD-VIEW



THE SOUTH-EAST EXTERIOR VIEW



## DESIGN PROPOSAL

The project design programme consists of four main blocks: residential, shops, restaurant and a public multifunctional building called Creative Factory.

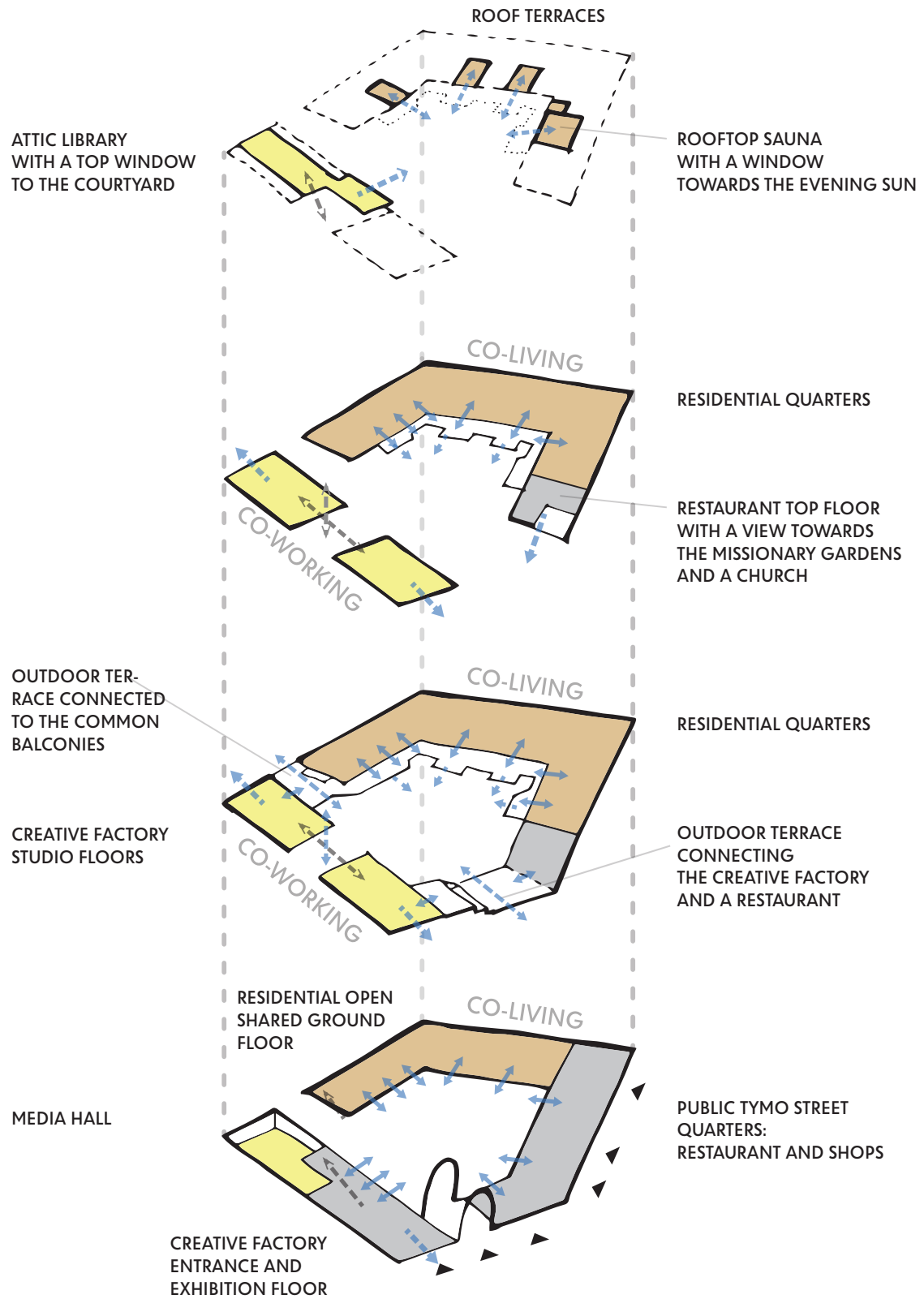
The proposed building programme is inheriting some already existing characteristics from the site (and its history): the public facilities such as shops and public clubs are operating on ground floor along Tymo street; the residential building is designed for the artists' and other creatives' community, who would to live and create, collaborate on the site; the new restaurant would collaborate with the local food market.

The most intense pedestrian flows are on the South side of the site, thus the public Creative Factory is aligned along it.

Overall, the most public facilities are closer to the outside streets, and the more private residential spaces are deeper in the block.

The intention is to create a self-sustaining community that would live, work and curate all the building life themselves, thus they can regulate freely all the activities and programmes from the inside. The public shops would work as rental places that would help the residents to maintain all the facilities.







COURTYARD VIEW

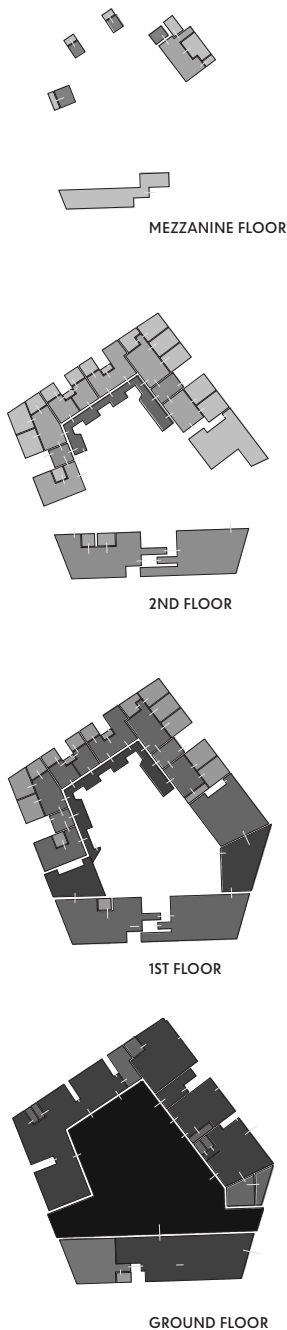


## CONVEX INTEGRATION DISTRIBUTION

"[...] a spacial measure of how integrated or segregated a particular space is within the building or a settlement is a powerful predictor of how busy or quiet it is likely to be." \*

The building shared spaces are the most spatially integrated and the private bedrooms are the most segregated spaces in the structure. This corresponds to the most public and the most intimate activities happening in the building. The courtyard works as the most integrated space in the structure - thus it operates as the common centre in the whole complex. For this reason it could be a perfect space for public happenings such as speeches, concerts, public fairs etc.

\* source: Myrilia Bonnes and Gianfranco Secchiarioli "Environmental Psychology. A Psycho-social Introduction"

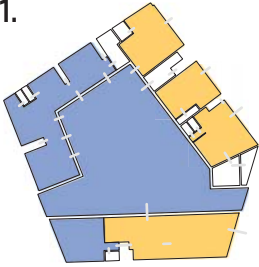




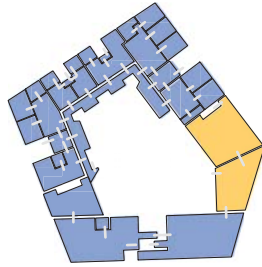
# POSSIBLE SCENARIOS SCHEMES

■ OPEN TO PUBLIC    ■ ACCESSIBLE JUST FOR THE RESIDENTS

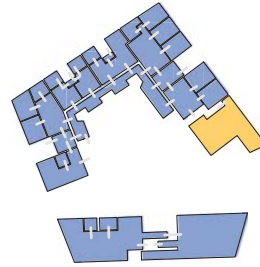
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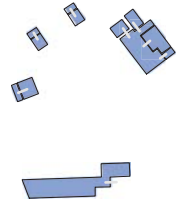
GROUND FLOOR



1st FLOOR

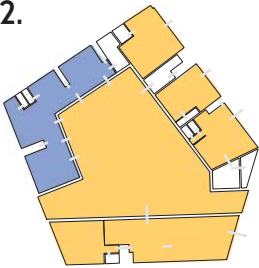


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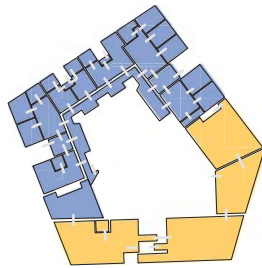


3rd FLOOR

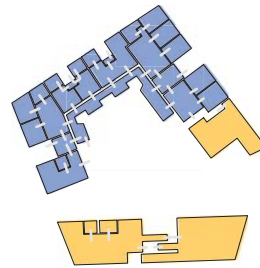
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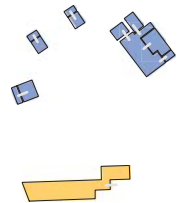
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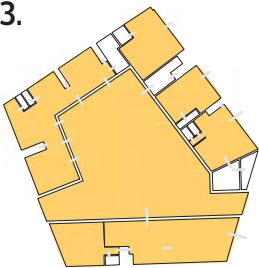


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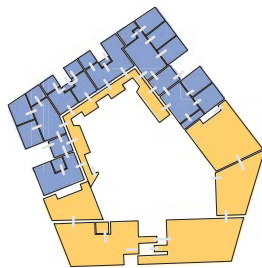


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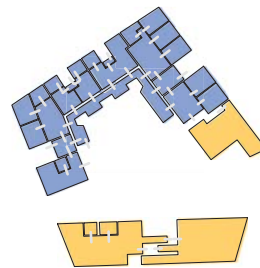
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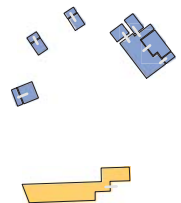
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1st FLOOR

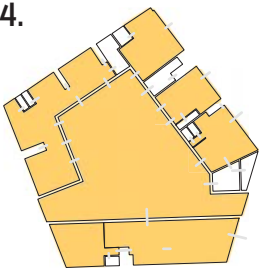


2nd FLOOR

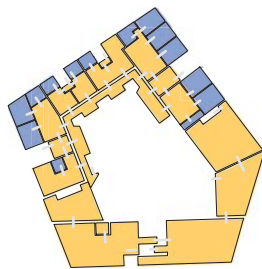


3rd FLOOR

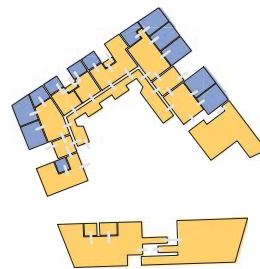
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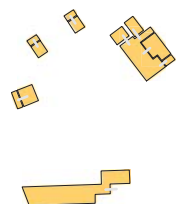
GROUND FLOOR



1st FLOOR



2nd FLOOR



3rd FLOOR

## GROUND FLOOR - CLOSED SCENARIO

The intention of the project is to provide a variety of flexible open spaces that would serve for different activities. Therefore the ground and first floor plans are demonstrated in two distinct scenarios.

The closed ground floor shows the minimal amount of public flows into the building. Here it shows an open shared community residential quarters, more private activities in the courtyard. Since the community of residents are creatives, the Eastern part of the Creative Factory ground floor is always open for the public exhibition of their work.

The Tymo street shops always work as public quarters and belong to the public street life, but can also collaborate with the local creatives' businesses.

The existing building to the North of the site has locked gate entrances from Tymo street. Similarly the main Eastern entrance of the proposed building has gates that could be closed, if there are some private activities happening on the inside.



## GROUND FLOOR - OPEN SCENARIO

The open scenario shows the people flows when a public event (ex. workshop) is happening on the site. In this case both West and East entrances are open to the courtyard. The Creative Factory ground floor activity extend to the courtyard and if needed, to the shared residential quarters. There is a possibility to open Tymo street shops and a restaurant to the courtyard too.

To sum up, the whole ground floor is working as one open space for the common activity. The building structure is opened to its maximum to invite the public to the inside and engage in the local event.

■ RESIDENTS  
■ VISITORS



GROUND FLOOR  
OPEN SCENARIO



CREATIVE FACTORY GROUND FLOOR VIEW

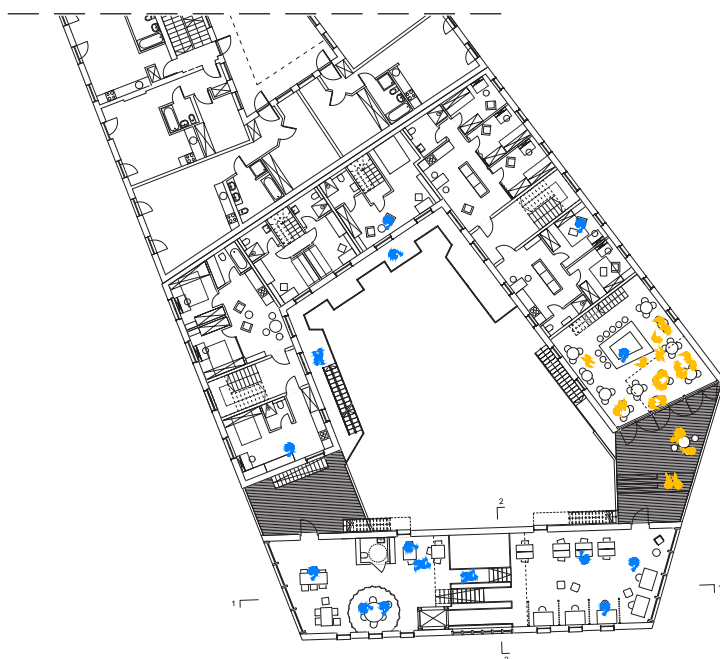


## 1st FLOOR - CLOSED SCENARIO

On the closed 1st floor scenario most of the work-day activities are happening in the Creative Factory. Here all the upper floor studios and a top floor library of the CF belong to the residents and their curated activities.

The public are allowed to the restaurant, where their can reach the 1st floor restaurant terrace and have a peak to the courtyard or admire the Missionary church view. The West side terrace is for the residents' use in this case.

The apartment bedrooms are designed as compact as possible to counterweigh the expenses of all the shared facilities. The bedroom furnishings are intended to be moveable, so that it would be easy to accommodate different activities in the room (for ex. the bed could be closed vertically next to the wall and a desk could be the same way lifted up to create a personal work-room).



CLOSED SCENARIO

1ST FLOOR  
 ■ RESIDENTS  
 ■ VISITORS

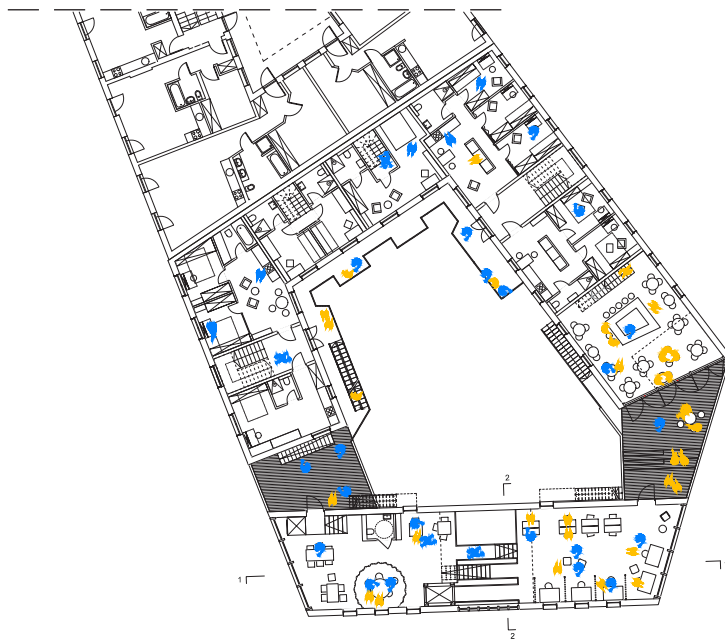
## 1st FLOOR - OPEN SCENARIO

On the open scenario the residents could invite the public to enter upper CF studios, courtyard balconies and even their living rooms, if it is needed.

The restaurant programme could collaborate with the happening public events and the restaurant terrace would be open both to the CF and a courtyard down-stairs.

### OPEN SCENARIO

1ST FLOOR  
■ RESIDENTS  
■ VISITORS



## 2nd FLOOR

On the 2nd floor CF contains open studios that have some moveable partitions to create some private rooms if needed.

All the apartments living rooms are facing the courtyard balconies as well as on the 1st floor. These balconies are extending the living room spaces to the outside also creating a possibility for social interaction in the courtyard space.

The restaurant goes all the way from the ground to the 2nd floor letting the visitors to enjoy the views to the Missionary gardens.



2ND FLOOR

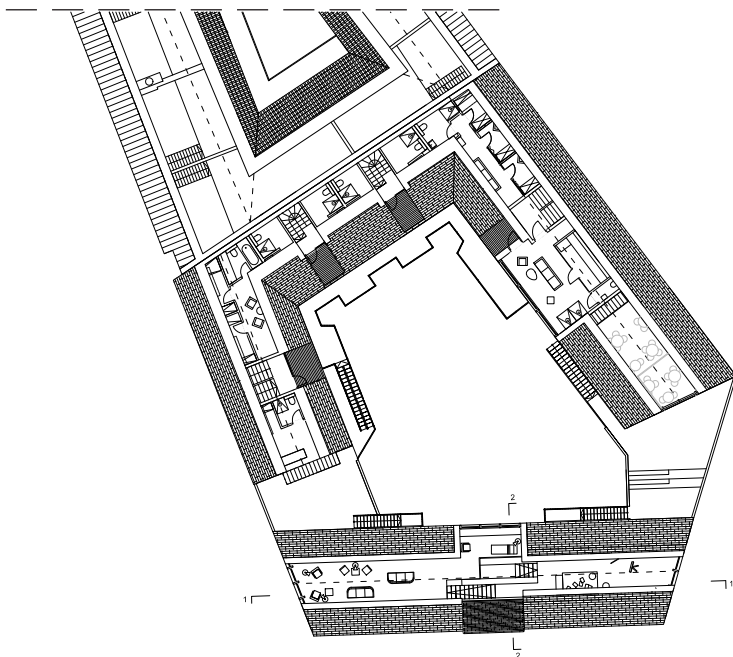


### 3rd MEZZANINE FLOOR

The top floor provides some more exclusive spaces. On the residential block the roof terraces are opening to the courtyard. A sauna is put on the East block with the lounge area facing the West sunsets.

The top floor of CF accommodates a cosy attic space for a library with a reading mezzanine facing the North towards the courtyard.

3RD FLOOR

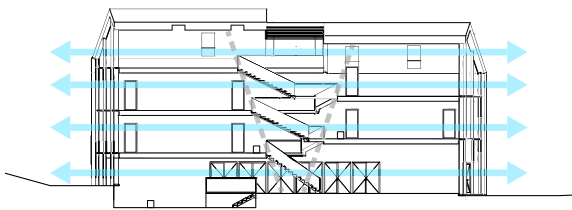


## CREATIVE FACTORY

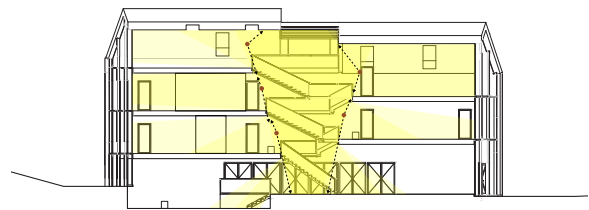
Creative Factory is an open shared building that is designed to work as in-between space. The space stimulates a collaboration spirit. It is an open structure that invites everyone to co-live, co-create and co-operate. It is welcoming visitors from the outside with its see-through facades.

The programme for the shared building was defined by the site context: there are many artists and art students working around. The project is suppose to be a model demonstrating how a building programme can adapt to the local users and their needs. Therefore, for any other site, the shared building could be a sports hall for the sportmen, an open kitchen for the bakers community, a greenhouse for gardeners, etc.

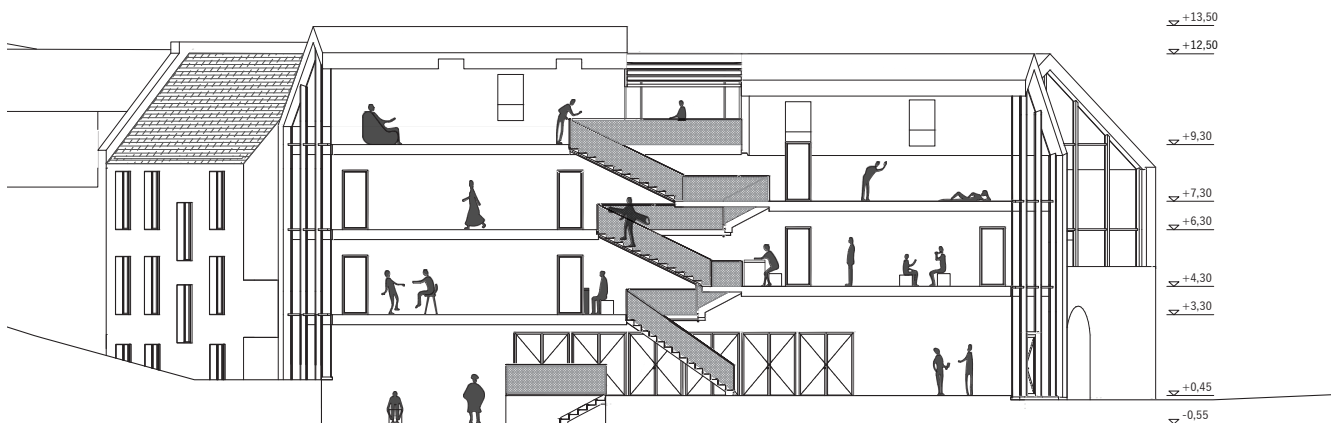
The interior of the CF provides many interactive spaces that could be seen through the central interior atrium. The "interlocking" floors let the users see multiple perspectives at the same time. Such an open and dynamic space creates multiple possibilities and opportunities to interact and accommodate it depending on the activity.



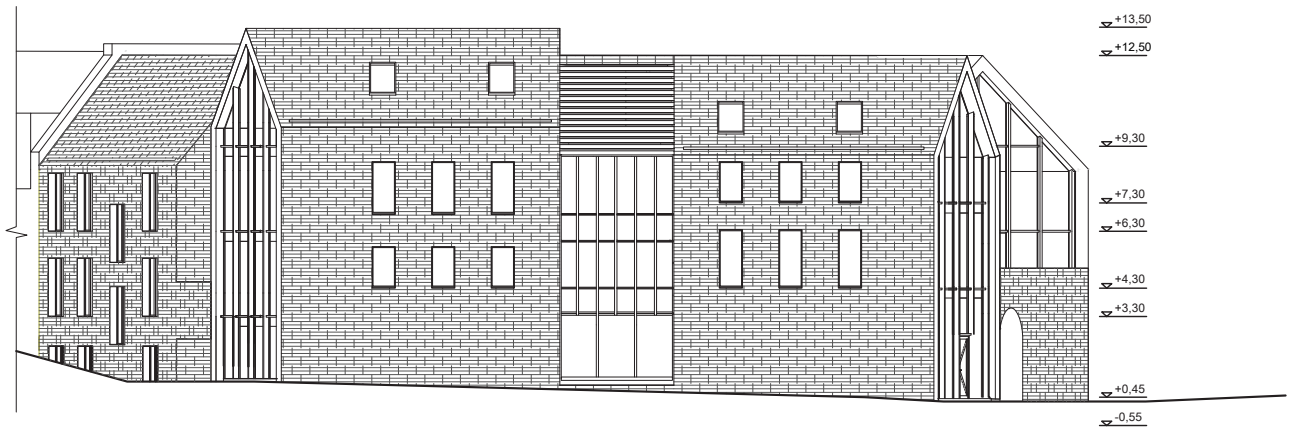
SECTION 1-1  
VISIBILITY SCHEME 1.



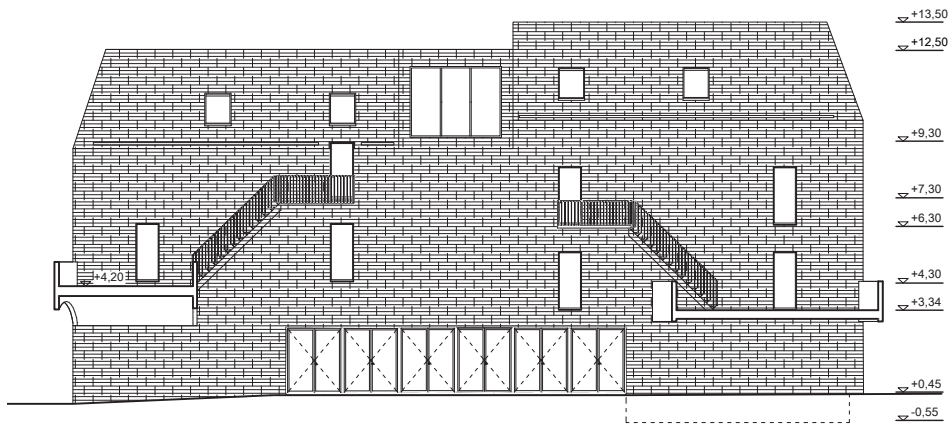
SECTION 1-1  
VISIBILITY FROM THE INTERIOR ATRIUM SCHEME 2.



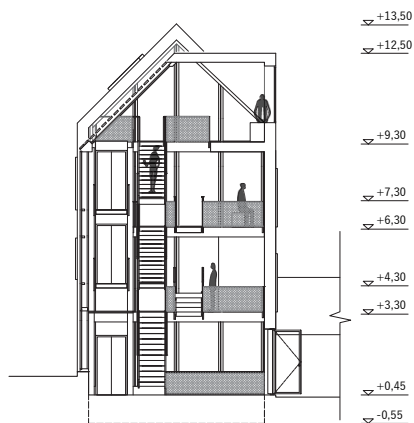
SECTION 1-1



SOUTHERN FAÇADE SC 1-200



NORTHERN CREATIVE FACTORY FAÇADE SC 1-200



SECTION 2-2



CREATIVE FACTORY INTERIOR VIEW



## MATERIALITY AND DETAILS

The most common Vilnius Oldtown wall finishes are plaster or brick. Roof finishes vary from clay to copper or tin cladding.

The existing Tymo street residential block is quite colourful and decorative in its finishes and details, therefore the proposed building block has more modest and modern finishes and details corresponding to the nowadays. The rhythmic of the facade openings binds the old and the new building blocks together into the coherent architectural language.

The main aesthetical feature of the new building block is a solid roof and wall clay cladding finish. One material wraps the whole complex on the exterior facades in that way corresponding to the one coherent programme inside of the building. Glazing curtain wall openings expose the public function.

The inner facades finish is in white plaster bringing in some light. It corresponds to the active programme of the courtyard similarly like the white interior of the Creative Factory.



EXISTING TYMO STREET FACADES

For the new building block white plaster wall finish is proposed. Modern rectangular shape clay plates are proposed for the roof cladding as an alternative for the traditional shape clay tiles (C36 528x240x37mm "Petersen Tegl"). Vertical apartment windows are inset closer to the interior to gain more privacy for the residents and some depth in the facade. Thin white painted metal framing gives some crisp precision.



WHITE PLASTER



CLAY CLADDING PLATES

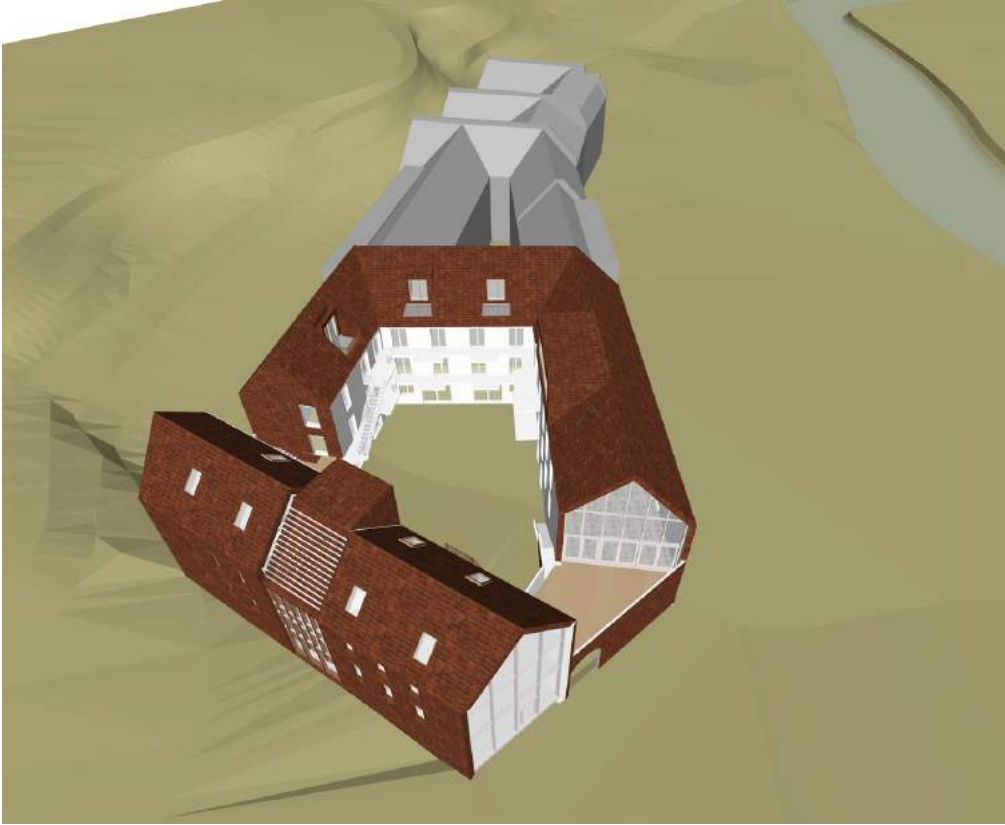


WINDOW OPENING AND FRAMING REFERENCE

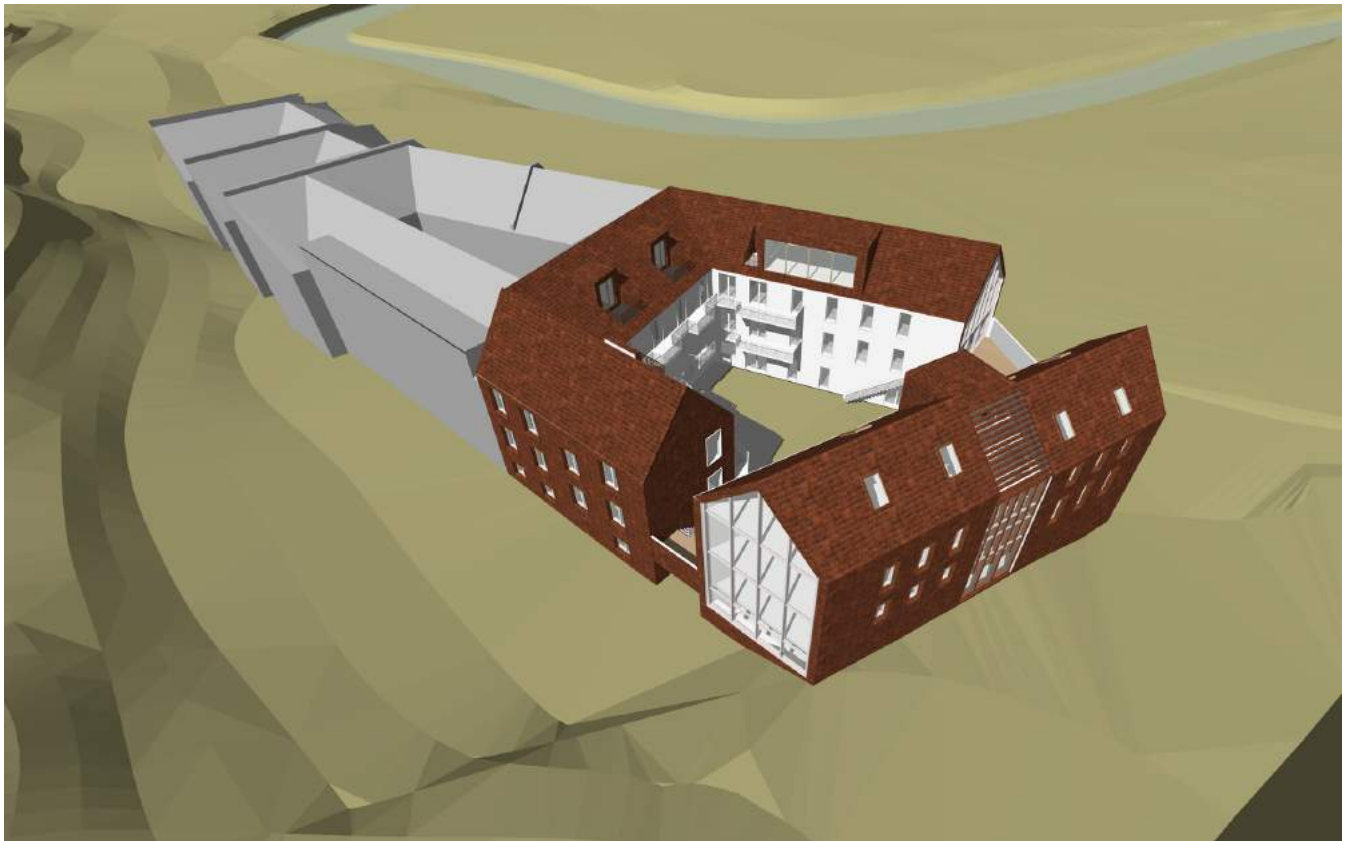


TYMO STREET (THE EAST SIDE) ELEVATION WITH THE EXISTING BUILDING BLOCK

## BUILDING PERSPECTIVES



BIRD-EYE VIEW FROM THE SOUTH



BIRD-EYE VIEW FROM THE WEST





HUMAN EYE LEVEL VIEW THE SQUARE



HUMAN EYE LEVEL VIEW FROM THE WEST



VIEW FROM THE RESTAURANT TOWARDS THE MISSIONARY GARDENS





## FINDINGS AND REFLECTIONS

A welcoming environment is essential to produce synergy that goes in and out of a community circle. Not to mention that some social behavioural aspects are fundamental to create such an environment, a physical appearance and layout of the space could have a great impact too. As a part of the circulating synergy, some spacial characteristics can also enhance social interaction. Creating open visual gaps invites a curious eye, hightens the opportunity for human encounter and communicates the programme of life happening on the other side.

Such an open and vibrant place works as a productive cluster of knowledge and creativity. It is an engine that works together with the context interchanging the minds and ideas. Open *connection* becomes an *opportunity* that has an outcome, it creates a spreading network of further connections. *Openness* is the main rule for generating a *synergy*, which is an essential driver for the common good in the tommorrow's urban society.

The principal spacial configurations that invite residents towards the common life are shaped by orienting the open shared spaces directly to the main entrances and/or everyday paths. It is a usual case, that the ground floor works the best for it, as it is very accessible. Due to its closeness to the courtyard/street and it can also become a part of the public life. An inner courtyard could be a primal symbol for the gathering space. It used to work as a common shared space even without intending it in many cities from the old days. It is a public outside space of an inside community. It is an open and shared "living room" of the building. In other cases, rooftop shared spaces are also very common and attractive with its views and open air atmosphere. The later are more private and exclusive, mostly used for the personal residents' needs. All in all, the orientation and atmosphere are crucial for the shared spaces. They ought to be vibrant and physically well connected to the context to communicate their inviting nature.

Nonetheless, it is important to ensure a proper level of residents' privacy when creating a co-housing for an open community. However open minded and active one can be, it is still necessary to provide comfortable living conditions with private quarters. A great connectivity between the private and public rooms with coherent flow of paths and entrances is a critical design moment for the succesfull socially functioning structure.

The created design demonstrates how a *gradient* from public to private spaces separate the distinct activities and ensures a freedom to adapt according to the occuring scenarios. The physical openness communicates the social openness and an open-minded stance to the public. Architecture that communicates and invites people to interact could make an urban life more sociable and enjoyable for its citizens.



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