

IN SEARCH OF

The [Missing] Place.

An urban story.

A Thesis By:

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Course

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The following project explores the theme of urban loneliness using an artistic approach. The initial brief enquired to research how to activate the leftover public space, hoping to create a [new?] topology that people can refer to when they want to be in the city with no ultimate goal or activity.

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A Last Word

A SEARCH

My research thesis is a search for a place to be, a place that would make the city an easier place to live and experience, when we are either constantly surrounded by a tumultuous public or isolated at home.

My search has led me to define a place that could provide simultaneously Space and Time to bridge what is missing in both the public and the private.

What is there left, not linked to commerce, not activity related, with no ownership and no disturbance?

This place that this thesis project looked for should provide a familiar feeling of home and safety, when you need a break or rest, and should compare to the basic need of human interaction with one of a shelter.

It has been a journey to research and try to create something that can be somewhere and everywhere, a place that one need not to look for but can stumble on at every corner.

A place that acts as a welcoming sign.

A search for the in-between place, an oasis in the city.

Introduction

3 MAIN THEMES

The concern of **loneliness** is a growing one amongst young people living in the city. Often far from family and friends, forced to move to find work or better opportunities, settling into a new life pattern is sometimes difficult.

Unfortunately, loneliness touches more than one age range or social group and as cities grow, so does social isolation. This is the first point that I will look at in this study.

Secondly I will explore what the city has to offer in terms of **leisure destinations** but also the potential of using the underdeveloped **public space** to be used as a tool.

My research will then explore how loneliness and growing cities affect society, illuminating some of the issues related to social alienation as well as the potential of the situation.

2 GOALS

The second part of this thesis will explain the two main outcomes of my study on the topics of social isolation, the limiting cities and social alienation. It will show how they become two goals for going forward as a result of this research.

1 STEP

The last chapter is an architectural proposal. It looks at **an object** that can be implemented **throughout our cities** in multiple places at a time. It looks at the difficulties that its creation may bring but also how this object would act as a **conversation piece**.

A

3 MAIN THEMES

01. Alone At Home



02. Want To Go Out



03. Disconnected
Society



01. ALONE AT HOME



LONELINESS DOESN'T DISCRIMINATE

LONELY BUT NOT ALONE

Since the very beginning, a few points were very clear for me. I had felt for a long long time that there were **something that was missing** in my urbanite life. Especially so as a single woman, expatriated with no relative living near me in the country I had chosen for myself and with friends scattered all around the globe.

I knew that it wasn't a lack of friends because I had plenty of them both abroad and in London where I was living at the time. Of course meeting with my social circle was quite difficult to arrange at times, when each one of us lived in complete different sides of the city and all had different working schedules. But I managed seeing a few friends a week, so **it wasn't friendship that was missing.**

I wondered then if it could perhaps be a lack of social interaction any given day. But I was working as a bartender in british pubs where the interaction between the customers and the person behind the bar is one of the key aspects of pub culture. Between the local people visiting daily and sitting at the bar plus the one-off customers and of course my co-workers, I spent my six to fourteen hours long shifts chatting with people. So no, **social interaction wasn't the missing piece.** As for home, I lived with a good friend of mine and we made each occasion shared in the kitchen/living-room one to hang out together.

OFF THE LINE

The years that I particularly associated with the growing feeling of a missing piece were around a time when I was also very connected on social media and screens in general.

It was around 2014 and the benefits of Facebook were not so widely questioned by many - as it is perhaps the case today - and back then I did spend - like so many of us- hours scrolling down my news feed during my time-off. It was at that time that I started identifying a stronger need to go out of my house to be off the line.

However, I found it fairly hard to just go out without an aim, especially on a fairly tight budget and without going all the way to central London where I would have had to stay for at least a few hours to make it worth the trip. I did walk a lot around my neighbourhood to discover places near me -exploring residential areas being one of my all time favourite activity to do- and I did get to know the numerous parks around me, as well as the complex network of streets in all cardinal directions from mine. But I often wished I had an excuse to go out more often, for instance if I had a dog to walk or a child to entertain. But I did not. And the prospect of going out aimless, without a place to go to and stay if I didn't feel like I had much energy to walk for long or for instance if it was raining or cold, was exhausting. So I would just stay at home instead.

One of the first points that I outlined was **how to engage in activities that are off the line?** And how to stay out of my house for longer than my necessary trip to the grocery shop or a short walk around the block?

A TINY HOME for a big big city

WHEN CABIN FEVER SAYS HI.



A PLACE TO BE

WHERE TO GO?

From there, I started being tired of the fact that the burden falls on you to find a place to go and a place to stay in our urban context. From time to time you might stumble upon a cafe or a pub, but most of the time it is your destination.

If we picture a realistic situation, today, when we want to take a break when with friends for example, one person will pull out his or her phone to try and find a place to go. Criterias are always complex to navigate; "Is the place big enough to find a table? Do they serve brunch? Will they have draught beer? Do they offer a vegan option?" The list can go on and on. All in all it tends to often turn into a mission to find a place that accommodates all those criterias.

One of my recurring question as a lone wanderer has often been why can't it be easier to just find a place to stay? What happens when you need immediate rest, be it because you experience a sudden physical uneasiness or you are going through a mild to severe mental exhaustion? In those cases, looking for a place to be and stay can rapidly become problematic. I will in this research go through places that are currently available across our western cities and show the limitations I find they all have.

I WANT LIFE FROM THE CITY

So after identifying that I was not lacking friends or daily social interaction but that I wanted to be spending more time offline, after I tried to go out and walk around and got exhausted by the idea and the fact that I always needed to actively look for a place to seat, stay and be, I realised that home was the best place to stay because I could remain there for as long as I please (obviously for as long as I didn't have life commitment such as food to shop, prep and eat or getting my clothes, body and mind ready for work etc.) but **being out in the city provided me with random encounters and situations that made me forget about the daily struggle. Something I needed but couldn't get at home.**

Why don't
we make more use
of the **CITY**
**AS AN EXTENSION
OF THE HOUSE?**

02. WANT TO GO OUT

GETTING OUT OF HOME

Benefits of going out of your own home would include getting some fresh air, getting some exercise done but also having a change of scenery and clear up your mind.



NATURE IS FAB BUT NOT AVAILABLE TO MOST

Some of you might say going out is not an issue. When you want a break from the city you just jump on a bus or drive your car out to the countryside, mountain, seaside, forest etc. whatever picks your fancy or lies nearby.

Getting some fresh air, have a change of scenery, take an adventure and lose yourself in mother nature. That's all really nice and all but unfortunately, this is not a possibility for many people.

It can be simply **costly**, **difficult to plan** if you **rely on public transport** and **nothing stops at your chosen destinations**, or it takes way **too long to commute all the way there**. Maybe you **don't know where to go**. Maybe you **don't have time to plan a trip or to go on a trip**.

- costly
- bad or no public transport
- long trip
- don't know where to go
- don't have time

A BIG BIG CITY for a tiny home

When looking at a map, whether of a street, a city, a country or the entire planet, it becomes alarming how infinitely small the space that we call home really is.

What are those places that we go to?
How many places can we claim ours?
What to do in case of feeling uneasy?
How much can we rely on the city to provide places to occupy?

+ home



NON COMMERCIAL

If you start thinking about all the places you can go to in the city as destinations, the majority are probably based on commercial activity.

This section lists activities and places that are available within cities.

In search of a non-commercial place.

DEFINED DESTINATIONS



SOME OF THE MORE IDLE THINGS TO DO IN TOWN

that require little planning

INDOORS

WHEN IT'S COLD:



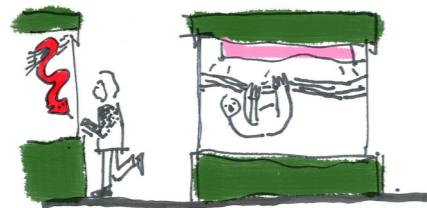
PUBLIC LIBRARY



COFFEE SHOP



SHOP



MUSEUM

OUTDOORS



PARK

non-exhaustive list of
LEISURE DESTINATIONS
 in the city

With friends Alone With children With an animal

	With friends	Alone	With children	With an animal
COMMERCIAL	PERMANENT - cafe - museum - bar - cinema - casino - swimming-pool - restaurant - ice skating - racquet sport - escape room - zoo - theme park - lasertag - show	- cafe - museum - bar - cinema - casino - restaurant - zoo - theme park - arcade room - swimming-pool	- restaurant - zoo - theme park - swimming-pool -	- park
	TEMPORARY - Sport event - Festival - Class [gym, art, cooking..] - Fitness Race - Fair	- Sport event - Festival - Class [gym,art cooking..] - fitness race - fair	- Sport event - fair - Festival - Class [gym, arts, cooking..] - fitness race	
NON-COMMERCIAL	PERMANENT - park - football pitch, - basketball - tennis court, - volleyball, - badminton	- park - city centre	- park - playground	- park
	TEMPORARY	<div style="border: 2px solid red; padding: 5px; transform: rotate(-5deg); display: inline-block;"> THE LIST CAN GO ON... </div>		

A BIT LESS CHOICE AS A LONE PERSON

The list showed on the previous pages is non exhaustive but illustrates a pattern. Yes there is choice of leisure destinations as a lone person but a bit less than than for people with a family, an animal (dog, horse...) or accompanied by friends.

I don't deny the fact that as a lone person it there are also some advantages at times such as:

- less costly without children
- no group coordination

non-exhaustive list of **LEISURE DESTINATIONS** in the city

SUBJECTIVE SELECTION

WHERE A PERSON CAN'T GO ALONE

- racquet sport practice
- laser-tag
- escape room

THAT CAN BE LESS FUN ALONE

- theme park
- fair
- festival
- bar



PROS

- + EVERYWHERE
- + ACCESSIBLE
- + DEMOCRATIC

The Bench

CONS

- NO CLIMATE SHELTER
- DISTURBANCE
- EXPOSED

When you have to stop you have to stop.



PUBLIC SPACE

Public space starts as soon as you step out of your physical home, if you are lucky enough to have one. Once you have passed the door, the step down or up to the garden, the front yard, the hallway, the alleyway, the courtyard, the main gate, the ditch, the trees, the bush that is just beyond your house door, then you step out of your private space to enter a semi-public or public space. This moment in time between the door and the object that characterise the beginning of the street, the road, the parking lot, the boulevard, the pavement, the woods, the beach, the lake, is the threshold.

You have the space of a second, a minute or a few, to mentally and physically get prepared for the cold, the heat, the rain, the wind, the neighbour, the flow of passers-by, the cyclists, the cars parked or driving past, the roads and crossing people, stopping or monitoring the way you will move through space. Trajectory, speed and pauses, will be defined partly by the fluctuations of these elements on your way.

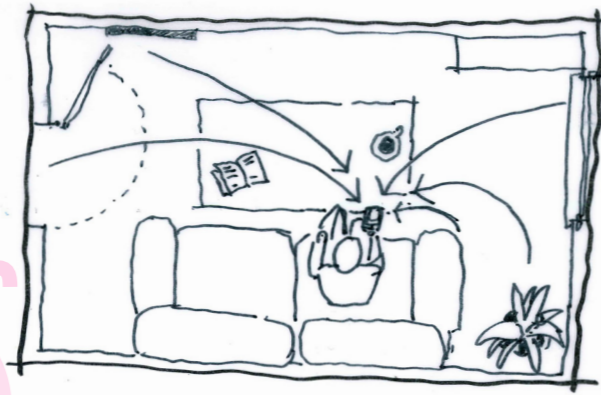
Your way to where? Sometimes it is obvious to you where you are going to, but you still have to decide how you will get there. There is a choice of direction and path; you might be aware of how to get to that destination. Sometimes one path seems to be the only possible or is one of the only ones suggested by logic, by someone or perhaps by a GPS. Most of the time the choice will be defined by the shortest line on the map, often is added to that factor the prediction of the flow of circulation of other users. But these elements already imply a knowledge of the surroundings. How did we get used to the network of roads and streets? It really depends on your very own experience. Perhaps you are a car driver and only know the flow

of traffic and the driving directions? Perhaps you are a wheelchair user and are constrained by the changes of levels of the ground? In all cases scenarios you have to adapt to different needs and desires; reach a destination as fast as possible, take the most quiet streets so that you are not rushed by other users, sometimes it will be the asperity of the ground that would be uneasy to walk on with a certain type of shoes, soles or heels. It is not often considered that the network of roads and streets might hold more than it seems when you are using them from ground level. Shortcuts might be not visible or the prospect of the unknown might stop you altogether from seeking a new or different path. Those streets and roads appear to most as just a tool for moving from point A to point B with a potential to stop over for an added need to visit a third point on that journey.



▼ **AT HOME**

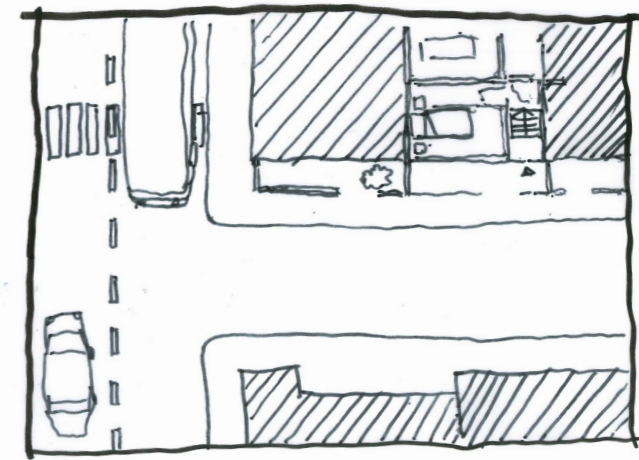
When at home, it is easy to forget the bigger picture, the world that keeps moving no matter what. It is even more so when the look on to the outside world is done through digital medium. The understanding of reality through a virtual space tends to erase the existing that lies all around us at all times. Getting out from time to time then becomes a need in order to sustain a healthy mind.



**WHEN THE REAL DISAPPEARING
IN FAVOR OF THE DIGITAL**



A TINY HOME FOR A BIG BIG CITY

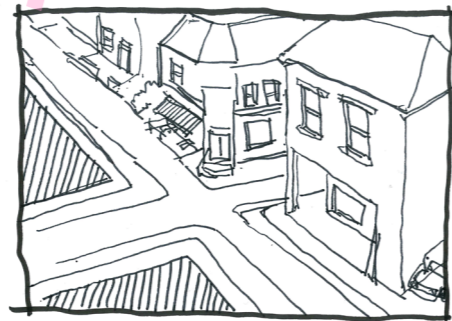


PUBLIC SPACE BEGINS

When out in the city, you are encouraged to be always on the move.

Between point A to point B, leftover spaces will appear but often go unnoticed and often are used as stationary lanes without many opportunities to occupy for longer than a short while.

I argue that this is a lack on our part as architects. We are given a great opportunity to use architecture as a passive tool. A tool that is left for citizens to use as support for when the city becomes too much.

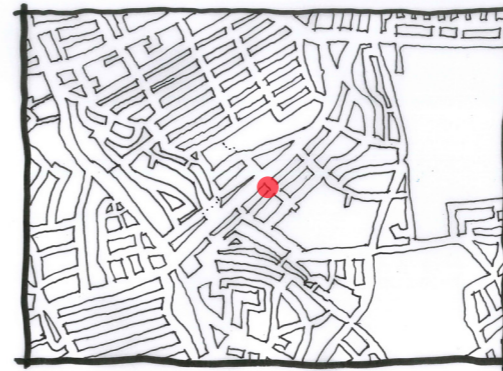


PUBLIC SPACE BECOMES 3D

LIFE FROM THE CITY



MOVING AND INTRICATE



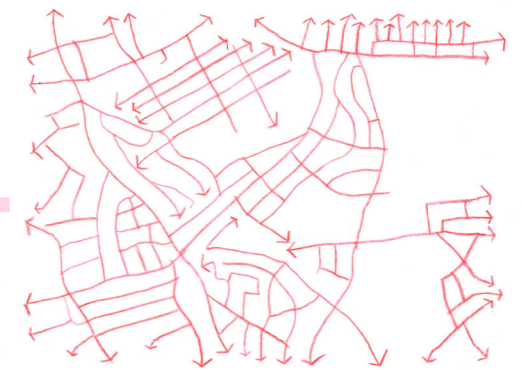
A MAP



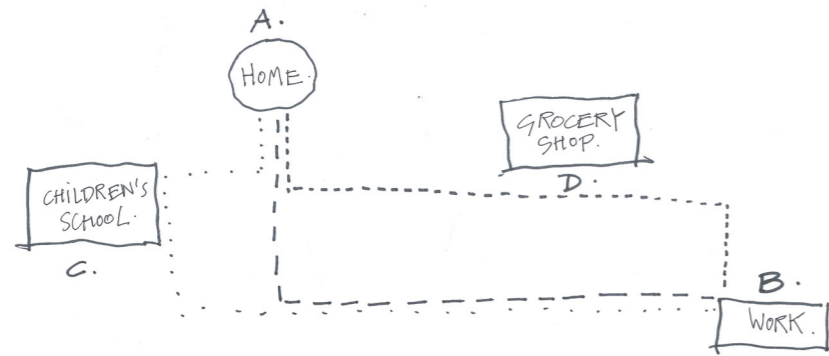
but also

THOUSANDS OF HOMES

= start and end points



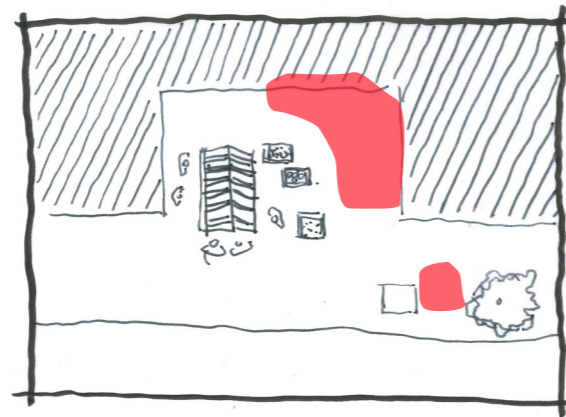
CIRCULATION NETWORK



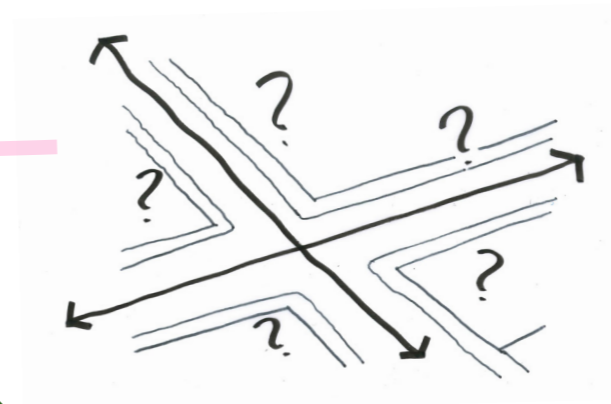
THE DAILY TRAJECTORY

- the direct way
- the daily way
- the occasional way

One of the points that I would like to illustrate here, is how rigid our use of the public space often is. Going from point A to point B and sometimes go through point C.



LEFTOVER SPACE



WHERE TO STOP ALONG THOSE AXIS?

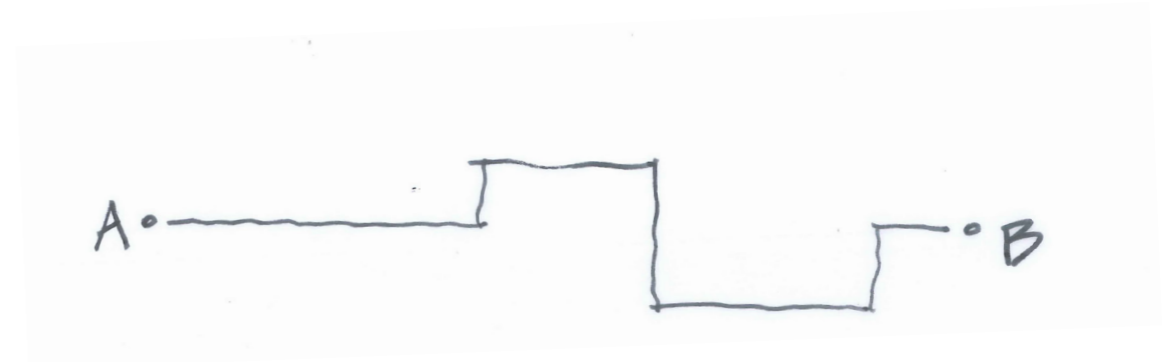
I like to underline the term passive because despite its overlooked name, passive here means non-disruptive and inert. Also mean that with no need to maintain a built structure surveilled 24h/7, it becomes accessible by all at all times. Similarly to a sculpture that watches over the city silently but that ponctual citizens will take notice of and enjoy by the simple fact that it is there, it exists.

A CHANGE OF DYNAMIC

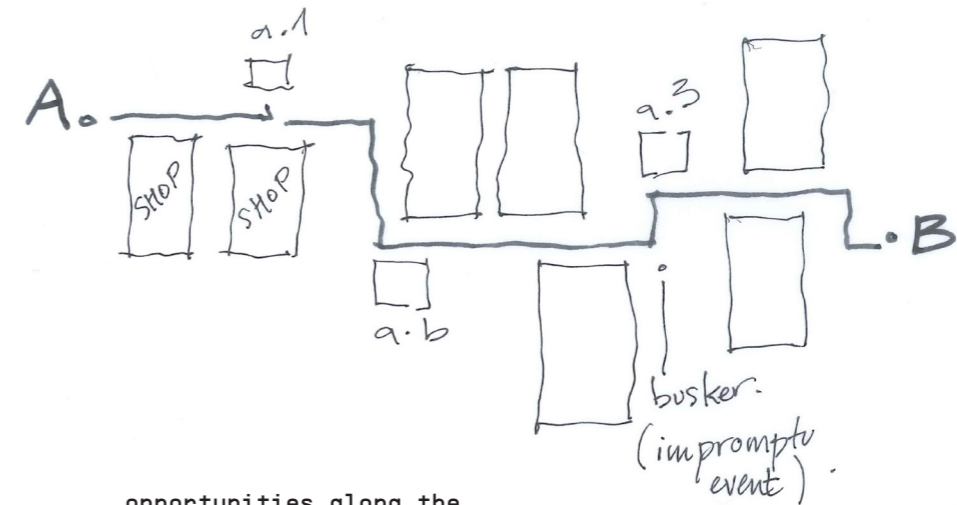
What are the distractions along the way?

How can we enable a break along the directional axis?

In this project EXISTENCE is indeed central. The term 'the missing place' evokes a whole or a non-existent. Just like buildings that traverses ages of time, an architectural piece also offer the idea of ever-being. Something that I believe is missing in today's society, where rocks to hold on to are very scarce.



a directional axis



opportunities along the directional axis

THE LEFTOVERS

A network of destinations linked by public space.

Then, from this physical dimension, this constraint of space and other users we can add the dimension of time. But time is an overlooked factor and most usually want it to be reduced to the minimum when it comes to using the city network. I then wonder, is there more to the street than a directional function?

If we start looking at a map of a city, if we take away all the built that touches the ground, and if we then look more closely, then it appears more clearly that the streets and roads are not just extending in a lengthy way, but also draw a very diverse variation of widths along that directional axis. This is an element that I believe have a huge potential. I think we can highlight the leftover nooks and corners that very few city-users consider as worthy of any interest, and use them more cleverly. Those nooks and corners have the potential to offer time.

That white space around the building imprint, I will call it the "negative space" in reference to the space on an artist's canvas that has not been covered by any paint. Some call that space a "Nolli plan" in reference to the study of the map of Rome by Italian architect Giambattista Nolli.
[add reference?]

Not many people seem to instinctively think of tootling [to move or proceed in a leisurely way] down the negative space, to explore what is beyond the visible and the useful. It is although an activity that video game players engage in, in digitally created universes. Parkour - a physical practice that uses the urban space as terrain for three-dimensional racing - is a sport that also explores the outskirts of the everyday and a sport that require its participants to re-assess every urban feature and give a new aim to it. A wall helps climbing, a fence means "a behind", a roof is a main road etc. I have been wondering, can public space become a hobby on its own? Perhaps yes, perhaps it shouldn't. However, I would like to add in people's mind, the dimension of playfulness possible in the city.

Let's make that space a more obvious place to spend more time. Let's paint a small iteration to bring awareness of the existence and possibilities of the negative space.

The forgotten places are needed.

02.

DISCONNECTED FROM SOCIETY

ONE CITY, ONE PEOPLE?

The project initiated with the assessment that there lacks places in the city where people can hang out or interact with crowds that they would usually not meet. An assessment that I have made throughout my personal experience living in different cities and different countries.

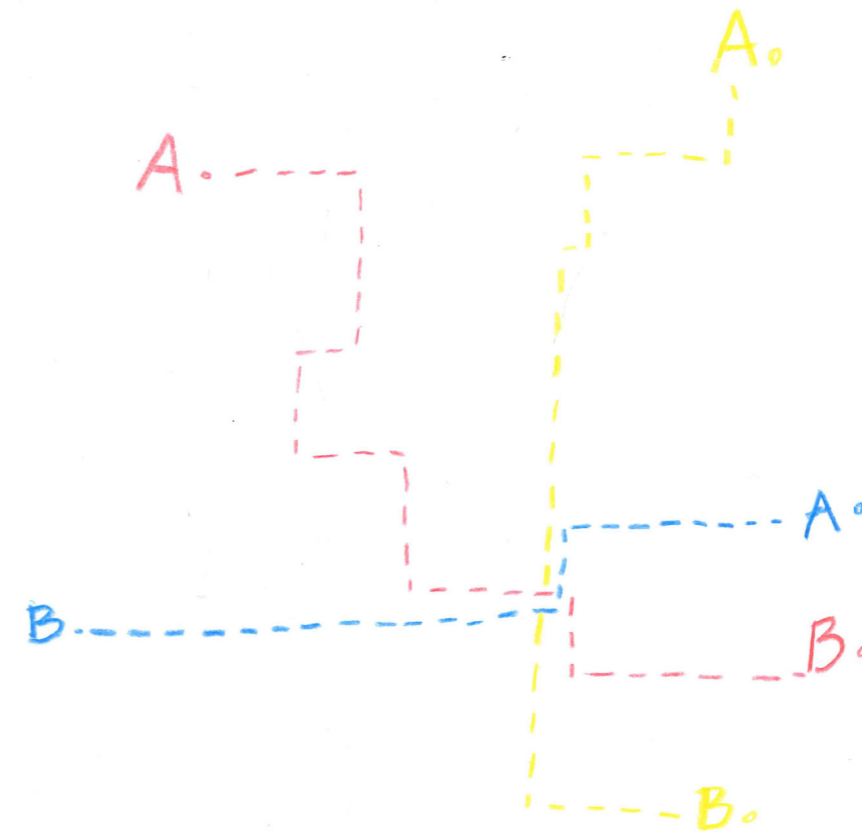
I have time after time felt the need to be surrounded by other human beings but not necessarily people from my own social group.

During my time in university, I have felt cut from the real world [other social groups, ages range or people holding different profession from mine], which is I think a loss on our part. Especially so as architecture students, where we are to design for all types of people, people that we don't get to know and understand if cut away from their reality.

After I graduated from my bachelor degree - I studied architecture in two art universities, one in the UK and one in the US where I went as an exchange student - I felt the need to reconnect with society, or at least part of it, and decided to work at a number of pubs, venues and restaurants. There I was able to meet with various crowds and observe and make sense of different dynamics and behaviours of people between themselves and people with space. While I wanted to also connect with the elderly and children, I could not find an easy way to do so. I realised that most people don't get to know people from varied age ranges and how segregated we are from one another. Why do we lack places that bring us together as a society and as a community of people?

ONE SHARED PLAYGROUND

Something that is easy to lose track of, is that we share our daily playground of a city with many other individuals. Calling people "people" de-humanise a part of their own reality. If we are to look at three different people (see figure on the right), from above and without knowing anything about that person's age, background, profession, marital status, social life etc. it becomes easier to put yourself in any of these people's shoes and even perhaps wonder what happens when they cross. Well, nothing most of the time. They might have a lot in common in their lives or not, but they regardless share the same city, and at one given time share the same exact perimeter. If at that very place would lie an item that offered to stop and stay for a short moment, then perhaps those three people would notice each other.



Our paths cross!

BB

2 GOALS

01. Conceptual

02. Concrete

A
MAJOR
EQUATION

TWO
RESULTS

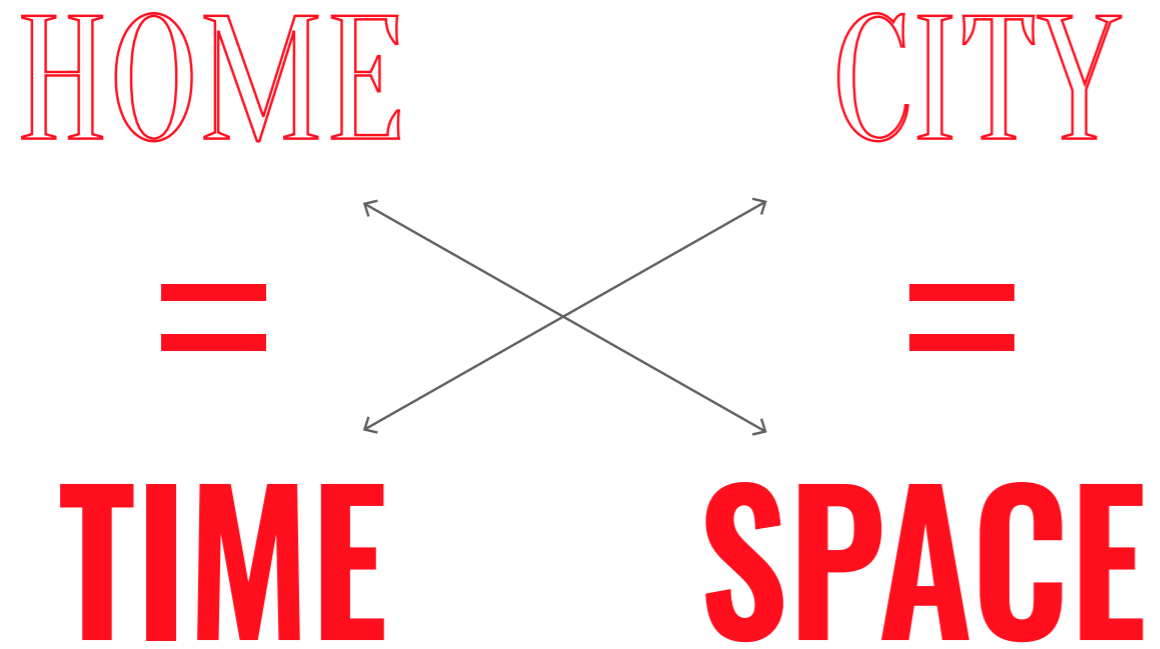
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TWO
GOALS

01.

A CONCEPTUAL
GOAL

A Song of SPACE & TIME



My first takeaway from this search is that
At home **we have time but not much space.**
In the city **we have space but no much time.**

Let's delimit
SPACE
that enables to spend
TIME
in the city.

1. WHAT IS MISSING?

WHERE THE TWO
MEET

An between place.
Best of both worlds.

Oppressive
to stay at home
for too long.

Exhausting
be out and about.
for too long.



A PLACE TO GO



A PLACE TO BE

SPACE&TIME
TOGETHER

02.

**A CONCRETE
GOAL**

Reconnecting Individuals In The City

1.
Alone
at Home

2.
Want to go
out

3.
Disconnected
society

RECONNECTING THE INDIVIDUALS

In The City

WHAT?

WHO?

WHERE?

Reconnecting
Individuals
In The City

What
exists

AROUND
THE
CITY ?

TPOLOGY



THE
BUS
STOP

TPOLOGY

A KNOWN TYPOLOGY AND DESTINATION



for who has a faith

TPOLOGY



for who has young
children

ANOTHER TYPOLOGY
TO RELY ON.

QUALITY



A PROTECTED, DELIMITED, EXCLUSIVE PERIMETER

QUALITY

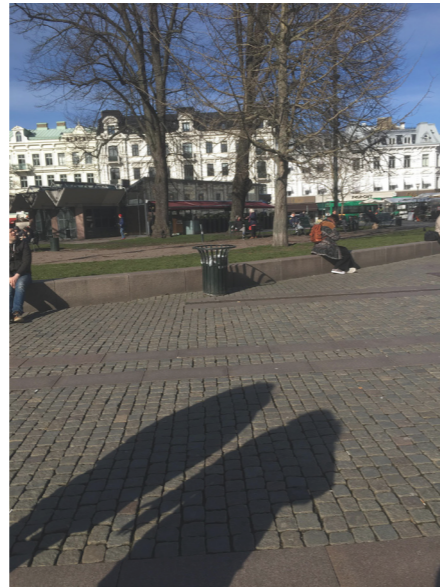


WARM

LIMITATION



SEMI SEATING PLACES



HIERARCHICAL



EXCLUSIVE

LIMITATION



WET



LESS WET

POSSIBILITY



LOOKING OUT



LOOKING IN



IN A CORNER
WITH VIEW



BETWEEN
TWO PATHS



STUCK
WHEREVER POSSIBLE

1

**1 FIRST
STEP.**

**ARCHITECTURAL
FORM**

A TOOL FOR CHANGE

**WHAT
CAN WE
PROVIDE?**

TIME & SPACE to

- APPROPRIATE
 - PAUSE
 - RECONNECT
- WITH EVERYDAY
- PRIVACY

IN THE CITY



Anywhere and everywhere

- 24/7 access
- stumbling upon it rather than looking for it:
- ACCESSIBLE TO A LARGER PUBLIC

SOME QUALITIES

As we discussed earlier, most places that you might seek as a refuge have some limitation. We can still learn from them.

1. A BENCH
Time

but time is bound to weather and other occupants disturbing

1. A BUS STOP
Shelter

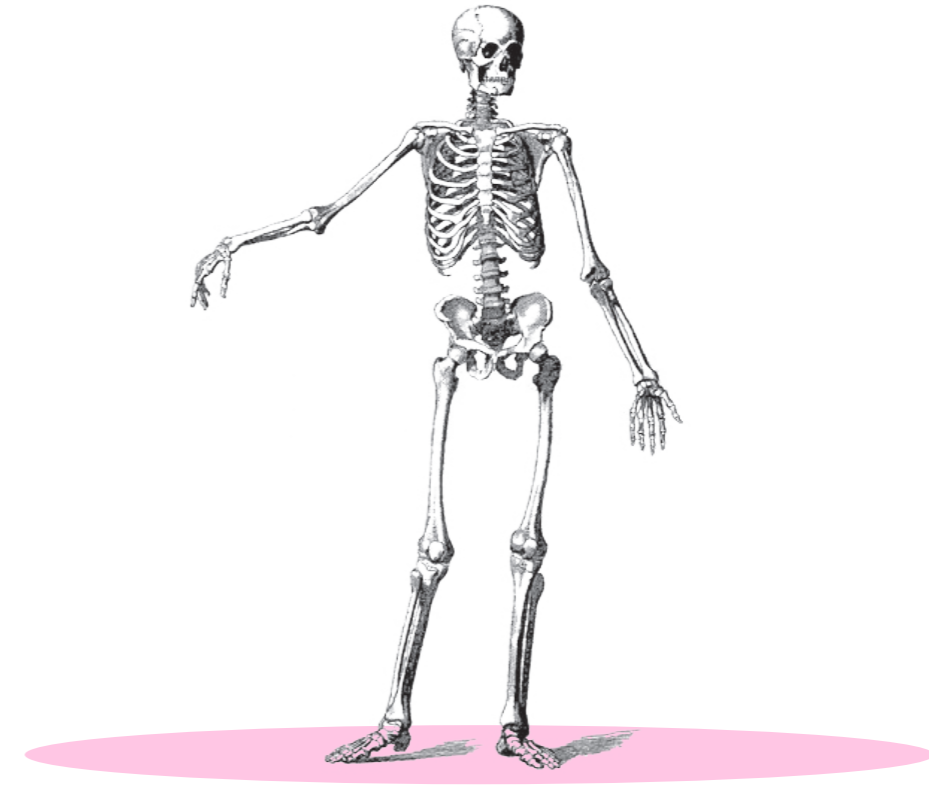
but no privacy and half open

1. A TELEPHONE BOOTH
Privacy

but no seating and is to a specific activity

DEFINING A PERIMETER

PERSONAL SPACE

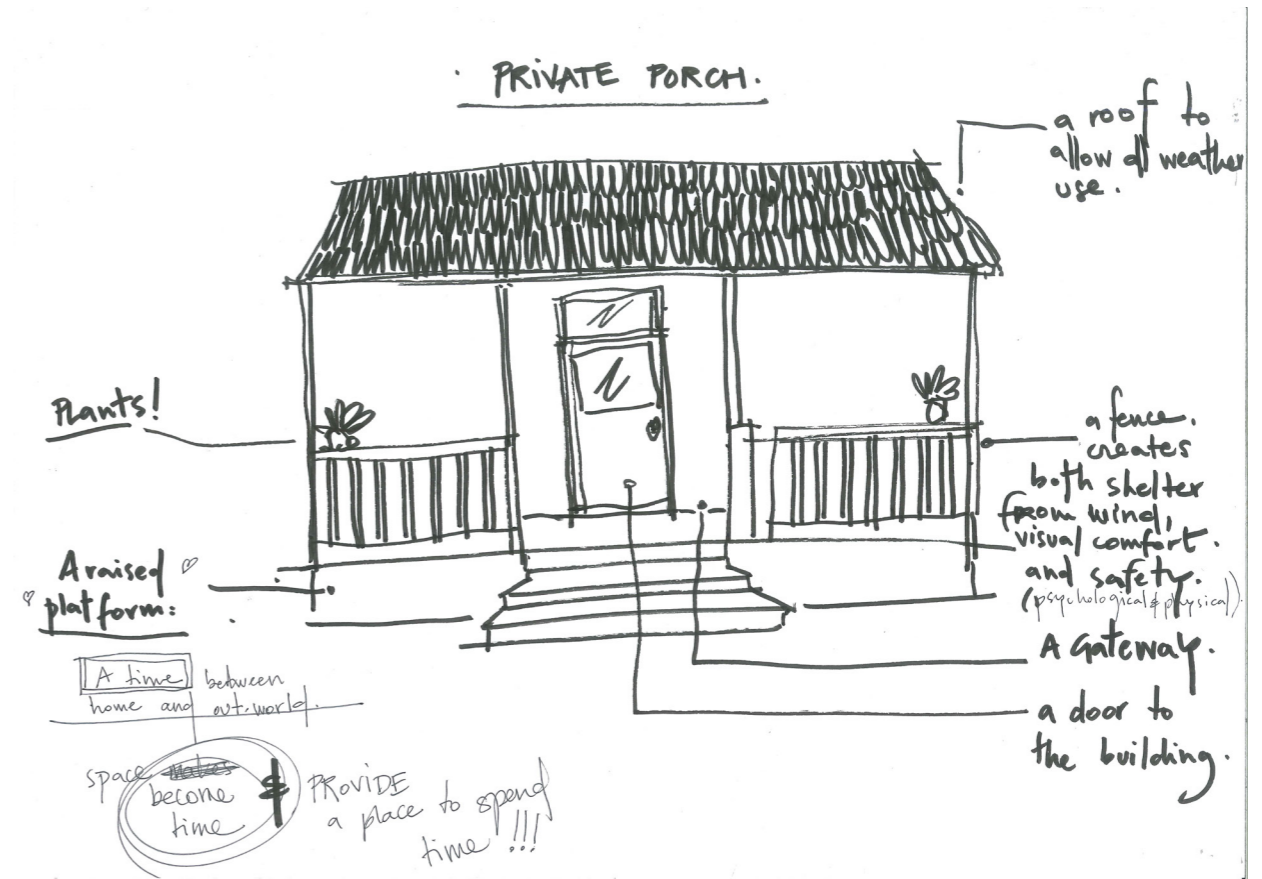




A THRESHOLD

LEARNING FROM THE PORCH

After long consideration of existing props in the city and places in more private settings, I became more and more curious about what the porch in front -or back- of people's home create. And I started asking myself if it would be possible to apply it to an urban level. What would happen if people who do not have a porch/balcony or other threshold place within their own home were offered that privileged space by the city? Would it be possible to claim that space for yourself and feel like you belong there as much as other people? Would it be possible for people to share that space in a 'mannered way'? Would it be possible to start implementing that entity with the same density as benches across cities? Would it be viable? Is it too costly? Too ambitious? I believe there is a high demand for it, but is there a physical space for it?



USES



contemplation



Reading



eating



Meeting

A TRANSITIONAL SPACE

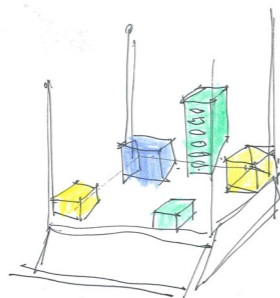
I come from a place where the porch is not widely used. In France, where I grew up, we have la terrasse, le balcon, the half-balcon so called french balcony and la veranda as common places that are designed as a place to gaze and have a idle mind. It is a threshold between the home and the foreign, the inside and the outside, the build and the natural, the private and the public, the staying and the passing. I have always been fascinated by those places where one belongs to but also where one already ventures out to the living, the rest of the world, the untameable. It offers comfort, for the mind to be introspective with an eye welcoming the outside, the unplanned and the unexpected. One can timidly accept the idea of a world beyond their own, a world where other people live, where those people have lives drastically different from the one you live, filled with objects and places and events that do not relate to your very own universe. A world filled with things you don't know about or are not aware of, a world with things that you might be aware of but that you decide to exclude from your life or cannot conceive to be part of it. Things and facts and places that you ignore but things and facts and places that could very well fit in your world if known or let into your life. The unknown is near and everywhere. The unknown scares and attracts. This link between the known and unknown that I have always been fond of.

FINDING THE FORM

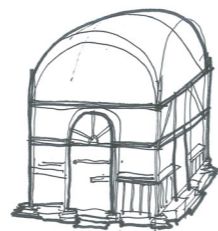
BRINGING PEOPLE TOGETHER.



ONE ROOF TO SHARE.



COLOUR CODING.

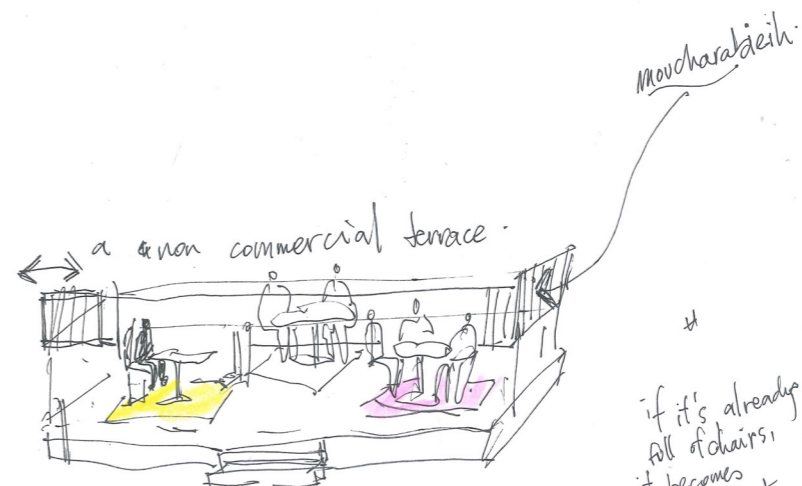
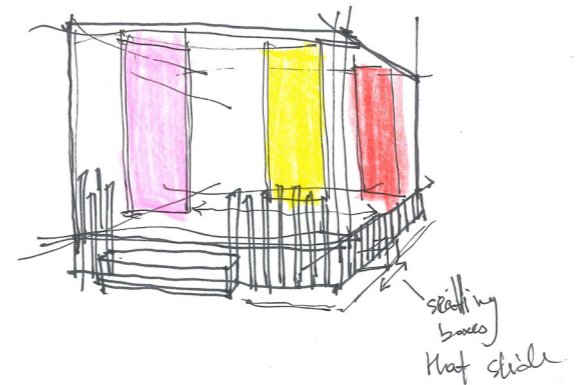


HOUSE-LIKE.



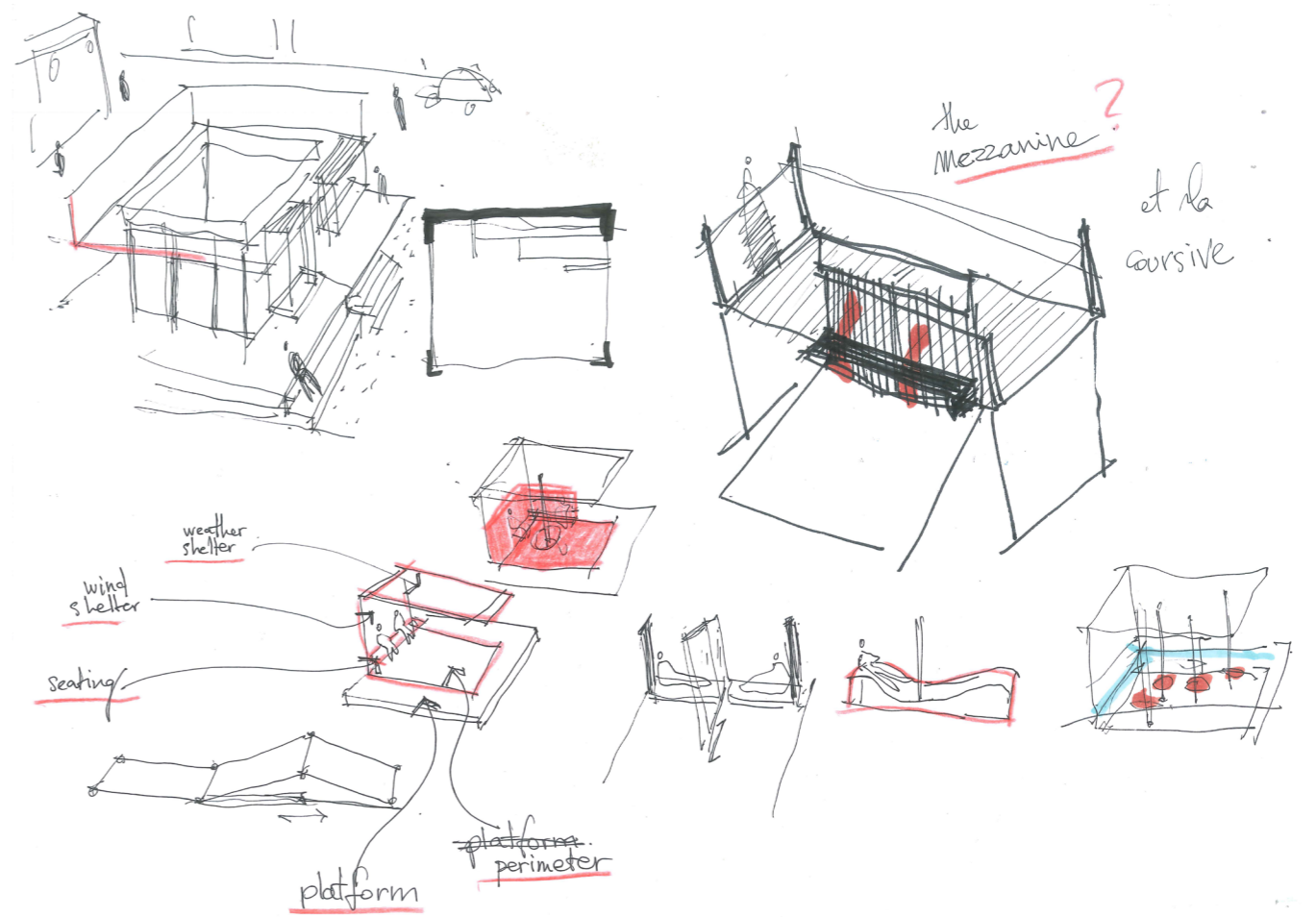
A SLOPE TO SHARE.

WHAT UNITES ?

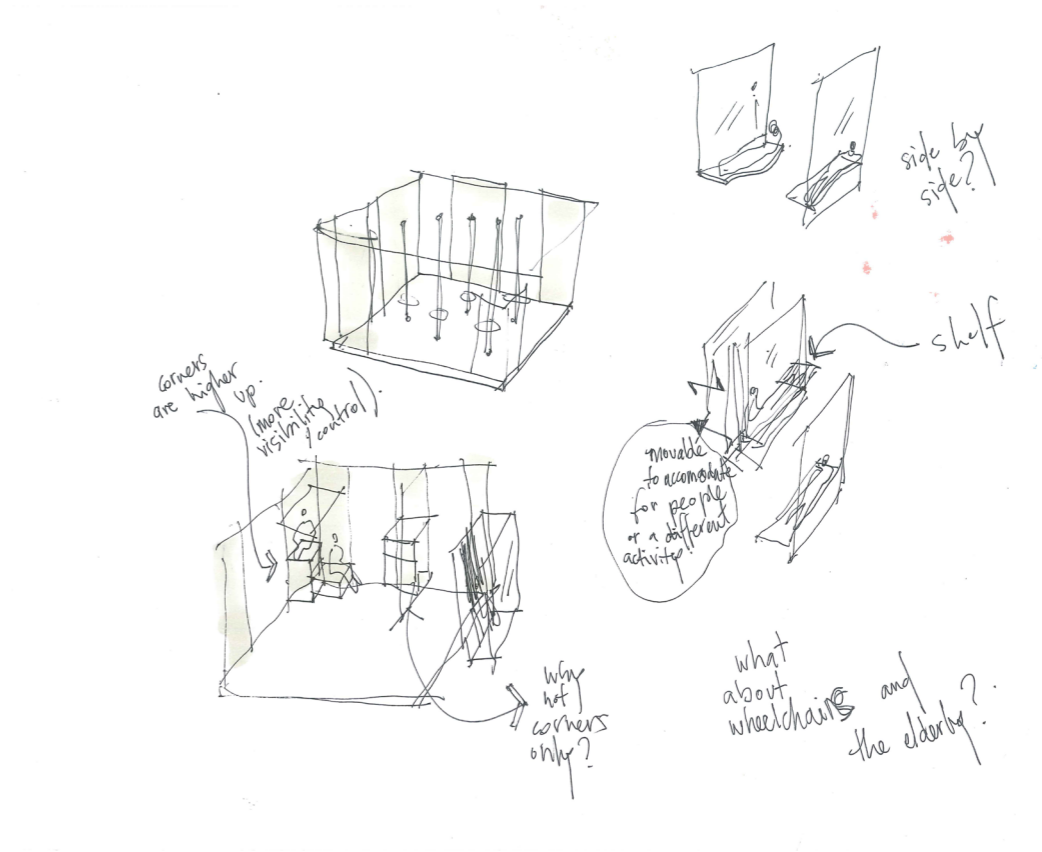


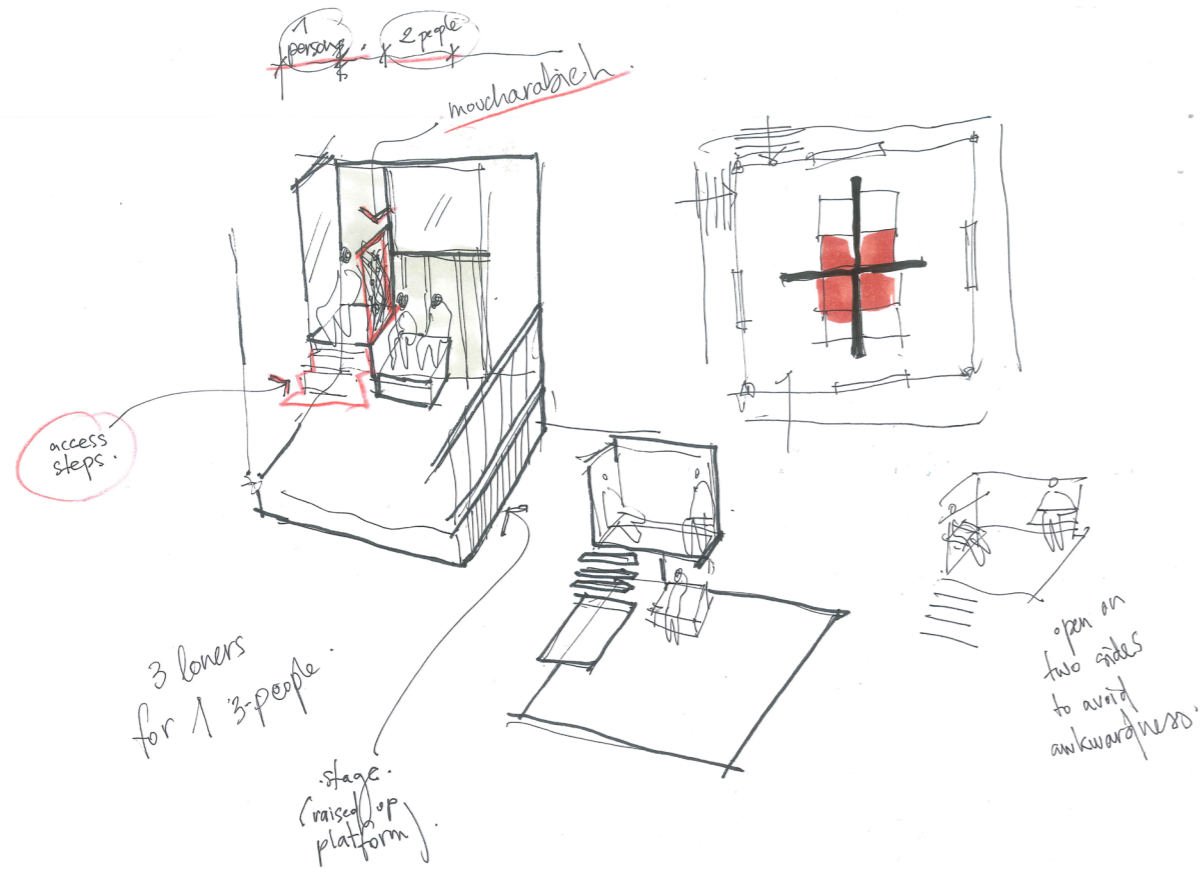
An enclosed perimeter

SHARING A SPACE



DIVIDING A CONTAINED SPACE

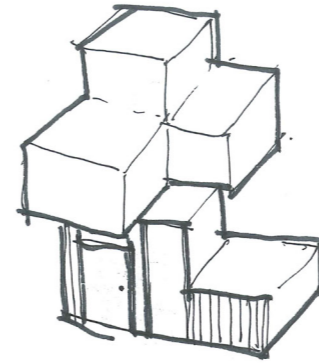




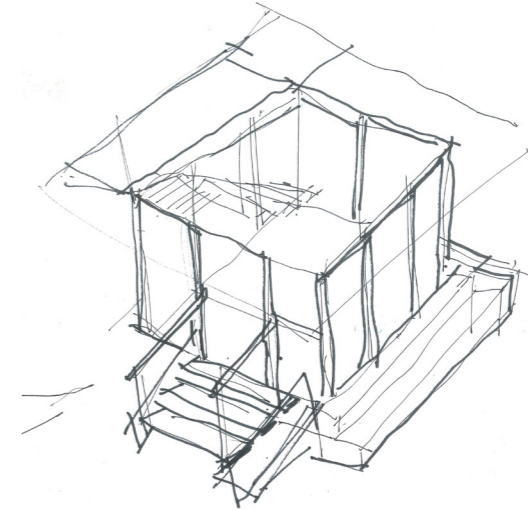
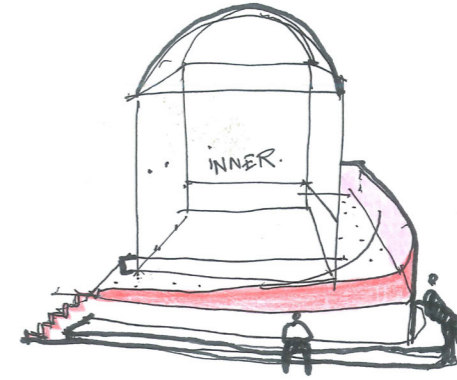
ORGANISING A HIERARCHY?



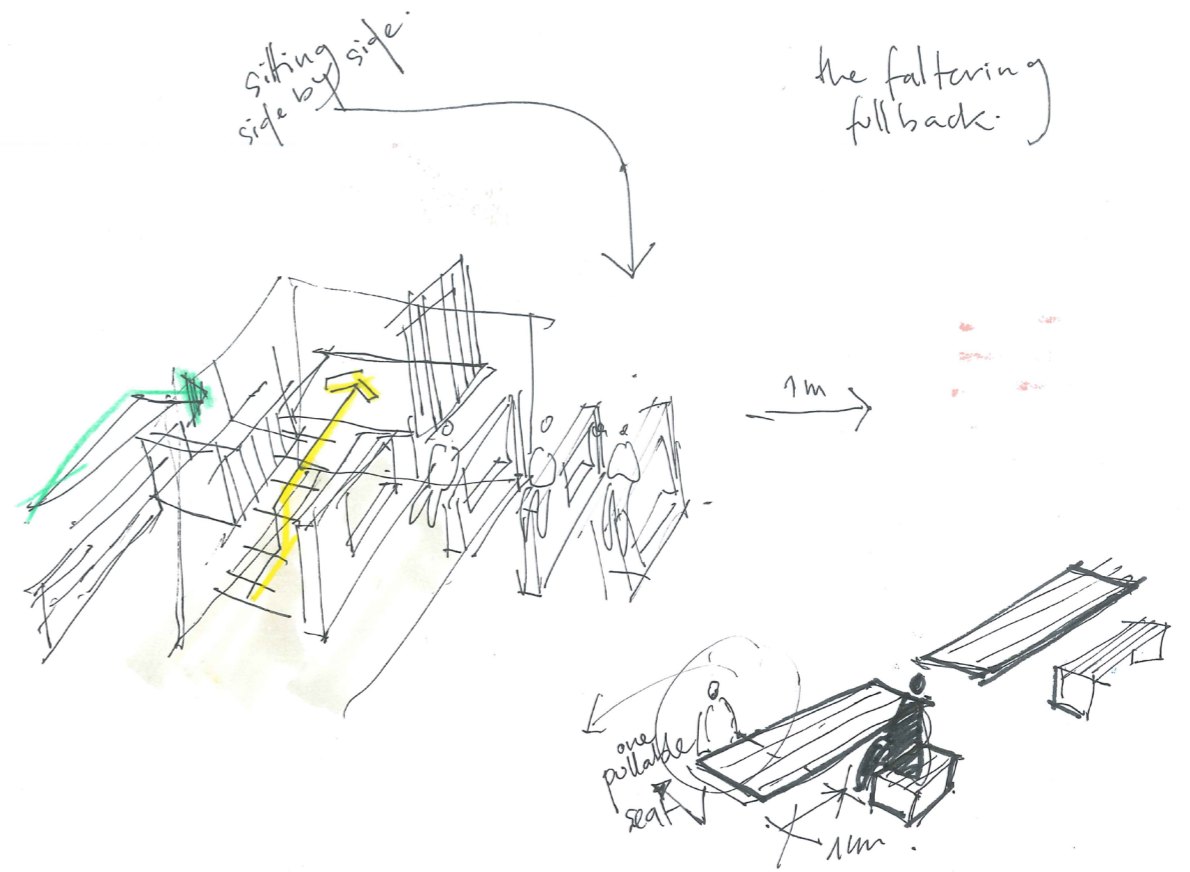
OUT ?



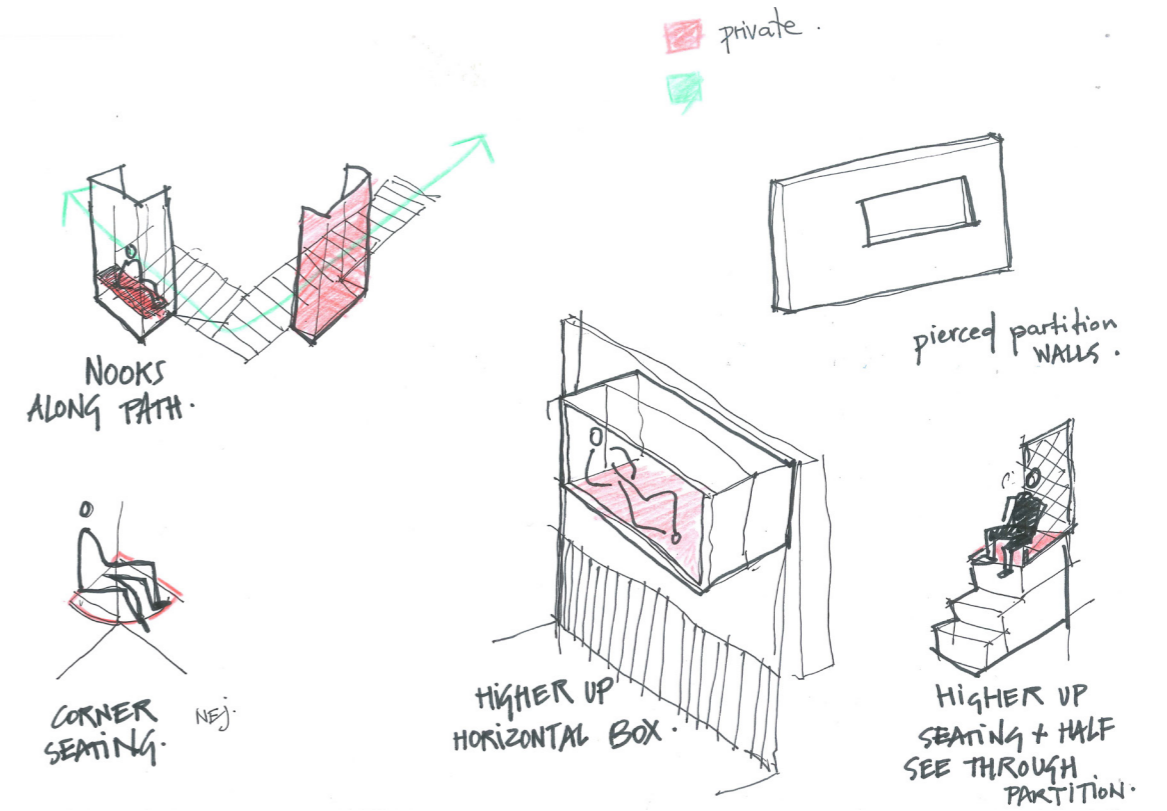
INSIDE AND OUT
CAN BE USED.

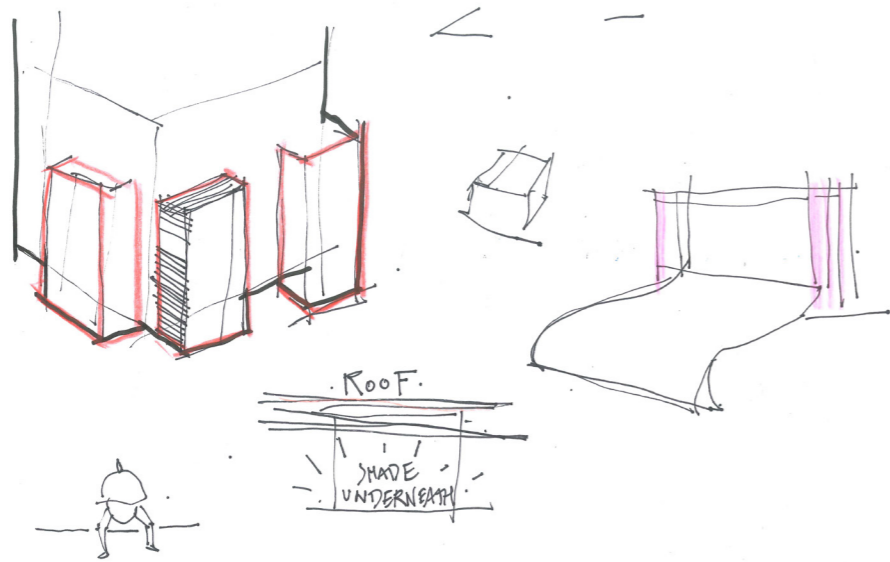


SITTING SIDE BY SIDE



PERSONAL SPACE



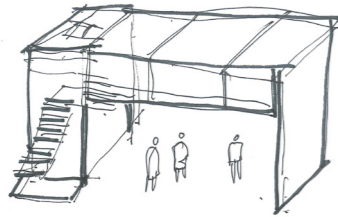


PRIVACY

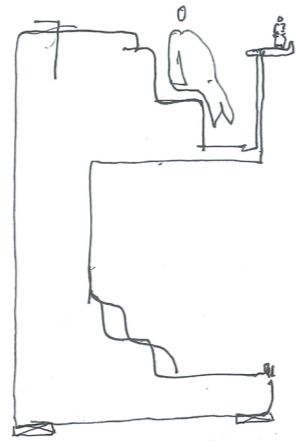


different layers
of screens

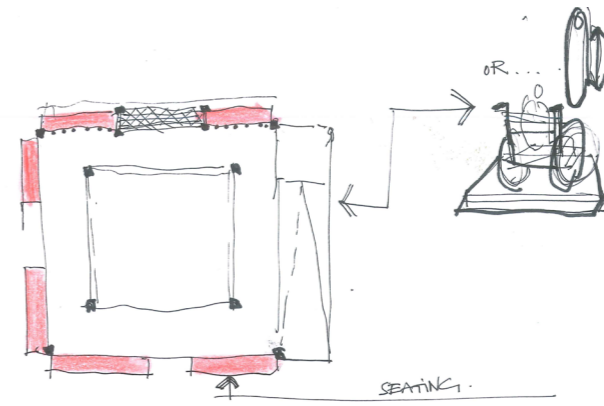
INVERSION IN PUBLIC SPACE.



ABOVE A STREET.
OFF-THE-GROUND.



resting on rubber base.



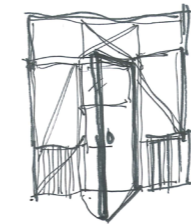
NO STEPS.

YOU HAVE TO FIGURE OUT HOW TO GET UP. OR ASK SOMEONE TO HELP?
↳ EVERYONE ENTERS THE SAME WAY.

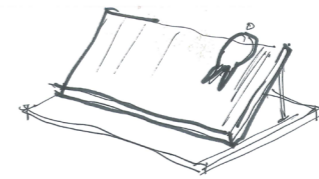
ACCESSIBILITY

HOW TO MAKE A SPACE ATTRACTIVE?

ATTRACTIVITY.



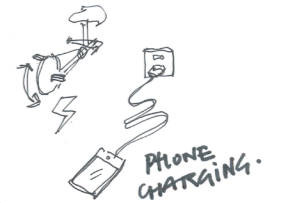
ONE DOOR TO OPEN.



A SLOPE TO CLIMB ON TO.



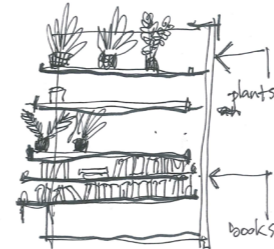
ENERGY PRODUCER.



PHONE CHARGING.



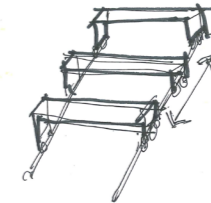
KETTLE?



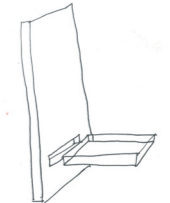
LIBRARY
PLANT NURSERY.



LOOSE FURNITURE.

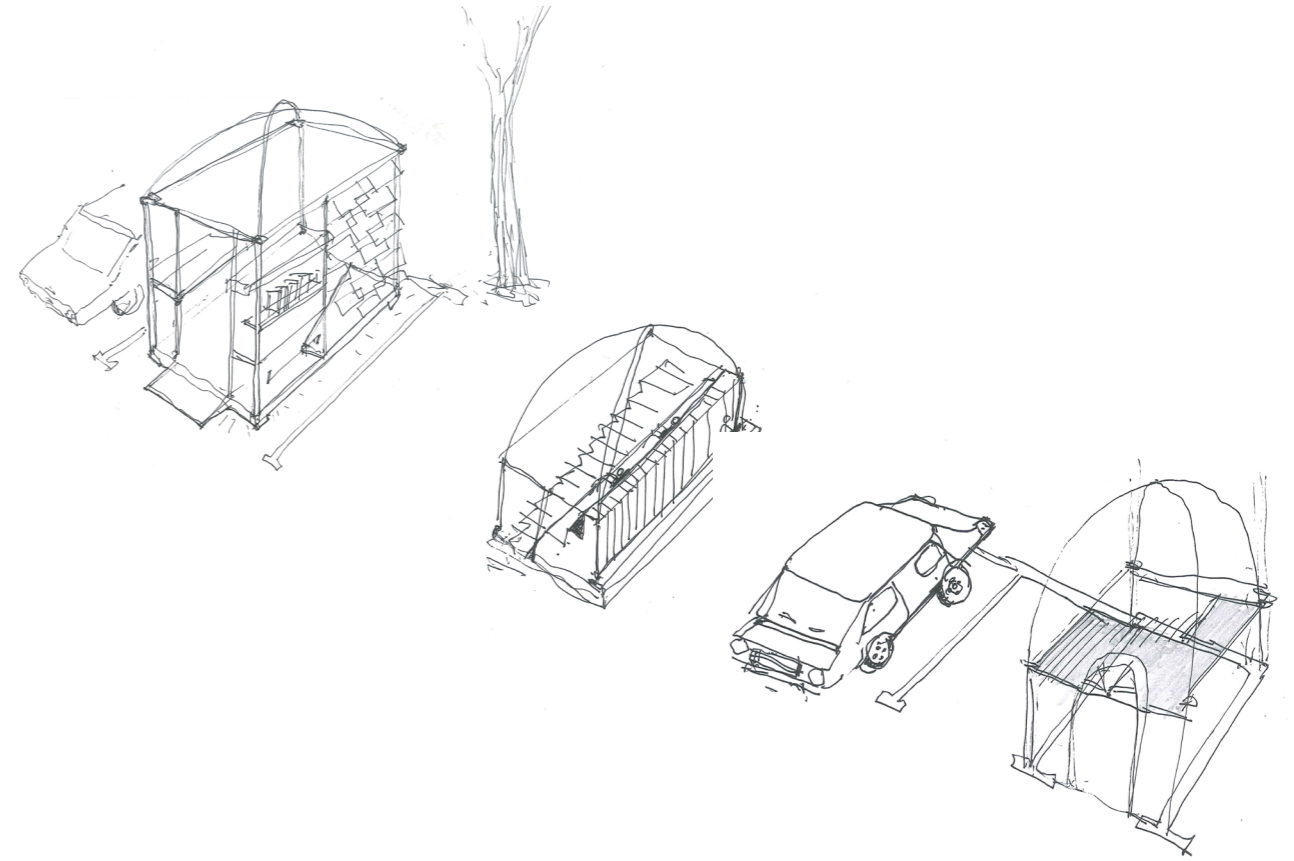


BENCH OR PLATFORM MAKING.



PLEASANT IS A MUST

COMPACT AND COLLAPSIBLE?



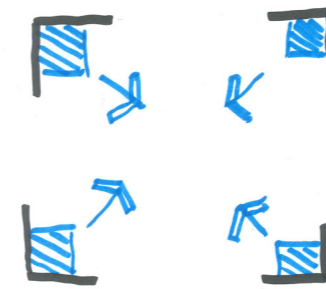
WELL,
WE CAN DESIGN FABULOUS PAVILIONS,
BUT WE NEED A START.

BOILED DOWN
TO THE MINIMUM.

When architecture
is scaled down to the basic
fonction of delimiting **SPACE**
and **TIME**.

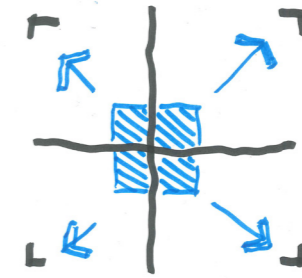
FOUR CORNERS

The turning point was when I **reshuffled** the four corners on the edge of a room **into a cross-shaped** partition walls to redistribute the corners from inside the delimited perimeter. This immediately enabled a pleasant positioning of four individuals, **from** an awkward confrontational **face to face** instance to **a reinsuring back to back** placement.



LOOKING IN

Four corners facing each other



LOOKING OUT

Four corners placed around an axis.

DESIGNING FOR THE INDIVIDUAL.

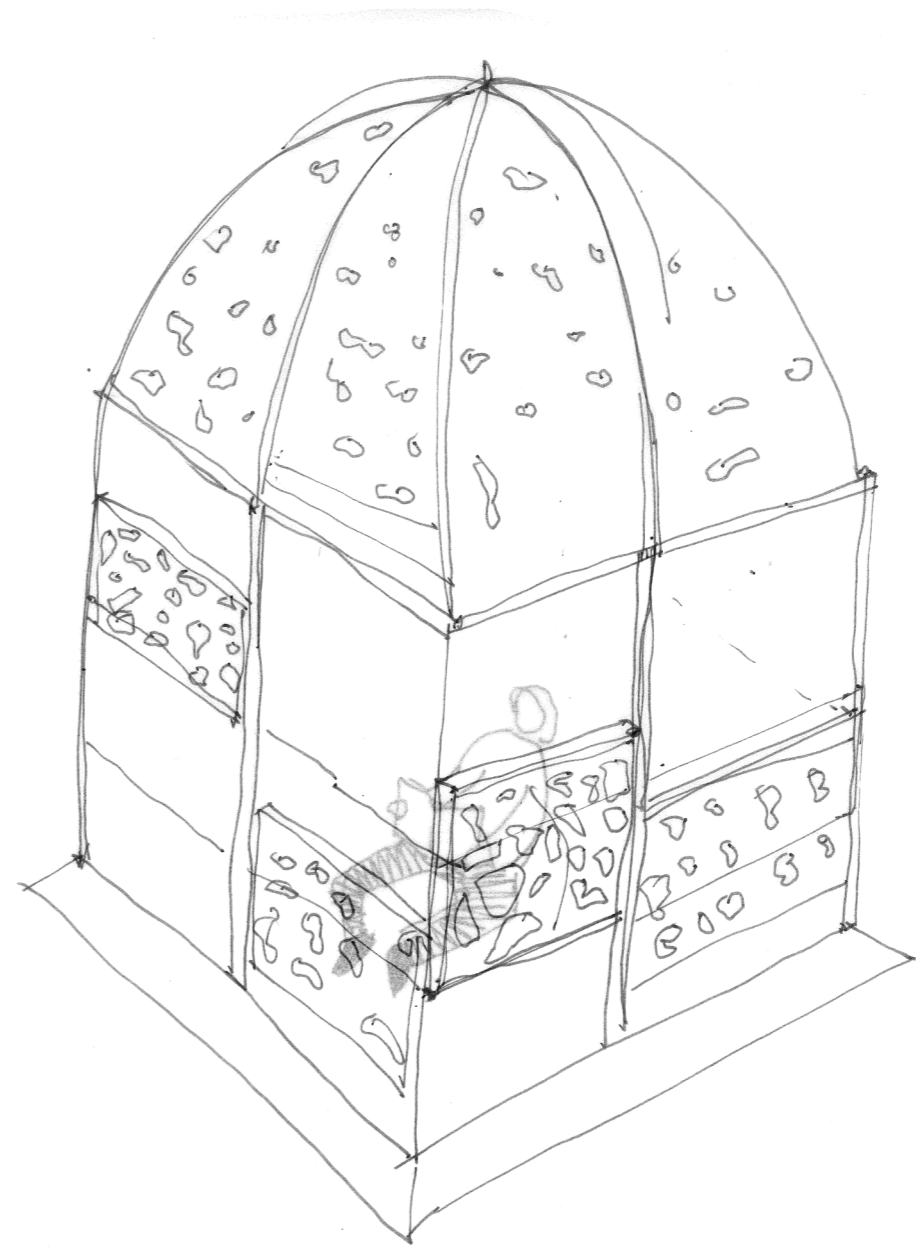
Eventually, I refocused my structure/item around what I believe to be the most basic needs and design just for individuals. It became evident that this was the urgency and that it was important to deal with the ones who are the more in need, the lone ones.

We found that public space is a perfect place for passive action with immediate relief, but how to accommodate for the individual without giving either all the "power" to one or make everyone feel awkward or more lonely?

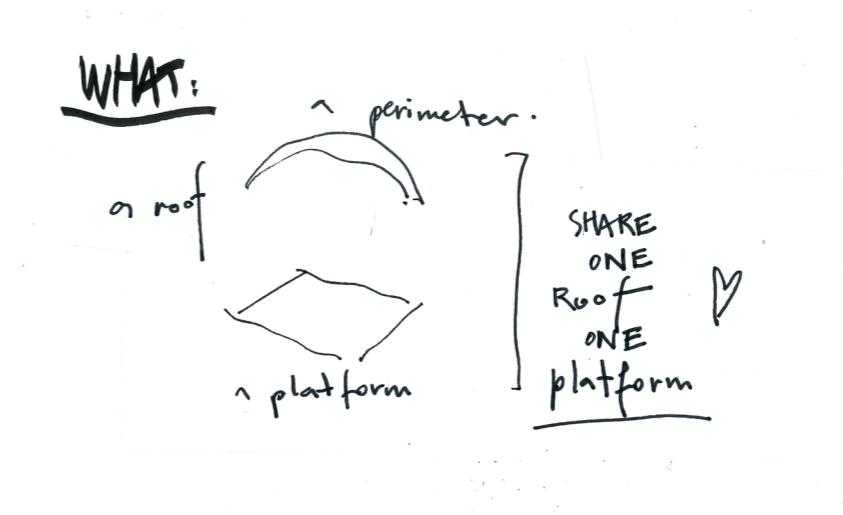
GIMME
SHELTER

Public Booth

Using **space** as a tool
for giving **unconditional support**.



WHY A BUILT TYPOLOGY ?



1. **A simple concept**

for immediate effect

Infinite

DESIGN 3. possibilities!

2. A recognisable

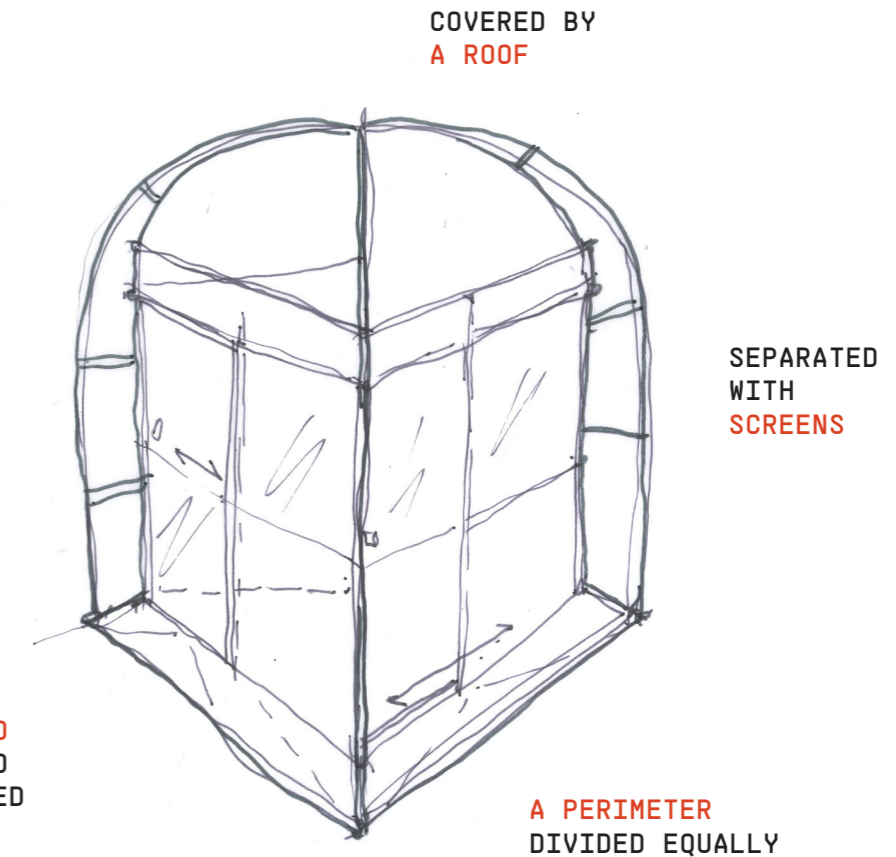
Icon!

A system

With infinite possibilities!

PROS

- + everywhere
 - + accessible
- + democratic
 - + weather shelter
 - + notion of sharing
 - + privacy
- + no longer alone at home

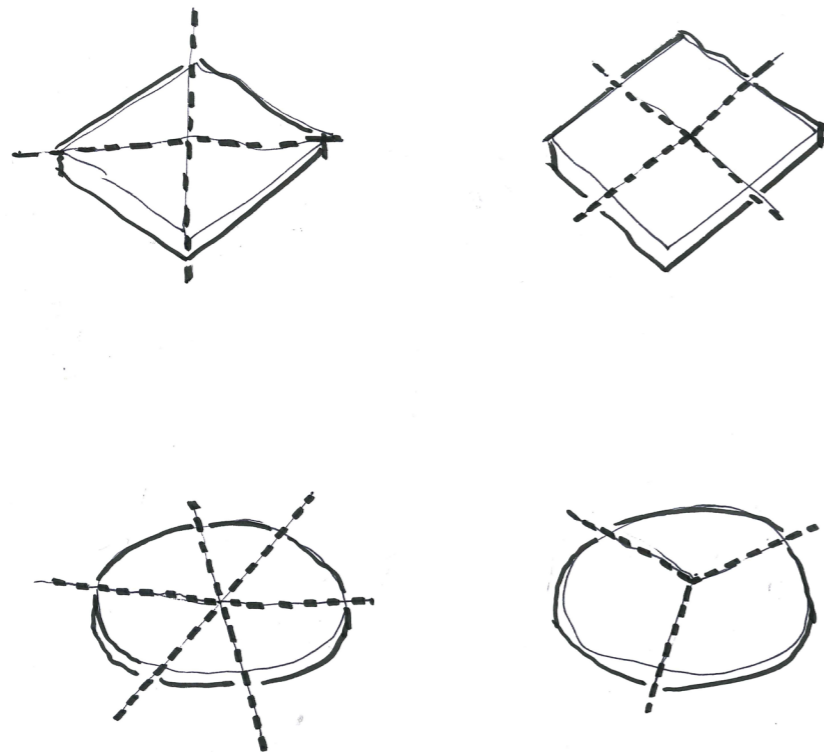


Simple concept

Redistributed bench

Equal piece of land

EQUAL DIVISIONS



PROS

- + COMPACT SOLUTION
- + DEMOCRATIC
- + CREATES CORNERS
- + DON'T HAVE TO FACE THE OTHER USERS
- + OTHER PEOPLE HAVE YOUR BACK
- +

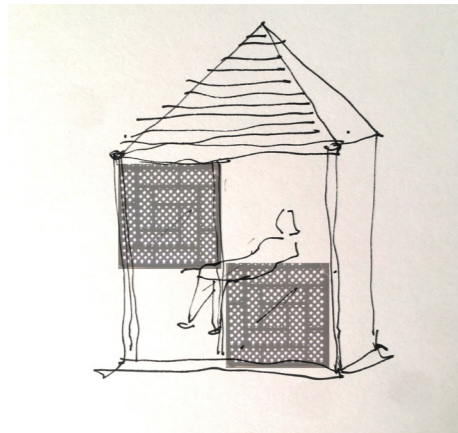
CONS

- ONE OR MORE CELL MIGHT NOT BE ACCESSIBLE OR MORE EXPOSED
- DIVISIONS NEED TO BE LARGE ENOUGH TO FIT SOMEONE

POSSIBLE SOLUTION

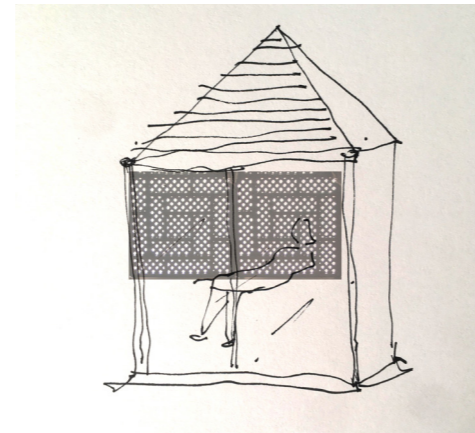
USE ONE OF THE CELL FOR BOOK SHARING, PLANT EXCHANGE, FREE OBJECT DONATION...

PRIVACY

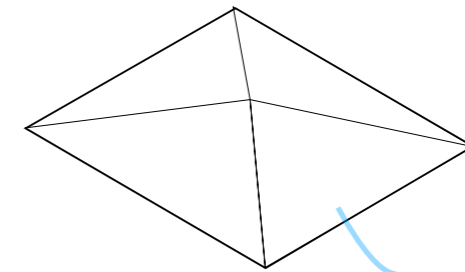


TO SEE

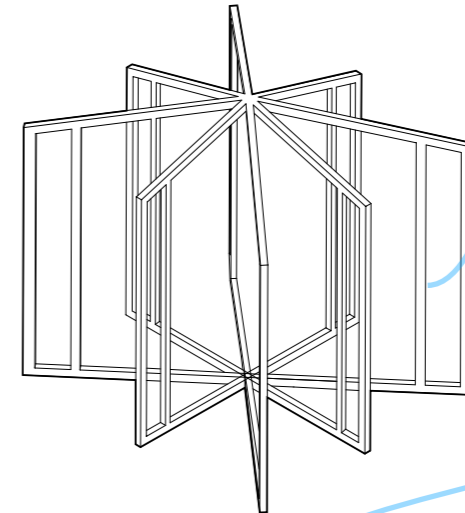
or



TO BE SEEN



A ROOF for year-round shelter



A PROTRUDING STRUCTURE an assertive appropriation of space

PARTITION WALL to divide the perimeter in equal size

ONE PERSON SEAT to cater for the individual

MOVING SCREENS for controlled privacy

DOORS for a feeling of safety

A PLATFORM to delimit a perimeter

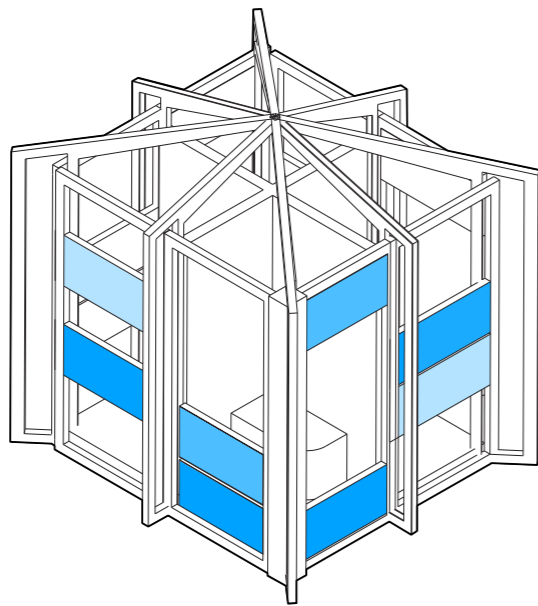
See the living
from within your
comfort zone.





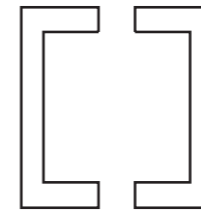


A COMPACT MODEL

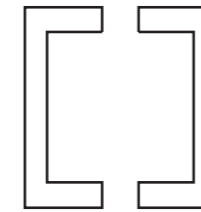


SCALE 1:50

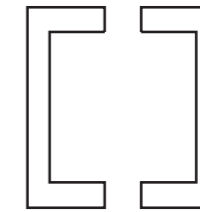
BASIC FEATURES



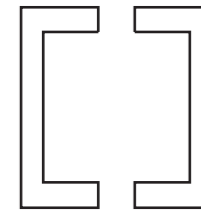
sheltered



seating

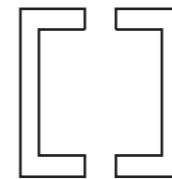


privacy screen

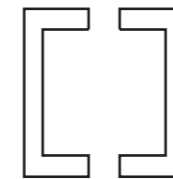


simple lock

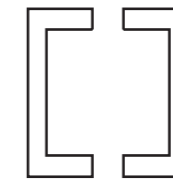
POSSIBLE ACCESSORIES



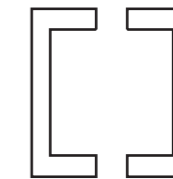
shelf



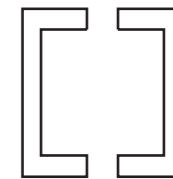
coat hanger



writing table



reading light

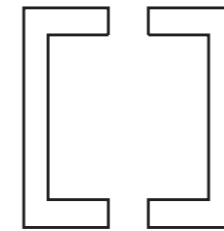


USB power

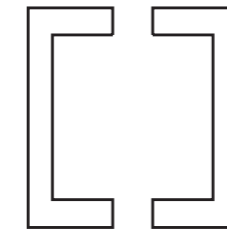
**WHAT
FOR?**

REST YOUR BODY AND MIND

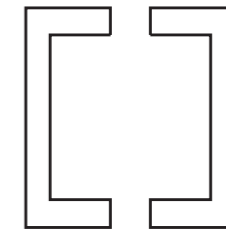
THE CITY: NEW POSSIBILITIES



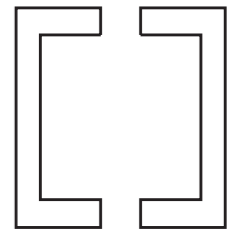
Meditation



Power Nap

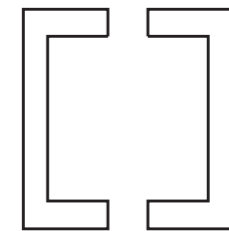


**Warm up if you
are cold**



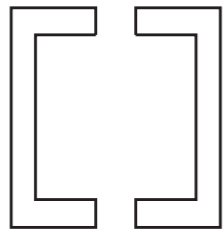
Pray

Take a moment
for yourself.

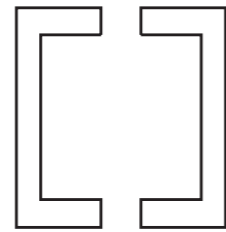


**Breathe
in and out
deeply**

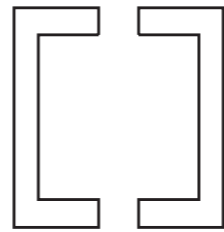
It will be
ok if you're not feeling well
when away from home.



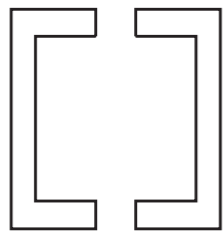
Physical Exhaustion



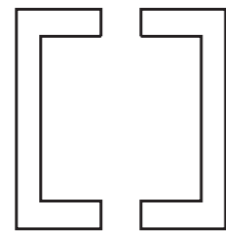
Anxiety attack



Chronic pain



Migraine



Period cramps



1 - giving a reminder
that you might be more exhausted
that you think
and that it is ok.

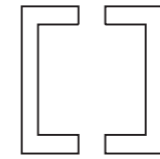
2 - giving a place
that says it's ok for you to
occupy.

3 - giving time to recuperate

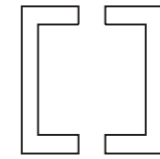
WANT MORE?

POTENTIAL FURTHER FONCTIONS?

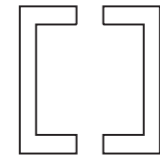
SEATING OPTIONS



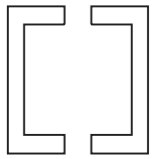
sitting hammoc



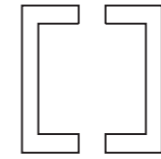
swing



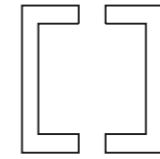
rocking bench



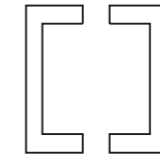
long bench



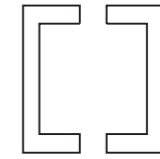
Book exchange



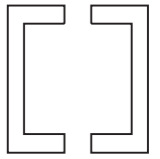
Plant swap



gym machine



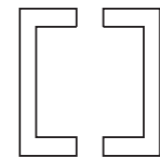
wi-fi connection/
computer adapted



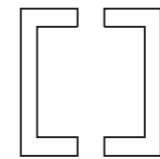
prayer room

Access with a medical pass/code

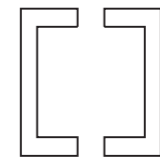
SPECIAL NEEDS



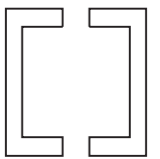
wheel chair user



baby changing



small bed or linen



shower

IMPLEMENTATION STRATEGY

GRADUAL ACCEPTANCE

In an attempt to have a peaceful launch a 'Public Booth', it should be first implemented in places believed to have a minimised risk of vandalism.

It takes time to install customs, so a progressive distribution of the product in cities is planned.

Word of mouth works well to spread the concept of a new item.

A recognisable
Icon !



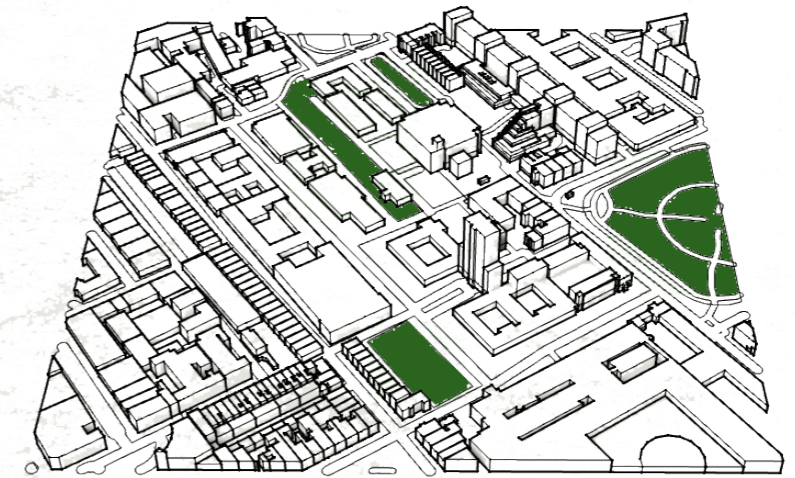
A universal object

IMPLEMENTATION STRATEGY

THE CASE OF BLOOMSBURY, LONDON

The area of Bloomsbury was chosen as a study case, because it is a neighbourhood which is perfectly suited for a test market. It has a lot to offer with its central location, two student campuses side by side, world-renown history museum, many parks, busy office area, a few underground stations as well as King's Cross, St Pancras and Euston national and international train stations just around the corner.

Typical users are students, professors, researchers, tourists and professionals, with a minority of local residents.



TESTING THE IDEA
IN DIFFERENT SITUATIONS

Gordon Square

Woburn Square

UCL library

Herbrand Street

University of London

Royal Academy of Dramatic Arts

Birkbeck University

Russell Square Station

Russell Square

Torrington Square

SDAS University

British Museum



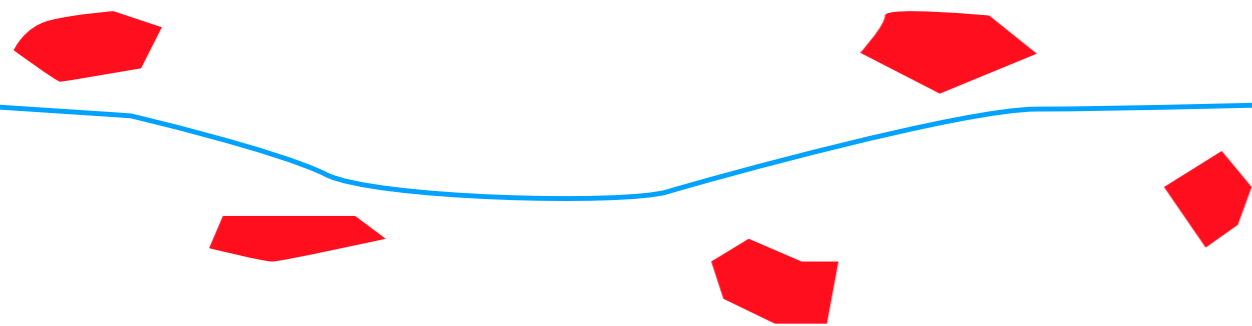
SCALE 1:5000

The Case of Bloomsbury-London

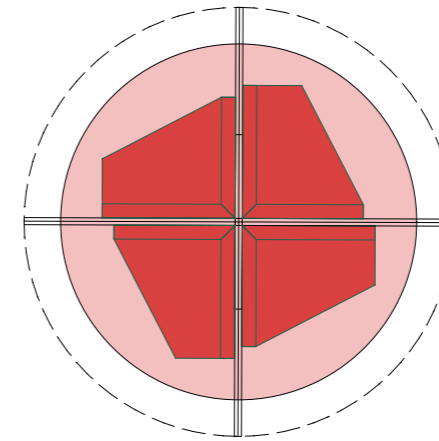
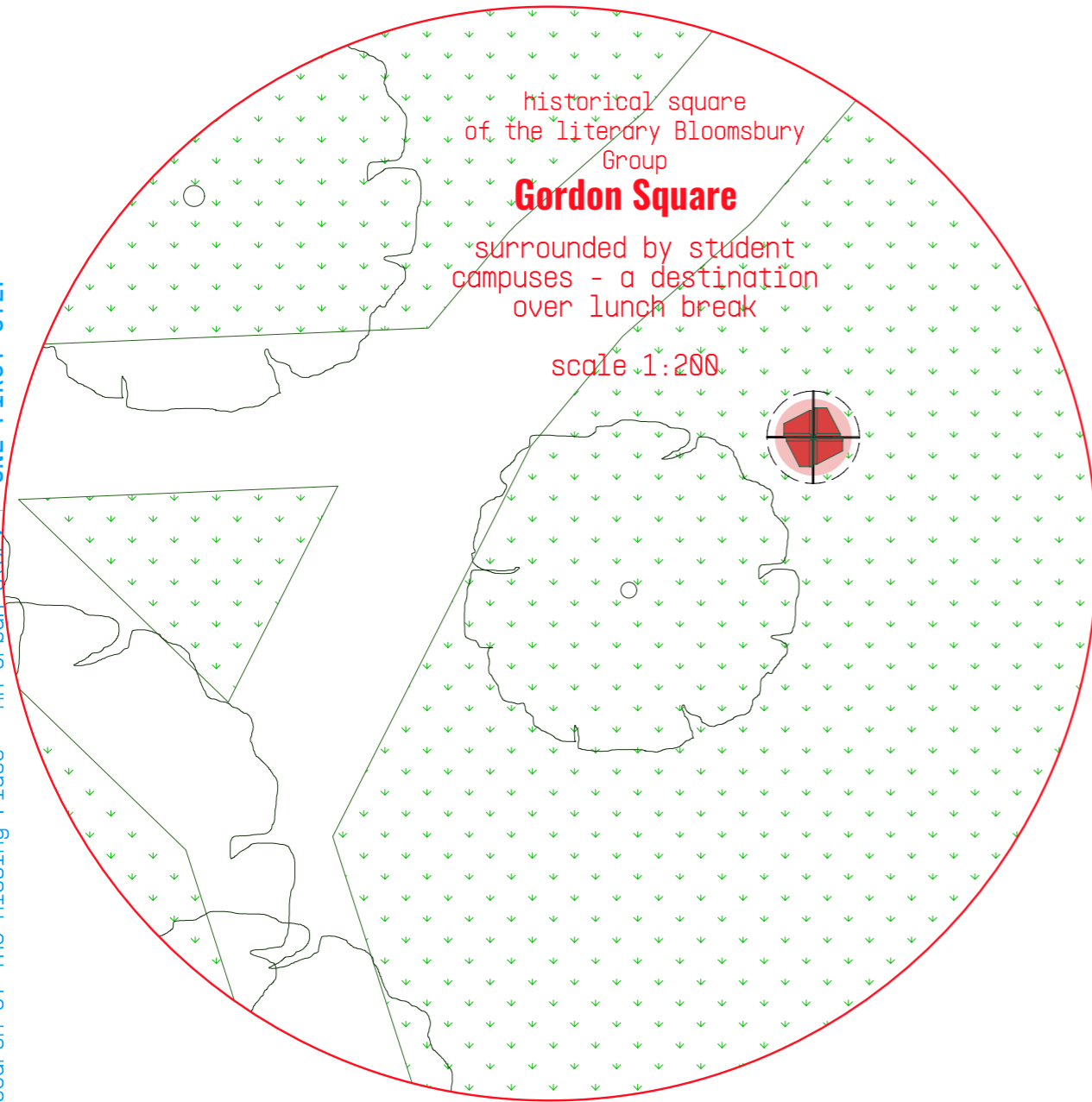
PLACING NODES ALONG THE AXIS

DIFFERENT ITERATIONS

Here are some iterations of a same object to suit various case scenarios and be implemented easily. This way it becomes possible to accommodate regular stops along the circulation axis,



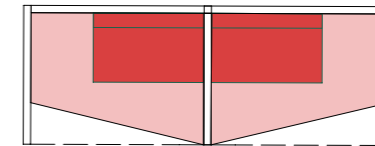
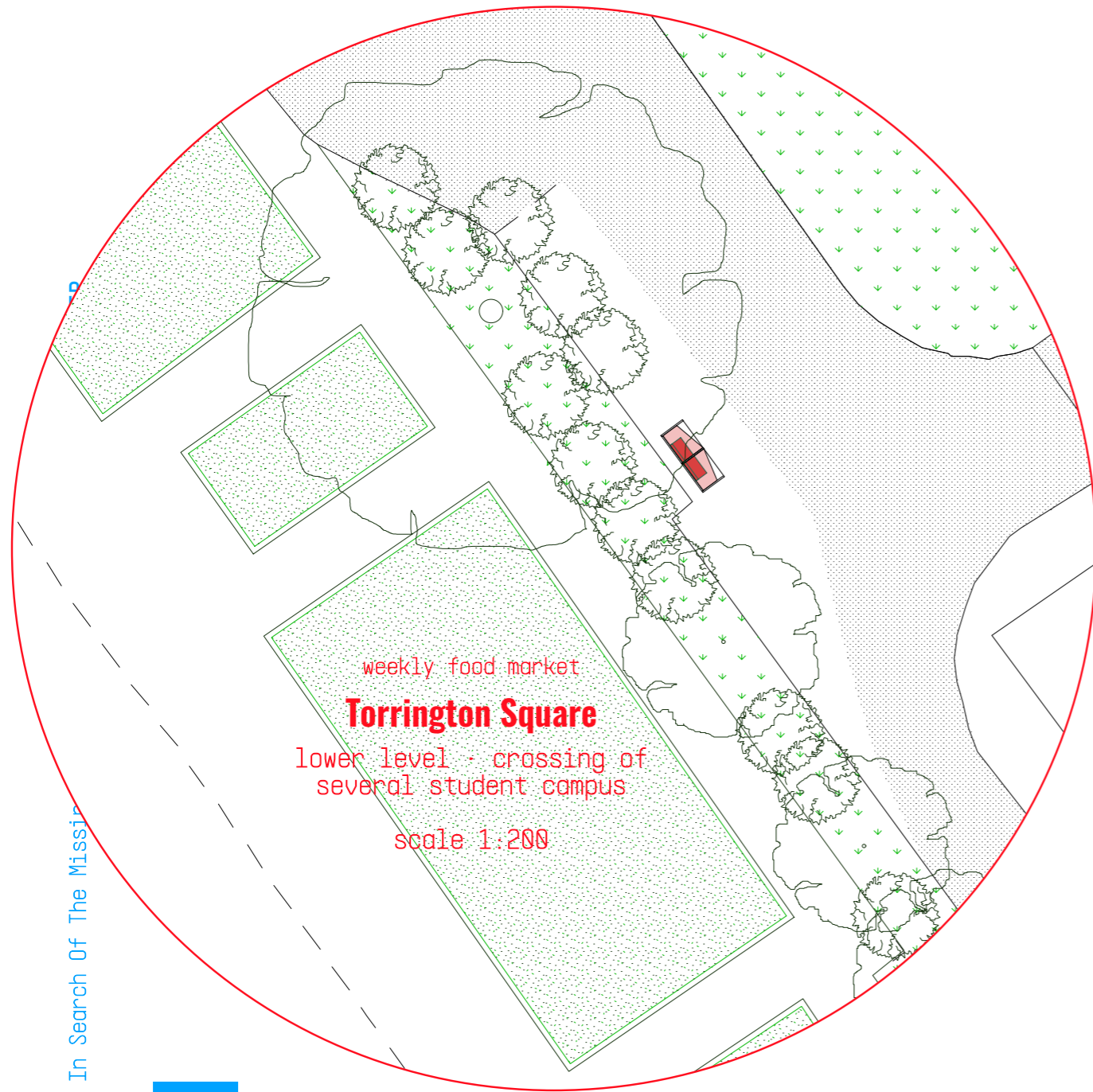
FIVE
VERSIONS
OF
ONE
TYPOLOGY



SCALE 1:50

Panoramic Booth

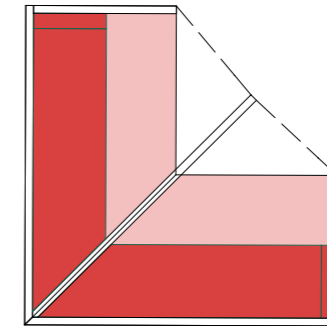
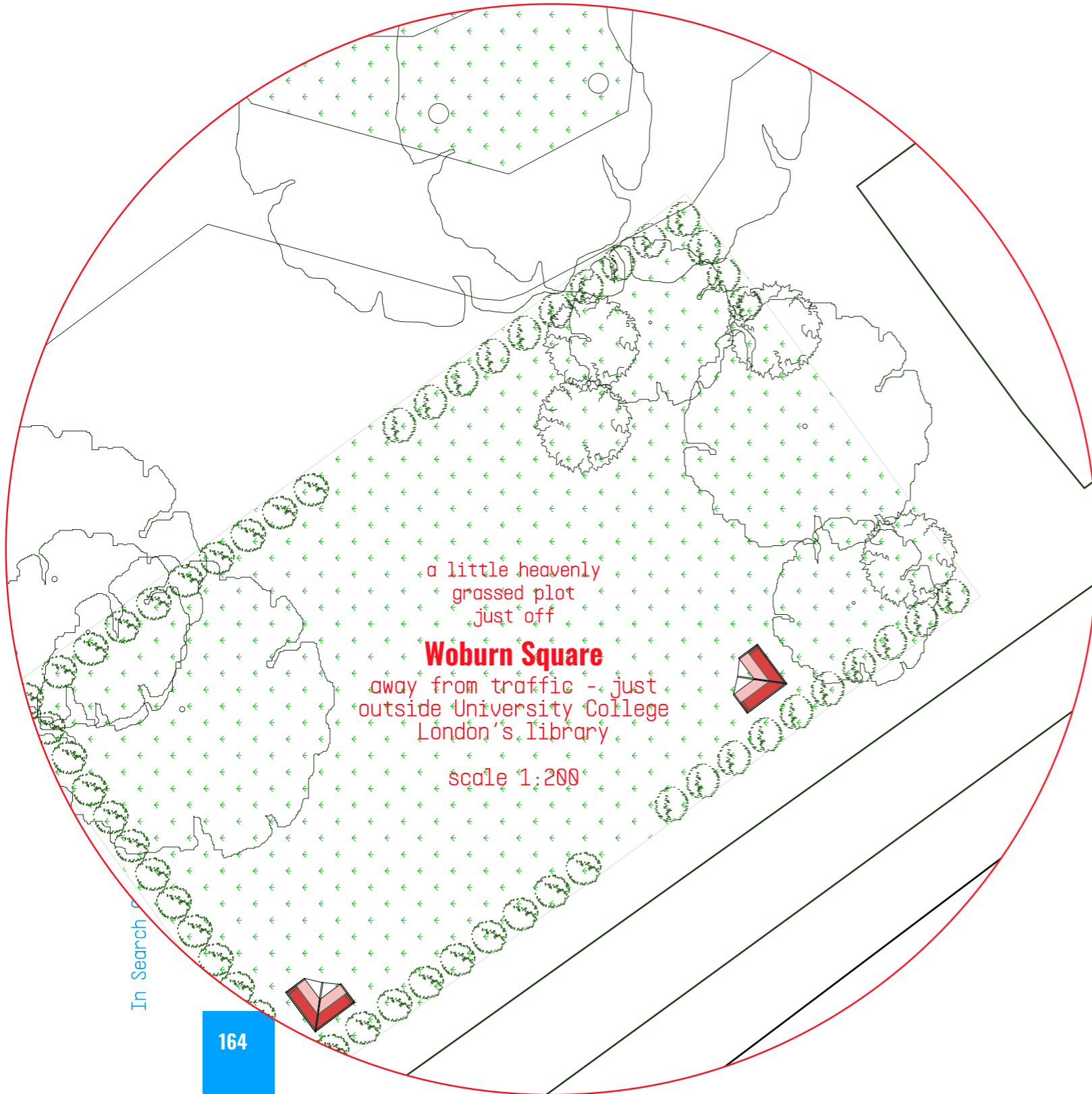
Fits in a clear space.
It enables a connection with
the visual surroundings while
taking a break



SCALE 1:50

Bench Booth

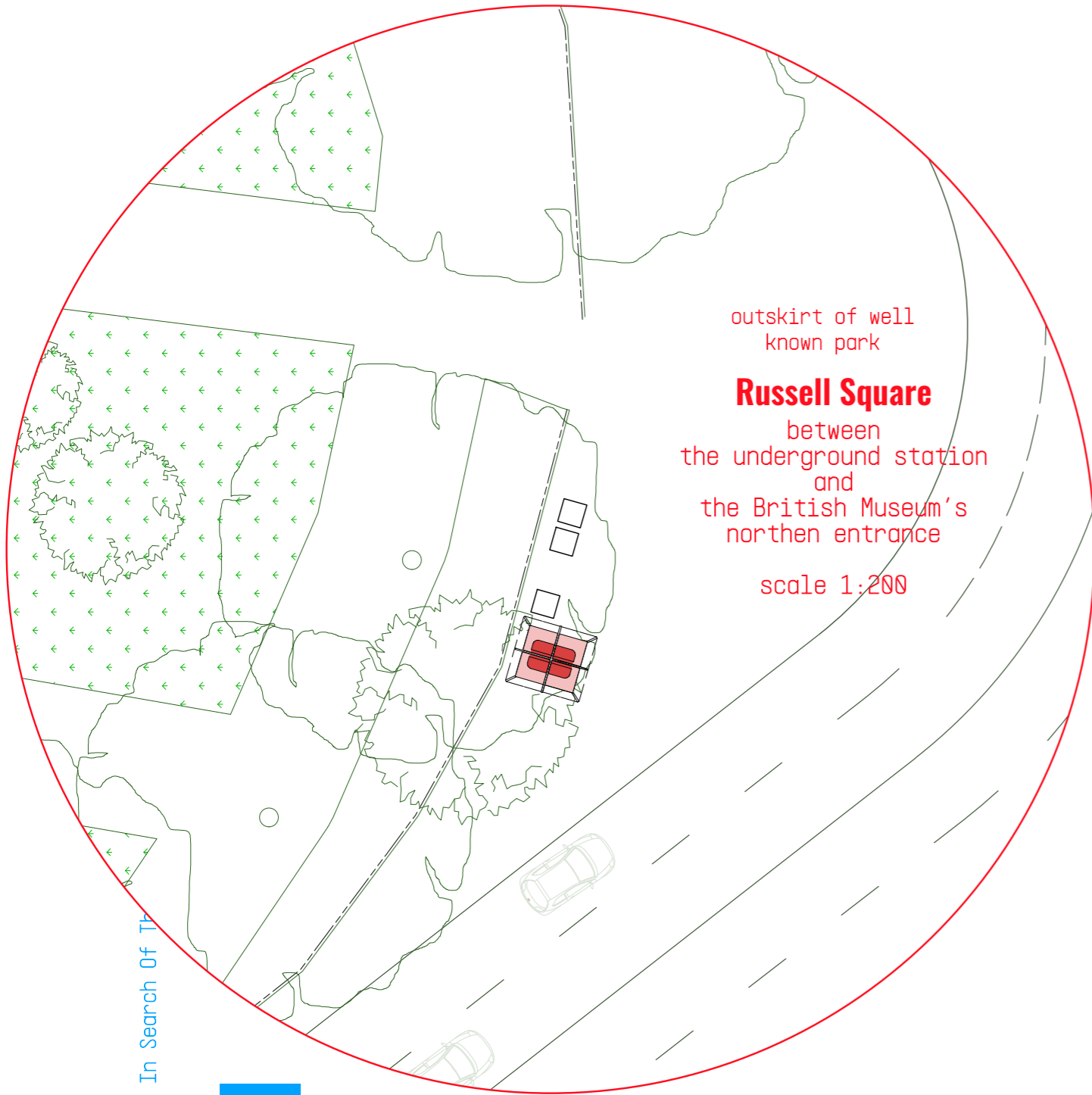
When an area doesn't have much leftover space. An upgrade from the regular bench with added thermal comfort and weather shelter.



SCALE 1:50

Corner Booth

The corner booth offers a longer sitting space for an ultimate relaxation time. It fits properly in the numerous corners leftover in urban fabric

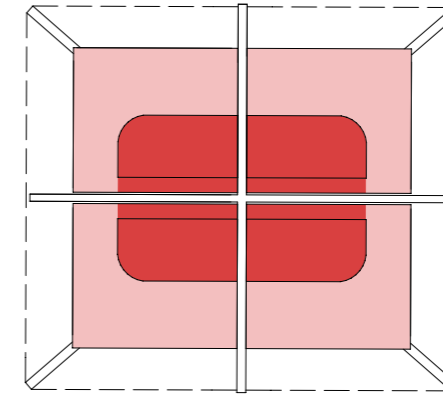


outskirt of well known park

Russell Square

between the underground station and the British Museum's northern entrance

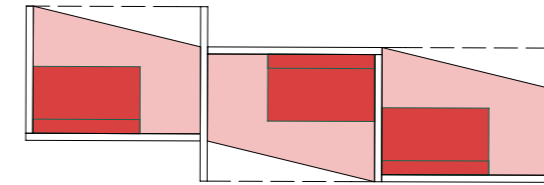
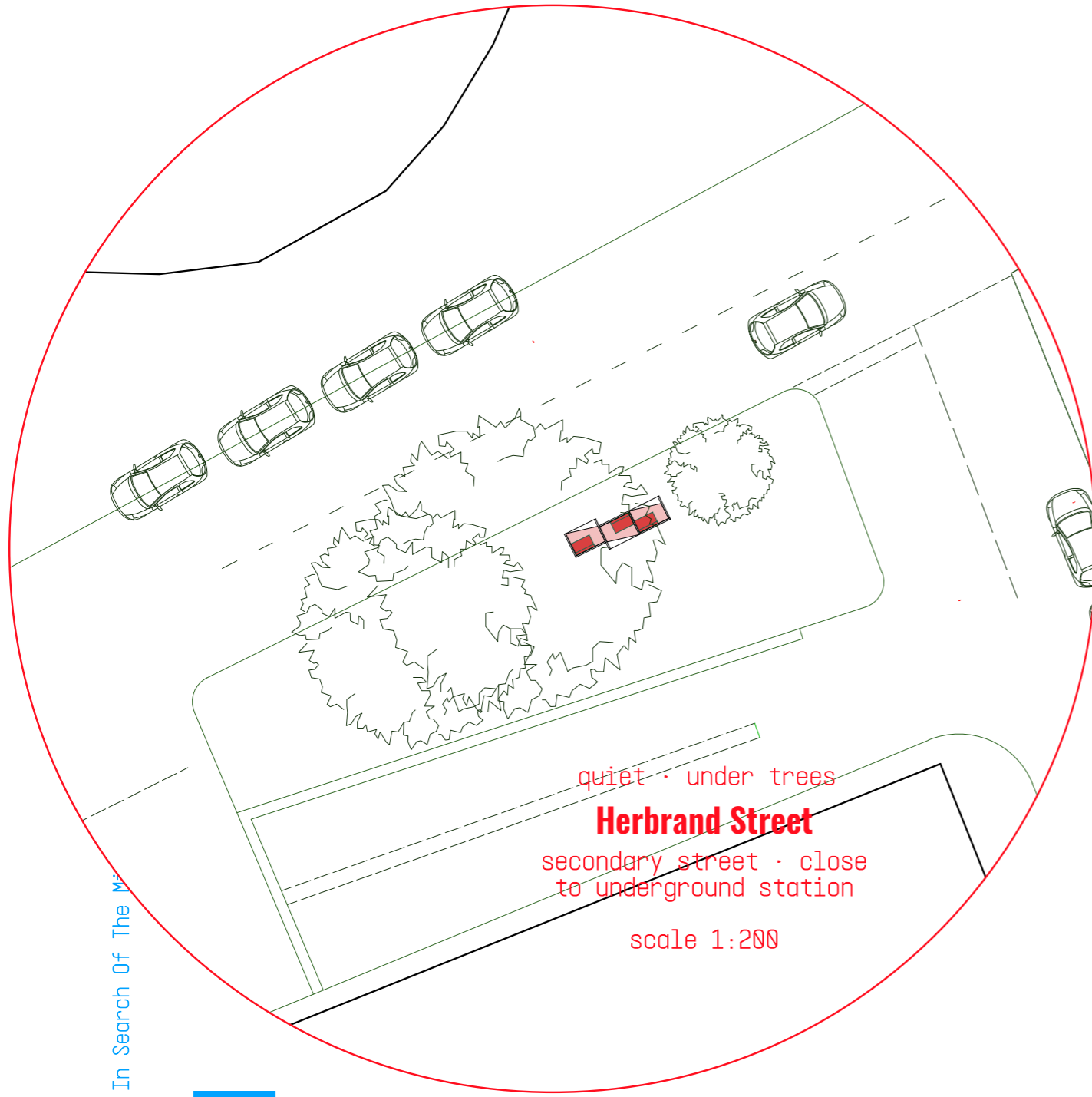
scale 1:200



SCALE 1:50

Square Booth

The typical Square booth offers a back to back comfort of sharing a space and visual field with strangers.



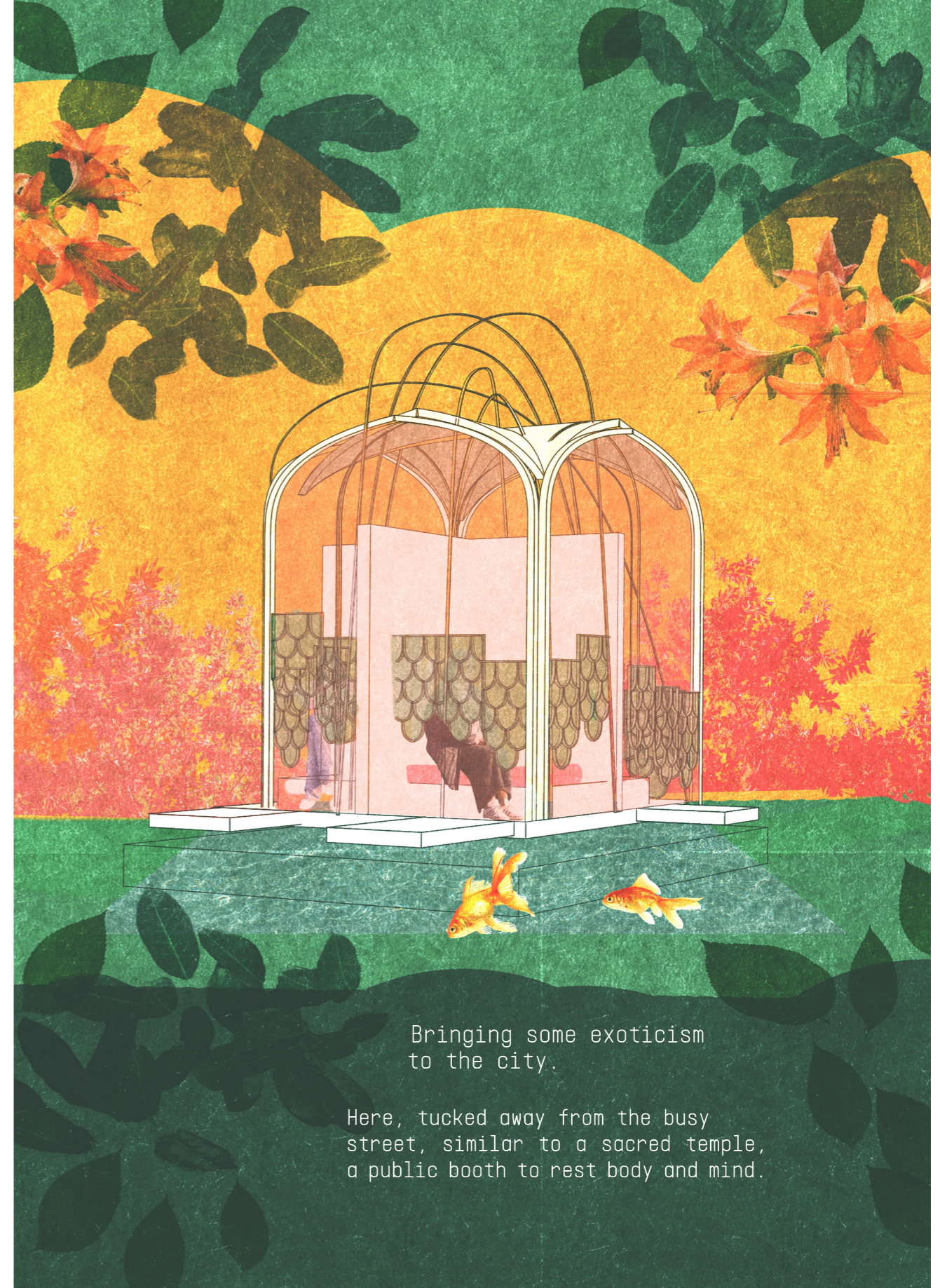
SCALE 1:50

Booth Along The Way

A smaller unit that can be placed along axis of circulation with different layout possibilities.

THE FIRST DESIGNED BOOTH

Following this four months long research and before handing out the prototype for designers and cities to build their own interpretation of it, here is my very own version, as booth #001.



Bringing some exoticism to the city.

Here, tucked away from the busy street, similar to a sacred temple, a public booth to rest body and mind.

A LAST WORD

The entire search was to define a problem that I believed could be solved in part with architecture.

As said in the introduction, this project initiated with the impression that there was something I could do as an architect and the frustration of feeling that I should have to work one by one on different community projects to be able to provide change. I knew that working this way would take me years at best before being able to start operate change to issues of loneliness and social cohesion. That political realities of lack of fundings would be a constrain on implementing the candvances I would love to see. I was also certain that at my level there could be a very easy solution that could be implemented straight away and in different places simultaneously. I also knew from experience that solely institutions and community projects aren't often sufficient on the question of loneliness. There are simply not enough means to provide time and space for everyone, and most people don't even that they exist. It also requires courage to enter a community or a closed building.

I wanted a place that does not feel intimidating or else the people that need it most would not use it.

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And of course special thanks to Jesper Magnusson for his guidance throughout the project. And to YOU for reading this piece all the way to this page.

IN SEARCH OF The **[Missing]** Place. **An urban story.**

Solène Thierry