



EMERGING
ECOTONE

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Zhang

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Emerging Ecotone

Tongyi Zhang

MLA Landscape Architecture, RISD

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A thesis submitted in partial fulfillment of the requirements for the Master of Landscape Architecture Degree in the Department of Landscape Architecture of the Rhode Island School of Design, Providence, Rhode Island.

By Tongyi Zhang

Date

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If we treat a dead mall as a new form of landscape, how can we transform that kind of wasteland to critical social space for linking local communities?

Declaration

Ecotone:

[n.] This ecological term usually means “a transition area between two adjacent ecological communities.”

(Merriam-Webster Dictionary) “Each disturbance creates an opportunity for a new species to colonize or flourish within the ecosystem in a process known as “ecological succession.” Scientists refer to the area of overlapping

landscapes where the “foreign” species encounter each other and blend together as ecotones, an apparent allusion to the tension created when competing species come together (in Greek *tonos* means “tension”).” (Merriam-

Webster Dictionary)

Emerging:

[a.] “newly formed or prominent”(Merriam-Webster Dictionary) In this case, “emerging” implies the action of happening, the newly formed social activities, the reorganized spatial qualities.

Emerging Ecotone:

[n.] My thesis uses emerging ecotone as a metaphor to indicate the new opportunities, new models of spatial qualities, and new balance of two different systems. In this ecotone, social activities as the “foreign species” blend with and manipulate the “native species,” which are existing building structures and river system, finally revitalize the undervalued commercial space to the new healthy ecosystem.



Figure 1: Rhode Island Mall, Northern part parking lots, 2019

Abstract

Along with the development of society and economy, waste landscape becomes an inevitable result of urban involvement where technological innovation plays a very important role. Computer science, as the most important technology in the 21st century, also affects the physical spaces by enlarging our social distance. People prefer to contact physically less with others unless necessary, causing shrinkage of our community spaces. Abandoned commercial space, which has lost its social function, is one of the typical effects derived from both economic evolution and community shrinking.

In fact, Josh Sanburn (2017) in *TIME* mentioned “by 2022, analysts estimate that 1 out of every 4 malls in the U.S. could be out of business¹,” which leaves amounts of empty buildings and wasted landscapes in urban and suburban areas. According to an article in *The New York Times*, dead malls are malls that have their glorious history but at least 40% of retail space is not used anymore². They reflect that people’s attitude toward shared space has changed and demonstrate the limitation of physical space serve only one function

1. Josh Sanburn, “Why the Death of Malls Is About More Than Shopping”, *TIME*, July 31, 2017 <http://time.com/4865957/death-and-life-shopping-mall/>

2. Nelson D. Schwartz, “The Economics (and Nostalgia) of Dead Malls,” *The New York Times*, Jan. 4, 2015, P. A1 <https://www.nytimes.com/2015/01/04/business/the-economics-and-nostalgia-of-dead-malls.html#>

under the context that is always changing. So, it’s our responsibility as landscape architects to explore possible ways of fitting multiple functions in limited spaces in order to enable a sustainable social and ecological community.

Rhode Island Mall in Warwick, RI, as one of the oldest big box malls in New England, was the start of a long boom in building retail space of all kinds. But nowadays, this place reflects the changing of economy and switching of people’s shopping habits nationwide. In addition, even though the building is surrounded by abundant community types of neighborhood, they are kept isolated by highways and a under utilized river, Pawtuxet River. So the isolation due to physical and sociological aspects makes the mall area a “lonely island”.

In this thesis, I treat the dying mall as a catalyst vessel of cultural activities to reunite communities, and also reveal the river as a thread to connect the surrounding communities for revitalizing the whole area. In terms of that, I take the design of Rhode Island Mall as a model to discuss how we create a “social ecotone” for reshaping the under valued space to valuable area in both social and ecological way.

“We are extremely Over-Retailed, filling a million square feet is a tall order.”

- Christopher Zahas, a real estate economist and urban planner in Portland, Ore. Reported on the New York Times, Jan. 3, 2015



Chart 1: Development of Malls with GDP of the USA and Ratio of Online Shopping

Based on the growth of GDP and risen of suburban along with shifting patterns of automobile, the culture of big shopping mall formed and was very popular for a long time. The amount of malls in retail sales kept growing until the 1990's when the ratio of retail space per person in America was ten times than in Europe. After that, people's shopping

habits began switching to virtual world and preferring more experiential ways of purchasing activities, the traditional big-box store was losing the public interests. Until 2018, there have been at least 230 million square foot of malls that are vacant, and the number is still growing.

**IN 2022,
1 OUT OF EVERY 4 MALLS IN
THE U.S. COULD BE CLOSED!**

Reported on Time, July 20, 2017

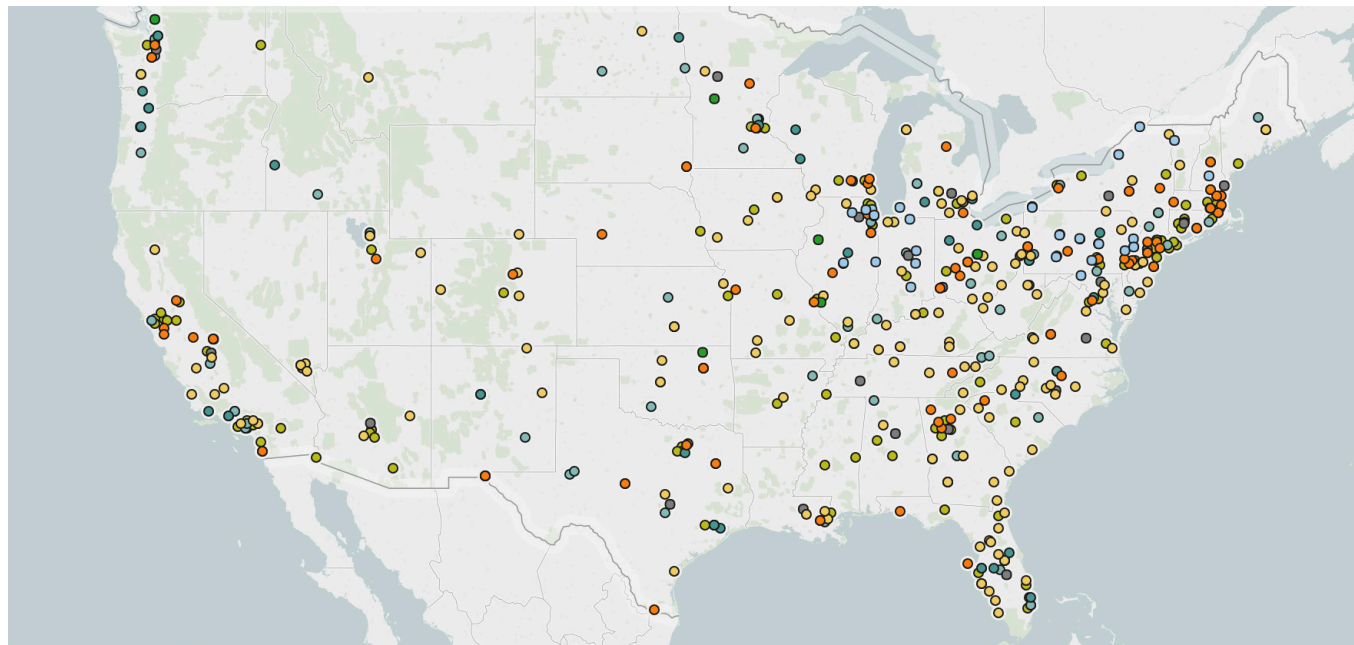


Figure 2: Separation of Closed Big-Box Store in 2018
 (<https://www.cnn.com/2018/04/05/heres-a-map-of-the-big-box-stores-closing-in-2018.html>)

WHAT IS A DEAD MALL?

As the chart illustrates, if a mall has 40% or more vacant space, the mall is considered dying.

Current Situation:

Almost one-fifth of the nation's enclosed malls have vacancy rates considered troubling by real estate experts — 10 percent or greater. Over 3 percent of malls are considered to be dying — with 40 percent vacancies or higher. (*New York Times*, Jan. 3, 2015)

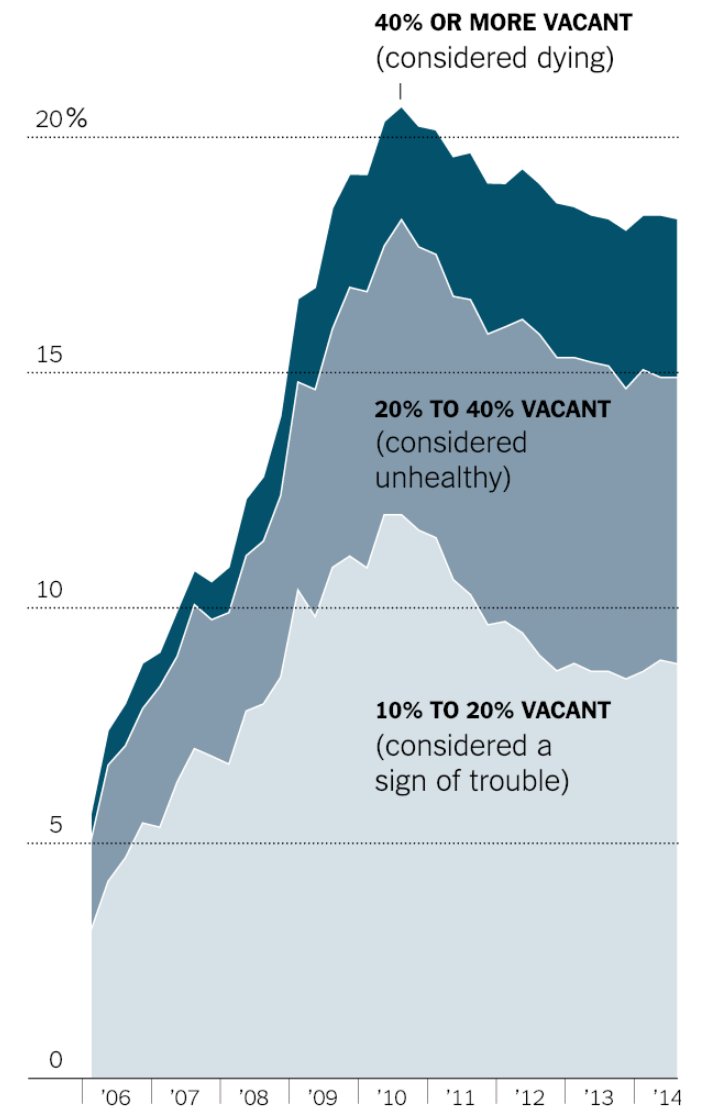
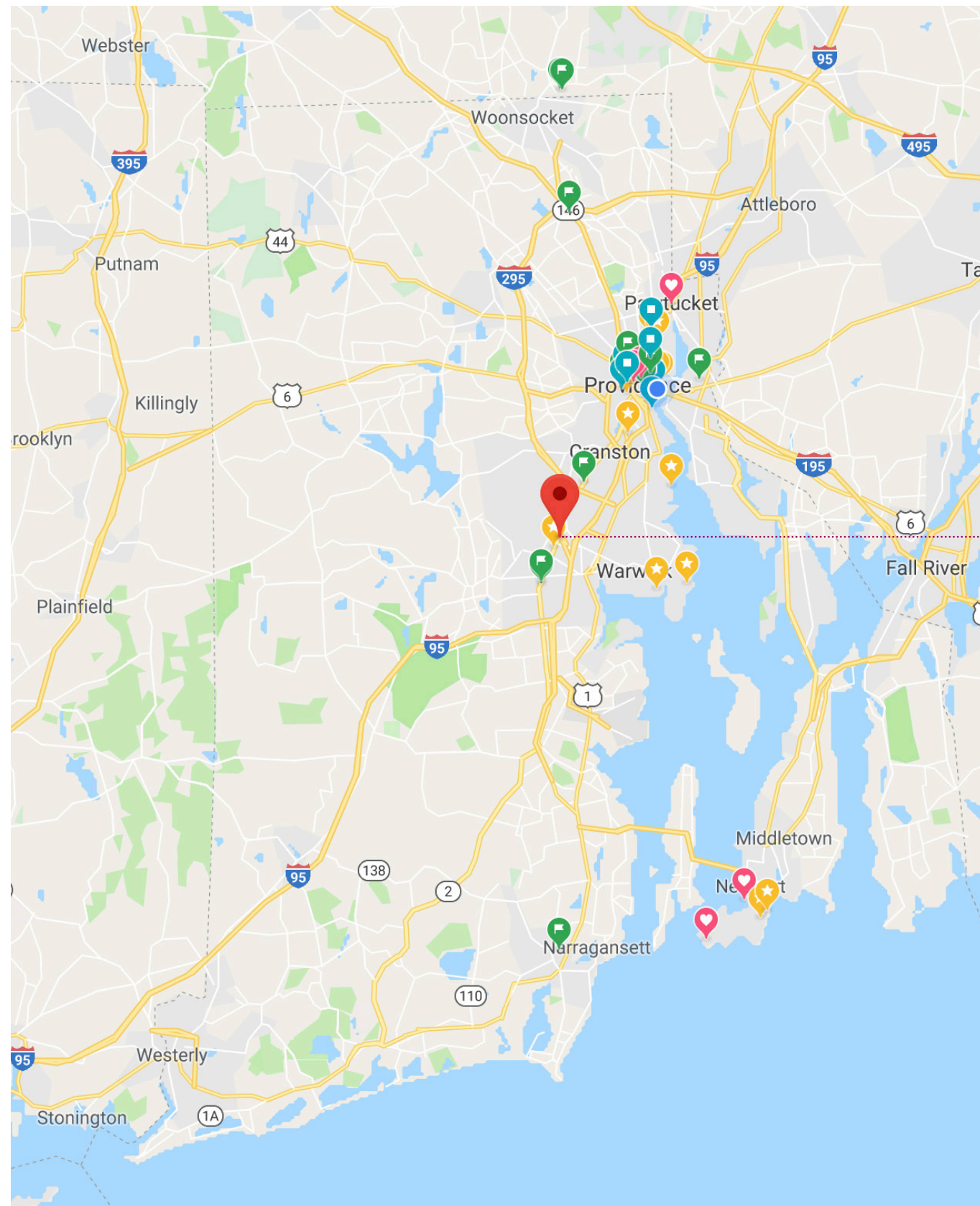


Chart 2: Share of Malls with Vacancy Rates of 10 Percent or Higher
 (*New York Times*, Jan. 3, 2015)



Rhode Island Mall is the most typical Dead Mall in Rhode Island State, which shares lots of common issues with other dead malls.

Figure 3: Map of Rhode Island
(<https://www.google.com/maps/>)

RHODE ISLAND

Closed big-box stores in 2018:

- Toys R Us (300 Quaker Lane, Warwick, RI)
- Sears (1500 Diamond Hill Road, Woonsocket, RI)

(<https://www.cnbc.com/2018/04/05/heres-a-map-of-the-big-box-stores-closing-in-2018.html>)

Dead Malls:

- **Rhode Island Mall (Warwick, RI)**
- Wakefield Mall (Wakefield, RI)
- Wampanoag Mall (East Providence, RI)
- Davol Square Marketplace (Providence, RI)
- Lincoln Mall (Lincoln, RI)

(<http://deadmalls.com/stories.html>)

Urban Decay Location:

- 1107 Westminster / M.N. Cartier and Sons
- 216 Dean Street
- American Express bldg.
- Atlas Warehouses
- Bootleggers / Shooters
- Brownell & Field
- Clark's Flower Shop
- Down Under Duckpin
- Dynamo House
- Earl P. Mason Carriage House
- East Side Railroad Tunnel
- Enchanted Forest
- Engle Tire and Providence Ignition
- Ethan Allen
- Feldman Furniture
- Fogarty building
- Former Boy Scouts Headquarters
- Fort Adams State Park
- Grove Street School
- H.P. Hood and Company
- Lincoln Amusement Park
- Morris Novelty
- National Casket Company
- New England Paper Tube
- Old Colonial Bank
- Pawtucket-Central Falls Train Station
- Poirier Diner
- RI State Armory
- RISD's Farnum Hall
- Rialto Theatre
- Sears Department Store
- Seekonk River Bridge
- Silver Top Diner
- Sutton Motor-In
- The Arcade
- The Beswick Building
- The Milk Can
- Union Wadding
- Weeden Manor
- Weybosset St Facade

(<http://www.artinruins.com/arch/?id=decay>)



RHODE ISLAND MALL Warwick, RI

The Rhode Island Mall opened in October 1967 as the Midland Mall that included 60 shops. Its anchors were Sears and Providence based Shepards department store. Homart sold the mall to MetLife in 1981 for \$20 million. It was officially renamed the “Rhode Island Mall” in March 1985. The mall experienced rapid decline as tenants relocated to the nearby Warwick

Mall in the 1990s. It was considered a dead mall by the 2000s, and the interior of the mall was closed permanently in April 2011. The property was sold in 2012 and has been under redevelopment into its current configuration as a power center since 2016.¹

1. refer: “Midland Mall gets new look and name”. *The Providence Journal*. November 11, 1984. Retrieved March 11, 2010.

Figure 4: Bird View of Rhode Island Mall

(from: MCB Real Estate LLC, <https://mcbrealestate.com/portfolio/650-bald-hill-rd-warwick-ri/>)

RHODE ISLAND MALL CURRENT SITUATION



I visited this typical mall, unfortunately I could not go inside of the permanently closed retail space, but the outside also reveals the decline. There are a few open big-box stores since the redevelopment plan, however, the big tag of "FOR LEASE" is still obvious.

Figure 5: Rhode Island Mall, Northern part building facade, 2019



Figure 6: Rhode Island Mall, Western part building facade, 2019

NEIGHBORHOODS' REACTION OF SHUTTING DOWN RHODE ISLAND MALL

(from: <https://www.artinruins.com/arch/?id=decay&pr=rimal>)

Jess: "I remember when the Rhode Island Mall was the better of the two malls when compared to the Warwick Mall. Prom dress shopping at Gantos, the Gap, Spencers, G Fox. I used to sing with my high school Chorus on the stairs in the middle of the mall. It is so sad that it is a wasteland now. Not to say that I do not enjoy all of the new things we have now, it is just too bad that the old is forgotten."

James R: "I love this mall, I still go here from time to time to hit up gamestop and toyvault. I remember when we had the ol' movie store and spencer's. From time to time me and my buddies ride up the elevators and put our asses on the glass and moon all the dmV people. I once took a dump in the piercing pagoda and no one knew where the stench was coming from. ah, good times."

Figure 7: Rhode Island Mall, Sight from bus stop, 2019



Figure 8: Rhode Island Mall, 2019





Figure 9: Rhode Island Mall, building facade of Toys R US, 2019

Johnny Boy: “Seriously people. I keep reading how sad it is to see this mall close. Are you serious? I am guessing you are all under 25 and remember mommy bringing you here to buy school clothes. People... there are no memories of this concrete hell hole worth saving. If you’re best memories are of a mall of this caliber then your childhood must have been spent at Cathedral Camp running from the pedophile priests.”

Donna: “In my day it was the Midland Mall. During the 70s, it was a place to hang out. I had a boyfriend that worked in a shoe store; the kids use to cruise the mall and flirt, and we shopped for fuzzy posters and black lights at Spencers. My high school chorus would put on Christmas performances on the steps across from the escalators. Fond memories.”



Figure 10: Rhode Island Mall, parking lots near Toys R US, 2019

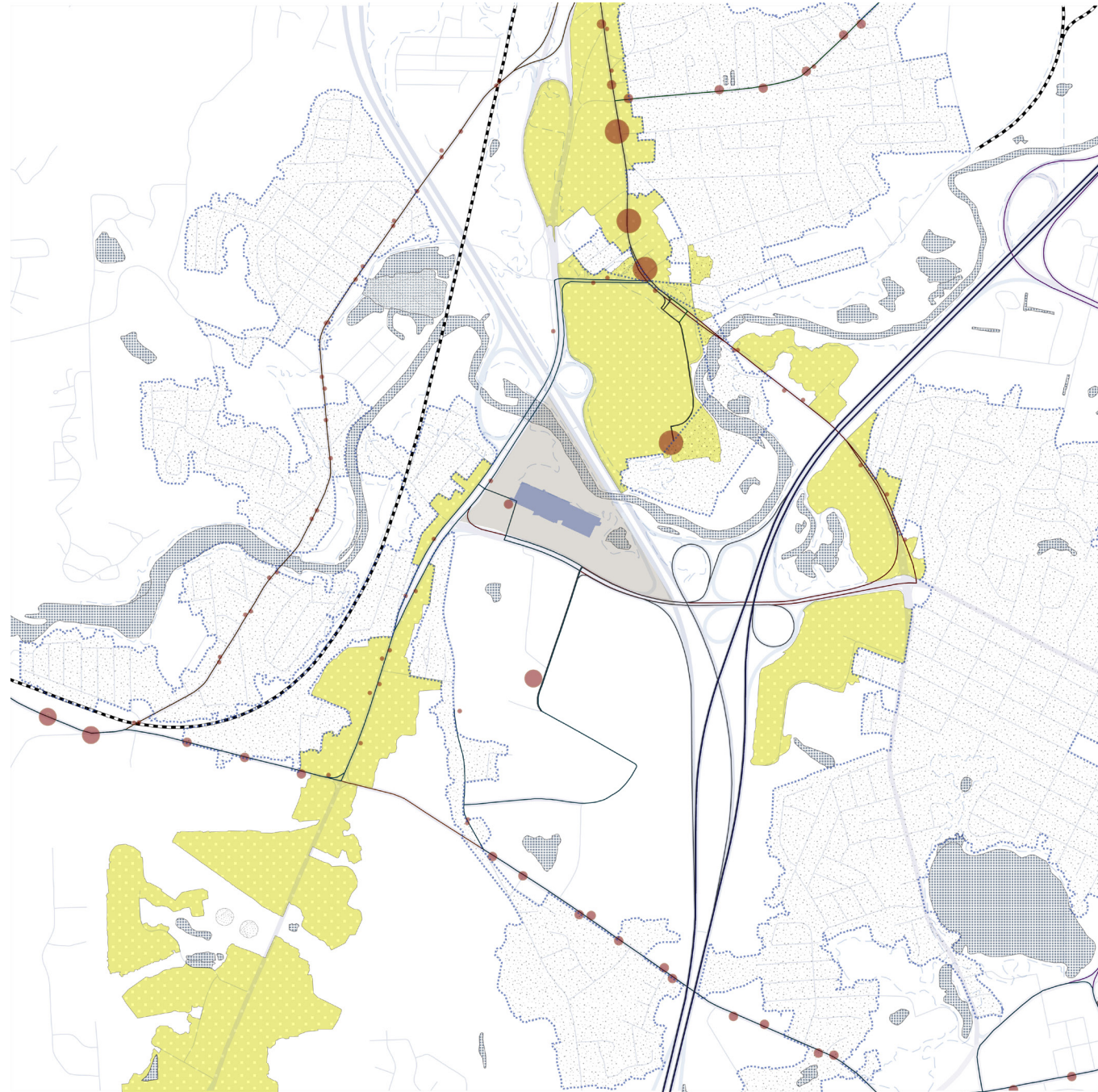
Figure 11: Rhode Island Mall, interior space, 2007
(from: <http://www.labels-car.com/rhode-island/rhode-island-mall>)Figure 12: Rhode Island Mall, interior space, 2007
(from: <http://www.labels-car.com/rhode-island/rhode-island-mall>)

REGIONAL ANALYSIS

Communities & Connections

There are different community neighborhoods surrounding Rhode Island Mall with the vehicle prioritized traffic, which makes it harder to walk through. The commercial zone is also isolated from residential area, so residents have to drive to commercial zone in order to buy supplies and equipment, eat food, and have entertainment activities.

Diagram 1: Regional Analysis of residential communities and commercial area



Commercial Street with dynamic types of store

The type of establishments typically include:

- Cinema
- Department stores
- Indoor play ground
- Sporting goods
- Art supplies
- Furniture stores
- Food stores
- Electronic products
- Pharmacies
- Sundries

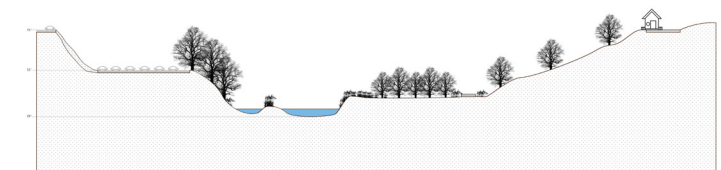
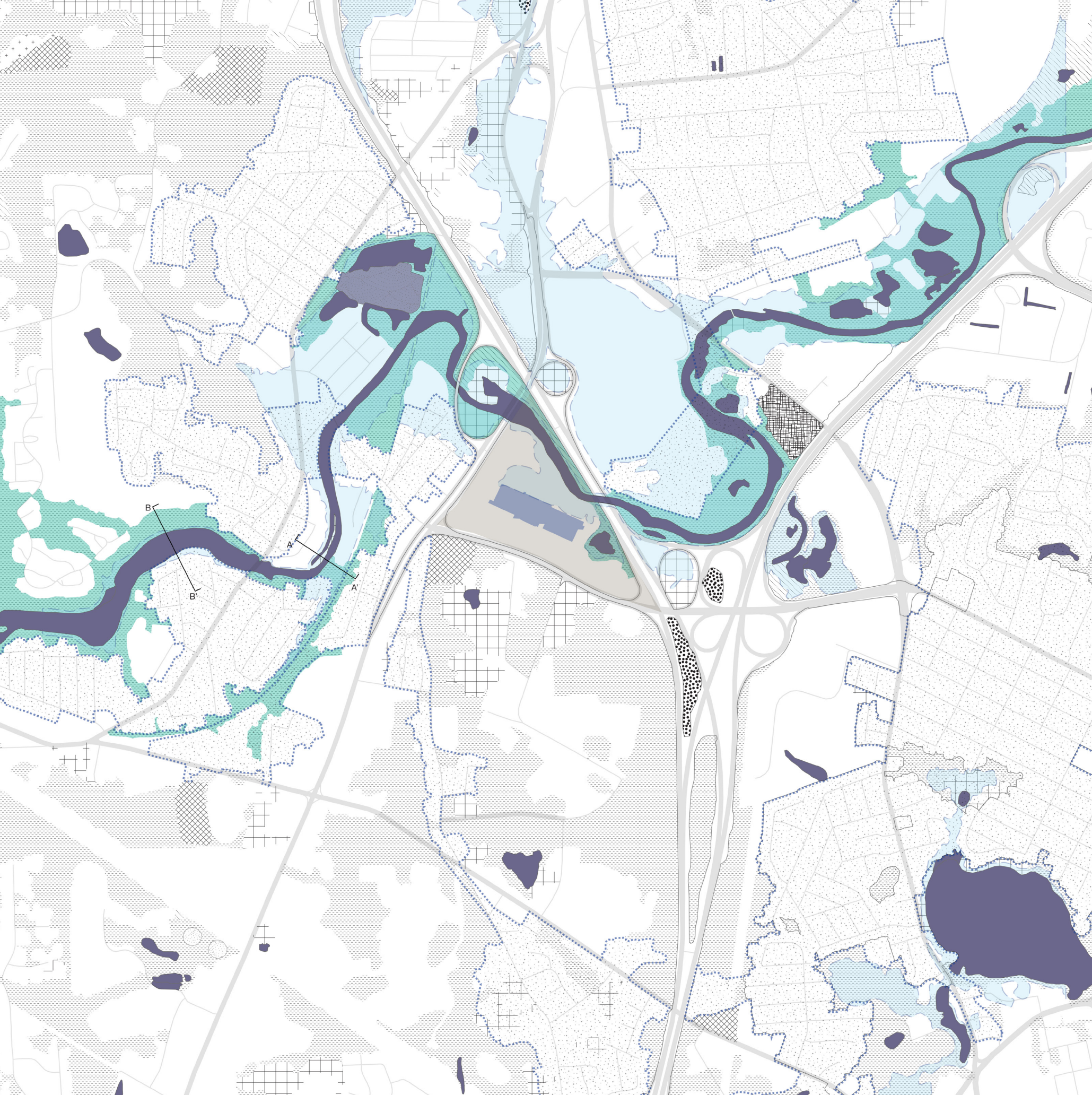


Figure 13: Brands in commercial area (refer: "Rhode Island Mall - Retail Space For Lease." Atlantic Retail. <https://atlanticretail.com/listing/rhode-island-mall/>.)

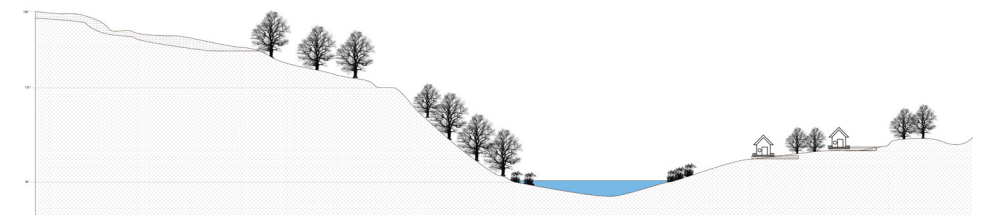
REGIONAL ANALYSIS

Natural Resource

Pawtuxet River is the main natural resource through this area, but it is under utilized as another abandoned space. The river and low topography also lead to serious flood issues, which affects the landscape along the river.

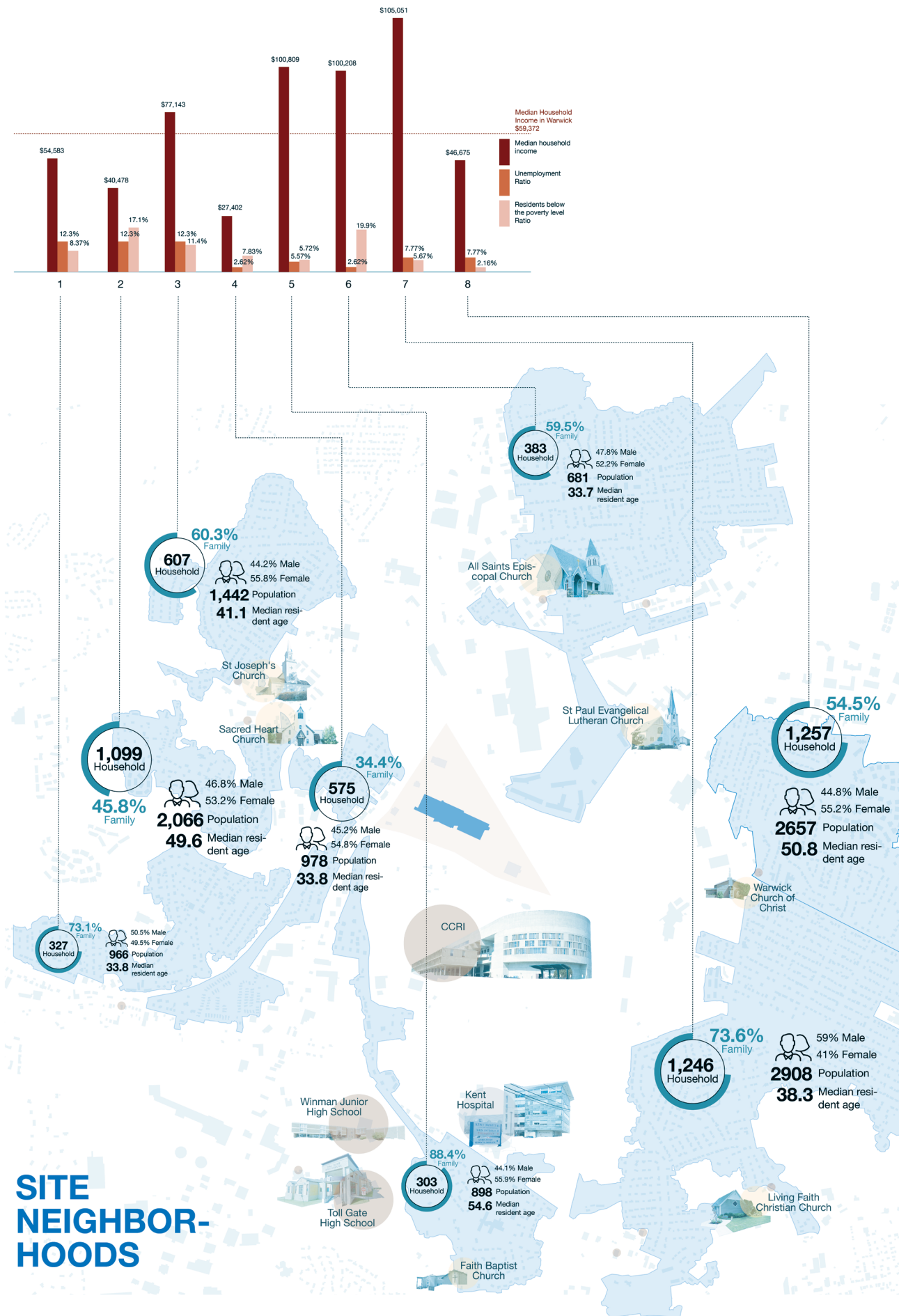


SECTION A-A'



SECTION B-B'

Diagram 2: Regional Analysis of river system and flood zone



REGIONAL ANALYSIS

Demographic

Residents around the site are different from each other. The variation of median household income from \$105,051 to \$27,402 and median resident age from 33.7 to 50.8, which indicates difference of social activity groups.

In Warwick, 32.61% of adults have at least a bachelor's degree, while the average American community has 21.84%. In addition, more people are working in computers and math than 95% of the places in the U.S.

(<http://www.city-data.com/city/Warwick-Rhode-Island.html>)

Diagram 3: Regional Analysis of demographic

SITE CONDITION

Vacant Buildings & Access

The whole area is bordered and constricted by high-speed roads, in such a big neglected space, people would feel it boring to go from one side to another on foot. There are still a few stores that are open, but much of the inside space is vacant.



Diagram 4: Site Analysis

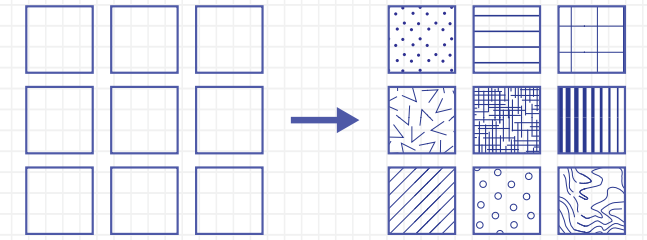
CHAPTER TWO: PRECEDENTS

CULTURE AND CITIZENS MATTER

PLATFORMA 9.81, ZAGREB

TYPE:
Cultural-Activities-Oriented Program

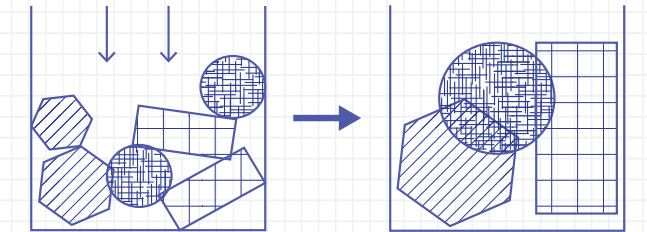
PARTICIPATION:
Artists - Actors
Architects - Planners Citizens - Users



PARK FICTION, HAMBURG

TYPE:
Citizen-Involved Program

PARTICIPATION:
Citizens - Actors & Users
Landscape Architects &
Artists - Planners



ZWISCHENPALASTNUTZUNG – BERLIN (TEMPORARY PALACE USE)

TYPE:
Citizen-Involved Program

PARTICIPATION:
Citizens - Users
Culture Activators - Planners

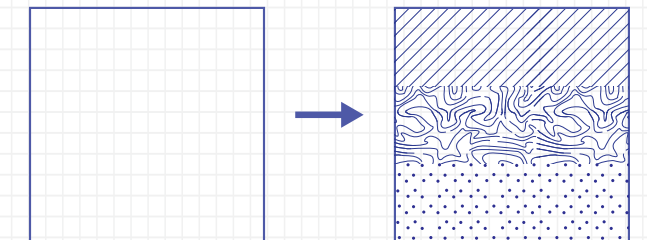


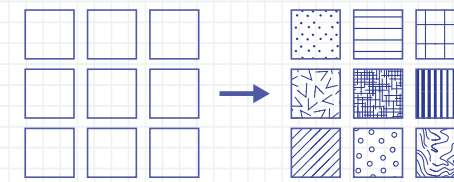


Figure 14: electric concert at an abandoned slaughter-house's loading yard
(http://artefact.mi2.hr/_a04/lang_en/theory_platform981_en.htm)

Platforma 9.81 in Zagreb is a group of architects and media artists who held the project called "Invisible Zagreb" which shows a good example of reusing urban wastelands all around the city. At first, a group of architecture students did the research of how many buildings and open spaces have been abandoned, and then they invited artists to hold various cultural activities based on spatial quality. They tried to make minimum changes of the space itself, but have maximum effects by the activities themselves. For example, an empty small theater became a space for about 20

people having 3-day international and interdisciplinary conference "Group Dynamic"; a slaughter-house and its loading yard became a classroom for a lecture by the Amsterdam group Stealth "Wild City" and a concert of electric music for hundreds of people. Another concert was held below an inner-city street bridge, the openness of that space was a good welcome for the public. In various ways, the temporary cultural activities activated the whole city's cultural life and enhanced the social communities.

PLATFORMA 9.81 _INVISIBLE ZAGREB



TYPE:
Cultural-Activities-Oriented Program

PARTICIPATION:
Artists - Actors
Architects - Planners
Citizens - Users

LOCATION:
Zagreb, Croatia

DATE: 2003-2005

AREA: Varies



Figure 15: concert below an inner-city street bridge
(http://artefact.mi2.hr/_a04/lang_en/theory_platform981_en.htm)



Figure 16: preparing a lecture at an abandoned slaughter-house's loading yard
(http://artefact.mi2.hr/_a04/lang_en/theory_platform981_en.htm)



Figure 17: conference at an empty small theater
(http://artefact.mi2.hr/_a04/lang_en/theory_platform981_en.htm)

Right:

Tool Kits, such as: a silver planning container, the archives, the Knetbüro, questionnaires and a hotline for “people who are late night inspired” searched self-ironically for places of happiness, private wishes and holiday architectures. With the “Action Kit”, a portable planning studio including dictaphone, Polaroid camera, plasticine and fold-out harbor panorama, the neighborhood was visited.

(<http://park-fiction.net/gezi-park-fiction-hamburg/>)

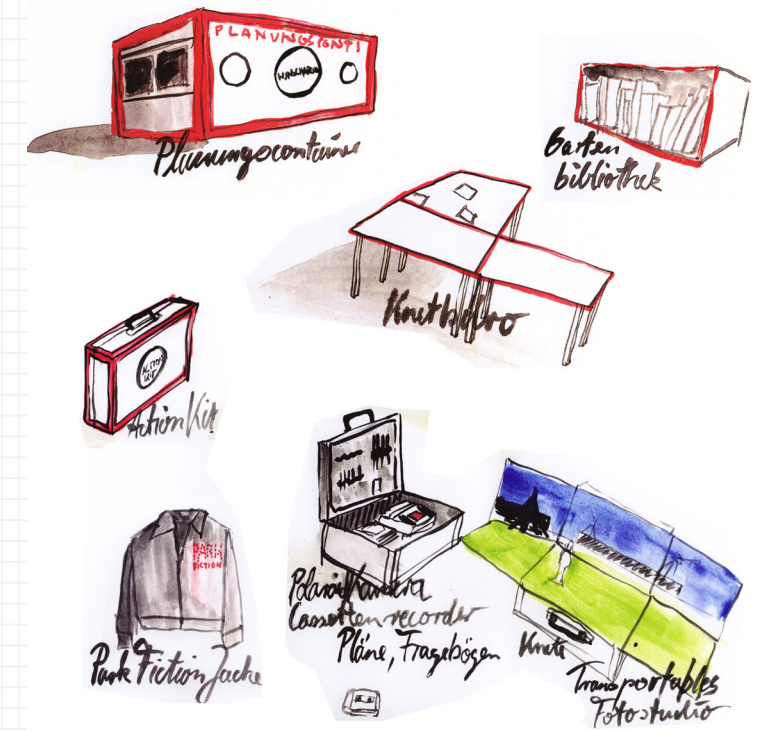


Figure 21: Tool Kits for engaging neighborhoods in the design process.

(<http://park-fiction.net/gezi-park-fiction-hamburg/>)

Below:

This is a performance to support the Esso houses, which emerged from Sylvi Kretschmar's reflections on Public Address Systems.

(<http://park-fiction.net/gezi-park-fiction-hamburg/>)



Figure 20: Megaphone choir, “Collective Invocation”, spring 2013, (<http://park-fiction.net/gezi-park-fiction-hamburg/>)



Figure 22: Park Fiction Team. (<http://park-fiction.net/gezi-park-fiction-hamburg/>)



Figure 23: high occupied by the neighborhoods after the park was built
(<http://park-fiction.net/gezi-park-fiction-hamburg/>)



Figure 24: Irene Budde, Olaf Sobczak and Steffen Jörg produce the documentary *Empire St.Pauli – On Pearl Chains and Banning Orders*. (<http://park-fiction.net/gezi-park-fiction-hamburg/>)

The filmmakers choose political and contested locations for their screenings. When the film is shown in Park Fiction in Summer 2009, 1300 viewers turn up. Late at night, after the screening, a spontaneous demonstration starts,

protesting against gentrification of St.Pauli. The event marks one of the beginnings of the Hamburg Right to the City movement. (<http://park-fiction.net/park-fiction-introduction-in-english/>)

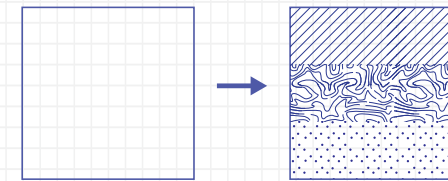


Figure 25: steel framework (<http://pismowidok.org/index.php/one/article/view/109/176>)

ZwischPalastNutzung (Temporary Palace Use) is a series of temporary cultural oriented programs in a previous Parliament building of the GDR. There were only steel structures left when the building was found by cultural actors (composers, artists, choreographers, etc.) as a great space for cultural events. The cultural actors established "Temporary Palace Use Association" to create a 3-year plan of temporary cultural usage of the whole building. The first exhibition was "Volkspalast" festival in summer 2004 which gained a lot of attention from the public. The second event was about public

performances; after that, the third event was "People's Palace" which was developed under artistic direction. Actually, though the events were all popular and publicized a lot, the long debate between events initiators and the government was the hardest part of this program. Later activities were meant to fight the demolition, but the battle was lost. Even so, the spirit of cultural and artful events succeeded in other forms and the influence of this program never ended.

ZWISCHENPALASTNUTZUNG – BERLIN (TEMPORARY PALACE USE)



TYPE:
Citizen-Involved Program
PARTICIPATION:
Citizens - Users
Culture Activators - Planners

LOCATION:
Berlin, Germany
DATE:
2001-2002: concepts
2004-2005: realizations
2006-2008: demolition
AREA:
60,000 m², government building
(Centrally located Parliament building of the GDR, property of the Federal Republic of Germany)



Figure 26: International conference of project *Fun Palace Berlin 200X* (2004) conceived by Cedric Price for discussing the future of Palast der Republik. (http://www.oswalt.de/test/_pdf/Oswalt_ZwischenPalastNutzung.pdf)

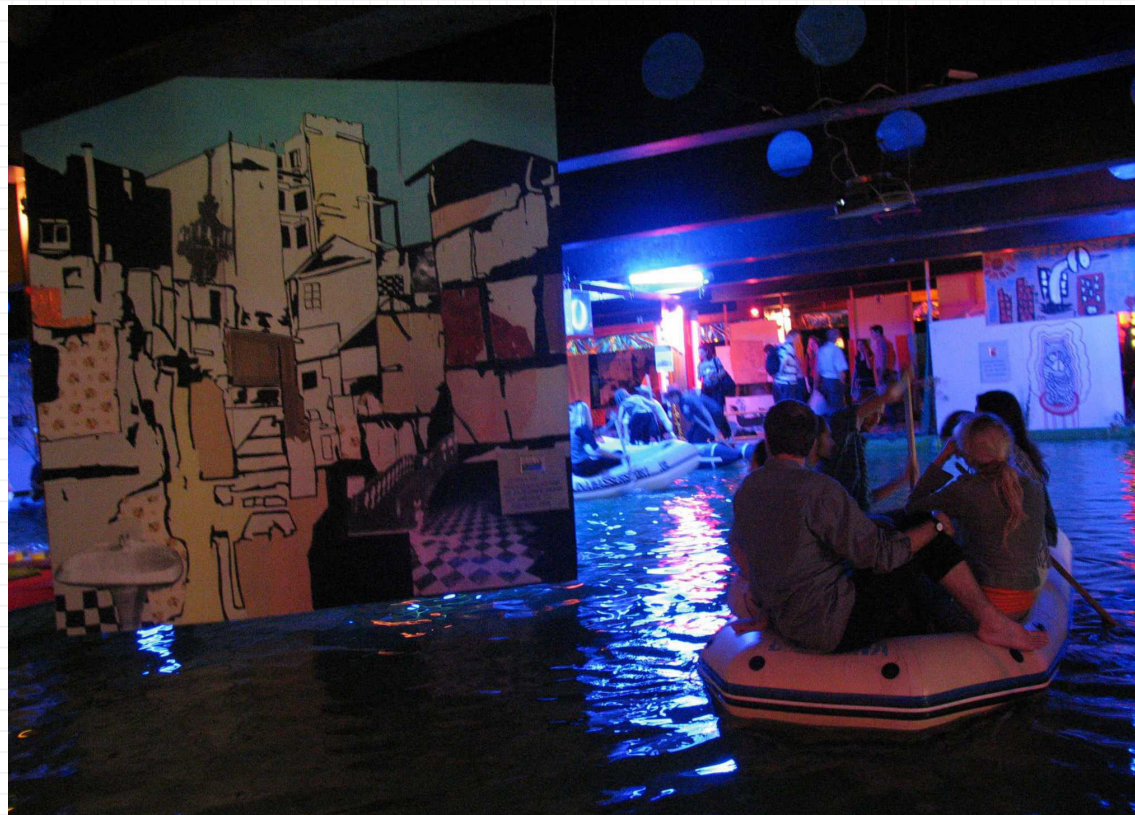


Figure 27: Facade republic within the scope of the “Volkspalast” festival, 2004.
<https://www.spiegel.de/fotostrecke/palast-der-republik-2008-endgueltig-geschichte-fotostrecke-165396-30.html>

Facade republic within the scope of the “Volkspalast” festival, 2004. The Raumlabor group of architects redeveloped the basement floor, which was as a fire fighting pond, to

a flooded art gallery, art installations were exhibited by hanging on ceiling of that floor. installed an island landscape on the flooded basement floor.

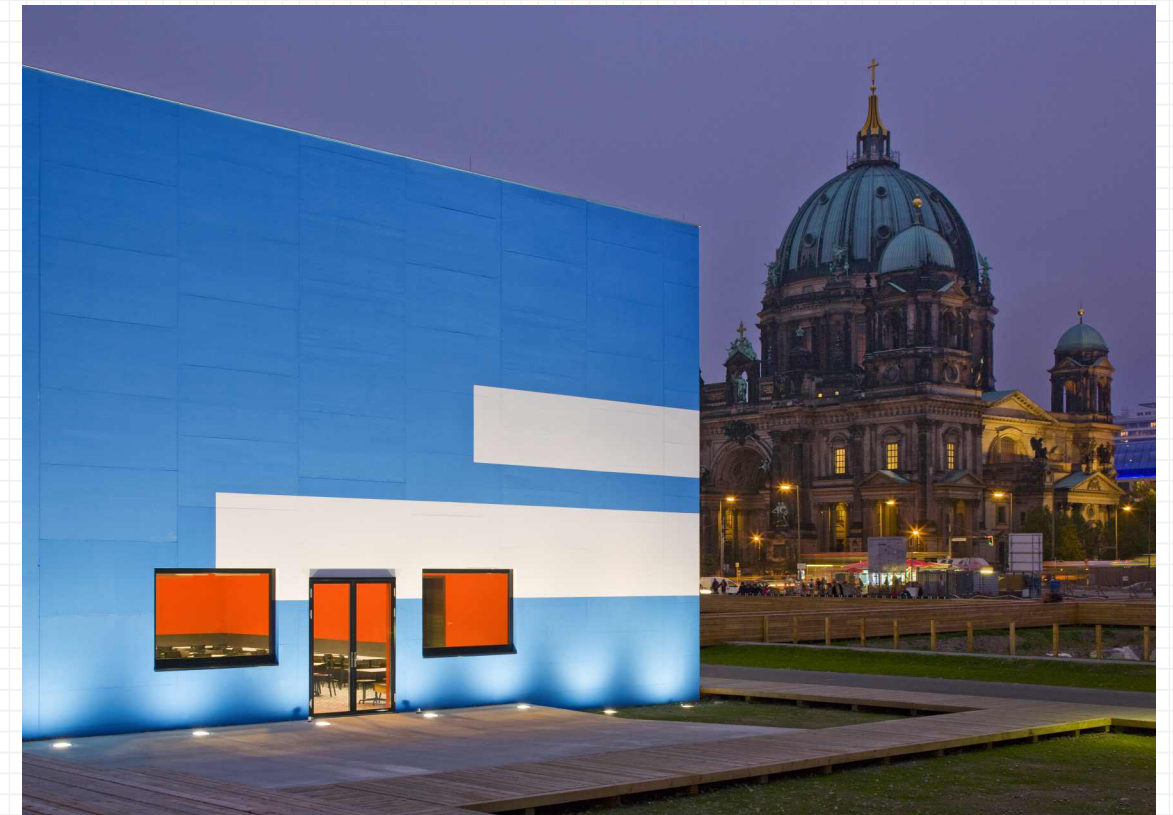
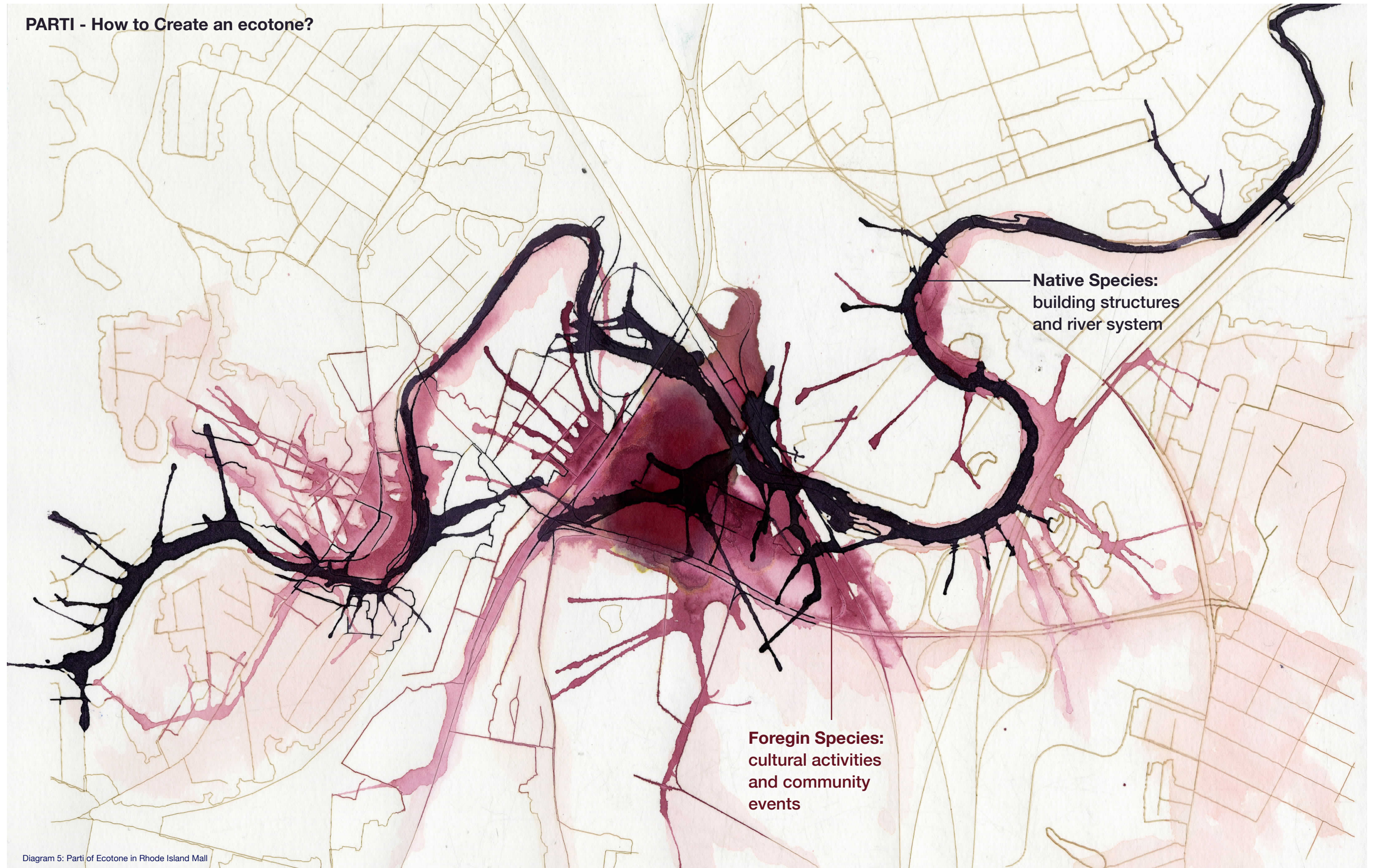


Figure 28: Adolf Krischanitz, *Temporäre Kunsthalle Berlin*, 2008-2010
https://architektura.info/architektura/polska_i_swiat/temporaere_kunsthalle

Even though the building was demolished to symbolize destruction of the GDR, the cultural programs successfully remained spirit to the site. After the Palast was demolished, the project Temporäre Kunsthalle Berlin as a temporary art gallery was built right across

the site. During two years, the project held seventeen exhibitions to introduce Berlin’s contemporary art to the public. Then the temporary Kunsthalle building was purchased in late 2010 by the art foundation Thyssen-Bornemisza Art Contemporary (TBA-21).

PARTI - How to Create an ecotone?



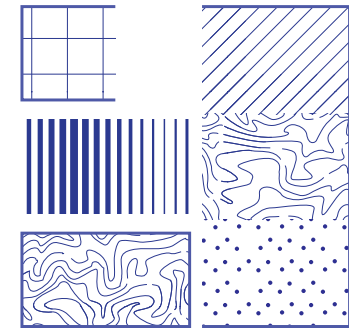
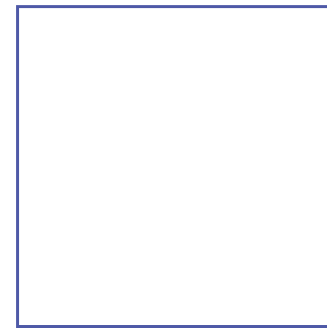
Native Species:
building structures
and river system

Foreign Species:
cultural activities
and community
events

Diagram 5: Part of Ecotone in Rhode Island Mall

DESIGN STRATEGIES

1. Reshaping the interface between interior and open spaces
2. Inviting river system into vacant space
3. Repurposing parking lots for multi-functional social spaces



TYPE: Multi-Functional Social Program

PARTICIPATION:

Citizens - Users

Culture Activators &

Landscape Designers- Planners

1. Reshaping the interface between interior and open spaces

The original structure of the mall has two floors built on a slope, so that the southern entryways are on the upper level and northern entryways are on the lower level. My strategy is keeping all of the first floor and removing part of the walls on the second floor in order to create different spatial qualities for different activities. The reshaped building spaces themselves become a “welcome” for residents and provide opportunities for introducing the river system.

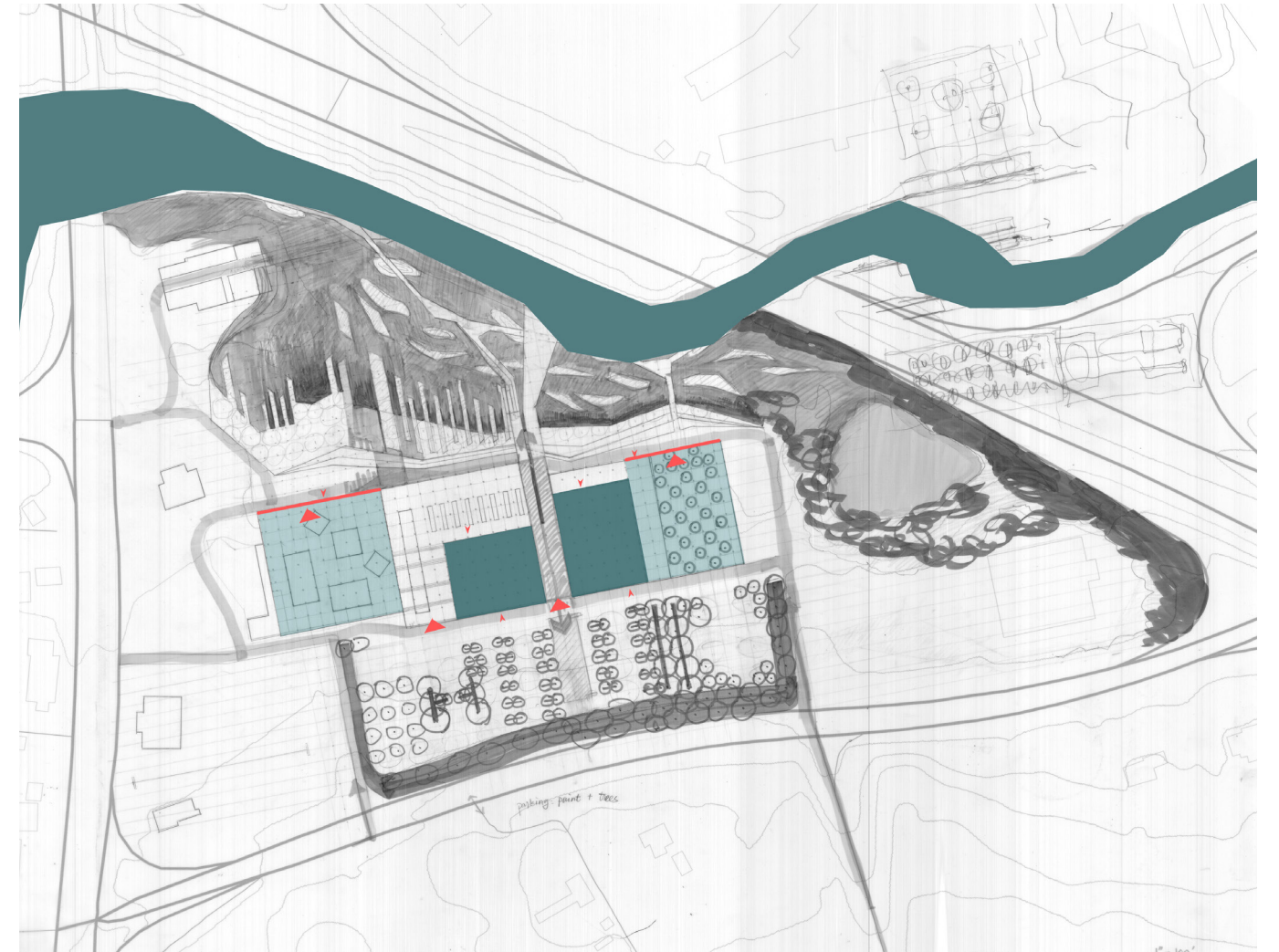


Diagram 6: Design Strategy 1

1. Reshaping the interface between interior and open spaces



Left:
Figure 29: perspective from view point A
Below:
Figure 30: design model





Right:
 Figure 31: perspective from view point B
 Below:
 Figure 32: design model



2. Inviting river system into vacant space

The site has significant acreage for parking lots, meaning many of them are under utilized. I remove all of the parking lots in riverside and replace with wetlands. In this case, the impermeable ground is transformed into permeable materials which also have ecological values. Merging together with building edge and water edge creates flexible spaces for habitats and recreational events such as kayaking, sight viewing, tide watching, and walking.

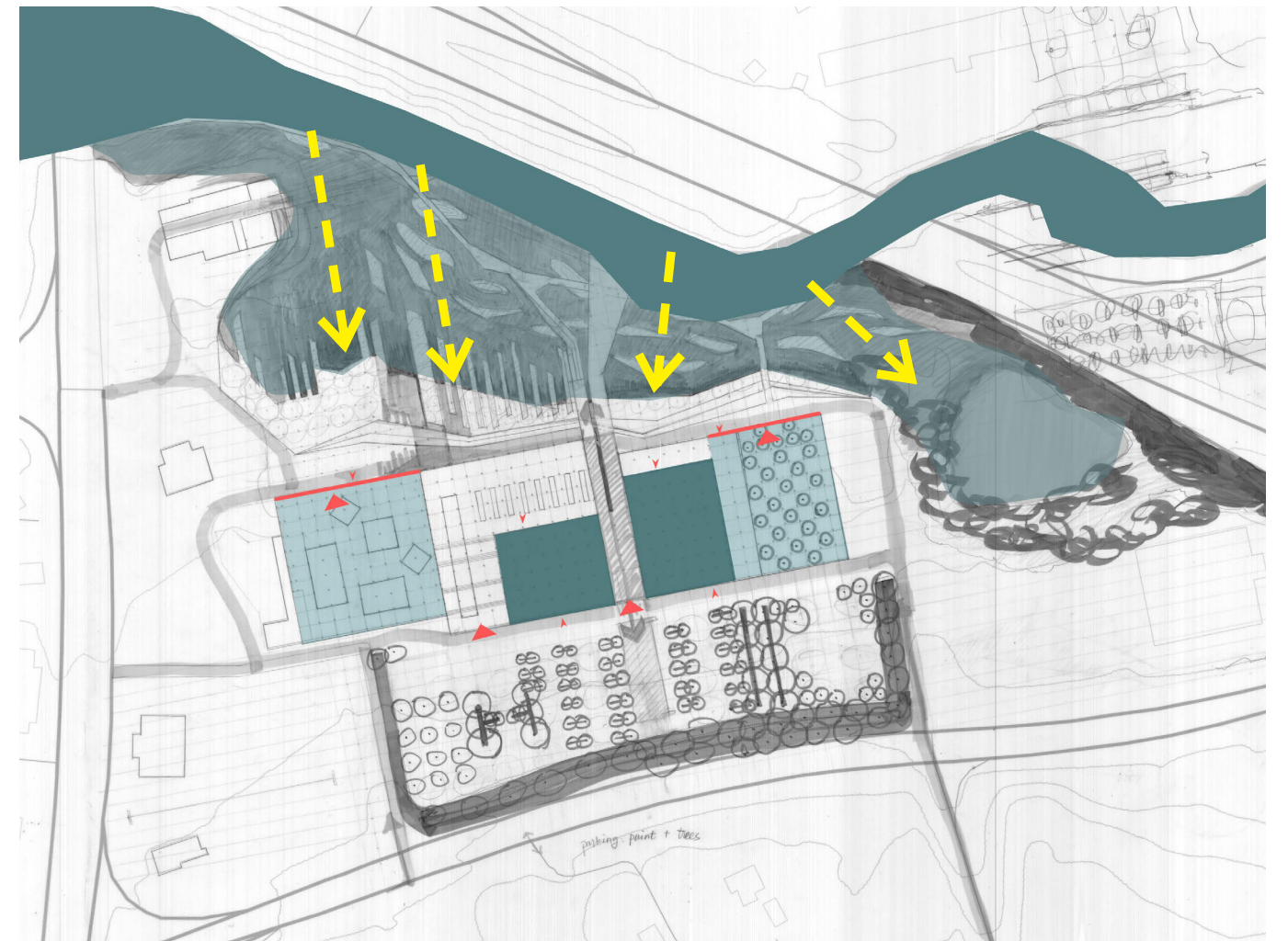
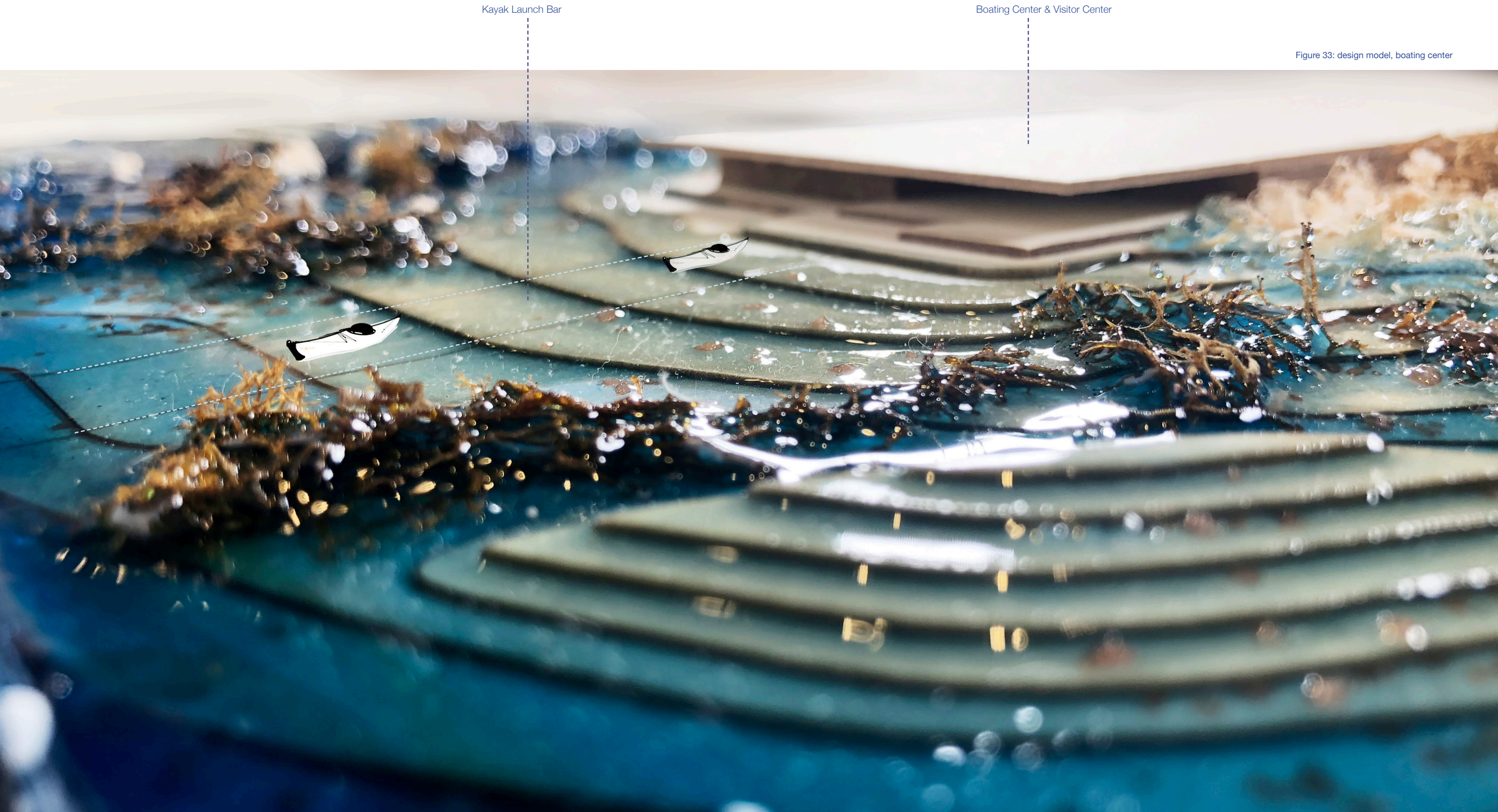


Diagram 7: Design Strategy 2

2. Inviting river system into vacant space



Kayak Launch Bar

Boating Center & Visitor Center

Figure 33: design model, boating center

2. Inviting river system into vacant space



Figure 34: design model, marshland below the bridge for sight view

2. Inviting river system into vacant space



Figure 35-36: design model, inter-tidal zone

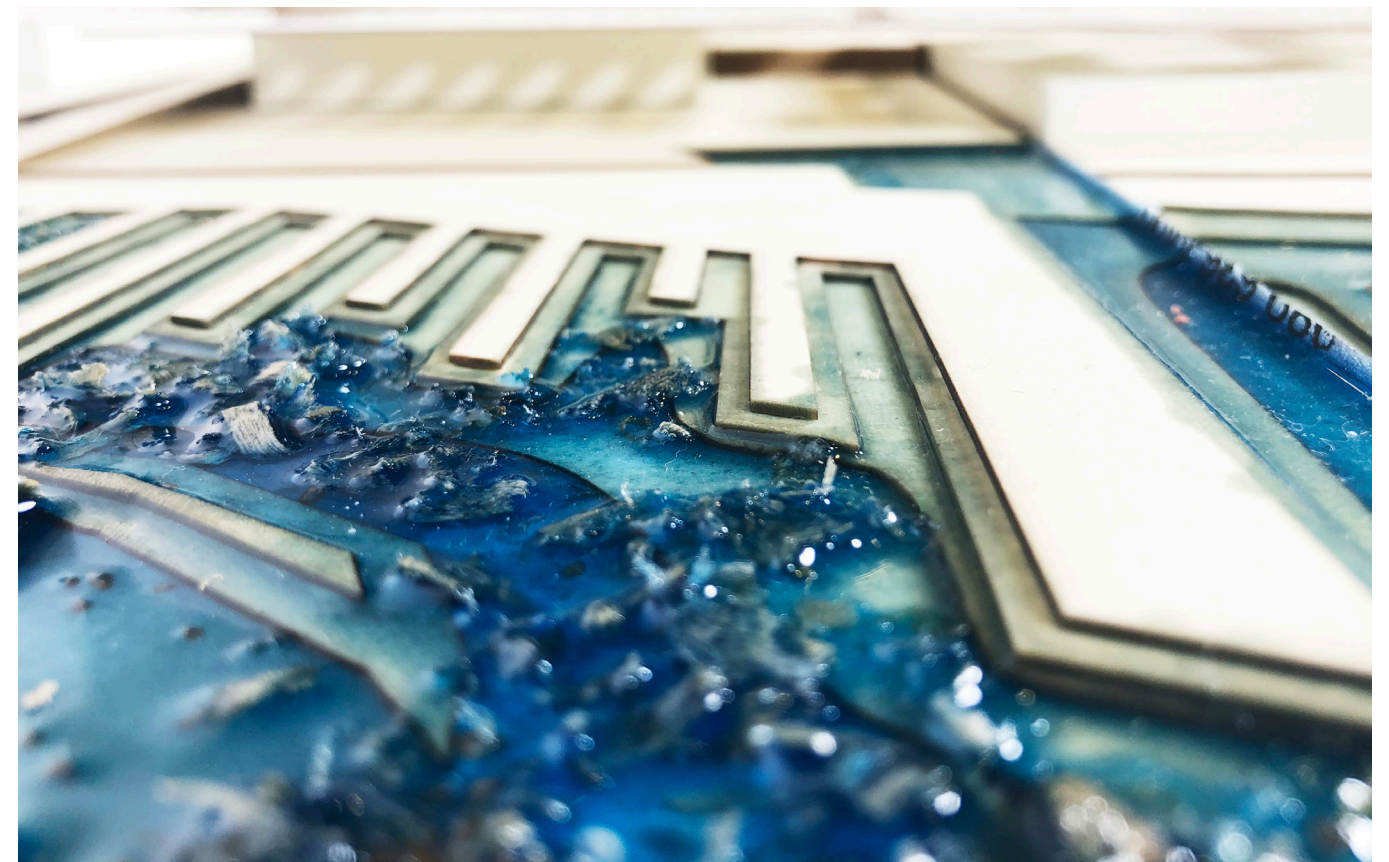
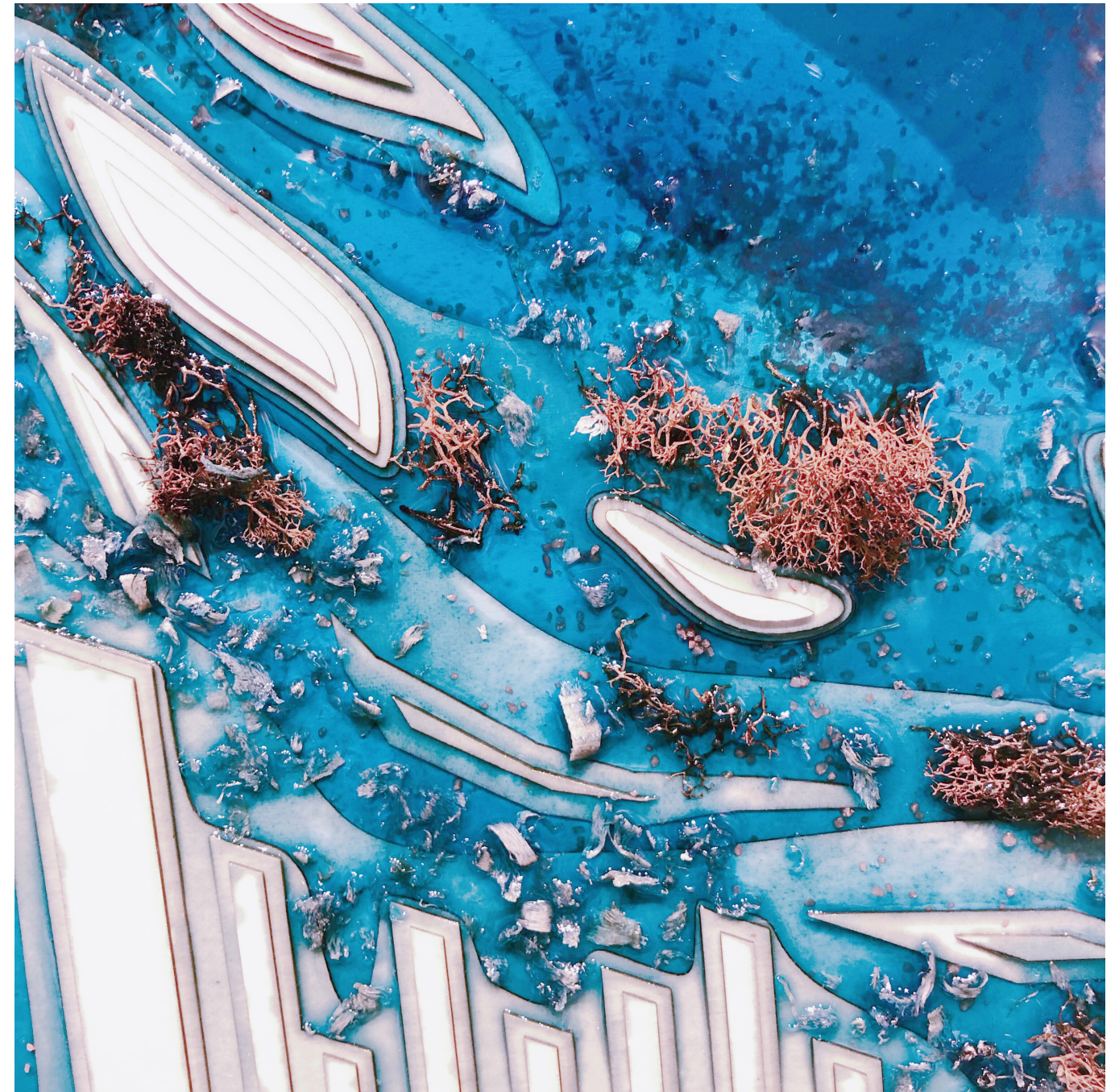




Figure 37: design model, inter-tidal zone

2. Inviting river system into vacant space

Figure 38: design model, inter-tidal zone



3. Repurposing parking lots to multi-functional social spaces

In terms of creating a composite “ecotone,” there shouldn’t be any spaces that only have one function. Because the main characteristics of social activities are flexibility and easy accessibility, the repurposed parking lots provide not only tree shadow but also threshold for holding some temporary activities. Furthermore, the whole site creates spaces for public speeches and gatherings on top of the mall building, provides different walk experiences and different opportunities for people to play with water. There are also some remaining stores, and temporary art galleries and farmer markets creating a flourishing atmosphere of cultural and commercial events.

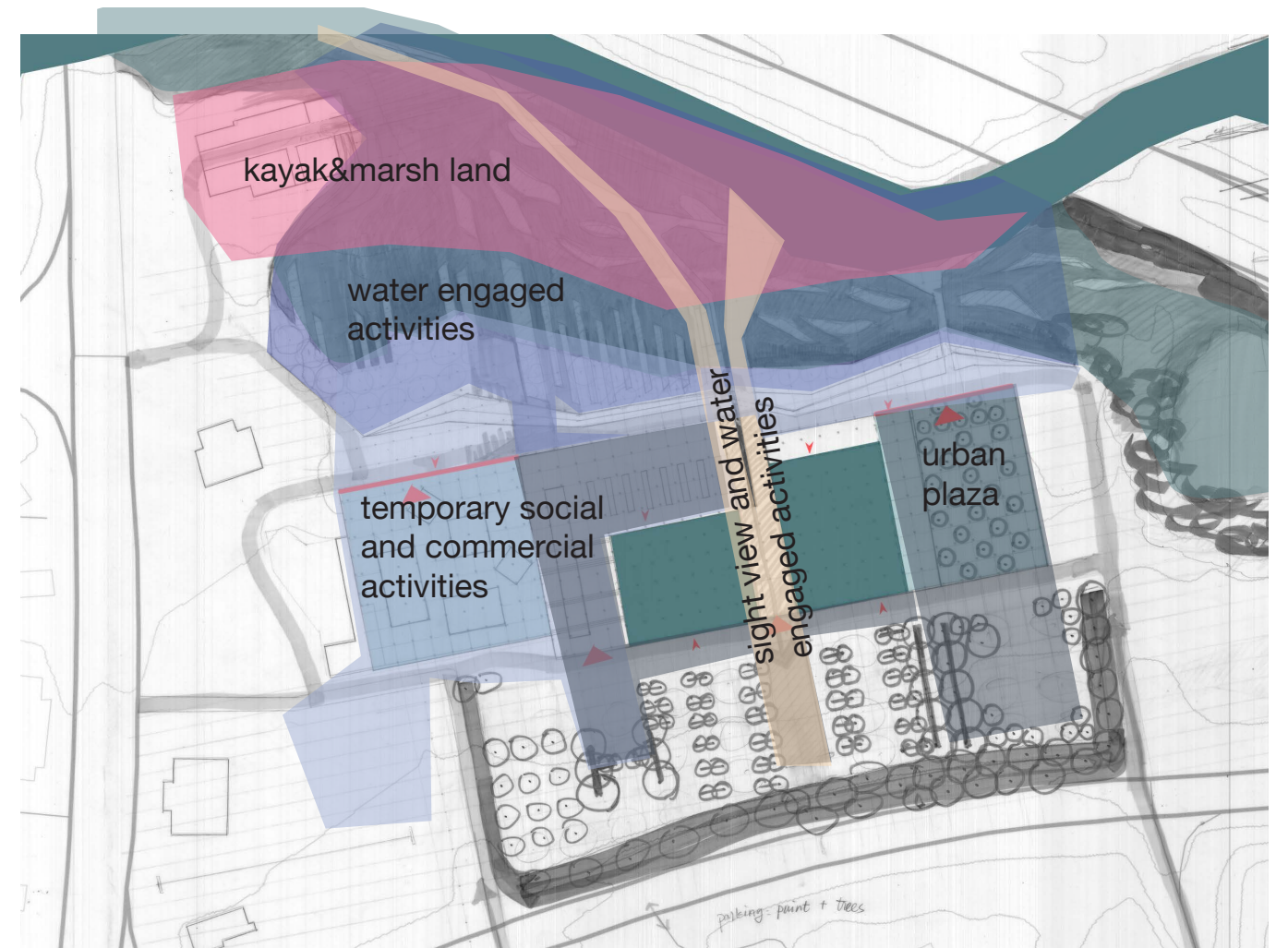


Diagram 8: Design Strategy 3

3. Repurposing parking lots to multi-functional social spaces



Figure 39: design model, from parking lots to river side



Figure 40: design model, path between building and parking lots

3. Repurposing parking lots to multi-functional social spaces

Figure 41: design model, view from parking lot to building

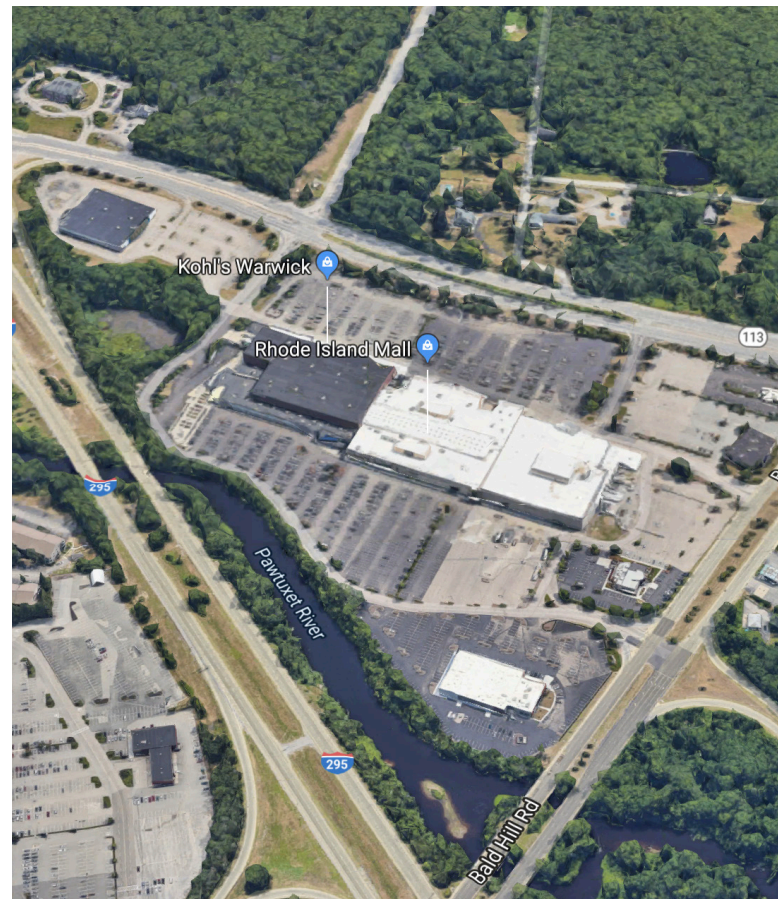


PLAN

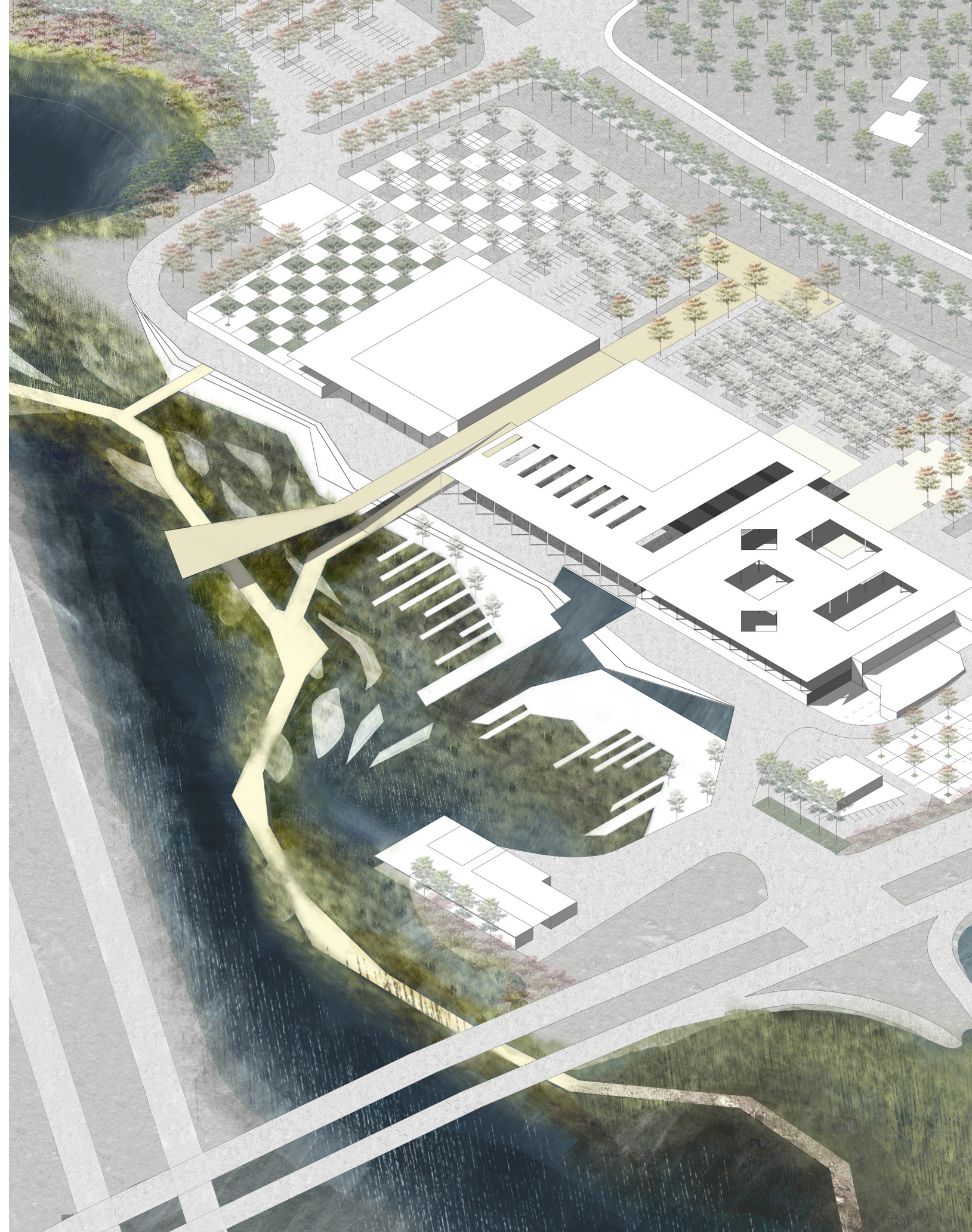
Figure 42: design model



AERIAL VIEW



Left:
Figure 43: existing condition
(from: Google Earth)
Right:
Figure 44: purposed condition



CHAPTER FOUR: CONCLUSION

FINDINGS

This thesis as a self-driven project tries to have a better understanding of how we transform vacant malls into meaningful social spaces using landscape architectural knowledge and methods, and furthermore explores new possibilities for those kind of vacant and underutilized spaces. In the process, there are a few interesting findings:

- The elements that stay unchanged is important. The key theory for repurposing the site is not only inviting new activities or functions, but also holding evidence to describe there was a big-box mall on site, otherwise there is no difference than demolishing the whole place and building a new thing.
- The relationship between interior and exterior space enables the flexibility of activities. Playing with open space, semi-open space, and enclosed space makes various types of spatial quality. The small shift for a wall or a roof may contribute to a totally different function.
- Different circulation enables residents to access more easily. Many malls in suburbs are meant for customers with cars; however, when the site is no longer for buying but for social activities, pedestrian and bike paths are necessary for surrounding dwellers to get into the site.

ASSESSMENT

The topic of this thesis, dead malls, has drawn a lot of interest from the public in recent years. There are many different programs that have happened in America's other abandoned malls. However, the designers or planners rarely talk about the relationship between outdoor and indoor space. In my thesis, I argue that only by merging the boundary of different space qualities can we provide the next step for reshaping dead malls, which provides stronger connection to the environment. In this case, the test of reshaping Rhode Island Mall to a public space for social events would have significant meaning for supporting this argument. The idea of "Ecotone" becomes a new theory for discussing the different situation before and after the spatial change.

However, based on the theory of "ecotone," the project should be more detailed so that it would be a model for other vacant malls. Typically, for the next step, the following aspects should be considered:

- What exactly would residents around the site like to do for entertainment and relaxing? How can they abandon the programs from existing commercial entities to take part in the programs on site?
- What is my attitude to vacant parking lots? Will the visitor buy the idea of having activities inside the parking area?
- What exactly is the difference about experiences along the bridges? Is there any sequence of light, threshold, sounds, or humidity change?
- In order to support different programs, how specifically will the new "Ecotone" work? Which part is changed and which is not? How do existing situations change?

All in all, the project still has lots of potentials and openness for future discussions.

THANK-YOU

To the following people, thank you for teaching and supporting me to explore my potentials and be a professional landscape designer.

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I'm sincerely appreciate all of you for helping me finishing my last work at RISD

INDEX

Waste:

Noun.

- 1 a : a sparsely settled or barren region : DESERT
 - b : uncultivated land
 - c : a broad and empty expanse (as of water)
- 2 : the act or an instance of wasting
- 3 a : loss through breaking down of bodily tissue
 - b : gradual loss or decrease by use, wear, or decay
- 4 a : damaged, defective, or superfluous material produced by a manufacturing process: such as
 - (1) : material rejected during a textile manufacturing process and used usually for wiping away dirt and oil
 - (2) : SCRAP
 - (3) : an unwanted by-product of a manufacturing process, chemical laboratory, or nuclear reactor
 - b : refuse from places of human or animal habitation: such as
 - (1) : GARBAGE, RUBBISH
 - (2) : EXCREMENT —often used in plural
 - (3) : SEWAGE
 - c : material derived by mechanical and chemical weathering of the land and moved down sloping surfaces or carried by streams to the sea

Verb - wasted; wasting

- 1 : to lay waste -especially : to damage or destroy gradually and progressively
- 2 : to cause to shrink in physical bulk or strength : EMACIATE, ENFEEBLE
- 3 : to wear away or diminish gradually : CONSUME
- 4 a : to spend or use carelessly : SQUANDER
 - b : to allow to be used inefficiently or become dissipated
- 5 : KILL
 - also : to injure severely

intransitive verb

- 1 : to lose weight, strength, or vitality —often used with

away

- 2 a : to become diminished in bulk or substance
 - b : to become consumed
- 3 : to spend money or consume property extravagantly or improvidently
 - : to accomplish nothing by speaking

Adjective

- 1 a(1) : being wild and uninhabited : DESOLATE
 - (2) : ARID, EMPTY
 - b : not cultivated : not productive
- 2 : being in a ruined or devastated condition

(Merriam-Webster Dictionary)

Wasteland:

noun

- 1 : barren or uncultivated land
- a desert wasteland
- 2 : an ugly often devastated or barely inhabitable place or area
- 3 : something (such as a way of life) that is spiritually and emotionally arid and unsatisfying

(Merriam-Webster Dictionary)

Reshape:

transitive verb

to give a new form or orientation to : REORGANIZE

(Merriam-Webster Dictionary)

Innovation:

noun

- 1 : the introduction of something new
- 2 : a new idea, method, or device : NOVELTY

(Merriam-Webster Dictionary)

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