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## Activating Non-Place

Noah Stogner

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# Activating Non-Place

Noah Stogner

# **Activating Non-Place**

Approval of Thesis Research  
Project Book is Presented to:

*Arief Setiawan*

and to the  
Faculty of the Department of Architecture  
College of Architecture and Construction Management

by

**Noah Stogner**

In partial fulfillment of the requirements for the Degree

**Bachelor of Architecture**

Kennesaw State University  
Marietta, Georgia

May 9, 2023

## **Dedication**

The following book is dedicated to my Lord and Savior, Jesus Christ. Without his guidance, my life's path would not be as clear and joyful as it has been. This book is also dedicated to my family and friends, without their love and support I would not be the person that I am today. Their encouragement has been the sole reason for the completion of this degree.

A man's heart plans his course, but the *Lord* directs his steps.  
Proverbs 16:9

## **Acknowledgment**

I want to acknowledge my advisor, Dr. Arief Setiawan, for being a reliable mentor and friend throughout this thesis. This project and research would not have been nearly as successful without his guidance.

I also want to acknowledge IPG Architects & Planners for providing the building blocks and inspiration for this profession. Without their support, this degree would not have been pursued.

Finally, I want to acknowledge Sizemore Group for their support throughout my thesis year. Without their flexibility and support, I would not have been able to pursue my dreams at the next level that I have set for myself.

## 0.1 Abstract

### *Activating Non-Place*

Marc Augé (1992) defined non-place as the typical area in the urban space that has lost its identity and thus has fallen into the banal. Some of these typical nonplaces include airports, hotel rooms, convenience stores, and shopping malls. Augé argues that our urban space is ridden with these infrastructural inserts that lack of uniqueness and are homogeneous in nature. This lack of uniqueness has evolved into a mass exodus of urban interaction resulting in the identity of a city becoming lost. Augé's nonplace are evident in our urban and suburban environments. On the other hand, Kevin Lynch defines the city as an interactive space that is composed of five categories. These five categories include paths, nodes, districts, landmarks, and edges. Lynch's research states that elements such as the urban node are most impacted by the interaction, or junction, of people within the urban space. In the urban and suburban environments, the nodes have transformed into nonplace. This thesis is interested in exploring nonplace as a contemporary urban node and argues that with the introduction of interactive elements into generic nonplace, any urban space can be activated.

Eric Howeler and Meejin Yoon(2013) argue that the public space is now characterized by that of copresence, and less by traditional communicational and person to person interactions. Copresence is the phenomena that introduces interacting by simply being in the same vicinity with another person. Eric Howeler and Meejin Yoon's public space design entices individuals to interact with specific elements without requiring interaction with another person.

This thesis purposes that the introduction of interactive, adaptive, and mobile elements can activate the generic, nonplace of the urban and suburban. Interactive and adaptive elements allow for individuals to interact with nonplace rather than interacting with other people if they so wish. While communication is not eliminated, these elements simply provide relief and oasis from those who look to retreat from everyday life.

In addition, the urban node indicates that of intersections and connections. Therefore, this thesis also aims to explore possible systems for which a network of nodes can be created across the urban fabric.

## 0.2 Primary Research Questions

- |   |  |
|---|--|
| 1.0 How do I design <i>interactive</i> environments                                     | 7.0 How do I design interactive elements?                                    |
| 2.0 How do I design a <i>complex system of nodes</i> that communicate with one another? | 8.0 What are the different forms of activation and how do they affect space? |
| 3.0 How do theories translate to traditional nodes?                                     | 9.0 How do I create a dynamic network of nodes?                              |
| 4.0 What are the design strategies of traditional nodes?                                | 10.0 How do nodes communicate with one another?                              |
| 5.0 What are the design strategies of modern nodes?                                     | 11.0 How do I synthesize research?   |
| 6.0 What makes a modern node successful?  | 12.0 How do I make a successful network of communicating nodes?              |

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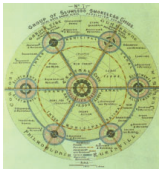
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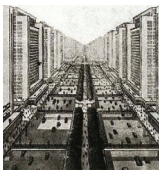
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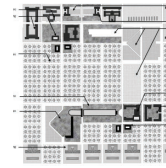
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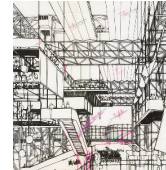
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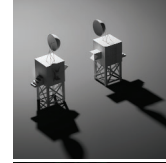
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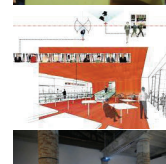
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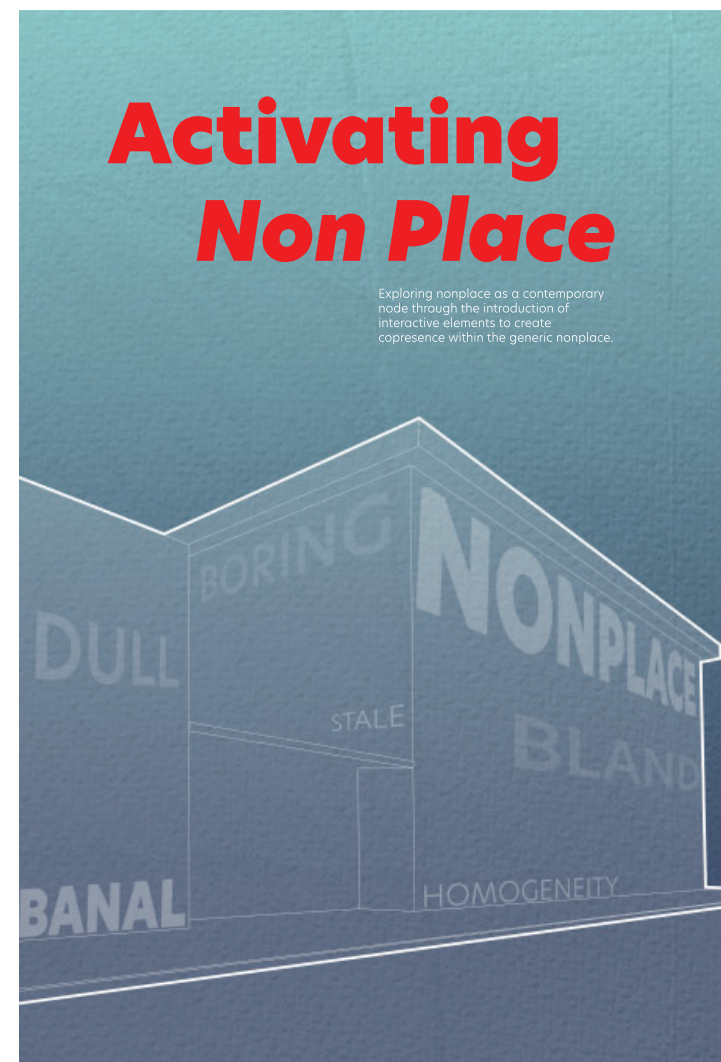
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# 01

## Introduction and Context



The city that we inhabit everyday is dying and lacking of identity. With a sudden shift in loss of identity, the urban environment has seen a problematic lack of interaction and activity within in boundaries. To counteract this, activating elements need to be introduced into the urban space to increase interaction and therefor identity. With a focus on Urban nodes, activation occurs when people are joined, resulting in a complex network of urban systems and activations.

## 1.1 *The City is Place-less*

The urban fabric that we interact with is nothing but a shell of what it once was. The fundamental elements of a city promote possession and ownership by its population resulting in the introduction of interaction and therefore place within the urban space.

Recently, with the introduction of overly simplistic modernity, the identity of the city has been removed from its core values. This lack in activation of one's city results in a life-less body of the city.

Architecture plays a role in this by providing little to no differentiation between form and the urban fabric. Bureaucracy and capitalism are the reactants to a life-less city. By counteracting this impact of the place-less environment, life can be restored into the city. Resulting in a mass arrival of interaction and promotion of life within the city.

## 1.2 *Non-Places: Introduction to an Anthropology of Supermodernity* Marc Auge (1992)

Marc Auge describe the everyday urban fabric that we interact with as spaces that lack characteristics of the traditional place. These spaces are places where people are just as anonymous as the place that they interact with. Resulting in no interaction within the space. These spaces include airports, highways, shopping malls, and hotels. Ultimently, these spaces lack history, identity, and have relinquished all aspects of the traditional idea of place.

Auge also argues that these environments are becoming more complex in counteracting because of the introduction of supermodernity. Which is the result of the hyper fixation of the norm of everyday life.

Auge untimely argues that non-place have special places within the urban fabrics and provide highly potential areas where freedom and growth can possess our everyday lives.



Figure 01



Figure 02



# 02

## Primary Research Questions & Research Methodology

### 2.1 Primary Research Questions

How do I design *interactive* environments?

How do I design a *complex system of nodes* that communicate with one another?

### 2.2 Research Methodology

Research of the traditional node is a study of literature, theories, and precedent examples. This research approach allows for multidisciplinary research tactics.

Understanding modern nodes is a design oriented approach with precedent and categorization studies. These allow for application across a multitude of spaces.

Design research of interaction is a process of studying how populations interact and conducting small models and sketches for study.

The intention of synthesis and ground within an existing non-place provides exploration of application within a specific site boundary.

## 2.3 Research Timeline

### Fall 2022:

#### 1.0 Literature Study

- 1.1 AD\_Interactive Architecture (2005)
- 1.2 AD\_Interactive Design Environments (2007)
- 1.3 Koolhaas\_SMLXL (1995)
- 1.4 Gravel\_Where We Want to Live (2016)
- 1.5 Mitchell\_ City of Bits (1995)
- 1.6 Lynch\_The Image of the City (1979)
- 1.7 Graham\_Dream Cities (2016)
- 1.8 Howard\_Garden Cities of To-morrow (1902)
- 1.9 Koolhaas\_The Generic City (1995)
- 1.10 Corbusier\_ A Contemporary City (1922)
- 1.11 Picon\_ Smart Cities (2015)
- 1.12 Rossi\_The Architecture of the City (1966)
- 1.13 Jacobs\_ The Death and Life of the Great American Cities (1961)
- 1.14 Allen\_ Field Conditions (1997)
- 1.15 Larice & Macdonald\_ The Urban Design Reader (2013)
- 1.16 Mayne\_ Combinatory Urbanism (2011)
- 1.17 Harvey\_ Social Justice and the City (1973)
- 1.18 Whyte\_The Social Life of Small Urban Spaces (1980)

#### 2.0 Traditonal City Analysis

- 1.0 Local (Atlanta \_ Marietta)
- 2.0 American (Manhattan \_ Portland)
- 3.0 European (Oslo \_ Lisbon)
- 4.0 Asian (Hong Kong \_ Singapore)

#### 3.0 Traditional Node Analysis

- 1.0 Local (Atlanta \_ Marietta)
- 2.0 American (Manhattan \_ Portland)
- 3.0 European (Oslo \_ Lisbon)
- 4.0 Asian (Hong Kong \_ Singapore)

#### 4.0 Modern Node Analysis

- 1.0 Masdar City
- 2.0 Feyenoord City
- 3.0 Hilversum Media Park
- 4.0 Samara Arena Masterplane

### Spring 2023:

#### 5.0 Modern Day Node Precedent Study

- 1.0 Howler + Yoon\_UNI
- 2.0 Cedric Price\_ Fun Palace
- 3.0 John Hejduk\_ RIGA & Urban Animal

#### 6.0 Categorizing the Urban Node

- 1.0 The Urban Living Room
- 2.0 The Urban Work Room
- 3.0 The Urban Stage

#### 7.0 Parameters of the Moden Node

#### 8.0 How do I activate space

- 1.0 Interaction
- 2.0 Mobile
- 3.0 Adaptable

#### 9.0 How do I connect Nodes?

- 1.0 Historical
- 2.0 Playful
- 3.0 Utilitarian
- 4.0 Vendor

#### 10.0 Connection Precedent Analysis

- 1.0 DS+R Berissa
- 2.0 Chain City

#### 11.0 Utilitarian Object Design

#### 12.0 Framework Design

#### 13.0 Implementing Technology

- 1.0 LED Screens
- 2.0 LED Lights

#### 14.0 Design Synthesis

- 1.0 Apply Program to Framework
- 2.0 Layout of Framework
- 3.0 How do they Connect?

#### 15.0 Design Concept Grounding

- 1.0 New Orleans; National WW2 Museum

# 03

---

## Applied Theories of the Traditional Urban Node

How do theories *translate* to traditional nodes?

What are the *design strategies* of traditional nodes?

### *3.1 Traditional Urban Node*

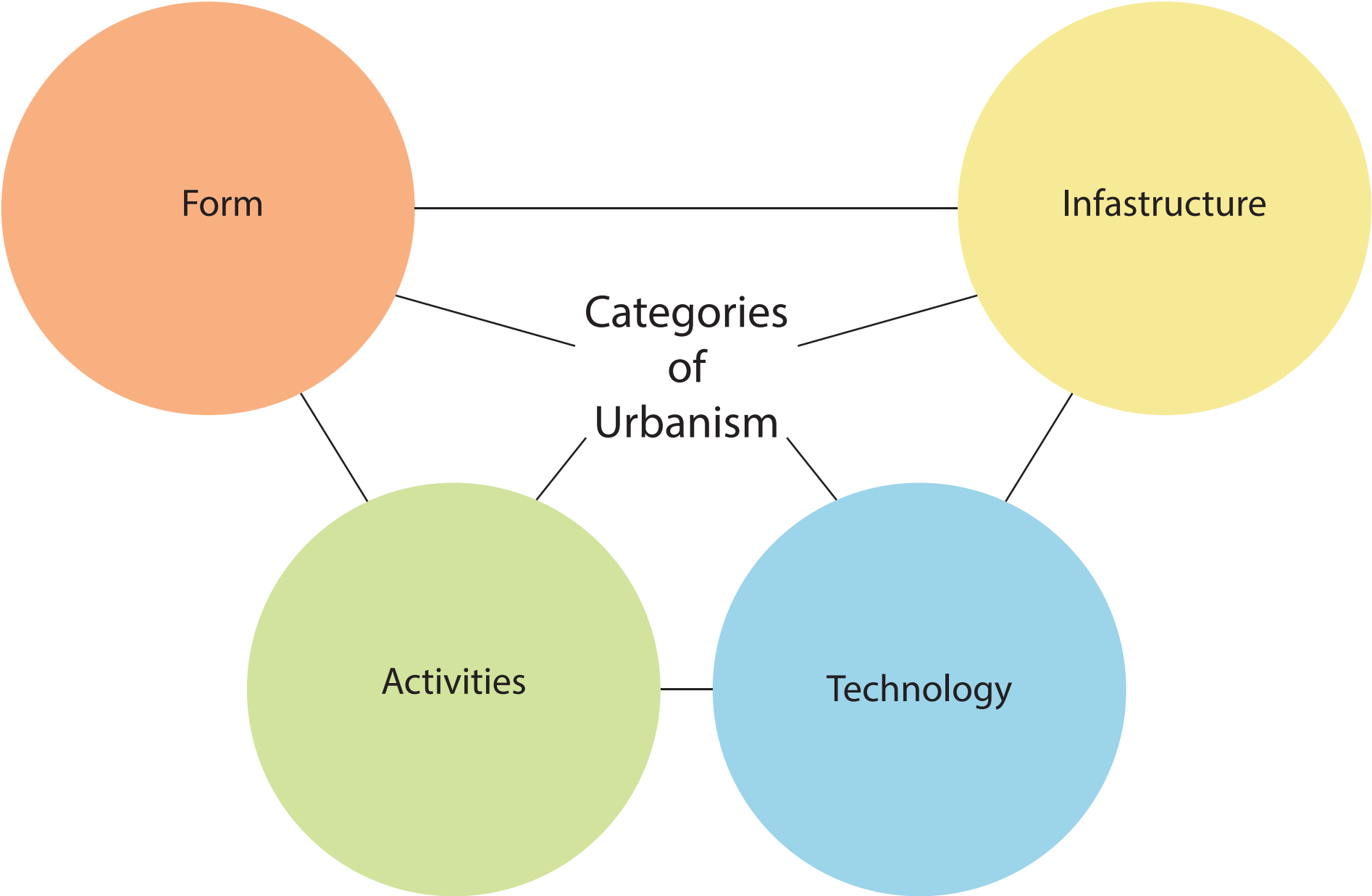
This thesis aims to design interactive environments within the existing infrastructure of the everyday. The everyday is lacking of identity and is strictly reliant on the people that inhabit it. When there is no interaction, there is no life. With the lack of interaction of these spaces, the urban node has all but died. In order to relieve these areas of their failures, we must first learn how to design interactive environments.

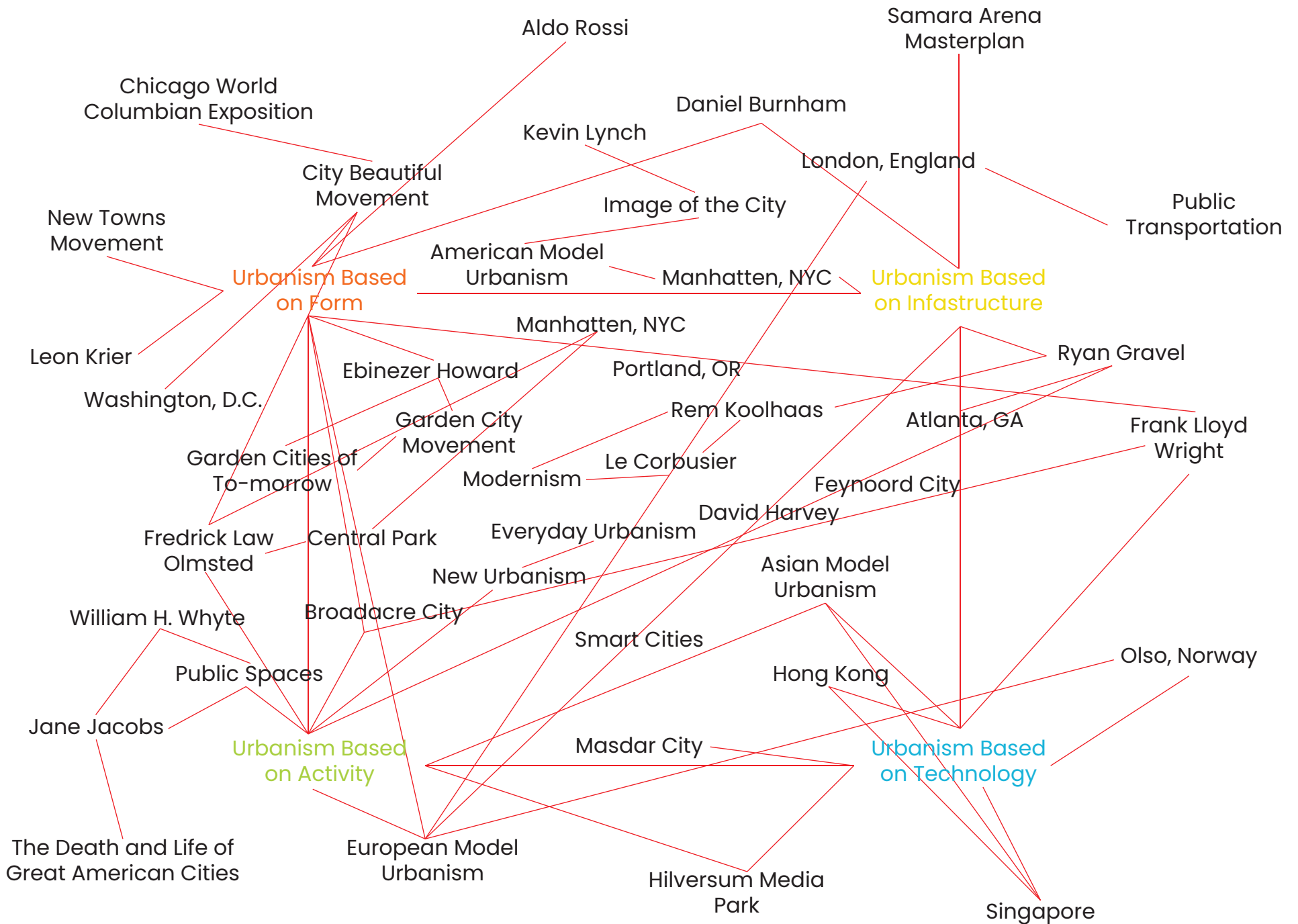
This study researches the design principles and deliverables of a successful traditional node in multiple settings around the world. In this study, I look at the impact that the node has on the layout of the city, the impact on human scale, and the impact that the node has on population density.

This study is composed of theory and literature studies, plan and section analysis, and model exploration of the design principles.



3.2 Literature Review: The Urban Categories & CIS Web





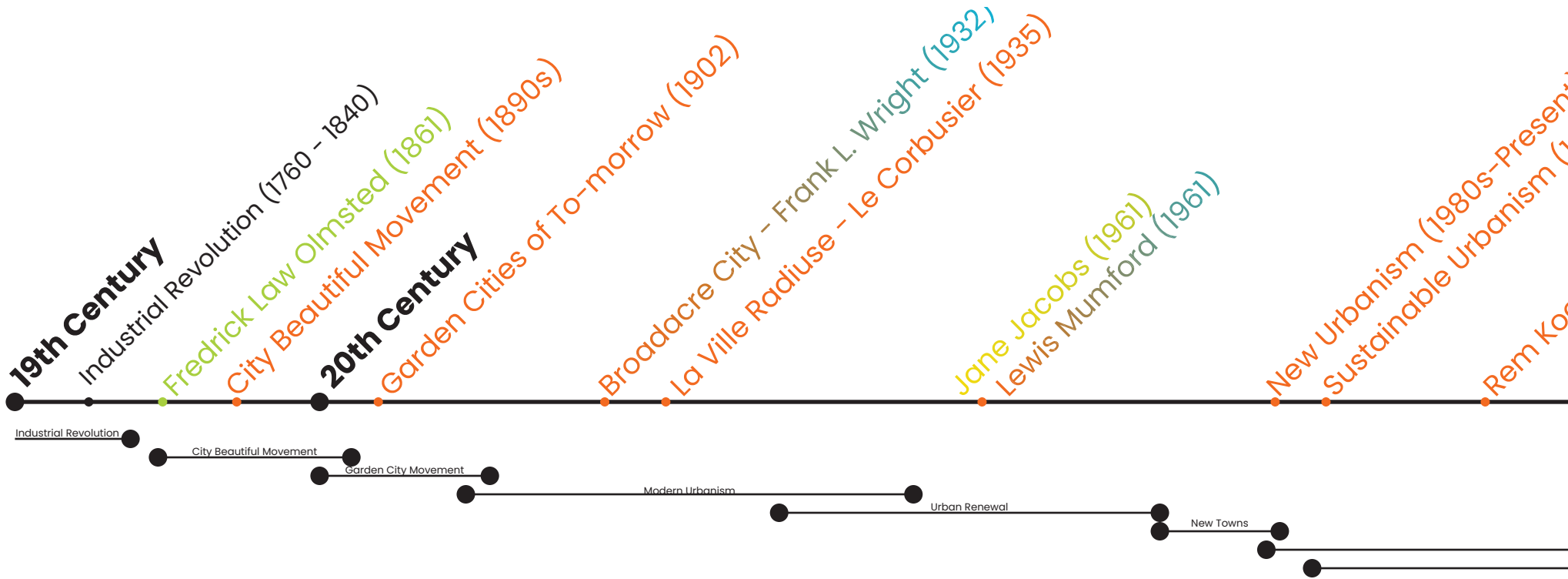
### 3.21 Literature Review: The Urban Theory Timeline

#### Urbanism based on Form:

#### Urbanism based on Technology:

- Garden Cities (Ebenezar Howard)
- City Beautiful Movement
- New Urbanism
- Le Corbuser
- Modernism
- Lewis Mumford

- Lewis Mumford
- Frank Lloyd Wright



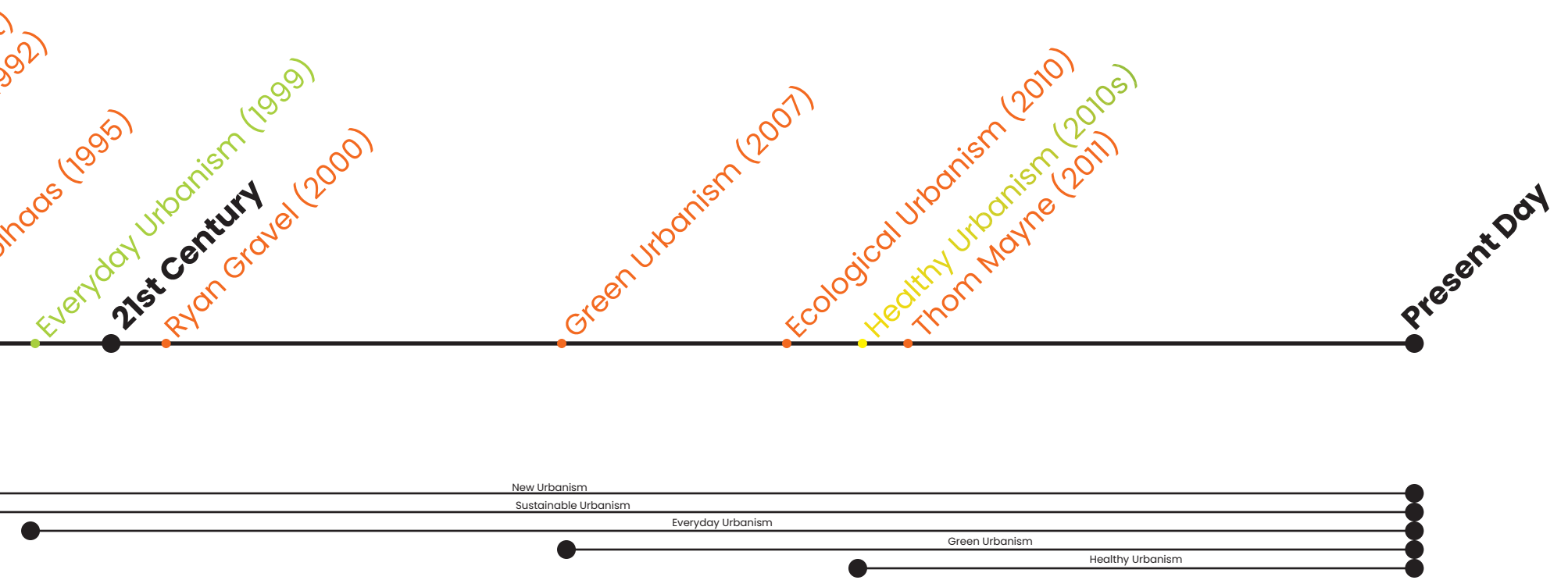
### Urbanism based on Infrastructure:

- Modernism
- Rem Koolhaas
- Ryan Gravel
- Thom Mayne
- Jane Jacobs

- New Urbanism
- Ecological Urbanism
- Healthy Urbanism
- Green Urbanism
- Sustainable Urbanism

### Urbanism based on Activities:

- Jane Jacobs
- Fredrick L. Olmsted
- Everyday Urbanism
- Healthy Urbanism



## 3.22 Literature Review: Pre-Modernism Movement

01

### *The Garden City Movement (1902)*

Following the industrial revolution, in the early 20th century, Howard had a vision for improving the everyday city. Garden Cities are residential communities designed on a circular grid. The creation of these small cities provided relief from overpopulation in the neighboring metropolis of London. This relief provided advantages of both rural and urban life, providing by a 3 magnet diagram (Howard, 1899). The 3 magnet diagram breaks down the structure of these cities into town, country, and town-country. Following the concentric grid, programs are established in zones (housing, industry, and agriculture) (Howard, 1899). The problem initiating the design is overpopulation and this solution creates a Utopian approach to counteract the effects of overpopulation by discriminating density and building height.

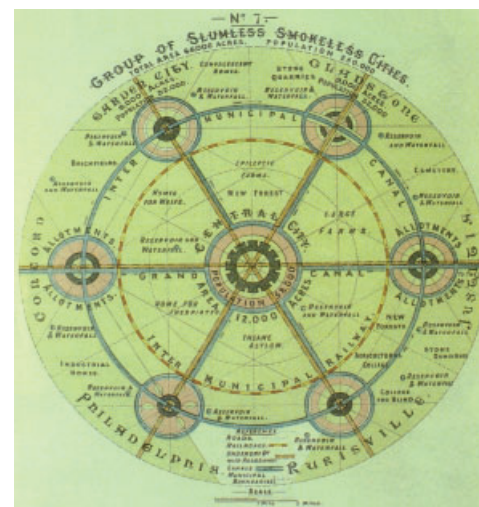


Figure 04

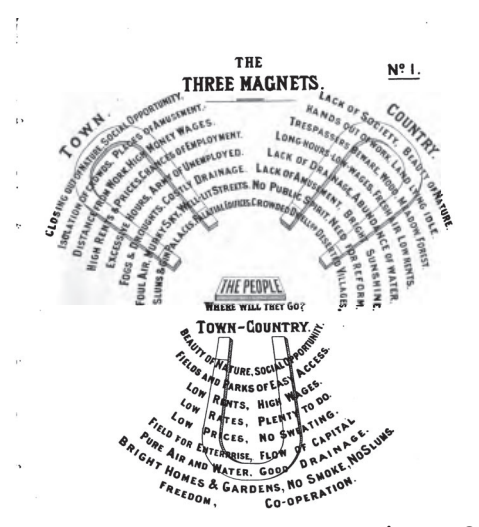


Figure 05

## 02 City Beautiful Movement (1893)

After a population explosion in the United States, the life on an American city began to degrade once the rising population outgrew the city. During the 1893 World's Columbian Expo, the city beautiful movement was established (Rose, 1996). The role of this movement inspired designers to look at the city as a system of beauty providing a structure for how life was thought to be conducted. Providing a rigid system based on the Beaux-Art's style, city layouts were determined by rules of order and dignity within design (Rose, 1996). This large scale thought provided free reign for the interior portions of the city blocks, providing a lack of focus on the individual aspects of the city block (Rose, 1996).



Figure 06

### 3.23 Literature Review: Modernism Movement

03

#### *La Ville Radieuse* *Le Corbusier (1930)*

Le Corbusier is one of the architectural titans of his day and his design experience allowed for him to provide insight to how a city should be designed. His ideas were that of similar modernist, the city is a system, or machine. This meant that the city could not simply be design, but should be structured in a way with functionality in mind. One of the main pieces was the idea of separation of spaces, making them easily distinguishable. Corbusier's main issue with the urban context was that the city plans did not account for the human interaction within. Thus, a new system of citizen interaction and separation of spaces was produced.

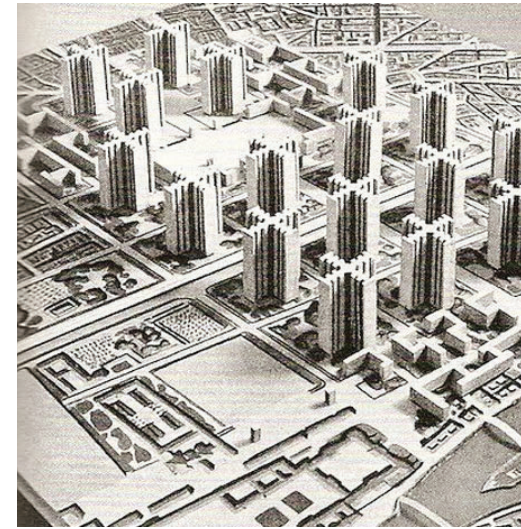


Figure 07

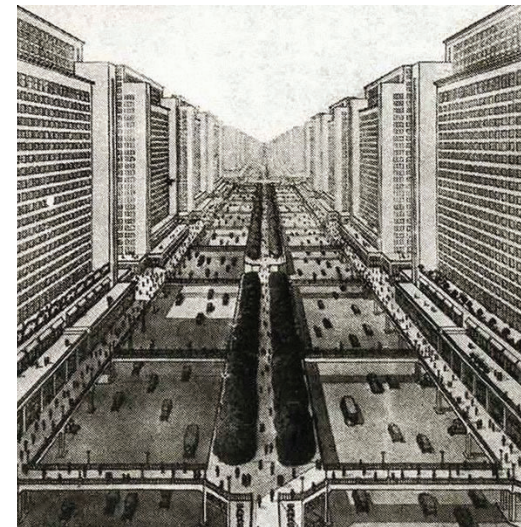


Figure 08

## 04 Broadacre City Frank Lloyd Wright (1935)

According to FrankLloydWright.org, Frank Lloyd Wright drew up this American suburbia with the intention of created a new view of society. The first proposal of this city is in the 1932 book, *The Disappearing City*. In this book the outline of the radical city is given. Within its guidelines, the city every resident family is to acquire 1 square mile of land for living and farming. This incentived the use of automobile traffic, adding to the modern day Urban Sprawl.

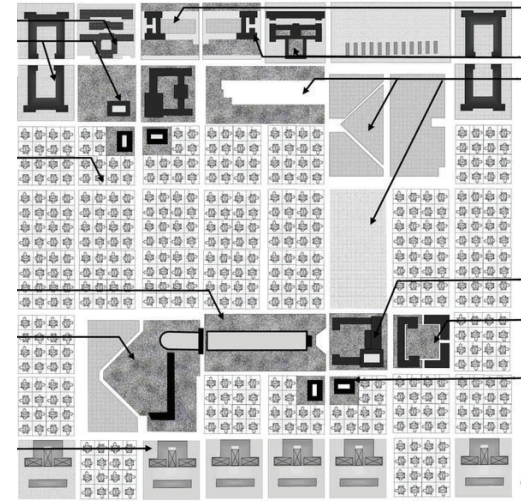


Figure 09

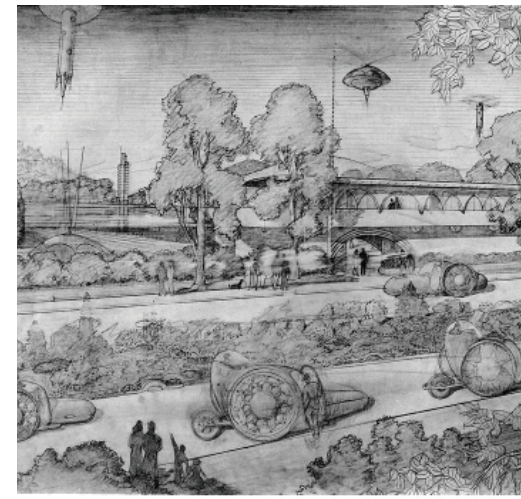


Figure 10



### 3.24 Literature Review: Post Modernism Movement

05

#### *New Urbanism*

New urbanism is based on the foundation of the walkable city and access to the public realm (cnu.org). With this idea in mind, the human scale is a top priority in its aspects of design. Mixed use environments are also being introduced into the urban fabric in higher numbers than ever before (cnu.org). The idea of a new urbanist movement is started at a regional level with cities increase in the ability to broaden their design spectrum (Gamble, 2018).

06

#### Ecological Urbanism

Ecological urbanism is a system of urbanism that introduces the sustainable into the urban fabric. This connection of sustainability is to counteract the modernized version of urbanism whose goal was to counter that of ecology (Mostafavi, 2010). Ecological urbanism is comprised of three narratives that they wish to include: 1. Counter land destroying resource supply, 2. Decrease large spending on one use large buildings, and 3. Conform the city so that family interaction can be reintroduced into the inner-city (Mostafavi, 2010). Like new urbanism, ecological urbanism strives to include the cultural context into the urban fabric.

## 07 Tactical Urbanism

Also known as DIY Urbanism, this type of urbanism is focused on enacting short term objects to created long term change (Knight, 2016). The idea of the temporary is introduced into the urban environment to intact change on a focused, yet personable level. The use of temporary materials and ideas are compared to real world testing.



Figure 11

### 3.25 Literature Review: The Urban Node Defined

01

*The Image of the City;*  
Kevin Lynch (1960)

One of the five categories of a city, the urban node, is defined as a memorable environment where junction of interactions occur. A node is scaleless, borderless spaces that are considered formless in some applications. Nodes are also said to be introverted and extroverted dependent.

02

The Death and Life of  
Great American Cities;  
Jane Jacobs (1961)

The urban node is a connection and or concentration to convenience of the population. nodes are suggested to be located anywhere where there is interaction and safety of the interacted. Nodes provide areas with diversity and maximize use of city interaction. Essentially, the interaction of a node is important to its survival.

03

The Social Life of Small  
Urban Spaces;  
William H. Whyte (1980)

A node is defined as the interaction of groups of people. In Whyte's arguments, the node is directed to a group of individuals rather than the individual. Nodes are a dynamic place that shifts with the rhythm of the environment's population, fully Dependant on the density of the area. Nodes also act as the oasis, or relief point, of the urban system.

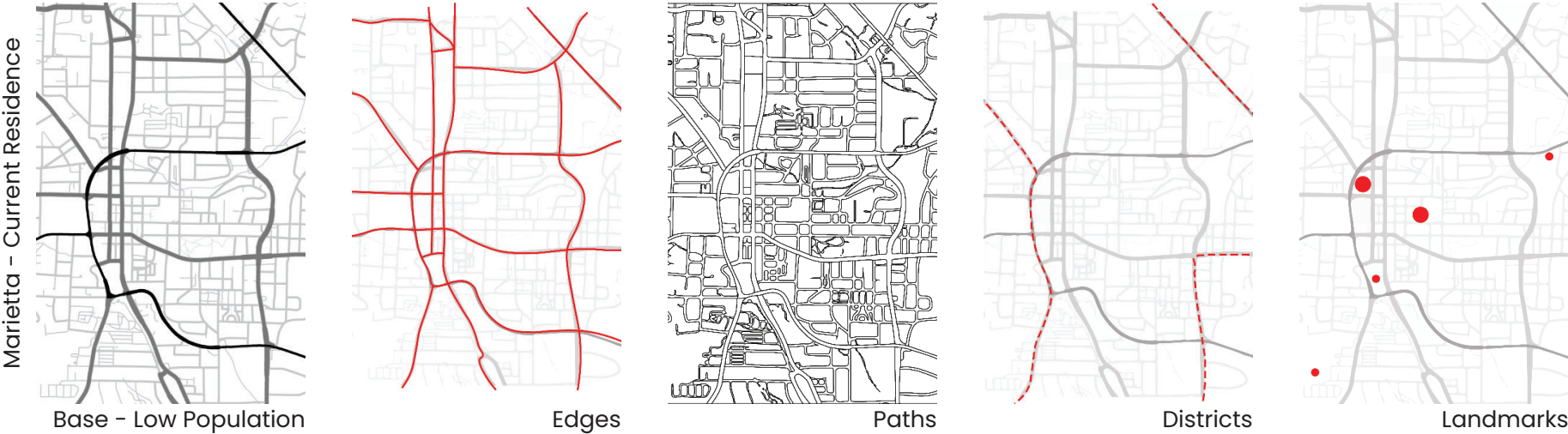
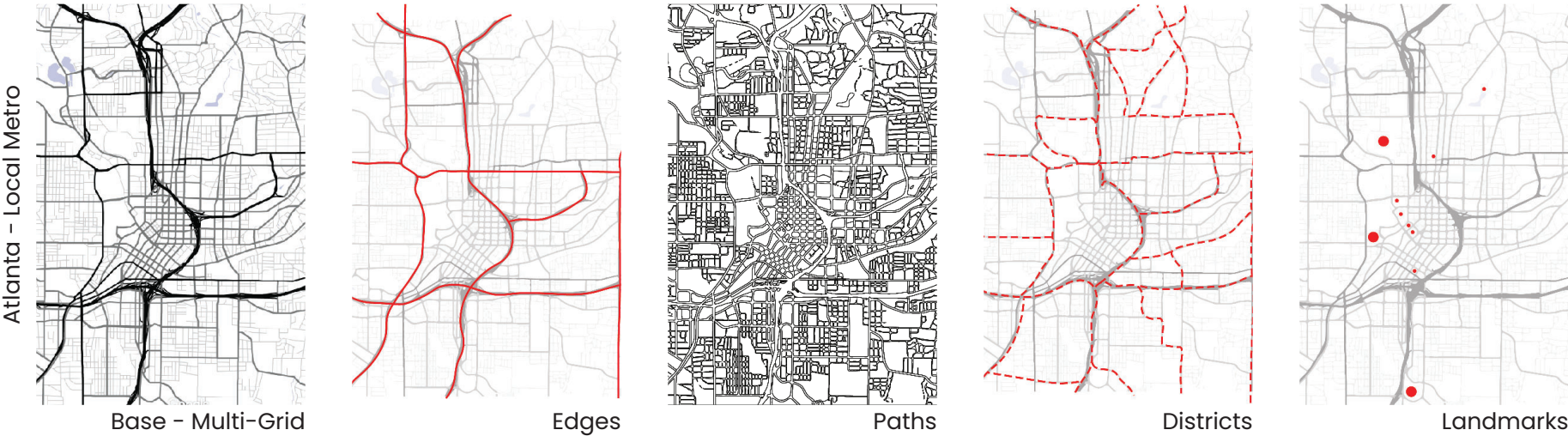
04

The Architecture of  
the City;  
Aldo Rossi (1966)

There is a systematic relation that urban spaces hold within the city. You cannot have a successful city without each element integrated. Nodes within the city play a cultural relief that provides inhabitants with the ability to interact with the historical/cultural information. Where there is no opportunity for interaction, there is no node.

### 3.3 City Analysis: Kevin Lynch 5 Points

Traditional city within diverse cultures provides insight to how distant cities organize their make-up of infrastructure. Atlanta and Marietta are local examples of differing populations resulting in different approaches to urban sprawl. Portland and Manhattan are selected to be studied because of their gridded approach to city layout and growth. Large population cities are selected because of their plethora of identity lacking banal.

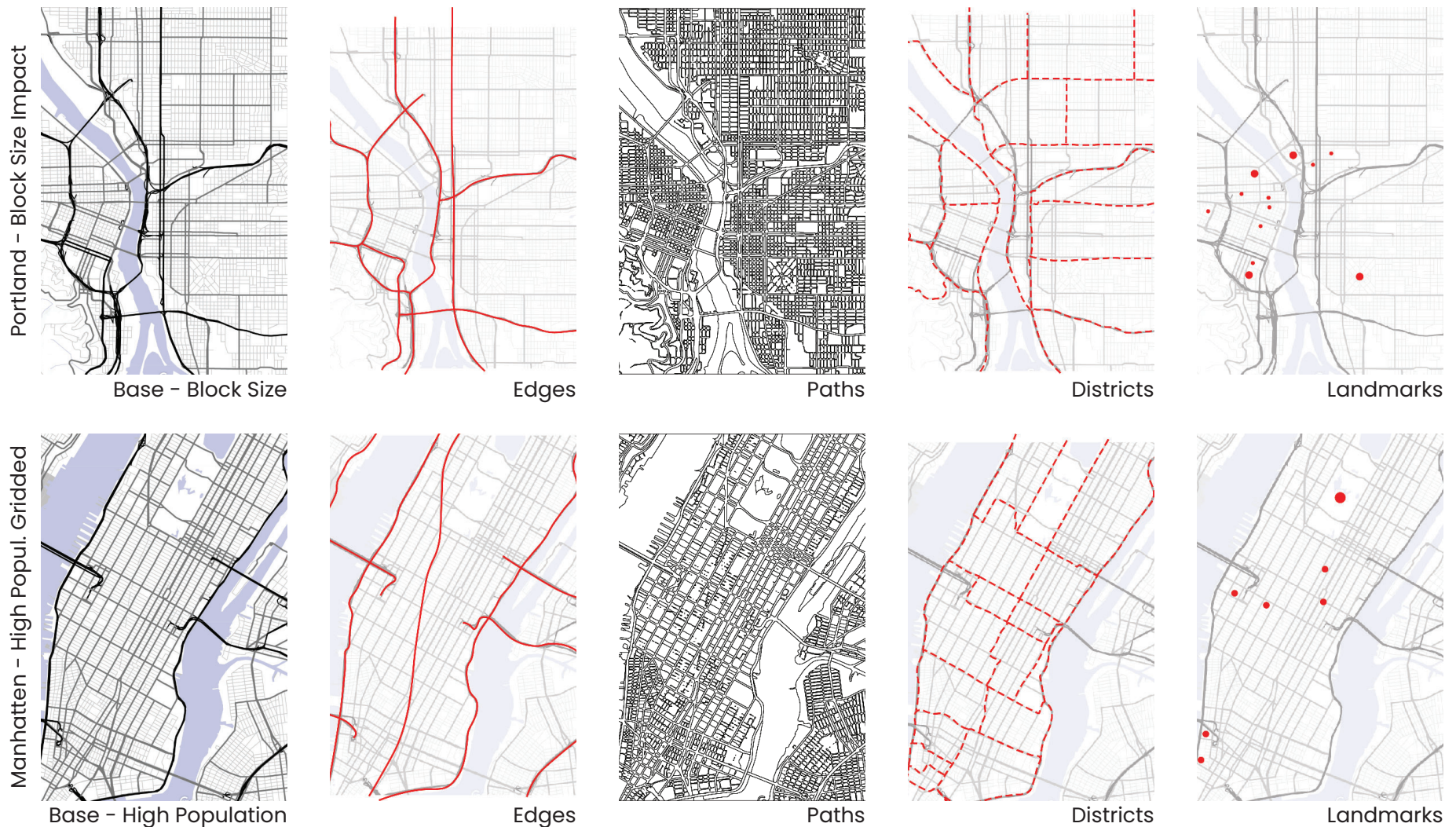


Intent:

Use Kevin Lynch's 5 points (nodes, paths, edges, districts, and landmarks) to understand the composition of the American city

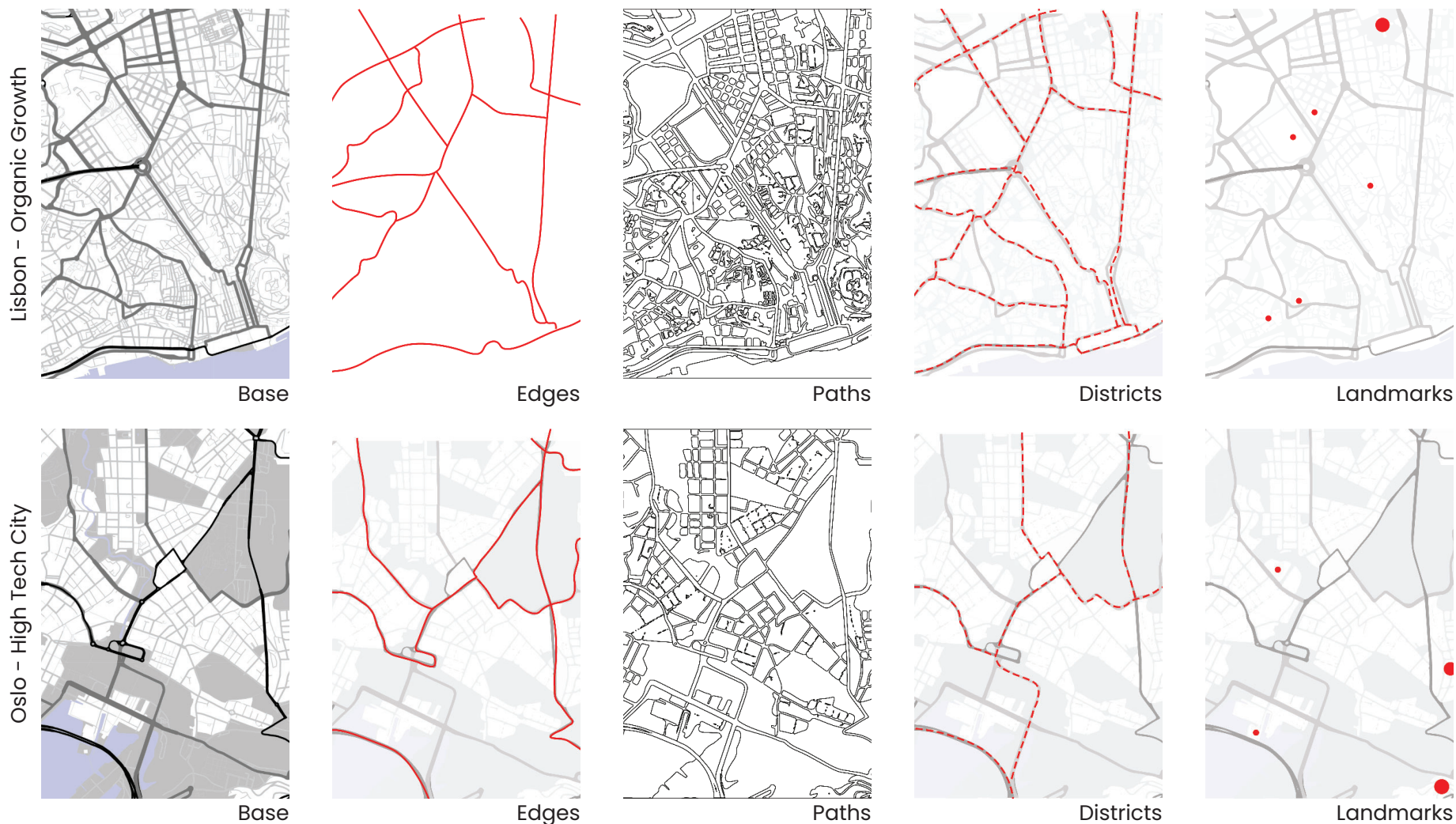
Conclusions:

American based cities have a traditional gridded system that is focused of linear urbanism. Edges divide cities creating spacial misjunctions.



### 3.3 City Analysis: Kevin Lynch 5 Points

Traditional city within diverse cultures provides insight to how distant cities organize their make-up of infrastructure. Lisbon and Oslo are chosen as European examples because of their seeming organic approach to city layout. Their high populations provide insight to how cities are explored. The Asian examples selected, Singapore and Hong Kong, were selected because of their staggering population and fluid approach to district groupings. Districts are often split not by infrastructure edges but topographical.



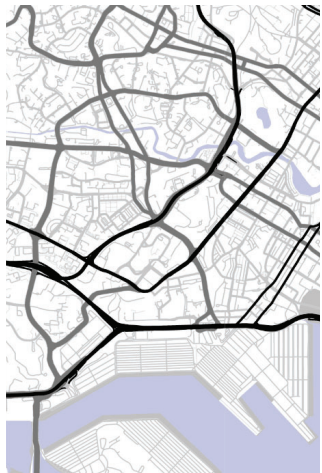
### Intent:

Use Kevin Lynch's 5 points (nodes, paths, edges, districts, and landmarks) to understand the composition of the Asian and European cities.

### Conclusions:

European cities focus on centristic system that revolves around center points. Edges define districts clearly. Asian cities concentrate people towards large centers and larger districts because of their large populations.

Singapore - High Popul. Impact



Base - Organic Growth



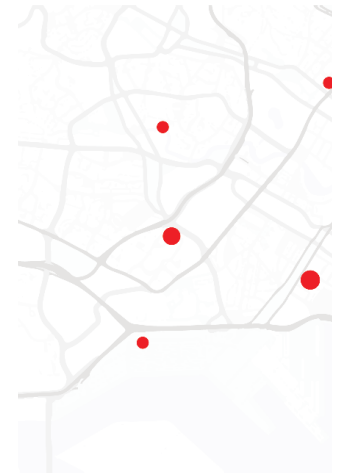
Edges



Paths



Districts



Landmarks

Hong Kong - High Tech Port City



Base



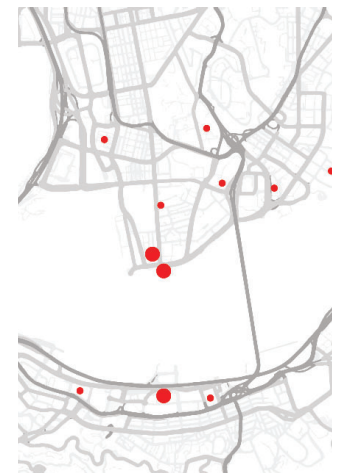
Edges



Paths



Districts



Landmarks



### 3.4 Traditional Node Analysis: Local and American Examples

#### Intent:

Use successful traditional nodes as a means of precedence for analysis of spatial understanding through plan view analysis. Nodes were selected based of population significance within their respective regions. In these instances, they are the geographic centers of their respected cities. Studying multiple disciplines such as Figure Ground and Grid vs Freestanding allowed for spacial analysis. Scale and Ratio studies provided insight into node overlap and relationship to the existing urban fabric. Access studies provided information regarding the junction of the population.

#### Conclusions:

South-Eastern American cities contain grid defined nodes with an emphasis places on parks and urban relief points. These nodes are stationary along a series of paths. Density plays a role into the number of nodes that are needed to meet the population's needs.

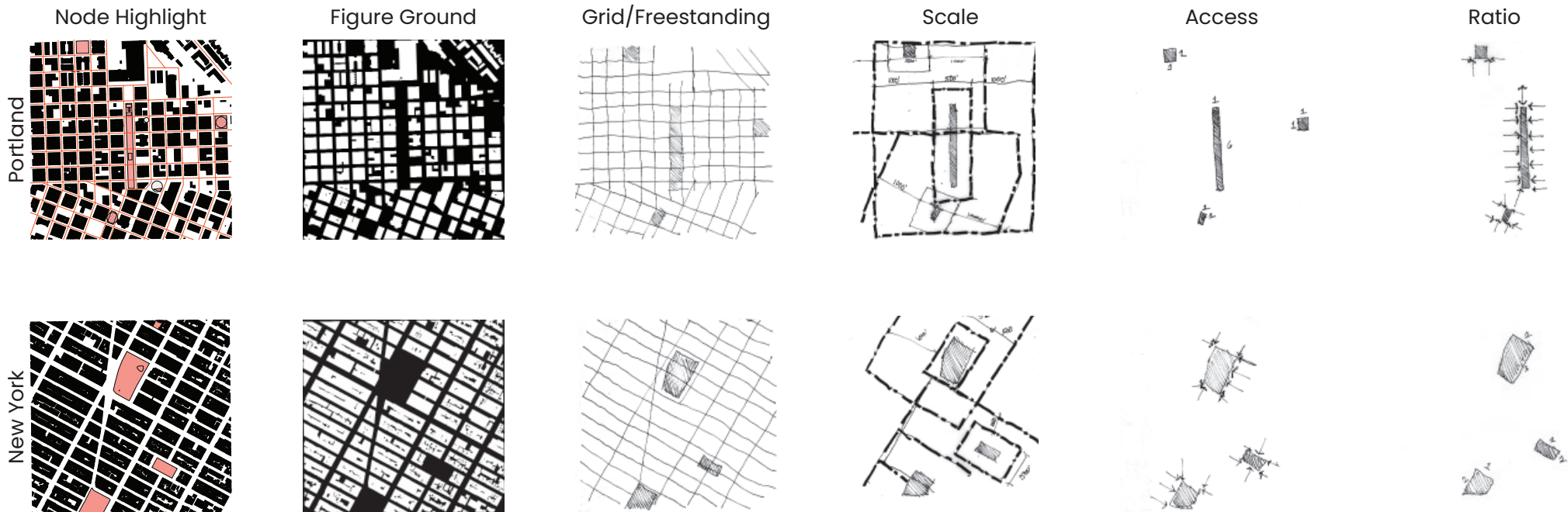


### Intent:

Use successful traditional nodes as a means of precedence for analysis of spatial understanding through plan view analysis. Nodes were selected based of population significance within their respective regions. In these cases, nodes were selected based on their impact culturally to the surround sprawl. These nodes see the most foot traffic of their respective counterparts. Studying multiple disciplines such as Figure Ground and Grid vs Freestanding allowed for spacial analysis. Scale and Ratio studies provided insight into node overlap and relationship to the existing urban fabric. Access studies provided information regarding the junction of the population.

### Conclusions:

Traditional American outside of the South Eastern Region provide similar insight to those within the South Eastern Region. They are traditional in nature and are grid locked within a systemic approach. These are focused typically within a populated region and size is not reflectant on the size of the population. While size is not Dependant, number is Dependant on population.



### 3.4 Traditional Node Analysis: European and Asian Examples

#### Intent:

Use successful traditional nodes as a means of precedence for analysis of spacial understanding through plan view analysis. Nodes were selected based of population significance within their respective regions. In these instances, the nodes were selected based on historical importance to the area. Often these spaces have tourist impact and are occupied by those who do not live there or know the area. Studying multiple disciplines such as Figure Ground and Grid vs Freestanding allowed for spacial analysis. Scale and Ratio studies provided insite into node overlap and relationship to the existing urban fabric. Access studies provided information regarding the junction of the population.

#### Conclusions:

European Examples of the urban node are different than that of the American nodes. These nodes are typically empty with elements but are populated when there are vendors or street performers providing reason to stop. This provides a completely dynamic system that can be approached in any synerio.

Node Highlight

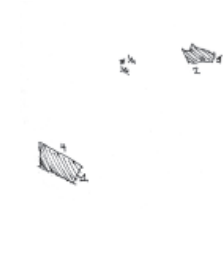
Figure Ground

Grid/Freestanding

Scale

Access

Ratio



### Intent:

Use successful traditional nodes as a means of precedence for analysis of spacial understanding through plan view analysis. Nodes were selected based of population significance within their respective regions. In these instances, the nodes were chosen based off of their relation to vendors within the area. While they may not be occupied everyday, they serve their purpose when farmer's markets or trade shows occur. Studying multiple disciplines such as Figure Ground and Grid vs Freestanding allowed for spacial analysis. Scale and Ratio studies provided insite into node overlap and relationship to the existing urban fabric. Access studies provided information regarding the junction of the population.

### Conclusions:

Asian examples of the urban node are completely unique to their regions. In these examples, fluid city designs provide nodes to be completely nomadic in nature. Nodes in Asian examples move with the vendors and farmers markets. These nomadic nodes provide the cities to become revived where it is needed most within the population.



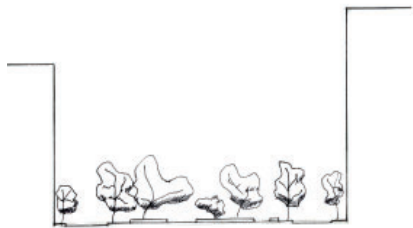
### 3.5 Traditional Node Analysis: Sectional Study

Intent:

Study of the same nodes as the previous study but in section instead of plan. These allow to see the relationship that the height of the environment has on the human scale of the node.

Conclusions:

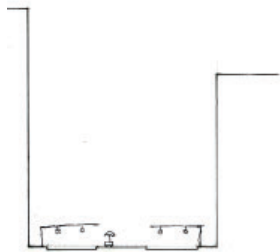
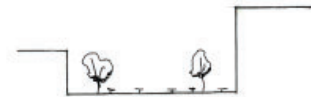
In every example, there is a direct impact on the surrounding height of the context. When buildings were higher adjacent to the site, you will see an increased number of space defining elements. In conjunction, when the buildings were that of smaller vertical height, there were a decreased, or smaller in size, amount of space defining elements.



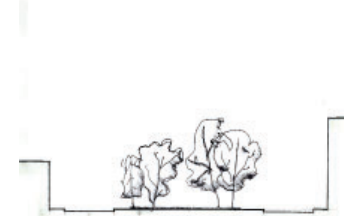
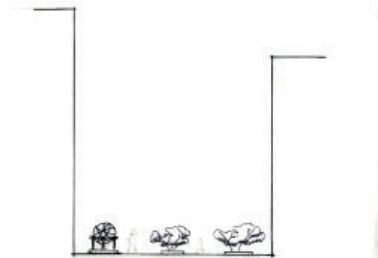
Atlanta



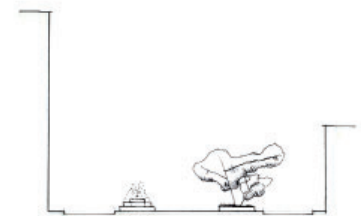
Marietta



Manhattan

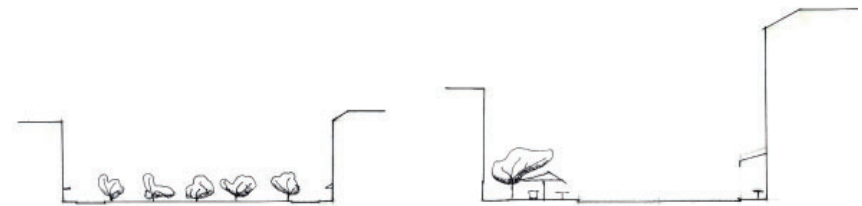


Portland

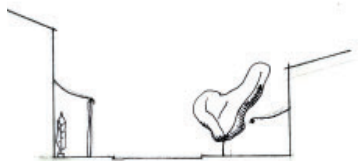




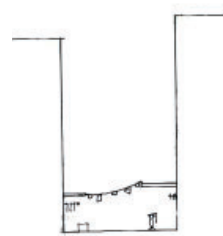
Lisbon



Oslo



Hong Kong



Singapore

### 3.6 Modern Precedent with Traditional Expressions

There is a middle ground between traditional and modern precedent analysis that must be looked at in order to see theory applied by different interpretations.

These examples are precedents that are focused on maintain traditional approaches to urban design but include the ideas of activating nodes based off of contemporary approaches.

Masdar City, Feyenoord City, Hilversum Media Park, and Samara Master plan are all examples of modern projects based on traditional values. These traditional values are carried by the architects or planners that design them.

Their approach to node design within their respective project all have hints of contemporary approached to design. They focus on activation and promoting interaction of communication amongst people. Within these approaches to evolve the traditional node, new examples of activation are promoted.





### 3.6 Modern Precedent with Traditional Expressions

#### Masdar City Analysis

Masdar City by Foster and Partners is a city that is currently being built in the UAE. This city is a net zero city whose focus is on Islamic communal values and traditions. The make up of this city is dependant on the block sizes that are created. All blocks have central nodes within that create interaction and provide communal aspects in its design.

There are two phases to this project. Both phases are informed by districts that are subdivided into residential or commercial blocks. Once these blocks are established, their community is established with a ownership of ones interior courtyard





Combined



Figure/Ground



Green Space



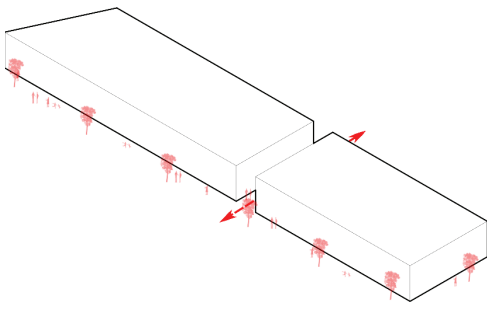
Wind Location



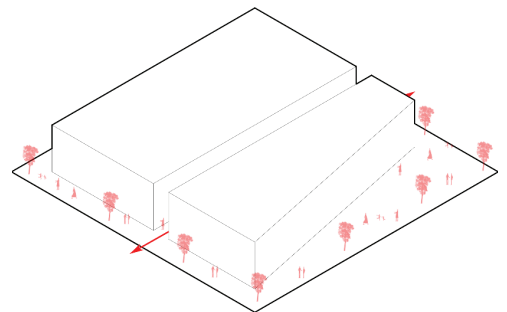
Pedestrian Travel



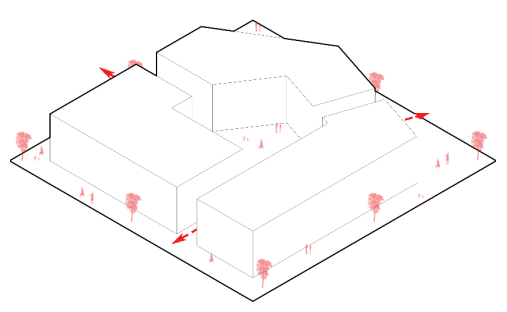
Transit



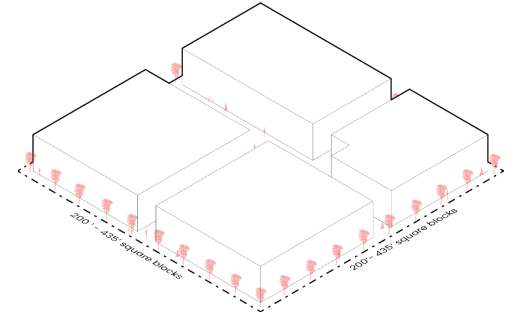
1 Axis



1 Axis



3 Axis



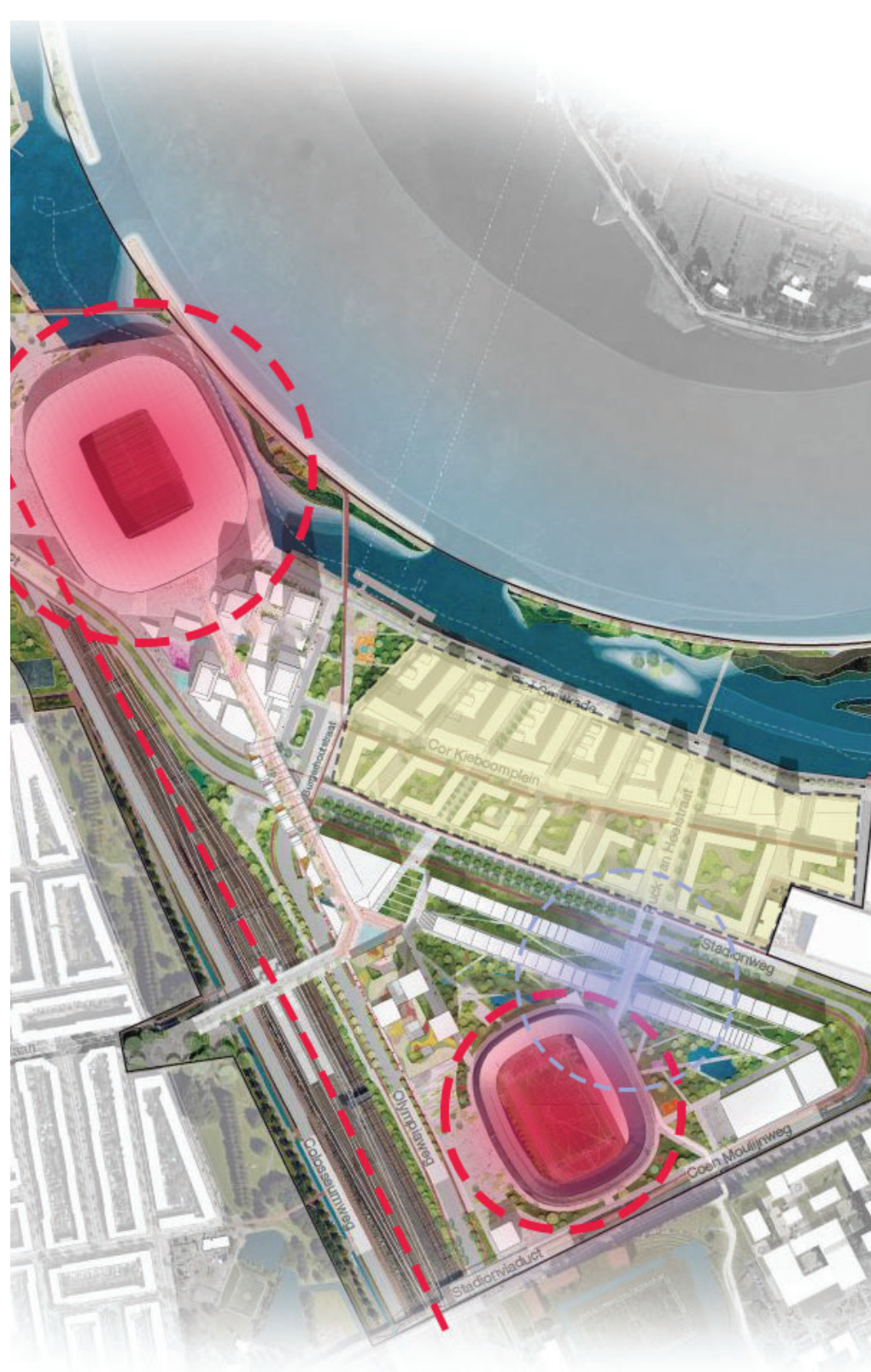
4 Axis

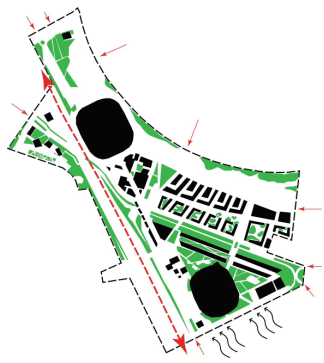
### 3.6 Modern Precedent with Traditional Expressions

#### Feyenoord City

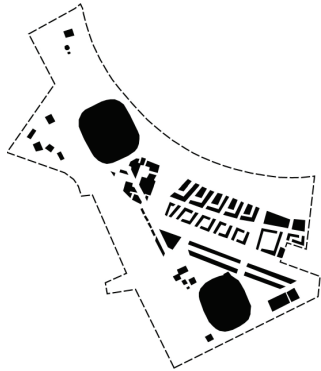
Feyenoord City is a design competition by Rem Koolhaas' firm OMA. OMA design a new stadium that connects to a disconnect downtown. Along with the stadium, new housing and commerce is introduced into the area to promote life back into the city. These studies that are conducted are an insite into the relationship that public spaces have on the interaction with one's city.

When users are given the ability to interact with one another while as well as interacting with their surroundings, there is a symbiotic relationship that one has. Both the city and the user are improved by this interaction.





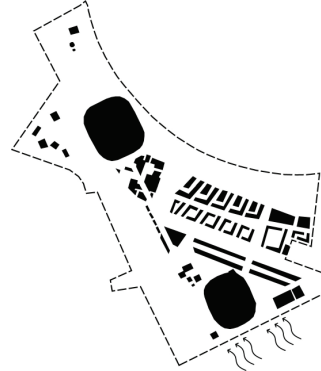
Combined



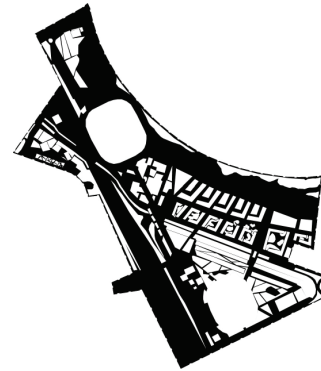
Figure/Ground



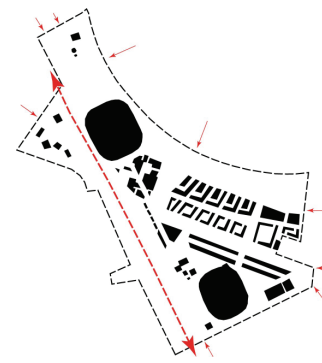
Green Space



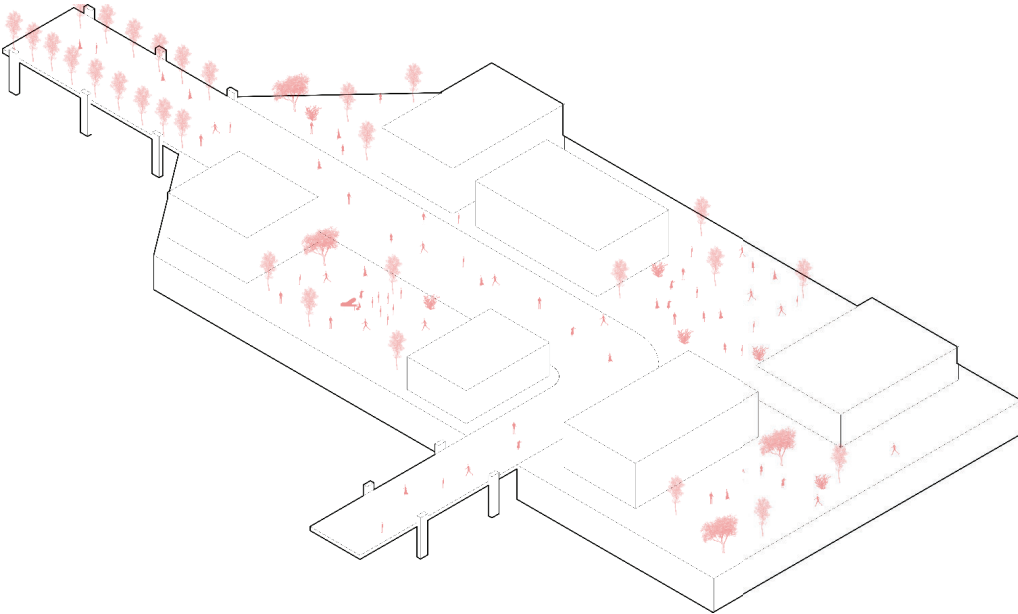
Wind Location



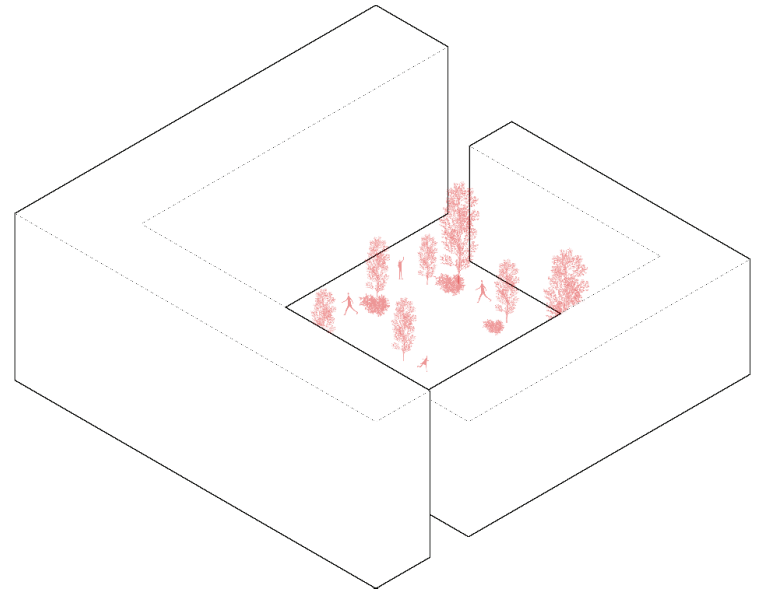
Pedestrian Travel



Transit



Public Space for Large Gatherings



Public Space for Small Gatherings

### 3.6 Modern Presedence with Traditional Expressions

#### Hilversum Media Park

Hilversum Media Park is a new development done by UN Studio. This new urban design project is acting as a Technology Hub for the Hilversum area. It is a space where interaction is a necessity for success of the station.

Within this design, “collaboration hubs” are created within their nodes for collaboration to occur. When this is the case, there are increased interaction that occurs. This idea of setting aside areas for collaboration is common within these tech environments where people are often meeting in person once every few weeks.





Combined



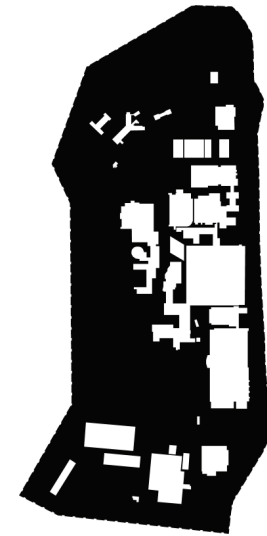
Figure/Ground



Green Space



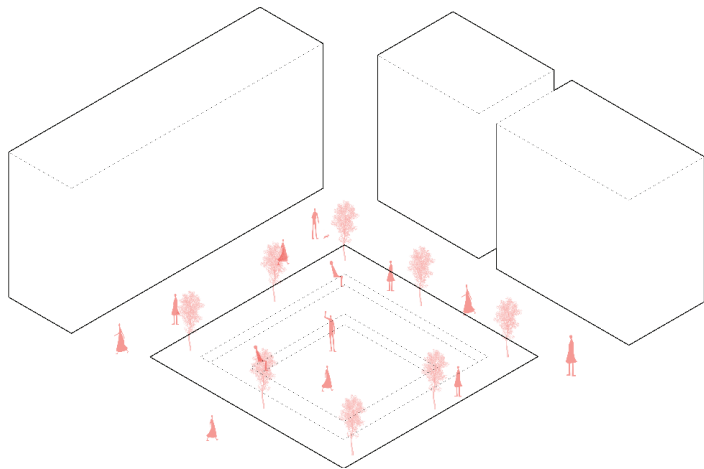
Wind Location



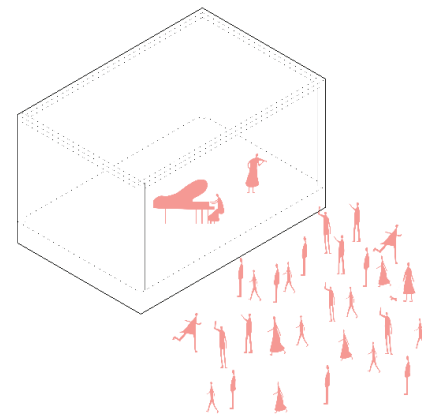
Pedestrian Travel



Transit



Pedestrian Scale at Social Plazas



Social/Cultural Spaces

### 3.6 Modern Precedence with Traditional Expressions

#### Samara Arena Masterplan

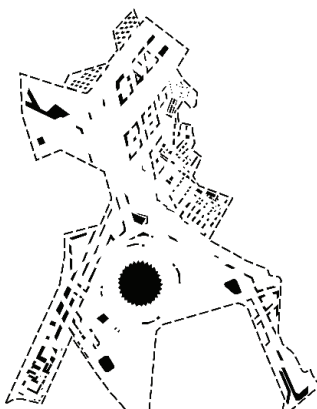
Samara Arena Masterplan is a proposal that is presented by UN Studios. The idea of a new development around the existing stadium is an attempt to revive the area far beyond a football match. This project was selected due to its massive scale. In this project, there was little emphasis placed on the urban node but rather the potential of multiple programs superimposed in one node. This idea allows for nodes to be larger in size and hold more than one group on individuals throughout.

This project is not high density which is now considered for this project. The large open spaces are used for individuals to improvise when their time for gameday has come.





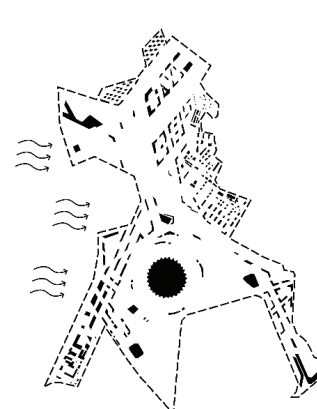
Combined



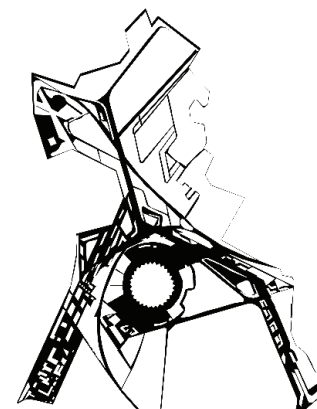
Figure/Ground



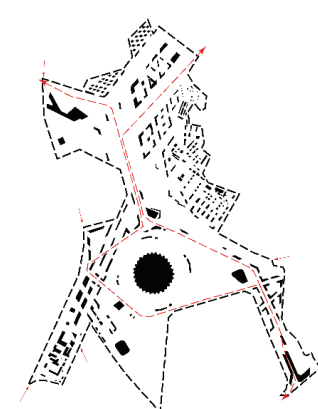
Green Space



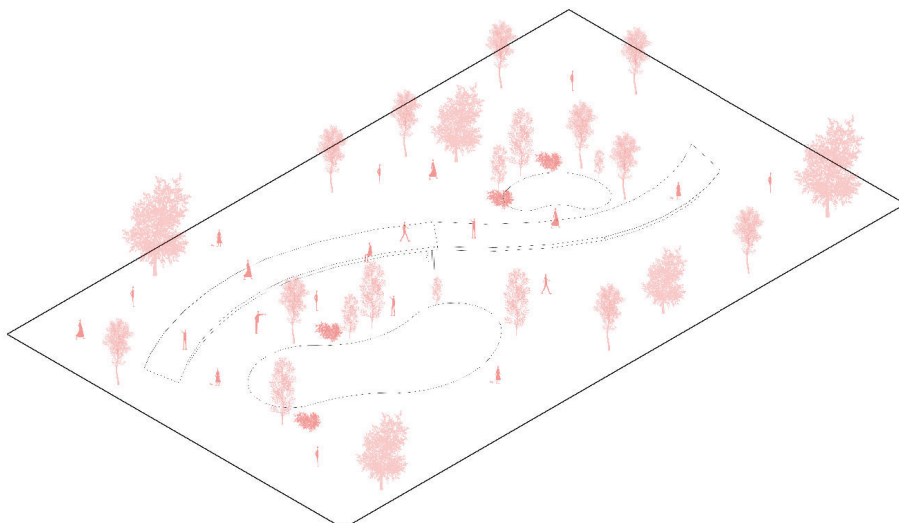
Wind Location



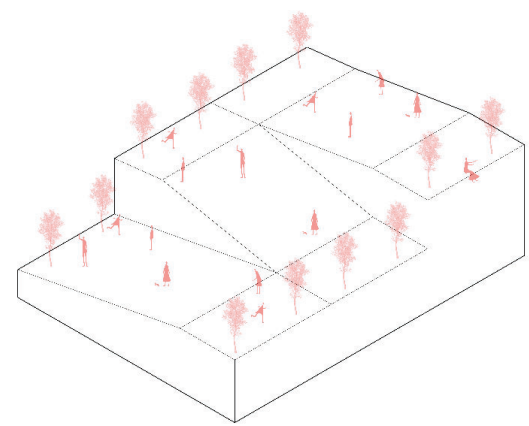
Pedestrian Travel



Transit



Direct Circulation



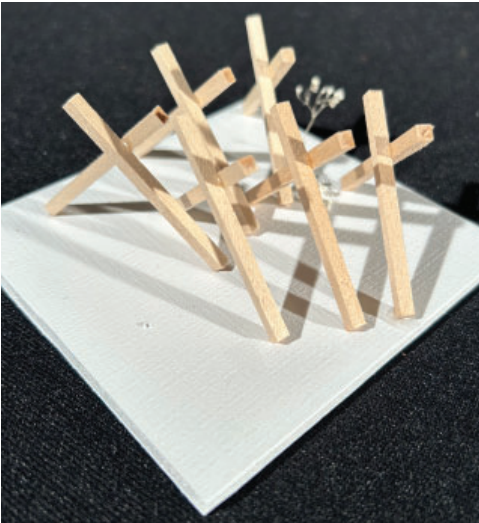
Multi-Discipline Nodes



### 3.7 Creating Nodes with Lines

Intent:

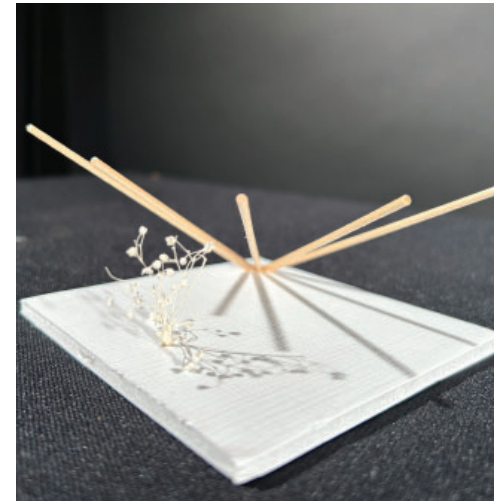
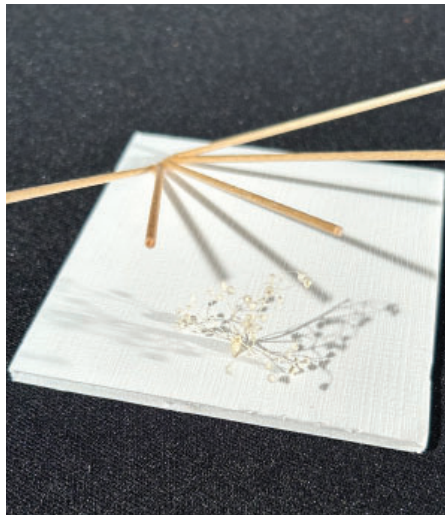
Creating traditional nodes with elements considered lines. These studies promote the customization and depth that these parameters can posses.



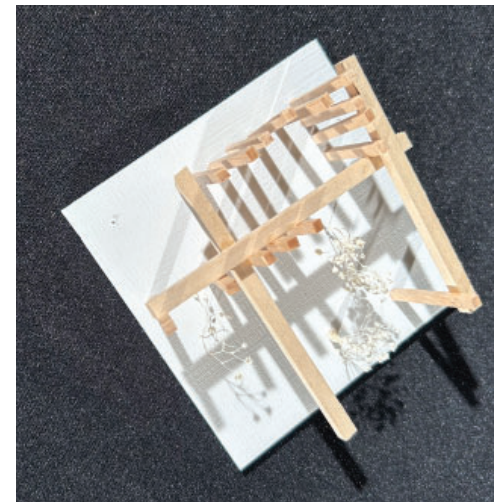
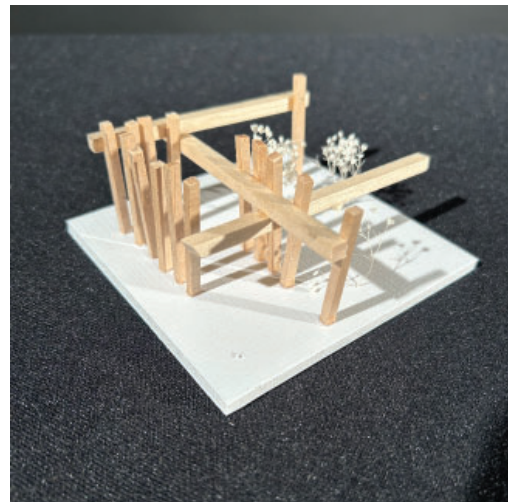
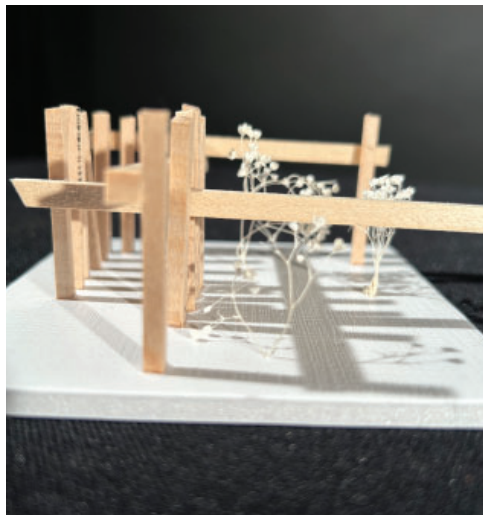
Iteration 1



Iteration 2



Iteration 3

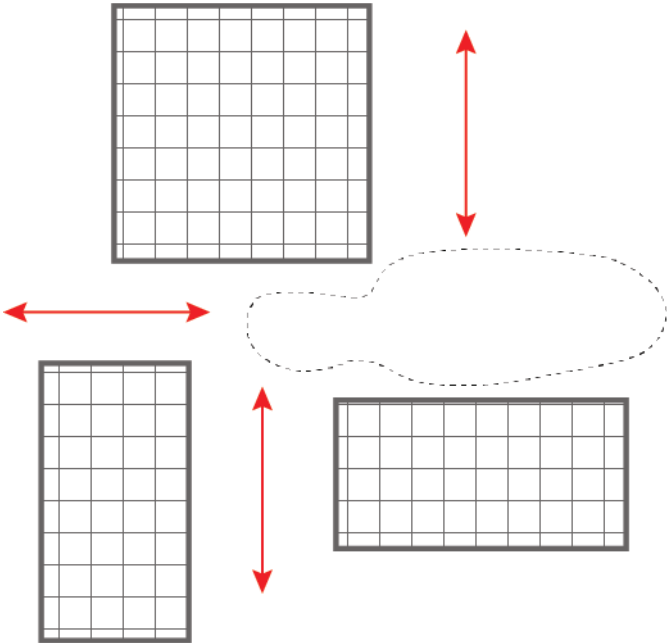


Iteration 4

### 3.8 Traditional Urban Node Design Parameters

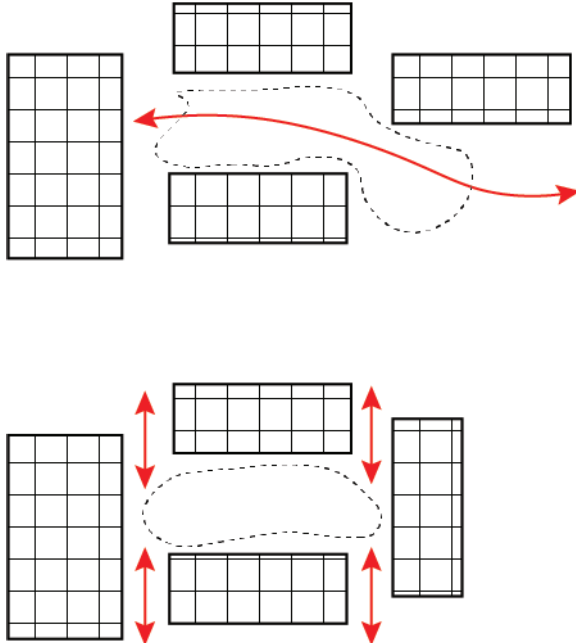
#### Legibility of Entry

Successful nodes promote entry and exit into their boundaries.



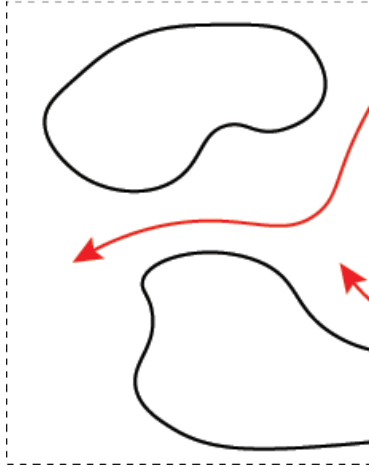
#### Introverted vs Extroverted

Nodes must be clear on if they are introverted or extroverted so the user understands if they are meant to stay or not.



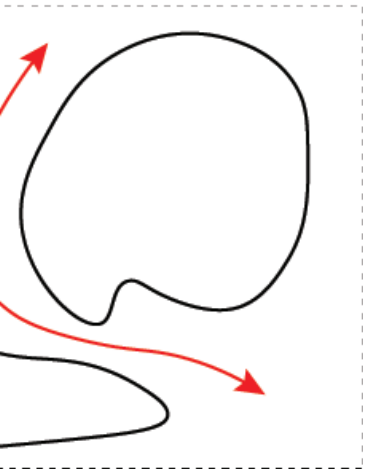
#### Priority if Horizontal

Within a node, the movement priority is that of horizontal movement over the contextual hierarchy of members.



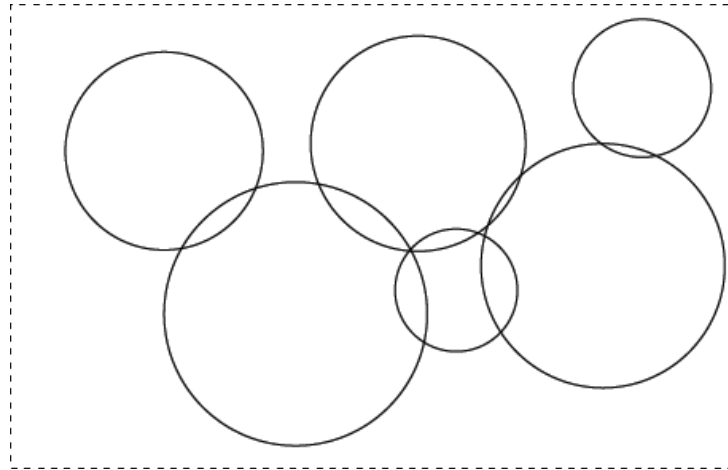
## Horizontal Scale

Most important element  
Human scale Dependant  
Height of the adjacent



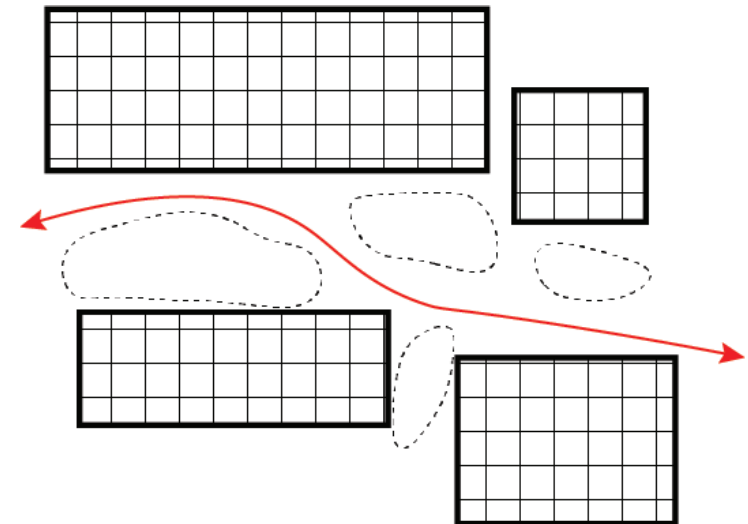
## Introduce Microclimates

To promote interaction within the urban node, microclimates must be introduced to ensure that users have areas to be involved or detached from their surroundings.



## Fluid Circulation

Nodes are a junction of people, therefore the node must promote fluid movement to ensure that paths are not avoided.



# 04

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## Application of the Modern Day Node

What are the *design strategies* of modern nodes?

What makes a modern node *successful*?

## *4.1 Interaction within the Modern Node*

Within the examples of a modern urban node, many design decisions rely on how the population will interact. Interaction within these examples can pertain to verbal communication, haptics, visual, and even audio interactions. These contemporary nodes are impacted by modern technology and mass communication within the modern world.

The studies that follow will research design strategies that previous designers use to promote interaction within the modern urban space. From Meejin Yoon to Cedric Price, ideas of interaction within the urban node are a high priority amongst these designers.

Furthering beyond singular designs, the urban fabric can be categorized into smaller categories which provide easier, yet complicate, applications of analysis of the urban space.

The idea of the modern node is not defined by one urbanist, but rather a complex web of tradition theory mixed with modern day technology. In order to promote interaction, one must blend traditional and contemporary in one concept.

## 4.2 Modern Day Precedent Study

Beyond the values of a traditional node study I needed to promote contemporary node development within the modern world. The idea of progressing beyond the traditional node parameters has evolved into specific examples of node activation.

Examples of Cedric Price's Fun Palace, John Hejduk's RIGA, and Eric Howeler + Meejin Yoon's UNI are approaches to node activation and connection are front runners in their respective fields. These precedents were also selected with a difference in scale.

In each example, research was conducted into how these operations were conceptualized and the impact that they have of the modern day node activation. Two of the examples, RIGA and UNI, are built examples of node activation within existing infrastructure.

Prices, approach to node activation is conceptual in nature but is important to discuss his ideas of modular elements and framework activation.





## 4.3 Fun Palace Cedric Price

Cedric Price's fun palace is a study on how a framework can provide a completely dynamic approach to architectural design. The design proposed a revolutionary alternative to traditional cultural centers.

The Fun Palace was design to be fully parametric with the surrounding that it was placed in, ultimately activation it wherever it was placed. With emphasis placed on culture, the Fun Palace was a place where all people could come and interact with one another to learn, create, and grow.

Interactive elements were placed within the Fun Palace to encourage individuals to engage with their surrounds and learn from the environment with the integration of technology.

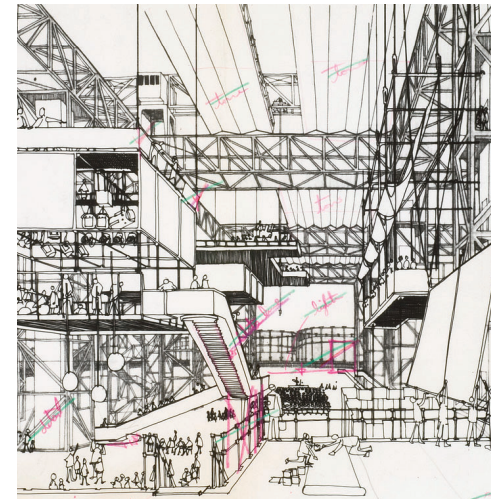
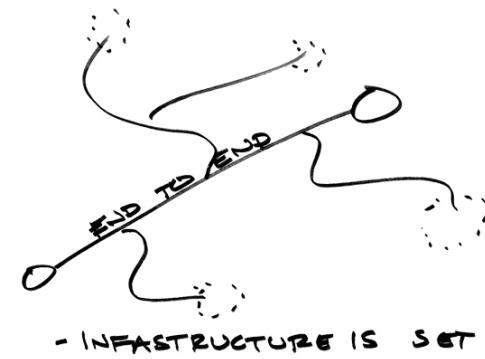
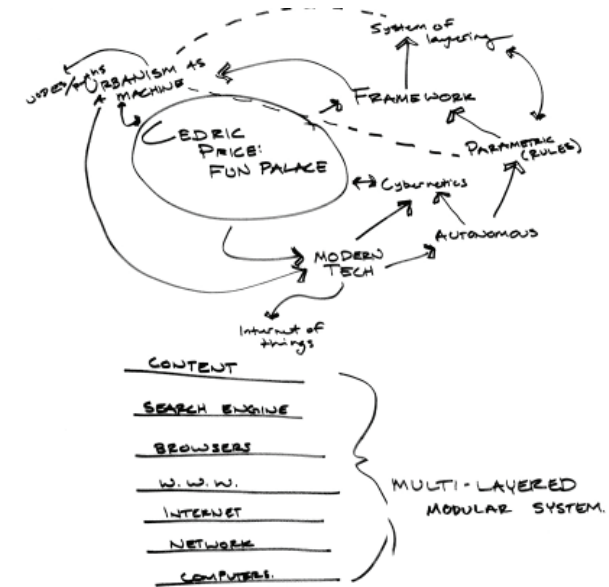


Figure 12

#### 4.4 RIGA and the Urban Animal John Hejduk

RIGA was a project by John Hejduk that explored a creative response to .Riga, Latvia's competition to a new library. Hejduk's proposal focused on the creation of a dynamic, interactive, and sculptural experience of space. These designs featured a series of "unconnected" houses that communicate through architectural expressions. Many of these features included interactive elements such as electronic displays and multimedia installations.

The Urban Animal was another installation provided by Hejduk. This project explored the relationship of architecture to the everyday environment. These installation provided people with the ability to observe Urban "animals" that are often overlooked. These displays allowed people to interact with the often overlooked elements of the everyday life.

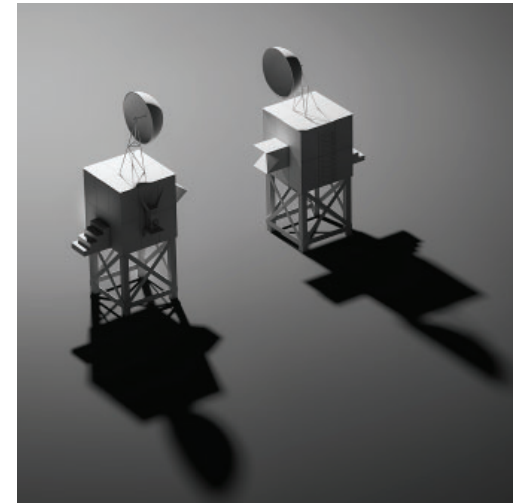
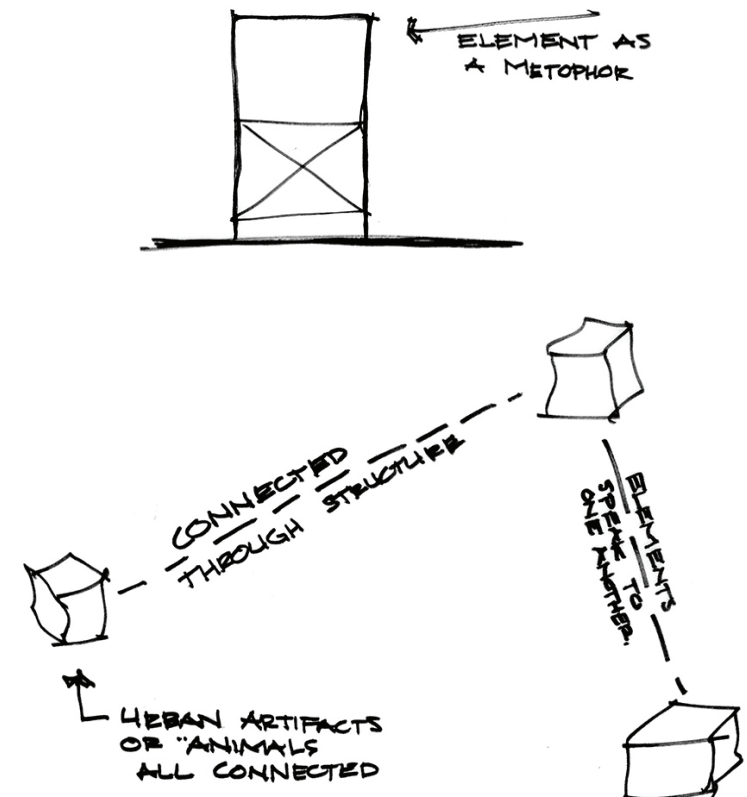


Figure 13



## 4.5 Co-Presence

### Howeler + Yoon

Co-Presence is an idea that promotes the ability of a space to bring people together with the intention of sharing a common space. This idea promotes the idea of community within the urban space.

Yoon explores the idea of co-presence through the creating a dynamic and adaptive spaces within a multitude of environments. Within these environments she looks at dynamic interactive elements that integrate technology into design.

Through examples such as UNI and Swing Time, Yoon provides insite to architectural designs that promote the idea of interaction through co-presence within the urban space. These ideas have challenged the way in which we communicate with tradition spaces.



Figure 14

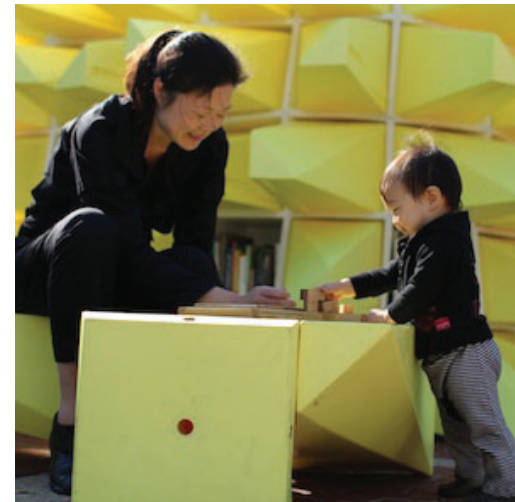
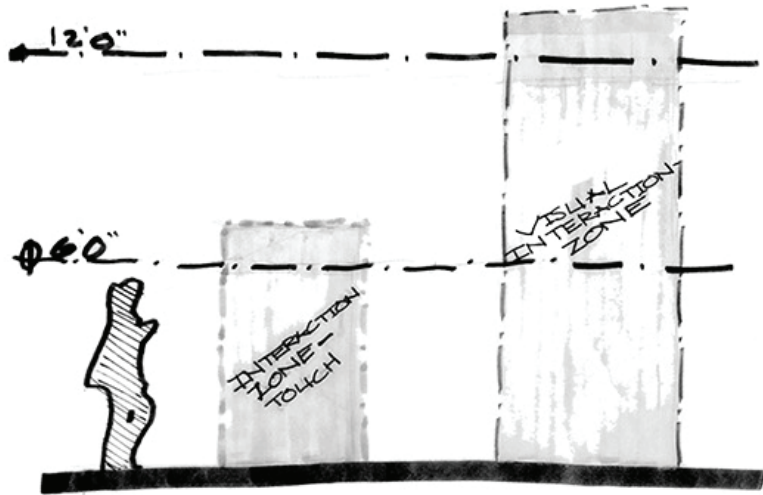
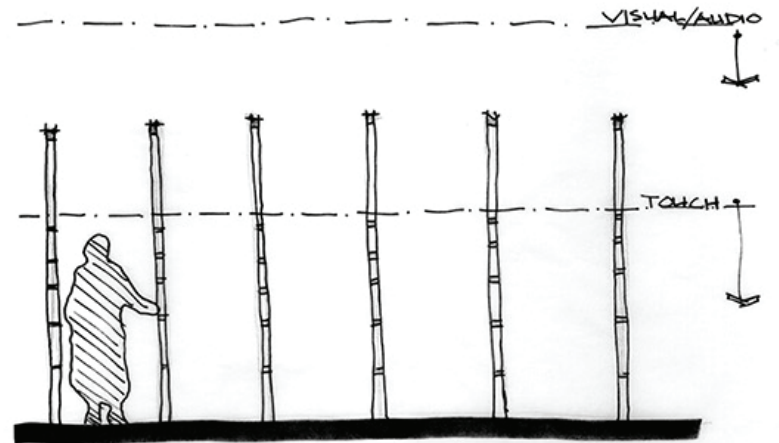


Figure 15

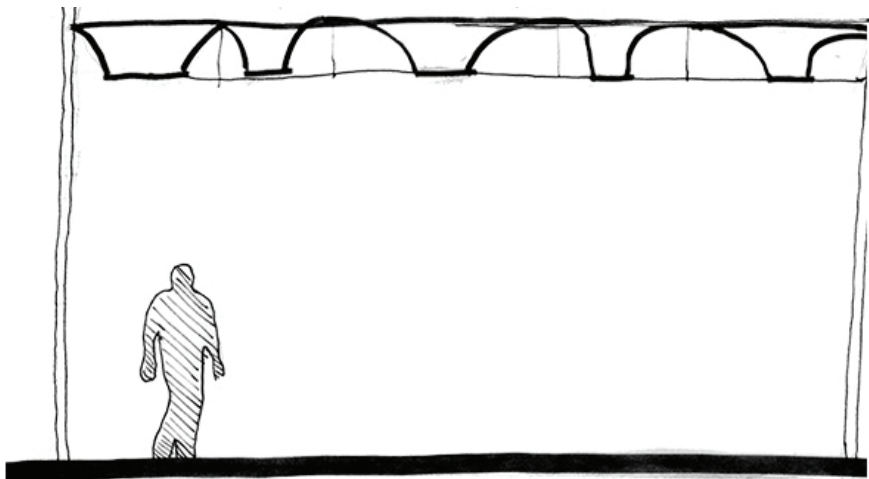


INTERACTION ZONE HEIGHT

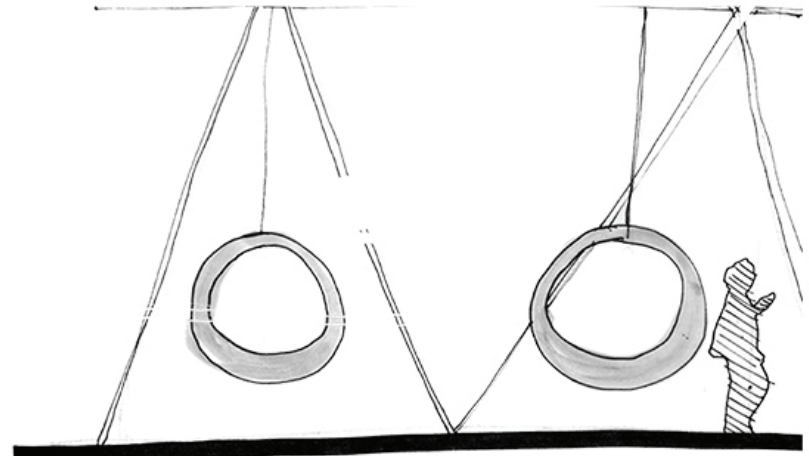
11/



HOWLER / MOON - "TOUCH SENSITIVE"



PERFORMING PRODUCTION



SWING TIME

## 4.6 Modern Day Node Categories

The modern day node can be categorized into simple statements. The urban space is a place for life to occur, to see be or be seen, or as a remote work space that promotes innovation.

These areas in which activation occur have one of these three ideas in mind. They have traditional values in mind but rely on ideas from contemporary design to promote interaction within their boundaries.

The promote the idea of the three basic statements of a modern urban node, three categories are presented. These categories include the Urban Living Room, the Urban Work Room, and the Urban Stage.

These ideas possess the singular approach to most modern day node activation tactics.

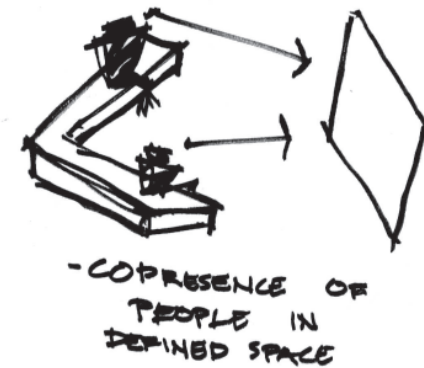
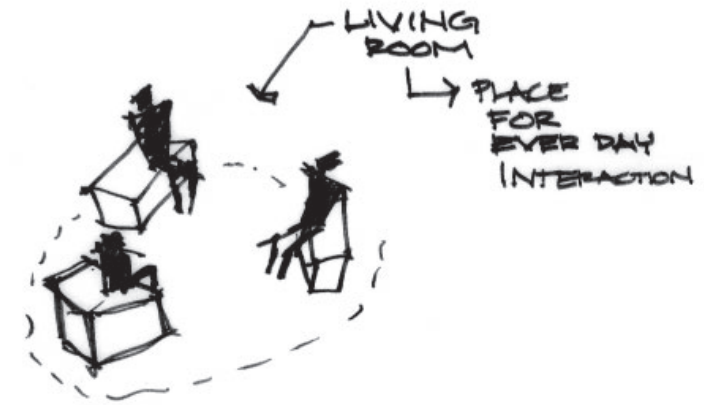


## 4.7 The Urban Living Room

The urban living room is a concept that promotes the idea of interaction within the urban environment with a common purpose. These spaces within the urban fabric are meant to be an expansion of the home, offering a sense of comfort. These spaces are those that are accessible to all and promote common purpose.

The urban living room does not require enclosure but is most successful when there are elements of community such as chairs, benches, or public art. These spaces are often dynamic in theory, promoting the idea of individuality and ownership amongst users.

The settings of these urban living rooms vary but they are often found within the traditional urban nodes mentioned previously. Their ultimate goal is to promote interaction and therefore placemaking within the urban fabric.



## 4.8 The Urban Stage & Playroom

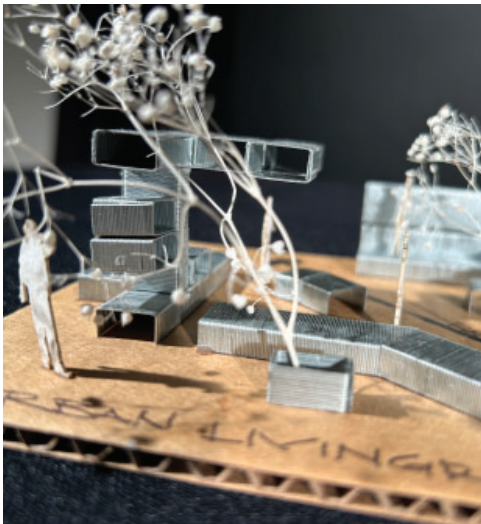
Urban spaces are simply defined as a place to see or be seen. With this simple idea in mind, the urban stage is erected as the emphasizing of public expression through engagement and participation.

The idea of the urban stage goes beyond public displays of theater, speeches, or public entertainment but acts as the medium for interaction through expression. The urban stage can be expressed as simply as a sidewalk where people go to be seen interacting with the urban street.

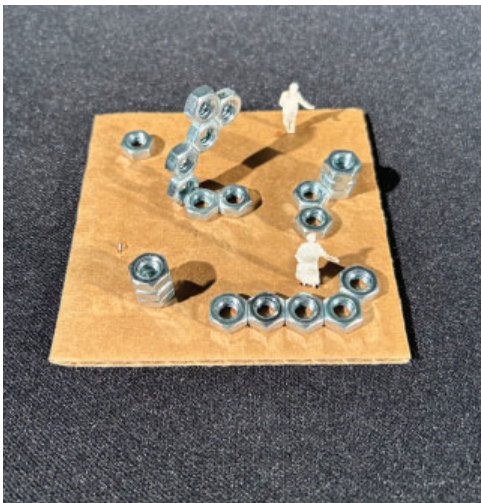
In conjunction with the urban stage, there is also a viewing area where people can watch what is being displayed. These areas provide playful interaction with the environment while promoting interaction among the congregation.



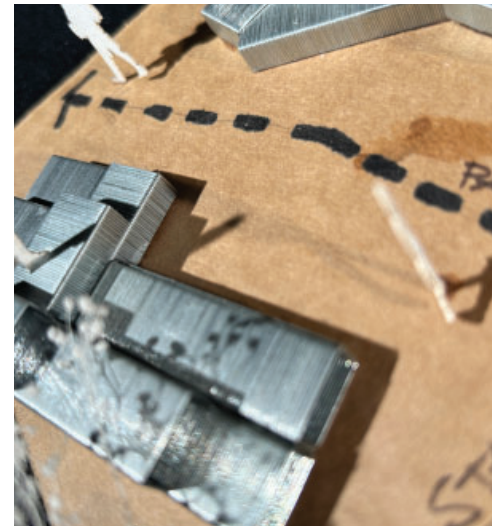




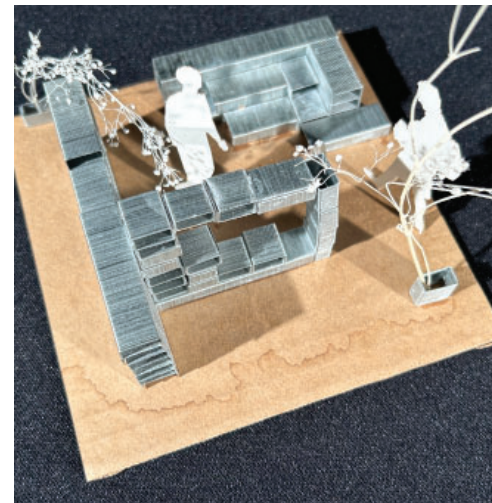
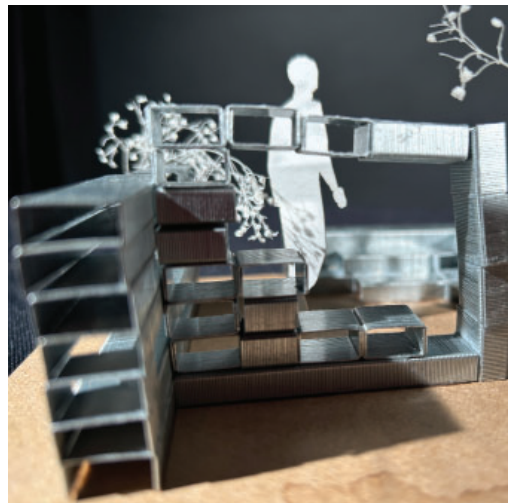
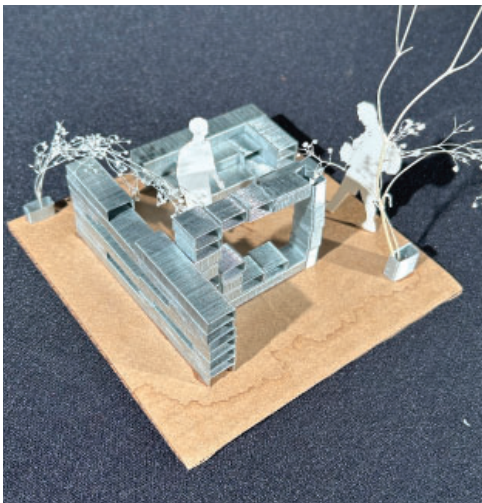
The Urban Living Room



Nodes with Modular Elements



The Urban Stage



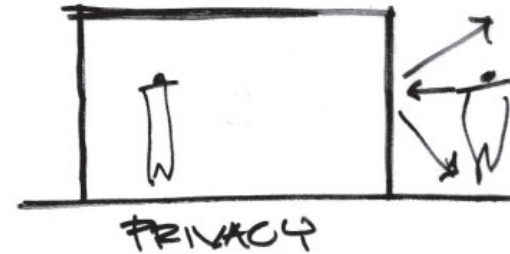
Nodes with Modular Elements

## 4.9 The Urban Work Room

The urban workroom is a space where people go to be productive and innovated within the urban space. Like the living room, these urban work rooms are to be extensions of another space within the everyday life.

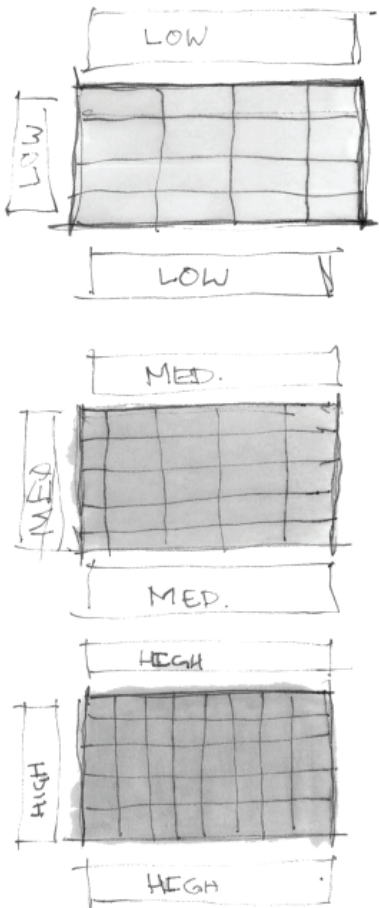
These spaces are designed to promote a multitude of activities. Often times, technology is integrated into the design of these spaces promoting the idea of remote work within the urban environment.

The urban work room can also promote collaboration within the urban environment. These spaces allow for privacy amongst a group and promote the idea of networking within a group setting.



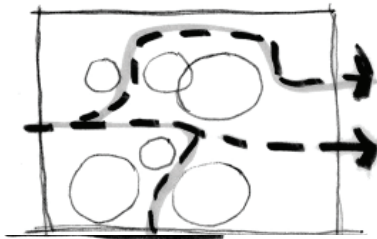
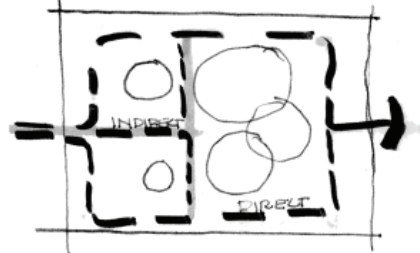
### 4.10 Modern Day Node Design Parameters

#### - NODE DENSITY BASED ON HEIGHT

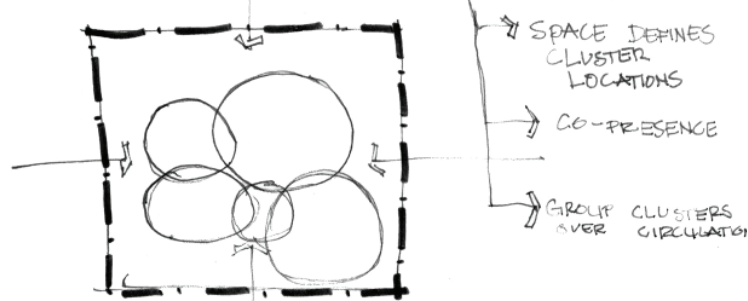


#### - DIRECT VS INDIRECT ROUTE

↳ AROUND CLUSTERS

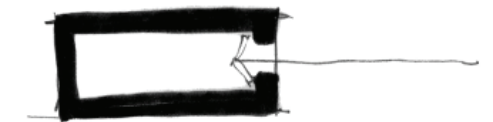
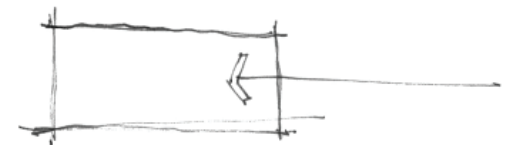


#### - INTRODUCTION OF GROUP CLUSTERS



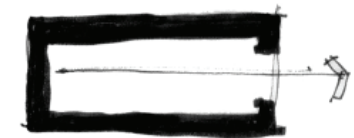
#### - INTROVERTED

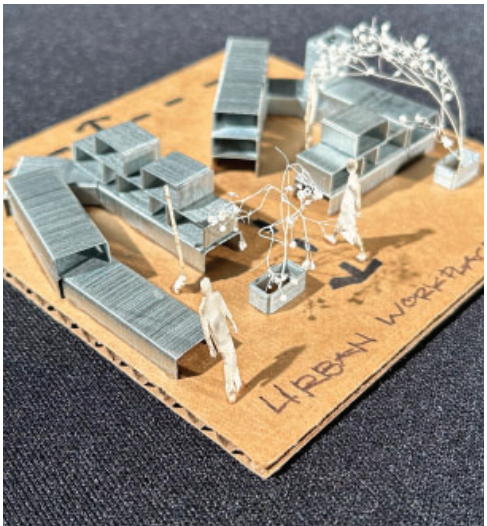
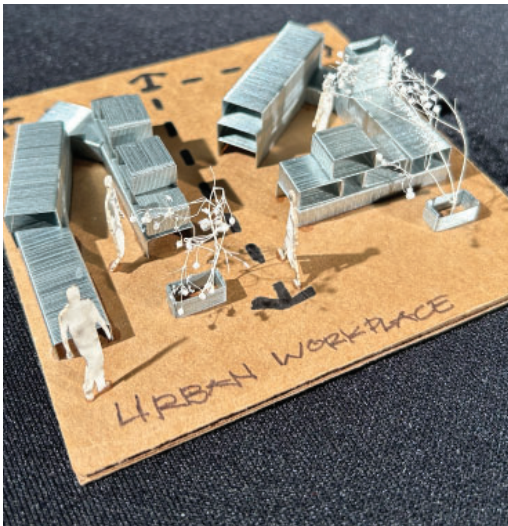
↳ LEGIBILITY OF ENTRY INCREASED



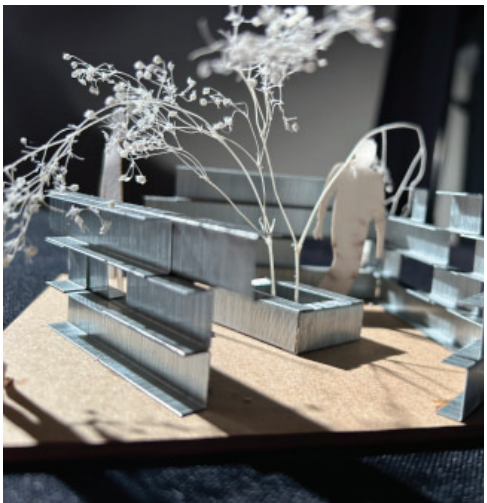
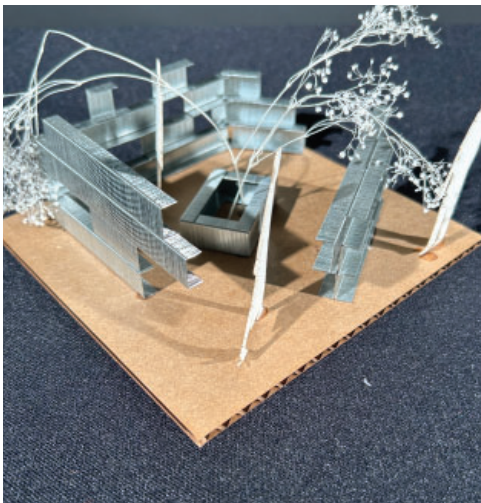
#### - EXTROVERTED

↳ LEGIBILITY OF EXIT INCREASED

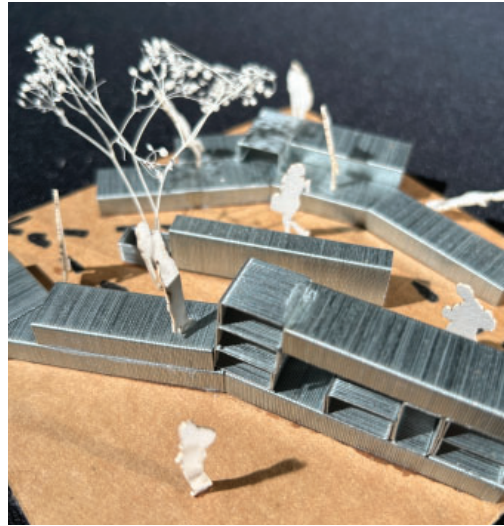




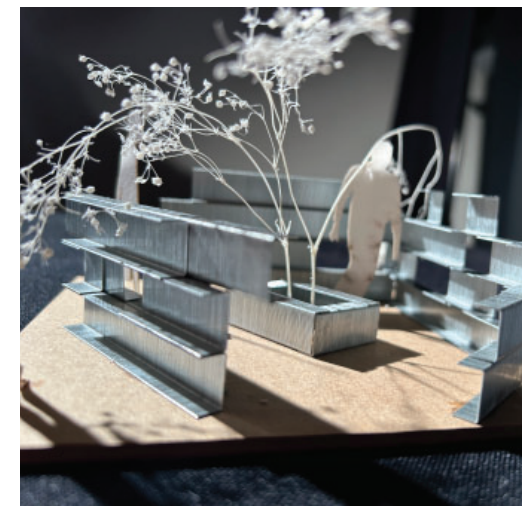
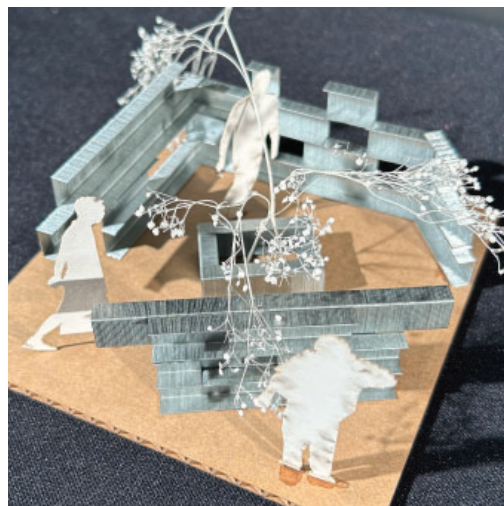
The Urban Workroom



Nodes with Modular Elements



Combined LR, WR, Stage



Nodes with Modular Elements

# 05

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## How do We Activate Space?

How do I design *interactive elements*?

What are the *different forms* of activation and how do they *affect space*?

## *5.1 Activating Space*

Activation of an urban space is the backbone of what this thesis aims to achieve. In order to promote interaction within these spaces, people should want to interact with the space first. In order to draw people in, one must activate the space and ensure that there is a variety of activities to pursue.

Activation can be achieved, simply, through the interactive, mobile, or adaptive units within the urban space. The following study provides different opportunities into how one can pursue interaction and there for activation within the urban space.

Activation also relies on the priority of human scale within the urban space. When there is a priority on the inhabiter, then there is reason to interact.

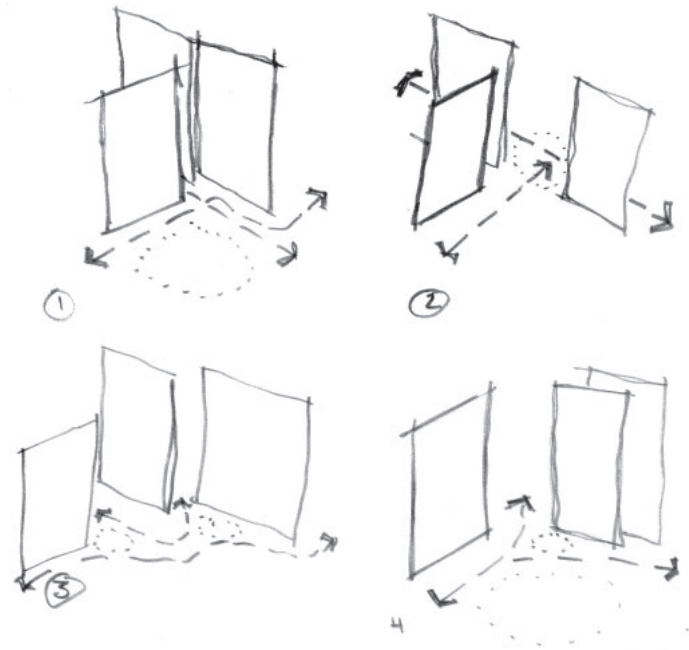
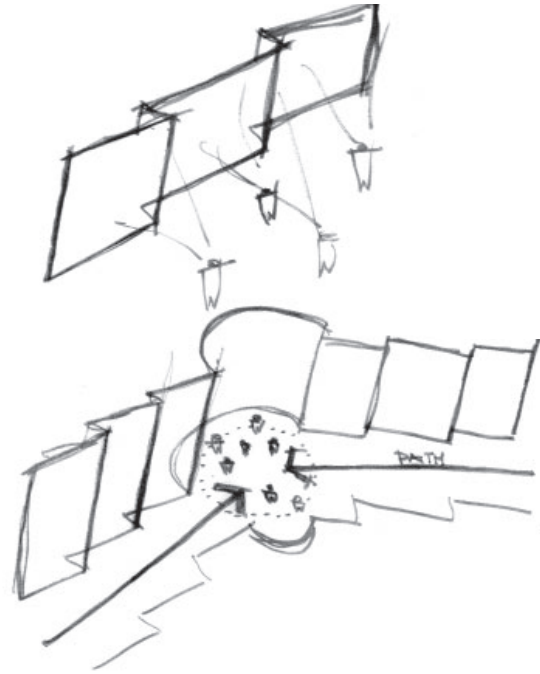


## 5.2 Activation Through Movement

Movement or dynamic features are one way that designers can activate space. Studies were performed to show different methods of movement, and stopping throughout space.

Users will progress to a central meeting point through space and once the meeting point is met, then there is congregation between the users. This congregation is the interaction that occurs within a traditional sense of communication.

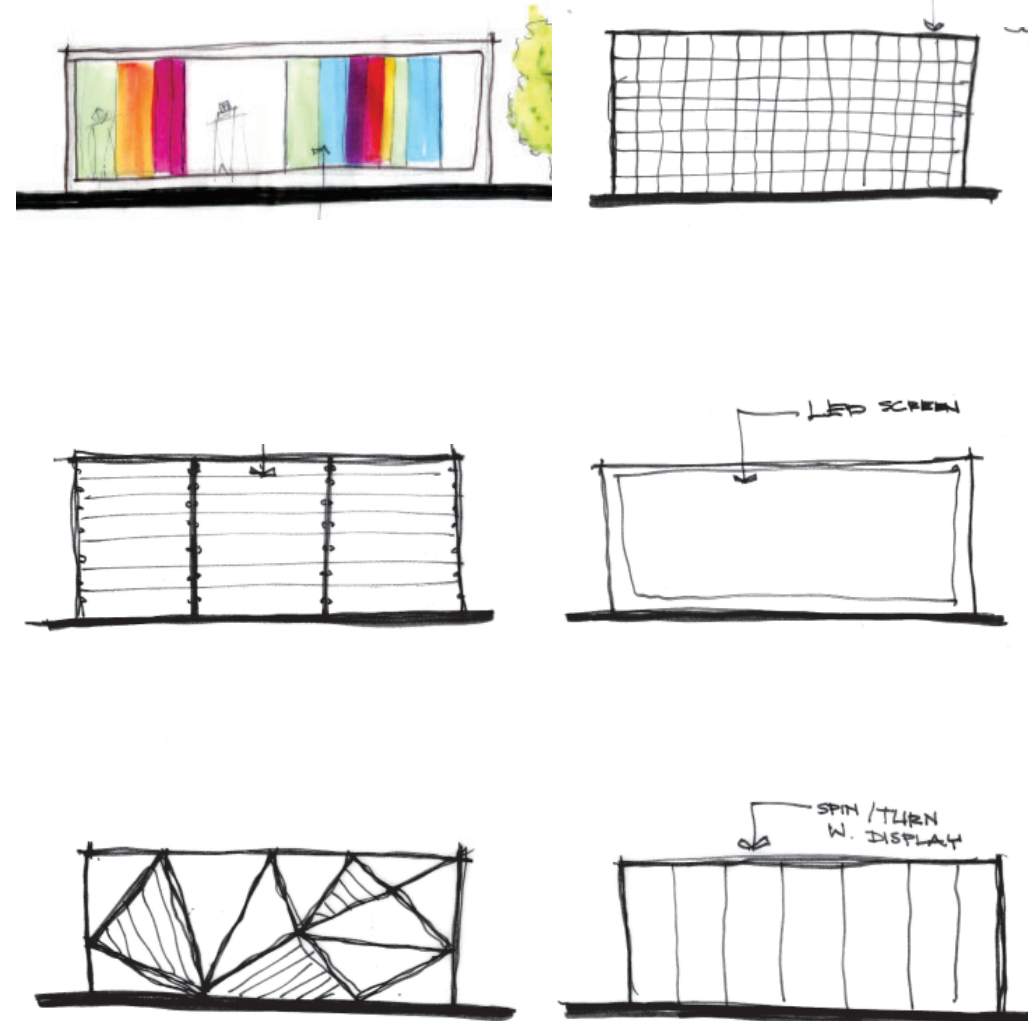
User also become more interactive when there are opportunities to move through dynamic spaces. When a space is able to adapt to where you are within the space, users are more likely to continue to interact and improvise within the space.



### 5.3 Activation Through Visuals

Another form of activation from a macro point of view is that of visuals to promote stimulation within a particular space. The following study is a study into different forms of visual interaction superimposed onto a flat wall.

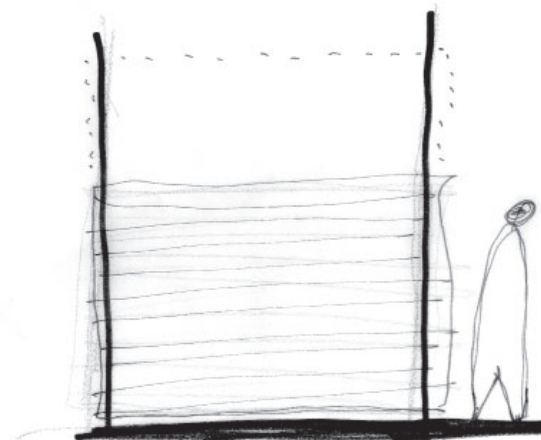
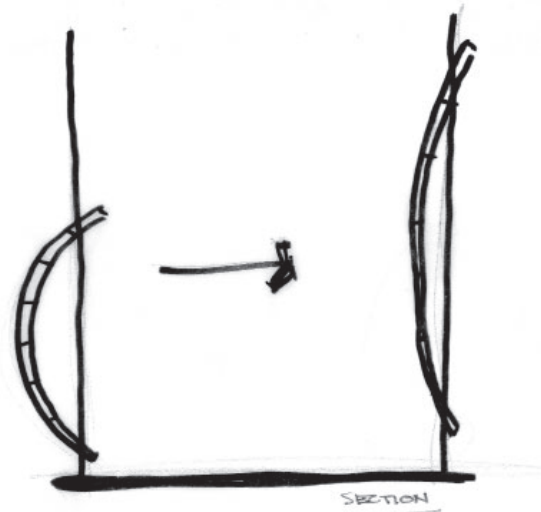
In theory, users would interact with the wall through various actions. Whether it is through sliding panels with visual applications, simple LED screens, or complex patterns of color changing displays, there are many ways to engage the community with simple forms with visual stimulation.



## 5.4 Interactive Elements

Interactive elements within the urban space are the most important element when looking to activate space. These elements provide the user with the ability to communicate their ideas within the urban space.

Interaction can be achieved in the urban space by provide dynamic elements for the user to engage with. These elements allow the user to stimulate their desires through haptic, visual, or even audio interaction. In the studies the follow, interactive elements have been combine with traditional and technological innovations to consistently provide opportunity for socialization within an urban environment.

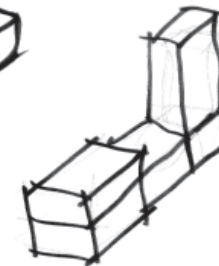
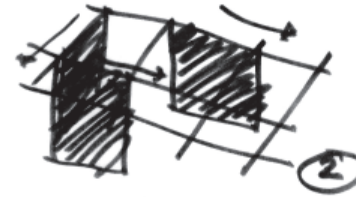
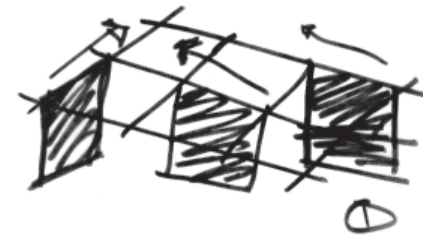


## 5.5 Movable Elements

Movable or mobile elements within the urban space provide the user with the ability to improvise within their space. This allows the user to feel a sense of ownership within the urban space providing memorable experiences. These memorable experiences promote future interaction within the urban space.

The idea behind a movable element provides the user with the ability to control what occurs within the space. Whether it is through physical movement or not, interaction is achieved when users can simply adapt the environment to their needs.

In the study, frameworks can be provided with slide-able elements that users can move to adapt the space to their needs. The next study, involves movable boxes that can be purposely placed to enact differentiation within the urban space.



## 5.6 Adaptable Elements

Adaptable elements are elements within the urban space that are completely dynamic while provide space defining properties.

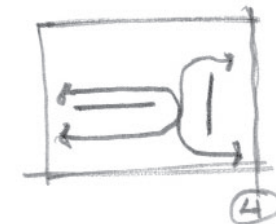
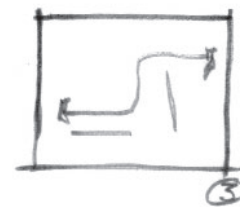
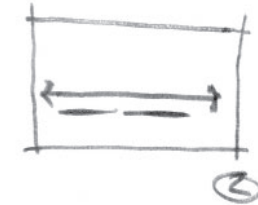
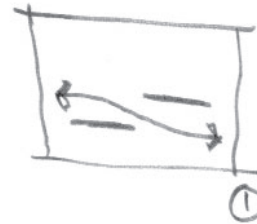
These elements within the urban space provide the community to define the space how they see fit.

This idea of adaptability also means that these elements are not Dependant on one site, but rather can be placed in any site with the ability to adapt.

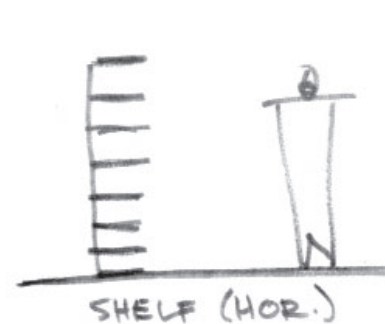
When spaces like this are presented, we see groups of people using each element in their own way. Similar to that of the movable object.

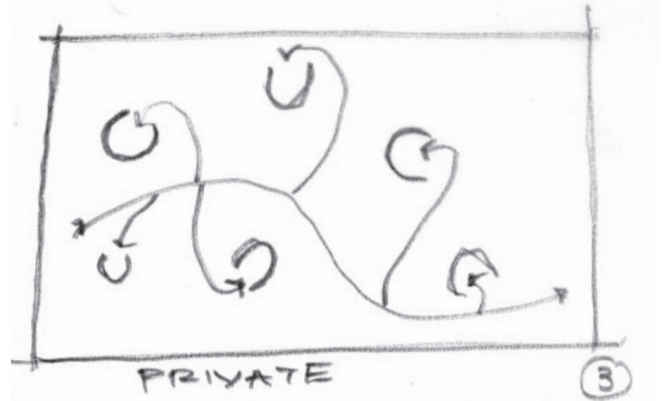
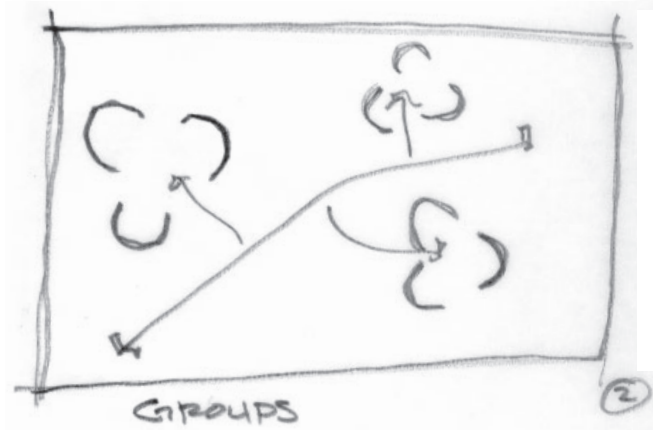
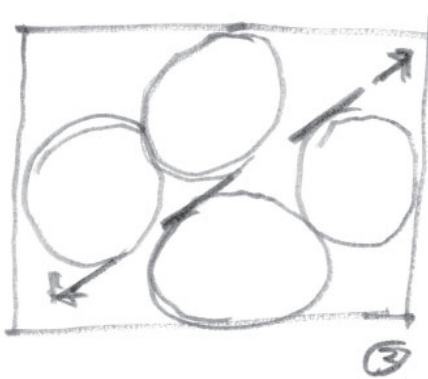
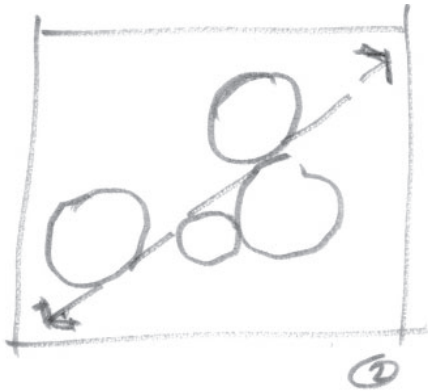
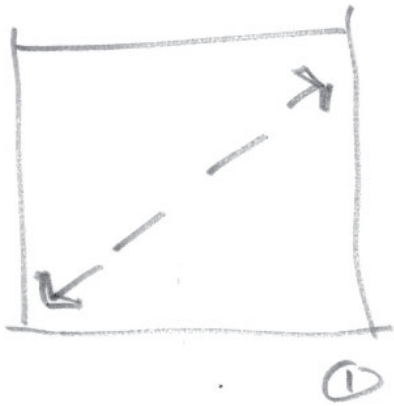
The differentiating factor between the movable object and adaptable objects are that all adaptable objects are movable, but not all movable elements are adaptable.

- CHANGING SPACE W. CONDITIONS  
 ↳ SPACE CHANGING



- CHANGE SPACE'S USE.



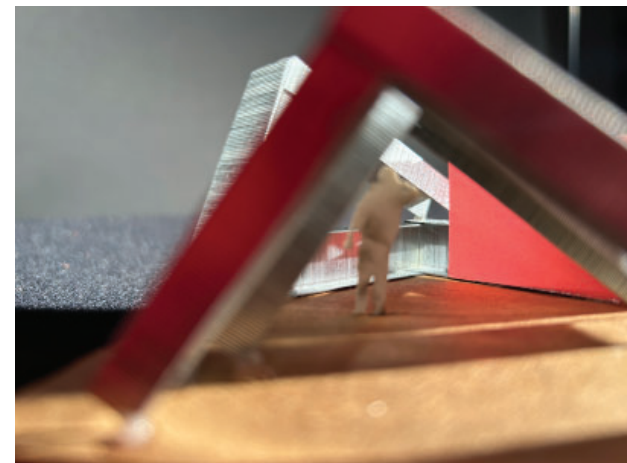
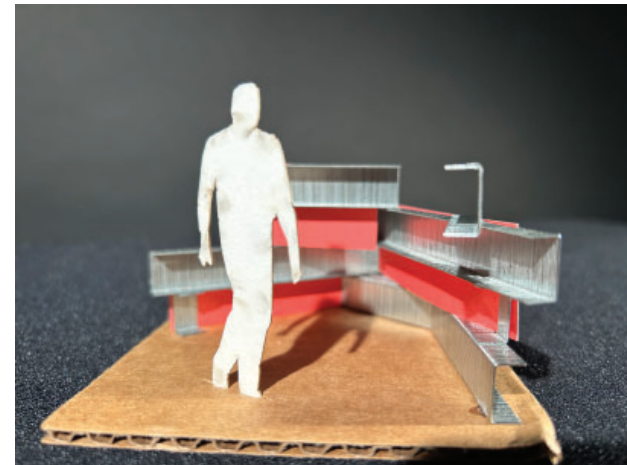
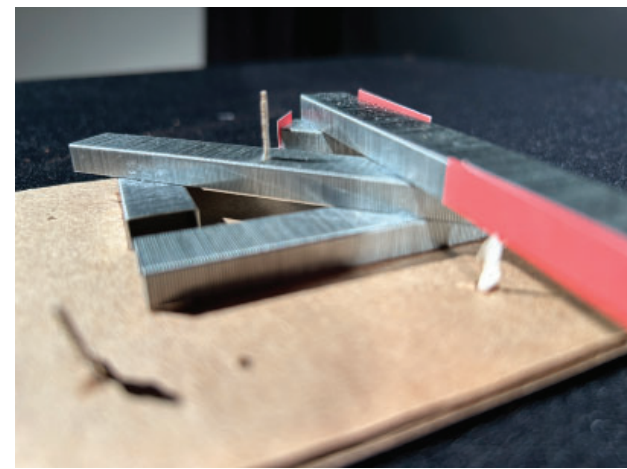


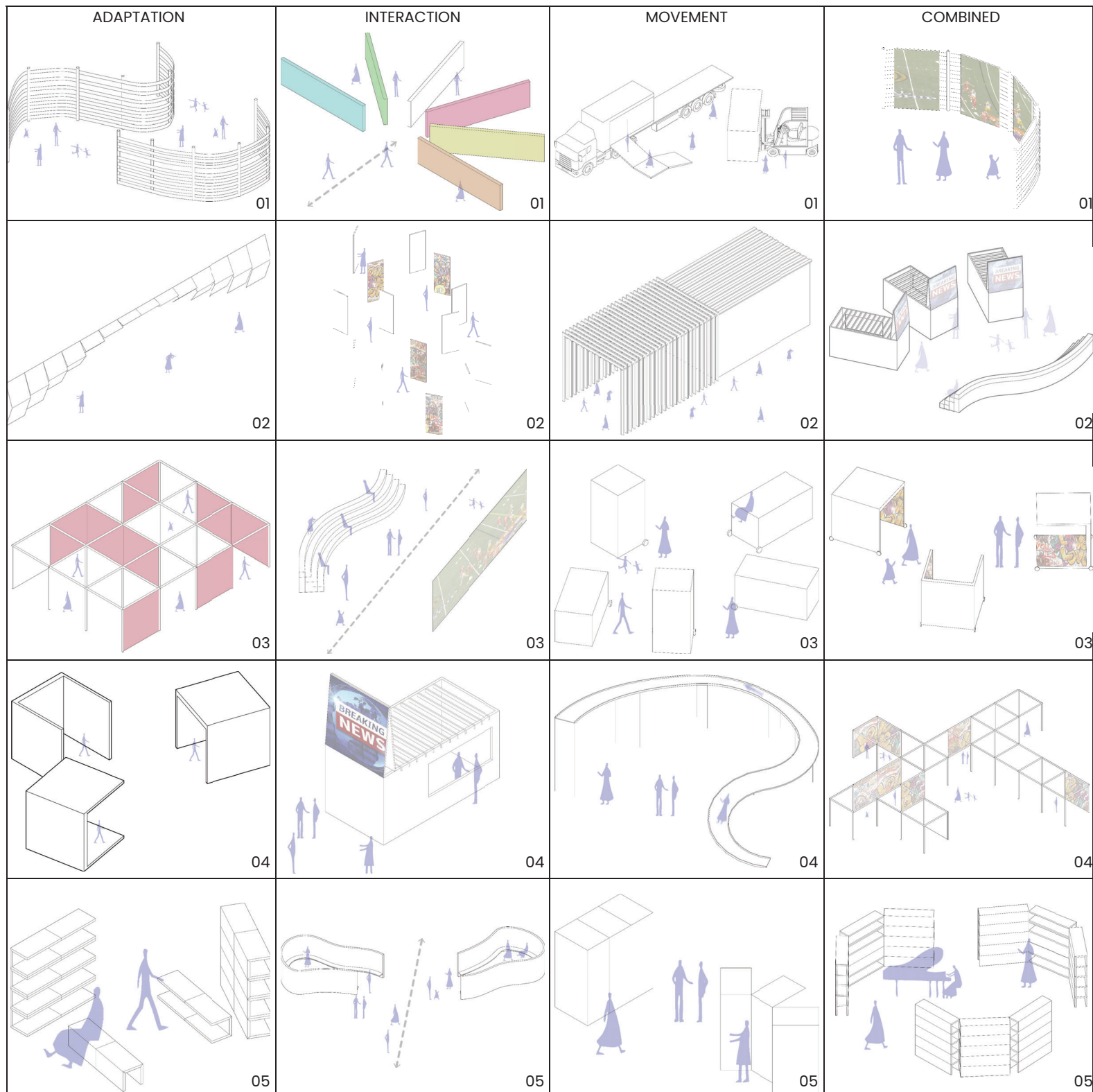
## 5.7 Activation Elements Matrix

After the studies of the interactive, mobile, and adaptable elements were concluded, a matrix of designs were combined to show the variety and intractability of the elements with conceptual frameworks.

The matrix includes designs from all three categories, while also including a 4 category of all three element types combined. The intent of this study was to use all three elements within the respected discipline and then combining them to see the design implications.

The conclusions from this study provided five various designs that are drastically different in nature. These designs provided dynamic and interactive spaces that promote congregation and communication within their boundaries.







# 06

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## How do We Connect Nodes?

How do I create a *dynamic network* of nodes?

How do nodes *communicate* with one another?

## *6.1 Program Defines Elements*

Up until this point, the studies that have been define have been progressively based on singular elements that then proceed with program being applied to them. Those studied allowed for spaces to be fully dynamic based on the user's needs.

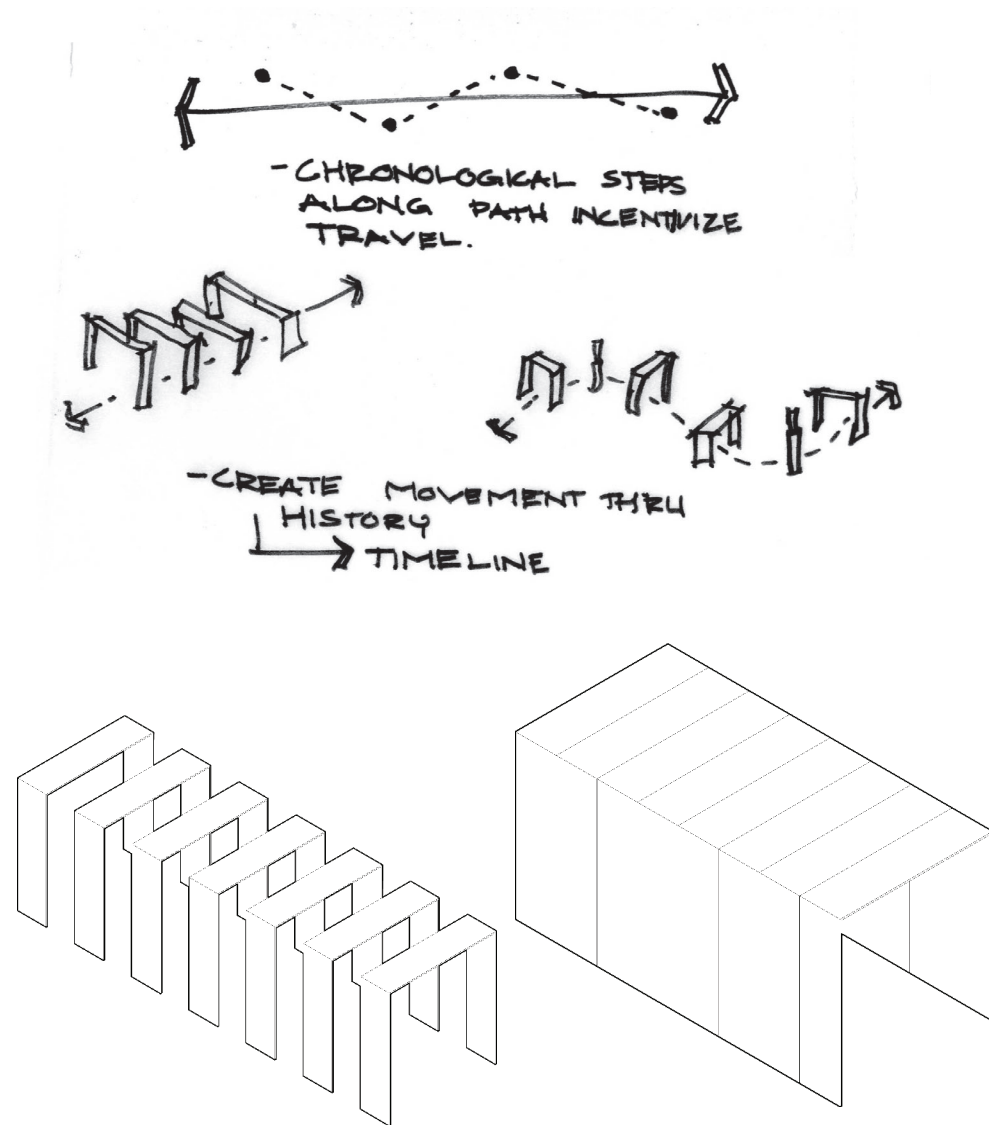
In this study, programs were defined based off of traditional urban node element activities and given a form that was nonnegotiable. This study was used to look at a rigid framework on how to connect nodes from one network to the next. Essentially, this study was a way to ensure that if these elements were placed within an urban framework, there would be no doubt that they were all connected.

## 6.2 Historical Connection

Traditionally, historical elements are attached to urban nodes to provide users with a degree of culture when they are engaging. This approach to the connection of nodes provides the ability to design based off of historical interaction within the urban node.

In this study, the design of the historical elements are based around chronological progression. These ideas allow users to travel through history, providing insight to the node, city, or populations history. This idea invokes interaction with the place rather than the other people within the area.

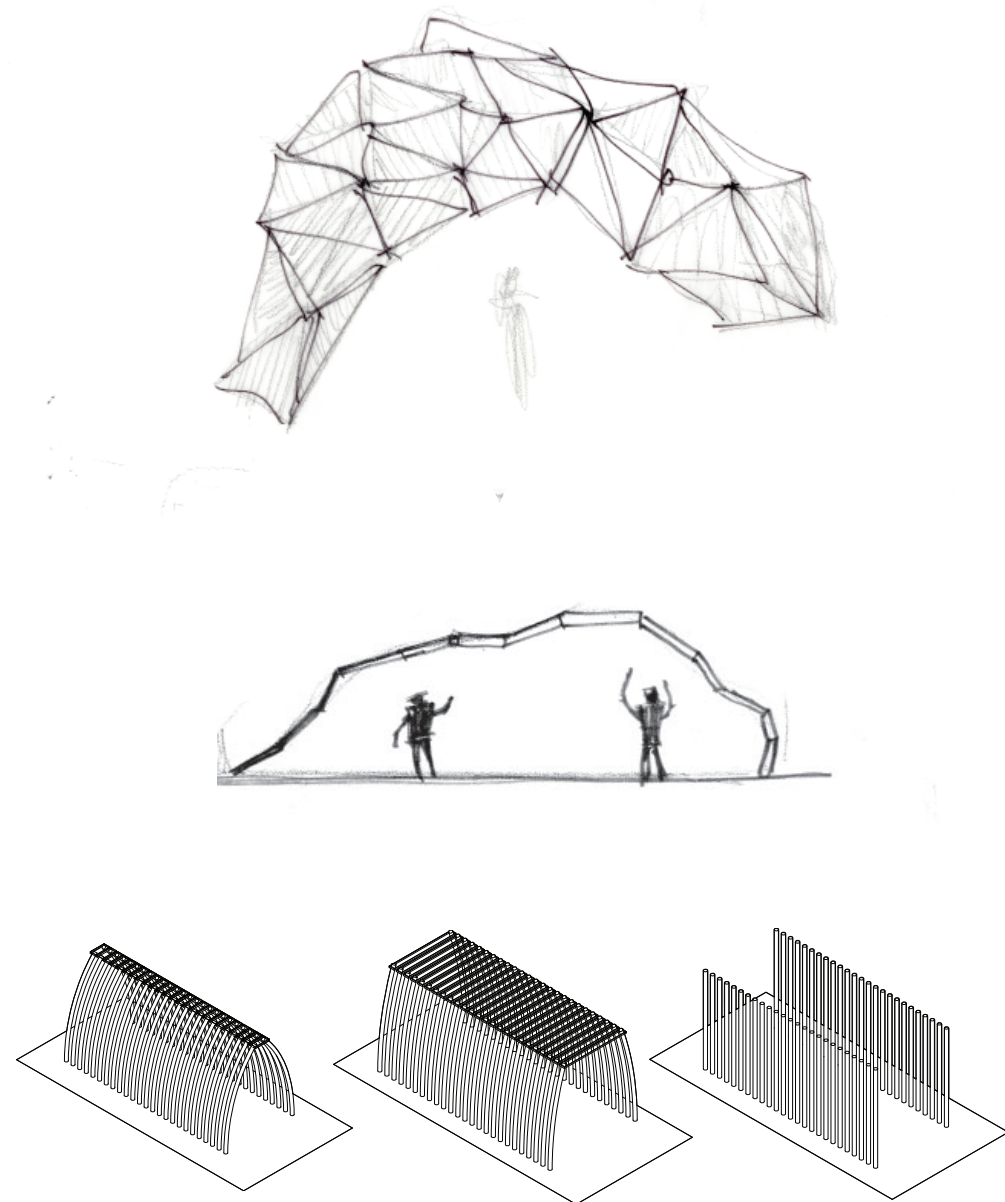
When this is applied into nodes, the history of the space is revived and on display so that users can understand what once was.



### 6.3 Playful Connection

More contemporary in theory, the playful elements in a traditional node are not simply playful elements. The playful aspect of the node can be through form, communication, and interaction. In the everyday, this is the least used option of the urban node's form of interaction but in the places that it has been placed, it is successful.

The design that was procured is that of an adaptive, yet playful approach to the degree of enclosure. In this design, elements are tightened at the top of the bars to bring in the top of the space. This design looks to play with the views and degree of enclosure of certain spaces.

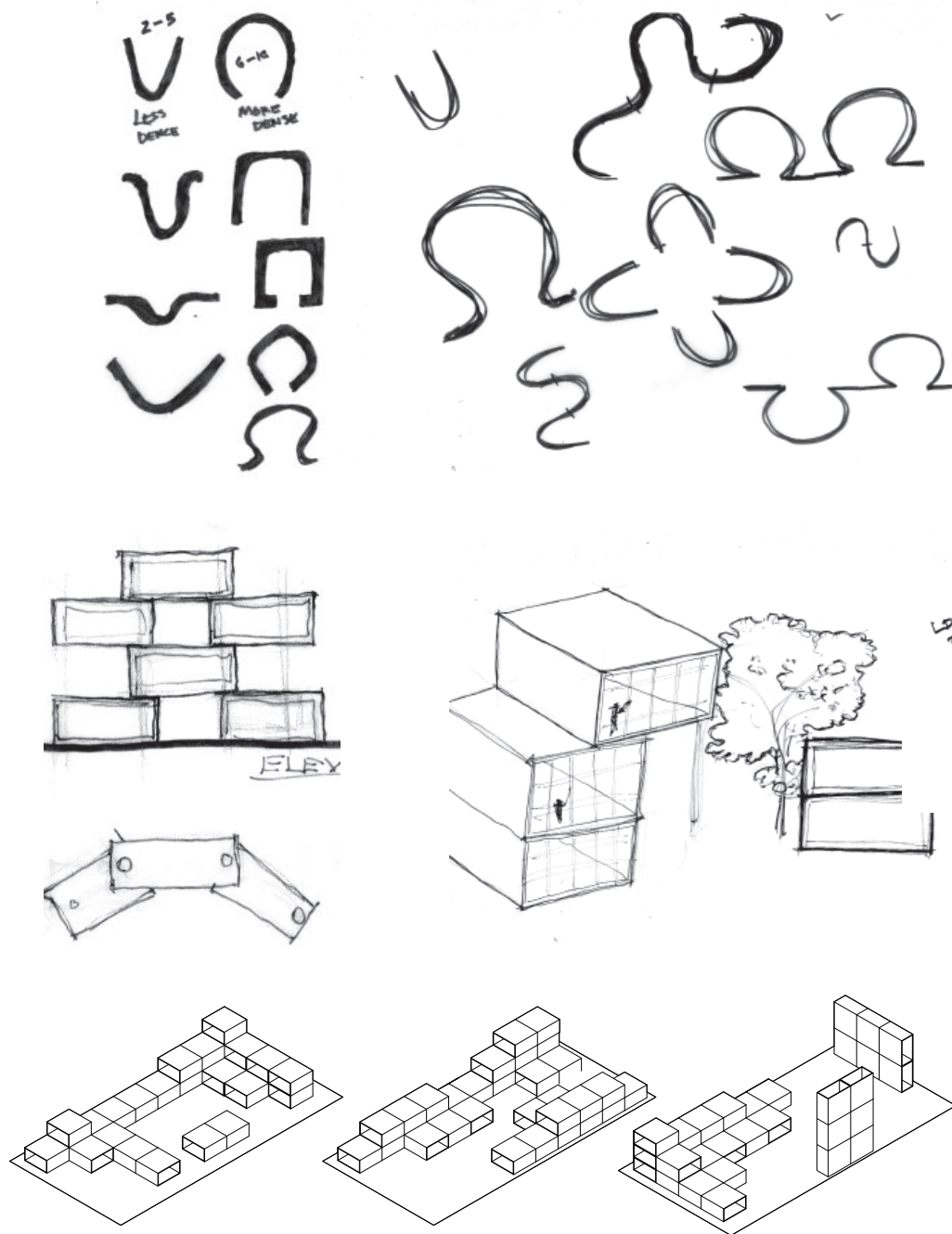


## 6.4 Utilitarian Connection

Arguably the most common, the utilitarian element is the most used element within the studies. The elements are those that have specific applications of space.

The most successful of these designs are those that the users can move to improvise the space to meet their needs.

In this study I have a simple element that can be manipulated to be either seating or space defining elements. This provides the user with complete freedom to make the space to their liking.

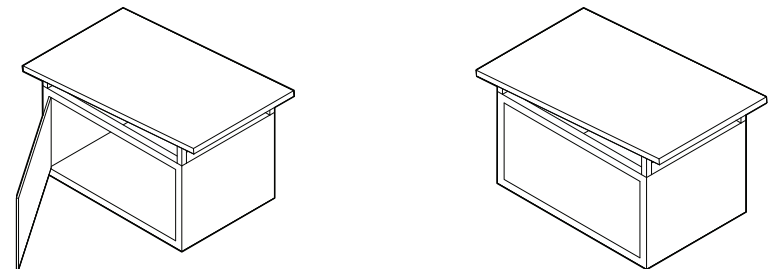
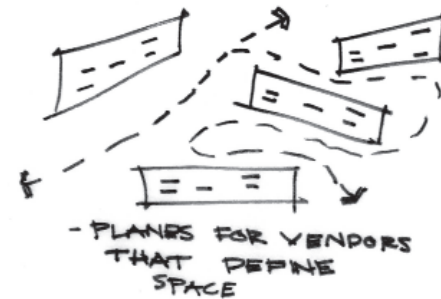
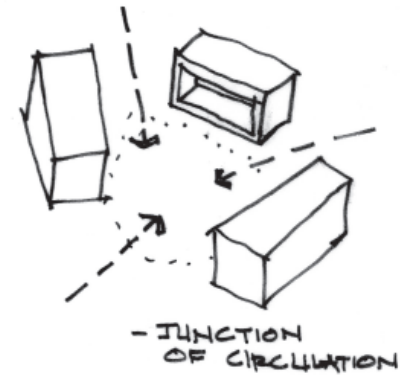


## 6.5 Vendor Connection

The Vendor elements are more predominate in the Asian cultures that were previously studied. While they are common in the American cultures, these items act as common purpose for users to convene.

In this design, there is a study of creating a movable vendor space that can be placed and set up to create community. Similar to the idea of a farmers market, this element would be placed into an area and set up to invoke commerce. When this is applied to a space there is a sense of congregation that is observed.

Vendor spaces also act as a relief point along a path. This idea creates a junction of people.



## *6.6 Connection Synthesis*

After data had been conducted from a multitude of areas, a design synthesis of connecting nodes needed to occur. During this time in the research, articles from all areas of my research provided me with the insite to compose a final design.

The main areas of interest that I look to observe are that of a consistent framework or structure, and a utilitarian object that was integrated with technology.

These ideas of connection were used to allow users to feel a common cohesive amongst the design.

## 6.7 Precedent Analysis

Diller Scofidio + Renfro were a major precedent when studying connection through design. Studying ideas from Berissa and Chain City, a design appreciation was reached.

The idea of connection through technology is present in their connection of design. Often times cameras are placed in areas so that users can watch people or other places. This gives the user the sense of communication with someone or somewhere when they are even half way around the world.

These camera and screen displays also help the user to disconnect with their current environment to retreat from their current world into another. These ideas help promote cohesion and connection amongst designs.



Figure 16



Figure 17

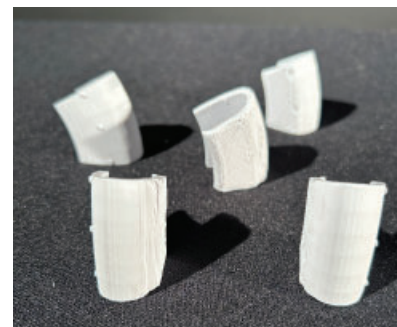
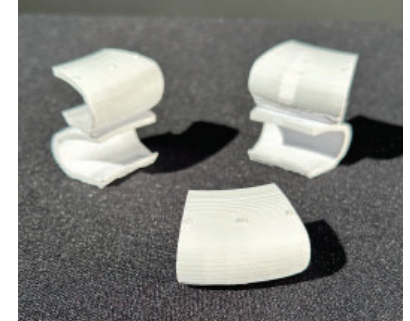
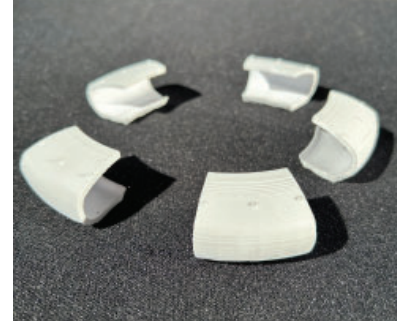
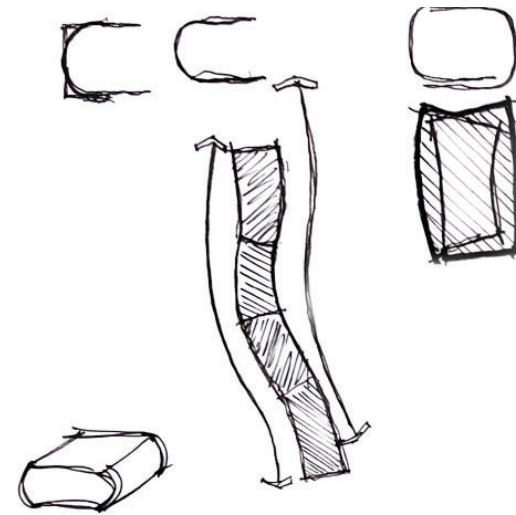


## 6.8 Utilitarian Element Study and Design

Utilitarian objects are ways to promote connection through design. Have a fully dynamic element that can promote unity is a direction I look to follow. This allows to activate any site with the common design of another site.

The utilitarian object that was studied is that of a modular element that can be displayed and used in a variety of ways. In this example, it can be seating, vendor desk, vertical pods, or fluid benches. This provides the user with the ability to make the space their own.

Technology is also integrated into the design. When one element is alone, it acts as an LED display that can be changed by the user. When two or more are attached the display is extended to match the users needs. This can help provide historical or playful elements into the urban node.



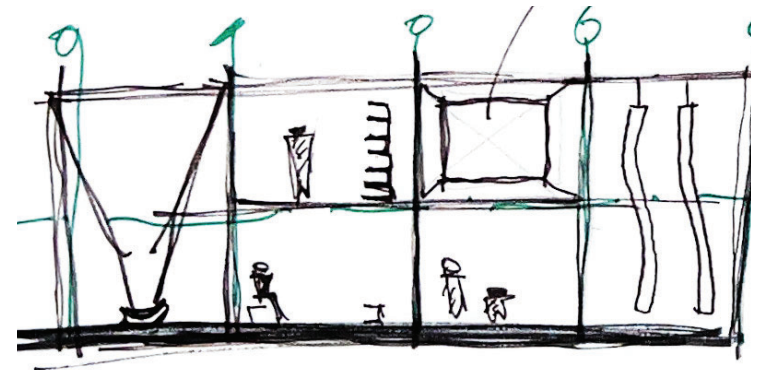
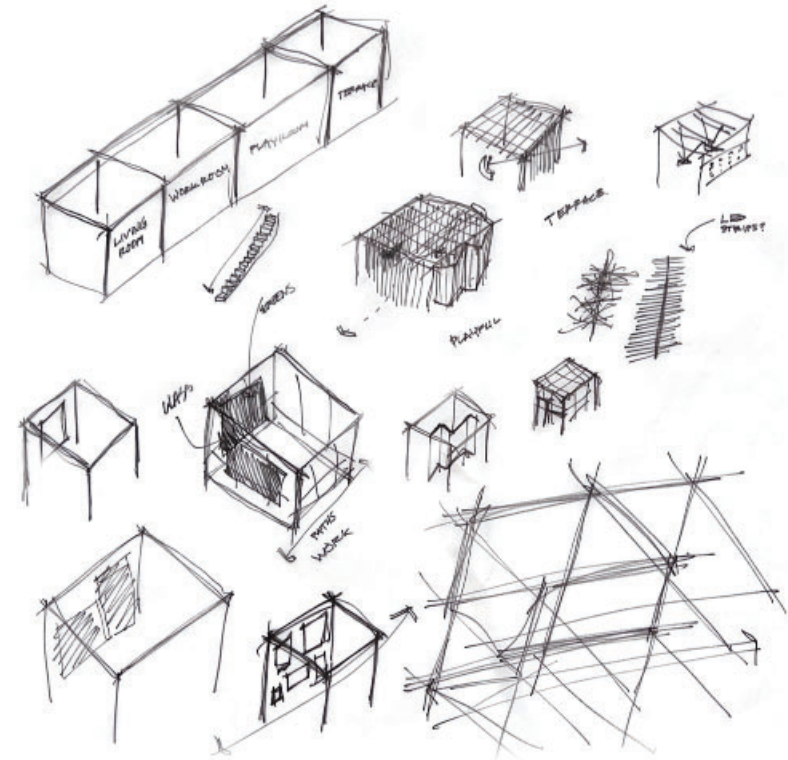


## 6.9 Creating a Framework

In order to place the elements that have been selected into a centralized system, a framework needs to be established. This system is used to 'pixelate' the urban fabric and allows itself rigor in contrast to the utilitarian elements.

There will be 4 programs that can fit into this framework with an emphasis placed on creating dynamic spaces within. The framework will also be able to be expanded from a 1x1 to a 2x1 or even a 3x1. With this being the case, there is plenty of opportunity from growth within the system.

Technology will be integrated into the framework to connect the site with other sites along the areas.

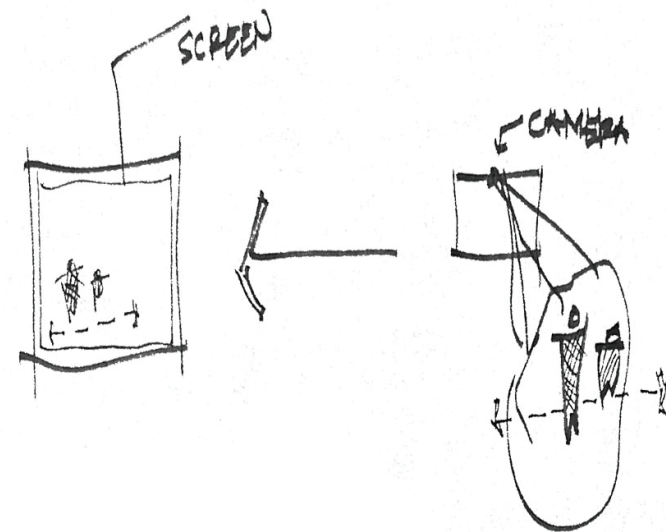
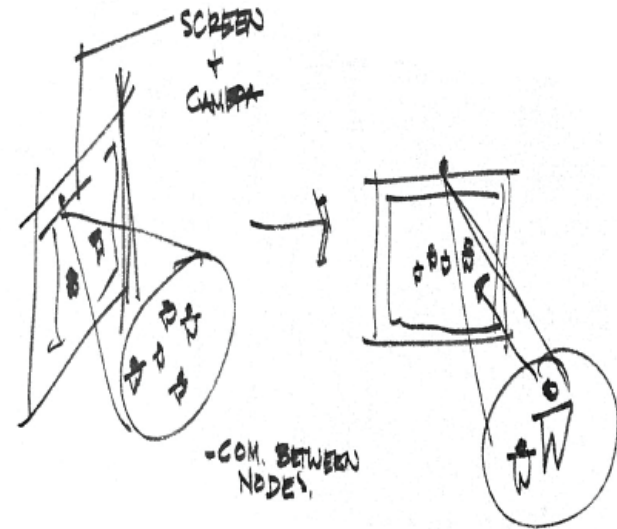


## 6.10 Technology Activation

One of this thesis' goal is to modernize the urban node. To do this, technology needs to be introduced to ensure that there is interaction within the space. In the node, LED screens, cameras, and sensors will be used to maximize the urban node and connect it to remote sites.

Some of the elements that will be used are broadcast from one node to the other. This will allow people to watch other examples of nonplace and others that are interacting with nonplace. This idea is set to bring attention to the everyday norm that we often overlook.

Another element that will be introduced is LED lights within the utilitarian elements. These will act as screens and color changing displays which will allow for dynamic interaction within the space.



# 07

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## Design Synthesis & Documentation

How do I **synthesize** research?

How do we make a successful network of **communicating nodes**?

## *7.1 Design Synthesis*

The design synthesis of this thesis will bring aspects of all research that has been conducted thus far. This will include all of the literature analysis, node study, program study, element study, and precedent studies. When combining all of this it is clear to not that the narrative of connecting nonplace with technology communication is at the forefront of design. This prompts the use to interact with the network of nodes rather than on location.

In concept, the nonplace that we interact with does not talk to one another. But in this thesis, a counterargument is proposed to revive and activate the typical nonplace. After synthesis has been completed, grounding the project will occur within the city of New Orleans. While this concept does not rely on any specific site, an example of ground is presented.

New Orleans was selected because of a city with so much culture, there are still many places that lack of place and yearn to be revived.

## *7.2 Design Narrative; Nomadic Nucleus*

The design of this synthesis relies primarily on the communication of nomadic nodes within a particular urban network, setting my thesis apart from other examples of urban activation. Individual programmatic modules are placed within an urban non-place with the intention of activation.

Within this framework, the program relies on the metaphor of a home and the rooms within. As a simplistic categorization, the four programs are: The Living room, Working room, play room, and the terrace. Each of these spaces have specific elements that define them as their program. Within the living room, it is the common purpose of two screens displaying non-place. In the workroom, it is the surrounding of information inside a small space. The play room includes many screens with persons from other nodes within the network, connecting the loop. Finally, the terrace promotes the circulation above the program, viewing nothing by the activated non-place below.

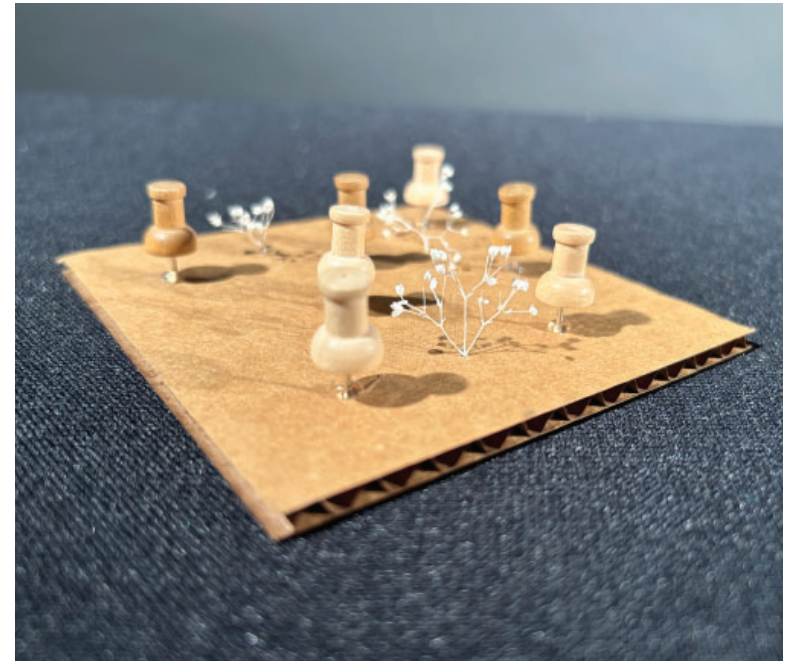
The goal of this design is activate non-place and communicate it to others that are also activating their own non-place.

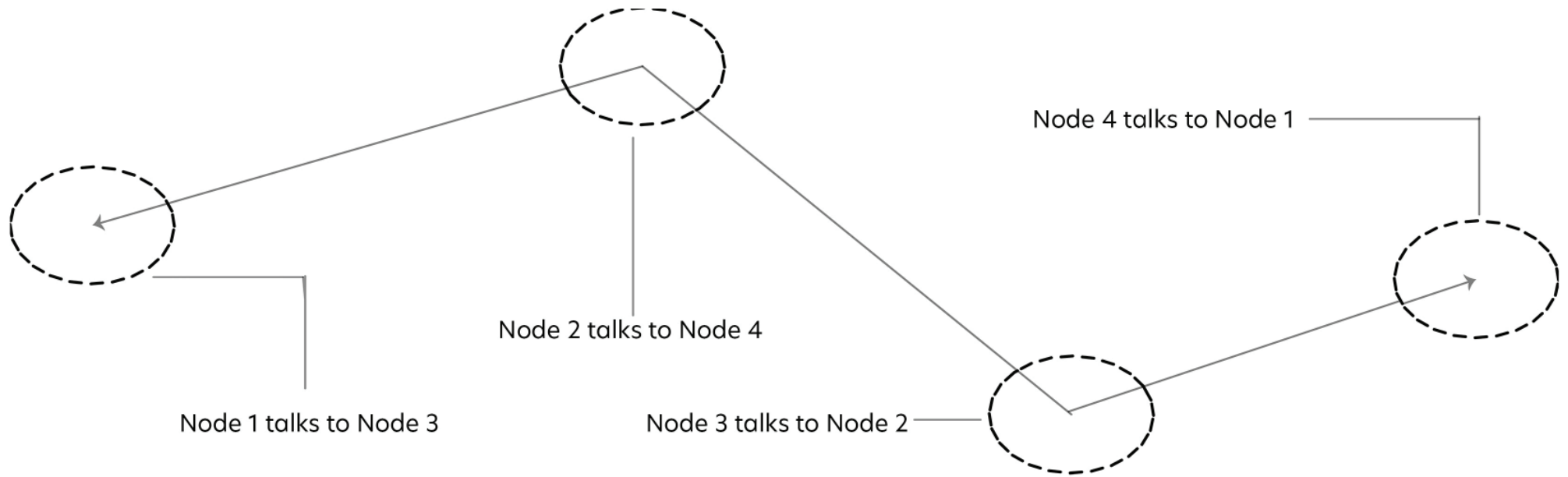
### 7.3 Network of Nodes

To communicate between nodes, a network needs to be established. In the example of a real world, a network of four nodes communicate to one another.

This idea promotes community between seemingly disconnected areas and connects the disconnected nonplace, resulting in new activation. The use of technology will be used to connect the 4 nodes, promoting communication in a modern form of technology.

The selection of the nonplace does not matter in terms of the network, but what matters is the ability for nodes to communicate with one another, prompting interaction. In this example, node 1 talks to 3, node 2 talks to 4, 3 talks to 2, and finally 4 talks to 1. This system promotes a complex web of interaction of seemingly disconnected areas.







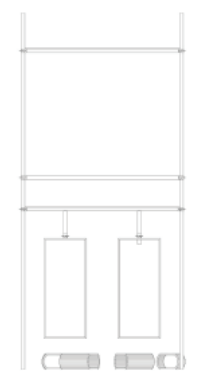
## 7.4 The Urban Home

A metaphor that is used for the framework that is established is that of the urban house. This structure allows me to place program to the urban nonplace that is selected.

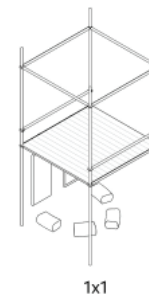
The urban living room is that where people can communicate and congregate with a common purpose. In this example, the urban living room has utilitarian objects surround two screens to view current nonplace.

The urban workroom is a place for privacy and innovation. As a metaphor for this, small spaces are constructed with elements of historical and innovating text surrounding. This promotes the connection with the historical aspect of the node.

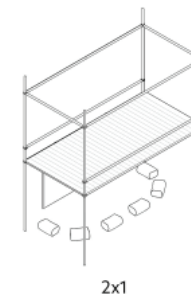
The urban playroom is the place where the most interaction with others occur in a playful manner. This approach is what I am calling the "urban face-time". This is where members from two different nodes can communicate through live video audiences that promote interaction.



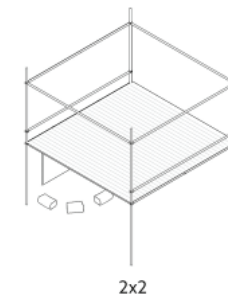
U. Living Room Elevation



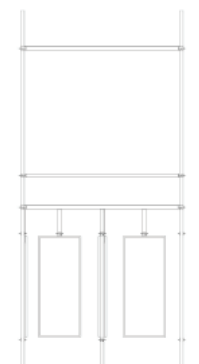
1x1



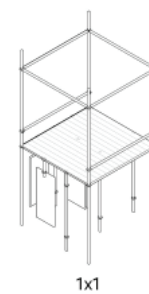
2x1



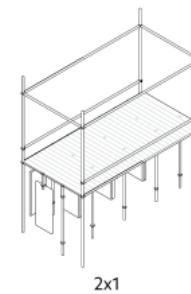
2x2



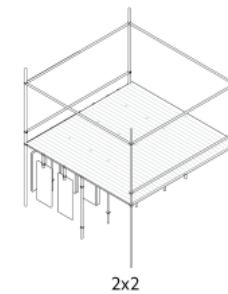
U. Working Room Elevation



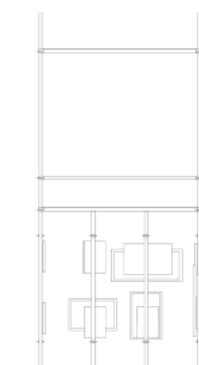
1x1



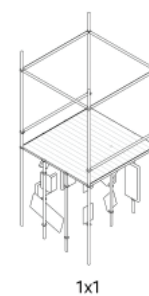
2x1



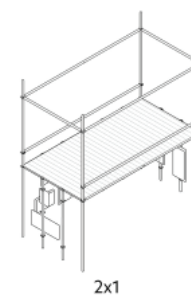
2x2



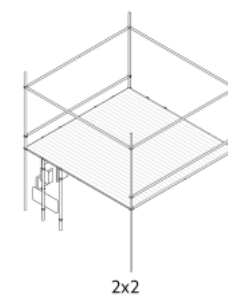
U. Play Room Elevation



1x1



2x1

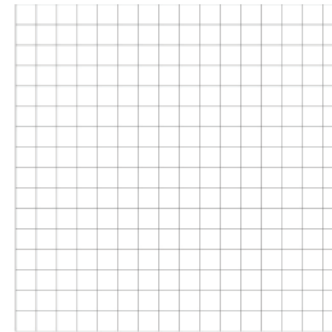


2x2

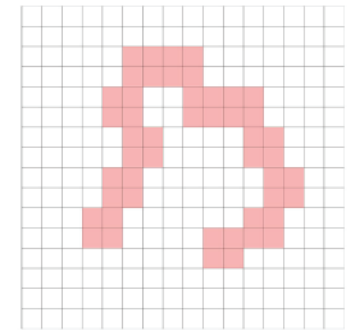
## 7.5 Arrangement / Placement

The arrangement of the framework is site specific but is mandatory to the success of it. There is a grid or system that is placed on the site in plane view. From this the framework is erected vertically to show structure. Typically, the framework follows the path that is set forward by the users.

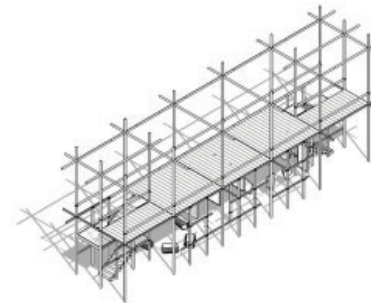
In the iterations that follow, there are four examples of drastically different alterations. From this you can see that there is more than just the tradition three elements. In concept, you can have an infinite number of elements but they must all meet the same ratio of 1:1:1. 1 living room to 1 work room to 1 playroom. This ensures that each nonplace location has the ability to interact with others just the same.



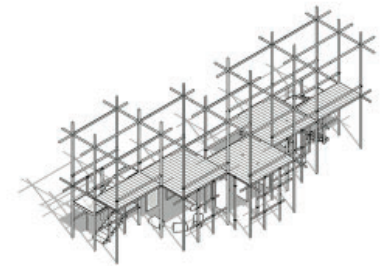
Pixelation Grid



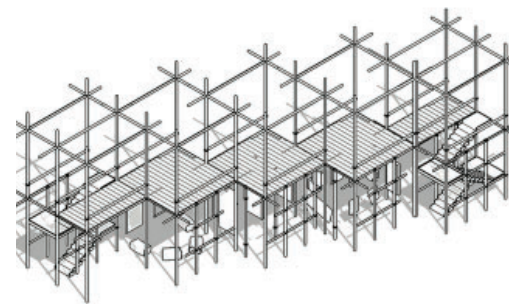
Pixelation Grid Layout



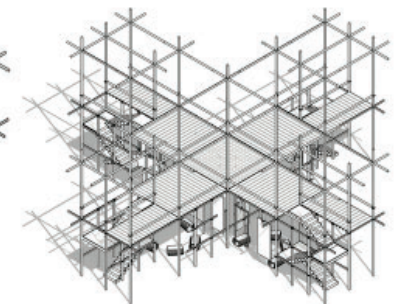
Iteration 1



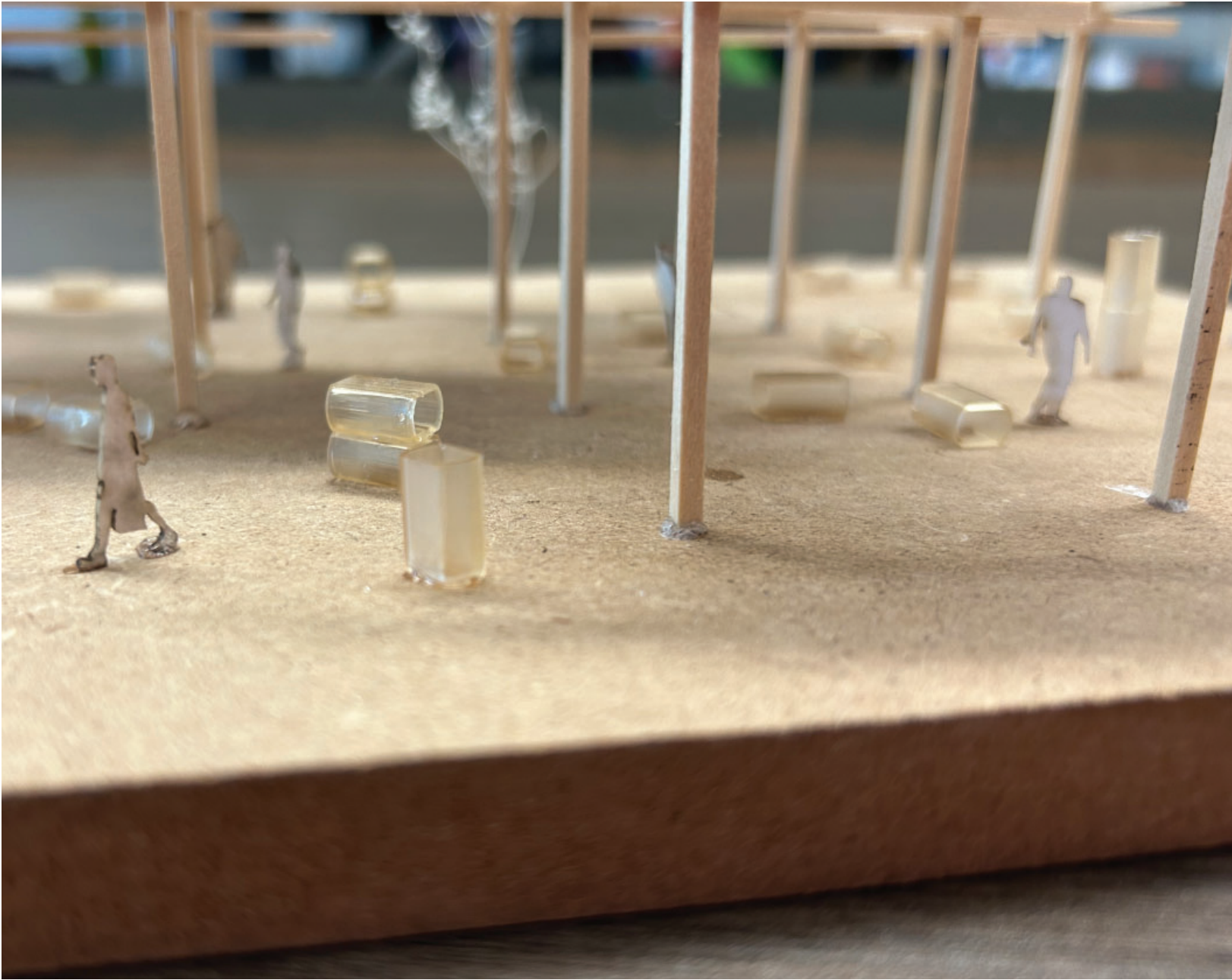
Iteration 2



Iteration 3



Iteration 4



Framework Study



Framework Study

## *7.6 Thesis Grounding: New Orleans*

The city of New Orleans is known for so much of its culture, but still is ridden with nonplace. The network of nodes that were selected were decided because in theory they would be lively environments but that is simply not the place. There are plenty of p[people interacting within the walls of the space but the urban space that surrounds is not activated as it should be.

These nonplace are in need of a junction of people to activate the outside street. Four areas were selected to create a network of nodes that communicate with one another through technology and people interaction.

In this web, multiple nodes would communicate with others in the area promoting city wide activation of their nonplace.

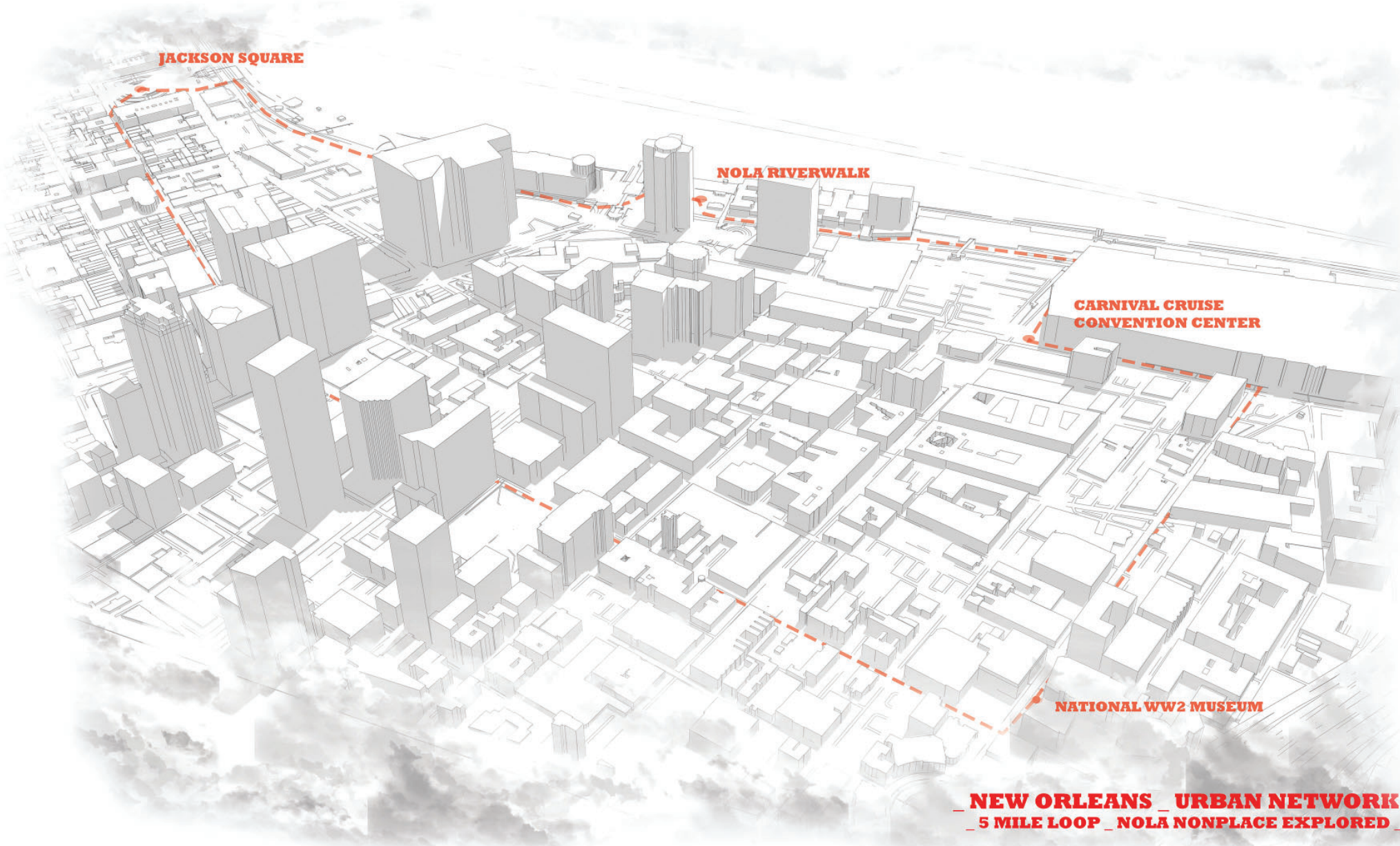
**JACKSON SQUARE**

**NOLA RIVERWALK**

**CARNIVAL CRUISE  
CONVENTION CENTER**

**NATIONAL WW2 MUSEUM**

**NEW ORLEANS \_ URBAN NETWORK  
\_ 5 MILE LOOP \_ NOLA NONPLACE EXPLORED \_**



## 7.7 Site Application: WW2 Museum

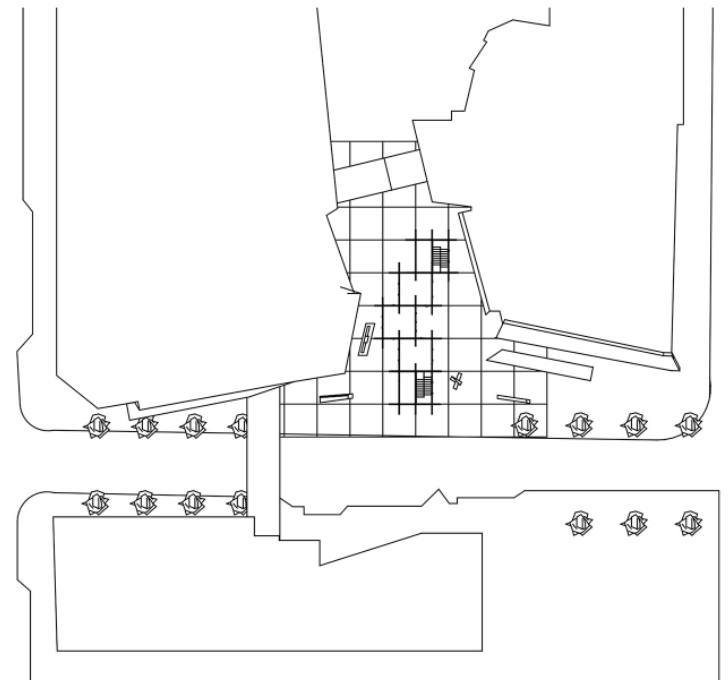
The National WW2 Museum is a prime location for ground this project because of the significance that it has on the area. It is a realistically new construction but even so, there is no one interacting beyond the city walls. The memorials are inactive and the people do not communicate.

The frameworks is placed along a grid and the program is assigned to those gridded patterns. The idea of the living room, work room, and the play room are all present with a terrace above. These features are placed within a system to where they will achieve maximum use.

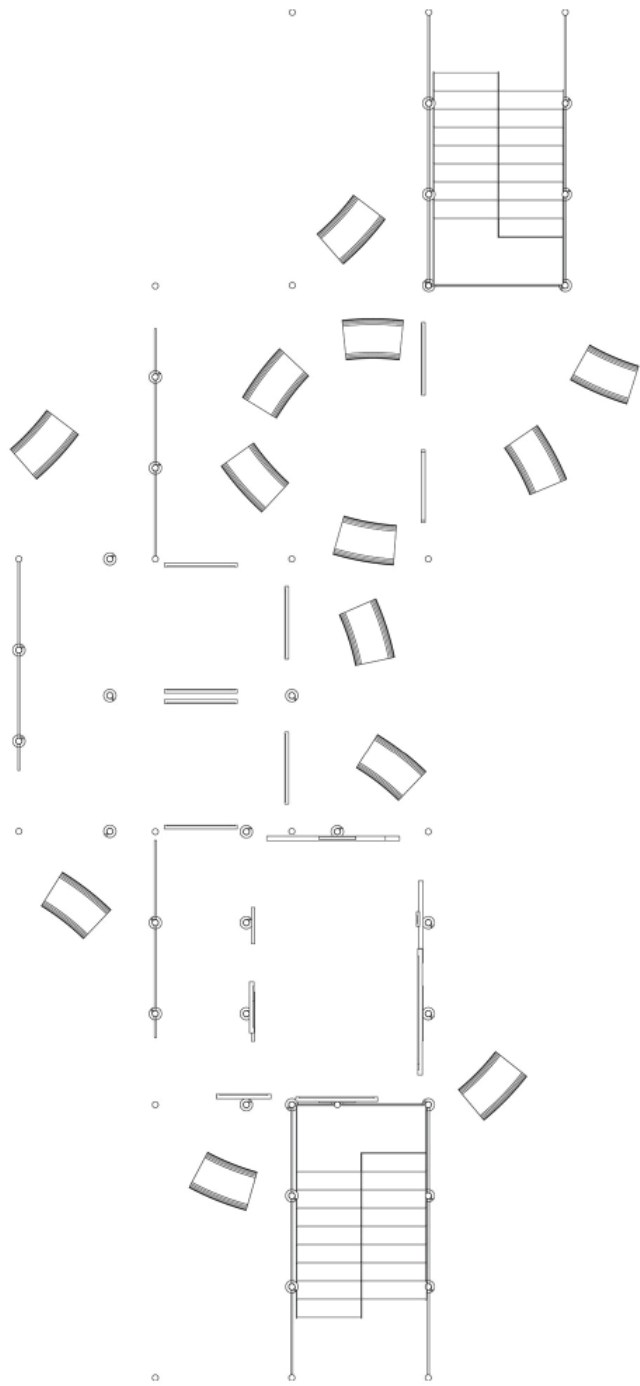
The framework is placed along a path that then becomes an extension of the path. These paths are crucial to act as oasis from the nonplace. Utilitarian objects are placed within their respected locations to promote improvisation within the space and ultimately another layer of interaction.



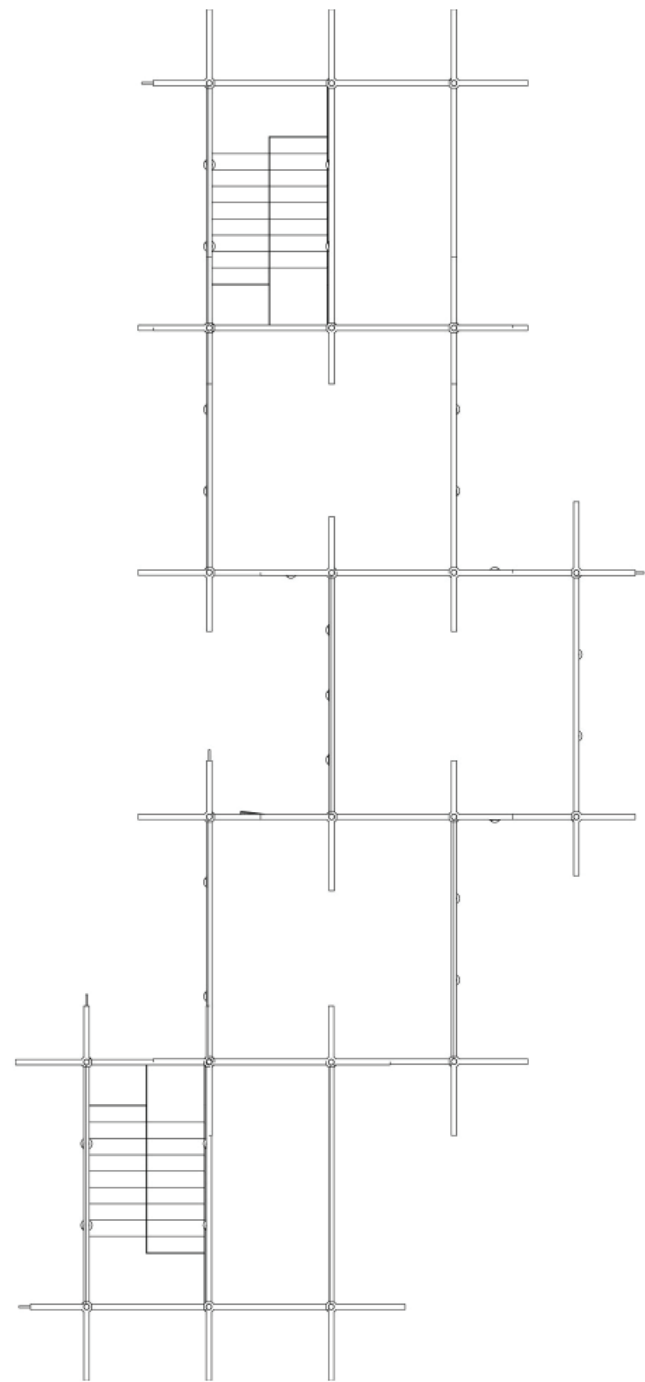
Distribution of Program



Application

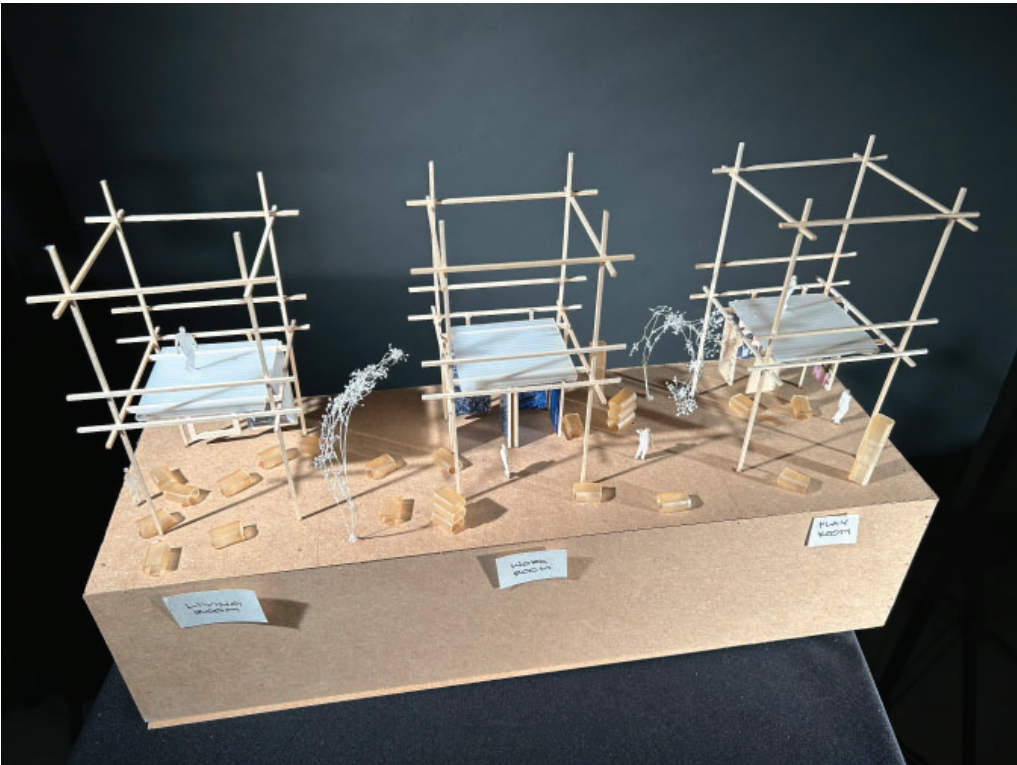


Ground Access Floor Plan



Terrace Level Floor Plan





Physical Model



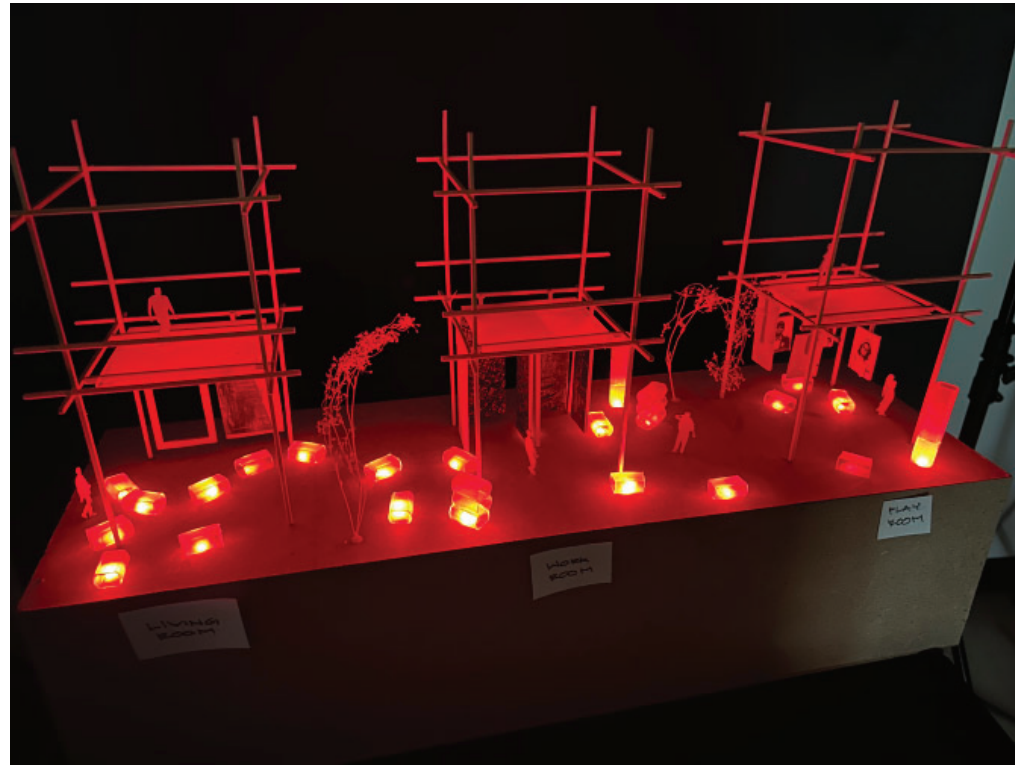
Utilitarian Elements



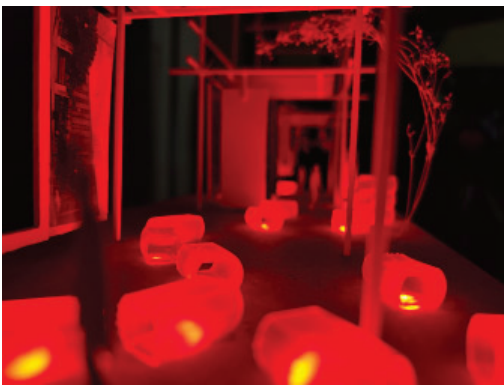
Path



Workroom



Physical Model



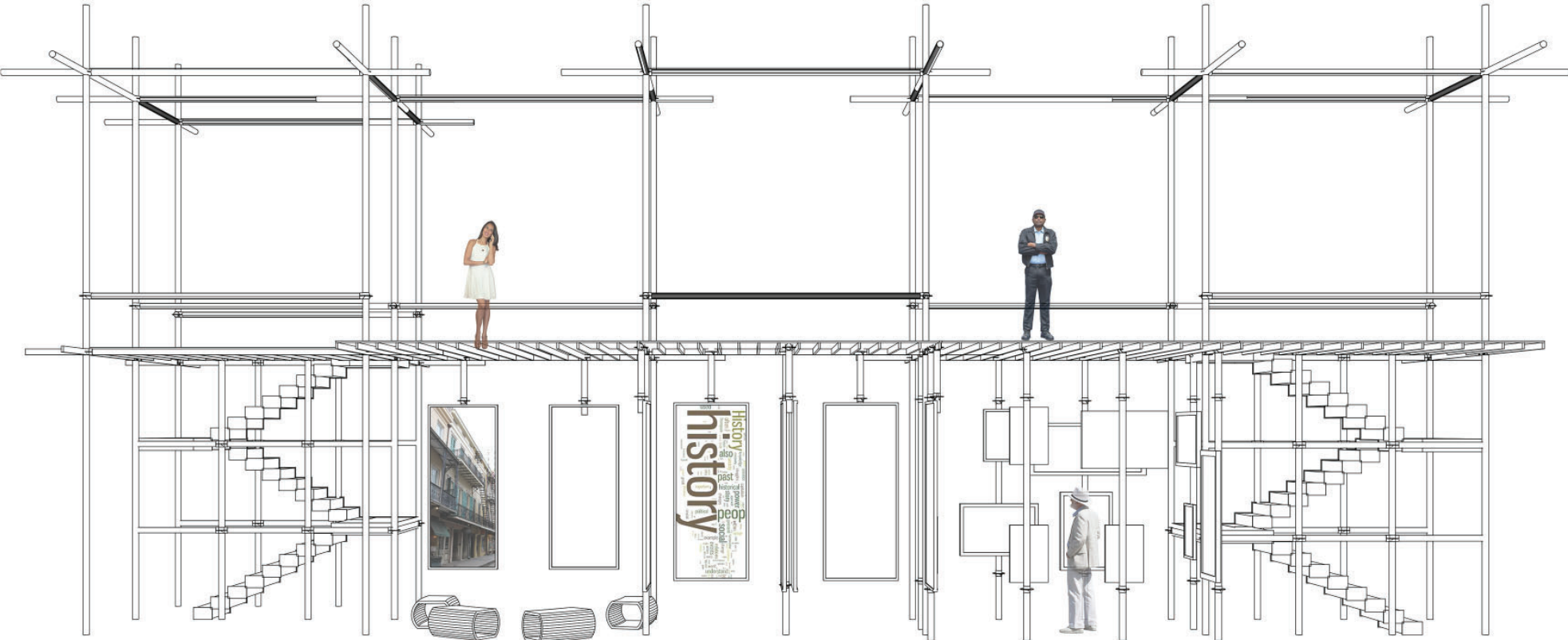
Living Room



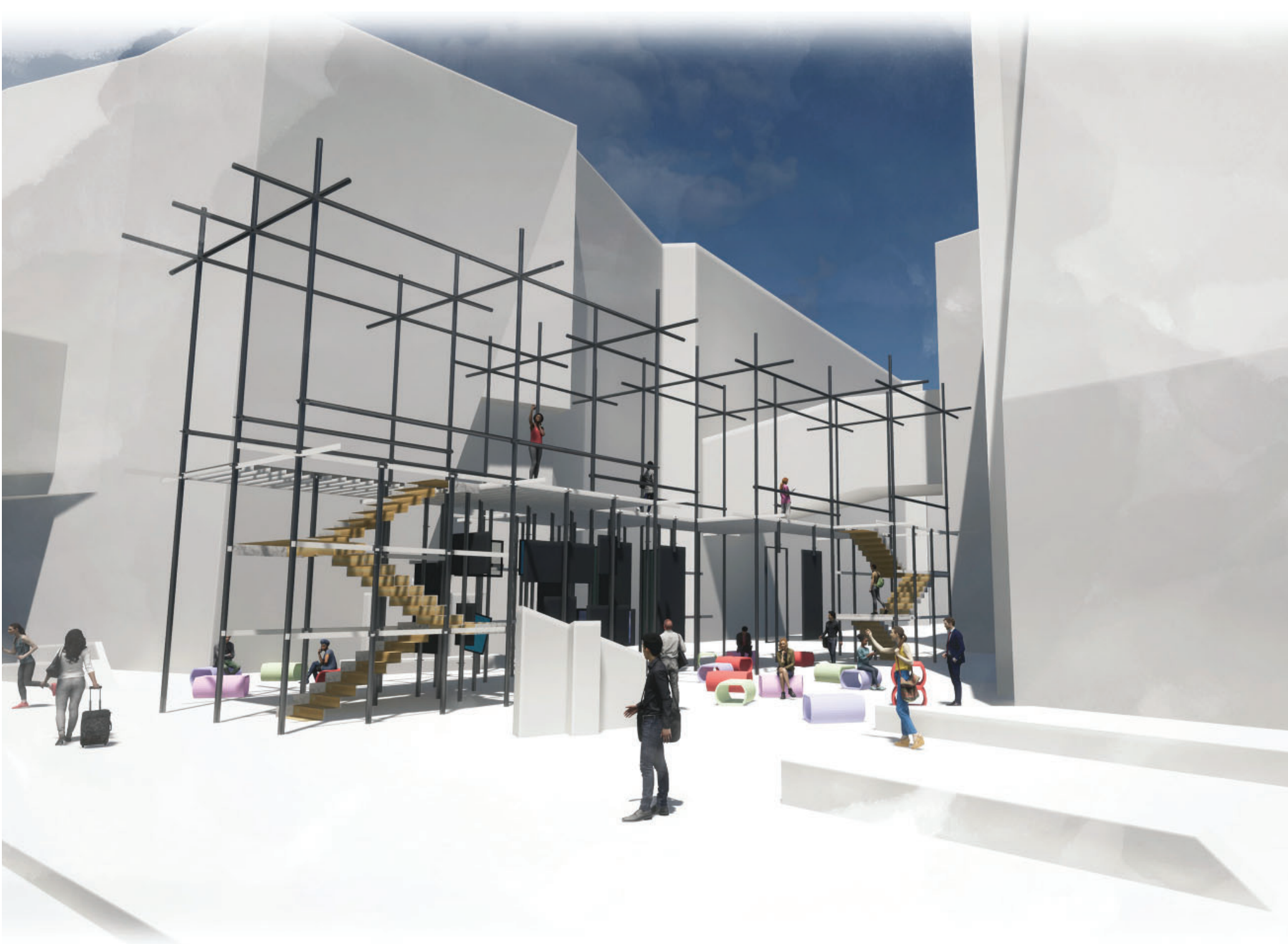
Living Room



Birds Eye



Perspectival Section



Rendering

## 7.8 Conclusions

Nonplace is something that we interact with everyday and we don't even notice it. With this lack of identity within the urban environment, there is no reason for people to interact with it.

Activation of urban spaces are crucial to the survival of our cities and to promote this idea, we need to activate nonplace. Activation can be achieved through a variety of ways. The most successful of these is to create an object that can adapt and inform the area in which it is contained.

An element is able to adapt if it has elements that allow the user to define what the space is to them. These elements are staged with the program of an urban living room, work room, and play room but it is the user that defines what those spaces mean to them.

This idea of improvisation is crucial to the activation of space and allows users to be playful with their interpretation of space.

Studies from traditional nodes suggest that there is a necessity placed on the individual. Urban inclusion is crucial to space activation. The contemporary node suggests that activation and interaction is not simply traditional communication but can be that of simply existing with one another in one space.

When you combine both traditional and contemporary design parameters within a space you can create a standardized measure on how to define space. While this is a crucial part, one must also include activation into the space as well.

This thesis sets itself apart because of technology integration and communication inside these traditional and contemporary values. The introduction of LED screens and sensors promotes complete understanding of how nodes perform and communicate within a defined system. Technology is something that everyone has to identify and interact with so implementation into the traditional banal is important to the survival of our cities.



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**Thank You**