

OPEN BLOCK Design Studio with Imaginable Guidelines.

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### **3<sup>rd</sup> Year Istanbul Technical University**

The design project will re-imagine the possibilities for Bomonti's underutilized and residual open spaces into places for living culture, places for urban play, places for robust micro-ecologies, and as inclusive places for all? The studio will explore new design-tools and design-action enabling cities to re-think how architects, artists, engineers, city designers, institutions and citizens co-construct space for public life.

You will learn ways to self-organize design narratives, invent alternative possibilities as public space, empower fellow actors of change, and listen to diversity towards articulating shared futures.

The studio will focus specifically on the blocks of the post-industrial fabric between Sisli Municipality and Bomontiada at the Historic Bomonti Beer Factory. The studio has two phases (collective thinking and individual proposals) and framed in four stages: Design Brief Game Play; Design Guideline to Practice Possibilities; Conceptualize Public Place-Making Design; and Rehearse Fresh Narrative of Public Life. The studio conclusion will be presented in a physical model format and a digital presentation.

The workshop outcomes will be articulated into the final exhibition of the Faculty of Architecture for an invited jury. Students are expected to make a 3D printed model of their project as well as architectural and city design drawings at both a mid-term and final presentation. The specifications for the model and drawings will be provided.

Reflective discussions of the studio will focus on Public Space Imagination Narratives, Design Action and City-Making Tools. The discussion will be framed from the outcomes raised in the workshop, but focus on ways forward to co-create the change we imagine possible. The studio will be organized in six sections with the following learning objectives. Each with specific deliverables and presentations.

#### ***Phase 1 – Collectively learn and share knowledge through research, propositions and discussion.***

**Game Playing a Design Guideline** – Compose the parameters of design. Use Imaginable Guidelines to learn city design terminology and ways design leaders can crowd-sourcing know-how and expectations.

**Guideline and Collective Imagination** – Write a design brief and add guidelines the student's specific brief requires. Articulate specific terminology and their meaning in city-design that are important for the student's specific design values and parameters.

**Making and Meaning** – Develop a city-design public realm concept design for the block. Design a holistic and systems thinking to create a public realm concept that integrates into the urban networks of transportation, ecology, social-economy as well as specific programs the design studio will investigate such as creative industries, urban play, self-organizing social movements or festivals.

#### ***Phase 2 - Create a Site Specific Proposal***

**Slow Urbanism** -- Advance the architectural proposal to the specificity of the human experience. Transform a concept design into a schematic architectural design with specificity of program, tectonics, geometry and human experience.

**Final Presentation** – Design the final presentation of the project. Articulate the architectural schematic into a presentation model and drawings.

The studio is phased into two: Collective Thinking and Individual Propositions. Phase 1 will be Hands-on urbanism with field trips, reading, research on practices and organizations for performance culture and making collective resources. Phase 2 will be on the individual proposition for a Performing Arts Center in a single block or as a dispersed amongst the block fabric of Bomonti's post-industrial blocks. Each design exercises will have a common format for a publication and presentations. Two collective models in physical and 3D form will reflect design excellence of the studio and will be evaluated accordingly. Individual works will build on the collective efforts and cross project cooperation will be encouraged. Timely urban issues of ecology, pollution, equity, and transformation will be focal points of critical discussion as well as addressed in design solutions students propose.

Week 1: Who is Who narratives of stakeholders, self, and urban actors. Storytelling, looking with empathy and the assumption problematics will be explored.

Week 2: Walk the Walk and Talk the Talk for *interiorization* of urban life on a single block. Using Imaginable Guidelines students will walk the neighborhood documenting, observing different setting scenes and advancing their use of terminology in city design and architecture.

Week 3: Game Possibilities exploring Play, Production and Performance on the ground level of a block. A workshop format of thematic programs in teams of 3-6 students will develop a project design guideline and scenario for the ground level of an urban block.

Week 4-5: Experience the place and articulate ways 'Every Space has a Culture'. Collective site model, 3D model, site analysis and individual 'experience' model and section.

Week 6: Preparing for the jury presentation of individual experience, and studio's collective research and making outcomes.

Week 7-9: Individual Project Schematic

Week 10-11: Individual Project Development

Week 12 Preparing for the jury

Week 13-14: Individual Project Realization.

Additional Reading:

2018, Sanal, A., Imaginable Guidelines: **Istanbul**, Final Draft for YEM Publication, Turkey (to be digitally provided by A. Sanal).

2012, Childs, M., **Urban Compositions**: Developing Community Through Design, Princeton Press, US.

2011, Mikoleit, A., Purckhauer, M., **Urban Code**: 100 Lessons for Understanding the City, MIT Press, US.

2018, Gastman, R. **Beyond the Streets**. Exhibition Catalogue, Los Angeles, US.

1980, Whyte, W., **Social Life of Small Urban Spaces**, Project For Public Space, US.

2013, Gehl, J., Svarre, B., **How to Study Public Space**, Island Press, US.

2013, Montgomery, C., **Happy City: Transforming our Lives Through Urban Design**, Farrar, Straus and Giroux, US.

2013, National Association of City Transportation Officials, **Urban Street Design: Design Guide**, Island Press, US.

2001, SOM Thinkers, **The Future of Public Space**, Metropolis, US.

#### NOTES:

The studio is part of ongoing pedagogical research for Imaginable Guidelines. Students that participate in the studio will take part in the documenting and feedback for rolling-out IG as an educational tool for design studio. The studio will include video documentary, interviews and selected works as part of the IG communication and outreach.

Models will be a significant part of the studio and students should budget their expenses accordingly for up to 500 TL through the semester.