

Graduation Plan

Master of Science Architecture, Urbanism & Building Sciences



Graduation Plan: All tracks

Submit your Graduation Plan to the Board of Examiners (Examencommissie-BK@tudelft.nl), Mentors and Delegate of the Board of Examiners one week before P2 at the latest.

The graduation plan consists of at least the following data/segments:

Personal information	
Name	Aura Beatriz Laguna Velasco
Student number	5448522

Studio		
Name / Theme	AR2AH105 The modern mall, adapting 20 th century heritage	
Main mentor	Uta Pottgiesser	Heritage and Technology - Design
Second mentor	Marie-Thérèse van Thoor	Heritage and Design – Research
	Frank Koopman	Heritage and Technology - Building Technology
Argumentation of choice of the studio	Heritage and Architecture has been the studio that has captured my attention the most since I enrolled at TU Delft. I find in this studio a possible combination of my interest in architecture, interior design, and materiality.	

Graduation project	
Title of the graduation project	Health and Integration Center
Goal	
Location:	Leyweg 789, 2545 GM Den Haag
The posed problem,	Since 1950's architecture has strived more for advertisement and striking visuals and it has focused on architecture for the eyes which has inevitably led to a lack of tactile relationship with the user. A building's exterior and interior have become increasingly flat, polished, shiny, reflective, and sharp elements and they even fall into the immaterial and unreal. The Leyweg shopping mall is not exempt. Since its construction and following expansions, the complex that was planned to be a major center of

	<p>The Hague, has lost its relation and relatability with the users. In the area where it is located there is a high number of immigrant (non-Dutch origin) residents whose numbers in overall health conditions are below the general population average. There is a lack of cultural activity that serves the immediate community and local entrepreneurs. This shows a possibility for an inter-cultural and health hub/project.</p> <p>As for the specifics of the shopping mall in question, due to the many interventions and the time it was built, there is an increase of generic and flat materials as well as a lack of craftsmanship in the materiality of the whole complex which has led to an alienation and lack of relatability between user and buildings. If there is a lack of plasticity in the construction and finishes, the senses, which are seeking mechanisms, cannot establish connection with their surroundings. This hinders the success of the current shopping mall and has led to vacancy, unfriendliness, and alienation.</p>
<p>research questions and</p>	<p>Main question: How can tactility through materiality be applied in the redesign of a modern shopping mall in the Netherlands, with the tabula scripta approach?</p> <p>Sub-questions: How can materiality be identified in the attributes of a shopping mall? How can tactility be identified in the attributes of a shopping mall? How can the tabula scripta approach be identified in a mall?</p>
<p>design assignment in which these result.</p>	<p>Intervention of the Leyweg shopping mall through a redesign toolkit composed of two main elements. The first is a guideline focused on materiality to create atmospheric spaces that are relatable to the context. The second is a</p>

guideline to apply the tabula scripta approach through a checklist. The outcome of the research plan is a toolkit that will guide the redesign of the Leyweg shopping mall focusing on tactility, atmosphere, materiality, and tabula scripta.

Throughout the research the concept of Atmosphere arose because of its high relation to materiality. Atmosphere is the interface between architecture and the user and is the intermediary in which materiality plays the main role. Currently the problematic found in the Leyweg can be addressed through accomplishing unity by detailing and the use of materials, doing an alternation between openness and closedness in the facades and by redesigning an ensemble that has an emphasis on creation of community.

The aim is to develop a project that is relevant for the community and creates a close relation with its built environment while respecting the previous layers it was built upon.

Process

Method description

The methodology for this research will consist of three parts. For the first, the methodology used by Kuipers and de Jonge in *Designing from Heritage* will serve as a guideline for photographic documentation. The mix between building anamnesis and Brand's layers will be the guide to documenting it with photography since the set of questions set by the anamnesis method is linked to each layer of Brand's scheme. The second part of this methodology is directly related to the first since the compilation of photographic data can then be linked to the sense of touch. For the last sub-question, *Rewriting architecture, 10+1 actions* will be taken as the literature base to identify the components of the eleven actions and how to use them as a design basis. Once this identification is done, a checklist will be produced based on the results.

As for the design, it is likely that the method of *obscure*, explained in *Rewriting architecture* will be used since its main goal is to liberate architecture from its

obsession with image. And this will be enriched with the design through atmospheres focusing on the materiality of them.

One of the buildings within the complex, the former V&D, located in the north end of the Leyweg, has a composition of elements, materials, and spaces, that allow for both of these guidelines to be applied.

Literature and general practical preference

[The literature (theories or research data) and general practical experience/precedent you intend to consult.]

Alkemade, F., van Iersel, M., & Ouburg, J. (2021). *Rewriting Architecture: 10+1 Actions. Tabula Scripta*. Amsterdam: Valiz

Brand, S. (1994). *How buildings learn : what happens after they're built*. New York, NY: Viking.

Pallasmaa, J. (2012). *The eyes of the skin : architecture and the senses*. Hoboken, NJ: John Wiley & Sons.

Kuipers, M., & de Jonge, W. (2017). *Designing from Heritage. Strategies for Conservation and Conversion*: TU Delft - Heritage & Architecture.

Rasmussen, S. E. (1964). *Experiencing Architecture* (2nd ed.). The MIT Press.

Zumthor, P. (2006). *Atmospheres: Architectural Environments. Surrounding Objects* (5th Printing.). Birkhäuser Architecture.

Loschke, S. (2016). *Materiality and Architecture* (1st ed.). Routledge.

Reflection

1. What is the relation between your graduation (project) topic, the studio topic (if applicable), your master track (A,U,BT,LA,MBE), and your master programme (MSc AUBS)?

Heritage is a branch of architecture that continues to grow and will never cease. It is important that we start analysing what in our current built environment can and should be considered heritage. For the specific case of this studio, shopping malls built during the post-war are considered 20th century heritage that need to be revitalized based on the increasing vacancy these present in the Netherlands. The aim is to foster the thorough understanding of the layers composing the history of our built environment so the elimination of historical layers can be avoided, and that sensitive or coherent interventions can occur. The previous falls into line with the main scope of the master program for blending skills with knowledge, from the research to design, while exploring innovative ways towards a more sustainable development.

2. What is the relevance of your graduation work in the larger social, professional and scientific framework.

Through the combination of the tabula scripta approach and the specific link to materiality and atmosphere, it can help comprehend and create continuity, in this case, in a historic multi-ethnic and multi-layered area.

It is an approach that analyses 20th century heritage and tackles the issues of lack of material relation between user and architecture; and through the decoding of the actions stated in *Rewriting Architecture*, they can serve as a design guideline on how to apply these actions into our complex, layered built environment.