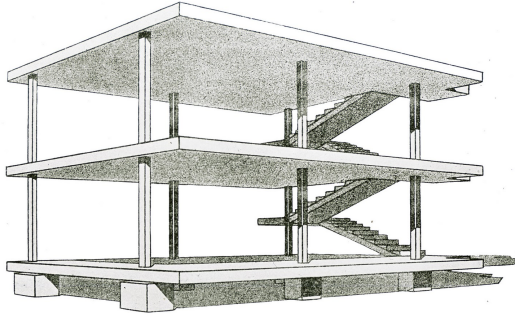
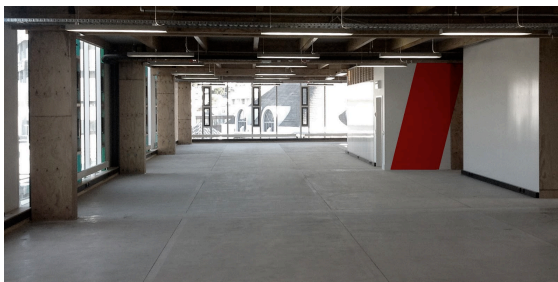




Maison Domino
(Domino House)
Le Corbusier, 1914-15



Torre David, Enrique Gomez
abandoned 1994
repurposed 2007-present
Caracas, Venezuela
photo by Iwan Baan



Studio D, Te Ara Hihiko, 2013
image from Elliot Stansfield
(red wall photoshopped)

PROJECT : #NEWSTUDIO – a Work Place*

“All buildings are predictions, and all buildings are wrong” (Brand, 1990).

- _ This project addresses Studio D, Te Ara Hihiko, its use, and its users.
- _ This project is for everyone, by everyone.
- _ This project is to be facilitated by 3rd year Spatial Design students.
- _ This project is a testing ground for the making of a **#newstudio**.
- _ This project is about designing via making.
- _ This project will produce working prototypes, many of which ~~may~~ *should* fail.
- _ This project is about learning and discovery.

This is your studio; this is your project.
We invite you to be a part of the process.

***Place = space + emotional attachment / sense of belonging (= Home)**

[intro]

The studio is, by nature, a hybrid space. It can be both a *living* space and a *work* space; a *home* and a place of *production*. It can provide a place for eager, zealous application, and intensive, meditative contemplation (etymonline.com). A shared, open, studio must also provide places for both the individual and the collective – public and private, social and solitary (Doorley & Witthoft, 2009).

Like Le Corbusier's Domino House or the bare concrete slab-and-column construction of an office tower, the open architecture of Level D, Te Ara Hihiko provides a space, platform, or canvas, for performances of identity. The programme is not prescribed by the space. Rather, it is transposed into the space, and seeks to shape the space to suit the needs and desires* of its stakeholders.

This project takes as its starting point the notion that a collaborative studio environment can only be produced through collaborative, open-ended processes of *making place*. One designer cannot predict the needs of the collective, particularly as those needs are as changeable as the various users and usages.

[brief]

The aims of the project are to:

- Be participants in and facilitators of a codesign process that seeks to explore the tools and processes of developing a **#newstudio** community, culture, and working environment
- Employ processes of collaborative making and enquiry
- Produce a series of working prototypes for testing and discovery, reflect on these tests and discoveries, and produce further prototypes in response
- Collate the knowledge gained into a proposal for a spatial framework that supports the dynamic needs & desires* of the user community

The process of making and enquiry should address:

- Functional needs for a productive studio environment
- Material (and immaterial) needs for a healthy studio environment
- Emotional needs for a happy studio environment

Notes:

- This project is about process, not product – there is no 'final solution'
- As a co-design project, you will work in groups and as a class to engage with the user community
- Consider prototyping/testing not just *things*, but *behaviours* and *activities*
- The **#newstudio** is a new entity – we don't know what it will 'look' like, other than that it will be different to what has been before, and what is now...
- How can you/users *hack* the studio? Find or facilitate ways to creatively adapt/reuse/subvert/work-around what's already there...

***The #newstudio must also do more than cater for needs – it must be a place of desire, of inspiration – a place you want to be.**

[parameters]

the **#newstudio** needs to be appropriate for different ways of working – a place for user-driven, non-scheduled activities, that can also accommodate certain teaching activities and large groups

objectives

- accommodate 200 potential individual users
- accommodate scheduled activities for 90 pax/day in the morning
- accommodate scheduled activities for 45 pax/day in the afternoon
- users to be encouraged to use #newstudio for independent work
- develop an appropriate #newstudio culture
- users to positively influence and share with each other
- identify equipment/resources required in the #newstudio

consider

- clear understanding about who the stakeholders are
- co-design practices and co-working spaces
- shift from discipline-based thinking to activity-based thinking

[project requirements]

– documentation of weekly outputs, including ideation, tests/prototypes, feedback/responses and reflection

– a ‘report’ summarising your tests and findings, and making recommendations – note: this ‘report’ must include all relevant information but may be presented in a format befitting the project (to be discussed with your lecturer)

– a presentation of the above in a format/setting to be agreed with your lecturer

Note: This is a group project. Assessment will be for the group but will include an individual performance assessment.

All work (or documentation thereof) to be submitted as PDF via dropbox by **5pm Monday 2 June**. Presentation date TBC.

[learning outcomes]

1. Incorporate social and embodied practices into spatial design.
2. Demonstrate conceptual and lateral thinking in the initiation and development of design projects.
3. Perceive and manipulate space on a range of scales.
4. Design and present work to a high level of detail and resolution.

[structure/schedule]

WEEK 1: PEOPLE

(guests: VCD student 'co-design experts')

COMMUNITY

- Who are you? – introductions
 - Get to know yourselves
 - Get to know each other
 - Get to know others (the stakeholder community)
- Establish a means of communication

NEEDS AND DESIRES

- What are the 'needs' and 'desires' of the community for the studio?

> **OUTPUT:** community 'wall'

STUDY BREAK

Find precedents of work spaces. Deconstruct plans (e.g. arrange by scale over top of each other with numbers of users). Show understanding, not just an image.

WEEK 2: PROGRAMME

(guests: Empathy, others tbc)

ACTIVITIES

- What sort of activities need to take place in the studio?
 - Zoning by activity, not by discipline
 - E.g. ideation, making, presentation, display, individual work, group work, class work

THINGS AND STUFF

- What sort of things do different activities require?
 - E.g. tools, materials
- What sort of stuff do different activities generate?
 - E.g. products (work, work-in-progress), byproducts (mess, leftovers)

> **CONTINUATION:** community 'wall'

> **OUTPUT:** making 'zones'

WEEK 3-5: PROTOTYPING

(guests: various CoCA SoD staff, tbc)

> **CONTINUATION:** community 'wall', making 'zones'

> **OUTPUT:** prototypes (generate, test, document, reflect, respond)

WEEK 6: REFLECTION & REPORTING

(guests: COCA SoD communications 'experts', tbc)

> **OUTPUT:** 'report', community activity & 'presentation'

References

THE 'BIBLE':

Doorley, S. & Witthoft, S. (2012). *Make space: How to set the stage for creative collaboration*. Hoboken, NJ: John Wiley & Sons, Inc.

THE 'OTHER BIBLE':

Marlow, O., & Egan, D. (2013). *Codesigning space – a primer*. London: Artifice books on architecture.

ALSO GREAT:

Brand, S. (1995). *How buildings learn: What happens after they're built*. Penguin.

Cruz, J.L.G. (18 Jan 2014). 'Hacked' offices: The future of workplace design? *ArchDaily*. Retrieved from <http://www.archdaily.com/466904>

Futuro, A. (23 Nov 2012). Gensler to envision the office building of the future. *ArchDaily*. Retrieved from <http://www.archdaily.com/297629>

Littlefield, D. (2011). *Metric Handbook*. New York: Routledge. (Available in the Massey library as a hardcopy and ebook)

Mau, B. (n.d.). *An incomplete manifesto for growth*. Retrieved from <http://www.manifestoproject.it/bruce-mau>

OWP/P Architects, VS Furniture, & Bruce Mau Design. (2010). *The third teacher: 79 ways you can use design to transform teaching & learning*. Harry N. Abrams.

Somerville, M., et. al. (2011). *Place pedagogy change*. Rotterdam: Sense Publishers.

Other references from brief:

<http://www.etymonline.com/index.php?term=studio>
<http://www.etymonline.com/index.php?term=study>

Images:

Le Corbusier, *Maison Domino* (Domino House), 1914-15
http://arch329downs.blogspot.co.nz/2011_11_01_archive.html

Torre David, Caracas, Venezuela, photo by Iwan Baan
<http://ffffound.com/home/who/post/?offset=250&>

Level D, Te Ara Hihiko, image posted by Elliot Stansfield (red wall photoshopped)
http://4.bp.blogspot.com/-kKiDOC73uKo/UaadSywK47I/AAAAAAAAAw/IySiPlq-Aes/s1600/wayfinding_3ab.jpg