Towards a liveable neighboorhood

Oranjeboom street, Feijenoord, Rotterdam

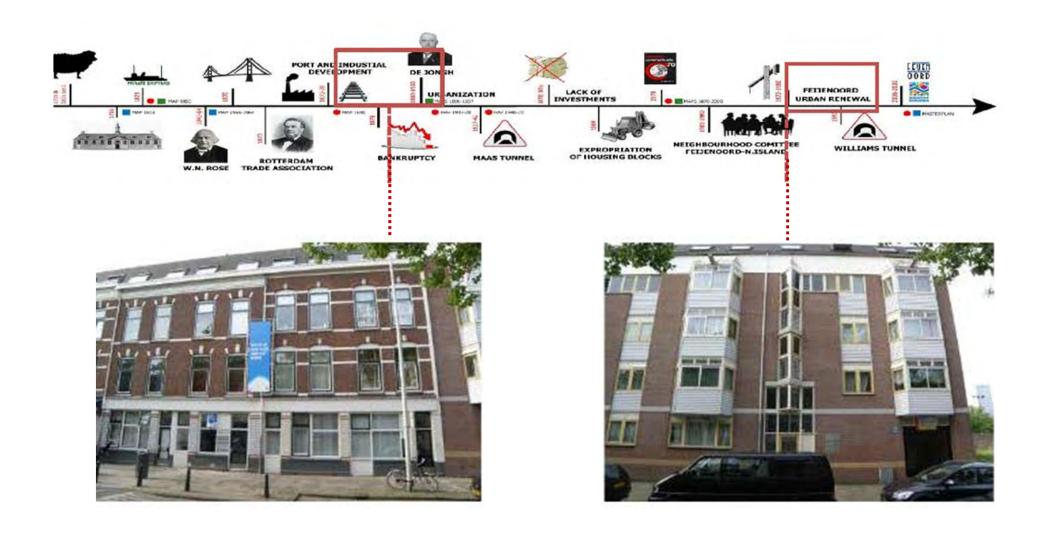
Graduation Project, Rmit studio Gallou Eirini Tutors: L.Spoormans, W.Quist, O.Trienekens, A.Luising

Feijenoord



Oranjeboom street



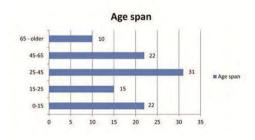




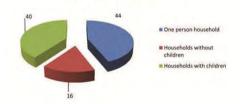


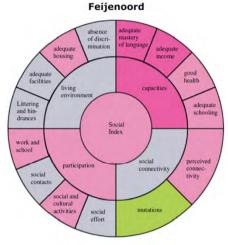


The "Social Index" gives an indication of the neighborhood's social state which is based on statistical data. Feijenoord is in the red (negative) in the social and cultural activities part..













WHO?

7290 inhabitants
Equal gender distribution
Big children population (30% of the population is under 20 years old)
Young people
Retired older people

WHERE FROM?

poor white people & new immigrants 82% of Feijenoord population are ethnic minorities (p.e. Turkish, Surinamese, Mo roccan, black,)

RESEARCH APPROACH



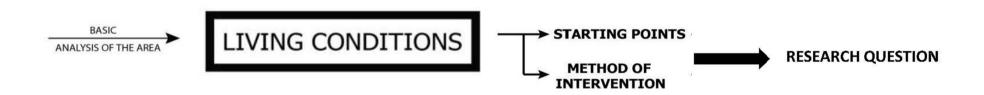
Livability

Strengthen the neighbourhood and community by creating viable public spaces and promote the restoration of compact, walk-able, safe, mixed-use urban area

Livability is part of sustaiability:

Design for a brighter and long-lasting future of this area

- -better living conditions
- -economic expansion
- -social growth



Research question

How can spatial and programmatic interventions stimulate <u>social cohesion</u> and thereby lead to <u>sustainable livability</u> in the neighbourhood?

From starting points to design

STARTING POINTS SOCIAL **PROBLEMS** GOALS Low social cohesion Social responsibility for space Selective migration Social mixing and interaction Focus on existing social dynamics URBAN Connection of fragmented space Left-over spaces Accessibility between private and CONNEC Isolation of building blocks public layers of space Mono-functional Introduce new functions Improvement of current courtyard conditions BUILT Create vibrant interaction space lack of maintenance of common MPROV Distinguish entrance zones spaces poor quality of building stock: focus Enhance interior spaces of interaction: entrances and staircases on interaction zones, entrances Interior conditions and comfort of low interior comfort living spaces: light, air, size

Social sustainability

Social cohesion

- AND common



Social Security

- Involvement and

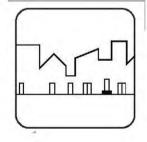


Diversity of district

- mixed over the

Life resistance

- Provide flexible





Social sustainability

Value assessment

Social cohesion

Social security

Social mixing

Life resistance

<u>Urban level</u>

visual and physical connection, water

District leve

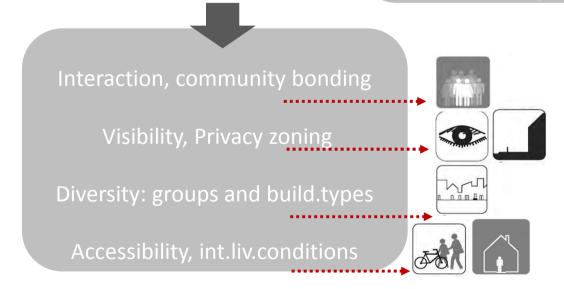
Diversity

Buildin Identity

Materia

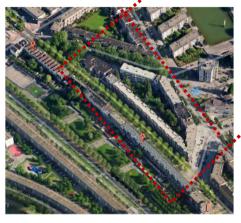
refurbishment, light and air





Urban level Neighborhood level Building level Material level







































Feijenoord



Urban level





Social Interaction Accessibility

Urban level

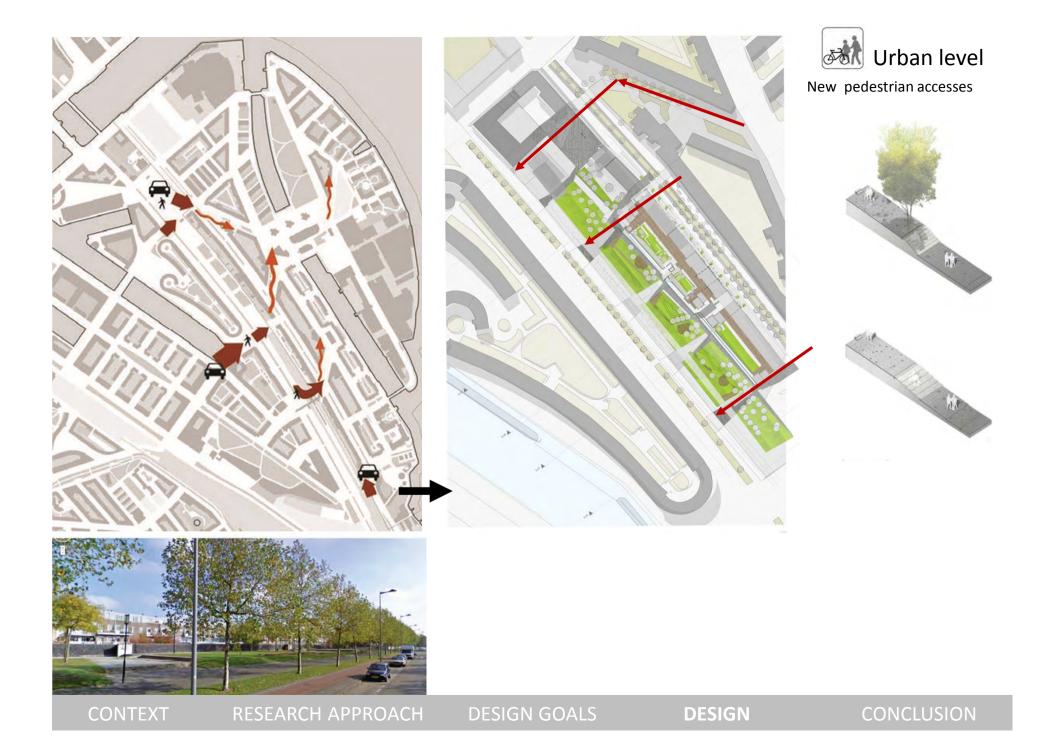


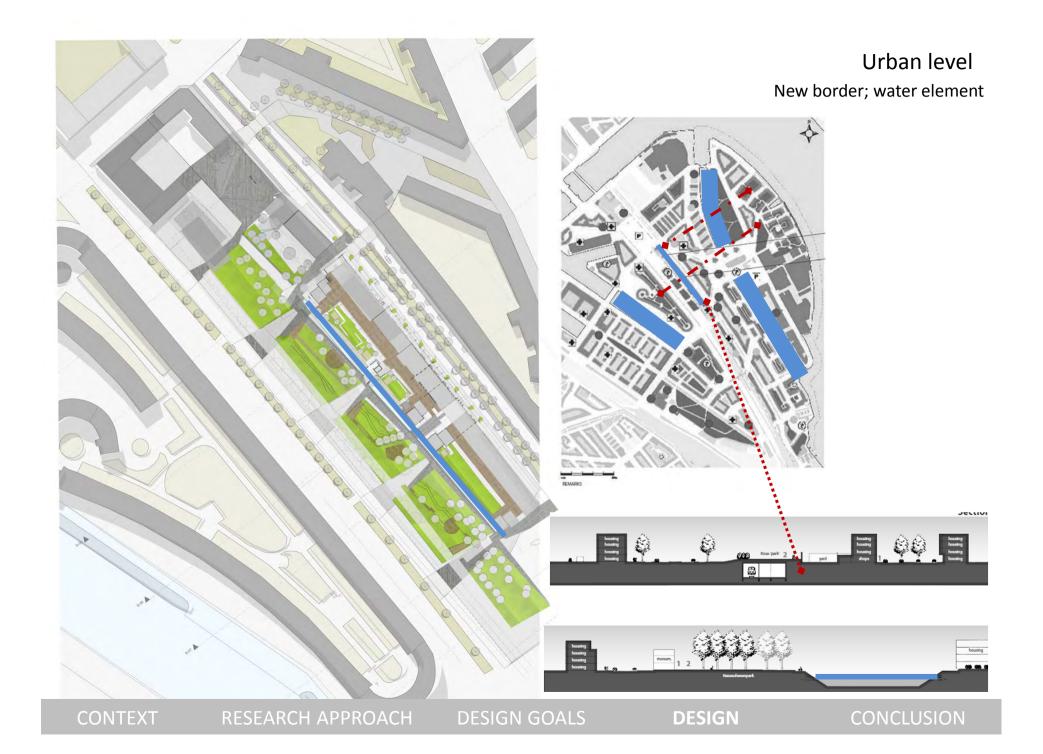


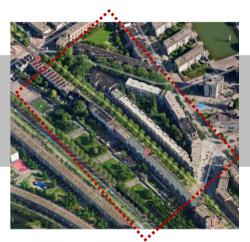
New Functions

Daycare centre in the start of Rosestraat :new centre of interaction!









Neighboorhood level





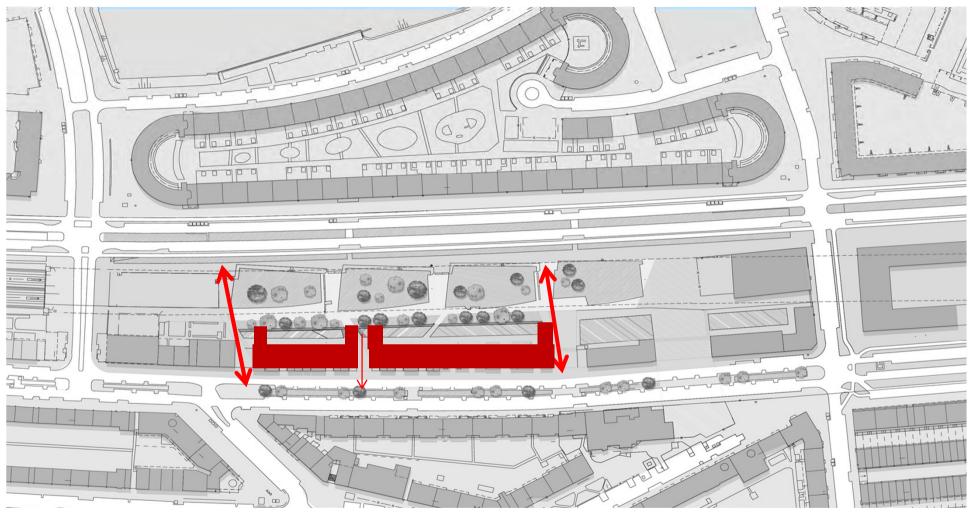




Accessibility
Interaction, community bonding
Living conditions
Diversity
Privacy zoning

Neighborhood level

Breakthroughs and additions

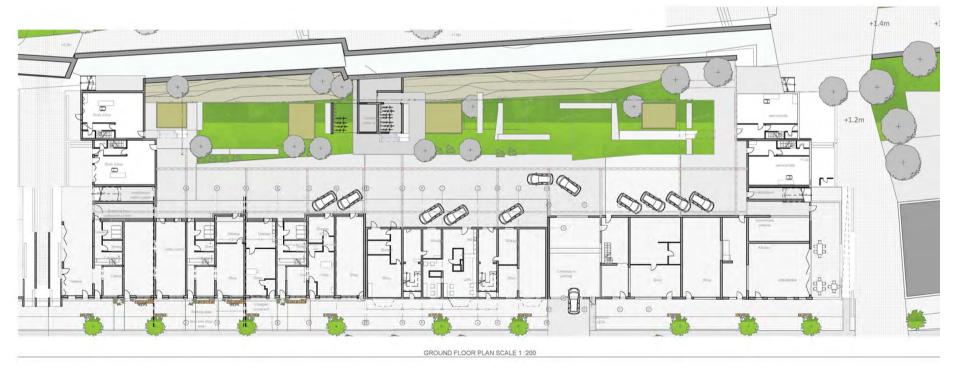




Neighborhood level

Overview





Neighborhood level

Overview

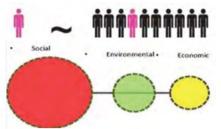




FACADE TO THE PARK SCALE 1:200

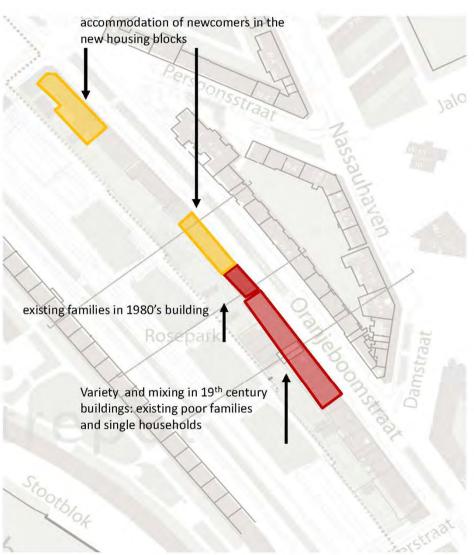


DIVERSITY





Neighborhood level Diversity



SOCIAL MIXING

Exploit variety in building stock to host variety of groups

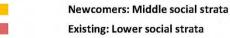
How?

- 1. income
- attract middle class
- 2. household composition

large families, (existing +new) single household (existing)

for the existing inhabitants

- -Upgrade conditions and improve sense of belonging for existing by focusing on communal space-interaction
- for the new inhabitants
- -Offer public amenities and cheaper, big housing

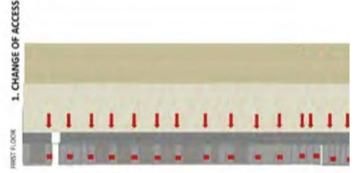


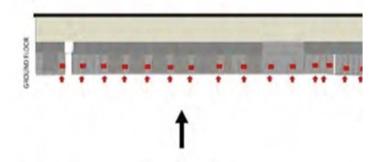


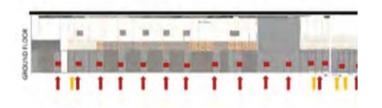
ACCESSIBILITY-SAFETY





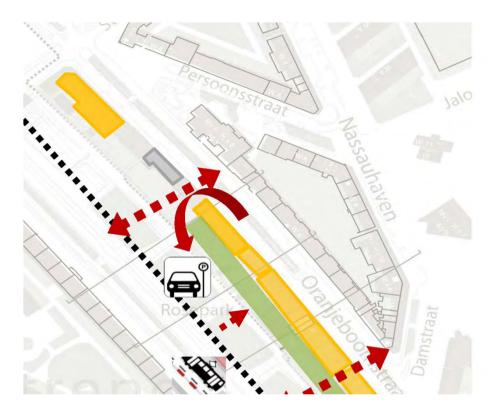








Neighborhood level Access

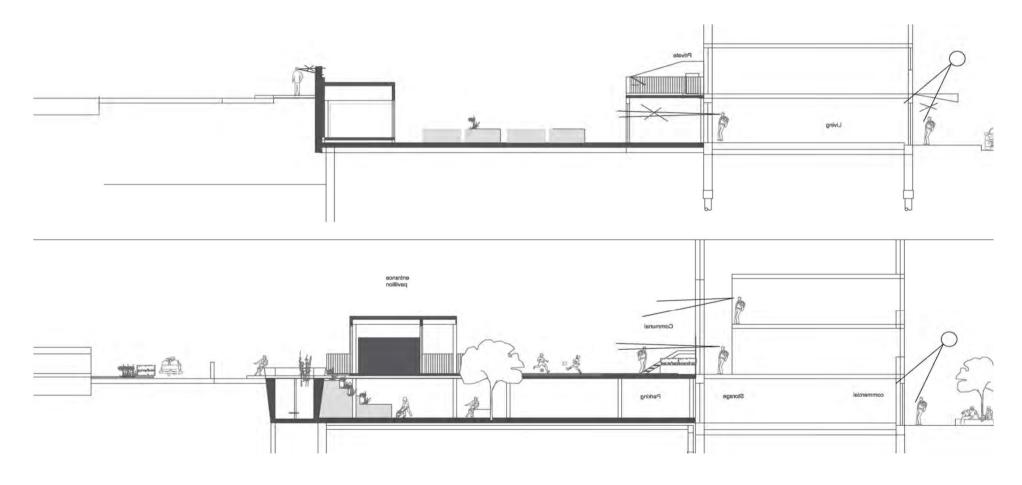








Neighborhood level Access/Safety



Neighborhood level Access-Safety



S1 SECTION COMMUNAL YARD

1:200



PRIVACY ZONING

PUBLIC >>COLLECTIVE>>> PRIVATE

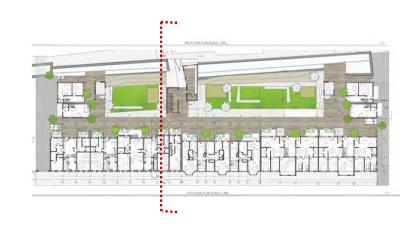
LAYERS IN COLLECTIVE

A.PLAY AND GROW B. SIT AND WALK

DEFINE BORDERS

CONTEXT

PUBLIC-COMMUNAL, COMMUNAL-PRIVATE SPACE



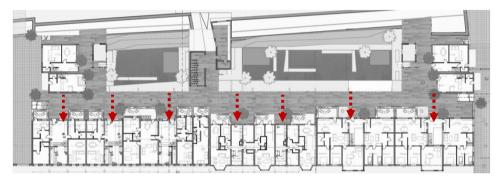
Neighborhood level **Privacy Zoning**

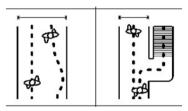






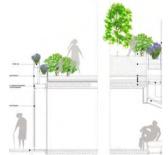
Provide entrance control





Increase meeting points



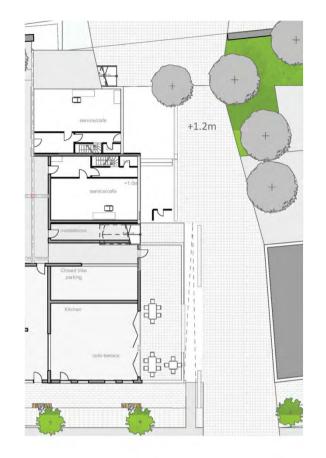




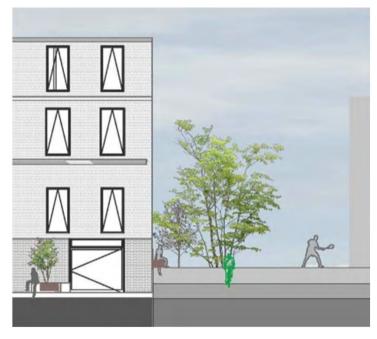
Provide Private space in front of apartments

Communal Deck

Private zone in front of apartments











E-14 ELEVATION_ NW SIDE ENTRANCE 1:200

CONTEXT

RESEARCH APPROACH

DESIGN GOALS

DESIGN

CONCLUSION





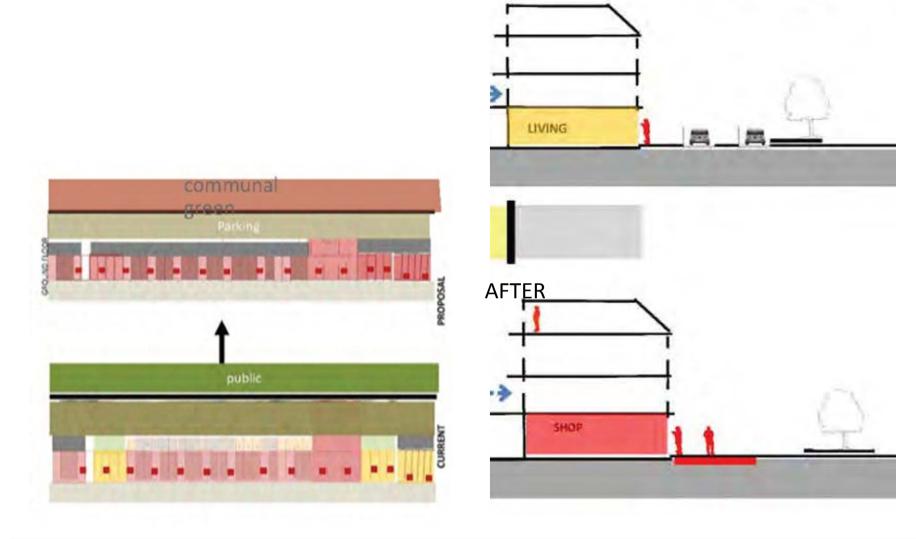
INTERACTION IN STREET SIDE





Functions

BEFORE





Neighborhood level

Street side: change in street profile





BEFORE



"Closed" ground floor, housing

AFTER



Transparent ground floor, shops and cafes





INTERACTION IN COMMUNAL SPACE







Social activities



-Social networking-meeting place

-Next to water

-in neighborhood kiosks

-in sittng paces around kid play area

-Common gardening

-kids training in growing food

-reeds

-vegetables

-composting food

-Children playgrounds

Speelboxes

Sand boxes

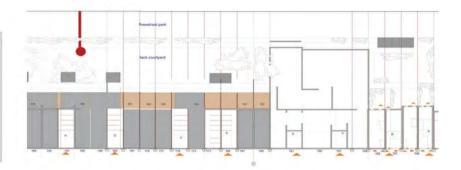
Jumpropes

-Walking

-Relaxing/sitiing

-Reading

-Planting flowers







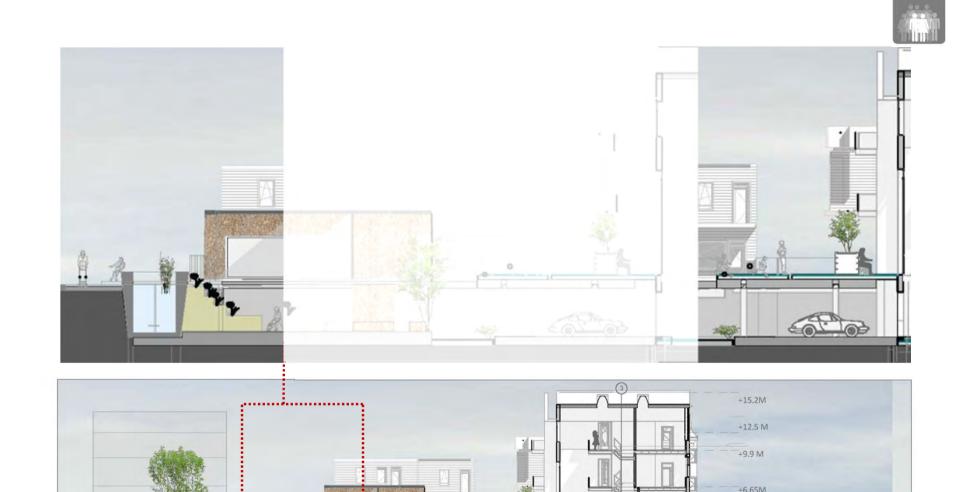










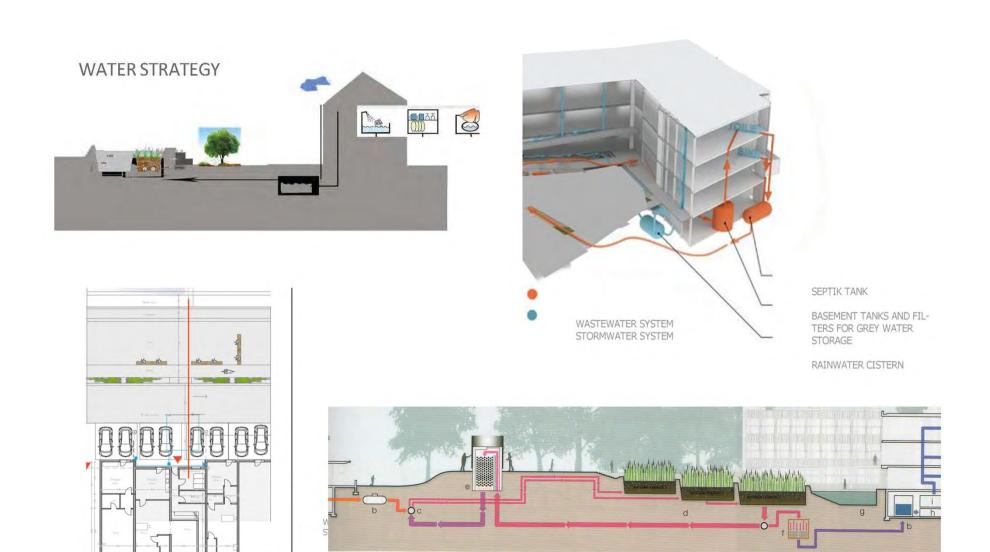


S1 SECTION COMMUNAL YARD

1:200

WATER STRATEGY

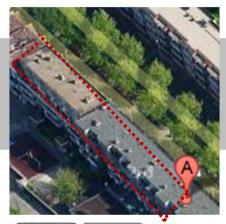
- rainwater+ grey water
- --collect and reuse
- --collect, purify and reuse (toilet flushing, washing machines)











Building level







Social Interaction Diversity Accessibility Visibility Liv.conditions

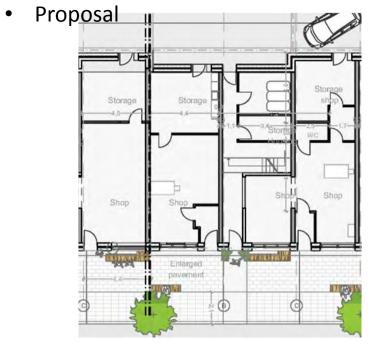
ACCESS/VISIBILITY/INTERACTION

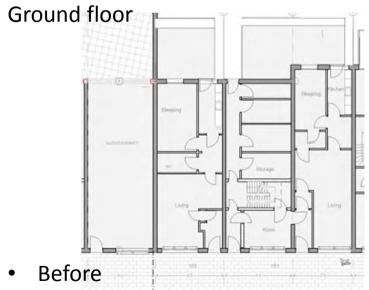


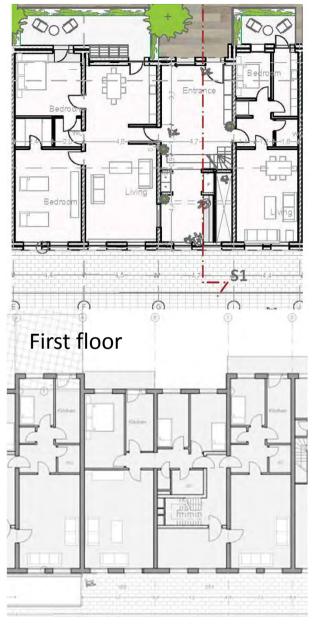




Building level







Building level

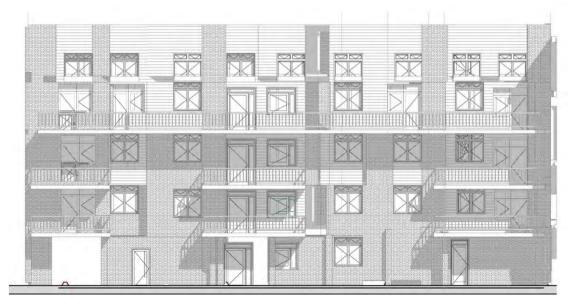
EXISTING 19TH CENTURY FAÇADE TTRANSFORMATION











Building level URBAN RENEWAL BUILDING

STRATEGY

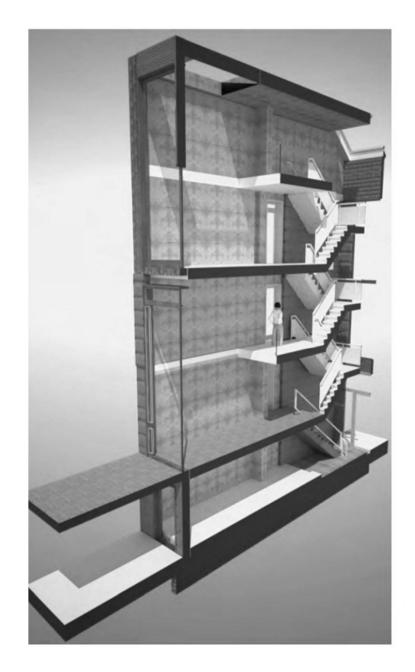
- -DEFINE ENTRANCE ZONE
- -"VERTICALITY ",LEGIBILITY OF FAÇADE

MATERIALISATION

- -CREATE A NEW MONUMENTAL, TRANSPARENT PLINTH ON STREET FAÇADE
- -RESTORE FAÇADE COVER WITH WOOD AS DESIGN INITIAL INTENTION



Building level **Urban renewal**



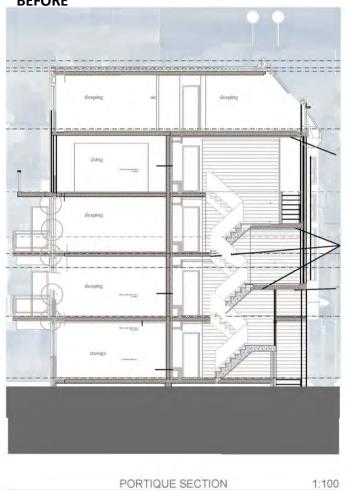






Building level URBAN RENEWAL

BEFORE



AFTER

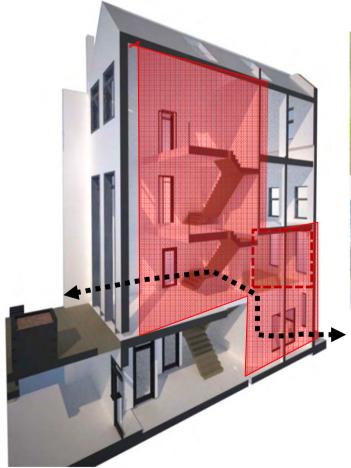


PORTIQUE SECTION 1:100



BEFORE





AFTER





Flexible use of portique space: Playroom or rented office space



DIVERSITY





Building level

HOUSING CAREER



/ MOVE IN

+ LIVE TOGETHER



- DIVORCE



New mezonettes

Apartment types



- CHILD MOVES OUT

4 bedroom apartments with workspace included



5 bedroom apartments



3 bedroom apartments (3 variations:



75 s.m, 110 s.m, 110s.m mezonette)



- ECONOMIC DOWNGRADE



Shop/Commercial spaces



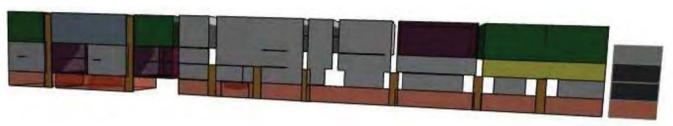
+ ECONOMIC UPGRADE





- CLOSE WORKPLACE







variation of typologies> mixing of tenants

New: Offer transversal apartments, light ,air!



PROPOSAL 1ST FLOOR



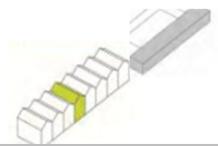
1 main size: fewer apartments so host existing big families: cheaper renovation



Building level **EXISTING 19**TH **CENTURY**

variation of typologies> social mixing Increase variety by merging!



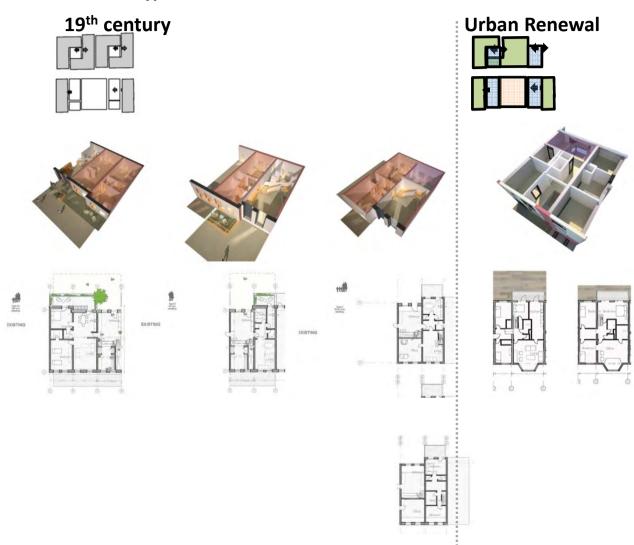


2 main sizes: one person household and family 3 children Host :existing poor and existing ones that want to housing career -3rd floor changed bigger interventions, to sell!

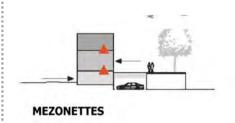


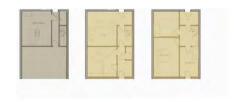
Building level

New features/types



New additions









Material level



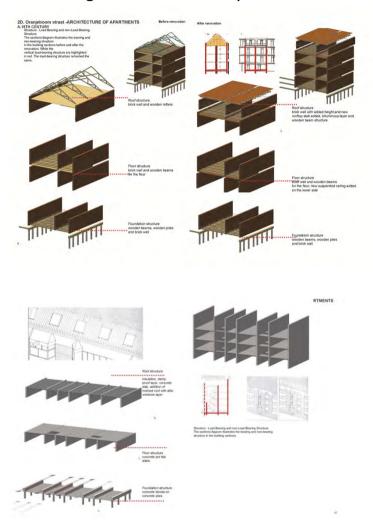




Visibility Liv.Conditions

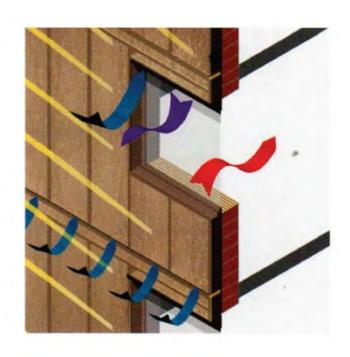
EVALUATION OF CONSTRUCTION AND MATERIALS

2 different ages + construction systems: 19th Vs Urban renewal



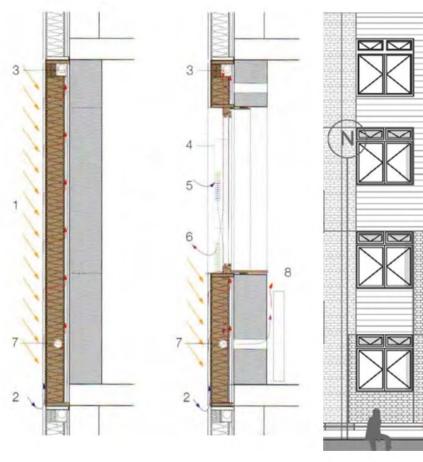
Refurbishment principles

- -Maintenance of historic characteristics(street façade) in balance with envelope upgrade measures
- -Restoration of building identity lost by renovations(upper layer)
- _Minimum destruction of origina material and load bearing walls





Floor plan scheme; wooden facade parts
Ventilation of the wooden facade parts











Energy demands in synergy with liveability









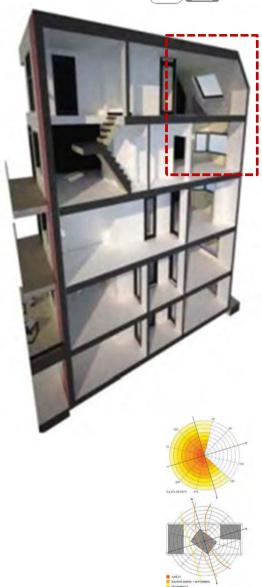
More fresh air

Intelligent control



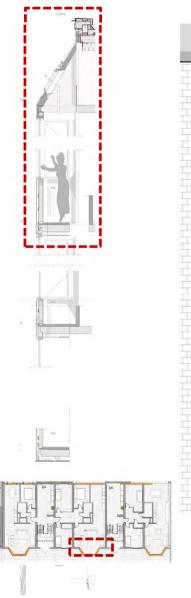




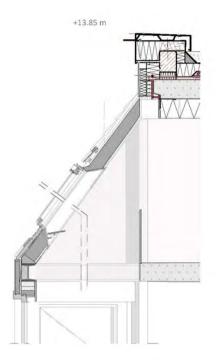


Material level

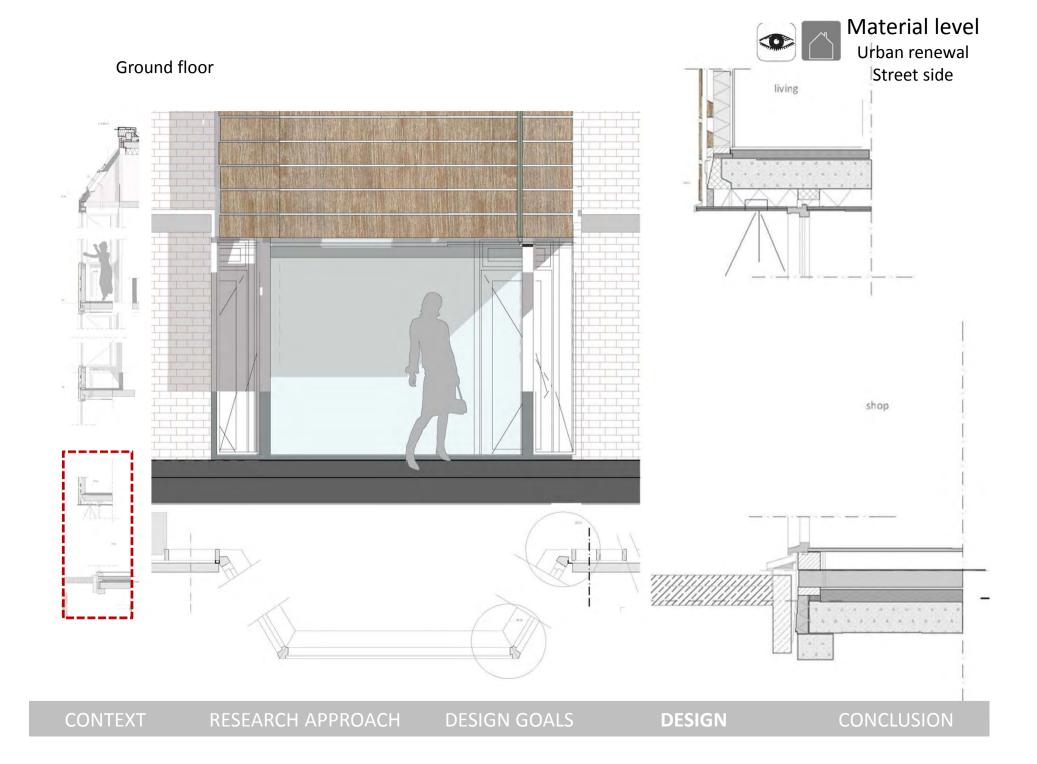
Top floor







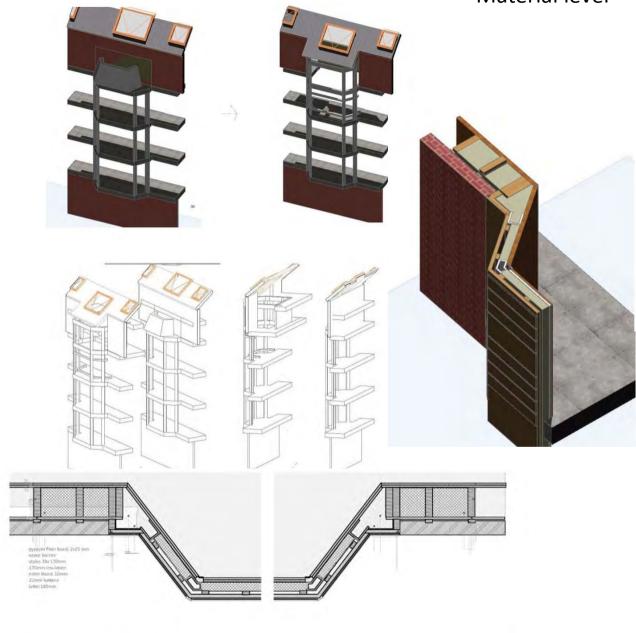




Material level

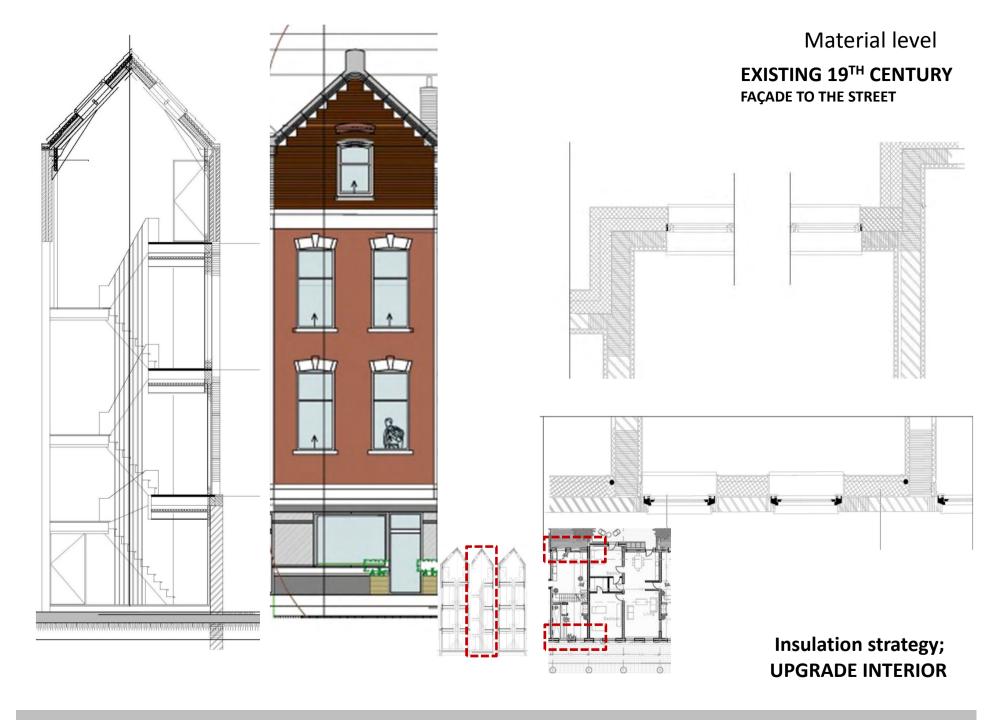


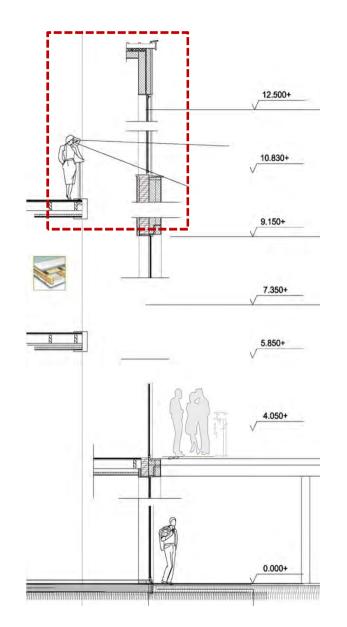




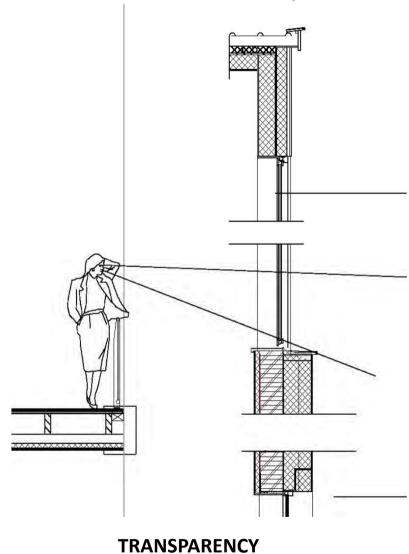
FLOOR PLAN_N. FACADE DETAIL D.01

1:20



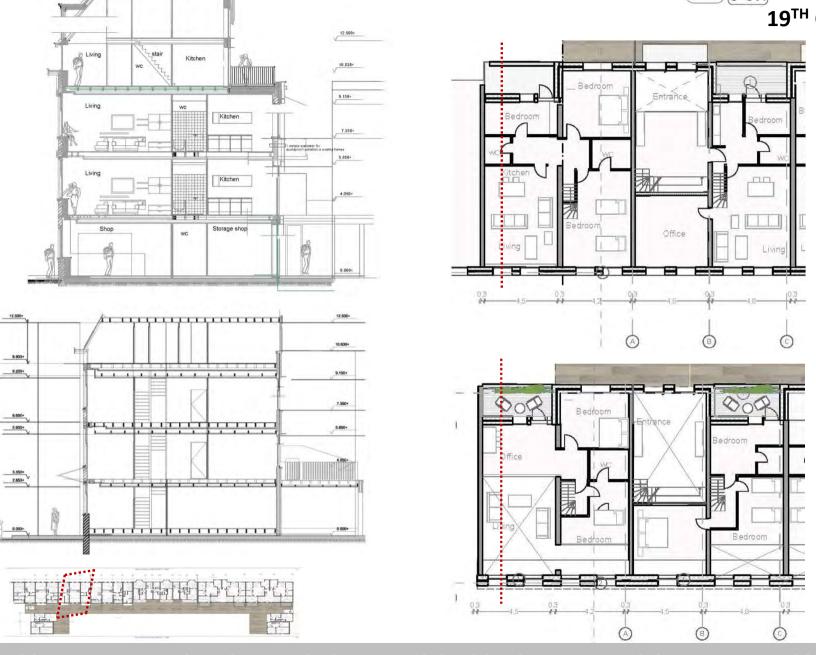


Material level 19TH CENTURY **FAÇADE TO THE PARK**

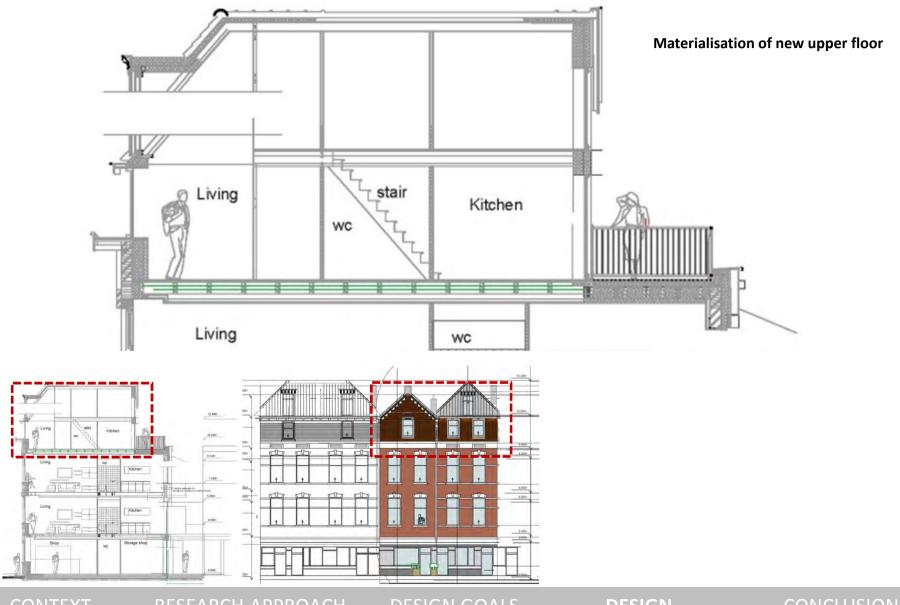








Building level 19[™] CENTURY





Design goals

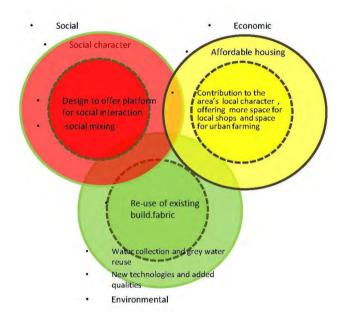
_Interaction in communal space

_Diversity (visually and typologically)

_Visibility

_Accessibility, safety

_Daylight and interior liv. Conditions



ADDING VALUE WITH SUSTAINABLE INVESTMENT

lower vacancy rates, higher rents but increased property values

COST AND COMPENSATION MEASURES

Cost

- Higher initial cost for new constructions
- Lenotec etc. more expensive
- Private parking under the houses
- Possible refurbishment instead of demolition of the façade can save money

Compensation measures

- Faster construction time (pre-fab system for roofs)
- Additional dwellings 'higher density"
- Use of sustainable materials, ;larch can possibly be maintenance free
- Rainwater collection and saving in bills

Applicability of project principles

CONTEXT RELATED PARAMETRES

- Existing various housing typologies
- Existing multicultural mix of inhabitants
- Identity and historic character of street
- Connectivity and accessibility problems; previous infrastructural sites





_Strategy in neighboorhood level

Bottom up approach, small interventions for affordability of project

Applicability

Areas with problems of social coherence

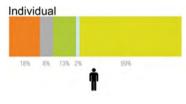
- Areas with existing variant housing typologies, social housing
- Design focus on communal space instead of huge costs for individual space improvement

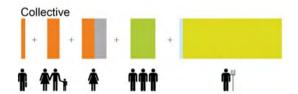
Factors that add to success of project

- participation of residents in project
- process similar to creatif beheer projects: coordinator or initiators needed

_Strategy in building level Applicability

- 19th century housing with historic facades
- Late Urban renewal housing stock





Questions?

