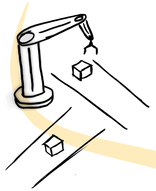
House Ludens

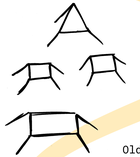
In a future where most work is done by robots, where people live of a universal basic income; we built House Ludens. A house where people can spend their free time playing. To make up for the fact that people no longer have colleagues they see every day the house is built for two families to share the house and live and play together. By using the office buildings that are no longer necessary, and combining two family houses into one, House Ludens is very spacious and still socially intimate. Every room in House Ludens is designed to speak to the fantasy of the inhabitants and inspire play.



As robotic manufacturing and artificial intelligence become more advanced the need for human labor dwindles.

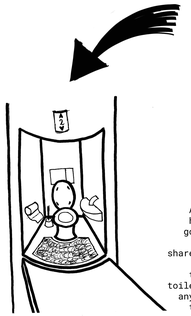
With work no longer being a major part of the week, people suddenly have more spare time than they know what to do with.

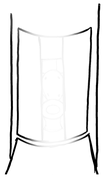
Without humans working in them, most office buildings are gradually vacated.



Old houses do not fit the needs of the spare time lifestyle and need to be reconfigured.

The vacant Office buildings offer plenty of space for people to move into to live and play.

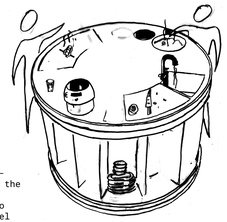




Against the back wall of the house a glass elevator shaft goes all the way to the roof. This one elevator shaft is shared by two elevators. Both of the elevators function as a toilet as well. This way the toilet is easily accessible from anywhere in the house. Because there are 2 elevators in one shaft, it's impossible to go from the bottom all the way to the to without switching elevators somewhere along the way.

Materials and Construction

The office building in which house ludens is built is stripped down leaving only the necessary walls and the support structure. The large building is divided in this way into multiple housing spaces. Using steel columns the new rooms are supported in the space. The rooms themselves are made out of a fibre composite. Fibre composites have become cheaper and easier due to the automation of the previously highly labor intensive manufacturing process. Thanks to genetic bioen-



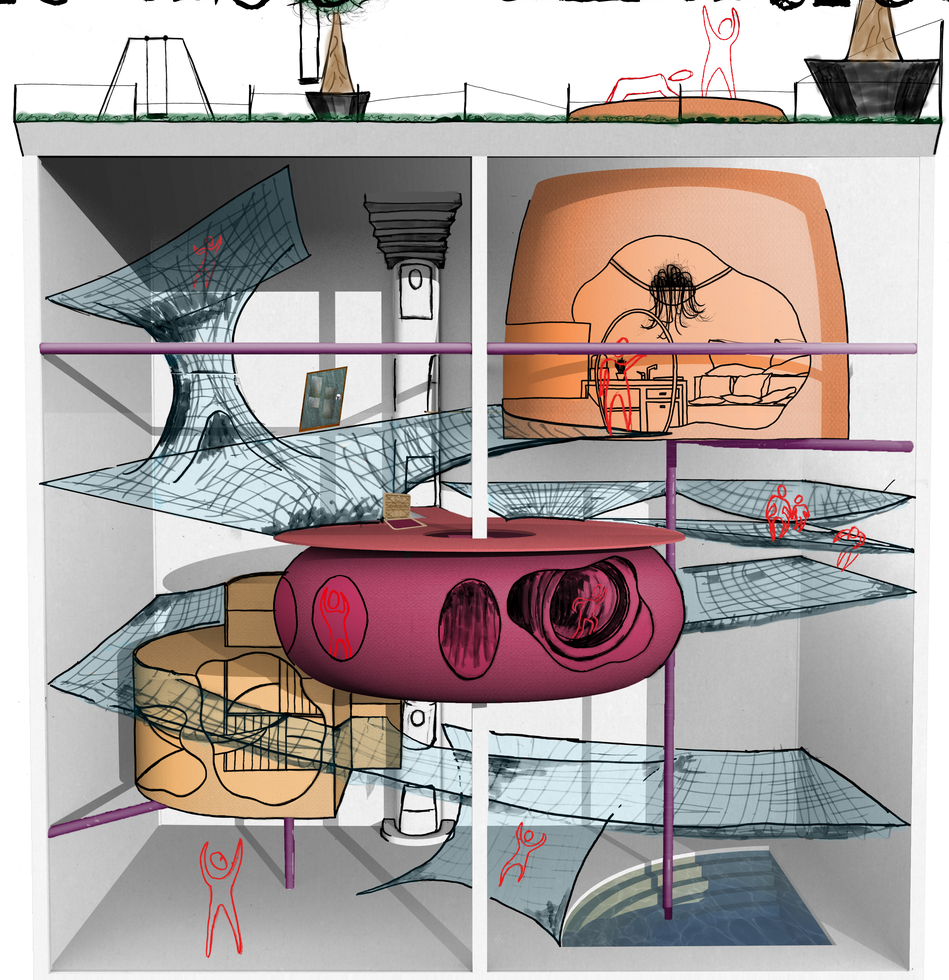
The circular Kitchen block placed centrally in the Firepit provides everything the inhabitants need as far as kitchens go integrated into the counter and the carousel underneath it. It is designed for cooking as a group activity where ingredients can be passed around easily and in a fun way by sliding them over the center of the table.

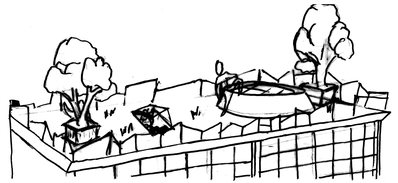
Circulation

All throughout the House nets are strung allowing the inhabitants to go and play everywhere in the large space of the house in a way that doesn't obstruct the view of it all. Using the nets the inhabitants can climb from the ground floor all the way to the fire pit.

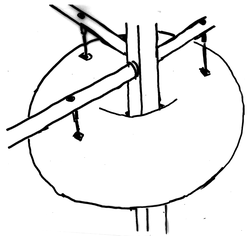
The Ship

Integrated into the ground floor of the house is a Swimming Pool. This is where the inhabitants can enjoy being in the water, play, and wash themselves. out of the pool rises a support column for the firepit, the mast; placed on the mast is a showerhead.

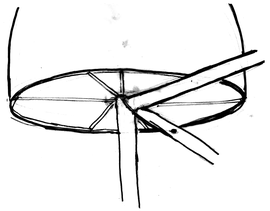




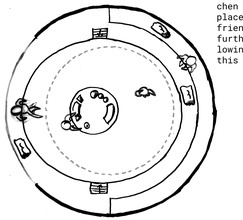
The roof of the house is cladded with a thin layer of soil, grass and simple plants, on top of which a couple of boxes with larger plants and trees are placed forming a garden. Hidden in the garden are movement sensors which translate the movements of the inhabitants into musical sounds. The garden can be considered in instrument that can be played by moving and dancing around.



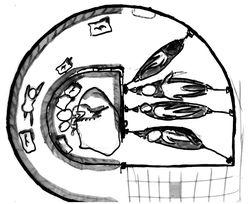
The attic is suspended down from two perpendicular horizontal steel columns with steel wire.



The Nest and The Firepit are each supported by one vertical column which is held in place by 2 horizontal columns to which the rooms are tightly bolted to prevent them from tilting over.

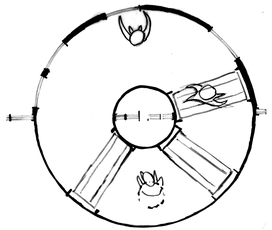


The Firepit is the highest placed room, the interior is shaped like a theater around a kitchen block. This room is designed as a social place, like sitting around a campfire with friends. the firepit has a large roof window to further strengthen the campfire feeling by allowing the inhabitants to watch the stars from this room.

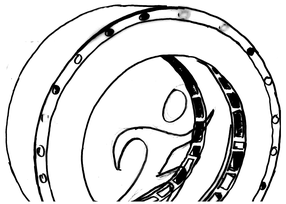


The lowest room, the Nest is a snail shell inspired room, spiraling inward towards increasing levels of intimacy. Starting with a tunnel that reminds of a pillow fortress with soft mattress like cladding on the walls and floor, leading to a room full of hammocks mostly meant for sleeping, from there 2 small sleeping cabins about the size of a 2 person bed are accessible also cladded in mattress like material.

The attic is a torus shaped room, one half of which is suspended outside the rest of the building; since half of the attic is exposed to the outside, the outer part of it has an isolating layer added to it protecting it from the weather and the cold. The attic is only accessible through a hatch door on the platform on top of it. The attic provides closet space as well as a nice view to the outside and an excellent place to play.



These walk-in closets are human-sized hamster wheels with integrated closet space so the inhabitants can walk in your closet as much as you want.



Gijs Wels 4457935
Caspar Sagarajah 4564049