## CASIGURAN KAOGMAHAN EVENT AND RECREATION CENTER: A STATE-OF-THE-ART APPROACH THROUGH COMMUNAL ACHITECTURE

## **RESEARCHERS**

Jomar E. Esperida

## **ADVISER**

(Name of Adviser)

Sorsogon State University, College of Engineering and Architecture – Undergraduate Thesis

## **ABSTRACT**

Gathering and Recreation are the experiences that result from freely-chosen participation in social, physical, intellectual, creative, and spiritual pursuits that enhance individual and community well-being. Community event and recreation facilities are essential to the enhancement of quality of life for Casiguranons and visitors alike. The Municipality of Casiguran doesn't have a functional event center that can house a large number of attendees for gatherings, conventions, social function, corporate events and other occasions.

Findings recognize that demands on events and recreation amenities emerge and need to be incorporated into the Municipality's facilities. These valued public will energize Casiguran and facilitate healthier, more connected residents and communities. This evet and recreation center design use the methodology to solve problems by following the data and analysis of the surrounding environment as well as the established governmental building guidelines.

The major focus of this research are the spaces which, by applying principles of State-of-the-Art though Communal Architecture which take into account the evaluation of case studies in order to achieve efficient use of energy and be environmentally friendly. The case studies used indicate how the materials, principles, and technology applied in spaces can benefit all. This ca be seen in the mass concept, indoor concept, outdoor concept, structural concept, circulation system, and utility system.

The facilities and the amenities within it will be planned, designed, operated, maintained, and animated to be multi-purpose and adaptable, to meet the specific user needs. This event and recreation facility will incorporate efficiency, functionality and sustainability and will be designed and programmed to be dynamic and flexible, with the ability to adapt to evolving needs, changing user preferences as well as neighbourhood demographics.

**Keywords:** Gathering and recreation, Event and recreation center, Municipality of Casiguran, Public facilities design, Communal architecture, Multi-purpose spaces, Energy-efficient design

Sustainable Development Goals: 11 Sustainable Cities and Communities