

# STUDENT ACTIVITY CENTER

ACADEMIC PROJECT

role: individual project, developing ideas to prototypes



## BRIEF:

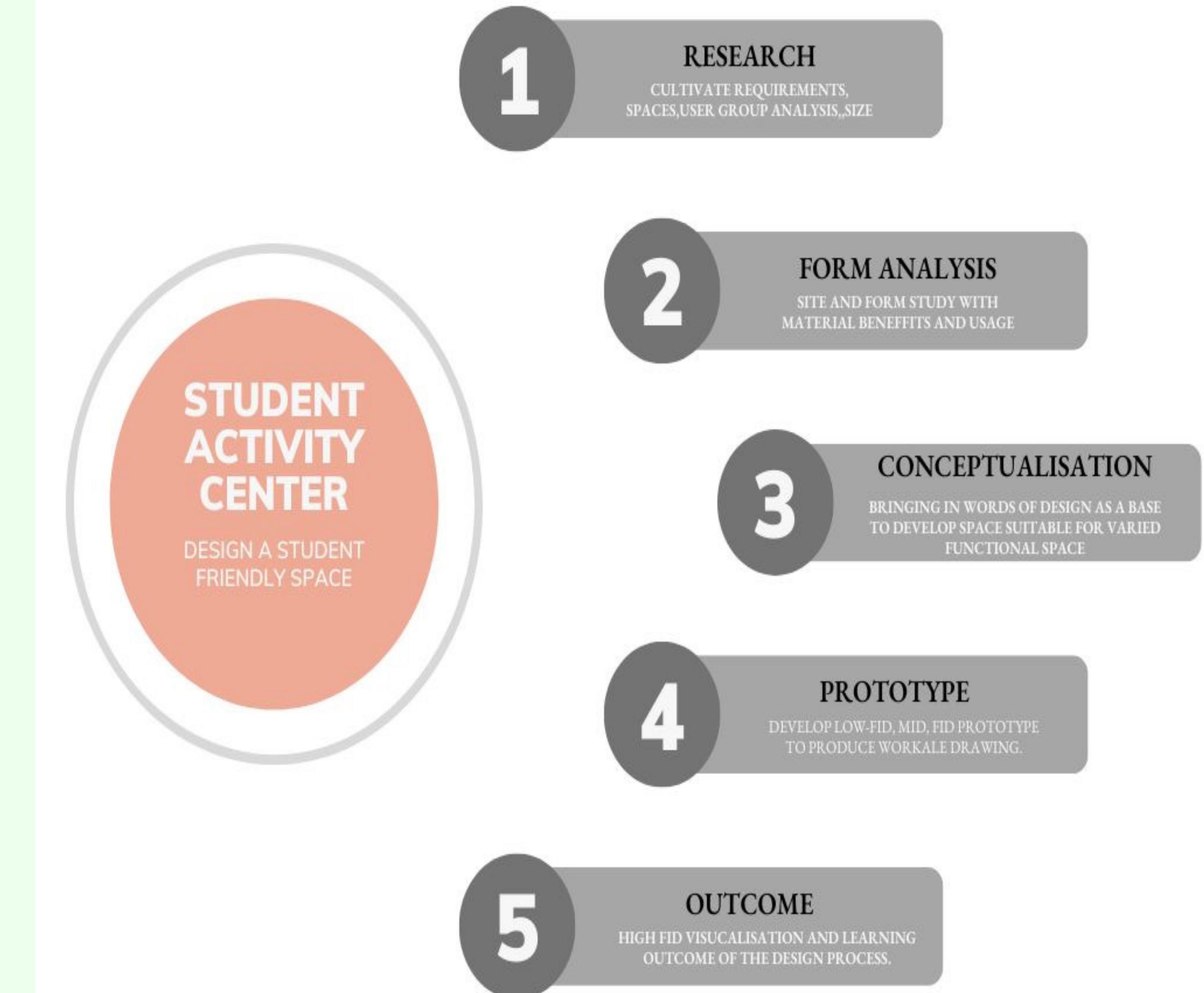
## RUNWAY DESIGNING AND EXPERIENCES

A student activity centre or the community centre of the college serves as a hope an aspiration for the institutions design . The centre facilitates student recreation and socialisation by providing spaces for a variety of program , acitivities and services.

## PROBLEM STATEMENT:

To complement the academic experience of our students with extra-curricular programs that promote social and personal development thru spaces that create a vital, active, and useful place for student interaction and development.

## METHODOLOGY:



# RESEARCH:

## FLOWING ACROSS CAMPUS

### USER RESEARCH:

To make a place, and a way, for faculty, staff, and students to continue the conversation started in the classroom – and to gather together as a community in a variety of settings.

### Goals:

- To teach the students those aspects of education that is not obtained in the classroom.
- To teach the students about the service aspects of **community life**.
- To teach the students to be **intellectually** aware of their college environment.
- To teach the student to be **recreationally** aware of his college environment.
- To give the student an opportunity toward organized **self-direction** through participation.
- To teach students to respect and give consideration to others through participation and **mixing and mingling**.
- To give the student an opportunity to participate in **social activity and responsibility**.

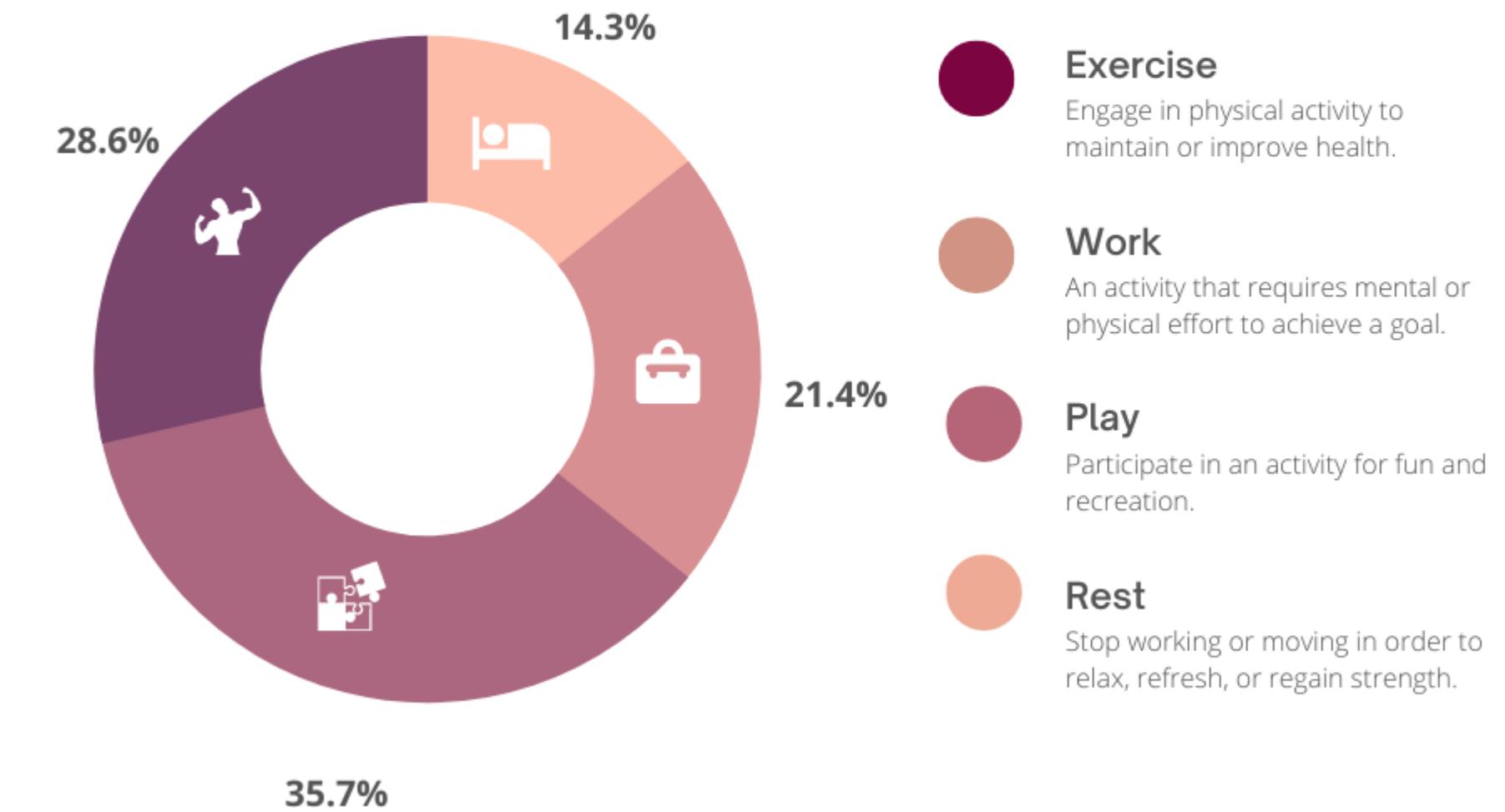
empowerment

### STUDENT-DRIVEN PROCESS

### SPATIAL REQUIREMENT:

heart of activity

ACTIVITY ANALYSIS



RELATIONSHIPS

# College students



## USER GROUP ANALYSIS



SENSE OF AUTHORITY

OWNERSHIP

UNIQUE IDENTIFICATION



DESIGN

BREAK MONOTINITY

INTEGRAL PART OF  
CONCEPT

CONTEMPORARY TOUCH

## CONCEPT

Structural - load bearing and  
Pilotis

Cafeteria at different points to give a  
varied experience at Different levels

Walking through the different activity  
spaces to enable students the overall feel

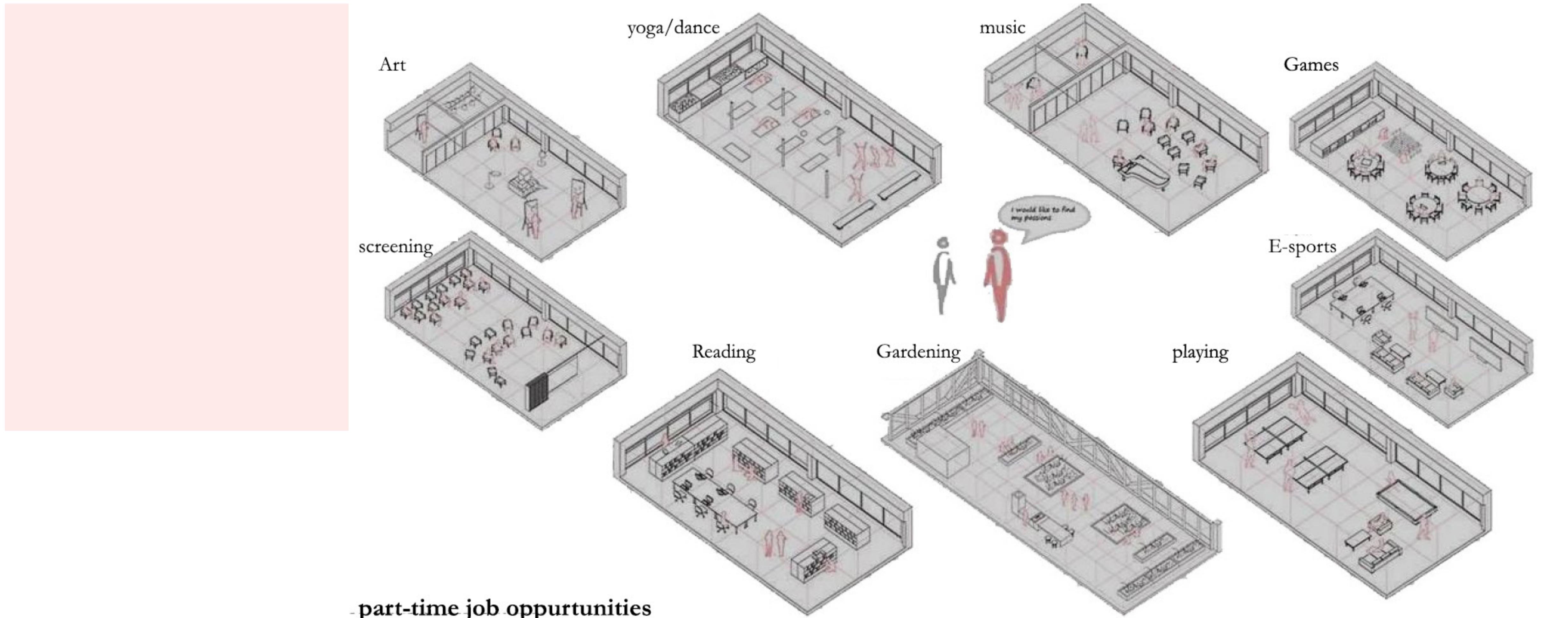
# STORY BOARDING

The storyboard is organized into several sections:

- Top Left:** A conversation between two people. One says "And, how are you now?" and the other replies "Good!"
- Top Right:** Three panels showing different scenarios: "Now at my place" (a person sitting alone in a room), "I'm at our place" (two people sitting at a round table), and "I'm safe" (a person standing in a sheltered space).
- Middle Left:** A smaller version of the top-left conversation, with one person asking "How are you?" and the other replying "Good... but..."
- Middle Center:** A section titled "PROBLEMS" containing five icons with descriptions:
  - lack of permanent stay:** House icon.
  - physical health issues:** Heart icon.
  - mental health issues:** Head with a crown icon.
  - problems with emotions:** Two hands holding a small figure icon.
  - social issues:** Group of people icon.
- Bottom Left:** Icons for "MARK" (fingerprint) and "INVISIBILITY" (three overlapping figures).
- Bottom Center:** Icons for "HOME" (house with heart) and "SAFE SPACE" (shield with checkmark).
- Bottom Right:** Descriptions of the concepts:
  - new home , regenerating mental and physical health, creating bonds, families, encouraging skills, easier approach**
  - creating a safe space, holding many activities, social life stage for whole community**

Below the storyboard, there are additional descriptive labels:

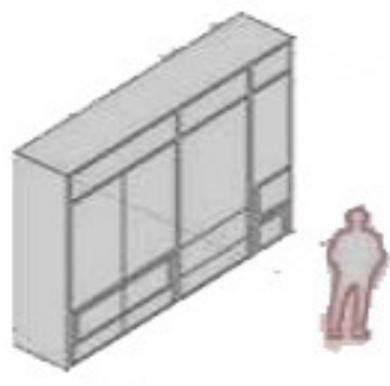
- MARK:** Loneliness, feeling of anxiety, trust issues
- INVISIBILITY:** wanting physical and social connection
- HOME:** new home , regenerating mental and physical health, creating bonds, families, encouraging skills, easier approach
- SAFE SPACE:** creating a safe space, holding many activities, social life stage for whole community



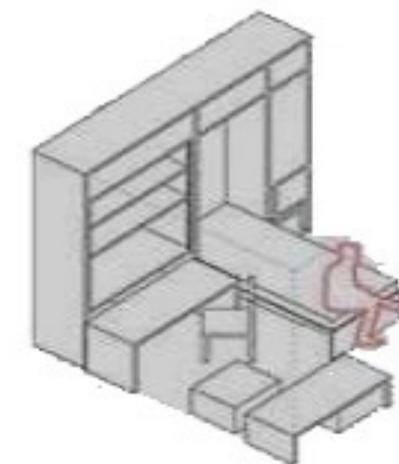
## -part-time job opportunities



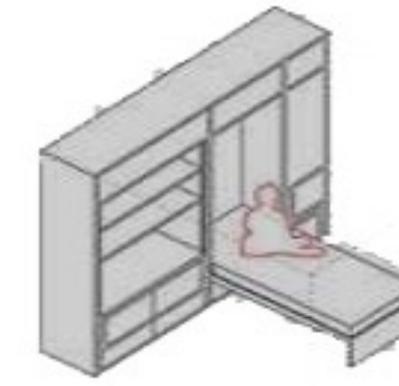
## Equipement of individual module



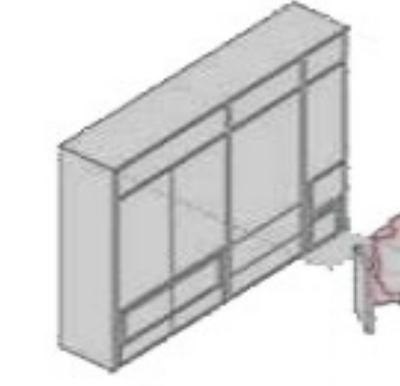
Closed configuration



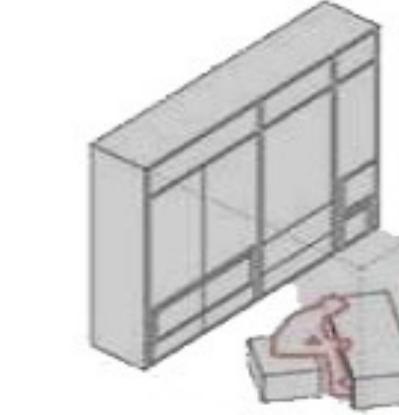
open configuration



Sleepy configuration

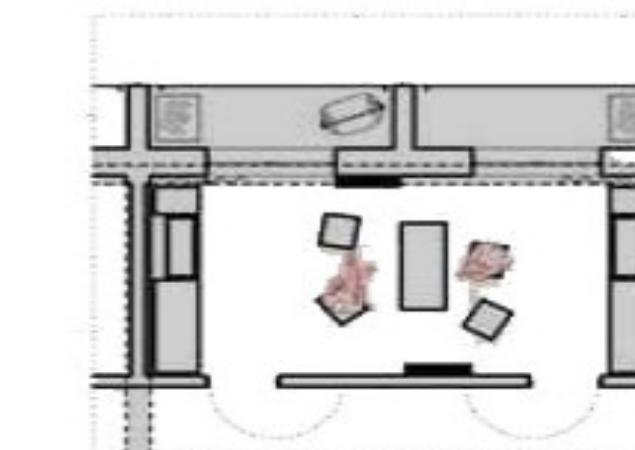
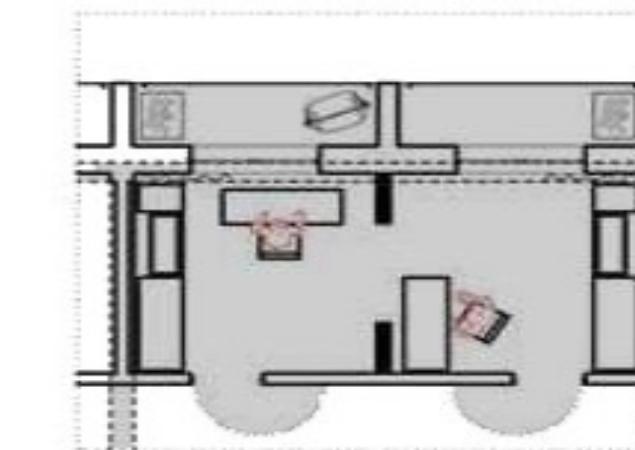
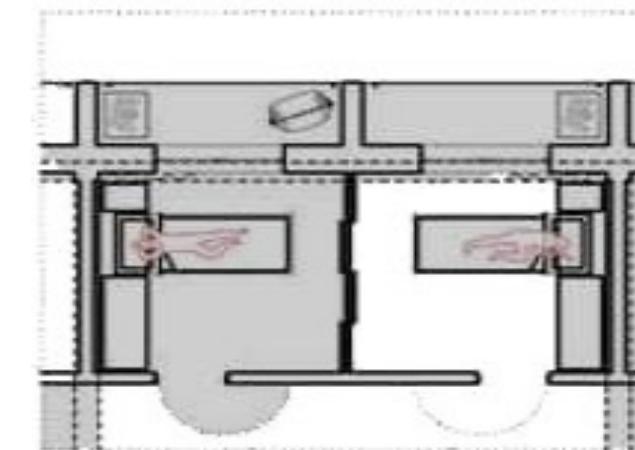
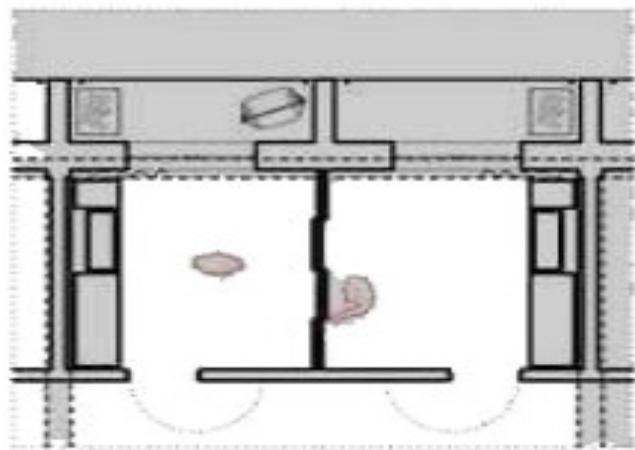


Study configuration



Party configuration

## FLEXIBILITY OF SPACE



What if you get lonely?

I want to have a living space

## FUNCTIONAL SCHEMES



Fun-inspiring  
modules



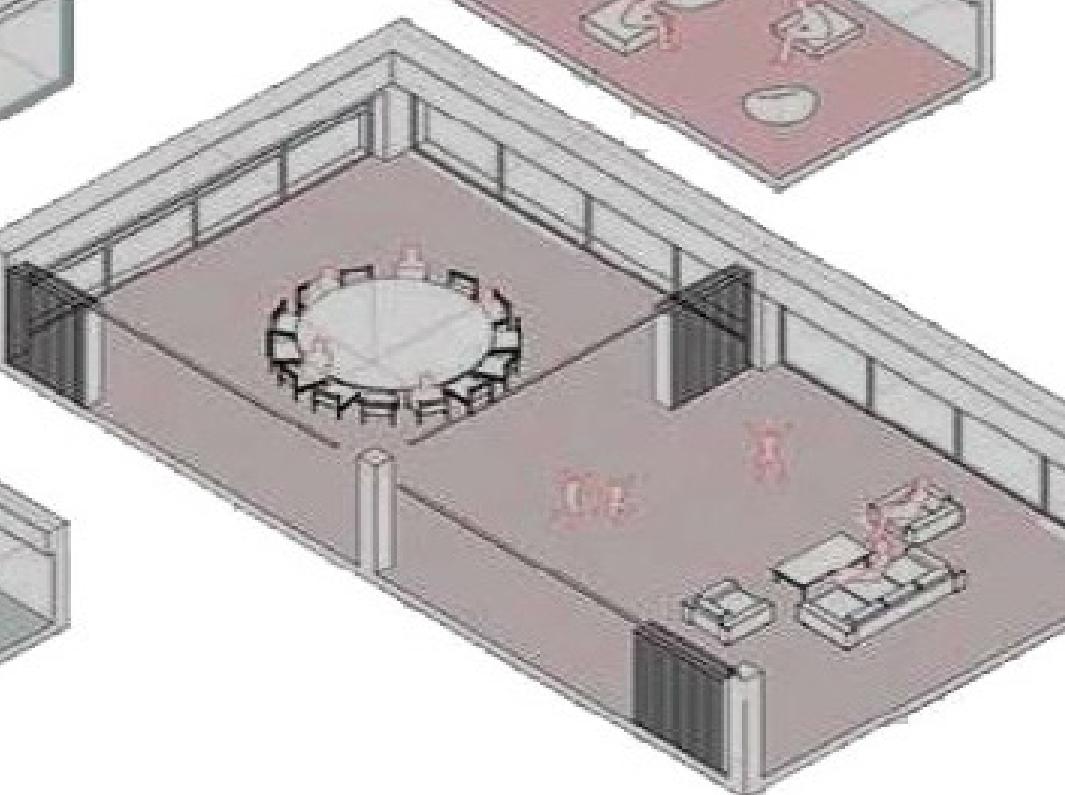
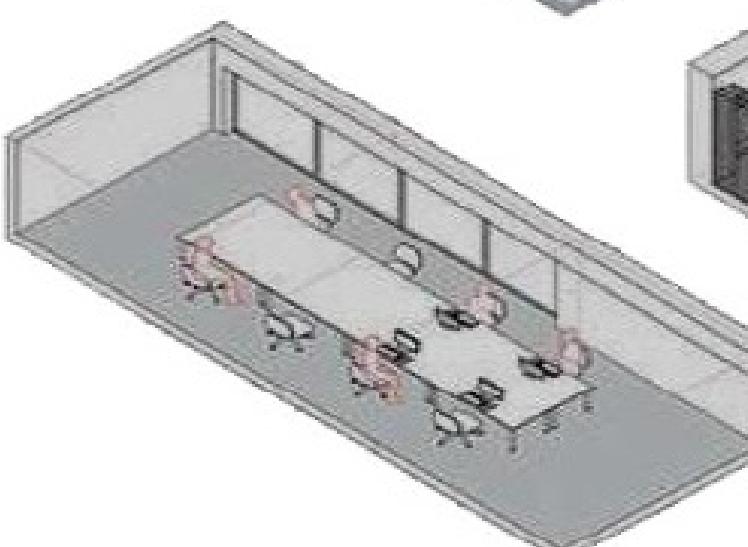
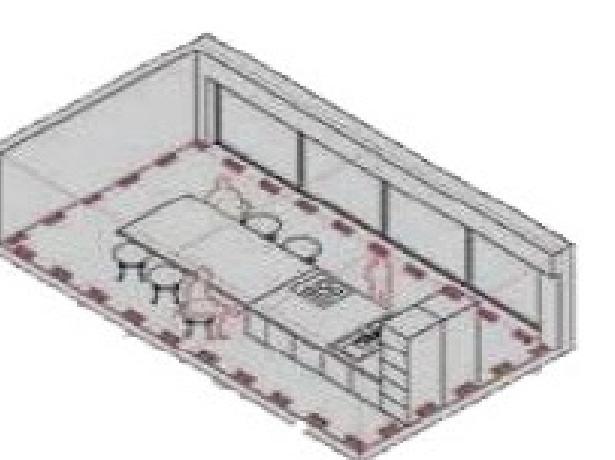
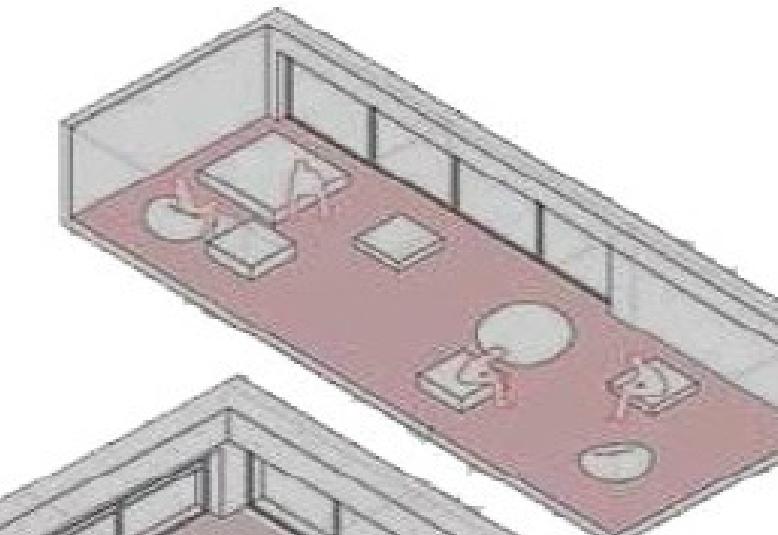
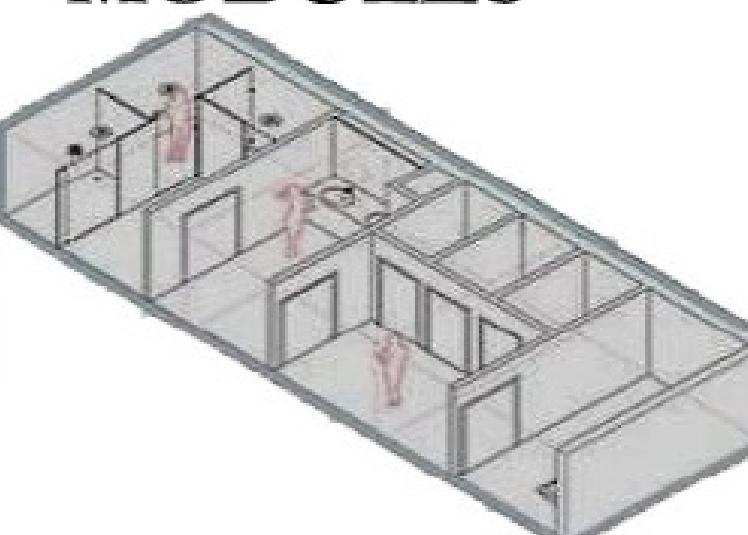
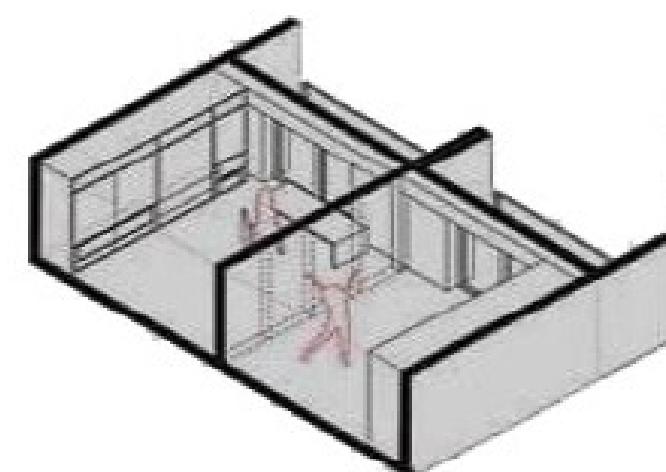
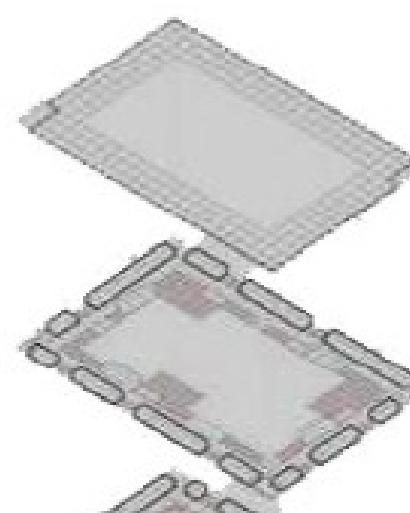
Residential floor

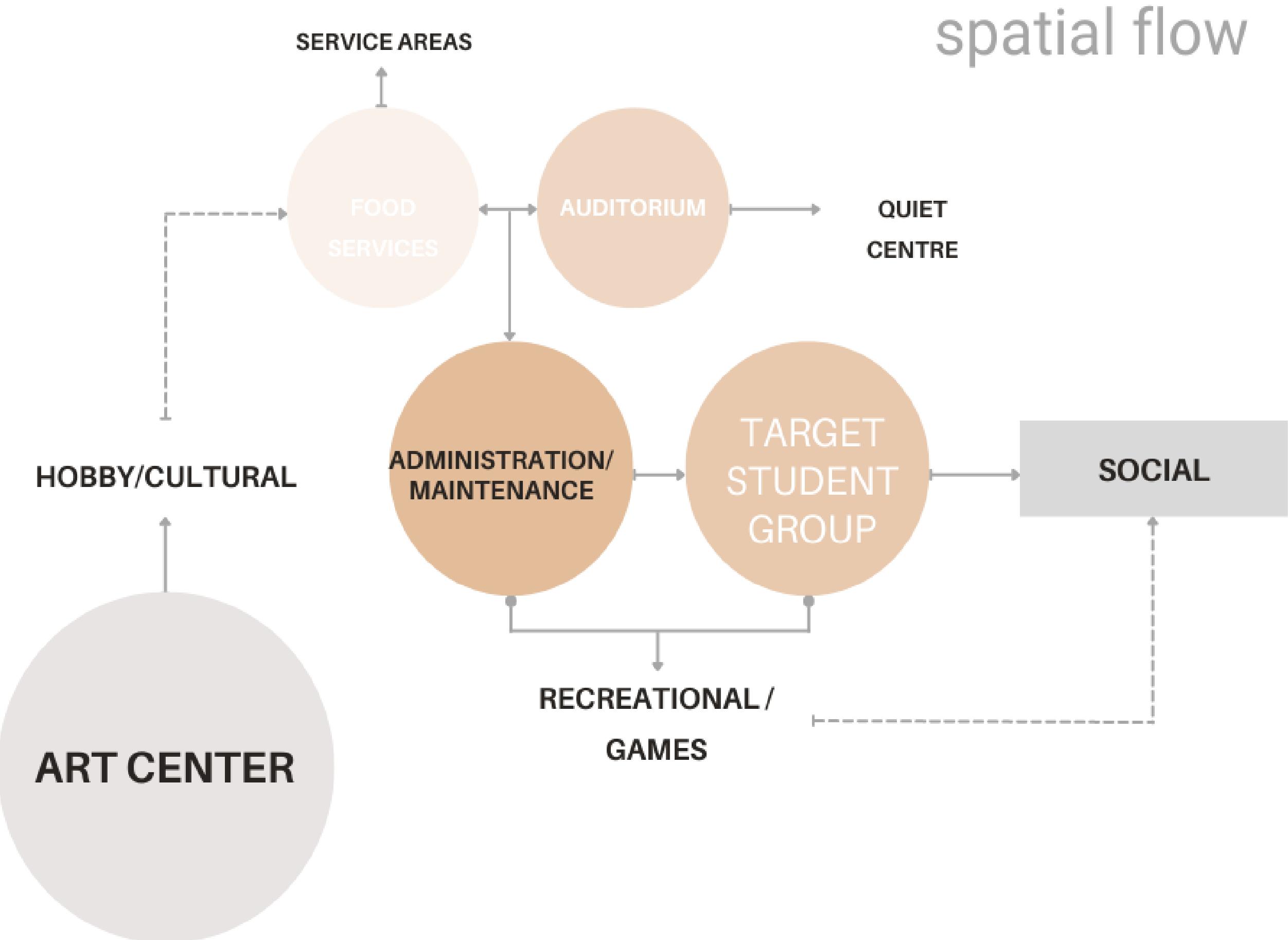


Common ground  
floor

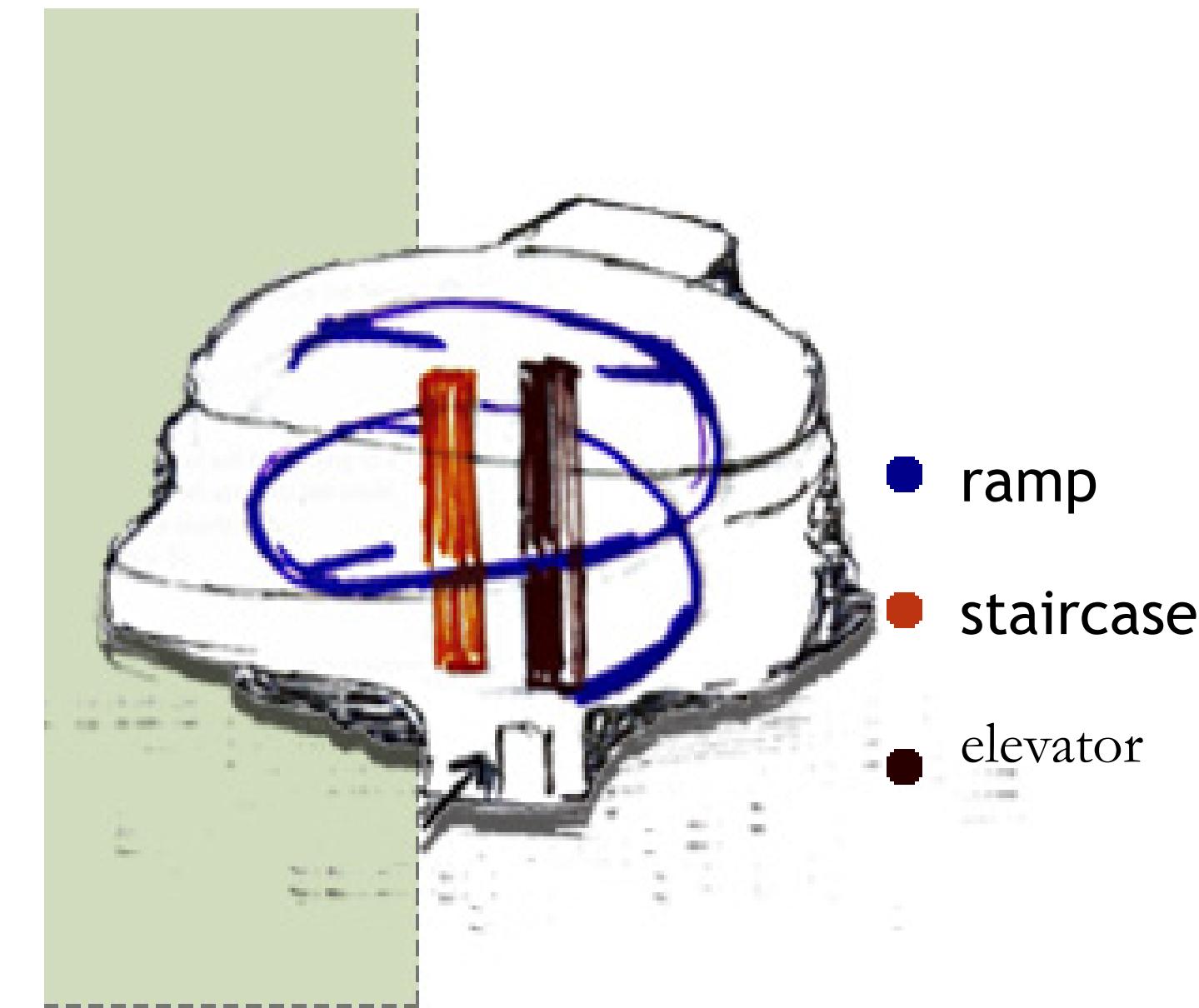
■ Restauration  
■ Alternative  
Metropolitain  
■ Lingual school  
■ Particul

## MODULES





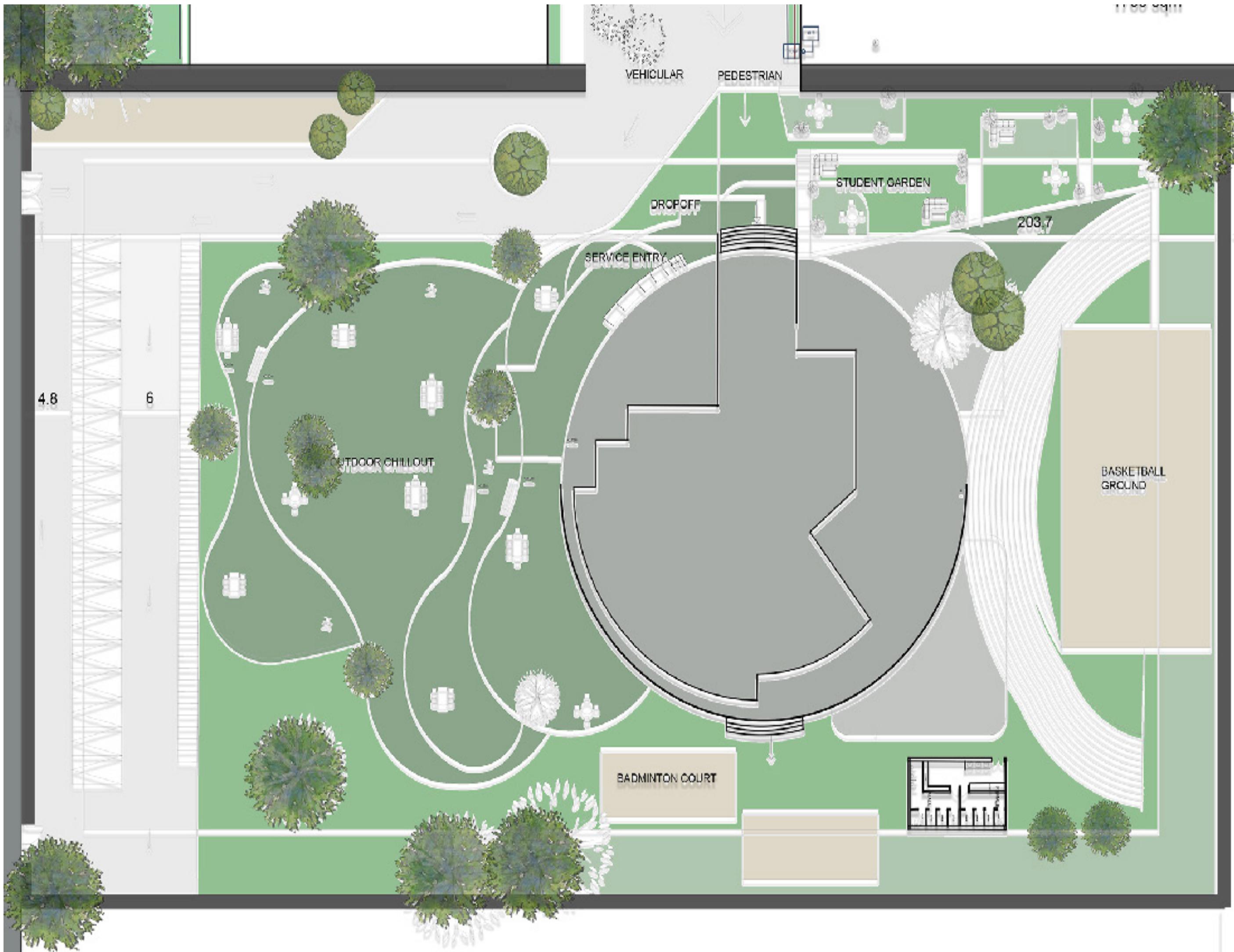
## PLANNING WORKFLOW MAP



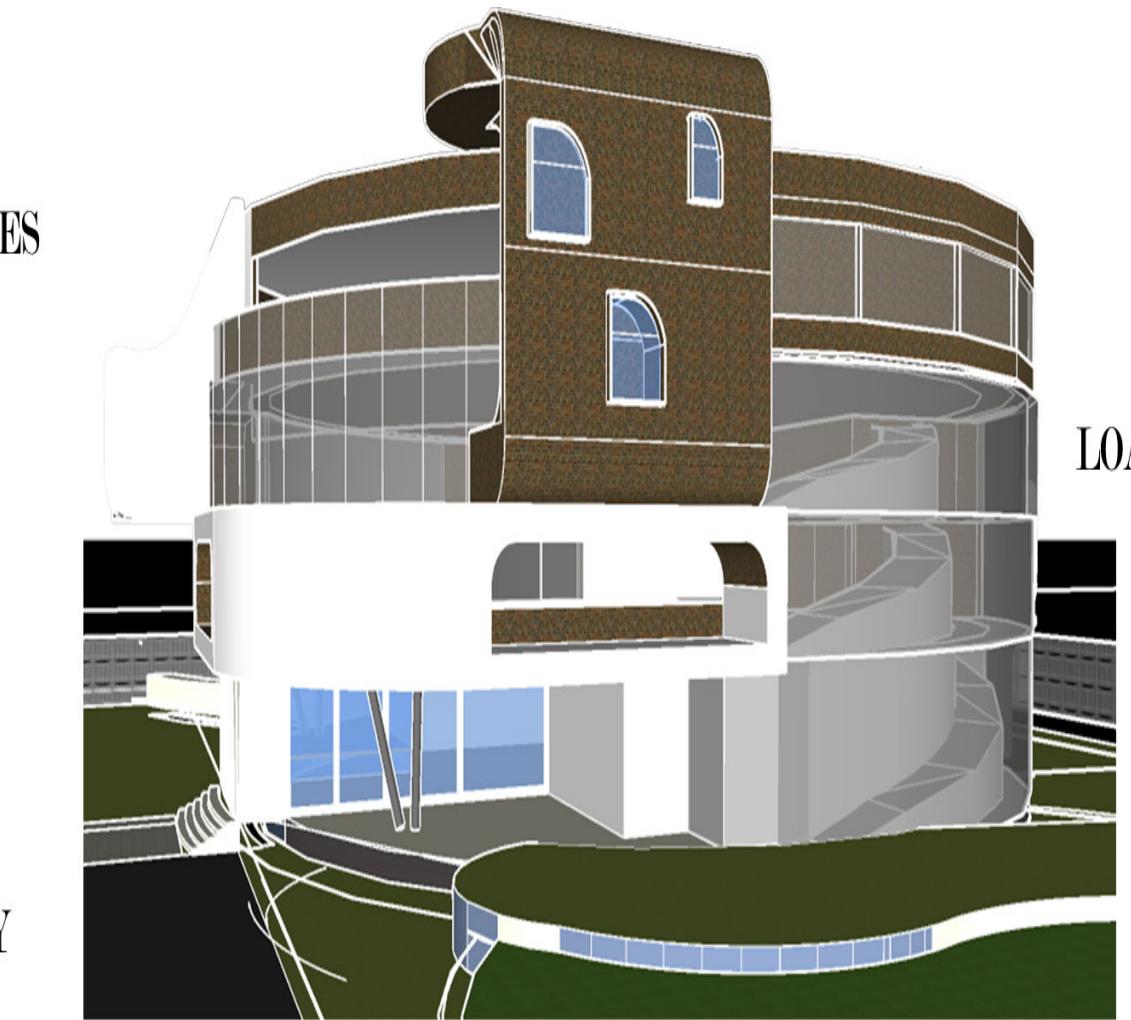
**CIRCULATION CORE**



# SITE PLAN



CANTILEVERED SPACES



LOAD BEARING WALLS

COLUMN AND BEAM STRUCTURE

CONCEPTS :  
STRUCTURAL - LOAD BEARING AND PILOTIS  
CAFETERIA AT DIFFERENT POINTS TO GIVE A VAR-  
IED  
EXPERIENCE AT DIFFERENT LEVELS

**STRUCTURAL SYSTEM**

# IDEATING CONCEPTS

## VARIED PROGRAMS

Accentuating transparency and fluidity in a multi-dimensional space and form .

The interior exist across different levels and interconnects various functions

## RUNWAY RAMP

Curvilinear exterior induces the play of light by forming a dynamic skin .

Dynmaic structure and wallpaper on the skin represents the fashion and trends.

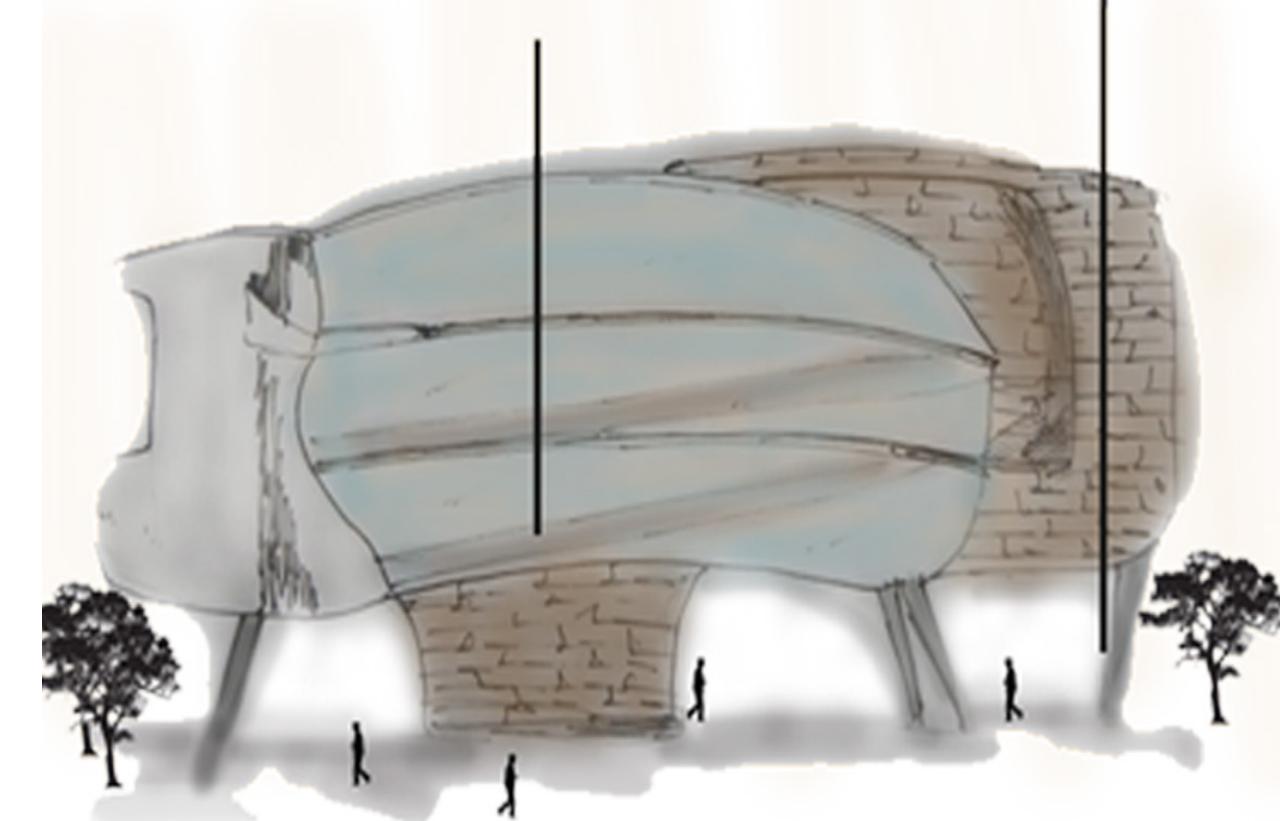
## ONENESS-CONNECTIVITY

The ramp is the runway fashion that acts as an element of continuity which integrates into every room providing an experience into all spaces

## PLAY OF VOIDS , GLASS , SOLID

RAMP

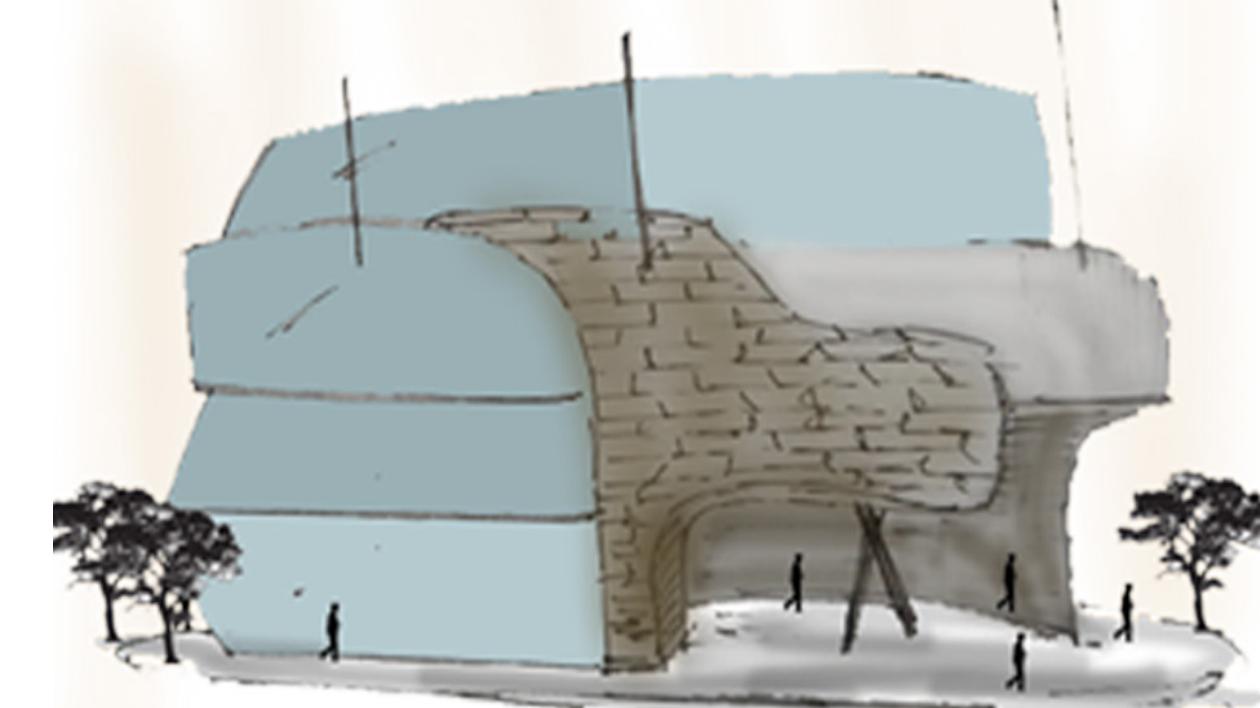
PILOTIS



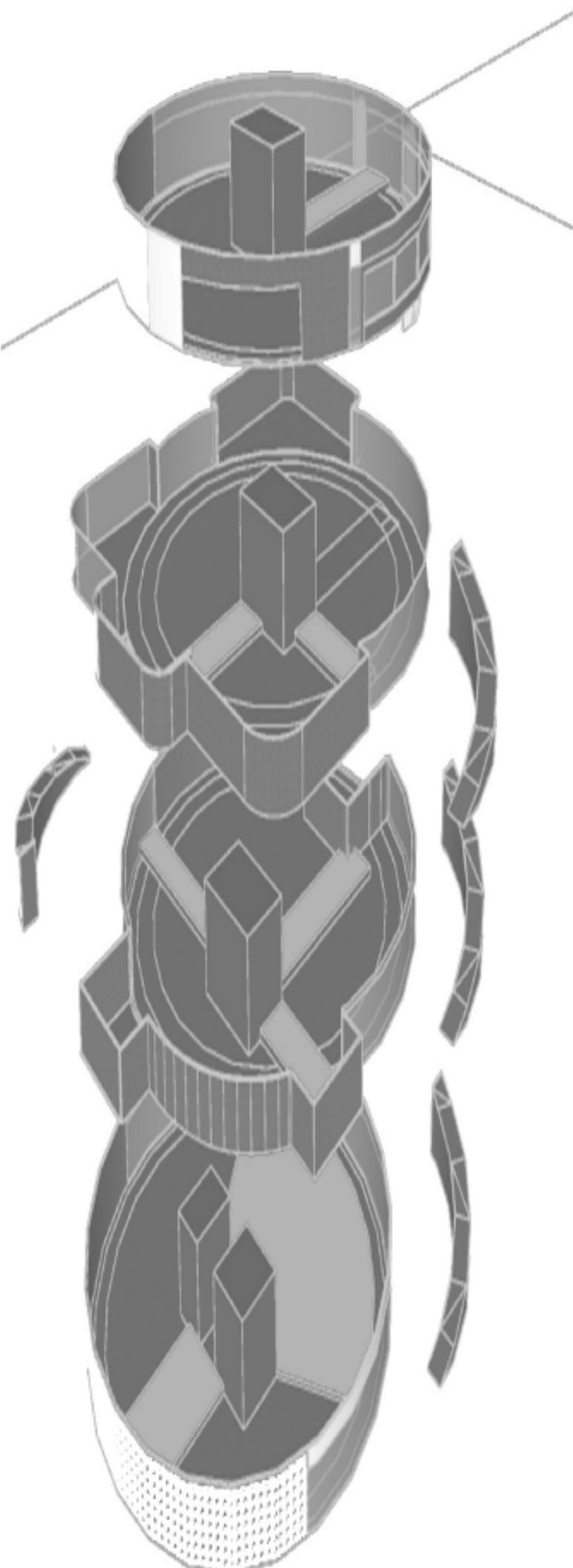
GLASS

BRICK

CONCRETE



## EXPLODED VIEW



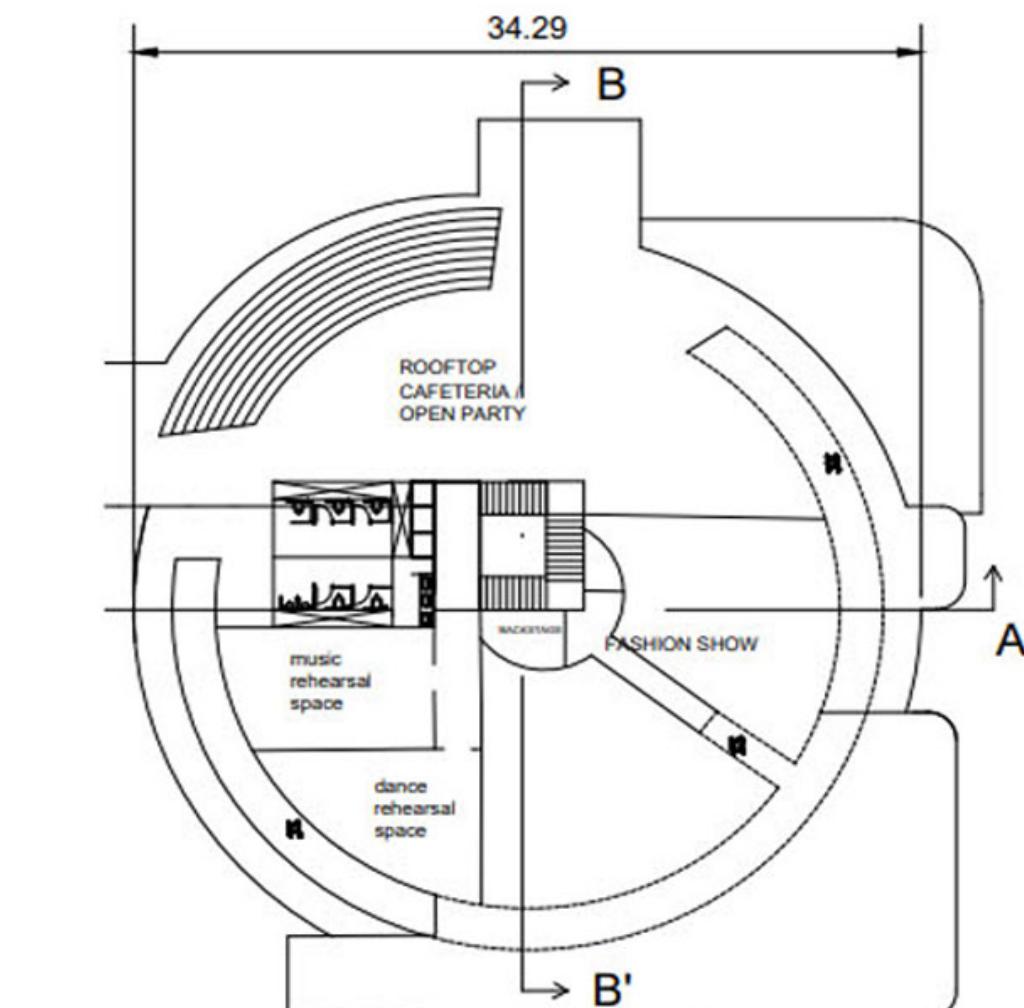
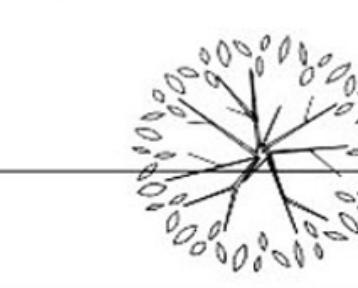
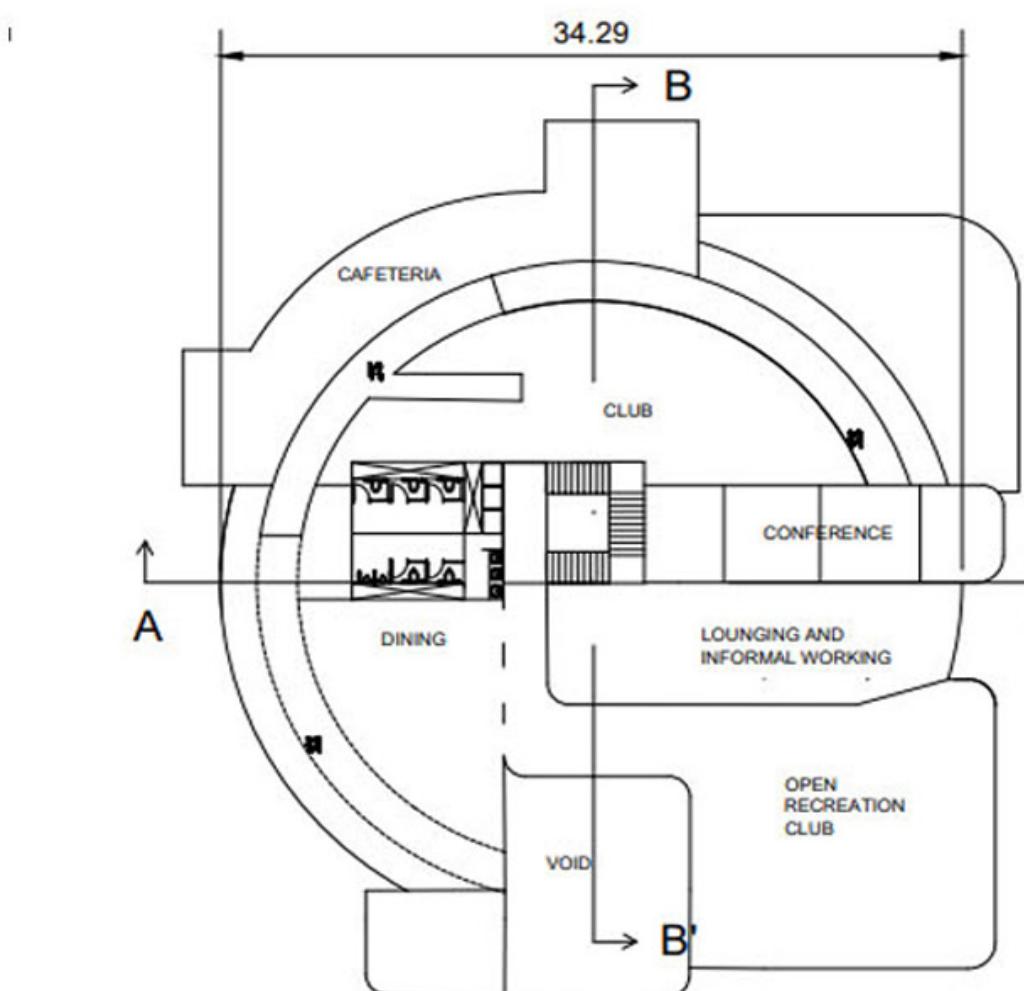
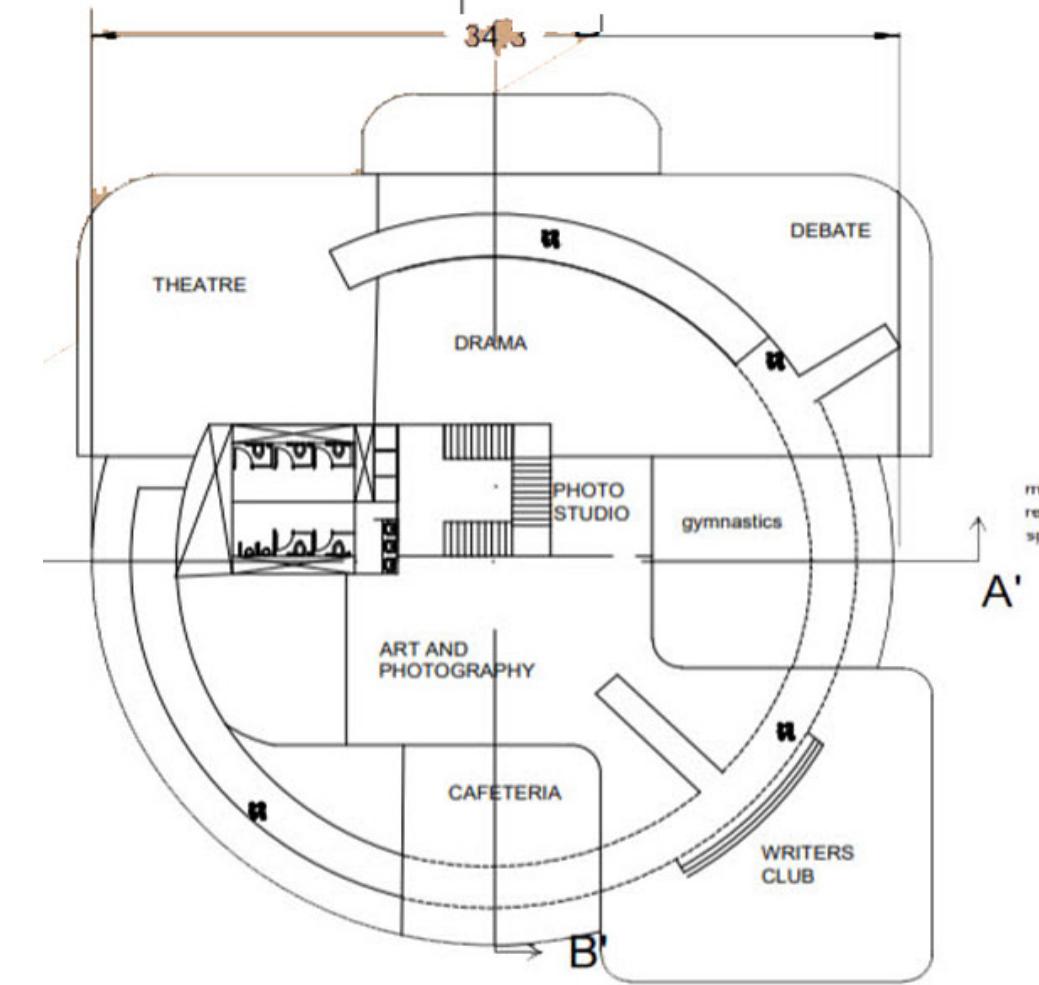
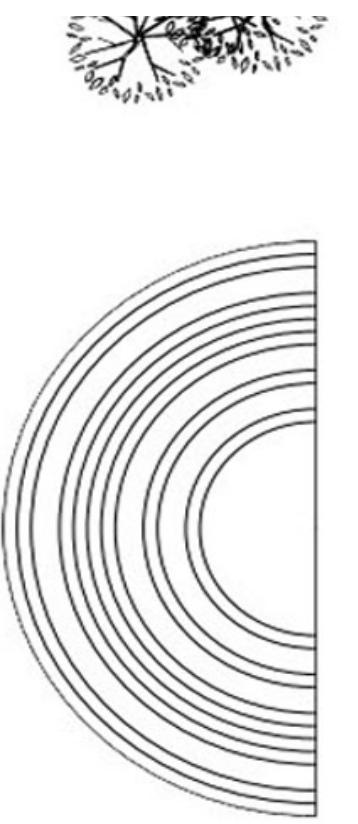
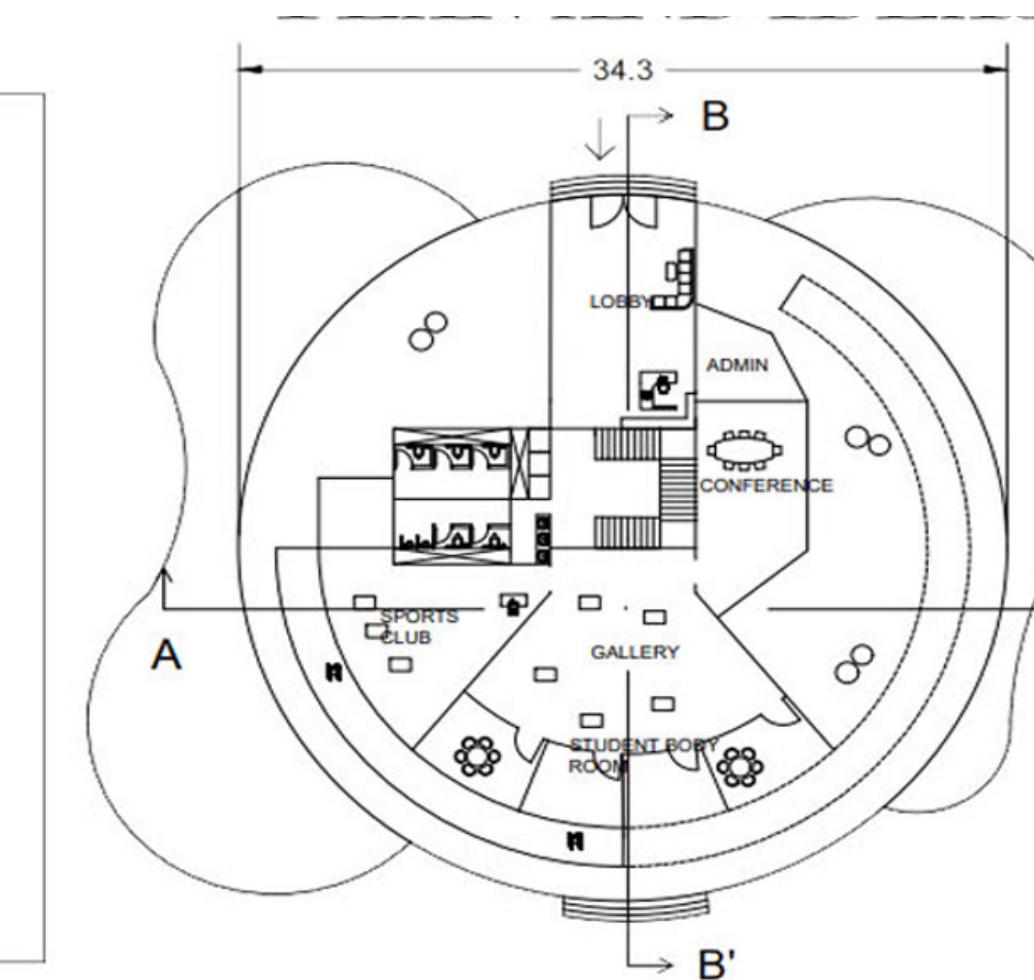
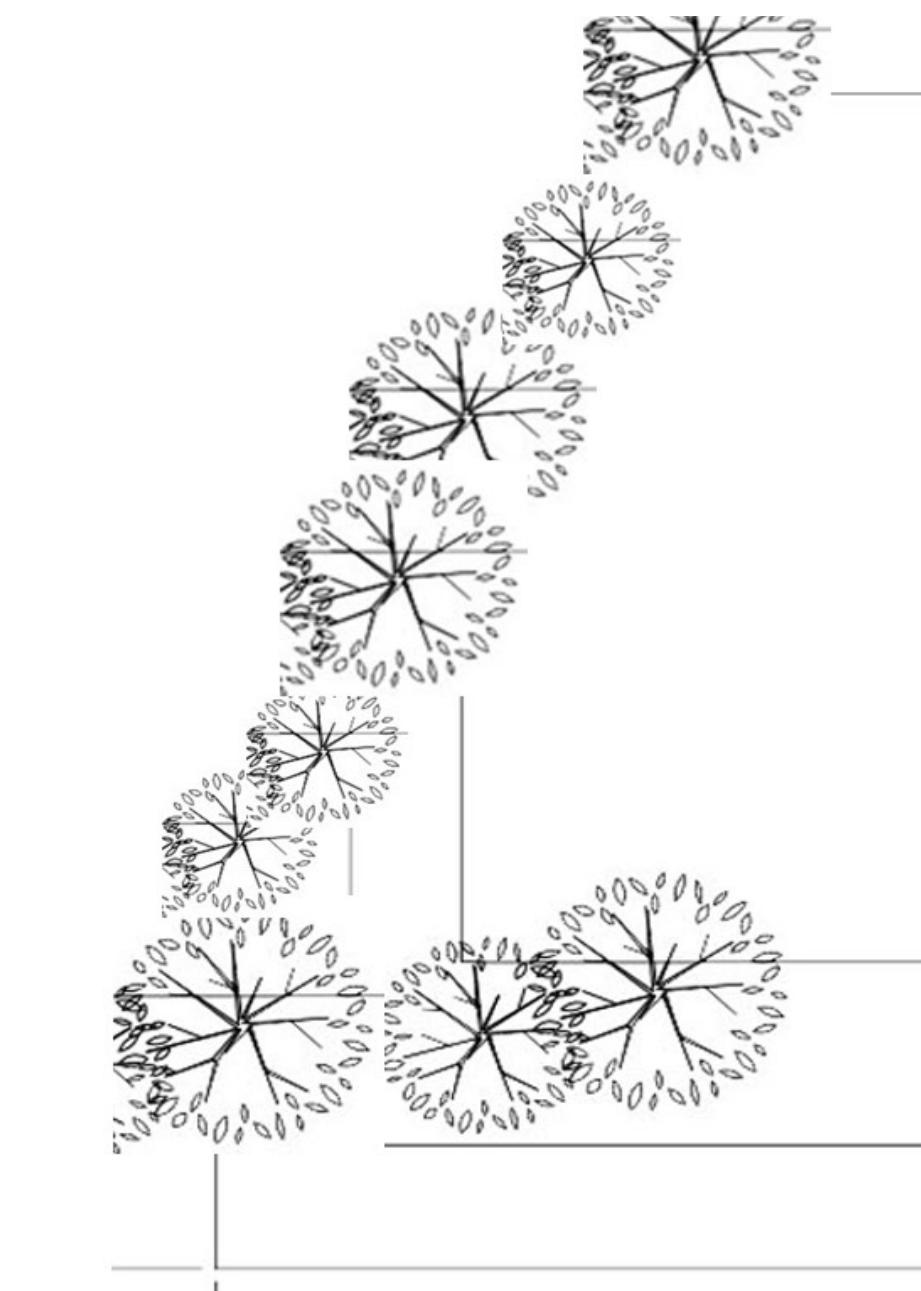
## MODERNISTIC OUTLOOK

## LOW FIDELITY WORKING PROTOTYPE

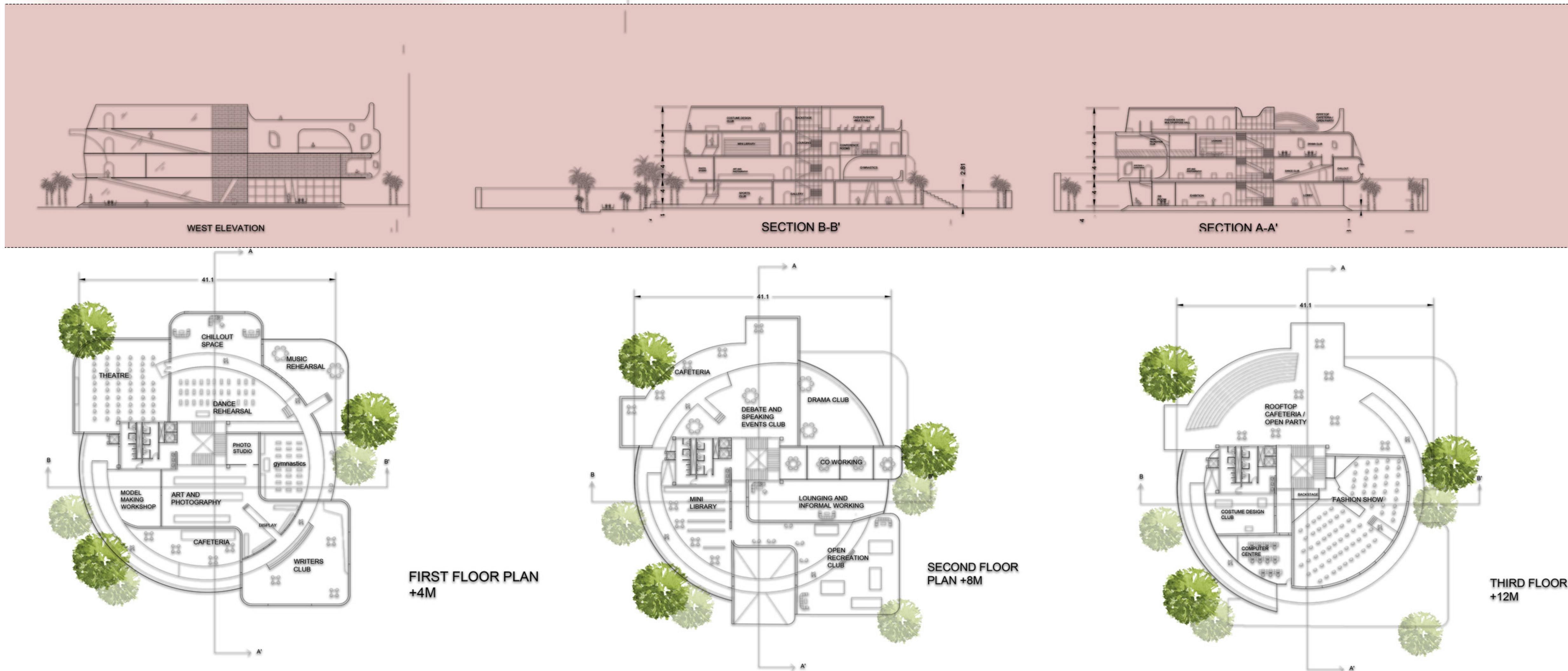
Site continuing with the concept of fluidity and connectivity.

Collection of activities on site mostly involving sports.

Ramp running through series of spaces that are both semi-public, public, open, closed, group activity, individual activity to satisfy the condition of varied experience.



# HIGH FIDELITY WORKING PROTOTYPE



# 3D INTERFACES

## MOCKUPS





## REFLECTIONS:

To design a facility that would maintain a tight bond between the spectator and the participant.

To communicate a design that is revealing of its function, pleasures and purposes.

To communicate a design that is participatory in nature