

taksim square

A COMMON GROUND FOR NEW RELATIONS

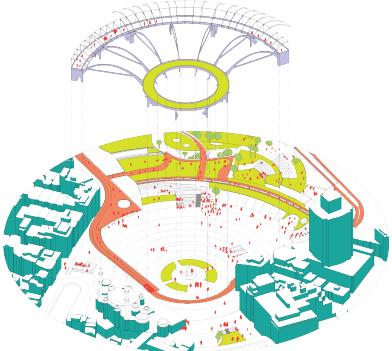
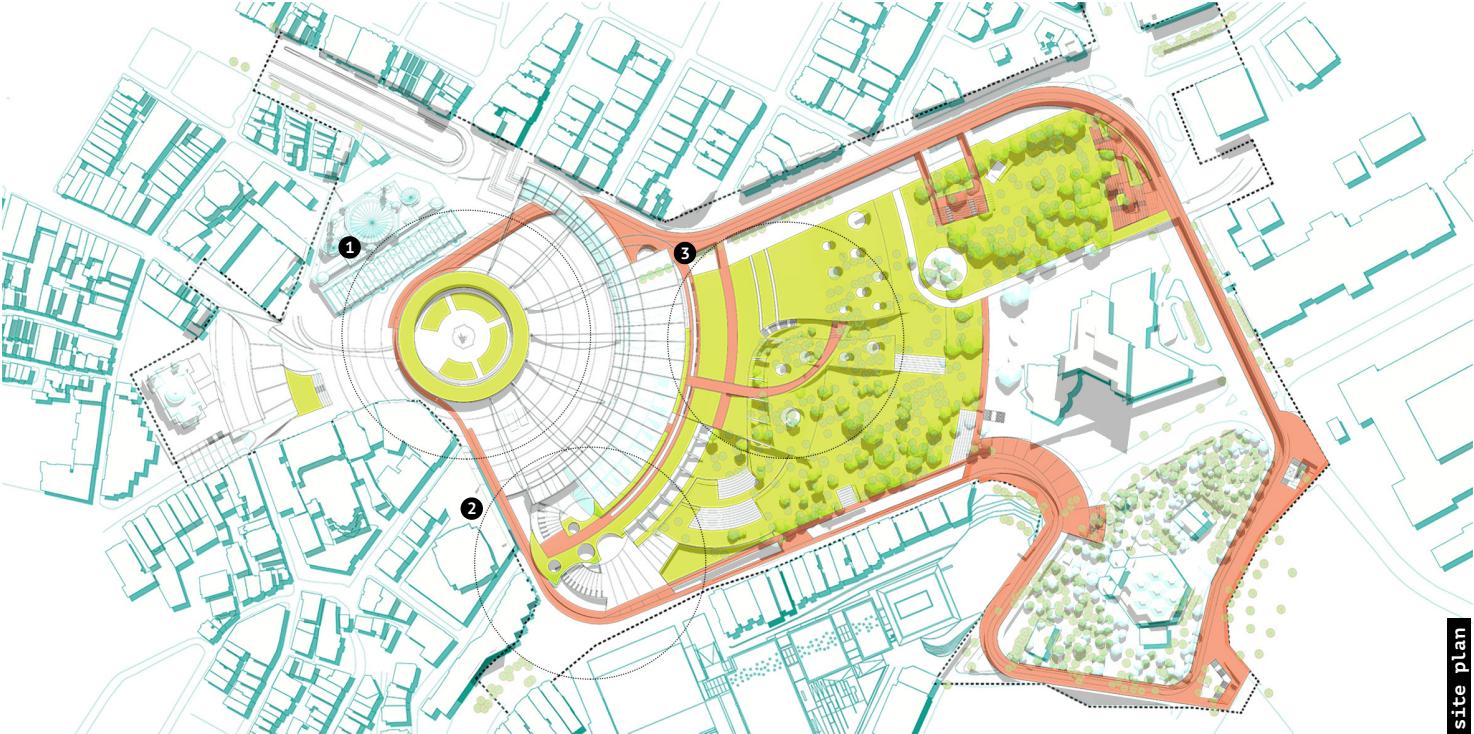
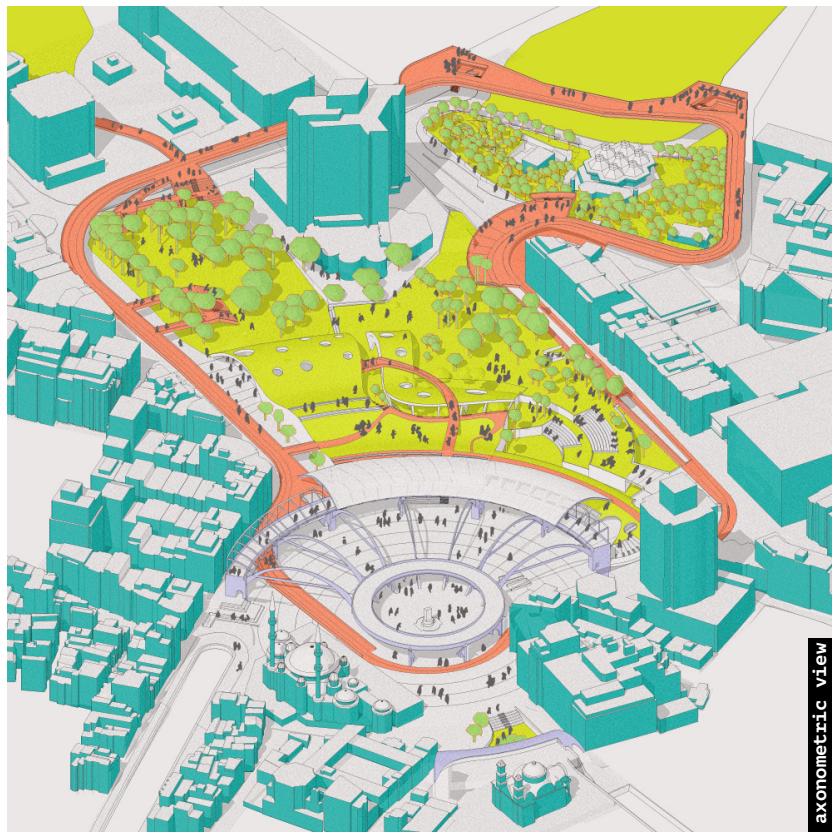
Throughout the years, along with the changes at urban, national and global scales, Taksim has been in a constant state of transformation. Today, the place has become an intersection point of the global and local dynamics and a vessel of their exchange. Being a point of intersection and exchange of such dynamics, the space is constantly exposed to the impacts of both local and global happenings. It is a fluid manifestation of these complex forces. It is hard to define such a place in rigid terms since it exists at the amalgamation of multiple subjectivities.

Owing to the importance ascribed to Taksim, it has become a stage for different power agents to exhibit their ideology. At the same time, the space has always been a realm where marginalized voices can get amplified. What should become of a place that is an archive of collective consciousness? In this project the competition site has been regarded as a public space and the notion of publicness and the qualities of a public space have been debated. One question that arises is to what extent the public space is accessible to different individuals? When the urban life is intertwined with power dynamics and hierarchies, can equal accessibility be the reality? Does it suffice to create spaces open to everyone? Or is it required that such spaces be equipped with qualities that produce new inclusive dynamics? Shifting the focus from individual existence and individual prosperity to an understanding of collectivity and collective wellbeing, the project aims to nurture a new sense of belonging and co-existence.

The world is confronted with a gradually deteriorating global environmental crisis. Today it is imperative we, as humankind, acknowledge the crisis in all its magnitude and attend to it on different scales. Any idea or initiative that does not incorporate such environmental concerns is to lose its validity. Various measures should be taken at individual, local, national and global levels. The measures and moves to be pursued on different scales exert a key impact on the resolution of the issue. The appropriate approach to such a complex issue is to be fully aware of the manifold aspects at all levels and explore the possibilities of creative solutions at the level in concern. In the framework of the project, the concept of sustainability has been elaborated on.

An important design decision is to create a ring of tram, bike and pedestrian lanes surrounding the competition site. The ring starts at Taksim Square, extends till the Ataturk Library and makes its return circuiting the Gezi Park. While developing the ring, a proposal has been made to discharge the Taksim Square of vehicle traffic. By relocating the vehicle traffic at a lower level than the square and replacing it with the newly designed ring, the pedestrian accessibility through the square is strengthened. A further function of the ring is to reconnect Gezi park with the green areas nearby. The competition site is surrounded by fragmented green enclaves. The project aims to revitalize these areas by re-relating them to one another and rendering them more accessible to public. Along the public ring line the vantage points regarding the panorama of the Bosphorus have been analyzed and spotted. At these spots, public spaces have been designed to engage the city dwellers with the scenery. The competition site is geographically favored, opulent with such scenic views of the Bosphorus as it is located on a hill overlooking the waterway. There exist many enterprises in the vicinity enjoying this blessing and generating profit based on it. These enterprises typically manifest themselves as high-rise buildings with rooftops, which impairs the silhouette of the Bosphorus. The scenery spots designed along the ring, do not surpass the height of the surrounding buildings and thus do not disrupt the valuable silhouette. Nor do they have commercial concerns, making them public spaces accessible to everyone.

In the design process of the public ring, two concerns came into play. The first issue to settle was the lighting of the underground vehicle traffic. To receive natural light along the vehicle road, openings providing a rich spatial experience through different levels have been designed. The second concern was to create connection nodes between the public ring and the existing transportation network. Taksim square is a significant urban transport node as well as an intersection point of different public transportation lines. The ring has been connected at different points to bus stops and subway stations.

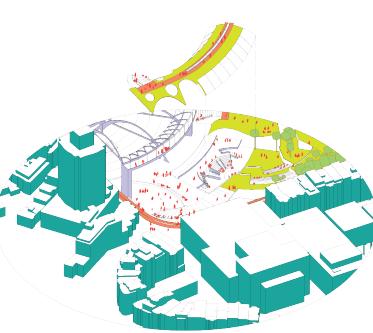


1. TAKSIM SQUARE

The main lighting system is designed in two complementary parts. The second will be in the form of a partial ring starting from the surrounding buildings at a 10-meter distance. It will be surrounding the square from the Ataturk Cultural Center to the start of the avenue coming from Sisli. The height will be slightly above the apex point of 13 meters in the square, overlooking the whole shell roof structure and descend compatible with the waves surface inclination reaching the Ataturk Cultural Center. This partial ring space happens to surround the Monument of the Republic at a high level. It is in marked visual interaction with the Monument. This invaluable space is planned to be used as an exhibition area with the premises symbolized by the Monument of the Republic. The below part of the exhibition site will be used for the illumination with all its expanse.

2. HUB FOR ARTS AND CULTURE

One of the prominent buildings around the competition site is the Ataturk Cultural Center. The building bears a symbolic meaning as a cultural hub and this symbolic meaning has been accumulated through generations. Today, as the building is being renovated, it aims to become an even more expansive cultural node than before. In addition, Taksim as a neighborhood has been and still is the convergence point of culture and arts. Various high and sub-cultures find life in Taksim and coexist in a creative manner. Considering these dimensions, an independent hub for arts and culture has been proposed within the competition site. The hub is designed to enhance the transition between Ataturk Cultural Center and the Taksim Square. It also connects the Taksim square to the Gezi Park through different levels.



3. FARMERS MARKET

The question of how the needs of the growing urbanized population should be catered for is one that needs to be answered. In this regard, the food supply chain poses a design problem for today's and future urban areas. The existing global food supply is far from being sustainable and is detrimental to nature as it is profit-based. In today's globalized world it is difficult to envision an alternative system since the market operates at a scale that has outgrown control limits. Global as the problem seems to be, the resolution can be achieved through local initiatives since such organizations undertaken at local levels present a control potential over the supply chains. Taking into account the aforementioned concerns, a farmers' market arrangement at Gezi Park is proposed. The impact of grassroots initiatives such as farmers' markets is intensified when backed up by state resources. Thus, next to the farmers' market a museum proposal is offered. The museum will be a center for archiving and research for Turkey's agriculture and cultural heritage. Such organizations are also key factors in implementing a cultural shift as they raise public awareness.

kadıköy port

PARTICIPATORY DESIGN FOR CITY SQUARE

The Kadıköy Pier and its surroundings are located at the intersection point of public transport lines of ferries, buses, minibuses and the subway and thus has intense pedestrian flow. Besides being an interchange terminal, this area is a meeting point of vigorous cultural and art activities. Despite this density, the area suffers from frequent interruptions in the pedestrian flow and the pedestrian routes end up functioning as secondary to the vehicle routes. As proposed in the project, the reconfiguration of the vehicle roads aims to provide a solution to the heavy of Kadıköy, and at the same time strengthens the existing pedestrian axes. The locations of the bus, minibus and collective taxi stops are designed considering the present pedestrian routes. While different public transport lines connect to one another, the pedestrian access to the city center (Kadıköy, Çarşı, Moda and Yeldeğirmeni) is improved. Along the pier line there is a dense pedestrian traffic. This area is planned as a promenade area along with a bicycle lane which connects to the bicycle lane and the promenade lines coming from Moda.

Another problem which requires resolving is the temperature island effect stemming from the heavy use of concrete. In order to solve this problem and improve the public space along the waterside the green area ratio is increased and wooden deck areas are proposed.

Although the city problems and the decisions taken regarding the city are issues that directly concern the users, the environments where the users can reflect on these issues and express themselves effectively are limited. The users cannot establish direct contact with the city in this context and can have indirect and sparse influence through their own living spaces. It is necessary for sustainable urban design to strengthen this relationship and bring the inhabitants closer to the city. While thinking about the issue of participation in urban design, the question was asked what could be the alternative ways of including the user in design decisions in an architectural competition platform. During the pandemic process, it was thought that the QR codes, which entered our lives thoroughly with non-contact measures and became an interaction method, could establish this connection, and the QR codes directing the questionnaire were placed in different parts of the area. Writings / images thought to be of interest to the city dweller were placed around the QR codes.

Although the coastal strip is defined as a public space, it cannot show public characteristics due to the lack of interaction. The coastal strip, which is used extensively, is very weak in terms of contributing to public life. The proposed project aims to establish new networks of cooperation and solidarity among individuals and interprets the city as a living organism open to user interaction. The urban square represents the freedom of city users to come together and express themselves. It has harbored these dynamics since the past and it is important to enhance it with surrounding functions. Thus the square is surrounded by pedestrian and bicycle axes and its relation to the green area and the sea has been strengthened. In addition, KADIKÖY AM-PHYTHEATER, KADIKÖY COMMUNITY GARDEN and BAZAAR have been proposed to the area to support the mentioned dynamics.



cosmos//another reality

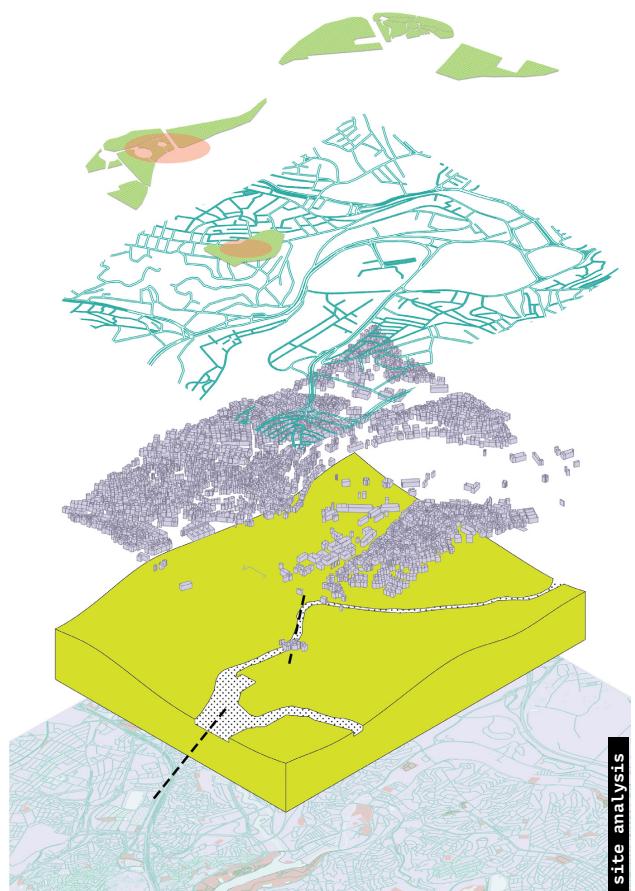
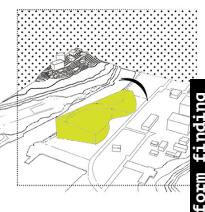
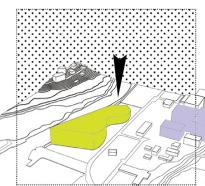
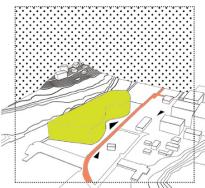
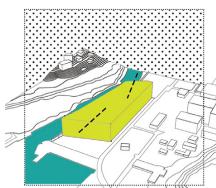
COMPUTER GAMING AND VIRTUAL REALITY HUB

cosmos//another reality is a computer gaming and virtual reality hub located in sultanahmet istanbul. through the design process of cosmos, the notions of 'computer gaming' and 'virtual reality' have been researched within different contexts and their relevancy to everyday life and to the urban fabric has been explored.

'computer gaming' emerges as a multifaceted phenomena that has significant impact on various realms of life such as arts, sports, technology and entertainment. 'virtual reality' another impactful phenomena shaping our century, is getting more and more embedded to our physical reality as our physical space gets 'augmented'. the line between the virtual and the physical diminishes. cosmos, a hub for computer gaming and virtual reality, is a space where the virtual becomes physical and vice versa. it is a space where another reality is experienced and experimented with, a space beyond the duality of virtual and physical. a space of diminishing lines, as the augmented space molds our perception and frees our thinking from dichotomous frameworks, the oppositional notions and dialectic understandings of before come into questioning as well. the cosmos is surrounded by halic/golden horn on one side and a university campus on the other, as the integral component of the design approach, the cosmos and its surroundings have been dealt with as interacting and interdependent entities.

SITE ANALYSIS the site is adjacent to the santral campus of bilgi university and currently serves as an open parking lot for the premises. the site and the campus are separated by a vehicle road a pedestrian promenade, the entrance to the campus is through the promenade along the east border of the site. the sultanhane power plant was the first urban-scale electrical power plant project in ottoman empire. it was istanbul's sole electricity provider from 1914 to 1952 and the area is one of turkey's top industrial heritage sites. in 1983 the power plant terminated production and since 2007 it serves as a centre for education, culture and arts as the santral campus for bilgi university.

FORM FINDING the prominent element in the surroundings of the site is halic which is as well a distinguishing feature of istanbul. the waterway crawls up from bosphorus into the city like a snake twisting and changing its axis along the way and defining an exciting shoreline. the site is located on a spot where halic bifurcates into two arms and has a clear view of the water on the south facade on ground level.



STRUCTURE exploring the grid as the structural unit of the cosmos, how can the grid not dictate the form but rather be derived from it? an alternative grid is derived from the variables of the surroundings. the building envelope of the cosmos consists of three separate shell structures that come together to form the outer skin. the space between the cosmos and its surroundings, the main structural unit of the steel truss system is the backbone which erects at the central axis curve of the alternative grid. through the backbone crosses an oblique path that originates from the ground floor and circulates through each level.

INTERNAL ORGANIZATION video games are a growing phenomenon that has affected different areas of life. they are widely accepted as the century's dominant art form and their cultural value is acknowledged thus they are curated and collected. they have become a popular sport branch and have followers all around the world. they also trigger scientific and technological development. in cosmos, all aspects of video games are explored and experienced. the spaces are arranged so that all of these disciplines can function well. library is surrounded by an exhibition area, working spaces and classrooms. this part acts as a node for cultural and sociological aspects of video-games. on the southern part, the arena is located and it is surrounded by related spaces such as an e-sport facility, and a gym. on the upper levels labs, and working spaces are located. this part serves as a node of scientific and technological innovation. the interaction between these nodes are sustained by circulation and the atrium.

