



SAHMAT BAR

HISTORICAL SITE REPURPOSING

project type:	Academic exchange workshop
end date:	feb 2023
duration:	1 week
teammates:	E. Abdullayeva G. Deangeli N. Mahmudova R. Murtuzaliyev
whereabouts:	Old Karavenseraj, Baku city center, Azerbaijan

Italian and Azerbaijani students collaborated for the requalification of a city Caravanseraj, a fortified inn where historically travelers and merchants could rest and trade safely. The place has been redesigned as a club specifically dedicated to board games, especially chess and backgammon, which are very popular in the Caucasian region and which represent an important part of the local culture.

RECEPTION SPACE

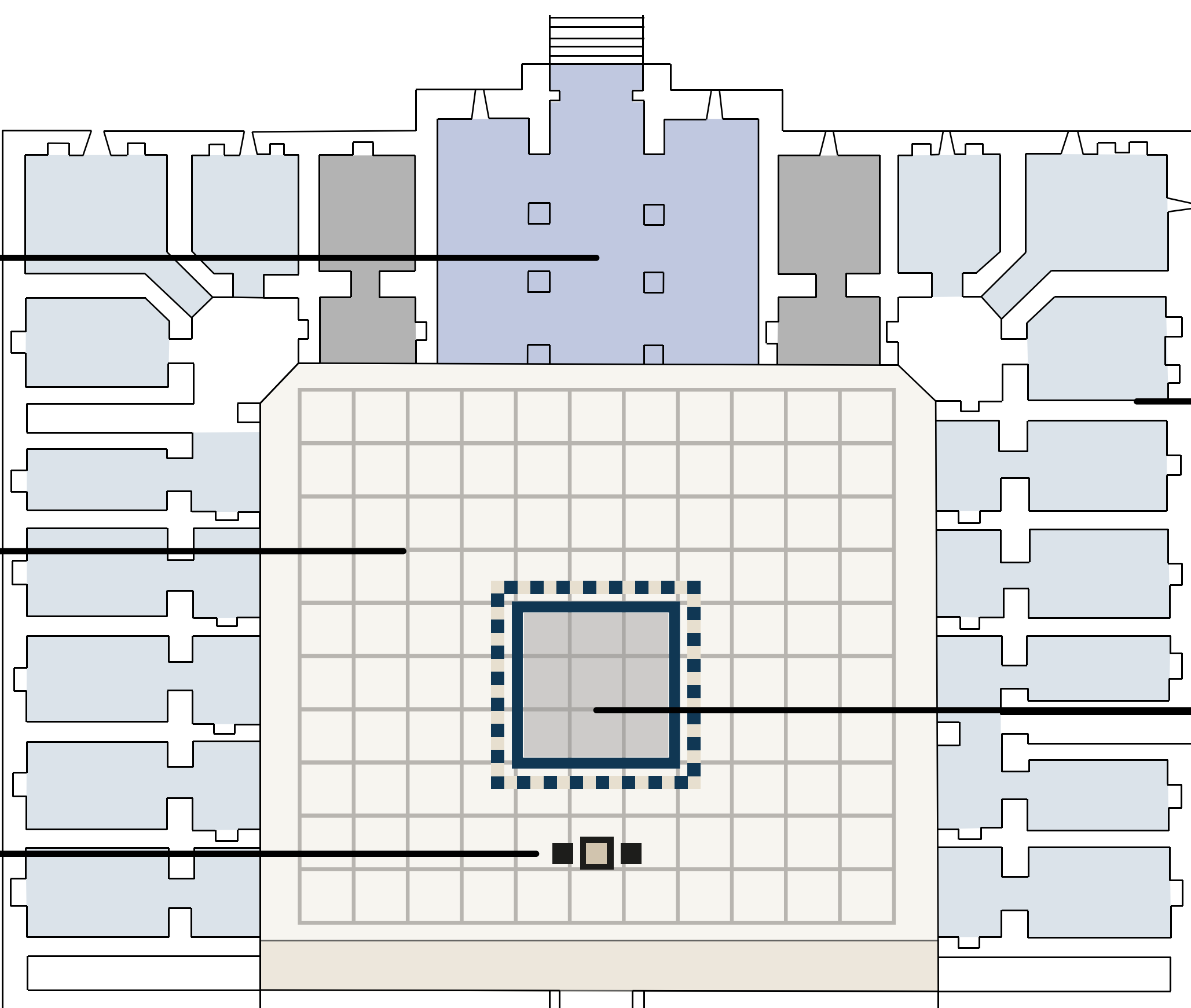
for welcoming guests at the entrance, wardrobe service is provided

LARGE CENTRAL HALL

the open epicenter of all social activities, where most of the seating is found.

SPOTLIGHT BOARD

reserved for games of public interest



BOOKABLE SIDE ROOMS

intimate spaces that can be requested and occupied by private groups

SQUARE BAR COUNTER

positioned in the planimetry center

FOSTERING INTERCONNECTION THROUGH CHALLENGES AND DIALOGUES

Caravanserais once supported the flow of cultures and people across a huge regional network. The team tried to preserve the same spirit of sociability by declining it in a new modern way, creating a space that favors dialogues. Board games are thus an opportunity to forge human relationships, in line with the original purpose of the environment.



A MODERN APPROACH LINKED TO TRADITIONS

A specific range of furniture has been designed for the club spaces; The simple modern tables, available in many dimensional variations, play on the contrast with the antiquity of the building itself. Some room dividers promote the privacy and tranquility of the players, taking inspiration from the key theme of traditionally woven carpets and maintaining continuity with the past

The position of the gaming stations is not casual: tables and dividers are positioned according to an L-shaped layout, like the movements of the knight in a game of chess. This way, waiting is favored and an optimal spacing is obtained for players' focus.

