



SAHMAT BAR

HISTORICAL SITE REPURPOSING

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| 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

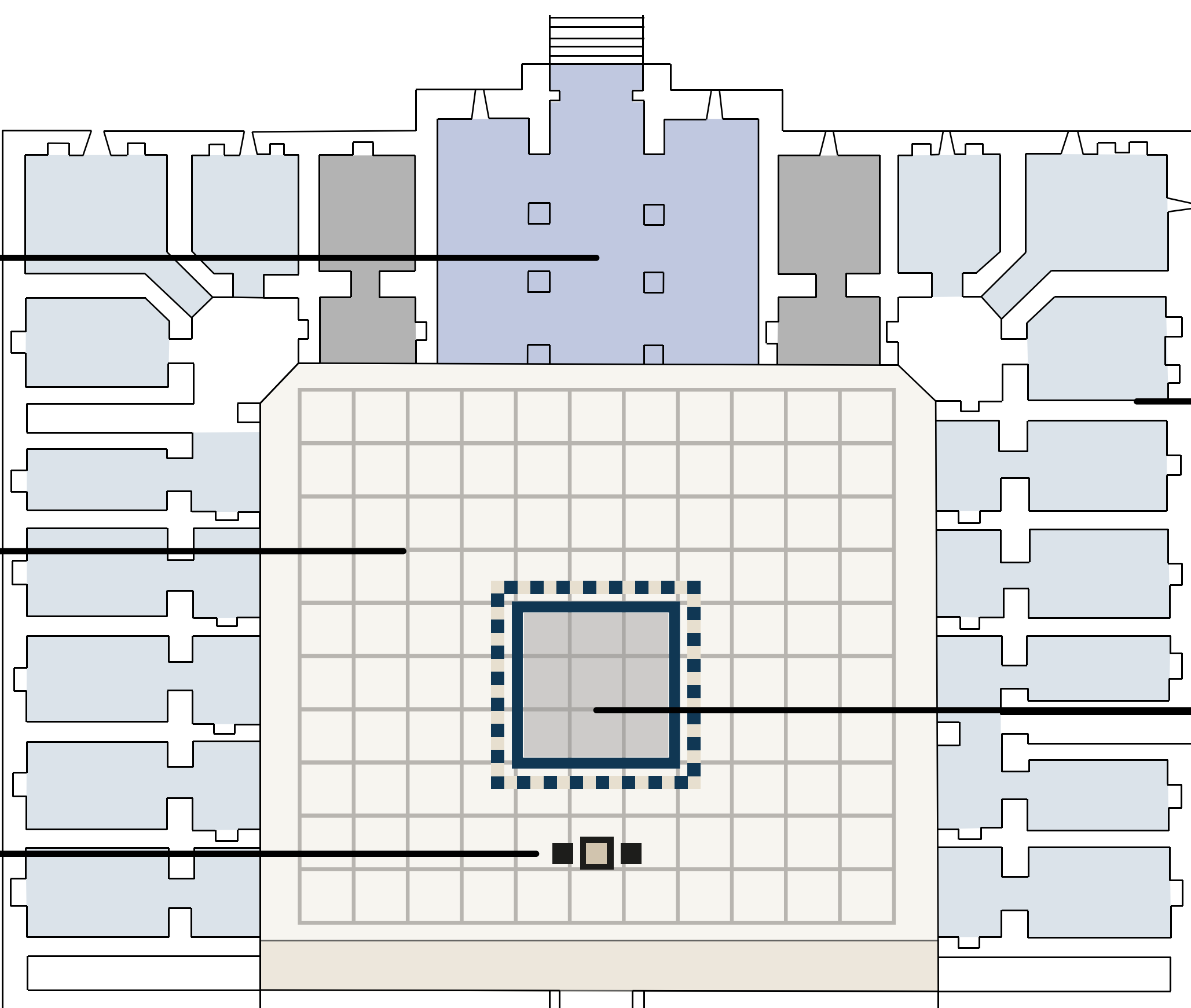
for **welcoming guests** at the entrance, wardrobe service is provided

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.

