

ARC

401

MD. ASEF E ALAM

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REVIVING MOHAMMADPUR TOWNHALL AREA:
IDENTITY OF A PLACE

COURSE INSTRUCTORS

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TASFIN AZIZ

PROJECT 1

[RE] THINKING INFORMAL PUBLIC SPACE FOR
SOCIALIZATION CONSIDERING THE SOCIAL
DISTANCING

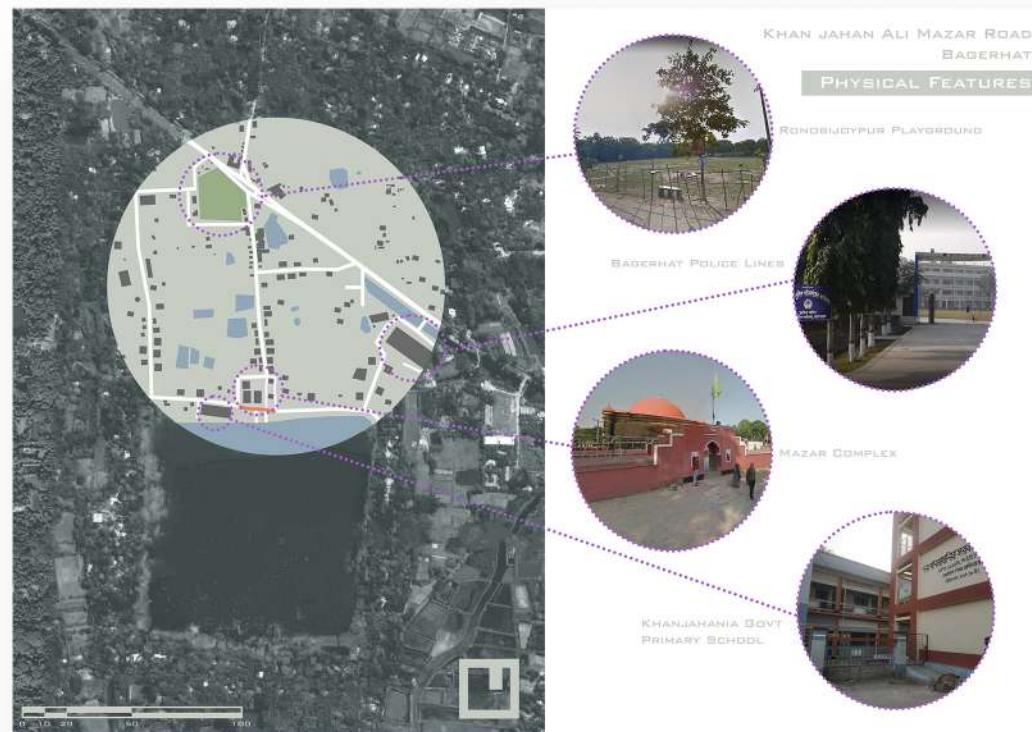
FOR THIS DESIGN EXERCISE, LEARNERS ARE ADVISED TO
FIND AN OPEN SPACE THAT SHE/HHE USES FOR INFORMAL
SOCIALIZATION WITH FRIENDS, NEIGHBORS, PEERS, AND
ALSO WITH 'MAMAS'-- CHA-WALA, ADDA SPACES, PLAY
SPACES ETC. AND HOW SHE/HHE CONNECTS TO THAT
SPACE. CONSIDERING THE COVID-19 SITUATION; SOCIAL
DISTANCING, OCCASIONAL LOCK DOWN, AND RESPOND
OF OTHER USERS, LEARNERS ARE ALSO ADVISED TO
RE-THINK THE SPACE AND TO DESIGN ACCORDINGLY.

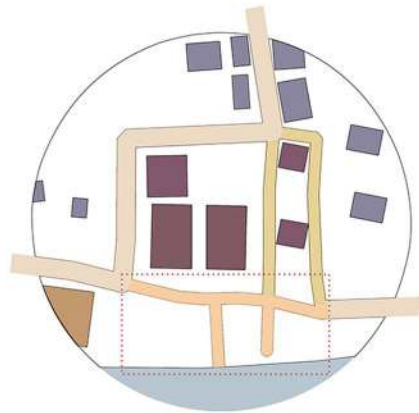
THIS EXERCISE FOCUSES ON THE OUTDOOR URBAN
SPACES BEING USED IN EVERYDAY LIFE, IT'S
INFORMALITY AND DYNAMICS OF FUNCTIONING IN
INDIVIDUAL AS WELL AS IN THE COMMUNITY LEVEL. THIS
IS FROM STUDENTS

TO LEARN FROM THEIR OWN STORIES, TO RE-THINK AND
TO TRANSFORM THE THOUGHTS INTO DESIGN FOR
SHAPING THE SPACE OF EVERYDAY LIFE.

A SMALL CHANGE CAN HAVE A LARGER IMPACT ON
URBAN SPACE.

PROJECT DURATION: THREE (03) WEEKS





SITE PLAN



● SITE

● WATER BODY

ROADS / CONNECTIVITY:

● SECONDARY ROAD

● TERTIARY ROAD

BUILDING PATTERN:

● MAZAR COMPLEX

● SHOPS / TEA STALLS

● SCHOOL



PHYSICAL FEATURES

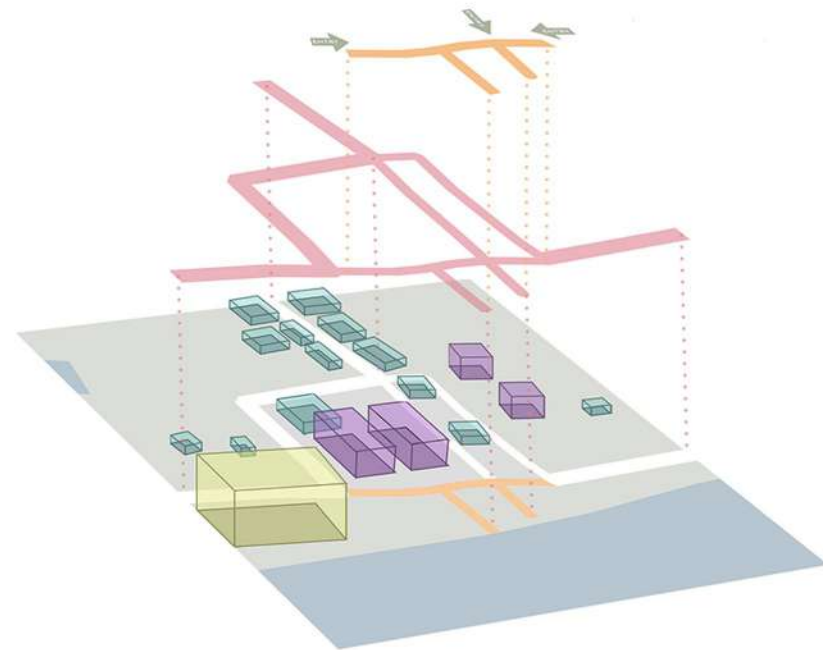
FLOOR HEIGHT:

● 1 STORY

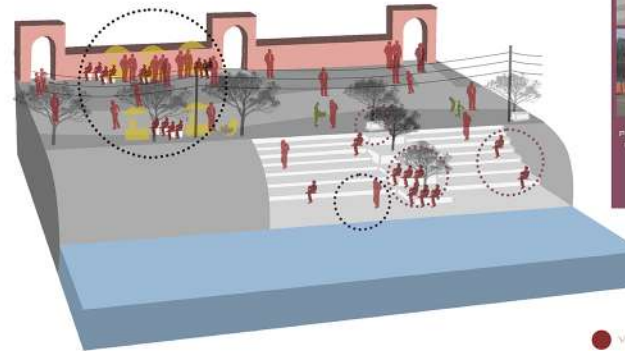
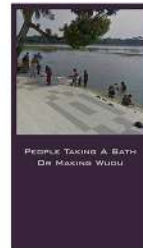
● 2 STORY

● 3 STORY

⇒ ENTRY



OVERVIEW



USAGE

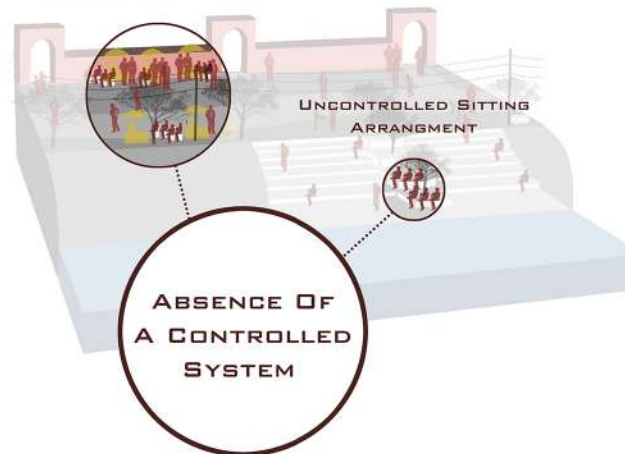
EVENTS THAT FORM SIMULATIONS



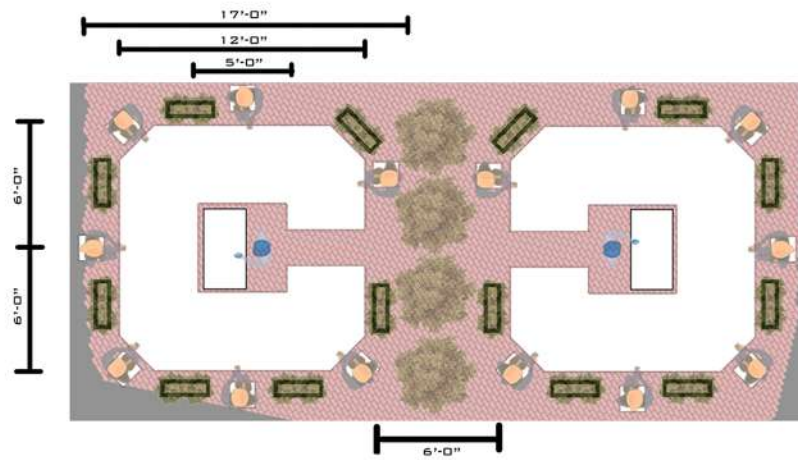
- VISITORS
- REGULAR VENDORS
- IRREGULAR VENDORS
- FURNITURES
- WATER BODY

ISSUE IDENTIFICATION

UNCONTROLLED INTERACTIONS BETWEEN VENDORS AND BUYERS

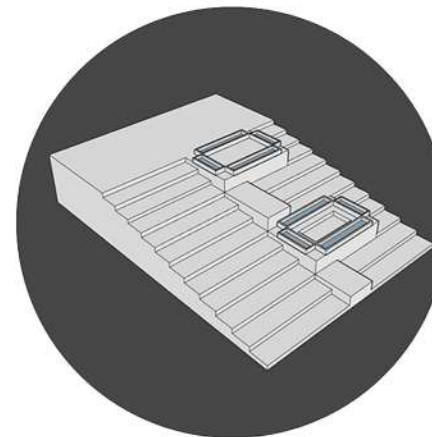
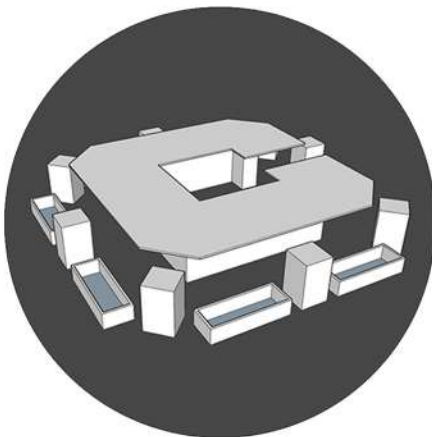
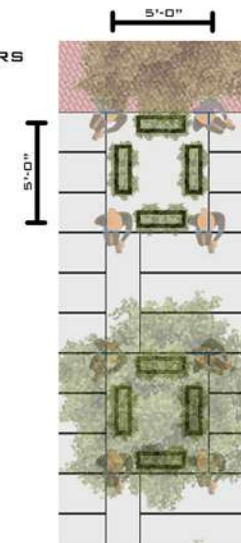


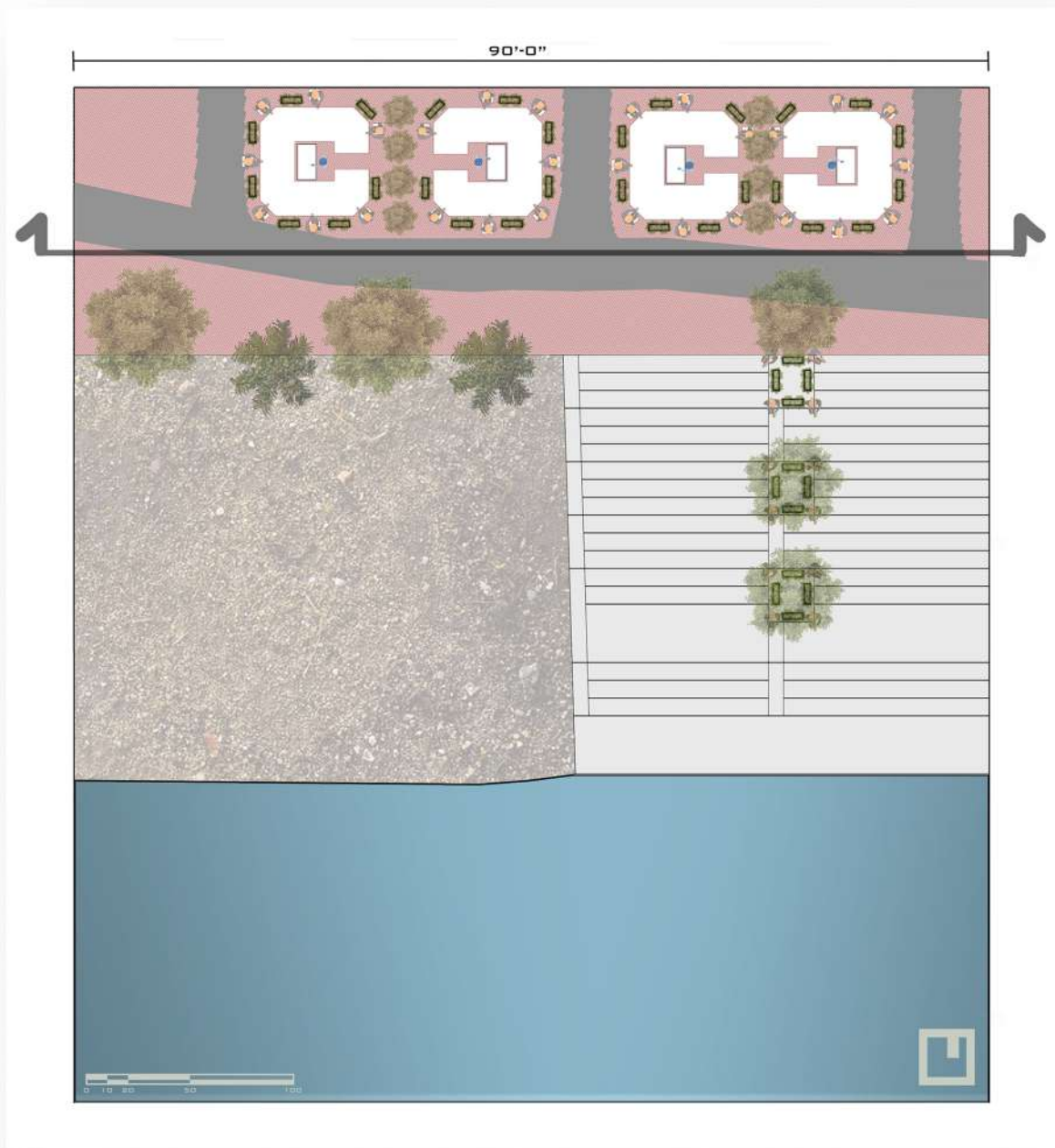
RE DESIGNED STALL FOR VENDORS AND USING PLANTER BOXES TO CREATE BARRIERS



DESIGN DECISIONS

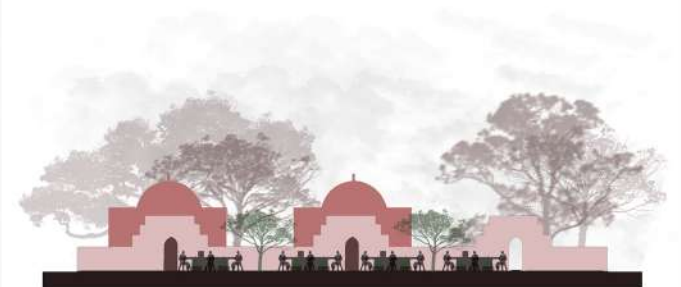
DESIGN STRATEGIES





DESIGN DECISIONS

IMPLEMENTATION OF THE DESIGN STRATEGIES



PROPOSED DESIGN



PRESENT CONDITION

PROJECT 2

REVIVING MOHAMMADPUR TOWNHALL AREA: IDENTITY OF A PLACE

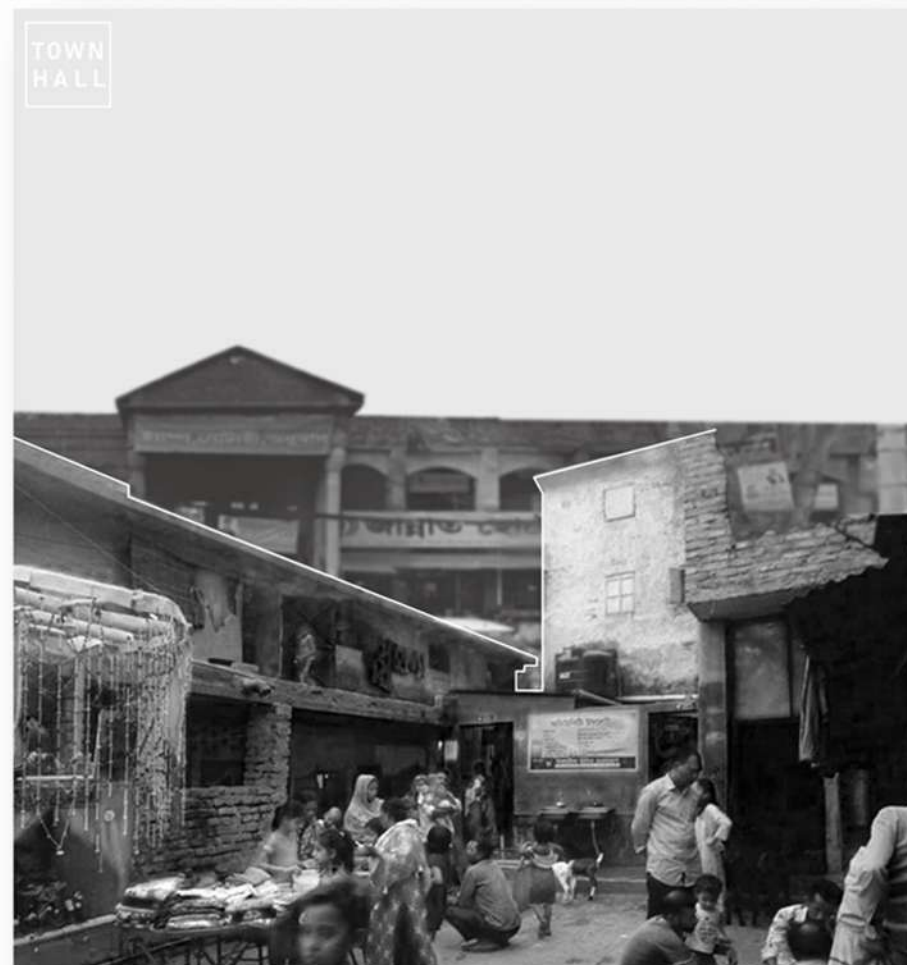
USUALLY, A TOWN HALL OR CITY HALL IS A BUILDING OF CITY ADMINISTRATIVE AUTHORITY WHICH IS USED FOR THE ADMINISTRATIVE PURPOSE FOR THAT CITY. THE TERM 'HALL' IS USED AS THE BUILDING USUALLY ACCOMMODATES A BIG HALL ROOM OR ASSEMBLY PLACE WHERE ANY MEETING WITH COUNCILORS OR STAKEHOLDERS CAN BE HELD. GRADUALLY TOWN HALLS IN EUROPE, UK AND AUSTRALIA STARTED TO ACCOMMODATE FACILITIES FOR VARIOUS CIVIC AND CULTURAL ACTIVITIES, LIKE, EXHIBITIONS, ART SHOWS, STAGE PERFORMANCES, FESTIVALS ETC. MODERN CITY HALLS ARE DESIGNED IN A MORE FLEXIBLE WAY SO THAT THESE MAY CATER THE CITIZENS IN VARIOUS WAY AND CAN BE IDENTIFIED AS AN ICONIC OR SYMBOLIC PLACE FOR THE CITY, CONNECTING THE BUILT ENVIRONMENT WITH THE SOCIAL ENVIRONMENT.

MOHAMMADPUR TOWN HALL WITH ITS CURRENT FUNCTIONS, ADJACENT AMENITIES AND PHYSICAL FEATURES SERVES VARIOUS NEEDS OF THE PEOPLE OF THAT LOCALITY. THE AREAS' CURRENT FEATURES, PHYSICAL STRUCTURES AND USES DEMANDS A SERIES OF SERIOUS INVESTIGATIONS AND EVALUATIONS SO THAT ITS PROPOSED DESIGN MAY MEET THE CURRENT AND FUTURE NEEDS IN A FLEXIBLE AND COMFORTABLE WAY AND AT THE SAME TIME IT MAY UPHOLD THE IDENTITY OF THAT PLACE.

PROJECT DURATION: NINE (09) WEEKS

PROJECT TYPE: PHASE 1 (GROUP OF FOUR)

PHASE 2 (INDIVIDUAL)



KEY FINDINGS FROM ANALYSIS



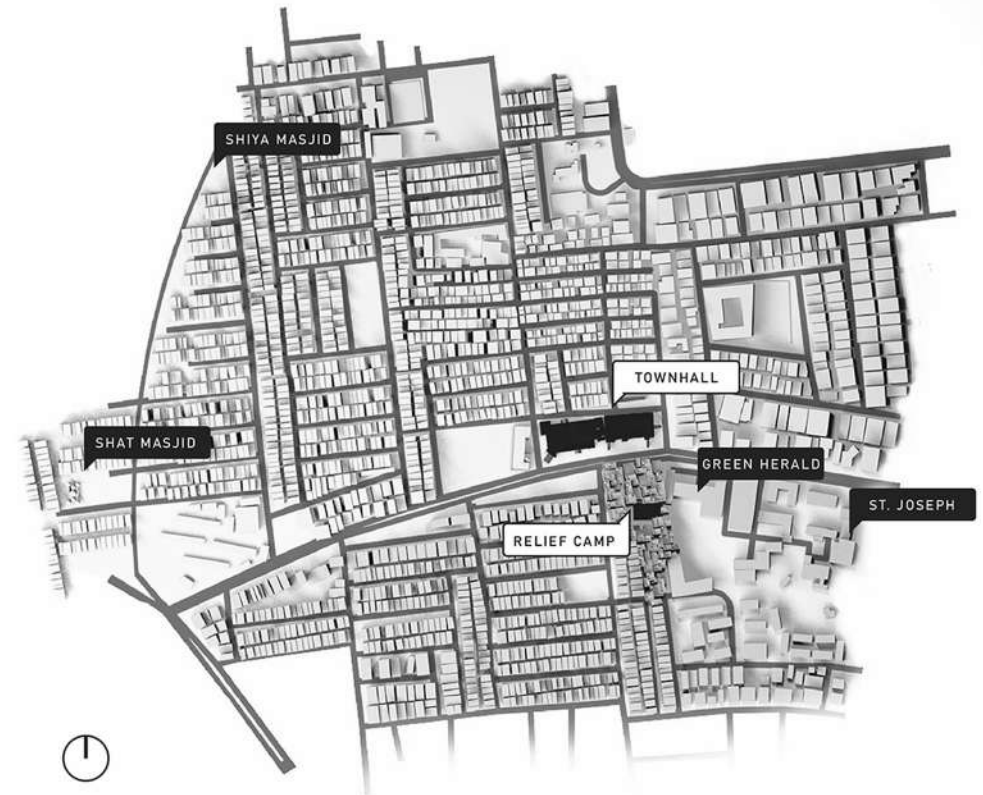
THE OLD TOWNHALL SERVED THE NEIGHBORHOOD AS A CULTURAL HUB



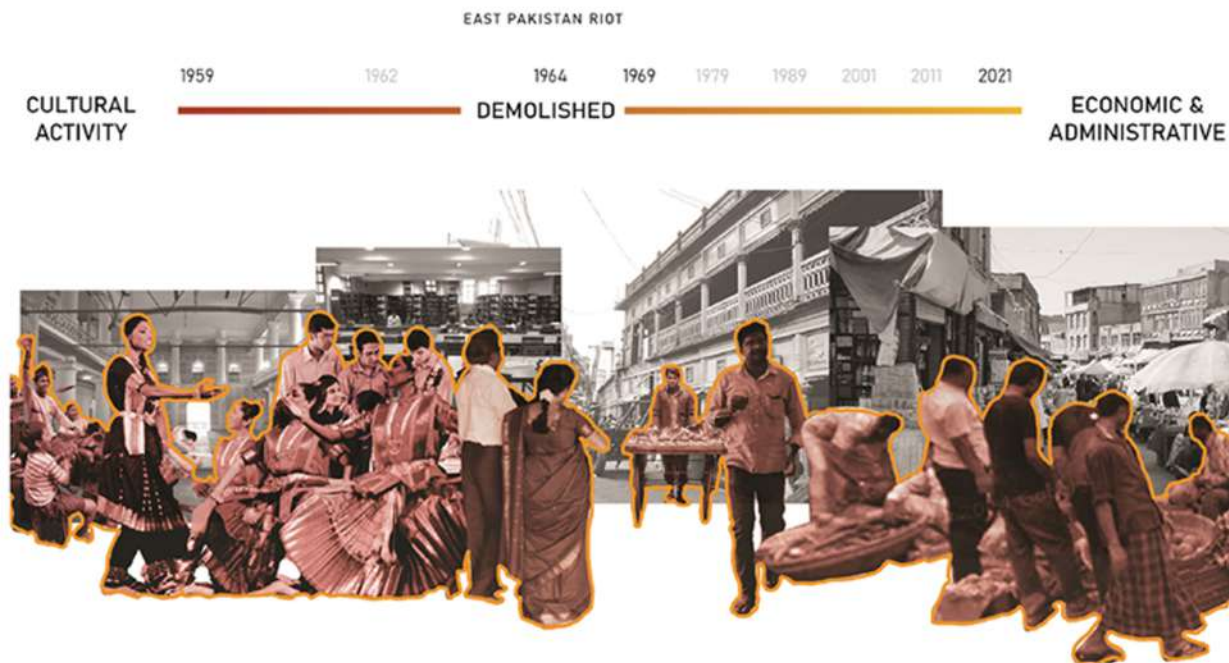
THE URDU SPEAKING COMMUNITY RETAINS SOME INHERITED SKILLS ON TRADITIONAL WORK TO CONTINUE



THE LOCATION OF CURRENT TOWNHALL POSSESSES GREAT POTENTIAL TO BE A SOCIO-ECONOMIC HUB



IDENTIFIED ISSUES



01

ABSENCE OF ROBUSTNESS THROUGH TIME

LACK OF CIVIC FACILITIES

- FRAME OF MIND OF THE COMMUNITY
- EXISTENTIAL CRISIS OF CULTURAL ACTIVITIES

[BENTLEY: RESPONSIVE ENVIRONMENT, BENTLEY L. ET AL, 1993]

IDENTIFIED ISSUES

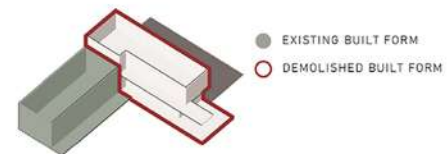
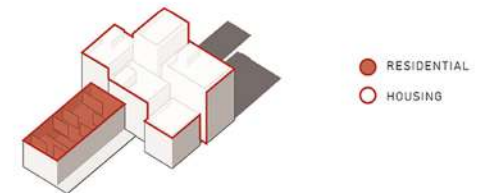
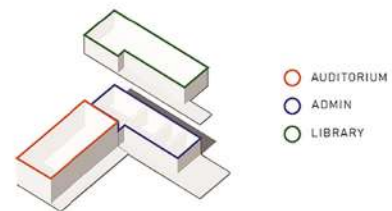
02

OBSOLETE HERITAGE

ABSENCE OF HISTORY

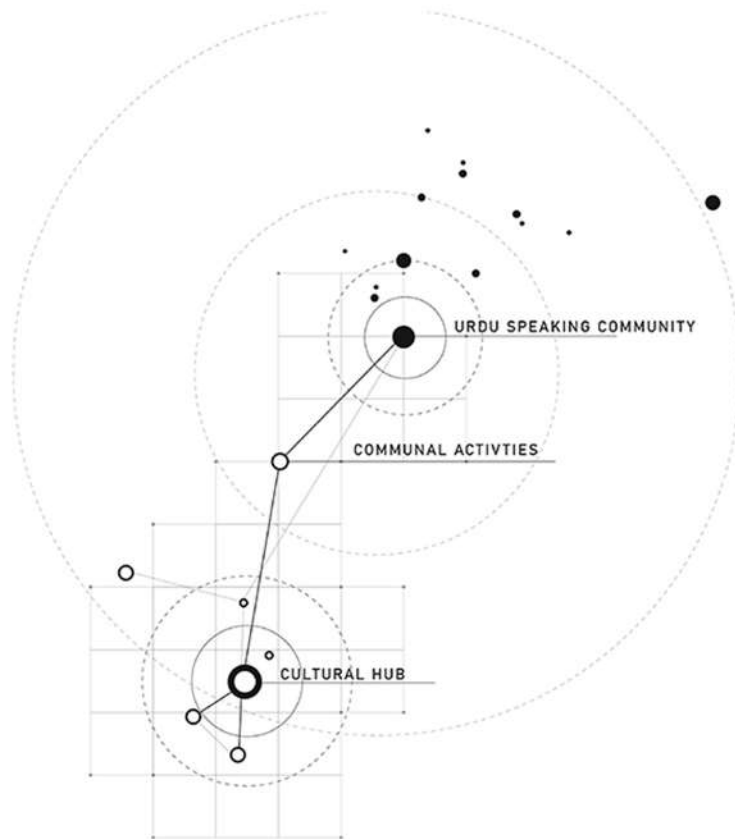
- **INTANGIBLE HERITAGE** BEING THE CULTURAL VALUE OF OLD TOWNHALL.
- **TANGIBLE HERITAGE** BEING THE SPATIAL VALUE OF OLD TOWNHALL.

INTANGIBLE HERITAGE



TANGIBLE HERITAGE

DESIGN STRATEGIES



01

SOCIAL INTEGRATION

BALANCE BETWEEN CIVIC & ECONOMIC ENTITY

- CULTURE AS AN ENABLER OF ECONOMIC & SOCIAL DIMENSIONS FOR SUSTAINABLE DEVELOPMENT
- ACTIVE PARTICIPATION OF NON-BENGALI MUSLIM COMMUNITY

DESIGN STRATEGIES

REVIVAL OF HISTORY

1

SENSE OF PLACE

2

SENSE OF IDENTITY

3

SENSE OF EVOLUTION

4

SENSE OF OWNERSHIP

5

SENSE OF COMMUNITY

02

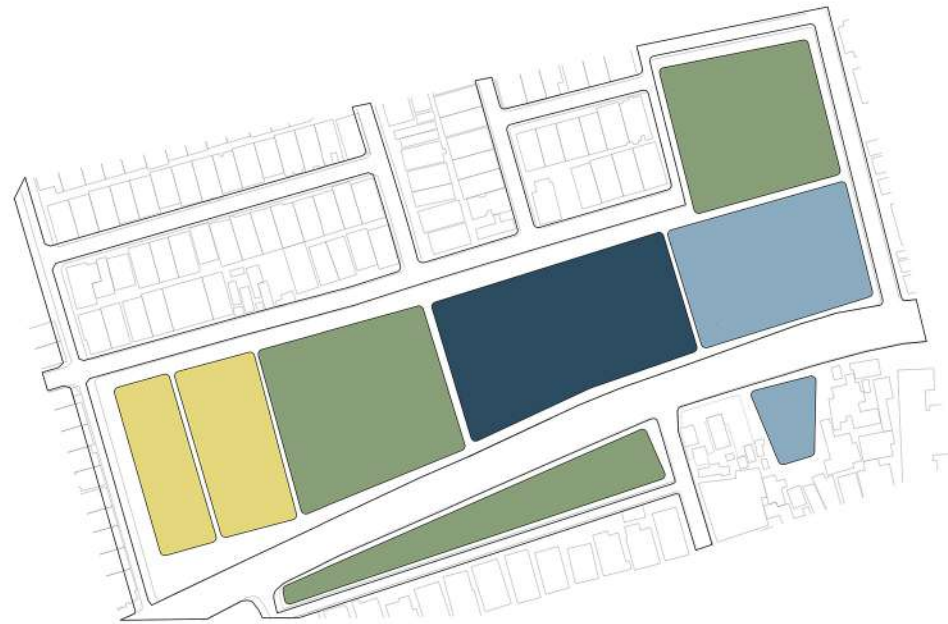
REVIVAL OF HERITAGE

REVITALIZATION OF TRADITION

- REVIVING **INTANGIBLE HERITAGE** TO ACHIEVE CULTURAL INCLUSIVITY.
- REVIVING **TANGIBLE HERITAGE** TO CREATE ECONOMIC POTENTIALS.

[Dorovan Rypkema, Culture, Historic Preservation and Economic Development in the 21st Century, 1999]

DESIGN MANIFESTATION



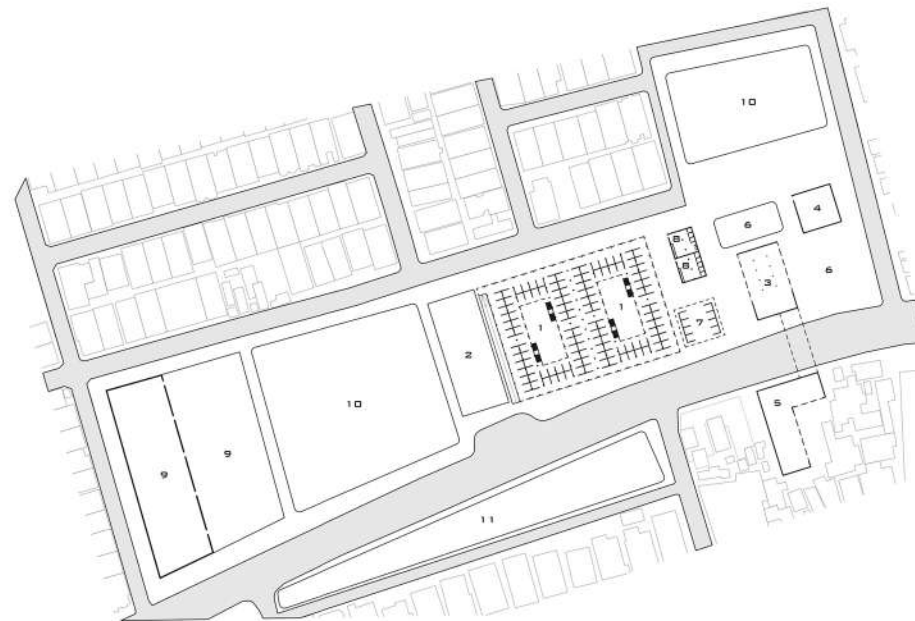
 MOSQUE

 GREEN SPACE

 COMMERCIAL ZONE

 CULTURAL ZONE

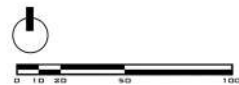
DESIGN MANIFESTATION



- 1 SHOPS & ADMIN
- 2 BAZAR
- 3 AUDITORIUM
- 4 LIBRARY
- 5 EXHIBITION
& TRAINING
- 6 PERFORMING ART
- 7 CAFE
- 8 W/C
- 9 MOSQUW
- 10 PLAYGROUND
- 11 PARK



DESIGN STRATEGIES



- PRIMARY VEHICULAR ROAD
- SECONDARY VEHICULAR ROAD
- SIDE WALK

