

Rahul an Architecture student entered the hotel for his first day. He felt excited to look around and observe the hostel life.



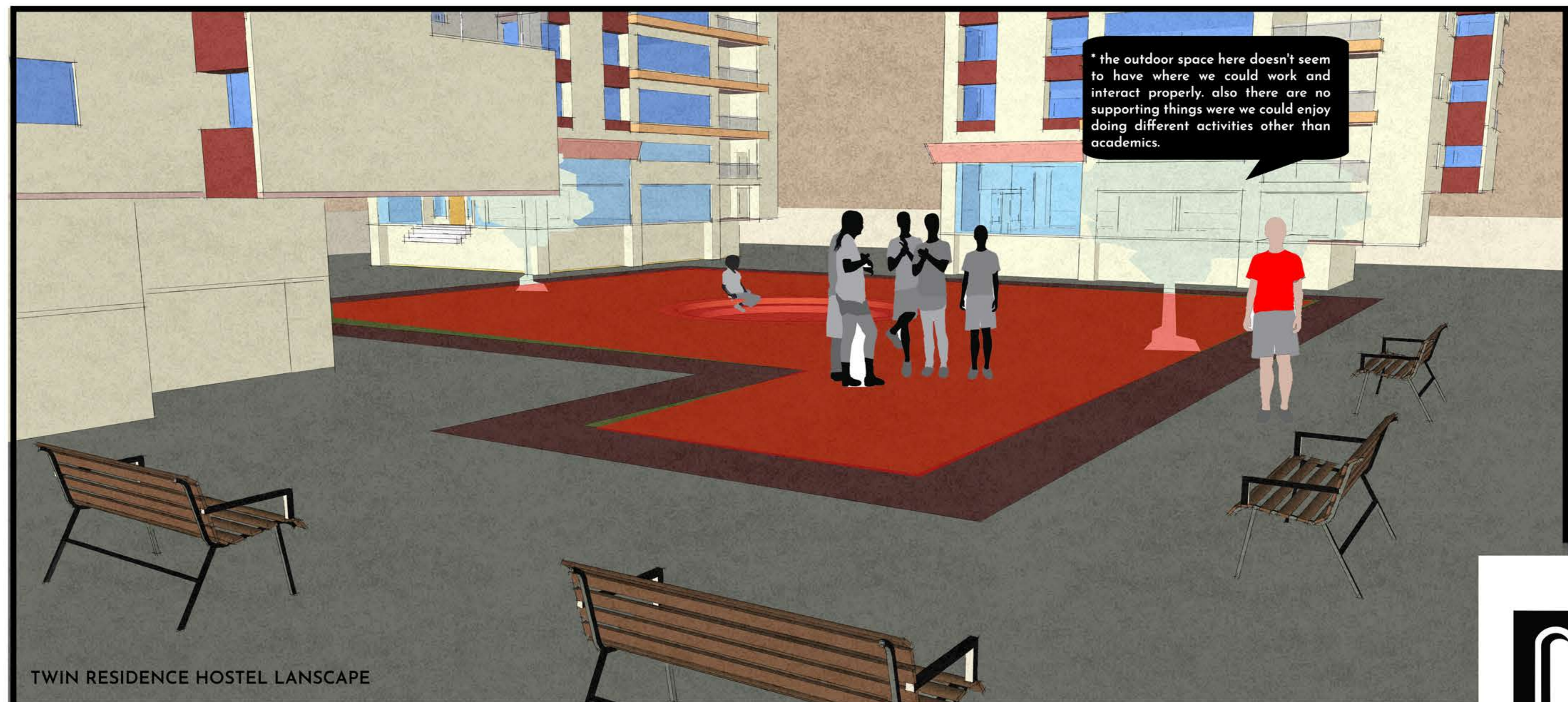
* the space here is so less and messy and it doesn't feel a good working environment

ATTENTION !
 COMMUNICATION IS NOT ONLY WORDS WE TALK, WE LISTEN, WE READ AS YOU DOING NOW, SOMEHOW WE MANAGE TO MAKE OUR THOUGHT CONVEY TO ANOTHER PERSON. INFORMATION WILL NOT REPLACE AN EXPERIENCE.

The corridor feels so restricted and monotonous. what if students could work here ,what if function just wasn't transition?



Finally he felt that There is strong disconnection between the built and unbuilt spaces here. this could be made better



* the outdoor space here doesn't seem to have where we could work and interact properly, also there are no supporting things were we could enjoy doing different activities other than academics.

HOW WE REINTERPRET THE SPACE !!!

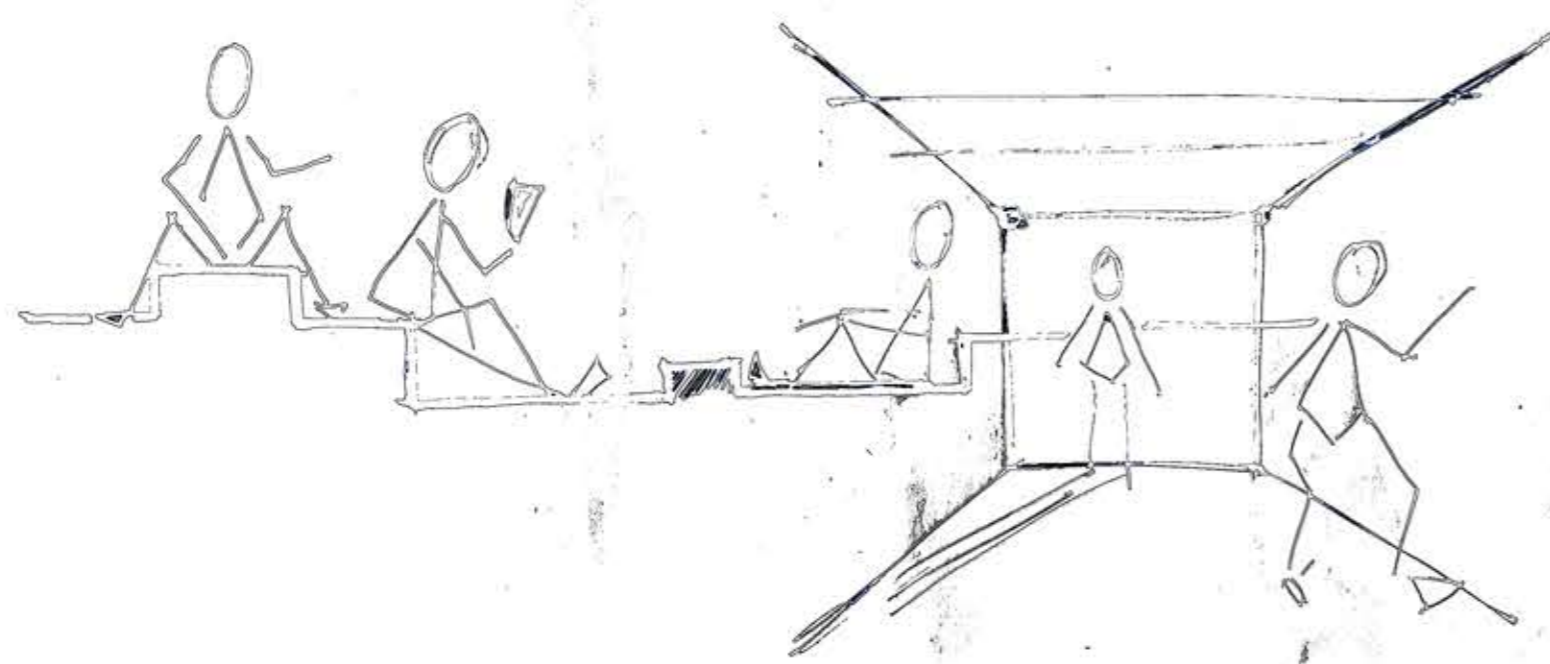
Communication can happen anytime and anywhere in this modern day and age. But the ideal space of communication for some might not be the best space for communicating for others.

But the very basic of communication needs the presence of atleast two people.

When we start stating that this proposed space is the ideal one for communication we start being subjective. Biased towards other space not being fit for communication. But exchanging information is a process which has its basis in interaction. May it be tangible or intangible.

As long as you have someone to express yourself to you can communicate. We can write to each other, We can speak to each other as long as we have someone who can interpret what we are expressing.

Come to think of it, a design is basically useful when it interests with its users, with its surroundings to form a cohesive and symbiotic relationship. A relationship which strikes a conversation.



2.

This space satisfy the purpose for work,privacy,interaction but what about technology?

technology is evolves in space itself we can give just a platform for it.

HOW ? without providing any digital platform ?

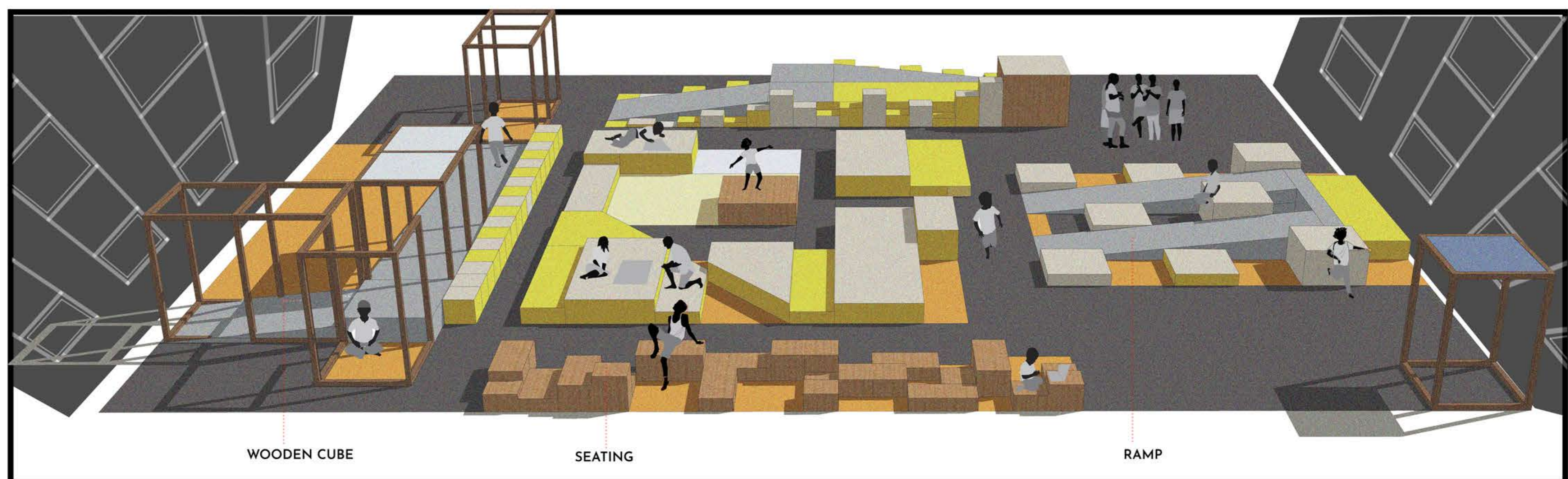
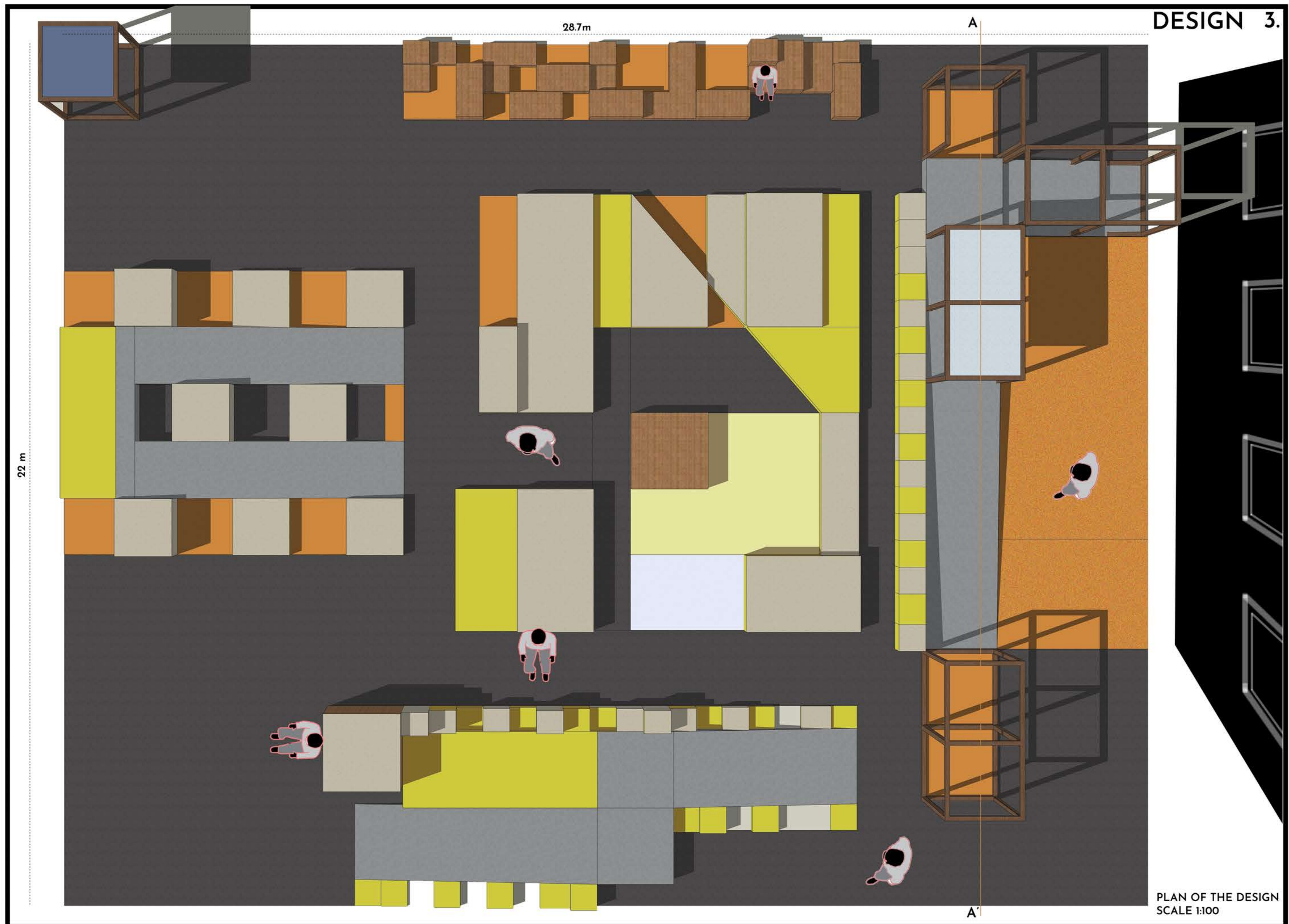
It is an interacting medium between space and user asa well as user and user.

NOW !

simplicity is the main aspect of this design.just some updown and lelvel diffrence in each space where people can sit and do outdoor activity along with versatility considering there is no specific way of sitting and people can use it as they want.

PLATFORM





OUR THOUGHT BEHIND DESIGN.

ARRANGEMENT

LINEAR TRANSMISSION

CENTRAL TRANSMISSION

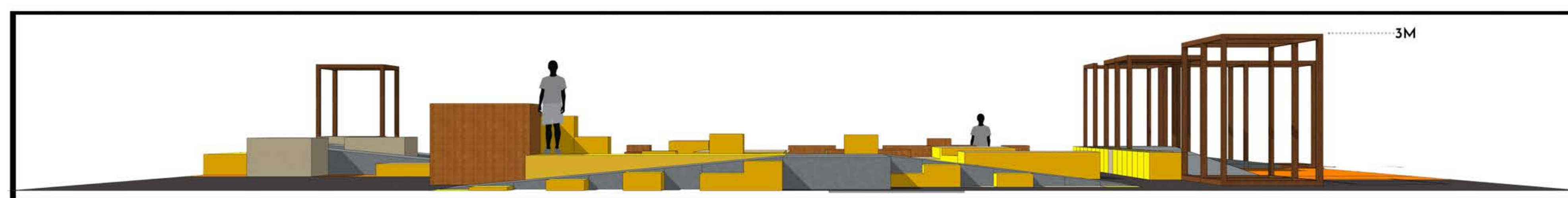
HOW WE CAN ACHIVED FLEXIBILITY IN THE RIGID SPACE ?

Repetativeness and random arrangement of varying sizes of cubes by playing it with level difference gives flexibility to space as well as user to use that space according to their need and comfort.

LEVELS

VOIDS WITH LEVELS

REPITATION AND RANDOMNESS



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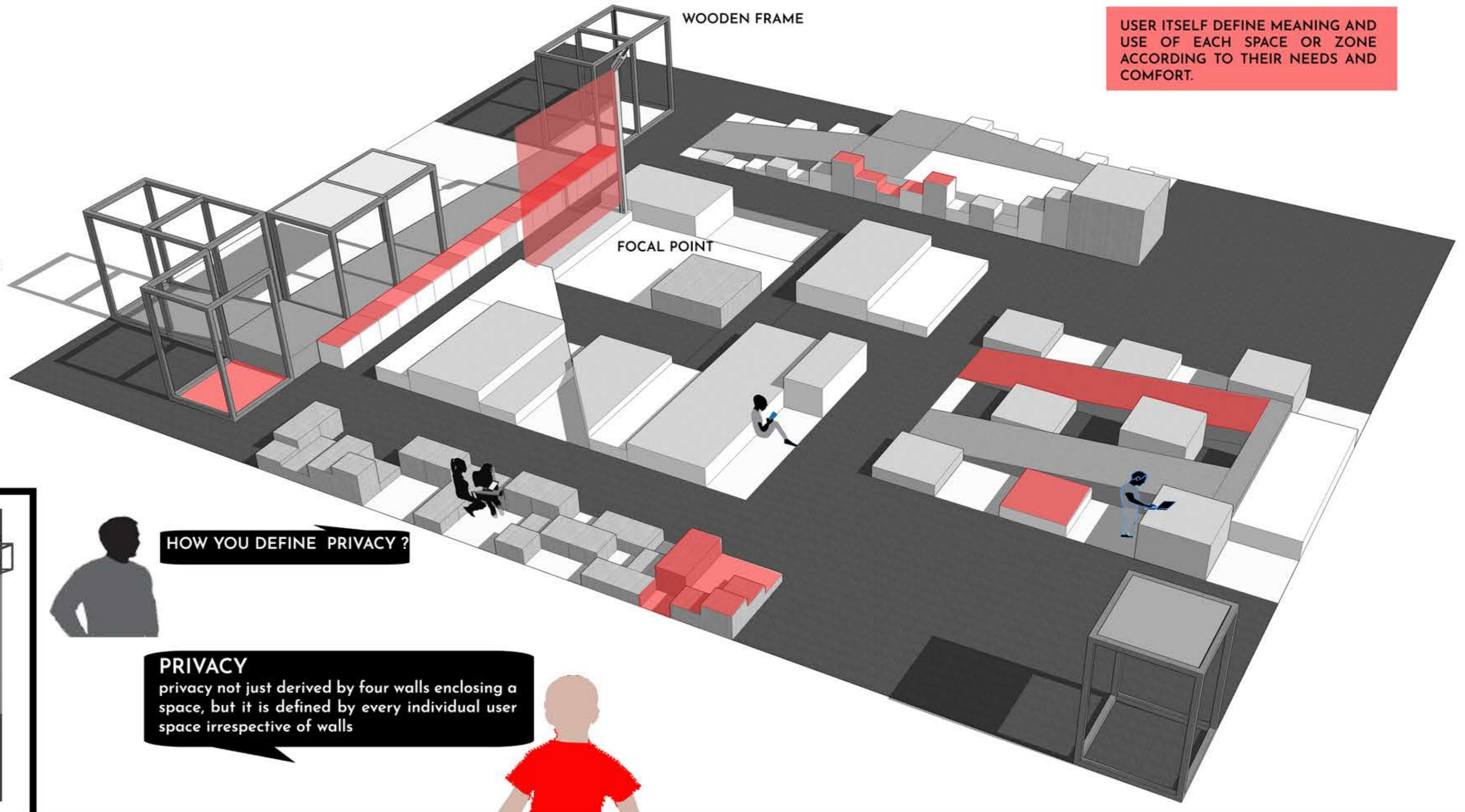


WE SIMPLY NEED A SPACE !

SPACES SHOULDN'T HAVE BOUNDARIES MAKING US

RESTRICTED TO WHERE WE ARE BUT RATHER SHOULD HELP US STEP FORWARD
CONNECT WITH OUR **SURROUNDINGS** AND THAT MAKE US REALISE HOW NOT JUST AS STUDENTS BUT EVERYONE NEEDS TO BE AWARE AND CLOSE TO THINGS THAT BUILT US

BETTER



HOW YOU DEFINE PRIVACY ?

PRIVACY
privacy not just derived by four walls enclosing a space, but it is defined by every individual user space irrespective of walls

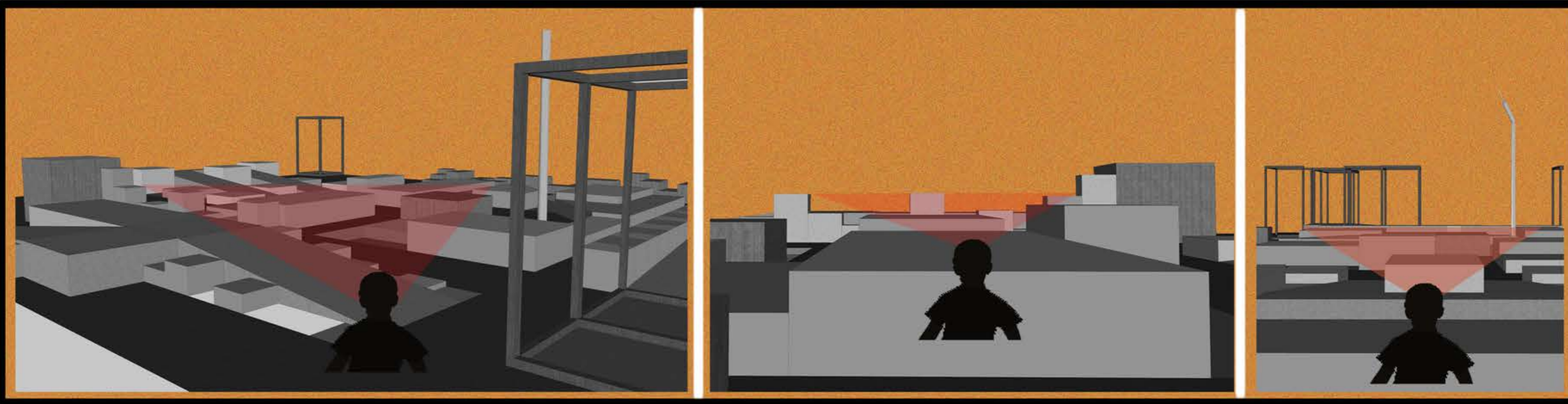
FOCAL POINT

"There are different focal points that visually and physically connects whole space."



TRANSPARENCY

Creating spaces that do not comprise with privacy and yet gives user a vision of the whole space this would help us to interact visually with our surroundings.



PROJECTOR

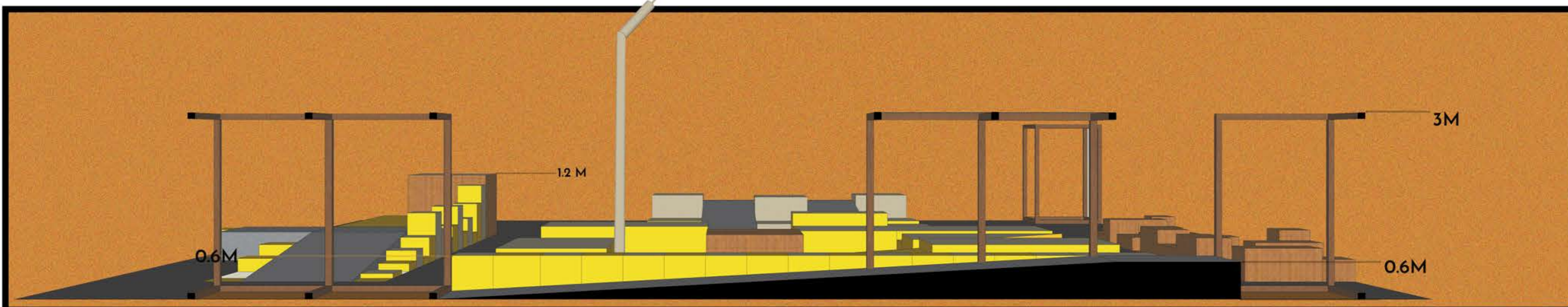
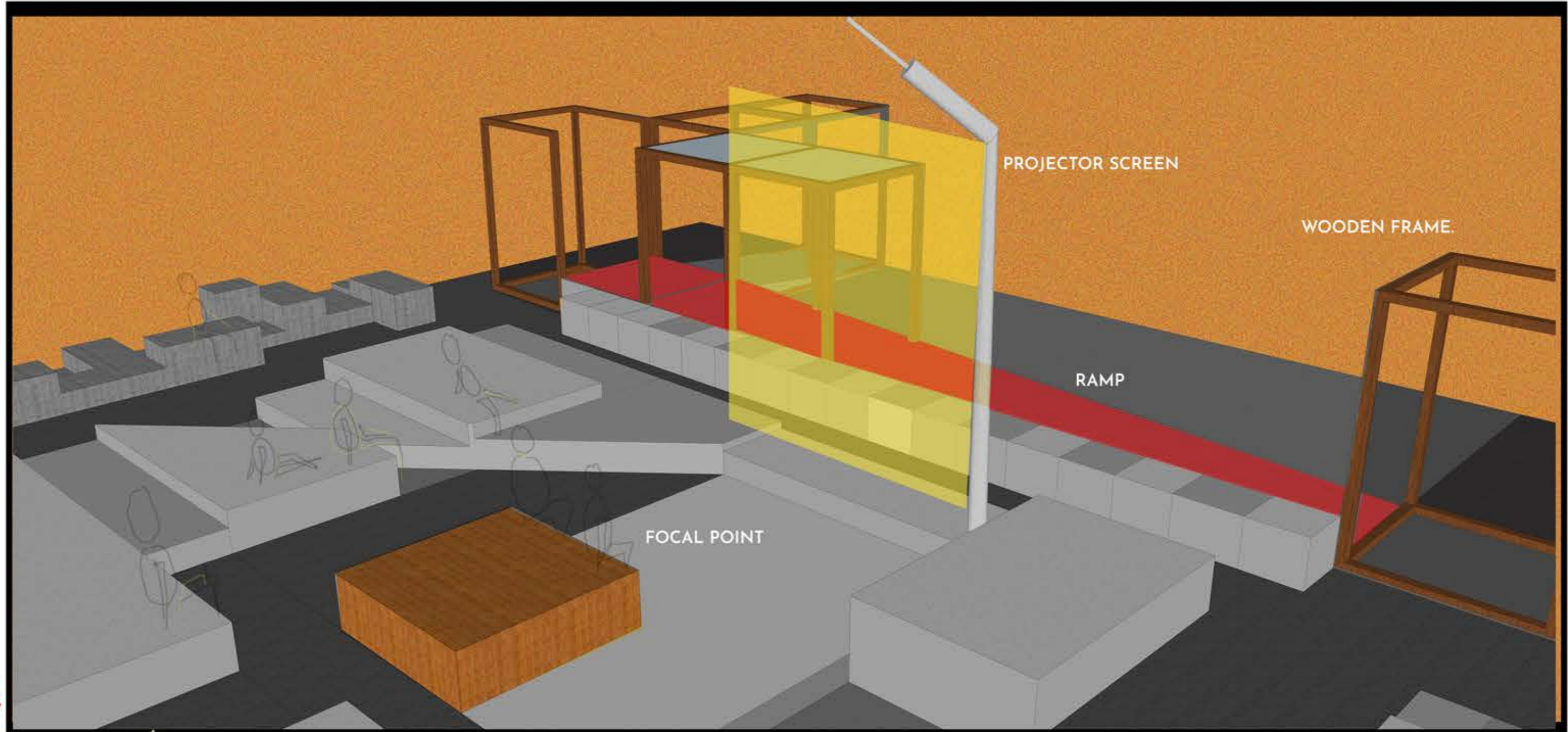
projector is centrally placed so that it gives visual connection to user from any point of space. any user can connect his mobile wirelessly to the projector from where he is it helps us to interact and share our knowledge, thus brainstorming better. this technique helping us put good use to our mobiles

RAMP

Ramp is the connecting medium it connect the space as well as itself act as space. and also finally connect the users.

wooden frame.

Architecture is initiative part in communication but people interaction generate architecture. the ideal FRAME is metaphor, just space around us we and our communication are MATERIAL.



SECTION AT AA'

