



THE QUADRANT

4 TOWNS, 4 TOPICS, 4 FLOORS, 4 WEEK CYCLE, 1 EXPERIENCE

A CHANCE TO CONNECT WITH THE COMMUNITY YOU DIDN'T KNOW YOU HAD.

1.



NEWARK,
ENGLAND

2.



SANDOMIERZ,
POLAND

3.

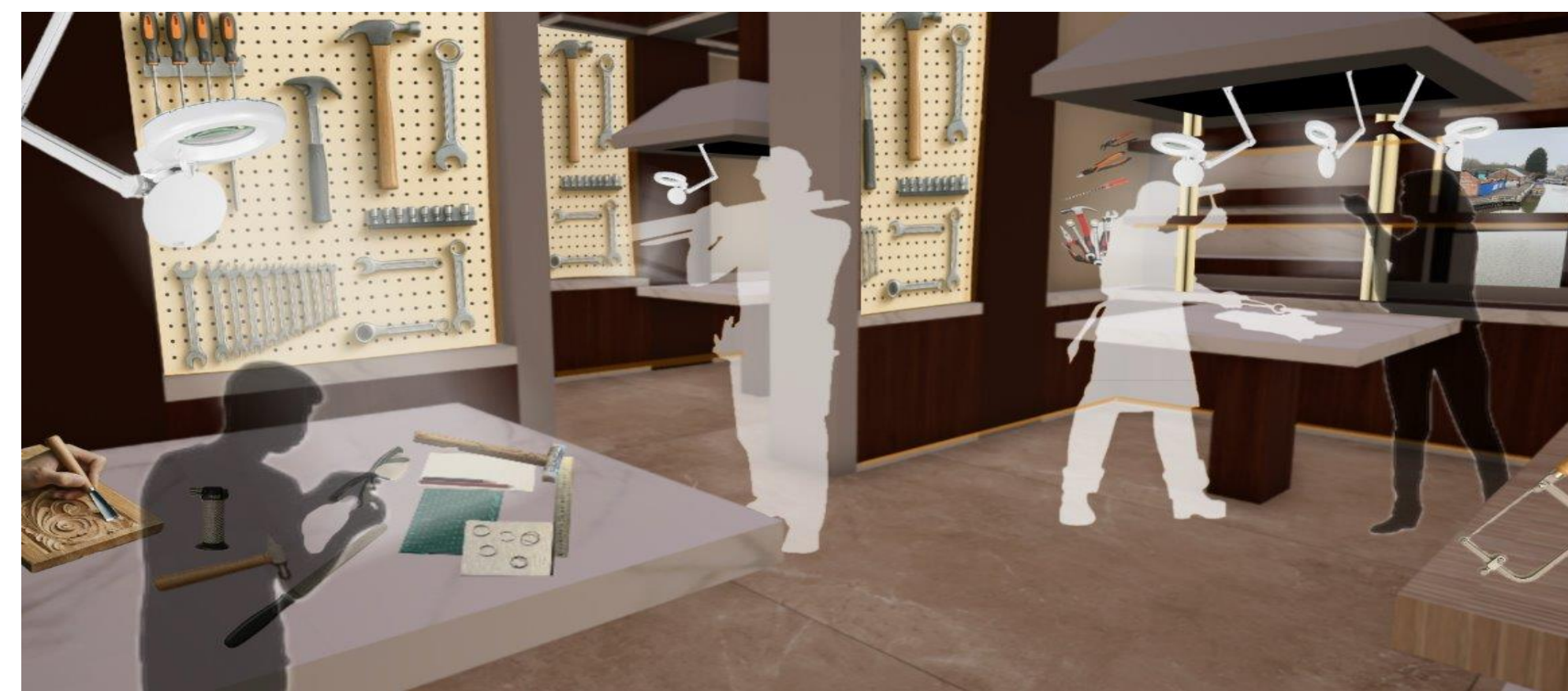


ST. CYR SUR LOIRE,
FRANCE

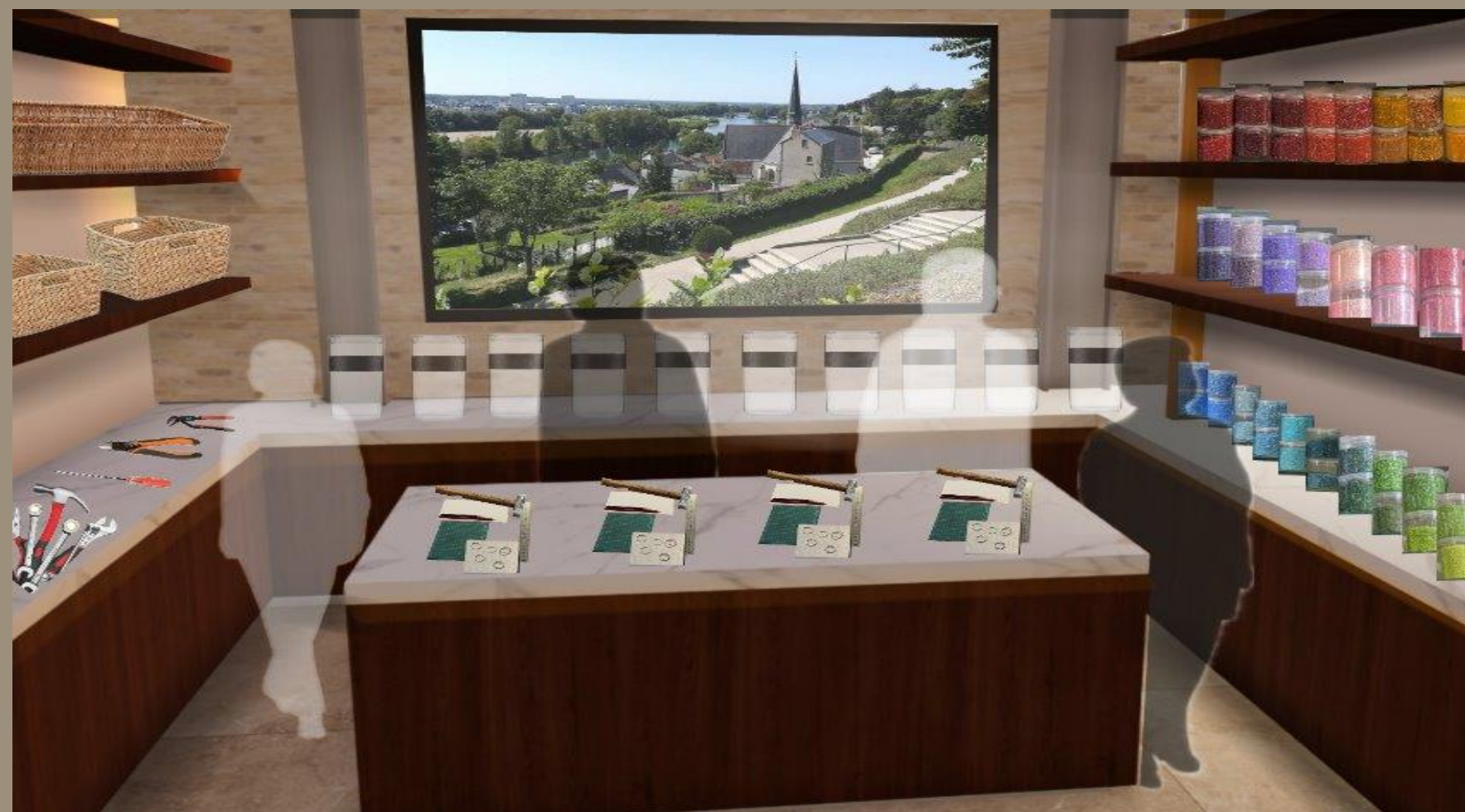
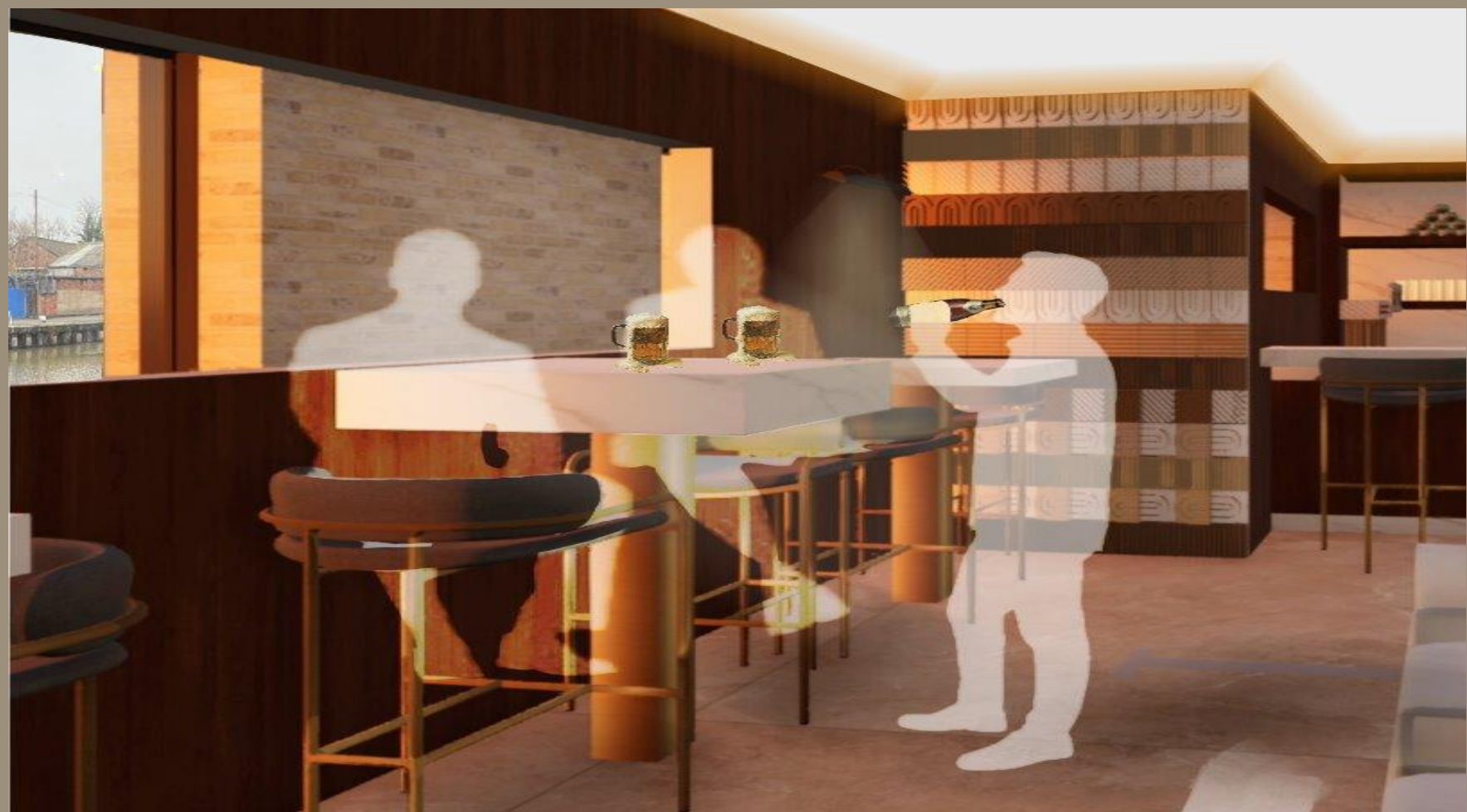
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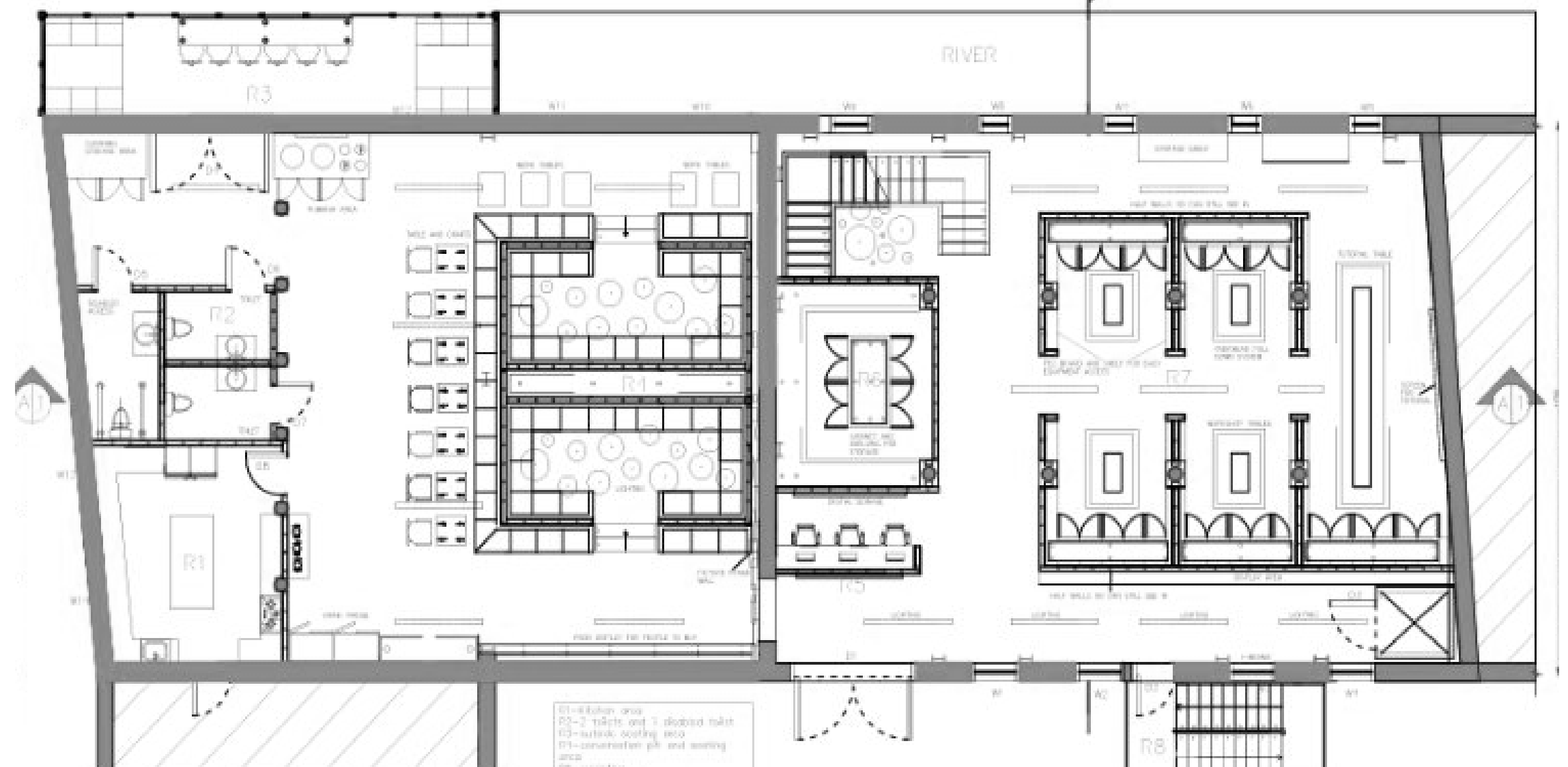
EMMENDINGEN,
GERMANY



The Quadrant responds to the theme *'Imagining Interiors'* by exploring how interior spaces can promote cultural connection and exchange. The use of its 4-week cycle constantly reshapes visitors' experiences and perceptions of the space. The community hub functions as a platform for storytelling, merging heritage with people and architecture. This is achieved by its rotating atmosphere where people bring the culture; the Quadrant brings the environment and ability for global interaction and learning. The material palette inspired from natural landscapes surrounding Newark's twin towns further reinforce community. Interiors are not just about impressing people but also understanding them.



Ground floor plan 1:100



The Concept

The Quadrant is a multicultural community hub designed to connect the people of Newark and external users with local communities and Newark's four twin towns. The concept is centered around the number 4 due to the 4 twin towns, 4 topics, 4 floors, and a 4-week cultural cycle. Over the years, Newark has developed strong relationships with its twin towns in Germany, France, and Poland, creating cultural connections and shared communities. The Quadrant aims to strengthen these relationships by providing an immersive environment where users can experience the traditions, creativity, and identity of each culture without leaving Newark. The building works on a rotating four-week cycle, where each week is dedicated to a different twin town. During this cycle, the staff will change the activities focused on the 4 topics: food, drink, music and literature, and fabrication to reflect the culture. The Quadrant is designed as a multisensory experience to encourage exploration, learning, and social interaction. Each floor is dedicated to a specific theme, allowing users to engage with a variety of activities and cultural experiences throughout the building. The design inspiration comes from the form and structure of shipping containers leading to the use of linear design elements. The voids formed create viewpoints that promote interaction. The use of primary and secondary spaces guides and informs users on what activity takes place here while creating opportunities for conversation, performance, collaboration, and cultural exchange areas.

First floor plan



Second floor plan



Third floor plan



ISONAMETRIC

THIRD FLOOR

This is the music and literature floor where customers can be entertained with that cultures sounds and language. On the left there is a recording room with 2 booths and production tables where users can go in and record their own music, songs, or podcast to then share with their community. On the right there is a library room with records and books that are based on that week's twin town. Users can listen to these records and take books around the building to read in lounge spaces.

SECOND FLOOR

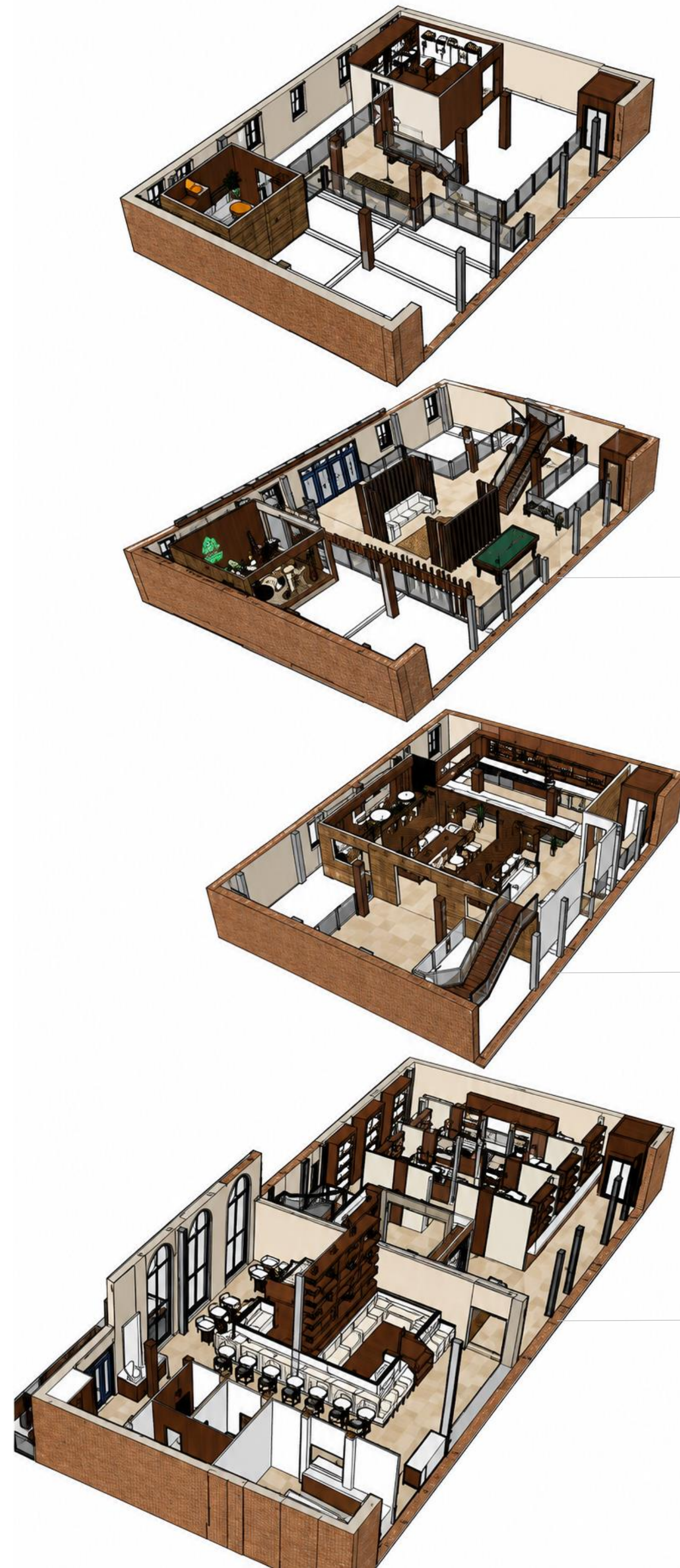
This is the lounge and performance floor where users can use instruments inside the room on the left from that weeks culture. On a Friday-night, there will be a performance showcase event where people can come and show off their skills, talent, and crafts. There is a computer area in the back so users can have pen pals with people in those different twin towns. There is also a balcony so users can enjoy scenic views of Newark.

FIRST FLOOR

This is the drink tasting floor covering the drink aspect of the concept. Here users can come and book slots to take part in a drink tasting session where drinks produced in that town can be tried and reviewed. While waiting for sessions, there is also waiting individual areas on the sides and a bar at the back for people to order whatever they would wish. They can then take these drinks to other areas within the building or stay on that floor.

GROUND FLOOR

As you walk in there is a reception desk that informs you on what the space is, what goes on in each floor and what culture week it is. To the left is the café and conversation area where users can go and try foods from those cultures. The conversation pits allow for users to mingle and meet new people, reinforcing the idea of community. To the right is where the craft workshop is. There is a storage room with a tutorial space where users can see what the cultures craft is and how they can do it themselves. There are 4 smaller workshop pods and one bigger area at the end so users can work together on bigger projects. The space is surrounded with shelving and storage to display their work, craft, and food



Rendered floor plans

Ground



First



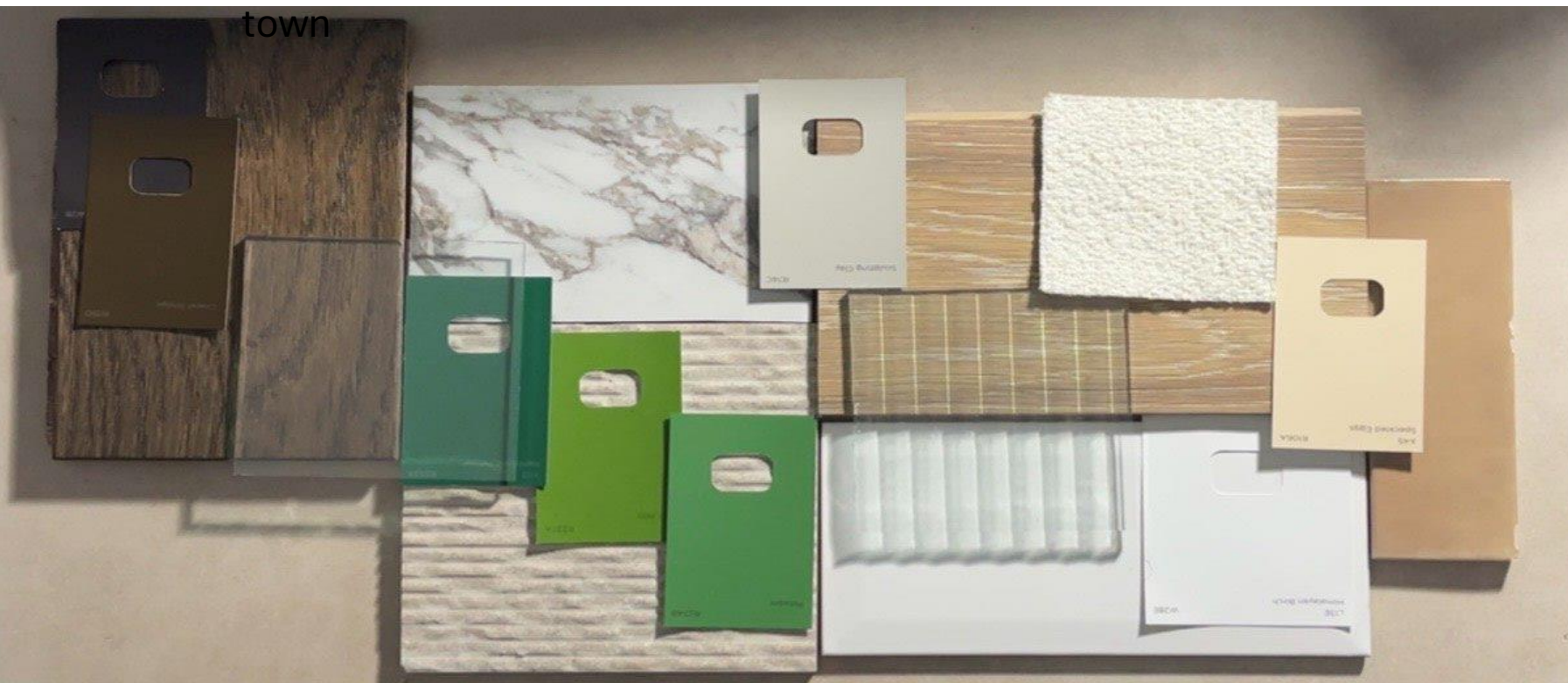
Second



Third



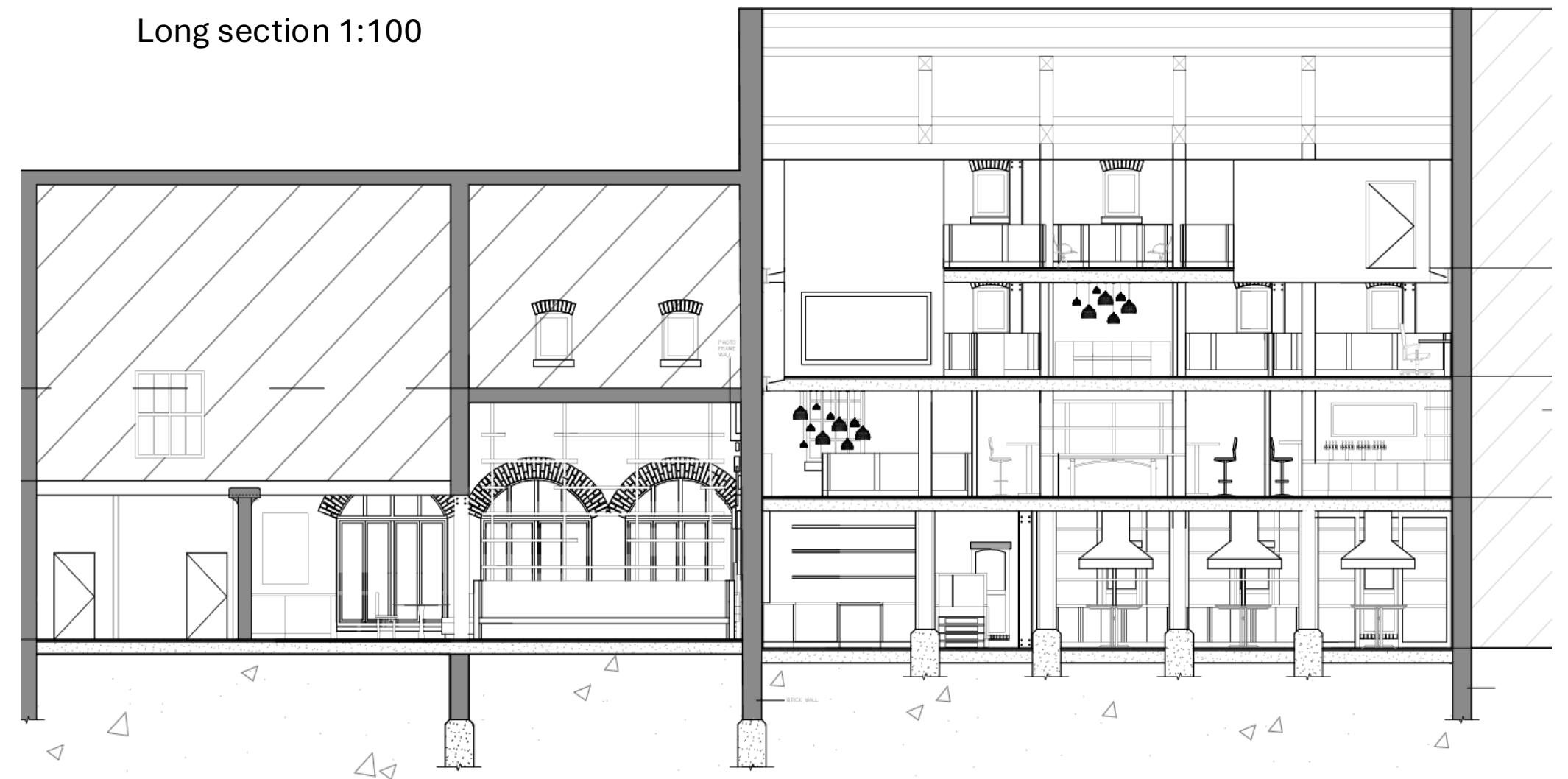
Material board inspired by similar nature surrounding each twin town



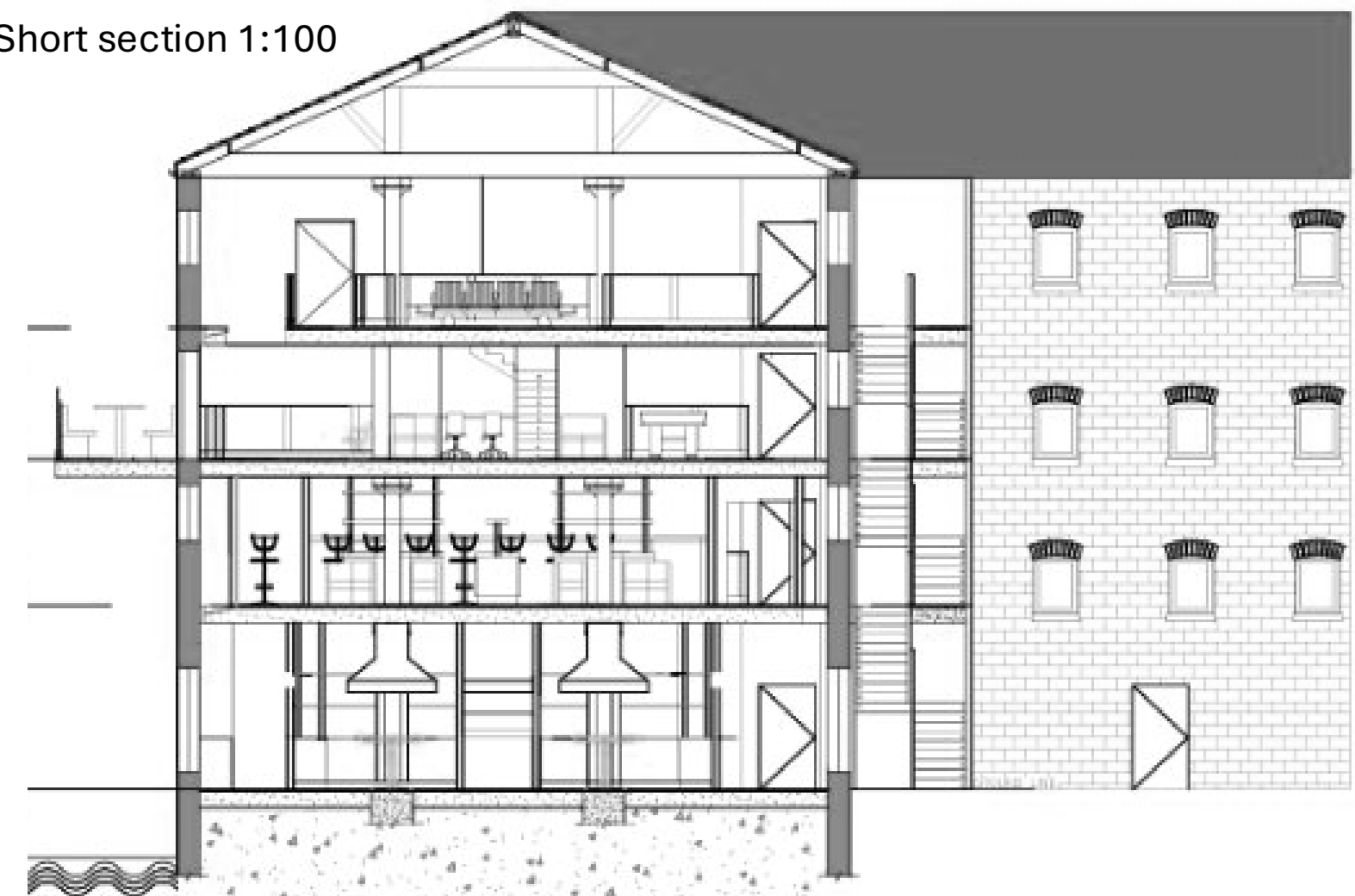
Model



Long section 1:100



Short section 1:100





External front visual

