

# MEMORIA VIVA: A living Pavilion of Memory and Becoming

This project proposes a counter-memorial and leisure space that reactivates the overlooked histories of women in Ancient Rome through an immersive, spatial experience. Rather than presenting memory as static or monumental *Memoria Viva* frames it as a living; continuously shaped by interaction, movement and collective presence. The pavilion becomes a site where past narratives are not only remembered, but actively reinterpreted by those who inhabit the space.

Drawing from Roman spatial principles such as the Atrium and transitional thresholds, the design is organised as a sequence of layered environments, that guide visitors through moments of exposure, reflection, and gathering. These shifting conditions encourages a gradual engagement with both historical content and personal introspection. The design is highly inspired by Spatial tactics used in Roman interiors, that led to women feeling concealed within their own household, and turns them into a journey that mothers and their child can relate to. The pavilion's openness allows

it to function simultaneously as a place of learning and leisure, particularly for women and children, fostering accessibility and inclusivity. Materiality, light, and sensory elements are employed to evoke fragments of the past without reconstructing it literally. In this way, it supports multiple interpretations and voices.

The site is significant but lacks community engagement and city support due to insufficient transportation routes and access. Its preservation and celebration are crucial.

As a counter memorial, it challenges traditional forms of commemoration that often exclude or silence marginal histories. It transforms absence into presence by creating a platform for connection, dialogue, and self-discovery. Ultimately, the project positions memory as something lived and shared, proposing a space where historical awareness and contemporary identity intersect, and where new communal meanings can continuously unfold.



SITE PLAN: VENTA ICENORUM (NR14 8QL)



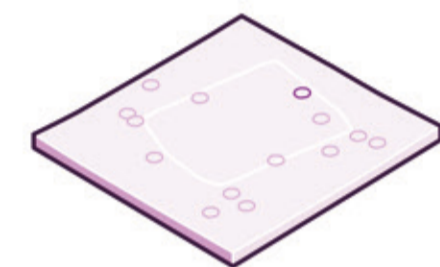
SITE IN 40 AD INHABITED BY THE ROMANS



SITE IN 2026 AS A HISTORICAL SITE

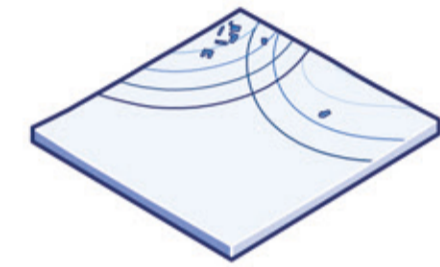


SITE IN 2040 AS A HISTORICAL SITE OVERTAKEN BY NATURE



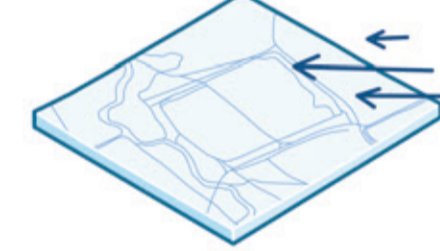
MAIN ENTRANCE & SECONDARY ACCESS

Primary Access is from nearby roads and farm tracks connected to Caistor Roman Town (Venta Icenorum) village. Secondary access is provided by public footpaths that cross and surround the site.



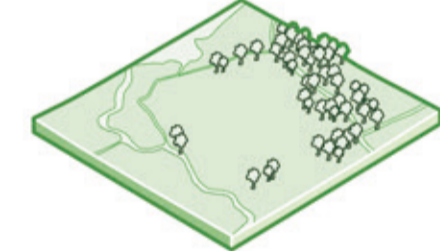
BUILDINGS FOOTPRINTS & POPULATION DENSITY

The Roman town footprint is visible through earthworks but contains no modern development. The surrounding area is rural, with very low population density and scattered settlements.



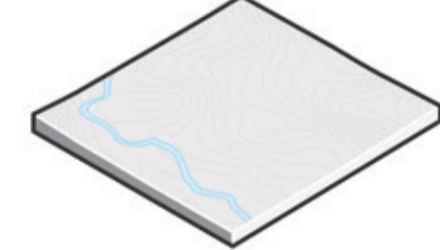
WIND PATH

Prevailing winds move across the open landscape, particularly from the east to the northeast. Limited built form and tree cover mean the site is exposed to stronger winds, especially on higher ground.



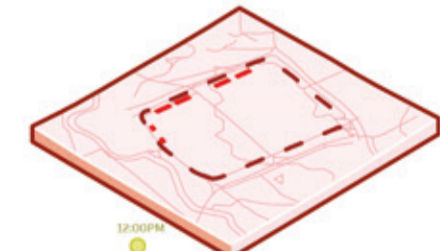
GREEN SPACES & VEGETATION

The site is mainly covered by grassland used for agriculture, with hedgerows and small groups of trees along field boundaries. Vegetation provides minimal shelter but defines edges and paths.



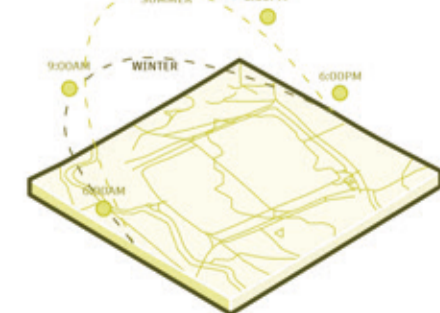
TOPOGRAPHY & RIVER

The land slopes gently toward the River Tas valley, creating subtle level changes across the site. Higher ground offers open views over the surrounding countryside.



SITE BOUNDARY & ROMAN RUINS

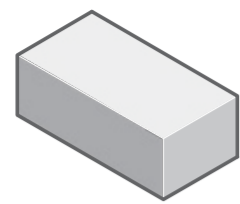
The site boundary is formed by agricultural fields, the River Tas, and remnants of the Roman town walls and earthworks, which clearly define the historic settlement area.



SUN PATH

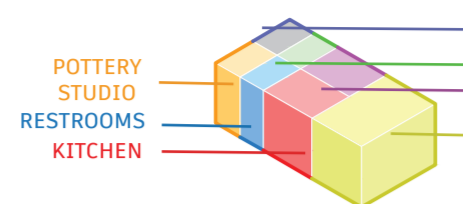
The site is largely open and unobstructed, allowing sunlight to reach most areas throughout the day. Southern and Western parts receive strong afternoon sun due to the lack of tall vegetation or buildings.

SITE ANALYSIS



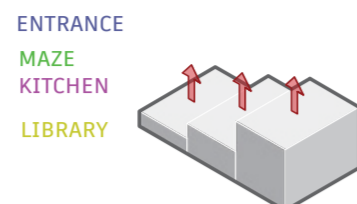
**BASE SHAPE**

Rectangular Shape used as the basis of the design to have enough space for each journey.



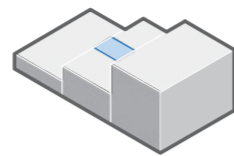
**SPACE ZONING**

Zoning based on each users journey, including the restrooms.



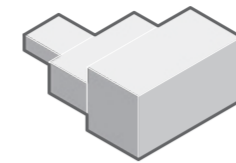
**ASCENDING CEILING HEIGHTS**

Floor to Ceiling height increasing, when walking through each stage, to emphasize the transitions.



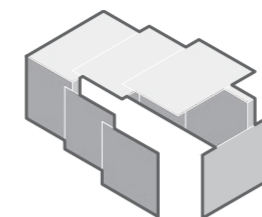
**CENTRAL ATRIUM**

Inspired by the Roman *Domus*, creates a transition from each space.



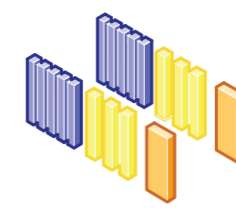
**INCREASING SIZES**

Spaces becoming bigger, to create a different atmosphere in each space.



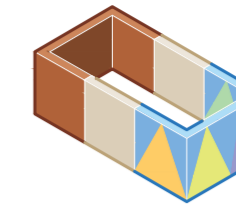
**GRADUAL EXPLOSION**

Creating a transition from being concealed to opening up to the exterior.



**FROM SHADOW TO LIGHT**

Illustrating women being in the dark and transitioning to being seen by the Roman society, and being in the light.



**DIFFERENT COLOUR PALETTES**

Darker colour palette at the start to a more colourful one at the end of the journey.

DIAGRAMS: SPATIAL STRATEGIES



SITE BY 2040

Once a silent relic of Roman life, Venta Icenorum is reimagined as a counter-memorial that subverts imperial history to place women at the foreground. By transforming this "forgotten" site into a landscape of agency and community, the project replaces static monuments with living spaces for mothers and women. Through the reclamation of once-hidden labor and stories, Caistor shifts from a site stuck in the past to a vibrant sanctuary of counter-memory, where identity is rewritten and visibility is reclaimed.



THE MOTHER CAN FADE INTO THE CARE.



OR THE MOTHER SEES MOTHERHOOD AS A WAY OF FINDING HER IDENTITY.

**USER GROUP: MOTHERS & CHILDREN**

Motherhood is different for everyone. Some lose themselves in the process, while others see it as a way of discovering how they are as a woman and a mother.

**The Women's Domain: From Invisibility to Agency**



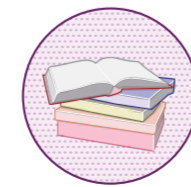
**STAGE 1: CONCEALMENT**  
OFICINA FIGLINA  
POTTERY STUDIO

This space reflects the historical confinement of women to the domestic sphere. Set in shadow, it evokes the ancient gynaecium, symbolizing essential yet invisible domestic labour that sustains the household.



**STAGE 2: AWAKENING**  
CULINA & TRICLINIUM  
KITCHEN & DINING ROOM

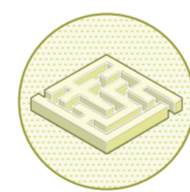
Reimagining the Roman banquet, this gathering shifts power dynamics. Hosting becomes a tool for women's agency, marking a collective step toward visibility and participation in public life.



**STAGE 3: RECLAIMING**  
BIBLIOTHECA  
LIBRARY

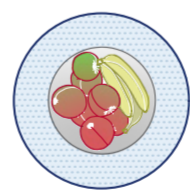
Positioned above, the library represents a break from past restrictions on female education. It empowers women to engage with silenced voices and author their own histories, transforming invisibility into presence.

**The Children's Journey: Growth and Autonomy**



**STAGE 1: CONCEALMENT**  
LABYRINTHUS  
MAZE

The maze encourages children to explore and find their own way out. Through play and discovery, they move from concealment to self-assertion, building confidence and independence through choice.



**STAGE 2: AWAKENING**  
CULINA & TRICLINIUM  
KITCHEN & DINING ROOM

This space nurtures awareness through sensory engagement. By observing, touching, and smelling cooking processes, children shift from passive observers to active participants, developing curiosity and responsibility.



**STAGE 3: RECLAIMING**  
QUIES & BIBLIOTHECA  
RESTING ZONE/LIBRARY

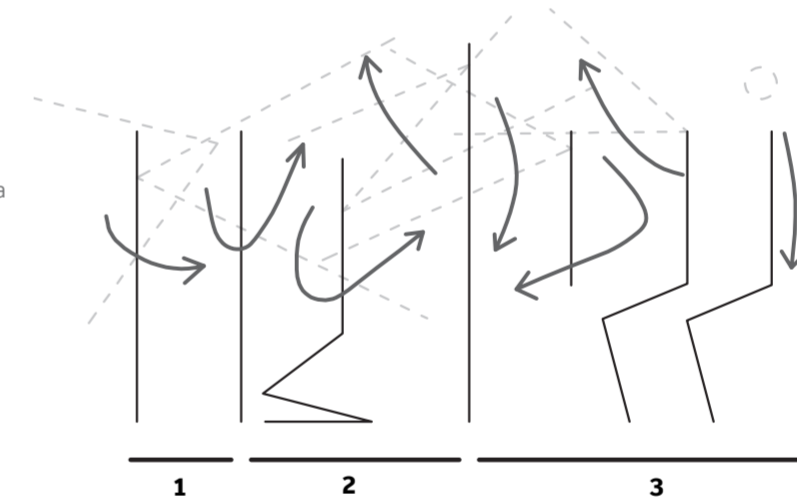
Both a learning space and a refuge, the library promotes visibility through knowledge. With soft lighting and calm acoustics, it offers children a safe place to unwind, reflect, and reconnect with themselves.

PROGRAM



**ROMAN FRESCO: ALL-WOMEN DINNER**

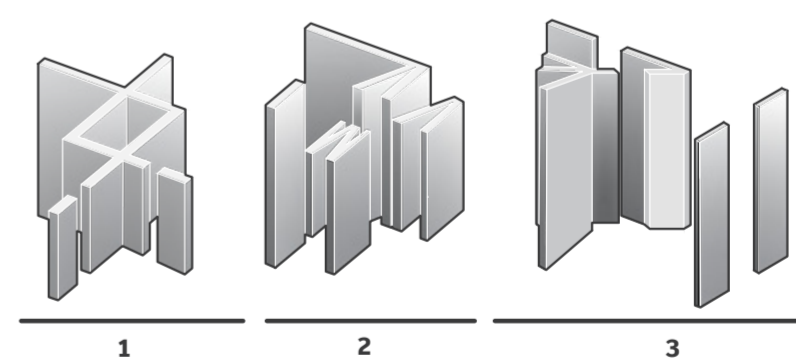
This fresco depicts a group of women at a dinner party. It can be seen as a symbol of their shift from domestic concealment to public acknowledgment, marking progress in women's rights and visibility.



**DIAGRAM**

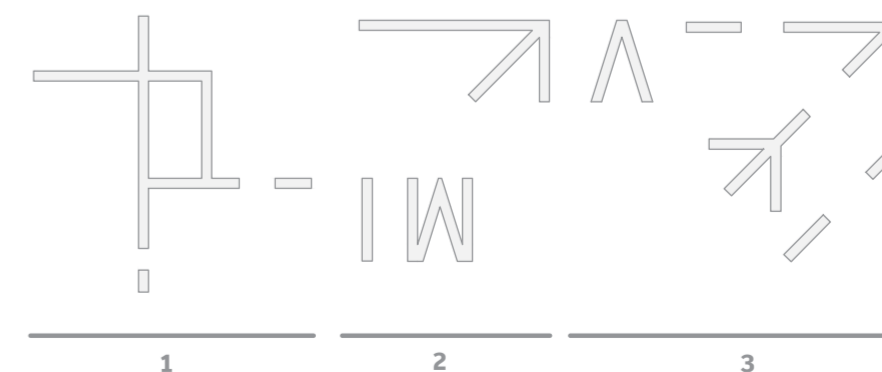
This diagram focuses on gestures, eye contact, and posture to show women's active participation, solidarity and newfound agency. It marks a departure from passive, secluded existence to assertive, public participation.

- - - Gaze
- - - Arm Movement
- | Posture



**3D INTERPRETATION**

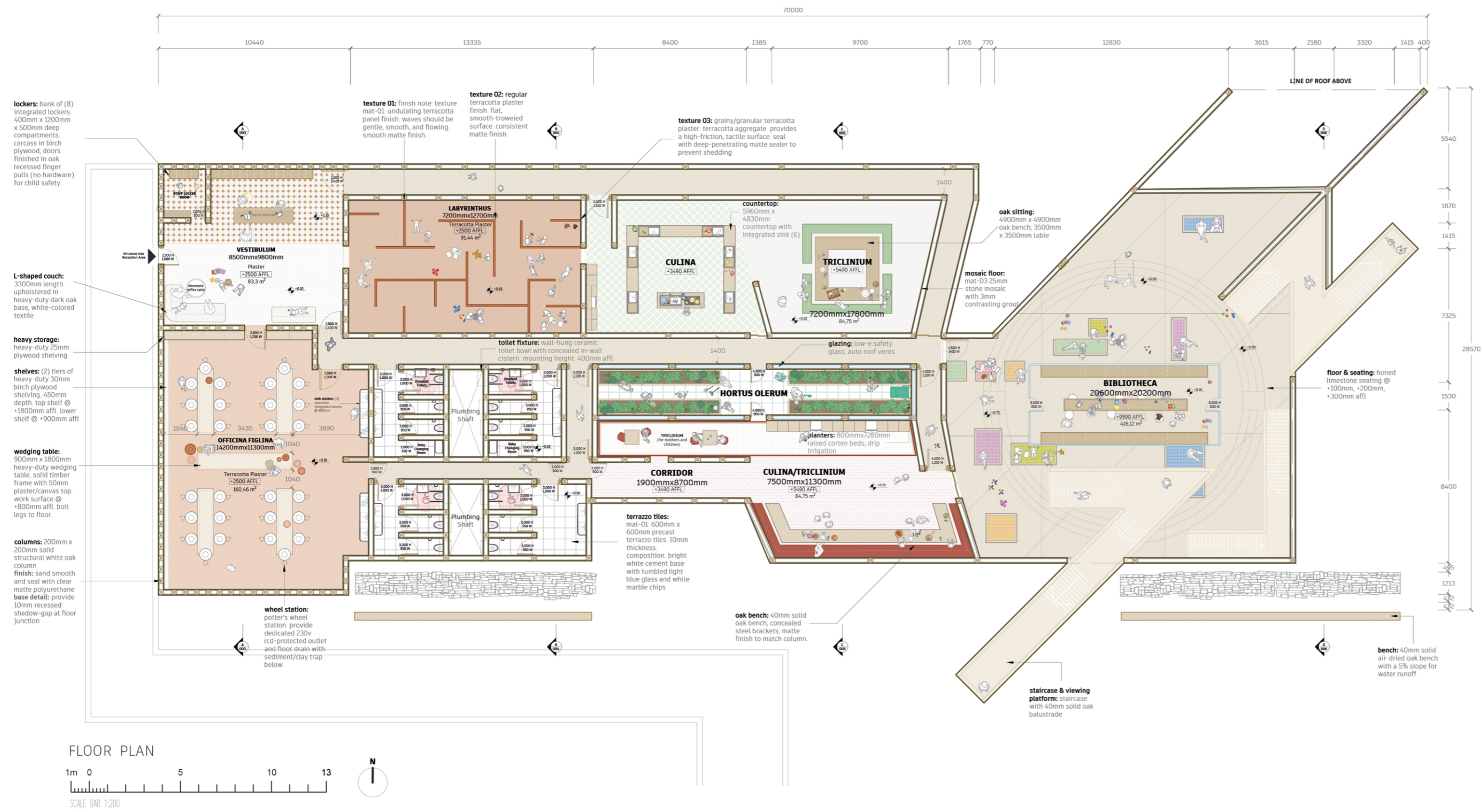
This adds depth to turn Roman women's history into a spatial journey.



**TOP VIEW**

Top view of the 3D Interpretation. It is the base of the floor plan. This top view was then multiplied by 1.618 (the golden ratio), and was overlaid with the roman grid (Cardo & Decumanus).

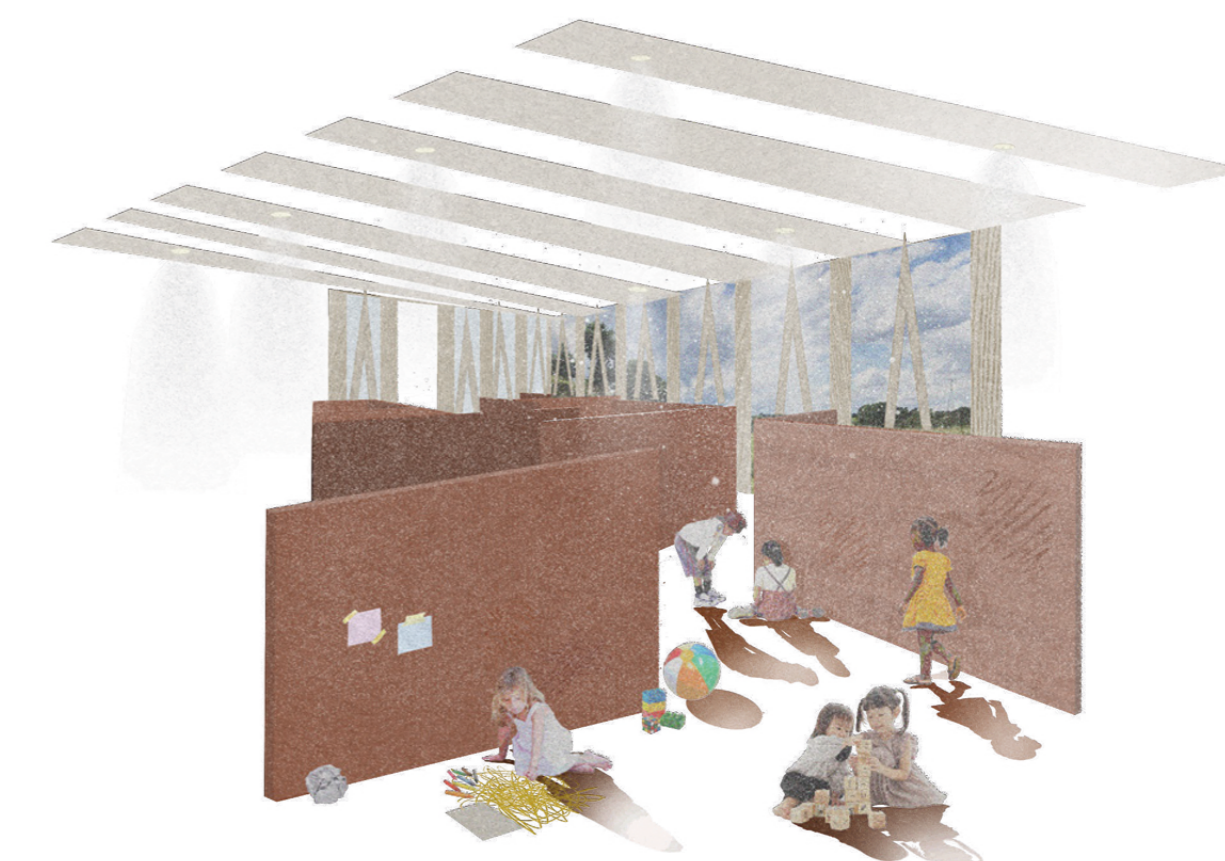
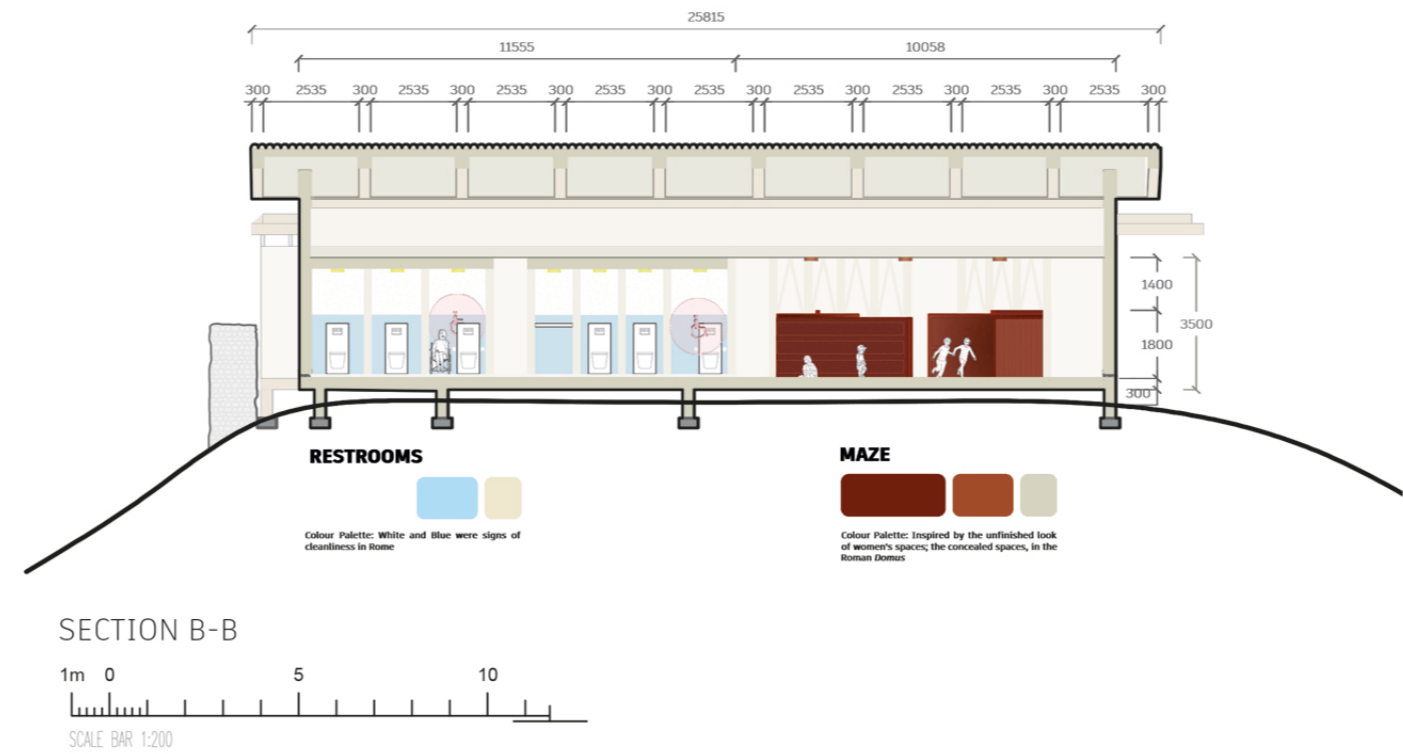
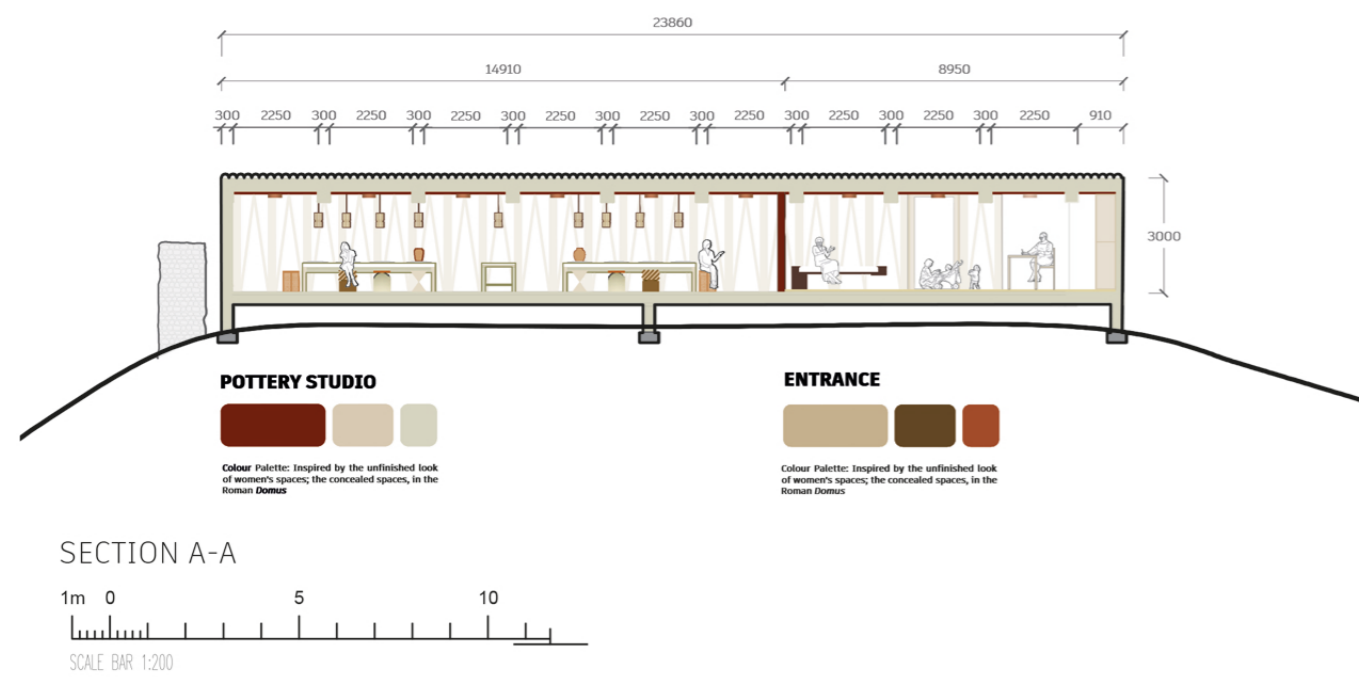
CONCEPT/FLOOR PLAN



RECEPTION AREA

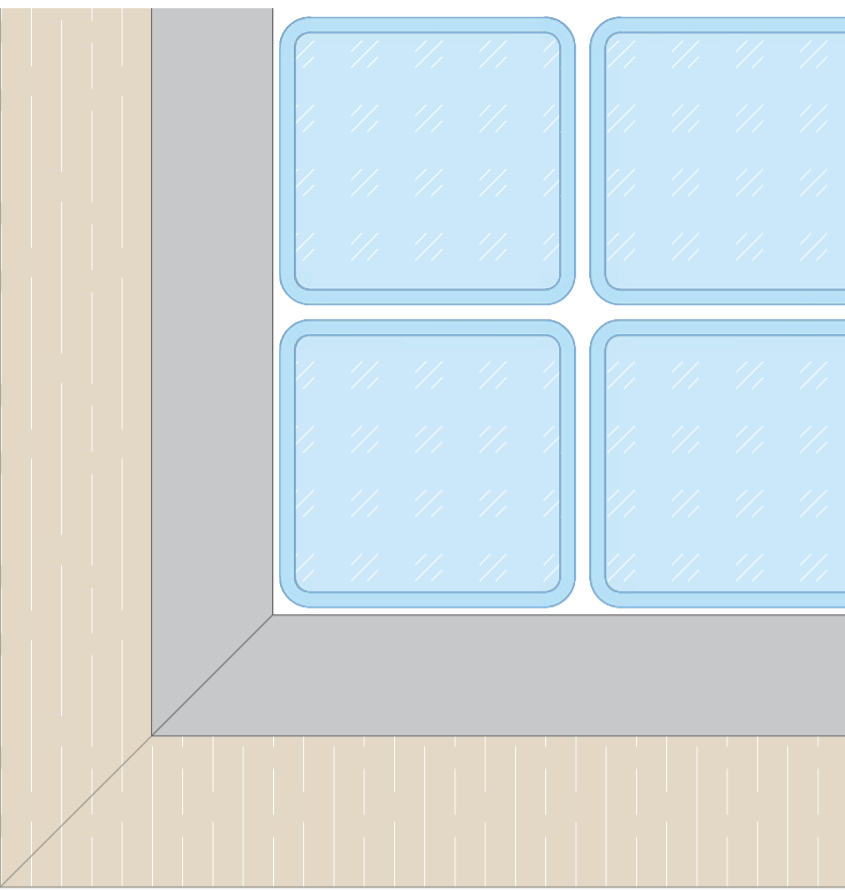
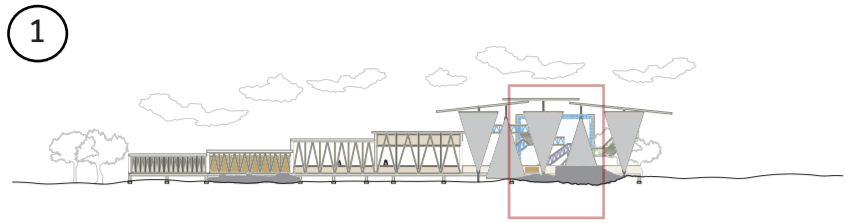


POTTERY STUDIO



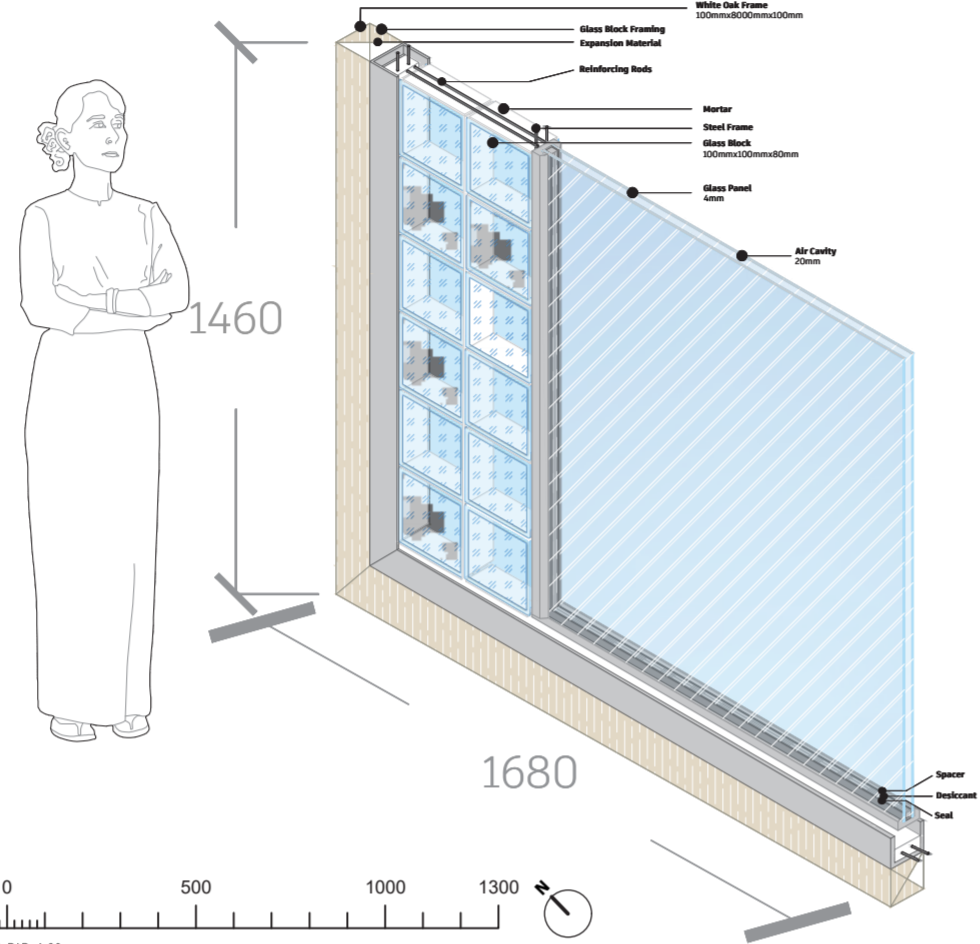
MAZE



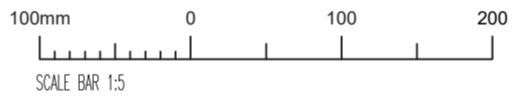
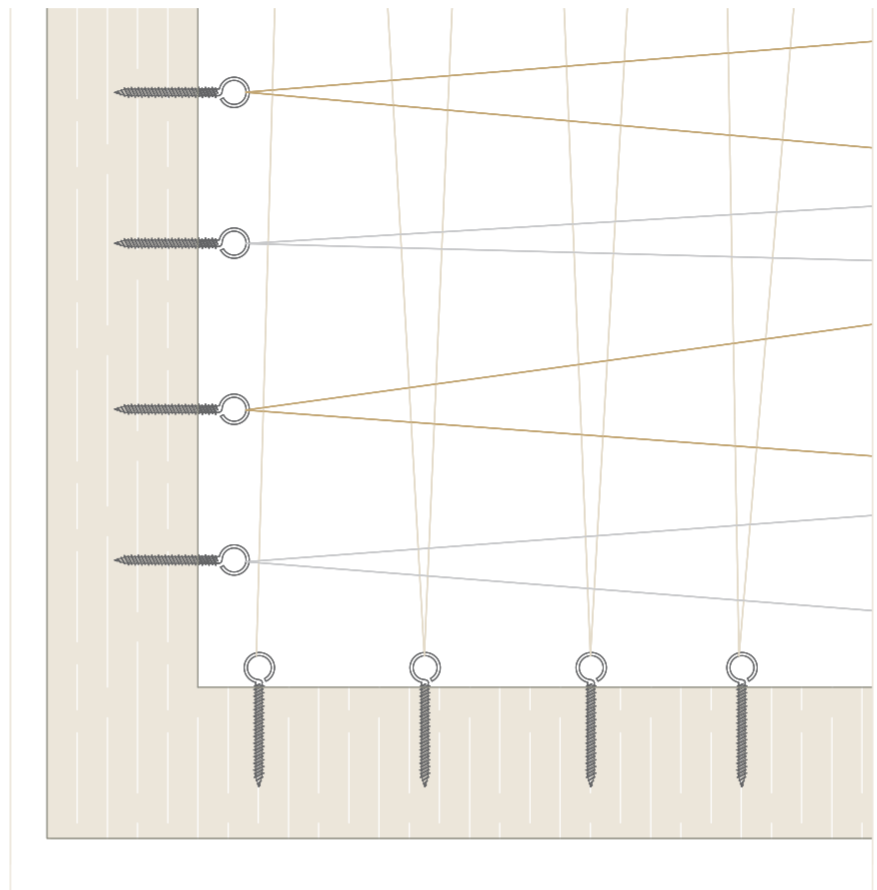


GLASS LIBRARY

2

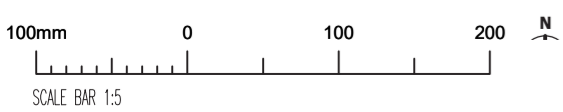
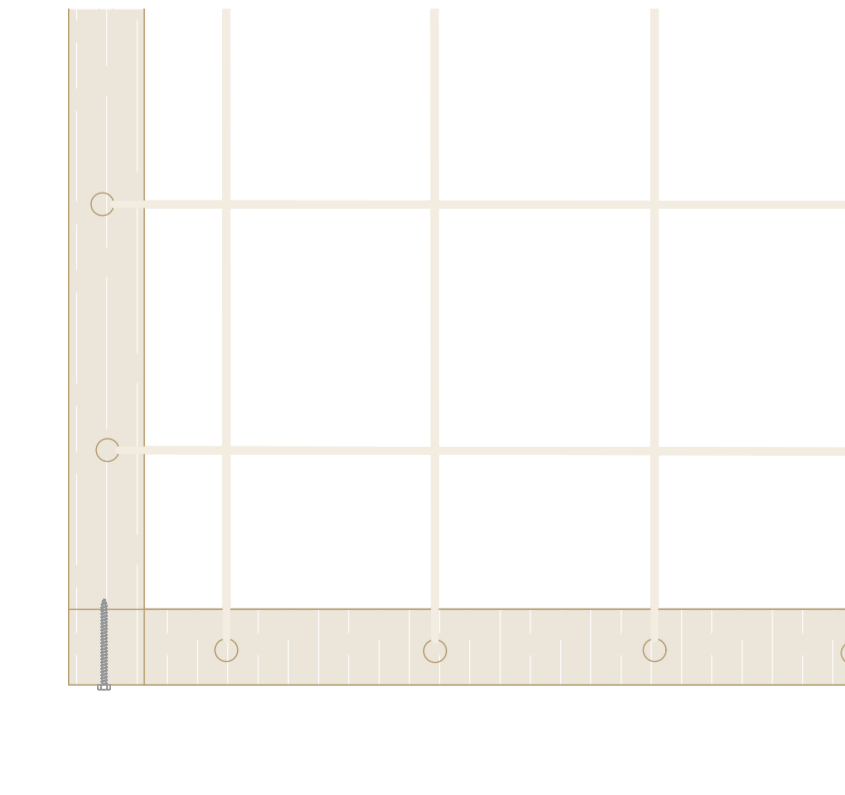
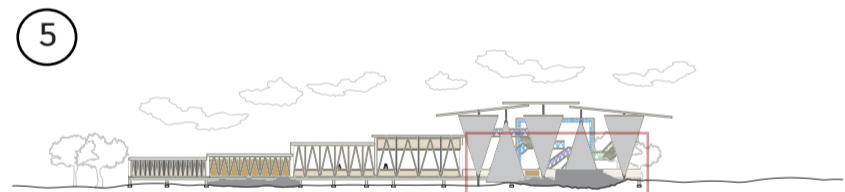
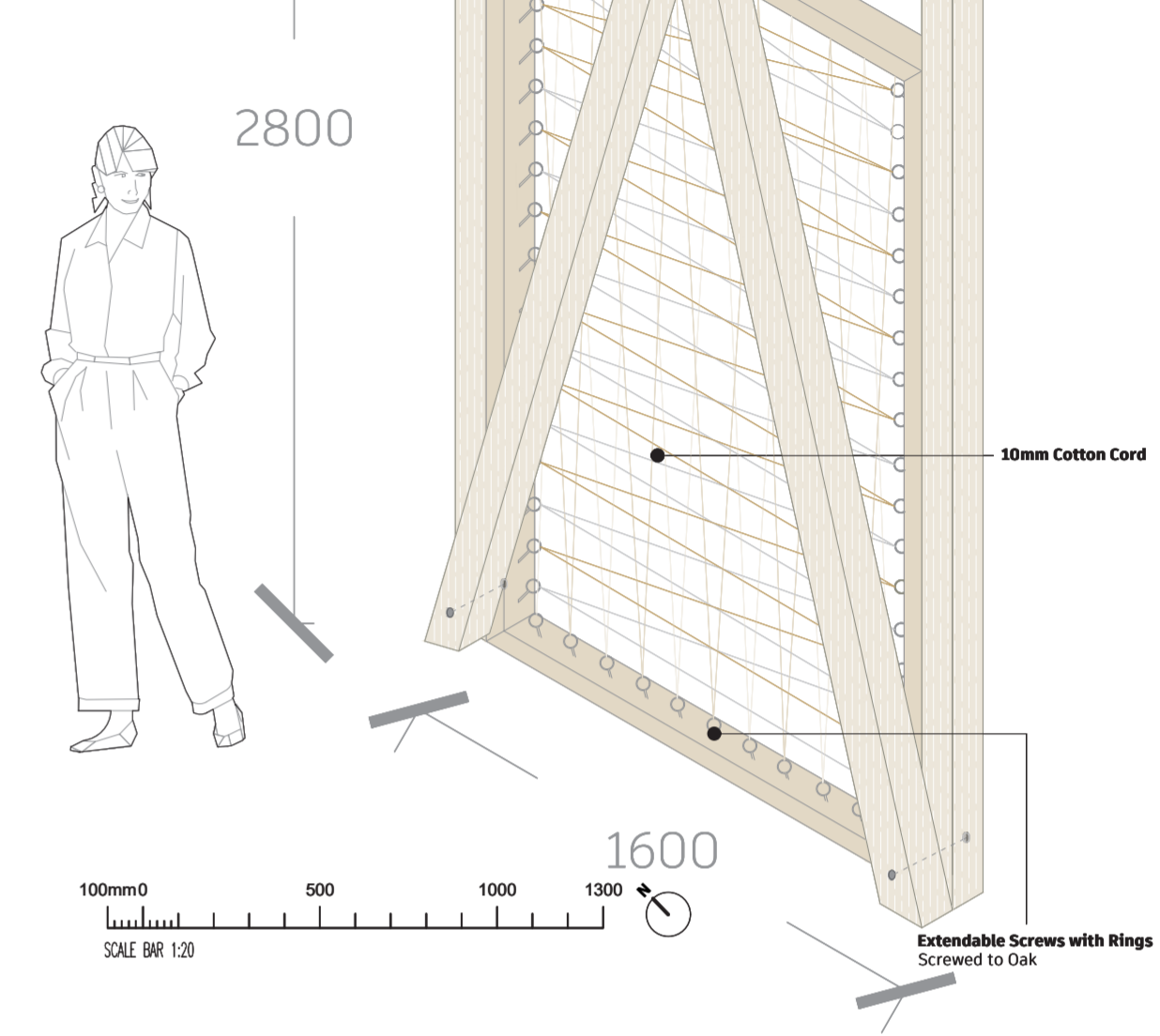


3



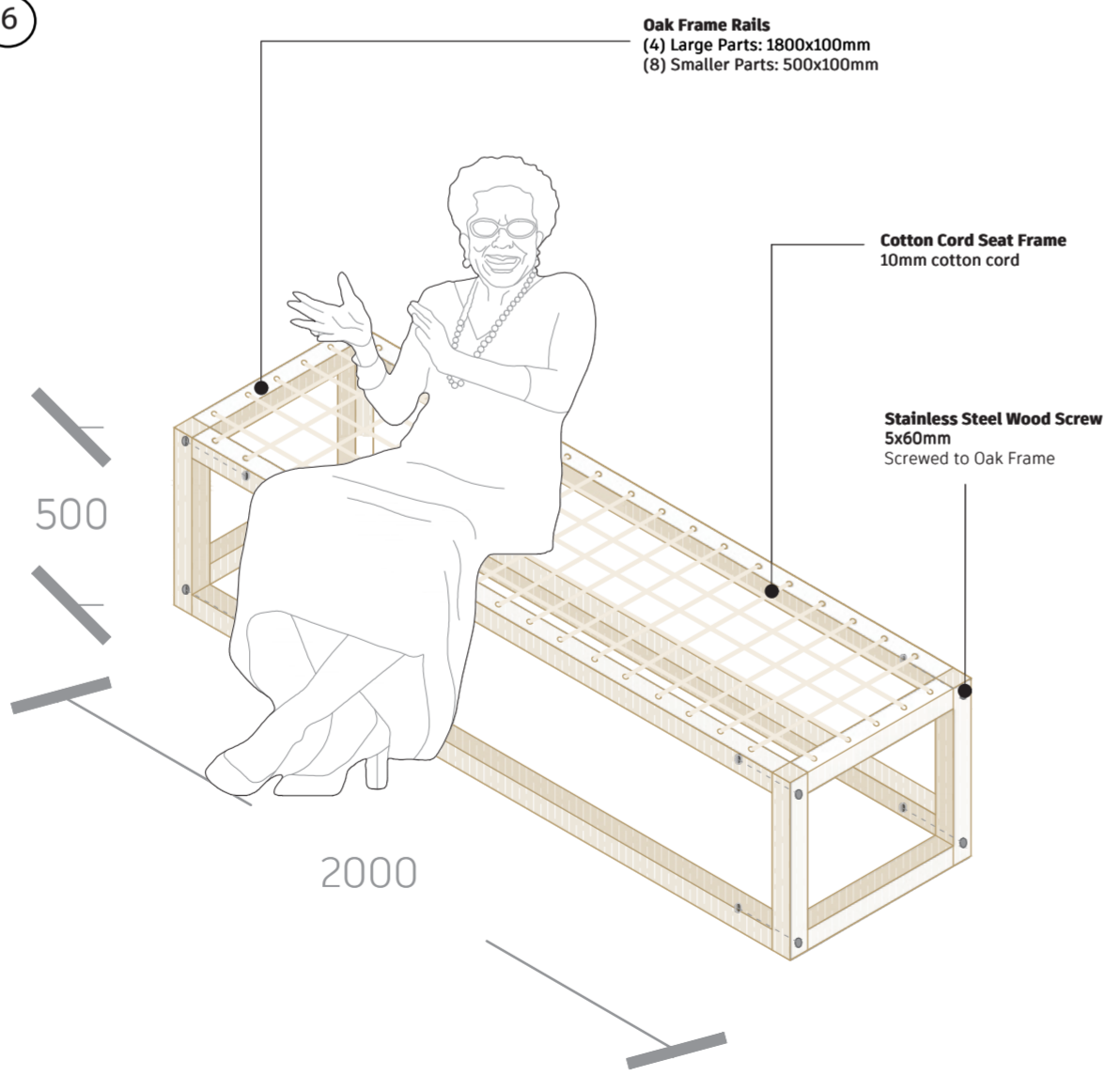
WOVEN FACADE

4



LIBRARY'S WOVEN SEATING

6



LIBRARY'S PAPER DIORAMA



WOVEN FACADE MODEL