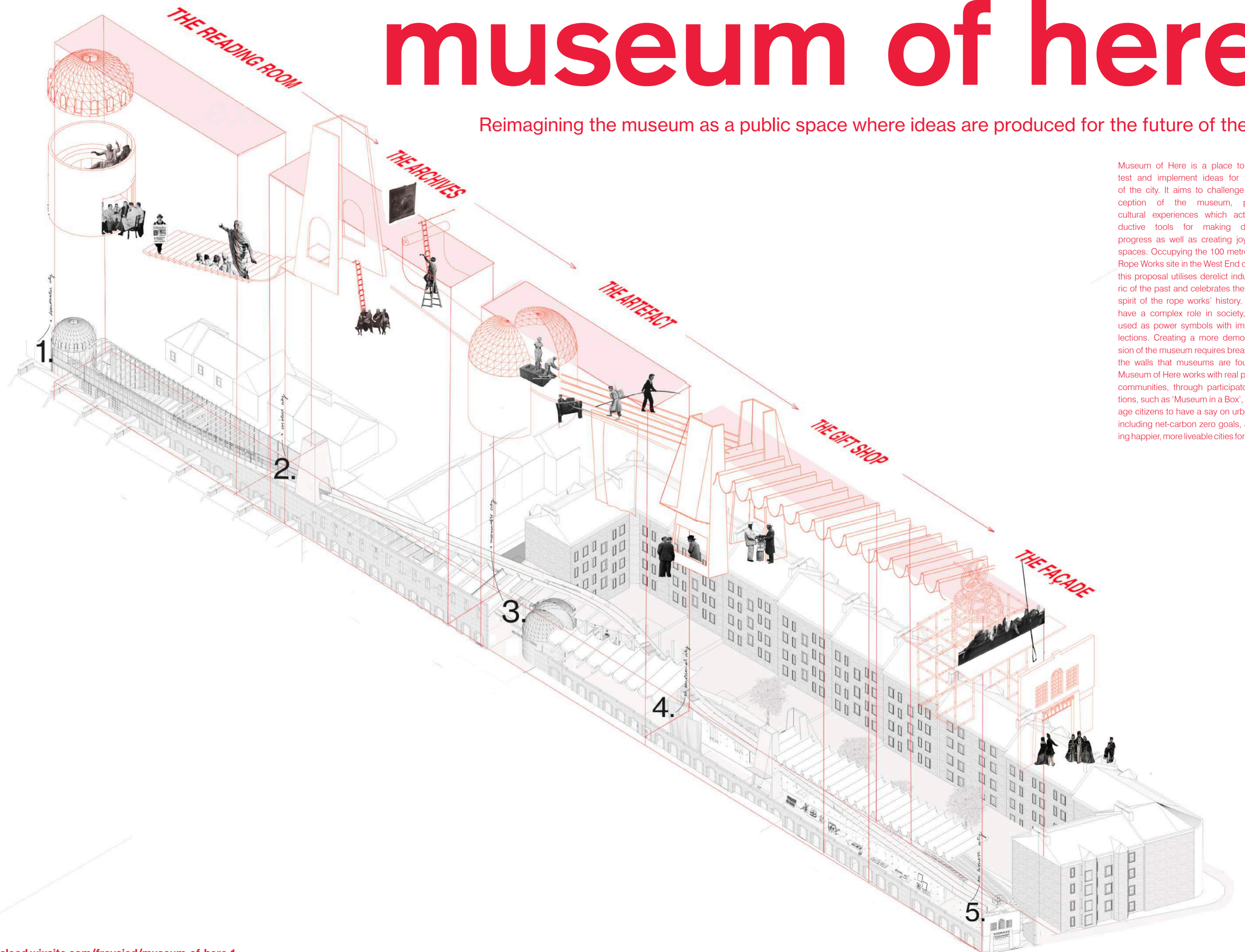


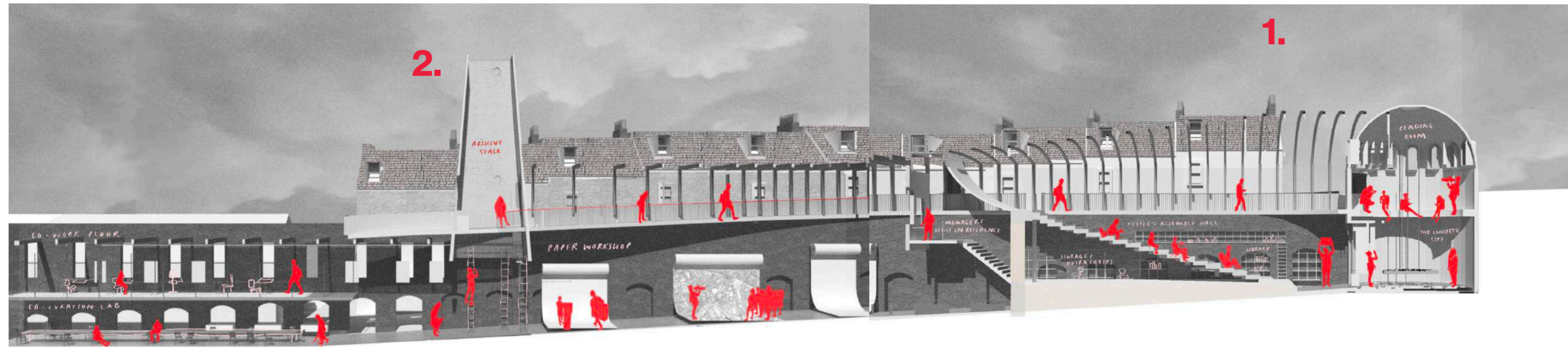
# museum of here.

Reimagining the museum as a public space where ideas are produced for the future of the city.

Museum of Here is a place to produce, test and implement ideas for the future of the city. It aims to challenge the perception of the museum, presenting cultural experiences which act as productive tools for making democratic progress as well as creating joyful public spaces. Occupying the 100 metre long Tay Rope Works site in the West End of Dundee, this proposal utilises derelict industrial fabric of the past and celebrates the hands-on spirit of the rope works' history. Museums have a complex role in society, originally used as power symbols with imperial collections. Creating a more democratic version of the museum requires breaking down the walls that museums are founded on. Museum of Here works with real people and communities, through participatory exhibitions, such as 'Museum in a Box', to encourage citizens to have a say on urban issues, including net-carbon zero goals, and creating happier, more liveable cities for the future.



**concept visualisation.**



Each space is named after familiar museum experiences, but designed to challenge the traditional version. This is achieved through a recipe, much like the process of making bricks, where some characteristics of the museum have been replaced with characteristics of a factory.

The design recipes are also combined with a material process which informs the materiality of the space and an acting role where Citizens of Here play a specific part in the construction of cities.

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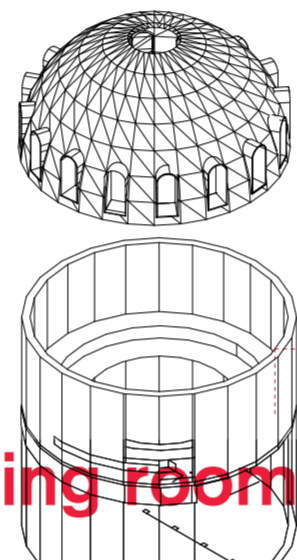
The design recipes are also combined with a material process which informs the materiality of the space and an acting role where Citizens of Here play a specific part in the construction of cities.



**1.**

**the reading room: making democratic cities**

The Reading Room is the democratic and political backbone of Museum of Here, where Citizens of Here can come to debate, discuss, learn, observe and reflect on the past. It includes an amphitheatre, a circular conversation space, an interactive map of the city and the creative in-residence studio.



MUSEUM READING ROOM

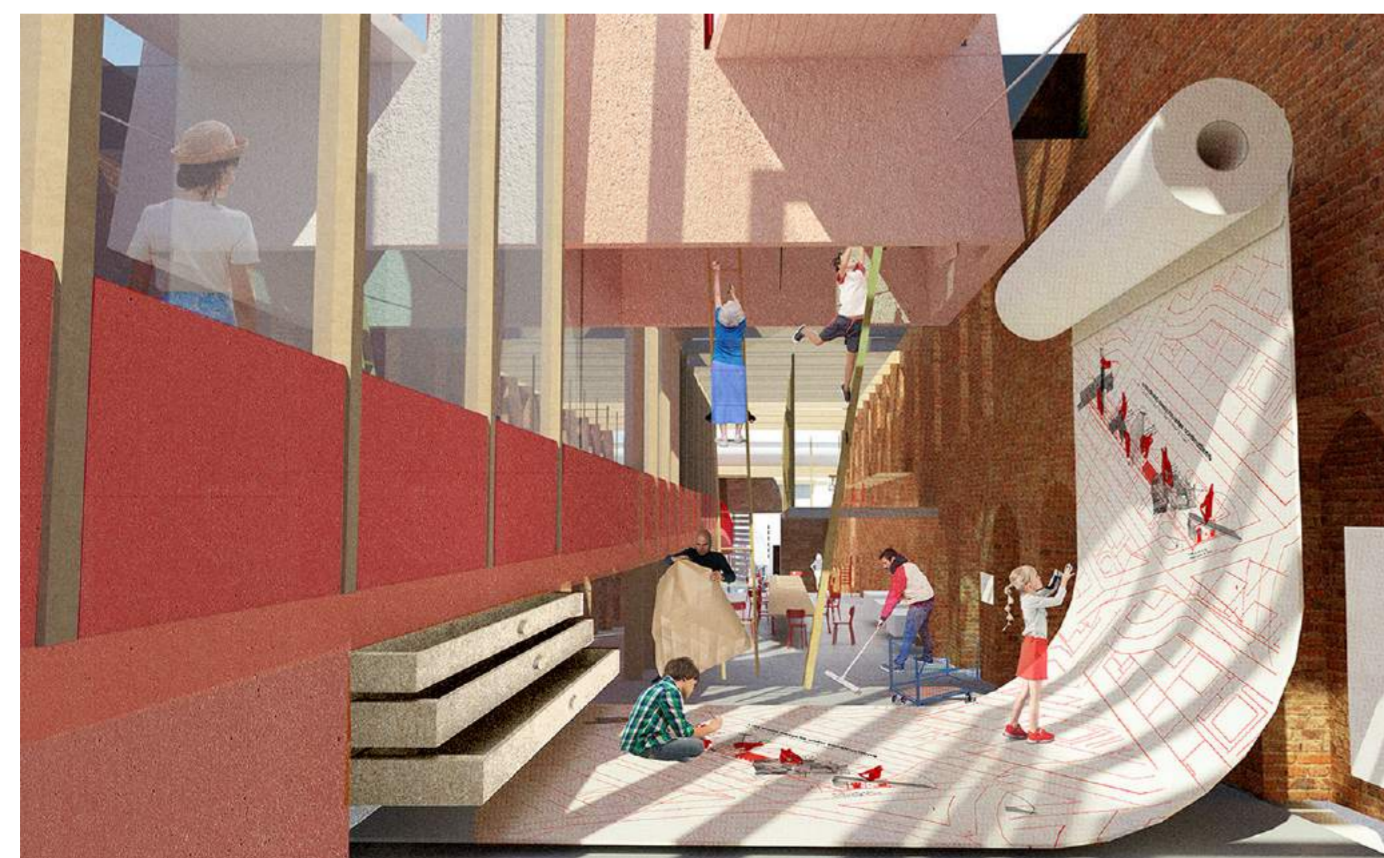
+ FACTORY OFFICE

+ CITY PLANNERS

+ CONCRETE



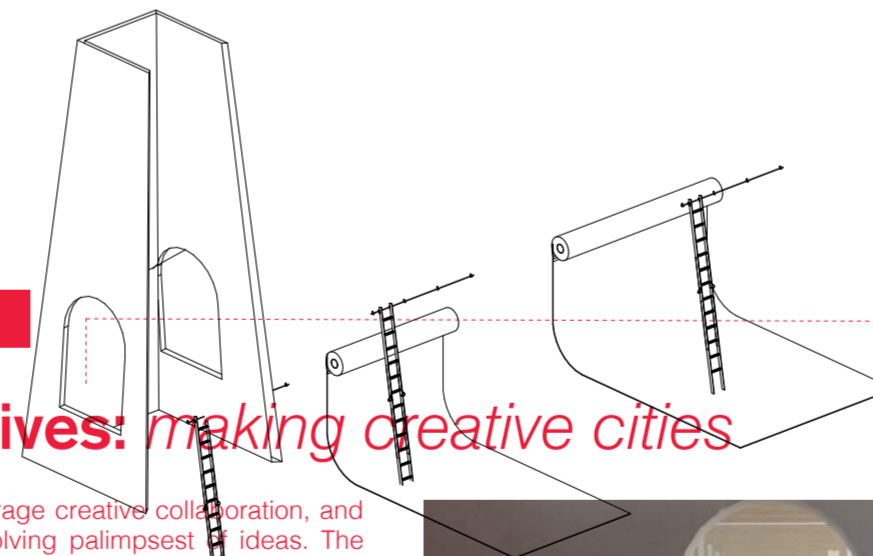
Reading Room concept collage - combining spatial reference



**2.**

**the archives: making creative cities**

The Archives encourage creative collaboration, and the space is an evolving palimpsest of ideas. The archives are messy and disorganised and nothing like the chests of archives that might be found in a museum. You are (literally) standing on a blank roll of paper.



MUSEUM ARCHIVES

+ FACTORY BOILER ROOM

+ CITY DECORATORS

+ LAYERS OF PAPER



Archives concept collage - combining spatial reference

**concept visualisation.**



# 3.

## the artefacts: making sustainable cities

The Artefacts is a space that contains the only kiln in operation for firing, and the only kiln made from bricks. The Artefact is about the material impact of 'Here', and questions what is 'precious' and what is 'rubble'. Here, demolition dust can be crushed into aggregate for concrete required for the construction of the city.



MUSEUM ARTEFACTS

+ FACTORY FLOOR

+ CITY BRICK MAKERS

+ BRICK



Artefacts concept collage - combining spatial reference



# 4.

## the gift shop: making sociable cities

The Gift Shop offers social transactions rather than monetary ones. It is essential that cities function socially, and this is the space to do so. This kiln contains cranks which control a flexible roof structure that creates shared outdoor roof space.

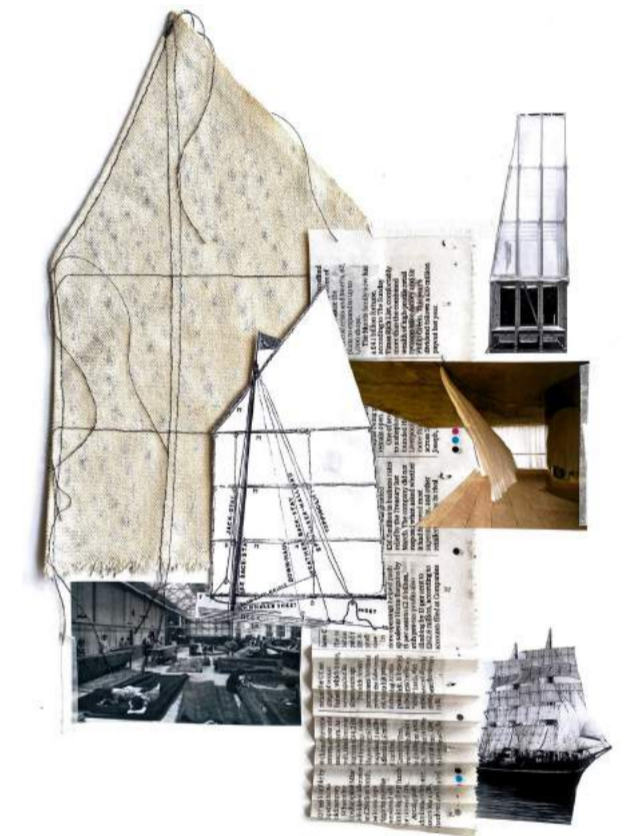


+ MUSEUM GIFT SHOP

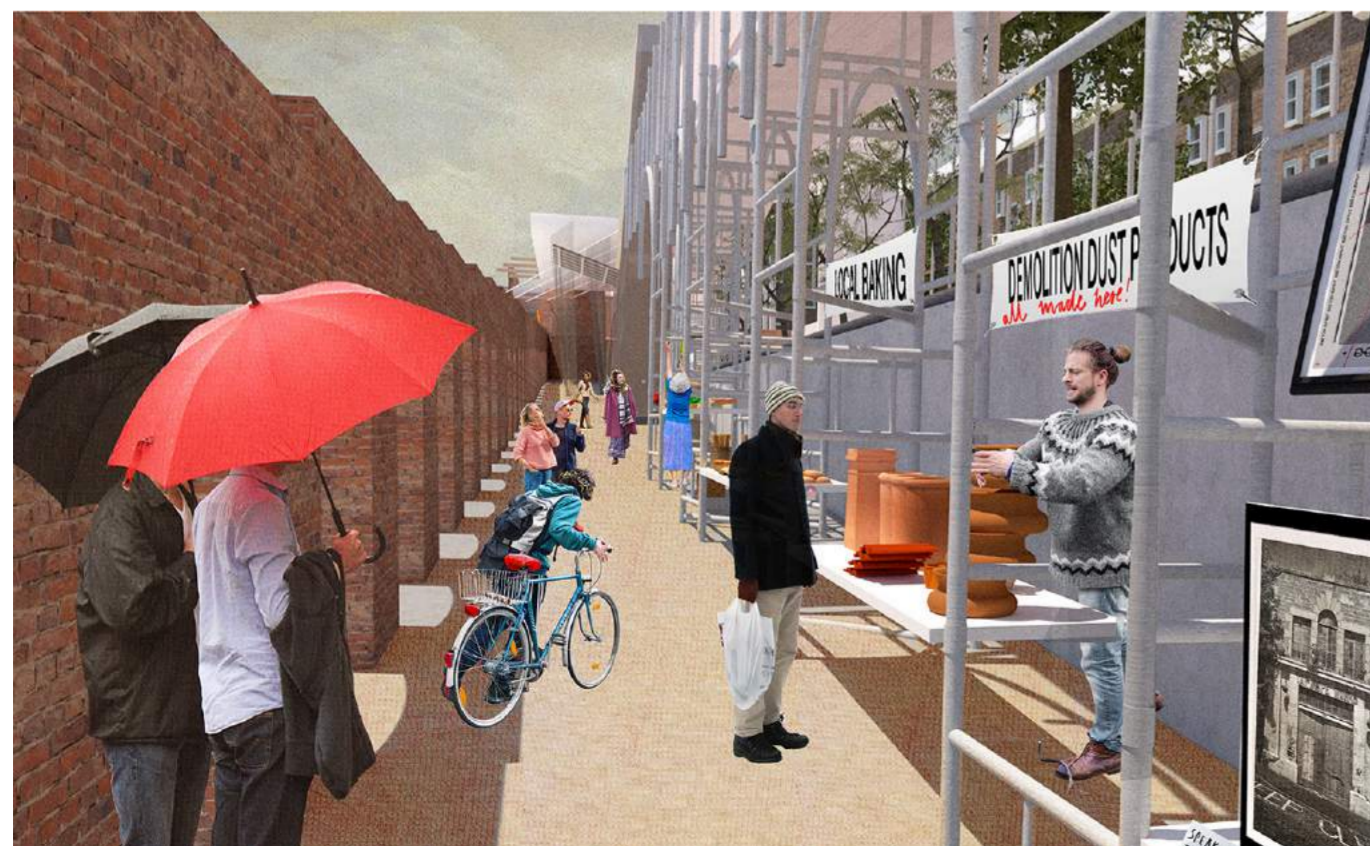
+ FACTORY SHOWROOM

+ CITY TRADERS

+ FABRIC AND SAILS



Gift Shop concept collage - combining spatial reference



# 5.

## the façade: making honest cities

The Façade is a version of participatory architecture where visitors and citizens are part of the building. This is a scaffolding that functions both to hold up the historic façade but also acts as a hand pulled elevator. This scaffold also creates trading opportunities, like this local market.

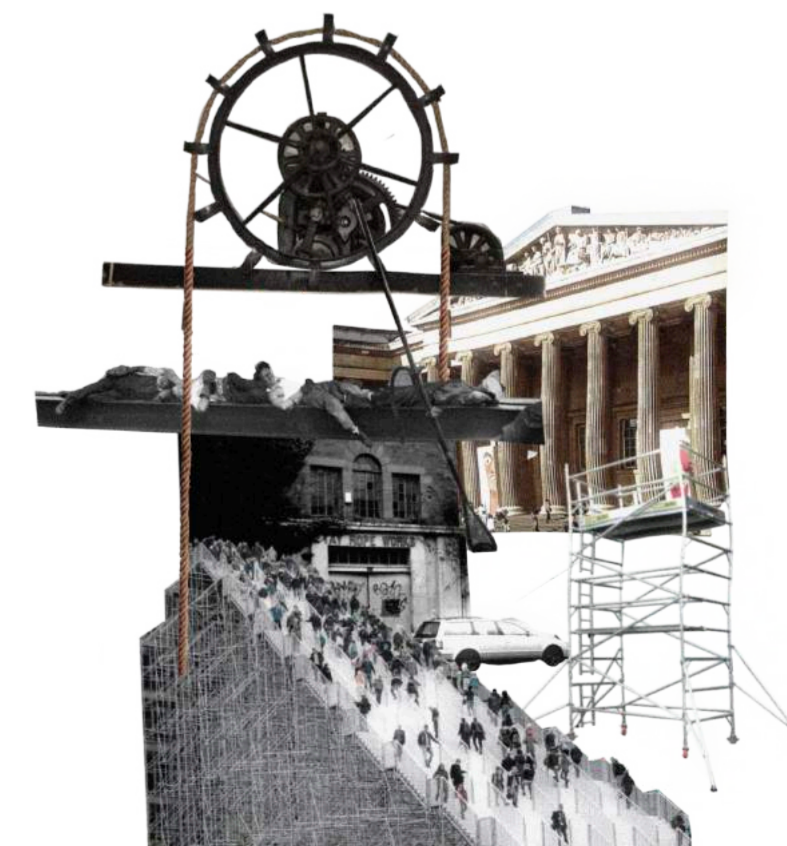


+ MUSEUM FAÇADE

+ ROPEWORKS FAÇADE

+ CITY SCAFFOLDERS

+ SCAFFOLDING



Façade concept collage - combining spatial reference

## Making & Modelling

This spatial composition has been developed through the combination of hands and rope strands being twisted together. The site's position in the city lends itself to acting as an urban corridor from the top to the bottom of a hill. This transitional public space acts as the back bone for the design, with a choice of spacial experiences offered.

The process of brick making is an influence on this project because of its circularity and prevalence in the function of the original Rope Works. Two arched walls made from locally fired brick define the site, which have been filled in over the years due to fire damage, but are mostly in tact.

The properties of brick makes it a material with a life span of 150 years and more. Every kiln has a different 'city production' process inside, much like a factory's assembly line or manufacturing process.



## 3D Collages: combining spatial identities and developing composition



The Reading Room



The Archives



The Artefacts



The Gift Shop



The Façade

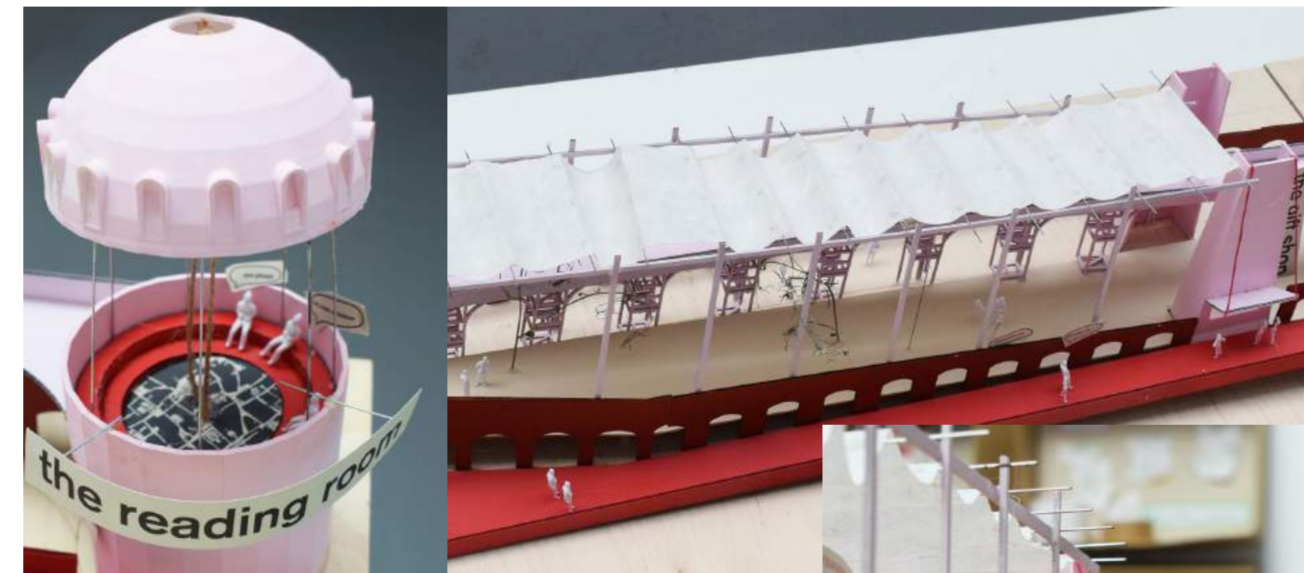


Enhancing existing architectural features in of the city



Looking at the site as fraying rope, linear paths

## 1:75 model: an evolving production line of ideas



2700x550mm

## 1:500 model: an urban plan utilising the site's derelict material



**Material Experiment:** Development through making bricks out of brick pozzolan dust as a circular, sustainable substitute for concrete.



VIDEO - making concrete from urban dust: [https://youtu.be/5II5\\_sXR6pl](https://youtu.be/5II5_sXR6pl)



# museum in a box.

an exhibition and engagement project for museum of here.



making the boxes



some questions.	your thoughts.
1 describe something you have realised about your life in the city during the pandemic.	the opportunity for interaction & variation (of routine, surroundings, people).
2 describe something that worries you about the future of life in the city in 20 years time	Dundee losing the community atmosphere it has now, & the divide between diff. parts of the city becoming more extreme.
3 describe or draw your favourite public space (indoor or outdoor), anywhere that feels like 'your wee bit' of the city, but you share it with other people. how do you feel in that space? how do people behave to one another in this space?	Bellefield Avenue. Safe, free, comfortable, sociable, open, considerate.
4 describe or draw your hopes for life in the city in 20 years time (what could address your worry, or not)? What should happen more, or what should change?	Hope vacant spaces & buildings are developed & preserved, esp. places of historical significance (factory buildings etc) & for more development beyond city centre.



Museum in a Box (2021) was an exhibition curated as part of Museum of Here. The exhibition took place on 14th May 2021 on the doors of the Tay Rope Works, 51 Magdalen Yard Road, Dundee. Twelve cardboard boxes were exhibited on the door of the Tay Rope Works containing collaged visions of the city by residents of the West End of Dundee. The exhibition was fleeting, only installed for a few hours, but managed to attract the attention of many passers-by in its short existence. It sparked conversations on site and continues to live on as a digital exhibition on Instagram, which can be found @museumofhere.

The boxes displayed on the day were made by participants during March and April 2021. Eleven of these boxes were created remotely by individuals who responded to a social media open-call for participants. The twelfth box was a collective collage by visitors to the exhibition on the day. Each box had a completely unique personality, despite each participant being given identical tools. This shows the breadth of perspectives that can exist in one place, highlighting the disconnect between real people and political and urban planning systems.



On the day - this exhibition allowed Citizens of Here to stop and discuss the city in a casual, fleeting way.