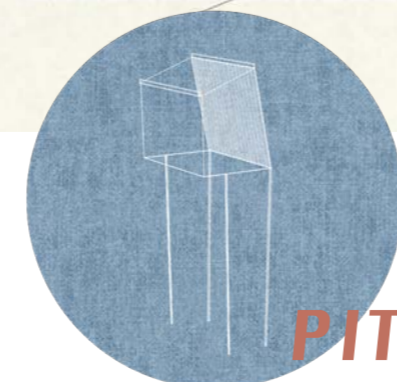
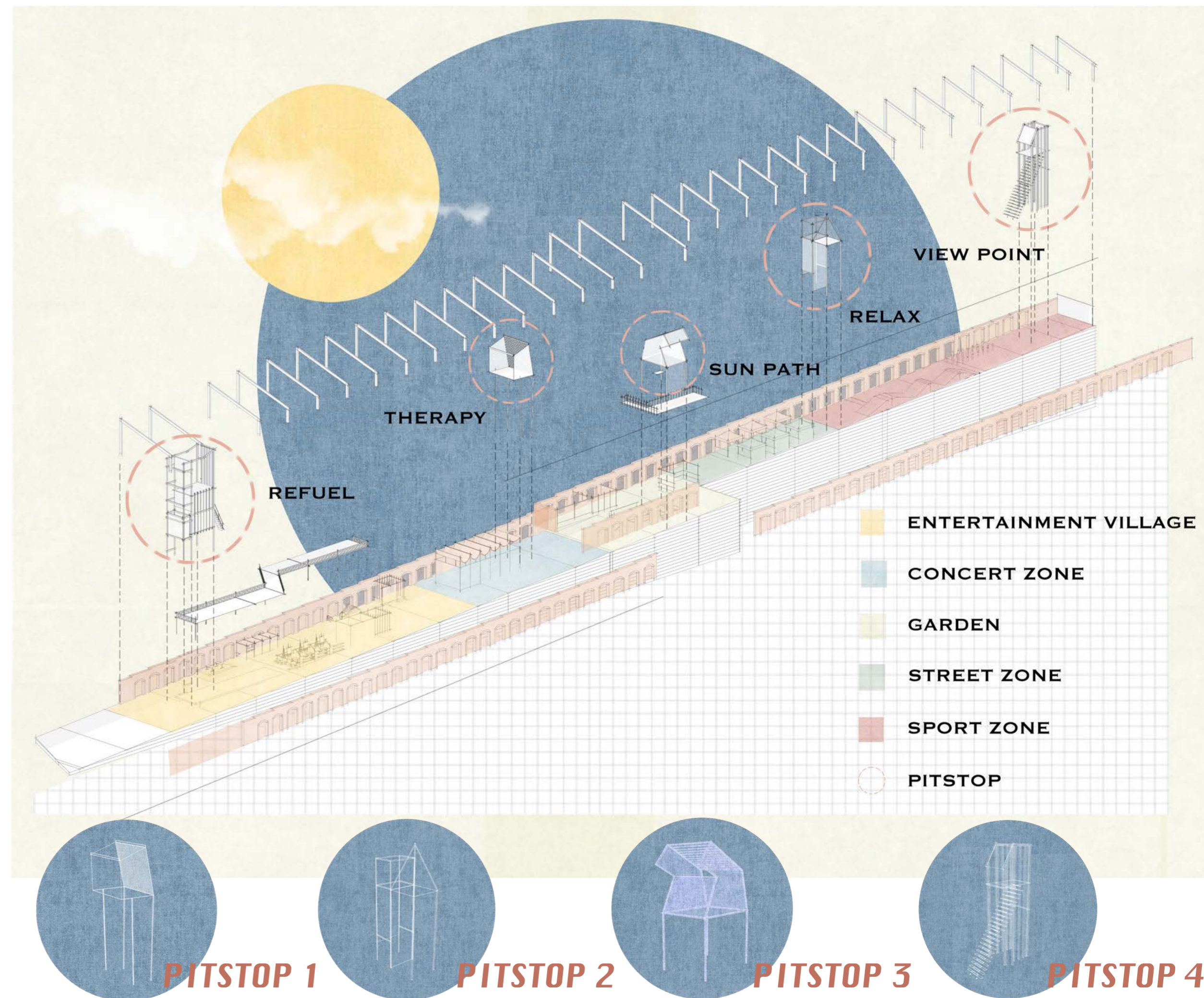


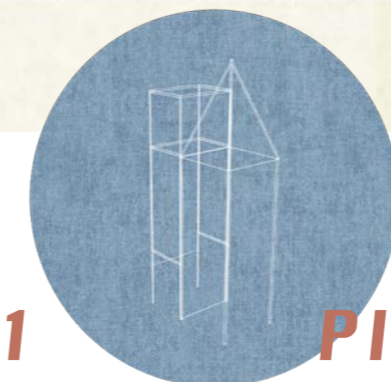
# PLATFORM

## A COLLABORATIVE REIMAGINED YOUTH CLUB.

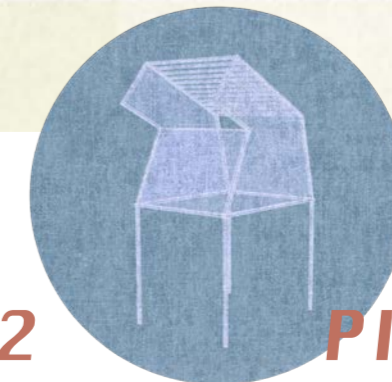
What kickstarted the project was my interest in psychology and how trauma affects the brain, more specifically childhood trauma and how that leads to affect adulthood. Therapy has a huge part to play in helping people with trauma however therapy is not accessible for everyone and there are long waiting lists on the NHS to be seen. A total of 1570 children and young people had been waiting over a year for treatment at the end of 2021 and in 2022 the figure was 2,012. With the figures raising making it more difficult for young people to receive therapy, I wanted to design a space that would potentially create a stepping stone before therapy and potentially stop as many young people as possible from needing to receive therapy. The hope for the project was to create a space that would become young people's safe space where they can express themselves and find their individuality. It is important for my space to be the opposite of trauma, the key features of the design are collaboration, empowerment, choice, safety, and trustworthiness. Platform is a space where young people can be their true authentic selves and the purpose of the space is to build young people up into strong independent individuals.



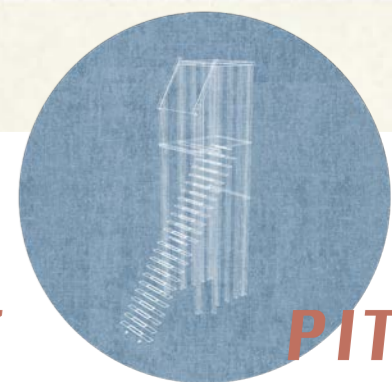
PITSTOP 1



PITSTOP 2



PITSTOP 3



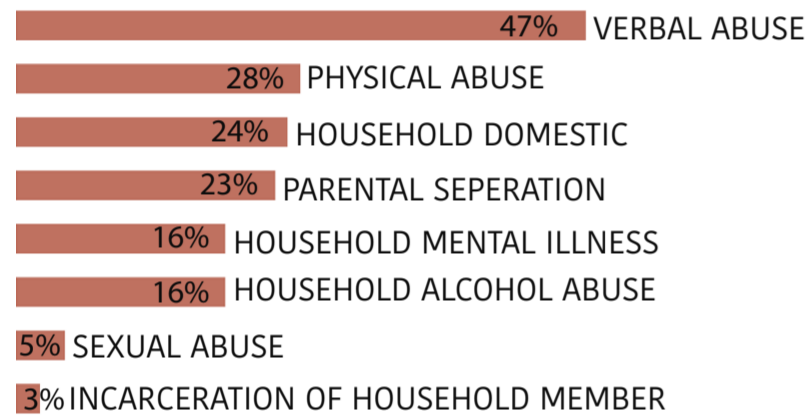
PITSTOP 4

# SOCIAL CONTEXT

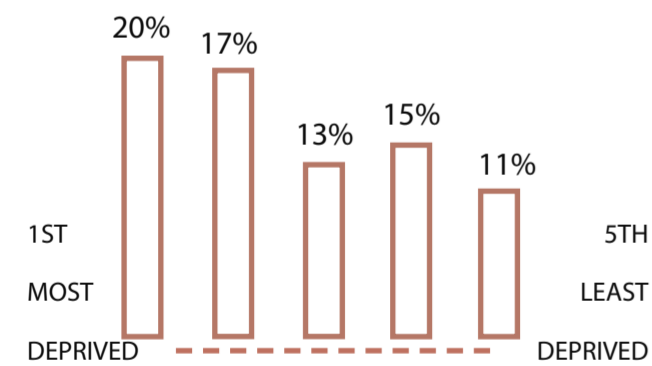
“ PRACTICING A NEW SKILL, UNDER THE RIGHT CONDITIONS, CAN CHANGE HUNDREDS OF MILLIONS AND POSSIBLY BILLIONS OF THE CONNECTIONS BETWEEN THE NERVE CELLS IN OUR BRAIN MAPS ”  
 - NEUROSCIENTIST MICHAEL MERZENICH

## Scottish health survey report 2019

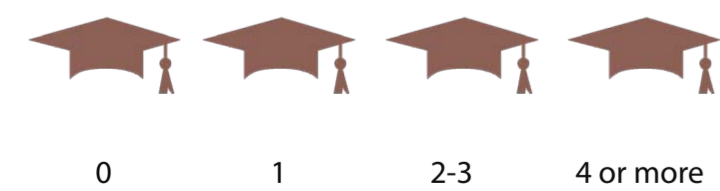
Adverse childhood experiences is described as traumatic experiences that happen between the ages of 0-18 years. The result of ACEs can have a negative effect on children’s development due to the harmful stress caused by ACEs. While also having the potential to cause lifelong health and wellbeing issues without the correct support. The ACEs report done for a national statistic publication for Scotland gives evidence to show the long-lasting effects of adverse childhood experiences.



Verbal abuse was the most common ACE reported experienced by just under half of all adults.



Those in the most deprived areas were almost twice as likely than those in the least deprived areas to experience four or more ACEs.



Adults who had four or more ACEs were less likely to have a degree level qualification or higher.

# ACES



## USER ENGAGEMENT

It was important for this project to understand what young people needed and wanted from this design to create a space that was young people’s and not just designed for them. Therefore, a user engagement tool was necessary for this, the user engagement for the project took place with the students at Alloa Academy’s drama club. The young people were tasked with their own individual pitstop seen in the images below. The young people were given a variety of different materials to create themes of spaces through the technique of collaging, these spaces were to be personal where they would feel most comfortable and would feel intrigued to go. The themes that arose were creative spaces art and music while also with green and quiet spaces.



MUSIC & ART



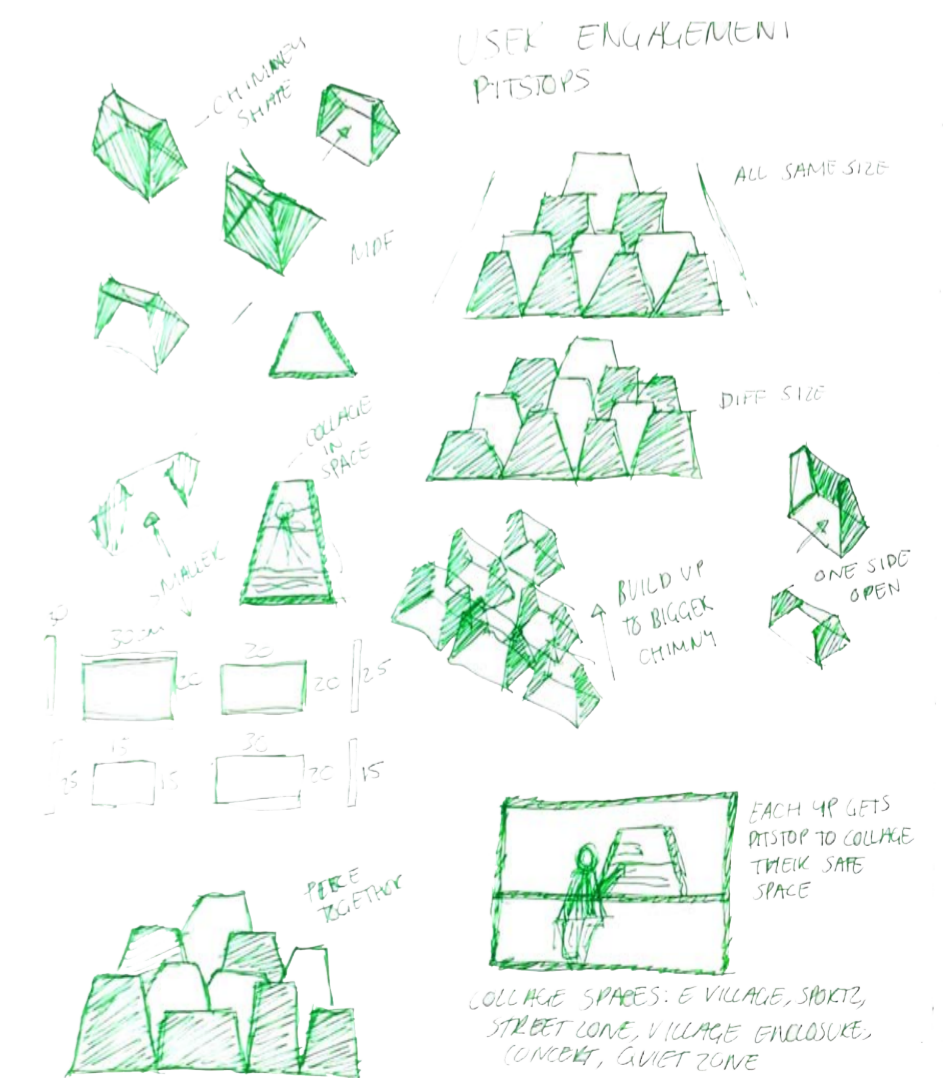
PHOTOGRAPHY & ART



DRAMA



QUIET ZONE



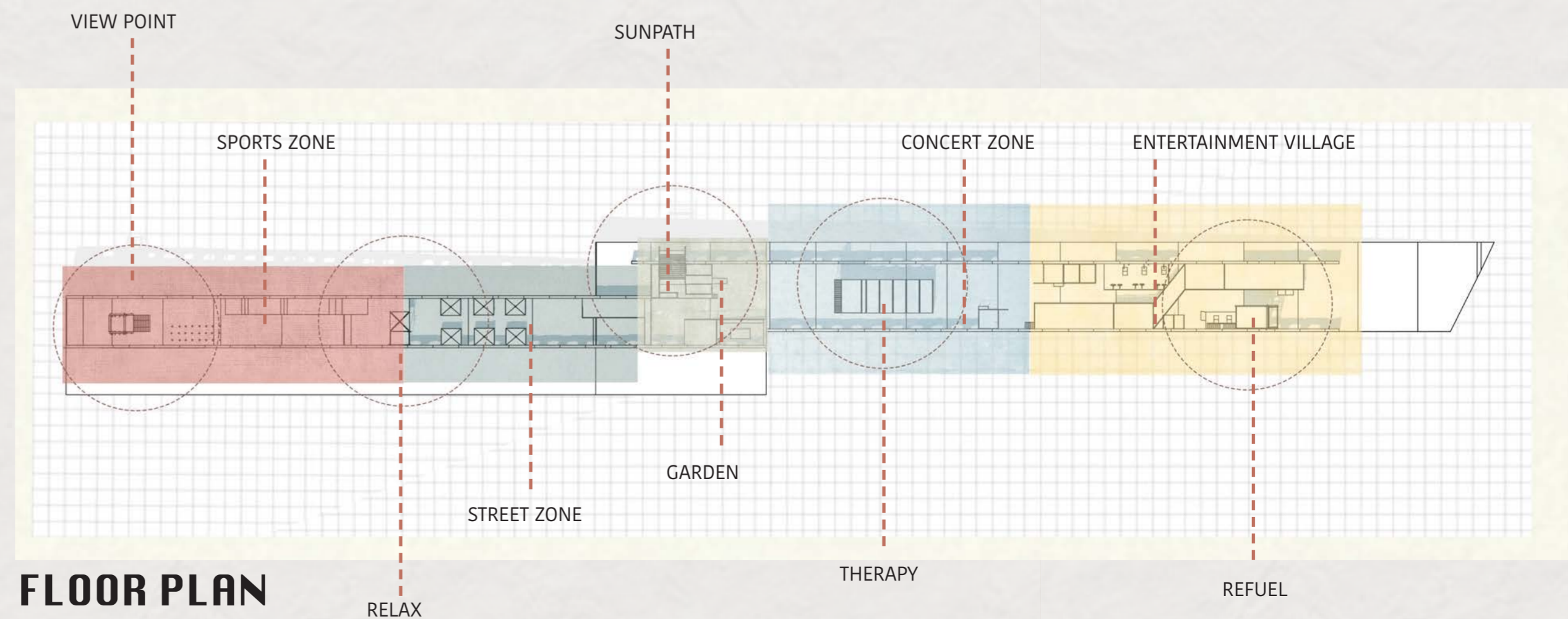
# PROPOSAL

Platform has transformed a redundant urban architectural icon within Dundee's city centre into a reimagined youth club, a highly collaborative project with young people between 12-21. The project is located at the former Tay Rope Works, which has recently been demolished. The focus of the project is to create an environment to encourage future prosperity for the younger generations, achieved by creating an environment which enables young people to express their individuality through the offering of a variety of spaces for them in which to play, experiment, communicate, and safely seek support. The design is adaptive allowing young people to transform the space suitable for their needs. The adaptive spaces can be transformed into spaces where they can invite the community into the space allows the younger people to make further connections.



## GARDEN

The focus of the project is to create an environment to encourage future prosperity for the younger generations and evoke the desire to experience. This is achieved by creating a variety of different spaces for young people to play, experiment, communicate and seek support safely. The hope for the project is to create a space where young people can express themselves and find their individuality through a variety of different ways which can be from art to sports. The design is broken into five different zones, with five pitstops throughout the space. To create a culture-like environment, each zone spread into one another to encourage young people to create connections and try new activities. There are also spaces where the young people can invite the community into the site which allows for further connections. The design is adaptive allowing young people to change the space for what is appropriate for their needs as this is their space. The spaces include an Entertainment village, concert zone, Garden, street, and sports zone.



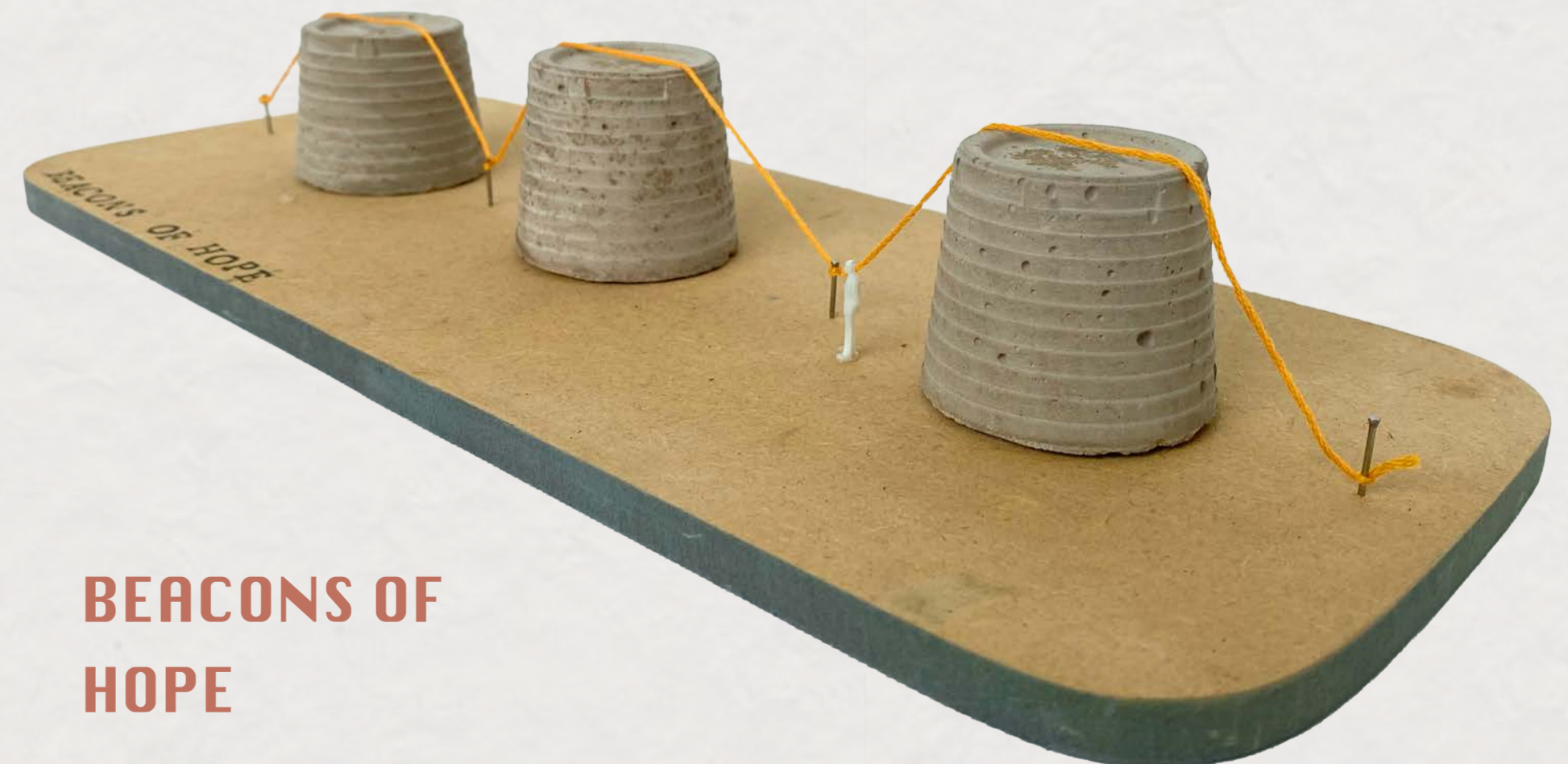
## FLOOR PLAN

## REFUEL PITSTOP



## SPORTS ZONE

The space is a journey to reconnection of the true authentic self for young people as trauma is the disconnection of this. Therefore, throughout the site, there are multiple different entry points to join the journey where the young people would feel appropriate. Throughout the site, there are five tall structures which are referred to as the pitstops. The concept behind the pitstops is to create spaces where young people can take a break in their journey and have a place to rest. The reason the pitstops are tall free-standing structures is due giving above it all feel, the young people are raised above all the chaos below in the ground level of the building, therefore, giving them a place to dissociate from it all, allowing the young people have full potential to relax and refuel. Each pitstop is a different space, the spaces are refuel, therapy, sun path, relax and viewpoint. The inspiration for this project was shapes, forms, and materiality from Formula 1.

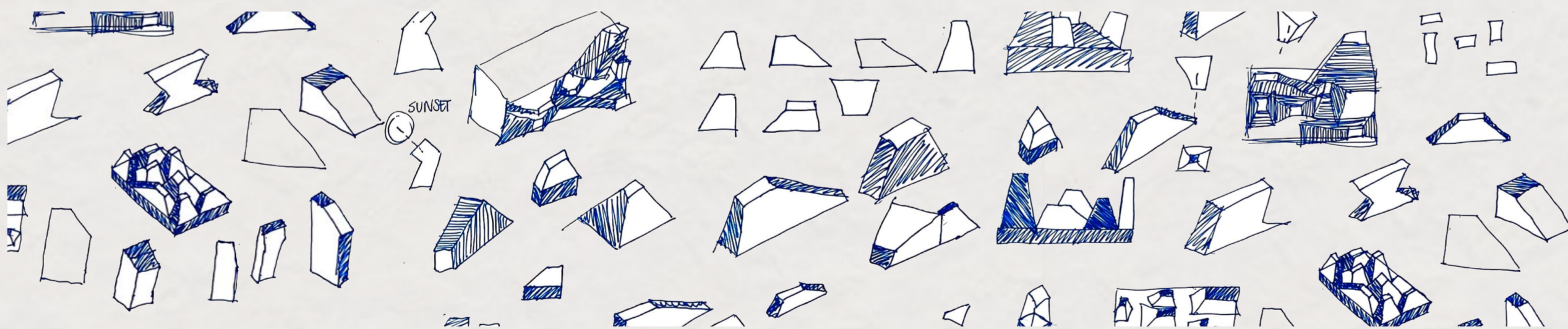


## BEACONS OF HOPE

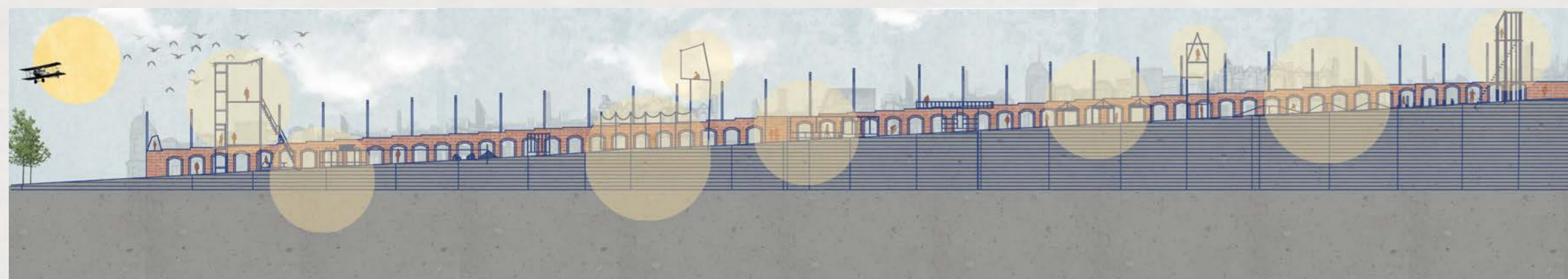
**STREET ZONE**



**CONCERT ZONE**



**SKETCHES OF PITSTOPS**



**SECTION**



**SKETCH MODELS OF PITSTOPS**