

the hotel that welcomes *all*.

Communities that are socially and environmentally sustainable are built on the ties that unite rather than the differences that divide.

The Welcome Hotel

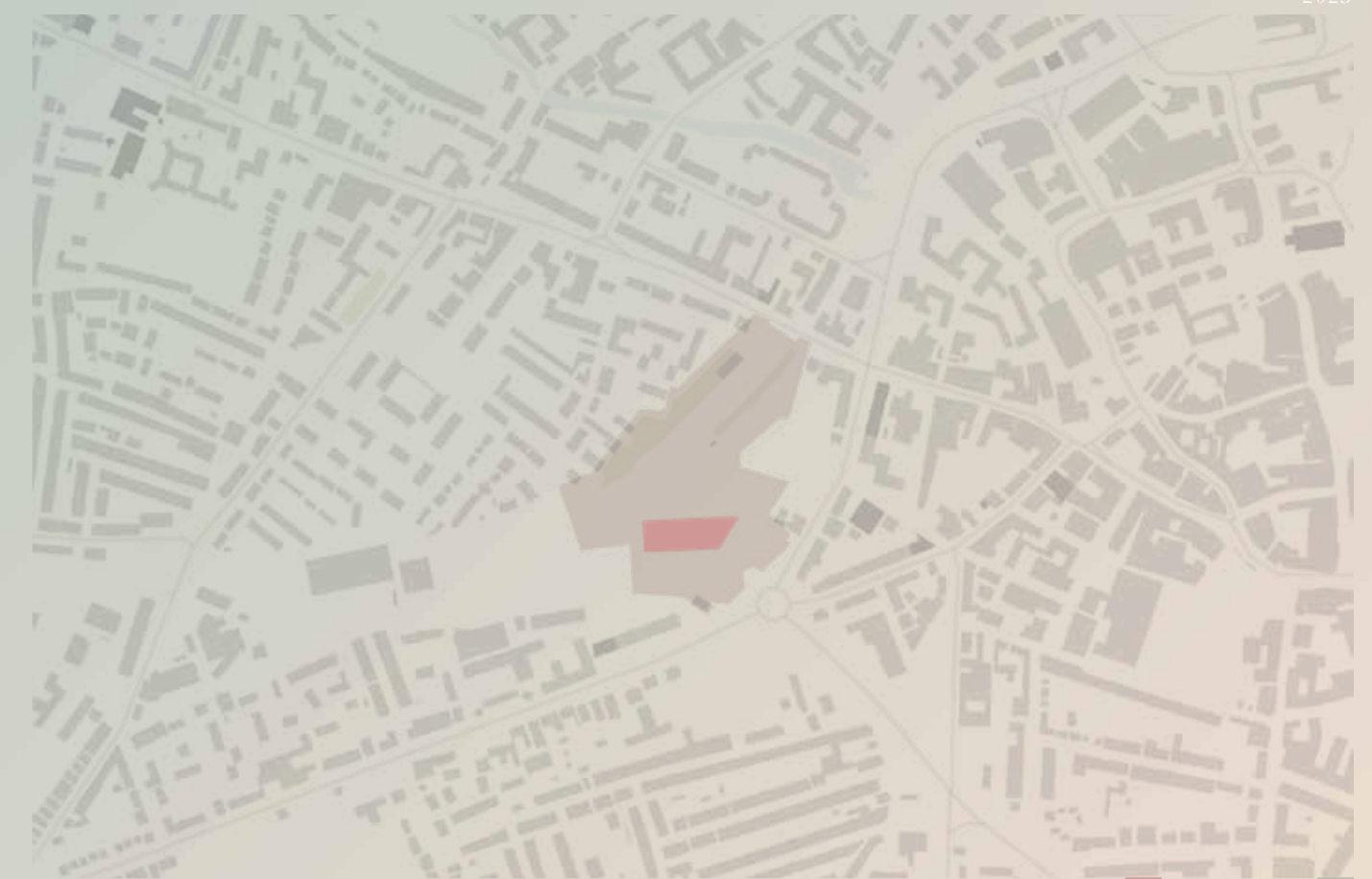
Abstract

The narrative that is currently being presented about immigration in the UK has compelled me to look into the implications, challenges, and design principles that are already in place in order to determine whether more can be done to support a group of people who currently lack a voice, dignity, but most importantly, fundamental human rights. To be regenerative, we need to start cooperating as a whole.

The project is about people. Digital software can often be referred to as static, however due to the dynamic nature of social systems, static solutions are ineffective in this scenario, and because systemic opportunities are constantly evolving, design work is never complete. With this in mind, it was essential that the graphics communicated a story. This was achieved by combining digital tools and hand-drawing.

The Site

The site was once home to over 1,500 individuals before their homes were demolished to make way for what exists today. The building, functioned as a goods depot for GNR (Great Northern Rail) until it was shut down in 1964. The building has stood vacant ever since, left to decay, unused and unsafe.



Site Location: Priargate Goods Yard

Legend: Building ■ Boundary ■



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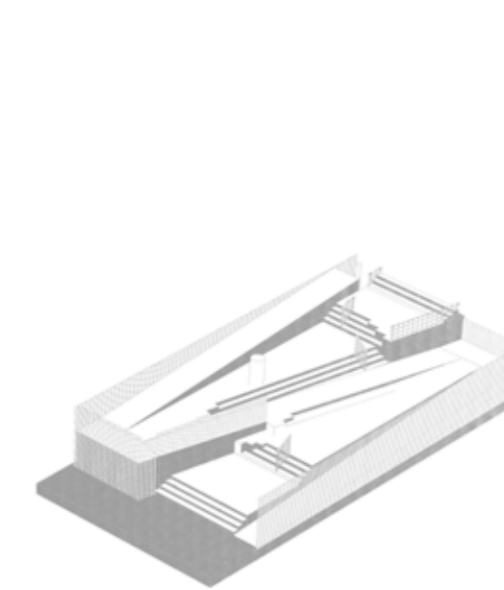
The Welcome Hotel

The Brief

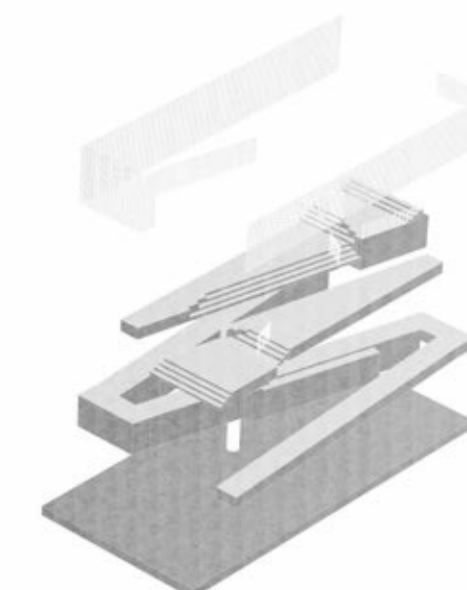
Research of the site's context showed that refugees, asylum seekers and migrants, particularly international students have a significant presence in the area. High levels of poverty and unemployment in the nearby area are both manifestations of the micro problem. Thorough analysis shows the site has the potential to provide for the existing and new community, bringing people together and creating opportunities for both.

The following proposal intends to explore the topic of community regeneration for the Friargate Goods Yard and its immediate surrounds, with a focus on employing inclusive design to build a sense of place and belonging for two minority groups: refugees and international students. This is accomplished through developing temporary housing and community services, providing a space focussed on community that promotes shelter, rehabilitation, and respite, which in turn gives the site new identity and purpose.

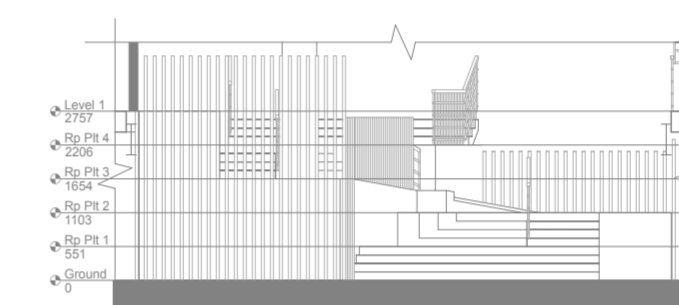
The overall aim is to not to solve the problem but rather the proposal aims to raise the important questions, raising awareness and acting as a benchmark for future design regeneration surrounding migration in cities and our urban environment.



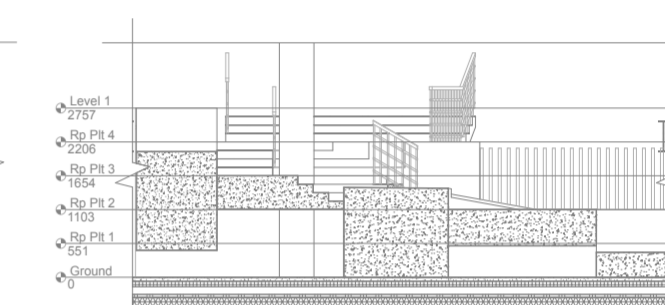
Ramp/Stairs



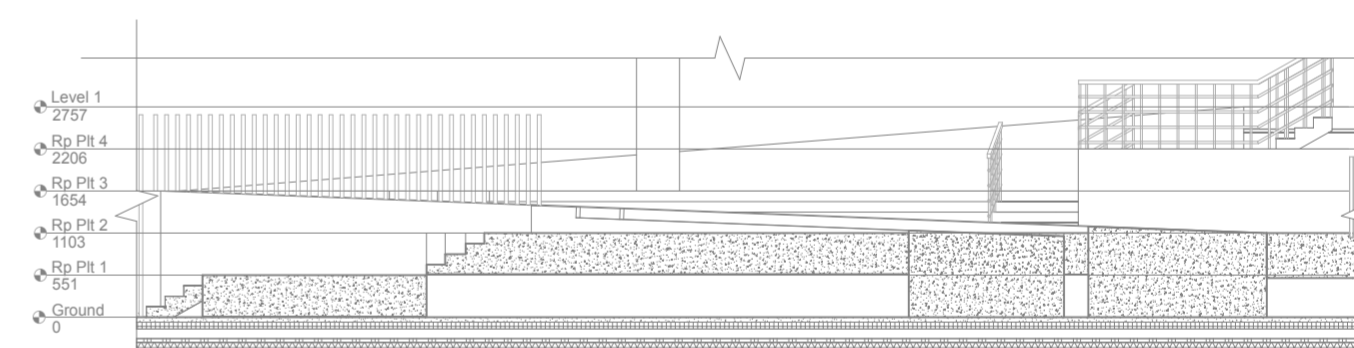
Ramp/Stairs Axonometric



Ramp/Stairs Elevation



Ramp/Stairs Section A



Ramp/Stairs Section B



Perspective Section



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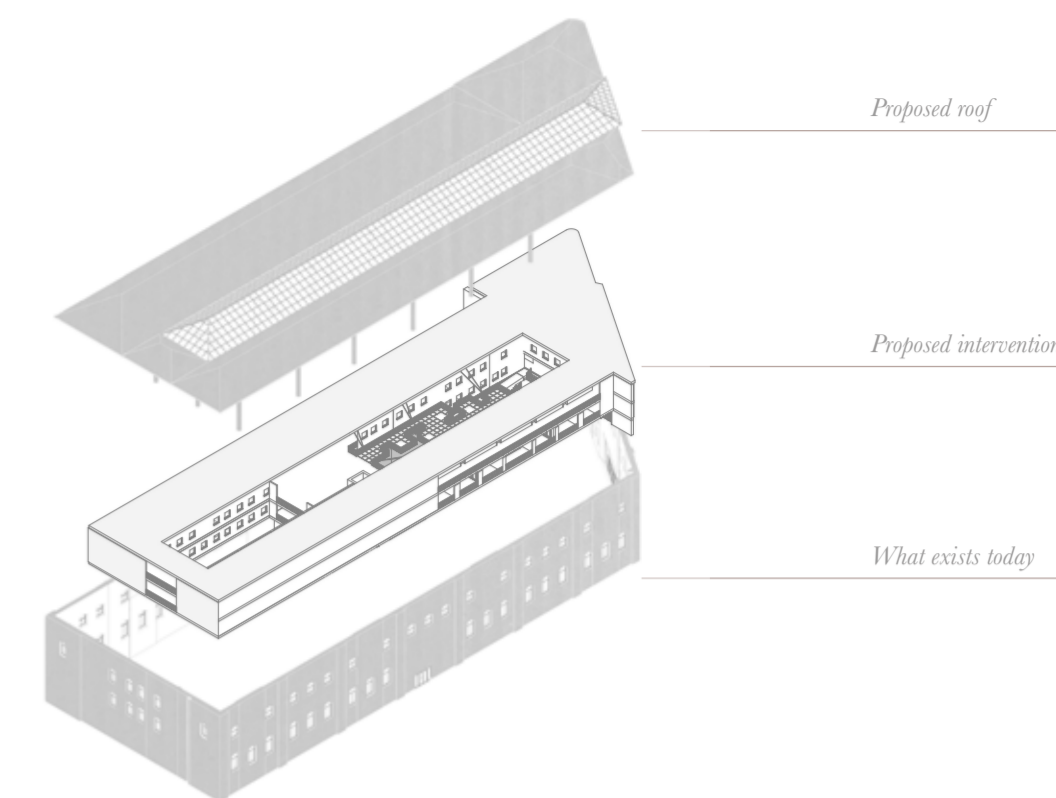
The Concept

Nourish (*nuh - ruhsh*): An adaptable eating space which uses food as a tool to combat social matters by offering a place to provide, prepare, discover, and learn the importance of nutritious food, all the while presenting its users with the skills and knowledge that can be applied into the food industry.

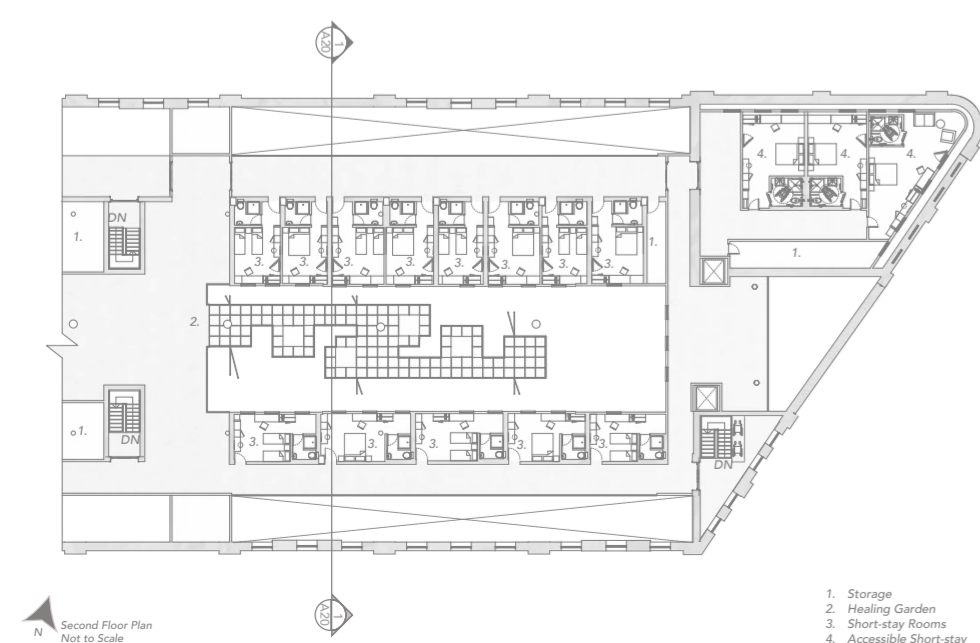
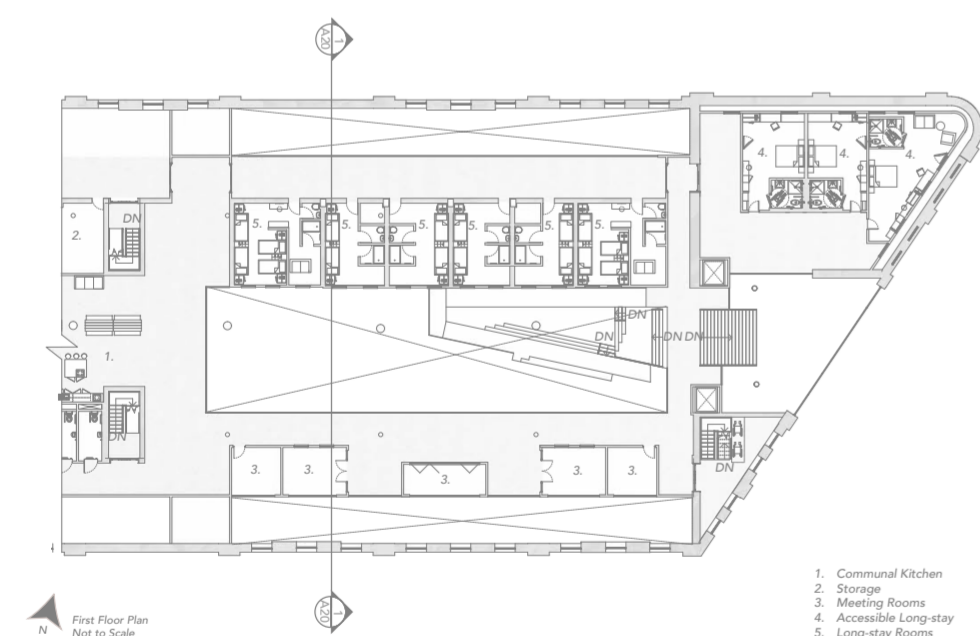
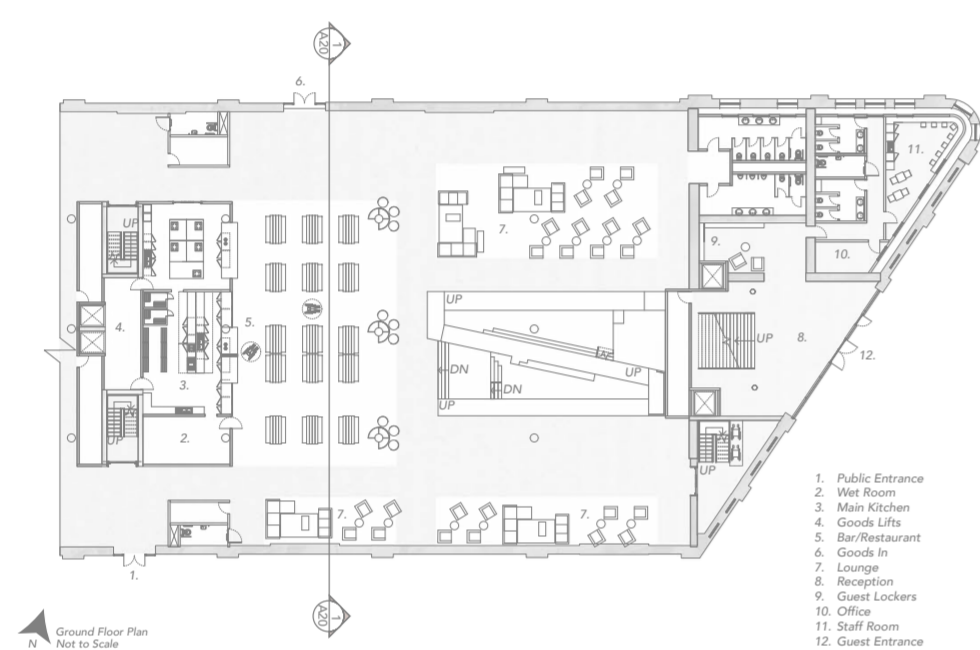
Learn (*luhn*): Semi-private and private areas offering workspace, classroom, and an event venue, where weekly activities can take place or hired out for third party events.

Live (*liv*): Two types of hotel accommodation will be available: hotel stay – temporary short-term stop over - and house stay - which offers accommodation for up to 9 months.

Heal (*heel*): A garden of sanctuary, offering aid and support - a place of refuge to those affected by crippling mental health. affected by crippling mental health.



Building Exploded Axonometric



Floor Plans

