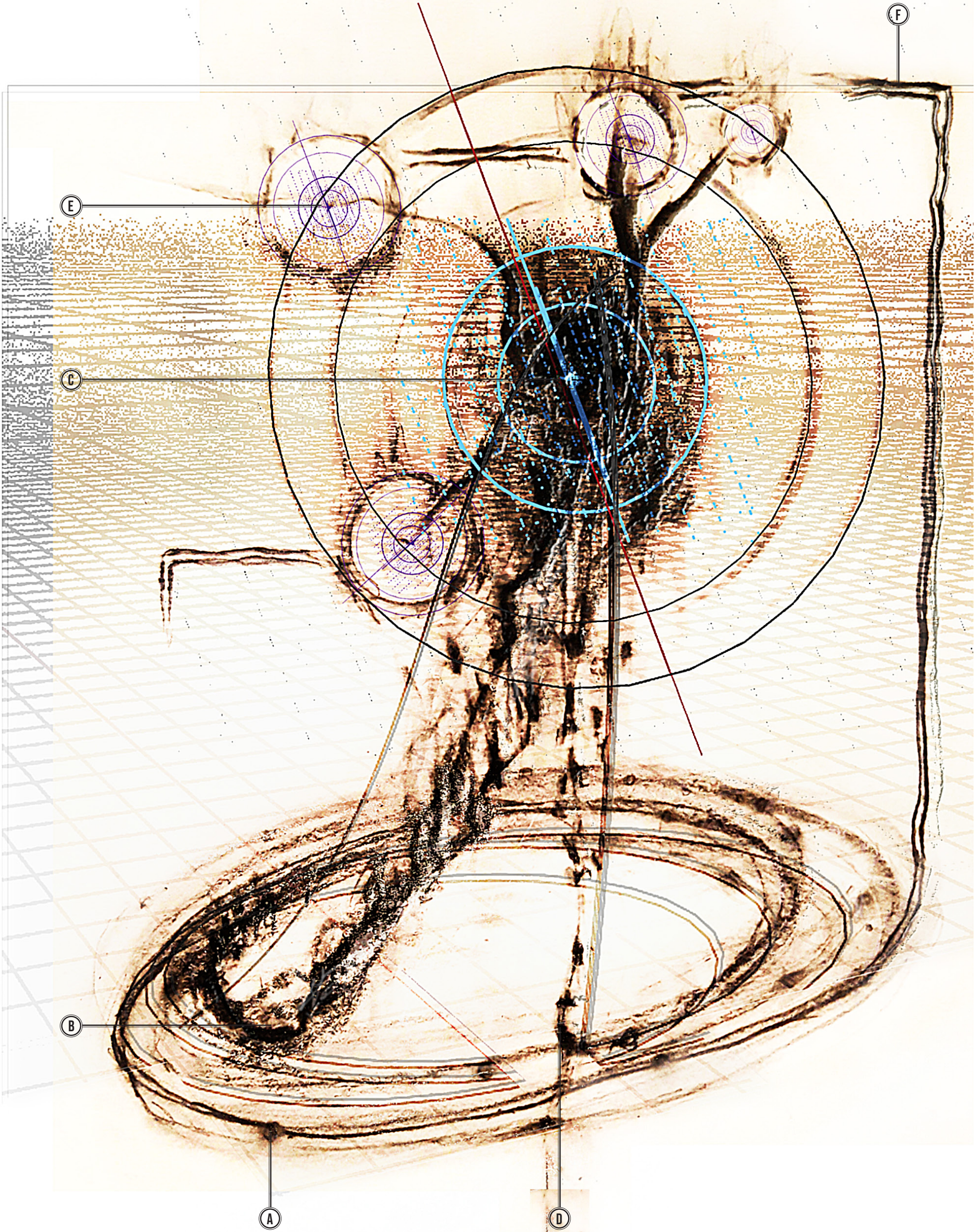


# ORCHESTRATING PEOPLE

-The Proposal-

'ORCHESTRATION PEOPLE', A project which looks into designing community spaces, fulfilling the needs of not only developed community groups, but also spaces for those who don't wish to entirely invest their time and energy into those activities. However, through examining ones subconscious experiences, perceptions and associations, we aim to combat the issue of this avoidance to community spaces in order to encourage its growth.

The design proposal sitting within the Jewelley Quarter, in the James Cond Building. Allowing it to occupy surrounding community groups, alongside university students who will experience it as a safely net before and after graduation, due to the space helping to establish talent through its development into a buissness, and ability to meet professionals.



## “THE ENEMY OF MY ENEMY, IS MY FRIEND”

These balls of rage exploding into the open, with all their times of release following on from the first. Their fires burning the government walls that are barred up from the streets. That, which has now become the enemy of the 2 groups, sparks a sort of friendship, one which i like to call 'the conflict ship'.

- a** The people orbit in their worlds, their cycle of life staying stationary
- b** But from time to time people collide and emerge higher into the system
- c** This point of “hype” pumping energy as it darkens.
- d** Often what occurs at this stage is people become drained, and so their world fall back down.
- e** However, some stay afloat, over time, now forming their own kingdoms.
- f** But there are some that join after all has died down. who now lift up in their own time, now awkwardly knocking on those solidified bubbles.



# PROTESTS

-How [social]change is created-

Due to this space being for community groups, where these people would be able to bring about social change, there needs to be an understanding of what is already happening in the world of this type of change and how. The most obvious way was and is that of protests, this medium of bodies has stayed consistent.

What is interesting about protests and this conflict involved with it, in that this rage is not always at its peak, the process being of 4 stages:

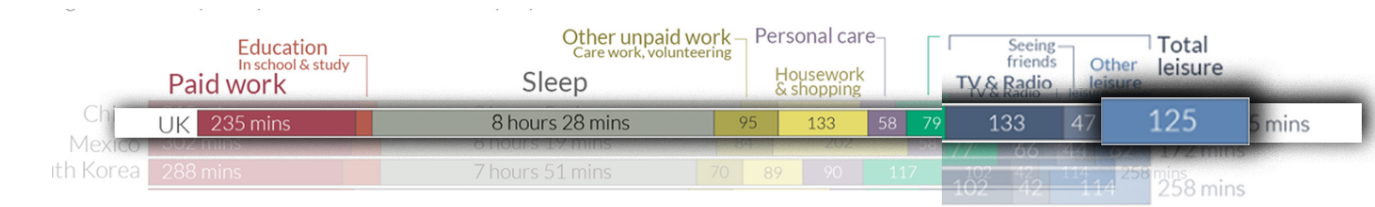
Emergence - Coalescence - Bureaucratization  
- Decline (not always meaning bad) -

What this mimics is this flow of the emergence and decline of trends, where there is this moment of “hype” surrounding a subject. Looking at trends in the context of today, platforms like Tik Tok are the breeding grounds to this emergence.

The interesting part about this being how much time these platforms take from someone, however not so much the energy. Where although you spend the whole day on it, it doesn’t feel that way due to it being so easy to interact with, after all, all you’re doing is swiping.

This analysis then leads us into the idea that, if you want to make communties appealing and allow people to be apart of social change and justice, then it must be easy to do so, without the individuals immediate asso- ciation with the word community centre being something that’s draining.

How much time do people spend on liesure activities?



[1] Examining the areas around Birmingham City Centre, and looking at where things like social change take place. The chosen James cond building sitting at the edge of the city centre, allowing those around it to not feel overwhelmed or irritated by another community space.

What can be seen from the precedent of the [2] Transborda Intervention, is its incorporation with the urban environment, where a passer by is able to easily and quickly interact with the laddered fence, and then go back. What this achieves is this getting to know stage to spaces, where one is able to waver in and out.



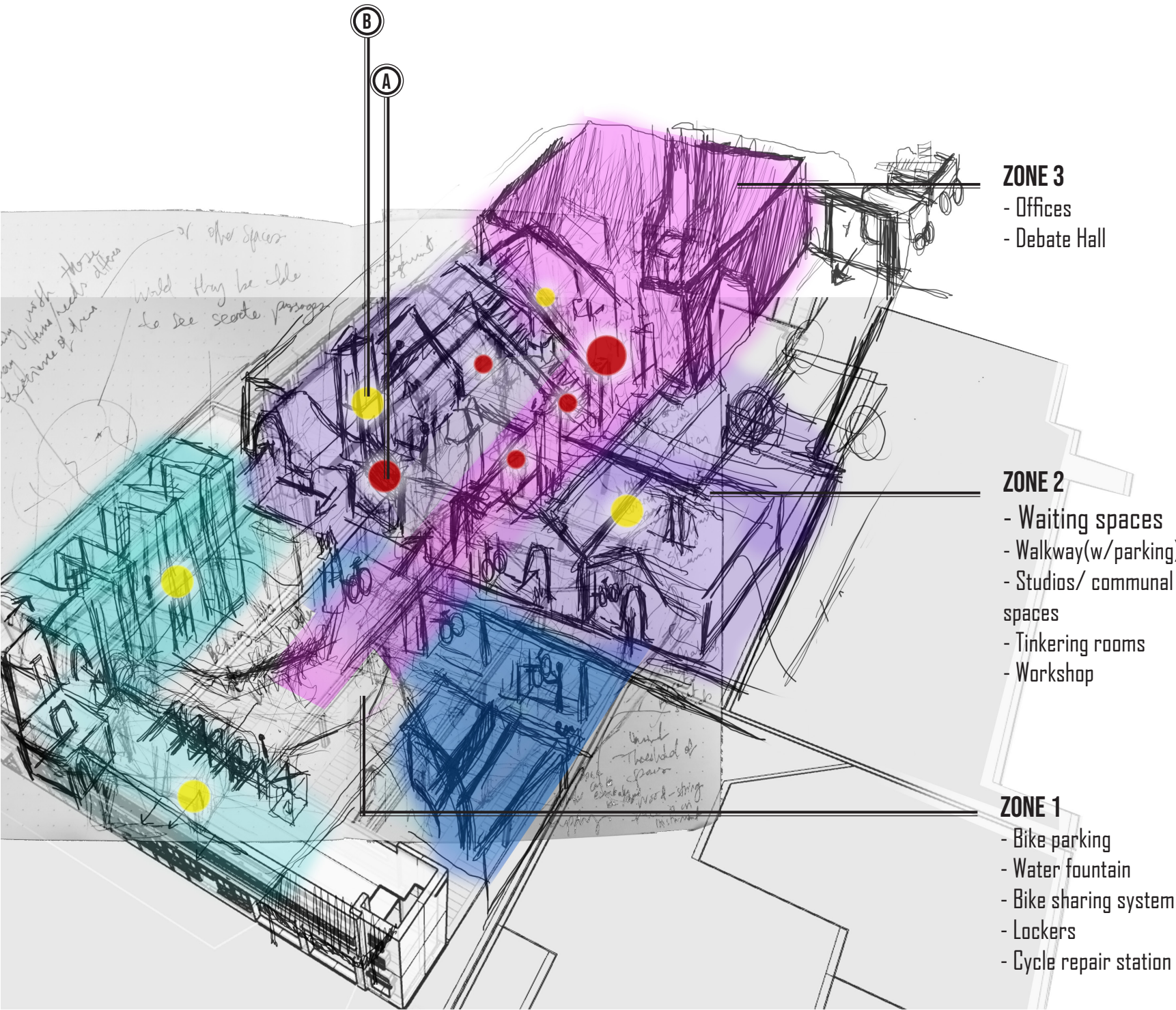


AVOIDANCE POINTS

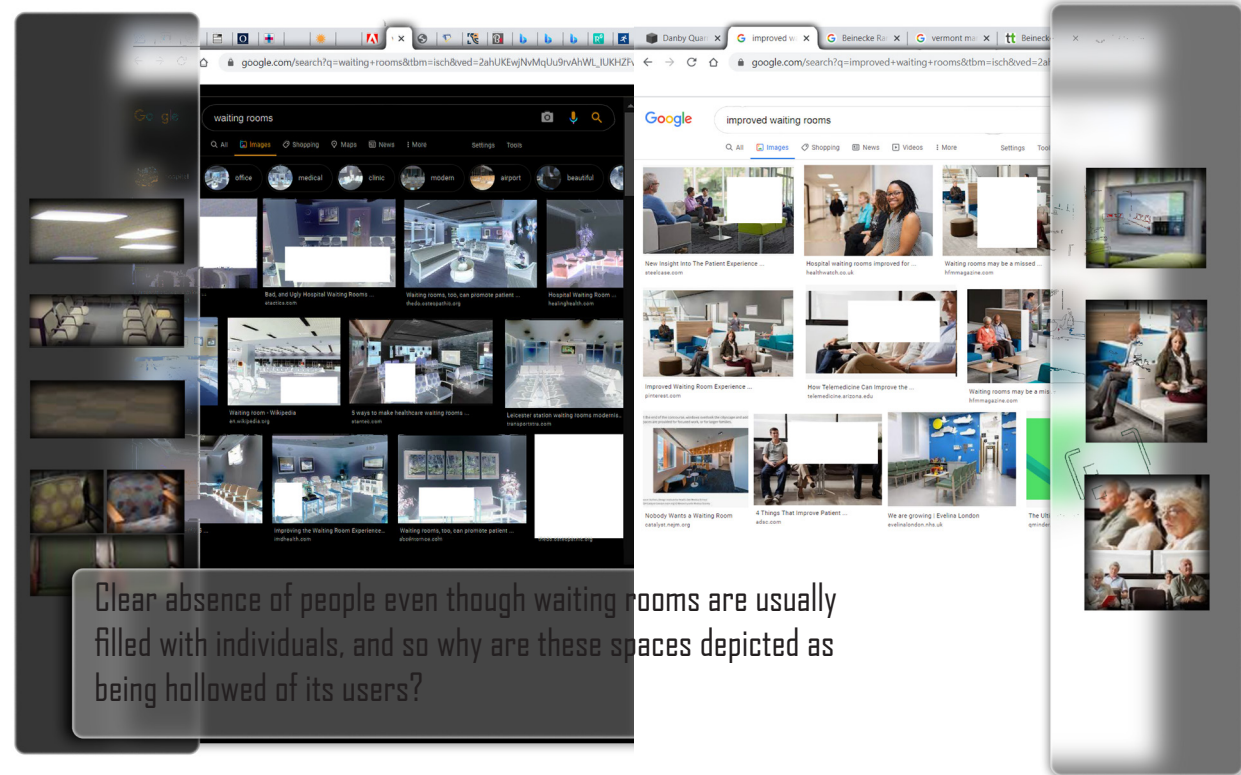
-How one percieves and associates spaces/experiences-

Looking at placing intentional [A] avoidance points within the space, in order to highlight those [B] studio/ community spaces as areas to be drawn to. Playing with this idea of choosing something over the other because one is drastically so much worse. This idea stemming from the case study of Procrastination and how there is this avoidance to important tasks, and how one distracts themselves with the “useless” less energy inducing activities.

Due to the aim of this space being to invite people into community settings, i explored the idea that, **What if the community space became the thing one uses to procrastinate with?**



The waiting room.

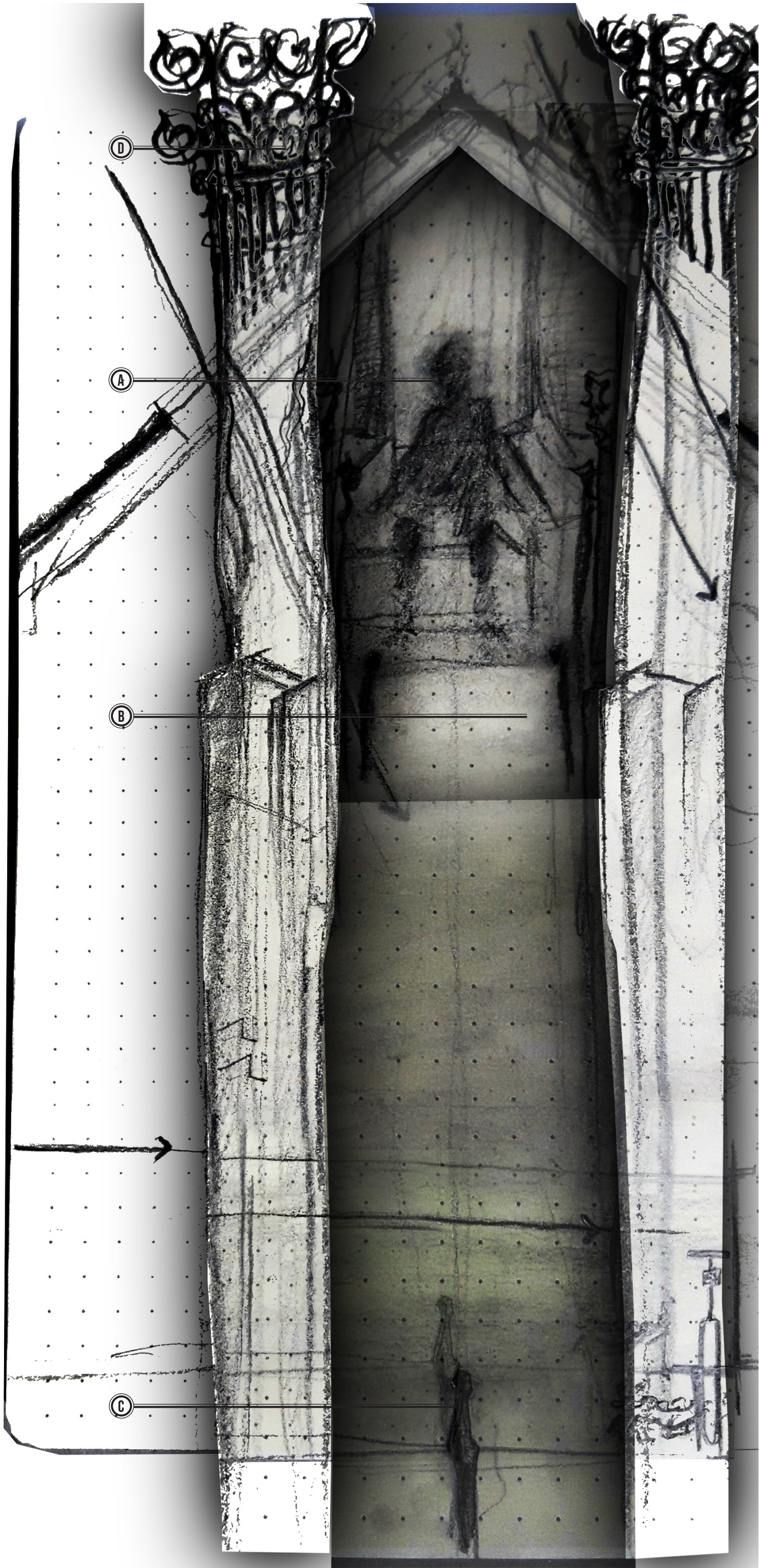


Used as drawing someone in through the need to sit, but once using it, wanting to avoid it due to its uncomfortable seating arrangement, allowing the inner drift to physically take you toward desired communal spaces

What is also interesting to analyse is that each person has the same experience, and feel it as their own, its this kind of twisted unity that these types of spaces give, where you're connected through feeling the same thing, your inner realities blurr while your outer selves sit glued to the seat. This discomfort provides so much avoidance that you would do anything to get out of that - this being when the wandering/ exploring takes place.

Now also Looking at developed communitines and how within these groups, people avoid this conflict of opinions in fear of creating bad blood, however through this aspect of role play, this idea of storming and having conflicting opinions is encouraged, allowing people to have this release and feel comfortable expressing their fundamental human rights, now creating an environment of equity, where this comfort comes from feeling like the conflict is just an act.

[A] The born leader takes their space at the head of the table - judging and mediating the ideas taken place. [B] The conflicting ideas stand before each other. [C] The presence of the forgotten men either stay wandering or they shadow the chosen speakers. Their opinions weighing in on the decision of the judge. [D] Exploring how the associations on a space can link to how it is used, this idea of a debate hall immediatly taking ones thoughts to this conflict . This association being from this classical column .





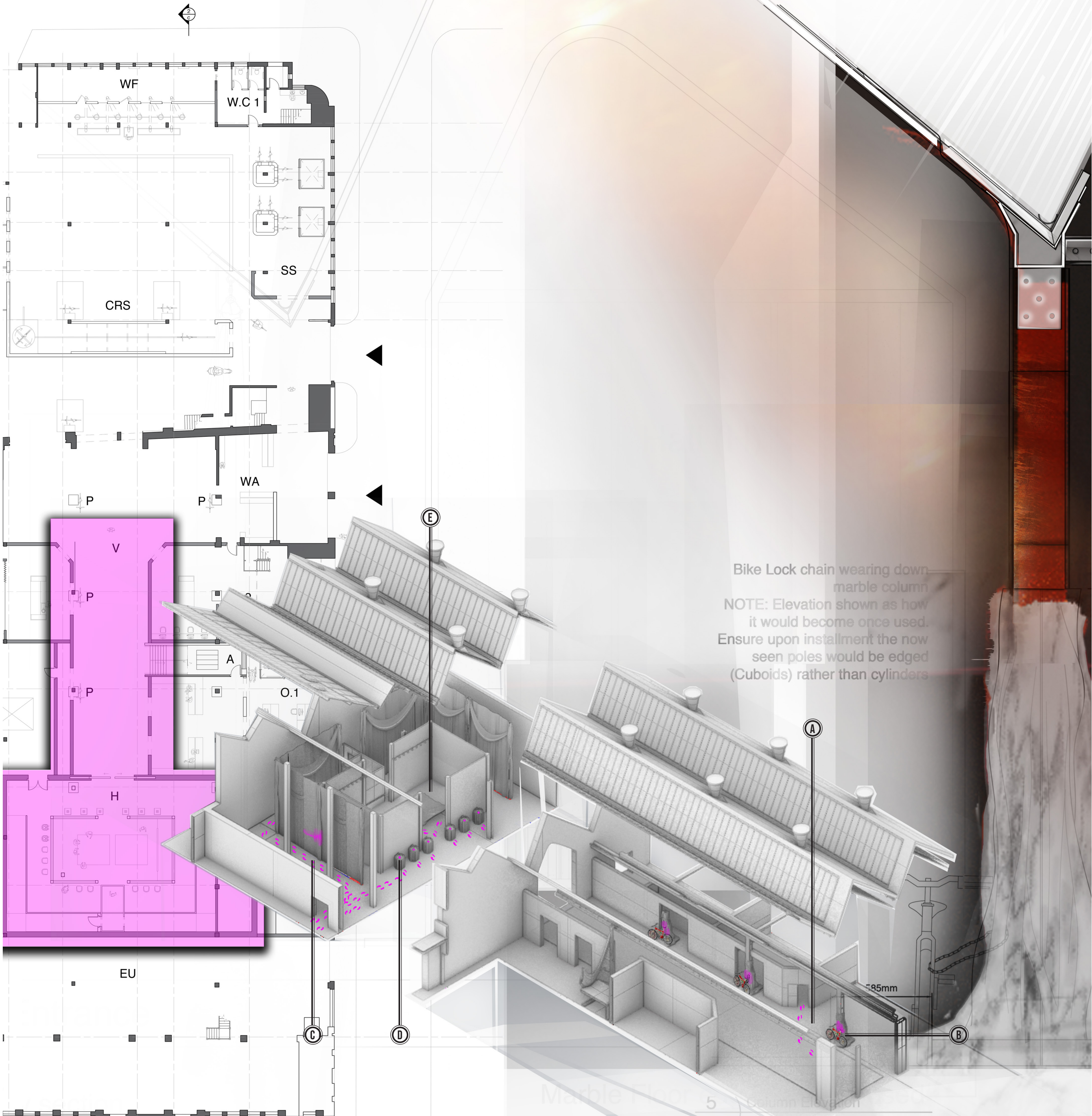
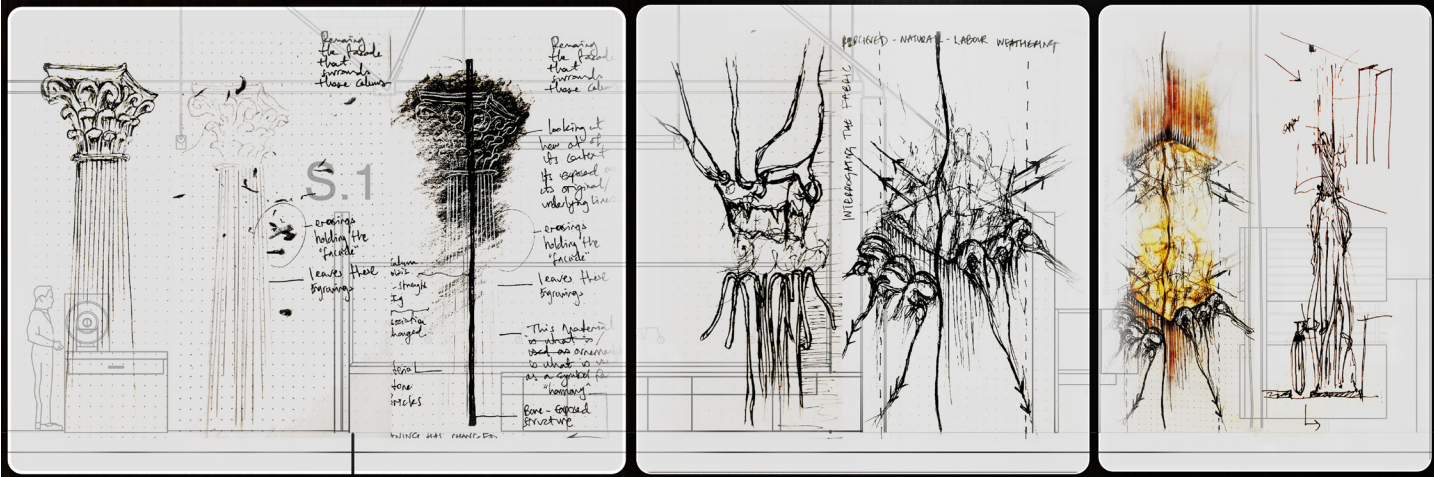
# THE HARMONY OF INSTABILITY

-Face the Storm-

Looking into how conflict unites. I examined how people are drawn to/ **unite over seeing flaws in** **persumably perfect things.**

The whole narrative behind the classical column, being of harmony. That this is the style to be driven toward due to its structure, order and rules, mirroring the top of the heirachy. They were socially defining what something should be and how it should be percieved.

The traditional debate hall being known for its repetitive columns, these being used to indicate a sense of harmony. However the context in which it is seen today being one of corruption and discordance, taking that concept out of it original setting of a town hall and placing it in a community centre, puts focus into its disharmony of that space, where the “odd one out” is the thing out of place. Here looking at how the secondary uses and the interaction of the people using those spaces wears down the socially constructed hierachy of a traditional debate hall



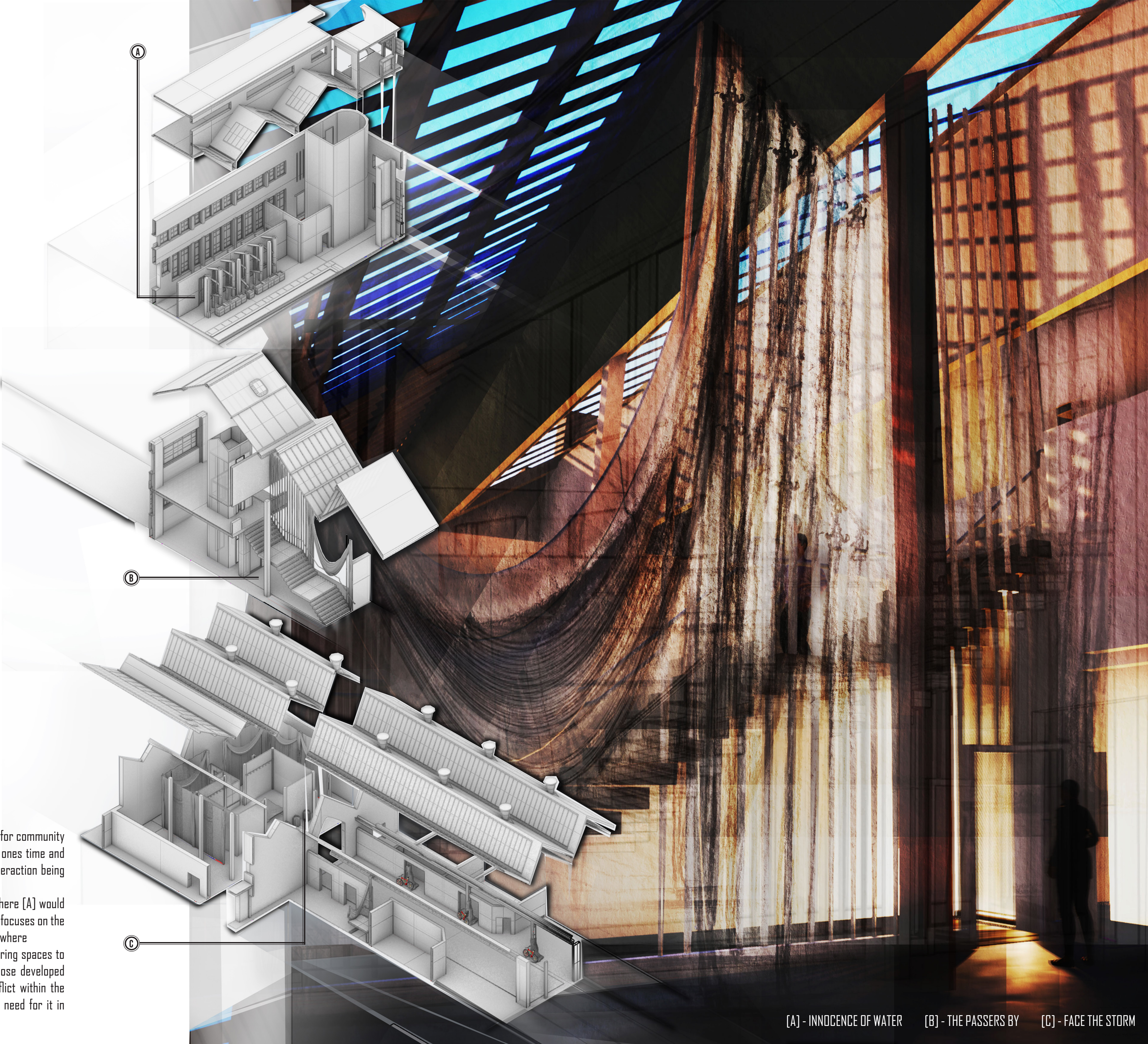
Upon entering, another point of avoidance being this [A] dreaded walkway, where the pockets of communal spaces on either side draw you in. What you see directly opposite the hallway being a shadowed figure, projected onto the back wall, heightening the intimidation toward it. Alongside this being [B] columns with bikes being parked up against them, the light reflecting the chain residue left on the marble.

Entering into the debate hall, the users approach in groups, with [C] the path of the leader surrounding the perimeter leading to their encased box where all action within the space can be seen and heard. The rest of the group members walking straight ahead now [D] wearing their clothes mics, these acting as the costume for the space. [E] All members now coming into the discussion space, where in the centre there sits a large slab of marble. The act has now begun.



# ORCHESTRATING PEOPLE

-The Final Cut-



What has been achieved through this design proposal is the ability for community spaces to still act as one, but in a way that doesn't extract all of one's time and energy, a space where significant change, diversity and social interaction being allowed to take place.

This all being achieved through the 3 key stages of the scheme, where [A] would build trust with the user, occupying solely their needs, and [B] which focuses on the decision making stage of where or not one would want to interact, where avoidance to waiting rooms and dreaded walkways allow for tinkering spaces to be the desired place. And with [C] which doesn't forget about those developed communities and helping them overcome what they avoid - Conflict within the communities, which the design breaks down and encourages the need for it in order to establish successful ideas.