



# SYSTEM

## Adapting to imminent climate change

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In an era where global efforts to mitigate climate change have failed, and our planet's downfall is beginning to catalyse, a new way of life emerges. To cope with rapidly changing landscapes, we must contrast the indoor with the outdoor, creating pleasant sanctuaries. Herein lies the essence of System Hotel, a solace for international diplomats as they navigate emerging challenges posed by heightening climate catastrophe.

In the framework of a storm-sieged city, System Hotel is a hope for technological development in an uncertain world. New methodologies are tested- bringing forth alternative approaches to sustainability.

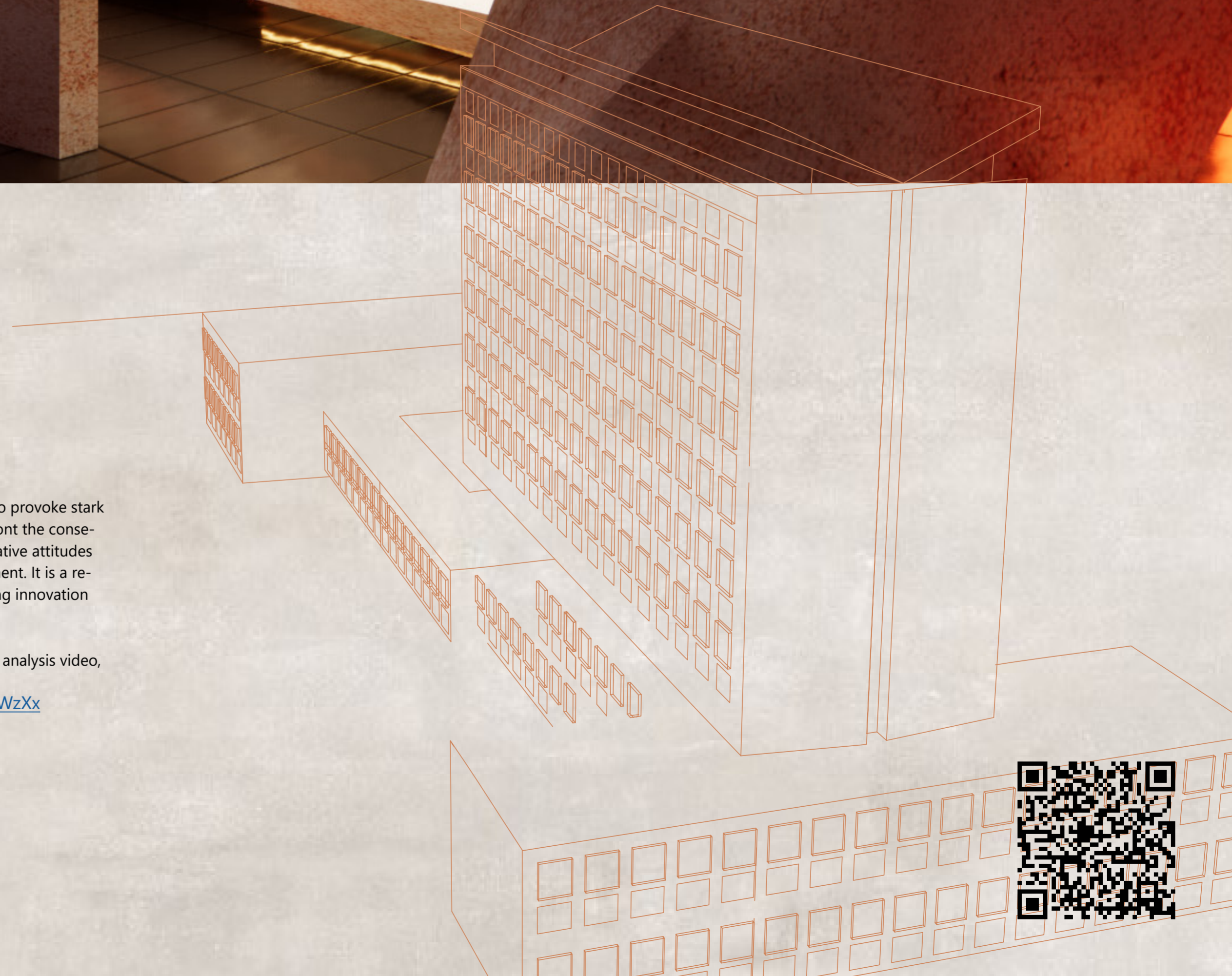
System is located in Plymouth's Civic Centre. Plymouth being one of the UK's only surviving cities has been reinvented as a hub for international activity, and is soon to host Expo 2090.

Being Grade II listed status, it stands as a brutalist representation of the Plymouthians of the 60's hopes and dreams. The Civic Centre was one of the first buildings to be erected after the Blitz, but since then, the monument stands uninhabited and dilapidated.

Through the lens of speculative design, this project aims to provoke stark awareness of our plausible future, challenging us to confront the consequences of inaction while simultaneously exploring alternative attitudes towards sustainability and human technological development. It is a reminder that adaptation is imperative, for only by embracing innovation and resilience can we exist alongside nature.

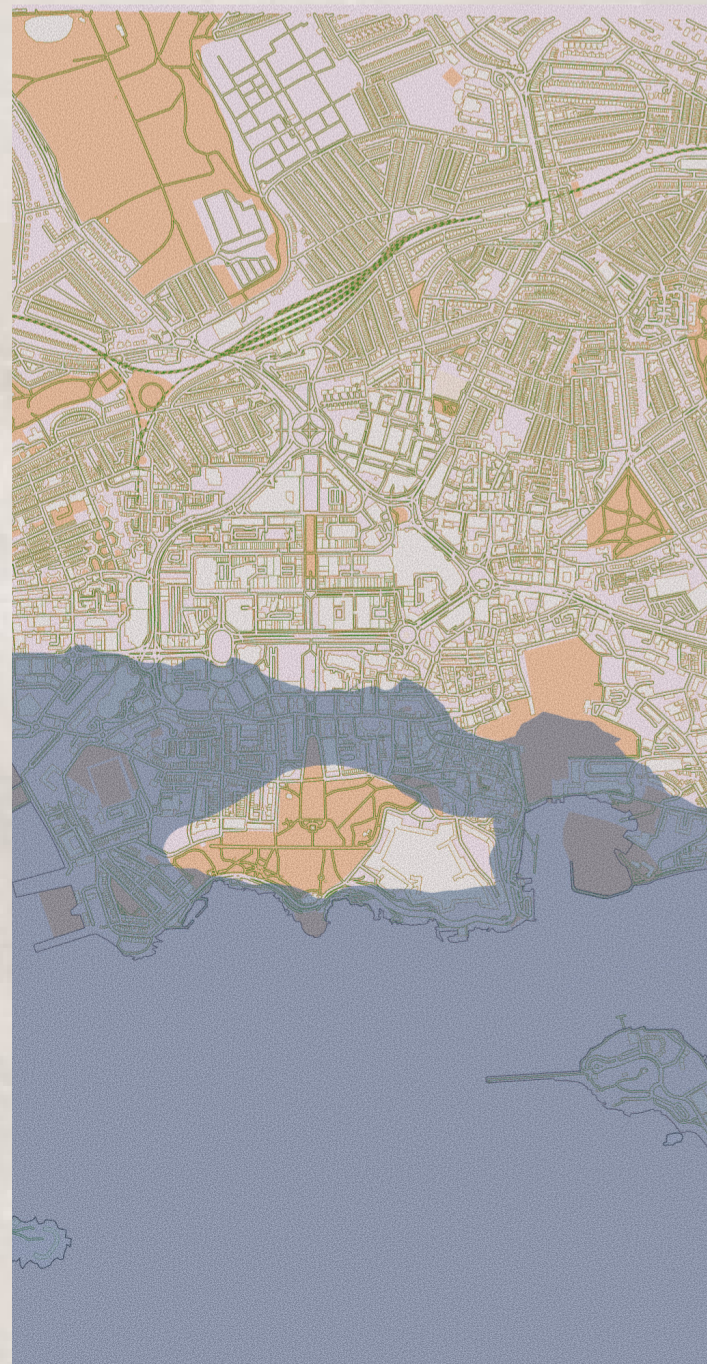
To kickstart this speculative investigation, I recorded a site analysis video, seen below.

<https://youtu.be/tl41jZZ8yTY?si=WGAFKlhNRQ4WzXx>



# Context

"Since the tide, only the bones of the city remain.  
 Concrete bemoans the deluge.  
 The sigh of cars, the hollow rattle of skateboards, are no more. Just a soft lapping, an eating, and the occasional swish of a swift-moving swell.  
 Well- only on a fair day. When, in the air, tension hangs; strong rushes of wind race up Royal Parade like hounds.  
 Punishing torrents of hail pound on the earth, or walls of humid waves shiver and dance up from the melting asphalt.  
 Eeriest most when all is still, dappled sunlight glimpses through the clouds, settling itself on top of rippling swashes, creating an illusion of hope that maybe the world will unite itself to us again one day.  
 The whole body of the city is at rest.  
 But dockyards writhe.  
 Marinas, bays, and wharfs spill onto roads made rivers.  
 International ships come and go; another reminder of our transience.  
 So far beyond the times of Venice, and of London.  
 So far beyond any means of redemption."



Plymouth floodmap

## Flood visual

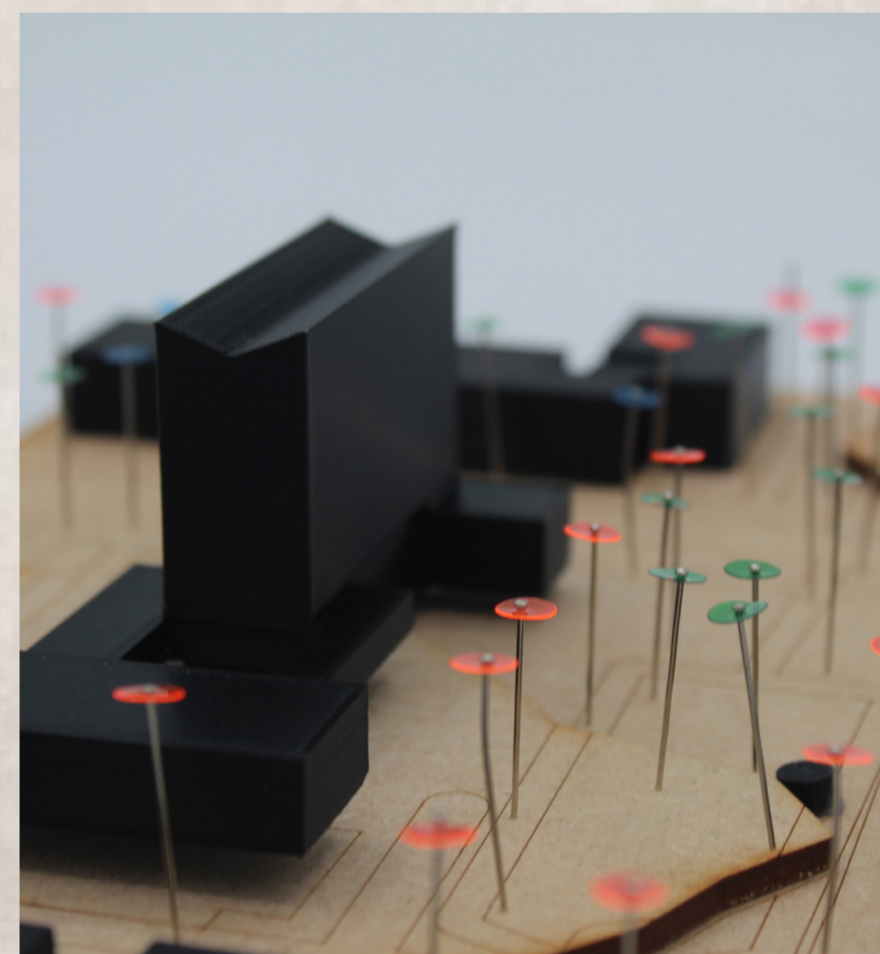
Speculative design is the art of presenting a seemingly impossible and fictional scenario or unusual product as shock treatment, to put across a point an experiment in design. With regards to my project, it is meant as to present a scenario about what if Plymouth flooded, to give awareness to the effects of climate change.

In this scenario in 2090, the sea level has risen 10-20m. This leaves the Hoe and the Civic Centre in a small island formation above the rest of Plymouth. In Plymouth, this would result in frequent storms, disrupted trade, and mass migration. The Civic Centre would stand for ambassadors as a shelter due to its concrete nature. These users would typically arrive by boat around Millbay or the Barbican, and enter the hotel by foot.

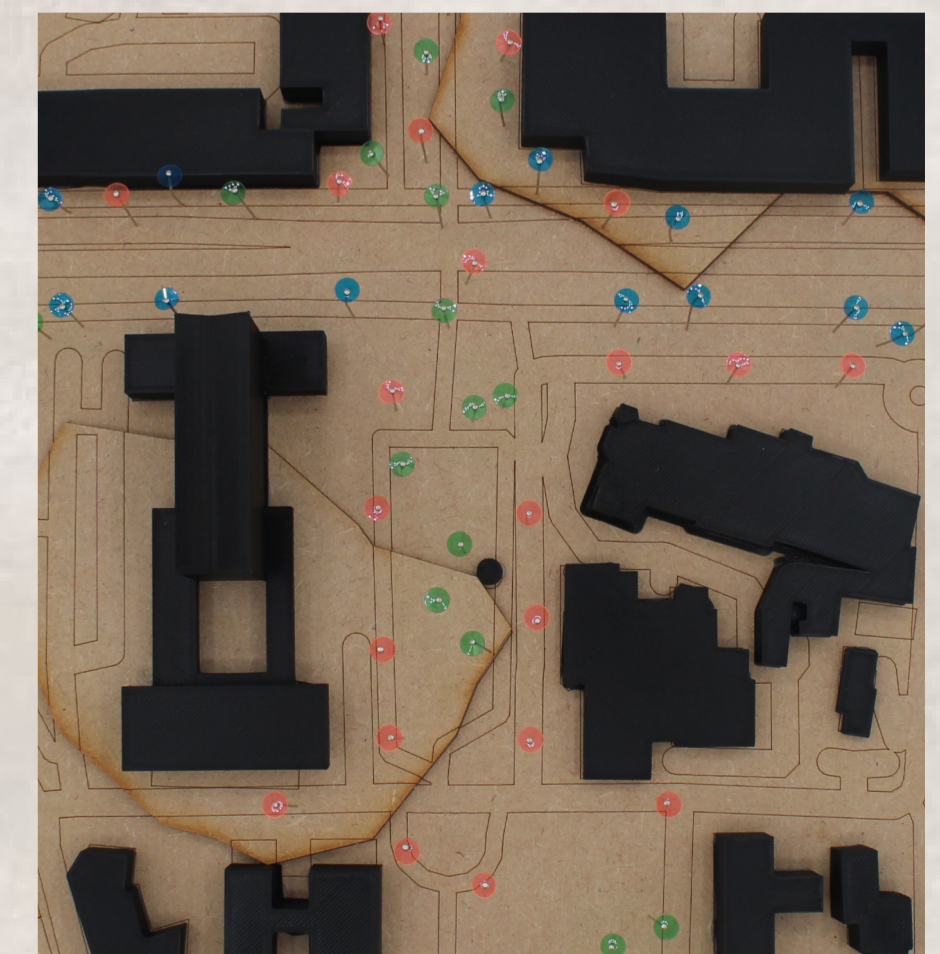
It is unlikely that sea levels will rise such a substantial amount as 10m by 2090. The more plausible outcome is roughly 0.6- 1m rise. This in of itself would cause immense flooding, coastal erosion and storms. The secondary effects of this will affect food supply and trade routes, housing, safe water supply, infrastructure, and most aspects of life.

The cause of sea levels rising is high carbon emissions. If this is not addressed promptly, we could see detrimental enironemntal, economic, and social problems arise.

- Walking
- Dwelling
- Waiting



Site analysis model

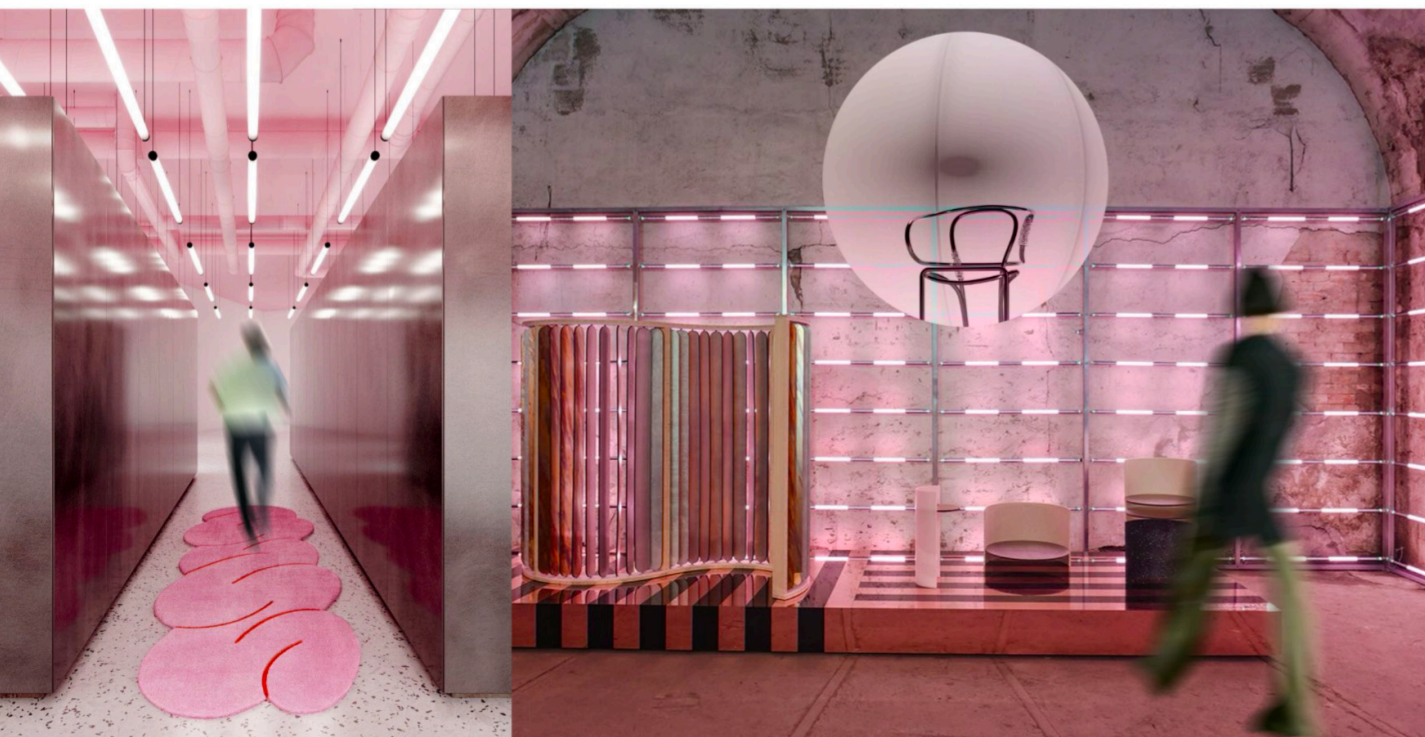




Concept collage 1:  
 Focused on visual layering, this lobby concept frames independent features such as doorways, lighting fixtures, and installations to provide a visually rich experience whilst zoning out the space.



Concept collage 2:  
 Focused more on tranquility and peace, this concept makes use of organic materials such as pebbles and sand to softly transition between spaces and bring a light atmosphere.

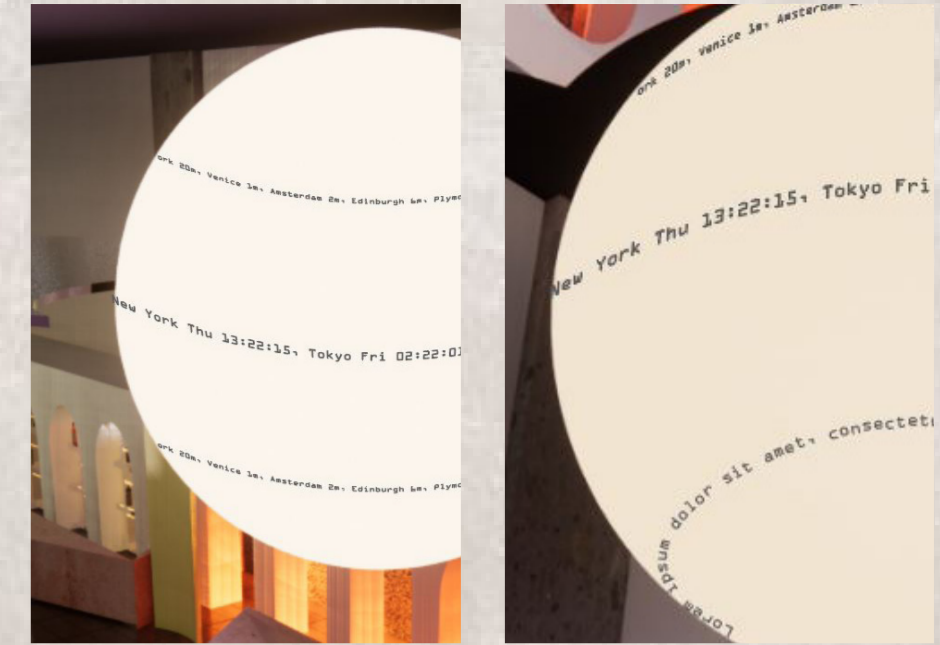


Concept collage 3:  
 This concept more follows the cyberpunk theme, introducing metallic surfaces and playful coloured lighting, which is used to define different surfaces but curate a feeling.

### E-Paper as the future

Traditional computer setups unnecessarily use a lot of energy. By incorporating E-paper screens, which are made from a film, with many ink capsules underneath. These are beneficial as they are easier on the eyes, easily updatable, and a nice blend of digital and analogue. Additionally, e-paper displays only need power when changing the display, making them more energy efficient than LCD screens. They are also very durable and visible in low light conditions.

The screen would sit centralised, and display international times, as well as sea levels.



### 3D Printed Organic Material

Texas company ICON developed an arm mounted 3D Printer which is able to create multi-storey buildings without the wastage of traditional building methods. Paired with Blast Studio's 3D printed mycelium stem that could "feed people" for the fifth floor rooms, this would ensure the experimental nature of my hotel, as one of the only remaining buildings in the UK. Not only would boost air quality inside, but control warmth and sound. The organic shape of the mycelium enhances the structure's load capacity, provides fire retardant and insulating properties, as well as it being self-repairing.



### Material Considerations

Domus tiles: Highlights shadows well, giving the ability to play around with light.

Faux volcanic tile: Less resources used in production- creates an unusual 'otherworldly' atmosphere

3D print mycelium: Able to disintegrate quickly, purifies air, waste reduction.

Ceramic tiles: Highlights shadows well, adding texture and depth.

Shell aggregate "concrete": Sustainable recycling, taking from Plymouth disused beaches.

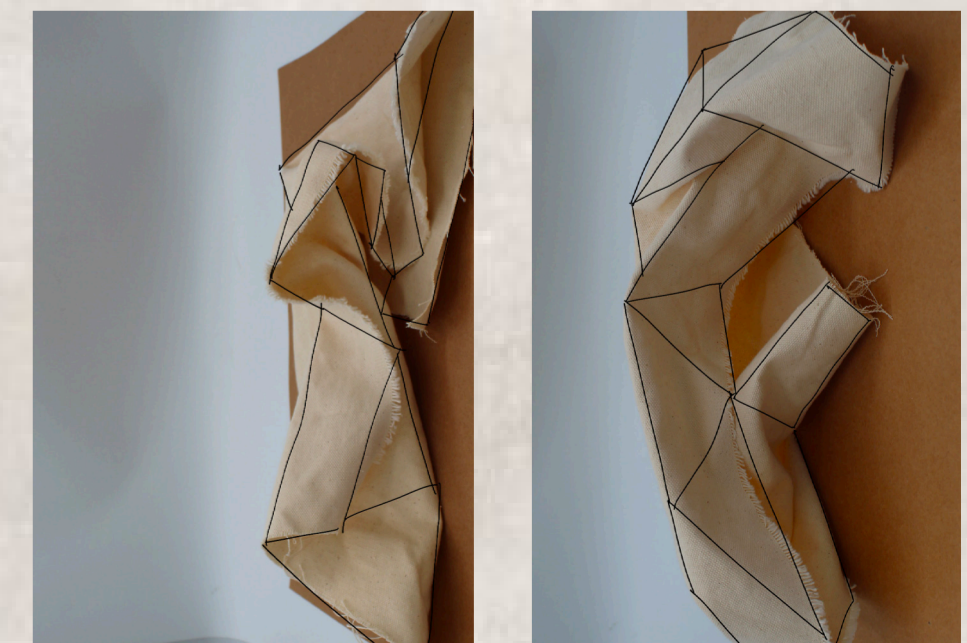


### Iteration

Taking something as mundane as fabric, and translating it into something geometric juxtaposes the organic formless nature of water.

I utilised these unusual fabric forms, to create a stand-out reception desk, which aided the post-human and 'otherworldly' atmosphere.

I wanted the reception desk to be a focal point and space-defining feature of the lobby to orient and give a sense of purpose and direction.





*Bedroom view*

An example of a fifth floor bedroom. The palette is limited to earthy hues and stone textures, with the occasional pop of colour from an appliance. Kitchens have been implemented to ensure a flexible length of stay. The room layout is organic- contrasting the rigidity of Plymouth City Centre.

System's lobby is defined by 5 elements; arches falling under the mezzanine, the reception desk, the orb above the reception desk, the floating mirrored river, and beam dividers. Each element is there to provide visual depth, to wayfind, and to zone. All elements are tied together by coloured lighting, creating a multi-sensory experience.

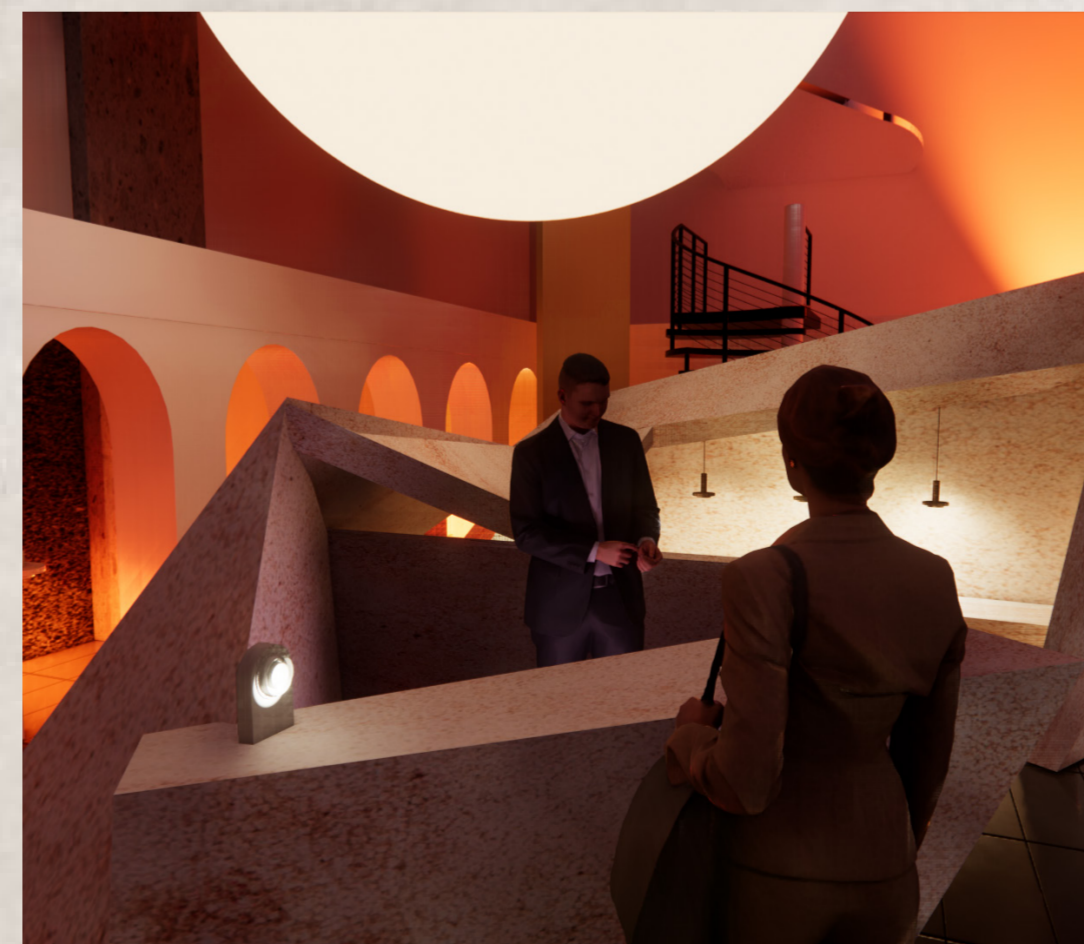
Specifically, the orb above the reception desk acts as a wayfinder for the desk itself, with the river being a 'floating pathway', reminiscent of the clouds that reshaped the city, and becoming a motif throughout the hotel.

The bar. As the hotel's user group is primarily adults, a bar is situated within the lobby. It sits flush inside 3 arches-

comprised of a mirror material. Seating is private and segregated, with a few sofa zones and high tables. This is to maintain a quiet noise level to encourage thinking and working.



*Lobby view*



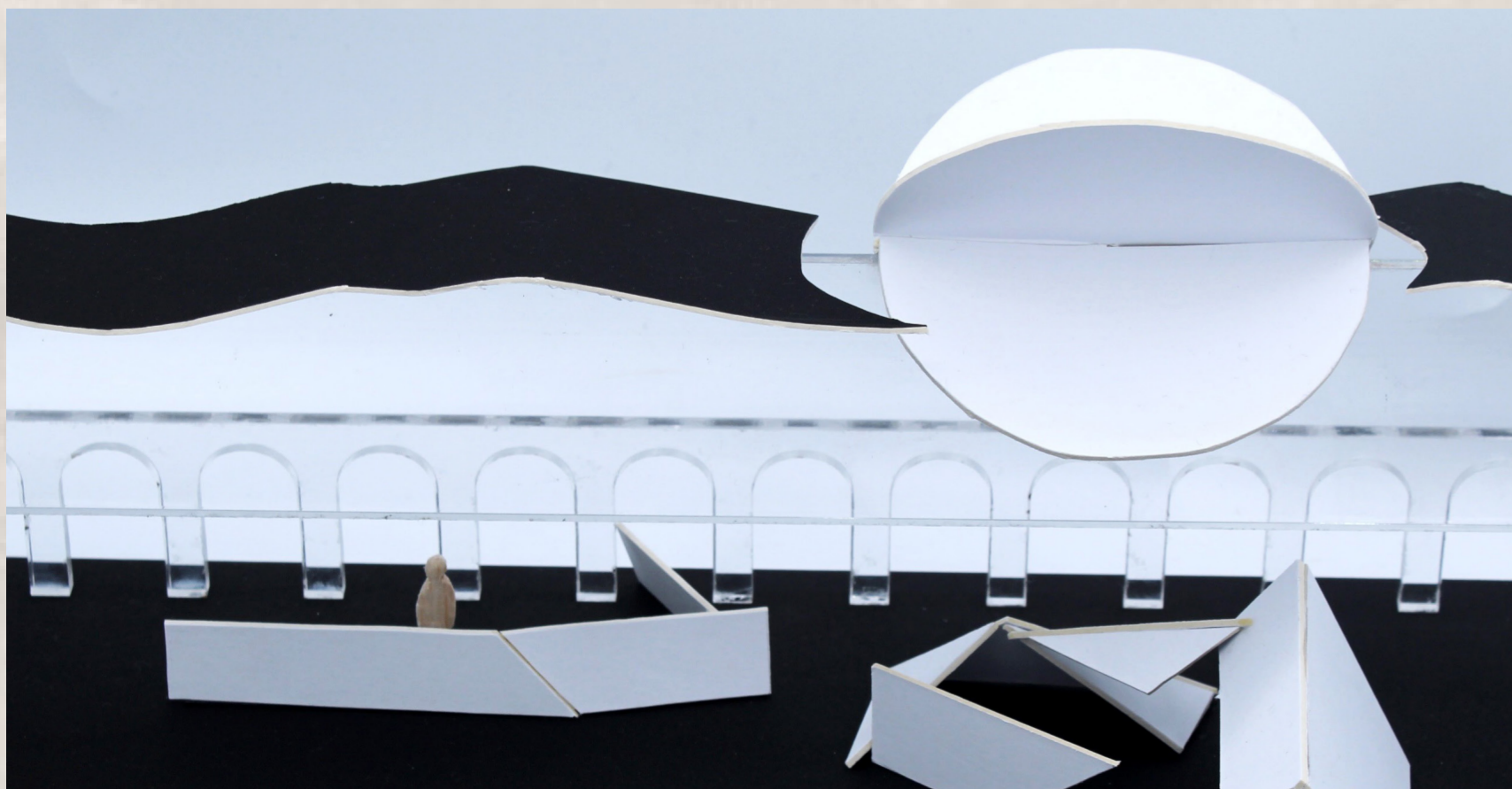
*Reception desk*



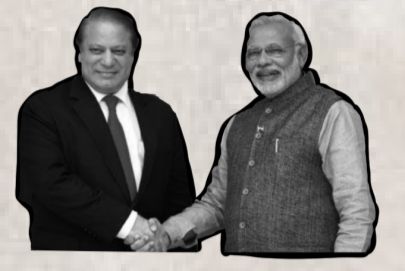
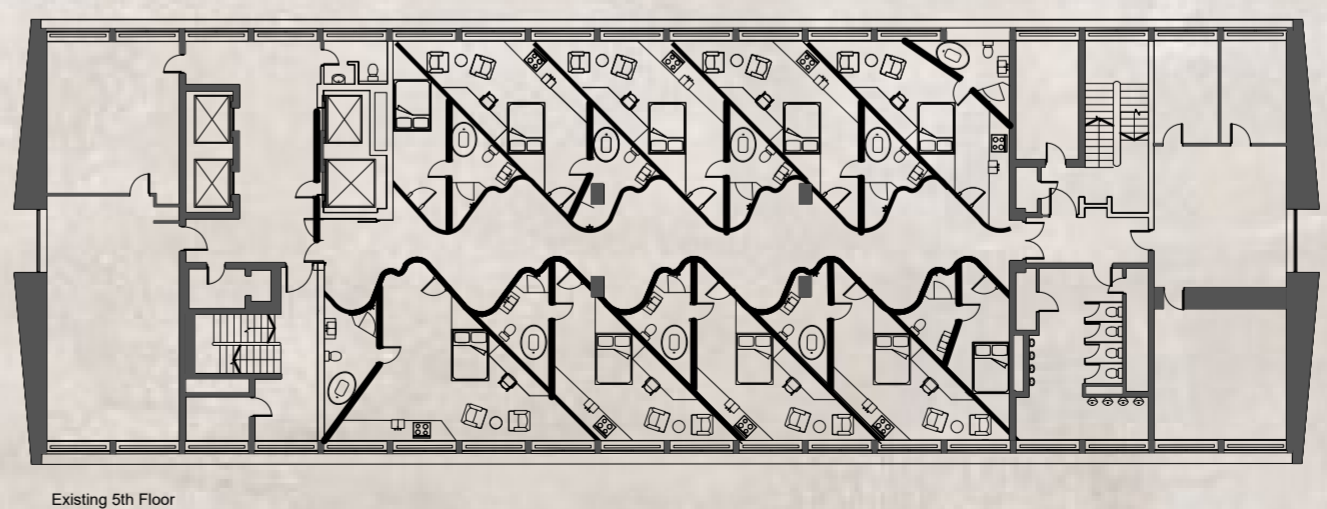
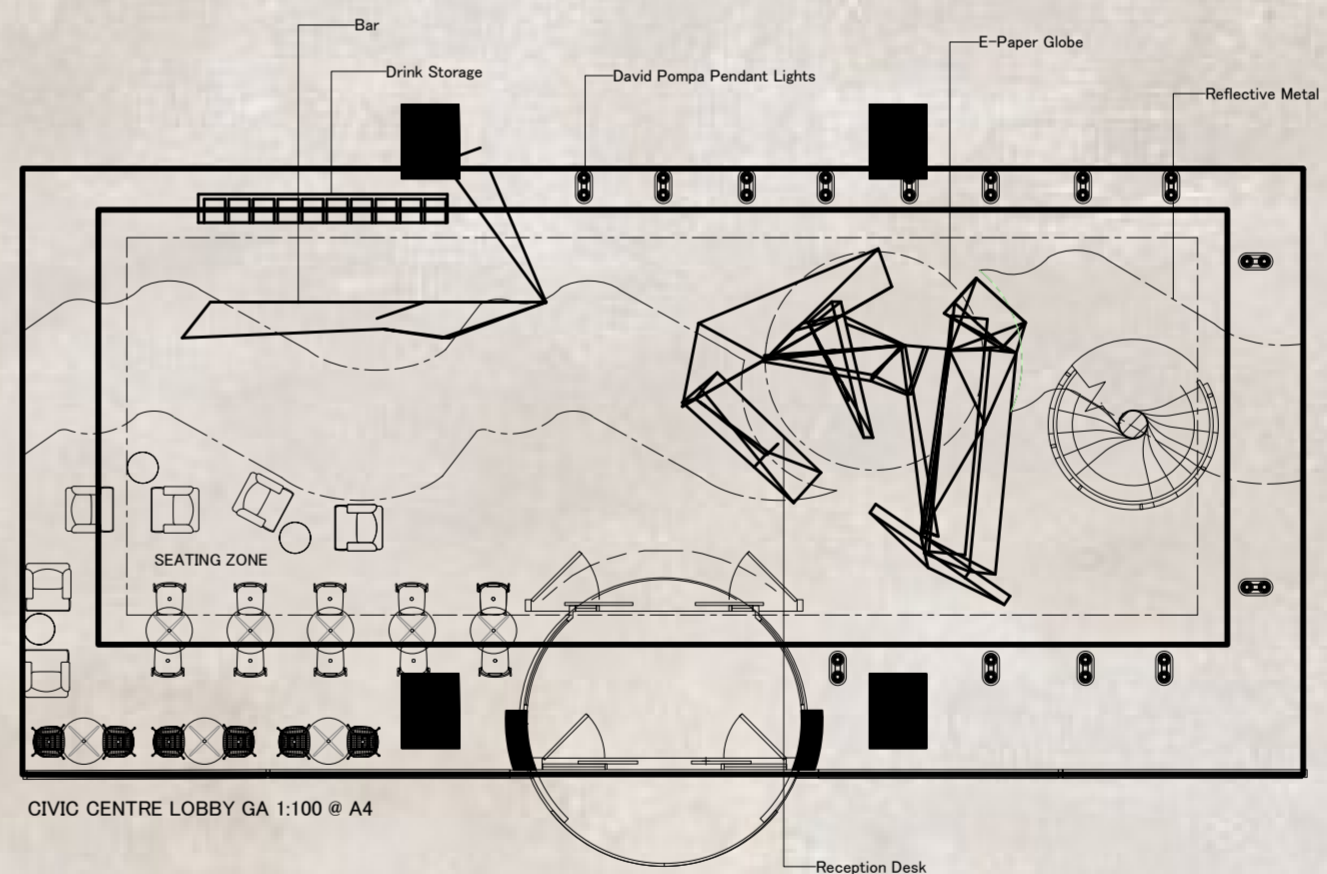
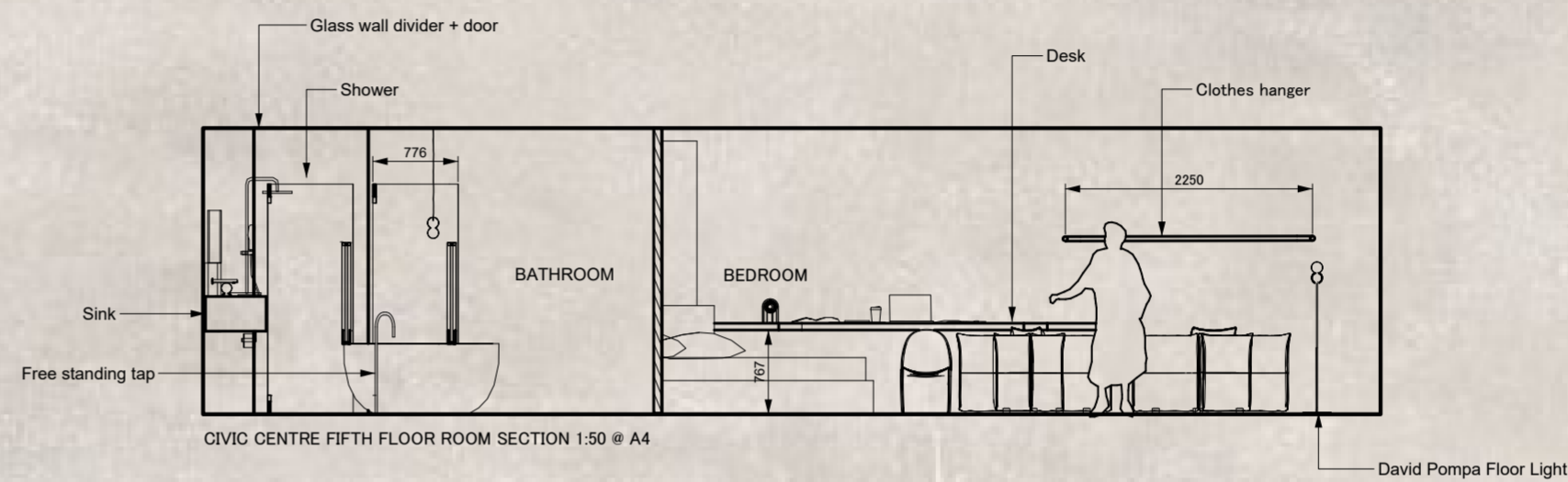
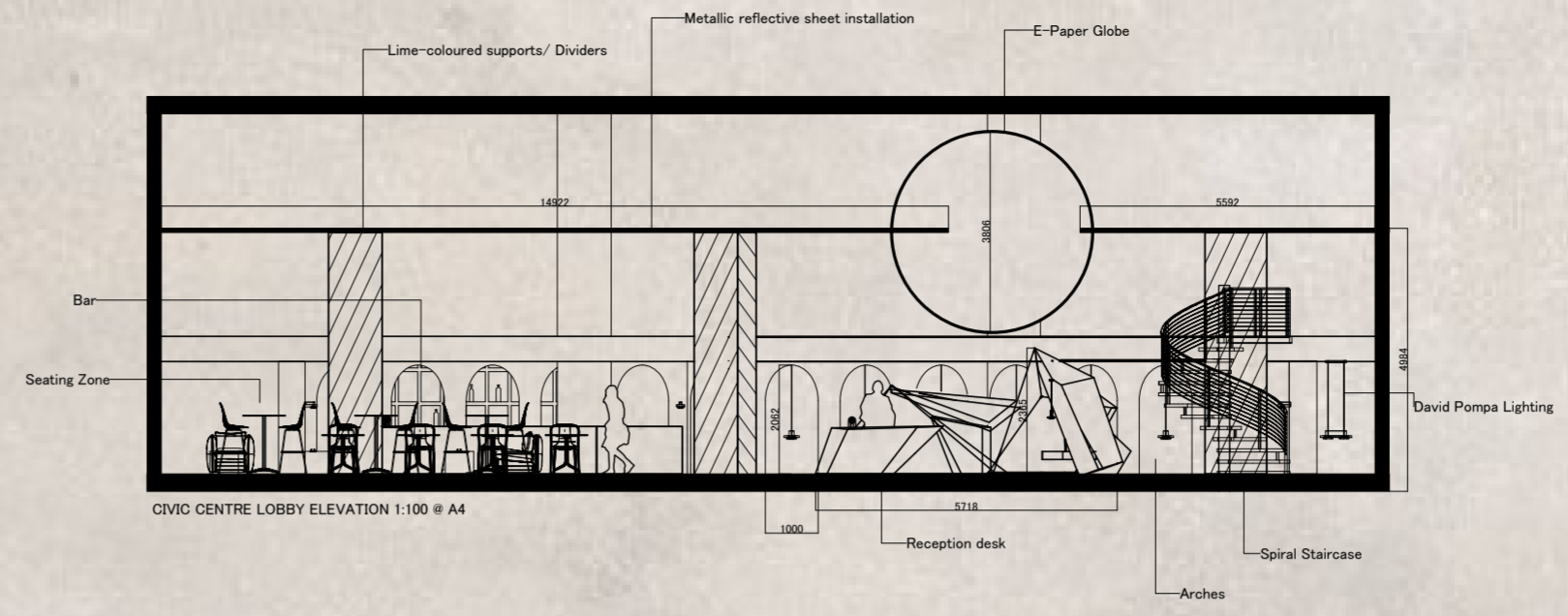
*Bar*



*Private seating*



Lobby model



## User Group

- International diplomats/ ambassadors.  
 Age: 23-80  
 Requirements:
- Lenient length of stay; long term to temporary
  - Atmosphere fosters discussion and privacy
  - Environmental innovations
  - Bar
  - Contrast to the harsh weather outside
  - Incorporation of colour
  - Social hub
  - Sleek, unusual, luxe