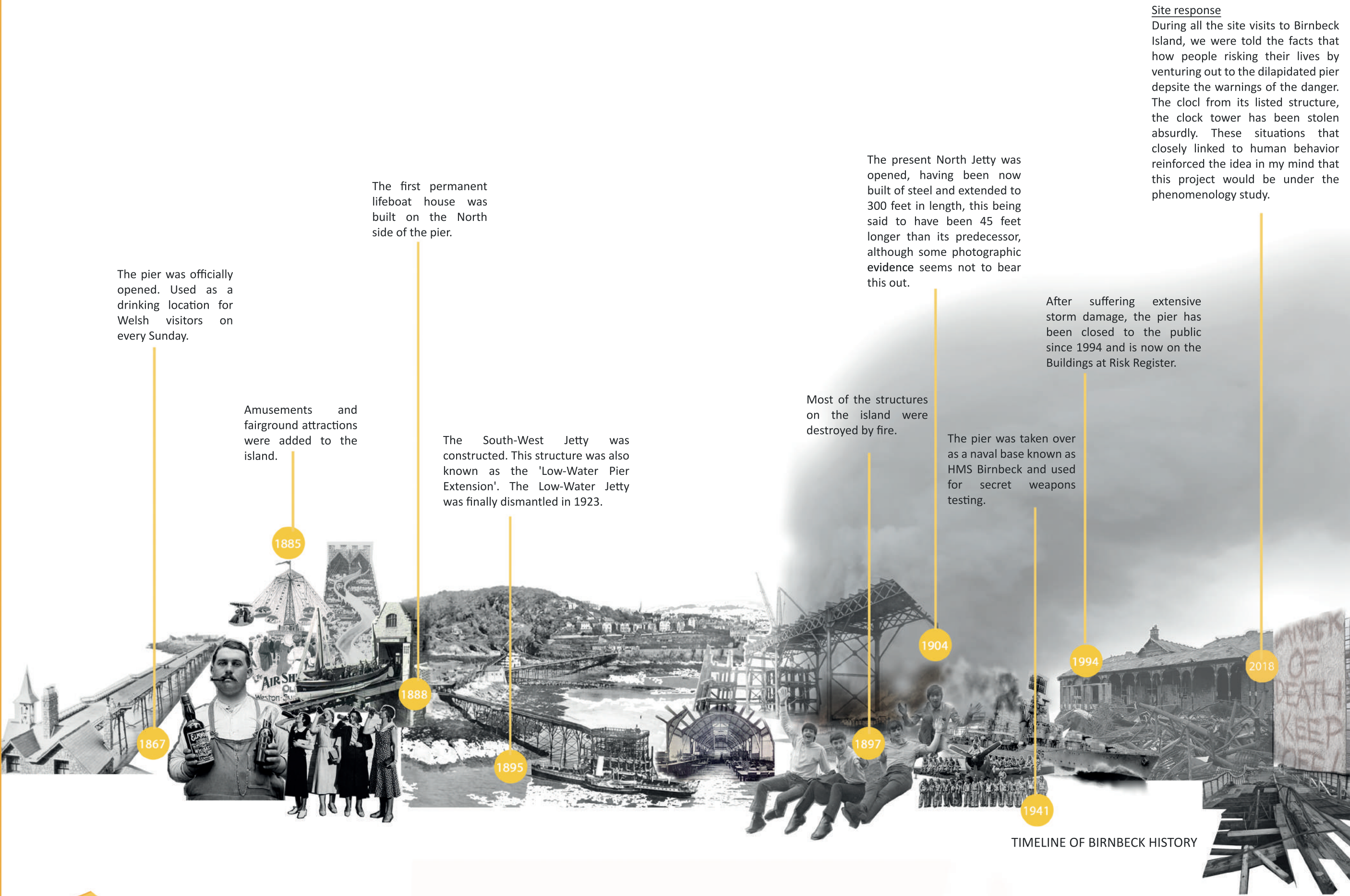
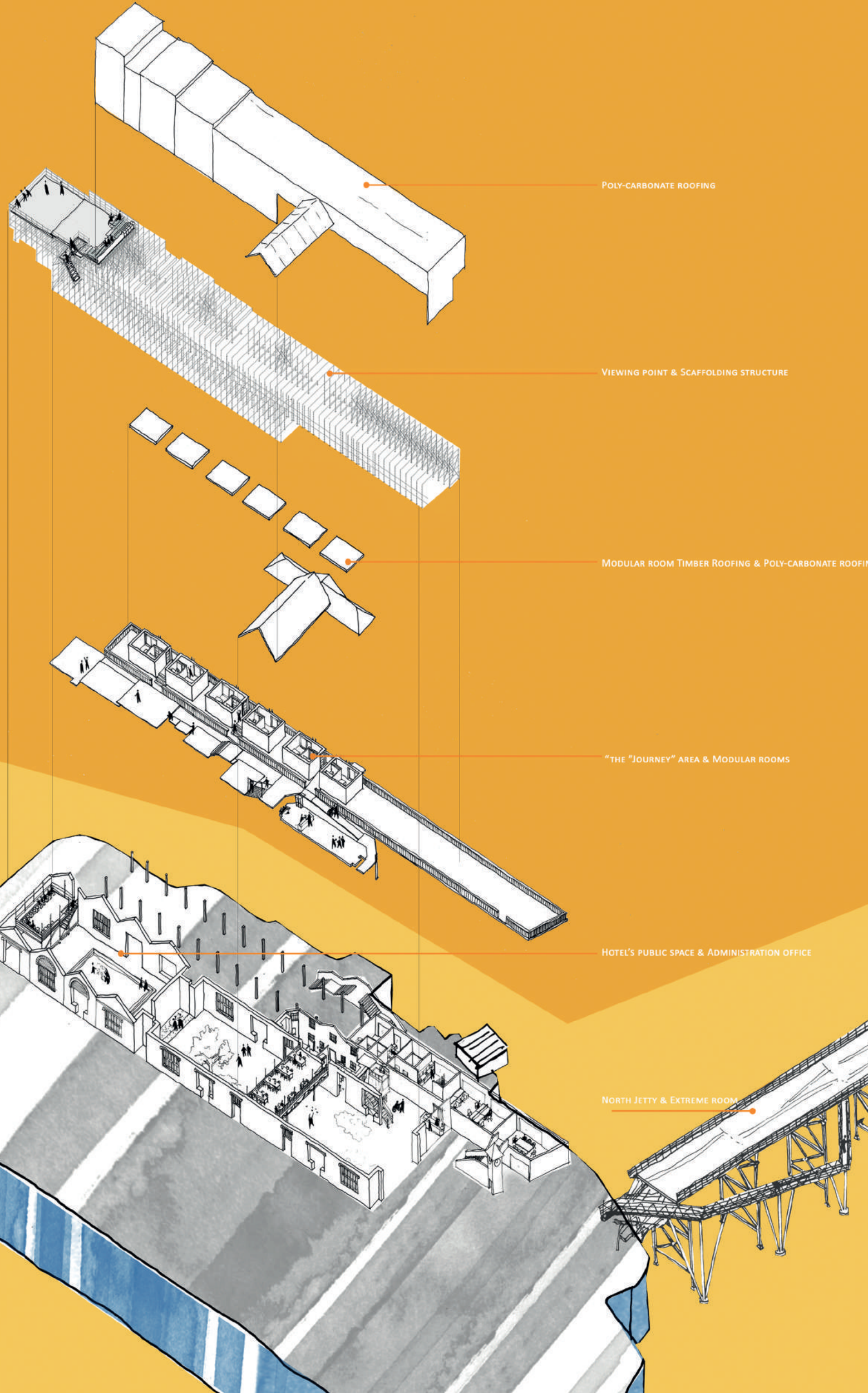


INTERSTITIAL ADVENTURE// BIRNBECK ISLAND

The proposed design is a summer hotel at Birnbeck Island, an abandoned site located in Weston Super-Mare. The hotel is a site-specific proposal that, focusing on phenomenological experience, allows the existing buildings to be retained and the interstitial area between them to be linked and formed into an ‘interiorized’ covered outdoor space, that contains the modular hotel rooms and the ‘journey to rooms’.

The study of human responses is what has activated my architectural vision. The interplay between diverse materials highlights the exposure to the outdoors and the phenomenal instability of the circulation space between rooms, whilst the solid timber modular rooms evokes a sense of security and solidity. In order to achieve this atmosphere, the materials have been carefully chosen. Varied lengths of scaffolding, recycled scaffold boards and semi-translucent polycarbonate are used to form a semi-sheltered ‘interior’ outdoors as one moves between rooms. On the other hand, modular rooms in finely laminated timber offer a sense of comfort. These phenomenological characteristics build up two different atmospheres that will stimulate emotions of excitement along the way and of relaxation upon reaching the solid modular timber rooms.

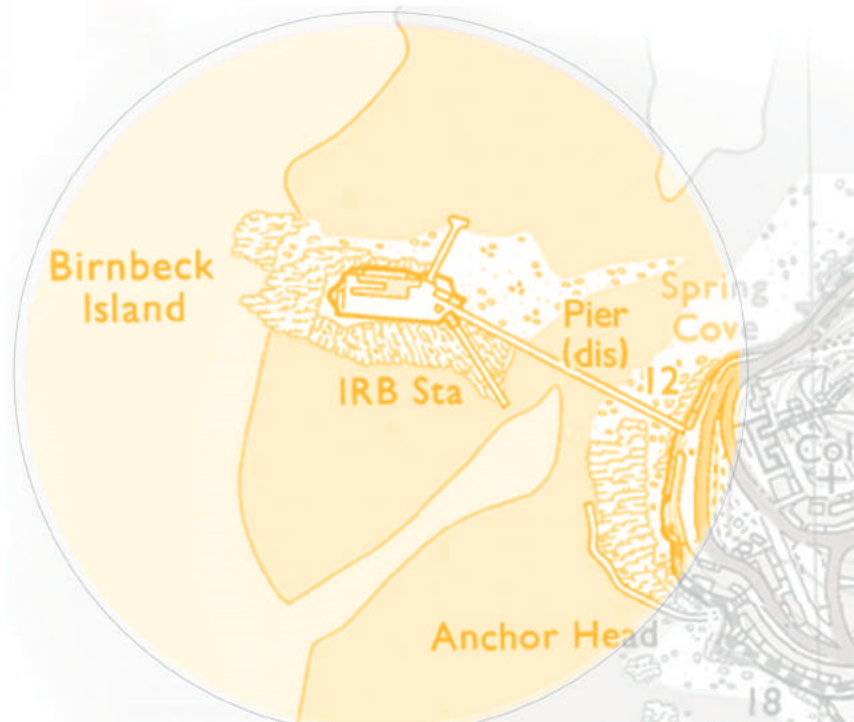


Birnbeck Pier, known locally as the Old Pier, stands on the North Somerset coastline at Weston-super-Mare, close to the divide between the Bristol Channel and the Severn Estuary. It's the only pier in the country which is joined to an island.

Focusing on its immense tidal range (12-18m the second highest range of tide in the world), and the storm damage in 1990 this place gives a sense of danger like no where else. Also, as an island, the physical topography creates the ground that suggests a place apart. This offers a huge potential that taps into a human desire – to escape. This hotel is designed especially for who are seeking for adventures, challenge and thrill. In the proposed facilities, adventurers who come with a group of friends, family or even alone will be able to have a unique staying experience that will gives him/her sweaty palms and a relaxing sleep.



MAP SHOWING BIRNBECK AND NEARBY CITIES



CLOSER MAP SHOWING BIRNBECK'S SURROUNDING

Site response

During all the site visits to Birnbeck Island, we were told the facts that how people risking their lives by venturing out to the dilapidated pier despite the warnings of the danger. The clock from its listed structure, the clock tower has been stolen absurdly. These situations that closely linked to human behavior reinforced the idea in my mind that this project would be under the phenomenology study.

INTERSTITIAL ADVENTURE// CONCEPT

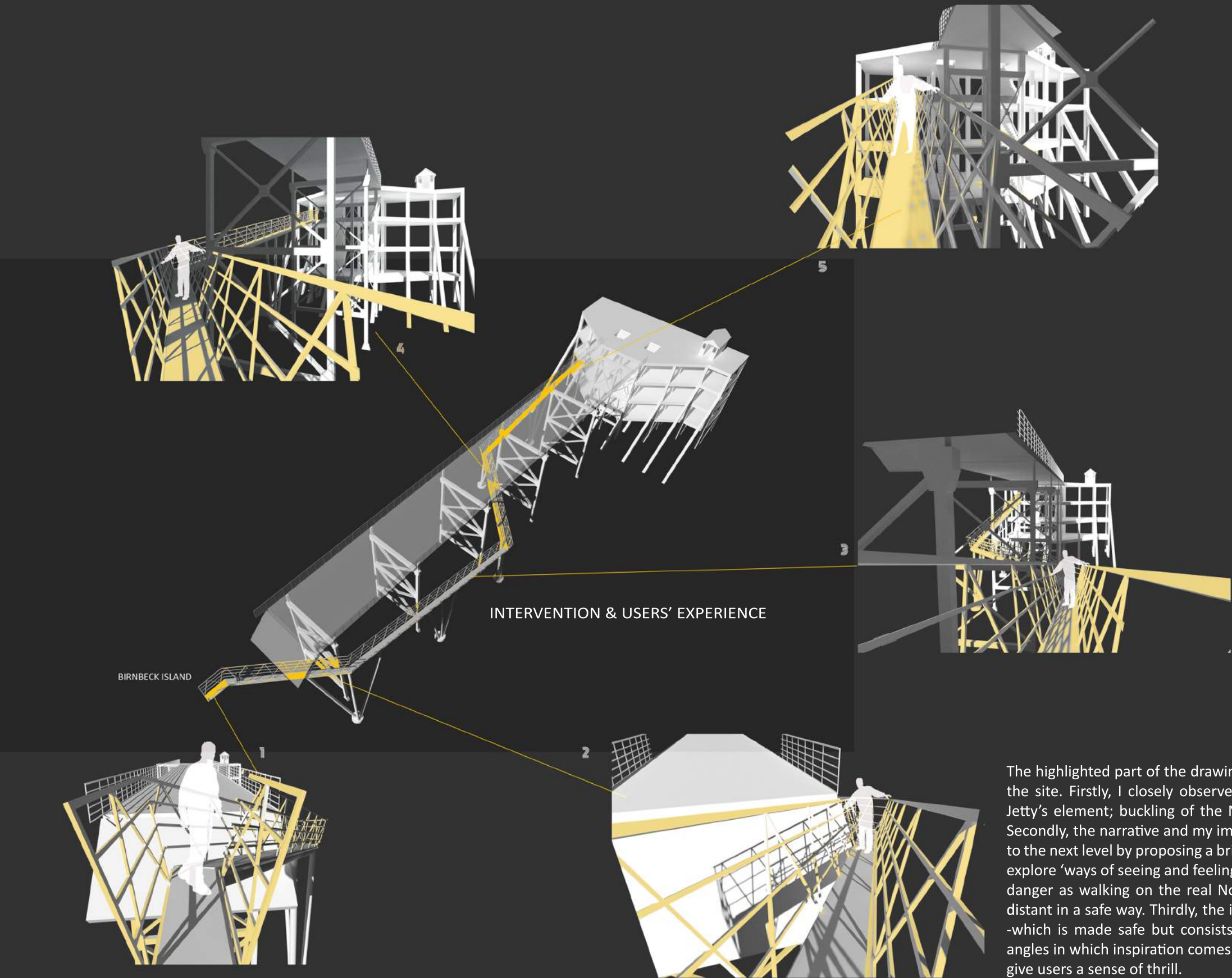
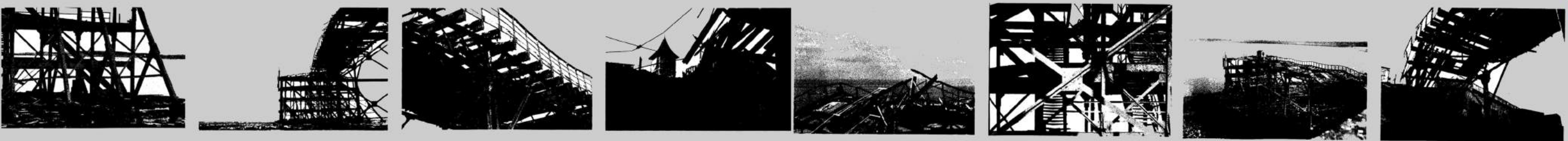
NARRATIVE

Task 1 is about analysis of the site and then requires the designer to respond architecturally to this reading of space, creating or re-creating a narrative. The last stage of the task demands the construction of an experience for a viewer that conveys the narrative.

Site was studied in depth through different media such as historic maps, maps and photographs. During our site visits we got the opportunity to talk to staff from Birnbeck Trust about their perceptions and stories of the site. Most of them mentioned the danger of this island, which I completely agreed as during our site visit, we can only stay on the island for few hours due to the fast moving tides that can range up to 15 meters between low and high tide. I also document and considered my own experiences of the site and the impression of the environment on myself which was mainly about being adventurous and feeling dangerous. North Jetty on the site was selected as the main narrative.



NORTH JETTY PHOTOGRAPHS



The highlighted part of the drawing shows my intervention as a response to the site. Firstly, I closely observed the site context and particularly North Jetty's element; buckling of the North Jetty was then chosen to focus on. Secondly, the narrative and my impression of the site have then brought me to the next level by proposing a bridge as my intervention and its intention to explore 'ways of seeing and feeling' - experience and feel the similar sense of danger as walking on the real North Jetty while observing it from a short distant in a safe way. Thirdly, the intervention design was proposed in detail -which is made safe but consists far handrail, narrow walkway and slope angles in which inspiration comes from North Jetty's buckling is proposed to give users a sense of thrill.

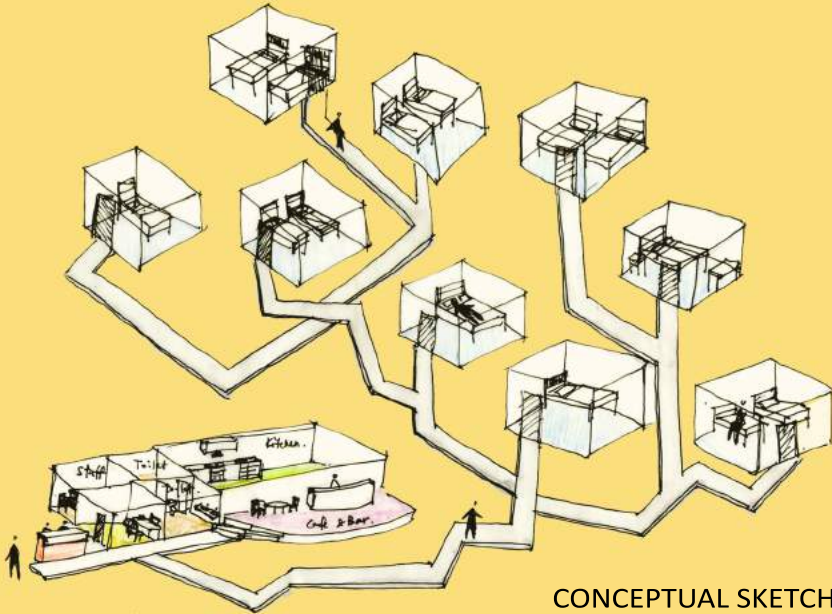


POSSIBLE RESPONSES WHEN EXPERIENCING DANGER/ THREAT

CONCEPT

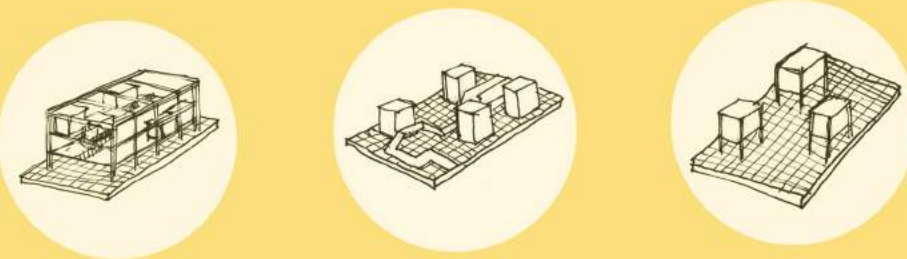
In my design project, "thrill" is the feeling that I decided to generate in 'journeys to the rooms' space. Thrill is a word which involves two emotions which are fear and pleasure that user can sense the existence of dangers however avoidance of this is completely under users' control. In fact, people often seek and enjoy activities that are related to thrill.

Secondary, the relief and relaxation feelings are the atmospheres that were intended to achieve in the hotel room space. People sometimes enjoy and even dramatize the sense of security by the nearness of discomfort. That is goes to mean that, phenomenology can be experience through the arrangement of specific elements such as a shelter design.

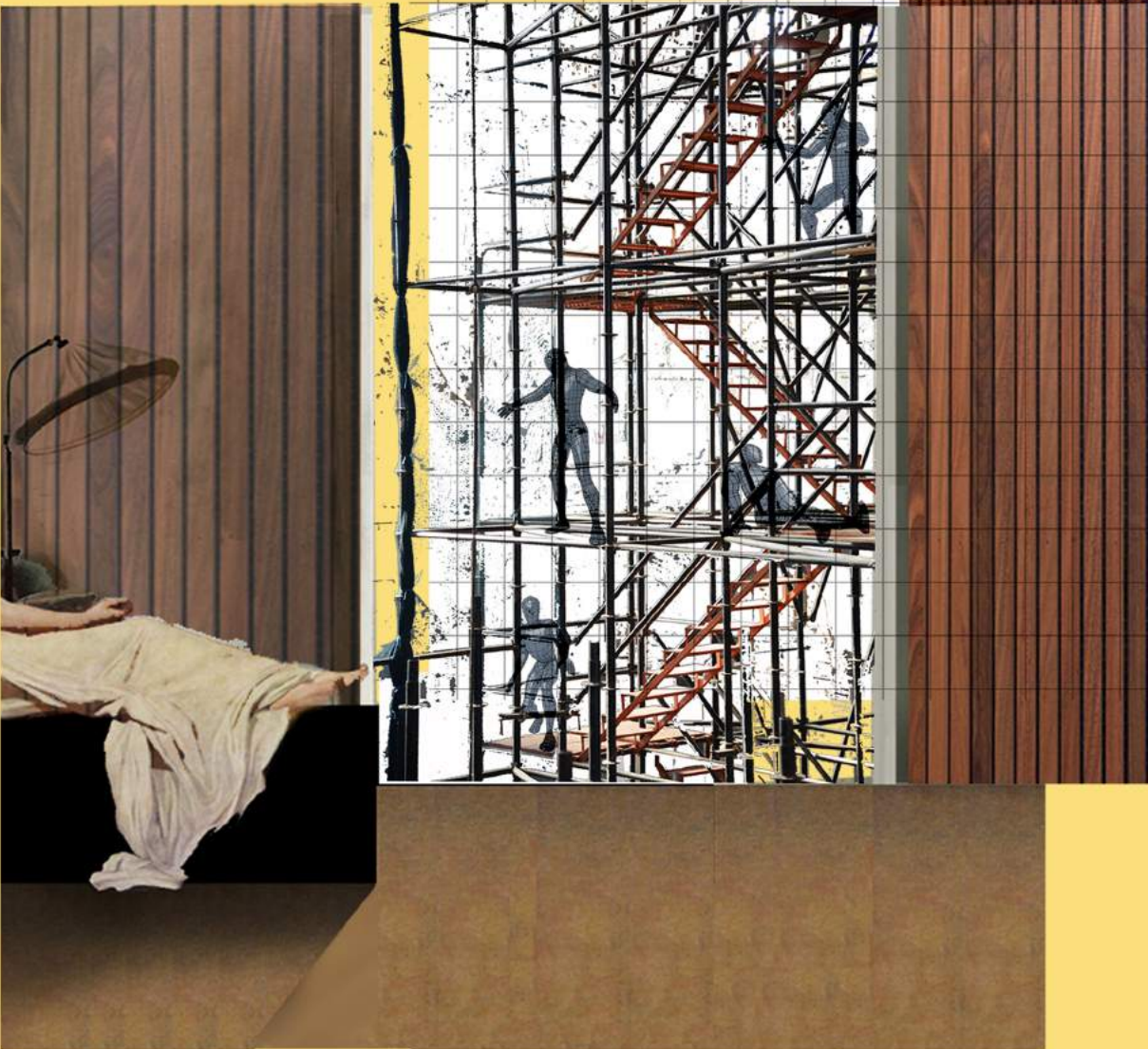


CONCEPTUAL SKETCH

The deep reading of place and intervention study embodies in Task 1 has formed an underpinning to my main concept and theory in the design process. My design was then continued with the phenomenal experiment idea from the intervention design of Task 1. I firstly started with studying humans' natural response to threat, a variety of human's structural poses when frightened has been explored, these included kneeling down, bending and holding the nearest thing that you could reach.

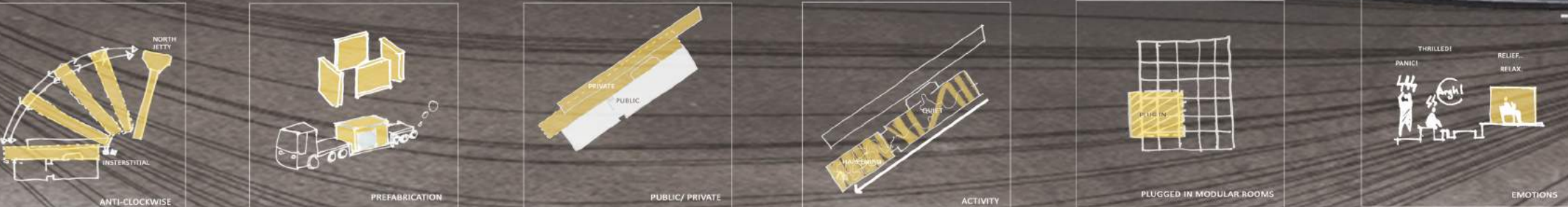
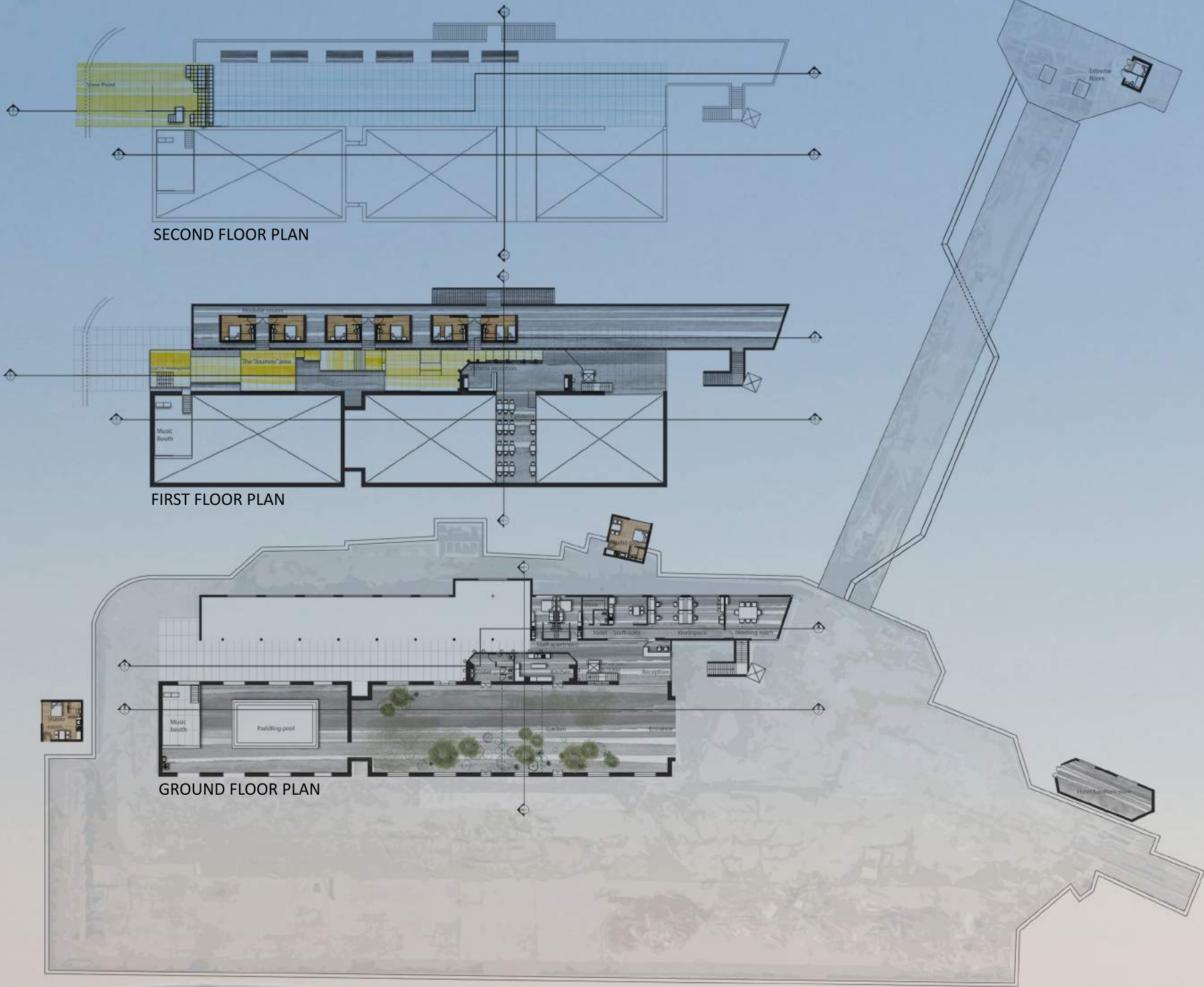


Diagrams show the exploration on structure exposure and flexibility, precedents such as Cedric Price's Fun Palace and Sou Fujimoto's Serpentine Pavilion were very useful at this stage.



CONCEPTUAL COLLAGE

INTERSTITIAL ADVENTURE// PROPOSED LAYOUTS



The new proposed space—interstitial area, has been driven by the narrative, North Jetty. The position looks like the North Jetty was turned anti-clockwise.

The prefabricated rooms are designed to be easily transported from the manufacturer or for special functions.

Private functions are in Interstitial and Concete Deck whereas public functions are in the existing structure Pavillion.

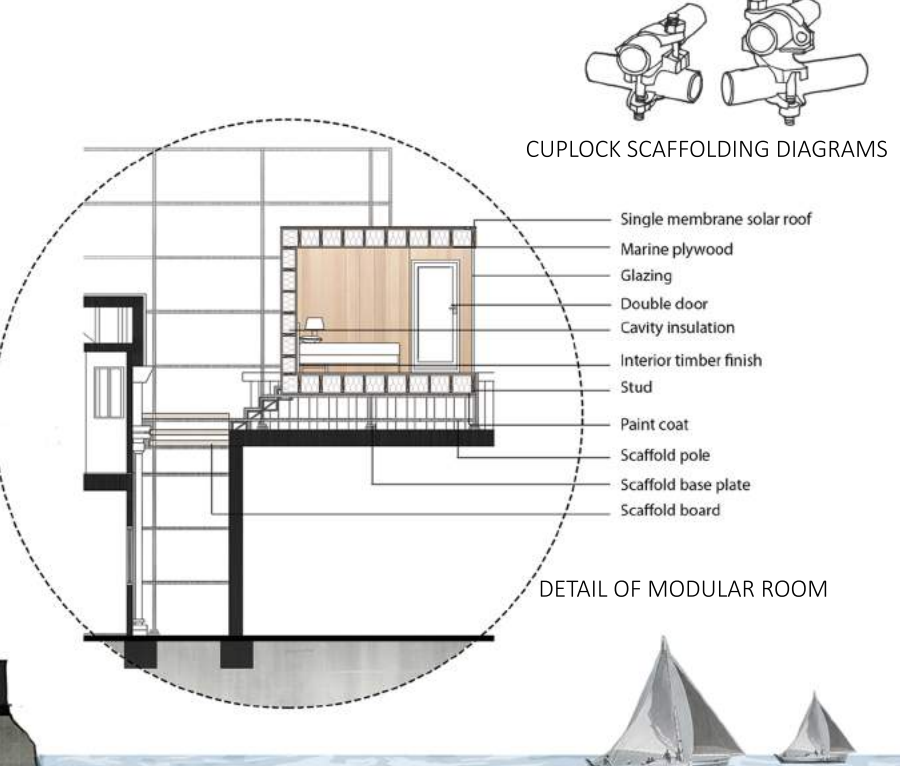
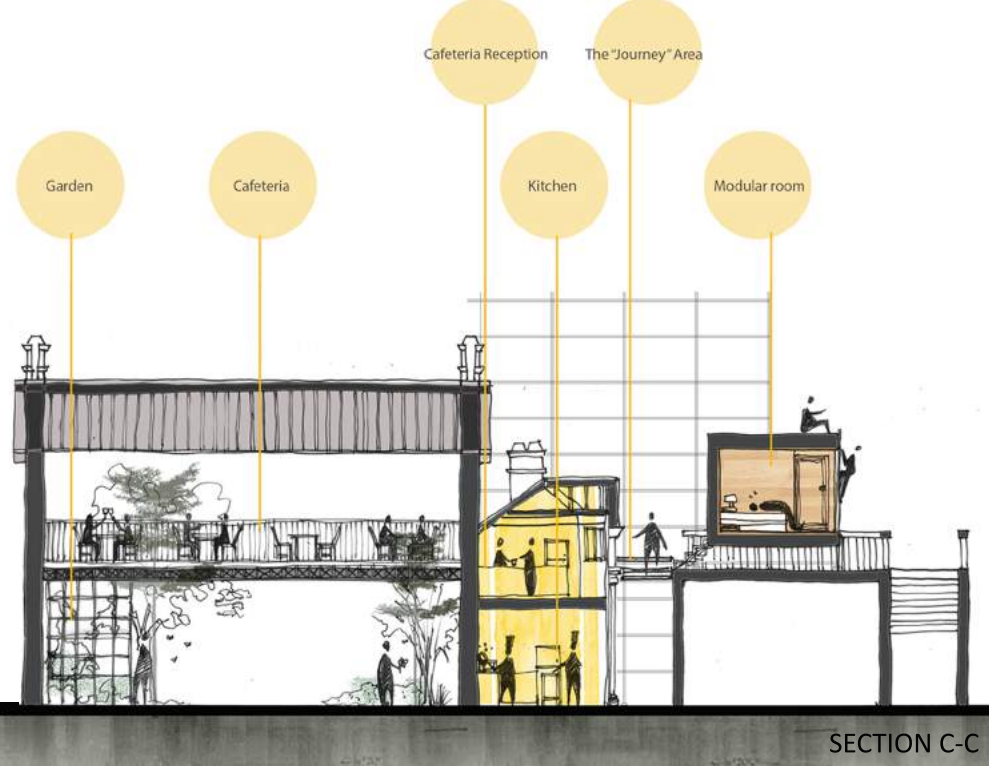
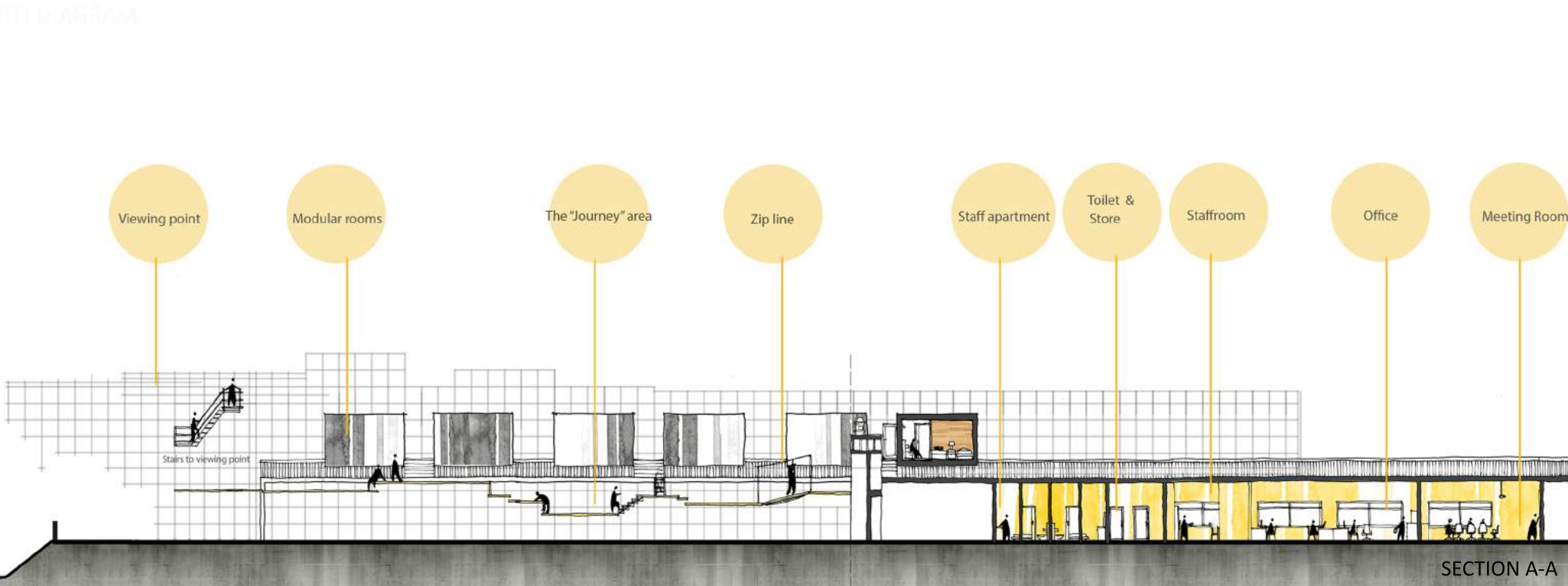
From the entrance to back area where paddling pool and music booth are, users get to experience the change of atmosphere.

Hotel rooms are elevated and supported by scaffolding structure.

The concept is all about phenomenological experience. Different spaces evoke different emotions.

A collage showing the scale of the scale of the island and the proposed design.

PART D: AGRAM



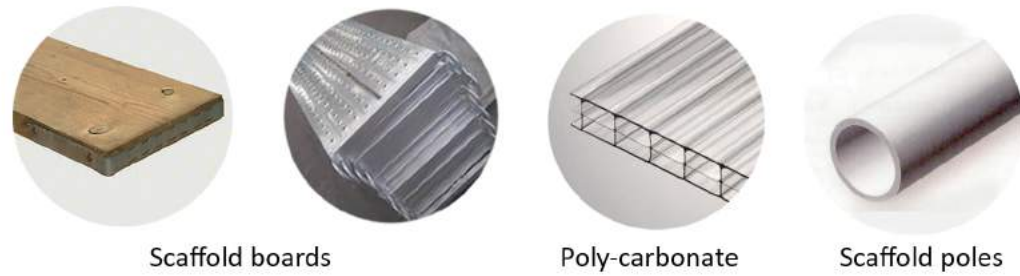
INTERSTITIAL ADVENTURE// ATMOSPHERE



Day time at "The Journey" area.

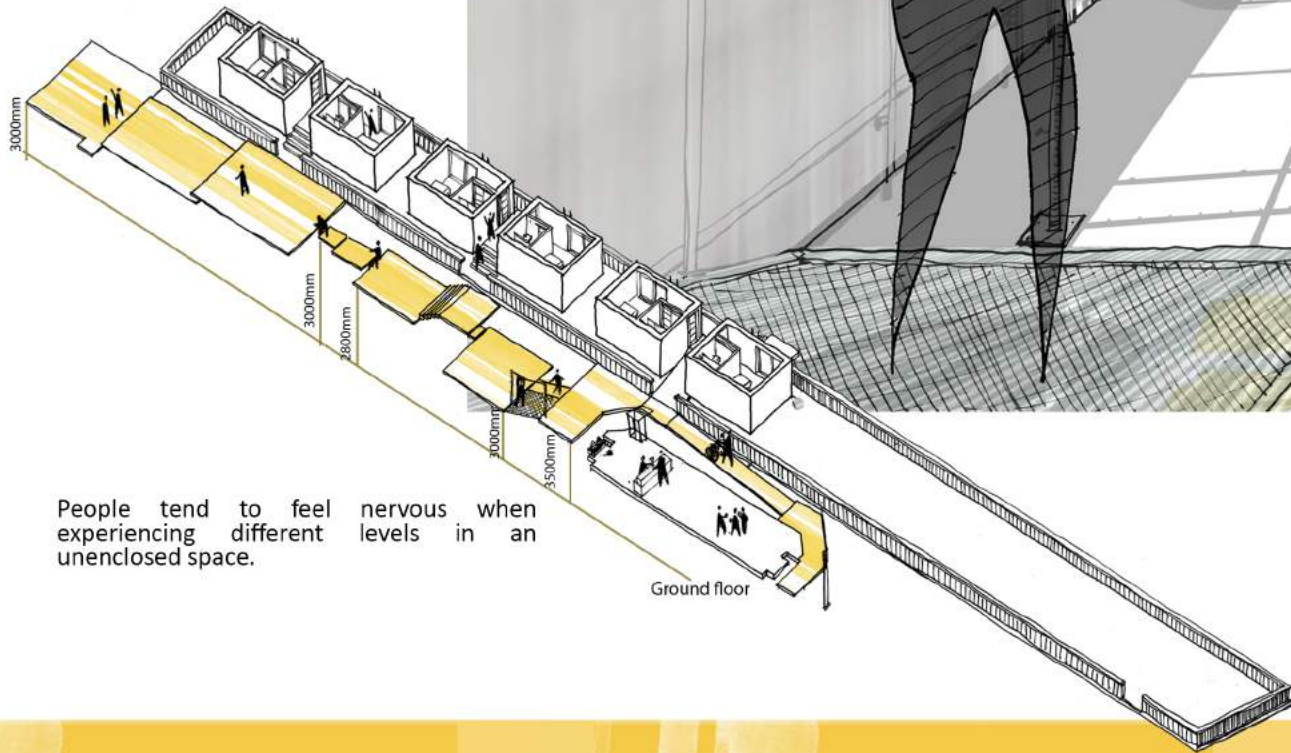


Night time at "The Journey" area.



Levels

By gaining an in depth understanding of human perception towards spatial quality, Merleau-Ponty's views has enabled me to design the space for an assortment of body movement experience. He concludes in his book "Phenomenology of Perception" that it is easier to study the ways of our conception and experiences of space when we encounter extra-ordinary of space. Merleau-Ponty elaborates that the best way whereby we can achieve optimum coherence in perception and response is the body constitution of a spatial level. My design on all of "the journeys to the rooms" space are mainly based on this theory. In detailed, different depths to the next level that have been included in my scheme are 300mm, 450mm, 600mm and 900mm; depths that larger than 300mm are placed with optional stairs and zip lines. These different levels are believed to reveal an experience of unexpectedness that causes trepidation emotion.



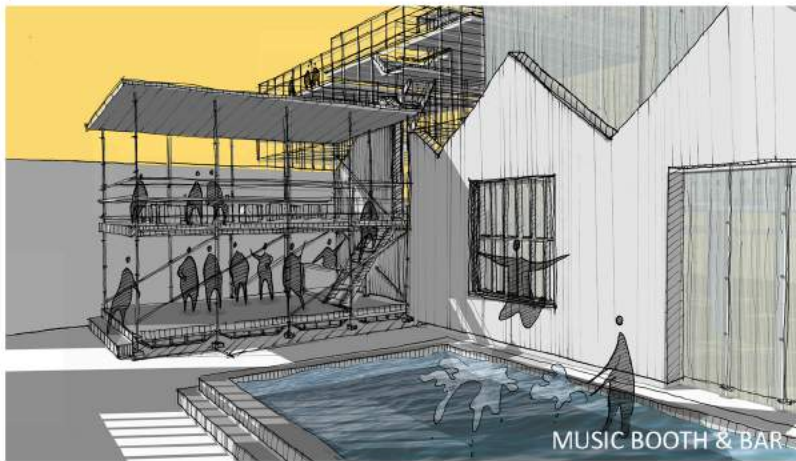
People tend to feel nervous when experiencing different levels in an unenclosed space.



The spaces were initially designed based on phenomenology ideation.



RECEPTION AREA



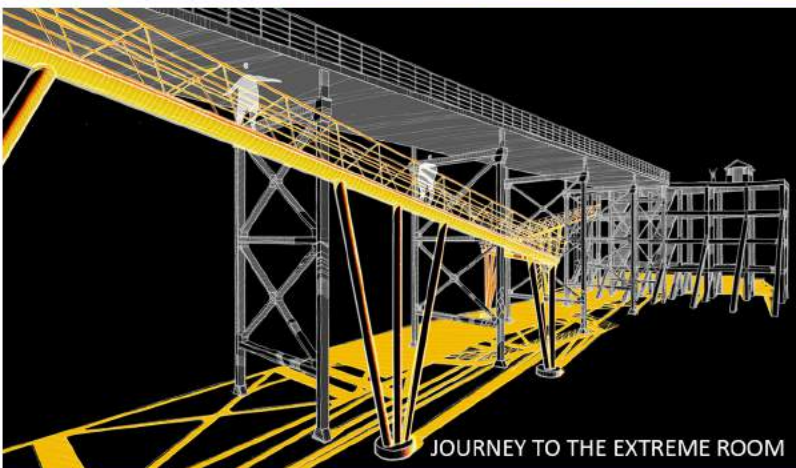
MUSIC BOOTH & BAR



THE "JOURNEY-TO-ROOMS" AREA



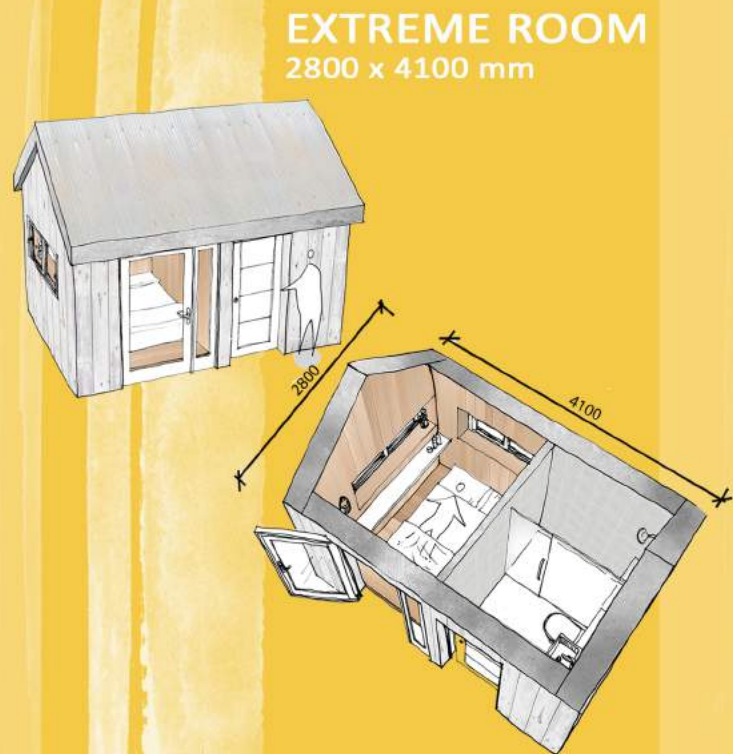
OUTSIDE THE BUILDING



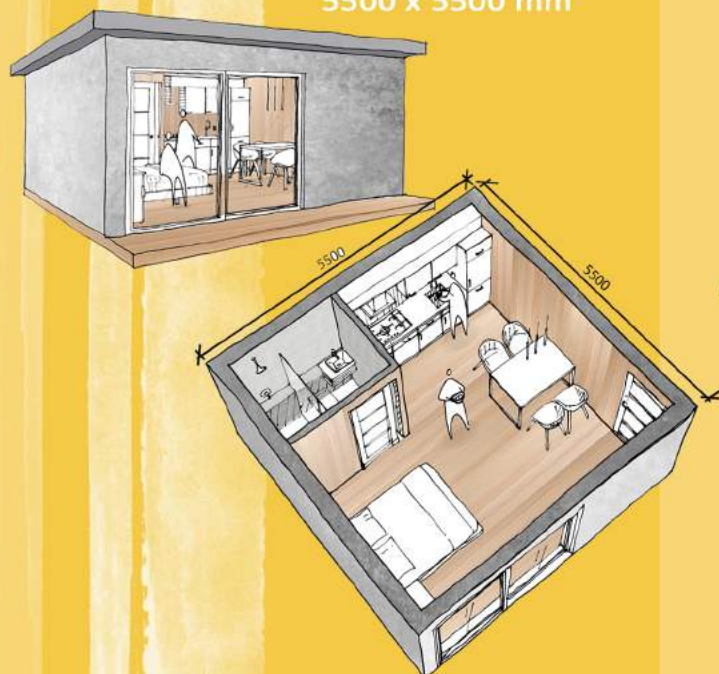
JOURNEY TO THE EXTREME ROOM

There are three types of rooms are available in the scheme, which Modular Room, Studio Room, and Extreme Room. All of them are bespoke and cost effective fast track modular building system using insulated panels, interior timber finishes, glazing to suit different purpose. Prefabricated glazing allowing the holiday home to open up to the outdoors or be completely closed during bad weather.

Extreme room was converted from the old guardhouse and it is usually aimed by people who seeking for extreme adventures. By staying in the only one Extreme Room, you get to own the North Jetty all by your own for the period as you stay there. Studio rooms provide a more isolated space from the main buildings, it also equipped with a small kitchenette, dining area with private toilet. Unlike Extreme Room and Studio Room, Modular room is "plugged in" in the interstitial area between Concrete deck and Pavillion. It is elevated and supported by scaffolding, providing a small comfortable space that equipped with all the essential furniture.



EXTREME ROOM
2800 x 4100 mm



STUDIO ROOM
5500 x 5500 mm



MODULAR ROOM
3600 x 4800 mm

