

Acoustic Ceiling

New games shelf

Puzzle tables

Courtyard seating

Stepped seating

Reception

Game library structure

Control room for multifunction hall

LED Glass Board wall

Snack bar

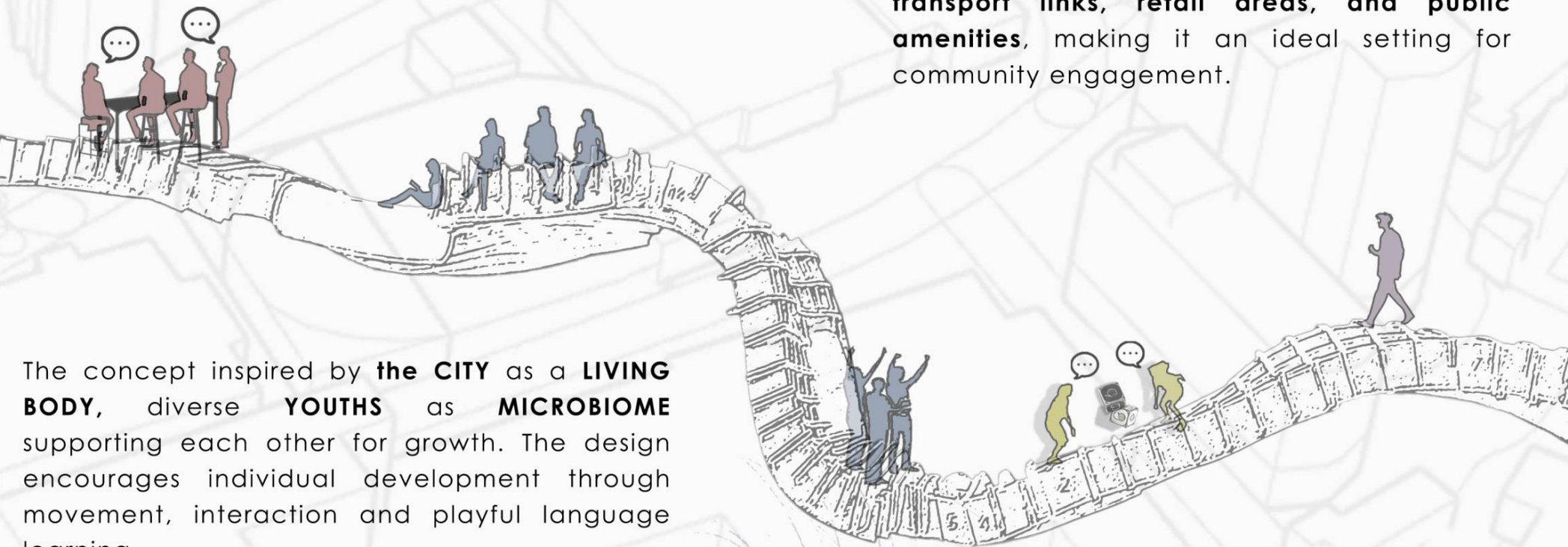
Puzzle tables

Entrance

LINGOKAI

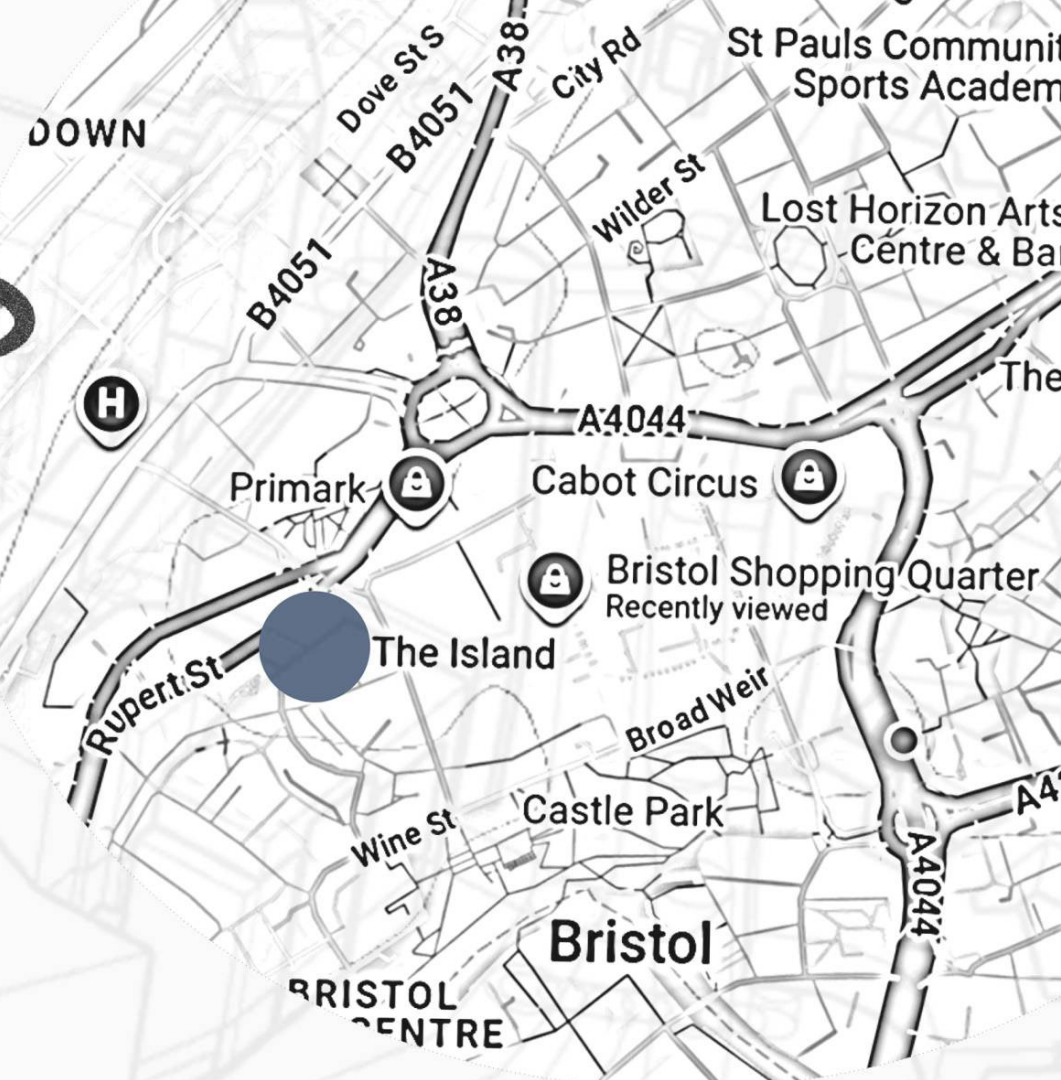
LINGOKAI explores how space can support **cultural exchange**, **language learning**, and **social connections** in a playful and engaging way. Located in the heart of Bristol, it transforms the Old Fire Station into a vibrant hub where young adults from diverse backgrounds come together to live, learn, and play.

The design challenges traditional boundaries. It is not just a **classroom**, but also a **playground**, a **shared home**, and a **cultural stage**. LingoKai reflects future values in interior design, such as inclusivity, adaptability, and emotional connection, through the use of experimental materials and puzzle-like furniture that encourages interaction and flexibility. This project demonstrates how interiors can be reimagined to support evolving social needs and foster meaningful people connections in a future-facing world.



The concept inspired by **the CITY** as a **LIVING BODY**, diverse **YOUTHS** as **MICROBIOME** supporting each other for growth. The design encourages individual development through movement, interaction and playful language learning.

LINGOKAI combines "Lingo" (language) and "Kai" (Japanese for gathering), inspired by a Future Undokai, a reimagined version of Japan's traditional sports event. Like this modern twist, LingoKai invites participants not only to play language games but also to take part in creating them.



The site is located in Bristol, **BS1 2BE**. As it is Positioned within the Central Ward, it is easily accessible and surrounded by a dynamic mix of cultural, commercial, and diverse activities, providing excellent connectivity to **major transport links, retail areas, and public amenities**, making it an ideal setting for community engagement.

COLLABORATE

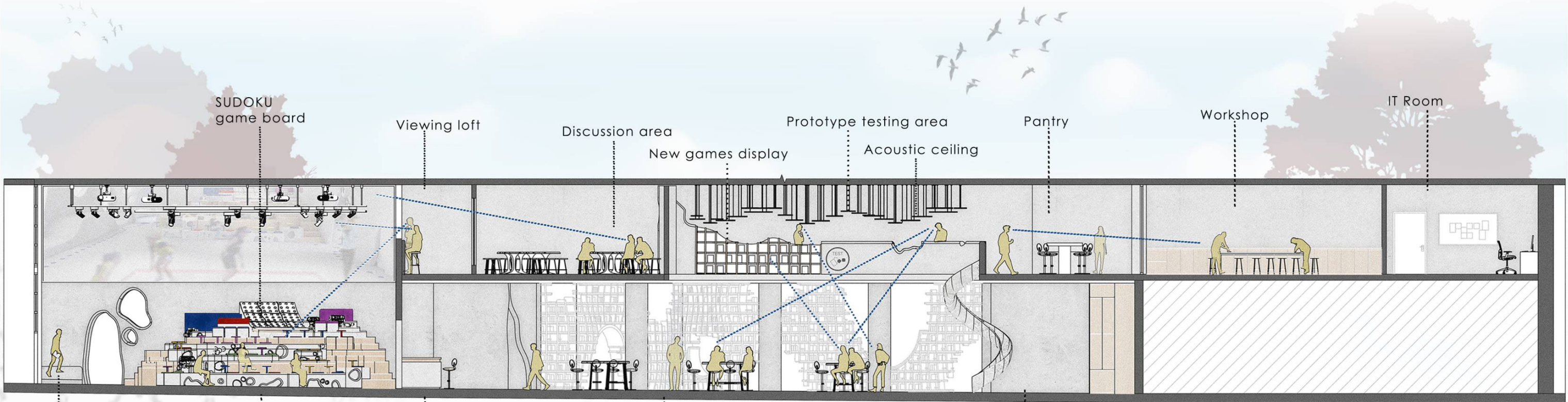
CREATE

PLAY

LEARN



GROUND FLOOR - RECEPTION AREA WITH TWO MAIN ENTRANCES TO CARD AND BOARD GAME AREA AND MULTI FUNCTIONAL HALL



Multi-functional game space Stepped seating Snack Bar Card and Board game area Storage



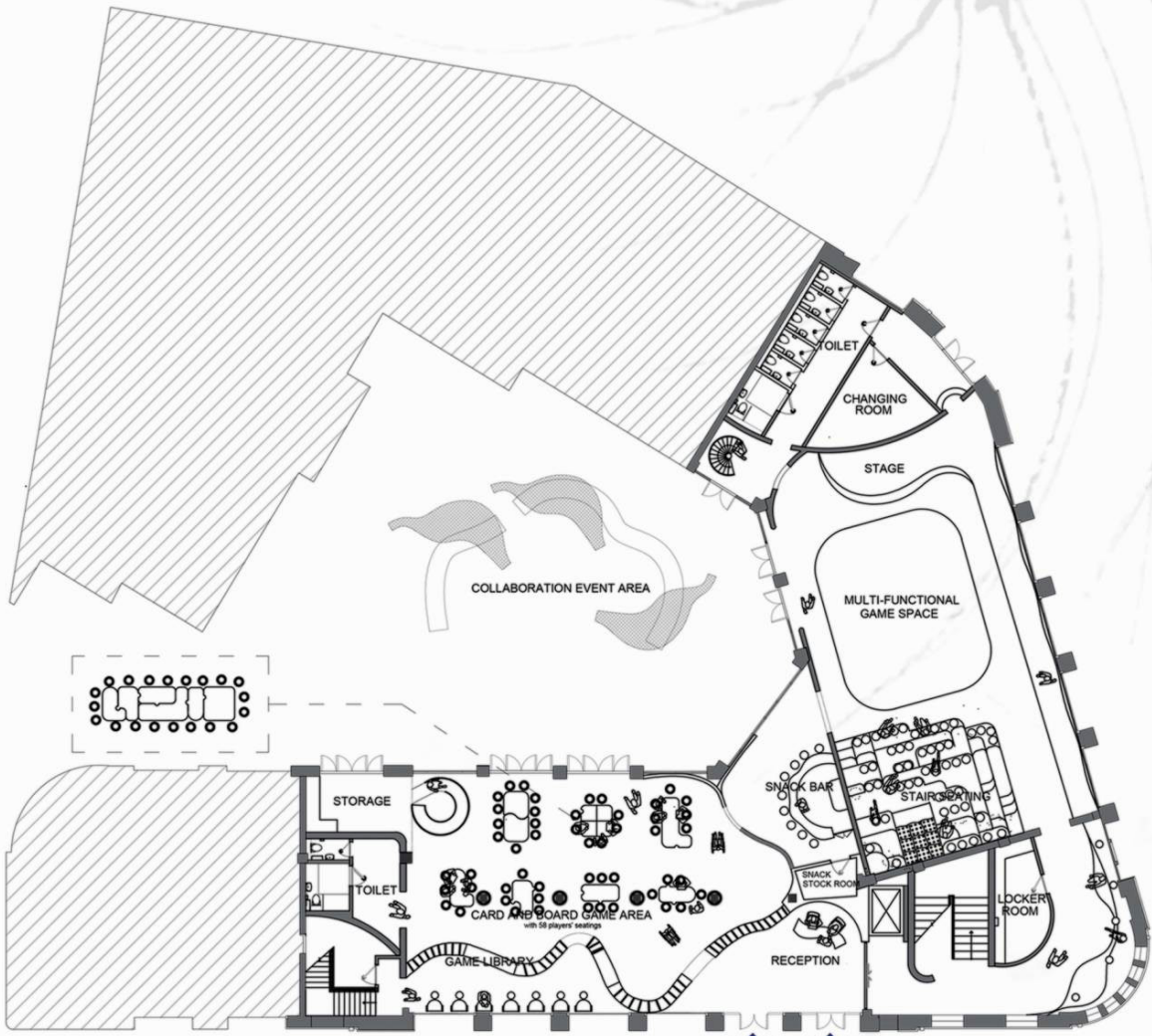
GROUND FLOOR - CARD AND BOARD GAME AREA



FIRST FLOOR - DISCUSSION AND GAME PROTOTYPE AREA

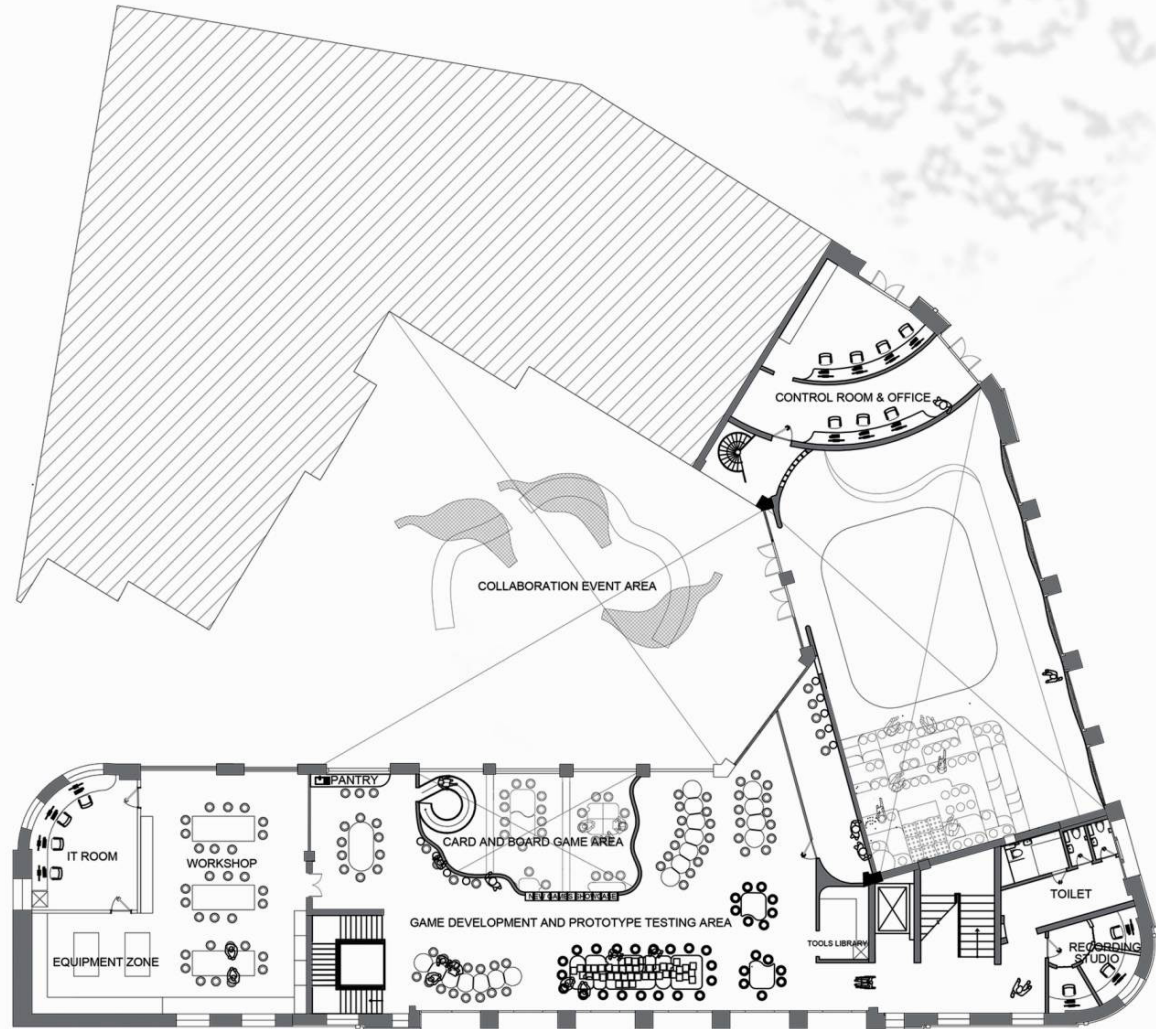
Tables inspired by the **cellular growth patterns** of bacteria foster connectivity, encouraging collaboration and networking among players.

The interior space for LINGOKAI is designed across the **ground** and **first floors** of the Old Fire Station, connecting to multi functional shared housing units located on the second and third floors.



GROUND FLOOR

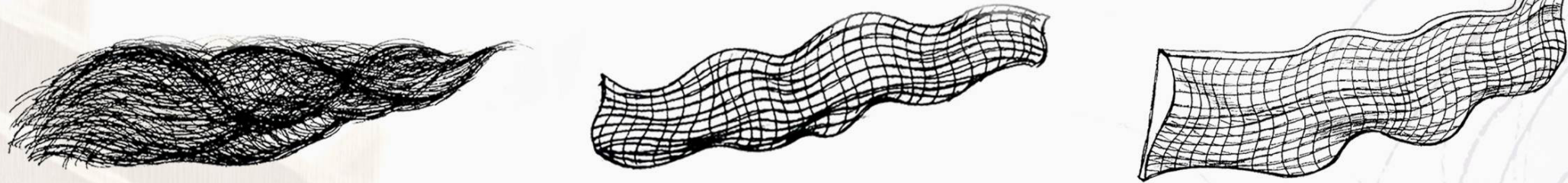
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|------------------------------------|---------------------------------|
| <u>Reception</u> | <u>Snack bar</u> |
| <u>Locker room</u> | <u>Card and bard game area</u> |
| <u>Multi-functional game space</u> | <u>Toilet</u> |
| <u>Changing room</u> | <u>Storage</u> |
| | <u>Collaboration event area</u> |



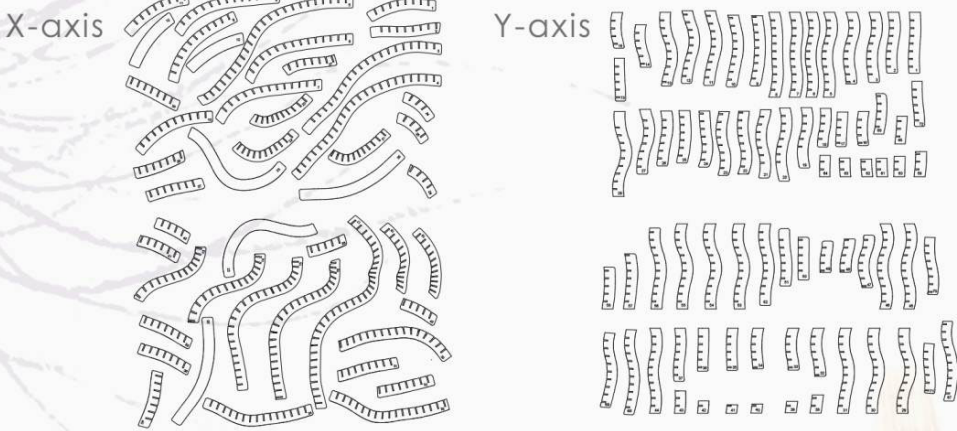
FIRST FLOOR

- | | |
|-------------------------------|-------------------------|
| <u>Discussion area</u> | <u>Recording studio</u> |
| <u>Prototype testing area</u> | <u>Workshop</u> |
| <u>Tools library</u> | <u>IT room</u> |
| <u>Toilet</u> | <u>Equipment zone</u> |

GAME LIBRARY STRUCTURE



Concept The concept is inspired by a thousands of bacteria **flagella**, which are essential for their movement.



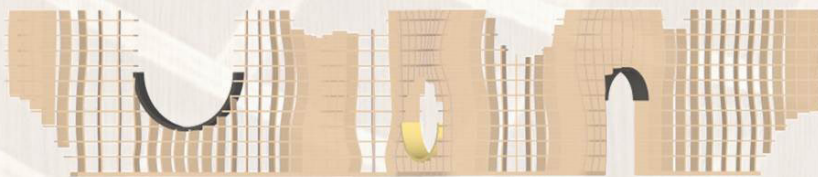
The game library shelf structure is designed as **a giant puzzle-like system**, made of timber with interlocking slots to store a collection of **thousands of board and card games**, collaboratively created by diverse youth. It is located on the ground floor in the board and card game area.



Puzzle structure model making using laser cutting



Shapes study



Slotting wood puzzle pieces



Players can write their first handwritten attempts of "HELLO" in different languages on the unique arch-shaped spaces built into the structure.

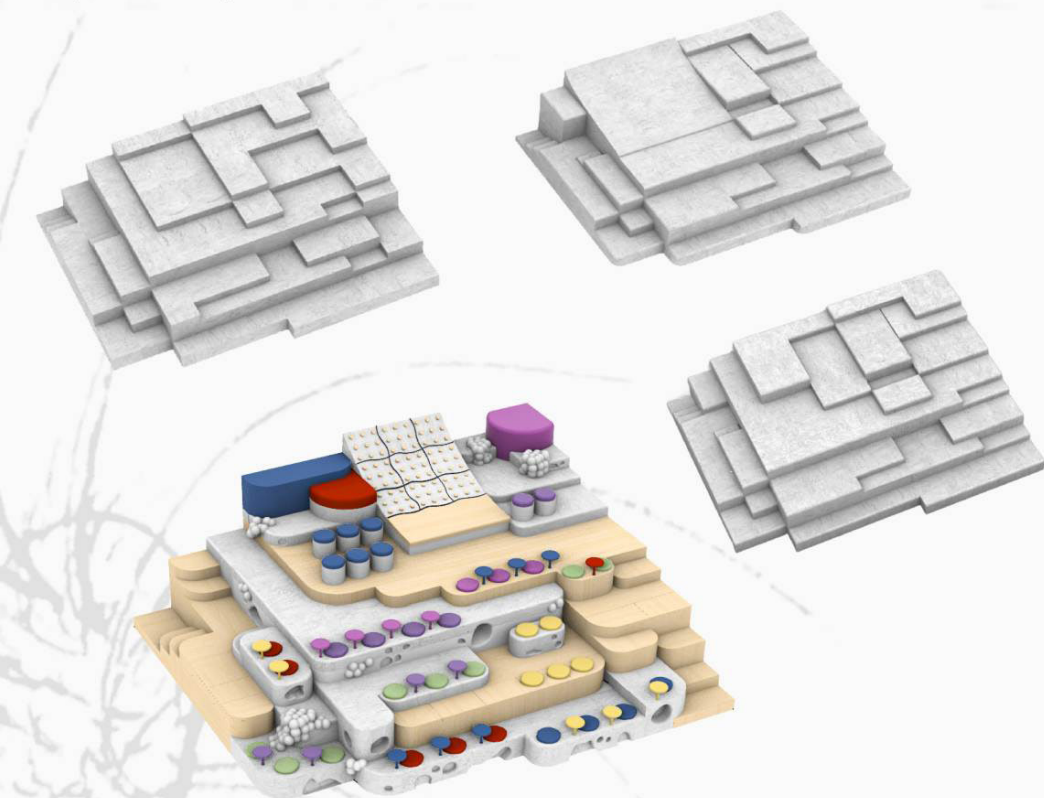




GROUND FLOOR - MULTI-FUNCTIONAL HALL WITH STEPPED SEATING



Shapes study



Concrete surfaces are **fused** with **microscopic bacteria patterns**, resembling trillions of tiny organisms. The layered bacteria patterns are used to create a sense of being surrounded by a rich mix of individuals, each unique yet part of a larger, interconnected space.



CORK MATERIAL

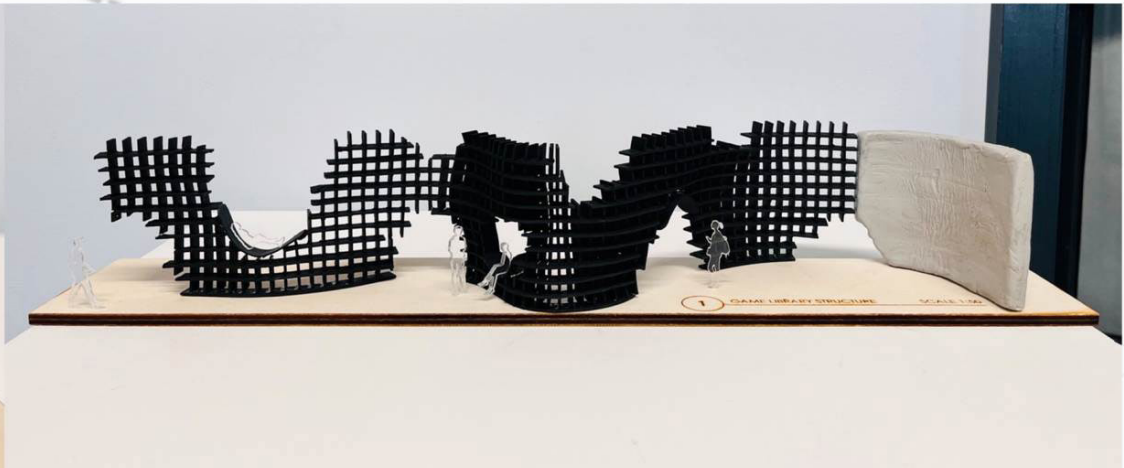


CONCRETE-EFFECT SPRAY PAINT ON CORK

Concrete-effect spray paint on cork has been tested for use on wall panels in a multi functional game space, aiming to enhance acoustic performance and provide injury protection.



SCALED MODEL - STEPPED SEATING



SCALED MODEL - GAME LIBRARY STRUCTURE IN MOUNT BOARD LASER CUTTING



SCALED MODEL - COURTYARD SEATING



SCALED MODEL - GAME LIBRARY STRUCTURE IN WOOD LASER CUTTING