

SCALE TEST IN RELATION WITH CYBORG:
A SCALED UP INTERIOR ACTS AS A METAPHOR
FOR EXAMINING EMOTIONS OF GROWTH TO ONE'S
SENSE OF SELF



PERSPECTIVE INTERIOR OF ZONE 2,
'UNLOCKING POTENTIAL'
TACTILE ESCAPE ROOM



PERSPECTIVE INTERIOR OF ZONE 3,
'WHO ARE WE?'
SELF-EXPRESSION LIBRARY



PERSPECTIVE INTERIOR OF ZONE 4,
'LOOK UP'
TAKING ON A NEW PERSPECTIVE

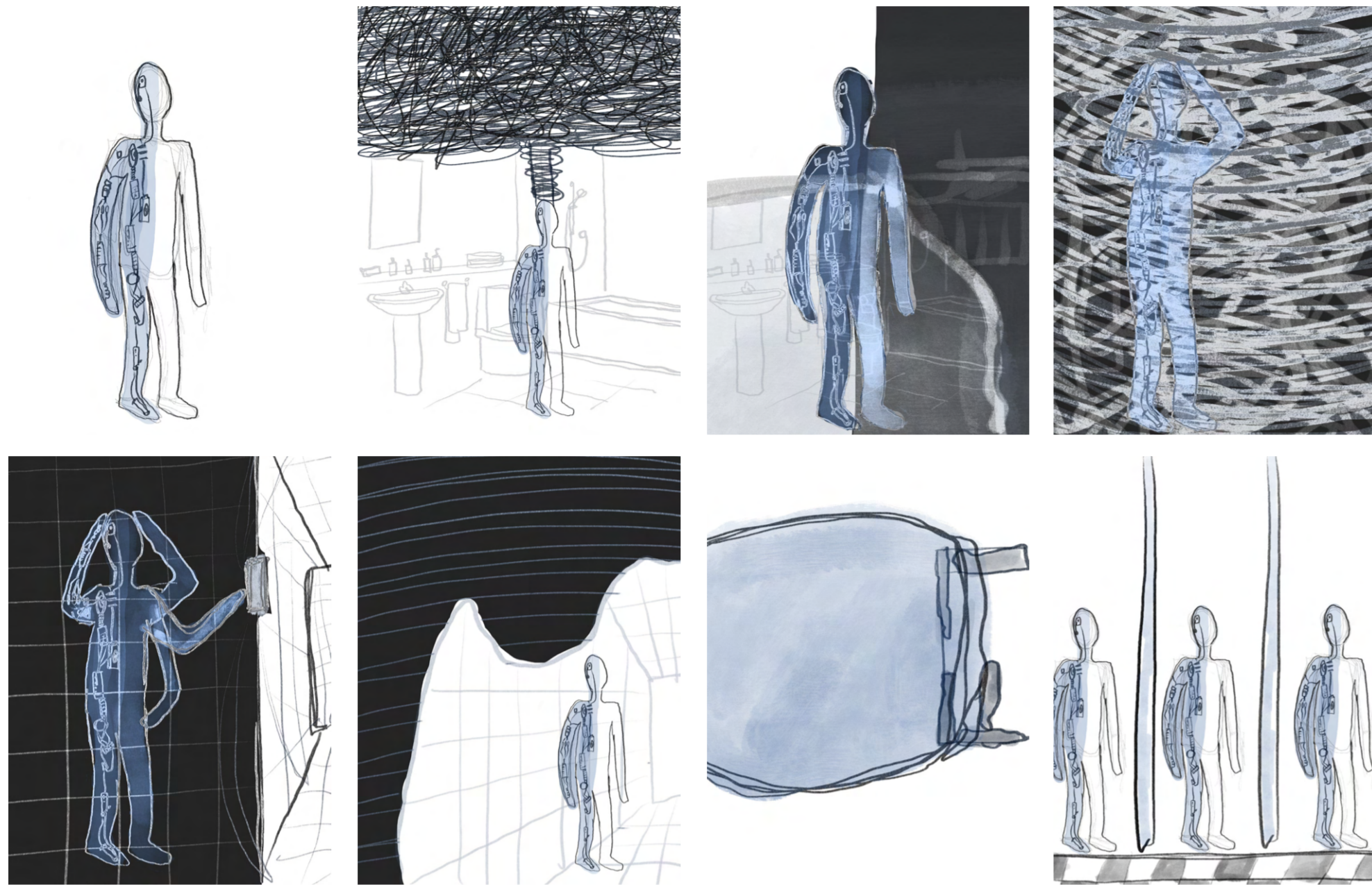


PERSPECTIVE INTERIOR OF ZONE 4,
'WHO AM I?'
BACK TO THE BATHROOM

THE PSYCHOLOGY WARD: TECHNOLOGY, THE CYBORG AND TRAUMA RECOVERY

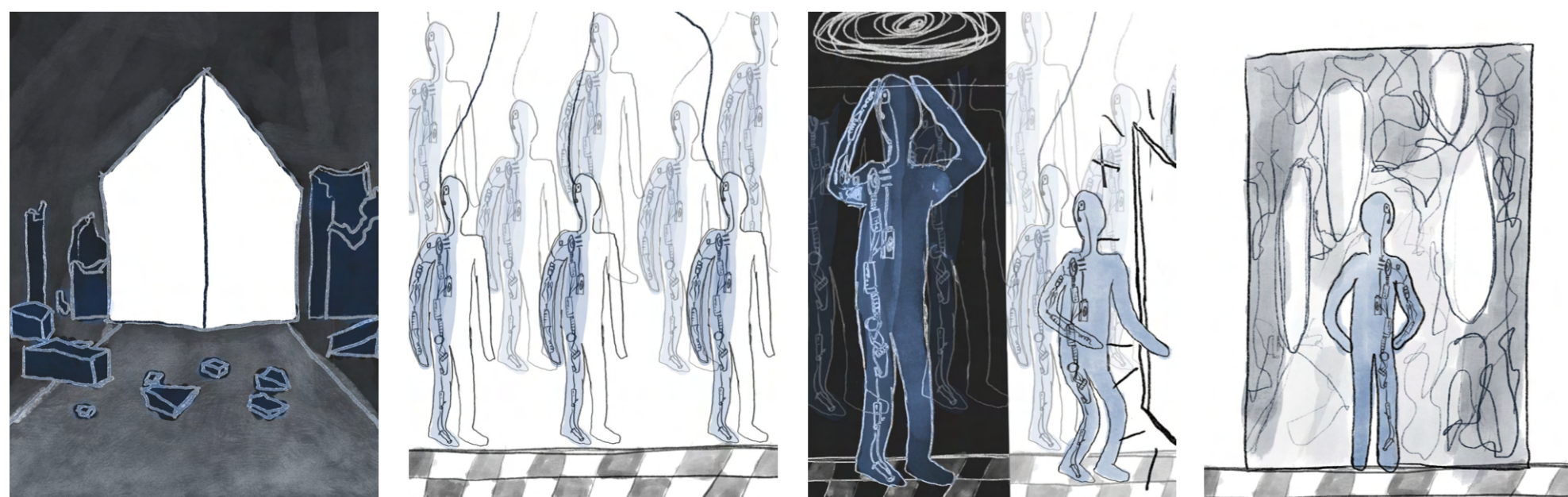
The proposal serves as a wake-up call for the future regarding the dangers and abuses that accompany with the advancement of digital technologies, potentially altering our engagement with the physical world. Framed by the inquiry, "**What impact might digital technologies have on our future interactions with the built environment?**" this project provides a platform for discussion. The result of this project is the creation of a speculative dystopian narrative named *Within-Dimensionality*, unfolding in the year 3025. This narrative presents an unbounded assemblage of dialogues fueling architectural imagination, employing **cyborgs** as a catalyst to animate the discourse.

The indulgence of technology can lead to situations where our senses are deprived, alongside our unique capacity for spatial perception, ultimately resulting in a loss of identity. The thesis concludes with the recognition that interiors are intricately woven into the fabric of the human experience, where our engagement with the built environment serves not only as a means of emotional expression but also as a foundation for the preservation of individuality.



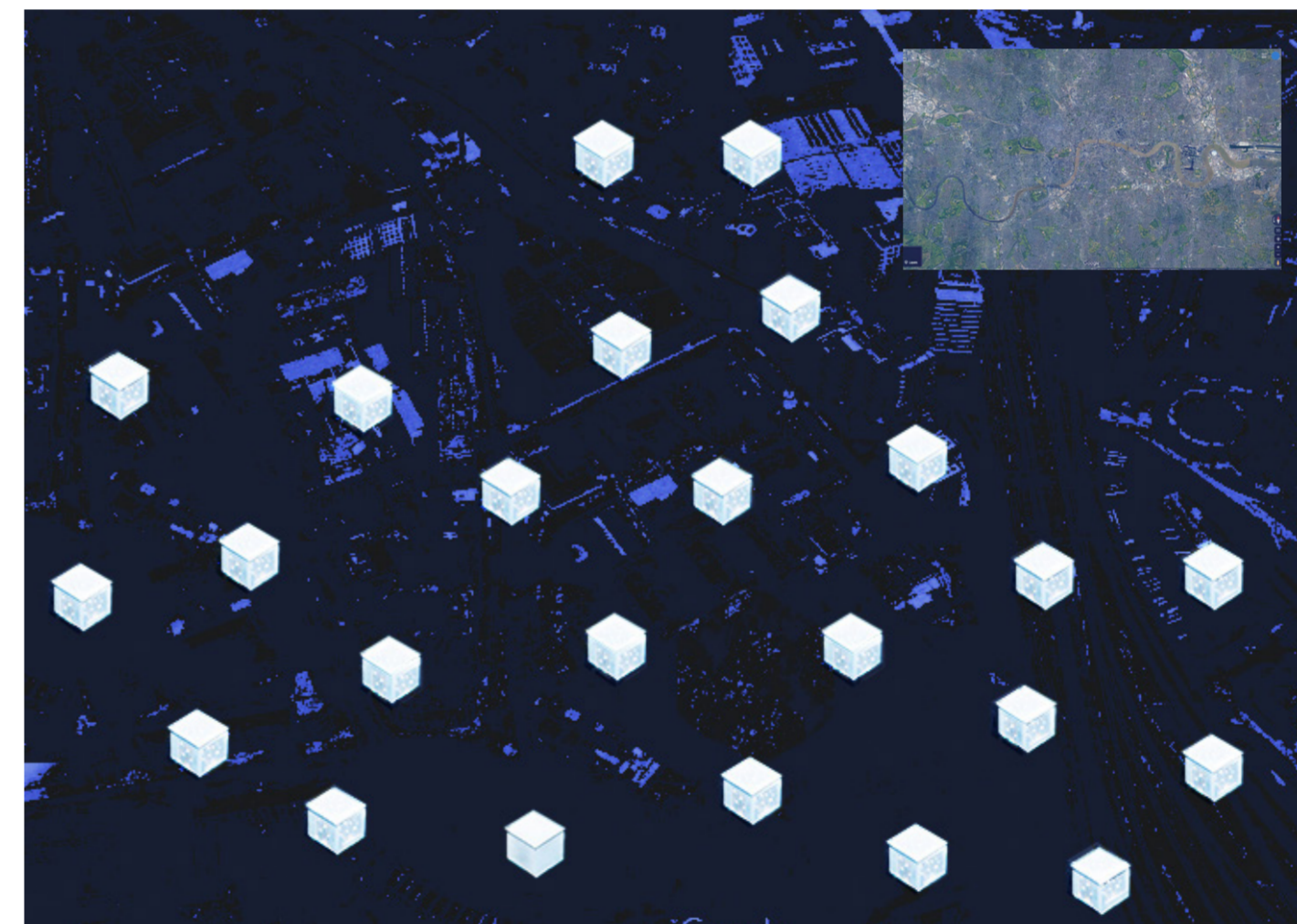
A STORYBOARD ZINE WAS CREATED TO EXPLORE SCENARIO. THE INFORMATION ABOUT THE CYBORG, INSTABILITY IN DWELLING IN THE VIRTUAL WORLD, A NEW TYPE OF PTSD, A PARASITIC PSYCHWARD ON THE REMAINING INFRASTRUCTURE, AND INDIVIDUAL SPACE THERAPY IS DEVELOPED THROUGH THE ZINE.

THE FINAL STORYBOARD PICTURES THAT DEPICT THE ESTABLISHED DYSTOPIAN SETTING'S STORY. DESCRIBES THE LOCATION OF THE CYBORG'S DWELLINGS, TECHNOLOGY KEEPS THEM IN THEIR VIRTUAL WORLDS FOR PLEASURE, A NEW TYPE OF PTSD EVOLVES, HOW THE CYBORGs ESCAPE THEIR VIRTUAL WORLDS BY UNPLUGGING, AND THE THERAPEUTIC PROCEDURE THAT BEGINS TO RESTORE THEIR CONNECTION TO BOTH THE REAL WORLD AND THEMSELVES.



ST PANCRAS HOSPITAL WAS USED AS THE TEST MODEL TO DEMONSTRATE MY SUBJECT MATTER. THE HOSPITAL IS SPLIT INTO SEVERAL STRUCTURES HENCE, IT WAS EASIER TO PREDICT THE FUTURE LANDSCAPE THAT WOULD BE BUILT OUT USING THIS AS A BASE.

LIKE THE INTERIOR ORGANS OF BOTH HUMAN AND CYBORG BODIES, THE CONTEMPORARY CONSTRUCTION OF ST PANCRAS HOSPITAL ALSO REFLECTS THE IDEA OF A NETWORK.



SEVERAL WHITE CUBES INSTALLED ALL AROUND LONDON IN 3025.

POPULATION OF LONDON = 9 MILLION

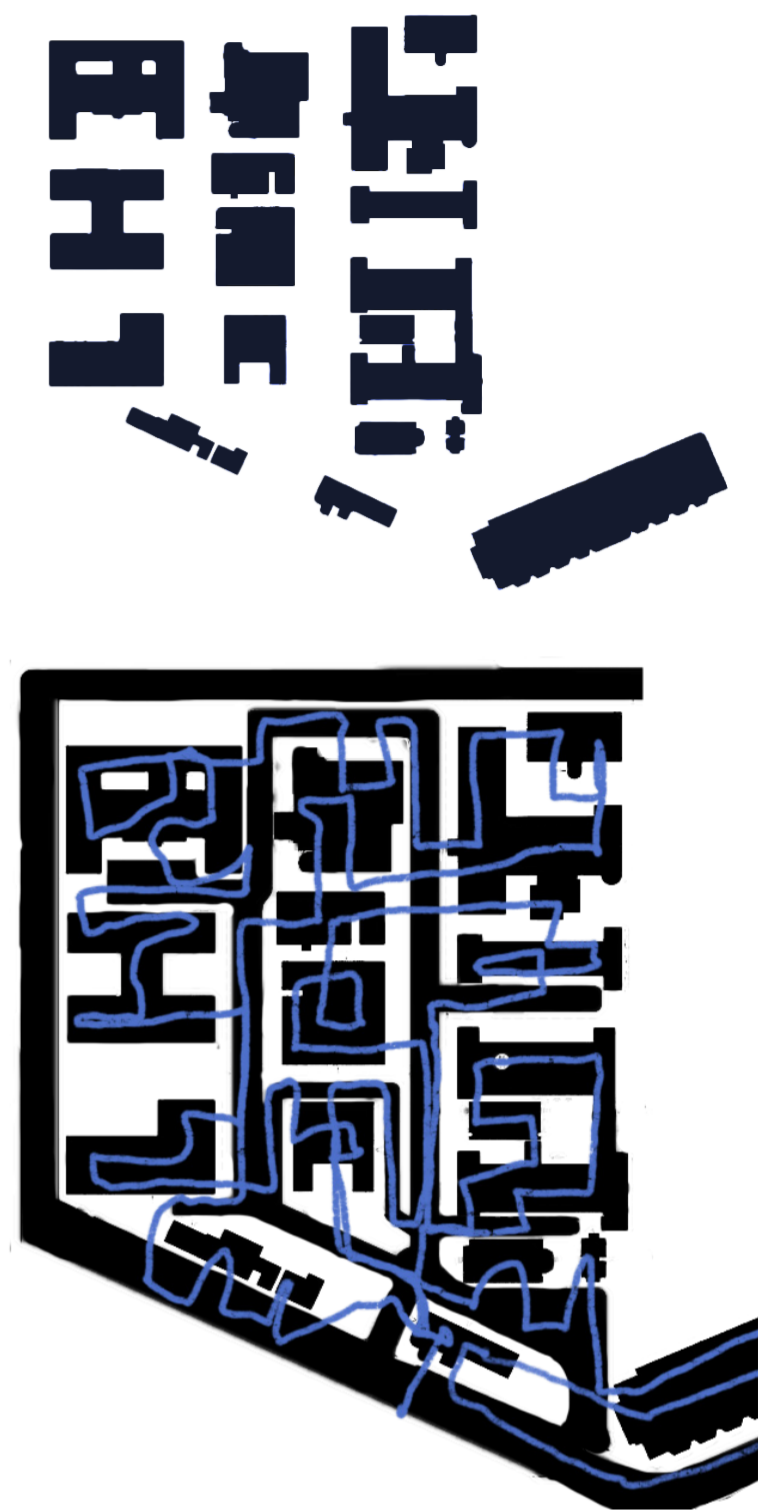
WHITE CUBE PROPORTIONS: 100m x 100m x 100m = 30 STORIES HOUSING ~ 30,000 PEOPLE

9 MILLION/30 THOUSAND REQUIRES: 300 WHITE CUBES



CONDITIONS INSIDE THE WHITE CUBE; CYBORG'S DWELLING. AS THEY INDULGE IN THE FAMILIAR, CYBORGs COME TO UNDERSTAND THAT THEY ARE LIVING IN AN INFINITE REALM OF PLEASURE AND ARE LOSING THEIR SENSE OF SELF. THEY UNDERSTAND THE VICIOUS LOOP THEY ARE IN AND THAT NOTHING THAT BROUGHT THEM JOY IN THE PAST IS JOY NOW; EVERYTHING HAS BECOME EMPTY. THEY WISH TO FREE THEMSELVES FROM THE CONSTRAINTS THAT IMPEDE PERSONAL GROWTH AND SELF-FULFILMENT.

WHEN THEY TOSS THEIR VIRTUAL WORLD REMOTE, THEY UNPLUG AND RETURN TO THE WORLD OF REALITY, COMPLETE WITH THEIR BODIES AND CONSCIOUSNESS.





INTERIOR STRUCTURE BUILT FROM DETERIORATED UNKEMPT LANDSCAPE.

A FEW ROGUE PSYCHOLOGISTS MADE THE DECISION TO LEAVE THE FIELD OF CYBERNETICS. BECAUSE IT WAS AT CONFLICT WITH THEIR BASIC PRINCIPLES AND BELIEFS, THEY REFRAINED FROM INTERACTING WITH EVOLVING TECHNOLOGIES AND FROM EMBRACING THE IDEA OF BECOMING CYBORGS.

THE DISINTEGRATING STRUCTURES HAVE BEEN TRANSFORMED INTO A PSYCHIATRIC DIMENSION, AND THE ROGUE PSYCHOLOGISTS HAVE METICULOUSLY PLANNED THE CHANGE OF THE SCATTERED REMNANTS.

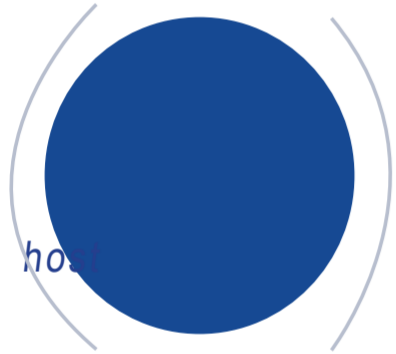


IN ORDER TO GENERATE THE STRUCTURE OF THE PARASITE, A COLLECTION OF ITEMS FROM THE MOST INDIVIDUAL SPACE TO THE BODY WERE GATHERED TO VISUALISE AN ABSTRACT ARCHITECTURAL REPRESENTATION OF REALITY IN THE YEAR 3025. WHAT SORT OF INTERACTIONS OCCUR?



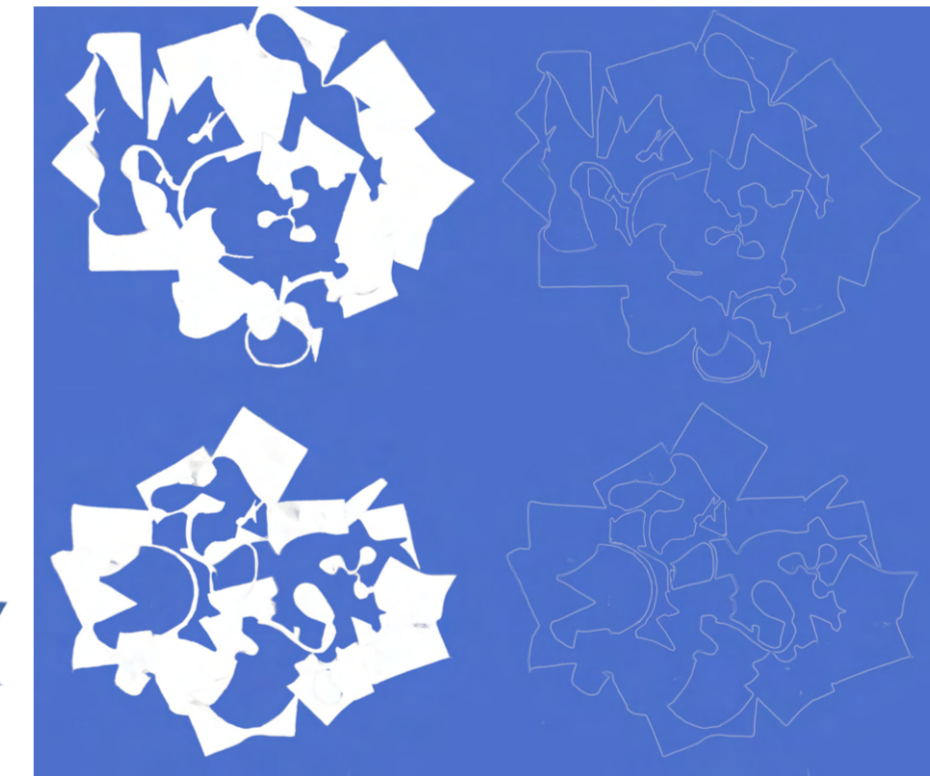
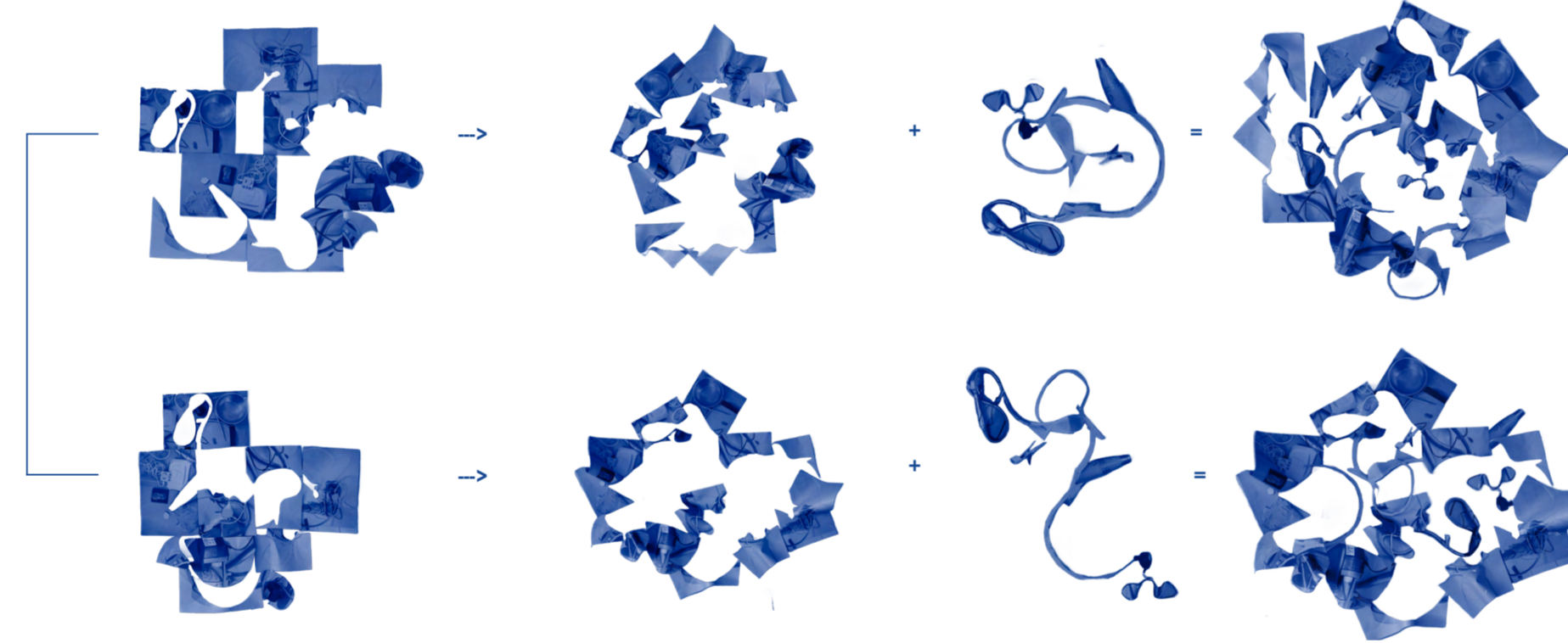
A TYPE OF ASSEMBLAGE WAS PRODUCED USING FOUND ITEMS BY RECREATING THE BATHROOM EXPERIENCE, THE MOST INTIMATE ATMOSPHERE FOR BODY-SPACE INTERACTION AND GESTURES INTO A TANGIBLE AND SPATIAL MEDIUM.

* the body
* white cube
(building)

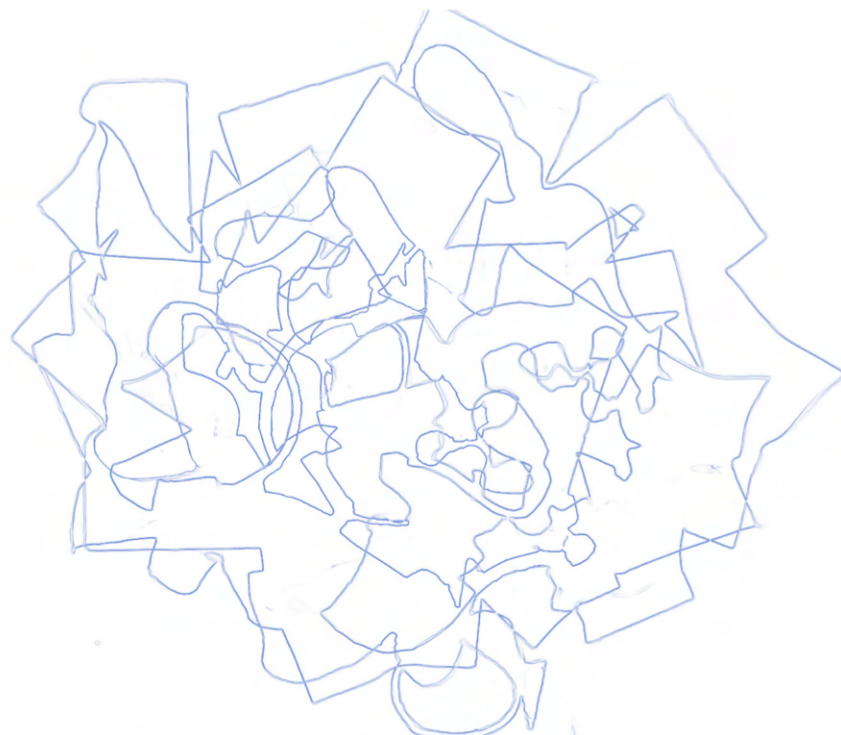


CONCEPT OF SYMBIOTIC RELATIONSHIPS IS EXPLORED

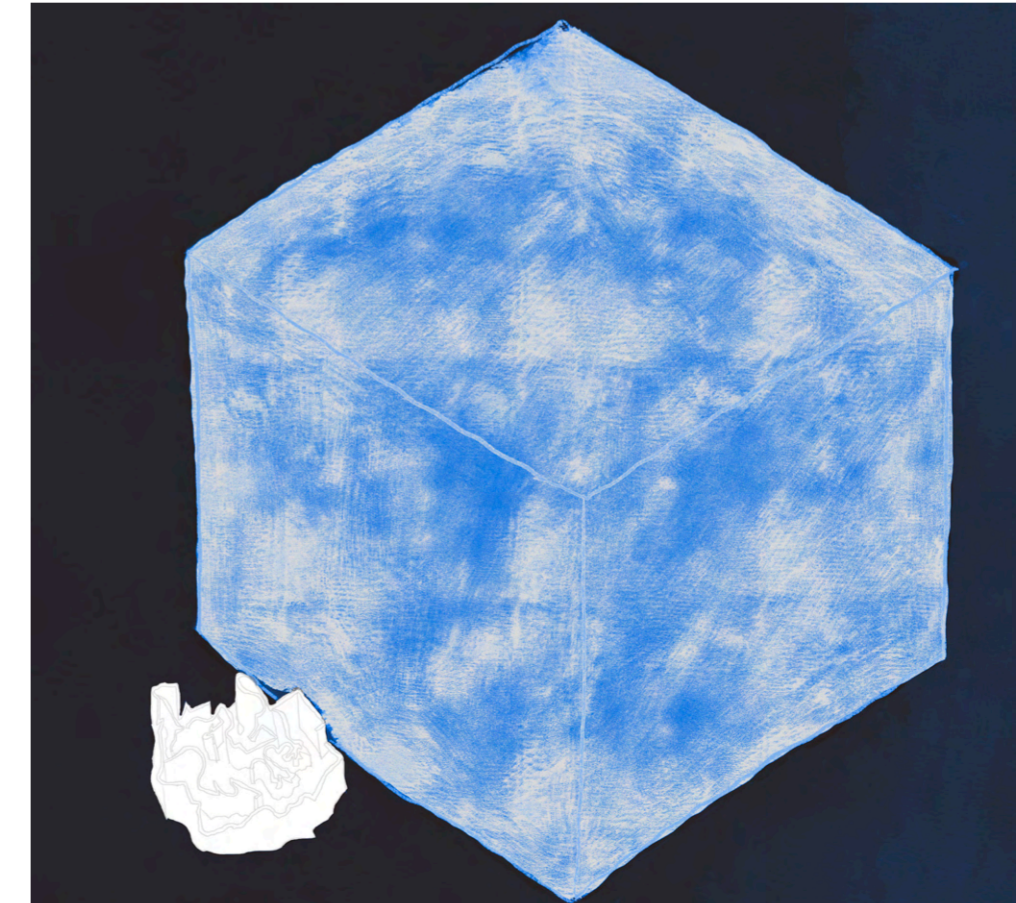
parasite
* implant
* psychward



TRANSFORMATION OF THE ASSEMBLAGE IS USED AS FORM EXPLORATIONS FOR THE STRUCTURE OF PSYCHIATRIC WARD

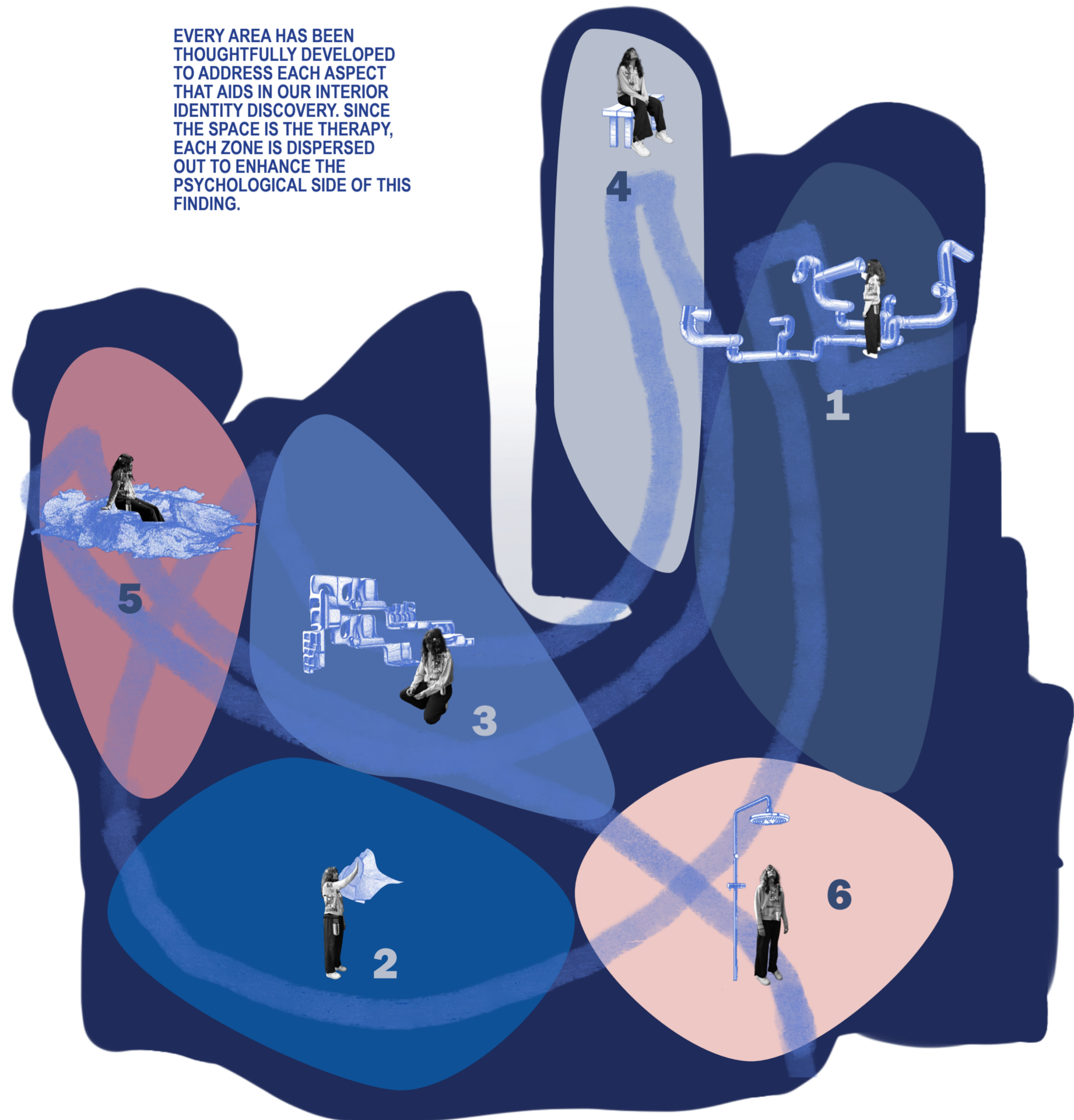


USING BERNARD TSCHUMI'S MANHATTAN TRANSCRIPTS AS INSPIRATION, THE FOLLOWING FORM EXPLORATIONS WERE TURNED INTO STRUCTURES



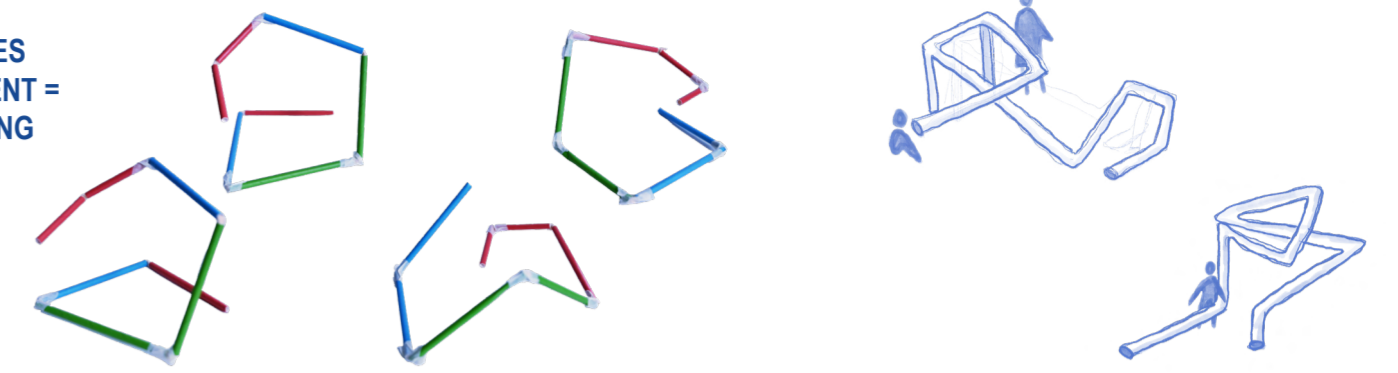
LABYRINTH IS ESTABLISHED AS THE INTERIOR STRUCTURE OF WARD AS IT ENCOURAGES ADAPTATION AND EVOKES HIGH EMOTIONAL RESPONSES

EVERY AREA HAS BEEN THOUGHTFULLY DEVELOPED TO ADDRESS EACH ASPECT THAT AIDS IN OUR INTERIOR IDENTITY DISCOVERY. SINCE THE SPACE IS THE THERAPY, EACH ZONE IS DISPERSED OUT TO ENHANCE THE PSYCHOLOGICAL SIDE OF THIS FINDING.



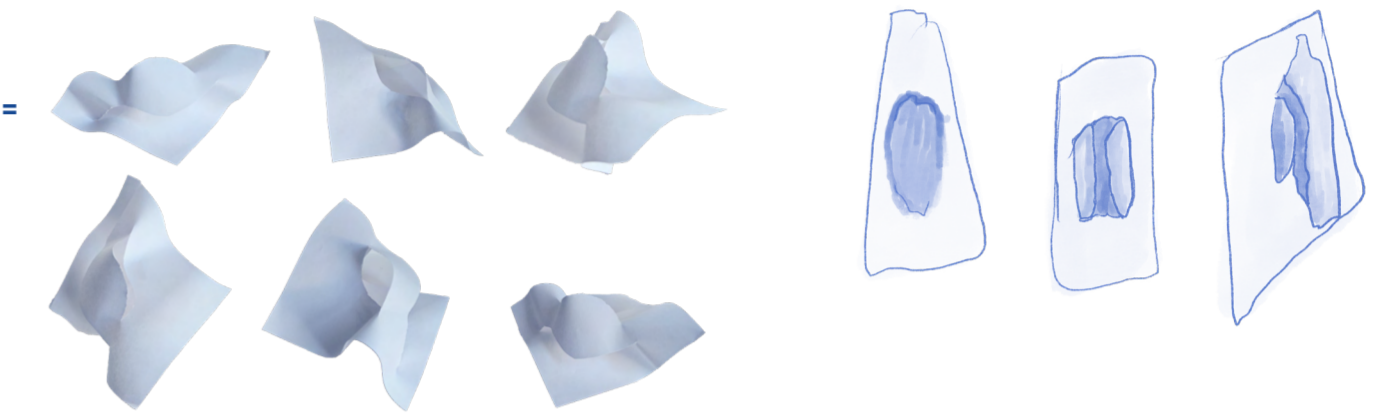
ZONE 1, 'HEAR ME OUT'
NOISE INSTALLATION
 CONTEMPLATION
 *EXPOSING US TO UNFAMILIAR SITUATIONS

INSPIRATION = PIPES
 SPATIAL EXPERIMENT =
 STRUCTURE TESTING



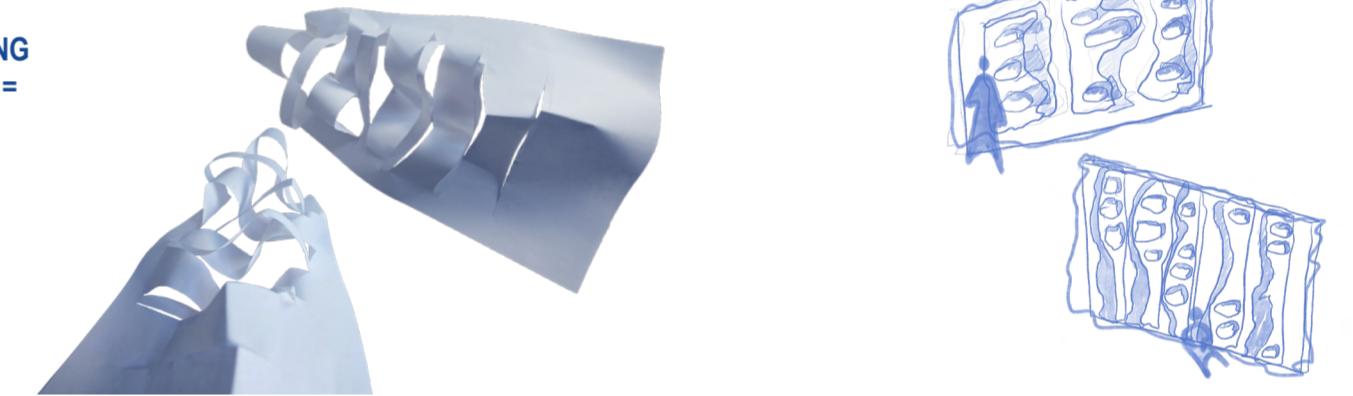
ZONE 2, 'UNLOCKING POTENTIAL'
TACTILE ESCAPE ROOM
 ADAPTATION
 *CHALLENGES US TO CONFRONT
 A NEW PERSPECTIVE = PROBLEM-SOLVE

INSPIRATION =
 SCULPTURES
 SPATIAL EXPERIMENT =
 SENSORY TESTING



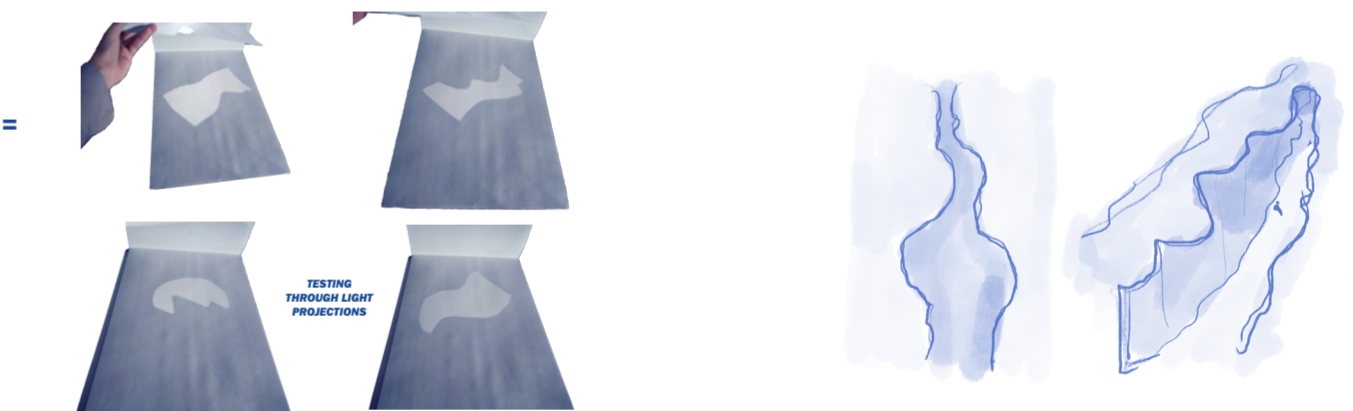
ZONE 3, 'WHO ARE WE?'
SELF-EXPRESSION LIBRARY
 SELF-EXPRESSION
 *INSIGHT INTO OUR OWN
 IDENTITIES

INSPIRATION = WEAVING
 SPATIAL EXPERIMENT =
 PATTERN TESTING



ZONE 4, 'LOOK UP'
**TAKING ON A NEW
 PERSPECTIVE**
 CONTEMPLATION
 *BUILDING EMOTIONAL
 STRENGTH = COPING
 STRATEGIES

INSPIRATION = CAVES
 SPATIAL EXPERIMENT =
 LIGHT TESTING

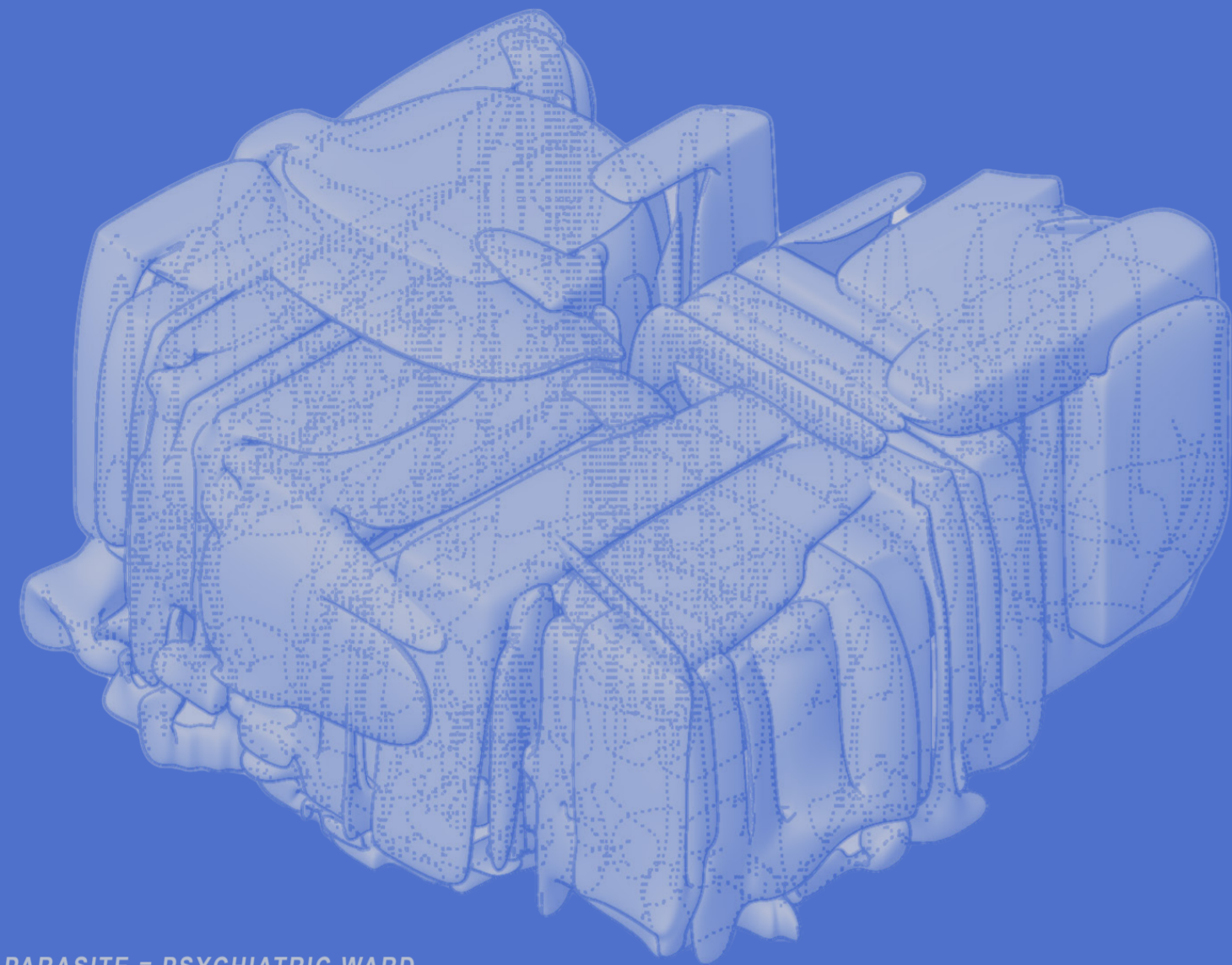


ZONE 5, 'WAVING IN'
HYDRO-THERAPY
 INTROSPECTION
 *EXAMINING OUR OWN
 THOUGHTS = SELF-AWARENESS

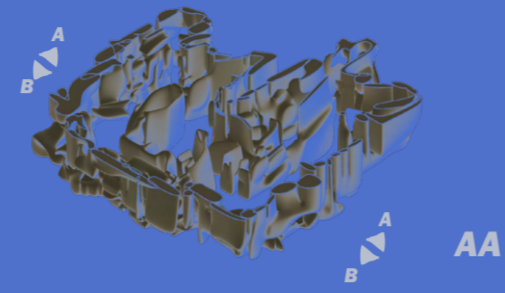
INSPIRATION =
 VACUUM-FORMING
 SPATIAL EXPERIMENT =
 FORM TESTING



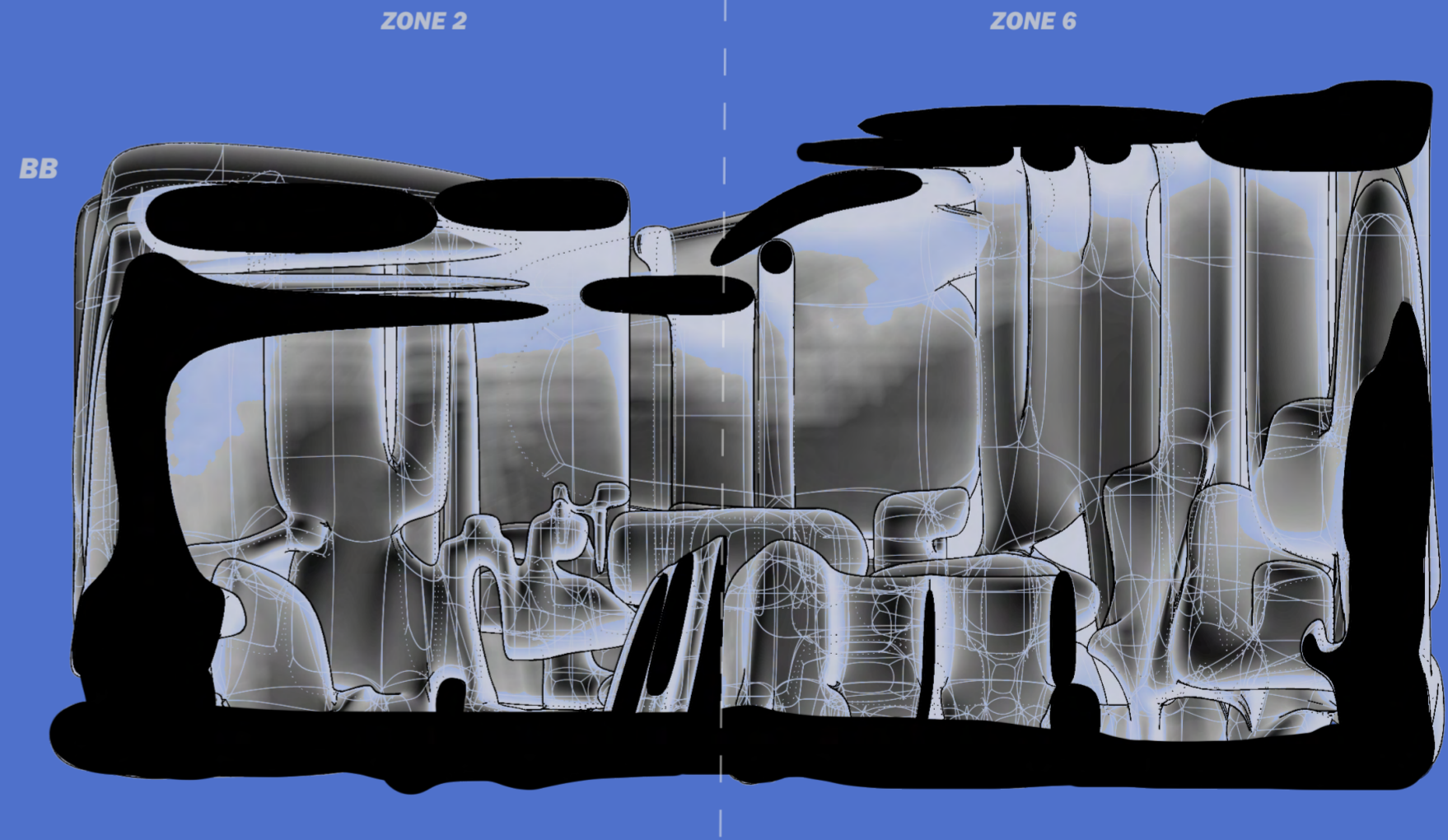
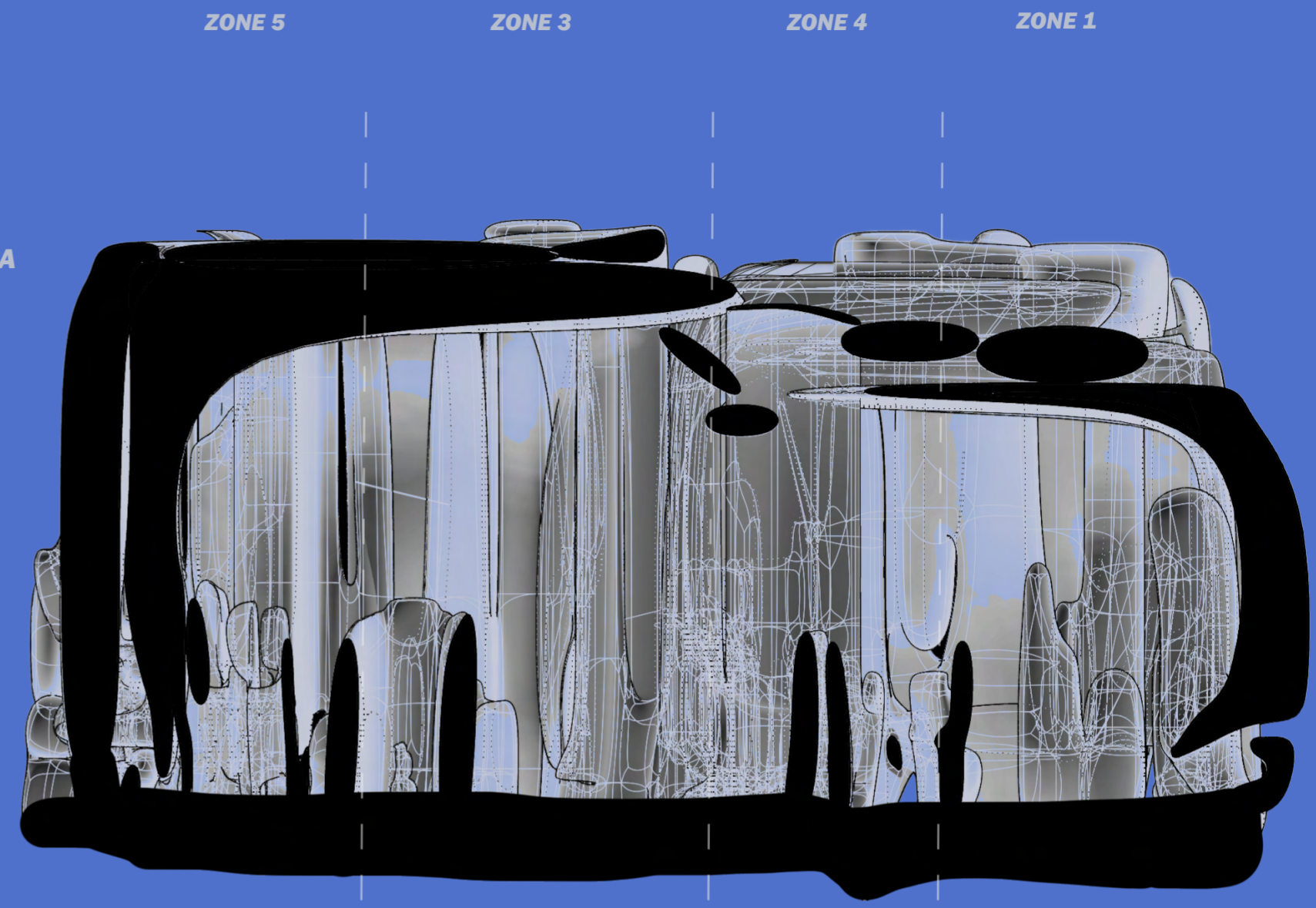
ZONE 6, 'WHO AM I?'
BACK TO THE BATHROOM
 CONFRONTATION
 *UNDERSTANDING
 OUR IDENTITY WITHIN
 INTERIORS THROUGH THE
 BATHROOM



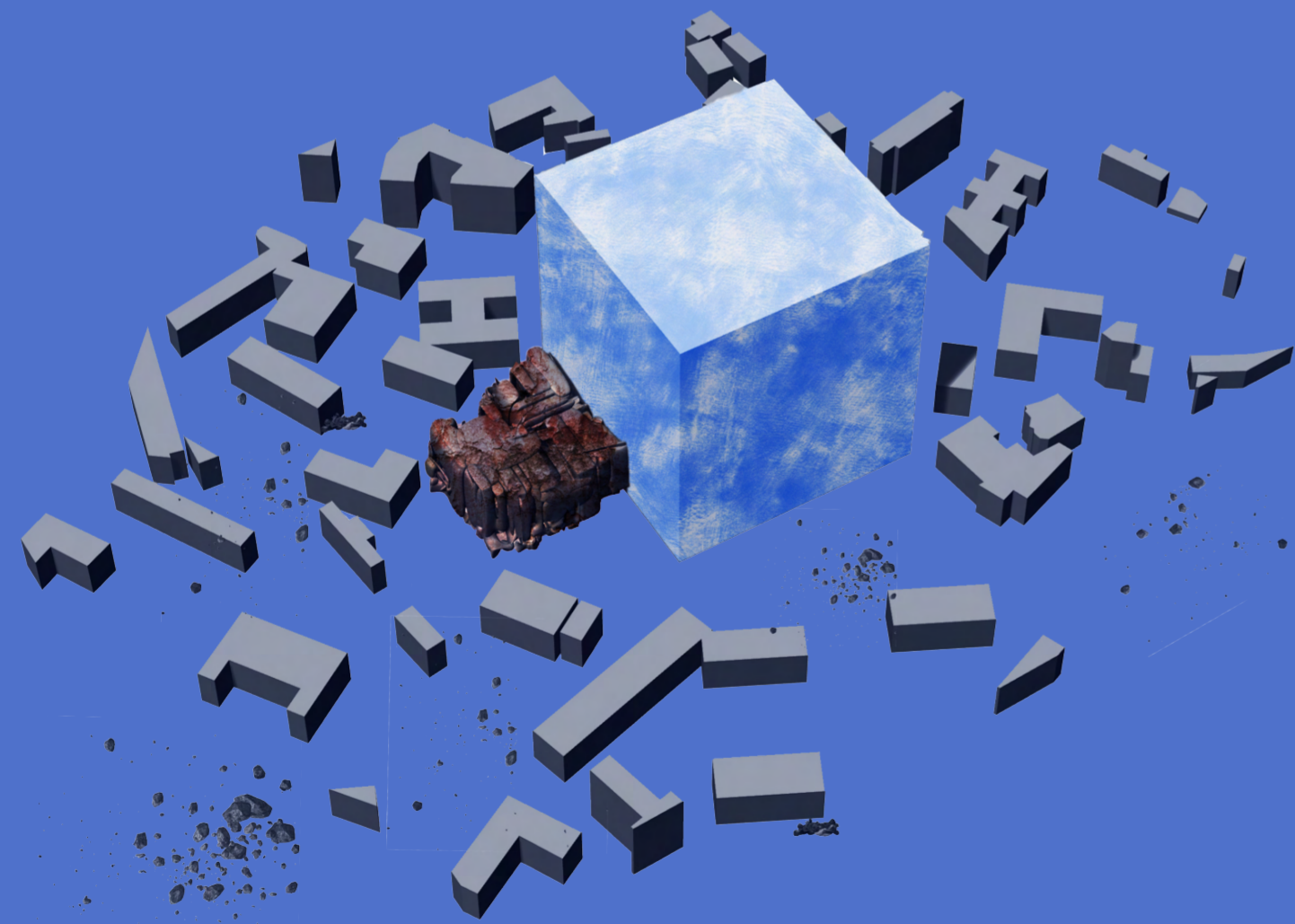
PARASITE = PSYCHIATRIC WARD



AA



BB



FUTURE SITE WITH THE PSYCHIATRIC WARD ACTING AS AN EXTENDED THRESHOLD

SECTION DRAWINGS OF INTERIOR STRUCTURES OF EACH ZONE