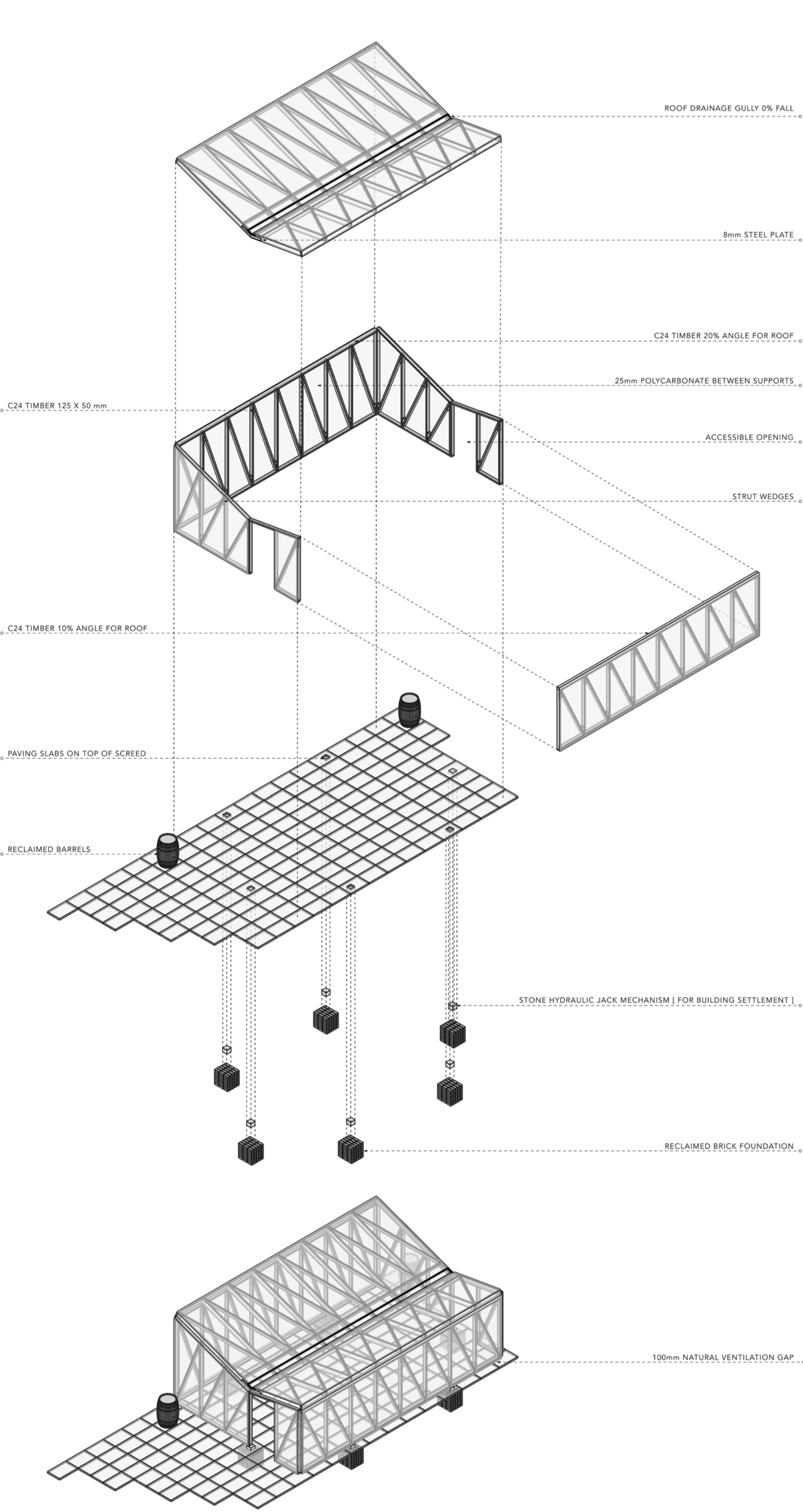


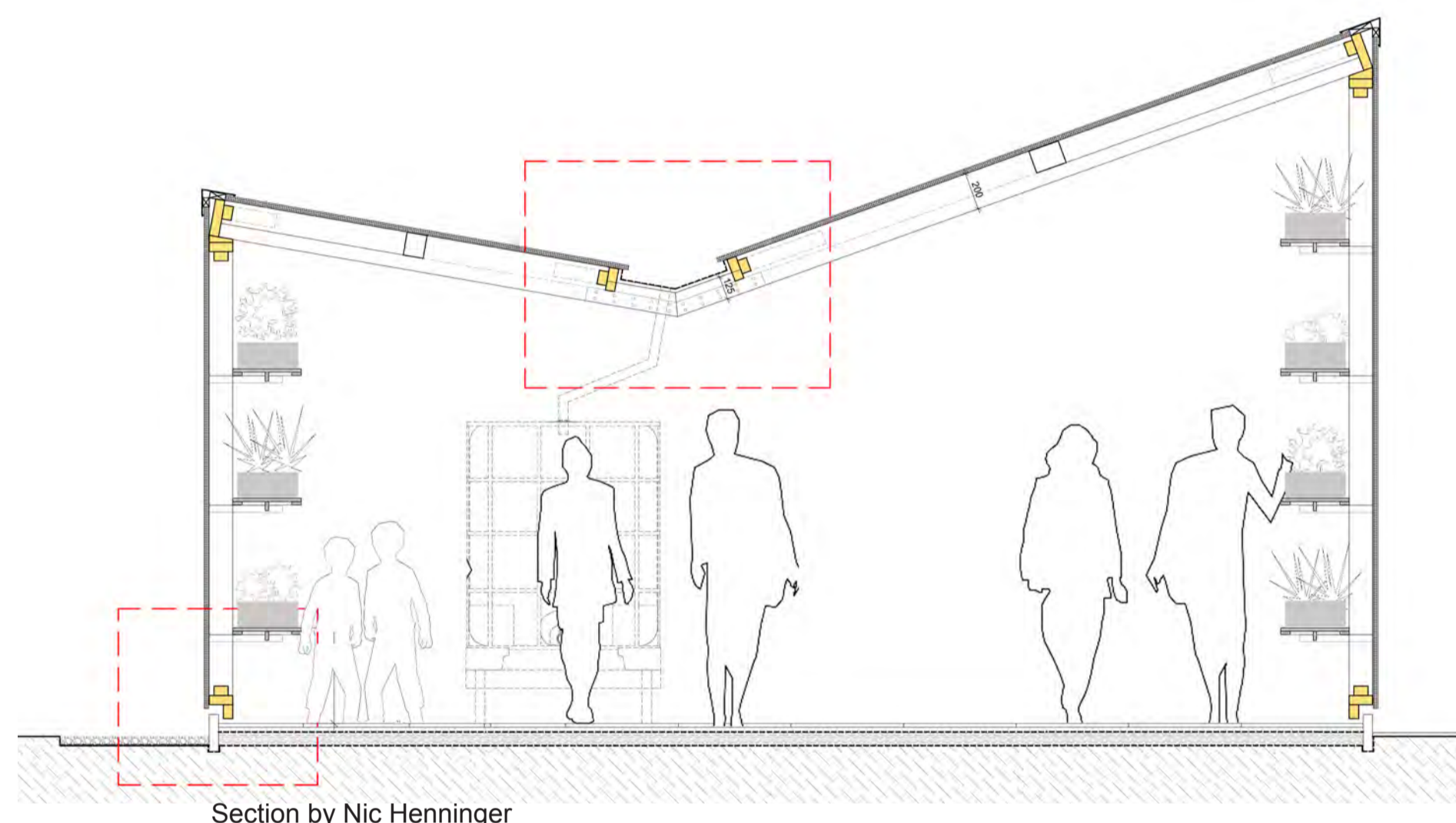
The Growing Space



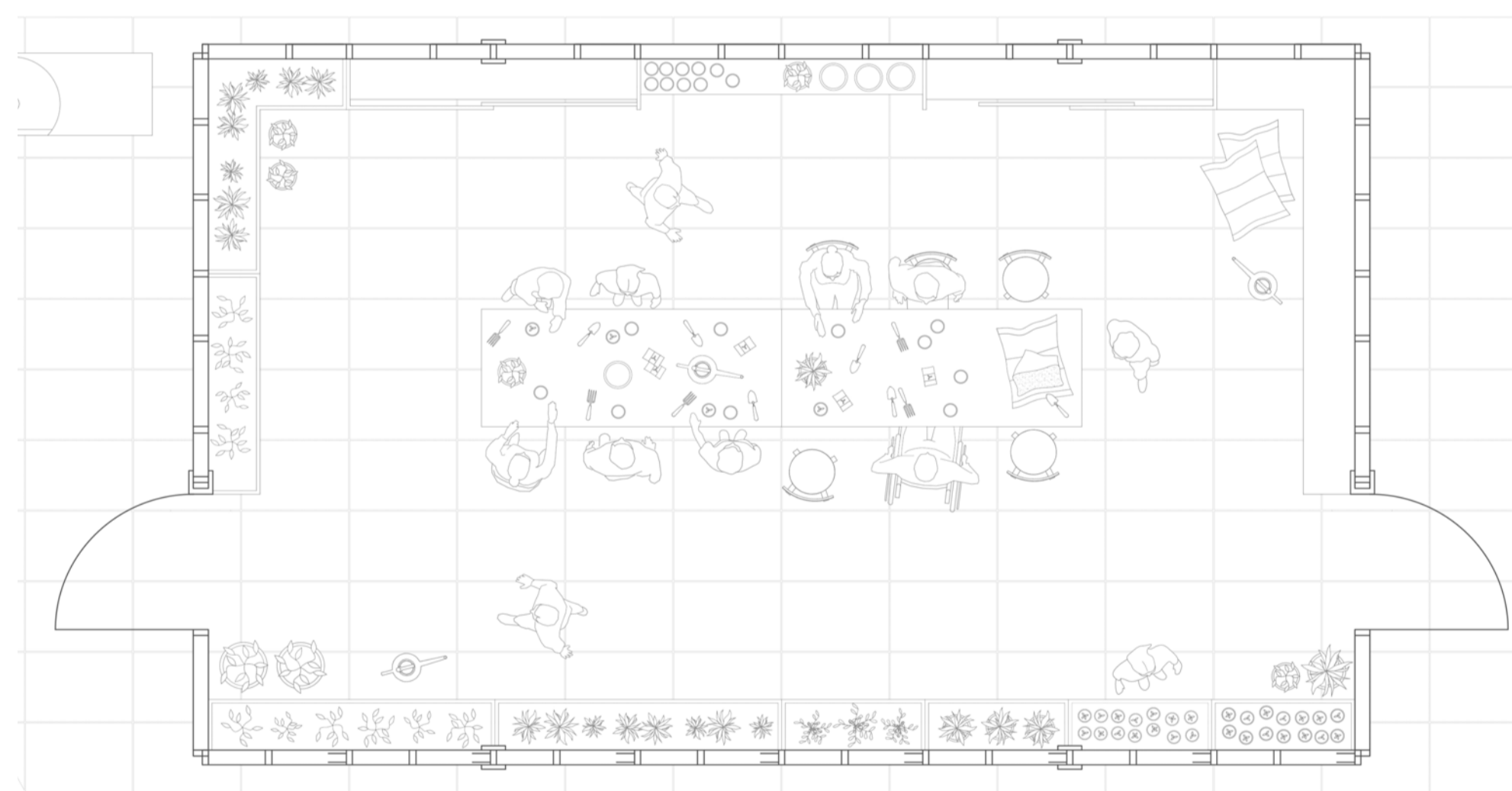
Artist Impression by Will Lambert



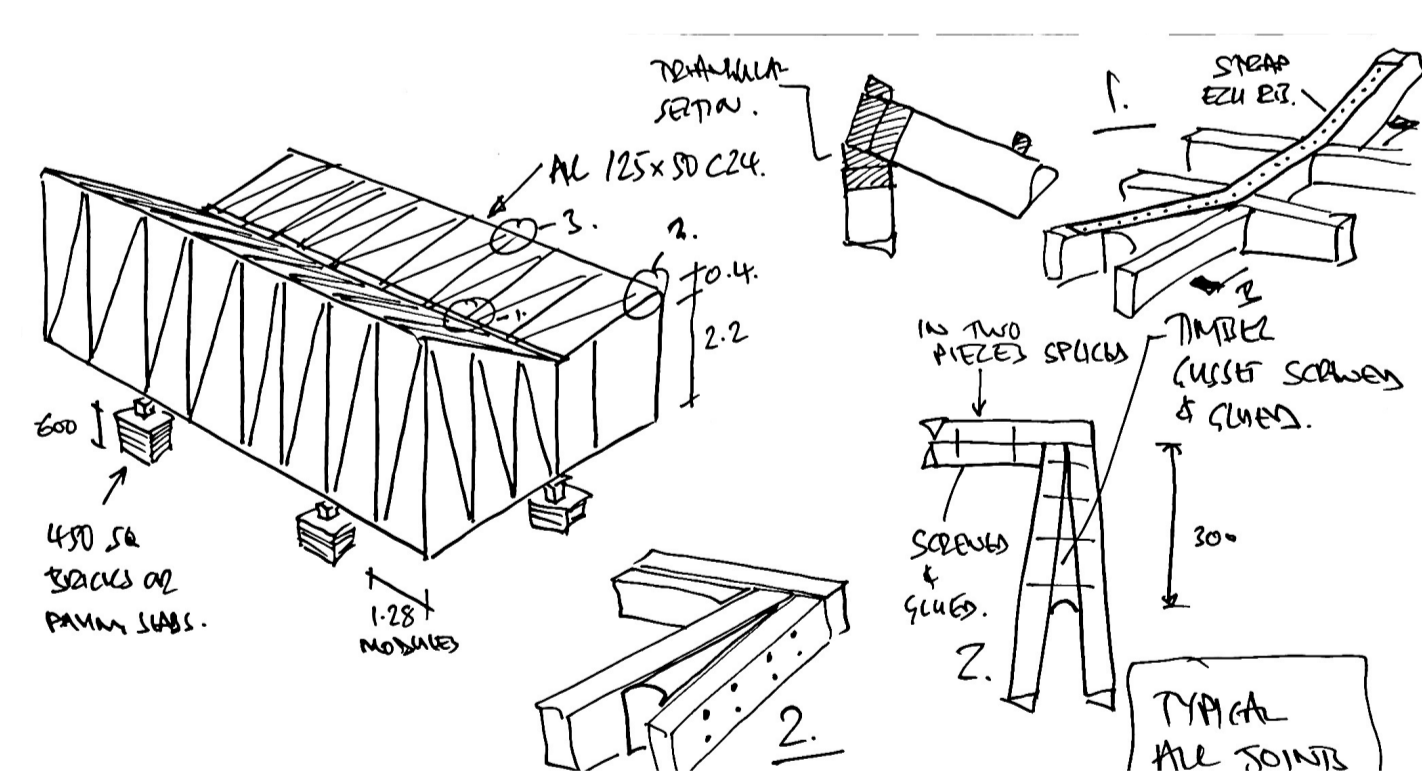
Explosive Axonometry by Adam Din



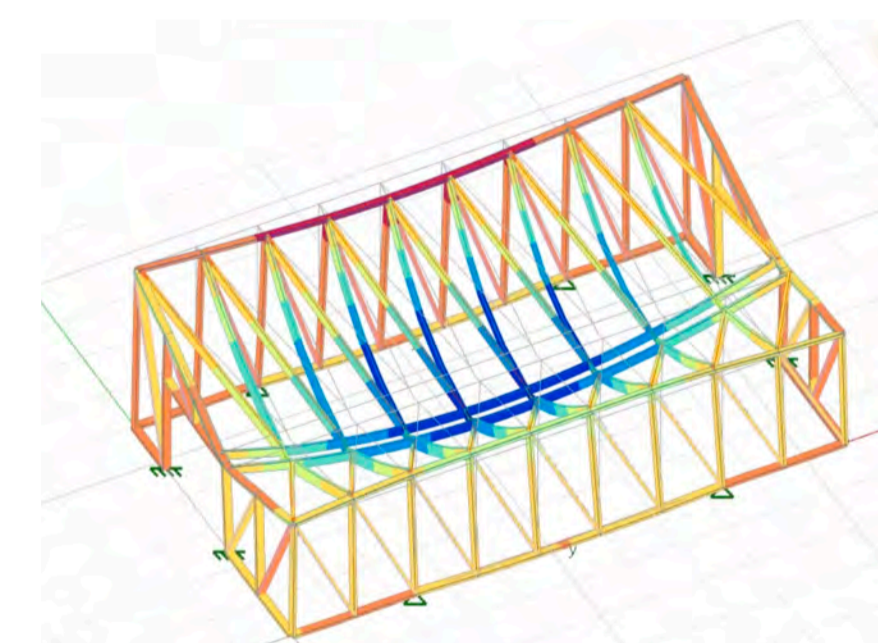
Section by Nic Henniger



Plan by Lucy Turner



Sketch by Steve Webb



Structural Analysis by WebbYates Engineers



Models by Galina Dimova, Julia Wladysiak, Chris painter, Lucy Turner, Aya Nasr and Will Lambert

Initially Students interviewed stakeholders to understand the requirements in further detail (please refer to the Organigram on the opposite panel). Experimenting with spatial planning and construction was achieved via model making and sketching. We had several workshops where we further developed the design and collaborated with the structural engineers for a final design. This was tested via a prototype of one module, which students built.

In parallel to the Live Studio, which we hope will leave a legacy of learning in the community and augment the citizen science projects and social prescribing undertaken by Cody Dock, the students developed ambitious individual investigative proposals as their principal thesis work. How is the practice of architecture responsibly formed in terms of creating new social and cultural relationships to our natural environment? This is the question students responded to in the context of the Post-industrial landscape around Cody Dock. The projects explored dynamic interactions between the existing conditions and future biophysical forces explored with projects such as 'Living Build Centre', a 'Inhalorium' and 'Ruderal Autopoiesis'. Each project formed a response to the creation of a multi-programmatic masterplan with ecological regenerative principals at its heart.

Feedback from students in regards to Live Projects: "Building the (initial) community hub prototype helped me gain hands-on experience ... in real-life building projects, as well as a better understanding of the design and construction process. It provided a practical context to the theories and concepts we learned in the classroom. Building a prototype also allowed us to receive feedback on our design from real-world users. It was a proud moment to see how people were using the hub! I understand now how design decisions can impact the user experience and how to iterate and improve their designs based on feedback." Petrescu Andreea, BA student

"... it is a fantastic hands-on experience to begin to understand a project's realisation and progression. The company of the studio, and collaboration between the student and professionals was a great learning experience." Evangelos Christou, BA Y3 student

"Building the prototype was an invaluable experience; seeing how things are put together from the drawing, figuring it out and with things going wrong is a helpful process. It was useful working together, the team building aspect is very beneficial." Megan Rees, MArch student



Photos of the Prototype making by Nic Henniger and Maria Kramer

