MEET THE SEA

Designing a community center to support social interaction in Stockevik

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Department of Architecture and Civil Engineering
Examiner: Peter Fröst | Supervisor: Lin Tan

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CHALMERS

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Master's Programme in Architecture and Urban Design
Examiner: Peter Fröst | Tutor: Lin Tan | June 2019

STUDENT BACKGROUND

BACHELOR
Chalmers University of Technology

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- Design and Communication Tools
- Building Climatology for Sustainable Design
- Studio: Architectural Heritage and Urban Transformation
- Master's Thesis Preparation Course 1 & 2
- Studio: Residential Healthcare - Housing for Seniors
- Master's Thesis: Healthcare Studio

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Family and friends, for all the cheer, support and for always believing in me.

Horsefox, the reason for never giving up!

VK Tryck for excellent service and for the great generosity.

ABSTRACT

MEET THE SEA

In a small scale coastal society, where the number of inhabitants varies depending on season, the spots for social meetings differs too throughout the year. People that tends to live in these socially elastic communities all year are not seldom older adults and may suffer from loneliness in some extent.

Stockevik is a small coastal society which is situated on the west coast of Tjörn. The obvious outdoor meeting places are connected to water. As the summer ends in August these meeting places vanish. Any sheltered place for meeting socially does not exist neither does any public facility.

The goal is to design a community center in the harbor area of Stockevik. This thesis aims to explore what such community center can be, how it may support social interaction and how it can relate to the sense of place. How can the building design of a community center enhance social interaction and sense of place?

Knowledge has been gained through literature studies concerning the concepts of loneliness, meaningfulness and social interaction. To understand the needs and wishes of the potential users, a survey was conducted. A study visit to a similar project was made, thereby the program was formed. The design proposal was developed through physical models, sketches and drawings.

The result is a community center which is designed as a flexible living room according to the outcomes of the survey. The flexibility enables a wide range of activities to take place in the building. The community center also includes a sauna which is separated from the main building in order to offer a great view and to have a stronger connection to the water.

The proposal may be used to inspire the inhabitants of Stockevik what can be achieved on the site. In addition, to rise a discussion with the municipality of Tjörn regarding how a community center may influence a society positively. In a broader perspective, this investigation may contribute to a discussion about health and social sustainability.

Key words: Community center, Social interaction, Sense of place, Meaningfulness, Loneliness

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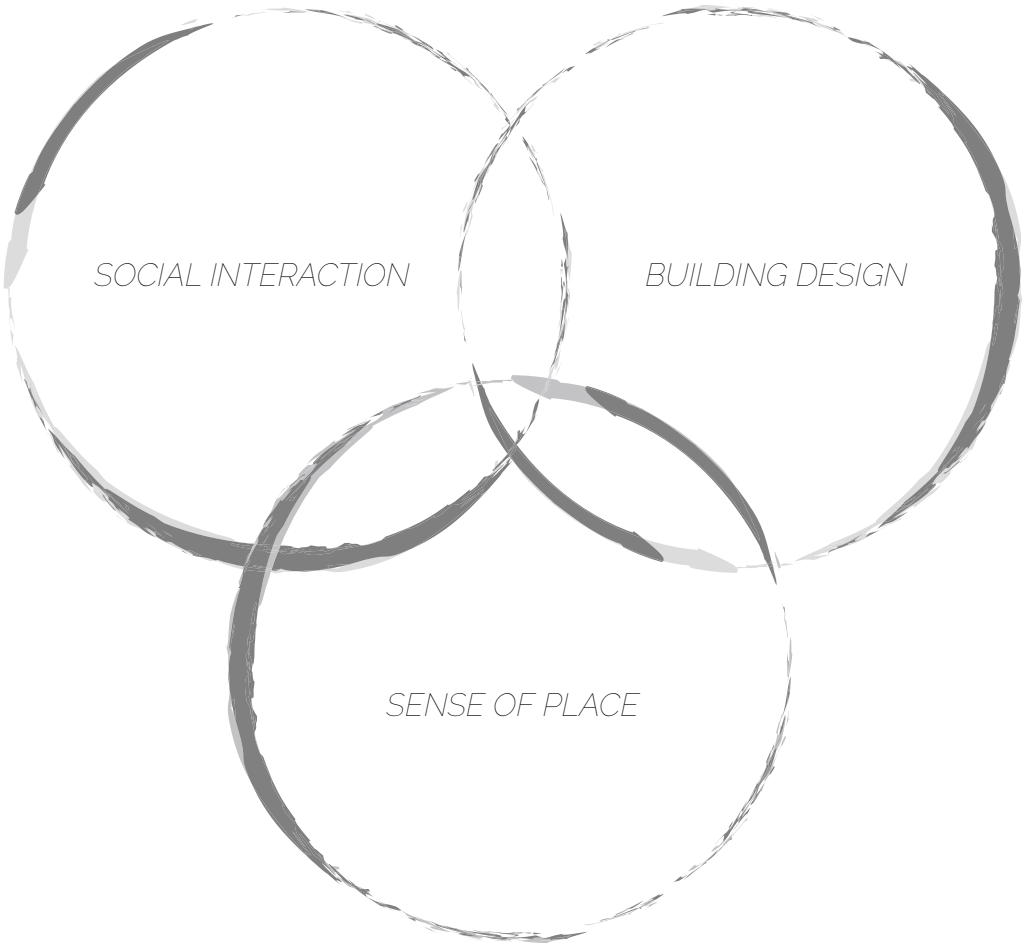
INTRODUCTION


SOCIAL INTERACTION
BUILDING DESIGN
SENSE OF PLACE

PROBLEM STATEMENT

Along the coast in Sweden there are a lot of small communities with a high number of holiday homes which are empty most of the year. Thereby, it may be a difficulty to meet and get in touch with other people to fulfill the social needs. This could lead to health issues linked to loneliness and perhaps lack of meaningfulness in the everyday life.

What is lacking in many of these sparsely inhabited communities is a social area to meet all year in order to create fellowship and social sustainability.

GOAL

The goal is to design a community center in Stockevik that supports social interaction.

AIM

The aim is to explore what such community center can be like on this specific site and how it can relate and strengthen the sense of place.

RESEARCH QUESTION

How can the building design of a community center enhance social interaction and sense of place?

METHODS

This master's thesis has both a "research for design" and "research by design" approach.

RESEARCH FOR DESIGN

Methods used regarding research for design are literature study concerning design that supports social interaction and concepts such as loneliness and meaningfulness.

A study was conducted based on an anonymous questionnaire, in order to investigate how the inhabitants want you use the building, how they perceive the site and what they wish for the future. The survey was sent to people that voluntarily had signed up for newsletter form the community, news from the "Bad-, Bastu- and fritidsförening" and two groups on Facebook connected to Stockevik. With 70 replies, the survey served as a base for the program of the building. Furthermore, a study visit was made to a similar project to understand what requirements such building has in order to fulfill the needs of the users.

Further research regarding the context and site has been explored by spending time at the site. The local palette was mapped through a photo study and the site was inventoried and analyzed using SWOT as a tool. Local buildings and atmospheres were analyzed.

RESEARCH BY DESIGN

When the design proposal was developed analogue methods such as sketches and physical models were mainly used.

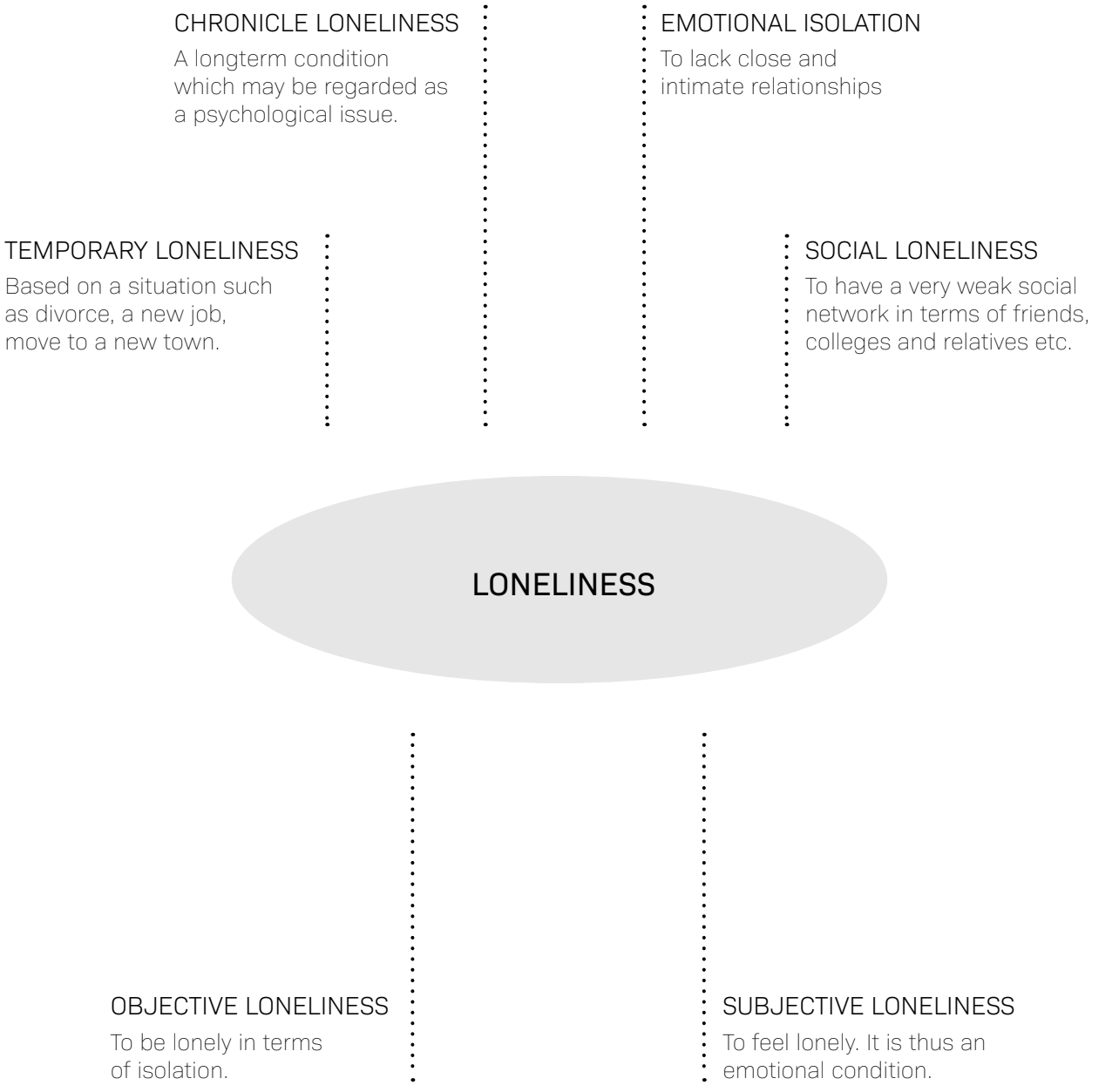
DELIMITATION

FOCUS

In this thesis, economical aspects have not been taken into account. Neither has the management of the building been considered in any boarder extent. The main focus has been to explore how architecture and built environment can support social interaction and relate to the sense of place.

Further delimitations are made within the background research. Within the concept sense of coherence only meaningfulness has been elaborated. Due to the complexity of the concept loneliness, this thesis focuses on social loneliness. Accordingly, social sustainability.

BACKGROUND



The diagram is explaining some of the most common types of loneliness. (Brülde & Fors, 2015, p.47).

LONELINESS

A COMPLEX CONCEPT

An increasing problem of today is to suffer from loneliness. According to statistics almost 70% of the households in Sweden consist of one or two persons (Statistiska centralbyrån, 2014). Due to restricted social interaction at home, the need of social contact and interaction outside the residence may increase (Gehl, 2006, pp. 50).

Loneliness is a complex concept due to all the sub concepts. The diagram is explaining what some of the most common types of loneliness implies.

Regarding objective and subjective loneliness. Objective loneliness dose not necessarily have to be harmful, but in the long run it may lead to subjective loneliness. One can also be both subjectively and objectively lonely simultaneously. (Brülde & Fors, 2015, p.47)

Brülde and Fors (2015, p.49) are referring to a variety of studies that confirms how loneliness versus to have a supportive social network impacts health. As a few examples they write about various American studies conducted by Argyle and Myers which explains that social inter action and to have a supportive social network has positive impact on the blood pressure and together with further positive impacts of the hormonal system it can make one be more resistant against stress. Further studies which were referred to was conducted by Holt-Lundstad which conclude that people which a good social network live longer.

SOCIAL LONELINESS HARMFUL TO HEALTH

Brülde and Fors (2015, p 57-58) conclude that the social loneliness seems to be most harmful to health. According to their research, between a half million and a million of the population in Sweden are suffering from social loneliness which is to be considered as a serious issue. Hence, this thesis is mainly addressing social loneliness.

SENSE OF COHERENCE

A SALUTOGENIC APPROACH TO HEALTH

Generally, there are two perspectives on health: Pathogenic and salutogenic orientation. The first one is common within healthcare in western societies, where the focus is directed towards the disease and to cure the disease. The later mentioned has the opposite approach and is focusing on health, health among population and how to stay healthy. (Antonovsky, 1996)

The concept sense of coherence (SoC) origins form the slutogenic perspective on heath and is explained through three sub concepts: Meaningfulness, comprehensibility and manageability.

SoC was summarized by Antonovsky (1996) as following:

"Confronted with a stressor, the person with a strong SoC will:
-Wish to, be motivated to, cope (Meaningfulness)
-Believe that the challenge is understood (Comprehensibility)
-Believe that resources to cope are available (Manageability)" (p.15)

People that have a strong SoC have proven to recover from and deal with trauma, or other stressors, in a more efficient way than people with weak SoC. (Antonovsky, 1987/2005, p.43) What leads to a strong SoC seems to be experiences from life (Antonovsky, 1996, p. 15).

MEANINGFULNESS

Meaningfulness is an abstract concept. A lot of different aspects needs to be taken into account to explain it, and to understand what is generating it in practice.

According to research by Brülde and Fors (2014, p.45-56) where meaningfulness was investigated, in terms of "What makes a life meaningful?", they concluded that a variety of aspects contribute to create meaningfulness in life. The common denominator was to be a part of a social context. To be a part of a communion and to have different kind of relationships. For instance, life was considered as meaningful if one had a partner, a decent social network and was engaged in an association or practicing a hobby.

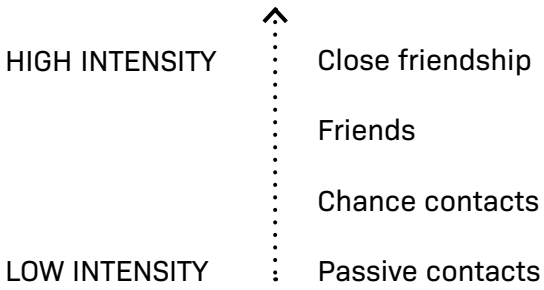
SOCIAL INTERACTION

DIFFERENT FORMS OF CONTACT

One way to create meaningfulness and hence prevent loneliness is to encourage social interaction, which is the strategy in this thesis.

There are different forms of social contacts following a gradient of intensity. The lowest intensity of contact is called Passive contact. It means the possibility to see and hear other people. Chance contacts means spontaneous contact with people you happen to meet, neighbors for example. From the lower part of the scale one can advance towards contacts of higher intensity. (Gehl, 2006, p. 13 & 15)

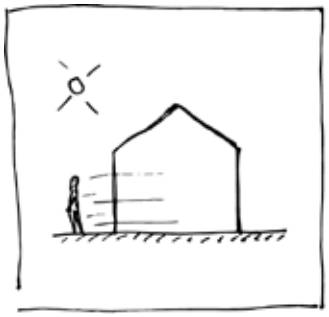
These kinds of low intensity contact are therefore crucial to take into account as an architect in order to achieve social sustainability. If the low intensity contacts fail, the opportunity of reaching higher intensity contacts is lost.



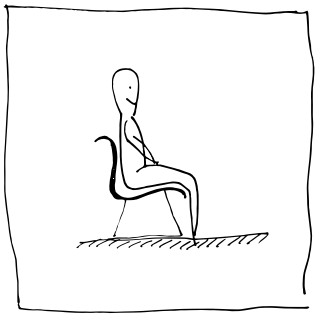
PERSONAL AND SOCIAL DISTANCES

There are some measures where different kinds of social interaction take place. Within the personal distance, conversations with closely related people take place. A distance for high intensity contacts.

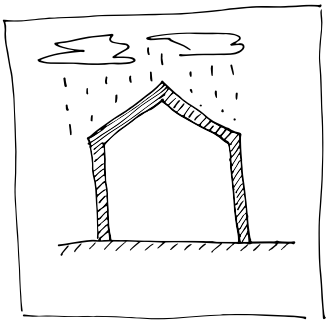
The social distance in considered as where middle to higher intensity contact occur. Within this distance, ordinary conversations happen. For example, it can be conversations among friends, colleges, acquaintance and neighbors. (Gehl, 2006, p. 67 - 69)



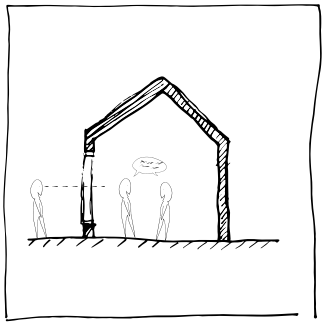
1. Encourage people to go outdoors



2. Allow People to stay at the destination



3. Provide a sheltered meeting place



4. Create inviting architecture

SOCIAL INTERACTION

WHAT ARCHITECTS CAN DO

Gehl (2006) is writing about life between buildings mostly in an urban setting but also in residential areas. According to me, some of the content was found to be applicable also in rural settings. This have been interpreted and condensed into some key-points of how architects may support social interaction in their work regarding planning and design.

1. ENCOURAGE PEOPLE TO GO OUTDOORS

"The more residents are outdoors the more often do they meet – and the more greetings are exchanged, and conversations develop." (Gehl, 2006, p. 53)

Create reasons to go outdoors. It can be an attraction point such as a view, a specific destination, a community center and so on. Maybe the attraction already exists, but it is not further supported or developed?

2. ALLOW PEOPLE TO STAY AT THE DESTINATION

"Activities are a self-reinforcing process. When someone begins to do something, there is a clear tendency for others to join in, either to participate themselves or just to experience what others are doing." (Gehl, 2006, p. 73)

Make sure that the environment allows people to be there for a longer period by providing benches, highlight views, have something to watch to converse about and promote activities to take place.

3. PROVIDE A SHELTERED MEETING PLACE

Due to the Nordic climate an opportunity to meet outside the residence may require climate protection most of the year. This could be anything like a pub, café, community center and so on.

4. CREATE INVITING ARCHITECTURE

"Youth clubs and community centers with windows on the street have more members than clubs in basement rooms because passersby are inspired to join in by seeing what is going on and who is participating." (Gehl, 2006, p.113 & 115)

A certain level of transparency in the facade in terms of big openings to enable others to see the activity is an example of inviting architecture.
Regarding the interior environment, providing different conversation landscapes becomes a strategy to encourage social interaction. Create situations relating to the private and social distances. Gehl (2006, p. 170) is referring to old train compartments, where seats were placed opposite to one other in a narrow space, as a good example of conversation landscape.

CONTEXT & SITE


ORUST
STENUNGSUND
TJÖRN
SKÄRHAMN
STOCKEVIK
GÖTEBORG
DISTANCES
Skärhamn 3 km
Stenungsund 25 km
Göteborg 70 km

LOCATION

STOCKEVIK - TJÖRN - BOHUSLÄN

Tjörn is located in Bohuslän on the west coast of Sweden. The island is the seventh biggest in Sweden and is attached to Orust in north and Stenungsund in northeast via bridges.

Skärhamn is the biggest community on Tjörn and is hence a center for services such as supermarket, Systembolaget, library, The Nordic Watercolor Museum, restaurants, a few shops, bakery, gas station, pharmacy, a marina, schools etc.

Stockevik is a small community located 3 km south of Skärhamn. It is 25 km to Stenungsund and 70 km to Gothenburg.

PERSONAL CONNECTION TO THE SITE

My family arrived to Stockevik 1921. As the 4th generation I have spent every summer here since I was born. Even though I know every inch of this site, I decided to investigate it form a more objective point of view in order to not block my thoughts of what this project could be.

Steamboats and other vessels.
A frequent sight in harbor of Stockevik in 1900.

STOCKEVIK

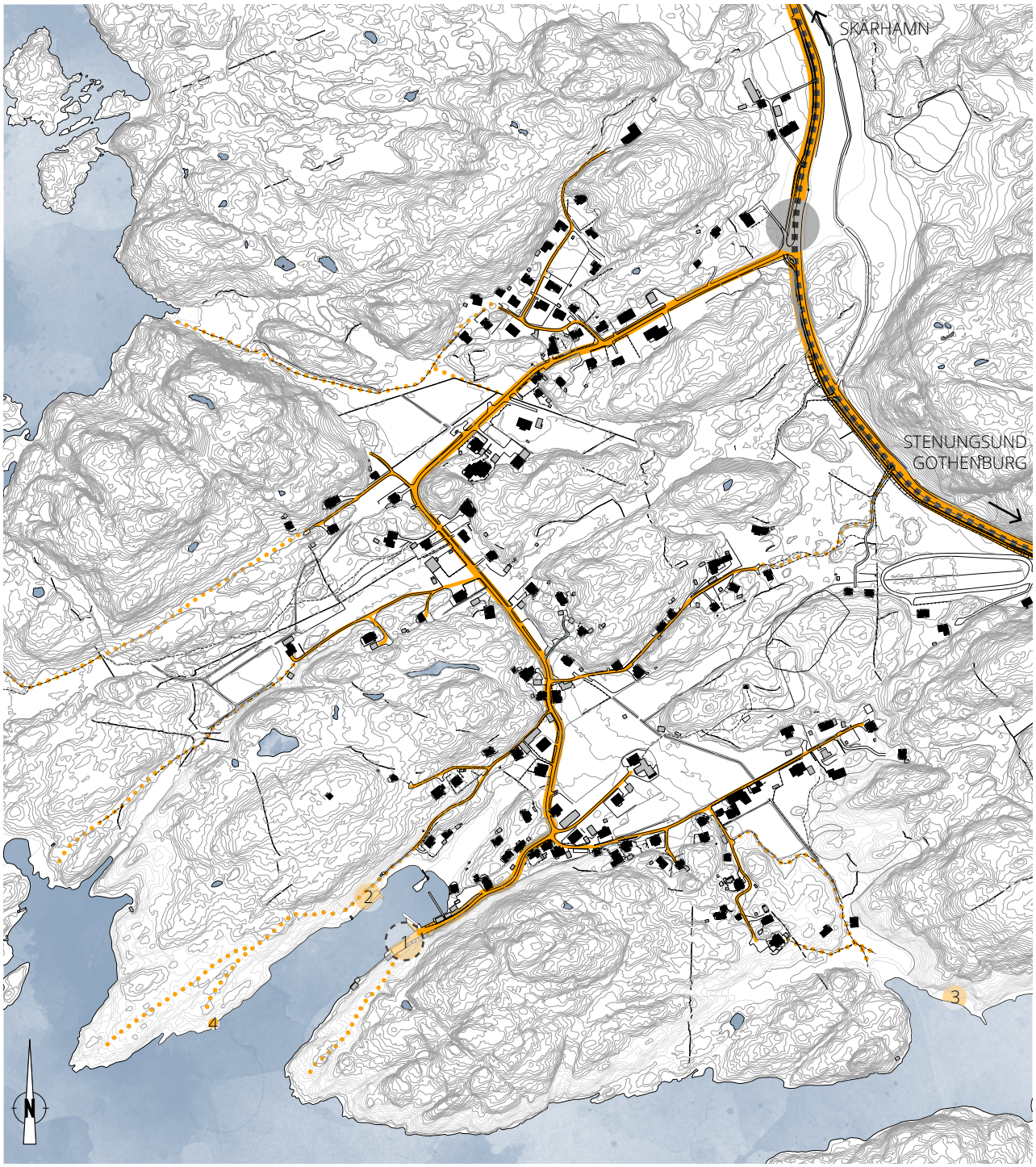
HISTORY - TODAY - FUTURE

Stockevik was once a vivid community. Due to the currents, the harbor was almost never covered by ice and was therefore a strategic place to deliver mail, gods and transport people for further distribution over Tjörn and Bohuslän. By this time, there were a lot of different business going on in this small society. (Stockeviks Samhällsförening, 2003)

Today there are approximately 110 people living in Stockevik permanently (Tjörns kommun, 2016) and the community has no longer any significance in the surrounding society. People are either living here permanently or temporary where the last mentioned is the most frequent.

During many years, the municipality of Tjörn has tried to develop Stockevik by making a detail plan, but so far no one has succeeded. Right now, the process of developing the latest plan has come quite far and it suggests to almost double the number of houses. (Tjörns kommun, 2016)

Still, there are no plan of how to make people meet and interact.



Country road

Main road

Secondary road

Path

Buss stop

Project site

Meeting places

Dwellings

Garage, storage, barn or boathouse

1. Harbor

2. Public bathing site, swimming school

3. Small beach with shallow water

4. Swim ladder

ANALYSIS

1:8000

BUILT ENVIRONMENT

The built environment is sparsely located along the main road. According to the building tradition most of the buildings are placed along the foot of the mountain. Most of the buildings are detached houses, but there are some barns and boathouses too.
The community has several layers of buildings with different characters which tells the story of development throughout the years.

INFRASTRUCTURE

The country road is leading to Skärhamn in north and Gothenburg via Stenungsund in east.
The main road is leading to the harbor where the site is located. All roads are having dead ends. It is even hard to circulate if one is going by bike or walking.

PLACES TO MEET

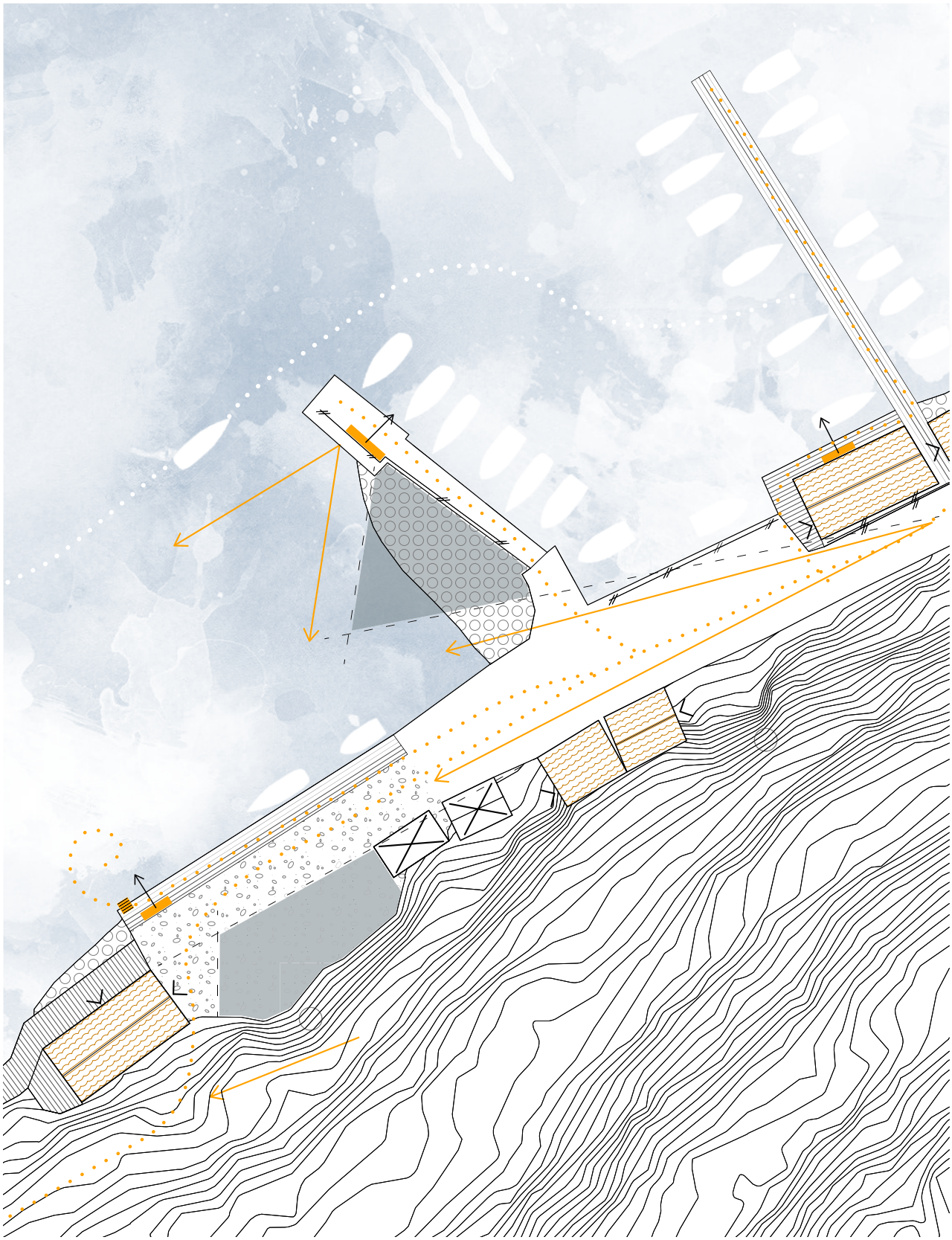
The places to meet are connected to water and activities around the water such as swimming, fishing, sailing, to view the water etc. Besides, most of these activities are connected to summer. What could be considered as an all year meeting place is the mailboxes, placed in clusters along the main road.

LANDSCAPE

Stockevik consists of high mountains and valleys. The open land in the valleys is mainly consisting of croplands.

FLOW

According to the survey people seems to move back and forth to the water, as the paths illustrate on the map. Only a few mentioned that they were circulating around the mountain in south. The most frequent mentioned as the main destination for promenades was the harbor.


Gravel
Stones
Wood
Boathouse
Boathouse to be demolished
Identified area to be built
Movement
Borders
Important sight lines
Bench and direction
Swim ladder
Entrance

ANALYSIS

INVENTORY

By identifying important sight lines and movement, two possible areas turned out to be suitable for further development. These are the darker fields.

The harbor is the main destination for promenades. People often enter the pier to view the archipelago or enjoy the evening sun, before returning home. Further movement is connected to the boat life. There is also a well-used entry to the mountains which also creates a movement. The swim ladder is an attractor which is highly appreciated and used among the inhabitants.

The lack of benches and proper seats is clearly evident. The existing benches are either in very poor condition and may be perceived as temporary or positioned in odd places.

Two small boathouses will be demolished due to their worn-out condition.

A spot in the mountain (just above the southern dark field, where the symbol of a sight line is placed) is more or less like a natural terrace and provides a great view, which should be taken advantage of.

REFERENCE STUDY

LAKEFRONT SAUNA

LAGO RANCO, CHILE

- Humble to the nature and its surroundings in terms of material and the steel pillars, which makes the building hover.
- Sequence through the building
- Frames views in a nice way

Architects: Panorama Arquitectos
Photographer: Nicolás Valdés
Images retrieved from: https://www.designboom.com/architecture/a-sauna-by-the-lake-by-panorama-arquitectos/

HOUSE FOR MOTHER

LINKÖPING, SWEDEN

- Visible glue-lamb structure creates a sequence through the building.
- A social kitchen, integrated with the living room.

Architects: Förstberg Ling
Photographer: Markus Linderoth
Image retrieved from: https://www.dezeen.com/2016/09/03/house-for-mother-bjorn-forstberg-ling-linkoping-sweden-pointed-roofs-reflective-walls/

ARTISTS' STUDIOS

FOGO ISLAND, CANADA

Squish Studio.

Long Studio.

Sculptural architecture by Todd Saunders placed in a rough coastal landscape. The sculptural expression make the buildings very interesting from every view. It has no front or back side. This project is no only architecture, it is also a sculpture park.

Architects: Saunders Architecture
Photographer: Bent René Synnevåg
Image retrieved from: https://www.archdaily.com/229330/squish-studio-saunders-architecture/5017fd5b28ba0d49f50013be-squish-studio-saunders-architecture-photo
https://www.archdaily.com/95325/fogo-island-long-studio-saunders-architecture

LOCAL ARCHITECTURE

A SOURCE OF INSPIRATION

Old ticket-booth.

Boathouse.

The old ticket-booth at the site has a conical floor plan in order to follow nature ruled by the mountain. It is tailor-made according to the conditions at its site.

- The boathouses are irregular and skew.
- Different dimensions of the facade panel appears due to the tradition of to use what ever material that was available at the time it was needed. This creates an irregular relief in the facade and makes it very interesting to watch.

Varmbadhuset

Main room

Sauna

Access to water

VARMBADHUSET

NÖSUND - STUDY VISIT

Nösund is a small coastal society located on Orust. It is comparable to Stockevik in terms of the structure of the built environment, history of the site and the amount of inhabitants.

The differences are that Nösund has a totally different social life. In Nösund there are both Nösunds havsbad and a bed and breakfast, which brings tourists and guests to the community. There is also a tradition of bath culture. In addition, the association Nösund owns a couple of buildings where several leisure activities are arranged for the members. One of these buildings is Varmbadhuset (house for hot baths) which was erected in 1903 and refurbished quite recently.

The visit was fruitful in many ways due to the similarities of the both communities. It was especially interesting to experience the sizes and distribution of the spaces, the equipment required in order to fulfill the needs of its users and to gain knowledge about how they use and run it. The sauna is dimensioned for around ten people, and the main room for around 30 people.

USE

The diagram is a compilation of activities that the inhabitants wanted to do together with others.

ACTIVITIES

COMPILATION OF QUESTIONNAIRE

According to the survey the top three activities were to swim, take a sauna and to socialize. It seems like the most simple and undemanding activities are the ones that people appreciate the most. Even though more arranged activities such as pub evenings, eat together, barbecue together and physical activities were also popular among others.

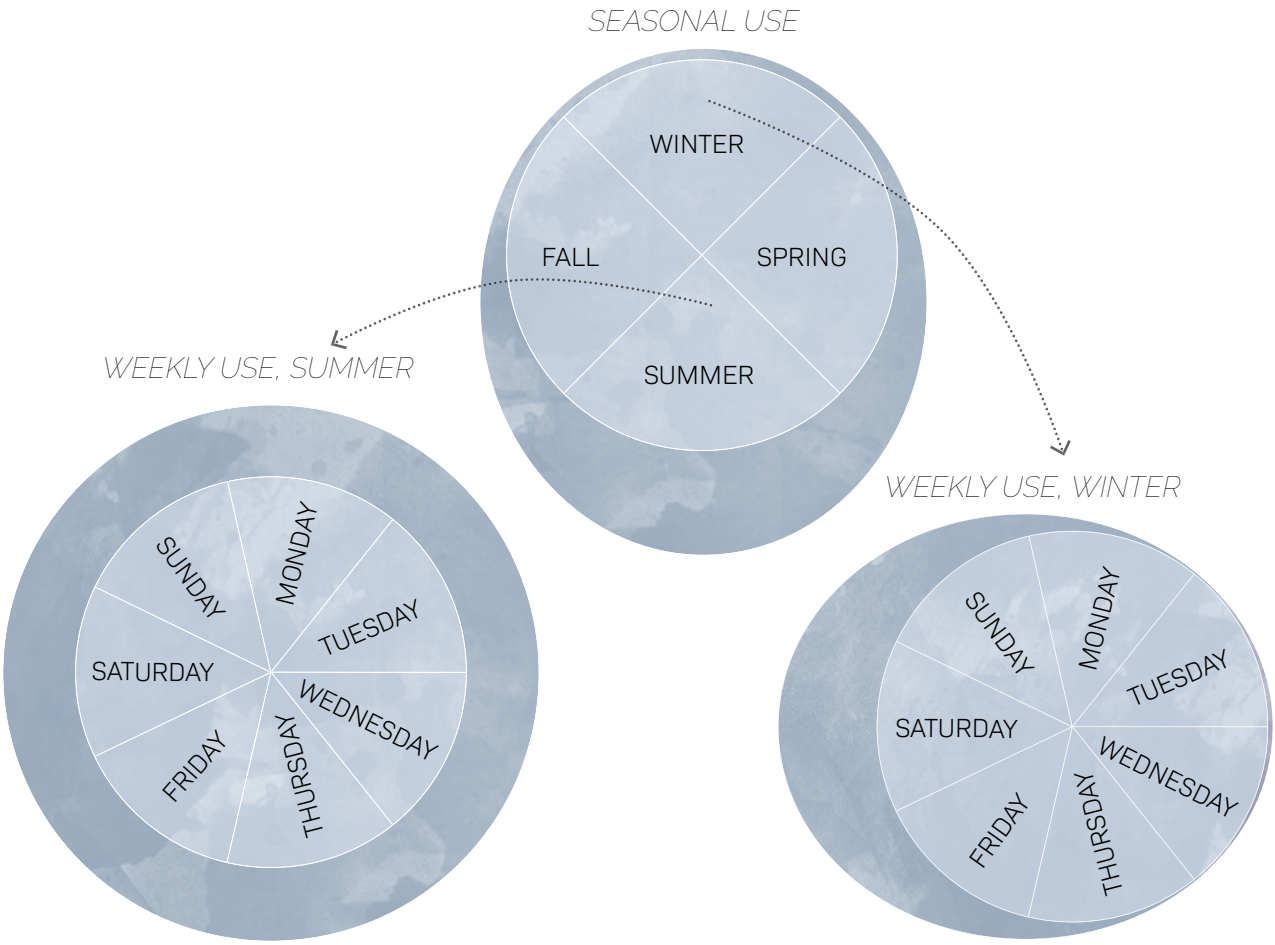


Diagram of when the building will be used.
The darker blue fields symbolize when the building will be used and the number of people.
It will be used more during the summer season where the usage will be quite even throughout the week.

USE

USERS AND OCCUPANCY

OCCUPANCY

The users are mainly the population of Stockevik, but people from the surroundings could also participate in the arranged activities. Both permanent and temporary residents are mainly consisting of older adults. A few families with teenagers exist too. During the vacation in summer the population grows and contains all ages.

The expected occupancy of the community center will be different throughout the year due to the elastic population as the illustration shows.

The darker blue fields symbolize when the building will be used and the number of people. In summer when the population grows, the building will be used more frequently and by more people. During the vacation, the use will be expected to be quite even throughout the week. In winter, the use is expected to be higher on weekends. This information regarding the use of the building was extracted from the survey (see appendix I).

PERSONA

Three personas regarding different needs of social interaction was developed.

INTROVERT BENNY

The very introvert is keeping distance and has to be able to choose the intensity of contact and who he wants to socialize with. He has a only a few chosen people that he wants to socialize with and has restricted relations with people in general, but is satisfied with that. He would probably rent the community center for family or private occasions. He finds it enough with passive contacts in the everyday life.

EXTROVERT JENNY

Jenny is extrovert and is very in engaged in the community. She would go to the community center to socialize at any time and are arranging a several activities for others. She is the engine in many projects and is an expert in social networking. She makes sure that new members and neighbors feel welcome.

SHY LENNY

Lenny is the shy person that may be both introvert or extrovert. He would like to participate, but in larger groups and may have needs to refuge from time to time. Lenny mostly participates in arranged activities or i smaller groups where one feels conformable and safe. It may take some extra time for Lenny to get to know new people, but when the barrier is broken he is a very loyal friend which finds deeper friendships very meaningful.

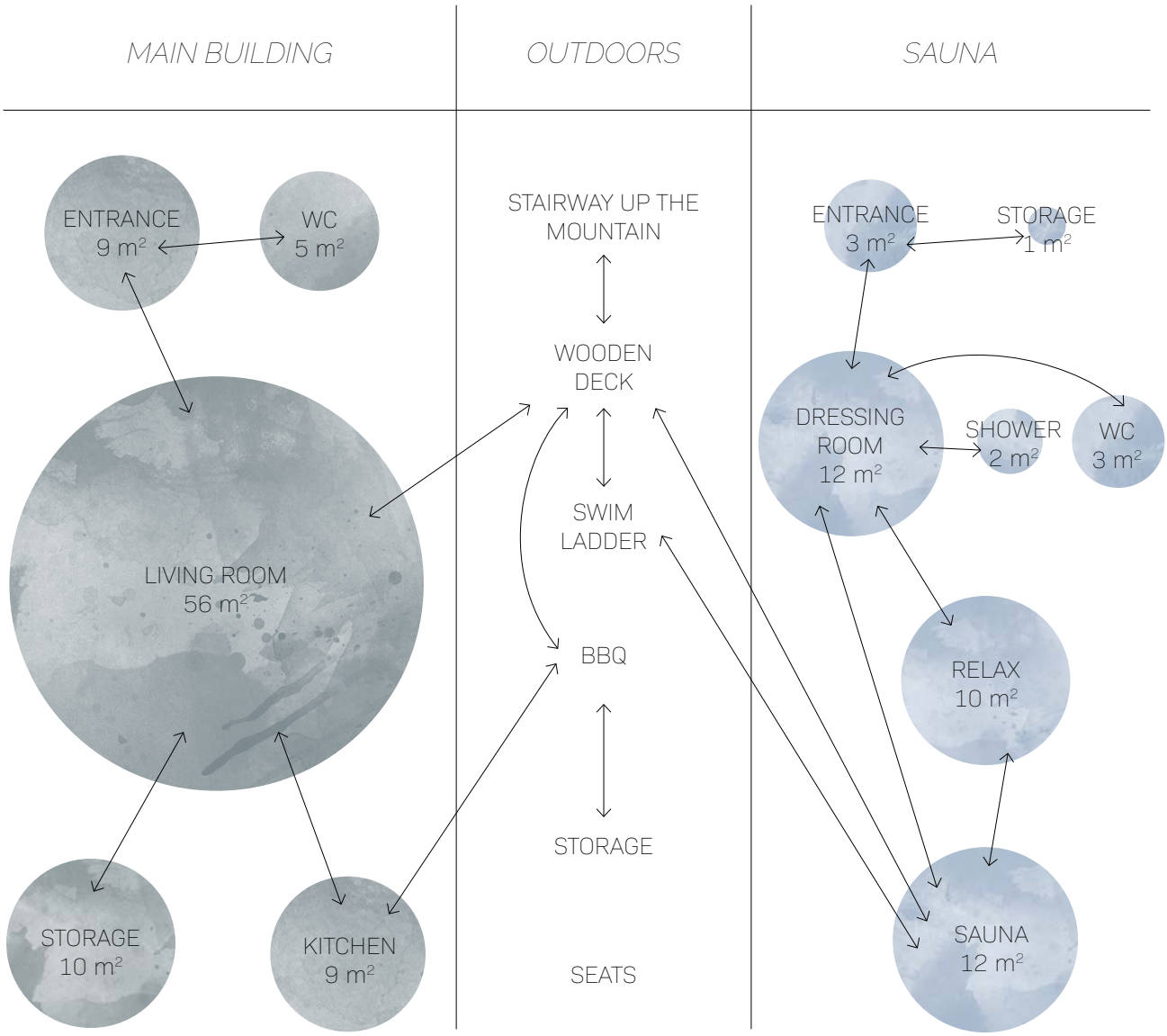


Diagram of program and flow.

PROGRAM

MAIN BUILDING - OUTDOORS - SAUNA

The program is based on the activities that were the most popular among the inhabitants that participated in the survey regarding the use of the building.

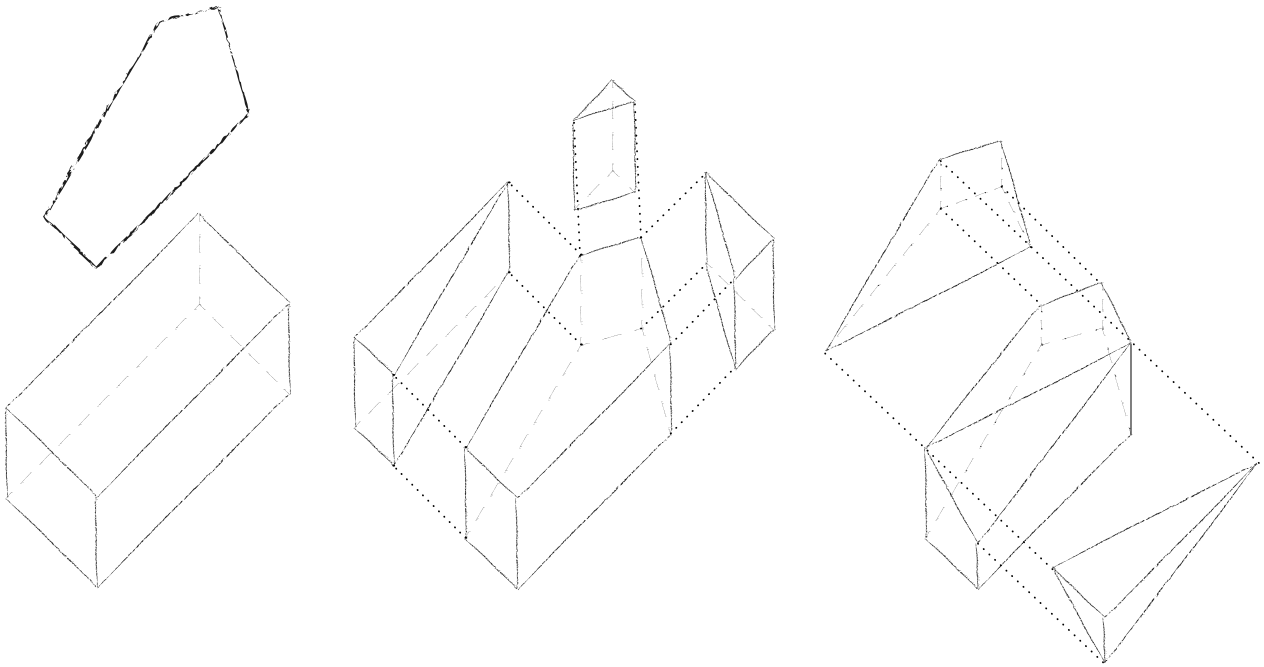
The program is divided into three parts: Main building, outdoors and sauna.

The core of the main building is a large space that has been identified as the living room due to how the participants of the survey wanted to socialize. It is a flexible multi-room in order to support a variety of activities and should be able to expand outdoors to the wooden deck and the bridge during summers when the population grows.

DESIGN PROCESS

DESIGN PROCESS

LIVING ROOM



1. A BLOCK

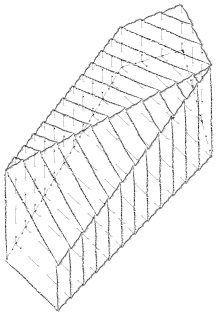
From site analysis, a footprint was identified.
The starting point for the volumetric study was an ordinary block on which the footprint was placed.

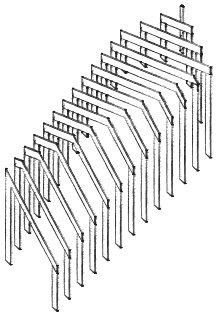
2. ADJUSTED BLOCK

The block was adjusted according to the footprint.

3. THE RIDGE

The ridge was created from one corner to another.
The slopes were defined by an analysis of the different slopes of the roofs of the surrounding boathouses.





4. SECTIONS

The volume was explored trough sections across the building. The spacing between the sections was 1,2 meters according to the spacing between traditional roof-trusses in timber.

5. GLUE-LAM CONSTRUCTION

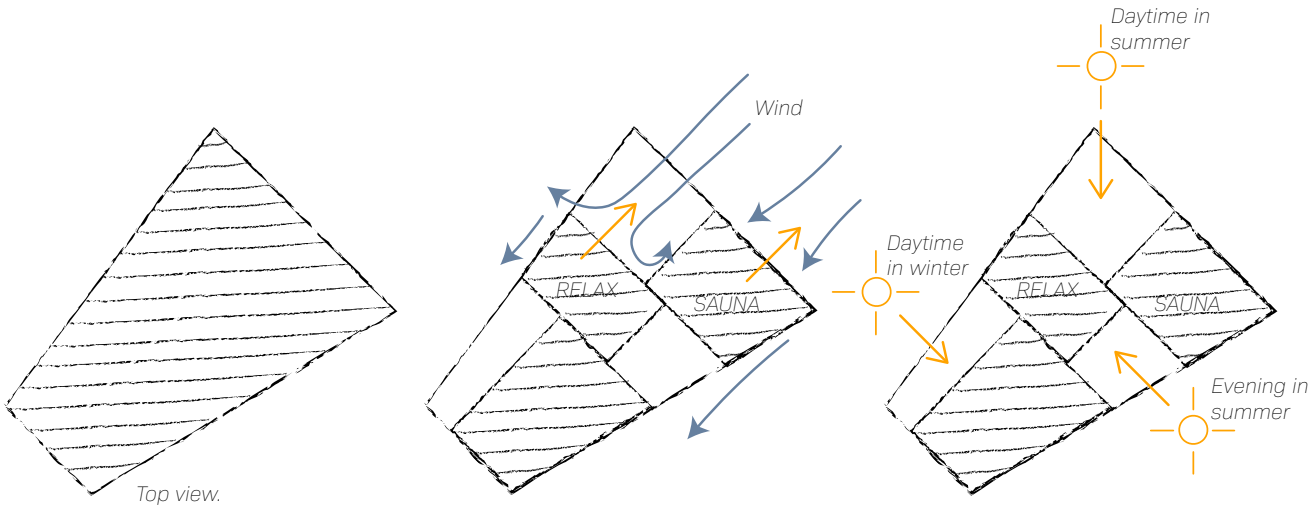
The sections were transformed into the load bearing structure. A rational system of glue-lam frames makes the complex shape easier to read.

6. A GRID

Then, the plan was developed with support of a grid according to the spacing of the glue-lam frames, 1,2x1,2 meters.

DESIGN PROCESS

SAUNA

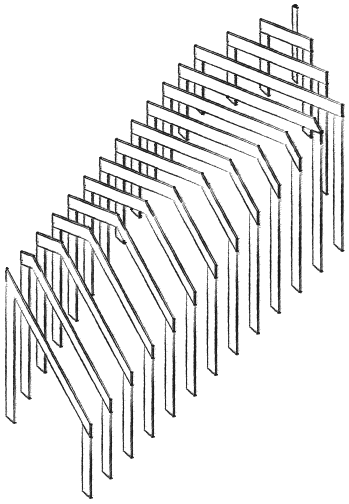


1. A SOLID VOLUME

One solid volume inspired of sculptural architecture by Todd Saunders in Fogo isalnd, Canada (see reference study, p.39)

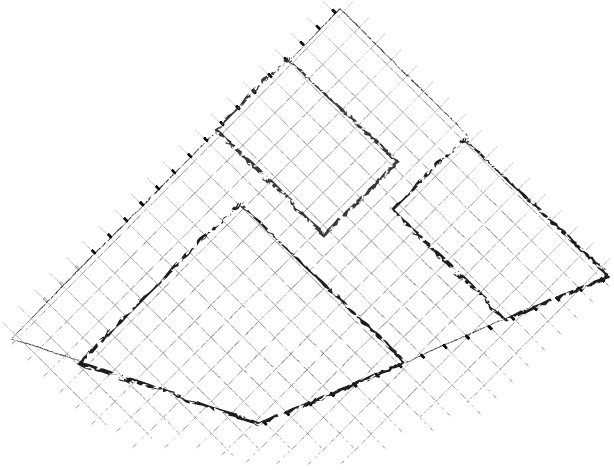
2. MICRO CLIMATES

The solid volume was divided into smaller ones in oder to create micro climates and to provide good views, both form the sauna and the relax room.



3. PERGOLA

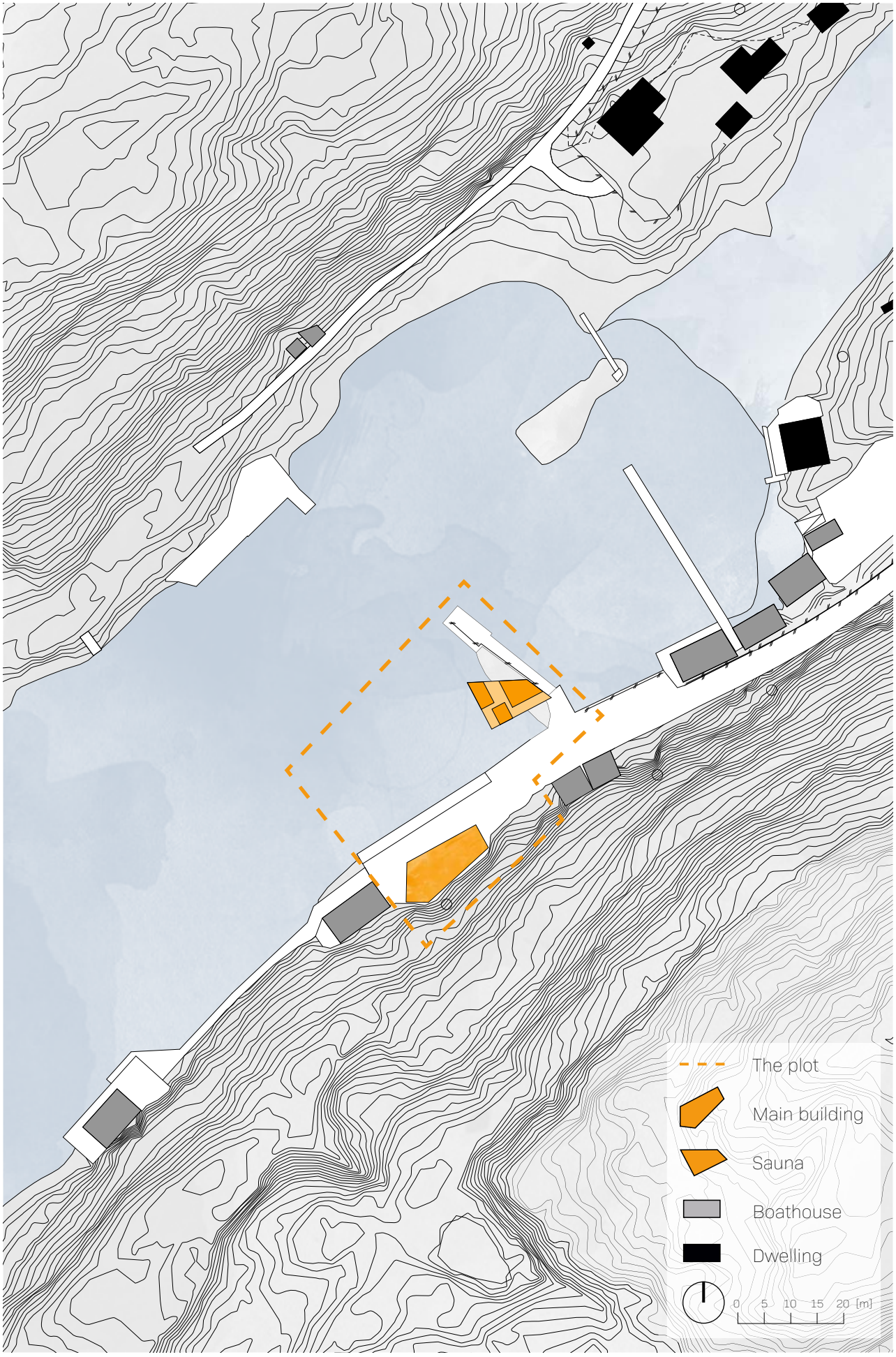
Inspiration from the structural model of the Living room lead to the external shape of the volumes which was tied together with a pergola, reminding of the structure of the main building.



4. A GRID

The floor plan was developed with support of a grid, as the main building. Due to the small building volumes, the grid was contracted to 0,6x0,6 meters.

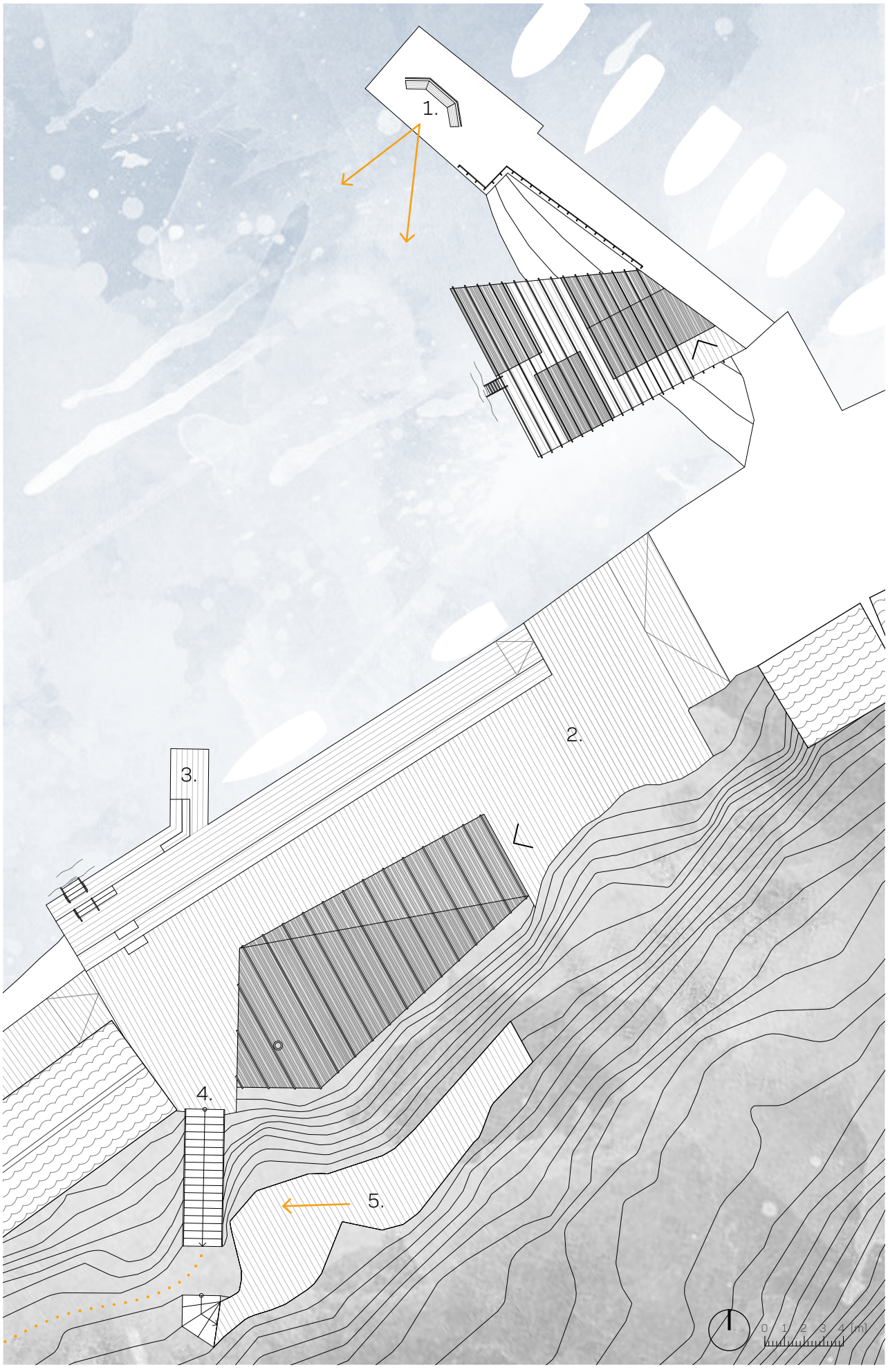
DESIGN PROPOSAL


The plot
Main building
Sauna
Boathouse
Dwelling
0 5 10 15 20 [m]

SITE

1:1000

In the site plan, the proposal is highlighted in orange. In the immediate surroundings, boathouses are placed in a row. The black boxes are dwellings.
The site plan is showing the whole inner part of the bay and the relation between the two mountains of the bay. Opposite from the site, the public bathing site is located.


1.
2.
3.
4.
5.
0 1 2 3 4 [m]

SITE

OUTDOOR PROGRAM

1. A CURVED BENCH

A Curved bench is placed on the pier towards the view in order to encourage conversation. From the bench, you can see if there is any activity going on in the main building or watch people swim. This to support Passive contact and chance contact

2. A WOODEN DECK AROUND THE BUILDING

The wooden deck around the building could work as an extension of the Living room in summer when the population grows. A long table can be set for august crayfish parties or midsummer celebrations for the whole community.

3. EXTENDED BRIDGE

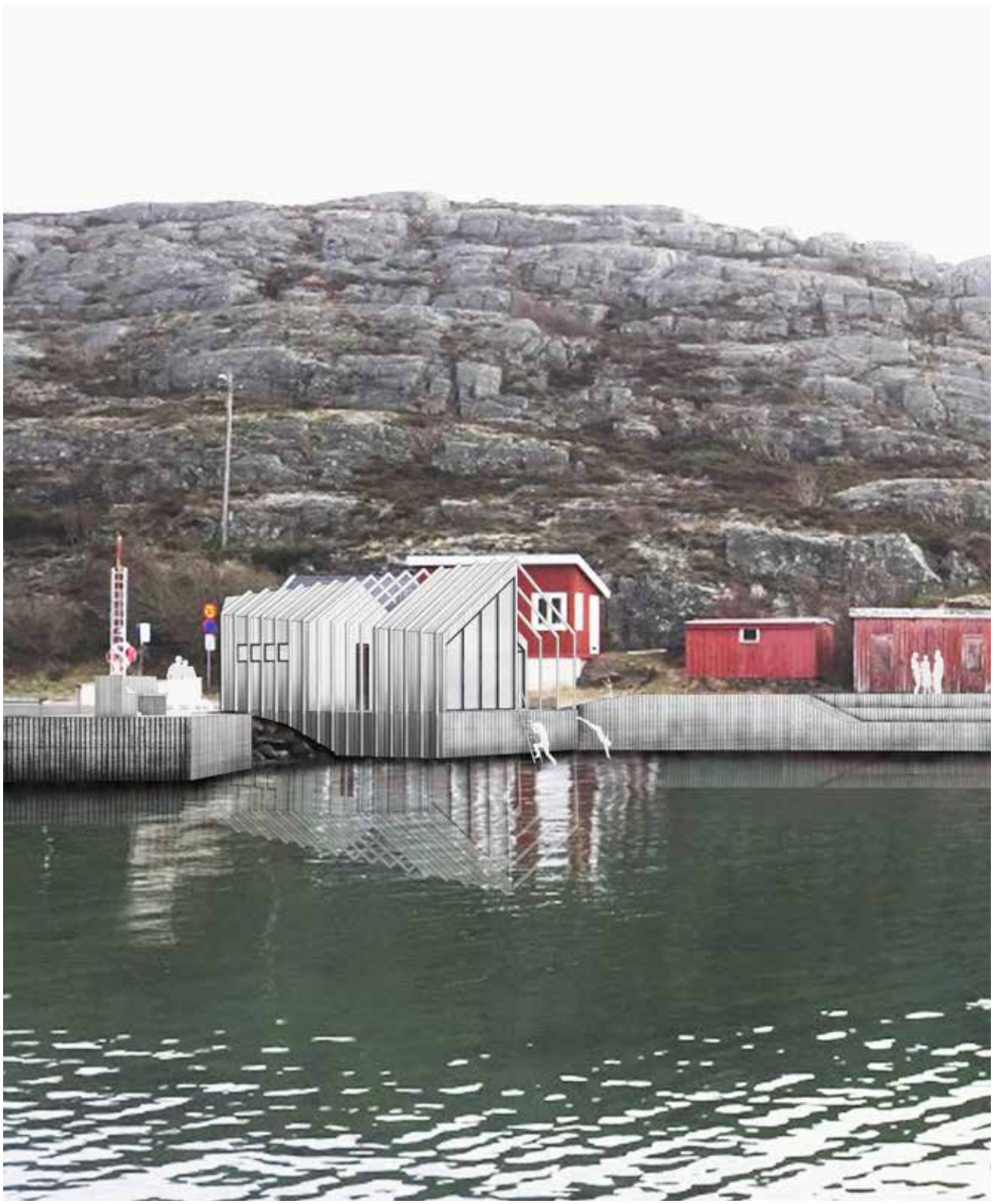
The extension of the bridge works as barrier to the visiting boats and invites people to take a swim and enjoy the sun. Today, this is a very appreciated spot for taking a swim.

4. STAIRWAY UP THE MOUNTAIN

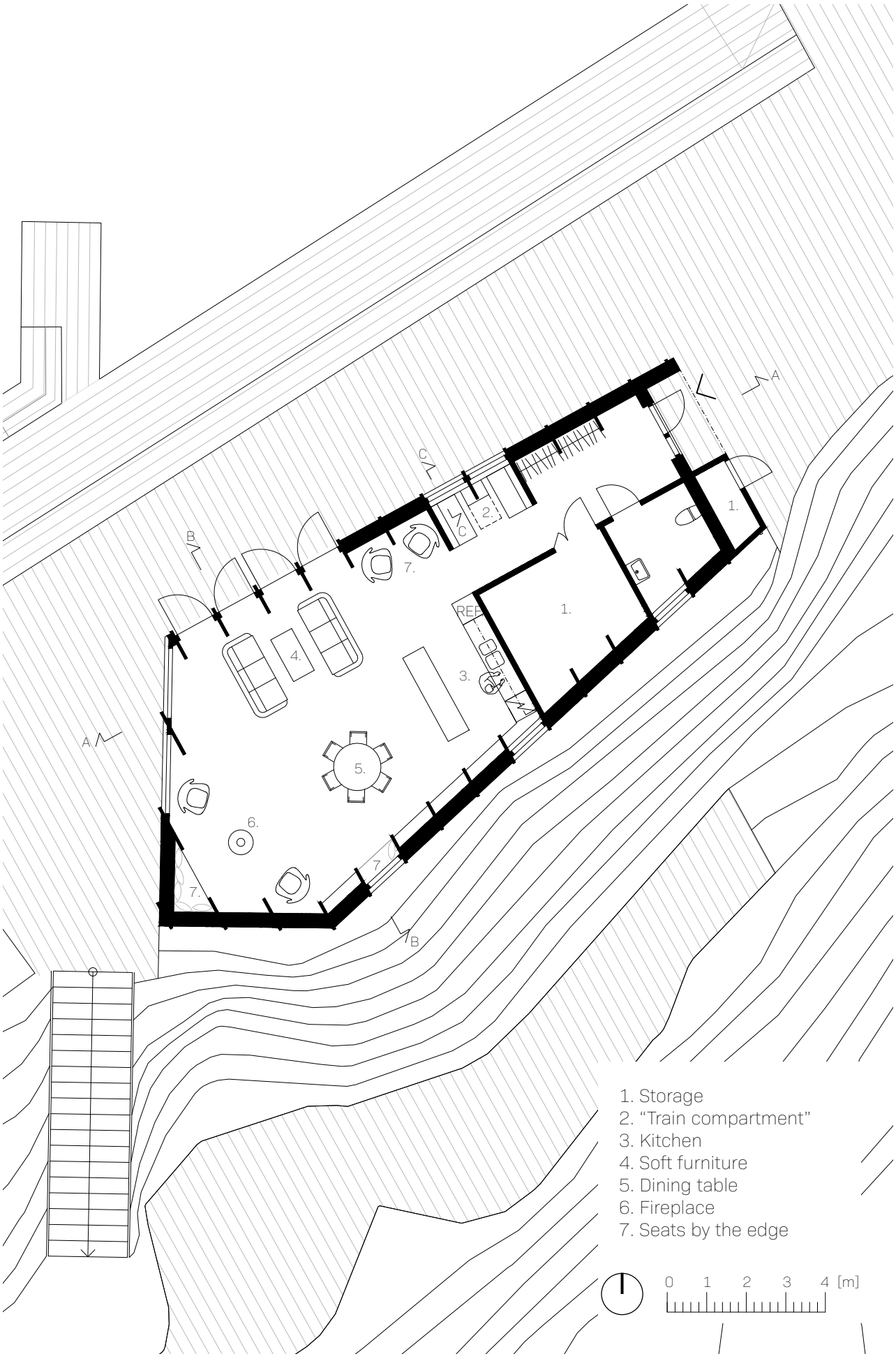
The stairway up the mountain encourage people to go there and to pass by the building to enable low intensity contact. The stairway also leads to the wooden terrace.

5. A WOODEN TERRACE

The terrace provides an excellent view and is exposed for the sun all day and during the evening.



View from across the bay.
Sauna to the left and Living room to the right.


A
B
C
1.
2.
3.
4.
5.
6.
7.
REF
1. Storage
2. “Train compartment”
3. Kitchen
4. Soft furniture
5. Dining table
6. Fireplace
7. Seats by the edge
0 1 2 3 4 [m]

LIVING ROOM

SPACES TO SUPPORT SOCIAL INTERACTION

The main building is designed as a living room according to how the locals wanted to use it. In order to support social interaction of higher intensity, different situations and conversation landscapes have been created to let the visitors choose the intensity of socializing.
The idea about the living room is that several activities can happen simultaneously and spontaneously. Depending on which personality a visitor has and the need of different intensity of contacts, there are several options.

TRAIN COMPARTMENT

An interpretation of a train compartment offers an opportunity for deeper and meaningful conversations. It is a little bit more private but is still connected to the living room.

KITCHEN AND DINING TABLE

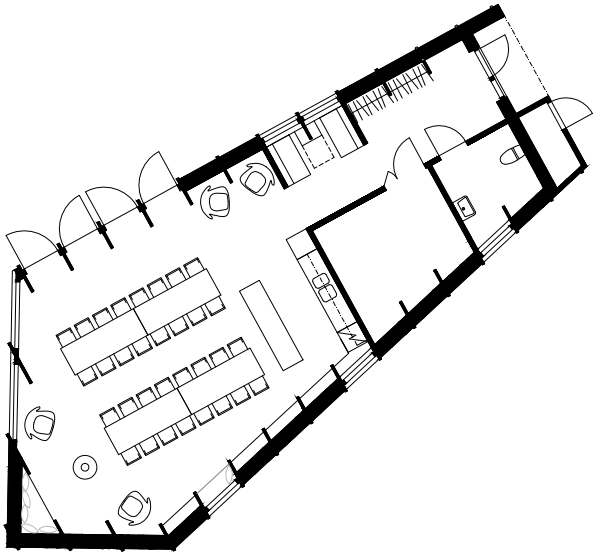
Some people prefer social interaction in connection to an activity. This could be cooking together. To practice a hobby, an activity or to share a meal together makes it easier to connect and to have something to talk about.

FIREPLACE

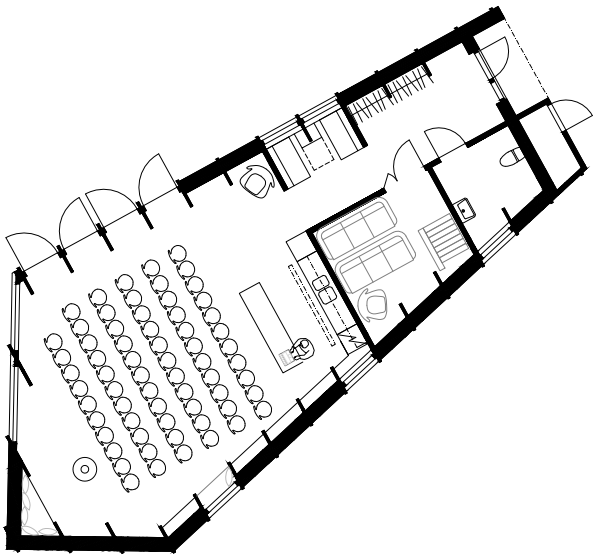
The fire has through all times been a symbol for communion. One can gather around the fireplace, share memories and stories or just read a book in silence.

SEATS BY THE EDGE

At any time one can withdraw to the edges of the room, to observe or to just have a brake. Two of theses seats are integrated in the glue-lam structure in order to provide a more protected space.



Tables set for dinner - 32 persons.



Chairs, projector and screen arranged for a meeting, lecture or film show - 65 persons.

LIVING ROOM

FLEXIBILITY

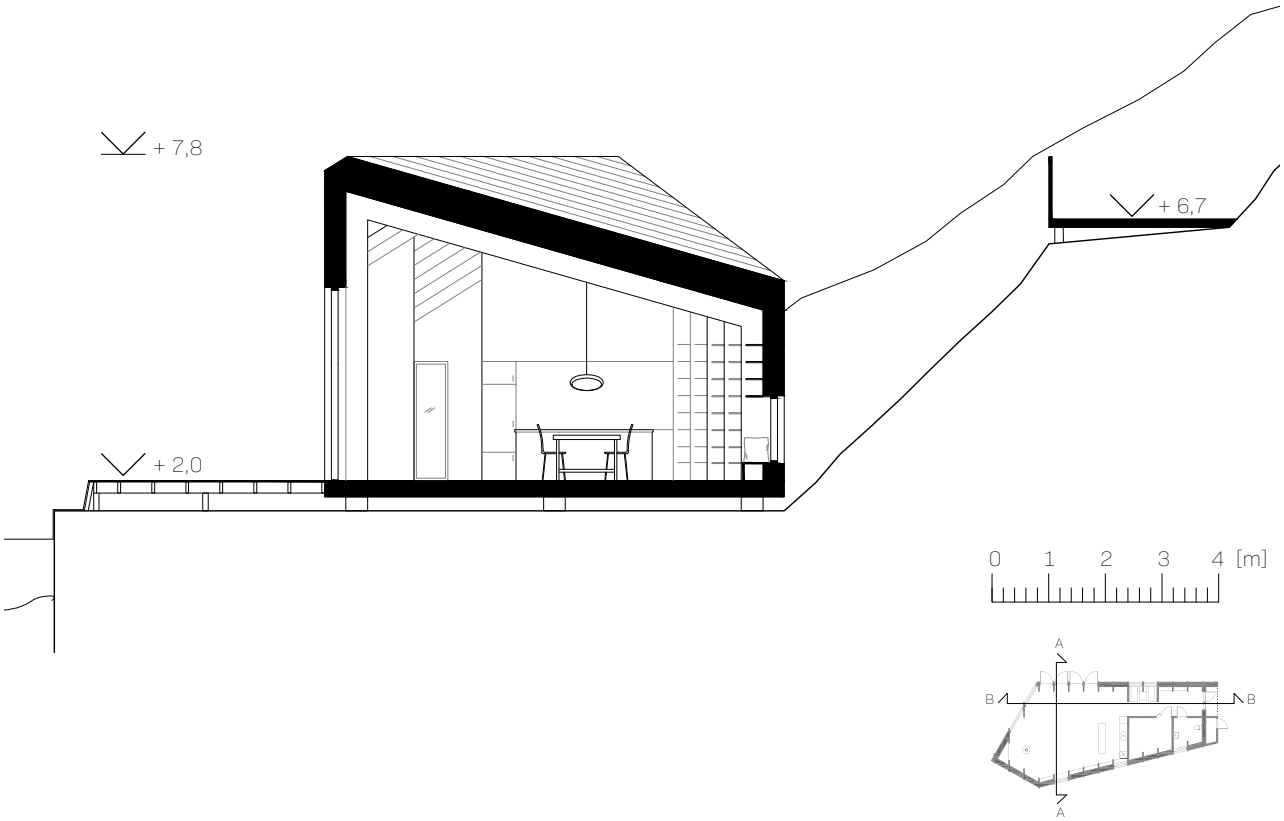
In order to suite different activities and occasions, flexibility regarding furnishing has been important for the development of the living room. Two examples of more arranged activities are presented on previous page.

SET TABLES

The first example shows how the room can be furnished for a common dinner or party for 32 persons. A buffé can be served on the cooking island which one also can circulate around in order to create a good flow.

GATHERING

The second example displays how chairs, projector and screen ca be arranged for a meeting or lecture for 65 persons. This furnishing could also be used to watch a movie or sport championships together.

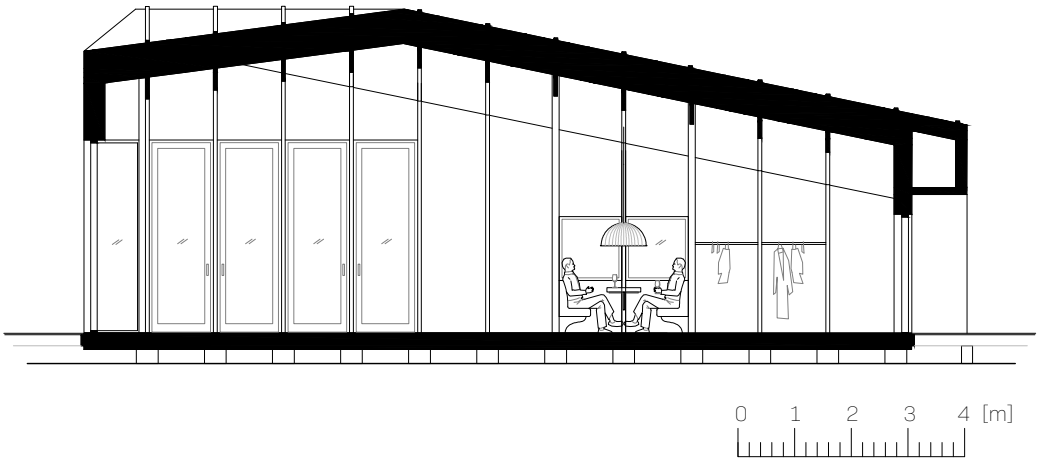


SECTION A-A

The section shows the building in relation to the mountain and the sea. The section goes through one of the seats which are integrated in the structure, between two glue-lam frames.

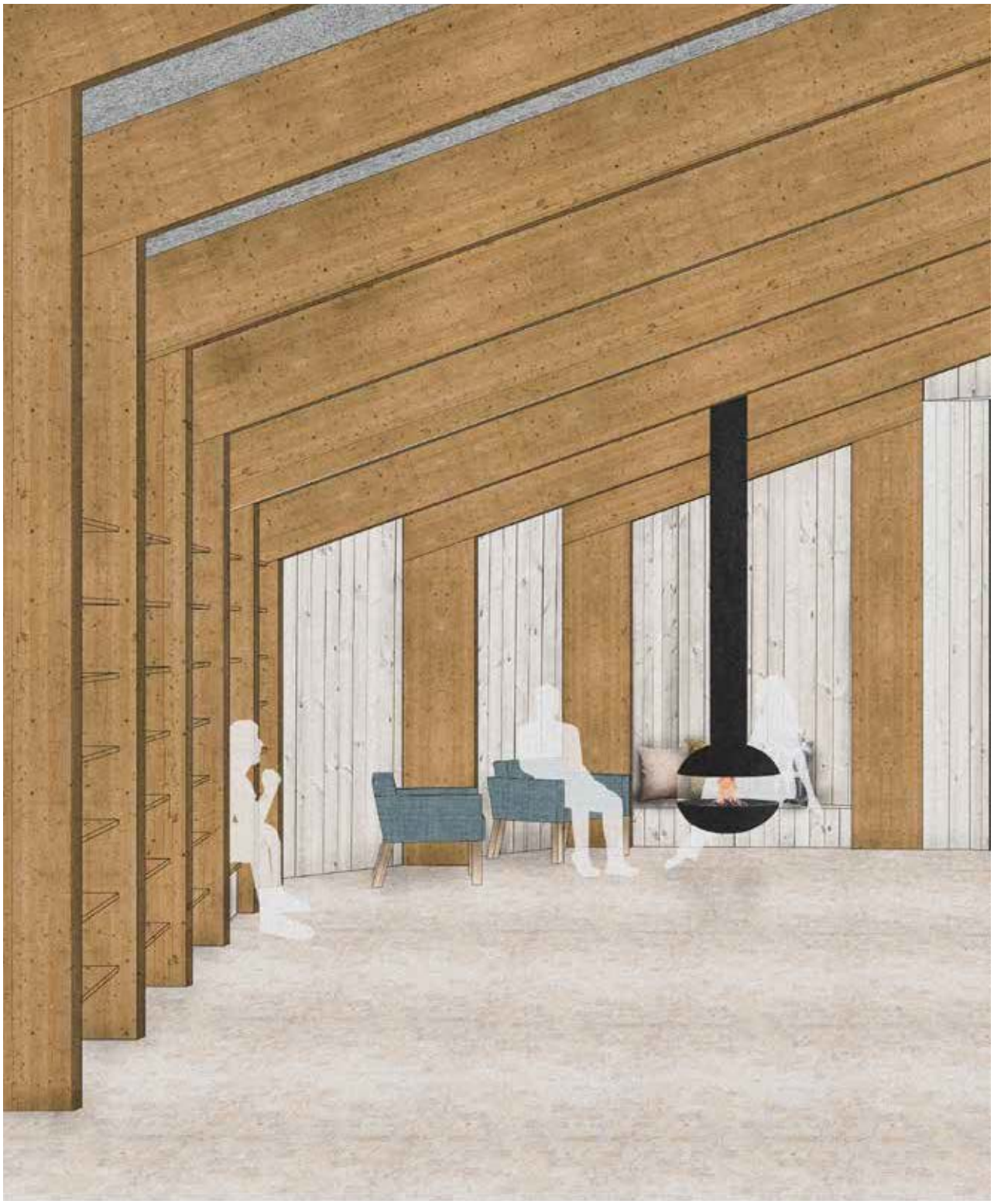
LIVING ROOM

SECTIONS

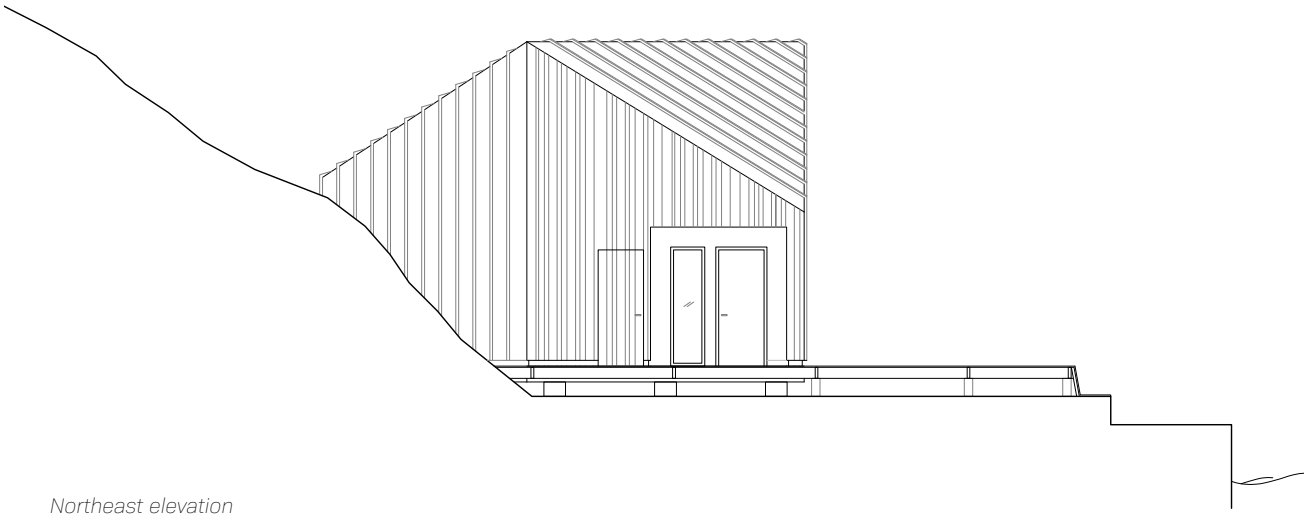


SECTION B-B

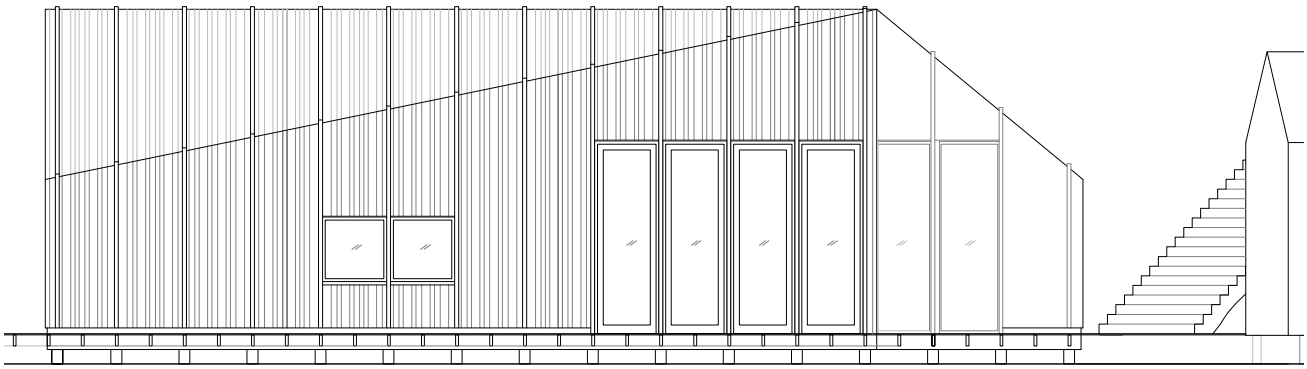
The section tells how the ceiling height is low by the entrance, and how it increases as the room opens up towards the sea. It is also showing an elevation of the train compartment.



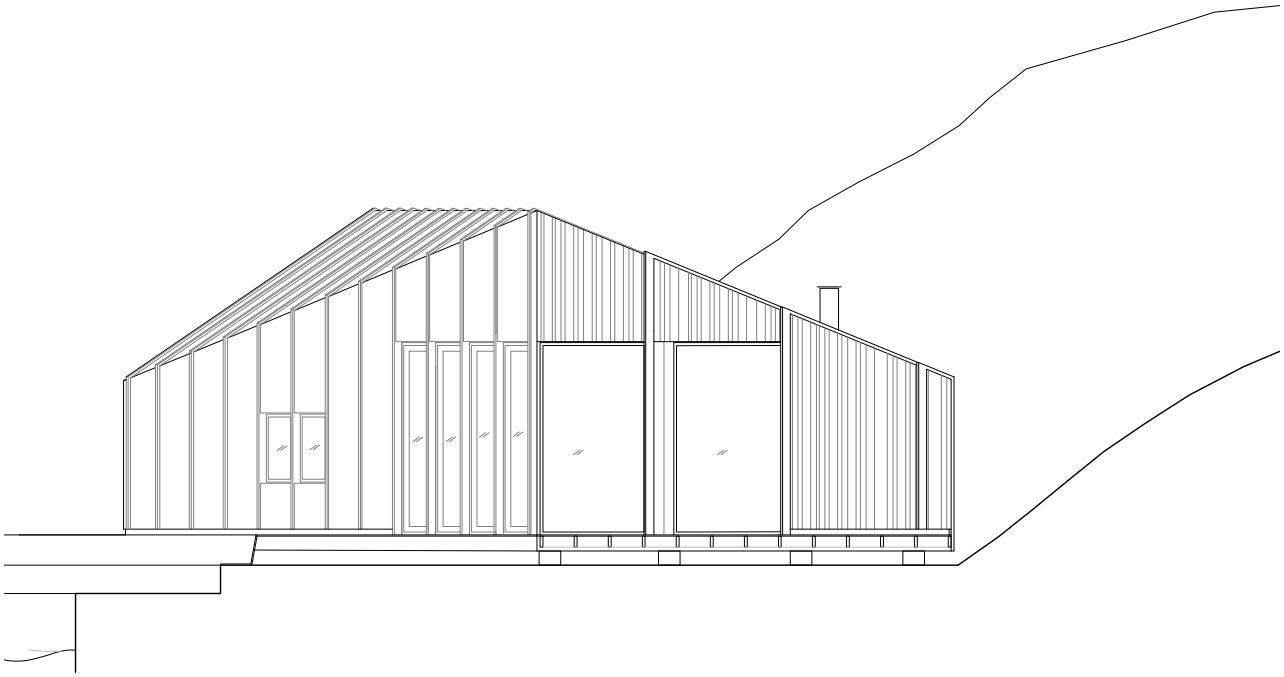
View when entering the Living room.



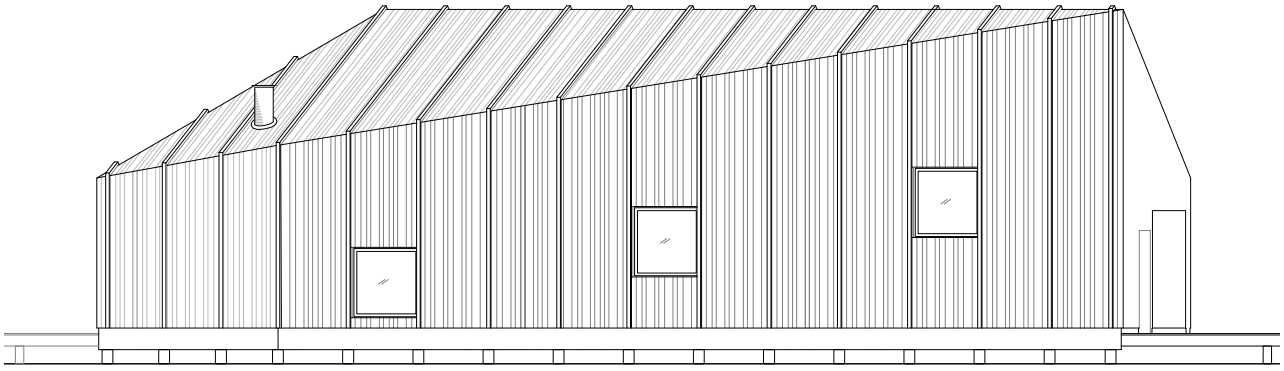
Northeast elevation



Northwest elevation



Southwest elevation



Southeast elevation

0 1 2 3 4 [m]

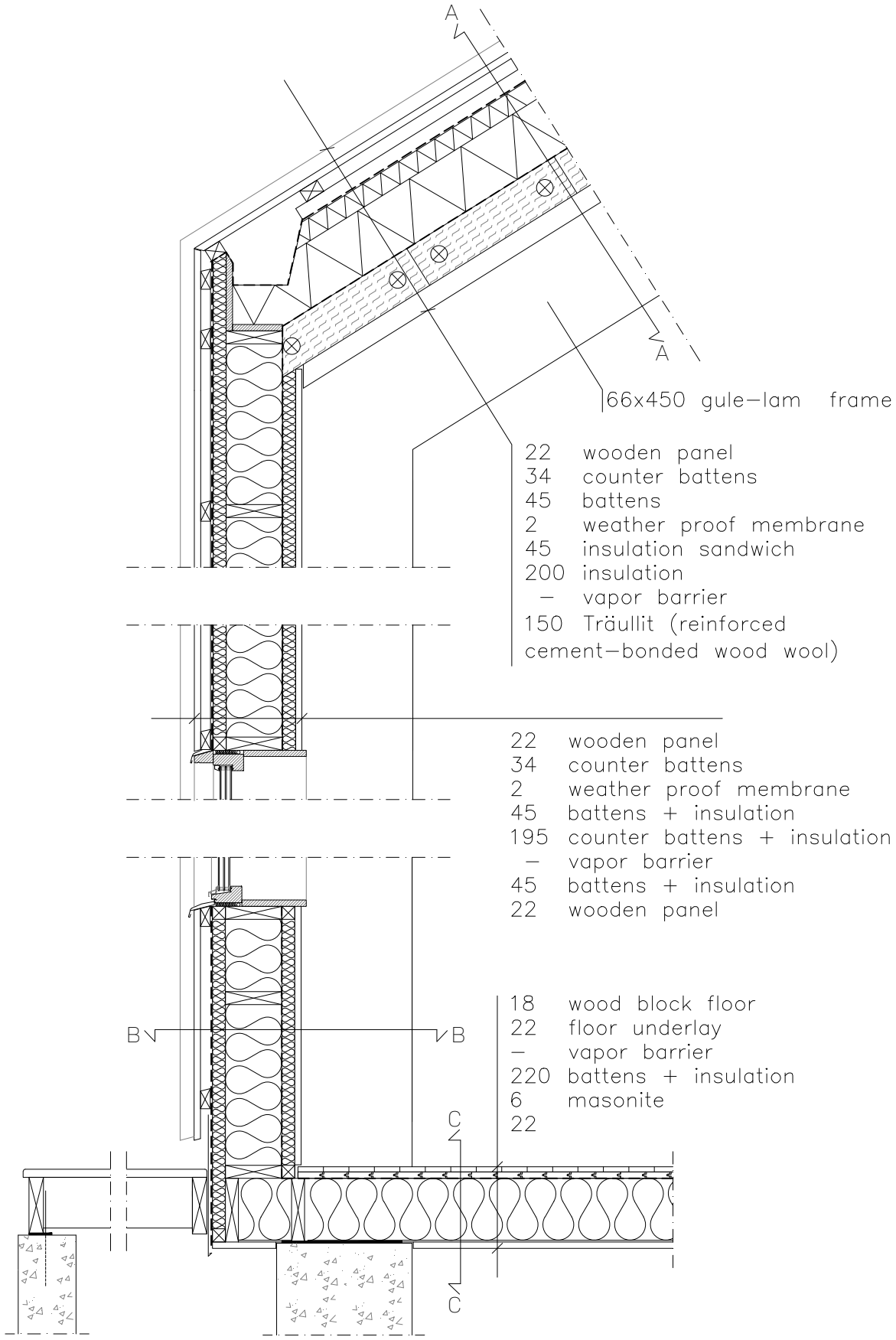
ELEVATIONS

The façade is dressed in a cedar panel. By the time, it will have a beautiful silver-gray shade which reminds of all the drift wood floating ashore every winter storm. Natural cedar wood is also beneficial due to its durability. It will last around 50 years without any maintenance.

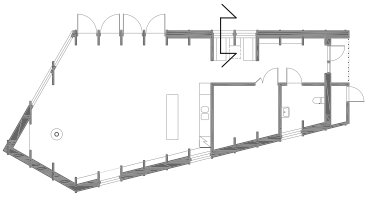
The different dimensions of the panel relates to the human scale. It also relates to the boathouses, where the mentality always has been "let's use what we have" and therefore different dimensions of timber, windows etc appears.

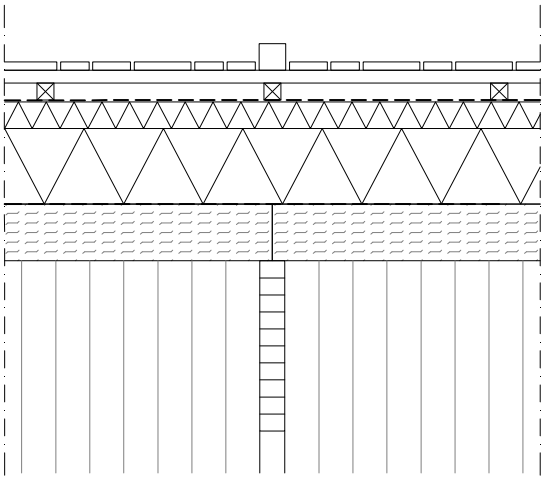
Every 1,2 meter a batten is thicker than the other in order to create relief, and to give a hint about the visible structure in the interior.

The proportion of the windows relates to windows at the site where the glazing consists of squares in different combinations.

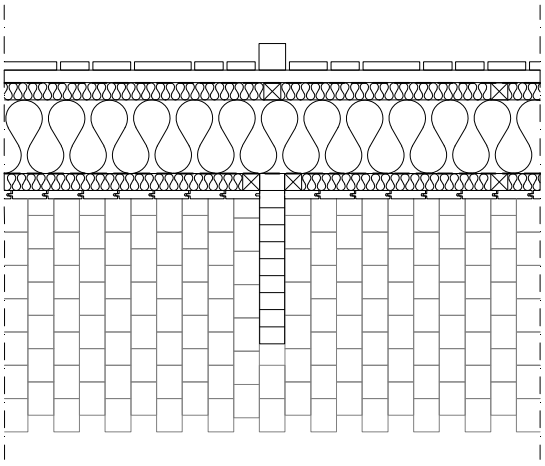


Detail 1:20. Integrated gutter to achieve a smooth transition between the facade and the roof. The building rests on plinths in order to be elevated in the future when the sea level is rising.

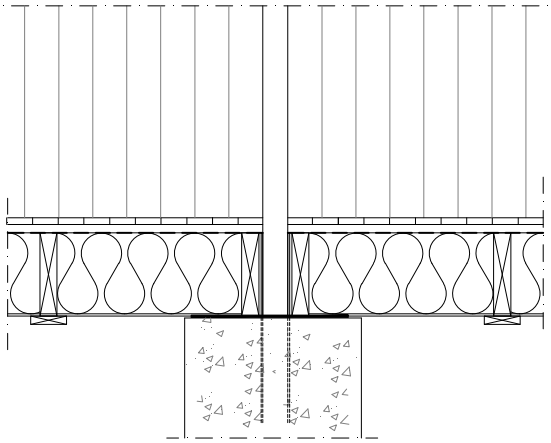




Section A-A.

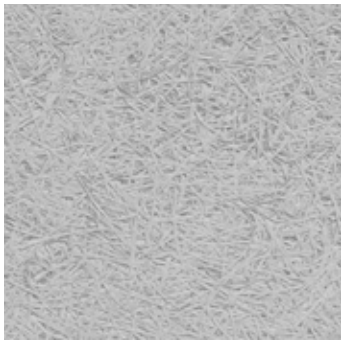


Section B-B.



Section C-C.

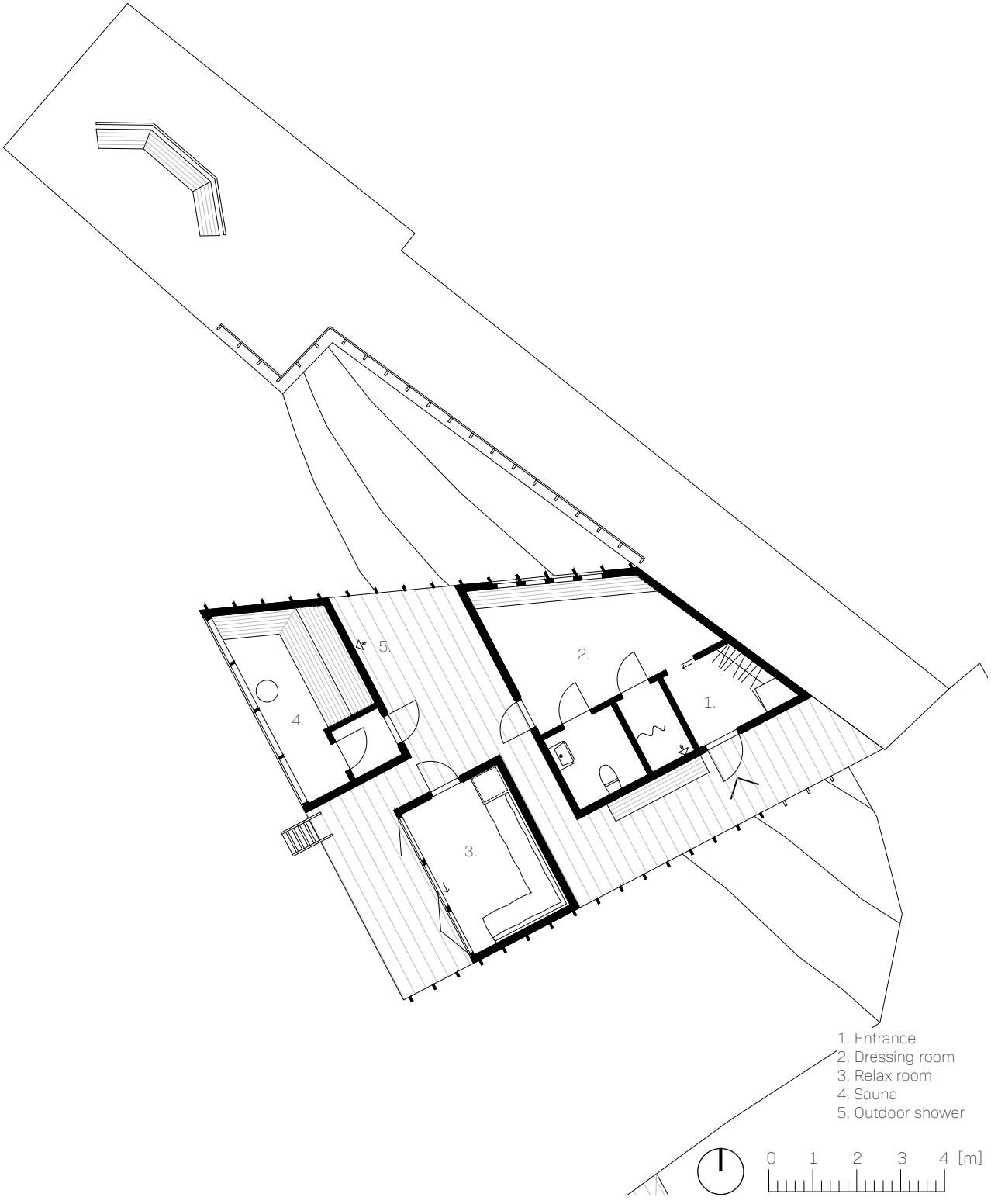
Construction. Glue-lam frames.



Ceiling. Reinforced cement-bonded wood wool. Organic expression and provides good acoustics.

Wall panel. White pigmented pine.

Floor. White pigmented wood block floor.


1.
2.
3.
4.
5.
1. Entrance
2. Dressing room
3. Relax room
4. Sauna
5. Outdoor shower
0 1 2 3 4 [m]

SAUNA

FLOOR PLAN & USE

USE AND FLOW

1. In the entrance jackets and shoes can be left before entering the dressing room. A sign on the sliding door tells if males or females are using the dressing room at the moment.

2. From the dressing room a shower and bathroom are accessible. When exiting the dressing room, the wind will hit one in the face and you will have the view which is presented on next page.

3. In the relax room beverage can be left in the fridge.

4. When entering the sauna, it will be trough a sluice in order to not let all out the heat. In the sauna a wonderful view of the bay and the archipelago appears.

If the dressing room is occupied one can go straight to the relax room and wait in the meantime.
It can also be used by those who not wish to take a sauna but want to participate anyway.

HOW TO COOL DOWN

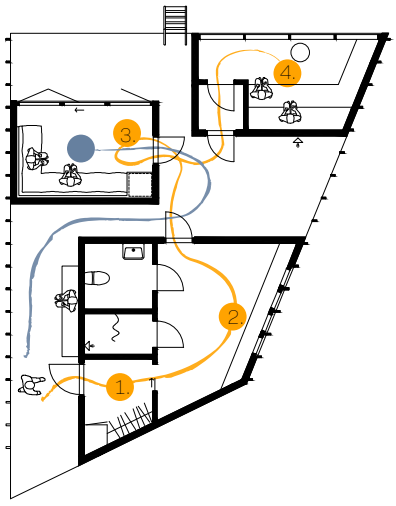
There are a few ways to cool down from the hot sauna.

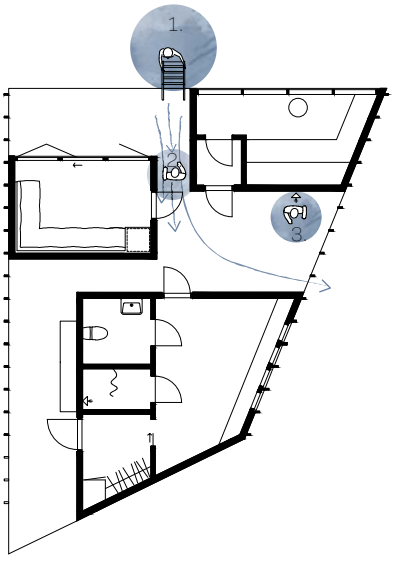
1. Take a swim in the ocean.

2. Place oneself in the narrow space between the buildings and experience a wind-tunnel effect.

3. Use the outdoor shower which is placed in a leeward position.

Afterwards, one can socialize in the relax room.

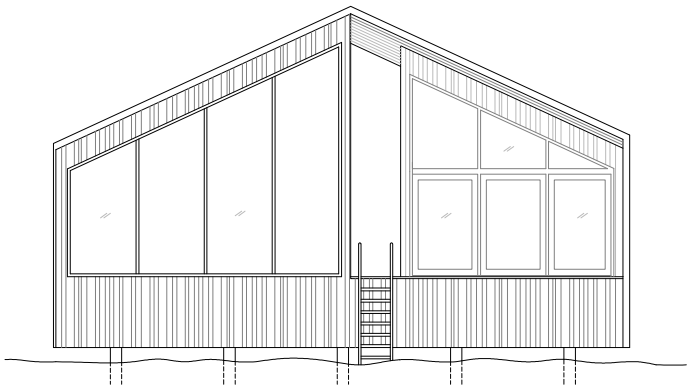




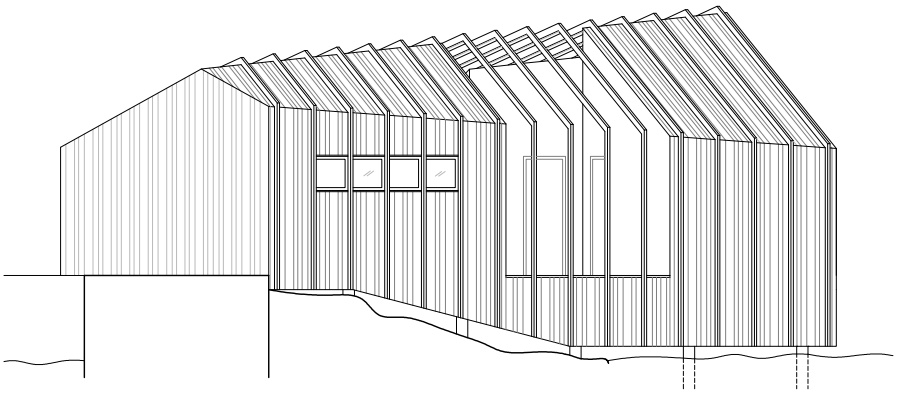
View from the exit of the dressing room.
A common theme along the coast.
Narrow space between buildings.

SAUNA

ELEVATIONS

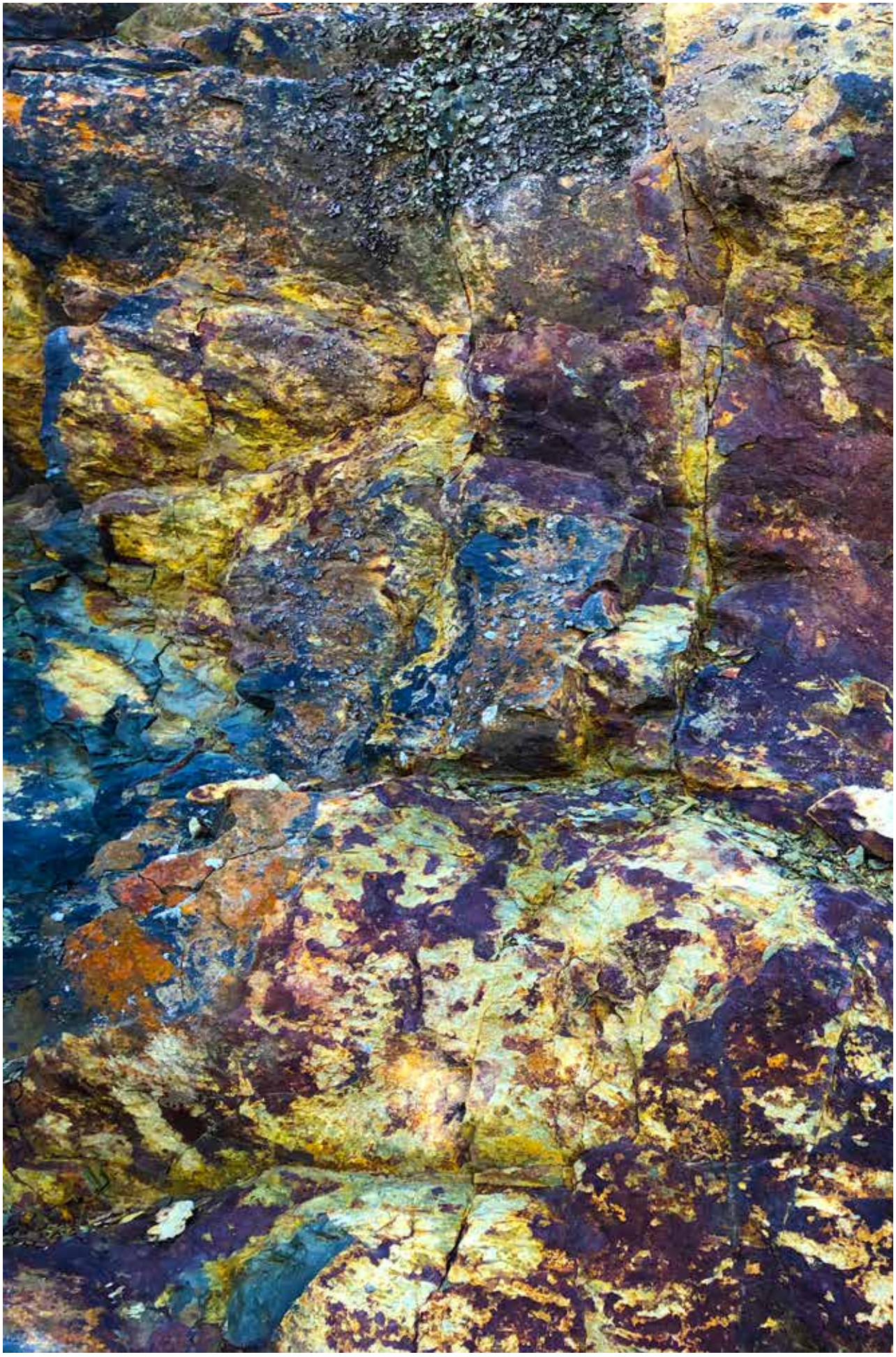


Southwest elevation



North elevation

CONCLUSION



CONCLUSION

To conclude I have created different spaces for social interaction both around the building and in the interior according to the strategies of how architects can support social interaction. Regarding sense of place, the proposal has been tailor-made for this specific site. All the elements used for the design have been picked up from its surroundings and have been reinterpreted and applied in the design.

From this project I have learned that architects actually can support social interaction through their design and planning. Architects cannot create communion among people, but at least we can provide environments that supports people to meet and interact.

However, it should be in the interest of any municipality to promote social interaction among its inhabitants due to the positive impact on health. To experience meaningfulness makes one tackle issues such as loneliness in a less harmful way.

I believe that the knowledge I have gained is applicable in any project, since architecture is all about the human after all.

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REFERENCES

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APPENDIX

QUESTIONNAIRE

APPENDIX I

1. Age

_____

2. Gender

Male ☐ Female ☐

3. What is your relationship to Stockevik?

Permanent resident ☐ Temporary resident ☐ Other:_____

4. What is your attitude regarding the creation of a meeting place for activities and social interaction all year?

Positive ☐ No opinion ☐ Negative ☐ Other:_____

5. What is your opinion regarding the harbor as the site for the project?

Good ☐ No opinion ☐ Less good ☐ Rather somewhere else - Where?☐ Other:_____

6. The harbor - How do you use the site today?

_____

7. The harbor - How would you like to use the site in the future?

_____

8. The harbor - What do you find is the best with the site today?

_____

9. The harbor - What do you find is less good with the site today?

_____

10. What activities would you like to do together with others?
Below some examples are stated, it is also possible to write own suggestions.

Watch movies and sport championships ☐ Share a meal ☐ Cook a meal ☐ Barbecue ☐ Have pub evenings
Physical activity (workout sessions in group, yoga, etc.) ☐ Take a sauna ☐ Swim ☐ Sunbathing ☐
Have formal meetings ☐
Have art exhibitions ☐ Just socialize ☐ Other:_____

11. Choose three activities form your answers on previous question and rank them.
No. 1 is the most wanted activity so on.

12. What kind of functions/facilities would you like to have in (or in connection to) such building?
Below, some examples are stated, it is possible to write own suggestions.

Kitchen ☐ Place for barbecuing ☐ Wooden deck ☐ Traditional baking oven ☐
Other:_____

13. When do you think you will use/visit the building? *
Ex: All year, summer only, winter, evenings, weekends, never, and so on.
_____

14. How would you like to use the building?
Ex.: As some sort of extension of the living room where one can meet and arrive/leave as one wishes. Or: Participate in arrange activities, rent for private arrangements and so on.
_____

15. How would you like to meet?
Ex.: In a bigger company, in a smaller company, two and two etc. Try to specify a number.
_____

16. If you are outdoors and taking a walk in Stockevik, where do you prefer to go then?
_____

17. Other comments:
_____