

RESEARCH + CODES

BUILDING + SITE RESEARCH

As buildings around the world become abandoned for various reasons, such as the Dixie Square Mall in Harvey, Illinois, it provides great opportunity to reuse the sites and existing structures that once housed purposeful interiors. Although the Dixie Square Mall has been closed and demolished, the site remains significant retail and opens up a space for investors, architects, and interior designers to develop a space that will be beneficial both to the community and to the economy.



Site of Dixie Square Mall in Harvey, IL

Type of Space	Occupancy Classification	Square Footage	D.L. Factor	Number of Occupants	Number of exits per floor	Number of i.e. per floor
1. Community Space	A-4	30,000	5 net	6,000		
2. Retail	M	15,908	60 gross	268	2	
3. Dining	B	4,500	150 gross	30	2	
4. Workspace	B	36,836 per floor 22380 - left wing 14556 - right wing	150 gross	150 - left wing 95 - right wing	2	Left wing: 3 W.C. 3 lavatories 1 water fountain 1 service sink Right wing: 4 W.C. 3 lavatories 2 water fountains 1 service sink
5. Children's Museum	A-3	25,342 per floor 34960 - left wing 20082 - right wing	30 net	1100 left wing 580 right wing	4	Left wing: W.C. Male: 8 W.C. Female: 18 Lav male: 5 Lav female: 5 2 water fountains 1 service sink Right wing: W.C. Male: 6 W.C. Female: 11 Lav male: 5 Lav female: 5 1 water fountain 1 service sink

occupant classification + occupant loads

Total: 2,390 (excluding outdoor community space)

CHILDREN'S MUSEUM RESEARCH

goal:
design a curated experience for families where they can learn, connect, and enjoy playful moments together.

method:
applying the discovery based learning theory

- space to learn individually and with others
- building off of prior knowledge
- process oriented
- failure + feedback
- problem solving

Pappas, Christopher. "Instructional Design Models and Theories: The Discovery Learning Model" Elearning Industry, 30 Apr. 2020, elearningindustry.com/discovery-learning-model.

case studies: Cayton Children's Museum, Santa Monica, CA



design centered around different abstract concepts that allow kids to be creative, such as "together we."

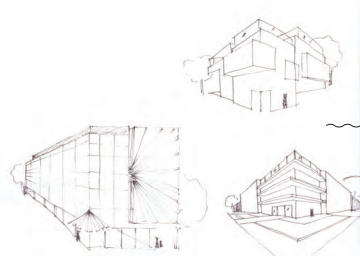
set up as a plan that could be altered in the future, allowing for flexibility.

located in Santa Monica Place mall.

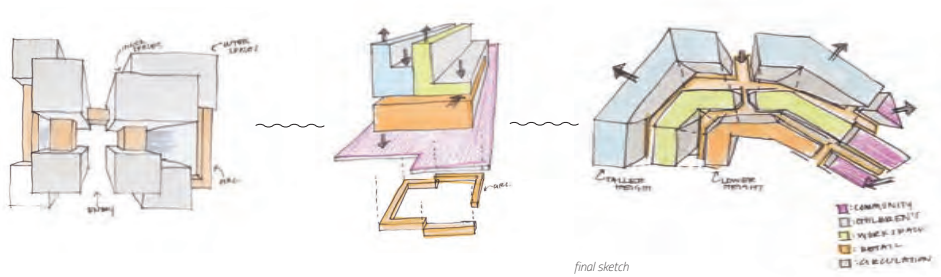
newborn to 10 yr old demographic

Ritz, Jessica. "Play, Learn, Discover, Repeat: This Renovated Museum Engages Young Hearts, Hands, and Minds" Metropolis, 25 Oct. 2019, www.metropolismag.com/architecture/cultural-architecture/cayton-childrens-museum/pic/161000/.

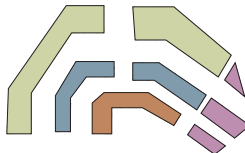
BUILDING DESIGN



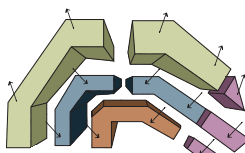
ideation process



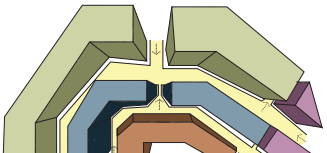
final sketch



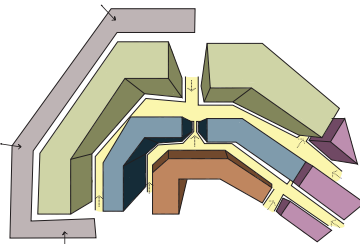
existing "abandoned" structures



transformation of levels



addition of circulation space



addition of exterior improvements

process of creating building shell

The idea of the building design was to take buildings that were hypothetically abandoned, and reuse them, turning them into a multi-use building. The site of the building lent itself to a geometric design and allowed for a large footprint of the structure. The existing structures were then connected internally by circulation space. This would allow occupants to have access to each space of the buildings, but also to choose if they want to go to a specific area directly, rather than walk through the entire space.

CONCEPT

OVERALL STATEMENT

Community can be defined by the things that bring us together and unite us despite our differences. These commonalities include longing for trust and peace, having a sense of playfulness, and being in the pursuit of love and happiness. As something that is essential for everyone, community needs a place to live and thrive. This community hub takes a step to building a united, resilient, and adaptable community by recognizing what connects us, and building upon that. To achieve this, the hub will be designed with specific elements and principles to enhance the concept such as line, shape, form, repetition, proportion, color, and asymmetry. Each space of the community hub will be uniquely curated for the experience of the occupants, and they will all come together through the main concept of defining community.



concept images

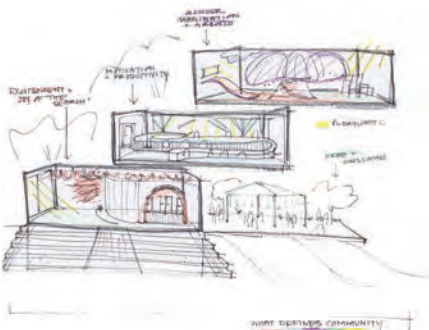
INDIVIDUAL CONCEPTS

Workspace: Work for Good

Children's Museum: Playfulness for Growth

Retail Space: Enjoyment for Empowerment

Community Area: Space for Unity



concept ideation

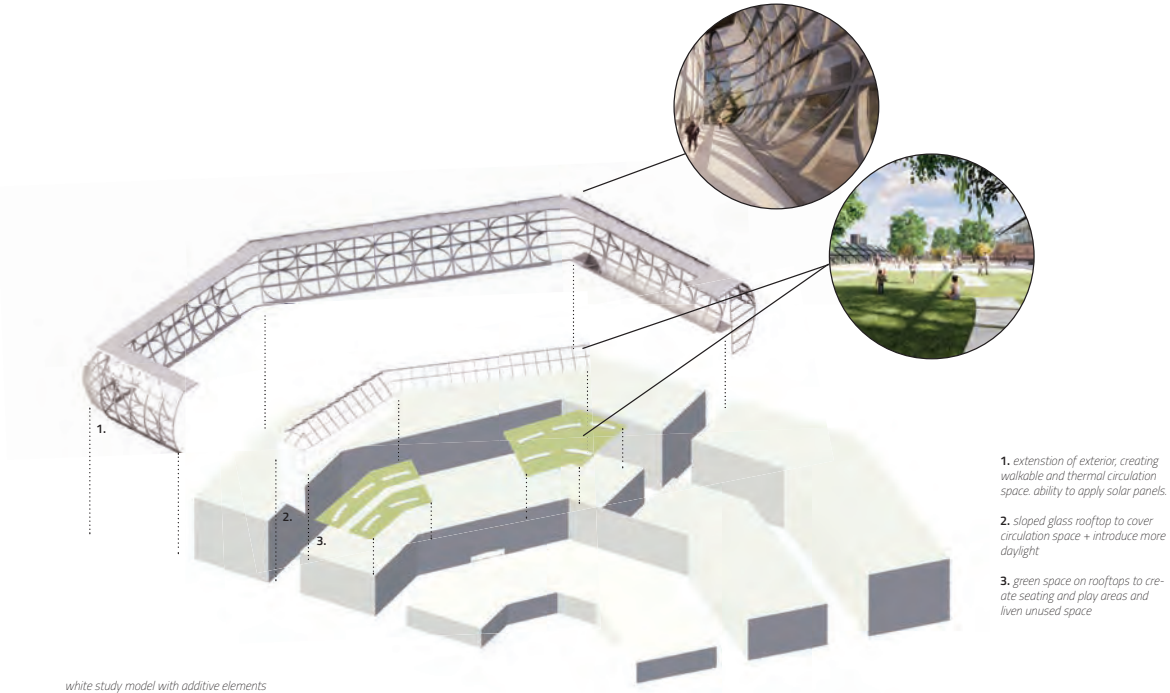
Each space in the community hub is a curated experience for the occupants. To do this, four different concepts were developed to carry on this experience throughout the space. In the workspace, *work for good*, is applied to encourage and inspire occupants to "do good" through their work. The children's museum focuses on *playfulness for growth*, as both are important for every person - not just children. The retail space will reflect *enjoyment for empowerment* to help people remember to enjoy the moment they're in and feel empowered through those moments. And lastly, the community areas reflect *space for unity* - to bring occupants together and provide space for gathering with one another.

ADAPTIVE REUSE



inspiration images

ADAPTIVE REUSE ELEMENTS



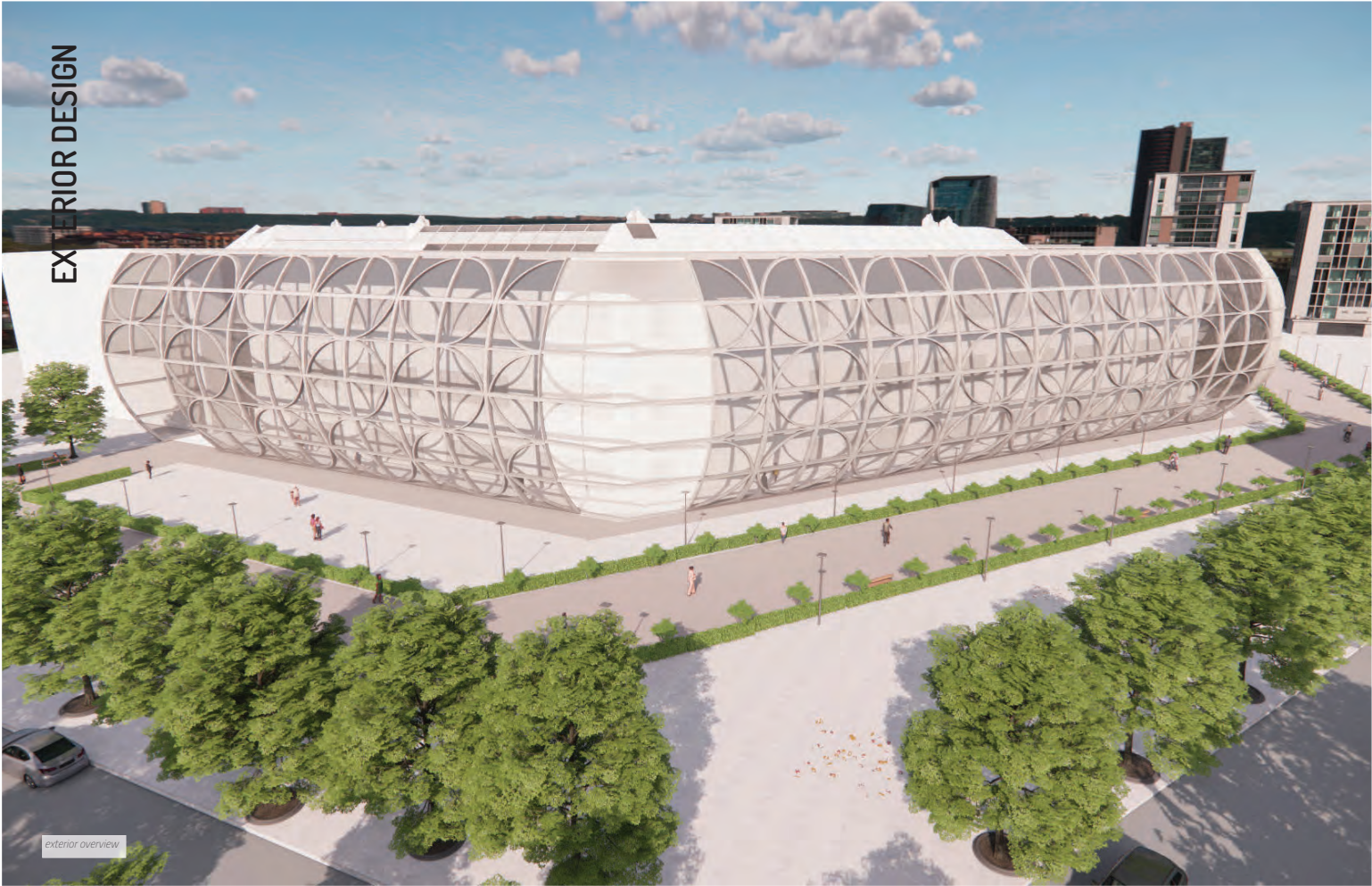
white study model with additive elements

- 1. extension of exterior, creating walkable and thermal circulation space. ability to apply solar panels.
- 2. sloped glass rooftop to cover circulation space + introduce more daylight
- 3. green space on rooftops to create seating and play areas and liven unused space

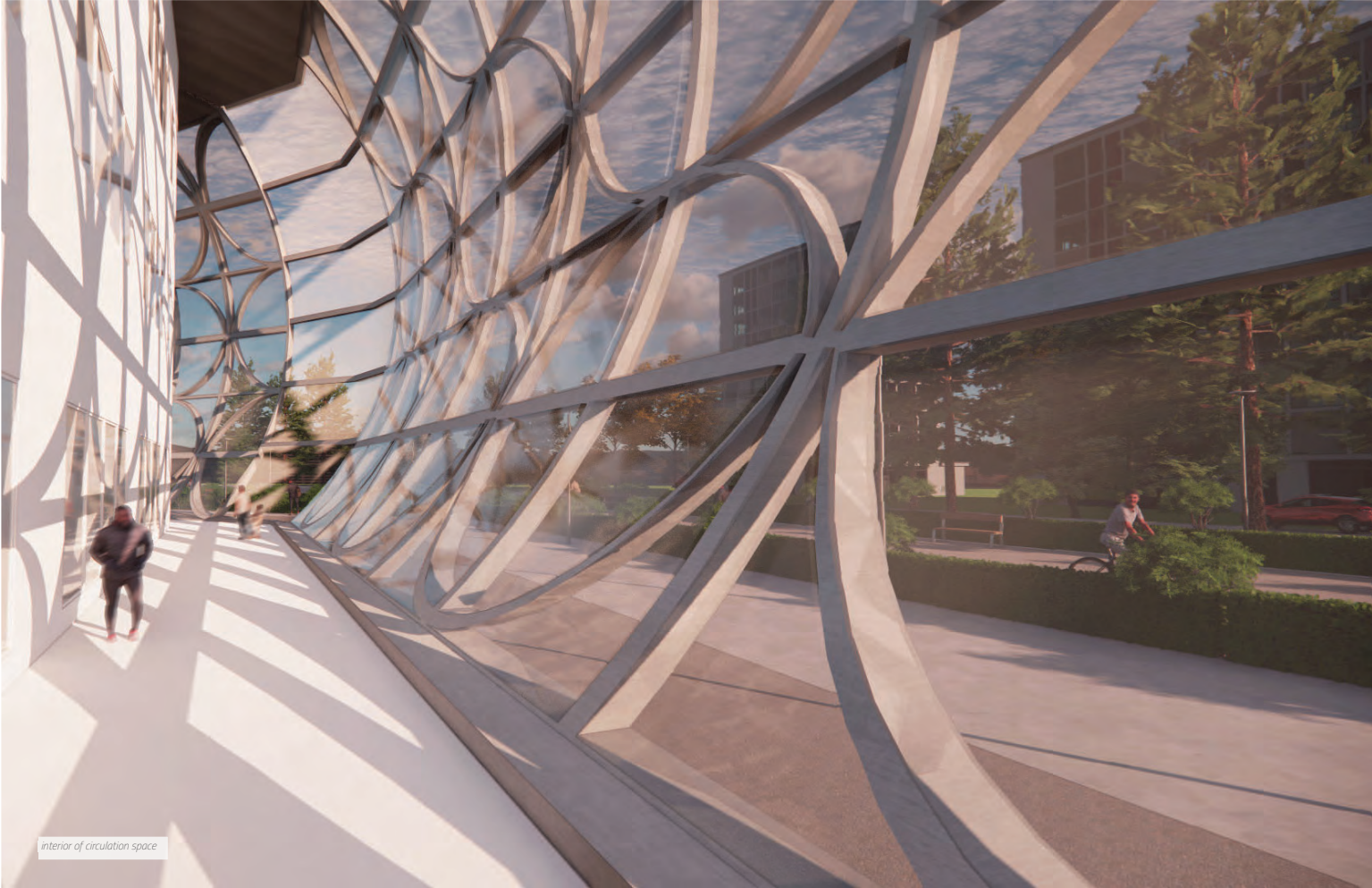
applying adaptive reuse architecture

With a simple existing structure as a blank canvas, several architectural elements could be added to the exterior to make the building come alive. On the back side of the building, a rounded geometric structure was added to give another layer of thermal circulation space, and create interest for people passing by. The second additive element was the glazed sloped rooftop that helped bring daylight into the center of each space and connect each structure to form one cohesive building. Lastly, a green rooftop with seating, play, and lounge areas on both the first and second levels allowed for a space that would otherwise go unused to have life. Occupants are able to walk from the interior of the building directly to the rooftop, giving new definition to bringing the outdoors in.

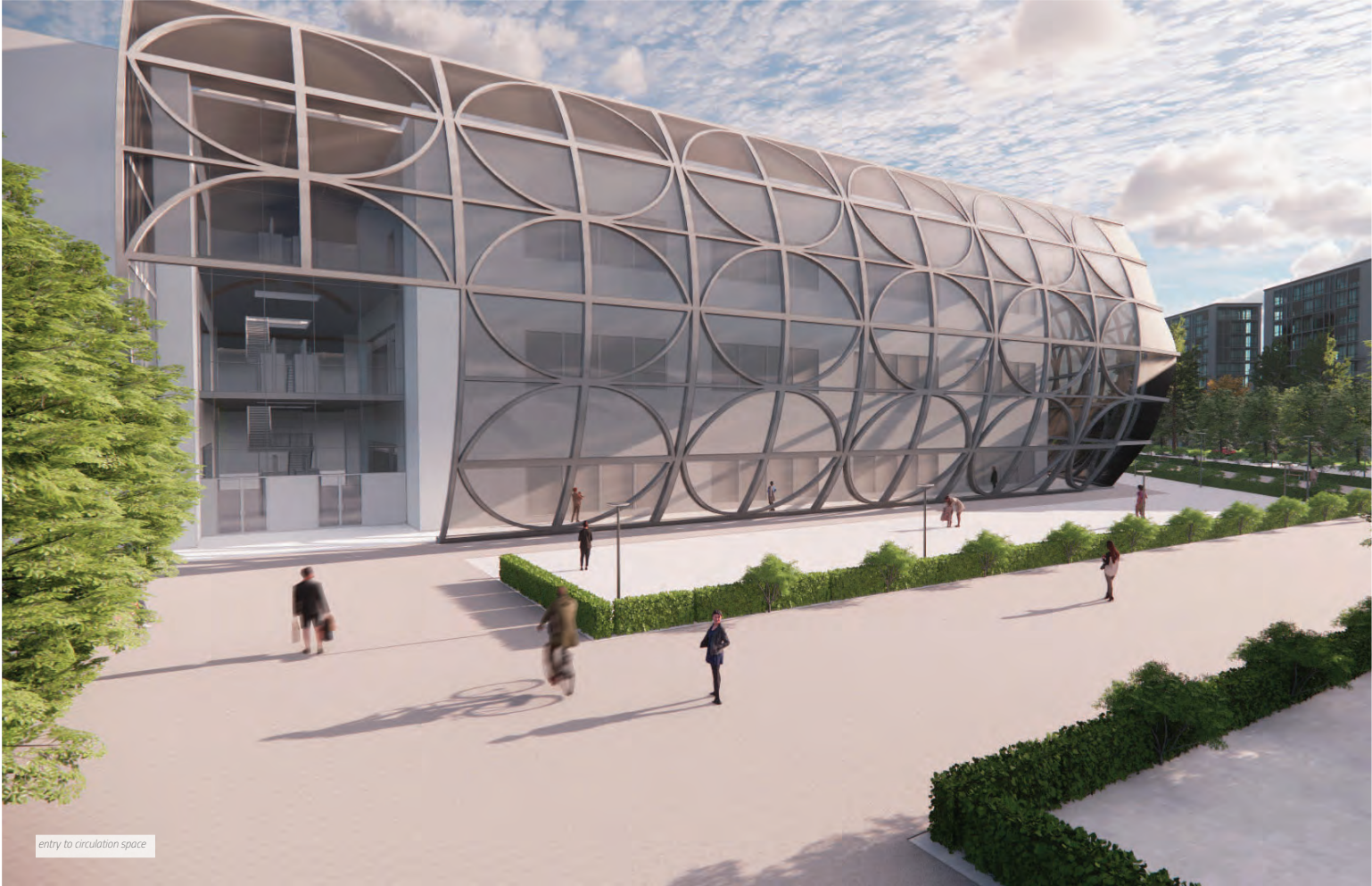
EXTERIOR DESIGN



exterior overview

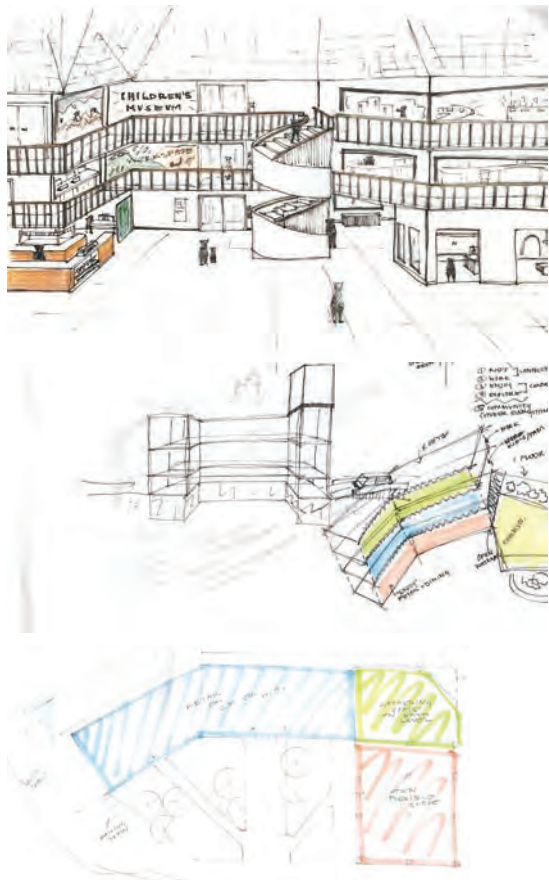


interior of circulation space

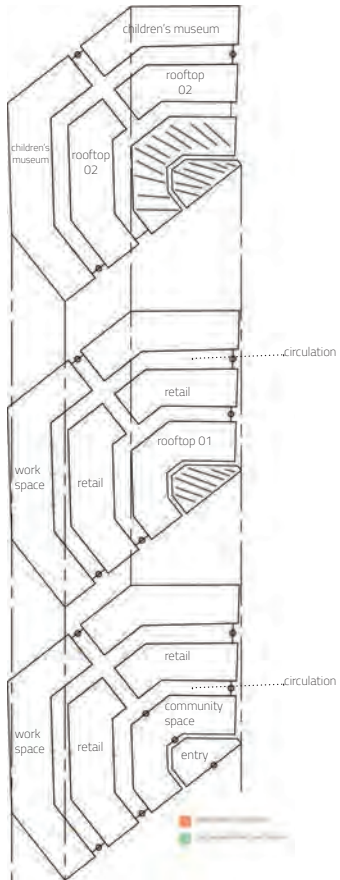


entry to circulation space

INTERIOR LAYOUT



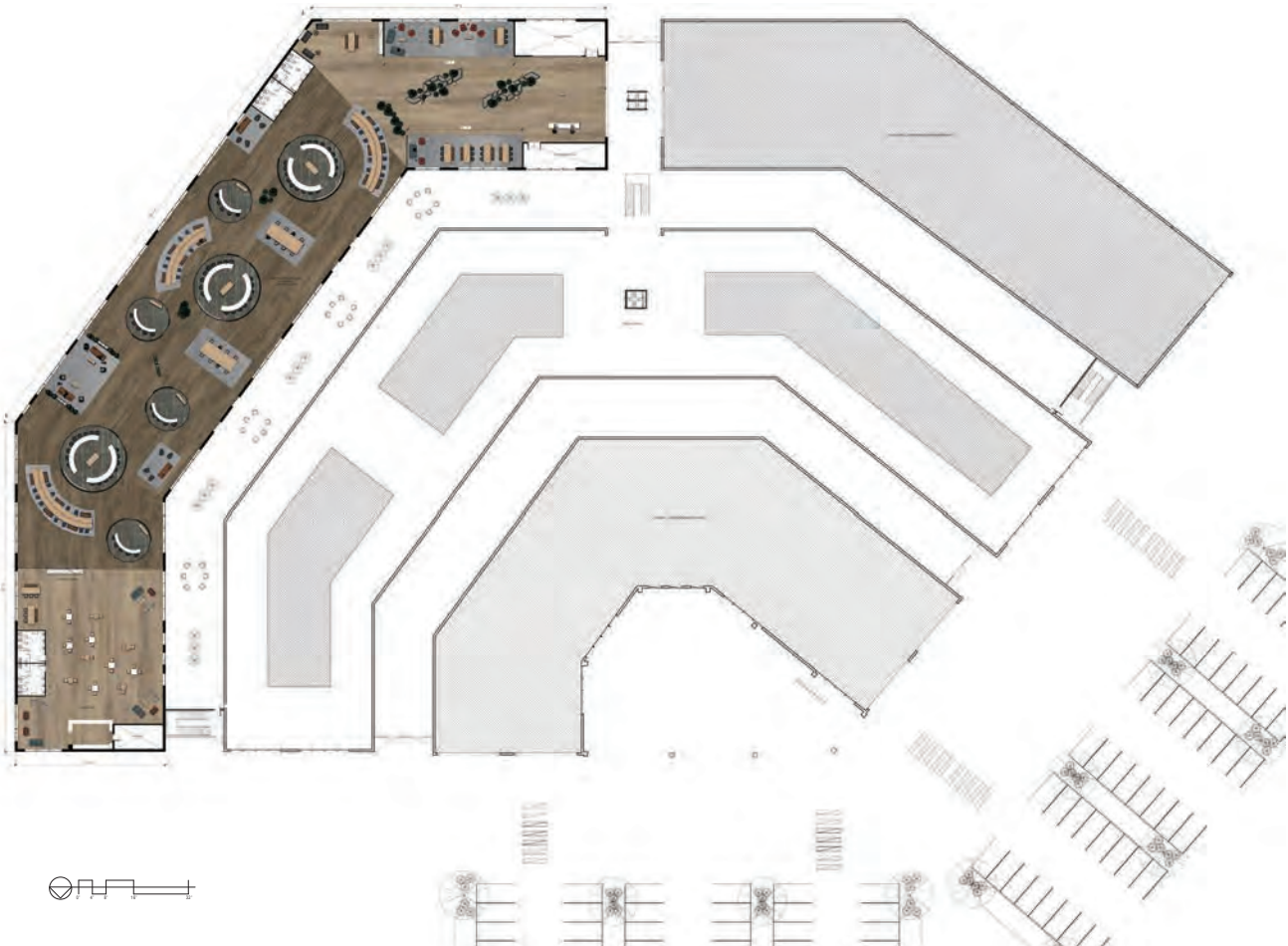
interior ideation



stacking diagram

On the left side of level one is a quiet workspace. This space is curated for individuals or teams who need a focused and tranquil space to work. There are several different options for occupants to choose how they want to work - whether it's in the open work area where computers are available, the open desks where they can plug in their own devices to work, or in the work rooms for teams to gather and communicate. There are also several lounge spaces where occupants can take a break from their work and find space to relax. A bookstore / techstore, along with printing areas are also provided to meet those needs. Acoustic ceiling solutions, and soft materials help to reduce noise and increase focus.

LEVEL ONE

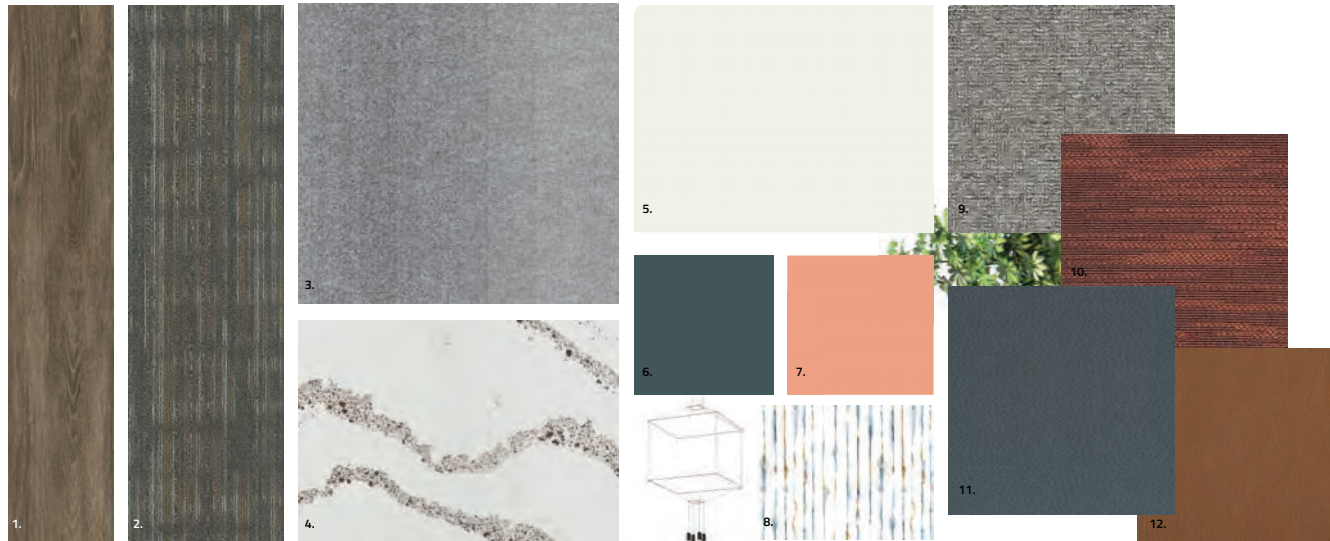


entry lounge + reception

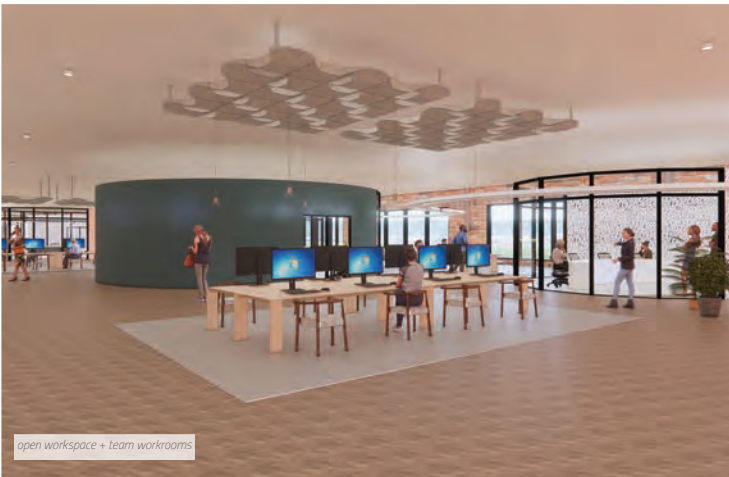
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MATERIALS + FINISHES



- 1. flooring: patcraft - enrich - comfort
- 2. flooring: patcraft - inverniss - geary
- 3. flooring: patcraft - dichroic - granite
- 4. countertops: cambria - annicca
- 5. main paint color: benjamin moore - vanilla milkshake
- 6. accent color: benjamin moore - amazon green
- 7. accent color: benjamin moore - coral spice
- 8. wallpaper: knoll - meander - lighthouse
- 9. upholstery 1: designtex - arne - light grey
- 10. upholstery 2: lum - ephemera - solar flare
- 11. upholstery 3: lum - blstream - hardware
- 12. upholstery 4: maharam - lariot - camel



open workspace + team workrooms



lounge area

FURNITURE SELECTIONS



entry lounge + reception furniture



workspace lounge furniture



work table furniture



entry lounge furniture



1. lounge chair: swedese - pillo
2. work table: bensen - radii table
3. work table chair: bensen - tokyo chair
4. work table bench: bensen - radii bench
5. sofa 1: bensen - edward
6. sofa 2: muuto - in situ
7. coffee table: muuto - workshop coffee table
8. entry modular seating: sitonit - nano
9. laptop table: davis - q6
10. desk chairs: humanscale - different world
11. lounge chair 2: davis - cova



cafe + bookstore + seating area



open workspace

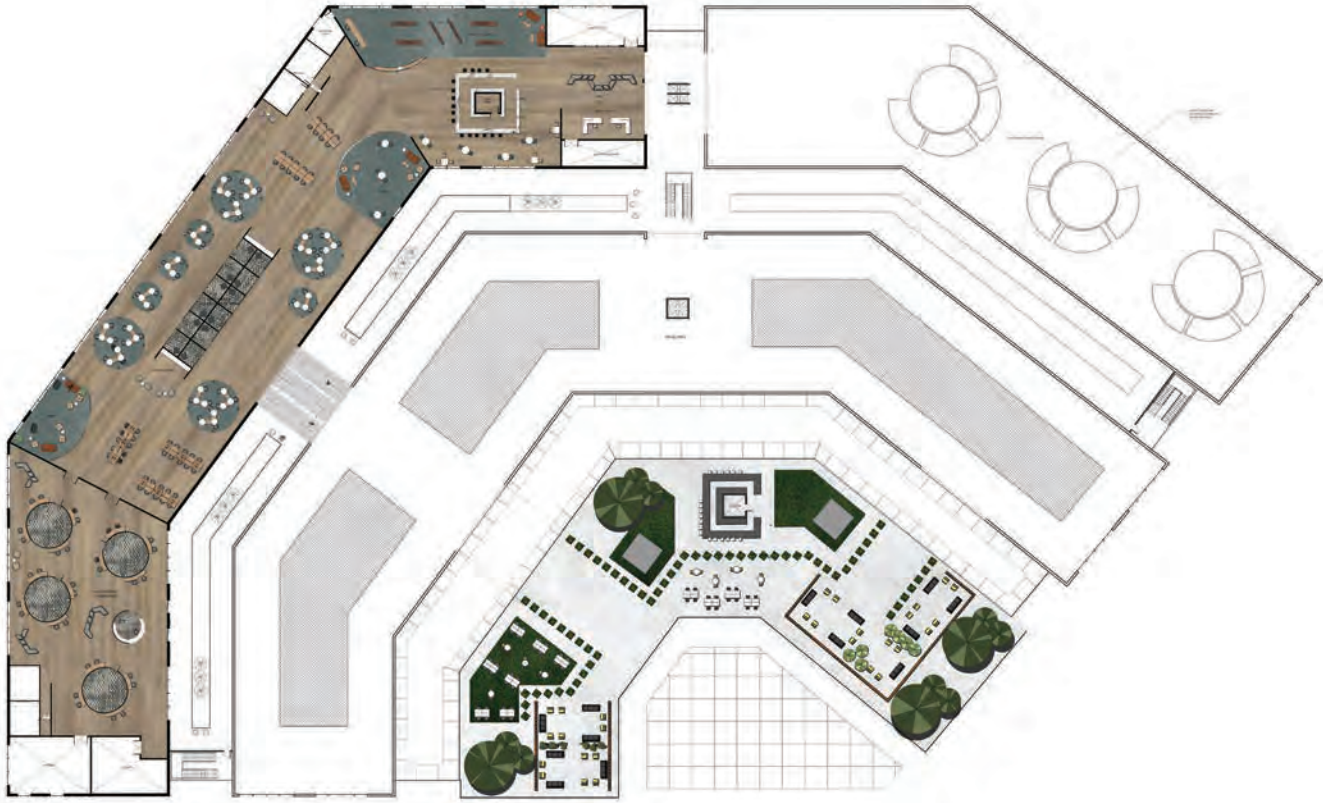


family-friendly workspace

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LEVEL TWO



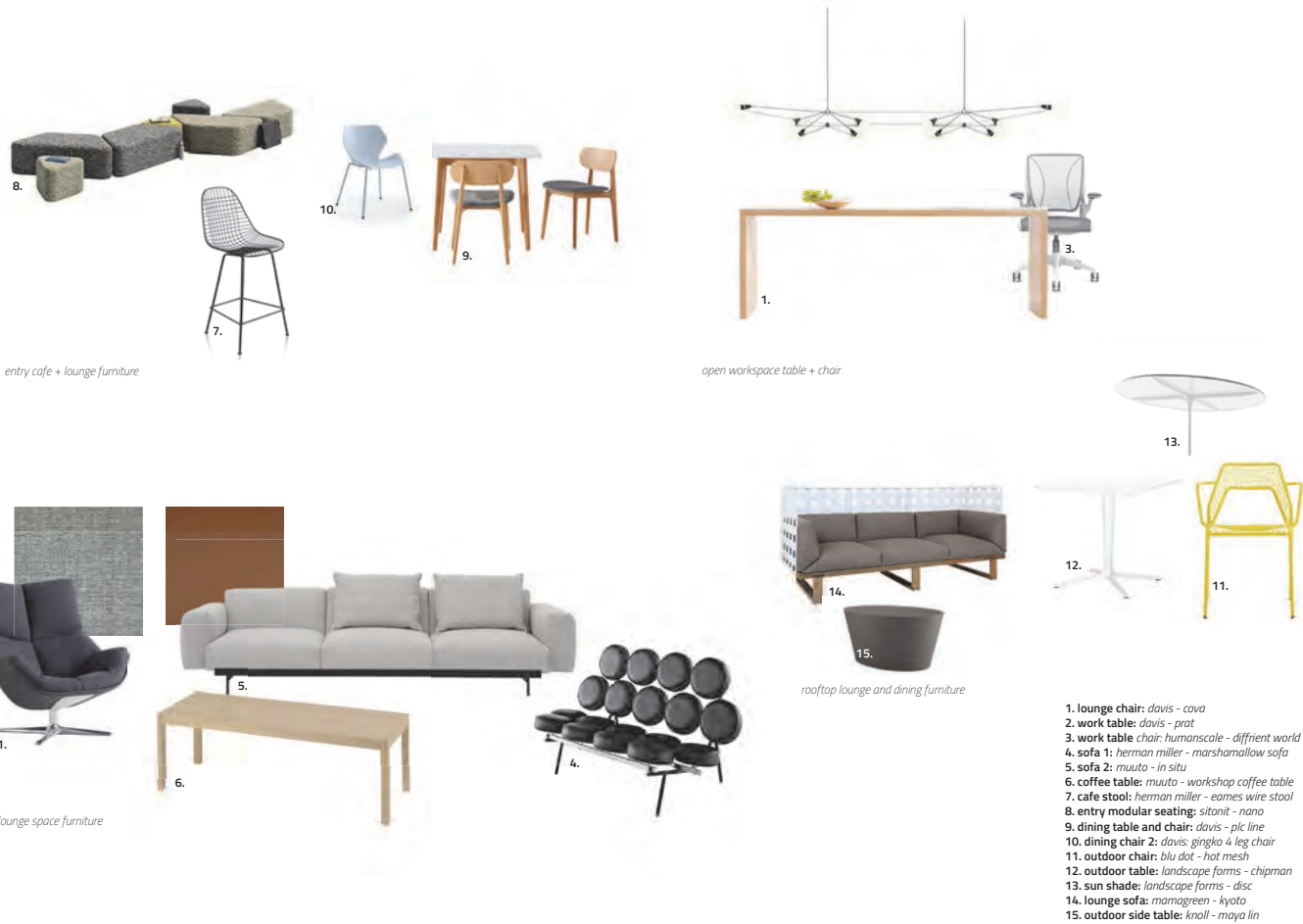
level two rooftop cafe + seating area



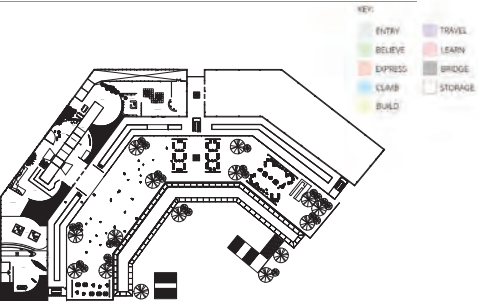
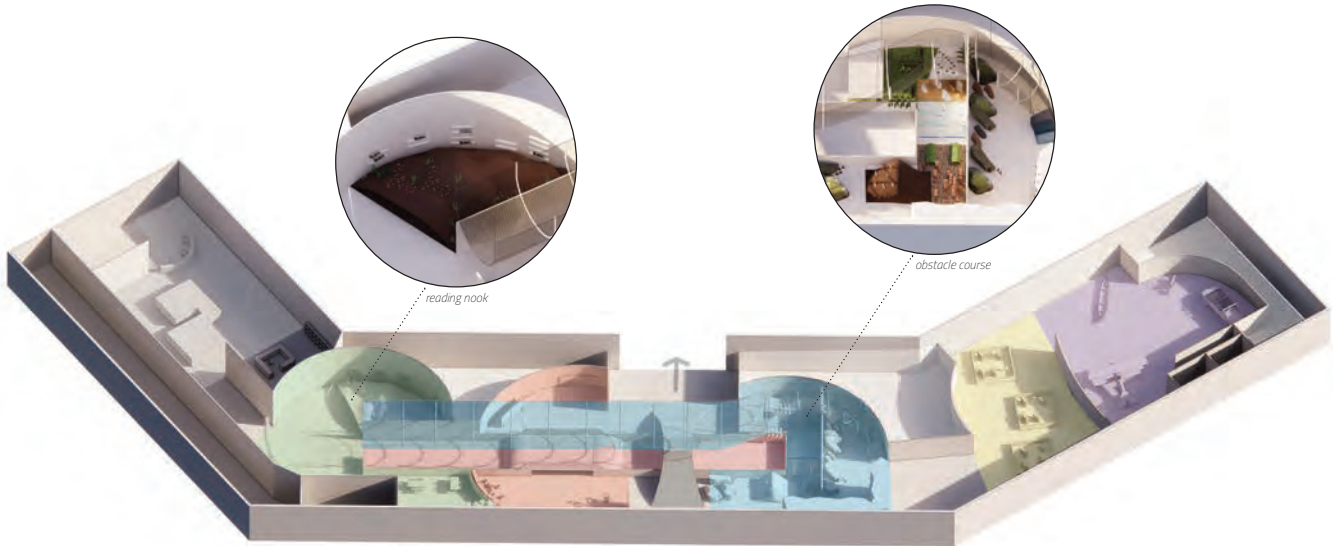
MATERIALS + FINISHES



FURNITURE SELECTIONS



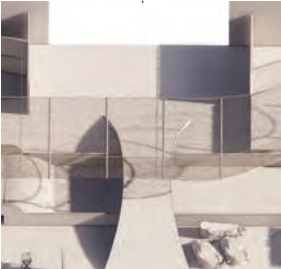
LEVEL THREE CHILDREN'S MUSEUM



children's museum design

Using the method of discovery based learning, there are 6 sections of the children's museum. Believe, Express, Climb, Build, Travel, and Learn (for 0-3 yr old). Each section flows into the next and allows children to use their imagination in each space they're in. In Build, the space is built off of a storybook world, with an underground reading nook that allows for exploration. In Express, children can create their own film with props, music, lighting, and costumes, and then watch it with their parents in the mini theater. Next, in Climb, children can go rock climbing, or go through an obstacle course where they visit different environments and can race to the end. In Build, children explore the idea of constructing with different pieces and either following the model set out before them or making up their own design. Lastly, in Travel they go around the world as they learn about different methods of transportation found in each part of the world. Learn, for younger kids, is set in the middle of the exhibits so that parents are able to interact with their children from anywhere in the museum. A bridge nestled between Express and Build, allow kids to go out and visit the rooftop where the spacious outdoor space gives them freedom to explore.

LEVEL THREE ROOFTOP



rooftop play area

During the warmer seasons, families can enjoy the rooftop level that connects directly from the indoors to the outdoors. The rooftop has lounge spaces, a cafe, and plenty of space for kids to play and explore. Pathways lead visitors to the lounge spaces and provide a contrast for the outdoors. In the winter season, this space can be used to make the building look alive and "well," as visitors come in and enjoy the interior experiences.

ELEVATIONS + SECTIONS

