In – between "Rådhusplassen" Space

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Mode of Design

This project investigates how digital transformation influences the space in-between "Rådhusplassen". By looking at specifically on applying BIG data technology into physical public space, the space will interact physically and digitally in real-time from spatial recognition and Oslo kommune data in order to activate the public space.

Mode of Design

The project is started by understanding the relation-
ship in-between spaces such as object and space,
interior and exterior, space and time and in-between
nature. Afterward, the project focuses specifically on
the relationship in-between urban objects and public
space.

Since we are living in the digital transformation world
which has been developing exponentially because
the technology is built upon technology. Many phys-
ical forms are turning into digital data. The world is
changing faster than in the past. The physical forms
that could not adapt to this changing speed, it will
disappear the same as the law of natural selection.

Therefore, I aware of digital transformation devel-
opment and start to question: what will happen to
physical public space in the digital transformation
world? Our physical public space where people so-
cialize and spend time together? How it will survive?
What new form would it be?

However, nowadays, people tend to spend more time on digital public space and less time in traditional physical public spaces. Is it because traditional public spaces could not adapt to the rapid change of digital transformation?

If public space has improved, how long it will survive because of the change? because the changing speed is also growing exponentially. How to develop the public space that will survive for the new change? Because it is changing all the time. The world is always under construction.

When it comes to social digital space. BIG data is one of the most powerful technologies that actually play with human perception.

"BIG data is a field that treats ways to analyze, systematically extract information from or otherwise deal with data sets that are too large or complex to be dealt with by traditional data-processing application software. BIG data challenges capturing data, data storage, data analysis, search, sharing, transfer, visualization, querying, updating, information privacy and data source. Therefore, big data often includes data with sizes that exceed the capacity of traditional software to process within an acceptable time and value." (Wikipedia)

Mode of Design

Therefore, I see the potential of applying BIG data technology into physical public space in order to activate physical public space to allow people to spend more time in physical public space as well as adapt to the speed of the digital transformation world.

I found 'Rådhusplassen' is an interesting transitional public space to investigate. 'Rådhusplassen' is located in Aker Brygge area and surrounded by different types of transportation: boat, bus, tram and historical/ cultural site: Oslo city hall, Nobel peace center, Akershus castle, Kontraskjæret park, new national museum, national architecture museum and Astrup Fearnley museum as well as commercial area.

Mode of Design

The design focuses on applying spatial data from spatial recognition which is captured in this area and Oslo kommune data into physical 'Rådhusplassen' space. The movable structure will interact in real-time from the spatial data to respond to people's behavior in the public space. At the same time, the structure itself can also display digitally and spatially as a three-dimensional communication platform from Oslo kommune where people can experience spatially. The data from Oslo kommune will communicate such as events from other public spaces to encourage people to revisit other public spaces as well. and connect with other public spaces in Oslo. It also creates a sculptural aspect in the public space.

I see In-between 'Rådhusplassen' space as an activating public space design model to apply to other neglected physical public spaces in the city as well. It is many public spaces hub where is connected as one.

Mode of Design
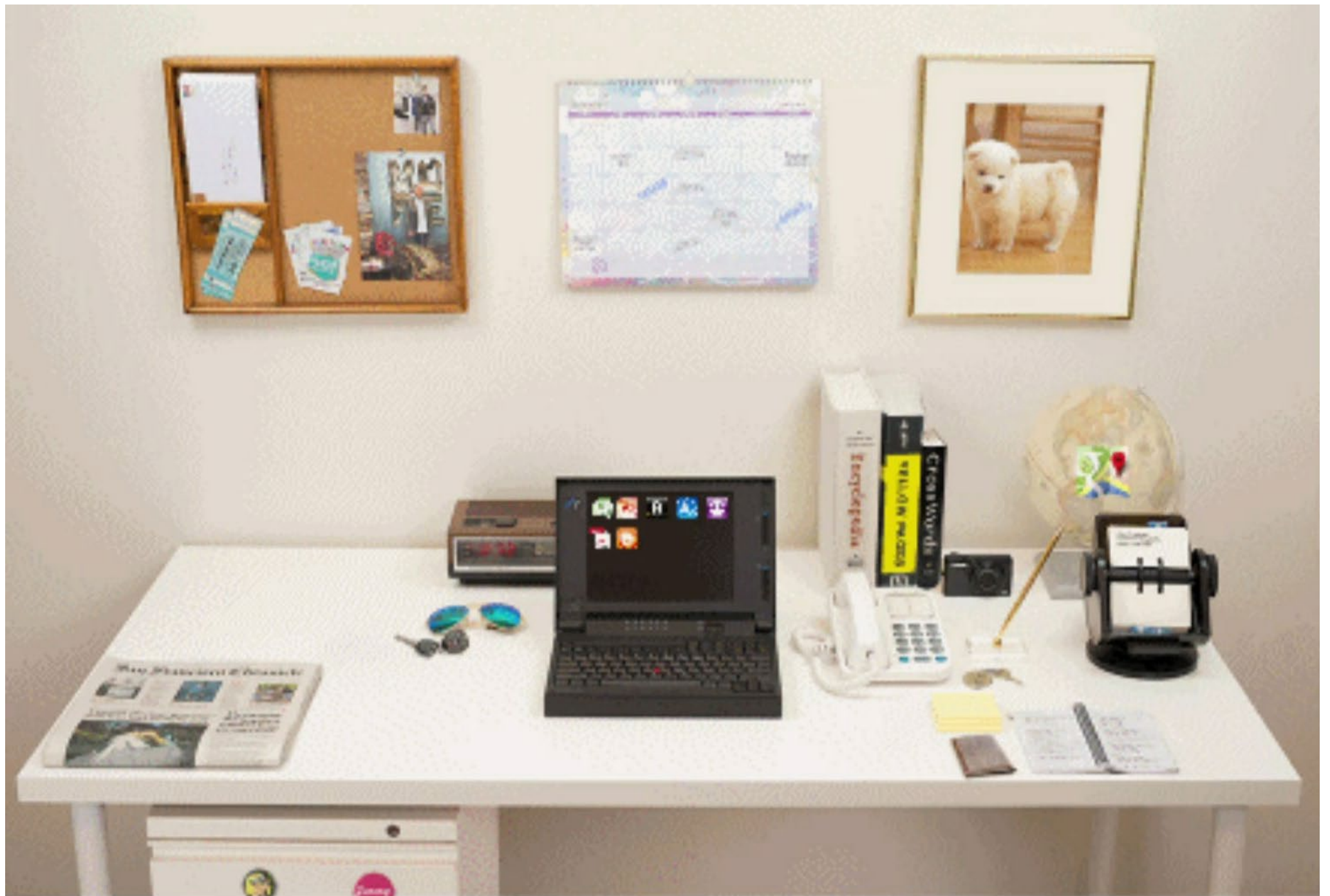Visual Essay
Learning Outcomes

1995

1998
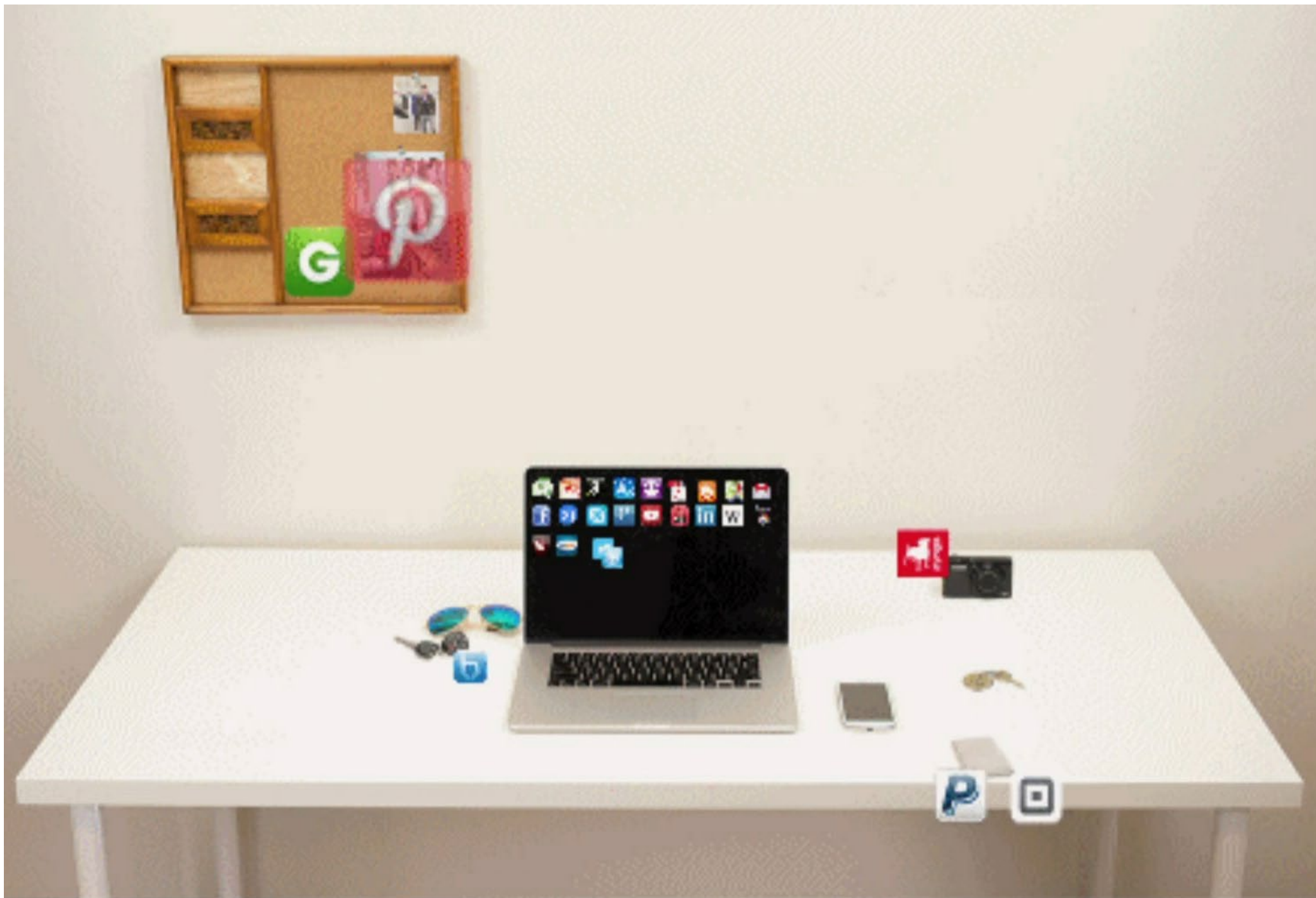
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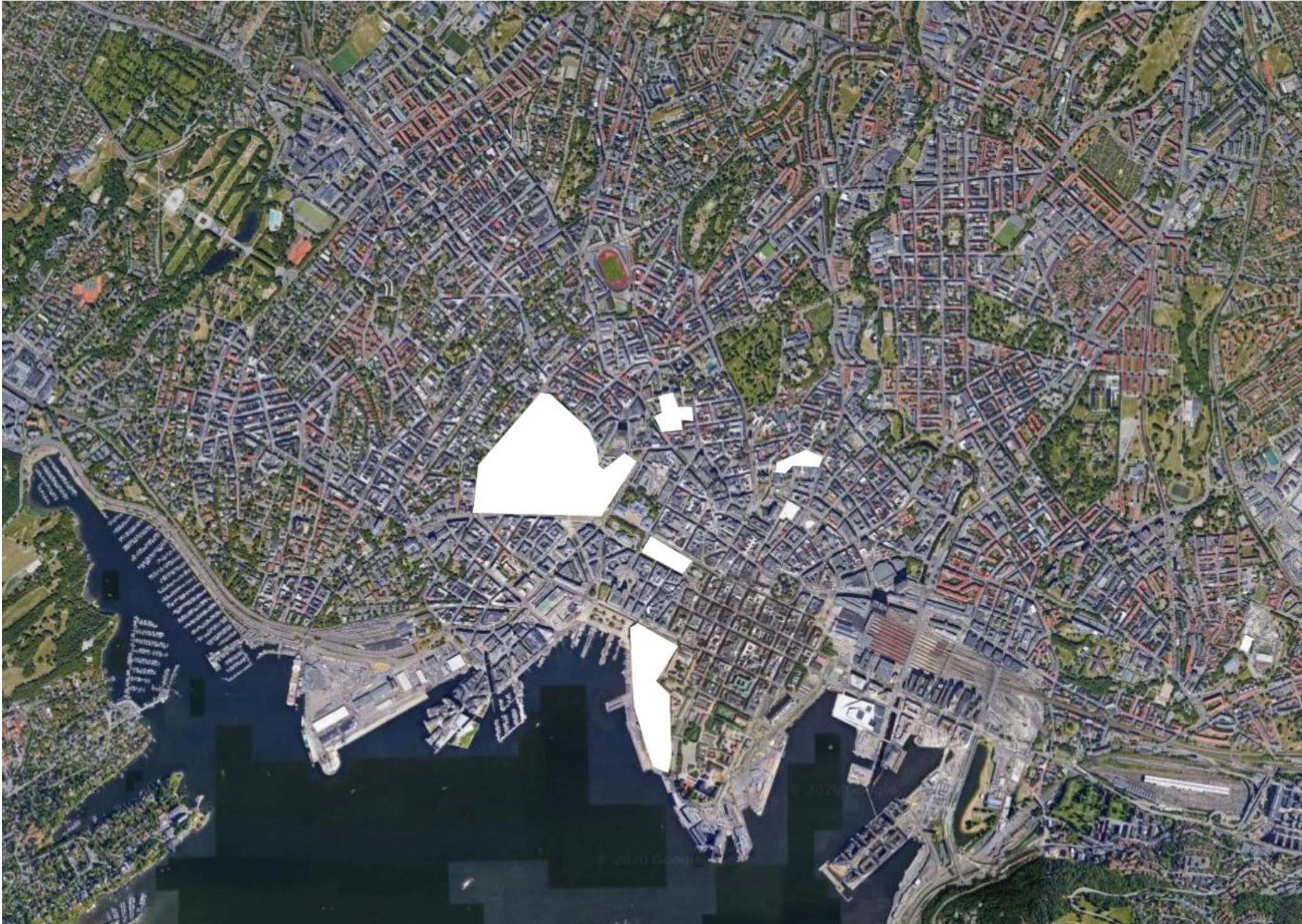
2006

2006

2010

2012

2013

2014

The project has redefined the area of in-between spaces. There are double layers of in-between spaces which is called "in-between-between spaces". The first layer of in-between space is considered as a transitional space (the space in-between Rådhusplassen). The second layer of in-between spaces is the space in between digital and physical.

The project has identified the role of spatial designer and spatial/architectural installation artist. These in-between/hybrid roles enable me to look at the qualities of in-between spatial design and installation art. What is these boundaries can offer? What is the potential, speciality and uniqueness of this combined roles? I considered this as my design sensibility.

Learning Outcomes   Define

By having spatial designer role allow me to look through all relationship related to spatial qualities from an object, interior, exterior until pubic space. An installation artist role enables me to implement art in a built-environment context. What art can do for public space? What is the meaning, art statement and message I would like to communicate with people? For instance, in this project, the design outcome is considered a small architectural installation that actually activates and affects the large urban public space and city scale. Therefore, by understanding the roles and the area of investigation very well allow me to see the big picture of the area and the cross-boundaries in-between it.

At the end of the project, I gradually see the positive potential opportunity of my hybrid roles can develop further in a professional level.

Learning Outcomes

Contextualise

Because this project is site-specific, it is very important to understand the historical and cultural aspects in order to work on the development of digital transformation.

By looking at what happened in the past, what is going on from Oslo kommune and what is expected to happen in the future from digital transformation development. The project itself works mainly on digital which communicates the essence of the project very well how digital influence physical space.

The most difficult part in this project is that there are many layers overlapping. The first layer is the digital transformation. The second layer is in-between spaces. The third layer is site-specific (Rådhusplassen context). The last layer is how three different things can develop. All layers also have a high level of complexity and large are.

I have learned to scope the area of the project by looking at the objective and try to understand the core idea of each layer. What the intention and the core message I want to offer people to experience and it will actually change the way people think and the way people use public space.

Another lesson that I have learned from working with a large topic and abstraction is to have a visionary mindset: visionary for the upcoming future and visionary as a designer.

I also have learned that design is not only about improving the place, having a better function or solving problems, but rather design is about implementing visionary we have. Design can make a change. It reflects the world the people believe. What is going to be? I have learned that design is a very powerful tool that can affect society at large Therefore, it is very important to have design visionary and a positive mindset.

Learning Outcomes

Objectives

The project has demonstrated the aim of exploring the relationship in-between space specifically on the urban object and public space. The design proposal has shown how to use advanced technology to activate physical public space. The most interesting thing is that the digital platform makes people spend less time on physical public space is actually the one that activates and makes people spend more time in physical public space.

I found myself spend most of my master's project on investigating, exploring, mapping, accessing the right entry point since I have many layers overlapping. At the end of the project, I found that it was the most valuable lesson I have experienced because working with very large topics at the same time really encouraged me to consider what is actually the core idea of each topic? by seeing the repeated qualities and elements.

The project has demonstrated the design proposal as well as the activating public space design model in the digital transformation world which can apply to other contexts in the city.

Learning Outcomes

Present & Convey

The project has reflected exploring the relationship in-between space in the digital transformation world from positive visionary and has reflected design sensibility and in-between/hybrid role of the designer.

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