Term Project

Topic: *"Urban Hangout!"*
Theme: *Reorganizing Dispersed Urban Leisure Activities*
Location: *Bahçelievler, Ankara*
* A field trip will be made to the project area on the **16th of February.**

Leisure activities constitute a significant part of everyday urban life. Outside of formal education, organized sports, and work-related environments, individuals spend their free time engaging in various recreational activities such as playing games, socializing, consuming digital entertainment, attending small-scale performances, or simply spending time in informal social settings. In contemporary cities, these activities are typically dispersed across streets, side streets, and small-scale interior spaces such as cafés, game halls, billiard rooms, and digital entertainment venues.

Rather than existing as a single, clearly defined architectural entity, leisure activities tend to appear as fragmented, loosely connected, and spatially disconnected units within the urban fabric. This project questions how such dispersed and street-based leisure practices can be reconsidered as a coherent architectural system.

The primary aim of the studio is to explore the transformation of **urban, street-based leisure activities into an interior spatial organization.** This interior is not defined as a completely enclosed or sealed building. Instead, it may consist of **enclosed, semi-open, and semi-covered spaces,** allowing continuity between interior and exterior conditions while maintaining a clear architectural structure. The project therefore focuses on **interiorization rather than enclosure,** and on spatial continuity rather than object-based design.

The Urban Context: Kızılay, Ankara

The selected site is located in Bahçelievler, Çankaya, within a dense educational and urban corridor of Ankara. The area lies within walking distance of multiple universities and high schools and is positioned between, rather than inside, major campus environments. As such, it accommodates a diverse and continuous flow of users throughout the day and evening.

The surrounding urban fabric already contains numerous small-scale leisure-oriented venues, including cafés, billiard halls, game spaces, and informal social meeting points. These functions exist independently, scattered across streets and side streets, without spatial or organizational continuity.

The project site was previously occupied by a tourism and hospitality high school and an associated practice hotel, which have since been demolished. The site is currently vacant. While this former use is not to be replicated, it indicates the site's long-standing association with public, semi-public, and service-oriented programs.

The studio does not aim to recreate outdoor leisure spaces or street life directly. Instead, it seeks to translate the logic of street-based leisure into an interior spatial framework, responding to the fragmented and dense urban condition of the area.

Architectural Program

Students are expected to design Urban Hangout!!! that brings together various non-instructor-based leisure activities within a coherent architectural system. These activities are typically experienced separately across the city but are here reorganized through interior circulation, spatial sequencing, and programmatic relationships.

The project explicitly excludes:

- Formal education and studying spaces
- Organized or competitive sports facilities
- Commercial retail functions
- Large-scale performance halls or event venues

The emphasis of the project lies in:

- Interior framework as a primary design driver
- Spatial continuity and transition
- The coexistence of multiple leisure activities within architectural discourse
- The relationship between enclosed, semi-open, and open interior spaces

Students are encouraged to understand leisure not as a themed attraction or commercial entertainment complex, but as an everyday urban condition that can be spatially restructured through architectural design.

Arch202 Scope

Arch202 students will design the main Indoor Leisure Building, focusing on leisure activities that do not require instructors or formal supervision. The architectural program will be established by every students due to their approach to the design problem.

- Approximate enclosed area: 2,500 – 3,000 ㎡
- Activities may include (non-exhaustive):
  - Game-based leisure (e.g. billiards, table games, bowling)
  - Digital entertainment and e-sports
  - Puzzle, escape, and interactive play spaces
  - Small-scale performance or stand-up rooms
  - Limited food and beverage spaces (secondary function)
- Facilities as locker rooms, wet spaces, recreations, and collaborations
- Admin areas/Ticket/Public Relations offices
- Service areas
- Outdoor and surrounding facilities that relate the project
- Students are expected to relate their buildings with a mass study in urban design level including the arch302 program.

Students are responsible for:

- Defining user profiles
- Conducting basic field observations and user research
- Developing and justifying their architectural program
- A consistent conceptual approach

- Create an architectural framework which integrates to the conceptual approach

Arch302 Scope

Arch302 students will design an additional building or extension that complements the Arch202 project and focuses on instructor-based leisure activities.

These activities require guidance, repetition, and controlled spatial conditions, such as:

- Music and vocal training
- Visual arts and creative workshops
- Performance-related practices
- Other instructor-led leisure activities
- Approximate enclosed area: 2,000 - 2,500 ㎡
- For Arch 202-302, the vehicle circulation and entrance to indoor carparking should be thought, indoor carparking and service spaces for building services should be located at the basement floor. These areas are excluded from above architectural program.

The Arch302 project must:

- Establish a clear architectural relationship with the Arch202 building
- Maintain spatial continuity without dominating the main leisure structure
- Address differences in privacy, acoustic control, and spatial discipline

PROGRAM DEVELOPMENT APPROACH

The architectural program will not be provided as a fixed list. Instead, students are expected to develop and justify their programs through:

- Field observations
- User surveys and interviews
- Analysis of existing leisure patterns in the surrounding area

Program development is considered a design task, not a preliminary step. Students must demonstrate how programmatic decisions inform spatial organization and architectural form.

Methods of learning

As a part of an architectural design studio, critics, project progress, juries, and self-elaboration are crucial learning methods. Besides independent studio works, the students from different semesters will have the opportunity to work together in this vertically arranged studio. Moreover, site trips, city walks, readings, and visual expression exercises are the other methods of this studio.

Outcomes

The following outcomes are common to arch202 and arch302 students. By the end of the semester, the students will be able to:

- synthesize analysis, research and ideas of the buildings and complex urban settings.
- acquire awareness of the requirements of environmental, cultural and economic sustainability in local scales and campus environment.
- identify functional needs and uses and develop design strategies for education and working places based on social, cultural and higher education scenarios.
- effectively use the traditional and virtual communication technologies and visual expression tools.
- develop maturity in teamwork, and individual responsibility to collective achievement.
- get ability to achieve solutions for self-created scenarios considering the captured knowledge from possible users and problems in given context and scale

Criteria of evaluation

The following criteria are evaluated throughout the semester by considering projected outcomes with evaluation phases.

- Architectural drawing quality to show the project ideas and development
- Conceptual background and functional approach to design problem and context
- Visuality techniques and presentation skills to state and defense ideas and designs
- Capability to deal with the facts of city and nature, and develop bases for connection to projects
- Ability to initiate project design cycle from start to end considering critics, research and actualization.

- Research in proper way, transferring findings in project environment and reflect the outcomes in design
- Prepare the submission due to instructions and presentation of the project
- Attendance in the accordance of the university regulation, and actively participating in the sessions, activities, discussions and critics during the classes

Evaluation Phases:

- Mid-term Jury: 30%

- Assignments and Attendance: 20% (assignments and project process throughout the semester)

- Final Jury: 50%

WEEK 4
Site Analysis Submission, and Studies on Concept, Scenario and Architectural Program

WEEK 8
MID JURY

SYLLABUS

WEEK 2
SITE VISIT

WEEK 3
Studies on site analysis

WEEK 5
Concept, Scenario and Architectural program Submission

FINAL JURY