

Term Project

Topic: *“Re-stage”*

Theme: Hybrid scenarios in performance spaces

Location: Kızılay, Ankara

* A field trip will be made to the project area on the **03rd of February.**

Performance, at its core, is an act of communication, interaction, and expression. It transcends physical boundaries, engaging audiences emotionally and intellectually, whether they are present on-site or connected remotely. In an era where hybrid systems dominate our social, cultural, and professional lives, performance spaces demand a redefinition. Hybrid performance design offers an opportunity to explore how architecture can mediate these dualities, creating environments that foster inclusivity, adaptability, and engagement. Such spaces do not merely house performances; they become performances themselves, where the spatial experience is as critical as the activities it hosts.

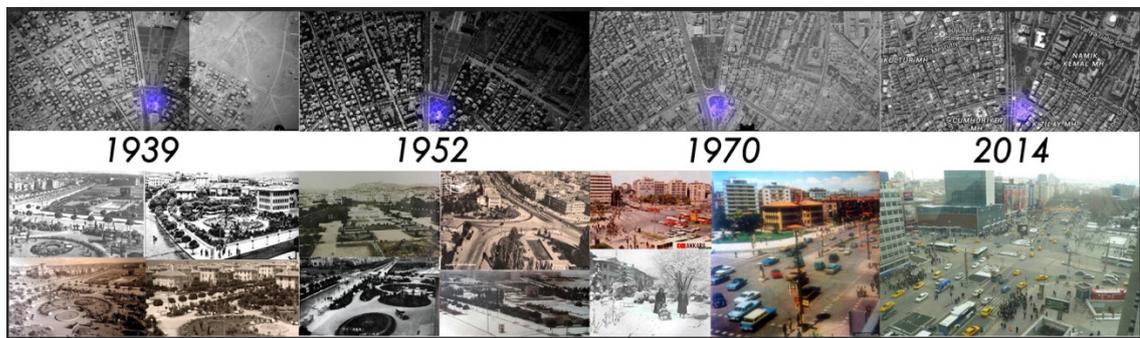
The act of performing is deeply intertwined with its spatial and social context. A successful performance engages not only through its content but also through its setting, audience, and the interactions between these elements. Hybrid performance spaces add another layer to this discourse, blurring the lines between physical presence and virtual interaction. They challenge architects to design for an audience that is both here and elsewhere, for performances that are both real and mediated. The hybrid performance project aims to merge **the physical and virtual, public and private, ephemeral and permanent** through an architectural narrative. Key design principles include: **spatial flexibility, urban integration, technological innovation and public engagement.**

The Urban Context: Kızılay, Ankara

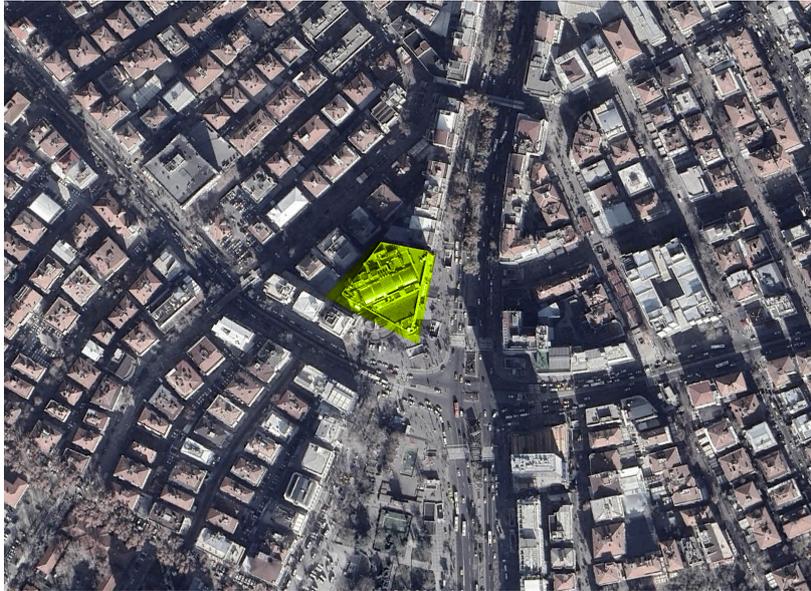
Kızılay Square is a dynamic urban node, characterized by its dense network of social, cultural, and infrastructural systems. Located at the heart of Ankara, it serves as a convergence point for diverse urban

flows, including pedestrians, vehicular traffic, commerce, and public events. The square is more than a physical space; it is a symbol of the city's vibrancy and identity.

The parcel where Kızılay Shopping Mall stands today was once the heart of Ankara's public life during the early Republic era. Built in 1929, the Kızılay General Directorate building defined the square's name and character. This area hosted open public activities and social gatherings until the building's demolition in the 1970s, leading to its transformation into a commercial hub. The construction of Kızılay Shopping Mall further limited the public nature of the square, turning it into a dense commercial zone. In this context, the question arises: how could this parcel be reimagined as an alternative public space?



The Kızılay AVM site occupies a critical position in Ankara's urban fabric, serving as both a commercial hub and a connector within the city's dense pedestrian and transit networks. Yet, its existence prompts the question: what would this site mean to the city if Kızılay AVM had never been built? Students are encouraged to question not only the architectural possibilities but also the socio-cultural and environmental impacts of reimagining this parcel. Could the absence of Kızılay AVM have offered the city a more inclusive, participatory, or adaptive space? This inquiry invites students to critically assess the site's potential as a transformative canvas for hybrid performance design, unburdened by its current commercial connotations.



Architectural Program

All of the students in the studio will focus on the hybrid performance design including development, performance activities and scenarios by figuring the spaces for involvement distance performers or audiences. Students of arch202 will be dealing with a program with expanded scale and scenario as mentioned below.

Students will develop their architectural program due to following instructions and their project-built context and concept. The limits and scales differ for arch202 and arch302 students as:

Arch202:

- Spaces for performances with activity and audiences zones. Should be organized due to students' scenario and include 500 people at the total of listener/watcher/experiencer/...
- Spaces for preparation of the performers
- Foyer/Temporary-Permanent Exhibition Spaces. Should be a buffer and activity zone between performance space(s) and outside or building main entrance.
- Cafeteria and leisure units
- 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
- Above closed spaces are expected to be 2000m²-2500m² at total.
- Students are expected to relate their buildings with a mass study in urban design level including the arch302 program.

Arch302:

- Production/working/Studying training spaces: 1500 m²
 - Exhibition and rehearsal spaces: 750 m²
 - Multi-purpose areas for applications, events
 - Offices for educators, seminar and meeting rooms
 - Admin Areas
 - Facilities as lockers and wet spaces (no limitation)
 - Service areas
 - Outdoor and surrounding facilities that relate the project
 - Above closed spaces are expected to be 2500m²-3500m² at total.
- 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.

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%