

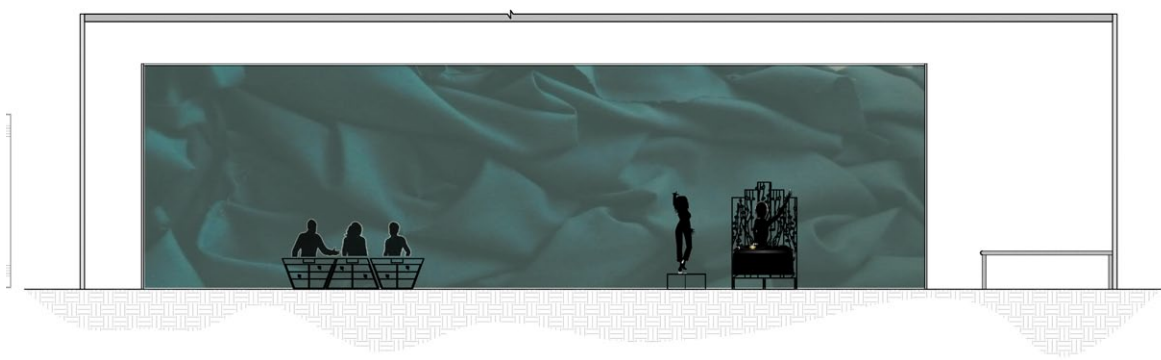
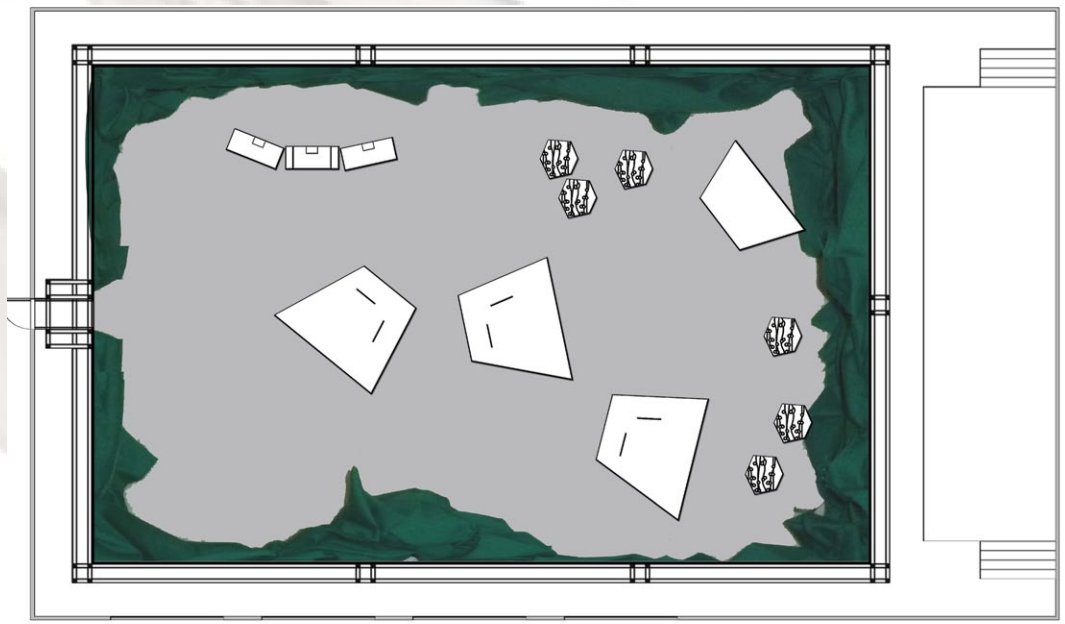
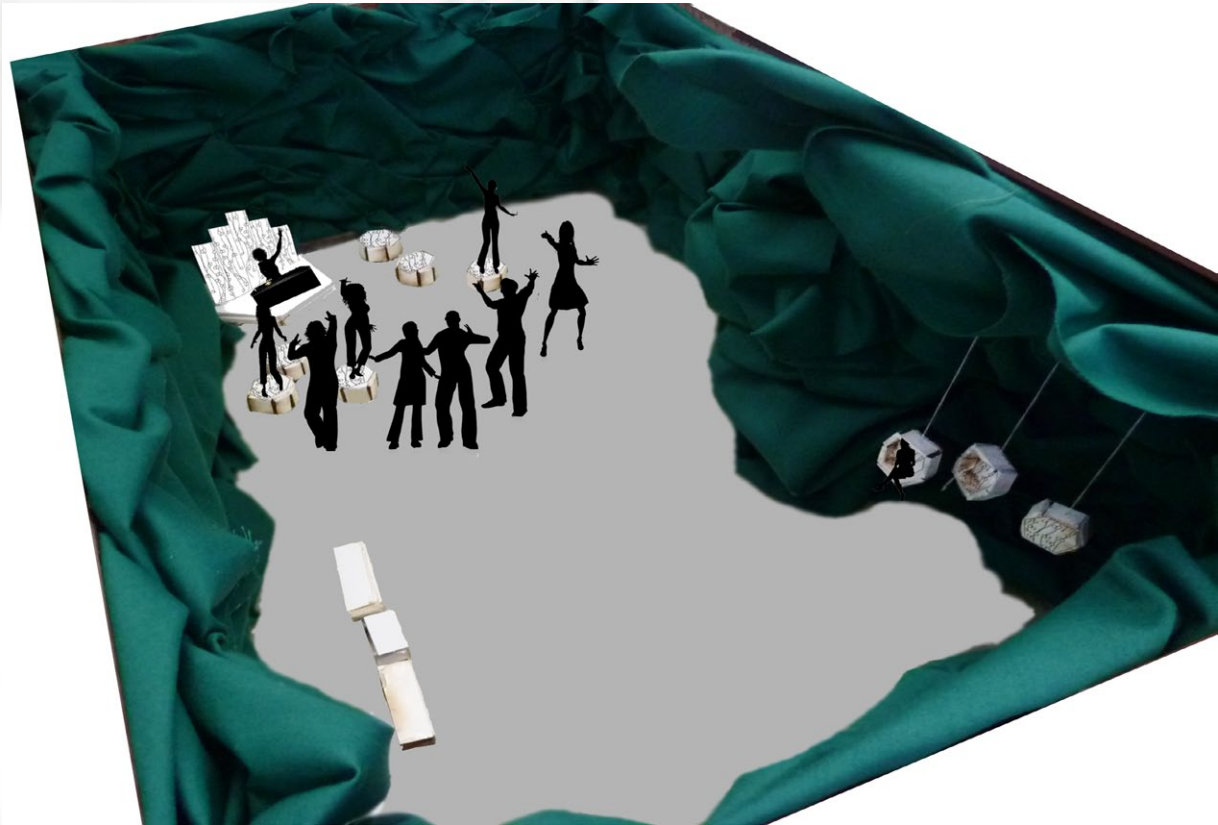
RESUME OF MICHELLE GEDDES

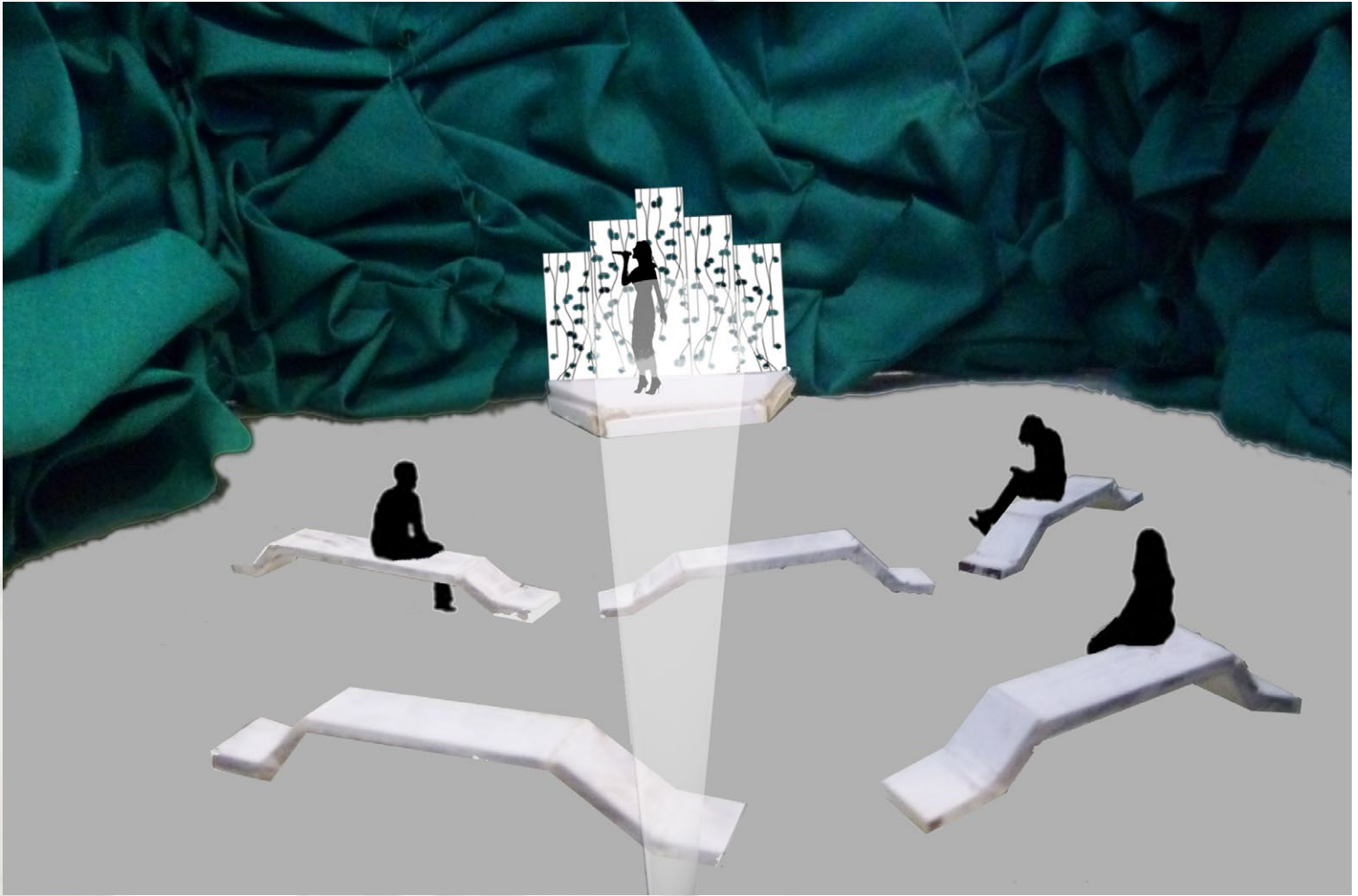
Bachelor of Design (Interior Design)

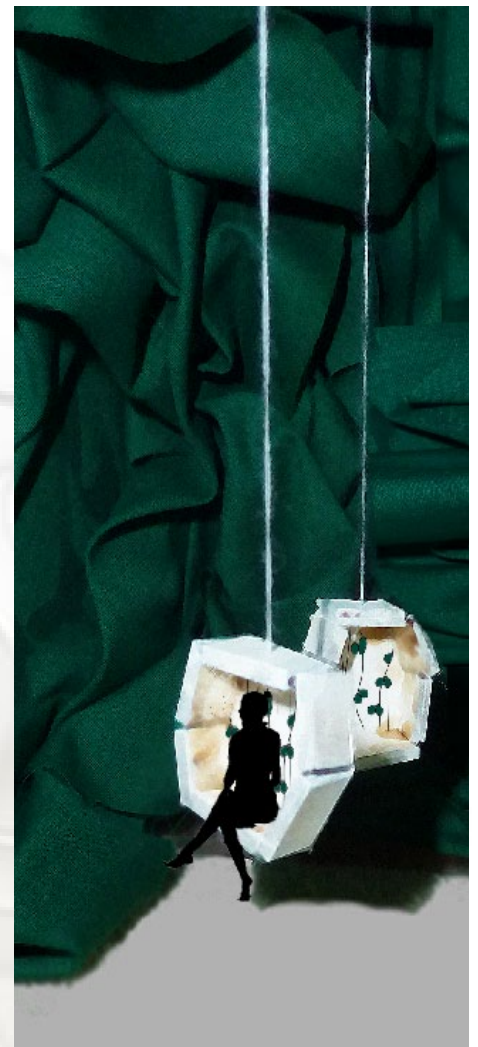
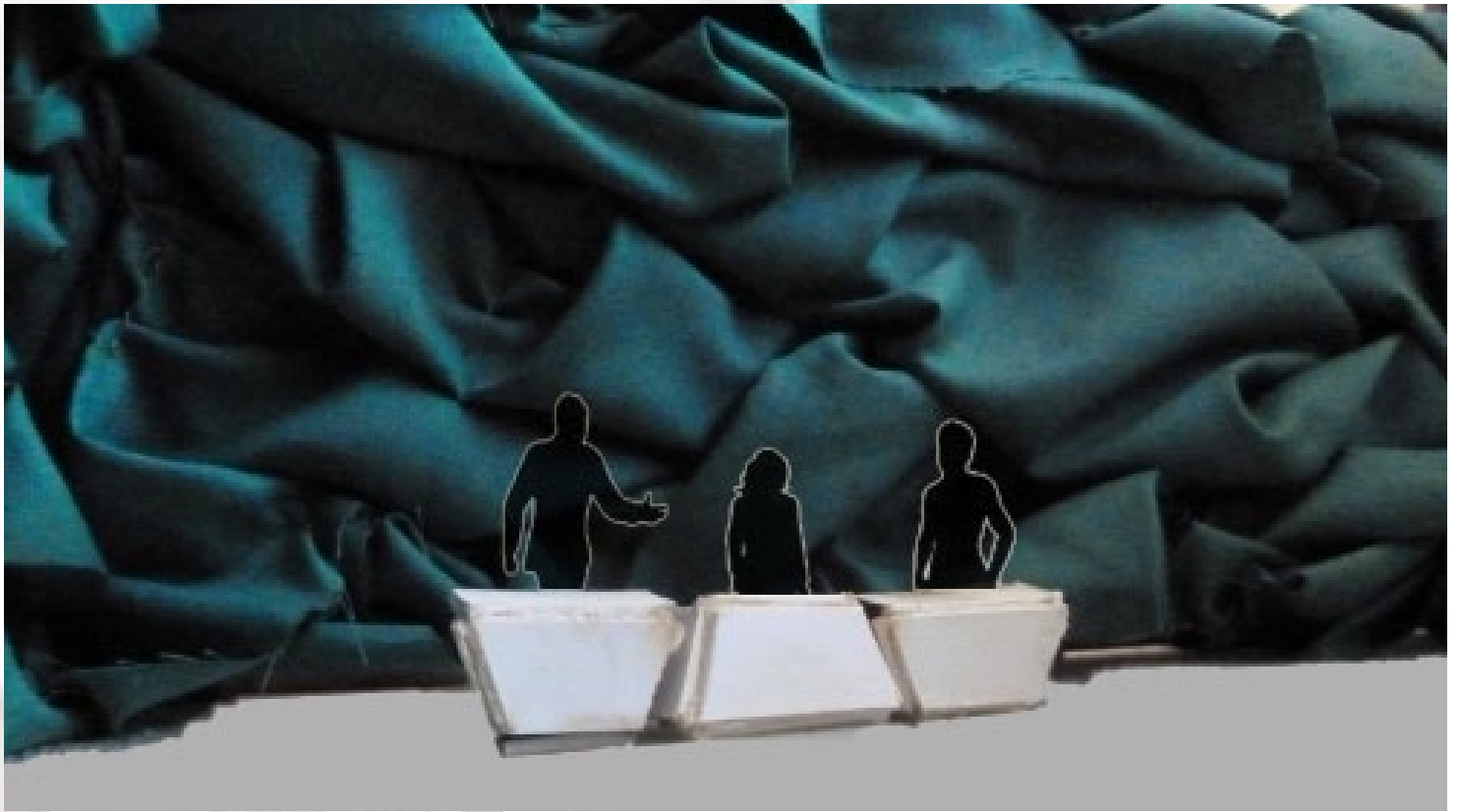


Design Philosophy: To incorporate function into aesthetics whilst designing with soul

PLAYPEN - By abstracting elements and principles of playgrounds this entertaining, social and playful venue will grow and shrink to mould into the designated community hall







INTERLACING PLAYCLUB

By interlacing elements and principles of playgrounds into a young adult scene, a social space will be created that is unique, playful, entertaining and irresistible to temptation. Interlacing Playclub will also justify the existence of nightclubs and bars by satisfying specific human needs and wants.

If children are encouraged to use playgrounds because of the physical, social and cognitive benefits, then why are adults not encouraged to do the same but just in different environments such as nightclubs and bars?

This project analyses the unacknowledged benefits of nightclubs. From a large body of research it was found that the nightclub is simply an adult version of the playground due to the considerable amount of similarities between the two venues. The following key themes, principles and elements emerged from playground research and observation:

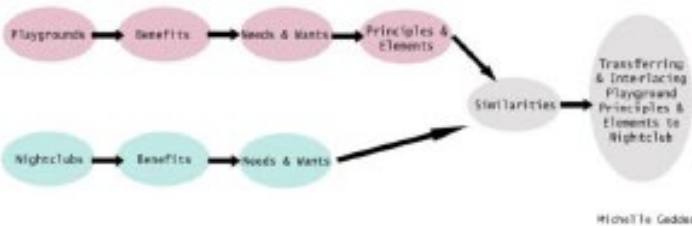
- Children prefer playgrounds with a high degree of challenge, novelty and complexity
- There are three main categories of play
 - o physical skill development (the desire to run, jump and swing)
 - o social development (sharing, respecting other views, expressing ideas and feelings)
 - o cognitive development (discover, explore and developing an understanding)
- There are four categories of children's participation in social interactions
 - o Solitary Play (children play apart from others or with their backs to other children)
 - o Parallel Play (children play independently of others even though at close proximity)
 - o Associated Play (children play with others in a similar activity)
 - o Cooperative Play (children organise themselves in a group with a common goal)
- A range of settings should exist from very specific and defined settings to ambiguous ones
- There should be an area in the playground for emotional release where children can express emotions, role play, or be aggressive without harm to others.
- The playground should be designed to provide retreat and break away points, clear accomplishment points and the opportunity to observe peers.
- There should be loose, dynamic, interchangeable and manipulative elements that can be used in a variety of ways.

Through researching and observing playgrounds, the project will abstract and then transfer playground elements and principles into a young adult social scene. This will recognise and articulate the positive aspects of nightclubs and bars.

Ray Oldenburg, an urban sociologist, believes society needs dependable places of refuge where people can escape the stressful demands of money, work and other pressures in life. Nightclubs help many young adults release the pressure of their daily lives, and give them the opportunity of distraction and entertainment, while enjoying themselves among peers. Club culture is described as a social phenomenon and form of entertainment that answers certain needs of people who use its products. Discovered through a body of research, this project aims to satisfy three specific human needs and wants:

- The need for social interaction (with friends and to meet new people)
- The need for a boost of self-confidence and self-esteem
- The need to release themselves from social norms and daily pressures

The Journey:



Precedents & Inspirations

Traditional Playground

Inspired by the levels created; the traditional elements such as a slide; the primary colours used; the use of nature as its surroundings; the openness



Contemporary Playground

Inspired by the levels created; the strong sense of play and fluidity; the focus on physical, social and cognitive development

Lines Hotel, Brisbane - Alexander Lotersztain

Inspired by the opportunity to manipulate dynamic and interchangeable elements; the outdoor, relaxed vibe; the private areas to observe others



Cloudland, Brisbane - Nic Brunner, Alexa Nice

Inspired by the magical experience that is created; finding delight in the small elements; the element of discovery

Section 8, Melbourne- Dire Tribe
Inspired by the imperfections that create its beauty; its ability to be demounted and transferred; the levels created; the openness



TYOLOGY POSSIBILITIES

1. Floating Architecture

The intrigue of a floating, playful party venue will be irresistible for young adults. The attendees will board the unique space which will then float along magnificent waterways throughout Brisbane. After three months, Interlacing Playclub will then travel to the next Australian coastal city or sub-city and this cycle will be continued. All young adults would jump at the chance to board this social, party venue. The advantages of a floating venue is its innovation, excitement, and sense of play that is created, the structure could be curvaceous, beautiful, unique and press the boundaries of existing pieces of floating architecture. Interlacing Playclub would become a tourist destination for Australia and have the world discussing this unique venue. The detriment of this possibility is that the entire structure will have to be designed in 14 weeks in Semester 2 with little knowledge on floating vessels and architectural structures.



2. Demountable Structure



Interlacing Playclub could be placed into open green fields in any Australian city or country town. The space would be designed with a strong sense of play in order to create a unique form that will suit the venue and its concept. The structure would also have to be demountable as the venue will have to be easily transported to the next site. The advantages of Interlacing Playclub being in open green fields is that the space can take on any form as there are limited restrictions. The space may also feel similar to park playground creating that sense of play. Sub-cities and country towns would thrive on this venue as the majority of nightclubs and bars are in the major Australian cities. The downside to this possibility is that festivals and circuses have already used this idea of transporting the venue and therefore is not 100% unique.

3. Internal Insertion

Community Halls around Australia are generally bland structures with large open interior spaces so the space can be manipulated into whatever is needed and desired. In order to re-life these spaces, Interlacing Playclub could be inserted into the community halls and transported every three months to the next Australian city or country town with a hall. Therefore the space would have to be demountable. As the halls will all be different sizes and shapes, this will have to be considered in the design process. The benefits of inserting the venue into an already existing structure is that the design of the interior can be the main focus instead of both the interior and the exterior. Not only will the concept of placing a social, party atmosphere into community halls be unique and intriguing, but the re-living of these spaces will be beneficial to the community. The major disadvantage is that many young adults have a poor perception of Community Halls and therefore may not attend the venue.



Functional Brief

TYOLOGY

The proposed typology is a nightclub involving drinking, dancing, entertainment and socialising interlaced with playground elements and principles. Depending on which of the three possibilities is chosen, the space could also resemble boats and cruise ships, or outdoor music festivals and circuses.



TARGET NICHE

Interlacing Playclub is aimed at 18 to 30 year olds that enjoy a night out of socialising and are interested to visit a unique, playful space. The majority of the target market will either be studying or working full-time and therefore need a release from their daily pressures. Currently, this target group go clubbing approximately once a fortnight but would be keen to attend a new venue as their weekends are becoming slightly repetitive.

CONTEXT

Geographical Context

Transportable architecture is a building, a landscape, a sculptural yet usable object or an interior space, any human-made environment which is brought into existence in a specific place for a limited time, though its impact may continue for much longer. Unlike conventional buildings, transportable ones are designed to take move-ability into account - when their value at a particular place is expended, deployment, rather than destruction, is their key feature.

Possibility 1 - Floating Architecture

If floating architecture is chosen, the venue would cruise around an Australian city or sub-city for three months before moving to the next one. Every night at 9pm the venue would be open for anyone over 18 years of age and will close in the early hours of the morning. When the venue is not open to the public, the floating architecture will be in dock whilst being cleaned and prepared for the next night of fun and entertainment.

Possibility 2 - Demountable Structure

If this possibility is chosen, the venue will travel around green-fields all over Australia. The structure will need to be collapsable and transportable because every three months the venue will move onto the next site. The major advantage of this possibility is that the venue can travel to any city, sub-city or country town that has a green-field. Therefore the majority of young adults in Australia will have the chance to experience this innovative, playful space.

Possibility 3 - Internal Insertion

Again, the venue will need to be transportable if chosen because the Community Hall site will change every three months. Any city or country town in Australia can take advantage of this opportunity as long as there is a Community Hall present. The main down side of this possibility is the form restraints and the limited amount of people that could fit within, depending on the size of the hall.

Climate

Due to the different seasons and varying temperatures around Australia, all weather patterns will have to be considered throughout the design phase. When waiting to enter the venue, the queue either has to be moved through quickly or be undercover. A small area for coats will have to be incorporated into the frost area of the design.

Opening Hours

Children play during the day because this is when they are awake and it is unsafe for children to play in the dark. Adults, however, play at night because they are generally working during the day or are running daily errands. Therefore, the opening hours of title will be Friday, Saturday and Sunday nights from 9pm till 5am.

Functional Brief

MAXIMUM CAPACITY OF PEOPLE IN THE VENUE

Floating Architecture: 1500 people (750 square meters)

Demountable Structure: 1500 people (750 square meters)

Internal Insertion: 750 people (325 square meters)



DJs AND ENTERTAINMENT

Interlacing Playclub will showcase upcoming talent from around Australia. The DJs and entertainers can manipulate the space to their desired wishes. To coincide with the project's concept, the upcoming talent will be unique and playful whilst giving the crowd the performance and music they desire. If this is done effectively, the client's need for an emotional release from social norms should be satisfied. Through research and qualitative interviews, it was found that the dancefloor is one of the most effective ways to 'let the hair down'.



STAFFING PROFILE

All staff will dressed in playful and interesting outfits. Regardless of which of the three possibilities is chosen, there will be approximately five fun outfits (male and female) for each staff member to choose from and rotate throughout their shifts.



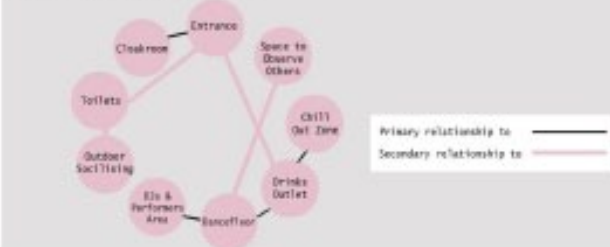
TRANSPORT

Public transport will be taken into consideration for every site chosen. The venue will be as close to bus stops, train stations & ferry terminals as possible to ensure convenience for the attendees.

GENERAL DESIGN CONSIDERATIONS

The space will have a strong sense of play. This will be created through many design elements such as moveable furniture, different controls of lighting, colour, texture, repetition, and levels. All design elements will be abstracted from playgrounds.

FUNCTIONAL RELATIONSHIPS



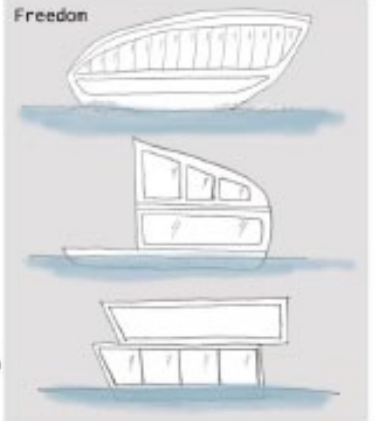
Possibility 3 - Floating Architecture

This structure has to incorporate levels, glass and colored lighting to create a transparent, colourful and eye-catching floating sculpture. A playful and free feeling should be integrated into the structure. Through researching, it was discovered that the floating architecture will need to consider wind resistance, the maximum speed, the motion of the waves, and the base versus height ratio. Using levels and a sense of play the sketches on the right were created. The interior heavily relies on the exterior of this venue. As the space will be predominately used at night, lighting and safety will have to be researched and considered throughout the design phase.

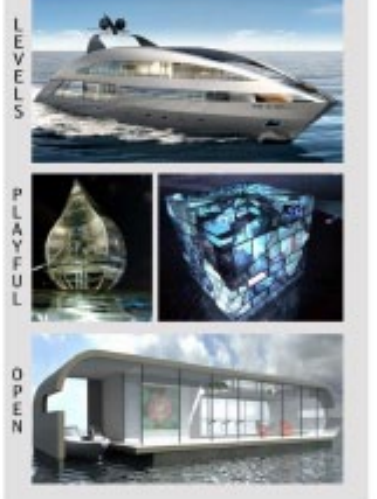
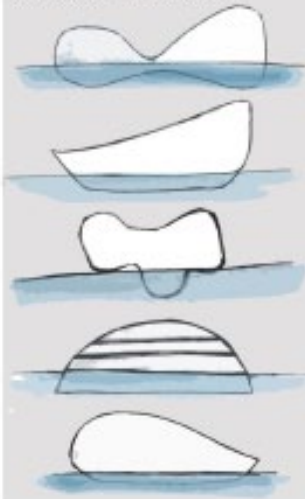
The below diagram depends on shape and form of the floating structure.



Freedom



Curvaceous and Abstract



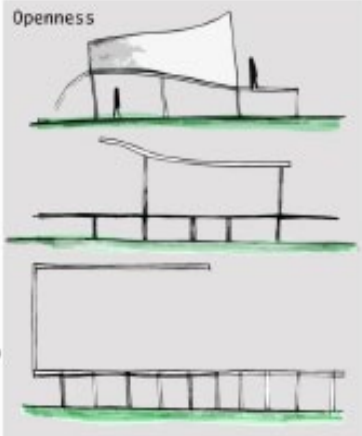
Possibility 2 - Demountable Structure

This structure has to be simple and demountable whilst still being intriguing and innovative. A strong sense of play, a feeling of openness, and a range of levels are the key design elements to create a space that addresses all the aspirational aims. Through research, it was found that the majority of playgrounds are above ground level and built up on poles. This idea was transferred to the sketches on the right. This also allows for a 'hide and seek' concept to play out underneath the demountable structure when the young adults wish to smoke or socialise outside. As the venue's opening hours are at night, the materials and colours used have to be well thought out. The bottom-right image is an effective example of this.

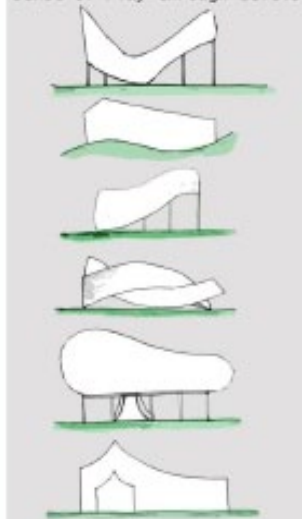
The diagram depends on shape and form of the demountable structure.



Openness



Sense of Play through Levels



Possibility 3 - Internal Insertion

Because the Community Halls are usually bland boxes, a high level of excitement needs to be inserted in order for young adults to actually want to go to this venue. This venue needs differing levels, an undulating ceiling, pop-out areas, focus elements, light walls, projections, and the exterior environment to be incorporated into the design. The dancefloor will most likely end up the focus of the space. Light, colour, texture, and repetition are important design elements for this venue to add intrigue and uniqueness to the space. Ideally, the space would spill out to an exterior smoking and socialising area.

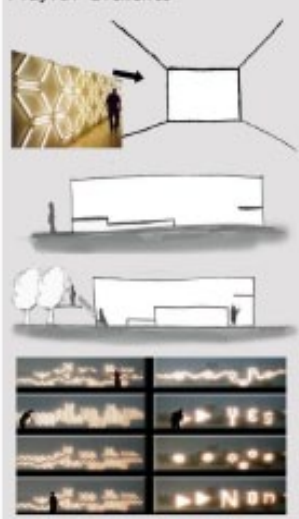
The below diagram depends on shape and form of the Community Hall.



Freedom



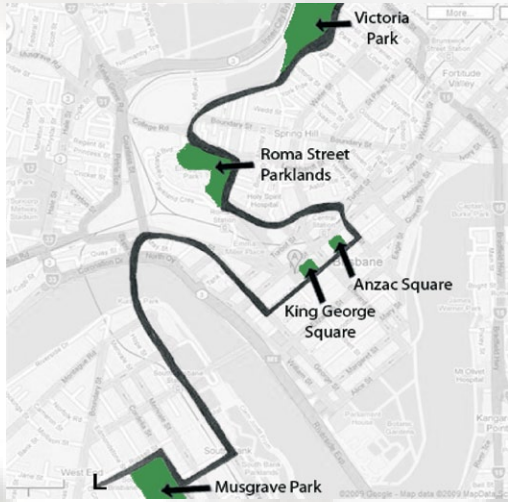
Playful Elements



Third Year University - Furniture Design, Development and Construction



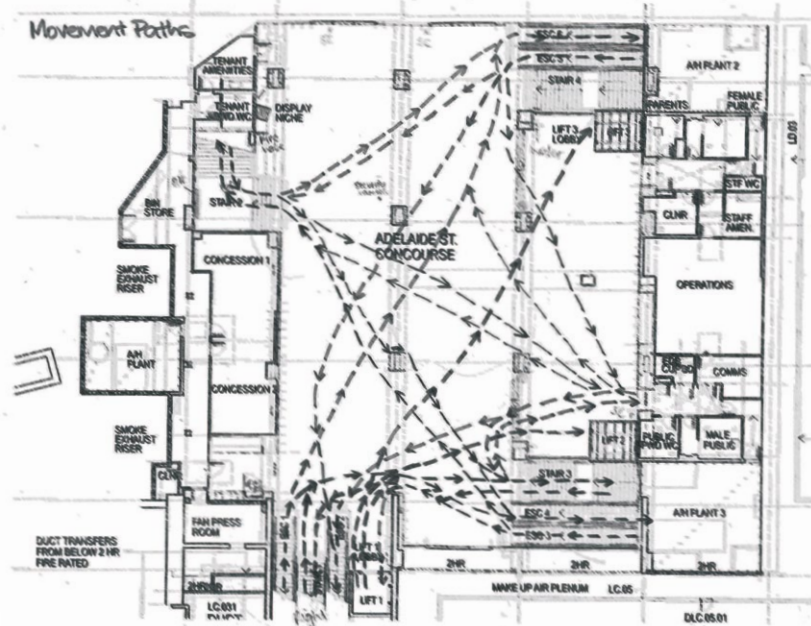
KING GEORGE SQUARE TERMINUS HUB PROPOSAL



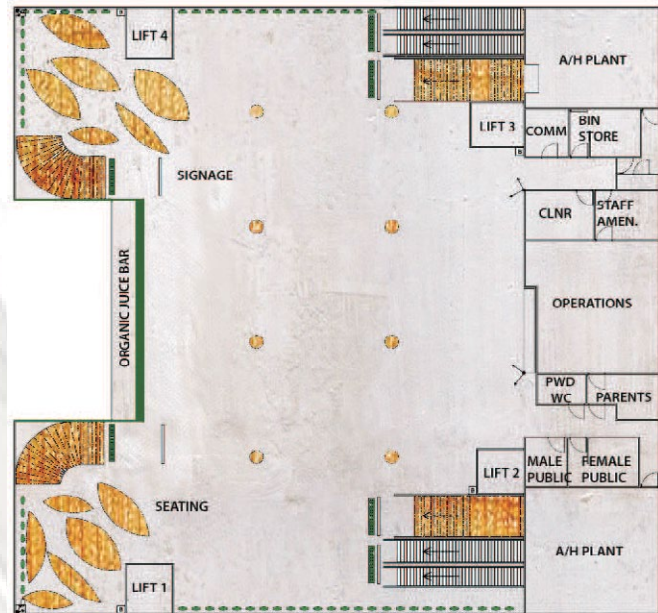
BRISBANE CBD MONORAIL PROPOSAL -CONNECTS THE CITY'S GRASSED AREAS



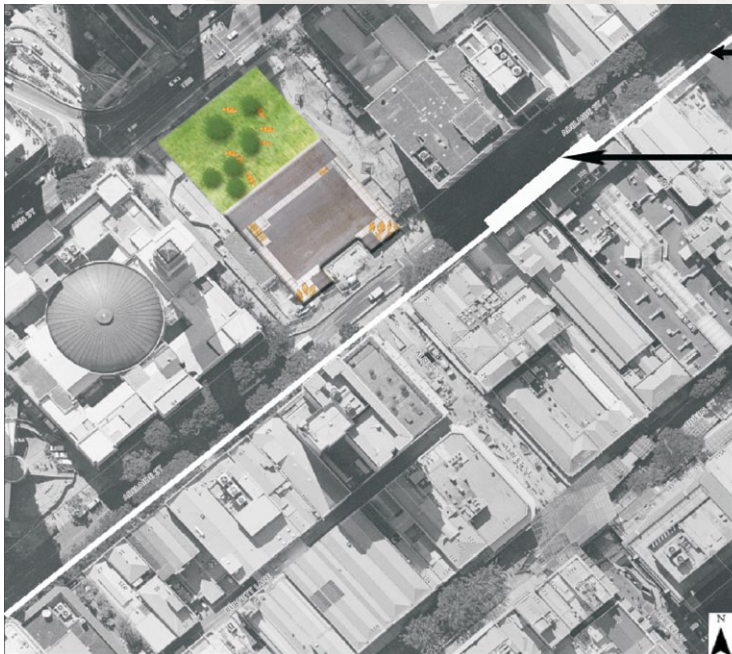
EXISTING AND PROPOSED CONCOURSE PLAN SCALE 1:200



MOVEMENT PATHS



PROPOSED FLOOR PLAN SCALE 1:200



SITE PLAN SCALE 1:1000



PROPOSED ROOF PLAN SCALE 1:200

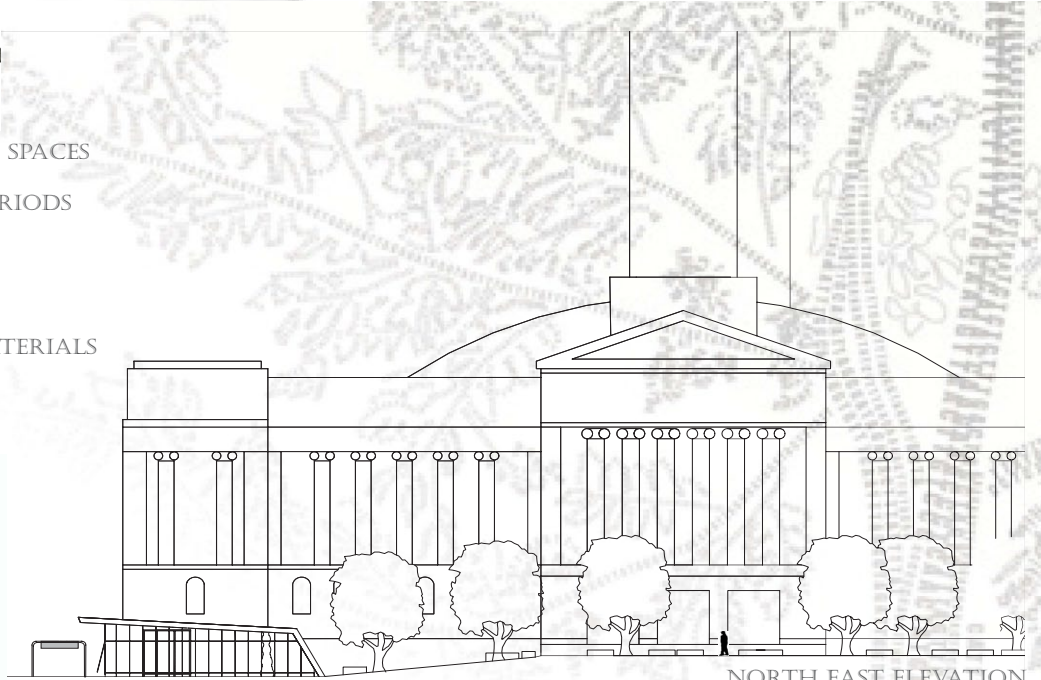


ORGANIC CONCRETE:

- NATURAL COMPONENT FOR URBAN SPACES
- RETAINS HUMIDITY
- WATER IS RELEASED DURING DRY PERIODS
- PERMEABLE SURFACE

SUSTAINABLE CONCEPTS:

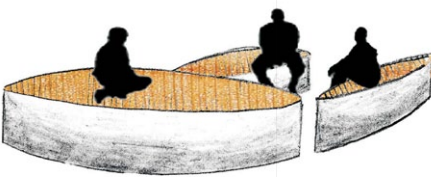
- MORE NATURAL LIGHT
- MORE TREES
- MORE RECYCLED & RECYCLABLE MATERIALS
- MORE AIRFLOW



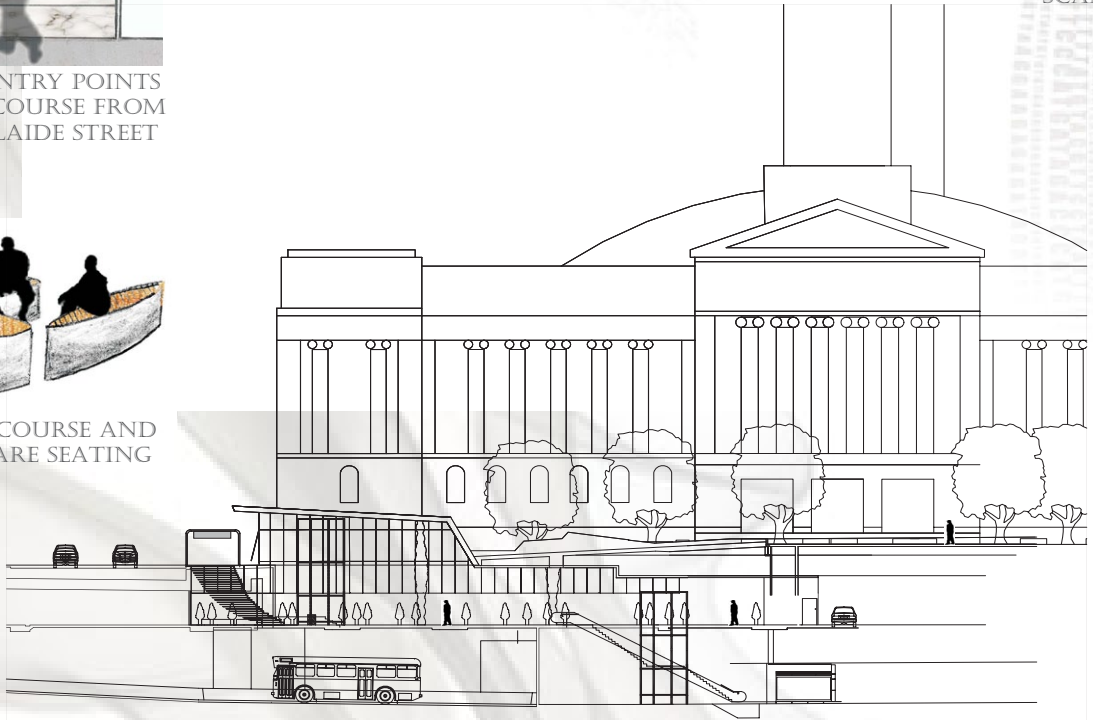
NORTH EAST ELEVATION
SCALE 1:200



ONE OF TWO ENTRY POINTS
DOWN TO CONCOURSE FROM
ADELAIDE STREET



CONCOURSE AND
KING GEORGE SQUARE SEATING



SITE SECTION
SCALE 1:200

**KING GEORGE
SQUARE
TRANSITION HUB**

BUSES
PLATFORM 1 PLATFORM 2
TO NORTHERN & EASTERN SUBURBS TO SOUTHERN & WESTERN SUBURBS

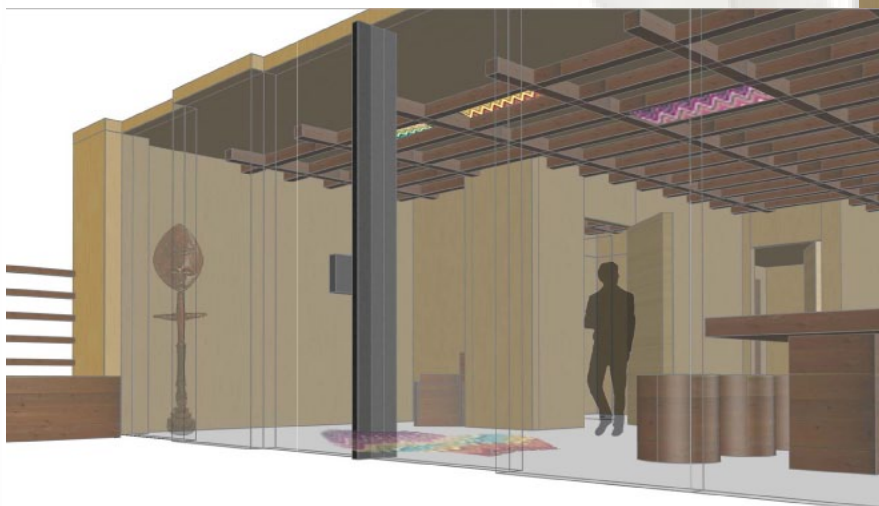
TO KING GEORGE SQUARE BUS TERMINUS

SIGNAGE



ISOMETRIC
SCALE 1:200

Second Year University - Apartment Design for a Disabled Person



Experience: Interior Designer/Decorator at Urban Sofa Gallery

