



**Social Impact
Responsive**
Design Process

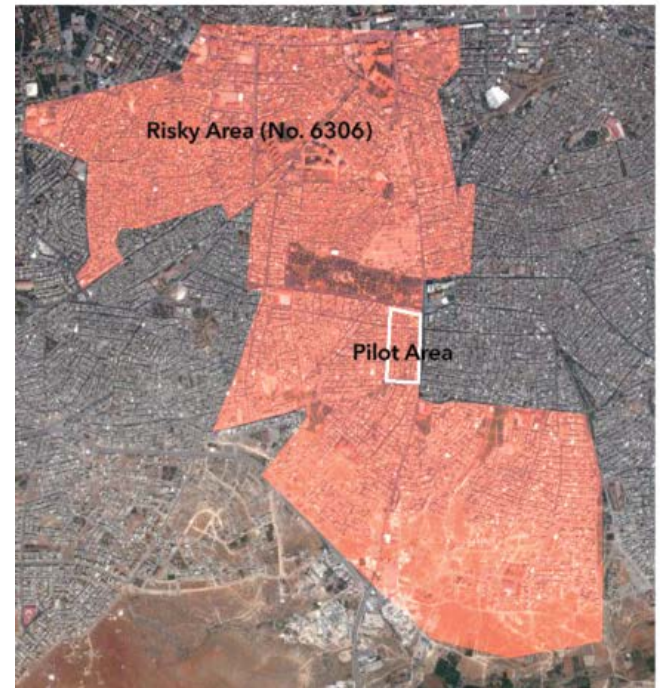
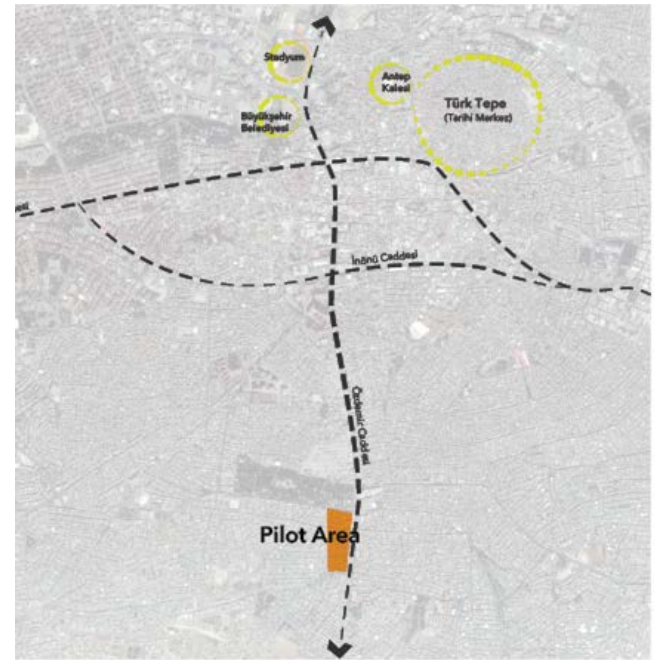
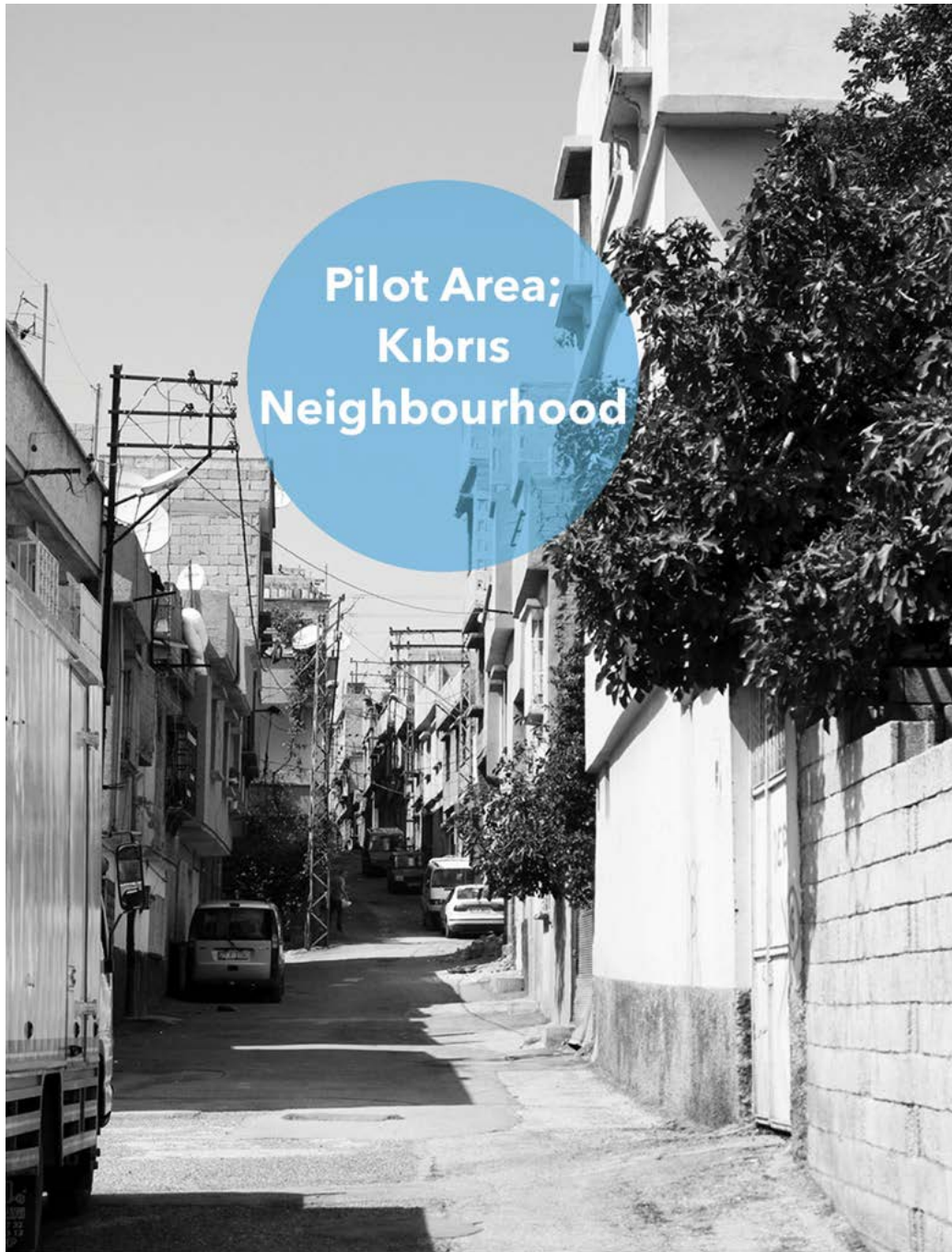
Sustainable Cities Program
Urban Design Charette Assignment



Phase 01

Expectation and Information Meetings,
Site Selection, Plan of Action

JULY, 2014







Sustainable Cities Program
Urban Design Charrette Assignment

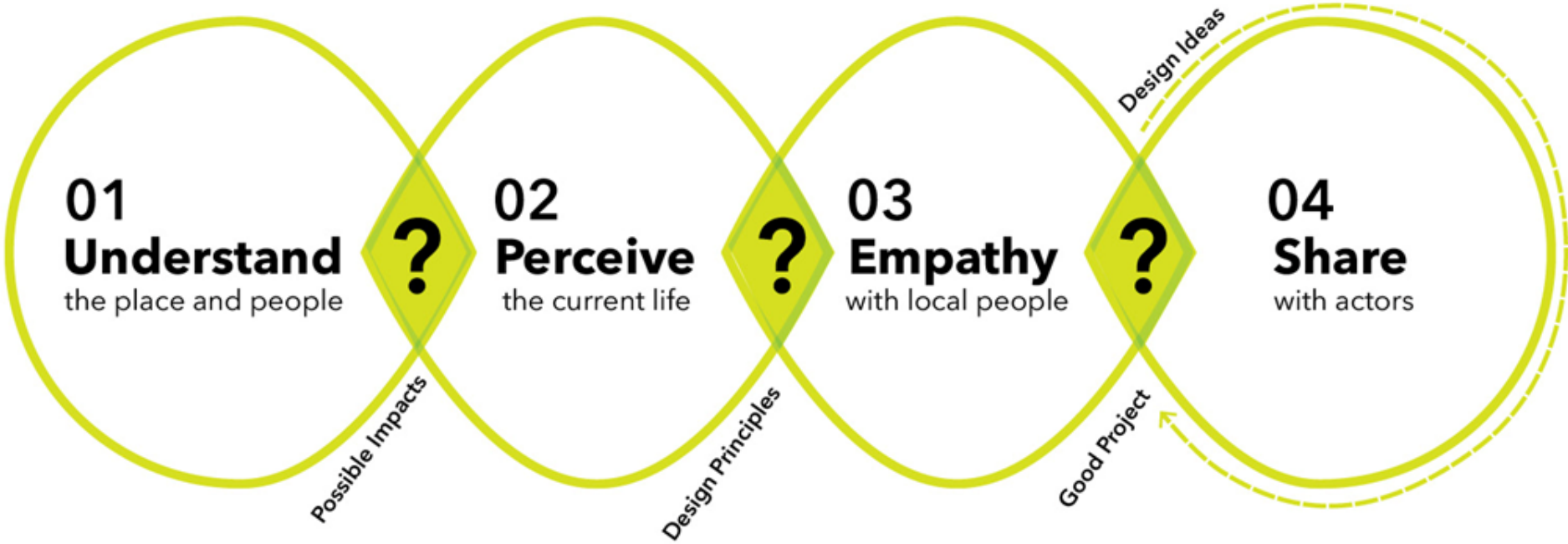


Phase 02

Social Impact Responsive Design Process

AUGUST, 2014

4 Steps for
Social Impact
Responsive Design
Process



Understand
Understand
Perceive
Empathy
Share

01

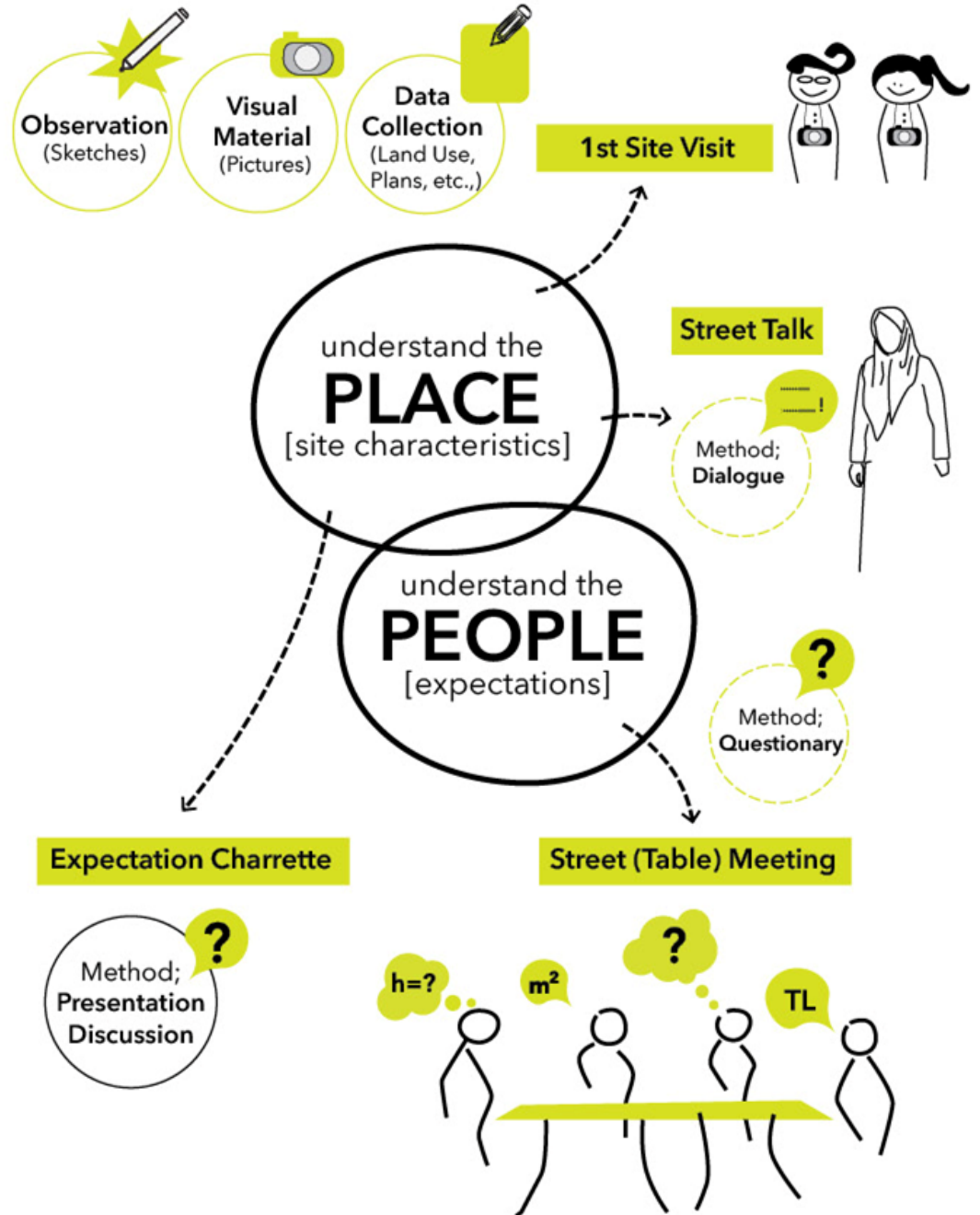
Understand

the place and people

?

01 Understand

the place and people



Interview Questions

This interview has 3 main parts including personal, neighborhood and structural informations and covers open ended questions which are listed below;

A. PERSONAL INFORMATION

1. Name ?
2. Age ?
3. Gender ?
4. What is your job ?
5. How many people are you living with in your house?
6. Do you live with your nuclear family or extended family?

B. NEIGHBORHOOD INFORMATION

1. How many years have you been living for in this neighborhood?
2. Where did you come from?
3. Are you happy with living around this neighborhood? Why / why not?
4. What is the biggest problem of your neighborhood?
5. Is there any lack of infrastructure facility in your neighborhood?
6. Where is your workplace?
7. How do you travel to your workplace, school or hospital?
8. Do you think to move from your neighborhood after the Urban Regeneration Project?

C. STRUCTURAL INFORMATION

1. What is the type of structure?
2. How many floors does your building have?
3. When was the building constructed?
4. How many rooms are there in your house?
5. Do you own your house or are you a tenant?
6. Are you pleased with your house?
7. What are the advantages and disadvantages of your house?
8. Would you still support the urban regeneration project, if the infrastructure facilities were fair enough?
9. If the TOKI dwellings and your own current house would have equal value, which one would you choose to live?



POSSIBLE IMPACTS ON PLACE

Dwellings

- Affected population:** Land owners, Tenants
- Detached house usage
- Traditional building typology
- Roof culture

Workplaces

- Affected population:** Business owners, employees, customers
- Closure of shops and businesses that are located on the first floors of the demolished buildings
- Daily turnover loss of closed establishment
- Transportation costs
- The possibility of dismissal of employees

Economic Loss

- Affected population:** Land owners, tenants, Enterprise, inhabitants
- Low expropriation value
- Additional rent expenses for land owners
- Relocation costs
- Loss of rent income for landowners
- Offering 1 dwelling unit to the land where the extended family(3 families) is settled (new relocations costs for the moving two families)
- Additional costs for providing domestic appliance for each separated family
- Additional transportation costs
- Losing the chance of buying on credit from the local shops

Loss of urban fabric

- Affected entity:** Built environment, cultural heritage, courtyards, gardens, terraces, narrow streets
- Extended family life in one building
- 2-3 floors building typology
- Courtyards, gardens and terraces
- Safe and narrow streets and street culture
- Safe streets for children

Loss of natural habitat

- Affected entity:** Plants and animals
- Plants and trees may be destroyed during the demolition and construction





POSSIBLE IMPACTS ON PEOPLE

Loss of neighborhood

Affected population/place:

- Whole neighborhood
- Losing the sense of trust and solidarity between neighbors
- The idea of losing cultural habits and customs
- The idea of there will be weak neighborly relations in apartments
- Sense of belonging

Psychological Destruction

Affected population: Whole neighborhood

- Familiarity of neighborhood
- Extended family life
- Adjustment process to new neighborhood

Impact to vulnerable groups

Affected population: Elders, children

- For elders; long adaptation term to the new environment
- For children; the possibility of a change of school they attend
- Losing friendship

Shopping Habit (Solidarity)

Affected population: Whole neighborhood

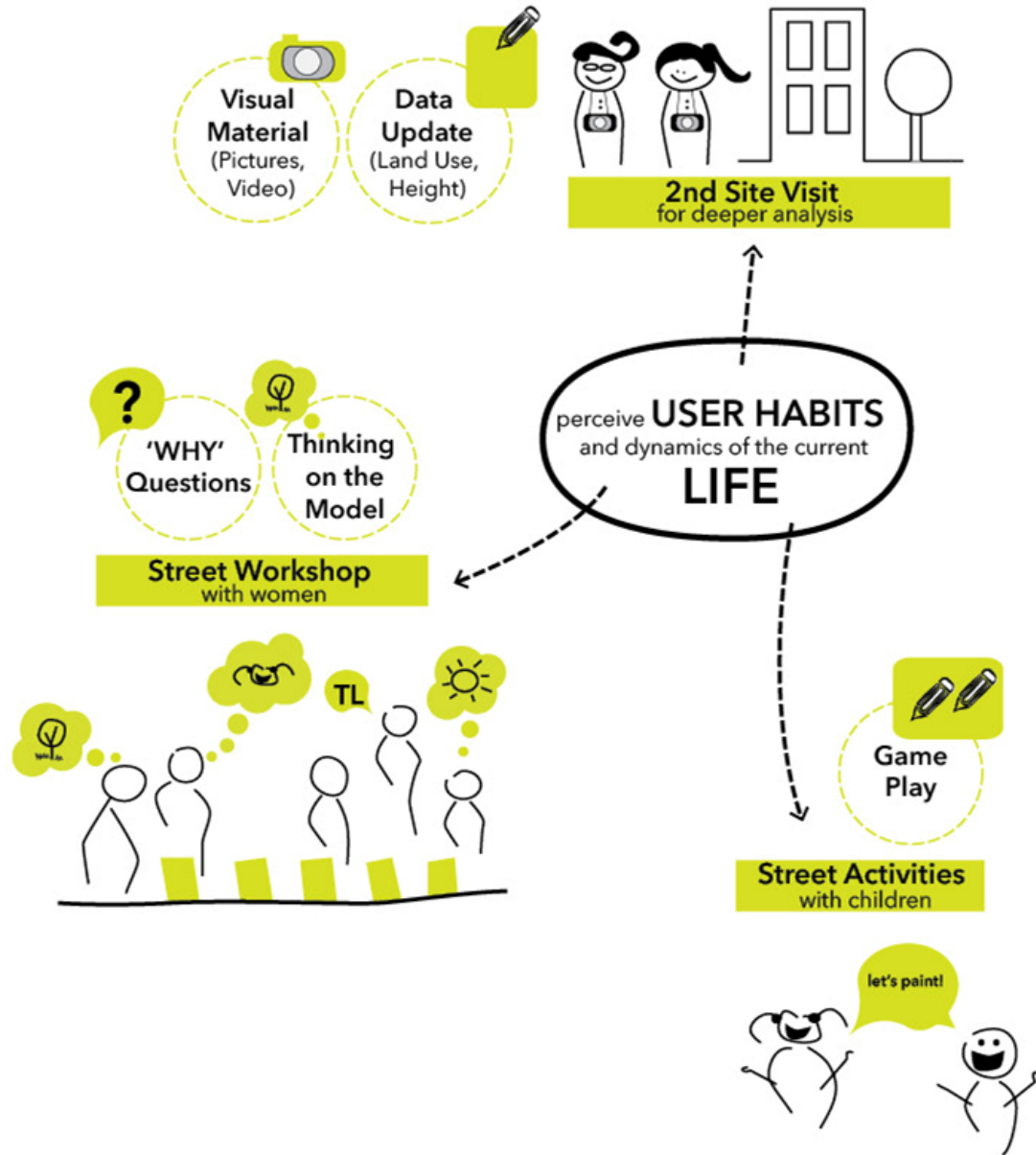
- Shopping on credit (run up an account)

Understand
Understand
Perceive
Empathy
Share



02 Perceive

the current life





BUILDING



Today



Intention of the designer is to...

... understand current physical conditions of buildings and quality of life standards.



Tomorrow
(after the project)

... get opinions about current regeneration projects and their expectations from the new life.



Comparison
(between today and tomorrow)

... raise awareness about possible changes on buildings and impacts on life.



STREET



Today

... understand current street use habits.



Tomorrow
(after the project)

... learn users opinions about possible street typologies.



Comparison
(between today and tomorrow)

... raise awareness about the positive and negative sides of narrow and wide street typologies.

Questions to local people;



What are the positive and negative sides of your building?

Why 'high-rise buildings' are being considered as more attractive?

Can you imagine yourself living in a high rise building and compare differences with current building?

Why do you sit on the street?

If there is urban regeneration, roads will be changed, widened, then where are you going to sit?

What are the advantages and disadvantages of narrow and wide roads?



NEIGHBORHOOD



Today

... understand neighbourhood characteristics and dynamics.



Tomorrow
(after the project)

... learn opinions about the new lifestyle expectations.



Comparison
(between today and tomorrow)

... raise awareness about the change on their current life habits.

For how many years you are living here? Can you tell a little bit about?

Imagine the new neighborhood. How would you spend your time?

What kind of urban regeneration process should take place?



Street Play with Local People

USEFUL BUILDING

	1st GROUP	2nd GROUP
 <p>TODAY</p> <p>What are the positive sides of the building you are living in?</p>	<ul style="list-style-type: none"> Terrace roofs. We pass most of the time on terrace roofs. 	<ul style="list-style-type: none"> Being together with relatives and neighbors. Traditional terrace roof.
Size, number of rooms, number of stores	200m ² , 5 rooms, 3 stores, 7 people living	100 m ² , 3 rooms, 4 floors
Is there a garden, how many m ² ? Are there any trees?	No garden	No garden
Is there any traditional terrace roof, storage, poultry house, coal cellar or shop?	<ul style="list-style-type: none"> There is terrace roof and garage No poultry house and shop 	<ul style="list-style-type: none"> There is traditional terrace roof and coal bunker on top of it. There are no poultry house and shop.
Is there any shop under your dwelling unit/house? Which type of shop?	No	There isn't.
What are the expenditures of the household? (electric, water, heating)	<ul style="list-style-type: none"> There is hot water storage, works with sun light If it is too hot in the summer, we make a roof to cool it down. We burn coal in winter. We do not have natural gas. (They do not provide natural gas as it will be demolished) 	<ul style="list-style-type: none"> Stove and coal during winters. Since it's hot during summers, we go on top of the terrace roof.
How many fronts are there, are there any fronts without sunlight, what is located at the back of the building?	<ul style="list-style-type: none"> One of the rooms does not get sunlight There is a well (daylight in the middle) There is 1 dwelling unit on each floor at most. 	<ul style="list-style-type: none"> Generally, there is only one dwelling unit on each floor. There is no front without sunlight.
When was the building constructed? What is the building material? What are the advantages and disadvantages of the construction material?	<ul style="list-style-type: none"> Ten year before, we made it on our own There are pillars, bricks 	<ul style="list-style-type: none"> We've built this building 40 years ago. With pillars (columns), briquette
Do you feel safe enough?	<ul style="list-style-type: none"> For 40 years, there were not earthquakes. Robust surface. They call it earthquake to take our houses from our hands. 	<ul style="list-style-type: none"> There are thievery incidents.



Yes but each building must have its own park. Our children should play in front of the home

Would you prefer to sit in the courtyard?



We spend most of our time on terrace roofs.

This building is only for children...



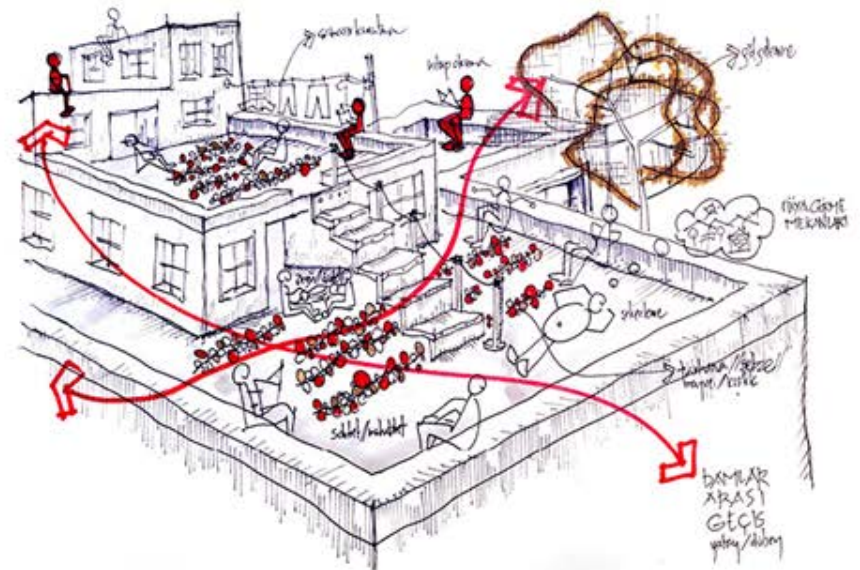
We prepare tomato sauce, tarhana, we dry our cloths, in the evening we drink tea and we sleep. It is also used as coal storage.



I would like to have my own room.

 <p>TOMORROW Why 'high-rise buildings' are being considered as more attractive?</p>	<ul style="list-style-type: none"> No, they are not. 'I won't give any of my rooms in turn for 10 buildings!' 'No matter there is death, I won't allow them to demolish my home' 	<p>High rise is more attractive, because:</p> <ul style="list-style-type: none"> Here it's like a gipsy neighborhood. It will be cleaner and more cultured with the high-rise buildings. It's nice that the strangers won't be able to enter there. I could check it with the entry phone if it's a stranger.
<p>Will you use the common garden?</p>		<ul style="list-style-type: none"> Each building should have its own garden. We should sit in that common garden. Our kids should play in front of the door.
<p>What will you do inside the high rise building?</p>		<ul style="list-style-type: none"> New building should have eight floors at maximum. We don't want higher than this.
<p>What are you more curious about? (elevator, balcony, height, site entrance,...)</p>		<ul style="list-style-type: none"> There would be disputes if there are four apartments on one floor. "Gaziantep's folk is like a milk foam (meaning hot tempered)" There should be two apartments on one floor at maximum.
<p>If the expenditures increase, can you meet expenses? (electricity, sanitation, natural gas, contribution fee,...)</p>	<ul style="list-style-type: none"> We cannot afford 	<ul style="list-style-type: none"> Landlord: We want a new building, but we cannot afford it. Tenants: We are the worst affected ones. The rents have been on rise after arrival of Syrians.

 <p>COMPARISON Can you compare the differences between your existing building and the high rise building?</p>	<ul style="list-style-type: none"> Everyone has the right to choose to stay in their own house Only tenants would like to go to the high rise buildings. Because they are fed up with being tenants. They will say 'No matter if my house is about one toilet size, it is my own house'. Rooms are like poultry houses, too little. If four visitors come, we cannot put a sofa for them. 	<ul style="list-style-type: none"> The advantage of the high-rise building is the cleanliness. There won't be any noise. The disadvantage is there is no terrace roof. We spend 80% of our time on the terrace roof.
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	1st GROUP	2nd GROUP
<p>TODAY</p> <p>Why do you sit on the street?</p>	<ul style="list-style-type: none"> We would get bored to death if we don't go out to the street. We sit together with our neighbors, chatting, visiting Shadow, cool In front of my house We got bored and got of the house (Kids) 	<ul style="list-style-type: none"> Due to its hot inside (1.5-2 hours after the breakfast and also at night making it 5-6 hours in total) It's boring to be at home (Kids)
<p>TOMORROW</p> <p>If there is urban regeneration, roads will be widened, then, where are you going to sit?</p>	<ul style="list-style-type: none"> We will again sit on the street. We would not like to sit on the widened street corner. 	<ul style="list-style-type: none"> Still, in front of my house. In the park. Won't be there any parks then?
<p>COMPARISON</p> <p>What are the advantages and disadvantages of narrow and wide roads?</p>	<ul style="list-style-type: none"> There are too many cars passing on wide streets. Living on a cross street is better. If they give us houses, houses on the street or at the corners will be better. The value of the house will increase. Noise is nothing, asphalt is good 	<ul style="list-style-type: none"> Our streets are very noisy. A lot of vehicles and motorcycles are passing by. There are no parking lots on narrow streets. Wide streets are much better.



There are too many cars on wide streets. Living on a cross street is better.



We sit on the street because it is cool and shadow...



We play tag, ball, hopscotch, piggy in the middle, hide and seek...



It's very boring to be at home.

We play football at the school and on the street.


We cycle but we are afraid of cars.

There are demolished areas in the neighborhood of which we are afraid to take our ball which run. 5 of our balls are blown. Because there are stones and things. There are bad, drunk guys.



Adjcent buildings
make streets safe
and shadow for
women and children to
use all day long.

OUR NEIGHBOURHOOD

	1st GROUP	2nd GROUP
 TODAY For how many years you are living here? Can you tell a little bit about it?	<ul style="list-style-type: none"> 40 years 	<ul style="list-style-type: none"> 40 years
What are the best sides of the neighborhood?	<ul style="list-style-type: none"> Very close to everywhere 	<ul style="list-style-type: none"> Neighbors and neighborliness are on street. Nobody wants to fall apart. Kids play on the street.
Where are the most crowded places?	<ul style="list-style-type: none"> Main street (Özdemir Street) 	<ul style="list-style-type: none"> 36th street. A lot of cars passing through there.
Where do kids play?	<ul style="list-style-type: none"> In the streets 	<ul style="list-style-type: none"> Kids play on the street.
Where are the wedding ceremonies held?	<ul style="list-style-type: none"> There are no wedding ceremonies on the streets much. Everyone goes to wedding saloons. 	<ul style="list-style-type: none"> All the weddings are held on the street. Everybody holds their own wedding in front of their house. We won't be disturbed. In contrast, it'd be fun for us. Of course we go to the wedding ceremony of our neighbor's and acquaintance's children. There should be space for the wedding ceremonies in the new project.
Is there any public transportation connection?	<ul style="list-style-type: none"> No 	<ul style="list-style-type: none"> There isn't any bus stop around.
Where are the oldest buildings, structures, trees?	<ul style="list-style-type: none"> Trees are scarce. Some of the old houses have trees. There are no old houses like in Kurttepe 	
Are you using the parks and trees?	<ul style="list-style-type: none"> Park is our life. The wind blows, it's valuable, and safe. 	<ul style="list-style-type: none"> There are a lot of kids here. There should be enough space for the kids to play.
What are the sounds and colors of the neighborhood?	<ul style="list-style-type: none"> Sound of kids Colorful 	<ul style="list-style-type: none"> The noise of cars motorcycles and kids. Colors should be plain. The colors in Çamlıca District are nice.



 <p>TOMORROW</p> <p>How the new neighborhood look like? Where would you like to meet and what would you like to do?</p>		<ul style="list-style-type: none"> • If there is only one big park available, kids will fight. There should be one playground in front of each building. • If there is a kindergarten, it's better for both of us and kids. But, it shouldn't be expensive. The Municipality could provide us with a cheap kindergarten service. • Sitting on the streets should continue
Common Places		<ul style="list-style-type: none"> • There should be space for the weddings and funerals to take place.
Which features of the old neighborhood would you like to see in the new one?		<ul style="list-style-type: none"> • Marks of the streets shouldn't be destroyed, so that we would remember where we are.
How are you going to feel if you move out?	<ul style="list-style-type: none"> • I will feel as if I got lost. I will neglect myself. 	<ul style="list-style-type: none"> • Safety • Privileged • Rich
 <p>COMPARISON</p> <p>In your opinion, what kind of urban regeneration process should take place?</p>	<ul style="list-style-type: none"> • Paint our houses and do some changes on the fronts. We will live like this. 	<ul style="list-style-type: none"> • Expropriation prices are very low. They don't really care where these households would continue living. • In the 1st alternative, there will be new neighbors and it'll be very crowded. How can we live there? New neighbors may come if the new houses are larger than 100m² • We cannot afford to buy the houses in the 2nd alternative. The Municipality should make affordable regeneration. • Tenants: The rents were 150-300 TL before the Syrians' arrival. Now it's 250-500 TL. We are working in factories with minimum wage (working in industrial area). They should provide the tenants with affordable houses.

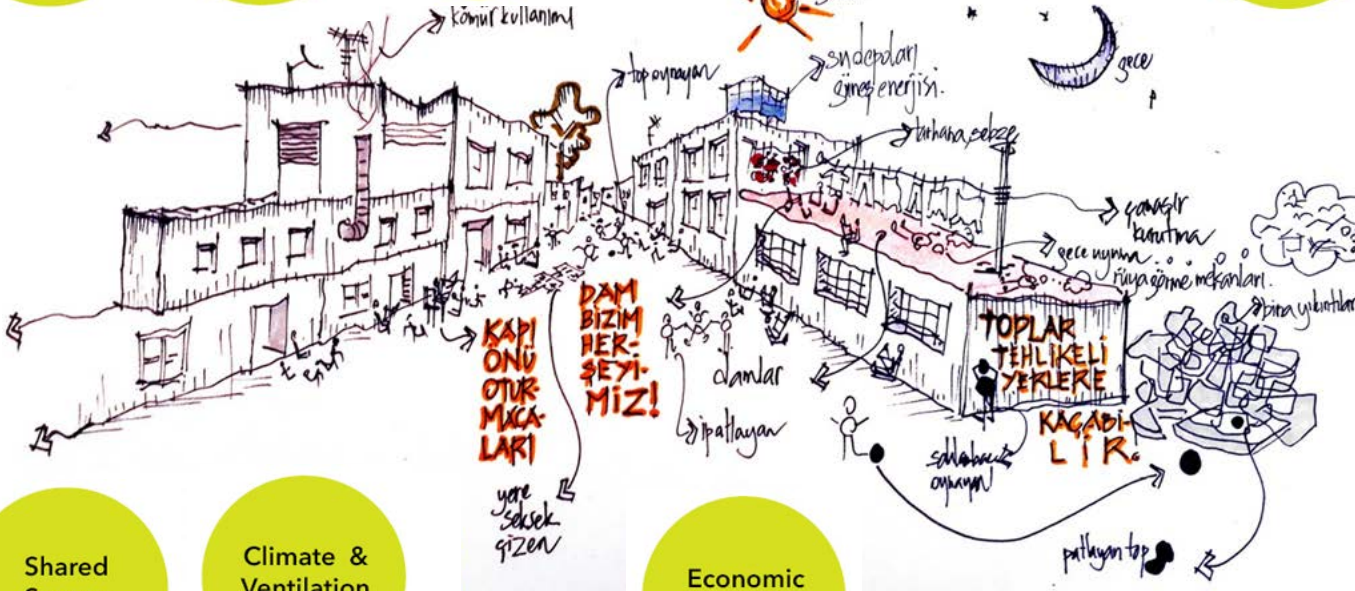
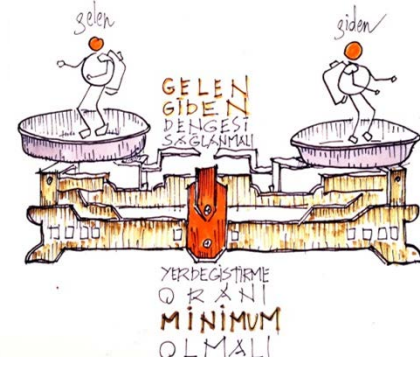


Useful Building

Living Street

Our Neighborhood

Livelihoods; Co-existence



Shared Spaces

Climate & Ventilation

Economic Model

Safety

Privacy

Household Number



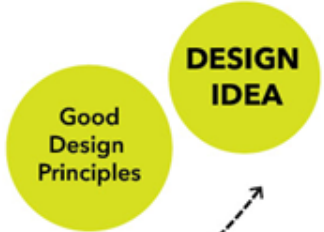
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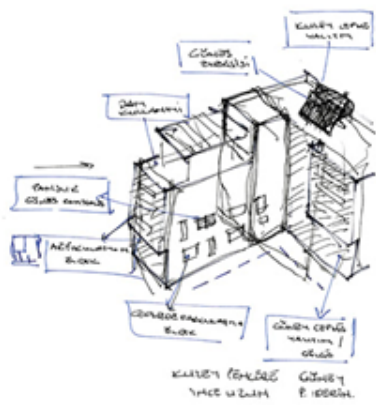


03 Empathy

with local people



USEFUL BUILDING



LIVING STREET



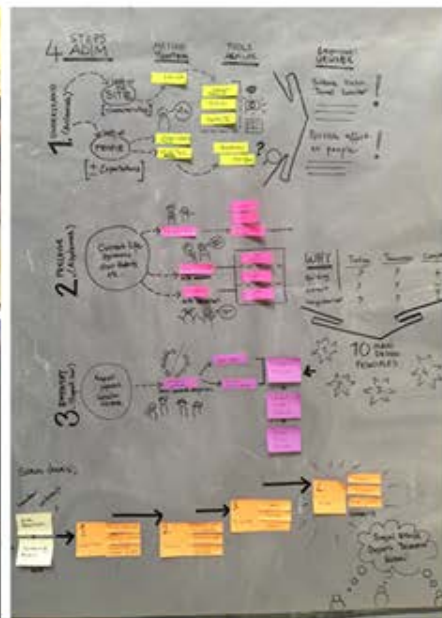
OUR NEIGHBOURHOOD





Design Workshop

with Designers



Good Design Principles

USEFUL BUILDING

A. USEFUL BUILDING

1. Volumetric Layout

- Building Typologies
- FAR guidelines
- Height Strategy
- Set Back Distance

2. Facade Principles

- Architectural Expression
- Color Diversity
- Use of Local Materials
- Horizontal Harmony (set backs, niches, differentiation of colours, other...)
- Vertical Harmony (balcony types and locations, window sizes, terraces, colour and material, passages, window shade etc.)

3. User Characteristics and Habits

- Daily Needs
- Solidarity
- Privacy
- Shared Spaces
- High Household Size

4. Climate Responsive Building

- Orientation; Sunlight
- Air Ventilation
- Roof; Open Space
- Well Oriented Interior Spaces
- Window Sizes



LIVING STREET

B. LIVING STREET

1. Street Hierarchy

- Street Typologies
- Profile
- Sections
- Streetscape

2. Building and Street Relationship

- Solid and Void Balance
- Building Entrances
- Semi-Closed and Open Spaces (Courtyard, Niches, etc.)
- Human Scale
- Shadow Ratio
- Facade Diversity, Color and Material
- Silhouette
- Block Scale
- Streetscape

3. Functions and Uses

- Common Spaces
- Activities
- Commercial Spaces
- User Habits

4. Street Pattern

- Grid Plan
- Perception and Memory



OUR NEIGHBOURHOOD

C. OUR NEIGHBOURHOOD

1. Neighborhood Characteristics; 3 Vital Touches

1.a. Renewed Pattern

- Order; harmony of urban block, diversity of building typology and figure ground balance
- Neighborhood Character, continuity of new building typology, street and building relations and human scale perception
- Applicability

1.b. Life Nodes

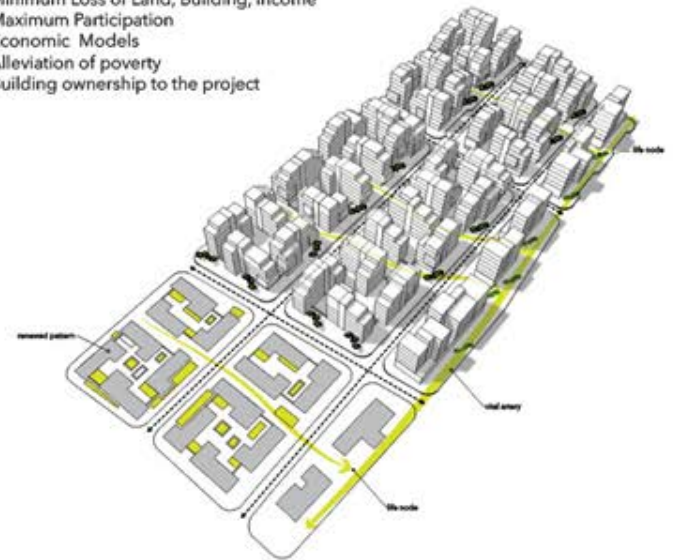
- Functions of nodes
- Accessibility for all
- Integrity of social spaces that

1.c. Vital Artery

- Social and spatial Connectivity
- Diversity of Public or semi-public spaces
- Continuity

2. Social Impact

- Minimum relocation
- Minimum Loss of Land, Building, Income
- Maximum Participation
- Economic Models
- Alleviation of poverty
- Building ownership to the project





Good Design Principles

01. Volumetric Layout

- Building Typologies
- FAR guidelines
- Height Strategy
- Set Back Distance

02. Facade Principles

- Architectural Expression
- Color Diversity
- Use of Local Materials
- Horizontal Harmony (setbacks, niches, differentiation of colors, other...)
- Vertical Harmony (balcony types and locations, window sizes, terraces, color and material, passages, window shade etc.)

Qualities of the Current Building Stock

- Building volume and height
- Adjacent building typology
- Building height diversity (2 to 5)
- Rooftop and courtyards
- Building and street relationship

- Diversity on facades
- Harmony of different colors
- Use of economic, local material (briquette, plaster etc.)
- Visual harmony on street silhouette

We don't want to live in very high rise buildings

The advantage of high-rise building is there won't be any traffic noise. Also, our neighborhood will be more clear with new buildings. Disadvantage of high-rise building is, there isn't any rooftop on it.

We build our house according to our needs.

We have built our own house 40 years ago.

Our neighborhood has a wide range of colours.

Colors should be simple, plain and harmonious.



Expectations of the Local People

Design Principles of the Conceptual Project

- Adjacent and detached apartment typology that defines street
- GFAR: 0.3 min.
- FAR: 2.5 max.
- Building height: 5 to 7 floor
- Terracing after 5th floor
- Diversity in setback distances
- Niches and set back distances on buildings

- Color diversity and facade compliance
- Using low-cost and local materials such as briquettes and Antep stone (after 5th floors)
- Creating niches, balconies, terraces and bay windows on the building to ensure horizontal and vertical diversity.
- Different size, wide balconies in different facades

Local Explanations for Design Principles

Adjacent building's shadow is useful.

Adjacent buildings make streets shaded and secure for children and women all day long.

Adjacent buildings, shaded streets.

Instead of monotony and uniformed buildings; vibrant, different and coherent buildings, will increase the vitality and the value of your neighborhood.

Your building should be distinctive.





Good Design Principles

03. User Characteristics and Habits

- Daily Needs
- Solidarity
- Privacy
- Shared Spaces
- High Household Size

04. Climate Responsive Building

- Orientation; Sunlight
- Air Ventilation
- Roof; Open Space
- Well Oriented Interior Spaces
- Window Sizes

Qualities of the Current Building Stock

Habits and Daily Needs

Rooftop Usage

Hot Climate (Cooling, socializing, sitting, sleeping)

Common Life and Production

(preparation of winter food supplies i.e. bread, tomato sauce, tarhana soup)

Storage (coalbunker, hang clothes)

Energy Control (solar energy, water tank, cooling)

Crowded Family and Solidarity

Avg. household: 6 people
Extended family (relatives, elders, children)
Common spaces
Minimizing the common expenses

Privacy

Private houses with courtyard
One building unit at each floor in apartments

Continental Climate

(Average Min. And Max. 0-35 C)

- Heating-cooling problem in buildings
- Lack of insulation

Expectations of the Local People

Rooftops are essential for us!

We spend our life on rooftops.

We live three families together, in one building.

Antep's folk is like a milk foam (hot tempered).

If there are too many people in the apartment, they will have a fight.

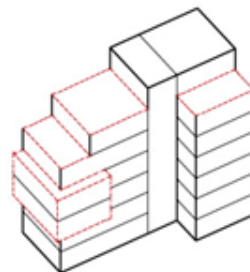
It is very hot inside, during the summer time

Rooftops are blowing in the summer nights.

If it is too hot in the summer, we make a roof to cool it down.

Design Principles of the Conceptual Project

- Open and semi-open spaces: terraces and balconies
- Terracing from the 5th floor, private terraces and common terrace on top floors
- Various and wide unit size
- Common and large landing area in apartments
- Different building typologies according to extended family needs, such as large kitchen, cellar and sufficient wet areas
- Various plan sizes in the same building for different household numbers
- Maximum 2 flats on each floor



Low cost facade insulation

- Cavity wall on the southern facade
- Orientation and cross ventilation, at least two facades

Shading

- Solar energy, closed water tank,
- Building - street rate
- Wide streets, high-rise buildings
- Trees and vegetation
- Eaves, pergolas and canopies

Local Explanations for Design Principles

Balconies, instead of rooftops.

Large terraces and balconies can be used for daily needs such as taking air, relaxing and sitting or preparation for winter food supplies

Living with relatives in solidarity and sharing will contribute to the family's economic income.

Whole family, together!

One floor, two families...

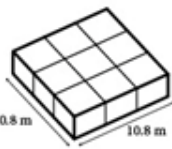
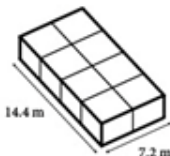
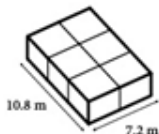
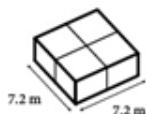
Both private and common spaces should be designed respecting to family's privacy.

Warmer in winter, cooler in summer

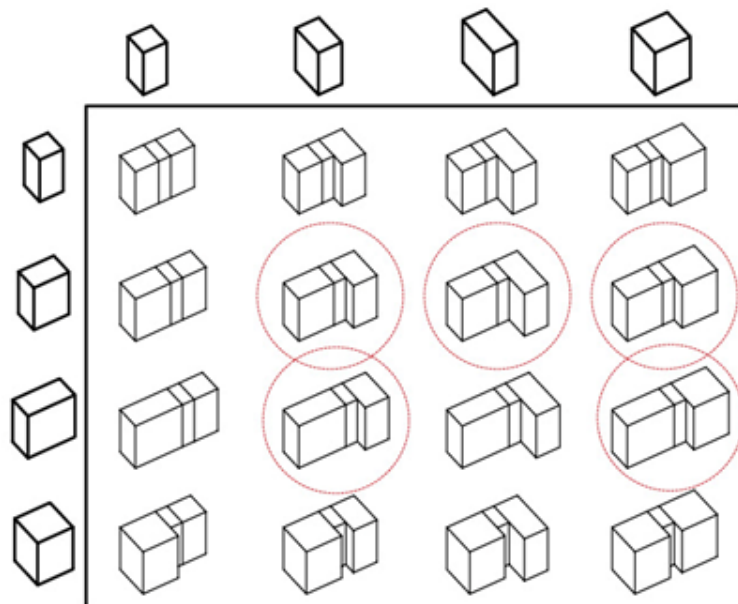
Easy and low cost ventilation should be supplied for cooler houses.



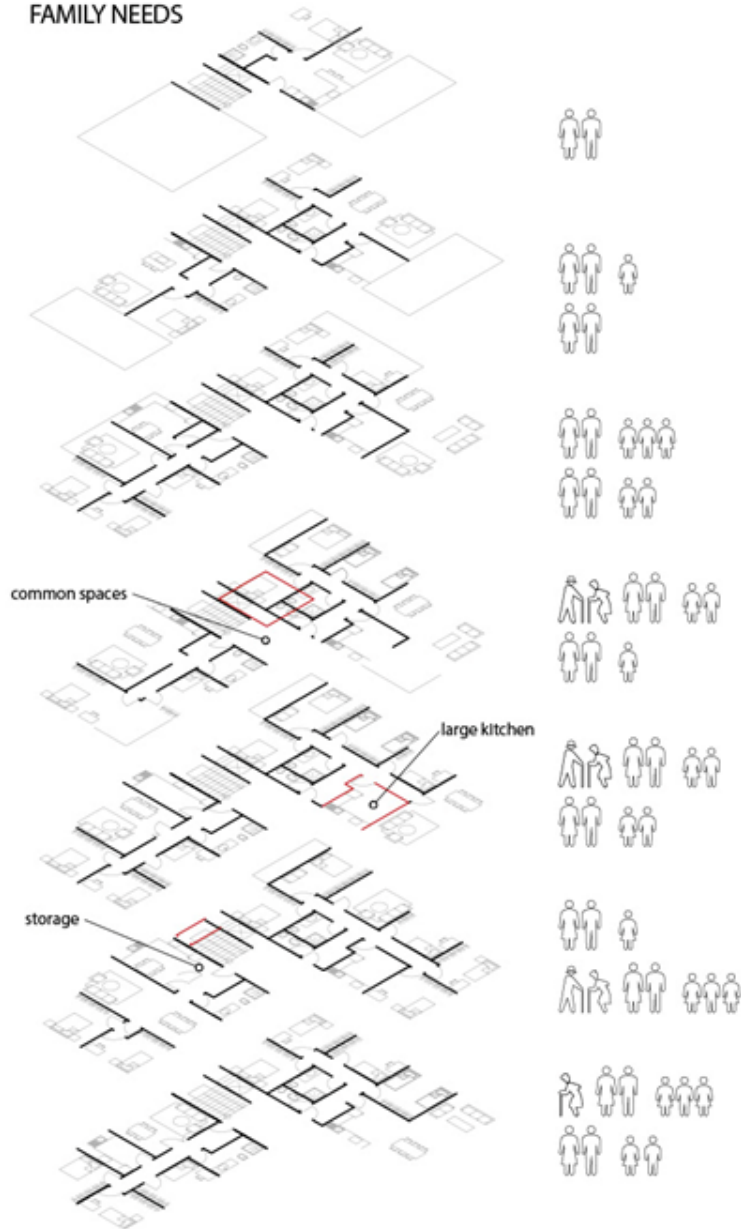
MODULAR DESIGN:
DIFFERENT UNIT SIZES FORMULATED FROM
STANDARD MODULES



TYPOLGY:
FORMING MASS BUILDINGS BY COMBINING DIFFERENT UNITS



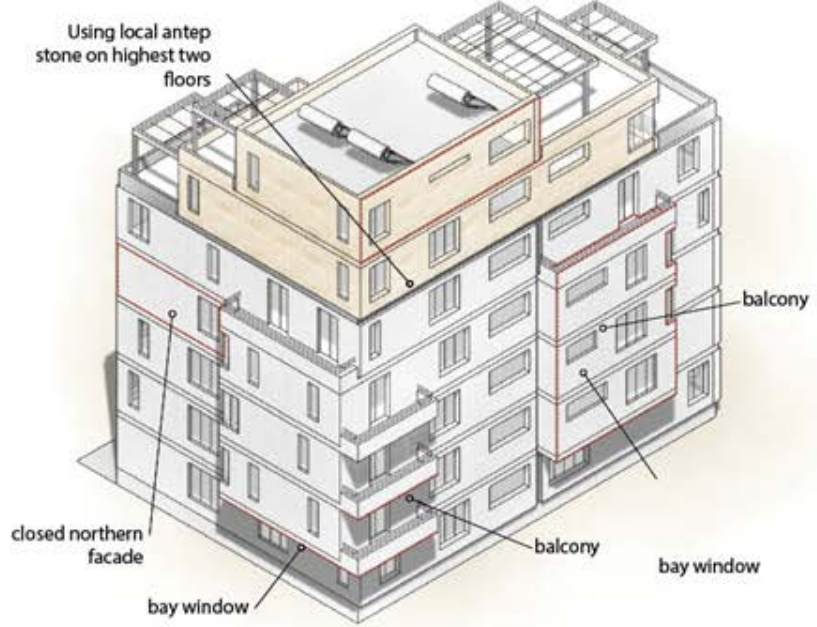
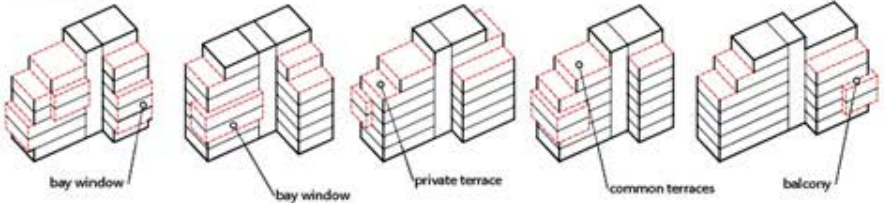
FLEXIBLE PLAN:
DIFFERENT BUILDING TYPOLOGIES ACCORDING TO EXTENDED
FAMILY NEEDS



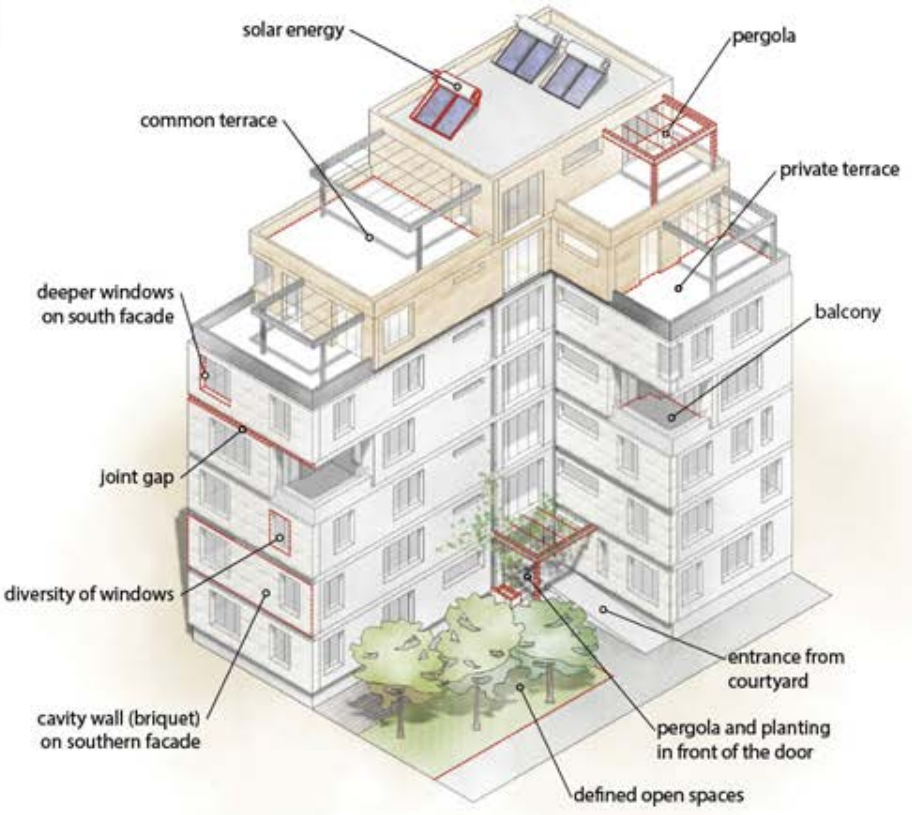
01
Useful Building



MORPHOLOGY:
DIFFERENTIATION OF VOLUME BY I



FACADE DESIGN:
DIVERSITY ON FACADES FOR USEFUL AND COHERENT BUILDINGS





Good Design Principles

01. Street Hierarchy

- Street Typologies
- Profile
- Sections
- Streetscape

02. Building and Street Relationship

- Solid and Void Balance
- Building Entrances
- Semi-Closed and Open Spaces (Courtyard, Niches, etc.)
- Human Scale
- Shadow Ratio
- Facade Diversity, Color and Material
- Silhouette
- Block Scale
- Streetscape

Qualities of the Current Street Pattern

Narrow Streets

Shade: Low buildings, narrow streets and shade, Playground for kids

Security:

- Paved streets
- Car traffic
- Inactive areas
- Dark spots
- Strangers on the street

Noise: Vehicle noise more

Parking: Lack of parking area

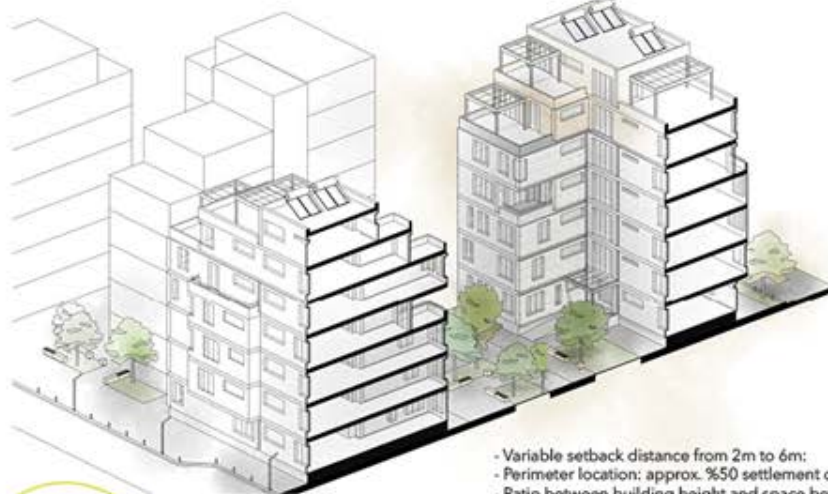
Expectations of the Local People

- Need for shade and coolness

It's very hot inside, that's why we sit on streets.

There will be too many cars, passing through on wide streets

It is better to live next to narrow street.



Our streets are very noisy!

We won't hear any noise of traffic from high-rise buildings

Design Principles of the Conceptual Project

Street Hierarchy And Typologies

- Sections, Profiles
- Car oriented roads: 10m
- Pedestrian Oriented streets: 5m

Streetscape Principles

- Car parking solutions
- Pedestrian paths and sidewalks
- Traffic controlled streets
- Green lines and bollards: for separating road, sidewalk and buildings

Lighting: for security

- Afforestation: for creating shadow
- Banks: for elders and women

Local Explanations for Design Principles

When determining the width of the streets, creating shadows should be consider.

New density of traffic also must be taken into account.

Security should be ensured by maintaining the vitality of the streets.

Low-rise buildings and narrow streets are more secure than high-rise buildings and wide roads.

As much as building's height increases, street and building relationship becomes weakened

Such as;

Exiting building in an emergency or controlling the children who are playing on the street will be difficult.

Buildings and streets should be close to each other, for being able to immediate intervention to the events on the street.

Shaded and light streets

See your frontdoor, from your home.



Good Design Principles

03. Functions and Uses

- Common Spaces
- Activities
- Commercial Spaces
- User Habits

04. Street Pattern

- Grid Plan
- Perception and Memory

Qualities of the Current Street Pattern

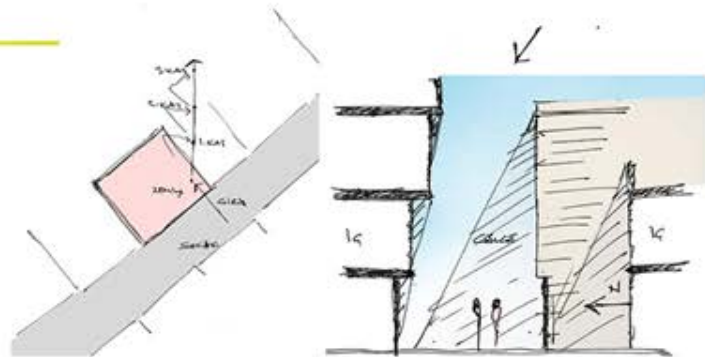
Common Life on Streets

Common Places;
 - Children's playground
 - Common spaces for women to socialize and produce together.
 Preparation for winter food supplies (i.e. bread, tomato sauce, tarhana soup), or washing carpets
 Common activities; Celebrations (weddings) and condolence (funerals), etc..

Shops: Groceries and local shops

Habits: Neighborhood; Chit-chat in front of the doors

Perception;
 Traces of the streets
 Grid street pattern



Expectations of the Local People

We go out the street almost 5-6 hours in a day.

Our children should play in front of our door

We would get bored to death, if we don't go outside...

All weddings are being held on streets.

Weddings are fun for us

Traces of current street pattern should be kept.

Thus, that we can recognize where we are.

Design Principles of the Conceptual Project

There will be small-scale commercial use in each street.

Terraced courtyards, small-scale parks or playgrounds

Protection of narrow street's character.
 Pedestrian friendly design

Common Life Design Principles

Streets are
 - Shaded
 - Secure
 - Defined

Courtyards are
 - Common
 - Permeable
 - Partial

- Reference trees
- Iconic shops such as teahouses and grocery shops
- Maintain existing walking distance
- Creating pedestrian passages
- Walkable streets
- Commercial usage on the ground floor

Local Explanations for Design Principles

Front door's chit-chats should be continuing at the new areas which will be created on the courtyards. These areas will become sharing places for women and children.

Local shops will bring vitality to the streets and add value to their environs.

Memories of inhabitants should be preserving by protecting the layout of roads, iconic shops and old trees.

Share your front door...

My house was here...

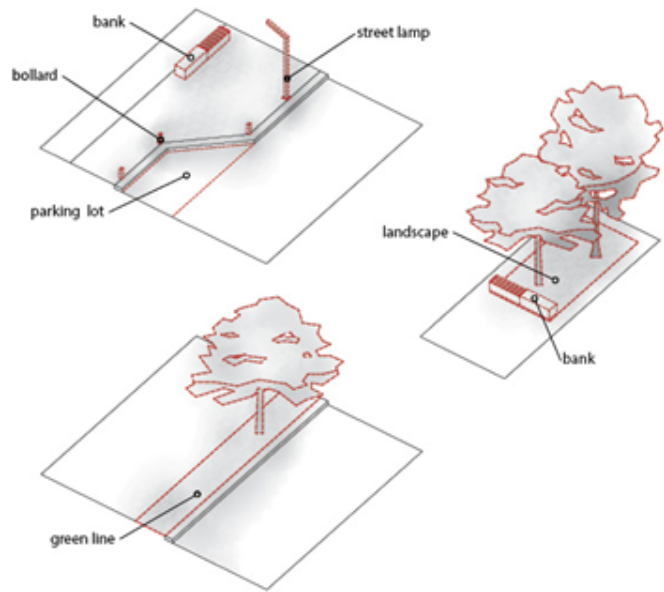
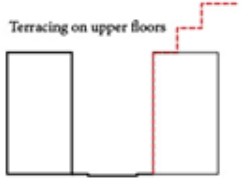
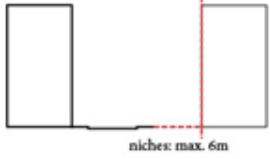
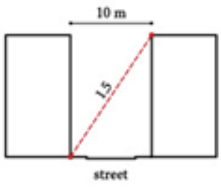
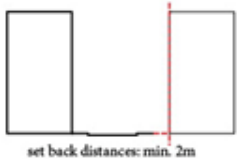
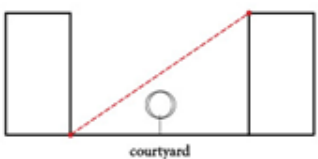


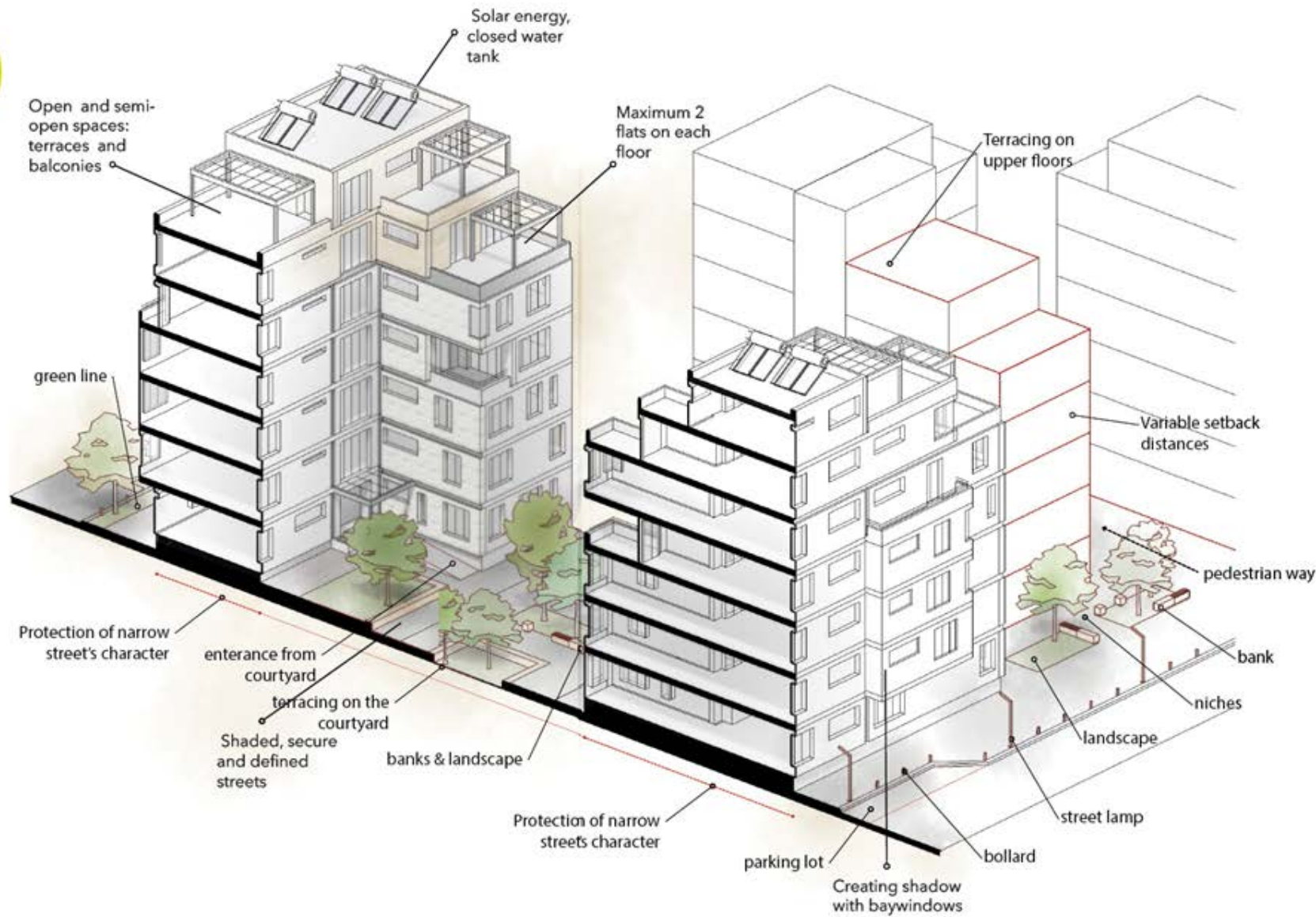


URBAN SPACES: URBAN GAPS:
COURTYARD, STREET, PEDESTRIAN PATH +

INTERRELATION OF
BUILDING AND STREET:
SET BACK DISTANCES, NICHES AND
TERRACING

+ PEDESTRIAN ORIENTED DESIGN:
AMENITIES, URBAN FURNITURE AND
LANDSCAPE ELEMENTS





01. 3 Vital Touches

1.a. Renewed Pattern

- Order; harmony of urban block, diversity of building typology and figure ground balance
- Neighborhood Character; continuity of new building typology, street and building relations and human scale perception
- Applicability

1.b. Life Nodes

- Functions of nodes
- Accessibility for all
- Integrity of social spaces that

1.c. Vital Artery

- Social and spatial Connectivity
- Diversity of Public or semi-public spaces
- Continuity

02.

Social Impact

- Minimum relocation
- Minimum Loss of Land, Building, Income
- Maximum Participation
- Economic Models
- Alleviation of poverty
- Building ownership to the project

Qualities of the Neighbourhood

- Neighborhood Characteristics
- Urban Texture
- Shops Character

Common Places

- Gathering places
- Weddings and funerals
- Collective household chores



Expectations of the Local People

Good relations, solidarity, sincerity and the sense of belonging, are the reasons which make our neighborhood nice.

Parks are our life source!

They are cool, safe and precious.

There are a lot of kids here. There should be enough space for kids to play. If not, they will fight.

Our neighborhood will be very crowded with newcomers.

How can we live there?

We can not afford new houses.

We have to go somewhere else

Municipality should make affordable regeneration

If I move to anywhere else from here, I feel depressed.

Social Impact

- Loss of neighborhood and relationships
- Lower amount of expropriation
- The uncertainty of new life and the idea of losing the sense of belonging to new neighborhood.
- New neighbors, new needs

Design Principles of the Conceptual Project

Green areas and public places

- Squares
- Head of corners, niches
- Common courtyards

Social amenities

- Small-scale parks and playgrounds
- Nursery, primary health care as the reinforcement
- Adequate parks and facilities
- Maintaining Ozdemir Street's local commercial characteristics.
- Green spaces and public courtyards using as integrative streets.

Local Explanations for Design Principles

Urban fabric that contains historic and daily-life traces makes Gaziantep special and unique. New design principles must be respectful to the current texture.

Traces of life, memory of the city...

Gaziantep should not become the same with other cities, city's identity and integrated tissue must be protected.



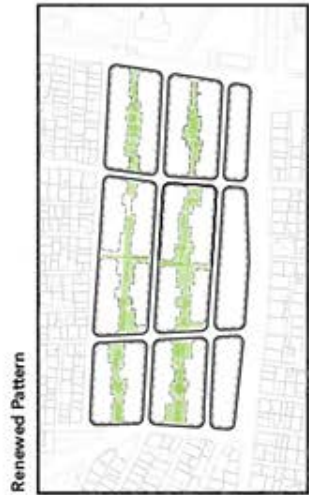
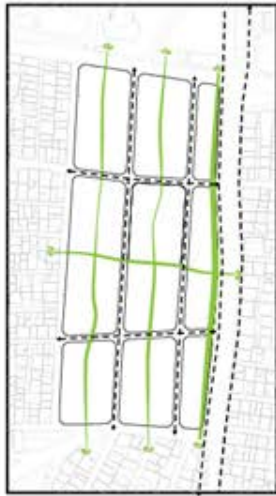
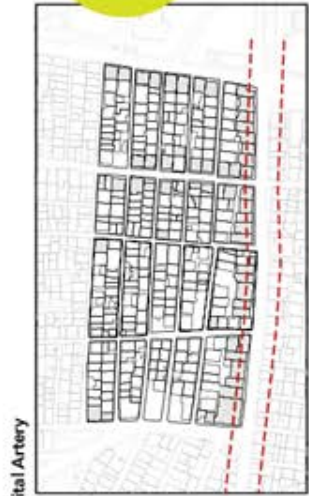
Identity of neighborhood:

- Minimum relocation
- Newcomers-outgoers balance
- Low-cost housing options
- Loans and support mechanism

Social Impact Responsive Design Process

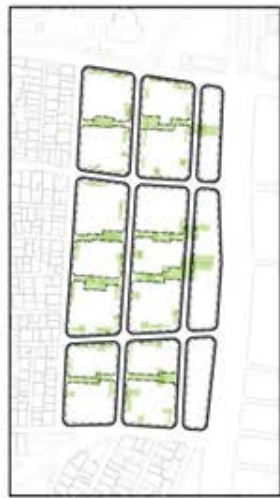
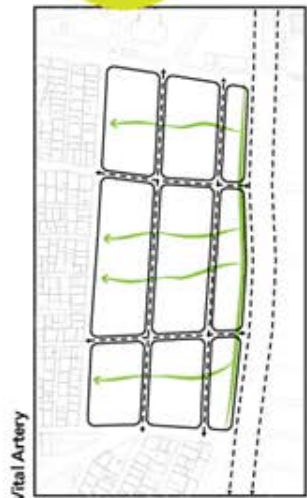
Scenario 01 Linear Model

- Construction area: 80.000 m²
- Preserved street layout
- Wide pedestrian ways
- Adjacent buildings
- Gardens and courtyards

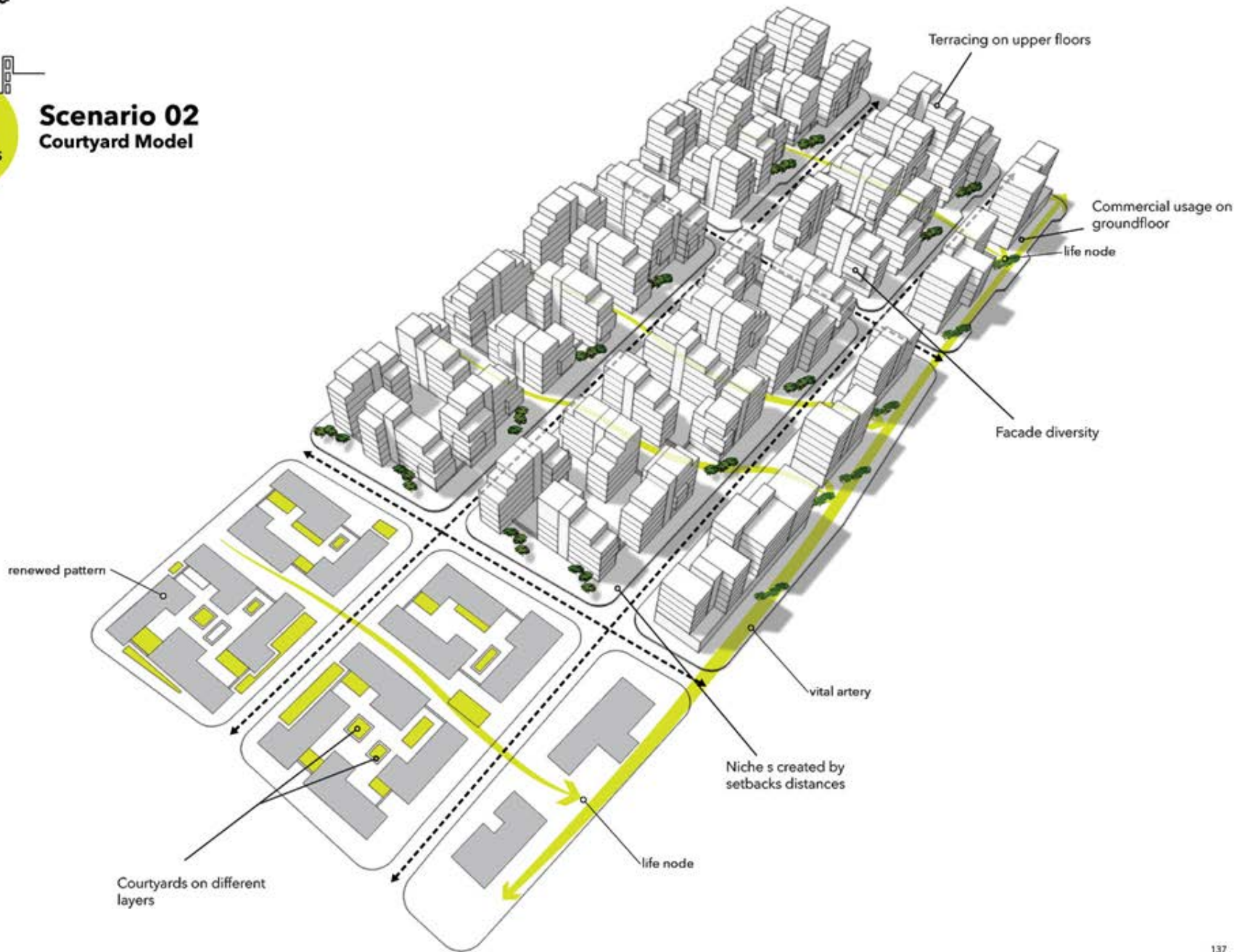


Scenario 02 Courtyard Model

- Construction area: 80.000 m²
- Closed building typology to create courtyards and niches
- Terracing courtyards on groundfloor



Scenario 02
Courtyard Model



Understand
Understand
Perceive
Empathy
Share



Sustainable Cities Program
Urban Design Charette Assignment



Phase 03

Spatial Development Framework

SEPTEMBER, 2014

Spatial Development Framework

The Spatial Development Framework of Şahinbey serves as a guideline identifying the strategic role of the district will have in Gaziantep's future, and containing strategies and tactics in order to transform the dynamics of the city and the district into opportunities. Spatial Development Framework of Şahinbey proposes;

Spatial Development Framework of Şahinbey proposes;

- **Opportunity Areas;** Density Transfer Projects (DTP)
- **Neighborhood Renewal Areas;** Neighborhood Renewal Projects (NRP)

The aim is to create cross-financing mechanisms in order to achieve livable neighborhoods with minimum resettlement.

Therefore, in that scheme two 'area' definitions were made;

1. 'Density Transfer Project' (DTP) Areas

- **Spine;** Sub center (Risky Area)
- **Corridors;** Commercial and Residential
- **Nodes;** Mixed Use Areas

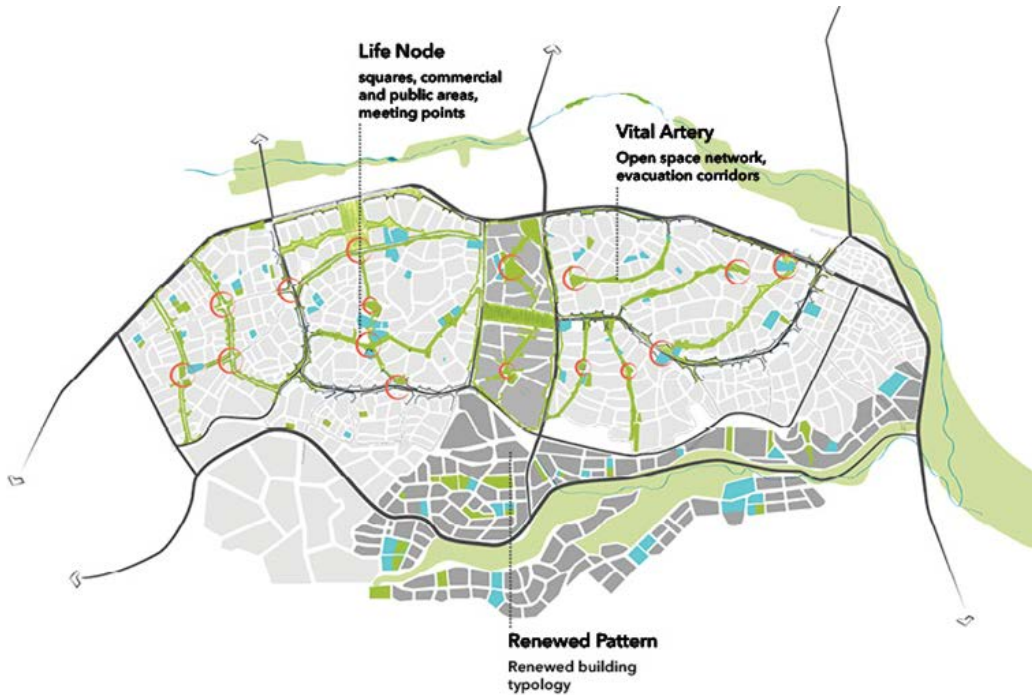
2. Neighborhood Renewal Project (NRP) Areas

- **Vital Artery;** Open space network, evacuation corridors
- **Life Node;** Squares, commercial and public areas, meeting points
- **Renewed Pattern;** Renewed building typology



01
Risk Mitigation
Action Plan

02
Opportunity Areas
Action Plan



03
Neighborhood
Renewal Action Plan

01

On Site Bonus

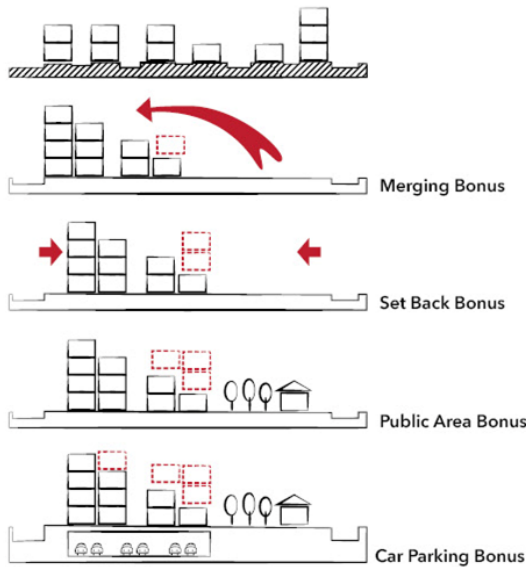
Urban Block Scale

- Merging
- Set Back
- Public Area
- Car Parking

The aim of the On-Site Bonus is to increase the FAR by taking design and life quality into account; and to obtain the financial cost both from landlords and development bonus in a partial way.

On-Site Bonus regeneration model should be based on;

- Urban Block/s based merging
- Capacity of development right increase in block base



Source: Kentsel Strateji

02

Transfer Bonus

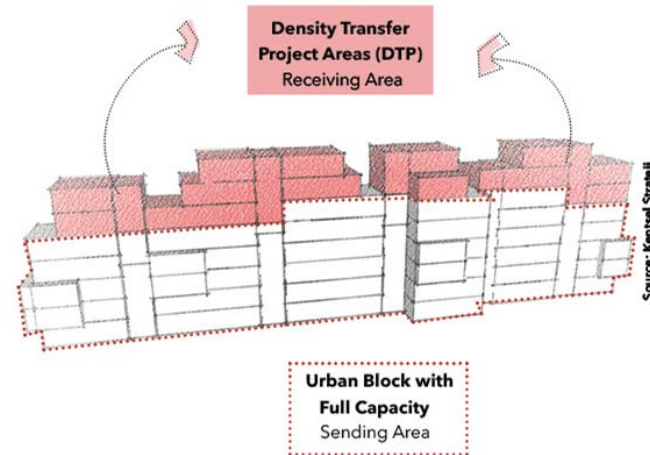
Neighbourhood Scale

- Spine
- Corridor
- Nodes

Transfer based on-site regeneration aims to protect the existing building density in the area undergoing the transferal by facilitating the transfer of the bonus from the building blocks without the bonus capacity into the DTP areas.

The main condition for the on-site based regeneration are;

- Designing DTP areas,
- Mutual negotiation among the landlords in the Sending and Receiving areas.



Source: Kentsel Strateji

Conclusion;

10 Main Principles

For Planning, Redesigning and Developing Risky Areas

01

Risky areas should have a **pioneer role** for the redevelopment of its near environment.

02

Spatial Development Frameworks should be prepared in **city scale** and risky areas should be planned in coherence with it.

03

Vision should have two stages:

- **Sustainable City**; Medium-Term
- **Risk Area; Secure Living**; Short-Term

04

Strategic Framework; "What should be done?"

- **VALUE**; Turning the appealing potential of central location into opportunity
- **ORDER**; Facilitating transportation and life through the Urban Centre and the Green Valley
- **BALANCE**; Creating a thematic sub center linking the Center and the Green Valley

05

Tactical Framework; "How should be done?"

- **SPINE**; 2 Corridors, 4 Nodes; Differentiated thematic corridors and nodes
- **RING**; 4 Rings, 4 Links; Creating mixed used - density nodes and public space corridors
- **NETWORK**; 2 Thematic Nodes, 1 Bridge; Setting up an interaction system between nodes and neighborhoods

Action Plans should be prepared

- Risk Mitigation Action Plan
- Opportunity Areas Action Plan
- Neighborhood Renewal Action Plan

06

Risks and opportunities of the city should be analyzed; Actions Plans and **strategic analysis maps** should be prepared. Strategic Maps are;

- Value
- Risk
- Income
- Deprivation
- Density
- Height / Silhouette

07

Social Impact Analysis (SIA) Reports should be prepared.

- Project Affected People (PAP)
- Project Affected Assets (PAA)

08

In order to increase participation to decision processes, **participatory charrettes** should be organized.

- Expectation Charrette (All stakeholders, local residents)
- Design Charrette (Project Affected People)

09

Social Impact Responsive Design Processes

must include 4 steps;

- Understand
- Perceive
- Empathy
- Share

10