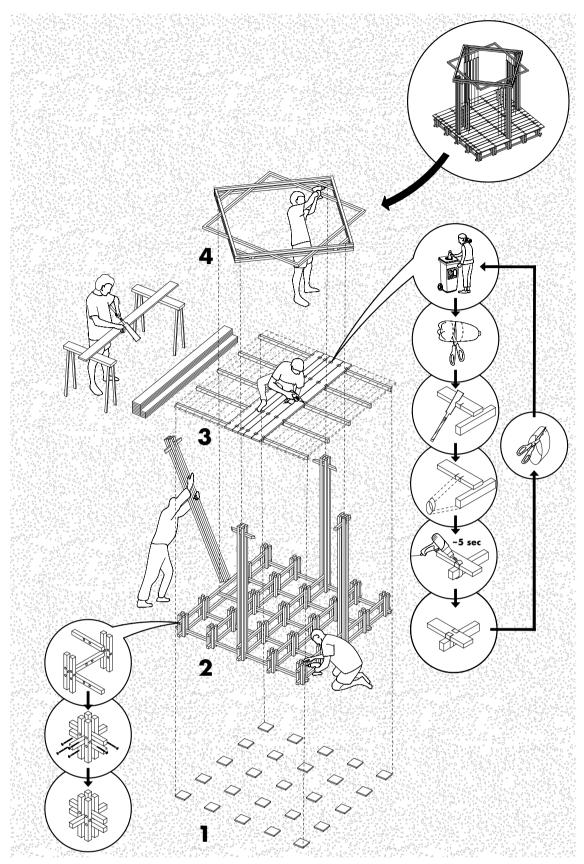
Chair of Architectural Behaviorology



Research Report - The Stage, Janis Suà, FS23

Public Space Behaviorology in Switzerland Design Studio FS24

Final Review – Promenade and General Discussion

Public spaces play a crucial role in our civic and urban life, serving as hubs for spontaneous gatherings, demonstrations, markets but also offering spaces for everyday activities such as eating lunch, having a drink, excercising. The functionality of these spaces significantly influences the quality of life for nearby residents. But what defines a good public space?

To answer this question, the students have used the methods of Architectural Behaviorology and built upon previous research in public spaces. Through the observation of public spaces in and around the Waldlabor forest on Hönggerberg, they aimed to identify the natural, typological and human actors at play, as well as the rules of interplay between those. They looked at what activities happen in a public space and the roles individual actors play in facilitating them.

Date: Wednesday, 29.05.2024

12:30 - 17:00 Promenade:

General discussion: 17:00 - 18:00, followed by an apéro Location: Waldlabor Forest, Hönggerberg

By combining analytical research, 1:1 mock-up testing and hand drawings, students, in groups of 6, either responded to the needs of the different actors or enhanced qualities of those spaces and designed temporary furniture pieces on each one of the 10 selected sites.

We cordially invite you to explore the 10 built installations on May 29th during our final review day. By scanning the QR code, you will find a map allowing you to freely explore and discover the projects. Students will be present at each site to present their project and the process that led to it. Our website will also provide you with more details about our semester and each project.



Guests, tbc:

Format:

Federico Bertagna, Federico Billeter, Aurélie Dupuis, Dominique Ghiggi, Philippine Radat, Andreas Rudow,

Rubén Valdez, Noémie Zurbriggen Promenade + General Discussion

DARCH

