Design Program Brief

Neighbourhood Place

It is early morning, summer of 2022 in the village of Konerirajapuram, near Kumbakonam. It is a quaint village with around 75 to 100 families, surrounded by plentiful of paddy fields. The corner house right at the entrance of the village adjacent to the lake is abuzz with activity. The morning Kolam has been prepared, the floor is getting washed and clean, there is smell of fresh flowers in the air and a special meal is getting prepared. Veena music and karnatic vocals fill the entire place with a melody, just like every other day. However, today is special because it is the first day of the 5 day music festival organized by the "neighbourhood place" of this village.

In the last two years, things have changed drastically for the village, for the better of course! Post the pandemic outbreak in 2020, many families who had migrated, began returning, major conservation work of the Agraharams began in Konerirajapuram and many small villages in this belt. Everybody realized the potential of using virtual means of learning to their advantage, and till today keep using this as it is convenient to them. As of now, almost 70% of the houses have been occupied. The village is now filled with kids, teenagers and adults. Needless to say, all the tathas and paatis are super happy!

The idea of the Neighbourhood place, the project that we are discussing today was thought of almost 18 months ago. Krishna, grandson of the first corner house had also returned from the USA. Earlier he used to visit the village twice a year, now he stays in the village and works from here. What we want to talk of today is his idea of developing a place for the neighbourhood. According to him, it is a place for the entire village to come and spend time. This is how he describes it -

"It is a place for learning,

It is a place for craftsmen and innovation,

It is a place for discussing ideas and debating,

It is also a place for just gathering over filter coffee and jam some music! "

When he narrated this idea to his grandparents, both tatta and patti, were absolutely silent at first. Krishna thought, may be what he is thinking was not such a great idea. But the reality was different, both his grandparents were silent because they were transformed in their own version of the neighbourhood place and lost in their own thoughts..., thoughts that were very strange, and almost

This is how they describe all that they had imagined in those 5 minutes -

Their neighbourhood that did not have much people was suddenly bustling with activity; many families were now staying in the village. One of the houses however seemed unusually active. Near the Thinnai many activities were going on, sometimes someone was reading newspapers, at other instant a group was discussing politics, then again little Lalitha was standing animating stories to a

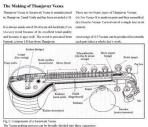
As they entered inside, they began seeing kids and adults singing and playing musical instruments. Suddenly they saw Mohan, their friend and a master craftsman from Tanjore. He was sitting crosslegged in one of the courtyards, making Veena, fussing over his trainee workman to properly shape

In another room, they saw their neighbour's son Balasekar, a scientist and researcher taking workshops for the children, who were all engrossed in making models. This room was surrounded by immense resources - there were computers, a 3D printer, there were books, atlases and

From outside this house almost blended with the surrounding, but from inside the place seemed new and full of excitement.

Krishna softly shook his grandparents, curiously wondering about the combination of silence and innocent smile on their faces. He asks them, "Paati, Tatha what do you think of this idea?" And they didn't think a second further and happily replied, "Peran, let us make this place for the village."

So today, here we are in the neighbourhood place. It has been a year since its inception already and everyone in the village is very happy using the facilities.











































Your site for design intervention is located at a very crucial and beautiful spot in the villags. The location is crucial because it is right next to the labe, very close from the village entrance. It is a beautiful spot because nowhere their in the village you find a condition of the labe edge with its steps to water, a large banyan tree and a small cerner tea-shop all near each other. Your site is located right in this area.

People pass by this corner all the time be it on their way to the temple or to run an errand to the greery sterr right besides: the tea shop, You may think of ways while you design to address the rarea formed between the seads west corner. Lest-stall and last ordey. You are not allowed to build anything outside of your plot, but there should be a design gesture that responds to the space getting formed here.

What can you do to make this are active? Can you engage the people coming to the tea stall to come have a wall of the mibilities that is put up in the meighbourhood place? Can you invite the kids who have come for biscussia and candles to the tota stall by pleing them a giltrape of an interesting object? Can the usual of means flowers and music bring in the passits to 'linger on in your biscure garden for a walled on their way to the temple?

Krishna is the custodian of the neighbourhood place, he stays in one of the agraburans in the village along with his grandqurents. He has his workspace in the neighbourhood place and manages the running of the place along with help from two locals. His various tasks include inviting two-thers, getting resources, organizing small events, curating orbibitions and checking on administrative

One of the two classrooms, has regular music classes. The other one is onen for lectures and workshops. So if there needs to be science workshop for kids or a public health seminar or an informative session on scientific advancements in agriculture, this classroom comes in handy

The reading room and cyberspace gets used throughout the day by different age groups of people. Every Sunday morning, a two hour story telling session happens in this space

Refer the sequence of Veena making to help you understand the nature of the spaces needed.

While designing, think of it as a space that is open to visitors for a limited time of the day. Think of
how this can be achieved through your design without compromising the craftsmen's work

There is a meeting space that can accommodate 25-30 people. Rrishna has come up with a ritual where one every fortingist a topic gets democratically discussed and debated. This space is informal and issues and suggestions related to betternent of the village are noted down. Smaller meetings related to organizing an exhibition or a mustial performance also happen in this space.

Exhibitions require a running length of 10-12 metres. You have freedom to interpret this. You can use walls or free standing panels. The purpose of the exhibitions is to showcase the activities that happen here in the centre.

Food is prepared everyday in the kitchen for 8-10 people, Krishna, his helpers along with the craftsmen and music teachers have their lunch togethe

There is also a $10 \mathrm{mx} 10 \mathrm{m}$ large terrace on the upper level. The terrace can be used for eating, sleeping and enjoying the rains.

Your plot has two continuous long walls. You are supposed to keep the wall on the east as is.

The west wall is adjacent to the main street of the village. Anybody entering the village will pass by this street. It also falls on the way to the Vishnu temple. While designing think of how you can use this edge to incorporate the following: in order to allow a glimpse or two and avoid it becoming a nuisance for the users of the built form.

- Glimpse to be able to see, visually connected but physically dis-connected
 Pause to be able to sit for some time and engage,
- 3. Enter to be able to go inside, physically connected
- 4. Obstruct visually and physically dis-connected

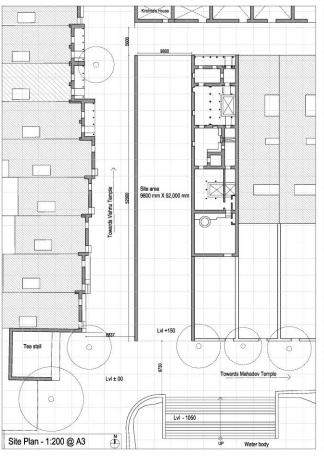
You can remove upto 18M of the wall. You can choose to remove it in two, three or more parts.

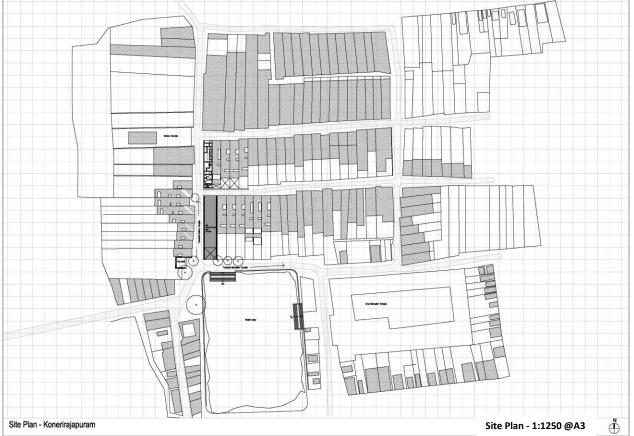
 $You \ may \ introduce \ four \ differently \ sized \ courtyards \ for \ different \ kinds \ of \ activities \ and \ interaction.$ Out of four, one of the courtyards is a leisure courtyard, people can sit here and have tea, read a newspaper, exchange their kolam books and notes and once in a while even have a folk dance practice. Like the produce courtyards of the area, atleast one courtyard should be a produce courtyard and it could be next to the kitchen.

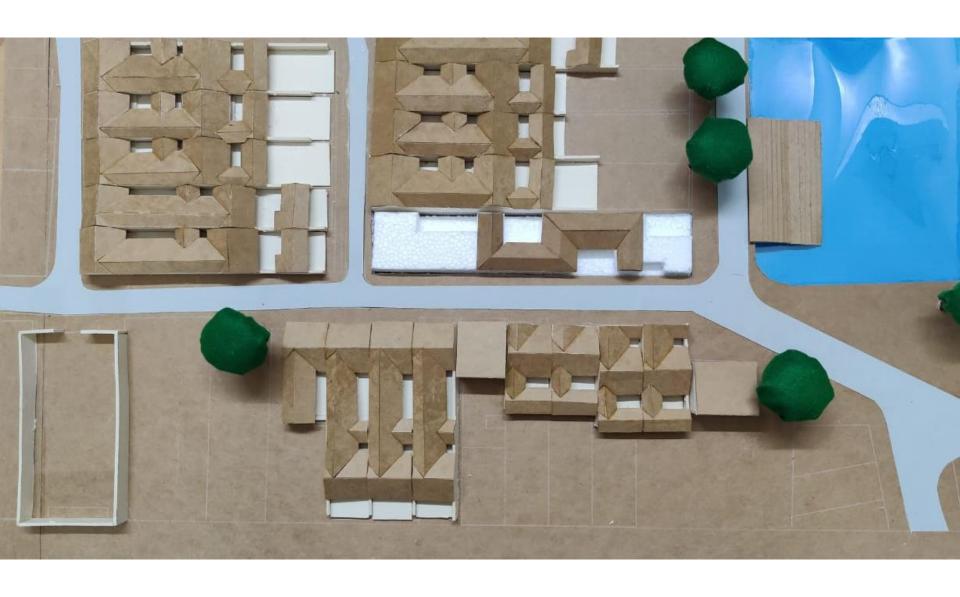
Walls, columns, platforms and courtyards: The spaces within the Agraharam are open, semiopen and enclosed in nature. If we break it down into elements, these are courtvards, platforms that define levels, columns and walls. Transition from one space to another gets defined just by the use of the above elements. The areas are also flexible in use. For cg the first courtyard (mooram) along with thazhvaram and Koodam are used for activities that range from reading newspaper, sleeping at night, performing prayers, large religious gathering or marriage. The space with its level difference, light and wind conditions makes it adaptive.

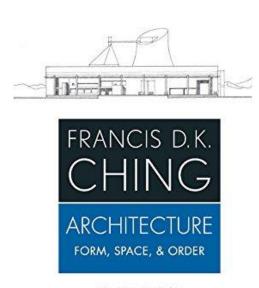
While designing, the basic architectural elements and ideas behind spatial use will remain the same, however they could be used with a different expression.

The Neighbourhood Place				
Α.		Veena Making	Area Sqm	No, of people
	1	Scooping and moulding the resonator and neck	30	
	Ť	Semi-open workshop space with carpentry work,	1	
	1	involves noise and dust, also an area for finishing by buffing		2
	2	Carving	20	1
	т	Well lit, private space involves precision work, involves drawing, soft		
		chiseling to carve, painting		
	3	Attaching pegs and making bridge	20	
		Semi-open workshop space		
	4	Fixing the frets, strings and sound tuning	30	
		Clean space, away from carpentry work. Needs a wet area and a counter		
	\perp	or platform for heating and molding wax		
		Storage area for raw material	20	
	6	Storage and display of the finished product	20	
B.		Knowledge Hub	Area Sqm	No. of people
	1	Class room 01		1+5
	2	Class room 02	15	1+5
	3	Library + cyberspace (table for 8 people + 2 computers)	40	1
c.		Support activity	i i	
	1	Krishna's work space	20	1+1
	2	Kitchen with traditional food + wash area	15	
E	+	Services		
	1	Toilets Male + Female	20	
	+	Totlets Male + Pethale	20	
F		Ployvalent area	\$	
	1	Space for exhibition	45	10 -15 People
	2	Meeting space	30	25-30 People
	3	Space for collective lunch / dinner/snack		10 -15 People
	4	Terrace on the upper level		
	Т	2	340	_
G		Circulation spaces 30% of total area	102	5
		Total built up	442	







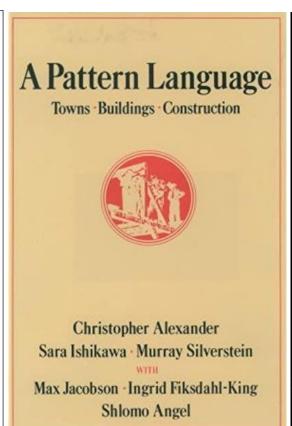


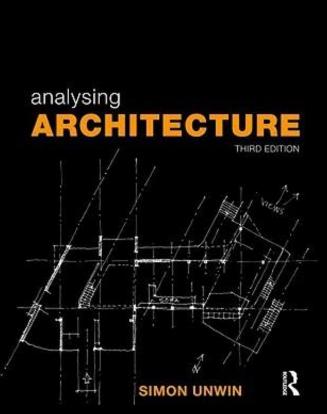
FOURTH EDITION

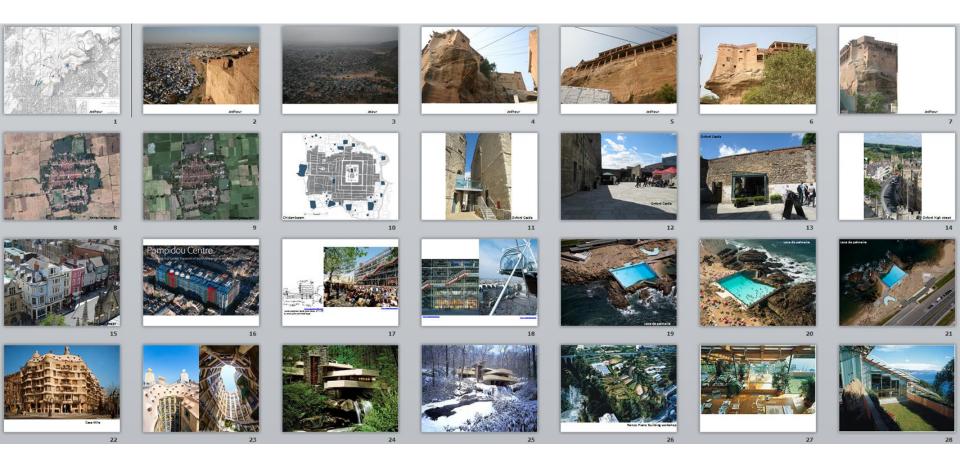


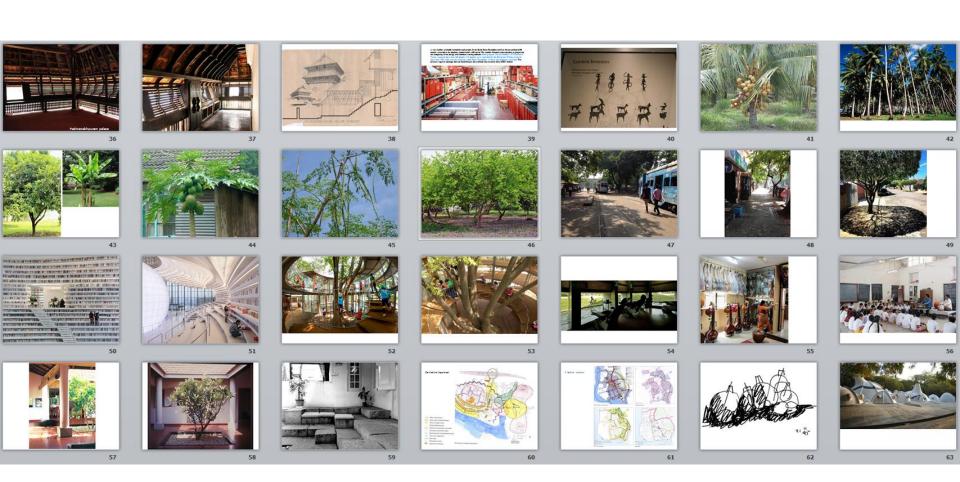


WILEY

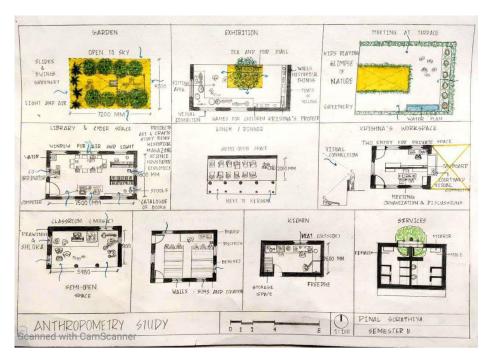


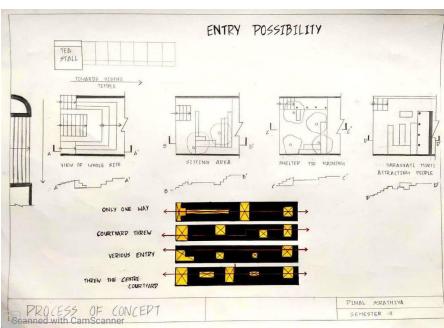


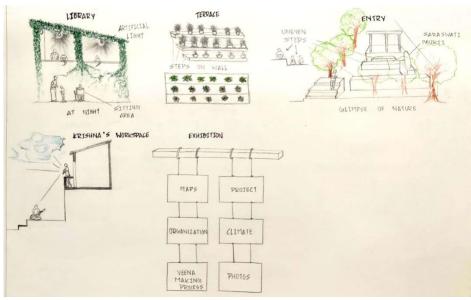






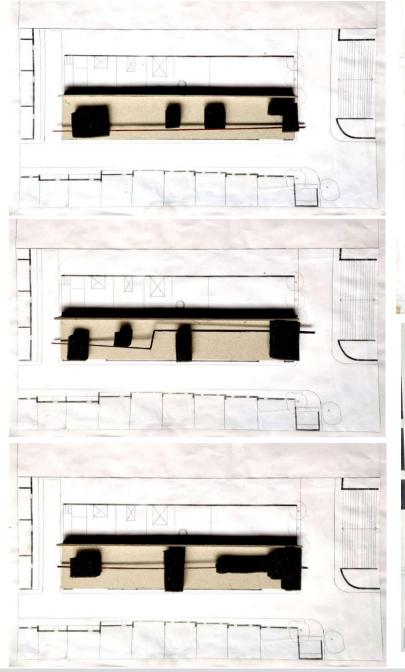


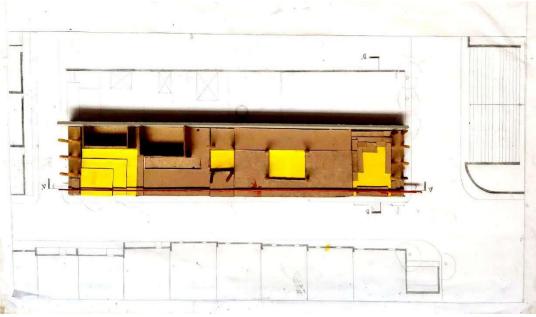


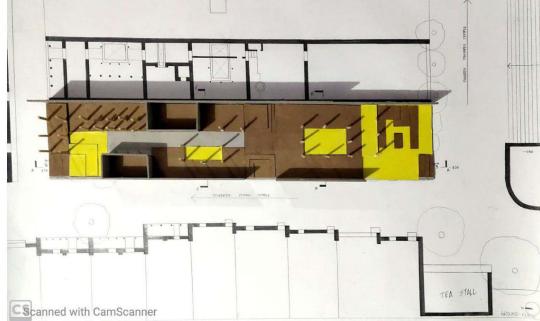


Student work: Pinal Sorathiya

IDEA, Indus University, Ahmedabad

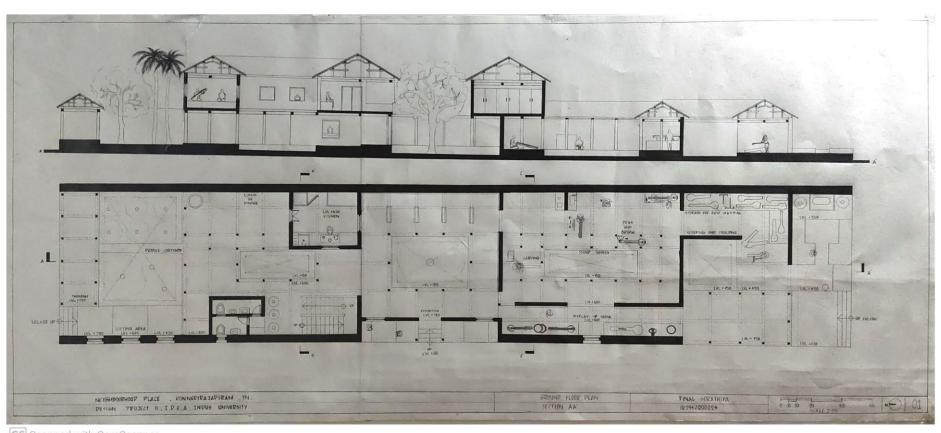




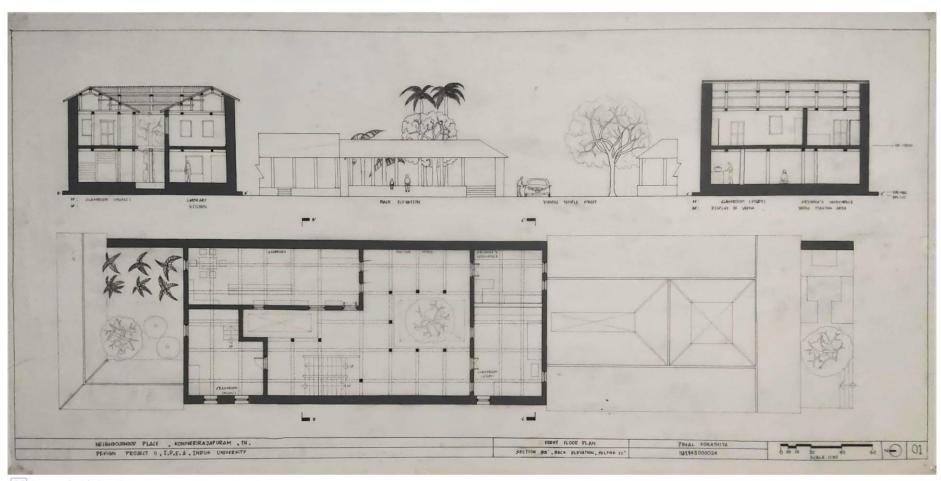


Student work: Pinal Sorathiya

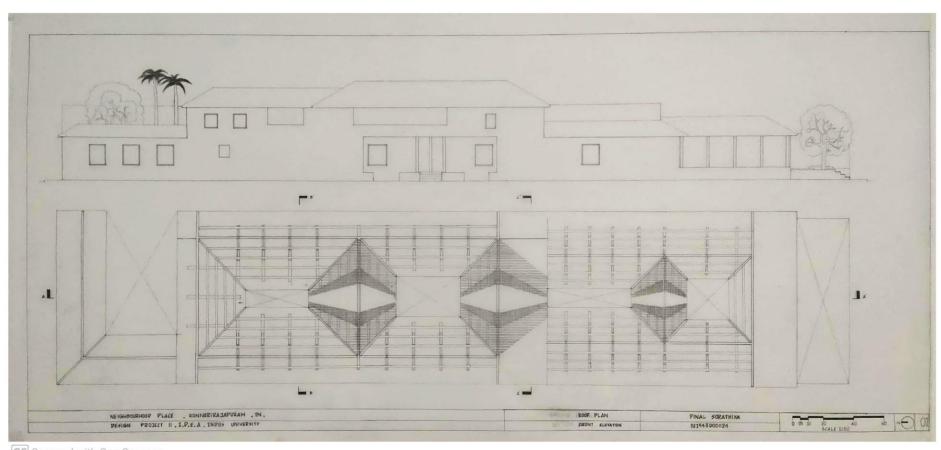
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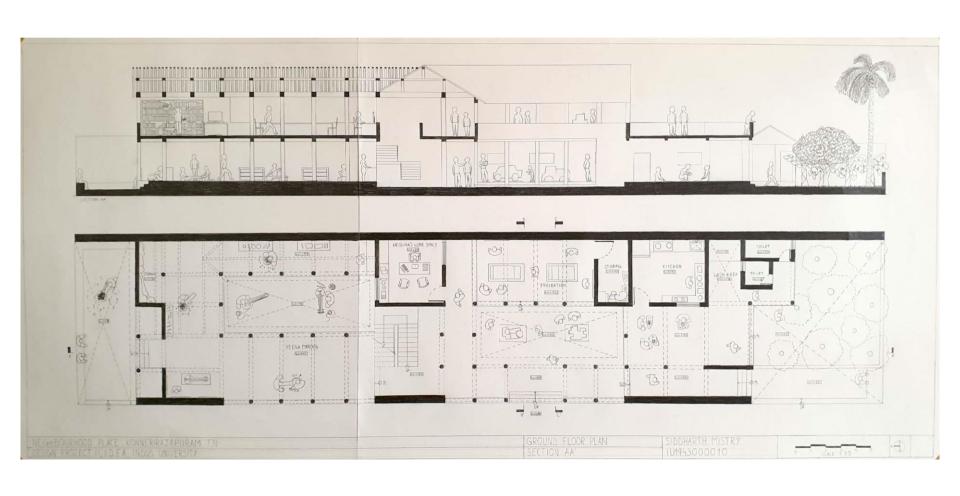


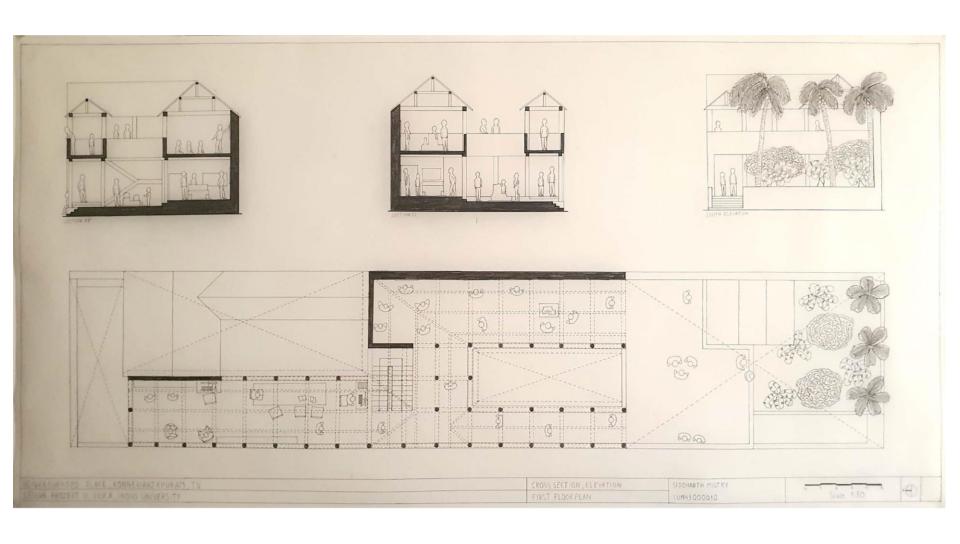
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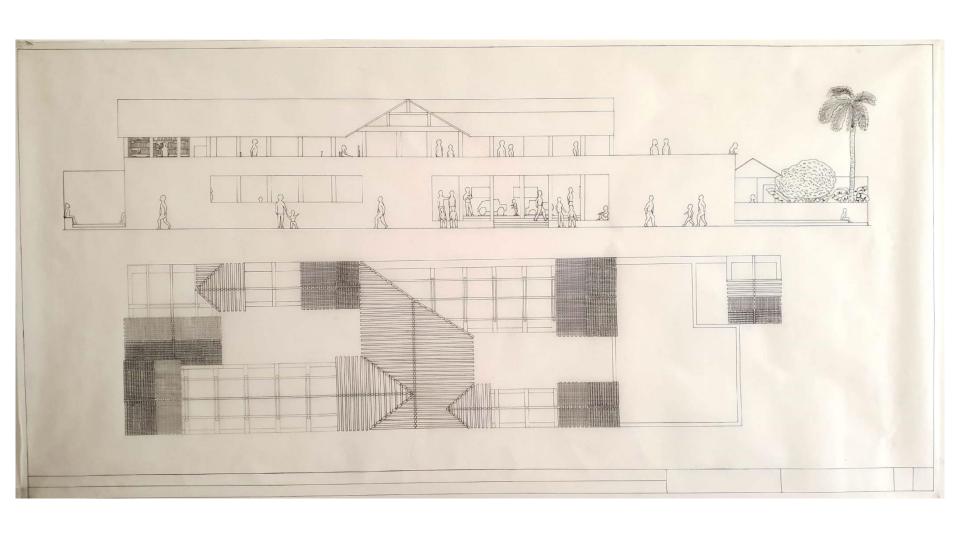


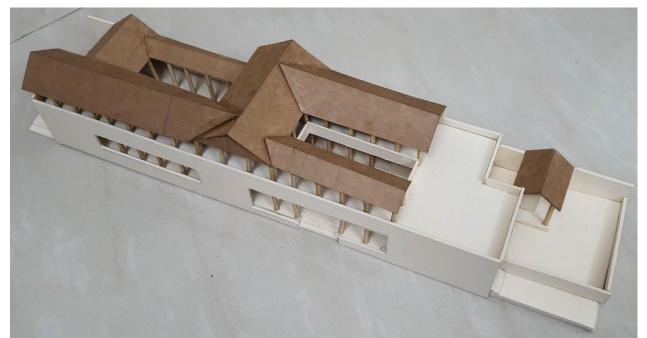






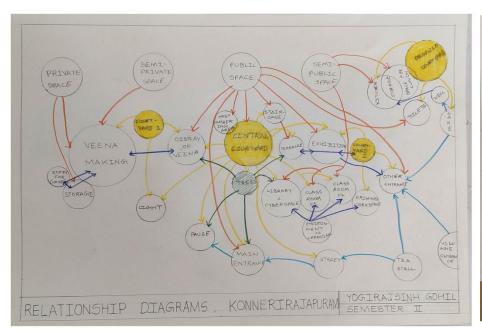


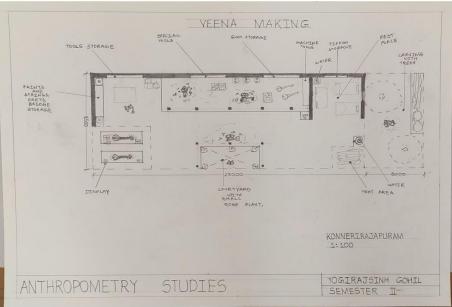




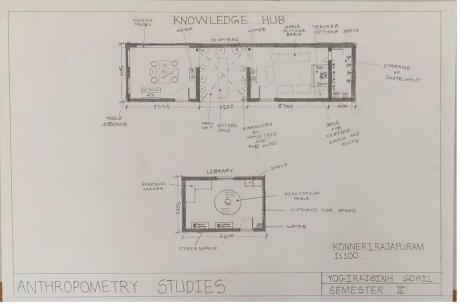


Student work: Siddharth

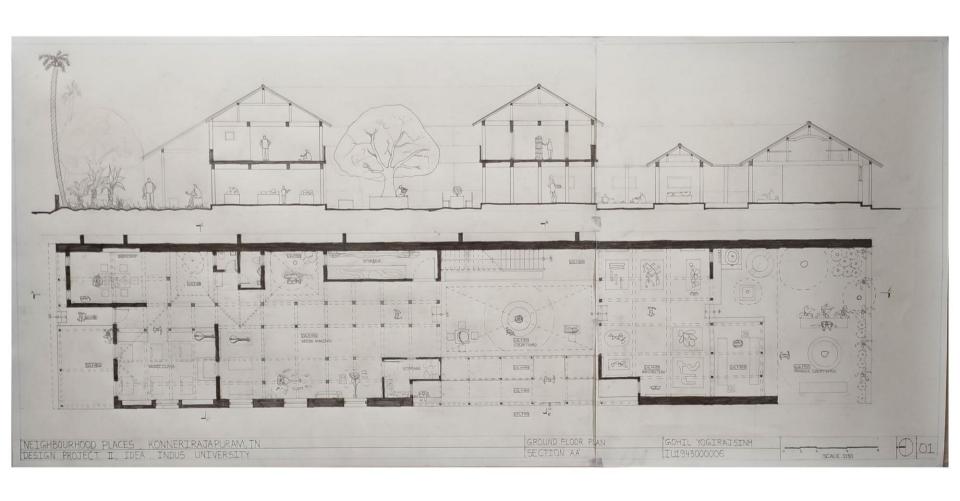


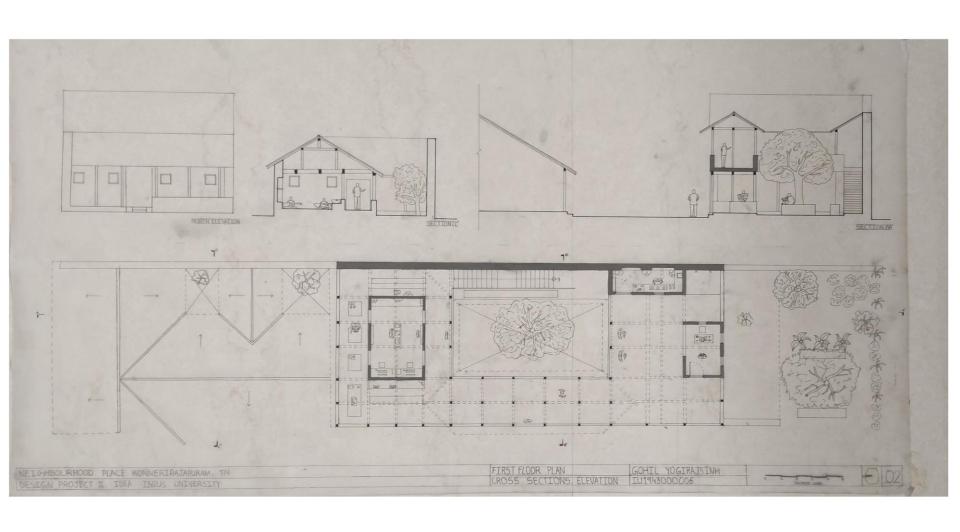




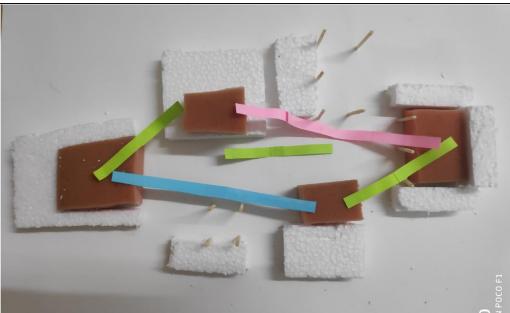


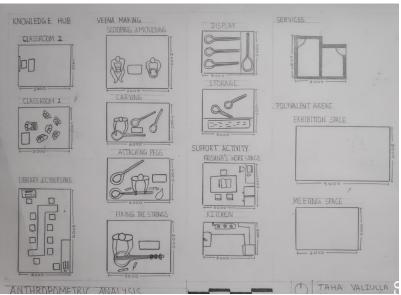
Student work: Yogiraj



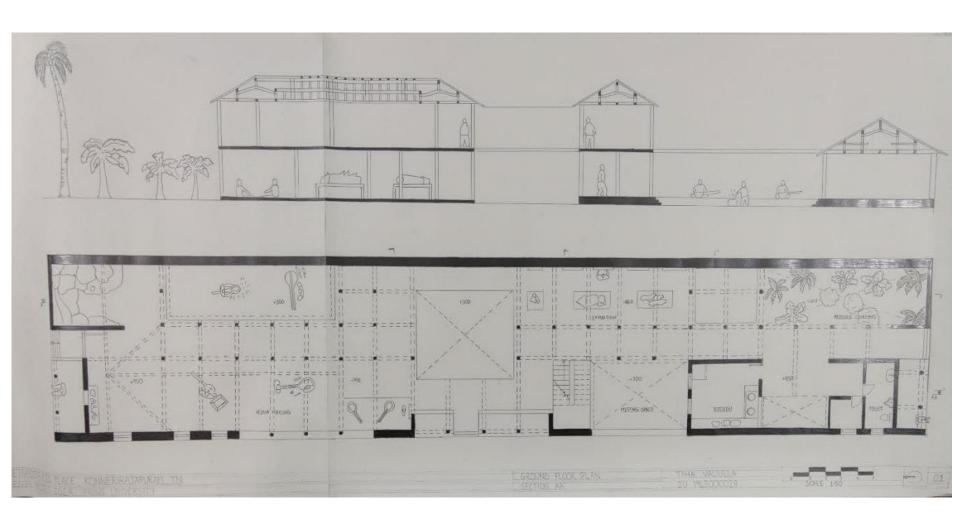


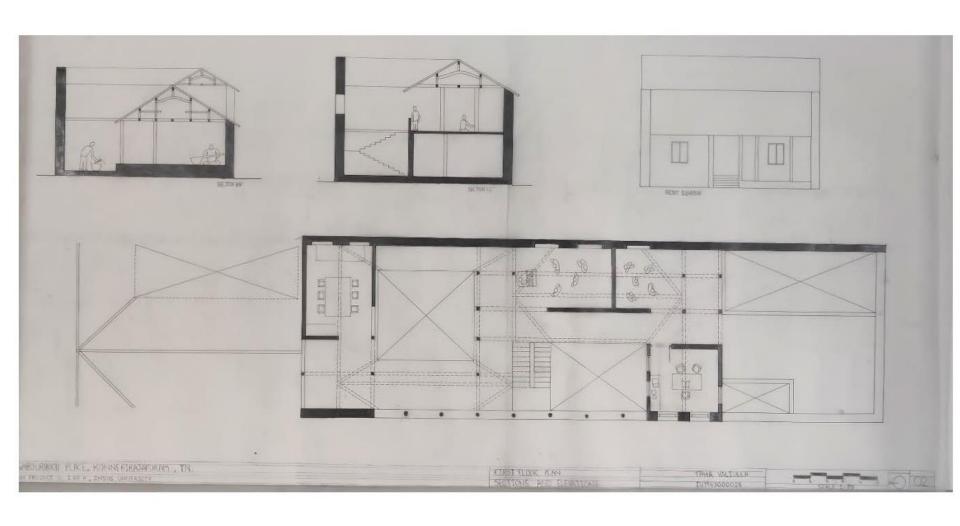


























Student work: Taha