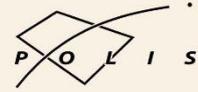


JURY REPORT

City Deal
Kennis Maken
> Delft



DESIGN CHALLENGE
**PUBLIC SPACE AS A
MEETING PLACE**

A colorful illustration of a public space. It features a winding path, trees, and various people engaged in activities: a person on a bicycle, a person pushing a stroller, a person playing soccer, a person sitting on a bench, a person walking a dog, and a person standing near a statue. There are also buildings, including a blue multi-story building and a red house. The text '11 & 12th of February 2022' is written in a curved banner at the top right, and 'Winners receive prize money!' is written in a curved banner in the middle. At the bottom, there is a green banner with the text 'Design with a multidisciplinary team:' and logos for Gemeente Delft, inholland Hogeschool, TUDelft, and DE HAAGSE HOGESCHOOL. Below the logos, the text 'Visit www.studentenonderzoekinDelft.nl for more information' is written.

11 & 12th of February
2022

Winners receive prize money!

Design with a multidisciplinary team:



Visit www.studentenonderzoekinDelft.nl for more information

25 February 2022

Jury members

Tako Postma (chair): Architect, Stadsbouwmeester (city architect) Delft

Netty Jongepier: resident Tanthof, Advisory Council Social Domain Delft

Maurice Harteveld: Assistant Professor TU Delft: public space

Advisors present:

Gerben Hellema: City Deal Kennismaken, organization design challenge

Flip Krabbendam: Architect, organization design challenge

Hilde Huijboom: Polis TU Delft, organization design challenge

Context

In the weekend of 11 and 12th of February a group of students from different backgrounds has joined the Design Challenge: public space as a meeting place. In groups, the students have worked on the public space of the neighbourhood Tanthof-East in Delft.

The students have worked on the following questions: How can the public space in Tanthof-East become a meeting place for all residents? Which routes to facilities – such as the shopping centre or public transport – or walking routes through the neighbourhood, can be recognized and reinforced, or designed? And how can 'stops' be placed on these routes where people can rest for a while? 'Stops' that offer the opportunity to have a chat, casual, without obligation. The importance of such stops has been shown by research: the more casual encounters people have in a neighbourhood, the more they feel safe and at home.

This has led to the following design assignments:

- Strengthening existing routes
- Designing new routes
- Designating places for 'stops'
- Designing 'stops' that invite residents to have a casual chat

General remarks

Overall, the jury is very impressed with the submitted work, both with regard to the content and in the way in which the work is presented. It is special to see how well and how much work has been produced in such a short time, especially considering most students did not know each other beforehand. The students have worked extremely hard and the jury is very enthusiastic about it.

- The design assignment of the neighbourhood Tanthof-East district has once again put the district in a new light and the results of the design challenge arouse inspiration and enthusiasm.
- It is great that a group, many of which are foreign students, have understood the neighbourhood well and are trying to understand the Dutch structure of the neighbourhood.
- The design of the stops could really help the inhabitants to meet, although it remains questionable how many inhabitants would actually attend the designed meeting places.

Group 1: *Super Loop, Flexible spot*

Qualities:

- The approach to the design assignment is good, the group understood the assignment and the neighbourhood.
- The design seems a feasible and practical plan
- Flexible and multifunctional elements that can be used by different people from different backgrounds and ages and can be changed during the day.

Points of improvement:

- The designed open pavilions are uniform elements that stand on their own and are not related to the environment.
- The possibilities of use are far-fetched.

Group 2: *Synergetic spaces of Tanthof*

Qualities:

- The approach to the design assignment is good, the 'casual' meeting moments are well elaborated.
- Inhabitants of different ages are considered in the design
- Recognizable design of elements
- Current situation and qualities are used for the design
- Improving existing good places through elements that are made attractive to other groups.

Points of improvement:

- Synergy between elements is missing, will the design be appealing to the inhabitants?
- Long term perspective is missing

Group 3: *Find your (spirit) animal*

Qualities:

- Problem and analysis are nicely presented by the use of a strong narrative
- Smart choice to pick two places to make these more detailed and worked out
- Strong presentation
- Strategically interesting: 4 people, then add small stories. Designing the places from the mutual relationships
- Not only aimed at different groups and what they want, but really at their society.

Points of improvement

- The designs of the meeting places are a bit generic: the context of Tanthof is missing.
- The elements are all fixed, the residents can not put their own input into the design.

Group 4: *We design the spots, you connect the dots*

Qualities:

- Clear story, clear analysis and a good motto that fits the problem
- Immersed themselves in the way of life of the residents
- An integrated plan on different levels.
- Nice food and drink stalls, that would be enormously enriching for Tanthof.
- Distanced the stops every 100 meters, important for the elderly, very good!
- The only design that added evening perspective, in a residential area most people will be at home in the evening.
- In a daily surrounding people know their way, they don't need guidance - so wandering around is a good idea.
- And a catchy title.

Points of improvement:

- Thinking through the scales, how do those "dots" come together into a neighbourhood identity?
- The meeting places are designed without a border: people have to dare to step into a space, a border can help to participate in the spaces.
- The presentation doesn't make quite clear what the problem is.

Group 5: *Constellation*

Qualities:

- Neighbourhood approach: nice drawings that could have been the concept drawings of the original design of the neighbourhood.
- Hierarchical approach, island and designed places that can create meeting spots
- Recognizable round shapes in the design which create coherence.

Points of improvement:

- Complexity of the society is lacking
- Insufficiently elaborated to show the power of the design idea.
- The plan was a bit unclear and cross section does not bring back the designed elements.

Group 6: *Get out and about in Tanthof*

Qualities:

- Grasping the qualities that are already present and improving and connecting them.
- This group realised a relationship with the green heart of Tanthof and connecting it with the facilitation centre, very well recognised that this is a great opportunity to create traffic and opportunities to meet other people.
- Relationship over time is very good, the timeline adds value to the analysis.
- Well-presented design with nice illustrations
- The human scale of the design is well thought through.

Points of improvement:

- The meeting places could have been designed into further detail.
- Solutions for the meeting places are a bit basic and not surprising and new.

Prizes

The jury would like to thank all students again for their interesting and inspiring ideas. All plans have been designed with love and care for the neighbourhood and provide inspiration for the future development of Tanthof. Unfortunately there are only three prizes. The jury awarded it as follows:

On first place, group 4 *We design the spots, you connect the dots*. Annelieke Beckker, Kevin Lai, Olaf van Velzen and Sanika Charatkar have a clear understanding of the quality of the area and designed a well-integrated plan. The jury specifically liked the well-chosen meeting places, that can be flexibly used during day and evening.

On second place, group 3, Ailise van de Kamp, Sophie van Hal, Tereza Lacigová and Elena Grimbacher. The design, *Find your (spirit) animal* is based on a strong narrative, strategically interesting and well presented. The design is not only focused on peer groups but the society as a whole.

On third place, group 6, Ann Eapen, Sarvin Sarabi, Pjotr Boomgaard, Maria Luísa Tarozzo Kawasaki. Their design, *Get out and about in Tanthof*, is intelligently grasping the qualities that are already present and improving and connecting them.