Graduation Project'21 Fall ITU Faculty of Architecture Department of Landscape Architecture



2020-2021 Fall semester

STUDIO REPORTS: LANDSCAPE DEMOCRACY: TAKSIM

ITU Landscape Architecture Department

PEM 409E LANDSCAPE GRADUATION PROJECT

LANDSCAPE DEMOCRACY

TAKSİM

Istanbul Technical University, Faculty of Architecture, Department of Landscape Architecture, Taskısla Campus

Phone: +90 (212) 2931300 ext.2808 Fax: +90 (212) 2514895 E-mail : pevzaimim@itu.edu.tr

Editors Prof.Hayriye Eşbah Tunçay, PhD. Prof. Gülşen Aytaç, PhD. Assist. Prof. Melih Bozkurt, PhD. Nergis Aşar Gizem Aluçlu

Graphic Design: Nergis Aşar Gizem Aluçlu Core jury Members: Prof.Hayriye Eşbah Tunçay, PhD. Prof. Gülşen Aytaç, PhD. Assist. Prof. Melih Bozkurt, PhD.

Guest Jury Members: Assoc. Prof. Olgu Çalışkan, PhD. MSc. Arzu Kutkam MSc. Zuhal Kol Carlos Zarco Sanz

> Research Assistants Nergis Aşar Gizem Aluçlu

LANDSCAPE DEMOCRACY: Taksim

demos *kratos

*Landscape contextualizes democracy. Public space and parks represent the locus for the daily, Everyday performance of democracy; these are places where democracy could be learned and practiced in the long run. As the landscape is the quintessential cultural construct, it becomes the ideal vessel for the values and beliefs of residents. It is both the outcome of social processes and a structuring element for new processes of social construction" (Makzhoumi, 2019).

Taksim is a unique platform whose value as the landscape is difficult to calculate in spatial, political, and aesthetic terms. Taksim Square and Gezi Park coexist in the middle of a very dense urban matrix. Even though their physical properties are distinct, this duality constructs an interdependence of functions and complexity of discourses and actions. The richness of relationships between nature and artifice and the plurality of uses in such a vast urban space makes this landscape the most vibrant area in Istanbul.

The purpose of this project is to elaborate on how Taksim Square and Gezi Park go beyond being a 'social and political green' and adapt well to changing social needs over time. More specifically, the project seeks design alternatives that will work as incubators of cultural co-habitation and self-organization. It requires spatial and infrastructural improvement proposals to trigger a more comprehensive social and physical change in the area. Finally, the project expects the students to develop a democratic landscape change process facilitated by a sustainable landscape and urban design. Even though the emphasis is on landscape democracy, the students should also question public space in the Covid-19 outbreak days when social distancing has become daily life. Students should respond for a post-Covid-19 era.

TAKSIM ENCOUNTERS Mehmet Bulut

Taksim Encounters, with the process-based design phylosophy, pushes the of boundaries landscape design concept through the pursuit of a new approach of open publicity in a such urban environment like Taksim. Having the aim of integration of intangible and tangible design interventions,



Taksim Encounters seeks for the coupling of digital and physical conditions on the urban space to achieve a much more consolidated public use of the space. Further, this integrity generates an engaging democratic frame for the sake of the urban use to intensify the historical and socia-cultural context of the Taksim Square, Gezi Park and the close vicinity in a whole. Also, the overlapping layers of this landscape design approach, associates the ecological, physical and contextual components of the area. Having benefit from the inter-related urban pieces, Cumhuriyet Street, Gezi Park, Taksim Municipal Garden, Republic Square, Maksem, Underground Level and Ataturk Cultural Center have been treated as the common ingredients of the whole urban environment; have been combined under the roof of urban democracy and coupled with the open use design approach -Loci- to extend the conceptuality of the urban design and landscape system.





Landscape System Plan I 1:1000

Design Strategies

















To achieve all of these abstract approaches on the site, the axis of the Cumhuriyet Street has been strengthen through regenerating the immemorial traces of the historical plane trees and transformed into a navigating and healthy urban corridor with the water management and bio-swale strategies. Gezi Park has been transformed from its monumentalized and frozen status into a much more vivid and welcoming alive public park through reorganizing its spatialty, constitution of the open-use Locis and the Taksim Community Chamber, the integration with the Republic Square and the recuperation the existing vegetation with native species. Republic Square, also, has been reshaped through its historial traces animating its memorial value, fulfilled with the approach of "open-use public carpet", navigated to the Ataturk Cultural Palace's facade, and integrated with the underground level of Taksim in a much more holistic manner with the lighter, wider and relocated metro entrances.







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And moreover, underground level of Taksim has been reunited with the existing detached spaces in order to acquire a safe and total space which serves as a lively activity ground. Apart from these, for the sake of creating a clean and healthy urban environment, traffic around the square has been reduced through narrowing the Tak-I Zafer Street and Mete Street which will serve for only the mass transportation.



Activities & Encounters













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Art

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Fun

Live Talk Paula Scher Feb 24th

Exhibition Devrim Erbil Mar 3th

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Movie

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Name Party

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CODING TAKSIM ECE ŞENGÜL

In this project; starting from the identity of the square and its surroundings, the historical process of change, and collective memory, new coding styles were developed for these noteworthy concepts such as lack of contact, spacelessness, restriction, and inequality to update the region. At the same time, with these new codes created; it is aimed to make it more fair, equal, free, dynamic and attractive. In addition to the planning of the physical space, it is aimed to plan and develop the square digitally. We are now in the middle of a digital age, and when today's situations such as social distancing and pandemics are considered, everything is now becoming digital.

AL THE

Annual Property of

Artilley barrater



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It has become a transition point where people do not enjoy spending time but escape from the crowd and lose each other. Thanks to the planned digital layer, we can now go digitally to Taksim, which we cannot go to comfortably even if we want to. At least our thoughts can go even if we cannot physically go. In short, as physical space; by creating an equal and free environment, it is aimed to create an atmosphere where people can make their words heard or show, and remember history and experiences. Digitally also it is aimed that people from Istanbul, Turkey, even people from all over the world can come to the square, actually not physically but digitally, share their thoughts and interact with each other in this digital place of freedom. The project was developed for a binding and unifying purpose in every aspect.



It was aimed to create a space where various people from different places and backgrounds, regardless of geography, religion, language, race, gender, age, gather at one point and establish bonds. Besides the digital connection, it was aimed to strengthen the ecological and spatially fragmented patches by combining them. With these strengthening green areas, spaces and functions, it was also aimed to increase and strengthen human connections over time. The connection of the area with the surrounding regions has been strengthened and functions have been added to the connection points, making it more attractive and useful. Green textures such as Gezi Park and Maçka Park, which are close to each other, have been combined and connected at the upper scale.





It was aimed to bring more students and young people together by creating an education and cultural route between Taşkışla, Atatürk Library and İTÜ Gümüşsuyu campuses. At the same time, special colors are determined according to the potentials of the area and the purpose of the design. For example, purple mostly represents cultural activities, roads and spaces, while pink represents social, interaction, communication and free thinking, yellow represents production in general, and green acts as the binding element between them.



The walking process has been made more attractive for users by adding interactive digital panels compatible with digital devices on some of the main routes. In this way, walking people will be able to follow the news, then continue to watch them on their phones, create their artworks/graffiti in digital forms and leave their traces on the digital layer of the area.

At the same time, they will be able to take care of the plants they see as they pass by each day, water them and contact with nature a little between these huge concrete masses. While the Gezi Park was being designed, add-ons that are also connected to the digital were created, that is reminding the existence of various extinct things in the area. It is aimed that people can re-experience the history of the place as they travel around the space, experience an atmosphere where the past and present are connected, and thus revitalize the collective memory, or at least make it feel. To remind the past and to revive the destroyed barracks, the ruins of the barracks were reconstructed symbolically as a frame and a cover. The area where people used to spend time as Taksim Garden was redesigned with natural lines and the garden that used to be there was brought back to the present day. The existing trees in the park were preserved and those of historical significance were highlighted by light installations.



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The bostans and gardens, which were also considered in the Istanbul Master Plan prepared by Prost, were added to the park as a community garden and a smell/butterfly garden. More edible and aromatic plants were preferred in the gardens and it was aimed to make it more rememberable, attractive and dynamic for people by creating smell gardens for the memory route. At the same time, attention was paid to the seasonal color changes of the plants. For different spaces, colors also vary according to the functions of the spaces. Also, it is aimed to sell the products produced in the bostans in the cafe and sales areas in the area. Additions have been made to develop graffiti and art in the city and in the field. New activities and functions were proposed to replace the unpleasant, badly remembered events in the venue.





It is aimed to transform and update these unpleasant memories with new, good memories. Many interactive design elements have been added to the area. In addition, a digital application belonging to Taksim has been developed for those who use the area or just want to be a part of the space digitally. Thanks to the application, a free expression space has been created where they can listen to podcasts about Taksim, the latest news, past / present and future, share photos / memories from the area, communicate with many people and discuss their ideas. The spaces in the park are also designed as forum, free thinking and discussion areas, and urban furniture has been added. Movable seating elements and special gridal areas to be used for different events such as concerts/ shows/celebrations were determined in the square design. Foldable structures make the square more flexible and adaptable to events. The structures can be removed at the end of the event, turned back into a part of the pavement and stored. It is aimed that these flexible structures can be removed and used in the whole area when necessary. The memory museum in the area was also planned as a storage, public assembly, meeting, planning and consultation area. To reduce the heat island effect, vegetation was made, green areas were increased and bioswale areas were added. The old plans, past and experiences of

The old plans, past and experiences of the area in general have been examined and inspired by them and their changes, places, routes and functions have been shaped. Thanks to the lighting designs, the area has become dynamic and alive in both day and night scenarios. It is aimed to integrate the past, present and future with the digital layer. Taksim, which needs a new update, had to be digitized and the ties that reconnected the past and the future had to be established and strengthened. In line with these inferences, a new design update was developed and implemented.





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butterfly/smell gardens





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