

**ITU  
LANDSCAPE ARCHITECTURE  
DEPARTMENT**

**STUDIO REPORTS:**

**LANDSCAPE  
PROJECT II**

**NEW NORMAL / NEW OLD**

**2020-2021  
SPRING SEMESTER**

# PEM 212E LANDSCAPE PROJECT I

## PUBLIC SCAPE

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WORKSHOP I 01

MODULE I 02

WORKSHOP II 03

MODULE II 04



# publicScape

• the hybridization of virtual publicity and physical public space •

Landscape Design I • 2020/21 Spring Semester • crn 22152

Architect + Landscape Architect Esma Selen AKSOY  
Res.Asst.Nergis AŞAR

# PUBLIC SCAPE

## ESENLER

public space, open urban space and virtual  
publicity

The definition of public space has been discussed throughout history. Public space is not only an urban open area but also is a meeting and production space for new ideas and cultural relationships. Boundaries of the public space are blurred today. Public spaces, where location-based data is accumulated, is transformed into a surface where we can follow the traces of the city. The main scope of the studio is the pursuit for creation of new design scenarios with virtual traces changing physical public space.

The project areas were selected from Esenler district, where the housing density is high, due to the scarcity of existing public spaces compared to the residential texture. It is aimed to activate public spaces by changing the usage scenarios of existing public spaces. Within the scope of this project, it is expected that the selected area will be designed considering the possibilities of the public space between reality and virtuality. While the project areas are redesigned, new definitions of public relations can be discovered by combining existing urban habits with new virtual habits and city data.

# 01 WORKSHOP I

## Mobile Application

Involves "a workshop/minor project on "researching mobile application for activating open urban area " through the mobile app studies.

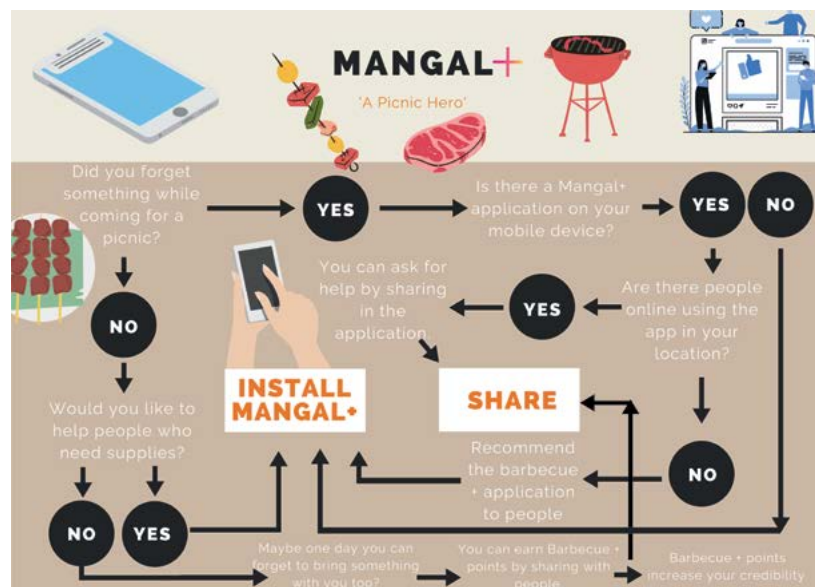




**PEACE**

Now, when you forget your materials in places far from the city or when you run out of materials, you can easily find people around you and ask them for help by application.

Explore amazing places where you can be in touch with nature. Didn't you deserve a peaceful weekend after a busy week?



**DID YOU BRING YOUR SUPPLIES COMPLETE?**

Maybe you can earn Mangal + points by helping people with missing supplies. Perhaps one day you will forget a few ingredients or you will have missing materials. That's when these barbecue points you earn increase your credibility and people want to help you, thinking you have helped someone else before. They may also be found in this situation or may want to seek assistance when they remain in that situation.

**DO YOU WANT TO GET AWAY FROM CITY?**

We seem to hear that you want to go to a magnificent place away from the city where you can be in touch with nature. We have determined some locations for you that other people frequently go to. There are also many areas that we haven't added yet and that people use.

Share the places where you have picnics in nature, so that people can access the locations of these magnificent places and information about the region through our app. Is there any water source in the area? Is it allowed to make a fire? Is there a grocery store nearby? We can create a guide for people by answering many questions.

**EARNING MANGAL+ POINT**

**BY SHARING**

You can earn barbecue points by sharing materials with people.

**BY CLEANING**

Take a photo of the area where you come to have a picnic. As you leave, take a picture again. We will give you barbecue + points for keeping your picnic area clean. You can also collect the trash around you to earn more points.

**DID YOU FORGET SOMETHING?**

You have made your preparation and set off. When you arrive at the place where you will have a picnic, you have forgotten to bring something with you. Using the application, you can seek help from people around you.

You burn a barbecue and look, coal was not enough! Don't be afraid, the Mangal + is with you. Share through the app and seek help from other people.

**SHARE PHOTOS OF YOUR ENORMOUS PICNIC SPOTS**

Share natural wonder places. Interact with people. Explore amazing places shared by other people.

MANGAL  
YUSUF ÖNDER



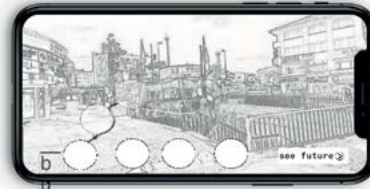
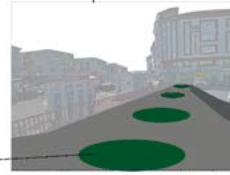
## ECO future ECO-future

This application is designed for users to design a 350-meter diameter circle containing Bahcelievler Square and connected roads and to see the possibilities that may occur in the future as a result of their design with ecological approach.

The project includes an estimate of the future state of the field as a result of the designs by designing its present state through a 360-degree panoramic image in an application initiated by reading qr codes on the ground.

If the project launched in the bahcelievler neighborhood of istanbul is successful, it is designed to be applied to Istanbul squares with an inert area.

360°



buttons



You can determine their location by dragging the buttons.

now



15 years later

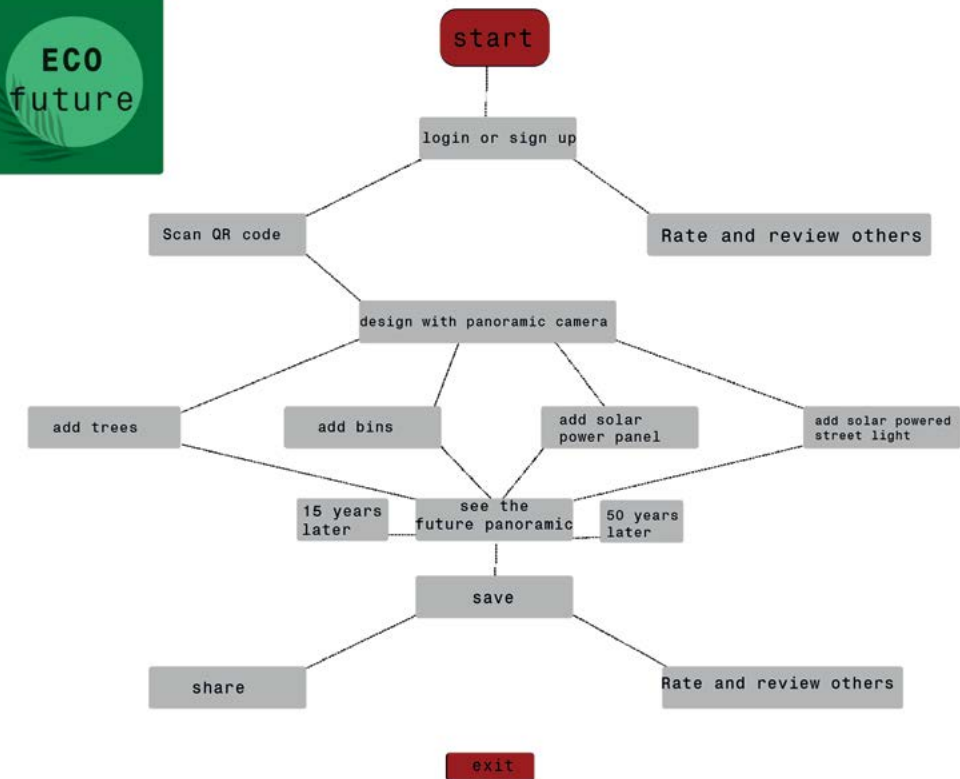


In your design on the square and connected roads with a diameter of 350 meters, the total number of trees is 75, the total number of recycled garbage cans is 15, and the use of solar energy has been increased by 40%.

Thanks to this design, air pollution in the area is reduced by ..%. Recycling is increased by ..%. With added boxes, ..% energy savings were realized with added solar panels.

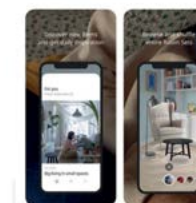


50 years later



## ECO FUTURE FATMA PINAR ALTUN

## Similar Applications



### Houzz Home Design & Remodel

Take the guesswork out of online furniture shopping with this new feature on the Houzz app, which lets you try out products in your home before you buy them. Search from more than 300,00 items in the Houzz Shop, select 'view in my room 3D,' and a 3D version of the product will pop up in a photo of your space.



### IKEA Place

IKEA's "IKEA Place" app allows you to virtually place 3D models of their furniture into your very own space. Simple take a photo and insert a true-to-scale model of any item you'd like into the room, for the most smart solution you could dream of.

## 02 MODULE I

### Data Collection

It starts with "a seminar- mini workshop on data analytic approach for design " through collection of data in the within walking distance via internet ( google street view, twitter or instagram data )

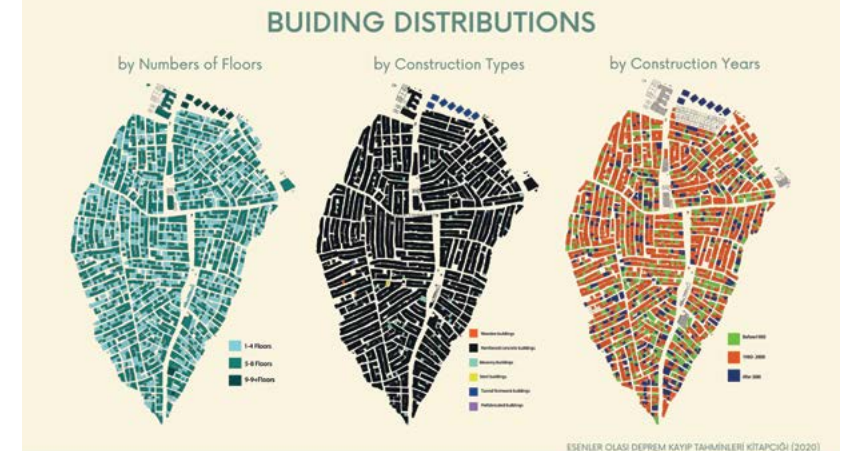
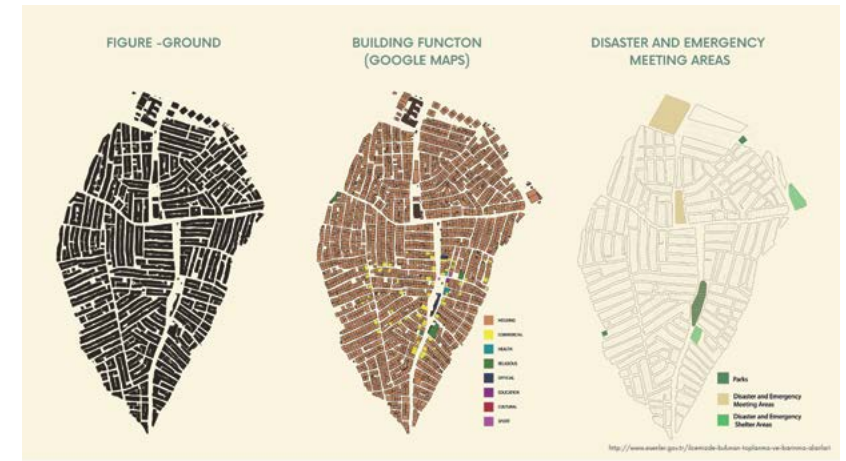
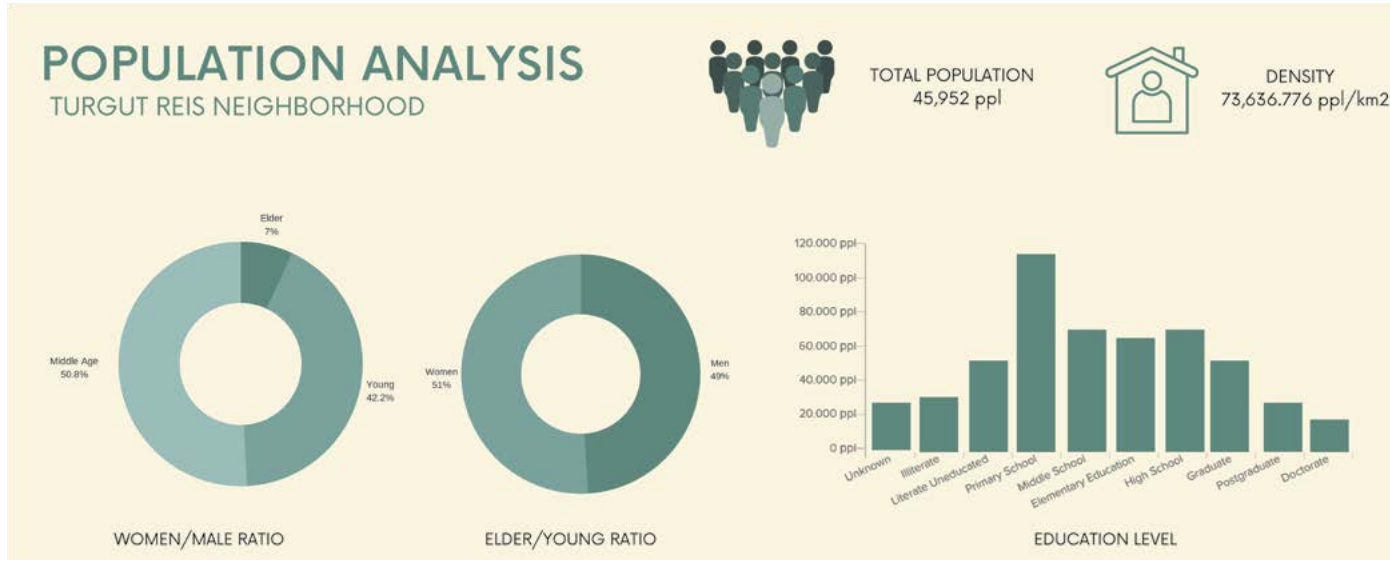




DIGITAL ANALYSIS	PHYSICAL ANALYSIS
User Profile and Frequency of Use(Google Maps)	Population Analysis
Facebook Comments About Earthquake	Figure-ground
Tweets About Earthquake	Building Function
Earthquake Parks in Istanbul (Social Media)	Parks and Disaster and Emergency Meeting Areas
Earthquake Training Places in Istanbul(Social Media)	Traffic Density
	Fault Line Map
	Building Features
	Disaster and Emergency Meeting Areas in Istanbul



TURGUT REIS PARK - ANALYSIS  
KADRIYE METİN

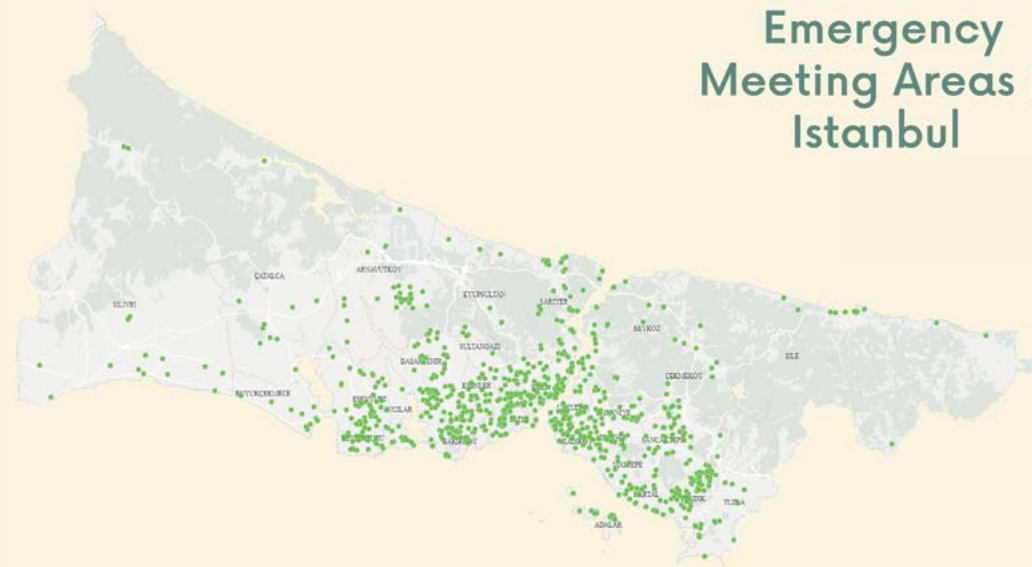




TRAFFIC DENSITY



Disaster and  
Emergency  
Meeting Areas in  
Istanbul



Earthquake  
Training Places in  
Istanbul  
(Social Media)



Fault Line Map



Earthquake Parks  
in Istanbul  
(Social Media)



SCENARIO

BEFORE EARTHQUAKE

Informing people in this area about earthquakes before the earthquake

1.To enable the people in the park to watch the seminar and conference activities related to the earthquake that scientists give online.

2.Discussing people's opinions on how to make this space safer

AFTER EARTHQUAKE

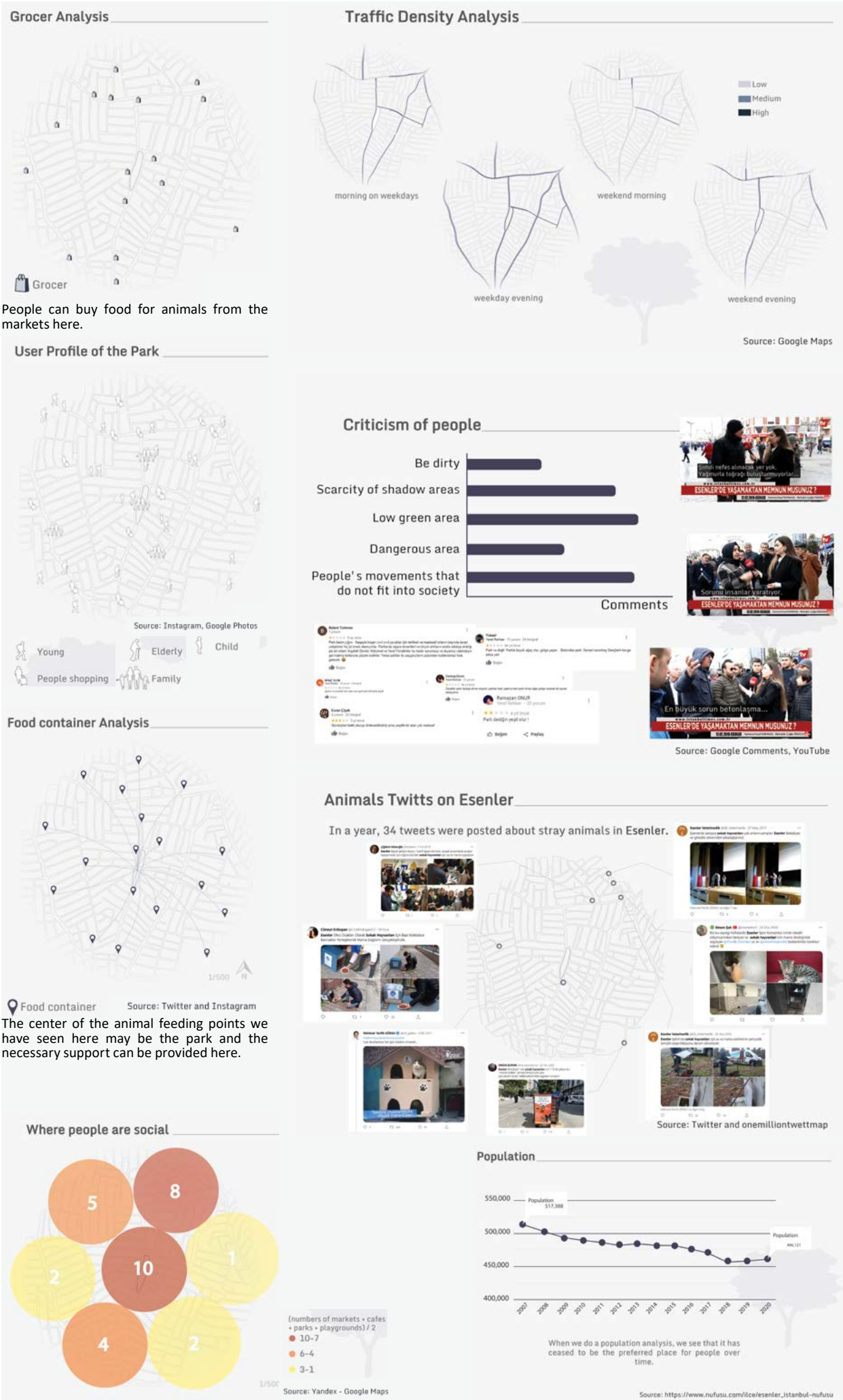
Providing temporary shelter to people in this area after the earthquake.

1.Using transformable urban furniture

2.Using an app that identifies people's locations and allows other people to reach out to them and send help.



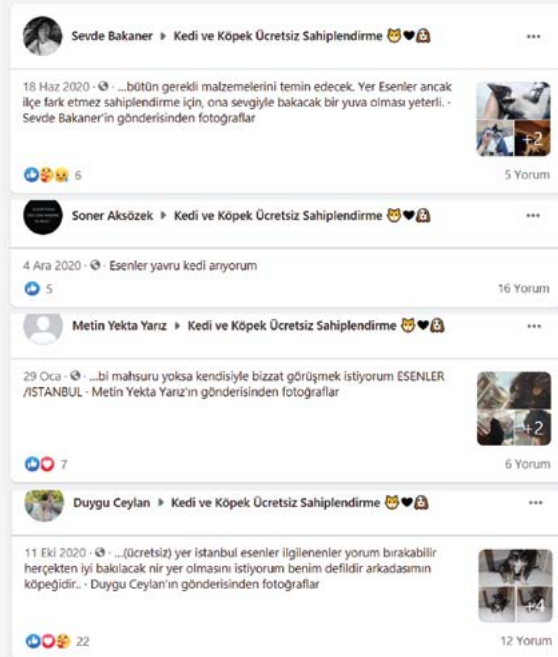
OWNERSHIP PARK  
TUĞBA KURT



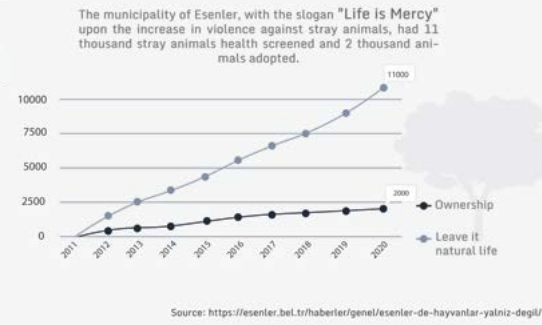


## Lost and Ownership Postings

There are many postings of ownership and loss on Facebook

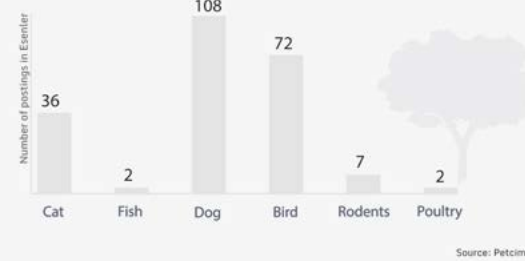


### Amount of ownership



### Appropriation Announcements

Animal adoption advertisements published on the Petcim website in Esenler district.



### Petshop and Shelter Analysis



### Action places

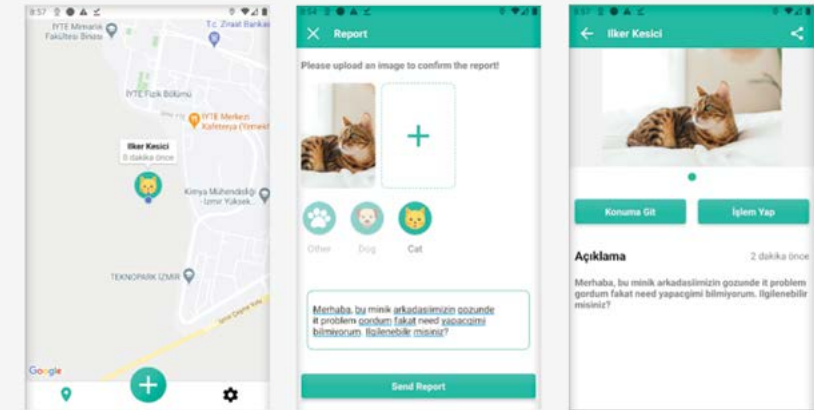


Source: Facebook

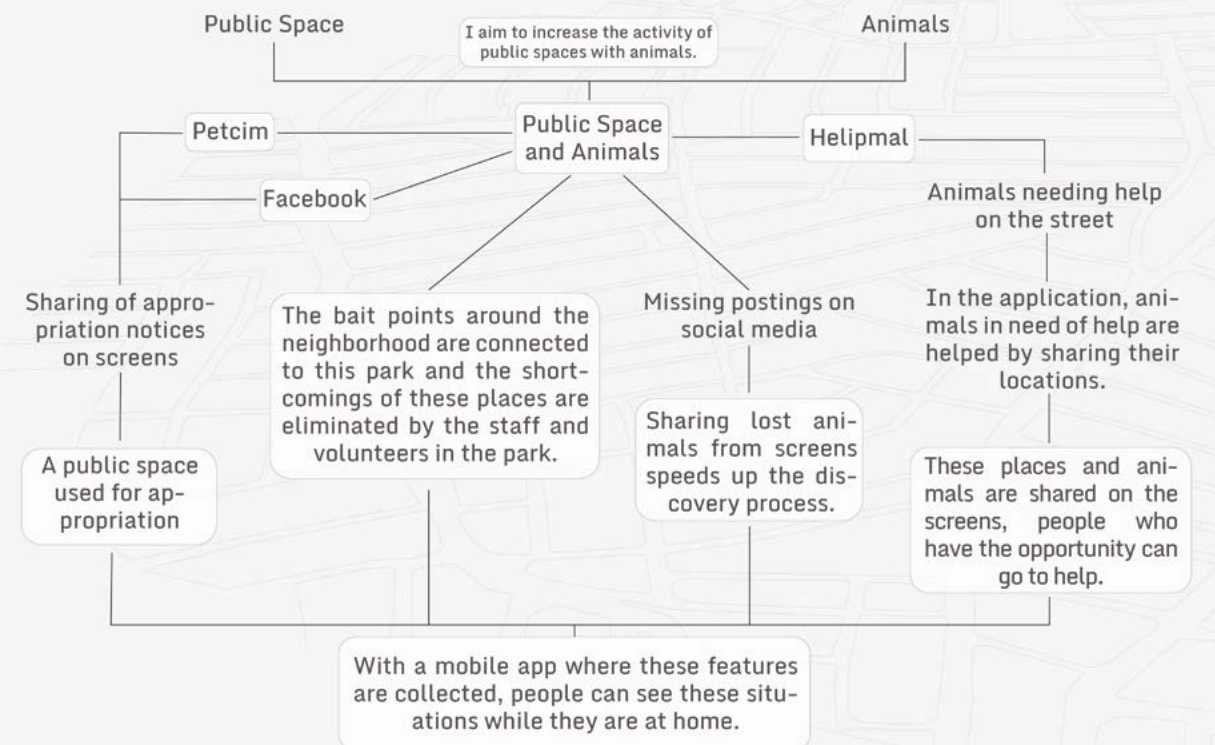
## Helipmal



When you encounter an animal in need of help on the street, if you are unable to help, by taking a photo of the animal that needs help and sharing it via the Helipmal mobile application, help teams from your location reach that stray animal and provide the necessary assistance.



## SCENARIO





03

## WORKSHOP II

Incorporating readings with perception

"perception mapping " - merging representation techniques."

MENTAL-MAPPING  
INVISIBLE CITIES  
RÜMEYSA YAPAR

INVISIBLE CITIES

I'm stepping into a new city...

A city I've never known, never heard of before...

I'm standing in the middle and trying to feel this city.

And can the people who live here feel this city? People are in the hustle and bustle of their daily lives. I wonder what they see around them. Just buildings, roads, sidewalks, parks and structural elements like that? How much can they perceive beyond the invisible? Can they also feel a completely different city behind this city with a body? How well do they know this city they're in? Or what does this city mean to them? I wonder what this city looks like from person to person? Each of them is a stranger to this city, where he is a native...

Just as every person has a unique character, a posture, cities have their own character and posture in the same way. And Calvino approaches and analyzes his cities as a psychologist who wanders through the folds of his patient's brain, wandering in his soul. As you read it, it feels as if you are traveling in a city that really exists, and the person is intrigued by the desire to travel in these cities that actually never exist and cannot be visited.

And sometimes you realize how well you actually know - supposedly nonexistent- these cities. As you travel through these cities of Calvino, you can encounter traces that you have never noticed in your own city. It's not that we don't actually see it, it's that we don't know how to see it. That makes the cities we live in look like a box.

"The hell of us living things is not something that will exist in the future if there is a hell, here, already among us; the hell we live in every day, together, standing side by side, we create. There are two ways not to suffer: the first is easy for many; to accept hell and integrate with it so that you don't see it, the second way is risky, he wants constant attention and education; who and what is not hell in the middle of hell, to look for it and know how to recognize it when it finds it, to keep it alive, to give it an opportunity."



#### SENSES AND ARCHITECTURE

The book *Tenin Gözleri* actually tells a lot of things and allows us to notice many things. How you become enlightened when you read some books, you experience this in this book. The sense organs are interconnected. The eye provides smell, the smell provides hearing, the hearing provides touch, the touch provides taste.

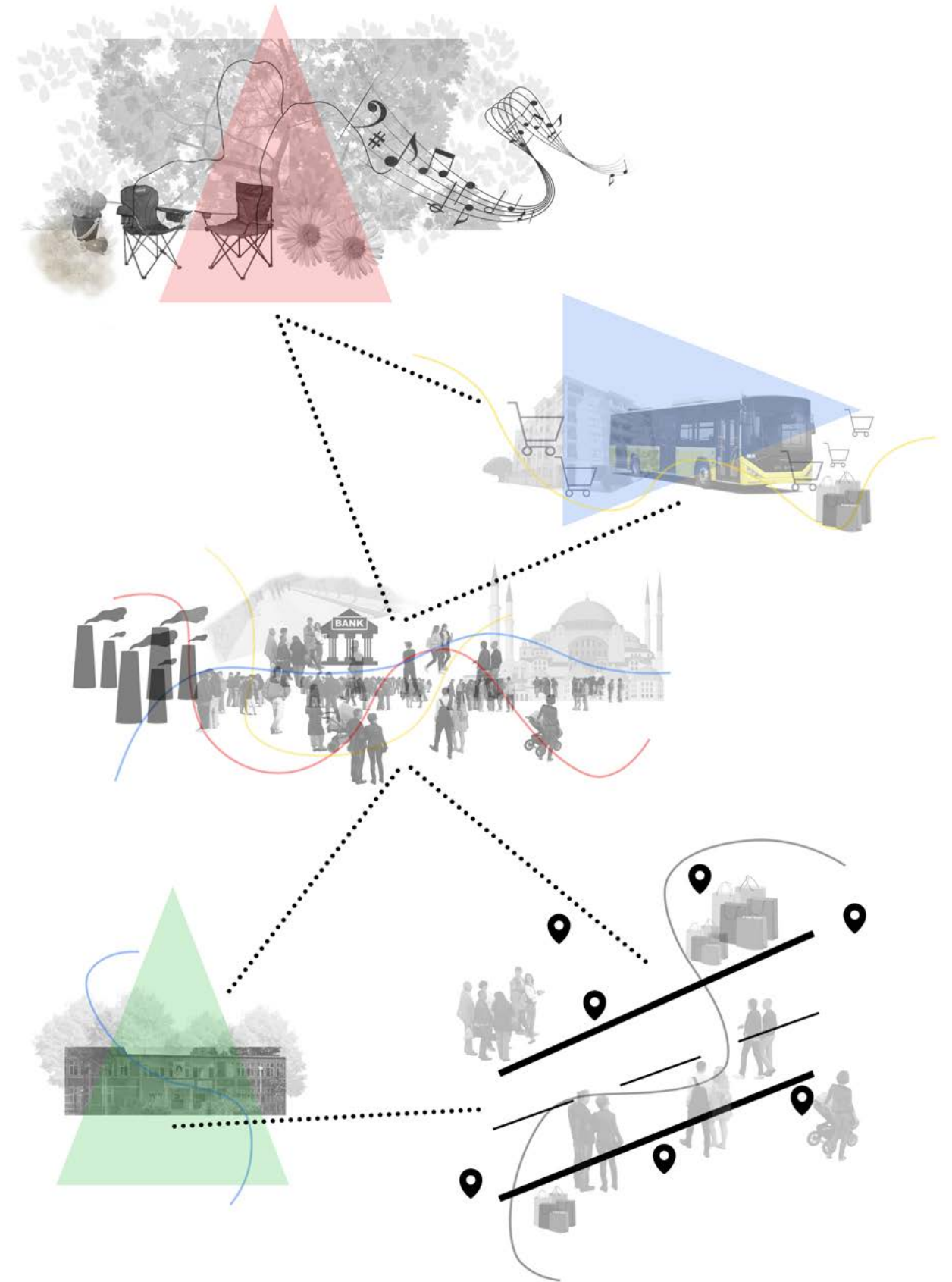
Touch is said to be seen as the 'mother of the senses' in the book. Whether your eyes are closed or your nose doesn't smell, it is very different to feel it and to be able to keep its warmth. Touching is understanding. Touch connects us to the concept of time. It wants to touch an old door or the walls of an old house because it is to be able to feel and hear what happened.

There is seeing and there is seeing. The field of vision, to see as much as you want to see, this is one of the things that are explained in the book. When you read or do research on a topic, you acquire that information and now you start to see that topic differently. Seeing is not looking. With your eyes, you just don't see, feel, recognize, hear. The eye wants to be with other senses. This interaction pushes the person to reality and strengthens this feeling. "Eye monitors, checks and investigates, touch caresses." It is so clearly explained in the book that the point where seeing and touching intersect. We close our eyes when we hug, kiss, fear, to get away from there, to find ourselves while experiencing that happiness or fear because you know that if you close your eyes, you will feel better, try to keep it in your memory, when you close your eyes again to remember that moment.

Sound and vision are very different but equally the same, inseparable senses. You look and hear sound. As it is said in the book "Seeing is only the sense of the observer, hearing creates a sense of bond and solidarity." You can see everything you are looking at, but an effort is required for the sound, someone has to speak to you or you have to speak to yourself aloud. If there is sound, you communicate with the place.

It is often the easiest and most permanent method to remember a place by scent. It helps the nose to remember the eyes. You enter the space with the scent, you experience it again, when you close your eyes, you can go back to your memory. An old soap scent compares to you what you did in that old time and what you are doing now. Sometimes you want to taste what you touch to feel. At this point, touch, sight, and taste come into play, you may feel like you need to taste those old experiences to feel the delicate sculpting of that stone.

On the other hand, architecture is producing things that contain all of our five sensory organs. Space, time and architecture are interdependent. Current architecture has moved away from the senses and places. Staying away from the senses that we live with, pushes us to become even more blunt in architecture. Architecture is not just about stone; we shouldn't build architecture only on vision. In such a situation, architecture loses its functionality.



# 04

## MODULE II

### Designing

Designing a selected park area in Esenler by taking collected information in previous phases into consideration.



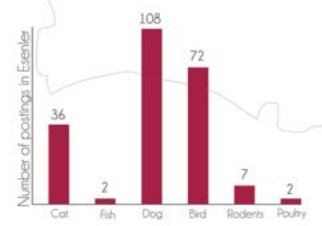
# Synthesis



## Appropriation

## Announcements

Animal adoption advertisements published on the Petcim website in Etiler district.



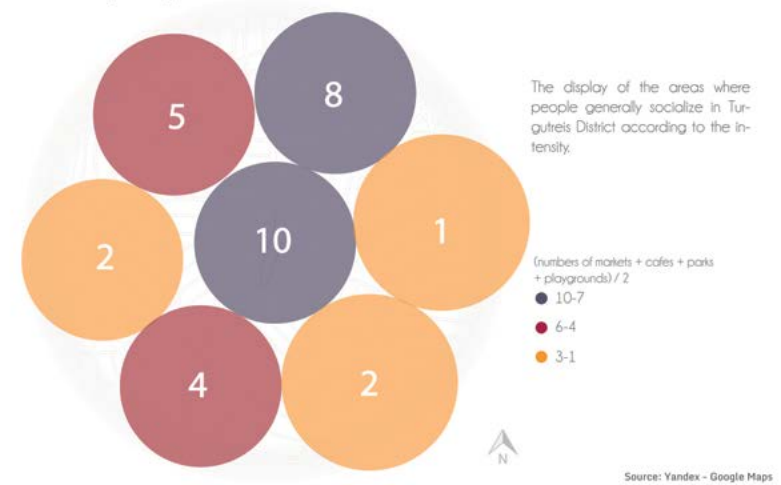
## Action places

Places and dates of animal rights protests in Istanbul in the past.

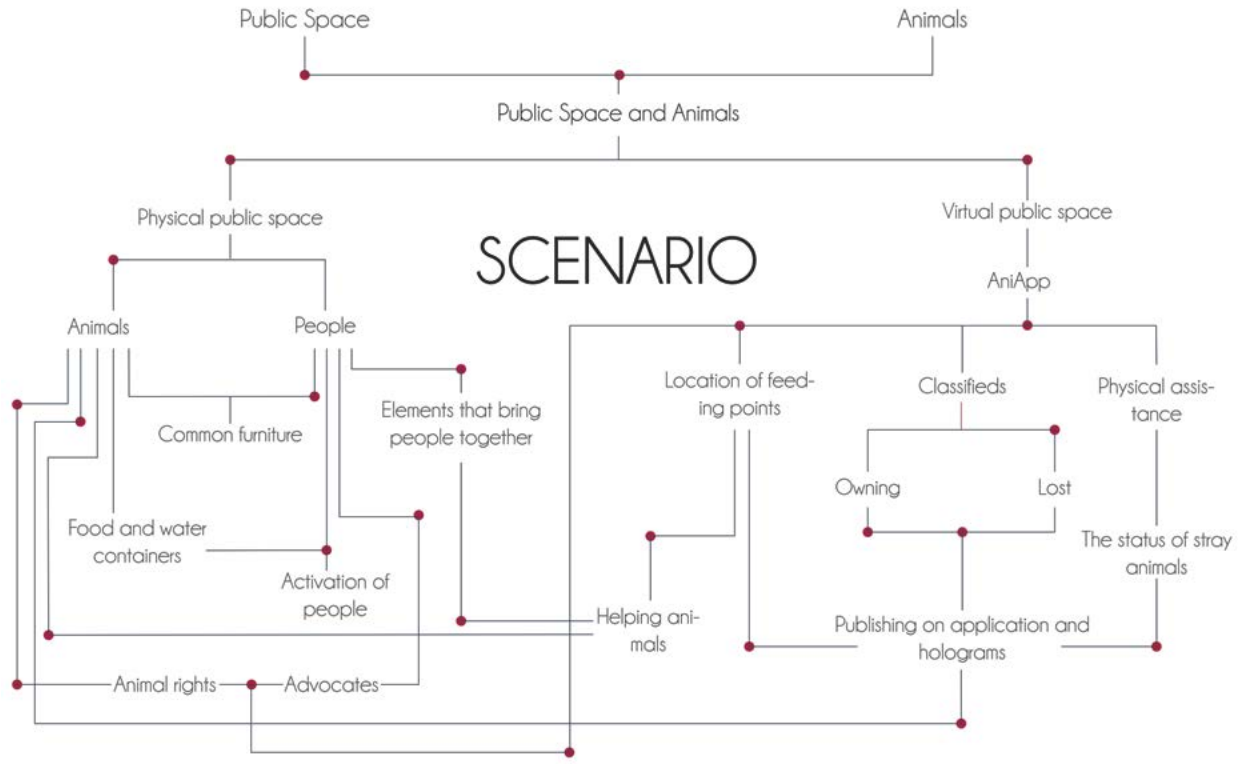


ANIPARK  
TUĞBA KURT

## Where people are social



## SCENARIO



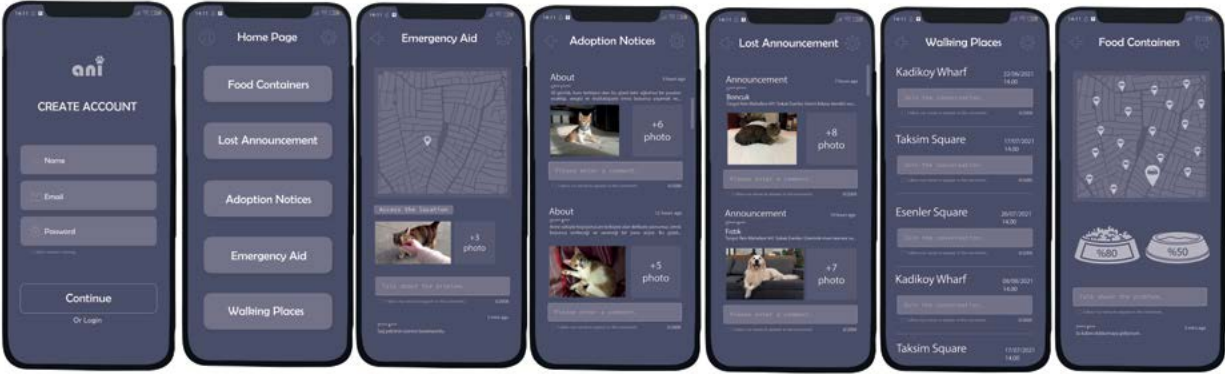
Human Density ..... Situation Plan .....



The entrances and exits of the park were determined by analyzing the streets according to the density of people.

AniPark App .....

With the Anipark app, you will be able to see the animals in need of help around the park, check the status of the feeding points, follow the lost and appropriation notices, and access the locations and dates of the walks. In addition, you will be able to be instantly informed of these situations with the hologram signs in the park.



Energy production.....



By accumulating rain water under the park, the energy needed by the park will be met from here. Thus, it will be a self-sufficient park without the need for extra energy.







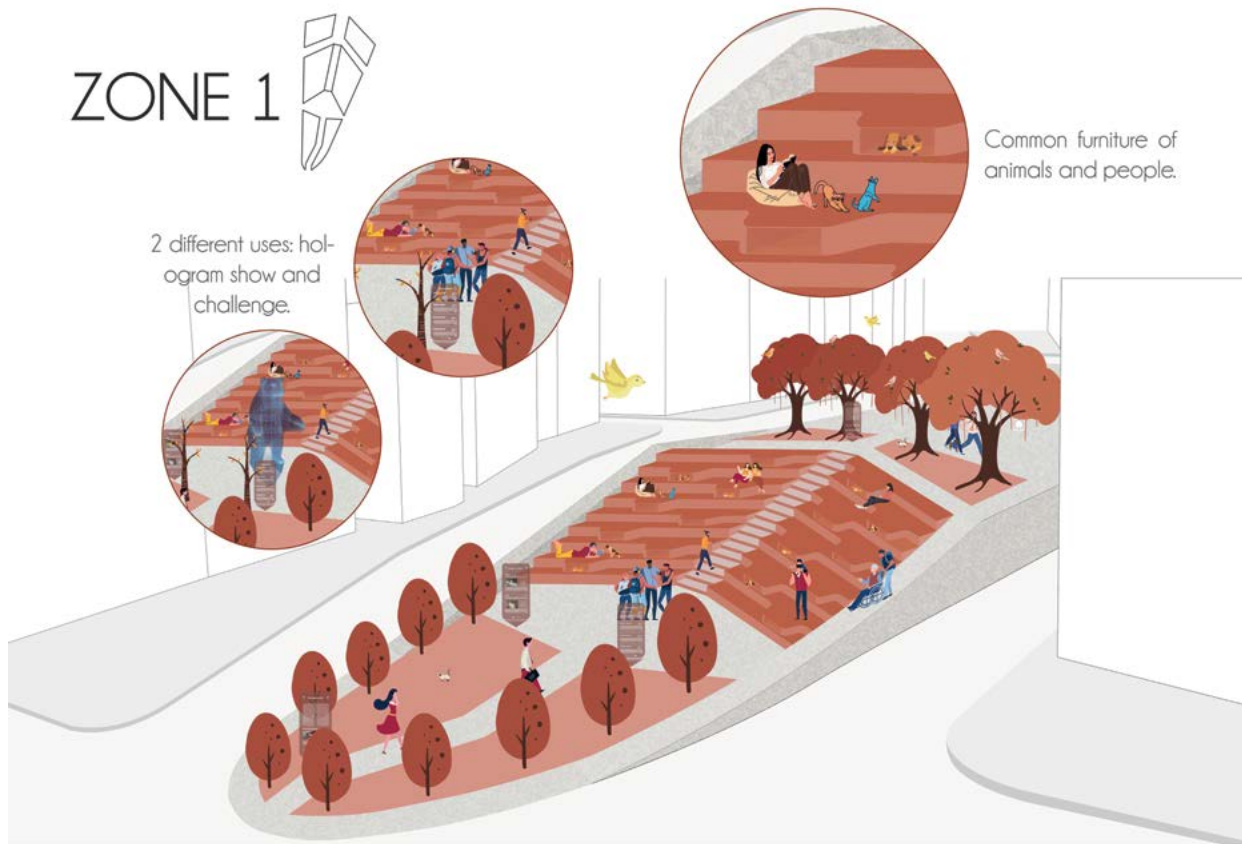


## ZONE 1



2 different uses: hologram show and challenge.

Common furniture of animals and people.



## ZONE 3



3 different uses: hologram show, playground and challenge.

Birds can use fabrics hanging from the canopy as nests.



## ZONE 2



Feed points.

Resting points

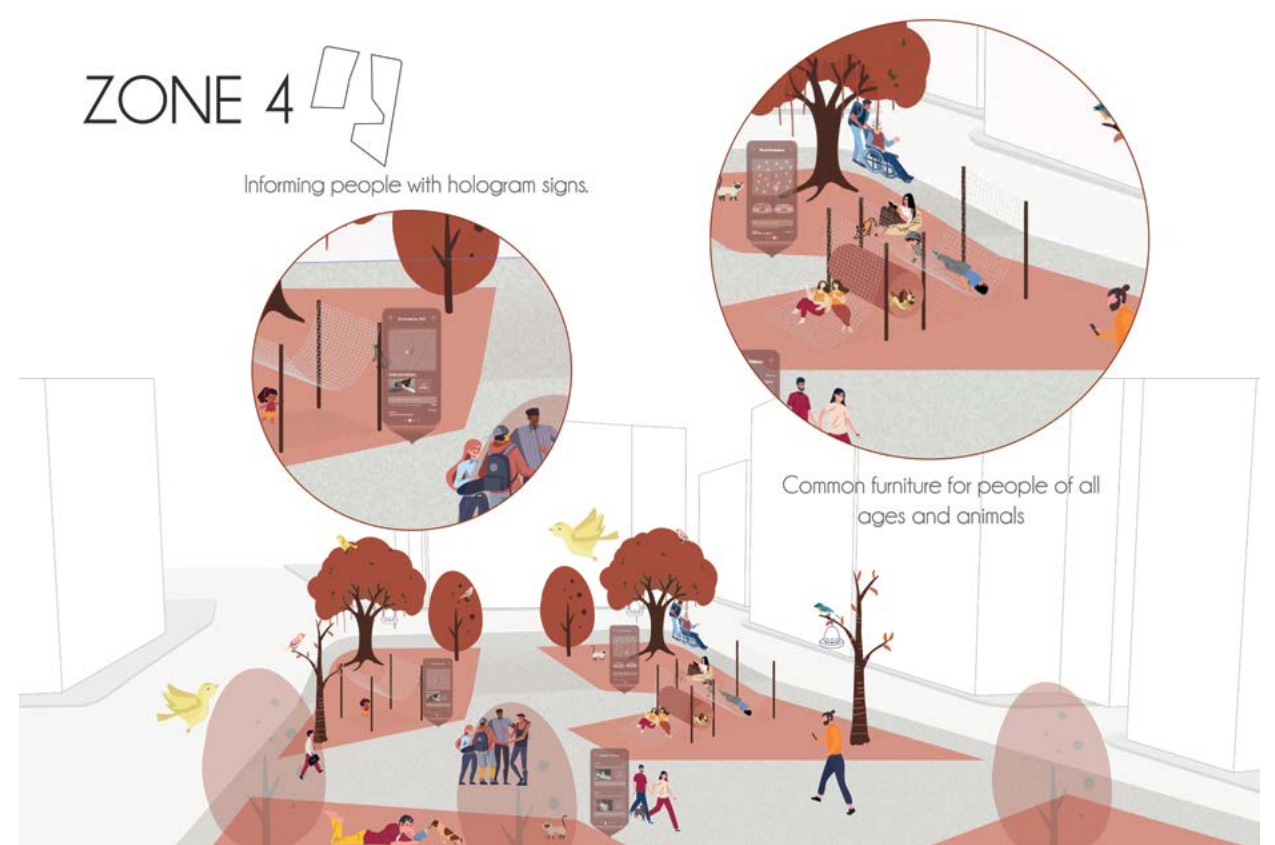


## ZONE 4

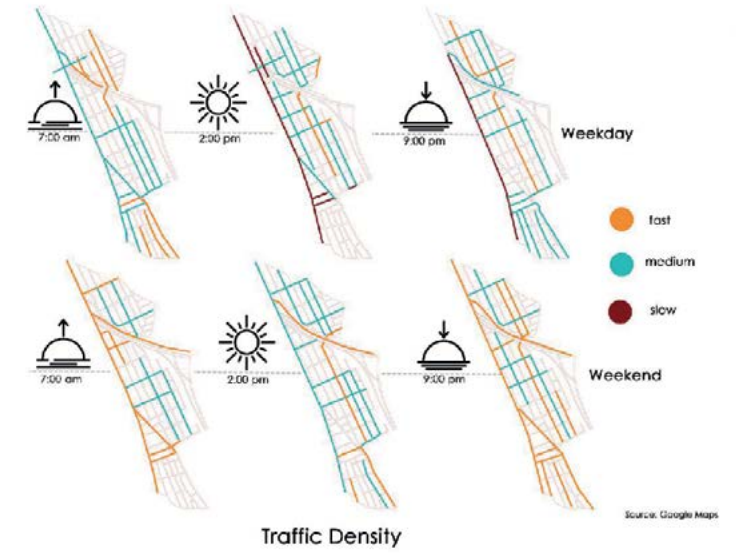
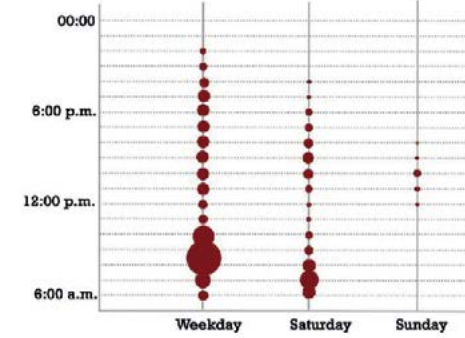
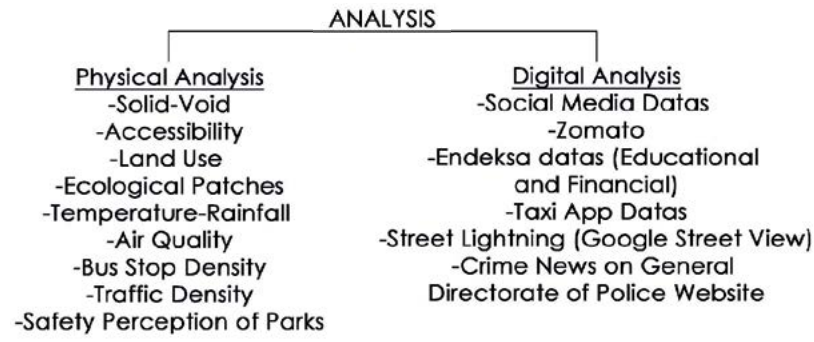


Informing people with hologram signs.

Common furniture for people of all ages and animals



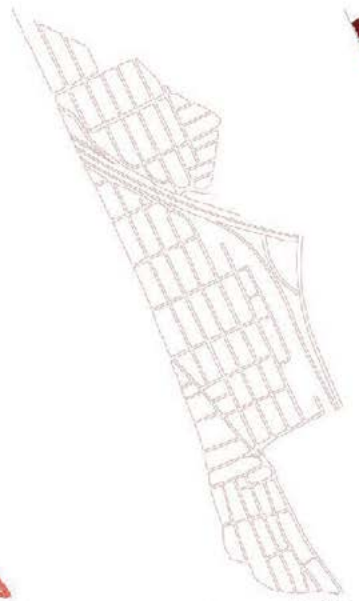




## Physical Analysis



Solid - Void



Accessibility



Land Use



Ecological Patches



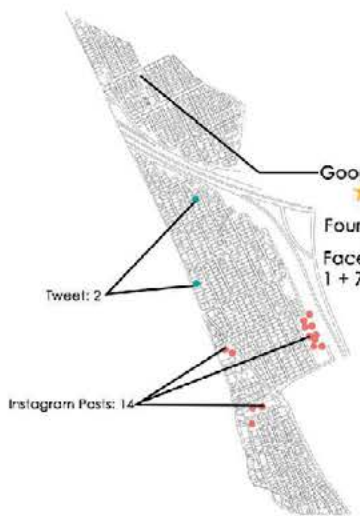
Safety Perception of Parks

"Güvenlik park çevresinde başlar. Alan üzerinde denetimin sağlandığını hissetmek, alanı görebilmek, tehlike anında kolayca kaçabilmek ve çevreden destek alabilmek, o yerin daha güvenli hissedilmesini sağlar."

Source: mimaridergisi.com

MORE ESENLER  
RÜMEYSA YAPAR

## Digital Analysis



Social Media Datas



Zomato

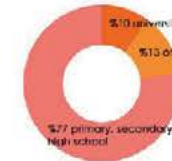
Average price for two people



Source: İşbank İstatistikleri, 2018-2019 Yılı Stratejik Rapor, s.14

"Eğer bireylerin gelir seviyesi düşerse, suç işleme eğilimi yüksektir."

Source: Suçun Sosyoekonomik Belirleyicileri Kayseri Üzümün Bir Uygulama



Source: endeksa.com

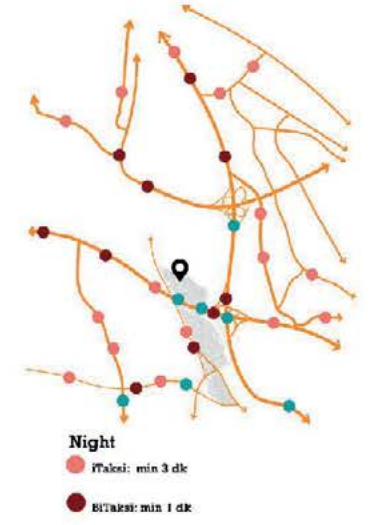
"Araştırma sonuçları, öğrenim kategorisi açısından suç miktarının en çok 'orta' kategorisinde yoğunlaştığını ortaya koymaktadır."

Source: Öğrenim Düzeyi ve Suç: Suç-Delinilik Üzerine Sosyolojik Bir Araştırma



**Day**

- Takasi: min 3 dk
- BiTakasi: min 5 dk
- Uber: min 5 dk

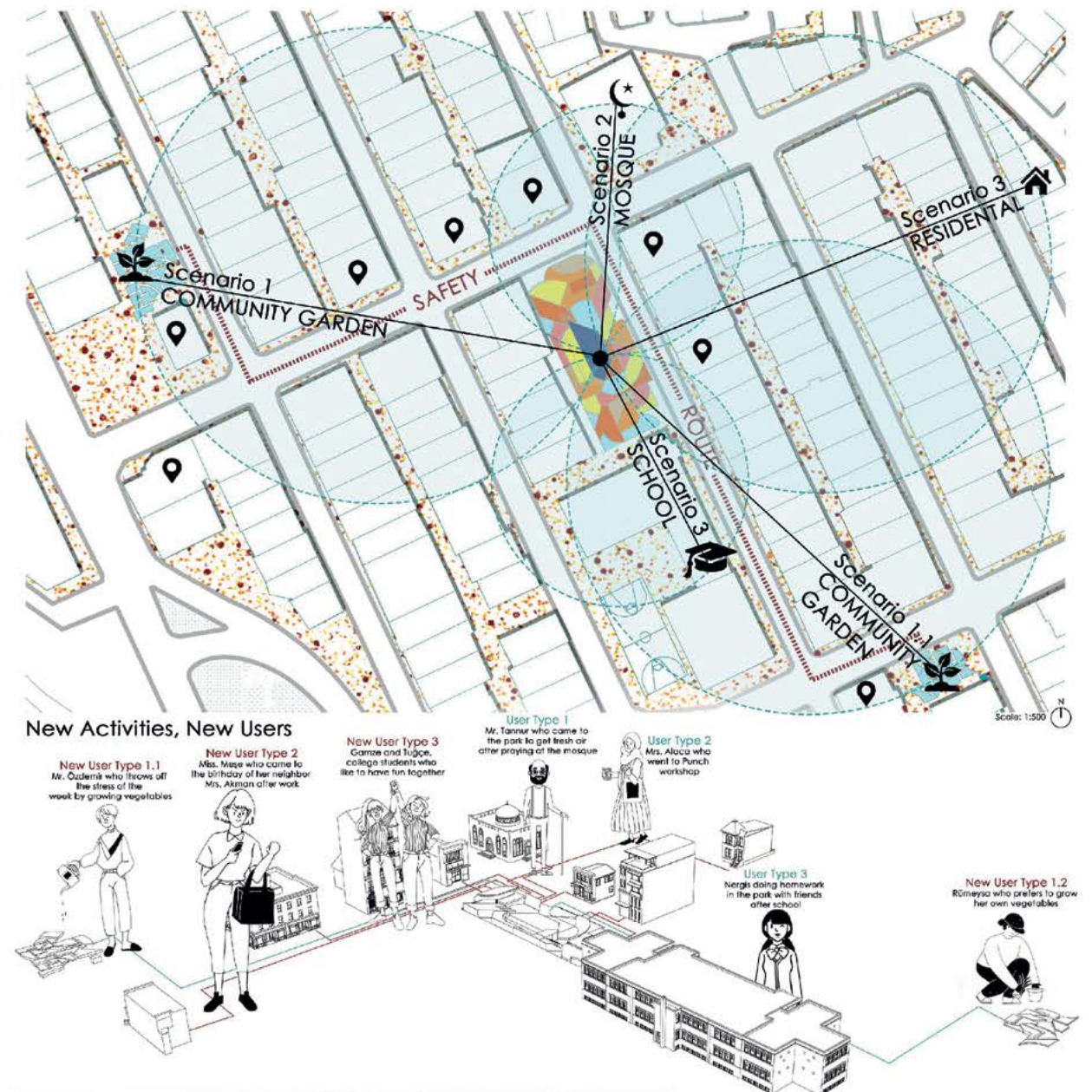
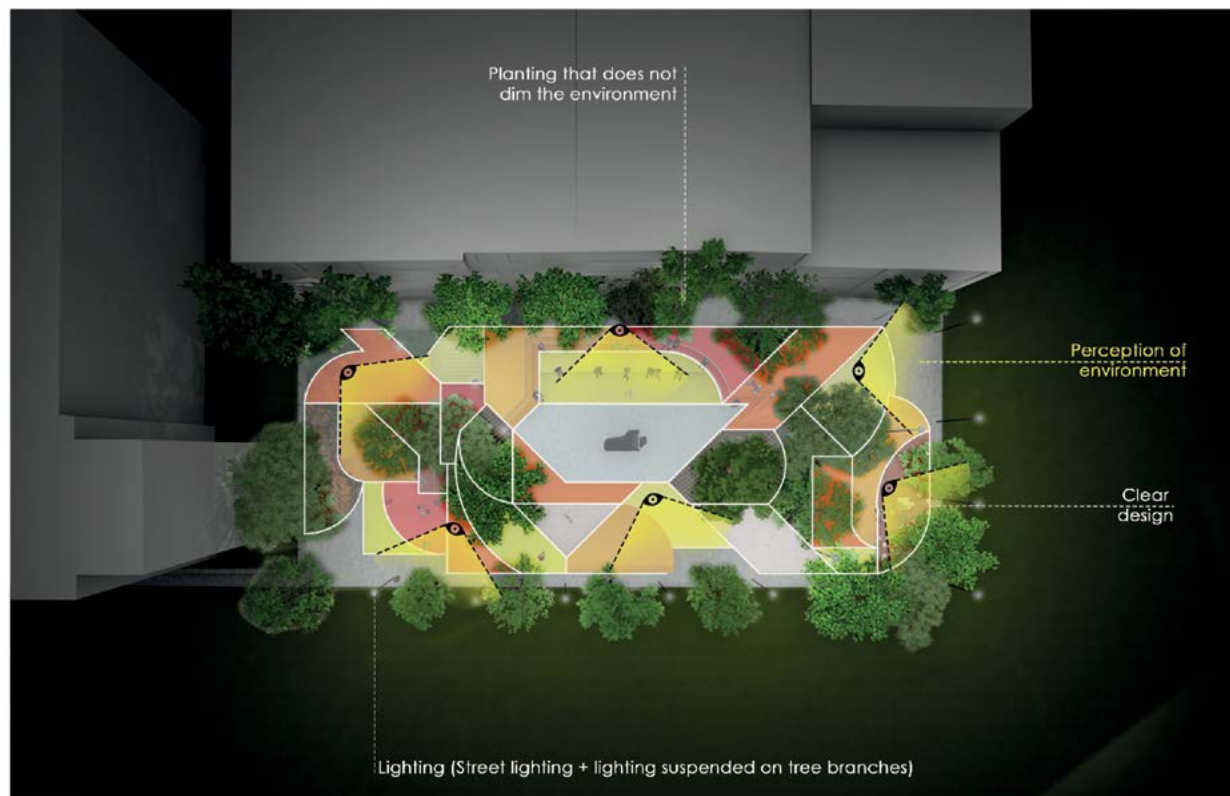
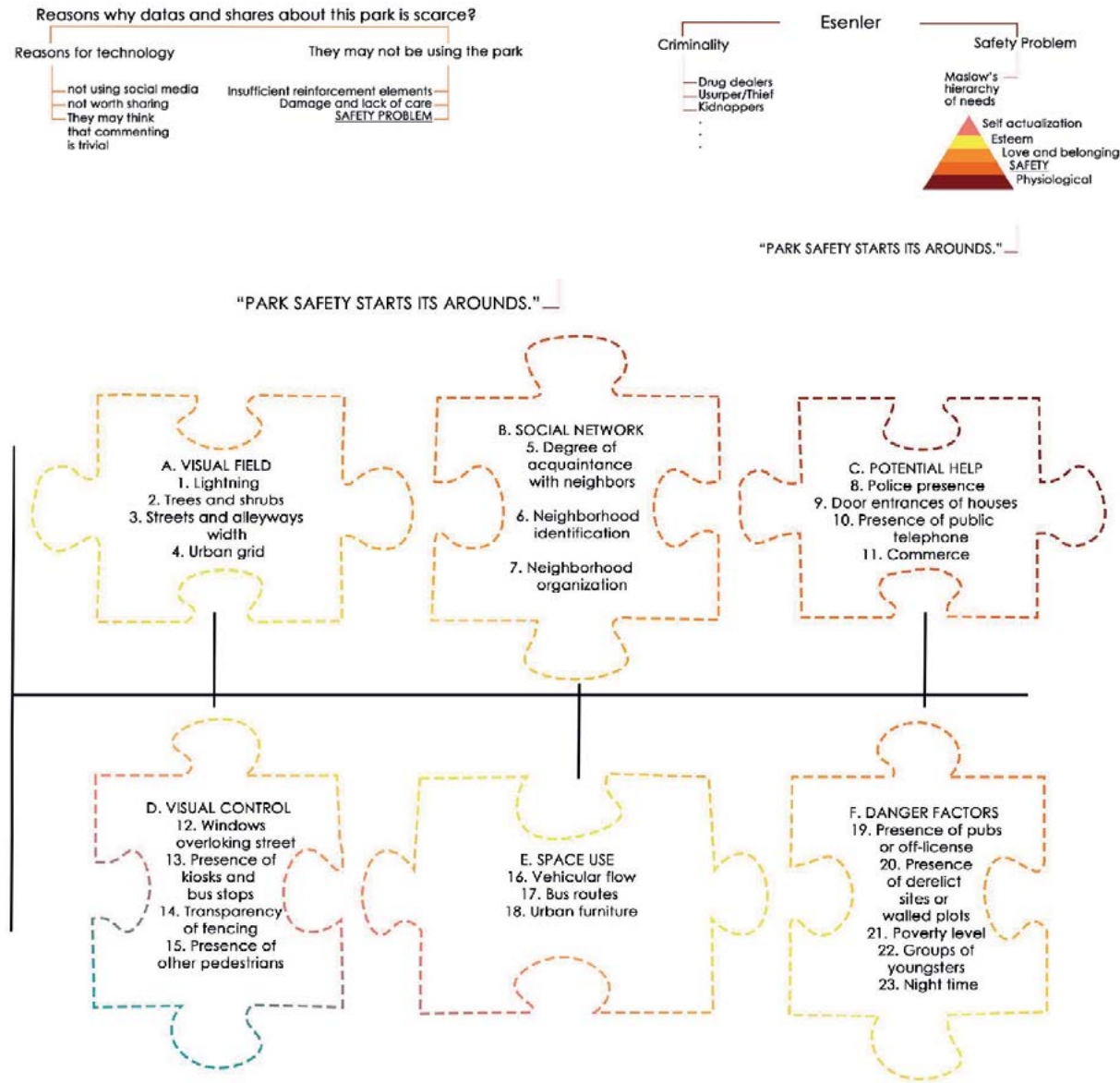


**Night**

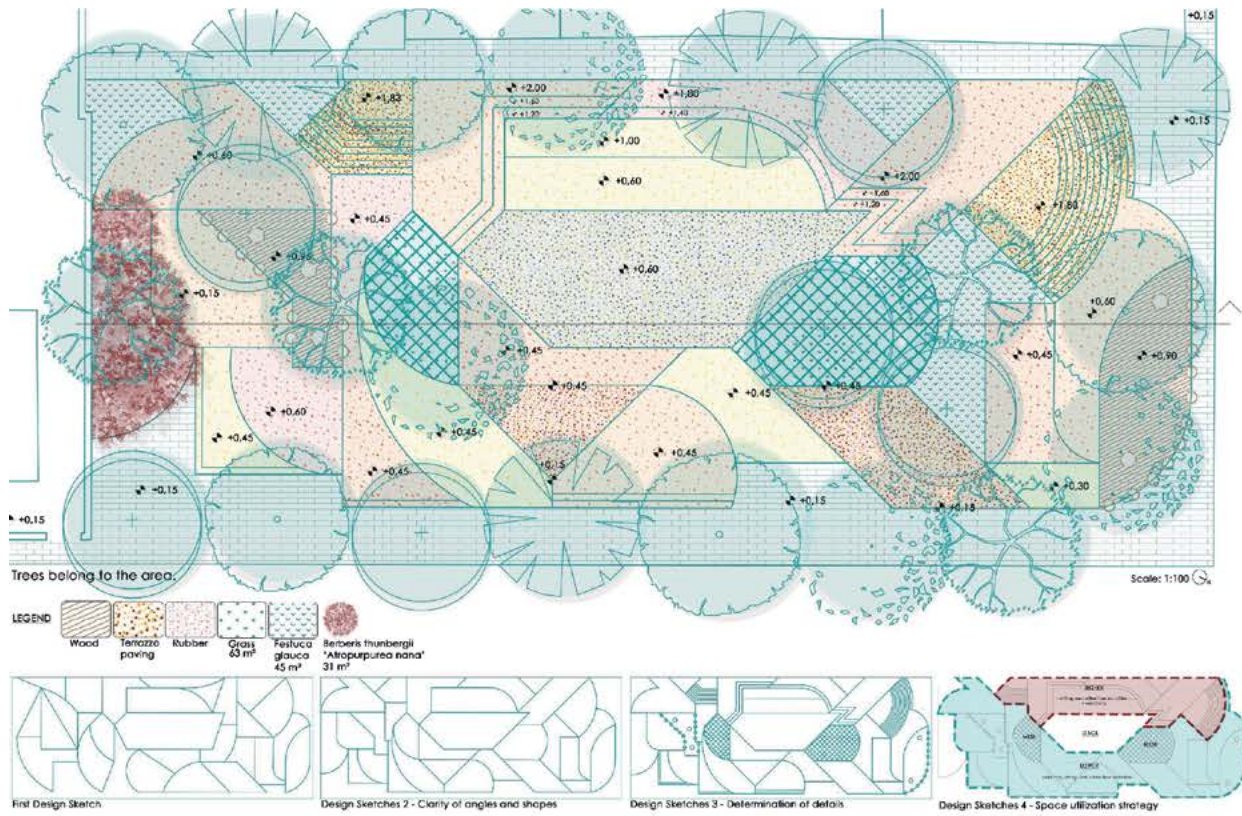
- Takasi: min 3 dk
- BiTakasi: min 1 dk
- Uber: min 4 dk

Taxi App Datas









### Safety Route and New Use of The Park

"When there are people present in a public space such as city streets, it strengthens the space and inspires social cohesion." - Jane Jacobs

So it is necessary to increase the density of people on the streets. Being able to attract more people to the park creates a safer route. Therefore, thanks to the flexible design that all users can use, the number of daily visitors of park will increase.

The safe route is a natural route formed by the density of people around this park because it is among the points that have the potential to attract users. In addition to mosques, primary schools and commercial spaces, nooks and crannies are being recycled and turned into community gardens, and the use of streets is increasing.

The new use of this park was designed to keep the streets alive. Residents can book the designated areas of this park on the day and time they want, giving their own events and inviting their neighbors. It will strengthen neighborly relations, and the streets will remain alive. In this way, safer streets will be created.



#### SECTION 1



#### SECTION 2



#### SECTION 3

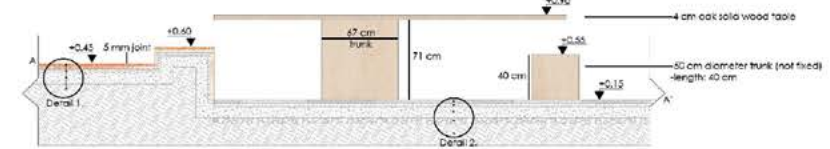
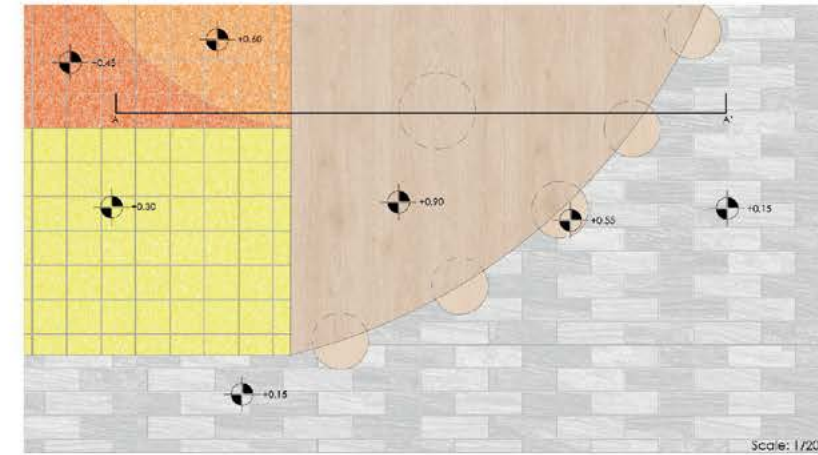


### Materials and Detail Drawings

**Wooden table**  
solid wood-table  
thickness: 4 cm

**Platforms**  
marble and rubber

**Paving**  
gray travertine  
30cmx60cmx3cm specific ashlar travertine

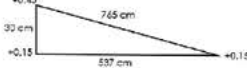


#### Ramp

Custom cut terrazzo

Plan scale: 1/50

Section scale: 1/20



Slope of ramp: 30 x 100 / 537 = 5.9%

135°

45° 15'5 terrazzo ramp

3 cm terrazzo  
3 cm mastic  
10 cm base concrete  
compacted floor

