THESIS PROJECT: A TRAVELODGE

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Thesis Report submitted to the School of Architecture
on April 27, 1999 in Partial Fulfillment of the
Requirements for the Degree of
Master of Architecture

Abstract

A place can be viewed as an "active setting which is inextricably linked to the lives, movements and activities of its inhabitants and as such, becomes a location of collective experiences which 'evokes and organises memories, images, feelings, sentiments, meanings and the works of the imagination'." The thesis seeks to address the social/cultural and urban planning issues within the Selegie/Bugis vicinity upon the decision by the authority to transform the area into the entertainment district of Singapore. The Selegie/Bugis vicinity is essentially defined as an microcosm that offers a rich diversity of features pertaining to the unique and distinctive ethnicity in Singapore.

The original conception of travel is an experience through a passage with attendant hardships where travelers seek to explore the true essence and flavour of a place and in doing so, they may gain a better understanding of the world and more importantly of themselves. The experience is associated with a quest for the centre of a place and the centre of the site is challenged by the importation of entertainment elements by the authority.

The travelodge is chosen as the vehicle to sustain and support the exploratory nature of traveling experience that exposes or introduces travelers to the centre of the place. More importantly, it also serves as a social and cultural platform that allows and provides for the continuance of existing nuances and activities of the area in the dawn of entertainment development. The architecture is designed as a combination of spaces, events and movements that generate interaction and potential events among the travelers and the locals.