ABSTRACT

The Cosmopolite Space

By

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1. The thesis is about designing a prototypical city space that integrates working, living and playing for the future city dwellers, it explores to what extent is this integration going to be and what are the architectural responses.

2. Specifically, it is about designing a space that allows a diversity of individuals, or small firms, with their supporting/complementary firms to come together within a space in the CBD. Such space will allow these individuals or firms to share infrastructure facilities, and more importantly, for individuals to interact.

3. ‘Living’ and ‘playing’ spaces will become an integral part of the working environment.

4. The niche market caters to the very temporal, transient, nomadic clients whose stay or usage of spaces is between a day to a month.

5. Hence, Serviced Live spaces, Serviced Work spaces and Serviced Play spaces become the emphasis, where firms or individuals look and pay for short-term flexible living, working and ‘play’ spaces in the CBD.

6. The space aims to accommodate a 24hr programme to cater to the demands of the international, internet savvy clientele.

7. Programmatically, this project provides services that are not dissimilar to a hotel or a serviced apartment, which provides short-term rented services. The main difference is the insertion of the ‘work-office’ programme. The challenge is to see how the work, live and play programme can come together in a single building.

8. Through architectural solutions, this project attempts to demonstrate, realistically, how work, live and play can happen in a space within the city.