With this diploma project we aim to create a multi-functional space to increase the interactive communication among different types of people including students, artists, designers, researchers, scientists, businessmen etc. While on the other hand decrease the time consumption by sharing ideas and knowledge in an interactive contexts, as Marcos Novak, points out, “we inhabit interactively”.

As society and the world as we know it is in constant progression and globalization has obliterated boundaries set by distance, space and time, infrastructure has thus permeated all aspects of life. The Information Age era of our present times has enabled, at an unprecedented rate, resources and knowledge flow at reach for all. The physical embodiment of rooms for meetings is highly simplified on how we relate to movement patterns and availability, how we shape the space and its edges. Several co-located destinations gives stronger flows of people. And nodes are increased through the destinations where we are planning for a wide range of non-commercial meeting places for them. The sum of the whole becomes greater than the sum of its parts. To create flows there is required destinations. Meeting places may be examples of such target points to give the sufficient attractiveness. Lund Science Village the its Science and Discovery Centre with the Lund World Park within its range, should become such a destination.

Stops, the plaza and Expo are examples of other strong destinations, alongside Lund NE / Brunnshög centre, grocery stores and other services, creating a strong flow of directionality between the two large research facilities, MAX IV & ESS, that are the reason the city of Lund is expanding at this site. The nature of the meeting place is strongly linked to programming and the creation of an interwoven process with the latter. The scale at the meeting place and the room it’s in, surroundings/context, cultural history, order/disorder, domesticity, voltage, living/party, city/nature is example of such interlocking.

By creating an Expo, Science Centre, which will be the meeting and site development of international dignity of thought, knowledge and ideas between researchers and the community created a venue that attracts visitors from throughout Europe and the world. It can become an interactive arena and zone, where scientists and citizens together draft the agenda for some of today’s and tomorrow’s most important research challenges. This is a historic opportunity to profile Southern Sweden as a knowledge region. By creating a strong streak of co-located, very different, venues created locations for meetings next to the research facilities.
FOCUS

Our thesis project has been about sharing time, ideas, space and knowledge, creating spaces where the participants can inform and be re-informed by the adaptiveness of architecture surrounded which was the main objective of our booklet. Where the people and research is coming together right outside of Lund, one of Sweden’s oldest cities, currently expanding to the Northeast direction because of the development of two large research facilities that are going to be built and function as huge microscopes where researchers from all over the world will come together. This will create Europe largest science village and in the midst of this the vision is to create environment of the five elements of SDC, V&C, WS, Plaza, based on well-received commission study on the possibilities of outcome. Linking the research and design the outcome is, as you can see here, a process of geometrical studies and spatial relations. We aimed to create dynamic spaces where the people can experience different transformational sequences which led to the concept of the sections which gives the various spatial qualities by the means of the shared interpolated surfaces. The goal was to govern the flow and for that destination is required between the two facilities or force attractors by continuing the directionality of the city expansion.

“...The convergence of recent architectural and managerial vocabularies offers the opportunity to prove that the new ideas and graphic spaces are more than fashion fads and have a degree of profundity. The degree, specificity and operationality of this convergence will be the criterion for the vitality and relevance of the new architecture, i.e. its ability to contribute to the ongoing socio-economic restructuring.”

– Patrik Schumacher - “Productive Patterns”
The project intends to create a sharing/networking space that supports the everyday life of the participants where social and cultural activities within the facilities encourage the active urban space whilst also respectful to environmental values. As Antonino Saggio discusses in this text “Interactivity at the Centre of Avant-Garde Architectural Research” why Interactivity has become the catalyst within architectural research and development is, amongst others, its interplay with continuous ‘spatial reconfiguration’ that changes the borders of time and space.

The task posed is to identify those progressive realities in which the proposed new spatialities could fulfil their ‘architectural effects’ and performative promises. In today’s networked world, the importance of sharing time and ideas is inevitable, teamwork is more than a goal, it becomes a required skill, when you work in a team you share your time and ideas with other group members. If you’re going to create a real collaborative environment, you have to model, suggest and reinforce the sharing concept. If there is a quality that unites successful people, it is their capability to share and communicate. The successful people are active ones, those that love action, risk, and new opportunities. The objective is to create a place that gathers different communities of active people and offers unlimited combinations of activities and networking.

In short, this will be a point of attraction for all, no matter if they are working in business or arts, no matter what age they are or whether they are expand realize their new ideas. It is a space where business meets science, design and engineering in an environment designed to enable conversations, connections and creativity. To develop this convergence of program by establishing an experimental platform for multi-disciplinary innovations! The main incentive is to enhance our research-driven design approach through articulation of the relationship between spatial, technological and user-adaptable elements in an architectural project, where all ideas of sharing in incorporated.

As society has progressed through economic prosperity and technological innovations our personal understanding of time has grown increasingly shorter.  

Lawson 1999
The free form structure of the project derives from the architectural design concept of modifying a single surface to adopt different functional requirements. The aim was to create a large column-free space giving visitors the opportunity of experiencing the fluidity of the interior. The idea of the surface geometry is to rationalize and panelize it while maintaining the continuity of the entity and landscape.
If we would engage people to work more in collaboration with different disciplines it will also lead to the formation of new teaching and research methods in future, such as in such interactive environment one is always unconsciously involved with more than one activity. The interconnectedness of shared and flexible spaces in regards of active and connectable programming into adaptive reuse. We see a future where people interact with their surroundings in new innovative ways beyond using and extending the existing methods and tools and reshape the way we see and use them. Space is essentially augmented on the terms that are proliferated by the participants of that space.

**DIMENSION TO CONSIDER**

**Social dimensions:**
- Level of interaction – Are we going to see someone, get comfortable or cultivate friendships?
- Level of co-creation – is the venue completed and gives the game rules, or is it an invitation to their own initiative and invention?
- Target Variation - who are expected to use place? Will cover various ages, interests orientations, gender, disability, etc.

**Spatial dimensions:**
- The rooms degree of publicness – is the meeting place in an open and populated room or is it secluded?
- Accessibility – is the meeting place near public transportation, safe streets where many people move or is it more difficult to find?
- Climate – sun / shade, wind / breeze, heat / cool – what does the meeting place offer?
- Protection - safety from crime, traffic and other disturbances such as noise, pollution.
- Scale - the room is designed for human measurements and for what will happen on the spot - the amount of expected visitors?
- Aesthetical and sensual experiences - which senses stimulation (sight, hearing, touch, smell, movement).
- The opportunities in the room - what is offered? seats, opportunities to stand by and watch, opportunities to go, opportunities to do something interesting.

**Time dimension:**
- Seasonal variations - venues for all weather and temperatures.
- Day variation – venues for day and night all hours.
- Temporary/permanent - it is a temporary venue, such as a market or happening?