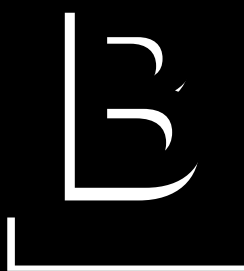


ISO:*LATION*

SPACES AND PLACES THAT FIGHT LONELINESS



ISO:*LATION*

SPACES AND PLACES THAT FIGHT LONELINESS

BUBBLE FUTURES PLATFORM

The future of urbanism is interdisciplinary, interdependent, and intermodal. With more than three million people moving to cities every day around the world, the design of the built environment will depend on collaborations between disciplines as yet separated; architecture, engineering, biology, sociology, economics, medicine, and countless others. Bubble Futures Platform acts as the operator, establishing feedback loops among designers and the broader global society.

A designer is an emerging synthesis
of artist, inventor, mechanic, objective
economist and evolutionary strategist.

R. Buckminster Fuller

CONTENTS

PART I MAPPING LONELINESS IN SOCIETY

PART II FIGHTING LONELINESS THROUGH DESIGN

MAPPING LONELINESS IN SOCIETY

Loneliness is a global epidemic, affecting people of all ages, ethnicities, genders, and occupations. In order for designers to tackle the issue of loneliness in society, it is necessary to firstly quantify it, map it, and study it. True to our belief that the organisation of information creates new information, we dedicate this section of the publication to mapping the current state of loneliness around the world. Be it the demographics of those most at risk, the financial resources dedicated to the crisis, or the connection between loneliness and other medical conditions, it is necessary to present and manifest loneliness as a global health crisis that crosses all boundaries.

Like the air we breathe, friendship and interaction are a necessity in order to survive and thrive. In the most interconnected, interdependent era of human history, one could be forgiven for thinking that the lives we lead are almost void of loneliness.

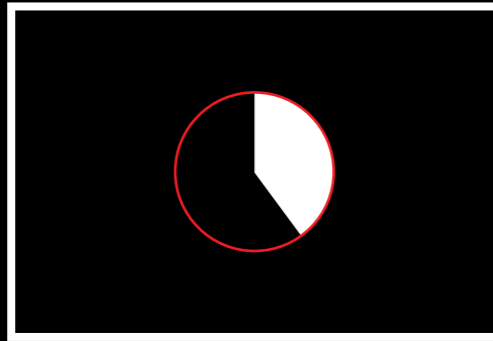
However, we are experiencing a pandemic of loneliness, an infection that continues to dissolve our meaningful social networks. We are addicted to instant gratification and attention online, while destroying the once positive state of solitude and peace with an unfulfilled recognition for clicks, comments, likes, and views.

In the United Kingdom alone, 75% of doctors say they are seeing between one and five people per day suffering with loneliness, with up to 20% of UK adults feeling lonely either most or all of the time. In the United States, it is estimated that loneliness and social isolation among people aged 65 and older costs the US government \$7billion

each year. In an age where people of all demographics, geographies, and backgrounds have access to a global network of connections and responses, we nonetheless suffer from a lack of meaningful interaction. Somehow, the physical environments that we inhabit must become vehicles for change. Those tasked with the design and experience of the built environment are challenged to confront the shortcomings of all sectors in maintaining a cohesive social fabric, and instead propose alternatives that fuse the digital and physical, natural and urban, individual and collective, public and private, large and small, past, present, and future.

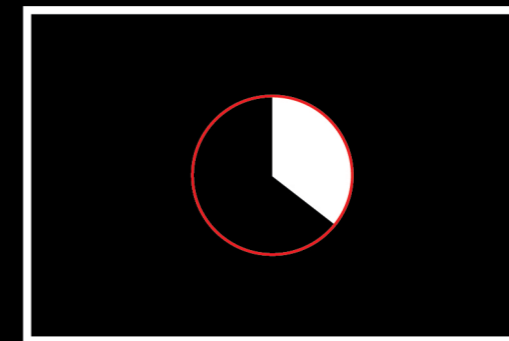
To do this, we must step outside the traditional brief of the designer. We must recognise loneliness, like all issues and opportunities, as a manifestation of invisible global flows, converging in physical space.

We must be the architects of the future, rather than its victims.



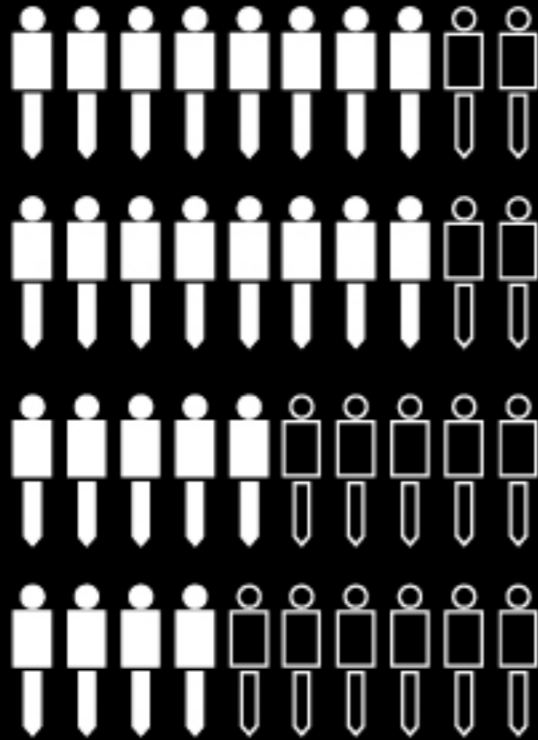
By 2040, 40% of Japan's inhabitants will be solo dwellers

National Institute of Population and Social Security Research



26% of Canadian households are single occupier. In the European Union, the figure is 34%

European Union Eurostat



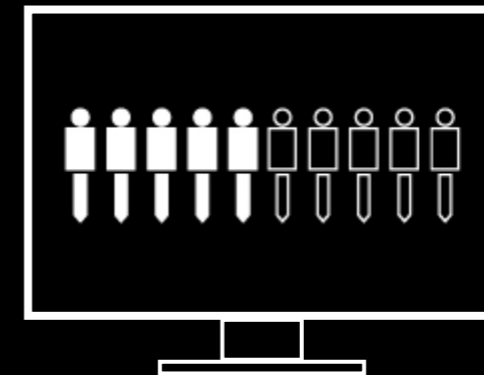
80% of senior citizens are likely to experience extreme loneliness

80% of carers have felt lonely or isolated as a result of their role

50% of people with disabilities feel lonely on a given day

40% of UK population between 16-24 feel lonely 'often' or 'very often'

Future Spaces Foundation: Make Architects



50% of British people over 65 consider a television or pet their main source of company

Age UK

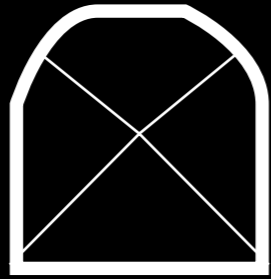
£32,000,000,000



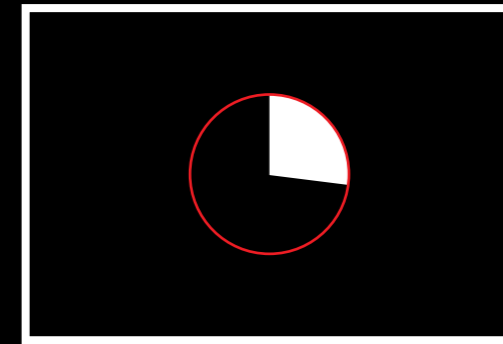
Average UK home
x 135,000

=

or



UK-France Channel Tunnel
x 2

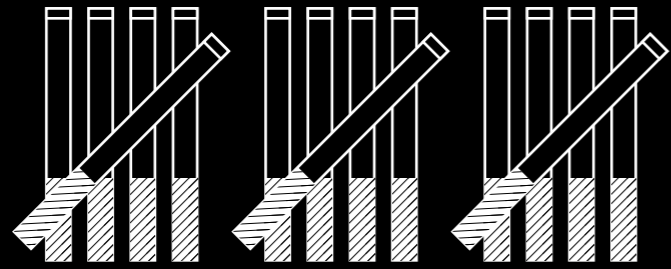


Disconnected communities could be costing the UK economy £32billion every year

Centre for Economics and Business Research

Lonely individuals have a 26% higher risk of dying prematurely

The Economist



Loneliness, living alone and poor connections are as bad for your health as smoking 15 cigarettes a day

Holt - Lundstat



Social isolation triggers cellular changes that increase the risk of heart disease, stroke, metastatic cancer, and Alzheimer's Disease

UCLA Research

FIGHTING LONELINESS THROUGH DESIGN

The “Eliminate Loneliness” ideas competition provided a public platform to tackle the issue of loneliness and isolation in society through design. We challenged participants to set their imagination alight, and consider the systems, spaces, and interactions that could generate meaningfulness and connection in today’s world.

Our aim was to collect design ideas geared towards tackling loneliness. Whether this be on the individual or collective, micro or macro, digital or tangible, product or space, was entirely up to the designers. We asked them to question the fundamental causes of loneliness, their flows, conditions, and effects. Following the ethos of Bubble, we then asked them to operate across multiple spheres, reaching beyond convention to tackle the issue of loneliness through a creative, design-led solution. The scale, location, and parameters were entirely the decision of the designer.

Bubble believes in operating across all spheres. We did not give any preference to a particular scale, angle, paradigm, or function. We simply asked our designers to consider three questions:

IS IT BOLD? Does the idea challenge conventional thinking?

IS IT SMART? Is it effective in tackling the issue of loneliness?

IS IT BEAUTIFUL? Is the idea communicated to a high visual standard?

The response from the design community was a resounding reminder of the power of architecture to tackle issues that go beyond the design of a medium-sized building. From smart furniture to space-age cities, all 90 entries from 27 countries around the world opened new paradigms of thinking for how to approach loneliness in society.

A GLOBAL RESPONSE

The Eliminate Loneliness Through Design competition became a global call to action, with over 90 participants from 27 countries on five continents. The top 40 designs, listed in the following pages, range broadly in scale, location, aesthetic, and paradigm. However, they are all united by a common goal of interrogating the pandemic of loneliness in societies across the world, and adopting a design-led response to activate the imagination. The 40 projects have been organized in four broad categories:

01 ADAPTING THE CITY

02 MERGING DIGITAL AND PHYSICAL

03 NEW WAYS OF LIVING

04 IMAGINING NEW WORLDS



01 ADAPTING THE CITY

02 MERGING DIGITAL AND PHYSICAL

03 NEW WAYS OF LIVING

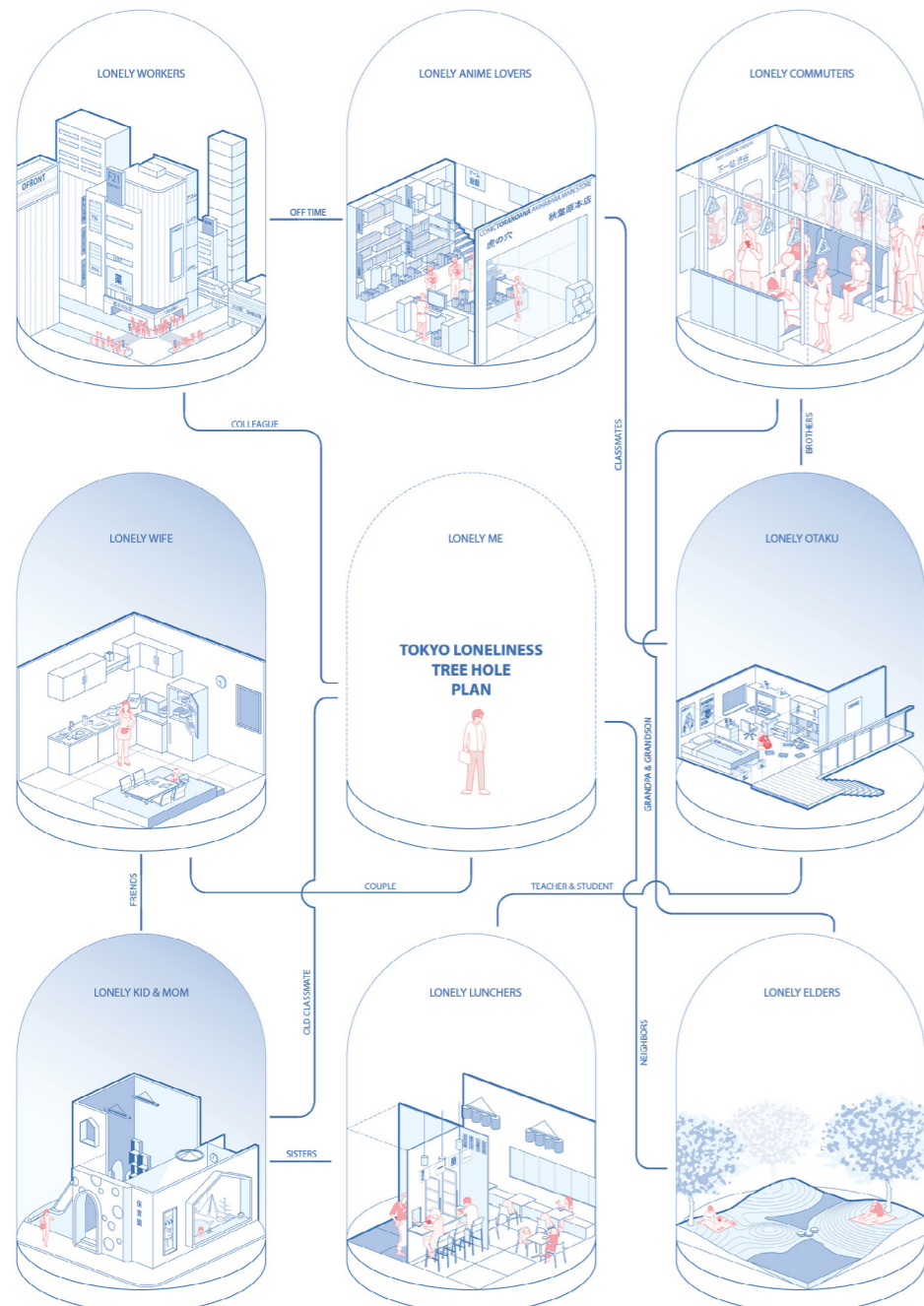
04 IMAGINING NEW WORLDS

1959
From Eliminating to Elevating: Tokyo Loneliness Tree Hole Plan

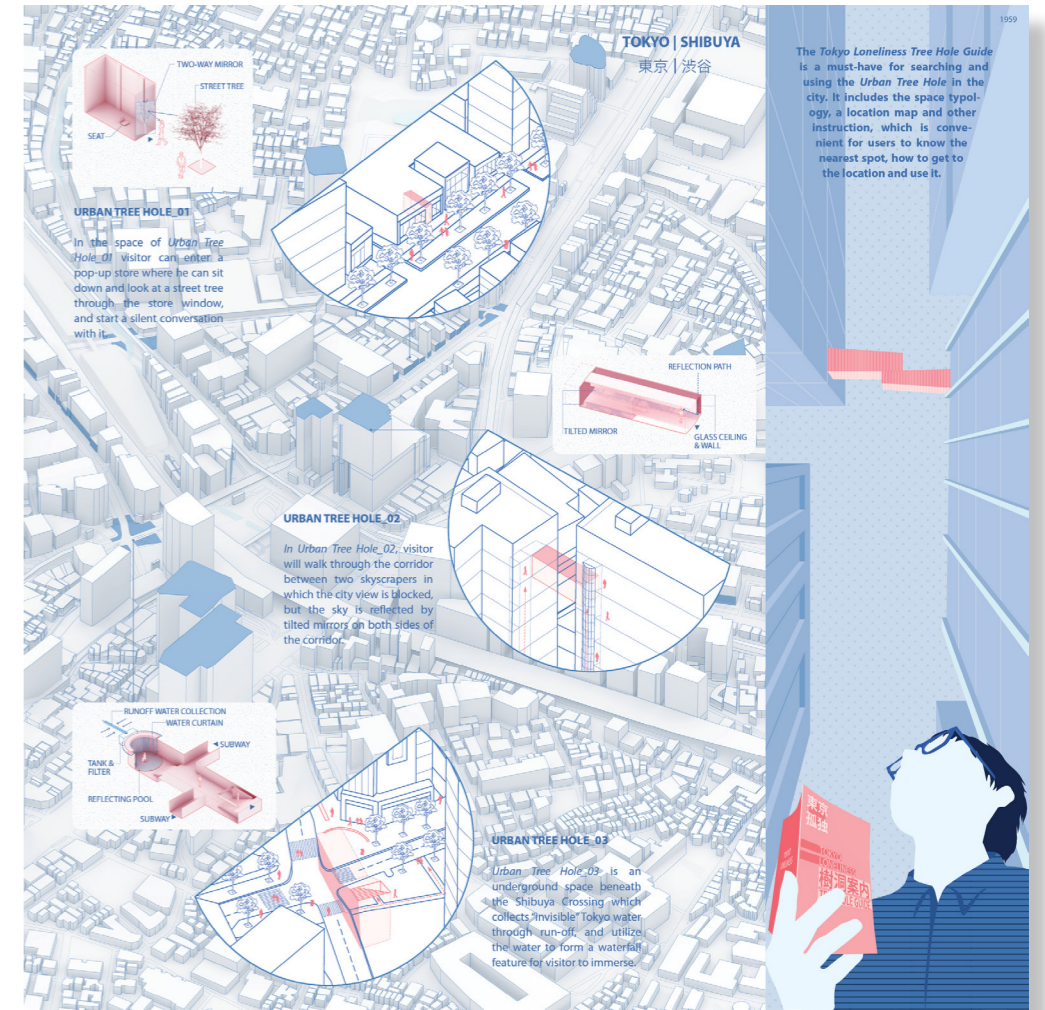
1st Place

Loneliness is not Tokyo's illness; it's the status quo of the city. Given that loneliness is a comprehensive urban structural issue, the operative action should be in the scale of the whole city by applying a systematic approach -- a new layer of spiritual infrastructure in the city that serves to everyone.

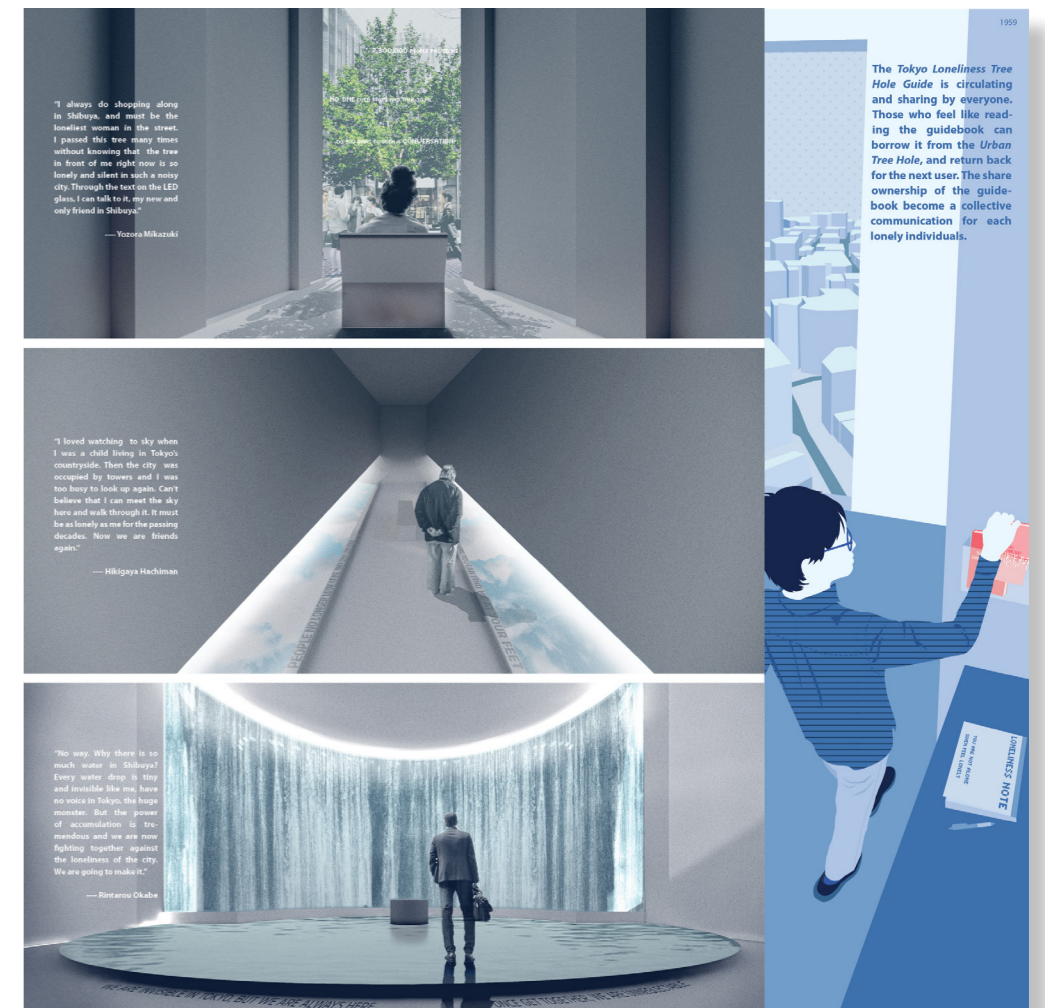
We propose a plan of constructing Urban Tree Hole around Tokyo that provide small spaces in the city that those lonely individuals can enjoy being with themselves, with the space, and with loneliness. In our proposal there are three typologies of Urban Tree Hole being inserted into Shibuya, the downtown of Tokyo, by either reinvigorating redundant store on the street side, creating corridor between buildings, or excavating underground space.



Loneliness is the social homogeneity in Tokyo, while it is heterogeneous between different individual. The Urban Tree Hole providing contemplation space for Tokyo people is now a pivotal spiritual infrastructure to the city, and The Tokyo Loneliness Tree Hole Guide is the guidebook for finding such spaces.



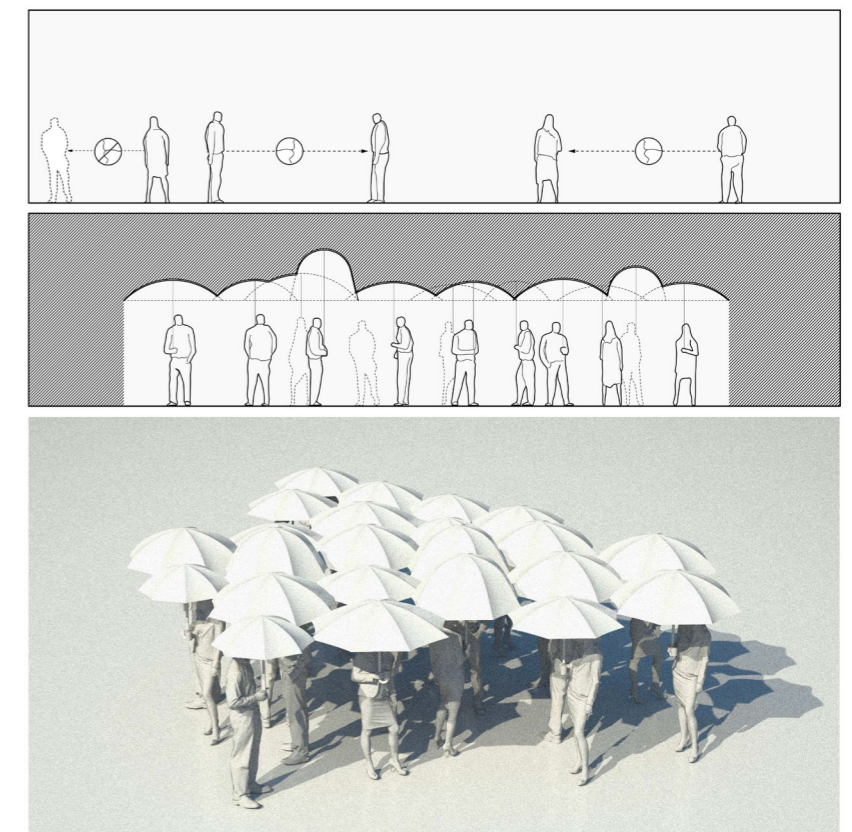
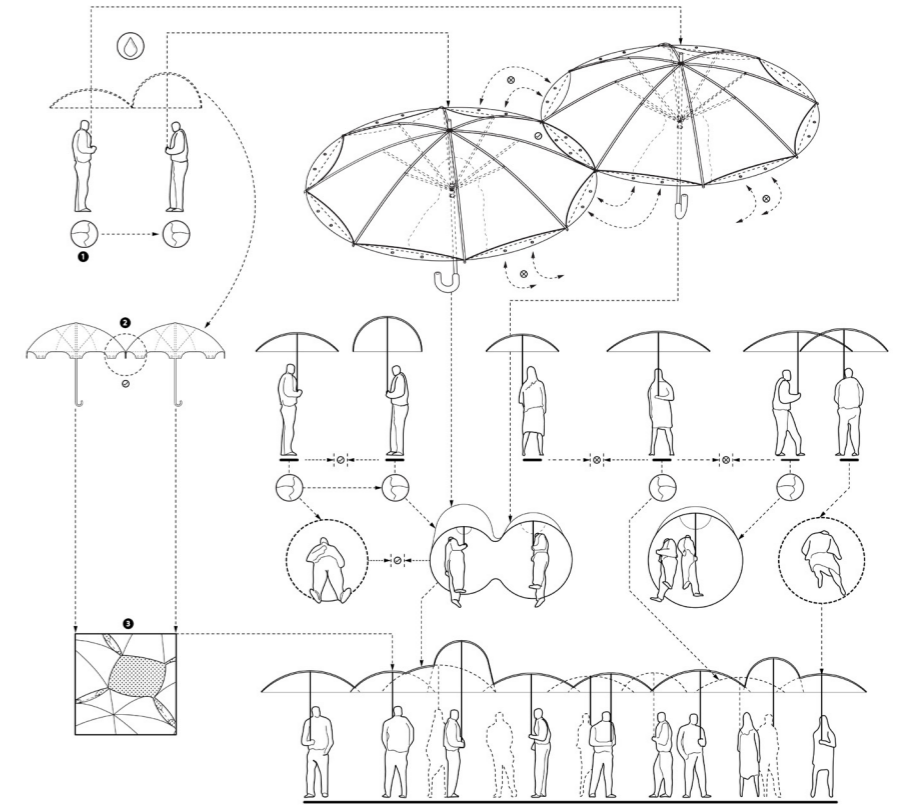
The Tokyo Loneliness Tree Hole Guide is a must-have for searching and using the Urban Tree Hole in the city. It includes the space typology, a location map and other instruction, which is convenient for users to know the nearest spot, how to get to the location and use it.



The Tokyo Loneliness Tree Hole Guide is circulating and sharing by everyone. Those who feel like reading the guidebook can borrow it from the Urban Tree Hole, and return back for the next user. The share ownership of the guidebook become a collective communication for each lonely individuals.

Gandong Cai
Mingjie Cai
United States of America

When it rains, we intuitively look for some form of protection. Moments as such are often fleeting in nature and rarely opportunities for connection. However, what if we allow the fundamental laws of attraction and some degree of chance to dictate the boundaries of social interaction. Umbrellas are conventionally used singly in isolation but is there an opportunity to re-imagine this everyday apparatus as a catalyst for connection with a simple modification that would allow them to attach to each other ad infinitum? Makeshift gathering spaces could form freely simply by result of our proximity to one another.



Dominique Cheng

Canada

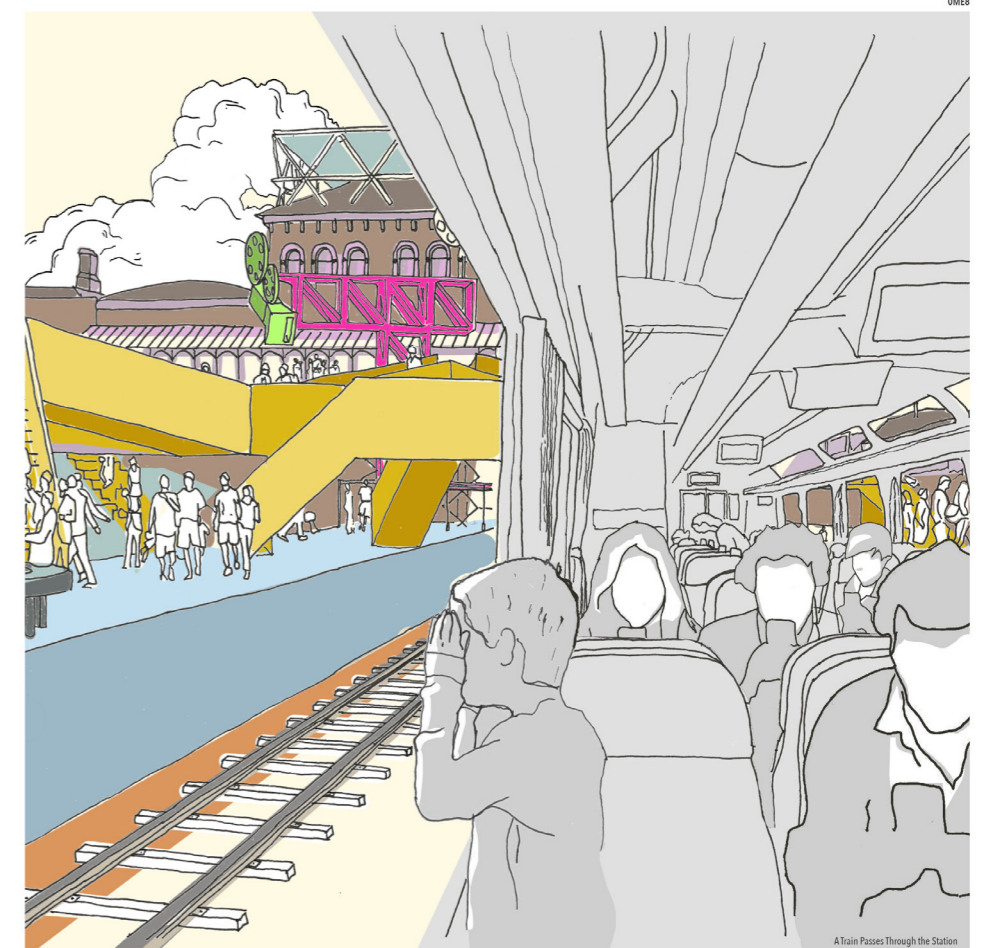
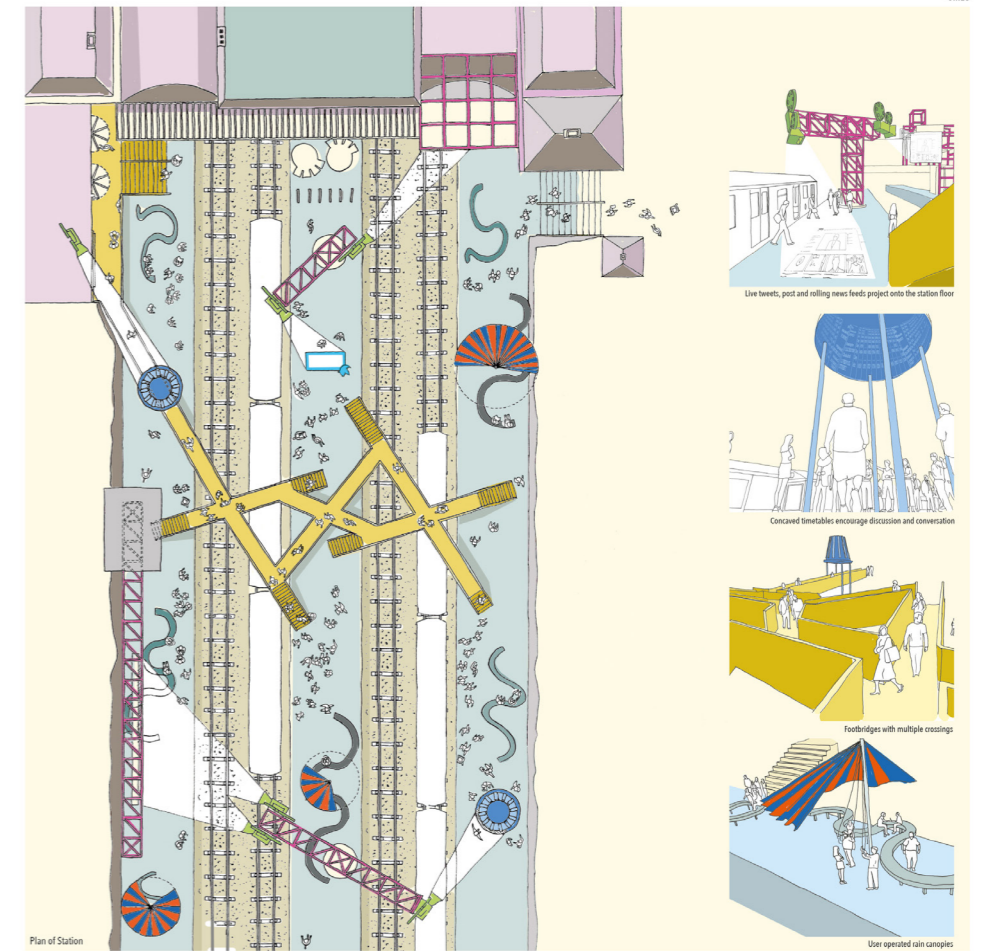
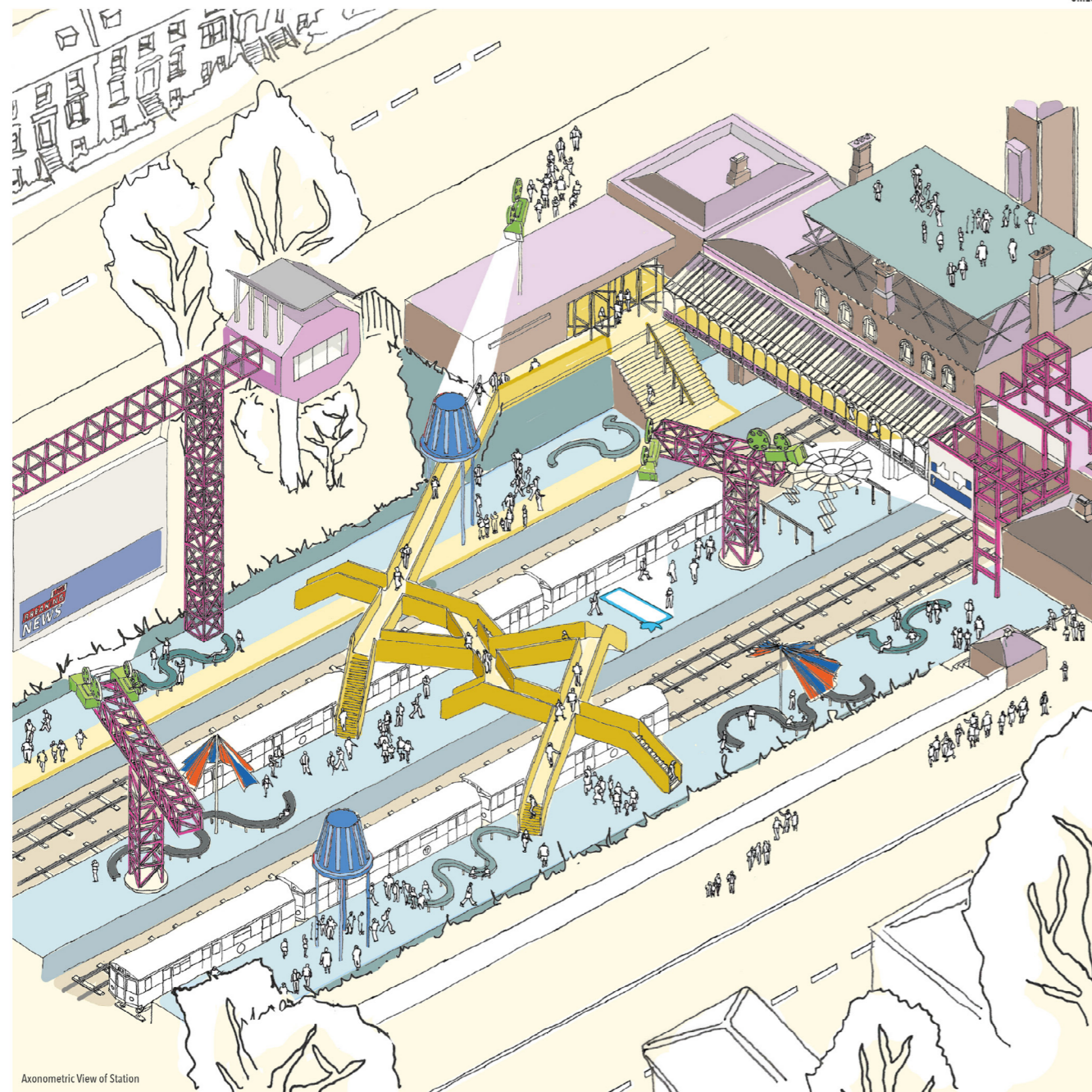
When creative, people can forget about producing and controlling negative thoughts and bond truthfully and directly. MindCraft is a way to let people design their own environment manually from scratch. You can choose shapes, colours assigned to specific features and build together for yourselves and for others. The blocks are made from recycled plastic and are free to take in places located around the cities, next to public spaces. Some of them are so big, that building a structure is possible only with the help of others. Cooperation, which is the main pillar of the game, arise naturally but bonds the most. The spaces which are being created are fluent, always changing. What happens later inside made objects is up to the people. Our predictions include workshops, exhibitions, exercising, meditating and entertainment like concerts or public events.



Jan Sikora
Ewa Siostrzonek
Katarzyna Maliszewska

Poland

Cities can be lonely places. This feeling is compounded during your daily commute; standing at a station with hundreds of fellow commuters, each sharing the same daily ritual- yet cut off from one another, staring down at your phone, plugged into a virtual world. In *All Change Here*, we imagine the local train station as a place where experiences such as 'excuse me' or 'I beg your pardon,' are exaggerated into almost absurd interactions. We do this by re-examining the designs of commonplace elements of the daily commute. Contraptions become catalysts to strike random relationships. Footbridges with multiple crossings and pathways encourage communication of intended movements and face-to-face contact. Concaved timetables position commuters to face one another and reinforce discussion and conversation. User-operated rain covers require consensus and cooperation to be deployed.

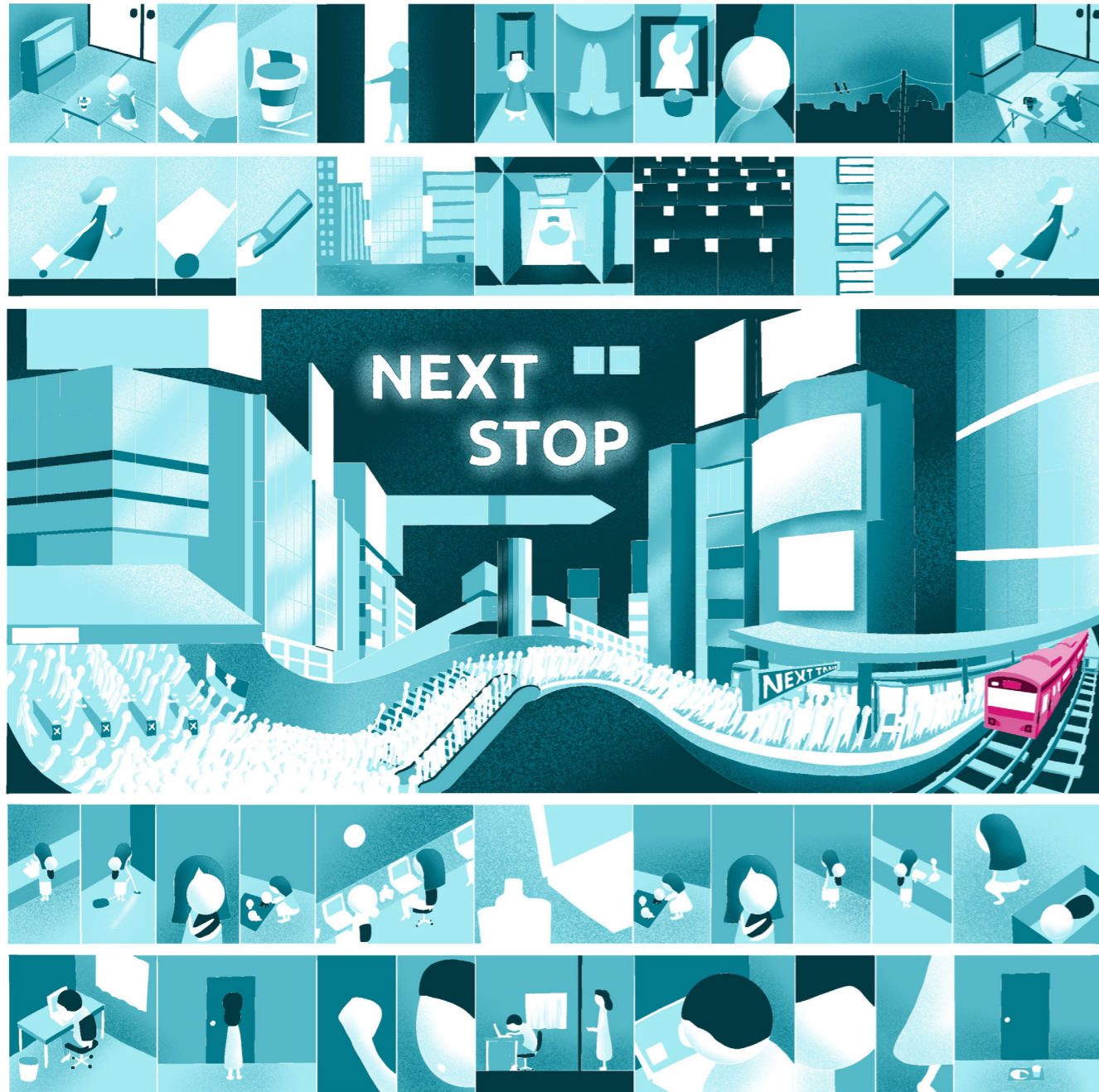


Sam Brooke
Harry Tindale

United Kingdom

Japan's prolonged economic downturn was aptly named *The Lost Decade*. In the face of financial uncertainty, the nuclear family model crumbled and gave way to fragmented family structures. Partnerless elders found no companionship; single mothers juggled multiple jobs; urban nomads picked up cash jobs and slept in internet cafes. One day, they came across a peculiar sight. One of the trains on the Yamanote line, Tokyo's central train loop connecting major urban centres, had been converted into a communal house on wheels. Like a normal house, it had a living room, kitchen, bathroom, garden, and even a theatre, only it was shared by everyone. Someone described it as a magical house that had doors that opened to different parts of the city. The cycle strung together disparate points in the city, providing refuge from the swirling, chaotic coldness of the urban jungle. A home away from home.

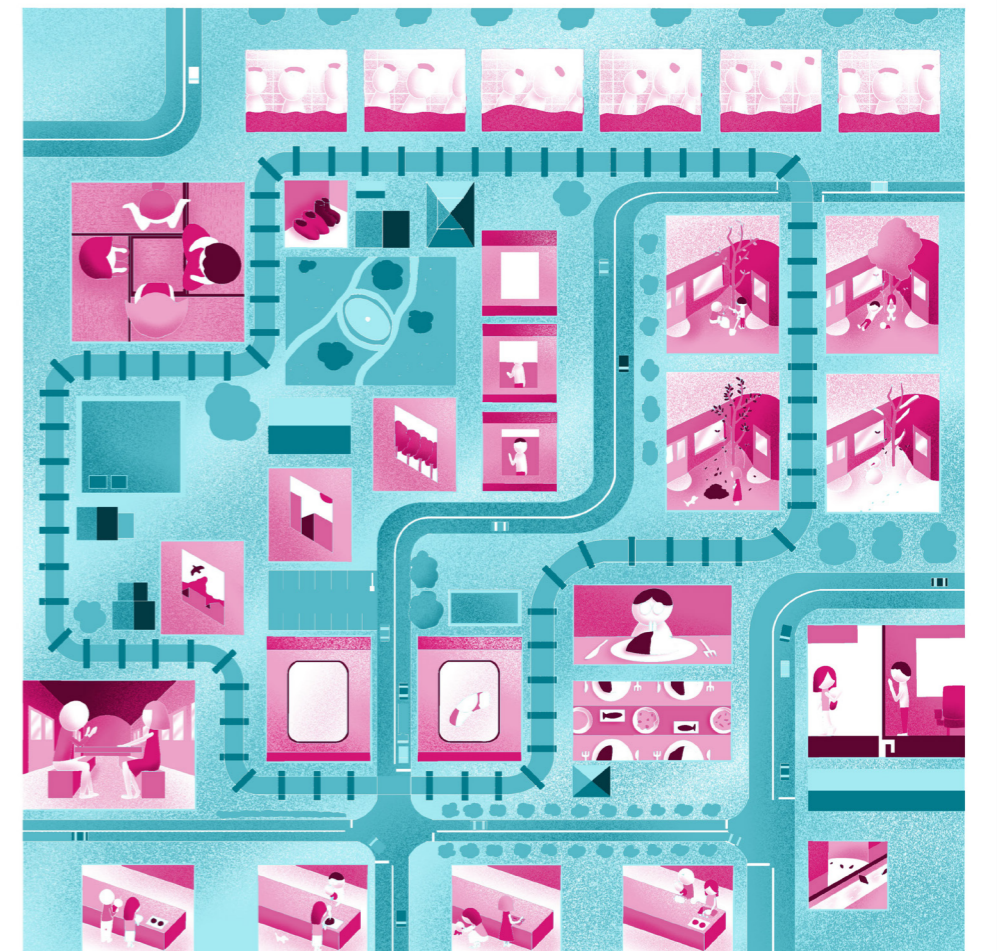
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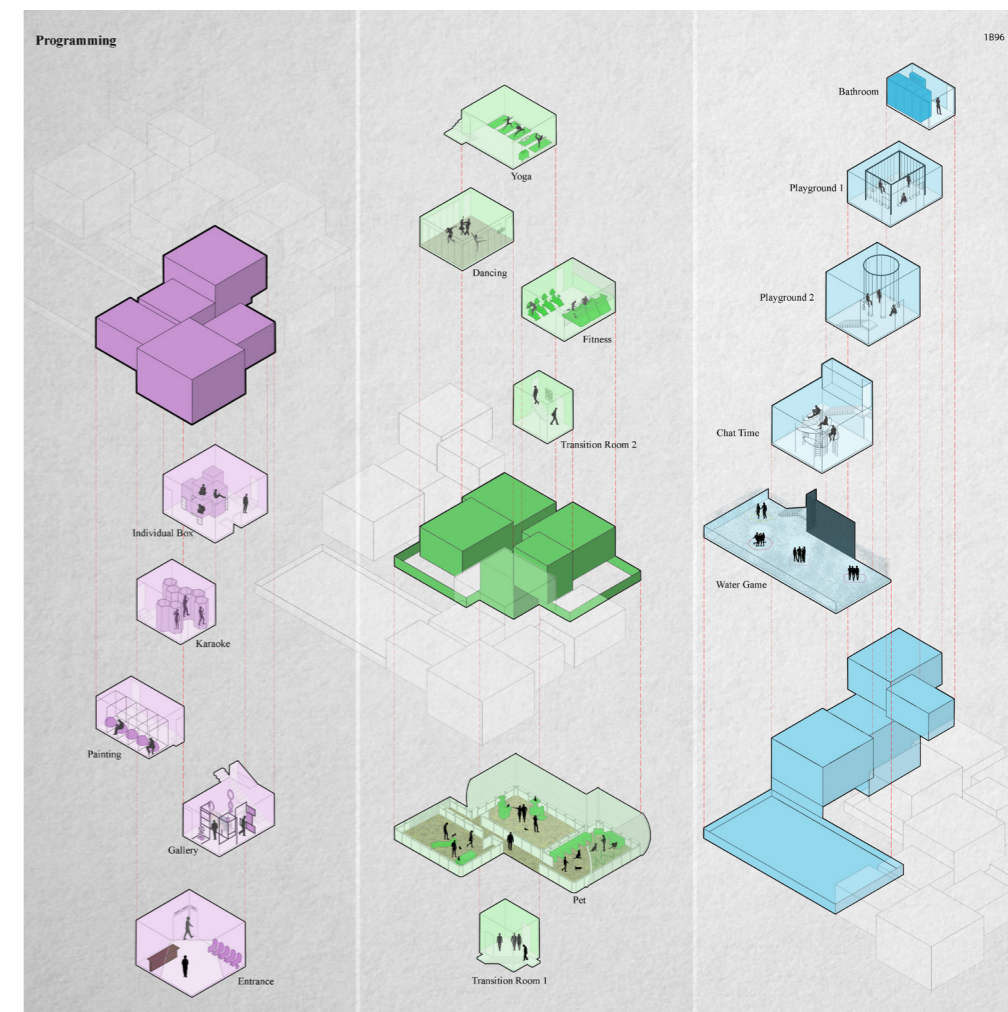
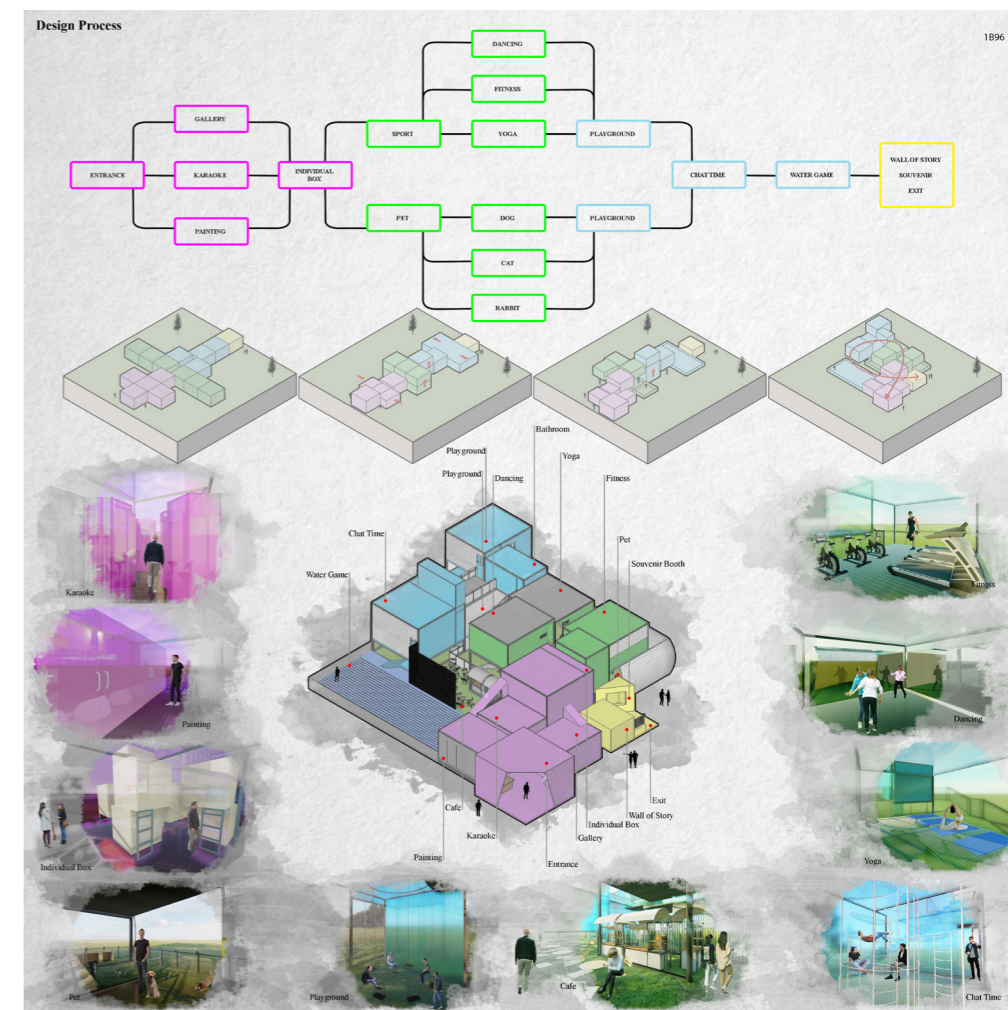
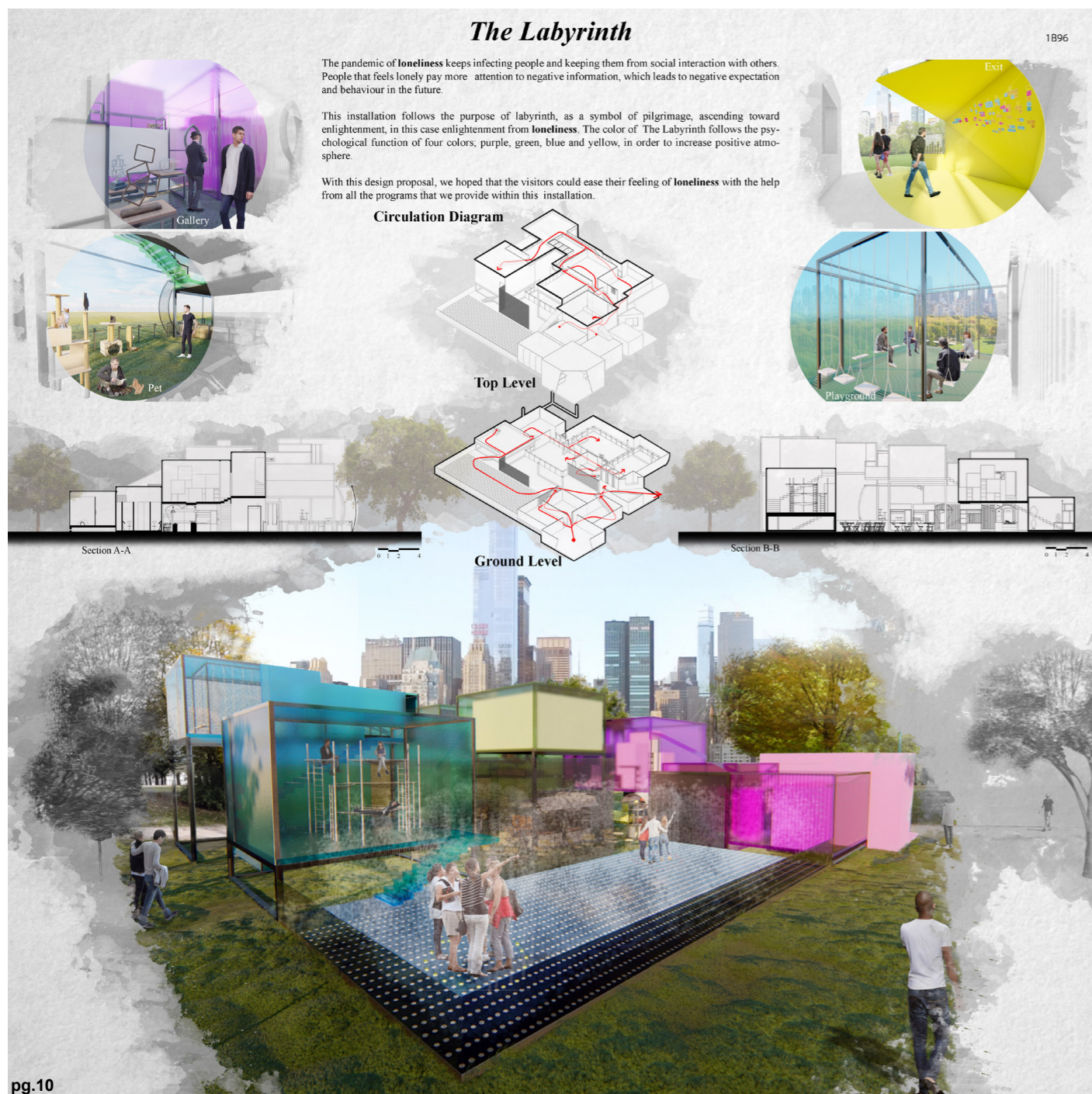
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Daichi Yamashita

Canada

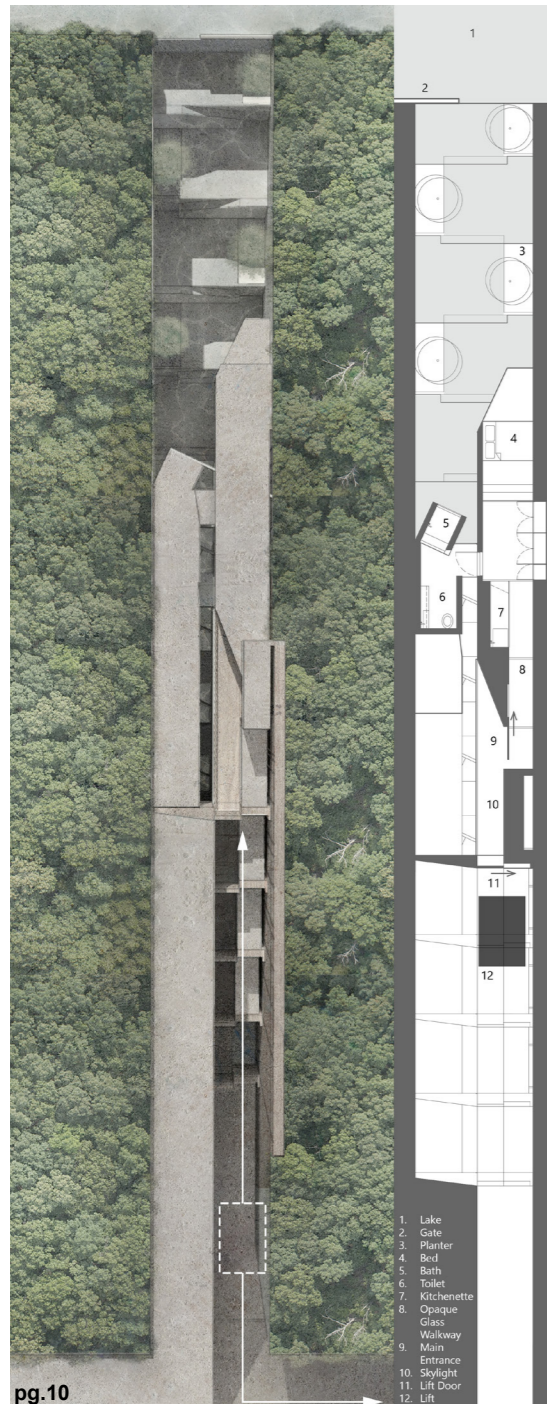
Many factors could cause this problem in an individual, from lack of interaction to feeling isolated from others like an outcast. The problem doesn't stop there. Lonely people pay more attention to negative information, which leads to negative expectation about future interaction that could have gone wrong. We created an eventual installation with the shape of a labyrinth, hence the name *The Labyrinth*. The installation itself follows the purpose of labyrinth, as a symbol of pilgrimage, ascending toward enlightenment, in this case enlightenment from loneliness. The colour of *The Labyrinth* follows the psychological function of four colours; purple, green, blue and yellow, in order to increase positive atmosphere. Since loneliness does not occurred in one place, *The Labyrinth* is going to be an eventual installation which will be moving from one place to another.



Sansan
Stephen
Vinessa

Indonesia

To treat loneliness as a "disease" to be eradicated is fallacious. The feeling of loneliness is a human condition. The problem is not a lack of connection or opportunities for connection, especially in a digital age where it is always easy to reach out when one is determined to establish connection with others. To deal with loneliness is to understand the feeling itself. It is immensely helpful when we realize our individual influence on others and how those individuals share the same experience. The proposal is a mental wellbeing retreat for individual to confront their feeling of loneliness. The architecture creates a shared experience between the occupants and provide spatial cues that evoke one's awareness of others' journey within the facility.

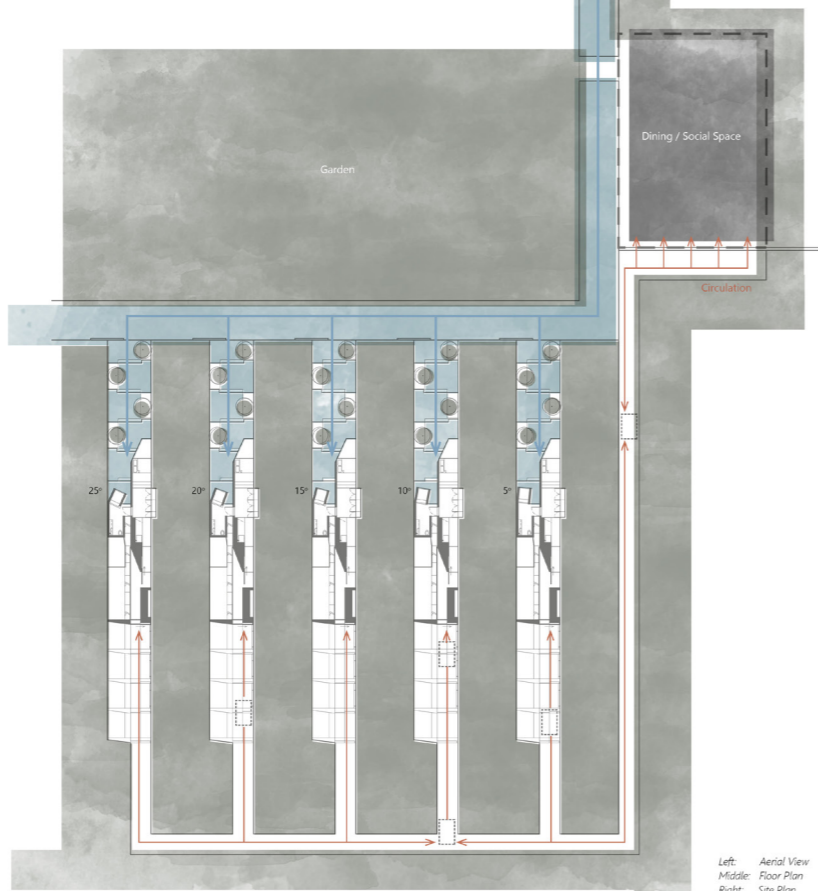


To treat loneliness as a "disease" to be eradicated is fallacious. The feeling of loneliness is a human condition. It used to be a vital warning for our early ancestors to promote social behavior as social connection was vital for early human's survival. However, as humans evolve, such connection is no longer critical for one's survival. Yet, the biological pain of loneliness lingers in our body and we go through great extent to avoid such feeling. We are constantly seeking distraction from being alone with our own thoughts. Some seek for connections with others by meeting up with friends and families, some live with pets to eliminate the notion of being alone, some like to do so by reading and escape reality in the world of literature, but most importantly in modern days, a lot of us seek distraction on our digital devices. There is a belief that the digital age

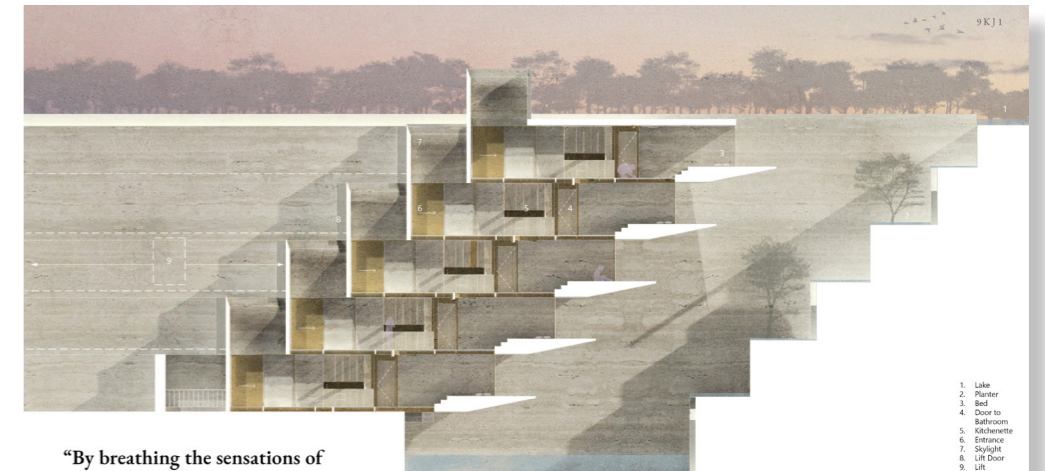
triggers the loneliness pandemic. Yet, despite the presence of toxic digital spaces that invoke conflicts and separations, there are a lot of online communities that would not have happened without the internet. There have been numerous attempts by governments, various organizations as well as individuals to address the loneliness pandemic. These attempts include building more communal spaces in the city, interventions in our work space like open-offices and organizing events that promote interactions between individuals. Even though these solutions provide more interactions/distraction for our minds, it does not eliminate the inevitable feeling of being lonely that hits us at night. After all, there are always moments where we feel lonely despite an abundance of connections. Meanwhile those who lack meaningful connection in their life rarely benefit from these solutions as the

"All of humanity's problems stem from man's inability to sit quietly in a room alone."

Blaise Pascal



Left: Aerial View
Middle: Floor Plan
Right: Site Plan



"By breathing the sensations of loneliness into the heart, and by allowing ourselves to feel them fully, the experience of loneliness can gradually transform into something very different...In this solitude there is equanimity, and a clearer sense of our place in the world."

Ezra Bayda

feeling of loneliness tends to increase paranoia and drives one to retreat into safety in private spaces, creating a vicious cycle that is hard to break within the individual's own initiative. In my opinion, the problem is not a lack of connection or opportunities for connections, especially in a digital age where it is always easy to reach out when one is determined to establish connection with others. To deal with loneliness is to understand the feeling itself and how we can convert such feeling into solitude, by understanding the fact that such feeling is universal and thus no one is ever truly isolated in this world. It is immensely helpful when we realize our individual influence on others and how those individuals are experiencing the same

journey as we are. To quote Paul Tillich, the word loneliness describes the pain of being alone and solitude expresses the glory of being alone. We are all alone and as such, we are all connected through this universal experience that is being human. The proposed idea is a concept for a mental wellbeing retreat for individuals to confront their feeling of loneliness. The goal is to have an architecture that conveys the notion of a shared experience with spatial hints that provoke one's awareness of other occupant's experience within the facility. Milk glass floors are used to allow residents to register their upper level neighbour's experience of a similar space. Internal under floor



Top: Section
Bottom: Perspective View towards Bed



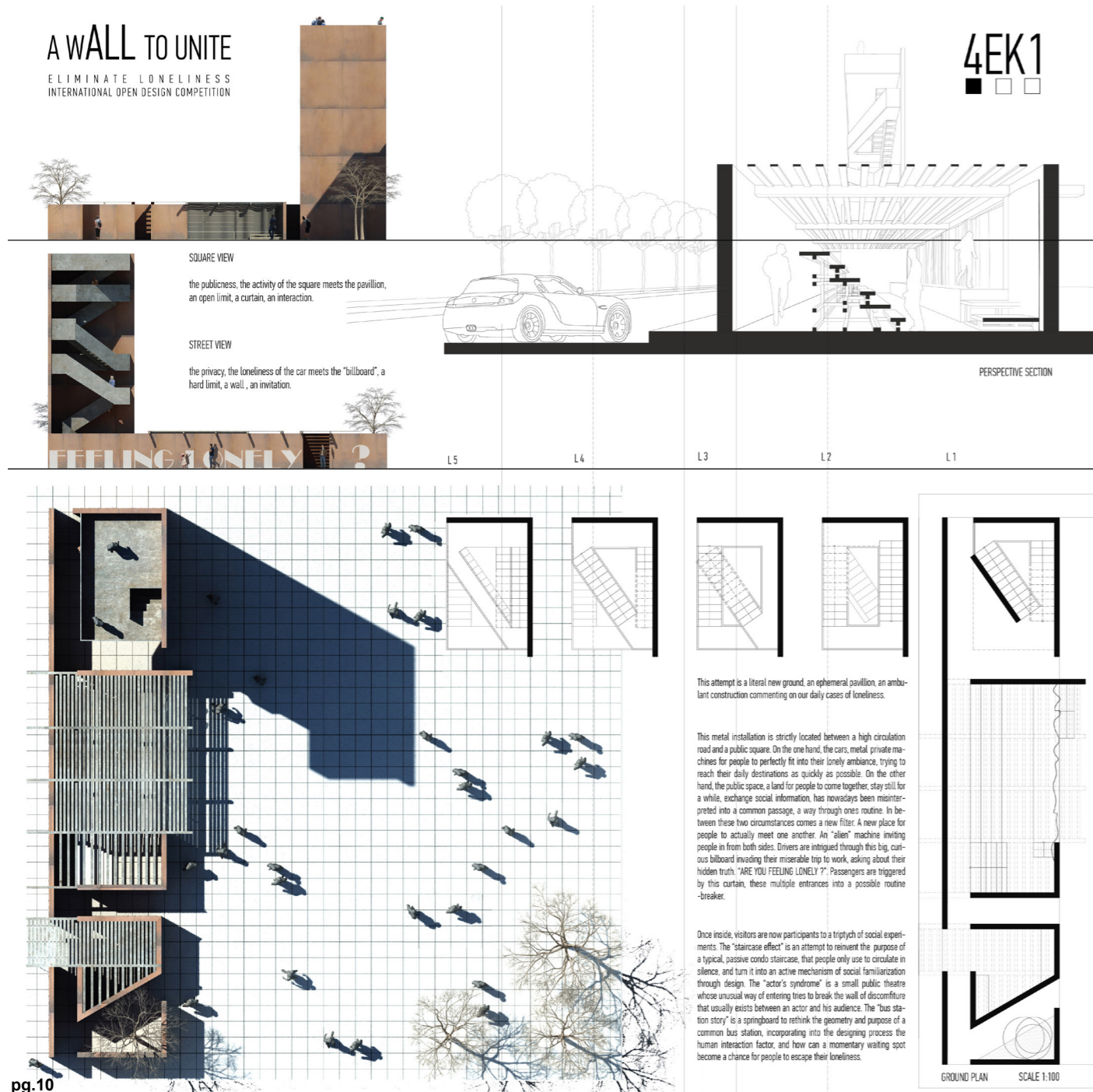
"Our language has wisely sensed these two sides of man's being alone. It has created the word "loneliness" to express the pain of being alone. And it has created the word "solitude" to express the glory of being alone. Although, in daily life, we do not always distinguish these words, we should do so consistently, and thus deepen our understanding of our human predicament."

Paul Tillich

lights are only switched on through motion sensors. This creates an interesting dynamic between occupants as one's space can only be lit by another's presence. The lack of tables and kitchenette reduce the amount of distractions and promotes the individual to either confront their own thoughts within the space or to go out and seek for connections with other residents or nature in the communal and garden space. A digitally controlled lift system is used to circulate inhabitants. Such system would disorientate the individual and one would not know their exact location within the complex in their own unit due to the repetitive design. This system would compensate the loss of privacy due to the unconventional connection between neighbours through glass floors/ceilings. The modular living spaces follow the same design principle with very minor variations such as the angle at which the balconies rotated in relation to the lake. This gives the inhabitants subtle cues of where they might be situated if closely examined. The water flowing through the facility runs parallel to the movement of the occupants. A gate is placed at the top of the artificial waterfall, controlling the amount of water flowing into the void in accordance to the amount of inhabitants who have retreated into their own private unit. This generates an audio feedback to those who are in the garden and communal spaces as the loudness of these waterfall reflects the number of individuals who have chosen to sit quietly in their room.

Left: Perspective View at Entrance
Right: Perspective View towards Lake

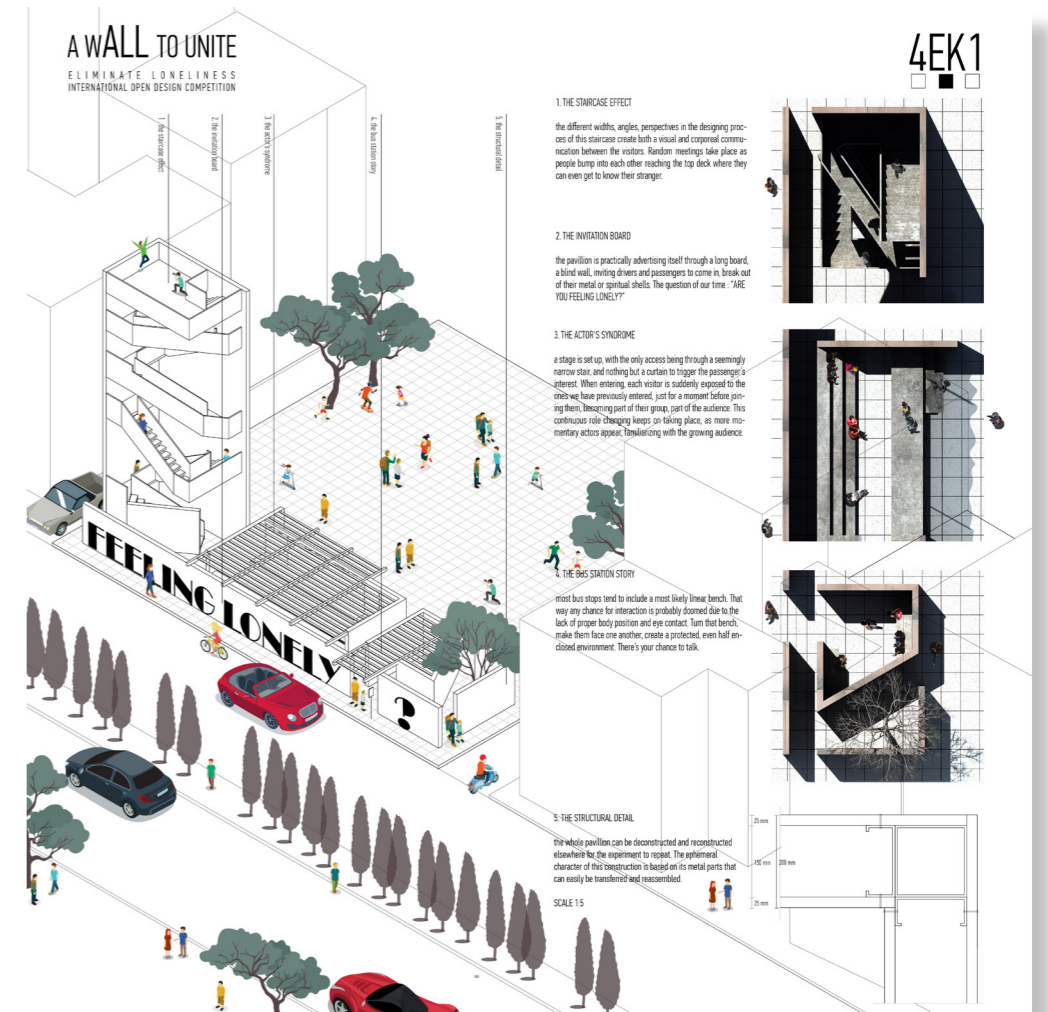
This attempt is a literal new ground for people to circulate on and build their new social foundations, an ephemeral pavilion, an ambulant construction commenting on our daily cases of loneliness. A metal installation is strictly located between a high circulation road and a public square. On one hand, the cars, metal private machines for people to perfectly fit into their lonely ambiance, trying to reach their daily destinations as quickly as possible. On the other hand, the public space, a land for people to come together, stay still for a while, exchange social information, has nowadays been misinterpreted into a common passage, a way through ones routine. In between these two circumstances comes a new filter. A new place for people to meet one another. Drivers are intrigued through this big, curious billboard invading their miserable trip to work, asking about their hidden truth. "ARE YOU FEELING LONELY?"



This attempt is a literal new ground, an ephemeral pavilion, an ambulant construction commenting on our daily cases of loneliness.

This metal installation is strictly located between a high circulation road and a public square. On the one hand, the cars, metal private machines for people to perfectly fit into their lonely ambiance, trying to reach their daily destinations as quickly as possible. On the other hand, the public space, a land for people to come together, stay still for a while, exchange social information, has nowadays been misinterpreted into a common passage, a way through ones routine. In between these two circumstances comes a new filter. A new place for people to actually meet one another. An "alien" machine inviting people in from both sides. Drivers are intrigued through this big, curious billboard invading their miserable trip to work, asking about their hidden truth. "ARE YOU FEELING LONELY?" Passengers are triggered by this curtain, these multiple entrances into a possible routine-breaker.

Once inside, visitors are now participants to a triptych of social experiments. The "staircase effect" is an attempt to reinvent the purpose of a typical, passive condo staircase, that people only use to circulate in silence and turn it into an active mechanism of social familiarization through design. The "actor's syndrome" is a small public theatre whose unusual way of entering tries to break the wall of disconnection that usually exists between an actor and his audience. The "bus station story" is a springboard to rethink the geometry and purpose of a common bus station, incorporating into the designing process the human interaction factor, and how can a momentary waiting spot become a chance for people to escape their loneliness.



Paris Besinis

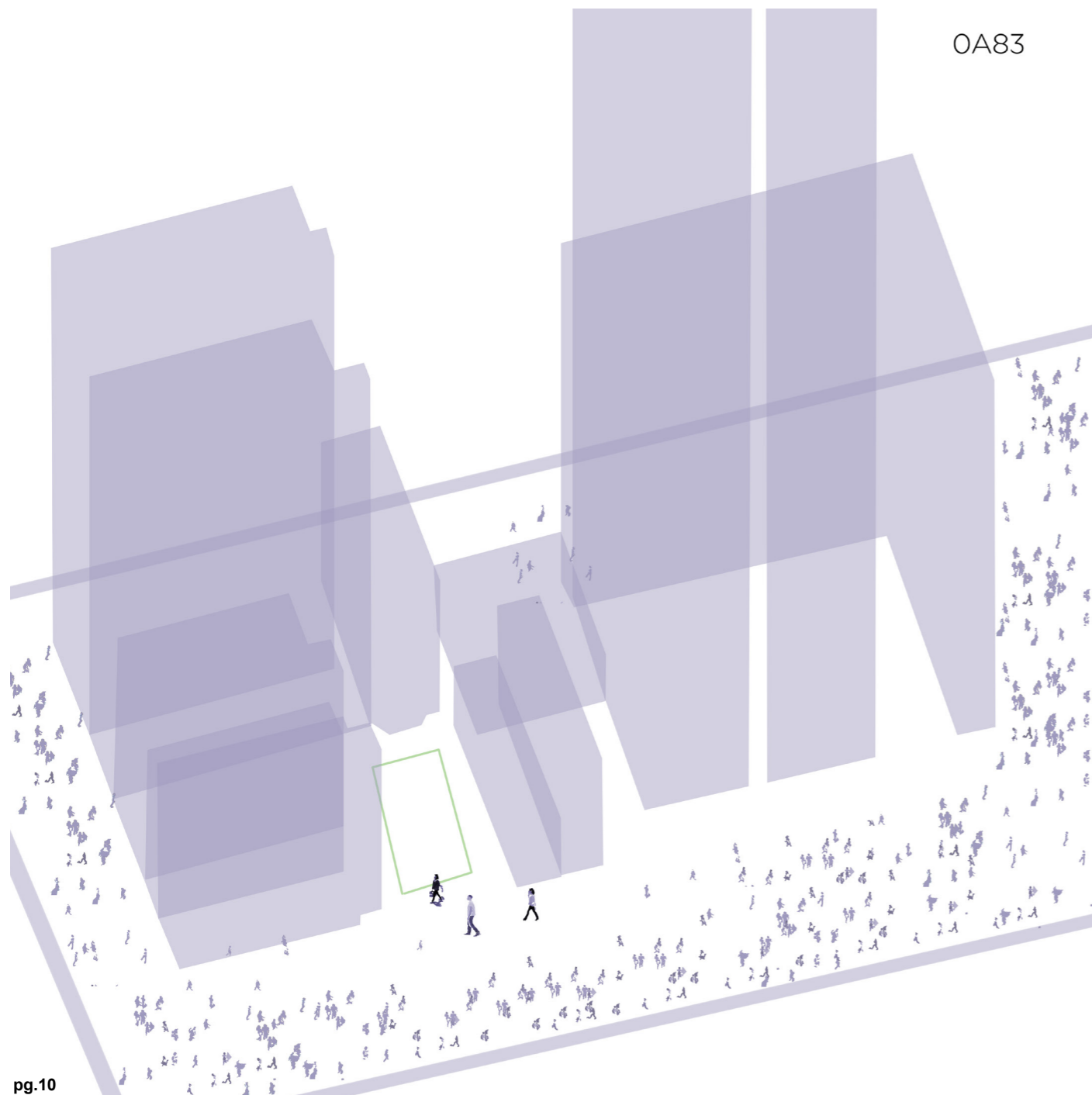
Greece

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Restorative Play

Finalist

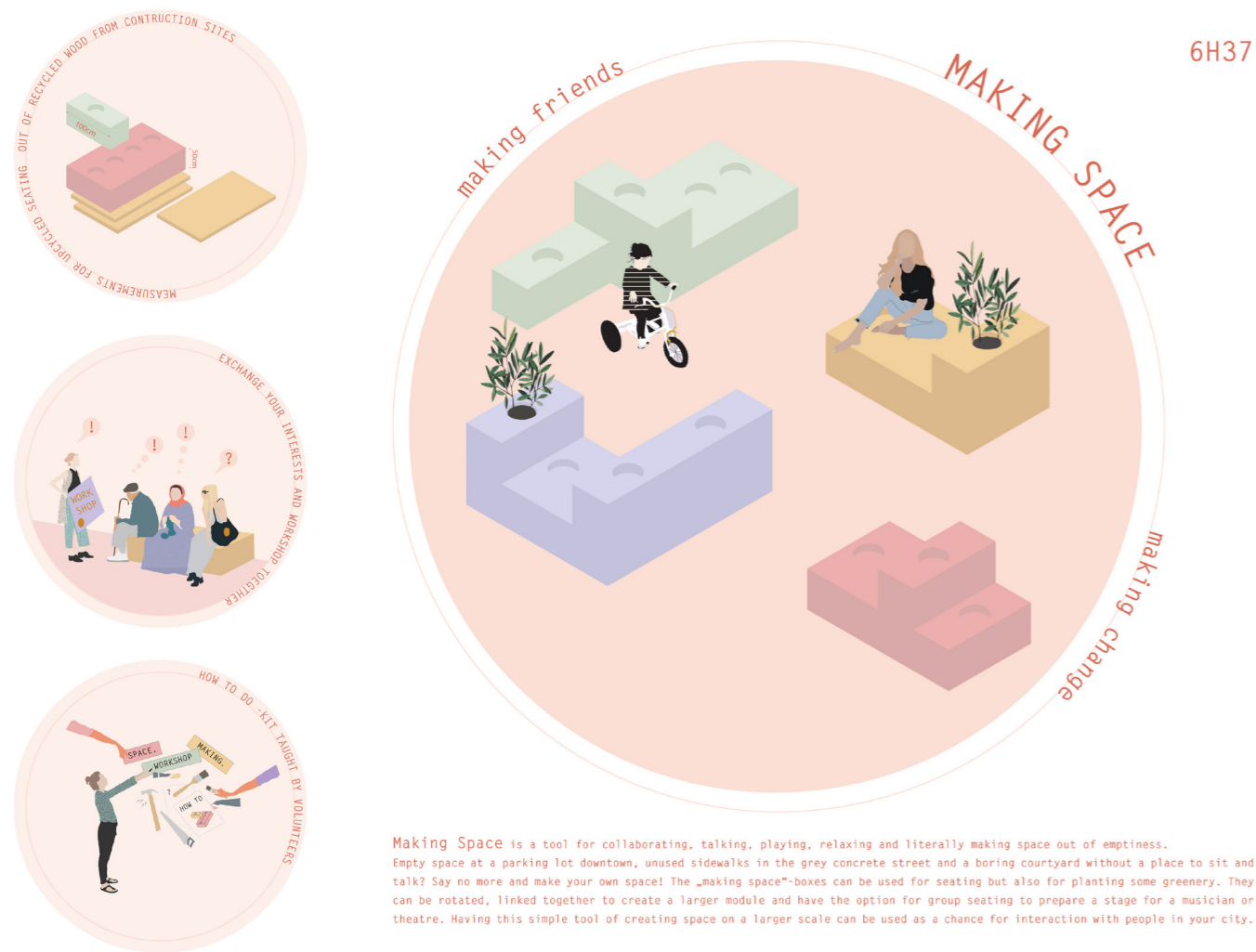
Loneliness transcends nearly any identifiers which typically divide the human population. Play, usually regarded as an act only acceptable for children to partake in, produces endorphins in the brain, which in turn, gives the party participating in the action a temporary feeling of happiness. Additionally, if a party of individuals collectively experience activities that encourage the participation of all members, interpersonal relationships may start to germinate. Taking advantage of this information, one can suppose that if three strangers were to embark on a journey—a multi-sensory journey—in which the challenges, or playful elements, were not made aware of before the start of said journey, the feeling of loneliness may temporarily be satiated by their play and may be permanently satiated by the relationships developed through the timeline of their plight of recreation.



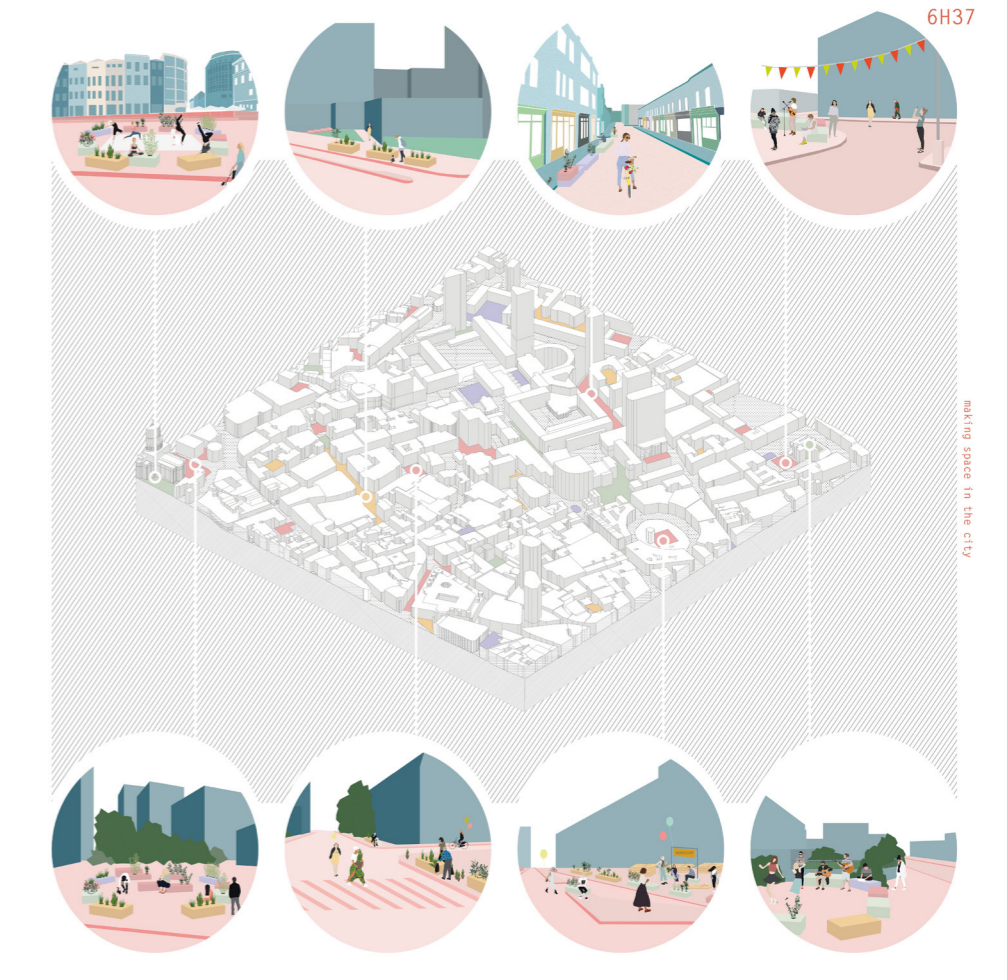
Aria Hill

United States of America

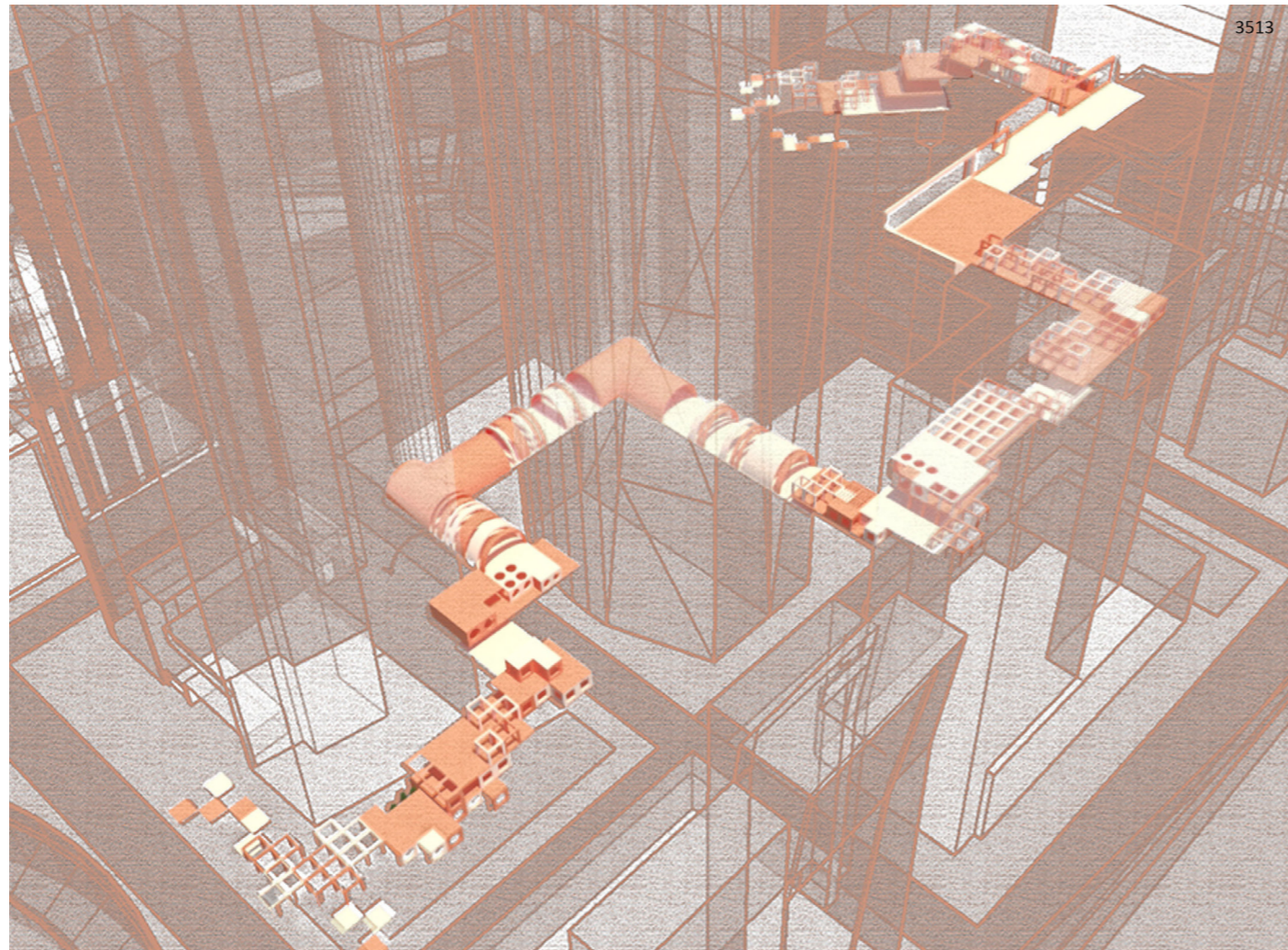
Today's fellow human beings are largely perceived as an anonymous floating mass in the cityscape. When it comes to career, social status and finances, people often become competitors. Is it possible to revive a community detached from the values and ideas of today? A community or even a neighbourhood that allows living together and not against each other? Making Space is a tool for collaborating, talking, playing, relaxing and literally making space out of emptiness. Playing with „LEGO“ reminds us of our childhood and friends sharing this experience by creating something new together. In a Do-It-Yourself-Workshop, volunteers teach how to build and create these Boxes. The material of the boxes is plywood and is gained out of recycled construction waste. Ready, set and go!



Making Space is a tool for collaborating, talking, playing, relaxing and literally making space out of emptiness. Empty space at a parking lot downtown, unused sidewalks in the grey concrete street and a boring courtyard without a place to sit and talk? Say no more and make your own space! The „making space“-boxes can be used for seating but also for planting some greenery. They can be rotated, linked together to create a larger module and have the option for group seating to prepare a stage for a musician or theatre. Having this simple tool of creating space on a larger scale can be used as a chance for interaction with people in your city.

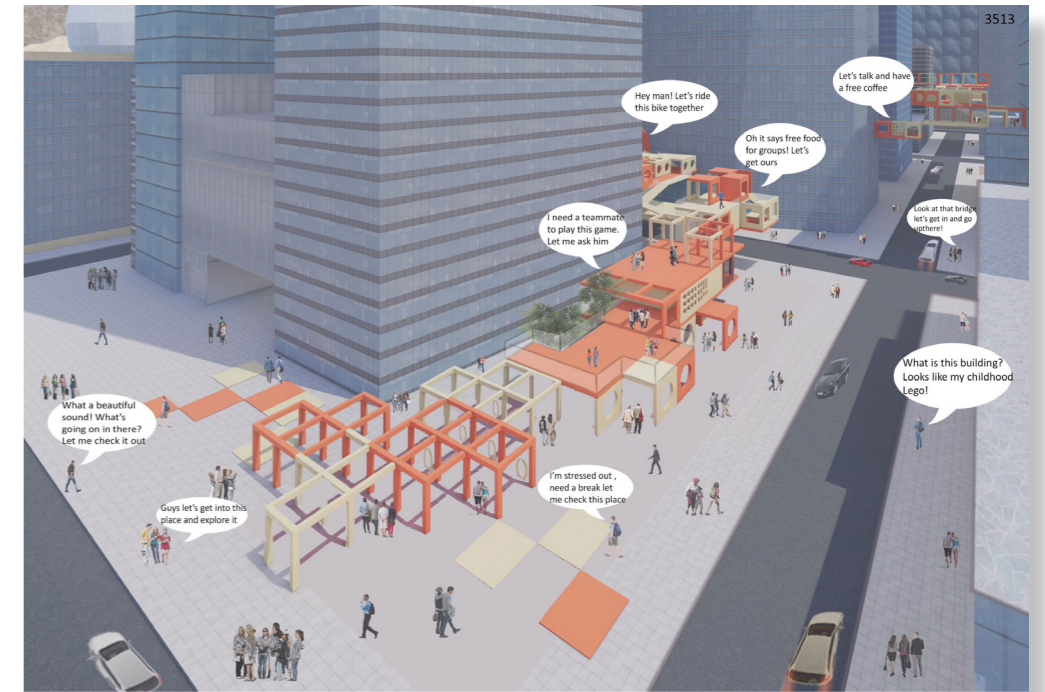
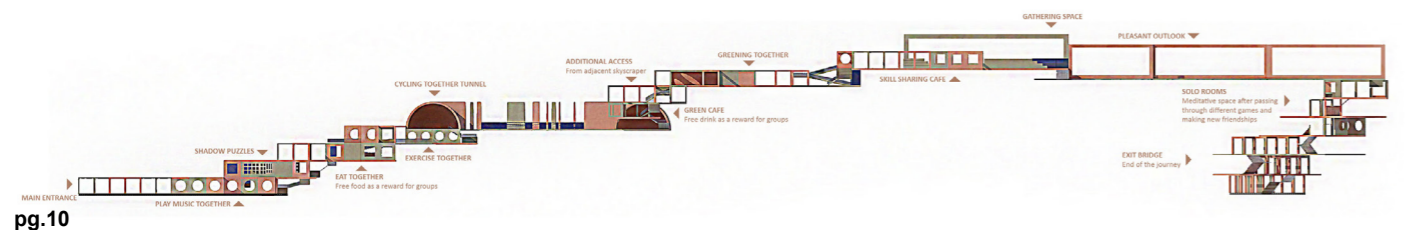


In this modern era of fast-paced lifestyle, living and working in cities means being among hundreds of people every day but not making meaningful interactions. Everyone is in rush without having enough time to communicate with others and this gradually brings loneliness among people. The aim of our proposal is to provide an opportunity for people to make new friendships, pair up with others, create memorable experiences in urban spaces and finally have a healthier lifestyle through playing. To achieve this goal, we have designed various types of group games requiring to be played by collaborations and teamwork. Each level has its own procedure resulting in rewards (i.e. free food, book etc.) for those who paired up with others. This playful public space stems from ground level, goes up around the skyscrapers with its warm colour to reduce the greyness mood of the city.



PLAYFULL CITYSCAPE

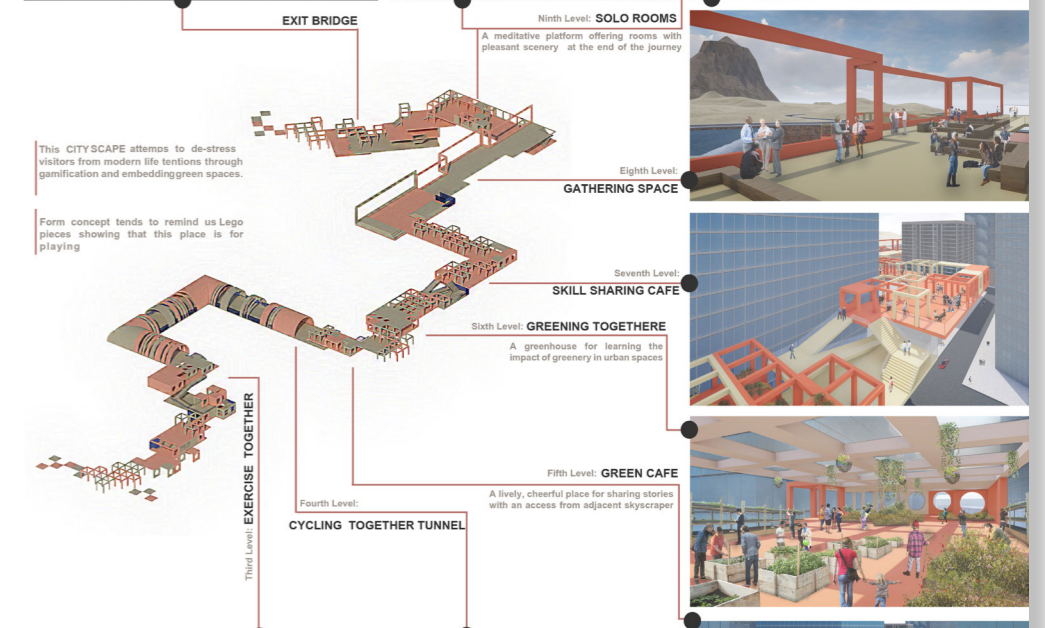
Play Together, Make Friends, Stay Healthy



Ground Level: **MAIN ENTRANCE** and **PLAY MUSIC TOGETHER**
Musical instruments need to be played by groups to make a rhythm



First Level: **SHADOW PUZZLE ROOMS**
Puzzles and plays are completed when shadowed by groups



Loabat Nima
Negin Baniamerian
Nilofar Poorsadeghian

Loneliness has become of the world's epidemic and has often lead to mental illness. In Japan, suicidal rate is on the rise and is the sixth highest country with suicidal cases in the world and second among the eight major industrialized nations. One of the ways to prevent this sort of situation to happen is by creating 'Third Spaces' at the suicidal locations. 'Third spaces' consists of a number of fragment blocks which will be built along the route to the Shinjuku Station. This space is designed to allow interaction among the train users and is surrounded with healing components and activities that help the users to experience the spaces by relaxing and unwind. The space is also created to provide a sense of community in a smaller scale. With the injection of 'third spaces', the Shinjuku Station will no longer be seen as a suicidal hotspot and thus, will create a new experience of engagement within a busy area.

ELIMINATING LONELINESS

IN TOKYO, JAPAN

WHY TOKYO?

More than 30,000 Japanese commit suicide each year, one of the highest rates in the world, by throwing themselves in front of moving vehicles (usually trains).

Tokyo, Japan has one of the highest suicide rating city. Japan's government plan to cut the country's suicide rate by 2026.

RUSSIA	21.8
JAPAN	19.5
FRANCE	15.1
U.S.	13.4
GERMANY	12.6

SHINJUKU STATION

Do this faster!

You're so slow Kenji, when you can submit?

Swicide Statistic from World Health Organization (WHO).

The Chuo Rapid Line is known for a high number of suicides, primarily due to the high speed at which some trains pass through stations on the line.

Shinjuku Station was reported as one of the highest suicide happen among the four other station under Chuo Line.

- The Irish Times -

- Asia Sentinel Journalist -

The harder I try, the worst it gets. I'm sick of all this.

LONELINESS is an unpleasant experience that occurs when a person's network of social relationship is significantly deficient in either quality or quantity.

Suicidal and depression are increasing in numbers in Japan.

If I was gone would anyone notice?

Loneliness could lead to suicidal.

Should I kill myself at Chuo Line???

Four different type of loneliness:
- Aloneness
- Solitude
- Loneliness
- Isolation

Loneliness and isolation could lead to negative impact of loneliness.

SHINJUKU STATION

Wait! What is that???

Loneliness that leads to suicidal can be controlled through 'Third Spaces'.

CRASH!

SUICIDE TRAIN

ELIMINATING LONELINESS THROUGH 'THIRD SPACES'

Concept developed by Ray Oldenberg

Third Spaces in cities are **COMMUNAL SPACES** that helps people to **CONNECT - WITHIN A COMMUNITY**

HOW DOES THIRD SPACE REDUCE LONELINESS?

The third space can help by creating a sense of community on a smaller scale. This will make it easier for the people who experience loneliness to connect with the community.

THIRD PLACE AS A TURNING POINT FOR PARASUICIDALS

The third place helps to eliminate the feeling of being alone. Users get to talk and share problems and experiences in hope that it will help the other person in some way.

Hey, join us!

Yeah, we would love a new face.

Hey, eat with us and tell us what's your favourite thing to eat!

I love sushi how about you?

Um, thank, I love sushi but I do miss my mom's miso soup.

Sounds good!

YOU

MOM

HARDWORK

FUTURE

1 **CONNECTING SPACE**
Space to open up and share each other's problems and experiences.

2 **RE CONNECTING SPACE**
Remind them nostalgic moments in life through taste. (Physical Therapy)

3 **SELF HEALING SPACE**
Space to reflect their choices. Repicture the old memories. Rethink future's possibilities.

TYPLOGIES OF MODULARS FOR THIRD SPACES

96G9

SHINJUKU

Life has more to offer.

Suicidal is not the solution to my problems!

CONNECTING SPACE TYPLOGIES

RE CONNECTING SPACE TYPLOGIES

SELF HEALING SPACE TYPLOGIES

ENGAGEMENT

There are two rules of thumb when it comes to designing circulation. The key circulation pathways should:

1. Be clear and unobstructed;
2. Follow the shortest distance between two points.

1. A simple block to indicate one type of programme.
2. Two different types of programme will merge.
3. The arrangement of the blocks will be determined through the hierarchy of spaces.
4. The blocks will split to allow connection in between.
5. The blocks will merged and a staircase is added to connect them.
6. Several blocks are arranged accordingly to create a labyrinth of spaces.

THE LABYRINTH OF THIRD SPACES

RE CONNECTING SPACE

SELF HEALING SPACE

CONNECTING SPACE

Hazrini Binti Hassan
Nurfatin Zakiah Binti Mohd Zaki
Teh Dina Sofia Binti Mohd Walid
Puteri Mayang Bahjah Zaharin

01 ADAPTING THE CITY

02 MERGING DIGITAL AND PHYSICAL

03 NEW WAYS OF LIVING

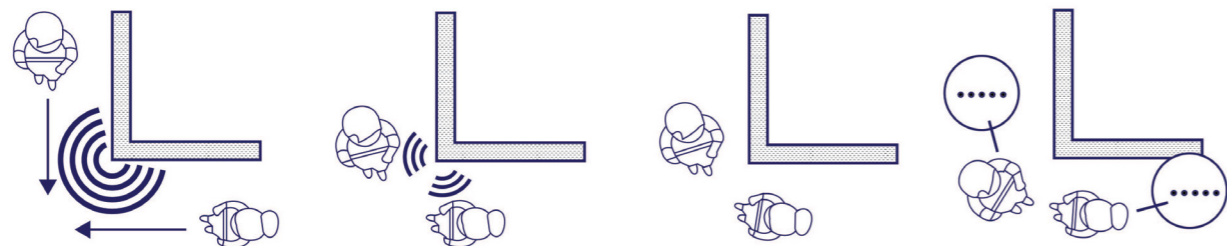
04 IMAGINING NEW WORLDS

Honourable Mention

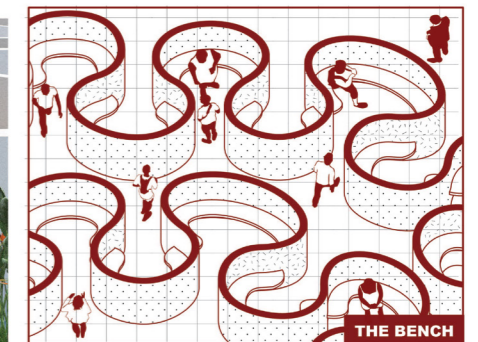
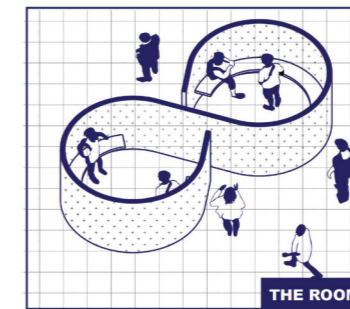
The internet provides a platform where our spirits become more interconnected. However, loneliness related depression has never been so evident among the young generation. Could physical distance be replaced by mental distance? Why do people feel lonely when they are physically surrounded by others? In the mean of recreation, The Maze park attempt to answer the questions by reinforcing the physical interaction with meaningful discussions. There are three types of spatial structures in the Maze, respectively, The Corner, The Room, and The Bench. The Corner consists of mainly L and T shape walls. In each turning corner, there are sensors installed to detect the movement of participants in the area. Sensors will send out signals to the selected targets approaching the corner from opposite directions; when the targets receive signals, they start to chat the topic written on the wall.



62F1



The sensor senses the movement Sending signal to the individuals Individuals received the signal Start chatting the topics on the wall



62F1



RULES

1. No judgment. No violence. Be respectful.
 2. You have the right to remain silent anytime inside the park
 3. Must equip with a mask and a smart phone
 4. Keep your mask on all the time
 5. Individuals who violate the rule(s) will face permanent suspension.
- Please make sure you have knowledge the above before entering

FIND US

We are currently expanding. We may be in your city. Check out all the pop-up Projects near you. Scan the bar code for more information.



APP.



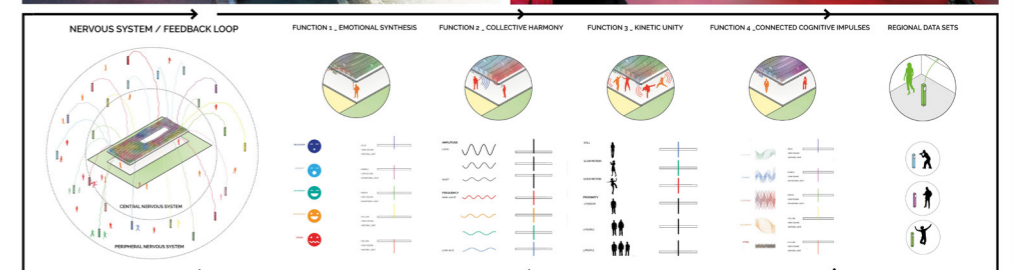
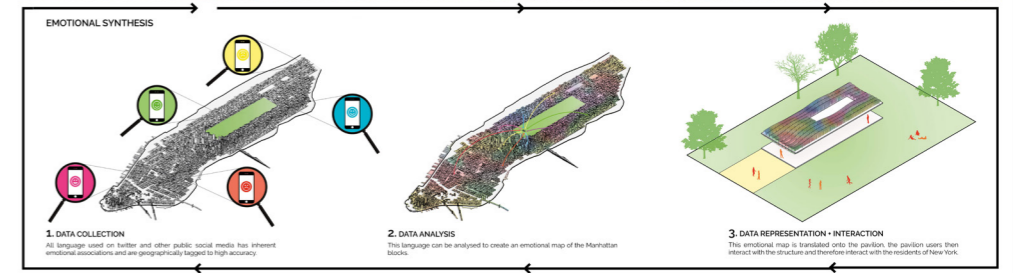
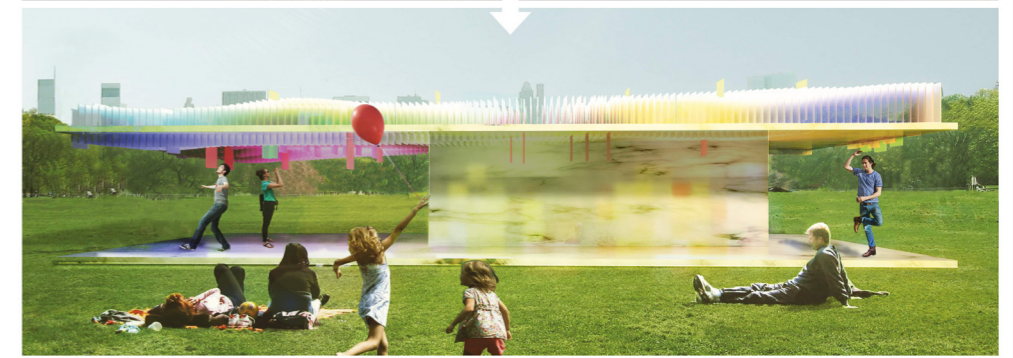
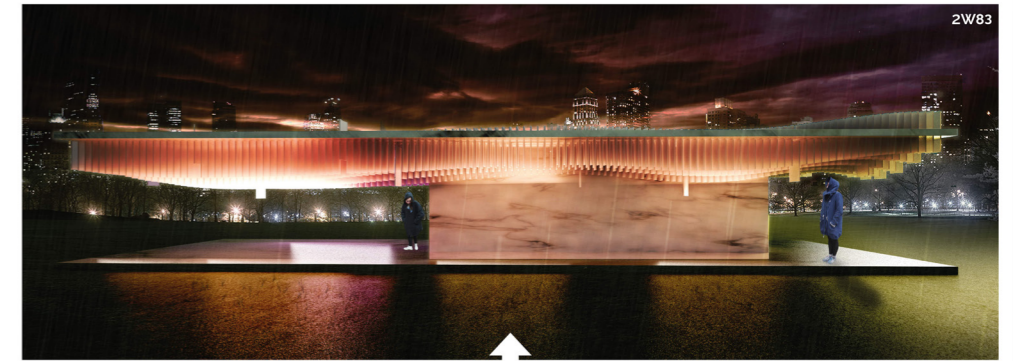
NEWS & LOCATION

Zichun Huang

United States of America

Honourable Mention

One common condition of a post-industrial, capitalist society is the stratification and isolation of its populace, this is no more apparent than in mega-cities such as New York. New communication technologies provide the capability to diminish this condition, yet, so far, these technologies have remained in the virtual realm. Synthesia is a project that aims to eliminate social divisions and develop a new state of human connectivity through blurring the boundaries between local and regional scales, virtual and physical realms and internal and external conditions. Developing a collective nervous system for the city. Synthesia has the potential to become much more than an environmental or emotional prosthesis, it unites all aspects of humanity into one collective, unified system.



James Killeavy
United Kingdom

Honourable Mention

Mori is an easily assembled and aggregated product designed to encourage creativity, movement and social interaction amongst society. The single module displays adaptability, structural integrity and aesthetic appeal. It is at its most potent, however, when combined with more of its kind, creating functional and unique components. The module is simple. It comprises of four (1.5"x18") timber blocks, joint together by 1/4" dowels. Nestled between the blocks are connector pieces (3/8"x26") angled at 45-degrees for directional range, enabling the module to join laterally and diagonally to produce multiple product possibilities, pushing the creative boundaries of users. With the accompanying app, our deeper agenda is to tackle the problem faced by many contemporary societies-a lack of meaningful social interactions and difficulty establishing friendships.

7DR1



ELIMINATE LONELINESS

MORI Box - 256

Dimensions: 49" x 23.5" x 40"
Number of Modules: 256
1024 x 3/8" Timber
512 x Connectors (3/8" timber)
512 x 45" Shield
8192 x Dowels



MORI Box - 128

Dimensions: 24.5" x 24.5" x 40"
Number of Modules: 128
512 x 3/8" Timber
512 x Connectors (3/8" timber)
256 x 45" Shield
1024 x Dowels



1; Single Chair

Need a chair? It will only take you 15 minutes!
Level: Beginner
Number of People: 1
Number of Modules: 6
Assembly Time: 15 mins
Additional Pieces: 2x (12"x18" 3/4" MDF boards)



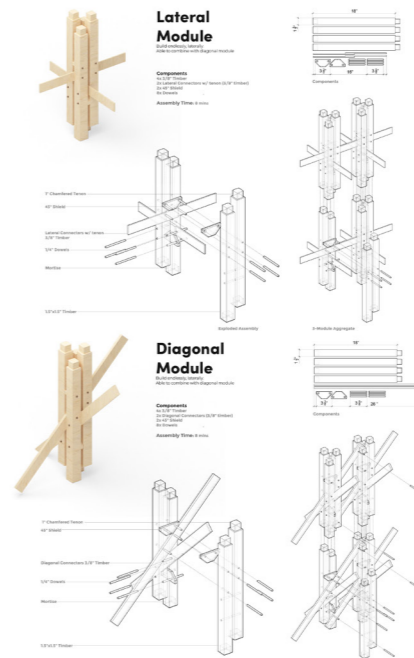
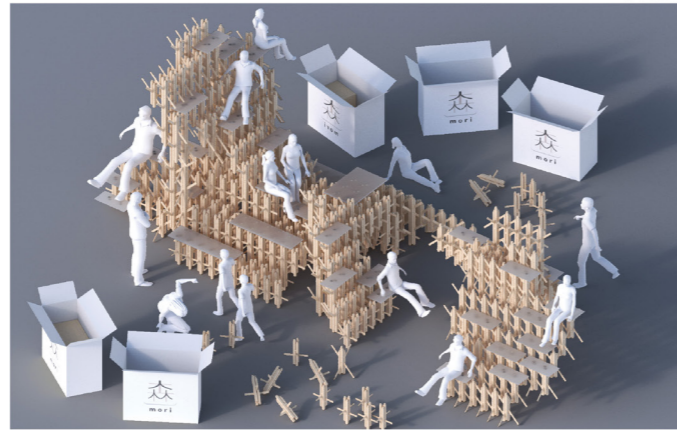
2; Love Seat

Make a love seat with a loved one or maybe two!
Level: Beginner
Number of People: 2
Number of Modules: 15
Assembly Time: 25 mins
Additional Pieces: 2x (24"x48" 3/4" MDF boards)



3; Single Desk

Produce some creative work on this desk for one!
Level: Beginner
Number of People: 1
Number of Modules: 4
Assembly Time: 10 mins
Additional Pieces: 1x (24"x48" 3/4" MDF board)



4; Pyramid
How things are getting interesting. Construct a sculptural pyramid with four new friends!
Level: Beginner
Number of People: 5
Number of Modules: 17
Assembly Time: 120 mins
Additional Pieces: Nil

5; Helix
Feeling antsy? Build a visually mind blowing helix sculpture with four new friends!
Level: Beginner
Number of People: 5
Number of Modules: 95
Assembly Time: 190 mins
Additional Pieces: Nil

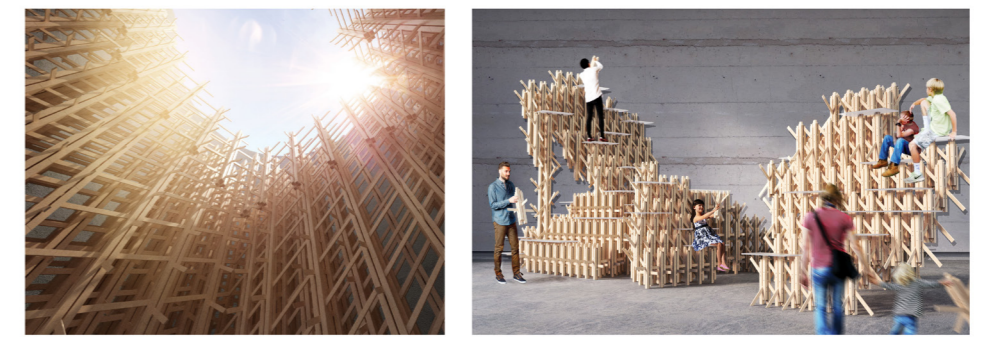
6; Tree of Life
Get closer with the one you love. Ladies be required to get some hands to build this fascinating piece.
Level: Beginner
Number of People: 4
Number of Modules: 168
Assembly Time: 300 mins
Additional Pieces: Nil

7; Little Hut
Craving the outdoors? Build a house in your very own backyard!
Level: Very Advanced
Number of People: 6
Number of Modules: 308
Assembly Time: 500 mins
Additional Pieces: Nil

7DR1

THE APP

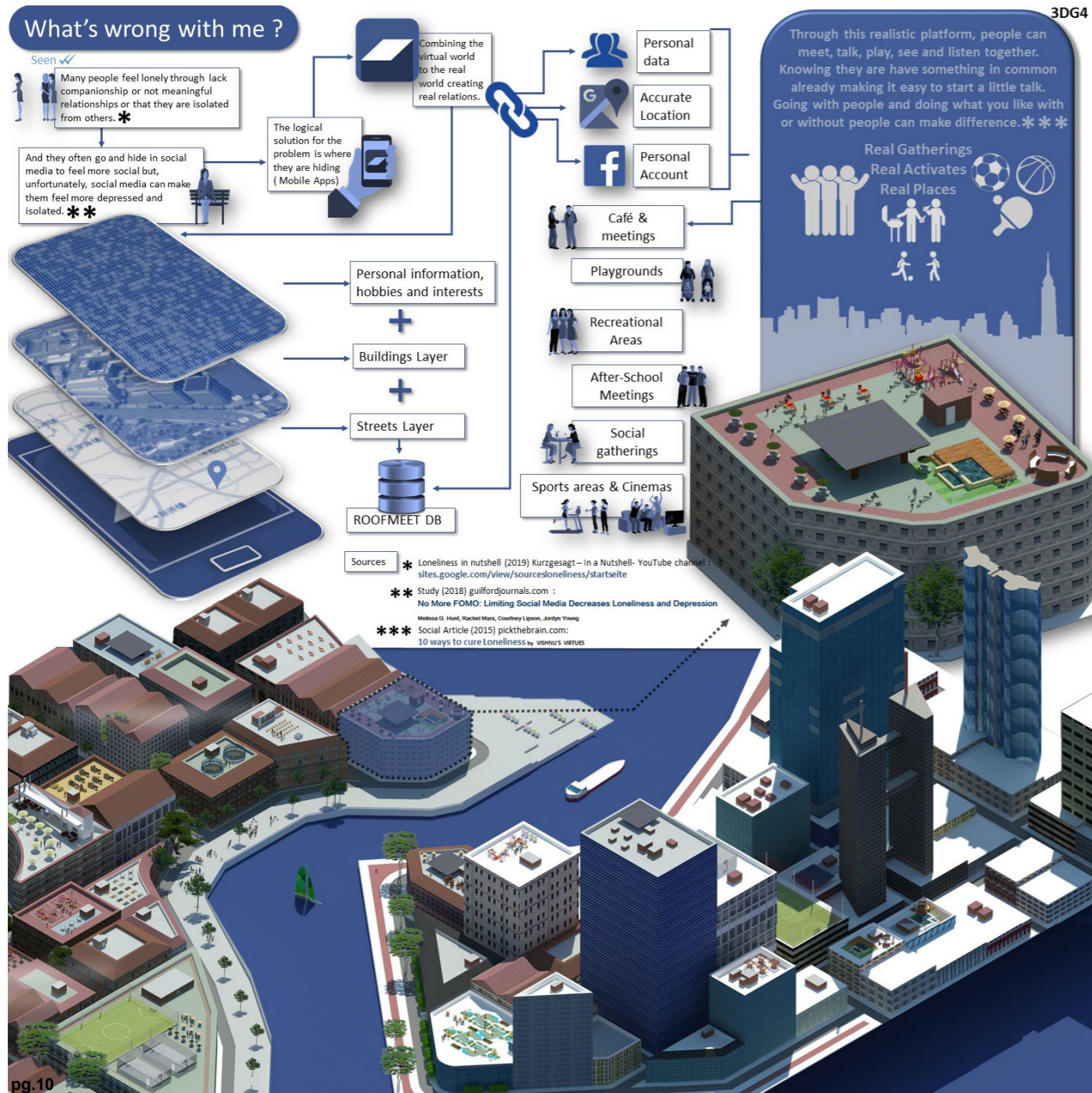
CONNECT AND CREATE



Amanda Gunawan
Joel Wong

United States of America

In the world of social media and digital connections, the idea which can cure Loneliness must begin in the virtual world first in order to spread and reach as many people as it can. ROOFMEET is a mobile application which connects the real world with the virtual one by encouraging users to meet each other on the roof of the buildings. Rooftops are special places where one can see the city from above, with new perspective and new point of view. It is a good place to teach people to communicate and to share experiences, and also to play, enjoy, talk, study and connect. The application is not only good for lonely people, but also it can work perfectly with social people and it can make the neighbourhood more connected and more secure since all the inhabitants know each other.



ROOFMEET

Mobile APP

An Application to find all roof activities around you with their offers and opening time and to find who is there and to connect with people there and also to join if you have any activity on your roof and reference your roof by ROOFMEET. The App also can help you find the perfect company to construct your activity on your roof.

This App has three options for user

Owner

If you own a rooftop you can use this app for calculating the space required for your activity and choose from different suggestions of activities and companies to build your desired roof. Also to manage your rooftop through this App.

Activates like :

- Sports fields
- Table tennis or Billiard
- Running track
- Cinema space
- Mini golf
- Chess tables
- Bean bags and tables
- Restaurant or Café
- Green roof
- Trampoline
- Pergolas
- Other,,

Explorer

If you want to explore around you can use this app to show all different rooftops with activities on the map, and to connect with other roofmates and to know the opening and closing dates and also any offers.

Builder

If you have company that builds roof activities you can put all contacts and previous work to be shown to the owners.

Roof & Owners
Building Companies
Roofmates
User
Awards
Real connections
Virtual connections
Direction of offering

The Application is working through interactive interface to simply search and find rote, also to find the other roofmates.

fox's Basket
Zack's Billiard

fox's Basket
Opens 10:00 AM
Close 10:00 PM
Championships on Friday.
Get Location
Last champion Bob black is here and 12 more...

Increasing the public space areas through the city

Giving new perspective view for everyone to the city, which can teach people to change maladaptive thinking patterns to heal from loneliness for ever.

Source:
* Study (2018) journals.sagepub.com: A Meta-Analysis of Interventions to Reduce Loneliness M. Mass, Hsi-Fuan Chan, Louise C. Hawkley, John T. Cacioppo

There was nothing wrong with me... just my point of view!

3DG4

Sameh Ibrahim Emam

Egypt

Loneliness has become of the world's epidemic and has often lead to mental illness. In Japan, suicidal rate is on the rise and is the sixth highest country with suicidal cases in the world and second among the eight major industrialized nations. One of the ways to prevent this sort of situation to happen is by creating 'Third Spaces' at the suicidal locations. 'Third spaces' consists of a number of fragment blocks which will be built along the route to the Shinjuku Station. This space is designed to allow interaction among the train users and is surrounded with healing components and activities that help the users to experience the spaces by relaxing and unwind. The space is also created to provide a sense of community in a smaller scale. With the injection of 'third spaces', the Shinjuku Station will no longer be seen as a suicidal hotspot and thus, will create a new experience of engagement within a busy area.



Vlad-Bogdan Coman
Iona-Cristina Călin
Alexandru Butcaru

Finalist

Urban Space shrinks and expands according to our capability and willingness to interact and engage with it. The state of loneliness renders this invalid. Loneliness, other than being alone, disconnects us from our surroundings. We are ill; and so is the city. The lonely urban traveller is simply functioning, relying on familiar patterns and movements, being locked into a seemingly mono-functional space. There is no personal identification and no common language. As our case study, we have used Alexanderplatz in Berlin. Alexanderplatz is Berlin's urban centre. It is a major square with satellite squares around. It is the main transport hub and increasingly crime incubator. It has become contested space - nothing for the lonely.

```

def recognise loneliness ( ) :
human suffers from city = city suffers from human ( )
if suffering != False:
print(“ *** [ INFO ]: checking for existing qualities at Alexanderplatz...” )
try:
buildings = monotonous(“facades intransparent“)
square = out of scale(“feeling small“)
human = anonymous (“people individualize“)
except:
mutual acts =
mutual experience =
if connection to environment lost
print(“ *** [ INFO ]: looking for identification in environment“)
try:
buildings = privat
square = nothing to do
human = isolated
print(“ *** [SUCCESS]: Given a sunny weather, people gather“)
params = { # LONELINESS requests parameters
,unhealthy‘ : ,un_healthy,
,emptiness‘ : empti_ness,
,disoriented‘ : dis_oriented
}
response_of_loneliness_request = loneliness.exe (login_face, params=params)
status_quo = reponse_of_loneliness_request.eliminate_loneliness.exe
if status quo == 100:
print(“ *** [SUCCESS]: LONELINESS request is successful“)
response_in_loneliness = response_in_mental_decay ( )
response_in_mental_decay = response_in_personal_decay [ ‘access_undefined’ ]
response_in_personal_death = response_in_identity_decay [ ‘lost_url’ ]
try:
sheds (‘skeleton hollow‘),emptiness, 200) # Remains a lifetime
ground (‘contaminated_all_over‘), fragmentation, 400) # Remains a lifetime
human (‘lifeless shell‘), depression, 800)## Remains a lifetime
print(“ *** [ INFO ]:loneliness has been saved for future use“)
except:
print(“ *** [WARNING] Overdose of loneliness, keep going...” )
else:
print(‘Connection Lost’)
print(“ *** [ERROR:
  
```

2 7 3 6

FATAL ERROR

2736

BACKLOG

REVISOR: METAFOR
REVISOR: CHINESE
SILENT 1
SILENT 2
SILENT 3
SILENT 4
SILENT 5

The Scarpin, in particular, was designed to transport visitors in attendance to another place and time with the hope of exploring the aspirations of a contemporary society and the resulting failure within it.

Walkways in the sky
MULTILEVEL WALKWAYS

STREET FURNITURE
PROVIDING GREENERY

ADVENTURE
OPENING FACADES
ALEXANDERPLATZ

DIFFERENT GROUND MATERIALS
TEMPORARY SPACE

TEMPORARY USE IS NOT A NEW SOCIAL PHENOMENON: TEMPORARY VENTURES HAVE ALWAYS BEEN A FEATURE OF CITIES THAT WERE CONCEIVED AND BUILT FOR THE LONG-TERM.

2736

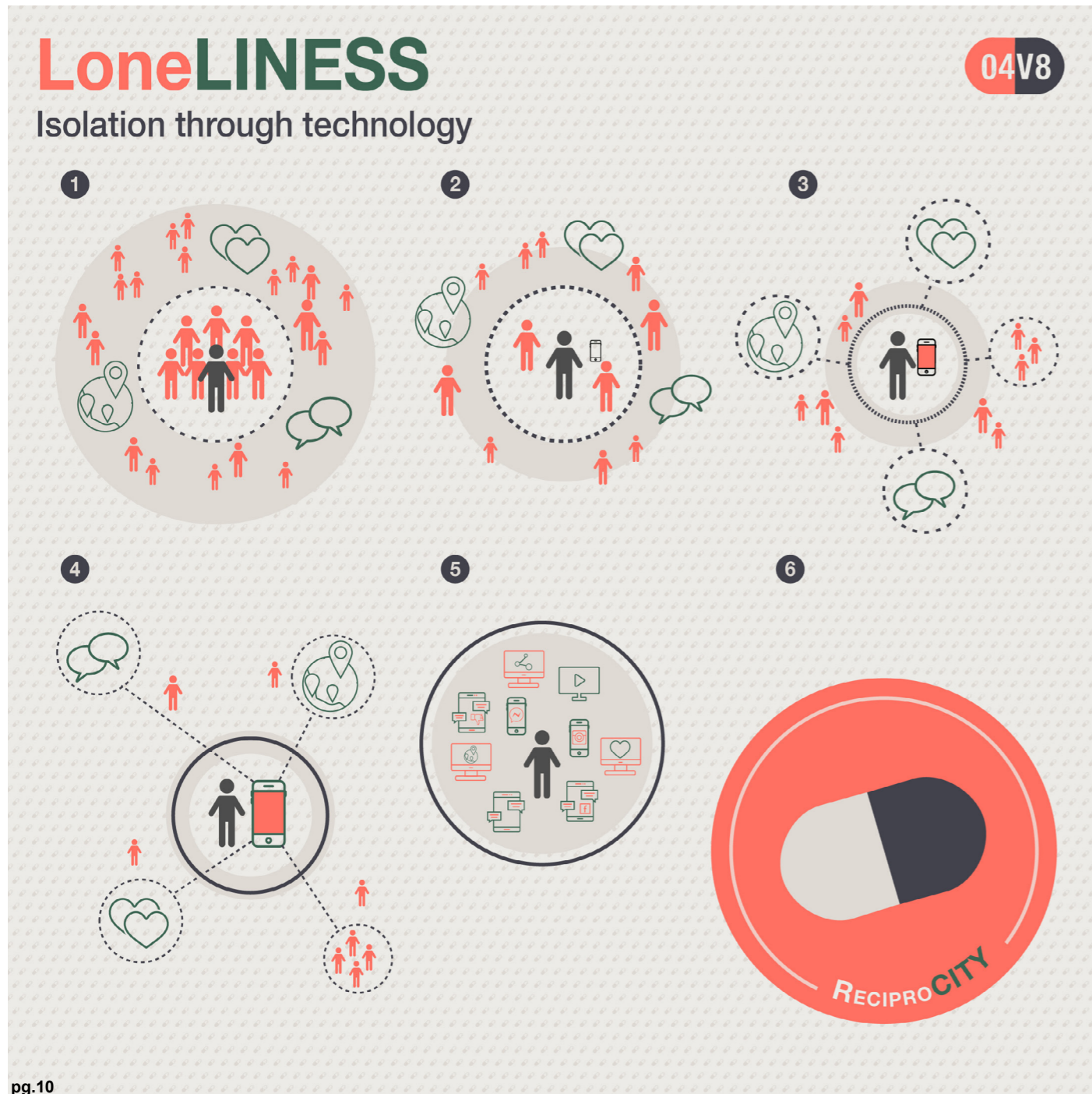
FUN PALACE

M O O T

Caroline Purps
Tom Brennecke

Germany

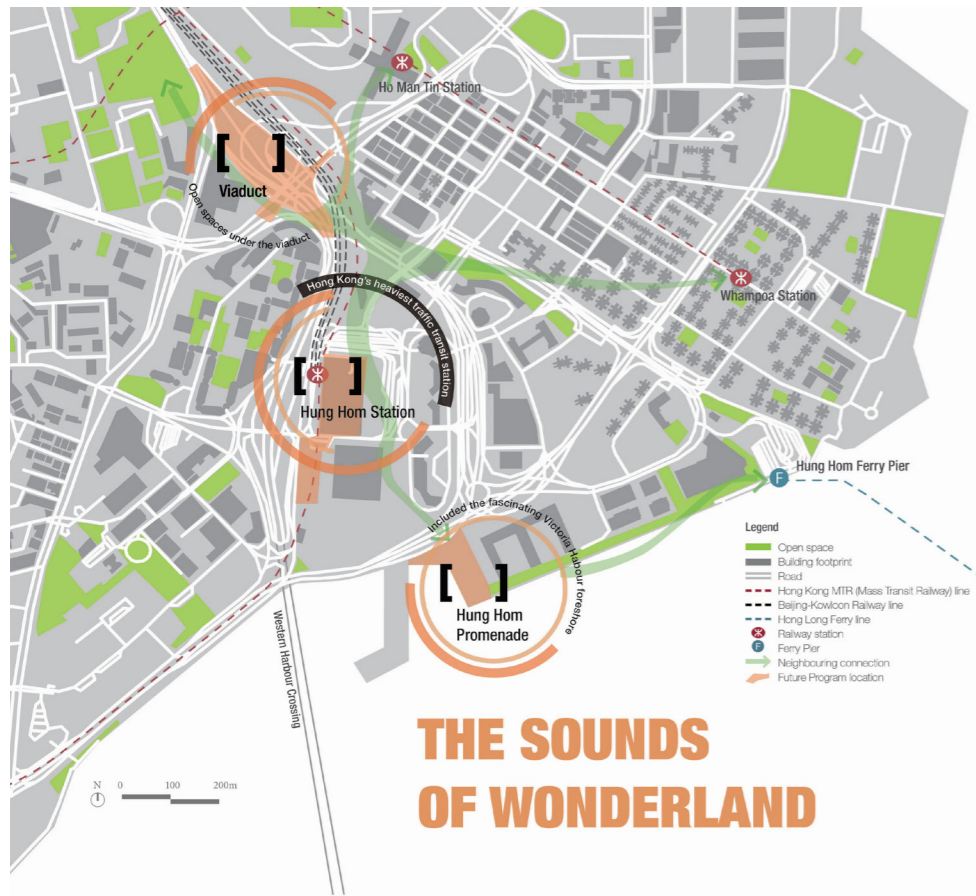
Humans rely on each other for survival; social interactions have become a necessity for society to survive. The causes of loneliness are many and each person lives and experiences them differently. Even though loneliness has a personal component, external factors could contribute to isolation. Considering the problem under these terms, our proposal relies on two aspects: using technology as a tool to promote social interaction in the city, and turning the need for interaction into interest by motivating people with a benefit. ReciproCITY aims to create a system where virtual and physical spaces work together to change the city's dynamics. Relying on data collected through the App, politicians, urban planners, service providers and any other player on the city's dynamics could change and adapt to the users' social, economic and emotional needs, therefore changing the role cities and technology play on our emotional wellness.



Arlenys Karina Pino Madera
Daniela Veronica Codecido
Castillo
Maricela Del Valle Navarrete
Requena

Venezuela

The aim of the proposal is to create a social interface, embedded in the community through the existing built fabric. It seeks to elicit a sense of wonder and discovery which acts as a catalyst to connect the diverse social groups of Hong Kong. Three major catchment areas were chosen; West Kowloon Corridor highway viaducts, Hung Hom Station, and Hung Hom Promenade. Taking cue of sound from Hong Kong urban landscape, The Sounds of Wonderland explores notions of sound metaphysics in architecture. It attempts to harvest the temporal and spatial qualities of the metaphysical, and conveying them into a series of whimsical spaces that will present its participants with a fantastical and joyful experience through the abstraction of meaningful atmospheres and narratives.



THE SOUNDS OF WONDERLAND

Main Idea

WHAT?

A preliminary study into various locations through the vast networks of highway viaducts, endless labyrinth of underground train station and awkward public harbourfront reveal a highly localised variety of unpleasant sound frequencies.

Taking this as a launching pad for creative ideas and journeys, we investigate the sources of these sounds and its immediate contexts. Through expressive experimentalisms, subsequent analysis and invention of purposes, we found opportunities to speculate reactionary architectures and environments for human betterment and wellness, especially in derelict spaces.

WHY?

Solfeggio frequencies serve as the initial creative drive. These frequencies make up the ancient 6-tone scale thought to have been used in sacred music, including the beautiful Gregorian Chants. When sung in harmony, the special tones were believed to impart spiritual blessings. Each Solfeggio tone is comprised of a frequency required to balance one's energy and keep the body, mind and spirit in perfect harmony.

396 Hz – Liberating Guilt and Fear
417 Hz – Undoing Situations and Facilitating Change
528 Hz – Transformation and Miracles (DNA Repair)
639 Hz – Connecting/Relationships
741 Hz – Expression/Solutions
852 Hz – Returning to Spiritual Order

HOW?

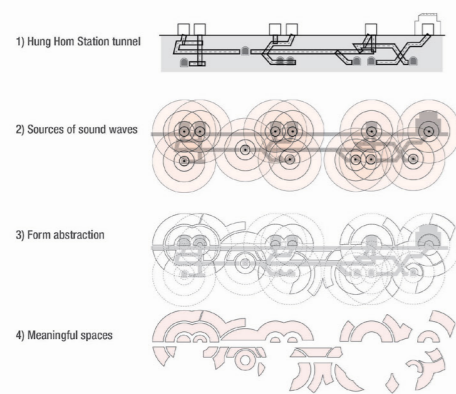
Each Solfeggio frequency was chosen appropriately and carefully laid out across 3 stages, developing qualities of each individual space to accentuate the programmatic use in the Wonderland.

In Stage 1 (Beginning), Hz 396 and 417 was adopted and reinterpreted into various highly individualised programs. The healing properties from the frequency facilitates the acceptance of one's flaws. It is through this acceptance where they can then overcome their own shortcomings.

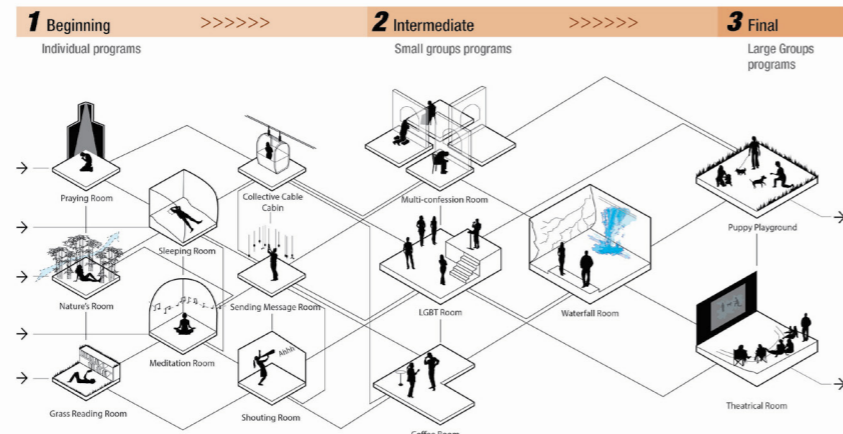
In Stage 2 (Intermediate), one undergoes transformation and "restoration" before being able to introduce themselves to small groups of participants, where programs that accommodate new meaningful communications are offered. These qualities are achieved through the suitably implementation of Hz 528 and 639.

Lastly in Stage 3 (Final), participants are introduced with Hz 741 and 852 programs, intending to broaden their horizons. All participants are congregated together and provided platform to embrace each other in a collective shared environment.

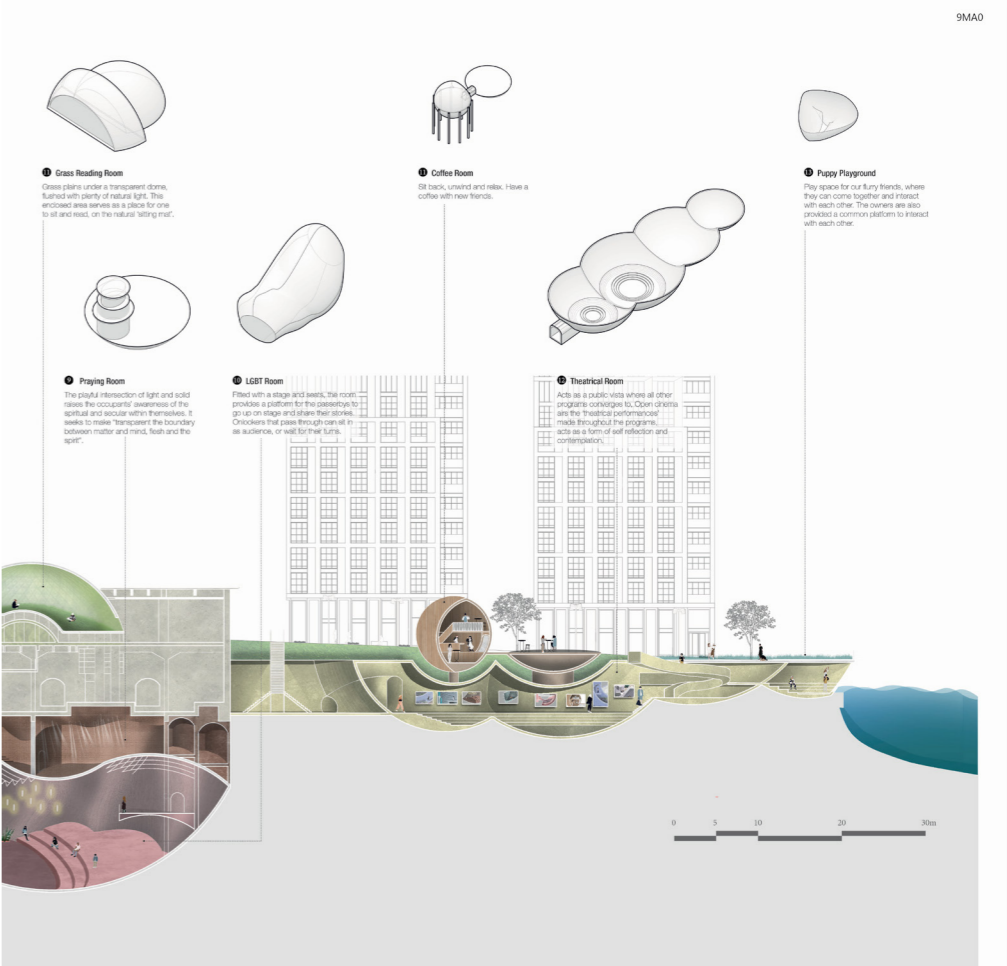
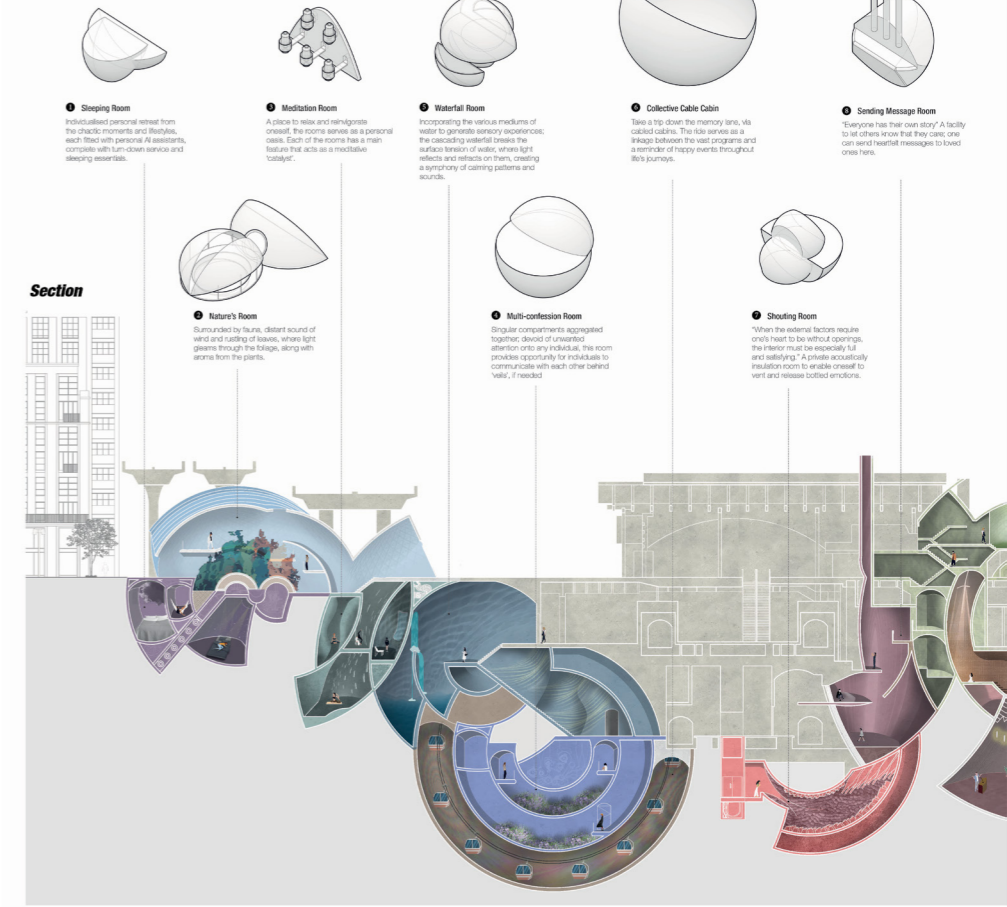
Conceptual development



Programmatic processing

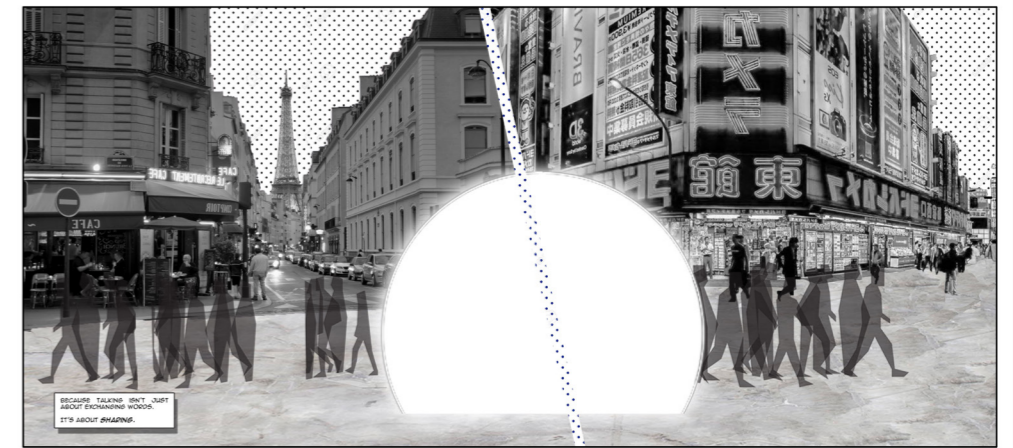
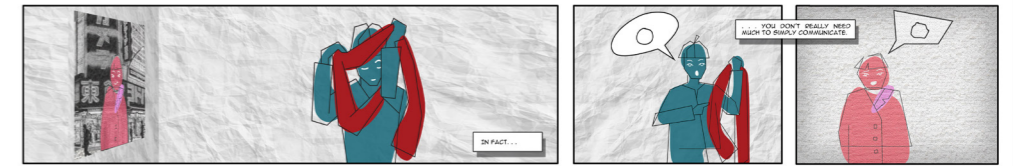


Volumetric Settings



Qian Huang
Anthony Yun Zhou Lai
Australia

The feeling of loneliness often doesn't come from simply being alone. Hence, being around others rarely improves things, for it is a meaningful connection to others that one truly seeks when dealing with it. Our proposal is a gently nudge towards a solution. What we propose is not only an object, but an experience aimed for those who struggle with social interaction. A network of demispherical pods placed around the world. The halved shape is meant to appear odd from the outside, as if something is missing. It only becomes whole when two strangers from anywhere around the world get in touch using these pods; they become a complete circle. Stepping within the pod coincides with the idea that loneliness is an issue that must be tackled firstly from within. We believe that a socially active device can help the lonely understand themselves more and give them the courage they need to approach interaction with others.



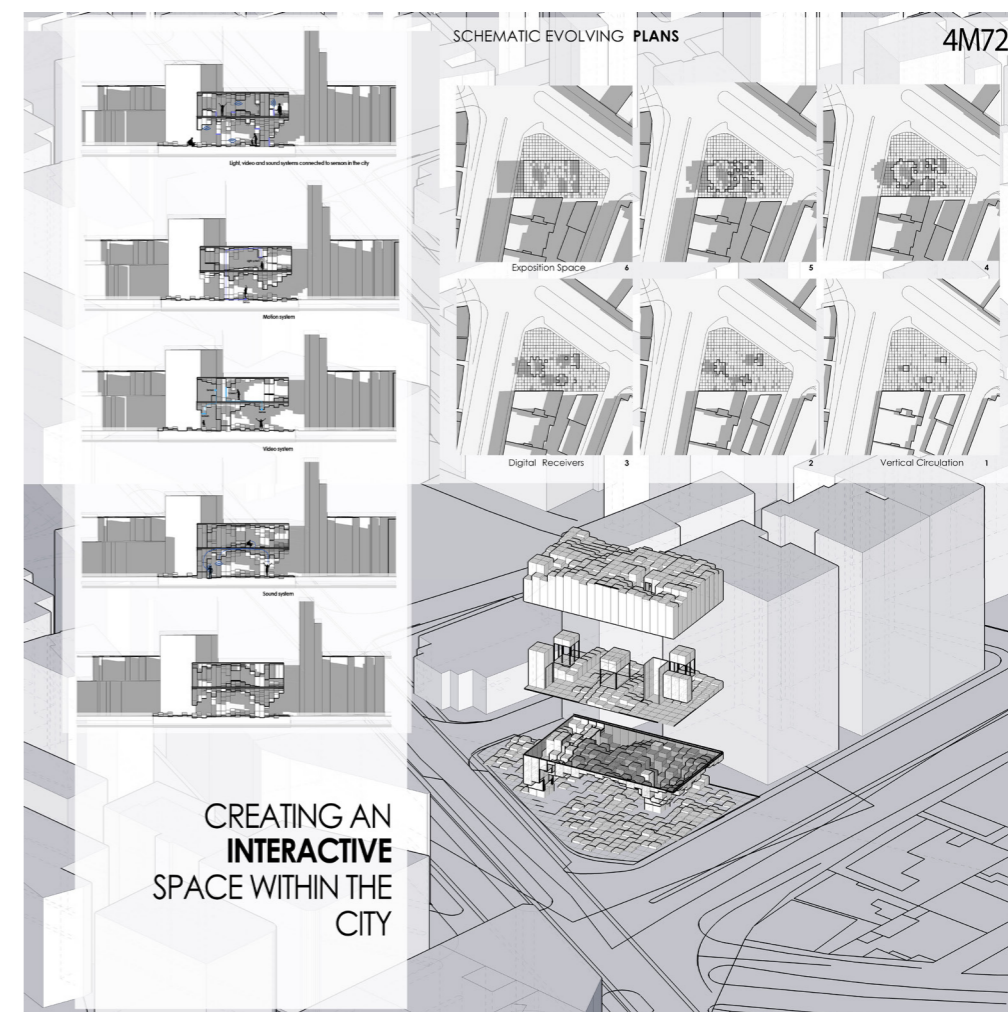
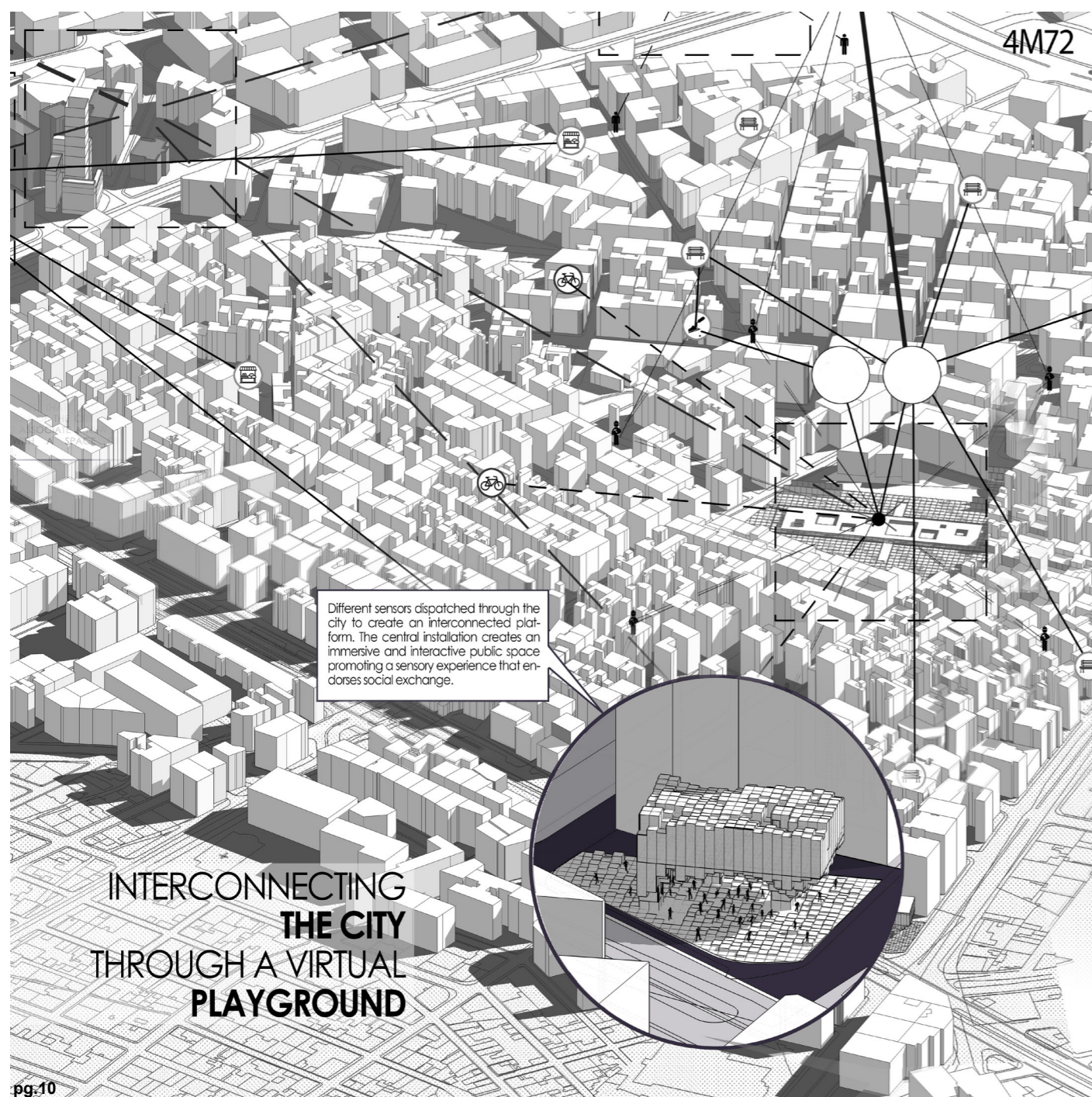
Zamfir Sergiu Andrei
Moga-Paler Mihai
Stimbu Adriana Georgiana
Seregi Alexandra Maria

Romania

4M72
Fighting Loneliness: The City as a playground

Finalist

The idea is to be able, through an urban installation within the city, a permanent connection between different constituent factors of the public sphere, while promoting a participative approach of the citizen and allowing him to create his own space within the city through an immersive public plaza. Considering Constatnt Nieuwenhuys' work, the main concept is to allow the human to play in an open space, where he is liberated from all his daily concerns. This element should be a more emblematic component in the city, and allow through the different devices scattered, to attract the user to an urban plaza that takes the same immersive specificities mentioned. The cocooning shape permits the creation of diverse typologies of spaces allowing different levels of interaction while accentuating the playful aspect of the created space.



Marc El Samrani
France

01 ADAPTING THE CITY

02 MERGING DIGITAL AND PHYSICAL

03 NEW WAYS OF LIVING

04 IMAGINING NEW WORLDS

Honourable Mention

As human beings we are alone. Our lives are ours and ours alone. I only see what my eyes see and feel what my fingers touch. There is a melancholic note to this realization. However, while our experience may be singular, our perception individual, we experience this collectively. Together alone; that is the paradox. It is the paradox of our existence. Together alone and alone together, for we may feel lonely when we have the most company, and we may not feel lonely when we are absolutely alone. This is because loneliness surges from an unfulfilled need to bond with another. So what is it? It is a temple. A space for solitude and contemplation. A space for rituals. A space for reflection and meditation. A space for self-discoveries. A space to reconnect with our true selves (our forgotten inner children) space to get in touch with our senses. But ultimately it is a bathroom.

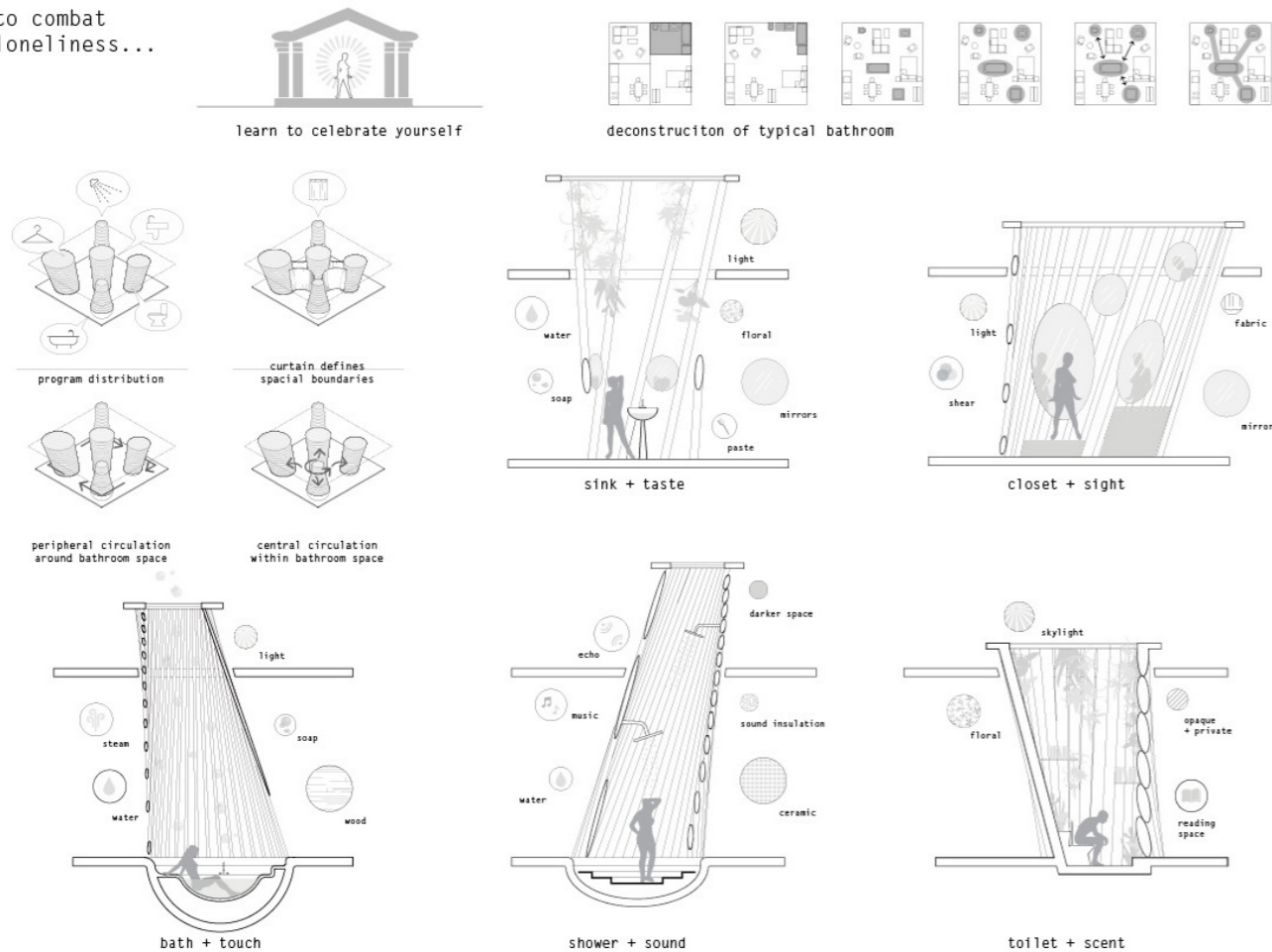
temples for toilets

2n71

as the modern temple, the bathroom is a space for ...

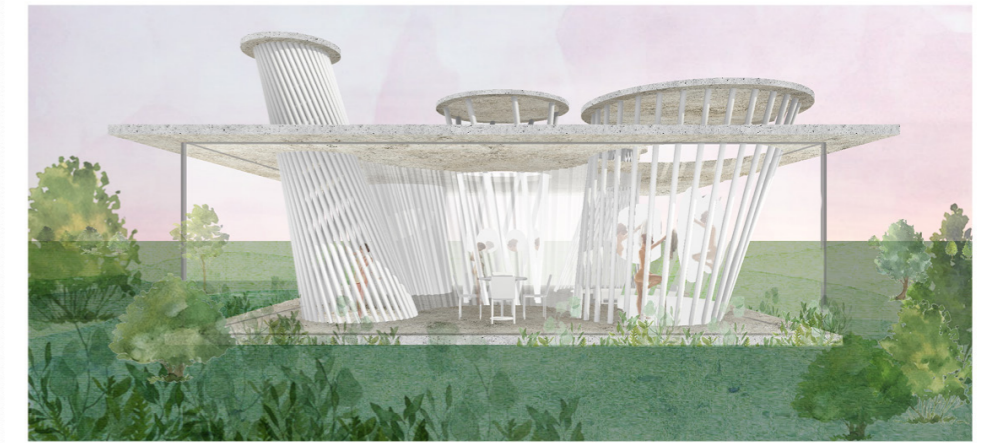
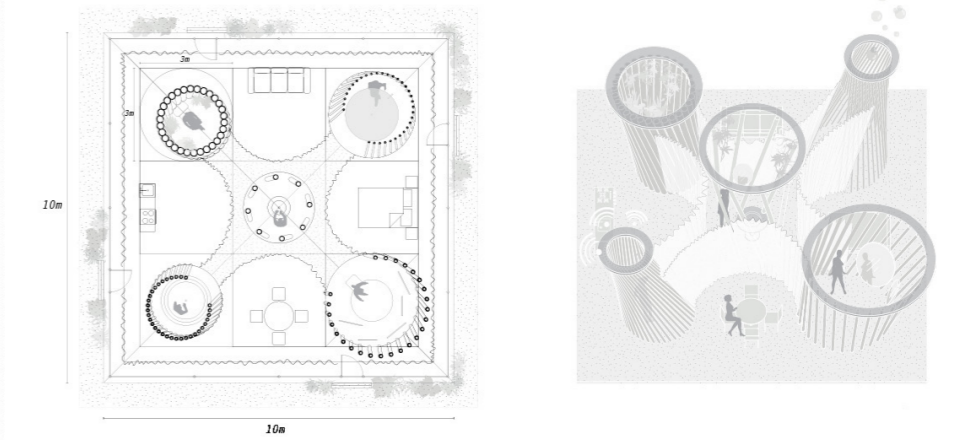


to combat loneliness...



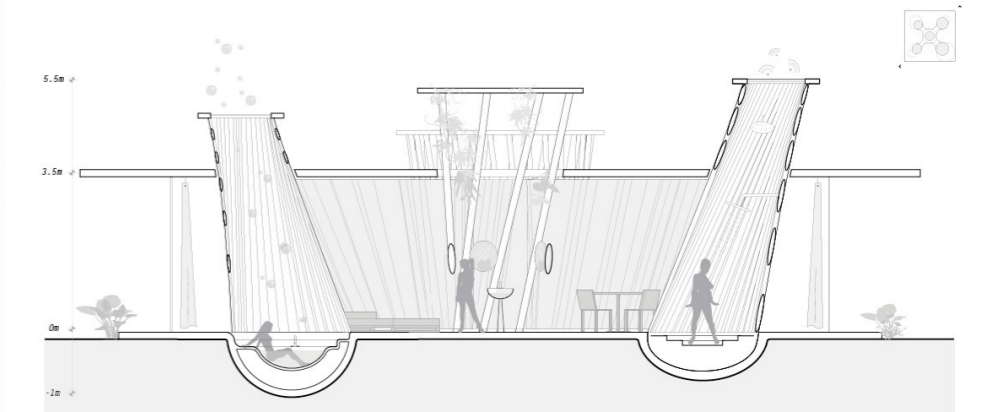
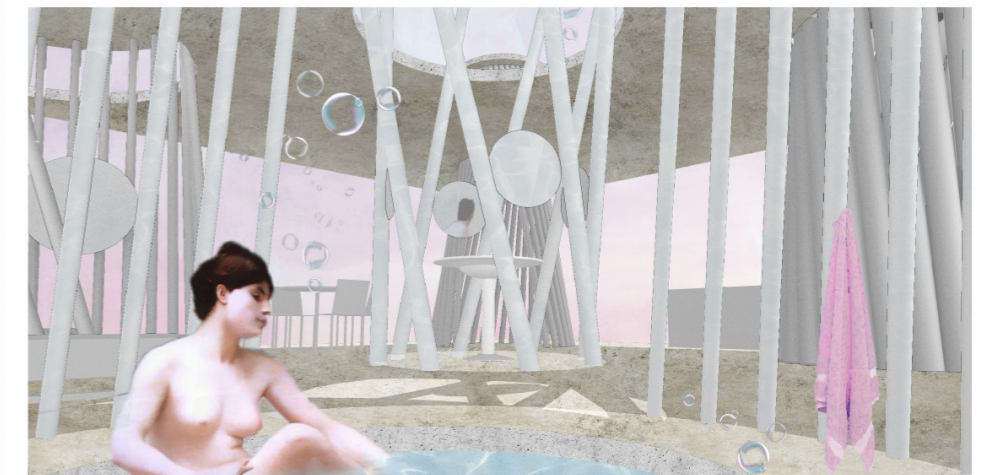
temples for toilets

02



temples for toilets

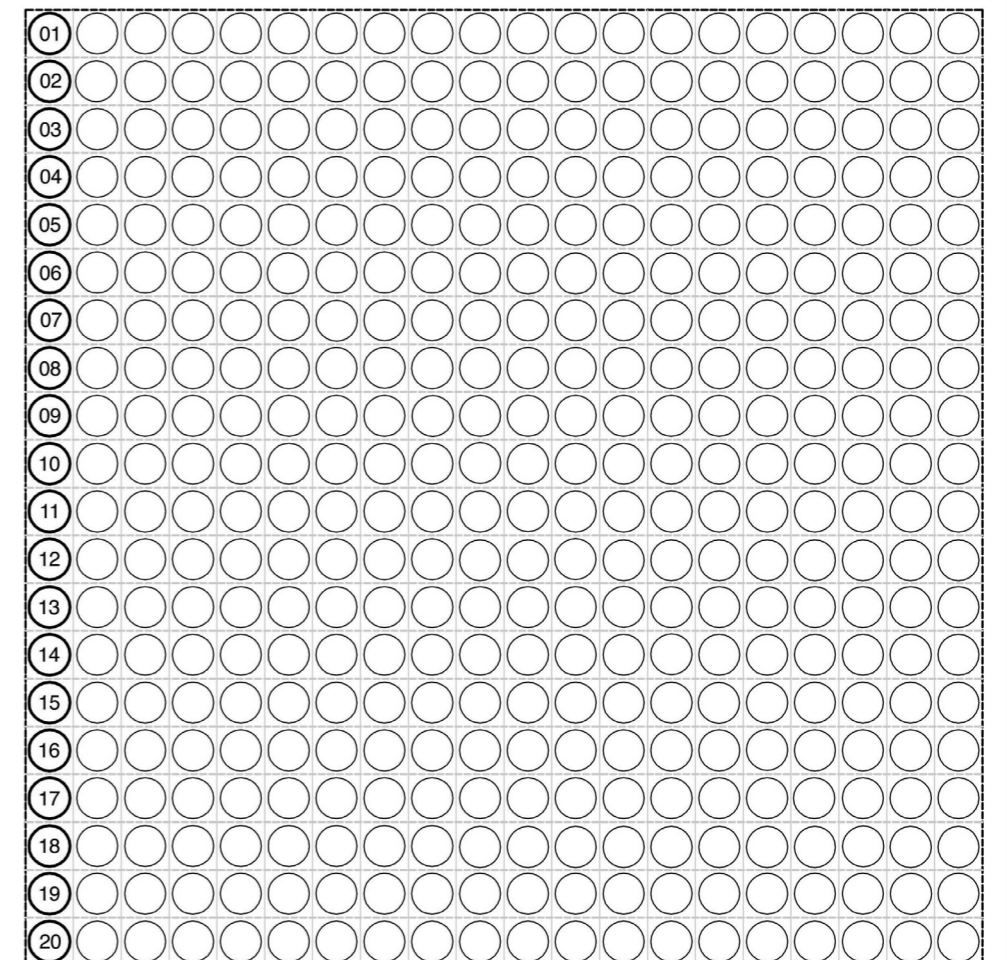
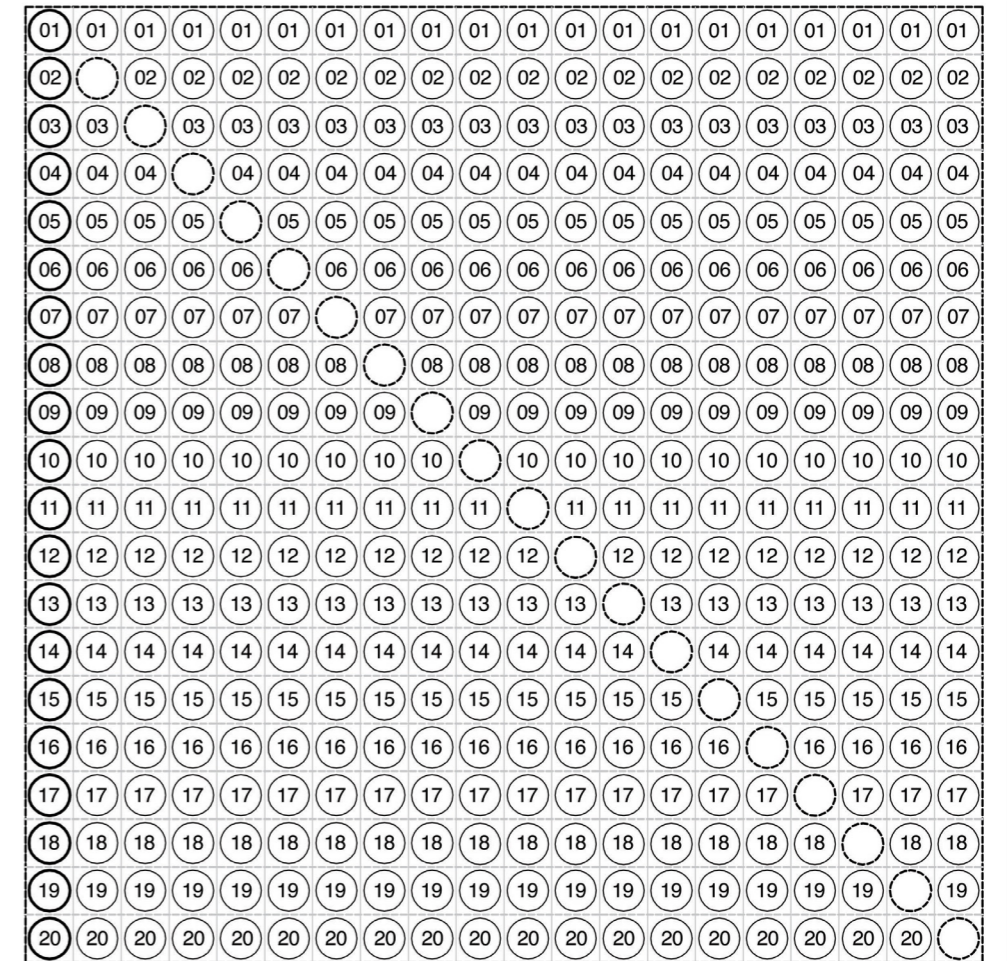
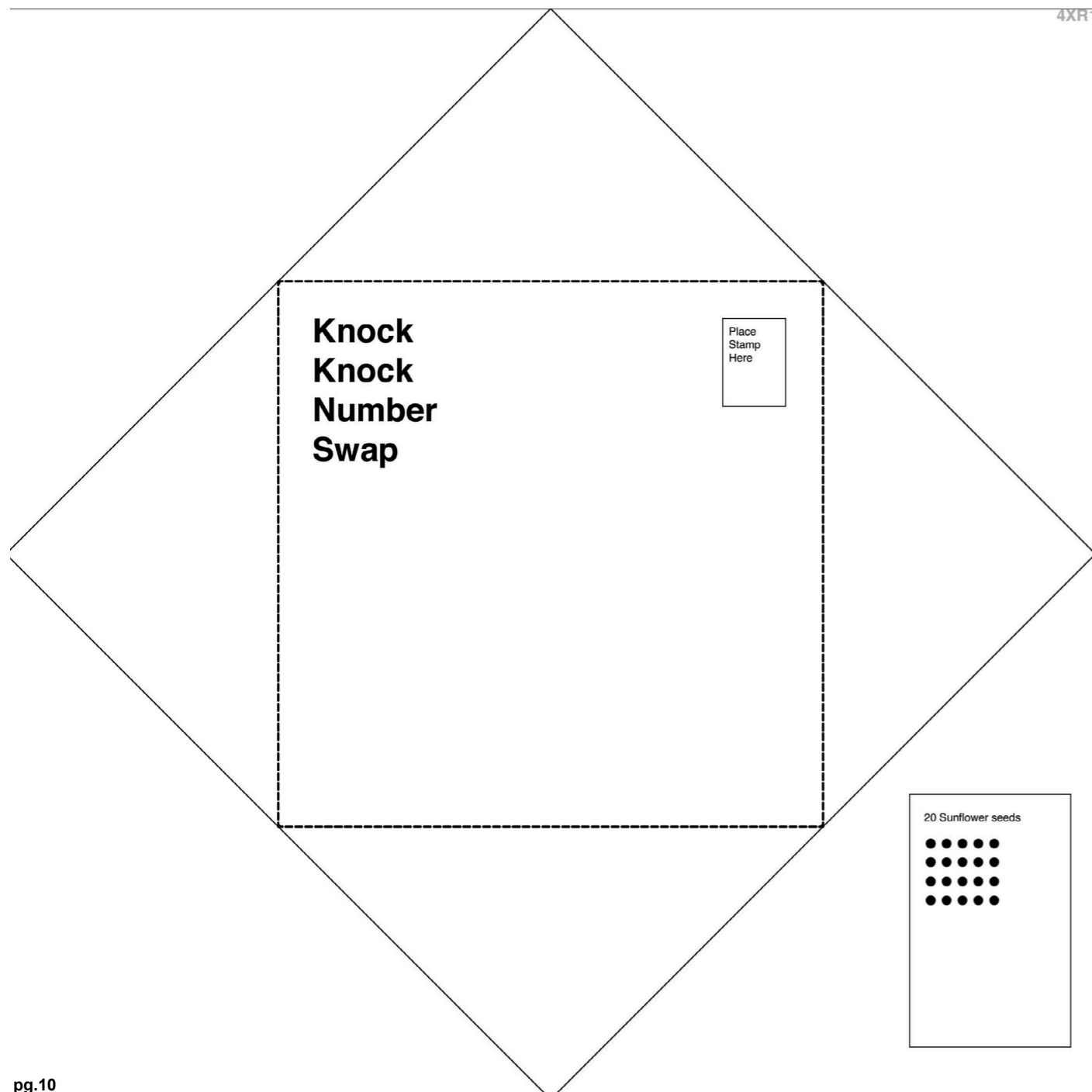
03



Michelle Antonorsi

United States of America

5% of adults in the UK are often or always lonely. 1 in 20. Let's also assume that 1 in 20 people have the willingness to be a change enabler. So on a typical street of 20 we have 1 lonely person and 1 "enabler". Knock Knock Number Swap is a free community scale game and a mechanism for social interaction on your street. Facilitated by the "enabler" it is replicable when distributed by post or via free web download. The 3 sheets of paper in this submission are a kit for the game. This game is simple enough to be adapted to international settings. Seeds could be substituted for yams/rice/corn. Streets could be substituted for communities/charities/villages/institutions. This game helps to create and perpetuate the initial contact that is key to combating loneliness. Seeds from grown plants can be harvested and provide for subsequent games.

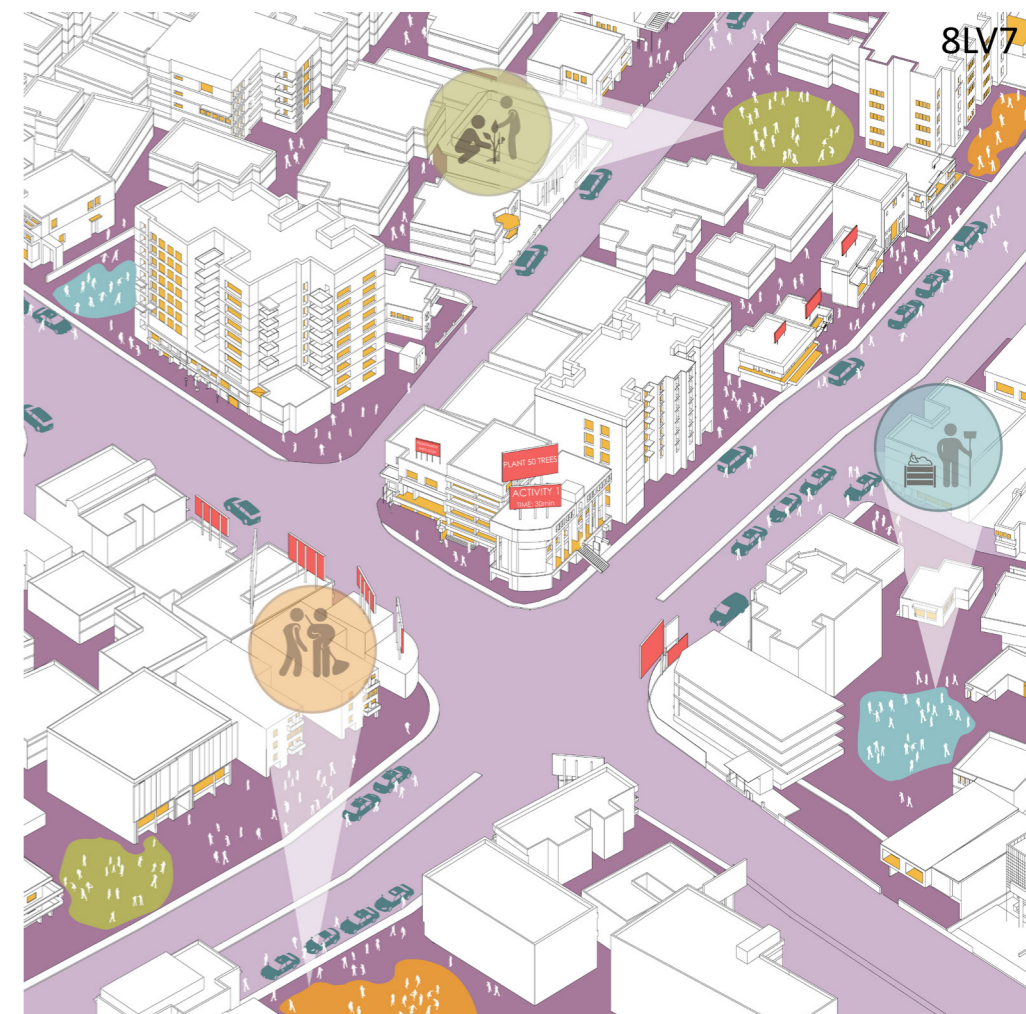
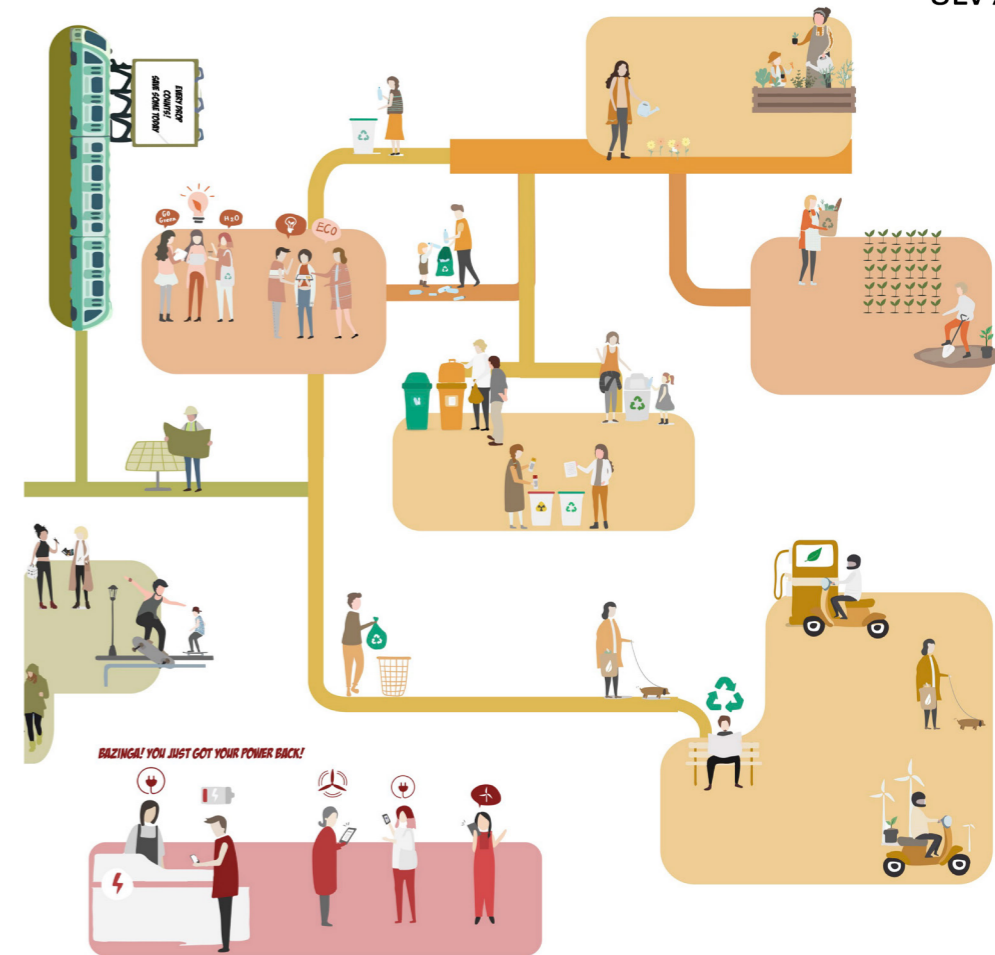
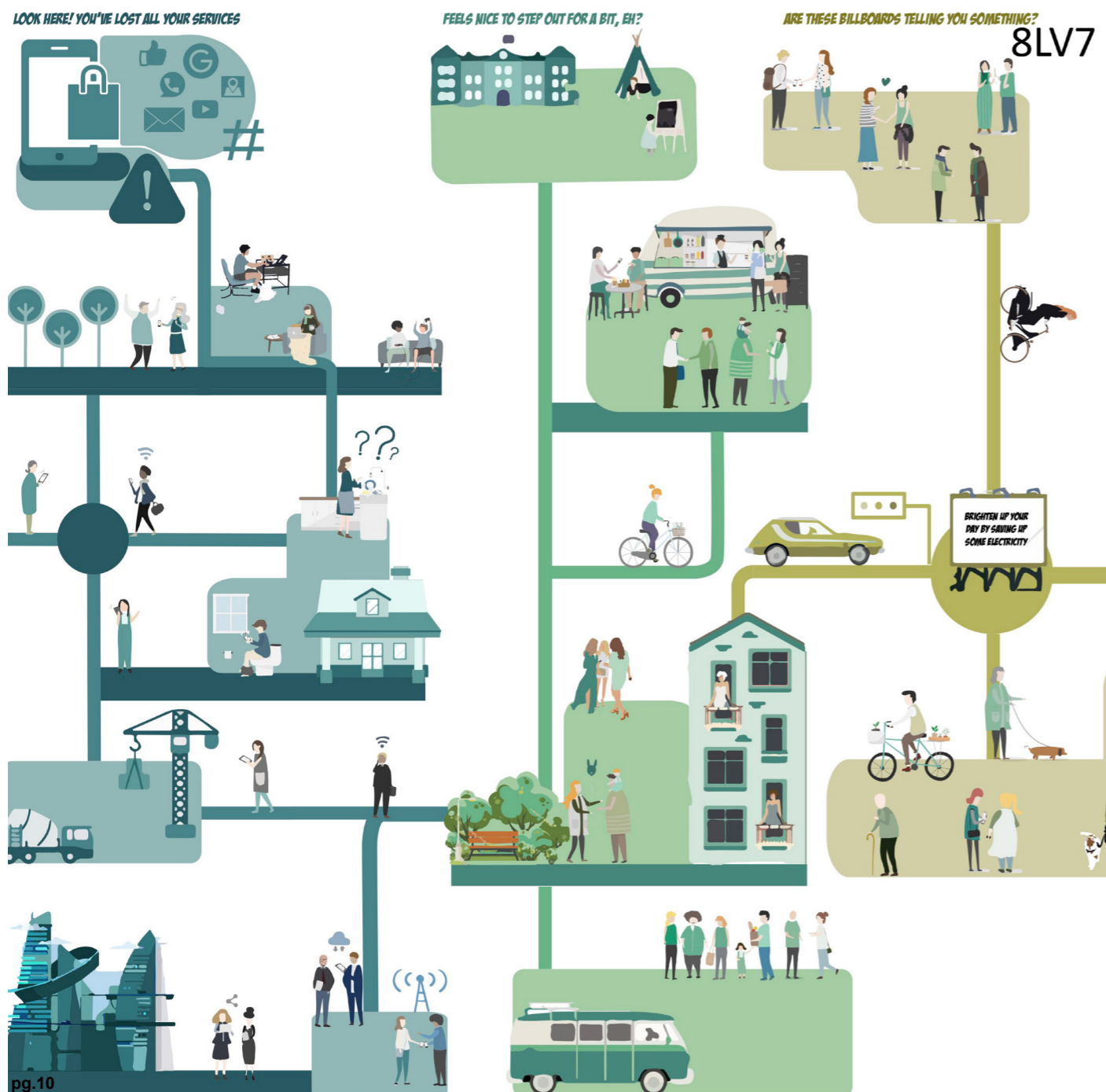


Alasdair Rigby-Platais
Jeanette Reddie
Lloyd Barnes
Rachel Hilton-McDermott

United Kingdom

Finalist

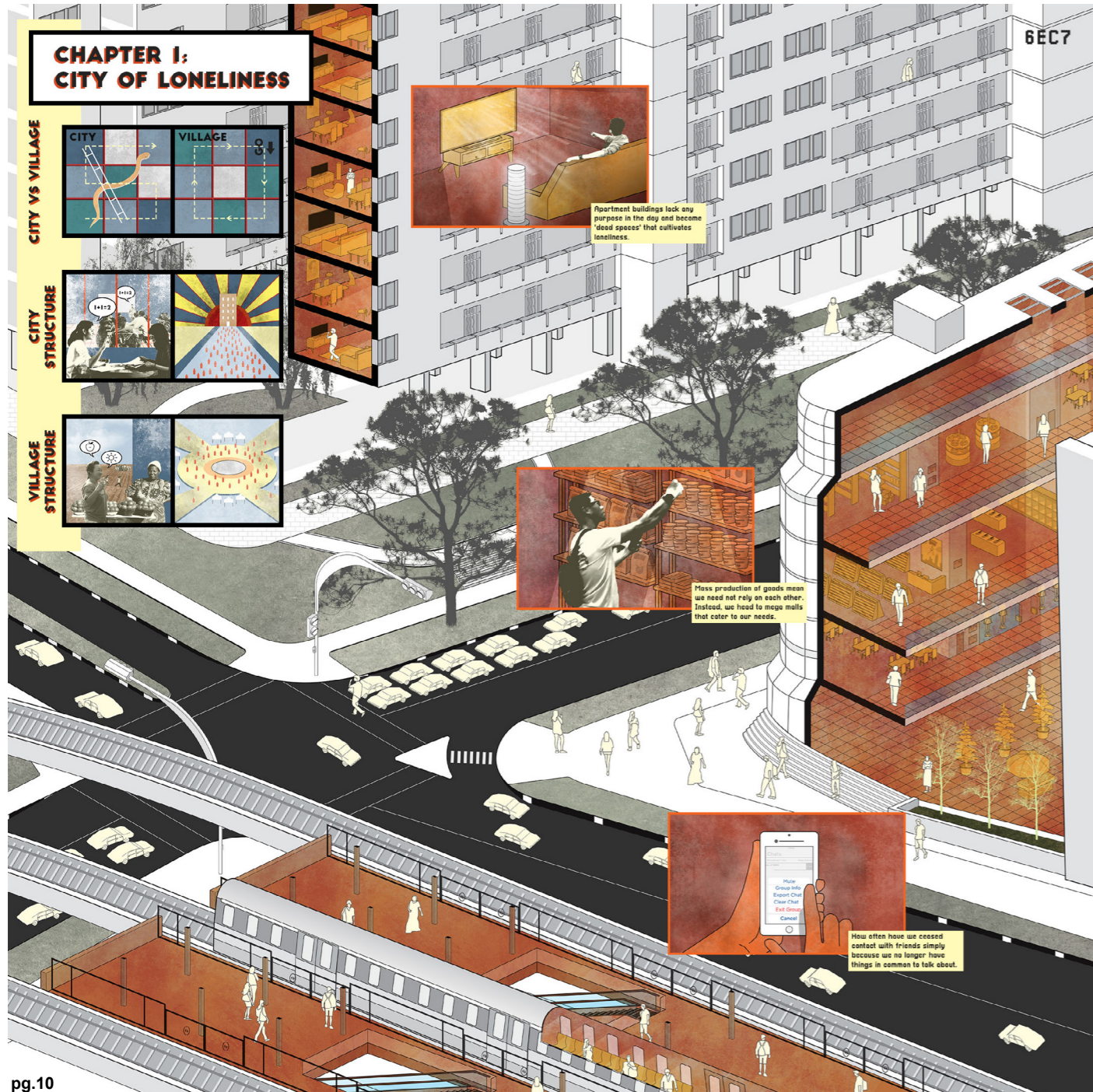
It's always advised that when life gives you lemons, make lemonade. But what if this "lemon" was a predefined and palpable problem, and turning it into "lemonade" everyday would teach you to interact with your society. Maybe then, your ignorant soul would learn to contribute to the world around you? The pandemic of loneliness has spread because people have become so self- involved that they forget to even look up at the world that surrounds them. Now, what would happen if your beloved (but, lethal) electric connections and internet services, which are the root causes of this endemic, were snatched away from you for a specific period of time every day? You are then given just one option to bring back your lost companions, and that is to perform community activities with the people in your context, that contribute to the betterment of the environment.



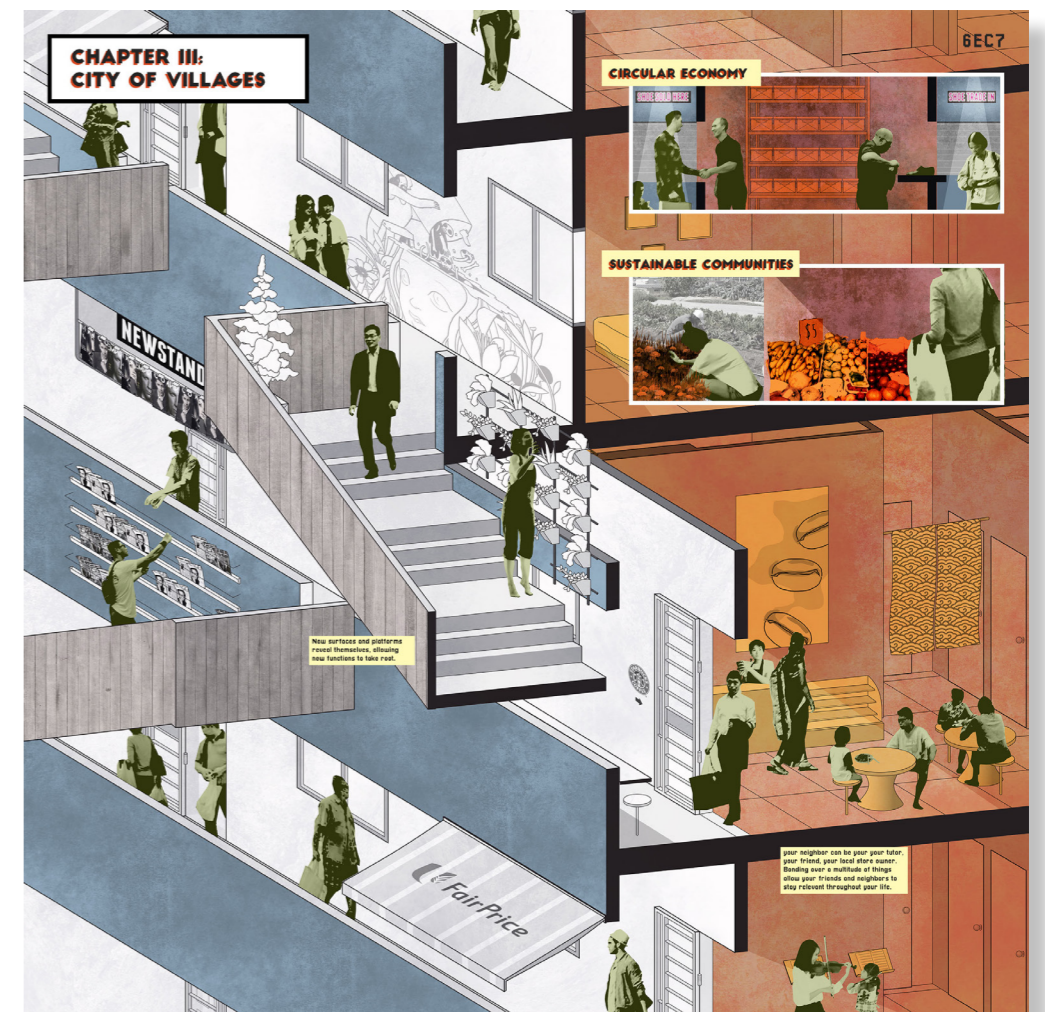
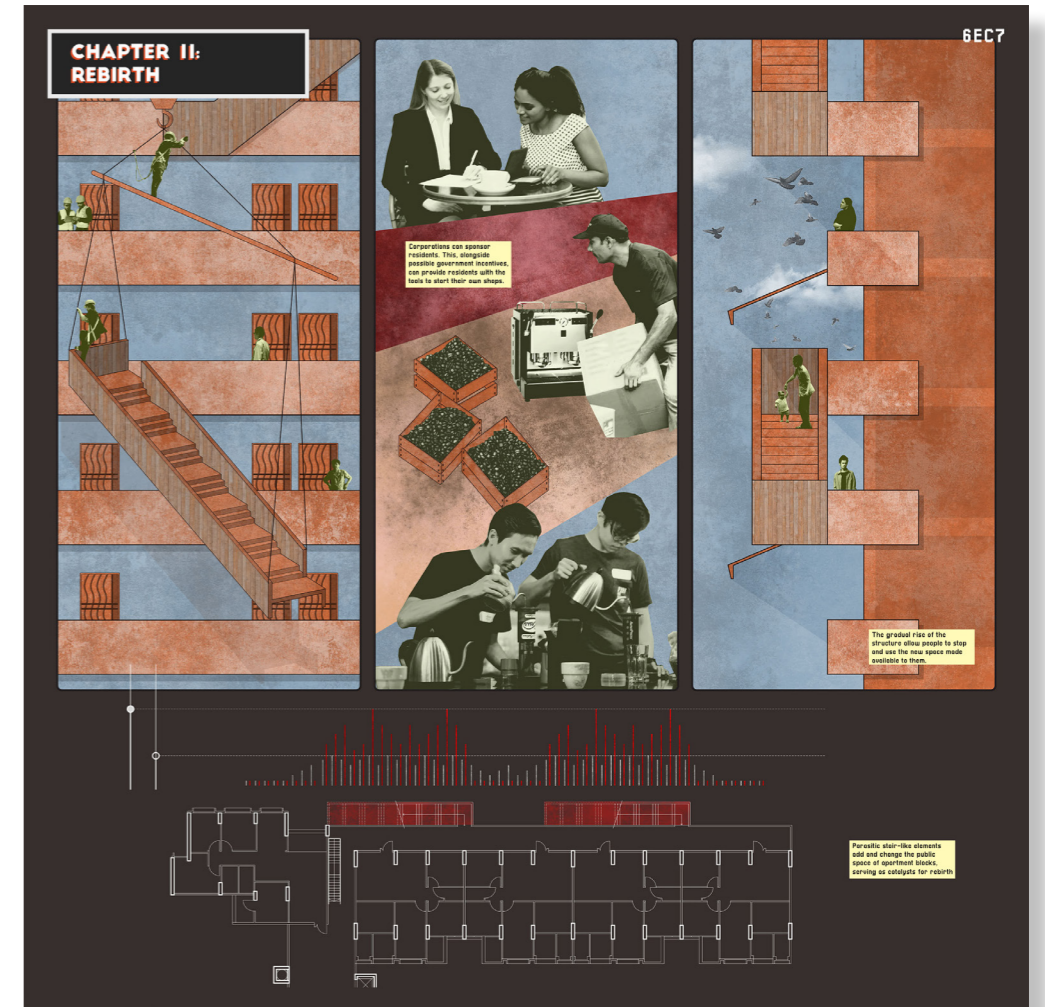
Aahana Banker
Aishwarya Mahadevan
Lakshita Munjal
Vidhi Bansal

Finalist

In Singapore, apartment buildings quickly become mono-functional as kids grow up and start going elsewhere to "live" throughout the day. The home is simply a place to sleep. The bonds we form in each place are thus also "mono-functional" quickly becoming irrelevant as we progress to new "tiles" in the board game of life. Like snakes and ladders, the aim of each player is to reach the finish line and interaction between players is kept at a minimal. This creates a linear social structure and gives rise to cities of loneliness. My project features structures that will act as a catalyst for this rebirth. Simple stair-like elements that attach onto apartment buildings, changing the floor plan of each level. With support from mega corporations to fund individual startups, these elements will create new spaces from which residents can grow their own shops and help provide for one another.



Adam Yoon
Hao Dong
Singapore



Finalist

With the advancements of technology, every little action is now done by one individual, either for convenience or productivity increase. In addition, all of this happens in a system that is constantly trying to further divide/eliminate people to increase its productivity. Nevertheless, far from a Luddite's dream, this is a call for attention to a movement in society that is picking up speed: DIY modern homesteading. Away from the intangibility of today's highly over-leveraged global economy, individuals are starting to build decentralized, self-sufficient systems for living. Taking from the current system only what will help towards self-sufficiency, a massive social mitosis is on the horizon. When enough people do this, off-grid communities will arise, a movement back to a fully tangible way of living based on harvesting resources directly from nature, self-reliance and community cooperation.

SOCIAL

6263

MITOSIS

Why do people get together? To do stuff. To eat, to play, to fight, to work. By doing things together, trust and synergy are built developing into strong bonds.

However, with the advancements of technology, every little action is now done by one individual, either for convenience or productivity increase. In other words, technology has increased productivity and convenience, but also the division of people. In addition, all of this happens in a system that is constantly trying to further divide/eliminate people to increase its productivity. Every individual is now, not only atomized but, dependant on the system, constantly trying to find some new intangible and obscure function to serve society in exchange for worthless pieces of paper, which will finally be traded for food and a box to live-alone.

Nevertheless, far from a Luddite's dream, this is a call for attention to a movement in society that is picking up speed: DIY modern homesteading. Away from the intangibility of today's highly over-leveraged global economy, individuals are starting to build decentralized, self-sufficient systems for living. Taking from the current system only what will help towards self-sufficiency, a massive social mitosis is on the horizon. When enough people do this, off-grid communities will arise, a movement back to a fully tangible way of living based on harvesting resources directly from nature, self-reliance and community cooperation.

Just like picking fruit from nature, plastic "waste" from our current society will be collected, recycled and 3d printed into any object needed. Plastic will then become the main currency. Houses will be incrementally built with plastic bricks as a durable option and as a store of value—melt value architecture. Paradoxically, to end loneliness we must actively become independent of millions to, once again, rely on a few.



gather around it
look at each other
talk to each other



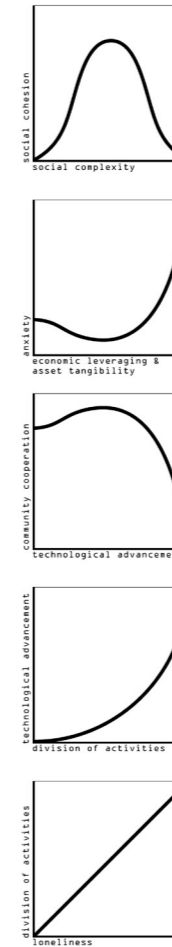
gather around it
look at each other
talk to each other



gather around it
look at each other
talk to each other



gather around it
look at each other
talk to each other



Alexandre Rennhard Biselli

Brazil

Finalist

The idea behind the project came from a survey taken from the residents of Ellesmere Port, a small town in North West England (and also the location of my design.) I asked them "what is your opinion/concern regarding loneliness and social isolation?" Many of the responses were that social media/computer consoles are brainwashing our population and thus causing an unhealthy state of mind due to the lack of interaction with the outside world. These opinions/concerns gave me the idea of an "intergenerational mixed-use housing community," a community that would be structured around a courtyard space with interactive elements within and throughout, that encourage interaction. In particular some of our housing typologies have been arranged outward facing, detached from one another, with fences separating each property and therefore inadvertently creating social isolation.

THE FUTURE OF MIXED USE COMMUNITIES - INTRODUCTION
LONLINESS AND SOCIAL ISOLATION - HEALTH & WELLBEING

THE IDEA BEHIND THE PROJECT CAME FROM A SURVEY TAKEN FROM THE RESIDENTS OF ELLESMERE PORT, A SMALL TOWN IN NORTH WEST ENGLAND (AND ALSO THE LOCATION OF MY DESIGN). I ASKED THEM "WHAT IS YOUR OPINION/CONCERN REGARDING LONELINESS AND SOCIAL ISOLATION?"

MANY OF THE RESPONSES WAS THAT SOCIAL MEDIA/COMPUTER CONSOLES ARE BRAINWASHING OUR POPULATION AND THUS CAUSING A UNHEALTHY STATE OF MIND DUE TO THE "LACK OF INTERACTION" WITH THE OUTSIDE WORLD.

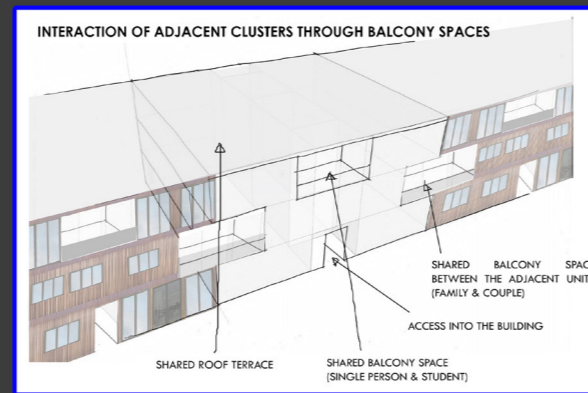
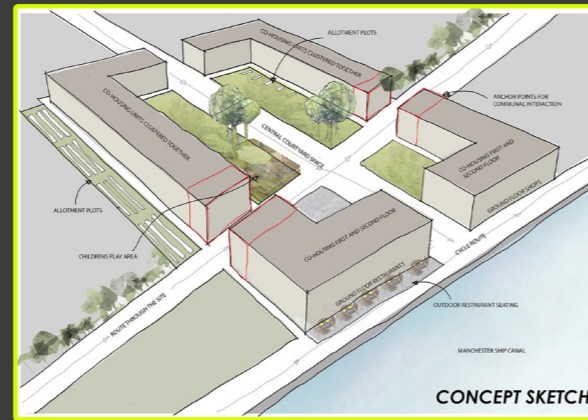
THEIR SECOND CONCERN WAS THE THOUGHT OF BECOMING LONELY AT AN ELDERLY AGE, POTENTIALLY NOT HAVING FRIENDS, RELATIVES OR NEIGHBOURS THAT WOULD VISIT THEM. THESE OPINIONS/CONCERNS GAVE ME THE IDEA OF A "INTERGENERATIONAL MIXED-USE HOUSING COMMUNITY, A COMMUNITY THAT WOULD BE STRUCTURED AROUND A COURTYARD SPACE WITH INTERACTIVE ELEMENTS WITHIN AND THROUGHOUT, THAT ENCOURAGE INTERACTION.

IN MY OPINION LONELINESS AND SOCIAL ISOLATION CAN BE SEEN AS A RESULT OF OUR BUILT ENVIRONMENT. IN PARTICULAR SOME OUR HOUSING TYPOLOGIES HAVE BEEN ARRANGED OUTWARD FACING, DETACHED FROM ONE ANOTHER, WITH FENCES SEPARATING EACH PROPERTY AND THEREFORE INADVERTENTLY CREATING SOCIAL ISOLATION.

INTERGENERATIONAL MIXED-USE HOUSING COMMUNITY - INITIAL IDEAS

- GROUND FLOOR - ELDERLY COUPLE
- GROUND FLOOR & FIRST FLOOR - FAMILY (2 PARENTS + 2/3 KIDS)
- FIRST FLOOR - COUPLE (2 PARENTS AND POTENTIALLY 1 CHILD)
- SECOND FLOOR - SINGLE PERSON
- SECOND FLOOR - STUDENT

CLUSTER OF UNITS AROUND A COMMUNITY COURTYARD



THE FUTURE OF MIXED USE COMMUNITIES - DEVELOPMENT
LONLINESS AND SOCIAL ISOLATION - HEALTH & WELLBEING

INTERGENERATIONAL LIVING

In a nursing home in the Netherlands, students do variety of activities with the older residents, including watching sports, celebrating birthdays and, perhaps most importantly, offering company when seniors fall ill, which helps stave off feelings of disconnectedness.

BENEFITS:

INTERACTION
↓
SOCIAL CAPITAL
↓
COMMUNITY BUILDING

Intergenerational relationships
↓
breaking down stereotypes
↓
tolerant communities

shared learning
↓
wiser communities

community engagement
↓
stronger communities

COMMUNITY INVOLVEMENT

COMMUNITY ALLOTMENTS
CHILDRENS PLAY AREAS
LANDSCAPED GRASS SPACES

GROUND FLOOR DIRECT ACCESS OUT
1ST FLOOR SHARED BALCONY SPACES

2ND FLOOR SHARED ROOF TERRACE

APARTMENTS & SHARED COMMUNAL SPACES
SHARED CENTRAL ACCESS CORE

SECTION PERSPECTIVE

THE FUTURE OF MIXED USE COMMUNITIES - FINAL PROPOSAL
LONLINESS AND SOCIAL ISOLATION - HEALTH & WELLBEING

INTERIOR STUDIES

INTERIOR 1 - RESIDENTIAL CENTRAL ACCESS (COMMUNAL MEETING SPACE)

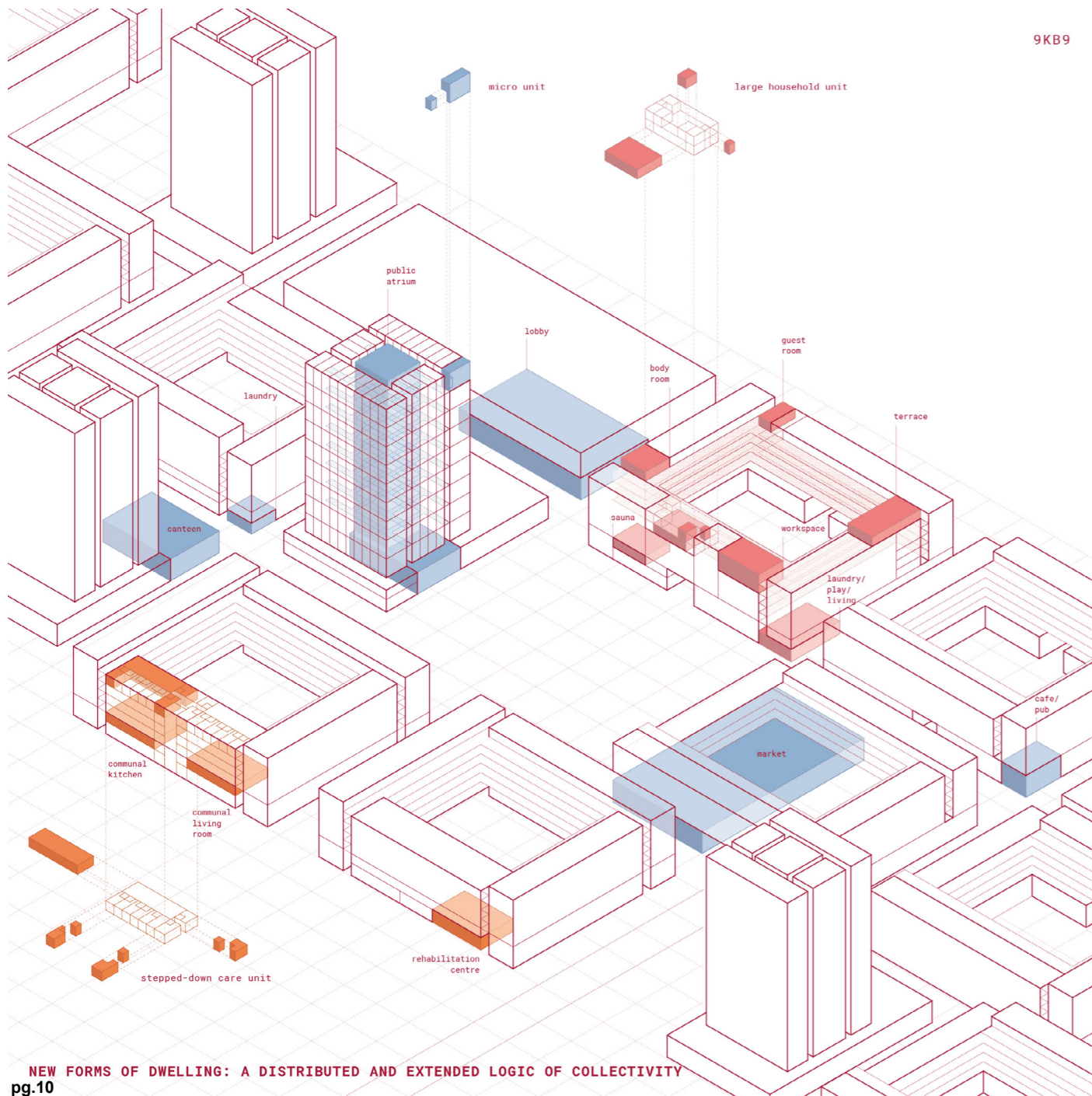
INTERIOR 2 - 1ST FLOOR LIVING SPACE WITH SHARED BALCONY ACCESS

INTERIOR 3 - 1ST FLOOR BEDROOM WITH SHARED BALCONY ACCESS

BUILDING ELEVATION (WHAT IT WILL LOOK LIKE FROM THE OUTSIDE)

Peter Gorton
United Kingdom

This proposal is pivoted on housing, developing distinct typologies that respond to issues of isolation and loneliness amongst city dwellers as well as the long term care needs of ageing populations. It attempts to establish new collectivities of intimacy and care through its non-familial, non-domestic relocation and a non-gendered, non-binary subjectivity. To do so, it disrupts the 19th century socio-spatial diagram of domesticity – defining familial relationships, kinships and hierarchies; gender-based roles; private and public behaviours of intimacy and care – that constitute the contemporary micro, two bedroom and three bedroom housing typologies.



9KB9

Sara Anand
Yara Galal
Priscila Mauro
Stavros Oikonomidis
Julian K. Siravo
Sida Yan

United Kingdom

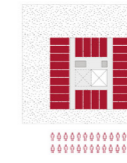
MODERN HOUSING'S LOGIC OF COLLECTIVITY (Model house for four families, Henry Roberts, 1858)



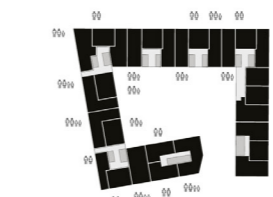
CONTEMPORARY TOWER BLOCK TYPOLOGIES – LONDON
(Based on Modern Housing's family-led logic of collectivity)



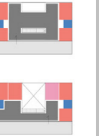
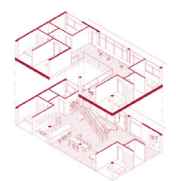
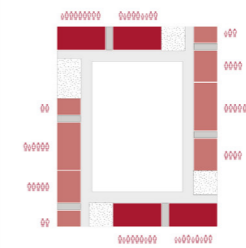
PROPOSED MICRO UNITS AND TOWER BLOCK TYPOLOGY (For an able-bodied demographic with emphasis on social care needs)



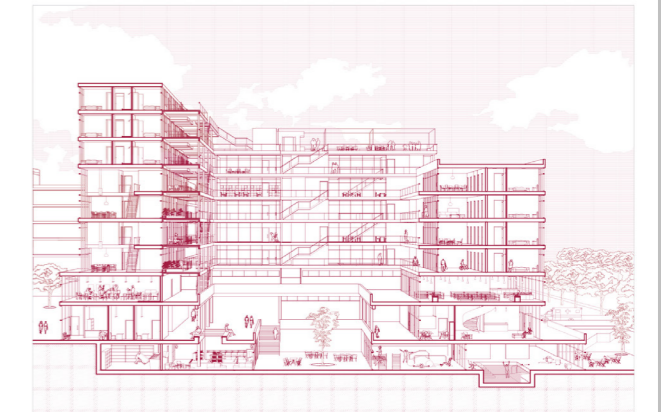
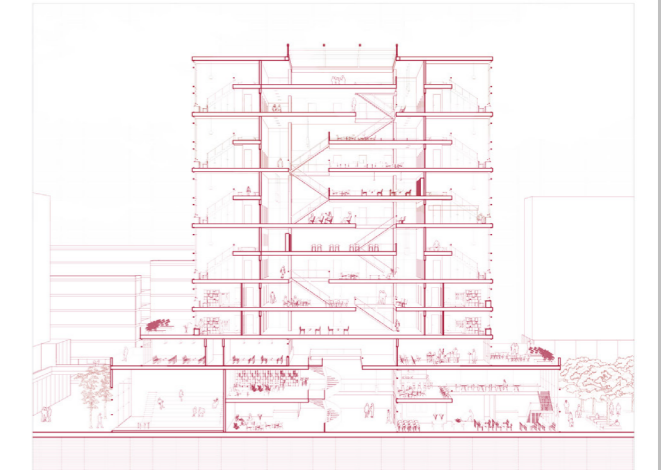
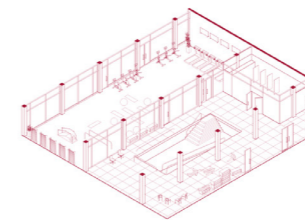
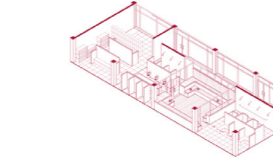
CONTEMPORARY PERIMETER BLOCK TYPOLOGIES – LONDON
(Based on Modern Housing's family-led logic of collectivity)



PROPOSED LARGE HOUSEHOLD UNITS AND PERIMETER BLOCK TYPOLOGY (For a non-familial context rethinking care needs for young as well as ageing populations)



unit shared core circulation living bathroom kitchen sleeping unit

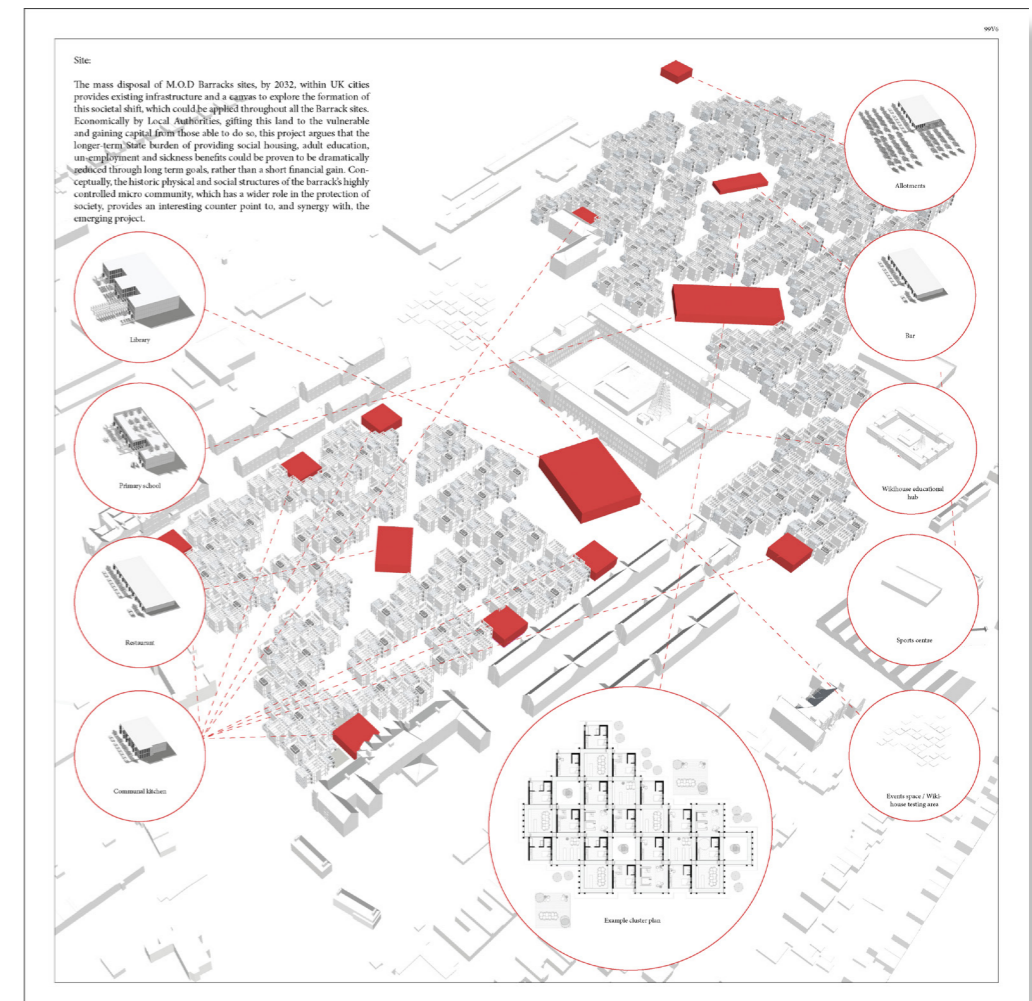
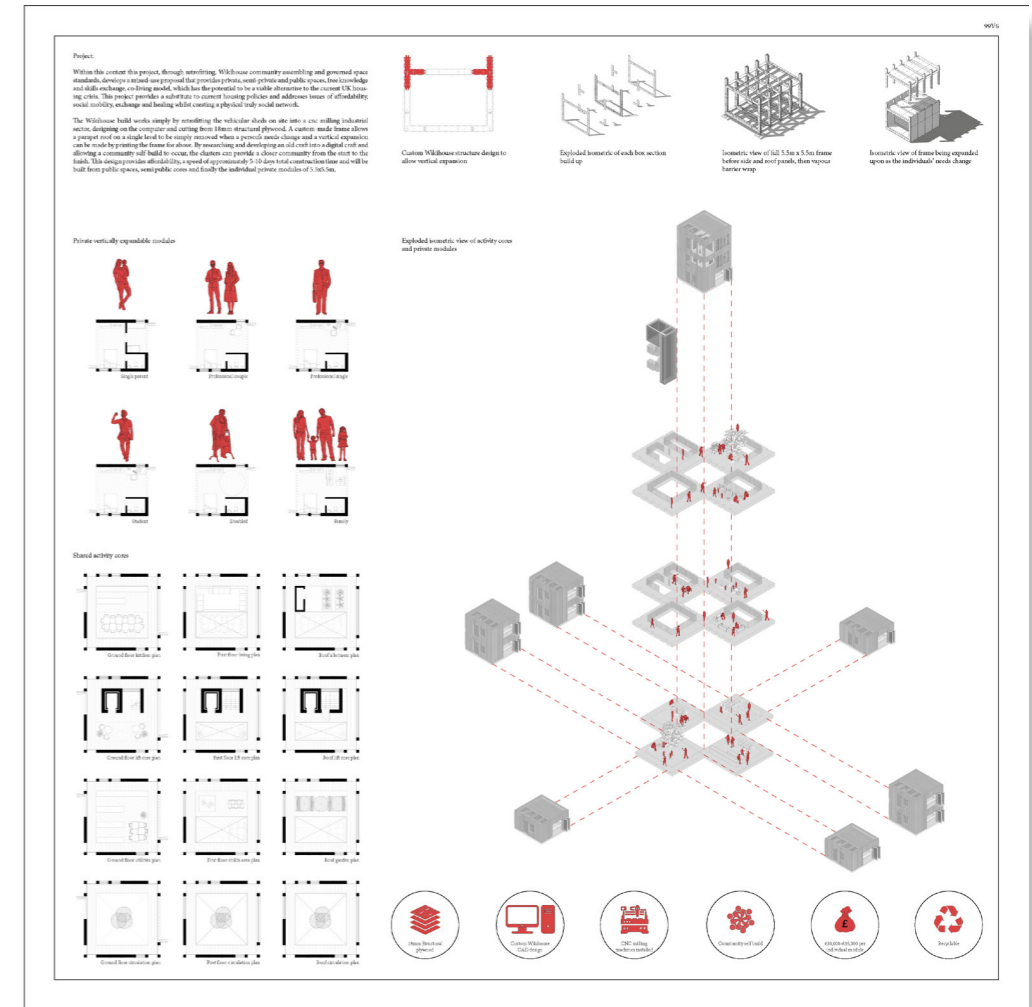
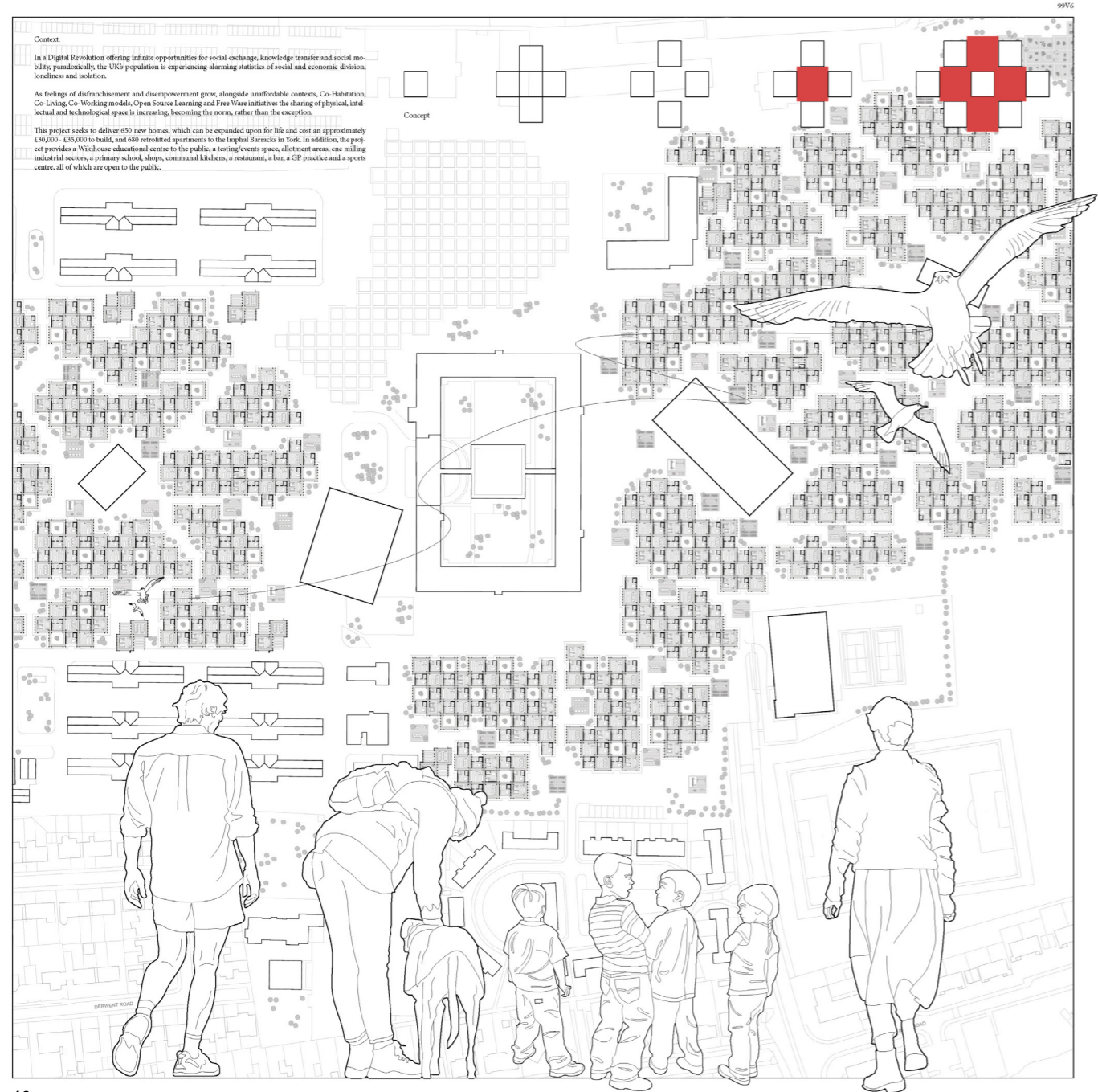


LEFT: Shared communal amenities and socialising spaces formalized as a body care room, an outdoor work space, a laundry play/living room, saunas, a rehabilitation centre (top to bottom).

RIGHT: Sections for podium block tower (top) and perimeter block tower (bottom) displaying, respectively, a public atrium and podium as well as the 4-metre wide lobby circulation with a thickened ground. Each of these spatial devices act on the social connectors within housing – connecting the communal areas with the city and the dwelling units in the blocks – altogether forming a network of urban social care infrastructure.

Finalist

Throughout "Sapiens" Dr. Yuval Noah Harari argues that Homo Sapiens are social animals and that the Digital Revolution is asking Sapiens to evolve faster than ever in history. Theoretically the Digital Revolution offers infinite opportunities for social exchange, knowledge transfer and social mobility and yet, paradoxically, the UK's population is experiencing alarming statistics of social and economic division, loneliness and isolation. Within this context this project, through retrofitting, Wikihouse community assembling and governed space standards, develops a mixed-use proposal that provides private, semi-private and public spaces, free knowledge and skills exchange, co-living model, which has the potential to be a viable alternative to the current UK housing crisis. This project provides a substitute to current housing policies and addresses issues of affordability, social mobility, exchange and healing whilst creating a physical truly social network.



Ashley Waitt
 United Kingdom

Finalist

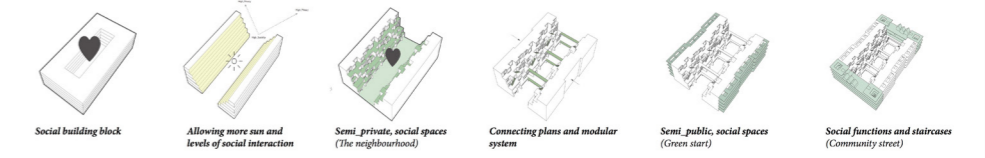
This project contains different strategies to eliminate loneliness. The first is a so-called "Green Start". These areas are the same for all apartments and should be considered as the general entrance to the apartments. This part is designed for movement but leads to stays for spontaneous meetings between neighbours. The area can be compared to a suburban street- a place where children can play, a place to sit in the early morning sun and a place where residents can meet over spontaneous gathering points near various plants and trees. The internal part of the building is designed with different shifts in the facade. This part allows meetings between the different apartments- and contributes to a feeling of community between the residents. The inner courtyard, is considered as an open atrium according to the warmer climates and works as a glass covered area for colder climates.



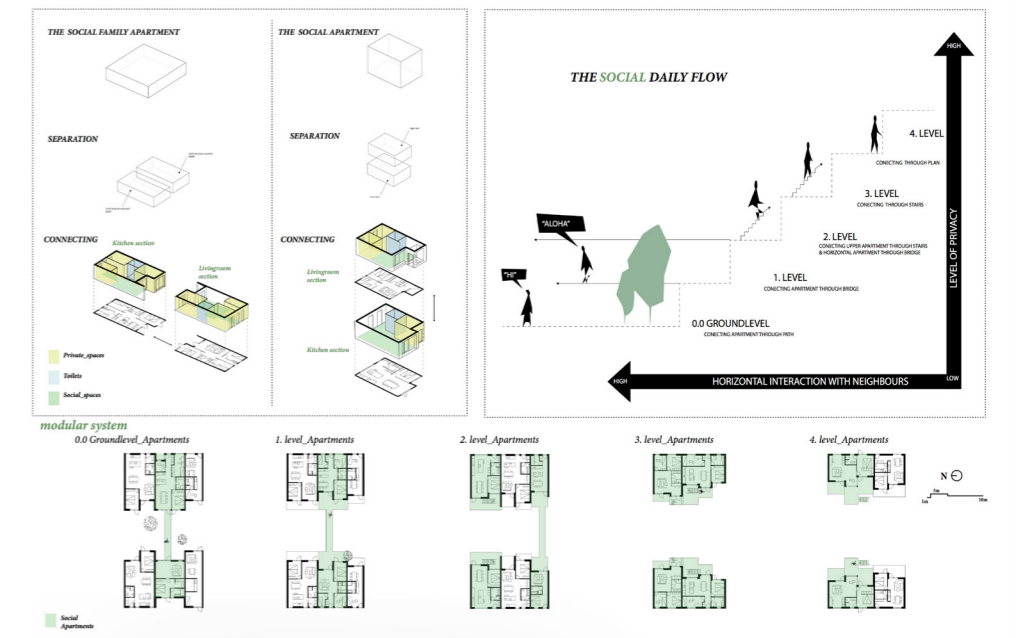
Nicolai Qvist Krarup
Denmark



Architectural strategies/tactics for eliminating loneliness _Building scale



Architectural strategies/tactics for eliminating loneliness _Apartment scale



Functional strategies/tactics for eliminating loneliness



4NFO

Never Be Quiet, Give a Shit!

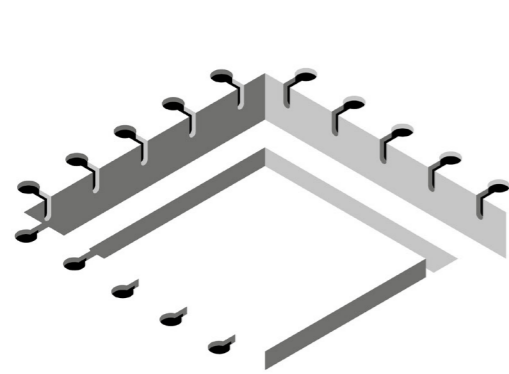
Finalist

Ancient Rome's latrines, formed by perforated benches that constitute toilet seats, can be public or private, individual or collective. They represent a meeting place where Gallo-Roman people sitting side by side used to do their natural needs. Our project consists of an installation that aims to break down the barriers created by our current society and helps to strengthen the social bond between the different generations. The idea is to create a contemporary version of the Roman toilets. The system is designed to be completely self-sustaining: the excreta is collected in a drawer and later discharged into a tank located at the back of the toilet bowl. The hard waste is used as fertilizer for the aromatic plant containers that complete this device. Gases from fermentation process feed a turbine to create electricity for night lighting.

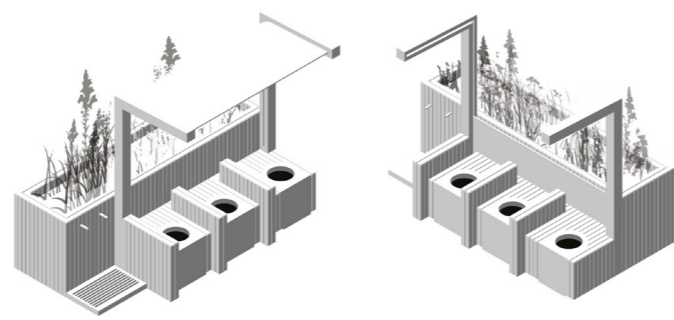


NEVER BE QUIET, GIVE A SHIT!

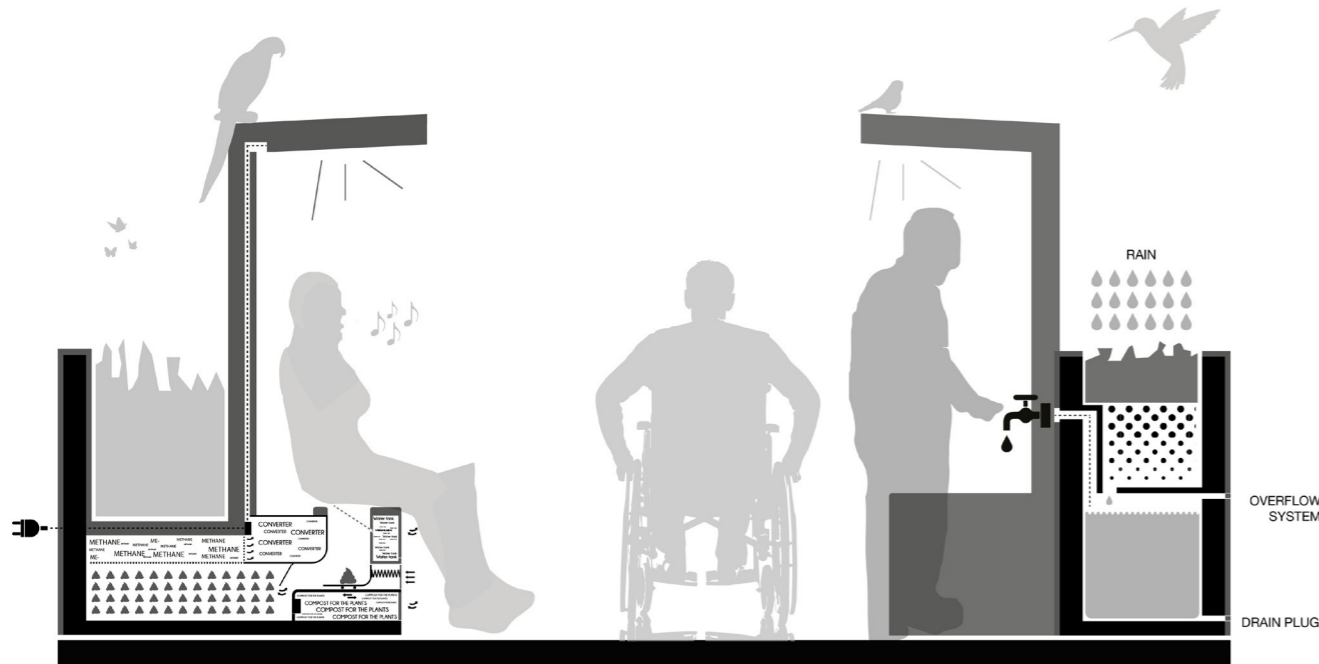
AN ECO FRIENDLY PORTABLE TOILET WHERE PEOPLE MEET



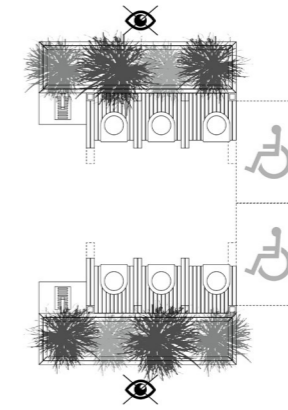
ORIGINAL ROMAN LATTRINES



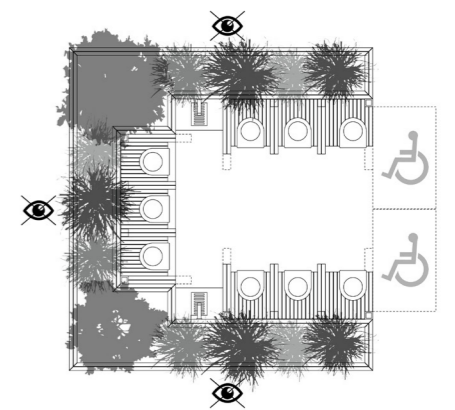
CONTEMPORARY ROMAN LATTRINES



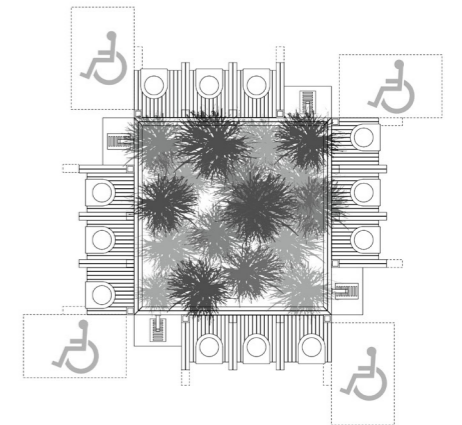
SCHMATIC SECTION SHOWING USED BIOCLIMATIC PRINCIPLES



INTROVERT CONFIGURATIONS



EXTROVERT CONFIGURATIONS



URBAN FURNITURE



PORTABLE FESTIVAL TOILET

Hassene Jeljeli
Tunisia

Aziz Ben Moussa
France

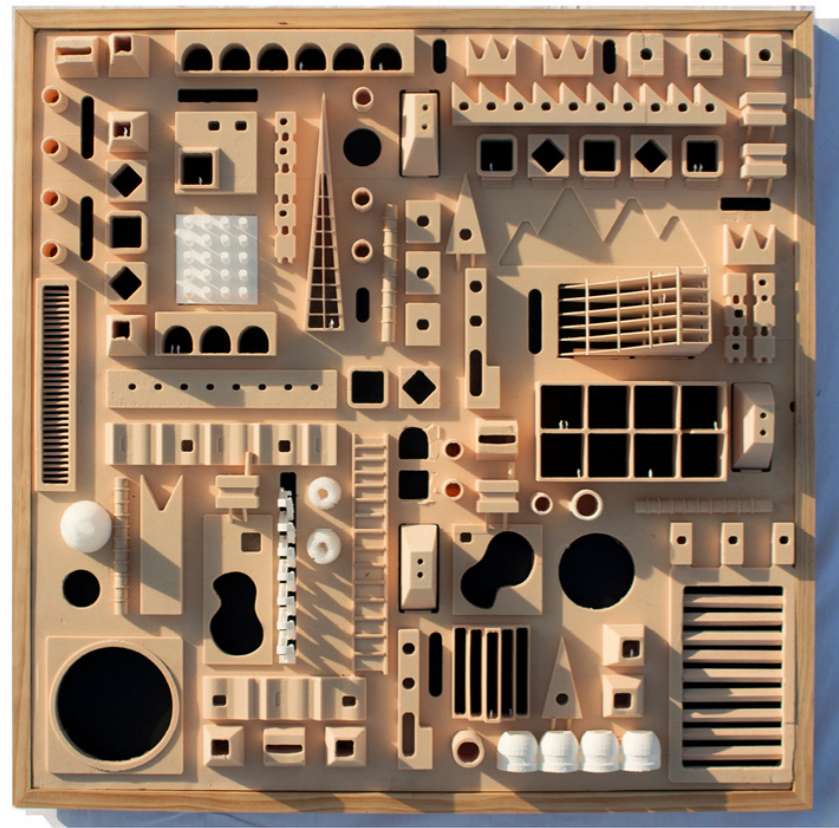
01 ADAPTING THE CITY

02 MERGING DIGITAL AND PHYSICAL

03 NEW WAYS OF LIVING

04 IMAGINING NEW WORLDS

This competition entry imagines a dystopic future in which environmental challenges have pushed society to inhabit the ruins of an energy pipeline near present-day Barrow, Alaska. The city, an organization of built structures hung off the precipice of a mega-structure, houses a community of voluntary prisoners-- residents who rarely leave their private spaces, but maintain active social networks online. Loneliness, greater than a social ill, constitutes the core of Barrow's experience despite its community's apparent contentedness. In Barrow, the architecture, while sustaining society, also physically limits its individuals to solitary lives. Given Barrow's extreme verticality and fast speed Internet, the notion of public is rendered obsolete in this city.



BARROW FOREVER

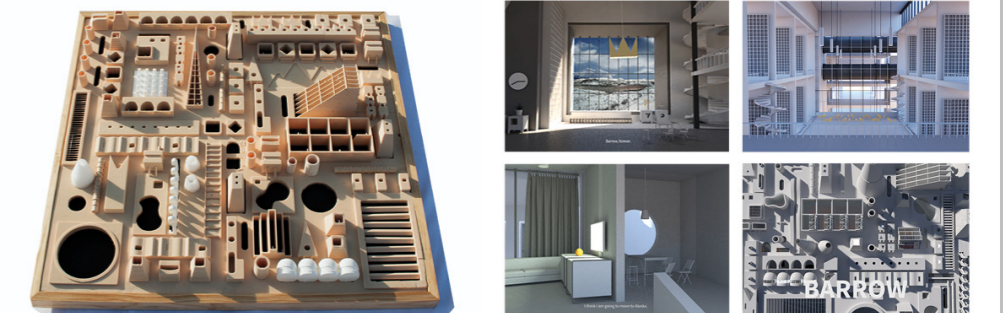
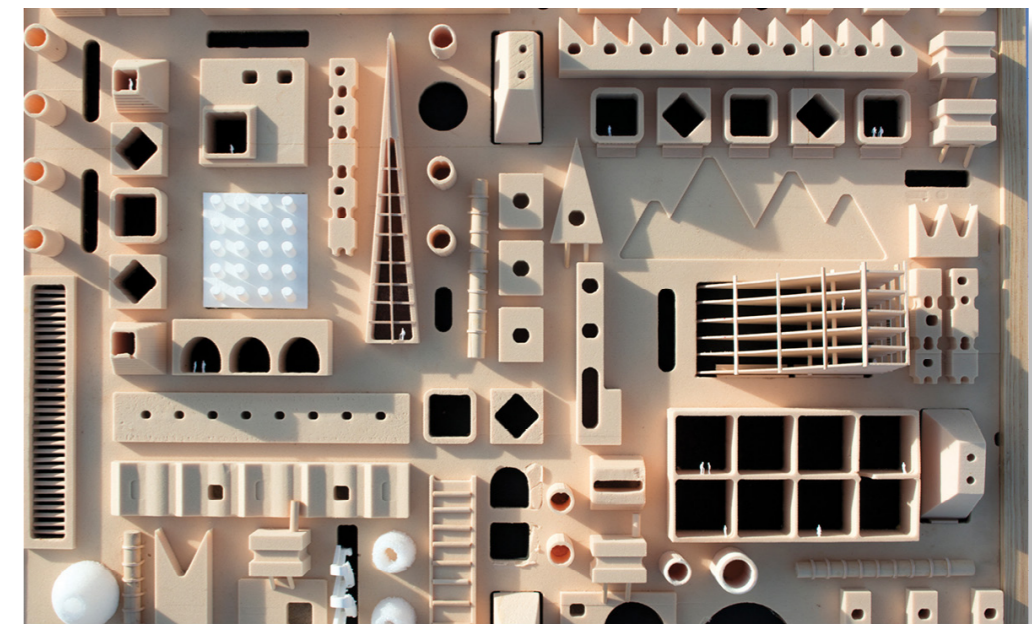
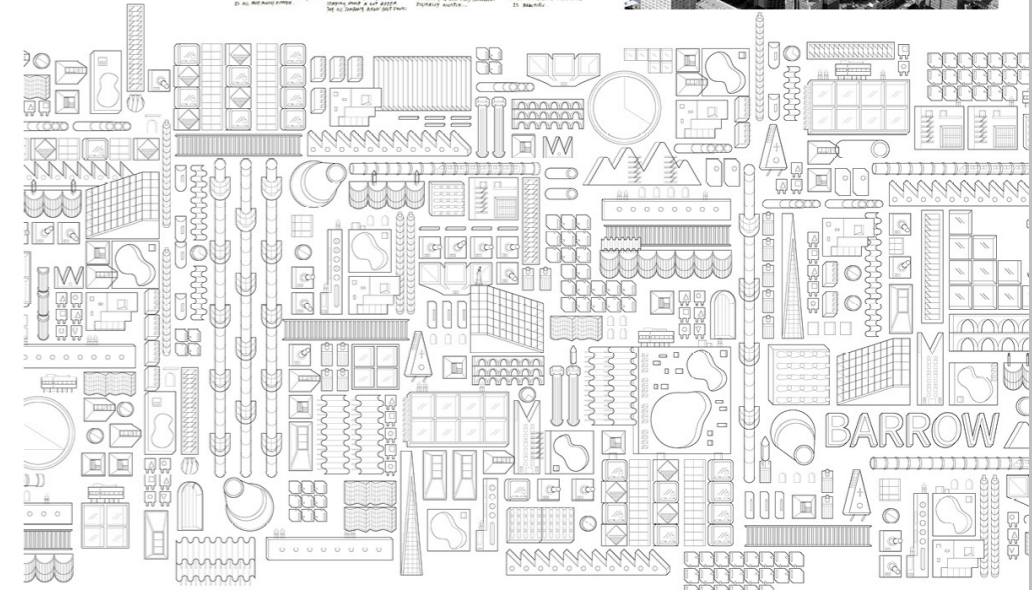
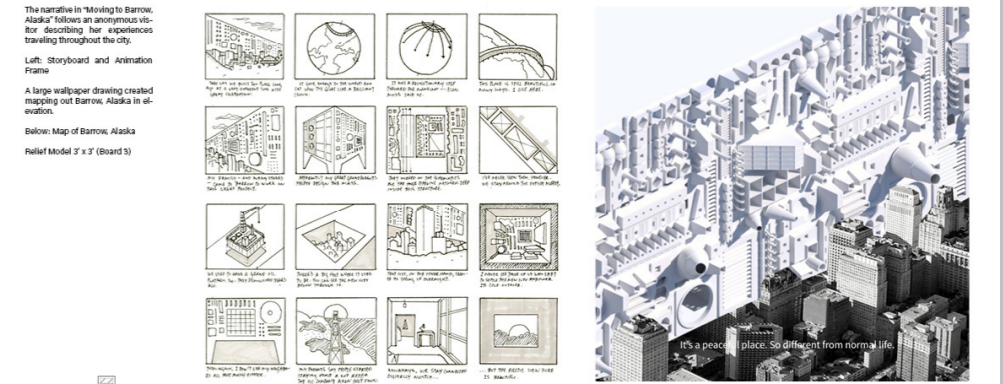
"Moving to Barrow, Alaska"

This competition entry imagines a dystopic future in which environmental challenges have pushed society to inhabit the ruins of an energy pipeline near present day Barrow, Alaska. The city, an organization of built structures hung off the precipice of a mega-structure, houses a community of voluntary prisoners-- residents who rarely leave their private spaces, but maintain active social networks online. Loneliness, greater than a social ill, constitutes the core of Barrow's experience despite its community's apparent contentedness. In Barrow, the architecture, while sustaining society, also physically limits its individuals to solitary

lives. Given Barrow's extreme verticality and fast speed internet, the notion of public is rendered obsolete in this city. Described through physical models, animations, and narrative, the world portrayed in "Moving to Barrow, Alaska" addresses the issue of modern day loneliness through utopian thinking with a sense of humor. Like Jacques Tati's Playtime (1967), it satirizes the benefits of technological innovation to present day urban environments. This fictional world asks us cheekily: why do we feel increasingly isolated despite rising urban density and expanding digital connectivity? This design idea offers critical storytelling as a solution to rising levels of loneliness in present

day cities. It expresses the paradoxical nature of contemporary alienation through the design of experimental urbanisms and encourages a digital culture of "bedroom pop architecture" amongst amateur architects, as an avenue for communicating issues surrounding the contemporary urban condition. This entry sees the potential of personal storytelling and art making as methods to confront issues like contemporary loneliness. Animation link here: <https://www.youtube.com/watch?v=p0NjW-pu3EQ&t=27s>.

"Moving to Barrow, Alaska" is a studio project developed at Columbia Graduate School of Architecture, Planning, and Preservation.

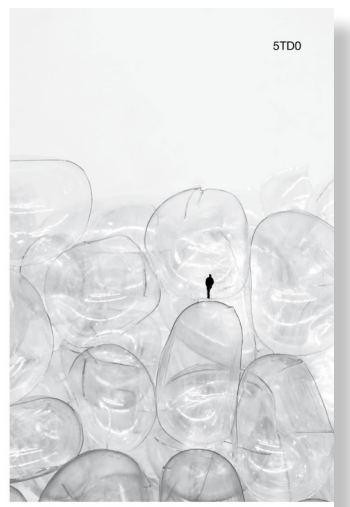
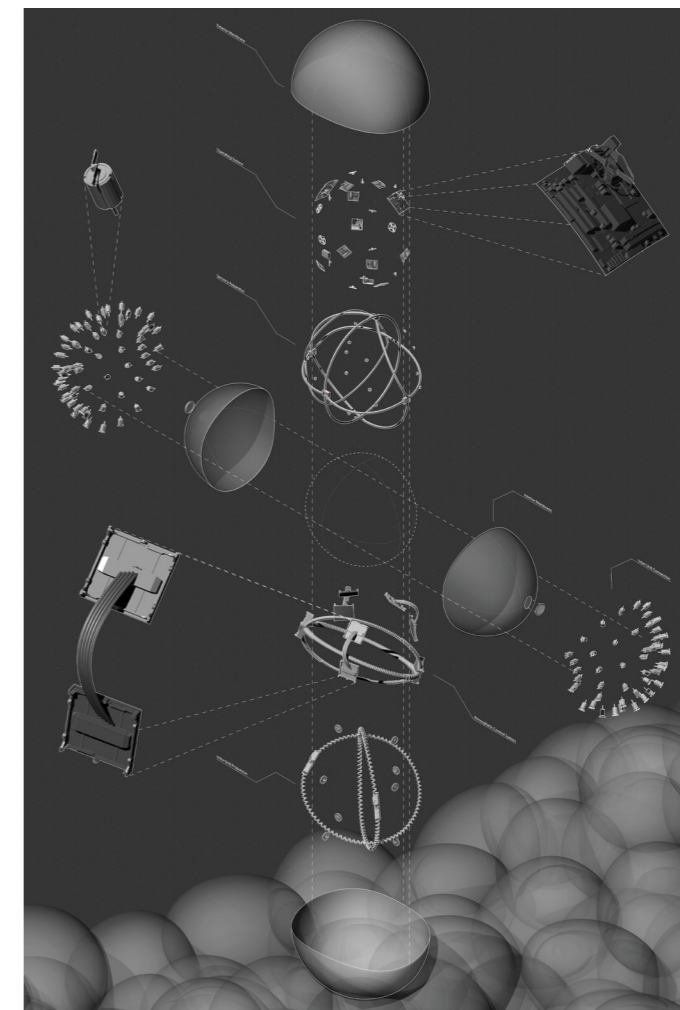
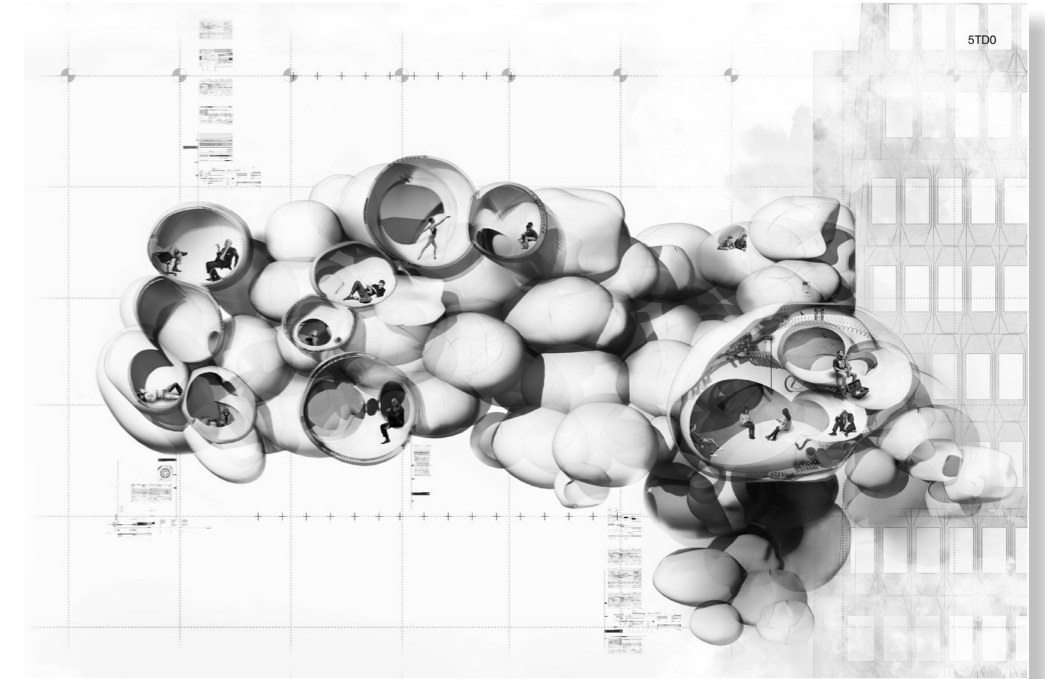
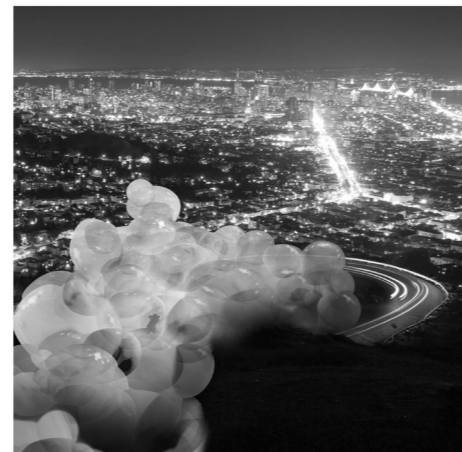
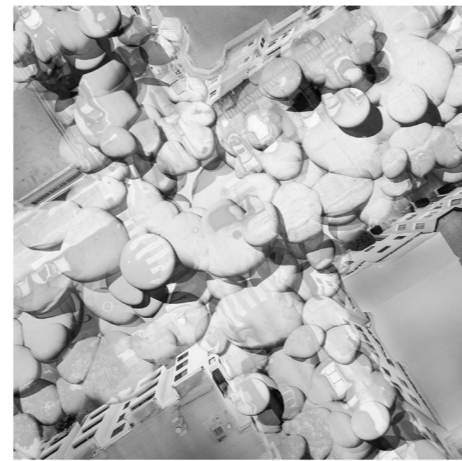


Tien Chen

United States of America

Honourable Mention

Our project is an agglomeration of pneumatic structures that spatially invades the entire city of San Francisco. The architecture parallels perceptual conditions of fog - confusion, spatial disorientation, and blurred boundaries. It instrumentalizes these conditions to spatially confront everyone, impeding all functions in the city, to enable imagination and connectivity in our current oppressive era. The logic that governs our contemporary society force a singular vision of the world and attempts to stifle all imagination of any alternative. These same logics produce systemic violence like total environmental degradation, complete financialization, and the false promise of a good life, resulting in corporations like Airbnb, Uber, or Amazon that feed and profit on aspects of normal, everyday life. We find these practices to be unethical and unsustainable.

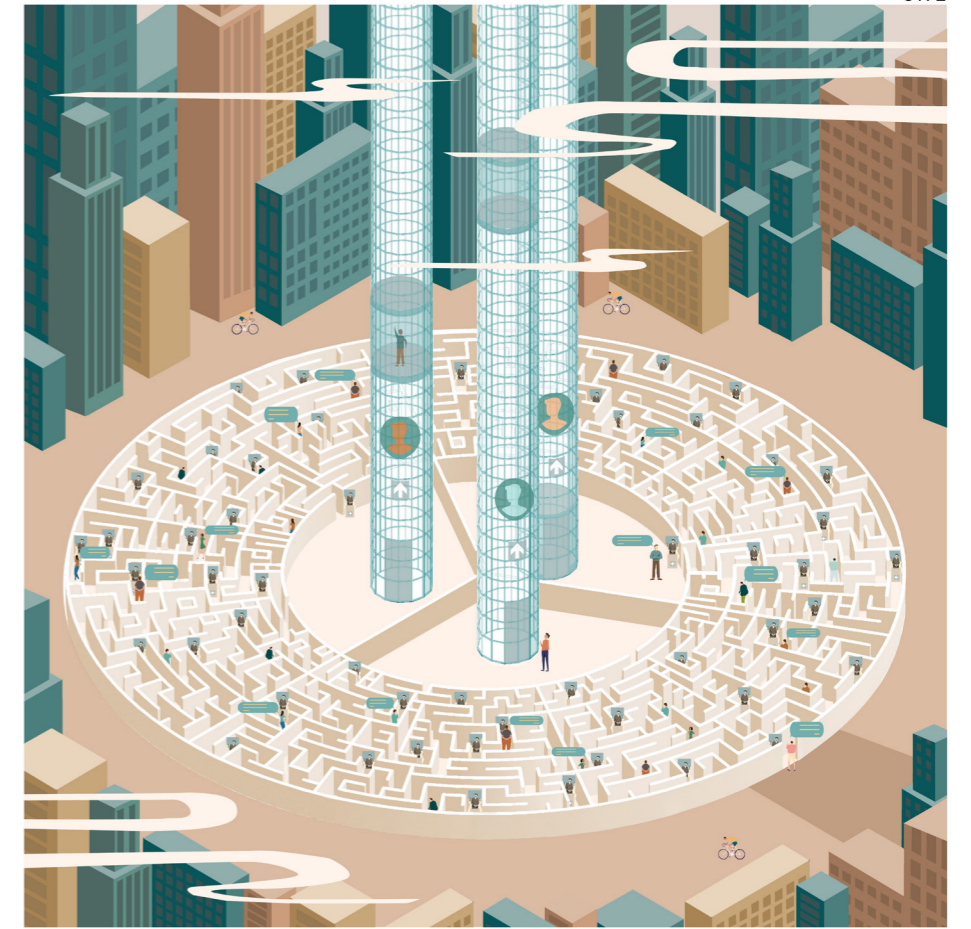


**Kane Hassebrock
Nicholas Raap
Jake Spangler
Megan Zeien**

United States of America

Honourable Mention

Are you the one who is dealing with anxiety the moment you are left all alone in a room? Or maybe you are the one who lacks a deeper connection with another person? Surrounded by people that you can't relate to? As you wander trying to fill that void inside, you stumble across something that peaks your interest: a sign pointing towards a structure meant to guide you towards a better understanding of yourself. As it takes you towards the sky you can't help but wonder what's at the top and what all of this means. The elevator stops and the doors open. You are met with curiosity. It's not what you expected, but it is what you needed. You feel the void fading away and you can't help but join the others. It doesn't feel like a bad idea anymore. You join them and you feel content. The void is filled?



Vlad Olaru
Andra Ioana Dragan

Romania

OSE4

Walkthrough Coloured Park: Urban Living for the Elderly

Finalist

Elderly are our main target user in enhancing our innovative ideas for a better health-giving environments. The main reason for this is most of the elderly people are living in a loneliness state where the younger family members have moved out from the house, old friends have left towns and even worse, peers have passed away. However, there are six keys in dealing with loneliness at old age which are exploration of surrounding things and nature, health centric, creativity, appreciation towards life and living, involvement in community works and pet adoption. Walkthrough Coloured Park is an environment-friendly space full with social interaction activities and is surrounded with vibrant and energetic colours that helps to enhance the well-being of the elderly population. Why park for elderly? It provides valuable assets for urban areas through its recreational occasions which serve as places for social interaction.



Mohamad Hafiz Bin Badaruzzaman
Muhammad Faiz Hazim Bin Jpari
Mohamad Afiq Bin Zaimi
Puteri Mayang Bahjah Zaharin

Malaysia

Finalist

People born in the floods of technology developments, yet isolated from the mainstream; most people might not agree some ideas with the "smarters". They were isolated. They can't unite or find a way out of it, they have lost the ability. They are the Cyber Weirdos. But now, they feel lonely. Can we destroy loneliness? Someone decided to bring up the attention of it to their AI Life Managers, "Where is the equipment that will destroy the feeling of loneliness? Where are those mighty technology guys?" And...Boooooom! The "THE LONELINESS SMASHER" is born! "Just the price of a box of cereal, you can easily unlock your new loneliness-free life style!" says the broadcast all over the street, "Are you feeling lonely? Try THE LONELINESS SMASHER! Own the most fashionable Cyber equipment of the year and your own room in the centre of the metropolis!".

2FG2

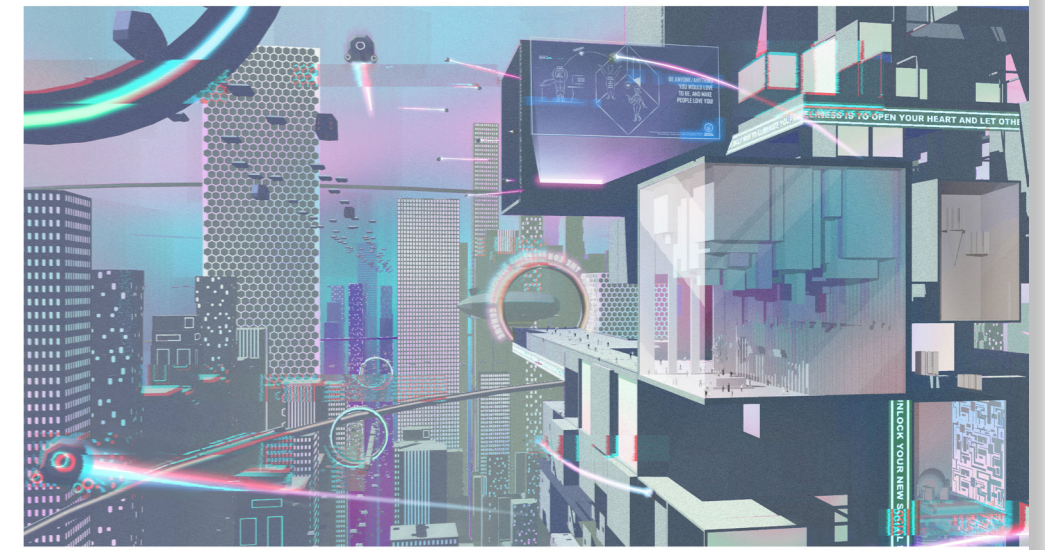


FEELING LONELY?
TRY THE LONELINESS SMASHER!

Liang Shan
Lei Yu
Jie Yan

Australia

2FG2

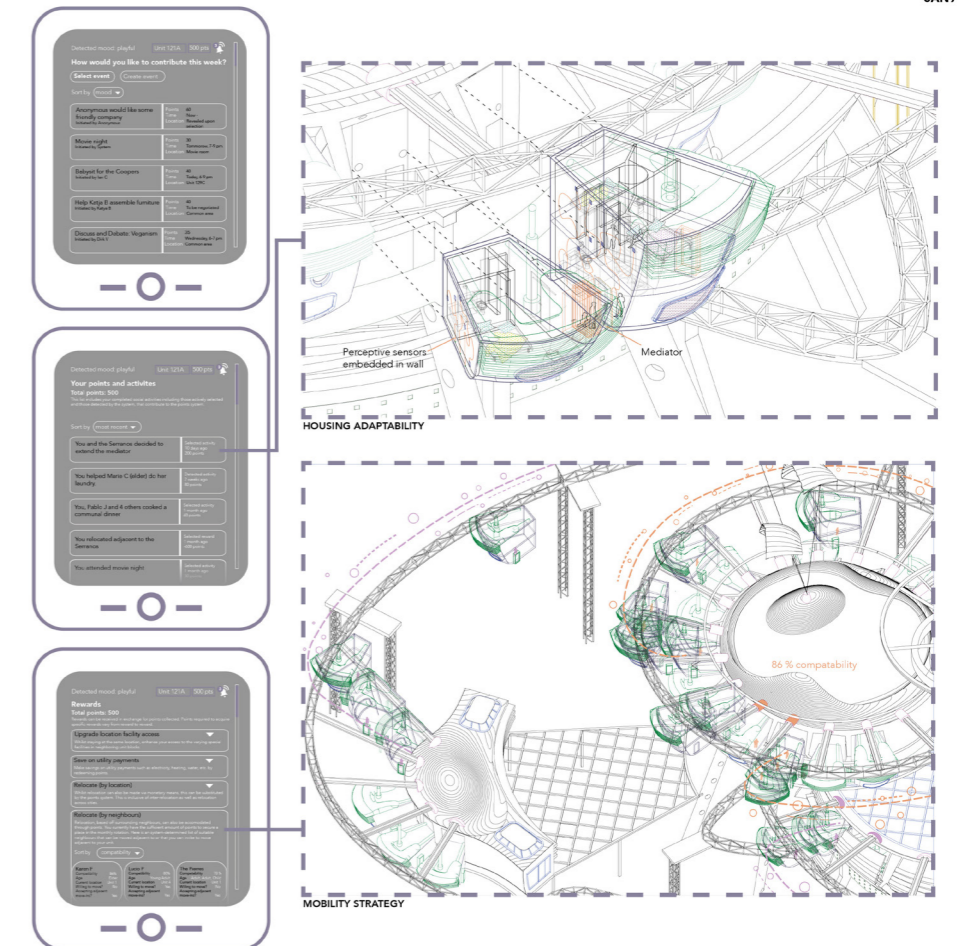
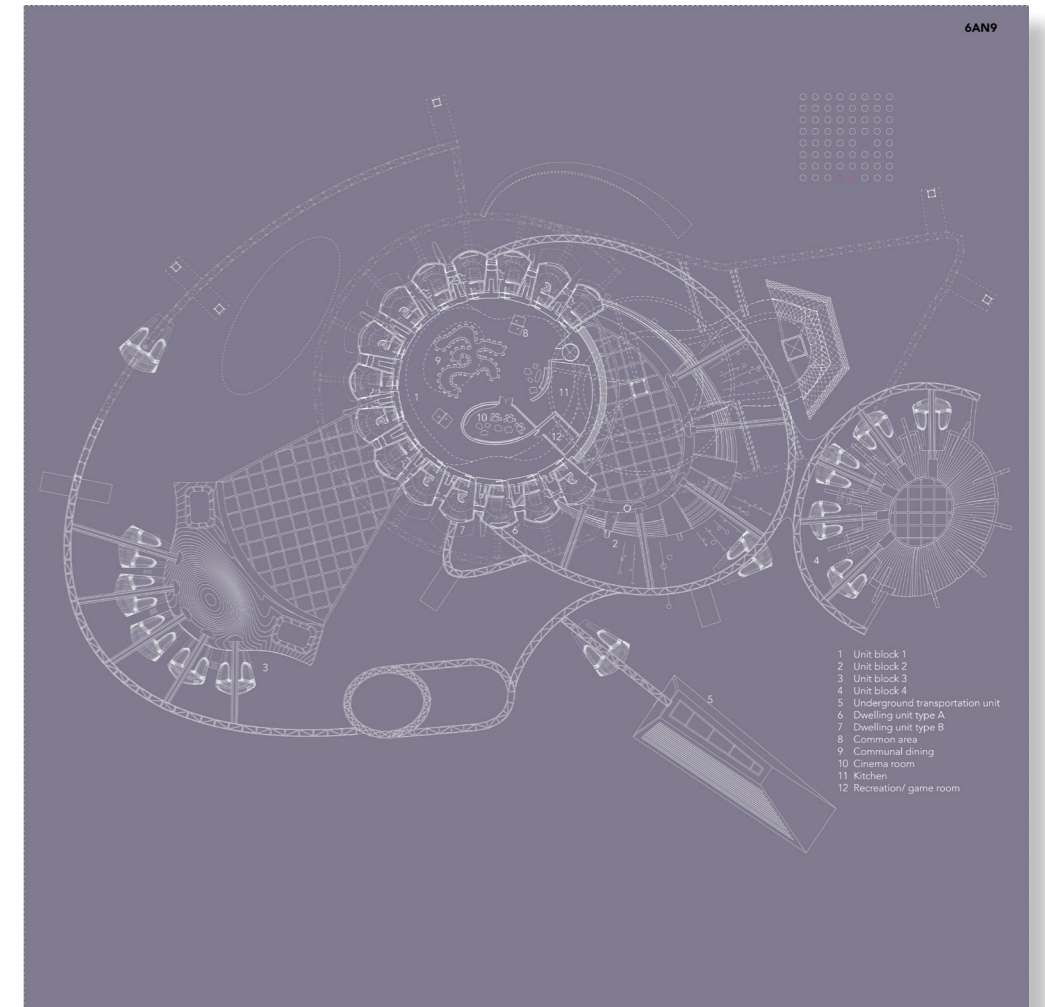
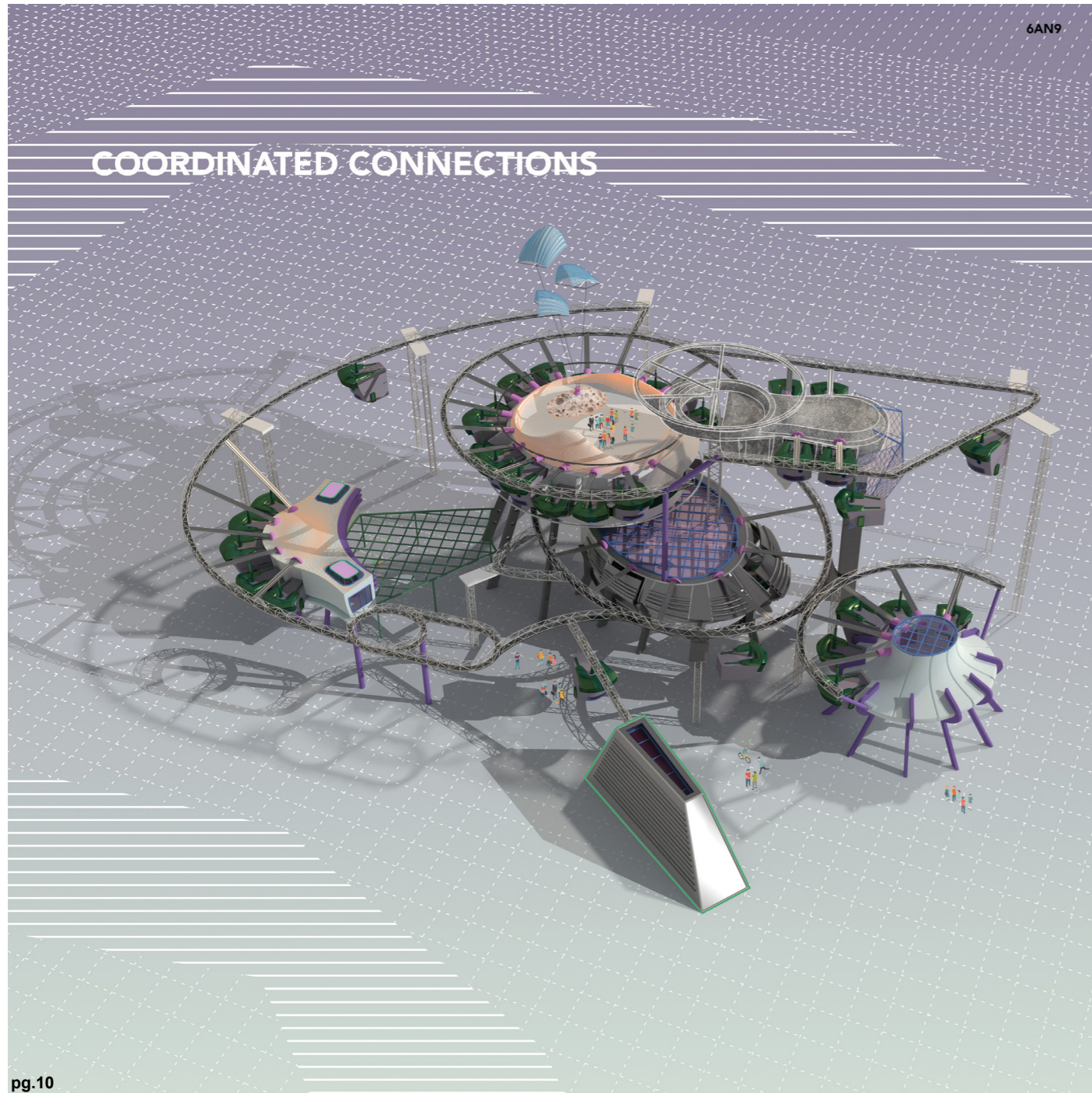


THE ONLY WAY TO ELIMINATE LONELINESS IS TO OPEN YOUR HEART AND LET OTHERS IN.
- BILL RICHARDSON

2FG2



This scheme presents itself as a highly speculative co-housing typology, eliminating loneliness on an intergenerational and inter-social level. This is achieved through the concatenation of the co-housing typology with a responsive digital platform, consisting of perceptive sensors embedded within walls of individual units, which inherently detect moods and mutual interests, generating favourable social encounters through perceiving its residences' compatibilities, communicated via a digital device. Through this system, residents are informed of potential social activities that can either be initiated by residents in an anonymous or personal manner, or generated through the system, which identifies and allocates social activities, including those that involve social care and support as well as those more recreational in nature by perceiving residents' dispositions and moods.

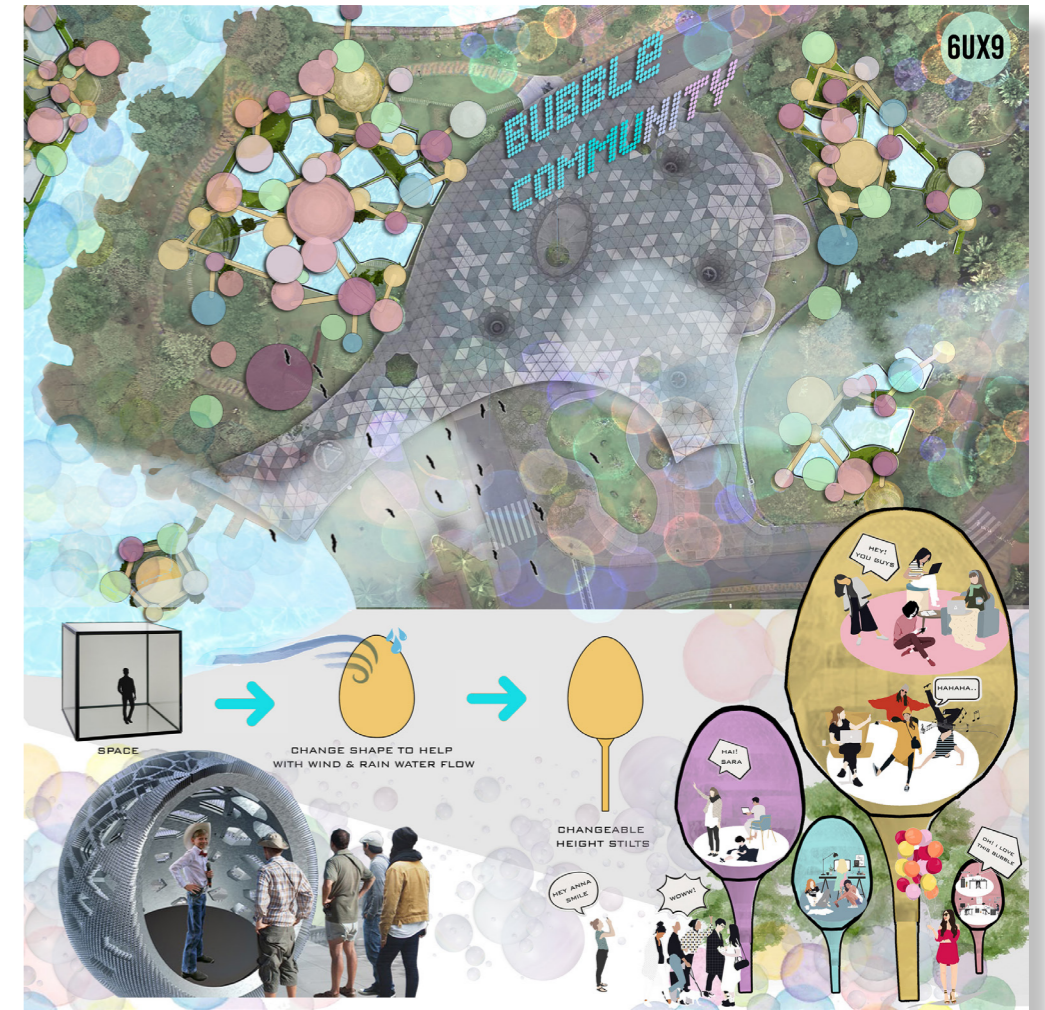
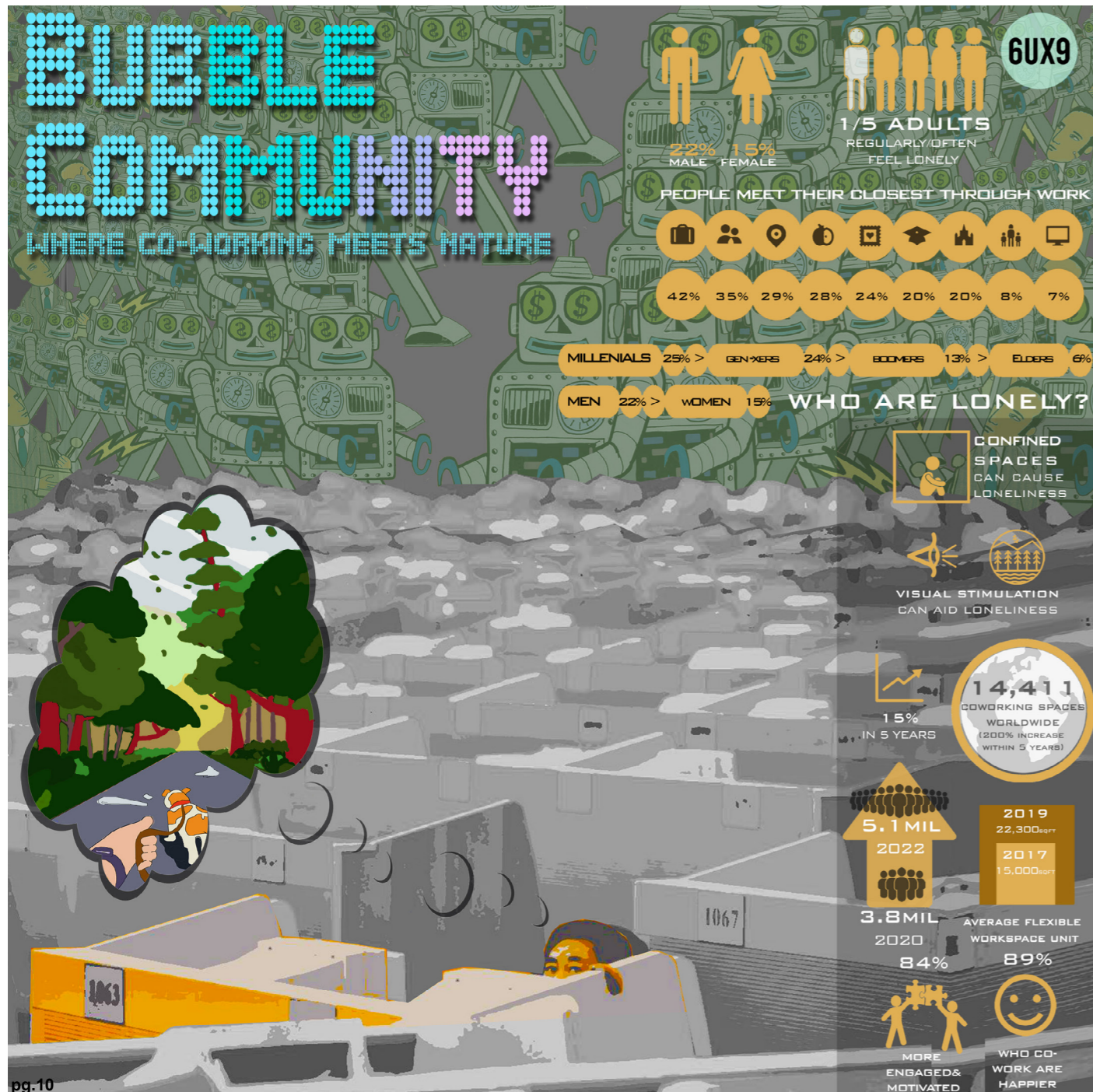


Sonakshi Pandit

United Kingdom

Finalist

The prevailing concept takes into the imagination of 'Bubble' where the co-working space meets the nature. These spaces are injected in within public areas such as parks and lakes. The visibility allows the users to be closer to the mother nature and still have the facilities and shelter to do their work. Since majority of people flock to parks, it increases the probability of human interaction and encourage the users to walk through the park to get to the 'Bubbles'. 'Bubbles' symbolizes fun, randomness and freedom. Its translucency will help to stimulate the visual of the outside world. With that, the idea of „Bubbles“ can burst the loneliness epidemic.



Nor Athirah Binti Tarmizi
Siti Nadia Binti Mohamad Daud
Wan Syazleen Binti Wan Suhaimi
Puteri Mayang Bahjah Zaharin

Malaysia

What if all chocolates in the world do not have any form of limitations? What if all chocolates can be taken by anyone and at any age without affecting our health? Chocolate contains Phenylethylamine (PEA) chemical that can transmit the feelings of happiness. Studies have shown that chocolates can improve your mood, calm you down and help you to feel more at ease. It is also known as a natural antidepressant drug that contains chemical that encourages the human brain to release the 'feel-good endorphin'. The higher content of cocoa has less fat and can help to reduce stress and blood pressure. Bamboozle Chocoland provides a solution towards the feeling of stress and loneliness. Instead of drugs and alcohol, why not create a magical city full with optical illusion of chocolates that can melt away negative emotions and generates positivity through its bamboozled journey.



Mastura Binti Nazmi
Nurul Dayana Binti Abdul
Nur Syazwani Binti Mustapha
Puteri Mayang Bahjah Zaharin

Malaysia

EPILOGUE

The Eliminate Loneliness Through Design Ideas Competition began as a conviction that architecture and spatial design could be a tool for tackling social issues beyond a typical architectural brief. By its conclusion, it had become a profound depiction of the ability for an international community of designers to collaborate and share knowledge across digital platforms. It demonstrated the unending, unlimited ability for designers to think beyond convention, to shift the paradigms of some of the great issues of our time, and to draw nodes and connections between multiple scales, sectors, disciplines, and worlds. The simple question of how to tackle loneliness has generated answers that do far more: they critically examine the world as it is, envision new ways of living together, reactivate public spaces, and look for both inspiration and caution in worlds not (yet) realised.

ACKNOWLEDGE- MENTS

The establishing of a platform to create an international dialogue of designers is no small mission. It required the guidance of many persons within design and architecture to make it possible. We wish to take the opportunity to first thank our jurors: Anna Blinova, Tom Jefferies, Craig Martin, and Rob Roggema. We also wish to thank Professor Greg Keeffe of Queen's University Belfast, Northern Ireland for his input and guidance. We wish to thank the many online platforms who showcased and spread the word of this endeavour: such as ArchDaily, Bustler, Competitions.Archi, and Architizer. Finally, and most importantly, we thank the many people around the world who spread word of this mission, and participated in it.



Anna Blinova is a Creative/Design Director at VIGO, a leading manufacturer in luxury kitchen and bathroom fixtures and accessories based in New York City. With over 25 years of industry experience, VIGO has been named one of the fastest-growing private companies in the United States by Inc magazine. Ms. Blinova received 1st Place in the Industrial Design category and 2nd Place in the Landscape Design in the 2015 Eurasian Prize. Anna has over 7 years of experience in the design industry, her works featured in publications such as Le Tabouret and Archipelag magazines she received the 1st place prize in the VI International Scientific Conference in 2014. Ms. Blinova's and her team's installation art was exhibited in the National Centre of Contemporary Arts (NCCA) on the "New aesthetics: Consistency of Internal Principal" exhibition. Before joining VIGO in 2016, Anna was a content manager and co-organizer of Spotcamp, a workshop for architects and designers with the participation of professionals from world-famous architectural companies such as Zaha Hadid Architects.

Prof. dr. ir. Rob Roggema is Professor of Sustainable Spatial Transformations at the Knowledge Centre NoorderRuimte, Hanze University Groningen. He is a Landscape Architect and an internationally renowned design-expert on sustainable urbanism, climate adaptation, energy landscapes and urban agriculture. He has previously held positions at universities in the Netherlands and Australia, State and Municipal governments and design consultancies. Rob developed the Swarm Planning concept, a dynamic way of planning the city for future adaptation to climate change impacts. Rob focuses in his research on resilient, adaptive and circular urbanism. Recent design-concepts Rob has developed include Double Defence, a proposal of a second row of barrier island to protect the coast for storm surges in times of climate change; A Floodable Eemsdelta for a region under threat of flooding, Bushfire Resilient Bendigo, a method of anticipating bushfires by creating a protective shield and slowly moving away the town.



Professor Craig Martin's research and educational interests have primarily focussed on the advancement and synthesis of urban design, technology and sustainability at all scales. For approaching two decades Craig has continued to demonstrate these capabilities with innovation and a holistic overview in the field. Craig has taught at all levels of architectural academia. Subsequent publications have contributed to sustainable cities and public realm environmental interventions. Craig leads the City-zen 'Roadshow', a highly impactful urban component that collaborates with 10 cities on smart design 'Live Lab' solutions. Recently described by the European Policy Commission as "Remarkable" for its method and societal contribution. Craig was an early contributor to the bid proposal in 2012 being a member of the European Network for Sustainable Regions (ENSR) Network. ENSR is an academic group comprising Professors/sustainability experts from TU Delft, Queens University Belfast, University of Siena and Belgium (VITO). The overall City-Zen bid was awarded 20 million EUR over a 5-year period to promote smart solutions across Europe.

Tom Jefferies is Professor of Future Cities in the School of Natural and Built Environment, a prize-winning architect and urban designer. Prior to joining Queen's University Belfast Tom was Head of the Manchester School of Architecture, and Birmingham School of Architecture. He has taught, lectured and examined internationally. Tom's research investigates relationships between culture, space, landscape process to propose new forms of contemporary urbanism. Expertise in architecture, urban design, landscape, master planning and design codes, architectural history, theory and context, sustainability and heritage is a basis for developing symbiotic relationships between research and inter-disciplinary practice. Tom has significant experience in running exploratory design-based work to generate new understanding of lived space. This acknowledges the underpinning importance of technologies (and the similarities we can observe in these across diverse regions and places), whilst critically addressing the importance of culturally generated ways of using and applying and embodying these technologies.



The future of urbanism is interdisciplinary, interdependent, and intermodal. With more than three million people moving to cities every day around the world, the design of the built environment will depend on collaborations between disciplines as yet separated; architecture, engineering, biology, sociology, economics, medicine, and countless others. Bubble Futures Platform acts as the operator, establishing feedback loops among designers and the broader global society.