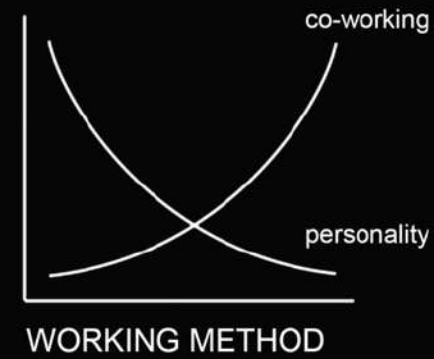
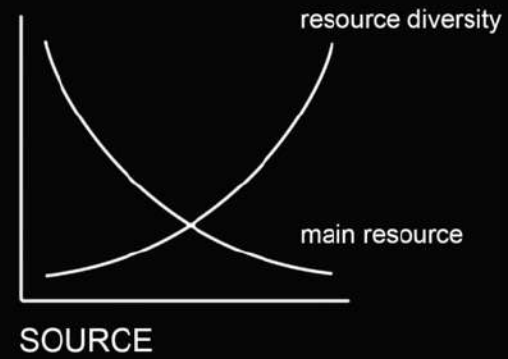
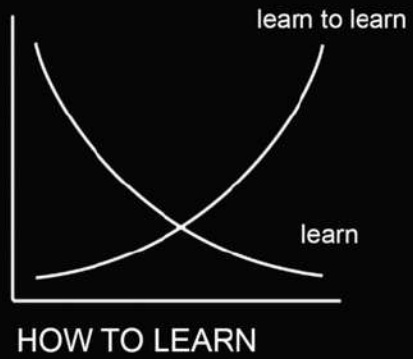
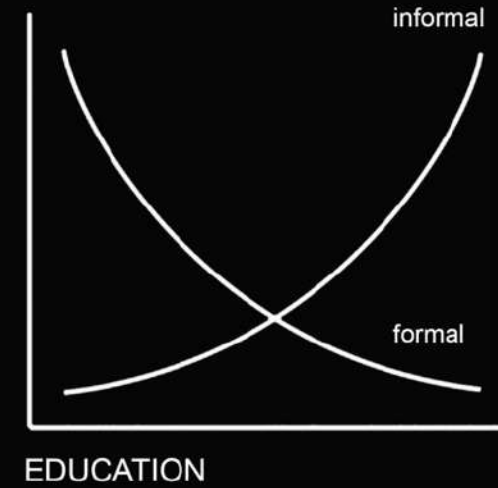
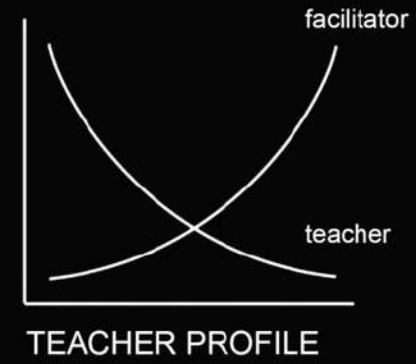
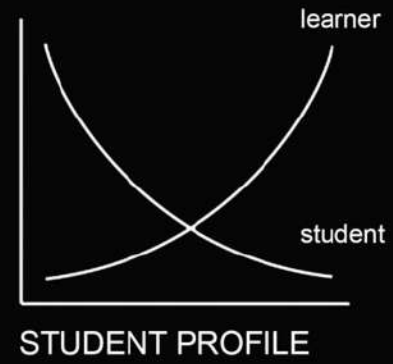
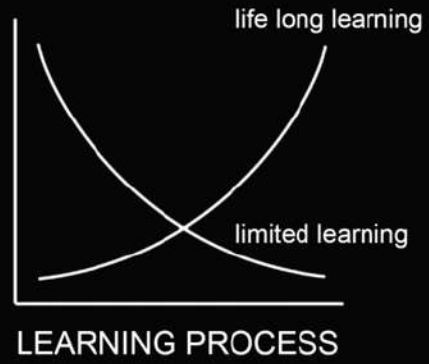


ARCHIPLAYSCAPE

MUHAMMED ONUR SALUR

AYŞEGÜL AKTAŞ

SEDAT ERCAN



Mimarlık eğitimi **oyuna özdeş bir kurguya** sahip olmalıdır.

Oyun, doğası gereği **enformel** bir öğrenme biçimidir.

Mimarlık, hayatın birçok alanıyla iç içedir. Açık uçludur ve bu çok çeşitli alanlardan beslenerek ilerler. Bu sebeple mimarlık eğitimi **formel bir kalıba sığamaz**.

Her oyun her şeyden önce **'gönüllü'** bir eylemdir. Benimsenmeyen bir oyuna katılmak, onun içinde var olabilmek mümkün değildir. Mimarlık eğitimi için de gönüllü olmak gerekir.

Mimarlık eğitimini kısıtlarından kurtarıp, gönüllüğü esas alan bir eğitim sistemi uygulanmalıdır.

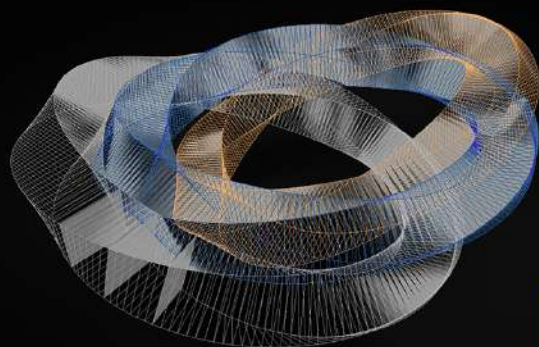
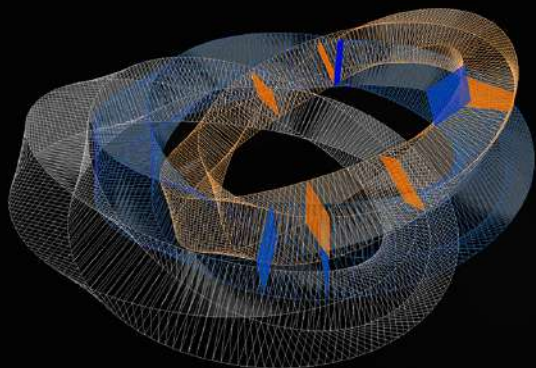
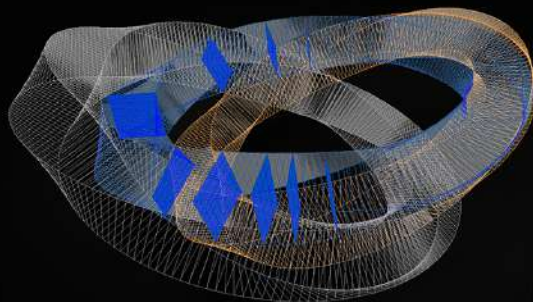
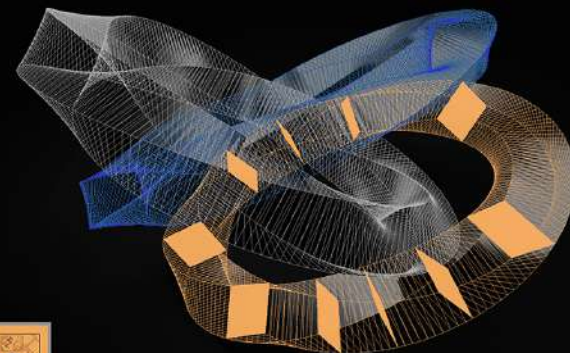
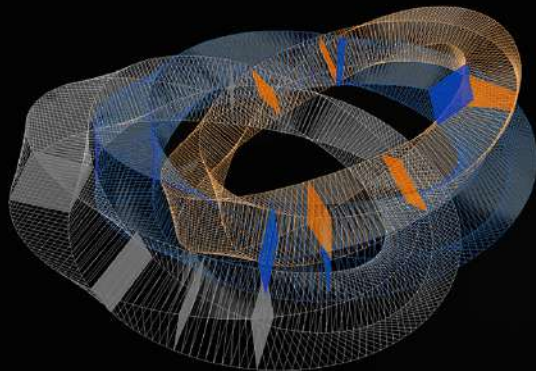
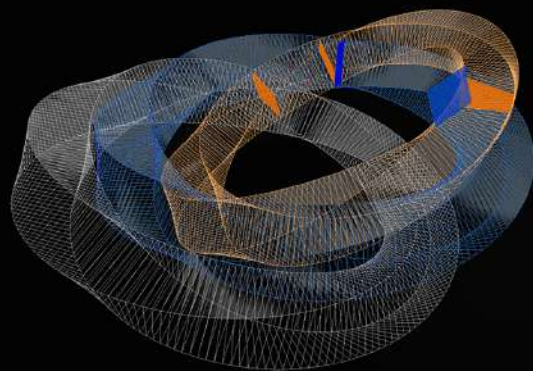
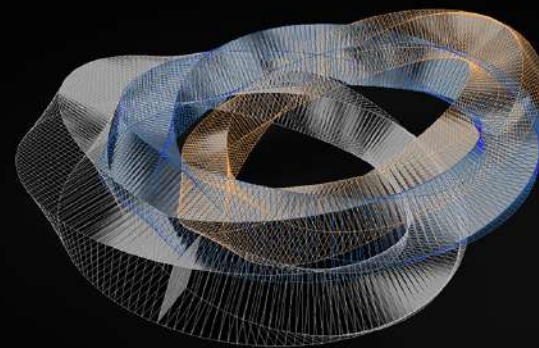
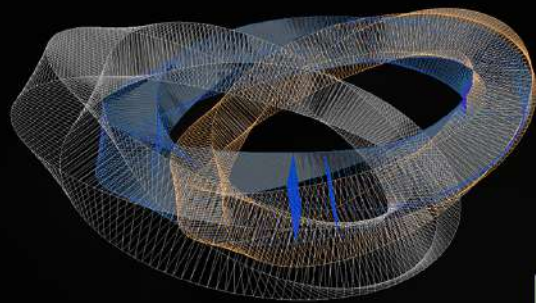
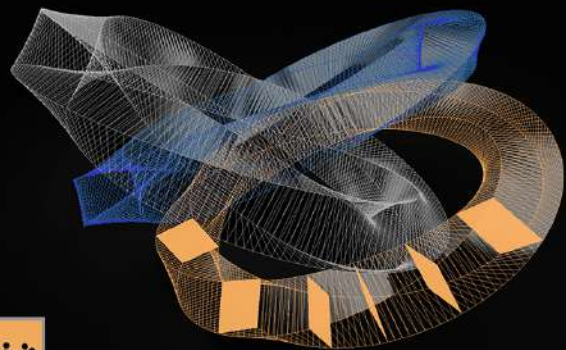
Oyun, insanı baskı altında tutan engelleri ortadan kaldırarak, yaratıcılığı ve düş gücünü ateşler. Böylece insan **kendine özgü ve farklı** olduğu bilincine erişir.

Mimarlık eğitimi, çeşitlilik içermelidir. Farklı öğrenme biçimlerine sahip kişilere yönelik **formel, non-formel ve enformel** öğrenme biçimlerini barındırmalıdır. Bu çeşitlilik bireyin **kendi öğrenme haritasını** kendisinin kurmasını ve yönetmesini sağlar.

Mimarlık eğitimi **süre kısıtlamasından bağımsızdır**.

Mimarlık eğitiminin gerçekleştiği ortam; yeni bir gerçekliğin öğrenildiği **Farm**, tasarıma yönelik tüm bilgi ve kabiliyetlerin edinildiği **Jungle** ve edinilen bilgi ve kabiliyetlerin fiziksel bir gerçekliğe dönüştüğü **Highground**'un oluşturduğu bir bütün olmalıdır.





JUNGLE

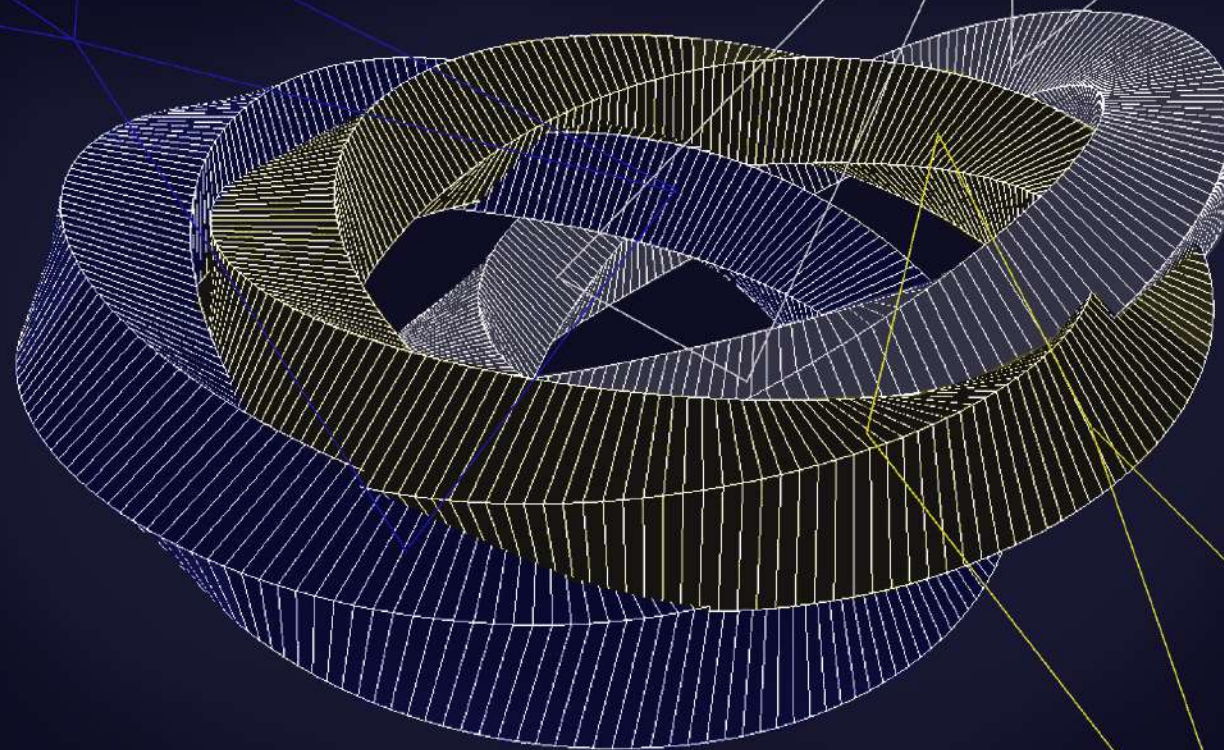


RESEARCH

HIGHGROUND



CHALLENGE



FARM



EXPLORE

intersection-seperation points



FARM

EXHIBITON
MEETING
FORUM
AUDITORIUM



JUNGLE

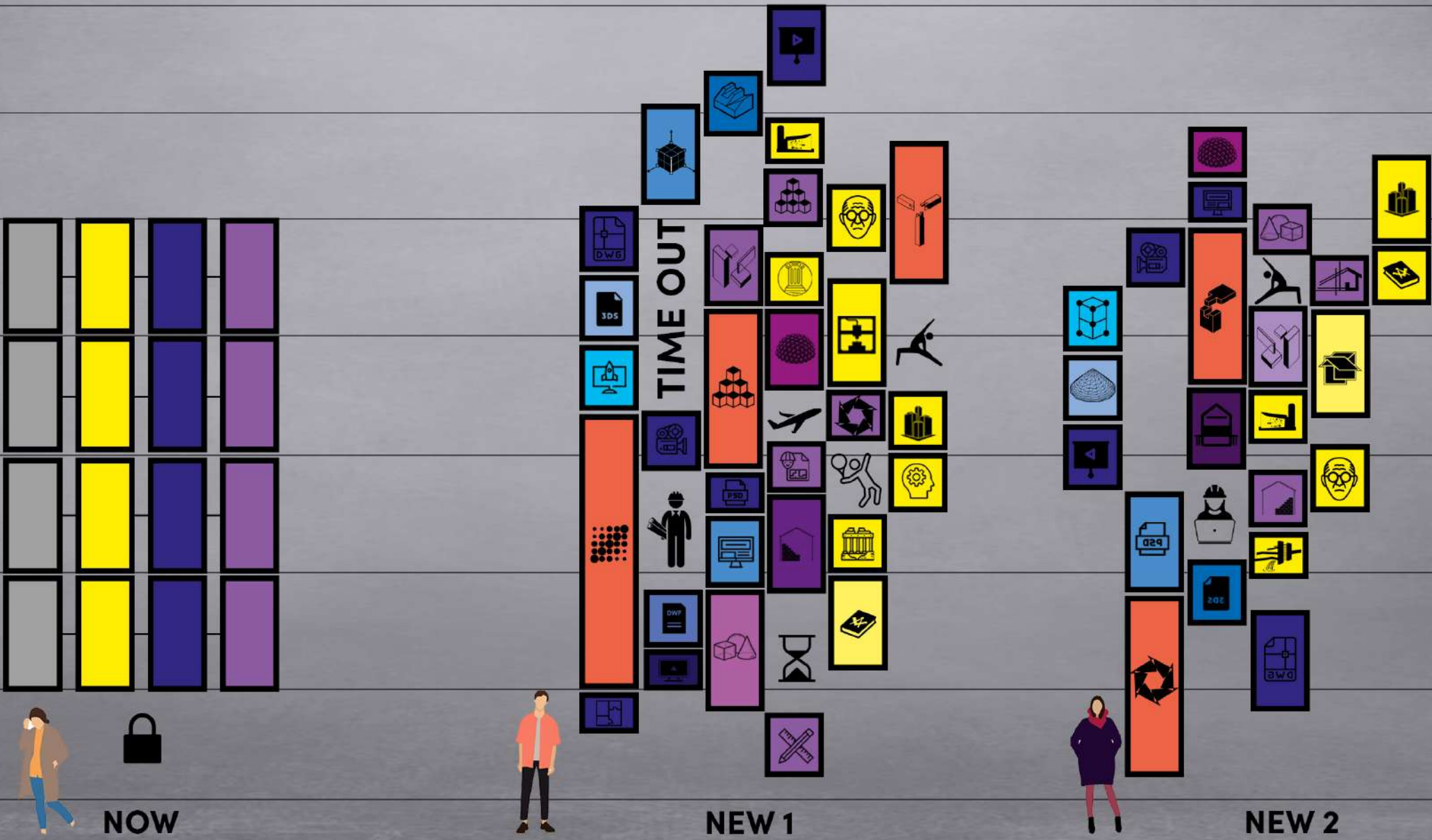
CREATIVE THINKING
THEORY
VISUALIZATION
DIGITAL FABRICATION
MATERIAL WORKSHOP
BOOKS
RELAX



**HIGH-
GROUND**

URBAN DESIGN
Ankara
Turkey
World
PARAMETRIC DESIGN
HOLOGRAPHIC

year
month



NEW 5

FARM CREDIT

24:15:23

KID'S FACTORY

Unipol

DESIGN CENTER

01:12:06

CALL FOR ENTRIES

DESIGN CENTER



JUNGLE CREDIT

VISUALIZATION



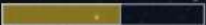
THEORY

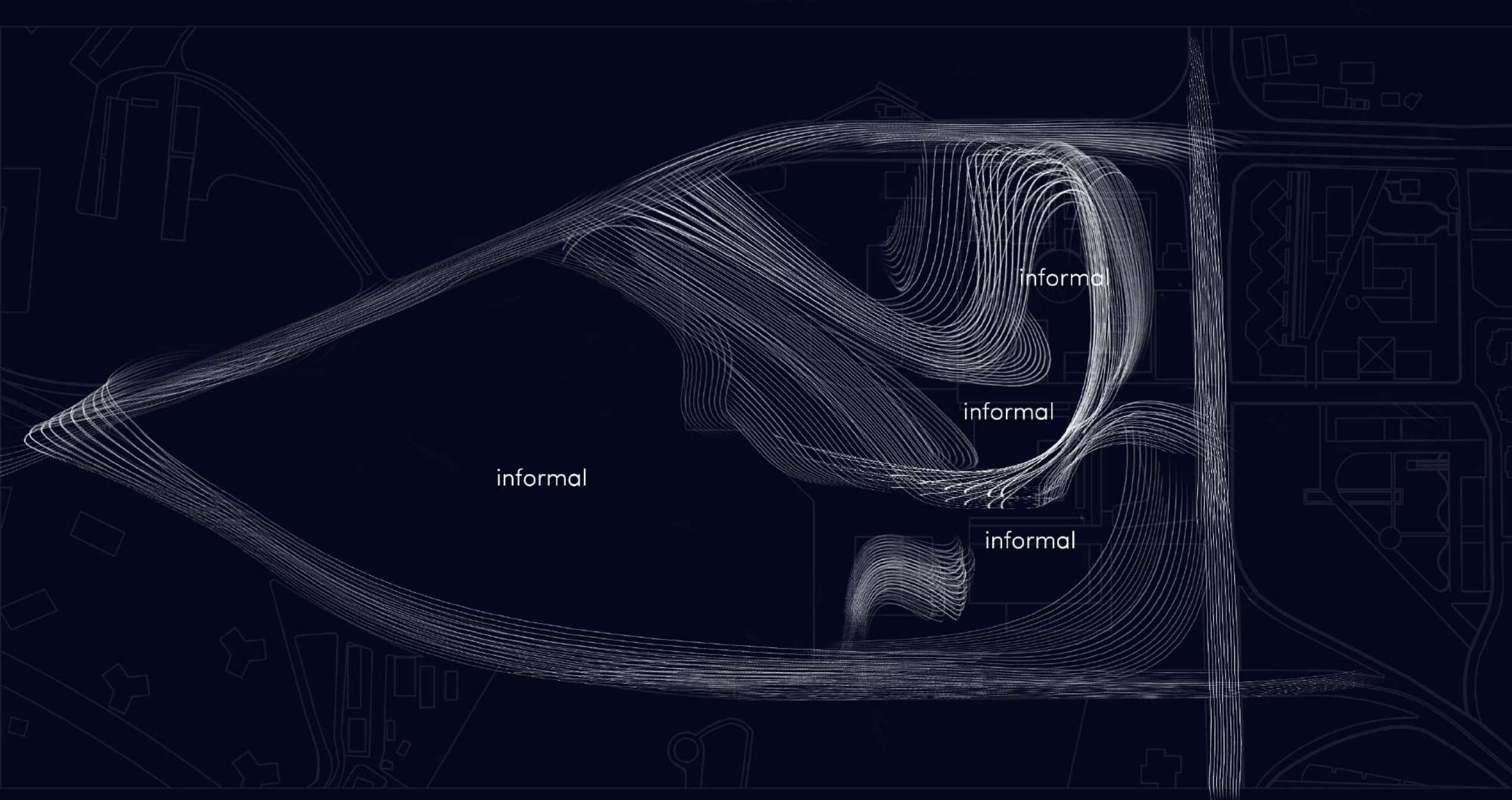
TECHNICAL



650 / 4000

SOCIAL CREDIT





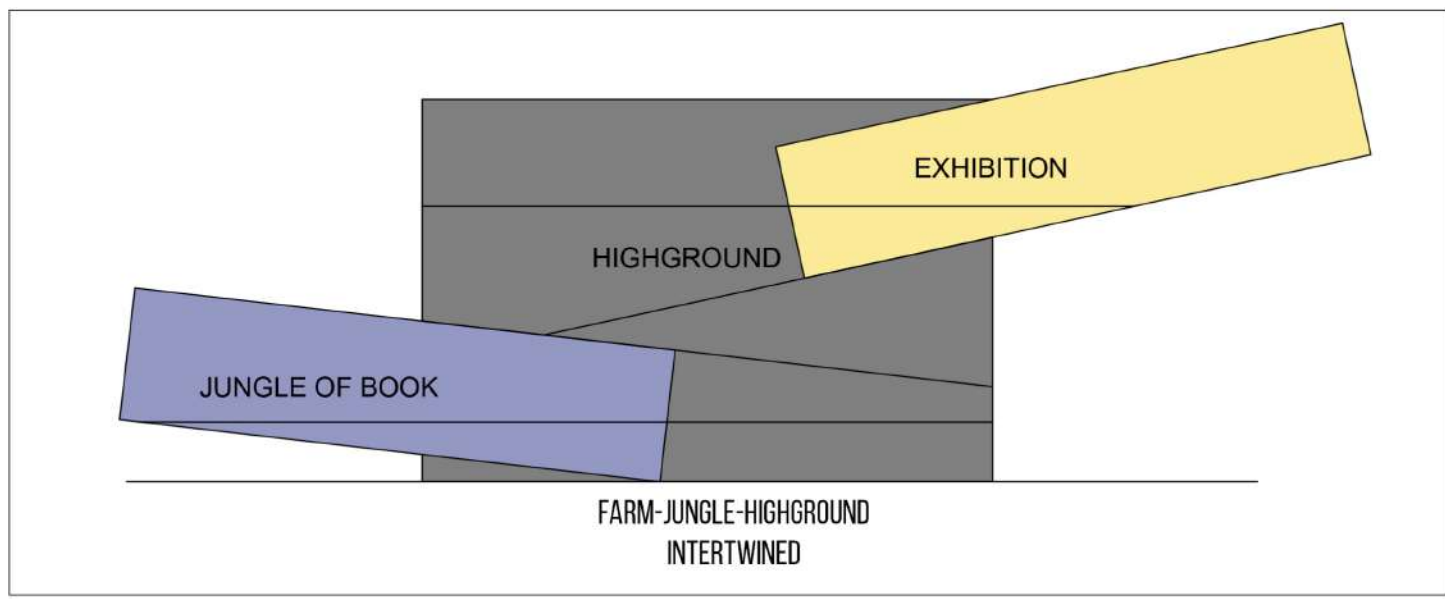
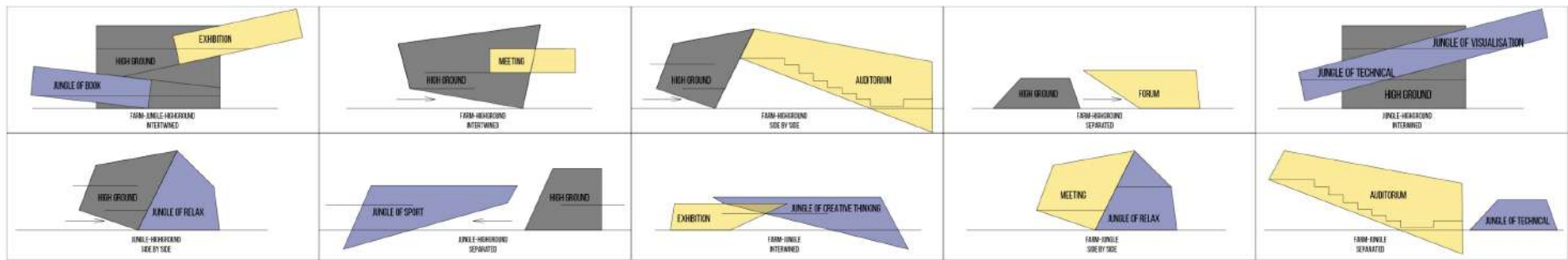
analyze of formal-informal spaces

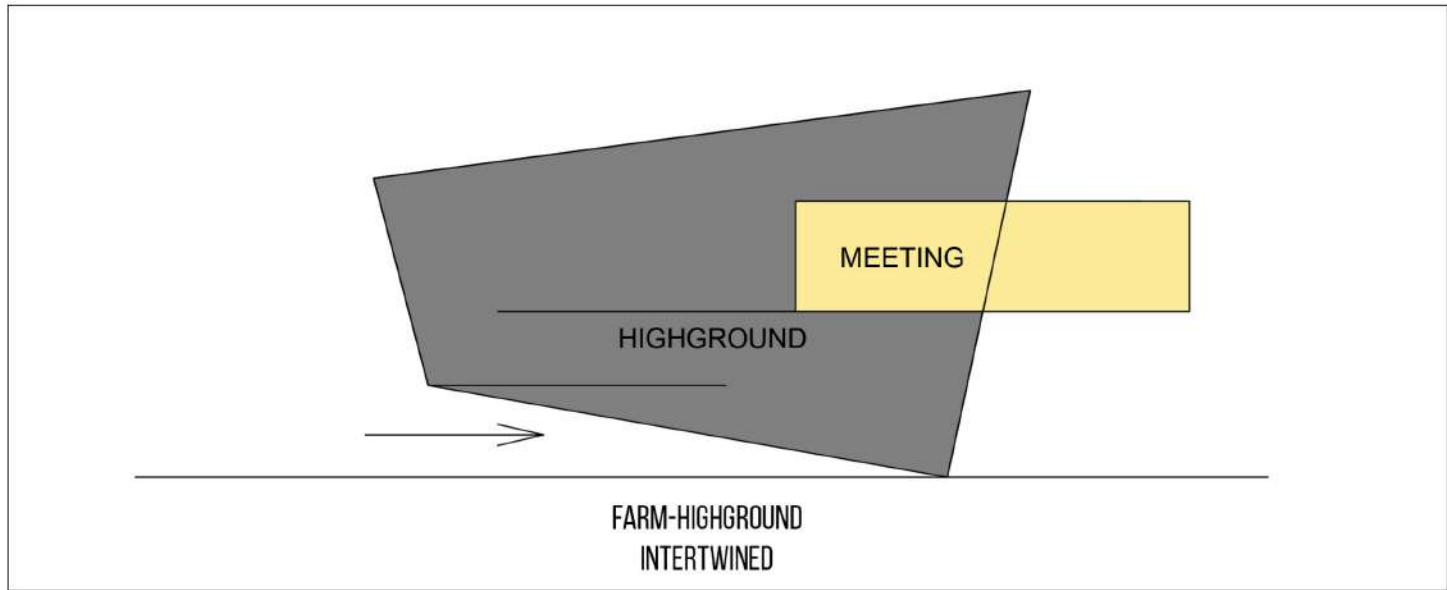
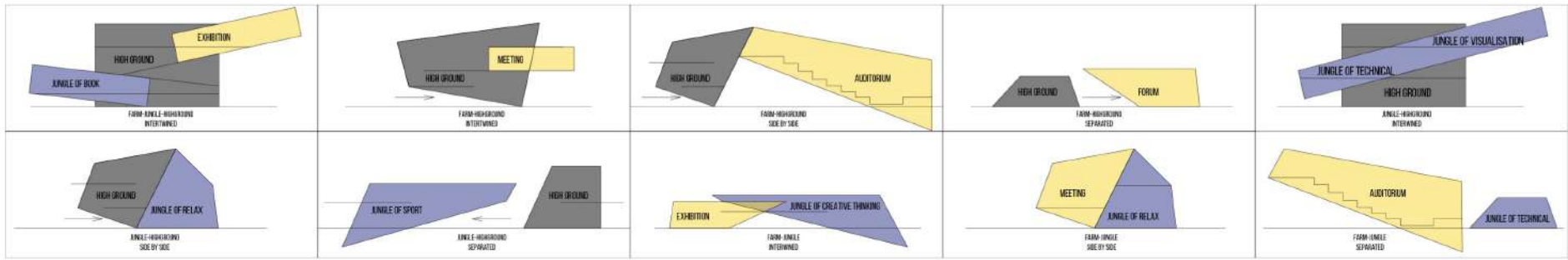
mixture of formal-informal-nonformal

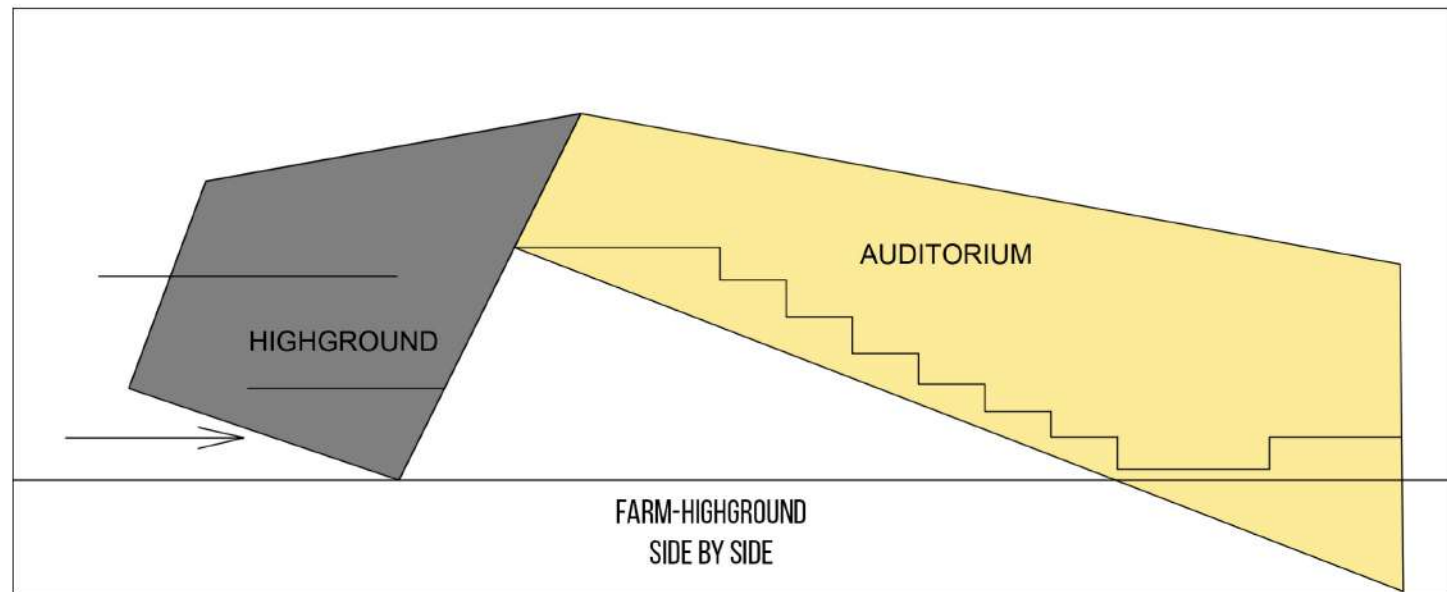
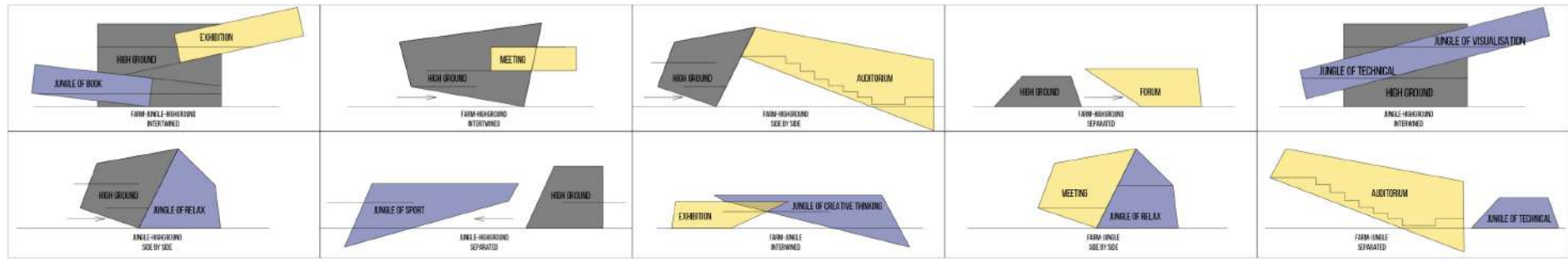
informal

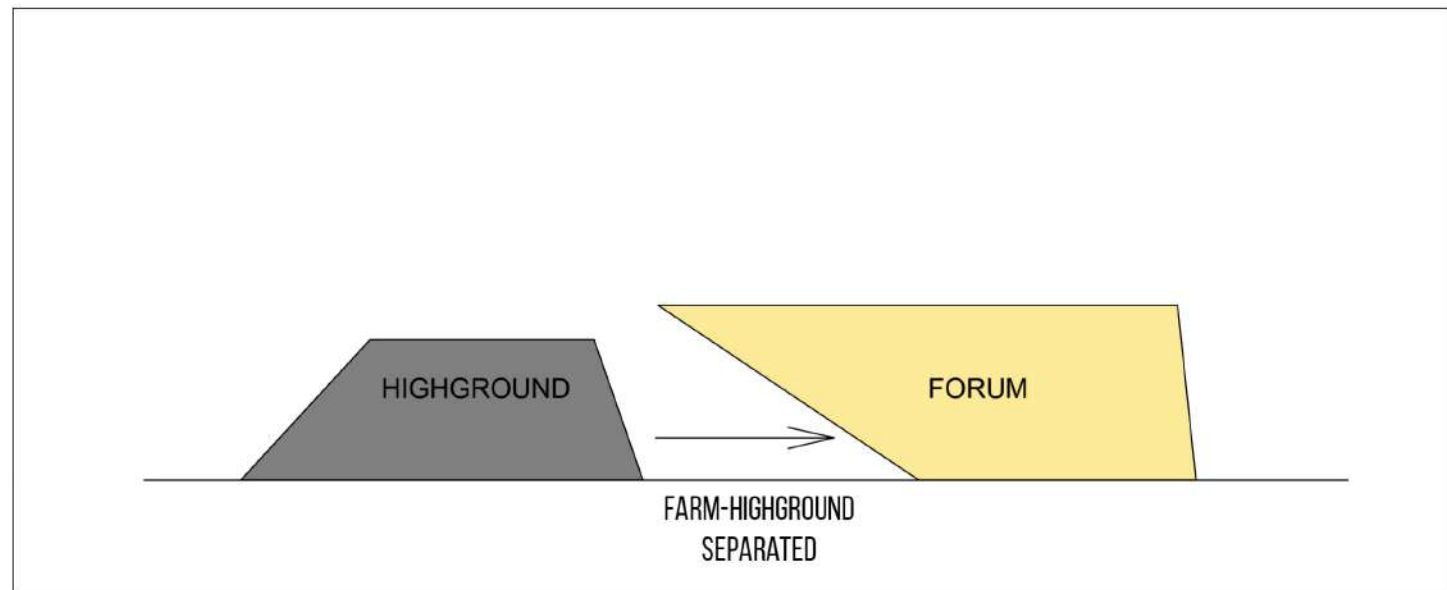
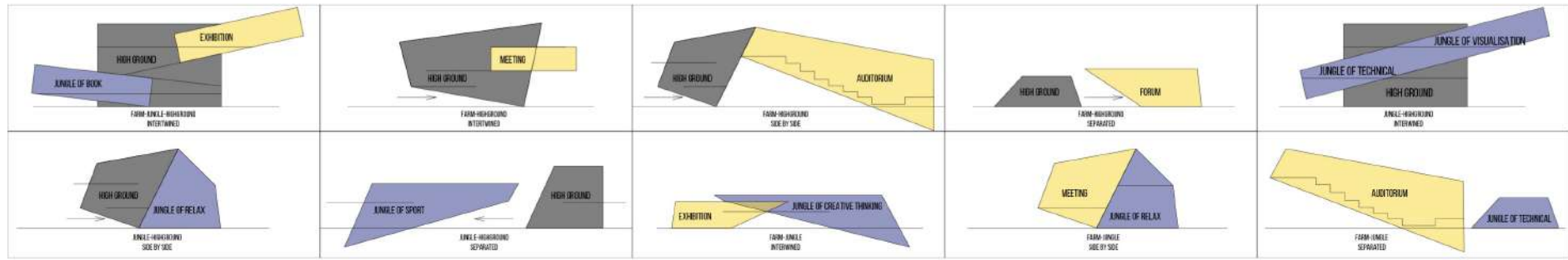
nonformal

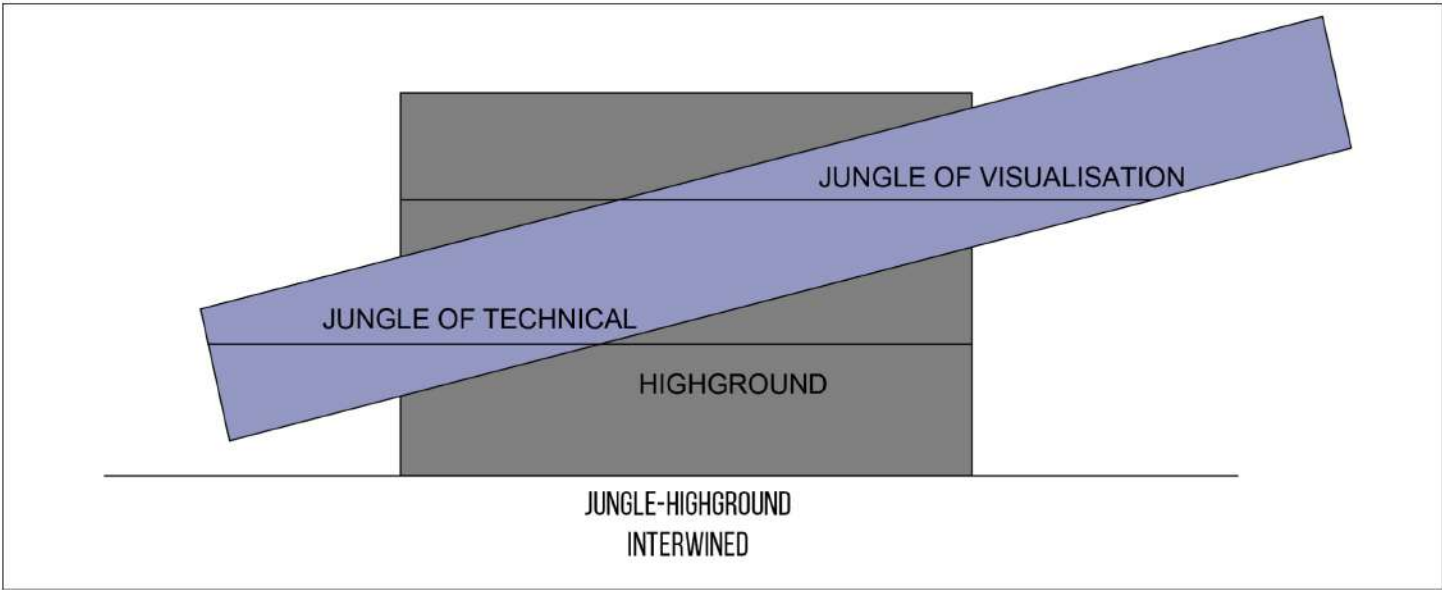
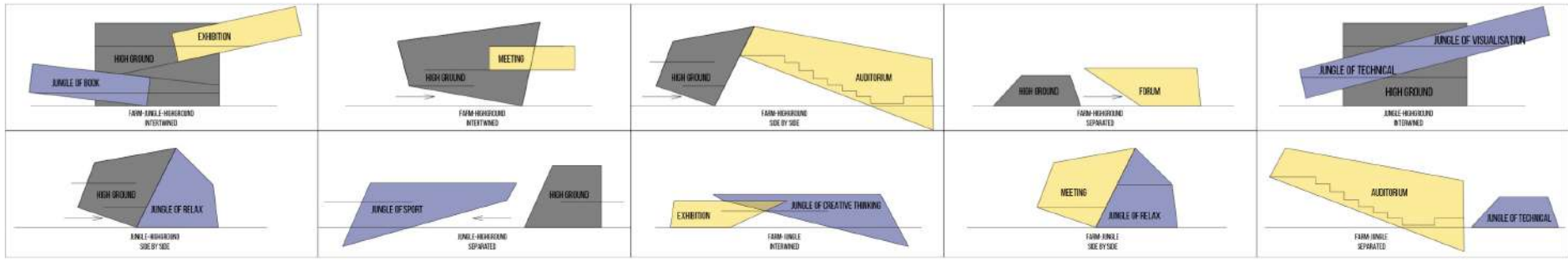
formal

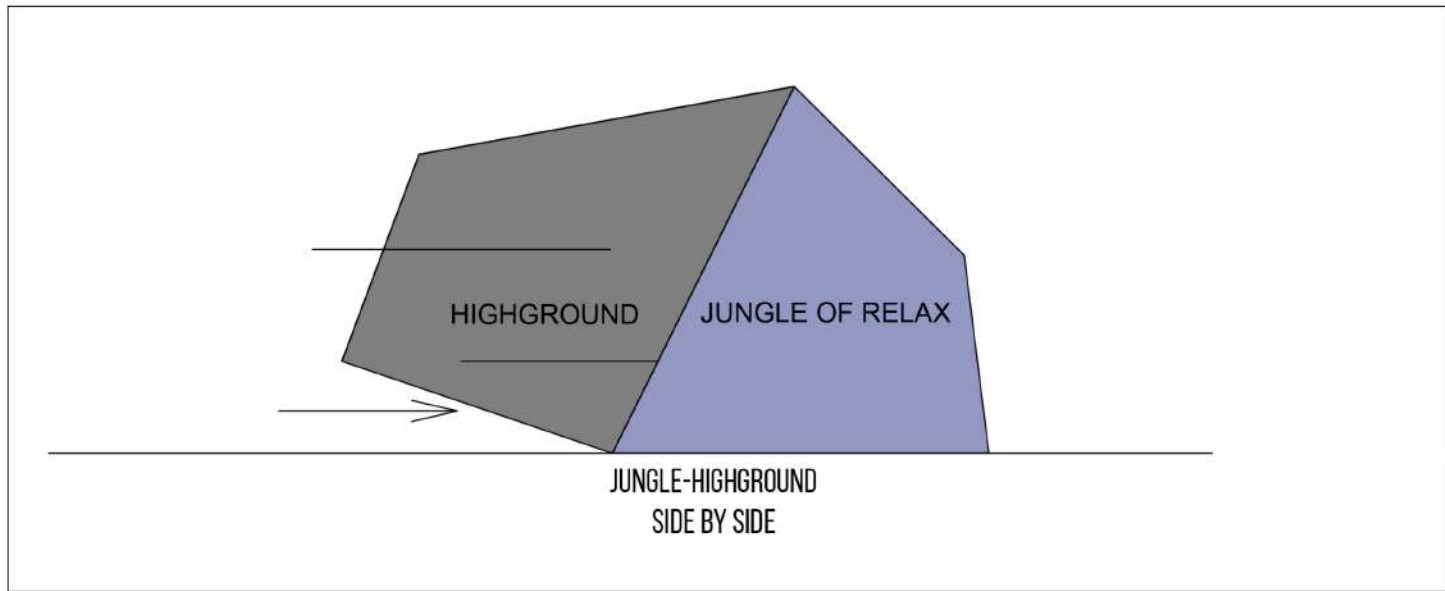
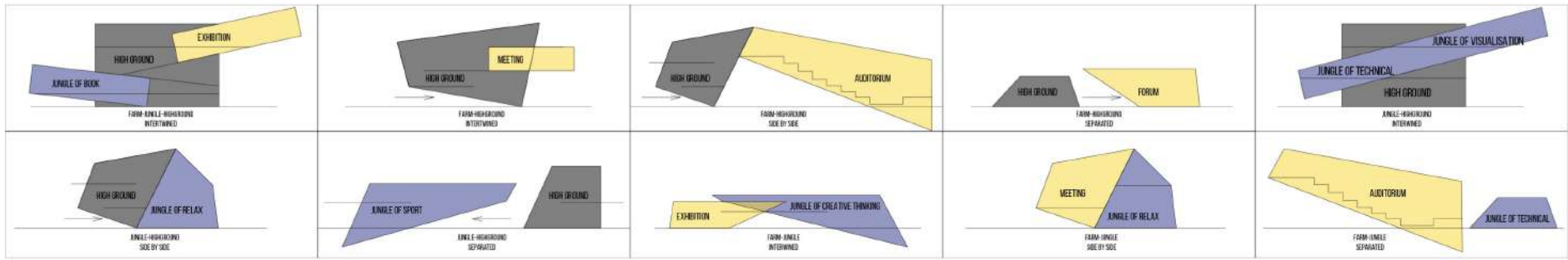


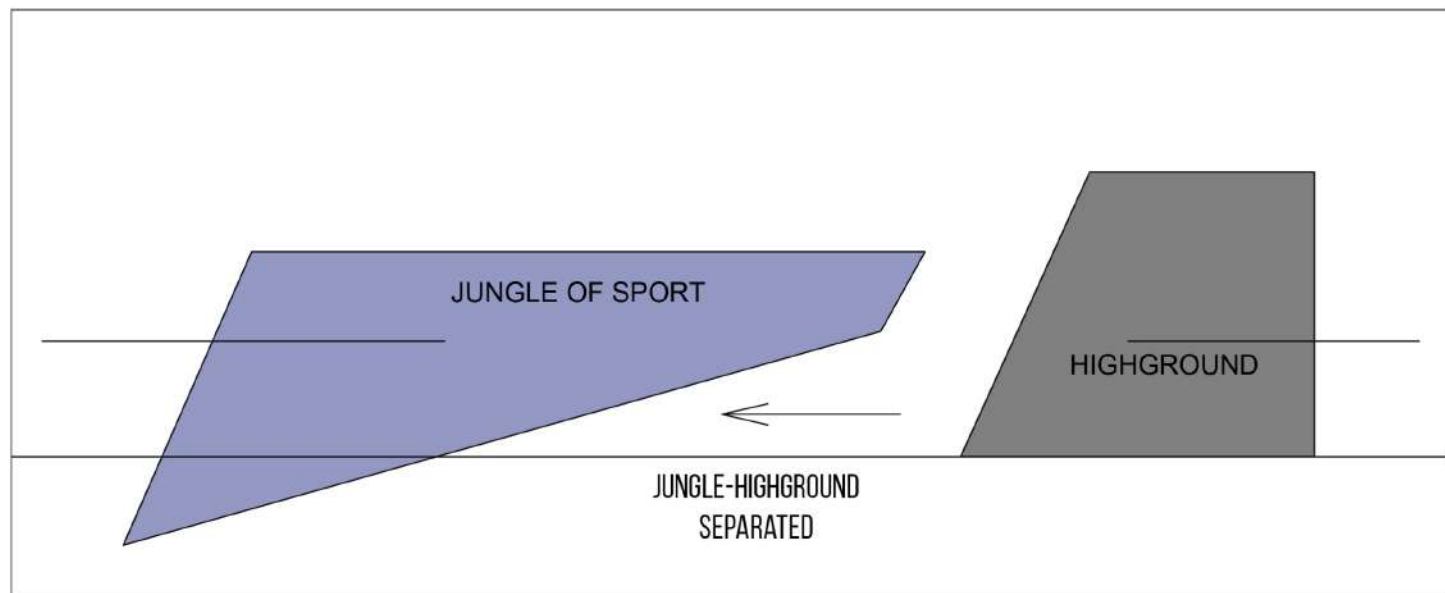
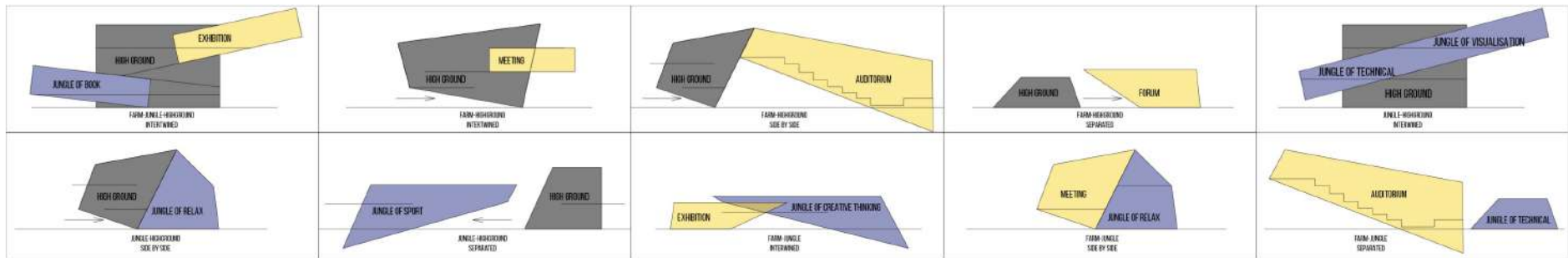


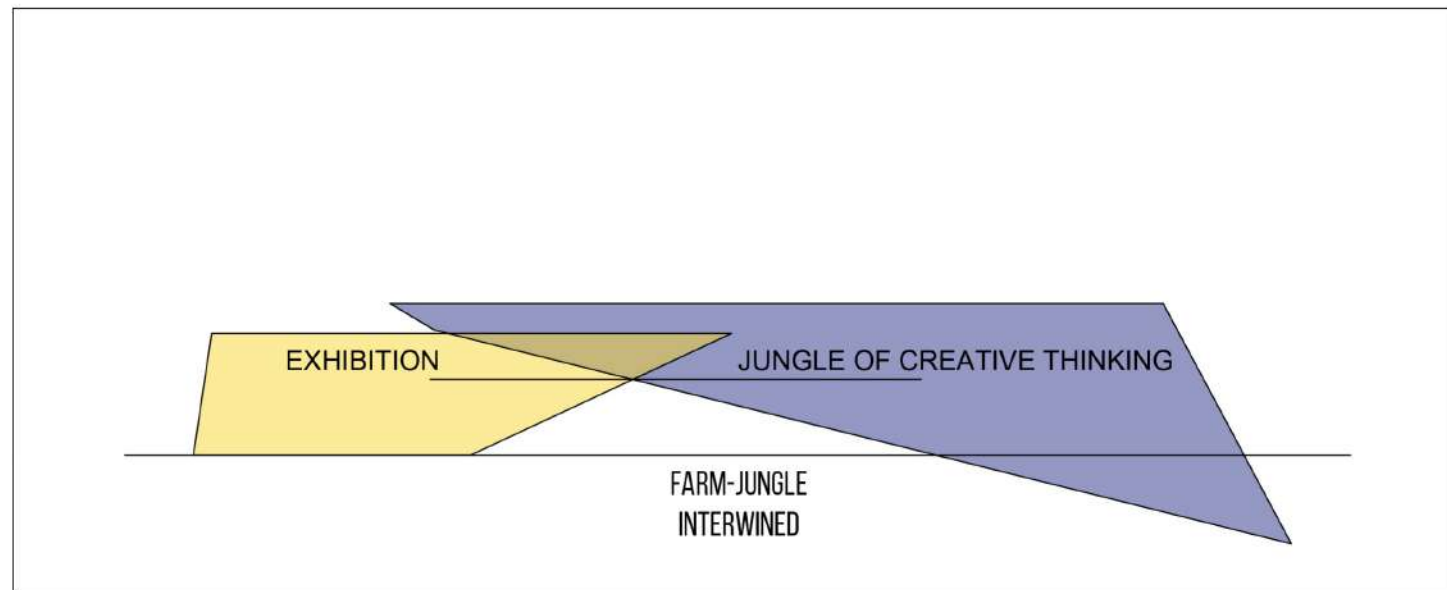
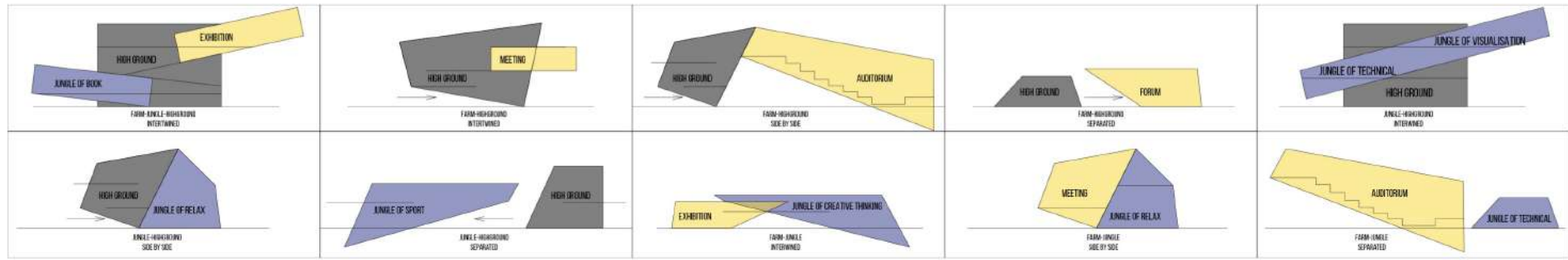


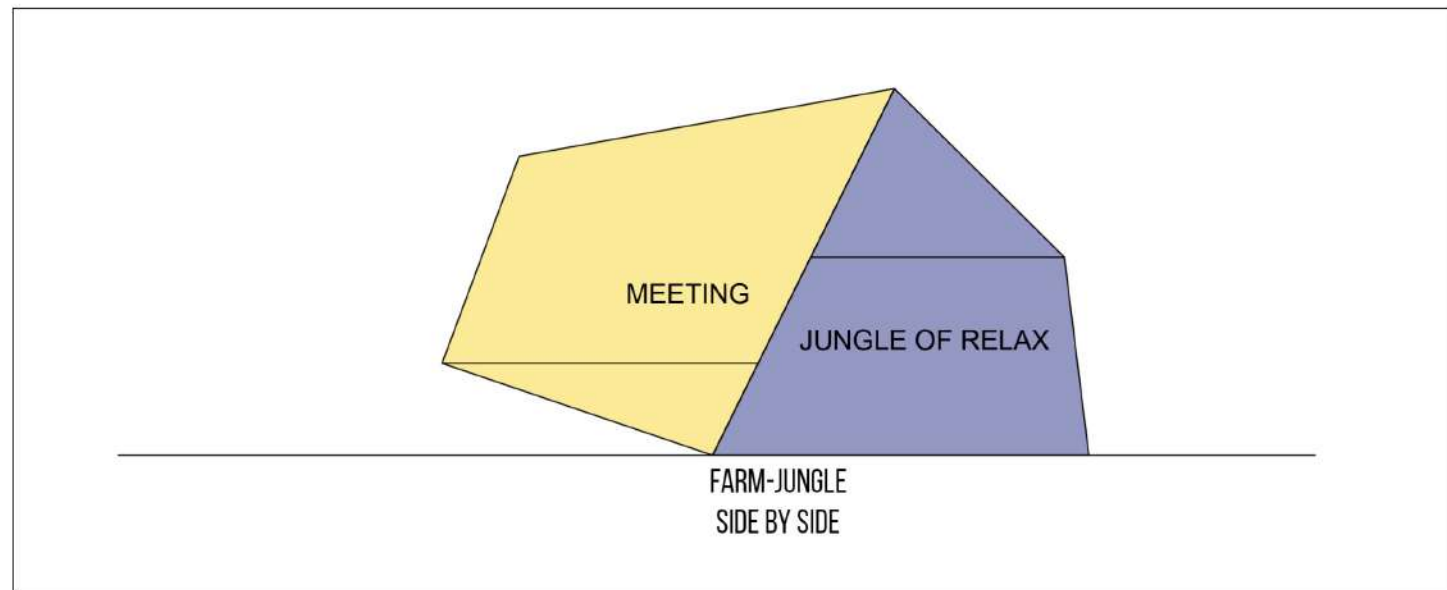
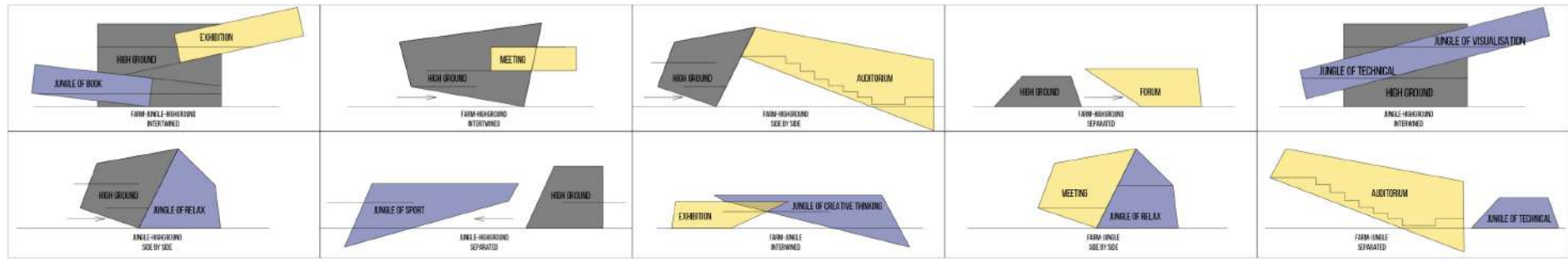


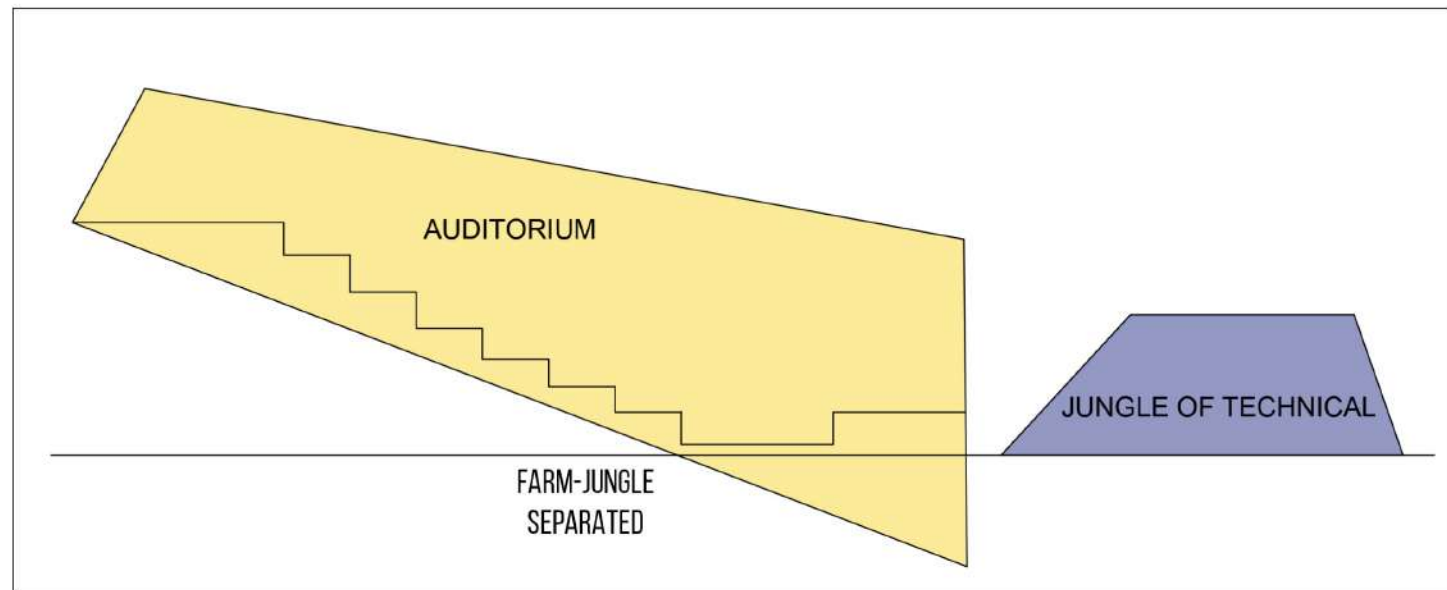
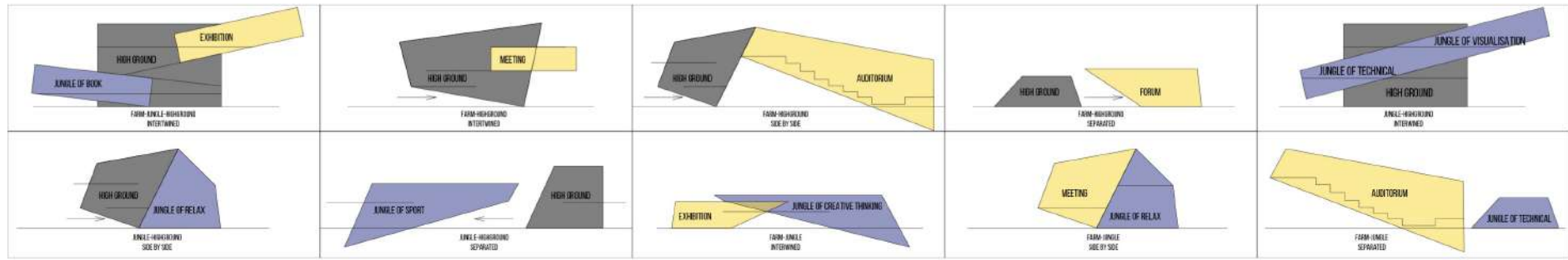


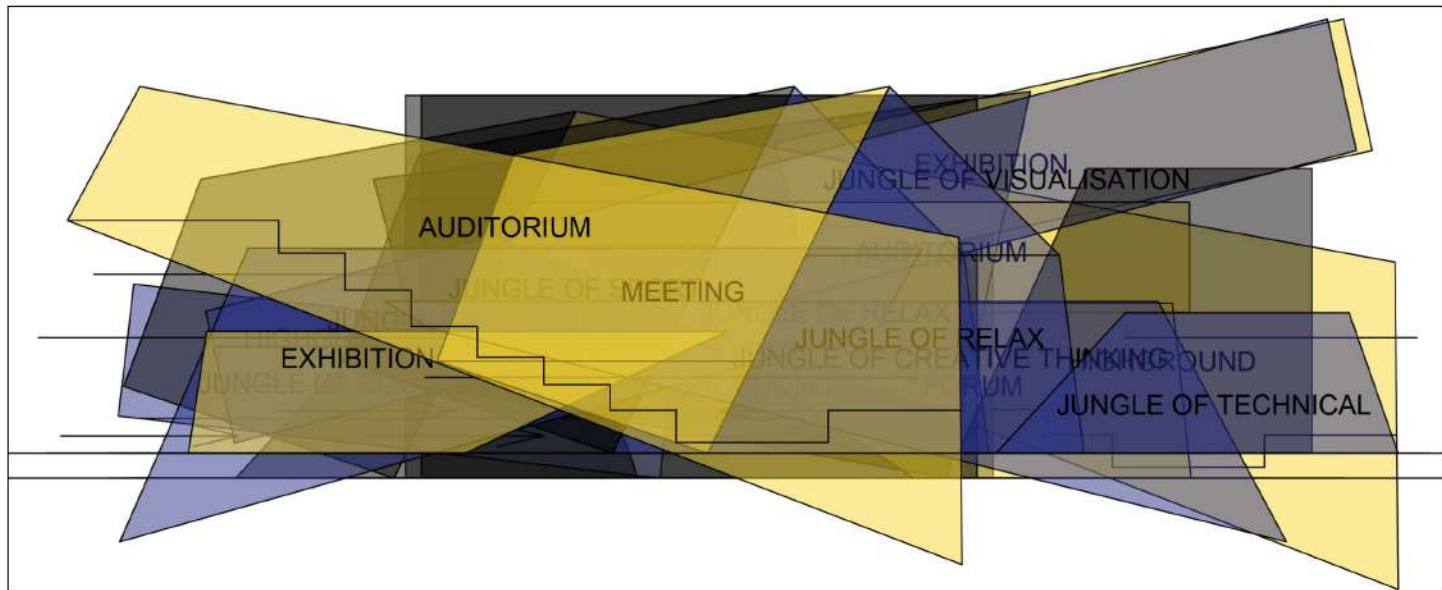
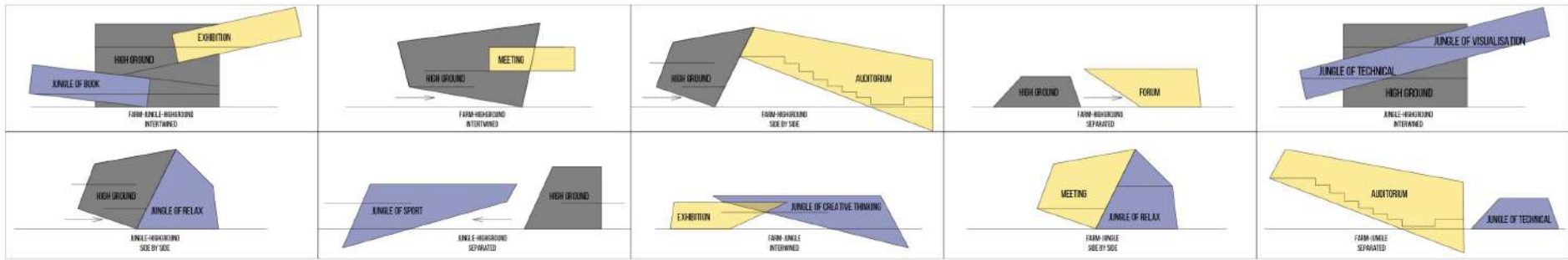


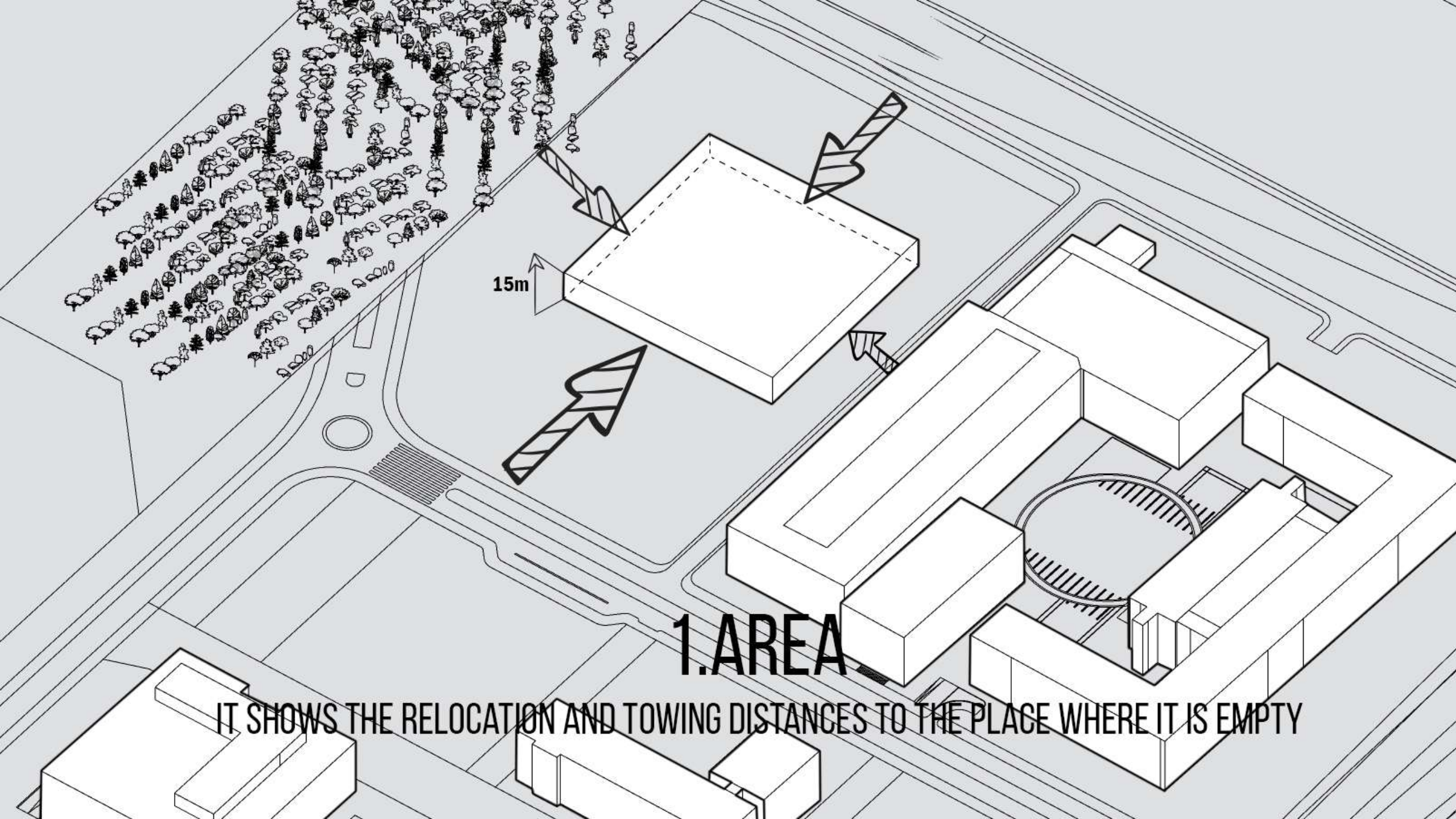








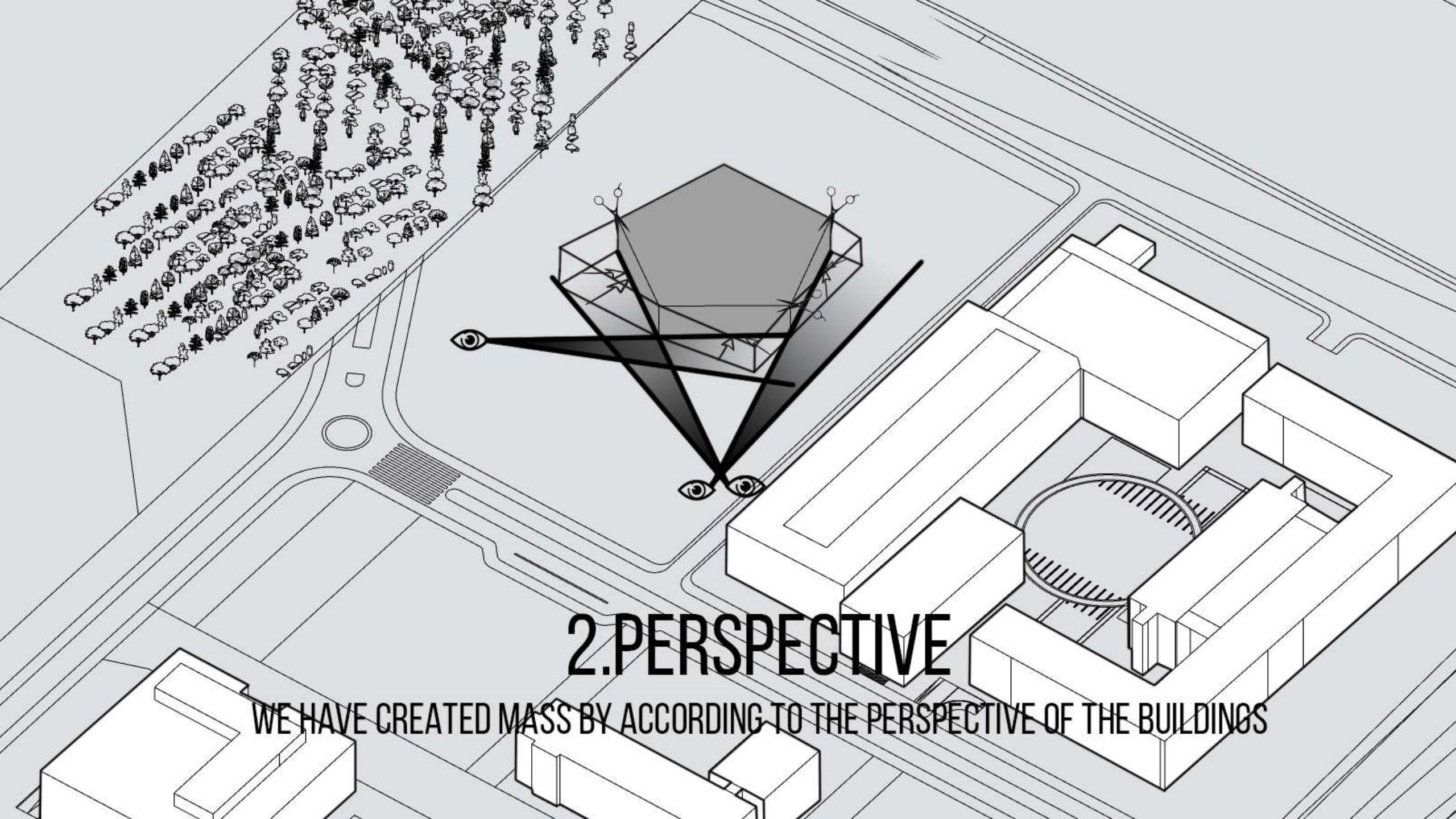




15m

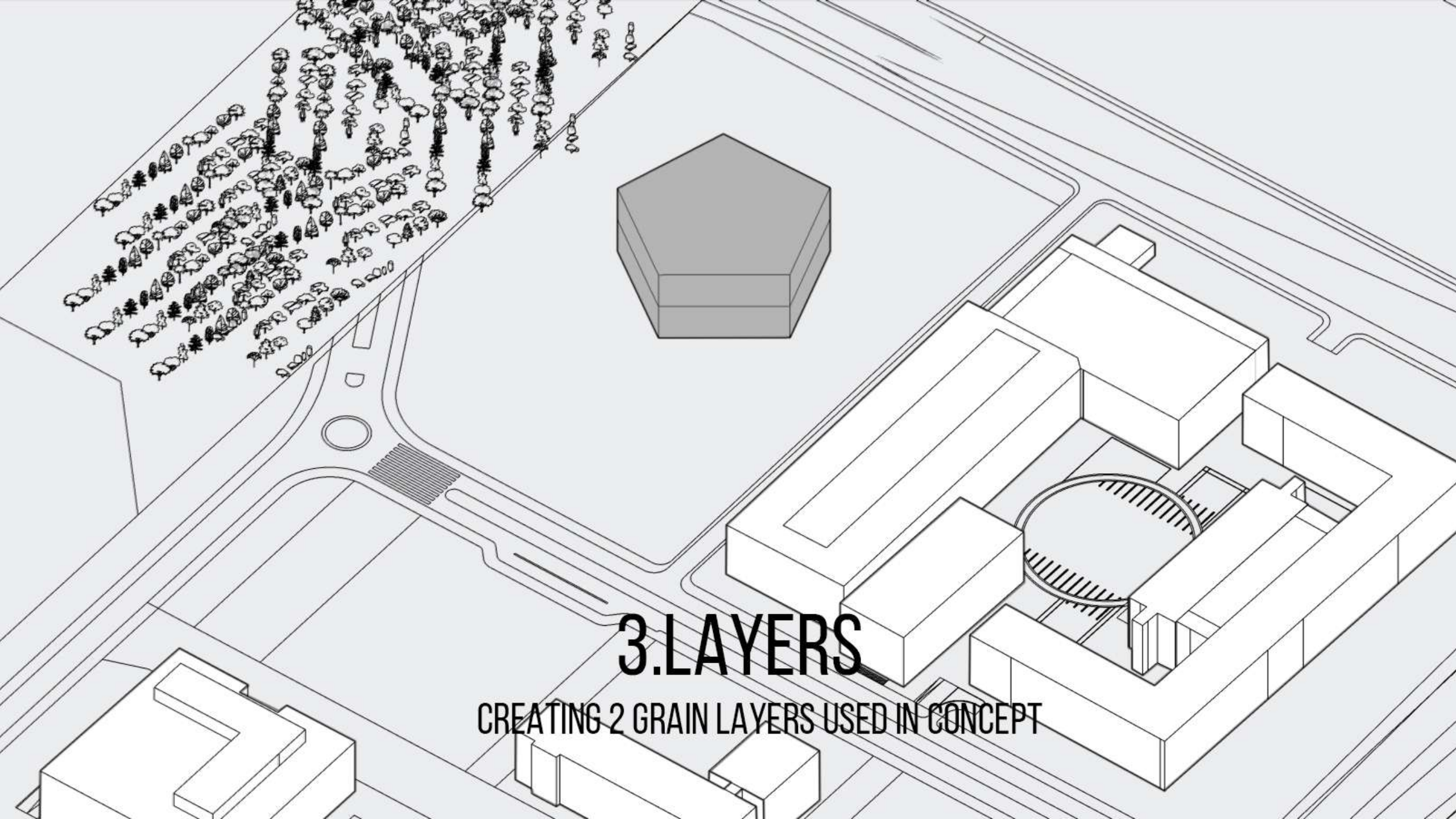
1. AREA

IT SHOWS THE RELOCATION AND TOWING DISTANCES TO THE PLACE WHERE IT IS EMPTY



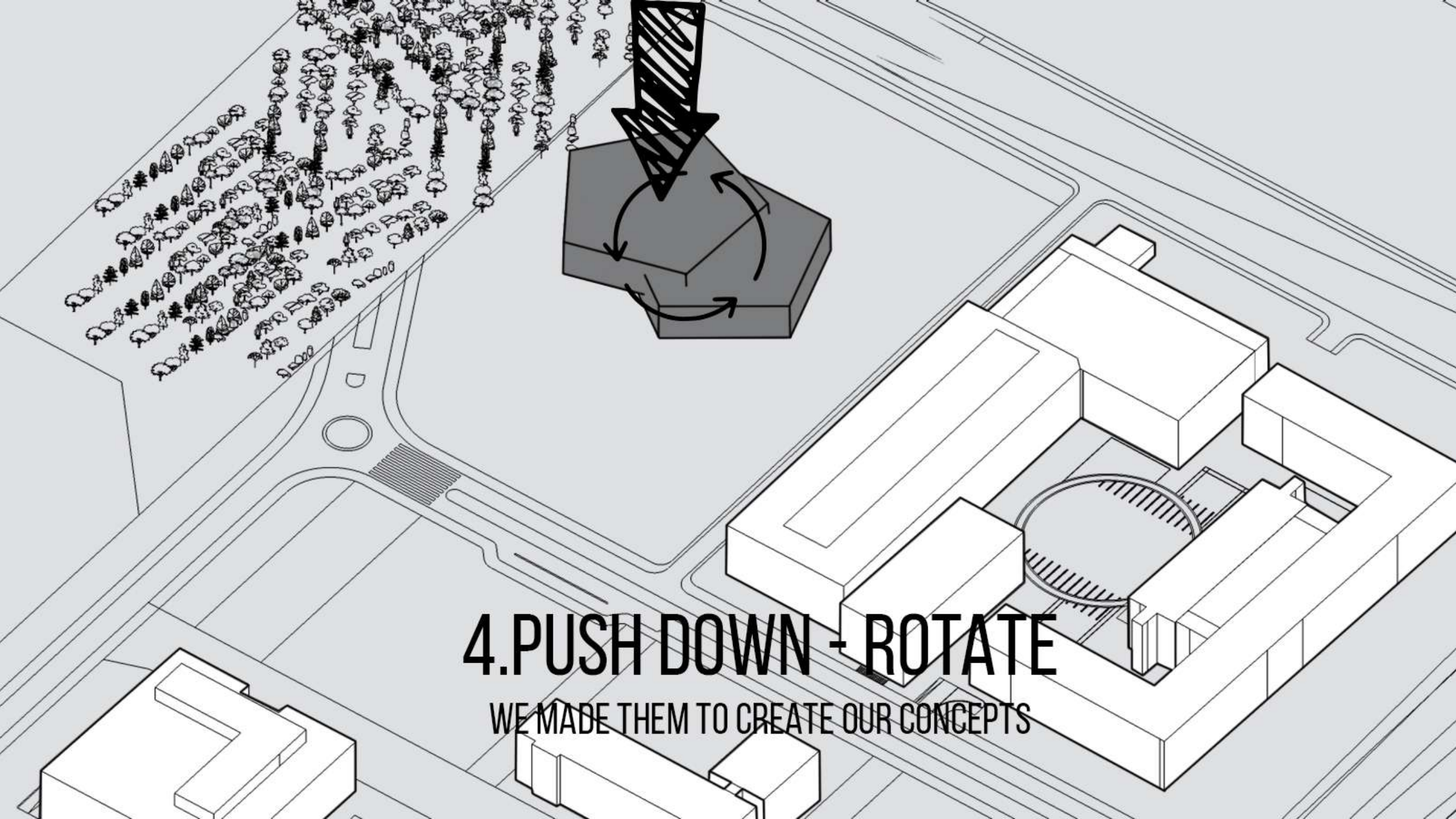
2.PERSPECTIVE

WE HAVE CREATED MASS BY ACCORDING TO THE PERSPECTIVE OF THE BUILDINGS



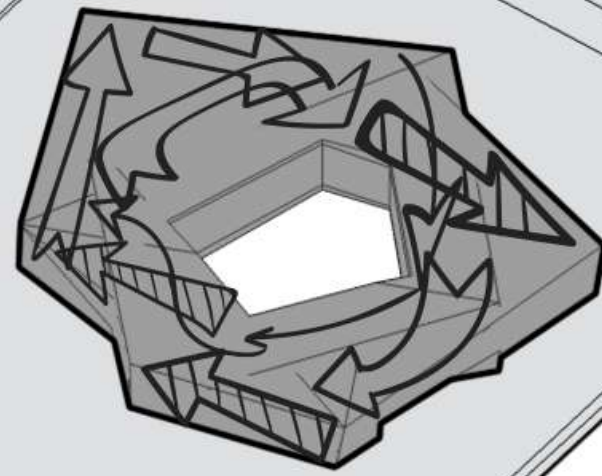
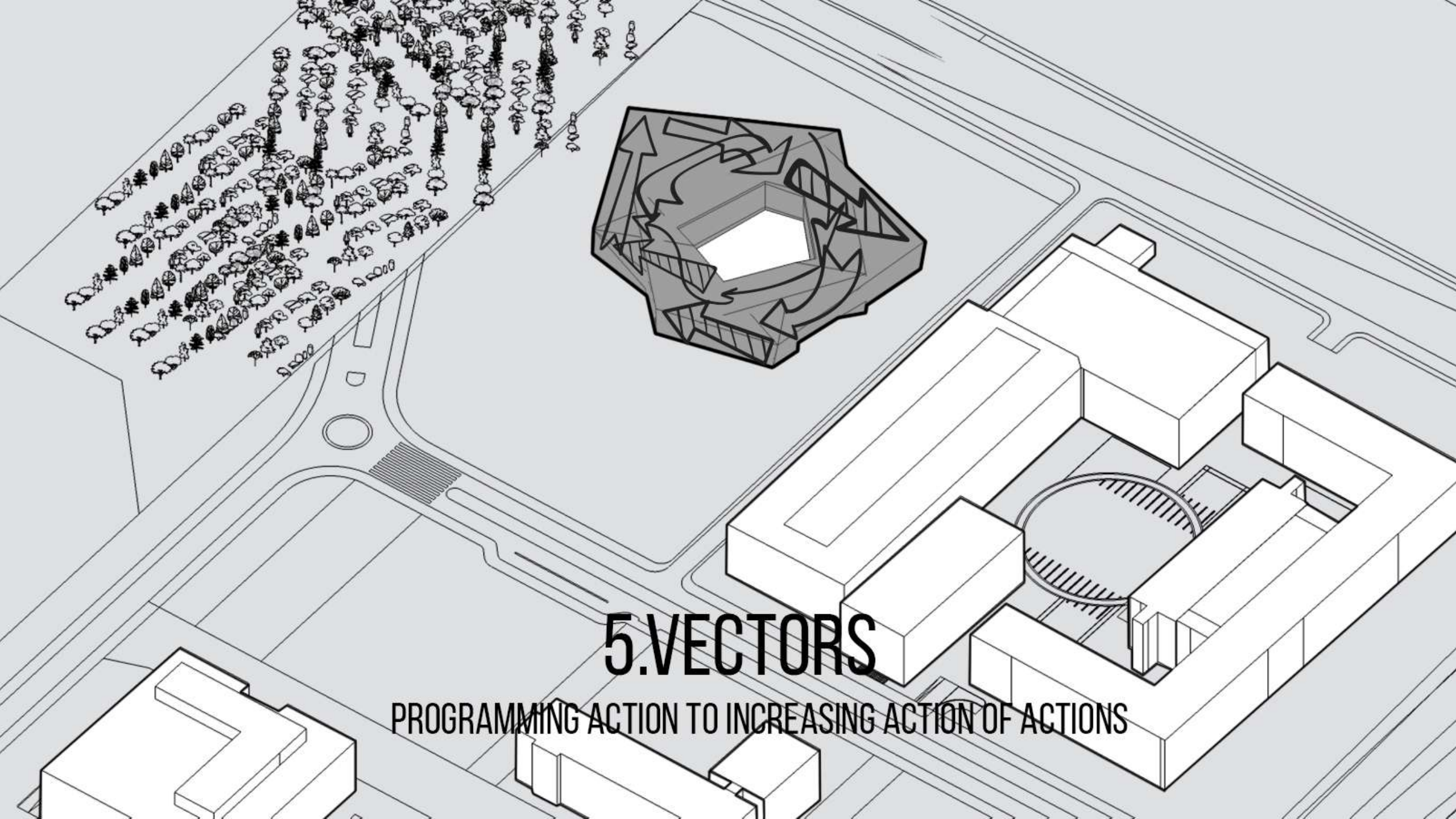
3.LAYERS

CREATING 2 GRAIN LAYERS USED IN CONCEPT



4. PUSH DOWN - ROTATE

WE MADE THEM TO CREATE OUR CONCEPTS



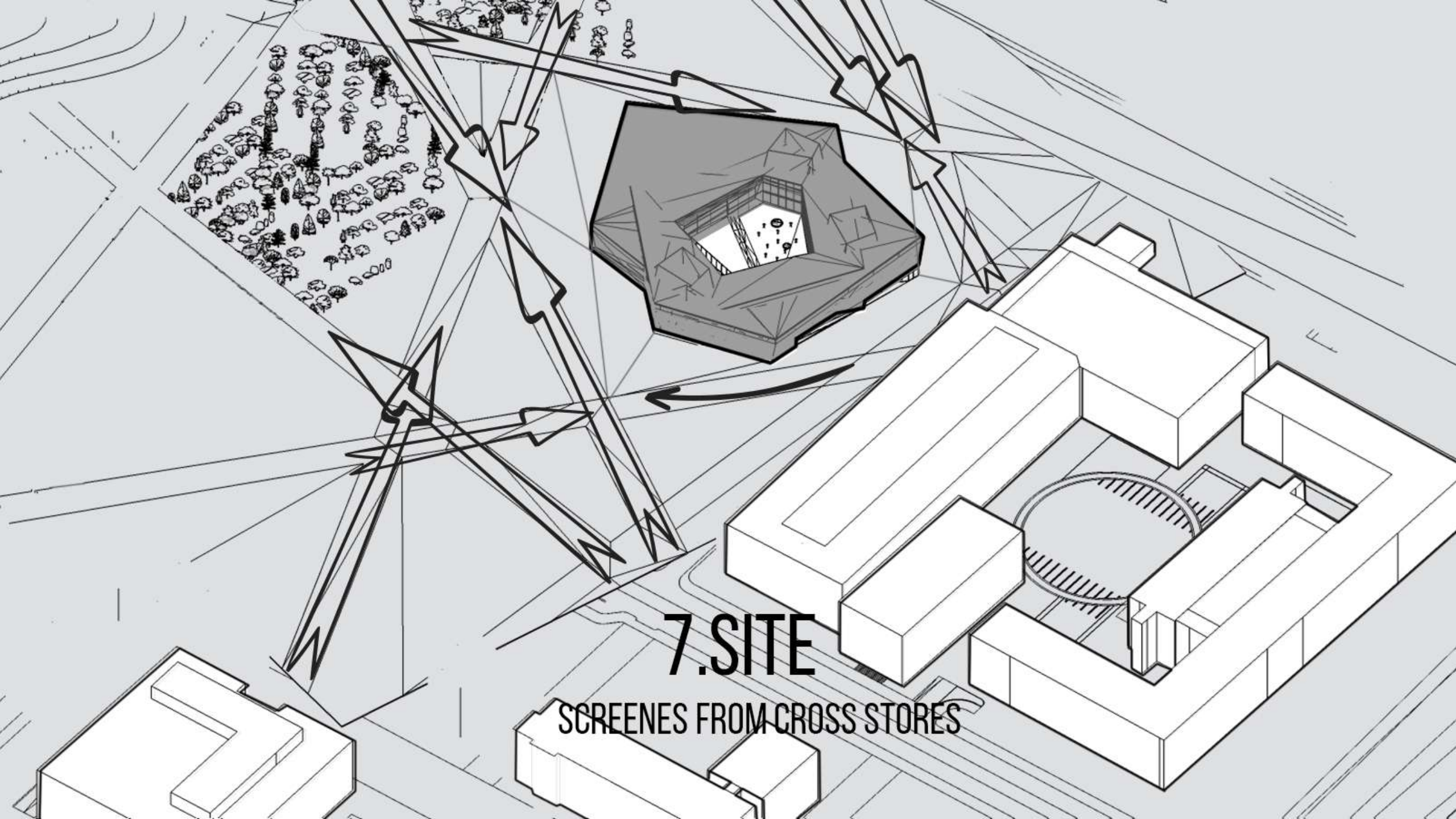
5.VECTORS

PROGRAMMING ACTION TO INCREASING ACTION OF ACTIONS



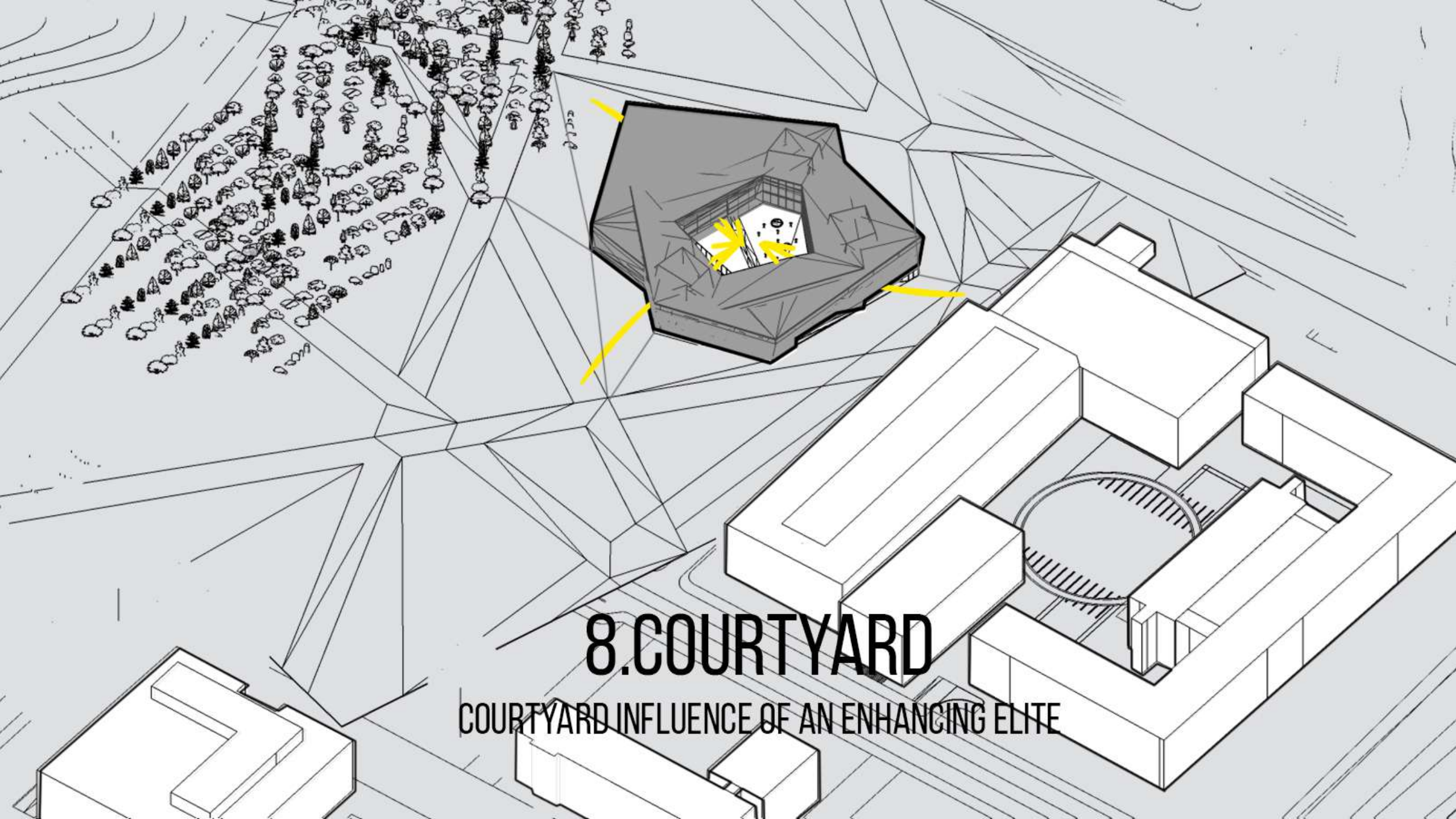
6. HIGHGROUND

WE HAVE PLACED PLACES IN THE MOST INTEREST



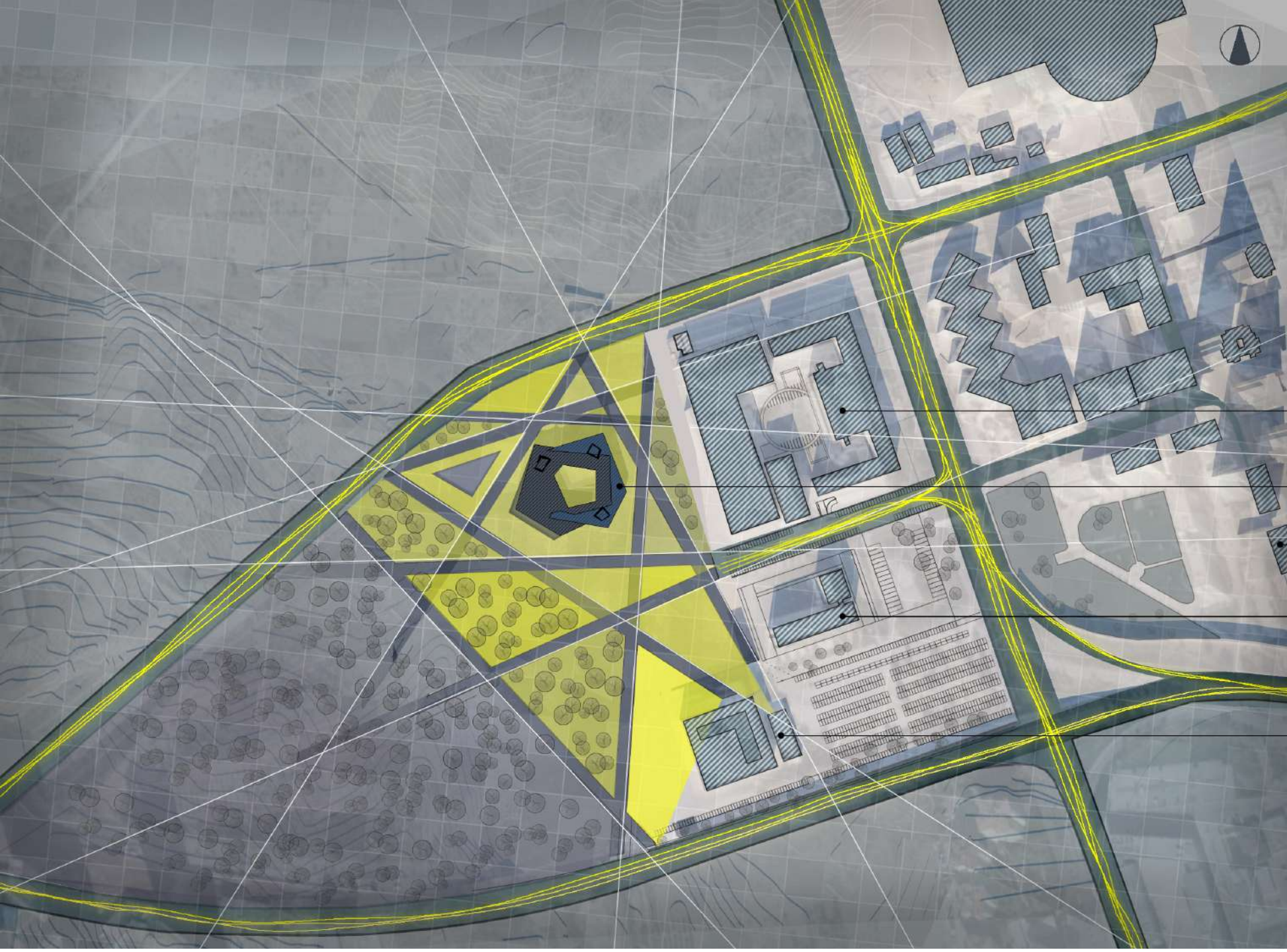
7.SITE

SCREENES FROM CROSS STORES



8.COURTYARD

COURTYARD INFLUENCE OF AN ENHANCING ELITE



MAIN BUILDING

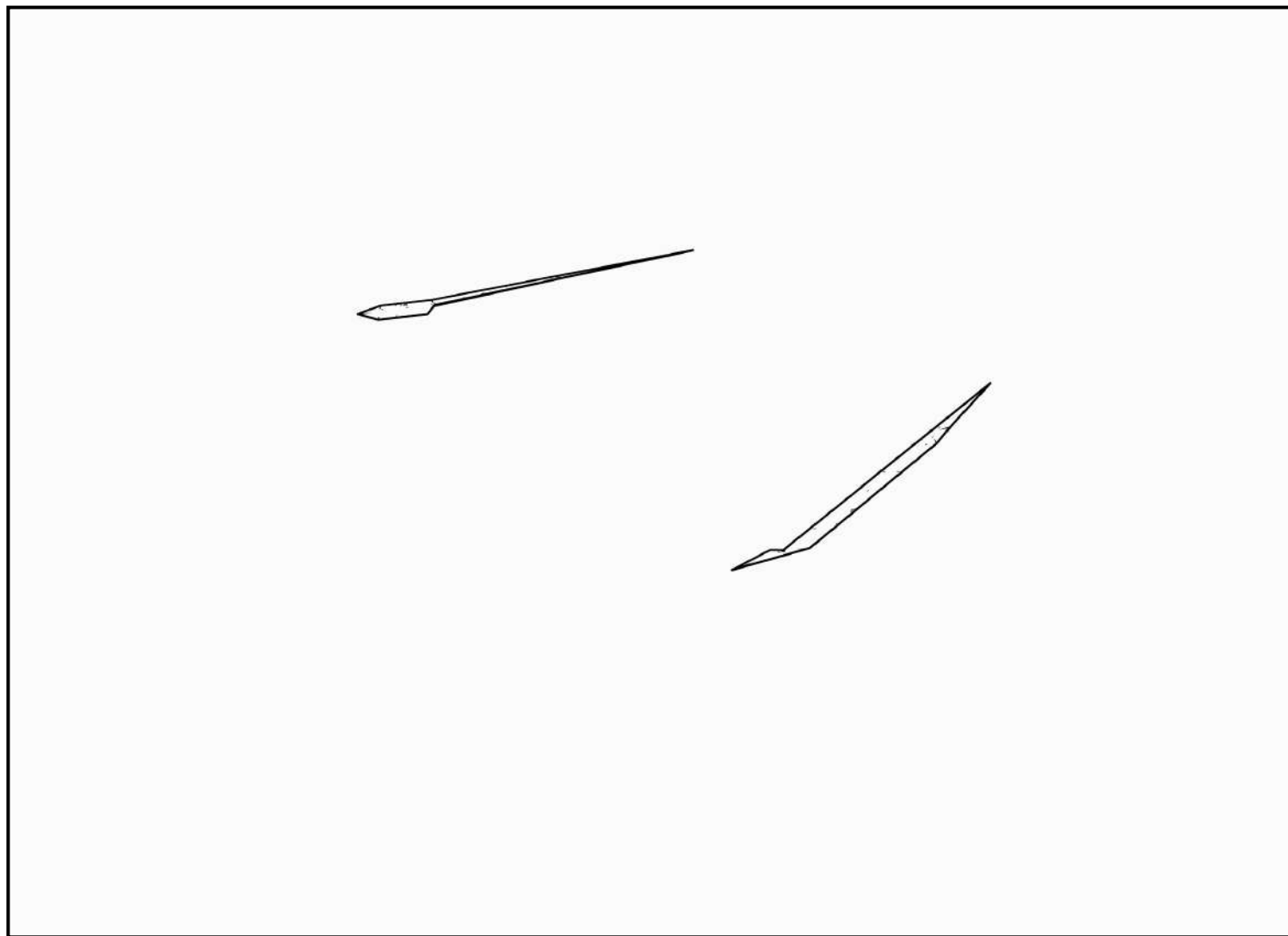
PROPOSAL

DORMITORIES

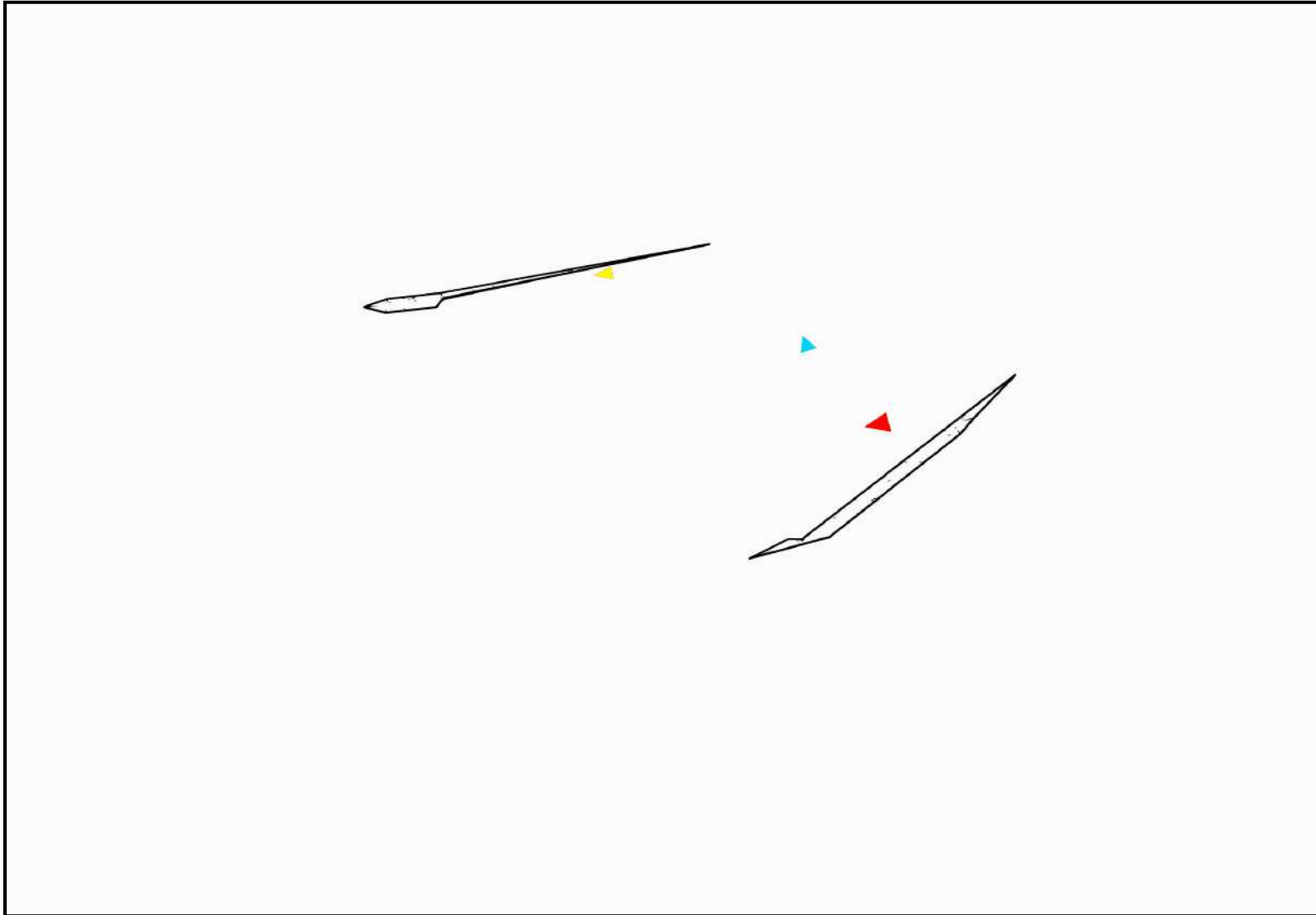
FOREIGN LANGUAGE BUILDING

TECHNOLOGY CENTER

SITE PLAN



AXONOMETRIC
PLAN VIEW

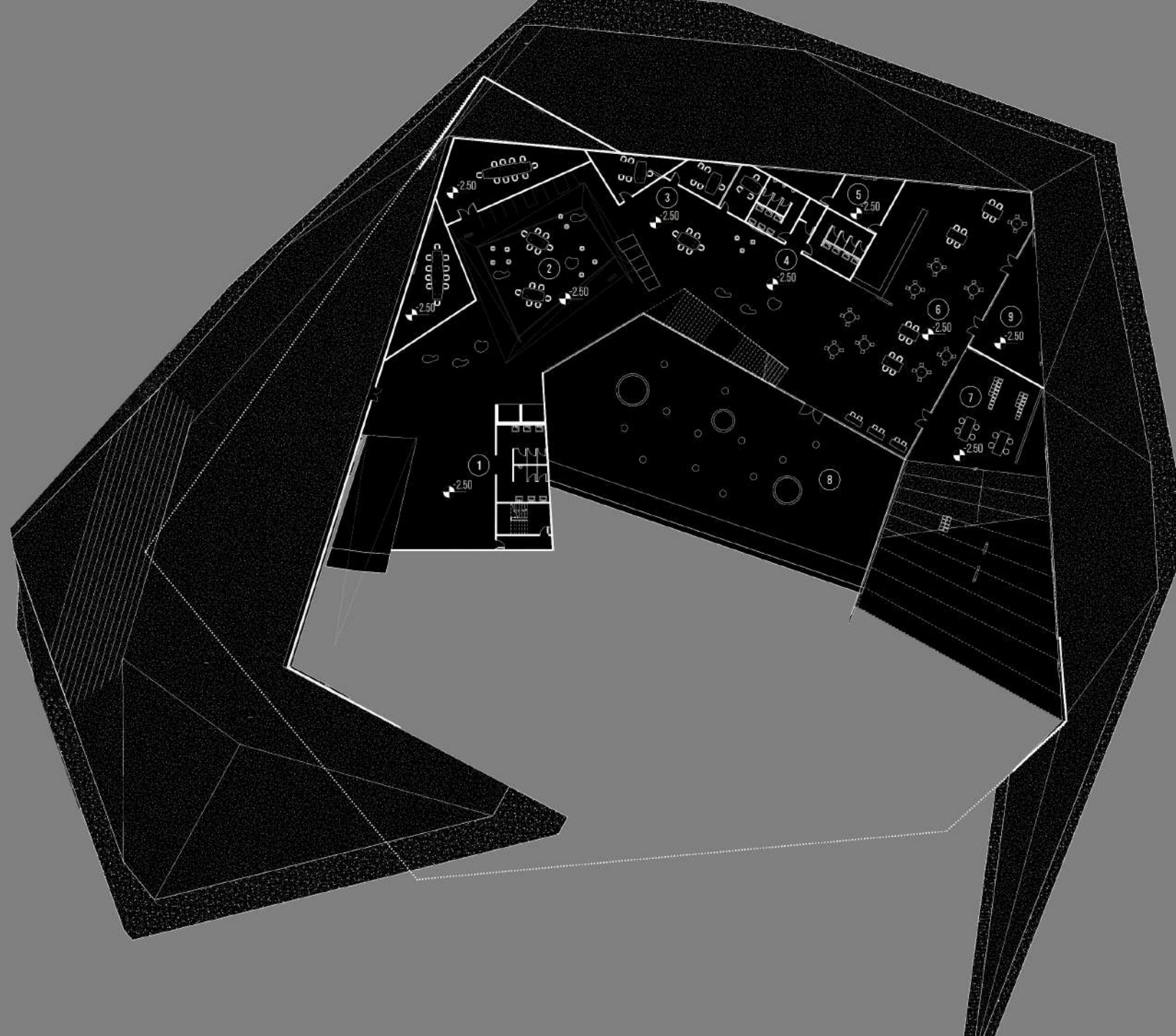


AXONOMETRIC
CIRCULATION



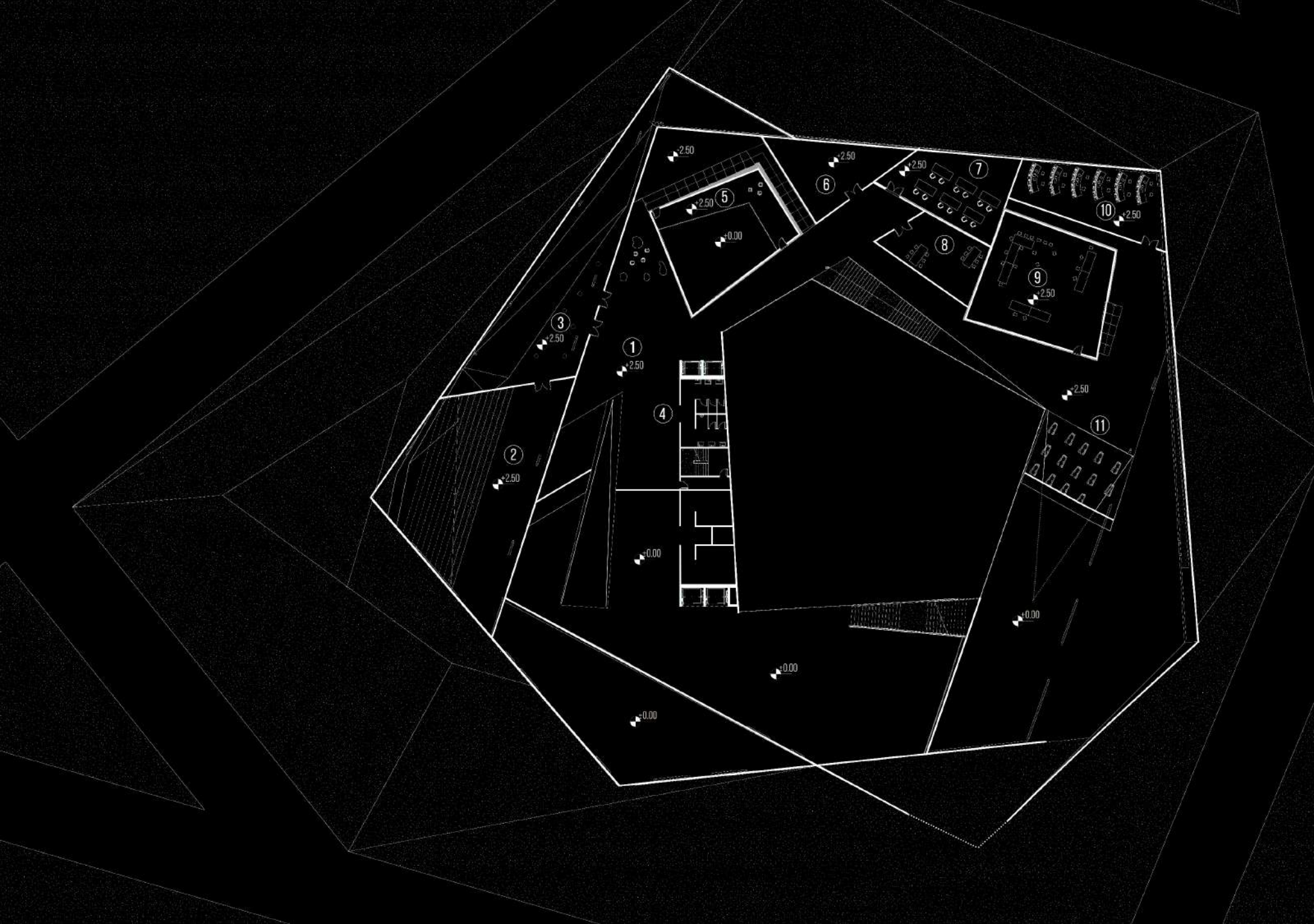
±0.00

- ① ENTRANCE
- ② RECEPTION
- ③ EXHIBITION
- ④ LIBRARY
- ⑤ STORAGE
- ⑥ WC
- ⑦ STAFF ROOM
- ⑧ HIGHGROUND



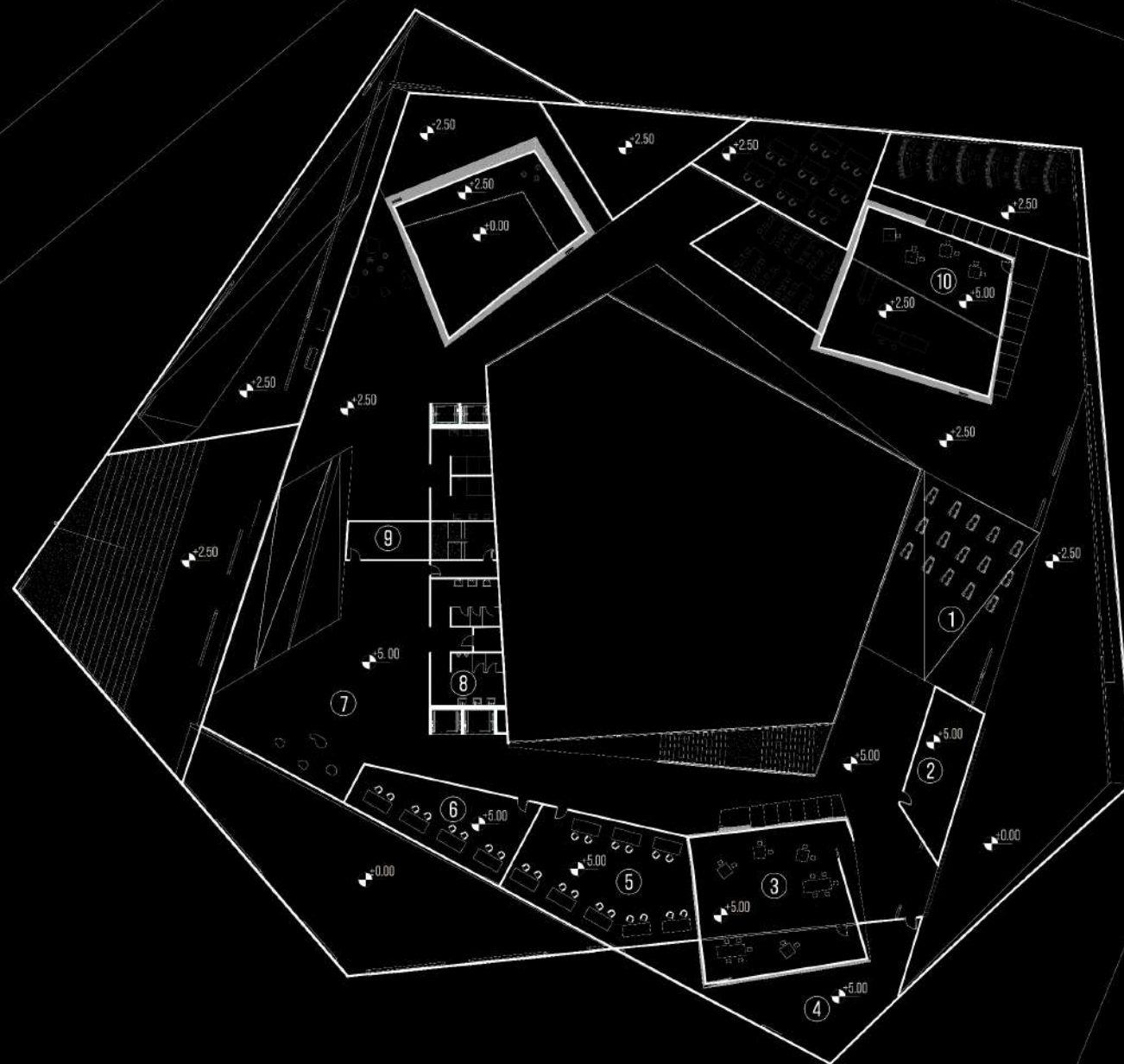
-2.50

- ① WC
- ② MEETING POINT
- ③ OFFICES
- ④ WC
- ⑤ KITCHENETTE AND STORAGE
- ⑥ CAFE
- ⑦ LIBRARY
- ⑧ COURTYARD
- ⑨ ENTRANCE



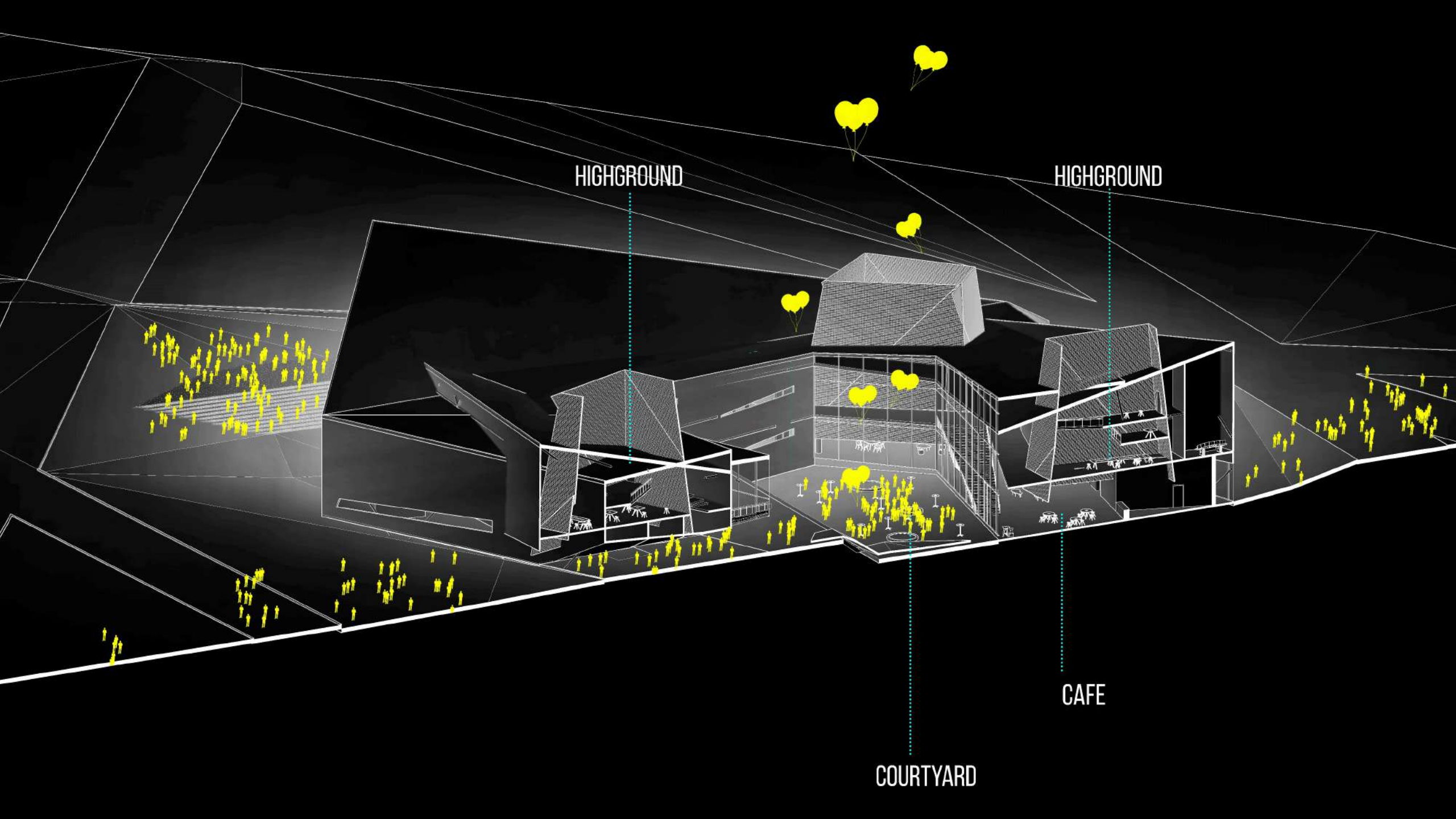
+2.50

- ① HALL
- ② AUDITORIUM
- ③ FOYER
- ④ WC
- ⑤ HIGHGROUND
- ⑥ DIGITAL FABRICATION
- ⑦ PERSONAL WORKING AREA
- ⑧ MATERIAL LAB
- ⑨ HIGHGROUND
- ⑩ PC LAB
- ⑪ RELAX



+5.00

- ① RELAX
- ② PERSONAL WORK AREA
- ③ HIGHGROUND
- ④ DIGITAL FABRICATION
- ⑤ PC LAB
- ⑥ CO-WORKING AREA
- ⑦ HALL
- ⑧ WC
- ⑨ STORAGE
- ⑩ HIGHGROUND



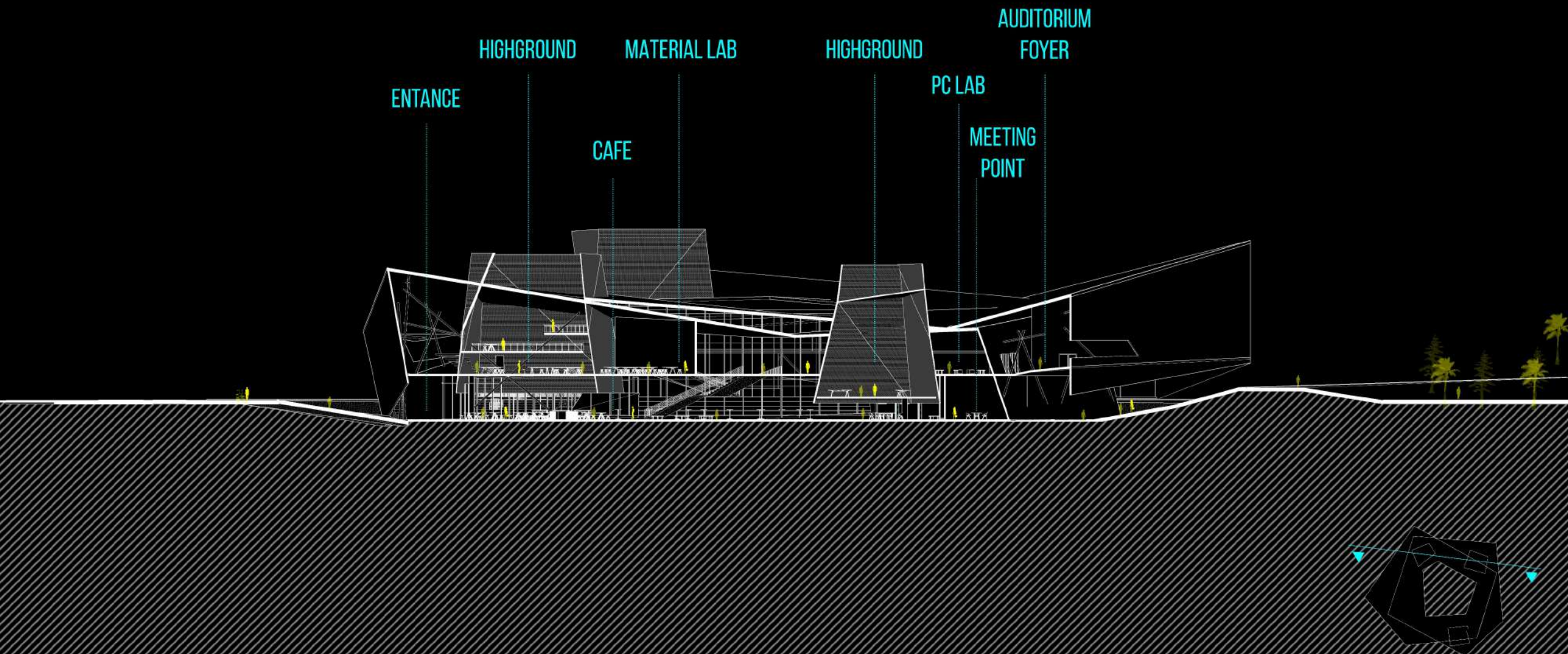
HIGHGROUND

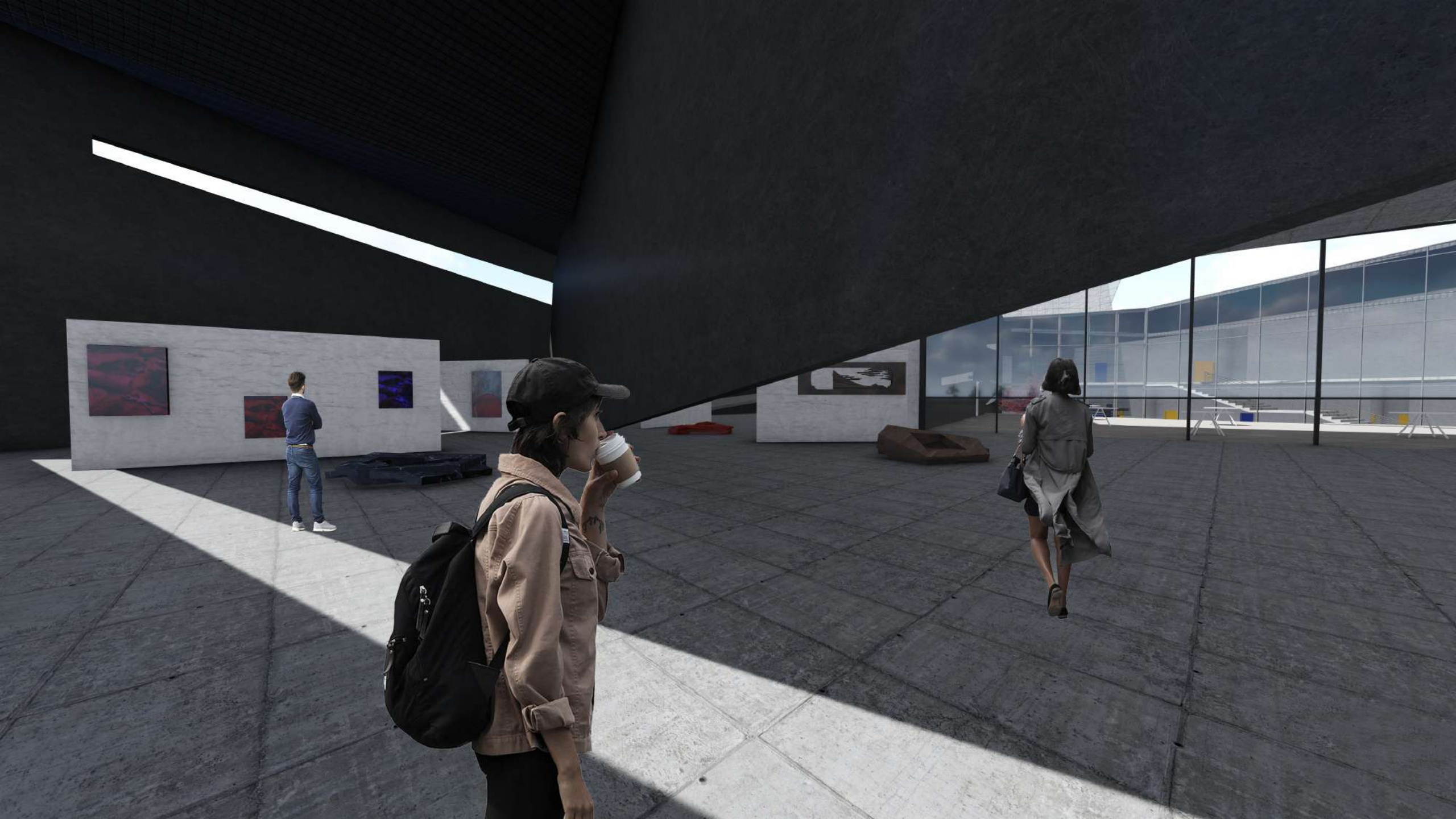
HIGHGROUND

CAFE

COURTYARD







OPEN SPACE

LIBRARY

RELAX

HIGHGROUND

CAFE

MATERIAL LAB

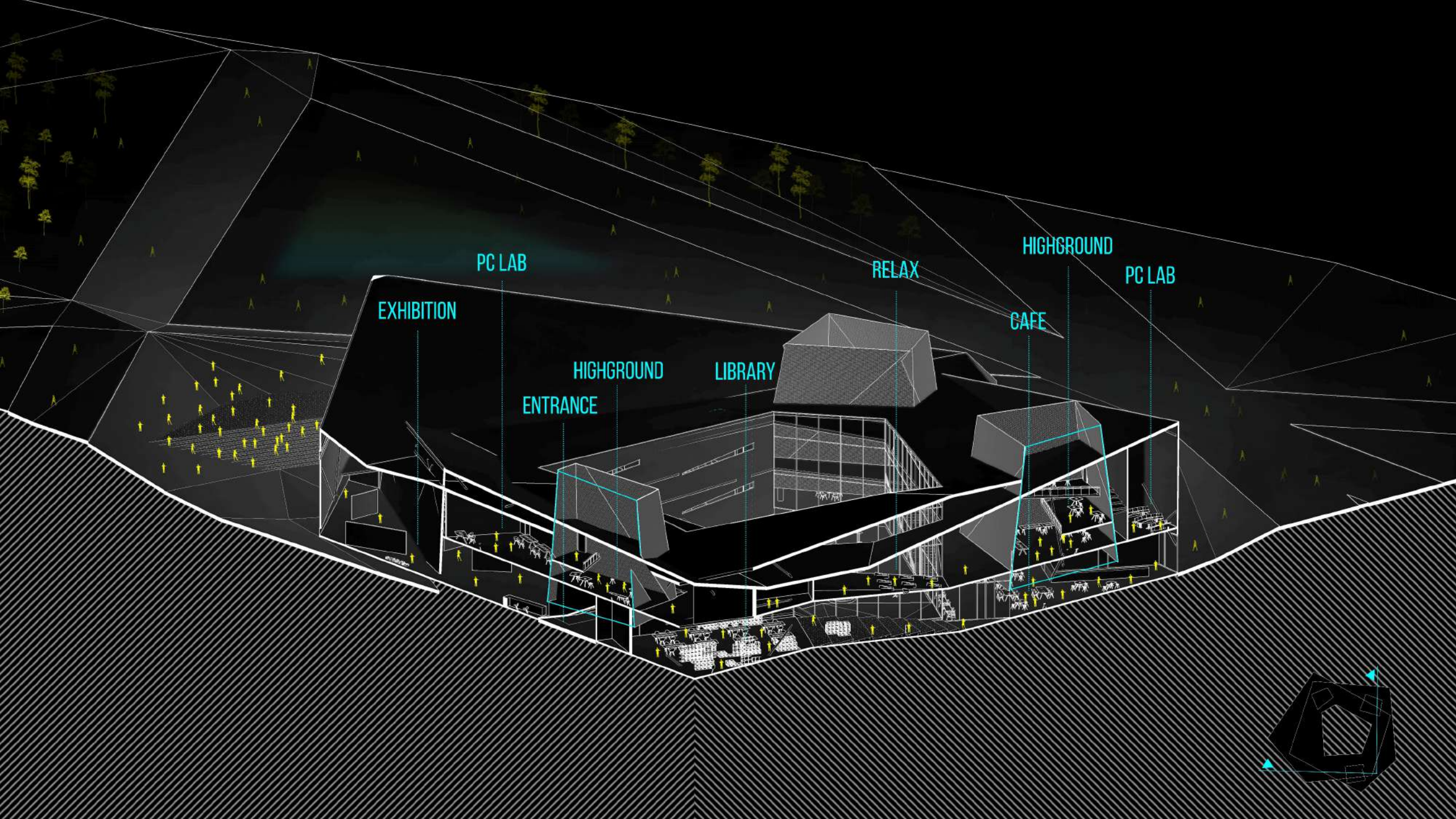
MEETING POINT

HIGHGROUND

AMPHITHEATRE







PC LAB

RELAX

HIGHGROUND

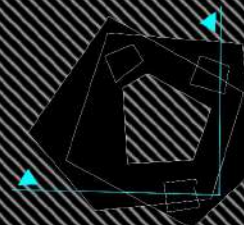
PC LAB

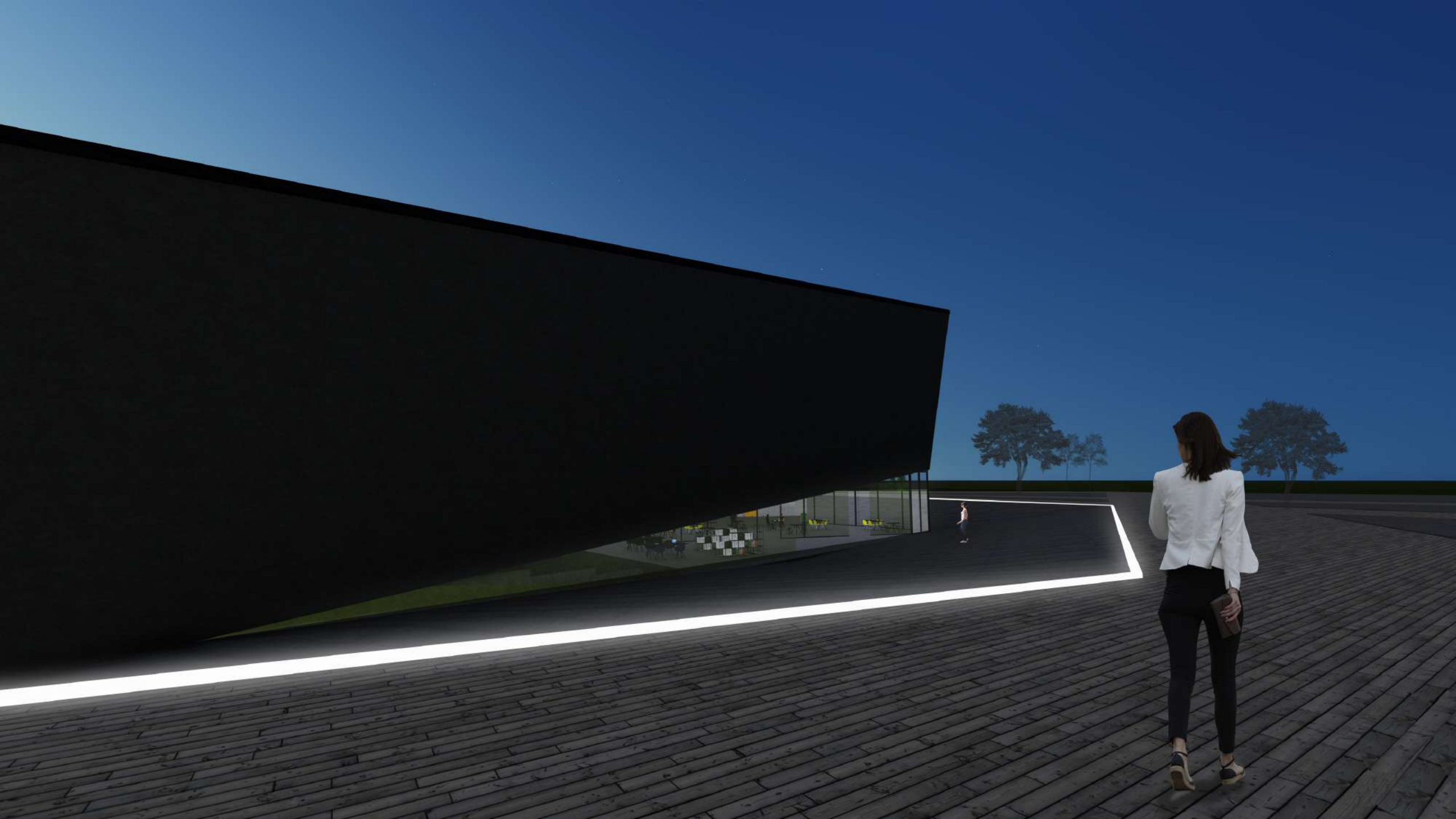
EXHIBITION

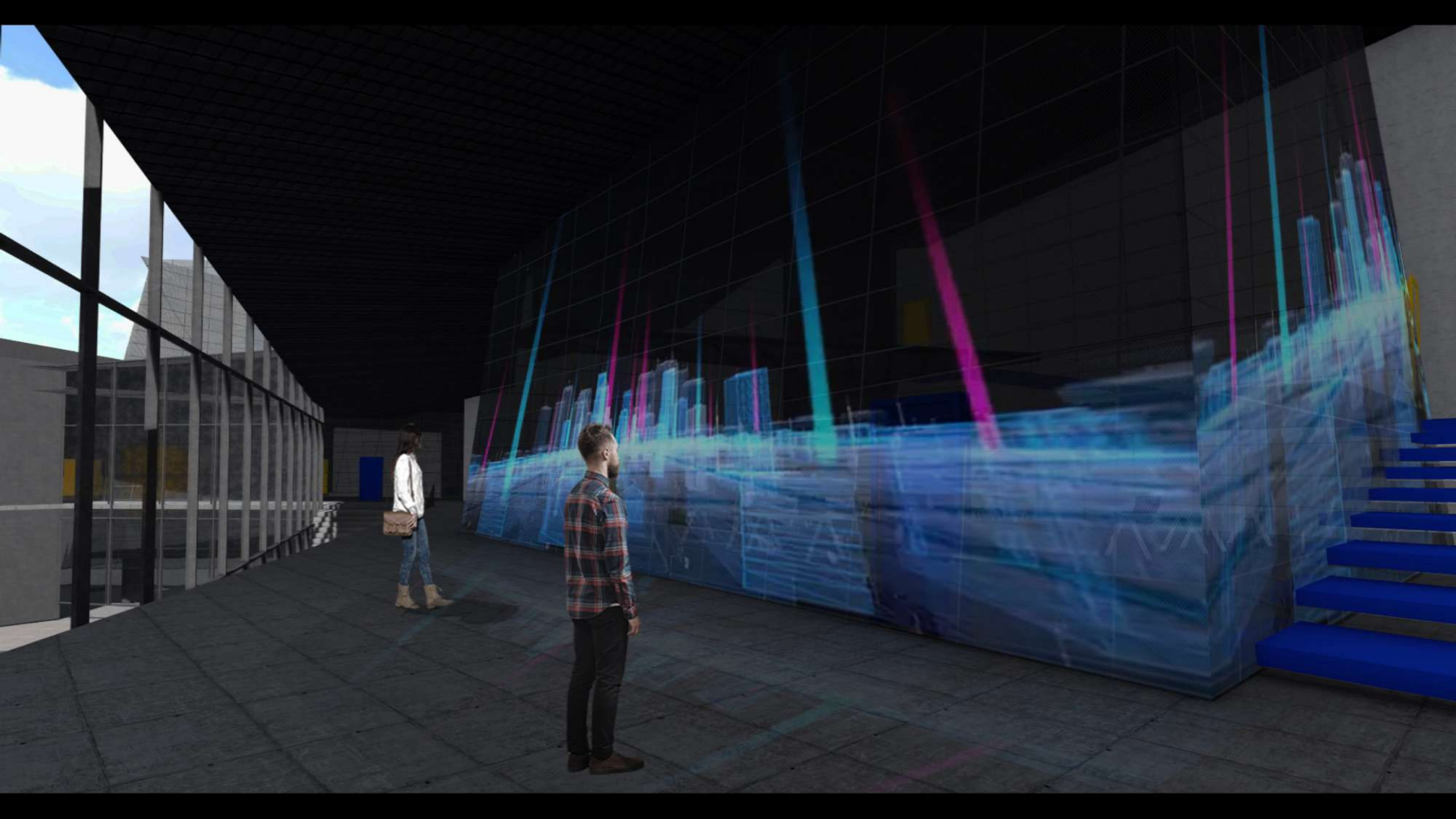
CAFE

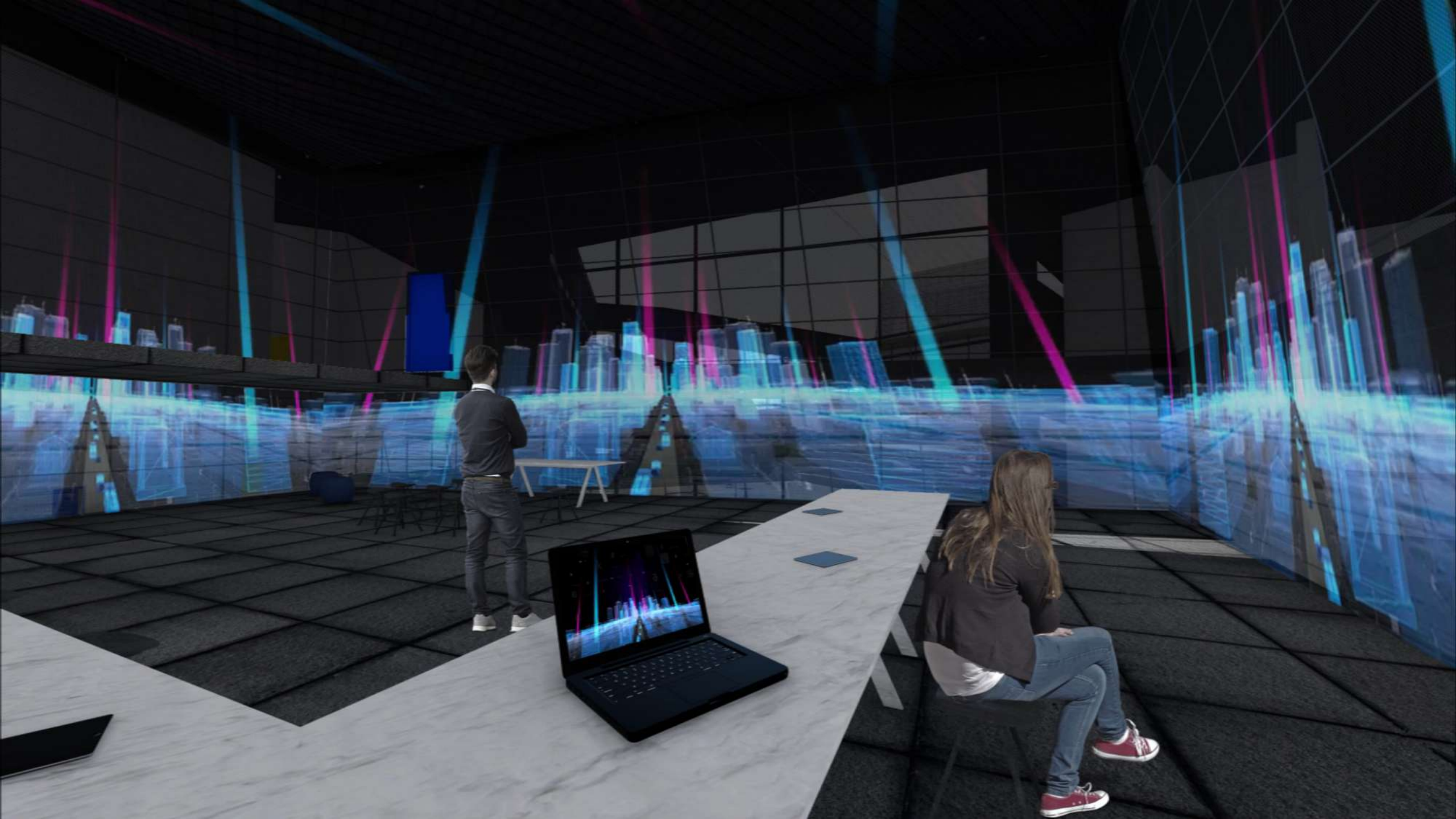
HIGHGROUND
ENTRANCE

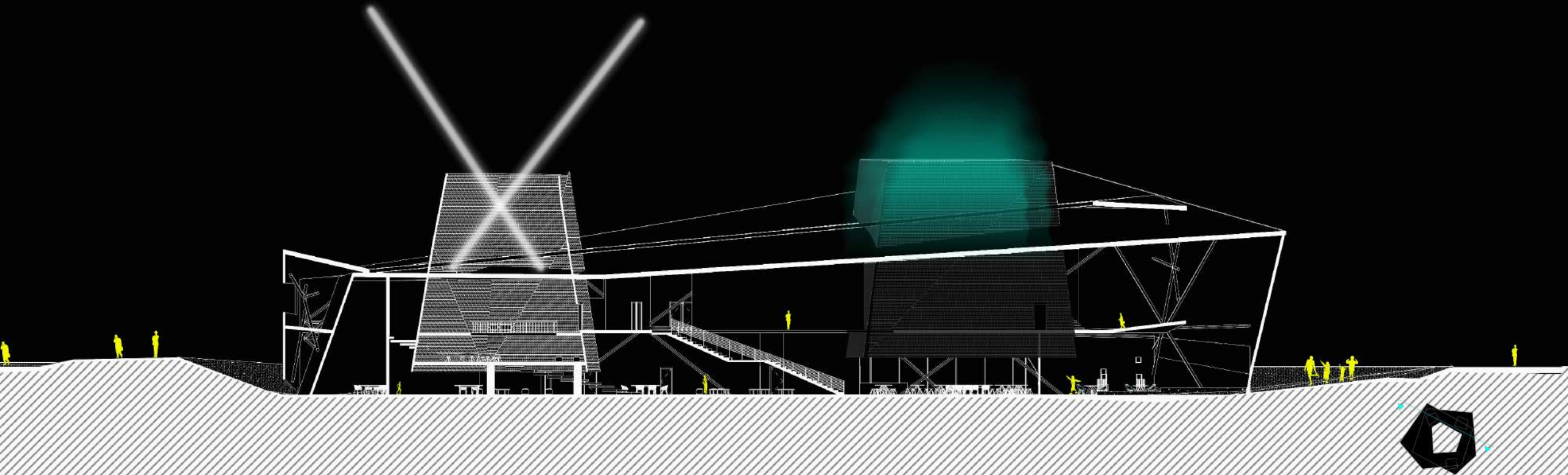
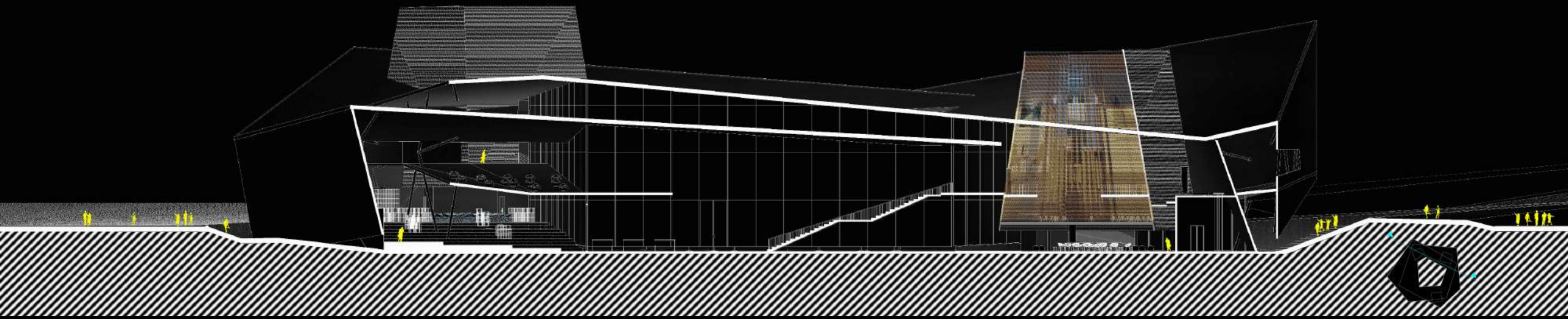
LIBRARY

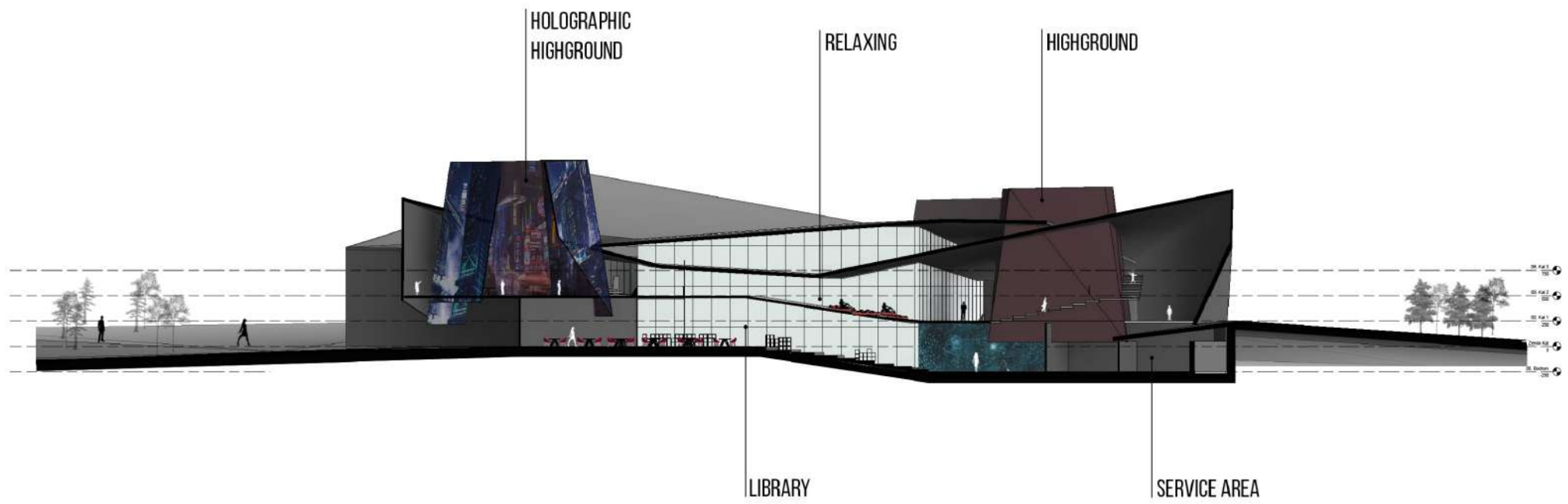


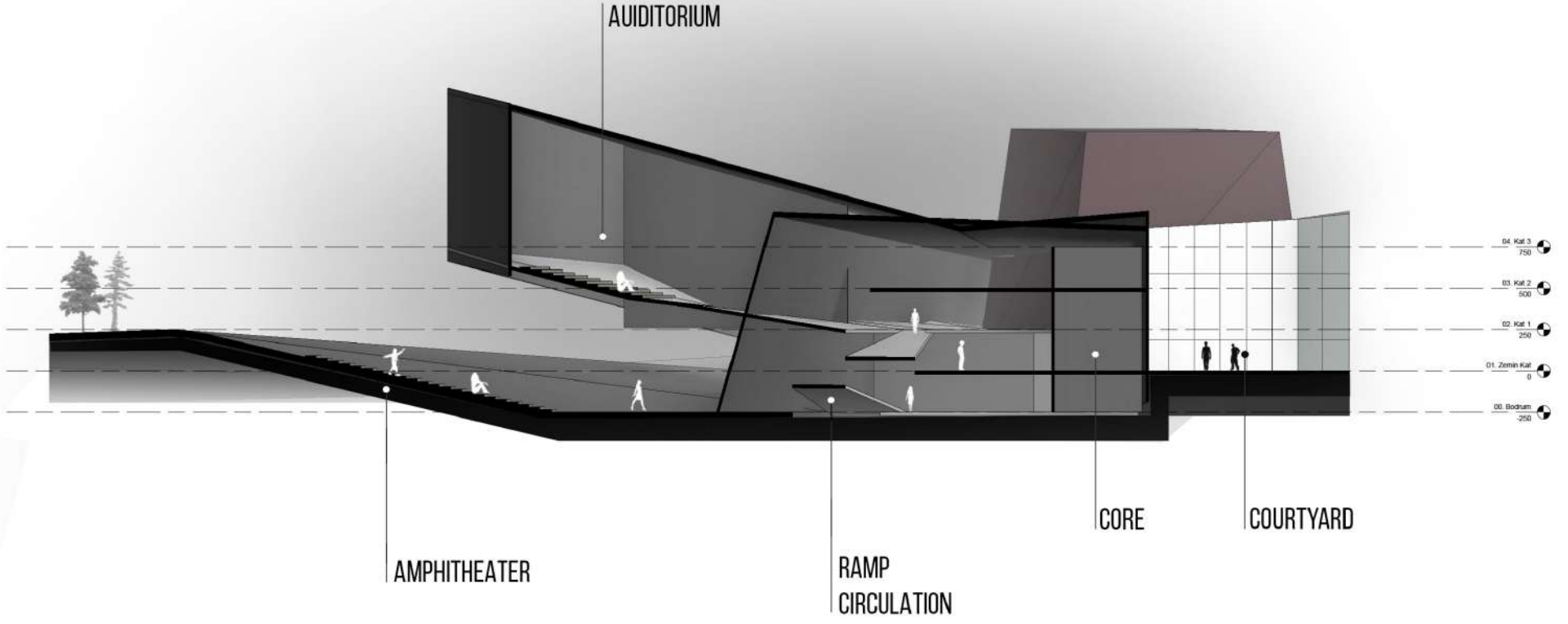


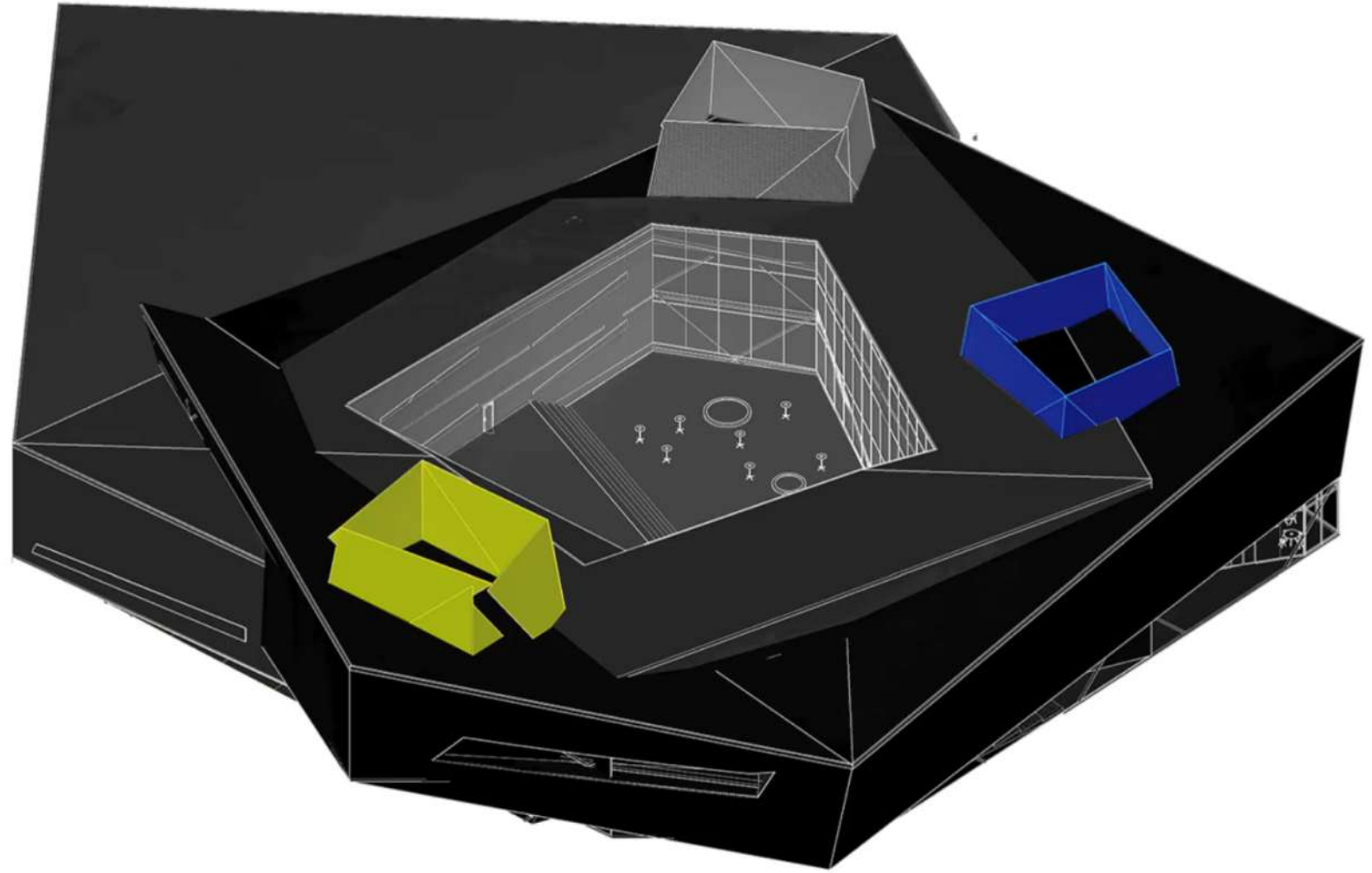


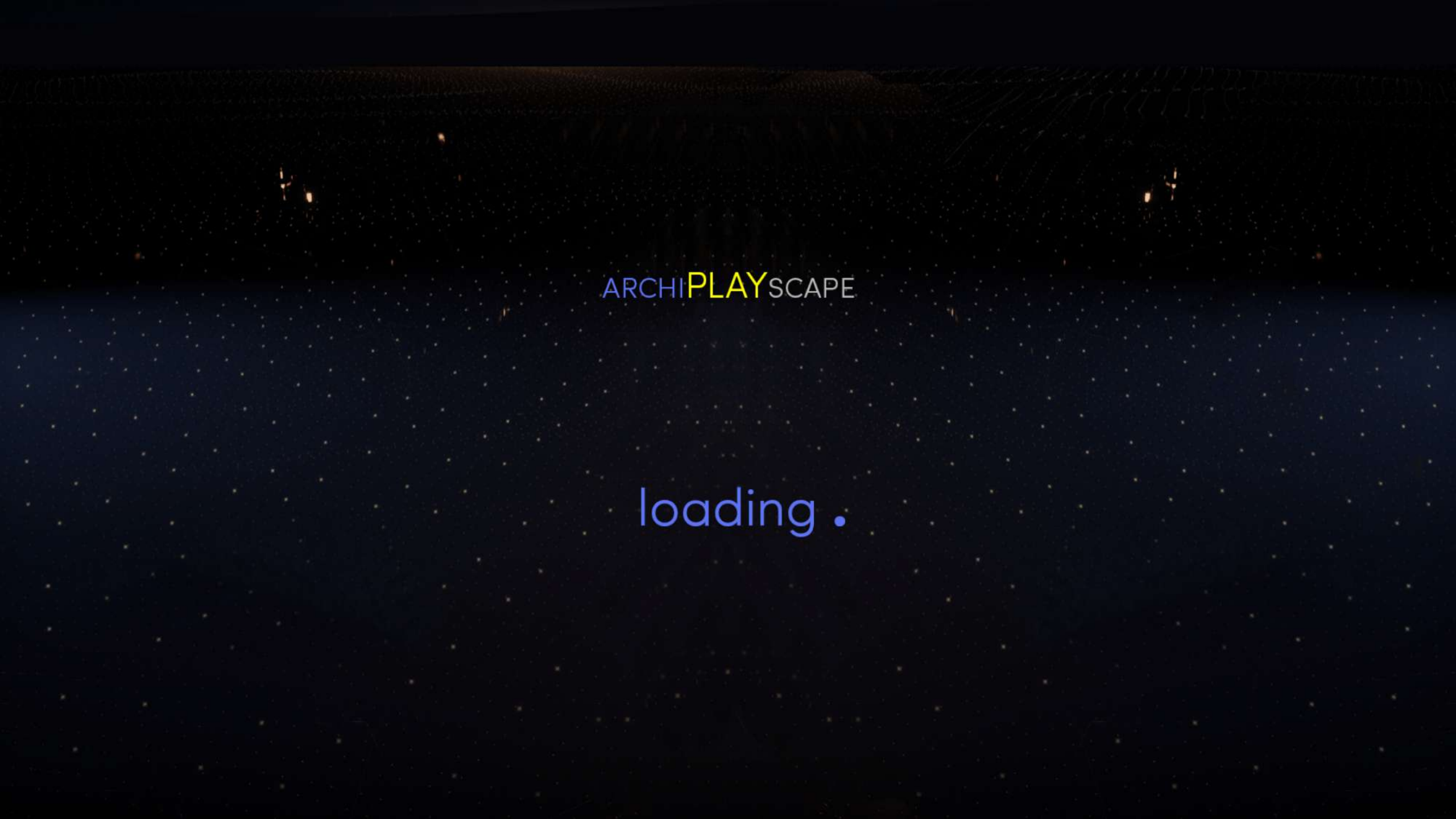












ARCHIPLAYSCAPE

loading .