

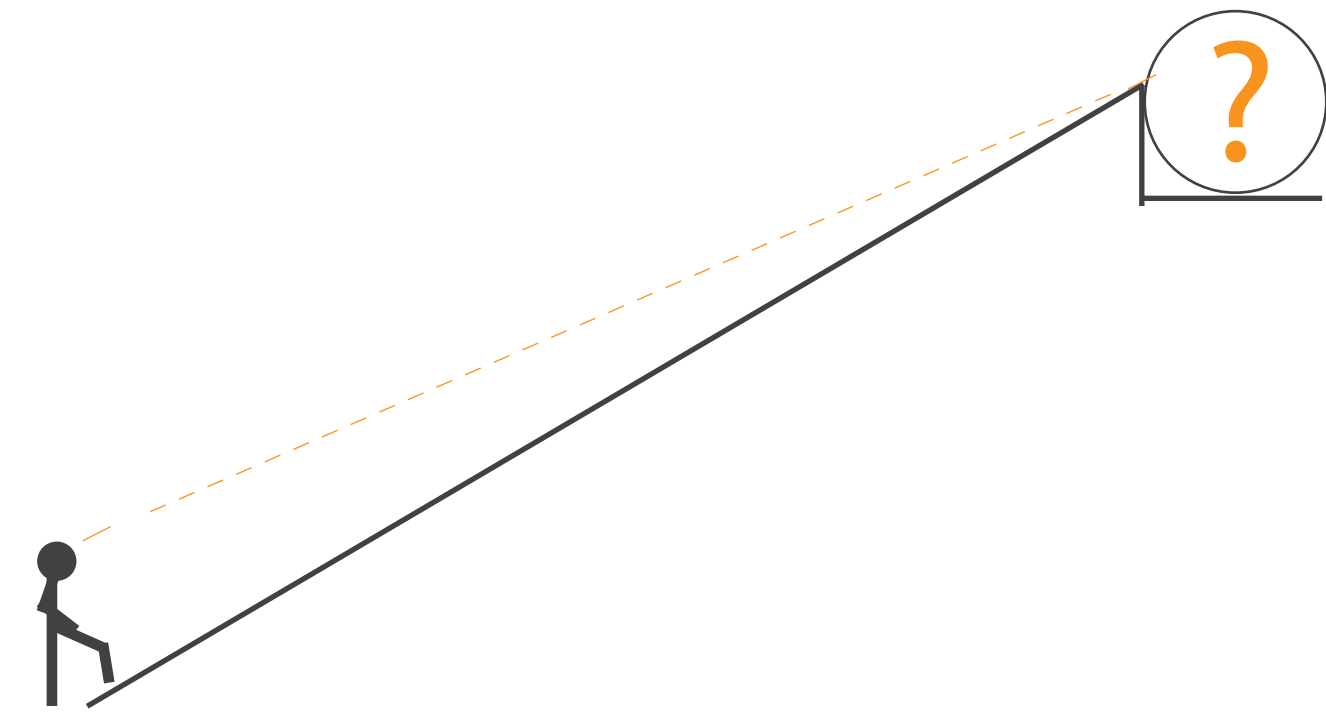
# THE HIERARCHY OF INNOVATION

# THE IDEA

How can architecture facilitate human progress towards innovation and self actualization?



# RESEARCH



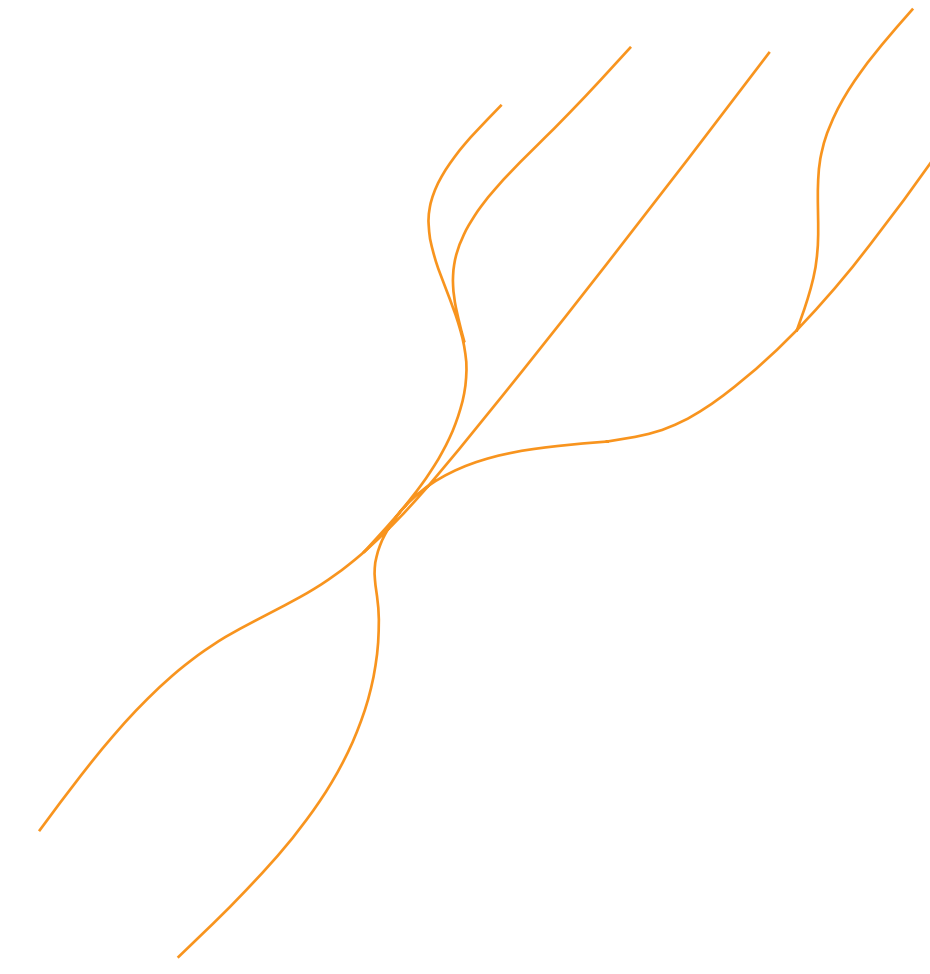
PSYCHOLOGY

COGNITIVE SCIENCES

MOTIVATION

ABRAHAM MASLOW

JEAN PIAGET



EDUCATION

TEACHING METHODS

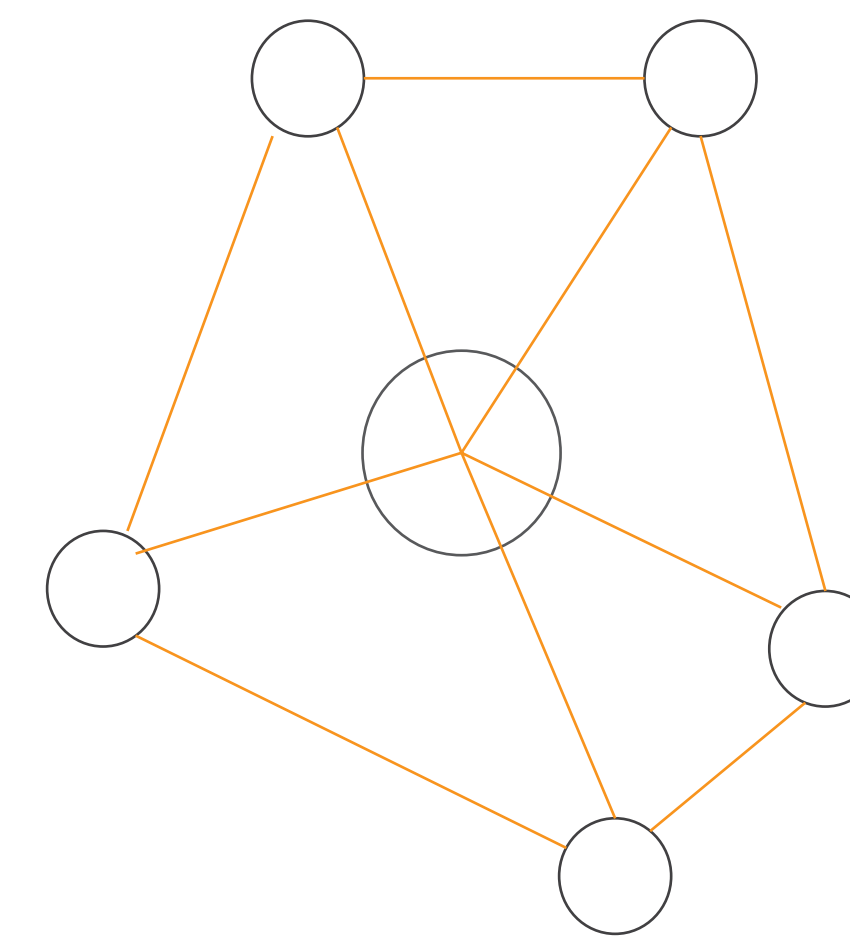
LEARNING STYLES

SOCRATIC CIRCLES

JIGSAW METHOD

VAK:VARK MODEL

WALDORF PEDOGOGICAL THEORY



PHILOSOPHY

PHENOMENOLOGY

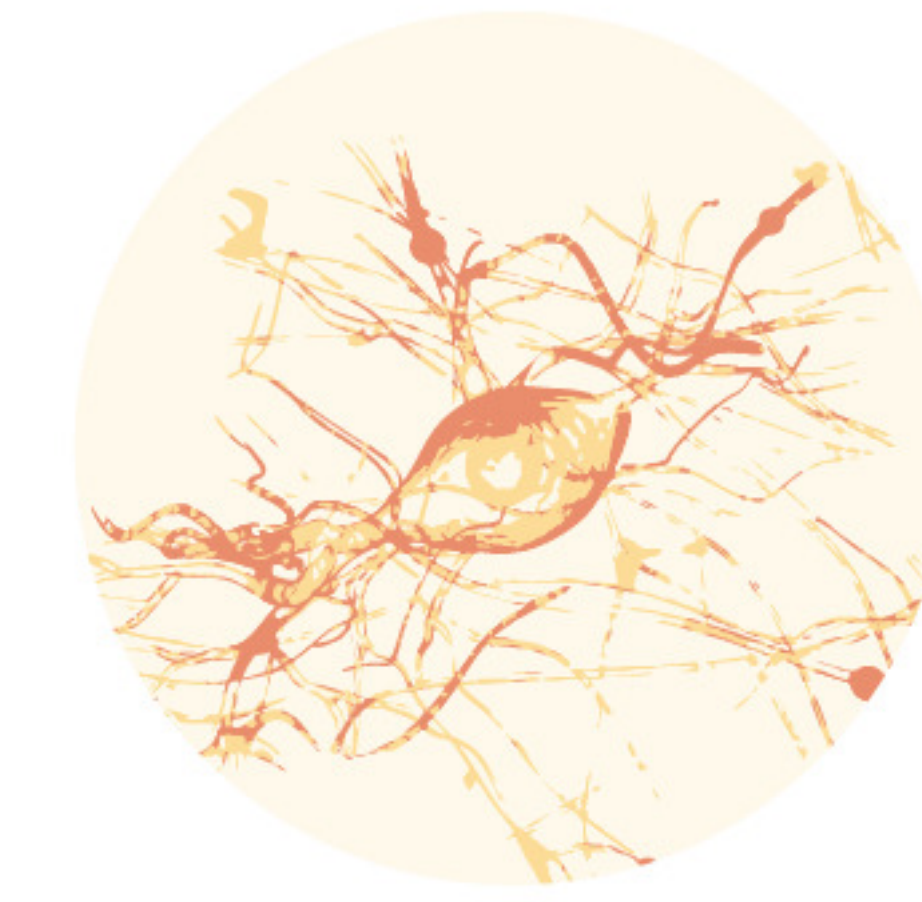
EPISTOMOLOGY

SOCRATES

PAUL RICOUER

RUDOLF STEINER

MAURICE MERLEAU PONTY



NEUROSCIENCE

LEARNING

NEURON CONNECTIONS

SOCIETY AS A BRAIN



# INSPIRATION



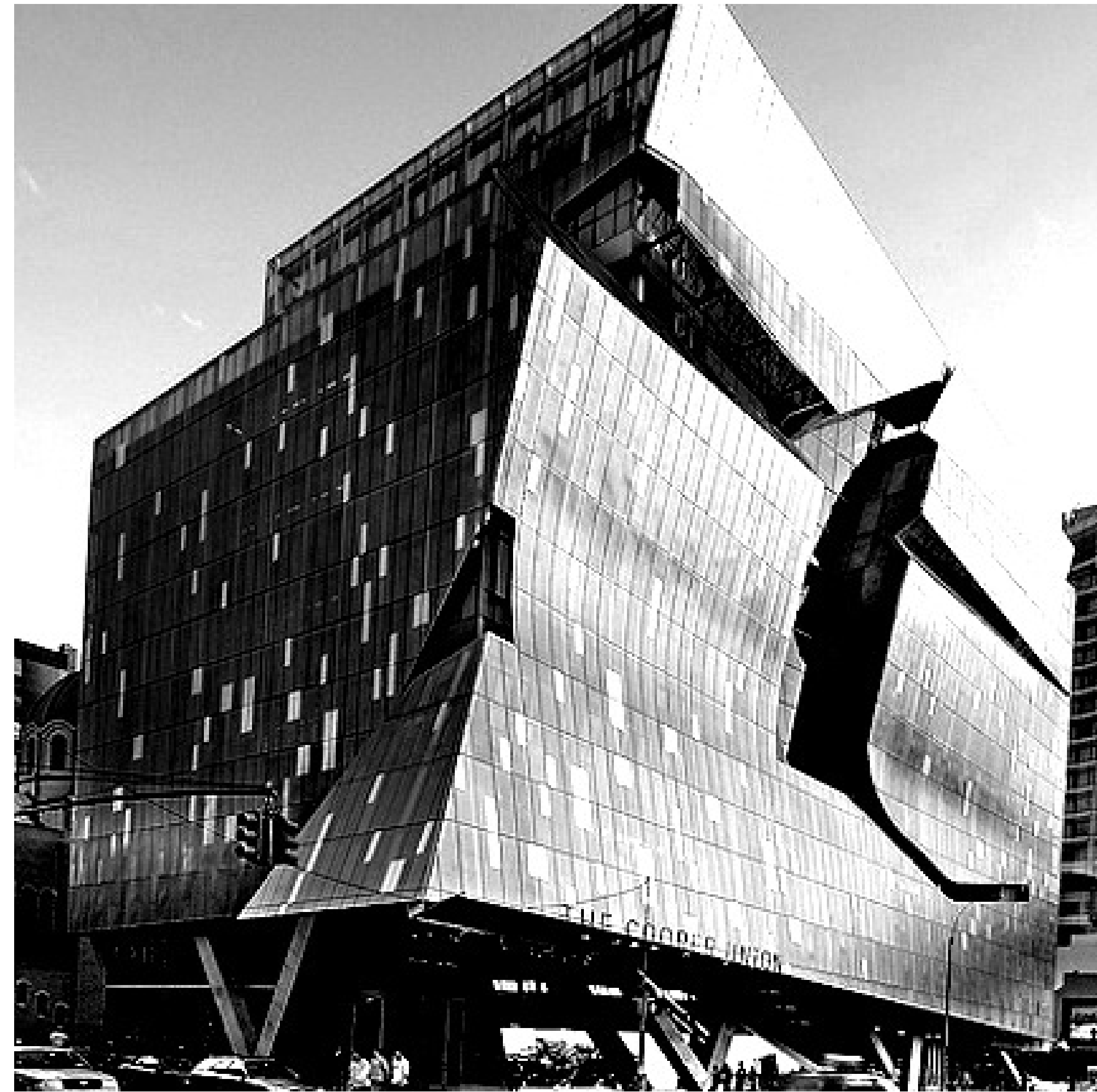
**TED** Ideas worth spreading

# INSPIRATION THROUGH ARCHITECTURE

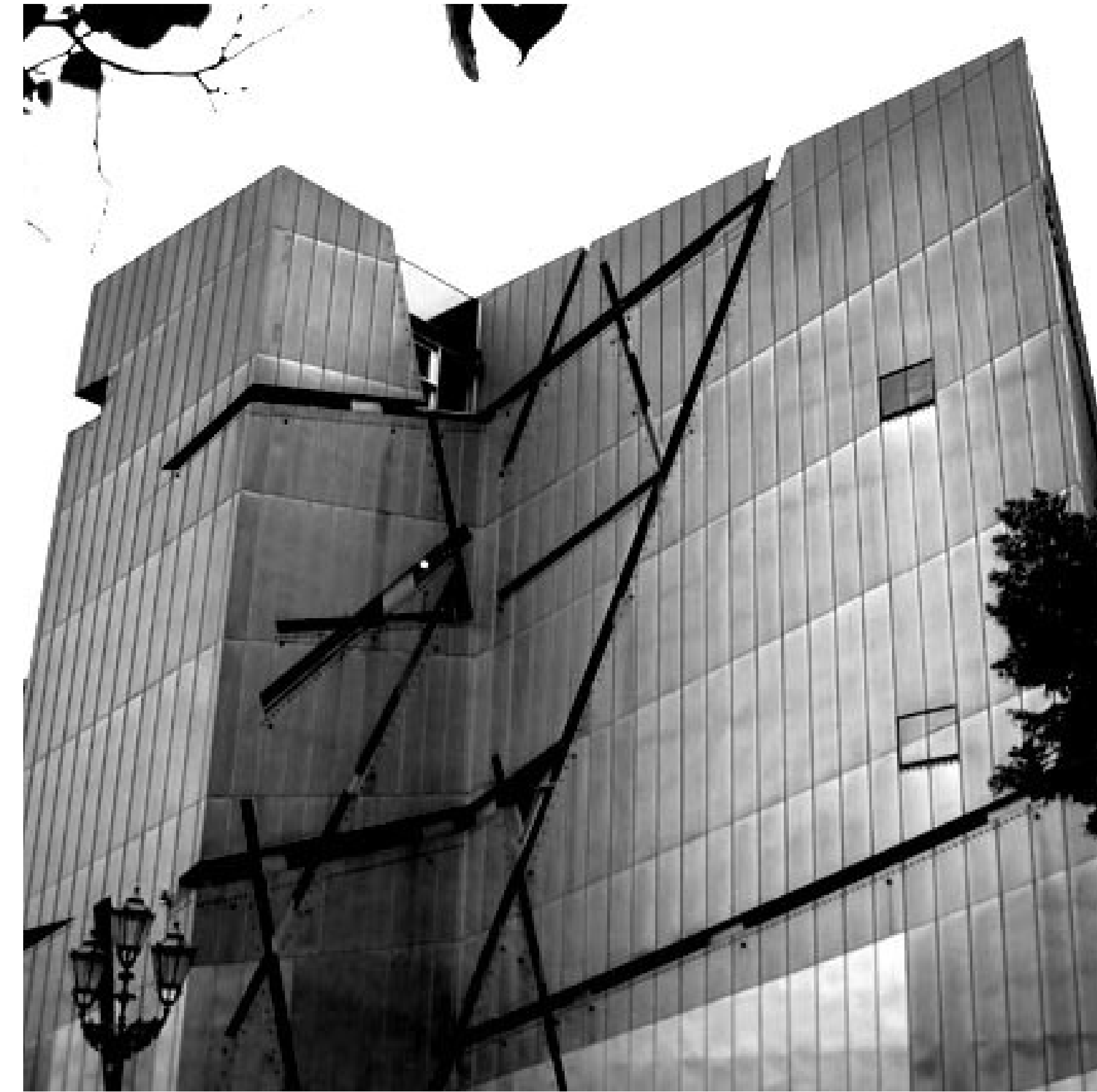
With the exception of some, our built environment is full of schools that educate young minds but lack collaboration and discussion, libraries that provide information and a space to read but are deficient of spaces to organize dialogue. Museums that inspire wonder but lack an interactive sense experience. The following three case studies are examples of this ideology, these buildings are this exception.



# CASE STUDIES



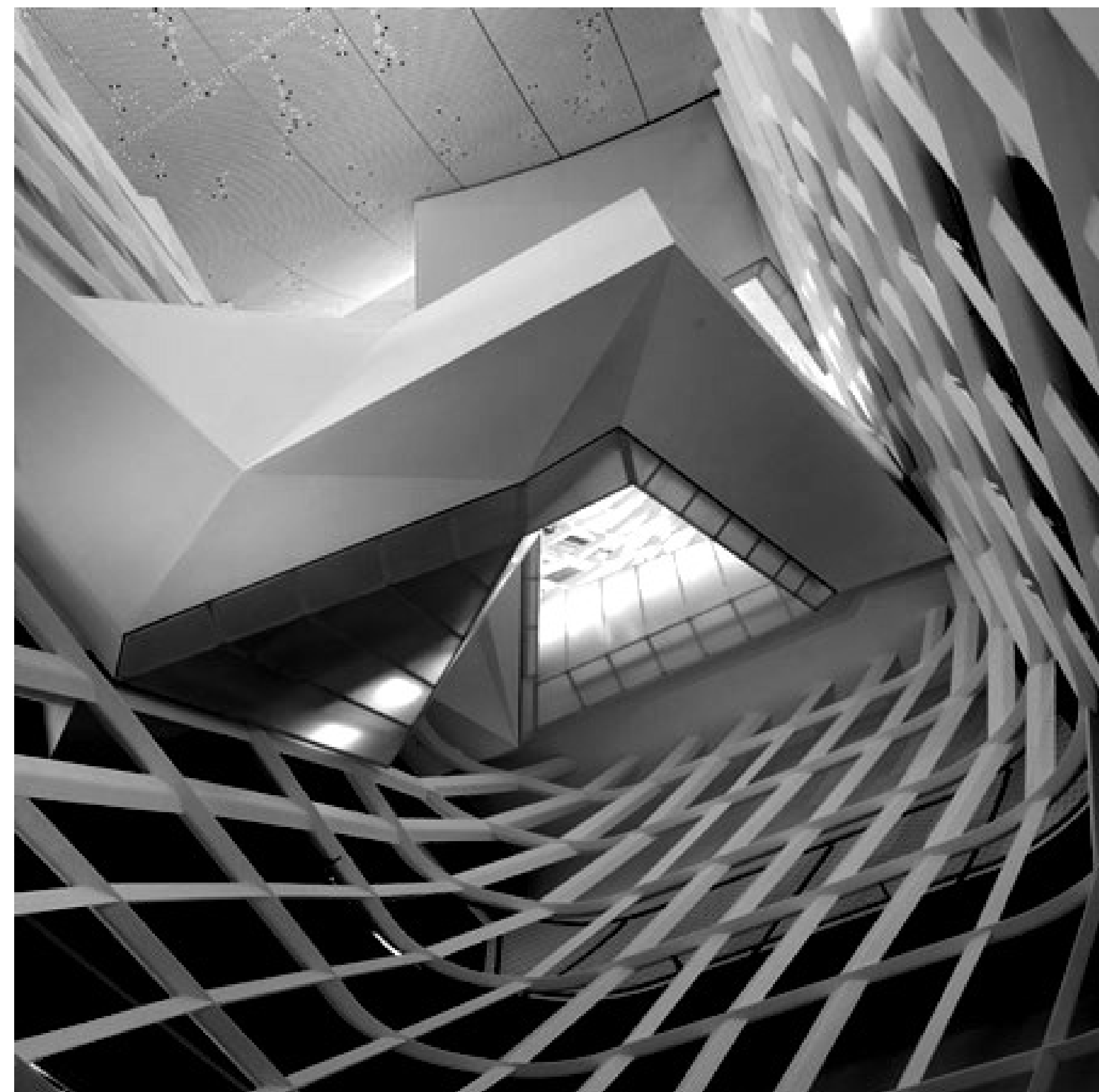
41 Cooper Square



Jewish Museum Berlin



Sendai Mediatheque

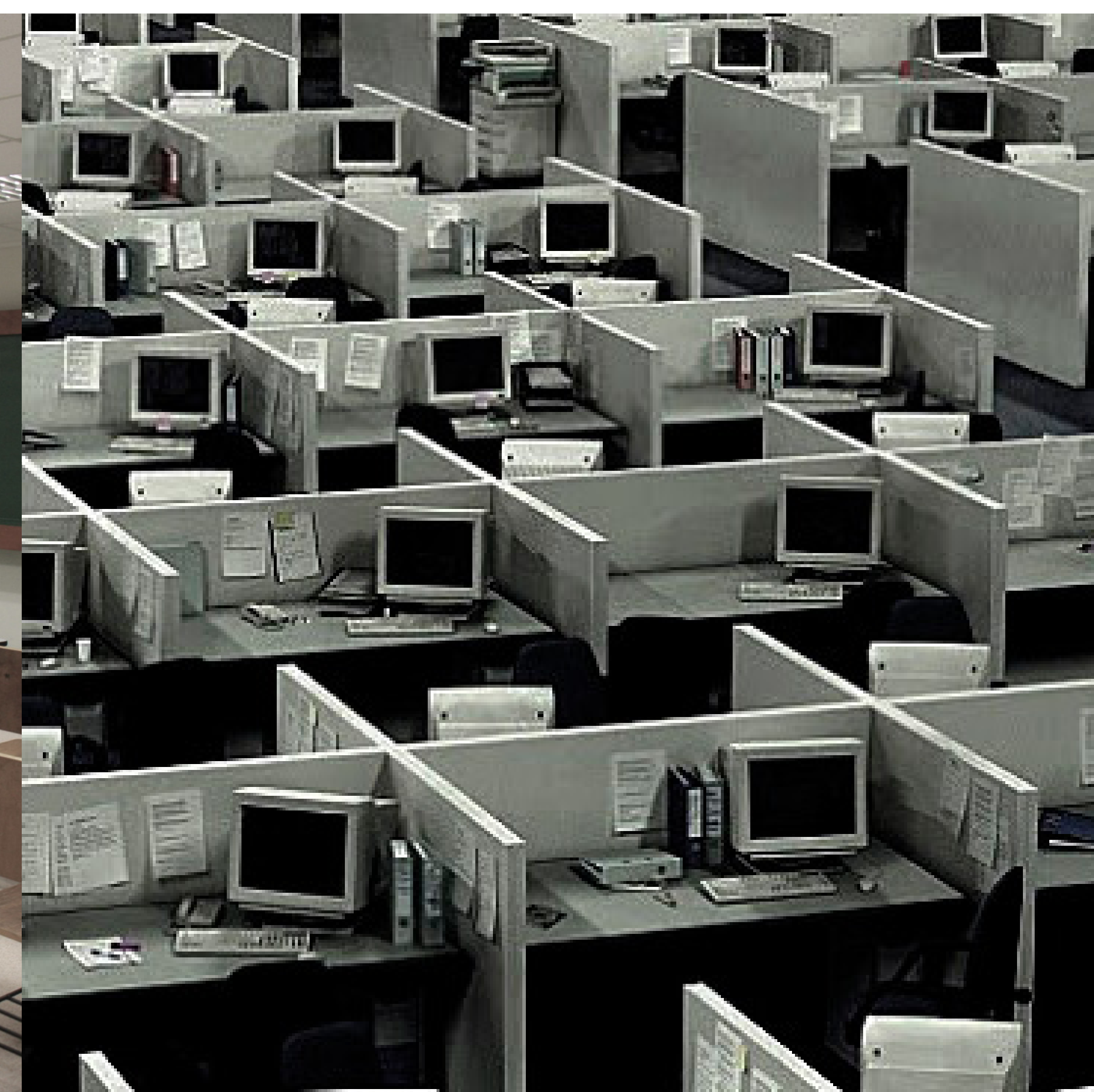




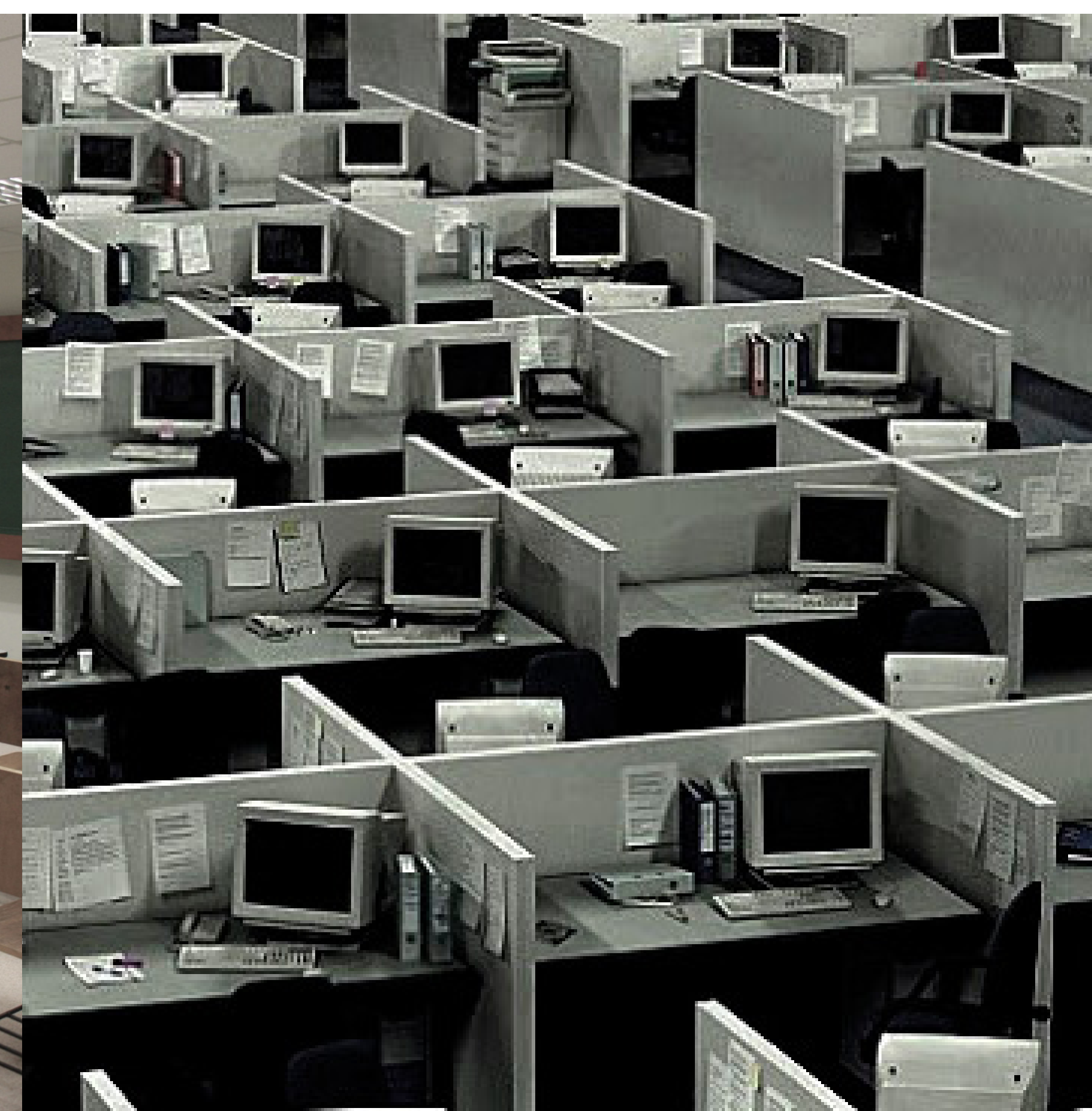






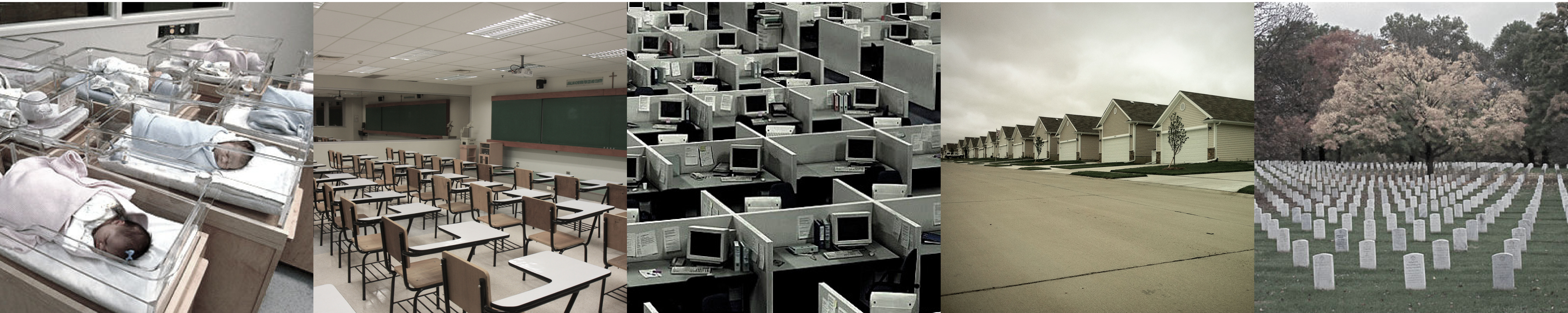






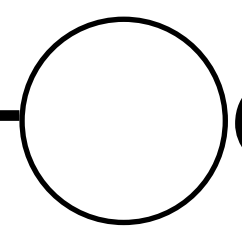
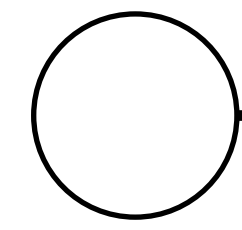


# MOTIVATION





problem



one solution



# INNOVATION?

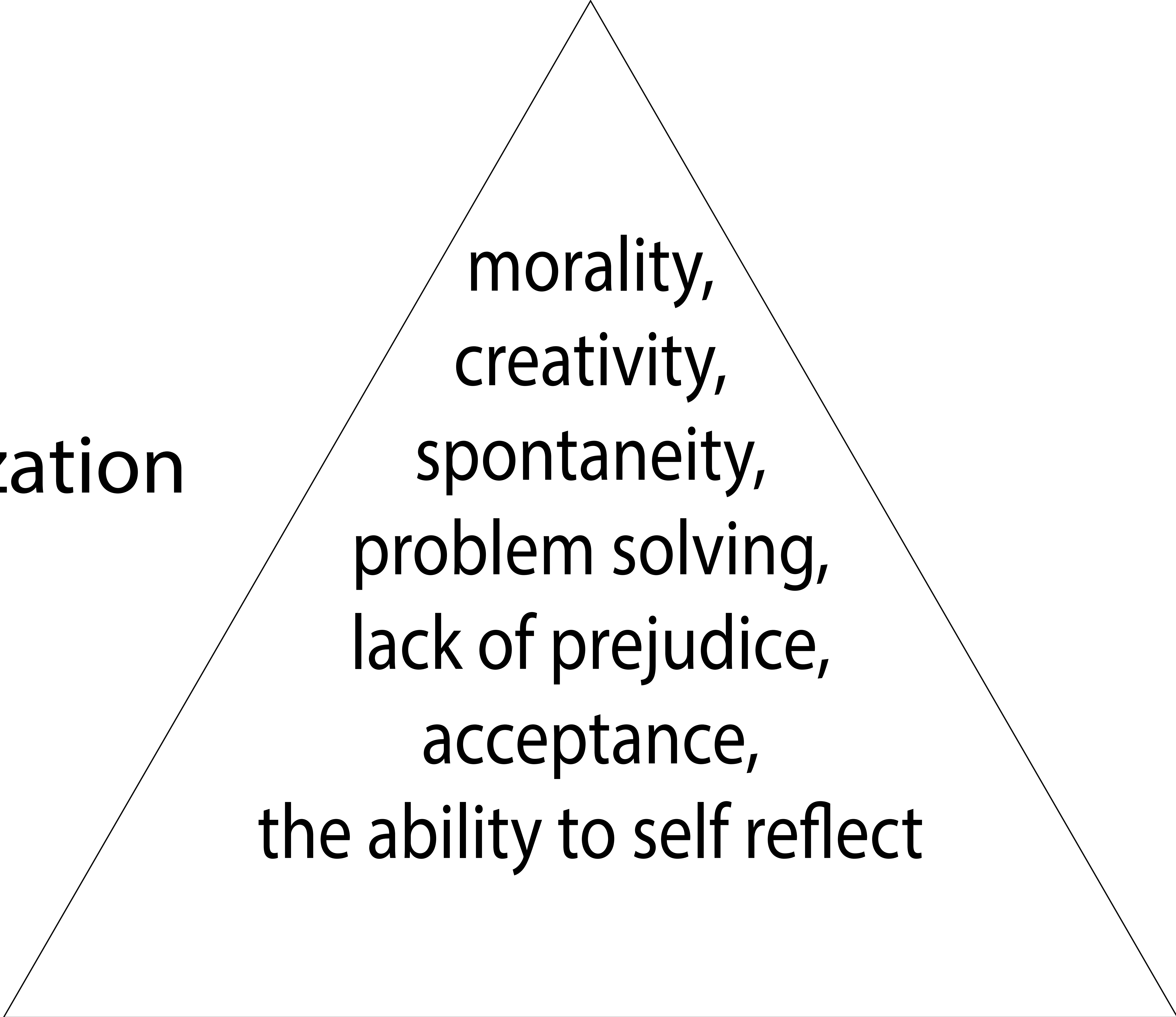




# THE HIERARCHY OF NEEDS

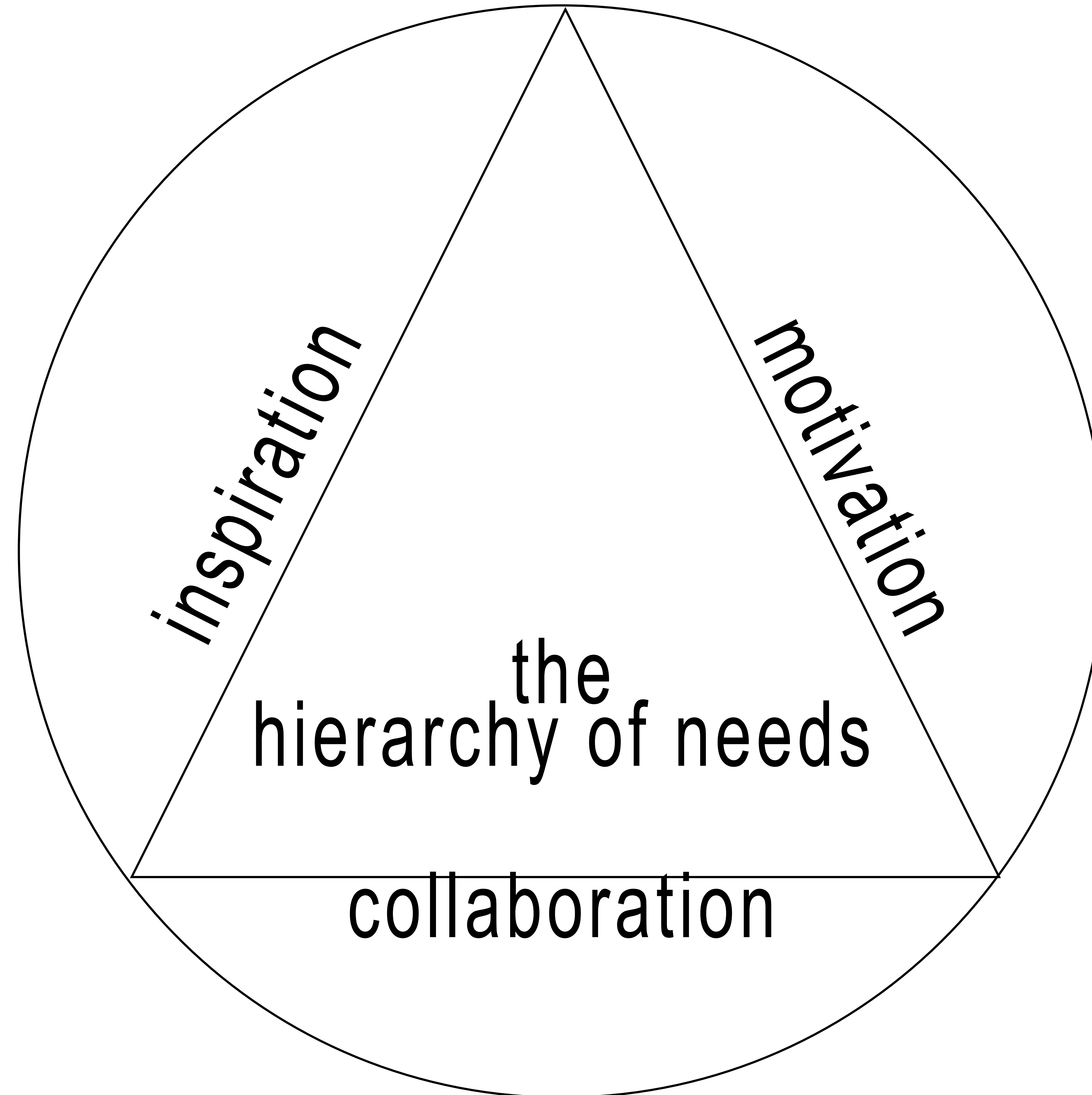


**self actualization**



**morality,  
creativity,  
spontaneity,  
problem solving,  
lack of prejudice,  
acceptance,  
the ability to self reflect**

# THE HIERARCHY OF INNOVATION



I want to explore how architecture and perception of space can encourage spontaneous collaboration while facilitating motivation, within an educational environment.

From the conception of this project I wanted to start my understanding of innovation as it pertains to social progress not just new technology. I wanted to look into revolution as innovation, by changing and improving the ways in which we learn and interact in a public space. Through integration of site, program, materiality, user interface and anticipation of space. The user experience is constantly changing as if the perceived typology of the building does the same.

The intention is to create an architecture where the public can reflect, learn and organize. An architecture that can manifest as “a factory for ideas” creating a relationship with the building, site, city, and public that redefines public space.

THE SITE



# REGION





CITY



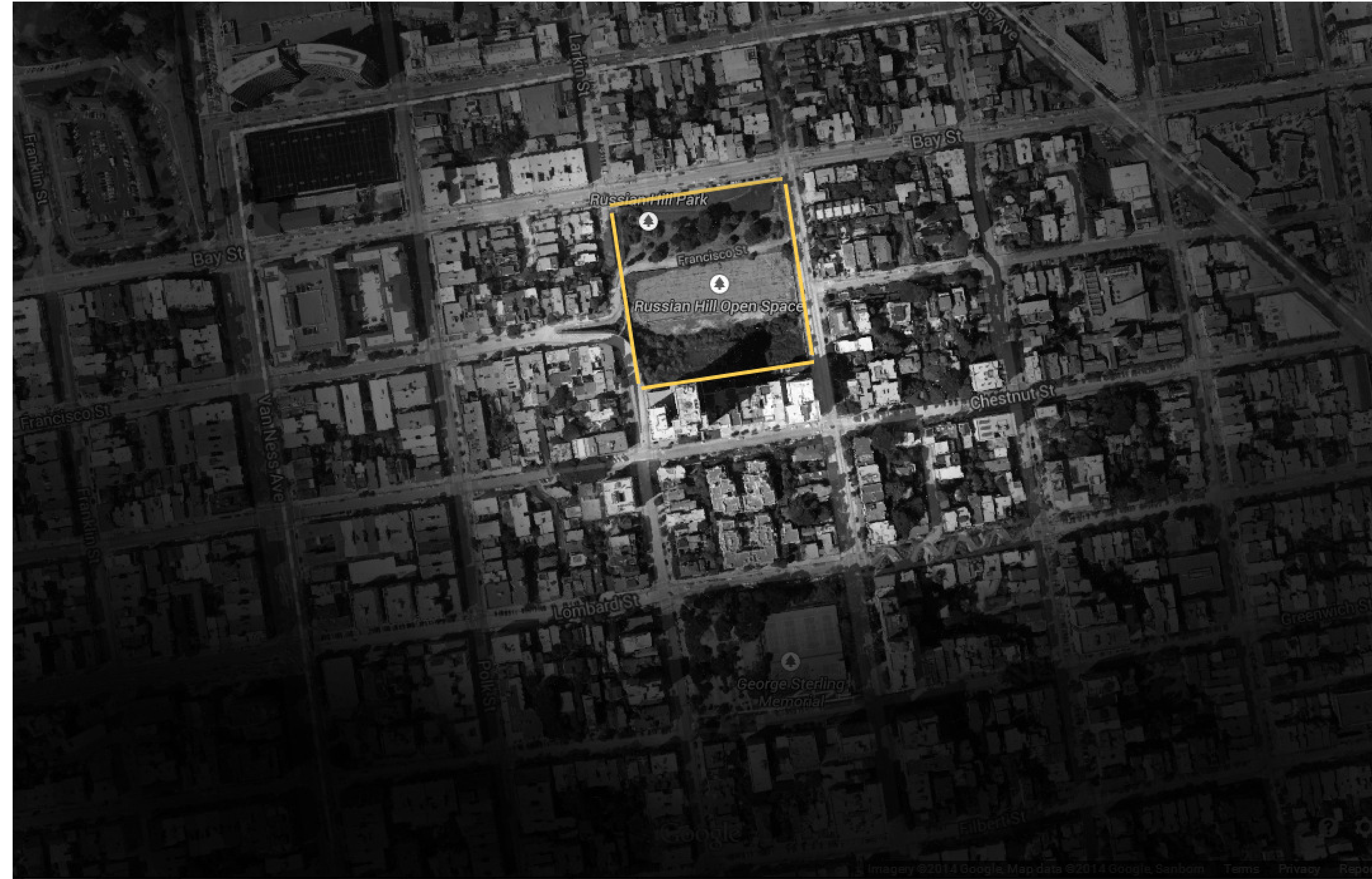


# NEIGHBORHOOD



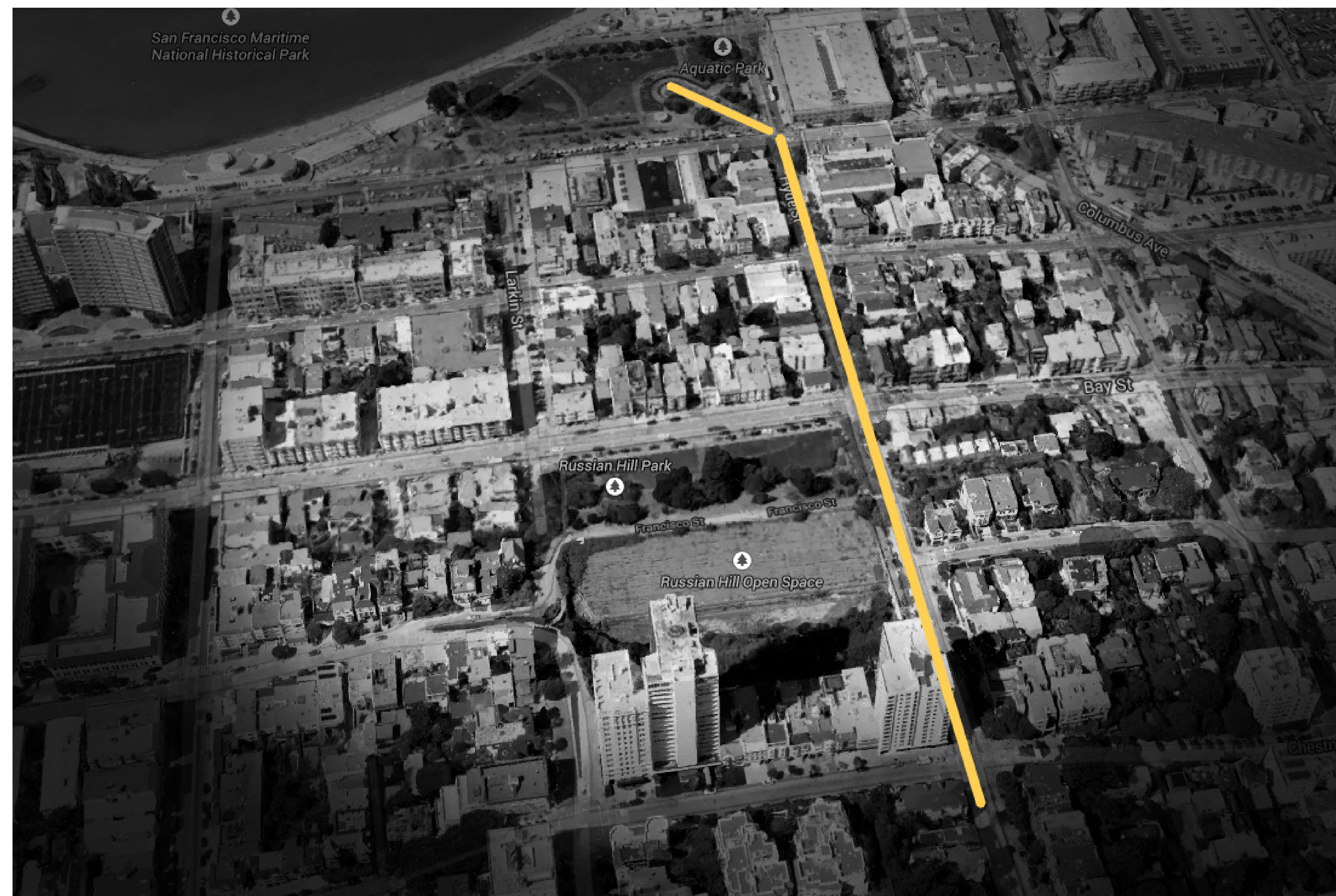


# SITE



# CABLE CAR LOCALE

## POWELL HYDE LINE





# SITE VIEWS FROM CABLE CAR





# CABLE CAR SELFIE





# MASS TRANSIT





# PLACES OF INTEREST



# SIMILAR TYPOLOGIES

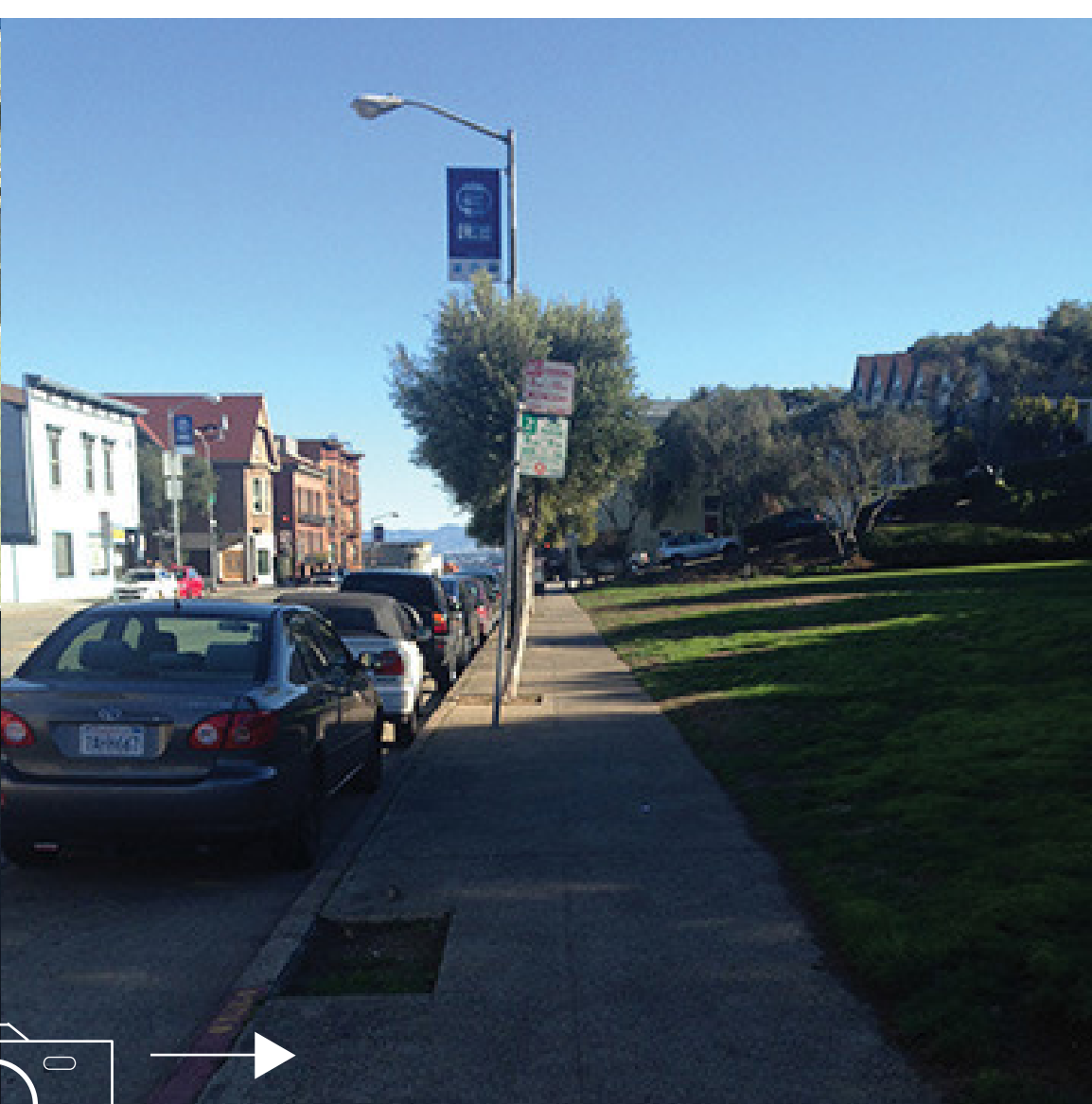
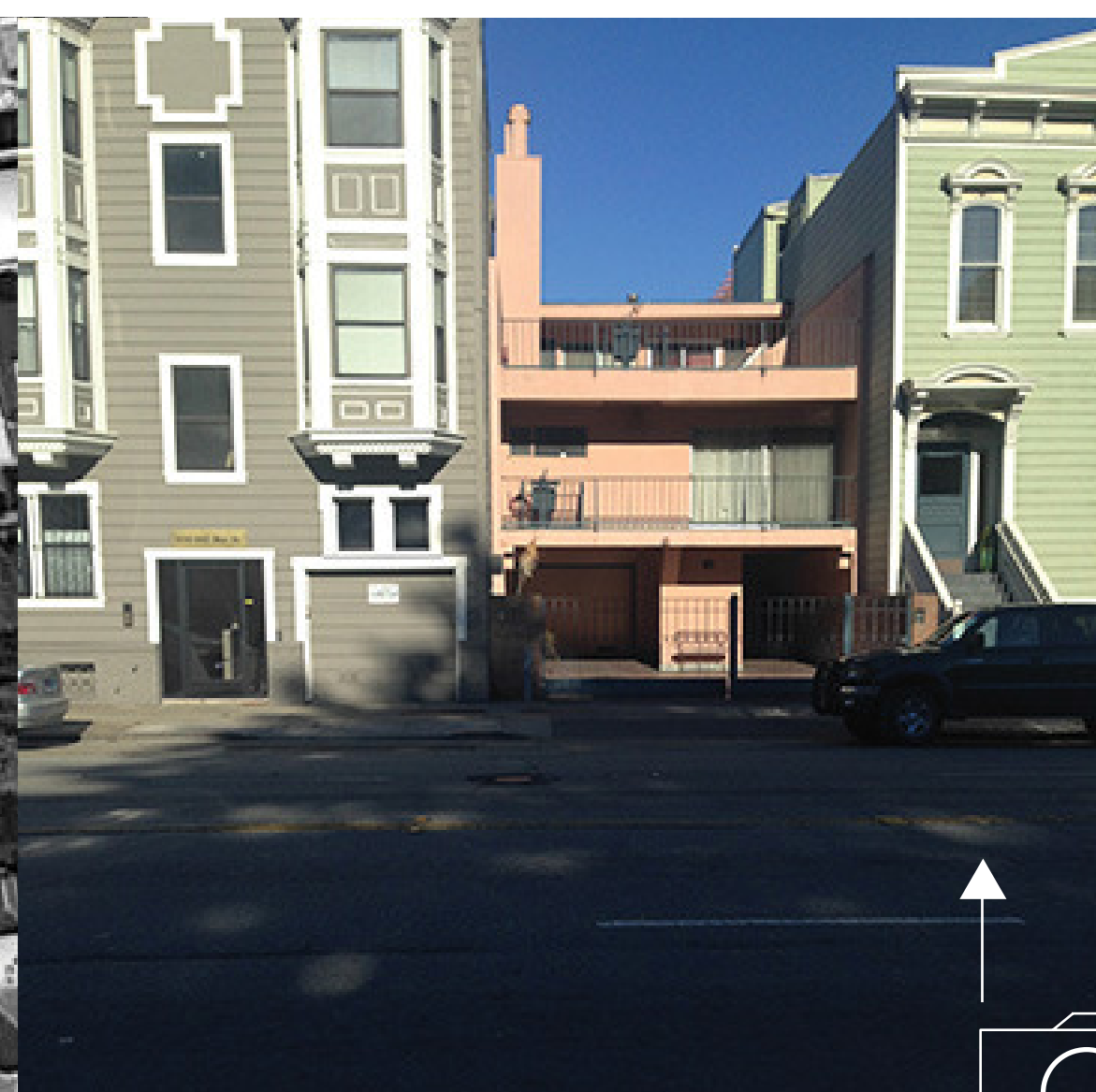
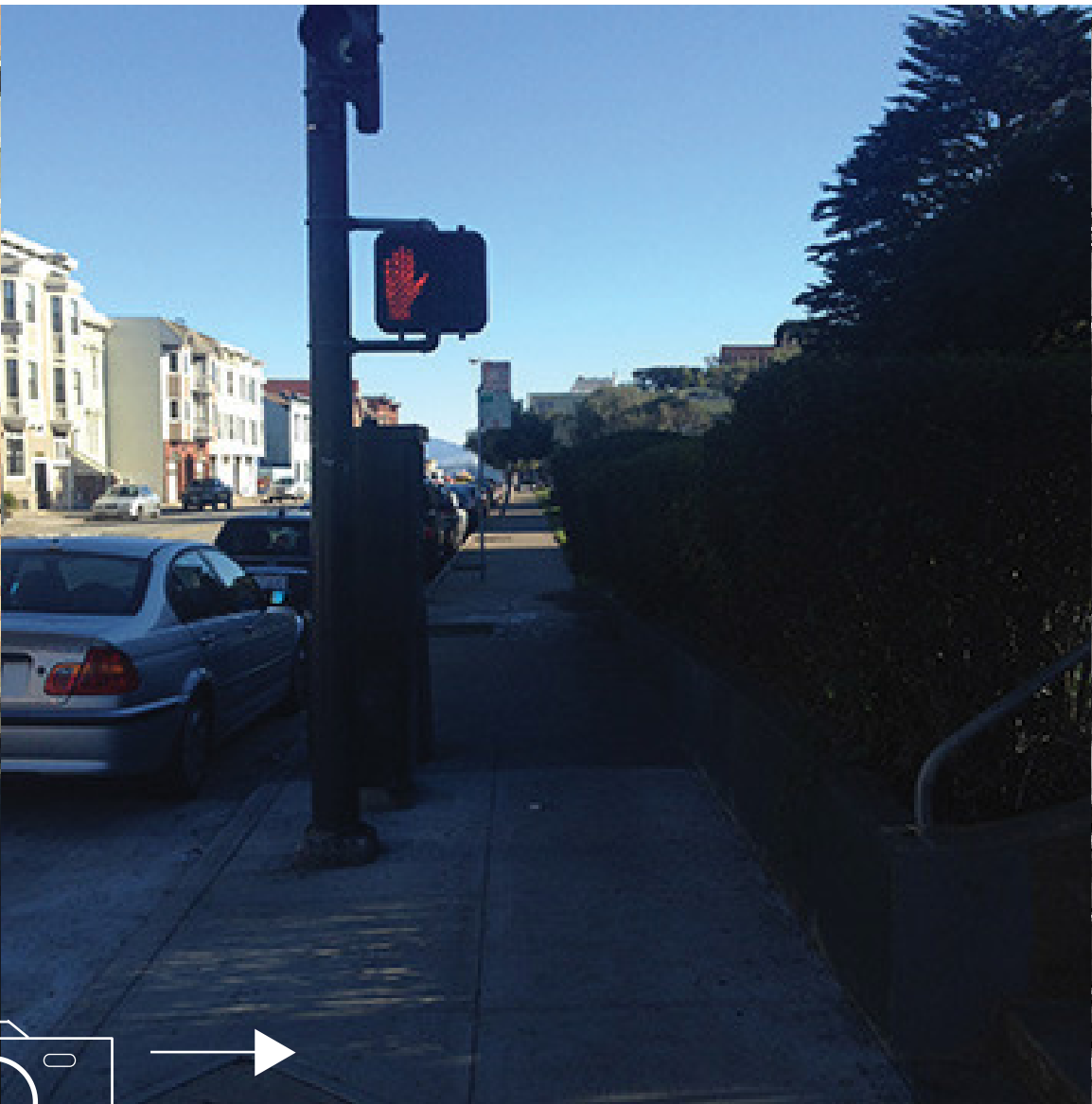




# SITE PHOTOS



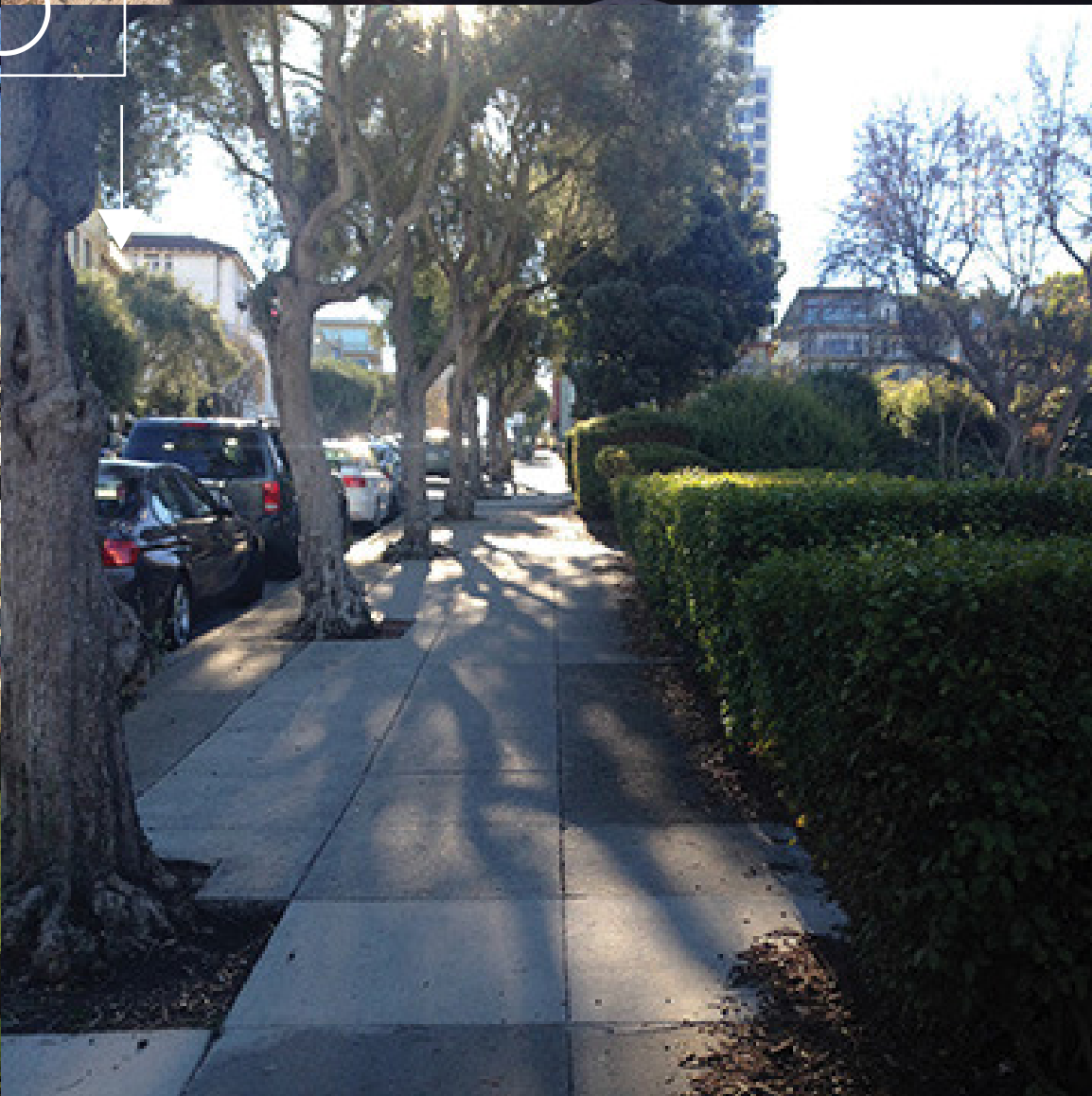
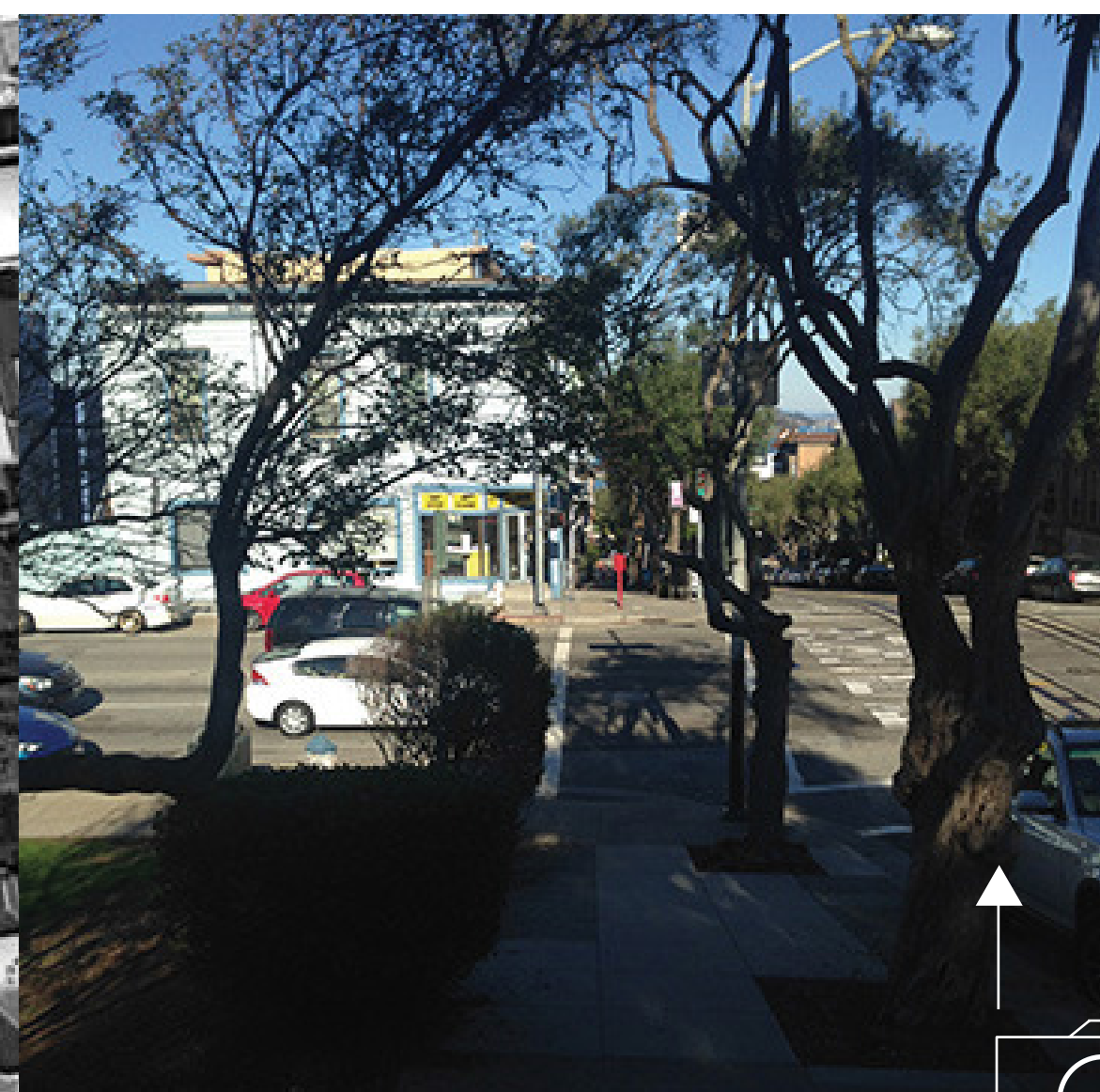
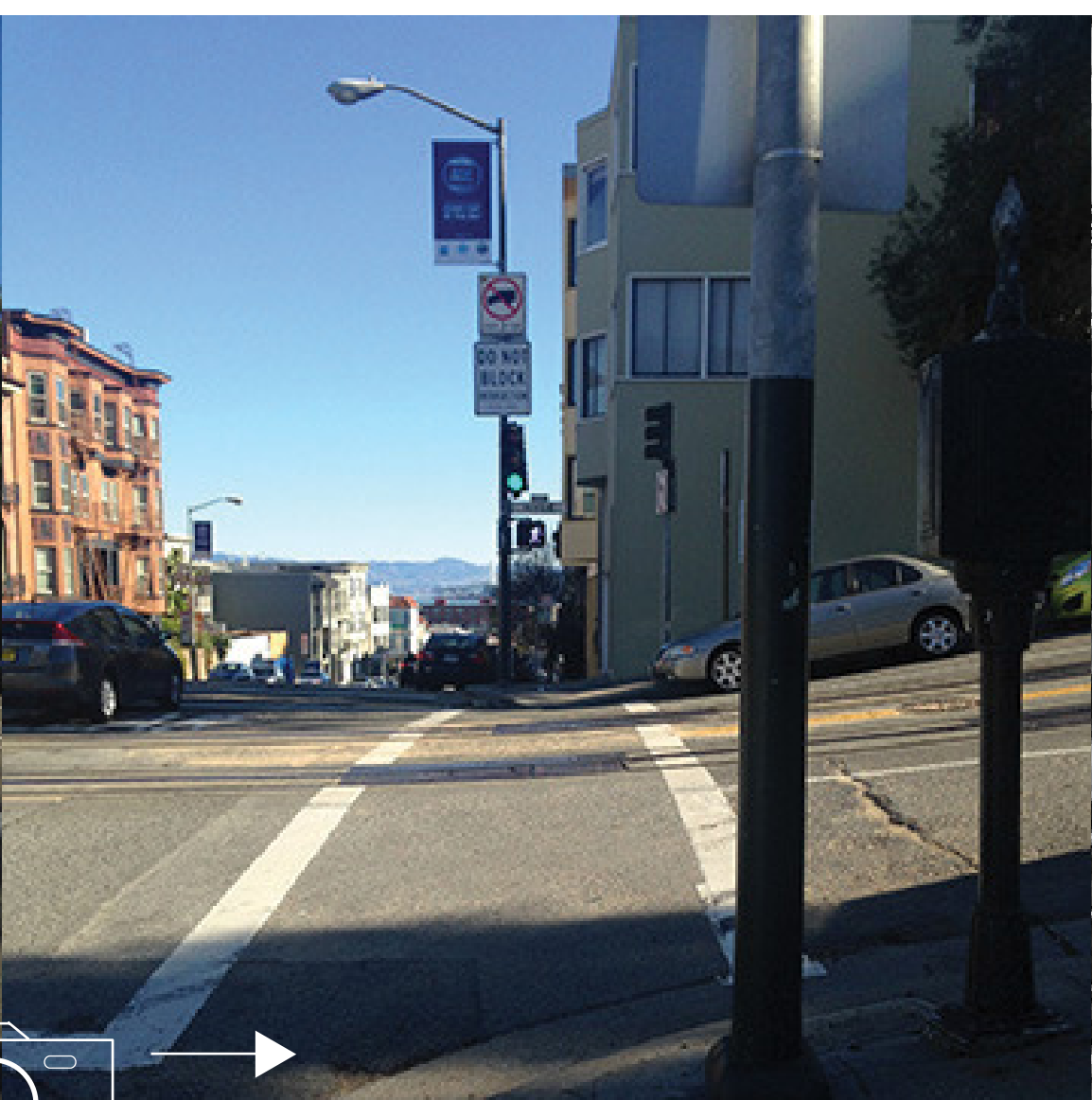




SITE PHOTOS

JANUARY

10AM



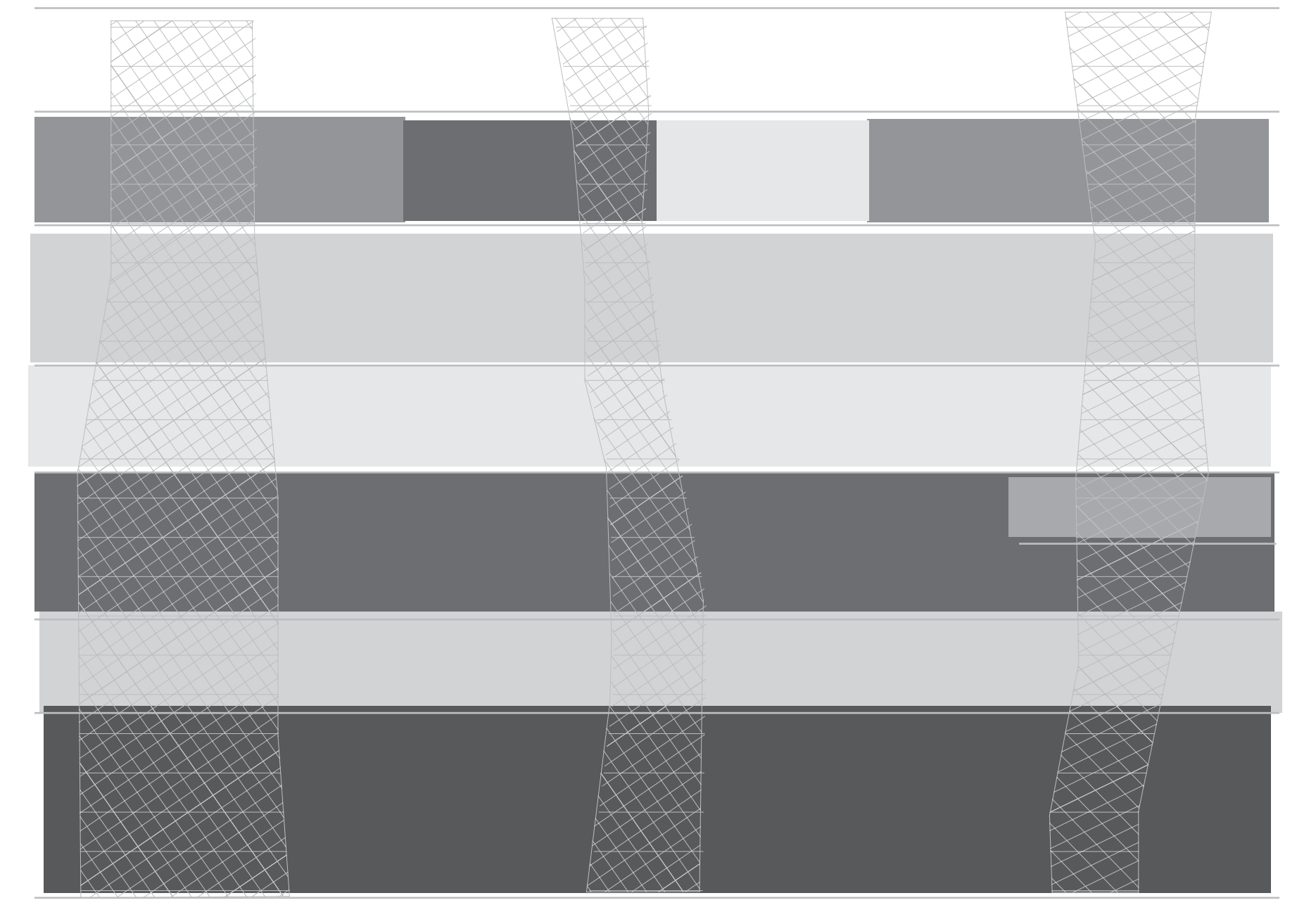
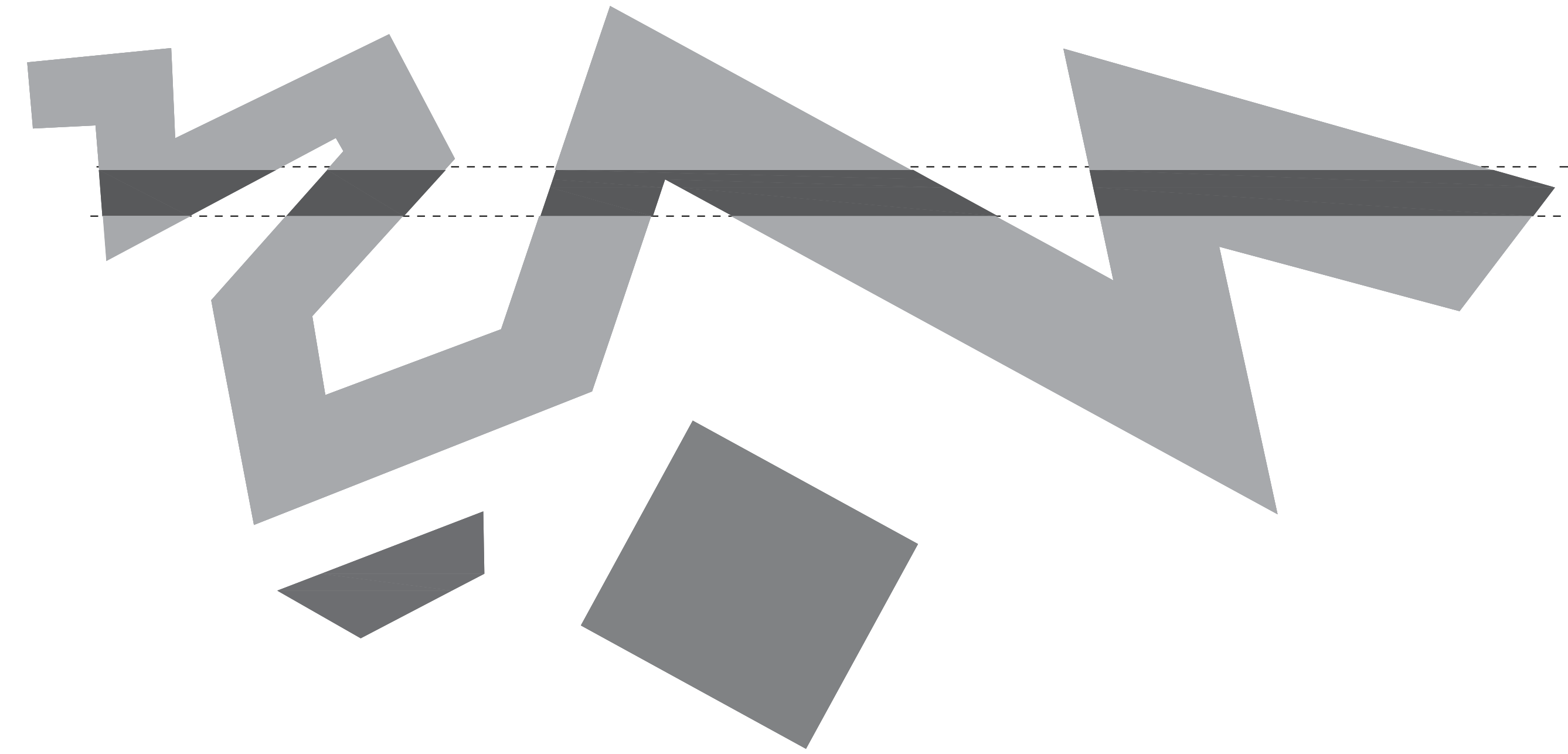






CONCEPT TO FORM

# A RELATIVE DIAGRAM



# PROGRAM

circulation	10,000 sq f t	
entrance/lobby	1,000 sq f t	
research spaces	5,000 sq f t	
food court	2,000 sq f t	
staff offices	2,000 sq f t	
lockable storage	5,000 sq f t	
rest area	2,000 sq f t	
interior alcoves	10,000 sq f t	
exterior alcoves	10,000 sq f t	
staff work room	1,000 sq f t	
workshop	5,000 sq f t	
studio spaces	10,000 sq f t	
amplitheatre	4,000 sq f t	
digital interaction area	10,000 sq f t	
nodes	3,000 sq f t	
restrooms	3000 sq f t	
mechanical	8,000 sq f t	
	building	88,000 sq f t



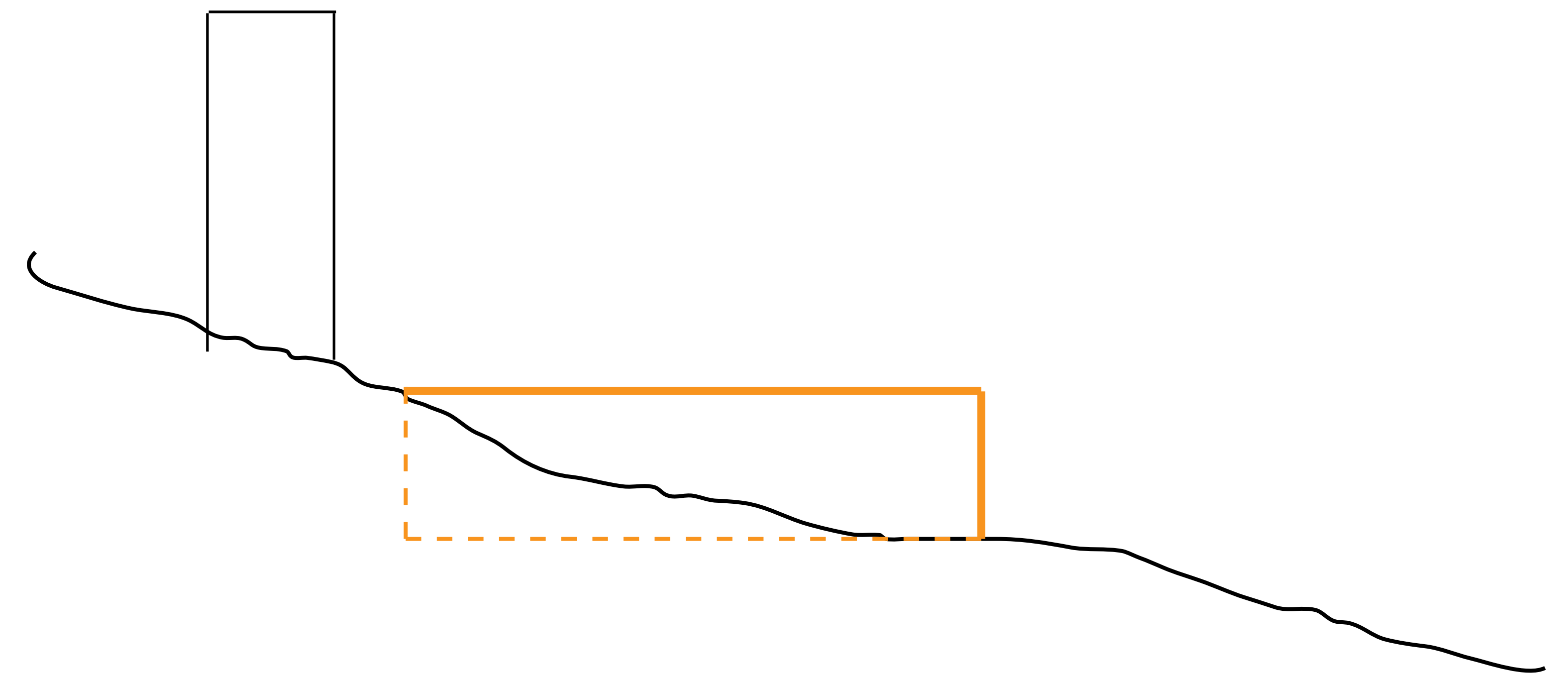
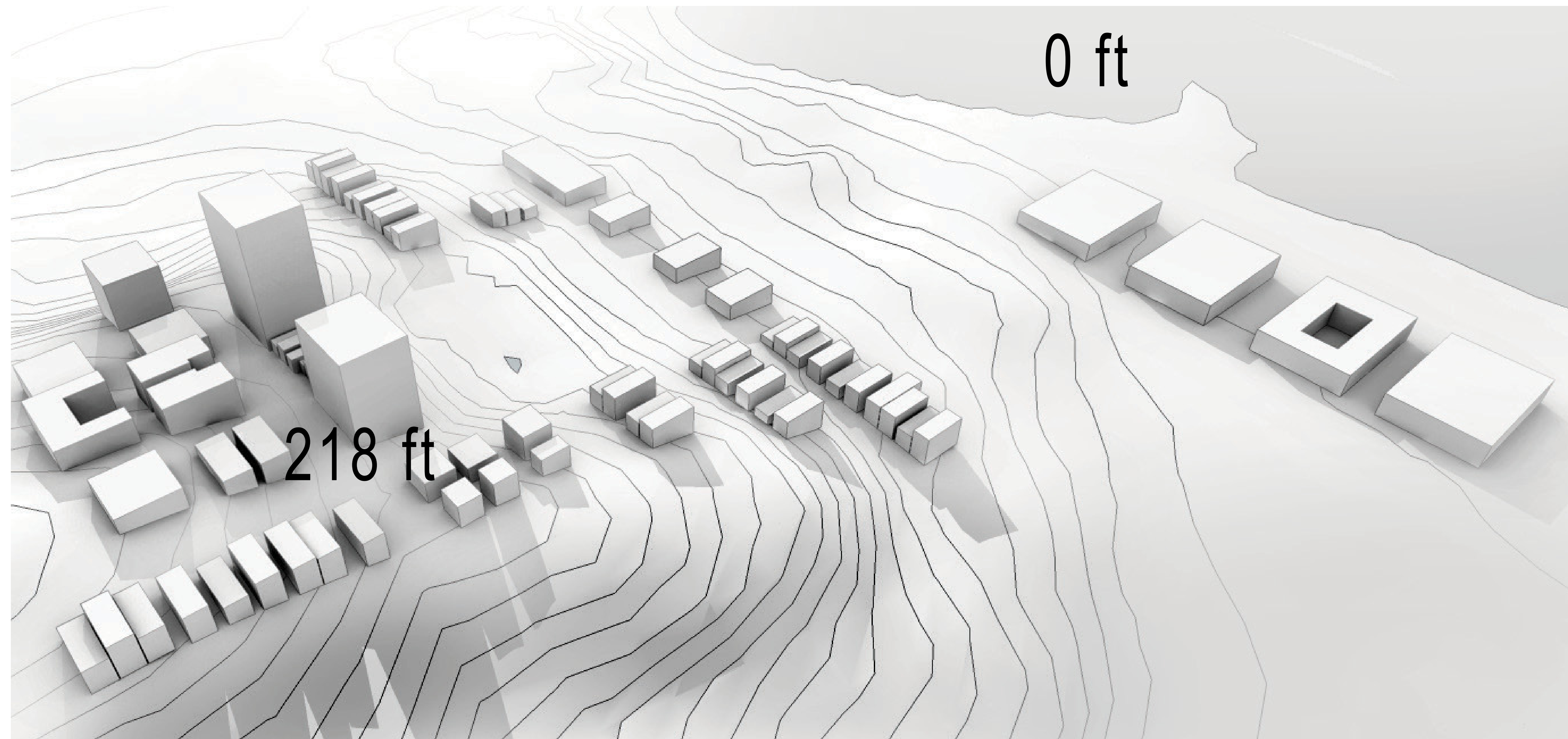


# PROGRAM



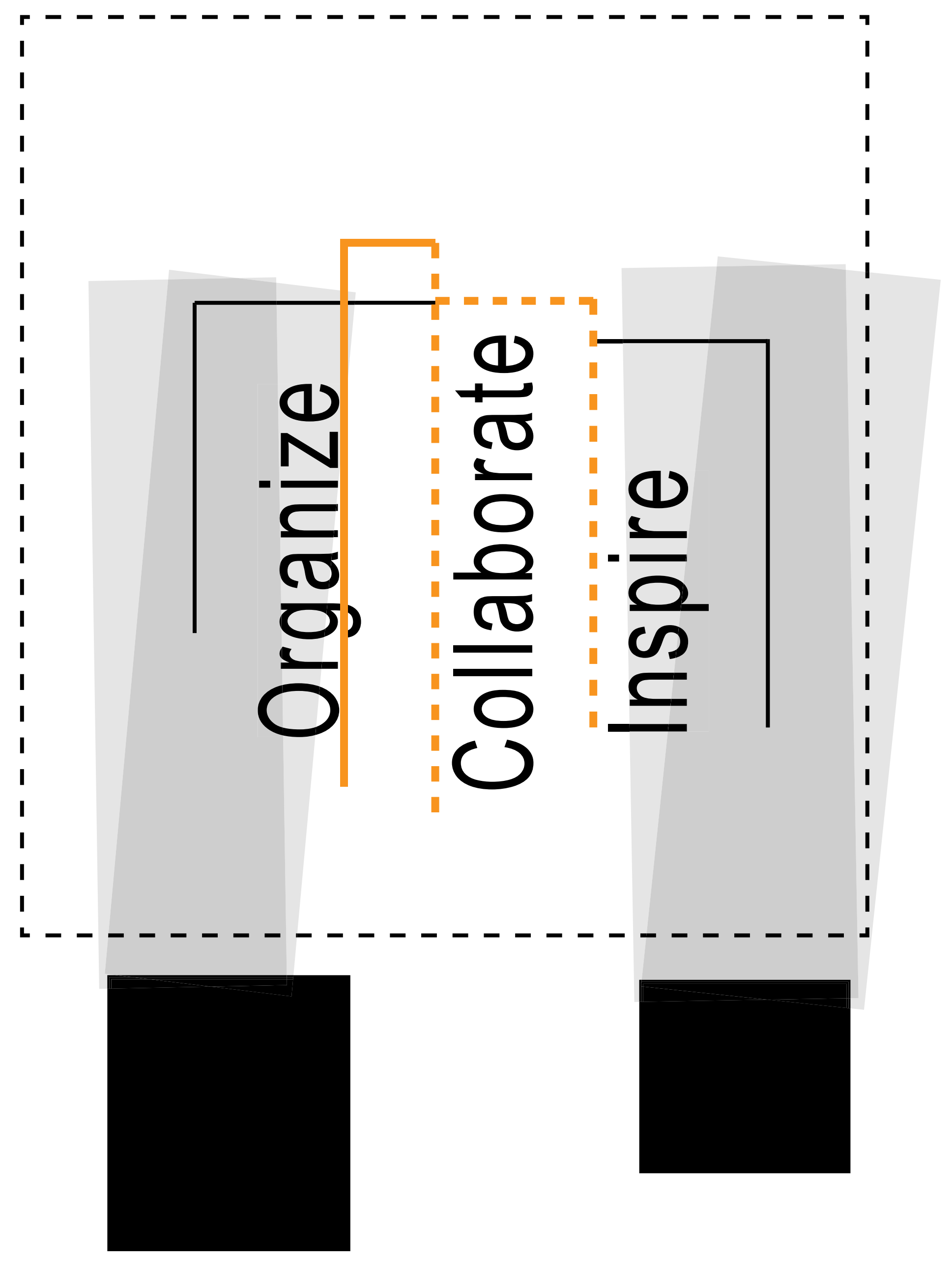
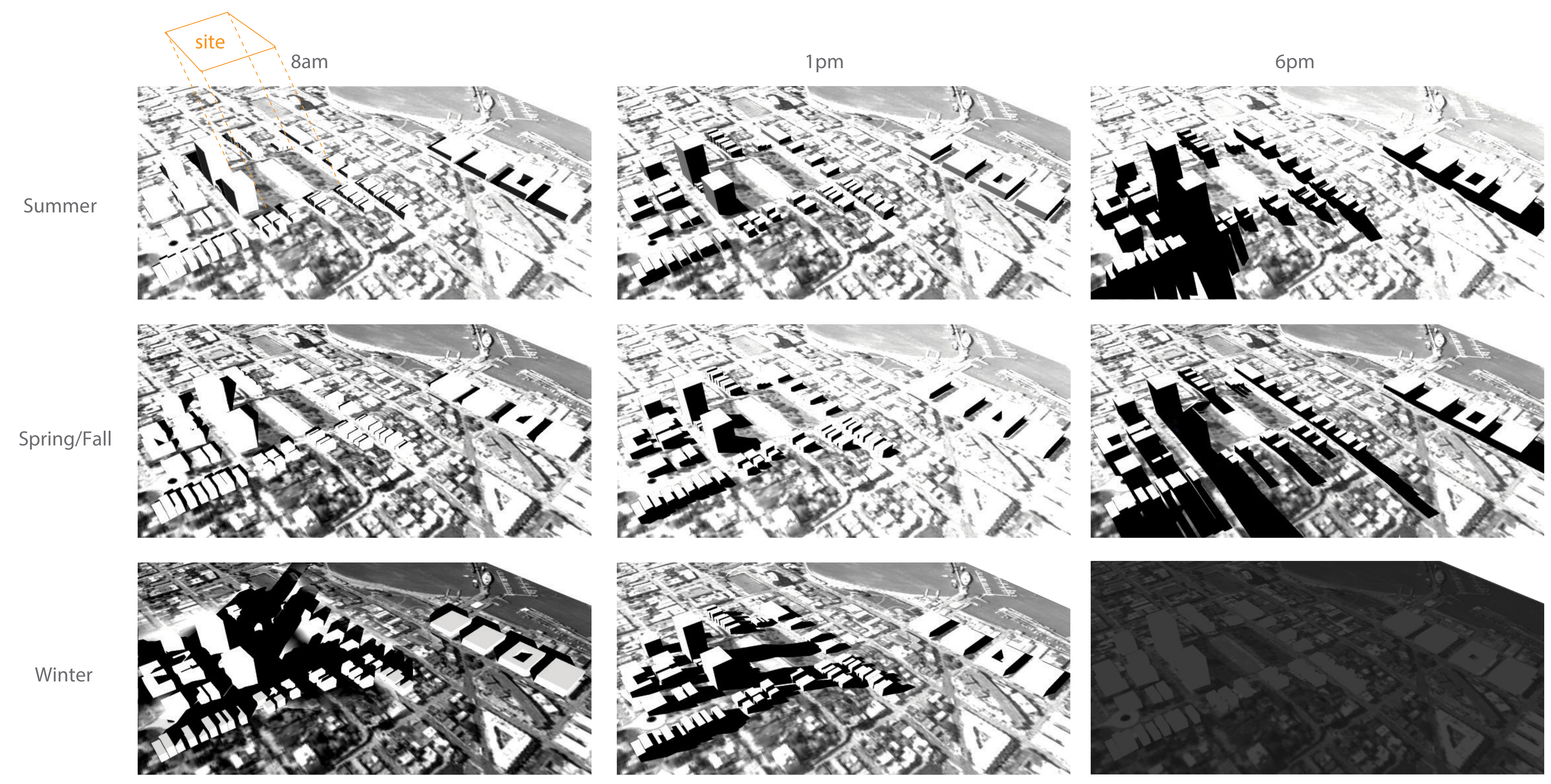
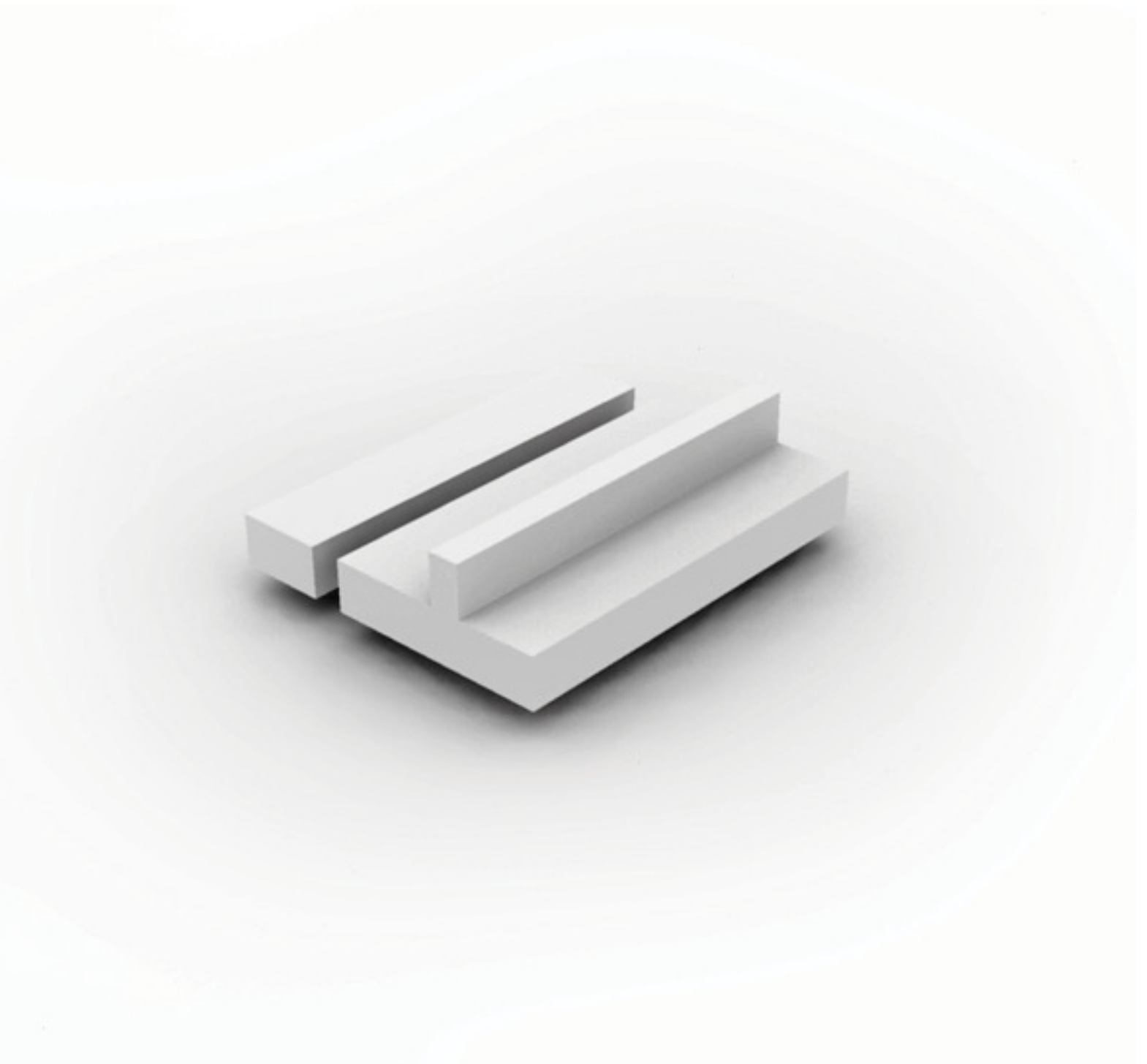
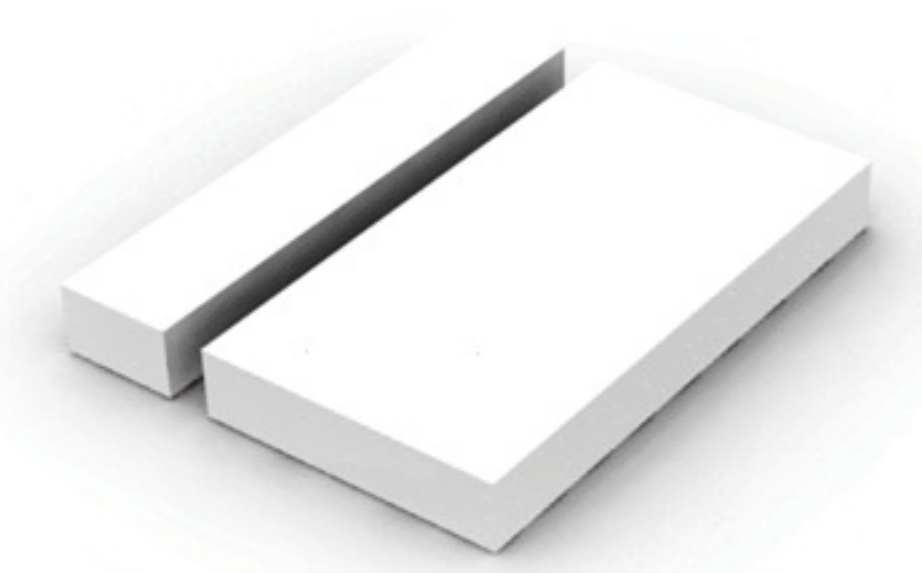


# TOPOGRAPHY





# SUN STUDY



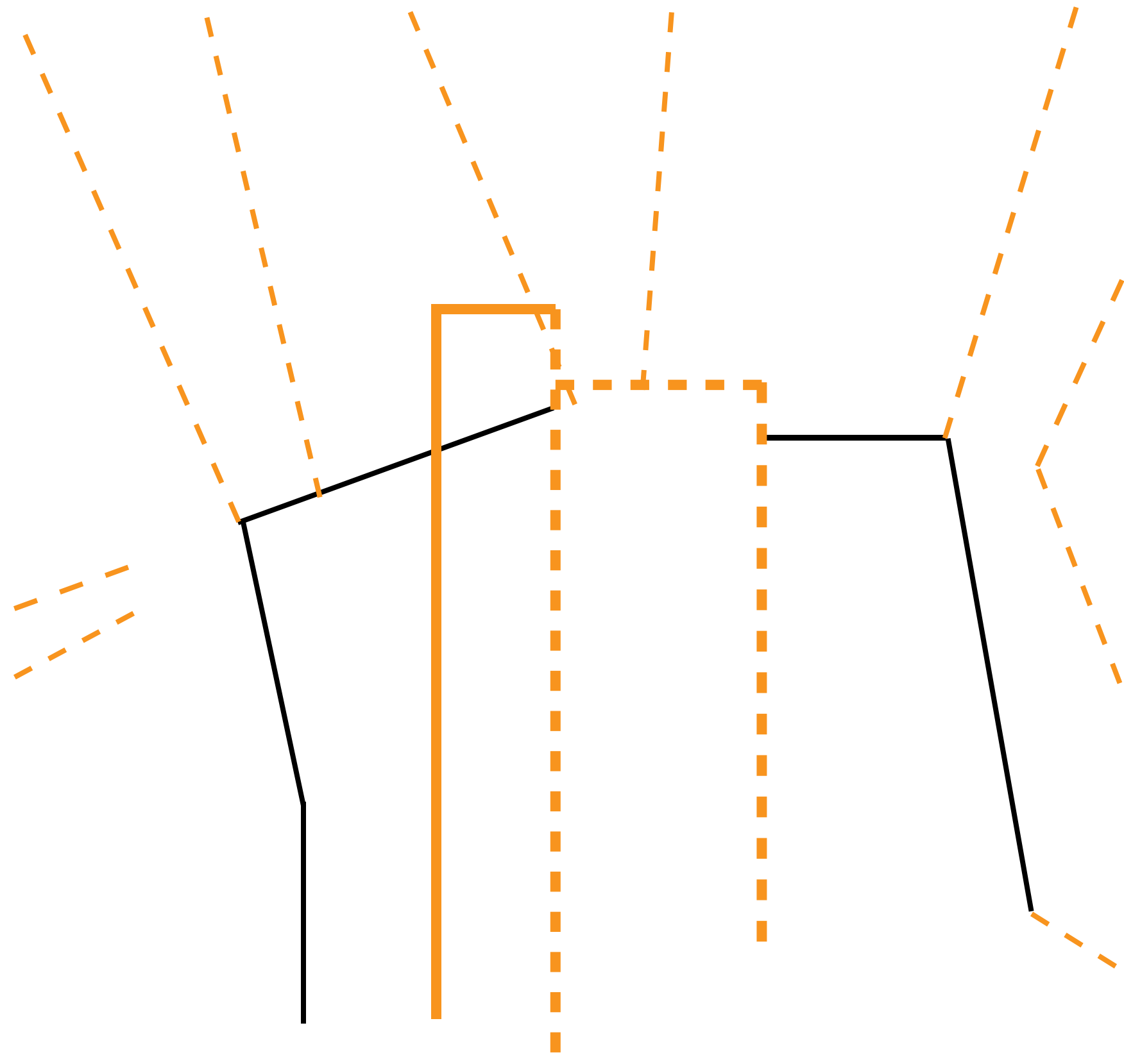
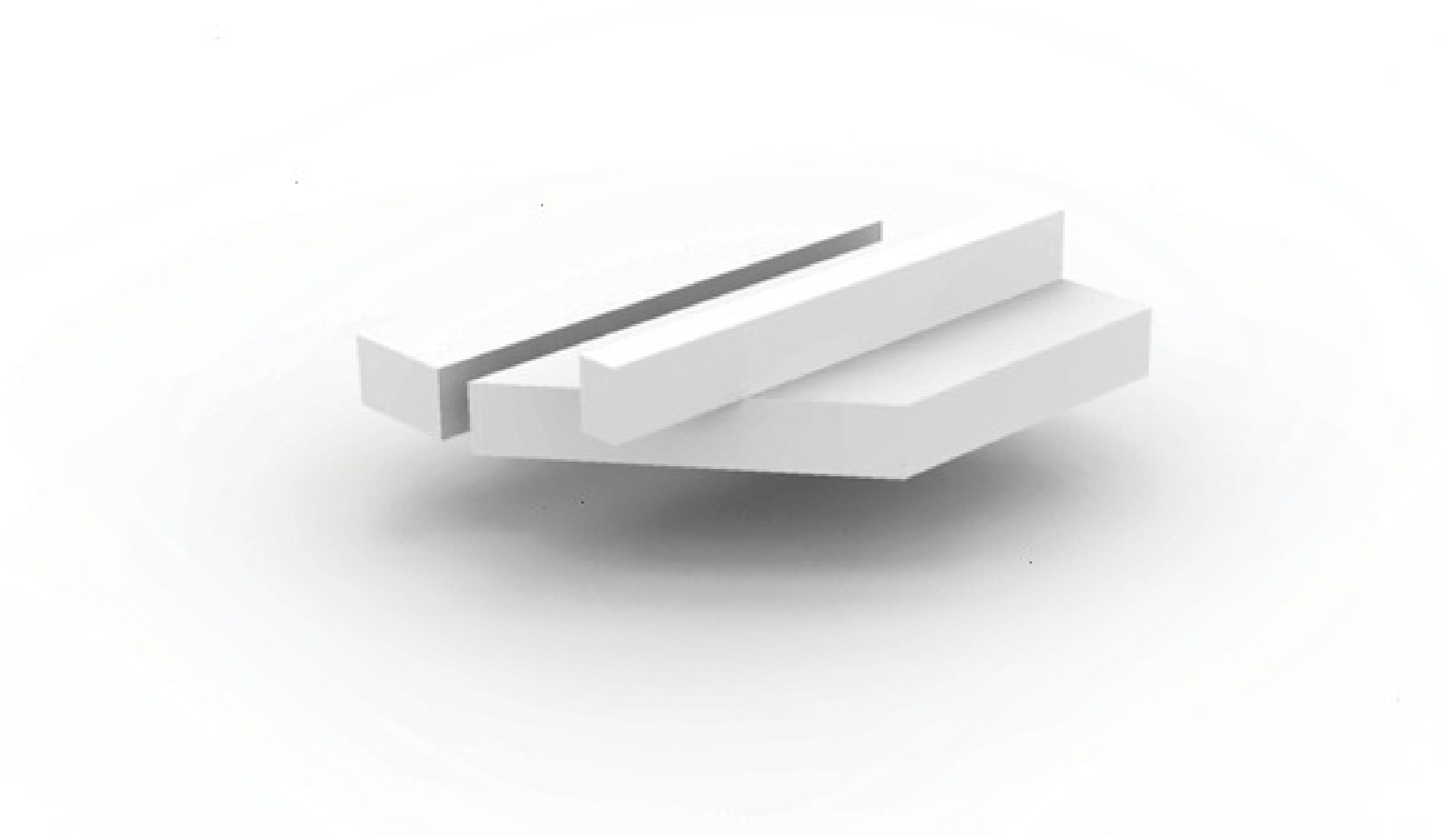


# ACKNOWLEDGE CONTEXT

DESIGN FOR VIEWS, ACCESS AND USER INTERFACE



PEDESTRIAN CONCENTRATION

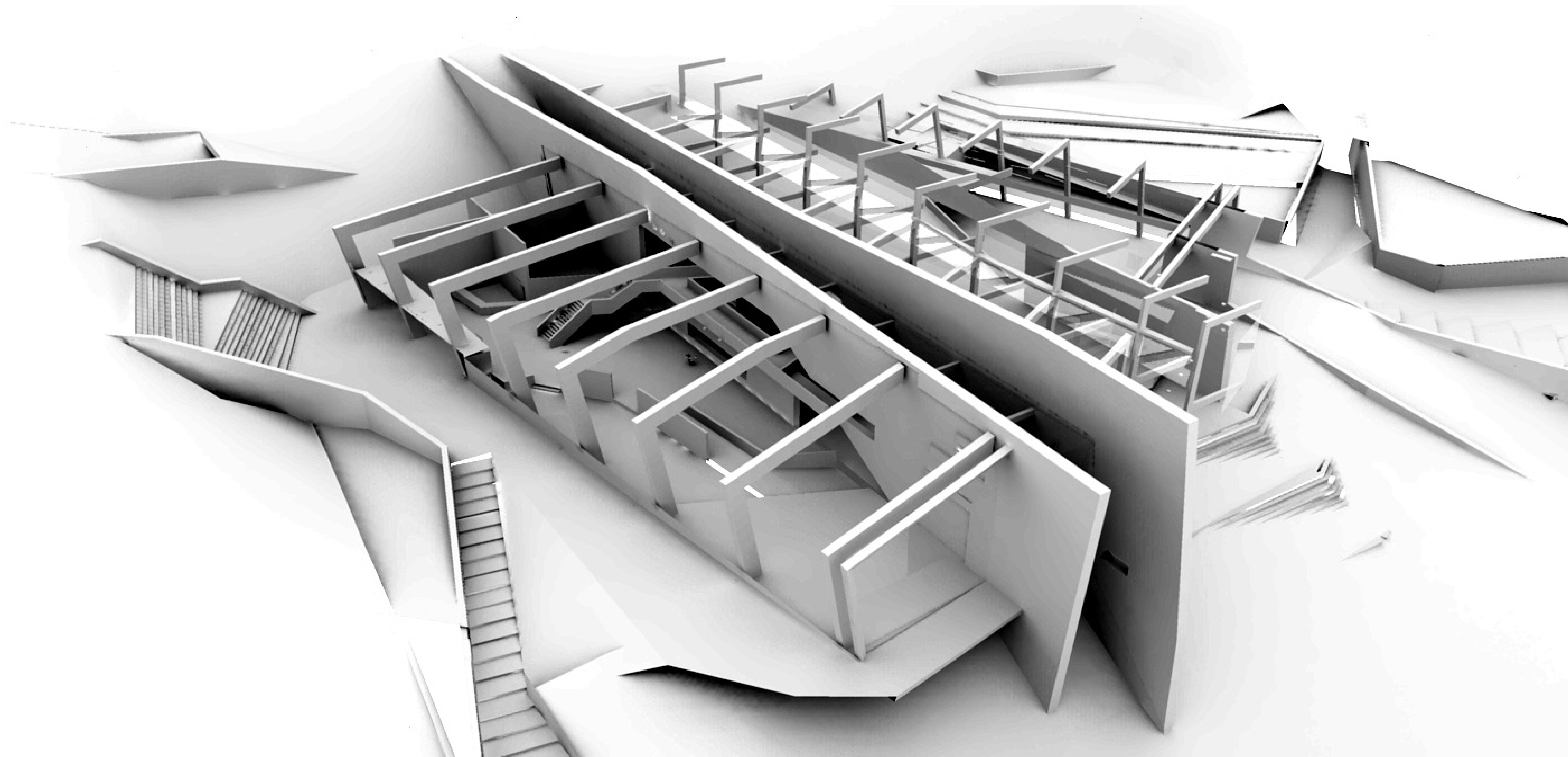




THE BUILDING

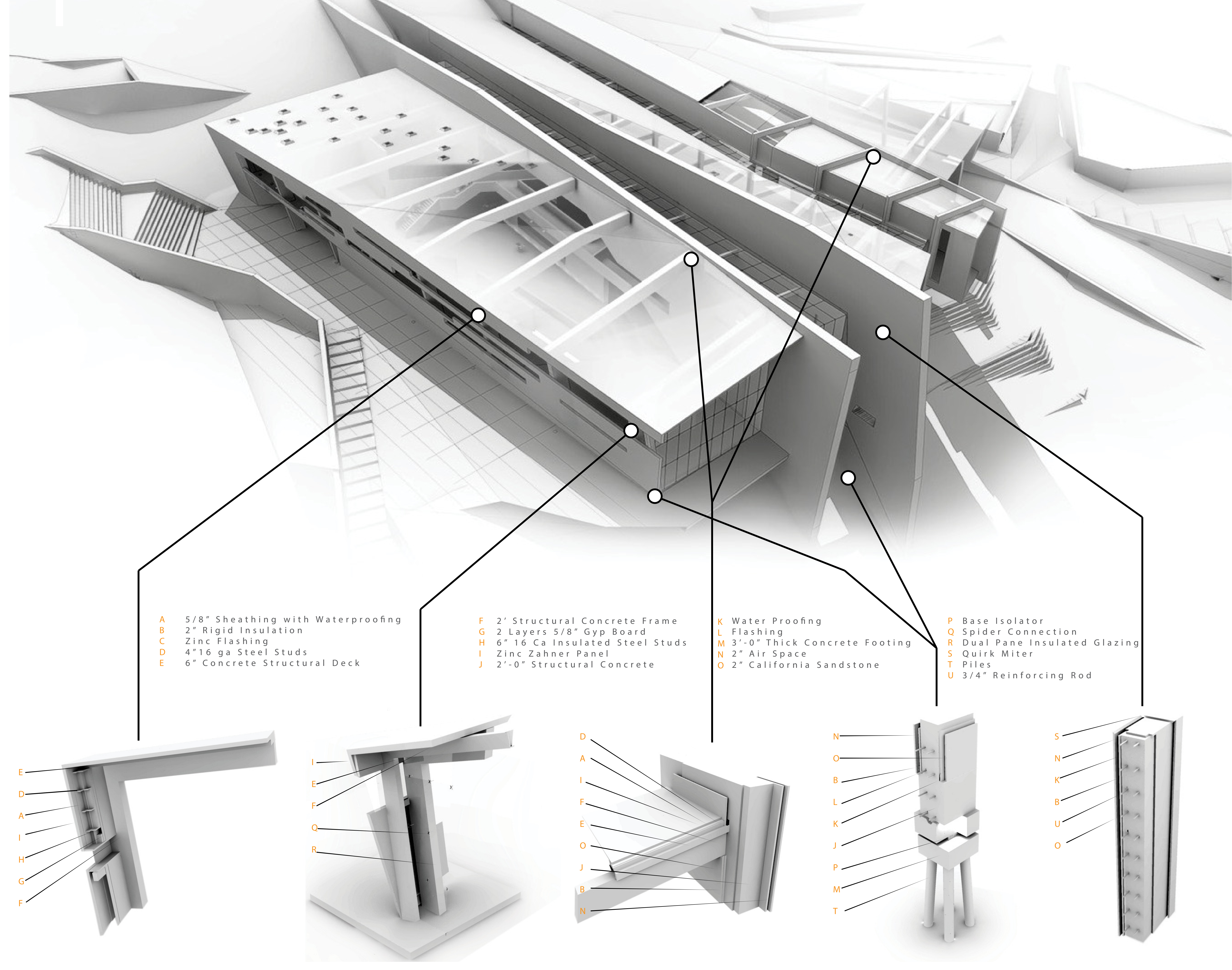


# STRUCTURE





# WALL DETAILS

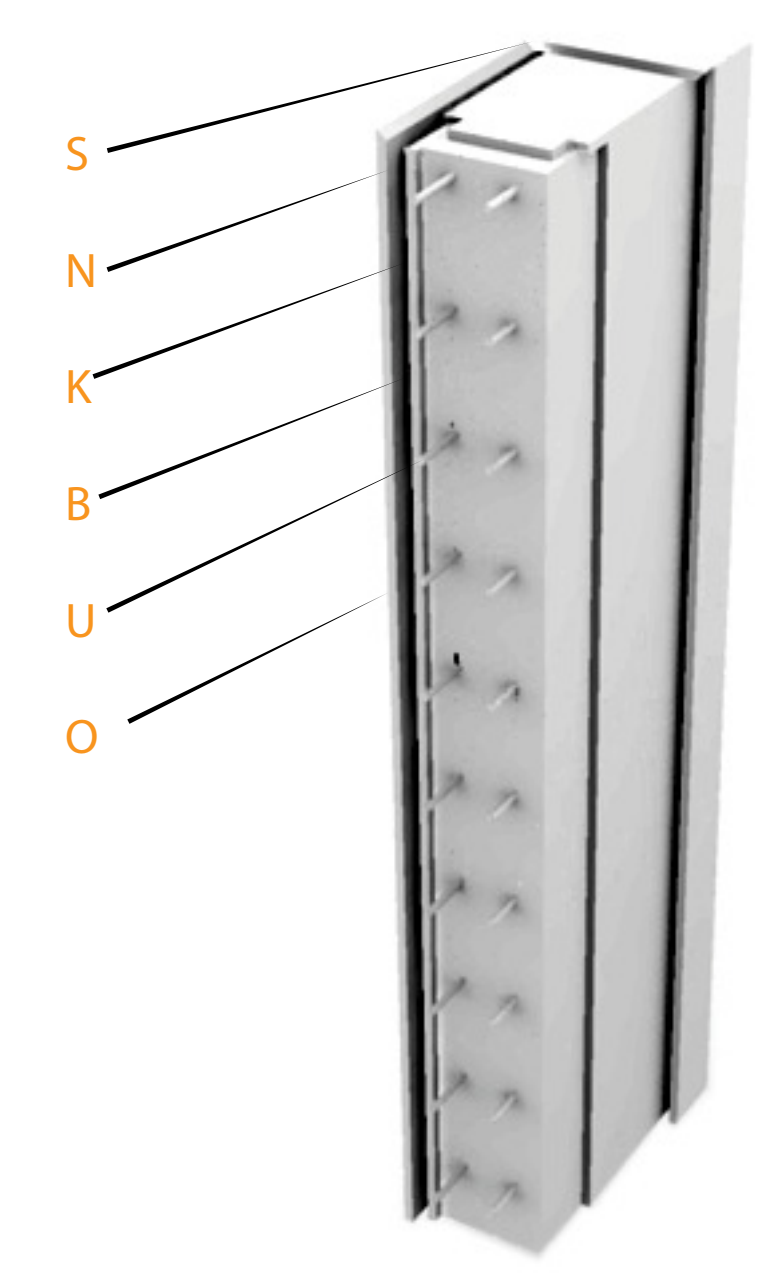
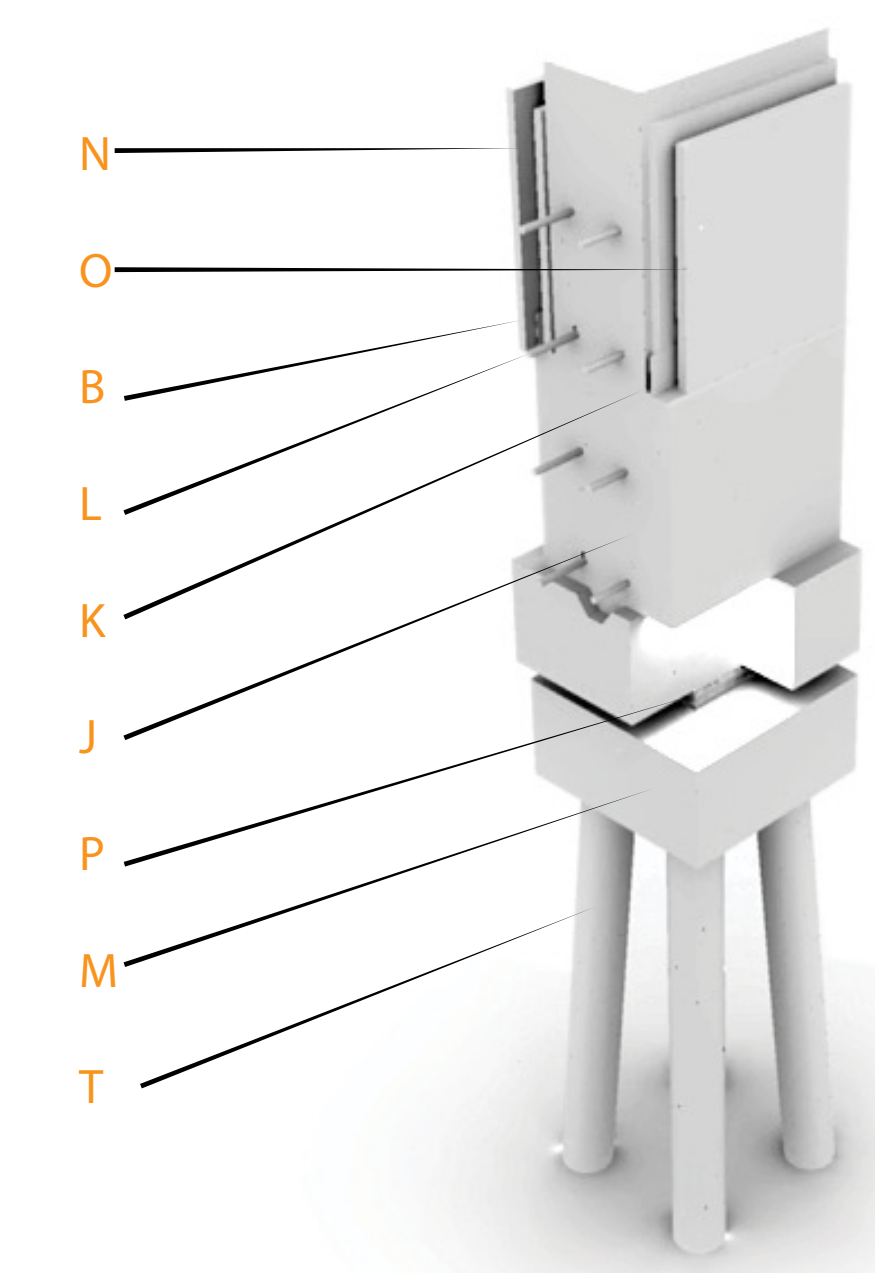
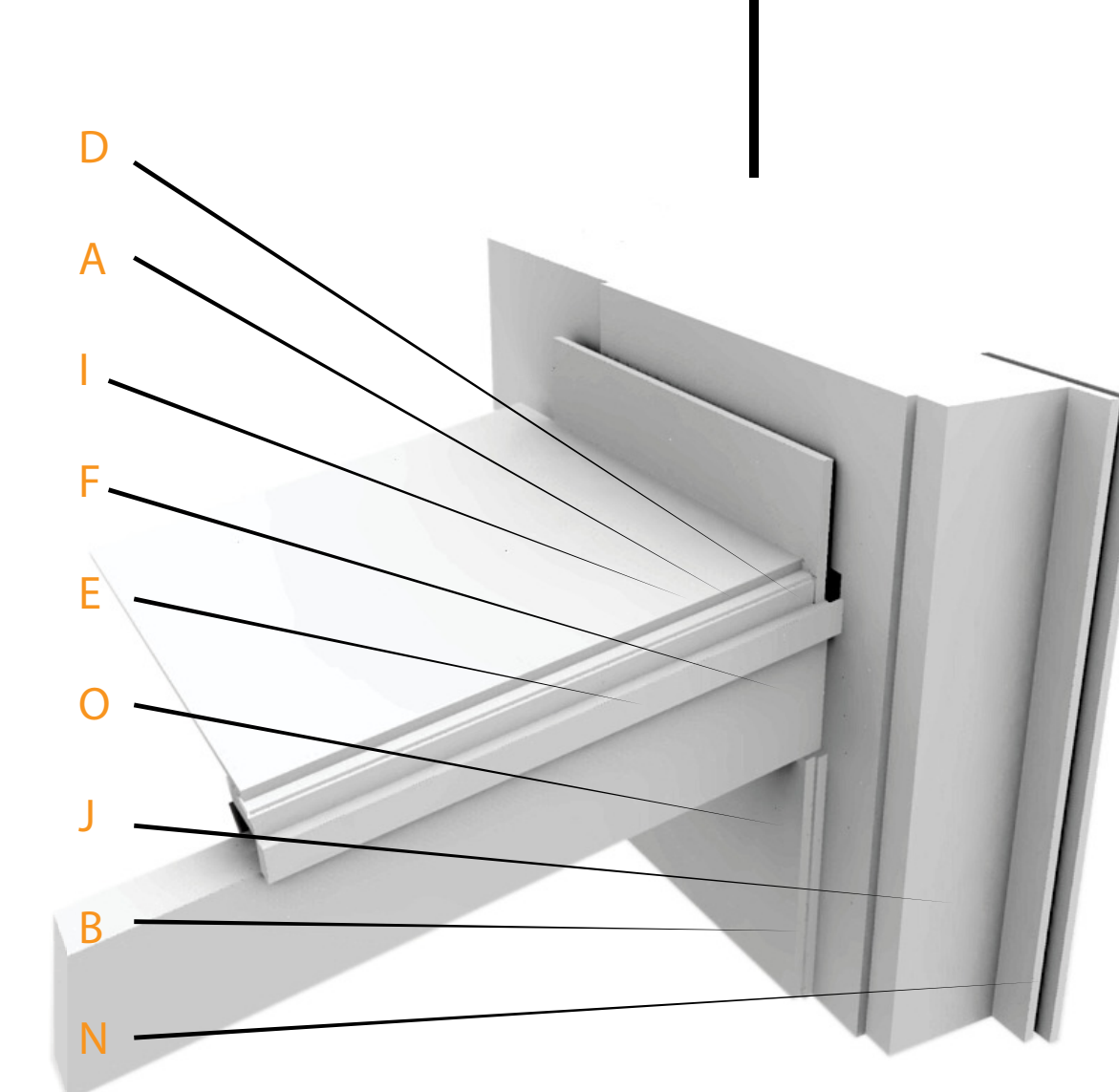
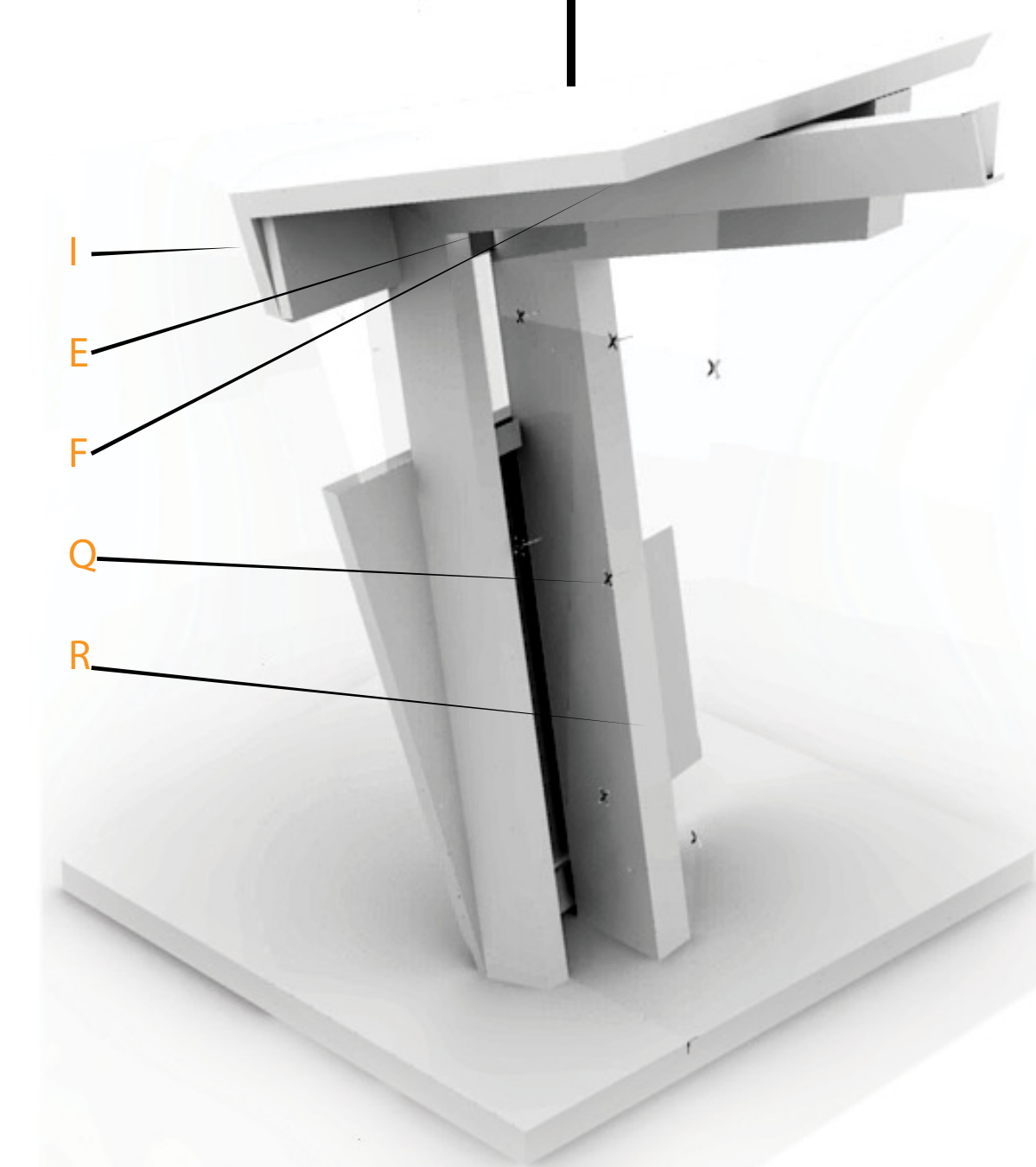
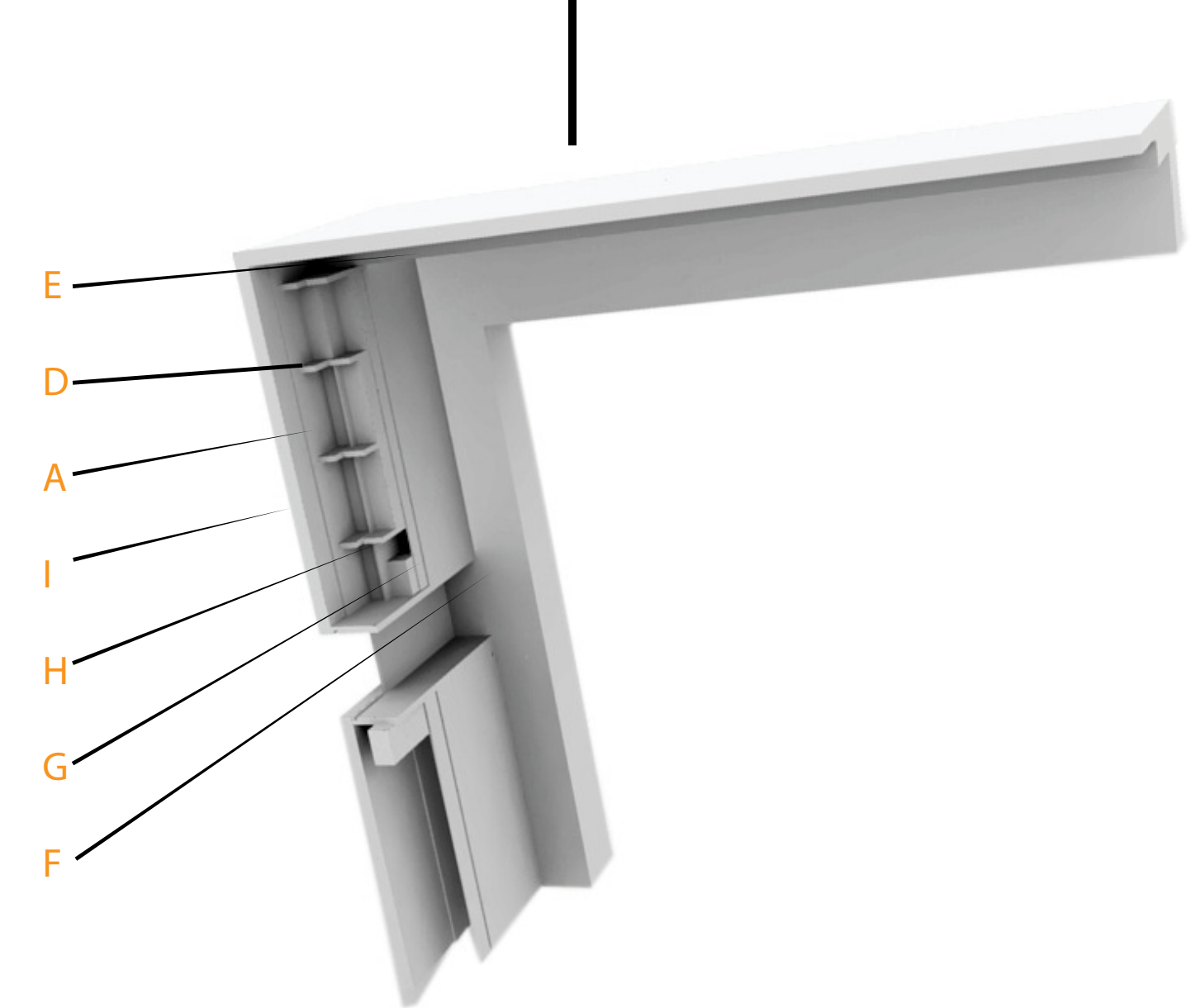


- A 5/8" Sheathing with Waterproofing
- B 2" Rigid Insulation
- C Zinc Flashing
- D 4" 16 ga Steel Studs
- E 6" Concrete Structural Deck

- F 2' Structural Concrete Frame
- G 2 Layers 5/8" Gyp Board
- H 6" 16 Ca Insulated Steel Studs
- I Zinc Zahner Panel
- J 2'-0" Structural Concrete

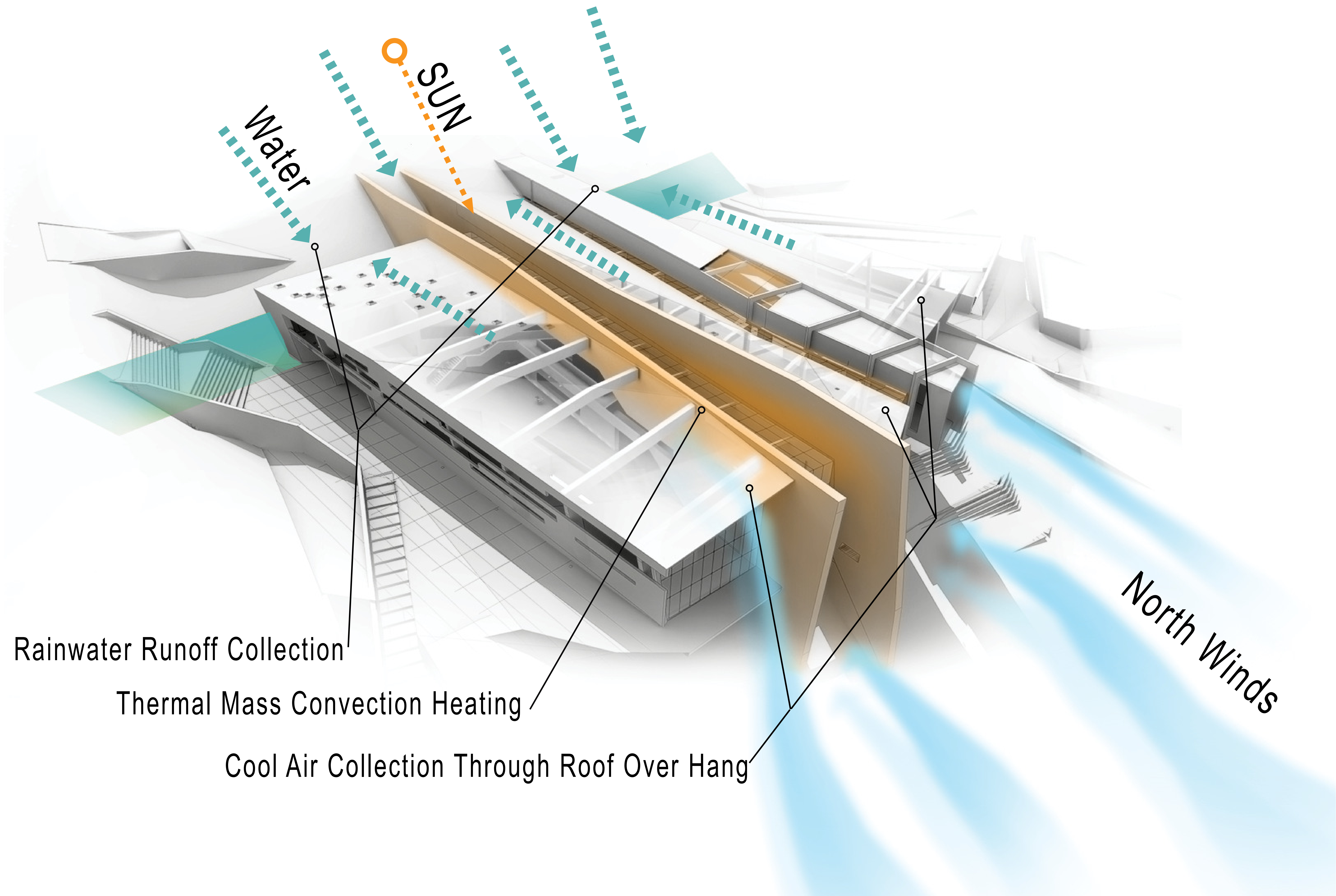
- K Water Proofing
- L Flashing
- M 3'-0" Thick Concrete Footing
- N 2" Air Space
- O 2" California Sandstone

- P Base Isolator
- Q Spider Connection
- R Dual Pane Insulated Glazing
- S Quirk Miter
- T Piles
- U 3/4" Reinforcing Rod





# PASSIVE SYSTEMS



Rainwater Runoff Collection

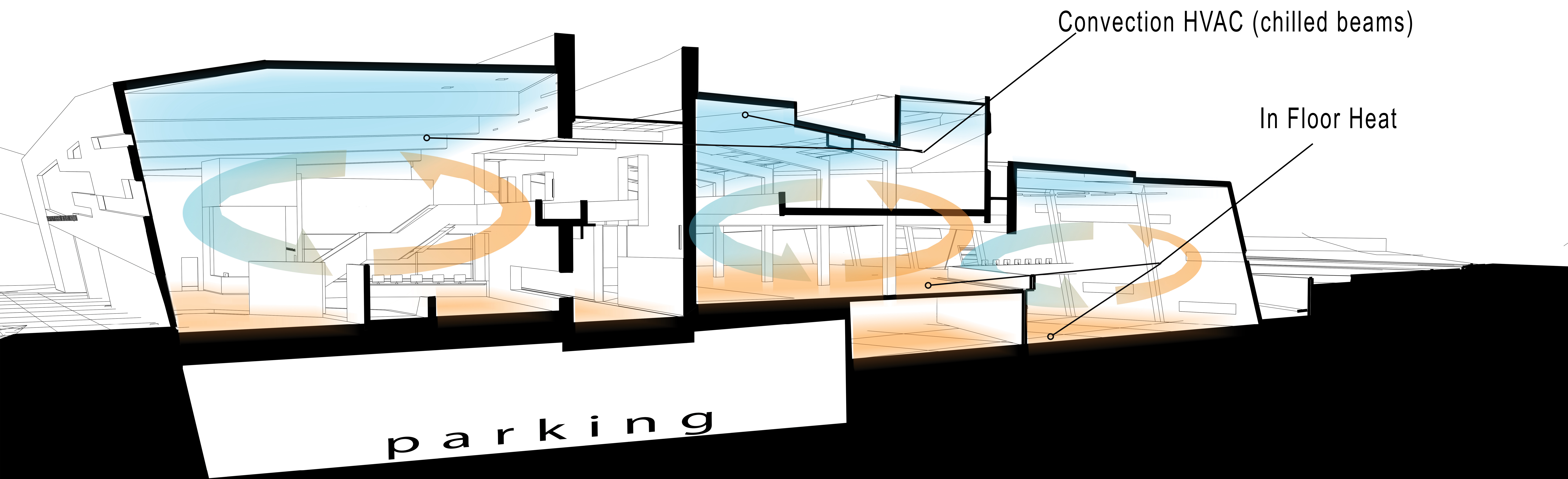
Thermal Mass Convection Heating

Cool Air Collection Through Roof Over Hang

North Winds



# ACTIVE SYSTEMS



Convection HVAC (chilled beams)

In Floor Heat

parking



# MATERIALS



**California Sandstone**

Exterior Structural Wall Cladding



**Zinc Metal Panel**

Exterior Skin



**Striated Concrete**

Interior Structural Walls







**California Redwood**

Interior Entry Walls

Other Materials: white painted gypsum, metal suspended ceiling, polished concrete floors, insulated glass



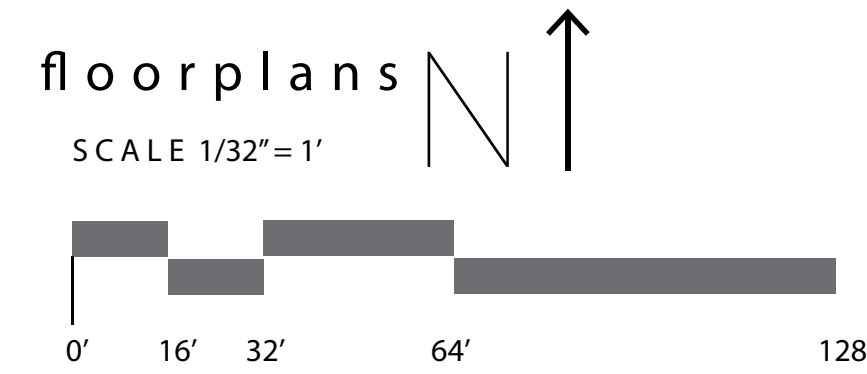
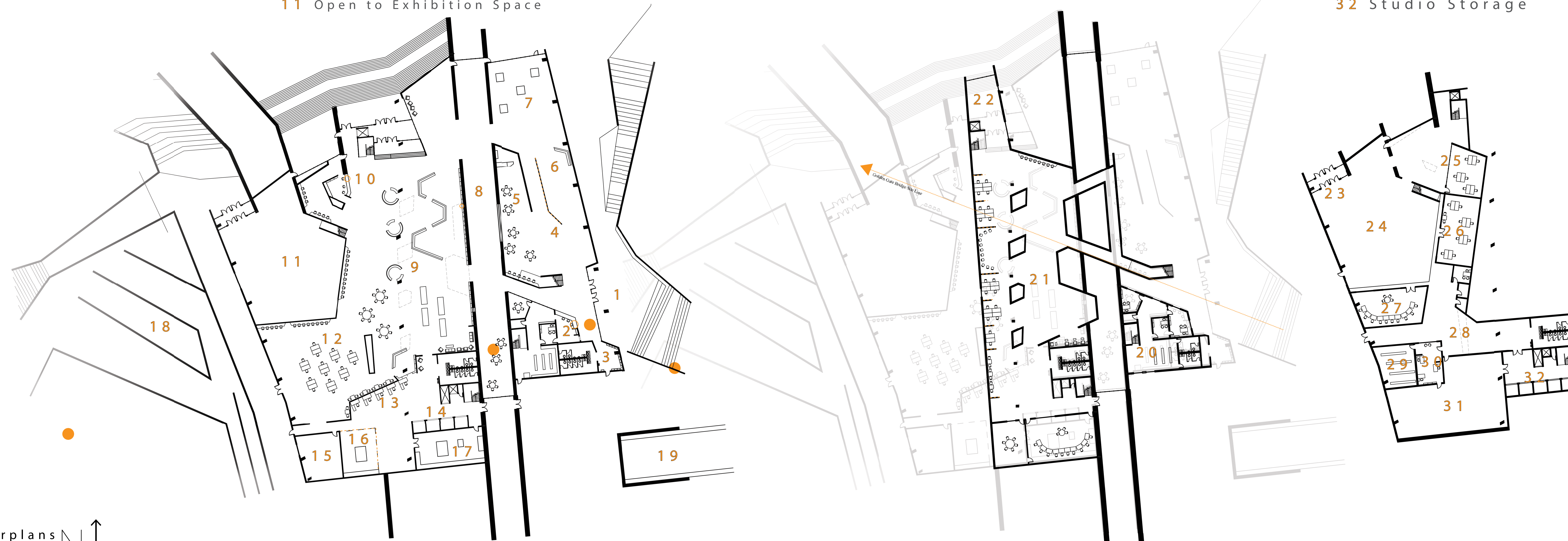
# FLOOR PLANS

-  Open To Above
-  Device Checkout
-  Movable Wall
-  Perspective

- 1 East Entrance
- 2 Reception and Administration
- 3 Lockable Storage
- 4 Interactive Screens
- 5 Cafe Seating
- 6 Interactive Learning Area
- 7 Interactive Exhibition Area
- 8 Collaborative Open Space
- 9 Digital Library
- 10 North Entrance and Reception
- 11 Open to Exhibition Space

- 12 Open Studio
- 13 3d Printing Lab
- 14 Group Storage
- 15 Tech Lab
- 16 Experiment Lab
- 17 Wood Shop
- 18 Amphitheater
- 19 Parking Entrance
- 20 Administration
- 21 S.O.L.E's (self organized learning environments)

- 22 Observation Deck
- 23 Studio Entrance
- 24 Large Build Exhibition Space
- 25 Teacher Work Space
- 26 Small Group Studio
- 27 Socratic Circle Learning
- 28 Display Area
- 29 I.T
- 30 Staff Work Space
- 31 Mechanical
- 32 Studio Storage



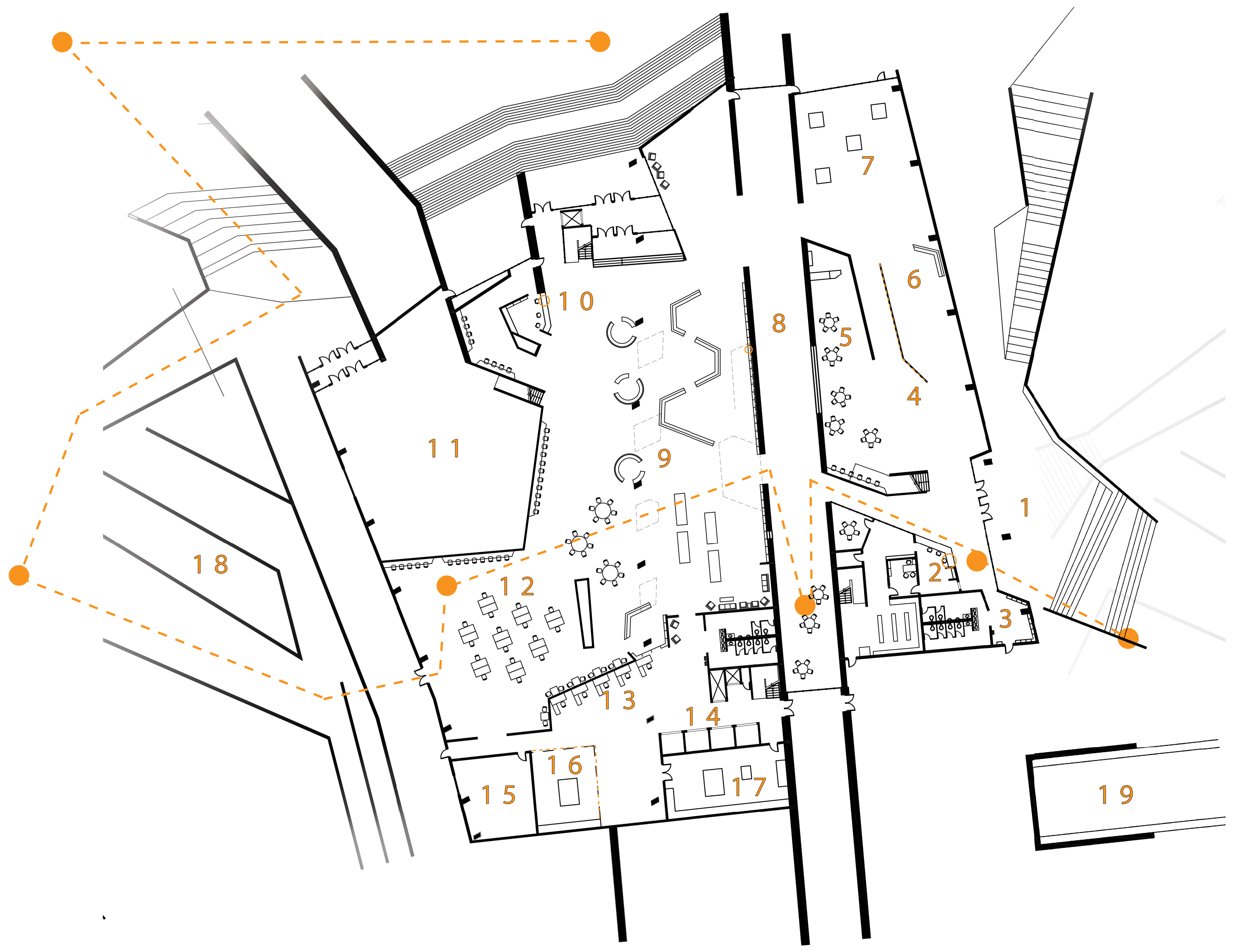
main level  
44,888sq ft

upper level  
18,159sq ft

lower level  
21,621sq ft

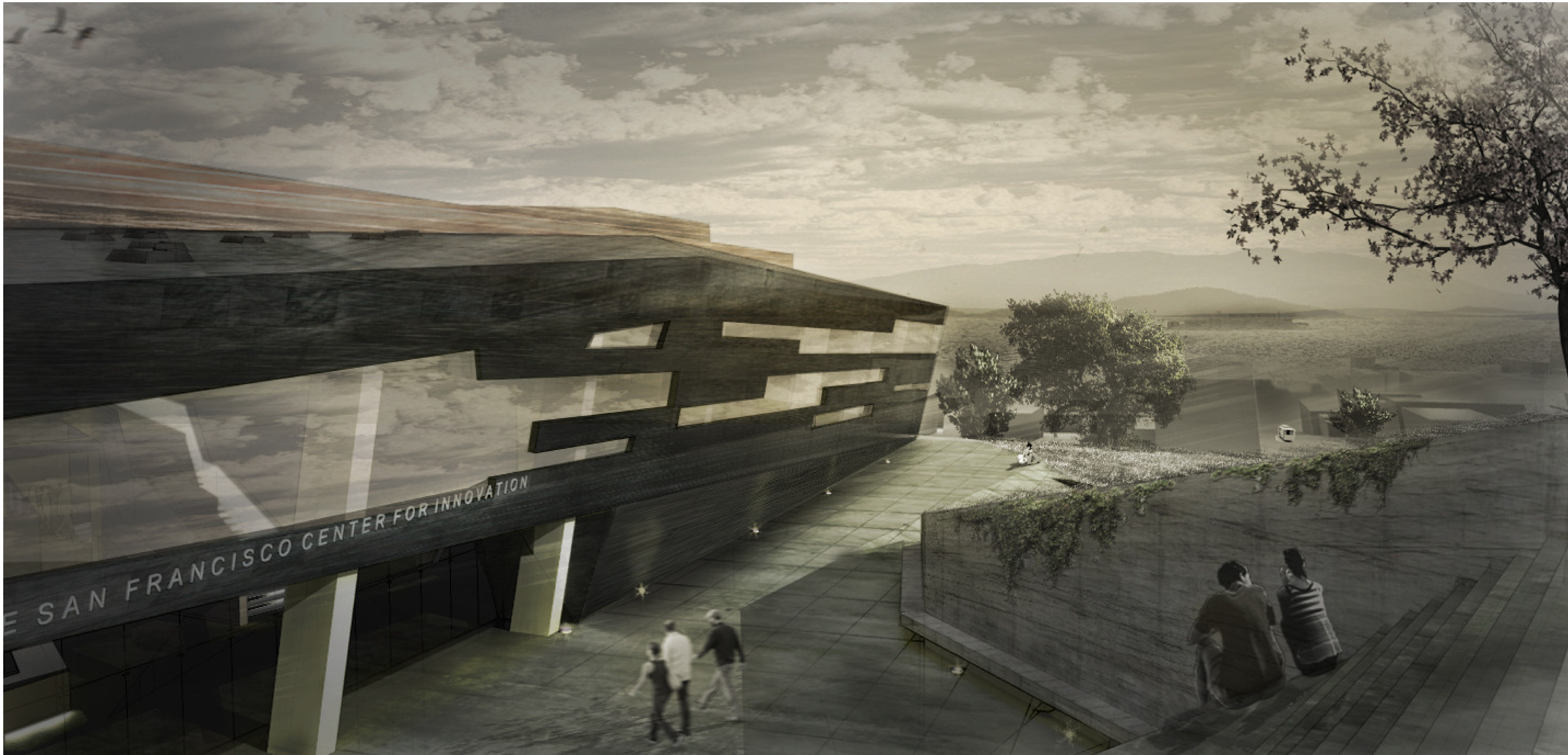


# PERSPECTIVES





# EAST ENTRANCE

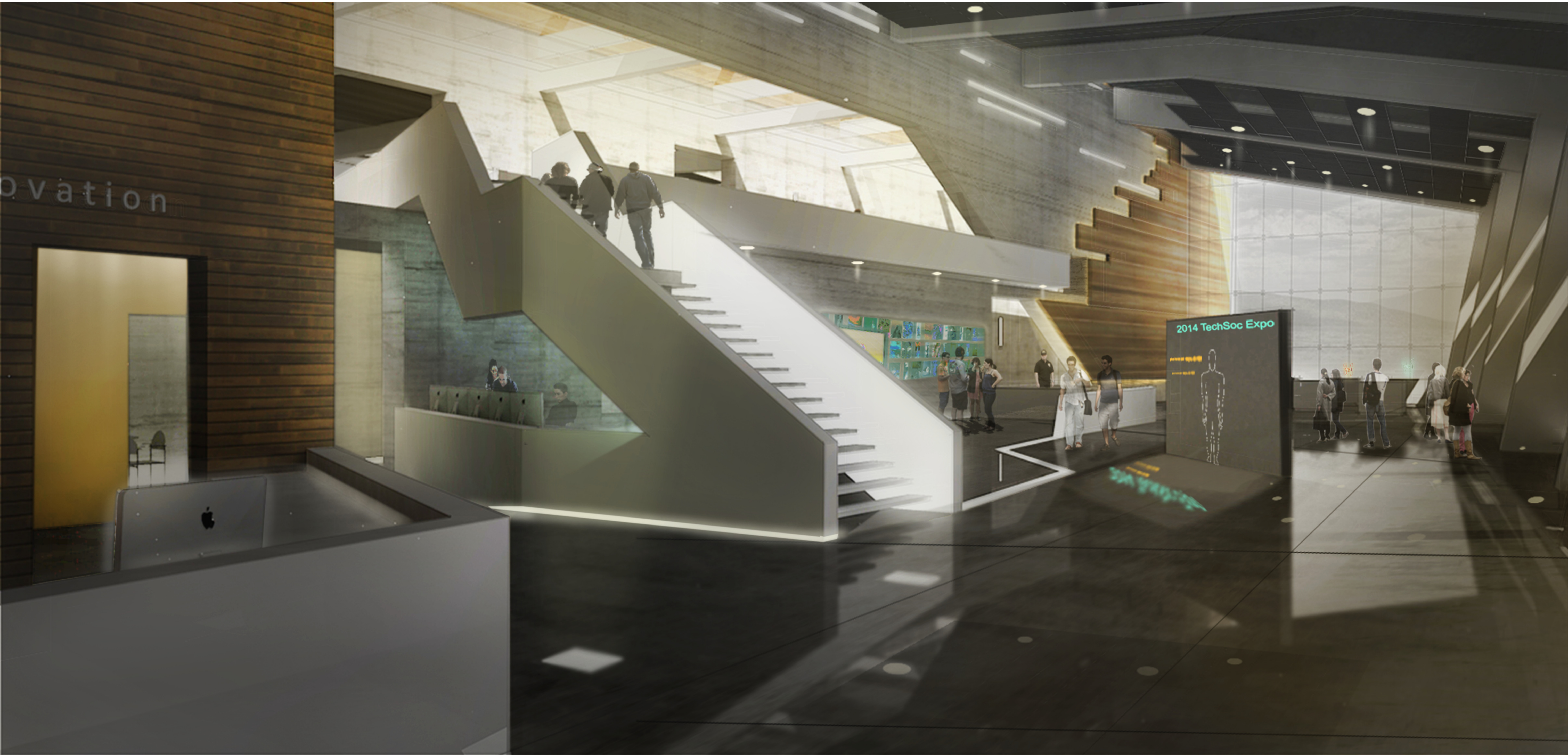




RECEPTION

INTERACTIVE EXHIBITION

ADMINISTRATION





COLLABORATIVE SPACE

VOID

USABLE CIRCULATION

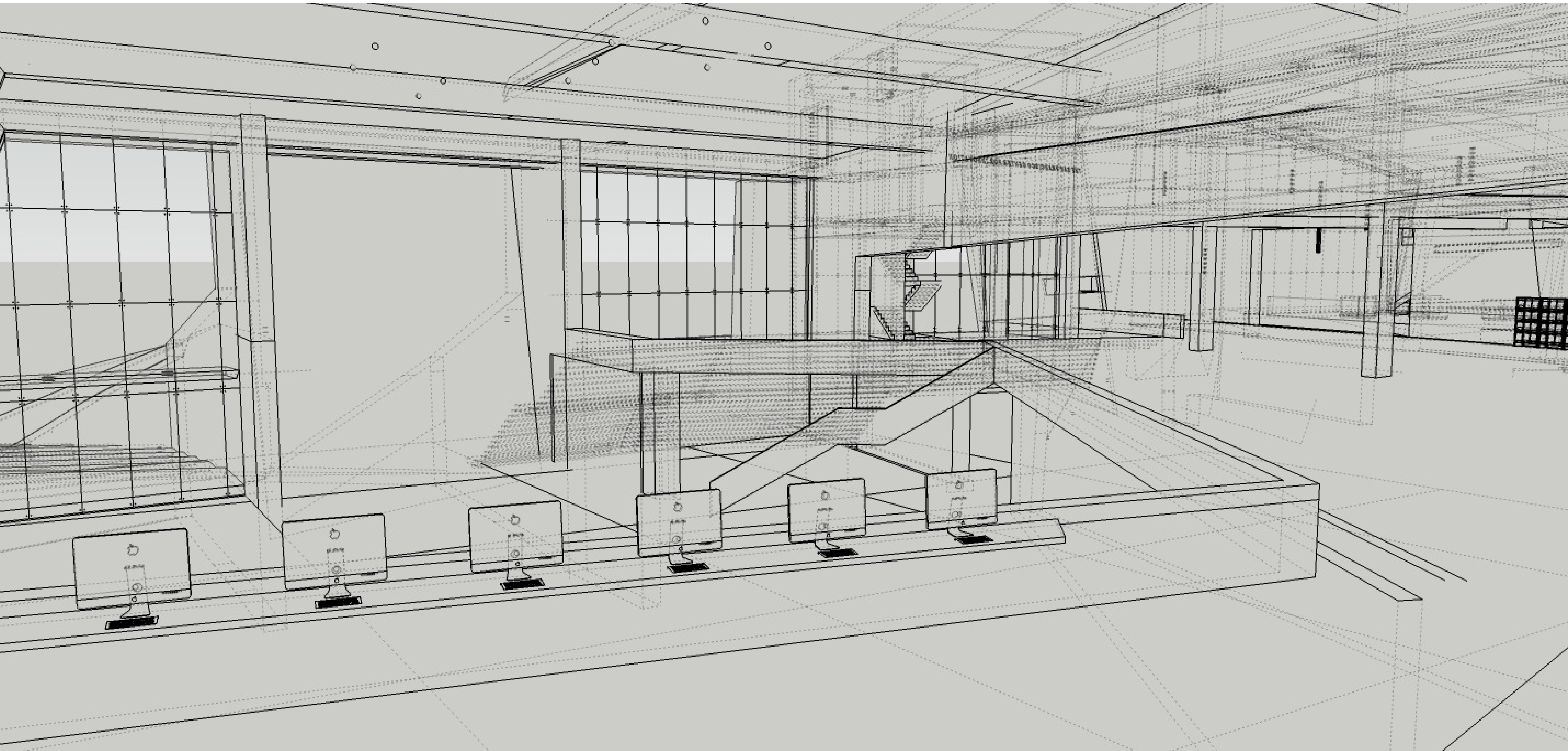




STUDIO EXHIBITION

DIGITAL LIBRARY

OPEN STUDIO

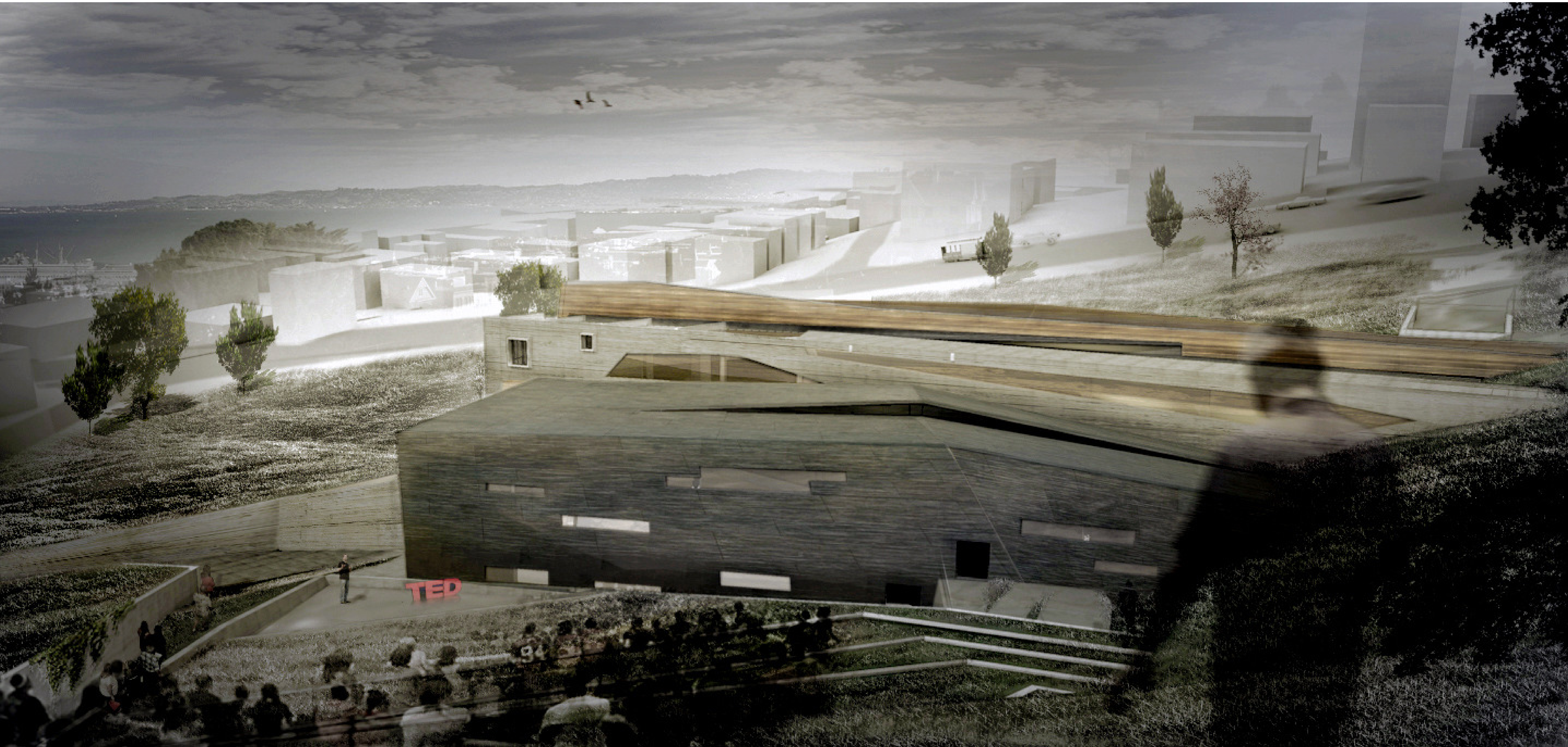




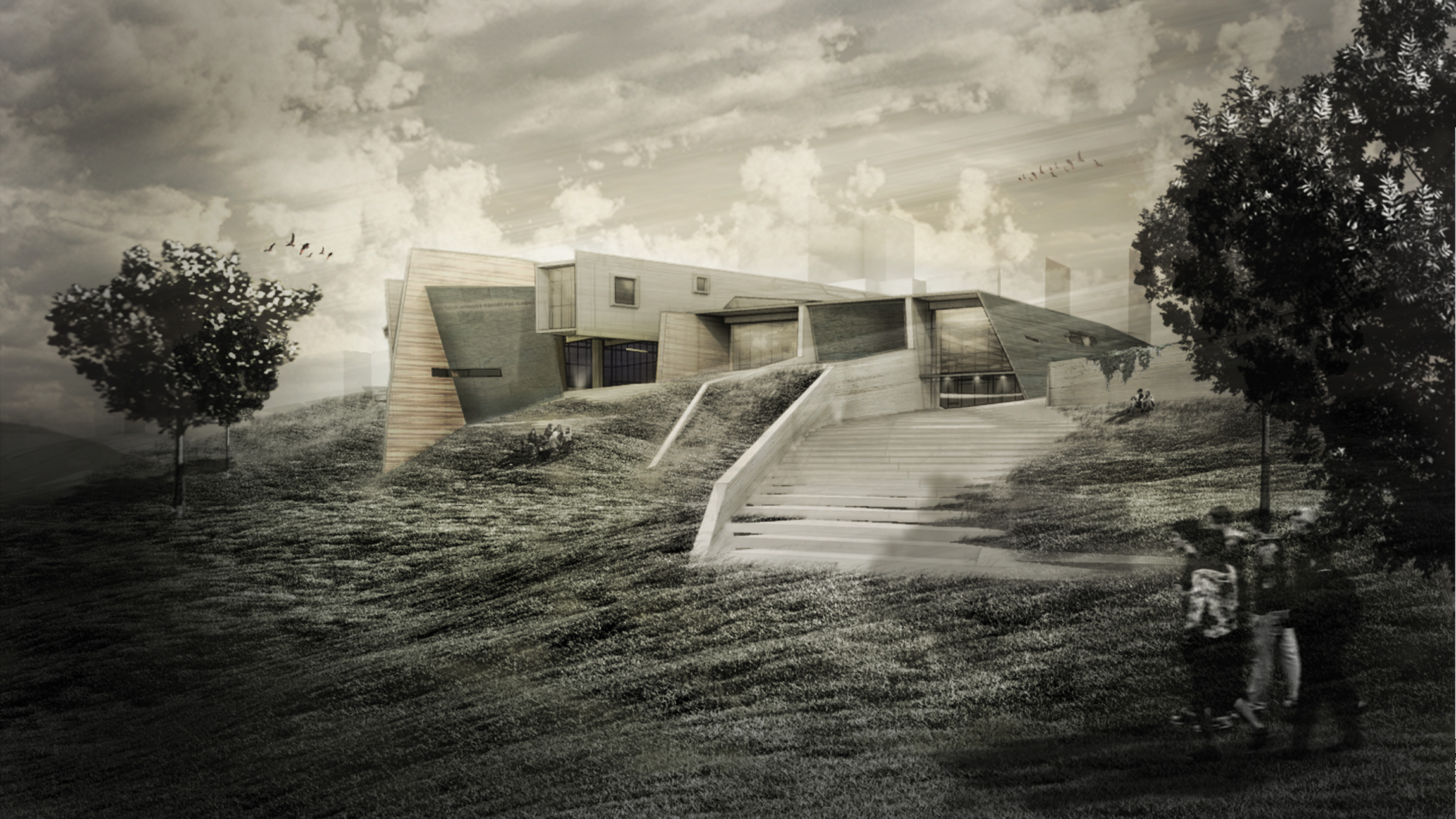
WEST ENTRANCE

OUTDOOR

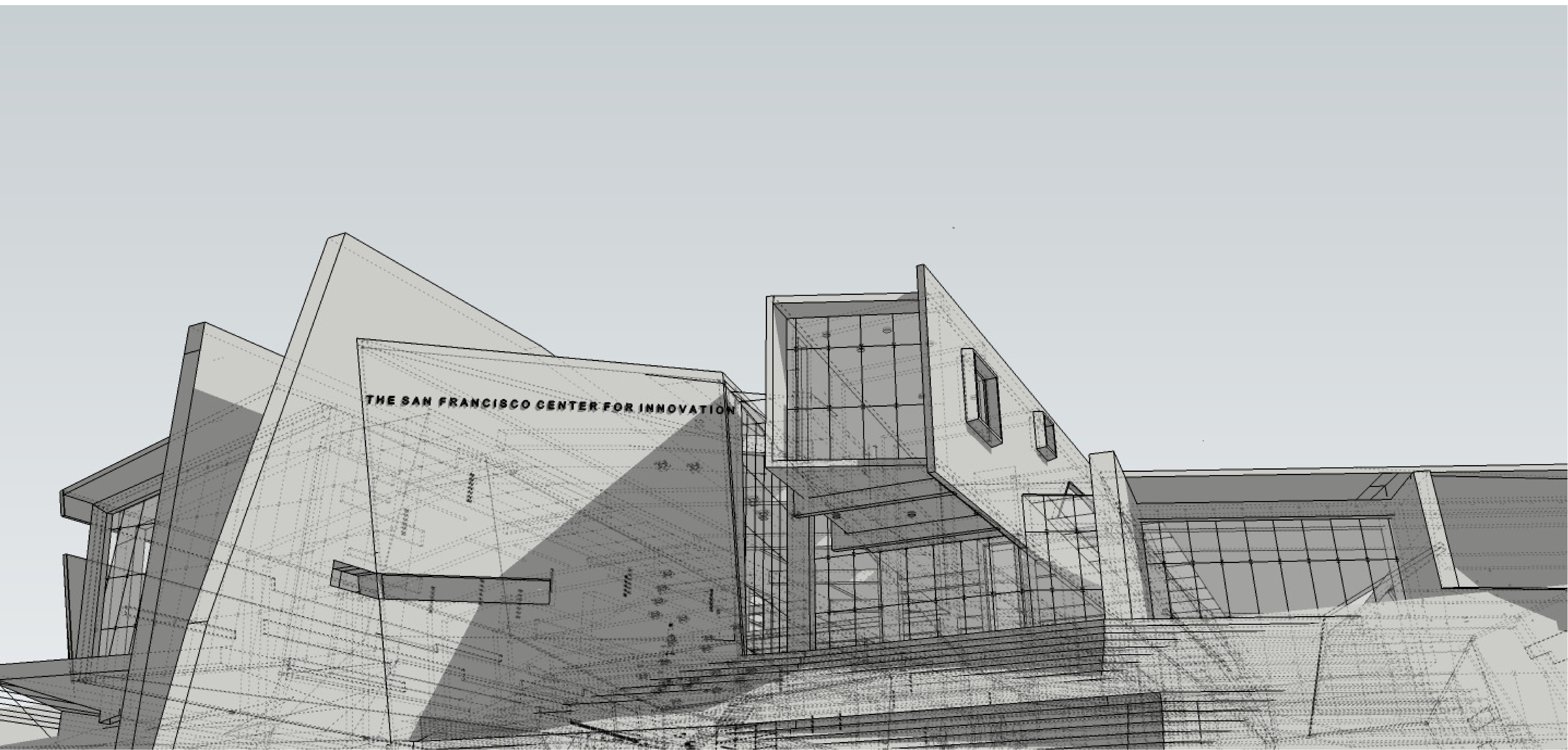
AMPHITHEATRE











THE SAN FRANCISCO CENTER FOR INNOVATION





THE **SAN FRANCISCO** CENTER FOR INNOVATION