COMMUNITY (MAKE)SHIFT

THESIS STATEMENT

Bringing urban communities together through the activation of underutilized spaces with social programming in the Georgetown neighborhood of Seattle, Washington.

1. FACILITATE SOCIAL BELONGING
2. ACTIVATE UNDERUTILIZED SPACES

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LOCATION Georgetown neighborhood of Seattle, Washington.

SEATTLE

WA ID

OR

SKATE PARK SECTION

THE UNDER
OVER(PASS) PARK

IN THE GEORGETOWN NEIGHBORHOOD
OF SEATTLE, WASHINGTON

THE "UNDERUTILIZED" SPACES
OF THE GEORGETOWN
NEIGHBORHOOD

EMPTY
PARKING
LOTS

OLD RAIL
LINES

ABANDONED
LOTS

OVERPASS

The Georgetown
Entry Plaza

Urban
Greenway

Multi
Sports
Area

Market
Area

Multi
Small
Activities
Area

Georgetown
Civic Grounds

Large
Events
Area

MASTER
PLAN
1:100

THE
UOP

THE
"LOUNGE"

THE
"HUB"

THE "TIERS"

SKATEPARK

2 TIER
PLAYSCAPE

LAWN
SPACE

3 TIER
AMPHITHEATER +
STAGE AREA

OPEN SPACE
+ MOVABLE FURNITURE

GEORGETOWN
COMMUNITY HUB

SITE PLAN 1:20

WOODEN
TRUSS
SUPPORT
SYSTEM

45°

OVERPASS

STEEL
BRACKETS

FIBER
GLASS
SIDING

REMOVABLE
SAFETY MAT
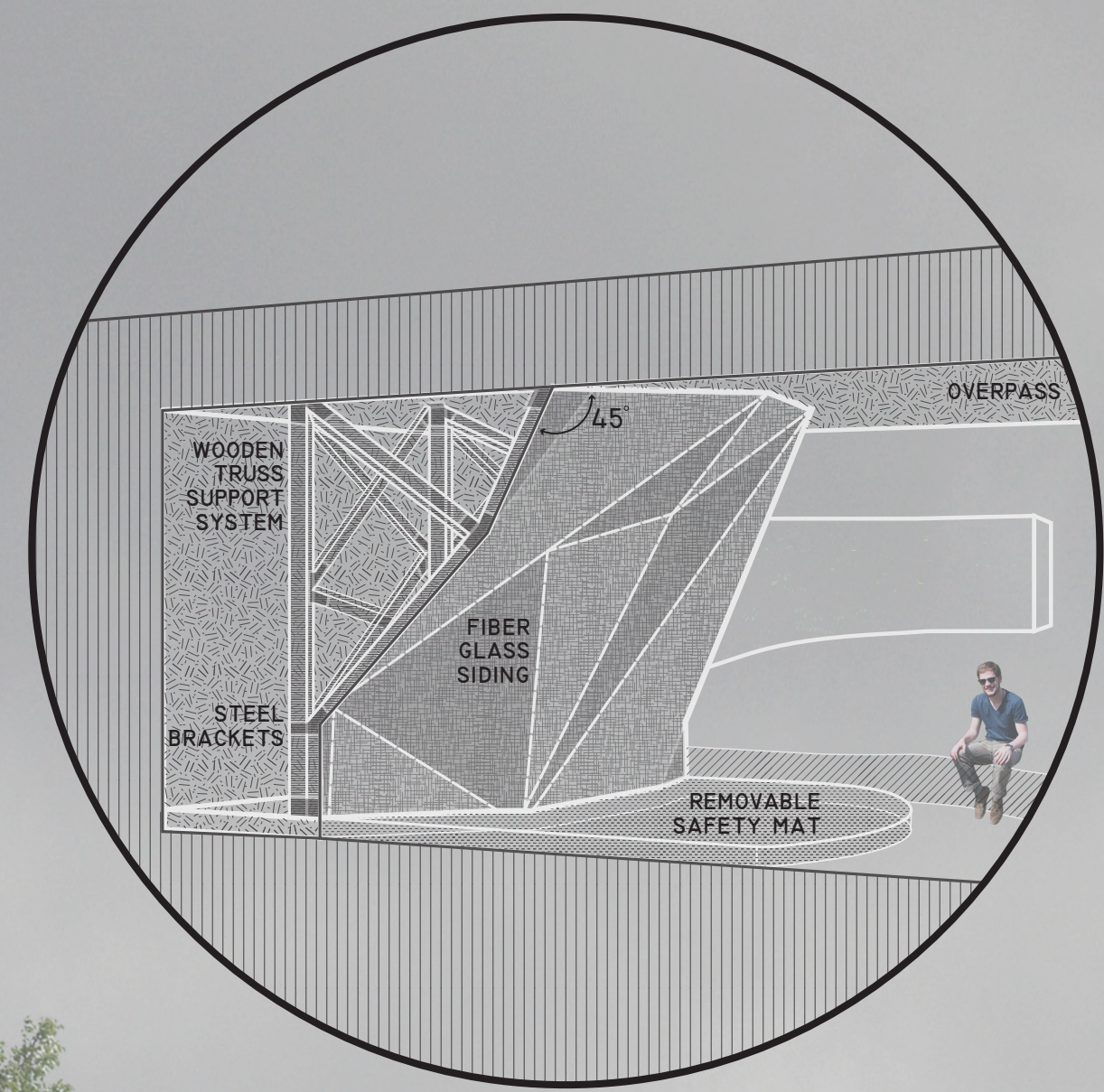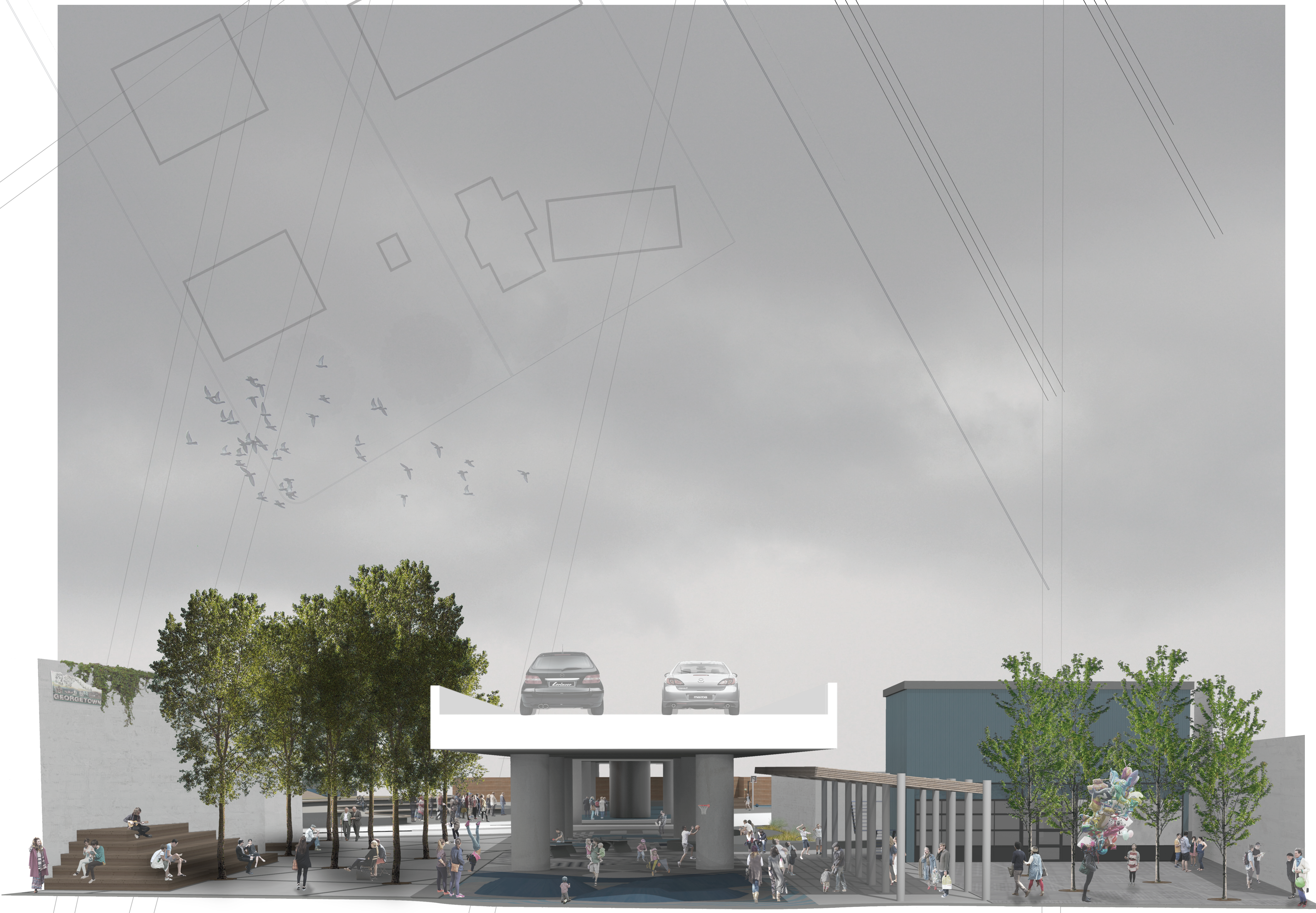
**ROCK WALL
DETAIL**

"LOUNGE"
PERSPECTIVE

CENTER COMMUNITY
PERSPECTIVE

THE "LOUNGE"

Rock Wall
Fire Pit
Connect Four

THE "HUB"

Rubber Berms
Bleachers
Basketball Half Courts

Ping Pong
Chess/Checkers

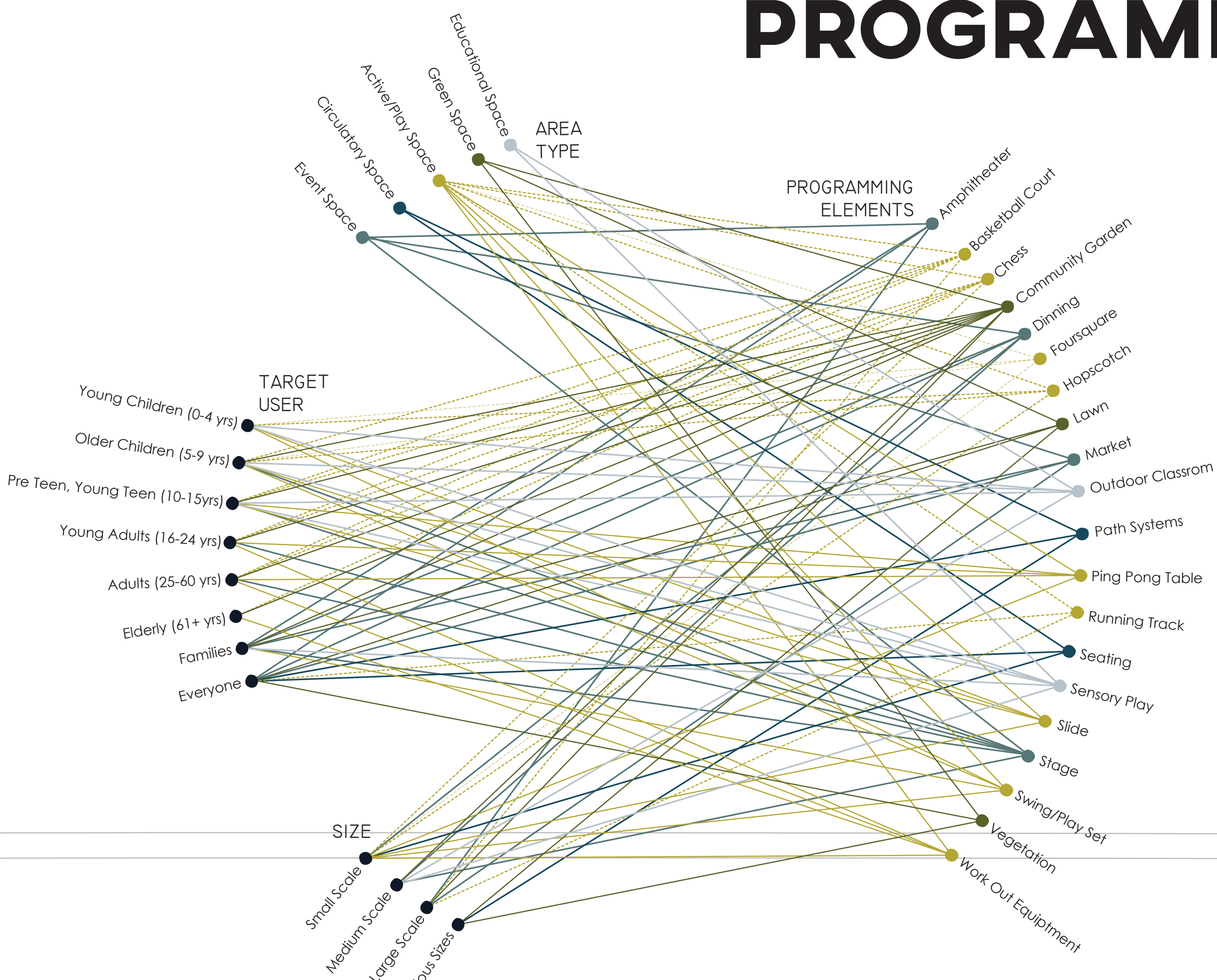METAL SUPPORT BRACKETS

FROSTED ACRYLIC WITH CLEAR LETTERING

ACRYLIC LED LIGHT GUIDING ROD

LIGHT TUBE WAY FINDING DETAIL

THE "TIERS"

Amphitheater Tiers
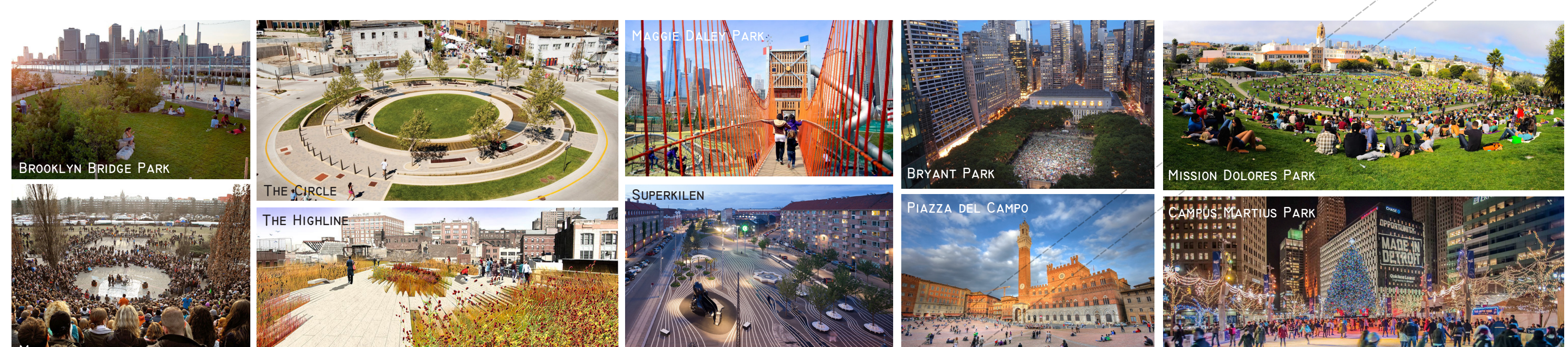Playscape
Skatepark

OVERPASS SECTION

SOCIAL PROGRAMMING

When deciding where programming elements should be spatially, I had to look at some contributing factors. First by braking it down into type, user, and then size. I was able to make sure that a variety of options for every circumstance is covered. Some of the other factors I looked into were, what is mandatory to what I am wanting to achieve as far as bringing people together. Then to give as much variety to the user of the site, I looked into which program elements can be overlapped so gives the user a choice. Overall, I do not know what my site needs but this will act as a tool, and a method to providing programming pieces to a site.
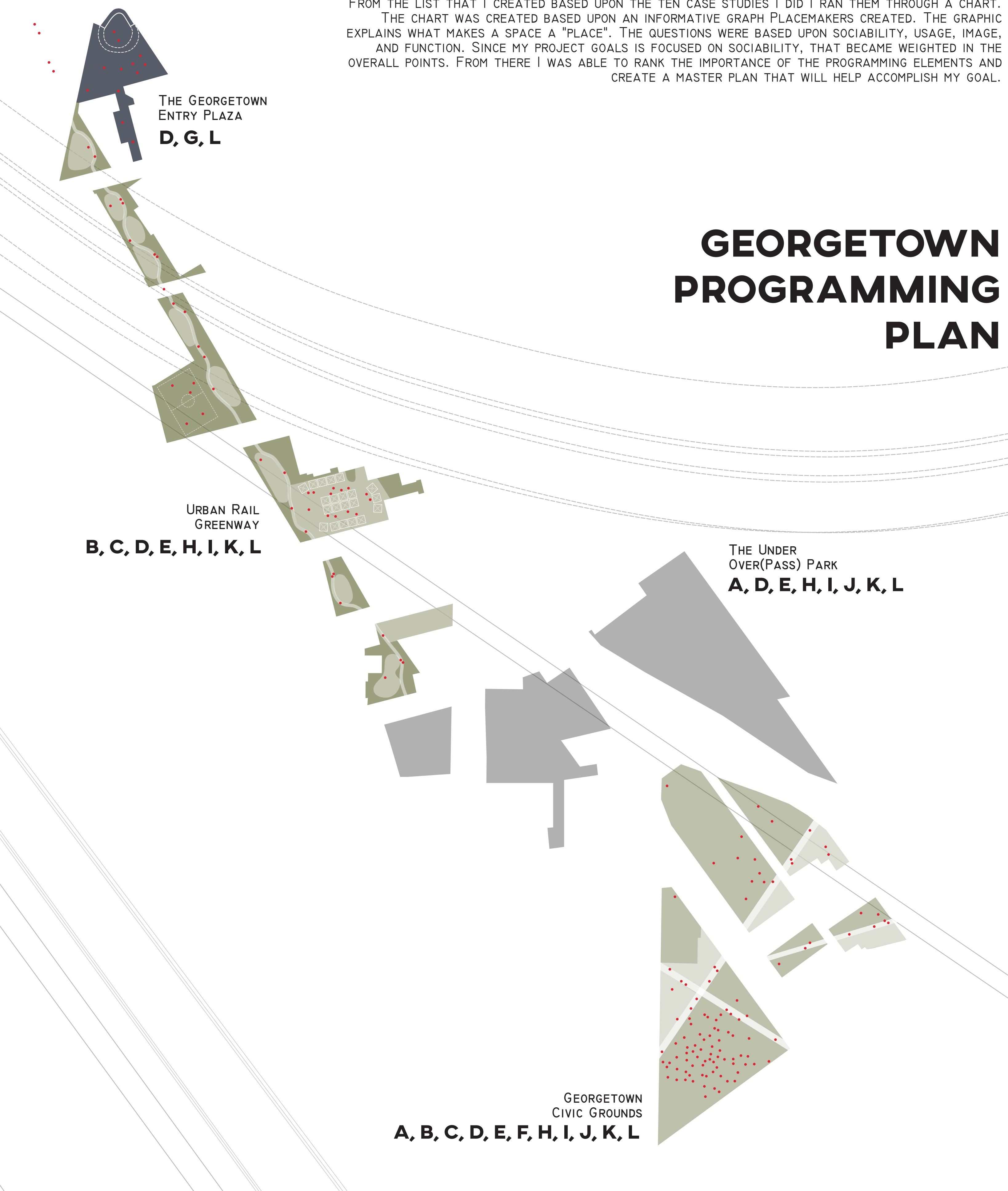
In the process to better understand what beings people together I researched ten outdoor places that are popular, ranging in size, locations, and programming. I focused in on the key program elements that were used and discovered overlaps between the different case studies. From there I created a group of programming elements to further justify.
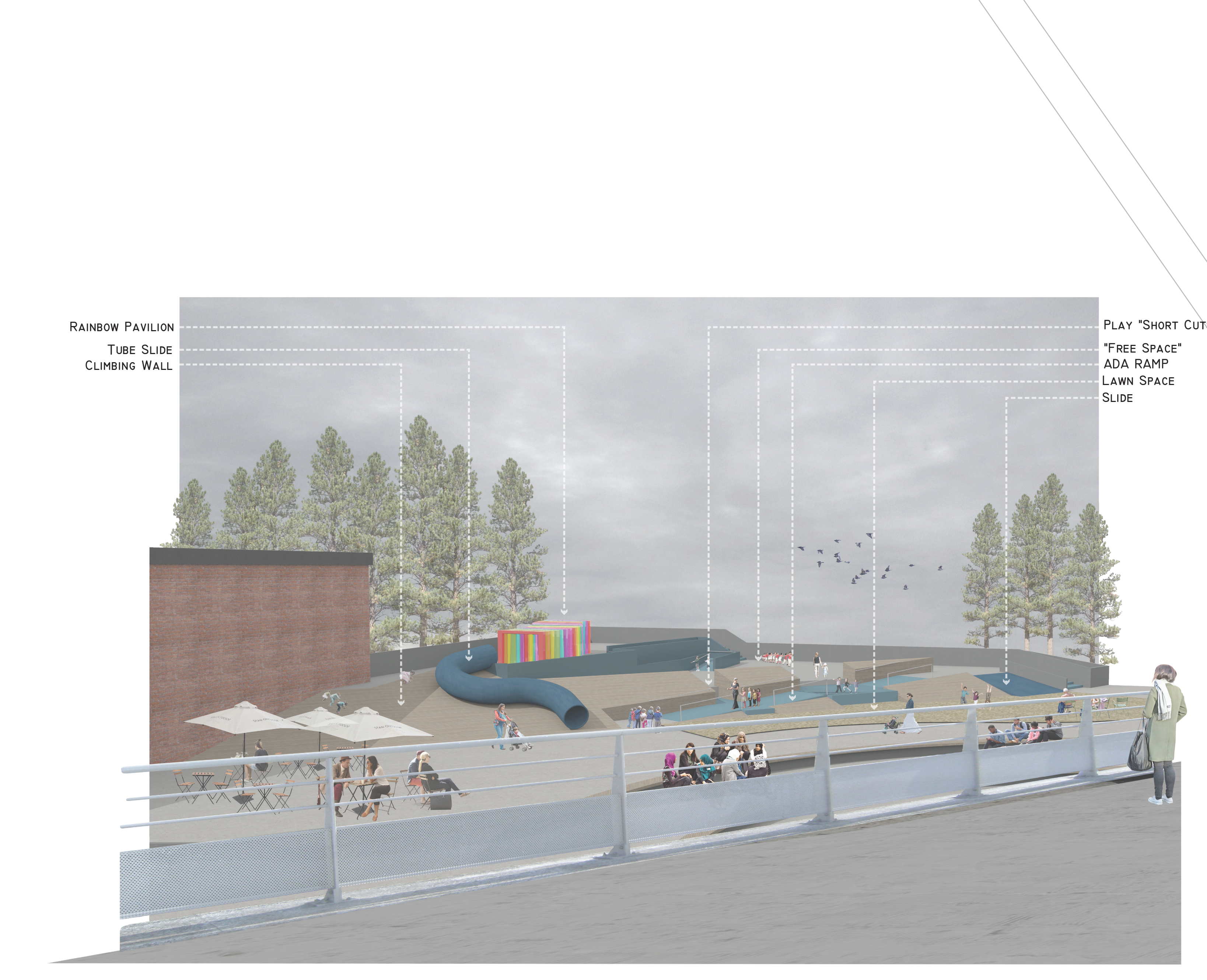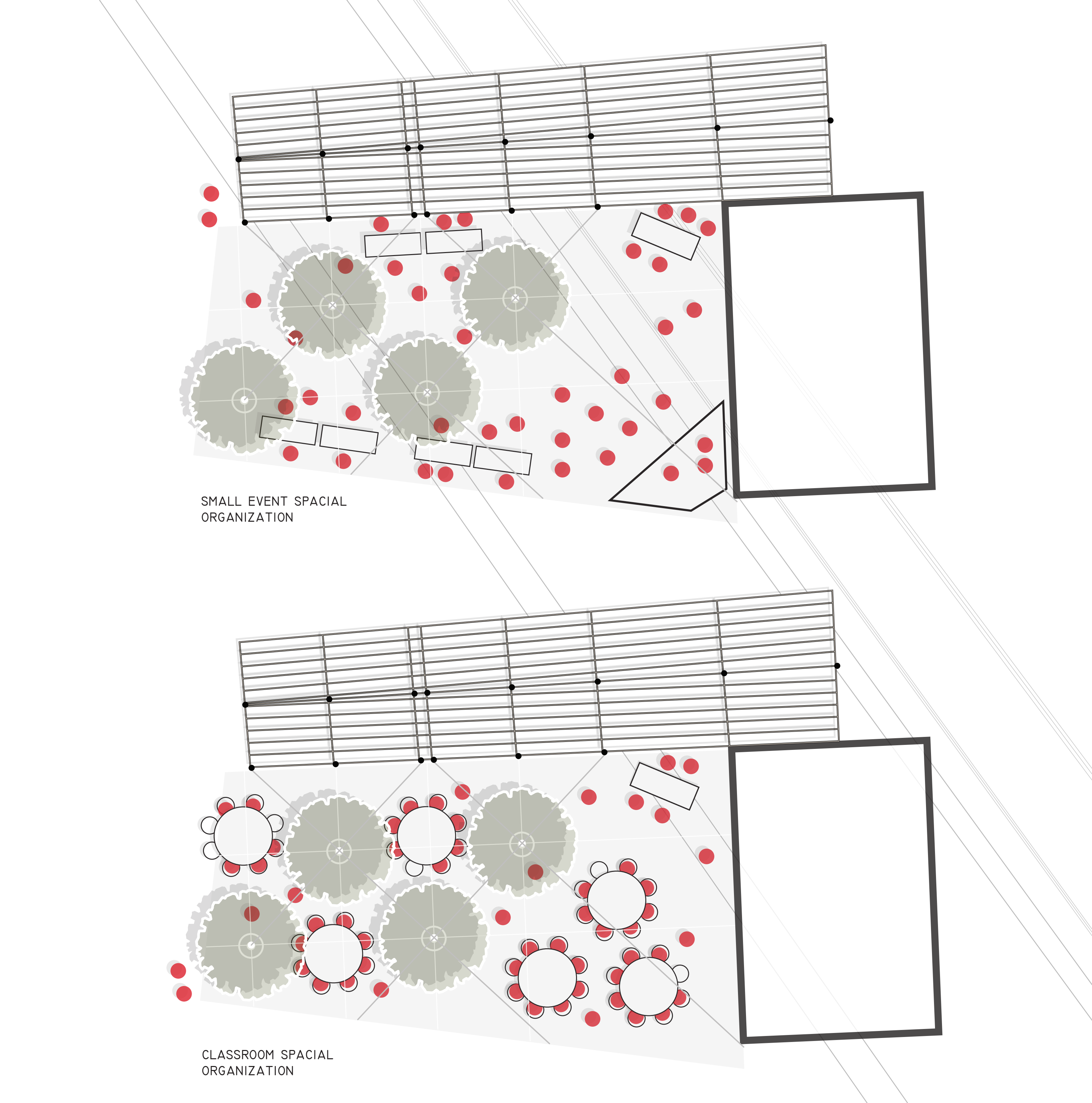
CASE STUDIES OF PROGRAMMING

Brooklyn Bridge Park | The Fields | Superlinx | Bryant Park | Mission Dolores Park
The Hollow | Millennium Park | | Dallas City Hall Plaza | Exposition Park

From the list that I created based upon the ten case studies I did I ran them through a chart. The chart was created based upon an informative graph placemakers created. The graphic explains what makes a space a "place". The questions were based upon sociability, usage, image, and function. Since my project goals is focused on sociability, that became weighted in the overall points. From there I was able to rank the importance of the programming elements and create a master plan that will help accomplish my goal.

GEORGETOWN PROGRAMMING PLAN

The Georgetown Entry Plaza
D, G, L

Urban Rail Greenway
B, C, D, E, H, I, K, L

The Under Over(Pass) Park
A, D, E, H, I, J, K, L

Georgetown Civic Grounds
A, B, C, D, E, F, H, I, J, K, L

GEORGETOWN COMMUNITY HUB

SMALL EVENT SPACIAL ORGANIZATION

CLASSROOM SPACIAL ORGANIZATION

Rainbow Pavilion
Tube Slide
Climbing Wall

Play "Short Cuts"
"Free Space"
ADA Ramp
Lawn Space
Slide

PLAYSCAPE PERSPECTIVE