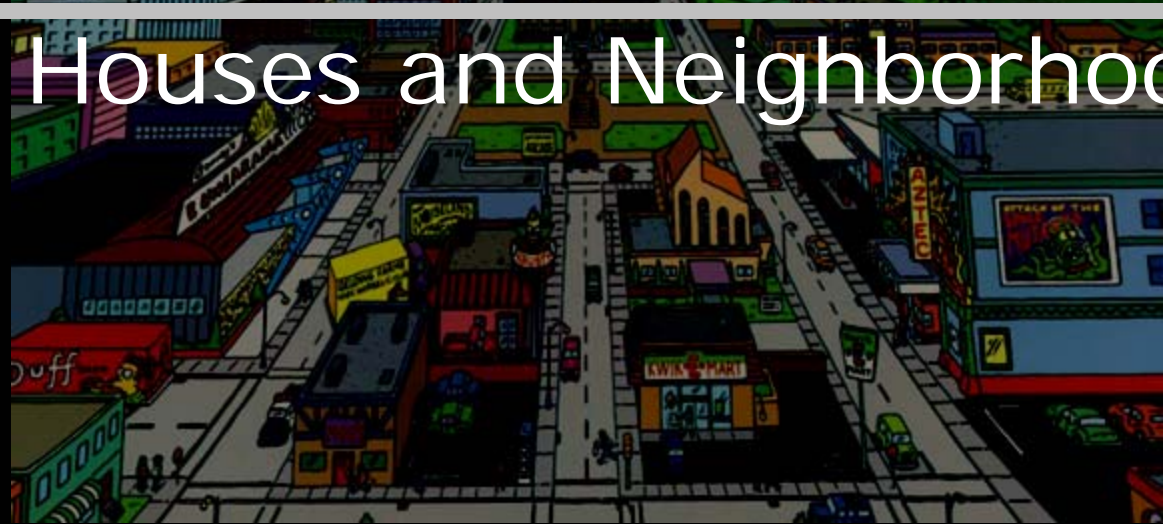




Agile Houses and Neighborhoods



Gena Peditto : Anahita Anandam : Elaine Lin : Ifeoma Ebo : Thacher Tiffany

Agile houses and neighborhoods

Overview

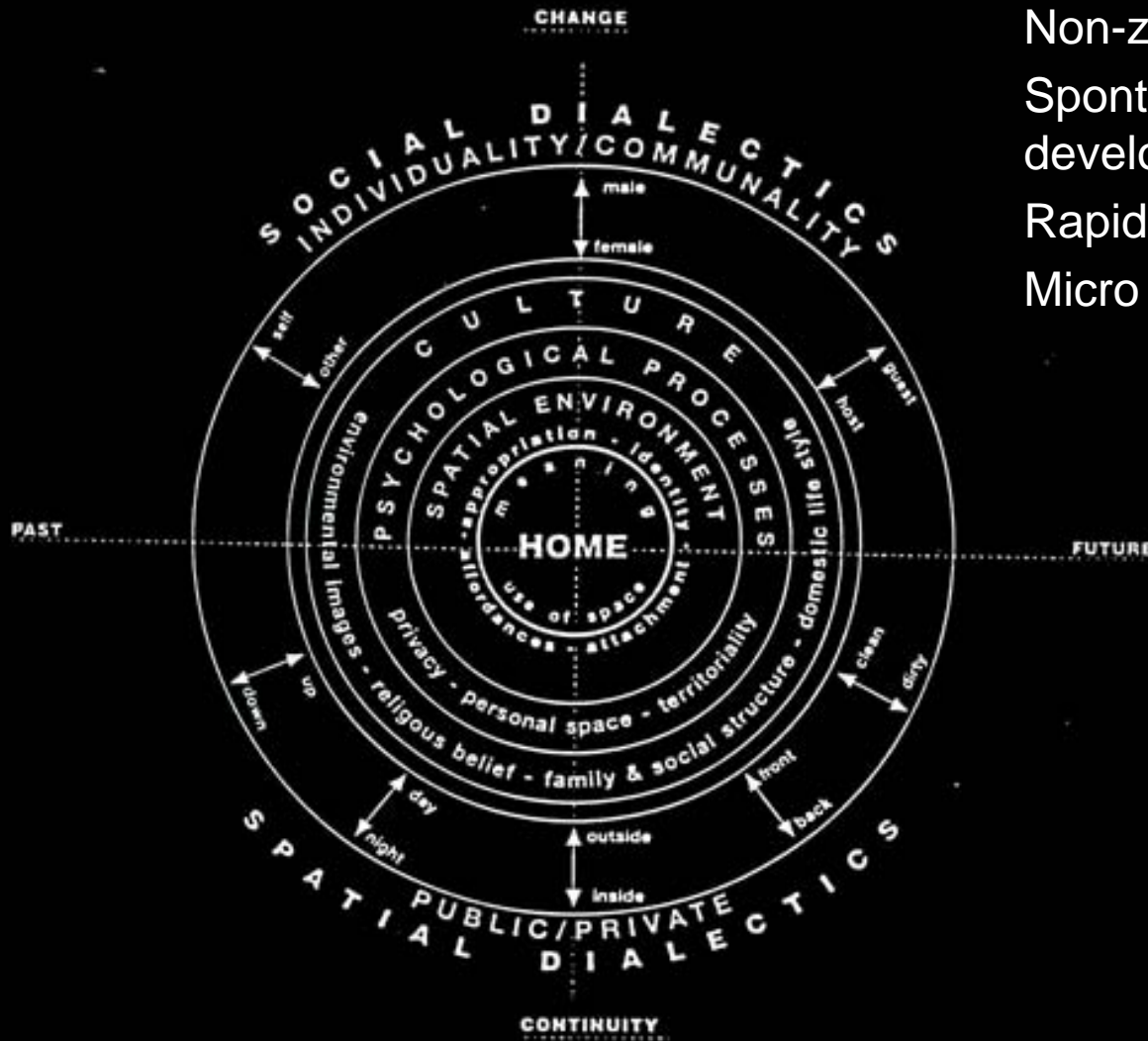
Informal

Formal

NewIdeas

Conclusion

What makes places unplanned?



- Unique framework
- Non-zoning regulations
- Spontaneous/temporal/incremental development
- Rapid change
- Micro organization without macro

Overview

Informal

Formal

New Ideas

Conclusion

Unplanned home: Squatter housing

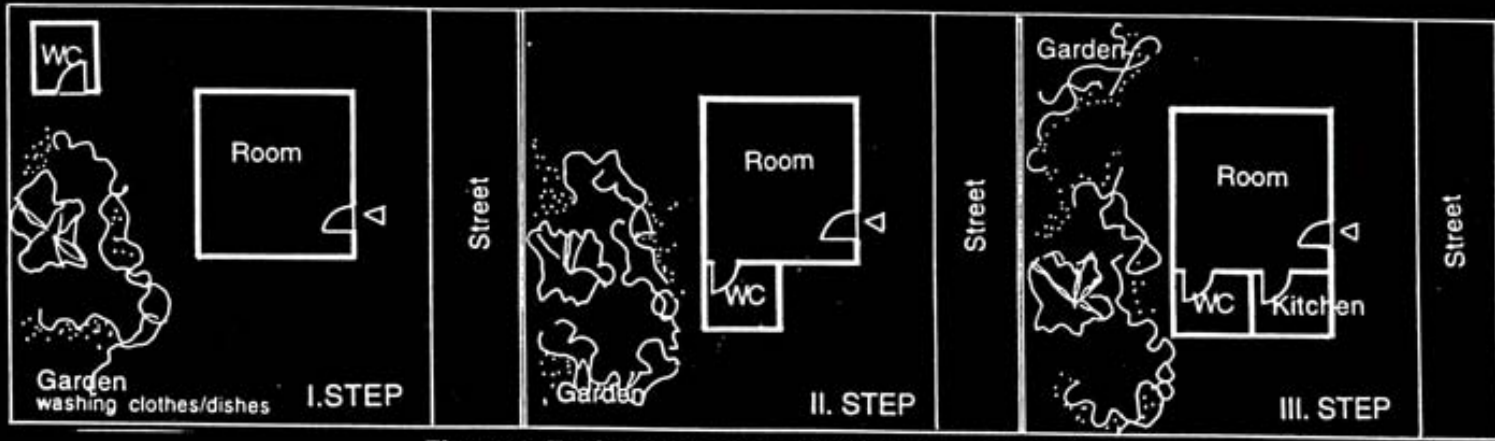
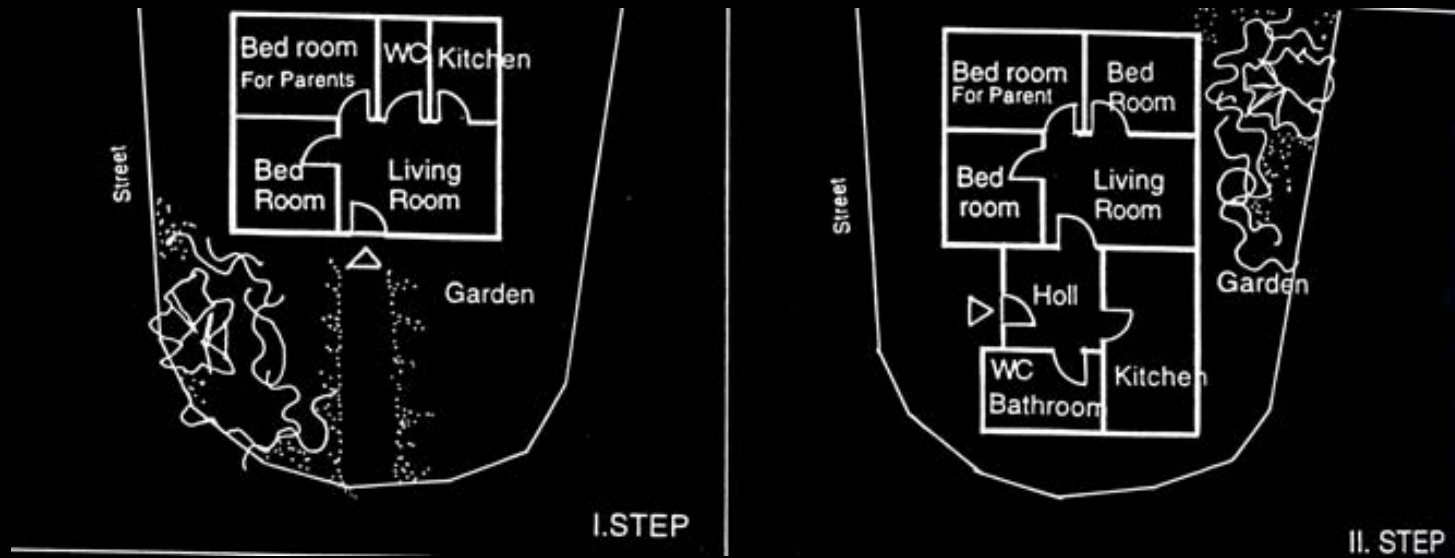


Figure 2 Typical Examples of Temporary Dwellings



Overview

Informal

Formal

New Ideas

Conclusion

Unplanned neighborhood: Salvador, Brazil



Overview

Informal

Formal

NewIdeas

Conclusion

Unplanned Boston: 1838



Overview

Informal

Formal

New Ideas

Conclusion

Unplanned home: Mobile home

Overview

Informal

Formal

NewIdeas

Conclusion

Unplanned neighborhood: Trailer park

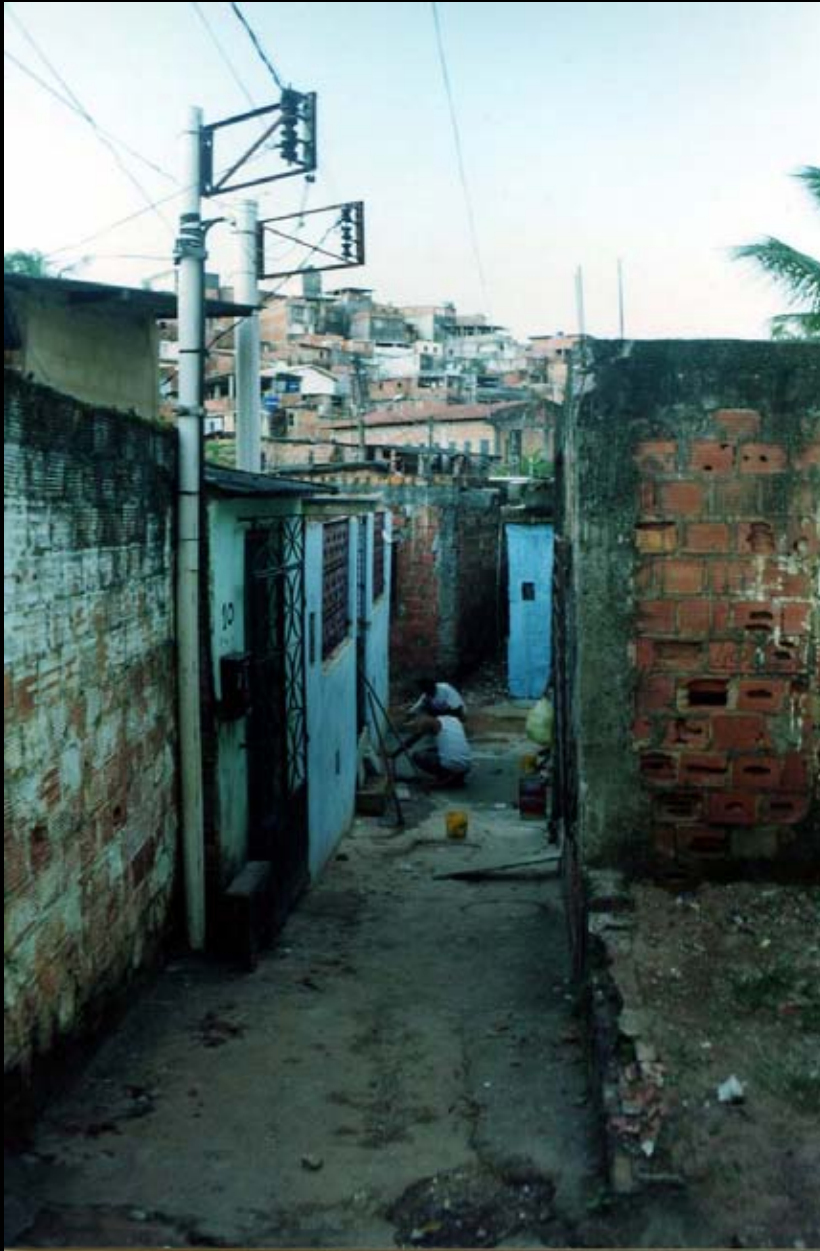
Overview

Informal

Formal

NewIdeas

Conclusion



- Lack of coordination
- Illegible street system
- Expensive infrastructure
- Uncertainty for future
- Overcrowding

Advantages

- Specific desires are fulfilled
- Creation of unique places and agile spaces
- Mixed uses
- Less waste of space
- Promotes community relationships

Overview

Informal

Formal

NewIdeas

Conclusion

Examples

Downtown Chicago

Manhattan

Boston

Back Bay

Rindge Towers, near Alewife

CambridgePark Place

Levittown

Overview

Informal

Formal

NewIdeas

Conclusion

Provide advantages of unplanned

Unique places

Mixed uses

Less waste of space

Community relationships

Agile spaces

Overview

Informal

Formal

NewIdeas

Conclusion

Imposters



Overview

Informal

Formal

NewIdeas

Conclusion

Imposters



Overview

Informal

Formal

NewIdeas

Conclusion

Imposters

STAPLETON

Residential	18,000
Retail	3,000
Commercial/Civic	10,000

Overview

Informal

Formal

NewIdeas

Conclusion

→ This is the IMAGE CITY

Overview

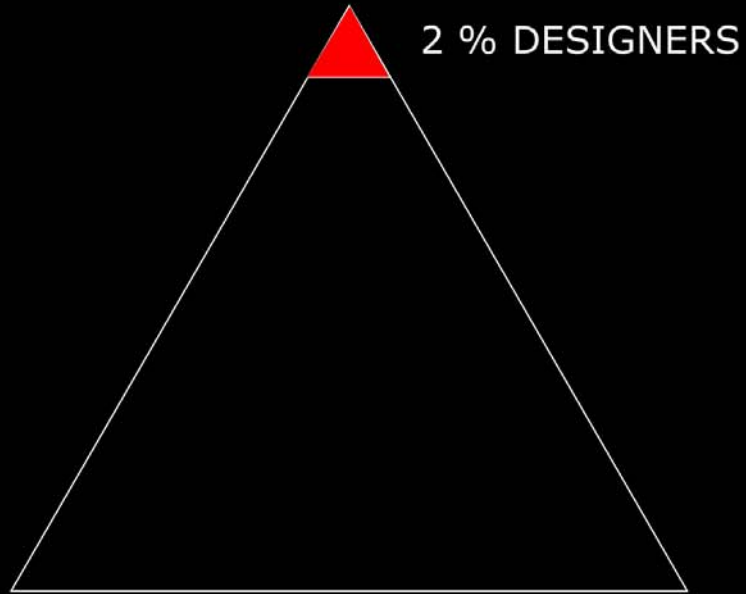
Informal

Formal

NewIdeas

Conclusion

Truly agile



ARCHITECT AND URBAN DESIGNER'S CONTRIBUTION
TO THE BUILT ENVIRONMENT.

Overview

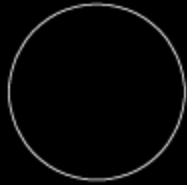
Informal

Formal

NewIdeas

Conclusion

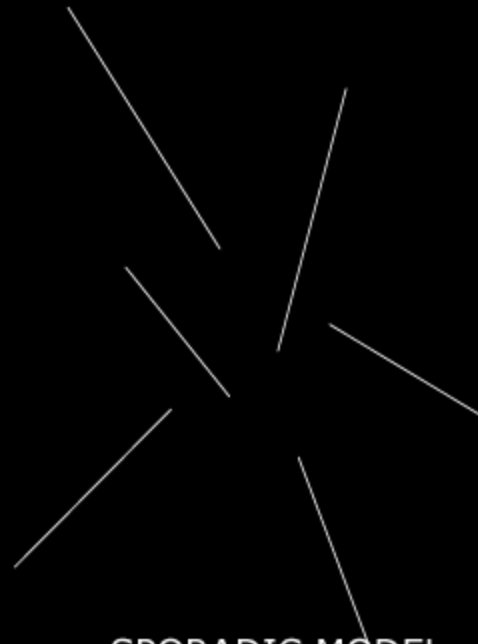
Truly agile



CIRCULAR MODEL



LINEAR MODEL



SPORADIC MODEL

Overview

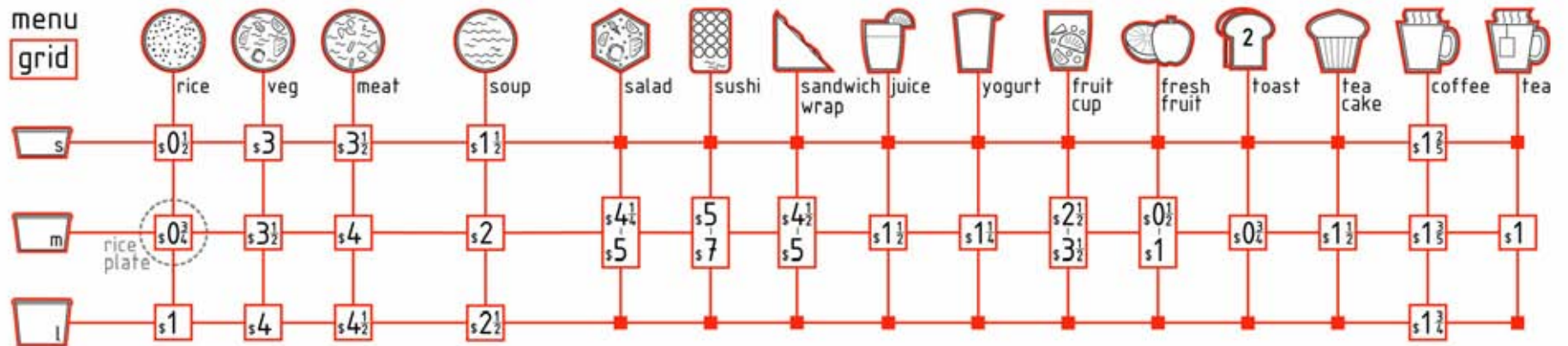
Informal

Formal

NewIdeas

Conclusion

Truly agile: realized



OVERVIEW

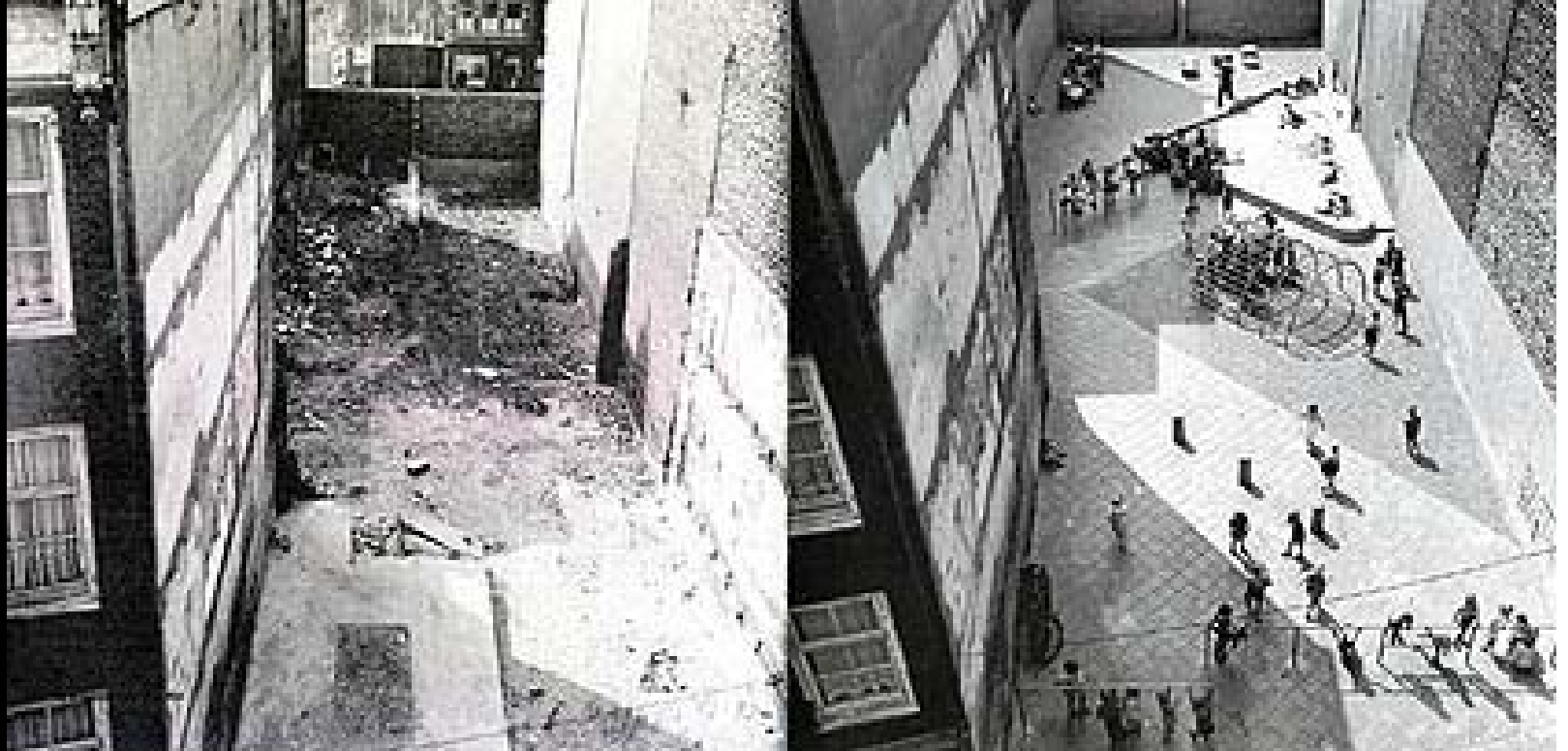
INFORMAL

FORMAL

NEW IDEAS

CONCLUSION

Truly agile: realized



OVERVIEW

INFORMAL

FORMAL

NEW IDEAS: TRULY AGILE

CONCLUSION

Truly agile: realized



Overview

Informal

Formal

NewIdeas

Conclusion

Truly agile: realized

IF WE ADDED ONE MORE FLOOR TO BOSTON BACK BAY, WE COULD SOLVE THE HOUSING SHORTAGE IN THE CITY

ZONING – prevents agility?

Overview

Informal

Formal

NewIdeas

Conclusion

Truly agile: unrealized

Buckminster Fuller, 1945

Kas Oosterhuis, 2003

Overview

Informal

Formal

NewIdeas

Conclusion

Infrastructure:

Search engines (Google)

Electric outlets

Power sources

Sensors and devices

Overview

Informal

Formal

NewIdeas

Conclusion

1. Clockwork City
2. Streamline City
3. Quantum City
4. Image City
5. Agile City

Overview

Informal

Formal

NewIdeas

Conclusion

Can you *plan* agile communities?

Overview

Informal

Formal

NewIdeas

Conclusion