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## Interhouse: A Place for Growing up and Growing Adults

Nilufar Makhamatova

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The image features a detailed wood-grain texture in shades of brown and tan. A prominent circular knot is visible in the upper left quadrant. In the bottom right corner, there is a stylized illustration of a window with a decorative, arched pediment above it. The text is carved into the wood surface.

INTERHOUSE

NILUFAR MAKHAMATOVA

**Interhouse: A Place for Growing up and Growing Adults**

Nilufar Makhamatova  
Virginia Commonwealth University  
School of the Arts  
Richmond, Virginia  
2016

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Library and Learning Center. ZAHA HADID

## Manifesto

*I BELIEVE* in the energy of the space, which evokes an unconscious reaction that may affect mood, attitude, desire and inspiration.

Designer – as a person standing with one foot on the field of technology, the other, on the field of human needs, motivations and habits, has the opportunity and obligation to change the way people live by creating special place where everyone can feel safe and motivated.

## Abstract

### *Problem*

Society has become increasingly segregated by age which lessens the opportunities for communication between generations. Before the Internet, children and adolescents typically learned through traditional means - their parents, school teachers, and life experiences. Adults believed they were capable of recognizing and addressing the needs of children and adolescents. (Strom & Strom, 2012) Now, the global media is widely accessed by people of all ages which gives it the ability to influence a large population in different ways. This has led to children and adolescents being more heavily influenced and educated by the media than other traditional sources. Adolescents, in particular, are more reliant on each other for conversation, feedback, and advice. (Kovarik, 2011) Retirees, on average, are more active now than they were 20 years ago and 54% of seniors (age 60+) are considering working after retirement age (typically 65) which is up from 45% in a 2014 poll. Of the seniors polled, 81% say they will work part-time while 19% say they will work full-time.

### *Motivation*

Society can provide senior people the opportunity to be more active after retirement. One such option includes intergenerational community spaces, where seniors can mentor and coach teenagers, as well as teenagers may expand the social context that contributes to identity by interacting with adult mentors, community leaders, and persons from different subcultures (Hirsch & Hudnell, 2009).

This interaction is mutual, beneficial for both groups.

Benefits for teenagers include:

- Higher school graduation rates
- Decreased high school dropout rates
- Higher college enrollment rates and higher educational goals
- Better relationships with parents, teachers, and peers (Cavanagh & Robbins, 2012).

Benefits for seniors include:

- Better self-esteem
- A sense of accomplishment

- Creation of networks of volunteers
- Insight into childhood, adolescence, and young adulthood
- Increased patience and improved supervisory skills (U.S. Department of Labor, n.d.)

Mentoring can help teenagers as they go through challenging life transitions, including dealing with stressful changes at home or transitioning to adulthood. At the same time mentoring can help seniors extend their life. Research shows that an active retirement is connected to longer life spans. (Strom & Strom, 2012).

### *Methods*

Information for the design solution of the community/working/study space will be gathered through researching and review of current meeting and office trends, K-12 school designs and interviews with retirees and teens, human observations and photo documentations.

Each of these research areas provides a complete design solution in which to base the type of community center that is all generations needed and wanted for this area.



### **Thesis statement**

The goal of this project is to create an appropriate practical design solution for a community space that is suitable for:

- seniors who retired but still need an office space;
- seniors who have a desire to teach and tutor teenagers;
- teenagers who need space for study and collaboration.

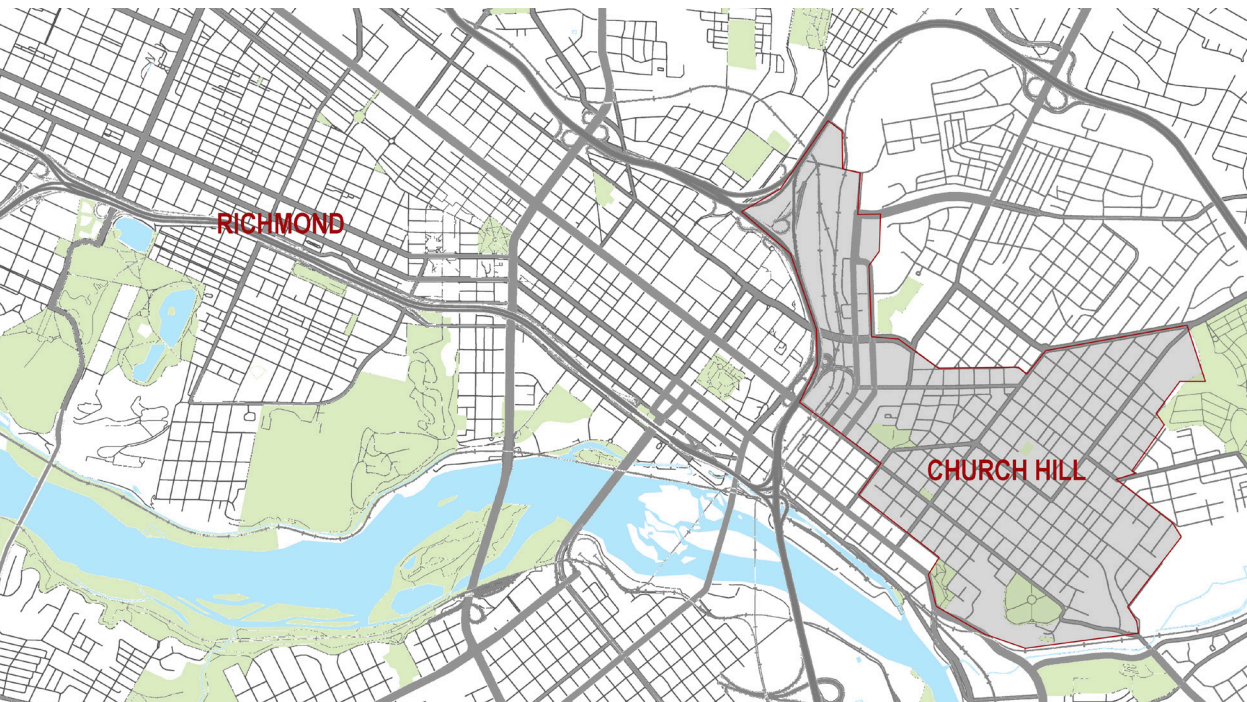
**Project Location**



*St. Patrick's Place. Main Entrance*

Architecture is bound to situation, and I feel like the site is a metaphysical link, a poetic link, to what a building can be.  
*Steven Holl*





Map of the Church Hill Neighborhood in Richmond, VA

### Location

*Church Hill, Richmond, Virginia*

Church Hill is an Old and Historic District in Richmond, Virginia. This district includes the original land plat of the Richmond City and developed as a middle class neighborhood to support the tobacco industry. The Church Hill is full with city's oldest history from the red brick sidewalks and gas street lamps to the classical architectural styles such as Federal, Queen Anne and Greek Revival.

Church Hill neighborhood has a larger amount of residents who live alone than most all neighborhoods in America. With 60.9% of the households here made up of people living alone, NeighborhoodScout's research reveals that this is a larger proportion of people living alone than in 99.3% of the neighborhoods in America.



St. Johns Episcopal Church Richmond VA



Map of the Church Hill Neighborhood in Richmond, VA

## Neighborhood

### Map Legend



- The Building
- Retirement Communities
- Elementary Schools
- Churches
- Restaurants

The Church hill district includes two retirement communities, three elementary schools, one middle school, nineteen churches, four parks

Bowler Retirement House



"The Dancing Man"



Church Hill Neighborhood



Project Building



*Memorial board on a facade of the building*

Whenever we witness art in a building, we are aware of an energy contained by it.

*Arthur Erickson*



- Thesis Building ■
- Residential Buildings ■
- Churches ■
- Cafe/Restaurants ■



① E Grace street

② E Grace street view from the building



③ N 26th street

④ View to the building from intersection





*St. Patrick's Place*

### **The Building**

*St. Patrick's Place*  
2600 Grace St., Richmond, Virginia

St. Patrick's Place was designed by regional architect Marcellus Wright in 1914. The school was built in the Georgian Revival style and is located in the historical Church Hill neighborhood of Richmond.

Originally, the building was used by the Catholic Academy as a school for girls but in 1924 it became co-ed. In 1968 the school became an elementary school for students in pre-kindergarten through eighth grade but in 2004 it was closed due to low enrollment. In 2006 the building was converted into 15 condominium units.

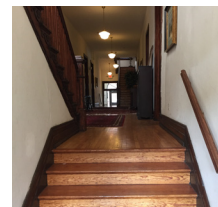
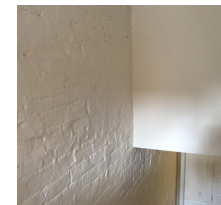
Along with 9-foot high windows, the 21-foot ceilings give the space an airy feel. The high hip roof with semicircular dormers is dominated by a pair of cupolas visible from many parts of the hill.

The building is not currently ADA accessible.

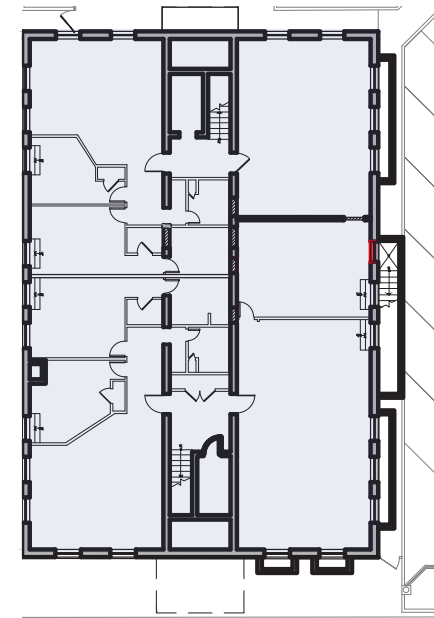
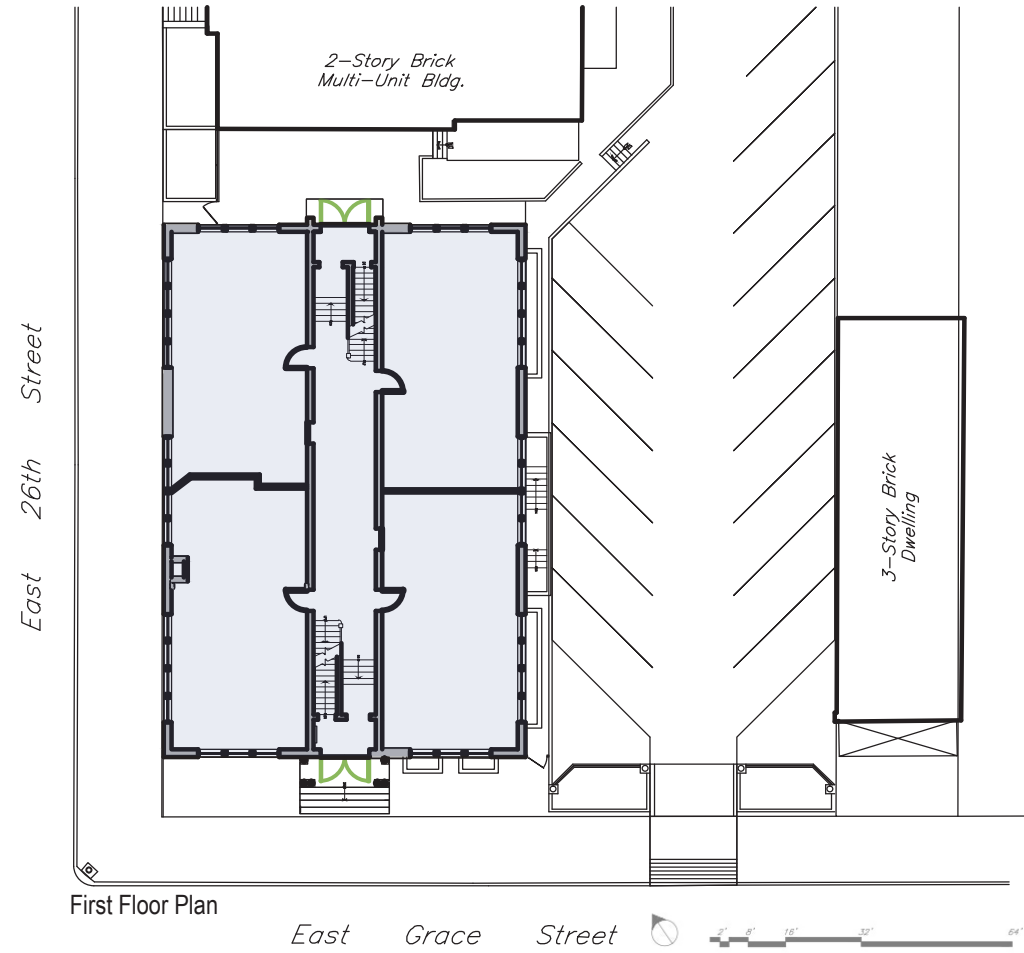
Exterior Photos



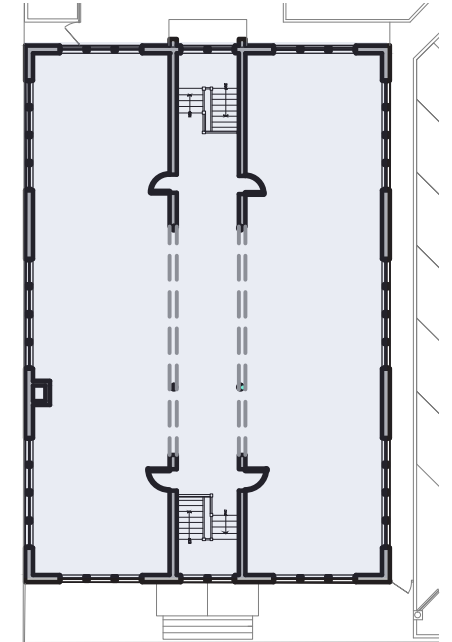
Interior Photos



Building Existing Plans



Basement Floor Plan



Second Floor Plan

Building Existing Elevations



South-West Elevation



North-East Elevation



South-East Elevation



North-West Elevation





**Building Studies**

Architecture is the learned game, correct and magnificent, of forms assembled in the light.  
*Le Corbusier*

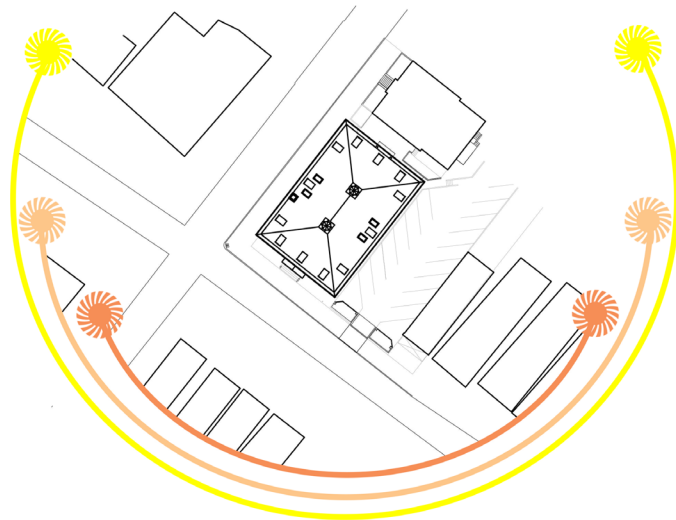


**Sun Studies**

JUNE 21  
sunset 8:34 pm

SEPTEMBER 21  
sunset 7:07 pm

DECEMBER 31  
sunset 5:02 pm



JUNE 21  
sunrise 5:49 am

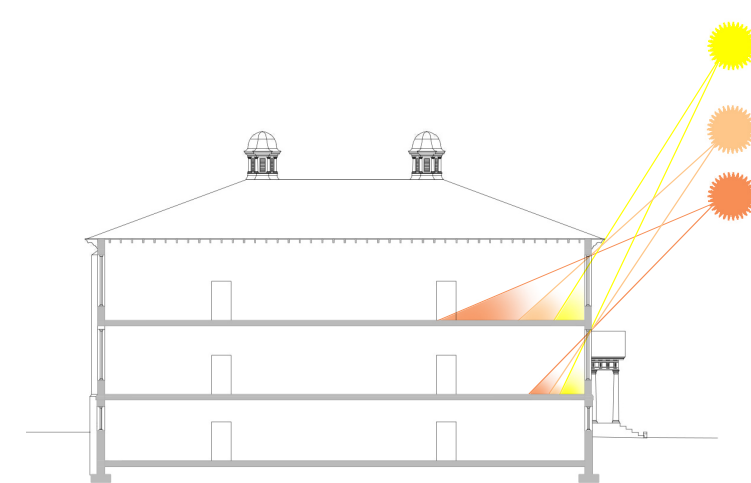
SEPTEMBER 21  
sunrise 6:57 am

DECEMBER 31  
sunrise 7:24 am

SEPTEMBER 21  
4:00 pm

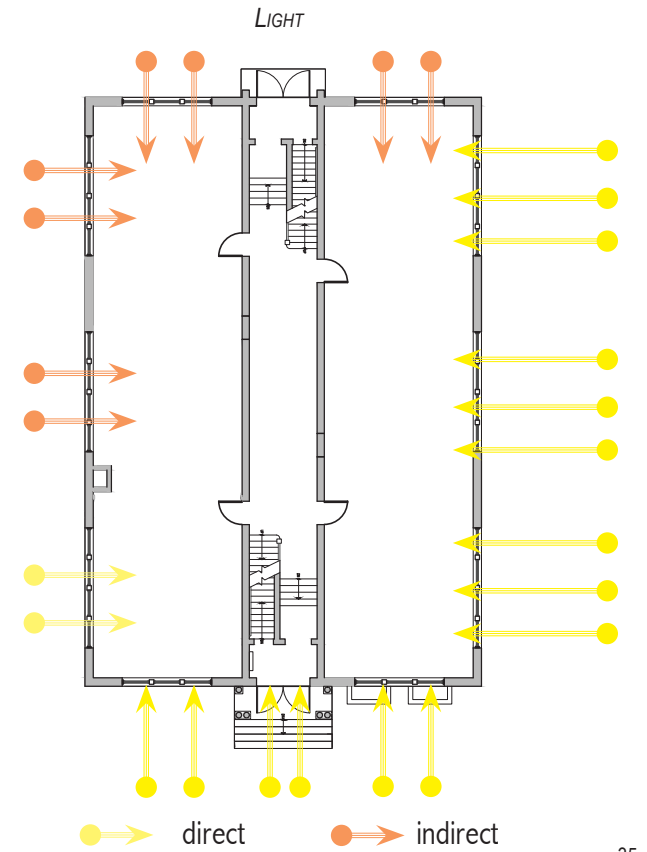
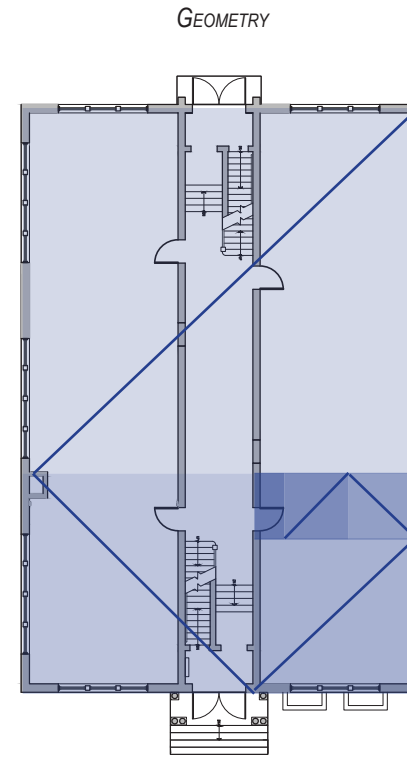
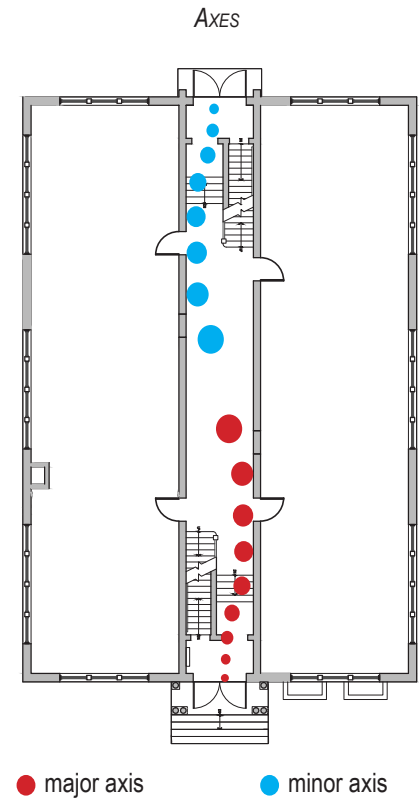
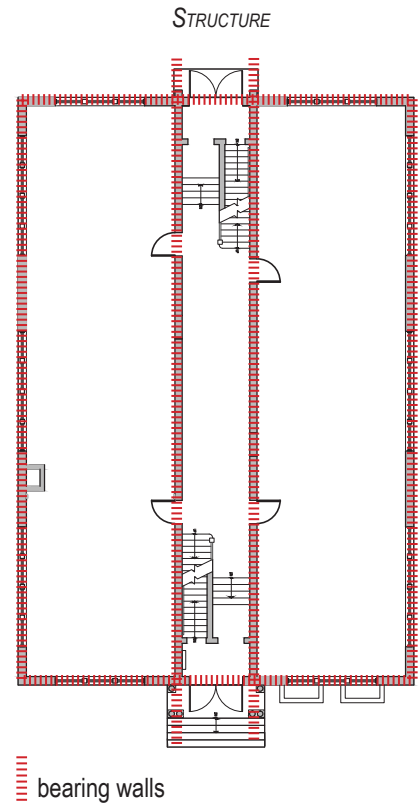


JUNE 21  
11:00 am  
SEPTEMBER 21  
11:00 am  
DECEMBER 31  
11:00 am

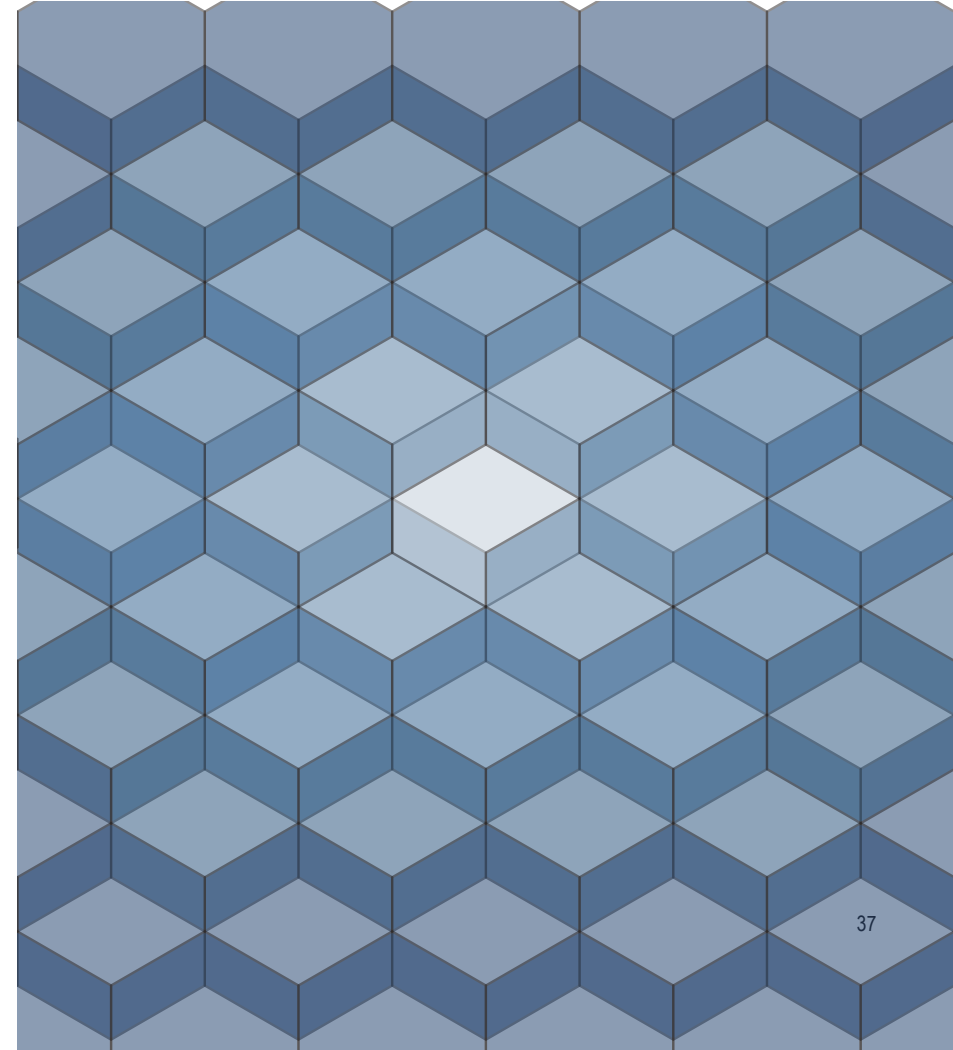


JUNE 21  
4:00 pm  
SEPTEMBER 21  
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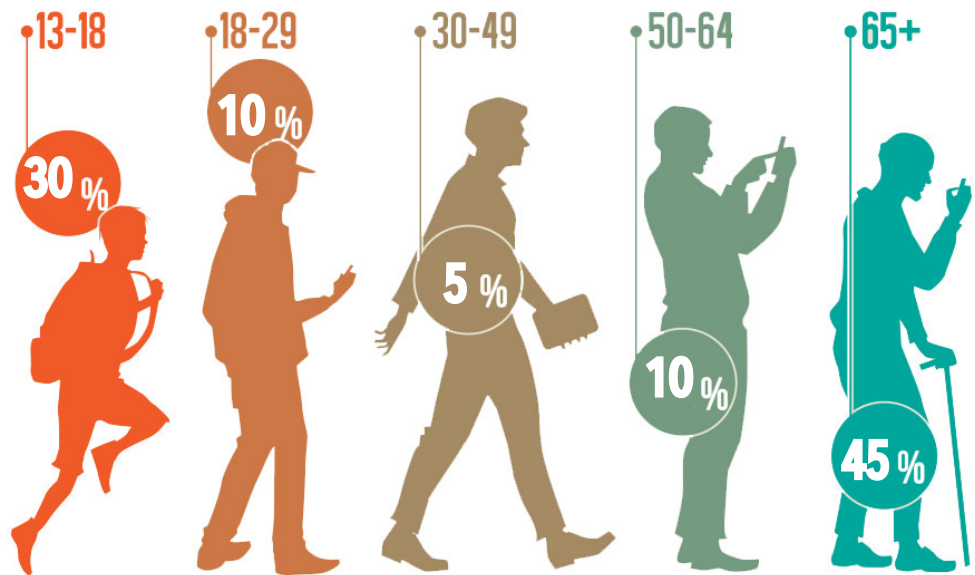
## Party Diagrams



**Programming**



Form ever follows function.  
*Louis Henry Sullivan*

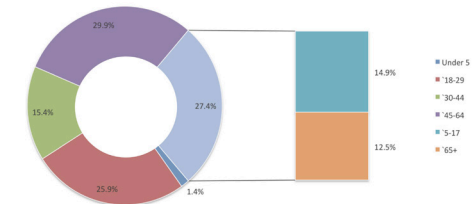


**Users**

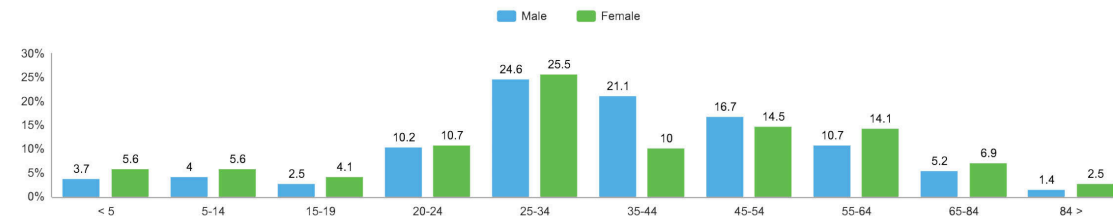
*Church Hill Demographics Profile*

Population	2,169
Population density (sq mi)	2,248
Median age	34.1
Male/Female ratio	1.2:1

*Project Target User's Age Breakdown*



*Church Hill Age Breakdown*



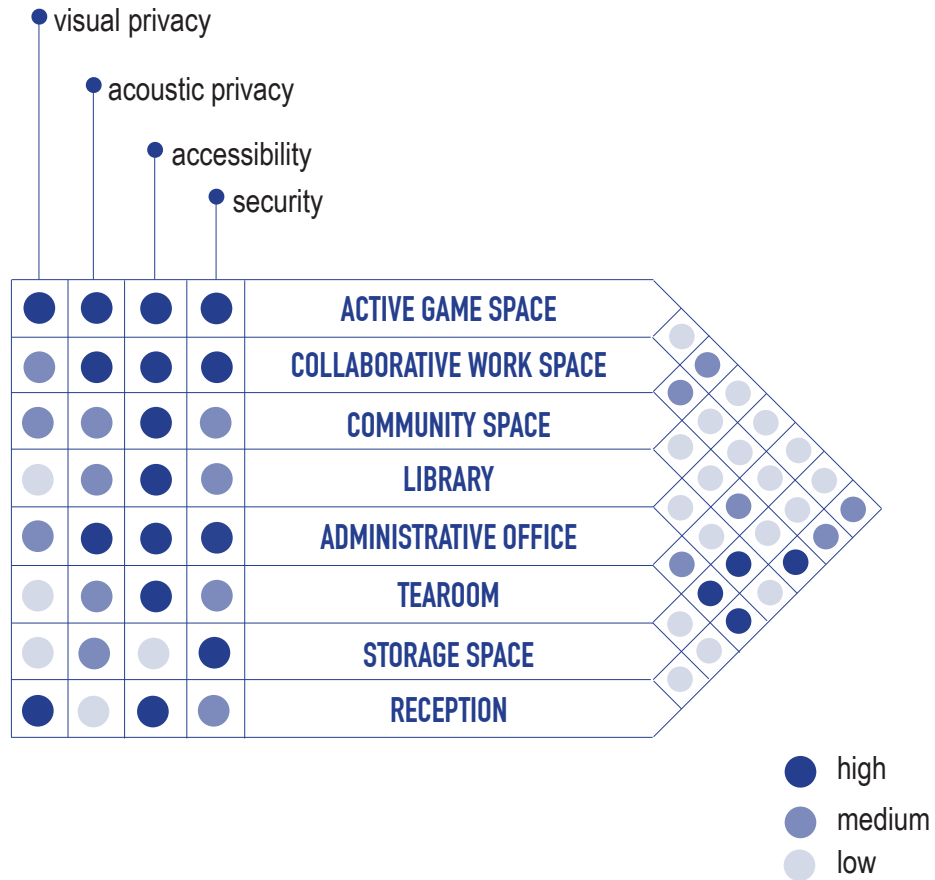
Programming	the purpose	users	time of usage	occupancy type	load factor	number of users	area sq.ft
COMMUNITY SPACE	An open meeting point for ten to thirty persons	All visitors	During the day	A-3	15 net	60	900
TEAROOM	An open or enclosed support space where people can get coffee and tea	All visitors	During the day	A-2	15 net	40	900
ADMINISTRATIVE SPACE	An open support space where visitors can receive infos	Staff All visitors	During the day	A-3	100 gross	10	1000
LIBRARY	A semi-open or enclosed support space for reading of books, journals and magazines	All visitors	During the day	A-3	15 net	30	450
COLLABORATIVE WORK-STUDY SPACE	An open and semi-open meeting space for ten to twelve persons	All visitors	During the day	B	100 net	20	2000
ACTIVE GAME SPACE	An open meeting point for ten to thirty persons	All visitors	During the day	A-3	100 gross	12	1200
STORAGE SPACE	Enclosed support space for the storage of chairs and tables	Staff	During the day	S-1	300 net	6	1600
COMPUTER LAB	Enclosed meeting point for ten to twenty persons	All visitors	During the day	B	15 net	20	300

### Code Analysis

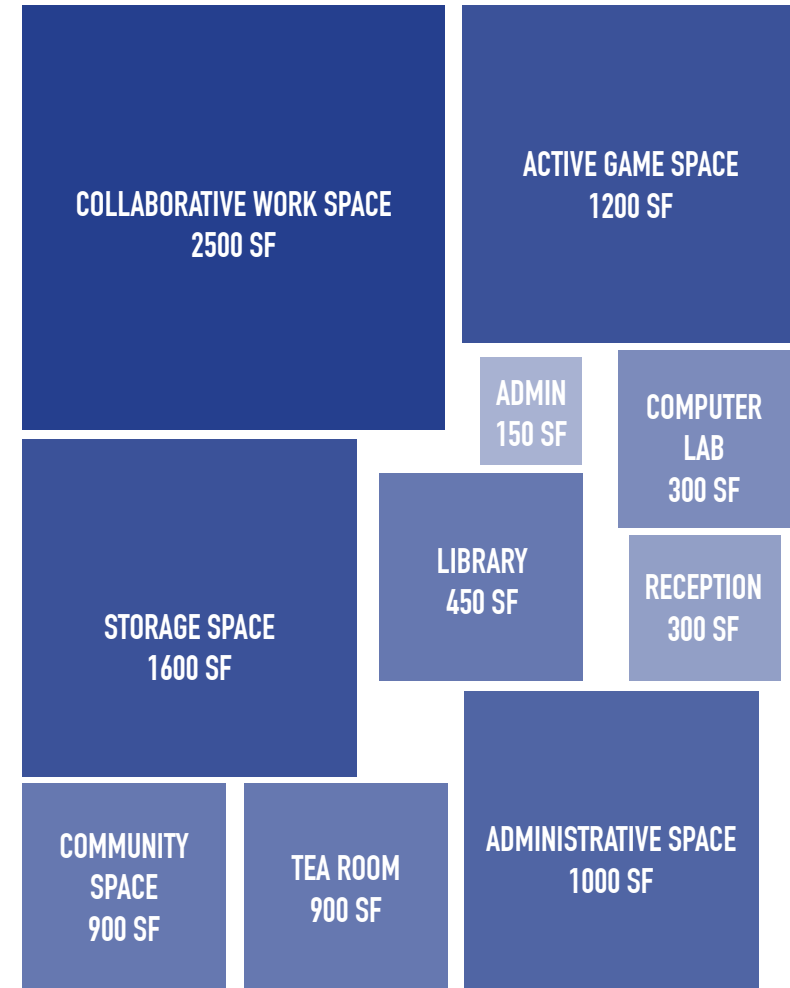
Location: 2600 E Grace st.  
 City: Richmond, VA  
 Year Built: 1914  
 Stories: 2  
 Foundation: Basement  
 Exterior: Brick  
 Construction Type: III  
 Occupancy Type: B, A-2, A-3

Gross area First floor: 5100 sq.ft  
 Second floor: 5100 sq.ft  
 Basement: 5100 sq.ft  
 15300 sq.ft  
 Net area First floor: 3315 sq.ft  
 Second floor: 3315 sq.ft  
 Basement: 3315 sq.ft  
 9945 sq.ft

Adjacency matrix



Graphic Program



Case Studies



Good design is making something intelligible and memorable. Great design is making something memorable and meaningful.  
*Dieter Rams*





## *SLOVER LIBRARY*

Design Team  
**Newman Architects**

Project Location  
**Norfolk, Virginia**

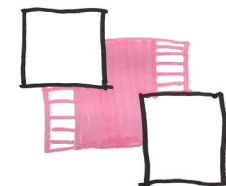
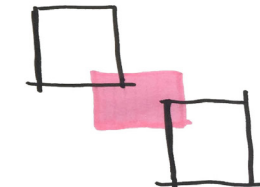
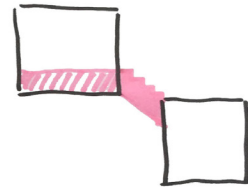
Completion Date  
**2014**

Slover Library is an example of a healthy relationship between old and new - the opaque mass of the restored masonry Seaboard balanced by a more transparent, new addition. Interior spaces are connected to each other though the centrally located, 3-story atrium called the Forum. Visitors have views into the library from the building's entry. The direct adjacency invites visitors to explore the collection and engage in their programs. The library is made of a series of smaller spaces and serves as a hub for exchanging ideas and stories. Slover Library is like a town in miniature with the Forum serving as its town square.

"The 21st century public library has to adapt to the age of e-books and online content. No longer is it defined as a repository of books, but more as a community anchor to encourage civic engagement. We designed Slover Library to respond to the growth of Norfolk and to create a space that welcomes all of its residents, and learners of all ages,"  
said Herbert S. Newman.



Communication between levels



Connecting levels

Newman Architects successfully created a place for everyone to learn, play and communicate.

The idea of dividing levels by activity types as, teen space, art learning, computer laboratory, can be used in Interhouse organizations. Interhouse will use this case study to design a comfortable and inspiring space for all ages.

Slover Library offers computers, internet access, interactive displays and a digital media lab. Collections include adult popular fiction and nonfiction, a youth library and learning center, and teen services in a casual environment and access to popular teen offerings.



Slover Library Computer Lab

The Teen space on the 5th floor of the library includes space and equipment for gaming, as well as computers and study rooms all in a more casual environment.



Slover Library Teen Space

Custom gaming carts are double-sided mobile units that include lockable space for storing components. These units can easily be moved to other rooms for use in various programs or events.



Slover Library Kid's Zone



## *VCU BRAND CENTER*

Design Team  
**Clive Wilkinson Architects**

Project Location  
**Richmond, Virginia**

Data  
**2008**

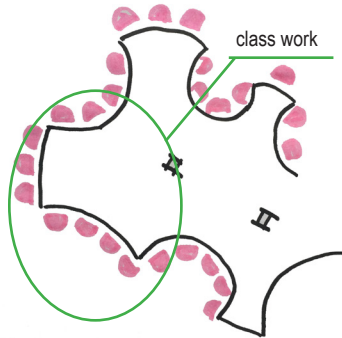
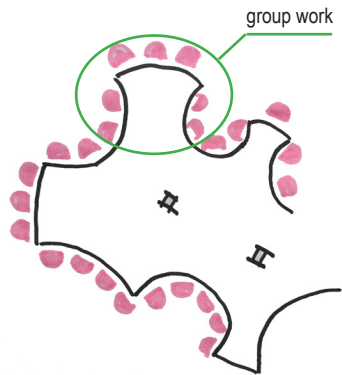
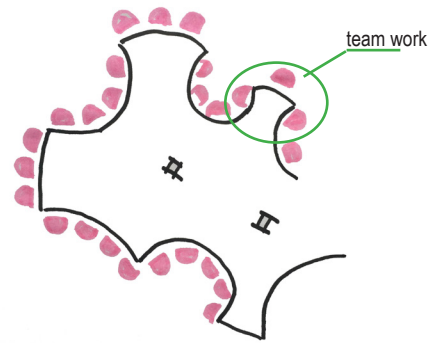
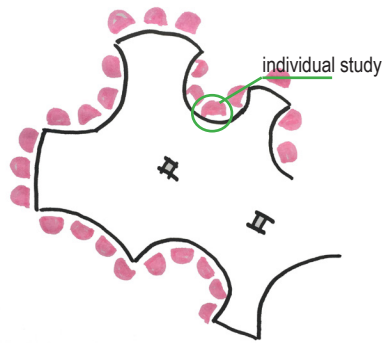
Clive Wilkinson by combining two-story historic building from 1890 and a new 12,000 sf. facility created modern and unique study and working space. The space linking the new and old buildings is celebrated with glazed circulation zone which brings a daylight and makes all area bright and welcoming.

The addition has a reception area, meeting rooms, and classroom space. The addition also features a ground floor student commons with a massive custom concrete table as well as a roof deck with a view of the skyline.

Center provides students and faculty different types of working areas as, private, semi-private and communal which help them focus on their work as well as encourage to collaboration and teamwork

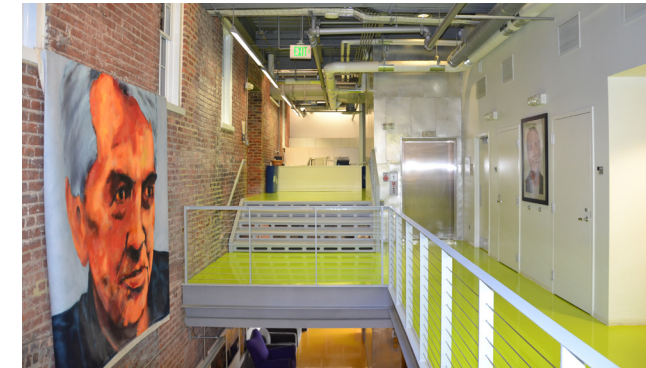
Multipurpose ground floor contains classrooms, a communal gathering space, and hosts public events.

While the basement is devoted to student work and study space with adjacent computer labs, the top floor is given over to faculty space and seminar rooms.



This center is example of going beyond of traditional school and study environment. New materials such as concrete, metal and glass perfectly compliment old refurbished wooden and brick structures. The coloring of the building intentionally painted bright colors to give the space more open and light feeling

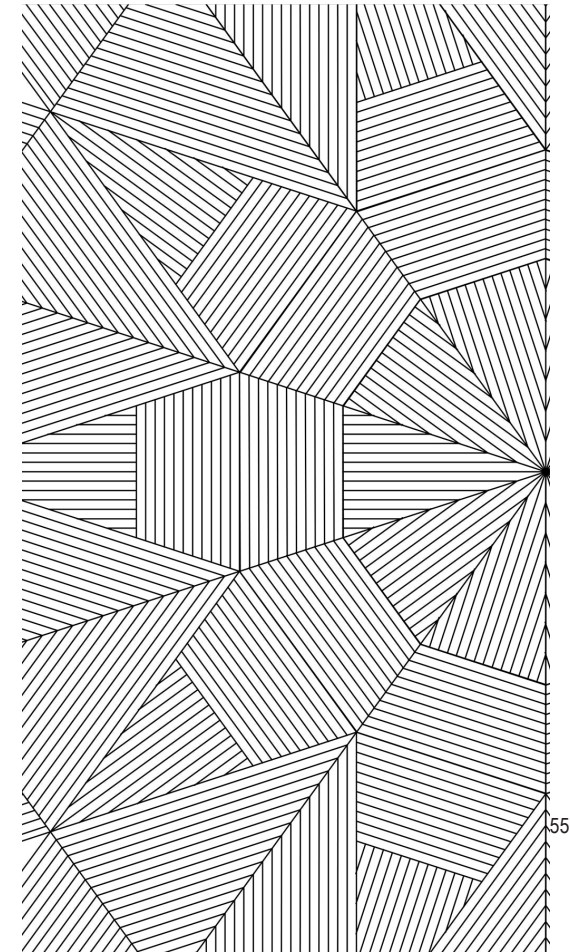
Star detail of this project is huge community table in the student study area, which is made from concrete. The uniqueness of this table is that it allows students work in a group as well as working privately.



Architects can't force people to connect, it can only plan the crossing points, remove barriers, and make the meeting places useful and attractive.

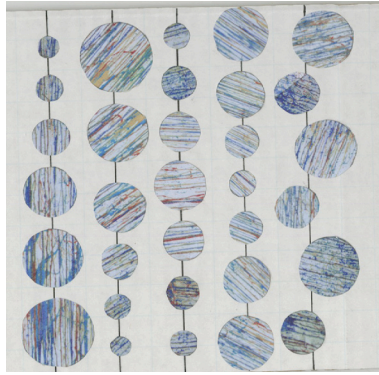
*Denise Scott Brown*

## Schematic and Concept Development





*Supervision*



*Connection*

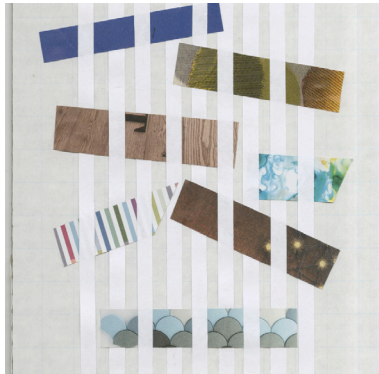


*Growth*

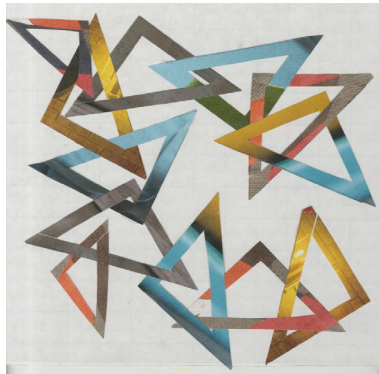
**The Idea**

Interhouse concept started with the idea of providing a range activity types to the community by exploring their needs and desires. Concept came to life in many ways: though mind map, 2d and 3d models, diagrams and schematic drawings.

*Support*

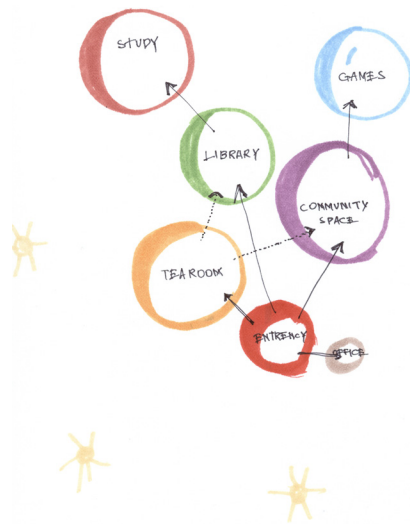
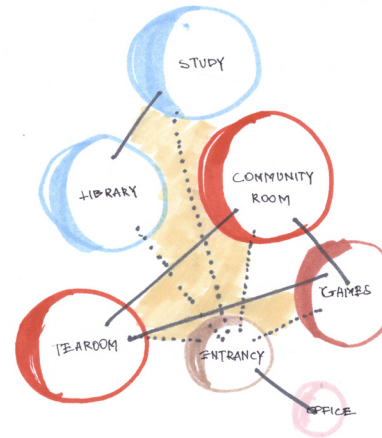
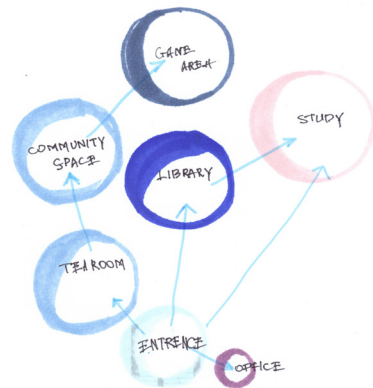


*Friendship*



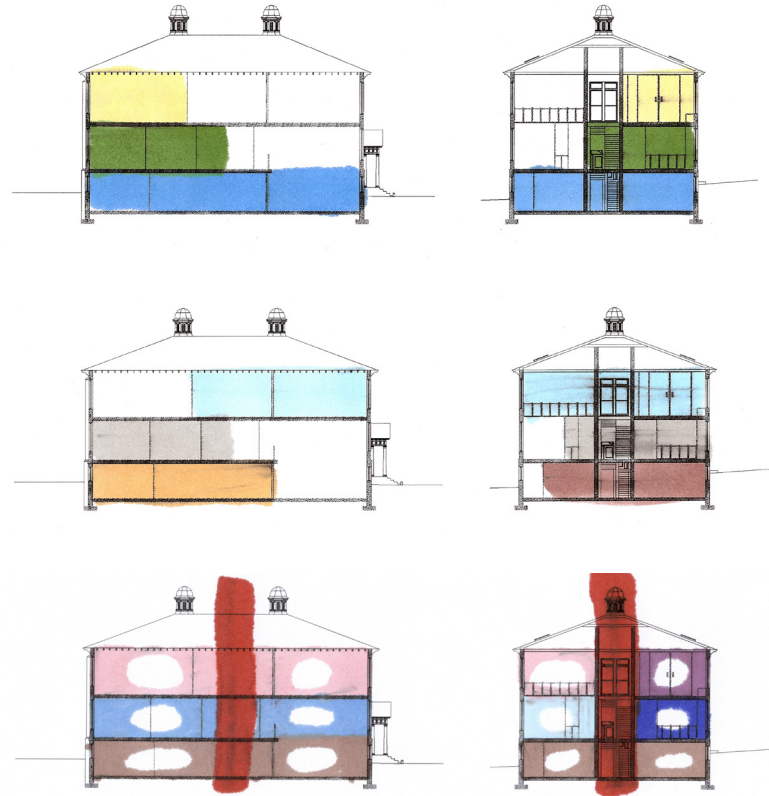
*Transformation*





### Buble Diagrams

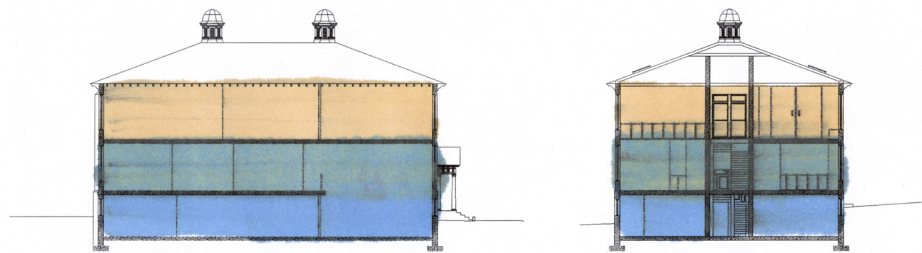
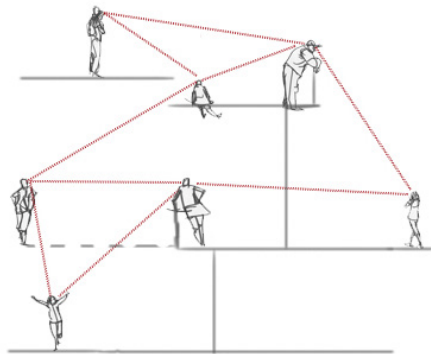
By creating different bubble diagrams in the site analysis module have been explored the functional areas within the space. These Buble diagrams show relationships between program spaces according to activity type, natural light, and noise.



### Schematic Block Elevations

Schematic Block Elevations defines program requirements. In these blocks explored communication between levels and horizontal boundaries of major functional areas.



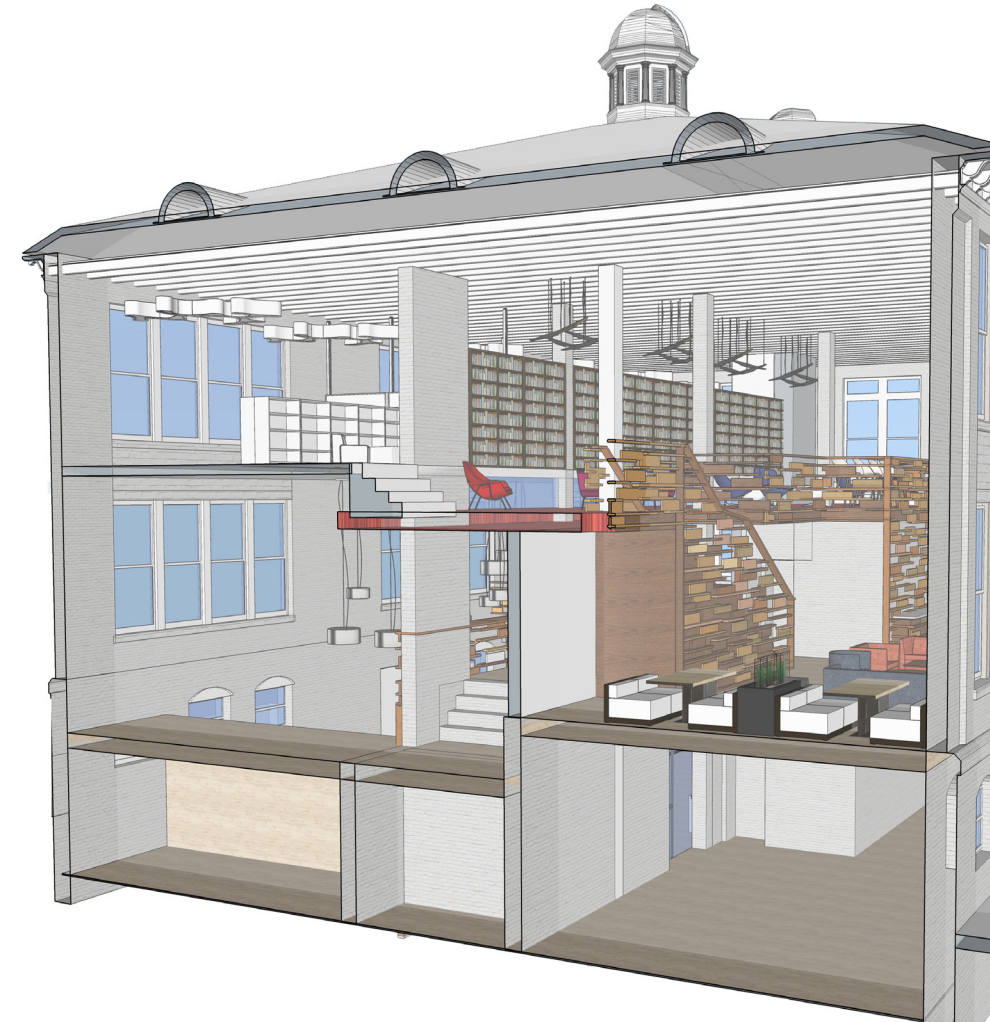


## Final Concept

The inspiration of the project is taken from the tree with solid roots, wide stems, and green leaves. Roots of the tree symbolize life experience of an older generation. Young green leaves and boughs represent youths, which grows and develops with help of roots. The whole structure supports each other, roots provide water to leaves and stems while leaves supply roots with the sunshine. The same notion of mutual supportive society is the central point of the Interhouse.

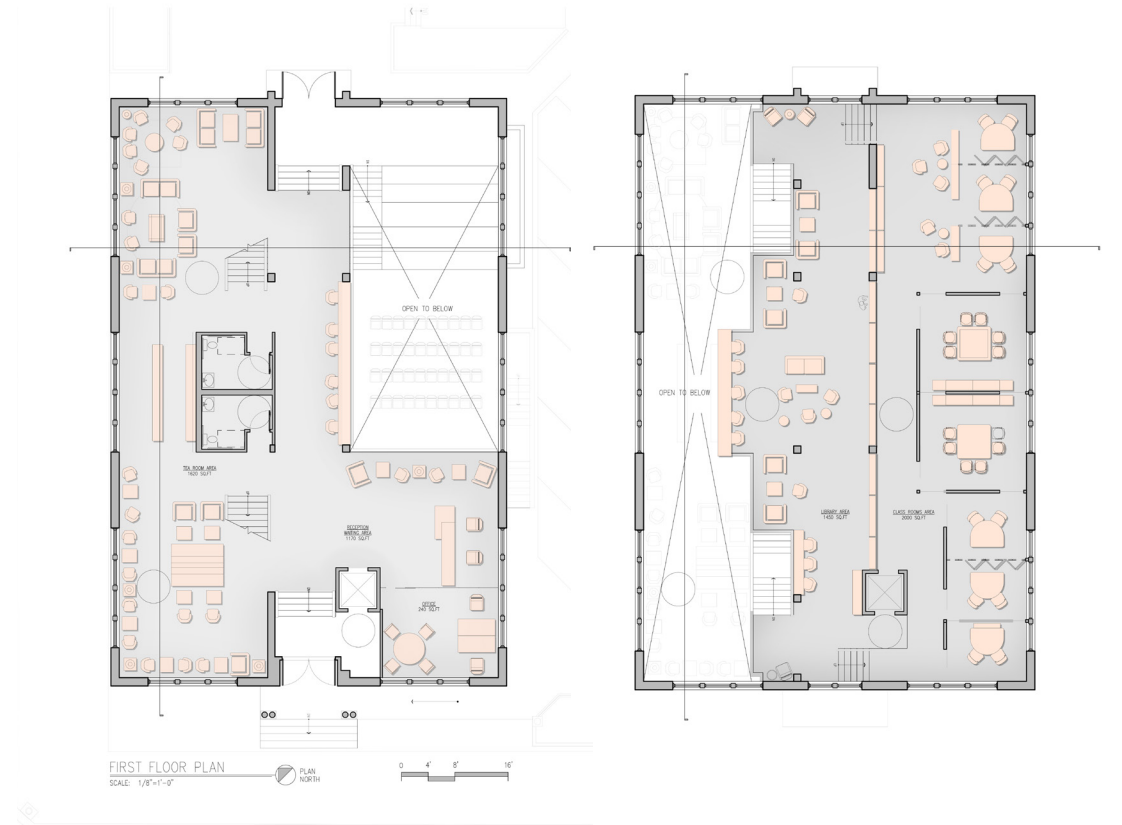
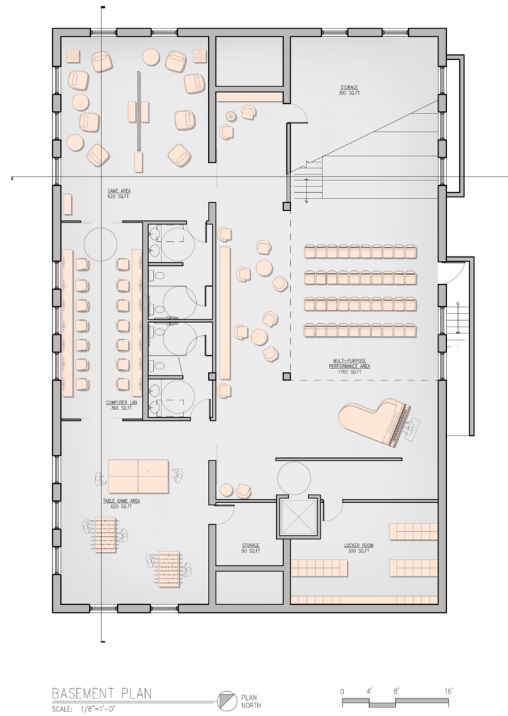
This project's concept developed from case studies and uses two essential components - natural materials and visual communication through the space.

## Design Development

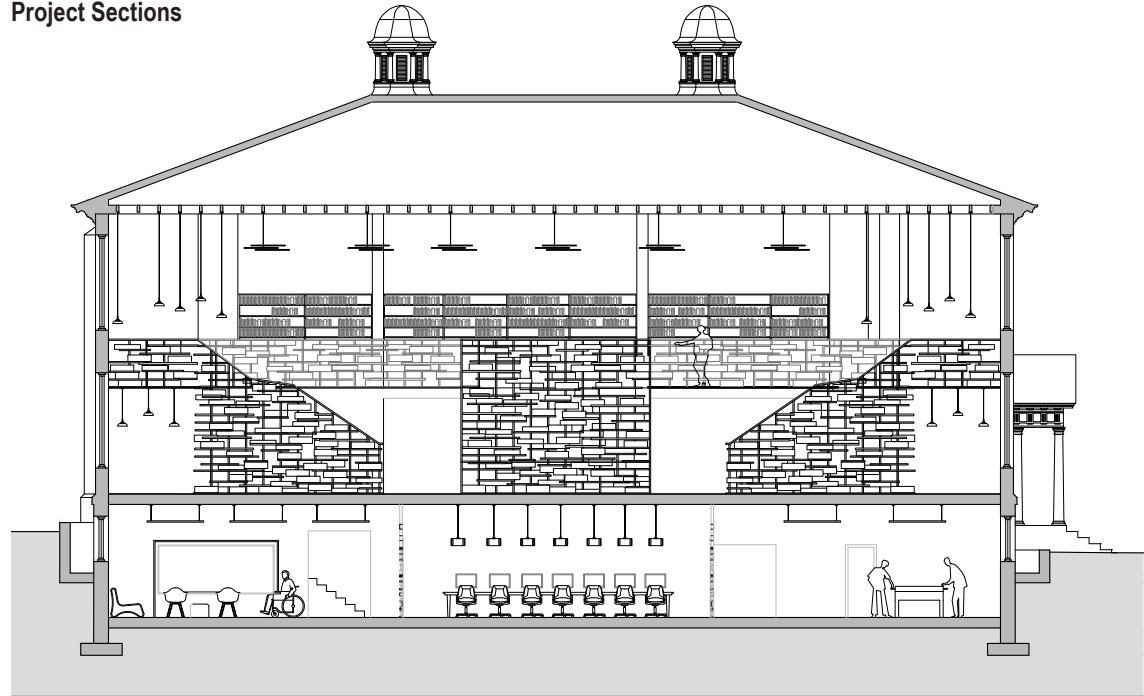


Eventually everything connects - people, ideas, objects. The quality of the connections is the key to quality per se.  
*Charles Eames*

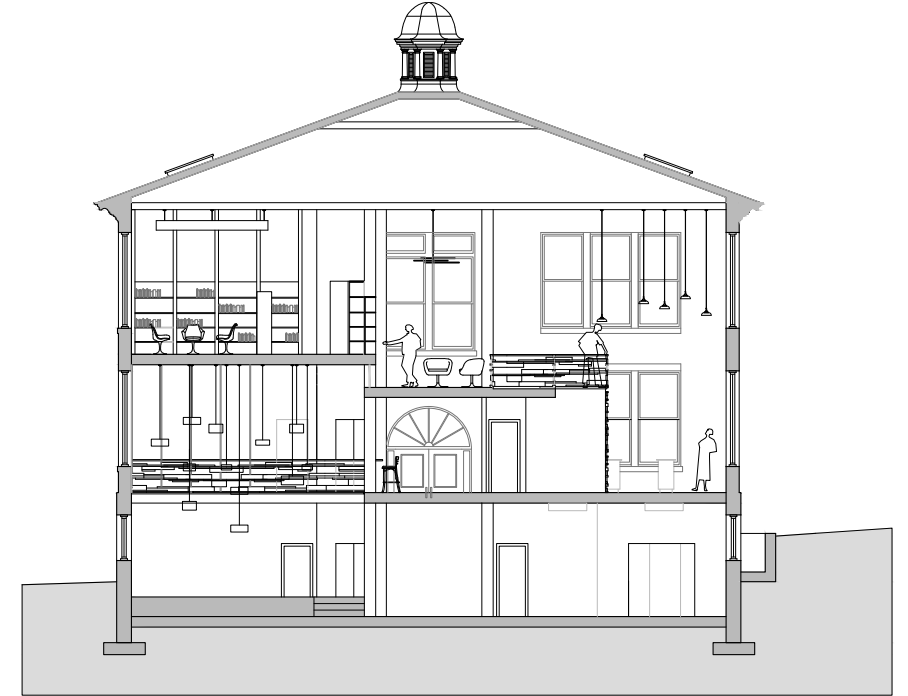
Space planning



Project Sections



SECTION A  
SCALE: 3/16"=1'-0"



SECTION B  
SCALE: 3/16"=1'-0"



### **The Performance Space**

The Performance Space in the project is designed to be multi-functional. The space is designed to allow stage performances such as dance, theatrical concerts and movie viewing; but it can also be used for round table discussions and community activities. This stage is planned to be very flexible and can be easily transformed from one purpose to another. A storage room is located right behind the stage which can be used to store furniture.

### **Computer Lab**

Between the Gaming Space and the Physical Activity Space is the Computer Lab, where visitors can check their emails, work on computers and learn computer skills and technologies.



## The Gaming Space

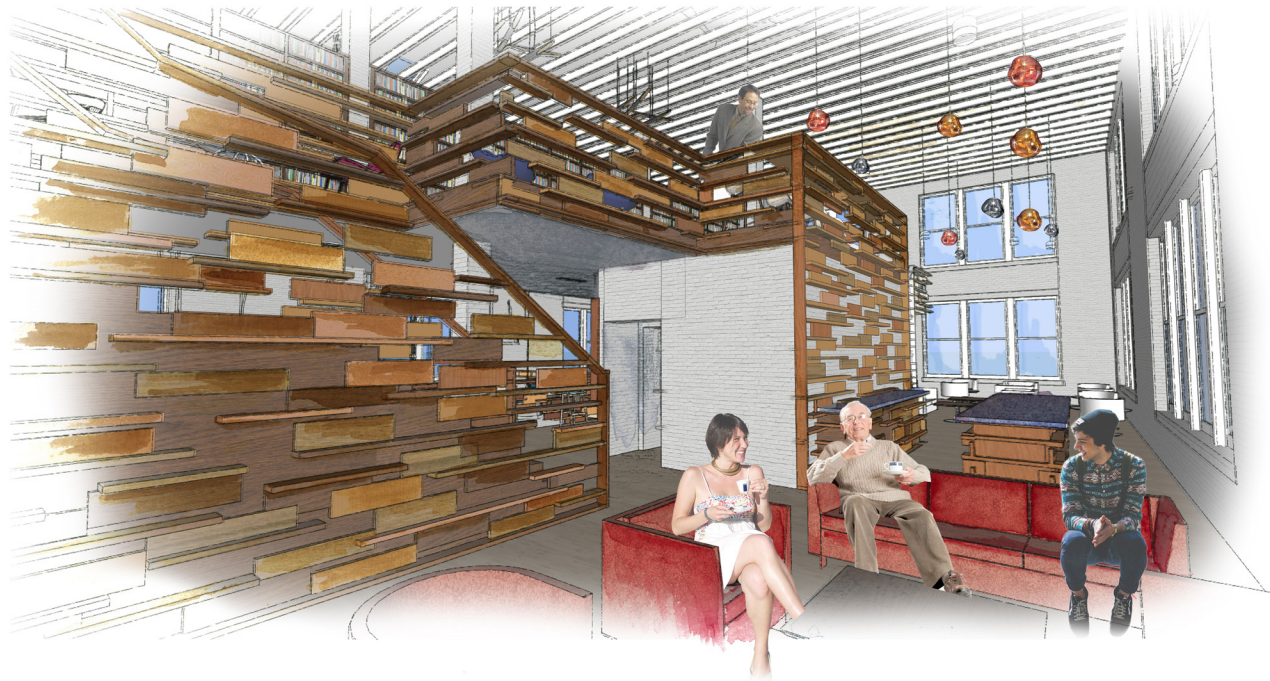
The Gaming Space is located on the basement, not far from the Performance Space. The two areas can be separated by soundproofing glass walls and curtains during noisy events.

Physical Activity Space is designed to give people some space where they can play physical games. We are planning to setup foosball and ping pong tables in this area. The glass door will separate this typically noisy place from other silent rooms, like the Computer Lab and the Performance Space.



## The reception

The reception is a welcoming space situated at the entrance of the building. Its location allows visitors to see the authentic life of the Interhouse from the first contact with it. The Reception is purposely designed to be located at the point where it can oversee the Tea Room on the first floor, the Library on the second floor, and the Performance Space in the basement. People entering the building will have a chance to feel the atmosphere of the Interhouse. Visitors can also check the events schedule, or get general information about the Interhouse here.



### The tea room

The tea room is the social heart of the Interhouse. It is the place where people can sit and socialize with each other. Here you can find comfortable sofas with pillows and more contemporary chairs designed to support different meeting styles and gatherings. The tea room can provide not only a tête-à-tête setting, but also public space for a group of people. Visitors can prepare some fresh tea in the kitchen, and they can also read newspapers which will be provided in the Tea Room.





## The Library

The Library is located on the second floor of the building. It is designed to get as much natural light as possible from big windows and skylights. There are tables with high chairs and comfortable armchairs, so visitors can either work or study in a quiet environment, or just read in relaxation.



### Class Rooms/ Offices

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### Wood screen detail



The wooden screen is functioning not only as a space divider, but also as a space unifier. It divides space between rooms and connects floors with each other. The wooden screen also serves to visually expand the space due to its floor to ceiling height. The screen is made from different types of wood, which in turn make it look lighter.

The wooden screen serves a different purpose in each of the various spaces. In the kitchen, visitors use its sides as shelves for cups and teas. On the stairs, it serves as a handrail, assisting older visitors as they move up and down. And finally, in the library, the wood extension provides a working table surface.

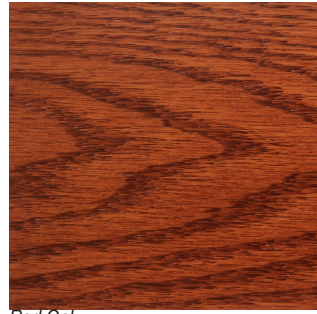
Material selection



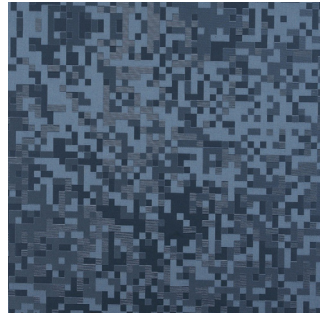
Bien Fait Wallpaper



White Oak



Red Oak



Maharam Bitmap



Walnut



Maple



Parallel Carpet Tile 946

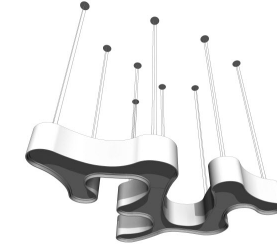


Brick

Furniture selection



Coltrane  
Suspension Light



Pete Sans  
AMEBA Pendants



Tom Dixon  
MELT Lamps



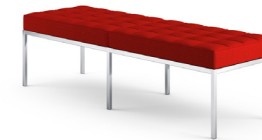
Knoll  
Shelton Mindel Chair



Eero Saarinen  
Oval Dining Table



Walter Knoll  
Foster Table



Knoll  
Florence Bench



Eero Saarinen  
Womb Chair



Eero Saarinen  
Executive Chair

## Final Presentation Boards

# INTERHOUSE

A PLACE FOR GROWING UP AND GROWING ADULTS

**THE BUILDING**  
St. Patrick's Place was designed by regional architect Marcellus Wright in 1964. The school was built in the Georgian Revival style and is located in the historic Church Hill neighborhood of Richmond. Originally, the building was used by the Catholic Academy as a school for girls but in 1924 it became co-ed. In 1988 the school became an elementary school for students in pre-kindergarten through eighth grade but in 2004 it was closed due to low enrollment. In 2008 the building was converted into 15 condominium units.



WHEN I WANT TO UNDERSTAND WHAT IS HAPPENING TODAY OR TRY TO DECIDE WHAT WILL HAPPEN TOMORROW, I LOOK BACK.

OMAR KHAYYAM



### PROJECT STATEMENT

The focus of this project is to create a community center where different generations can collaborate, learn and share experiences on a daily basis.

Society has become increasingly segregated by age which lessens the opportunities for communication between generations. Before the internet, children and adolescents typically learned through traditional means - their parents, school teachers, and life experiences. Adults believed they were capable of recognizing and addressing the needs of children and adolescents. Now, the global media is widely accessed by people of all ages which gives it the ability to influence a large population in different ways.

Society can provide senior people the opportunity to be more active after retirement. One such option includes intergenerational community spaces, where seniors can mentor and coach teenagers, as well as teenagers may expand the social context that contributes to identity by interacting with adult mentors, community leaders, and persons from different subcultures.

### RESEARCH GOALS

The goal of this project is to create an appropriate practical design solution for a community space that is suitable for:

- older adults who retired but still need an office space;
- retirees who have a desire to teach and tutor teenagers;
- teenagers who need space for study and collaboration.

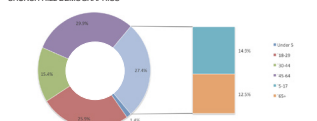
### NEIGHBORHOOD

Church Hill, also known as the St. John's Church Historic District, is an Old and Historic District in Richmond, Virginia. This district encompasses the original land plan of the city of Richmond. The Church Hill area is filled with Richmond's oldest history from the red brick sidewalks and gas street lamps to the classical architectural styles.

One of the most interesting things about the Church Hill neighborhood is that it has a greater concentration of residents who live alone than most all neighborhoods in America. With 69.9% of the households here made up of people living alone, NeighborhoodScout's research reveals that this is a larger proportion of people living alone than in 99.3% of the neighborhoods in America.

In addition, 62.4% of the children in this area live in poverty, an extraordinarily high percentage compared to other neighborhoods in the nation. In a nation where approximately one in four children grows up in poverty, this neighborhood stands out for the depth of the problem manifested here.

### CHURCH HILL DEMOGRAPHICS



### MAP LEGEND

- The Building
- Retirement Communities
- Elementary Schools
- Churches
- Restaurants

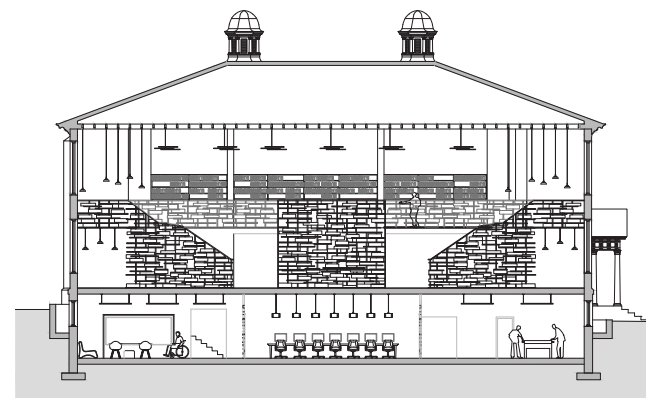
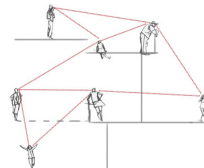


## CONCEPT

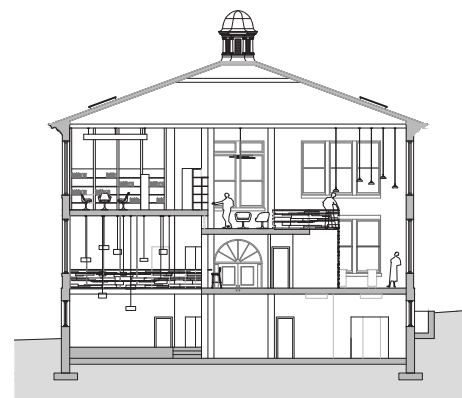


The inspiration of the project is taken from the tree with solid roots, wide stems, and green leaves. Roots of the tree symbolize life experience of an older generation. Young green leaves and boughs represent youths, which grows and develops with help of roots. The whole structure supports each other, roots provide water to leaves and stems while leaves supply roots with the sunshine. The same notion of mutual supportive society is the central point of the Interhouse.

- SUPPORT
- SUPERVISION
- CONNECTION
- FRIENDSHIP
- RESPECT

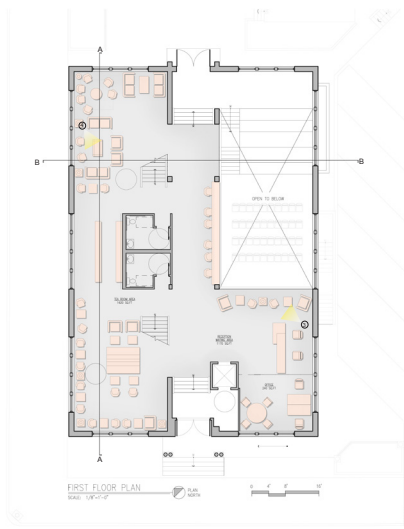


SECTION A  
SCALE: 3/16"=1'-0"



SECTION B  
SCALE: 3/16"=1'-0"

**COMMUNITY SPACE**

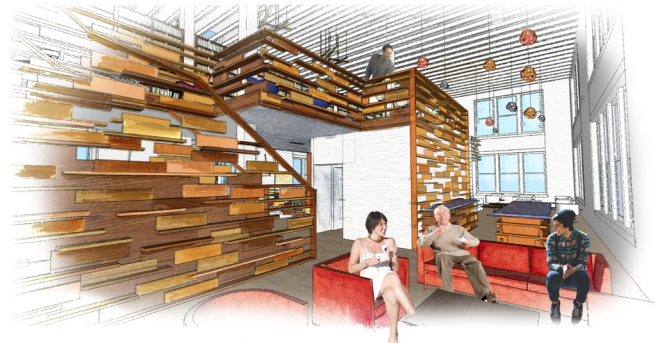


**RECEPTION**  
The reception is a welcoming space situated at the entrance of the building. It's location allow visitors see authentic life of the Interhouse from the first contact with it. The Reception is purposely designed to locate at the point where it can oversee the Tea Room on the first floor, the Library on the second floor and the Performance Space in the basement. People entering the building will have a chance to feel the atmosphere of the Interhouse. Visitors can also check events schedule, or get general information about the Interhouse here.

**THE TEA ROOM**  
The tea room is the social heart of the Interhouse. It is the place where people can sit and socialize with each other. Here you can find comfortable sofas with pillows and more contemporary chairs designed to support different meeting styles and gatherings. The tea room can provide not only a life-like setting, but also public space for a group of people. Visitors can prepare some fresh tea in the kitchen, and they can also read newspapers which will be provided in the Tea Room.

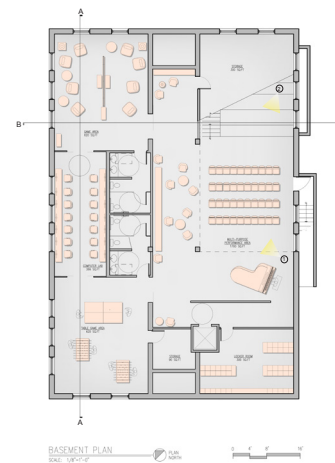


3 RECEPTION AREA PERSPECTIVE



4 THE TEA ROOM AREA PERSPECTIVE

**ACTIVITY SPACE**



**PERFORMANCE SPACE**  
The Performance Space in the project is designed to be multifunctional. The space is designed to allow stage performances such as dance, theatrical concerts and movie viewing, but it can also be used for round table discussions and community activities. This stage is planned to be very flexible and can be easily transformed from one purpose to another. A storage room is located right behind the stage which can be used to store furniture.

**COMPUTER LAB**  
Between the Gaming Space and the Physical Activity Space is the Computer Lab, where visitors can check their emails, work on computers and learn computer skills and technologies.

**GAMING SPACE**  
The Gaming Space is located on the basement, not far from the Performance Space. The two areas can be separated by soundproofing glass walls and curtains during noisy events. Physical Activity Space is designed to give people some space where they can play physical games. We are planning to setup football and ping pong tables in this area. The glass door will separate this typically noisy place from other silent rooms, like the Computer Lab and the Performance Space.



2 PERFORMANCE AREA LOOKING DOWN PERSPECTIVE



1 PERFORMANCE AREA PERSPECTIVE

**STUDY SPACE**



**LIBRARY SPACE**  
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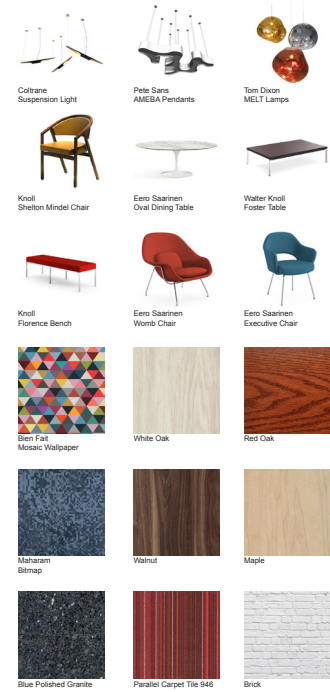


5 LIBRARY AREA PERSPECTIVE



6 OFFICE AREA PERSPECTIVE

**FURNITURE SELECTION/ MATERIALS**



**DETAIL**

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SHELVES FOR CUPS



WORKING TABLE



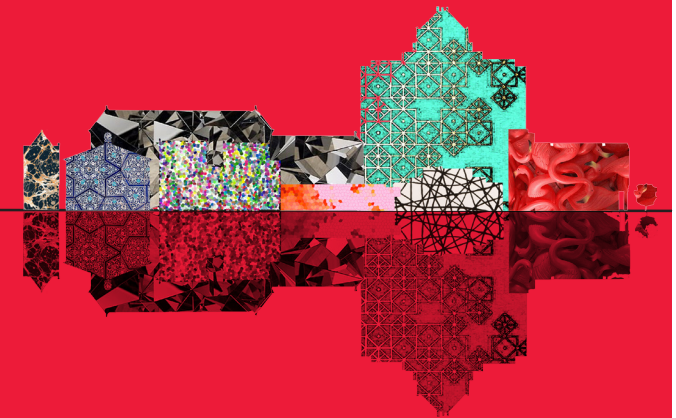
HANDRAILS

MFA 2016  
Thesis show

# PER|SPEKTIV[z]

A SPACE ODYSSEY

INTERIOR DESIGN  
MFA SHOW



AT THE DEPOT APRIL 29TH-MAY 15TH

OPENING RECEPTION:  
4.29.2016 5-8PM

**VCUarts**  
Virginia Commonwealth University





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### **Acknowledgments**

To the faculty at VCU, especially Roberto Ventura, Camden Whitehead, Christiana Lafazani and Emily Smith: Thank you for your guidance and support.

To my classmates: I am so blessed to have spent the past two years with you. Thank you Ashley, Eline, Jessie, Leah, Merian, Sarah and Thomas for your inspiration, help and support.

To my husband Forikh. Without your love, support, and sacrifice this would not have been possible.

**I am truly grateful.**

**Thank you**