

# The **Add**aptation

## **Market 2**

The project is conceived with the objectives of making 'Market 2' safe, hygienic, inclusive and mindful in an effort to instill a greater sense of responsibility and awareness for one's environment. It is inspired by the presence of a strong community spirit and a sense of pride, which can do wonders when harnessed in innovative ways. It is, in fact, a calling of the hour to work together and create a healthy environment for everyone in the community.

## **Vision**

The sites chosen for intervention are 3, 4 and 5. It presents a continuous and inter-connected set of programs, demanding an integrated 'placemaking' solution.

## **Site 4**

The market plaza is envisioned as a site that is a haven for pedestrians of all age groups. It would become a web of activity zones, connected by a defined path of circulation. Two clear zones are created; 1) active commercial zone 2) recreational zone. A clear configuration of a large public space becomes important to create a human-friendly scale and a better sense of place.

## **Site 3**

This site is potentially unsafe and underutilized. It has, therefore, been reimagined as space that is a user-friendly, comfortable, universally accessible and sustainable in its operation. It is conceived as a public outdoor lounge and an important node of activities.

## **A Design Method**

The proposal comprises of design modules as well as systems for a comprehensive intervention. A modular design makes it possible to select and implement the project as prototypes, test community response, modify if needed and scale up when possible. Systems compliment design modules to achieve project objectives better. Each design module and system, although capable of being versatile, is tasked with a specific objective in order to provide a clear framework for performance evaluation and be used as a toolkit for future interventions.

The design aesthetic is derived from a hexagonal grid; a geometric shape that is as flexible as it is stable and supports the idea of modular design very well. The hexagonal grid is scaled up and down, and subdivided into its triangular components according to the requirements of design modules. It is also used as a pattern on surfaces. It creates a design language and ties together different parts of the site into a singular experience.

	<b>SAFE</b>	<b>HYGIENIC</b>	<b>INCLUSIVE</b>	<b>MINDFUL</b>
<b>Design Modules</b>	Canopy	Fish Market Structure	Play Pits	PlaceMarkers
	Slow Junction	Green Buffers	Geriatric Mobility	Awareness Art
	Public Seating	Filtration Pits	Interactive Building Facades	Community App
	Universal Design	Efficient Market Storage	Wi-Fi Spots	Didactic Wastebins
	NMT Lanes	Self-Cleaning Toilet	Vending Parklets	
	Porous Edges	Sanitizing Stall	Community App	
	Legible Signage			
	Minimal Parking			
<b>Systems</b>	Time-Based Parking	Community Games for Waste Management and Environmental Awareness	Public Space Maintenance Chores for Children	Digital Tagging of “Your” Adda
	Click and Collect Shopping		Pop-up Cycle Track	QR Code Enabled Interaction with Design
	Rush Hour Traffic Regulation			

Table 1 Design Toolkit

## Detailed Design

Select design modules have been detailed out in terms of form, function, material and cost; all parameters have been considered in accordance with design values such as sustainability and efficiency.

### Public Seating

The module is designed as a playful cluster of hollow hexagonal tubes that create a variety of seating options. They are made to be visually engaging through colour and landscaping. In some places, some modules are combined with solar powered canopies with Wi-Fi as well as charging points. The seating modules are arranged in two different configurations; 1) at the edge of the plaza on the side of the road, defining spots for mobile vending activity 2) alongside play pits and closer to the edge of the commercial building.

### Canopy

The canopy provides shaded walkways as well as seating areas, casting interesting shadows. It is configured as size triangular panels coming together into a hexagonal module. The canopies also double up as lighting features during the night.

### Play Pits

Play pits are introduced to create an inclusive public space as well as an effective utilization of the market plaza.

### **Fish Market Structure**

The fish market has been reconfigured to provide sanitary conditions of operation, where storage, vending areas and waste management are clearly defined and are provided as modules for each shop owner. Three such shops are clustered together to create a free space of circulation for customers. The roof structure, is a scaled up version of the canopy. The choice of material and form ensures abundant daylight, natural ventilation as well as an interesting shopping experience. Liquid waste is proposed to be piped into filtration pits that feature as part of landscaping across the plaza.

### **Efficient Market Storage**

Storage is conceived to be built into canopy structures, wherever required.

### **Self-Cleaning Toilet**

Restrooms are clearly defined for men and women and are placed underneath a combined roof to create a sense of a public toilet zone, which includes a seating area and a sanitizing stall. The roof is built to effectively harvest rainwater and the design ensures ample daylight penetration through clerestory windows and skylights. The compound wall surrounding the site has been made porous in order to increase visibility and safety. Solid waste is proposed to be diverted to a biogas chamber and the liquid waste, goes into filtration pits.

### **NMT Lanes**

A designated NMT lane is proposed to go through the service lane at the back of the market, thereby, enlivening that space. It is imagined to support mobility options such as bicycling as well as electric scooters/carts for the elderly. The right of way is reimagined to provide space for a pop-up bicycle lane during the weekends, in order to eventually make a lifestyle shift.

### **Slow Junction**

The junction is imagined to be a colourful mélange that clearly signals an approaching slow zone.

### **Community App**

The Community App is proposed in order to facilitate all the design systems as encapsulated in the table above.

This holistic and integrated approach of design is aimed to provide a strong framework for a healthy and durable public space experience for decades to come at C.R.Park.