



# BEHAVIOR, INSTALLATION, CITY

## Slow Down Transaction in Flea Market as Social Activity to Activate Högsbo

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Studio: Matter, Space, Structure  
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Examiner: Morten Lund  
Supervisor: Kengo Skorick

# Abstract

## Behavior, Installation, City

### Slow Down Transaction in Flea Market as Social Activity to Activate Högsbo

Swedish flea markets play very important role in daily life. It is true that fleamarkets attract citizens. They come to fleamarkets to spend time together. Fleamarkets could be a container for different cultures fusing together. Meanwhile, cheap products and second-hand goods will be sold here, which also provides the opportunity for commercial exchanging.

My project is located in the corner of Slottsskogsgatan and Margretebergsgatan. There is a famous baggare flea market which just opens in Spring and Summer a few times each year. On the south side of the location is Högsbo. The population in Högsbo has declined about 40% since 1965 to today. Högsbo has few activities in the parts planned for the residents.

Focus points come from two books, *THE DEATH AND LIFE OF GREAT AMERICAN CITIES* and *AMERICAN URBAN ARCHITECTURE CATALYSTS IN THE DESIGN OF CITIES*.

My concentration is to provide an ambiguous public space to slow down transactions in the flea market for citizens hanging out and talking with each other. I suggest a light structural installation space to fuse my project with Slottsskogen. I prefer light volume and material to juxtapose with nature. As a result, I hope this social activity can foster a positive catalytic reaction to activate the neighborhood.

I will use Rhino and Grasshopper as my digital tool. At the same time, I will make some physical models and drawings

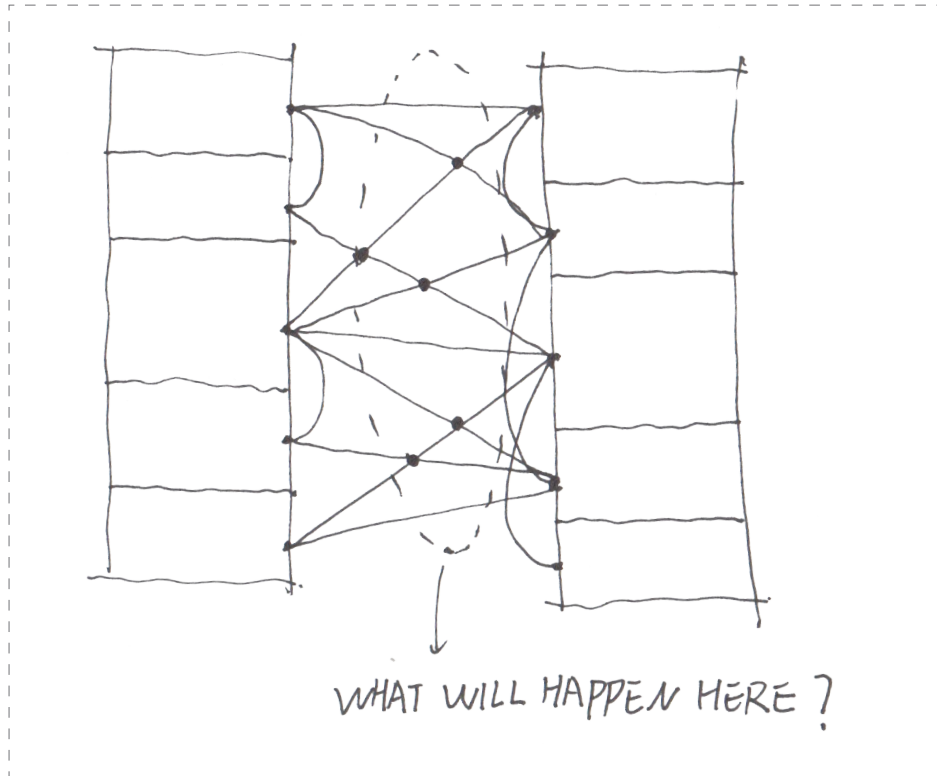
to explain my project. During this master thesis, the most important thing is never going to be the result; instead, I will show the logic from start points to final rendering.

The result will be two parts. First is my proposal on how to design installations. The second part would be how to make it reality, which will include detail drawings and structure zoom-in models.

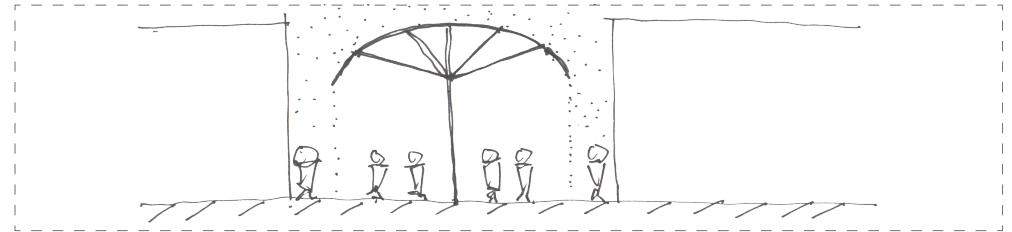
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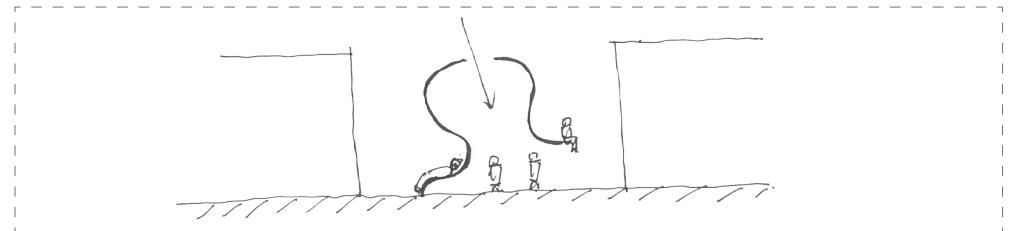
# Installation architecture



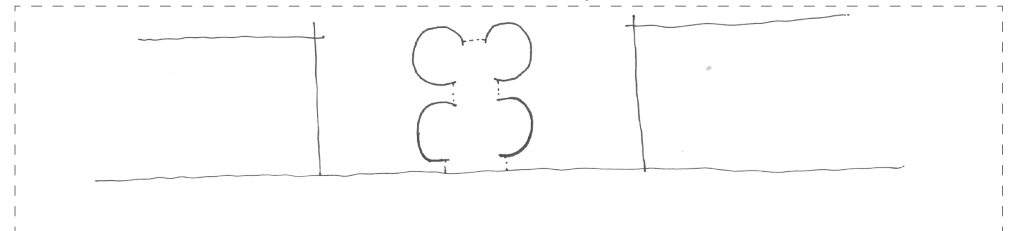
Shopping street



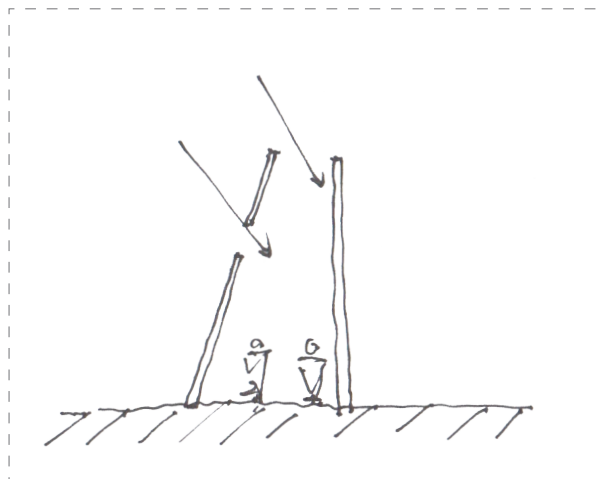
Semi outdoor space



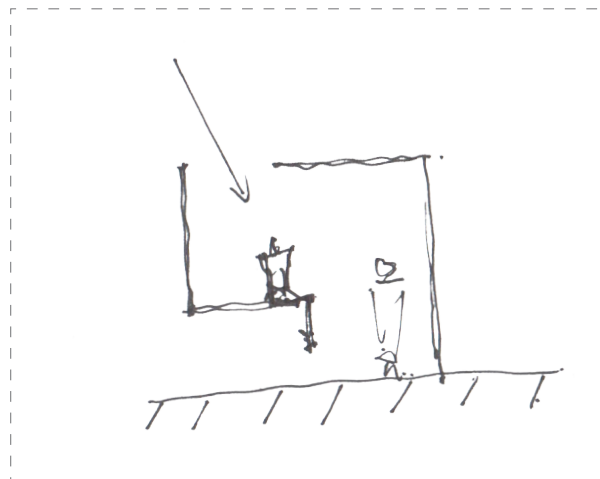
Multi functional space



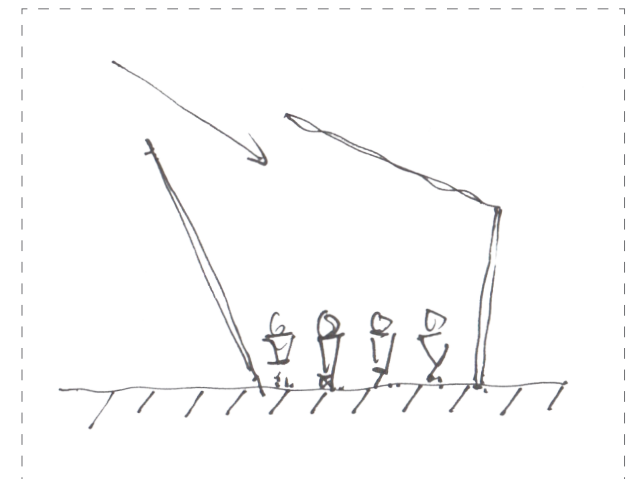
Inside space with windows



Private space with light

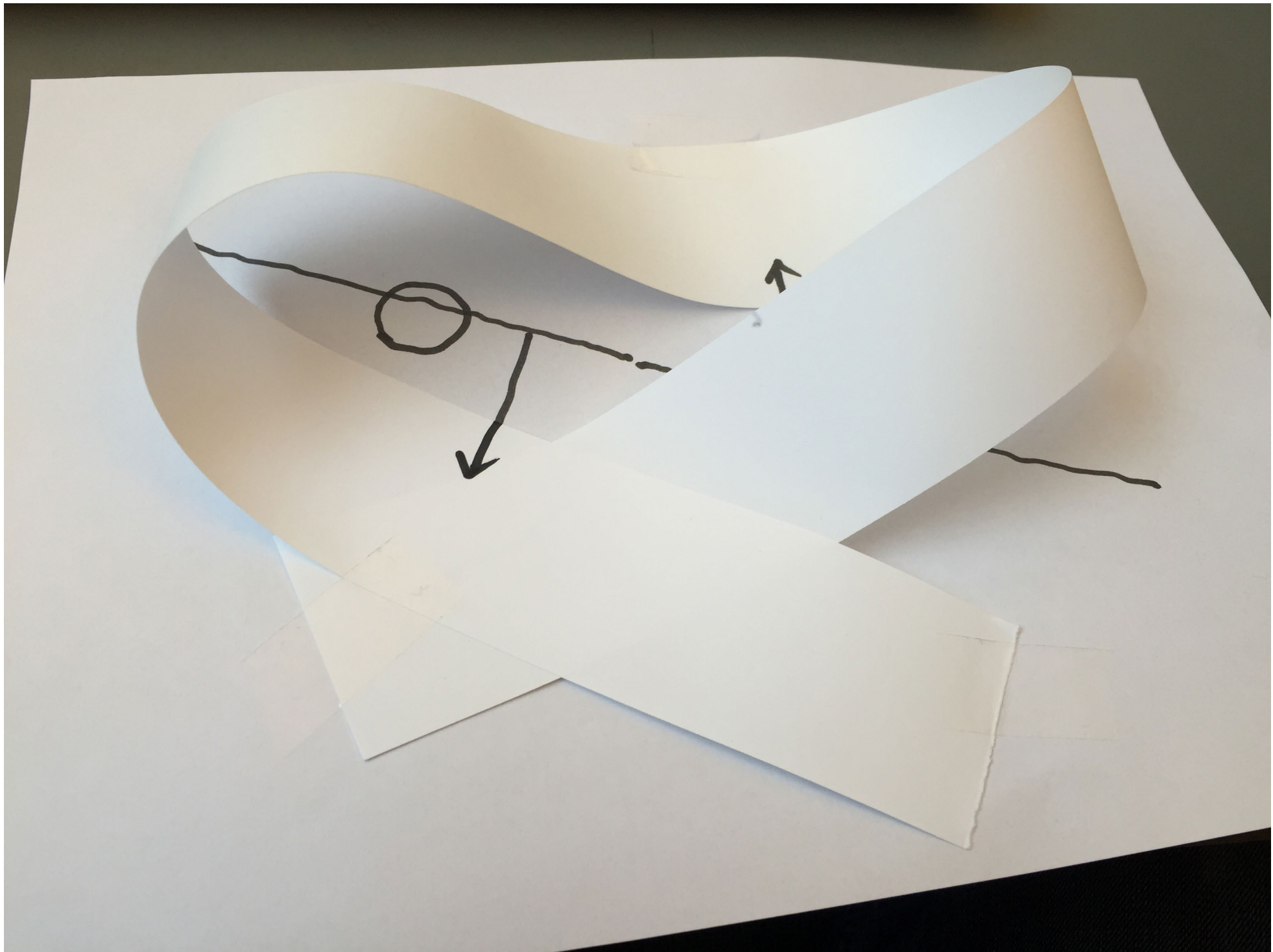


Furniture architecture



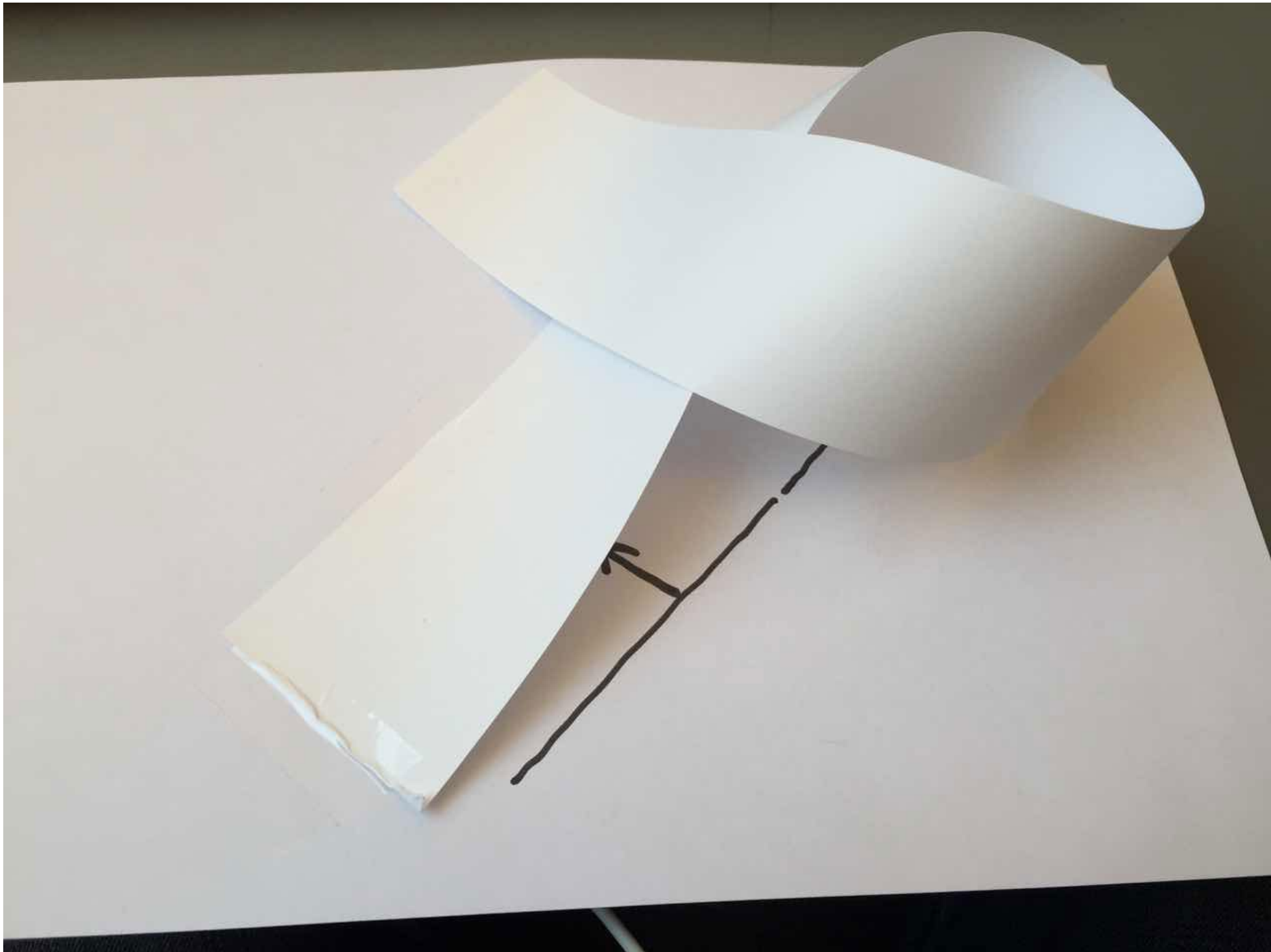
Gathering space with shell and shadow



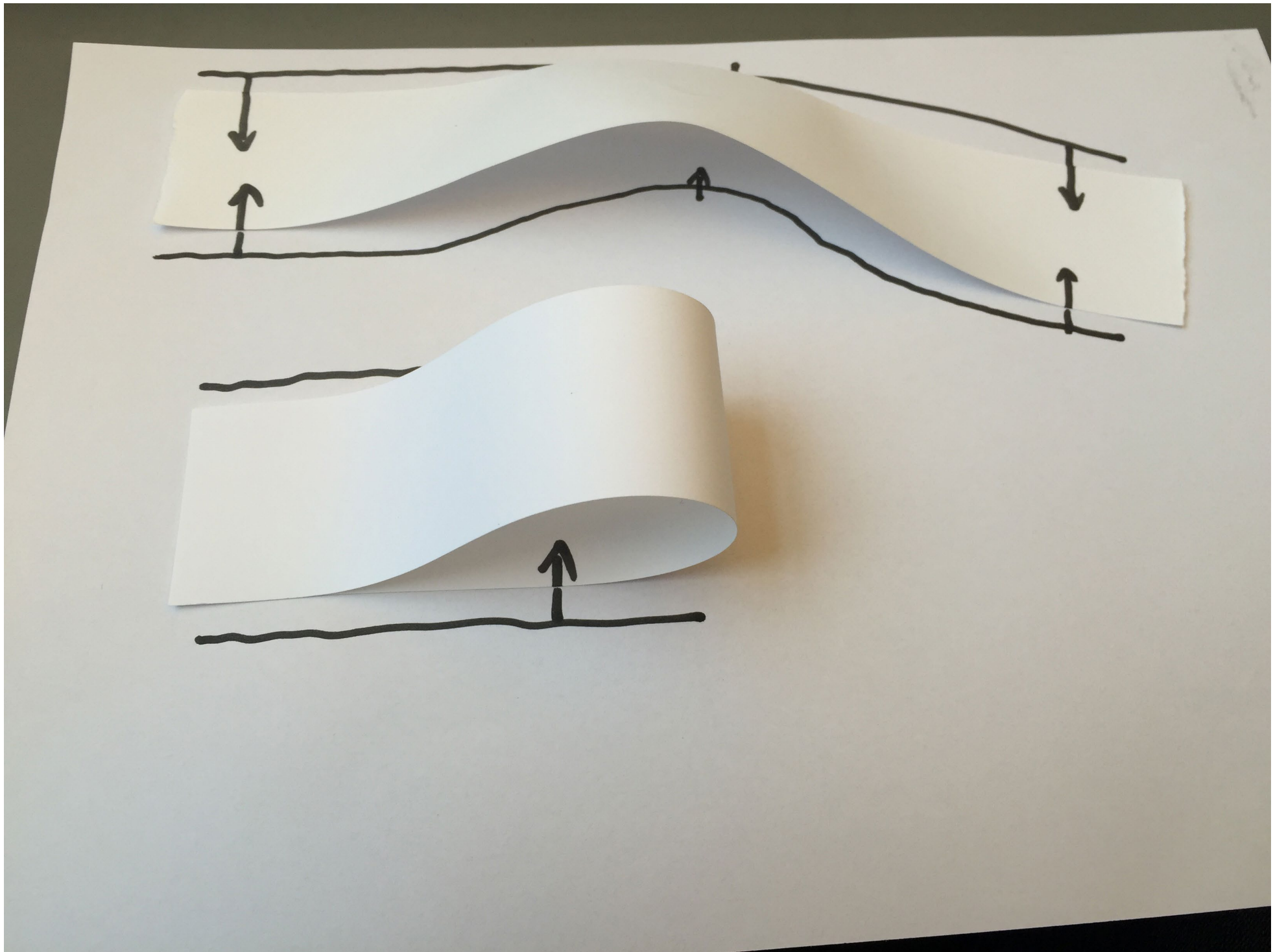


Sketch model





Sketch model



Sketch model

# Ambiguous architecture

new relationship

melting into city and nature

inbetween

inside and outside

privacy and public

nature and architecture

function and nonfunction

landscape and architecture

furniture and architecture

artificial and nature

transparency and opaqueness

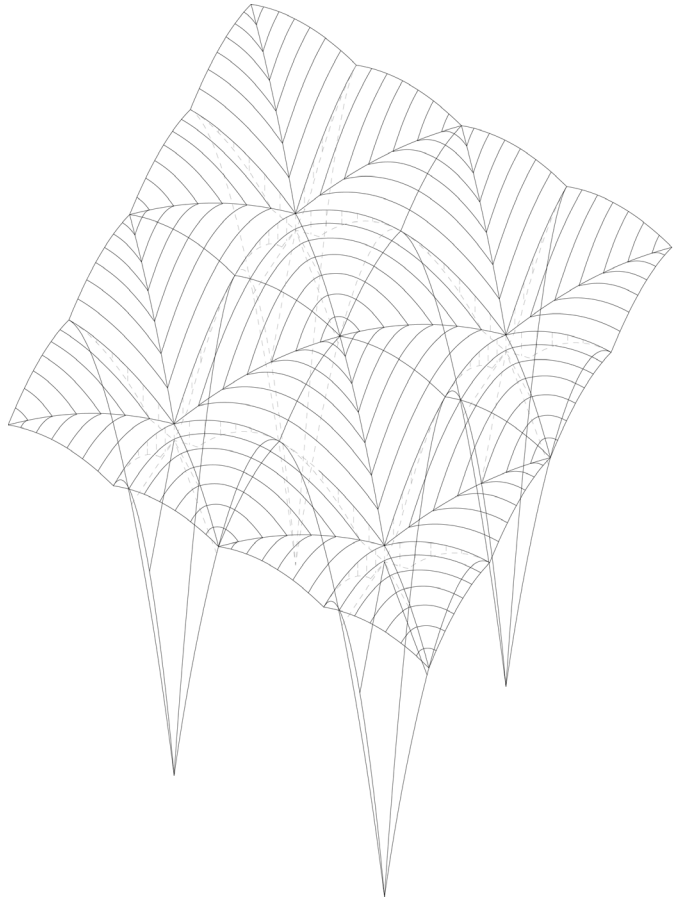


Serpentine Gallery Pavilion

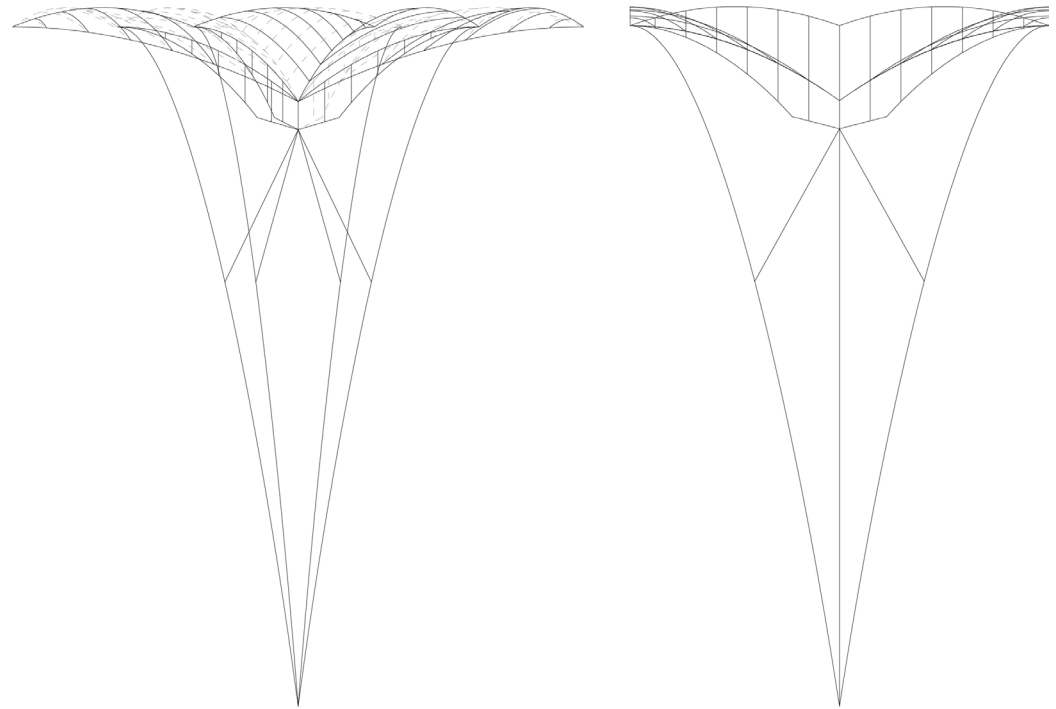
opposite things intergrating together, not simply combine, but to create the diversity



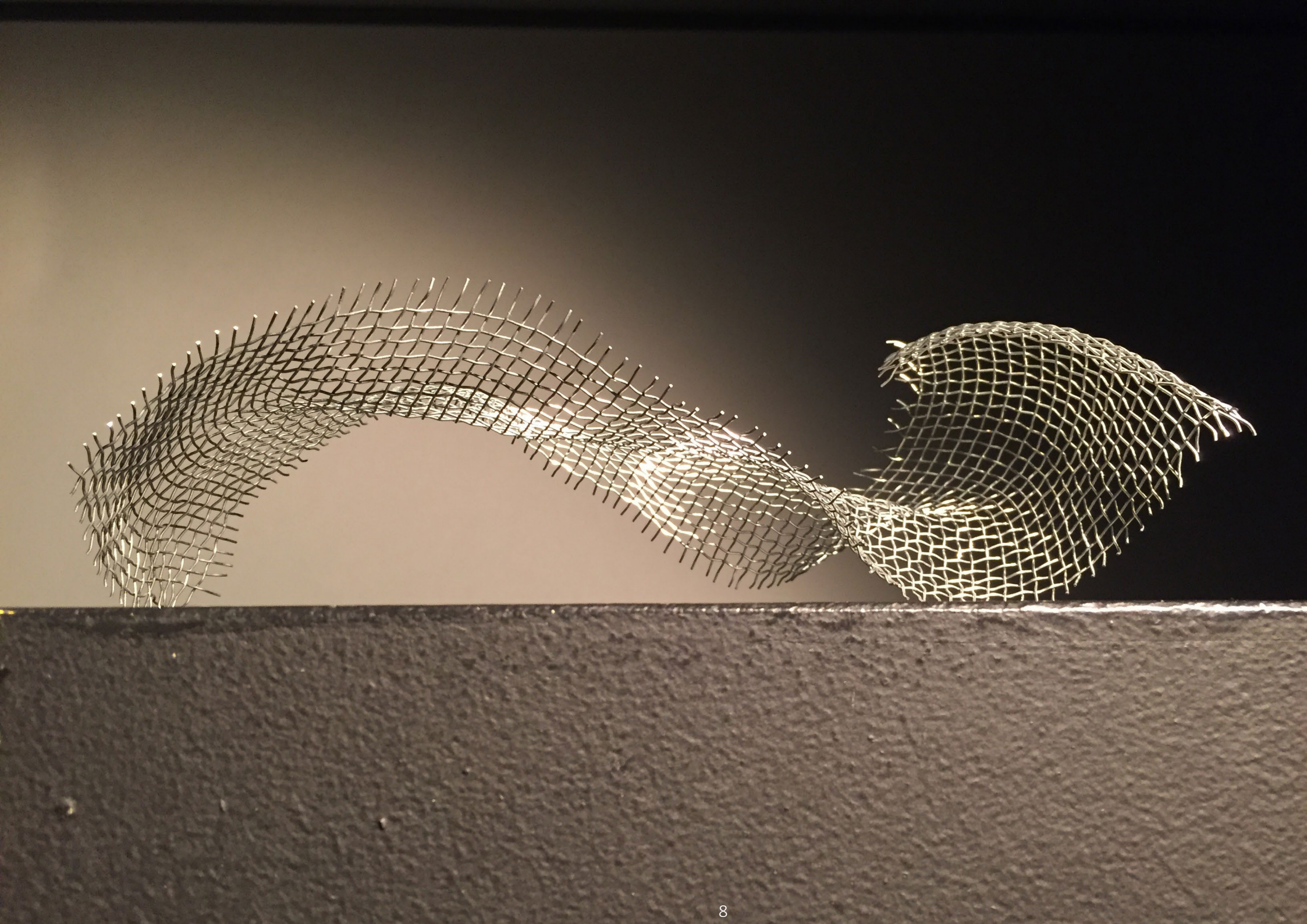
# Structure precedent from Calatrava



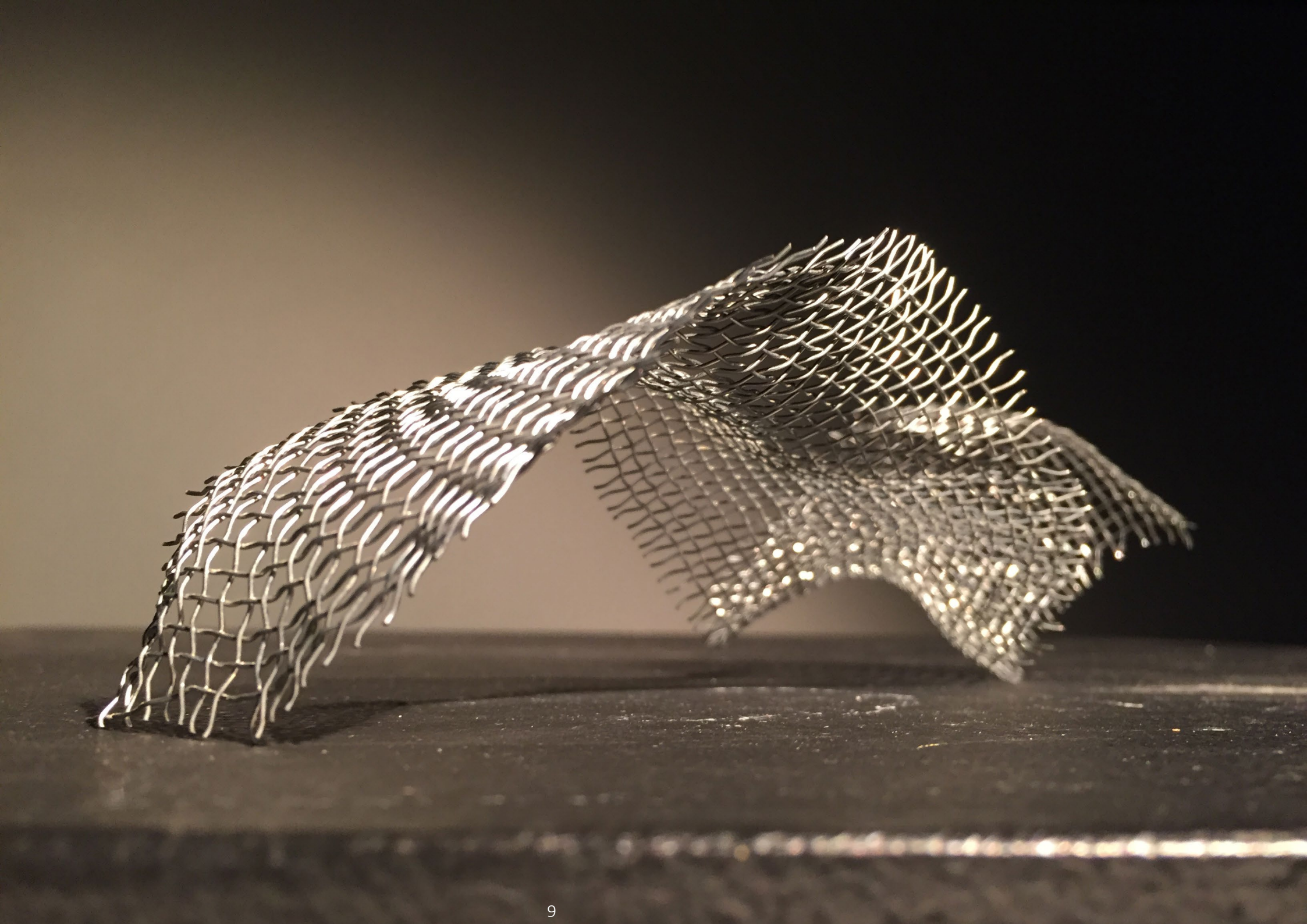
Axonometric



Facade



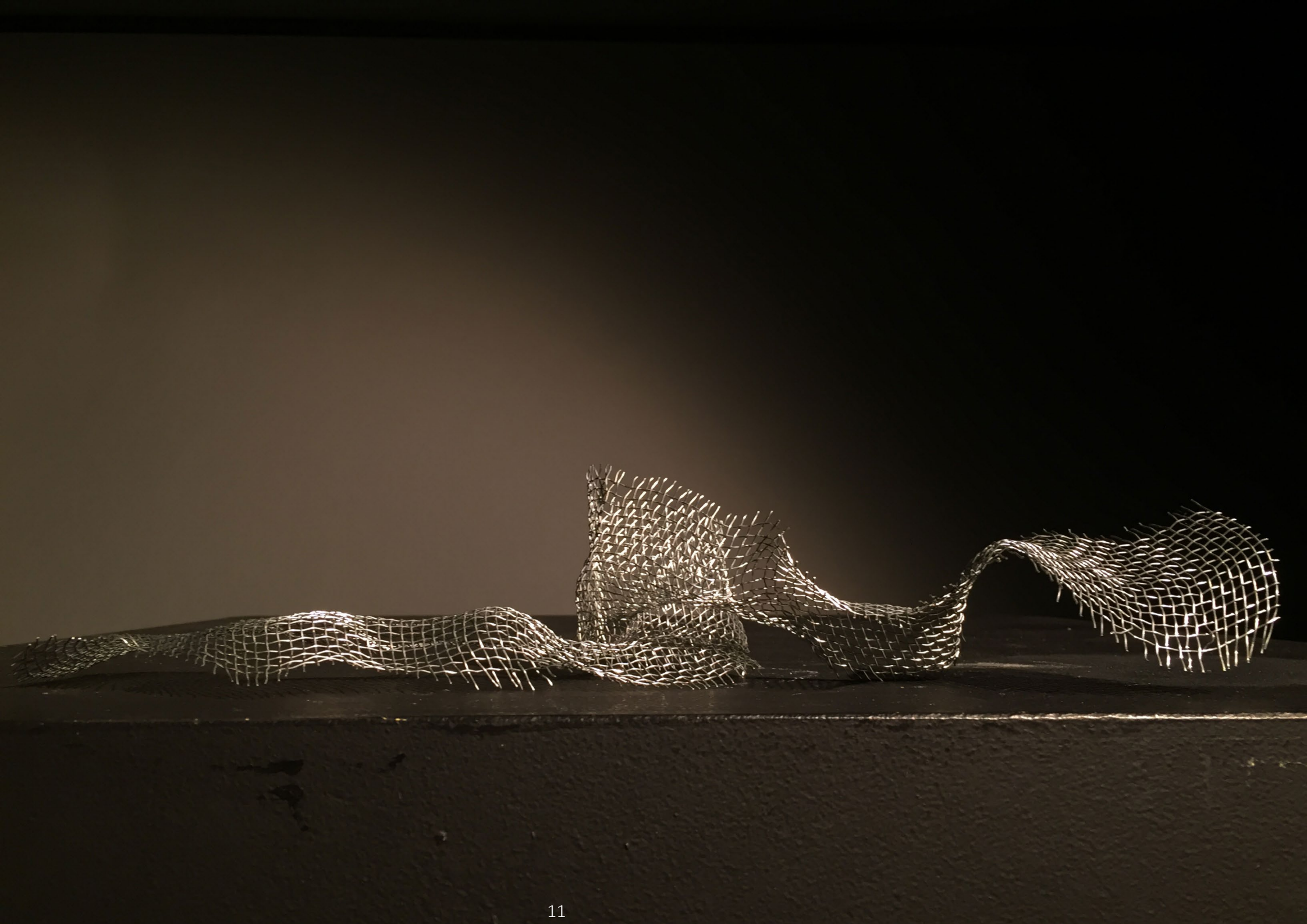




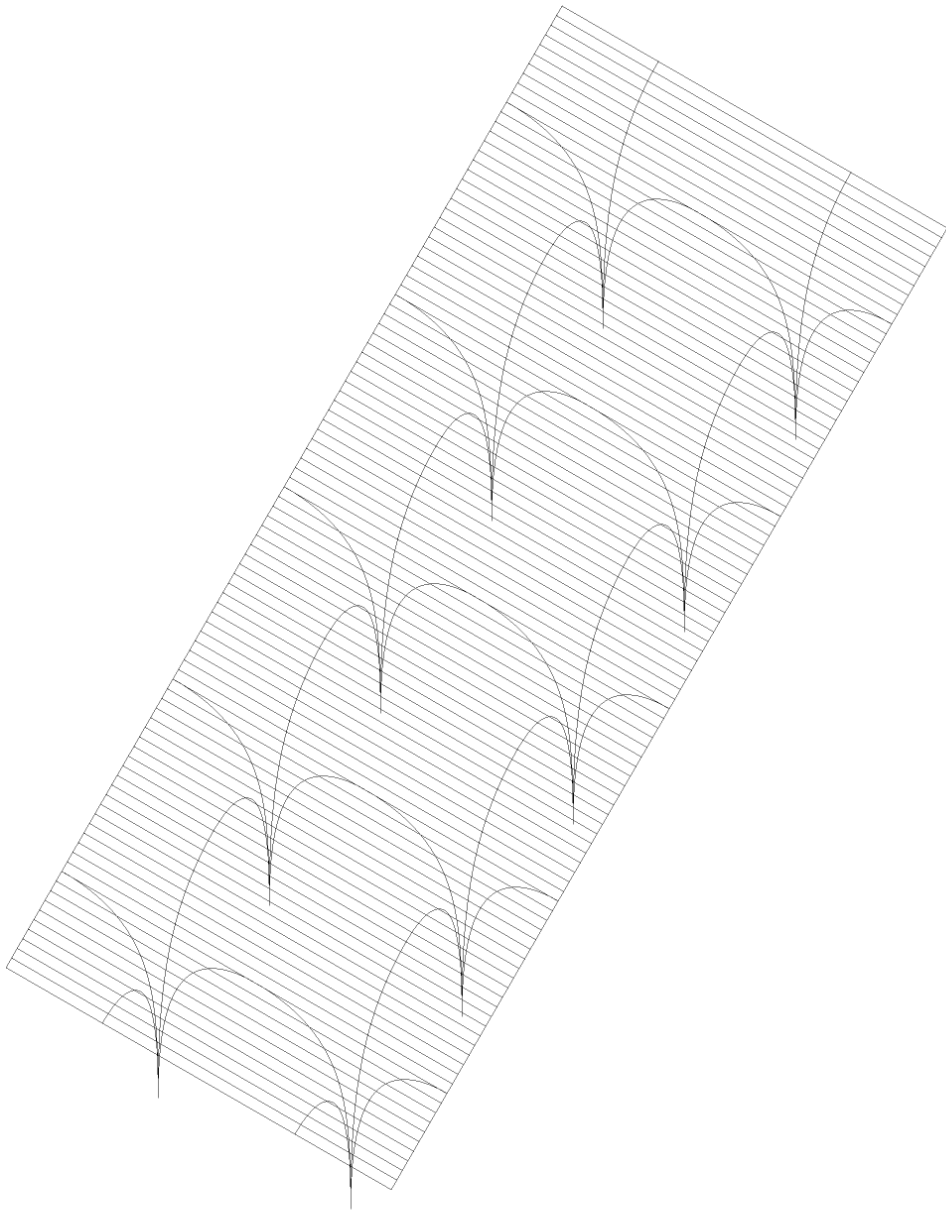




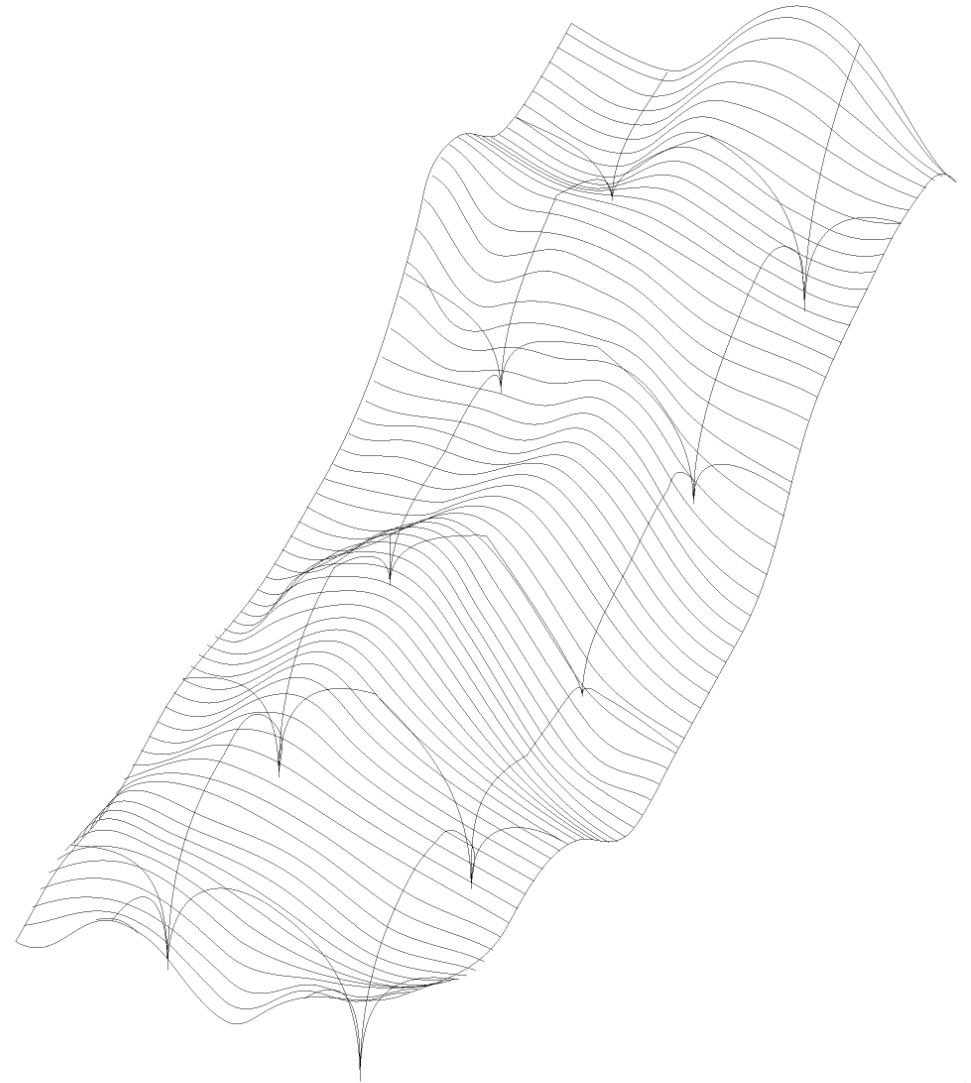




# Prototype development

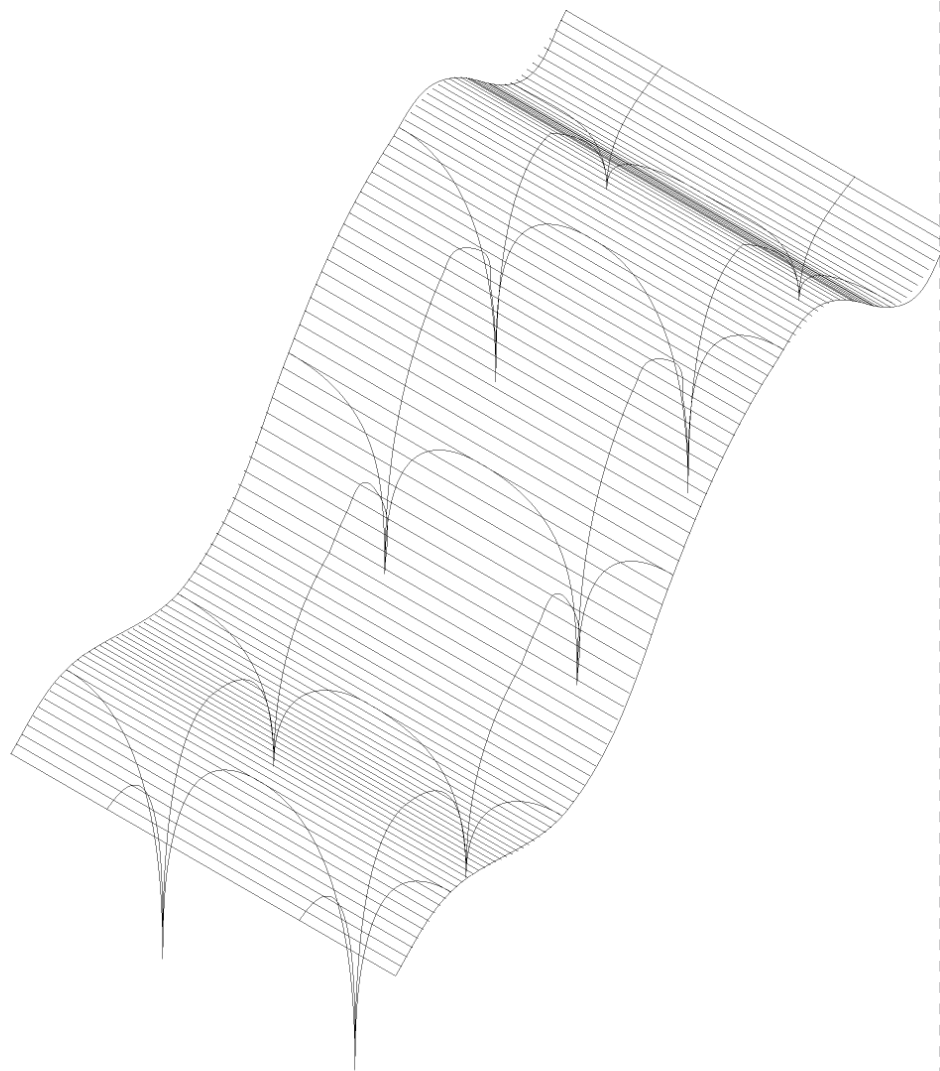


Flat surface

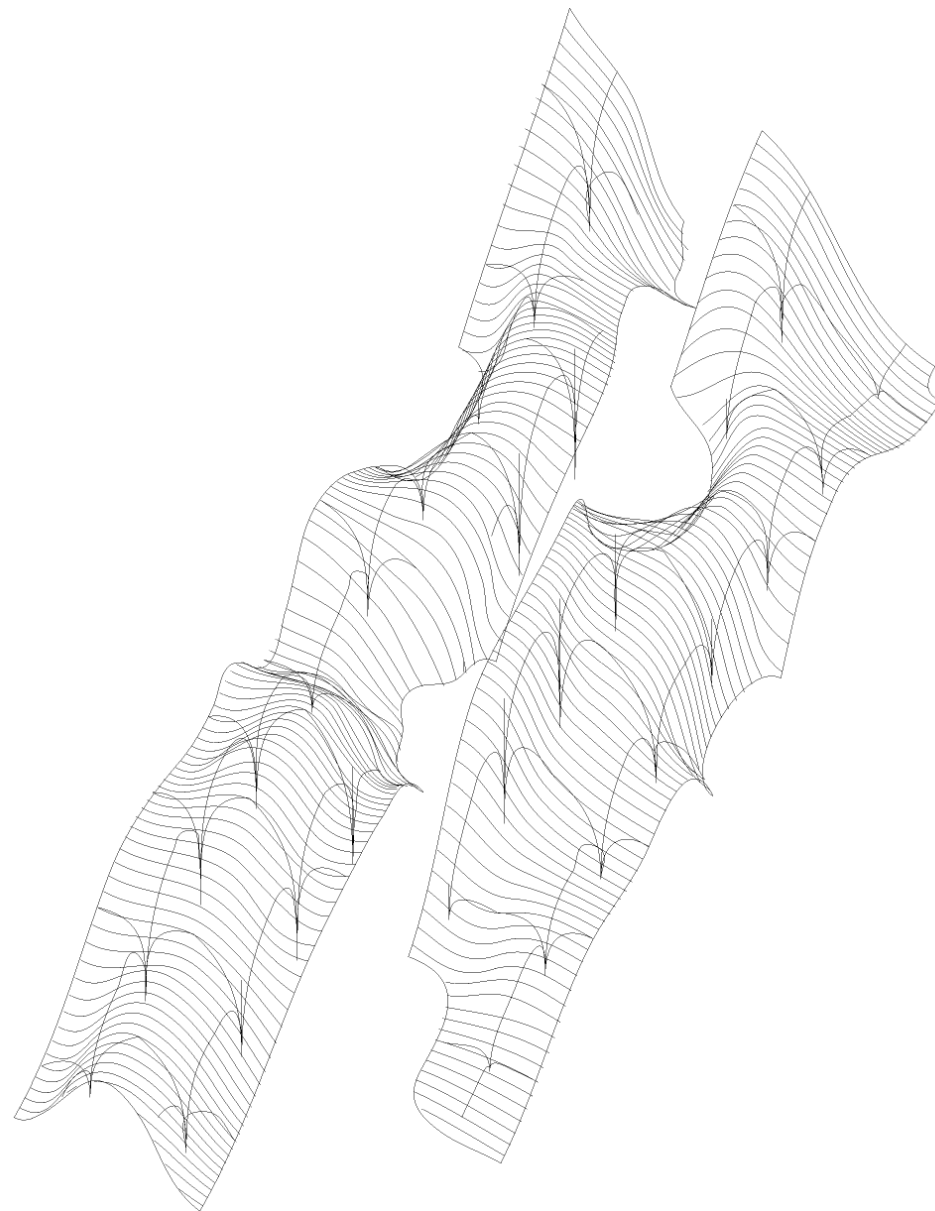


single curvature surface

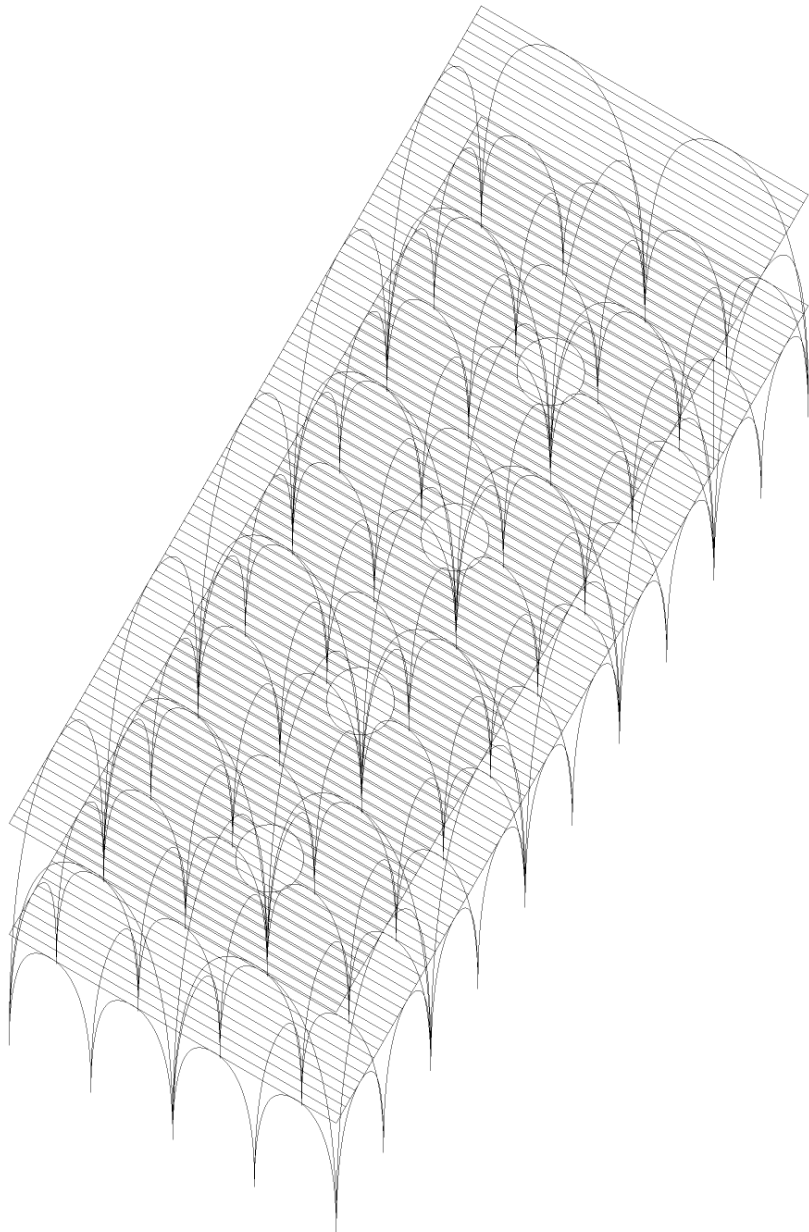




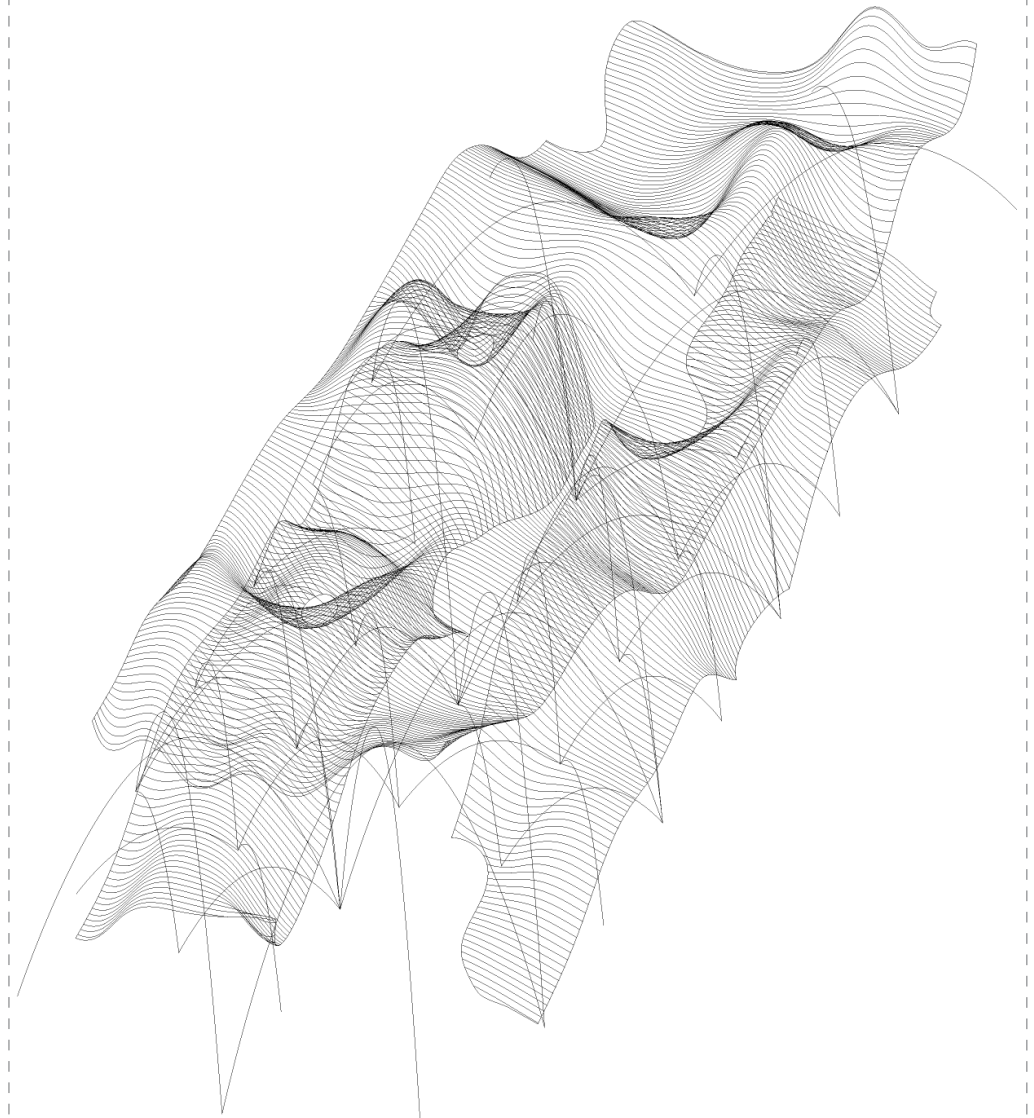
double curvature surface



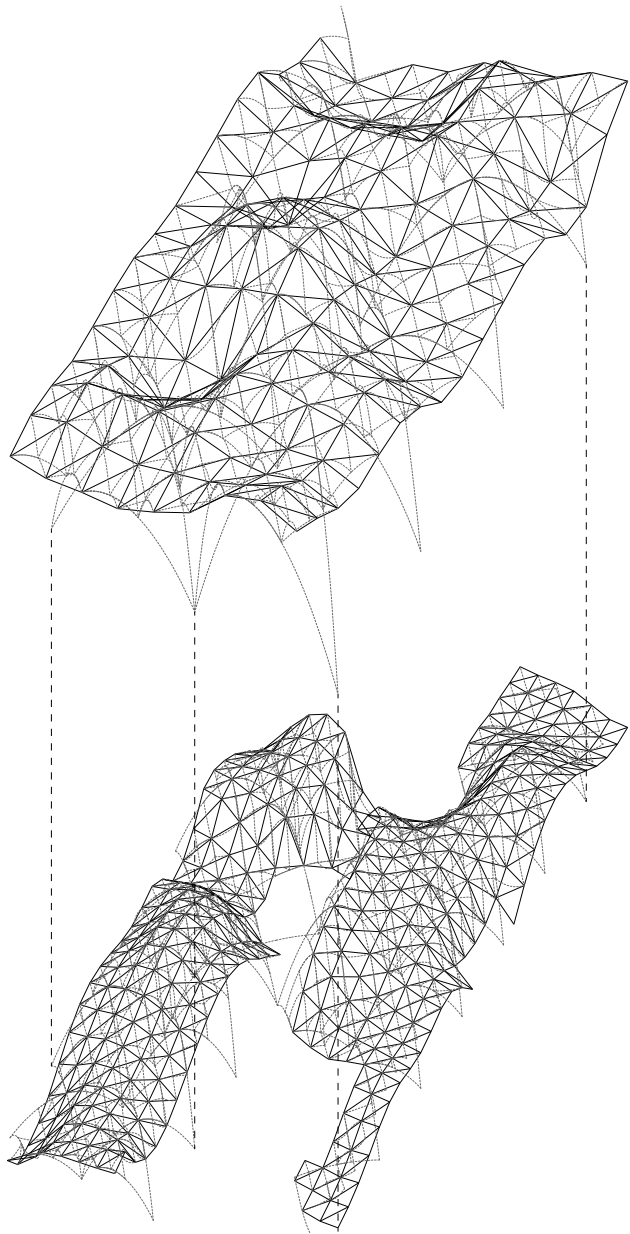
split double curvature surface



two level surface



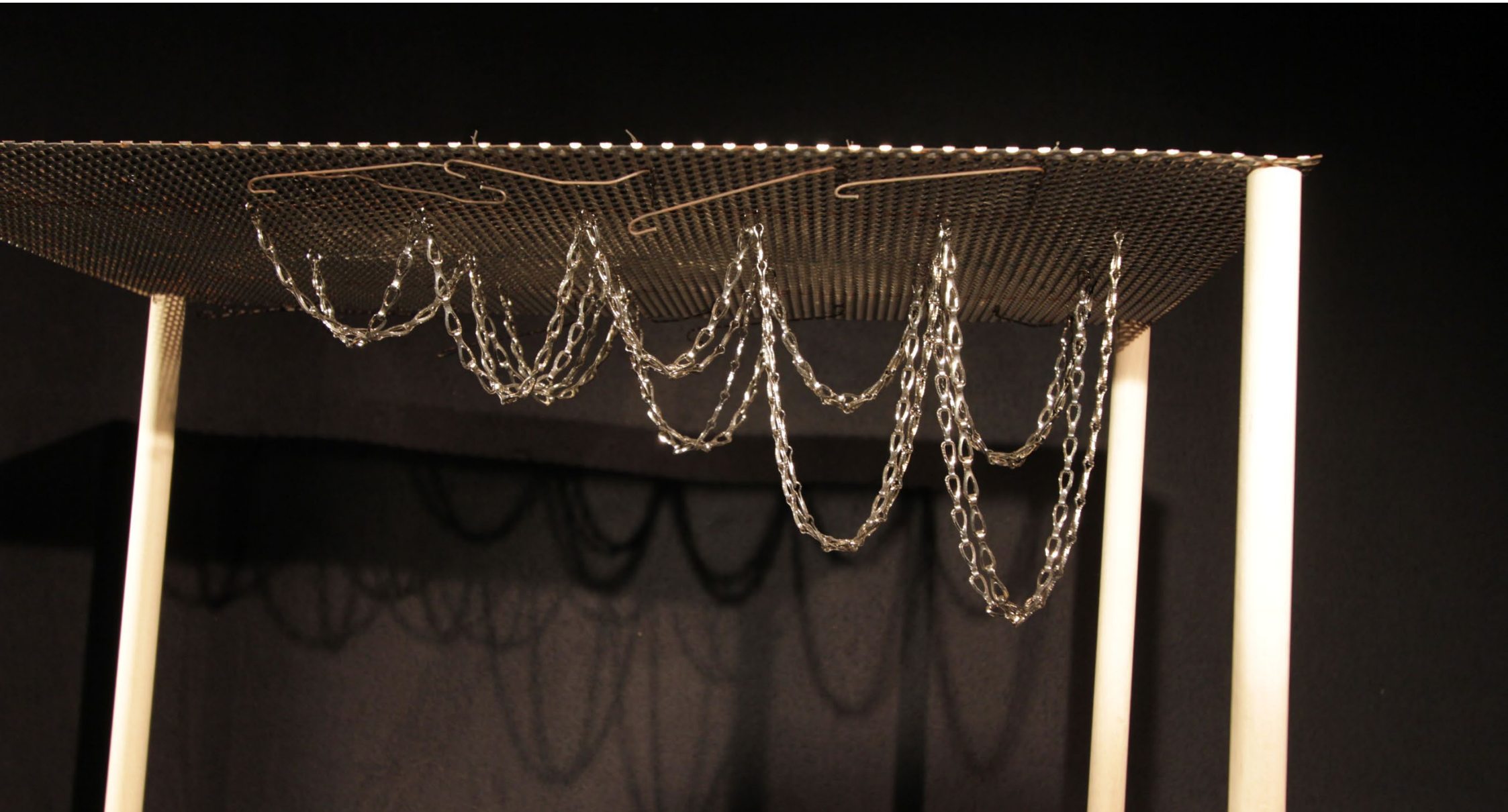
two levels split double curvature surface



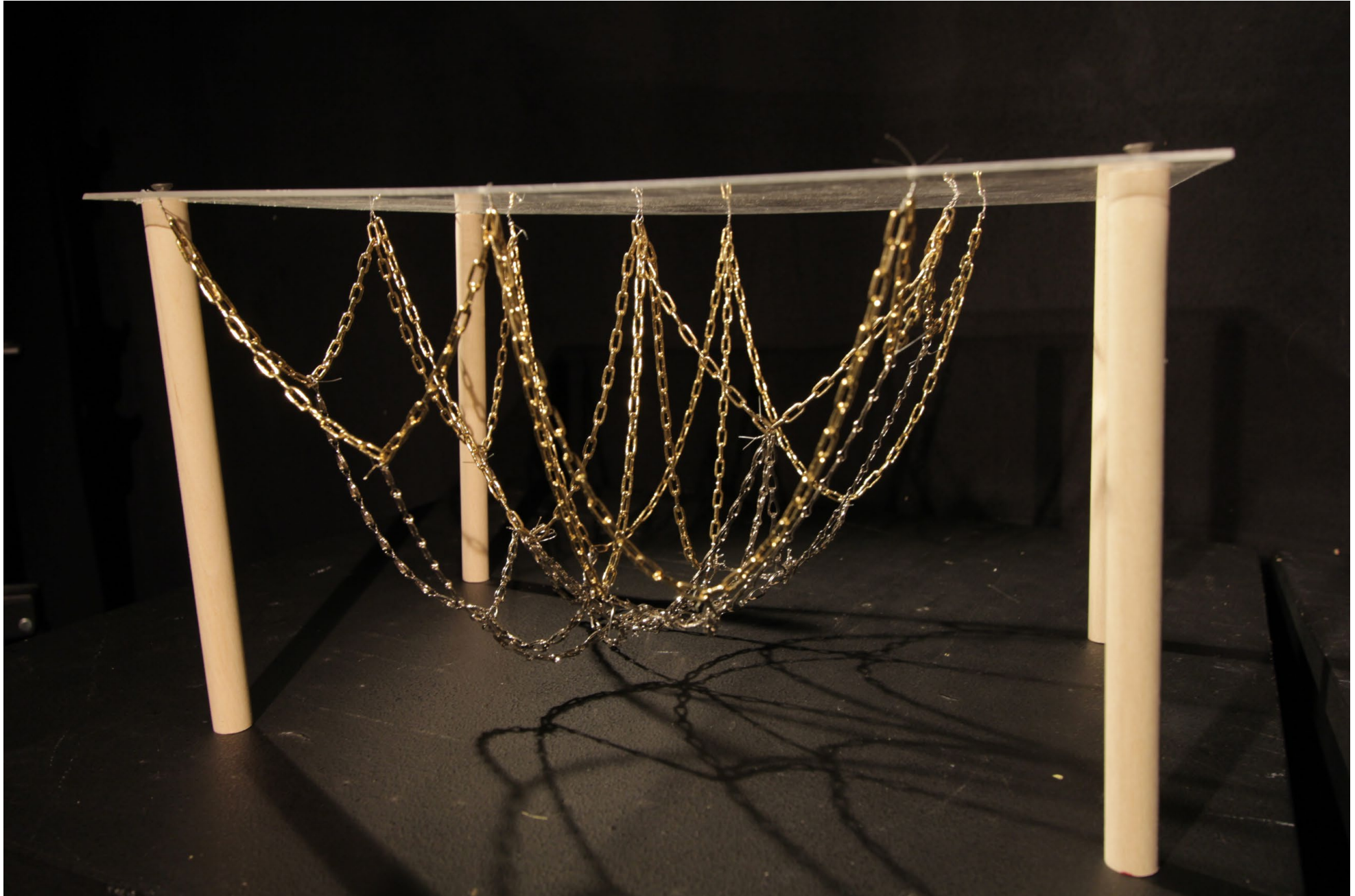
Split Axonometric



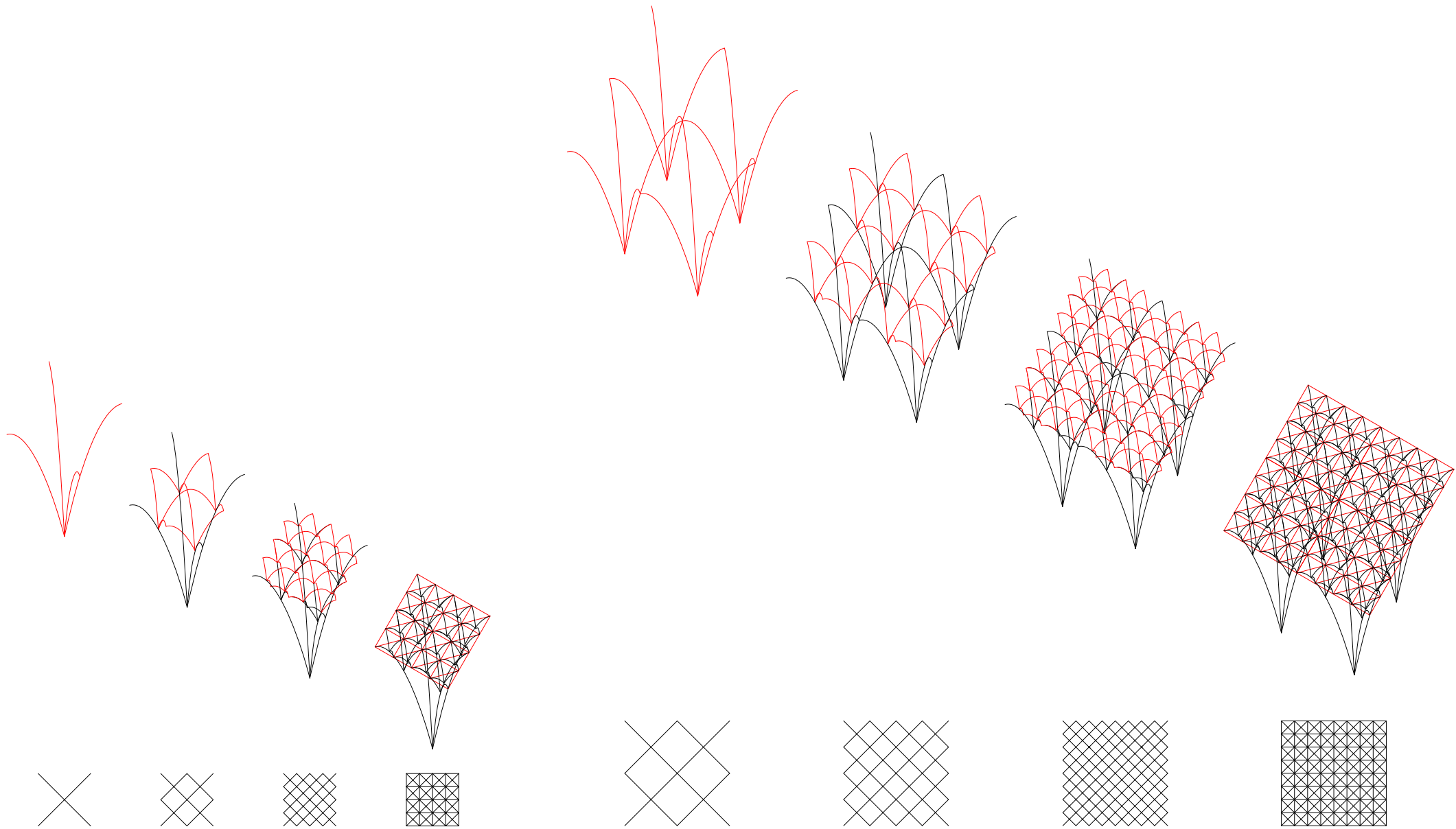
## Catenary chain model



## Catenary chain model



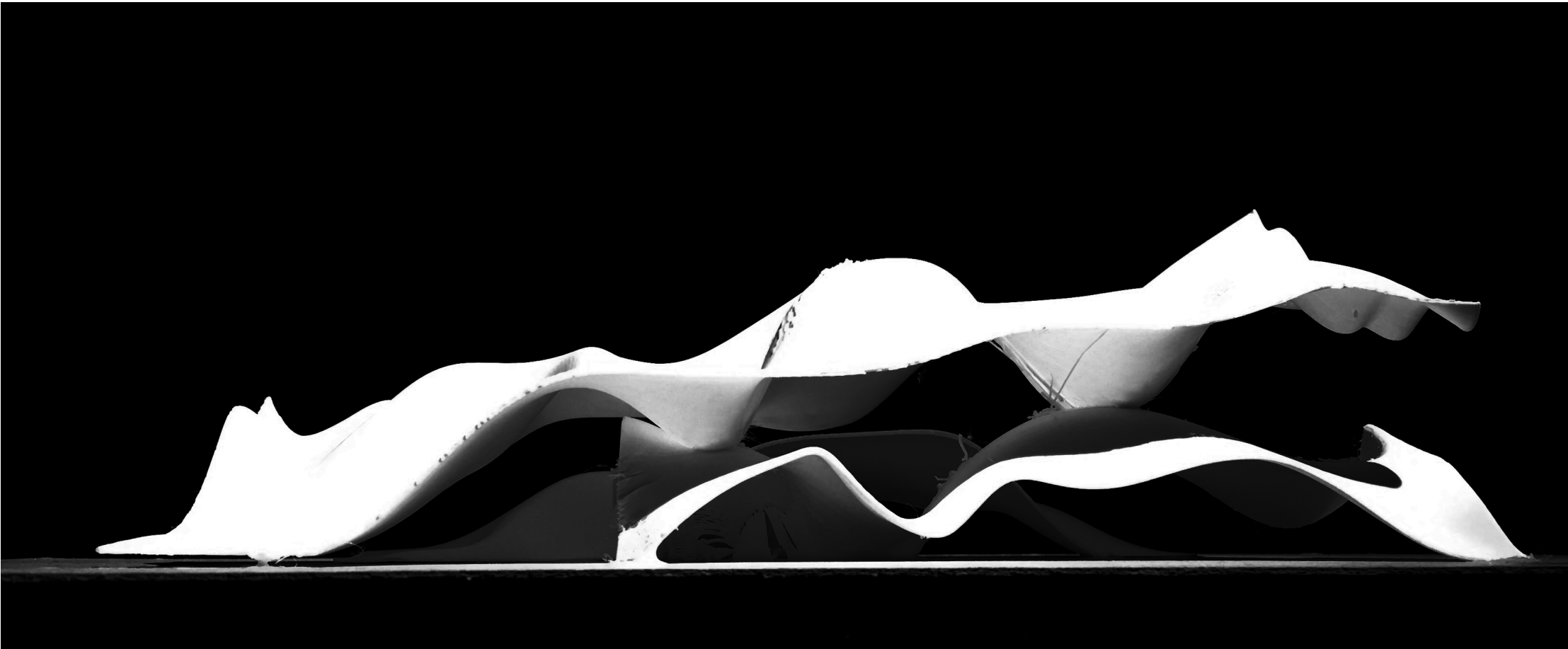
# Structure system development



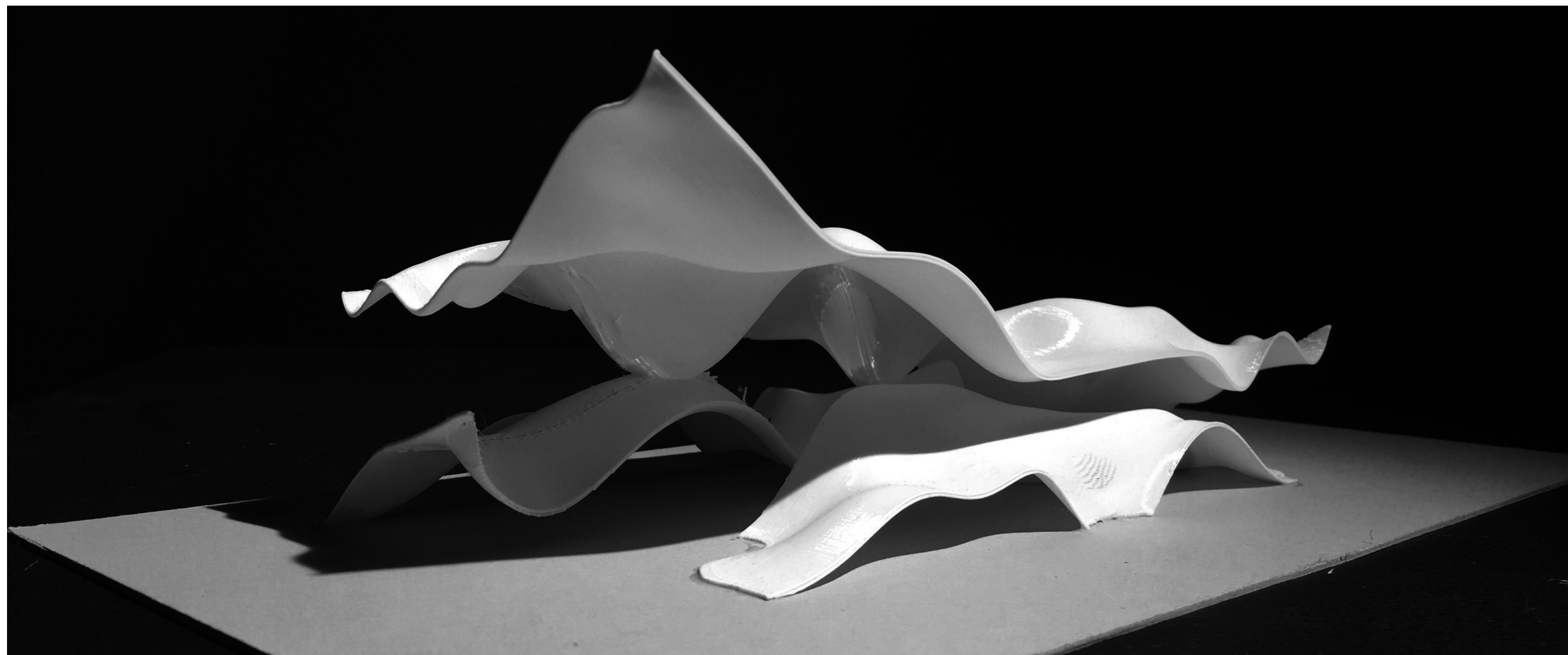
Structure unit layout

Unit splicing





Prototype model

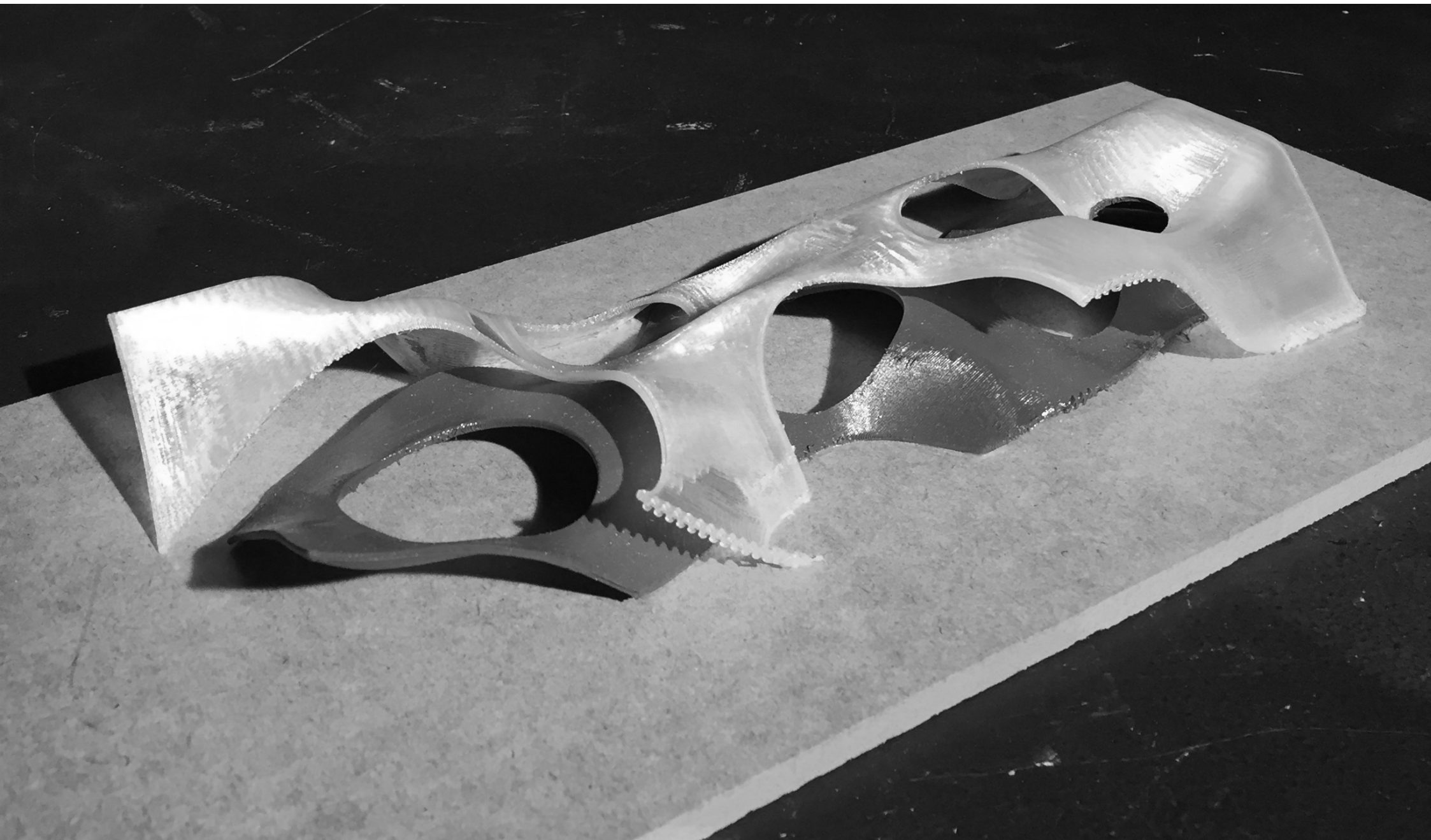


Prototype model



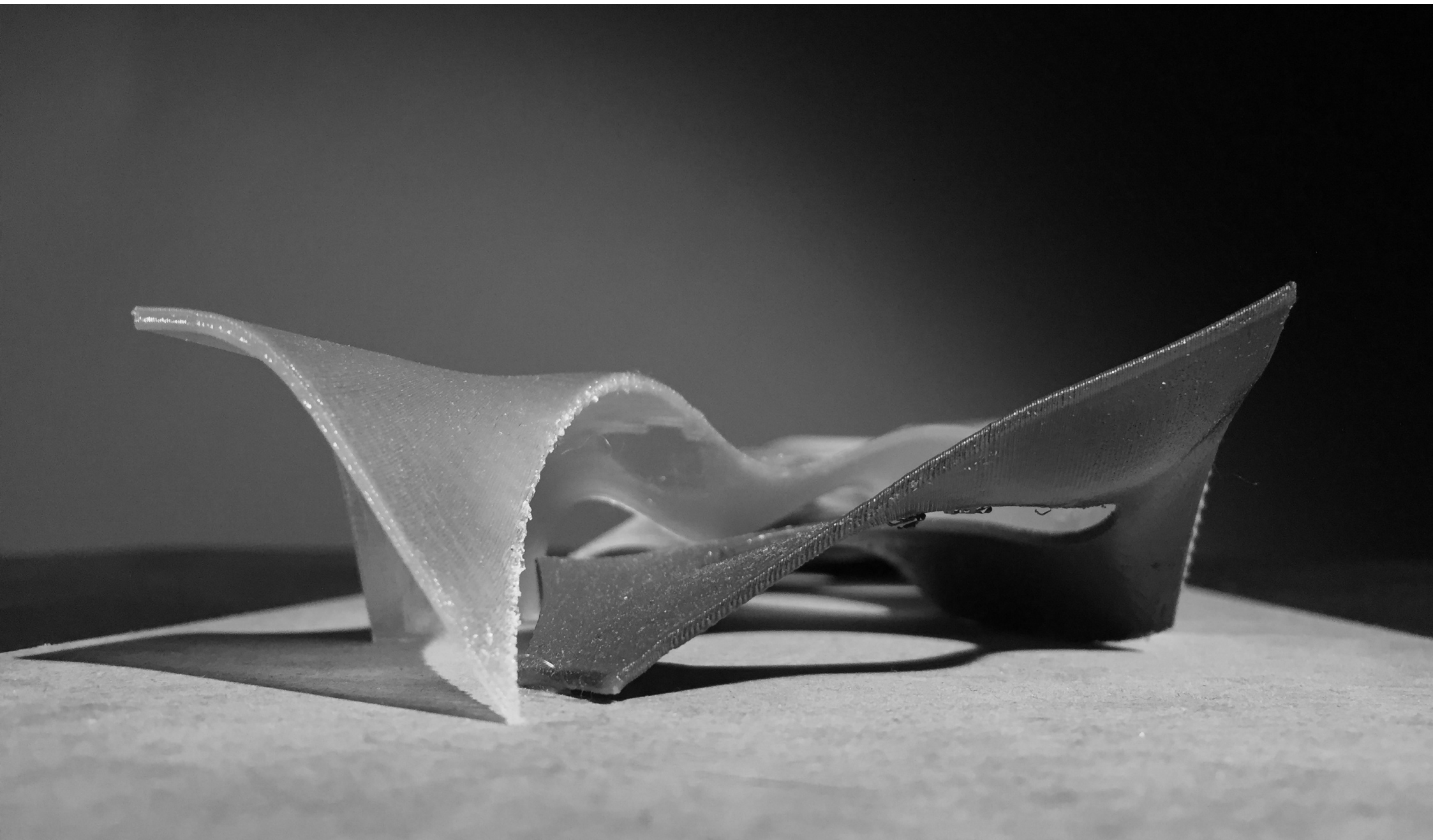


Prototype model



Prototype model

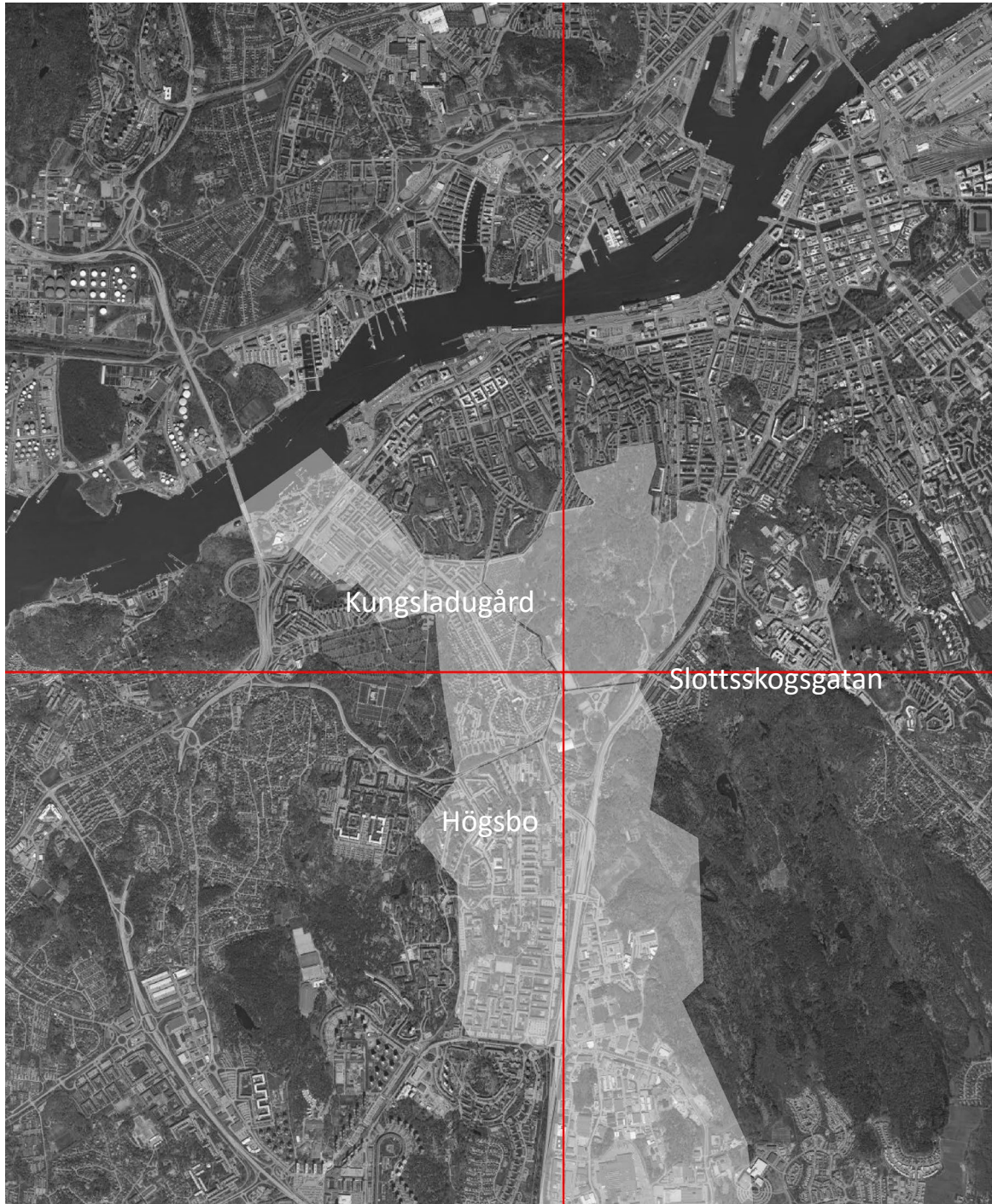




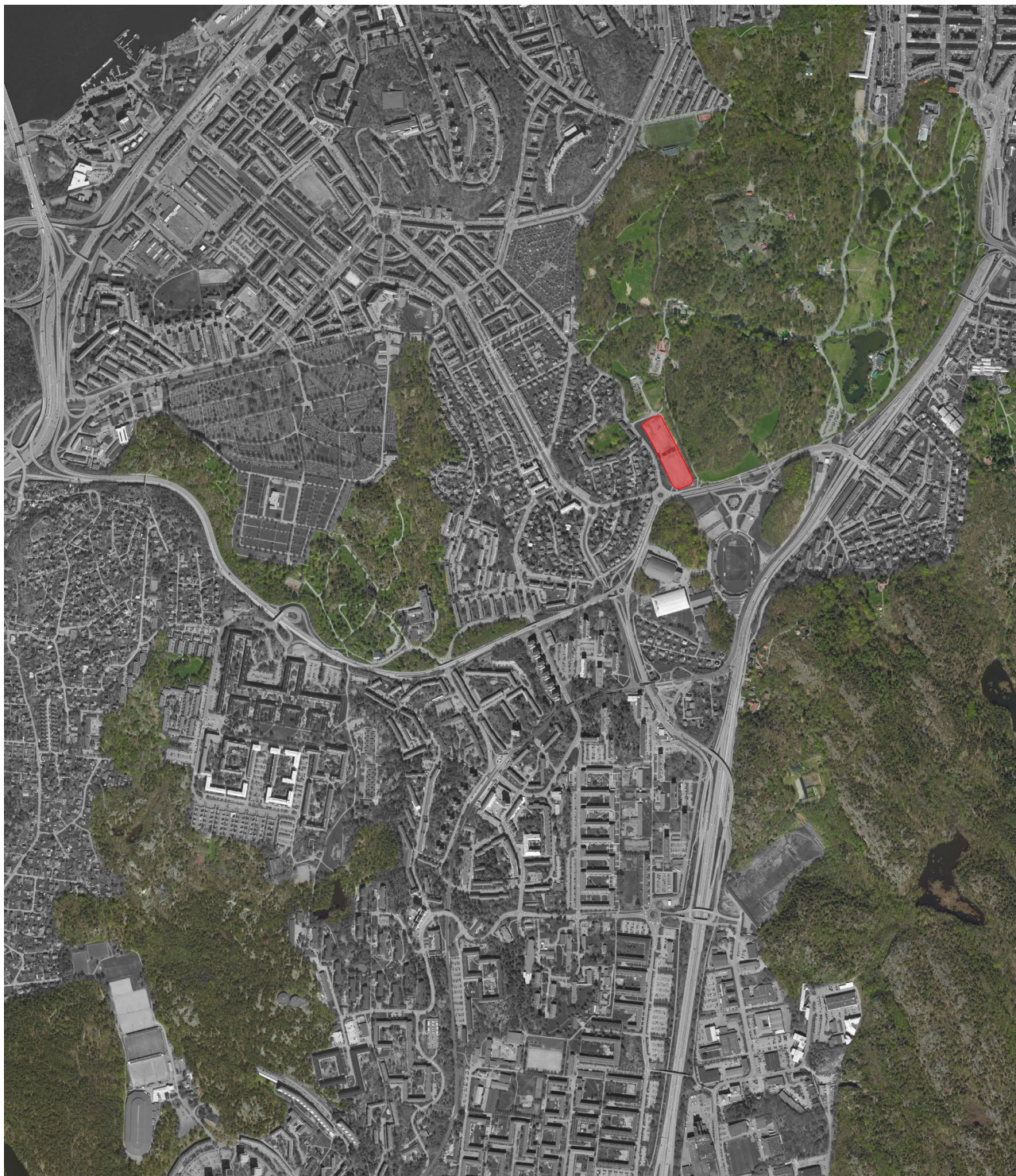
Prototype model



# Site analysis



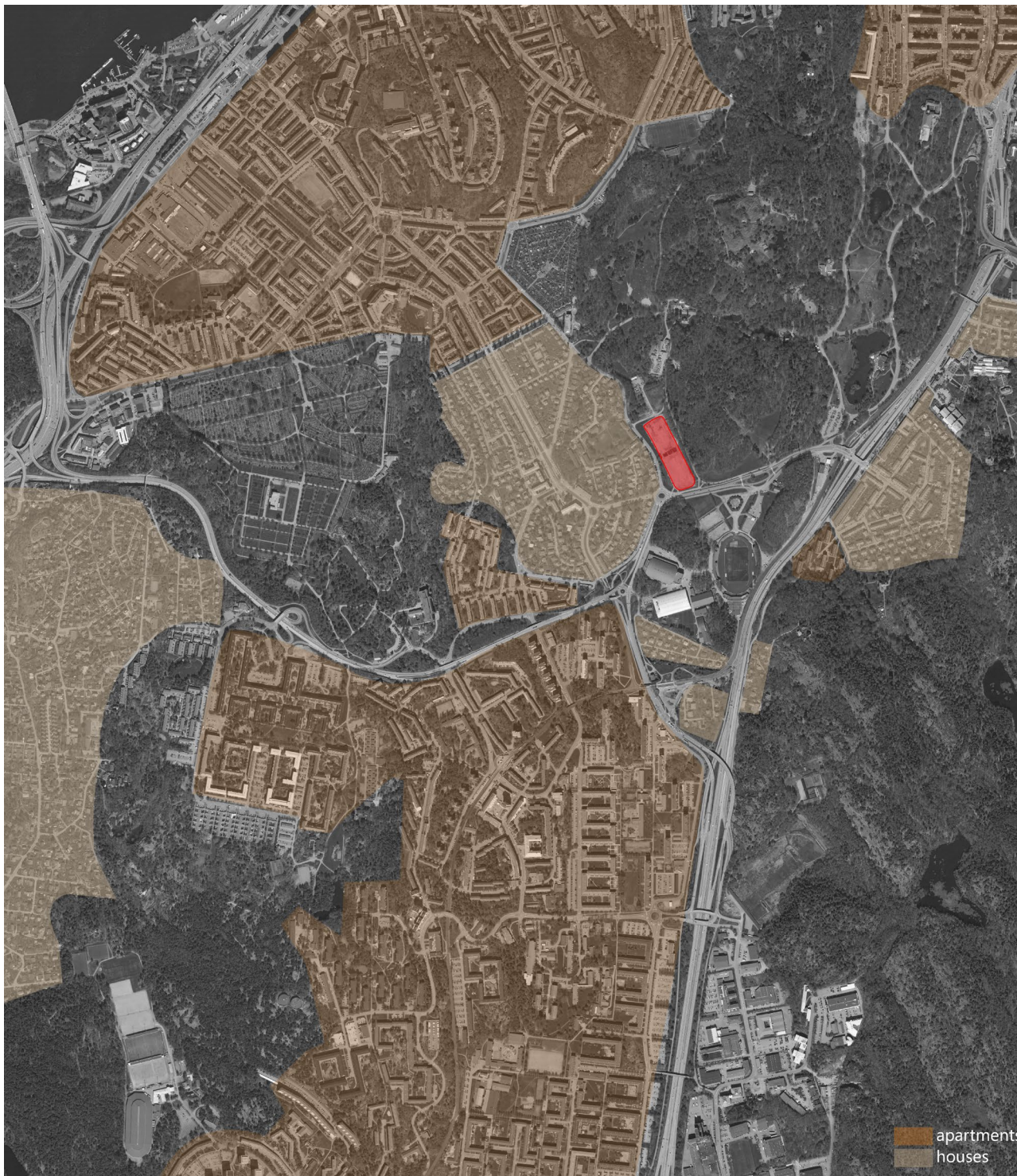




Relationship Between Site and Forest

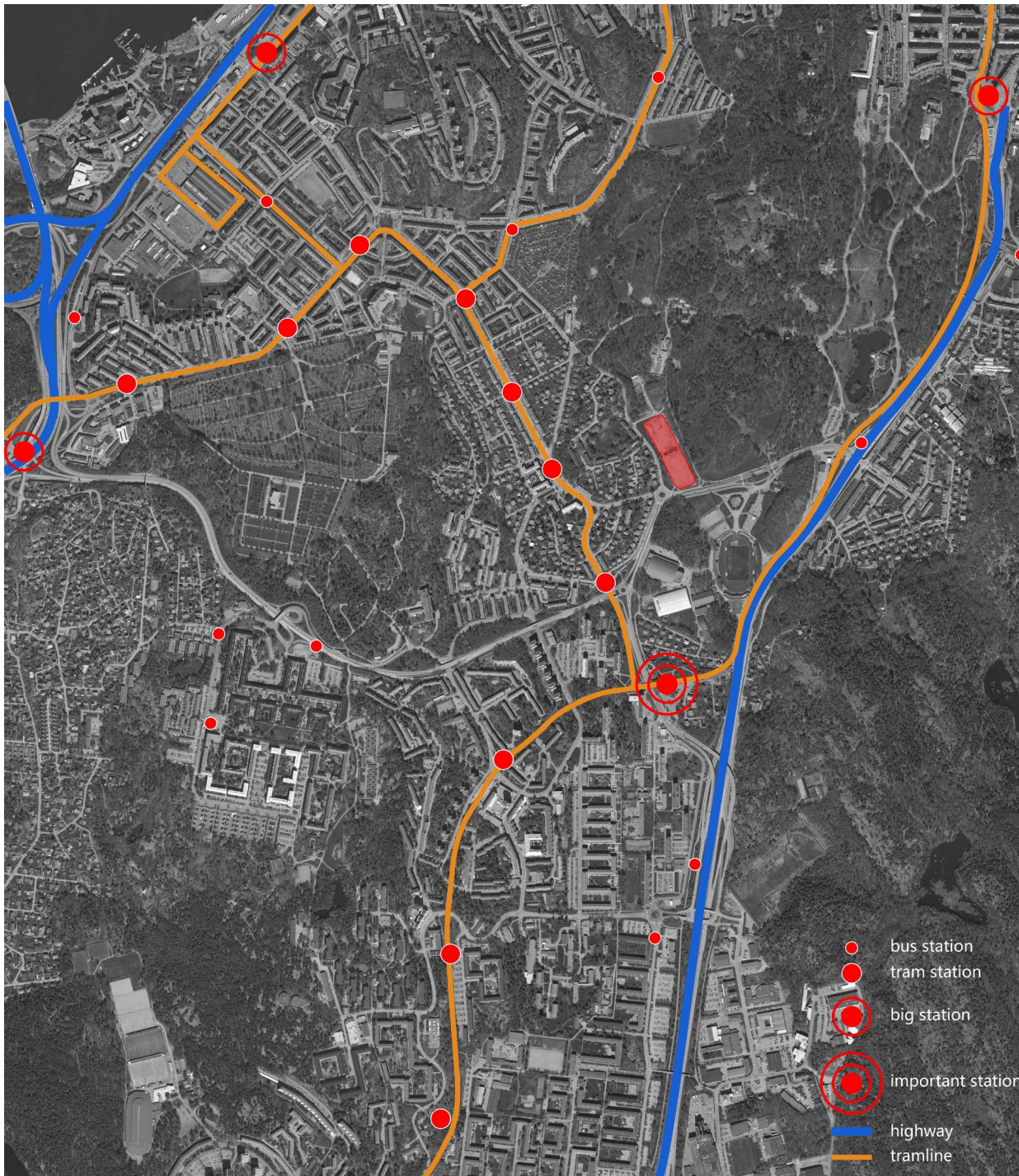
This will be a landscape building, which owns connection with Slottsskogen and greenary in sports area.





Houses and Apartments around the Site





Important Tram and Bus Station

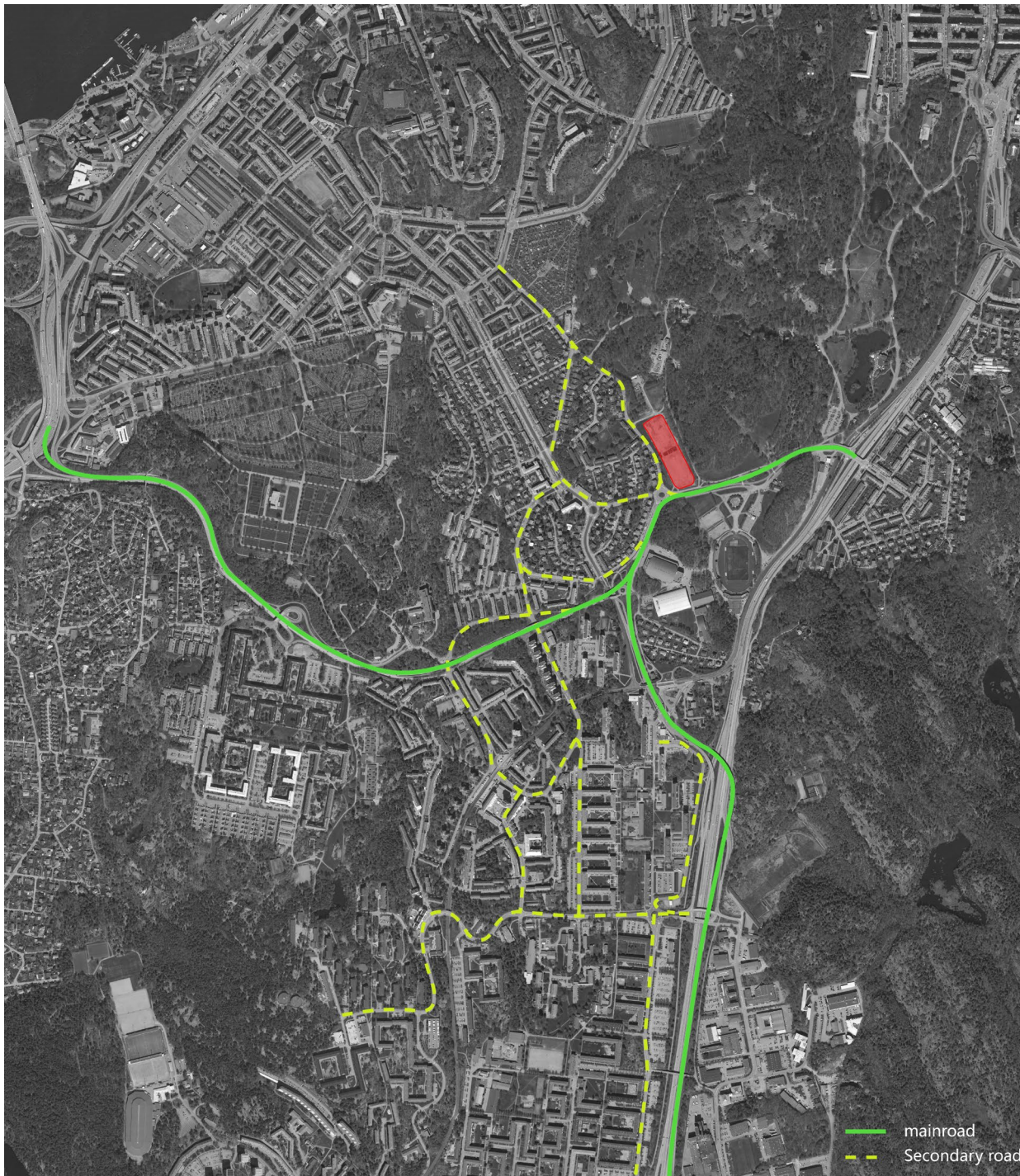
Transportation: Marklandsgatan

Tram 1.2.3.6.7.8.13, bus 16.45.64.82..84.95.180.182.184.185.758 bla E, Rosa

This station is the most important station in this area, which means this site is very easy to reach to, at the same time, there is potential to active Högsbo.

Tram 1.3.6.7 will go through Bokekullsgatan, Högsbogatan and Klintens väg which is the nearest station to my project.

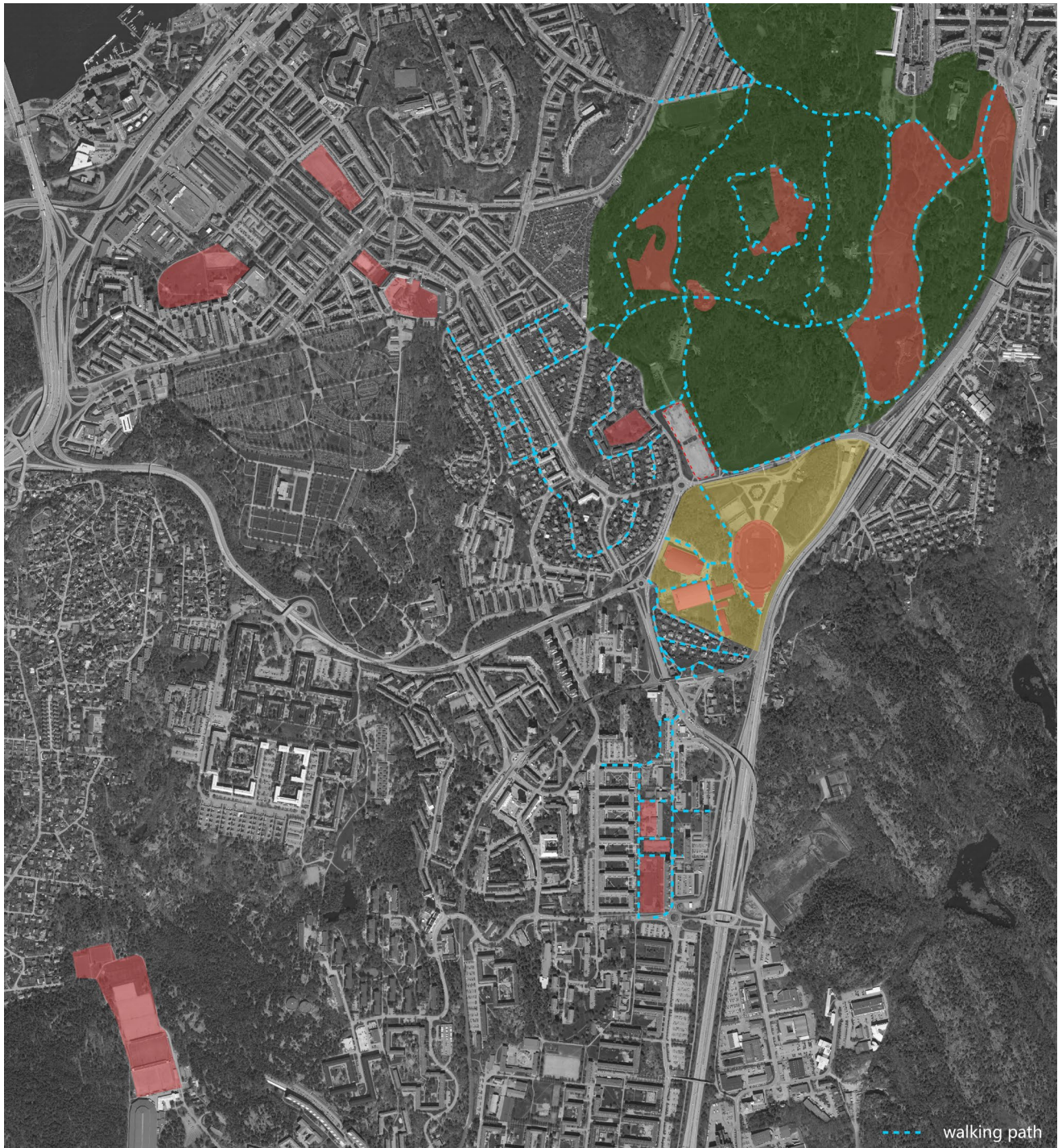




Main Roads Connecting The Site with Högsbo and Kungsladugård

It is easy to reach to the site by car from Högsbo and Kungsladugård.





Activities and Walking Path Around the Site





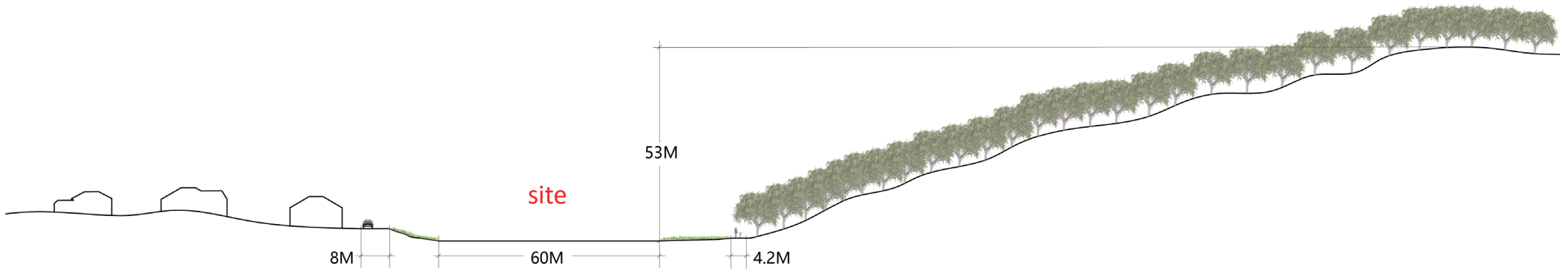
Pedestrian and Bike Route





Car Access to the Site





Section



bagage flea market



Concept of transaction strategy

Flea-market and how they are spatially organized for allowing slower, conversation-based transactions



- What make this transaction slow and conversation-based?
- antique
  - one vendor hold small amount of stuff so that they have time to talk.
  - sit down and feel close to each other

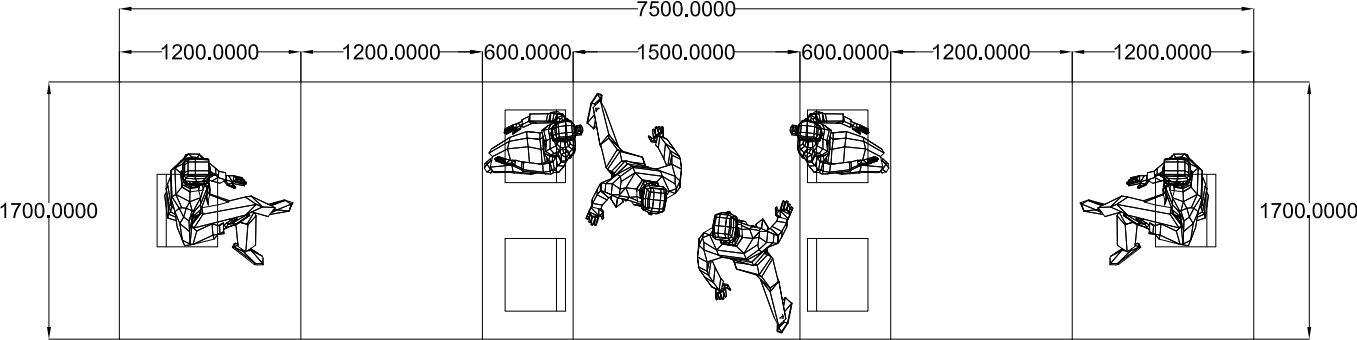


slow transaction

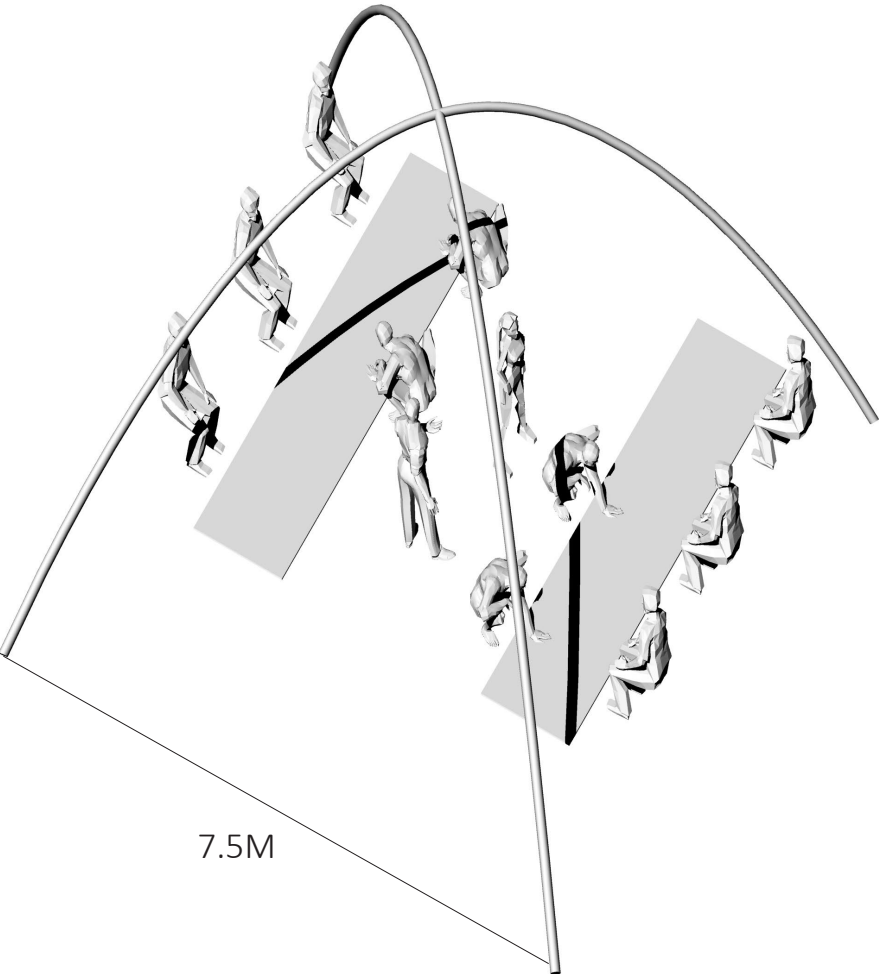


fast transaction

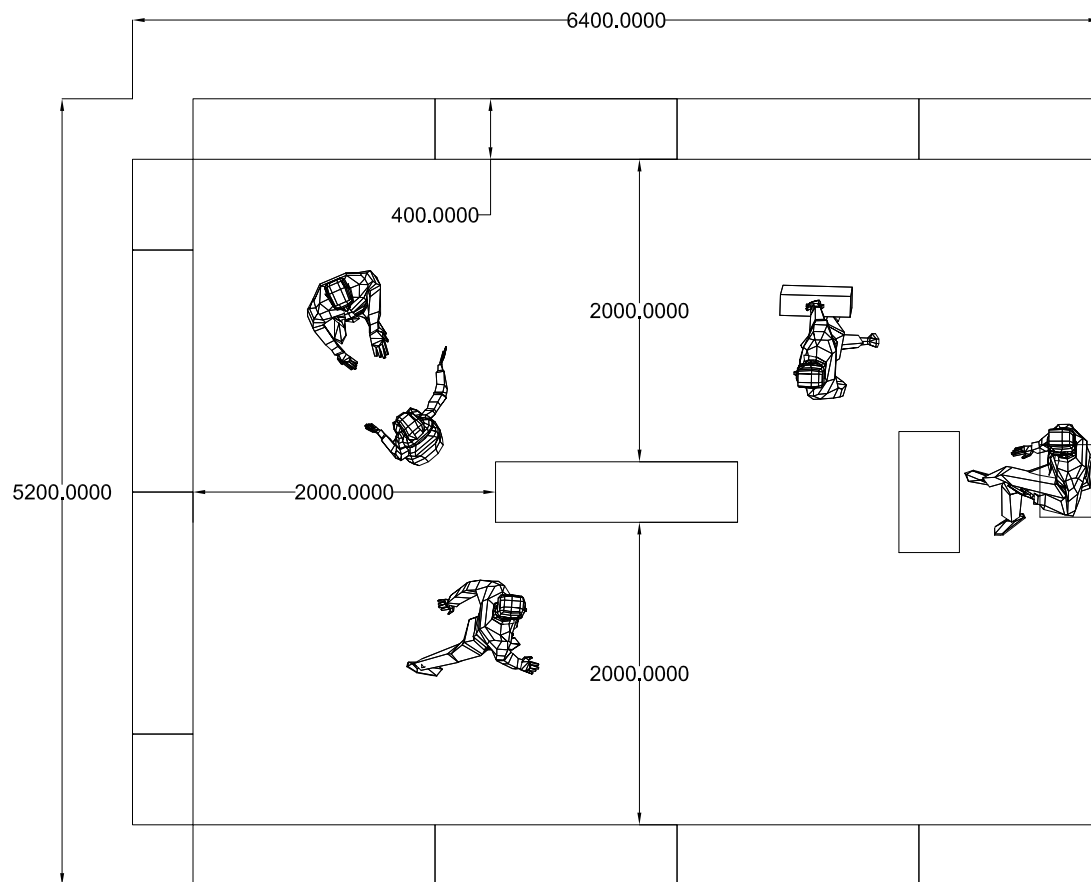
Catenary system with program unit



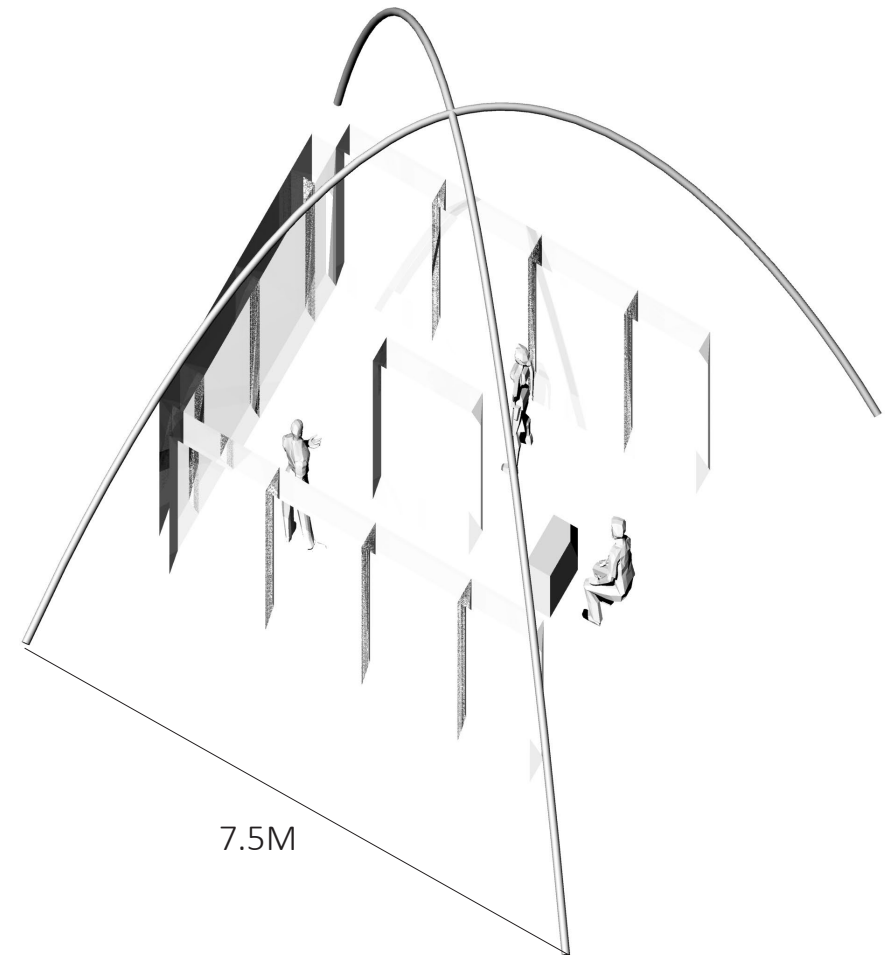
spread unit 1: 50

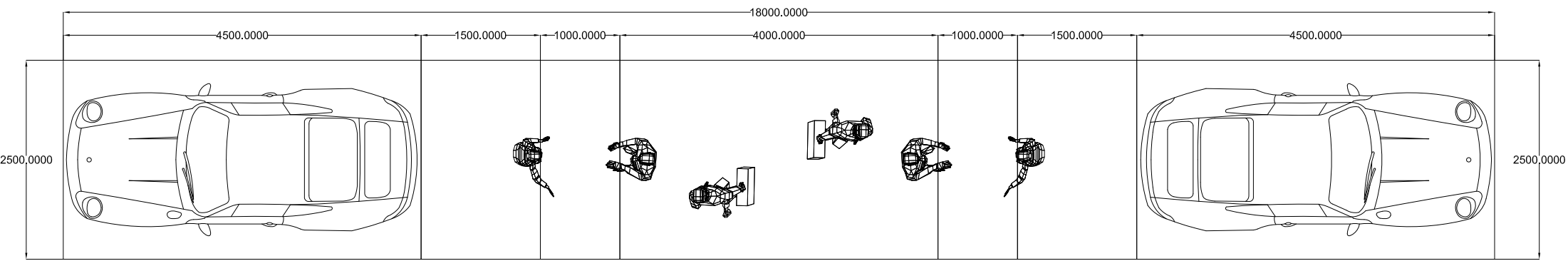




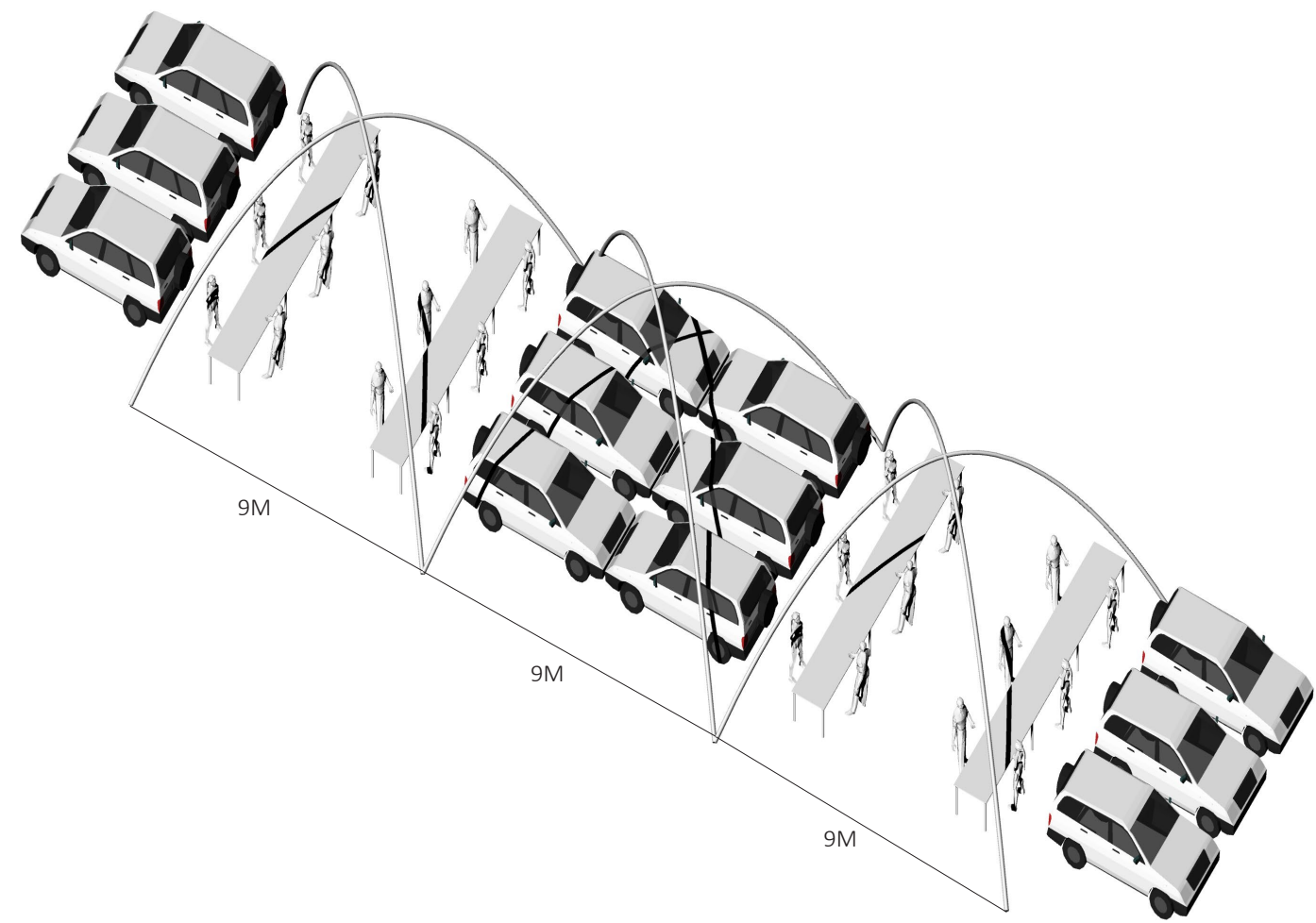


antique shop unit 1: 50



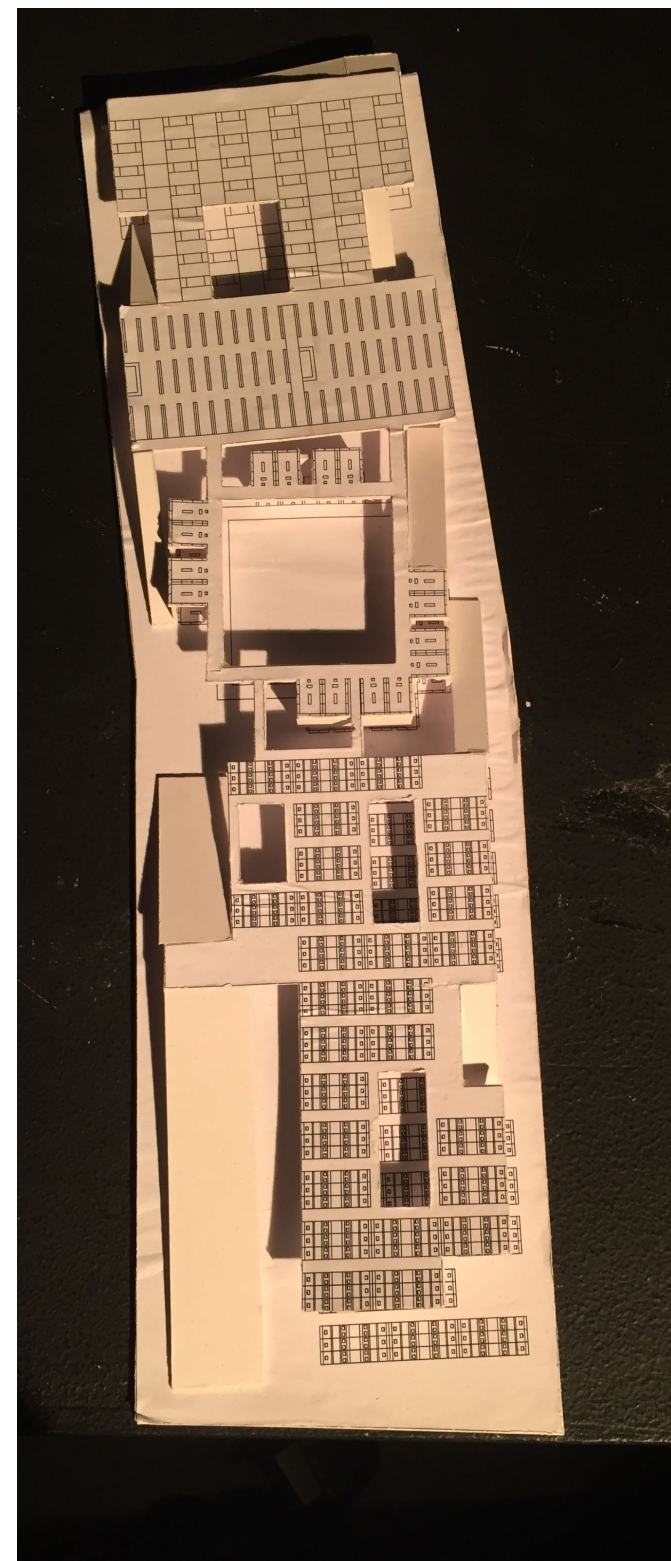
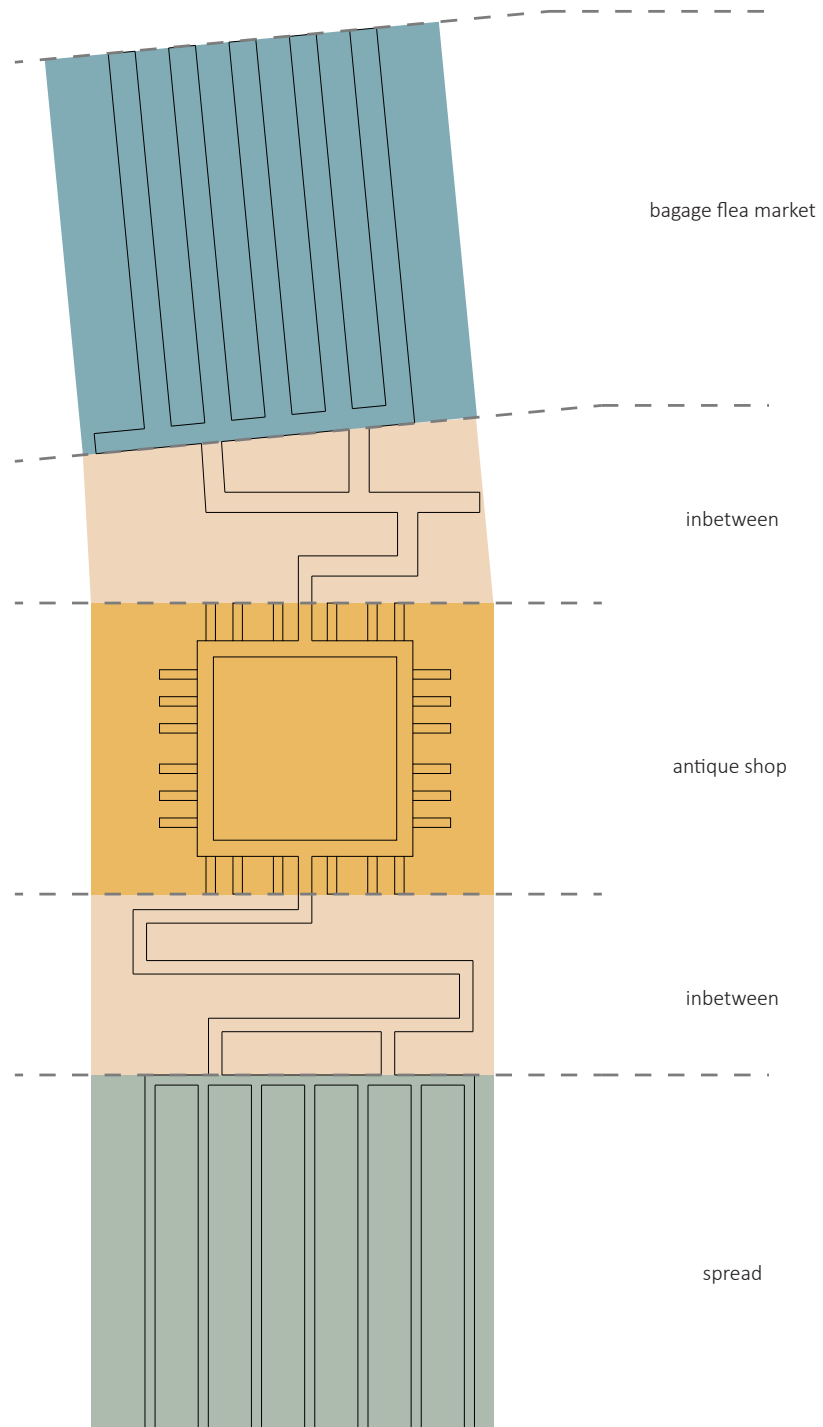


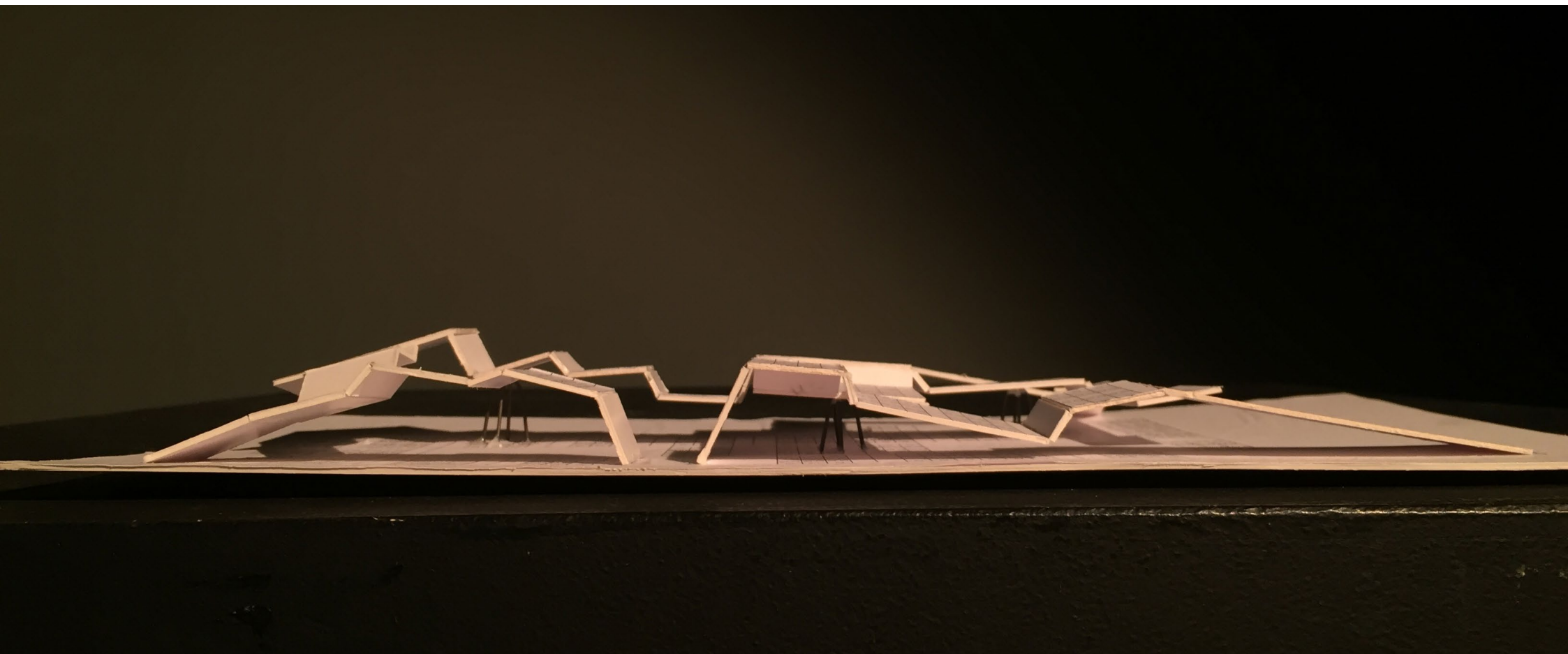
baggage flea market unit



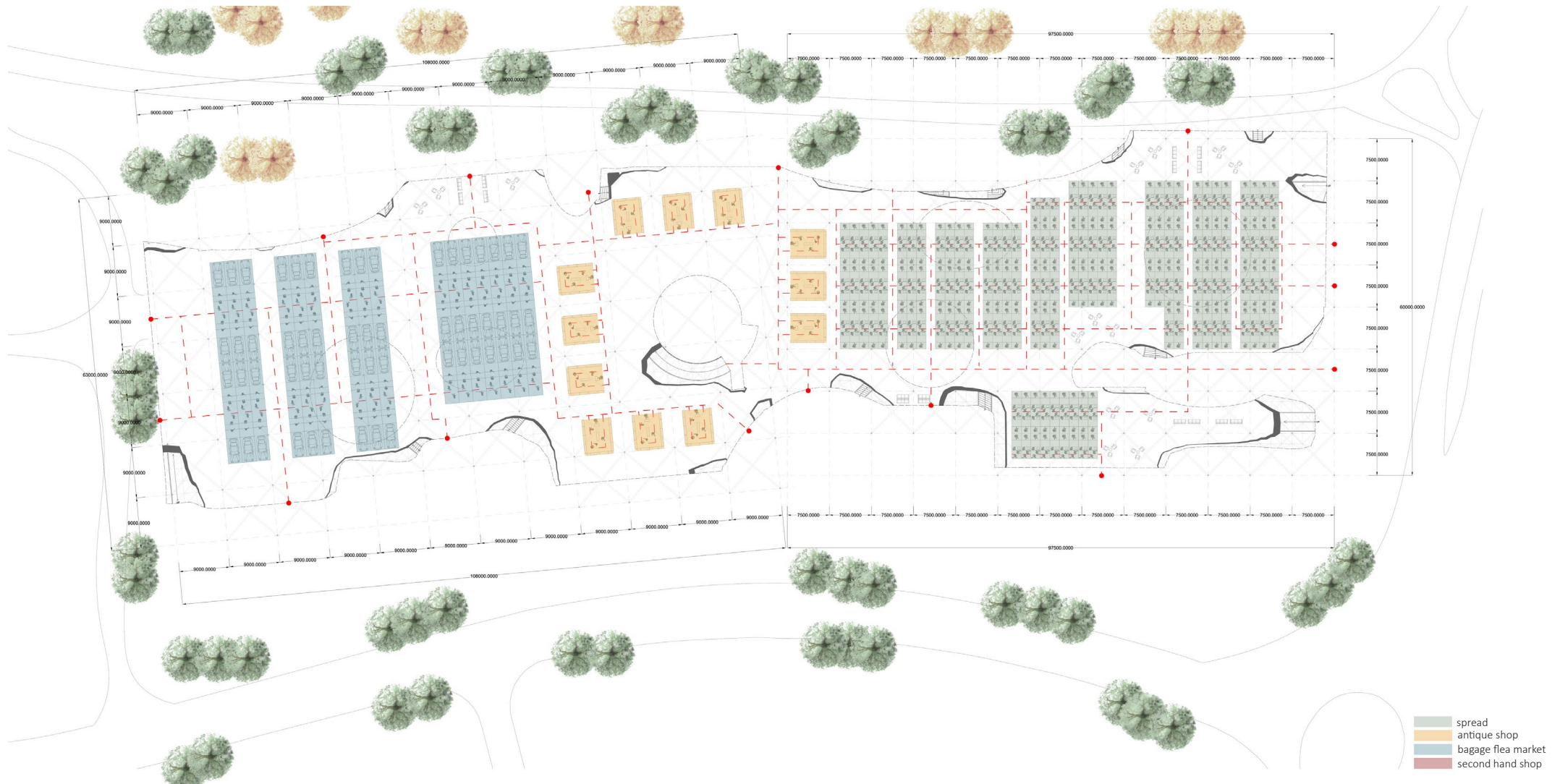


## Flow and Functional Distribution

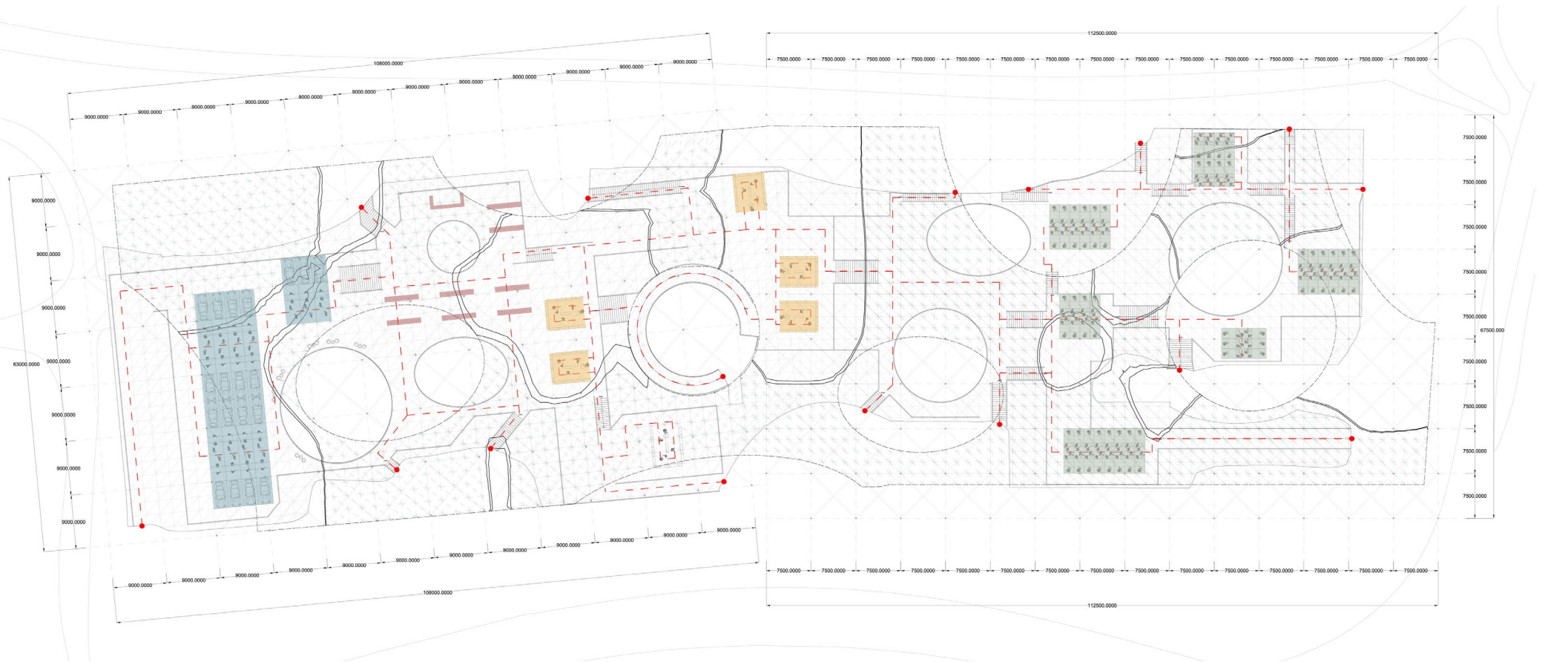








Ground floor

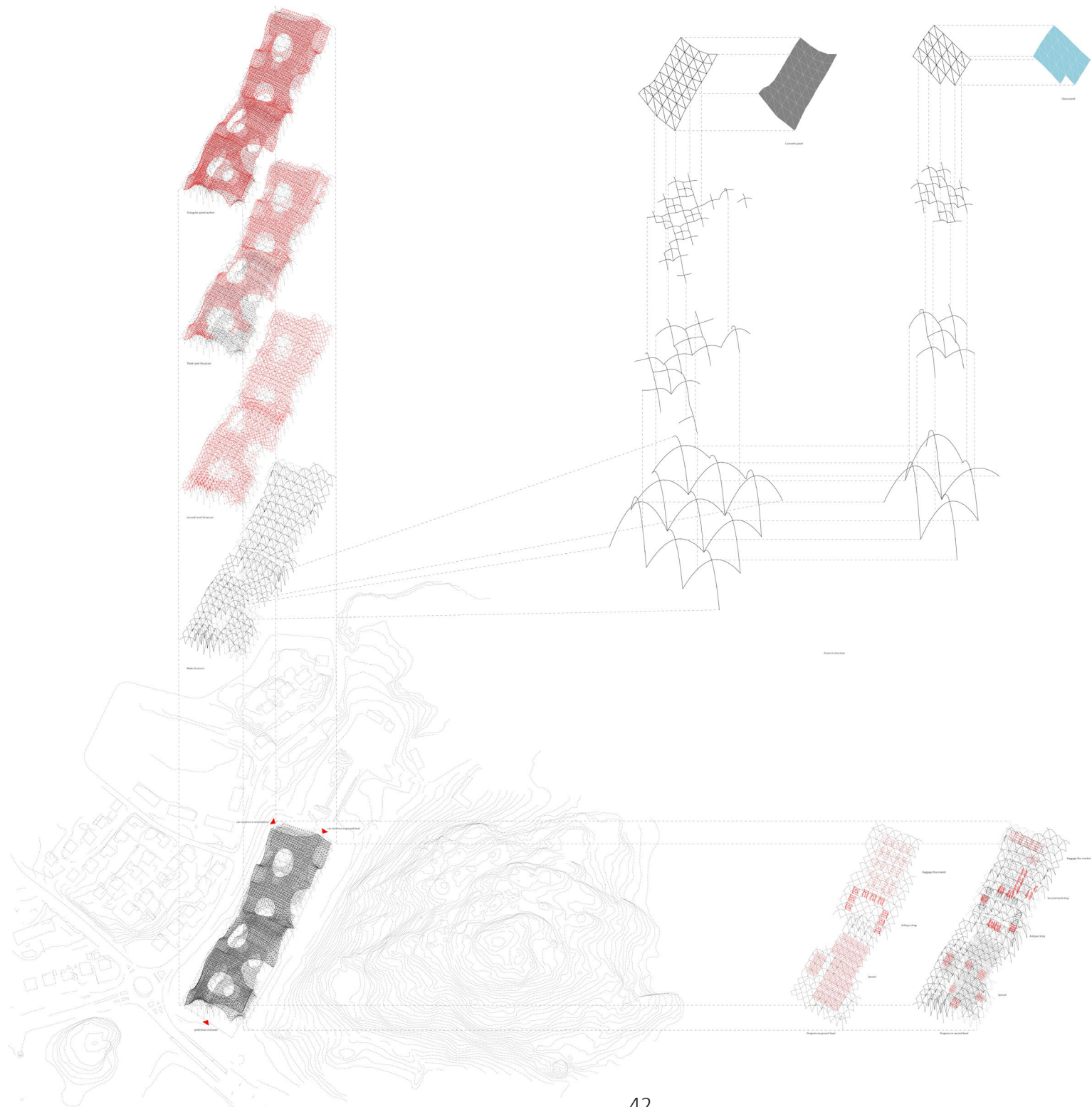


Second floor

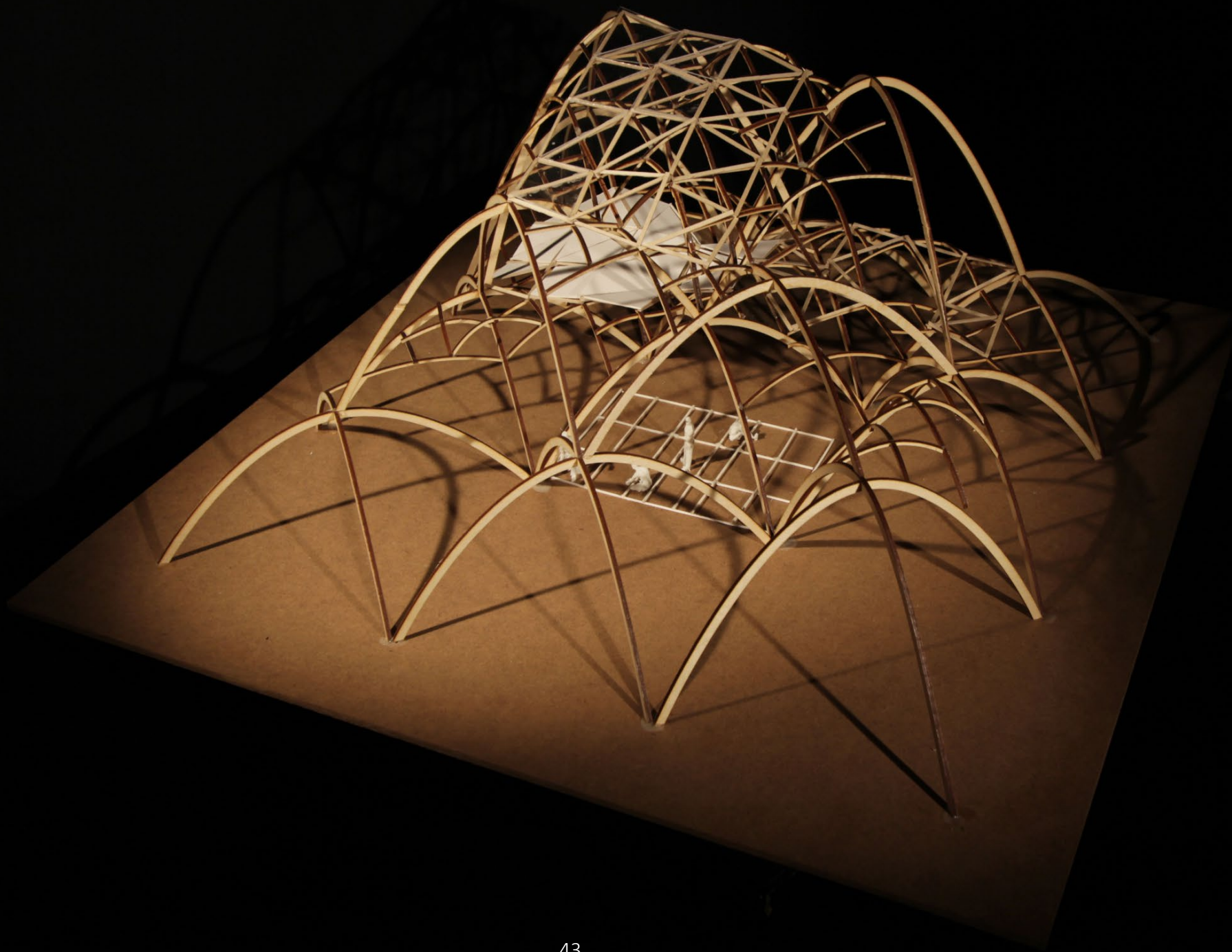




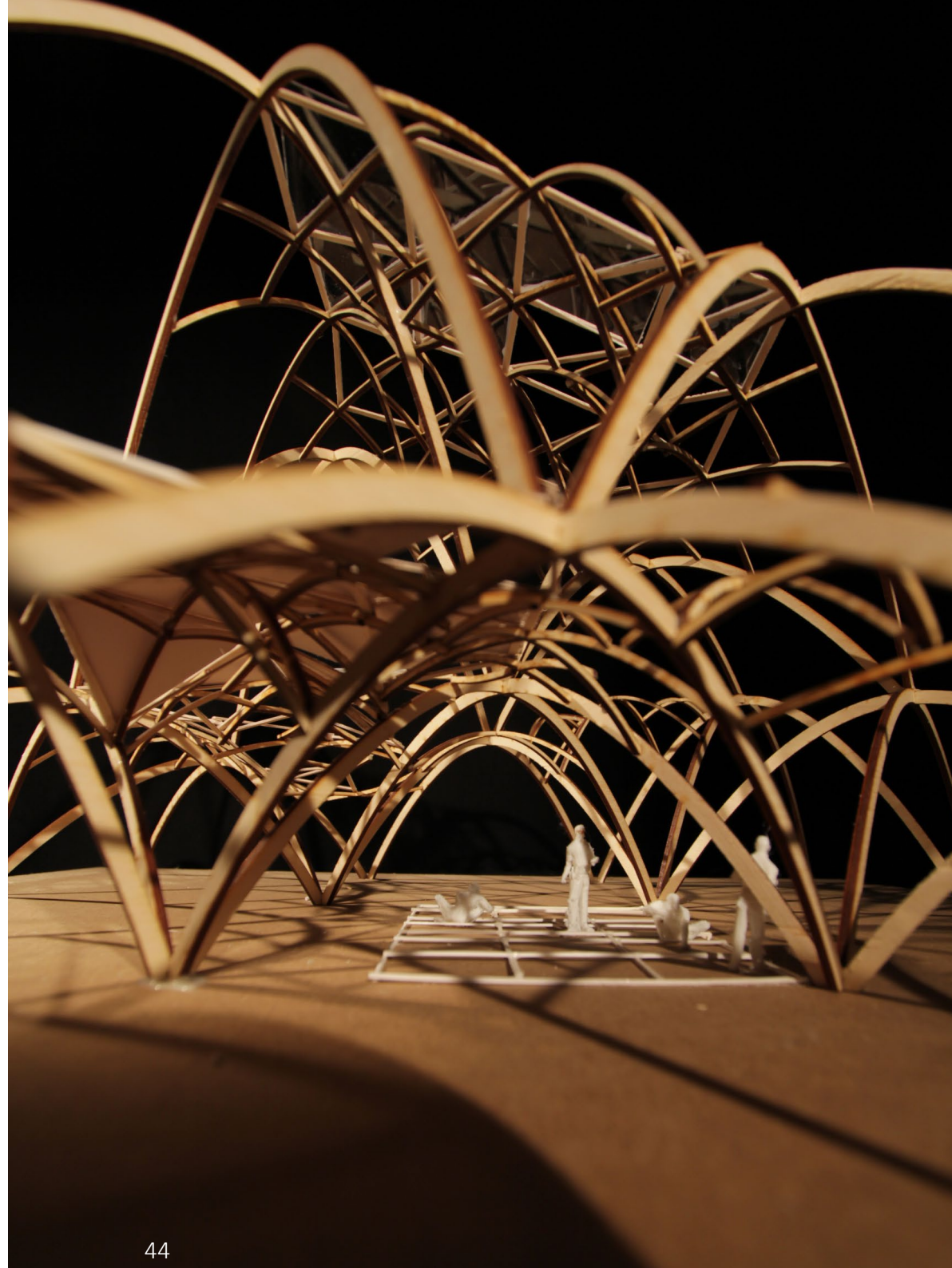
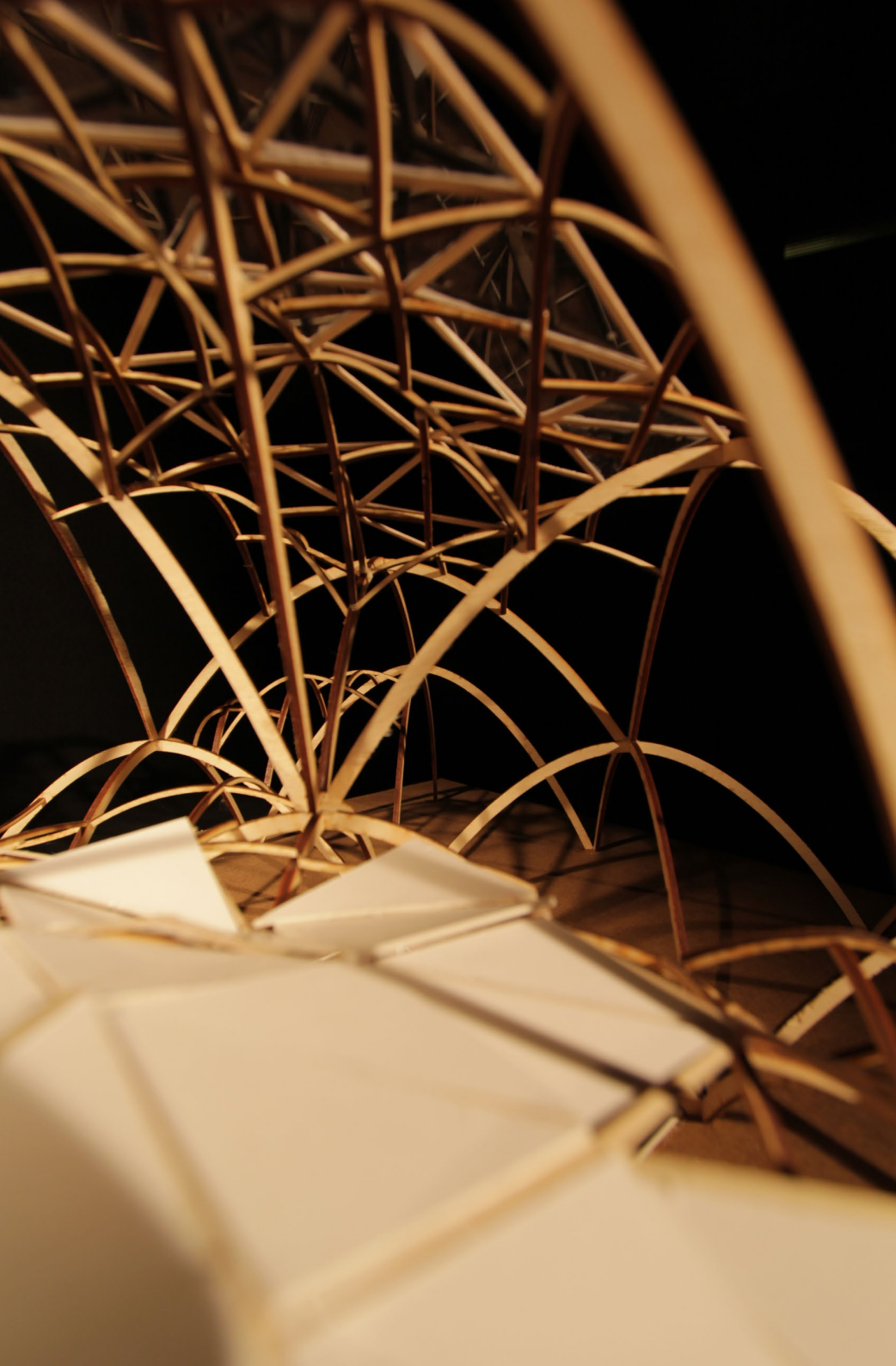








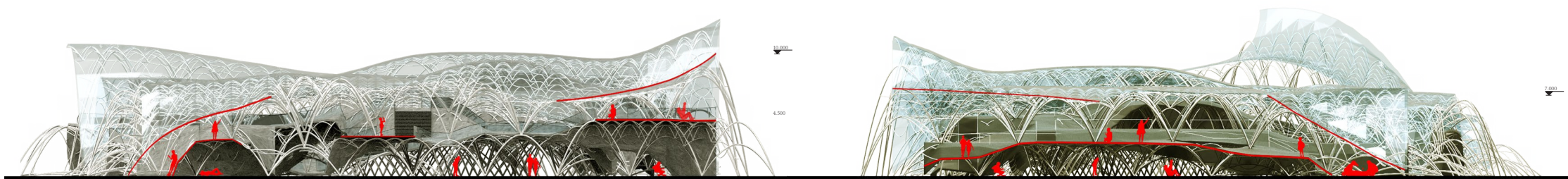








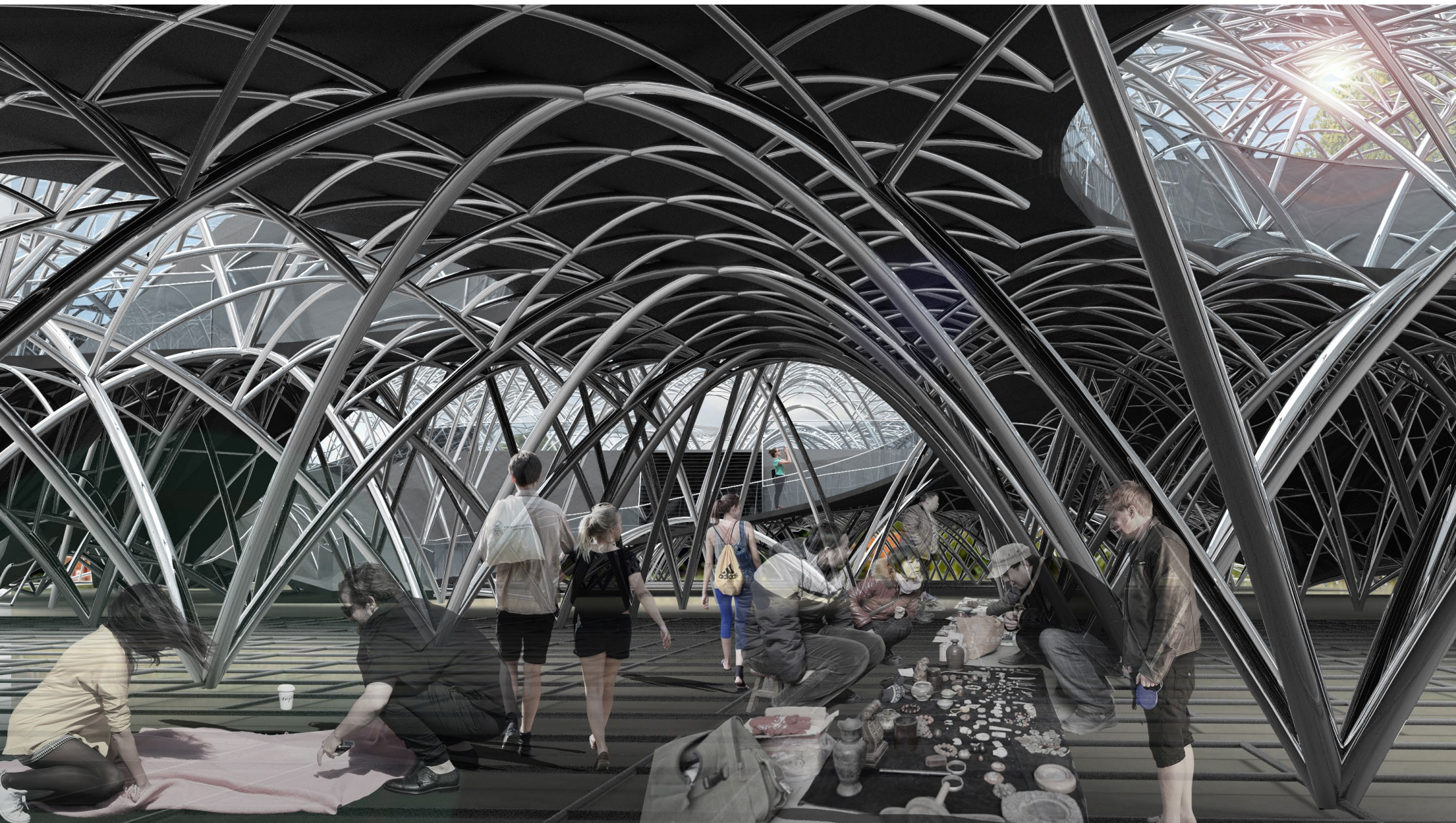
Entrance rendering



Section A-A 1: 300

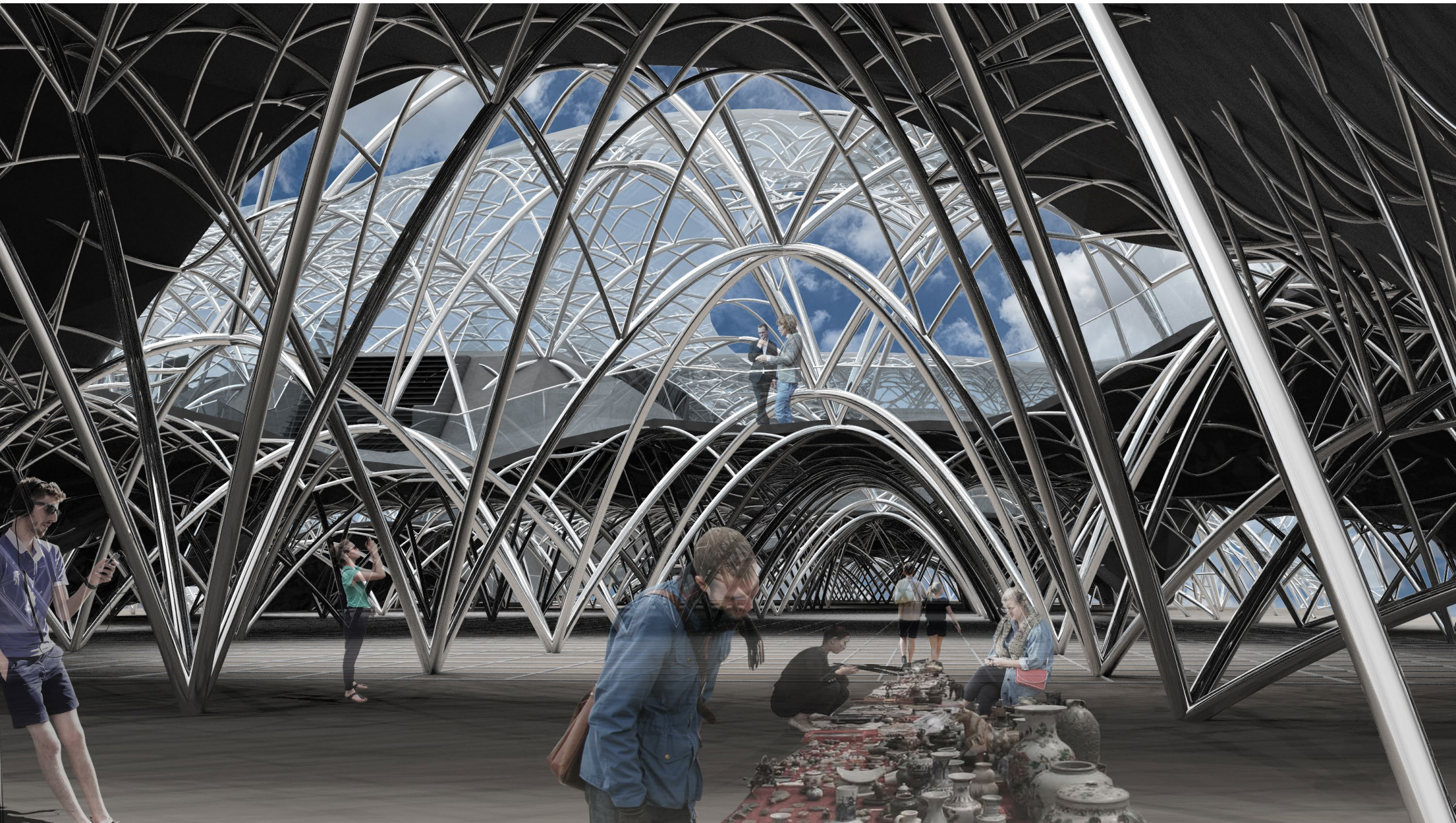
Section B-B 1: 300





Ground floor spread view A





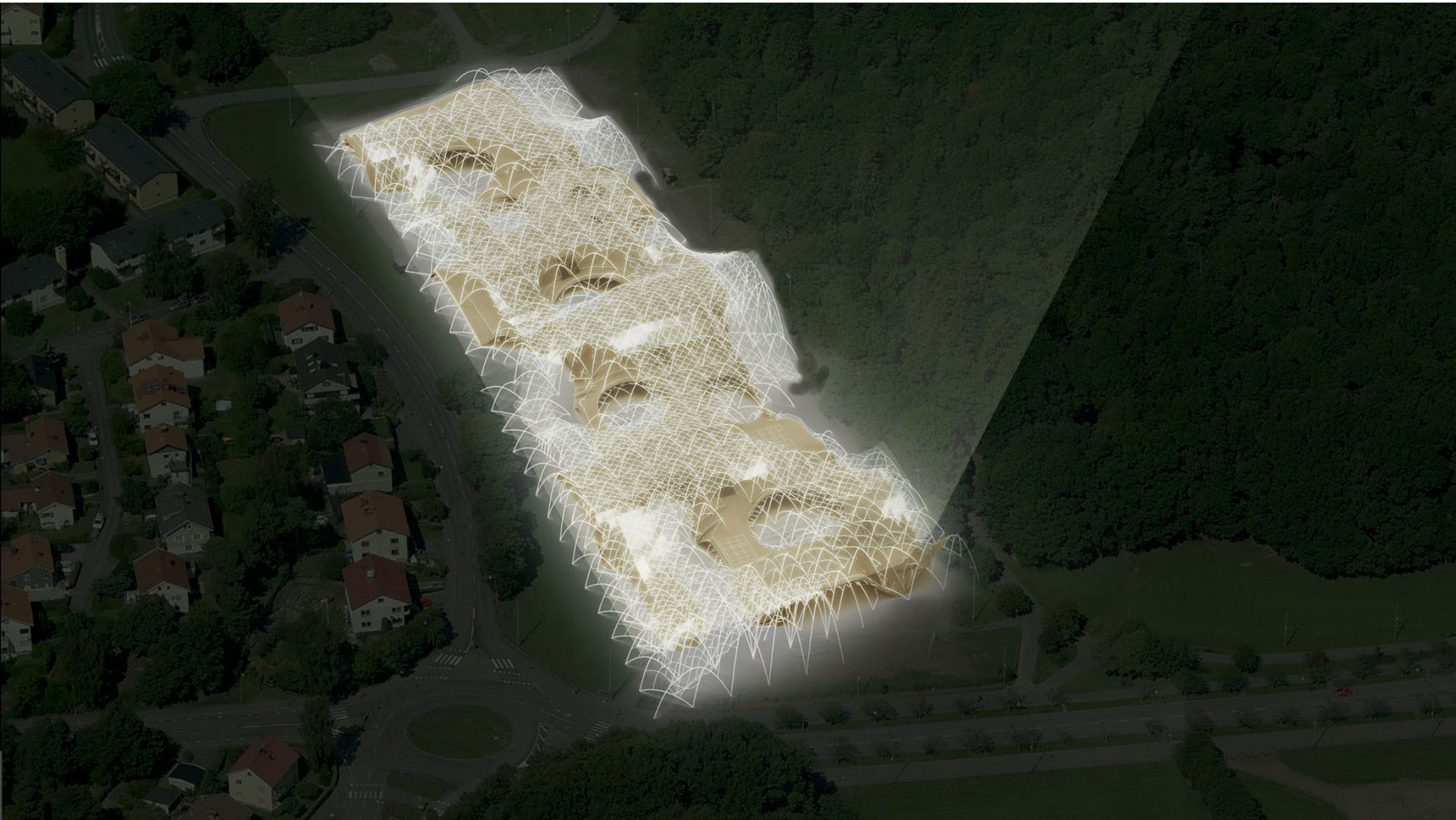
Ground floor spread view B





Second floor spread view





Night club in the future





Children playground





City farming









# Reference

Allen, Edward (2010). Form and forces: designing efficient, expressive structures. Göteborg: Chalmers University of Technology. ([Print book](#))

Sandaker, Bjørn Normann; Eggen, Arne Petter; Cruvellier, Mark R (2011). The structural basis of Architecture. Göteborg: Chalmers University of Technology. ([Print book](#))

Deplazes; Söffker (2013). Constructing Architecture: Materials, Processes, Structures. Göteborg: Chalmers University of Technology. ([Print book](#))

Jane Jacobs (2013). The Death and Life of Great American Cities. Göteborg: Chalmers University of Technology. ([Print book](#))