



Creative Workspace in Kashiwa

SIT | KMUTT International Workshop 2018
Tokyo, Japan



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**Urban design is
an practice
focuses on
“Making
creative city for
people”.**

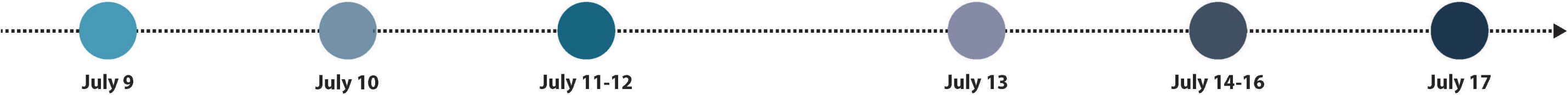
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City and people can never exist without one another. They both shape themselves into what they are. In this dependent relationship, everything must be thoughtfully considered before being planted as the impact affects not only one but two, the city and its people.

About workshop

The International Exchange Workshop of Architecture and Urban Design pursues visions of architecture and urban design for Asian cities. Shibaura Institute of Technology, Japan (SIT) joins King Mongkut's University of Technology Thonburi, Thailand (KMUTT) Tokyo 2018 July, following 2015 and 2017, and Bangkok 2016 and 2018 expected, along with Seoul 2012 and Tokyo 2014 with Chung-ang University, Korea (CAU) and Johor Bahru 2015 and Tokyo 2016 with Universiti Teknologi Malaysia (UTM). The both students collaborate an eight-day project on Kashiwa City, built up around the railway station as a satellite town populated 400,000 commuting 30 km and 30 minutes from Tokyo. The urban design center supports the workshop.

A Chronoligical Timeline



Omiya Campus visit

Consists of technological labs, facilities, supportive learning environment, surrounded nature and their researches provide vision for us what is a good university campus.



Initiating design

Collaboration between SIT and KMUTT student to execute the initial thoughts on design.



Final presentation

Gaining feedback from the users and audiences including UddC staffs and people of Kashiwa.



Site visit

Visiting the site and meeting with Uddc. Then, exploring the smart city, Kashiwanoha.



Preliminary

Each workshop team presented the work to SIT and SoA+D advisor to propose each major interested topic.

Finalizing design

Working on final concept and other detail wrap up then moved on to the production work.



Participants

Consists of 10 SoA+D students and 8 SIT students under 2 workshop advisors from both universities

Professor



Hidetoshi Maeda



Sunaree Lawanyawatna

Student



Yusuke Akimoto



Kazuma Matsumoto



Thanyatorn Thamrongthanakit



Natrada Chatritdhichaikul



Thanakorn Hunsu



Thanapat Petchdee

Group **A**



Hoshito Ikeya



Jo Watanabe



Masahiro Kato



Kunnapat Wongthavornman



Suphaset Nuansing



Suchawadee Tansuwan

Group **B**



Yoshihiro Kato



Tatsuya Toyashima



Khunkan Siripai boon



Aritsara Kaewsermwong



Rawisara Srisiri

Group **C**



Kashiwa city site visit

Kashiwa is a city located in Chiba Prefecture, Japan. The city has an estimated population of 411,602, and a population density of 3,590 persons per km². The total area is 114.72 square kilometers. Kashiwa has a characteristic of being a bed city as it is located next to Tokyo where people could easily reside and leave for work. Kashiwa station serves as the city center with commercial buildings around it. Housing area spreads throughout the city with many parking spaces.

Site and programing

The workshop studied workplace in a suburban city center different from one in major cities. Three mixed groups of SIT and KMUTT students observed and discussed suburban lifestyle and culture along with the spatial issues. The study site was a triangle block 1230 square meters area next to JR Kashiwa Station in the heart of Kashiwa City, a bedroom city with 300 thousand population, 30 minutes by the JR railway from Tokyo. Each group designed a office block 6000 square meters floorarea corresponding floor area ratio 500% including parking in the basement, public use on the ground and office in the upper floors.

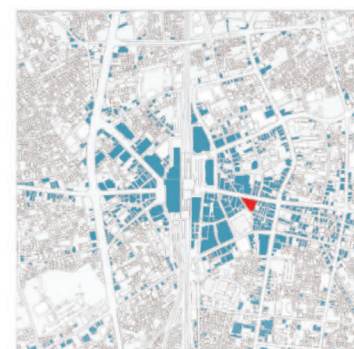
The local community cooperated the workshop. Urban Design Center Kashiwa, a project team for redevelopment around the station, organized the initial guidance and the final presentation on the site. The final presentation invited the City officers, a development company, local businesses. The three groups presented schemes in panels and models along with Power Point slides, those were quickly completed in eight days. The students and the audience discussed after the presentation, over availability of the schemes.



Road network



Parking space



Commercial zone



Housing zone

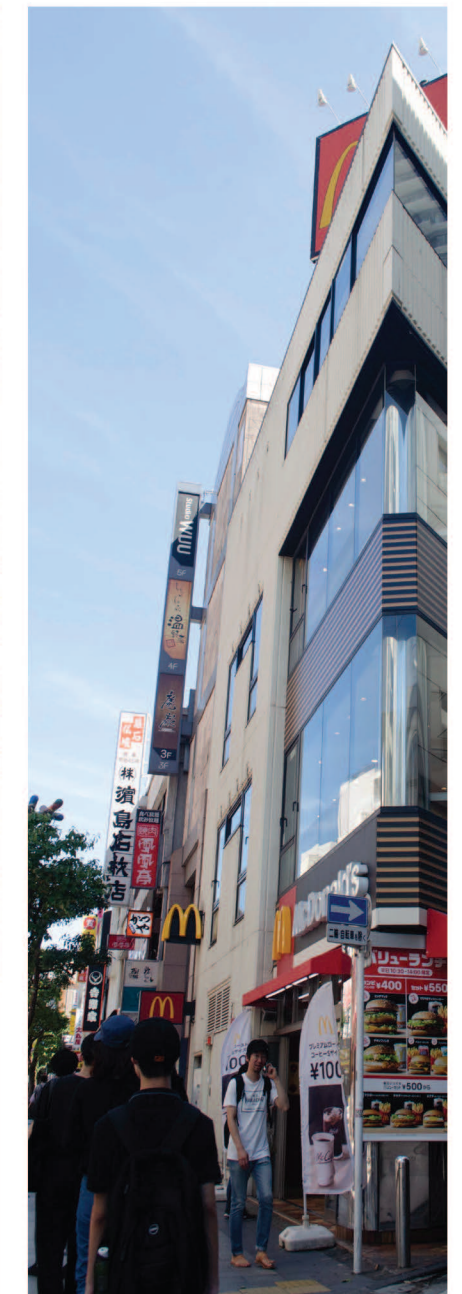


UDDC information

The Urban Design and Development Center (UddC) emphasis on planning, designing, and implementing concept for urban and communities' recovery and development. They operate on development projects through the mechanism of government sectors, private sector, and, communities to enhance well being, economics, and society, sustainably.

Kashiwa history

Expanded from the Railway station, Kashiwa city which once was agricultural town turns in to new developing prefecture. Many development pop-up rapidly near railway station which is the heart of the city but with the rapid growth of the town itself where many commercial building cluster around the station create only center area development and turns Kashiwa into 'Bed city' for people to stay at night then go to work in capital city as Tokyo more than being workplace. Nevertheless, the city have it's own dominant aspect as it has famous Kashiwa football team and great reputation for music and great transportation connected the city to other developed prefectures and cities.



Kashiwanoha visit

After visiting the site and meeting with UddC staffs, we explore the new development project in Kashiwa city, Kashiwa-no-ha, the smart city, which is a district-scale urban planning approach for a resilient neighborhood focused on the way people use spaces. It concerns on 3 keys including Environment initiatives, New industry initiatives and Health initiatives.

We wander around the city experiencing the planning design especially the design of open and public space in order to use them as an example of how our project outcome should be. While walking through the city, infrastructure and other supportive design are settled more effectively (in urban scale) than old town district. Almost every design has been planned to create more urban interactive program as the riverbank slope design where water can be drained and in the same time, people can be enjoyed by the great scenery in the evening time.

Moreover, we visit 2 places including the University of Tokyo Kashiwa Campus to explore the overall design of Kashiwa-no-ha and Kashiwanoha T-Site to study the library and workshop design.



The University of Tokyo

After we arrived at Kashiwanoha, we visit the University of Tokyo first. There was model of the whole city of Kashiwa. The model was very neatly done in details. Other than that, it showed town structure which was not organizedly expanded.

Explained by the professor, we understand Kashiwa more about its zoning and urban design through the model.



Kashiwanoha T-Site

Another example of program the city offers is located next to the riverbank is public building held many programs as bookstore, Cafe, workshop space and other spaces for people to join other program in both day and night time create understanding how new district has been trying to offer public space for their citizens and how people react to the offer which helps us a lot to (re)think about possibilities of public space design of the old district project in this workshop.





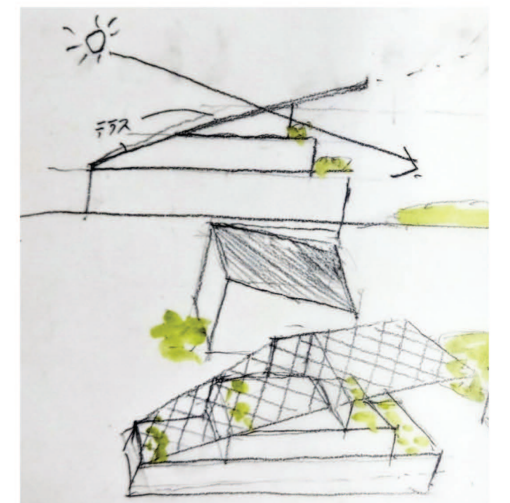
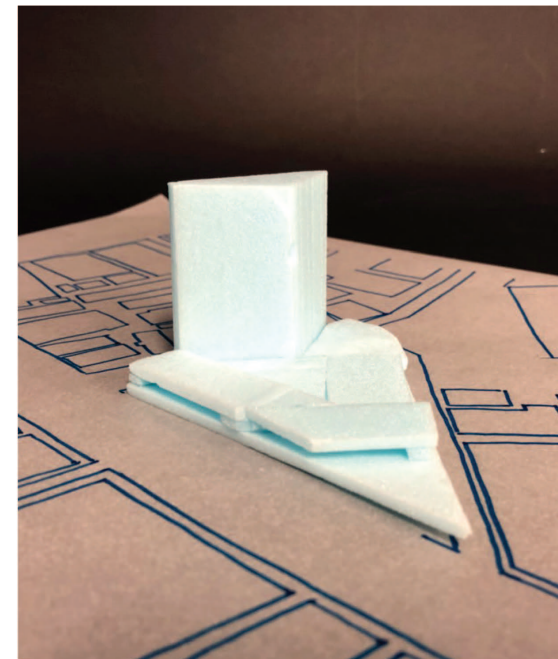
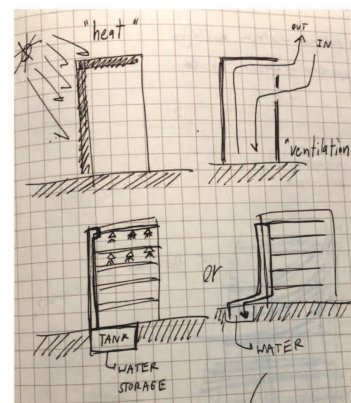
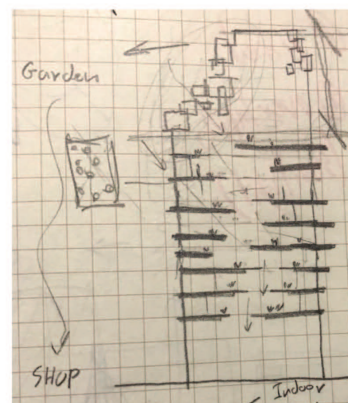
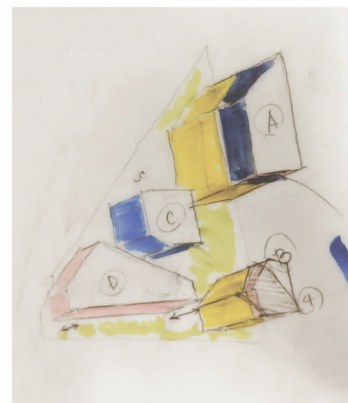
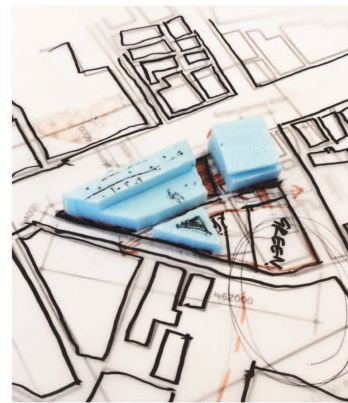
Working Process

After introduction and touring around SIT Campus, exploring each program's location such as library, cafeteria and classroom. The students were assigned to start the working process in the provided studio. With a really limited time, 2 days before preliminary presentation, then 3 more days before final presentation, the students worked hard in order to execute the design with the best result as possible.

Concept design & Guidelines

In the very beginning of the project, SoA+D and SIT students had to exchange necessary information especially when it comes to the site in Kashiwa where both are not familiar with. The Japanese student gave cultural and local user perspective while Thai students were working on data analysis then discuss together as a team as much as possible. In this design process, many sketches, mass model and architectural language between workshop participants had been used a lot to communicate beyond the language.

With a very limited time to work before preliminary presentation, each group rushes in order to finish in time. However, our relationship also develop fast as time goes by. There is not much time to think, so we need to make a choice and execute it as fast as possible. From the analysis, each group has different interesting perspectives about the site and ideas for their own public space, building design and target users. Nonetheless, the common interests each group agree to fix are the low amount of open and green spaces in the city.

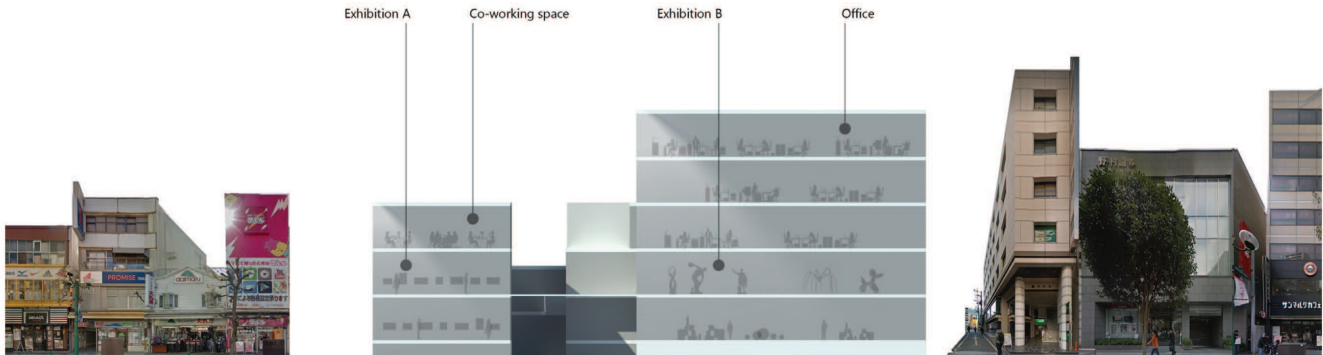
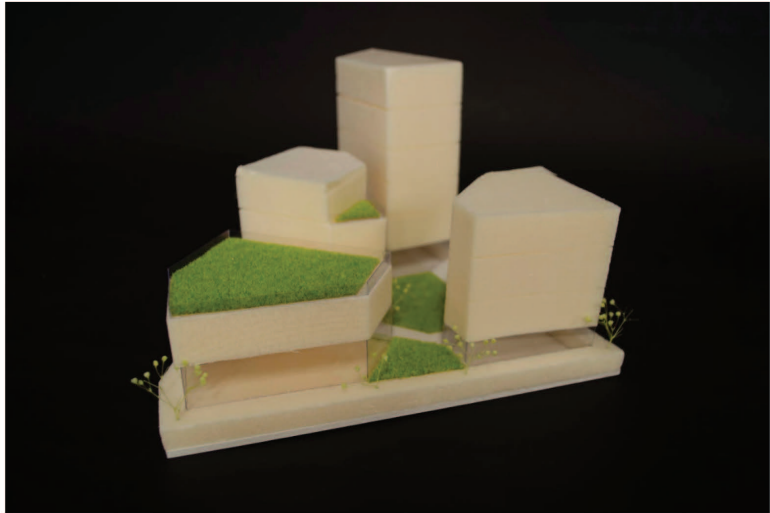
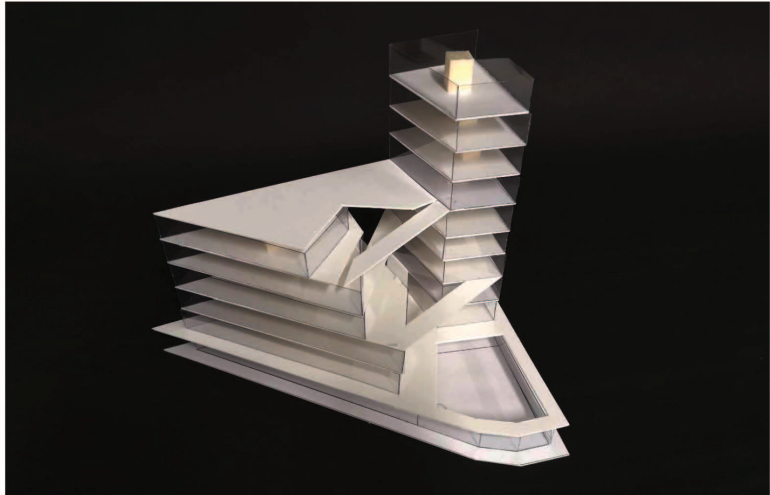
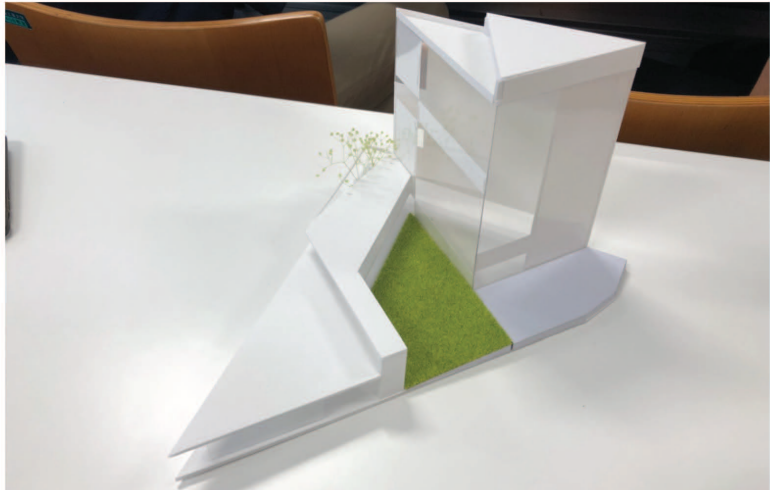
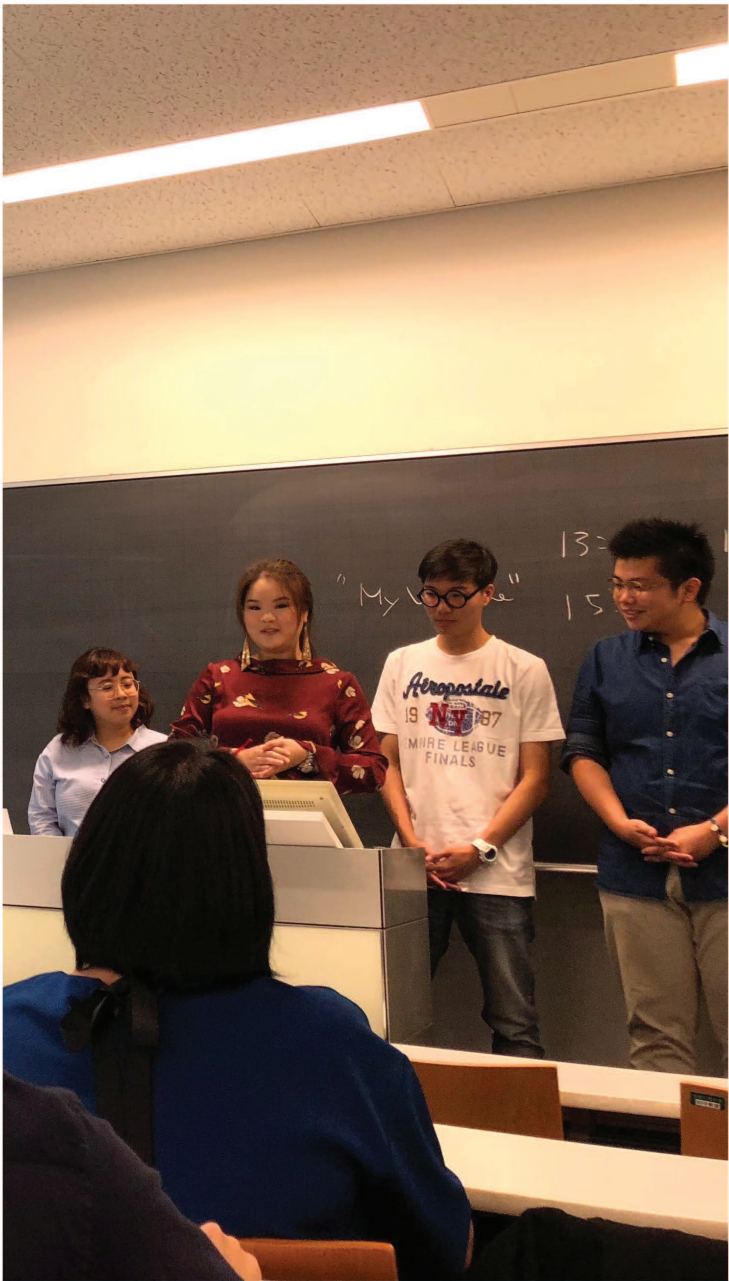


Preliminary presentation

Each workshop team presented the conceptual work to SIT and SoA+D advisor to propose each major problem of interest at Shibaura Institute of Technology (Toyosu Campus) using slide presentation and model as main tools. After each team's presentation, advisors from both Institute gave comments for the project in both urban design and architectural design perspective and suggested workshop member to study in deeper details to achieve their own design goal. Each team had developed interesting designs, however all of team were lack of specific target of what their building will be. The point of interests were to wide and metaphor. Some focused to much which caused some confusions and difficulty to execute the works.

Later that, Ms. Sunaree, SoA+D gave a lecture about public space and case studies in Thailand co-related to Thai cultural, environmental context. In this session, some foreign student outside the workshop also join the lecture and exchange their point of view/question at the end of the lecture.

Lastly, the professor gave in-depth consultations for each group in order to narrow down the focused topic and build up the potential of designs.





SKYSUM
A NEW PUBLIC SPACE IN KASHIWA CITY

Final outcome

Presented bilingually to urban design center crew and designer, Kashiwa government members, Investor/real estate entrepreneur, Kashiwa City members and Architectural professors at Kashiwa public building , The presentation was not only directly propose new 3 building design which aims for creating different design that focus in particular issues but also point out urban issue with creative configuration the town could create for better environment in Kashiwa. For addition, the session also provided opportunity for workshop members to gain comments/feedback from the users and audiences as mentioned above together with provided chance for them to their practice presentation skills

GROUP

A



GROUP

B



GROUP

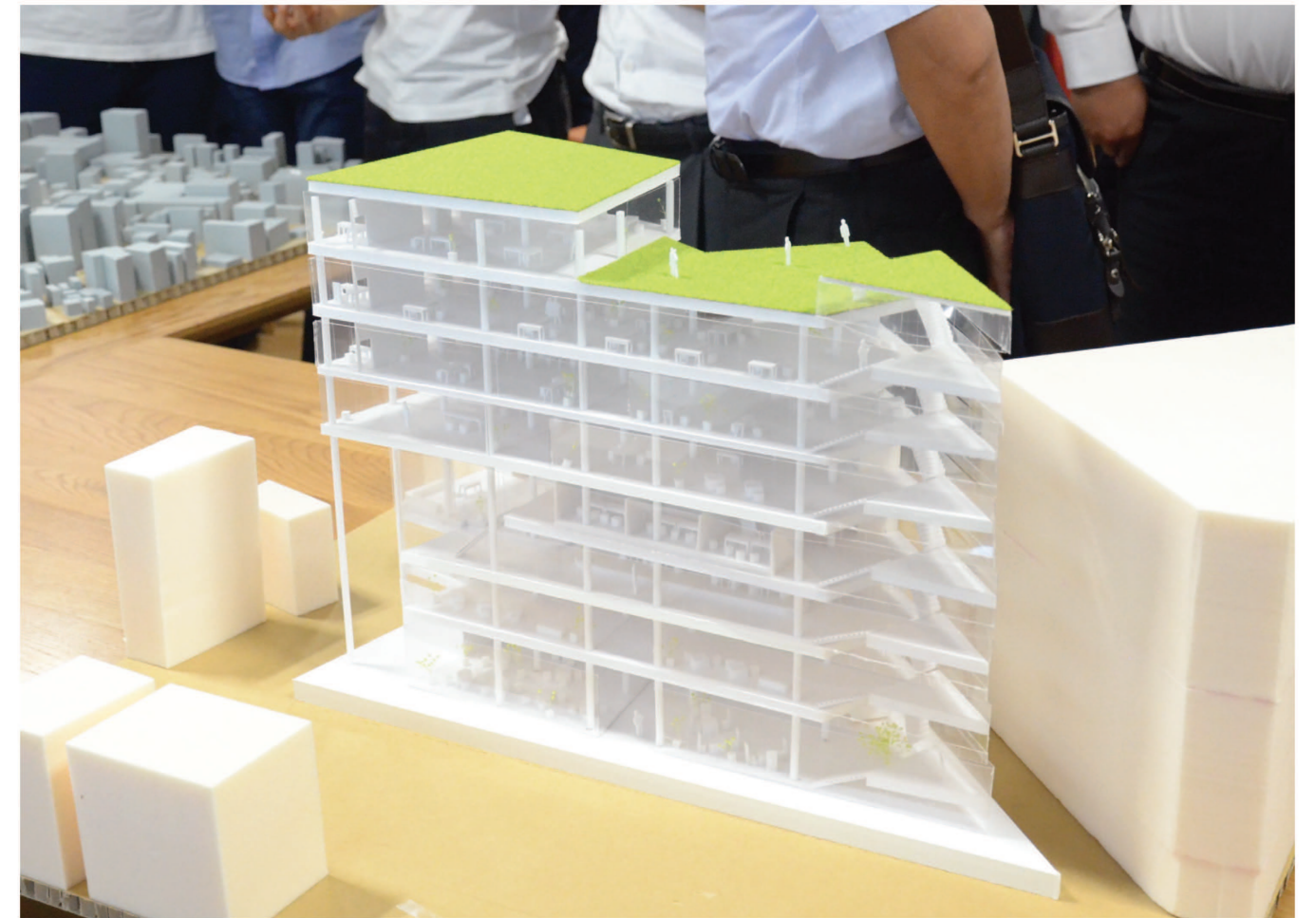
C



Group A “Kashiwa Kazoku”

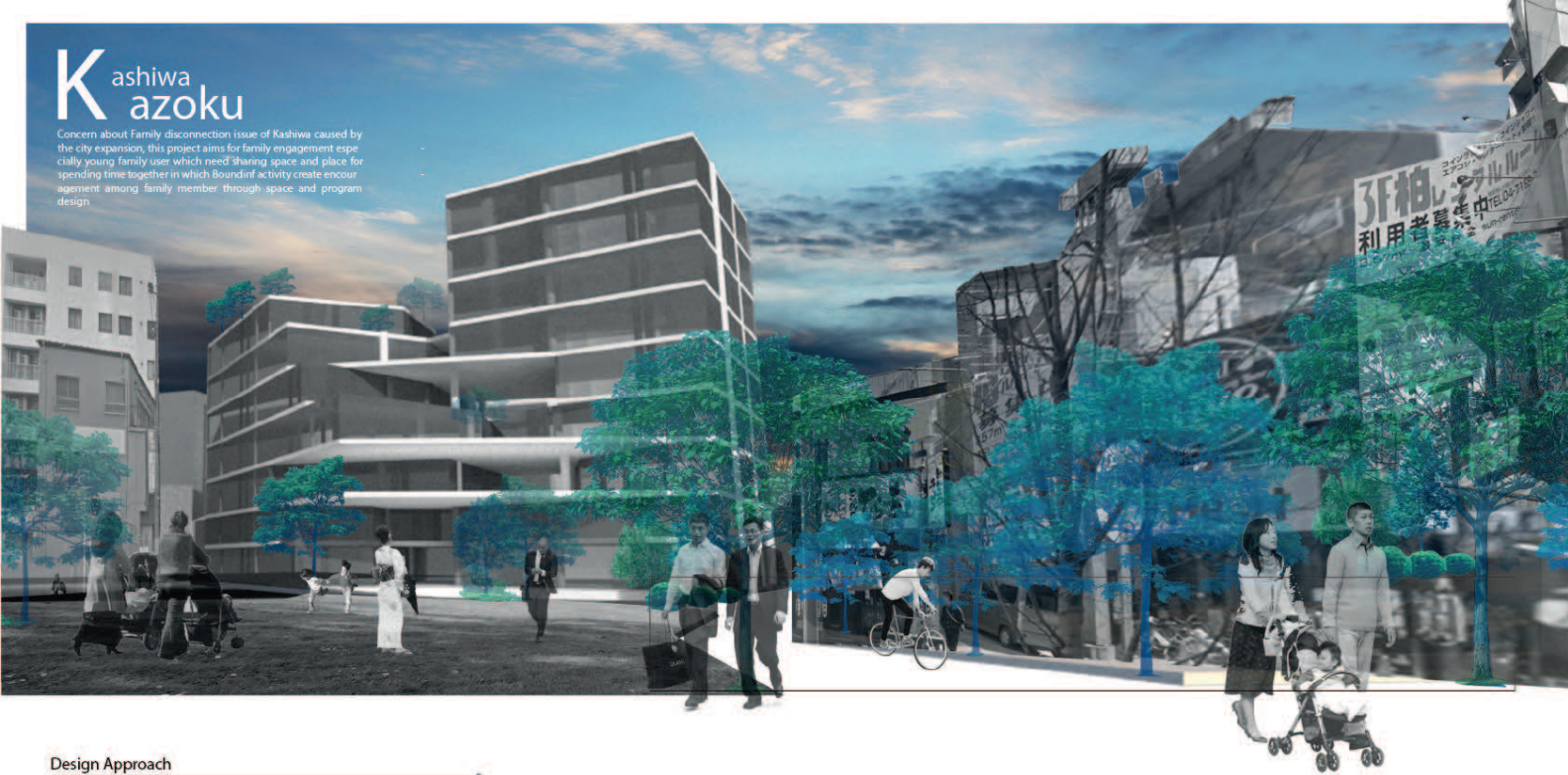
Concerned about Family disconnection issue in Kashiwa caused by the city expansion, this project aims for family engagement especially young family user which need sharing space and place for spending time together in which Bounding activity create encouragement among family member through space and program design. The project shows how important each generation of user in the town are as it reflected in both interior and exterior plan. For example, Public space provides interactive activities in different generation of user especially kids. The kids workshop area is collaborated with elderly exchanging knowledge. While the workshop area located with cooking area of mom and kids library in order to easily taking care of each other. So they can enjoy their activities for a whole day until the dad finished their work from the office then the whole family can be able to meet everyday at this building before going home together.

“A new landmark for young family activities in the city center.”

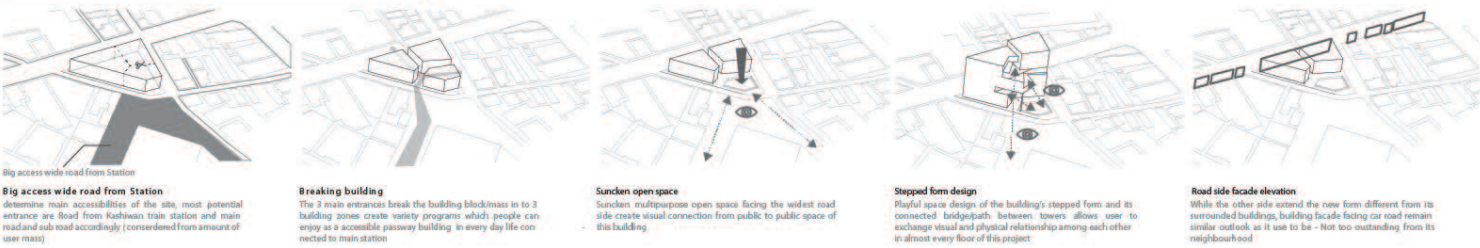


Kashiwa azoku

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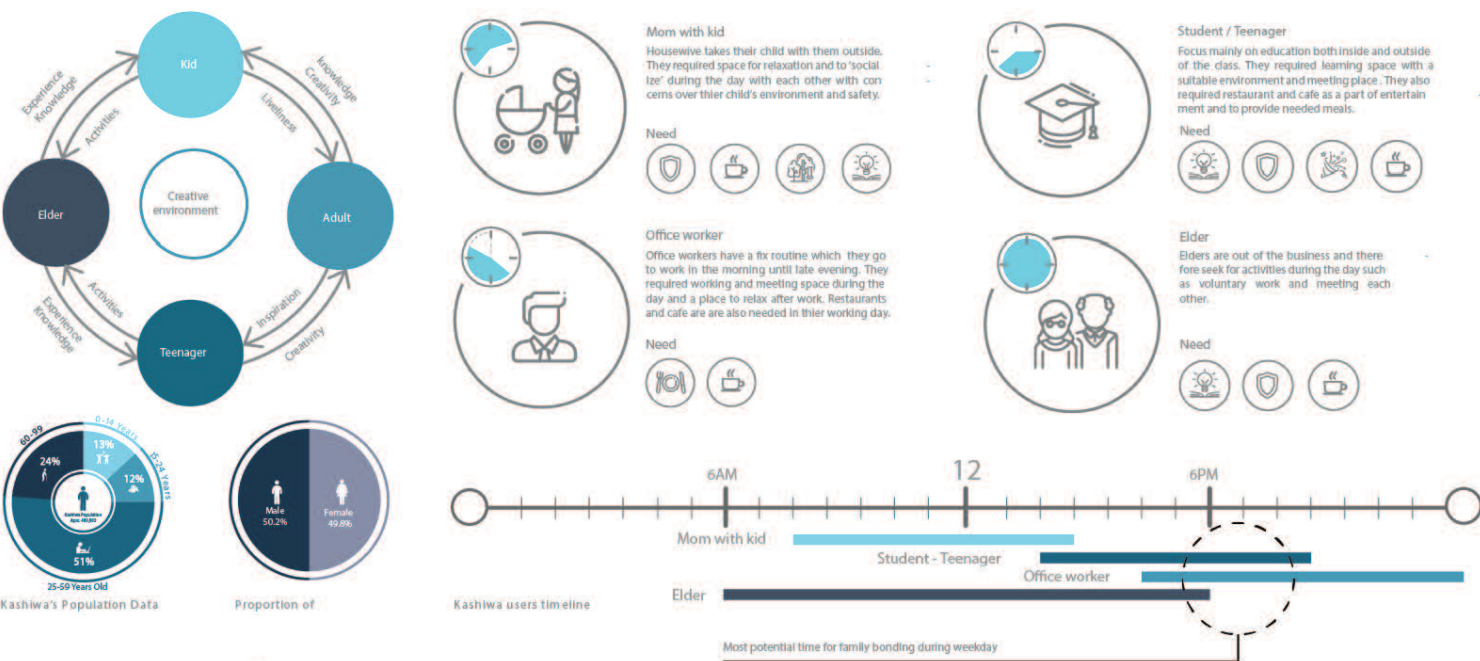
Design Approach



Site Analysis

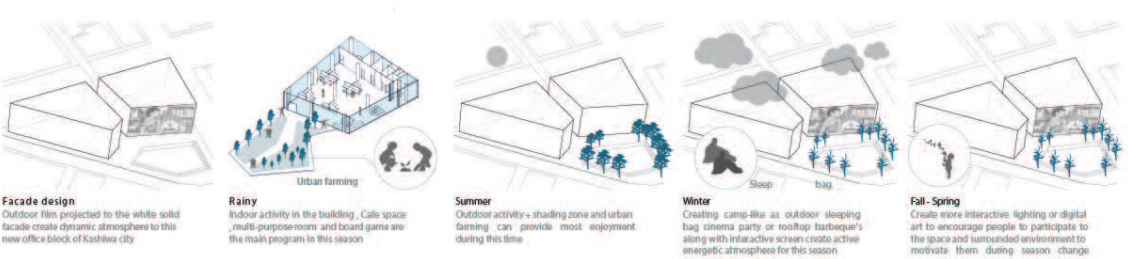


User Analysis



Weekday Family routine [Time-line] Concept

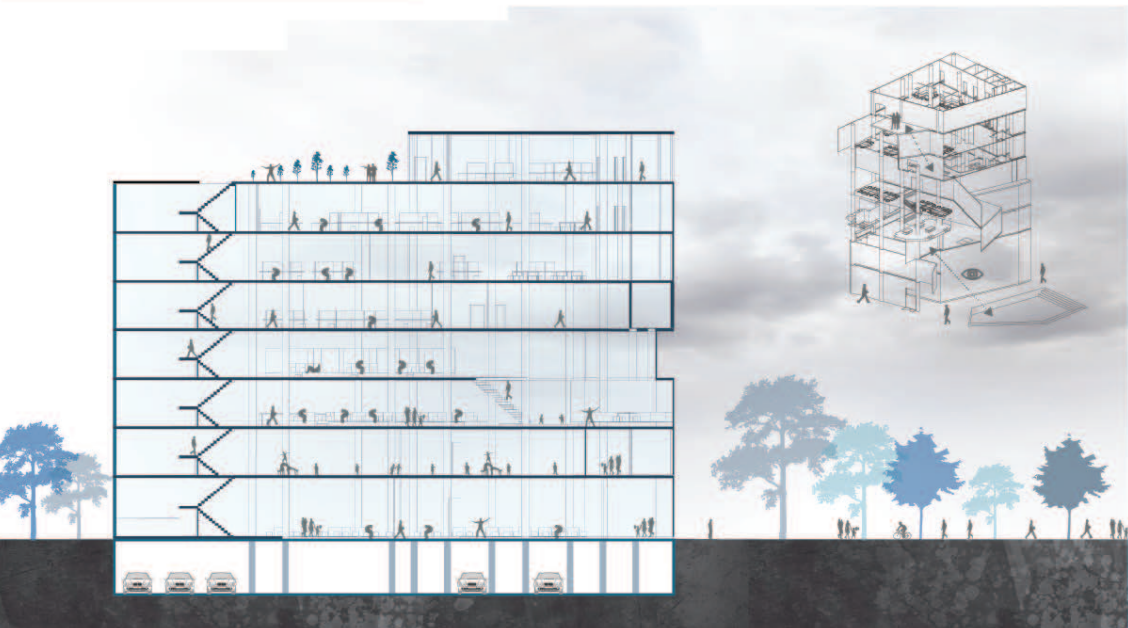
Program Design



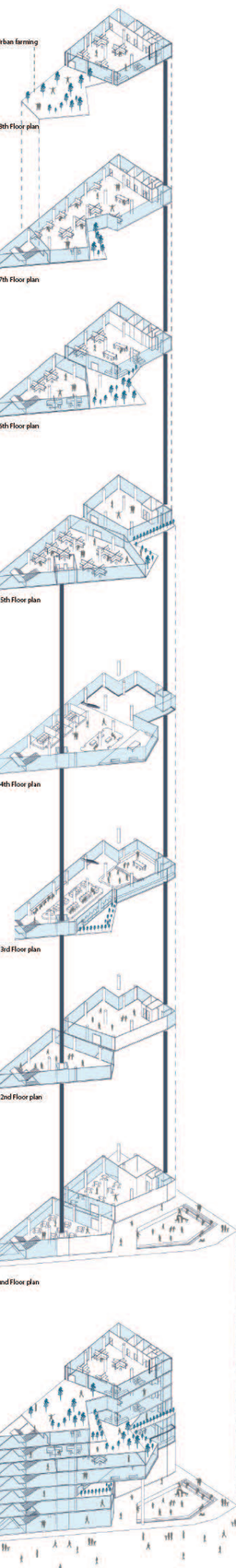
Floor Plan



Section



Axometric Floor plan view



Group B “Skyscraper”

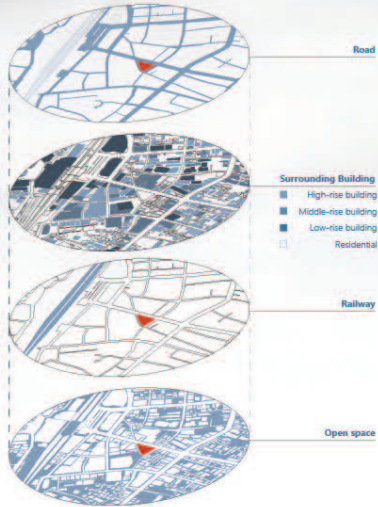
Located between 2 different cityscapes, one with small and short buildings and another with large and tall appearance. Therefore, the design focuses on adjusting the new building size to match with these cityscapes by separating it into many smaller volumes. Moreover, the heights of each volume are also determined according to the height of the surrounding buildings. This will create a flow of city's skyline and smooth connection to the surrounding. For the target users, elders are chosen since the research shows that 25% of people in Kashiwa are Baby boomers (54-72 years old) and 23% are Generation X (39-53 years old). This means that Kashiwa will turn into aging society soon. Hence, the programs in the buildings will accommodate those elders. For example, assembly room which hosts physical and mental training, outdoor sunken garden for exercising and resting, and library.

“Creating a future proof design for the coming-soon Kashiwa aging society.”



SITE ANALYSIS

KASHIWA CITY LAYERS



SUN ORIENTATION



Since the city is so dense, the site has enough shadow casted from other surrounding buildings especially from the high-rised building on the Southwest of the site.

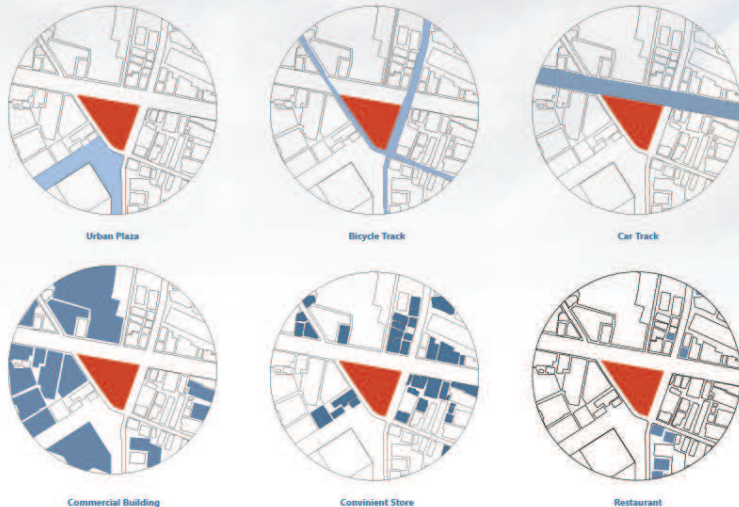
CITY CHARACTERISTICS



In the past, Kashiwa was composed of 50% office and 50% housing. However, nowadays, most parts of the city has turned to housing. This resulted in a silent city in the day time since people leave their houses to work at Tokyo. With a transition out through the city, the arrangement of the city is the train station in the center, surrounded by commercial buildings and then housing on the outer part.

From the city layers, it shows that green spaces and open spaces are lacking in this city. People use train as main transportation other than private cars. A lot of bicycles are also spot around with their parking lots.

SITE SURROUNDING

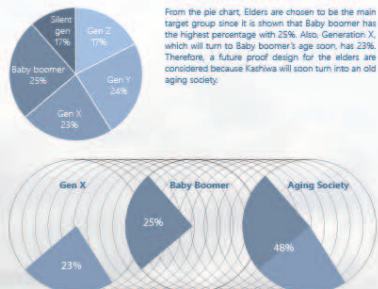


USER ANALYSIS

USER TIMELINE



POPULATION PERCENTAGE



USER BEHAVIOR

Generation X and Baby boomer's behaviors are analysis since they are the main targets. Therefore, the programs can be provided according to their physical and mental abilities. Offices will be included for them, so they do not have to travel far away to work.

GENERATION X

- 39 - 53 Years old
- Casually pleasant, easygoing
- Like to work by themselves
- Don't want to be controlled by other people
- Care about Work-Life balance

NEED:

- Library
- Relaxing space
- Workshop
- Working space For Office

BABY BOOMER

- 54 - 72 Years old
- Work hard and a lot
- Retired life
- Need health care

NEED:

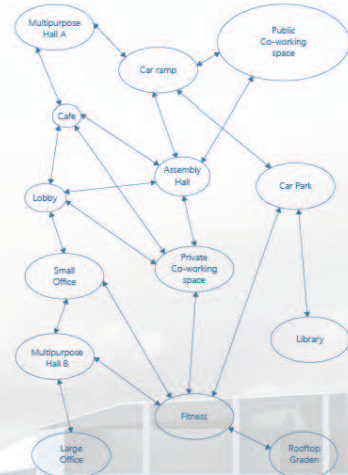
- Library
- Relaxing space
- Fitness / Exercise space
- Mental training

PROGRAM ANALYSIS

USER TIMELINE

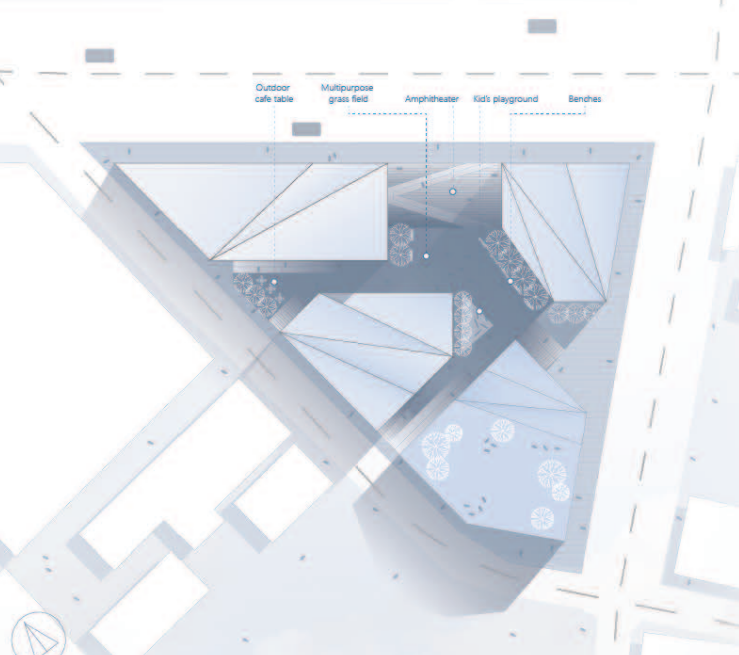


BUBBLE DIAGRAM

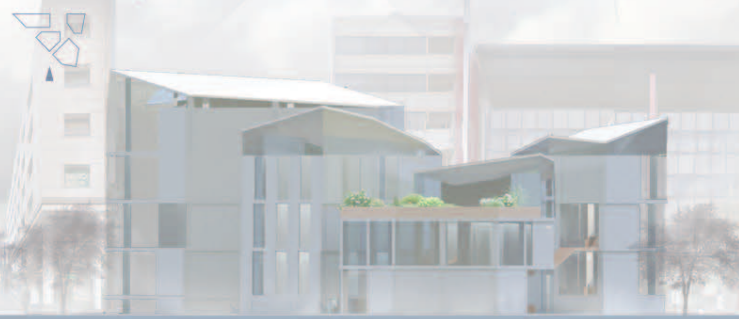


SITE PLAN | SCALE 1:250

BUILDING ZONING



ELEVATION | SCALE 1:250



FLOOR PLAN | SCALE: 1:500

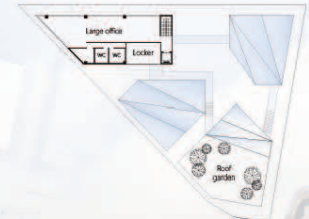
1st FLOOR PLAN



3rd FLOOR PLAN



5th - 6th FLOOR PLAN



SECTION | SCALE: 1:250



INDOOR PROGRAMMING

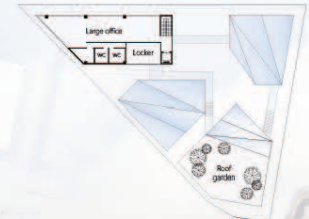
1st FLOOR PLAN



3rd FLOOR PLAN



5th - 6th FLOOR PLAN



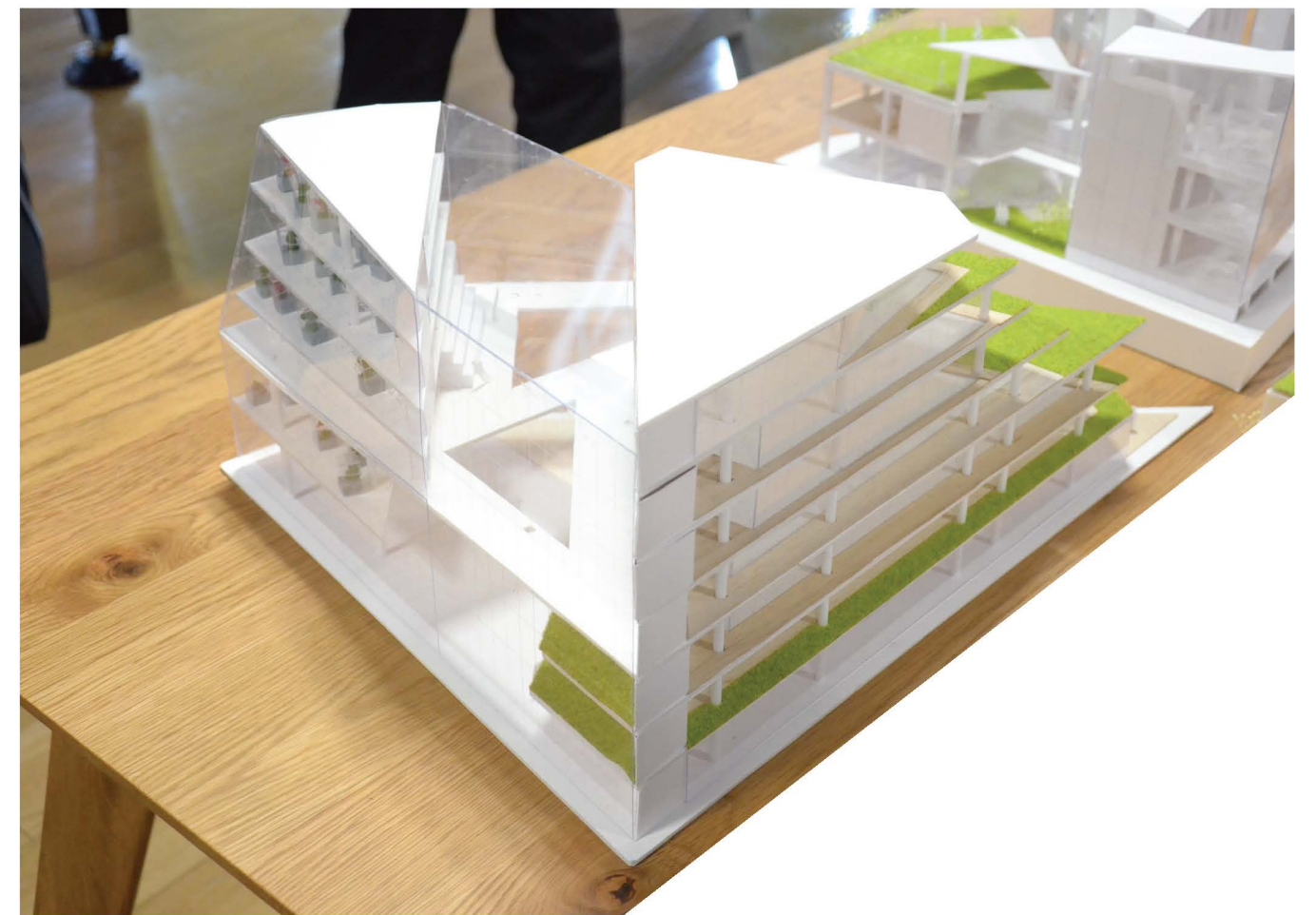
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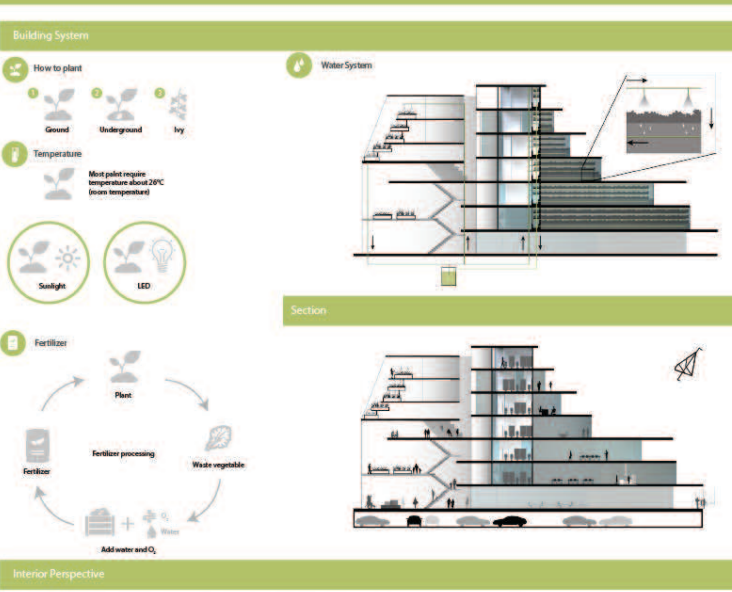
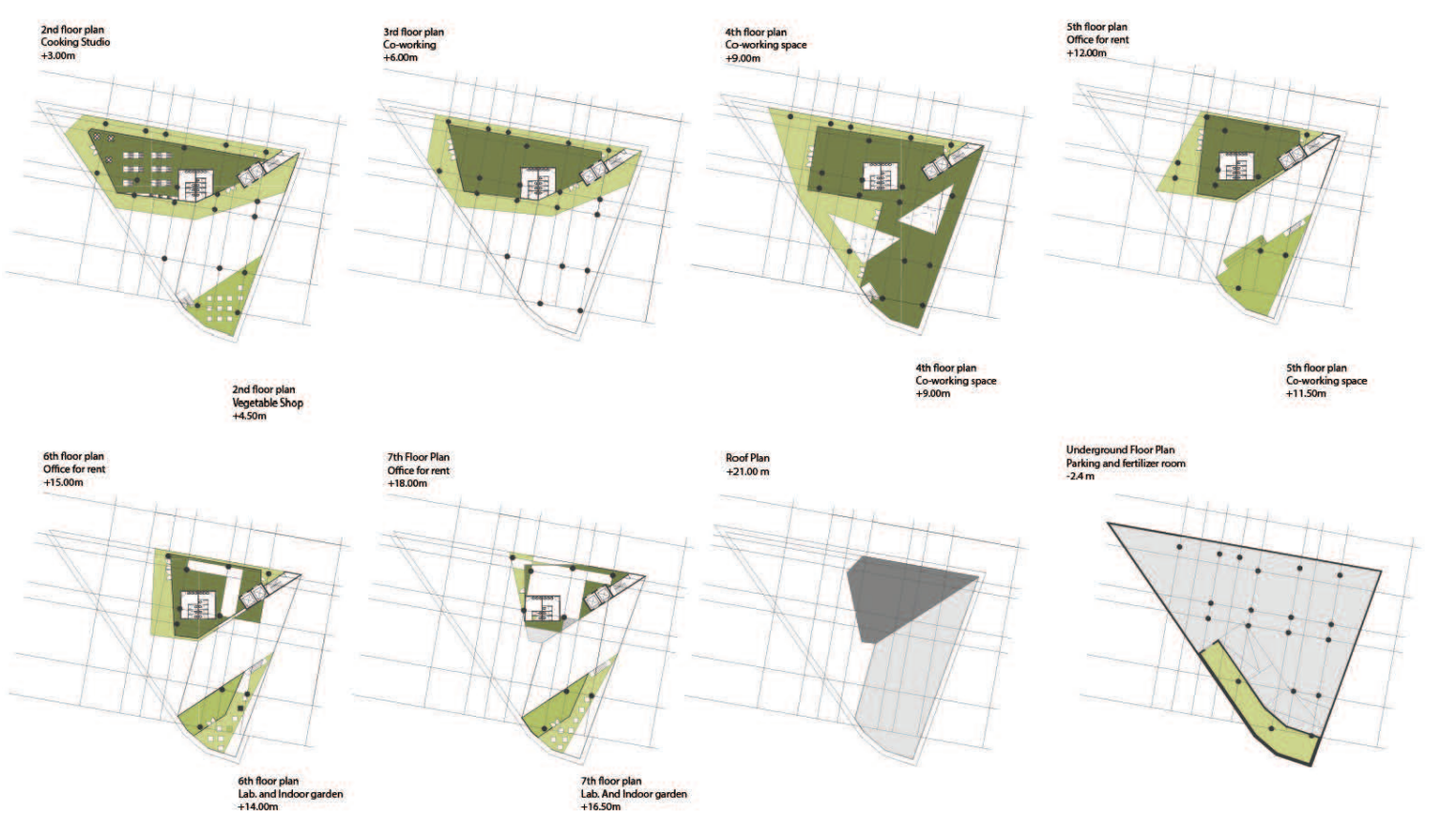
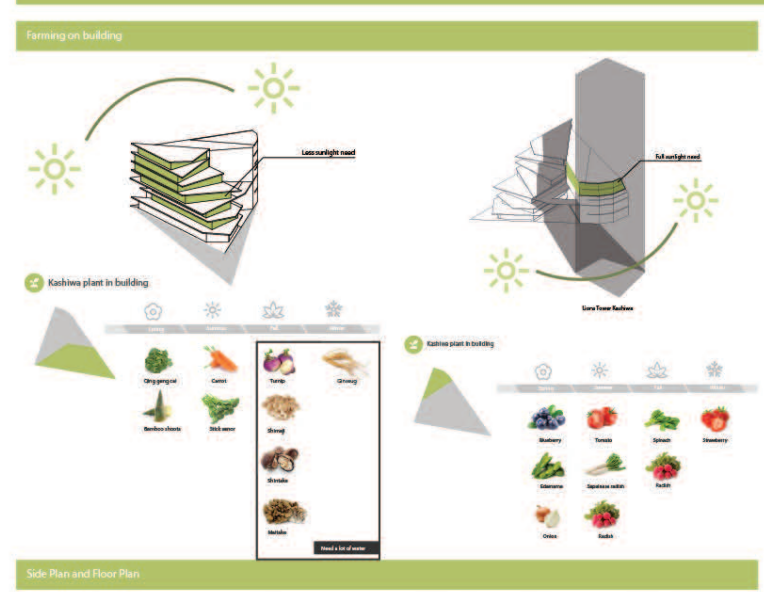
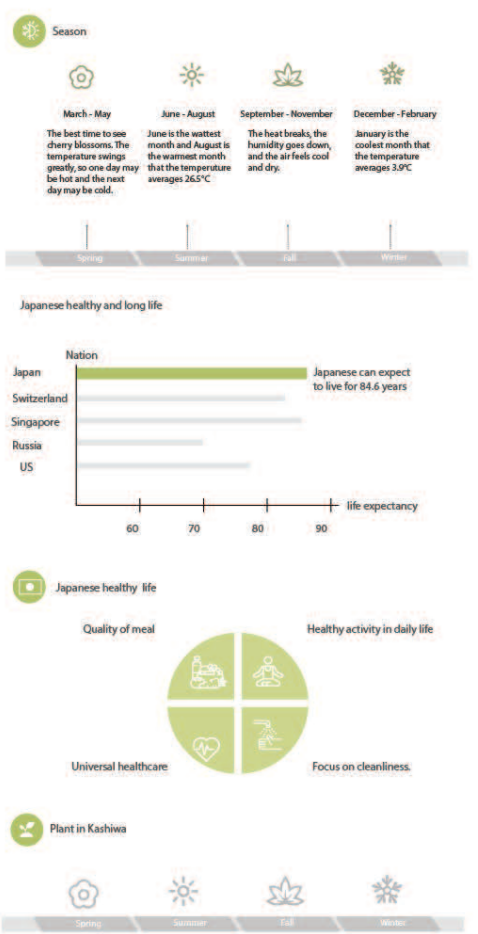
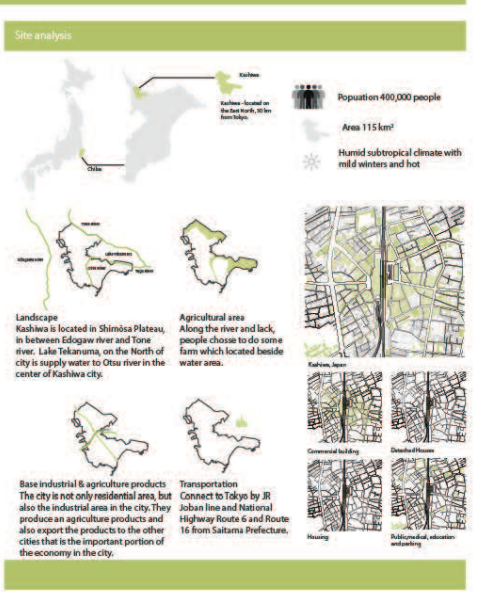
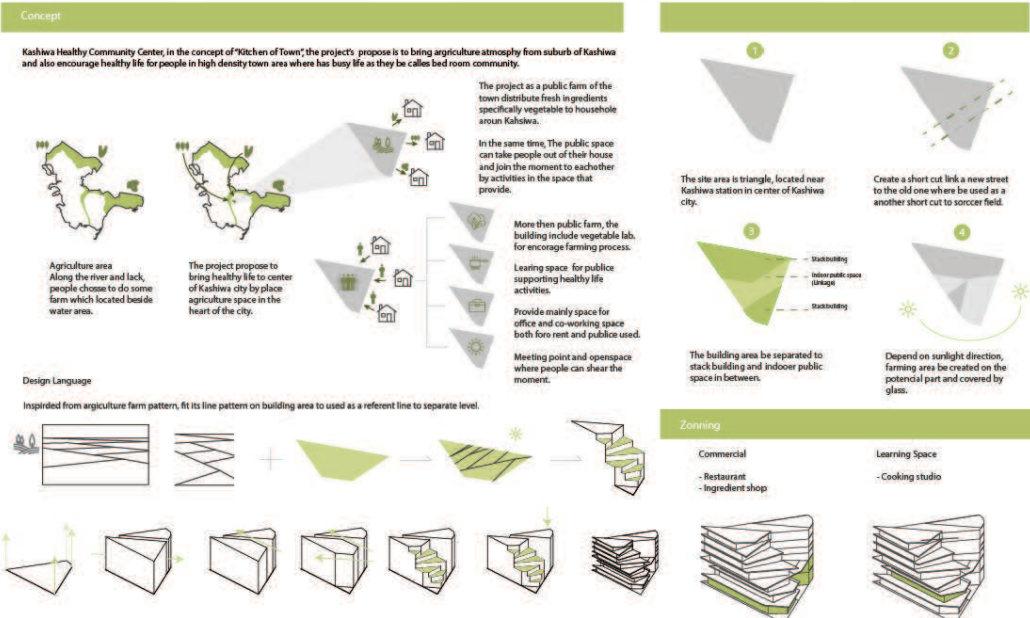
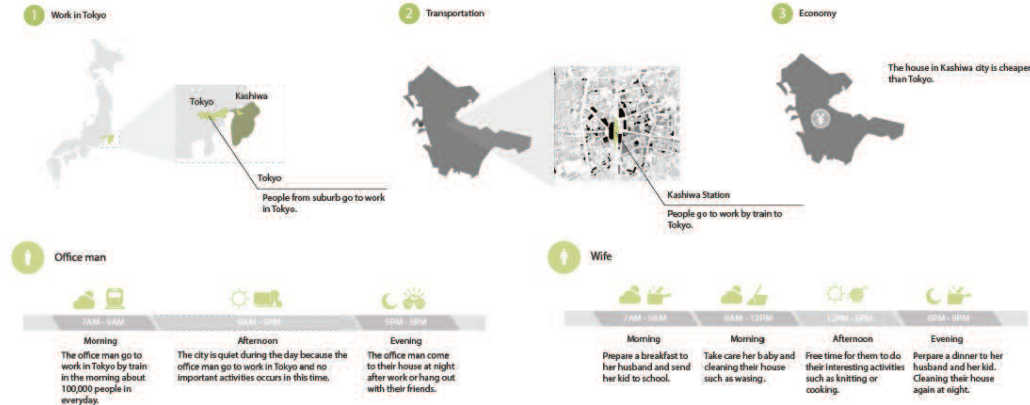


Group C “Farmwork”

The idea of the building started from concept that try to merge present situation which Kashiwa is a bedroom community and the background of the town that is about farming and food industry to combine together. Day time of Kashiwa usually quiet because many office men left the town to Tokyo for work. There are elder and housewife of office man is in the town during the day that would be the key persons who make the town back to lively. Both of them have the same interests as healthy that the elder is the one who need to concern about nutrition for long life. And housewife needs to prepare good nutrition for family. It's a small impact to lead the office to be concerned and interested in the green atmosphere, including giving them a better quality of life. Then it's the started off “Kitchen of Town”.

“Bringing the farms into the heart of the city creating Kitchen of Town.”







SIT | KMUTT Workshop 2018



SIT

SHIBaura
INSTITUTE OF
TECHNOLOGY



SoA+D
School of Architecture and Design

