

# APARTMENT BUILDING

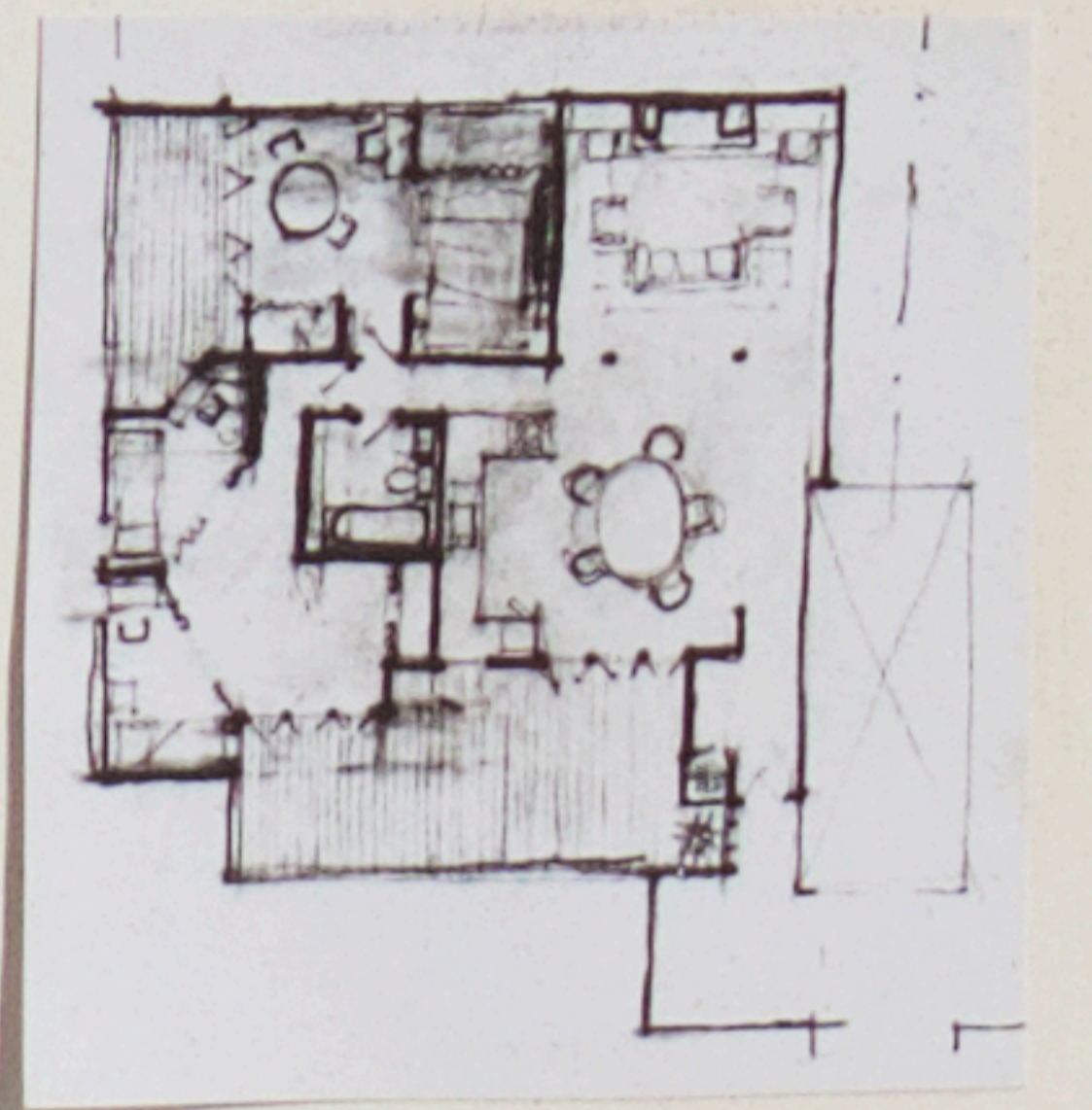
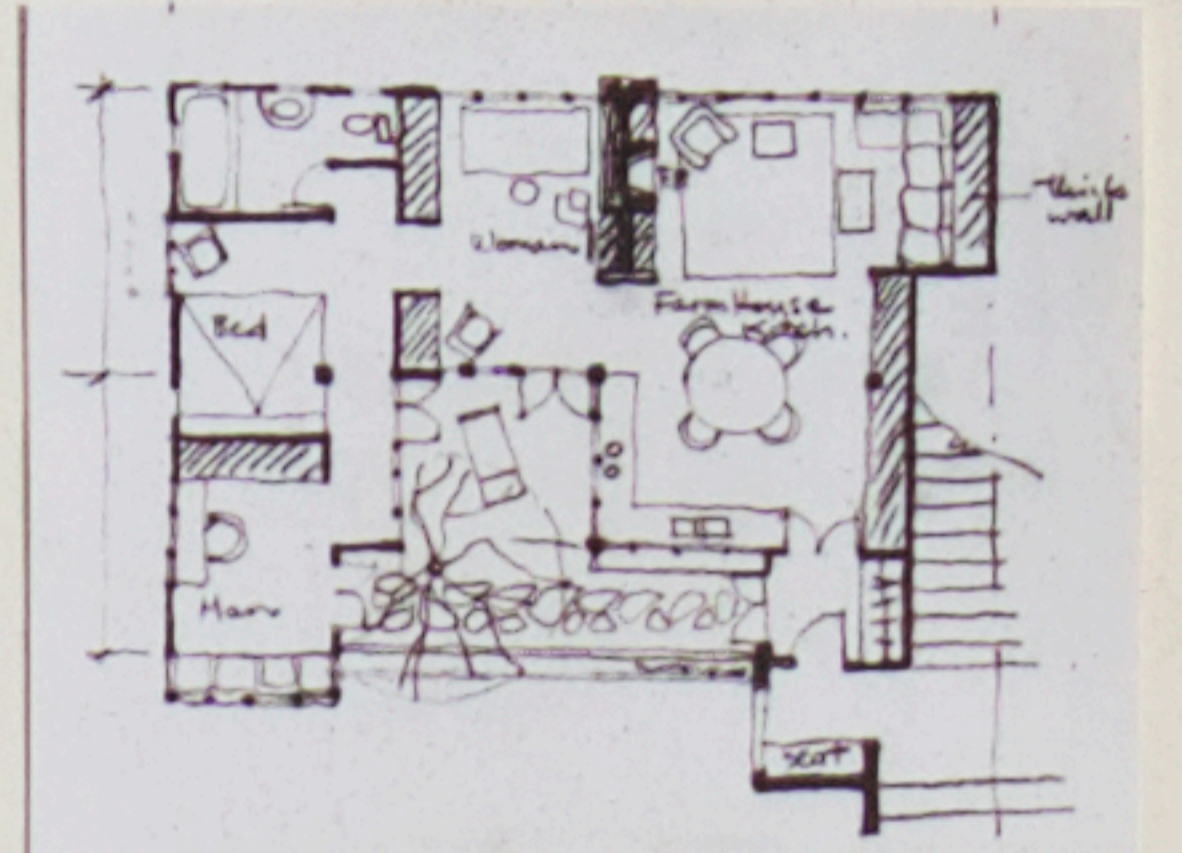
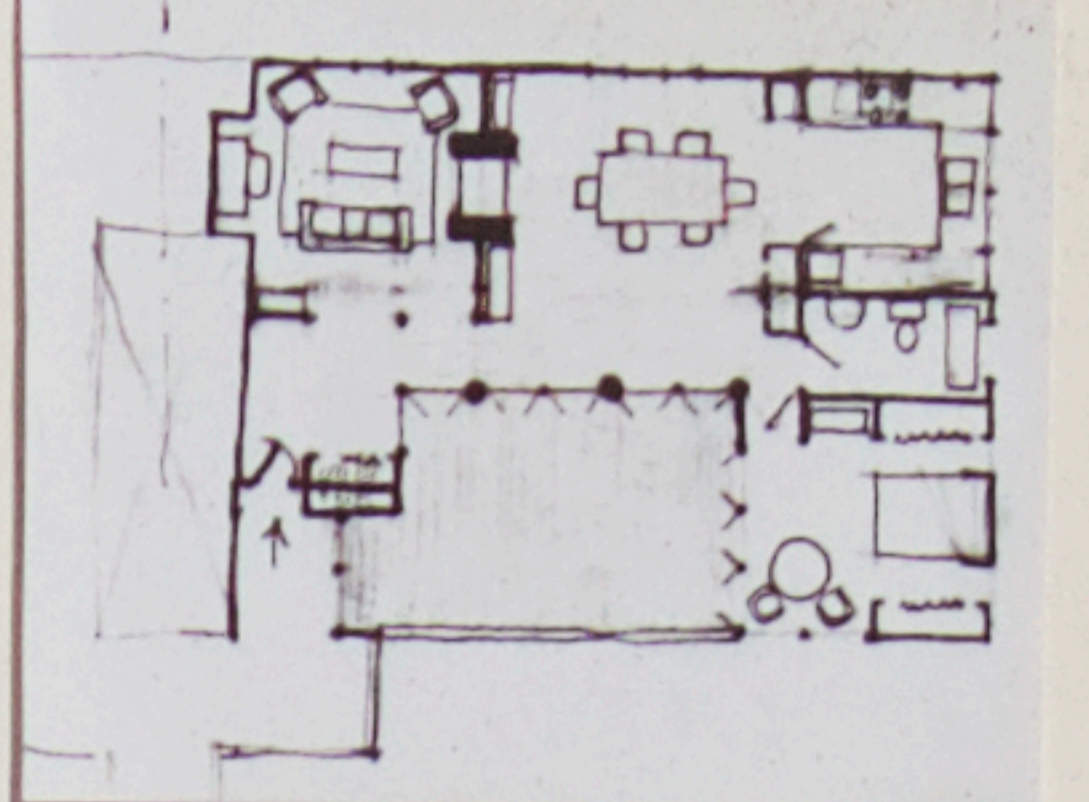
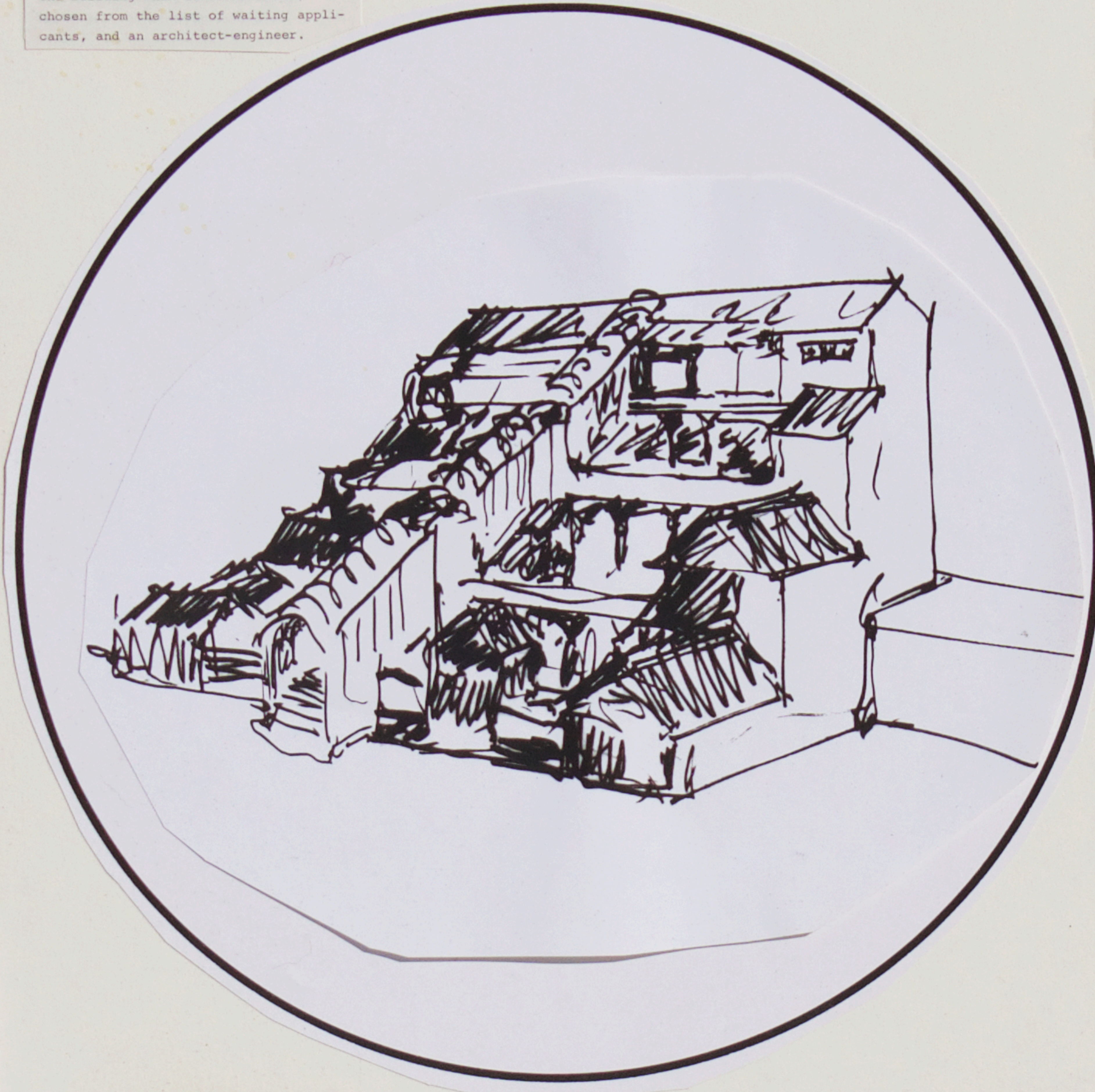
HOW USERS CAN DESIGN AN APARTMENT FOR THEMSELVES, WITHOUT BEING TOGETHER IN MARSTA AHEAD OF TIME.

It is very hard to involve the inhabitants of an apartment building in its design, since they are not usually living in Marsta when the building gets built. The process we illustrate here assumes that they are known ahead of time (because their names are on a waiting list for apartments), but that they live in other parts of Sweden. To design an apartment building when the names of would-be occupants are not known at all, ahead of time, a slightly different process will be used.

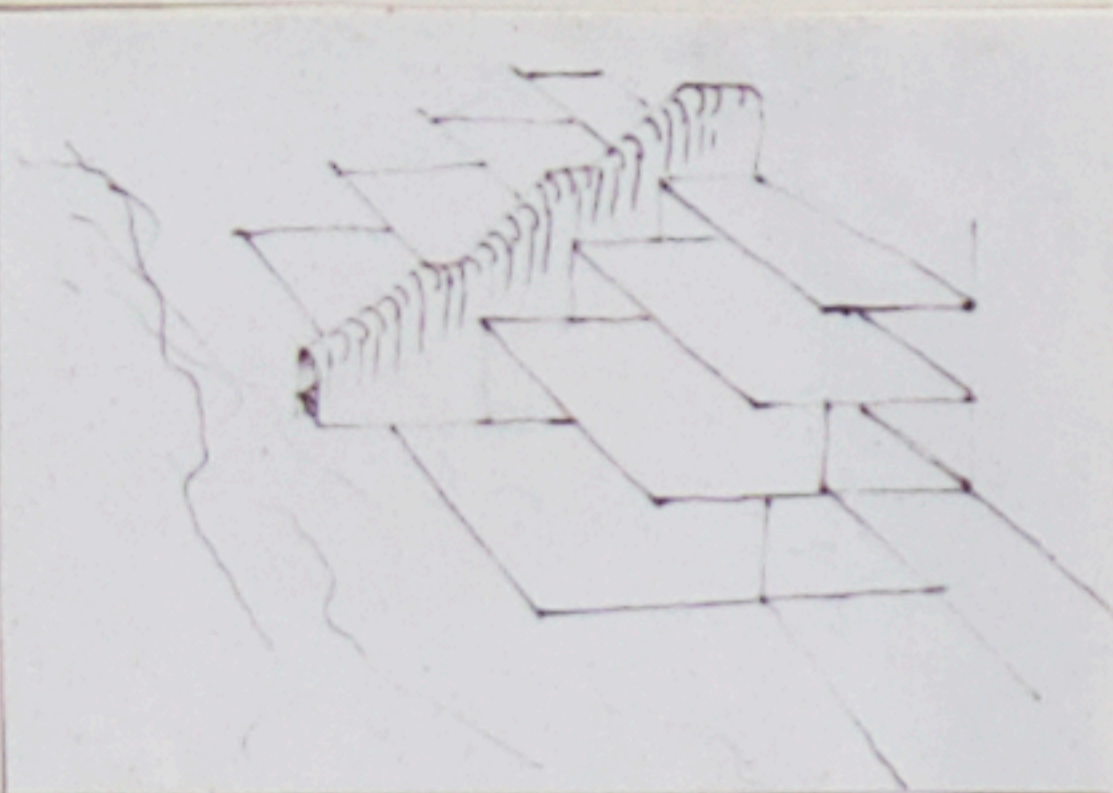
This process starts with a manager, or builder, or cooperative, who wants to build an apartment house. The commune tells this manager that he must assemble a team, which includes a representative from the neighborhood where the building is going to be built, at least two of the families who intend to live in the building when it is finished, chosen from the list of waiting applicants, and an architect-engineer.

Each family is given a clear understanding of the cost of construction, per square meter, and told the limits of area they must keep to, in order to be within their chosen cost limits. They are told that the layout is mainly a frame of reference: that they can add or subtract from the slab, that the column location is somewhat flexible, that they are free to build on the open part of the slab as well as underneath the next floor slab. It is emphasized that they are initially only to do the rough design.

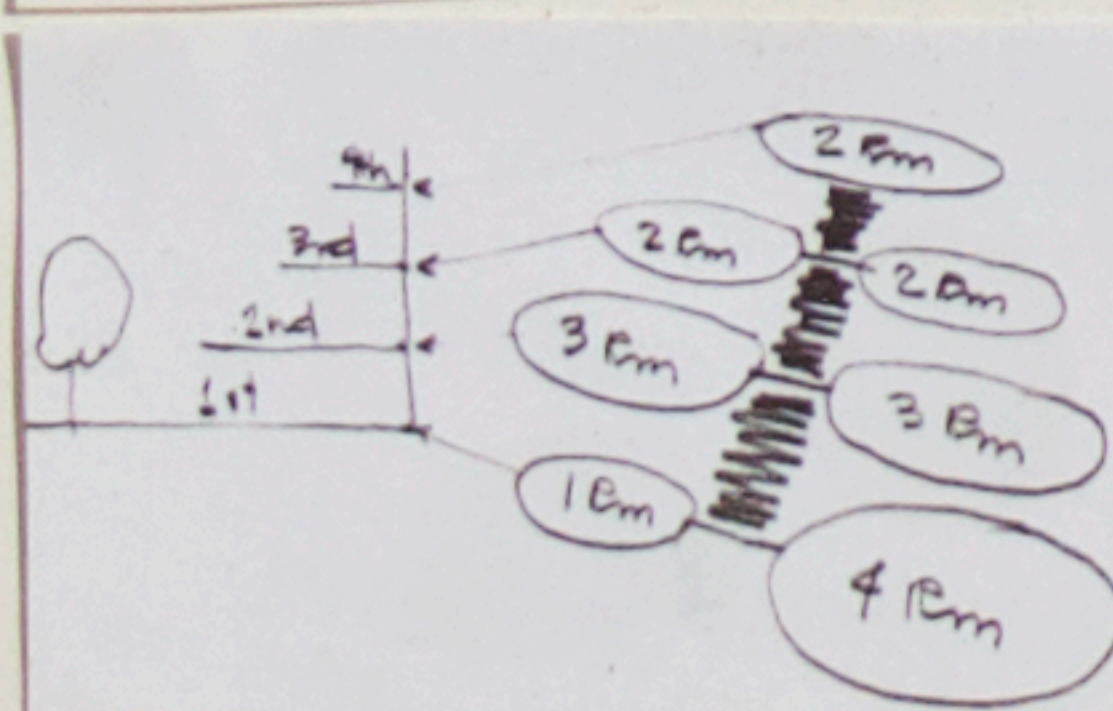
Let us assume that this building is one of the apartment buildings to be built within the framework laid out on the NEIGHBORHOOD panel. It is placed to the north of several clusters of houses, and has, to the north of it, a local access road running east-west. According to the pattern Apartment valley, already used in laying out the neighborhood, this building will have four storeys, will have a meandering pedestrian path to the south, will have parking inside it, at ground level on the north, and will have office space on the second storey, also on the north. It is also possible that there may be one or more small shops on the eastern or western sides of the building, at ground floor. The building will contain about eight apartments.



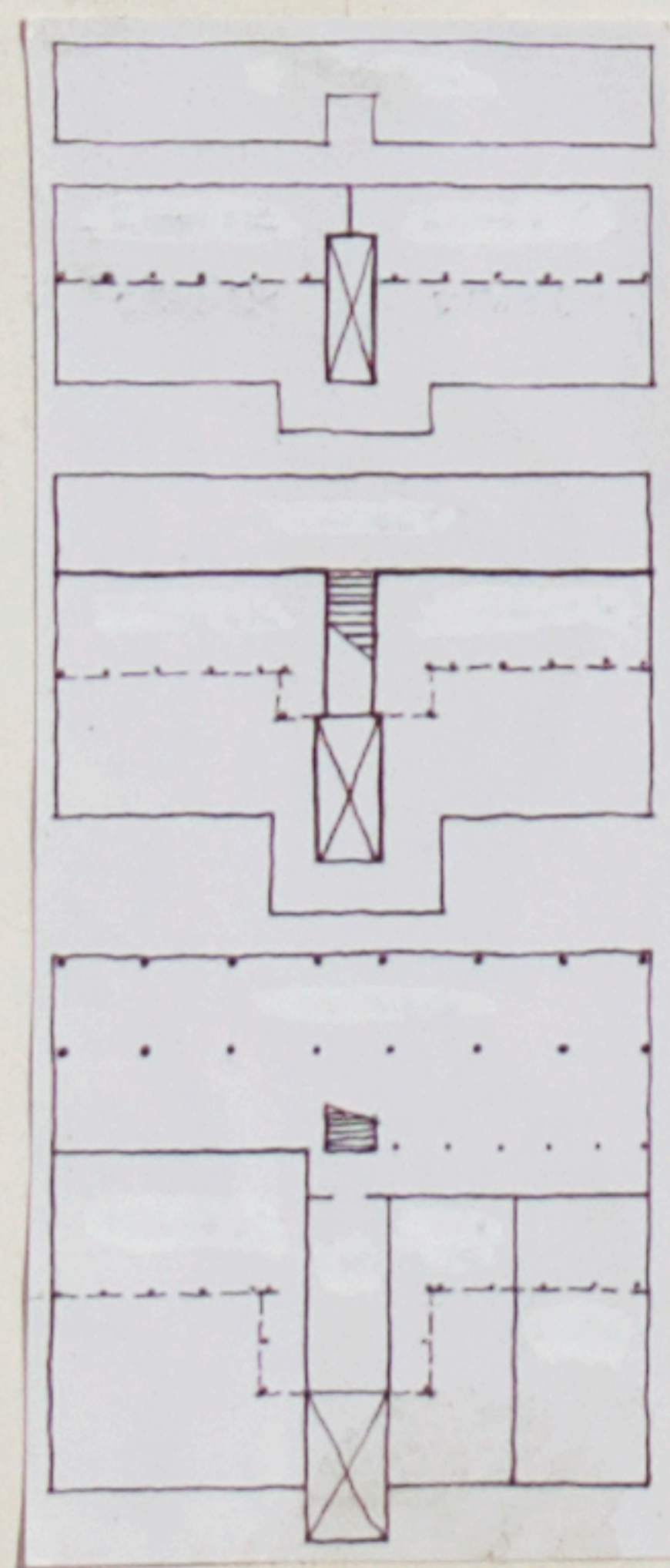
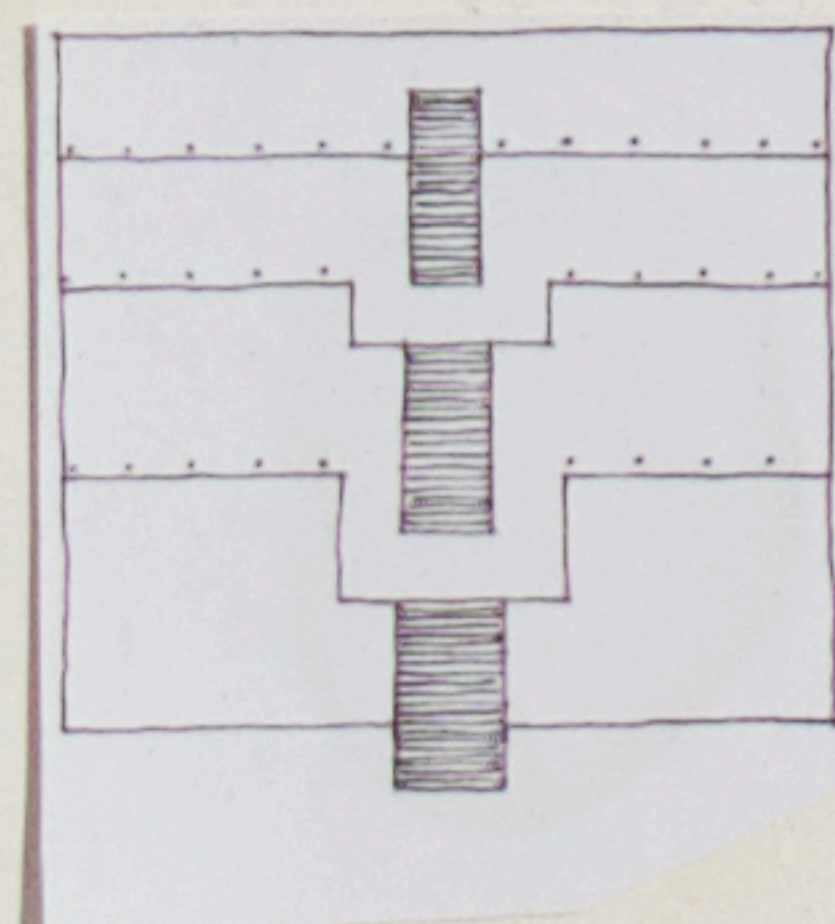
Starting from the pattern Apartment house leaf, the team decides that the building will be a sloping building, arranged around a long public stair whose slope faces south, as to give maximum south exposure to the apartments, and that the apartments open off a common, long covered public stair which opens off the pedestrian path to the south.



Household mix. This defines the range of household sizes which must be provided, and explains that it is best when households of different kinds are mixed together; and that those for old people, and very young children should be closest to the ground; while those for single young people, and young couples, can be further from the ground. Using this pattern the team decided to make one 2-bed apartment on the 4th floor, two 2-bed apartments on the 3rd floor, two 3-bed apartments on the 2nd floor, and one 1-bed and one 4-bed apartment on the ground floor.



Earth balcony. This pattern says that every apartment must have a balcony or terrace open to the sun, and strong enough so that people can grow things on it. Using this pattern, the team decides to what extent each apartment sticks out beyond the one above it, and with the help of the engineer, the rough position of columns which will provide structural support.



Connected play space. This pattern says that young children require frequent contact with other children, and that there must therefore be safe play space immediately outside all houses with young children in them, and that it must be connected to all the houses directly. To include this pattern, the team makes a large communal garden, at the bottom of the stair, to the south of the building, where it is sunny.

At this stage, the management writes to seven families who are on the waiting list for an apartment, who want to take part in the process, and who fit the different sizes of apartments on the four different levels, as it has been conceived so far. (If they live far from Marsta, it is sent by mail.) They are given the part of the pattern language that deals with individual houses, and asked to design their own apartment for themselves, within the larger framework. For the nature of this process see the panel HOUSE.

When the families have created a rough design for their apartments, including the location of the columns in their design and the best position for the edge of the slab, they send them back to the management team. This team, led by the architect-engineer, now resolve conflicts between the different apartment designs, and work out a new column structure which is compatible with the designs, and changes them as little as possible.

This process creates a modified version of each apartment design, is sent back to the family which made it. Each family then finishes the design of its apartment according to the new slab positions and new column spacing. These final designs are then returned to the management who make final modifications and prepare for construction.

The details of the common land at the bottom of the stair, are left unfinished until after the building is finished. When the families start living there, and have some real experience of the way this common land works, they meet to shape this common land. The original budget includes a small amount specifically set aside for this purpose, so that people can build what they feel is right. This final act of building and planting common land will itself be treated as a project, which uses patterns from the lower end of the pattern language.

THIS PROCESS GETS COMPLETED BY THE KIND OF PROCESS SHOWN ON THE NEXT PANEL.