

Generation Y

Coffee-Robert's Legacy | Ludwigsburg, Germany

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A project based on a research studies the importance of revitalizing old industrial areas as they mainly engage to the city history, identity, and its residence memory. Revitalizing these areas redefine the history of the city, connecting the old with new, forming new open public space linked to the city fabric. This research looked in the good qualities of urban space and case studies of transformed industrial areas into public spaces.

Generation Y, is a mixed use project consist of housing, student co-living, co-working spaces, restaurant, and cultural recreational spaces, which include a small theater and concert space, family space with kiosks and playground, crafts workshops and crafts weekly market space, and open tunnel Caro museum. All joined around a public urban space with two main plazas.

The project is called Generation Y referring to the millennials, born between 80s and 90s, as they can be considered the young professionals were a co-working space is most valuable. On the other hand they can be harmonized with both younger and older generations which make it the best fit for this project. Especially, in presence of housing and student co-living were students can also benefit from working spaces and workshops.

Site Analysis



Concept Strategy



Connecting the site to the plazas of the city and open the site to the public and make it urban space



Create a plaza in front of the train station entrance, so people will go out to a big space instead of the wall and narrow space that was there, and the plaza will also provide entrances to the buildings. Open a path through building 27 to reach the plaza and have a view corridor to the tower of building 25



Translating the connection concept into function and give 25 and 28 both cultural functions and make them open to the public 25 a theater and multipurpose hall and family space with kiosks and playground 27 celebrates the history of the city with having open museum for Caro coffee tunnel and crafts workshops where people can do and learn crafts then having a space for weekly craft market in the city



A plaza is needed in front of these buildings and the train tunnel, so building 80 was peeled in the ground floor



This plaza needed boundaries so buildings were added



The third entrance needed a also a space



According to the research the urban space must be working all day and night to be safer space so housing with private garden added



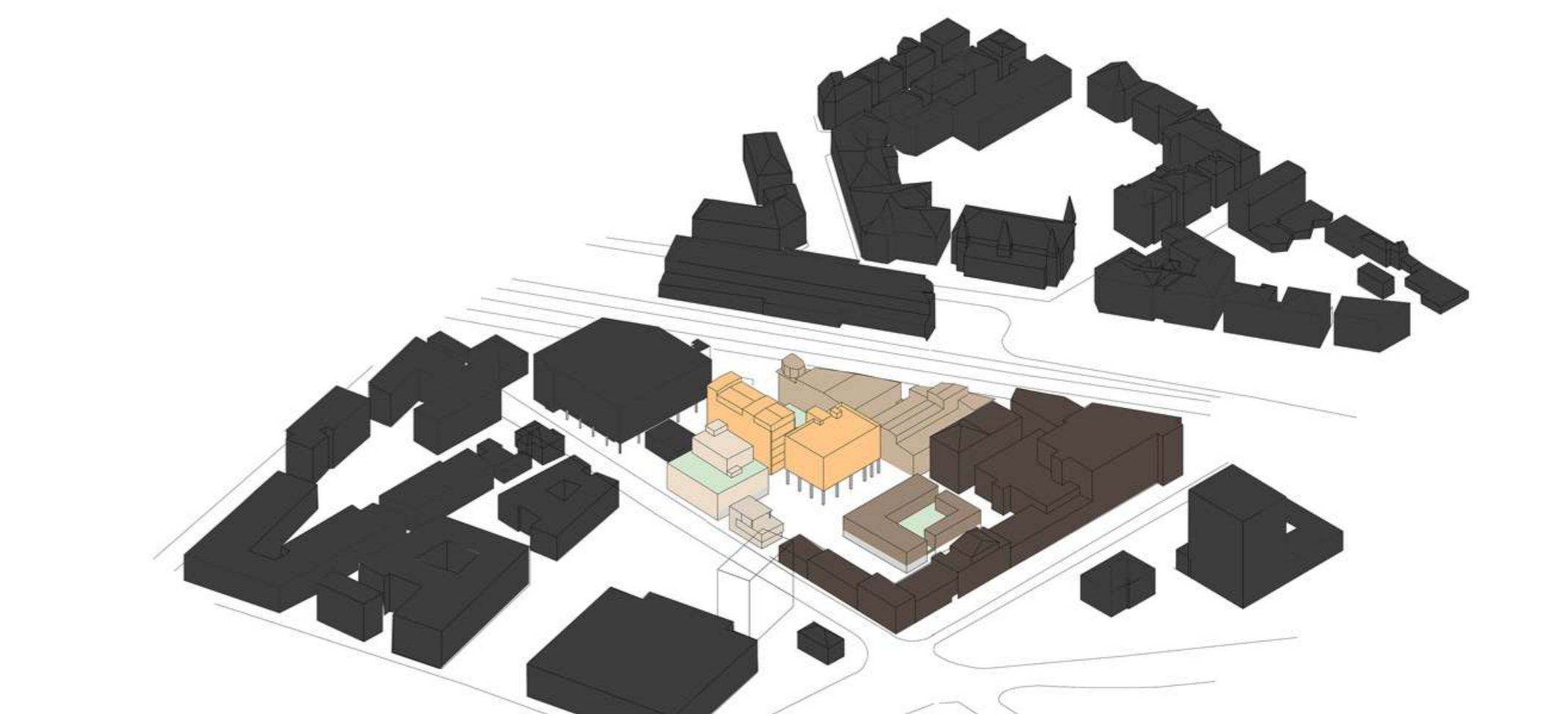
Mixed use area for: Students and young professionals' area where they can live, study, learn, and then work. Public urban space with shops, plazas, recreational buildings and museum.



A roof garden was introduced to building 80 and 26 to expose the protected building and connect them more to the public.

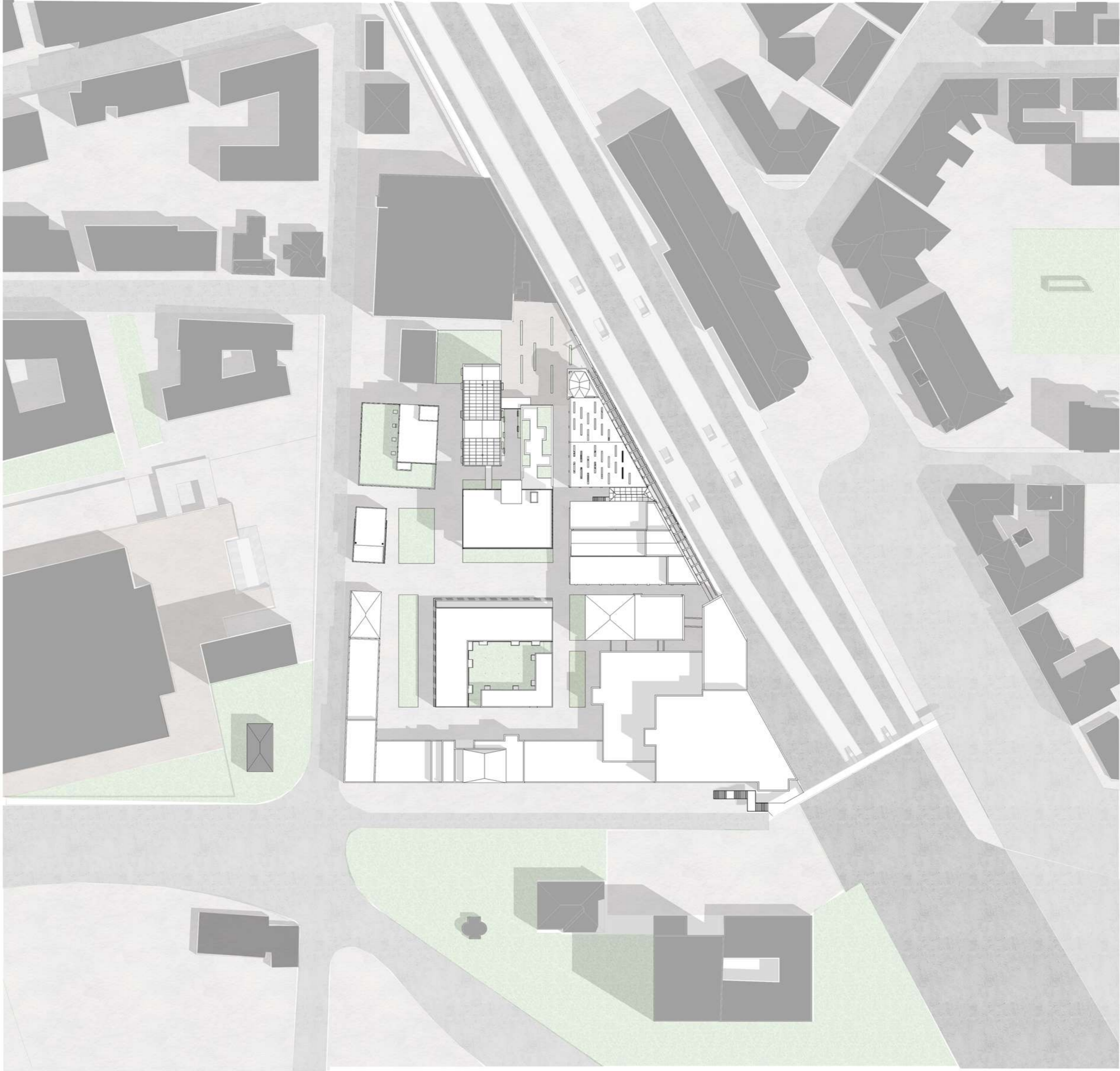


In order to make an interesting eye level at ground floor the housing was raised to first floor with their private garden and shops, restaurant, with their loading are and parking space for workers placed on ground floor.

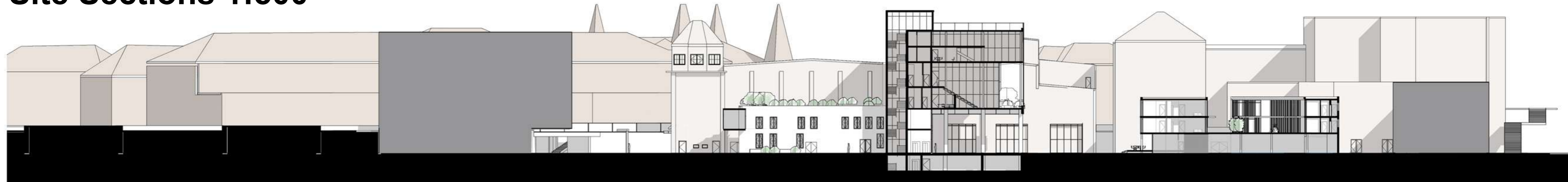


Recreational
Offices
Housing
Student dorm
Gardens
Restaurant
shops
Coworking space and workshops

Site Plan 1:1000



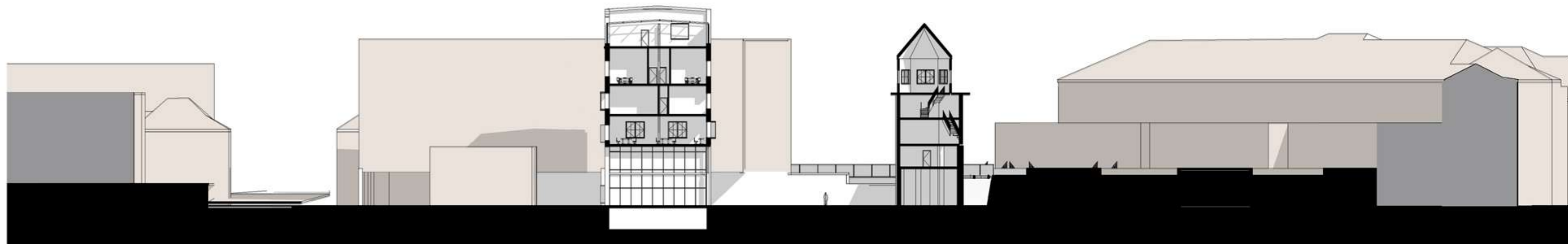
Site Sections 1:500



Section A-A



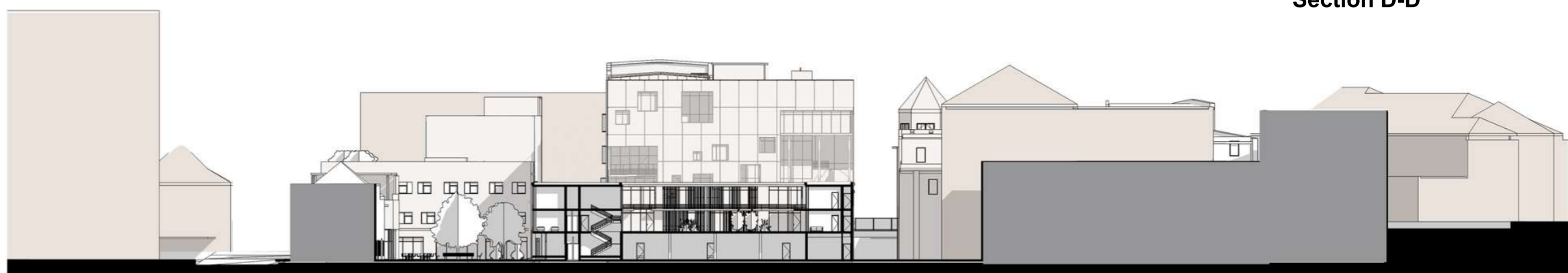
Section B-B



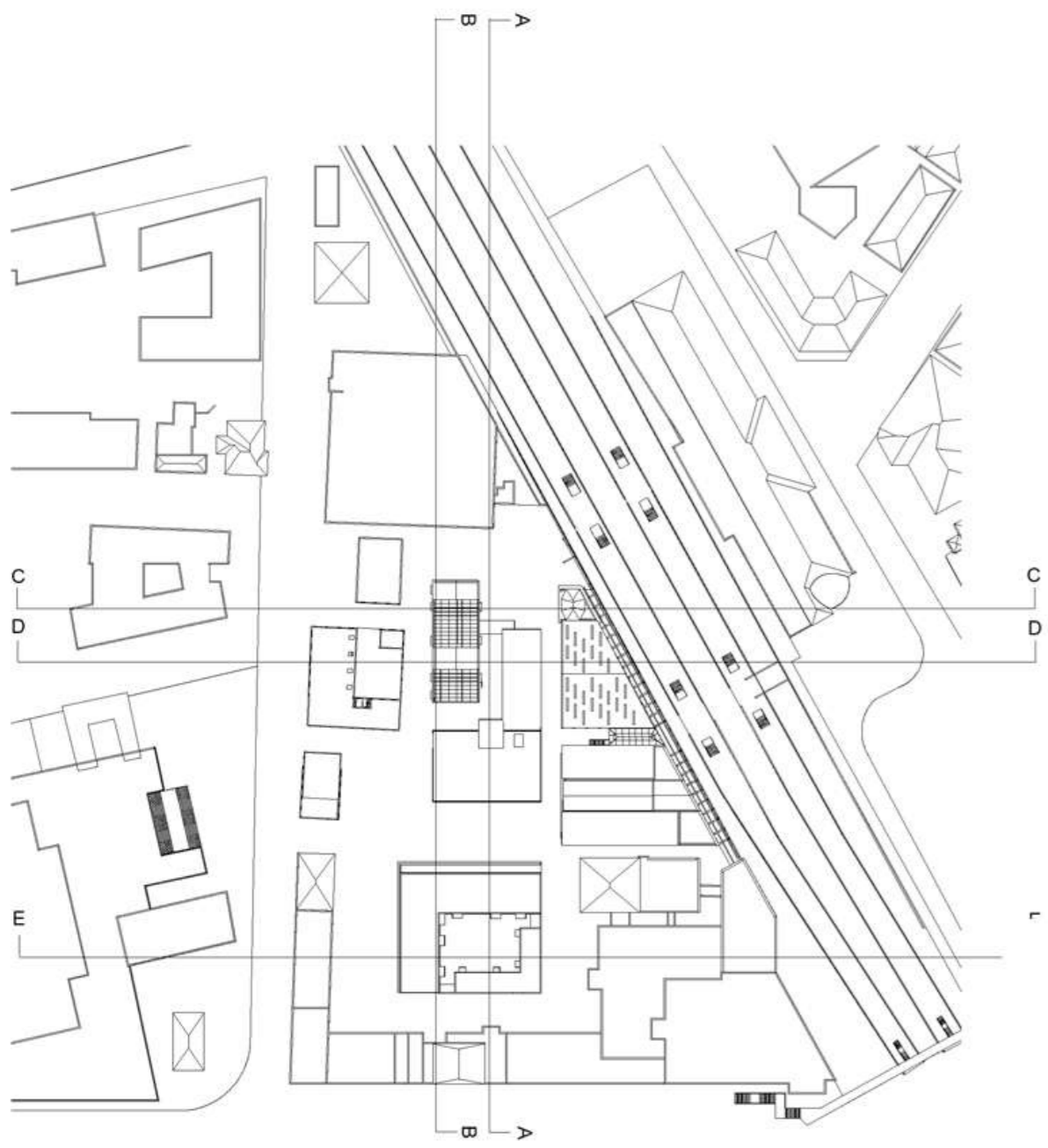
Section C-C



Section D-D



Section E-E



Ground Floor Plan 1:500



Building 79 Students dorm and coliving space

1. Entrance hall
2. Restaurant
3. kitchen
4. Entrances for the residents
5. Game room
6. Shops with storage and sanitary
7. Office and staff room

New building Restaurant

1. Dining space
2. bar and staff stairs for upper kitchen and staff rooms
3. customers stairs for the roof terrace
4. Sanitary

Building 25 Theater and Hall

1. Entrance and info desk
2. Cast area
3. Theater
4. Stairs to upper balconies
5. Administration
6. Storage

Building 28 Crafts workshops and weekly market

1. Open tunnel with Caro coffee museum on walls, and used space in weekly market
2. weekly craft market and halls to use for events
3. Entrance for workshops in the upper floors
4. Office and info
5. Sanitary
6. Main Stairs for building 28 and additional to first floor in building 25

Buildings 26, 27, and 80 Coworking, workshops, restaurant, gym, and roof garden

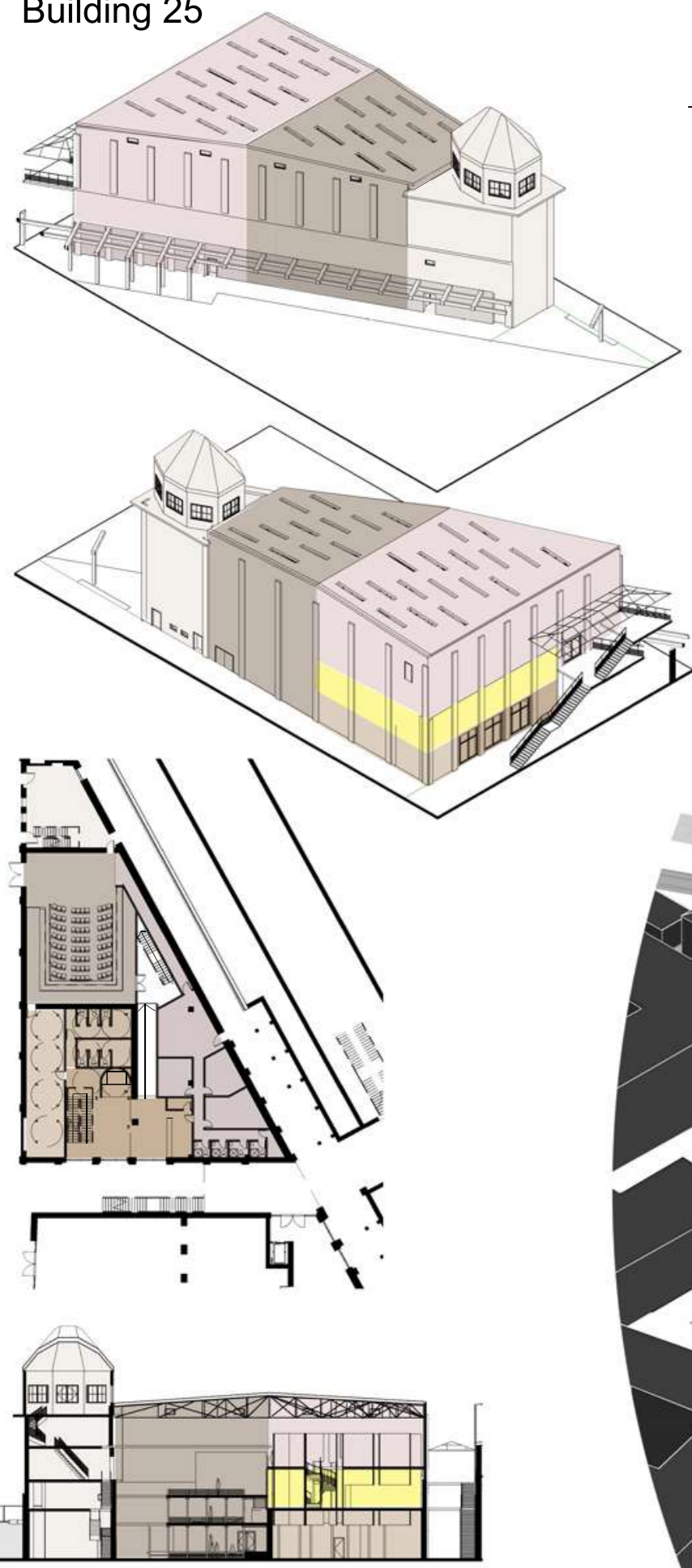
1. Visitors center
2. Lobby, main entrance and desk reservation
3. library
4. Restaurant keeping the space and silo
5. kiosk
6. Main entrance for roof garden and gym second entrance for coworking space

New building Housing

1. Entrance for residents
2. Shops with storage and sanitary
3. Restaurant with kitchen, staff room, and sanitary
4. Loading area, and workers parking
5. Storage for residents

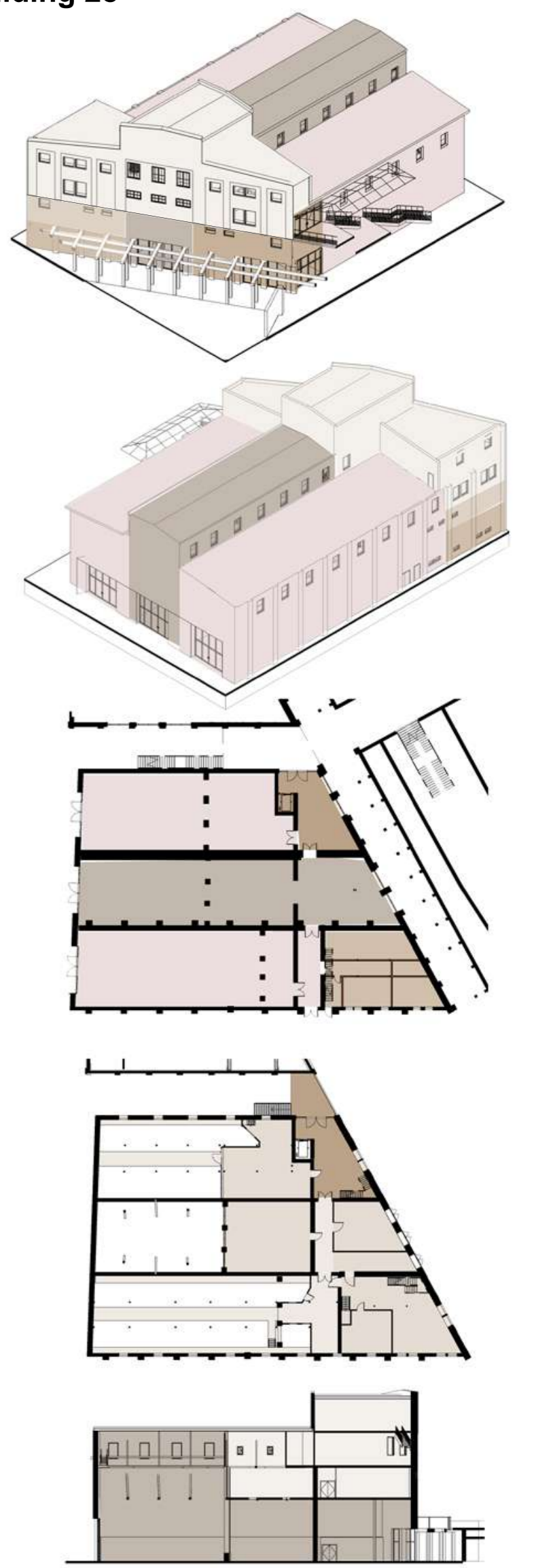
Buildings Function

Building 25



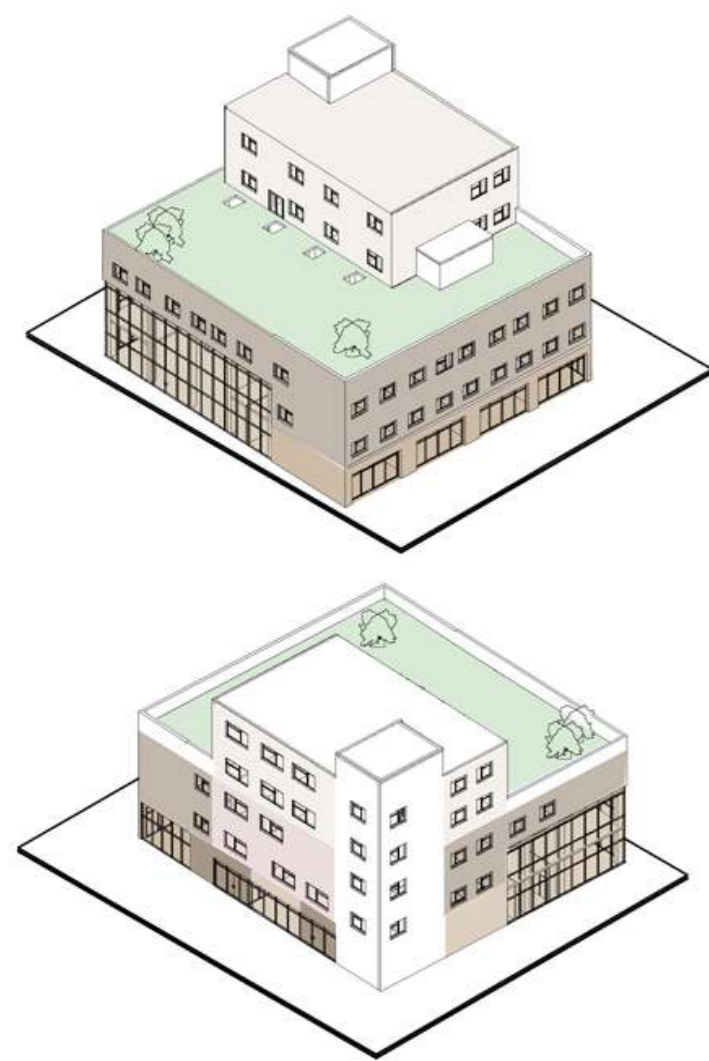
- Entrance and info desk
- Cast area
- Theater
- Administration, control room, cast room
- Storage
- Kids area
- Family area with kiosks

Building 28



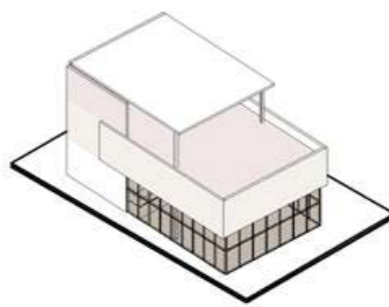
- Open tunnel with Caro coffee museum on walls, and used space in weekly market
- weekly craft market and halls to use for events
- Entrance for workshops in the upper floors
- Office and info and Sanitary storage
- Workshops

Building 79



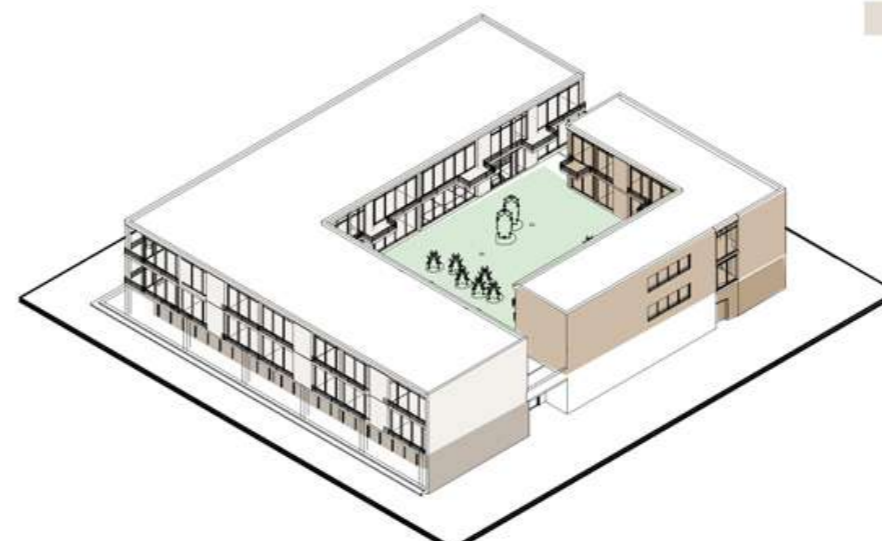
- Entrance hall
- One room apartment
- Coliving spaces
- common areas
- Entrances for the residents
- Game room
- Shops
- roof garden

Restaurant



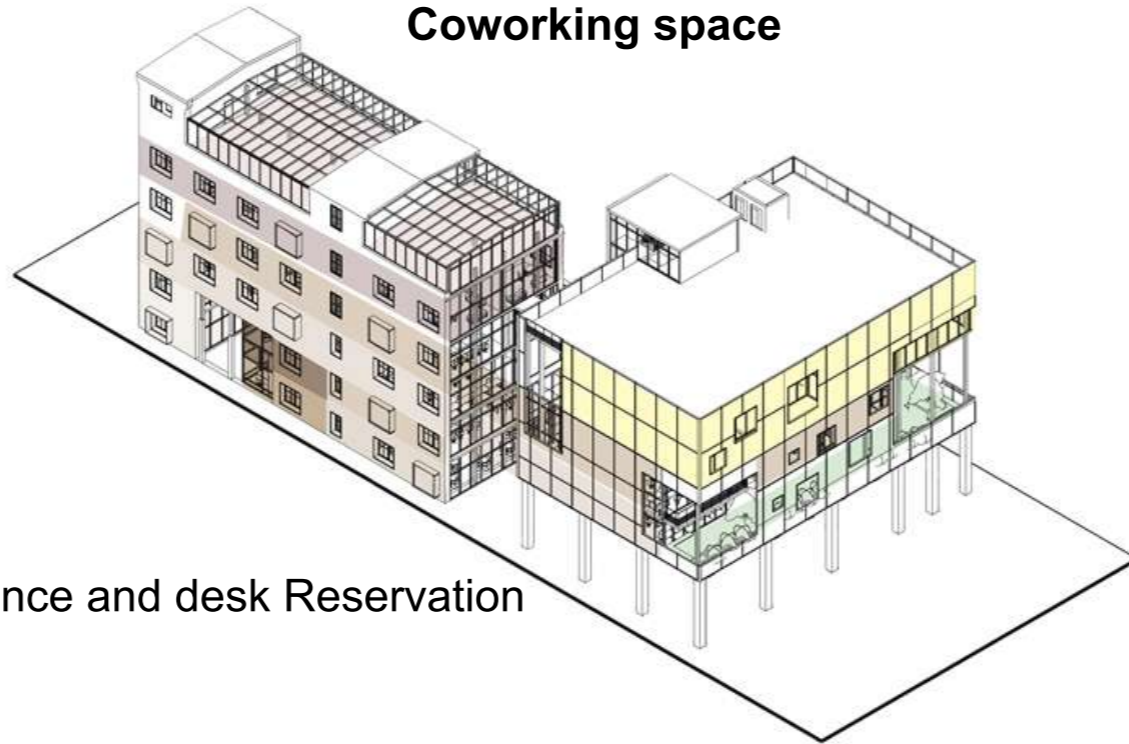
- Dining area
- Kitchen and staff
- Roof terrace

Housing

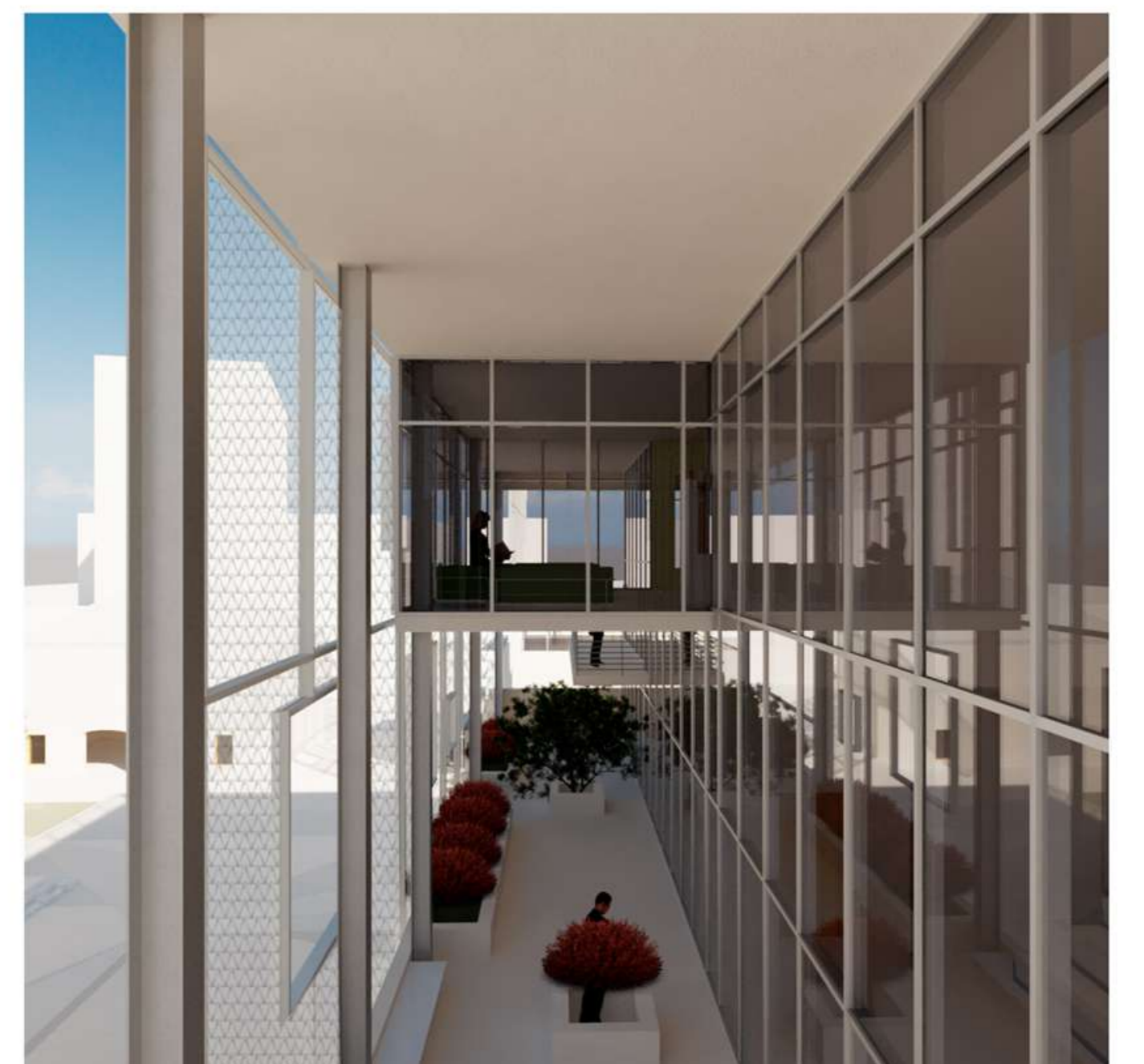


- Shops and restaurant
- Stairs
- Three-room apartments
- One room apartments
- Courtyard

Coworking space



- Visitors center
- Lobby, main entrance and desk Reservation
- Library
- Kitchen
- Workshops
- Garden
- Open air desks for anyone
- Groups area, meeting rooms, pods and neighbourhoods to create closeness to small groups, and some individual pods for calls
- Private offices
- Gym





Elevations 1:200



West Elevation



South Elevation

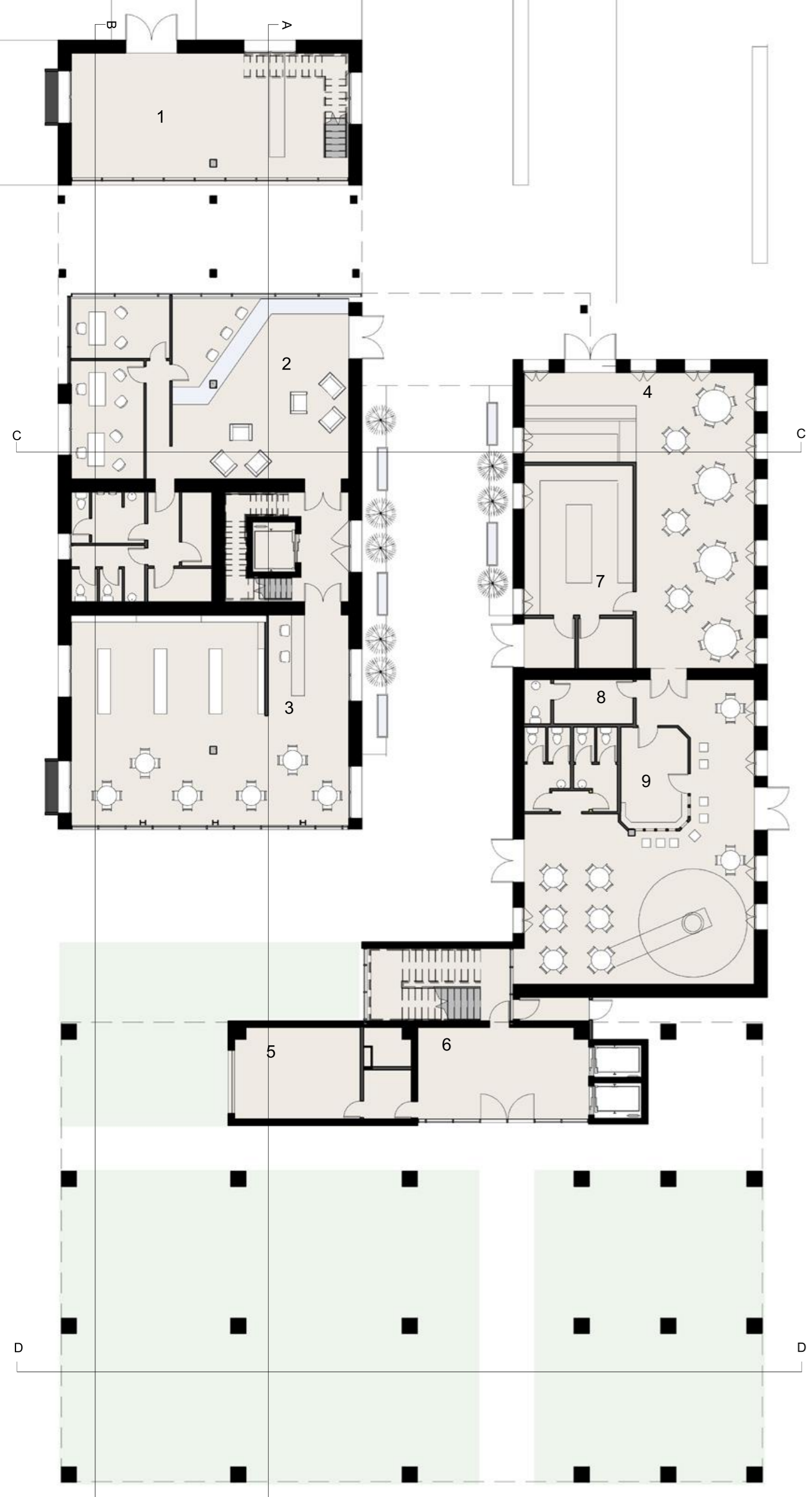


North Elevation



East Elevation

Plans 1:200



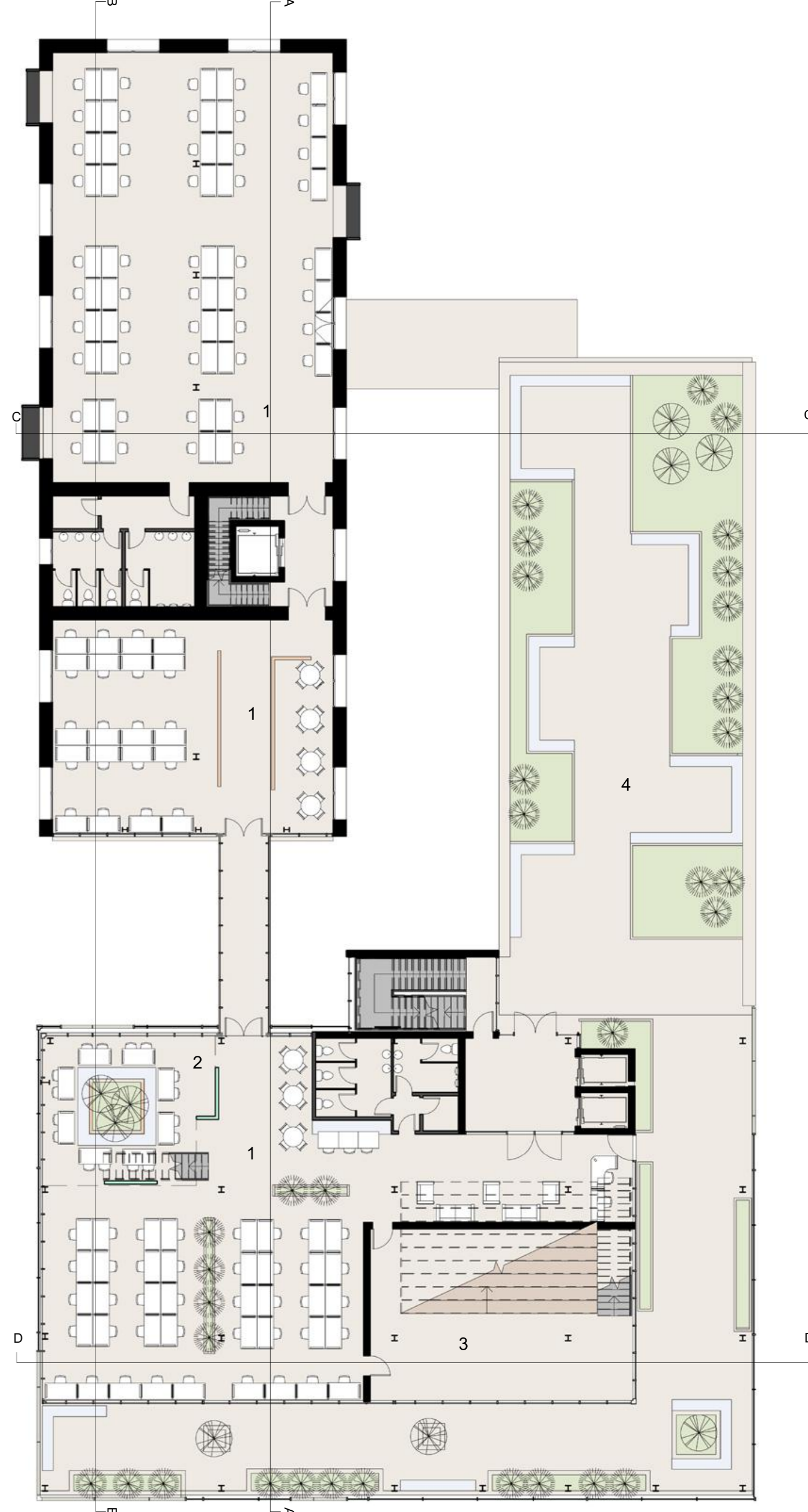
Ground Floor Plan

- 1. Visitors center
- 2. Lobby, main entrance and desk reservation
- 3. library
- 4. Restaurant keeping the space and silo
- 5. kiosk
- 6. Main entrance for roof garden and gym. second entrance for coworking space
- 7. Kitchen
- 8. Staff
- 9. Bar using the exterior of the old control room



First Floor Plan

- 1. Visitors Center
- 2. Kitchen and dining space
- 3. Workshops
- 4. Storage (additional slab in building 80)



Second Floor Plan

- 1. Coworking space
- 2. Courtyard
- 3. Auditorium (for meetings and events, used as coworking space without events)
- 4. Roof garden



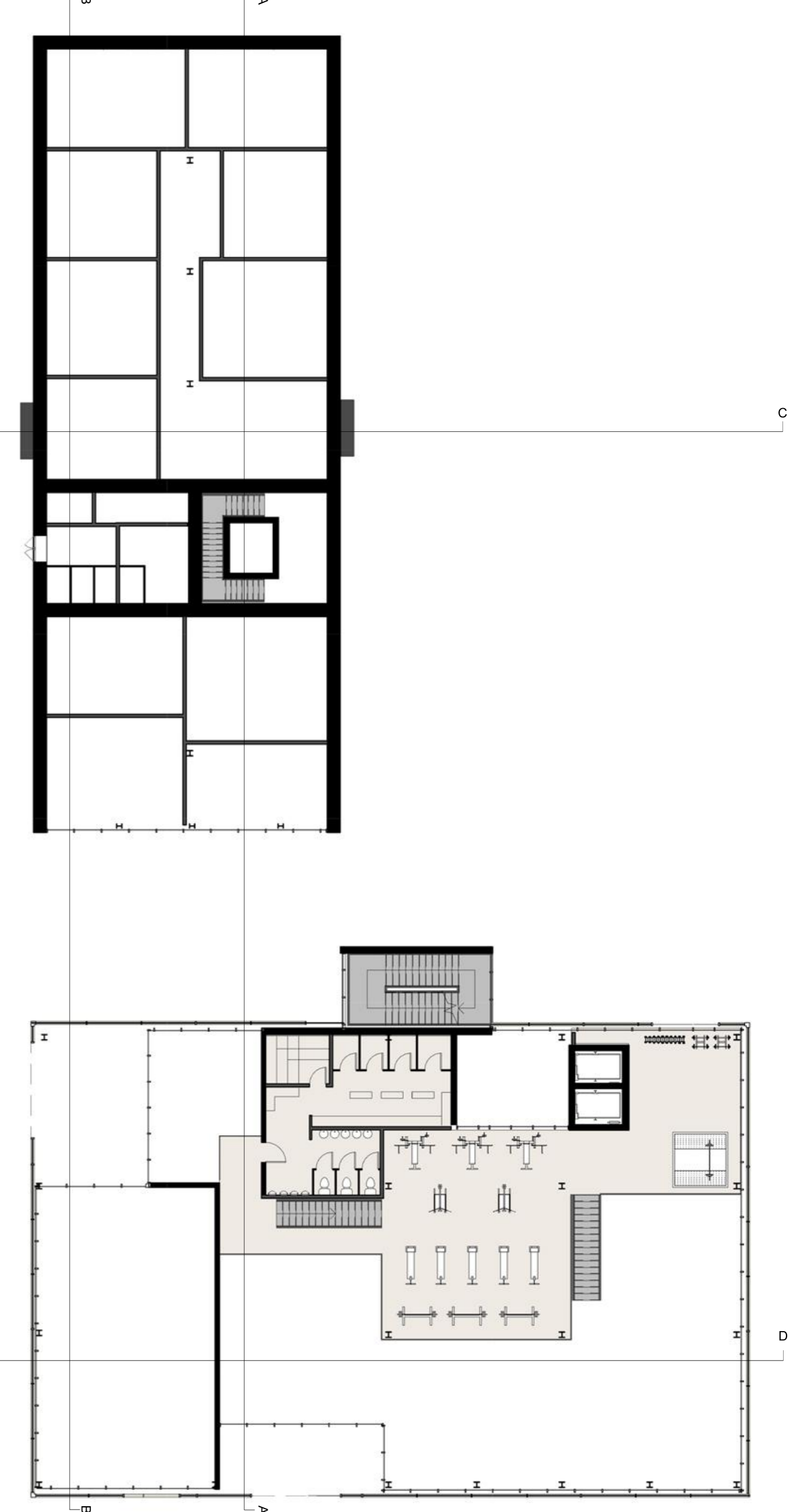
Third Floor Plan

- 1. Storage
- 2. Staff room
- 3. Storage space for regulars
- 4. Copy room
- 5. Small meeting rooms
- 6. Large meeting rooms
- 7. Coworking space for groups (-1 m)
- 8. Coworking space for groups with flexible moving pods (+1 m)
- 9. can be used as entrance during events (additional floors)



Fourth Floor Plan

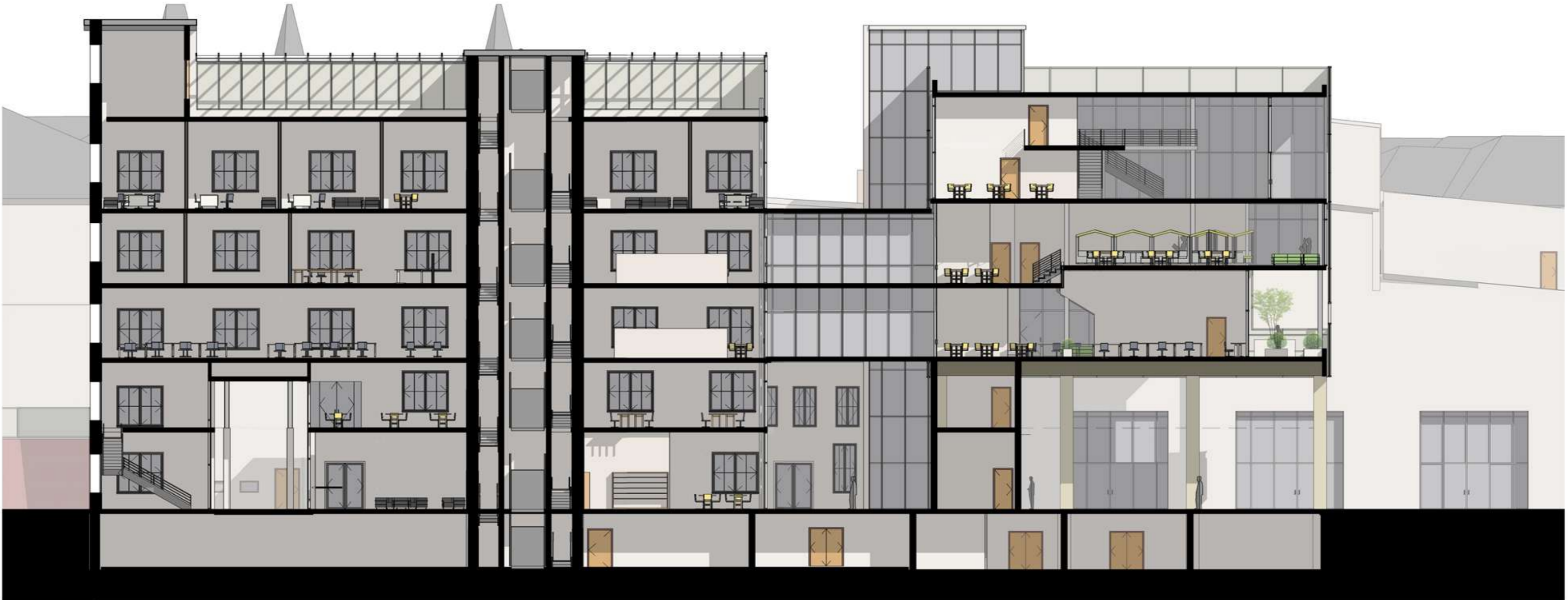
- 1. Private offices
- 2. Gym entrance
- 3. Gym reception
- 4. women showers and changing rooms
- 5. Staff room and storage
- 6. Training hall



Fifth Floor Plan

- 1. Men showers and changing rooms
- (additional floor)

Sections 1:200



Section A-A



Section B-B



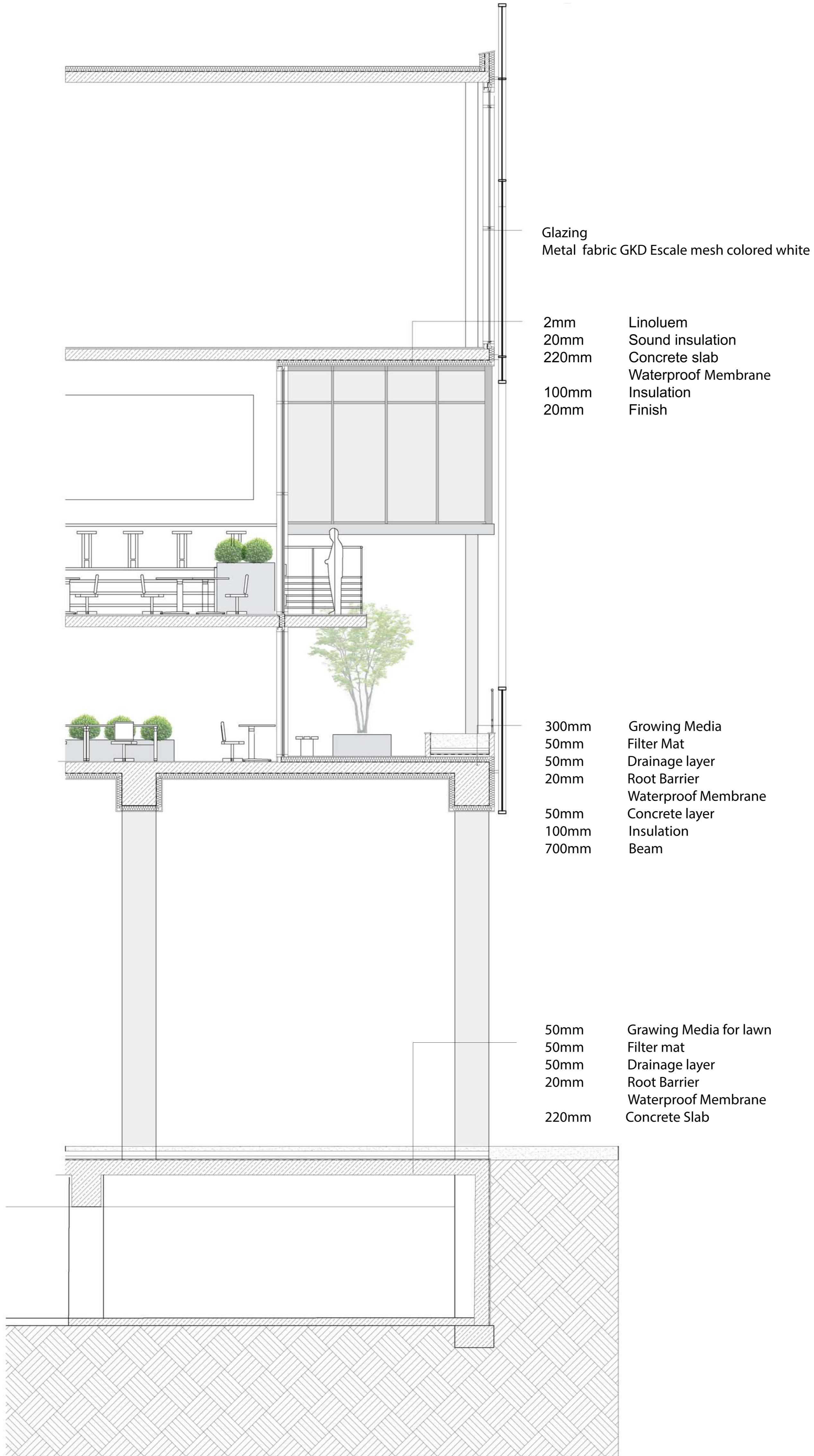
Section C-C



Section D-D



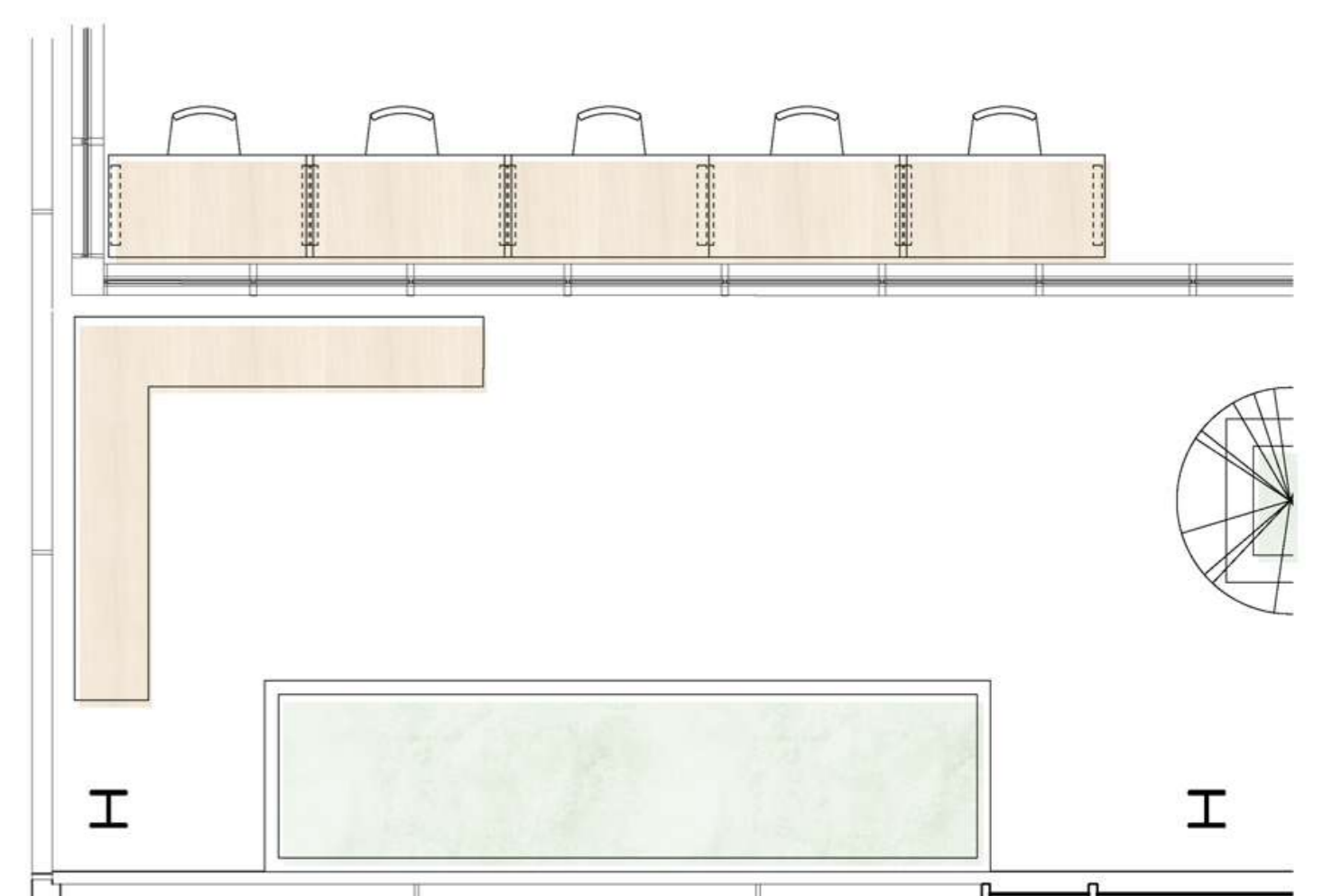
Facade Detail 1:50



Facade Section



Facade Elevation



Third Floor Plan