



Counter Monument

MArch Thesis
University of Salford

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Site Analysis



Accessibility

There is a great level of accessibility in Blackpool due to the different road networks, transportation and connections between streets. The most interesting, visually and physically, street to work along within this map area is the seaside boulevard. The other streets look and feel the same.



Activation

Connecting with accessibility, this map demonstrates the most activated areas within the site area. As illustrated, only 1 site lacks activation and this is why it has been paired with the other sites. This site is a residential area and it illustrates the lack of activation throughout the varying residential areas in Blackpool.



Resilience

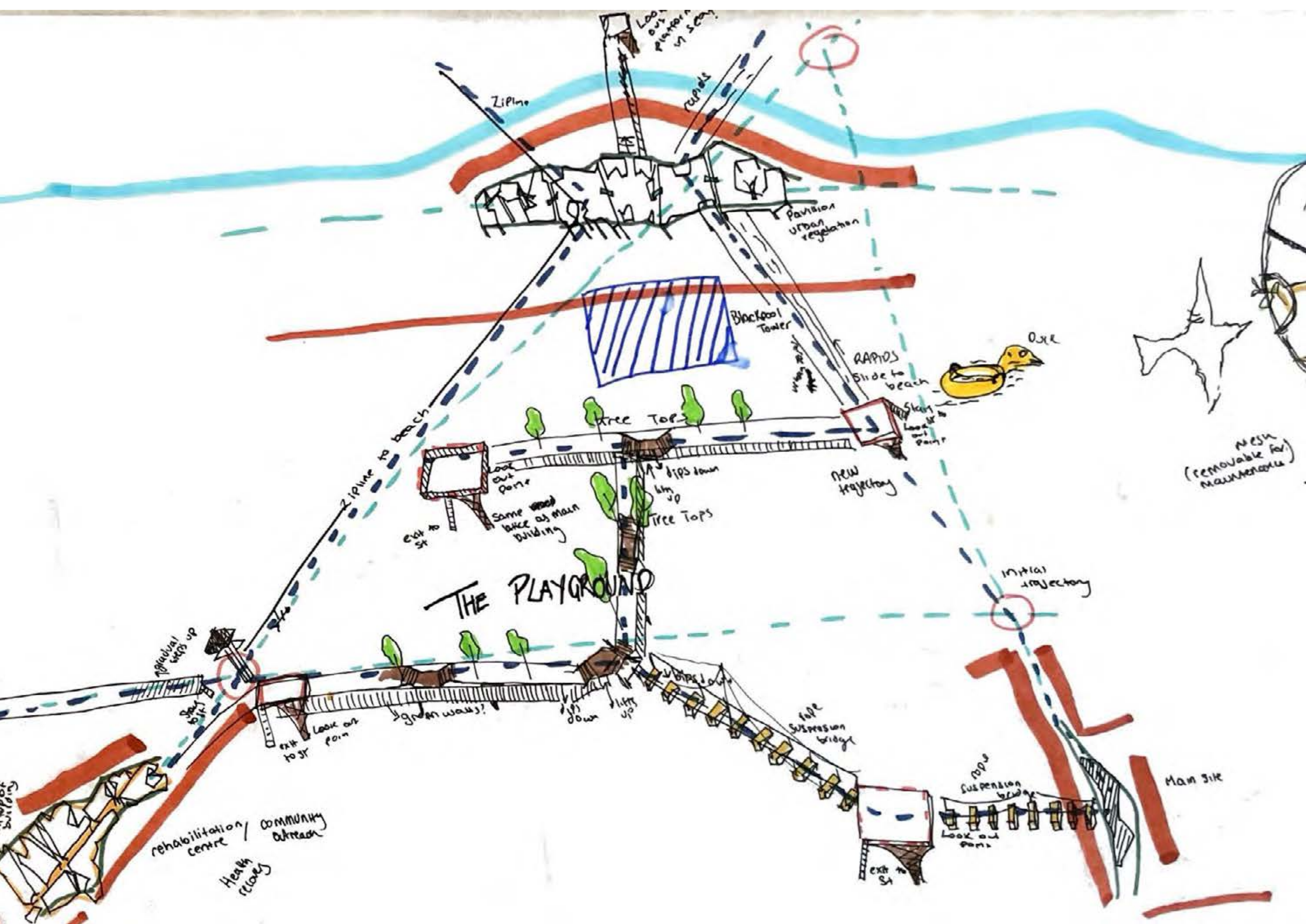
Similar to activation, the resilience demonstrates that the boulevard and town centre retail facilities have the great traffic flow.

DS3 Inspiration



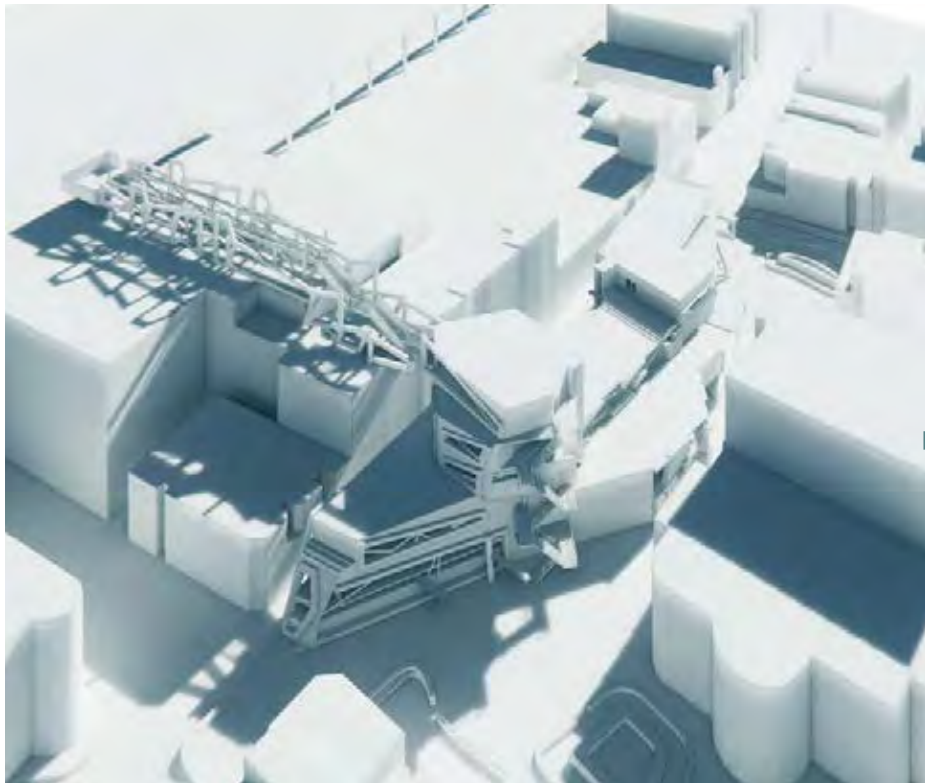
Urban Strategy explained through video- <https://youtu.be/IOijt01dnds>





The Strategies

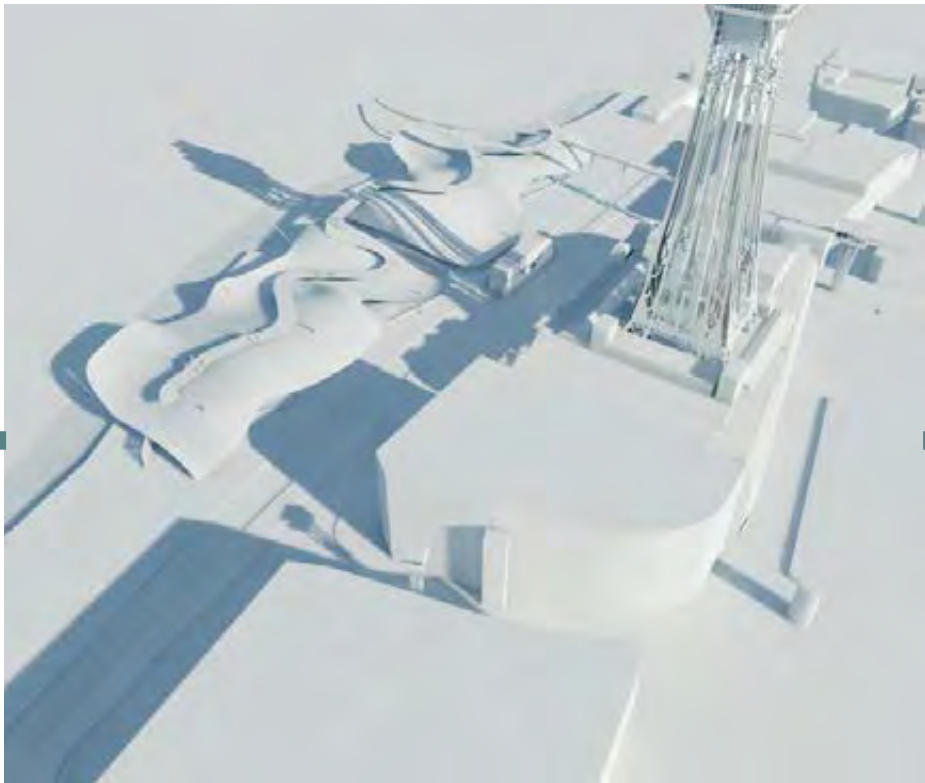
PLAY



Site 1- The Town Centre

Site 1 is the main focus of this project. It is the hub of expressing a playful atmosphere whilst also connecting to the other sites via a treetop walkway platform. It is the re-design for Blackpool to inspire growth and attention to details.

LANDSCAPE



Site 2- The Seafront

Site 2 is part of the urban landscaping and regeneration for this project. It focuses on creating green spaces and connecting the seaside to the other sites. It adds to the sustainability strategy of the project.

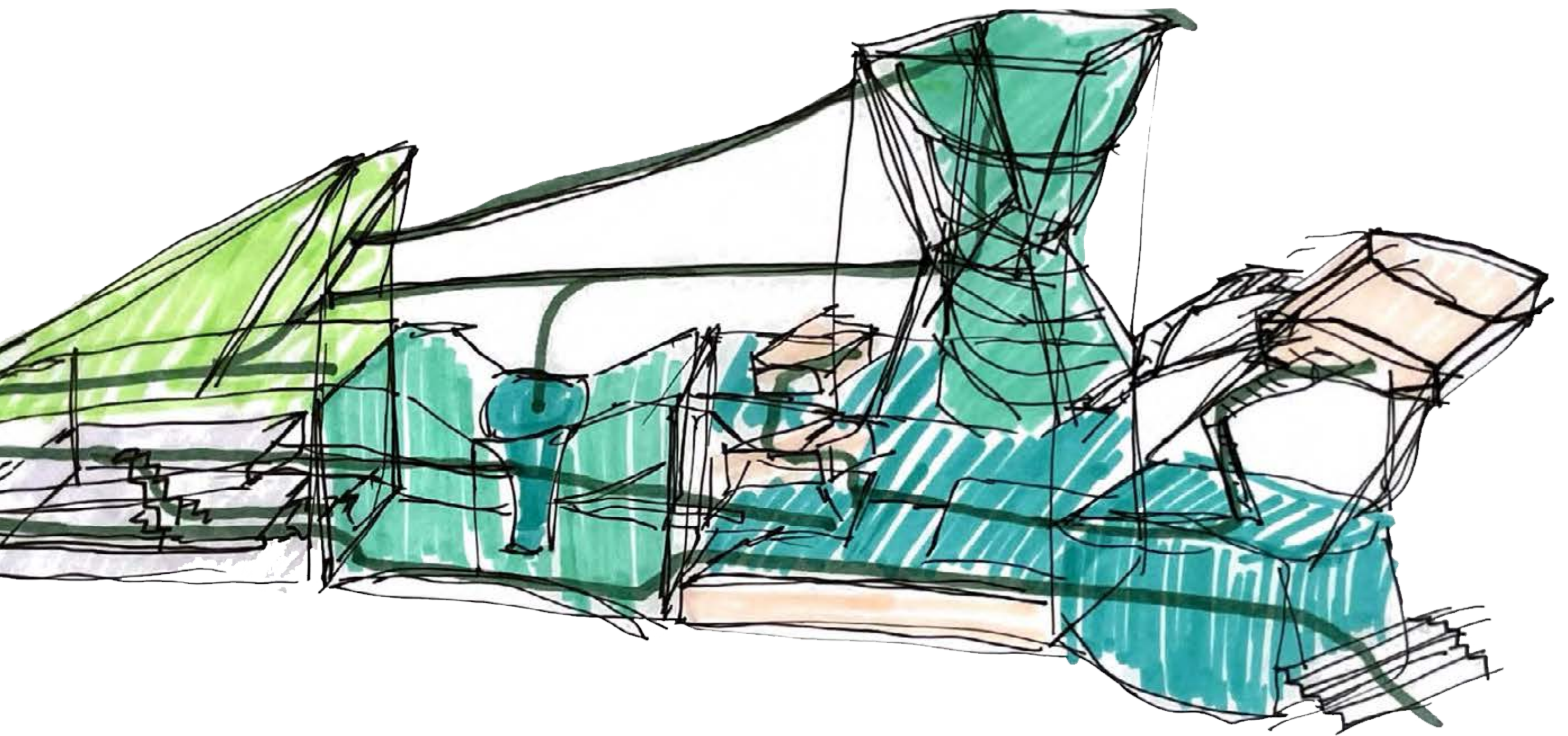
INTEGRATION



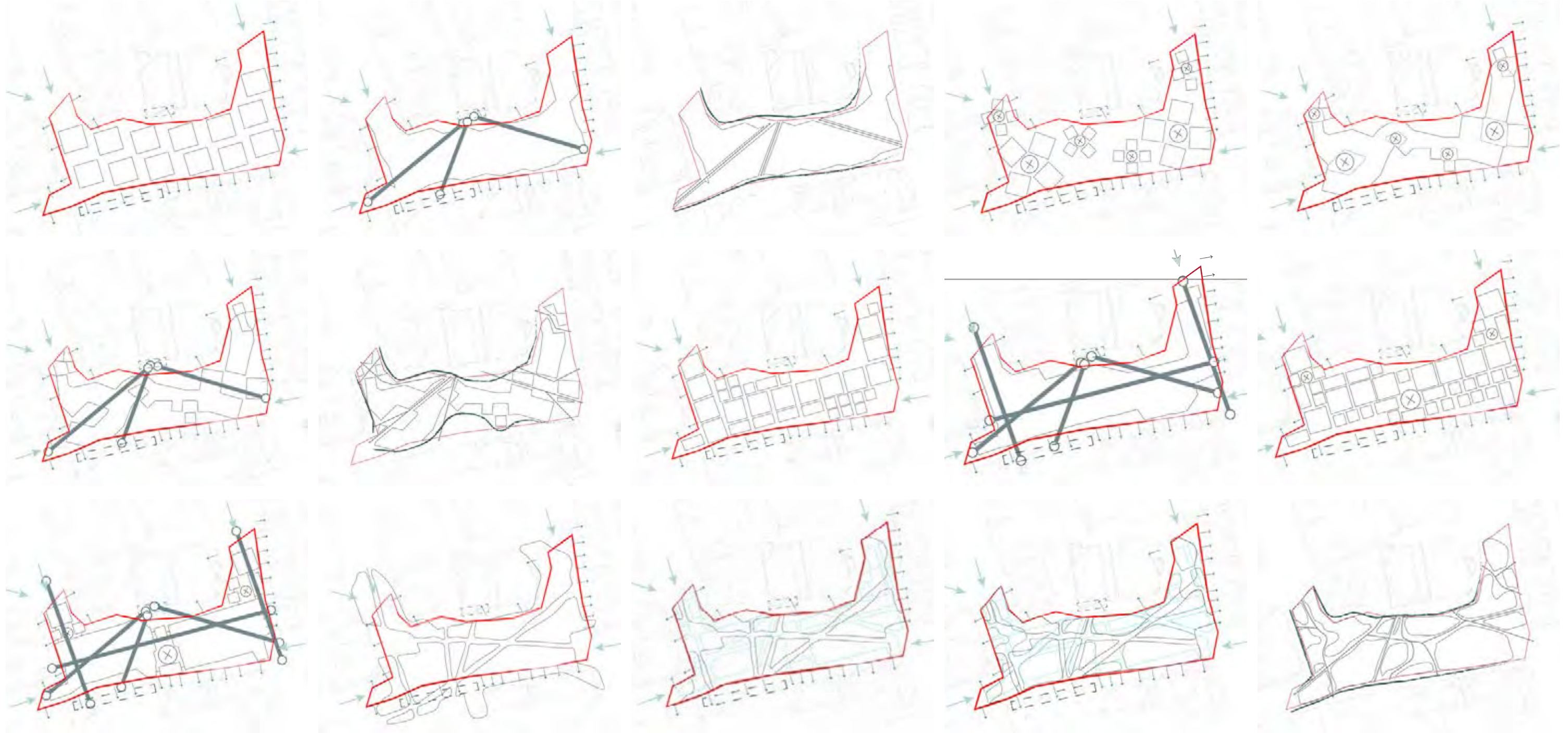
Site 3- The Residential

Site 3 is complimentary to the overall urban strategy of regeneration in this project. It illustrates how to include the residential areas in revitalisation schemes. It is therefore primarily a concept within this project.

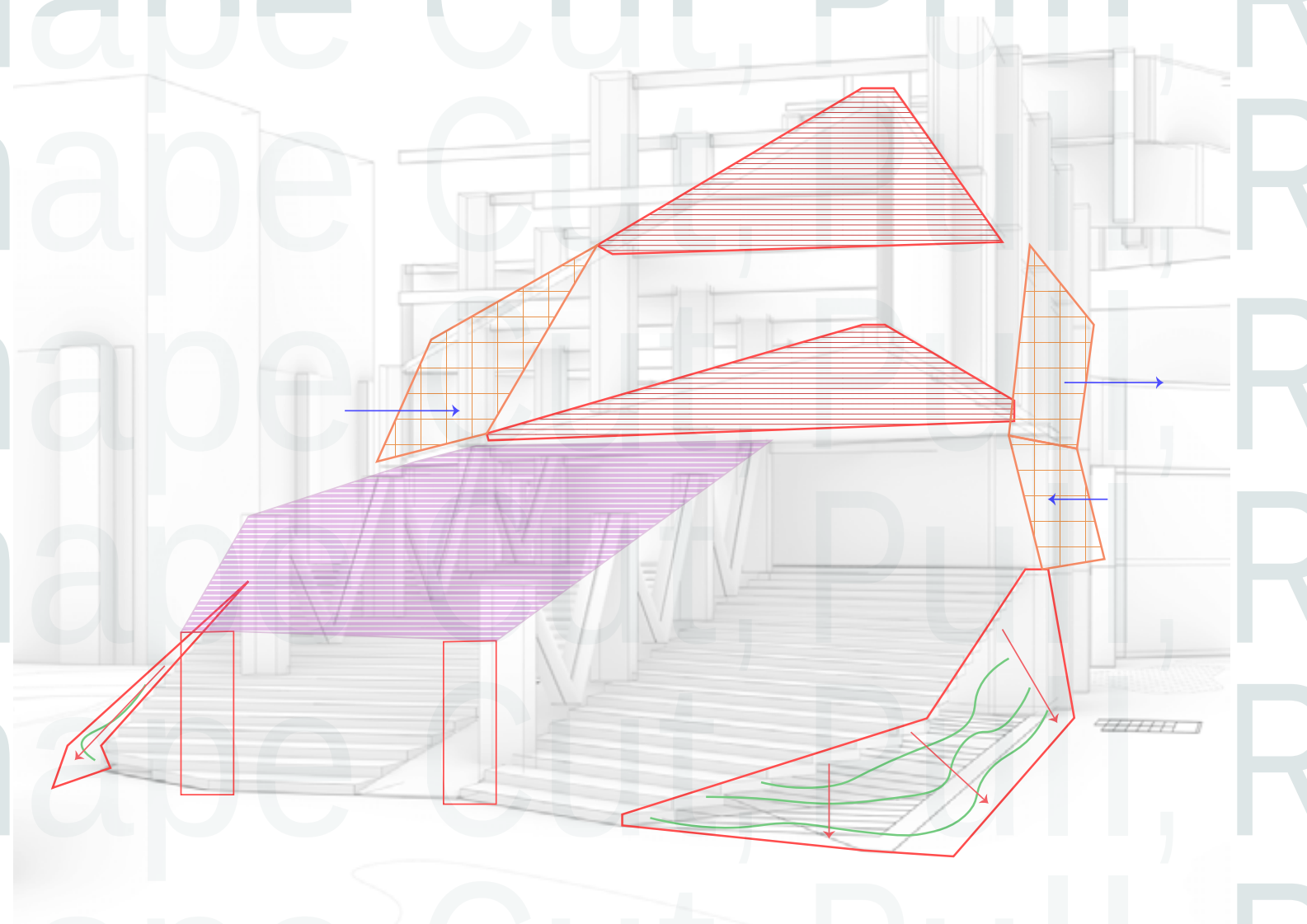
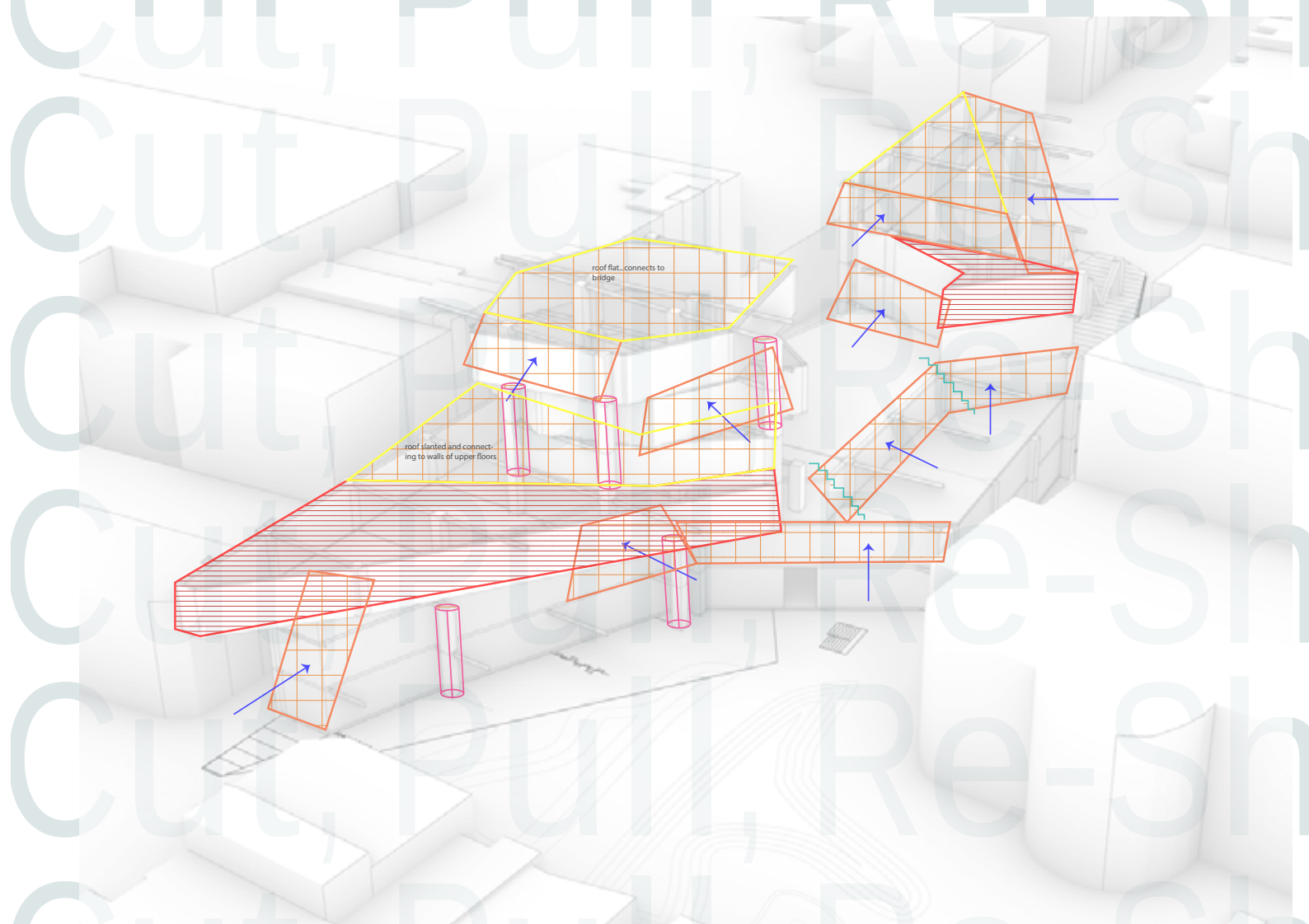
PLAY Transgressing the boundaries of traditional concepts of recreation. Developing urban spaces to inspire creativity, vibrancy, and community engagement. Play is a design philosophy rather than solely a physical attribute.



The Process



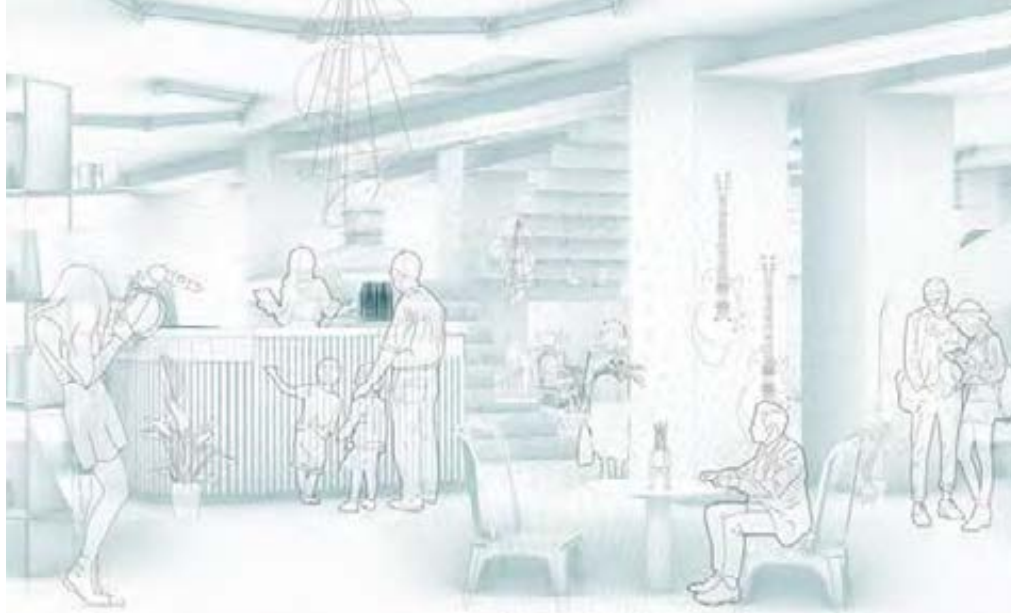
Within the site a boundary of 3m away from the existing buildings was created. Boxes of 5m² and 10m² were used to simulate spaces and then these were traced over. The overall space this created was then cut using different visual points, key entrances and exits and the different site axis.



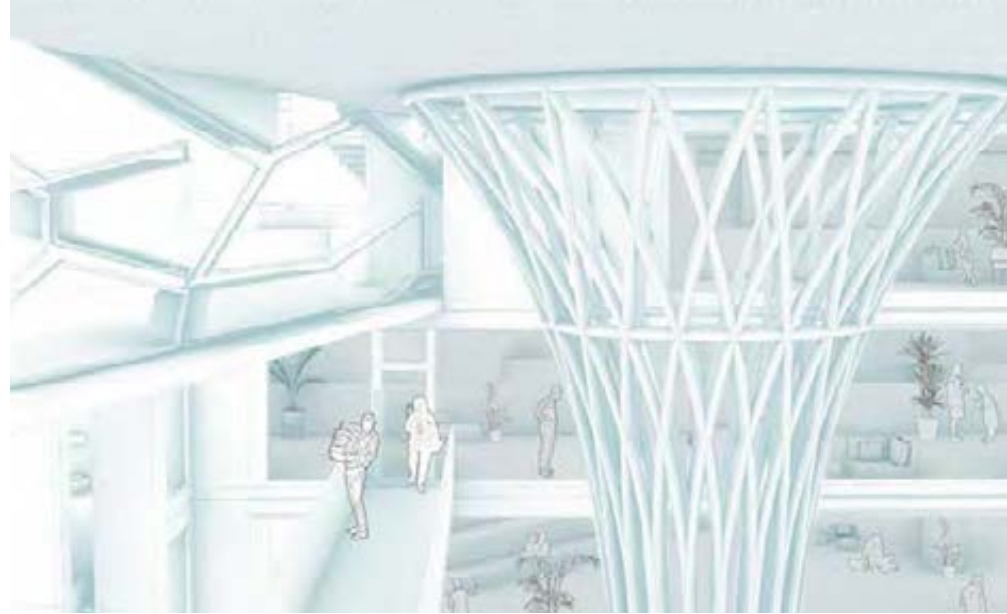


- 1) The Bridge to Treetop Walkway
- 2) The Window Framing
- 3) The Playful Architecture
- 4) The Fire Stairs

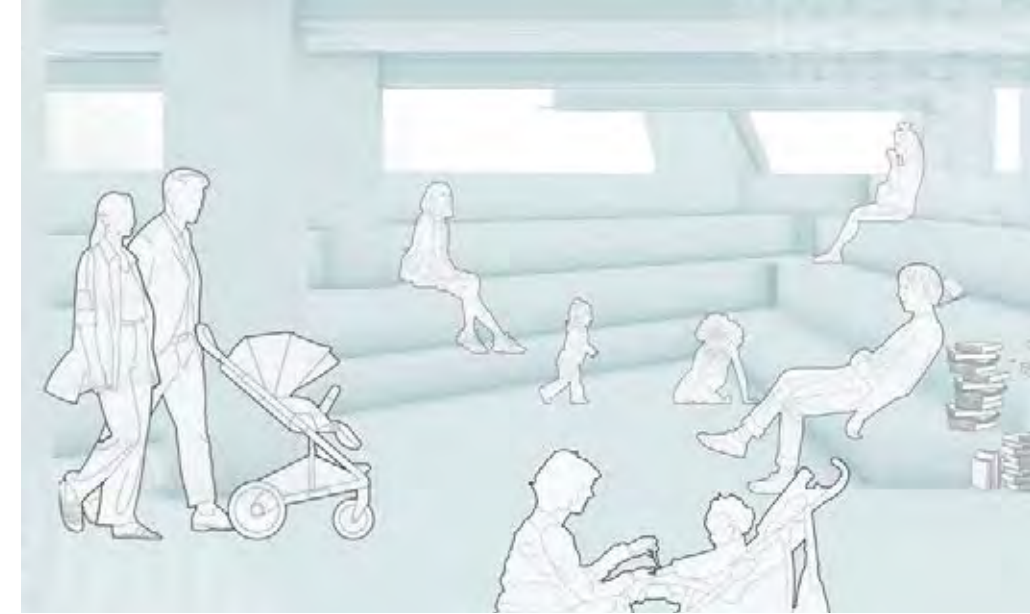
Internal Views



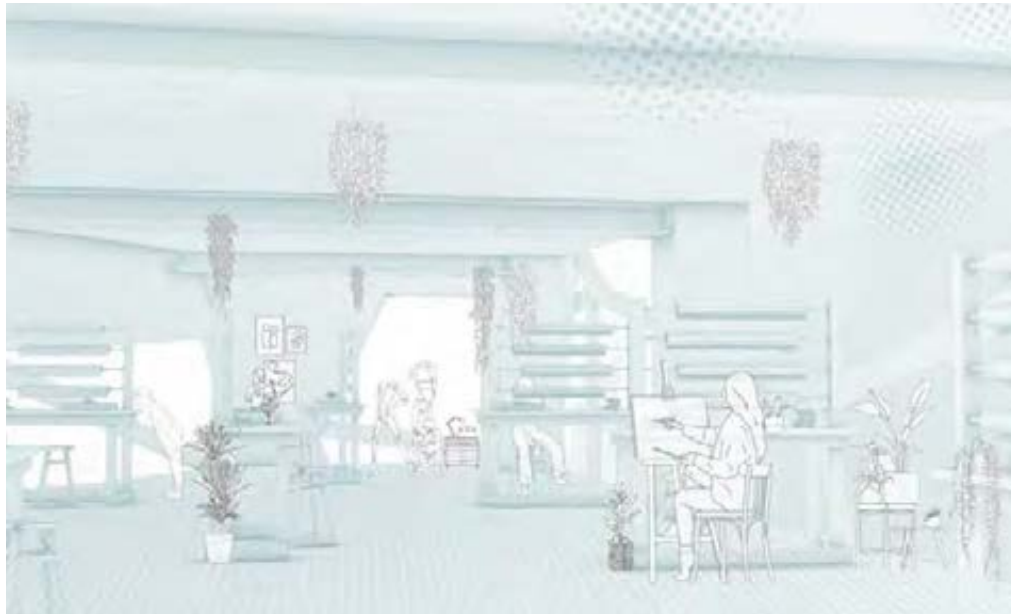
The Cafes Places of socialisation, interactions and community



The Atrium Connecting the green spaces to the activities with a water well feature



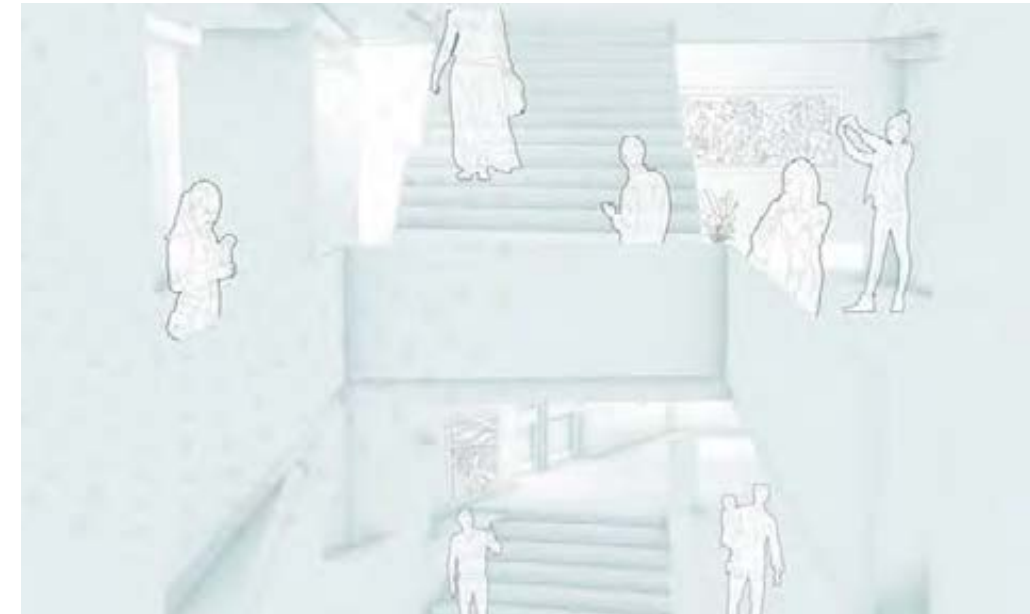
Workshop 1 A space for unwinding or performance



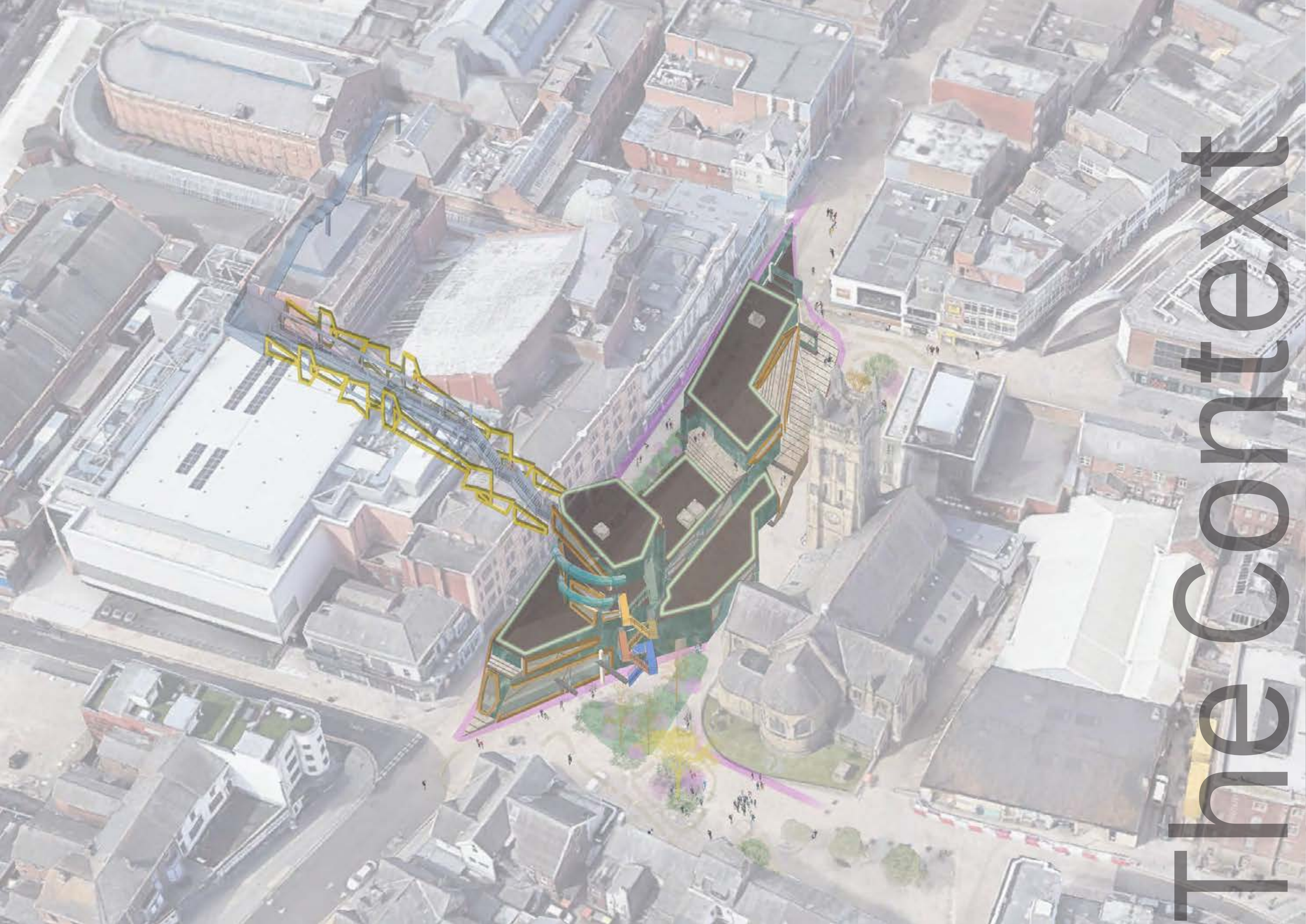
Workshop 2 Creating, modelling and coming together



The Garden Room A taste of harvesting and resourcing from vertical farming



The Openings Combining movement and interaction



The content

