

brief:

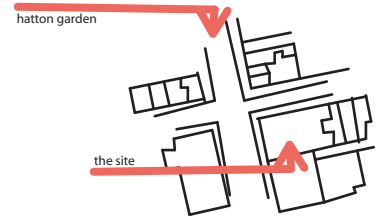
design an office and bar combined in an existing structure

location:

the Wren designed schoolhouse, Hatton Garden, EC1. the site is situated between Chancery Lane and Farringdon tube stations. built in the 17th century it was for a time derelict and is now offices. for this scheme the additional building adjacent will be used to increase the interior volume. the area is an historical part of the city of London and has traditionally been a gem dealing district. it is buzzing with office workers during the day and has a number of residential areas surrounding it

function:

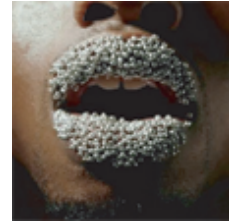
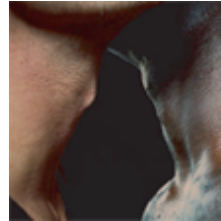
an office for the future for a digital media company, Inspired Broadcast Networks. this company develops software for out-of-home gaming such as is found in pubs and bars, the offices must also contain a bar for a digital age



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concept:

id, ego and super-ego. pleasure marries work. negate home entertainment





the space is divided into three main areas that represent the id, ego and super ego.



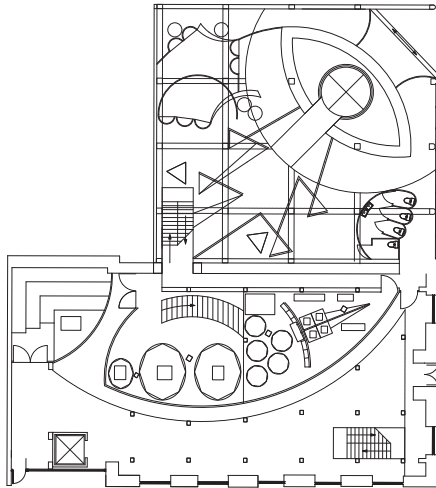
the id is represented in the 1970s annex and contains the bar area, this is a space dedicated to following desires, a bar where you are encouraged to communicate with those to whom you are attracted. it is an interior based on chaos, walls chop the area and are erratic, some you can see over, some you can see under, some you can sit on, some you can climb over

the area representing the ego is devoted to the pampering of the self, it is an enclosure that contains several pools on the ground floor and a meditation suite and restscape on the first, the enclosure is within the Wren building, here you can be with yourself in contrast to the outside pressures of the work environment

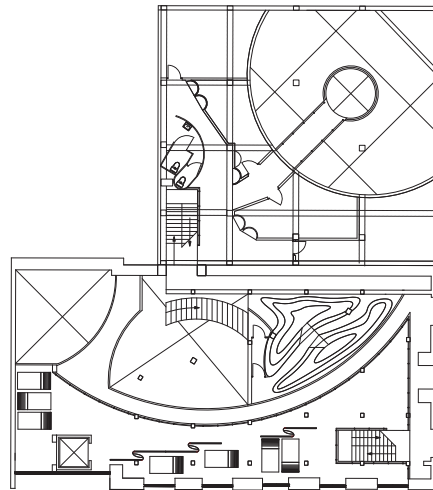
the compromising and restraining super ego is represented by the office area of the scheme and is also within the Wren building overlooking the ego enclosure, the open plan office is where the self negotiates with others and makes decisions

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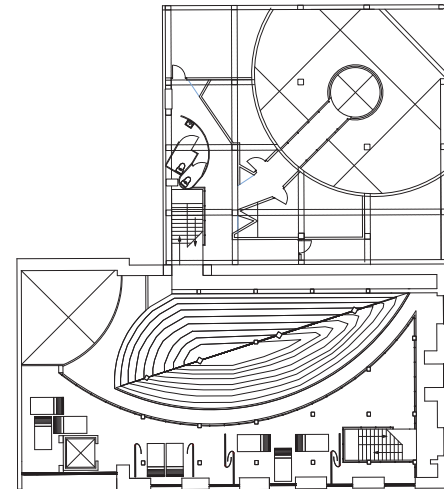
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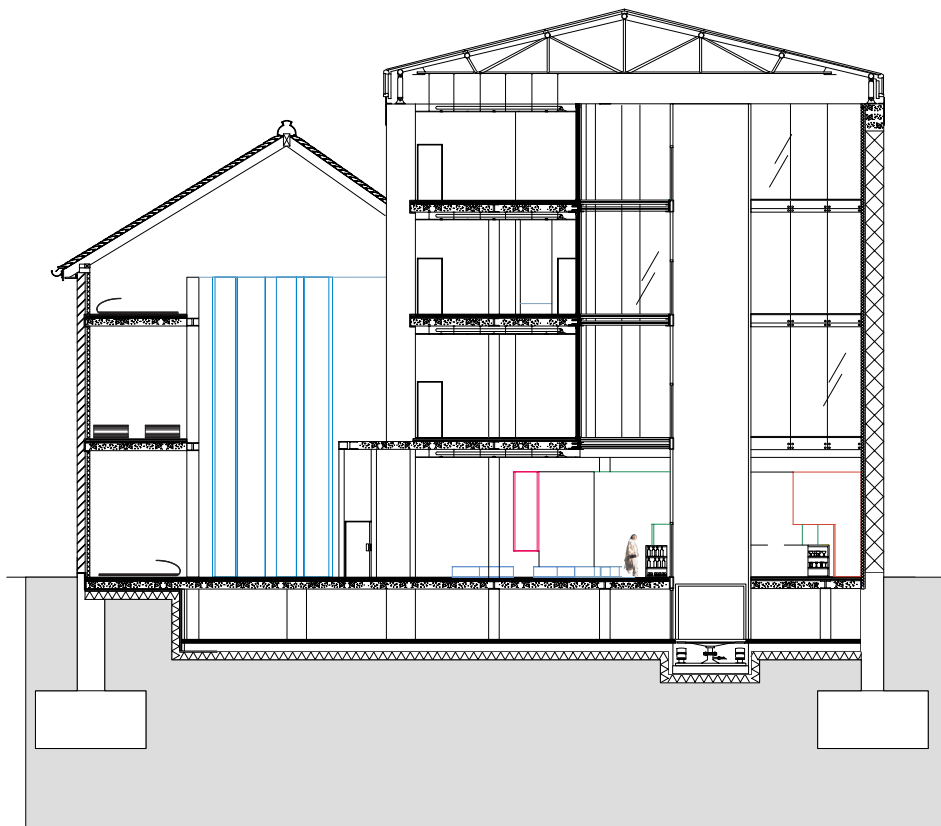
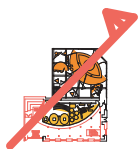
ground floor



first floor



second floor



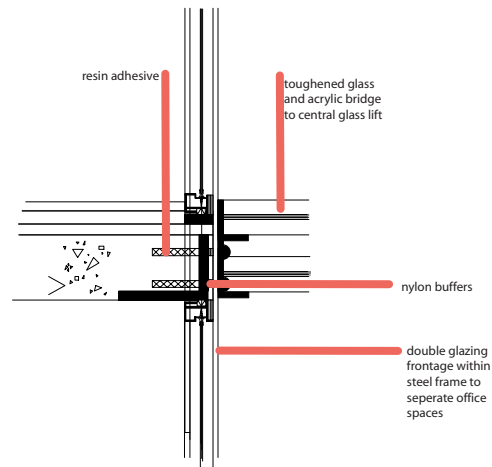
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from the ground floor where the bar is located clients and workers alike can move to private rooms above that glow green when vacant and red when engaged. a glass lift is located in the centre of the bar and connects the bar to floors above

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detail of
glazed
interior
facade

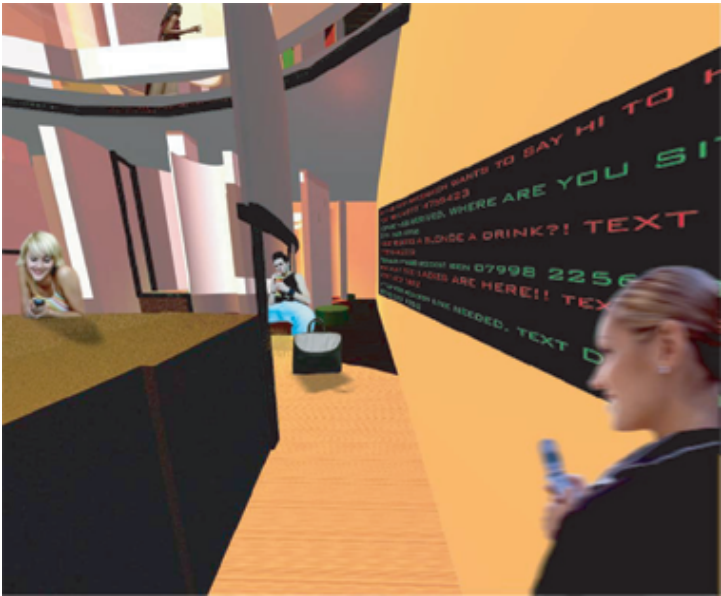


the elements that divide the space
produces chaotic interaction. see
around, peek under, step over, sit
upon. everyone in the bar watches
and is watched



an information cloud picks up
text messages from people using
the bar. these messages streak
across the bar on dot matrix
strips, pausing on message walls

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viewing the interior glass
facade from the top floor and
peer into the void and the bar
below. the rooms above the bar
for gaming or office meeting
rooms, glow green when vacant
and red when engaged



the central glass
lift refracts the
image of the bar
beyond adding to
the chaos



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