



THE VAULT

Design Statement January 2017

THE YOUTH FACTORY STAGE II DESIGN CONCEPT

in respect of

Basement of Fairgreen House, Fairgreen Road, Galway Ireland

prepared by

DMAU Architecture and Urbanism Amsterdam, The Netherlands

on behalf of

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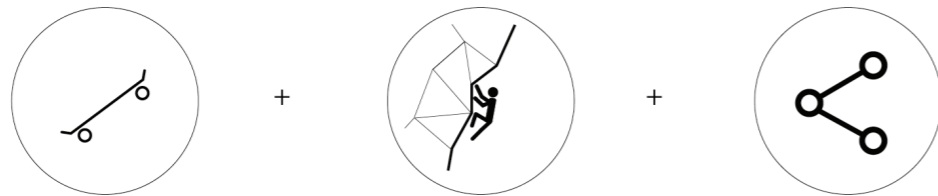
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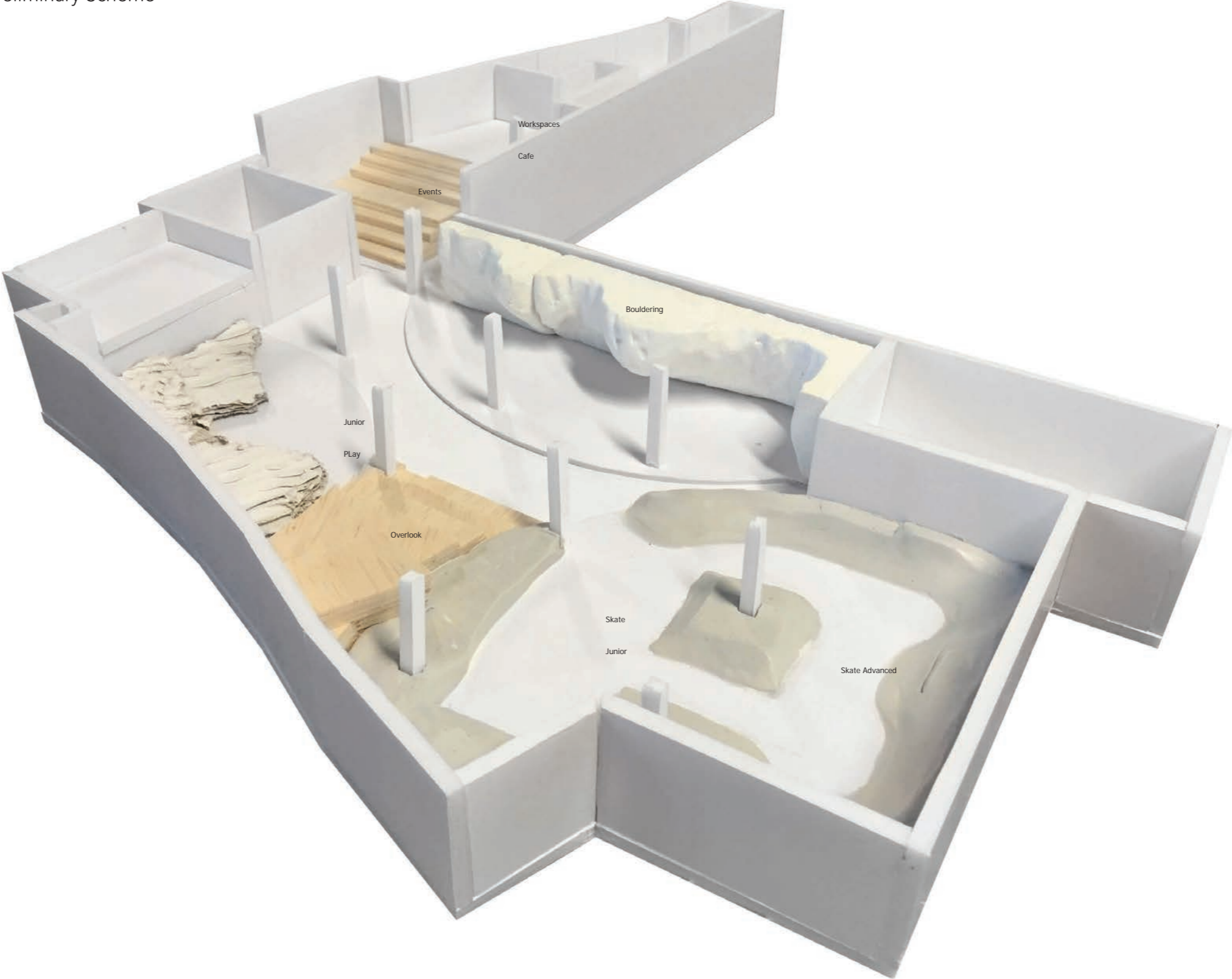
1.0 INTRODUCTION

This booklet outlines the work to date on the conceptual design development of The Youth Factory a 1300m² multifunctional sports, arts and events space in Galway City Centre. The Youth Factory aims to provide a much needed resource for children, teens and young adults in the city, a place to learn, socialise, hang out and burn off some energy in a controlled space filled with positive peers and programming.

The programming of the Youth Factory meets the increasing demand for a high standard skate facility in Galway. An indoor space it will be accessible year round and during dark winter evenings. The skating is combined with bouldering and other multifunctional spaces will ensure a diverse mix of users and an active space throughout the day and early evening.



Model of Stage II Preliminary Scheme



2.0 SITE LOCATION AND DESCRIPTION

The proposed location is the basement and connecting ground floor unit of Fairgreen House situated on Fairgreen Road in Galway City Centre. The street frontage opens onto Station Road and connects directly with Ceant Station. This central location is 200m walking distance from Eyre Square.

The basement is 1,175m² it is a large volume punctured by a grid of concrete columns with a ceiling height of 4.7m. Adjacent to the main space is the vault, with a ceiling height of 6.6m the vault space connects with the ground floor unit 176m² which opens onto Station Rd. This frontage will provide the main entrance for The Youth Factory

The building is currently occupied by Superpixel Labs - a web development agency and co-working Hub - and Jigsaw a support hub for young people in Galway city and county. Both of these functions are complimentary to the Youth Factory.



Fairgreen House Exterior ground floor facade outlined in red
Image: Google Street View



Aerial view with Fairgreen House outlined in red
Image: Google Earth

2.2 Existing Situation Photos



Street Frontage opening onto Station Road



The Vault Space in the basement



Main Basement Space



3.0 BACKGROUND AND INSPIRATION

3.1 CONTEXT IN GALWAY

The existing skating facilities in Galway are dated and do not meet the current demands of the local skaters. While the skate facility at millennium park is popular and well used it is in need of refurbishment, next to this its isolated nature prevents much social interaction between the skaters and the rest of the community.

Skaters can often become positive peers for younger children and the right skatepark provides a positive social environment for children to learn from one another. With this in mind the concept for the Youth Factory has been developed. Being an all weather facility it will host skaters year round. The following projects are inspiration behind its development.



Existing Skate Facility at Millennium Park Galway

3.2 INSPIRATION

FACTORIA JOVEN, MERIDA ESP

Factoria Joven or Youth Factory in Merida, Spain, was designed by Madrid-based Selgascano Architects to meet the needs of the youth from the area, a fun place and attractive place to spend the day. The architects were definitely not looking to build a monument to architecture and used recycled furniture, inexpensive building materials and temporary solutions for this project but the final result was quite impressive.

They were more interested in affordable ordinariness and practical possibilities to provide children and youth a place to be kids, to be creative and just have some fun. The “youth factory” attracts the restless kids from the streets and provides them with a place to skateboard, dance, climb rocks, create graffiti, whatever they would otherwise do in much more sinister surroundings. There’s also a computer lab and a dance studio in this complex, both around 800 square meters in size and there are also meeting rooms, spaces for theatre, video and music as well.



BROOKLYN BOULDERS NYC, US

Brooklyn Boulders Brooklyn is a dedicated rock climbing facility and dynamic creative community. Since opening our doors in September of 2009, we’ve dedicated ourselves to providing a fun and challenging climbing experience for people of all ages and experience levels. With 22,000 square feet of climbing surface and a dedicated and skilled route setting staff, we can offer both a premium training ground for advanced climbers and a variety of climbs for the total beginner. BKB loves throwing collaborative events, parties and working with local artists. We also offer yoga, acroyoga, capoeira classes + a variety of fitness workshops.



3.3 PROJECTS BY DMAU

DELTAPLANTSOEN, THE HAGUE NL Complete

Deltaplantsoen is a neighbourhood square in The Hague. The design of the 8.100m² space links carefully with the development of a new neighbourhood school which faces onto the square. The school makes daily use of the public space as its school yard and its green spaces as outdoor classrooms.

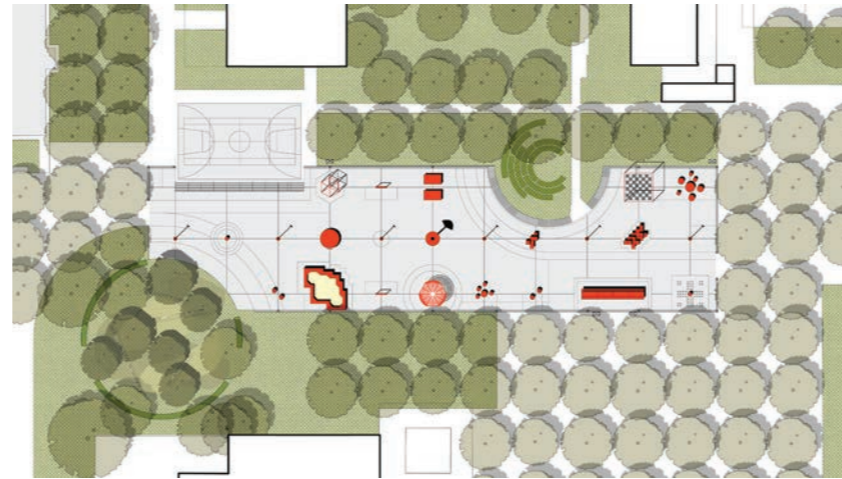
This playground concept brings three different types of play together into one ensemble; the interior is a wild natural playspace, the exterior an urban sports court, and the threshold between the two "the ribbon" is a playful undulating playscape. This diversity of playing types arranged as an open ended playscape, creates a rich and dynamic world that offers children endless possibilities for play and to reinterpret and re-imagine the space. In contrast to the many mono-functional playgrounds with standard equipment that exist everywhere today.



BREEDVELD AMSTERDAM NL Under Construction

Breedveld is a 3000m² square that forms the centre of the historic modernist neighbourhood 'Het Breed' designed in the 1950's by the architect Frans van Gool. The square draws inspiration from the neighbourhood's grid, colour scheme and modernist playgrounds of 50's. An ensemble is created that places play at the heart of the neighbourhood with different play elements, lighting and street furniture occurring at different points of the grid.

The definitive design was delivered in July 2016 with construction due to begin in September 2016



PLAYPARK BALLYFERMOT IRL International Competition 2nd Place

The Play Park is defined by three Play Plazas. These spaces form the central meeting points in the plan and are designed to accommodate different user groups, ages and types of play.

The largest of these Play Plazas is for Skating and BMX in the south of the plan, a large BMX park designed in collaboration with Ramp-Riders with a series of interlocking bowls designed for all ages and skill levels. The primary users here will be older children and teens on BMX's, skateboards and scooters and there is plenty of place for everyone to watch the action. The surrounding walls of the sports pavilion and climbing wall will be covered in murals from Maser developed in collaboration with the local residents.

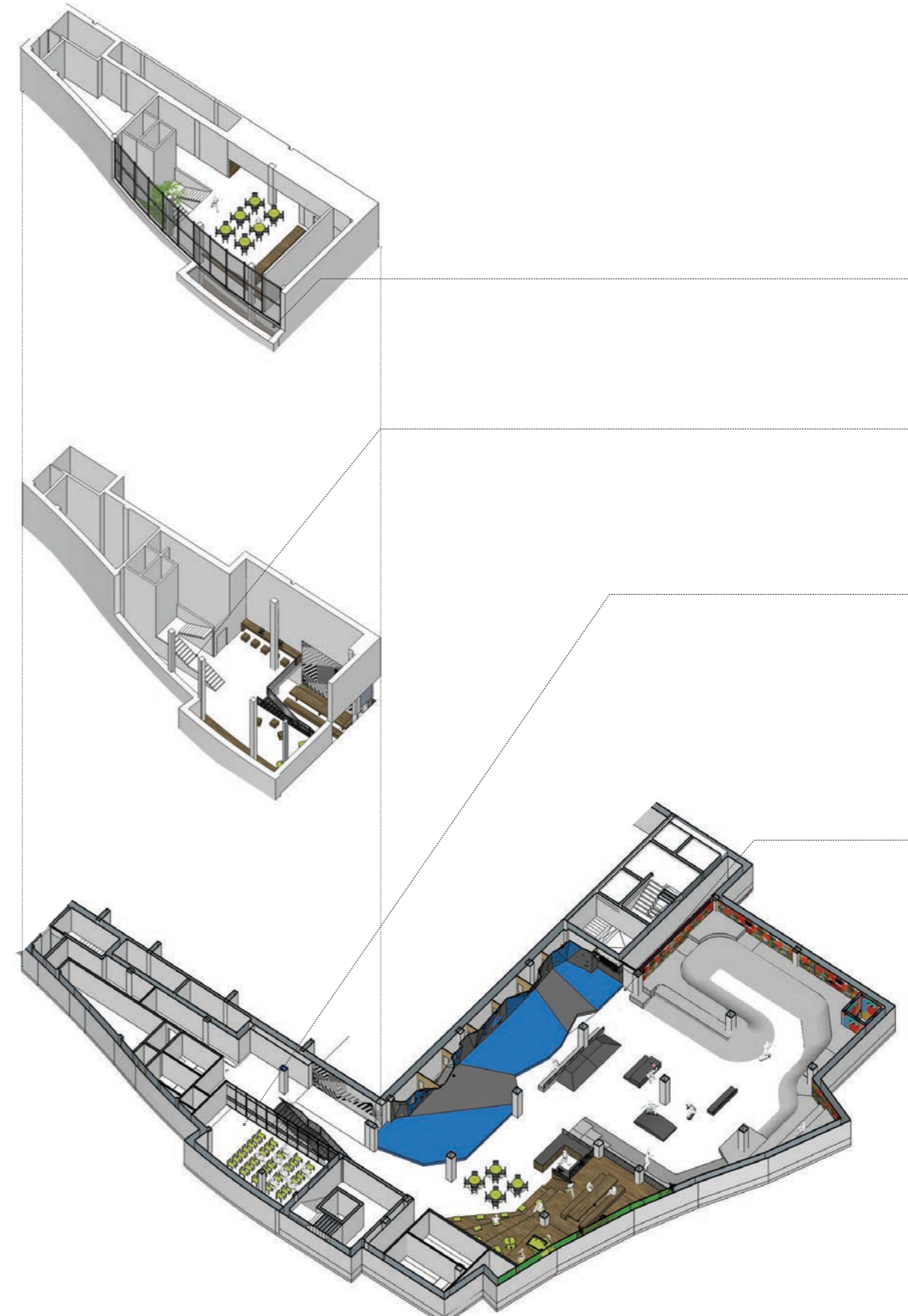


4.0 CONCEPTUAL APPROACH

4.1 DESIGN CONCEPT – AN INDOOR PUBLIC SPACE

We want The Youth Factory to be an indoor urban space that functions as an extension of the street. It will be a meeting place for young and old, a place where people come together to watch, learn, create and compete.

How does a good public space function? A good public space should be an inclusive space for young and old, a space that is active throughout the day catering for different users and groups. A space that is safe and controlled but one which contains room for creativity and freedom of expression. We hope this mix of elements and users is one that can create a lively and diverse space in the basement of Fairgreen House.



4.2 SCHEMATIC PROGRAMMATIC ORGANISATION

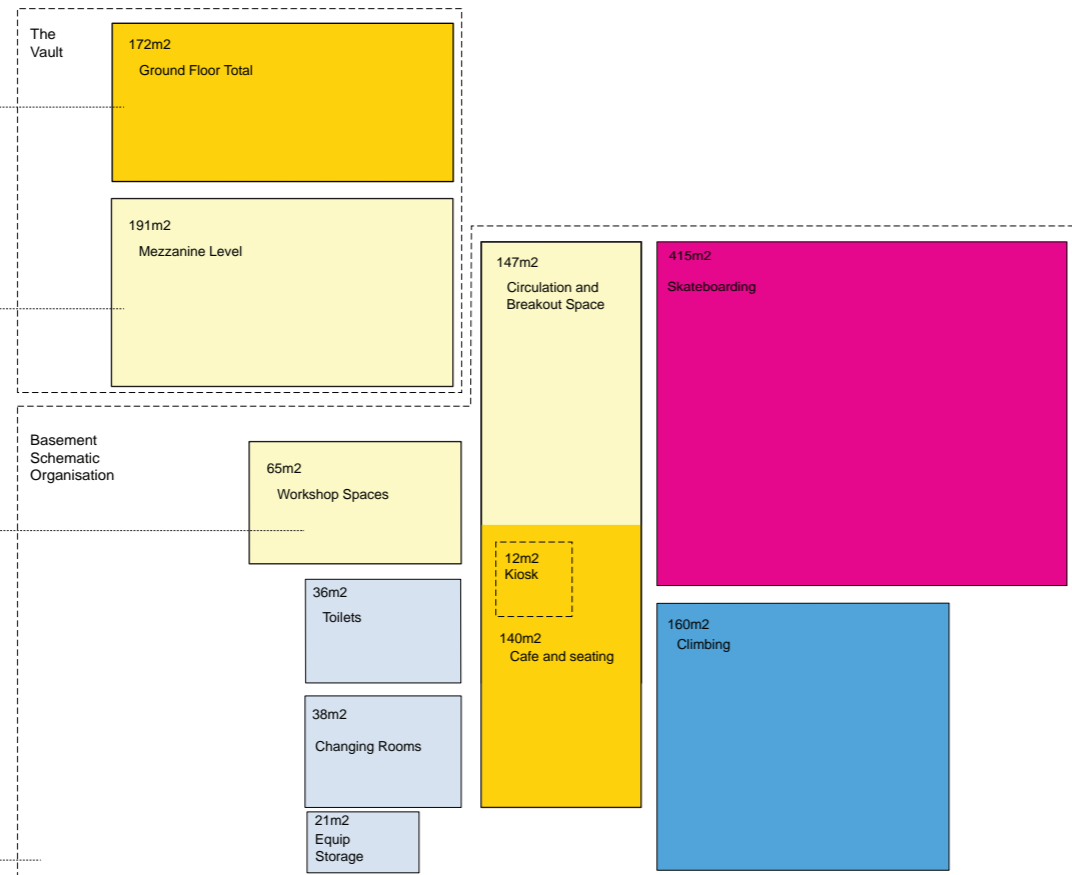
A cafe and retail space occupies the upper ground floor level, this is also the primary entrance from the street and will become the only active frontage on this section of Station Rd. The cafe has the ability to operate independently from the rest of the youth factory

The entrance cafe connects with the mezzanine level below via a stairs and lift. This is a multifunctional space that can be arranged in different formats depending on the event and time of day. It could be an extension of the cafe above, a pop-up retail space, a screening room, or a workspace with desks.

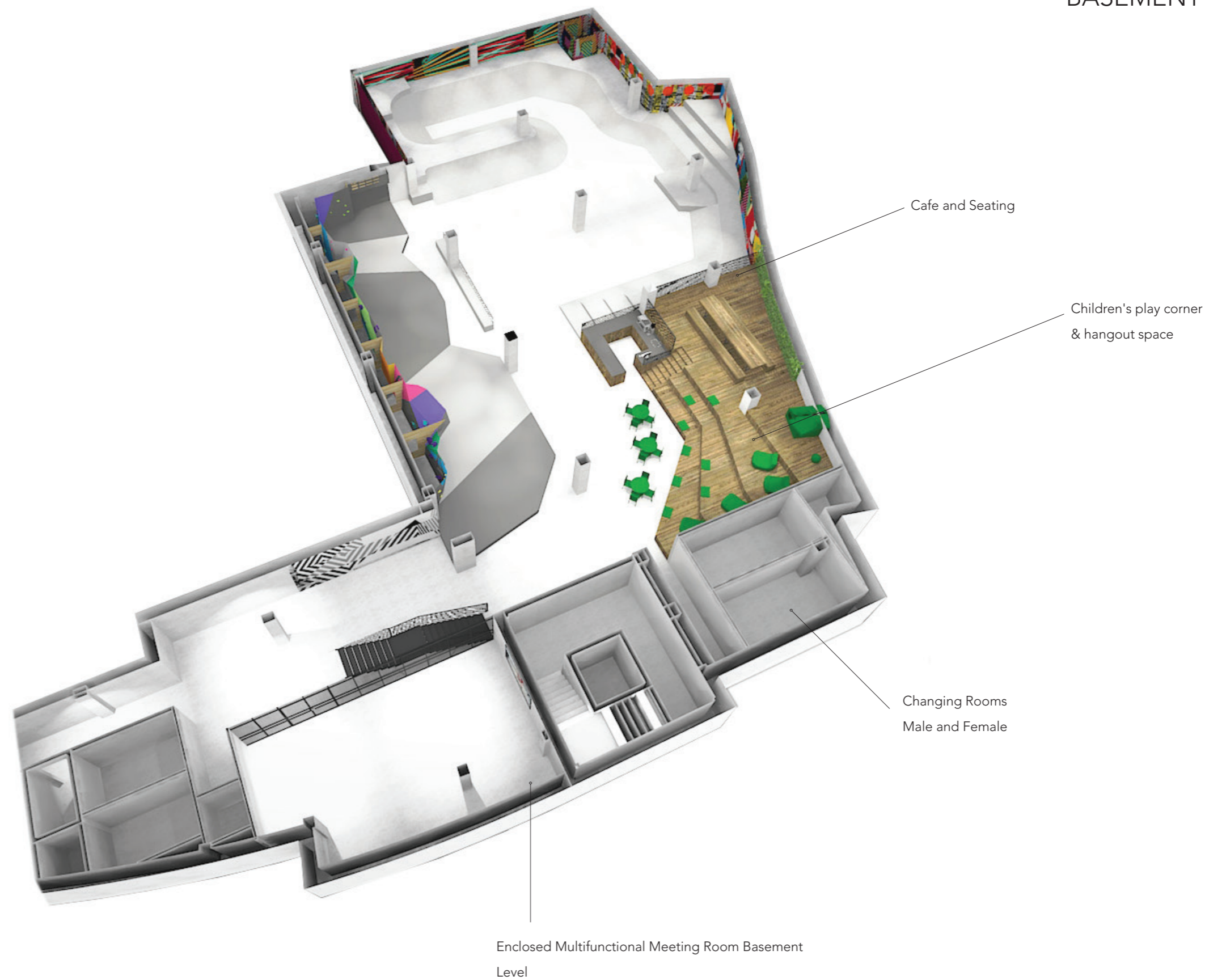
From the mezzanine people can enter the main basement space via the stairs. Next to the stairs and underneath the mezzanine is an enclosed multifunctional room that can cater for workshops, classes, screenings, yoga lessons etc.

The main space itself is defined by three large active spaces, one for skateboarding, one for bouldering and the cafe / hang out space with a smaller childrens playing space in the corner.

Ancillary accommodation on the basement level are the changing rooms, toilets and storage spaces.



BASEMENT LEVEL



4.3 FIRE EVACUATION

There are a number of previously granted Fire Safety Certificates for the Fairgreen House development, however many of these are not relevant to the basement level. The most relevant Fire Safety Certificate for the basement level addressed the construction of Fairgreen House (Ref: FSC 2000.85). Under this Fire Safety Certificate application, the basement level was to be provided for retail and storage purposes, with a number of plant areas along the perimeter to Fairgreen Road.

In this proposal at the basement level the Fire Escape is organised via the three existing stair-cores. The largest of these provides a fully separated exit to street level from a central point in the plan. As only one escape route each will be provided from ground and mezzanine levels, the occupancy in these areas will be limited to 50 persons. While the Fire escape strategy and exit stairs widths can cater for an evacuation of an occupancy of 300 people. The existing escape stairs from the basement level achieve the following clear widths, in accordance with the granted Fire Safety Certificates:

- Stair 2 – 1300mm
- Stair 3 – 1000mm
- Stair 5 – 1000mm

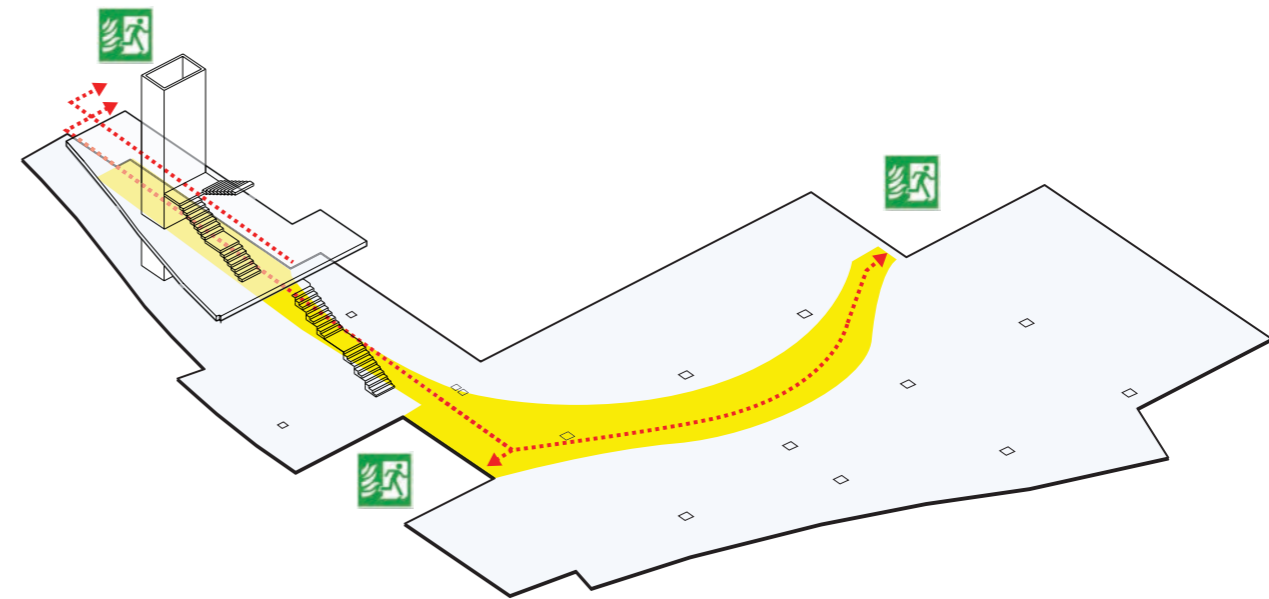
The capacity of the programming at The Youth Factory estimate the maximum occupancy of the facility to be 160 people, spread over the three levels with the following estimations:

Ground Floor: 40 persons customers including staff.

Mezzanine: 25 people seating capacity during an event.

Basement: 95 people during an event and including staff.

Fire consultation services have been provided by JGA Fire Engineers



4.4 ACCESSIBILITY

All levels of the proposal are fully accessible via the introduction of a lift that connects the ground floor with the mezzanine and basement. A fully disabled toilet is provided on basement level next to the lift shaft.

The main stair connecting the levels is designed to meet the ambulant requirements as set out in the building regulations.

5.1 SKATING

The skating area is the largest space in the basement area at 415m². It is divided into two sections a more advanced bowl and a open flat street section. A ramp wraps around the edges of the street section with raised seating along the walls where skaters can take a break. The central space is open and flexible for skating on a number of different elements can be set in different combinations.

On event evenings the elements can be moved aside and the space opened up for hosting events and performances.



Reference: Movable skate elements that can be setup in main space



Advanced Bowl Concrete
Primarily quarter pipe with some
vert edges

Clear Transition between bowl and
street section

Street Section with movable
obstacles

Raised Seating around
edge

Central kiosk with
overview

Younger childrens play
area (expandable)

Changing Areas

5.2 BOULDERING

The bouldering gym area of the plan takes up 143m² and runs the length of the left hand side wall. Its extents are marked by the 30cm fall mat that runs along the length of the climbing area.

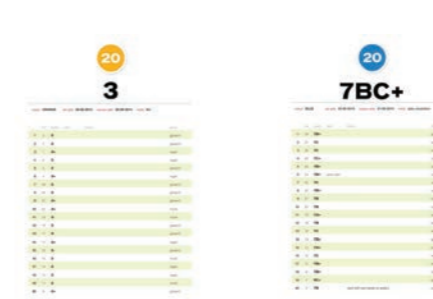
The height of the basement in Fairgreen House is ideally suited to bouldering. A 4.4m high climbing wall can be installed including the 30cm fall mat, just falling within the regulation size of 4.5m

Bouldering is a versatile and flexible sport that can cater to many different age groups. The climbing routes can be easily changed on a weekly basis to increase the variety and provide different challenges to frequent users.



CIRCUIT SYSTEM

The different hold colours respond to each level of difficulty. Fun for beginners and for experts. Ability to adjust the level depending on the skill level of customers.



ROUTE SETTERS

A team of passionate climbers or employees to weekly change the boulders. Possible system: every week a one circuit is changed (10, 20 boulders of the same colour)



TRAINING AND COMPETITIONS

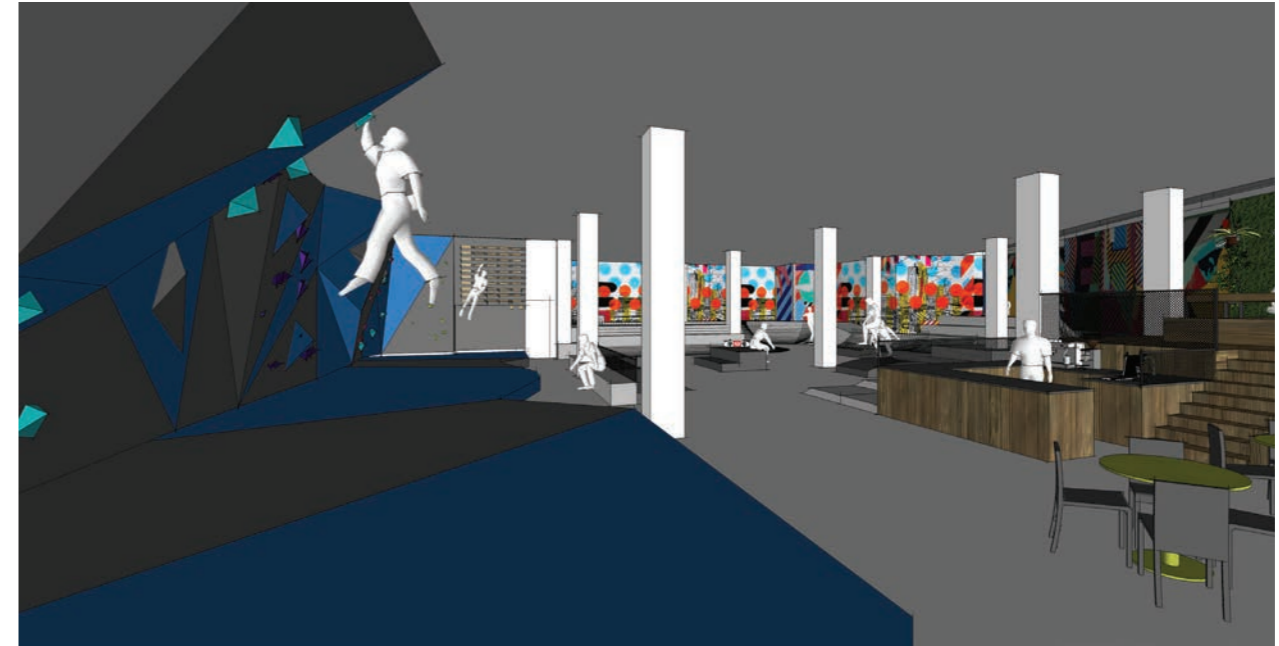
Campus training board
Amateur competition event



REFERENCE CLIMBING HALL, LEIDEN NL



REFERENCE: MONK BOULDER GYM AMSTERDAM



VIEW FROM BOULDERING TO CAFE

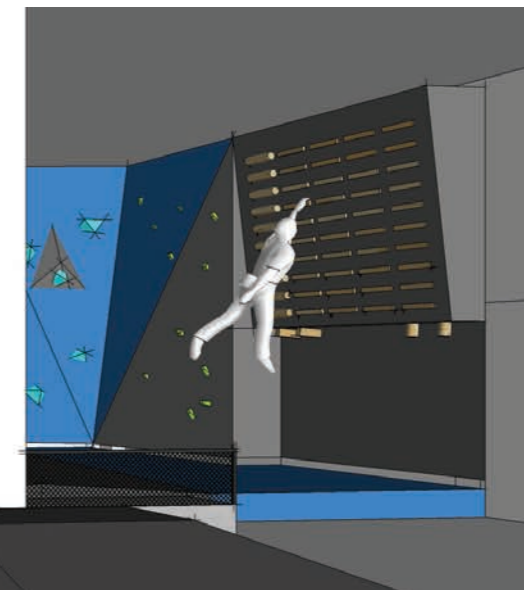
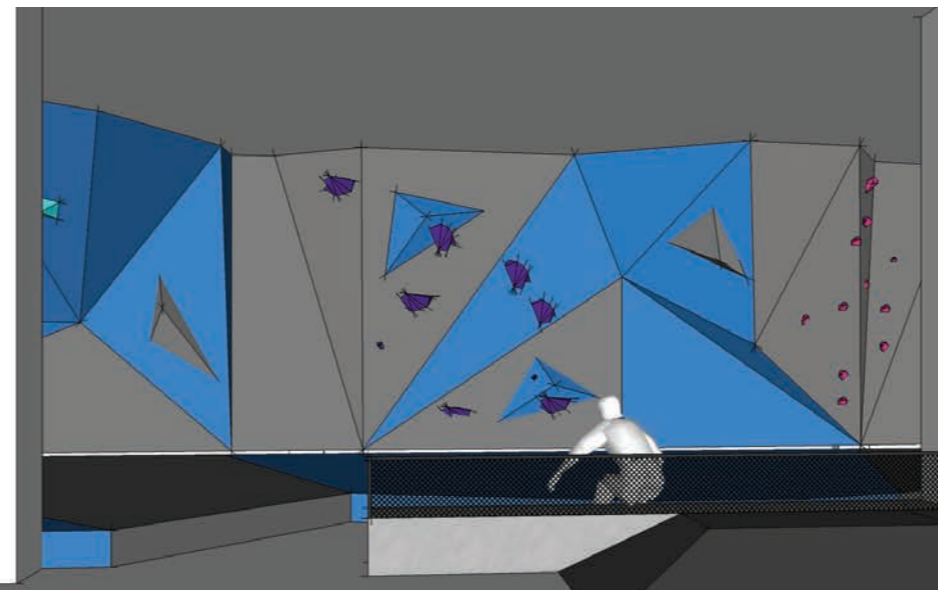
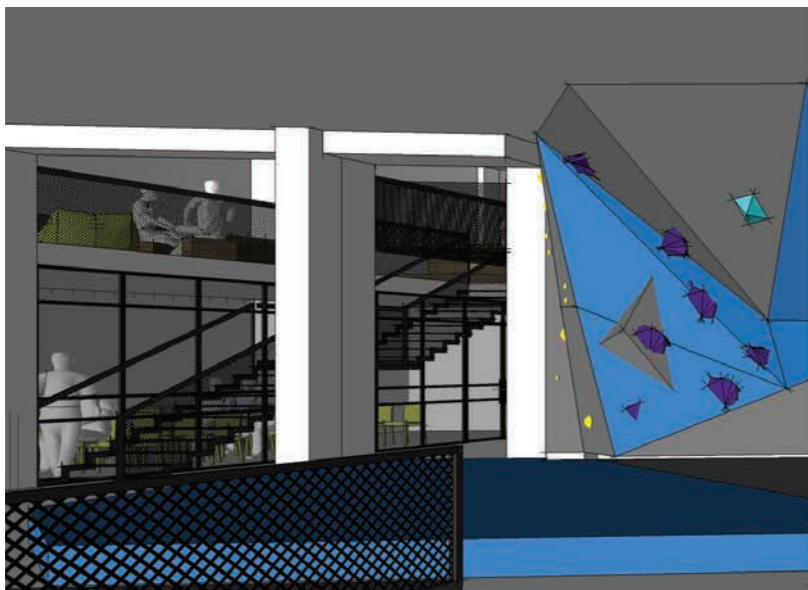
30cm Fall Mat for bouldering

Overhang increases difficulty

Central Position for Kiosk

ELEVATION VIEW OF BOULDERING WALL

Difficulty increases from left to right

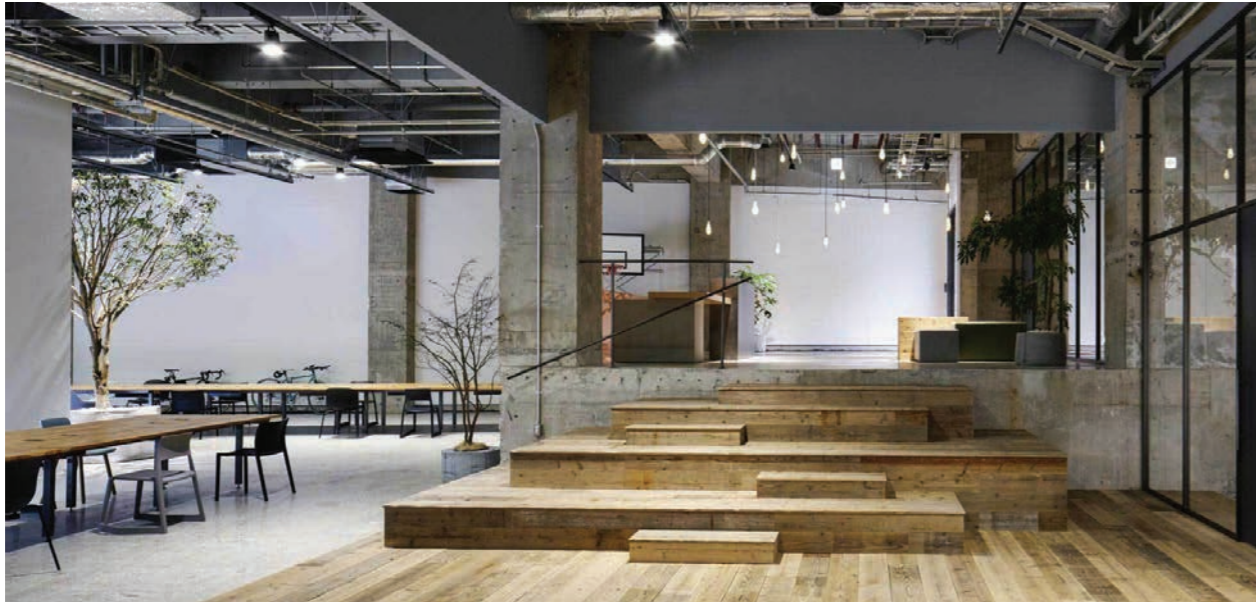


5.3 THE VAULT SPACE

The Vault Space is the main connecting space in the plan. The space itself is higher than the main basement allowing for the creation of a mezzanine level.

Underneath the mezzanine is a multifunctional meeting room that can be used for different events: workshops, meetings, classes, yoga or other fitness lessons.



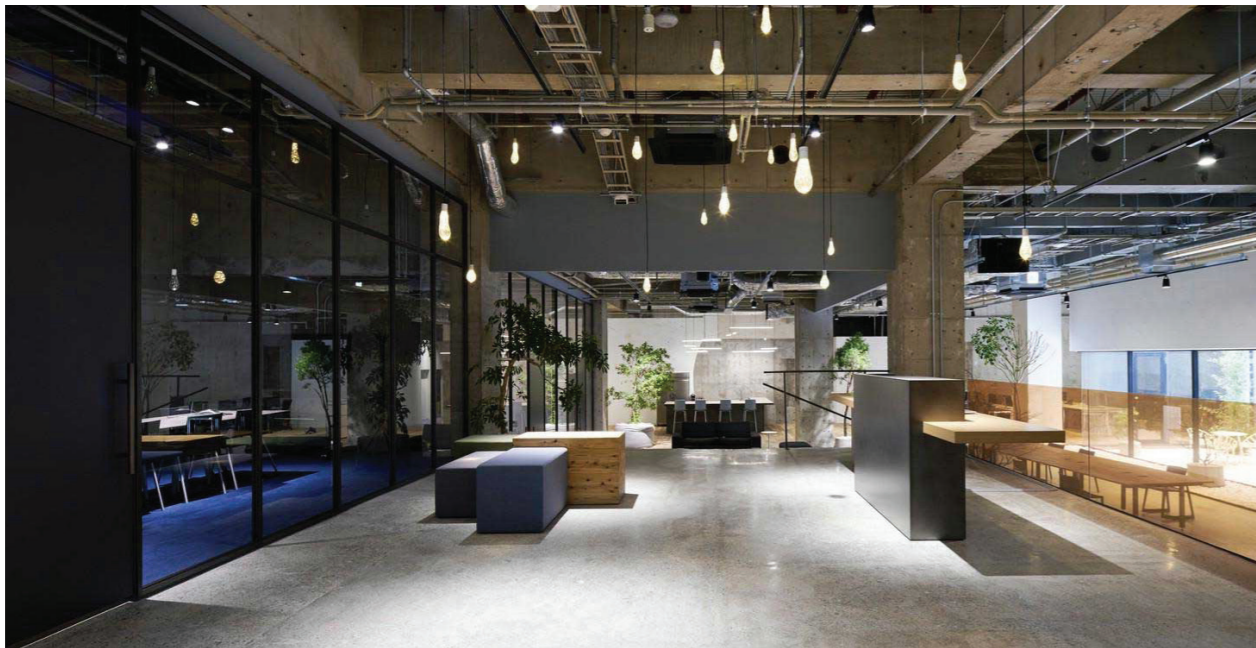


REFERENCE IMAGES OF MATERIAL SELECTION FOR VAULT SPACE



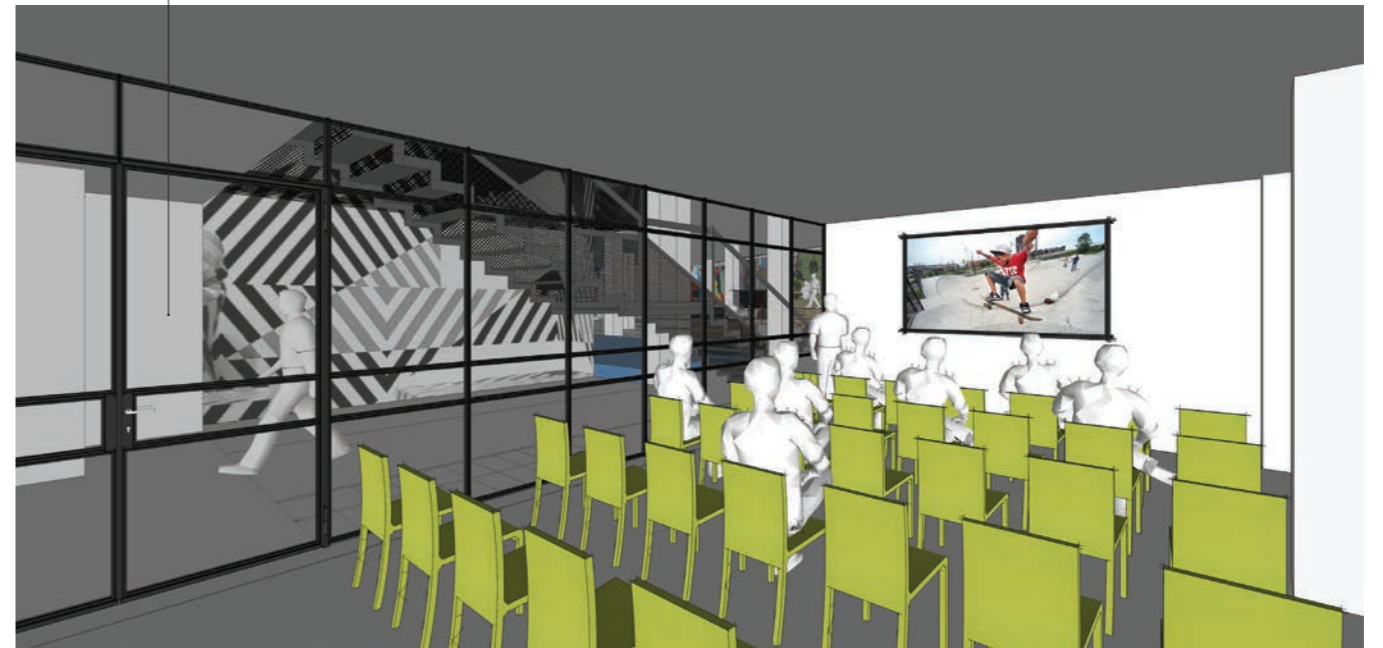
Wall for Artworks

VIEW FROM STAIRS TOWARDS MAIN SPACE



Clear visual link with external space

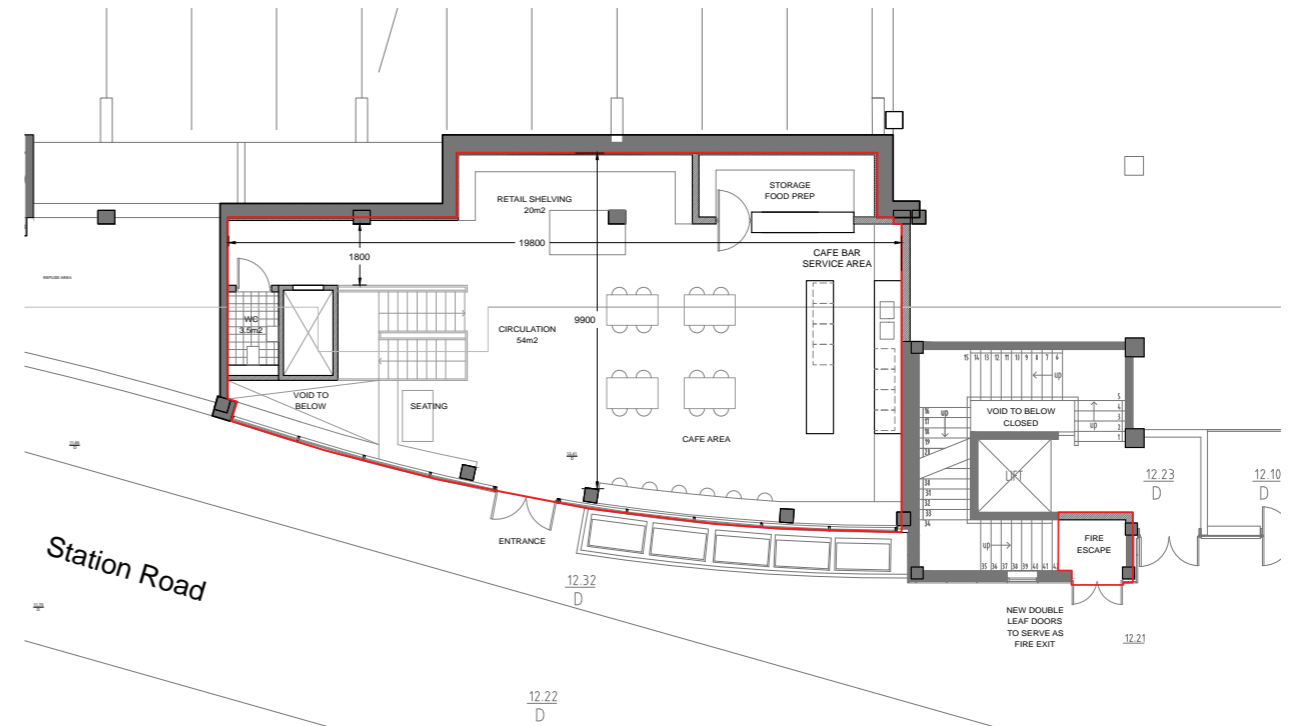
INSIDE MULTIFUNCTIONAL ROOM



5.4 CAFE SPACES

The primary cafe space connects with the street on the ground floor. This is a space that can operate independently or link with the kiosk on the lower level.

Retail is contained within a display corner and easily monitored on the upper level. The kiosk on the basement level floor offers simple refreshments and food its central position means it can also manage the comings and goings and the users of the bouldering and skating facilities.



Flexible seating and steps can be arranged in different ways depending on the event

SCREENING POSSIBILITY FROM CAFE



5.5 CHILDREN'S PLAY CORNER

In the corner of the basement space adjacent to the Cafe and seating area is a small section for younger children, at the moment this remains an option, there is the potential to increase the size

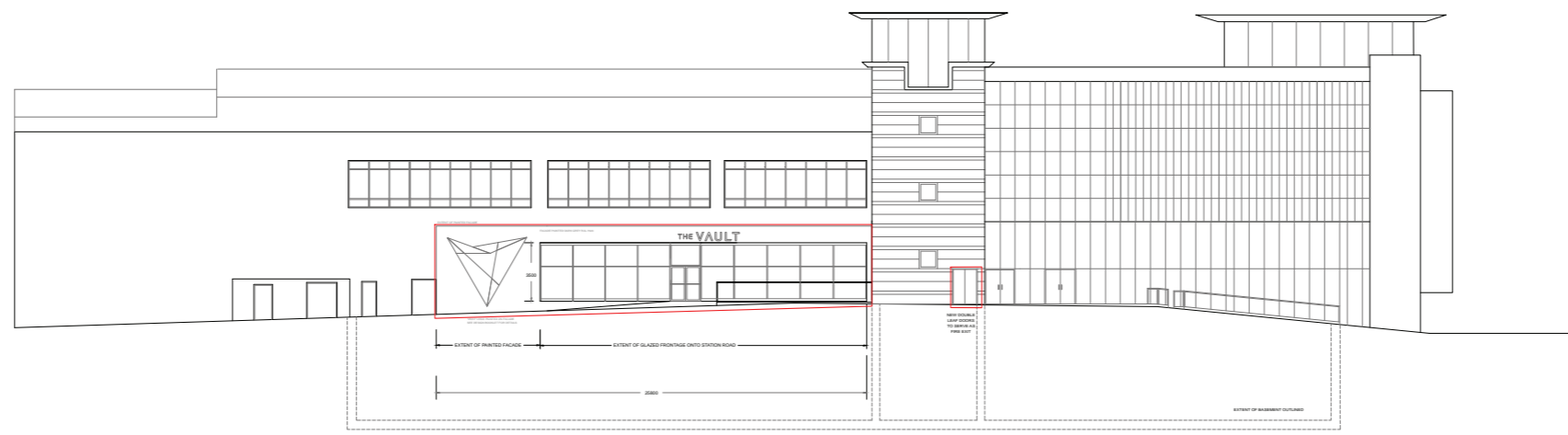
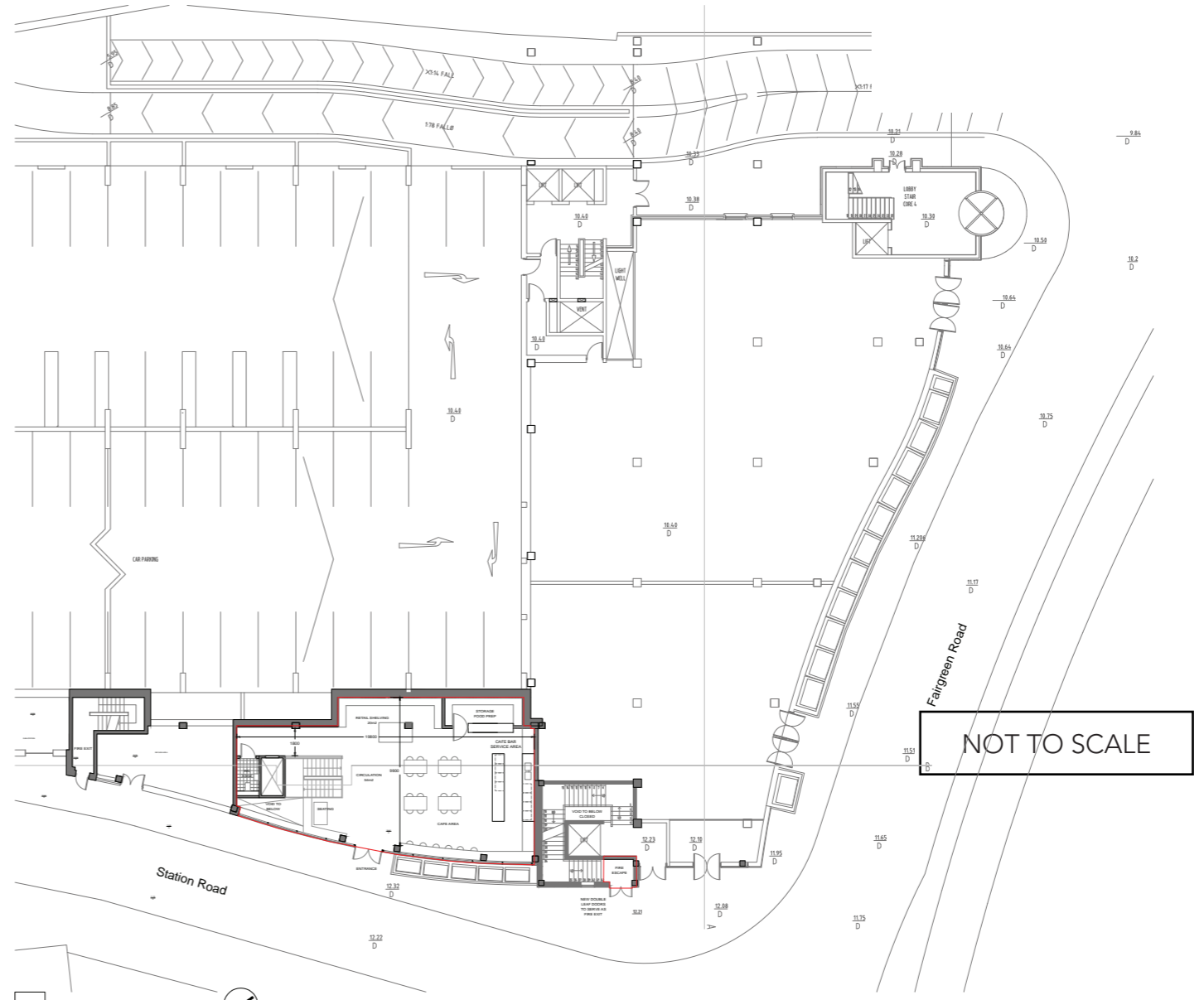
Option 01.

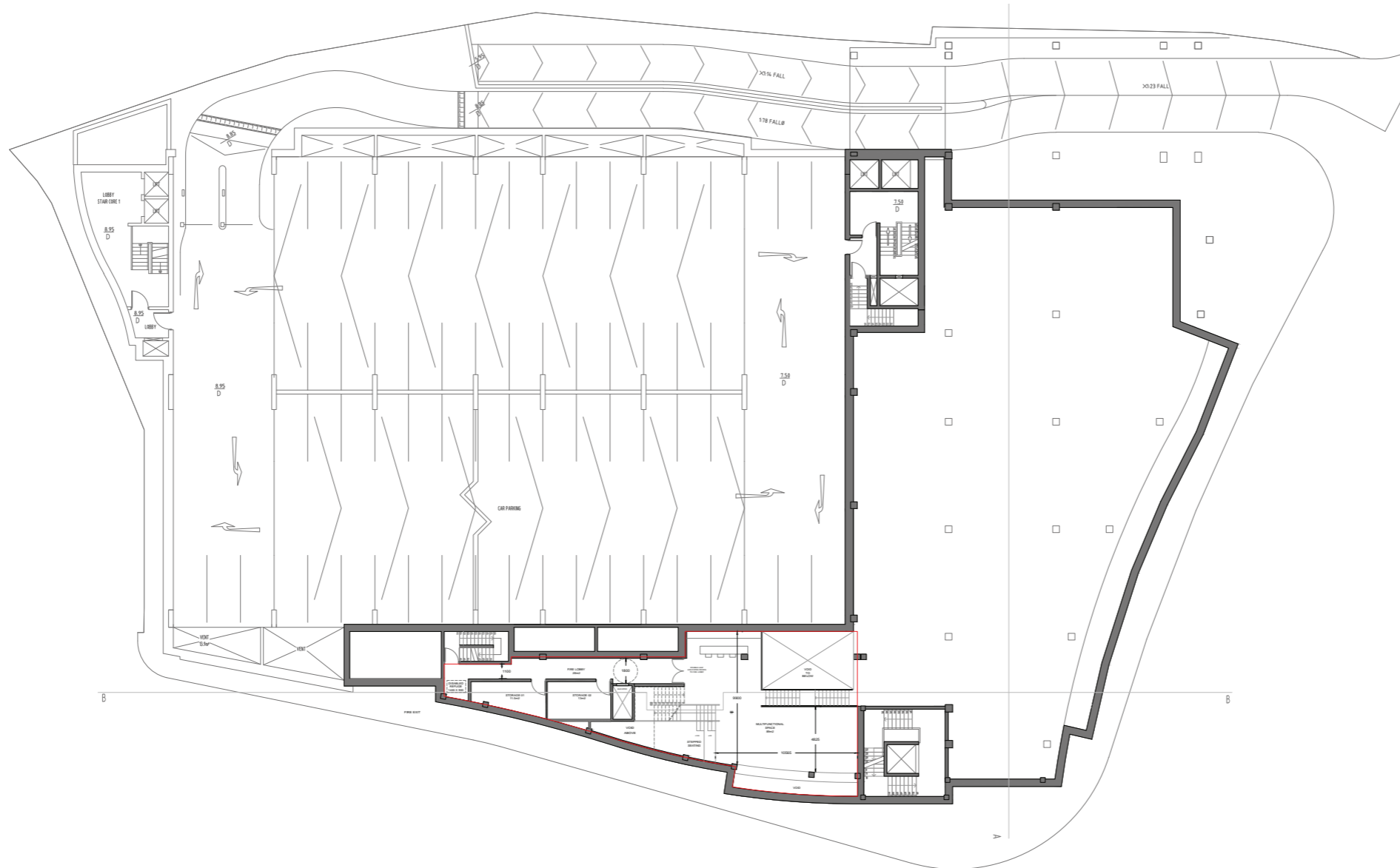
24sqm This is simply a play corner similar to what you might find in a large children's cafe. Comfortable seating with some different toys for playing.

Option 02.

36sqm A larger space can offer more playing opportunities for kids, can become its own element with one or two levels. Ballpond, Slides also possible.

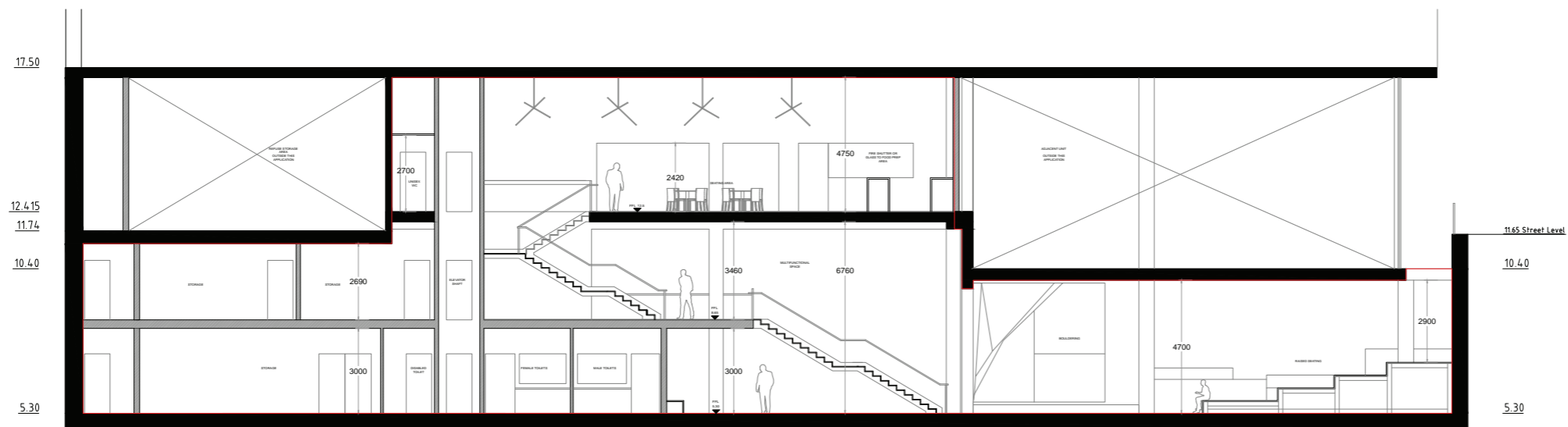




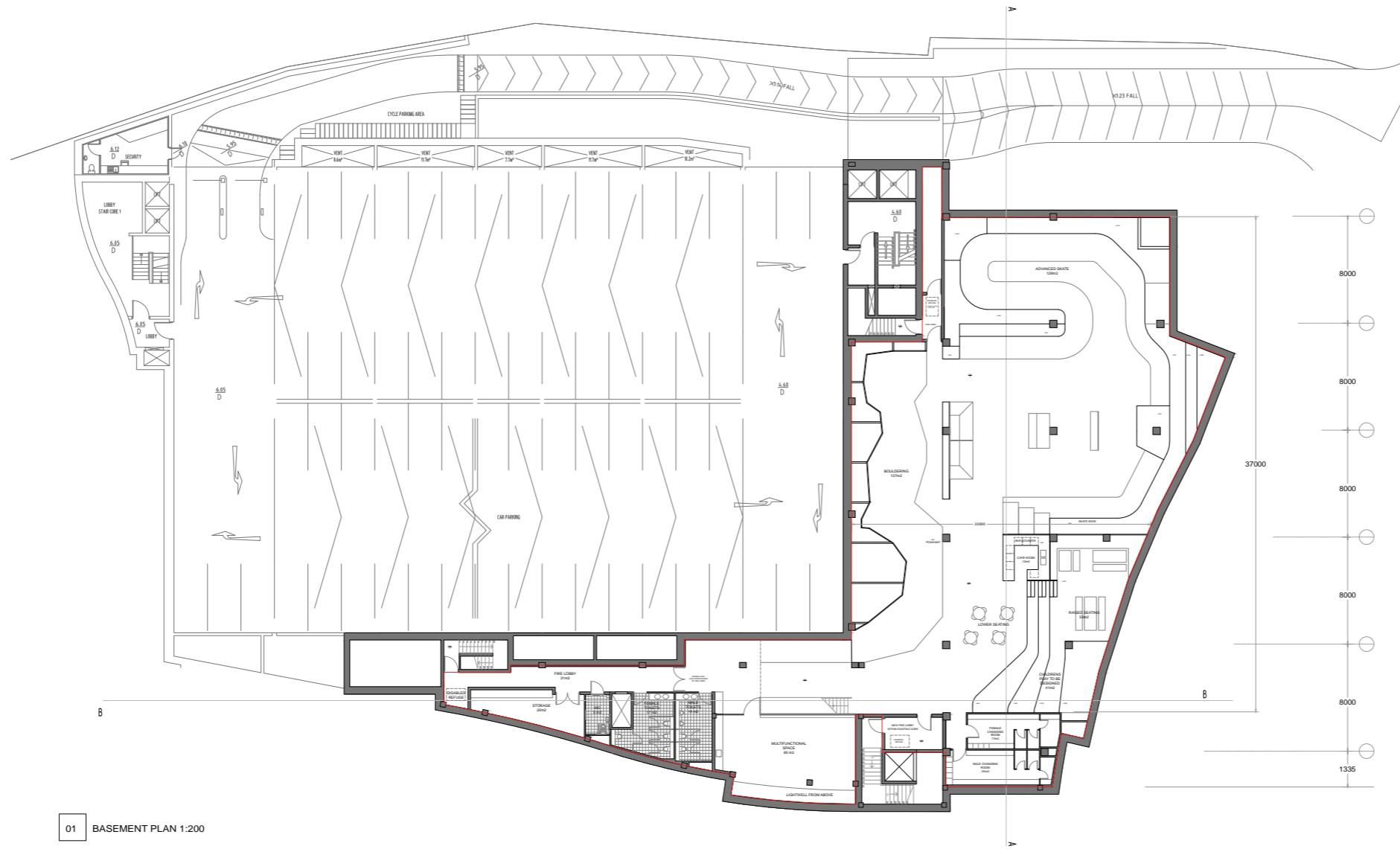


NOT TO SCALE

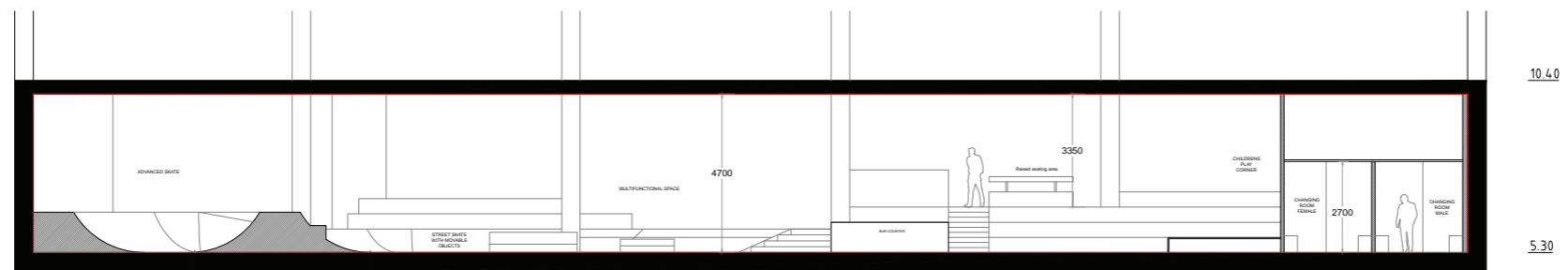
01 MEZZANINE PLAN 1:200



02 SECTION B-B 1:100



01 BASEMENT PLAN 1:200



02 SECTION A-A 1:100

