

STUDIO IVVVVII

ankara yıldırım beyazıt university
department of architecture
2026-27 fall semester

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STRATIFICATION IN THE METROPOLITAN CITIES

Urban Regeneration & Hybrid Typologies Studio

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CONCEPTUAL FRAMEWORK AND PROBLEM DEFINITION

Metropolises are dynamic structures in which social, economic, architectural, and cultural layers (palimpsests) accumulated over historical processes overlap. However, urban regeneration practices that have gained momentum over the last two decades treat the city merely as an object of physical renewal, carrying the risk of effacing the city's historical traces, socio-spatial memory, and culture of production.

In particular, transformations occurring in small-scale production and industrial areas stranded in or around city centers turn space 'from a production-oriented locus into a consumption-oriented abstract space.' This situation brings about several critical problems:

- **Spatial and Social Displacement (Deterritorialization):** The detachment or forced migration of local users and the artisan/craftsman ecosystem from the area,
- **Loss of Palimpsest Traces:** The complete erasure of the urban fabric that constitutes the historical and industrial memory of the city,
- **Dissolution of Neighborhood Culture:** The demise of traditional social networks and public grounds where production and daily life are intertwined,
- **Environmental and Functional Disconnect:** The disregard for the city's needs regarding ecological sustainability, recycling, and green infrastructure.

This studio is based on the premise that architects should intervene in urban transformation processes not as passive implementers, but as active facilitators who support social relations, the continuity of production, and cultural memory.

SİTELER – ÖNDER NEIGHBORHOOD

Ankara SiteLER and its directly contiguous Önder Neighborhood constitute a unique urban threshold where small-scale furniture/woodworking production, craft culture, intense migration dynamics, and diverse ethnographic layers coexist.

The Önder Neighborhood is one of the most prominent areas where socio-cultural stratification can be observed due to recent demographic movements, standing at the intersection of traditional residential fabric and small-scale manufacturing or storage spaces. The urban regeneration and rehabilitation projects planned for the region necessitate addressing the site not merely as a residential or commercial renewal, but as an intervention area that preserves the city's production memory and social heterogeneity.

KEY ISSUES AND STUDIO QUESTIONS

This studio is founded on the premise that architects should engage in urban transformation processes as active facilitators, supporting social relations, the continuity of production, and the preservation of cultural memory, rather than acting as passive implementers.

Within the scope of the studio, participants are expected to formulate design strategies addressing the following fundamental questions:

- **Memory and Layering:** In what ways can traces of the past be incorporated into new architectural interventions without erasing the city's physical and social palimpsest?
- **Productive City and Hybrid Typologies:** In response to consumption-driven transformation, what hybrid building typologies can be developed that integrate craft or small-scale production, residential spaces, and public functions?
- **Cultural and Social Sustainability:** How can public interfaces be designed to support the coexistence of diverse user groups and migrant communities, while fostering a renewed sense of belonging at the neighborhood scale?
- **Ecological and Material Sustainability:** How can the industrial and production potential of residential areas be integrated with material recycling, energy efficiency, circular economy principles, and green infrastructure at both architectural and urban scales?

DESIGN REQUIREMENTS

At the urban scale, Studio 7 students are required to develop an urban planning framework for the selected area in designated groups, with an emphasis on urban design decisions. Subsequently, each student will create an architectural program at the building scale based on the group assignments described below. Group assignments will be finalized at the beginning of the semester.

	SUBJECT	THEME	TOTAL CONST. AREA
STUDIO IV	COMMERCIAL NODE	Consumption + public life	8,000 m²
STUDIO V	HIGH SCHOOL	Education + production	10,000 m²
STUDIO VI	INNOVATION HUB	Craft+ Innovation + production	12,000 m²
STUDIO VII	SOCIAL HOUSING	Housing+ Urrban rehabilitation	15,000 m²

Studio IV: “The Civic Arcade: Reinterpreting the Commercial Node”

The project critically re-evaluates the conventional shopping center, transforming it into a neighborhood-scale civic and commercial node. Diverging from the prevailing paradigm of consumption-oriented architecture, the design seeks to integrate retail environments, dining facilities, socio-cultural amenities, localized manufacturing, and accessible public domains into an interconnected spatial framework. The approximate requirements schedule will be developed by the student.

Program	Area
Entrance & Public Spaces	700 m ²
Retail Areas	2800 m ²
Food & Beverage	1,200 m ²
Social & Cultural Spaces	900 m ²
Production & Craft Spaces	500 m ²
Administration & Services	700 m ²
Circulation & Common Areas	1,200 m ²
TOTAL GROSS FLOOR AREA (max)	8,000 m ²

Studio V: “The Synergistic Campus: Overlapping Pedagogy, Craft, and Neighborhood”

The school should function not only as an educational institution, but also as a productive campus where learning, making, technology, and community life overlap. The student will develop the approximate requirements schedule. Also, semi-open, open spaces like Production / Exhibition Yard, Outdoor Learning Areas, outdoor sports, green courtyards, Outdoor Learning Areas, Service Yard are will be also included.

Program	Area
Academic & Classroom Spaces	2200 m ²
Workshops & Production Spaces	2,500 m ²
Laboratories & Digital Fabrication	800 m ²
Library & Learning Commons	500 m ²
Student Social & Cultural Spaces	900 m ²
Administration & Staff Spaces	600 m ²
Dining & Food Services	500 m ²
Sports & Recreation	500 m ²
Service & Technical Spaces	500 m ²
Circulation & Common Areas	1,000 m ²
TOTAL GROSS FLOOR AREA (max)	10,000 m ²

Studio VI: “From Ideas to Production, From Neighborhood to Future.”

Studio VI participants will design an Urban Technology Hub. This structure will be conceptualized as a flexible, intelligent, and permeable system that integrates technology-based entrepreneurship, production, and innovation at the neighborhood scale within the context of urban transformation. The approximate requirements schedule will be developed by the student.

Program	Area	Details
Local Production & Digital Fabrication	3,600 m ²	Digital Woodworking Lab, CNC Fabrication Lab, Furniture Prototyping Workshop Robotic Manufacturing Lab, 3D Printing / Additive Manufacturing, Laser Cutting / Digital Fabrication, Metal & Hybrid Materials Workshop, Electronics / IoT Workshop Material Research Laboratory, Traditional Craft & Repair Workshop, Meeting Rooms, Flexible Production Hall Raw Material / Workshop Storage, Production Support etc.
Start-up & Innovation Spaces	2400 m ²	Co-working Space, Start-up Offices, Design & Innovation Studios, AI / Computational Design Lab, Product Development Studios, Meeting Rooms, Focus Rooms, Project / Collaboration Rooms, Business Development Area etc.
Skills, Education & Worker Training	1500 m ²	Digital Skills Training Rooms, CNC / Digital Manufacturing Training, CAD / BIM Training Lab, Robotics, Training Lab, Craft Innovation Classroom, Flexible Workshop Classroom,, Seminar / Training Hall, Training Support
Community & Knowledge	1500 m ²	Urban Data & Innovation Center, Maker Café, Exhibition Gallery, Community Event Space, Flexible Amphitheater, Networking Library, Public Digital Interface
Incubation, Business & Investment	900 m ²	Incubation Center, Investor Meeting Rooms, Mentor Rooms, Business Development, Product Pitch / Demo Room, Administration
Support & Technical Services	1200 m ²	Data Center/Server Rooms, IT Infrastructure, General Storage, Loading / Receiving, Waste / Recycling, Staff Facilities, Mechanical / Electrical, Security / Reception, Cleaning / Maintenance
Circulation & Common Areas	900 m ²	Internal circulation, Vertical circulation, Common lobbies, Transitional spaces, Shared informal spaces, Stairs / elevators etc.
Total Area (max)	12000 m ²	

Studio VII: “Many Lives, One Neighborhood”

Studio 7 students will design mixed-use residential proposals that integrate housing and social spaces, aligned with the master plan and key decisions, to enable coexistence among diverse income, age, household, and lifestyle groups. he approximate requirements schedule will be developed by the student.

Program	Area
Housing Units	9000 m ²
Community & Social Facilities	2,250 m ²
Shared / Co-living Spaces	1,200 m ²
Commercial & Local Services	750 m ²
Outdoor / Semi-open Common Spaces	750 m ²
Administration & Management	300 m ²
Technical & Service Areas	450 m ²
TOTAL GROSS FLOOR AREA (max)	15,000 m ²

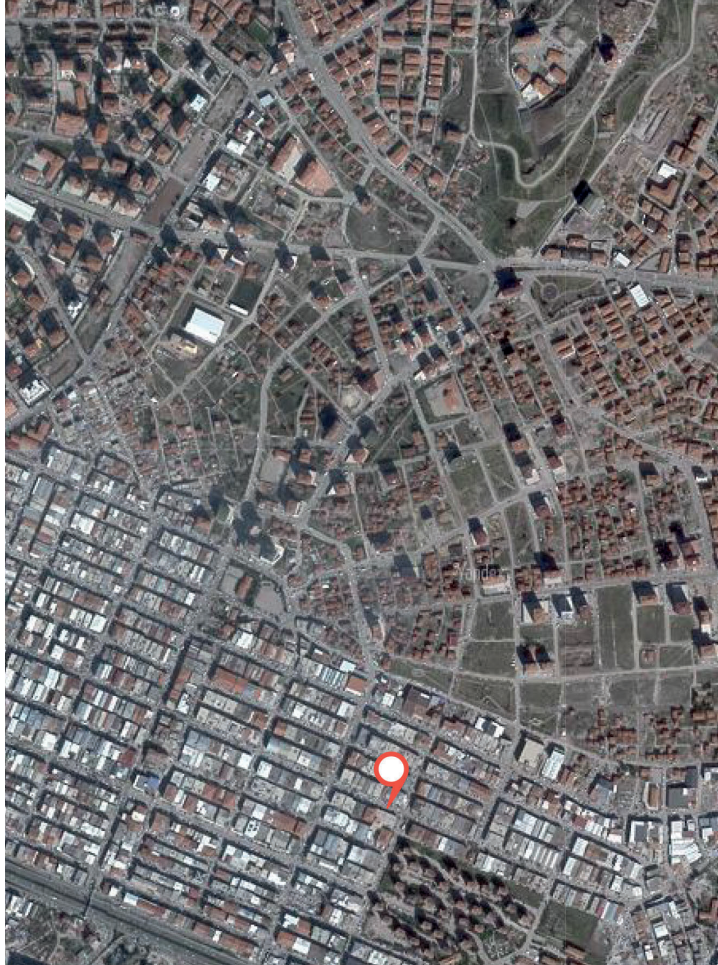
The expectations from the Studio VII students are as follows:

- Housing units should be designed to accommodate demographic diversity, including a range of household sizes, age groups, and income levels. These units must also be adaptable over time and comply with barrier-free accessibility standards.
- Housing developments should include shared interior and exterior amenities, such as social interaction areas, tool libraries, children's play courtyards, and communal gardens, to promote intergenerational interaction, mutual support networks, and neighborhood solidarity.
- The structural systems should prioritize modularity, demountability, and future reconfigurability to align with circular economy principles.

- Medium-to-high-density residential developments should be planned with consideration for urban scale, climatic factors such as sunlight and wind, and the relationship between inner courtyards and streets to maintain the neighborhood scale. Clearly, Building envelopes and massing should incorporate passive design strategies such as cross-ventilation, thermal mass utilization, integrated shading, rainwater harvesting, and green roofs to reduce operational energy consumption and improve microclimatic comfort in both indoor and outdoor spaces.
- The lower levels of residential buildings must avoid blank or privatized edges. Instead, they should feature active, semi-public transitions, such as arcade spaces, stoops, pocket parks, and open workshops, that blur the boundary between private domestic life and public street vitality

SITE AREA-SİTELER – ÖNDER NEIGHBORHOOD

The satellite image of the study area is presented below. A digital map will be developed in collaboration with students throughout the semester. The boundaries of the study area will be established based on analytical studies and field observations.



References:

- Bayraktar, N., Ömertürk, C., Gültek, M., Bek, E. N., Gürel, A., & Hatipoğlu, Ş. (2025). GEÇİCİLİK, GÖÇ VE BARINMA Ankara Önder Mahallesi'nde Geçici Koruma Altındaki Suriyeli Nüfus İçin Mekânsal Öneriler. İnsan Hareketliliği Uluslararası Dergisi, 5(2), 155-192. <https://izlik.org/JA69RD53TH>
- Carmona, M. (2021). Public Places, Urban Spaces: The Dimensions of Urban Design (3rd ed.). Routledge.
- Günaydın Temel, D., & Kahraman, Z. E. (2019). Göçmen Mahallelerinde Konut Dış Mekânında Uyarılma: "Küçük Halep," Önder Mahallesi, Ankara Örneği. Ankara Araştırmaları Dergisi, 7(2), 415-431. <https://doi.org/10.5505/jas.2019.74936>.
- Güneri Söğüt, G. D., Dinç Uyaroğlu, İ., & Altay Kaya, D. (2023). Unsettled lives: On issues of displaced persons' urban accommodation. In Ö. Erdoğan Erkarıslan & E. Alanyalı Aral (Eds.), Settlements and displacement in Turkey: Struggle and rejuvenation (pp. 89–107). Routledge.
- Harvey, D. (1989) The Urban Experience. Baltimore: Johns Hopkins University Press.
- Subaşı, I. (2019). Living an uncertain life on the margins of Ankara [Master's thesis, Middle East Technical University]. METU Open Research Repository
- Lynch, K. (1960). The image of the city. The MIT Press.

Course Syllabus

Week 1. Introduction and Site Visit

Week 2. Case Study and Site Analysis

Week 3. Site Analysis Submission and Group Critiques/ Developing architectural program/Conceptual Studies

Week 4. Master Plan Preliminary Design and Group Critiques/ Developing architectural program/Conceptual studies

Week 5. Master Plan Submission/Conceptual studies

Week 6. Site Plan Preliminary Design and Individual Critiques

Week 7. Site Plan Individual Critiques

Week 8. Midterm Jury

Week 9. Midterm Week

Week 10. Individual Critiques

Week 11. Individual Critiques

Week 12. Pre-Jury

Week 13. Final Individual Critiques

Week 14. Final Individual Critiques

Week 15. Final Individual Critiques

Week 16. Final Jury

Note: Exact dates will be announced during semester. Also, Some seminars will be organized and announced later.

Learning Outcomes:

- The students analyze the physical, socio-cultural, economic, and historical layers of a chosen region (its existing structure, migration/population patterns, urban transformation dynamics) using a holistic approach; they can synthesize these analyses to form the basis for design decisions.
- The students identify essential spatial scenarios, functional relationships, and user profiles for a studio-level typology, which facilitates the creation of a comprehensive architectural needs program.
- The students can establish physical, functional, and social relationships between urban scale, building group, building, and interior scales.
- The students communicate complex urban and architectural design proposals effectively through coherent graphic narratives, multi-scalar technical drawing sets, physical models, and analytical diagrams tailored to their studio level.
- The students apply circular economy principles, passive environmental strategies, and context-conscious tectonic/structural systems

Evaluation Criteria:

- Understanding the Assignment: Address the requirements and objectives set by the brief and be able to formulate the design problems.
- Research & Knowledge: Collect, interpret, and apply architectural knowledge effectively.
- Conceptual Approach & Context: Develop strong concepts and respond to design problems with awareness of urban and natural contexts and treat them with sensitivity.
- Functionality: Provide practical, user-focused, and structurally sound solutions.
- Creativity: Generate unique and innovative design ideas. Technological Awareness: Keep up with current tools and technologies in design.
- Architectural Representation: Produce clear and meaningful drawings, visuals, and presentations to communicate ideas.
- Submission & Presentation: Follow instructions, make a complete submission, and present work effectively to juries.
- Engagement: Attend regularly and participate actively in class discussions and critiques.

Assesments:

- Assignments (10%)
- Midterm Jury (30%)
- Pre-jury (10%)
- Finaly Jury (50%)