# MEGA-zine

**inside fanzine**
**edition**
**#1**

# MEGAzine

Inside Fanzine

**Edition #1**
**The NEW Workspace**
**By Makkink & Bey**
**Studio One**
**INSIDE 17/18**

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# The
# NEW Workspace

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I-Chieh Liu

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# About

In the first studio of the INSIDE program the students were invited by Studio Makkink & Bey to design their workspace on the basis of their own terms and conditions.

The starting point of the design process was a 1-day internship at a nearby company in The Hague. These companies were not all aligned with design, like a car garage and a paper factory. The students had to research and analyse flows which were present in these firms (for instance energy, waste and money), interview the owner or employees to find out the work flows and conditions and to gather rest material which they could use for their own new workspace, like paper, car parts, concrete etc.

It was a struggle for the students to create space with not so obvious materials, instead of chairs and desks, as these were not allowed to be an initial element of the design. In the end, the students succeeded to extend the definition of 'a working space' and went through experimental hands-on experiences by building with re-used materials their ideal space to work in at INSIDE. As part of the theory program the students had to write a manifest to strengthen their ideas about their ideal, personal workspace with clear statements as a call for change.

# TABLE TALK

Jack Bardwell

# We the feasters

*To be read at the beginning of a communal feast held at any institution. The meal should be in a space that is not used for eating.*

---

Here we are, in a space not intended for our feast and yet perfectly suited for such a gathering. We sit in this institution, amongst the richest store of ideas, stories, and opinions and yet, we sit content in our silos.

**The End of Discipline**

The time of discipline is long gone. Perhaps it is useful for some to categories people and thought, to have a world in which to reference, or to create from and towards, let this happen. But recognise it for what it is today. Constructed and futile. The discipline is dead. We are the children of the internet for fuck sake, who grew up with Napster, Piratebay, Reddit and Youtube. We do not wait, we take! We are the makers, the do-it-your-selfers, the sharers, the instant communicators and we should operate in the physical space of this institution accordingly.

**The Beginning of Our Space**

We the feasters, claim undefined spaces as our new classroom, our new workspace. They remain undefined, original spaces, for original conversation, unburdened by the hierarchies and silos bestowed upon us. Through occupation, we create a new model that flows around the existing, coats it, like tomato sauce around spaghetti, splashing everything in its path as it slides into the belly of the beast.

**Manifesto**

**The Feast**

Food! Food is our tool. It is the universal break in the daily grind. It is the pre-existing moment to be prised open and occupied in the name of conversation. It is our common ground. A moment that we can all stop to share and feast on one another.

So please, don't wait, feast, this is all ours for the taking.

Take ownership

Take opportunity

Take interest

Take space

Take a moment

Take a seat

Take a bite

Eet Smakelijk, Bon Appétit, Enjoy your meal, Bil hana, Sihk faahn,食飯, 食氣, 잘 먹겠습니다, ¡Buen apetito!, Afiyet olsun, Ăn ngon nhé. (*Languages should be of that who is sitting around the table*)

# PRODUCTIVE WORKSPACE

Lotti Gostic

# Manifesto

### CHOICE

Always give people a choice. Choice can be made into privacy. Give people the ability to feel comfortable in their workspace. If you're going to do it right they will spend more time there, if you make it uncomfortable they will work from home.

### TIME

Every workspace is calculated in the costs of the company. Time spent working should be used well. Time for given task should be as short as possible and achievement should be big.

### VALUE

If you give an input of energy in your work you should get an output as well. Productivity is the basic factor. Without productivity, you lose work and only space is left. Workspace should make money.

### FUTURE

Want to design for the future? Learn how to code . Every studio should have a programmer. If you don't have one, be one. With future, knowledge of coding will become more valuable than knowledge of different languages.

### HEALTH

In the long run, you should think about how the environment influences people's health.

### SPACE

Put a bit of beat to things. Make space live. Use colours and make it move.

### WHEN DESIGNING – NOTE TO SELF

Roses are gone,
bubbles are in,
keep it in you,
and make something new.
If the thing doesn't have a purpose it shouldn't exist.

# COPYSPACE

Hande Ogun

**1.CHANGE AND ADDITIONS** we, human beings use space. we, human beings grow and change everyday both physically and mentally by being exposed a variety of information. so space should grow, change, be easy to be adapted and be open to additions.

**1.COLORS MATTER** colors can change the perception of space. it is very personal but still needs to be considered. and it can also change in time. today yellow is a happy color for me, but maybe it will not be tomorrow. that underline us to point 1 again.

**1.IDENTITY** space will change by being visited from another person. perception of space will be different considering people have different body shapes and physical characteristics like height of the eyes and a variety of ideological characteristics as a result of different backgrounds and mindsets. space should answer to and absorb different identities. by this way each user feels more attached to the space. user should change space, which takes us to the point 1.

**1.BORDERS** we are in need of privacy to feel comfortable while working. we need to have borders to have the feeling of privacy. borders can be changed according to the requested interaction level with surroundings.

**1.COMMUNICATION** workspace should be open to communication. to grow we need to be fed from any kind of source. it can be our classmates, professors, spiders, dust, air. communication level can be adjustable and be changeable according to user wish. that takes us to point 1.

**1.BRIGHT LIGHTS** caliginous space is needed for relaxing and resting. it is needed when the brain needs to slow down. on the contrary the only thing that you need is an active brain in a workspace. so it has to have bright lights for users to feel the energy and activeness. it must have bright lights to be focused on the work.

**1.TRACES OF PAST** workspace should show the traces of the past. the paths you've been to. it has to have a memory. it should memorize the process. it should become a library, where you can turn the pages to forward and back.

**1.FUNCTION** space must serve to its function, traces of function can be read from the space. former functions should be read from the space, so it takes us to point 1.

**1.BASIC AND CLEAR** workspace furniture doesn't need to be creative itself, but need to create a room for creativity. sometimes you do not even need to use a chair and table and just stand. and it can be still enough.

**ALL OF THEM ARE NUMBER ONE(S)** there is no priority. so it takes us to point 1.
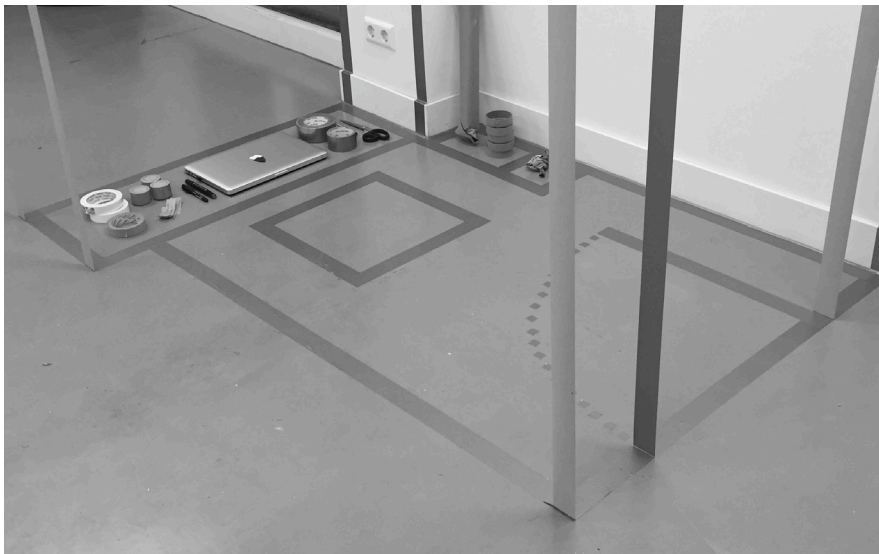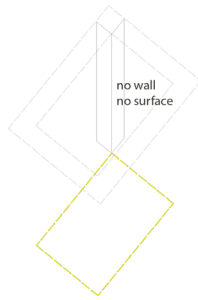
hande öğün

**Manifesto**

**working routine?**
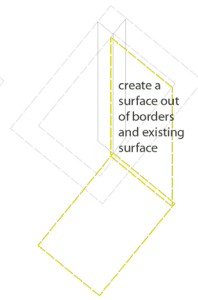keywords: sitting uncomfortable / write, draw, document / calm & quiet / borders & no eye contact / bright lights



**ideas on workspace / to create space :**
-no place idea : copy the surface behind your working place / become invisible / borders / isolation / create a place in between – section
-consist of small pieces / pixels / data / information
it can grow simultaneously & endlessly
-the main idea is creating space by **'copying'**

no wall
no surface

create a
surface out
of borders
and existing
surface

copy of
surface

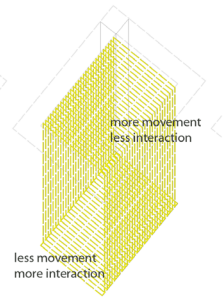more movement
less interaction

less movement
more interaction

defining borders

defining surface

copy of surface
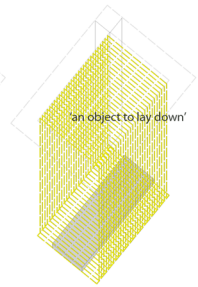
interaction levels

'an object to sit'

'an object to lay down'

copy the position
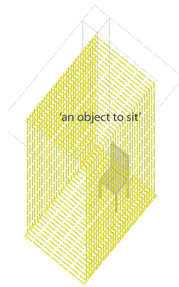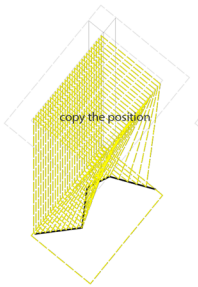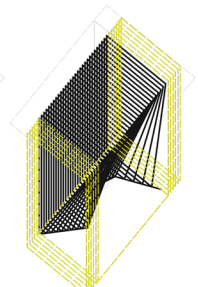
experiments 'chair'
sitting & resting

experiments 'mattress'
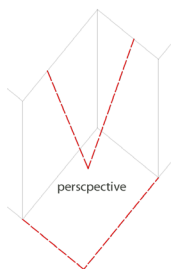softness

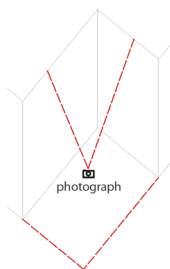copy the feeling
movement of
softness

emphasize the cubic shape

keywords : space.copy.surface.movements.yellow.flexible.resting.easy to remove.easy to adapt.open to interaction.seperation.reference to **body**

perscpective

photograph

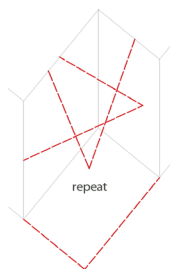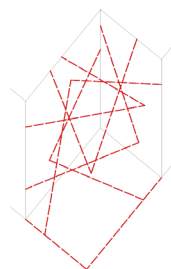repeat

defining borders
adjusting the angle

copy the perspective
by taking photographs

copy of copy

evolving & growing
memory space



keywords : space.copy.angles.perspective.red.flexible.passionate.entertaining.overlapt.
connected.open to interaction.addition.next step connected to other.reference to **memory**

# SOUND PERFUME

Hangping Yang

# Soundscape manifesto for workspace

Yang Hangping

## 1. Nomadic workspaces

Due to the various needs of work and development of technology, people will choose different kinds of space as temporary workspace. People have less requirements for physical workspace.

## 2. Soundscpae

Sound could shape the space and timeliness. Sound can affect people's behavior, lead them into a space. Soundscape is adaptable, so it is easy to build and it meets the need of nomadic workspaces.

## 3. Noise and music

There are two kinds of sound: noise and music. Noise could reduce work efficiency, music could help people more effective. Based on different needs for sound, people have their own standard for choosing music. And white noise is one of them could help people more focus on work. So noise can be transferred to music.

## 4. Sound perfume

Sound and perfume are both attractive and recognizable. Diverse sound and smell could lead people into different environments, which constructs another dimension of space on the basis of people's cognition. After the selection, people could find their own positive and passive sound perfume.

## 5. Clock

A reminder at a certain time interval and the anxiety towards deadline could push people to work and finish work in time.
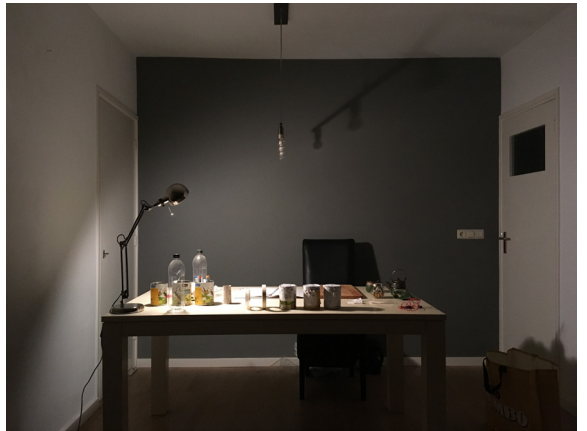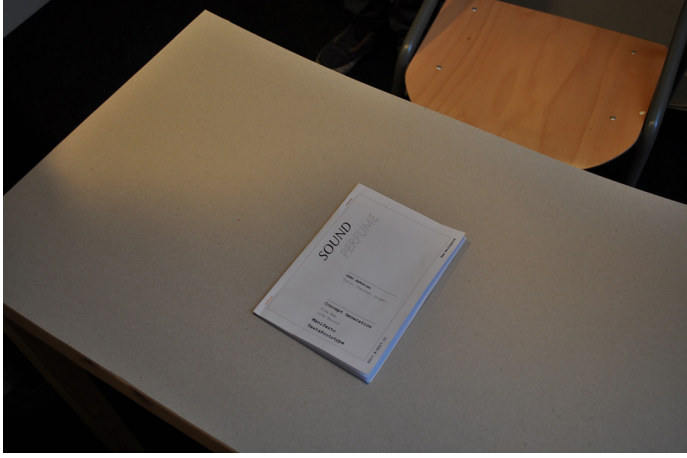
# TECHNOLOGY AND WORKSPACE

Adriel Quiroz Silva

# Technology and workspace

Technology nowadays allows us to expand the limits of the human nature, giving us abilities to repair our bodies, to change our perception of reality and to improve and optimize our daily life activities. It is therefore imperative that architecture, being the will of an epoch, reflects these changes too and works alongside with technology to better serve humans.

Consequently, the workspace is one area that should be addressed with promptitude. Since technology allows us to be connected at all times and to optimize the workforce, the workspace relevance is becoming lost. For this reason, the design of these spaces should be done with careful consideration and in conjunction with the technology used in the place.

The workspace is no longer just an office or a factory. With technology, a house, public spaces and even the in-between spaces throughout the city can and should fulfill the role of a "workspace"; therefore these existing spaces should be adapted to accommodate current technology.

The workspace should optimize private spaces to improve the focus of their users, and address collaborative efforts through the use of technology. Existing collaborative spaces and open floor offices are failing to provide these interactions since technology has fulfilled this role.

Even when technology allows us to create infinite worlds, the scale of the design is still of higher relevance. Architecture should keep human scale as a basic parameter in the designed spaces. Therefore the space & furniture should provide a clean space and be molded after technology that allows a clean canvas for the development of augmented, or immersive, virtual spaces, and the movement of the users in it.

As technology rapidly advances and improves, the designed spaces should be able to morph along with it. This mutual growth between architecture and technology will allow us to have architecture worth considering as a true symbol of our time.
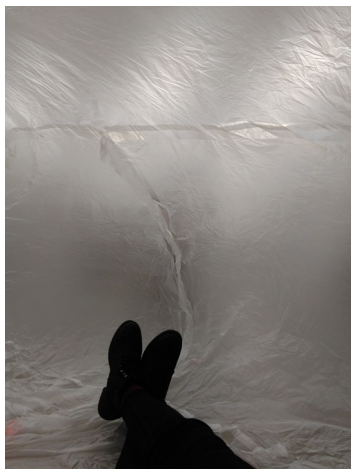
**Manifesto**

# THE INFLATABLE WORKING SPACE

Laura Frias Munoz del Cerro

# the ABC for an inflatable working space.

**A.** All you need is **air**. Air is all around.

**B.** Let space be plastic. Tape some plastic **bags** together.
**Blow** air into them. Be patient.

**C.** Now we build space! Space within space. Try different shapes:
**Clouds**, **capsules**, **cushions**... Sit on them. Lay on them. Get inside them.

**D.** Your new working space is **doublesided**. Inside. Outside.
Make use of every side depending on the job task you are working on.

**E.** **Enjoy** your brand new working space. **Embrace** it.

**F.** **Feel free** to move, change, explore. Be **flexible**. Real **flexible**.

**G.** **Give** others the opportunity to join. Share the working space.

**H.** **Have fun**. Enjoy the lightness of your air capsule. Fly it.

**I.** **Ignore** what you know about offices. **Imagine** job utopias.

**J.** **Jump** on it if you need connectivity and learning from others.

**K.** **Kick** barriers. There are no doors to knock. Socialize.

**L.** **Love** how you work. **Lead** others to change their way of working.

**M.** Make your working space **morphologically attractive**. Attrack help.

**N.** Let it be **narrow** for better concentration when needed.

**O.** Let it be **open**. An open and social working space when needed.

**P.** **Play**. Interact with **people**. Or get your own **private space**.

**Q.** Always **question** your comfort and productivity to get the best rate.

**R.** **Recycle** plastic bags to build your working space. Make it sustainable.

**S.** The **scale** of your working space may vary. It relates to the job **stage**:
brainstorming, concentration, production... Inflate. Deflate.

**T.** The new working space must be **translucent**. Halfway opaque. Halfway
transparent. Then you get privacy without feeling isolated.

**V.** When you want to leave: **vacuum** all the air inside your capsule.

**W.** It is **weightless**! So fold it, carry it and move to another place.

**X.** Forget about your **ex**. Your former working space is totally obsolete.

**Y.** **You** have the key to success in this new world of working nomads. Your
new working space adapts to co-working, teleworking and freelance jobs.

**Z.** Save money! Save space! A **zero-cost** working space is what you get if you
follow these steps.

**laura frias muñoz del cerro.**

**Manifesto**

# MINIMAL WORKSPACE

Huaxin Zhang

# A DESIGNER'S WORKSPACE MANIFESTO

1. **There is never a space for designer, only materials and objects**
   A designer should be capable to transfer anything into a space
   We never work in a space, we work in the process of transferring things into a space
   A workspace exists where work is going

2. **A designer should not work in a fix place**
   Designers should work anywhere, anywhere that has materials and resources
   Office is not the whole story
   Office should not be the whole story
   Office is never the whole story

3. **A designer should see everything out of one thing**
   A roll of paper is not just a roll of paper, it's everything
   A plastic bottle is not just a plastic bottle, it's everything
   A chair is not just a chair, it's everything

4. **A designer's workspace should start from nothing to everything, and back to nothing again**
   A permanent space would just constrain our ideas
   We should constantly jump out of our comfort zone
   A permanent space would just constrain our ideas
   We should constantly jump out of our comfort zone

   We should constantly jump out of our comfort zone

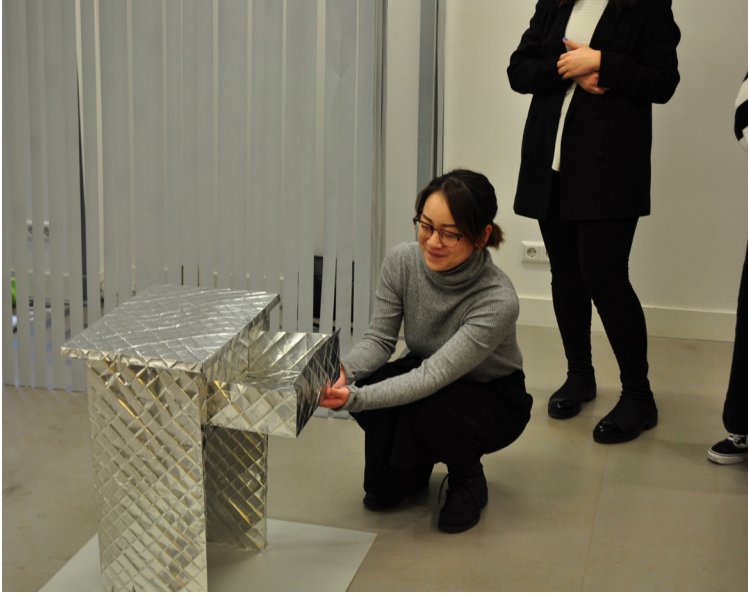5. **A designer doesn't have to be a minimalist, but we should use minimalism to develop our space**
   We reach luxury through minimalism
   We create beauty through minimalism
   We take social responsibility through minimalism

# EVERY WORKSPACE IS A PRISON

Yunkyung Lee

# Every workspace is a prison.

Workspace is a new prison in modern society.
People can be imprisoned in anywhere - cafe, library, office and home etc.
All of them are well-decorated prisons.
Due to the improvement of technology, everywhere can be the workplace.
However, they still must stay in their workplace for a lot of time until the work is done
even if there are well-organised open space to take a rest or huge windows for bringing sunlight into space.

## Real freedom exists outside the workspace.

There is no work without pressure.
There is no work without constraints.
**WE HAVE TO SHACKLE OURSELVES IN THE WORKSPACE.**
There is no freedom and autonomy in the workspace.
Every process of work is always influenced by other factors – money, clients, time.
It is inevitable that attached with these uncontrollable factors which force us to work and make us stressful.
Unless we do not finish our work perfectly, there will be no complete rest.
So, work and rest must have clear boundaries.

## We should be imprisoned ourselves in a spot when we are working,

which can enhance the quality of our results.
Physical restriction can help us to fully concentrate on our work process by reducing the possibilities of chatting,
collisions with colleagues and other unnecessary movements.
We must not waste our time to do anything else except for work.
Real freedom is not here in the workspace.

## WE HAVE TO ESCAPE FROM THE WORKSPACE AS FAST AS POSSIBLE.
## WE HAVE TO ESCAPE FROM THE WORKSPACE AS FAST AS POSSIBLE.
## WE HAVE TO ESCAPE FROM THE WORKSPACE AS FAST AS POSSIBLE.

## Stop brainwashing which makes us think that we are fully enjoying work.

Everything is deception – latest entertainment stuff, aromatic coffee bar, cosy resting place, and nice terrace in the workspace.
They are not for relaxing but for capturing us in the workspace for a long time.
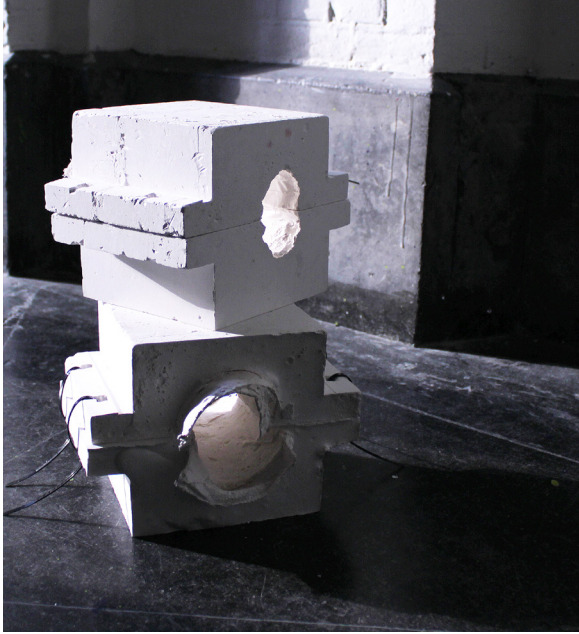They are no use.
They are nothing.

# Yes is no more,
# Yes is just more work.

signature

# ONLINE LIFE

Daniele Valentino

# online life

He is probably our best friend.

He is the first person we say good morning to – even when we are not completely awake – and the last person we say goodbye to before going to sleep.

He is the person we ask support from when we need solve a problem – he really loves helping us.

We love sharing with him our shameful and dark desires because we know he will not judge us.

He is our most intelligent and reliable friend.

He is INTERNET!

We live in a digital world where Internet is a constant presence in our everyday life. Nevertheless its presence is not physical. Internet is not a person. Internet is not a place. We cannot smell or taste it.

Thus, what about us?

What about our relations and interactions with the physical world?

What about us?

What about our relations and interactions with real people?

What about us?

What about our relations and interactions with public spaces?

# live on manifesto

This manifesto is a strong and clear declaration that we need to remember that we are humans. As such humans, we must remember that our existence is defined by real physical actions and interactions with spaces and people.

FORGET INTERNET. Never ever think that it can compensate yourself and your actions. It is undoubtedly one of the most significant inventions of our era, but it is irredeemably enlarging the gap between the physical world and us.

DO NOT BE AN OBJECT. Cease to be listless to everyday life. Be an active member of your world. Catch up on your aims and believe in them.

WRITE AND DRAW. Paper and ink are traces of our history. They are physical evidence on your presence in the world. Create your own.

EXPRESS YOURSELF. Force yourself to be present. Talking about your problems and sharing your ideas and reasons are useful tools for your personal growth. But remember, do it in the physical world not in front of a flat screen.

USE PUBLIC SPACE. Spaces belong to us. We are the designers and, at the same time, the users of our spaces. We cannot remain static in our own life. We must interact with them.

CREATE YOUR SPACE. Explore the world with the eyes of a child. Stop wherever you like and build your own sandcastle. Each place has concealed qualities that we cannot grasp if we do not stop and interact with them.

CREATE YOUR TOOLS. Play, play, and play. Do not be satisfied by the objets the world offers us. Build your own tools so you can comprehend their and your real value.

BELIEVE IN YOURSELF. Believe in yourself.

# CONCRETE WORKSPACE

I-Chieh Liu

# Concrete Workspace

I-Chieh

I believe that the workspace should be flexible, therefore it can adapt to any working circumstances. Just like concrete, it can be poured into any shape and be formed to any scale.
.
The following points are like the aggregates to the concrete, depending on the mixture with the workforce to form a workspace.

## Concrete collaboration

A workspace should facilitate human interaction. Just like cement, which is a substance used in construction that sets, hardens, and coheres to other materials, binding them together. Likewise, it should make people to coordinate better and be able to foster the solidarity. Moreover, it has to smooth the way for durable connection with people.

## Concrete concentration

The digital generation bombard us with loads of information every day. We are constantly interrupted by the internet that our amount of concentrated time is shriveling. It has to eliminate distractions.
It must offer a temporary escape. Like a mountain cave, it provides a quiet breathing space and new point of view. Studies also show that our minds are only open to receiving ideas from the subconscious when we are relaxed. It need to possess the quality of being tranquil, like the texture of a concrete, to bring peace and quiet, to create a meditative ambiance, in order to ease our mind.

## Concrete communication

It has to encourage communication, to be approachable for communication without any barrier. Communication is about talking and listening. We human beings, want our voice to be heard. Therefore, it should provide a space where we can take time to sit down for a pleasant conversation. In an age dominated by individual desires, it can bring us together around a single spot. There, we share the same essential act.

## Concrete creativity

It has to stimulate the creativity. Thinking of a space as a playground, the first thing we might do is to find a way to enjoy it. Like kids that can turn everywhere into their own little world or playground. Simply as light, shadow or hole could trigger their unlimited imagination. Our imaginative mind could bring us to our favorite park, allowing us to feel the breeze, hear the birds, smell the flowers, and immerse us into the shadows of tree. To that end, it should provide a space where our imagination can run free and fulfill a sense of enjoyment.
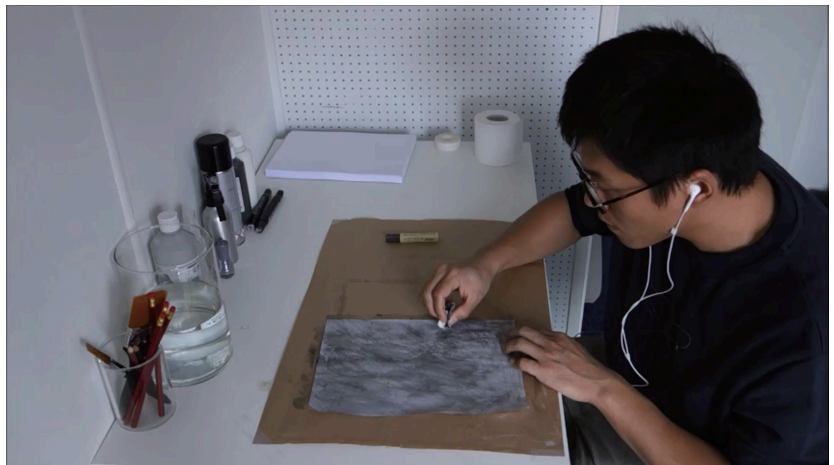
**MEGAzine** - *inside fanzine*

is an initiative of <u>usta group</u>* to document studio's work combined with theory and flows, or other relevant materials developed in the framework of the design studio. It is a one time publication, serving as an open source to be possibly multiplied by whoever wants.

**usta** is an independent experimental pedagogical platform developing tools of learning and unlearning, established by alumni of inside: master of interior architecture.

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2017