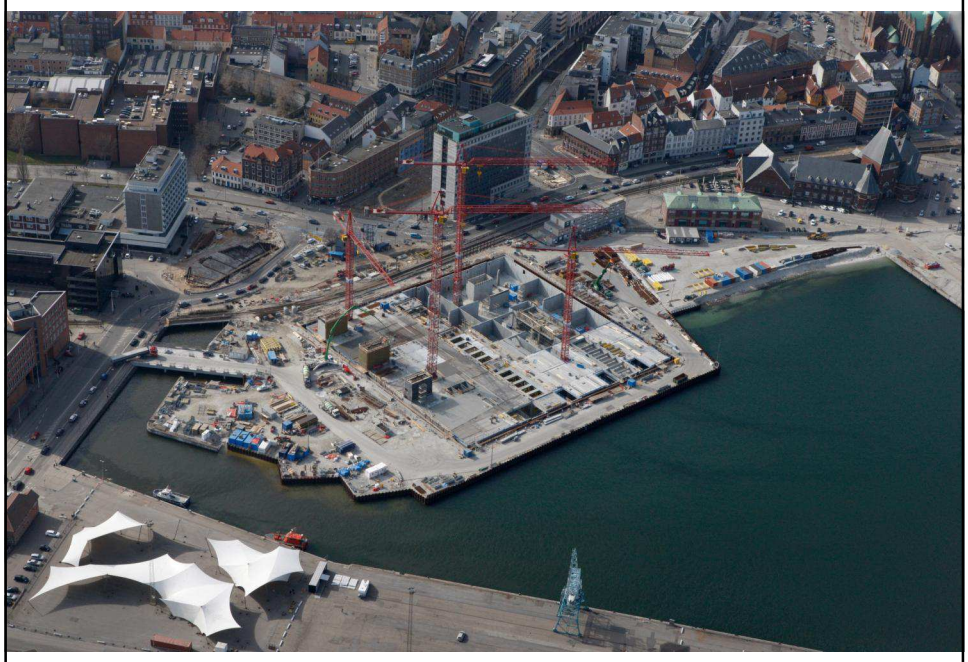
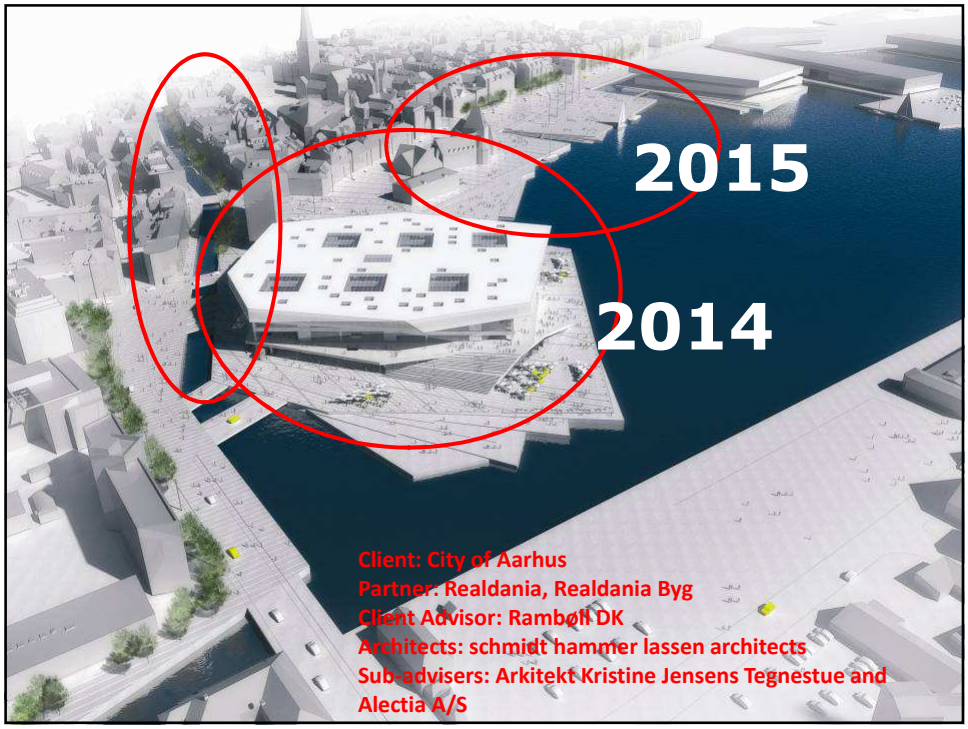
Urban Mediaspace Aarhus





Project elements

Dokk1:

- Main Library
- Citizens' Services
  - 18.000 m2
- Partners and network
  - 10.000 m2

Automatic parking space - 1000 cars

Two new urban harbour squares

Arrival centre for light rail

Uncovering of the river

Traffic regulation

Climate security **App.: 357 US$**

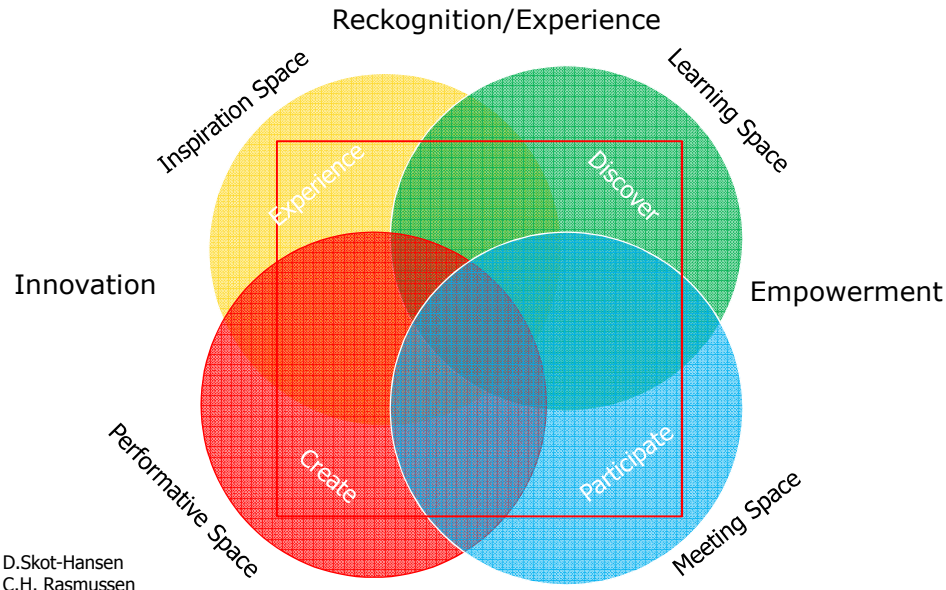
The Vision

- Space for co-operation
- Place for dialogue, knowledge, experience, ideas and inspiration
- Open informal learning space
- A unique place for children and families

From **information that can be found anywhere**	**To** **What can only be experienced at the library**
Space for media	Space as a media
On-line	On site
Information	Meaning
Facts	Credibility
Meeting information	Meeting people
Knowing	Experimenting
Visitors	Resource person
Neutrality	Sensing
Seriousness	Sense of humour
Arranged events	Things that happen

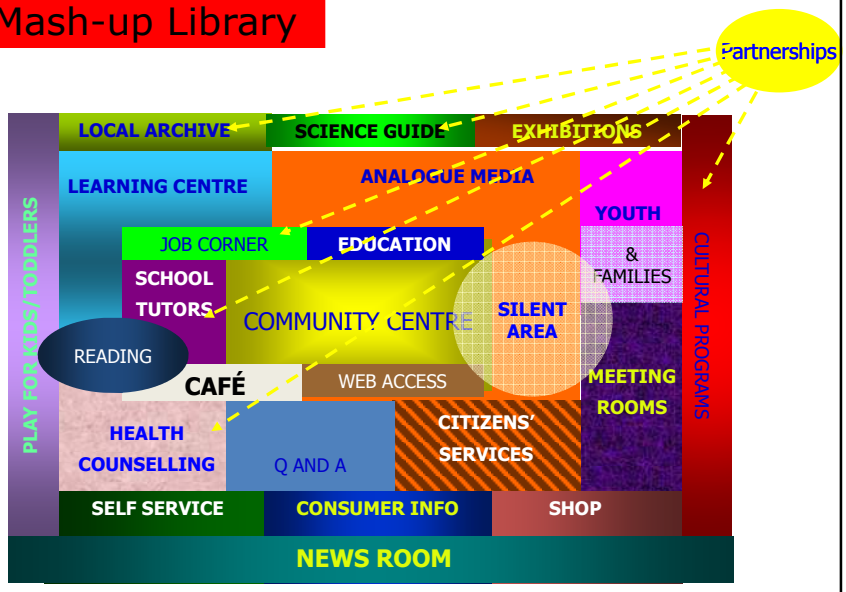
Ivar Moltke, Create

The Library of the future

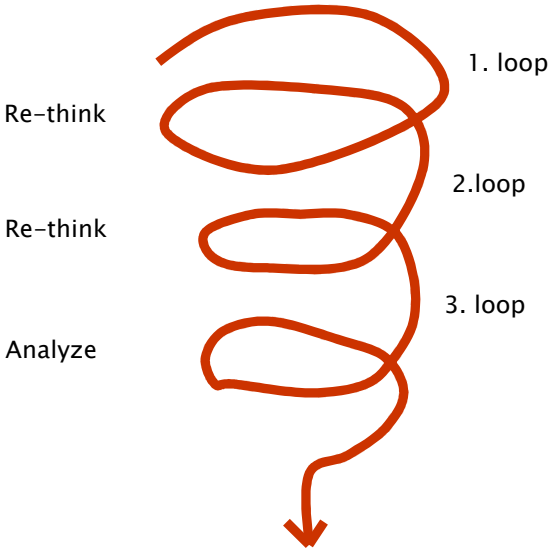


D.Skot-Hansen
C.H. Rasmussen
H. Jochumsen

The Mash-up Library



Working in iterations



User involvement

A strong decision

User- , network- and partner involvement
citizen panels, staff, focal groups, user groups, advisory board, think-tank, children, city departments, network, stake holders, international partners, advisors, architects

Products
Vision
Values
Programme
Building
Interior design
Services
Development projects

Seven Core Values

The Citizen as Key Factor

Lifelong Learning and Unity

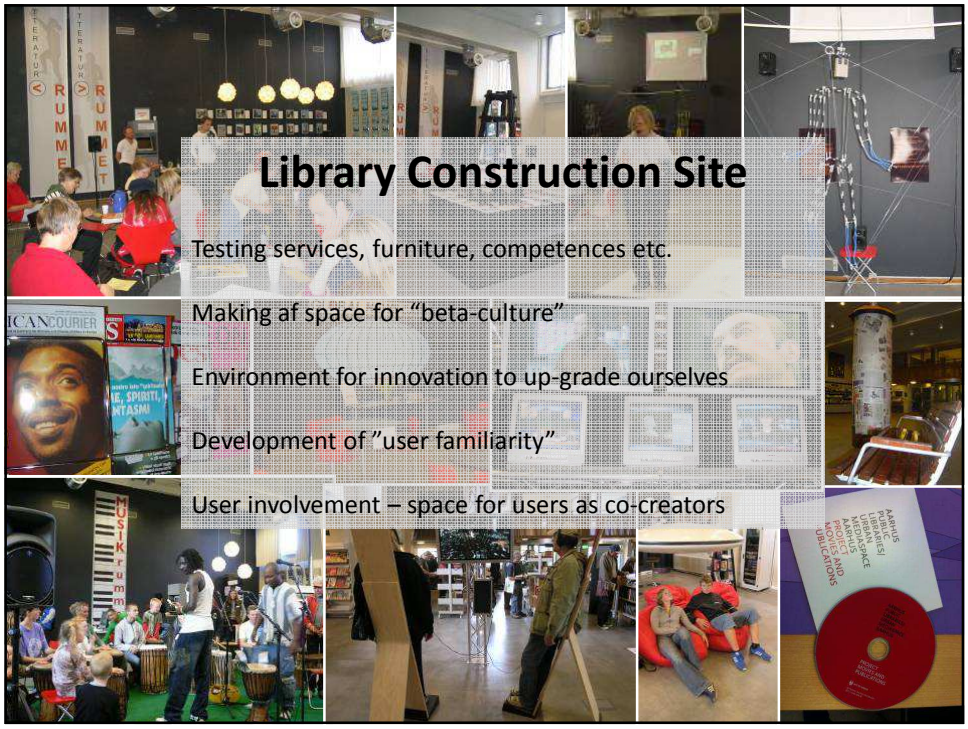
Diversity, co-operation and network

Culture and Experience

Bridging Citizen, Technology and Knowledge

Flexible and Professional Organisation

A Sustainable Icon for Aarhus



Library Construction Site

Testing services, furniture, competences etc.

Making af space for "beta-culture"

Environment for innovation to up-grade ourselves

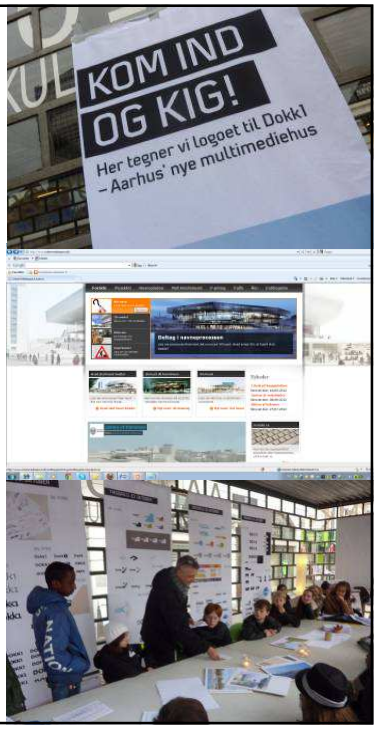
Development of "user familiarity"

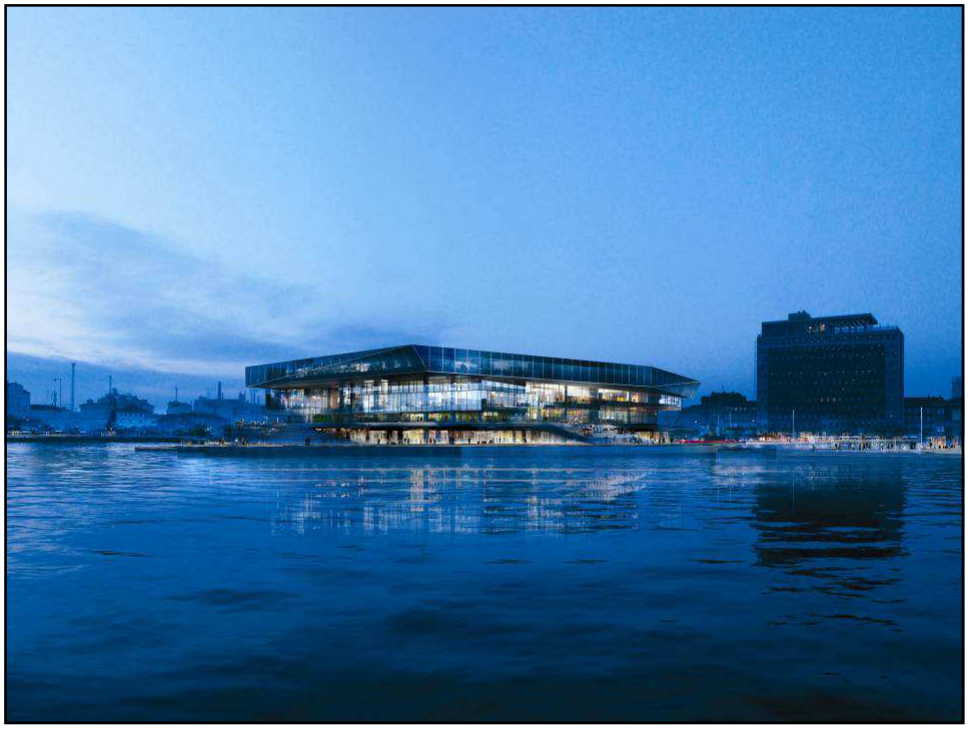
User involvement – space for users as co-creators

Name and visual identity

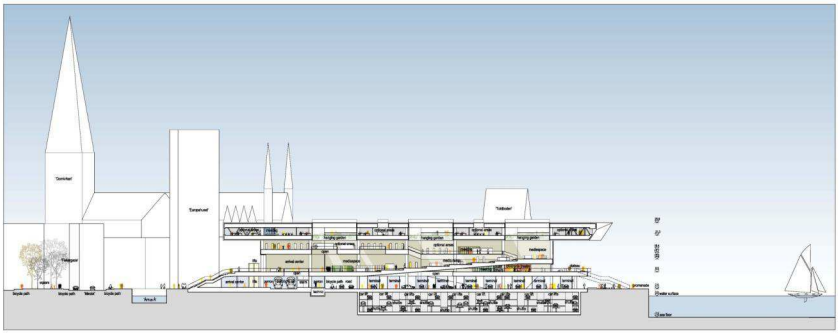
- 1250 suggestions
- Citizens' votes
- Assessment panel
- User involvement in the design phase

DOKK1

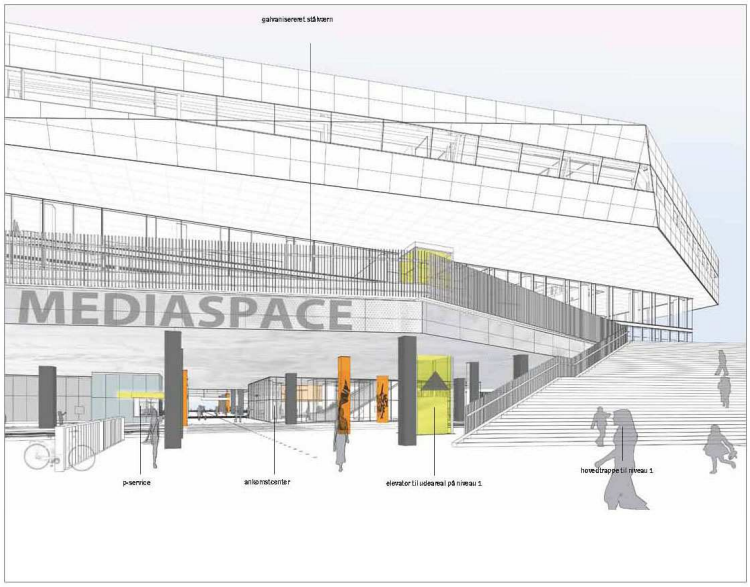




URBAN MEDIASPACE



SNIT / MULTIMEDIEHUSET ER ET ÅBENT LANDSKAB FRA BYENS GULV OP GENNEM MEDIASPACE OG TAGSKIVEN



Ankomst fra åen

niveau 0/automatisk p-anlæg/

/20 automatiske transfercabins /1000 biler under jorden/

URBAN MEDIASPACE AARHUS

mock-up på århus havn, her vurderes design af transfercabin

blankt aluminiumsloft med 50% perforering.

belysning som foreskrevet i projektforslag i reguleret grid

dynamisk lysflade med info om kabinerne er ledige eller ej – MEN UDEN FARVE (af hensyn til farvebillede arbejdes i stedet med lysstyrke og krydser over tal, hvis kabine er optaget)

aluminiumskassetter på over- og underside af "tagskive" til kabiner.

ALUMINIUMSKASSETTER på skillevægge i kabiner

nummer på kabiner og INGEN FARVE bag nummer, lysstyrke og kryds angiver, om der er ledigt i kabine.

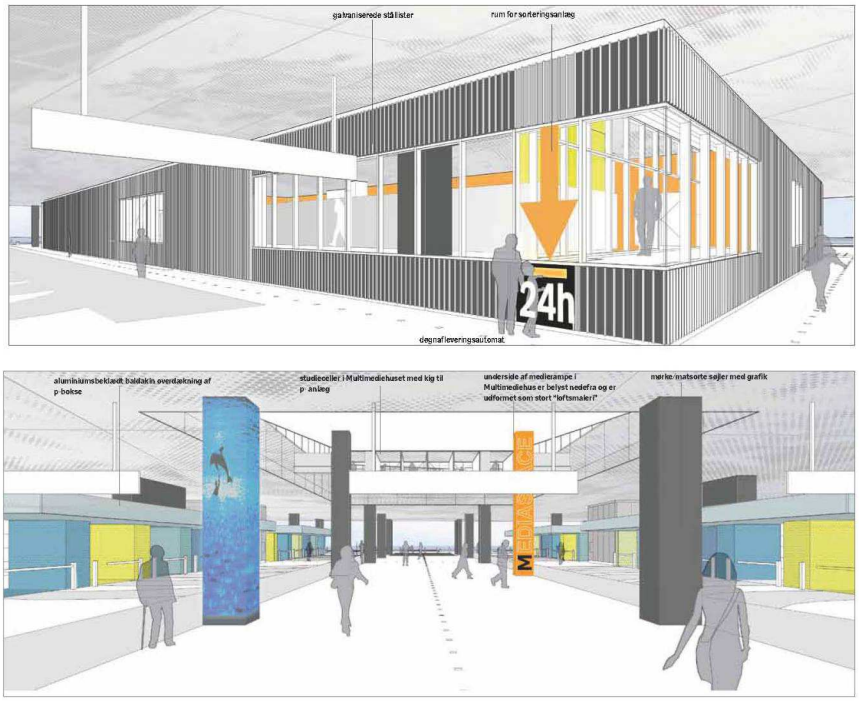
en plade er sort med betjeningspanel/ touchscreen integreret

emalit-glas (bagmalet glas) med lys bag.

alle kabiner har SAMME FARVE

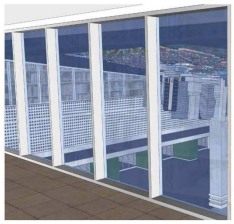
gulv i malet HVID BLANK epoxy

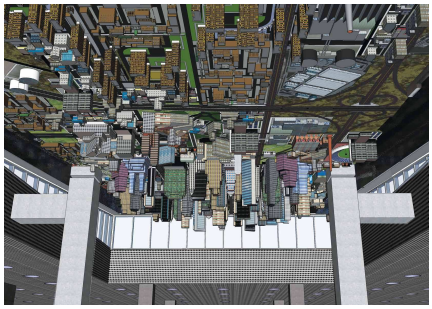
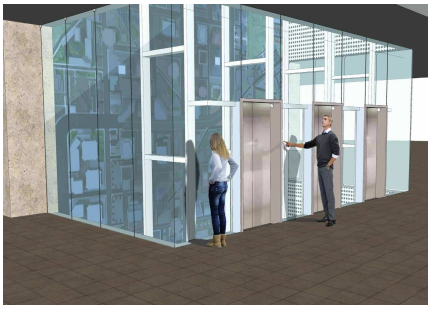
stålskinne mellem epoxy og beton på niveau 0/ rambla.


galvaniserede stålister
rum for sorteringsanlæg
24h
døgnafleveringsautomat
aluminiumsbeklædt baldakin, overdækning af p-bokse
studieceller i Multimediehuset med kig til p-anlæg
underside af medierampe i Multimediehus er belyst nedefra og er udformet som stort "loftsmaleri"
mørke/matsorte søjler med grafik
MEDIA

MAGIC MUSH ROOMS

ARCHITECTURE WITHIN ARCHITECTURE

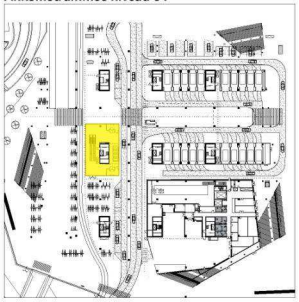


central opstigningspunkt/

URBAN MEDIASPACE AARHUS

Ankomstrummet/niveau 0 :



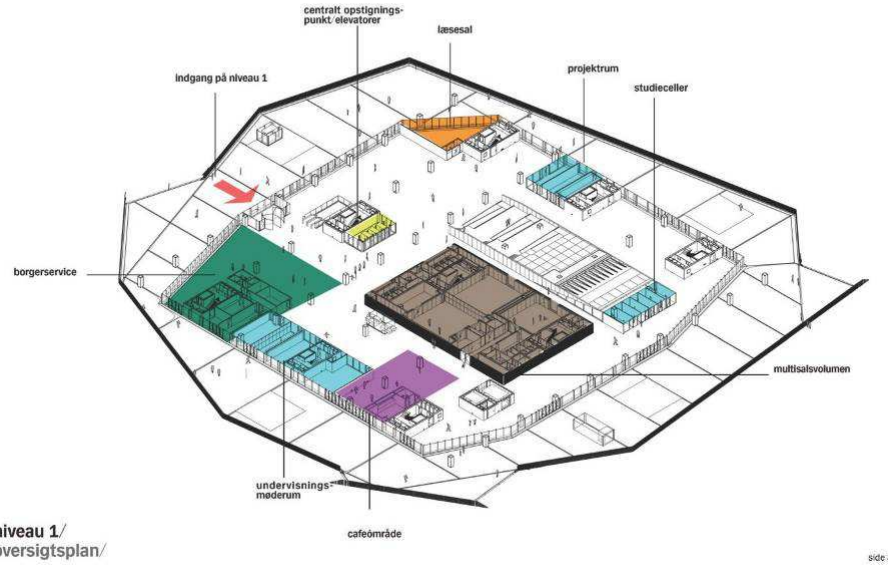
Ankomstrummet skal have meget stor synlighed - det sted på niveau 0 man primært vil orientere sig iht.

Almenbelysningen suppleres med smalstrålede downlight i et fortættet grid i loftet, suppleret med downlight foran elevatorer for accenturering af bevægelsen.

Lys i info. tavler og p-automat og kernernes øvrige sider belyses med wallwashers.

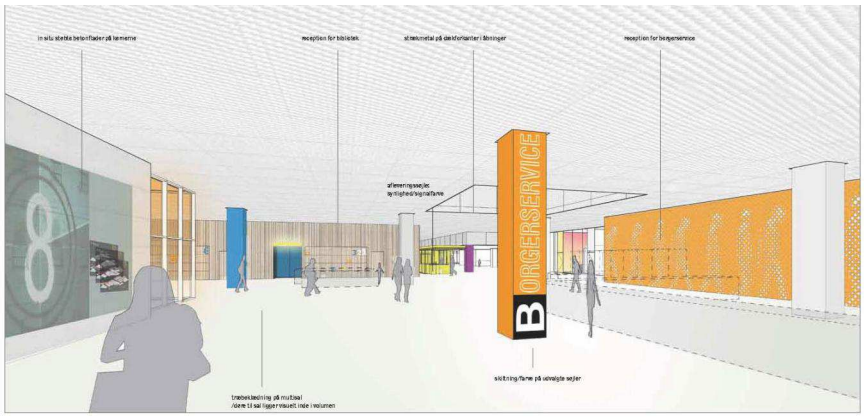
Lyset i den centrale opstigning og rulletrappen (RGB/LED) farvesættes og styres som en samlet komposition

URBAN MEDIASPACE AARHUS



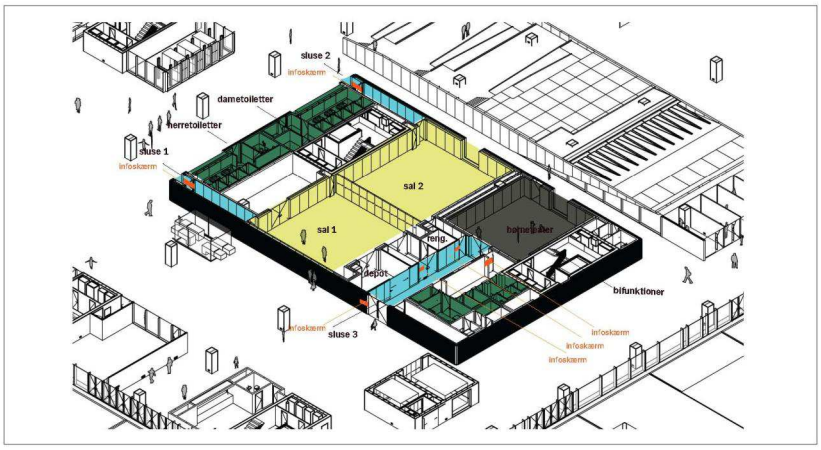
niveau 1/
oversigtsplan/

side 5



Kig mod ankomstområde/torvet ved ankomst fra hovedindgang på Niveau 1

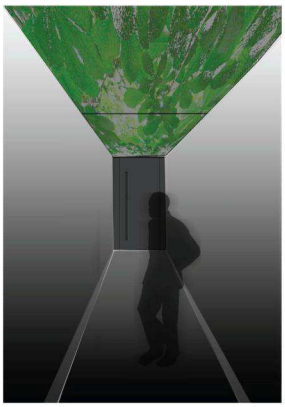
URBAN MEDIASPACE AARHUS

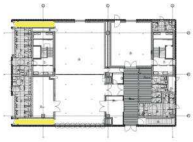


arkitektur/
sluserne har slægtskab i deres udformning, de skaber scenografi, der relaterer sig til det, som sker i salene/ multisalen er lyst stort rum/børneteateret er mørkt intimt rum/

side 16

URBAN MEDIASPACE AARHUS

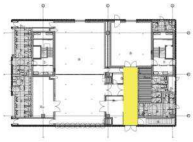




lys/
sluse 1 og 2 ved indgang til multisalen har dynamisk lys/lumacell i loftet/

side 14

URBAN MEDIASPACE AARHUS



lys/
sluse 3 ved indgang til børneteater har dynamisk lys/lumacell i loftet/

side 15

URBAN MEDIASPACE AARHUS

multisalen/
lyst rum med akustisk fungerende perforering på væg, som har vertikalt abstrakt mønster/birkeskov/

side 17

URBAN MEDIASPACE AARHUS

multisalen/
lyst rum med akustisk fungerende perforering på væg, som har vertikalt abstrakt mønster/birkeskov/

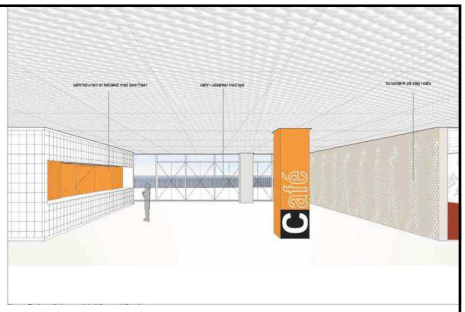
side 18

URBAN MEDIASPACE AARHUS

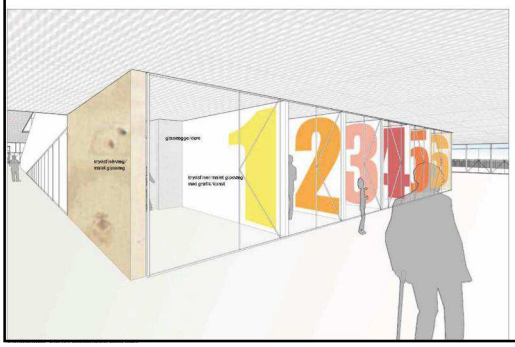
børneteater/
intimt mørkt rum med gardiner/

side 20

URBAN MEDIASPACE AARHUS

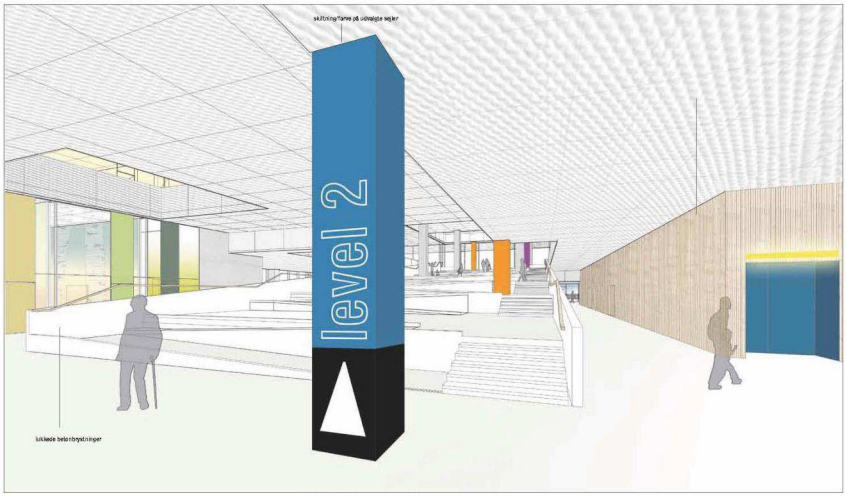


7.18 projektrum 1, 2 & 3

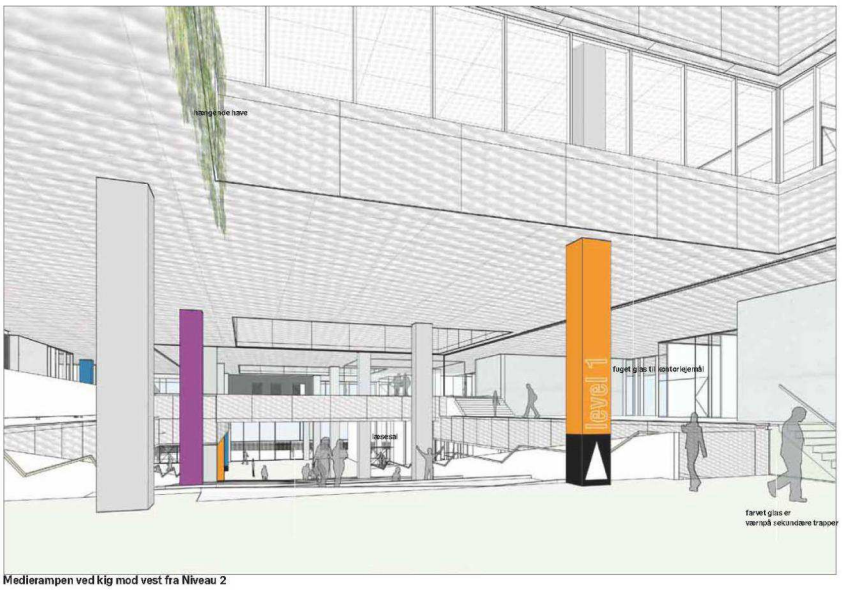


URBAN MEDIASPACE AARHUS

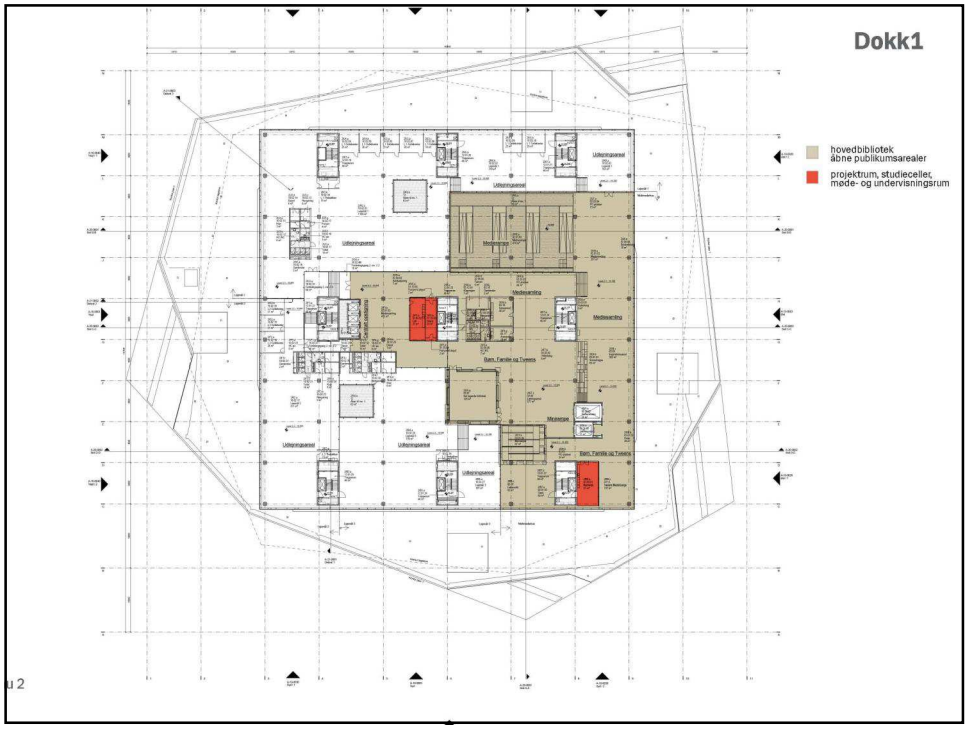
7.16 møderum design forslag



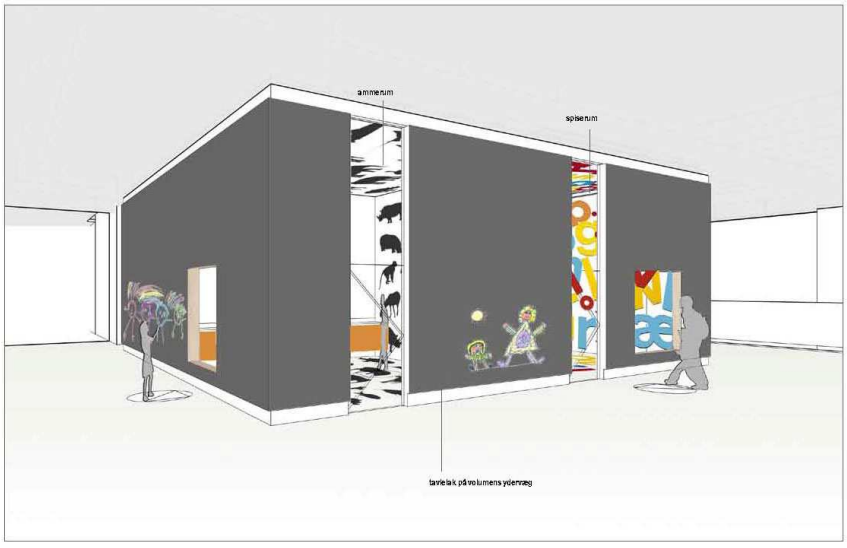
Medierampen ved kig mod vest fra Niveau 2



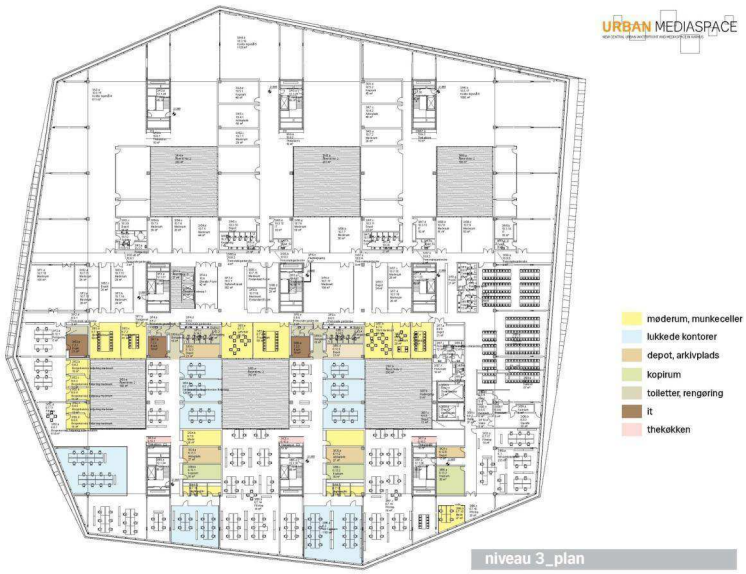
Medierampen ved kig mod vest fra Niveau 2

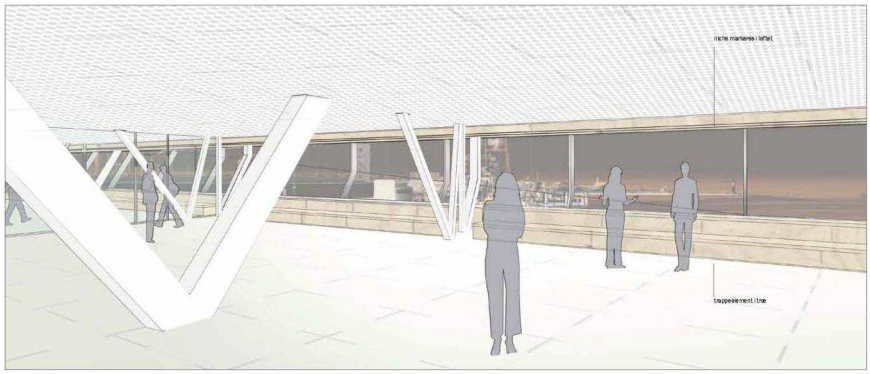

Dokk1
hovedbibliotek
åbne publikumsarealer
projektrum, studieceller,
møde- og undervisningsrum

niveau 2/børne- og familieområde/
URBAN MEDIASPACE AARHUS

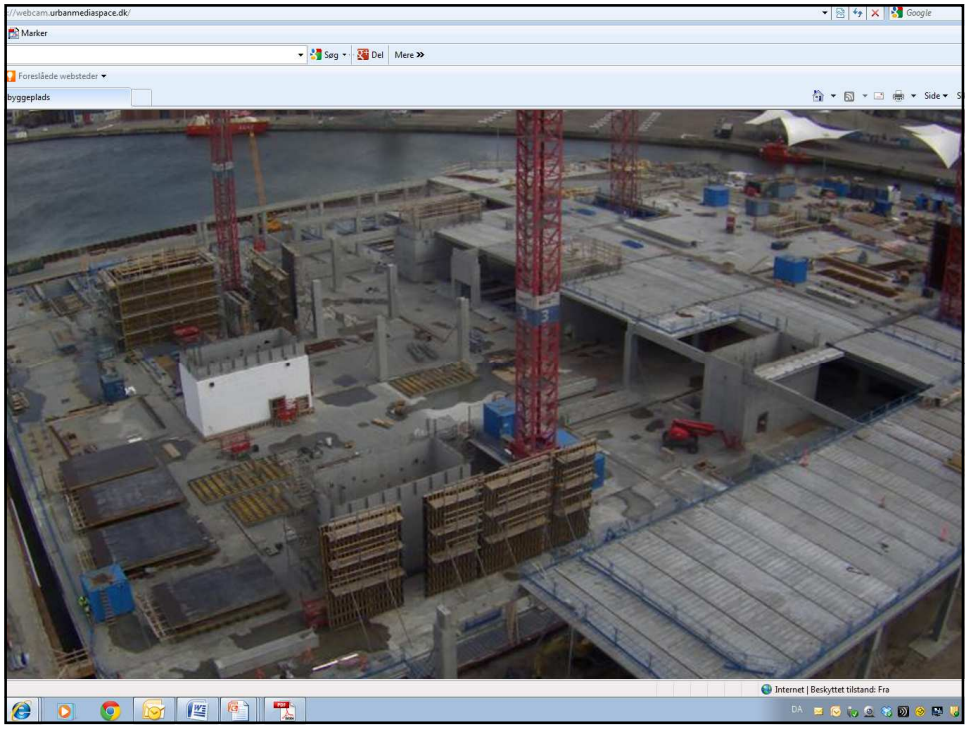


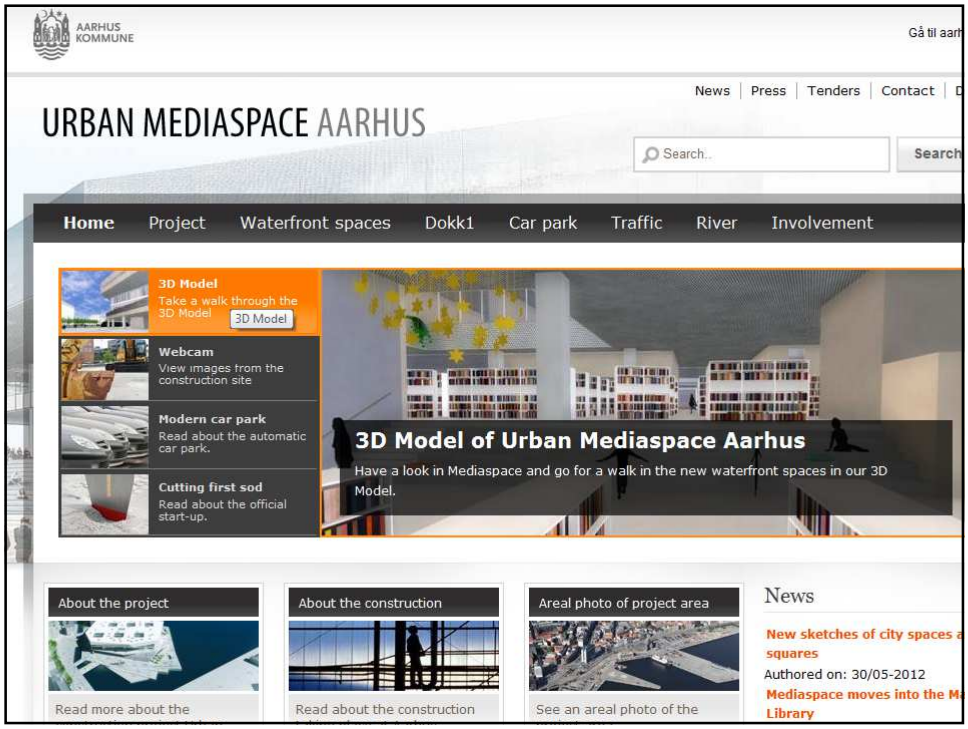
Amme/spiserum på Niveau 2





Kig mod udsigt fra på Niveau 3


byggeplads


AARHUS KOMMUNE
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URBAN MEDIASPACE AARHUS
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Waterfront spaces
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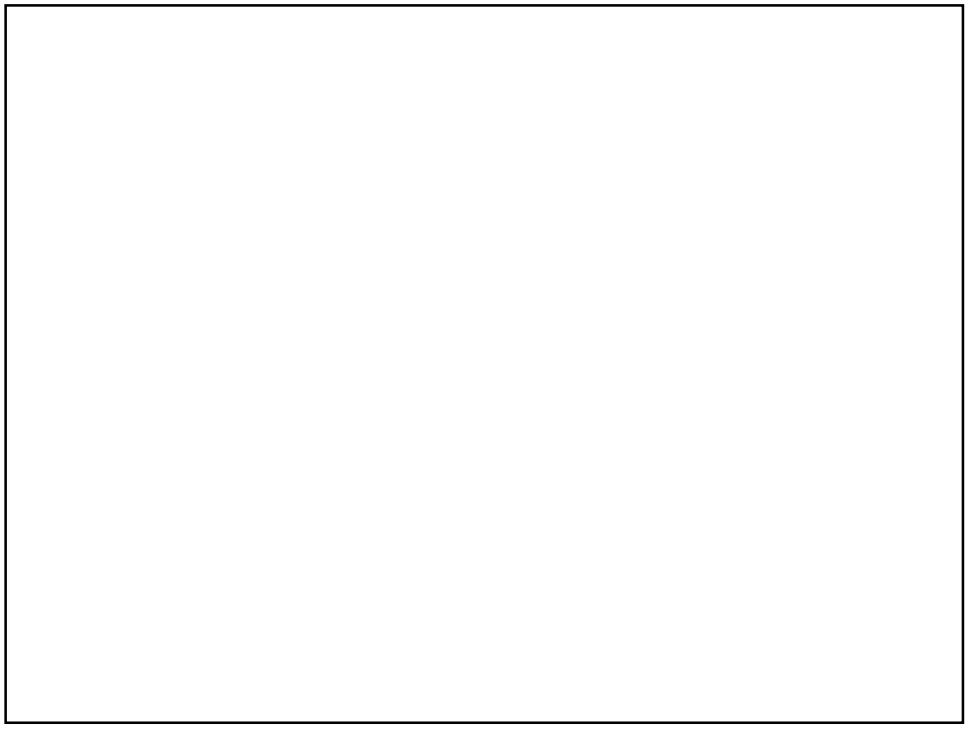
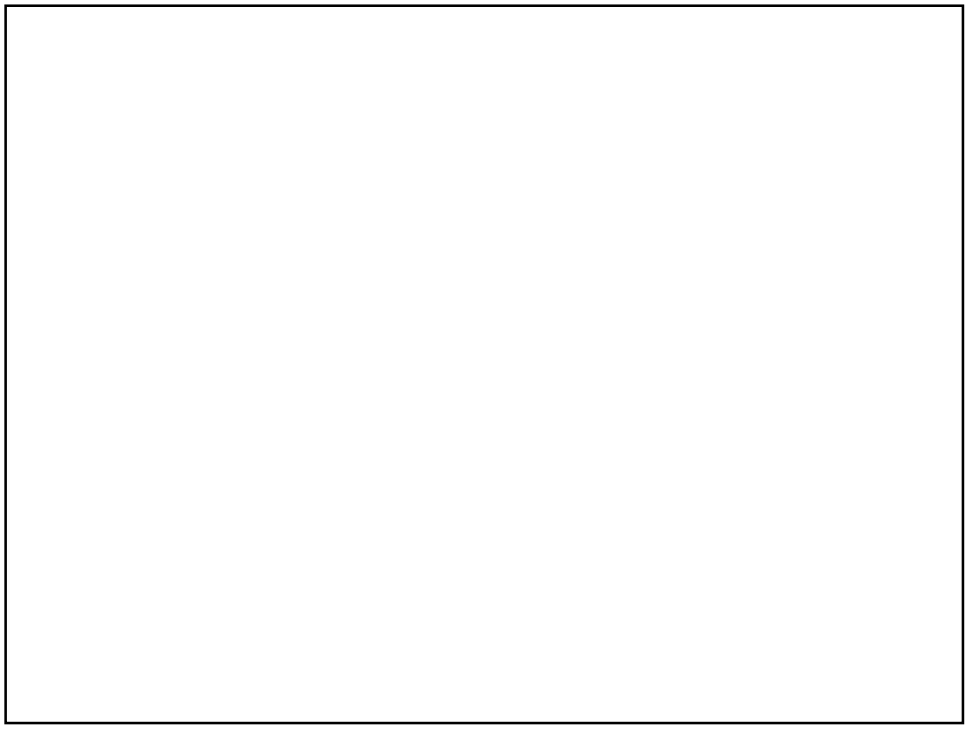
Car park
Traffic
River
Involvement
3D Model
Take a walk through the 3D Model
3D Model
Webcam
View images from the construction site
Modern car park
Read about the automatic car park.
Cutting first sod
Read about the official start-up.
3D Model of Urban Mediaspace Aarhus
Have a look in Mediaspace and go for a walk in the new waterfront spaces in our 3D Model.
About the project
About the construction
Areal photo of project area
News
Authored on: 30/05-2012





Dokk1 – A Selection of Challenges

Cultural merging

Development of new services in a new context

Partnerships

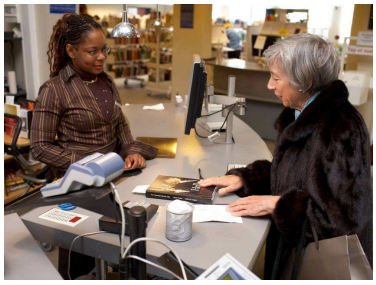
Integrating art and dynamic surfaces

Interior decoration and furnishing

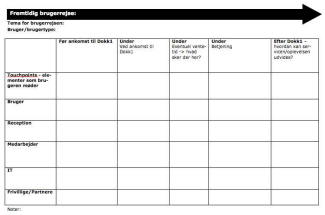
Cultural Merging

- Four organisations
- XX cultures
- XXX different workflows
- XXXX integrations
- XXXXX touch points
- Etc.

With the users as focal point….



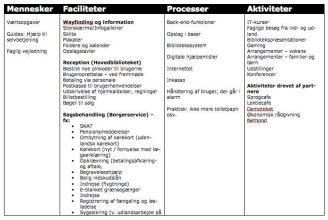
Service Design
– new services in a new context



Fremtidig brugerrejse:
Tema for brugerrejsen:
Bruger/brugertype:

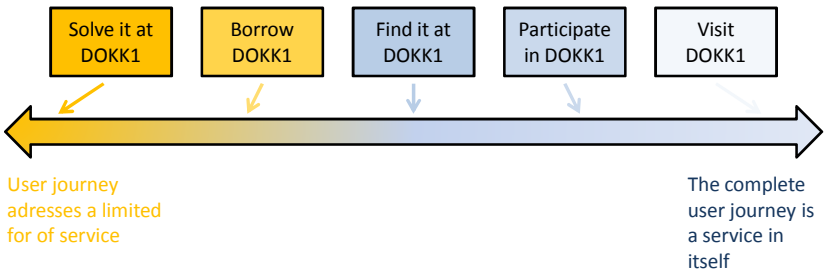
	Før ankomst til Dokk1	Under Med ankomst til Dokk1	Under Kvalitet vente-tid -> hvad sker der her?	Under Betjening	Efter Dokk1 – hvordan kan samvirkningsforholdet udvides?
Touchpoints - elementer som brugeren møder					
Bruger					
Reception					
Medarbejder					
IT					
Frivillige/Partnere					

Noter:

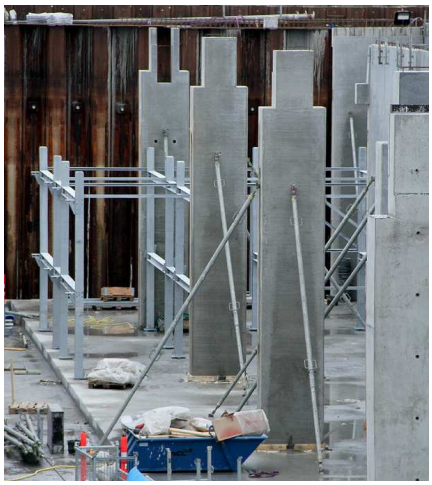


Mennesker	Faciliteter	Processer	Aktiviteter
Værtsopgaver Guides: Hjælp til selvbetjening Faglig vejledning	**Wayfinding og information** Skilte/Piktogrammer/Infoplakater Skilte Plakater Folders og kalender Opslagstavler **Reception (Hovedbiblioteket)** Bestille nye ønsker til brugerne Brugerservicetelefon – ved fremmøde Betaling via personale Privatkøbe til brugerhenvendelser Udskrivelse af fjernkataloger, regninger Kopiering Salget til salg **Sagsbehandling (Borgerservice) – fx:** • SKAT • Pensionsmeddelelser • Ombytning af kørekort (udenlandsk kørekort) • Kørekort (nyt / fornyelse med lægeerklæring) • Opkrævning (betalingsafkrævning-kørekort) • Boligvalgsansøgning • Bolig indskudsstål • Indrejse (flygtninge) • E-blanket grænsegængere • Pas/ID kort • Registrering af fangsling og ledelse • Sygedatering (v. udlandsarbejde på	Back-end-funktioner Opslag i bøger Bibliotekssystem Digitale hjælpemidler Internettet Inkasso Håndtering af bruger, der går alarm Praktisk: ikke mere toiletpapir osv.	IT-kurser Digital beseg fra ind- og udland Spil Biblioteksrepræsentationer Gaming Arrangementer – voksne Arrangementer – familier og børn Udstillinger Konferencer **Aktiviteter drevet af partnere** Fotografe Ledecafe Demokratet Ekspertise /Rådgivning Netcaad

Service Scope

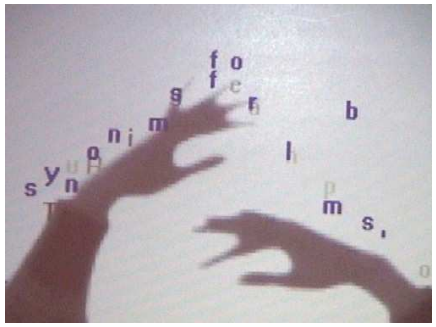


Partnerships



- Shattering prefixed notions
- 8 conversations
- The world from another perspective
- What meets the need of our community?
- Which pillars to be standing upon?

Integrating Art and Dynamic Surfaces



Interior - approaches

Process – user matrix

Vertical Usergroups:
•Dynamic Surfaces
•Wayfinding
•IT etc

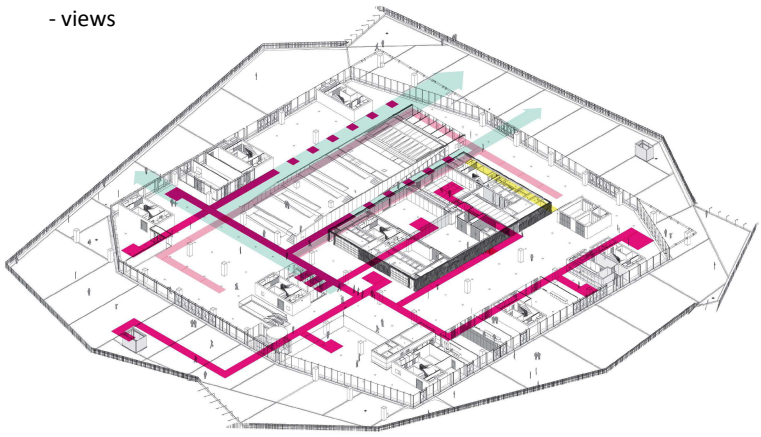
Horisontal Usergroups:
•Adult library
•Children and families
•The Square incl. Projectroom, meeting rooms etc.
•Citizens' Services
•Auditoriums

Projectgroup
Daily decisions-group
Steering Committee

DOKK1

SIGNAL

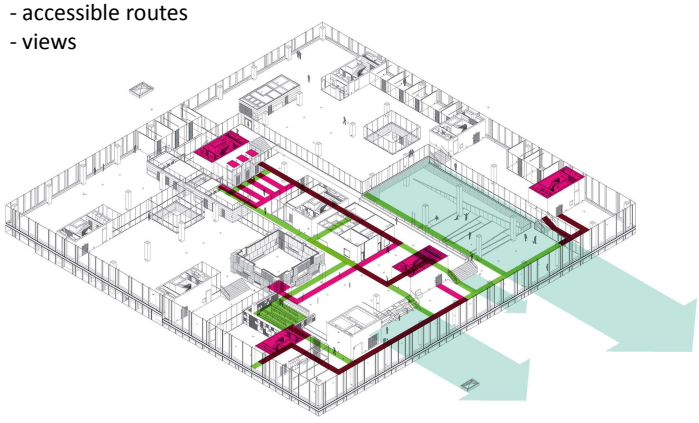
- Escape routes
- accessible routes
- views



DOKK1

SIGNAL

- Escape routes
- accessible routes
- views

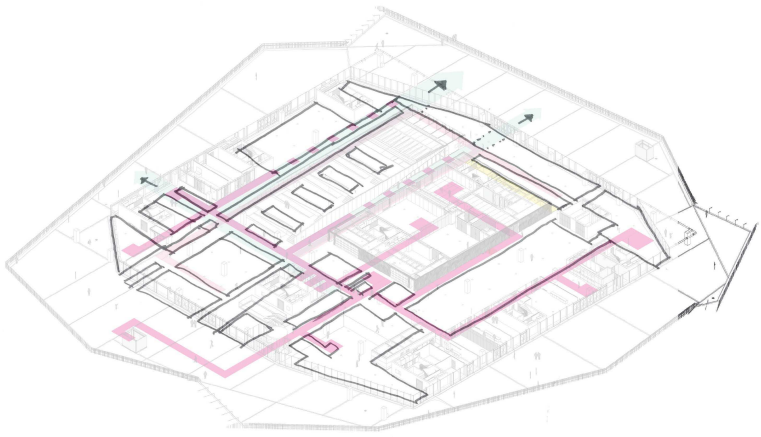


DOKK1

SIGNAL

Tilgængelig rute - 1800 mm
Tilgængelig rute - overvejes
1500 mm gangbredde
1300 mm gangbredde

VOIDS



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DOKK1

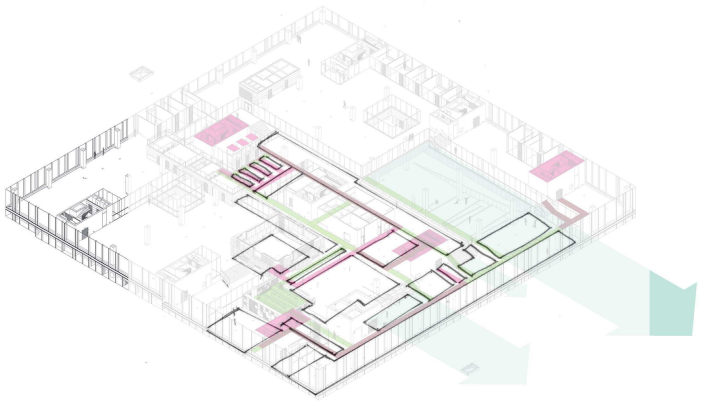
SIGNAL

Tilgængelig rute - 1800 mm
Tilgængelig rute - overvejes
1300 mm gangbredde

Low shelf zones

Flugtvejsareal min 1,3 m bredt

VOIDS



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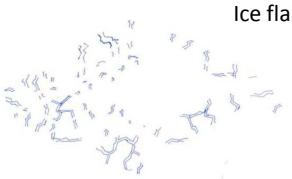
17

DOKK1

SIGNAL

Oasis and paths

Ice flakes and cracks



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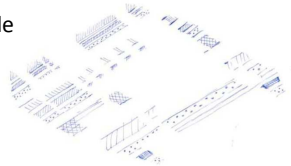
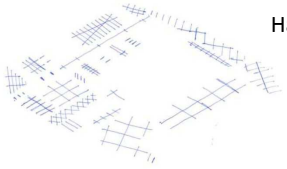


Haphazard Grid



Dokk1 – A Selection of Challenges

Cultural merging
Development of new services in a new context
Partnerships
Integrating art and dynamic surfaces
Interior decoration and furnishing
+ organising the collection
+ children and families
+……

Sums up into:

Rethinking the library – how far do we go?

From: Oh, but it's just a library?

- When vision meets reality – do we dare go all the way?
- What elements from the classical library must we carry forward without alienating the classical library users?
- What is the long tail and short tail in the library?

To: Oh – THIS is a library!

- Is it possible to rethink a library and how far should we go?
- Having created a flexible building – how do we apply flavour and significance to the spaces
- How far can we broaden the library concept and still adress classical library users?