

CHANNELS

OF

KNOWLEDGE

:the flow of information through community storytelling
in the library of the future

MORGAN VEREB



PHASE ONE:

DESIGN PROPOSAL



“The purpose of this research project is to examine how interior design can foster social health and wellness in a community by improving access to physical and intellectual tools and resources in the form of a speculative future library design.”

Columbus neighborhood Franklinton serves as the contextual site and developing grounds for the speculative library project. Franklinton might be described as a neighborhood in transition—a recent increase in market investment has brought renewed interest to the area after years of economic hardship, crime, and population loss. Unfortunately, such issues still persist. Over 30% of adults in Franklinton do not have a high school diploma, suggesting a comparably low level of educational attainment for the community and contributing to the higher than average rate of adults not in the labor force (“Franklinton Target Area Plan”). Moreover, the violent crime rate per 1000 is 96.1, eight times greater than the county average (“Franklinton Target Area Plan”).

Translating the logic of the Community Capitals Framework, these persisting problems indicate that Franklinton’s financial, human, and social capital banks could use additional support (Mattos). Paired with the ongoing threat of gentrification, the most ideal solution calls for a double-pronged approach coupling social impact interventions with the provision of continual opportunities for educational development for all members of the community.

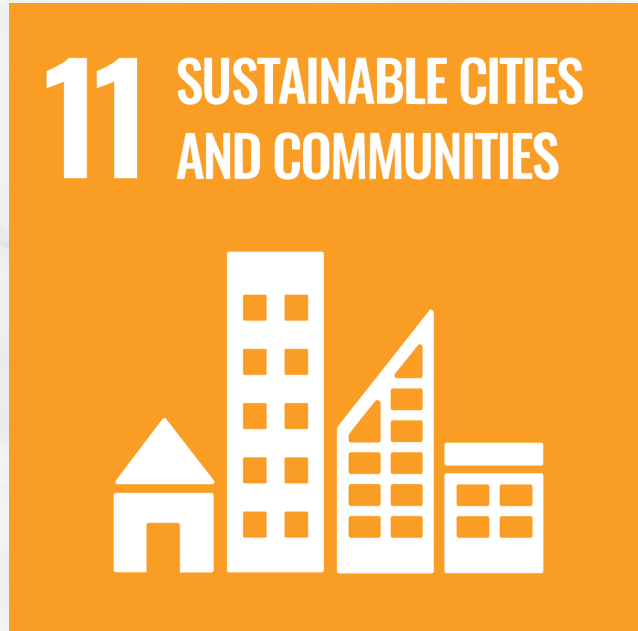
Libraries as they exist today are known as beacons of light in civil society and provide a level of social security. They are most often utilized as resource banks in the contemporary age of information, offering services like job-seeker support, after-school help and programs, and are also known to increase literacy and educational achievement. The library promotes community building and development on an internal and systemic level through a bottoms-up approach, inspiring lifelong learning and promoting relationships and dialogue between community members.

As a speculative project, research conducted will answer questions related to what the library will come to look like going forward while maintaining its core essence as a conduit for knowledge-sharing and information. Today marks a critical inflection point in history with the convergence of post-pandemic values and rapidly changing technology and a level of social unrest, making such questions all the more pertinent to address. Widespread access to false information online and the general proliferation of misinformation has made it increasingly hard for people to distinguish fact from fiction. Further, rising prices of higher education, poor quality of public schools, and online research locked behind paywalls all contribute to a disparity in education between upper and lower classes. How can approachable access to knowledge or material banks stored by libraries help remedy the negative social impact of these issues? How can design inspire the application of such resources by community members for greater social benefit?

PHASE TWO:

DESIGN PHILOSOPHY





This project most closely aligns with UN Sustainability Goal 4—Quality Education. In detail, this goal aims to “ensure inclusive and equitable quality education and promote lifelong learning opportunities for all”. According to the United Nations, as of 2021, low and lower-middle income families face a nearly \$100 billion annual financing gap to reach their education targets. Further, the 2020 Coronavirus global pandemic has made it harder for these families to access educational resources—it is reported that the pandemic caused learning losses in 4 in every 5 of 104 nations studied. Providing a free institution in which members of the Franklinton community have access to a variety of educational resources and materials, including the most updated technologies such as VR, AR, and AI learning opportunities, ensures that lower income families can share equal opportunities to others.

Further, the adaptive reuse nature of this project relates to Sustainability Goal 11: Sustainable Cities and Communities. Using the existing structure of what was previously Engine House 10 in Franklinton, Columbus, not only restores a historic building integral to the culture of the neighborhood, but it saves energy and resources by reusing the materials which already exist onsite, unlike a new build.

PHASE THREE:

DESIGN RESEARCH



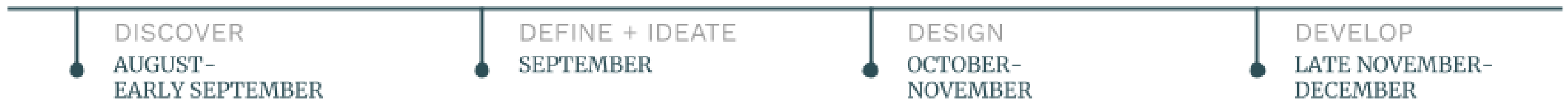
Additional Questions

- 1 How have libraries evolved over time and what does the future hold for them?
- 2 How have libraries historically played a role in driving community development?
- 3 What does the future of the library look like, including resources and programming?

Next Steps

- 1 Learn more about current community resources (Columbus Metropolitan Library)
- 2 Determine what is still lacking in this realm that my design solution could provide
- 3 More research about how current related resources are actually being utilized by citizens

General Timeline





Engine House 10

PROS

- Two story floor plan offers more opportunity for a variety of services in the program

CONS

- Older site
- Larger floor plan would entail more space to fill and update in terms of code



566 W Rich St

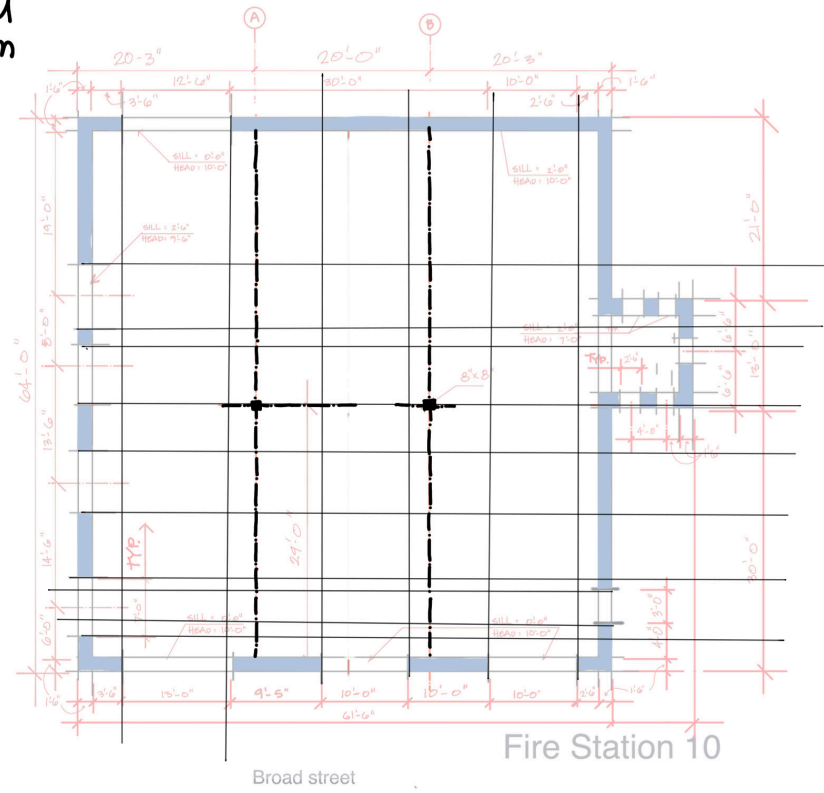
PROS

- Newer building, more code compliance including addressing ADA and accessibility concerns

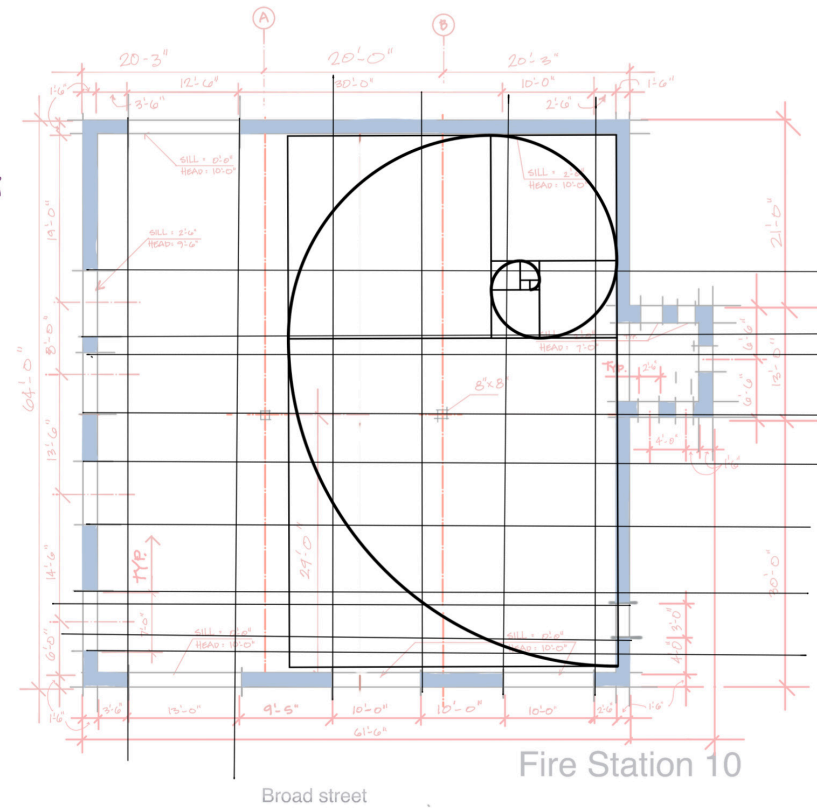
CONS

- Less square footage, meaning reduced amount of services and programming features that can be offered

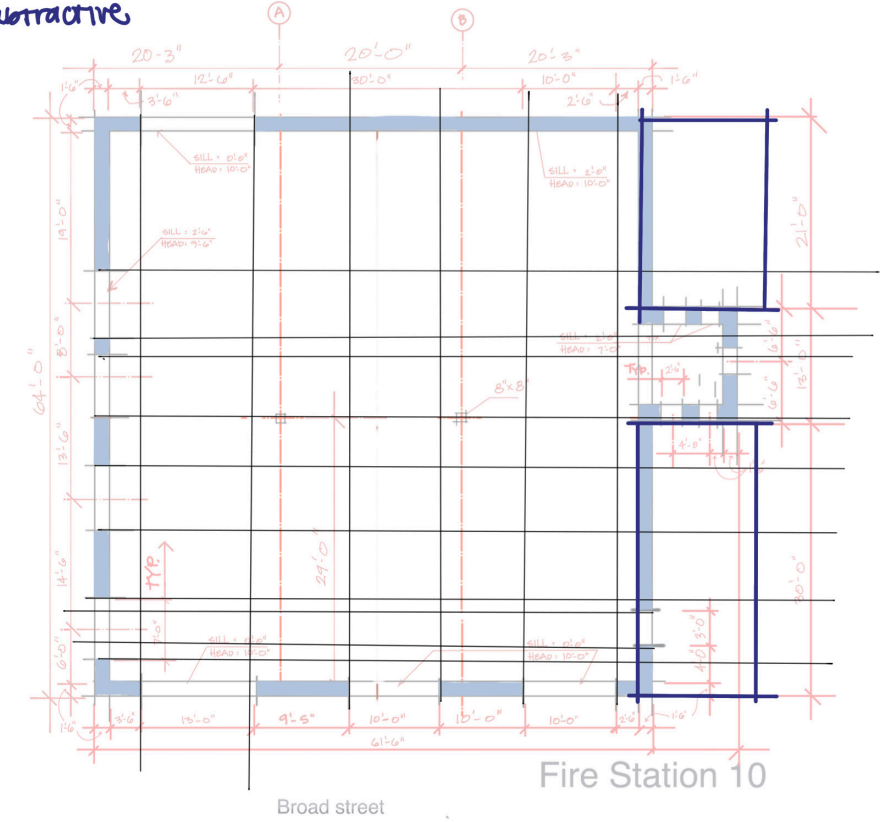
structural diagram



inherent geometries

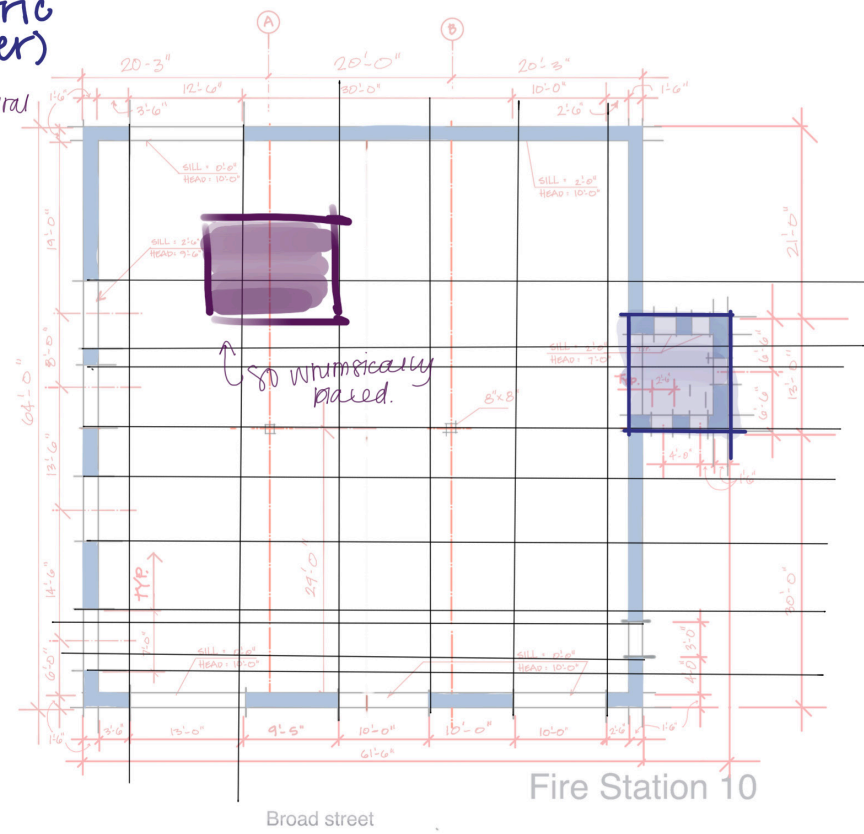


inside/outside additive/subtractive

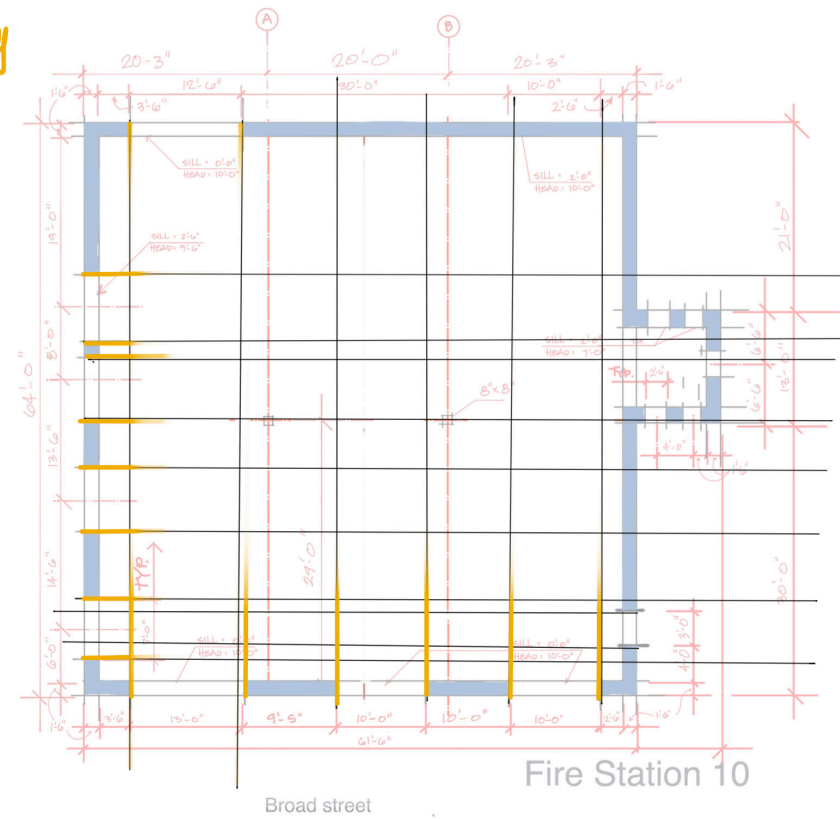


volumetric (tower)

look for natural geometries



natural lighting

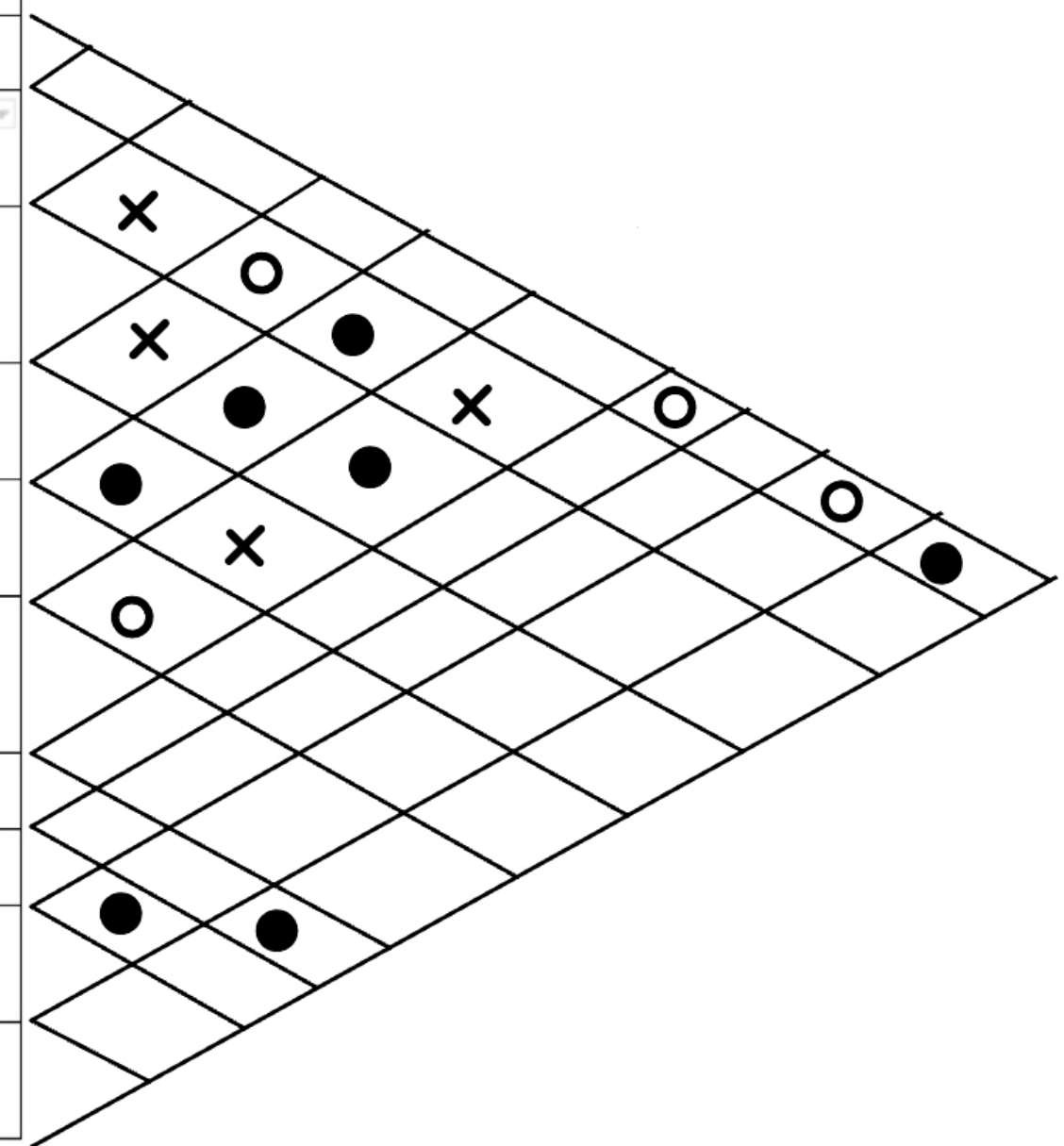


PHASE FOUR:

PROGRAMMING



Special Equipment	Plumbing	Public vs Private	Daylight/View	Adjacencies	SF	Spaces
	N	Public	Y		400	Welcome/Reception
	N	Public	Y	Information Bank	500	Reading Room
	N	Public	Y	Makerspace, Information Bank	600	Ideas Forum
	N	Public	Y	Information Bank	500	Individual Respite
AR and VR Technology	N	Public	Y		600	Information Bank
Equipment, Software, and Supplies	Y	Public	Y	Ideas Forum	500	Makerspace
	Y	Public	N	Cafe	300	Restrooms
	N	Private	N	Admin Offices	500	Storage
Computer Bank	N	Private	Y		300	Admin Offices
Appliances	Y	Public	Y	Welcome & Restrooms	400	Cafe



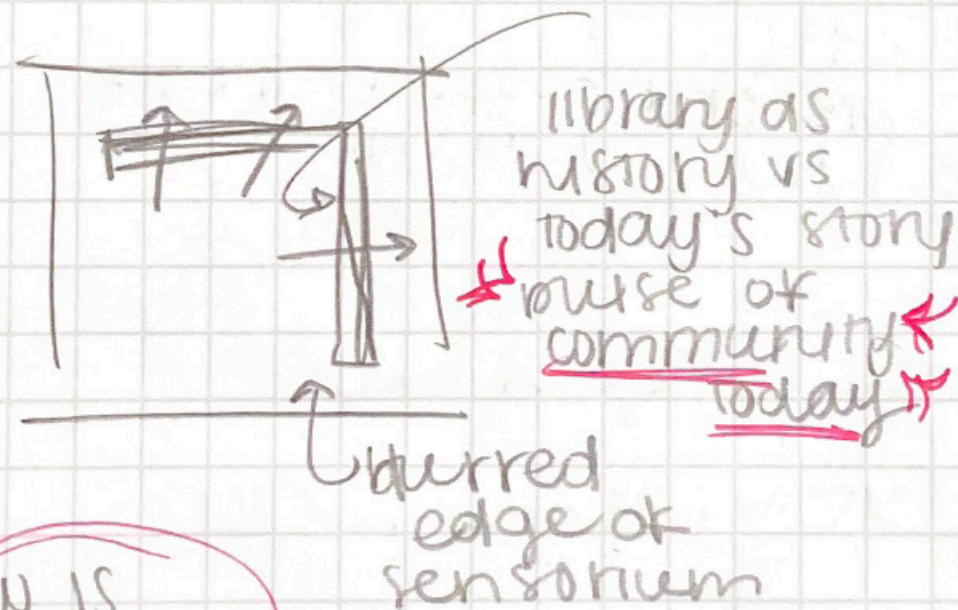
- immediate
- close
- ✕ far

community-centric
X amphitheatre

term of library is critical

1. sensorium
- learning & storytelling
 - seen, heard & feel
 - ↑ community

passive vs active
interaction



how is a story represented/collected?
penetrating through story engaged

DIGITAL GARDEN

activities

- digital tool use classes/programs

- AI

- VR

- AR

- etc.

- community storytelling
- "amphitheatre"-presentations

- open-source resources?

- > explore this concept

- spaces to use resources among community

- reading room

- > quiet but together

- individual respite spaces

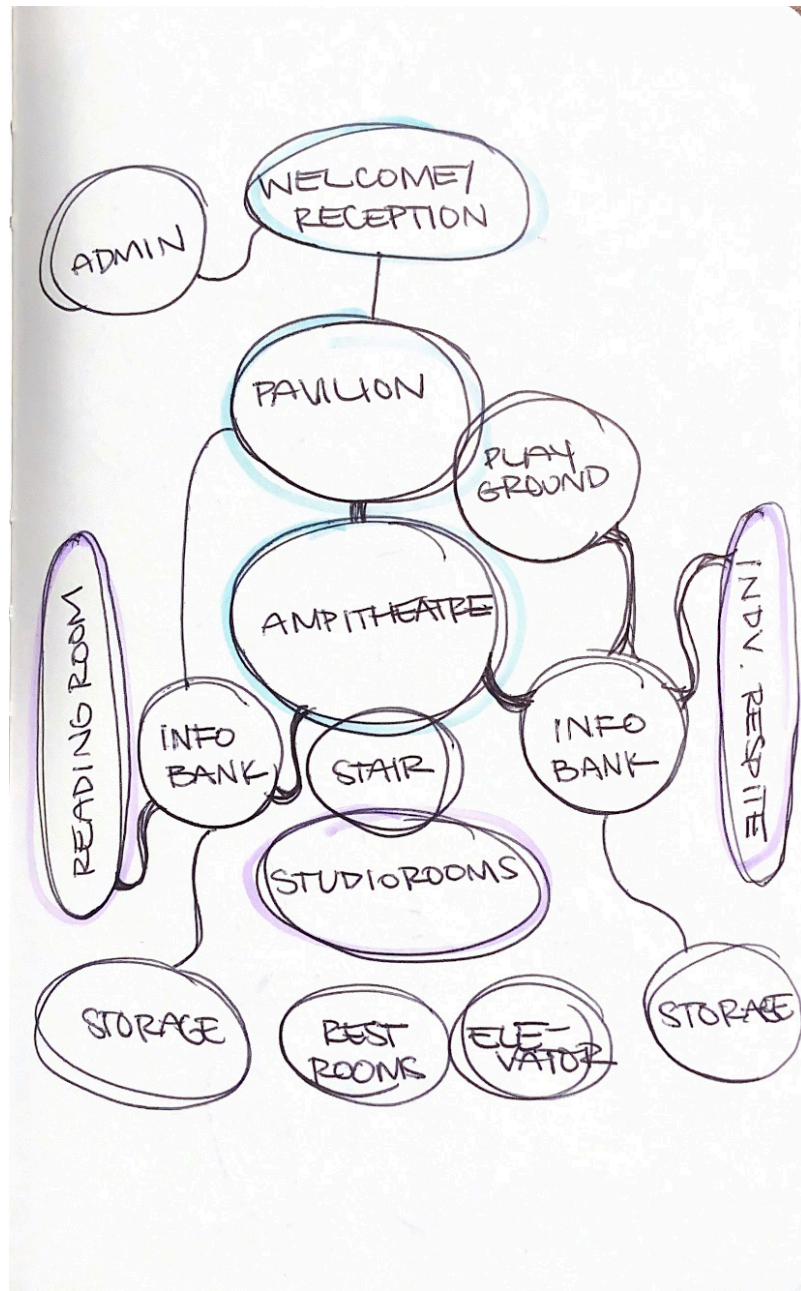
- > quiet & alone

- ideas forum

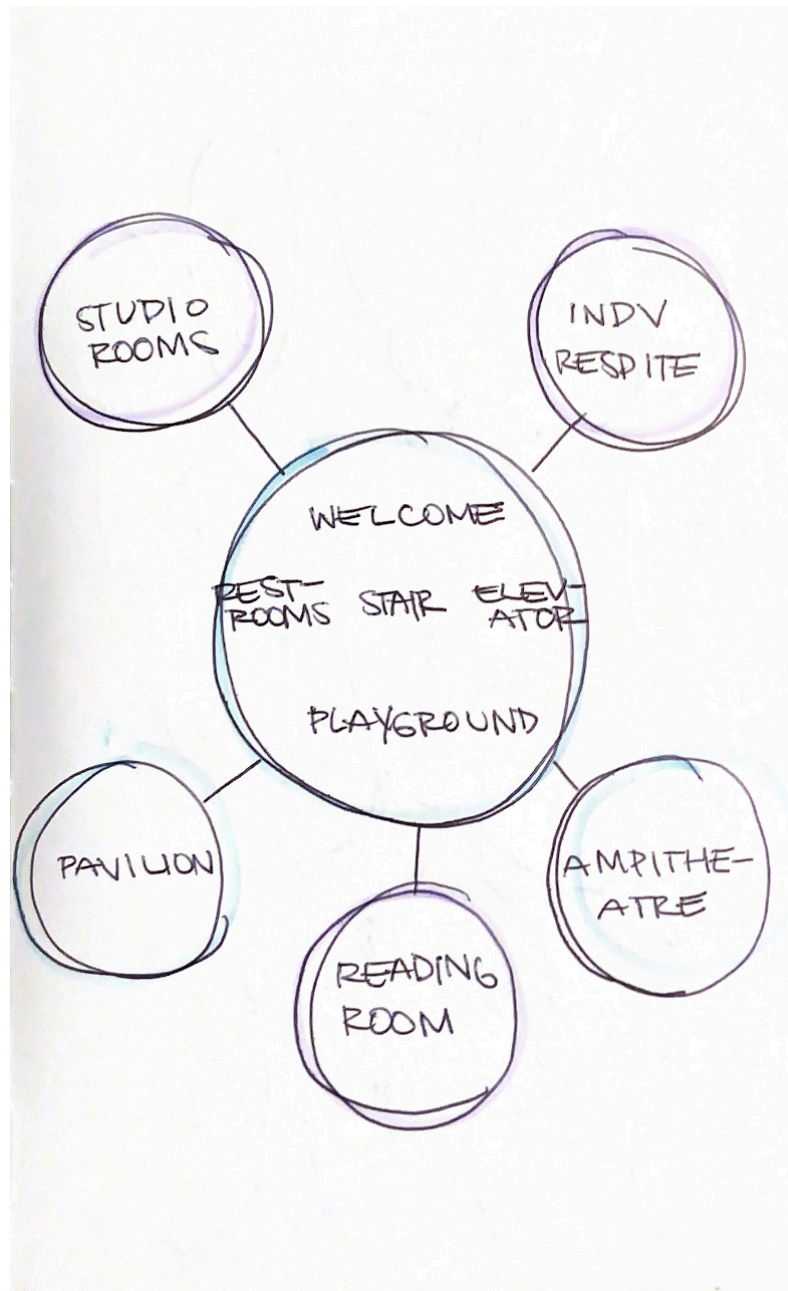
- > spaces to come together w/ community & talk

- > podcast lounge

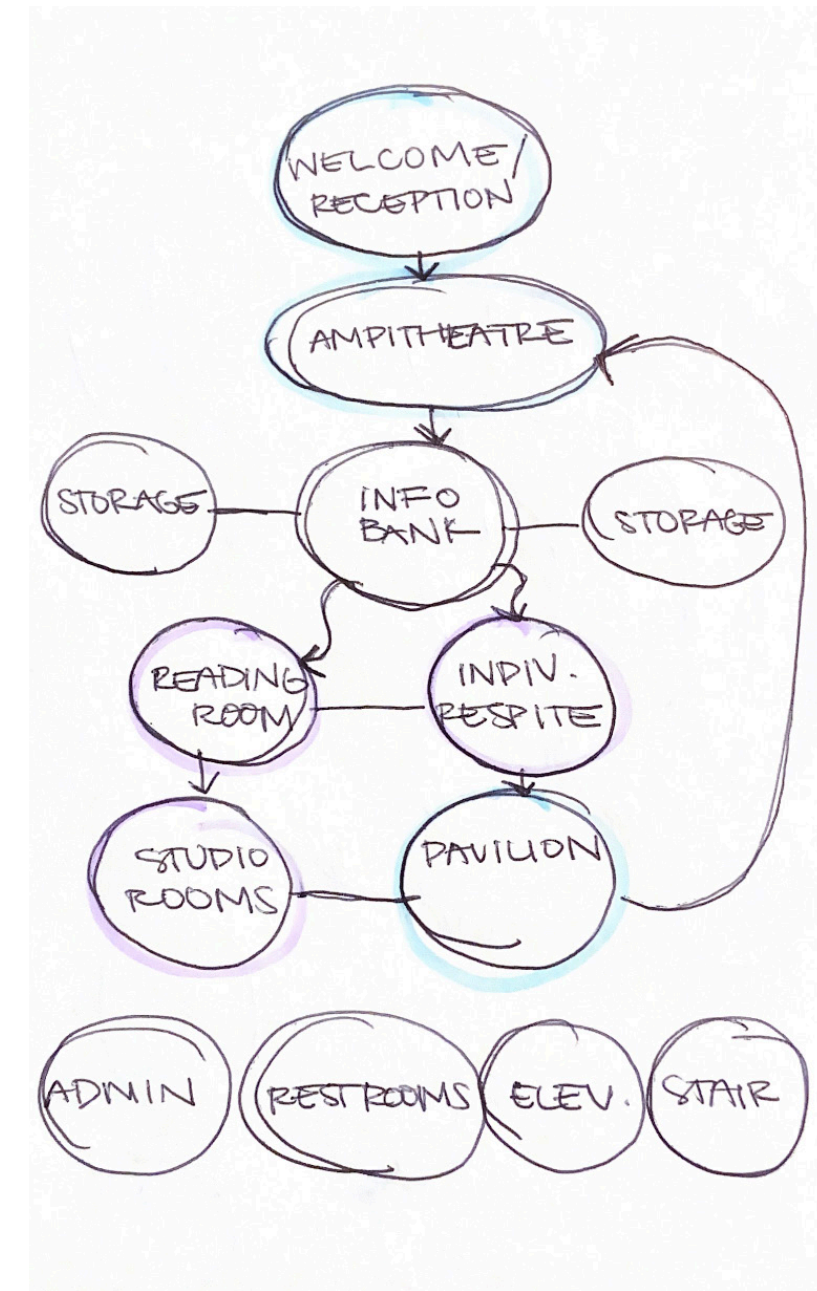
- game/fun area for kids?



1. CULTURE OF STORYTELLING



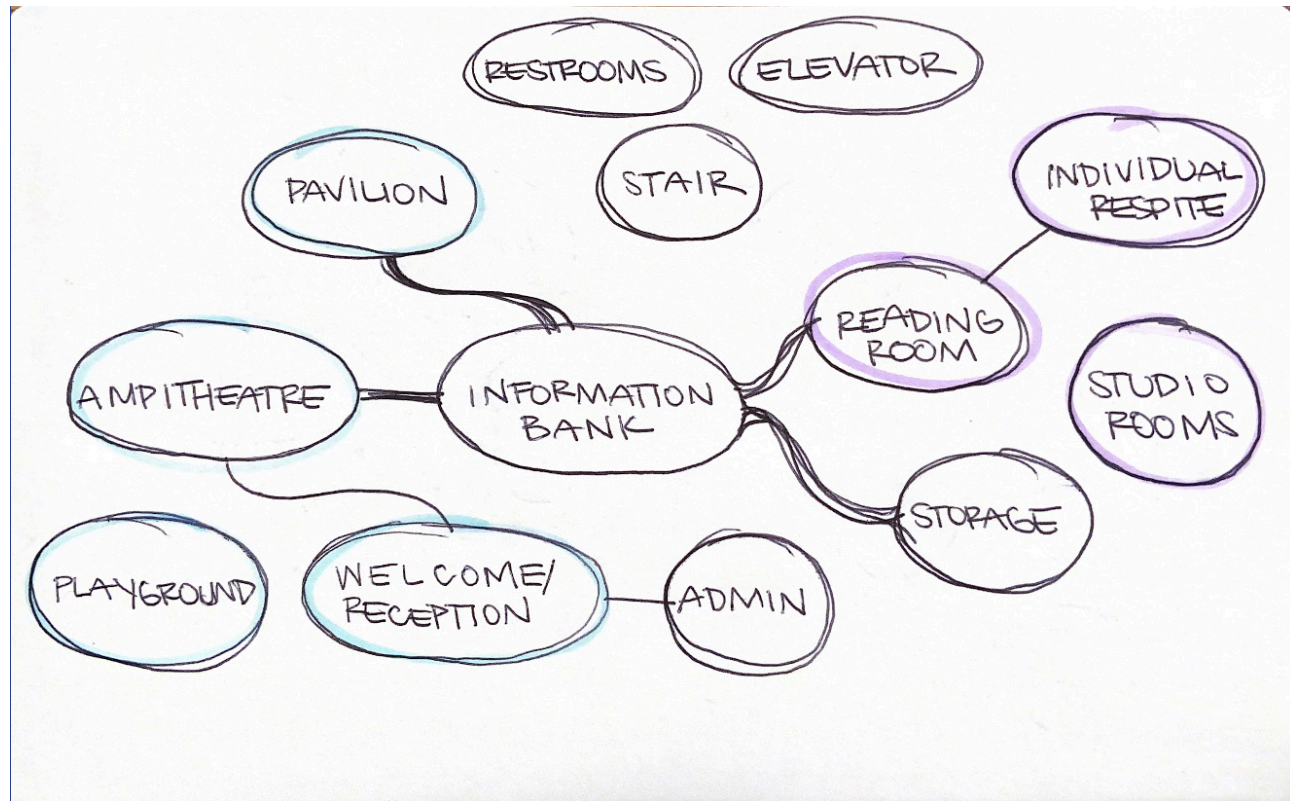
2. PETALS



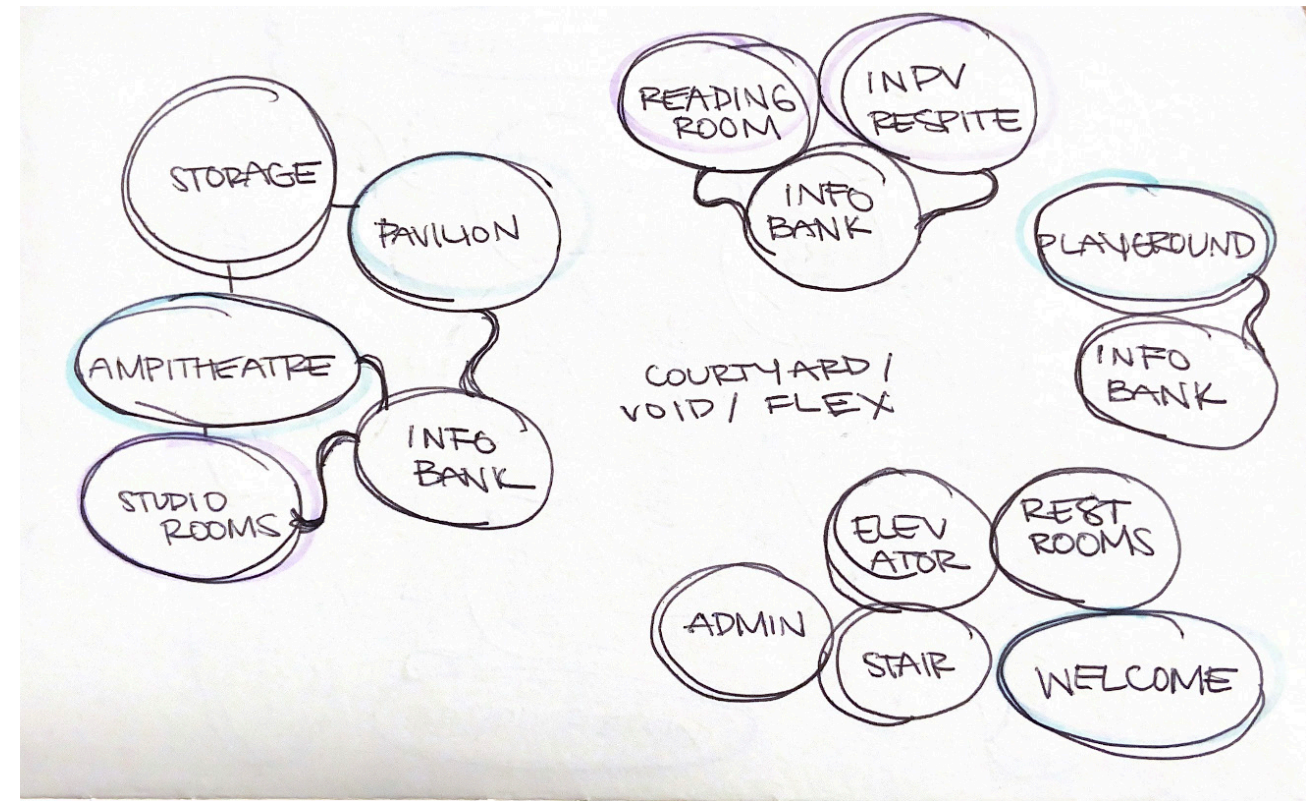
3. WATERWAYS - FLOW OF INFO

LEGEND

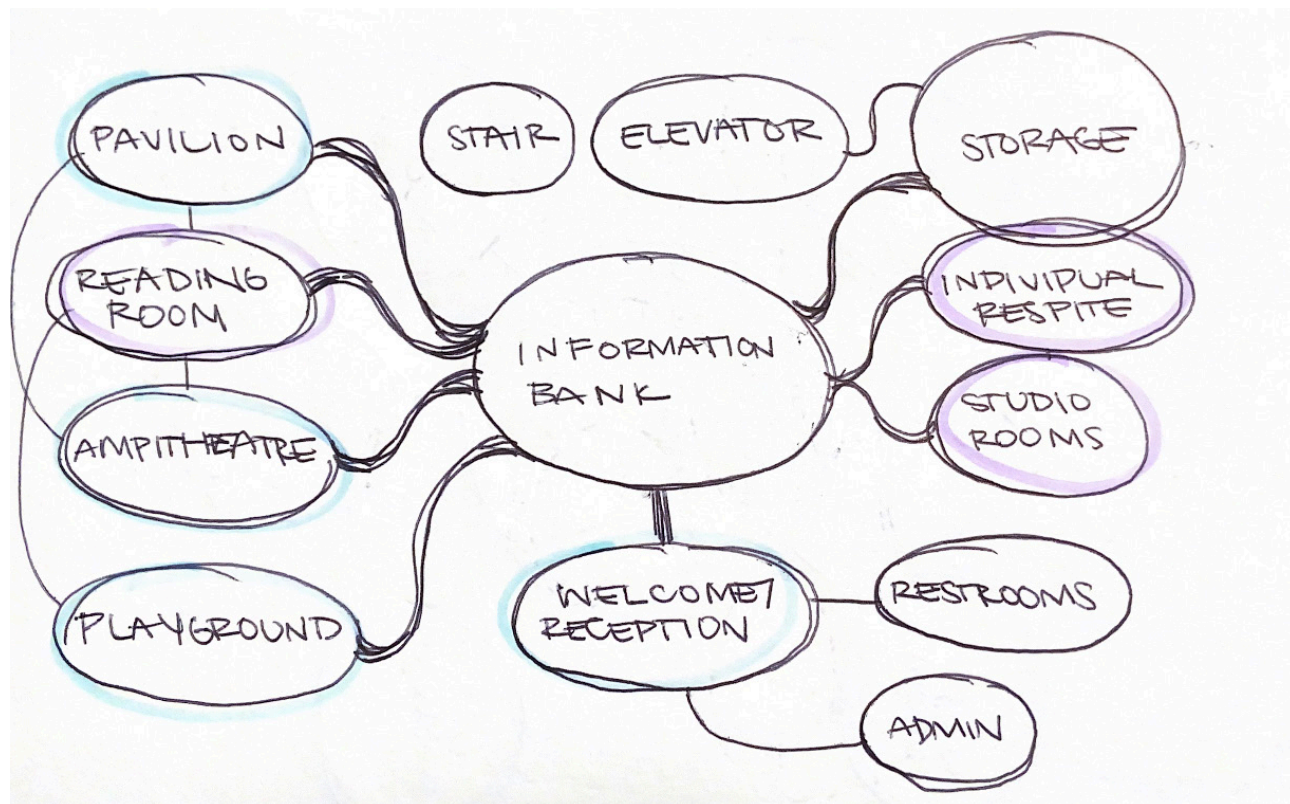
- LOWER ACOUSTIC VOLUME (QUIET)
- HIGHER ACOUSTIC VOLUME (LOUD)
- NEUTRAL / UNSPECIFIED



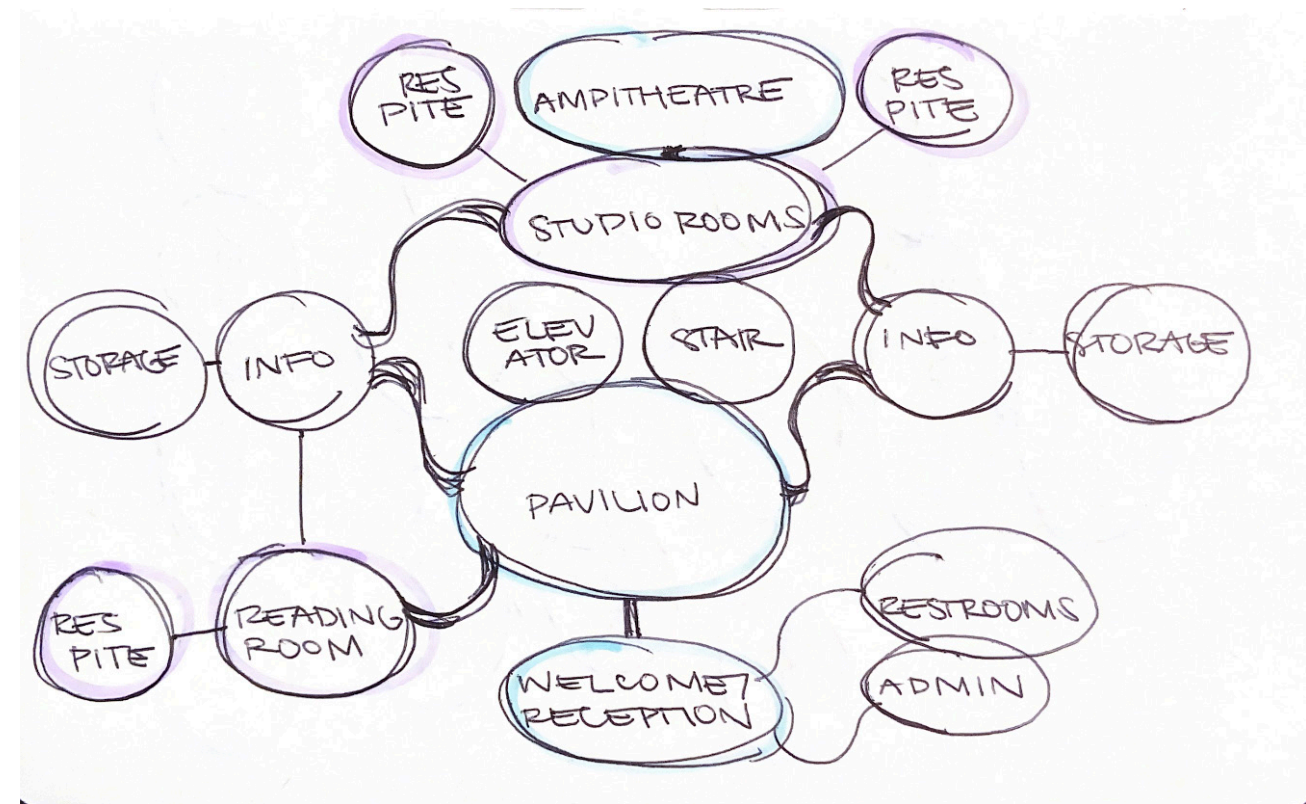
4. ACOUSTIC SEPARATION



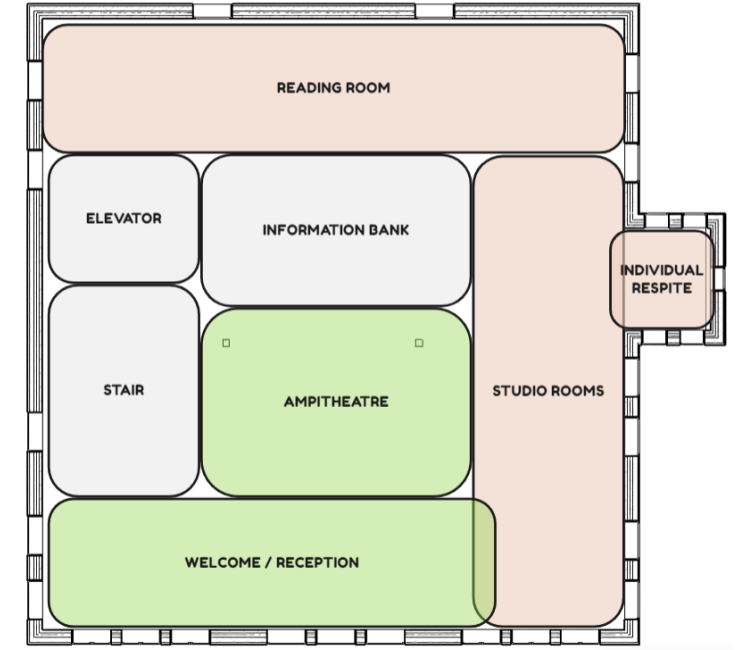
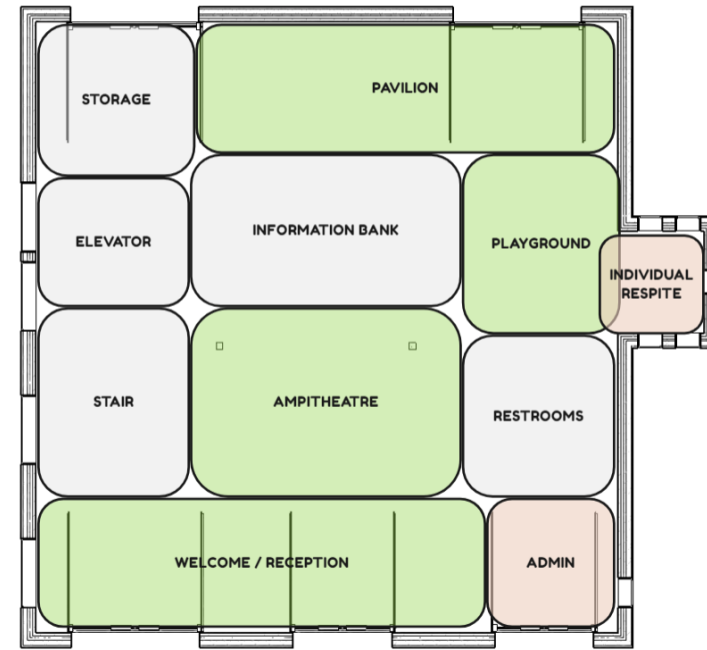
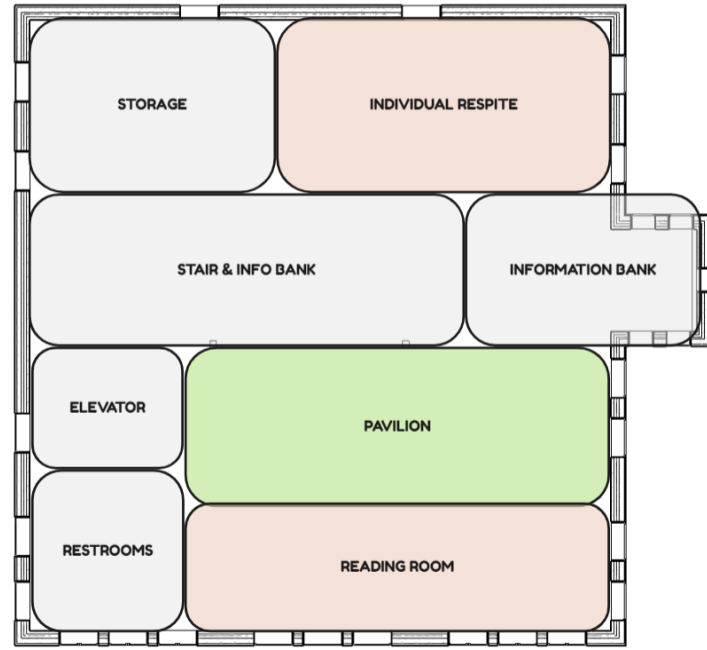
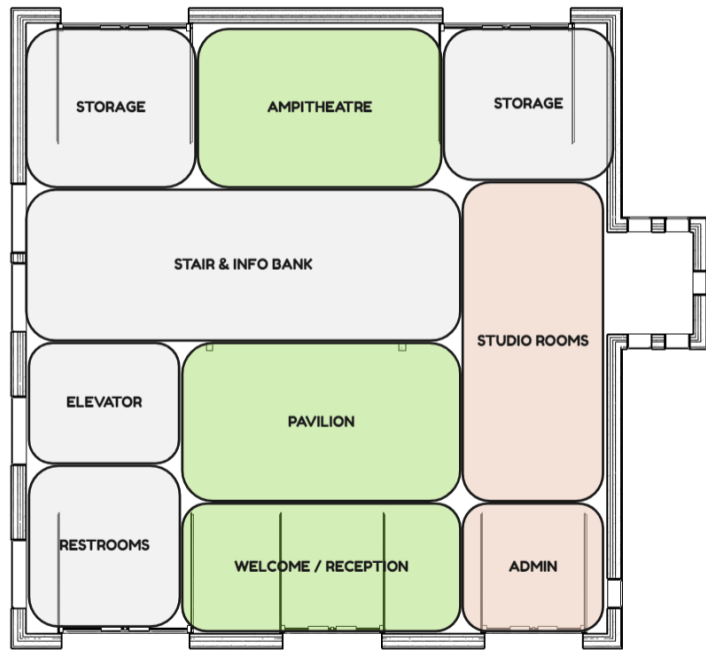
5. VOID



4. INFORMATION AS FOCAL POINT

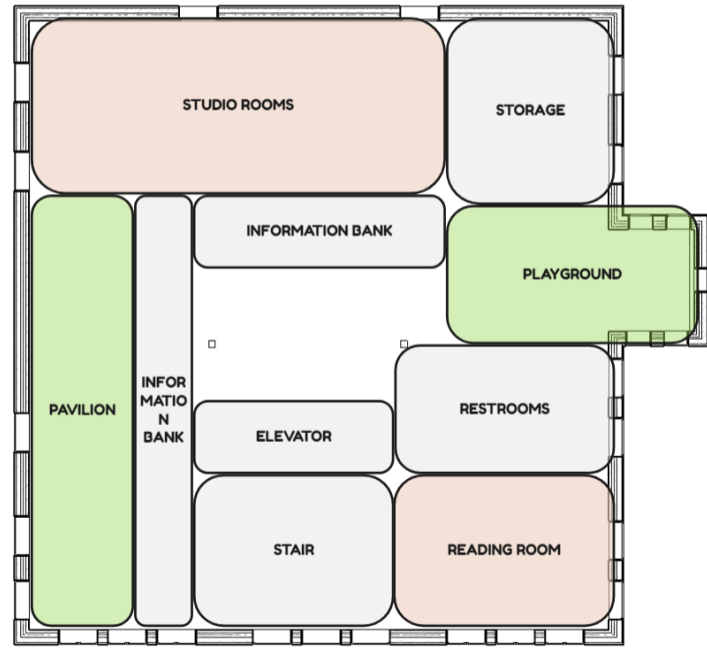
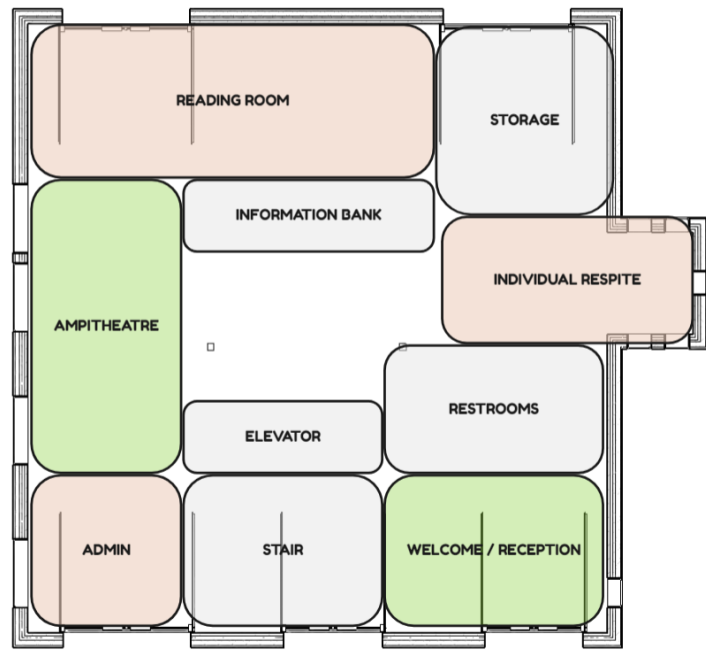


4. IDEA FACTORY

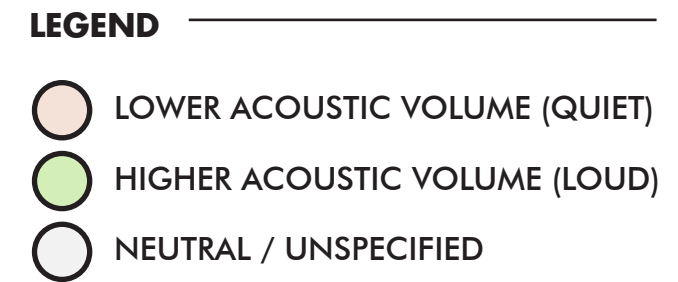


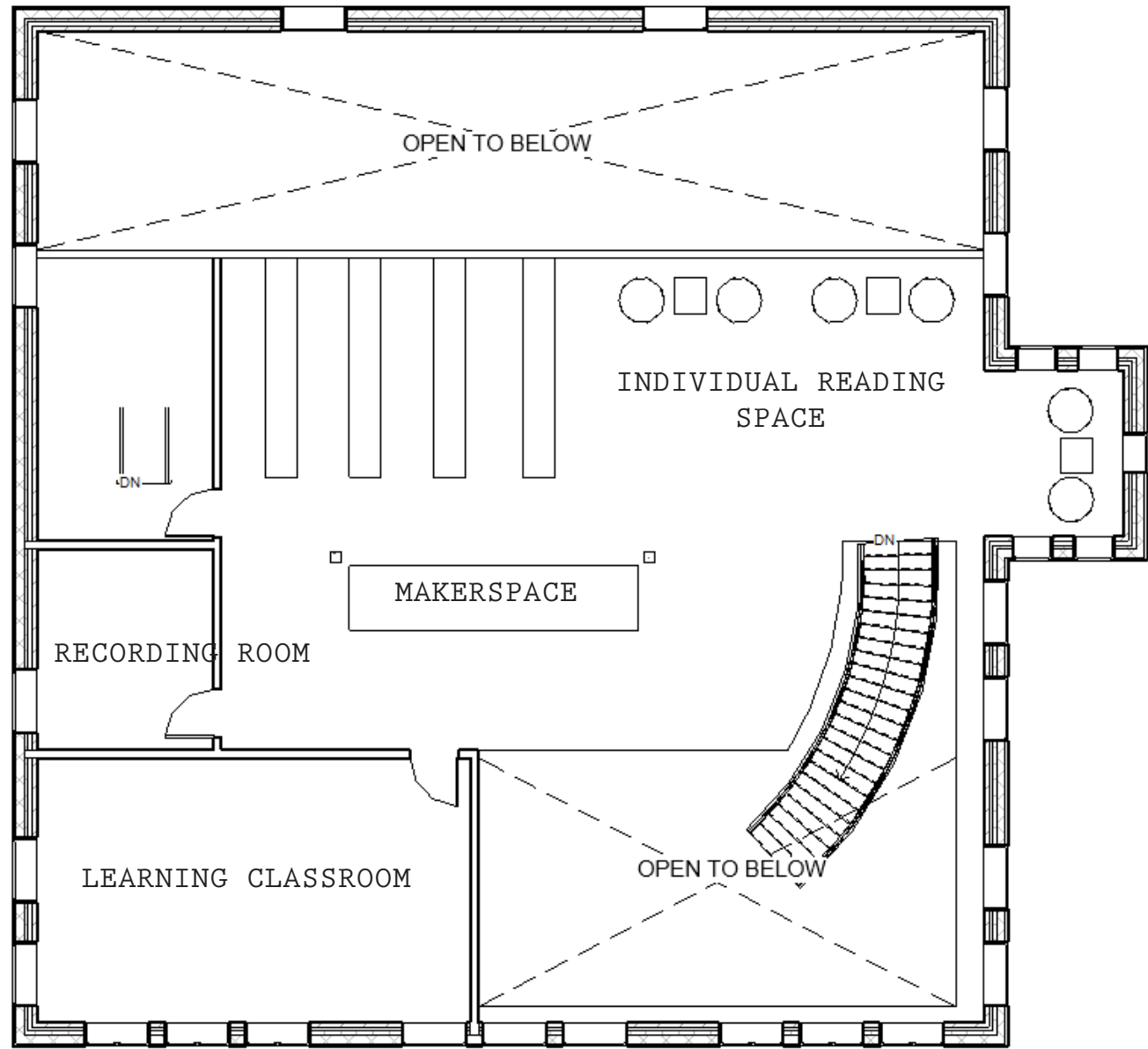
1. ACOUSTIC SEPARATION

2. IDEA FACTORY

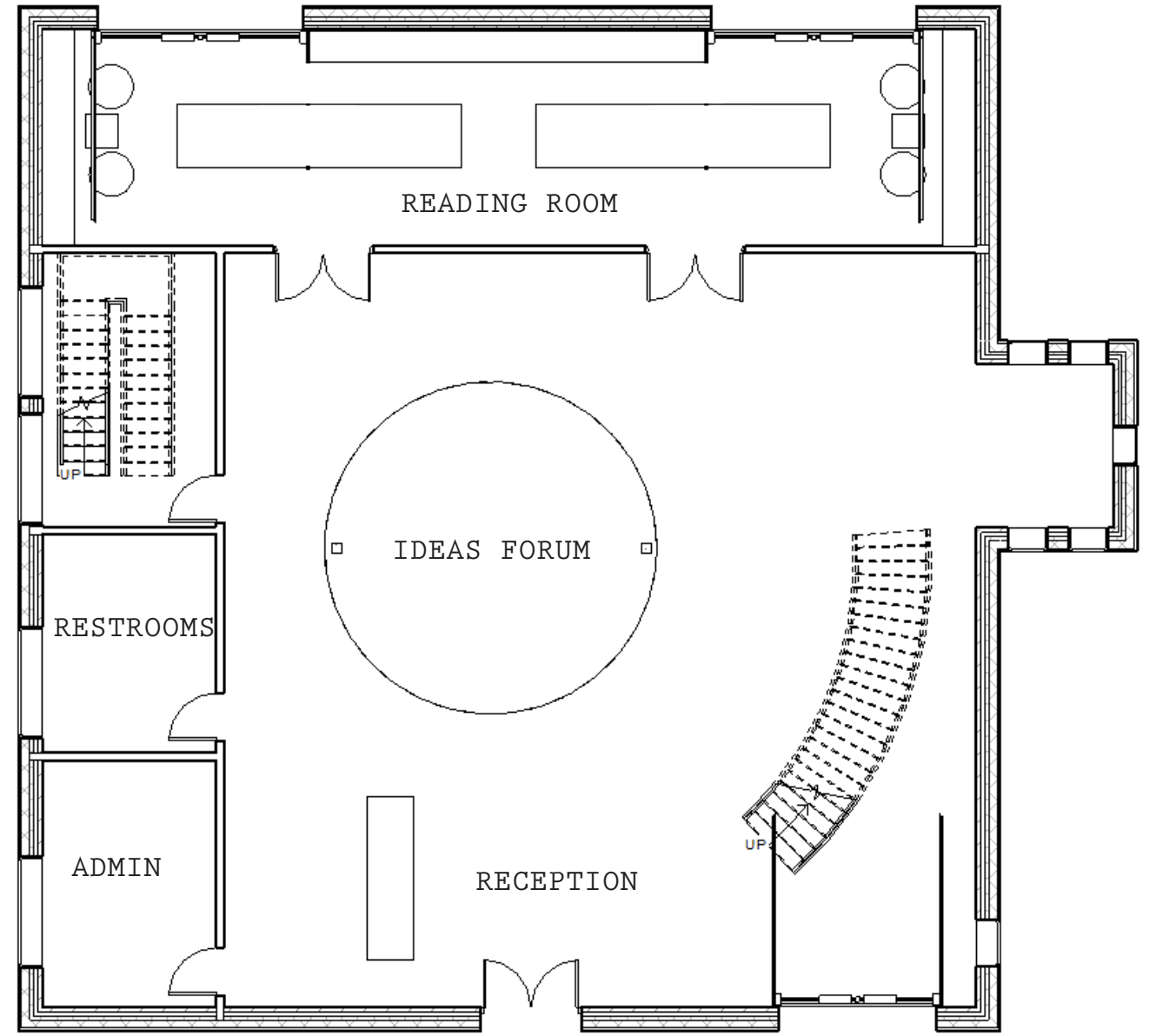


3. VOID

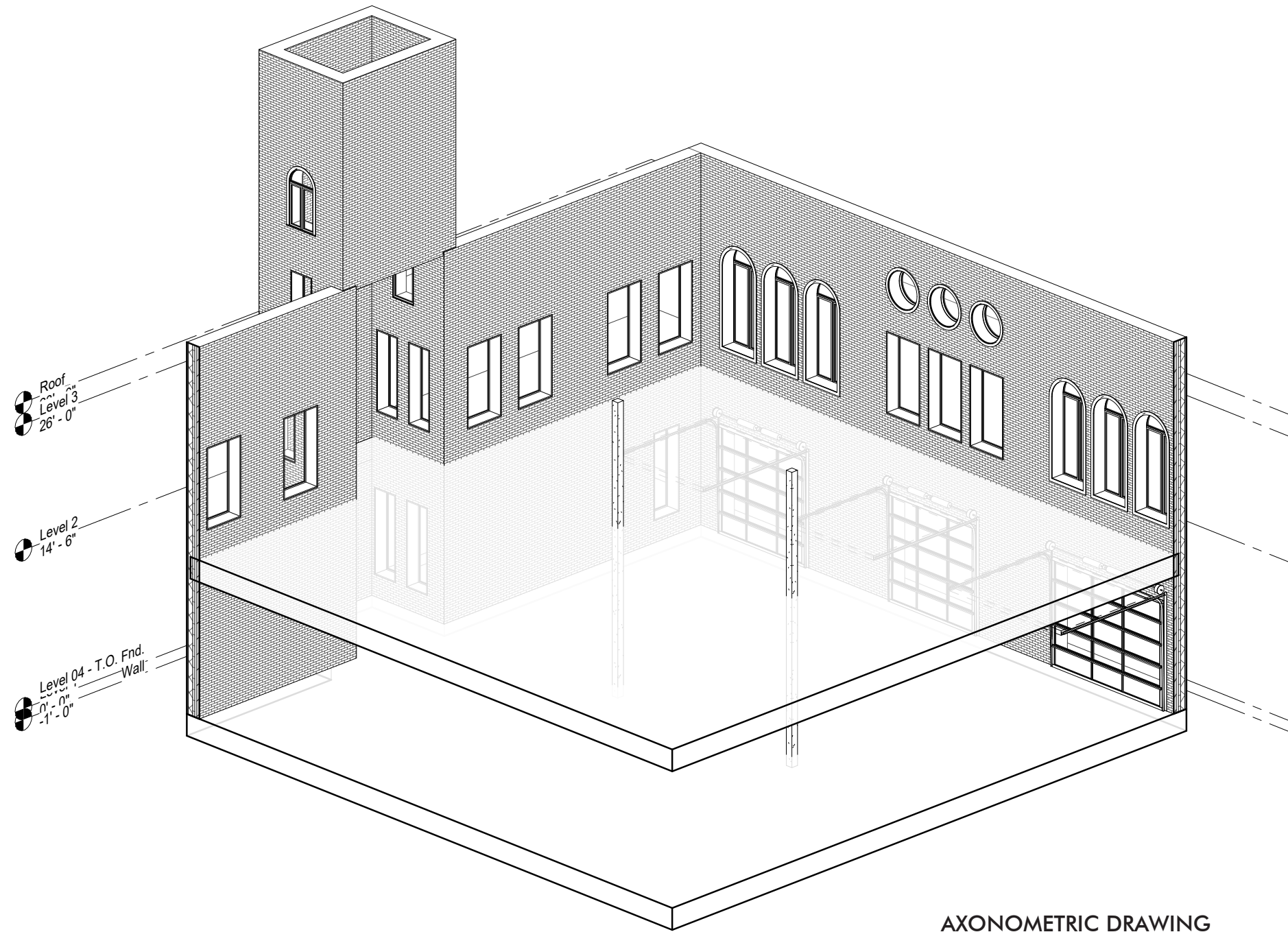




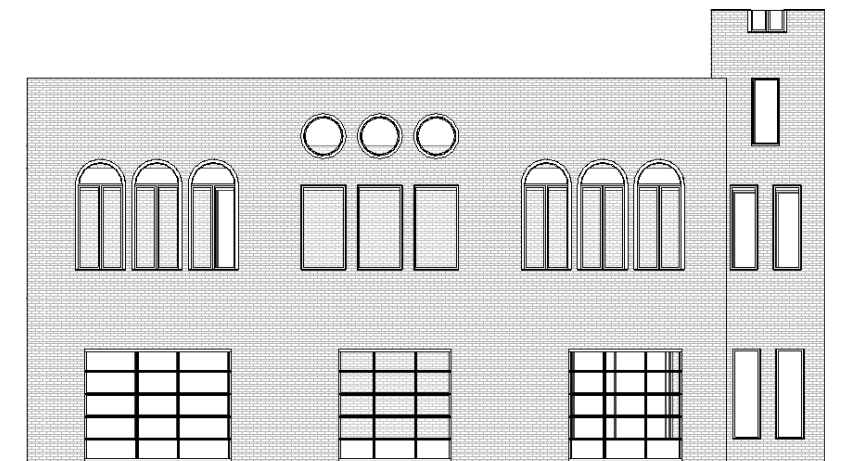
2 FLOOR TWO



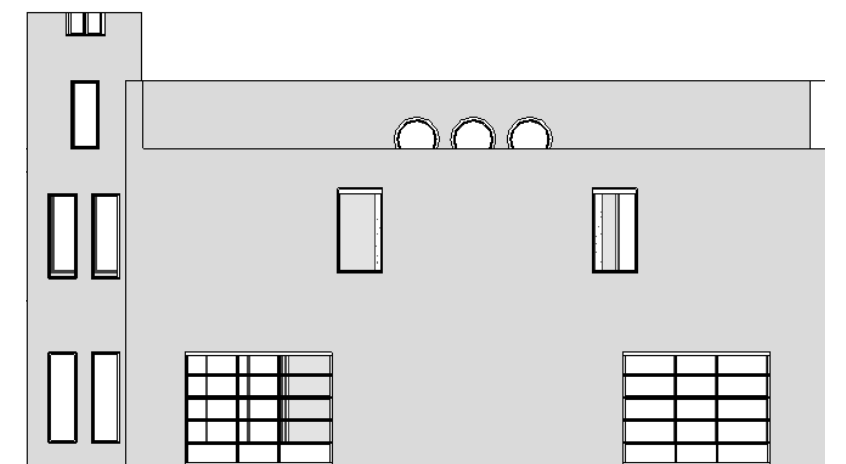
1 FLOOR ONE



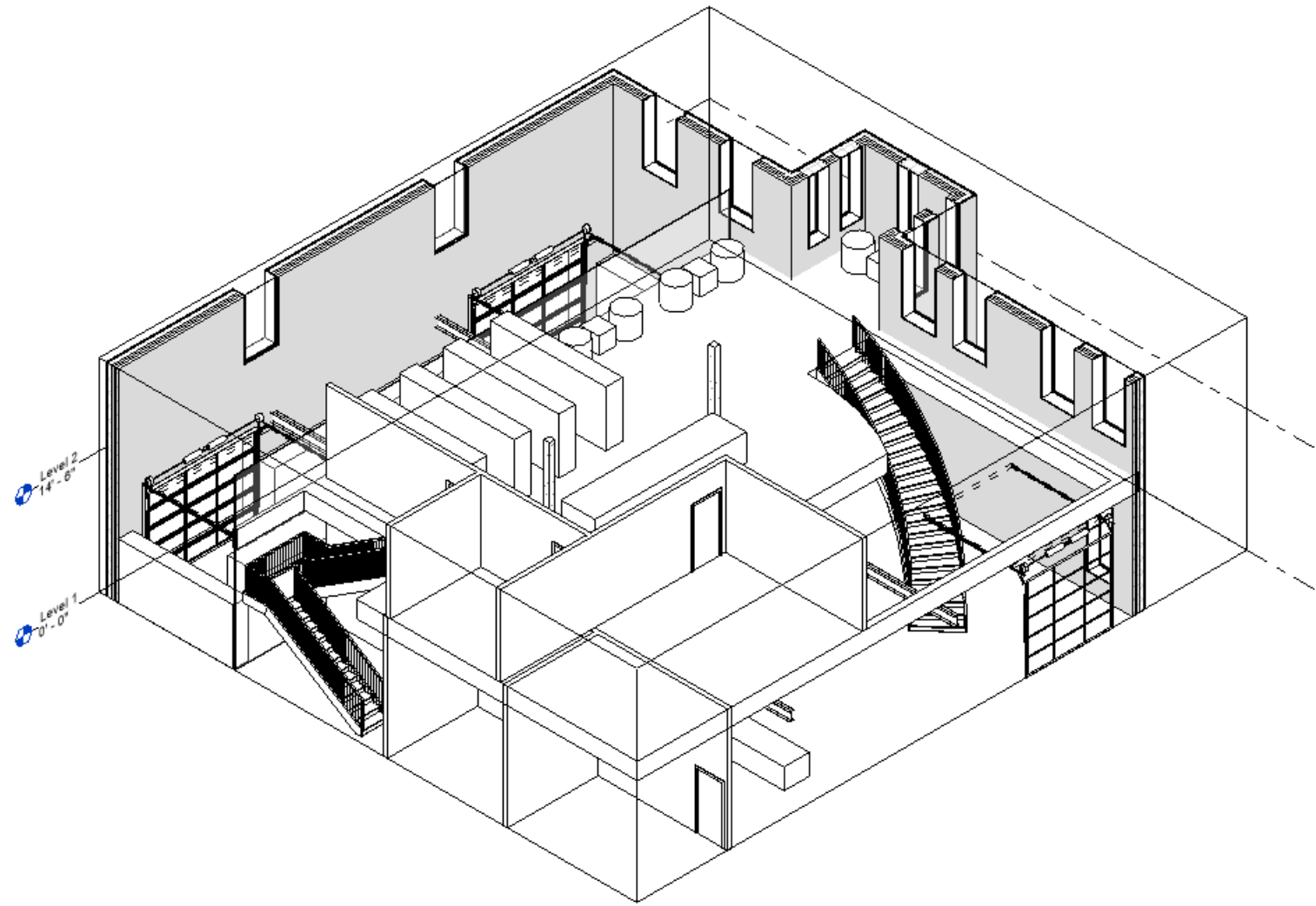
AXONOMETRIC DRAWING



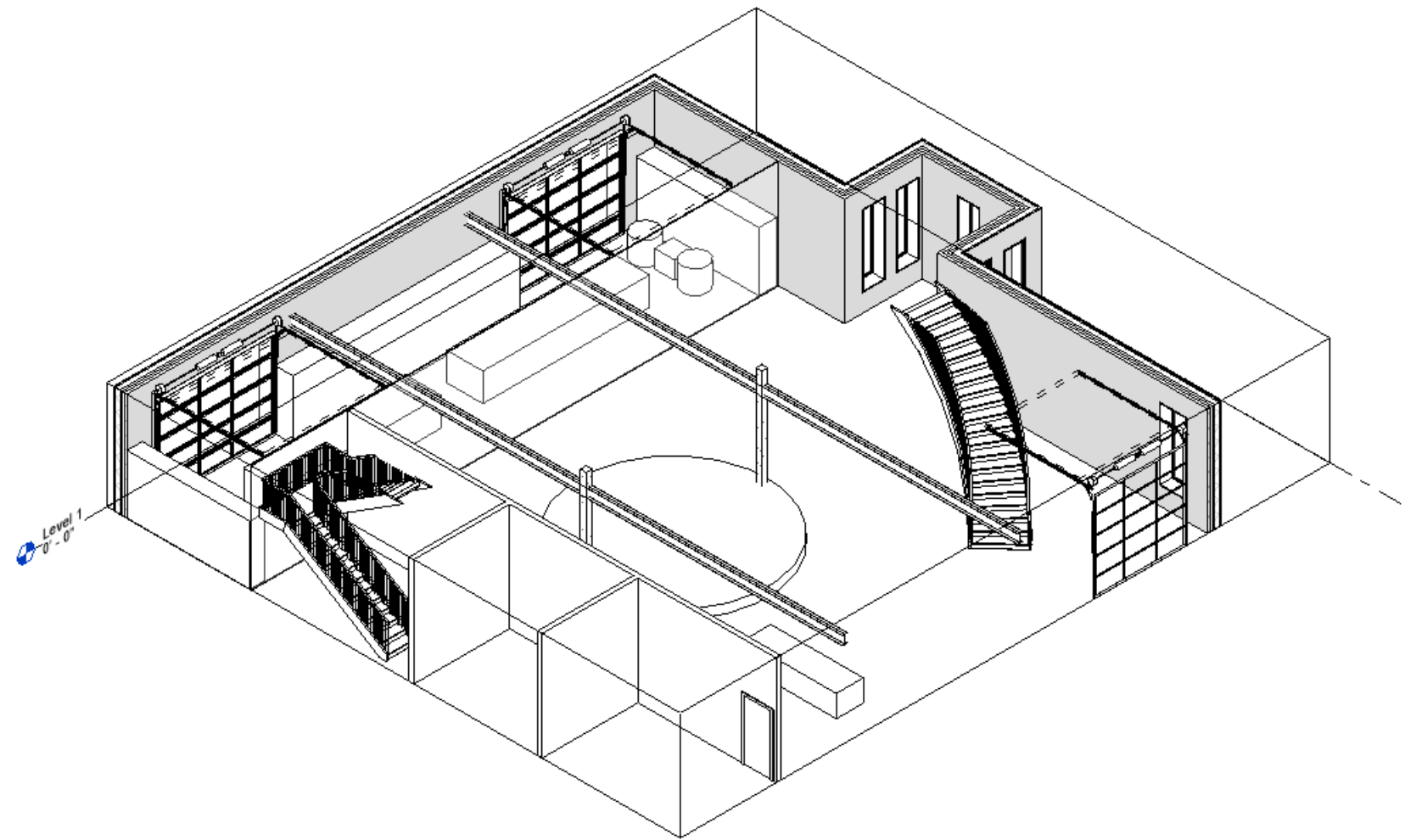
SOUTH BUILDING ELEVATION



NORTH BUILDING ELEVATION



2 FLOOR TWO



1 FLOOR ONE

BUILDING CODE
INFORMATION SHEET

USE GROUP	Buisness & Education
CONSTRUCTION	Engine House NO. 10
BUILDING EQUIPPED WITH AUTOMATIC SUPPRESSION SYSTEM	Yes
SQUARE FOOTAGE	7462 sqft
OCCUPANT LOAD	100g & 20 net
REQUIRED PLUMBING FIX- TURES	3 fixtures 3 lavatories
MEN	1
WOMEN	1
MAXIMUM TRAVEL DISTANCE	Not to exceed 200ft.

PHASE FIVE:

CONCEPT DEVELOPMENT



WHO & WHERE

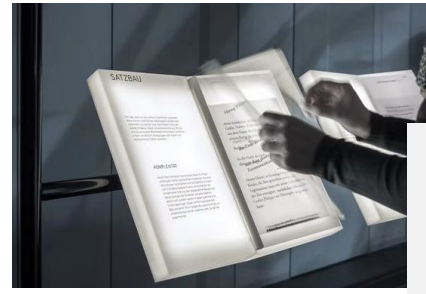
Located at Engine House 10 on W Broad St, this public library will have the potential to serve and support the entire community of Franklinton in Columbus, Ohio

PROJECT GOALS

- To encourage community dialogue to nurture a culture of knowledge sharing, while promoting trust and relationship building
- To amplify voices through **community storytelling**
- To re-orient the Library around end-users instead of information stacks
- To accommodate accessibility by using new technology to improve interactions with current resources
- To equip a historically underserved community with “future-proofed” public tools and resources

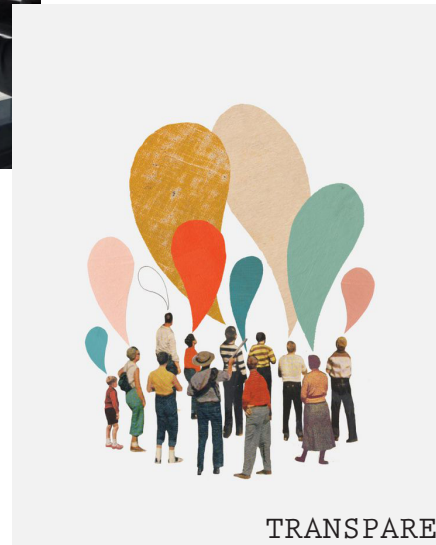
“KNOWLEDGE AS
COMMUNITY STORYTELLING”



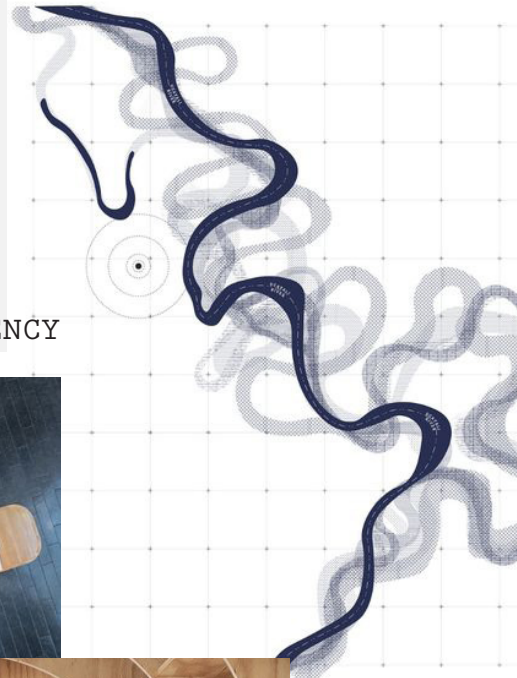


REFLECTION

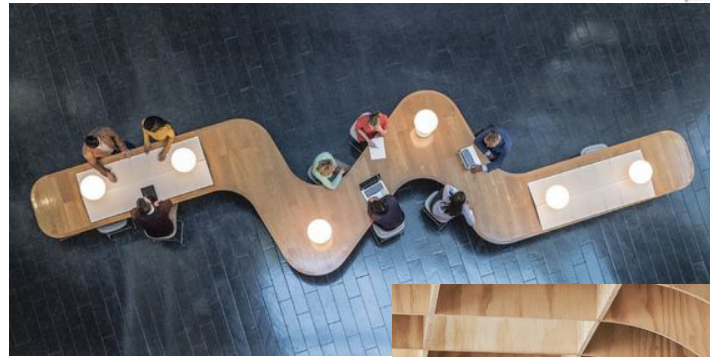
FLOW



TRANSPARENCY

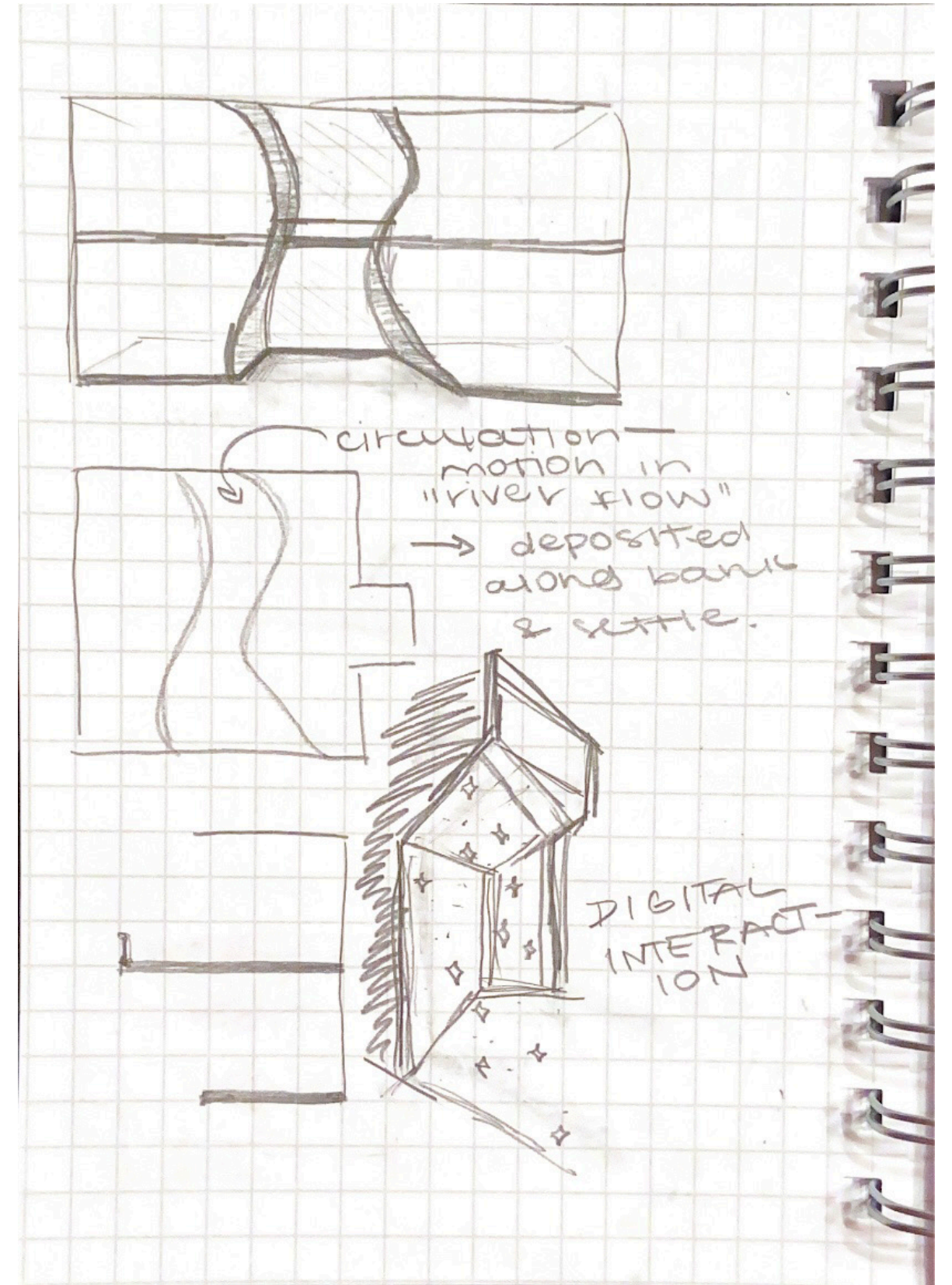


RESILIENCE



RELATIONSHIPS

UCANALI RIVER
LANDS MIGRATION COURSES





FRANKLINTON TIMELINE:
using the Scioto River and
Franklinton's historical
relationship with water as
design concept

PHASE SIX:

SCHEMATIC DESIGN



library focuses on community storytelling

FUTURE

TECHNOLOGY

GROWTH

SUSTAINABILITY

BELONGING

COMMUNITY

LEARNING

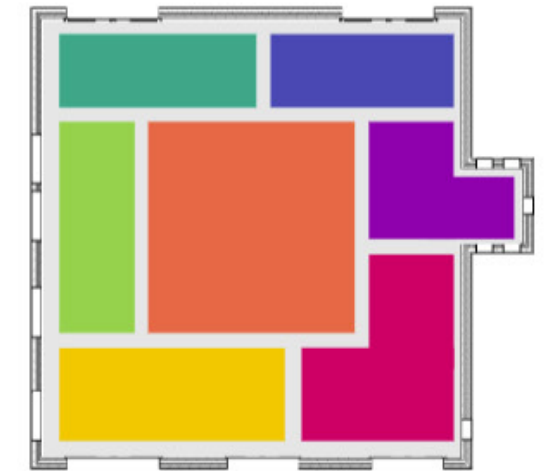
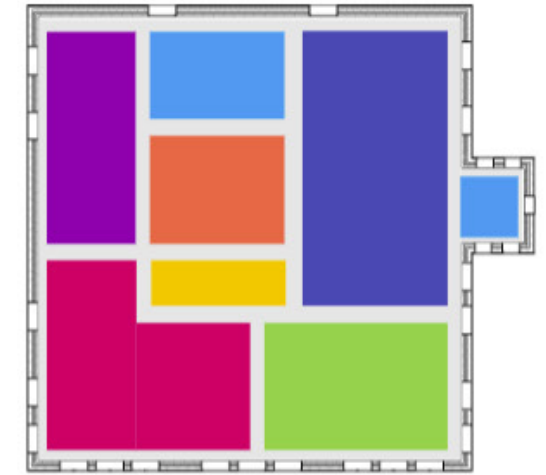
EDUCATION

+

=

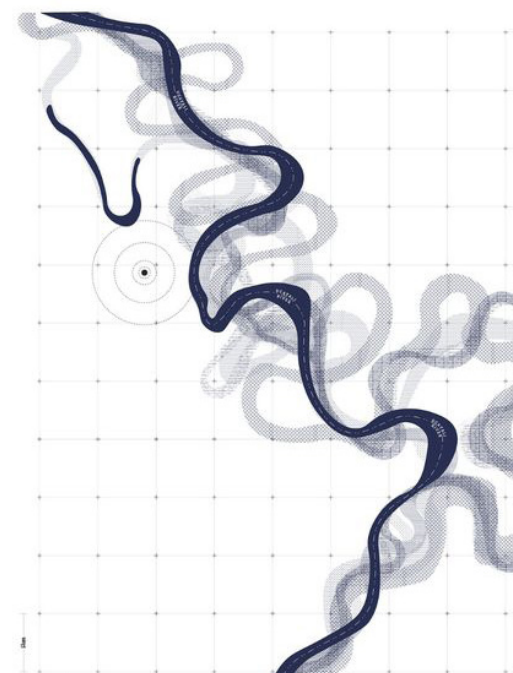
GROWTH
LEARNING
 TECHNOLOGY
FUTURE SUSTAINABILITY
 GROWTH **COMMUNITY**
 BELONGING

EDUCATION



“DATA NODES”

HIGHLIGHTING COMMUNITY
 HOT SPOTS TO ILLUSTRATE
 POINTS OF COMMUNITY
 CONNECTION/KNOWLEDGE
 TRANSFER

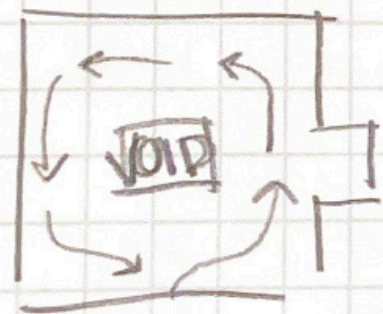


“FLOW OF KNOWLEDGE”

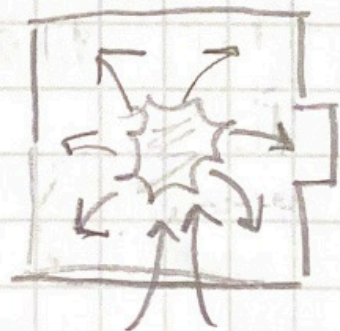
TRACING CIRCULATION
 PATHWAYS TO
 MAP COMMUNITY
 ACTIVITY/“KNOWLEDGE”
 THROUGHOUT THE SPACE



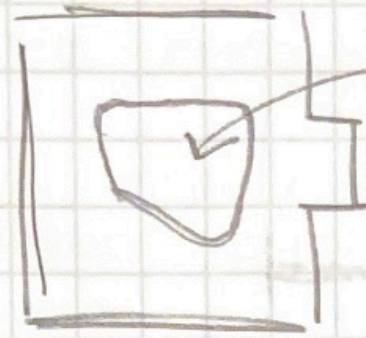
user journey — emotion map



user goes around

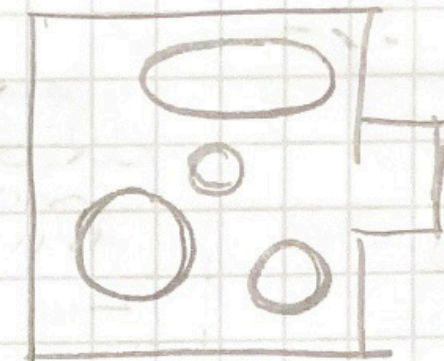
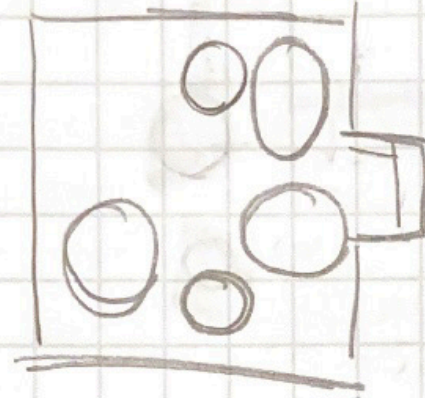


focal point as filter/dispersement



weird shape form?

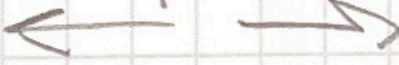
strong



compression

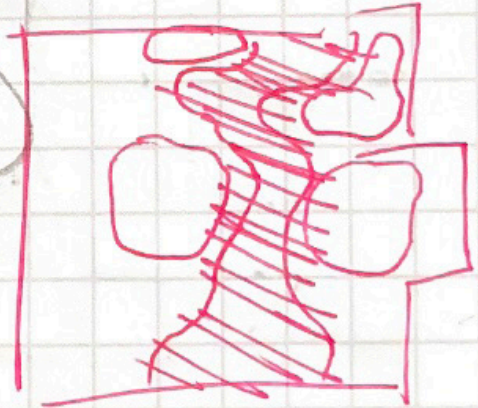


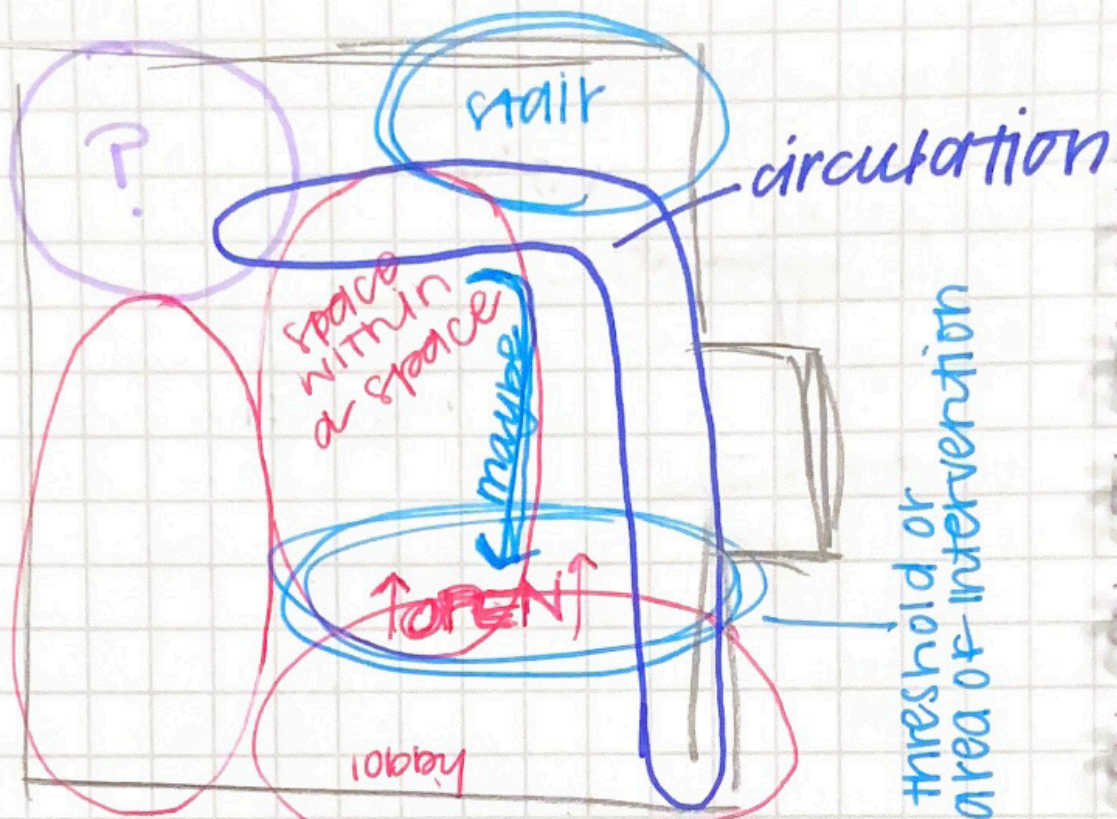
expansion



slow current + wide channel

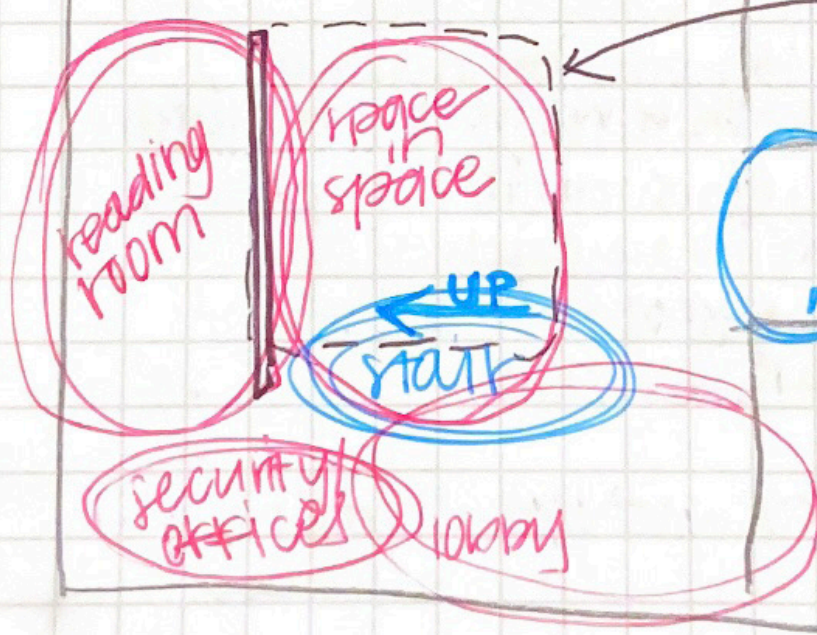
fast current narrow channel





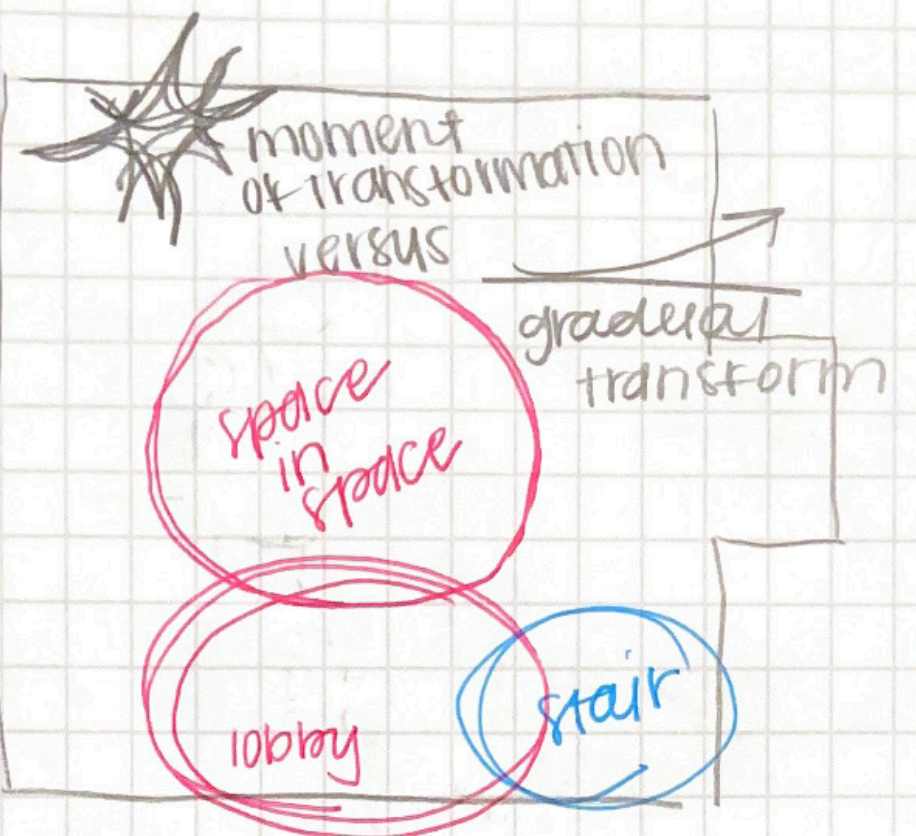
series of "gates" or zones?

false facade



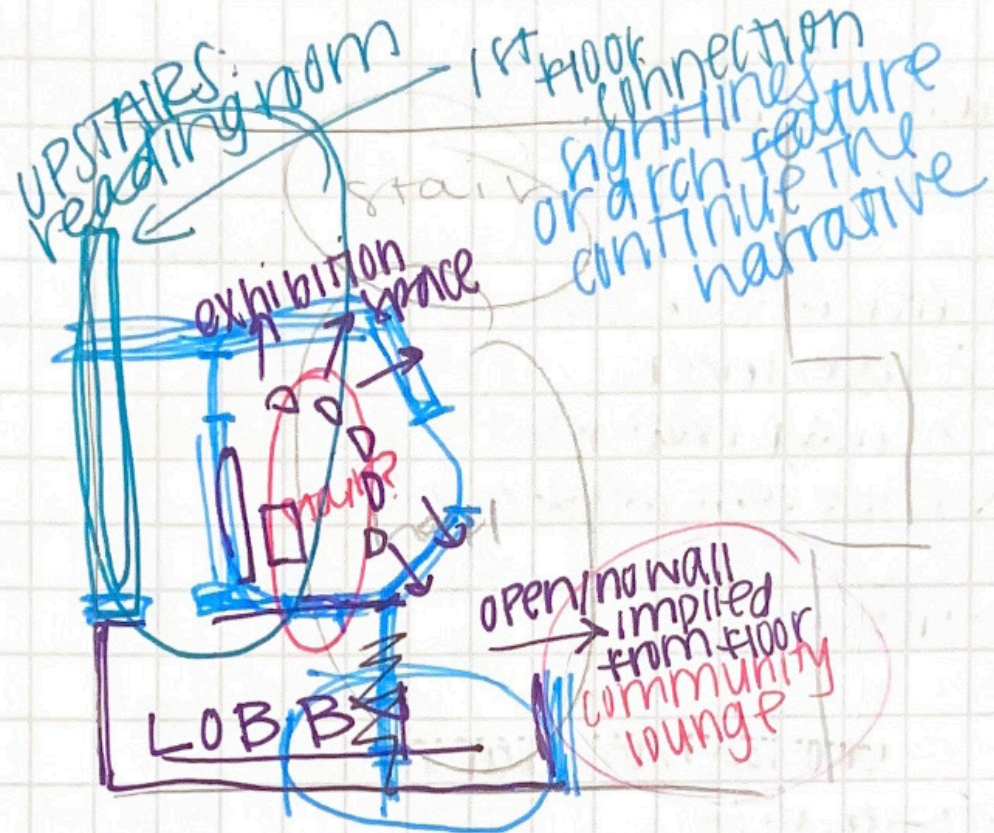
2nd FL
cutout
exposing
"homes" /
community
as
flooded

moments
to reveal /
tell a
story



Spatial Narrative — emotional journey

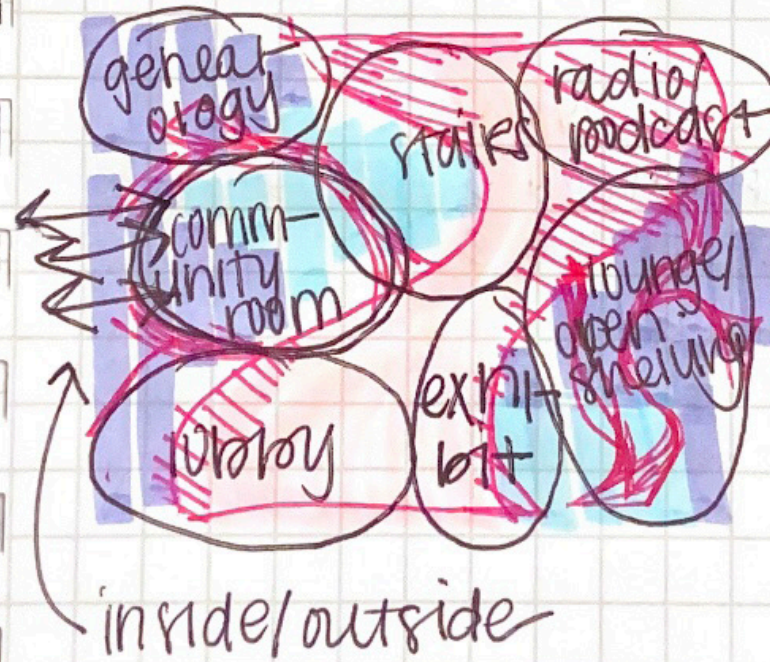
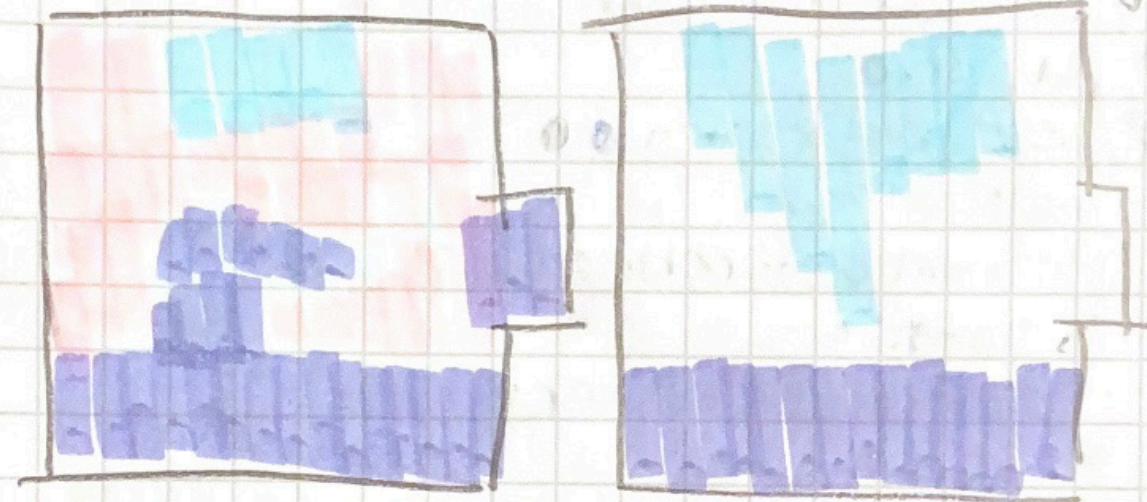
1. intrigued / welcomed
 2. surprised, but wanting to know more / subverting expectations
 3. moment of familiarity (confidence / assurance)
 4. moment of personalization — starting to feel belonging / make it your own
 5. unexpected, but you feel confident to face it
+ sense of renewal + transformation
- inspired / hopeful

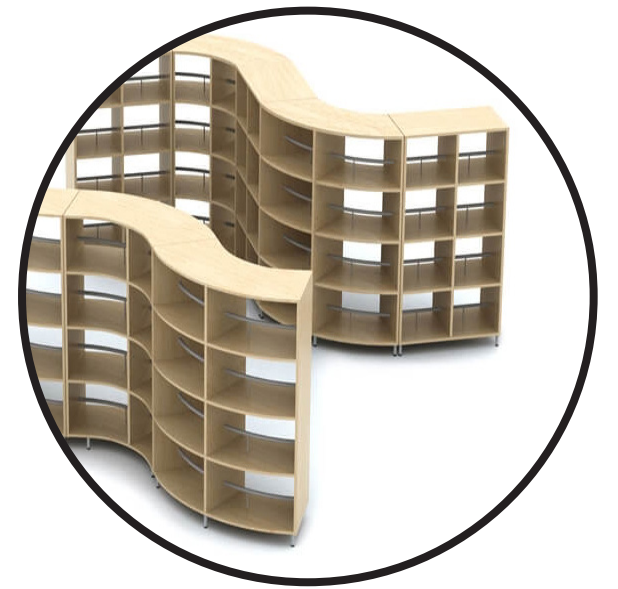
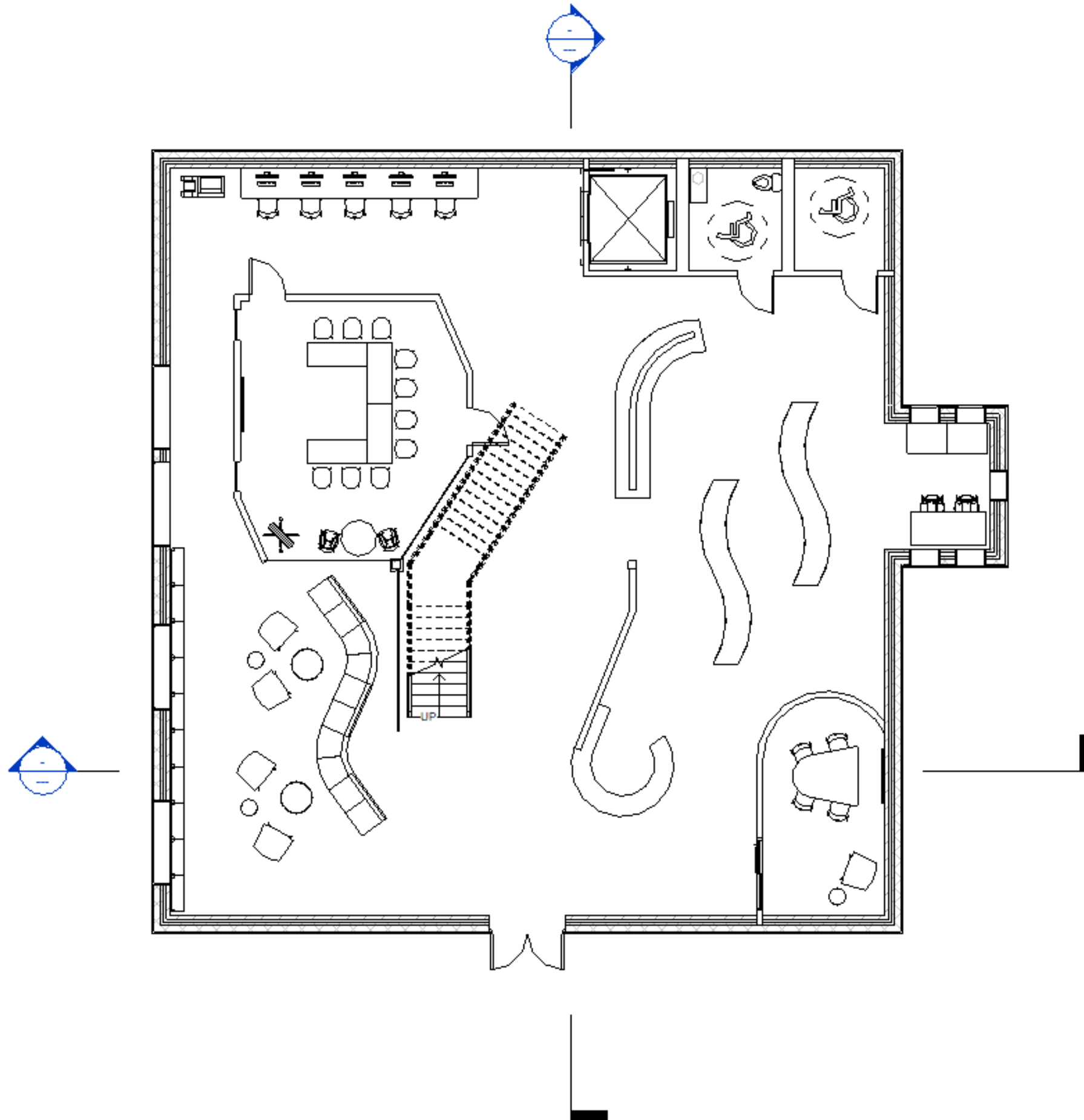


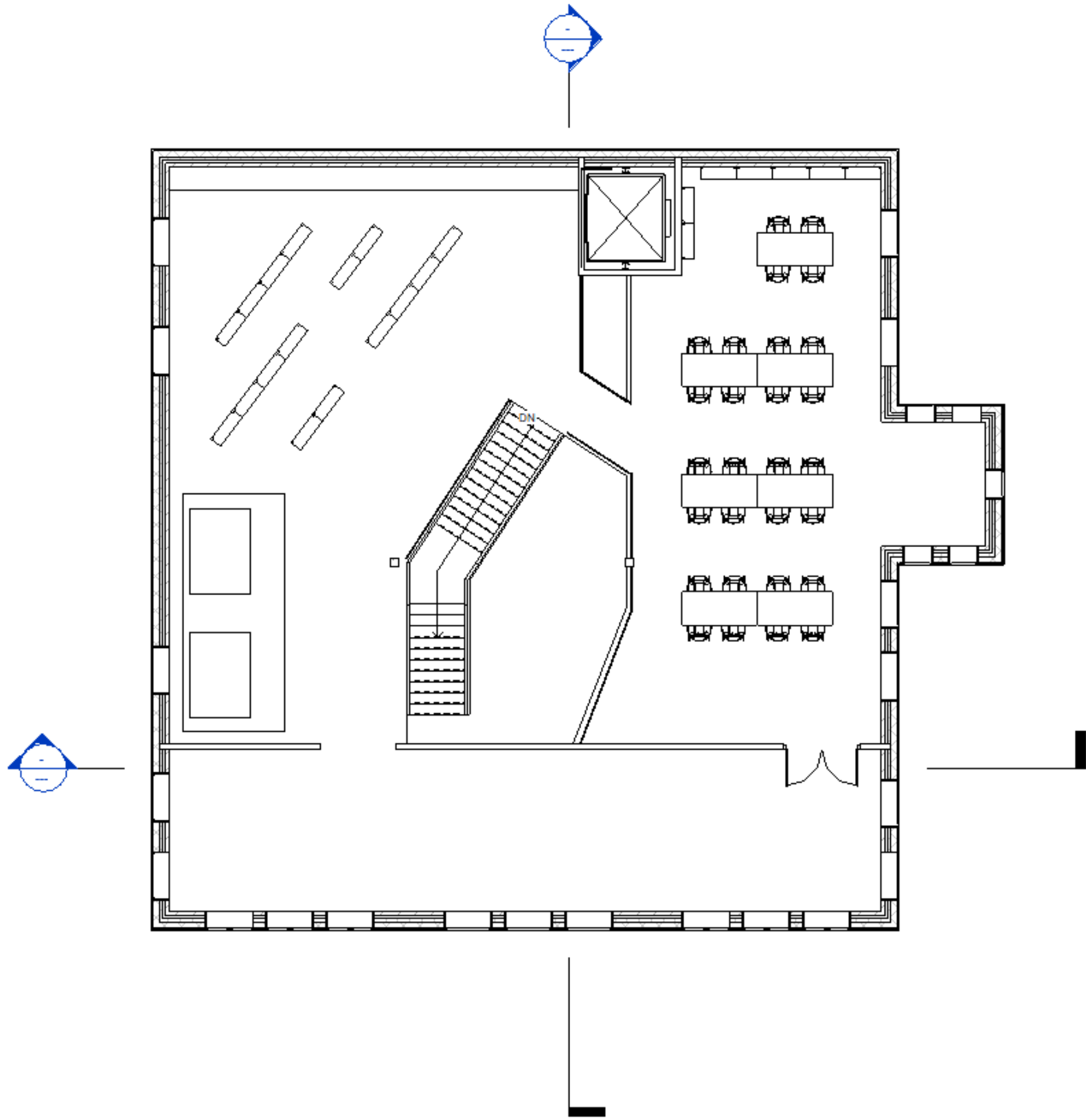
upstairs reading room
 connects w/ greening
 to downstairs quiet area
 * VR rooms?
 * multi-purpose classroom

wall isn't everything, just
 the thing & emphasis on ppl

check-in w/ susan
 this weekend WHO WEVE BEEN
 • send on sat WHO WE ARE
 WHO WE WANT TO BE
 -reading room → see underlying
 cantalevered over path









PHASE SEVEN:

DESIGN DEVELOPMENT



lobby

* local history & genealogy

AR/VR booths

children's

* "sensorium" — people as info

radio/podcast/video

* community presentation

* lounge

* reading room

book stacks

showcase — connect inside to outside?

"storyteller's corner"

storage & employees/admin

computer bank

newstand

~~focus on HERE & NOW~~

~~focus on INSPIRATION & ASPIRATION~~

~~focus on REFLECTION &~~

NO replacement for human contact of librarians — emphasis on connection



Learning Experiences

PHYSICAL

HUMAN

DIGITAL

"knowledge transfer touchpoints"

ARCHIVES/FRANKLINTON PAST

AR/VR HISTORICAL EXPERIENCE

art/map archives that slide out of drawers/wall

+ ???

TODAY'S DIARY/FRANKLINTON'S NOW

presentation space

audio library

newstand

storyteller's space / "around a campfire"

how do these play into seeing people as sources of information in their own right? / maintaining the **community storytelling** aspect will define what is most important

GATHERING/PRESENTATION OF INFO

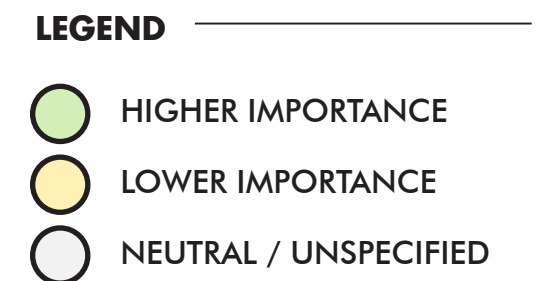
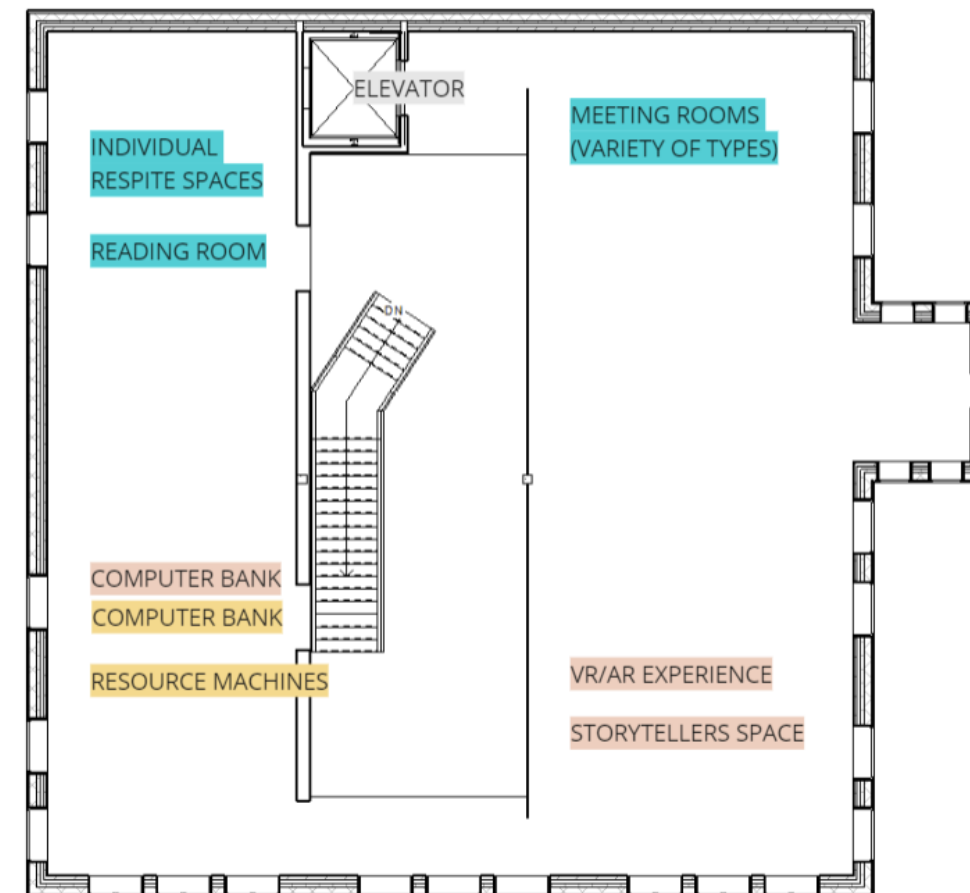
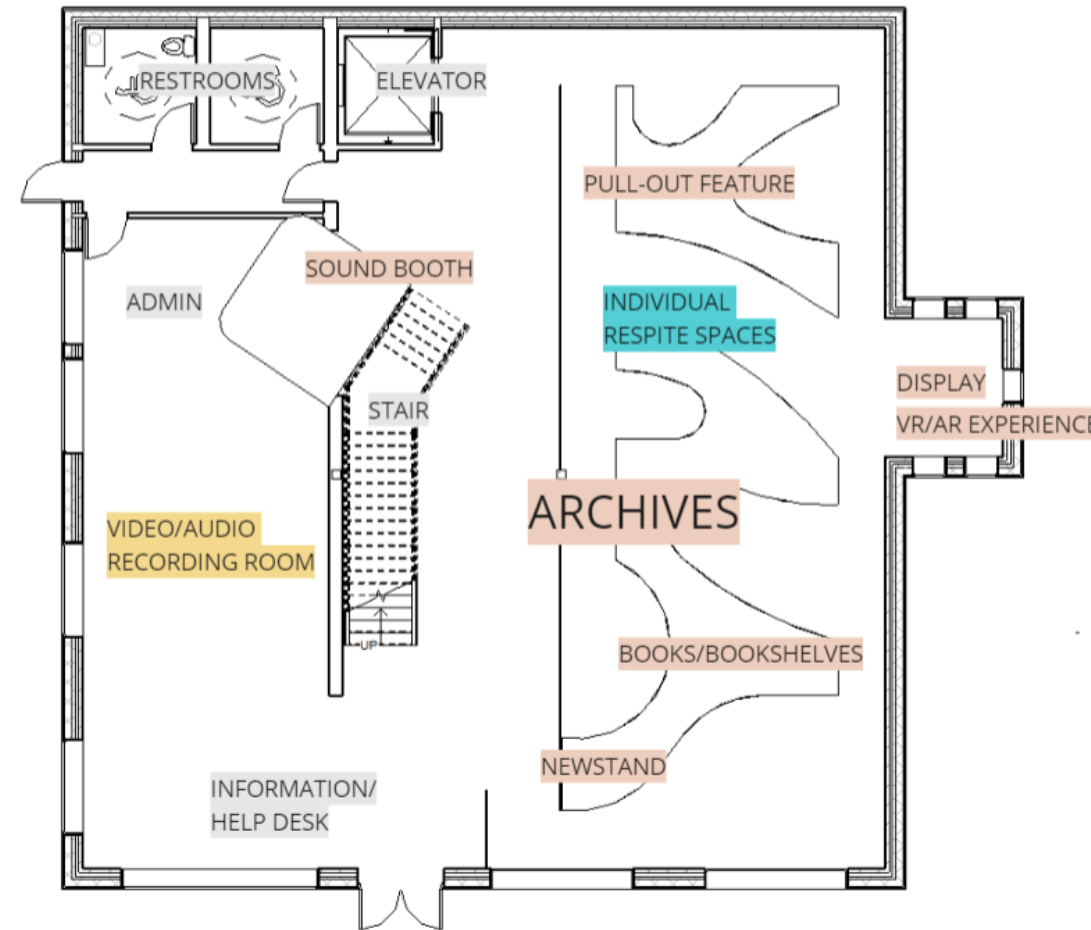
- Books/Bookshelves
- Archives
- Exhibition displays (museum-like)
- VR/AR Experience
- Art display --- what kind of art? what can be made here at the community library?
- Newspapers, magazines
- Computer bank
- Community interaction spaces --- benches, tables, seat groupings
- Meeting rooms
- "Storytelling space"/presenter's space

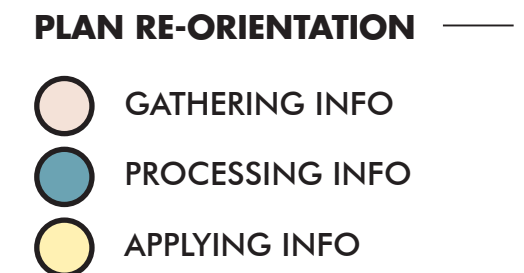
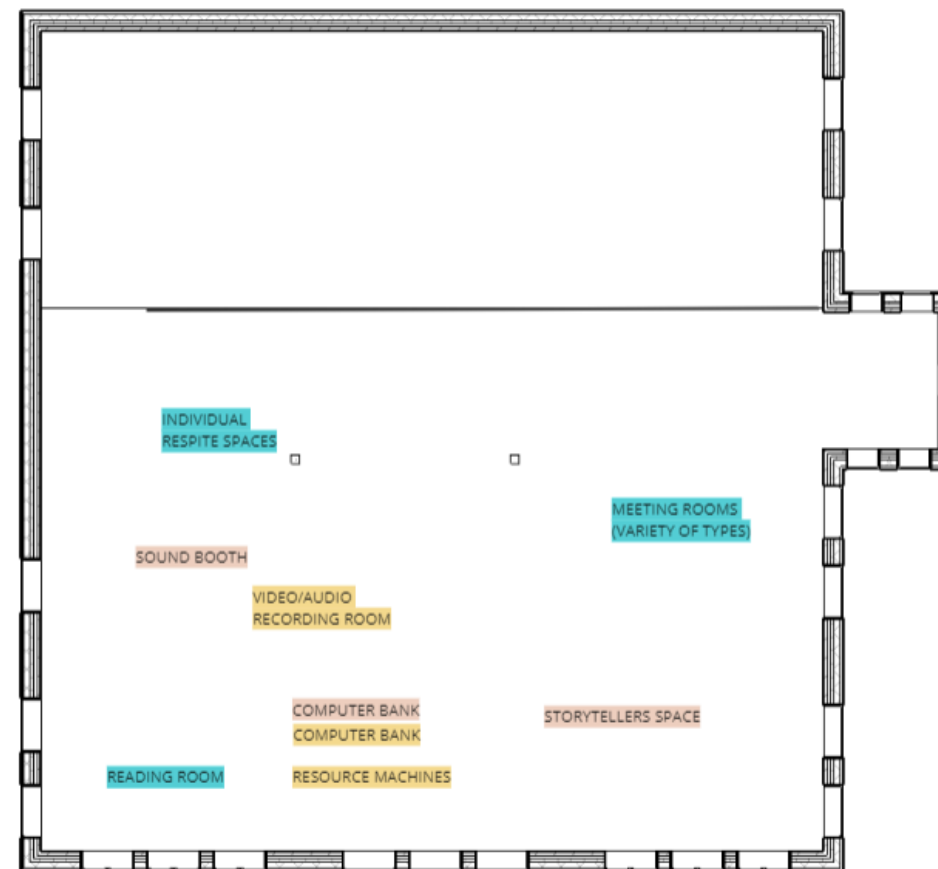
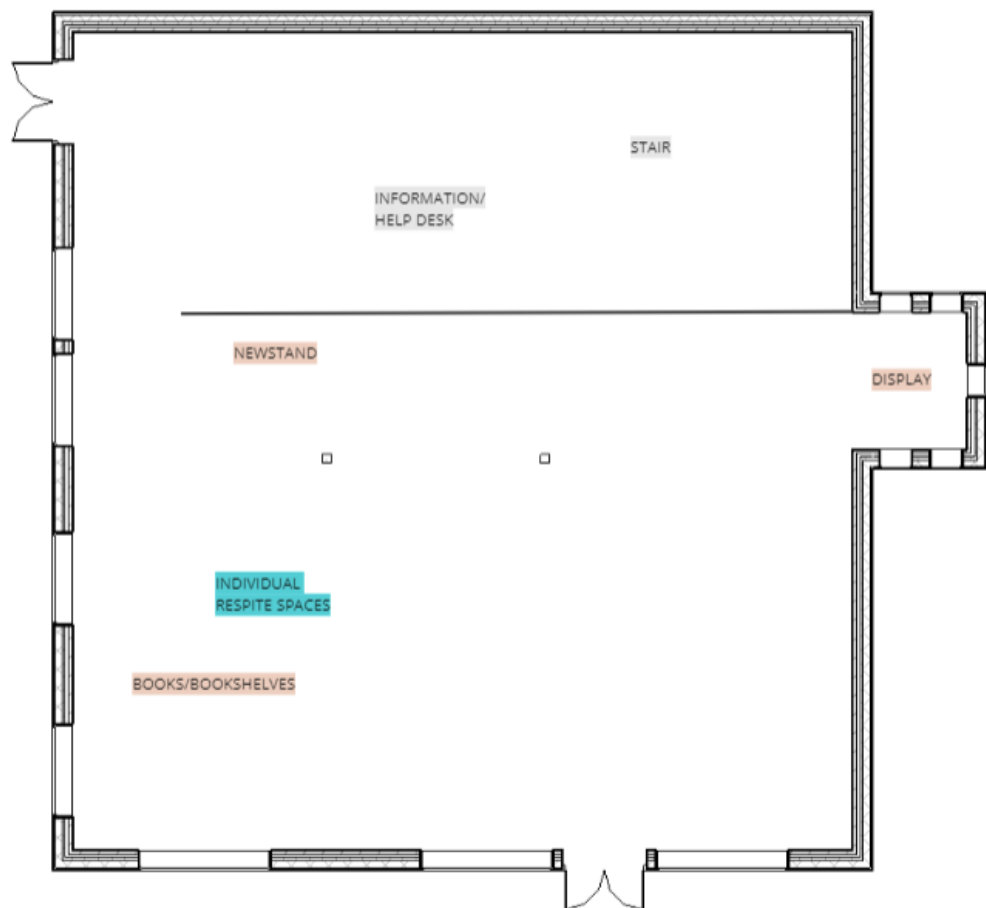
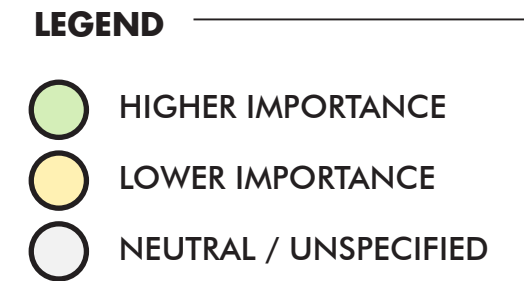
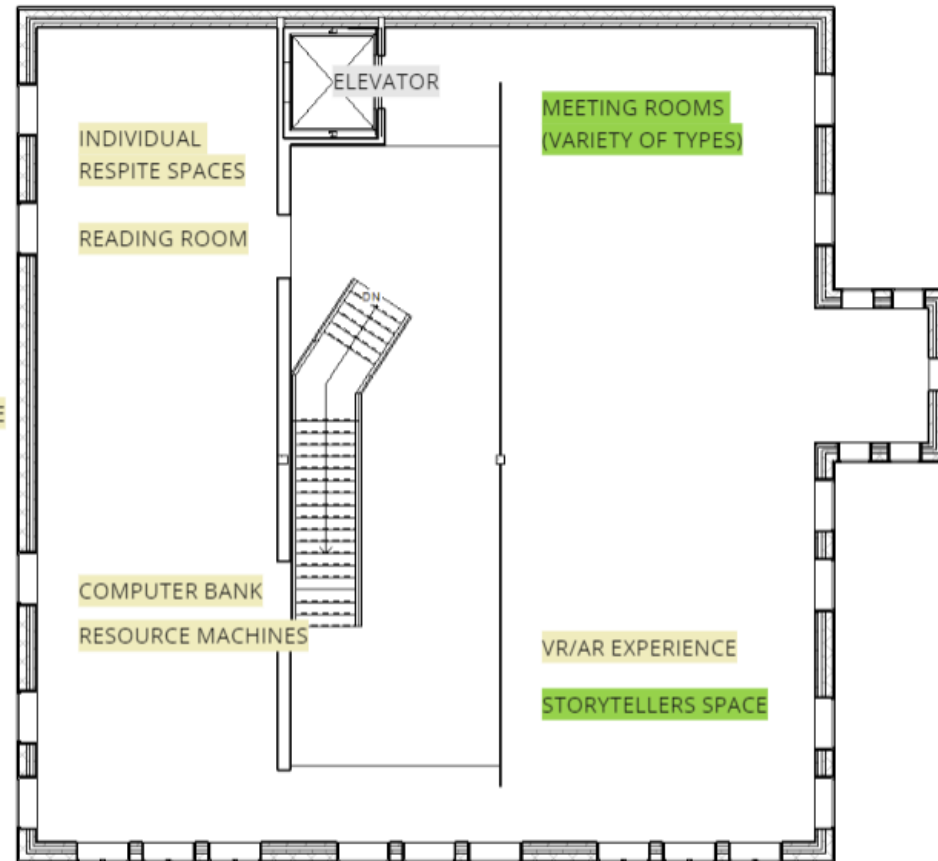
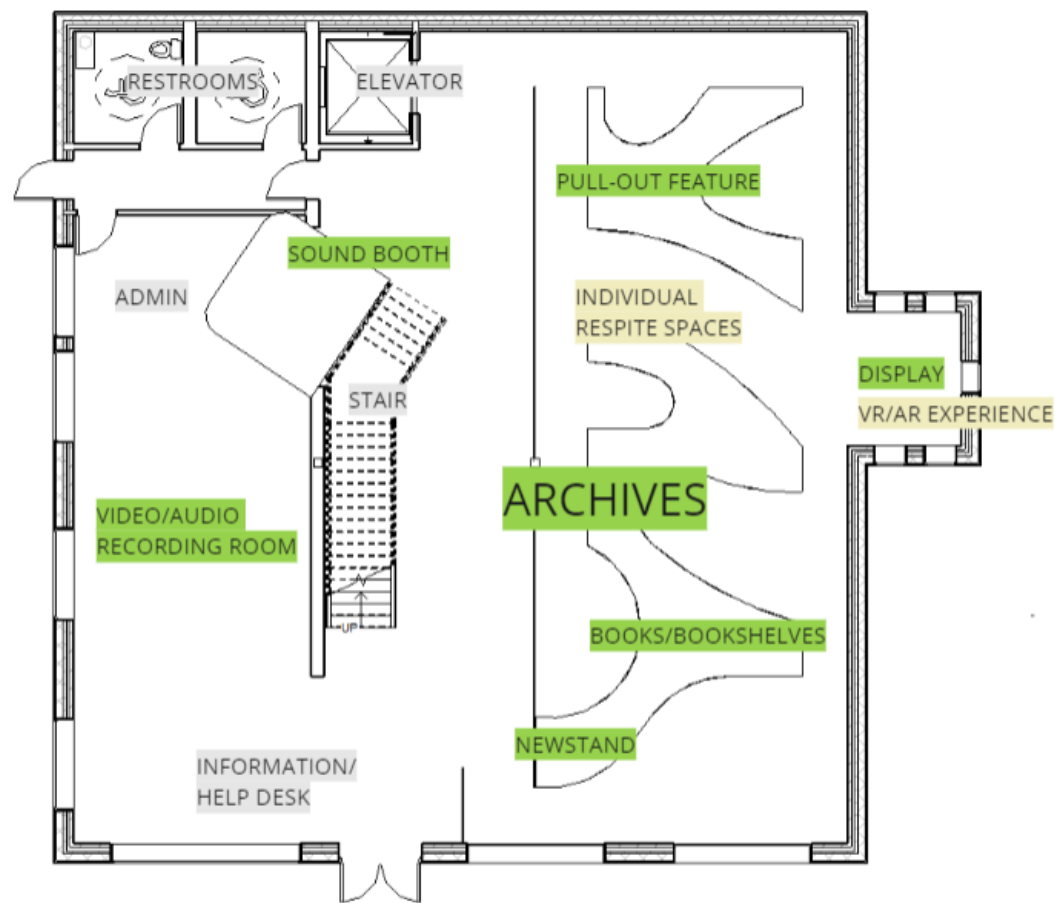
PROCESSING INFO

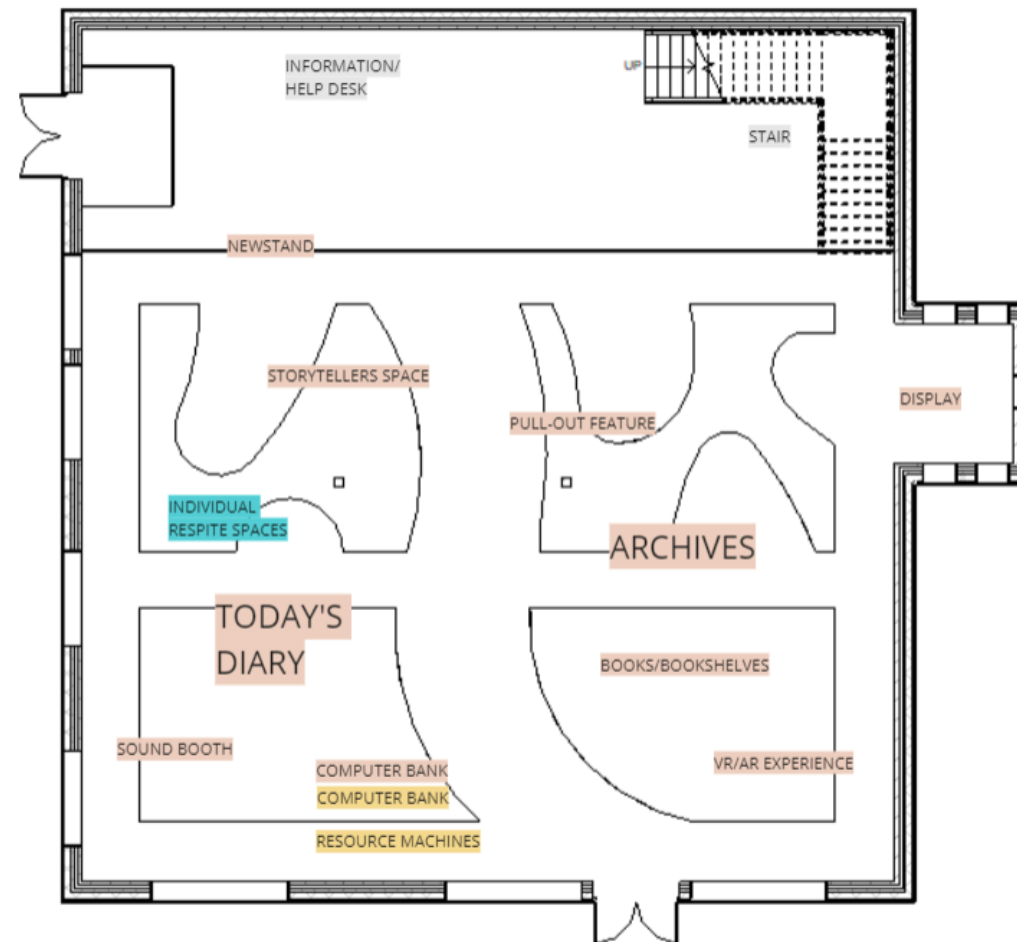
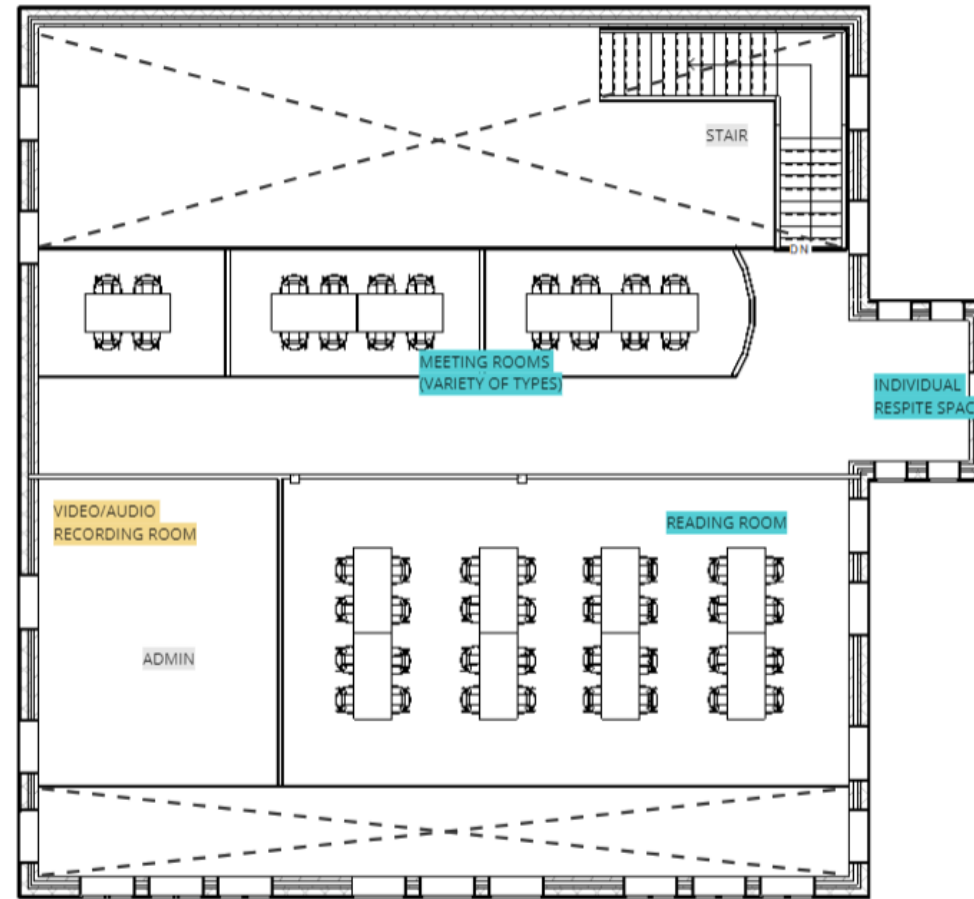
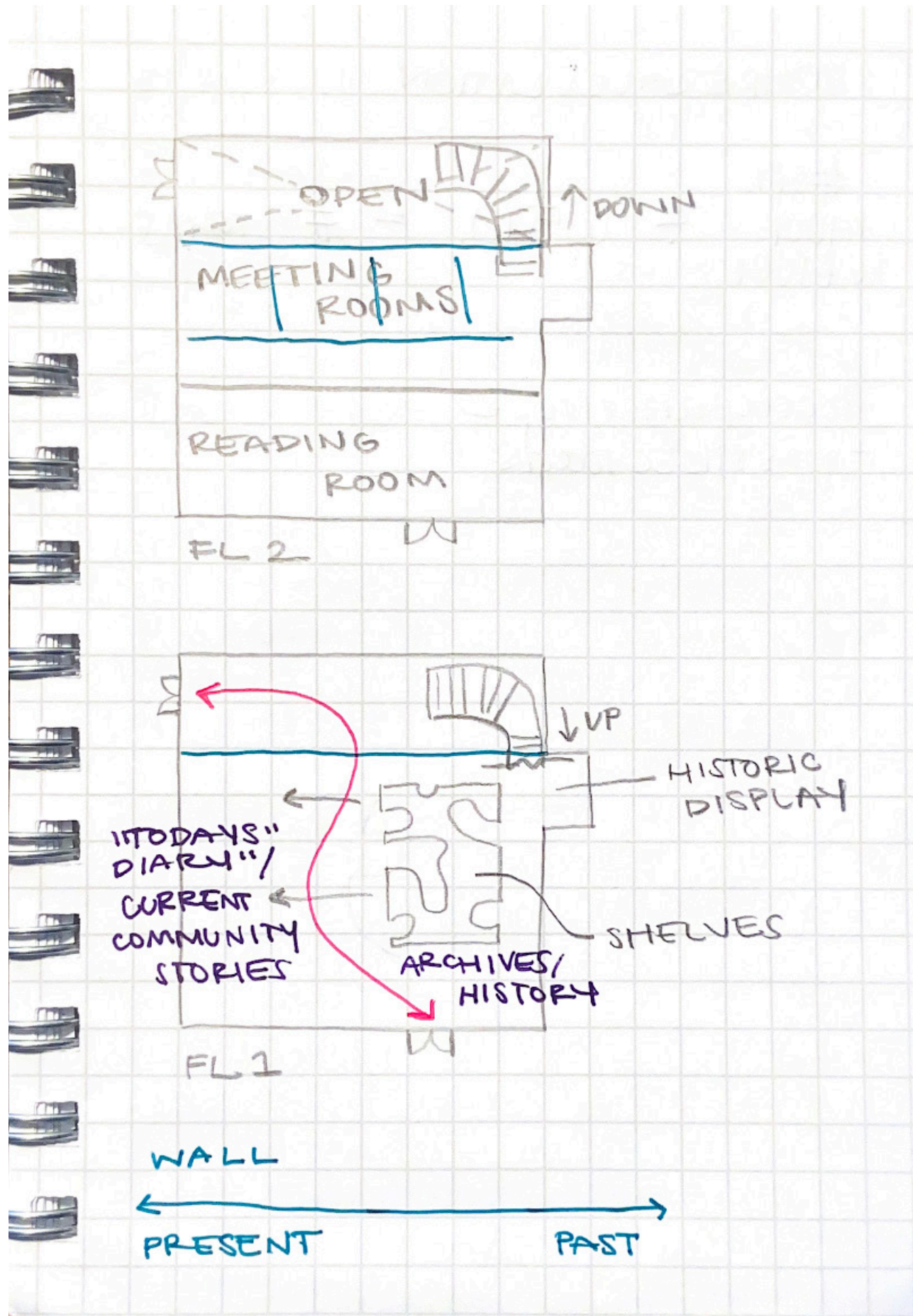
- Reading room
- Individual respite spaces
- Meeting rooms

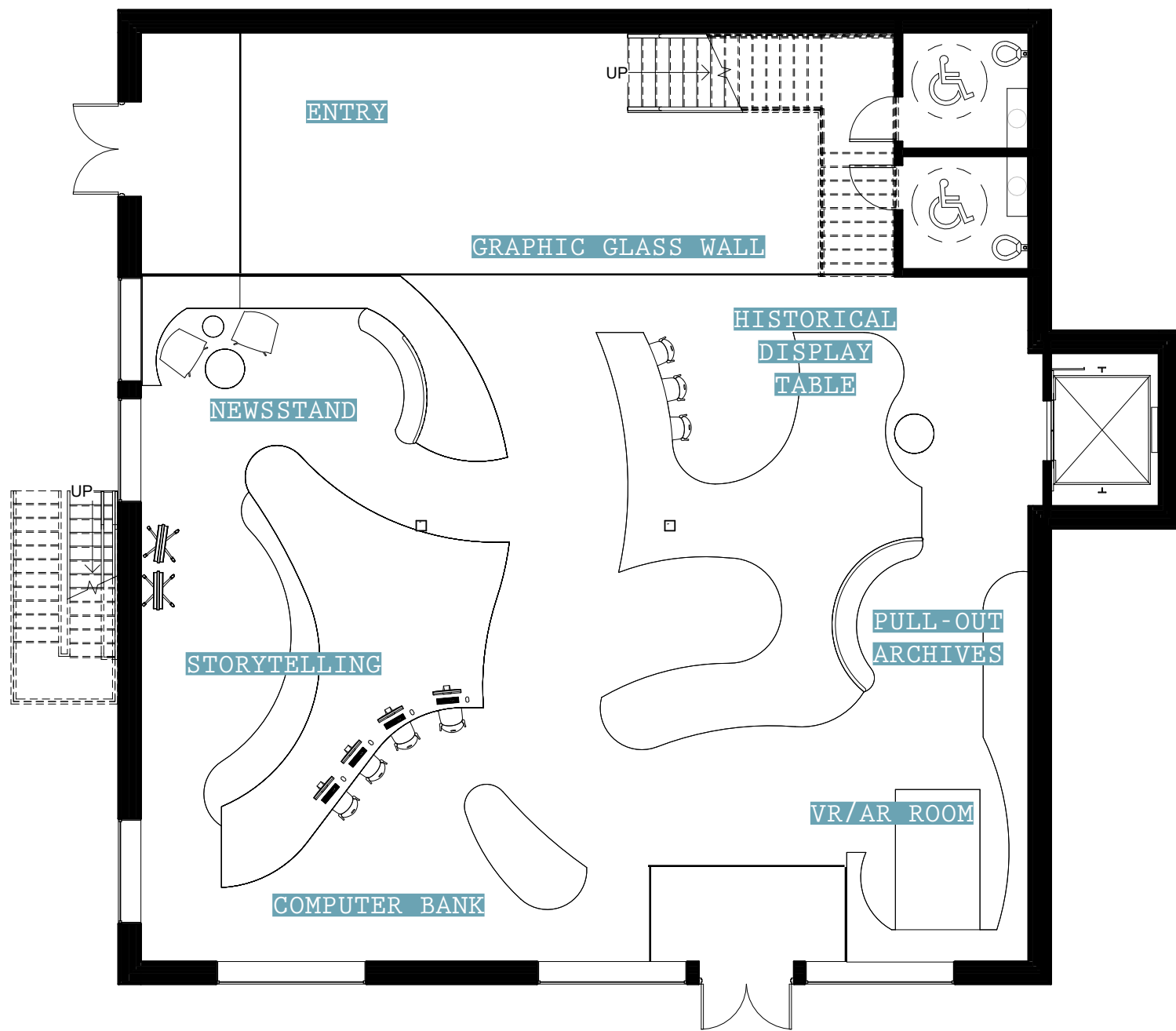
APPLYING/CREATING INFO

- Makerspace
- Art room
- Digital art equipment
- Video/Audio recording room
- Printer/Copier/Laser Cutter/3d Printing machines

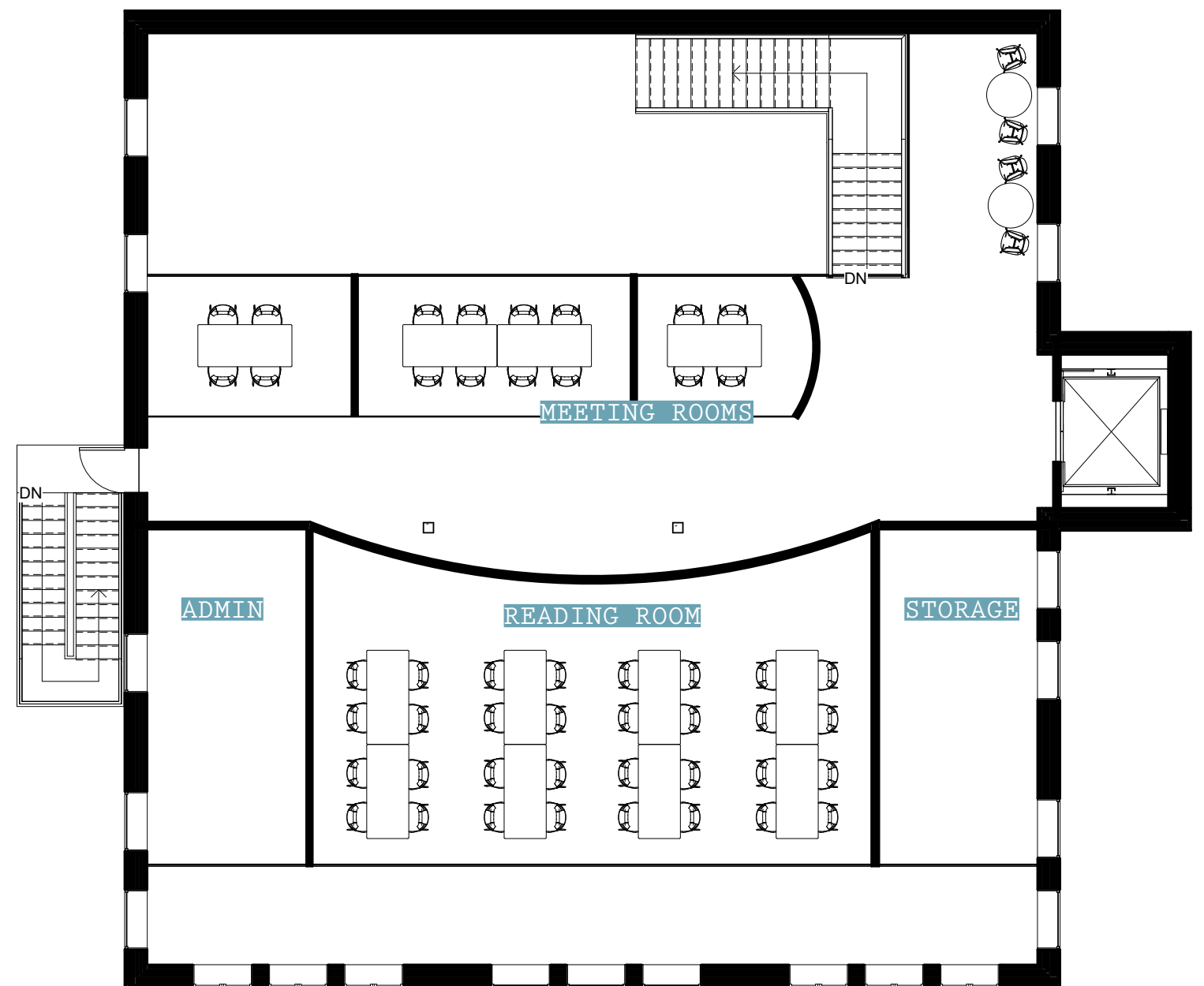








1 FLOOR ONE



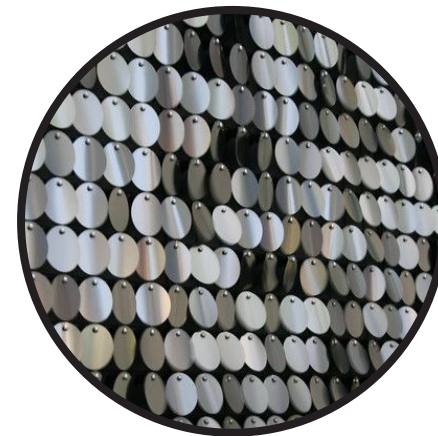
2 FLOOR TWO



NEWSSTAND



READING ROOM





↓ smaller

filled w/ book text / print / newspaper
• transparency & paper quality

CHAMPANELLS

OF

KNOWLEDGE

↑ scioto river — water graphic overlay

THANK YOU.