Immersive, experiential and sensory center

Architecture is the art of reconciliation between ourselves and the world, and this mediation takes place through senses.

The master thesis focuses on exploring spaces that strengthen the existential experience, unique and distinctive aspects of the environment. It evaluates the role of architecture in emphasizing and framing the segments of the environment that are identified as sensorial and experiential.

The main aim of the project is to support natural and sensory development of children. The basis is to stimulate curiosity and creativity in children with an emphasis on learning through their own sensory experiences. The project is conceived as a center for free and spontaneous exploration, experimentation and discovery supporting individual talents and creativity.

The Center coordinates after school programs and activities for youth of all age. It is dedicated to improve the quality of life for children in the community. It is to improve personal development skills in all youth by offering programs and services in the areas of personal enrichment, improved study skills, life skills, art, youth counselling, and recreation for children and youth.
Idea development

The design proposal of the building is primarily focused on established goals:

1. The emphasis on the characteristic views and positions between the parts of the building. Through moves, openings, and massing, the design ensures that the building is a part of the surrounding landscape and the park.

2. The design proposes a cultural center and a cultural activity hub. The design is meant to act as a cultural economic driver and a place for international collaboration between the public and the community.

3. The expansion of the main scenario is to be a key feature for the building. The idea is to create a new identity for the building, making it a part of the new building.