



Interior major project

Project title: Esports cafe

UP873641

May 2019

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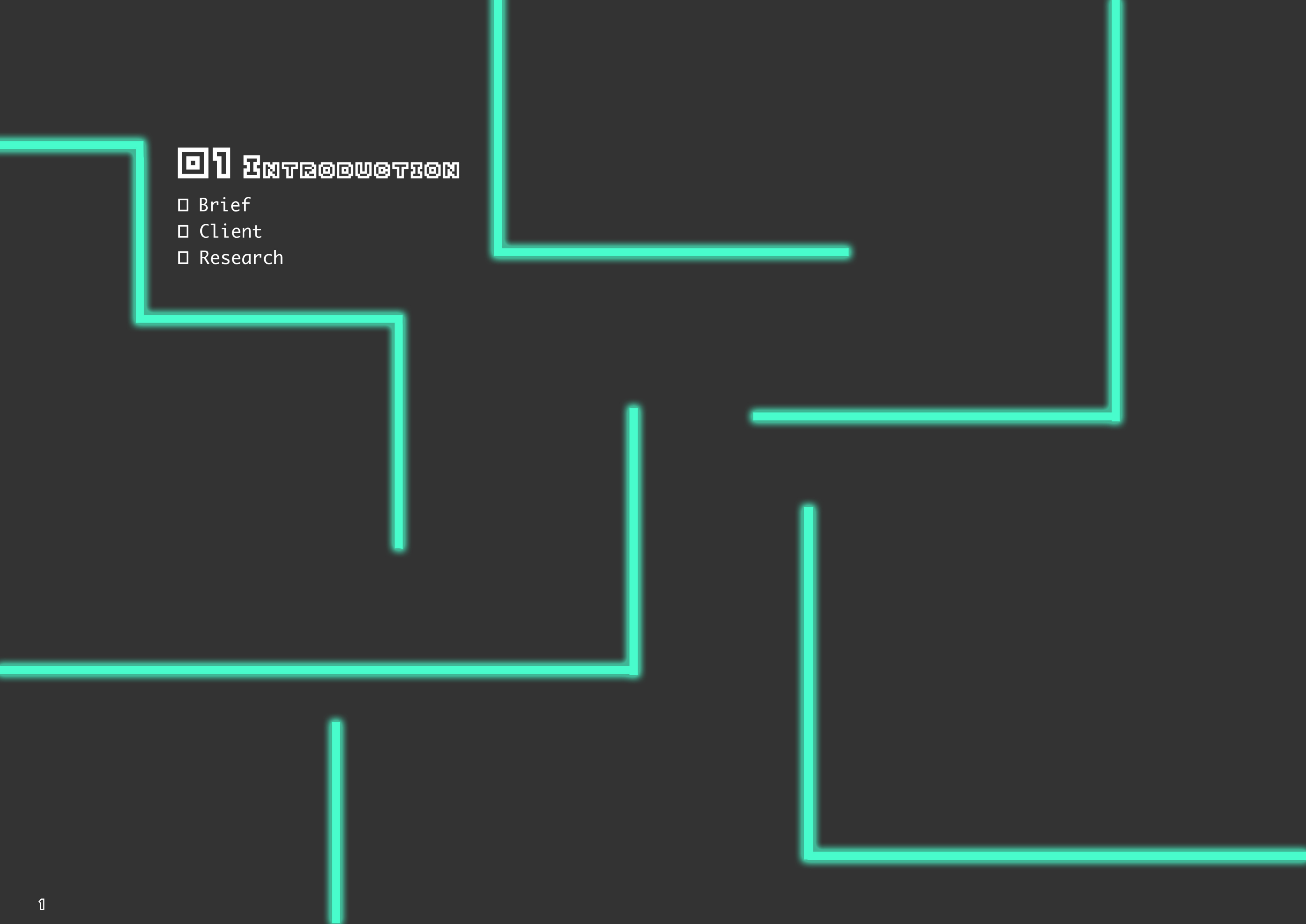
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01 INTRODUCTION

- Brief
- Client
- Research

<< My brief is to design a space where people can enjoy having fun and escaping from the stress level they are experiencing. The space offers lots of entertaining space for people to have some fun timing and play with their friends and families. However, gaming is not always a healthy activity and is bad for health issues if they got addicted to it.

<< In order to prevent those issues happening, I have decided to create a balanced experimental community place. With the concept of contrasting electronic and natural environment within the building. The purpose is to remind people not to forget that we are actually living in a full of natural environment world, not an artificial constructional world.

<< For that reason, there will then be green areas in the building that allows people to cool down their mind, emotions and bodies after entertaining different activities or looking at too much technology screens that effects their eyes. Therefore, the Esports cafe can not only entertain people but it also a place for them to understand that no matter how convenient or fun that technologies give us, there is always a side-effect towards our health. Hoping that people will never forget how to balance their fun timing with health problems in their daily lives.

CLIENTS & USEPS



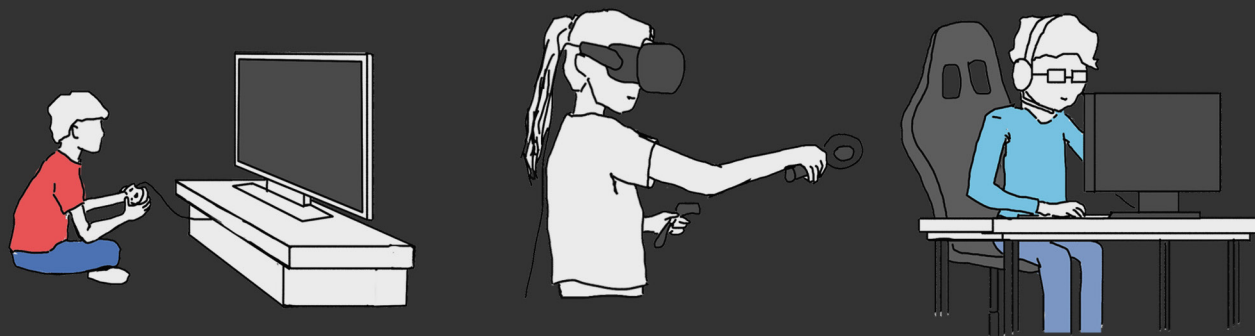
{</“Clients”>=

PlayStation is well-known as a global leader in interactive and digital entertainment, which is owned by Sony Interactive Entertainment. It is responsible for the PlayStation brand and family of products, that includes PlayStation 4, PlayStation VR, PlayStation Store, PlayStation Now and PlayStation Vue.

Steam was first announced in 2003, it is a multi-player platform established by Valve Corporation and is used to distribute games and related media online. Steam provides the user with installation and automatic management of software across multiple computers, community features such as friends lists and groups and in-game voice and chats functionality.

Riot Games was established in 2006 by Brandon Beck and Marc Merrill with the intent to change the way video games are made and supported for players. Riot announced its debut title League of Legends to worldwide acclaim. The game has since gone on to become the most played PC game in the world and a key driver of the explosive growth of esports.

}



{</“For who to experience the space?”>=

The space is open to everyone who is interested in gaming of those 3 types of games (above). There will be computers, Ps4s and virtual reality gaming. But due to gaming are not a very healthy everyday-activity, and it is also bad for health and mind if people played for too long. Therefore, there will be a relaxing zone for people to cool down or relax their body and mind after gaming. This helps them to balance their mind and emotions by looking at green plants.

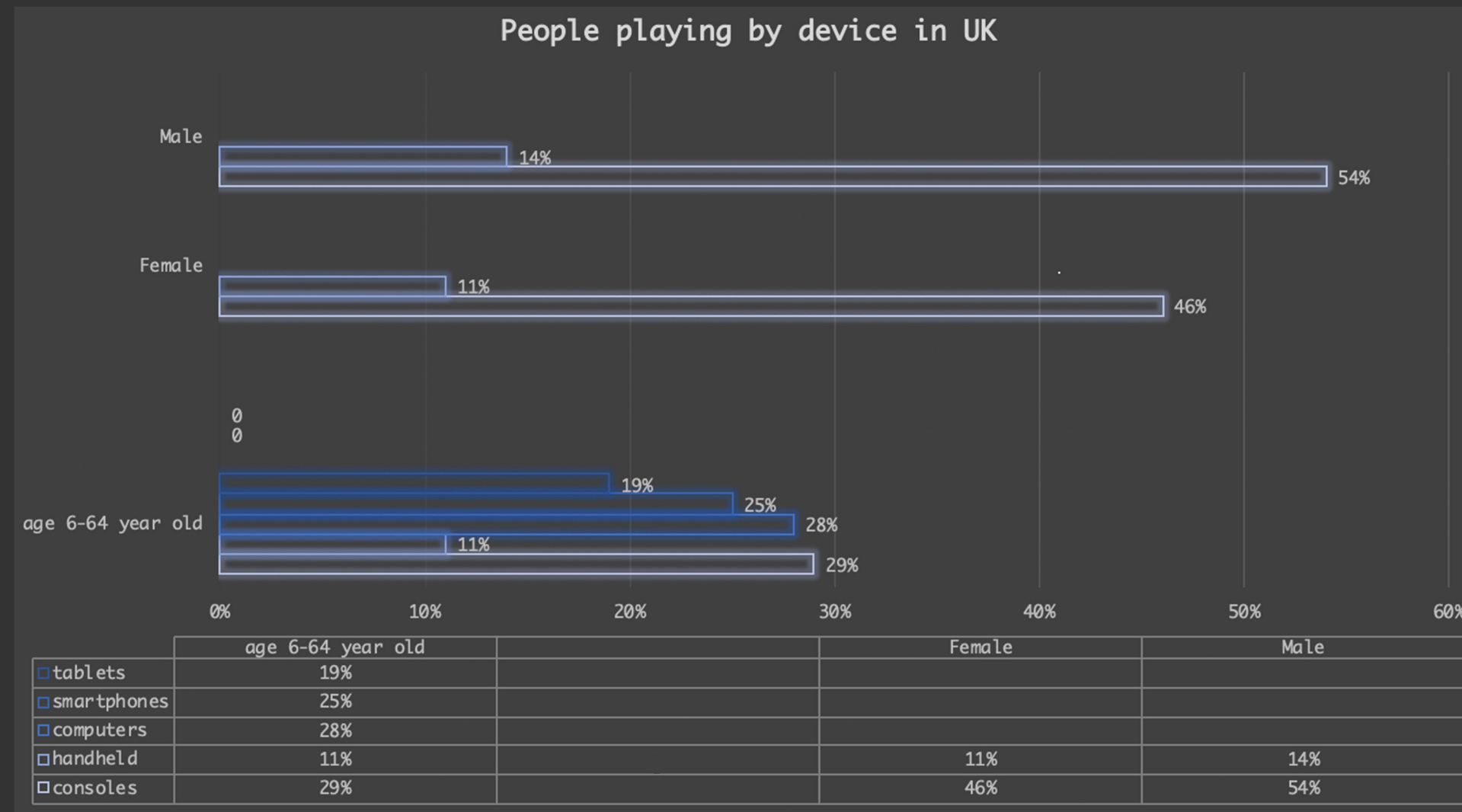
However, in consideration of health growing issues on children, there has an impact on them in either their health or to their education. It is not allowed for people under 18 to enter the building. As a result, the space is created for adults only. Not only children can enjoy playing, but adults too. Adults should relax and enjoy having fun with friends and families too!

}



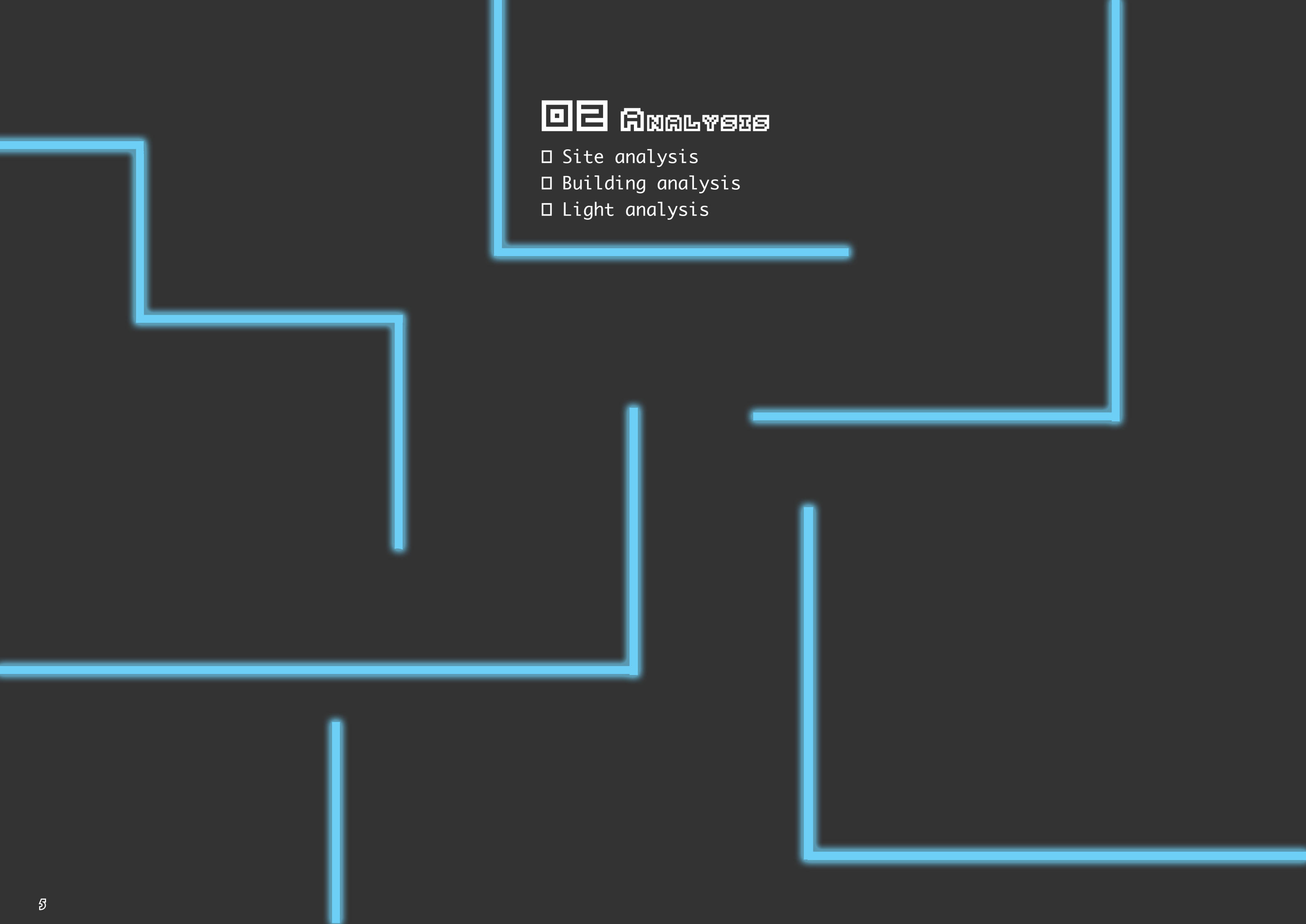
"GAMING IS ONE OF THE UK'S LARGEST NEW INDUSTRIES THAT HAS POWER TO INFLUENCE YOUNG PEOPLE TO BECOME MORE ACTIVE. WE WANT TO HARNESS THAT POWER AND CREATE SOMETHING NEW AND EXCITING THAT WILL ENCOURAGE YOUNG PEOPLE TO MAKE BETTER DECISIONS ABOUT THEIR DIETS AND TO BECOME FITTER AND HEALTHIER."

-MARY BARKER



<< The figure showed the percentage of gender/ age players and also what device was mostly used in 2018. The research is done by the UKIE (supporting the UK's games and interactive entertainment industry). It has revealed a high rate of people age 15-24 who are gamers in the which is not a satisfying number at this age. As Mary Barker mentioned above, 'gaming is one of the largest new industry and has the power to influence young people...'. And to prevent the design space having so much impact on young people, therefore, people under 18 will be not permitted to enter the building.

}



02 ANALYSIS

- Site analysis
- Building analysis
- Light analysis

Site analysis



Building from 1875



Building from nowadays

{</“129 high street”>=

Located at the centre of Southampton city surrounded by lots of places like restaurants, museums and to mention a few. And with those rich surroundings provided in the high street, I think it is a well-established area for people easily to get there and is a nice place to be for a fun place.

The 129 high street is a listed Grade II* building and was a National Provincial Bank of England in 1875. Choosing a historical building for the site has a contradicting relationship between the past and future. The past outlines the fashionable, wealth, status and investment in Southampton. The building was formerly a bank, designed by an Italian architect John Gibson. The facade was built with Portland stone for more exposed portions, the ground floor windows on the sides are protected by iron grilles while the entrance was ornamental with wrought-iron gates.

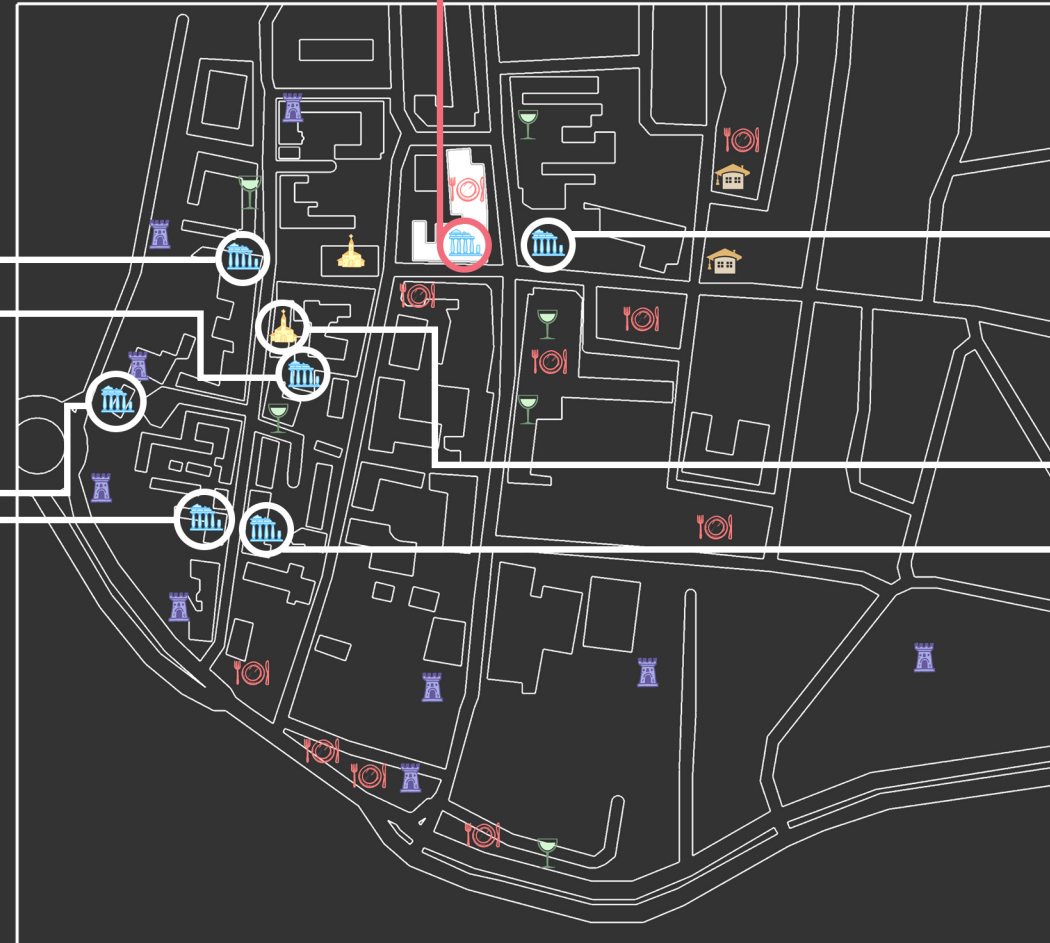
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Bugle House



Tudor House



Holyrood Church



The Pig in the Wall (West gate)



1 Bugle Street



The Wool House



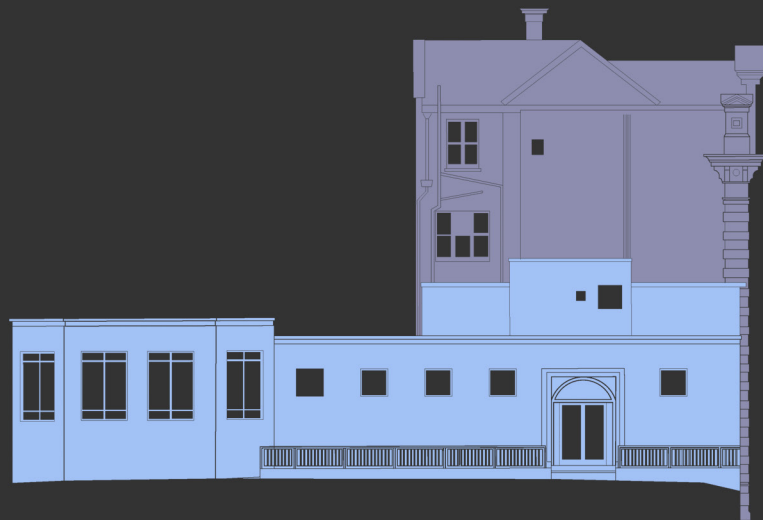
St. Joseph's church



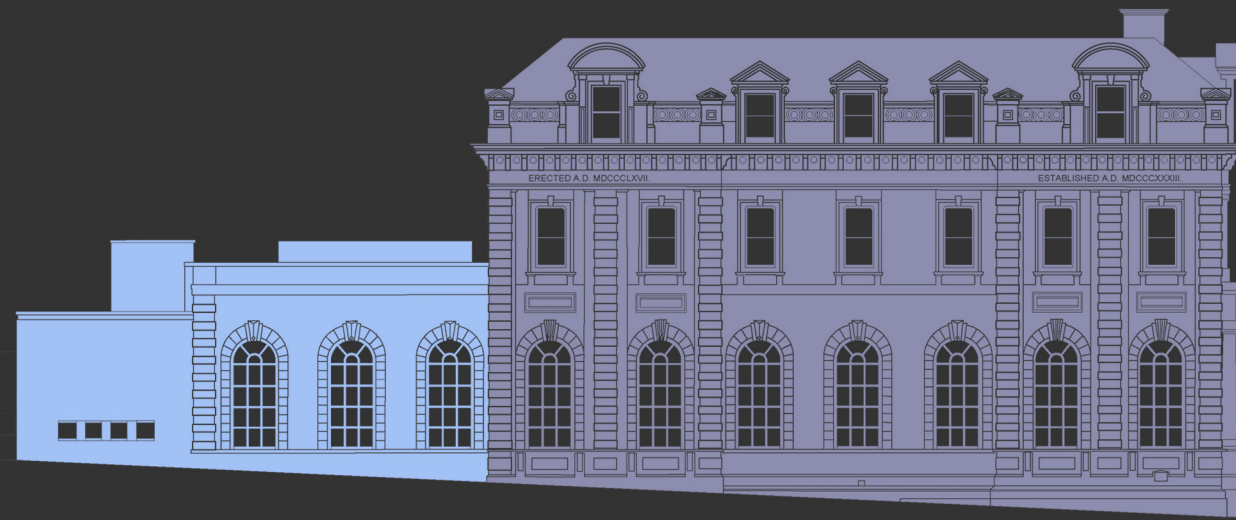
BUILDINGS ANALYSIS

<< Analysis of the old and new part of the building from the 18th century, it was designed by an Italian architect that uses symmetry and geometries in the design. This analysis is to show how the new extension part imitates the original parts of the design.

- << Extension building
- << Original building



<< Rear elevation



<< Side elevation

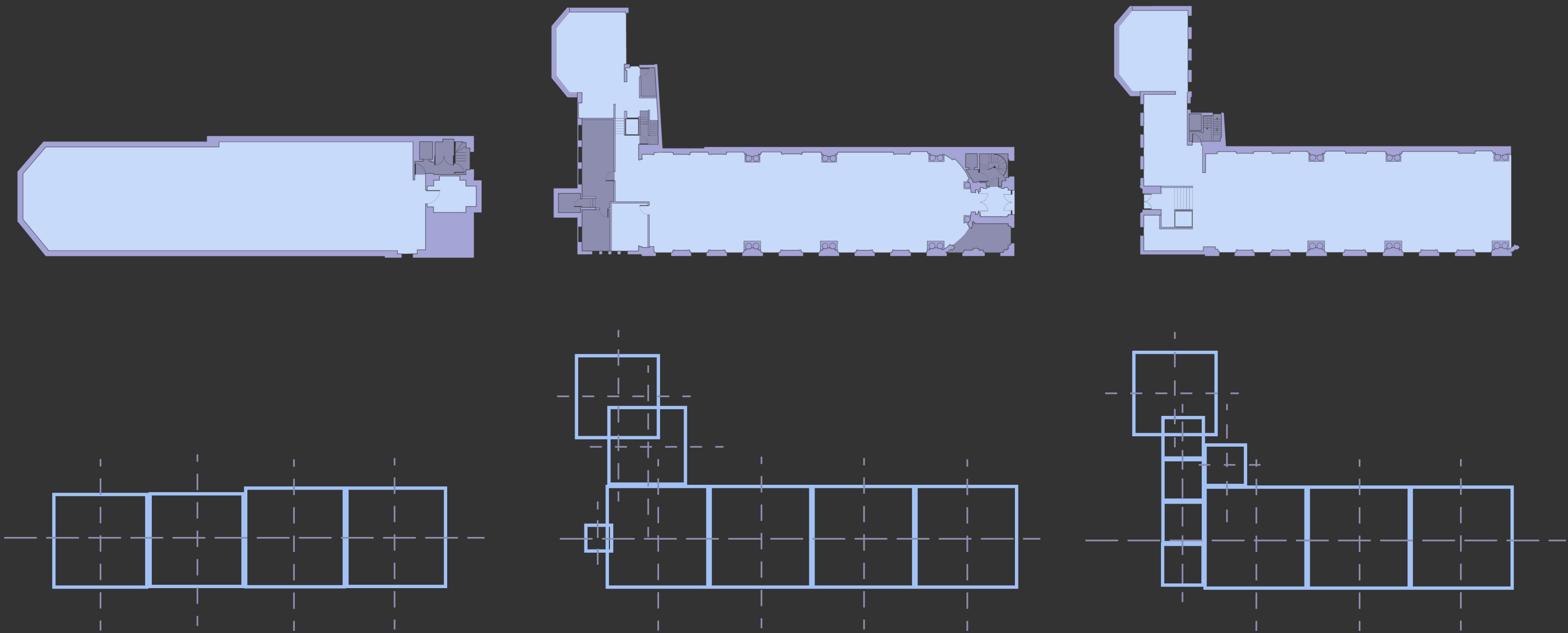


<< Facade

<< Internal analysis of the circulations use in the building and the used of geometries of the building with the relationship of the external design.



- << Structure
- << Private
- << Public

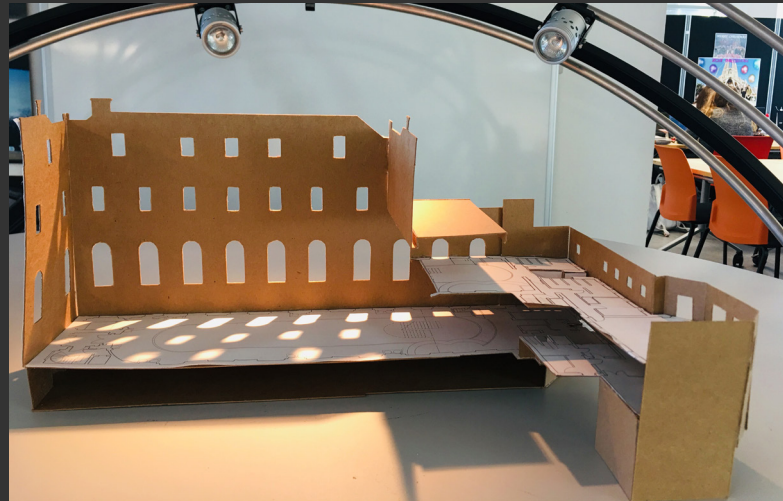


<< Basement

<< Groundfloor

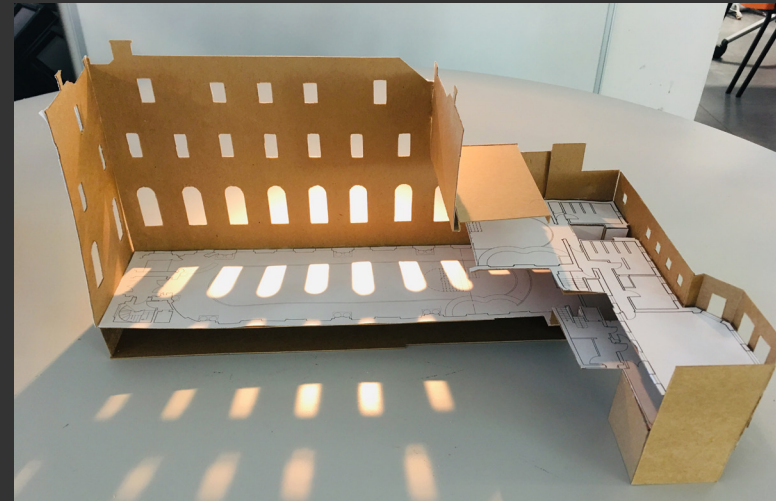
<< Mezzanine

Light Analysis



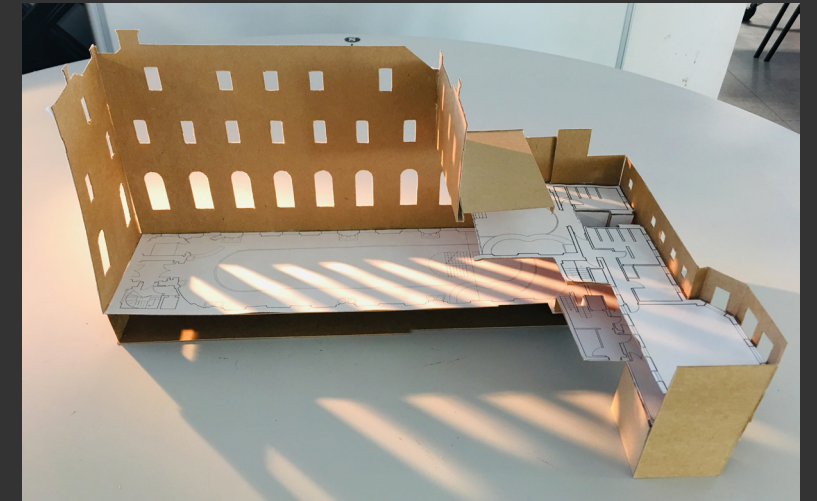
<< May 12:45 pm

<< The facade of the 129 high street building faces east which gives lots of natural daylight entering from the window during



<< September 12:00 pm

the daytime. I have utilised the heliodon to see how lightings travel into space during different season and timing.



<< October 09:00 am

<< In order to prevent natural day lightings entering the stage (only), I have moved the stage away from the windows and added a wall to block the lights invading the stage. Therefore, there will be a contradiction between natural lights and

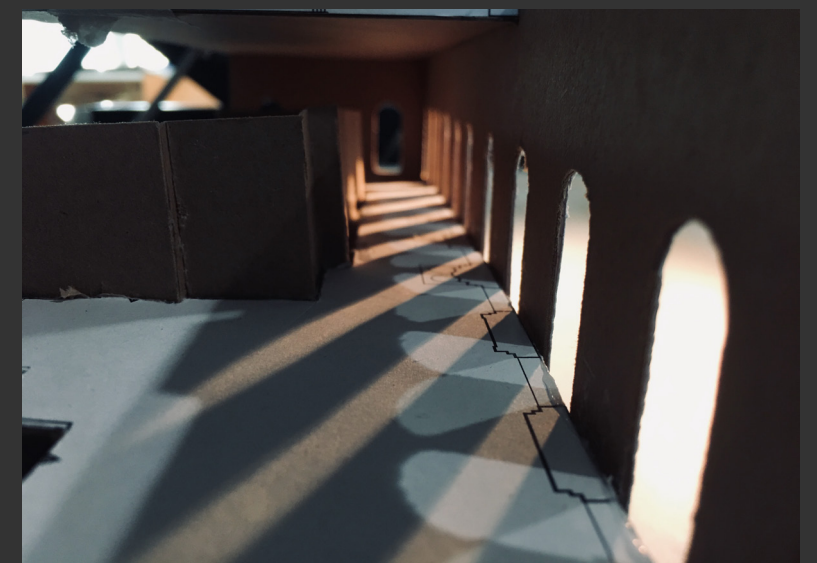
artificial lights, an experimental space in between. Natural lightings will only be remained blocked from the corridor during day time.



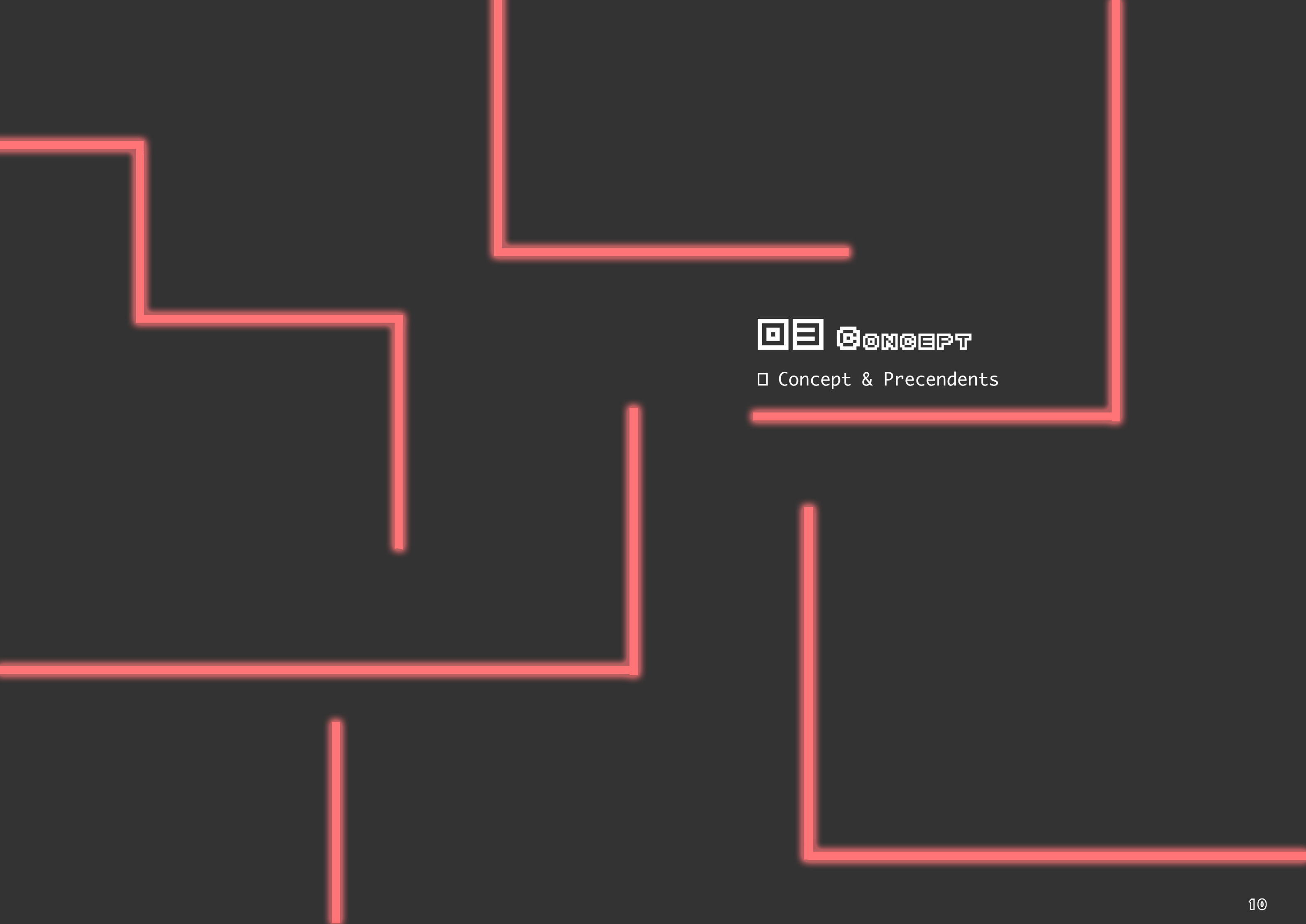
<< February 12:00 pm



<< March 11:00 am



<< November 10:00 am



CONCEPT

□ Concept & Precedents

A complex maze with paths colored in yellow, blue, and pink. The words are integrated into the paths as follows: 'community' (yellow, top left), 'welcome' (blue, top right), 'fashion' (yellow, right side), 'technology' (pink, bottom right), 'balance' (blue, bottom right), 'gamings' (yellow, bottom right), 'expensive' (blue, bottom center), 'apartment' (yellow, center), 'fun' (pink, center), 'old & new' (blue, center), 'society' (pink, right center), 'light' (blue, center), 'colour' (pink, top center), 'active' (yellow, left center), and 'purpose' (pink, bottom left).

Natural daylight

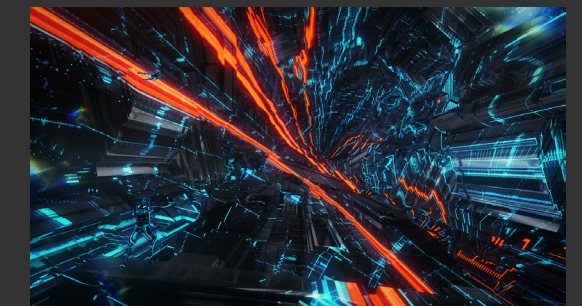
```
<< However, to block away from natural daylight.  
The stage will have to move to the wall further  
from the windows.
```



{



A futuristic, high-tech environment with glowing blue and orange lights, possibly a space station or advanced laboratory. The scene is filled with complex machinery, pipes, and structural elements, all illuminated by vibrant, neon-like light sources. The overall atmosphere is one of advanced technology and exploration.



11

Precedents:

- Chong Qing internet cafe, China



<< <https://www.zcool.com.cn/work/ZMjA4NzI4MjA=.html>



{</“Logo design”>=

From the quote mentioned by Camille Paglia, I want my design to have a balance. A balance between negative and positive within the building. This is because gaming is not a very healthy activity for people to play for a long period of time, therefore, I wanted something else in the design that can not only contradict the idea of gaming but also can help people cooling down their mind after gaming. Which is what my logo design represents the overall concept of the design. As butterfly symbolise **nature**, whereas colour and light symbolise **artificial construction**.

}

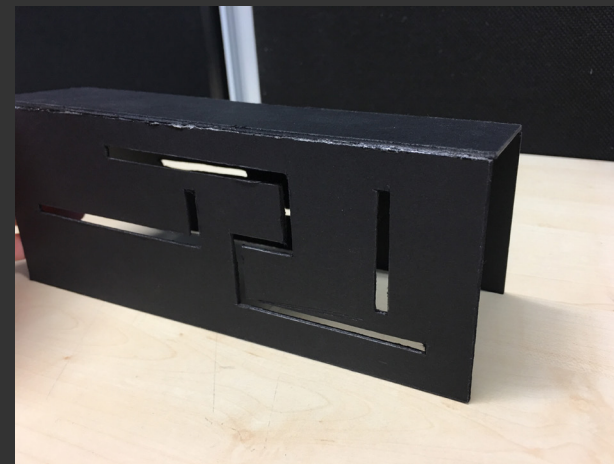
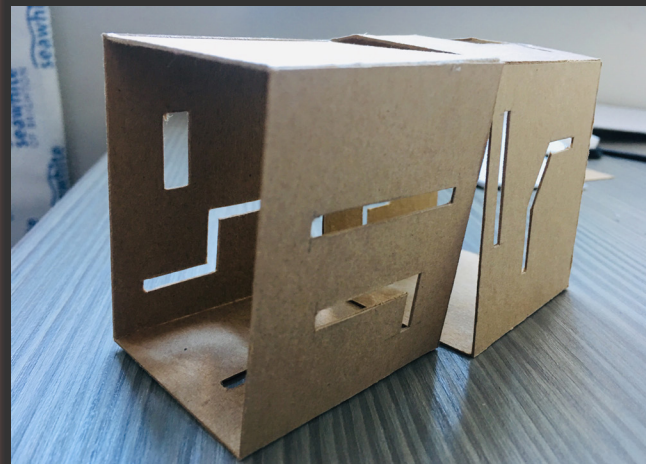
“SOCIETY IS AN ARTIFICIAL CONSTRUCTION, A DEFENSE AGAINST NATURE’S POWER.”

- CAMILLE PAGLIA

{</“Precedent combination”>=

I have then looked at some other precedent that uses colour and light in a cyber cafe in China. Which then I got the idea of combining them in the stage and staircase design.

}

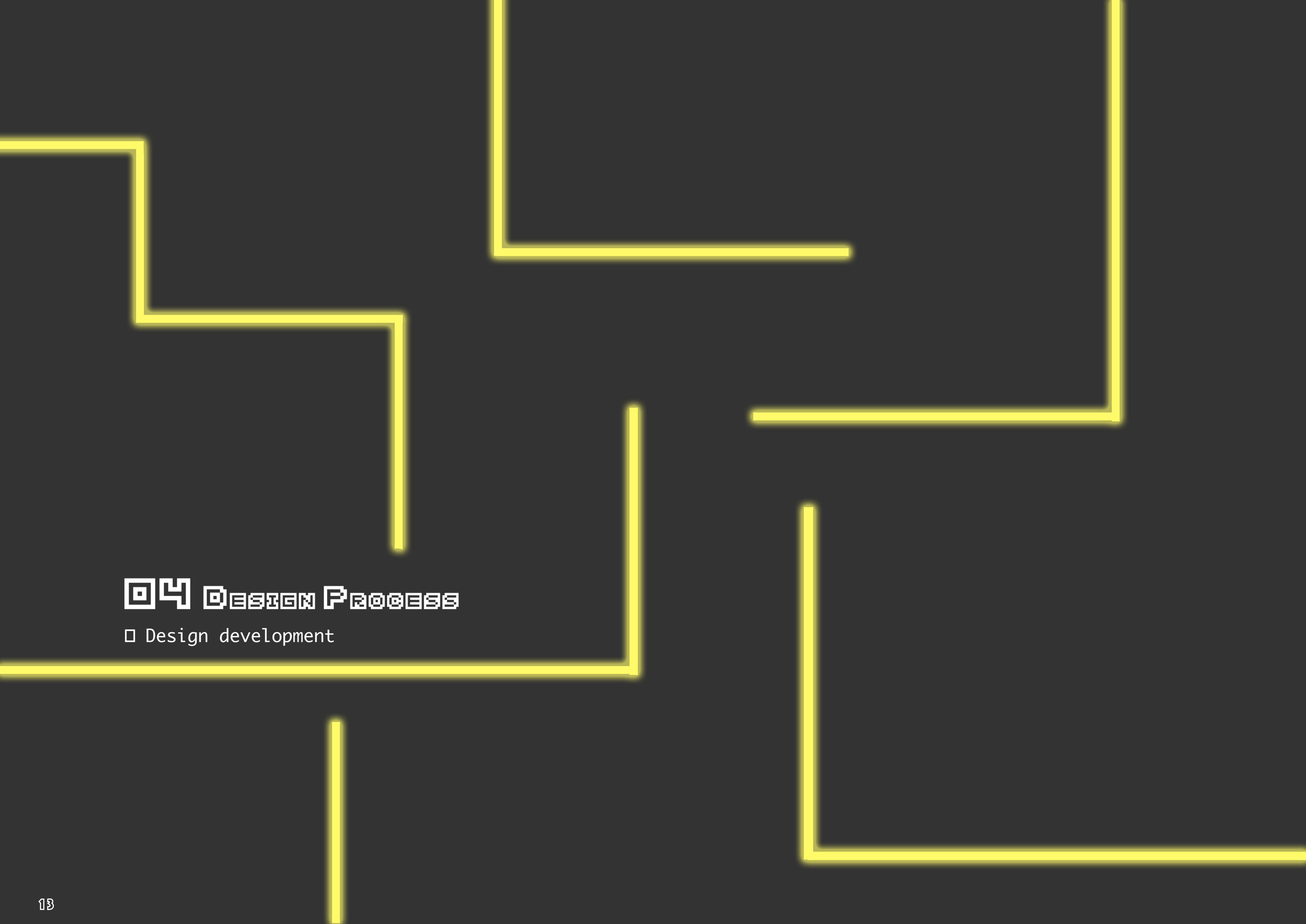


{</“Prototyping”>=

The idea of the wall design of the staircase and the stage. The strip will be where the lightings are placed. The reason I made it like a tunnel is that I want people to feel like they are actually entering another world, a technology gaming world.

}

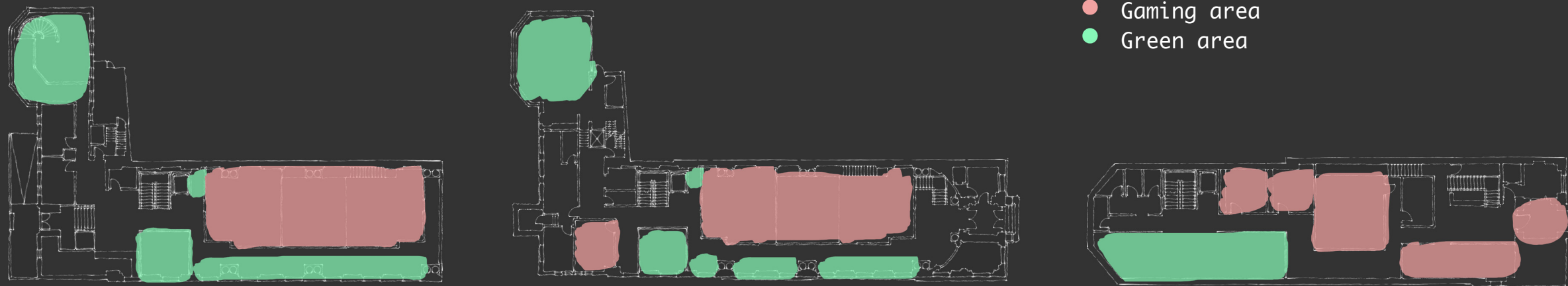




04 DESIGN PROCESS

□ Design development

DESIGN DEVELOPMENT



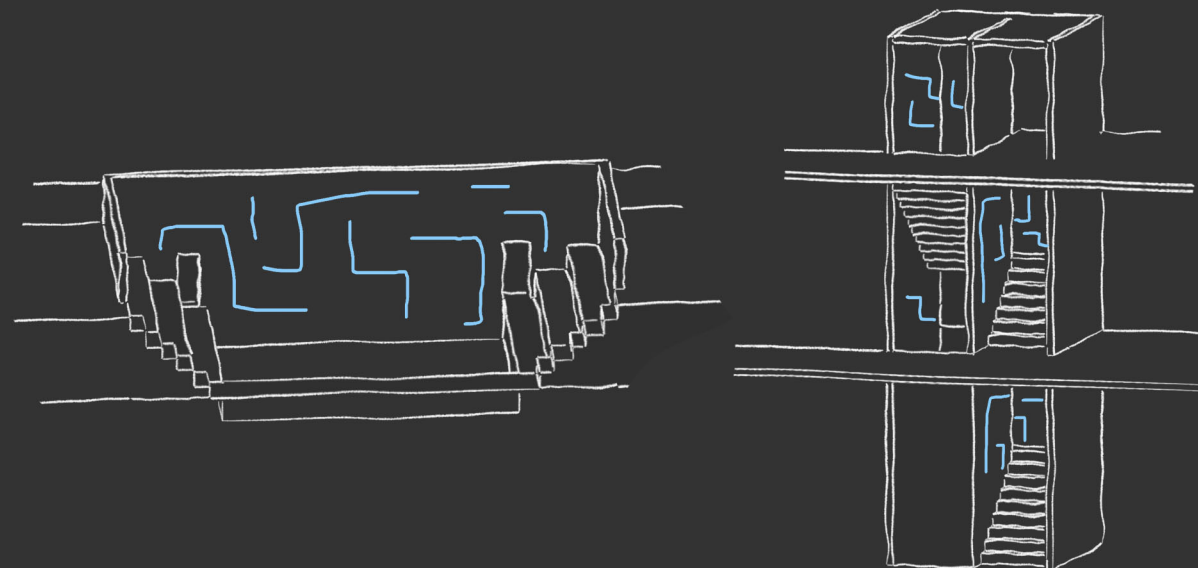
Functions:

- | | |
|--------------------------|----------------------------------|
| 1. Reception | 11. Accessible toilets + toilets |
| 2. Cloakroom | 12. Technician room |
| 3. Stage (Platform lift) | 13. Karaoke room |
| 4. Seating area | 14. Green area |
| 5. Stair & lift | 15. Computing room |
| 6. Platform lift | 16. VR game room |
| 7. Bar & kitchen | 17. Ps4 game rooms |
| 8. Cafe & kitchen | 18. Lounge room |
| 9. Staff office | 19. Indoor garden |
| 10. Storage | |

{/“Purpose”>=

The purpose of the design is for people to visit as a way of escaping from stress or to have fun in. By providing spaces for people to have some fun timing to play with their friends and families. Although those choices may have an impact on society either in a positive or negative way, the concept of the design is to contrast electronic with a natural environment within the building. The design of the cyber café is not only an entertainment place for adults but also can cool down their body and mind by the environment of the interior design after being in touch with video games. Therefore, negative and positive is being balanced in the design.

}



<< Initial idea of how the stage and staircase design will be. It will be dark with only the colour light guiding people of how the space will be and look like.

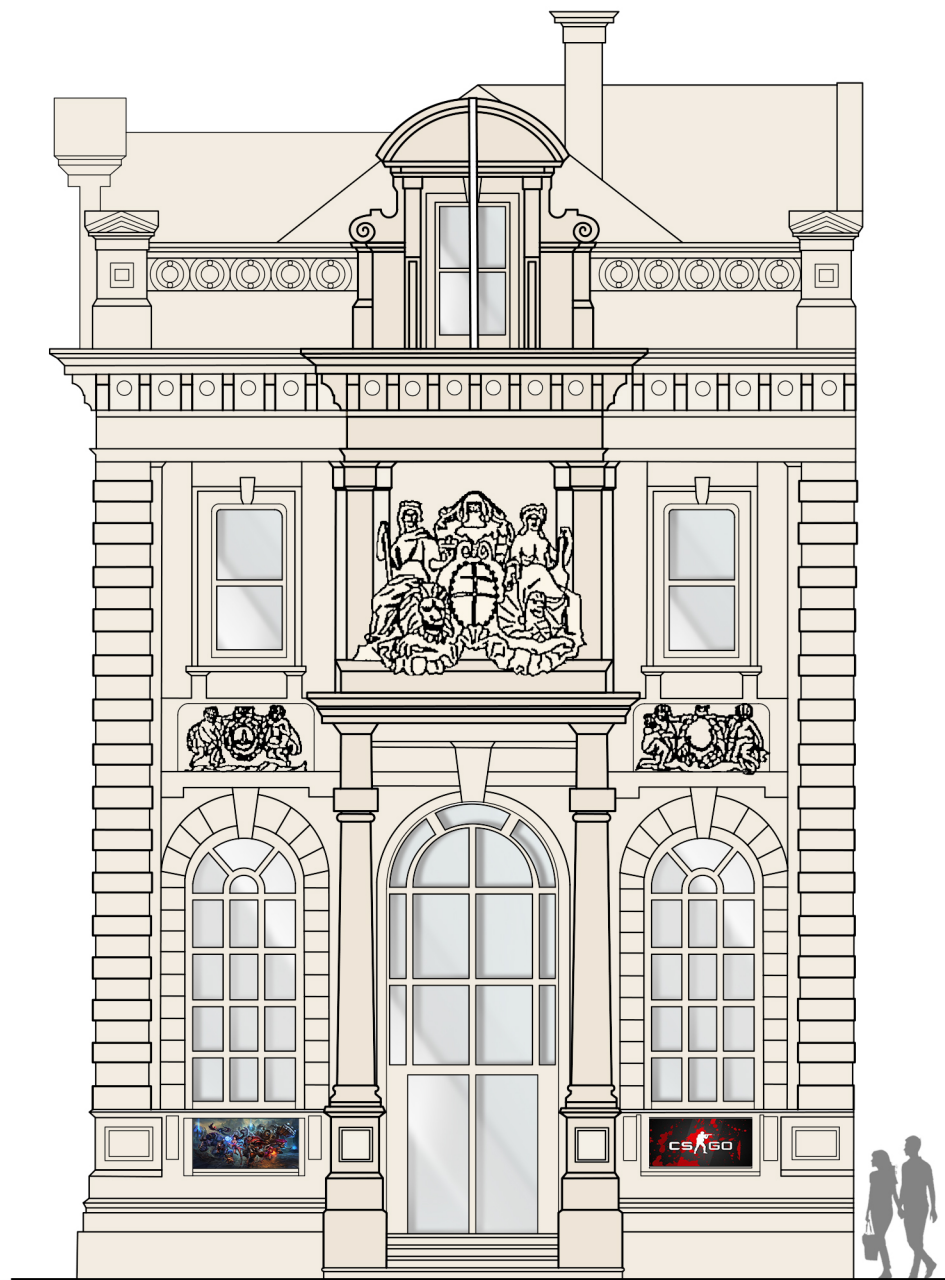
<< The idea of the stage design is to let people feel like home. The be feel like being comfortable with friends while watching gaming. Consequently, I will be using sofas instead of traditional arena seatings.

<< The staircase design will be the main vertical circulation that can access every flooring.

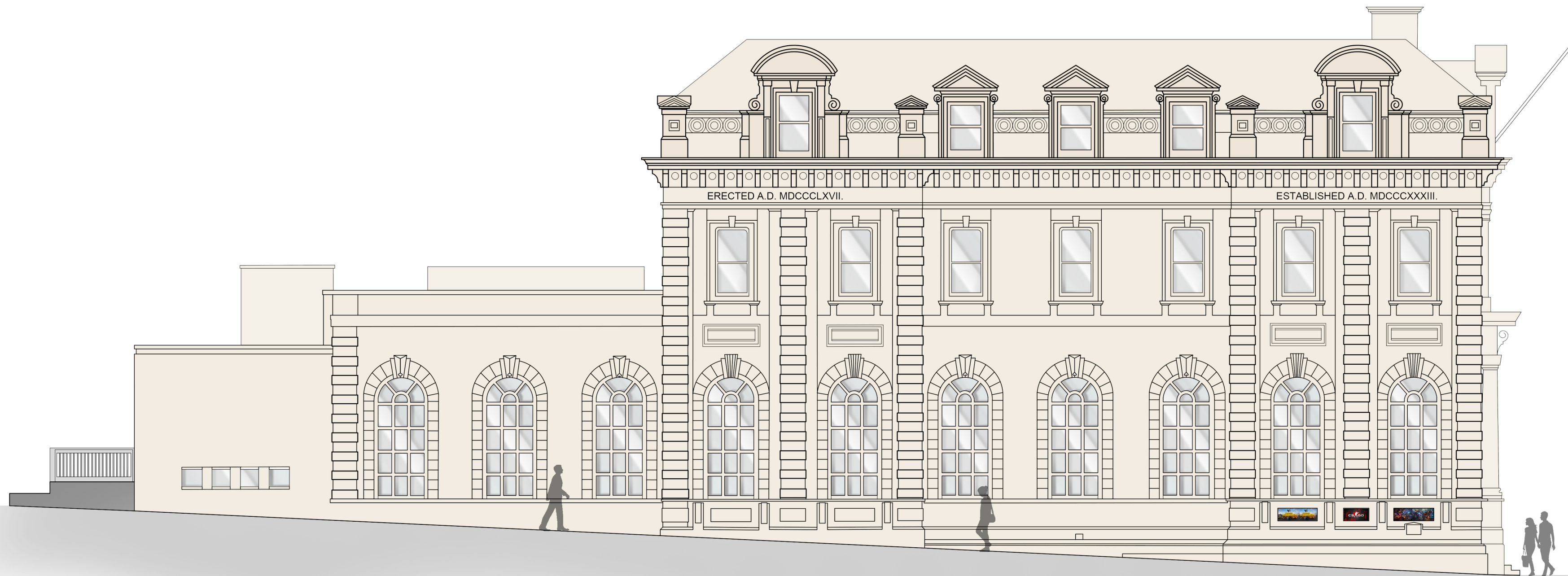


DESIGN PROPOSAL

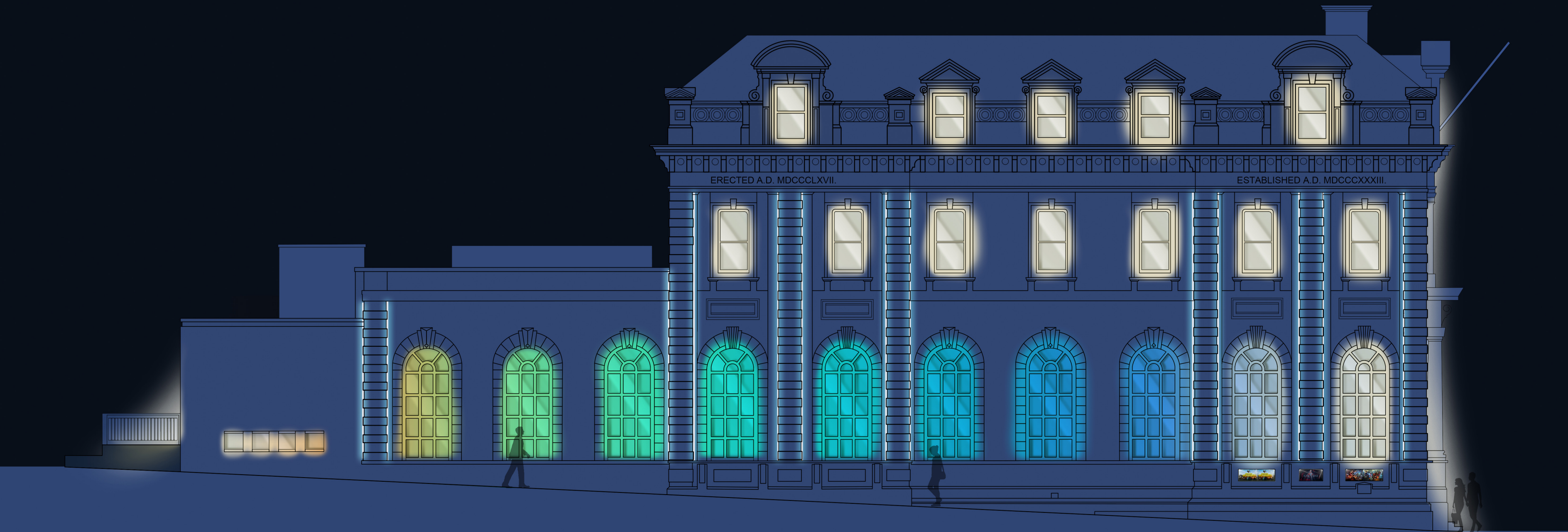
- ☐ Front elevation
- ☐ Side elevation
- ☐ Rear elevation
- ☐ Groundfloor plan
- ☐ Mezzanine floor plan
- ☐ Basement floor plan
- ☐ A-A Section
- ☐ Visual of the stage
- ☐ Detail drawings
- ☐ Stage design
- ☐ Axonometric



Front elevation
Scale @ 1:100



Side elevation
Scale @ 1:100

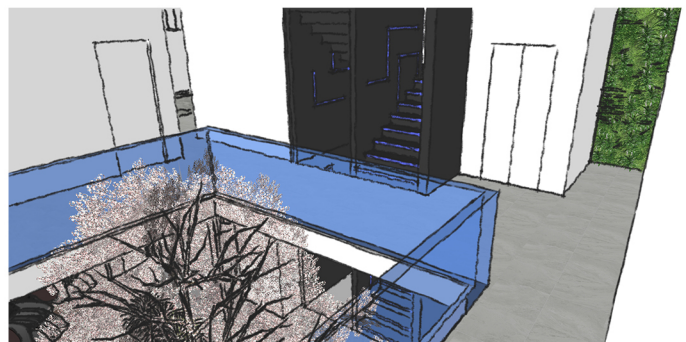




Rear elevation
Scale @ 1:100



7. Corridor



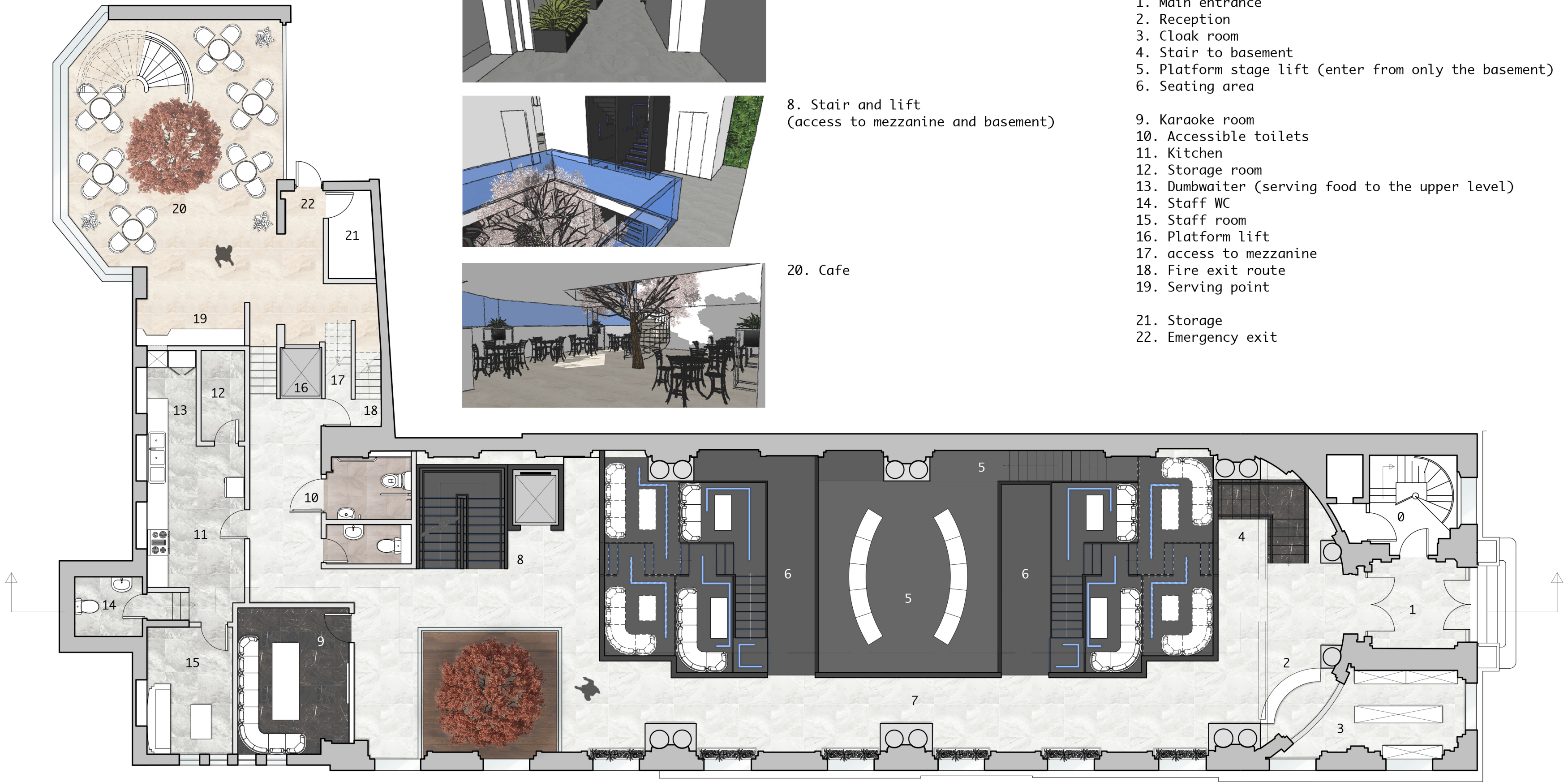
8. Stair and lift
(access to mezzanine and basement)



20. Cafe

Legends:

- 0. Private access (not for public use)
- 1. Main entrance
- 2. Reception
- 3. Cloak room
- 4. Stair to basement
- 5. Platform stage lift (enter from only the basement)
- 6. Seating area
- 9. Karaoke room
- 10. Accessible toilets
- 11. Kitchen
- 12. Storage room
- 13. Dumbwaiter (serving food to the upper level)
- 14. Staff WC
- 15. Staff room
- 16. Platform lift
- 17. access to mezzanine
- 18. Fire exit route
- 19. Serving point
- 21. Storage
- 22. Emergency exit

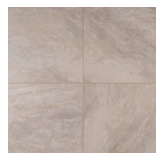


Ground floor plan
Scale @ 1:100



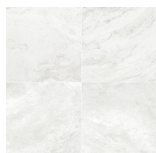
Grey porcelain tile

Private area floorings: Kitchen,
Staff WC, Staff office



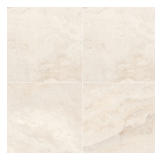
Grigio porcelain tile

Toilet floorings



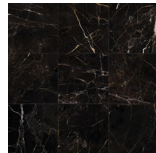
Ivory porcelain tile

Main flooring of the building



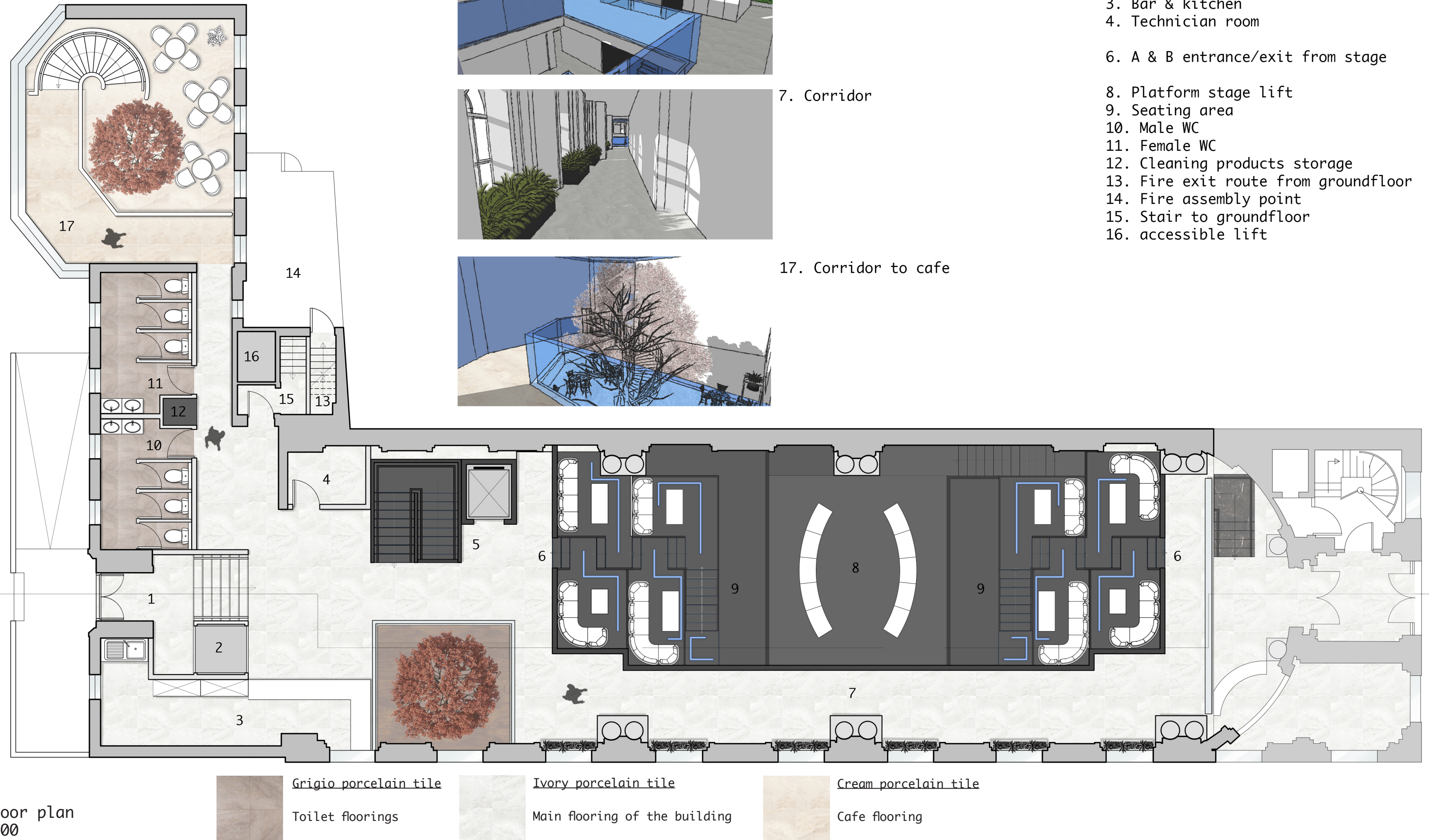
Cream porcelain tile

Cafe flooring



Black marble tile

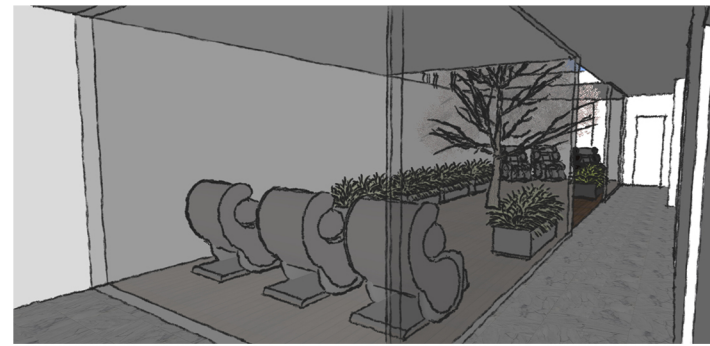
Gaming area floorings:
Karaoke, stair to basement



Mezzanine floor plan
Scale @ 1:100



5. Computing room



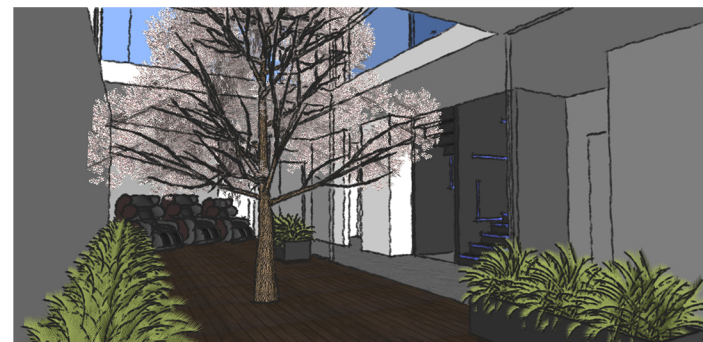
11. Indoor garden corridor

Legends:

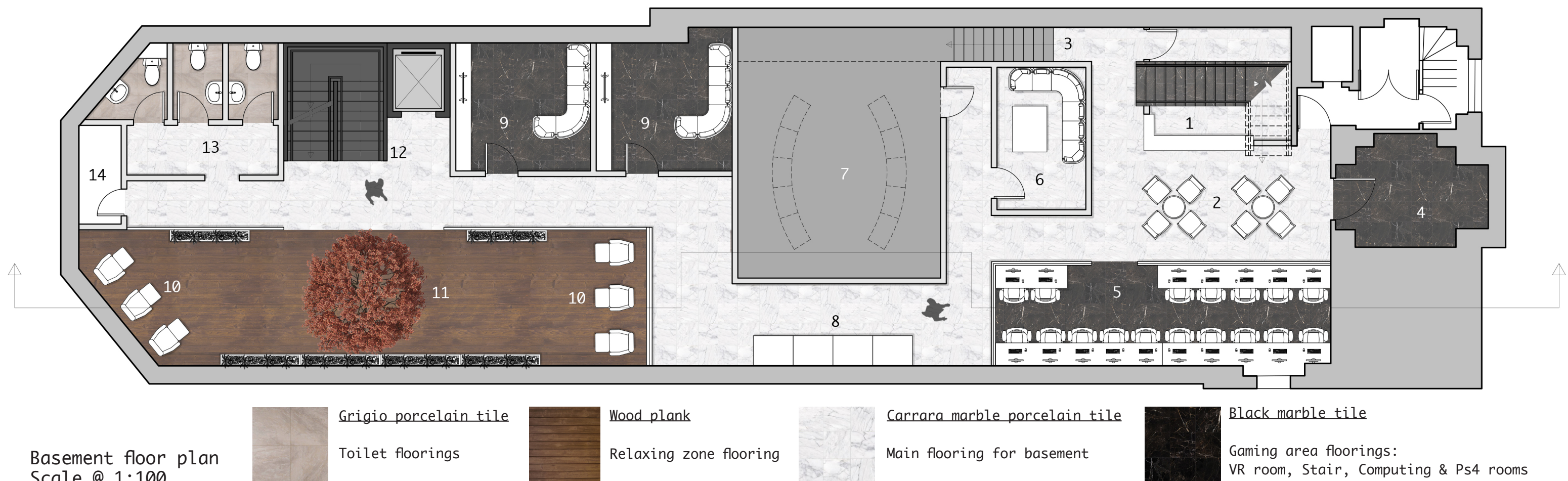
1. Reception point (of the gaming rooms)
2. Seating area
3. Stair to the stage
4. VR game room
6. Lounge
7. Platform lift stage (max. height 2m)
9. Ps4 game rooms
10. Massaging chairs
12. Stair and lift (access to groundfloor and mezzanine)
13. Accessible toilets
14. Cleaning product storage



8. Vending machines

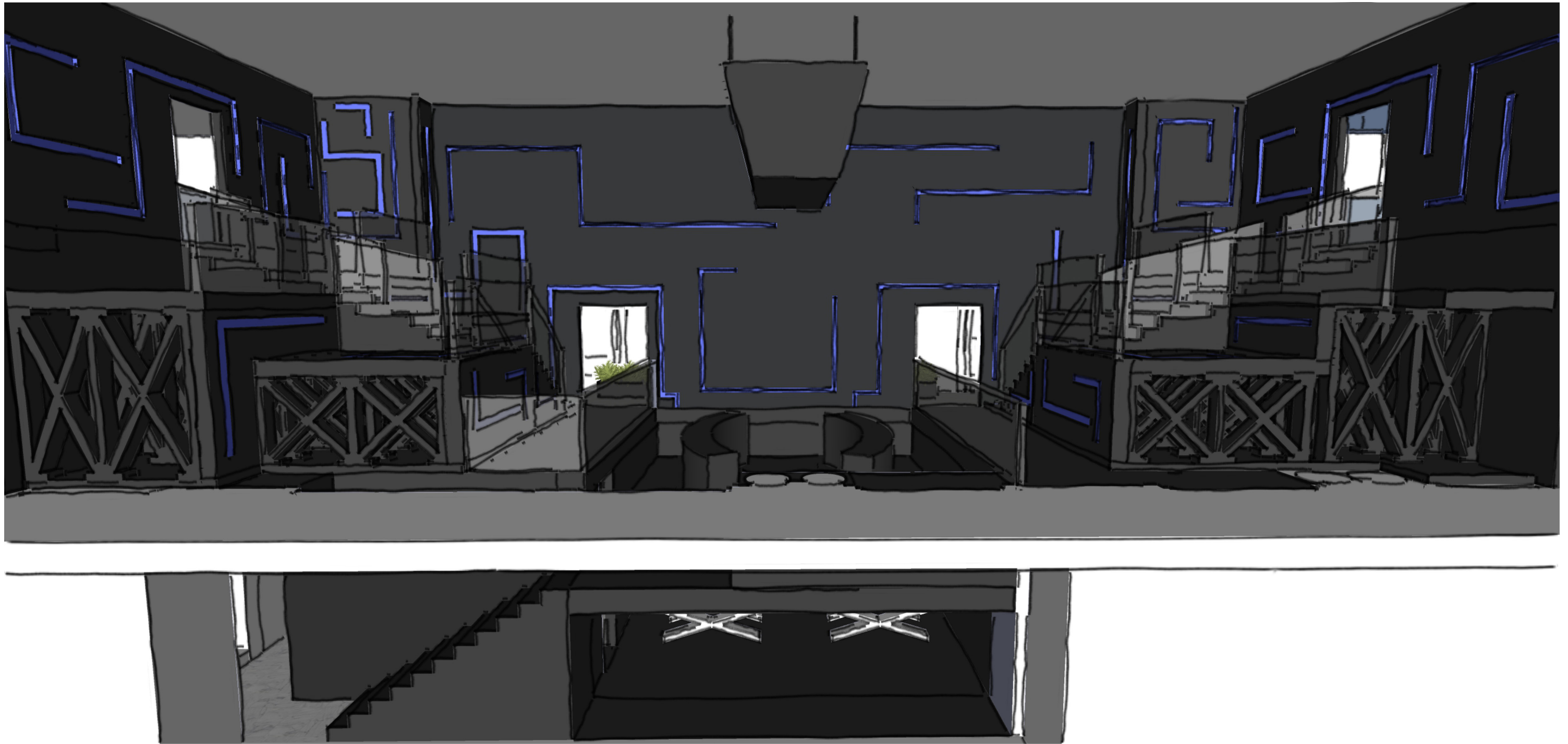


11. Indoor garden





Section A-A
Scale @ 1:100

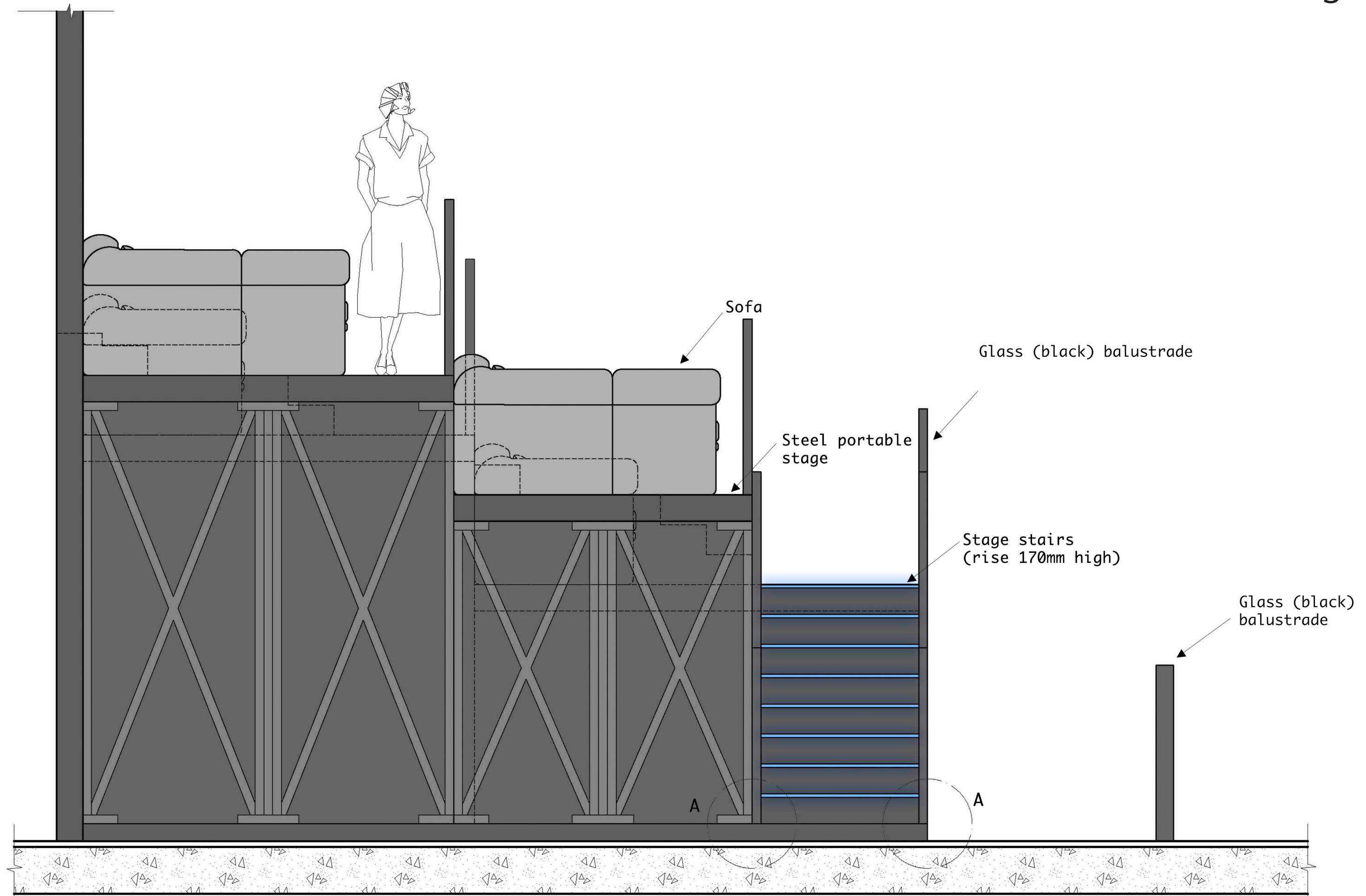


{</“Perspective visual of the stage design”>=

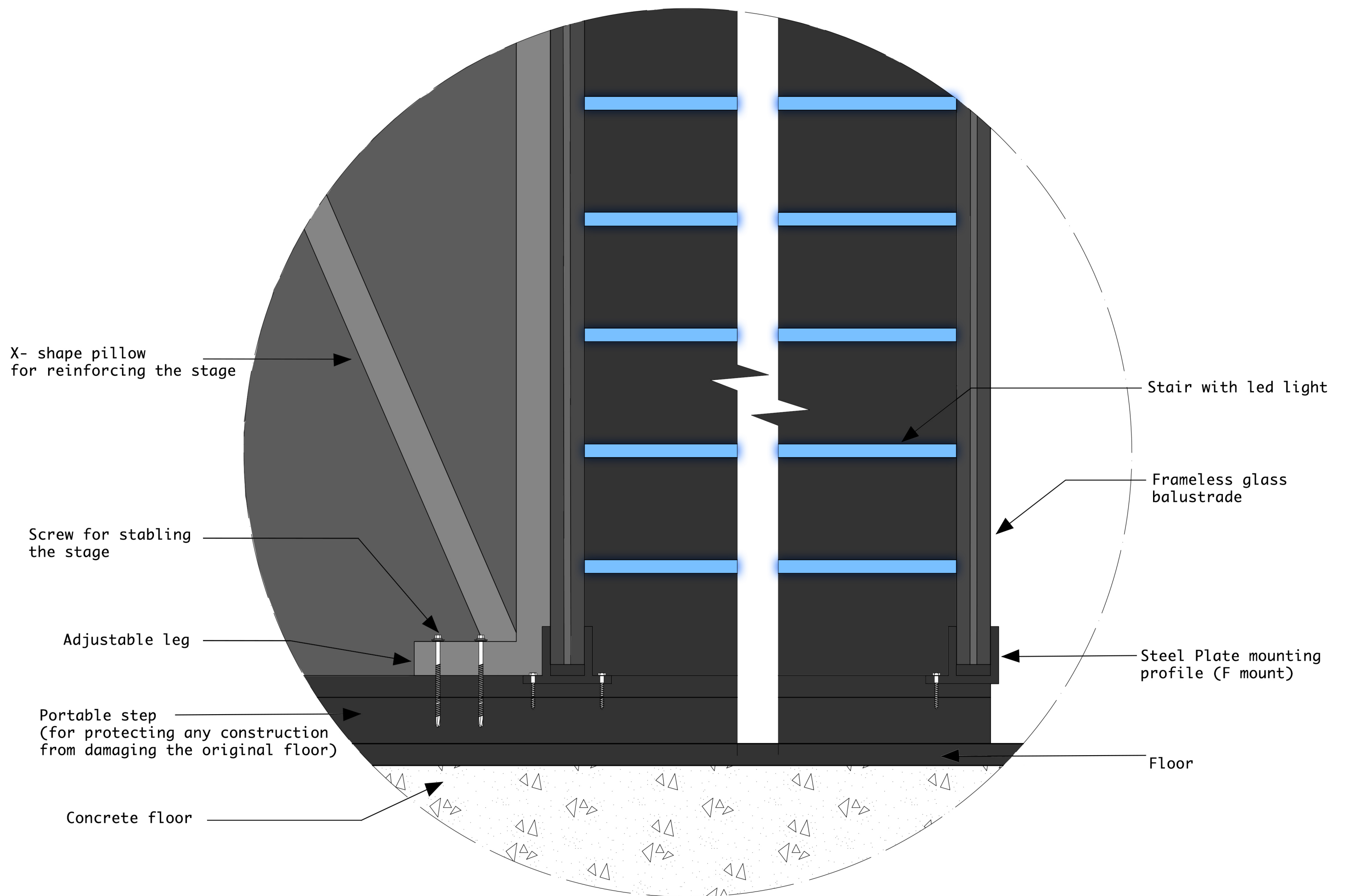
At the centre of the stage is where the competitors will be gaming (5 VS 5). The stage is a platform lift, so if the stage is not using or for other special events use. The platform stage can be resume on the same height as the groundfloor.

The only entrance and exit to get on and off the stage is from the basement floor, there is a private stair behind the lounge. The seating areas are steel portable stage, and there is a a portable step under the steel stage to prevent any screws from damaging the original flooring. So if there is any changes of the stage in the future, it will easy to build or to take away the stage without having damaged floors.

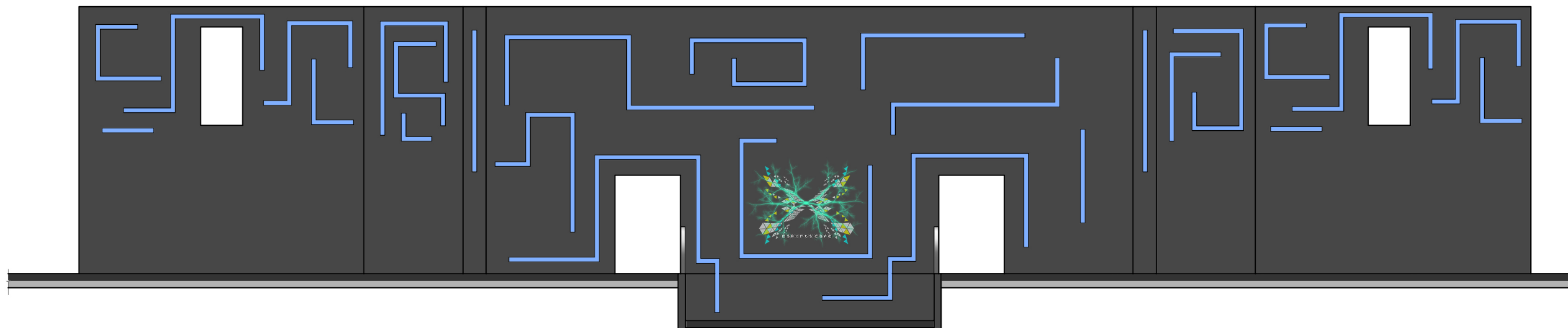
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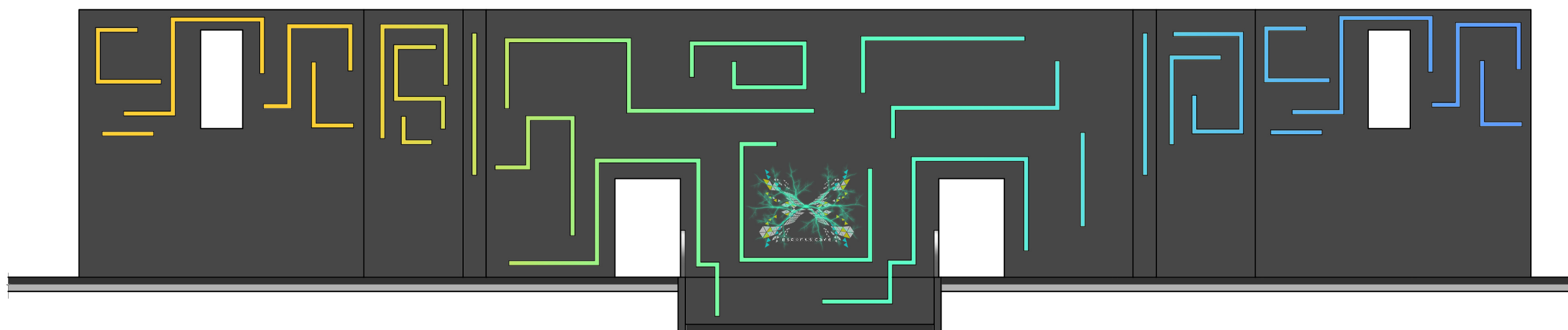
Detail design - Stage
Scale @ 1:20 at A3



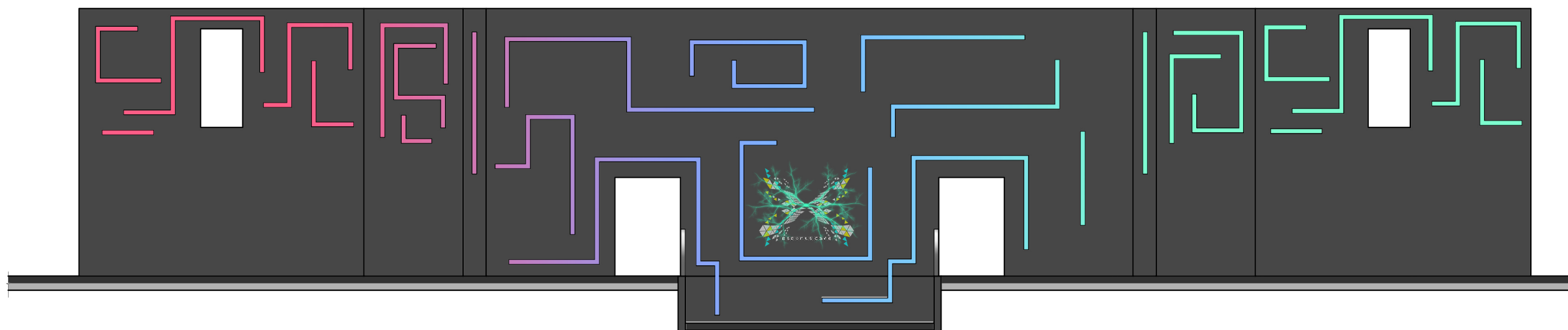
Detail drawing A/A
 Scale @ 1:5 at A3



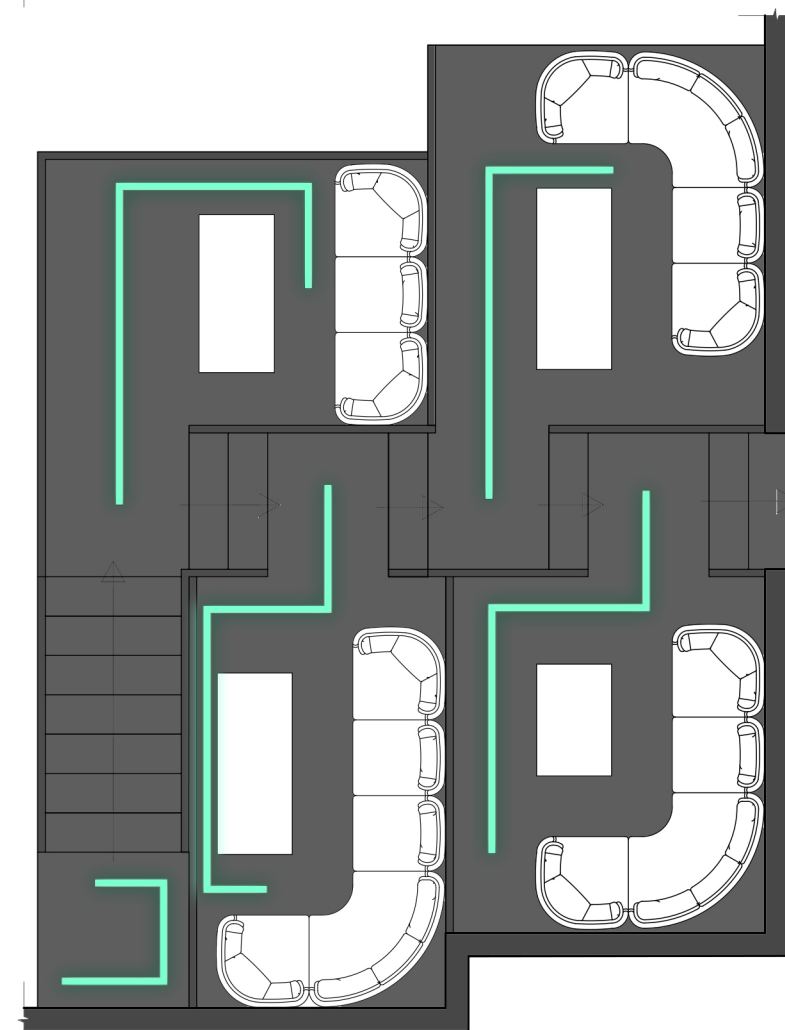
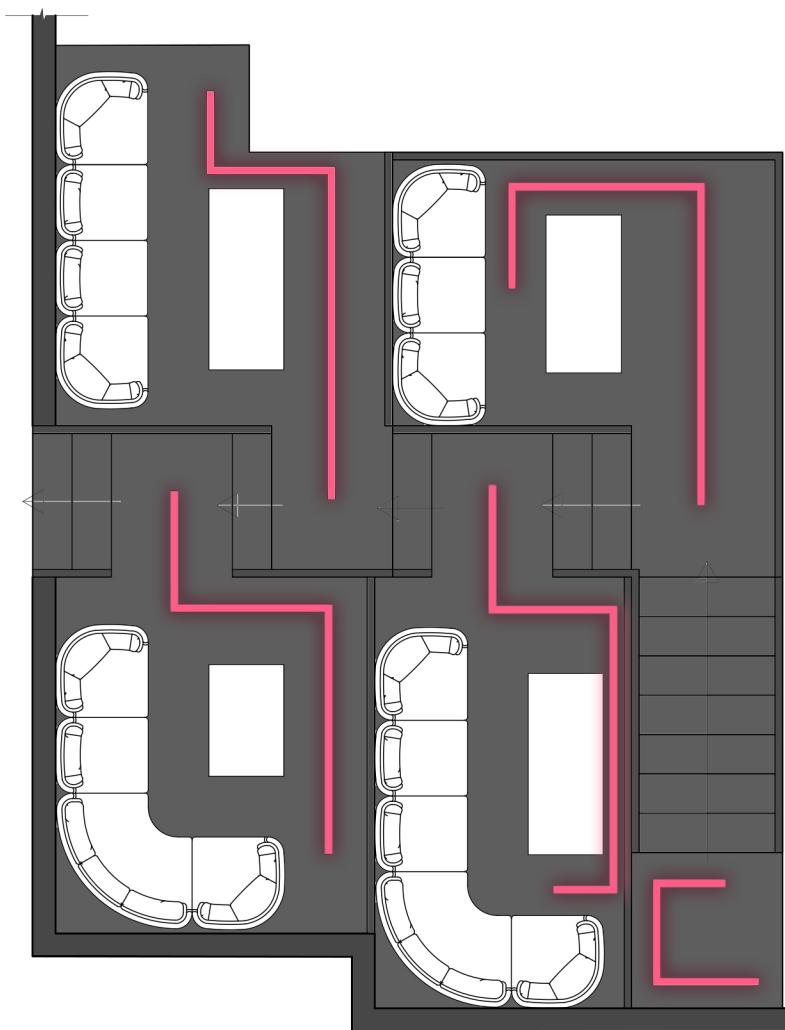
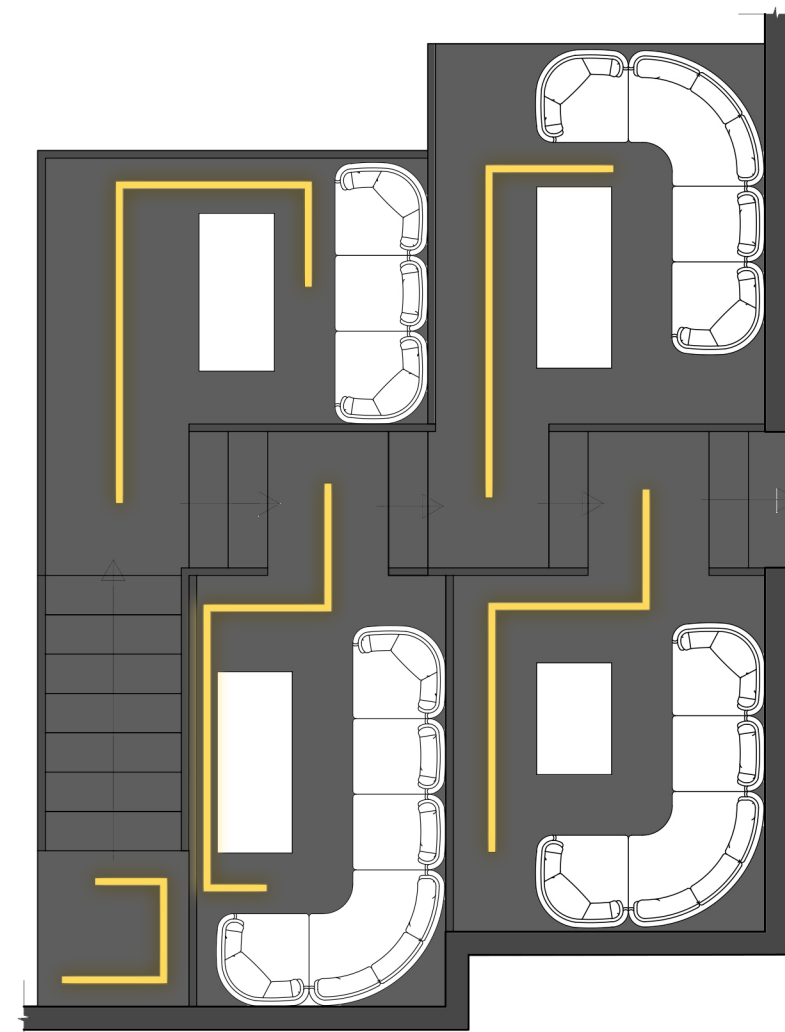
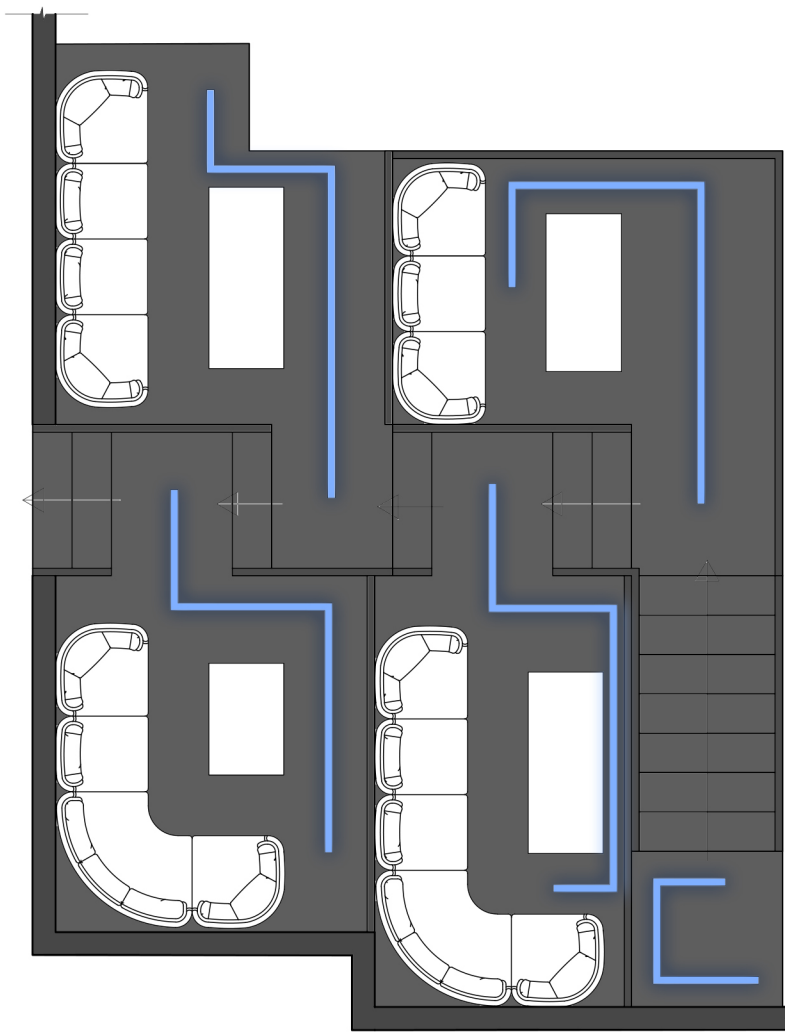
<< When the stage is not using, the wall will remain in a blue.



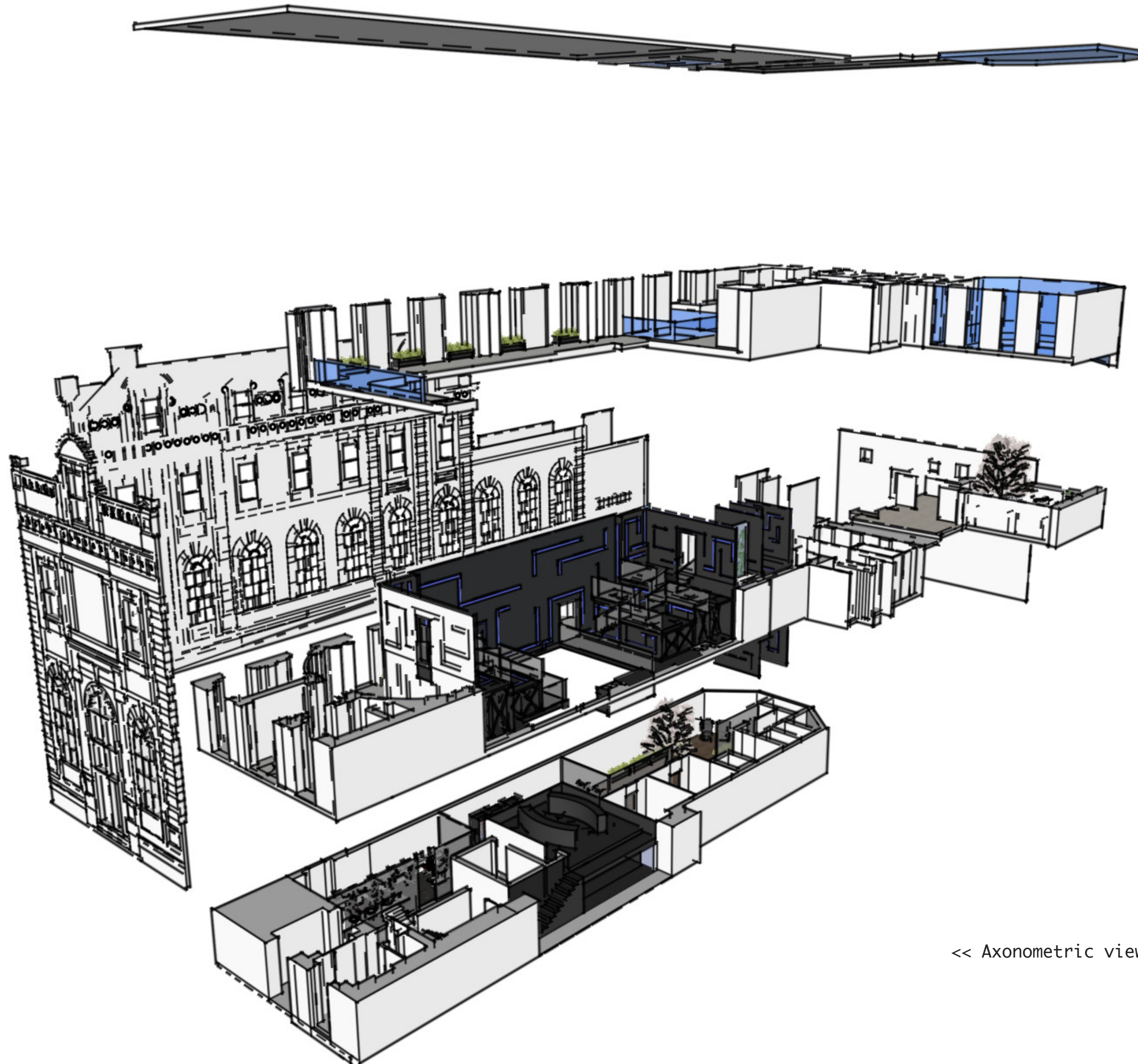
<< When the stage is using, the light will change colour.
The colour represents the competitors' team colour.



Stage inner wall design
Scale @ 1:100 at A3



<< The seating area lighting matches the wall colour. There will be four colours only for changing.



<< Axonometric view of the overall design

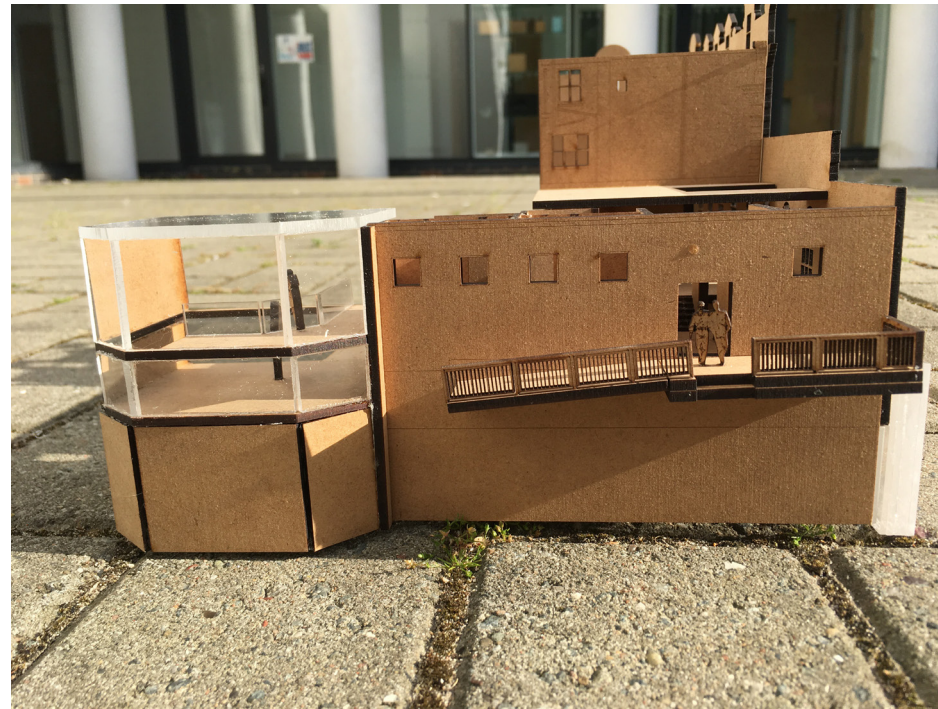


 ARTEFACTS

- Scale @1:100 Model
- Something in a square



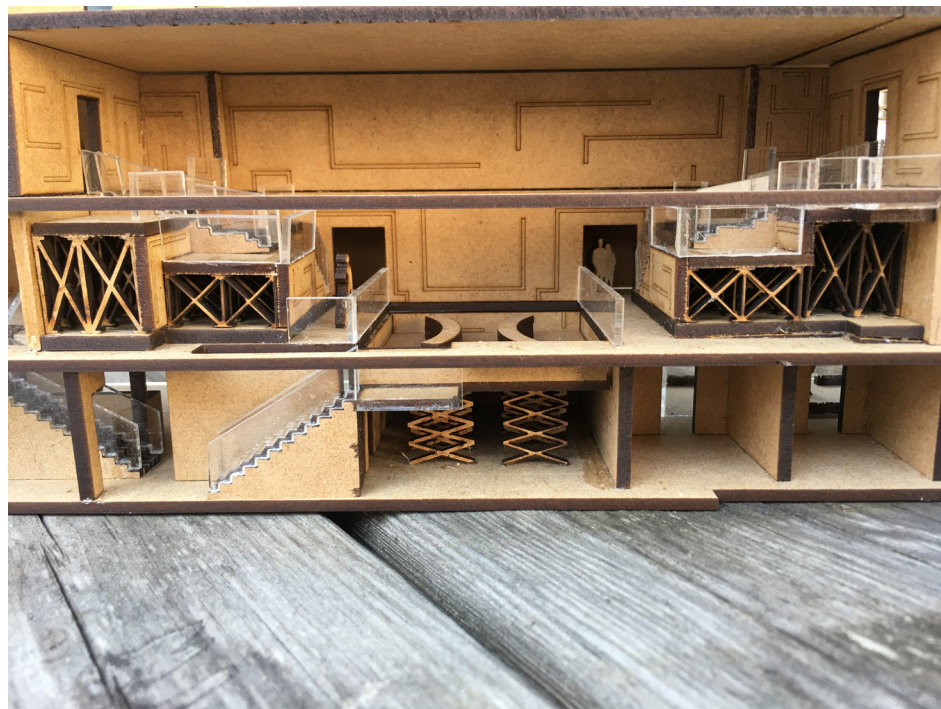
<< Perspective view of the model. Main entrance to the building



<< Rear view of the model. Back door entrance to the building. For disable wheelchair entrance and exit area.



<< Top view of the overall building.



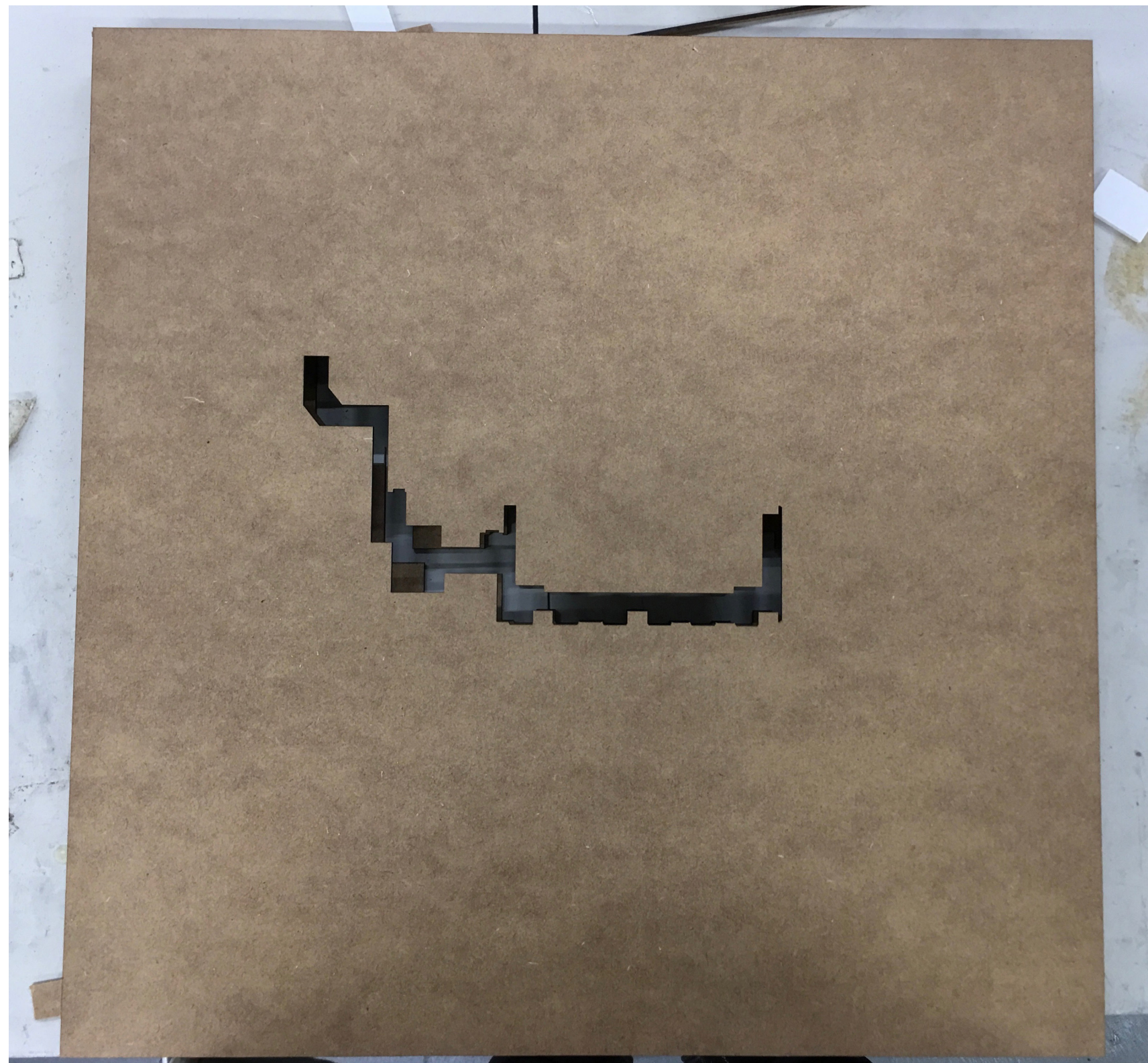
<< View of the stage design, with the constructions of how the stage is held together.



<< View of the corridor in the mezzanine floor, how natural daylight enters the building.



<< View of the basement indoor-garden. The relaxing zone.



My something in a square is negative space on the ground floor and mezzanine floor. Negative space of green areas walk-path. The reason for choosing the negative spaces for something in a square is because I think this is the strongest concept of the design. The contrast between nature and technology world. Which is why I choose negative space for it.

Year	Total Population (%)	Population 65+ (%)
1950	12.0	10.0
1960	12.0	10.0
1970	13.0	11.0
1980	14.0	12.0
1990	15.0	13.0
2000	16.0	14.0
2010	17.0	15.0
2020	18.0	16.0
2030	19.0	17.0
2040	20.0	18.0
2050	21.0	19.0

32