



KOJA

Team 1660



PLAN

KOJA

The spatial experience is a synthesis of senses, together creating a feeling of a place.

Planning is rarely a sensory activity, and thus the spatial qualities of the traditionally planned project are secondary.

To look instead for a primary spatial experience we turned to the act of intuitive building, where the collected sensory input provides direct feedback to the builder, continuously informing the building process.

When children play their building games, instead site or function are a distant second to the primacy of the spatial experience.

Koja is a word for the houses children build for themselves, and we have searched our childhood memories to find the essence of that space.



SEKTION