

It should be bigger. It **should**.

An obvious space for communication.

Instant communication.

Small enough for small talk.

Big enough to chat with someone you haven't seen in a very long time.

Having no free time, it might be the only moment people in the same building see each other.

How you doing?

Fine and you?

Good morning.

...morning.

Going up?

See you soon.

See you.

I haven't seen you  
in a while...

Yeah, I've been  
travelling [...]

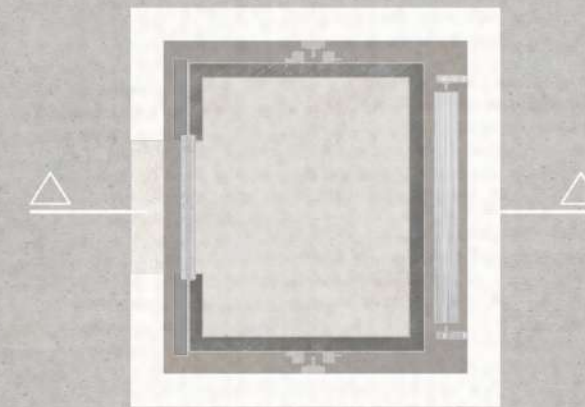
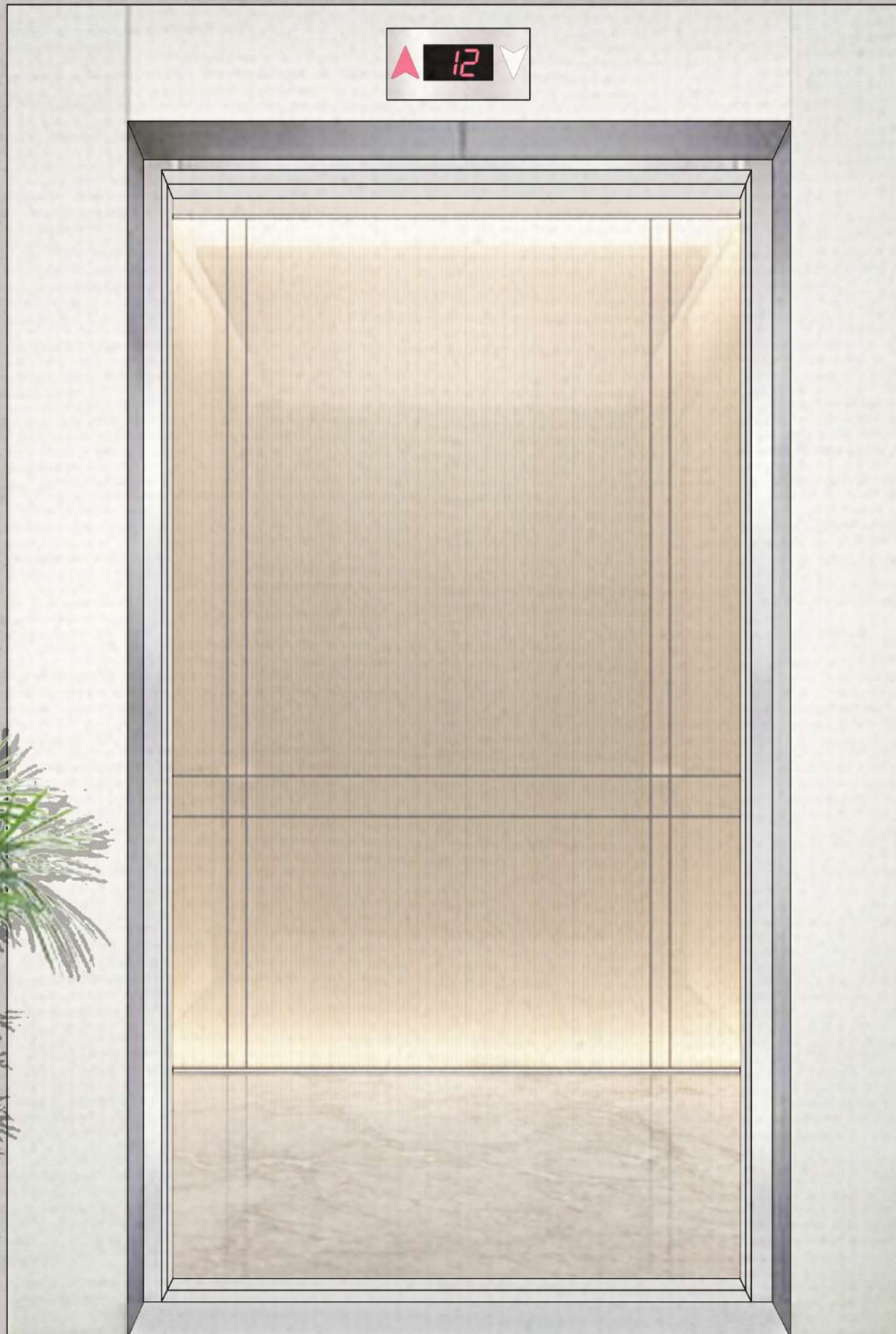
It's cold today.

Yeah.

Yeah.

Yeah.



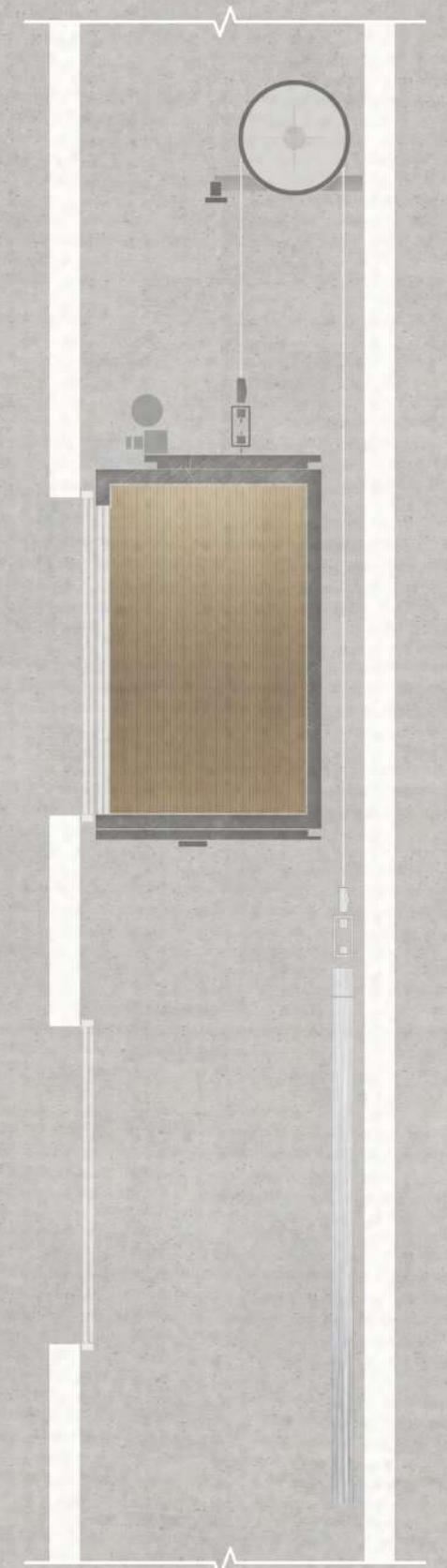


Plan 1:50



The basic elements for interaction to start are two or more people inserted in the same context, in a place where they're able to express themselves whenever and however they feel comfortable. It can be a quick dialogue, or it can be the start of a long conversation.

The role of architecture in initiating a communication is to create this space and situations where people feel the need to interact. The elevator is where it usually happens. There's nothing else to be done, there're no distractions. There're only people in the same room.



Section 1:50