

MANCHESTER SCHOOL OF ARCHITECTURE



INTERACTIVE

FUN

INSTALLATION

I love marple

MARPLE PLAYS

This project will reimagine the future of Marple, connecting the town centre to the beautiful surrounding canals and Peak District, through an imaginative public realm scheme.

Visit msa.ac.uk for more information



MSA LIVE 24

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Partners

'Marple Plays' is proposed in collaboration with 'Marple Civic Society', a charity organisation created for the maintenance of the canal side town. They are primarily focused on town planning matters, promoting the heritage and natural beauty as a valuable asset of the area.

The organisation aims to create a broad and inclusive community of active citizens, appreciating Marple's history whilst unfolding the town's social, economic and environmental challenges to shape the town into a vibrant and sustainable place to lead fulfilling lives.

Marple Civic Society greatly encourages the involvement of residents, young and old to aid in the identification and tackling of challenges within the town. We hope to assist in the bringing together of different generations within Marple to encourage intergeneration interactions and strengthen the sense of community within the town through play!

AGENDA

MARPLE PLAYS!

This project aims to reimagine the future for the town of Marple, through a creative and ambitious public realm scheme, connecting the town centre to the beautiful surrounding canals and Peak District. We will be working closely with the Marple Civic Society to produce a series of visuals and drawings for use in their summer exhibition, embracing 'big ideas' to fire up the imaginations of the residents of Marple. Students involved are encouraged to push the limits of their architectural thinking and develop principles of analytical research and urban scale strategic planning.

The core brief is a public realm enhancement scheme, designing a series of interactive installations throughout varied and exciting sites in Marple, which will establish a new route through the town, creating new incentives for increased use of the public realm and strengthening the social fabric. The proposals will additionally enhance and celebrating the existing assets in the town, including the beautiful park overlooking the Peak District, pedestrianised shopping streets and picturesque canals. The project will involve street furniture, sculpture and planting proposals, but the collaborators are keen to embrace any inventive ideas.

Physical models, illustrative visuals, diagrams, sketches and drawings are produced to illustrate design proposals for a number of varied and exciting sites carefully selected within Marple with the help of representatives of our collaborators. A total of five sites are chosen for the strategic placement of playful and functional interventions which aim to increase intergeneration footfall within key points of the town.

INTRODUCTION

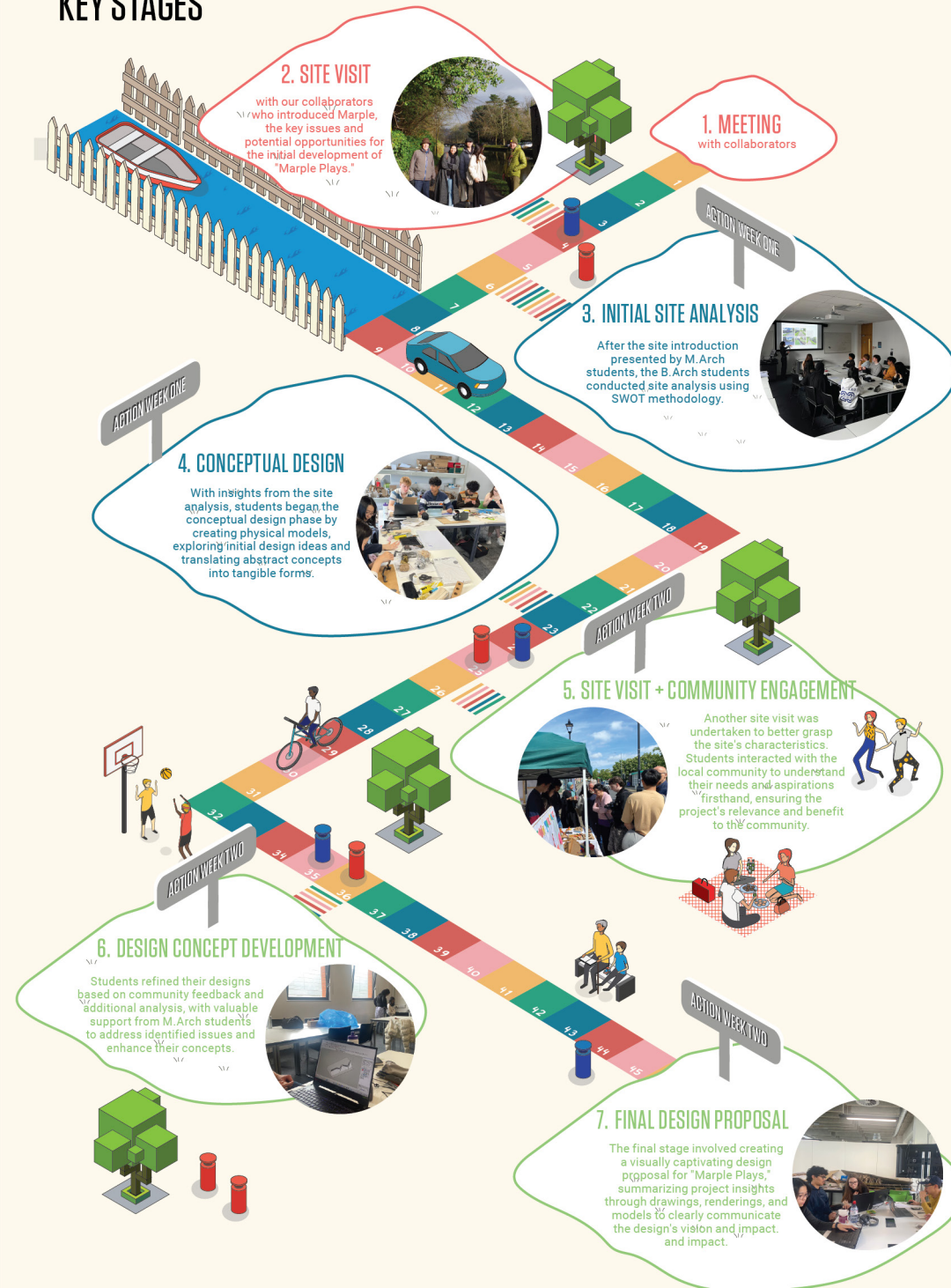
MARPLE

Nestled in the picturesque South East corner of Greater Manchester, UK, Marple & District encompasses a collection of charming villages and hamlets, including Marple, Mellor, Hawk Green, and more. Covering just over 11 square miles, this district offers a diverse landscape, from lush wooded valleys to rolling hill-top moorlands, with stunning views stretching across four counties. Despite significant residential development, Marple has retained its quaint village charm while evolving into an attractive small town, boasting enhanced shopping facilities and amenities like the Marple Library.

MEETING THE COLLABORATORS

Our decision to propose playful installations in Marple stemmed from our initial meetings with the Marple Civic Society where we discussed ways to make the area more appealing to young people while also providing useful amenities for the existing older population. By integrating playful elements with practical features like seating and planting, we aim to add color and vibrancy to the town while enhancing its natural beauty. Our goal is to create spaces that are fun for all ages and also offer opportunities for relaxation and enjoyment.

KEY STAGES



INTERVENTION SITES

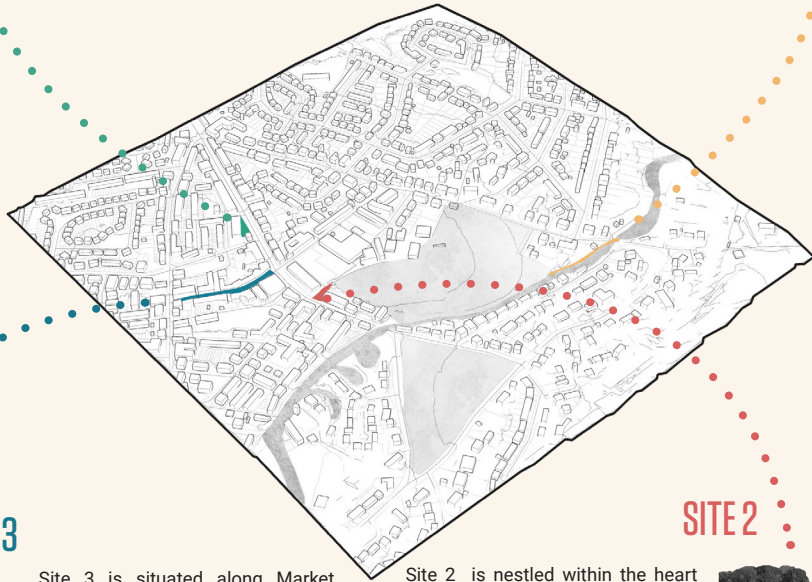
Sites selected in collaboration with Marple Civic Society to form a connection between the train station, canal and town centre.



Site 4 is adjacent to a leisure centre and gently filters into the adjacent car park, forming a transition between the recreational area and parking facilities.



Site 1 is the project's starting point which lies along a picturesque pathway beside the tranquil waters of the Marple Canal.



SITE 3

Site 3 is situated along Market Street, the main shopping thoroughfare of Marple. This vibrant street is the heartbeat of the town, bustling with activity, especially during the monthly Maker's Market

Site 2 is nestled within the heart of the town, at an intersection adjacent to a vibrant park. The park's greenery spills over into the intersection, softening the edges of the urban space



SITE 2

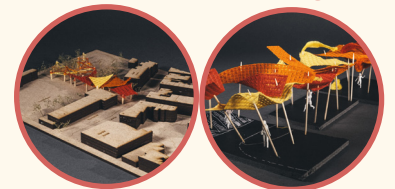
CONCEPT DEVELOPMENT

SITE 1



- Look-out Point
- Seatings
- Alteration to Pathways

SITE 2



- Placemaking
- Welcoming
- Shading



CONNECTION RIBBON

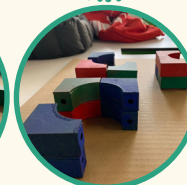
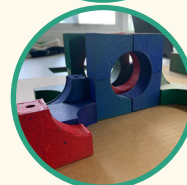
- Wayfinding
- Incorporated Seatings
- Playful



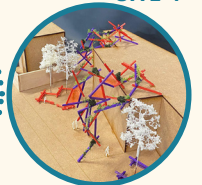
SITE 3



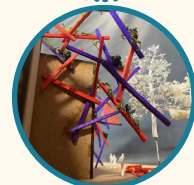
- Modular Furniture
- Enhancing Market Street
- Interactive



SITE 4



- Planting
- Vibrancy
- Seatings



COMMUNITY ENGAGEMENT

YOUR TOWN YOUR VOICE

A community engagement event was held on the 13th of May where our team travelled to Marple and set up a stall in the town's highstreet with the help from representatives of the Marple Civic Society.



A site map was prepared to highlight the selected sites which also acted as an engagement board to allow the local residents to share their opinions on Marple. Students presented their conceptual models to the public, explaining their key concepts and how their interventions aim to enhance the town.



Feedback gathered from the Marple residents were collected and used by the students to finalise their proposals. The involvement of local residents after the development of initial conceptual ideas enabled the students to adapt their vision for the town to the needs of the local residents, improving the feasibility of their design.



"We want more separation between cyclists and pedestrians!"

"The maker's market once a month helps small businesses in



"Market street can sometimes feel a bit empty."

"I feel like the town centre and the canal feels a bit disconnected."

"There needs to be more greenery in the town centre."

Q. What about Marple can be improved or enhanced?



Q. What about Marple should be preserved or celebrated?

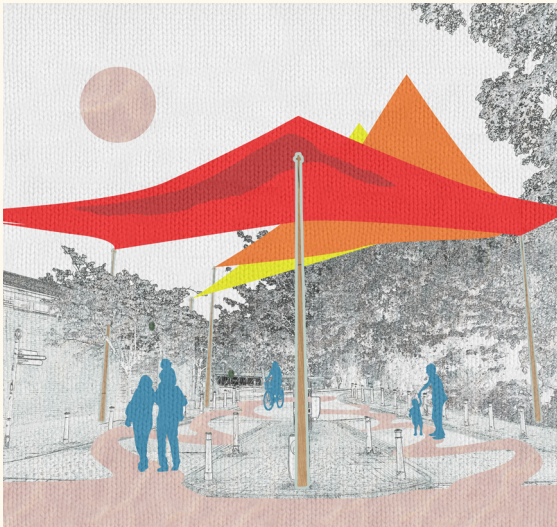
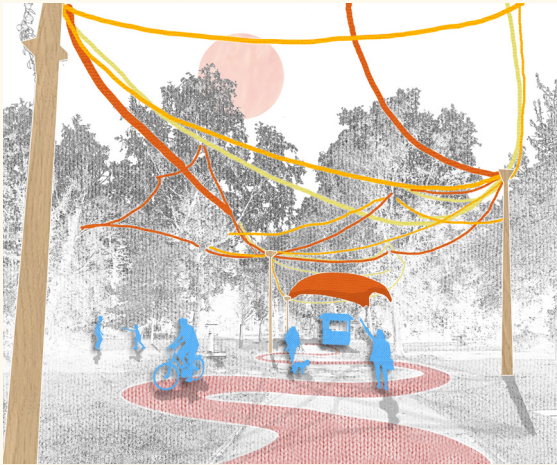


This wordcloud is produced based on responses from the residents of Marple during our community engagement event. The incorporation of colour and connection as well the celebration of the natural beauty of Marple was emphasised by the local residents.

SITE 2

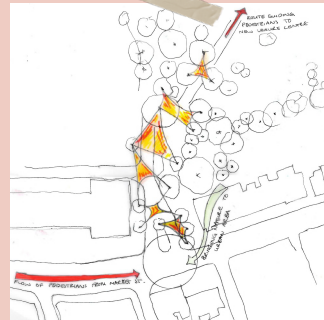
A COLOURFUL INVITATION

A Wayfinding Symbol— This dynamic intervention is designed to rejuvenate Marple through a vibrant fabric installation that celebrates the town's rich textile heritage. This innovative project aims to transform the market area into a designated placemaking landmark, guiding visitors while creating a visually striking and culturally significant space. By integrating traditional textile patterns into contemporary design, the installation not only enhances wayfinding but also pays homage to Marple's historical roots, making it a compelling and memorable destination for both locals and tourists.

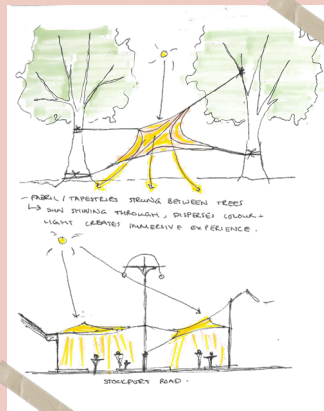


SKETCH DEVELOPMENT

NAVIGATION



DAYLIGHTING STRATEGIES

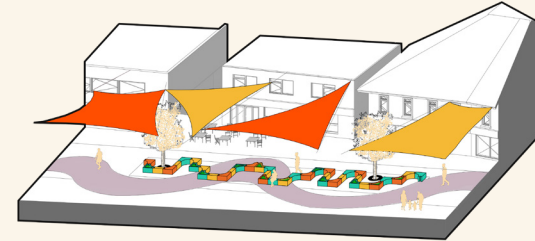


SITE 3

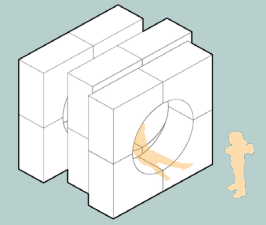
MODULAR MARKET STREET

This intervention aims to transform Market Street into a vibrant and inclusive space that caters to all demographics, particularly focusing on engaging the younger population of Marple and fostering lively interactions between people and buildings.

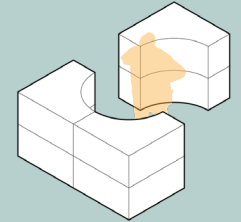
The design comprises three types of modular systems, constructed from wood and available in three different colors. Primarily intended for seating, children's play areas, and market or event tables, these modules offer versatile solutions. Each module is chair-height, and when stacked, they form market tables. The curved design ensures ergonomic comfort. They are easy to produce, ergonomic, versatile, portable, and infinitely customizable, providing the essential infrastructure for Market Street.



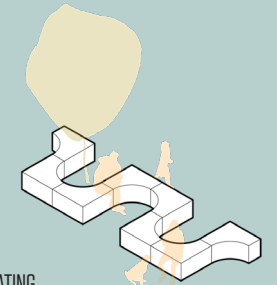
AXONOMETRIC VIEW OF MARKET STREET



PLAYGROUND



MARKET STALL



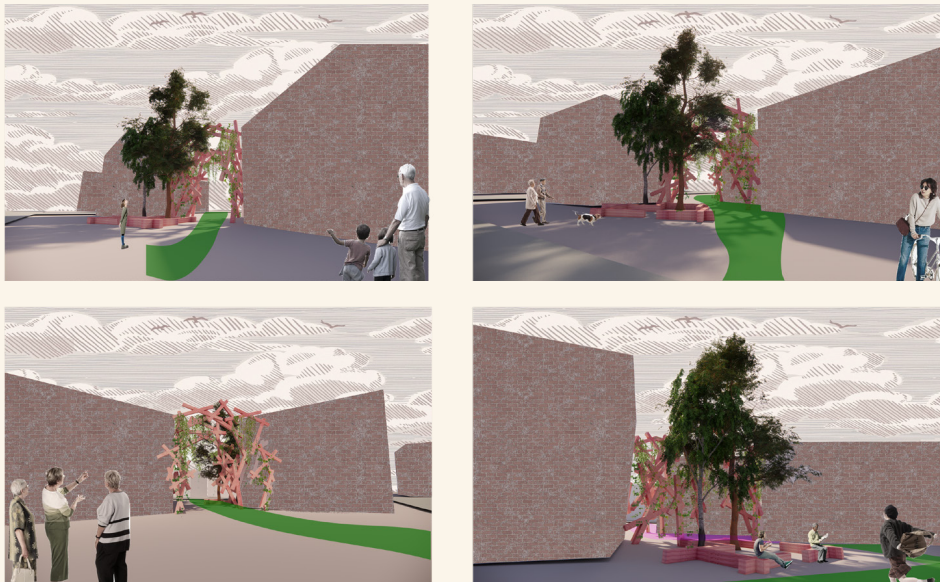
SEATING

SITE 4

LATTICE PLANTING

This intervention proposes a timber lattice structure adjacent to the Marple leisure centre. The installation will incorporate planting and public seating, serving as a welcoming connection to the adjacent car park.

The proposal aims to intertwine nature with functionality, featuring climbing vines and flowers, providing shade and visual appeal. Within its framework, cozy seating areas will encourage social interaction and relaxation, fostering a sense of community among residents. The lattice structure will also act as a pathway between the leisure centre and the car park, making the area more accessible and inviting. Illuminated at night, it will create a warm ambiance, inviting visitors to linger and enjoy the surroundings.



REFLECTION

In this community architecture project in Marple, our experience as Masters students extended beyond mere design and execution. We found ourselves in roles of mentorship and leadership, guiding undergraduate students through the project's intricacies. As we navigated the demands of project management alongside our academic commitments, we honed essential skills in delegation, time management, and communication. Flexibility became paramount as we adapted our plans to meet unforeseen challenges, enhancing our resilience and leadership capabilities in the face of complexity.

Collaboration with the Marple Civic Society underpinned our project, providing invaluable guidance and support. Our journey began with brainstorming sessions that led to the concept of creating installations at four interconnected sites. Engaging directly with the community, presenting conceptual models, and incorporating feedback enriched our designs and fostered a sense of connection among residents. Embracing flexibility and humility, we adapted our designs based on community input, fostering collaborative creation and ownership.

A crucial lesson learned was the importance of patience and active listening when working with diverse stakeholders. Navigating differing opinions and finding common ground strengthened team bonds and resulted in a cohesive design that reflected our commitment to inclusivity. As we reflect on this project, we are proud of the vibrant mix of installations created through collaboration, learning, and community building, an experience that will resonate with us for years to come.



ABOUT

Each year the MSA LIVE programme unites Masters Architecture year 1 and Masters of Architecture & Adaptive Resuse students with those in BA foundation, year 1 and year 2 and Masters Landscape Architecture 1 in mixed-year teams to undertake live projects with external partners to create social impact.

LIVE PROJECTS

All MSA LIVE projects are live. A live project is where an educational organisation and an external partner develop a brief, timescale, and outcome for their mutual benefit.

SOCIAL IMPACT

All MSA LIVE projects are for community benefit or have social impact. Social impact is the effect an organization's actions have on the well-being of a community. Our agendas are set by our external collaborators.

EXTERNAL PARTNERS

MSA LIVE projects work with many organisations: charities, community groups, social enterprises, community interest companies, researchers, practitioners and educators.

STUDENT-LED

Our MSA masters students take the lead in the project conception, brief development, delivery and co-ordination of a small project. Other cohorts joined for an eventful 2 weeks of activities at the end of the academic year.

KNOWLEDGE TRANSFER

Working in teams within and across year groups and courses; MSA students participate in peer to peer learning. In addition, collaborators, participants and students engage in the transfer of tangible and intellectual property, expertise, learning and skills.

LARGE SCALE

This year approximately 600 students from 6 cohorts in MSA have worked on 40 projects with partners.

QUESTIONS

For questions about MSA LIVE please contact the MSA LIVE team:

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BLOG

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