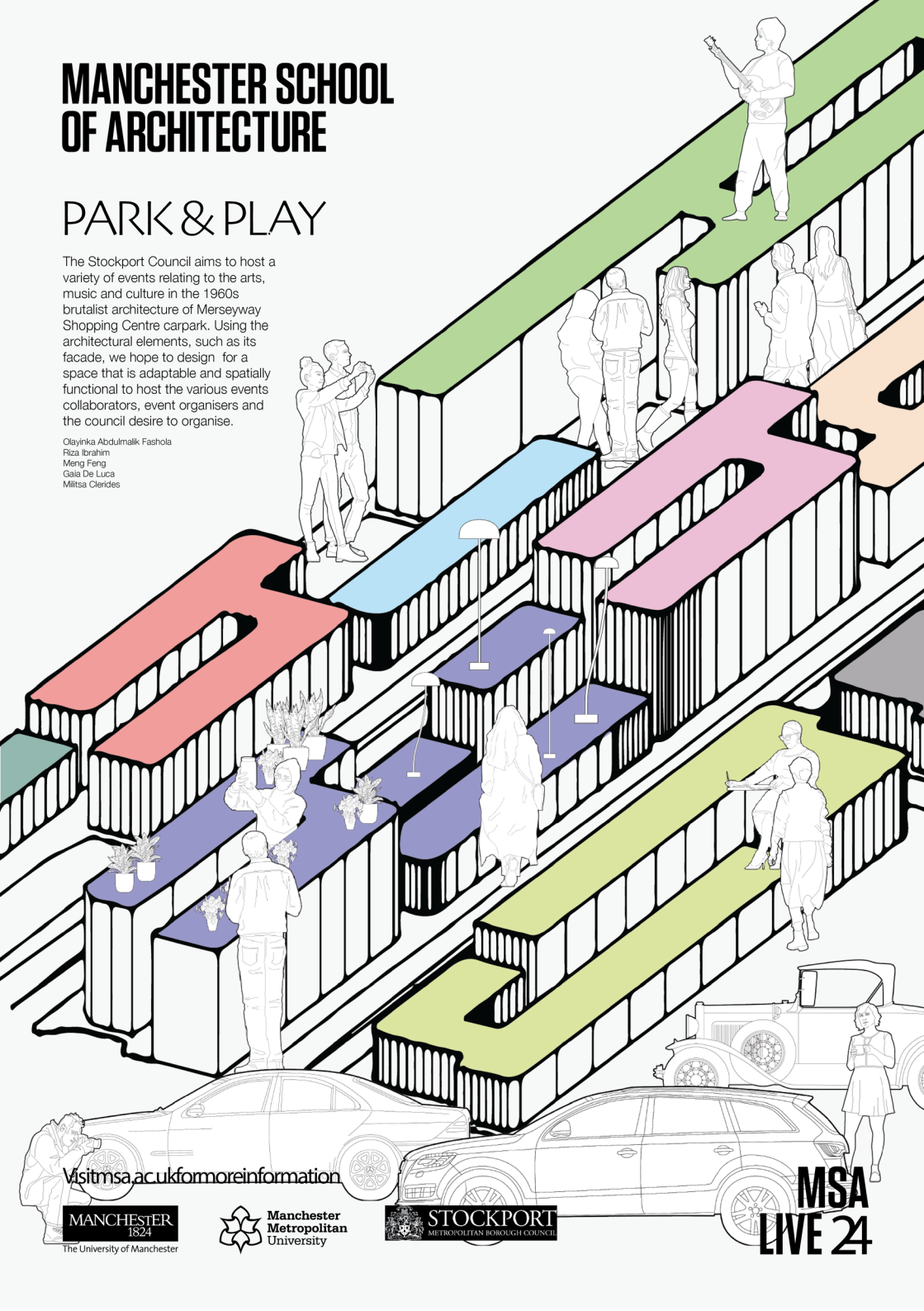


MANCHESTER SCHOOL OF ARCHITECTURE

PARK & PLAY

The Stockport Council aims to host a variety of events relating to the arts, music and culture in the 1960s brutalist architecture of Merseyway Shopping Centre carpark. Using the architectural elements, such as its facade, we hope to design for a space that is adaptable and spatially functional to host the various events collaborators, event organisers and the council desire to organise.

Olayinka Abdulmalik Fashola
Riza Ibrahim
Meng Feng
Gaia De Luca
Miltisa Clerides



visitmsa.ac.uk for more information



**MSA
LIVE 24**

Team

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Ching Hay Cheung (BA1)

Elena Grechi (BA1)

Boadicea Preece Smith (BA2)

Ivanna Bakhaieva (BA2)

Lu Hanjun (BA2)

Omer Ibrahim (BA2)

Wenyu Pan (MLA1)

Partners

We had the pleasure of working on this project with the Stockport Metropolitan Borough Council, situated in Greater Manchester, England, a local government authority responsible for governing the affairs of Stockport, an urban area with a rich industrial heritage and a vibrant community spirit. With a commitment to providing essential services and fostering community development, the council plays a pivotal role in shaping the economic, social, and cultural landscape of the borough.

Our direct project partner is James Kington, who is the Assistant Director of Estates and Asset Management at Stockport Metropolitan Borough Council, James shared with us his ideas on giving back to the city centre of Stockport, a vibrant space for events to support the economy of local businesses and to boost the night-time economy of the area and as such was the driving ethos for our project brief.

With a commitment to public service, Stockport Metropolitan Borough Council strives for the prosperity and well-being of its residents and its visitors, ensuring that Stockport remains a vibrant and thriving place to live, work, and visit.

Introduction

Park & Play

Our project, situated in the Merseyway Car Park in Stockport, aims to encapsulate a space that is spatially and functionally adaptable to arts and culture related events, specifically in relation to the needs and desires of the Stockport community. We have worked with the Stockport Council in thus designing different event options that could be temporarily set up as well as easily dismantled and stored when the car park is still in use.

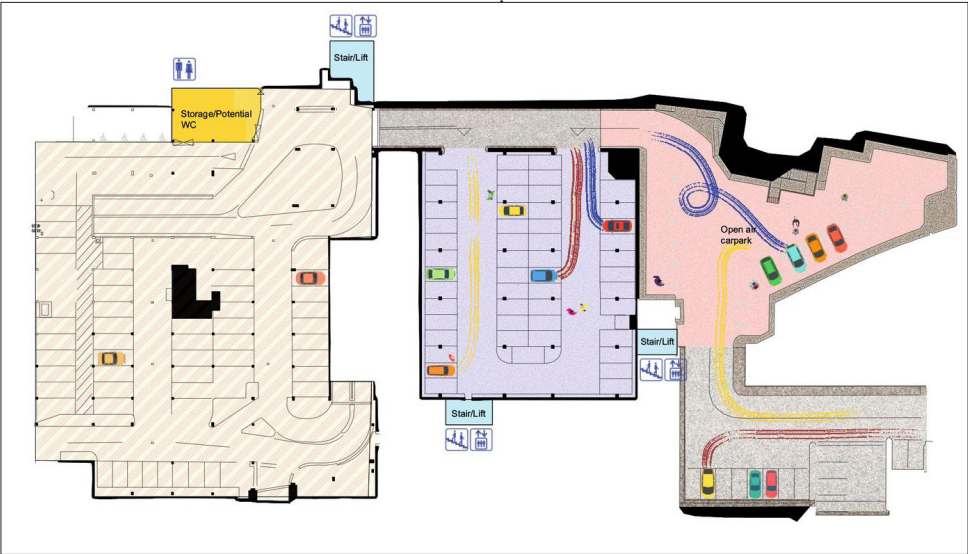
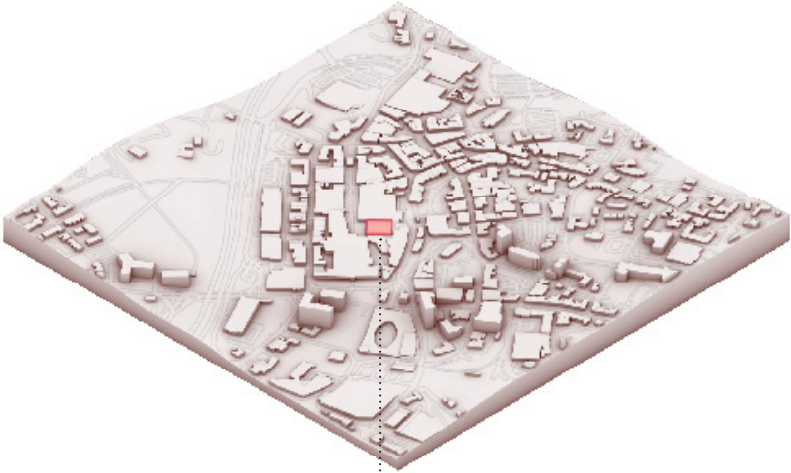
Conversations for the possible event options were held with the Stockport council in order to firstly consider the spatial, functional and client requirements. This has included discussions over the art battle event hosted last summer in the car park. This was deemed as a highly successful event by both the community and the council, where 1000 people attended the event. The event also included food vans, a central stage and other facilities. These were taken into consideration by us as a team, in designing the different event options explored in this booklet.

Following, both MArch, MLA and Bachelor students have researched and explored the possible events that could be held in the car park spatially as well as in accordance to the Stockport community demographics and statistics.

As a group this concluded to a mutual decision of three events: a paintball and music venue, a car exhibition and a vintage market. In producing these, three leaflets have been created, one for each event option, all which include the relevant information, drawings and illustrations vital for both the use of the client and the visitors of the events.

SITE INFORMATION

The site is located in Stockport in Greater Manchester. Specifically, it is situated in Merseyway's Shopping Centre Car Park on the third level. The car park is square-shaped supported by 16 concrete columns and is distinctly known for its facade feature. The facade constructed in the 1960s resembles a brutalist style of architecture designed by Alan Boyson, an English muralist and sculptor.



(above) Render of the site.



(above) Group visiting the site.



(above) Group visiting the site.



(above) Group working on the collages.



(above) Group working on the leaflets.

ACTION PLAN

The action plan below reveals the stages in which we have gone through in producing the group outputs. The two weeks have included of a research and exploration week followed by an 'action' week. The first week included of an informative site visit followed by a day of software workshops along with collage explorations. Whilst the second week included of intensive discussions, along with the ceration of collages and illustrations in formulating the leaflets.

SITE VISIT
Stockport, Merseyway Car Park



TUE 7th

COLLAGE WORKSHOP
Students worked on Photoshop, Illustrator, InDesign



THUR 9th FRI 10th

PRINTING LEAFLET
Students folding their leaflet



WED 15th

FRI 17th

WED 8th

DIGITAL WORKSHOP
Sketchup, Rhino, Enscape



MON 13th

LEAFLET DESIGN WORKSHOP
Students were provided with template for leaflet design



TUE 14th

THUR 16th

FINAL LEAFLET
Each group with their leaflet



Action Week Timeline

PROJECT OUTPUT

EVENT OPTIONS

As an initial project output we explored the different event options that could be hosted in the car park. These ranged from a go-karting event to a hatting/ crafting/ dancing workshops to another art battle event to a music venue to a car exhibition. These were informed not only by conversations we had with the Stockport council but also by information gathered from the Stockport Council's Website, facebook and twitter groups. We then decided as a group to hold a voting system where we would all decide our three preferred options. These would then be explored further in detail in the following days.

COLLAGES

After deciding the three event options, a car exhibition, a vintage market and a paintball/ music venue, we then split into three groups, where each group would tackle one event option. This enabled for more thorough research and exploration to be made where precedents were collected and ideas were then starting to formulate. With each group spatial considerations were taken. This included considerations for flexible furnitures required for each event, storage facilities, toilet facilities, food and beverages if required. Following research, each group started to develop group collage in order to formulate initial ideas of how the space would transform in the time of the event. The collages shown on the right page reveal furniture, aesthetic, and atmosphere each event aims to encapsulate. These collages provided a means of communication in discussing further the spatial considerations each event would need and the softwares, drawings and illustrations that could be most helpful in developing these ideas. This resulted to the next and final group outputs, the leaflets.

LEAFLETS

In keeping with the project brief of an event space we decided to present our proposals using the format of a leaflet as they are generally used as event invitations. In our case they were also aimed to target the client requirements for space allocations through event maps. Each group designed the leaflets according to their aesthetic and included all relevant information, drawings and illustrations required in order to express their ideas in the best way possible. These are shown in the following pages of the booklet.

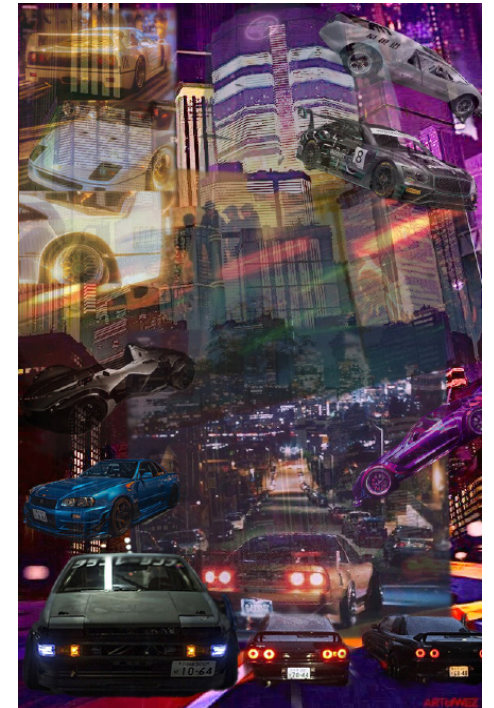
PAINTBALL/ MUSIC VENUE

The paintball and music venue event includes of a two-part experience. It includes of a morning/ day time paintball session, concluding to a music event later in the evening. This is aimed to attract adrenaline junkies, music enthusiasts or people who want to enjoy a different type of experience.



CAR EXHIBITION

The car exhibition event is aimed to attract car enthusiasts, fanatics and admirers. The event will include a cafe area surrounded by all types of cars, old, vintage and new, modern in hopes to create a retro, all- car atmosphere.



VINTAGE MARKET

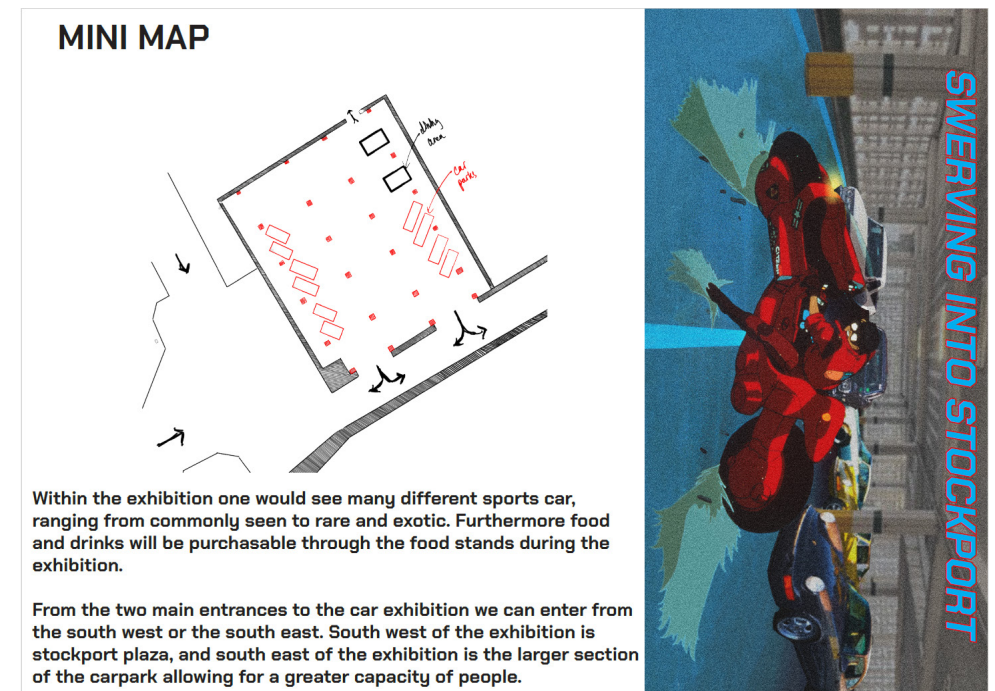
The vintage markets aim to attract people from all ages wanting to buy and explore vintage clothing, art and food markets.



CAR EXHIBITION

Adam Elliott
Ching Hay Cheung
Byungwook Jeon

This group aimed to express their ideas through the use of 3D modelling softwares. Due to the fact that this was their first time having a go with SketchUp, they were very keen on asking questions and developing their software skills. Thus we managed to engage with them in helping them with any problems, and questions they had.



MINI MAP

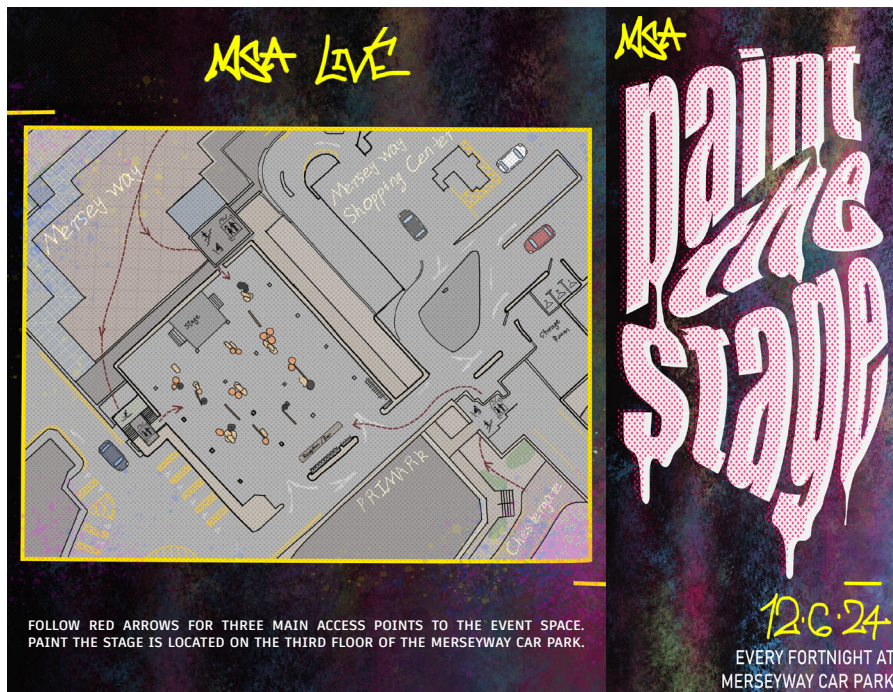
Within the exhibition one would see many different sports car, ranging from commonly seen to rare and exotic. Furthermore food and drinks will be purchasable through the food stands during the exhibition.

From the two main entrances to the car exhibition we can enter from the south west or the south east. South west of the exhibition is stockport plaza, and south east of the exhibition is the larger section of the carpark allowing for a greater capacity of people.

MUSIC AND PAINTBALL

Omer Ibrahim
Elena Grechi
Lu Hanjun
Wenyu Pan

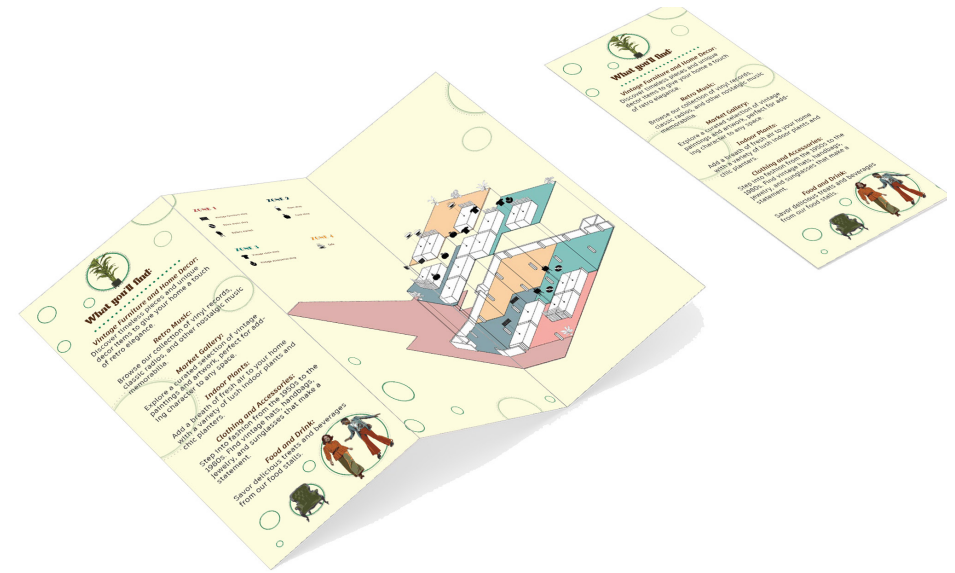
Through the two weeks we have expressed to all the students the importance of working according to each other's strengths. This group has thus used this skill to their advantage by using a divide and conquer technique, where each individual was focusing on one aspect of producing this leaflet.



MARKET SPACE

Samira Mohamad
Azita Zaheer
Ivanna Bakhaieva
Boadicea Preece Smith

This group, similarly, has managed to use a divide and conquer technique in developing this leaflet. Their strength was seen to plan the leaflet ahead of development where ideas were placed on paper and discussed, ensuring that everyone was satisfied with the end-result.



MERSEYWAY VINTAGE MARKET

Seating

The benches are made from locally sourced recyclable wood and painted with a specific colour palette: they mimic vintage jumpers. The seats are located near the cafe area and spread around the perimeter for a more comfortable experience.

Portable green wall

The idea of the wall was taken from the existing facade, importing it into the inside space, we have created a mobile object from recyclable wood, which can be used for breaking down the space in the car park for different market stalls.

Lighting

For the lighting, we considered a warm and inviting ambience using antique styles. These can be attached and detached from the existing lighting system.

Step Back in Time at Our Vibrant Vintage Market

Located in the Merseyway car park, our vibrant Vintage Market invites you to travel back in time and find hidden gems. Our market offers something for everyone, whether you're a collector, a fashion aficionado, or just searching for a distinctive shopping experience.

Join your friends and family for an exciting day at the Vintage Market. Whether you're looking for rare treasures, one-of-a-kind fashion items, or simply want to soak up the warm and nostalgic ambience, you're in for an amazing experience.

Merseyway Car Park
Every Saturday and Sunday
9:00 AM - 5:00 PM

Stockport Council 2024

What you'll find:

- ZONE 1**
 - Vintage furniture shop
 - Retro music shop
 - Gallery market
- ZONE 2**
 - Plant shop
 - Food shop
- ZONE 3**
 - Vintage cloth shop
 - Vintage accessories shop
- ZONE 4**
 - Cafe

Vintage Furniture and Home Decor:
Discover timeless pieces and unique decor items to give your home a touch of retro elegance.

Retro Music:
Browse our collection of vinyl records, classic radios, and other nostalgic music memorabilia.

Market Gallery:
Explore a curated selection of vintage paintings and artwork, perfect for adding character to any space.

Indoor Plants:
Add a breath of fresh air to your home with a variety of lush indoor plants and chic planters.

Clothing and Accessories:
Step into fashion from the 1950s to the 1980s. Find vintage hats, handbags, jewelry, and sunglasses that make a statement.

Food and Drink:
Savor delicious treats and beverages from our food stalls.

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:

msalive@mmu.ac.uk

BLOG

live.msa.ac.uk/2024

SOCIAL

#MSALive24

@msa.live.24

@TheMSArch

@MLA_TheMSArch

WEBSITE

www.msa.ac.uk