

TECHNOLOGY AND CULTURE

JEREMIAH DENVER DAVID



**TECHNOLOGY AND CULTURE
TOWARD THE DEVELOPMENT OF TOURISM IN DURBAN'S C.B.D**

JEREMIAH DENVER DAVID

**A DISSERTATION SUBMITTED TO THE SCHOOL OF ARCHITECTURE, UNIVERSITY OF
KWAZULU-NATAL, DURBAN, IN PARTIAL FULFILMENT OF THE REQUIREMENTS FOR
THE DEGREE MASTER OF ARCHITECTURE**

MARCH 2007

DECLARATION

I hereby declare that this dissertation is my own unaided work. It is being submitted to the School of Architecture, Town Planning and Housing, University of KwaZulu-Natal, Durban, for the degree of Master in Architecture, and has not been submitted before for any degree or examination at any other University.

Signed on the 9th March 2007

DEDICATION

To my Parents and Sister

"...I also realise that unless architecture is connected to everyday life, it is not alive, or even animate."

Stephen Perrella (Cristina. 2001:17)

ACKNOWLEDGEMENTS

I would like to extend many thanks to those who encouraged and assisted me in the preparation of this dissertation. In particular I would like to acknowledge the following people without whom the completion of this dissertation would have not been possible:

- My supervisors Professor A. Adebayo and Professor F. Frescura for their assistance and support.
- My colleagues for moral support and useful distraction.
- To the librarians in the Barrie Biermann Library: Jeanine, Michelle, Mukesh and Tim for their assistance with the sourcing of data.

Finally, many thanks to my Mom, Dad and Sister for their joint effort in helping keep me fed and awake, for their unrelenting encouragement and support over the years. And to Jesus Christ, for Your strength and unfailing Love, that has carried me thus far.

ABSTRACT

The city of Durban, themed in the tourist industry as, "*South Africa's Playground*", has a vibrant and dense cultural mix. It is a sought after tourist destination both locally and on the global scene. The importance of the Tourist Industry is brought to bear in its use as a tool to stabilise the economy. The role of the CBD within the tourist industry is important as it is able to display culture. Since the CBD is a product of an ongoing evolutionary process it has embedded traces of cultural, social, political and economic fluctuations, which are expressed through the built form of the city. In this light, Durban's CBD is a vital asset as it offers a deepened understanding of culture through experience of place.

This resource has not been developed to its full potential at present as is evident in the CBD's limited hours of use. Given the context of a society living within an "information age" this study aims to discover which factors contribute toward this phenomenon. Therefore, the research explores the physical conditions of the CBD as well as the social conditions that have been brought to bear through the introduction and evolution of technology and information access.

Further, society's dependence on technology and information access and their relationship with the built environment will be explored. The importance of expressing this dynamic relationship within the built environment will be explored. An appropriate means of architectural expression will be established as informed by the study and applied to the local context of Durban's CBD.

CONTENTS

CHAPTER 1	1
Problem Statement	1
Research questions	1
Aims and Objectives	2
Hypothesis	2
Methodology	3
Definition of terms	5
CHAPTER 2...URBAN TOURISM	6
Introduction	6
Urban Tourism	6
Tourism in Durban	8
Conclusion	14
CHAPTER 3...THE CITY INHUMANE	15
Introduction	15
Behaviours of the City	15
Conclusion	23
CHAPTER 4...THE CITY IN THE INFORMATION AGE	25
Introduction: Technological advance and the City	25
Technology and Cultural Change	26
Physical Manifestations	32
Conclusion	35
CHAPTER 5...URBAN REVITALISATION	38
Introduction	38
The Waters Edge	38
Compact City	40
Conclusion	44
CHAPTER 6...SPACE AND EXPERIENCE	46
Introduction	46
Pliant Architectures	47
Hybrid Experiences	51
Conclusion	59

CHAPTER 7...PRECEDENT STUDIES	61
Urban Design: Australia's Darling Harbour	61
Conclusion	69
Architectural Design: The Nelson Mandela Gateway to Robben Island	70
Conclusion	74
CHAPTER 8 CASE STUDY	75
Urban Design: The City Hall Precinct, Durban	75
Conclusion	80
Architectural Design: Tourist Junction, Durban	80
Conclusion	84
CHAPTER 9 CONCLUSIONS WITH RECOMMENDATIONS	85
BIBLIOGRAPHY	93

CHAPTER 1

PROBLEM STATEMENT

It is widely accepted that tourist industries are able to stabilize economies through increased commercial activity. In this regard the potential of the CBD to increase its contribution toward the tourist industry remains 'locked up'. The promise of an expanded Tourism Industry within Durban's CBD lies in its potential to address current problems that are pressing, socially and economically. These are issues which are directly related to the standard and quality of life within Durban such as job creation and the provision of housing, both are problems that are central to our contemporary society.

However the CBD at present is largely inactive and seems to have decreased in importance to South Africans. This phenomenon poses a potential threat to existing tourist activity and the reality is that the City stands to lose a great deal in terms of unrealised revenue as well as loss of social and cultural benefits that an active city has to offer.

RESEARCH QUESTIONS

The revitalisation of the CBD is central to this study and establishes the impact of 'Urban Tourism' on the spatial form of the city as well as the impact this has on the economy. To establish which factors limit the potential growth of urban tourism in Durban and how these can be counter acted is critical.

Tourism and urban revitalisation share a symbiotic relationship. The process of urban revitalisation involves the creation of healthy environments which emerge from an understanding of the needs of South African's. The study explores 'contemporary culture', questioning the condition of contemporary

society while assessing their spatial needs. This will form a background to a discussion of how these needs can be met.

AIMS AND OBJECTIVES

The aim will be to discover the potential of the CBD to strengthen tourism in Durban. I will then set out to establish the conditions under which the CBD functions in order to assess the culture propagated by its spatial form as a background to a discussion of alternate ways in which it can develop and thereby explore alternate directions for Urbanism within Durban's CBD. Further to discover major theories of contemporary culture and interpret these in spatial terms in order to unearth potential connections between cultural change and the present conditions experienced within Durban's CBD. The objective of this study is to therefore conclude what is required of architecture and public space within the CBD in order to positively engage 'contemporary society' and 'breathe life' into the city.

HYPOTHESIS

By answering the questions stated above the knowledge gained may be used to establish the relevance of existing architectural form and space making within the CBD.

Due to cultural change the built environment needs to respond to an evolved set of criteria and should be restructured through alternate planning methods to positively impact the local socio-cultural and socio-economic atmosphere.

I intend applying the findings of the case study of Durban's CBD to ascertain what is required of public buildings and space within this area, so that they play a larger role in the revitalisation of the CBD and therefore contribute positively toward the existing tourist industry in Durban.

STRUCTURE AND METHODOLOGY

The study begins by establishing the potential for expanding urban tourism in Durban. Using this as a background the existing condition of the CBD is assessed in order to establish the cultural it proliferates within its domain. This aspect consists of, conventional research and review of literature and has further been informed through informal interviews with architects and urban planners. The existing nature of the CBD contextualises the study of contemporary culture present within it.

'Contemporary culture' has been explored and studied. In this process links between contemporary culture and the conditions experienced within the CBD has been critically examined in five parts: the influence of advanced telecommunication technologies on society, image, contemporary society within public space and the impact of cultural and socio-economic transformations on spatial form. This is used to establish the needs of contemporary society within the urban realm.

The study explores relevant directions for development and is aimed at resolving issues surrounding the spatial form of the CBD. This has been examined in five key areas namely:

1. The water's edge
2. Public space
3. Compact city
4. Mixed use development
5. Transport.

The study also examines ways of meeting the needs of 'contemporary society'. Again this is critically examined in five parts:

1. Pliant architectures
2. Experience in public space
3. Hybrid experiences
4. Experience in buildings
5. Information dissemination in buildings.

The theoretical framework is concluded with design directives for the built form and public space within the CBD.

The precedent studies are examined in two parts: urban design and architectural design. Even though the two overlap the issues regarding spatial form and urban culture along with society's individual needs can be examined respectively for clarity. Examples of urban development projects and buildings were chosen for examination due to attention gained through reviews, similarities to conditions present in Durban's CBD and ability to contribute to the debate on contemporary culture and the built environment. These were examined according to criteria established in the theoretical framework.

In the examination of the local case study area of Durban's CBD, the same criteria were applied. The analysis was supported by the literature review together with informal discussions with architects and urban planners that are considered to be specialists in their respective fields. Finally, conclusions and recommendations are formed that establish what is required from public space and architecture within the case study area.

DEFINITION OF TERMS

Culture:

"Culture is the term used by social scientist to describe a people's way of life. Culture consists of all the ideas, objects and the way of doing things created by the particular group. Culture includes art, beliefs, custom, invention, language, technology and tradition" Chen:2002:10)

Spatiality:

The generative source for a materialist interpretation of spatiality is the recognition that spatiality is socially produced and, like society itself, exists in both substantial forms (concrete spatiality's) and as a set of relations between individuals and groups, an 'embodiment' and medium of social life itself. As socially produced space, spatiality, can be distinguished from the physical space of material nature and the mental space of cognition and representation, each of which is used and incorporated into the social construction of spatiality but cannot be conceptualized as its equivalent. (Soja, EW. 189)

CBD: Central business district

Haptic: Relating to or based on the sense of touch

CHAPTER 2

URBAN TOURISM

INTRODUCTION

Current trends in Durban's tourist industry illustrate the inherent potential of its CBD to contribute positively toward the growth of the industry. An active CBD is able to maximise commercial activity in a way that facilitates growth by responding to economic opportunities created by the tourist industry within Durban. This motivation is further strengthened by the potential benefits that both an active city centre and an increased tourism market may have on both the socio-cultural and economic conditions prevalent in Durban.

Tourism and vibrant cities share a symbiotic relationship. Unfortunately, at present, Durban's CBD lacks the '*pull* factor' that would equip it to engender vibrancy on its own. The existing infrastructure within the city centre is underutilised. Therefore the potential to regenerate the city centre exists. The current trends in Durban's tourist industry supports the notion that an active CBD would maximise the opportunities that tourism creates. It is therefore logical that the converse would also be true were the existing tourist Industry would sustain and promote '*Urban Tourism*' in Durban.

URBAN TOURISM

Due to various factors, an increasing amount of businesses have vacated the CBD. The decrease in number of white collar workers within the CBD contributes toward a decline in the quality of life within the city. A strategy where

new activities replace the old has been deemed to counter the ill effects of this phenomena by generating income for the area, creating jobs as well as acting as a catalyst for physical regeneration, however the tourism industry in Durban is growing despite economic decline within the city centre. Generally this industry is assumed to grow due to the ease of travel made available through developments in transportation as well as increasing affluence which allow for longer periods of leisure time. (Law, MC. 1993)

Urban Tourism is based on the reasoning that, since tourism brings income into the city it could act as an economic base to support the local economy and thereby play a role in the physical and economic regeneration of the city. (Law, MC. 1993) Due to the nature of Urban Tourism which involves investment into the industry, spin offs also include attracting commercial and industrial activities through the marketing of the city. This has the potential for the local community to benefit by virtue of the fact that it involves the development of infrastructure and the physical environment. This in turn impacts positively on the socio-economic and cultural factors.

Durban is a relatively small city and in order for tourism to play a larger role in the economy there is a need for the industry to increase substantially in size. In order to attract more tourists, tourist resources must be expanded. This involves the development of both '*Primary*' and '*Secondary elements*'. Primary elements are those that intensify the '*pull-factor*' of cities, that is, increase the capacity of cities to attract people. Conference centres, exhibition spaces, museums, art galleries, concert halls, historic buildings and urban landscapes are elements that can be grouped into the '*Primary*' category. Those elements that enhance such attractions make up the '*Secondary elements*', these include accommodation, catering services, shopping facilities, transport services and tourism agencies. (Law, MC. 1993) Law (1993) explains that the long term benefits of Urban Tourism outweigh the short term negative aspects such as congestion that increased tourism may contribute toward as well as wear and tear on facilities. In

fact the development of the service sector which urban tourism encourages creates jobs in the inner city thus providing employment for those people that live in the inner city. The active city with people living and working within the CBD has benefits as well; it would make the city safer and contribute toward an enhanced quality of public space.

TOURISM IN DURBAN

In a survey conducted by KwaZulu-Natal Tourism to establish the nature and extent of tourism to KwaZulu Natal from January to March of 2005, it is revealed that 26% of all tourists that visited South Africa visited KZ-N. The survey showed that there was a marked increase of 14% more tourists that visited KZ-N than in 2004. (www.kzn.org.za)

The survey further illustrated that, 63% of foreign tourists that travelled by “*air*”, visited KZ-N for holiday purposes. In contrast, 35% of foreign tourists that travelled by “*land*” during the same period visited for holiday purposes. However it is important to note that a larger proportion of foreign “*land*” tourists visited the province for shopping and trading purposes, 42.87%.

The statistics highlight the importance of the CBD in terms of its trading and accommodative functions, these are areas within the market that possess the potential to expand given the current inefficiencies of the CBD.

The survey reveals the importance of the CBD, where 89% of tourists travelled by “*air*” for the period in question. Those that visited from January to March 2005 primarily visited the Durban Metropolitan area and 63% primarily visited the Durban Beachfront.

Core Activities	Air	Land
Shopping	89.26%	94.56%
Nightlife	90.89%	45.13%
Theme parks	28.40%	12.86%
Trading	1.44%	12.83%
Visited a Casino	25.20%	3.99%
Adventure	20.15%	5.44%
Sporting	11.16%	6.21%
Business	15.00%	2.65%
Cultural, historical and heritage	47.80%	18.70%
Wildlife	59.40%	24.83%
Visiting natural attractions	68.53%	13.18%
Beach	70.81%	63.85%
Social	44.32%	23.87%
Medical	3%	3%
Health	1%	1%

Illustration 1. Depicts the core activities that tourists engaged in for the period January to March 2005. (www.kzn.org.za)

In an effort to understand what mechanism in place lead to decision making by tourist the following survey results are important.

Personal experience from previous trips	44.95%
Advice from friends/ relations in SA	26.23%
Advice from friends/relations in own country	27.40%
Advice from business associates	9.97%
Advice from travel agent	23.18%
Tourist brochures, leaflets, videos	5.36%
Info from SA Tourism	2.90%
Magazines	6.21%
Newspapers	3.20%
TV	2.05%
Radio	0.14%
Internet/other computer accessed information	18.26%
Friends	0.30%
Religions	0.17%
Sports body	1.51%
Educational institutions / University	0.36%
Embassy	0.11%
Personal	0.33%
Guide book	2.45%
Information center	0.07%
Doctors	0.02%
None	0.17%

Illustration 2. Statistical breakdown of information sources that lead to Tourism during the period January to March 2005. (www.kzn.org.za)

The survey tabulated in Illustration 2 is a result of the research conducted by South African Tourism Board. The findings reveal that the South African Tourists that visited KwaZulu-Natal largely sought information about KZ-N from “*word of mouth*” sources. Personal experience was also a key source of information as many tourists based their return visit on their experience from previous visits. (www.kzn.org.za) The survey highlights the potential for Tourist information dissemination to increase tourism by educating tourist as well as South African Citizens first hand.

URBAN TOURISM OPPORTUNITIES

Existing tourist areas within the CBD are as follows: the Old railway Terminal (The Workshop), The City Hall, The Old Court Museum, The International Convention Centre, Grey Street Mosque, The Indian Market, The City Market, Warwick Junction, African Arts Centre, The Ocean Terminal, Maritime Museum, Sugar Terminals, Greyville Race Course, The Royal Golf Club. (refer to illustration 3.) The city’s large Art Deco heritage is also an attraction which is very much a part of the cityscape (refer to illustration 4 - 5.)

Existing places of interest that exist in Durban’s CBD are made up of a mix of attractions based on historic, cultural or leisure value, however they are isolated from supportive functions and therefore are not able to encourage lengthy periods of stay. Therefore, opportunities do exist in being able to provide necessary services for these existing activities. Opportunity for further expansion exists by knitting together these isolated attractions through the use of diverse mechanisms such as ‘activity corridors’. This allows the CBD to function as a cohesive whole where services and attractions complement each other as a result bringing about the activation of larger portions of the CBD. (Refer to illustration 6.)



Public
open space

- 1 – Greyville Race Course
- 2 – Royal Golf Club
- 3 – International Convention Centre
- 4 – Old Railway Terminal
- 5 – City Hall
- 6 – Post Office
- 7 – Playhouse Theatre
- 8 – Royal Hotel
- 9 – Maritime Museum
- 10 – Bat Centre
- 11 – Dick King Statue
- 12 – Royal Natal Yacht Club
- 13 – Ocean Terminal

- 14 – The Wheel
- 15 – Kingsmead Cricket Stadium
- 16 – Ushaka Marine World
- 17 – Snake Park
- 18 – North Beach
- 19 – Exhibition Centre
- 20 – Wilson's Wharf
- 21 – City Market
- 22 – Sugar Terminal
- 23 – Botanic Gardens
- 24 – Albert Park
- 25 – Old Railway Station
- 26 – Queens Store
- 27 – Mini Town

Illustration 3. Map of existing Urban Tourism Opportunities within Durban's CBD.
(By Author)

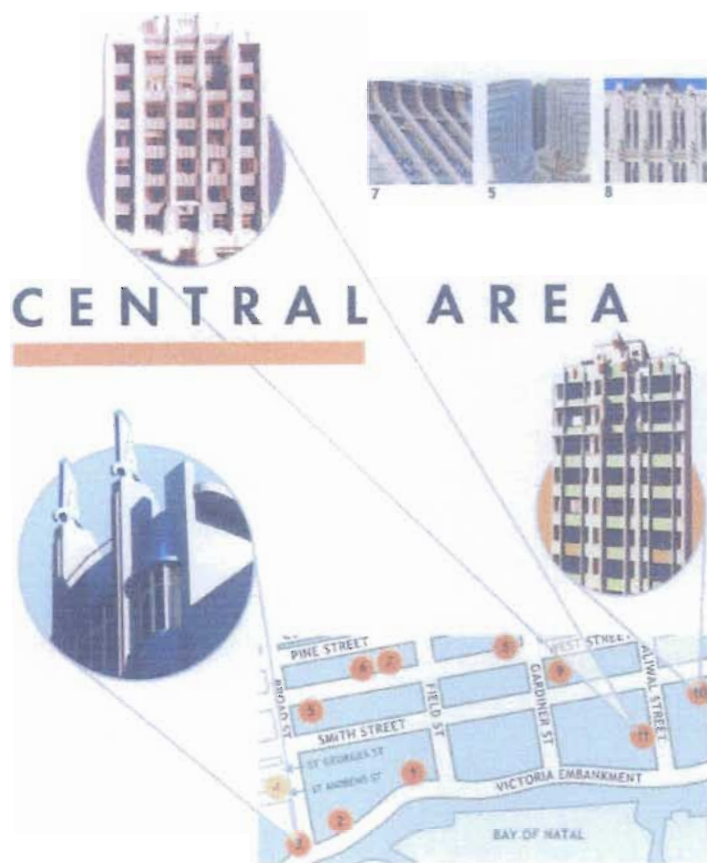


Illustration 4. Depicts the location of listed Art Deco buildings within the CBD. (Art Deco – Durban City Architects guide, p2)

- 1 – Victoria Mansions
- 2 – Willern Court
- 3 – Broadwinsor
- 4 – Manhattan Court
- 5 – McIntosh House
- 6 – Prefcor House

- 7 – Clicks
- 8 – Colonial Mutual
- 9 – The Cenotaph
- 10 – Hollywood Court
- 11 – Enterprise Building

GREY STREET AREA

Illustration 5. Depicts the location of listed Art Deco buildings within the CBD. (Art Deco – Durban City Architects guide, p3)



- 1 – Moosa Buildings
- 2 – Aboobaker Mansions
- 3 – Jeena's Centre
- 4 – Essop Moosa Building
- 5 – Abad Court
- 6 – N. M. Ebrahim Building

- 7 – Ebrahim Court
- 8 – Arbee Mansions
- 9 – 69/71 Beatrice St.
- 10 – Empire Court
- 11 – Dominion Court
- 12 – 45-53 Carlisle St.

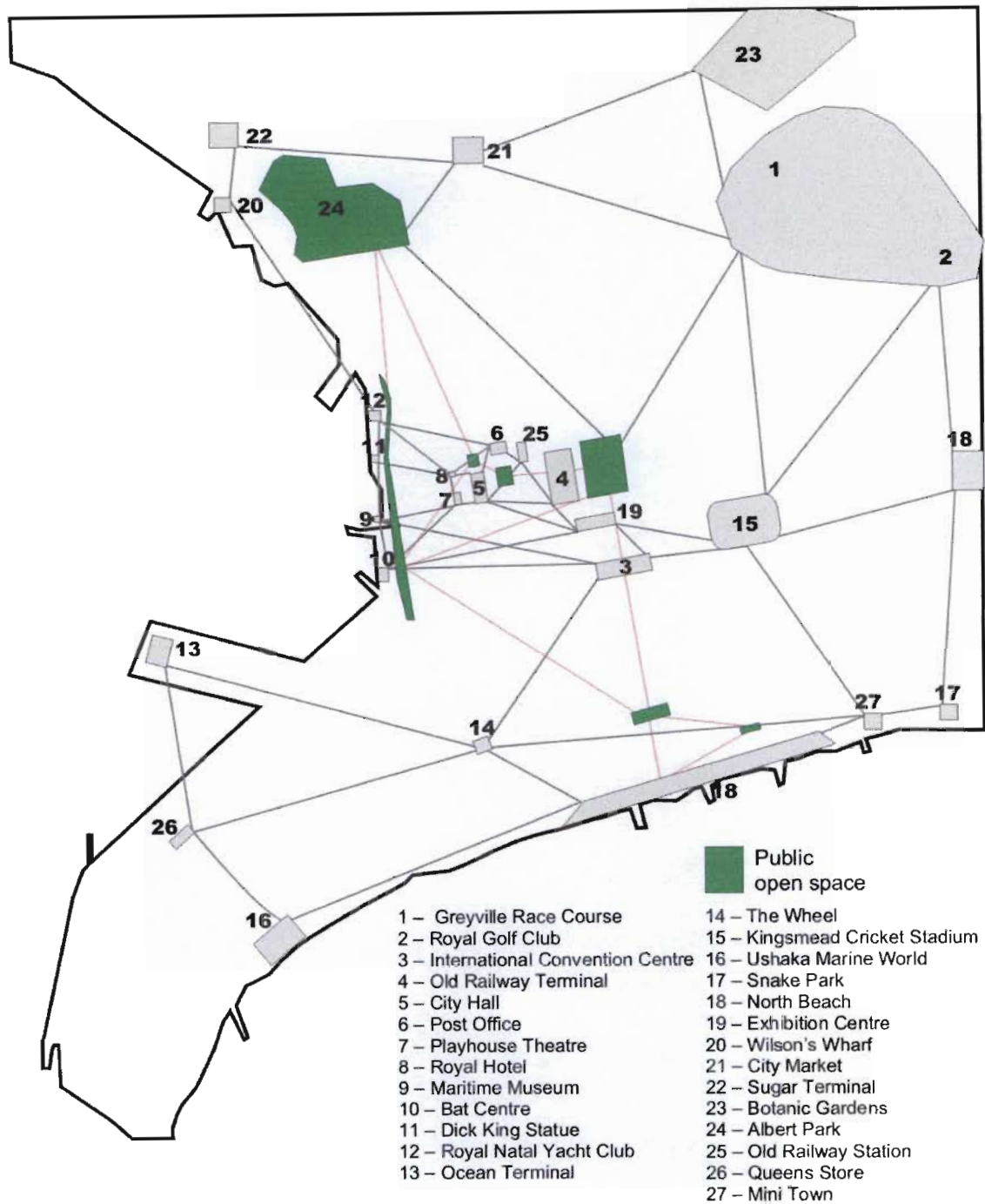


Illustration 6. Depicts the location of tourist attractions and potential lines of development that form a network. (By Author)

CONCLUSION

African Tourism is a key aspect of activity in the CBD, since shopping and trade are of primary importance. Overall tourism statistics for the core activities show that “*shopping*”, “*nightlife*” and “*beaches*” dominate tourist activities. Due to the nature of these markets, revitalisation of the CBD has the potential to increase the economic benefit of tourism within this sector.

The activated city impacts on the tourist industry positively. A revitalised city centre could potentially make Durban more attractive to investors. A city that is active 24 hours a day encourages tourists and residents to stay for longer periods of time due to the availability of an expanded range of activities that suit tourist needs. The increased ability of the CBD to draw people creates a forum that is better suited to showcase Durban’s heritage and rich cultural mix to the tourist population.

An activated CBD thus contributes positively toward the creation of a unique ‘*sense of place*’ within the ‘*Kingdom of the Zulu*’ branding. The regenerated or 24 hour city has the potential to widen the cross section of tourists that are attracted to Durban and promote Provincial Tourism, which is in keeping with the KwaZulu-Natal Tourism Product Development Strategy.

The reputation of KwaZulu-Natal has been governed by uncontrolled internal and external forces such as crime, HIV/Aids, violence and poor infrastructure. (www.kzn.org.za) The regeneration of the CBD would thus address such critical issues as well as counter negative perceptions toward the city as a whole. A key concern put forth in the KwaZulu-Natal Tourism Product Development Strategy was the issue of KwaZulu-Natal’s international profile, to which the development of Durban would contribute positively. The development of Durban’s CBD has definite cultural and economic benefits that have the potential to enhance the existing tourist industry in Durban.

CHAPTER 3

THE CITY INHUMANE

INTRODUCTION

Durban's spatial form is a result of Apartheid city planning and since the abolition of this practise it has worked to its detriment, causing within its bounds economic decline and a segregated social atmosphere. However, as will be explored in chapter 4, there are other forces at play that contribute to the degeneration of the city centre. It is believed that these forces are relatively new and in order to develop a better understanding of them it is critical that the context under which they developed be understood. Therefore in this chapter, the behaviour of the city, due to the physical constraints that the planning model has created, will be explored. While the broader principles of Apartheid cities will be touched on, it is the impact that these have on life within the city centre that will be the focus.

BEHAVIOURS OF THE CITY:

Durban is an Apartheid city as well as a modern city. (Dewar 2000) It follows from this that it stems from racial segregation as well as land use planning. The combination of the two has materialized in a city with unique complexities.

The social environment of the city has been governed by apartheid which has lead to has lead to "*low density sprawl, fragmentation and separation*". (Dewar. 1992) "*Low density sprawl*", refers to low cost housing projects that are developed along the urban edge. "*Fragmentation*", refers to pockets of commercial or residential developments that occur in isolation. Lacking

connectivity to similar activities, usually separated by natural or man-made buffers. “*Separation*”, refers to that of land uses, racial groupings and income groups.

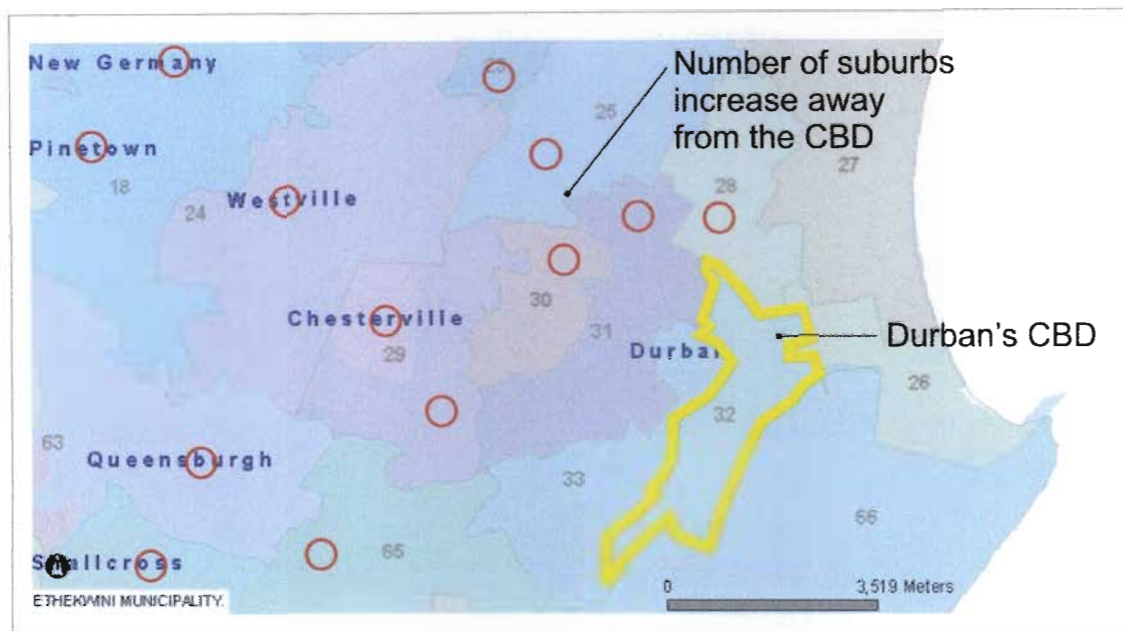


Illustration 7 - Mono-functional planning model. (<http://citymaps.durban.gov.za>)

Illustration 7 depicts the dormitory city situation at present which is an adoption of the modernist city model, where residential development is located on the periphery of the CBD as suburbs.

The situation within the CBD is not dissimilar. The city accommodates largely commercial activity located centrally and residential zoning located mainly along the periphery of the CBD make up only a small percentage of the total land use. Therefore due to the limited hours within which the city is active large portions of the city become inactive after work hours. Refer to illustration 8.

Cultural and leisure activities within the CBD exist in isolation in that they are not spatially or functionally linked to the CBD or to each other. No relationship with public open space, or other public activities. This typically fractures the social fabric within the urban realm into pockets of activity that are isolated from each other and disconnected from the CBD. Therefore despite public engagement with these activities the city remains passive on the whole.

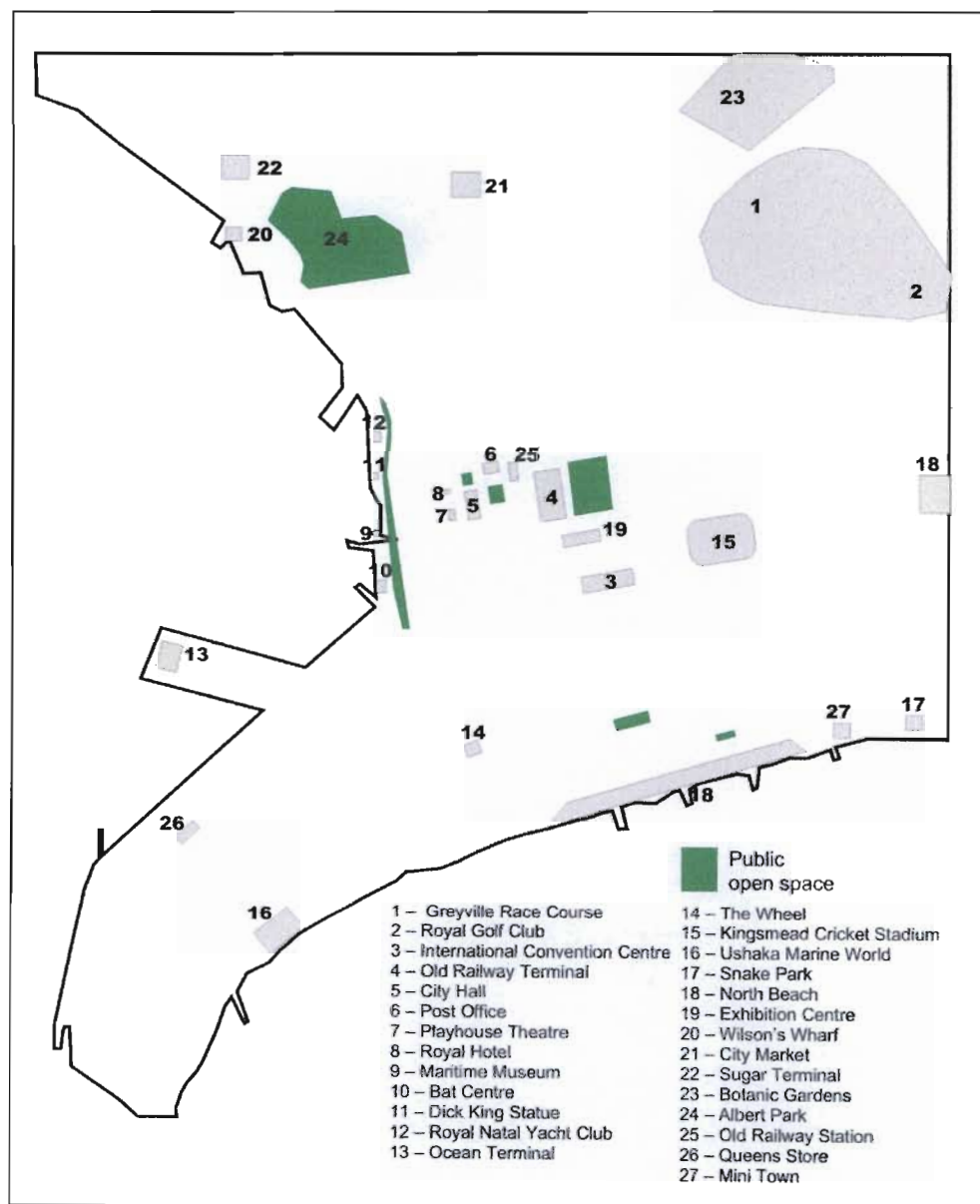


Illustration 9. Depicts the location of recreational and leisure activities. (By Author)

The public transportation system compromising the quality of space within the CBD as it is riddled with infrastructural problems. With regard to infrastructure the separation of transportation nodes from each other is extremely inefficient spatially and makes the system illegible to its users. Multiple transportation nodes further enforce separation of people



Illustration 10. View of taxi rank at Pine Street looking east. Note the informal trading stalls on the right of the illustration. The pedestrian paths are awkward and illegible.

according to their places of dwelling. Further the isolation of these nodes from associative facilities makes these zones unsafe due to a lack of surveillance.

The lack of such facilities has given rise to growth of informal trade around these zones and while these benefit the informal sector, it makes these nodes congested and restricts movement along access routes, as shown in illustration 10. Long waiting periods are considered normal for those using taxi and bus transportation to frequent the CBD.

As a result the number of people that travel to the city using private modes of transportation is high. High volumes of traffic contribute toward the creation of an inhumane inner city environment, where high noise levels, congestion and fuel emissions are consistent throughout the day increasing during peak hours. (Refer to illustration 11. p19)



Illustration 11. Note the high traffic levels at 9:00am, which is off peak traffic.

The lack of parking contributes further to the inconvenience associated with frequenting the city due to long periods of time

spent on finding available parking bays. Due to the shortage of parking, spaces within covered parking lots are let at exorbitant rates.

Public open spaces within the urban realm are typically places for spontaneous interaction, cultural activity and recreation. Unfortunately public open space is at a minimum within the CBD. It is important to note that public open space located in the heart of the city is surrounded by civic functions; the significance of these open spaces has been established earlier in the chapter as places of gathering and recreation.

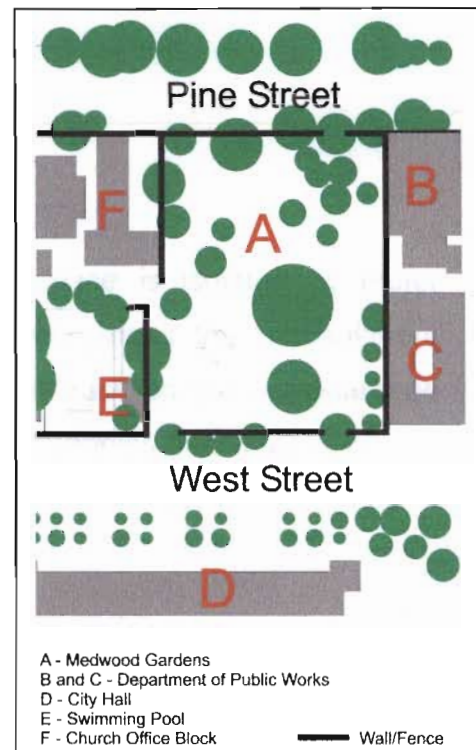
However these spaces have been largely ignored resulting in "*Lost space*". They are characterized by poorly defined boundaries and share a disconnected relationship with adjoining built form. This is typically due to the scale of the open space being disproportionate to that of built form where building edges lack integration with the open space functionally and formally. These passively active and largely unmonitored spaces become red zones for criminal activity, rendering such facilities functionally and economically inefficient, due to the high cost of maintenance and low levels of usage.



Illustration 12. Depict "*Lost space*" located in Medwood Garden, West Street.

The civic and religious functions that edge the park are separated from it either by walls or fences. These cut off any direct access to the park as well as limit visual access onto it. The tall trees further limit views of activity on ground level.

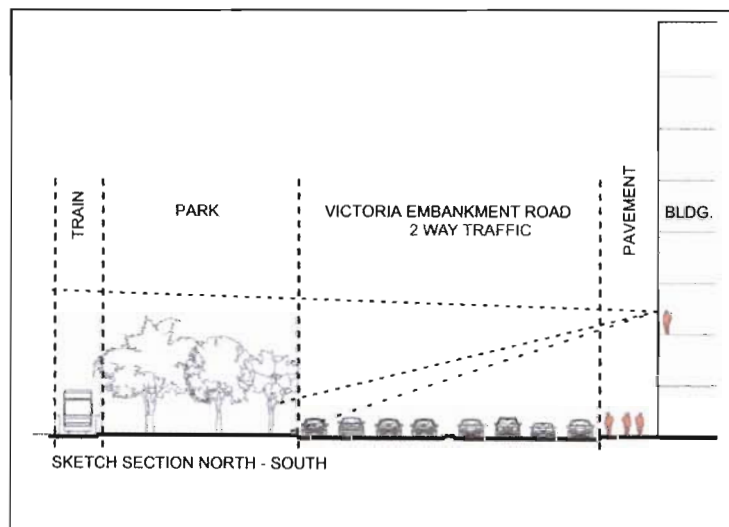
Illustration 13. Depicts the open space in relation to the building edges highlighting the enclosed nature of the Garden.



The site is used mainly as a transition area for people from West Street through to Pine Street and vice versa.



Above: Illustration 14. Depicts "Lost space" located along the Victoria Embankment. Right: illustration 15. Sketch section across the embankment, depicts the relative scale of the park.



In the case of Victoria Embankment the open space is isolated by major transportation arterials. The high volumes of traffic along the Embankment separate the park space from the CBD. The train track on the opposite side separate it from the harbour. Further the large tree canopies hinder visibility onto the park. No direct links exist that integrate adjacent functions with the open space therefore it remains largely unused.



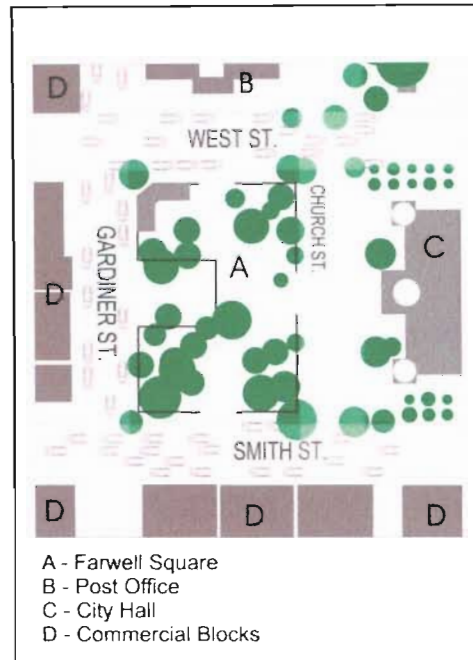
Above: Illustration 16. Depict “Lost space” located at the ‘Centrum’ site, Old Fort Road.
Right: Illustration 17. Diagrammatic representation of the ‘Centrum’ site and adjoining streets.



At the Centrum site the open space is isolated from the adjacent functions by the adjoining streets that carry high volumes of traffic. While it is located next to the Workshop, this is an introverted development which in its design does not address the open space. Therefore the site is used largely as a transition area from the taxi stop on Leopold Street through to commercial road.



Above: Illustration 18. Depicts "Lost space" located in 'Farewell Square', West Street.
Right: Illustration 19. Diagrammatic representation of Farewell Square' and adjoining streets and buildings.



Farewell square located in the fore court of City Hall and has been designed to house historic monuments. Thus the nature of the square is that of passive movement. However the raised platform of the square reduces visibility onto it from street level and the densely vegetated corners provide the ideal setting for thieves targeting tourist. Further the wide streets and high volumes of traffic that they carry isolate the square from adjacent activity.

CONCLUSION

An inefficient transportation system contributes toward anxiety associated with visiting the CBD. The CBD does not provide a positive atmosphere within which public may interact, such as public squares. The decreasing number of people within the CBD means that there is less engagement with heritage embedded in built form and thus contributes toward a dilution of identity.

The culture of gaining access to services within the CBD is very much that of restriction and control due to limited trading hours and crime prevention methods.

A culture of fear is cultivated as the criminal threat increases as the city empties out. This contributes toward anxiety as the public are forced to access the CBD within a regulated period. These behaviours counteract the recreational qualities that the CBD possess. The situation within the CBD can be understood as a micro model of behaviours that occur on a large scale namely 'Fragmentation' and 'Separation'. The collective influence of the issues discussed make for a poor spatial quality within the CBD thus comprising the quality of life within its bounds.

The city has evolved as a container for culture portraying through built form past ideologies. However as we have transitioned to a new era of Democratic governance and globalisation, core societal values have been rethought and thus old ideologies have been superseded. The dilemma however lies in the CBD's current misrepresentation of an evolved culture. Therefore it is important to explore contemporary culture within the urban realm.

CHAPTER 4

THE CITY IN THE INFORMATION AGE

INTRODUCTION: TECHNOLOGICAL ADVANCE AND THE CITY

In understanding contemporary culture it is important to note that the most profound impact on society in the recent past has been made by digital media in relation to technological advancement. (Micheal and Nuttall, 2000) In the past ten years this has taken place through the emergence of the Internet, and the increased presence thereof in South Africa and more recently through various other advancements in telecommunication systems.

It is these advancements in technology that have contributed toward the emergence of alternative cultures and subcultures. Therefore when considering an investigation into the current status of '*Spatiality*', assuming that it is agreed that this notion is socially produced, it is important to understand the nature of social change to then predict possible trajectories for '*Spatiality*' in the pursuit of addressing social change more meaningfully through the built environment.

These alternate cultures have come to the fore through the increased influences of new technologies on society through their extensive use in the playing out of daily life. Martin Hall in his essay entitled, '*Digital S.A.*', points out that the roots of digital life stem from the emergence of new technologies of the modernist period. (Micheal and Nuttall, 2000) It is understood that the exponential growth of these systems in the 21st century accounts for the inability of society to come to terms with these phenomena thus allowing them to alter our behaviours in manners unexplored until recent years.

Further society has been rapidly absorbing change in this form due to the nature of the collective attraction to it, through the ability of these systems to appeal to man's inherent desires of fantasy. Thereby resulting in behaviours described as 'Media Culture' and sub cultures thereof such as 'Virtual Culture and Visual Culture'.

Collectively these contribute toward the creation of what is termed an 'Information Society.' The impact of these technologies on culture are far reaching, to the point where there is a move away from multiculturalism, toward one shared culture. *"Given this, it is to be expected that south Africa's digital culture will emerge as a new combination of the cosmopolitan and the distinctly local; a mixture of global expressions and familiar regional characteristics."* (Micheal and Nuttall 2000:472) The result is then variation of the common base culture with distinctions only in the form of influences of contextual identity.

The culture that has emerged through the influence of technological advancement has contributed toward behaviours that are socially counter productive. Since they are characterised by trends that seek to dilute the potency of personal interactions while ignoring culture and heritage they also sabotage notions of a liveable city. Therefore this chapter will explore the spatiality of 'Information Society' and its latent spatial implications.

TECHNOLOGY AND CULTURAL CHANGE

As technology becomes a larger part of our life it begins to alter our spatiality. Edward W. Soja in, 'Post-modern Geographies: The Reassertion of space in Critical Theory', looks at spatiality as being socially produced, where he compares the nature of spatiality to that of society. From this perspective he sees spatiality as being able to exist both, as a set of relationships between individuals and groups of individuals as well as in concrete spatiality's. Spatiality is then viewed as an 'embodiment' and medium of social life itself. (Soja. 1989) It is at this level

of personal and interpersonal relationships that most change has occurred through the introduction of new communication technologies. These technologies have created an altered spatiality due to the redefinition of these fundamental relationships.

The advancement of technology and telecommunication systems has armed individuals with the ability to increase the distance over which they are able to communicate. These devices allow for individuals and groups to meet and communicate in the absence of physical presence. Martin Hall points out that the impact of computer-mediated communications go beyond mere separation of human messengers and communications, were they offer the sharing of environments and experiences without physical '*co-presence*'. (Micheal and Nuttall, 2000)

Hall in his expansion on Fosters position put forth in '*Community and Identity in the electronic Village*', (Micheal and Nuttall 2000: 464) emphasises the redefined distinction between individual and community by highlighting the collapse of this traditional dichotomy. He goes on to describe this new public space as, limitless by nature and constituted by heterogeneous and contested subject positions. Which intern contributes toward an ethos of community and belonging based on freedom of access and feelings of connectedness.

Martin Hall explains that the new nature of spatiality has the ability to foster, what he term's '*virtual co-presence*'. An occurrence that is presently common place, which affords the possibility of community divorced from territory and relationships that are independent of physical presence. New relationships are constituted through the fundamental concepts of limitless connections, here the parameters of which are determined only through personal choice. (Micheal and Nuttall 2000) This speaks of the freedom offered by the virtual and thus the power of the allure.

This parallel place of the virtual, proliferated through rapid advancement in technology creates a real time forum within which society is afforded 'transcendence'. Society can be transformed into anything they desire within this realm. In this new social order people transcend boundaries of race and class separation, flaws and inhibitions of the physical are shed as they reinvent themselves as the ideal persona. (Robins. 1996)

Robins (1996) expands on the notion of 'Re-socialisation', were through technology, consciousness is raised, through its redefinition and reconstruction. These new technologies allow for the 'switching of worlds' were the opportunity for the occupation of multiple identities increases the desire to access these 'alternative social worlds.' This may be attributed to the ability of the virtual world to appeal to mans human nature, offering levels of consciousness that surpass that constructed in the material world.

The existence of individuals separate from physical presence, culture and identity sees a critical change takes place in terms of a new conference of meaning onto the interface. *"In our hyper-visual culture, we live without face counting only on the pleasures of the interface."* (Robins.1996:30) The relationships between humans and technology have become societies focus and it is through these mediums that multiple relationships can exist. With the introduction of new technologies in the form of wireless interfaces, mobility offers a higher level of connectivity, this coupled with increased speeds of access to the internet allow for the formation and solidification of more 'relationships' through lasting contact, allowing the condition of multiplicity to be made possible within this realm. The effect is thus two-fold as it affords the potential of affecting multiple spatiality's acting on individuals in



Illustration 20. Depicts the use of telecommunication technologies.
(<http://www.multi.mind.de>)

varying contexts, singularly and simultaneously. This also alludes to the ability of individuals to now function within the realm of multiple spatiality's.

VISUAL AND CULTURE

We know that the realm of vision dominates that of our other senses as Benzon and Friedhoff (1989) emphasise that it is the faculty of vision through which the physical world is understood and when looking at the surprisingly large proportion of the brain that is devoted to vision and visual analysis the importance of the visual system is affirmed.

It is understood that spatiality is socially produced and the construction of which emerges through the use of both the mental spaces of cognition and representation as well as through physical space. These aspects although they function together in a fluid manner do not share a direct relationship with spatiality. (Soja. 1989) In following this reasoning it is interesting to note the changing role of the 'image' in society, were it is assumed that such a phenomena is possible through the influence of advanced telecommunication technologies on the mental space of cognition and representation. This then implies a reconstruction of spatiality in contemporary society.

Our notions of spatiality are being altered through the increased presence of imagery via communication interfaces, despite the increased emphasise on imagery the overall value of which tends to decrease. This is due to the manner in which these images are produced together with the ease with which they are manipulated. The exposure of valueless imagery to society thus appreciates the appearance of the physical since imagery in the 'parallel realm of the virtual, develops independent of culture and representative meaning.

"We do live in a world where images proliferate independently from meaning and referents in the real world. Our modern existence is increasingly one of interaction and negotiation with images and simulation which no longer serve to mediate reality." (Robins. 1996:44)

Following Robins reasoning above it is interesting when considering the nature of our visual systems and the potential impact that imagery may have on our mental processes as Benzon and Friedhoff (1989) in their work on visualisation, explain that the visual system together with those parts of the brain that are responsible for the organisation of information can be made to take the place of conscious thought. In this light the importance of the 'image' in the construction of spatiality is highlighted. Therefore the reality of the visual can be compared to a portal into the virtual world, transporting the public to their individual worlds of associative meaning and thus altering public consciousness.

TECHNOLOGY AND CULTURE WITHIN THE URBAN REALM

Living within a disconnected society, one where reality is diluted through the screening of our senses due to the use of telecommunication devices; we find that the quality of life within the urban realm is compromised. This culture has a negative impact on physical interactions amongst individuals, their personal environments as well as public space. Within these intermittent social environments we find that the culture unfolding within the urban realm to be counterproductive.

Society is engaging in a bitter cycle where attractions to technology and its various interfaces encourage disconnection and introversion of individuals contributing toward the breakdown of community and public life. The second part of the cycle Robins identifies when pointing out the use of 'computer-mediated communications' in order to satisfy the need for community due to the increased disappearance of public spaces from the physical world. (Robins.1996) This

cycle contributes toward the intermittence and austerity present within the urban realm. This phenomenon thus perpetuates the cycle of crime and lost space within the urban realm. The virtual world has provided an alternative that satisfies public desire to limit contact in the public realm. Fear in the CBD impacts negatively on spatiality and plays a key role in the creation of undesirable spaces.

This shift in '*spatiality*' forces society to live out their lives in a reality that is disjointed. The physical world is no longer the sole mediator of reality. The world of cyberspace that may be described as a world of coded information supplements the real world resulting in the redefinition of '*reality*'. The importance of the physical as contributor toward reality has shifted through the influence of technology on '*human spatiality*' and the physical can now be interpreted as '*virtual*' as well. Within this context citizens are emancipated to an increased level of connection with the rest of world, thereby impacting on '*spatiality*' in terms of a widening of its consciousness. Thus the essence of apocalyptic views of the future city stems from the increased redundancy of physical environments through its inability to stay abreast with social change due to technological advance.

It is this issue of the simulation of the real world that begins to bring reality into question and begins to alter notions of spatiality. The contribution of new image technologies and their interfaces are described by Robins (1996), as being fundamentally negative where they promote increased levels of detachment and disengagement from the real world. These act together to create alternate places that exist outside the realm of the material world, thus diluting the potency of a material reality by the addition of the '*Virtual*'.

The allure of the virtual is intense, yet in the living out of dreams or raised consciousnesses, we stand to loose touch with ourselves and the pleasures that lie in the material world. That which we experience through our most primary

state, the physical, we stand to loose touch with ourselves as both individuals and society. This alludes to decreased importance within the physical realm, with less concern for spatial relationships.

"The city should not be lost from view. We still have a need to see our identity individual and collective reflected back to us. We still need the urban scene to be a visible focus of experience and meaning conscious and unconscious." (Robins. 1996:138) Contrary to Robins view it can be argued that images do reflect back identity to a society immersed within the virtual. Although it has been argued that 'experience' in the physical realm is important, the 'experience' of the virtual cannot be ignored. Thus there is a need for integration of physical and virtual experience within the urban realm in a manner that engages 'Information Society'.

The impact of the virtual is described by Robins (1996:31), *"Modern technological culture has had the effect of weakening the sense of tactile reality and pacifying the body."* In dealing with the notion of a pacified body it is important to note the role of experience in the playing out of life. It is that which we take in through our senses that links us with our sense of existence. It is through our interactions that we begin to construct meaning in our lives. The threat of 'weakening the senses' can be equated to the weakening of self meaning as well as weakening of experience. This has a negative impact on the meaningfulness of physical interaction, both with the physical environment as well as with other human beings. This has tremendous ill-effect on the nature of public spaces within the city as well as the well-being of society as a whole.

PHYSICAL MANIFESTATIONS

The influence of technological advance on social and economic processes impacts the nature of space within the CBD. It is revealed that the impact of technological advance on spatial planning bare similarities to those identified by Dewar (1992) to be true for the Apartheid City, that is, 'fragmentation, low-density

sprawl and separation.' Castells (2004) motivates that spatial transformation in the urban realm should be understood within the context of social transformation as a reflection of society. Therefore the urban world can be understood as a result of societal change, change due to the influence of technology on culture.

One of the key technological transformations that have occurred within the realm of daily life in the past decade has been the increased '*speed of information availability*'. This phenomenon has impacted the manner in which work and leisure activities are engaged. This in turn has led to transformation of both the work place as well as the home inasmuch as new technologies have redefined spatial requirements and the importance of location.

Technological advancement has altered the principle through which tasks were previously undertaken, granting a renewed level of flexibility. The key principle upon which the '*unintelligent*' workplace was defined was the need for physical presence. Advanced telecommunication systems have allowed for the same tasks to be carried out with a higher level of efficiency without the need for physical presence. Castells (2004) has identified that the speed of information flow has made decentralisation possible, resulting in a new network of urban nodes. The net result has been the fragmentation of central business districts due to the feasibility of decentralisation.

The changing nature of the city due to technological influence has shifted the city from functioning autonomously and passively on the global market to becoming a '*Global City*'. The global city is referred to by Castells (2004) as the articulation of segments of many cities, into an electronically linked network. The result of this trend is the creation of nodal areas within the city that connect to the global economy. These areas being of high value to the metropolitan economies are developed in order to ensure the competitive articulation within the global society. These areas are characterised by an increasing incorporation of electronic communication devices into its functioning. Urban areas are formed where interactions occur constantly with online information systems. The physical

manifestation of such a phenomenon is the development of 'nodes' that are functionally integrated yet socially differentiated and detached. This phenomenon has contributed toward further fragmentation of the urban fabric.



Illustration 21. Physical model of a residential development in Mt. Edgecombe. It is important to note that the project is walled in with a guardhouse at the only entrance. (www.keyprojects.co.za)

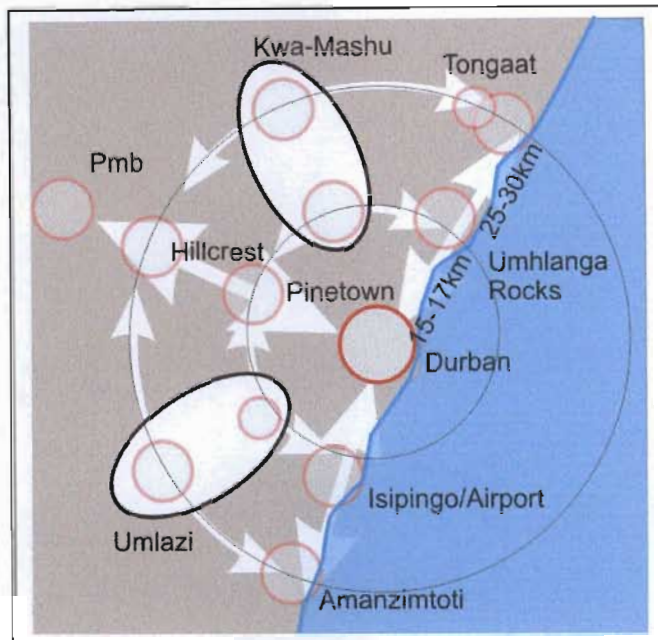
Increased information flow has led to breakdown of physical communication amongst individuals which has thus broken down notions of physical community and thus destroyed hopes of defensible spaces. This has spawned the growth of defensive spaces and segregated areas that have developed along economic lines. New business nodes have made these new models of residential development feasible materialising in "gated communities" that have mushroomed in close proximity to these nodes. Such behaviour is currently proliferated in Durban as Castells (2004) accurately describes

this new urban world as being dominated by a double movement of inclusion into 'transterritorial network's' and exclusion by the spatial separation of places. This behaviour has spiralled into a condition of subdivision that damages an already separated urban form. (Refer to illustration 21)

Due to suburban sprawl and the lack of social space within the CBD, commercial pressures have increased resulting in the creation of artificial environments that seek to emulate urban life. The result is an 'urban virtuality' where public space is transformed into theme parks. (Castells 2004) In the case of Durban, 'themed architecture' has been employed in attempts to draw people into specific zones of activity. In these developments the aim has been to simulate imported environments and experiences. Here public space is shifted from a place of free open space to a domain where it is carefully controlled and monitored. This activity seeks to deny local culture and heritage prevalent in Durban and

undermines the potential potency of experience within the physical realm since these environments have no direct ties with shared local culture or meaning.

Illustration 22. Depicts the development patterns in Durban relative to the Durban's CBD.



CONCLUSION

The virtual world has a great impact on society in that it has restructured the way we think. Our increased association with the virtual world causes us to lose touch with qualities that make us human through the numbing of our senses and the dilution of the need for physical interaction. However we find society to be operating within the domain of a fractured spatiality where the two worlds contradict each other and contribute toward a disjointed reality where the virtual community exists in isolation from physical interaction. Further the promises of fulfilment through fantasy together with the opportunity of multiple spatiality's materialize in physical isolation. Therefore the deterioration of public space is characteristic of this culture. This practice diseases the social fabric of our society and separates us from all that ties us to our humanity.

The influence of technological advance on social and spatial ordering contributes to further '*fragmentation, separation and low density sprawl.*' Further the artificial environments that emerge do not serve to reinforce ties with experience of context and associative meaning thus deny the potency embedded within physical location. The result is the practise of space making that marginalises all the qualities inherent within a context that possesses the potential to transform mere *space* into a meaningful *place*. The collective end result is the restriction of experience by creating a series of environments that exist as non-entities in that they hold no differing qualities from any other urban setting thereby contributing toward blandness within the urban realm. These environments fail to engage a public with a raised consciousness and an increased need for engaging experience within the urban realm. These issues require a holistic planning solution that seeks to encourage physical interaction and heightened experience through dynamic links with context.

As discussed in the previous chapter, we find the culture within the urban realm to be that of restriction, separation, limitation and exclusion. Thus the impact of new technologies, within the context of a post apartheid democracy proves to have a negative impact on '*spatiality*' in terms of perceptions toward spatial form within the urban realm. Advanced telecommunications systems distance the notions of segregation, separation, limitation and exclusion through its proliferation of '*inclusivity and universal access*' which bare influences on '*spatiality*'. Therefore perceptions toward existing spatial form within the urban realm reaffirms notions of redundancy, were past hierarchies of formal order and public restriction upon which architectural notions of space and form were conceived can no longer be valued. These perceptions contribute toward the disparities that seek to separate virtual geographies and physical geographies, consciousness within physical space and that proliferated within virtual space.

Therefore it is crucial that the disparities between virtual geographies and physical geographies be resolved through encouraging within the urban realm,

freedom of access, both to the city in the general sense as well as to its amenities and services. Encouraging connectivity is critical, of individuals and communities found within the virtual and those within the physical and vice versa. The notion of inclusivity needs to become an active ingredient within the urban realm in a manner that transcends race, class and economic boundaries. 'Image' in the physical realm is increasingly important and this can be interpreted as architectural imagery or form making within the urban realm. Given the conditioning of information society it is critical that imagery within the urban realm bare dynamic ties with meaning. Further it is important that an atmosphere of limitless possibility be engendered within the urban realm.

The challenge then is being able to find ways in which these qualities fostered within the virtual world can be shifted to the urban realm so that the two may work together to enhance the quality of life within the urban realm and redefine experience for the betterment of our collective physical existences, social and economic.

Further virtual public and physical public exist in isolation and separation. Spatial form that does not serve to reinforce ties with context and associative meaning, deny potential embedded within physical location to generate 'unique experience.'

CHAPTER 5

URBAN REVITALISATION

INTRODUCTION

It is critical to find ways in which planning methods can play a role in the unification of virtual and physical geographies and thus this chapter aims at exploring planning approaches that have the potential to transform the urban culture present in the CBD to one of a positive nature.

THE WATERS EDGE

In the attempt to revitalising the city centre maximizing the use of existing resources becomes crucial. Some of the most valuable properties which are underutilized areas is the Harbour Precinct. The desire for communities to interact with the waters edge has risen around the world. The increasing number of waterfront redevelopments undertaken around the world in the last century is proof of this phenomenon.

The Durban harbour with its close proximity to the city centre has been an extremely under utilised resource in terms of the civic structure. The failure to realise the full potential of the harbour is partially due to the changing role of the harbour and the changing levels at which it functions. Redefining the role of the harbour leads to unlocking the hidden potential of the harbour so that it becomes a major asset to the public and to the city as a whole. Marshall (2001) writes that waterfront development is a way in which economic investment can be recaptured and people can be attracted back to deserted CBD's. Drawing

people to the city centre has definite positive effects on social development and the quality of life within the CBD.

Durban's CBD is favourably located in that it lies in close proximity to the coast which is one of Durban's major tourist assets. The redevelopment of the harbour and beachfront areas in the tourist services and recreation sectors enhances the amenities afforded by the natural landscape and allows for the expansion of the existing tourist industry. The development of the water's edge also provides potential economic opportunities in the setting up of a symbiotic relationship between the CBD and the waterfront where those that are attracted to the beaches and harbours can also access the CBD with ease and vice versa. Therefore, the argument becomes one for connections and linkages of the water's edge to the city centre, stitching the two together so that they form one cohesive whole allowing for the maximization of resources. Key to such an intervention is being able to effectively channel people to and from the waters edge where they are afforded with the opportunity to interact with the water's edge and enjoy the natural amenity that water provides.

City Waterfronts are highly visible areas and provide a platform for intervention that may embody the new definition of the city in terms of positive social change and cultural development. Due to the harbour setting being one of industrial usage these areas are characterised by separation, from the city centre and therefore are disconnected from social and economic activity that occur in the city centre. (Marshall, 2001)

Previous infrastructure that has been used as physical barriers may now be seen as opportunities for urban intervention. Alfonso Vegara in his essay, *'New Millennium Bilbao'*, writes of the waterfront development in Bilbao, *"Instead of remaining a physical and social barrier, the Nervion River would become an axis for the social and urban reintegration of the metropolitan area."* (Marshall. 2001:65)

Besides the issue of access, appropriateness of the functions is pivotal to activating new urban developments along the water's edge. This in turn revitalises the city centre. Rhino Bruttomesso (Marshall, 2001), argues for the existence of numerous activities on the waterfront as a way of breathing life into new extensions of the city. Therefore the correct mix of residential, commercial and retail activity together with recreational facilities possesses the potential to draw and sustain activity along the water's edge.

COMPACT CITY

Within this model the growth of the range of services made accessible by foot is proportionate to the compactness of the city. Higher levels of social and commercial service are made available in a compact city arrangement rather than in a diffuse arrangement due to high population densities. Compact cities allow the public transport systems to become viable. Aside from the amenities that higher densities offer and the increased quality of life within the City, the compact city model also offers a sustainable city planning model that takes into account the long term effects on the environment.

This type of development argues for a model that would reduce the amount of energy and space required to run various systems such as transport and basic services. It also reduces the need for motorized transport thereby reducing daily consumption of non-renewable resources. Environmental issues such as global warming make the concept of a compact city more logical and allude to the creation of a sustainable city.

MIXED USE DEVELOPMENT

Mixed-Use Development is commonly termed New Urbanism which is an International Movement which seeks to reform the urban built environment. New Urbanism promotes the infilling of inefficient portions of the city as well as renovating and reusing the existing buildings. The concept of mixed uses seeks to shorten the distance between places of dwelling and areas that are essential for the sustenance of life, work and shops for example.

Mixed-Use Development encourages the concept of mixed land uses. This would allow for a mix of activity, where office, commercial and residential accommodation are housed within a single building or within a small precinct. Mixed-Use communities are complete communities structured using the same components as a conventional development but designed to be highly integrated. (www.Inchip1.realtors.org) A key focus is the creation of a holistic environment that is pedestrian friendly.

'Mixed-Use Development' argues for higher densities as a means of more efficient use of resources and infrastructure both new and old. This can be interpreted as densification of the city centre with well integrated buildings of mixed use. This concept extends further to subdivide categories such as mixed housing typologies that include a range of types, sizes and prices in closer proximity to the city centre.

The integration of *'Mixed-Use development'* into the existing fabric of the CBD would result in quality urban environments where emphasis on creating a sense of place is key. This would include the strategic placement of public facilities within communities which raises the standard of living. Correct orientation of buildings together with the interplay of contrasts between scale and proportion create varied and quality spaces that contribute toward a cohesive composition as well as engaging pedestrian environments. These measures would allow

people of various cultural backgrounds, race and economic groups to inhabit the CBD. The benefit of having a larger population density within the urban realm would provide safety as spaces would have better surveillance. This in turn increases the hours by which the city remains active.

The active city thus is able to expand the tourist industry in the area of '*Urban Tourism*' as well as increase the economic benefit of tourism in Durban by enhancing the tourist experience of Durban.

PUBLIC SPACE

Given the current trend of isolation and separation of people which was explored in Chapter four, the importance of public space is noted as it provides a setting that encourages interaction on various levels. One of the key characteristics of '*mixed-use*' development is that it places emphasis on the creation of a sense of place. It looks at the creation of a community within an urban setting. The development encourages quality public open spaces which house a rich sense of social interaction.

In his book, *Life Between Buildings, Using Public Spaces*, Gehl separates the different types of outdoor activities into three distinct categories. The first is those that are '*Necessary*' or compulsory such as going to work or shopping. Gehl puts forth the notion that these activities are related to walking and will only be slightly influenced by the physical framework. The second aspect is '*Optional Activities*' and are those activities, such as taking a walk or sunbathing. These activities only take place when the weather and exterior conditions invited them and therefore are highly dependant on the exterior conditions and physical planning. The third is social activities; this group describes all the activities that depend on the presence of others in public spaces. Examples of these activities are children at play, greetings and conversations or communal activities. Gehl

also puts forth the notion that when common interests are shared public spaces become more comprehensive for example discussions, greetings, conversations and play occur. This type of activities may occur at work or at school. Gehl (2001:14)

Therefore the physical framework and the grouping of people directly influence the occurrence and intensity of physical interactions in public spaces. Buildings of mixed-use groups people into a community atmosphere. People within this community share common interests and values, from school children to working colleagues. This thereby influences the quality of interactions resulting in public spaces that are more active for longer periods of time. Mixed-Use Development and careful urban design may augments these activities and make them pleasant and meaningful. This creates an environment that encourages physical interaction and a mix of cultures. Gehl points out that the presence of people is a key element that contributes toward the creation of public space. It is through quality public open space that Durban is able to show-case its cultural diversity to the tourist market.

TRANSPORT

As is the case in Durban at present, higher density residential areas exist on the periphery of the city. As a planning solution this is extremely inefficient since commuters have to travel distances that often exceeds two hours in each direction to reach places of employment. This situation is costly in terms of the physical energy requirements and public expenditure. Generally, the poorest groups in South Africa need to travel the furthest and therefore are required to spend the largest proportion of their income on transport costs. Considering the capital cities in the first world countries the pattern of land use in South Africa is reversed. In first world cities densities decrease outward from the city centre, in Durban densities increase outward from the city centre. (Mission Report,

September 1992) Urban infrastructure as a resource is thus not fully utilised due to apartheid city planning.

The concept of Mixed-Use development strives to create humane environments by minimizing the distances people need to travel for the playing out of daily life. By providing housing in the city centre this need is minimized and thus reduces the need for individual motorized transport. Other means of transportation such as bicycles and walking are encouraged as a more efficient and sustainable system for the long term, this allows the streets to return to being a pedestrian friendly zone and one of social interaction.

This approach reduces the spread of noise and air pollution by decreasing the need for expansive road, rail and air transportation systems. The net effect of such an intervention in the CBD would be the limitation of congestion as expanding transportation systems are restricted. This allows for more efficient utilisation of energy and land resources. The envisaged result would include an increase in the quality of life as the ill effects of inefficient transport systems are negated.

CONCLUSION

It has been realized that urban planning solutions have the potential to regenerate the social and economic fibre of the CBD by maximizing the use of its assets. Benefits of a revitalised CBD are thus two-fold, the first is the economic benefit. The second is the increased quality of life, through the development of the environment, its amenities and public interaction within the urban realm. The CBD thus benefits in terms of an increase in living standards and the promotion of a richer sense of culture within its bounds.

Further these planning approaches are able to counter the current negative culture propagated through built form within the CBD and narrow the gap between virtual and physical geographies in the following ways. The development of the water's edge makes areas of the CBD that were previously restricted, accessible. Further land uses would be integrated through the activation of 'lost space' by developing infrastructural barriers. Making this important amenity accessible adds to the recreational quality of the city and breaks down past notions of exclusivity associated with the Harbour.

The compact city and mixed-use development are concepts that work together to populate the CBD and keep it active for longer periods of time. This makes the city safer and would counteract notions of fear and anxiety that are associated with frequenting the CBD. The creation of quality public open space provides limitless opportunities for public interaction and thus injects life into the urban realm.

Compact development affords inclusivity through the mixing of economic, race, gender, and age groups. Pedestrianisation of streets and reliable public transportations systems allow for the notion of increased accessibility to be constructed within the urban realm. Decreased restriction allows for more efficient use of time while reducing anxiety and frustration within the city. Further public open space is the city's show case for culture.

CHAPTER 6

SPACE AND EXPERIENCE

INTRODUCTION

As discussed in chapter four the influence of advanced technologies, mainly telecommunicative technologies, have contributed toward the creation of a culture where man's existence is lived out in two separate worlds. One is that of the virtual world and the other the physical world. These worlds separated, essentially have a negative impact on man's quality of life. As earlier established, there is a divide between physical geographies, spatial form and virtual geographies, the virtual world of information in that the two construct contradicting senses of reality. This speaks of a separation of consciousness experienced within the physical world from that experienced within the virtual world. In chapter five planning approaches were explored that bare the potential to manipulate consciousness in order to recreate those positive qualities fostered within the virtual world. In this chapter, ways in which spatial form can be manipulated in order to counter the negative effects of contemporary culture on society will be explored.

The human condition within contemporary society is that of decreased experience. (Robins.1996:24) The focus of society is on the interface as a mediator of personal realities where the result is a dilution of the potential inherent in cities as places of 'experience'. Therefore it can be reasoned that decreased spatial quality within the urban realm is due to lack of dynamic engagement of experience. In order to positively engage 'Information Society',

focus needs to be placed on the creation of heightened experiential quality within the urban realm.

PLIANT ARCHITECTURES

When considering the creation of environments for a society with an evolved sense of reality, current architectural practise in South Africa seems dated. That being said, it is understood that the materialisation of architecture is a product of a synthesis of numerous variables. Hence the relevance of the 'topological approach' is two fold, foremost is its ability to accentuate experience. When considering the renewed importance placed on imagery and the visual, the second aspect becomes crucial in that it provides a method through which the physical appearance of space is able to hold meaning.

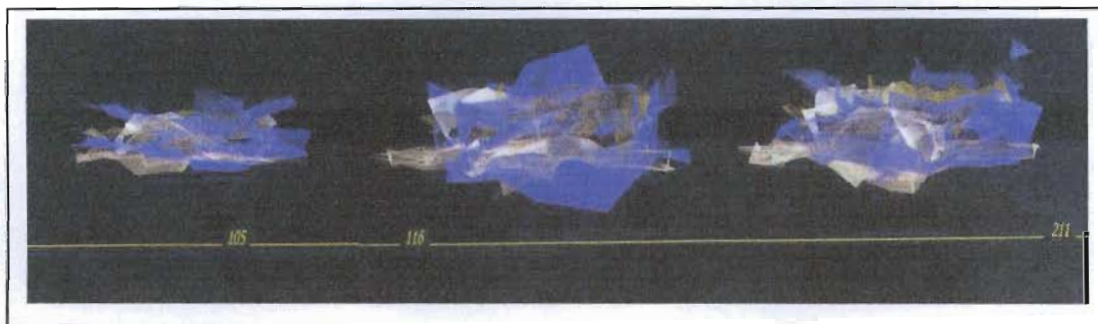


Illustration 23. The Roppongi, Tokyo. Depicts a field of fluctuation forces at play in the city. (Cristina. 2001:137)

Contemporary theorist, Stephen Perrella (Cristina. 2001) argues that architecture in its formal practise requires an increased association with meaning structures that form part of everyday life. Perrella's identifies the influence of Western culture on architectural practise around the world, as one that essentially and subconsciously promotes the separation of planning and form making. Perrella further adds that the result is embodied within an architecture that emerges through '*its own internal discourses*'. These do not have any direct relationship with meaning found in the occurrences and practise of daily life.

The creation of spatial form through the influence of western culture within the South African context has contributed toward the disconnection of meaning and spatial form. As identified, '*information society*' has the tendency to marginalise experience within the physical environment where it fails to dynamically engage them. Physical environments that fail to respond with an increased level of contextual specificity abandon ties with meaning and provide conditions for such behaviour to be perpetuated.

Contemporary theoreticians are approaching design in a more holistic manner. In the search for an approach that would allow for the generation of built form that is more relevant, architects have adopted the notion of '*Topology*'. This is a mathematical term that has been reinterpreted and within the context of architecture it makes reference to '*Form*', in its dynamic state as opposed to its '*Static State*'. '*Architectural topology*' thus is used to describe the dynamic variation of form, which is made possible through the use of computer based technologies. (Cristina. 2001)

As is most common in current practice throughout the world, '*formal conflict and contradiction*', is the medium through which architecture is explored. It is at this point, where the most divergence occurs, where the logic of topology and curvilinearity are employed to '*embody*' pertinent '*forces*' that are different. (Cristina. 2001) This logic emerges out of an understanding that the world is complex, therefore this approach seeks to acknowledge such '*complexities*' through exclusivity of what are determined to be issues that are relevant to a particular project. Therefore '*form*' as an entity is able to embody meaning.

Pivotal to this approach is the development of an understanding of the '*dynamics*' that play out in the '*urban realm*', through the use of computer modelling. (Cristina. 2001) The argument is thus for the incorporation of a number of different factors that are not usually considered to be relevant to the design process. These may include, '*purchasers*', '*market*', and '*utilisation*', in as much

as the form, function and technology are important, as equal contributors to the manner in which the building functions, performs and materialises.

Form, within the context of this approach is considered to emerge out of a generative process based on information. This process seeks to deny *'pre-existing form'* that is associated with Cartesian and Euclidean geometry's as being at the *'origin'* of a design process. (Cristina. 2001) Thus the architecture becomes constituted by a process of unseen behaviours that occur within the world, acting on space. The architecture in this regard can be understood as an embodiment of information.

'Hypersurface' is a theory formulated by Stephen Perrella, a practising architect, journalist and theoretician. The term *'Hypersurface'* is used to describe a reconsideration of *'culturally instituted dichotomic relationships'*, such as those of *'interior verses exterior'*, *'structure verses ornamentation'*, *'subject verses object'*, *'ground verses building'*, *'form verses image'*. Where they are now viewed as *'transversally constituted conditions'*, as opposed to separate entities. (Cristina. 2001) *Hypersurface*, can be understood in terms of an existential phenomenology, of subject and object relationship within a new dynamic condition. Broadly a *'Hypersurface'* is significant of any set of relationships were the nature of which is that of exchange.

'Hypersurfaces' can be understood as event structures that are directly linked with the experience of space and time, where the notion is conceived of in terms of their exchange, from a phenomenological standpoint. The generative process is that of a superimposition of *'existential sensibility'* onto mathematical abstraction. The aim of this process is to merge the *'ideal mathematical abstraction'* with the real world of the physical. Thus the new condition of relevant dichotomic relationships is shifted to the material realm negating ideals that fail to maintain purity. (Cristina. 2001)



Illustration 24. Blow out – 'NOX' Depicts the exterior view of a toilet block. (Cristina. 2001:173)

Cristina (2001) explains that architecture is considered in its '*interiority*' where value is placed on '*space*' as its essential content. Therefore '*topological space*' can be considered as the result of a system through which space becomes varied and differentiated. The key concept within this framework of a renewed consideration of space as constituted by applied logics of heterogeneity and differentiation, is the conferring of a renewed potential of '*experience*' on space. This is achieved by considering space in its three dimensionality. Thus differing from the Cartesian and Euclidean notions of space that are '*homogeneous*', '*quantitative*' and '*metric*'. '*Topological space*' therefore is thought of as having the ability to evoke a '*temporal event*' within form, which can be considered holistically as the notion of a varied experiential quality within space and time. Topological architecture therefore allows for the generation of space by configurations under tension. The resultant space achieved is thought of as a '*dynamic field*', possessing qualities of direction and trajectory. The dynamism signified in this process emerges in the physical realm in terms of '*spatial-temporal variation*', which evolves within plastic, undulating forms of the built object.

The area of focus within this practice is therefore the relationship between '*perception*' and '*experience*', during the process and within the end product. It is understood that the experience of '*things*' involves a perceptual '*transformation*' based on the sum of our sensory experiences. Therefore form can be understood by its qualities of development that emerges out of transverse

relationships between *'perception and the flowing of human experience'*. The *'topological dimension'* of such space of variation therefore contains the aspect of the, *'transformability of form'* and the *'flowing of human experience'*.

Therefore *'topological space'* can be conceived of as corresponding to *'forms of experience'*. Topological space is synonymous with the term *'Hyperspace'*, which is used to describe space understood in its existential quality as possessing an *'experiential surplus'* which corresponds to the *'dynamic effects of spatial configuration'*. (Cristina. 2001) Therefore Pliant Architecture is able to directly address the issue of, lack of sensory experience within the physical world. It is further able to counter the emergence of meaningless imagery, a phenomena associated with contemporary culture, by embodying information. Thus resulting in the creation of material imagery and space that is dynamically ties to meaning.

HYBRID EXPERIENCES

The notion of *'hybrid experiences'* seeks to fuse mechanisms of the virtual and the physical that possess the potential to enhance experience. Through the integration of interactive technologies into urban environments a balance between the spheres of the virtual and the physical can be reached. Thereby shifting *'experience'* from a phenomenon related only to the material or virtual world in isolation, to one that is jointly constituted.

This notion alludes to the creation of a new language of inclusiveness and accessibility, which would seek to reconcile disparities between existing environments and emergent new cultures. The creation of hybrid urban spatial forms posses the potential to engender new and intense states of *'experience'*.

EXPERIENCE IN BUILDINGS, FRESH H2O EXPO

This project was designed by 'NOX' a multidisciplinary firm that specializes in architecture. The project was built on a site in Neeltje Jans in the Netherlands, a 4 year project commencing in the year 1993. The project was commissioned by the Dutch Ministry of Transport, Public Works and Water Management, to raise the standard of awareness about water in the region.



Illustration 25. Exterior view of building. (www.noxarch.com)

Lars Spuybroek a principal of 'NOX' cited by Cristina (2001:165) expands on the body and movement. Spuybroek introduces the term '*Proprioception*', a term used by neurologists to describe the body's power of unconscious self-perception. The notion is developed through the understanding of the body's ability to adapt to prosthesis and regain former movement and grace. Spuybroek explains that the body is described as having an irrepressible tendency to incorporate '*sufficiently responsive*' systems into its own and make it function smoothly as an extension of the body. To highlight this point, Spuybroek uses the example of the manner in which people drive cars, where the action becomes second nature and decisions occur in the sub-conscious. People are thus able to drive without thinking consciously about their actions, to the point where one relies only on the feeling and the action takes place from within.

Spuybroek expands on the new dimension through which he considered space by drawing comparison with a movie called '*The Garden*'. The movie tracks the movements of a little girl, where the camera angle was manipulated so as to unfold the scene from the viewpoint of the girl. Spuybroek (Cristina. 2001:165)

notes that, "*We see the tree folding under her legs, we see the rungs of the ladder shrink and bulge under her feet, we see the slide deform under her body.*" Spuybroek identifies that things become part of her body through '*topological deformation*', as the girl becomes a sphere of action. Spuybroek identifies this phenomenon as '*proprioception*', where all the girls' senses become equally active and her environment is responsive through its exchange of information. Spuybroek emphasises that the girl's actions become prosthetic because the result is that the '*feeling reach of the skin*' becomes extended. Spuybroek goes on to conclude thus, that every technological device acts as prosthesis and becomes action, or a movement object.

Therefore if we are able to increase the number of prosthetic extensions, then we are able to increase and vary the scope of exchange systems that act on the body. Thus increasing and intensifying experience through the use of interactive technologies.

The project is revolutionary in its merging of software, hardware and wetware into a unique experience of space. The building was designed as an interactive installation, which emerged out of a series of deformations of fourteen elliptical shapes that were spaced out along its length. The design was based on the unstable yet complementary relationship shared by Architecture and information.



Illustration 26. View of three dimensional model of the building in the landscape. (Cristina 2001:168)

Three dimensional modelling software was used to generate the design, both the internal space as well as the external envelope of the building simultaneously.



Illustration 27. View of interior spaces that were generated, noting the dynamic manner in which visitors interact with the building. (Cristina 2001: 171)

The architect describes the resultant geometry as a '*prosthetic vehicle*', where the traditional notions of subject and object have been rethought into an interactive blend. The experience is thus one that is in-between body and environment. This notion of interactivity

has been furthered through the interweaving of interactive technologies and architecture where design embraces synaesthesia through its use of varied

materials such as rubber and cloth as well as electronic media, interactive sound, light and projections.

This allows for increased intensity of sensory engagement of users through the employment of a blend of stimuli. These were derived from the spatial layout and interactive technologies. This environment allows for users to be dynamically engaged. This reconstructed experience allows people to interact in a realm that is in between material and virtual space where new associations with meaning can be formed.



Illustration 28. Interior view of building revealing the structural logic beneath the surfaces planes. (Cristina 2001:170)

EXPERIENCE IN PUBLIC SPACE – RAFAEL LOZANO- HEMMER (ALZADO VECTORIEL)

The “Vectorial Elevation” is one of few interactive installations to be exhibited on a large scale. The most recent installation was exhibited in Dublin in 2004. (www.dublinelevation.net)

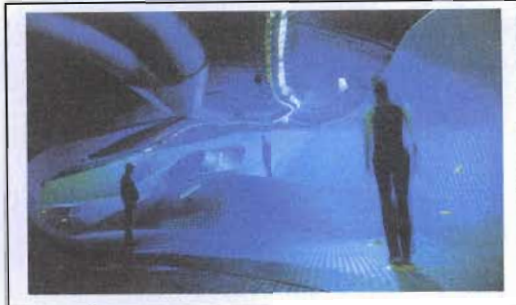


Illustration 29: View of the finished interior with layering of interactive media, noting the manner in which people are dynamically engaged within the space. (Cristina 2001: 171)

The exhibition was made possible by allowing the public to design large ‘*light sculptures*’ that projected over the city of Dublin from the month of April to May 2004, via the use of a specially designed website, ‘www.dublinelevation.net’. The website allowed the public to position 22 individual searchlights through the use of a computer which also made possible the viewing of the results online. Each searchlight of 154 000 watts of power each projected a beam of light visible from a 15kilometer radius. Each design was saved and projected at 14 second intervals in the city centre. The website also made ‘*live broadcast*’ of the event possible through the use of video cameras that were positioned at the installation. The system also documented each design and forwarded an e-mail to the participant upon completion. The site received a total number of 19 330 372 hits from 100 countries which resulted in the exhibition of 14 364 designs. (www.dublinelevation.net)

It is important to note that the event was conceptualized first via the virtual world and was then transmitted into physical space. This installation made possible the alteration of the physical realm via the virtual. This allows for the merging of physical and virtual communities, through mutual participation and shared experience both on a local and global scale.

Three key principles of the project were, 'action, interdependence and feedback.' (www.dublinelevation.net) This allowed the public, in the widened sense to, transcend notions of control and surveillance experienced within the physical realm. This therefore allows for notions of increased access and inclusivity to be proliferated in the urban realm. Further the notion of blandness of material space is countered through renewed importance being conferred onto the physical realm via the virtual, where it now becomes the focus of experience.



Illustration 30. This image depicts the light sculptures created around O'Connell Street in Dublin. (www.dublinelevation.net)

This installation exposes the redefined context of '*local public*' space as public spaces that have become part of the Global city. Broeckmann (2004:379) points out that the public sphere requires the use of the technical possibilities afforded by the networks which allow for new forms of becoming public. This installation makes it possible for notions such as 'freedom of access', 'connectivity' and 'inclusivity', fostered within the virtual realm to be made manifest in the urban realm.

INFORMATION DISSEMINATION IN BUILDINGS

The need for efficient methods of tourist information dissemination has been established in chapter 2. Built form has been consistently used throughout history as a tool for the dissemination of information into the public domain either through the manipulation of form, scale or ornamentation. That being said it is therefore important to consider specific methods of information dissemination that have been employed through the evolution of architecture in order to gain insight into a possible future trajectory for the practise.



Illustration 31. Exterior view of the "Sun Temple", at Modhera. (www.holidayrajasthan.com)

Trincia identifies that the functioning of walls and their surfaces has evolved over time yet fulfil three key functions that he describes as, '*Information Flow, Programmatic Flow and Environmental Flow*'. (<http://arch.ced.berkeley.edu>) Trincia

explains that in the case of the "*Gate of the Great wall*", in Beijing, China, dated 1345, as well as the "*Sun Temple*", in Modhera,

situated in India, dated 1026, early stone, brick and masonry was used for construction. In each of these cases the outer surface of the walls exhibited bas-relief, carvings and statues which served the function of information transfer or '*Information Flow*'.

Similarly Greek and Roman masonry served the purpose of housing services or '*Programmatic Flows*', by accommodating plumbing in the walls, they also accommodated for '*Information Flow*' through the application of tile mosaics onto the wall surface. (<http://arch.ced.berkeley.edu>) Trincia points out similar cases in '*Pompeii*', Italy, dated 6th century BC – 79 AD, as well as '*Fishbourne Roman Palace*', England, dated 75 AD. In more recent projects Trincia identifies '*Information Flow*', made possible through the use of digital media walls, such as those used in New York's Time Square.



Illustration 32. Image above illustrates the use of digital media screens as advertising signs mounted on buildings in New York's Time Square. (www.newyorkcitynewyork-guide.com)

In terms of marketing a tourist product in Durban to both local and foreign tourists as well as the local public alike, the process becomes one of fully informing the public of the tourist product in Durban. The process then becomes a task of strategically marketing the '*experience*' offered by a tourist attraction, through which the public are able to become accurately informed about the product. Therefore the effectiveness of information dissemination within this context relies on the ability to relay '*experience*' to the public.

Given this situation it is important to note the benefits of digital technologies in terms of public information dissemination. In the quest to convey information effectively and rapidly, digital media technologies are advantageous. They do not rely on the use of signs or symbols to convey information. This is of extreme value as the efficiency of the use of sign and symbol in the relaying of a message lies within the ease at which individuals are able to extract meaning from them. However when confronted with a public of diverse cultural backgrounds as is the case in Durban this becomes increasingly difficult. The increased importance of the visual in contemporary culture makes digital media the medium through which society is most easily engaged.

Borradori (Cristina. 2001:208) points out that memory and perception are the two elements used in the construction of '*experience*'. Borradori explains memory as the revisitation of perception which bears disparities with present time. Taking on this Bergsonian view of the concept, Borradori identifies that perception becomes mediated through memory. Whereby, through the process of experience, perception becomes engaged. Thus viewing perception in its phenomenological state allows for the construction of memory. From this understanding the importance of digital telecommunication devices to the process of information dissemination become apparent due to its ability to mediate experience. Digital media is able to offer a level of engagement with experience, that surpasses that of other mediums and through which memory can be engaged.

It is understood that digital display mediums and related technologies are flawed in as much as their ability to mediate experience is limited to the visual and audible realms, lacking engagement with the sensory dimensions of smell, taste and touch. However these digital mediums allow for interactive experience between mind and place that other mediums fail to create, through the use of real time footage and accurate, life size digital simulations of the attractions. Therefore when these technologies are fused with built form within the context of '*tourist information dissemination*', they create environments that have the potential to be highly informative since mediated '*experiences*' allow learning on a level that is able to engage 'Information Society' thereby promising to raise levels of information transfer.

CONCLUSION

The concepts explored in this chapter are important because of two reasons. They can be used to counteract the negative aspects of popular culture proliferated through the virtual world as well as provide means by which the positive aspects can be brought into the physical world.

As established in chapter four, is the need for meaningful imagery. Pliant architecture allows for the creation of space and form within the urban realm that has direct ties with meaning. This allows information society to be engaged positively. Alternative methods of creating space as described in this chapter allow for the dynamic variation of space and therefore the heightening of experience.

The use of interactive technologies in the creation of environments allows for deeper stimulation of the human senses with the result being also, the heightening of sensory experience. It also encourages physical interaction thereby providing a positive alternative to isolation and lack of physical contact developed in the virtual world. The use of such technologies in the linking of

physical and virtual communities through shared experience allows for the affirmation of notions such as inclusivity, freedom of access and limitless opportunity.

This provides an avenue through which 'Information Society' can be engaged while increasing the visual presence of the urban scene. Allowing reflections of heritage and culture embodied within the CBD to become present within the virtual realm. Physical environments that are born out of a focus on user 'experience' encourage physical interaction within their bounds and thus counteract the negative effects of technology on culture by drawing people back into public space. Further the use of digital media in the creation of built form affords the potential for increased information transfer within the urban realm.

CHAPTER 7

PRECEDENT STUDIES

URBAN DESIGN: DARLING HARBOUR, PYRMONT, SYDNEY, NEW SOUTH WALES, AUSTRALIA.

The regeneration of Darling Harbour in Australia is of significance since it involves the revitalisation of a former industrialised portion of the C.B.D that lies alongside the bay. This project illustrates the power of the water's edge as a draw card when planning public open space due to the high level of amenity that it offers. Further lessons can be learnt from this project since it is directly linked to the C.B.D and can be understood as a tool for revitalisation of the city centre. Although this study will look at the project in broad terms focus will be on understanding the assemblage of elements that were used to create unique experiential quality.

The Development occupies a 134 acre site adjacent to Sydney's CBD and commenced in 1984. The decision to develop was based on research by the City of Sydney done in the early 70's and 80's on new uses for the area since all possibility of new shipping activity was ruled out.

COMPACTNESS OF DEVELOPMENT

Establishing a mix of public attractions at Darling Harbour was critical, it was decided based on research done that the development would have to incorporate a number of major public attractions in order for this to be achieved. These

public attractions materialised in the construction of a convention centre, a major exhibition hall, a retail centre, a Chinese Garden and public parks.

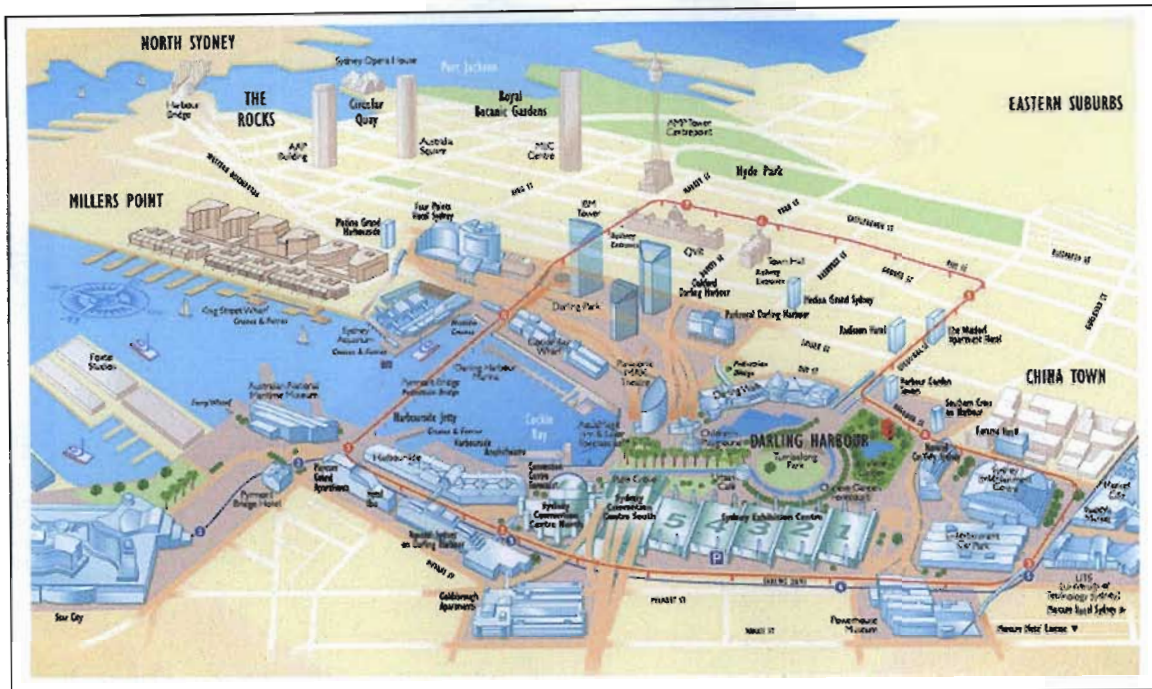


Illustration 33. Map of Darling Harbor. (www.ilca.org/conference/sydney)

The urban design scheme was laid out around the concept of two focal points. The harbour itself would form the first one, along with its 'draw cards', aimed at attracting people. The second focal point would be a large public zone in the form of a circular park. Due to the size of the Harbour site, space is in abundance and allowed for amenities to be comfortably spaced out.



Illustration 34 shows the series of hotels and apartments that lie along the edge of the development, as well as the public space made available for activities close to the waters edge.



Illustration 35. The image shows the pools that are used to soften the hard landscape with the colour and sound that it provides. Planting and floor finishes contribute toward the creation of a humane environment. (www.sydneygate.com)

A variety of recreational and commercial activities have been utilised in order to allow for 24 hour use. The constant presence of people creates defensible space which contributes toward making the precinct a safe environment. The relative safety of the environment is attractive to the public and keeps the precinct active. However the integration of residential and office accommodation is absent and although amenities are dispersed throughout the harbour precinct it is difficult to maintain an even gradient of activity across the entire development throughout the day. This would mean the creation of lost space within the development during off peak periods.

This development fails to engender qualities of inclusivity through its use due to the omission of dense residential accommodation of mixed typologies. Therefore the interaction of mixed groups of economic, race, gender and age groups has thus been limited.

TRANSPORT AND PEDESTRIANISATION



Illustration 36. Depicting Pyrmont Bridge forming a pedestrian link over Cockle Bay.

Pier Street was designed to be taken overhead in order to create a pedestrian entrance to the harbour. The Pyrmont Bridge has been transformed into a pedestrian route to allow ease of access to the CBD. A monorail is also supported by the bridge which shuttles people to and from the harbour. Trams and taxis also service the area. Ease of access contributes to the success of the harbour.

The approach toward transport is ecologically sustainable as the entire area has been designed as a pedestrian zone thereby reducing the need for motor vehicles while encouraging alternate modes of transport. This is further strengthened by direct access to the central business district by both the pedestrian bridge as well as public transport. Direct and efficient access reduces frustration and anxiety within the urban realm.

The entire facility is pedestrian oriented and therefore increases the opportunity for social interaction. A prominent brick promenade forms the path around the Harbour's horse-shoe, creating a pedestrian friendly edge closest to the body of water. The promenade widens at the entrances to larger spaces in order to accommodate for a maximum number of people and also affords ease of movement. The promenade is used as a unifying element to tie the harbour

edge to the park which contributes toward the visual appearance of accessibility. This strengthens the notion of increased accessibility as well as contributes toward spatial legibility. Increased access to the amenities provided affords for the benefit of accessing them to be maximised.

SENSE OF PLACE

The design expression has been carefully considered in order to unify the precinct into a cohesive whole.

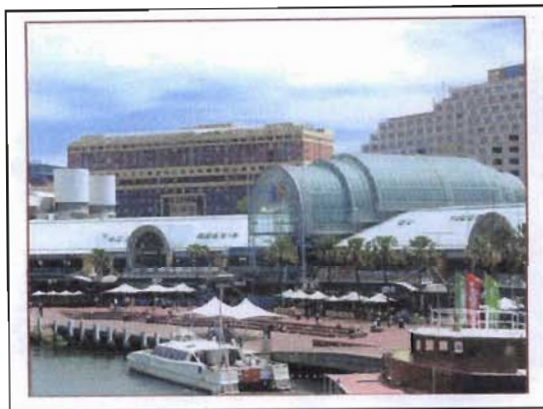


Illustration 37. External view of the exhibition centre, noting the nautical language of the architecture.
(www.bourlingvers.com)

The architecture within the precinct utilises an extended palette of materials such that it enhances the visual effect of spatial variation. The assemblage of these materials contributes equally toward the creation of urban complexity within the precinct.

There is no single focal point of concentration of spatial form. Preservation and conservation are design generators in this development and are critical in the protection of the character of the place. The legibility of the architecture is expressed through the nautical language which is a result of a conceptual response to the physical factors within the urban space. This logic has been used to develop a theme that guides the architectural form and experience that allows for the creation of a unique character of space. This practise allowed for the continuity of urban form and is thus validated through its contextuality. In that

it is founded upon meaning structures that have dynamic ties with history and shared local culture.

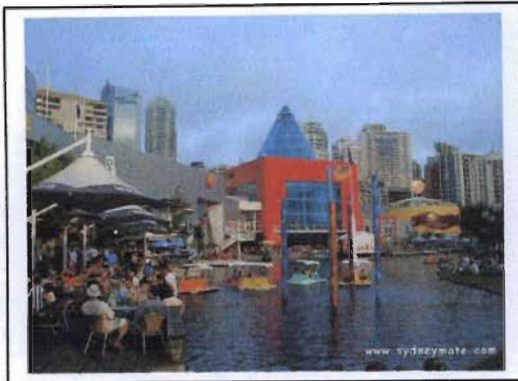


Illustration 38 Depicts the use of colour and form in the architecture to create legibility within the urban realm, where a particular element can be used to construct a point of reference in the precinct. (<http://www.sydney-mate.com>)

The legibility of the space impacts on the spatial morphology in that buildings are used as points of reference in the landscape by visitors as they experience space.

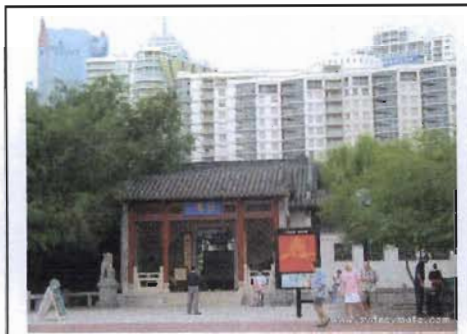


Illustration 39. Image shows the entrance to the park, one of the amenities within the precinct. (<http://www.sydney-mate.com>)

The harbour and its water and the park and its nature being the two focal points, are designed to share an asymmetrical relationship based on the premise that nature is never completely linear. Therefore the underlying principle that structures the architecture can be understood as, reinterpretation of existing contextual relationships into spatial form. This approach allows for the architecture to then emerge out of a dynamic link with context

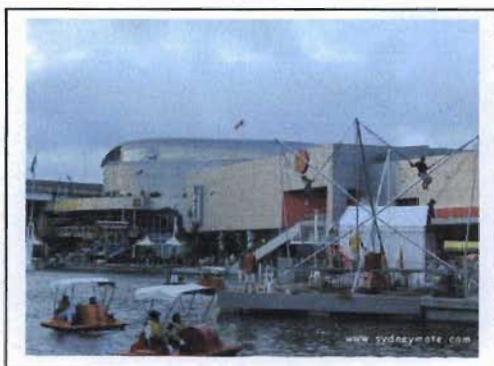
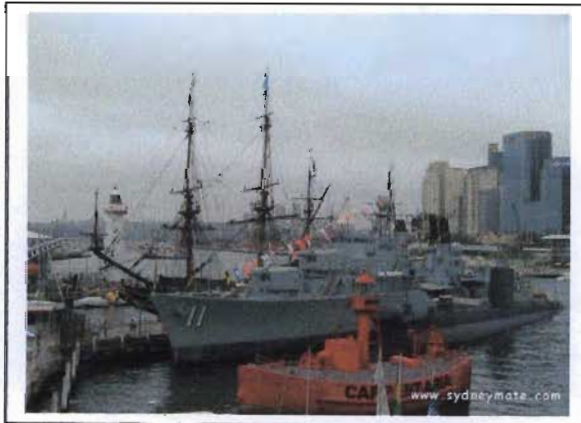


Illustration 40. Activities have been integrated to allow for visitors to directly enjoy the volume of water through the integration of various activities, such as paddle boats. (www.sydney-mate.com/)



Illustration 41. View of formal resolution of building that forms that defines public space along the waters edge. The acknowledgement of the human scale and nature contributes toward the creation of a humane environment. (<http://www.sydneybate.com>)

There is a gradient logic of progressive building heights that has been applied; this calls for the proportional break down of elements toward the waters edge relative to the scale of the users. This defines a hierarchy of activity which decreases away from the waters edge where the highest volumes of people are in closest proximity to the body of waters. Space in three dimensions has been articulated in order to affirm notions of accessibility and enhance the public's experience while accessing the amenity.



Left: Illustration 42. View of jetty alongside the Maritime Museum. (<http://www.sydneybate.com>)



Illustration 43. Detail of the edge of the Museum that fronts the waters edge, capturing the use of slender tension cables and steel members echoing the nautical theme. (<http://www.sydneybate.com>)

The built form of the Maritime Museum is purposely treated with the aesthetic of a shed thereby creating an atmosphere of a working Harbour keeping with the nautical language of the precinct.

The exhibition centre carries a strong nautical theme which links it to the architectural language of the harbour. The use of technical aesthetics, where *'joints'* and *'tendons'* are exposed become part of the conceptual framework in order to achieve a cohesive whole that is not monotonous. The masts and cables are further emphasised by the use of large expanses of glass which also provide the structure with an element of lightness and it seems to be floating on the ground echoing that of a ship. It is space making at this level that allows for an increased sense of place where numerous elements come together to enhance in this case a unique experience of the harbour.

PUBLIC SPACE

All the buildings within the harbour precinct orientate themselves toward the water with openings that take advantage of the view. Views of the water as well as the public activity have been utilised. Therefore a symbiotic relationship between the public and private zones exists. Public space provides recreational viewing for the private zones, while the public benefit from defensible space created by surveillance onto the public space.

The provision of a considerable amount of public open space next to the water's edge while maintaining proximity to a range of activities such as public parks and retail has contributed to the success of the project. A richness of public space is achieved through the staging of public activities in public space, such as street performances. The project is thus successful in its ability to attract people to the precinct and in affording the public the opportunity for physical interaction within the urban realm.



Illustration 44. The articulation of the edge surface encourages visitors to engage with the water, maximising the use of the amenity that it offers.

CONCLUSION

In this environment physical and virtual communities still exist in separation. As discussed earlier, this is due to transformations of the nature of 'public'. 'Public' within Information Society refers to physical and virtual communities found both locally and in other parts of the global city. Therefore failure to introduce shared participation between physical and virtual communities limits the potential for intensified experience within public space.

Freedom of access is encouraged through the use of a pedestrian arterial that services all activities. The development was designed such that it allowed for the inclusion of the general public by means of a direct transportation connection to the CBD. This connection includes a public shuttle and a pedestrian link. Pedestrian links can be activated through the introduction of supporting activities such as street cafes and retail outlets. In this regard, increased pedestrian access is directly related to increased social interaction. Therefore it is important that sustainable and efficient links are to be made to the CBD and other adjoining areas of activity.

It is evident in this case that developing from the approach of reinterpretation of existing contextual relationships into spatial form allows for ties with meaning to remain intact. The visual appearance of accessibility is important. Therefore visual access to amenities is critical. A mix of uses needs to be integrated

throughout the development in order to establish a consistent gradient of activity over the entire precinct. High density residential accommodation should be the core component within the mix of uses.

ARCHITECTURAL DESIGN: THE NELSON MANDELA GATEWAY TO ROBBER ISLAND



Illustration 45. Image illustrates the location of the Gateway and Robben Island relative to each other. (By Author)

The building is located at the Victoria and Albert Waterfront in Cape Town, a highly frequented tourist site. The Building provides a link between the mainland and the island. The Building accommodates an auditorium, a museum shop, a restaurant, office space, meeting space in the form of board room, exhibition space and an open court that provides access to the jetty.

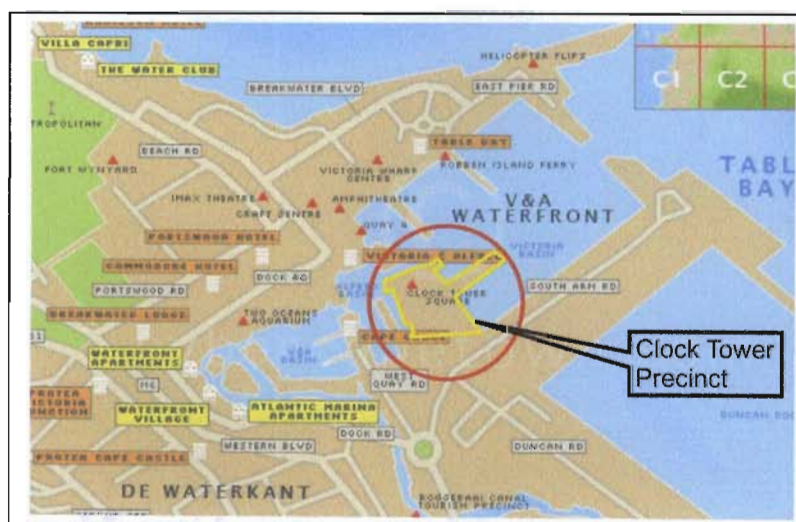


Illustration 46. Locality Plan. Highlighting the Clock Tower Precinct. (By Author)

VISUAL MEANING

The formal expression of the building purposefully contrasts with the surrounding architecture of the Victorian style as it was intended to serve to create a sense of '*transition*', as the users are at the start of an emotional journey. (Architect and Builder Jan/Feb 2002)

Historic reference is made through the reinterpreted use of materials, dark grey slate, a stone similar to that used to build the prison on Robben Island, was used as a wall and floor finish in the new building. The use of metal mesh to enclose the triple volume courtyard within the exhibition area speaks of the prison enclosures found on the island.



Illustration 47. Exterior view of the Museum from the water's edge. (Architectural Digest 2003:18)

(Architect and Builder Jan/Feb 2002:64) The references made to the past are contrasted by those made to the future in that large expanses of glass afford sweeping views out, to the open space beyond that speaks of freedom, access and limitlessness.

The building being intended to serve as a container for information about Robben Island is successful. Meaning in its formal resolution is strengthened upon the visitors return, as the visit to the island allows for subconscious connections with the '*Gateway*' to be made. Personal experience allows for references to the



Illustration 48. View of building from across the public square. (Architect and Builder Jan/Feb 2002: 66)

spatial forms on the Island to be better understood.

ACCESSIBILITY

A well marked glazed entrance offers to reveal the interior functions contributing toward the notion of inclusivity. The building is open to the public and ease of access gained to the interior is made possible by the removal of '*resistance*' in the form of security check points.

Staff at the help counter within the building allow for ease of access to services and information. The use of electronic media allow for updated information to be made readily available and easily accessible. However the notion of inclusivity within the public realm is limited to the physical public only and fails to engage virtual communities due to the absence of activities that allow for the construction of shared experience.

PHYSICAL INTERACTION

The architect was mindful of the fact that the Island itself was the museum therefore the architecture of the building as a '*Gateway*' was conceived of as a modest, quiet space which would prepare visitors for their visit to the Island. (Digest 2003:18) This concept thus sets up a spatial scenario that seeks to separate users through the activity of exploration were the exhibition areas allow for public to interact with the exhibits separately. This is further enforced through the ceremonial approach to the ferry where the public are separated at the jetty in an attempt to move notions of isolation to the conscious thereby allowing the public to be aware of the process through which prisoners had to undergo when sent off to the Island.

EXPERIENCE

The accommodation of exhibition space throughout the building allows for the engagement of learning over various intensities. The use of diverse media such as the touch screen and audio-visual displays allows for the freedom of access to information. Specific information that allow for the conscious construction of '*heritage*' is made available together with tourist information. It is important to note that through the use of modern telecommunication technologies the museum is able to shed light on the complexity of the past through exhibition of material ranging from personal statements made by prisoners to anti-

apartheid posters from around the world. Experience within this context corresponds to the number of opportunities afforded for exploration. As experience is heightened through engagement with the exhibition.

The success of the architecture lies in its subtle references to the Robben Island experience, past and present, through the use of techniques that engage architectural reflection and diversified media's. It allows the physical and the immaterial to enforce each other contributing toward the construction of an experience that deepens the understanding of the user.



Illustration 49. Interior view of the Museum, noting the transparency of the space which contributes toward the ease of access for visitors. (Diaest 2003:19)

The meaning of the '*present*' is constructed through the use of the building where the triumph of democracy in South Africa is celebrated through the memory of the past and the celebration of potential held in the future.

CONCLUSION

Experience can be uniquely engaged through the use of spatial form that is dynamically linked with context, as the appearance of form is able to stimulate memory through perception.

The manipulation of physical proximity of individuals within physical space possesses the potential to evoke emotion. The spatial relationship of visitors both to each other and the built form is extremely important in this building and it evolves through an understanding of the building's function and its relationship with meaning. This aspect of spatial relationships is thus used to enhance experience within space the building.

The formal resolution of this building has been manipulated to create imagery of 'transition' which ties back meaningfully to its function as a Gateway. The notion of accessibility and inclusivity has been proliferated through increased visibility in to the building. It is furthered through the omission of security checks that slow down and hinder access to the interior by visitors. The information desk has been positioned close proximity to the entrance and thus strengthens the notion of accessibility.

Through these mechanisms the architecture is able to parallel positive notions fostered in the virtual world. The architecture makes an argument for relevance based on its ability to engage Information Society. Through the use of the building it is also able to offset the negative aspects of Information Society by encouraging physical interaction within the urban realm.

CHAPTER 8

CASE STUDY

URBAN DESIGN: THE CITY HALL PRECINCT, DURBAN.

Illustration 43 depicts the '*City Hall Precinct*', which is of great historical significance, as it is the birth place of Durban's CBD. Located in the heart of the CBD; this precinct forms the civic centre. As discussed in chapter three, a land use model was used in the design of the city, that is, the city was designed to function only during working hours as people would leave the city centre to return to their suburban homes. The design of the precinct shows concern for people in the creation of public open space integrated with civic functions in the heart of the CBD. However the creation of quality space for people within the CBD has been lost.

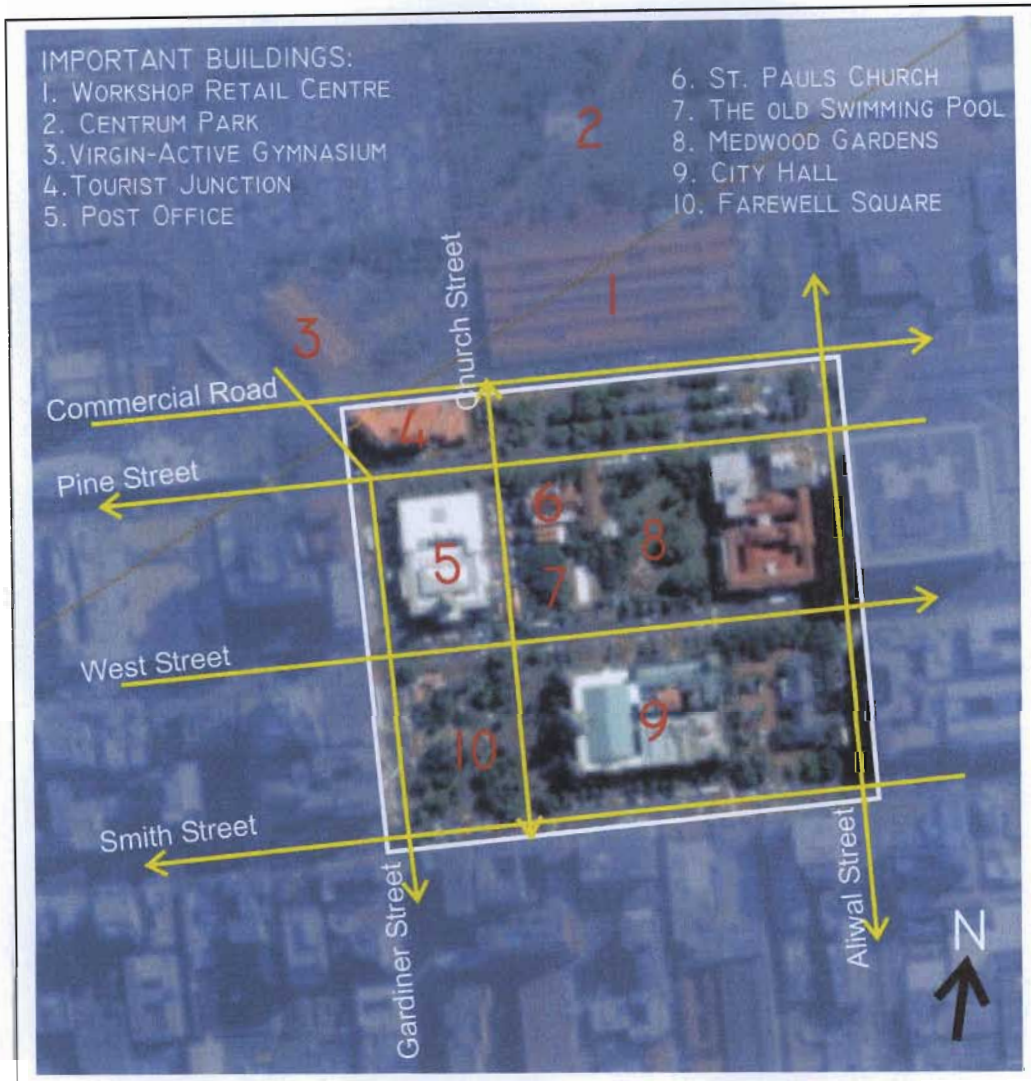


Illustration 50. Layout of the 'City Hall Precinct', depicting the direction of traffic movement as well as the buildings of importance relative to the precinct. – outlined in white.

The social fabric of this precinct has deteriorated over time, through changes in political, economic and social climates. Numerous factors act upon this area resulting in the creation of an unfriendly environment. The present freedom of access to this precinct affirms the triumph of democracy, however through its use this is denied. There is a need for the re-conceptualization of this space as it currently reflects a culture that has been superceded.

KEY ISSUES

The city core does not fulfill its civic duty in encouraging and facilitating cultural activity. The current conditions which prevail within this environment contribute toward poor spatial quality as well as a negative perception toward urban space. This condition is due to numerous factors that act on the site, as discussed in chapter three and chapter four. However emphasis of this study is placed purely on the culture created by physical aspects that contribute toward inferior spatial quality within the precinct.

The prevalence of dead space within the precinct contributes toward a lack of efficiently utilized infrastructure. Dead space is a result of poor spatial definition and a lack of integrated activities. The buildings that form the edges to the public open space do not engage with the space; the result is buildings that function autonomously and are disconnected from its surrounding context. The mono-functional buildings that are typical in the precinct are unable to sustain activity throughout the day and encourage use of public space. Therefore there is a lack of ownership of space and lack of 24 hour use due to the absence of high density residential accommodation.

This lack of ownership and poor surveillance results in space that is not defensible, thus making it unsafe to use since crime flourishes in lost space. In the case of Medwood Garden we find that space here is defined by enclosure, were the northern edge of the garden is walled, the eastern edge of the park is faced by civic buildings while the western edge is faced by the abandoned pool and the church. Due to the enclosed nature of the



Illustration 51. Image depicts dead space found in Medwood Gardens.

space visibility and physical accessibility into the garden is greatly reduced.



Illustration 52. Image depicts dead space found in Farwell Square. It is interesting to note that despite the square being completely open it too suffers as a dead space, due to its disconnection with the street level as well as related functions; the result is 'lost' space.

The public open spaces as a result are not used for leisure; rather they serve as alternative movement routes. Opportunity for social interaction and leisure is limited due to the poor spatial quality. The high traffic volumes experienced within the precinct result in the disconnection of public space. City blocks become 'islands', due to consistency of traffic flow. The adjacent spaces suffer the disadvantages of high traffic volumes such as noise and air pollution. Public open space within the CBD core has become a high risk zone as apposed to a prime amenity.

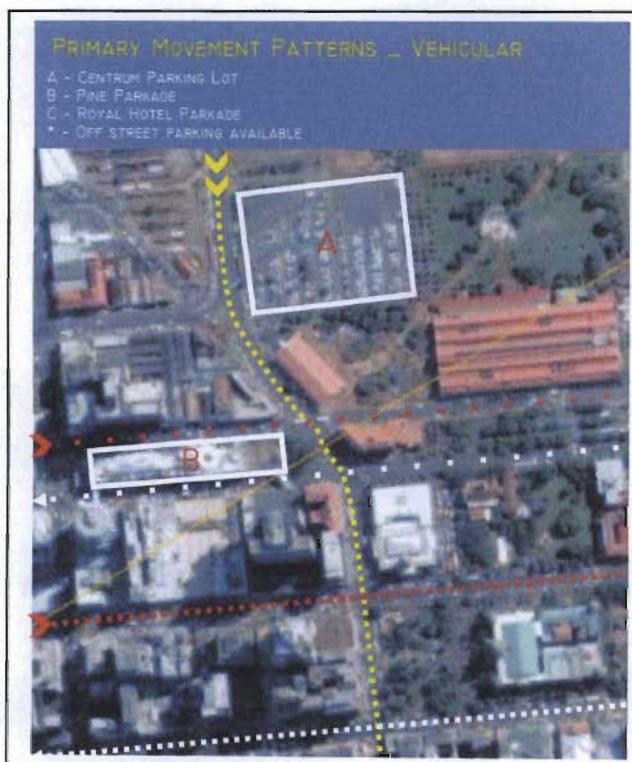


Illustration 53. Shows the movement routes of vehicular traffic. Vehicular movement is the primary movement pattern based on the existing infrastructure as well as the volume of people being transported via this medium.

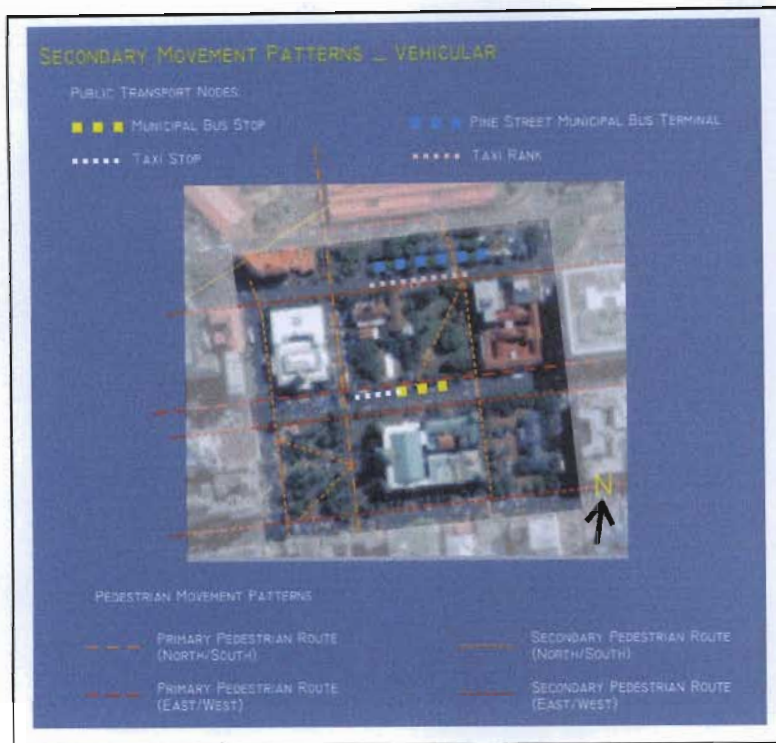


Illustration 54. Depicts the pedestrian flow within the precinct. It is noted that the precinct accommodates the convergence of various lines of movement. The close proximity to transit nodes ensures that the precinct enjoys a constant flow of pedestrians.

The consistent interruption of pedestrian movement routes by vehicular movement contributes toward congestion at road crossings and mental fatigue. It also decreases accessibility to amenities and services. It provides opportunities for criminal activity to occur, such as pick pocketing.

The surrounding civic functions create notions of exclusiveness and restricted access by virtue of the presence of enclosed parking lots and security guards. Experience within public space is limited since virtual communities remain disconnected from physical communities and urban space.

The spatial form of public open space maintains ties with notions of restriction and exclusion evident in the walled park and pool. The disconnected language of the architecture and the autonomous manner in which the buildings function

further strengthens this notion. In that they share no dialog with the street, adjoining activities or open space.

CONCLUSION

The collective spatial result of these varying conditions is space within the urban realm that is illegible, disconnected and unsafe. It is unable to engage Information Society and encourages a culture that works in opposition to the positive notions held dear to information society. Thus contributing toward it's own redundancy and inefficiency.

The urban design needs to acknowledge change and address it positively as the urban realm is a reflection of our shared cultures. Enhanced spatial quality has positive effects on the mind and potential to create elements of recreation and leisure in the urban realm. Rethinking spatial form possesses the potential to revitalize public space.

ARCHITECTURAL DESIGN: TOURIST JUNCTION, DURBAN

KZ-N Tourism is currently housed in the '*Old Durban Station*' building, this was redeveloped and re-opened in 1993, to accommodate office space. The '*Tourist Services Department*', a department of KZ-N Tourism is housed on the first floor of this building. This department serves as the public interface of the organisation. The relevance of this building to this study can be understood in terms of the tourist market. Durban is the '*Gateway*' to tourism in KZ-N; the tourist information centre can be understood as the '*key*'. The '*Tourist Service Department*' housed in this building allows access to the City as well as greater KZ-N through its ability to disseminate information to visitors. With the aim being the development of the City Centre through the encouragement of Urban Tourism it is necessary to gain an understanding of the level of efficiency at which the current Information Centre operates.

Therefore the emphasis of this study will be based on an assessment of the buildings efficiency in terms of its function. This has been carried out so that an understanding of the possible strategies for improvement can be realised. This will be conducted by applying the understanding of contemporary culture developed in the previous chapters.

KEY ISSUES

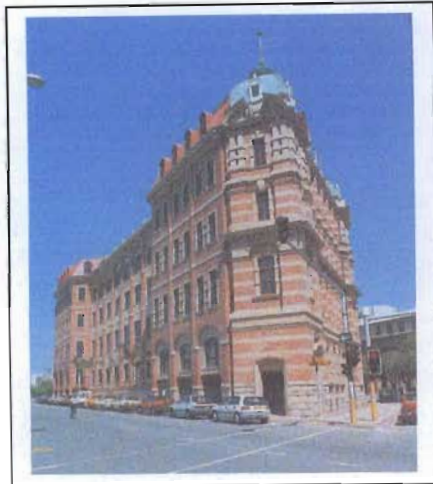


Illustration 55. View down commercial road, noting the disconnected nature of the Tourist Junction Building. (Architect and Builder Jan 1994:2)

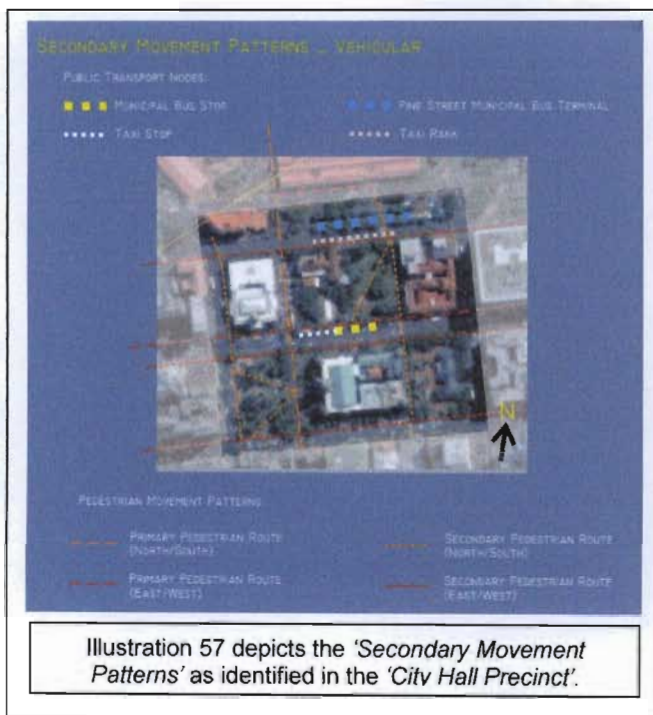
The site is bounded by roads on three sides and is disconnected with the fourth side which lies parallel to the pedestrianised Church Street due to the large change in level.



Illustration 56 View of the building in relation to Church Street that runs alongside it. (Architect and Builder Jan 1994:3) Due to the large change in level the building is not able to take advantage of the large volumes of pedestrian traffic that pass by.

In the assessment of the efficiency of this building in its function of providing a tourist service and in the area of information dissemination various issues need to be considered. Firstly, in considering the influence of telecommunication

technologies on society, the building needs to be assessed against its ability to create similar qualities to those fostered in the realm of the virtual world. This is carried out in order to avoid the recreation of space that lends itself to creating 'fractured spatialities'.



These qualities are 'increased accessibility', in the physical and visual sense as well as in terms of gaining access to services.

Illustration 57 depicts the transport nodes within the precinct and illustrates the isolation of the 'Tourist Junction' building from those nodes.



Illustration 58. Cross section through the 'Tourist Junction Building'. (Architect and Builder Jan 1994:7)

The 'Tourist Services Department' is housed on the first floor, highlighted in yellow. This section reveals the disconnected nature of the building within the context of the C.B.D.

Illustration 58 shows a separation of the 'Tourist Junction Office' from the public realm. The department is located on the first floor and the access stair within is heavily secured by the building management thus contributing toward restriction of accessibility.

The ability of the spatial form to create the language of inclusivity is critical; however this notion is destroyed on attempting to access this building due to the heavy security and entrance procedure. The converse is proliferated in this building.



Illustration 59 View of entrance to the 'Old Durban Station', now 'Tourist Junction'. (Architect and Builder Jan 1994:3) The Historic elevation that was maintained and allows limited exposure of internal activities.

The ability to de-restrict movement is a key quality since the public is allowed limitless connections in the virtual realm. However, as illustration 59 shows, this building only has one entrance and therefore access is here is strictly controlled.

The spatial form of the '*Tourist Services Department*' should have the ability to increase its presence in the visual realm given the increased amount of importance being place on the virtual. Unfortunately this building is listed due to its historic value and no changes can be made to it that will compromise its architectural integrity. The

result is spatial form that has no ties with the dynamic function of information dissemination and thus meaning.

Crucial when assessing the relevance of spatial form to '*Information Society*', is its ability to encourage physical interaction and shared experience. Regrettably these activities are not found here, no telecommunication technologies have been integrated into the spatial form.

Fundamental to the assessment of the efficiency of the '*Tourist Services Department's*' built form, is its ability to enhance '*experience*' through one or more of the mechanisms available. This would be to counter the '*numbing of the*

senses' caused by the influence of telecommunication devices on society. This would be achieved through the dynamic variation of three dimensional space, or through the use of interactive technologies, so that 'experience' or 'information transfer' can take place.



Illustration 60. View of entrance hall within 'Tourist Junction'. (Architect and Builder Jan 1994:3) Unfortunately the once open staircase that offered ease of access to the upper floor is currently cordoned off with a balustrade and access is gained via a security turnstile, upon filling in the register kept at the security desk. This procedure results in the collection

The ability of spatial form to hold embedded meaning through dynamic ties with function and context is critical and due to the nature of the building is absent here.

CONCLUSION

It is therefore evident that the existing spatial form of the building that the 'Tourist Services Department' occupies goes against the notions that 'Information and advanced technology's' seeks to engender. This environment thus limits the department's efforts to market Durban's tourist product to its full potential as spatial form does not comply with the requirements of Information Society.

The 'Tourist Service Department' needs to be relocated into the public realm so that it has a larger impact on tourists and citizens alike. The formal language needs to be able to engage the user. The focus should be placed on the service and the physical space to be as accessible as possible.

CHAPTER 9

CONCLUSION WITH RECOMMENDATIONS

The potential for '*Urban Tourism*' to stabilize the economy is promising. Bearing this in mind the '*City Hall Precinct*' has tremendous potential for the creation of a '*city square*'. The presence of rich cultural and historic atmospheres set the stage for a dynamic statement about the 'New South Africa' and the promise of multiculturalism within the urban realm.

The activation of the '*square*' allows for the creation of a cultural quarter within the heart of the CBD. Such an intervention affords the potential for increased commercial and cultural activity. This would promote extended hours of use of the CBD and would in turn increase the level of amenities within the city and act as a catalyst project that strengthens the cities '*pull factor*'. The promotion of an awareness of the diverse cultures that exists within the city of Durban can be achieved through the integration of diverse activities. It is envisaged that such an intervention would elevate the '*Image*' of the City on both the national and international tourism markets.

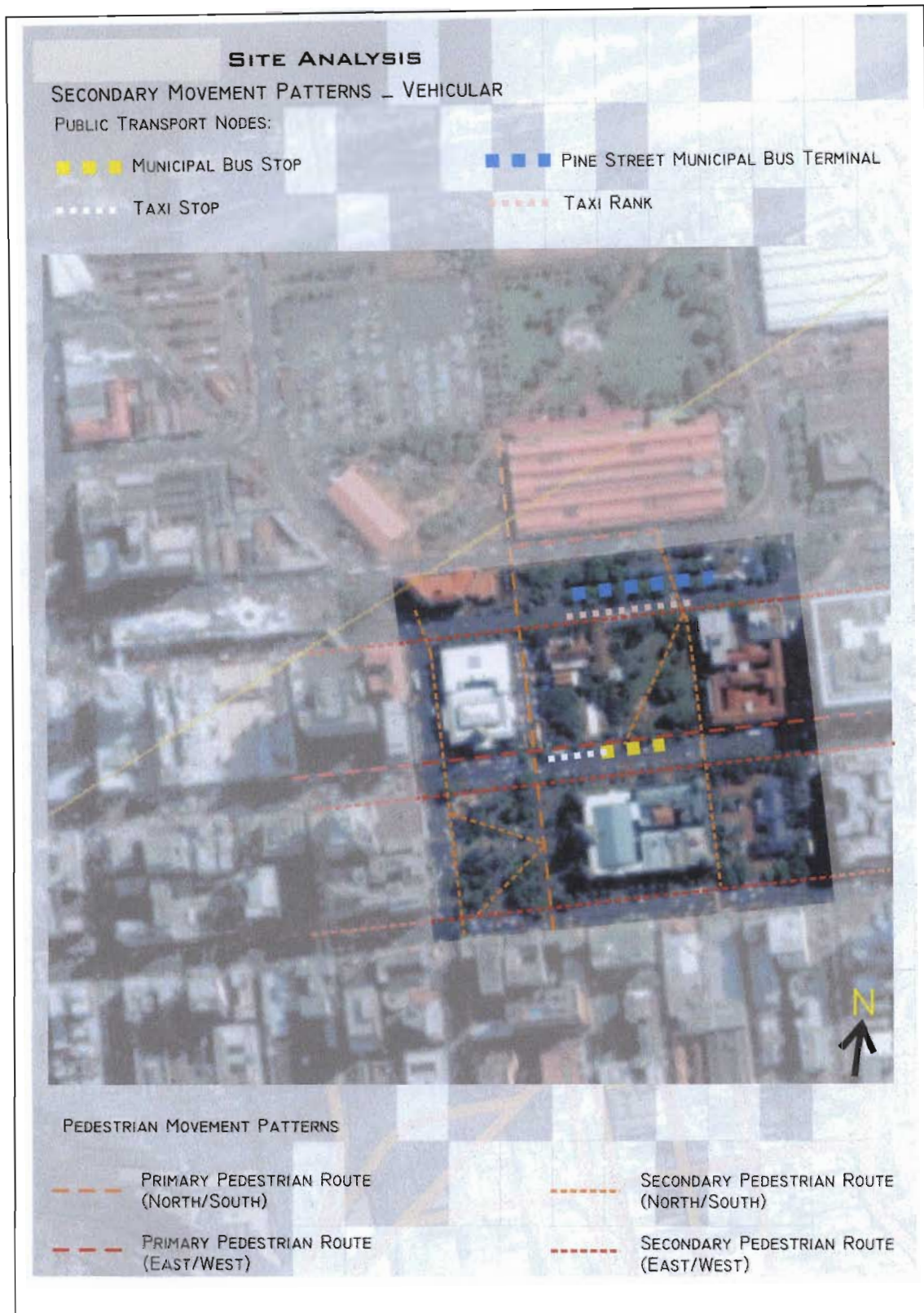


Illustration 61. Depicts movement routes within the Precinct.

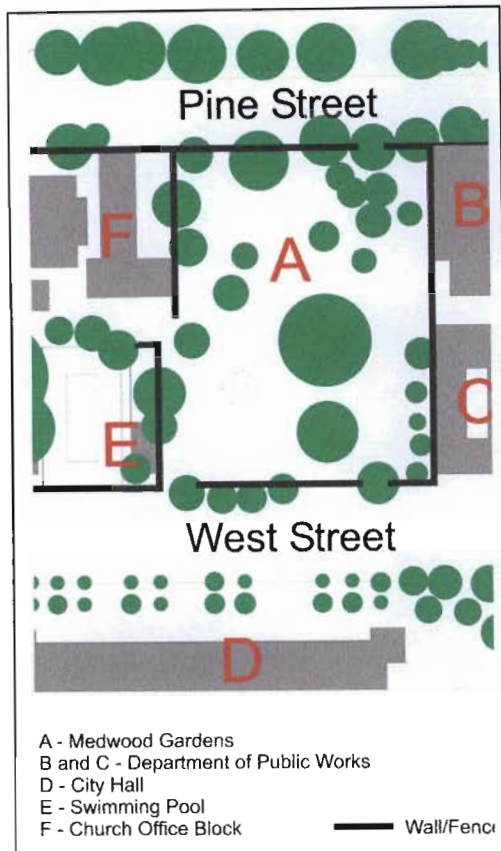


Illustration 62. Depicts Medwood Garden as it currently exists.

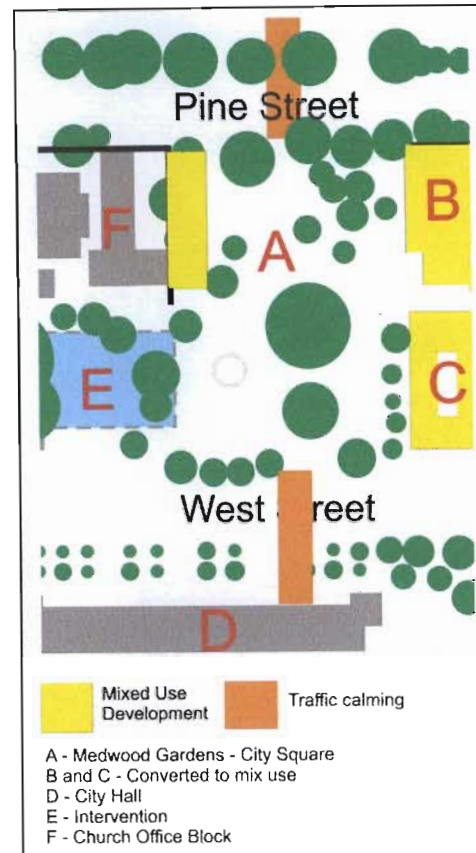


Illustration 63. Depicts the proposed intervention within the Precinct.

Elimination of lost space through the introduction of mixed use development in the precinct is key to revitalising it. The buildings surrounding Medwood Garden can be developed as mixed use. Densification of the precinct through the introduction of mixed residential typologies affords 'inclusivity'.

Traffic volumes can be slowed down through the use of traffic calming methods which will afford higher levels of pedestrian connectivity between open spaces. Walls enclosing Medwood Garden should be removed thus increasing visual and physical access onto it. Maximisation of existing infrastructure is to be encouraged. The abandoned Pool can be redeveloped as the 'Tourist Information Services Department' due to its ideal location within the public realm.

Public space within the precinct is to accommodate a variety of activities and offer a level of flexibility in order to create the notion of 'limitless opportunities'. The conversion of Medwood Garden into a city square argues for the integration of retail, commercial and cultural activity into the design. This public space should accommodated telecommunicative technologies that would allow for Physical and Virtual communities to be linked and engaged through shared participation and experience. The development is thus dynamically tied to meaning through its use as it was conceived originally to be a market square it is logical for this space to re-emerge in the public domain with renewed purpose of inclusion.

With regard to an architectural response, the relocation of the *'tourist information services department'* to the public realm promises to unlock the inherent potential found within built form to disseminate information.

Spatial form should be generated out of a process of reinterpretation of principals that exist within the immediate context of the built environment, using information and technology as a filter, as it is the medium through which such a building would function.

Key Concepts:

a. The place – Durban C.B.D

Durban functions as the tourist Gateway into KZ-N. The site being located within the city centre therefore possesses embedded potentials for relationships with time, space and people which evolve due to technological advancement. Therefore the site can be understood as a point of convergence where all these relationships come together and interact dynamically. Therefore the site can be understood as a forum through which a statement about technology and culture can be made.

The project takes this up in making a statement about the evolving relationship between information space and physical space seeking to embody their current contribution toward experience in built form.

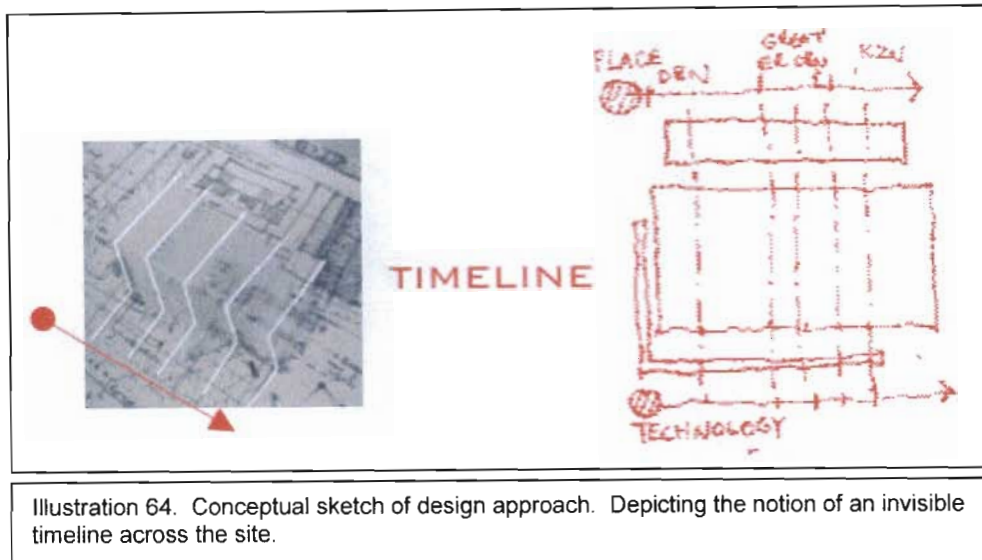


Illustration 64. Conceptual sketch of design approach. Depicting the notion of an invisible timeline across the site.

b. Response to Context

• Art:

Wall surfaces are active and dynamic interfaces in that they are able to change and be modified, verses the historic examples found in city hall for instance were freezes and sculptures were used to disseminated information – these were static. The notions of art used in the creation of facades were representative of a period or culture, similarly this logic has been employed and argues for digital technologies to do the same.

•Order:

The ordering system used to regulate the façade of city hall was used to derive the structural system of the building. Therefore the notion of technological advancement has been used to shift historic ornamentation to contemporary functionality.

D. Contemporary Culture:

Engagement of information society is addressed through the creation of hybrid experiences. This type of experience evolves through the use of both dynamic variation of volumetric space and interactive technologies which seek to stimulate multiple senses of the user.



Illustration 65. Depicts steel lattice which allows for dynamic variation of volumetric space.

'Information Society' is able to extract information and construct meaning from digital images through their conditioning by telecommunication devices and technological advances in its broader sense. Through the use of digital media walls, the project seeks to take advantage of the increased emphasis being placed on digital images by the public as a tool to disseminate information.

Through the simplification of access to services and amenities offered within the building the project seeks to increase accessibility. This has been achieved through the delineation of public access into the building.

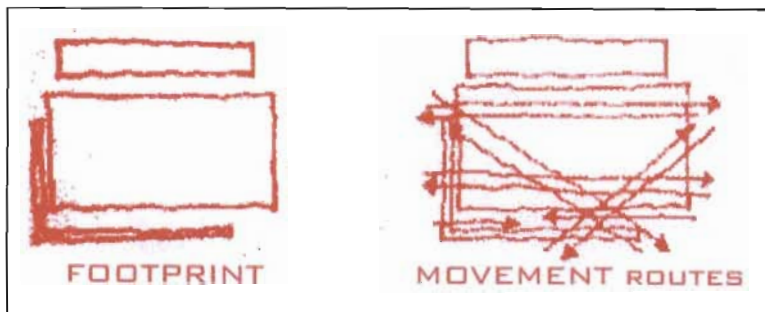


Illustration 66. Left: Depicts the Simplicity of building footprint. Right: Depicts the increased opportunity for movement through the building.

This notion has been developed through increased spatial legibility where movement routes through the building have been simplified. The simplification of spatial form allows for increased visual access to the building.

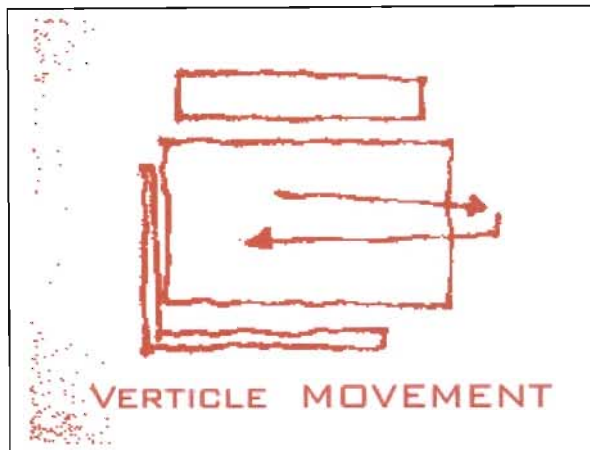


Illustration 67. Depicts simplicity of primary vertical movement through the building.

The notion of inclusivity has been addressed by affording activities that allow mutual participation of both people within physical space and virtual public space through the use of telecommunication technologies locally and globally.

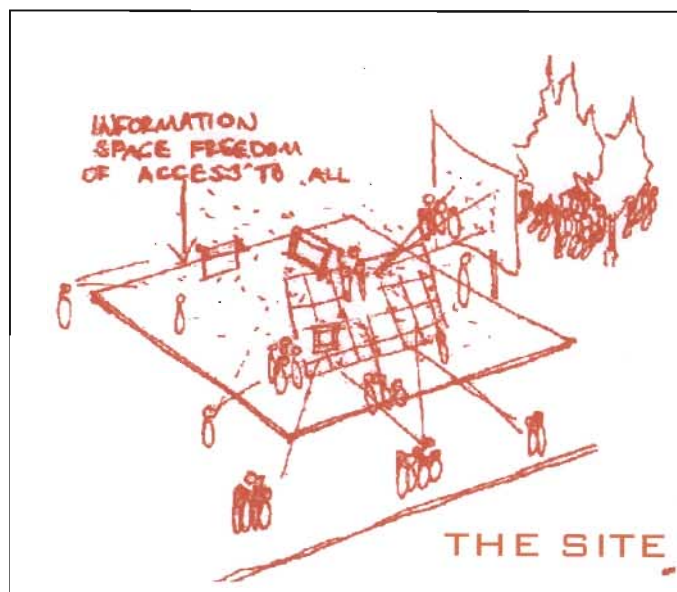


Illustration 68. Depicts the freedom of access to information that the building affords.

Increased interaction of the public is afforded by creating activities that allow individual and group participation within public space through the use of such interactive devices such as text messaging walls and display screens.



Illustration 69. Interactive storyboards that can be used in public space to tie together virtual and physical communities. This also increases potential for interaction in the urban realm. (www.textually.org)

Such an intervention would seek to expose and clarify the evolved condition of the local context, within the scope of the global city through the use of real time projections and interactive links that display similar '*Urban Scenes*' throughout the world.

Through the application of these notions it is hoped that space may shifted to a domain of relevance where Information Society will be open to new experiences within public space, thus allowing for revitalisation of the urban realm. It is hoped that a renewed relationship between tourism and the CBD would evolve as vibrancy meets the city streets.

BIBLIOGRAPHY

- Aakhus, M.** and **James, E.** (Ed) 2002. *Perpetual Contact: Mobile Communication, Private Talk, Public Performance*. Cambridge: Cambridge University Press.
- Arnold, D.** and **Ballantyne, A.** 2004. *Architecture as Experience; Radical change in Spatial Practice*. London: Routledge.
- Benzon, W.** and **Friedhoff, MR.** 1989. *The Second Computer Revolution: Visualization*. New York: Harry, N. Abrams.
- Borden, I.** And **Rendell, J.** (Ed) 2000. *InterSections; Architectural Histories and Critical Theories*. London: Routledge.
- Broeckmann, A.** 2004. *Public Spheres and Network Interfaces*, in Graham, S. (Ed) *The Cyber Cities Reader*. London: Routledge.
- Castells, M.** 2004. *Space of Flows, Space of Places: Materials for a Theory of Urbanism in the Information Age*, in Graham, S. (Ed) *The Cyber Cities Reader*. London: Routledge.
- Cristina, GD.** (Ed) 2001. *Architecture and Science*. Great Britain: Wiley Academy.
- Crouch, D.** and **Jackson, R.** and **Thompson, F.** (Ed) 2005. *The Media and the Tourist Imagination, Converging Cultures*. Canada: Routledge.
- Dewar, D.** 2000. *The Relevance of the Compact City Approach: The management of urban growth in South African Cities*, in Burgess, R. and Jenks, M. (eds) *The Compact City: Sustainable Urban Forms For Developing Countries*. London: E & FN Spon Press. 209-218
- Dewar, D.** 1992. *Urbanisation and the South African City: A Manifesto for Change*, in Smith, DM. (ed) *The Apartheid City and Beyond: Urbanisation and Social Change in South Africa*. London: Routledge.
- Dewar, D** and **Uytenbogaardt, RS.** 1991. *African Cities – A Manifesto for Change*. University of Cape Town
- Fainstein, SS.** and **Hoffman, LM.** and **Judd, DR.** (Ed) 2003. *Cities and Visitors, Regulating People, Markets, and City Space*. Oxford: Blackwell Publishing.

Gehl, J. 2001. *Life between Buildings, Using Public Spaces*. Skive: The Danish Architectural Press.

Law, MC. 1993. *Urban Tourism – Attracting Visitors to Large Cities*. London: Mansell Publishing Limited.

Marshall, R. 2001. *Waterfronts in Post-Industrial Cities*. London: Spon Press

Mattelart, A. 2003. *The Information Society; An Introduction*. London: Sage Publications.

Meethan, K. 2001. *Tourism in Global Society, Place, Culture and Consumption*. New York: Palgrave

Menin, S. (Ed) 2003. *Constructing Place; Mind and Matter*. London: Routledge.

Micheal, CA. and Nuttall, S. (Ed) 2000. *Senses of culture: South African Culture Studies*. Cape Town: Oxford University Press Southern Africa.

Norberg-Schulz, C. 2000. *Architecture: Presence, Language Place*. Milan: Skira Editore.

Northend, L. 2003. *Planent Tourist*. Durban: University of Natal.

Robins, K. 1996. *Into the Image, Culture and Politics in the field of Vision*. London: Routledge.

Sherlock, H. 1991. *Cities Are Good For Us*. London: Hammersmith.

Tufte, ER. 1990. *Envisioning Information*. Cheshire: Graphics Press.

TREATISE:

Chen, PC. 2002. *Multiculture and Trade Centre for Durban*. Durban: University of Natal.

Dent, D. 2004. *Destination Station: A Tourist Information Centre for Durban*. Durban: University of Natal.

BROCHURES:

Art Deco – Durban City Architects guide 2006 [Brochure], 166 Old Fort Road, Durban 4001.

INTERNET:

Soja, EW. 1989. *Postmodern Geographies: The Reassertion of Space in Critical Theory*. (<http://www.cwru.edu/affil/GAIR/canada/Canada.html>) accessed [18:08:2005]

Trincia, B. 2005. *The Active Wall: A Global Study of Performative and Interactive Architecture*.

<http://arch.ced.berkeley.edu/people/students/branner05/btrincia/Proposal02.htm>

Von Baeyer, C. 2004. *Information: the New Language of Science*. (<http://serendip.brynmawr.edu/local/scisoc/information/lindell1june04.html>) accessed [20:10:2005]

Tourism KwaZulu-Natal Occasional Paper No. 37, September 2005
(<http://www.kzn.org.za/invest/foreignmarket2005a.doc>.) accessed [15:12:2005]

Mixed Use Development
(www.Inchip1.realtors.org.) accessed [04/05/04]