

2020 SECOND PLACE

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LYCEUM

A traveling fellowship in Architecture

BUNGLED BUNGALOWS

START
NEW GAME

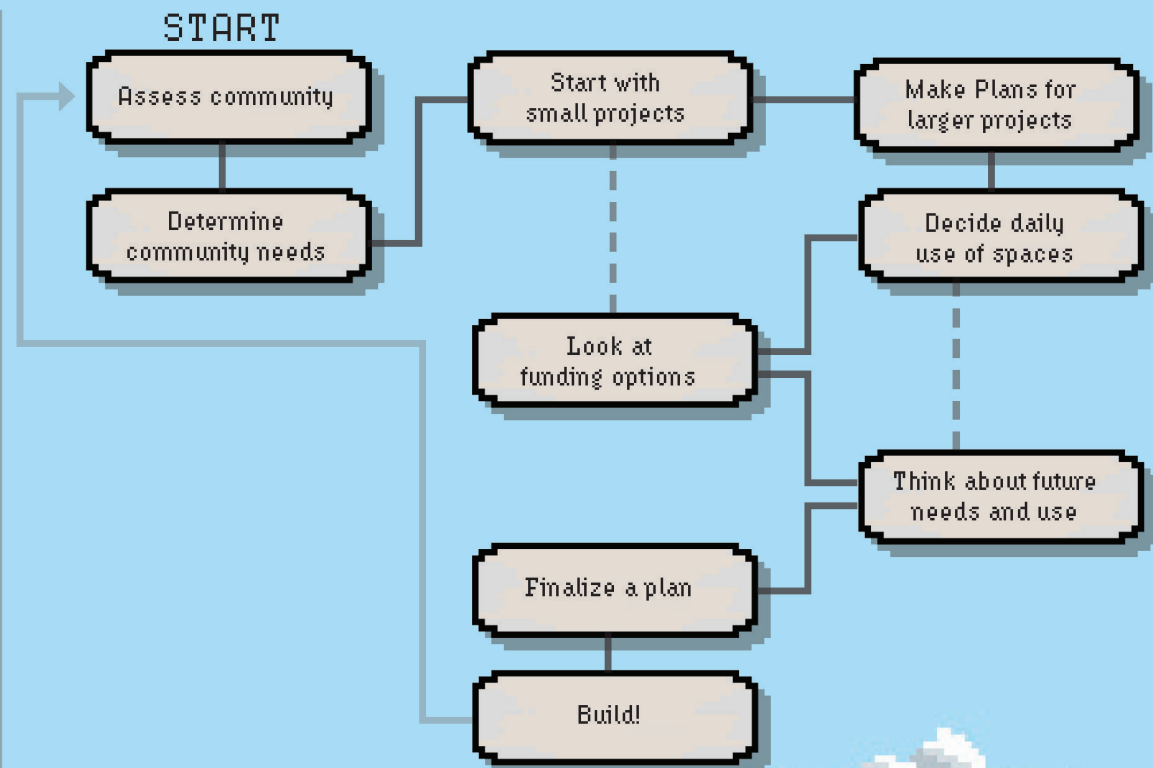
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The Chicago Bungalow was a solution to a growing city in the early 1900's and was meant to embody ideals about American cultural values. Backyards, front porches, and garages were symbols of middle-class economic success. Bungalows, however, were not available for everyone. Red-lining and discriminatory lending practices excluded families of color, and positioning bungalows as a symbol of exclusionary housing practices. We must not make the same mistakes; where systemic racism once existed with the bungalow, classism will likely exist in any future planned with a single archetype.

Developers often make the mistake of ignoring existing residents in favor of a glittering future vision. Gentrification is inadvertently born out of dreams for a better tomorrow. Existing residents are excluded from the decision-making process and inevitably forced out by an unaffordable future. This proposal is intended to resist gentrification by improving neighborhoods from within through small, incremental steps.

Residents should be given the power to decide the future of their community. Utilizing an arcade format, this project presents an interactive framework for community growth. The first step is to prompt residents to assess their own community and determine its needs - empowering individuals to take charge of their community's future. This begins with small attainable projects to build interest and neighborhood pride. Eventually assisting residents in planning larger architectural projects providing needed services, businesses, or amenities. It promotes thoughtful design around evolving space utilization over time, employing a flexible modular typology as the primary architectural framework.



Hello,
Welcome to Chicago, home of the bungalow
The bungalow belt has a problem though!
Bungalows don't fit resident needs as well
as they could! As a resident, you can help
decide the future of Chicago bungalows!

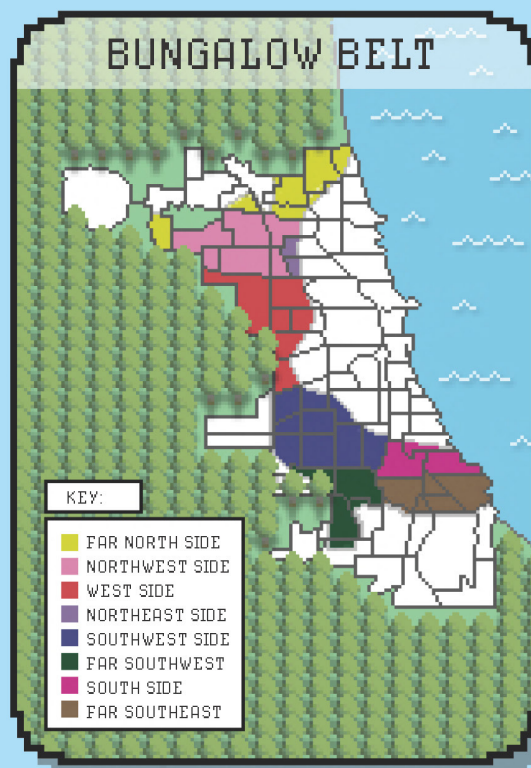


Each neighborhood is unique.
Start by figuring out what
your community already has
and what it needs!

My name is Blue!
I'm a planning blueprint!
I am here to help you
plan a better community!



BUNGALOW BELT



Want to play a prototype of the
real game?

Download it at:

<https://tinyurl.com/ycchnyp6>



Play as Sue, the famous
Field Museum T-Rex!



















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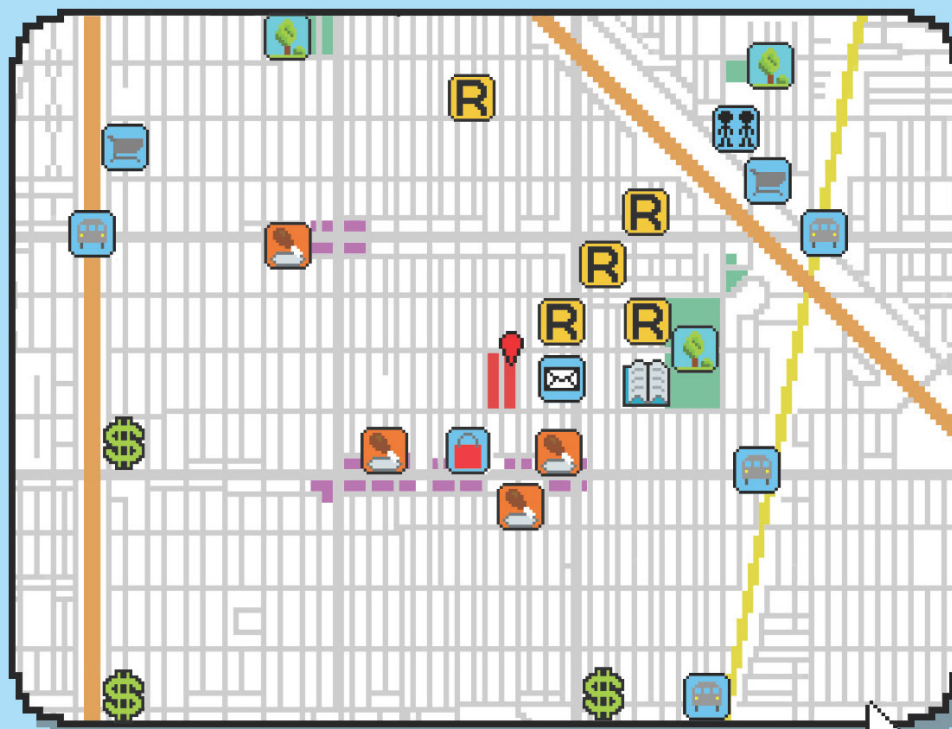
The best plans are made with the existing community in mind. So it's time to get to know your neighborhood!

Begin with a map that shows all the important areas around the site.

Remember! Expansive and detailed information will help the most. You can do this step at multiple scales.

Mark important things like...

- | | |
|---|---|
|  -Grocery stores |  -Elderly care |
|  -Public transit |  -Day Care |
|  -Restaurants |  -Crime & police |
|  -Schools |  -Gathering places |
|  -Religious Centers |  -Service industry |
|  -Bank/ATM |  -Barber |
|  -Post Office |  -Laundromat |
|  -Community centers |  -etc. |



What do you have close by?
What is missing?

Rate 0-5

(5=Sufficient, 0=missing)

- 3 Public Transit
- 1 Places of Employment
- 0 Neighborhood watch
- 3 Green Space/Parks
- 2 Playgrounds
- 4 Sidewalks
- 2 Community Center
- 2 Grocery store/Shopping
- 2 Day Care
- 1 Elderly Care
- 3 Restaurants
- 4 Schools
- 1 Laundromat
- 2 Banks/ATM
- 5 Religious Centers



CONTINUE >

Start small !

Small projects get the ball rolling, building up community pride and ownership!



+1 Active Resident!



Improvements help residents become active

1) Clean up

1a) Litter pick up

1b) Yard maintenance

1c) Graffiti removal

2) Fix up

2a) Fill sidewalk cracks

2b) Repaint cross walks

2c) Trash pick up

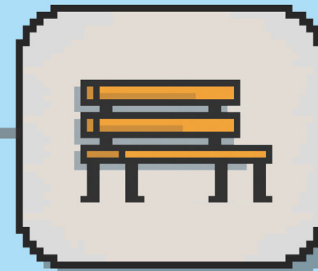
3) Build up

3a) Build benches

3b) Green area

3c) Plan community meeting

3c) Build communal space



Plant Trees
Press Ctrl+t



Build a bench
Press Ctrl+b



Plant greenery
Press Ctrl+p



Plant Flowers
Press Ctrl+f



CONTINUE >

Funding can be hard, so plan ahead!
Small projects can be community funded.
Larger projects have lots of options too!

SMALL PROJECT COSTS



TRASH CLEAN UP.....FREE (HARD WORK!!)

GRAFFITI REMOVAL.....FREE (HARD WORK!!)

YARD MAINTENANCE.....FREE (HARD WORK!!)



HOST A BBQ.....FREE (+FOOD COSTS)



PLANT A TREE.....\$10-100



PLANT A BUSH.....\$20



PLANT FLOWERS.....\$5-20



PLANT GARDEN.....\$5-100

BUILD A BENCH.....\$100-300

PAINT CROSSWALK.....\$50 (CONTACT CITY)

Ways to obtain funding:

Government Funding

City Funding

County Funding

Angel investors

Crowd.funding

Venture capitalists (VCs)



COSTS FOR NEW MODULAR SYSTEM CONSTRUCTION

A



12" THICK PANEL.....\$13.50 /SQFT

B



ONE 5' MODULE.....\$4,050

C



WINDOW ADDITION.....\$250

SKYLIGHT ADDITION.....\$350

WRAPPING WINDOW.....\$800

LONG WRAP WINDOW.....\$950

D



MODULE A.....\$8,100

E



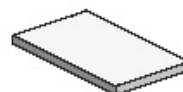
MODULE B.....\$8,600

MODULE C.....\$8,800

MODULE D.....\$9,700

MODULE E.....\$10,000

FOUNDATION



FOUNDATION.....\$8,000

PLUMBING.....\$8,000

ELECTRICAL.....\$12,000

ALL LABOR COSTS
INCLUDED IN PRICING

TOTAL (4 MODULES).....\$63,200

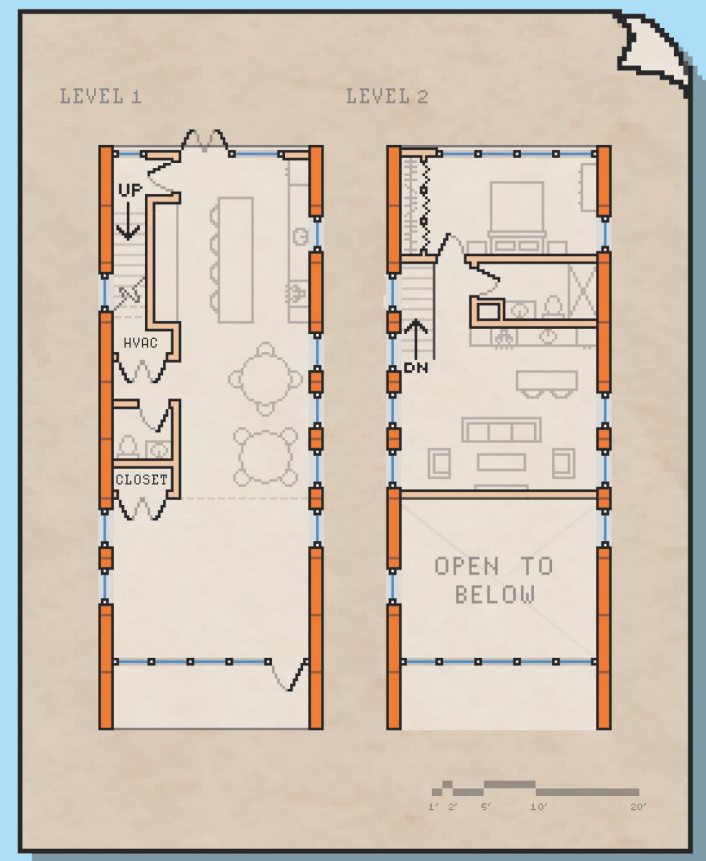
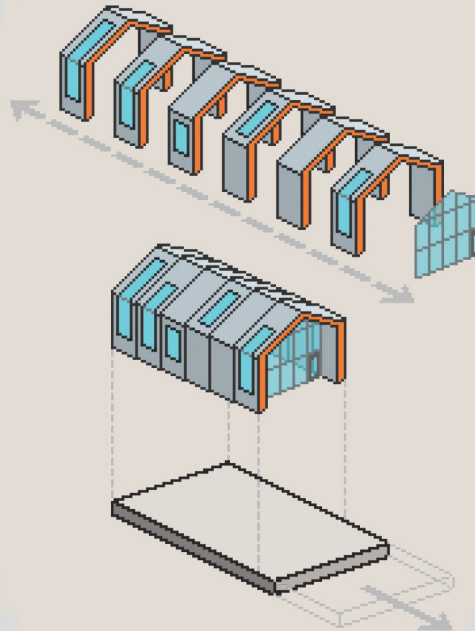
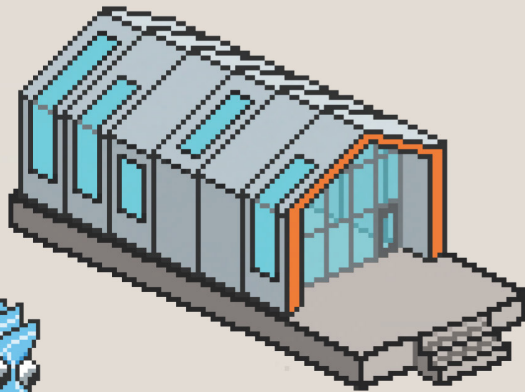
TOTAL (6 MODULES).....\$81,300

TOTAL (10 MODULES).....\$113,700



CONTINUE >

Big projects are the next step!
Create a place for community activities
in a mixed use residence!
Tight budget? Use an existing bungalow!



SPACE USE EXAMPLES

COMPUTER

ROUND TABLE

SQUARE TABLE

WORK OUT MATS

BEANBAGS

FOLDING LECTURE SEATING

1' 2' 5' 10' 20'

KITCHEN

BUSINESS SUPPORT

CHILDCARE

COMMUNITY

LEVEL 1: DAYTIME USE OPTIONS

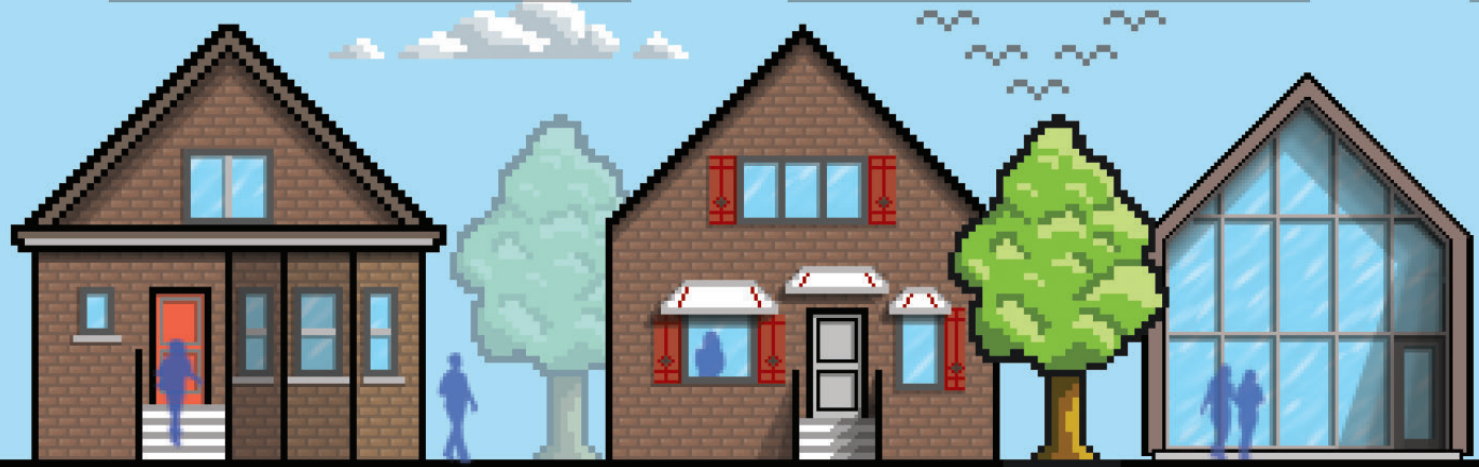
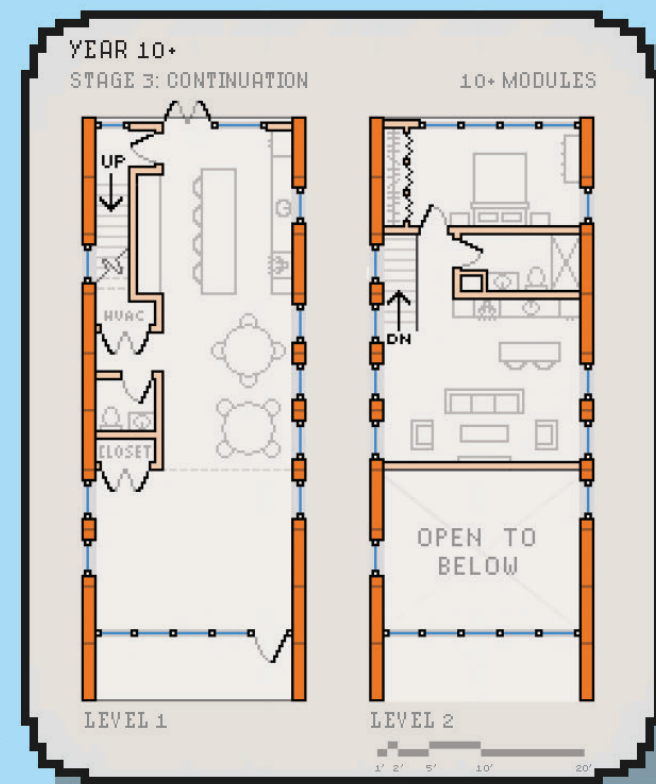
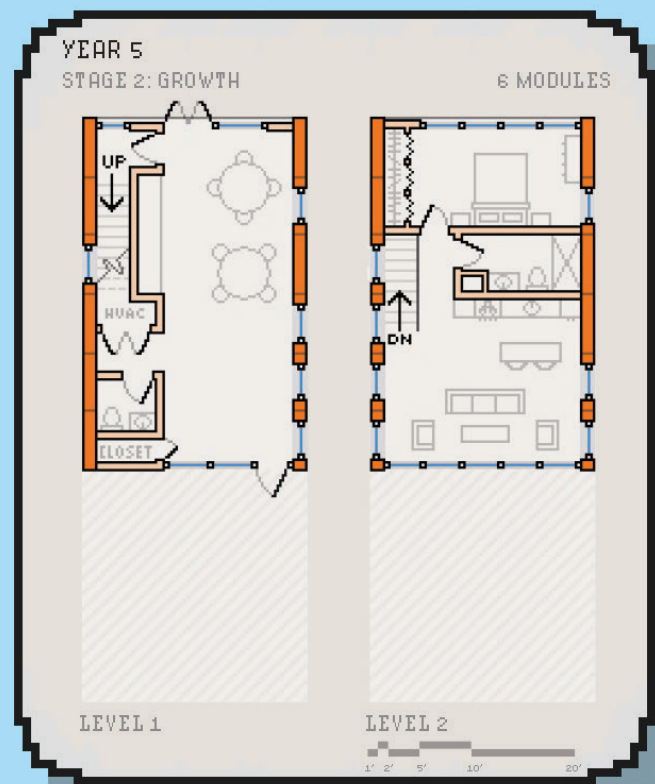
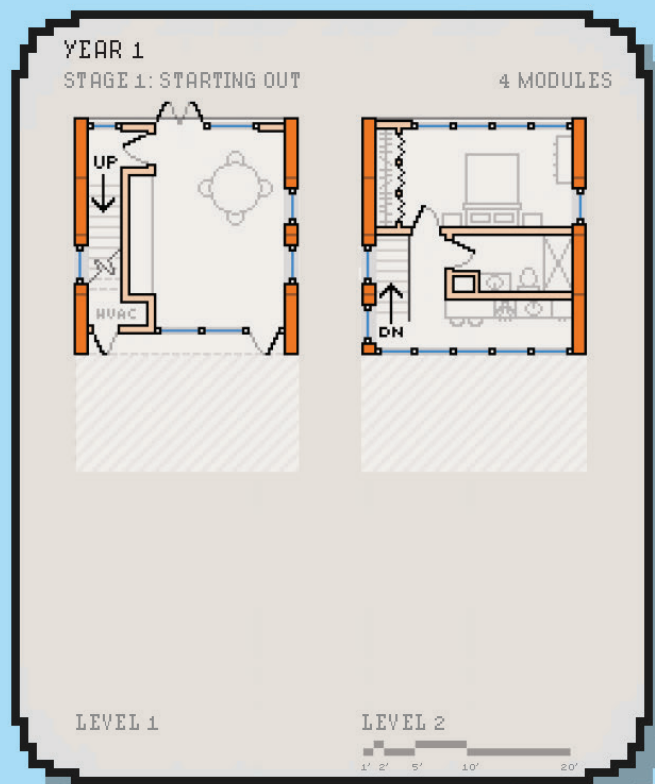
MORNING BUSINESS CENTER

AFTERNOON AFTER SCHOOL LEARNING

EVENING COMMUNITY LEARNING AND MEETING

1' 2' 5' 10' 20'





YOU WON!
Your community is new
and improved!



Restart the game to
reassess the community
for future improvements!