

The Card House





Community and People

The community and people is the main thing which I chose to be preserved. The core memory of my life since I was a little is to share my time with my family and people I know. The gathering time is always the best part. We have been playing and enjoying our time together until the bed time was forgotten.

In the current time that technology and smart phone had stolen most of our time to scrolling or watching random social media instead of enjoying our time together. People seem to lost physical connection and communication to other people or even in family with different generation.

The strong connection of people creating the good community and neighbourhood of family and around the area. That is why I chose the connection of people and community to be the main topic of my project that should be preserved.



Site Analysis

The Westgate Hall



The Westgate Hall is a space for community which hosting events and activities for over a century in Canterbury with the welcoming image. The space runs many interesting events such as, vintage and antique markets, International Women's Day, and Wine Festival. The Westgate Hall connect people and community together with through performances and activities, providing the efficient event for local people as well as disabilities in order to improve lives and community in Canterbury.

There are the interesting entertainment places surrounding the site which mostly have the specific time of appointment or booking, such as, cinema, theatre, and escape-room game. Therefore, our site will offer all day walk-in place with entertaining activities and chilling area for people around the area.

Surrounding

The Westgate Hall is surrounding with many entertainment places such as theatre, cinema, and escape room. Moreover, it's also near the Canterbury West train station.

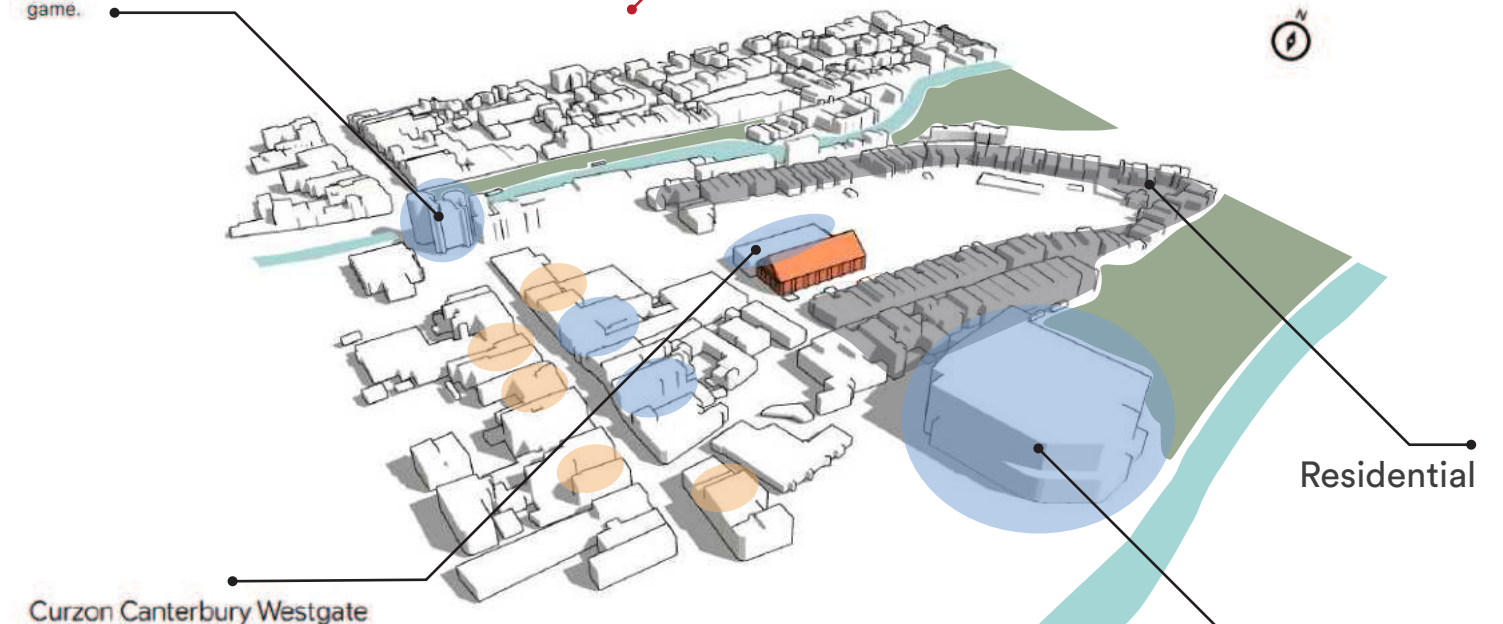


Westgate Towers Museum & Viewpoint

Historic gateway & tower built in 1380, offering period artifacts, city views & an escape-room game.



Canterbury West Station



The Marlowe
Modern theatre for Shakespeare, musicals and stand-up with a studio for contemporary performances.



Clients target



Eldery and teenager: since the card games are the perfect concept of traditional game of worldwide spreading and idea that card game is actually passed down by generation, they hold the precious memories creating and bring back the connection between **eldery and teenager** and also close the gap between generations which you can sometime see nephew playing the same card with grandad.

Local people in Canterbury: We focus on the to connect people together which can be student to the professional, as well as **visitor** since the site is not too far from the Canterbury west train station.

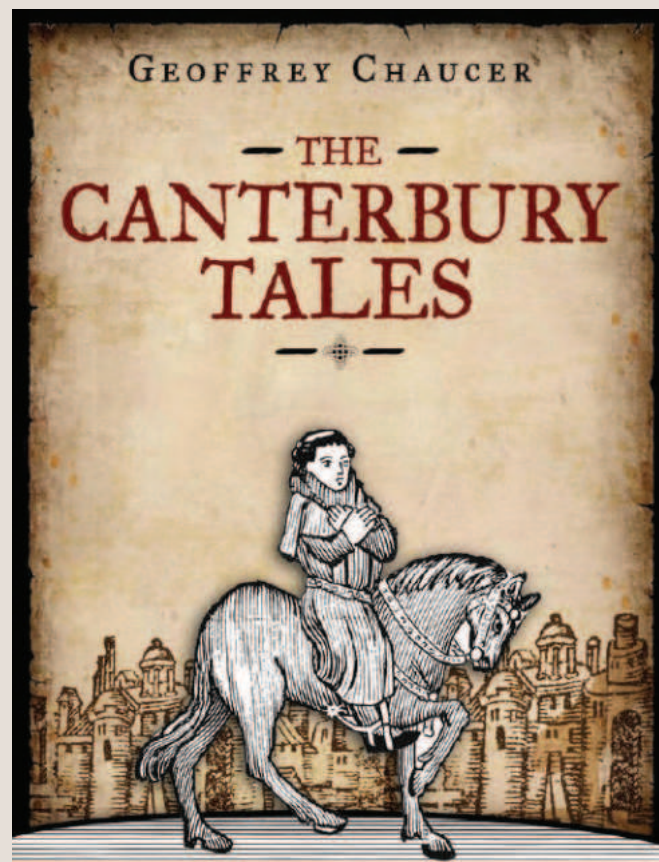
Introvert or the big group of people: The perfect choice for introverts or the big group of people that want to breaking the ice between each other who also wanted to join some community or activity club but no good at net working or talking in public, so you can just come and get to know each other through the classic card games.

Main Users is people that like to play physical games which is can be from any generation or group of age. Can be people who like to play logical game with strategic which you need thoes skills to play some card games like poker, or can be people who like the simple game with not much of thinking just like the card matching game which is so simple.



The space offer the place that people can gathering and enjoying the precious and joyful moment together, to spend time with physical activities without a touch of smartphone during the time. One of the best thing people most spend time doing together is to play some games or activities which allow every one to be part of the the game enjoy sharing the precious moment together. There are so many type of games to be play but the one that i chose to be the main concept of this project is **the card games**, which is also to preserve traditional and culture.

Card game and Canterbury



Hazard is an early English game played with two dice; it was mentioned in Geoffrey Chaucer's *Canterbury Tales* in the 14th century, in the Pardoner's Tale





















THE CARD GAME

The concept is to run the traditional card games with various type of cards from the different traditional card around Europe. The saveral versions of cards represents the uniqueness of culture along each areas and countries. The brand-new version of The Westgate Hall offer the new experiences of a tradi-tional game to everyone from any generation through the joy along with a touch of history and a sense of community, in order to create a unique spot of Canter-bury with the refering to the reconnection of commu-nity, culture, and history.



Card Research

Various version of card game in Europe

Italian	Coins 	Clubs 	Cups 	Swords 
Spanish	Coins 	Clubs 	Cups 	Swords 
Swiss-German	Bells 	Acorns 	Roses 	Shields 
German	Bells 	Acorns 	Hearts 	Leaves 
French	Diamonds 	Clubs 	Hearts 	Spades 

The international deck evolved in Europe from the original 52-card Mamlūk deck, of which some specimens are still extant. The original suits were swords, polo sticks, goblets, and coins, each containing ranks 1 to 10 and three court cards. As cards spread through Europe in the 15th century, the card makers of each area adapted these to their own designs, eventually giving rise to several series of national decks that are still used in their countries of origin. Some countries also contain the different number of the amount of card in the deck, for example, The Scopa deck from Italy played with a standard of 40-card.



Scopa card, Italian card game.

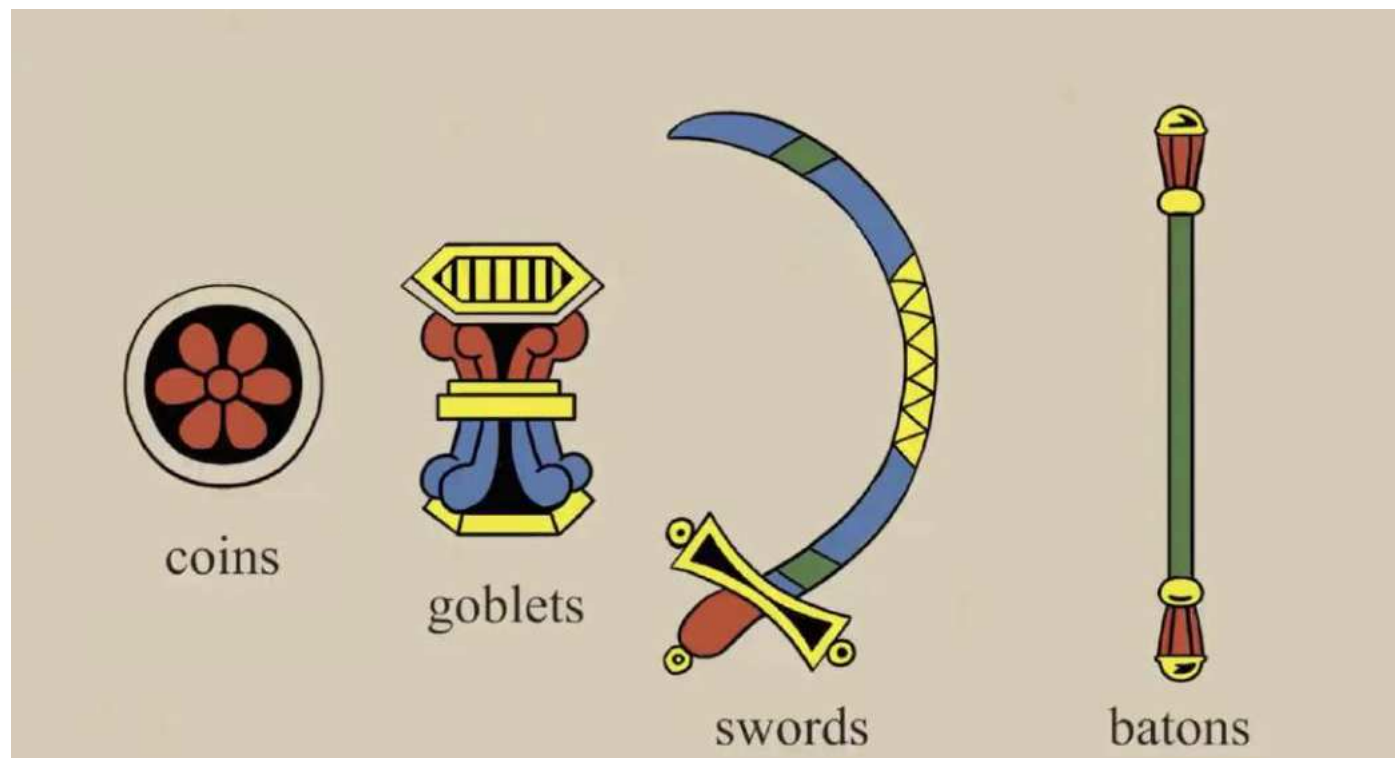
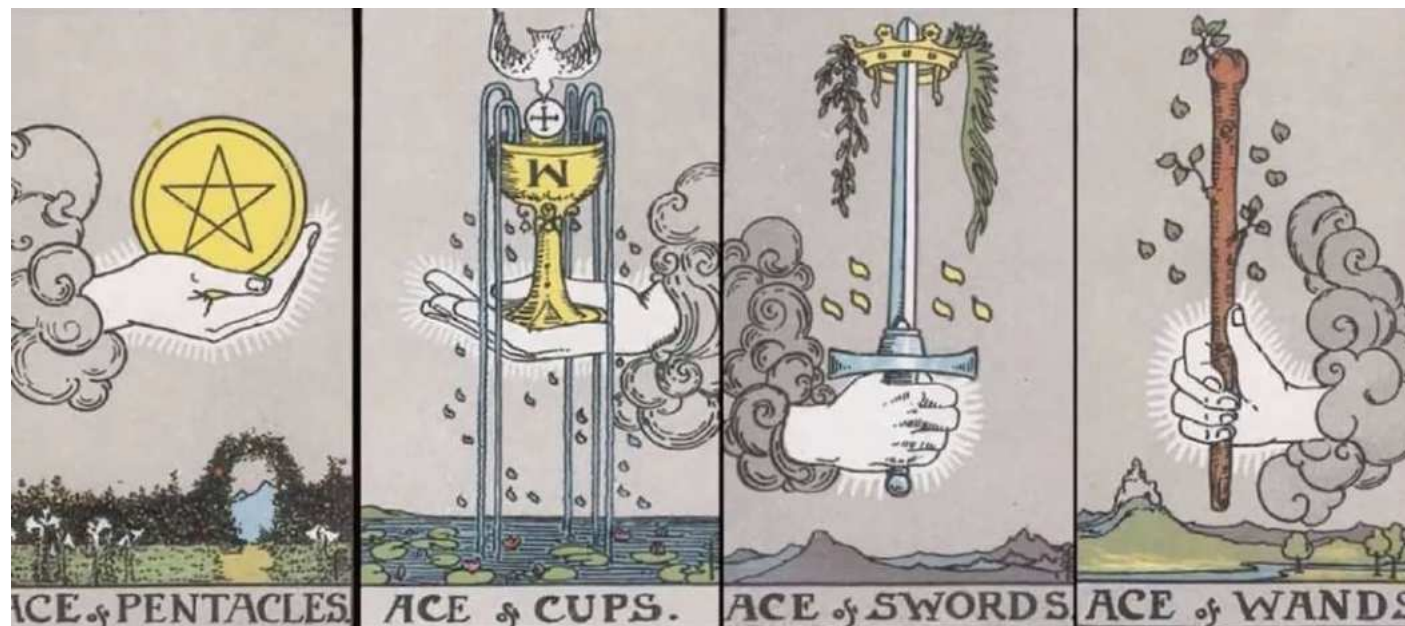
Even Italian card itself has 16 version of cards divided and developed in different zones of Italy.



Card Development

Tarot

Research by Michael Dummett and others demonstrates that the Tarot pack was invented in northern Italy in the early 15th century and introduced into southern France when the French conquered Milan and the Piedmont in 1499.



The exact number and symbol of the tarot cards is the strong evident to prove the influences and development of cards during the period of time to the different purpose and meaning of card which people adapt them to fit with their culture.

Interview

The interview from different group of age from 20 - 50, different nationality from Asian to Europe, and from a big fan of card games to the not into any of card games show the familiar attitude through the card games

Summery from interviews :

Why do you like / do you think people like card game:

Most of people like card games because it is fun and enjoyable to spending time with other people from the small number of to a big group of people. The simplesity of card can play so many game with just one deck of cards. They also have various type of games from the simple and basic game with no need of complexity allow people to understand and play easily to the complexity game which require strategy, math, andad-vancenens of players.

How do you know card games:

Was taught by friends or family.

How type of cards do you know:

International classic card and italian card version.

Why card games should be preserved:

Because it was passed down by generations and you can play it with your parents or grand parents. It can close the generation gap as well as the akwardly moment in the big group of people that you not close to, but you can break the ice in small amount of time.

Concept and Space

The space offer the various kind of Europe **classic card games** for people to enjoy time with their friends and family. The interesting history of classic card deck will be displayed in the area as the classic card gallery. This concept is to **preserve** the **traditional card games** which actually existed and be part of human history since 14th century which is become more interesting with the way people adapted them to fit with their own culture creating the unique versions of card games. Moreover, the activity time holds a lot of treasure memories and enjoyment, while connect people together without the touch of technology and smart phone and also closing the gap between generation of people and family. Or even let you playing and melting the ice with new people to connect more with others.

Besides, the place offer the unique and new way to play with cards, for instance, **the giant card game** that let you enjoy playing card in the human size to allow your whole body to be part of the game, or **the card stacking game** that not only let you use your brain to solve the problem but also the whole body movement as one of the game's rules.





Concept and Space

Chilling & Seating area: serve as social hubs where people gather to relax, connect, and enjoy entertainment like live music or sports. They play a key role in nightlife culture, offering a space for everything from casual hangouts to informal business meetings. Beyond their social function, bars also contribute to the local economy through job creation and tourism. Moreover, you can enjoy the card activities observation from the bars, chilling while watching the competitions.

Mezzanine: A mezzanine is an intermediate floor that allows people to enjoy elevated views and observe the surroundings from above. The top view allows you to observe all the areas and activities around the building clearly with the big arch window which you can also enjoy the beautiful view of Canterbury from the inside. enhance spatial experience and visual connectivity. It offers an elevated vantage point that allows occupants to overlook the space below, emphasizing openness, vertical layering, and interaction within the structure's interior environment.

Tarot Zone: The Tarot Card Activity Zone is a quiet, cozy area where people can sit down for tarot readings or explore the cards on their own. It's designed to feel calm and inviting, helping visitors focus, reflect, and enjoy a more personal and mystical experience away from the busier parts of the space. AND the space also allows you to enjoy and explore more of the history and connection of Tarot card and the societies.

Gift Shop: The gift shop is a space where visitors can browse and purchase gifts, themed merchandise, or small keepsakes related to their experience. It offers a chance to take home a memory from the place, making it both a functional and enjoyable part of the overall journey. The unique experience of the card games and their interesting history with the world-wide connection plus the diverse culture through different area create the enchanted treasure for you to bring home.



Building Analysis & Concept visualization: Structure

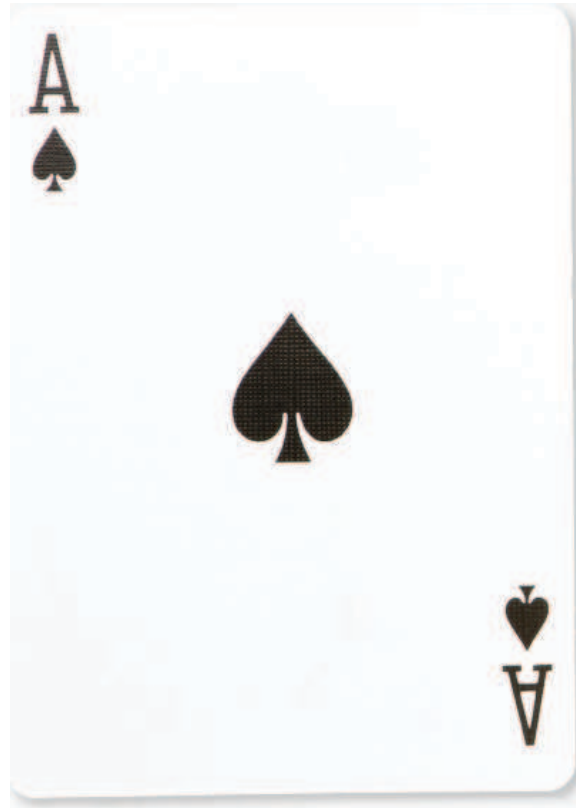


The original structure of the building is the simple geometric shape of rectangle and triangle represent the clean and professional of the modern-contemporary style in architect with the touch of round shape end. The curve shape symbol creates the atmosphere of welcoming area which fit along very well with the community and people serving of the site. The new element of mezzanine and floor platform will be followed the shape symbol of the building in order to respect the historical building and show the concept of **insertion** and the **installation** in the terms of materials and styles, with the portable ramp and partition for the better circulation.



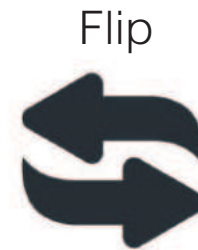
Building Analysis & Concept visualization: Decoration

Decoration Idea



Exterior:

The original tone of the building is the cream and white concrete and brown brick colours represent the calmness and welcoming. For the recreation, I will remain the calmness and clean of the exterior as the show the original characteristic of the site but playing with the colours for the interior instead to switch the mood like a flip of card.



Interior:

The mood and tone from exterior of clean and calm will be switch after entering the building with the floor tiles and partitions that inspire from the colourful and interesting pattern of the playing card all around the Europe to show the fun and joyful atmosphere. The concept of hidden colourful moodtone is to imitate the beautiful pattern of the back of the card that sometime we forget to appreciate how interesting of the patterns and colours are.

Original Building Picture



Enter



Original Building Picture

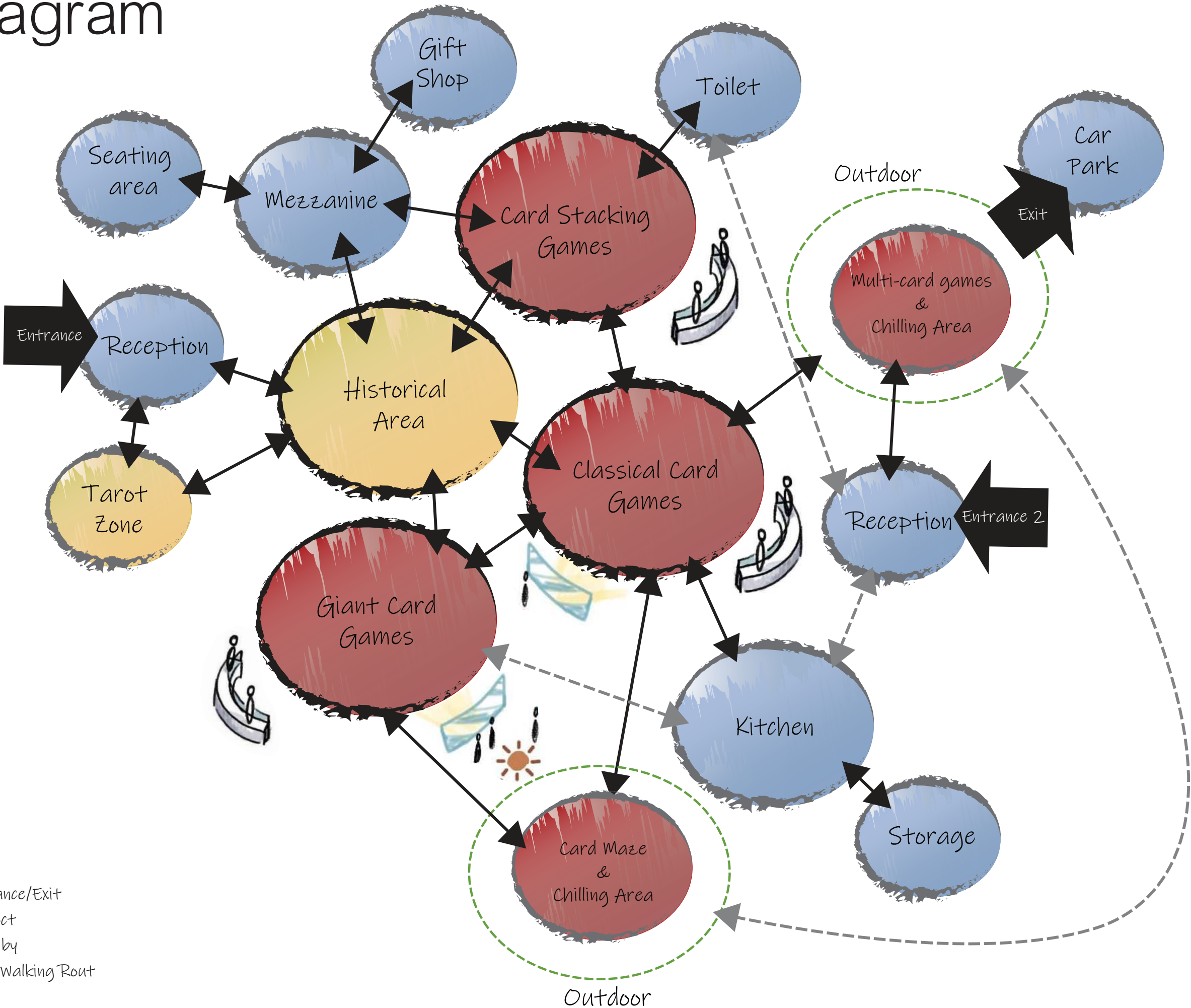


Bubble Diagram

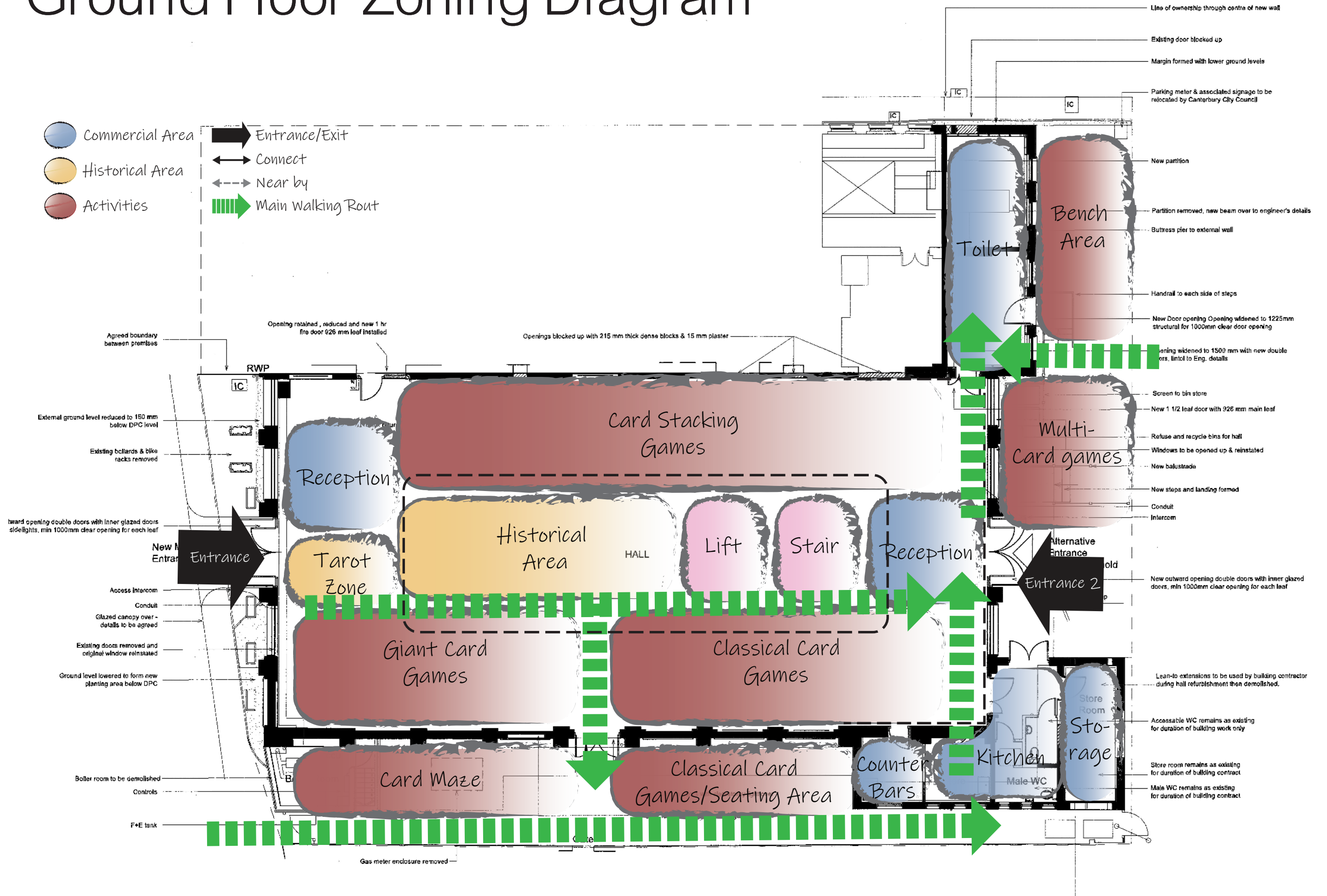
There are 3 main activity areas running in the building that people can enjoy the game loop of switching and enjoying different game within the site.

The small area of each activities also located in the garden that people can enjoy the outdoor space with a touch of nature.

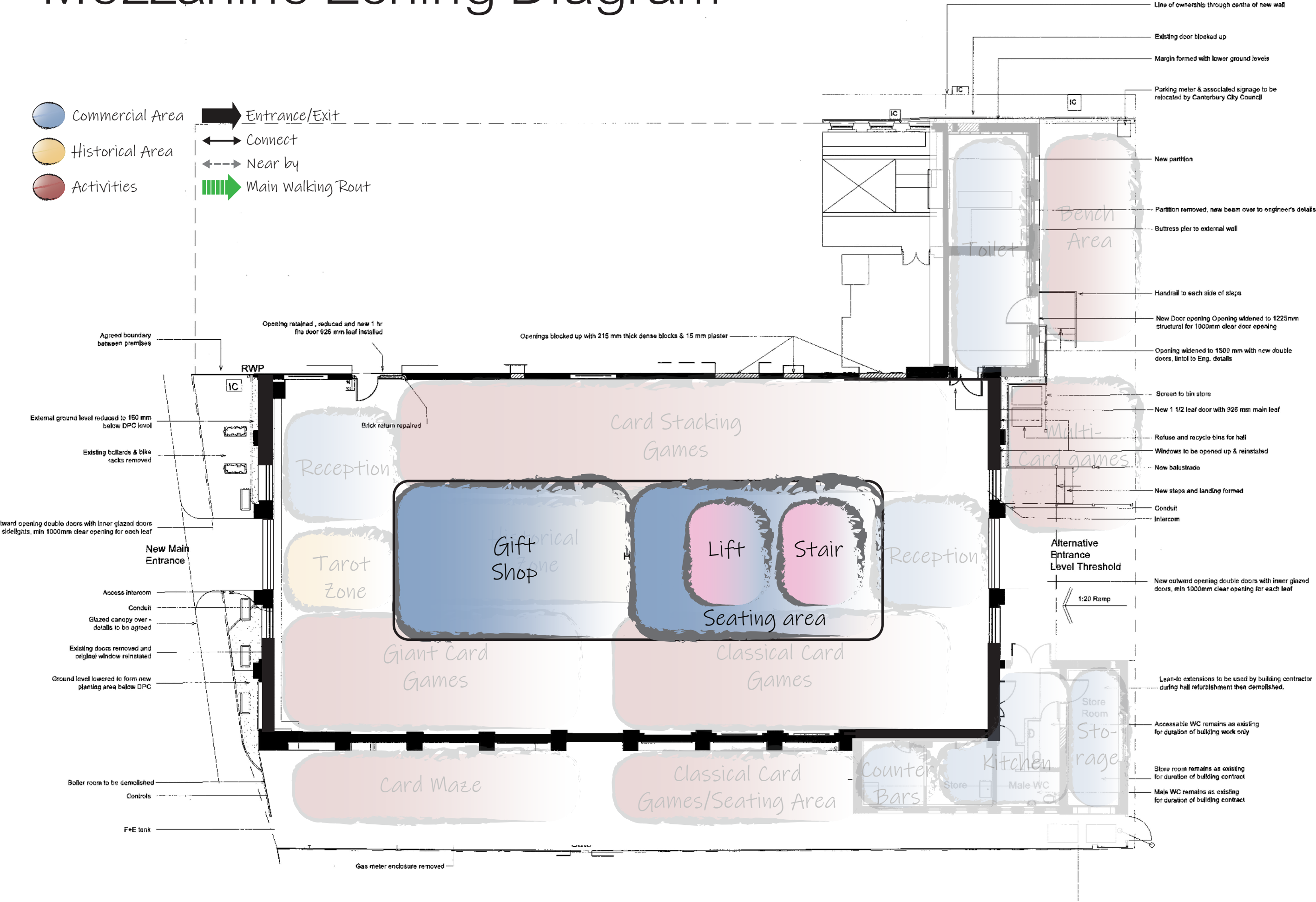
Two entrance provide to welcome customer from any circulation around the site with the mezzanine floor to enjoy watching the game while others are playing



Ground Floor Zoning Diagram

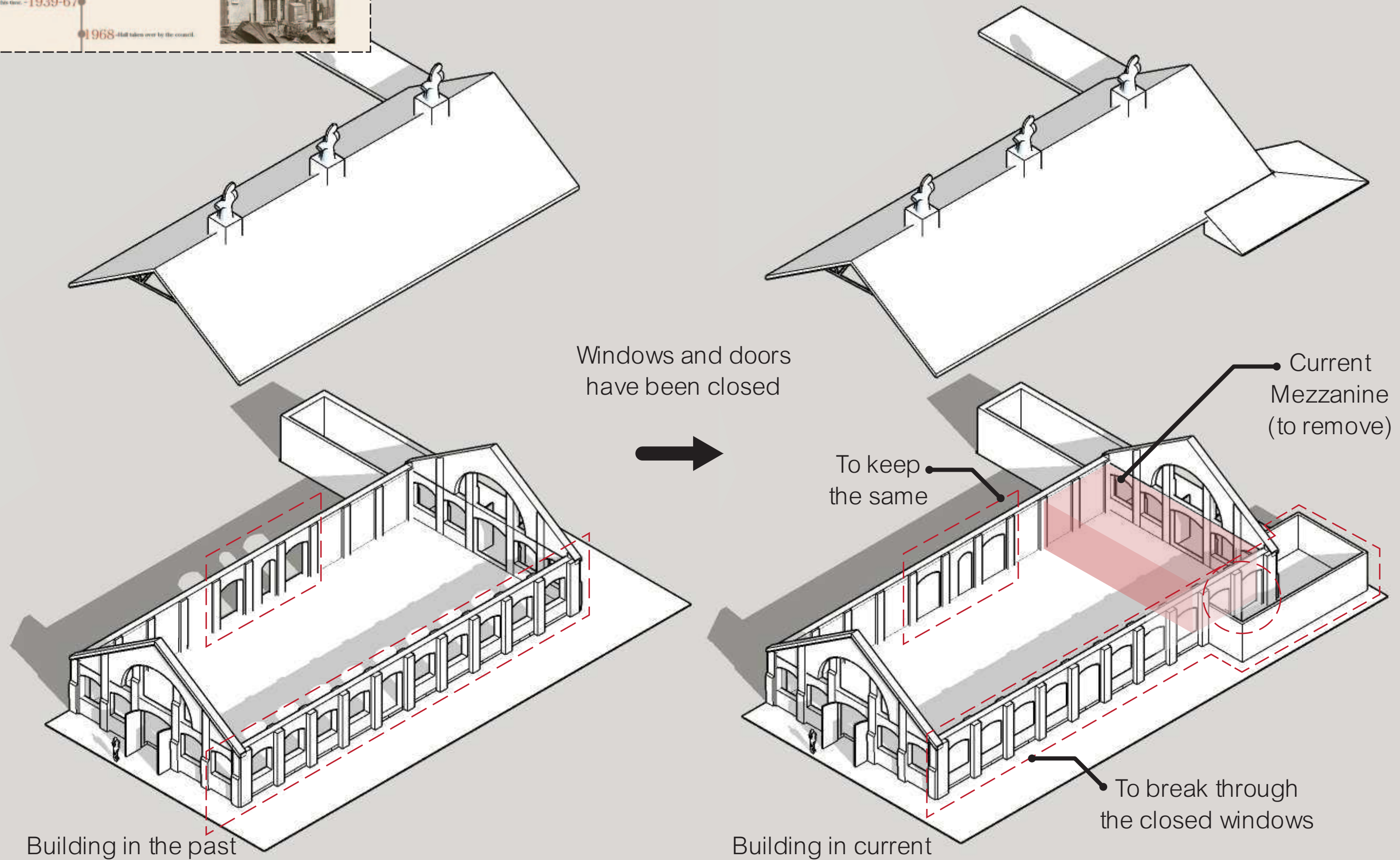


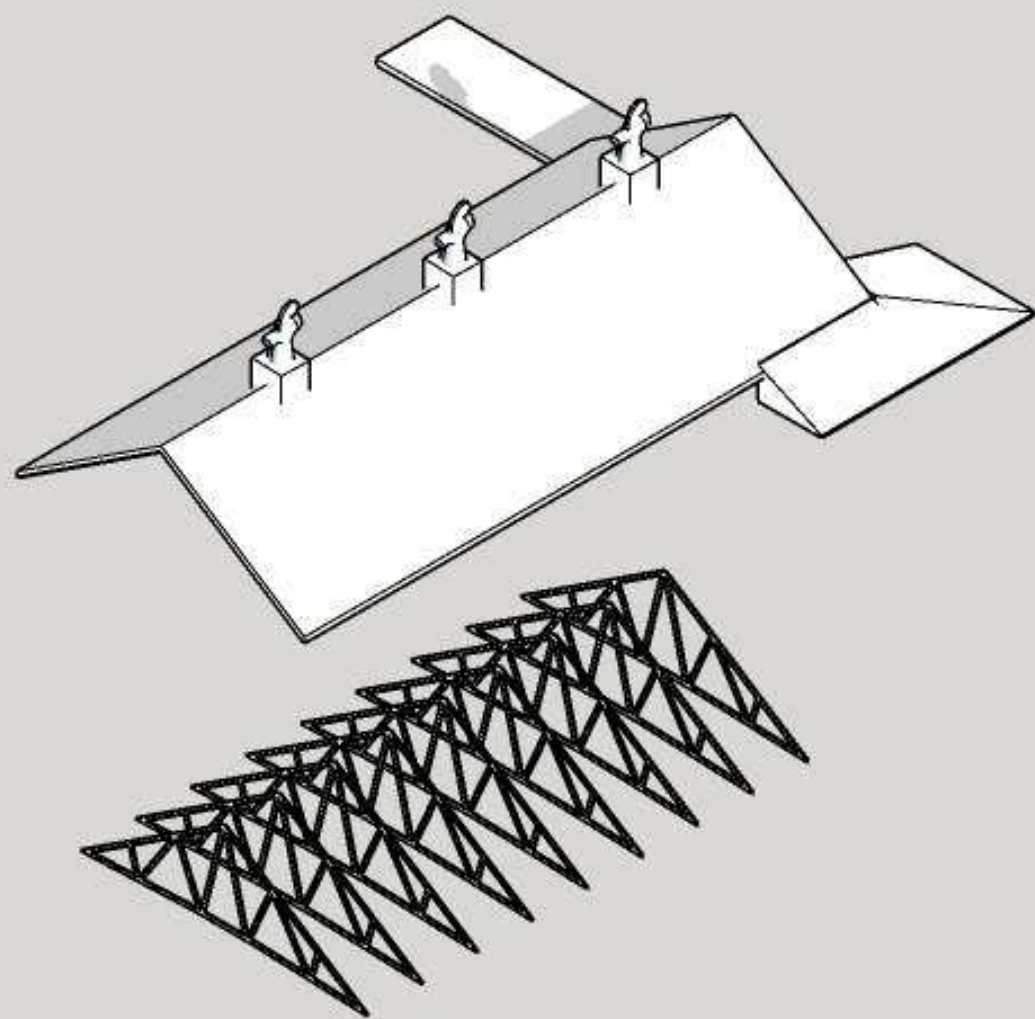
Mezzanine Zoning Diagram



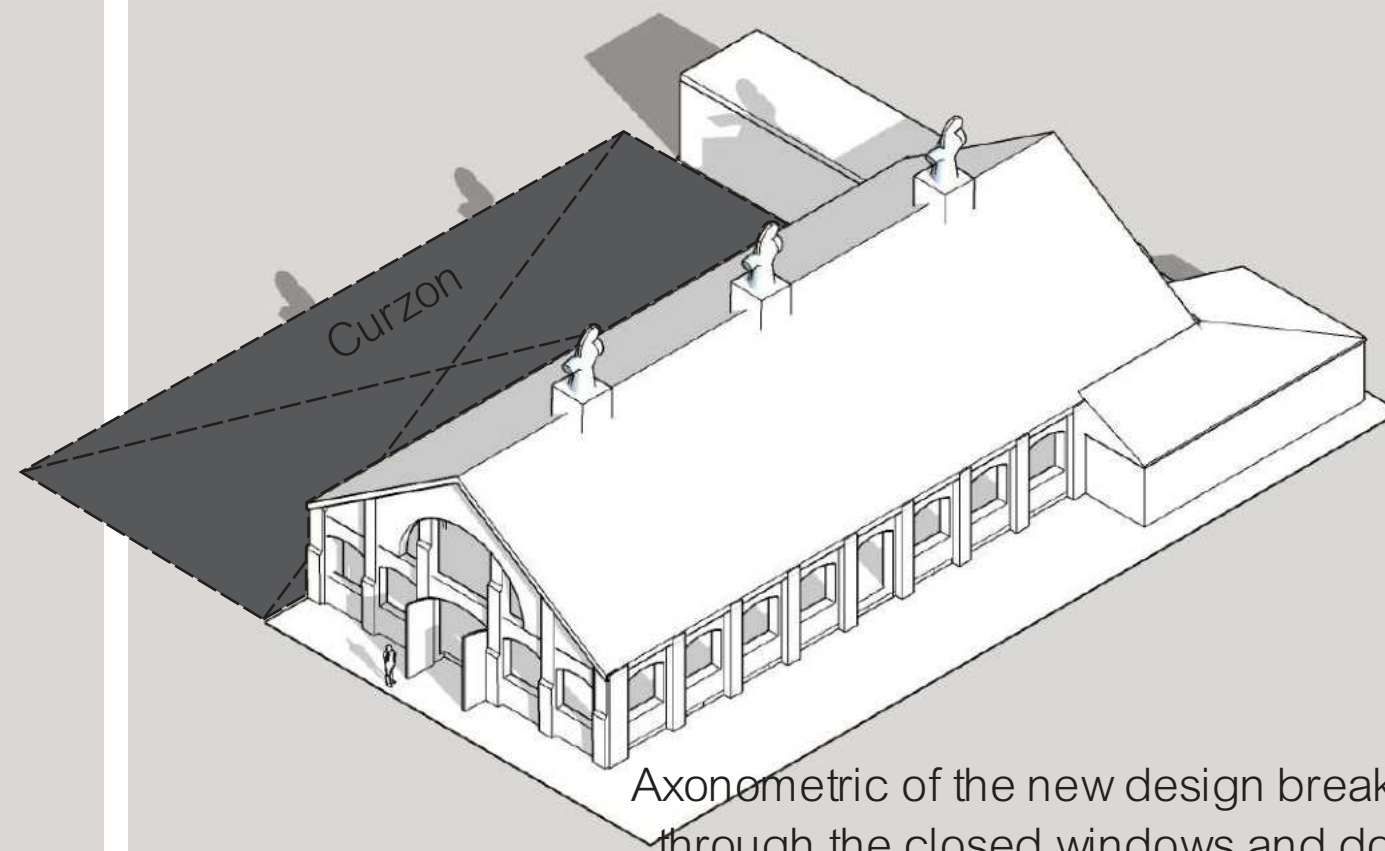


The red dashed line shows some parts of the walls that used to be the windows and doors in the past but were closed since 1920 and used as the drill hall. The idea is to break through those closing part to open up the space again

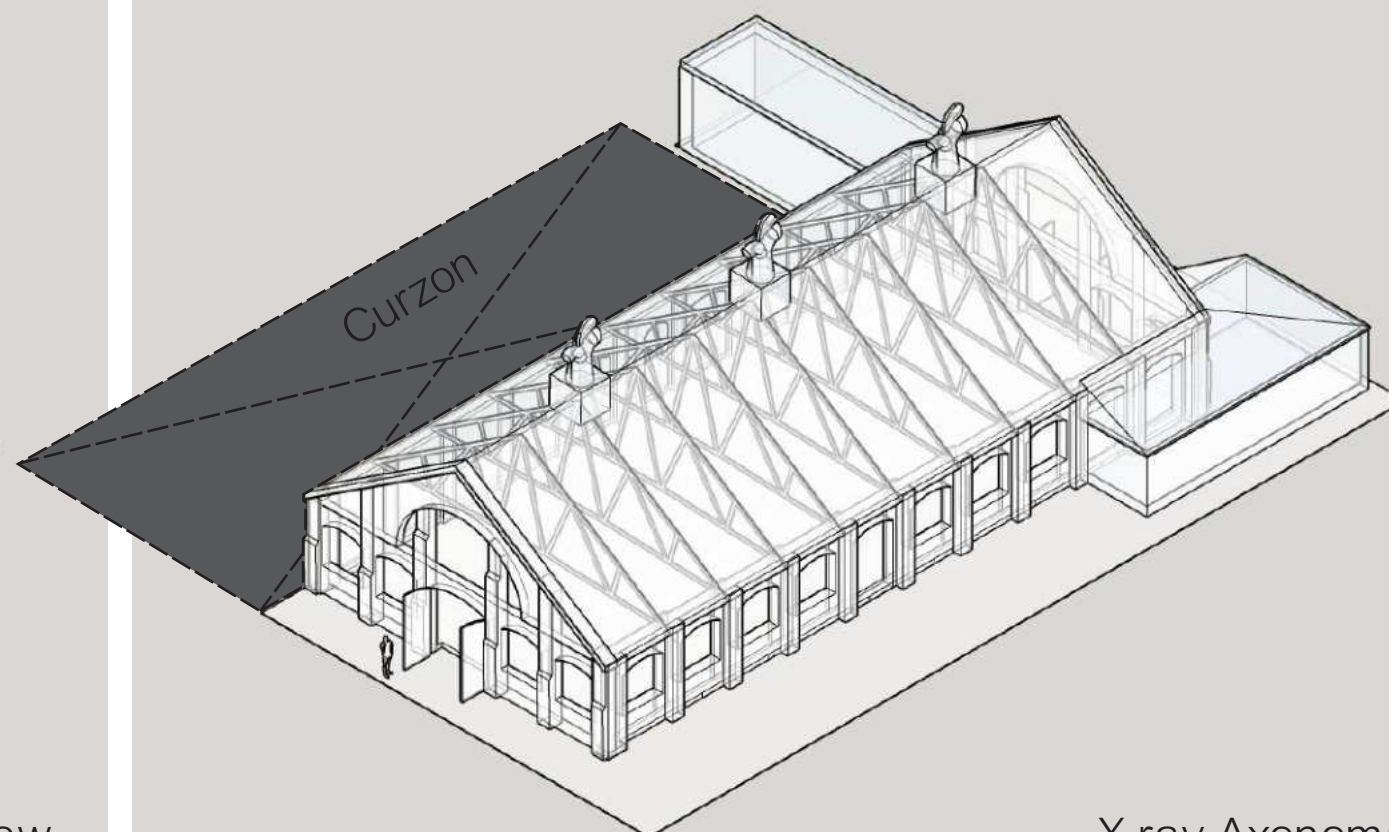




Exploded View



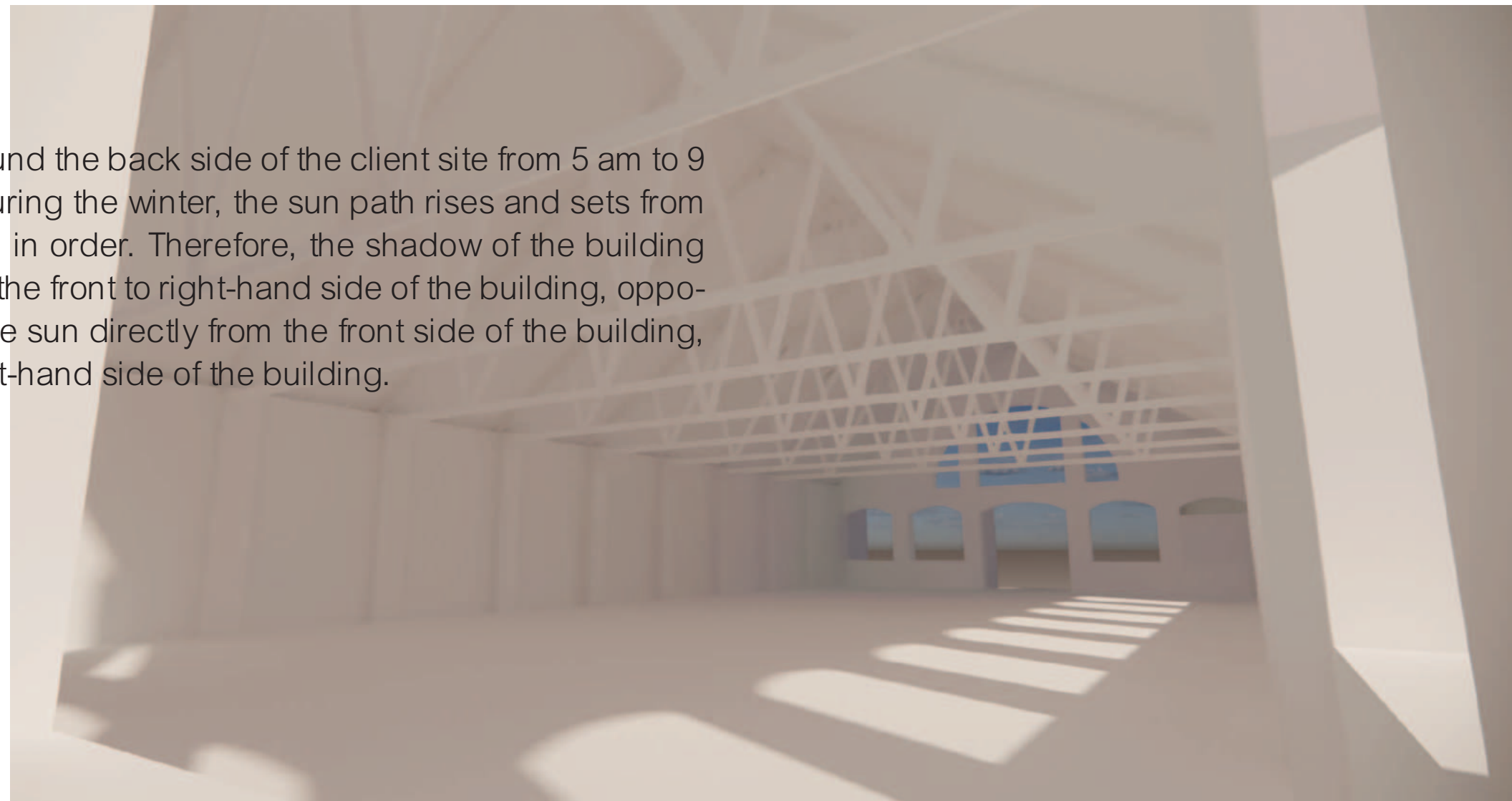
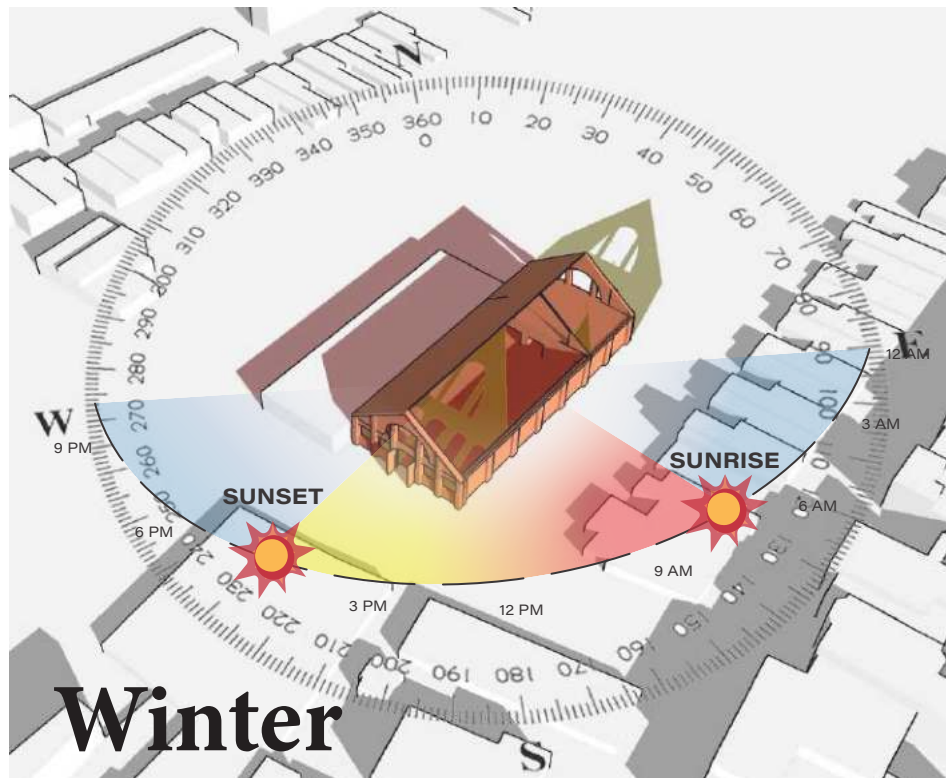
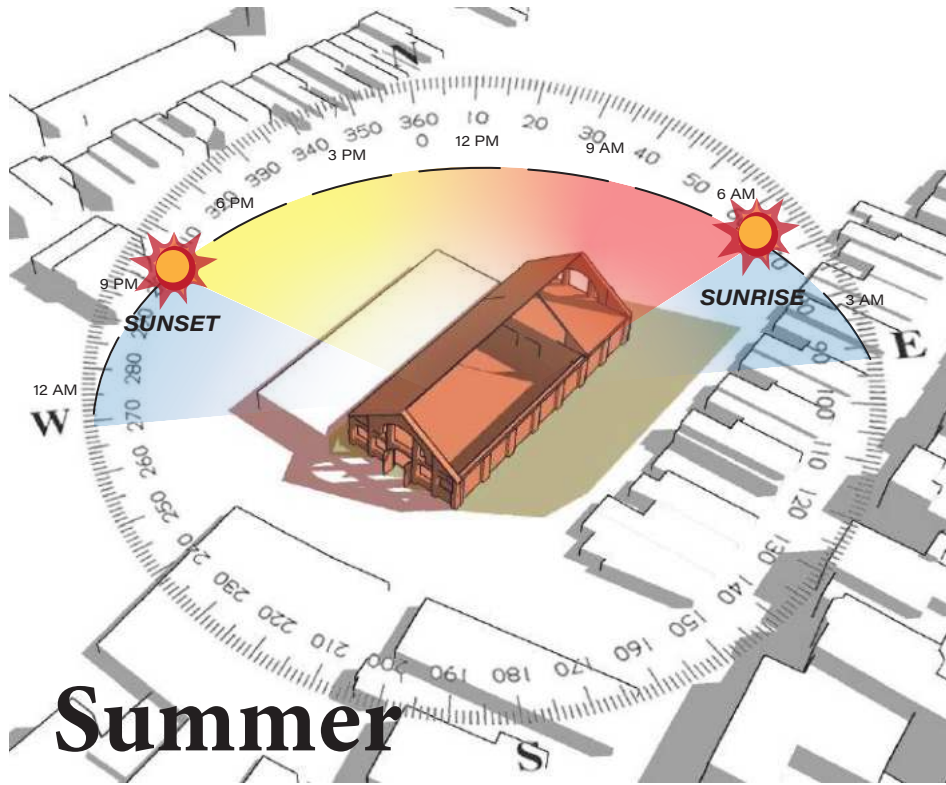
Axonometric of the new design breaking through the closed windows and door



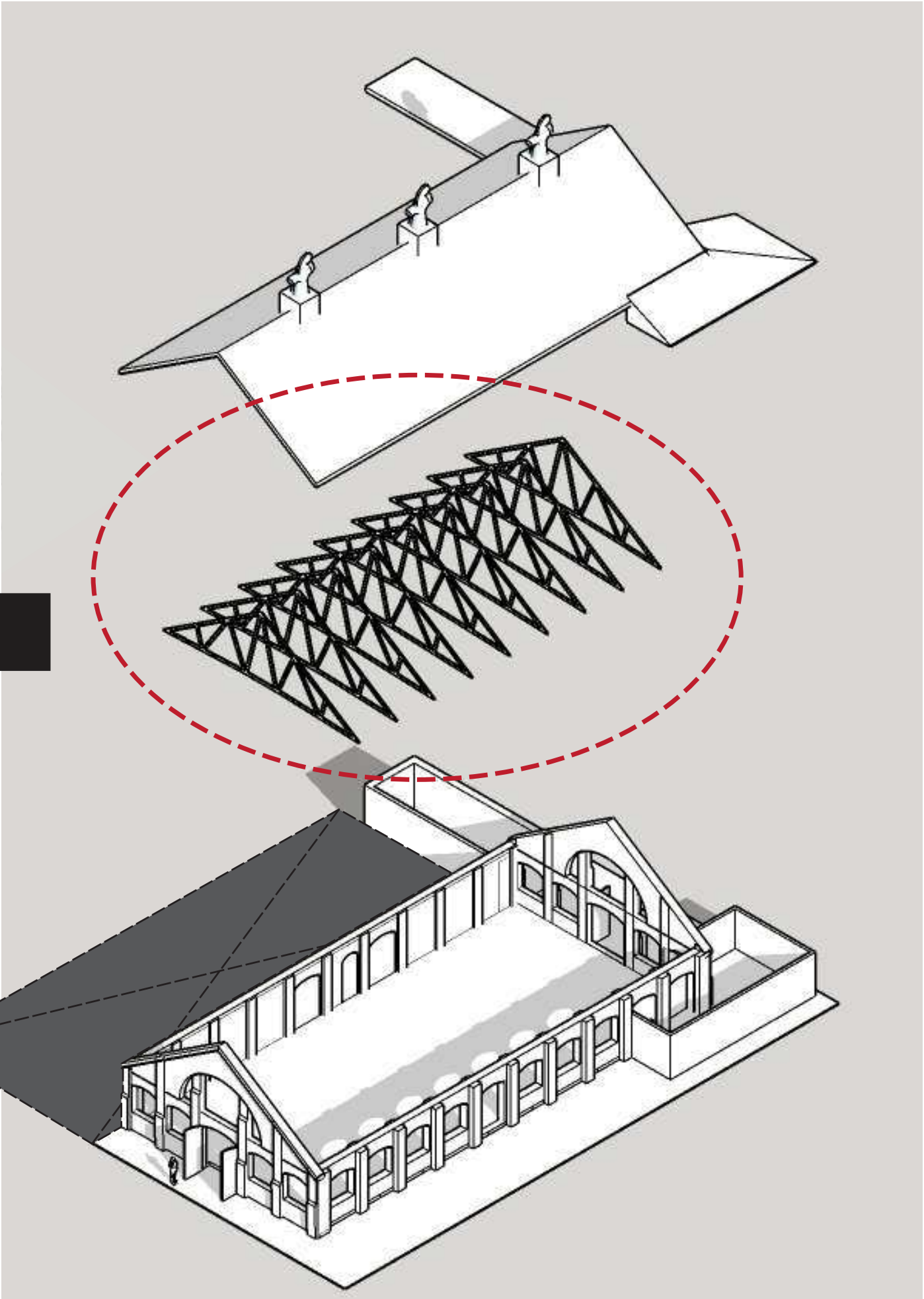
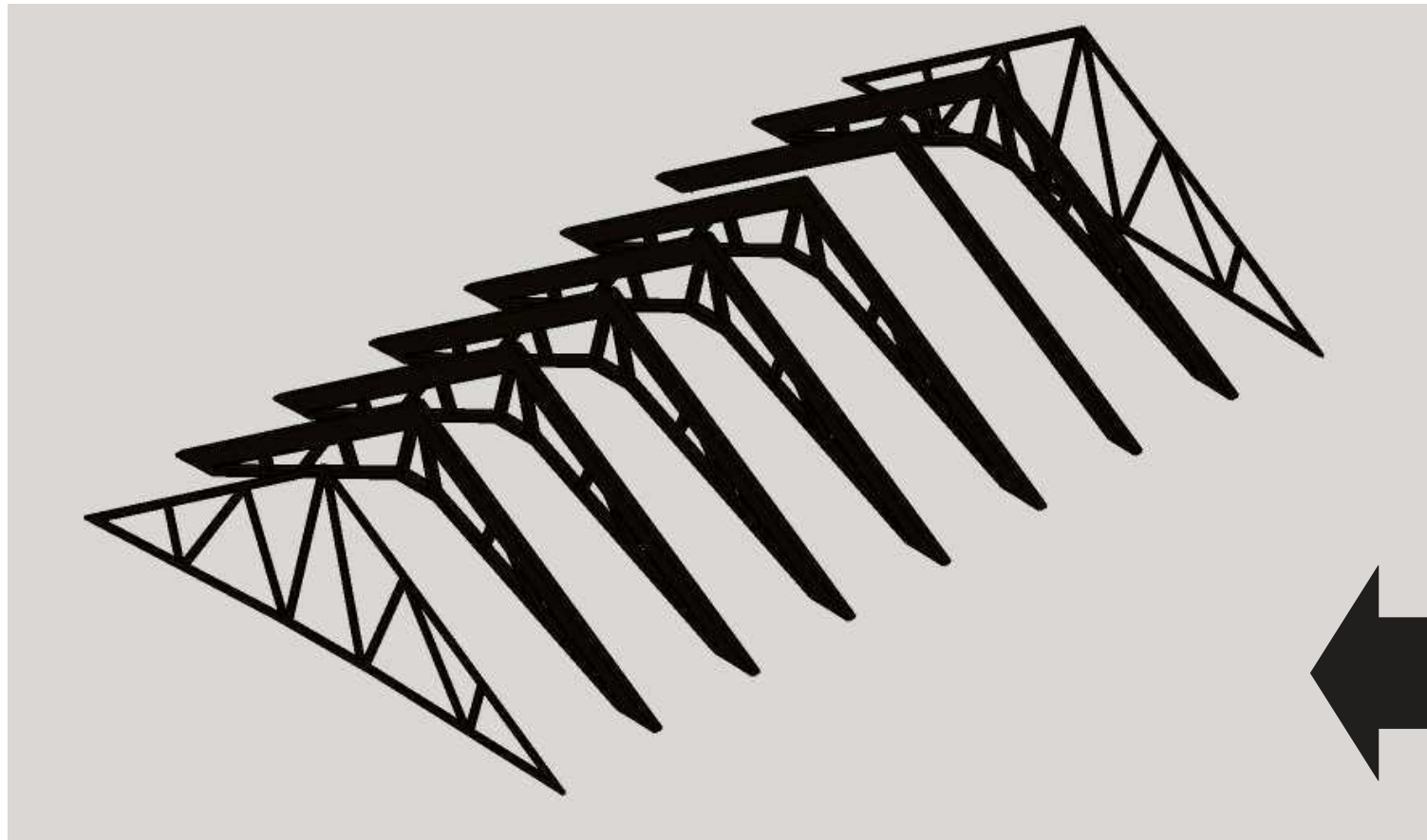
X-ray Axonometric

Sunpath

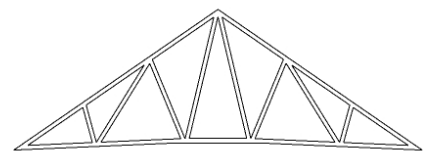
The sun rises from the northeast which is around the back side of the client site from 5 am to 9 pm and sets in the north-west, meanwhile, during the winter, the sun path rises and sets from the south-east to south-west at 7 am to 4 pm in order. Therefore, the shadow of the building during summer time mostly lay down around the front to right-hand side of the building, opposite to the winter season which likely faces the sun directly from the front side of the building, creating the shadow around the back and left-hand side of the building.



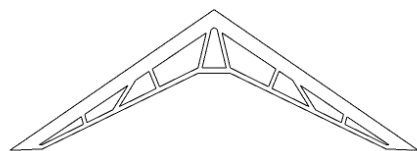
Structure Development



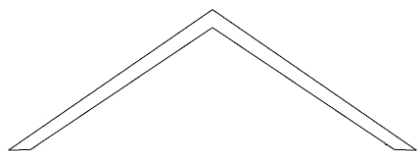
Version I



Version II



Version III

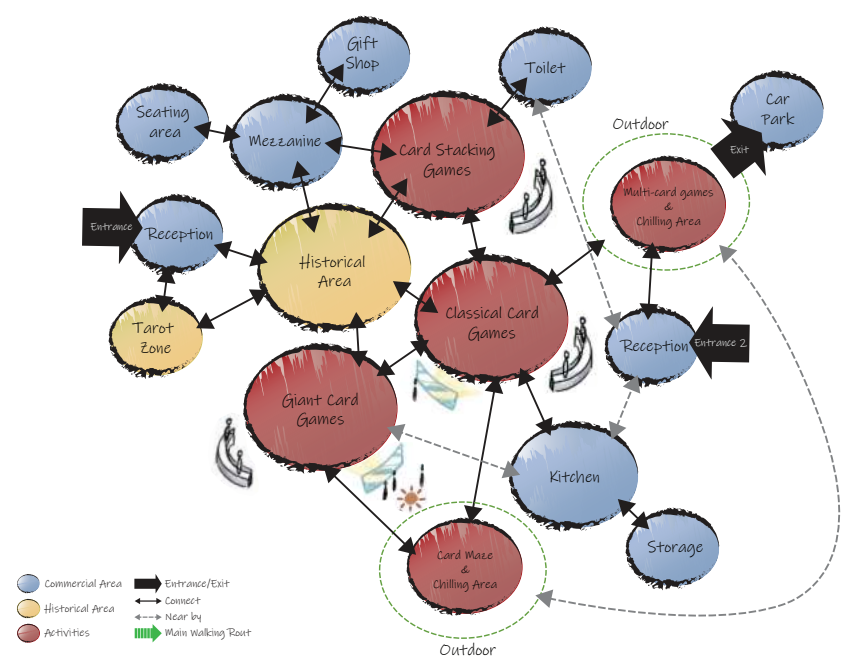


Beam from the original building with the creative triangle shape and thin depth will be kept for 2 of them for respecting the original style of the building.

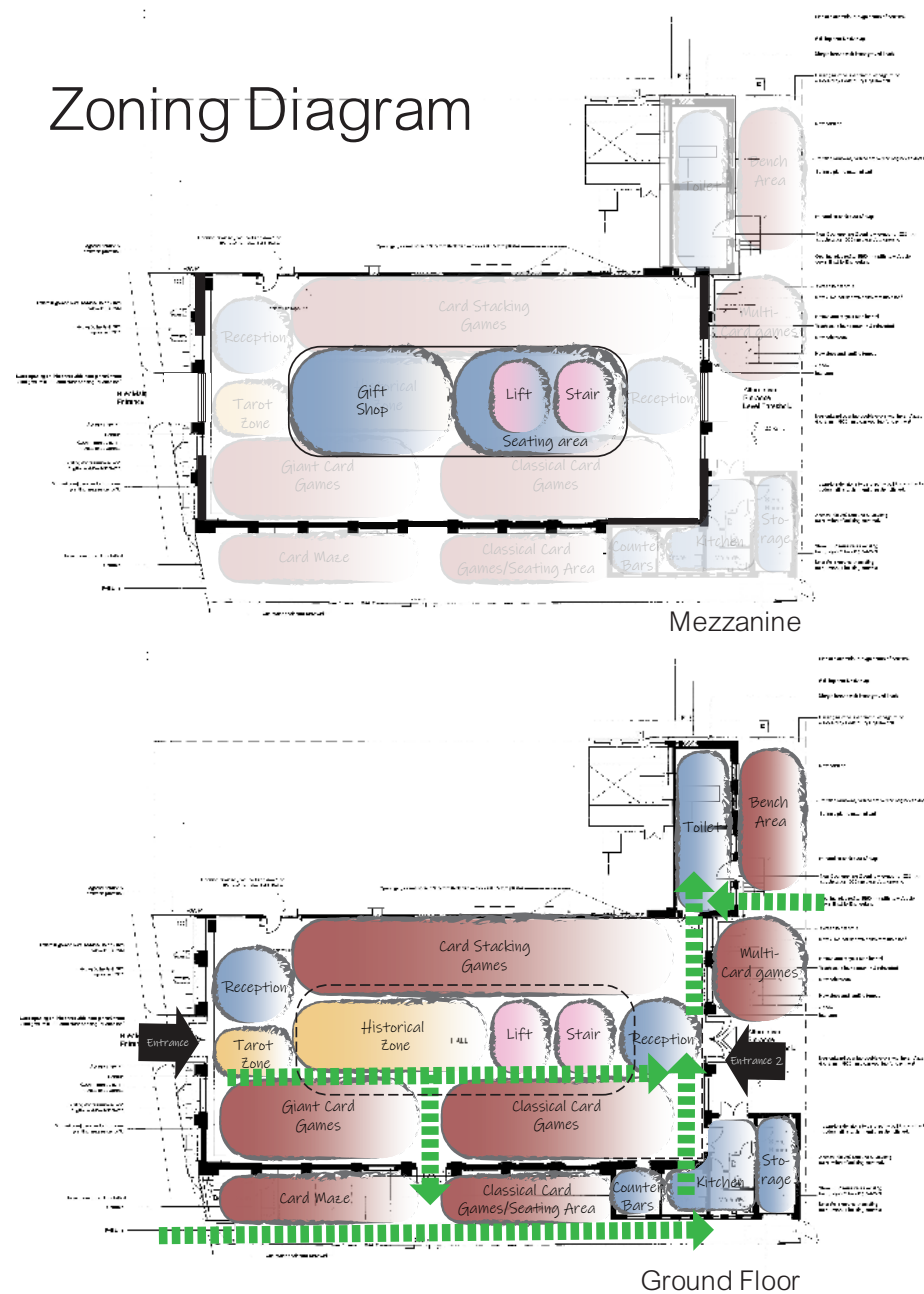
The new beam which imitate the shape from the original beam but will be thicker in order to remove the lower part of the beam and allow more space to the mezzanine.

The thickest depth beam will located around the upper part of the lift which is the simplest design for leaving as much space for the lift.

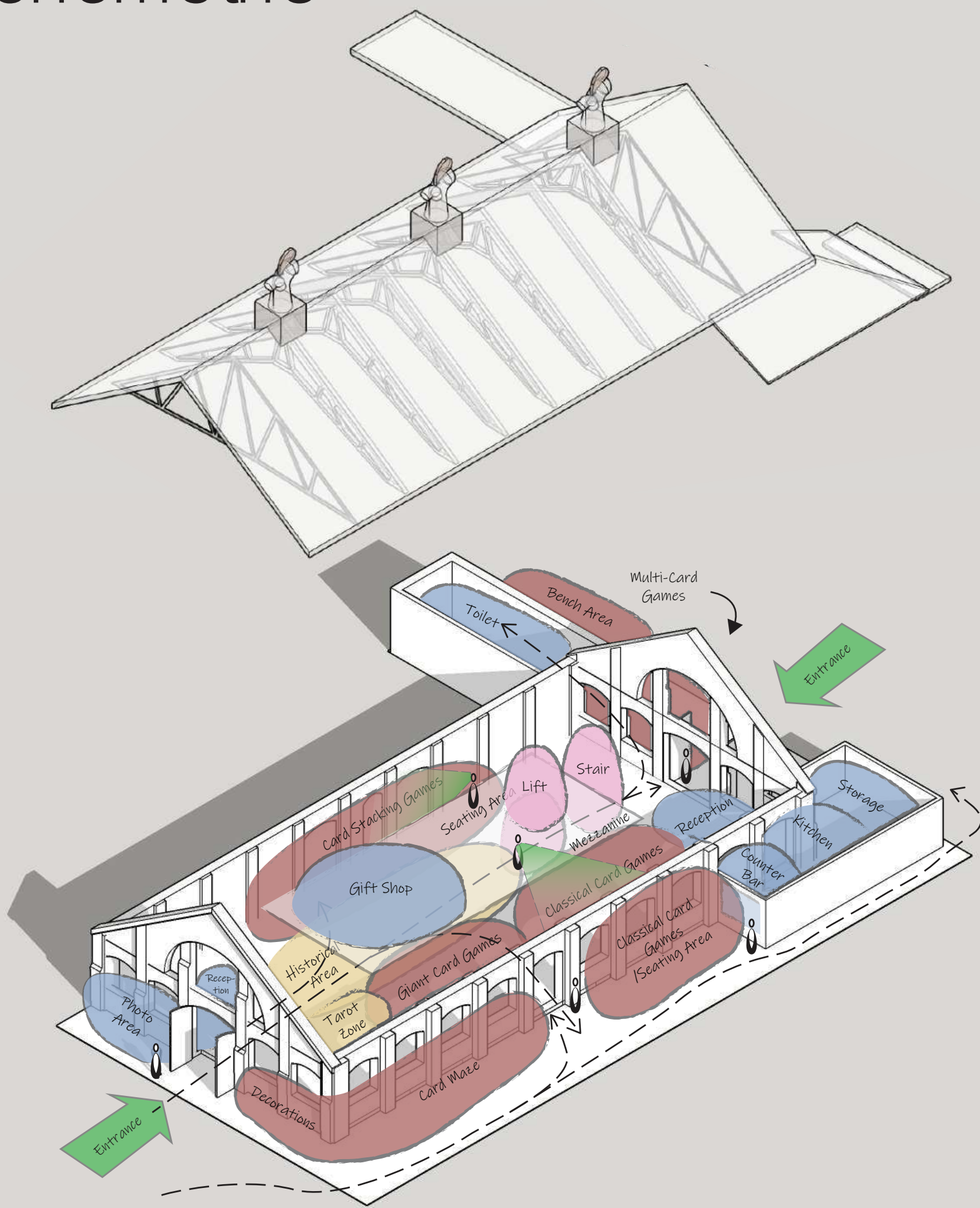
Bubble Diagram



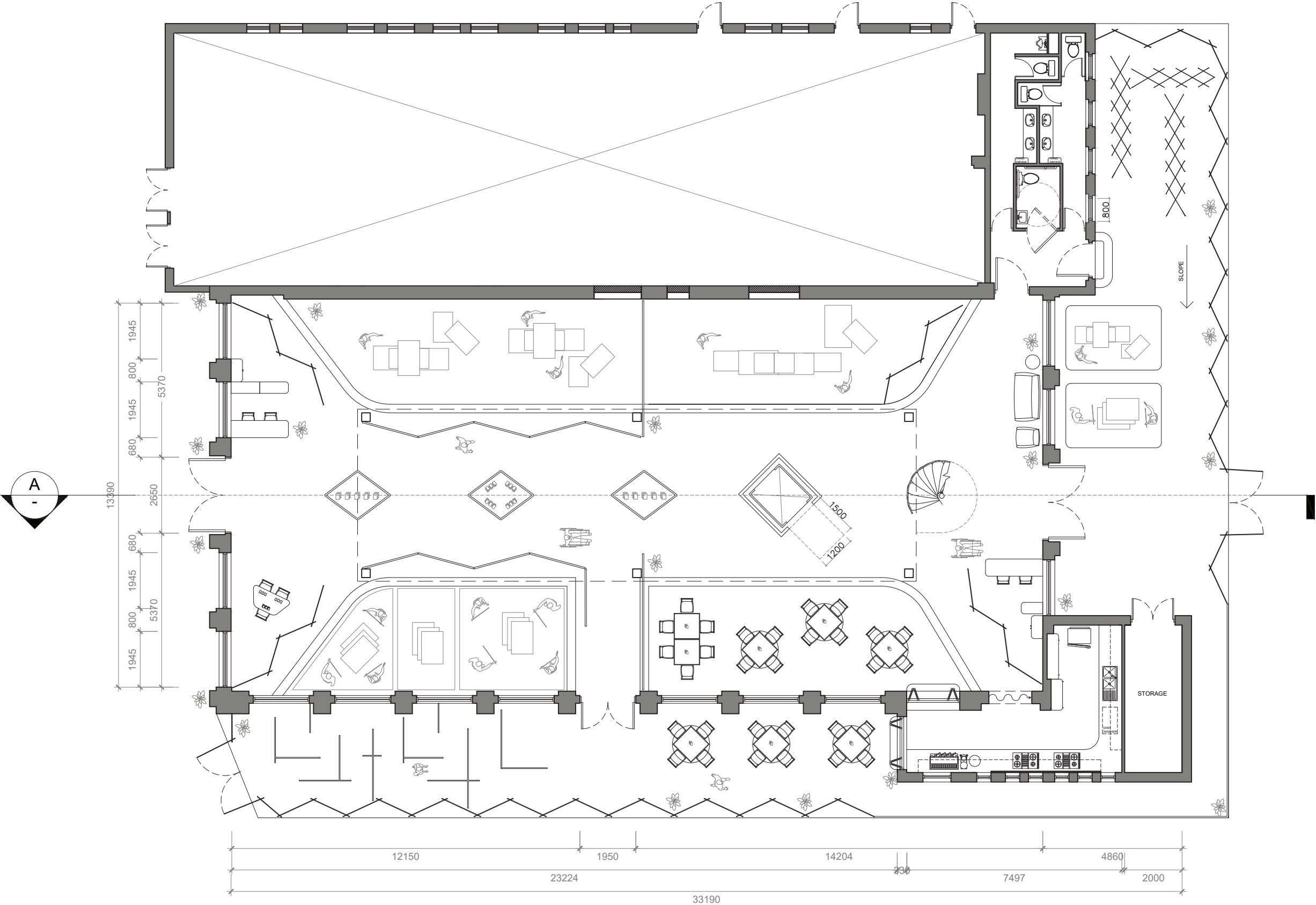
Zoning Diagram



Axonometric

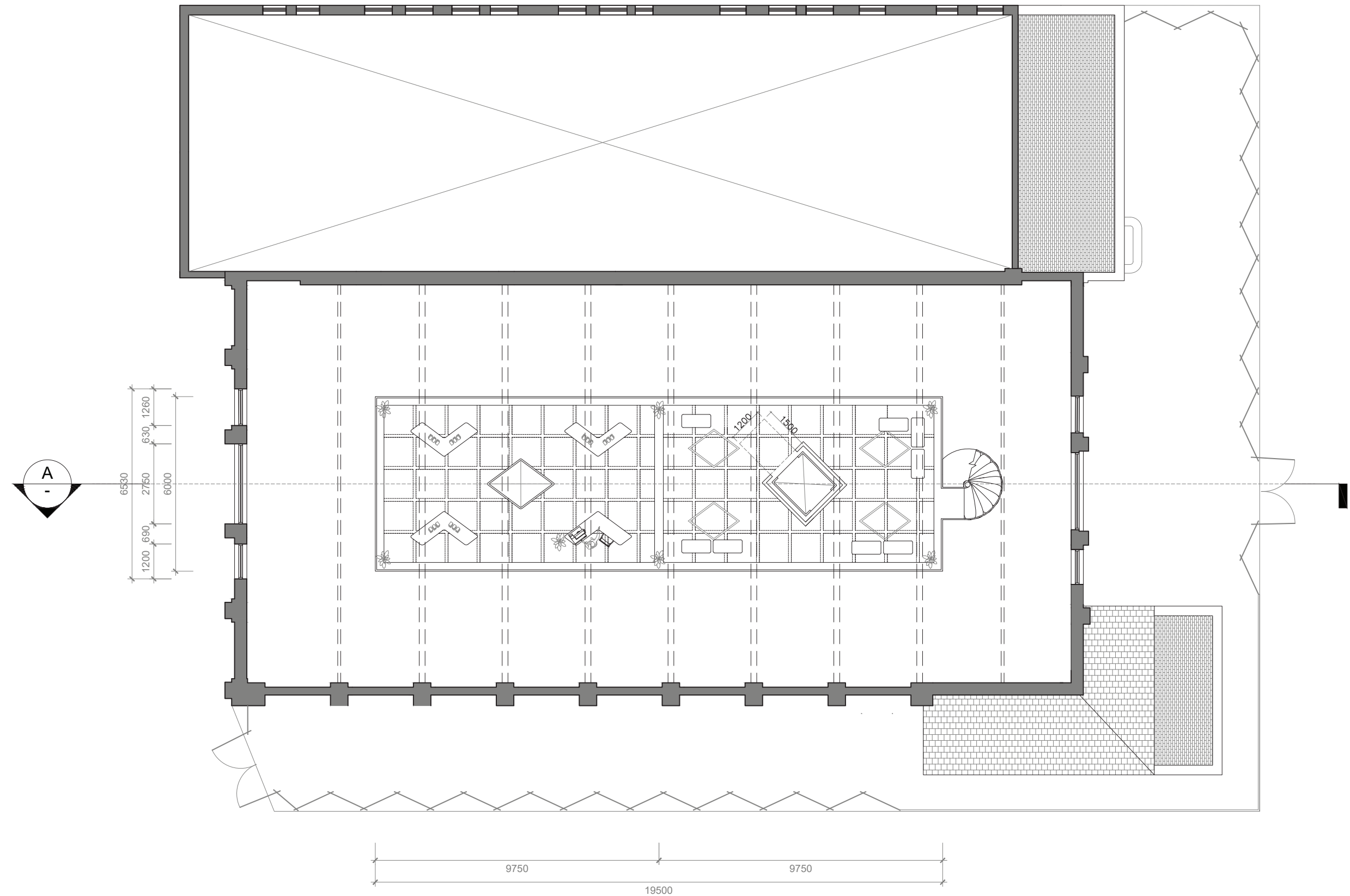


Ground Floor Plan



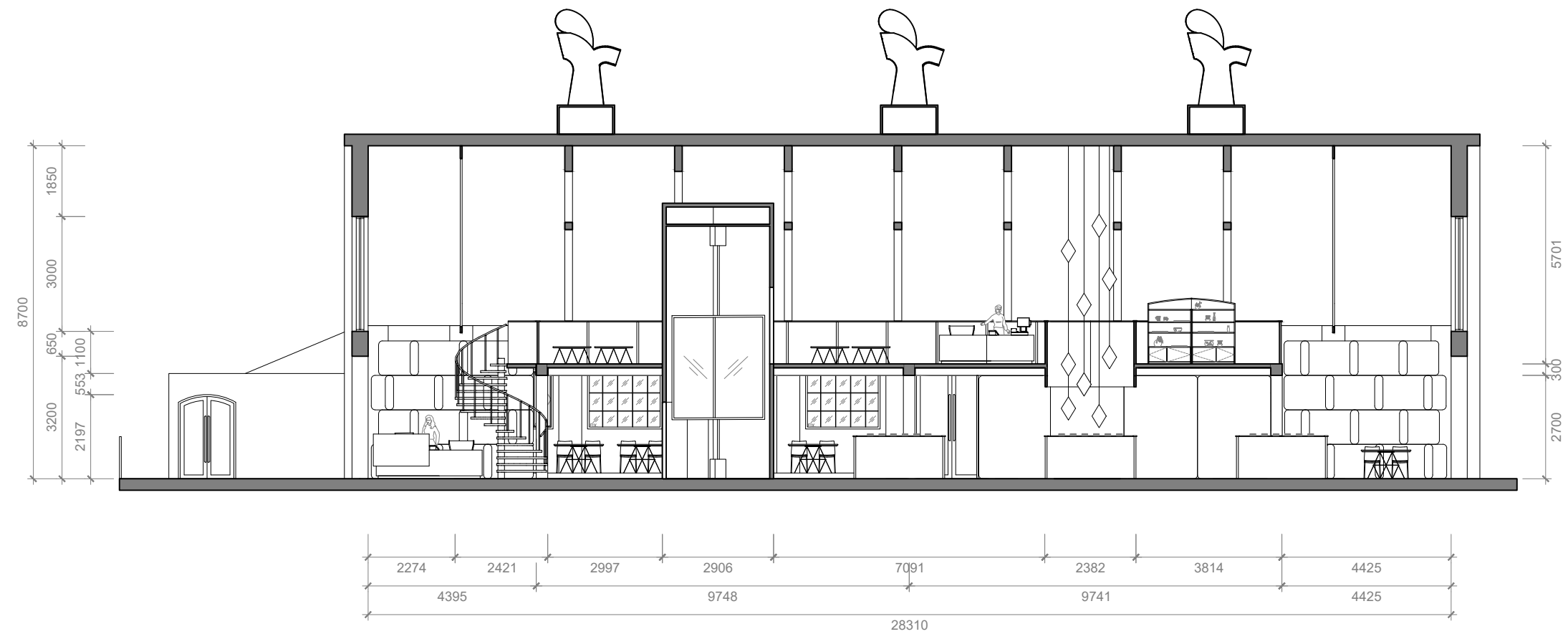
**Remark: This drawing is on scale 1:100 on A2*

Mezzanine Floor Plan



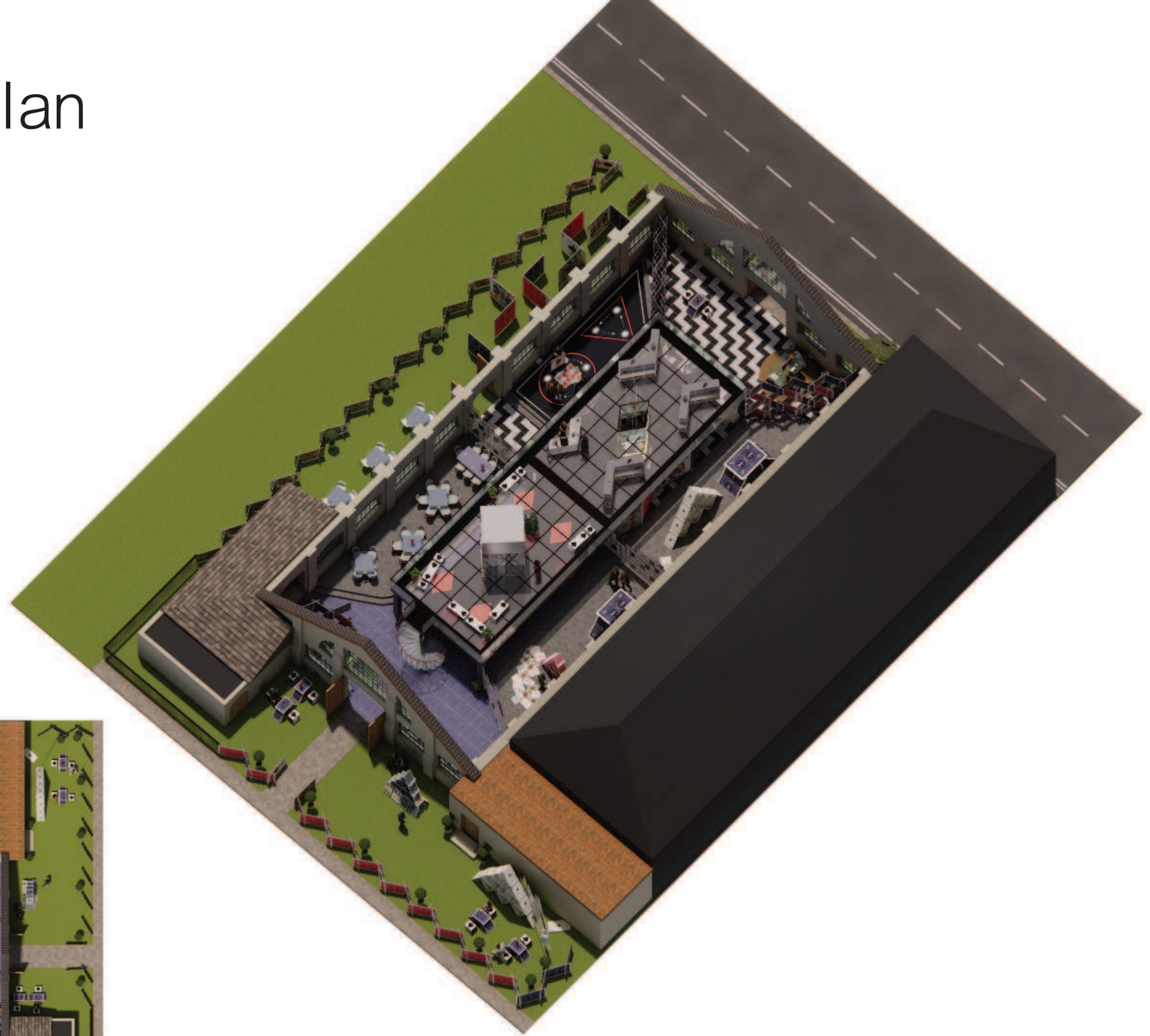
**Remark: This drawing is on scale 1:100 on A2*

Section A

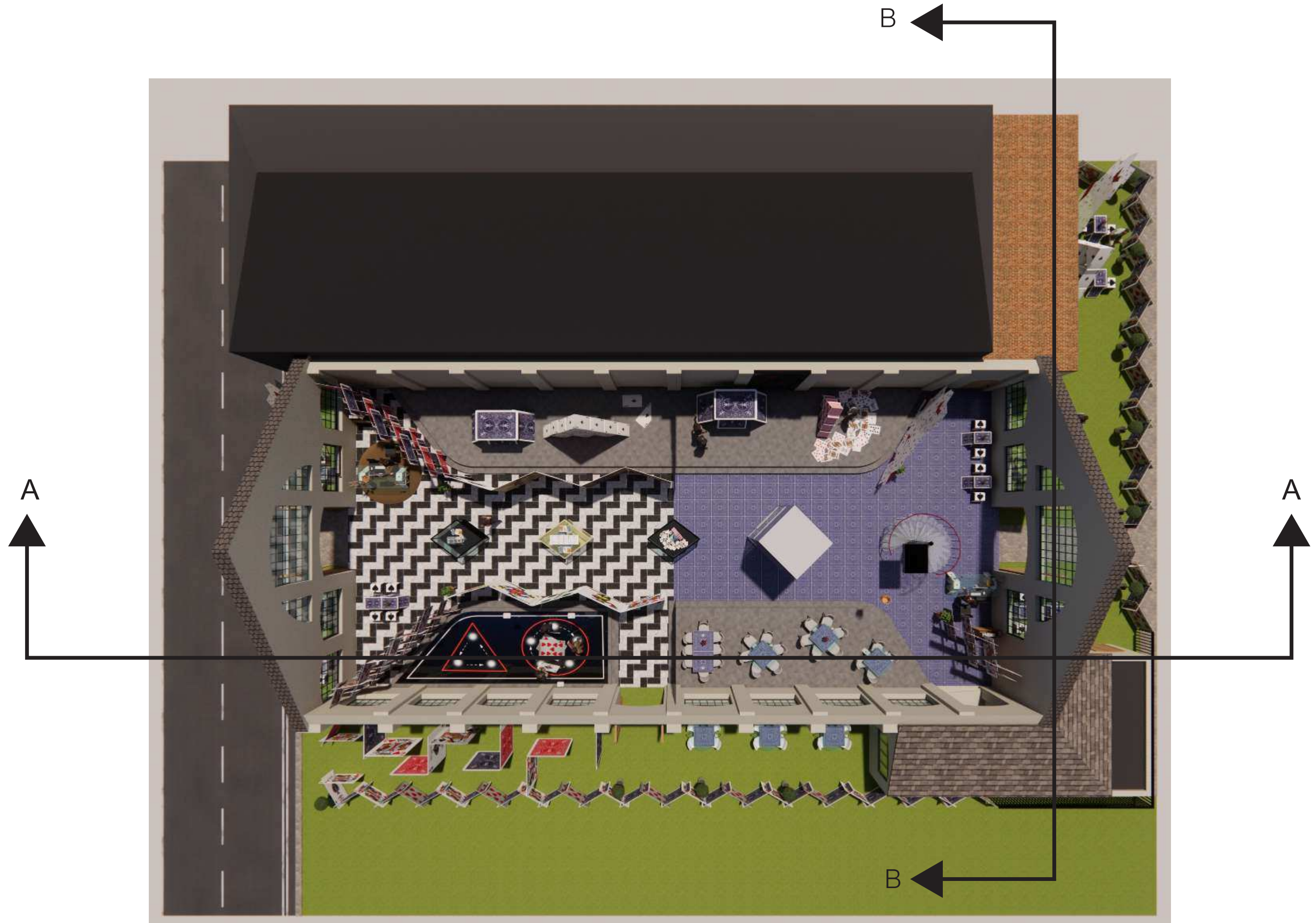


**Remark: This drawing is on scale 1:100 on A2*

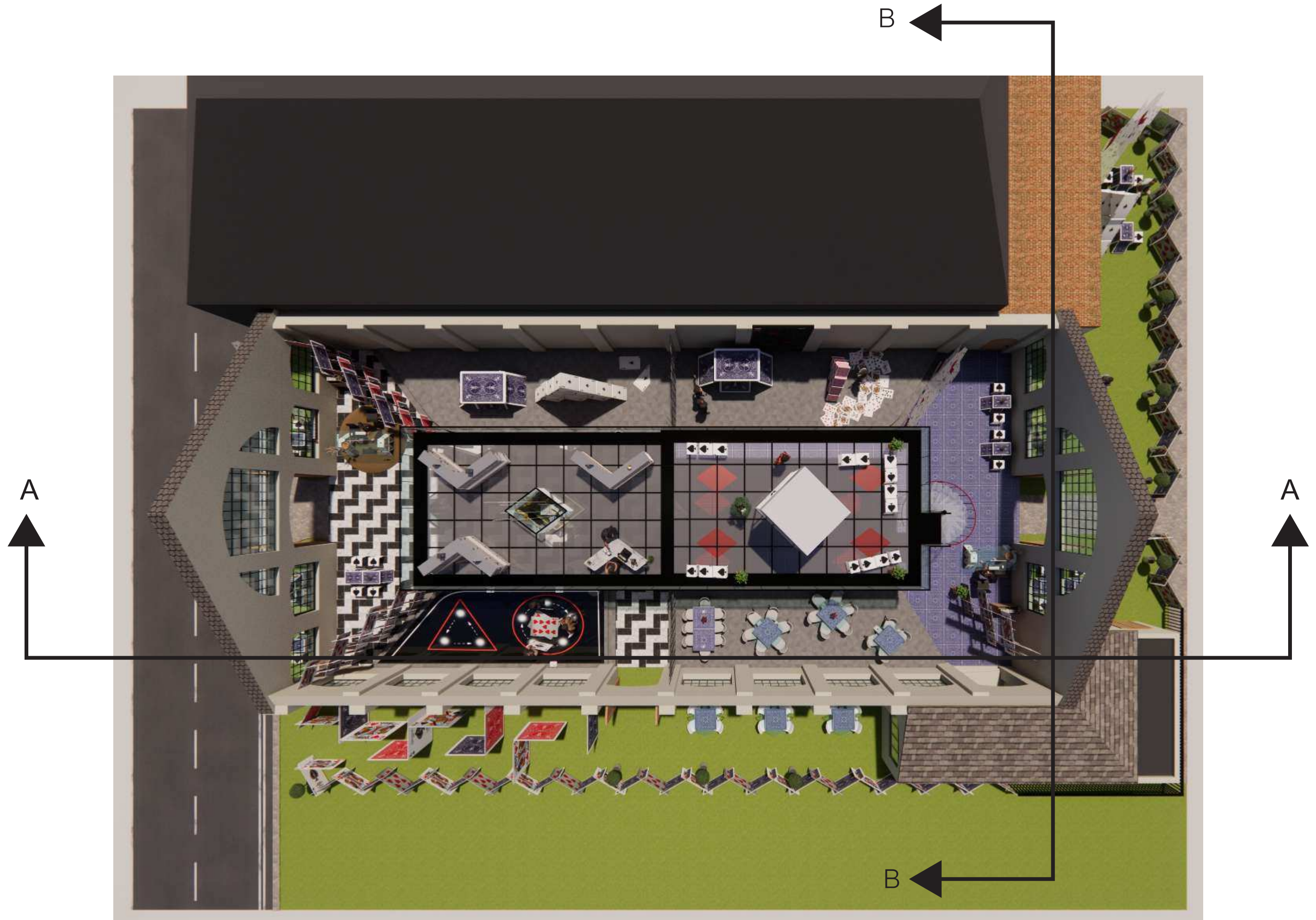
Coloured Floor Plan



3D Floor Plan: Ground Floor



3D Floor Plan: Mezzanine



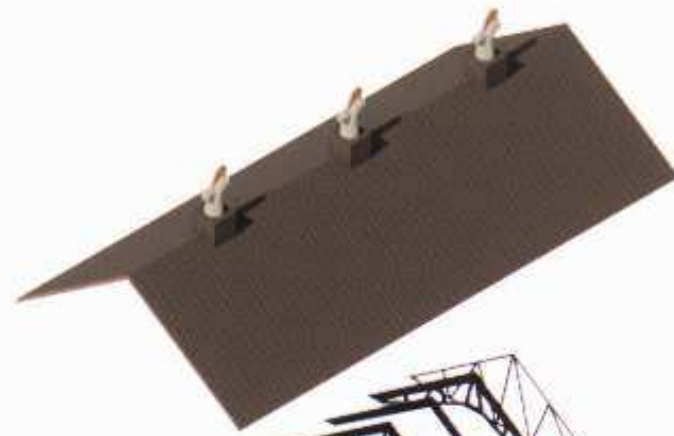
3D Section: AA



3D Section: BB



Roof



Beam



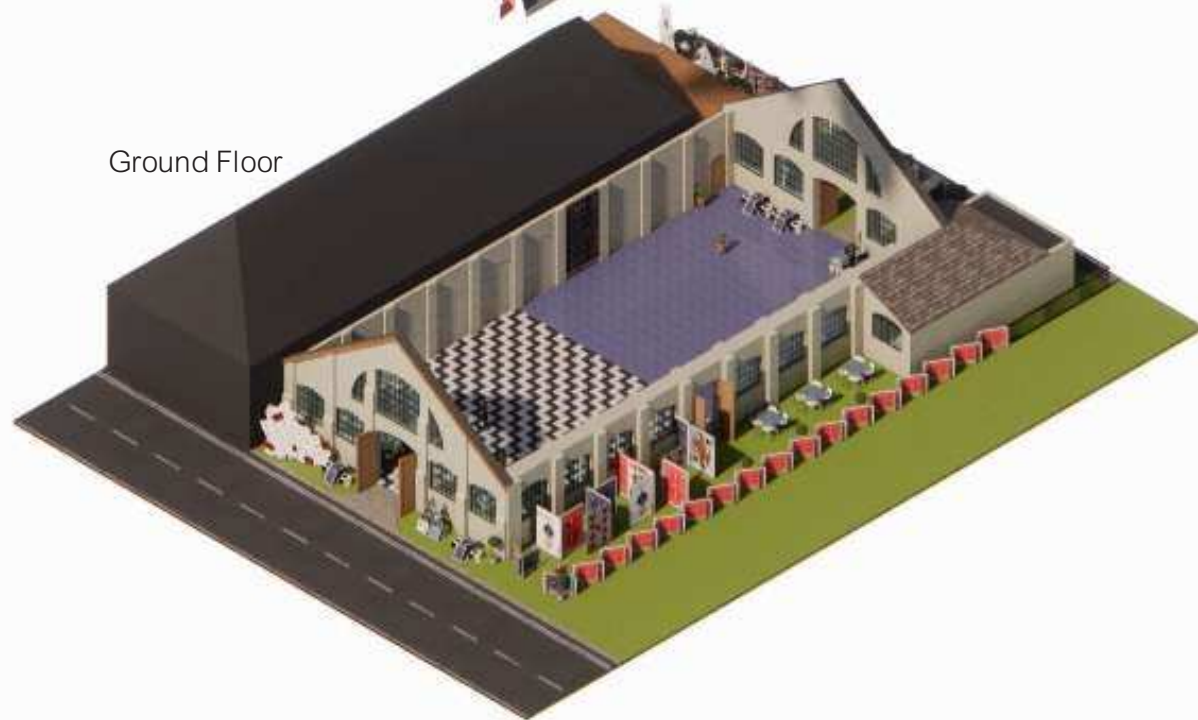
Mezzanine



Platforms & Partitions

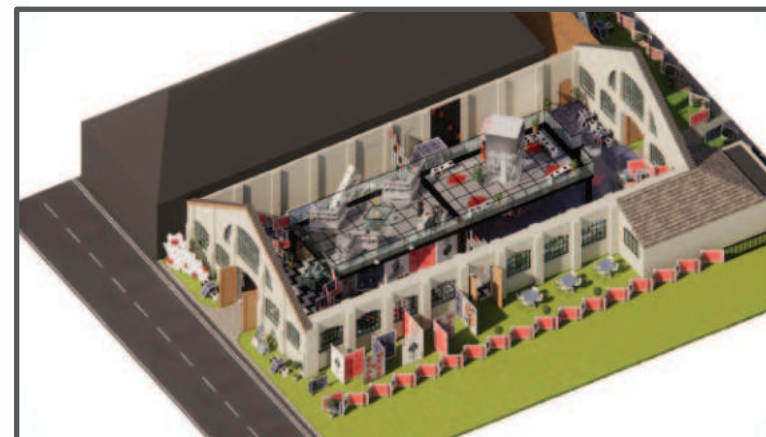
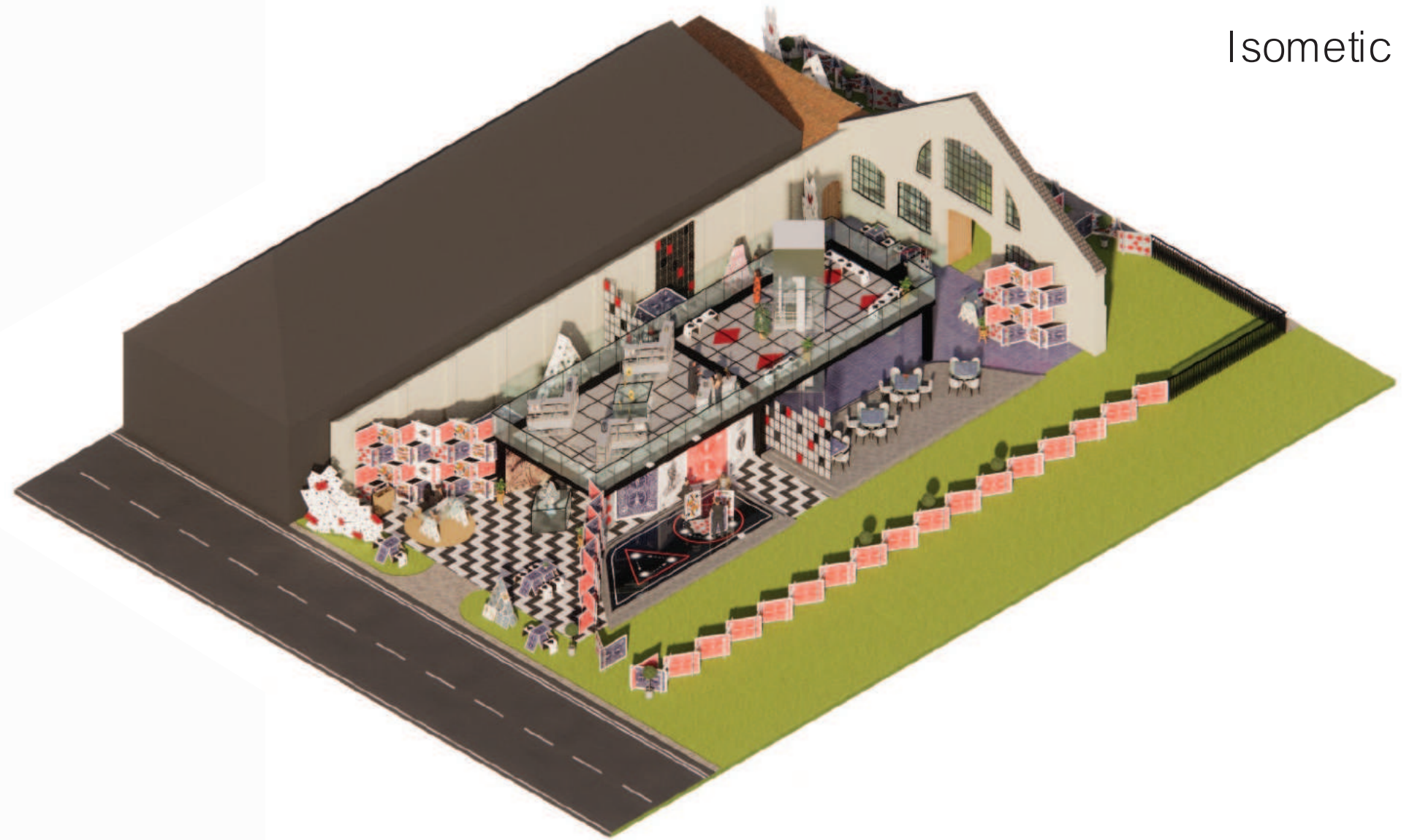


Ground Floor



Exploded View

Isometric

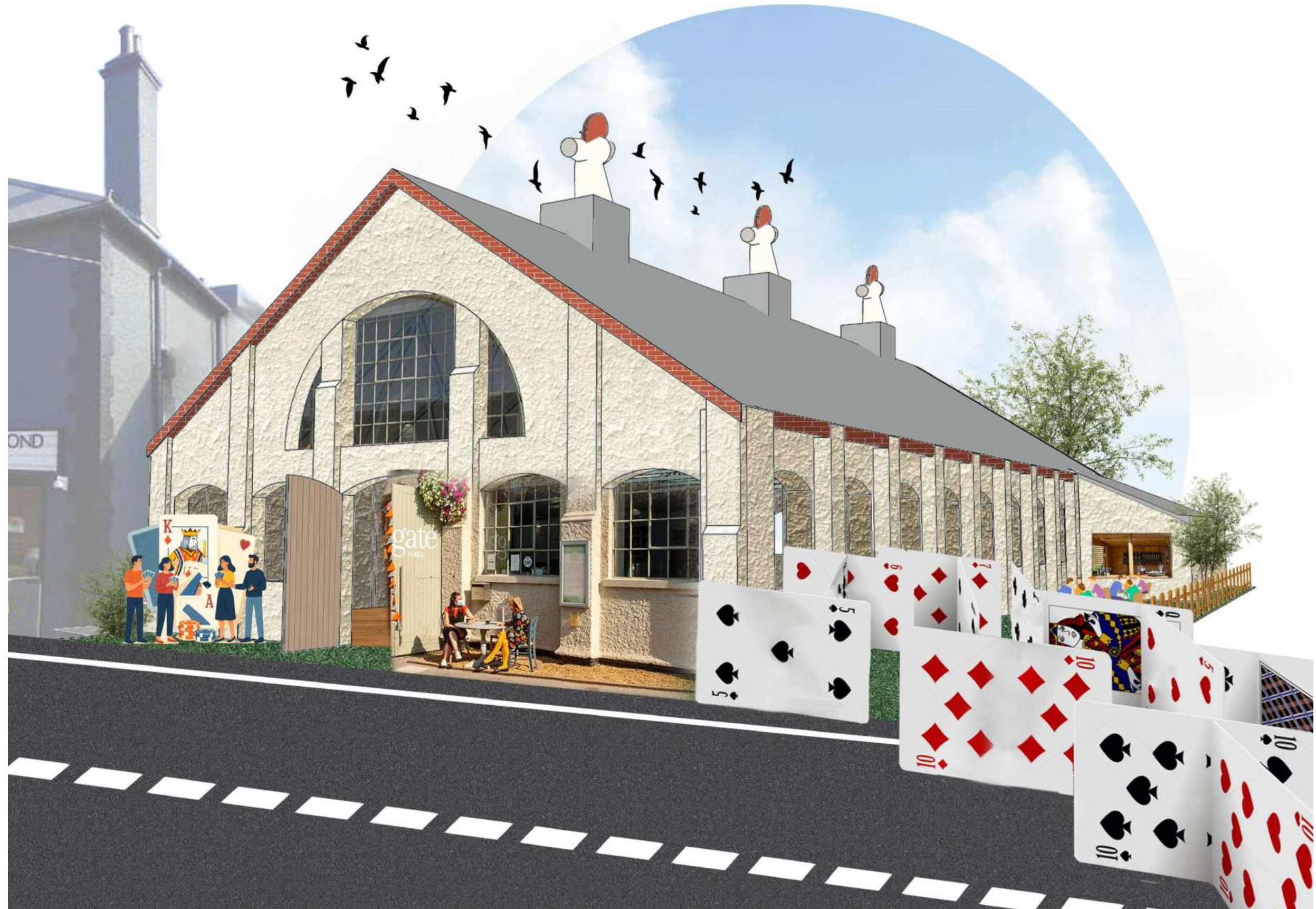


Entrance 1 Axonometric

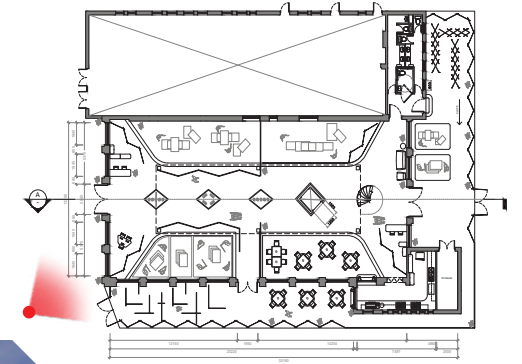


Entrance 2 Axonometric

Exterior Collage



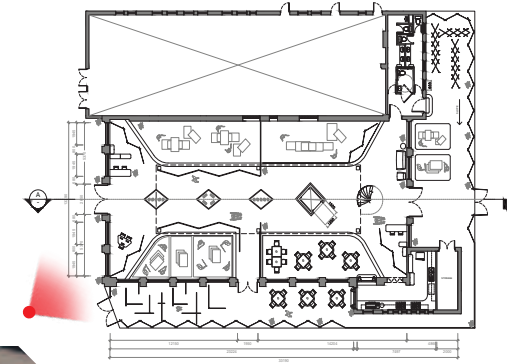
Exterior 3D Rendering



Keyplan



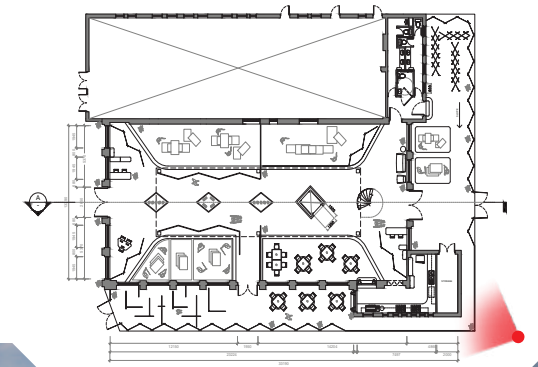
Exterior 3D Rendering



Keyplan



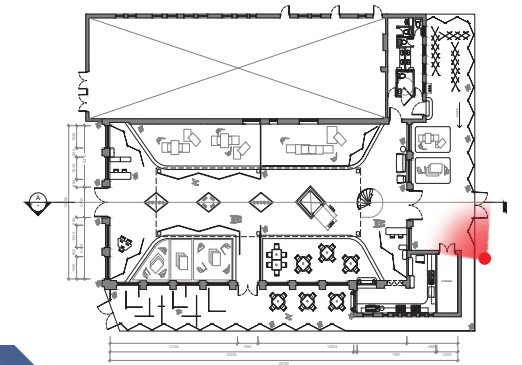
Exterior 3D Rendering



Keyplan



Exterior 3D Rendering

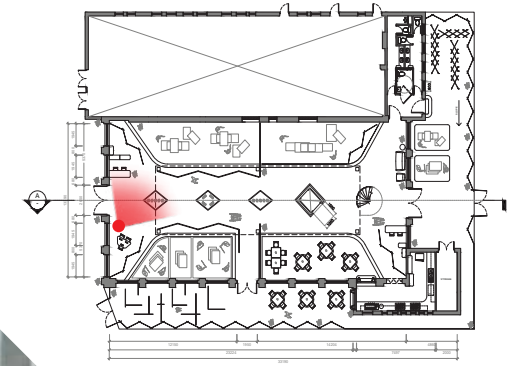


Keyplan



Interior 3D Rendering

Reception of Entrance 1

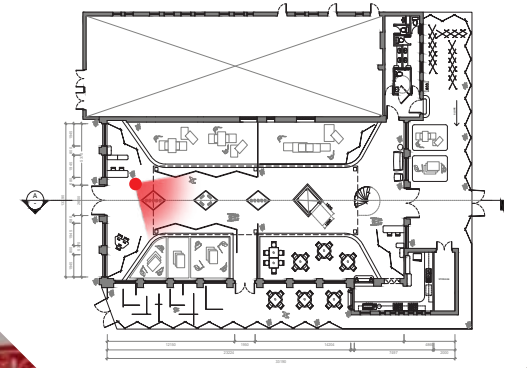


Keyplan



Interior 3D Rendering

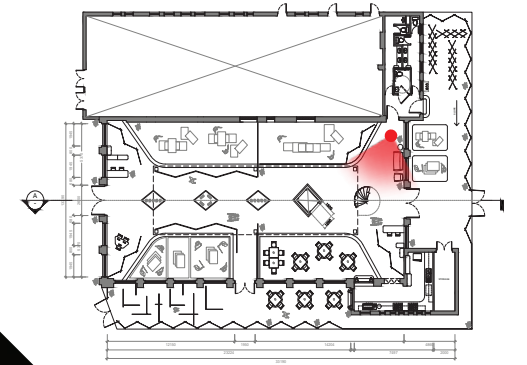
Historical Area



Keyplan

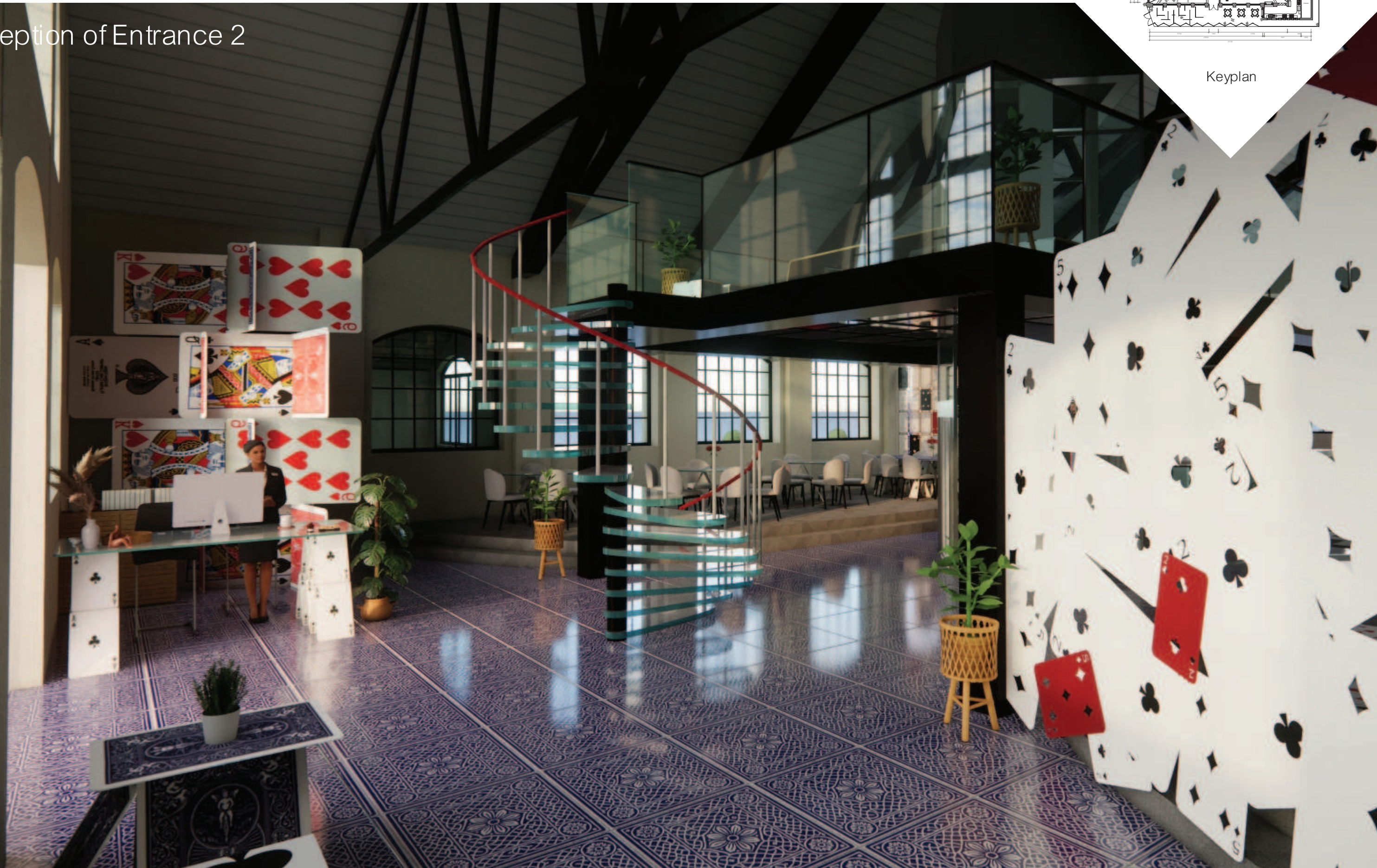


Interior 3D Rendering

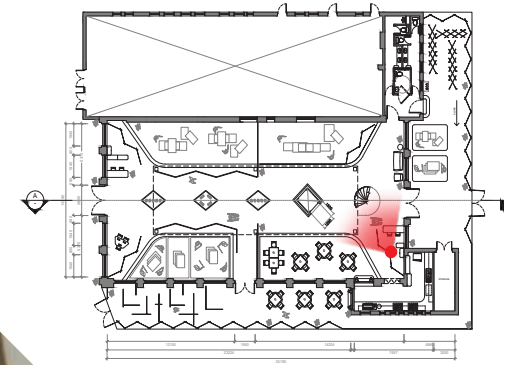


Keyplan

Reception of Entrance 2



Interior 3D Rendering

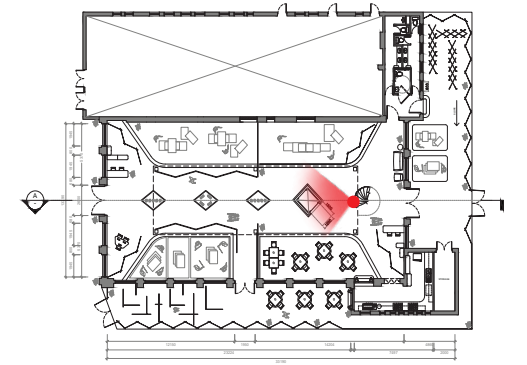


Keyplan

Reception of Entrance 2



Interior 3D Rendering

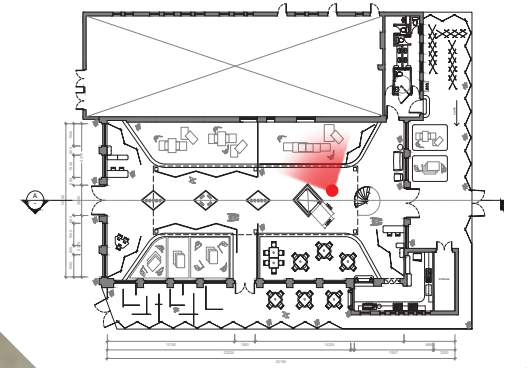


Keyplan



Interior 3D Rendering

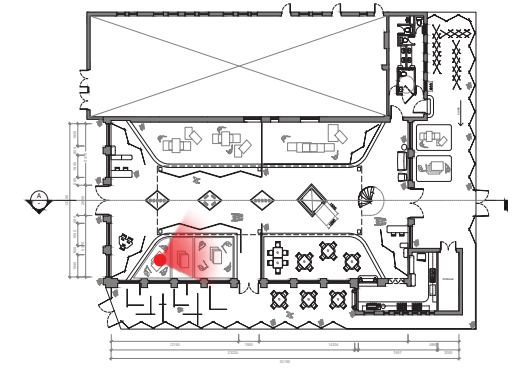
Card Stacking Game



Keyplan



Interior 3D Rendering

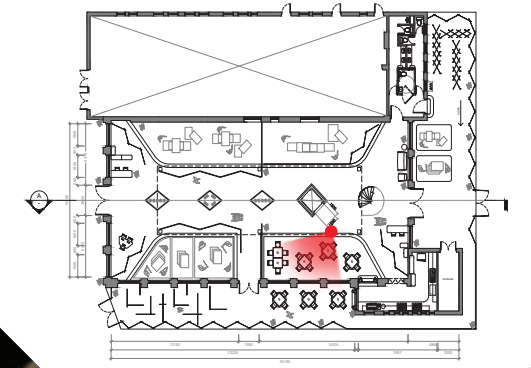


Keyplan

Giant Card Game



Interior 3D Rendering



Keyplan

Classic Card Game (Seating Area)



Interior 3D Rendering

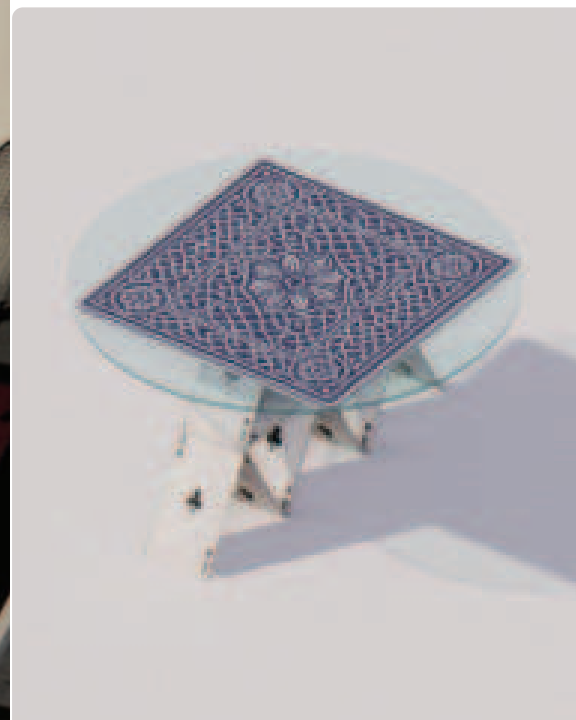
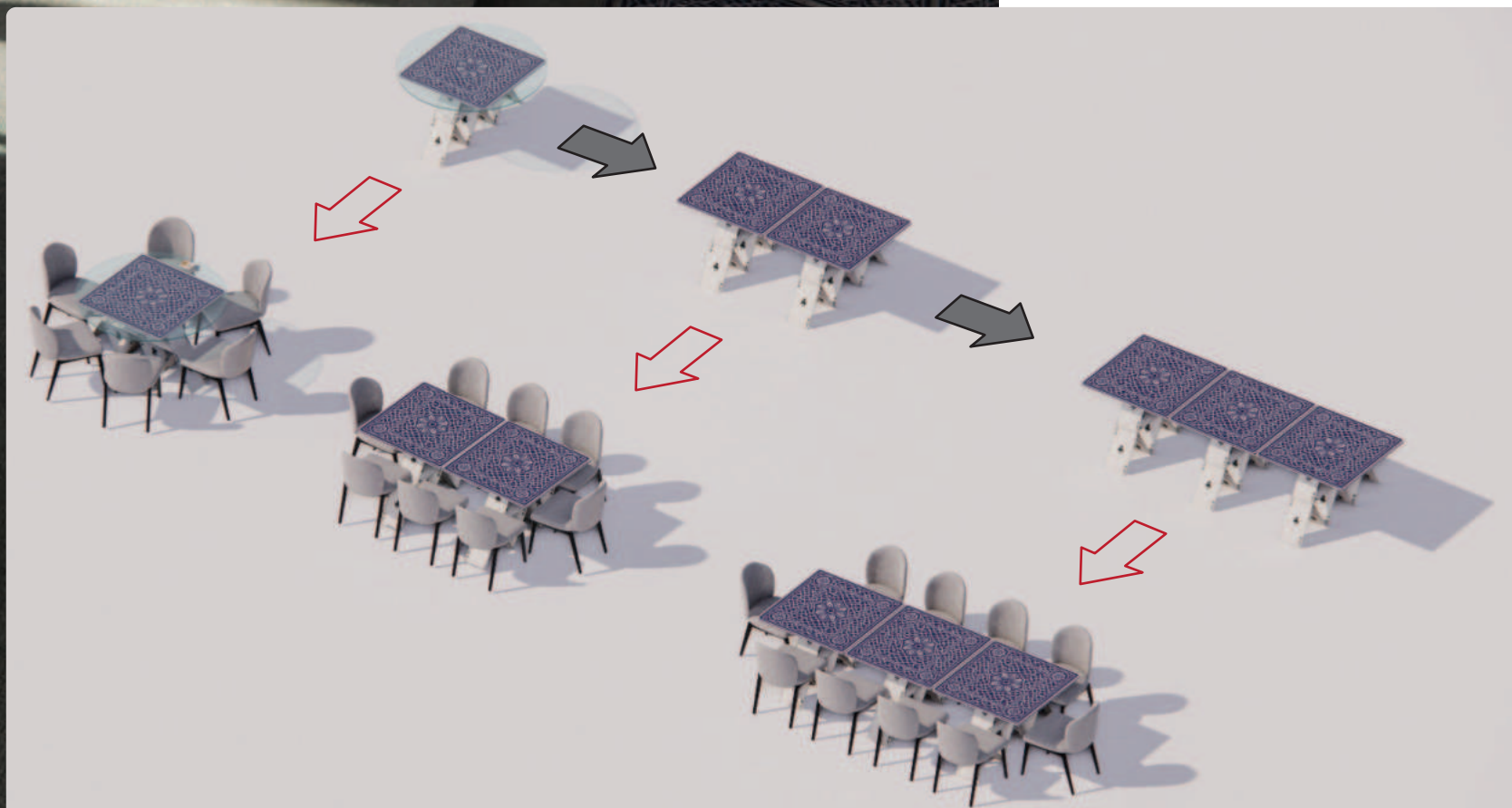


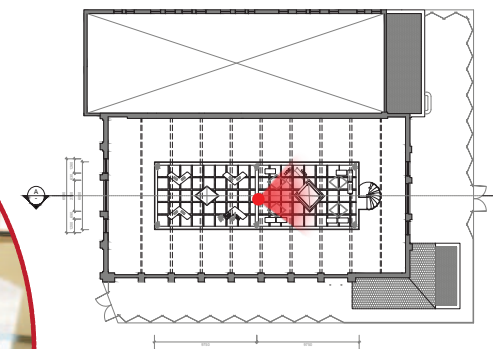
Table and chairs set of the classic card game can transform in to a longer version by remove the glass top of the table and placing the table next to each other will create the perfect table for the bigger group of clients. Therefore, the table set be able to provide a seat from 4-6 people up to 10-12 people.



Classic Card Game
Tables and Chairs

Interior 3D Rendering

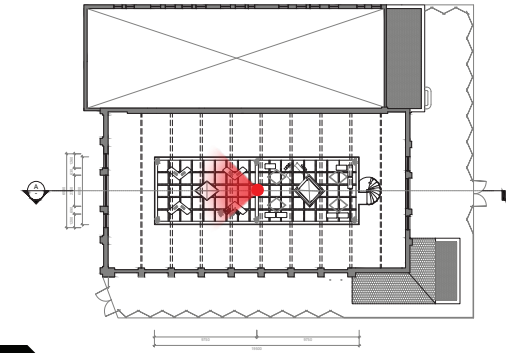
Mezzanine



Keyplan

To enjoy the
game show downstairs

Interior 3D Rendering



Keyplan

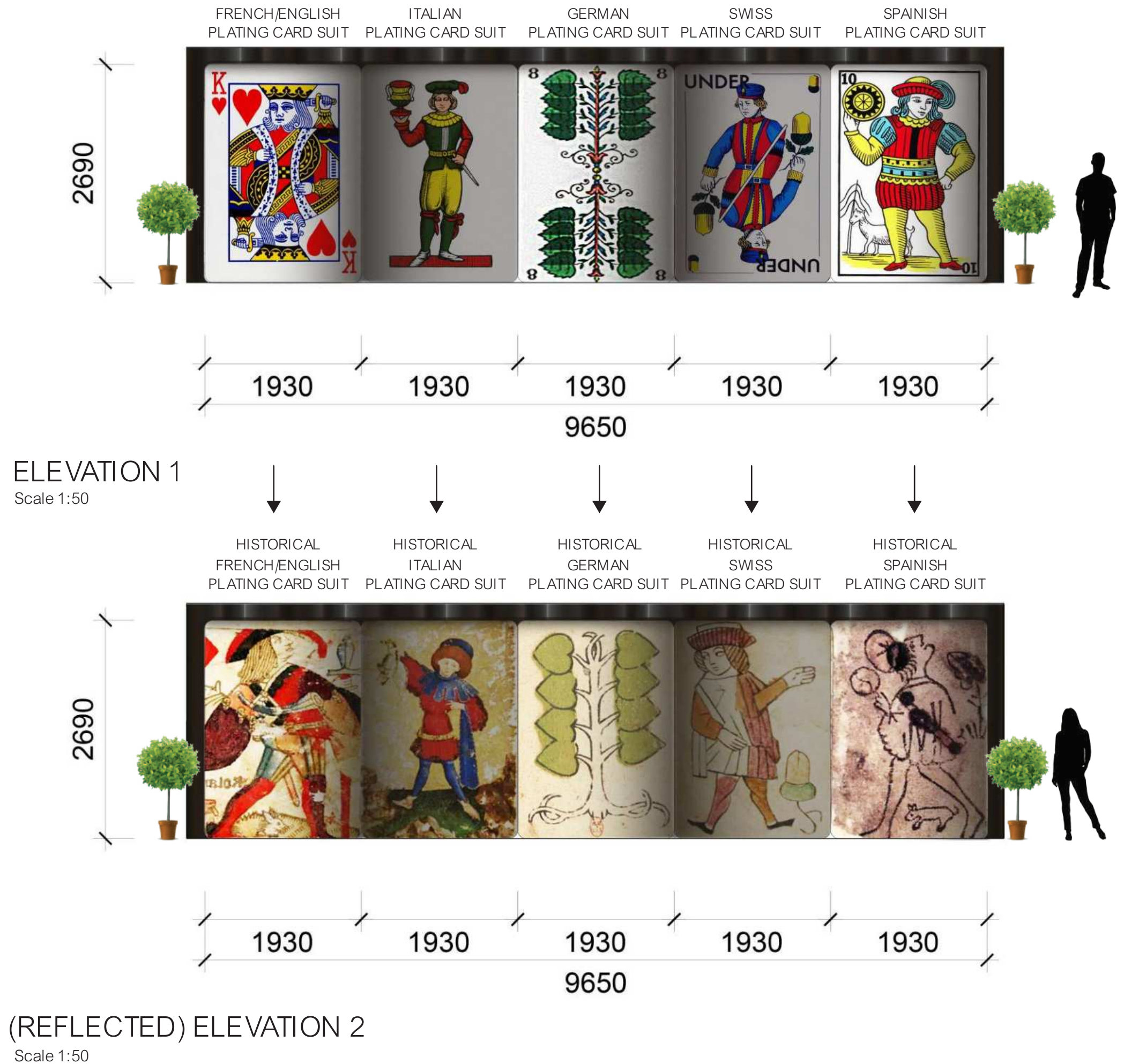
Mezzanine (Gift Shop)



Scale 1:50



Elevations



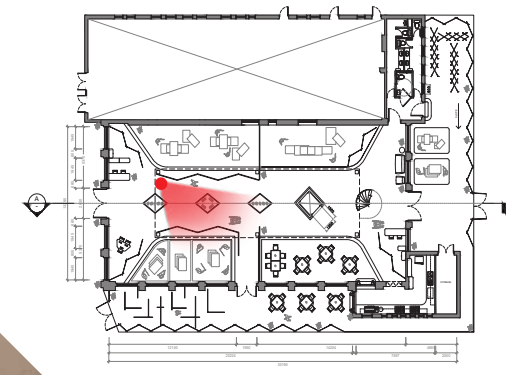
Elevation 1 3D Rendering



Elevation 2 3D Rendering



3D Rendering

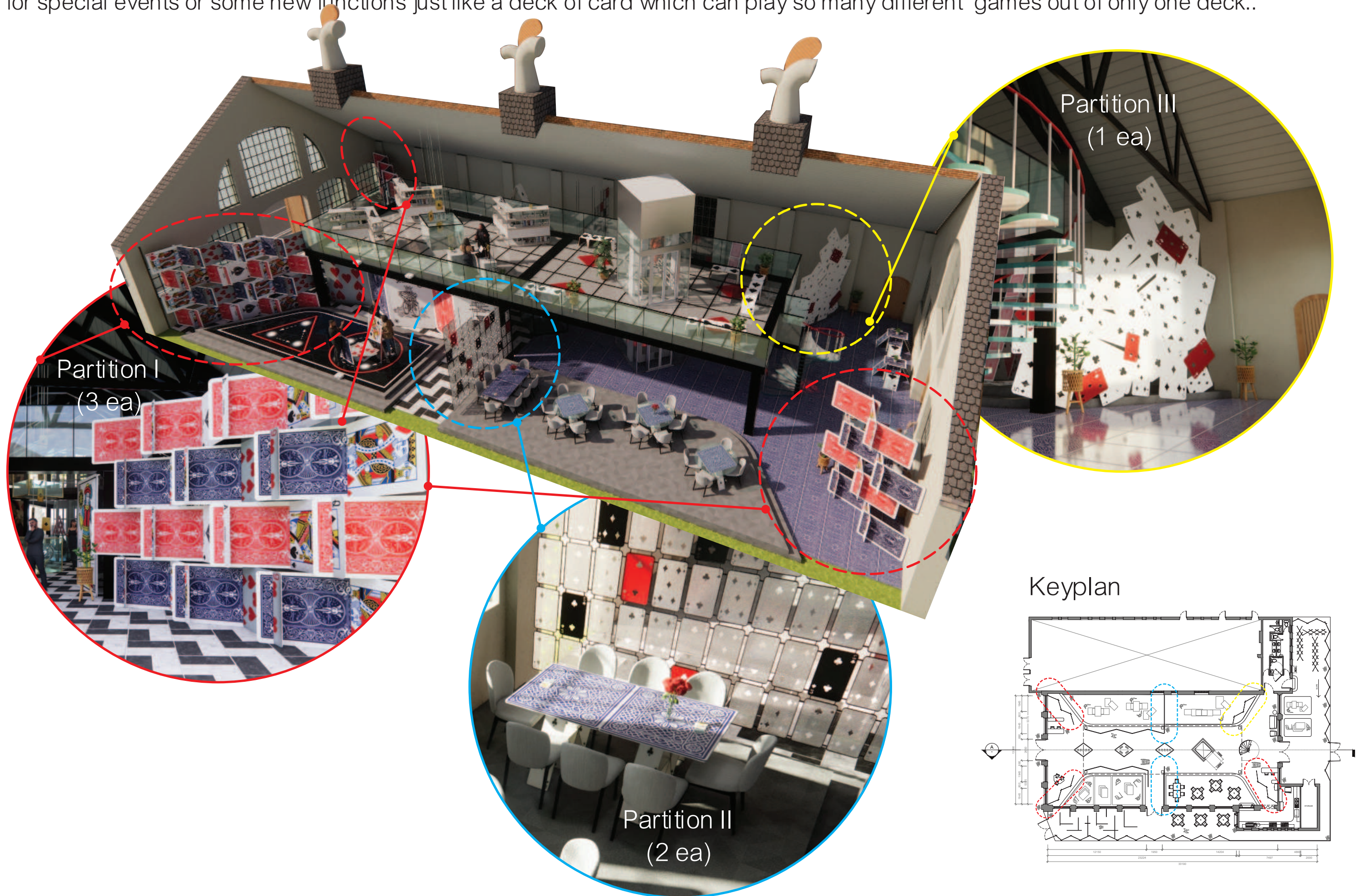


Keyplan



Additional Focus Details : Card Partitions

To make the whole building feel like the concept of card with the light flow that easily adjustable and removeable in order to provide the space for special events or some new functions just like a deck of card which can play so many different games out of only one deck..

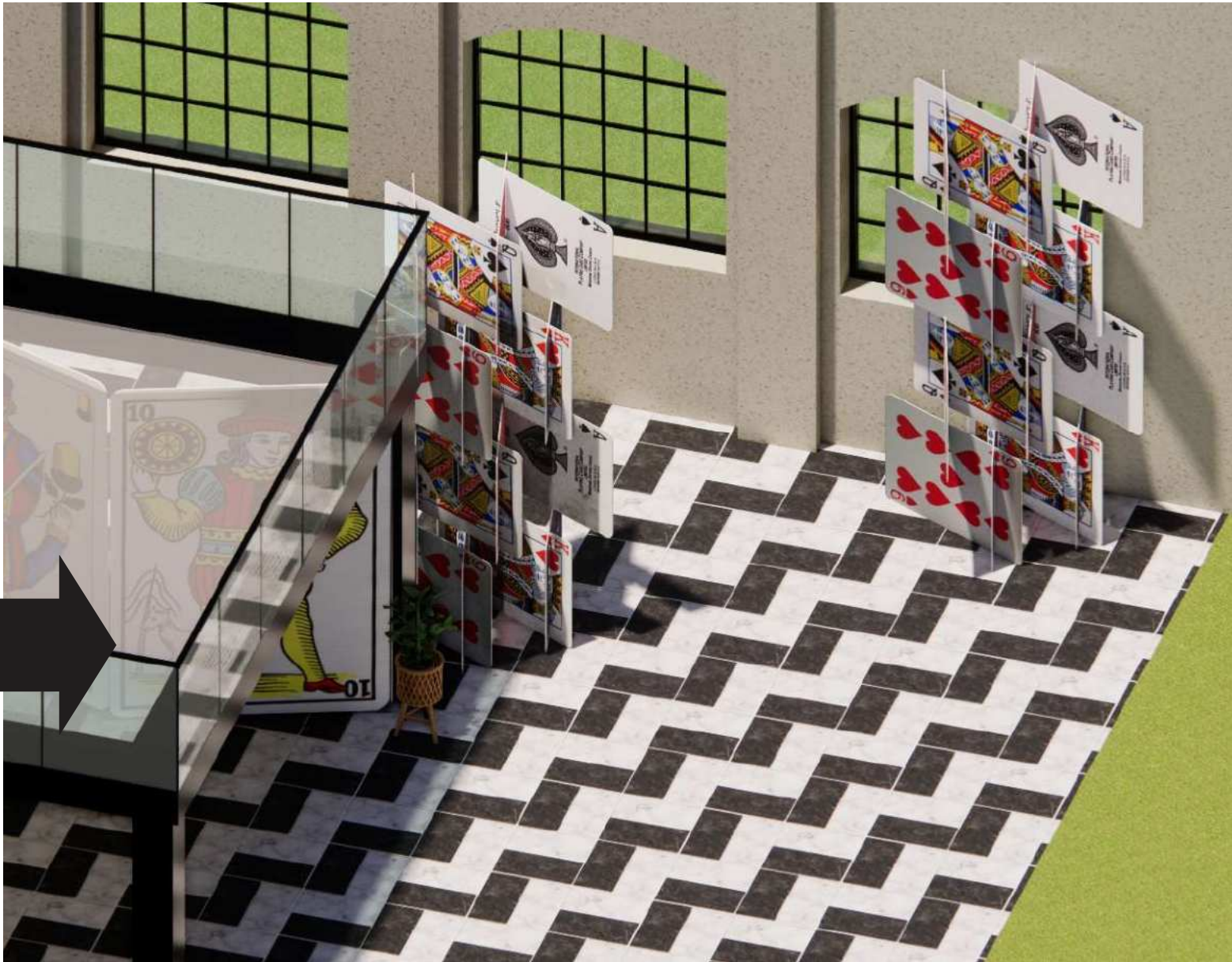
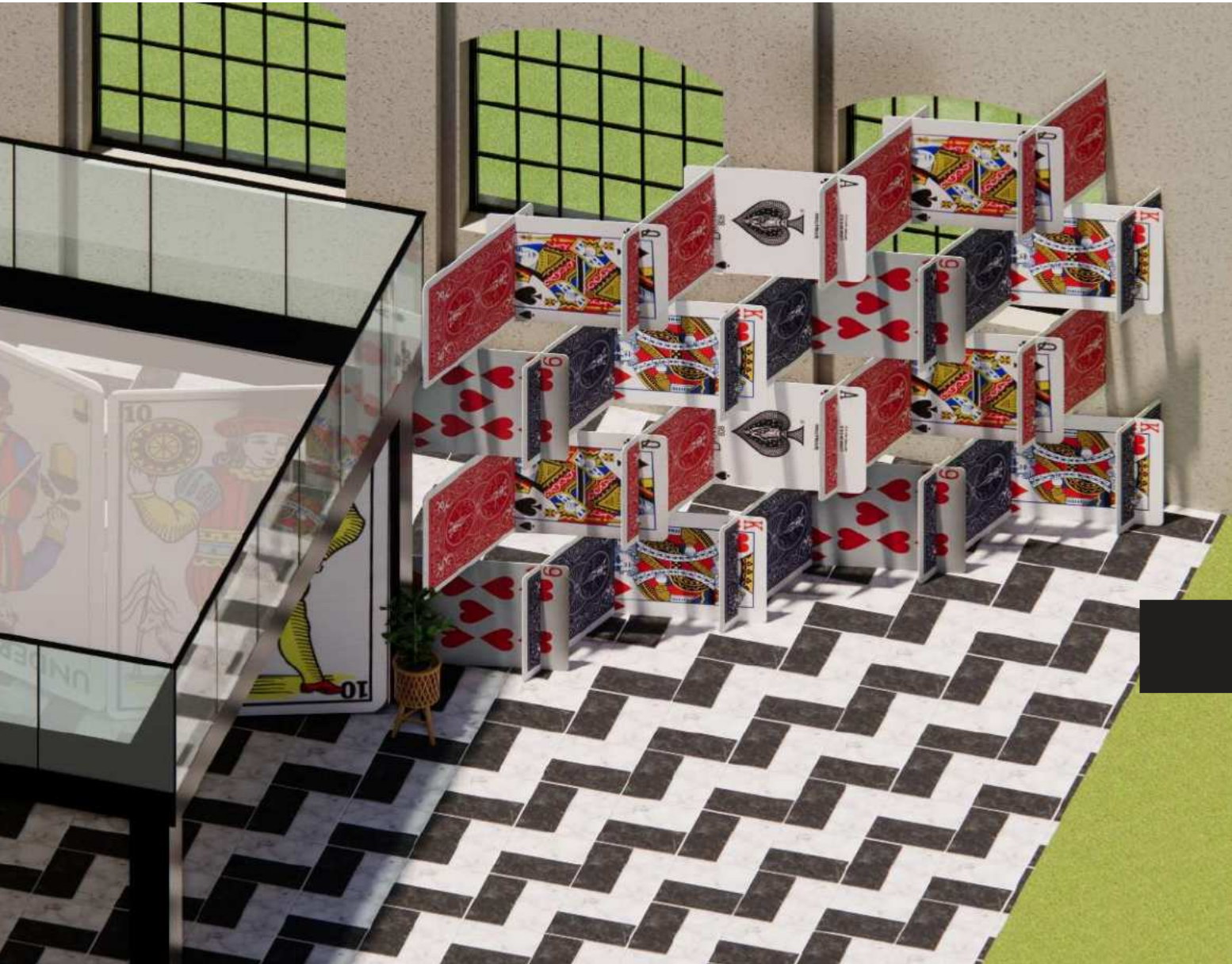
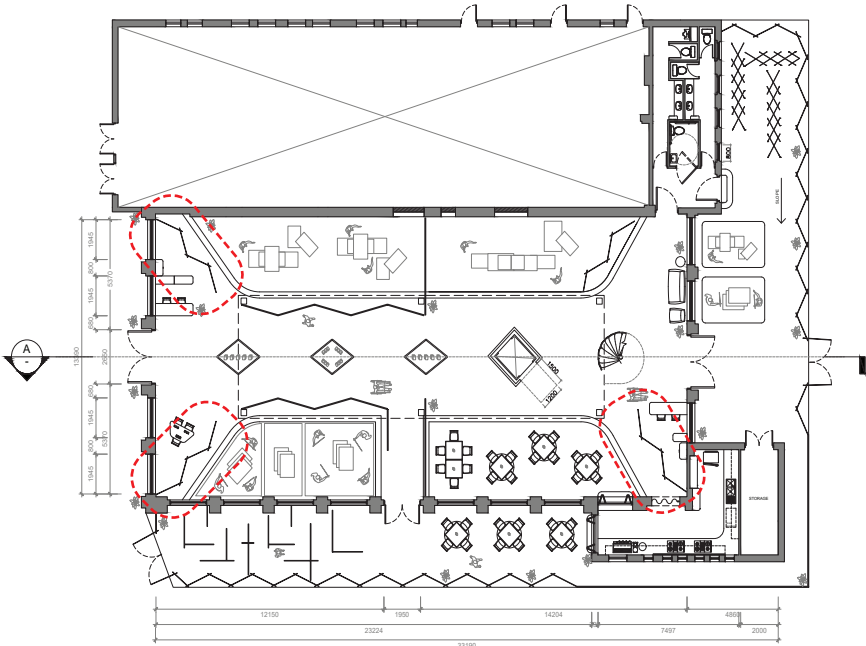


Card Partition I (3ea)

Foldable Partition



Keyplan



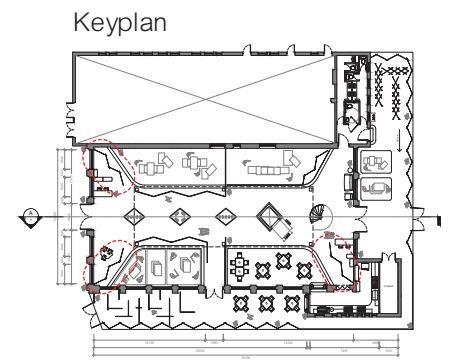
Divide the spaces

Open-up the spaces

Card Partition I

Foldable Partition

The Partition represents the different patterns follows from the angle of your perspective and location of your standing

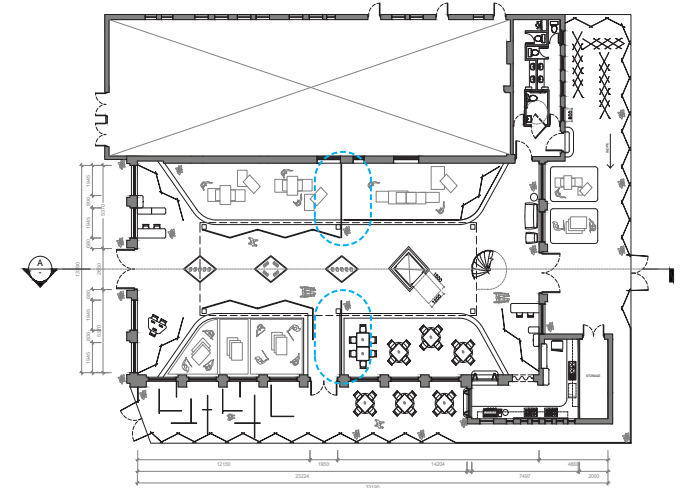


Card Partition II (2ea)

Semi-Transparent Glass Partition

Easy to install and remove with the customize function that allows designers to design the different shape and dianamic in order to create the best fit within the building

Keyplan

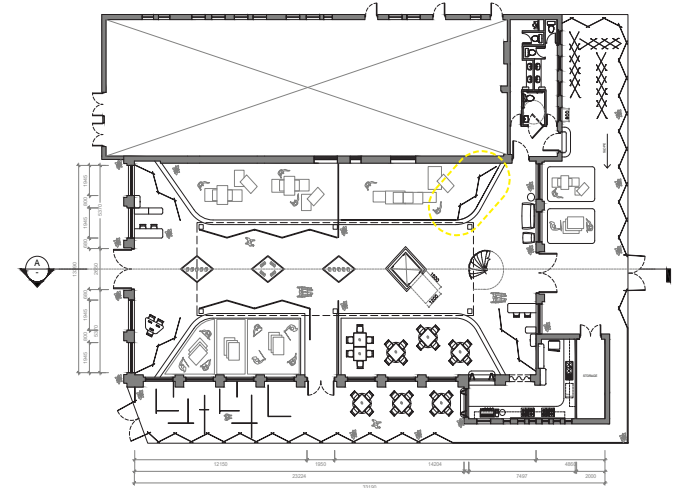


Card Partition III (1 ea)

Semi-Open Partition

Allows the sunlight go through the area creating the incredible shadows and light spot on the walls and floor with the design that immitate from the concept of cards castle falling down in order to introduce the stacking card game area

Keyplan



Model Making Scale 1:100





THANK YOU