

# HOUSING & CULTURE +

*Collaborating with Nurbin Paker and Burçin Kürtüncü's Architectural Studio 7 in the first three weeks under the main design theme of **resiliency**, the joint-studio focuses on **the design of a temporary observatory unit /structure** (to watch migratory birds, ships, etc.) at the **Garipçe Village in Rumeli Feneri-Sarıyer in the Northern part of the Bosphorus**. Following a joint excursion on **Thursday, 11th of February** to experience the village, the project will be conducted in groups.*

With a title of **HOUSING and CULTURE +**, the second part of the studio is going to focus on the **emerging habitation and collective housing** problems of transnational migrants in Istanbul. With nearly 20 million residents, Istanbul is the densest metropolis in Turkey. Throughout its history the multi-faith and multi-linguistic imperial city welcomed large number of cultures. Since the mid-1950s, the city continued to host large number of immigrants from rural Anatolia. Today, following the continuing war in Syria, masses are forced to leave their territories and immigrated to several destinations in worldwide, and Turkey is the country which received the highest number of refugees with 2.2 million – with the majority of them trying to survive in Istanbul.

In this context, the studio aims to discuss the **resiliency of Istanbul** under contemporary ambiguous and uncertain circumstances. **HOUSING and CULTURE +** studio unveils issues such as trans-national migration, population growth, right to the city, right to the citizen on the table. **The architectural program /scenario** is going to be consisted a **collective housing /artistic residency supported with a small scale function of "production" for the self-survival of transnational immigrants to be lived in the complex**. Students are expected to think of cohabitation of different cultures, classes and set up a dialogue with diverse classes as well as public spaces and commons via architectural design.

Under the concept of resiliency, Studio 4 aims to build on students foundational design skills, with more complex constraints and contexts. Participants are expected to develop their projects with an emphasis on social, cultural, or civic programs, and integrate their knowledge of architectural theory, building technology, and computation into the design process.

