

ISTANBUL KÜLTÜR UNIVERSITY
FACULTY OF ARCHITECTURE
INTERIOR ARCHITECTURE AND ENVIRONMENTAL DESIGN DEPARTMENT
(ENGLISH)
INTERIOR ARCHITECTURE PROJECT VII
Fall Semester 2026-2027 Project Presentation

Project Topic: Alternative Educational & Cultural Hub

1. PROJECT DESCRIPTION AND OBJECTIVE

This project aims to design a contemporary ‘Alternative Educational & Cultural Hub’ that redefines traditional learning environments through adaptive reuse and flexible spatial strategies. Going beyond the rigid boundaries of conventional institutional education, the project is envisioned as a dynamic center where creative disciplines, craft, technology, and social life intersect. By creating an inclusive learning atmosphere-comprising primary workshops, a dining hall, changing facilities, and a multipurpose assembly space-the project aims to establish an interactive educational hub that contributes not only to its students and instructors but also enriches the social and cultural fabric of the surrounding urban community.

Location and Current Situation:

The project site is strategically located within the historical urban fabric of Istanbul’s Fatih district, at Yedikule, Güntekin Sk. No:9, 34107 Fatih/İstanbul (historically known as the Yedikule Gasworks / Yedikule Gazhanesi area). Situated near the ancient Theodosian Land Walls, the site bears significant historical, industrial, and cultural heritage value. The location offers a unique architectural potential to establish strong connections between industrial memory, public life, and contemporary educational spaces. Currently, the plot features historical masonry and steel-truss industrial structures within a developing cultural/public park environment, as shown in the attached site documentation and DWG files.





Project Site Location Link:

<https://maps.app.goo.gl/HT7mLtDvo16Mt3MA8>

Design Approach and Expectations:

Students are expected to view the existing prefabricated structure as a starting point, but not to be limited by it. In the design process:

- **Modular Design:** Based on the existing character of the structure, an adaptable, flexible, and modular design approach should be adopted.
- **Expansion:** Students may propose expansions that are compatible with the modular structure and the environment, not exceeding the marked area, in line with the requirements program they develop.
- **Integration with the Environment:** Environmentally sensitive and inviting solutions that establish visual, physical, and functional relationships with neighboring functions such as the park, tea garden, and sports field are expected.
- **Universal Design:** All spaces should be designed in accordance with universal design principles so that individuals with all types of physical abilities can use them comfortably.

2. DRAFT REQUIREMENTS PROGRAM

The outline of the requirements program provided below is presented as a starting point. The students are expected to elaborate on this program in line with their own concepts and vision, enrich it, and create their own unique programs tailored to the user profile and alternative educational concept (e.g., Academy of Performing Arts, Gastronomy Institute, Digital Media & Craft Hub, Maker & Robotics Studio, Environmental & Ecology School, etc.) they have developed.

A. Welcome, Reception and Public Social Areas:

- Entrance Hall / Lobby / Information & Registration Desk
- Cloakroom / Storage & Locker Units
- Main Lounge & Socializing Hub (A flexible seating area for students, instructors, and visitors)
- Exhibition & Display Area (Integrated within the lobby/circulation zone for showcasing student projects and works)

B. Primary Educational & Workshop Areas:

(The list below is for suggestion purposes. Specific workshop types should be selected and detailed based on the student's chosen educational theme)

- Theoretical Classrooms / Seminar Rooms (Modulable and adaptable layout)
- Primary Practice Workshops / Studios (e.g., *Gastronomy Kitchens, Ceramic & Craft Labs, Digital Design & VR Labs, Performing Arts Studios*)
- Secondary / Specialized Support Workshops (e.g., *Material Prep Rooms, Kiln/Furnace Rooms, Audio Control/Rehearsal Units, 3D Printing & Prototyping Labs*)
- Media & Research Corner / Digital Library (Quiet focus area with workstation points)

C. Multipurpose & High-Occupancy Assembly Spaces:

- Multipurpose Hall / Black-Box Auditorium (Flexible layout for lectures, juries, performances, film screenings, and workshops)
- Backstage / Control Room / Equipment Storage for Multipurpose Hall

D. Dining & Hospitality Facilities:

- Dining Hall / Student Cafeteria (Integrated with an open-kitchen or service counter)
- Kitchen & Food Preparation / Storage Area
- Outdoor Dining Extension / Terrace Access

E. Care, Hygiene & Service Support Areas:

- Changing Rooms & Shower Units (Separated for female/male/gender-neutral with personal lockers)
- First Aid / Infirmary Room
- Restrooms (Accessible restrooms on all accessible levels)

F. Administrative & Technical Support Areas:

- Administrative & Director's Office
- Faculty / Instructor Lounge & Meeting Room
- General Storage (For workshop supplies, furniture, and tools)
- Technical Rooms (MEP, HVAC, Electrical & Server Room, Waste Management)

G. Open and Semi-Open Outdoor Integration Areas:

- Entrance Courtyard / Meeting Point
- Semi-Open Workshop / Outdoor Fabrication & Practice Area
- Outdoor Recreation, Terrace & Landscaped Seating Areas

3. WEEKLY PROGRAM

	Date	Subject
1	18.09.2026	Announcement of the project topic and brief. Examination of the project site/area & site visit. Initial discussions on educational space concepts and adaptive reuse strategies.
2	25.09.2026	Review of preliminary research and context analysis. Analysis of flexible educational environments, precedent study presentations, site & environmental analysis.
3	02.10.2026	Spatial programming & conceptual design. Creation of the spatial requirements program (educational core, dining hall, locker rooms, multi-purpose hall) and development of conceptual diagrams/bubble diagrams.
4	09.10.2026	Site plan & layout development. Integrating functional zones, circulation strategy, massing, and initial floor plan configurations.
5	16.10.2026	Spatial design & 3D development. Floor plans, structural sections, spatial volume studies, initial 3D sketches, and interior atmospheric studies.
6	23.10.2026	Pre-jury review. Refinement of floor plans, sections, elevation drawings, and 3D visual representations prior to the midterm.
7	30.10.2026	MID-TERM JURY (The requirements for the jury will be announced in detail at a later date.).
8	06.11.2026	SKETCH EXAM & Post-jury evaluation. Midterm feedback review and project recalibration.
9	13.11.2026	Detailed project development. Advanced floor plans, building envelope/interior integration, technical sections, and spatial acoustics/lighting integration.
10	20.11.2026	Systems & detail design. Construction systems, interior details, custom furniture/fixture design, and material specifications.
11	27.11.2026	Visual & material synthesis. Finalizing 3D renders, material/mood boards, lighting integration plans, and project summary report.
12	04.12.2026	Final studio critiques. Pre-submission board reviews, layout critique, physical/digital model checks, and final project preparation.

4. EVALUATION

The midterm jury, sketch exam, final project, and jury, along with term participation and development, will contribute to the course grade at the following rates:

- Midterm Jury: 30%
- Sketch Exam: 10%
- Term Participation and Development: 10%
- Final Project and Jury: 50%

5. SUBMISSION DETAILS

Midterm Submission and Jury:

This midterm assessment consists of project submissions and presentations by the students.

Students who fail to submit or who do not participate in the jury, even if they have submitted, will be considered to have failed this midterm assessment.

Students are expected to prepare their projects for submission in A0 horizontal format combined as a single PDF file in the correct sheet sequence. The prepared sheets should be presented as hard copies. In addition, the projects must be uploaded to the CATs Platform before the jury.

Projects submitted during the first midterm submission are expected to be developed based on the critiques from the project supervisors.

Additionally:

- The analysis of sample work and research and the evaluation/analysis of these in relation to the project area.
- Sketches, diagrams, schemes, perspectives, writings, visuals, photos, models, videos, animations related to the concept of the project.
- Space-use program: schematic/diagrammatic representations of flexible uses of the space within a specific time period (daily, weekly, monthly, and/or yearly).
- Site Plan: A colored plan showing the location of the building, its relationship with the immediate surroundings, outdoor-indoor access to the building, pedestrian-vehicle approach, and green areas
- 1/100 floor plans
- 1/100 sections
- 1/100 facade elevations
- 1/200 model
- Perspectives showing the interior space organization of the building.
- The model should be prepared in 1/100 scale; materials and colors are free; it is suggested to make a model that can be opened to one of the facades of the accommodation area.

Final Evaluation:

The final evaluation consists solely of the final submission. Students are expected to submit their projects, which they have prepared throughout the semester, at the specified date and time with a signature. Students who do not submit their work will be considered to have failed the course. The final evaluation will affect the overall course grade as follows:

Final Submission: 50%

The final submission will take place during the announced date and time in the final exam week, with signature verification. Submissions should be made as hard copies on A0-sized sheets in vertical orientation. In addition, copies of all sheets should be submitted in A3 format, and the sheets must be uploaded digitally to the CATs system.

Plans:

- All floor plans must be drawn to a 1/100 scale and should be made in accordance with 1/100 technical drawing rules to technique.
- Ground floor plans should include the arrangement of surrounding open spaces.
- Sheets should be arranged in the same viewing direction with north facing up, and the scale must be indicated on each sheet.
- Space names should be indicated using appropriate drawing techniques.
- Structural and partition elements should be represented using appropriate drawing techniques.
- Proposed fixed and movable furnishings should be shown using appropriate techniques. Each floor plan should indicate section lines and viewing directions.
- Stairs and ramps should have exit arrows, and the levels at the start and end of stairs and ramps, as well as ramp gradients, should be noted.
- Ceiling plans, including ceiling design and lighting plans, must be provided.

Sections:

- All sections must be drawn to a 1/100 scale and should be made in accordance with 1/100 technical drawing rules to technique.
- At least two sections must be provided for each building, showing the spatial and constructive features of the building(s) from appropriate points.
- Structural and partition elements should be represented using appropriate drawing techniques.
- The building's entrance level should be marked as ± 0.00 , and all floor heights must be labeled accordingly.
- Measurements must be given on a single dimension line.

Model and Three-Dimensional Representations If a model is to be made:

- It should be prepared at a 1/200 scale.
- Materials and colors are flexible.
- It is expected to build a model of the accommodation area that can be opened on one of its facades.

System Detail:

- It should be prepared at a 1/20 scale.
- This detail should represent a selected critical area of the project in plan, section, and elevation.
- It should show the floor, wall, and ceiling junctions, material choices, and the relationship of the elements to the space.

Furniture Design Drawings:

- For any points of particular interest to the designer in terms of material, technology, or construction system, detailed drawings should be provided at scales of 1/10, 1/5, or 1/2.

Other Representations:

- This includes two and three-dimensional representations of the project concept.
- These may include sketches, diagrams, schemes, perspectives, writings, visuals, photos, models, videos, animations, etc.
- All techniques, materials, and colors are flexible in the representations.