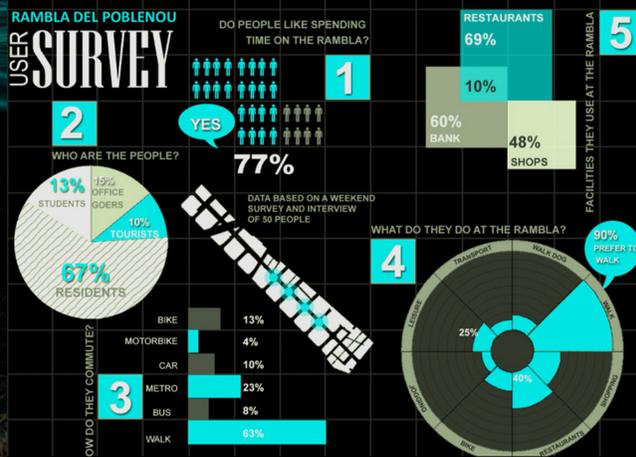


### Rambla del Poblenou : A Self Made Street

The aim of our project is to transform the Rambla del Poblenou street from a static pre-imposed space to a dynamic self made street. The idea of the self made street is having every element shaped according to the needs of the users. So instead of providing the users with benches and parasols, we provide them with an interface where they can input their needs and an element comes out according to their input. The input devices will be placed in different zones according to our studies. The studies which are surveys and experiments, tell us where the different densities and activities occur. When each single person uses this interface, the street will transform vastly and become a dynamic varying space. If we manage to apply this solution, the Rambla del Poblenou street will become a pulsating mesh that is in constant change.

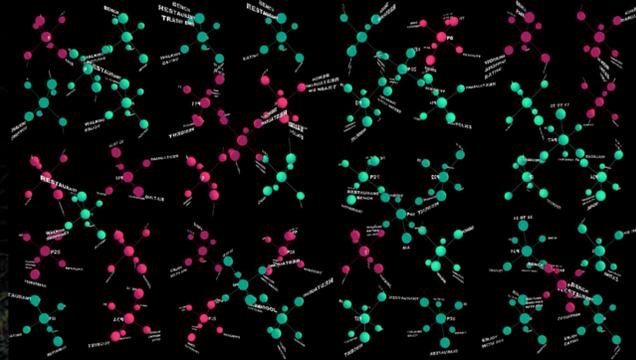
Since our study focuses on behavioural activities on a day to day basis, we decided to take a different approach when gathering data about the street. We first conducted a one on one survey with 50 persons we met on the street. Then we conducted the box experiment which was surprisingly effective in gathering data considering that it was just a simple box. We finally conducted the wich box experiment where we simply provided an input for the users to state their wishes in terms of what they would wish to find in the Rambla del Poblenou street.



This is a brief analysis of the data that we got out of the "one on one" survey that we conducted with 50 persons using the Rambla del Poblenou street.



This figure, points out the places where we met and surveyed each person.



An extract of each person and their data.

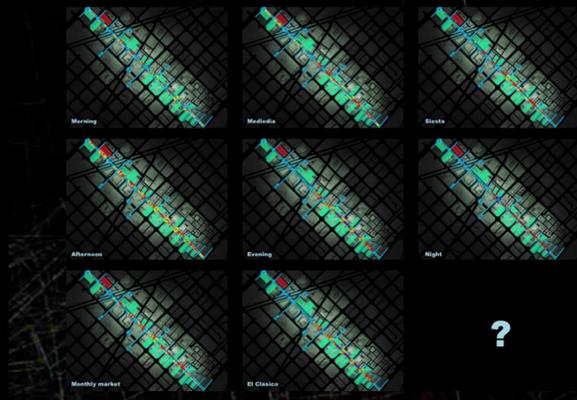


Location 1 of the experiment and the density of the persons attracted.

Location 2 of the experiment and the density of the persons attracted.

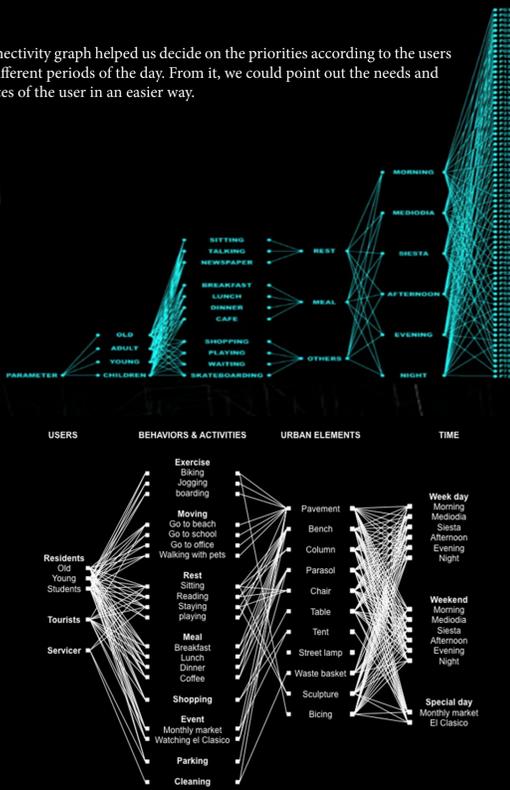


Location 3 of the experiment and the density of the persons attracted.

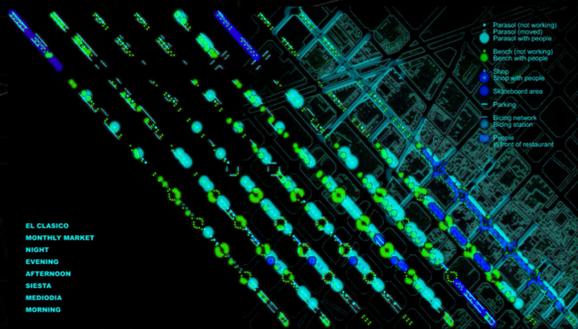


The figure above is an extract from the extensive mapping processes that we conducted. It shows the different activities and densities throughout a 24 hour period and also on occasions such as the monthly market and the football clasico.

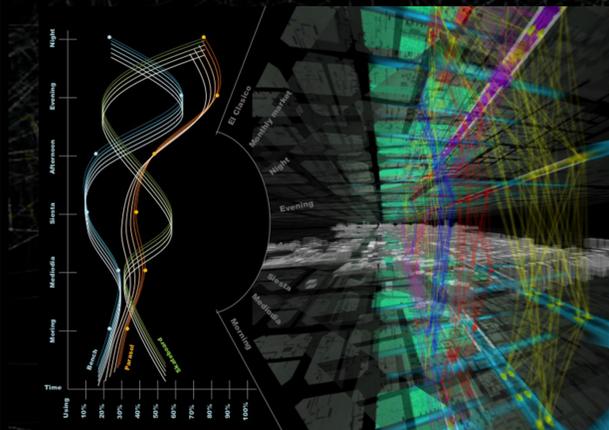
This connectivity graph helped us decide on the priorities according to the users during different periods of the day. From it, we could point out the needs and preferences of the user in an easier way.



As a result from the previous graph, we made this chart that clarifies further the needs of the users of the street.



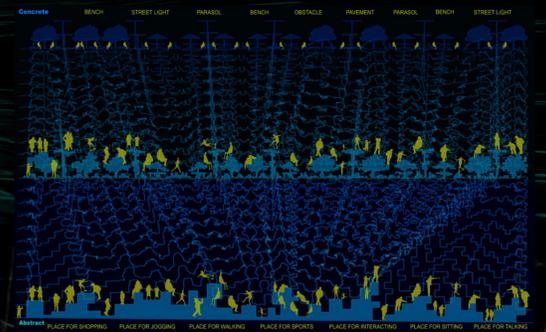
This is an overlapping map showing densities of activities, it shows the zones that have a higher density of users according to each different activity.



This is one example of a pre-imposed element and how it could differ greatly during the day. The graph shows how a built bench is used as seating element during the day hours and is then used as a skateboarding obstacle during the night.



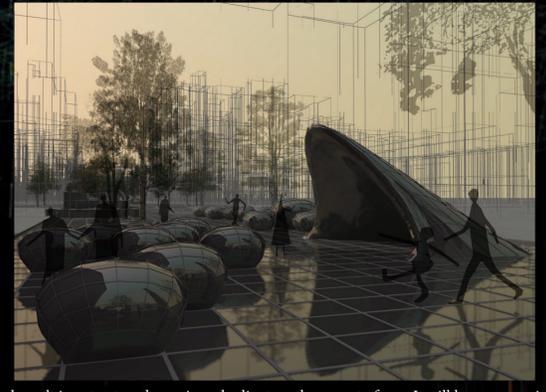
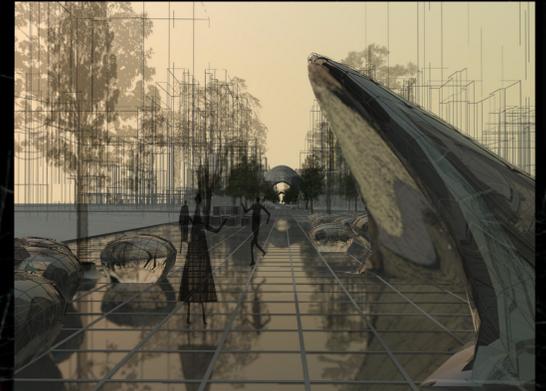
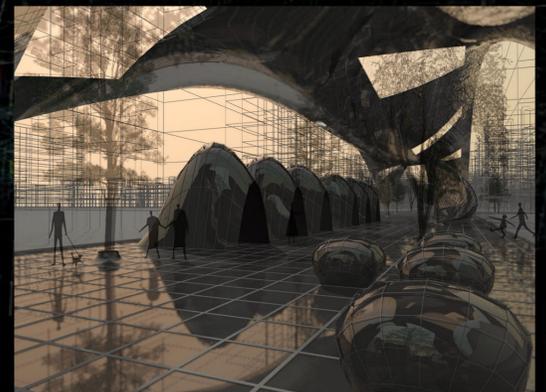
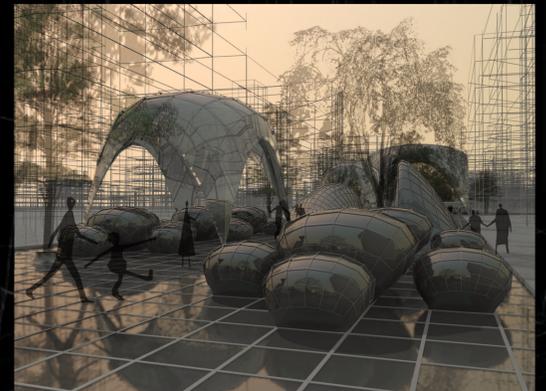
These are the reactions of the users to the experiment and the varying compositions that they created with a "simple" box.



This figure shows an abstraction of the actual elements already found in the street and how they could be achieved with dynamic geometrical volumes according to the users, and at the same time serve the same needs as the pre-imposed elements.



This figure shows an abstraction of the actual elements already found in the street and how they could be achieved with dynamic geometrical volumes according to the users, and at the same time serve the same needs as the pre-imposed elements.



The final result is a street so dynamic and reliant on the users to form. It will have no pre-imposed structures or elements. These transformations will be triggered by sensors that will detect human presence and input devices to receive information about what the users need in terms of elements.