



CLARK G-HUB

A YOUTH CENTER FOR GAMING AND INTERACTIVE LEARNING

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BACKGROUND

Youth centers are created to "provide a safe, informal and supervised environment for young people"; these facilities provide the youth an opportunity to enjoy recreational and cultural activities or counseling which may contribute to the development of their "physical, social, emotional, and cognitive abilities and to experience achievement, enjoyment, friendship, and recognition" (Ott, 2020). With this in mind, the goal of this proposal is to create a youth center that is focused on Gaming while still aiming to develop the youth holistically by providing facilities for learning and the maintenance of their physical and mental wellbeing.

SIGNIFICANCE

This project proposal for a gaming-focused youth center in Clark, Pampanga aims to develop the youth holistically through traditional and alternative learning facilities, and the provision of spaces dedicated to improving their wellbeing, and most importantly, to hone their gaming skills.

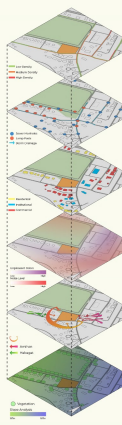
To expound on the significance of this proposal, the goals of a youth center according to Ott (2020) must be emphasized: to develop the youth's Physical, Emotional, Social, and Cognitive abilities. This proposal attempts to meet these goals by crafting an architectural program that meets the needs of the youth specific to these goals.

AGENDA

- 1 To create an environment in which the youth could feel freedom; the freedom to socialize and enjoy the company of their peers while also having the opportunity to develop themselves holistically.
- 2 To design a youth center with a focus on gaming in order to capitalize on the rising demand for facilities dedicated to E-Sports and the rise of video games in general.
- 3 To take advantage of Clark's slow evolution into a metropolitan area, and generate opportunities for tourism especially with the growth of E-sports all around Asia.



SITE ANALYSIS



SITE SPECIFICATIONS
LAND AREA: 7020 sqm.
ADDRESS: 5GJF+422, Clark Freeport, Clark Special Economic Zone, Pampanga
CLUP CLASSIFICATION: Mixed-Use Residential

Site Traffic
 Vehicular traffic around the site generally ranges from low to high density.

Man-made Features
 Man-made facilities around the site include manholes, lamp posts, and storm drainage.

Existing Land Use
 The site is located in a mixed-use zone, as such, residential, institutional, and commercial facilities can be found around the site.

Sensory
 Due to the site's location, it may be susceptible to low to medium noise levels and unpleasant odors.

Sun and Wind
 The sun path determined the placement of facade panels, while the wind path influenced the subtraction of mass from the building's final form.

Natural Features
 The site's terrain is generally flat. It is also rich in vegetation especially near the area where the parade grounds is located.

USER PROFILE

- YOUTH**
 The primary target for this project are young people between the ages of 15-24, although not strictly limited to the age group. The facilities provided for this project, caters to the needs of young people as growing human beings, specifically to meet their social, emotional, mental, physical, and creative needs.
- GAMERS**
 G-HUB serves as a space for competition and friendly games as a response to the ever-growing gaming industry.
- CASUAL**
 The facility aims to serve as an anchor for friendly competition and to entice more casual gamers to dive deeper into what the gaming industry offers.
- PROFESSIONAL**
 G-HUB also serves as a space where professional e-sports players may exercise their competitive spirits by providing private training spaces and venues for live competition.
- STUDENTS**
 G-HUB also caters to young people in need of spaces that are conducive for learning and productivity.

- ACADEMICS**
 Users may enjoy spaces dedicated for learning and research. G-HUB also provides safe and conducive spaces for learning while providing a change of scene from regular academic settings.
- CREATIVES**
 Spaces where young creatives can freely express themselves are also available both in traditional and digital mediums.

MASSING DEVELOPMENT

- 1 **SITE**
 Property line of a corner lot in Clark Freeport Zone, Pampanga
- 2 **SEPARATE**
 The location of the building is separated from the parking spaces to utilize the building's corner lot to view the building on all sides.
- 3 **EASEMENTS**
 Setbacks are determined; at least 5 meters on all sides of the property line.
- 4 **EXTRUDE**
 The basic mass is extruded upwards as the base form of the building.
- 5 **VOID**
 A void is created to separate the functions of the building according to the architectural programming.
- 6 **SUBTRACT & EXPAND**
 Blocks are reduced from the base mass to create more open spaces; cantilevered portions are added to create emphasis for entry points and to add visual interest.
- 7 **CONNECT**
 Pathways are placed to create connections between the separate programs of the facility.
- 8 **FINAL**
 The final massing model with the facade panels attached.

ARCHITECTURAL PROGRAM OVERVIEW

