

The Pandemic Traum

What the world has been through in the past few months showed how unpredictable the future is. Abundant offices, schools, shopping centers and even parts of cities seem to be lifeless. Ignoring what the pandemic did to the world socially, economically and environmentally is not an option. Architecture should be ready to both post-pandemic city needs and/or any other needs may face future generations, the randomness of the future needs necessitates elastic buildings flexible enough to cope this uncertainty.

In the meanwhile, taking into consideration how fast the world had adapted to remotely interact with surprising results in productivity. Percentage of remote workers is expected to rise even after the pandemic where as reported by Forbes "By 2025, an estimated 70% of the workforce will be working remotely at least five days a month.", these changes are not only improving the work productivity but also lead to savings. Rent, capital costs, facilities operations, maintenance, and management. Benefits also reach society and environment with less fuel consumption, traffic, gas emissions and wasted time. In addition, business insider predicted that even some retailer giants are thinking to depend more on the online shopping and close most of their stores for the sake of decreasing expenses and maximizing profits.

Gresham

street

Outdoor

space

Semi

Outdoor

Semi

Indoor

I Indoor

The Square Mile Zone:

- •Lowest Population density in comparison to surroundings "1.1".
- •The current land uses "1.2" shows the majority presence of the industry and business buildings.
- •The mayor of London shows the necessity of creating public spaces "1.3".
- •The Urban heat island effect caused by the city's dense buildings "1.4"

Vision

The empty spaces from the abundant offices/schools/retails would create unequally distributed areas, where suburbs could be over-populated while the inner city is vacant. Solution would be for the time being,

inviting more people to occupy these empty spaces to create equally populated cities while providing public and semi-public amenities to serve people on the scale of building, neighbourhood, and community.

The key is to create a sample that can be relocated in different areas replacing the traditional single-use buildings, thus making sure the complex would bring life into the neighborhood through its vibrant and diverse uses all year long.

- $\bullet \textbf{Cubic solid/void movable/replaceable modules intensifying building's ability to cope with city's time and space needs. } \\$
- •Maximizing the pedestrian accessibility through building
- •Introducing Co-working/learning spaces.
- •Creating different typologies of residential spaces to avoid the dense population areas.
- •Creating variety of public spaces serving both neighborhood and city scales.
- •Hospitality areas to serve the tourists/visitors expected especially with the nearby culture mile.
- •Clinical areas for the public health.



