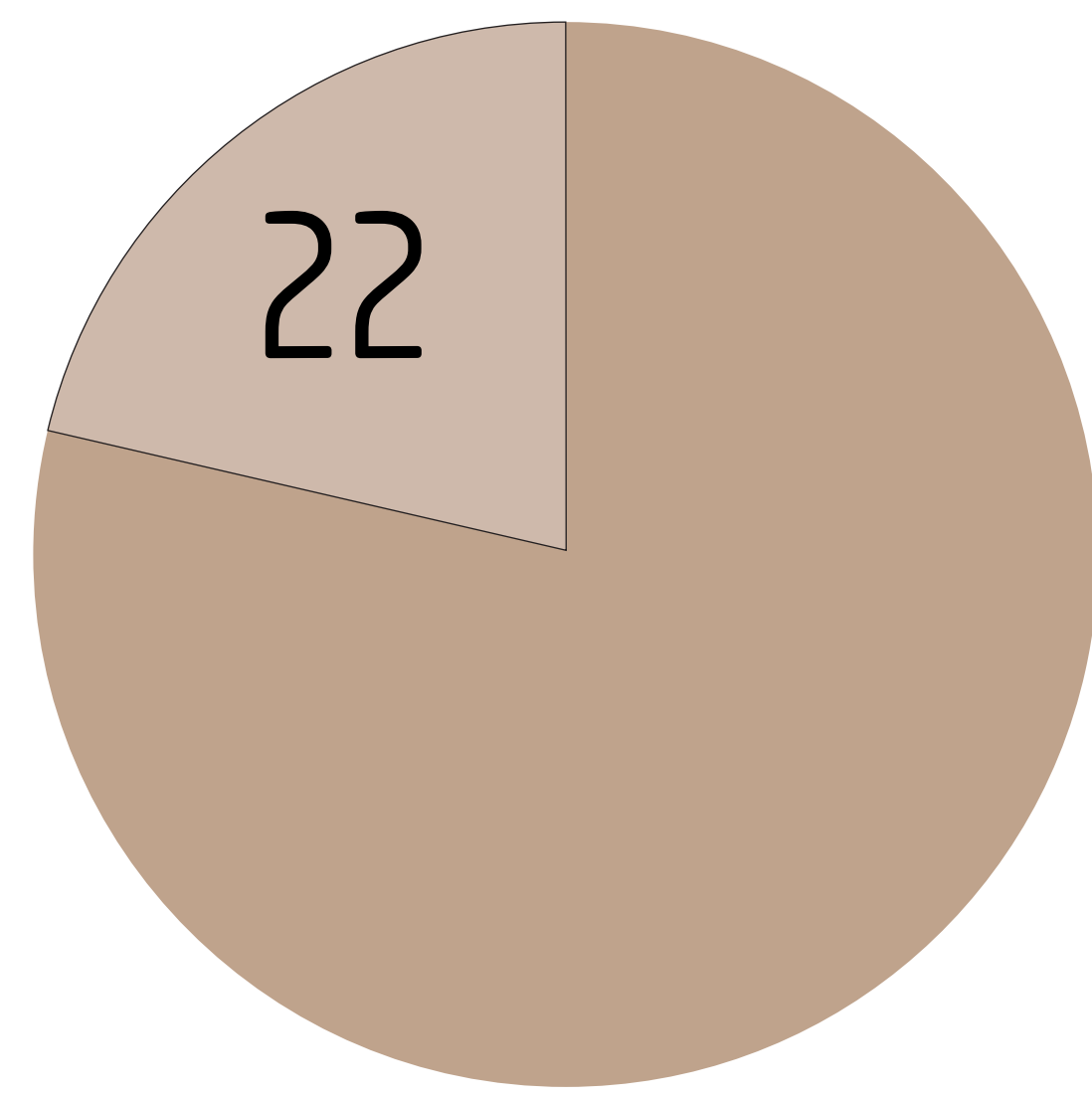


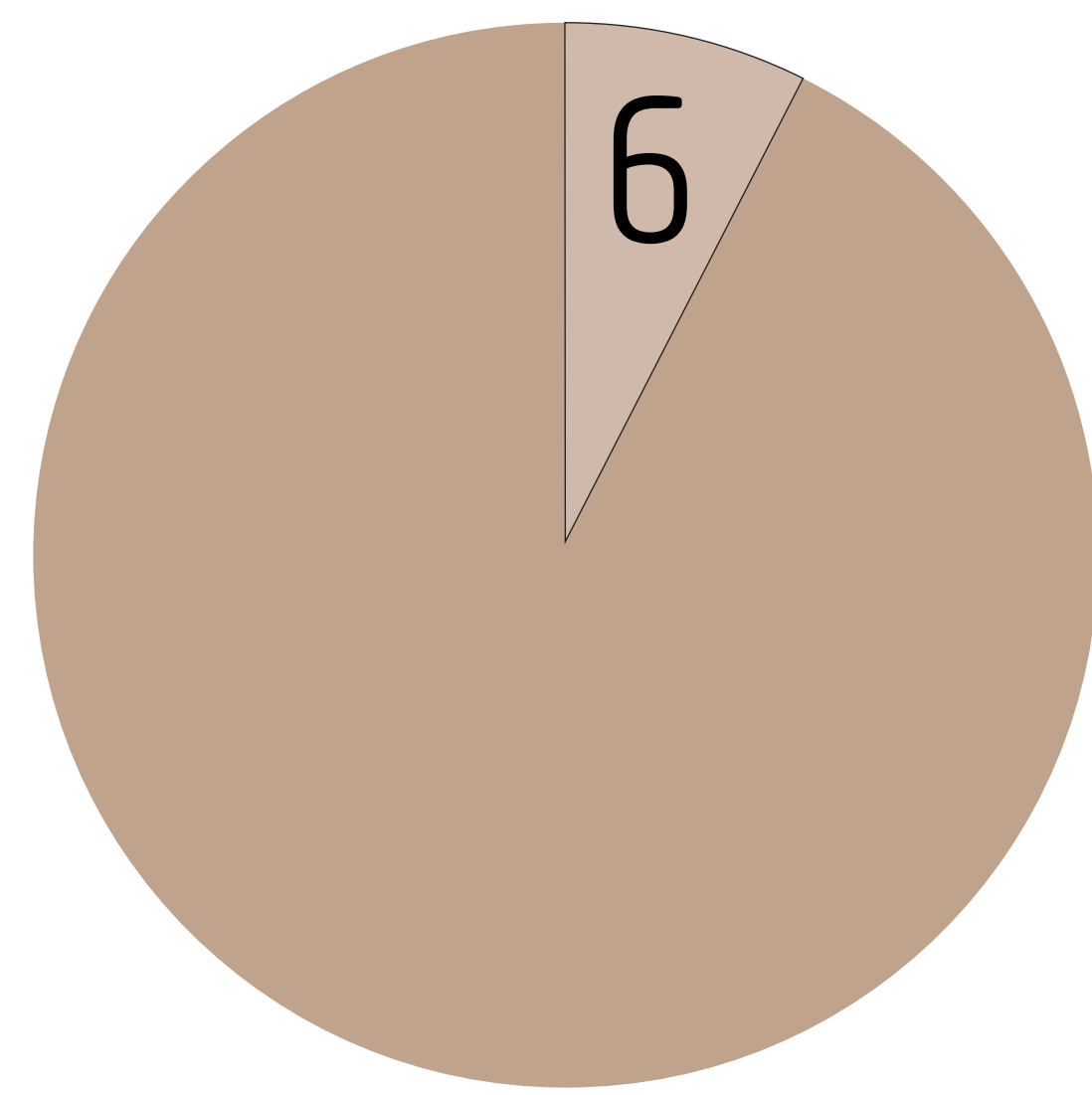
INFORMAL ADAPTATIONS

REWORKING INFORMAL TRADES CONNECTION TO CITY PUBLIC SPACES AND BUILDINGS INTERFACES

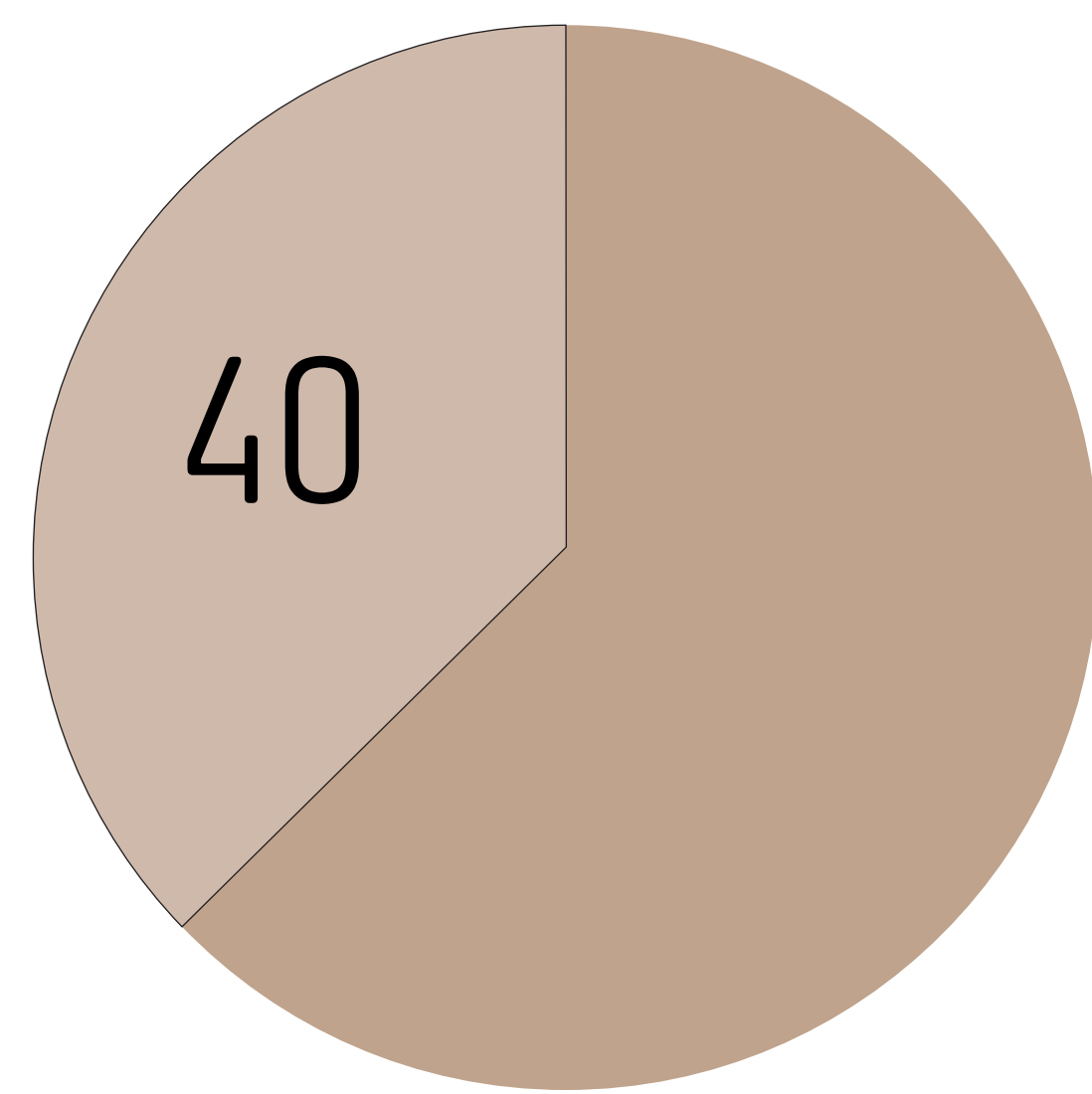
THE IMPACTS OF INFORMAL TRADERS



Percentage of workforce that is informal



Percentage of GDP generated by informal trade



Percentage of informal trade in a vulnerable financial situation

- Legislation
- Limited growth
- Capital investment
- Poor working conditions
- Impermanence
- Inadequate Infrastructure
- High dependence
- Lack of support
- Training
- Vulnerable housing
- Negative connotations
- Poor conditions
- Service access
- Formal competition
- Financial services
- Instability
- Waste
- Harassment

ISSUES IDENTIFIED TO APPROACH SOLUTIONS

Establishing recognition

- Creating positive vendor identity
- Introducing training and guidance
- Bolstering legislative representation
- Supporting formal informal connection
- Increase vendor independence

Improving working conditions

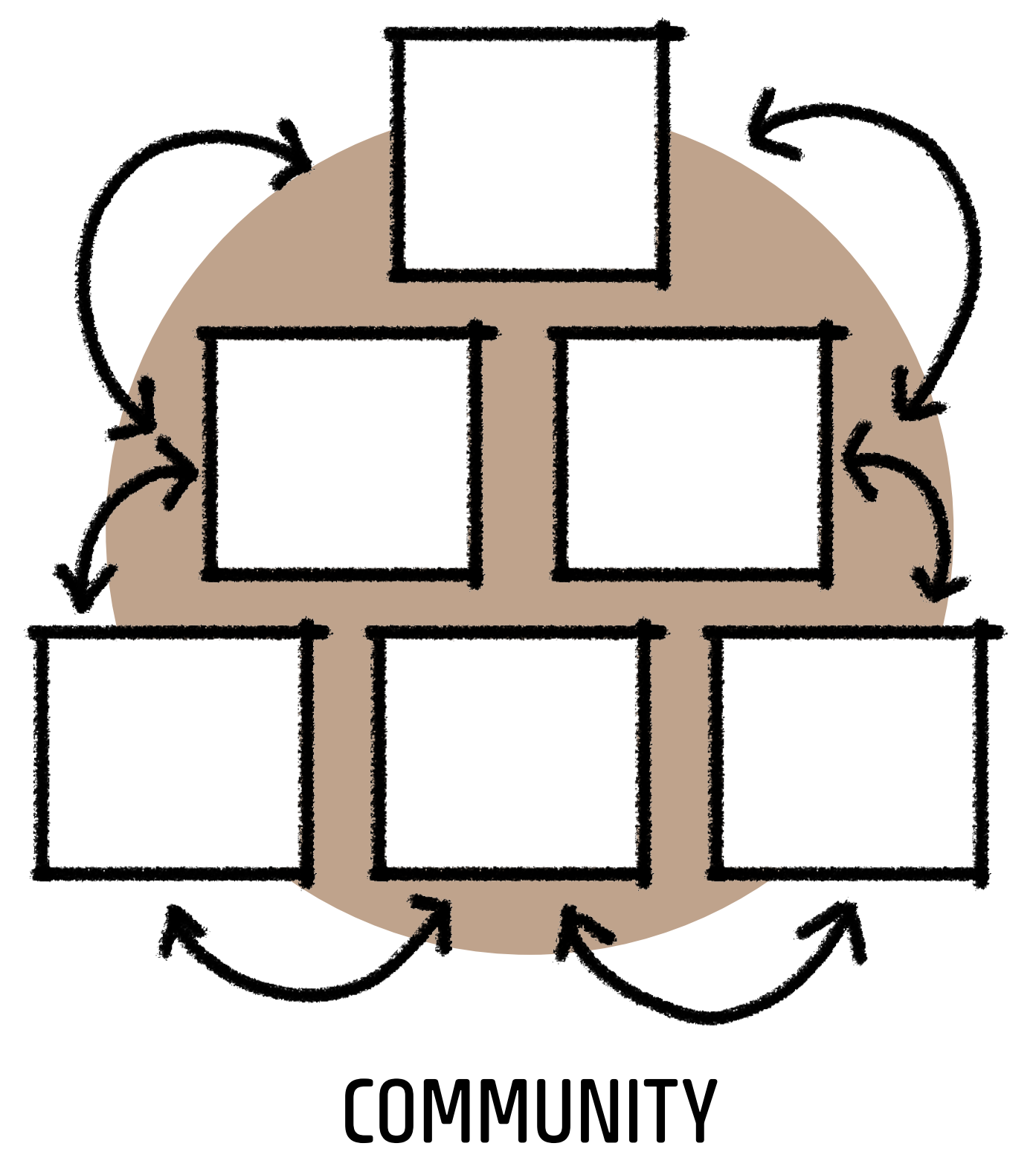
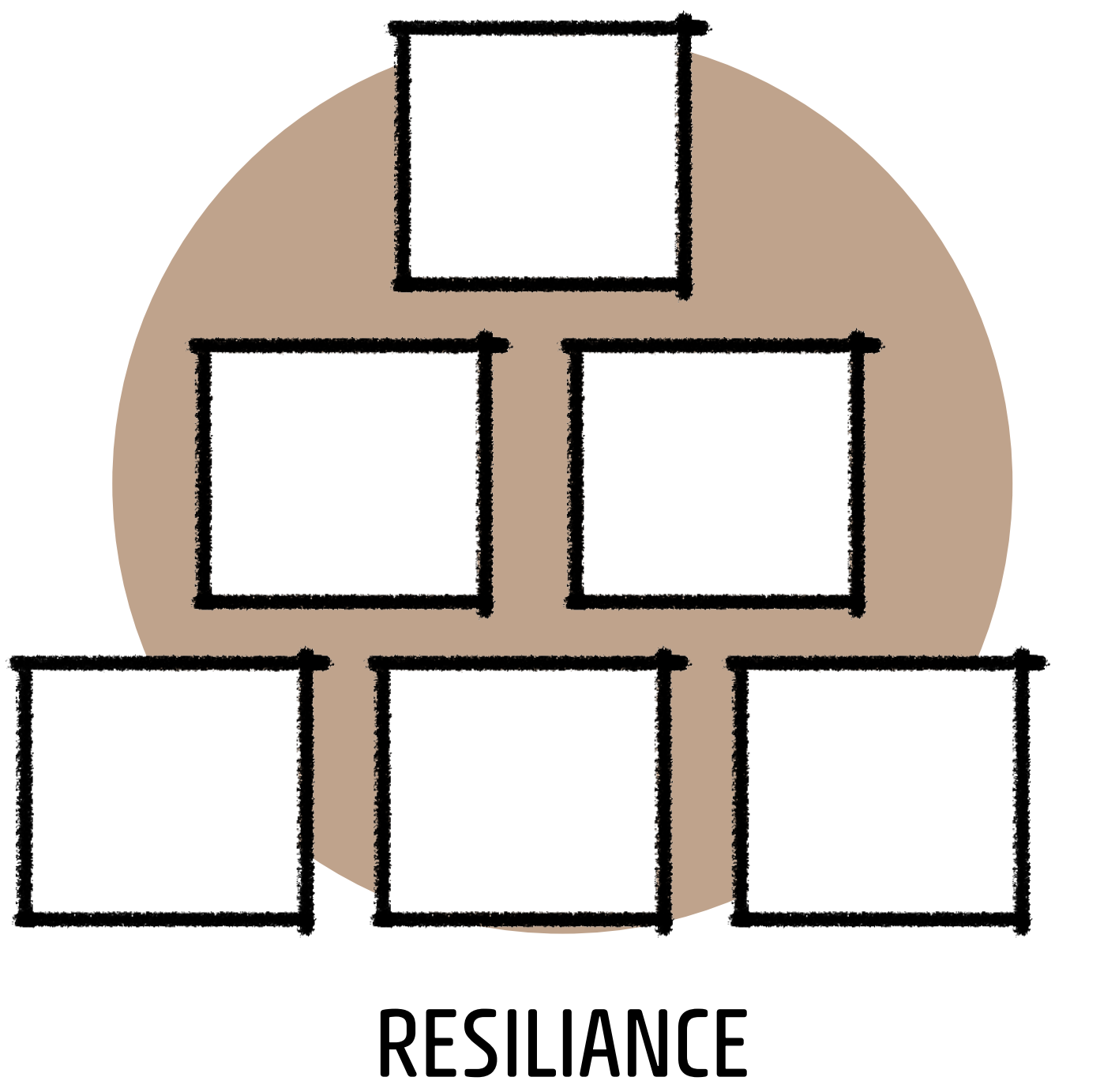
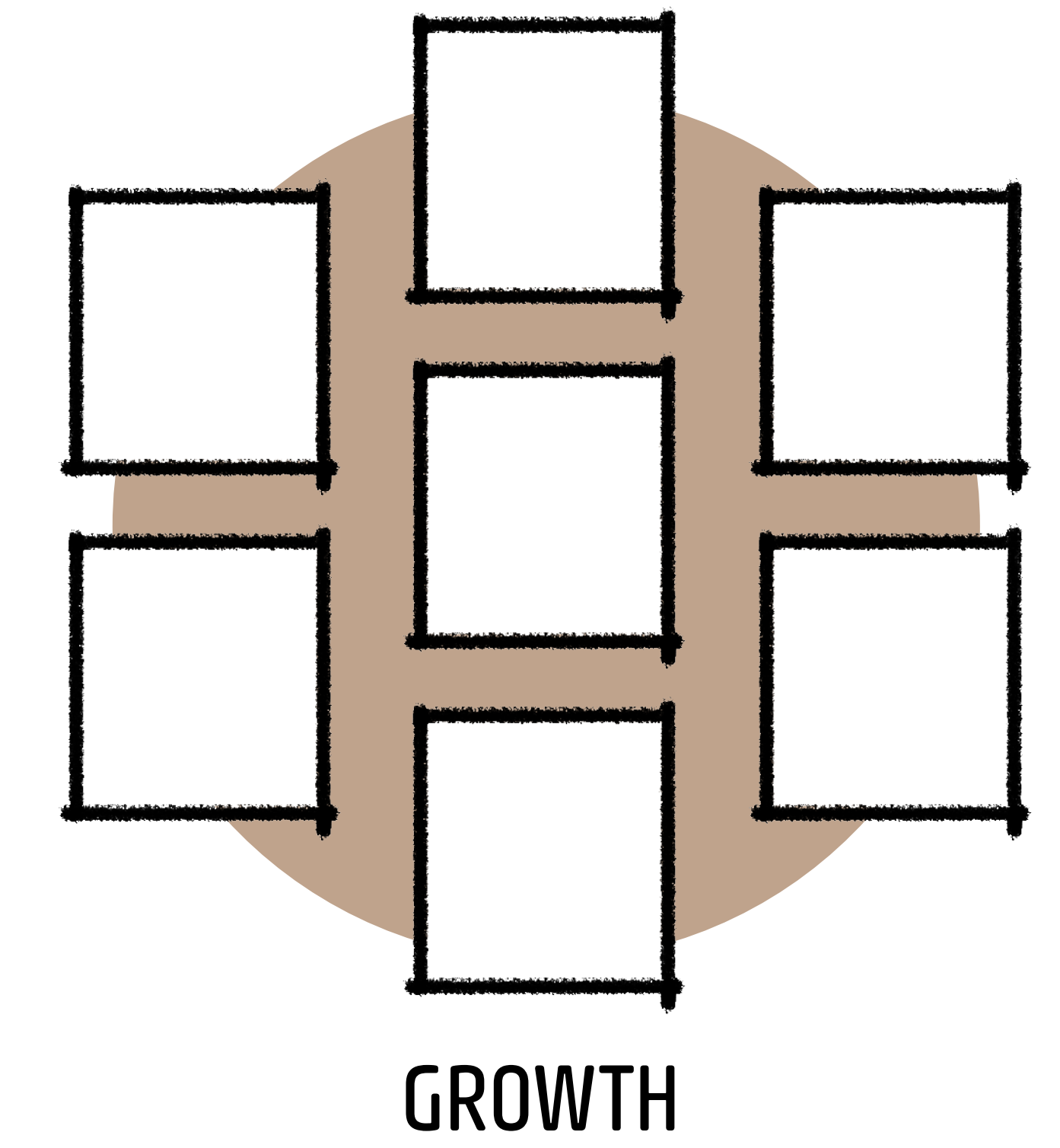
- Creating structures trading space
- Services and storage
- Improve street site conditions
- Alleviate transportation concerns
- Introducing housing element

Formalising on multiple fronts

- Introduce structured site management
- Ease of access to legislative support
- Introducing training systems
- Reducing permit bottlenecking

Support business growth

- Introduce vendor independence
- Reduce running costs / increase profit
- Increasing access to capital investment



DESIGN INTERVENTION INTENTIONS



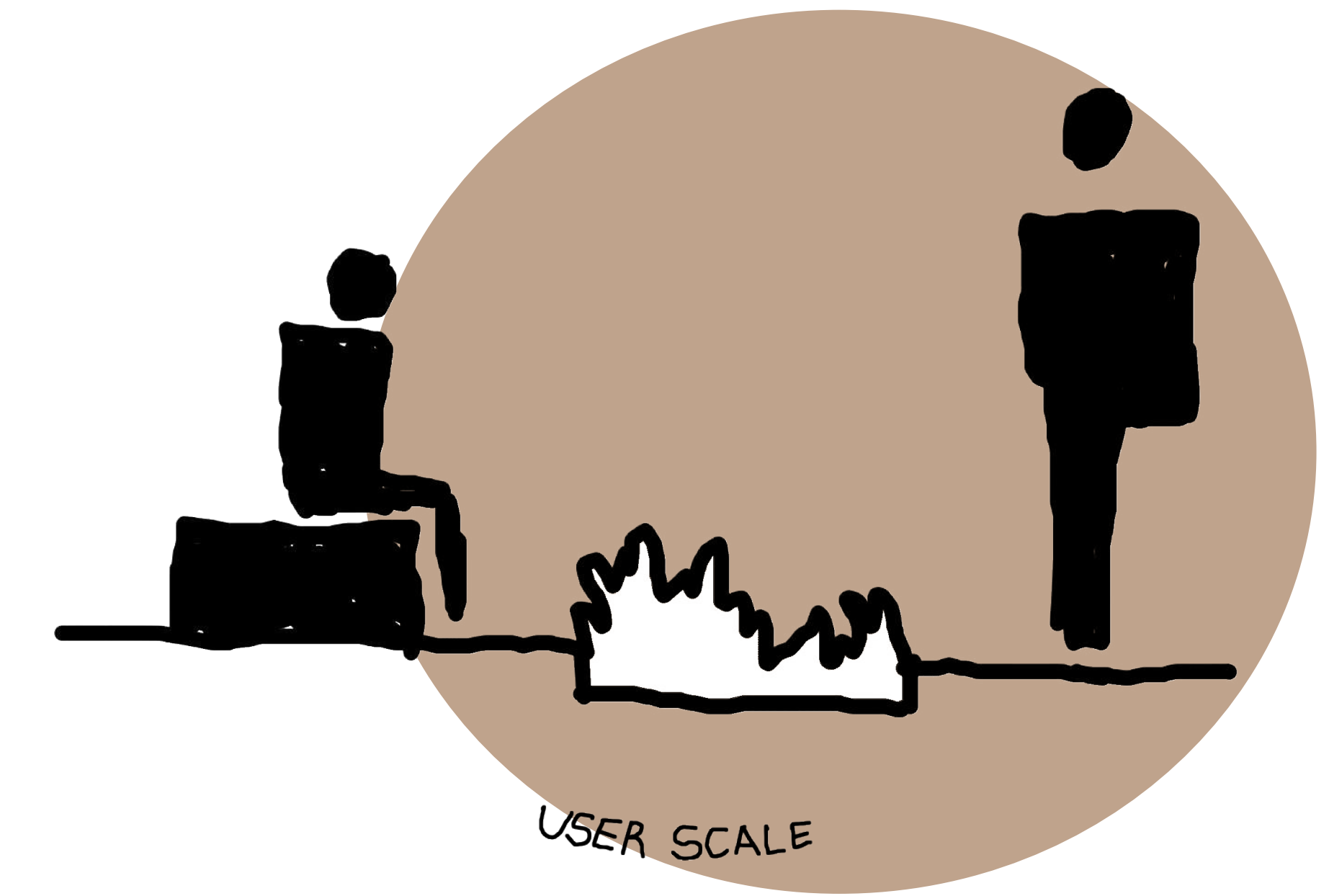
Integration into the urban fabric.

Bringing informal trading activities from the city's edges into its core, connecting traders to essential infrastructure, and establishing systems that empower them through self-sufficiency and collective action. This means creating designated spaces for informal trade that are not only functional but also safe and aesthetically pleasing, ensuring that traders have access to basic utilities like water and electricity, and fostering a sense of community and collective bargaining power among them.



Repurposing forgotten spaces.

Transforming forgotten spaces into productive areas for informal or underutilized urban trade. This includes providing housing for informal vendors, introducing urban farming initiatives, creating recycling collection spaces, establishing sewing and maker spaces for product sales, introducing roaming kitchen networks for food trade, and providing access points to services and storage near trader-dense zones.



Rethinking trading spaces.

This involves creating new models for vendor spaces that are safe, functional, and aesthetically pleasing. It also involves creating public benefits for pedestrians and businesses beyond just commercial activity, incorporating access to water and electricity at vending spaces, and creating models that can be attached to existing spaces or create new spaces in underutilized urban areas.

URBAN SCALE ANALYSIS

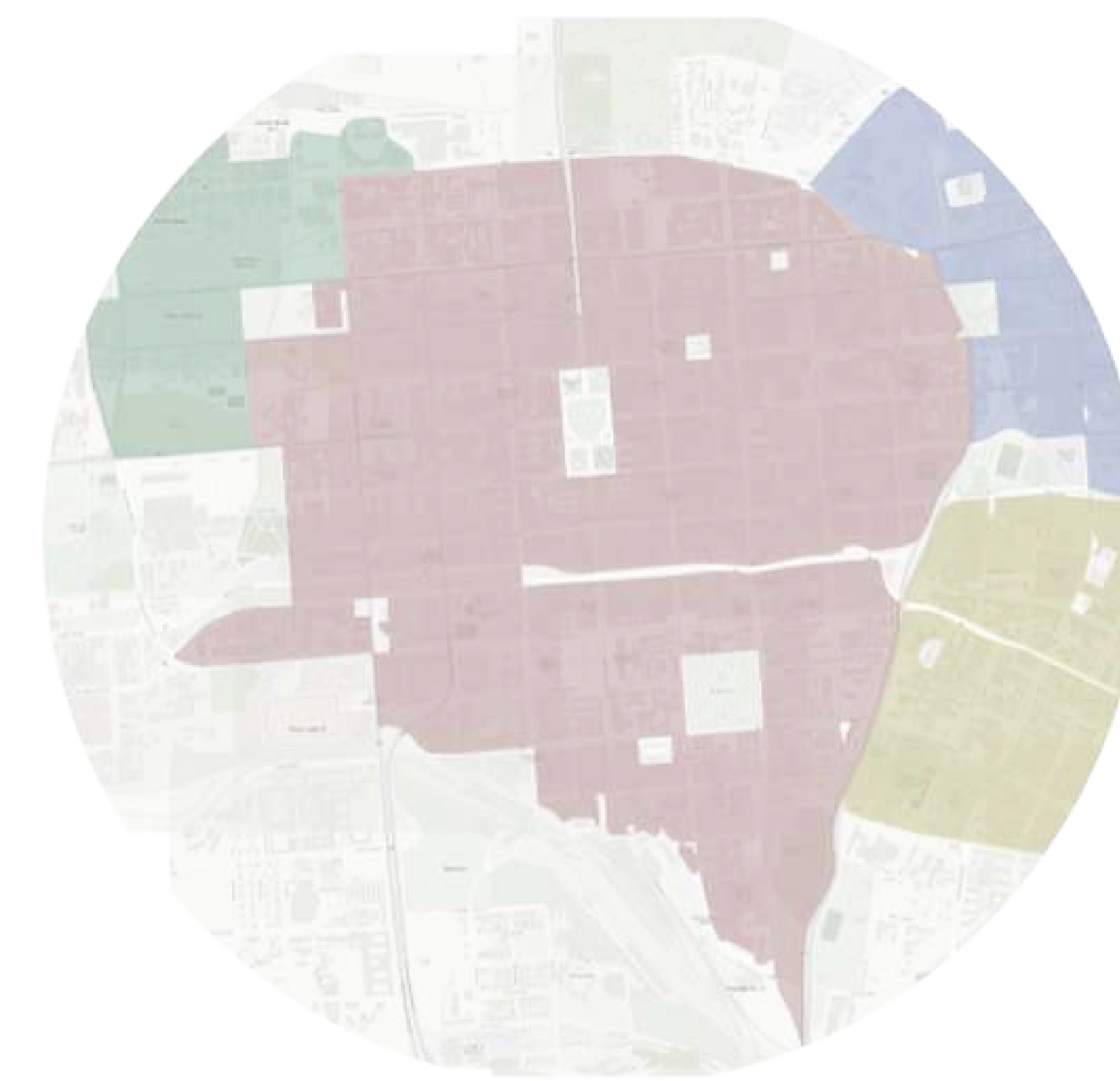
Public space × Commerce



Transport nodes



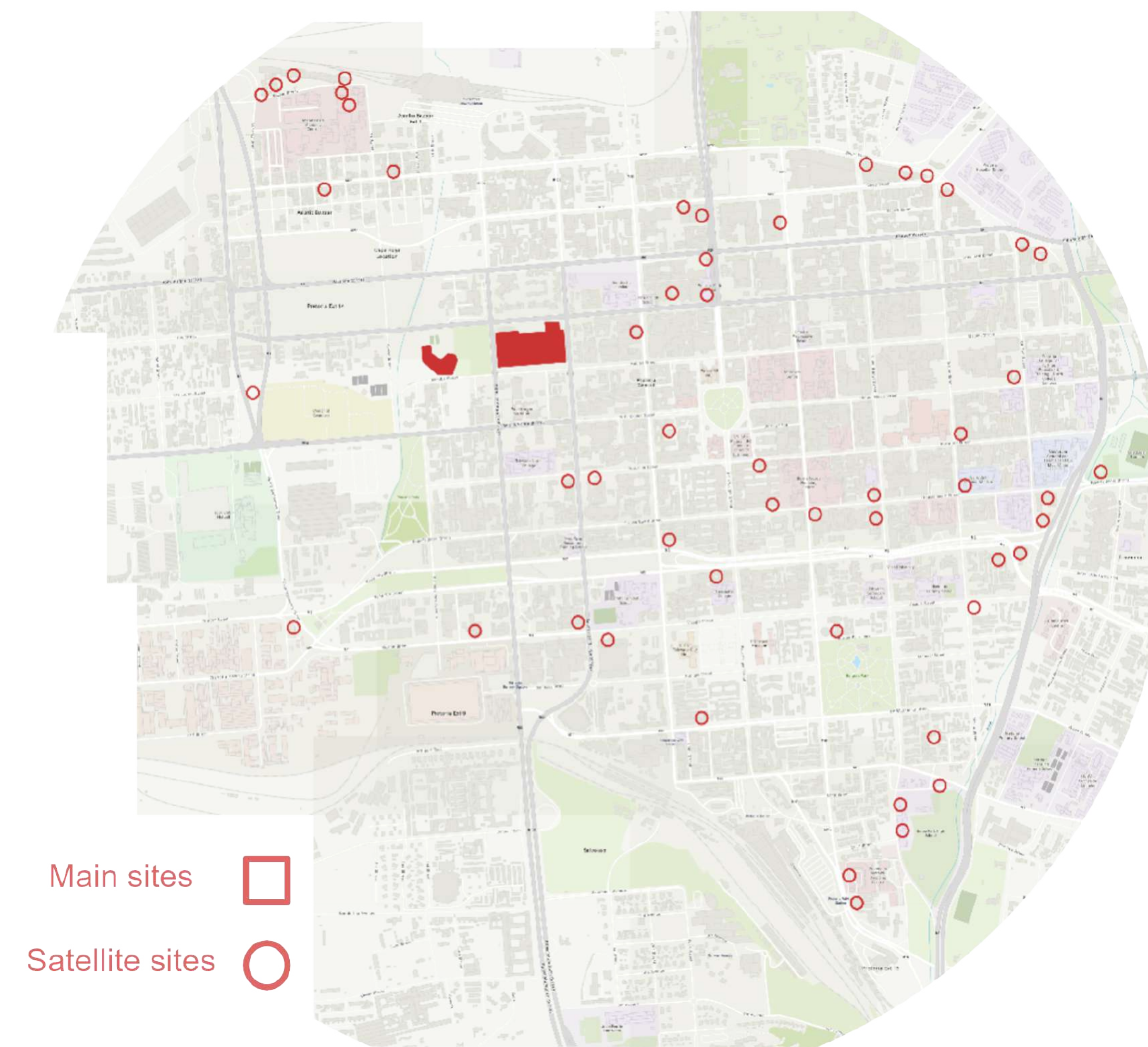
Urban zones



Traffic mapping



Abandoned buildings



Trader density × heatmap



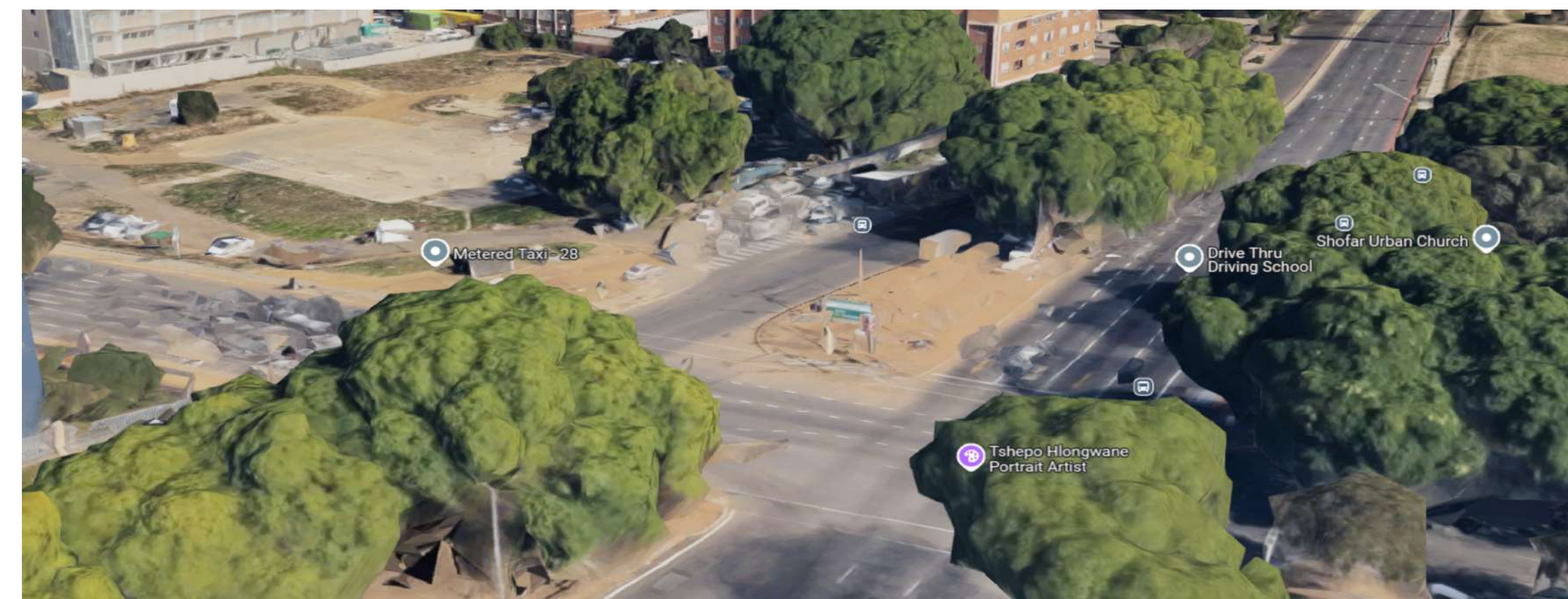


Key node - Commercial Hubs.

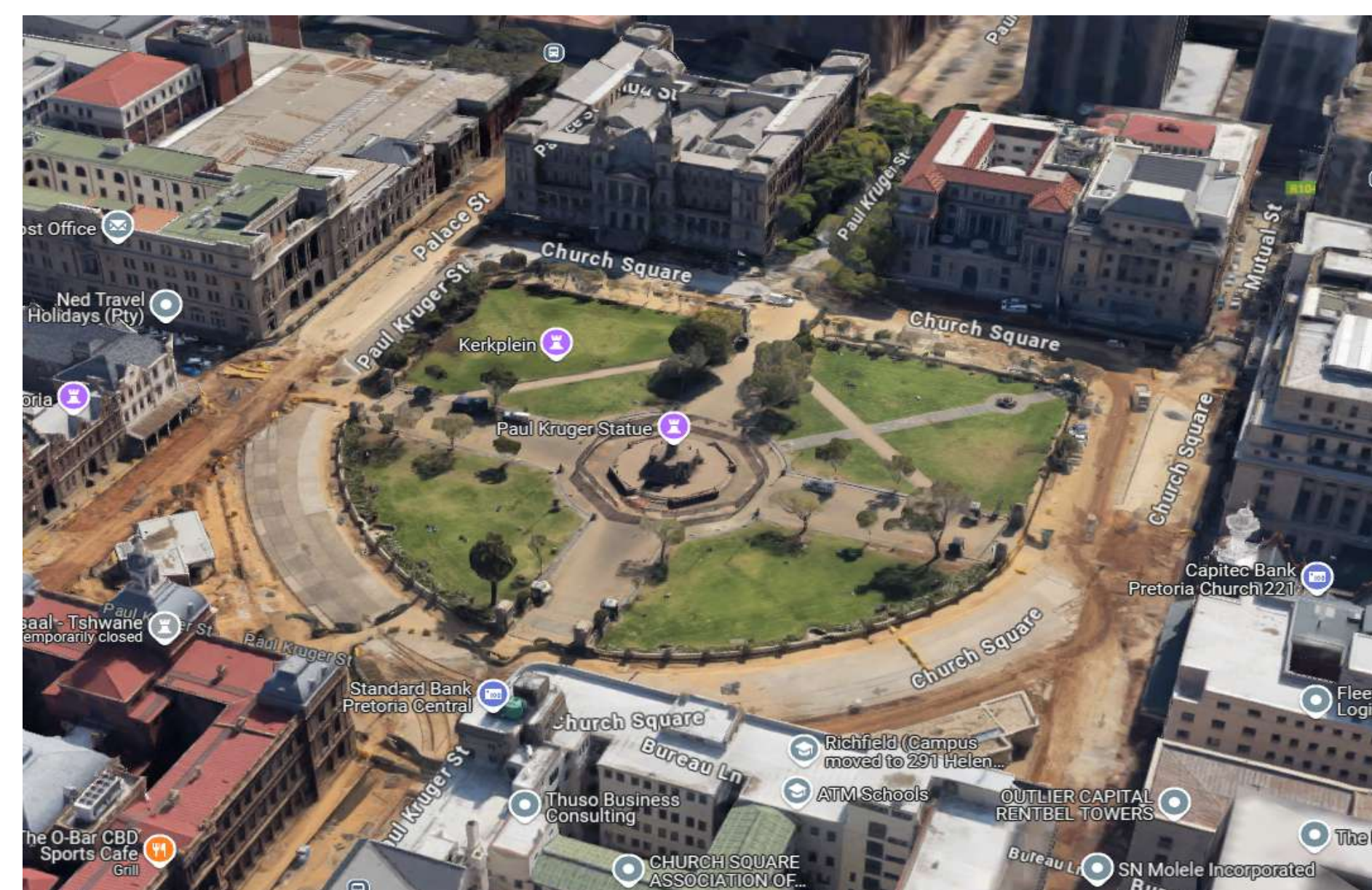
High Foot Traffic. Commercial hubs attract large numbers of people daily, providing a steady flow of potential customers.

Complementary Goods and Services. Informal traders can sell products or services that complement the offerings in formal stores, such as snacks, quick repairs, or unique handmade items.

Visibility and Accessibility. Proximity to malls ensures that traders benefit from the same infrastructure, such as parking and pedestrian pathways, enhancing their visibility to shoppers.



Marabastad streets

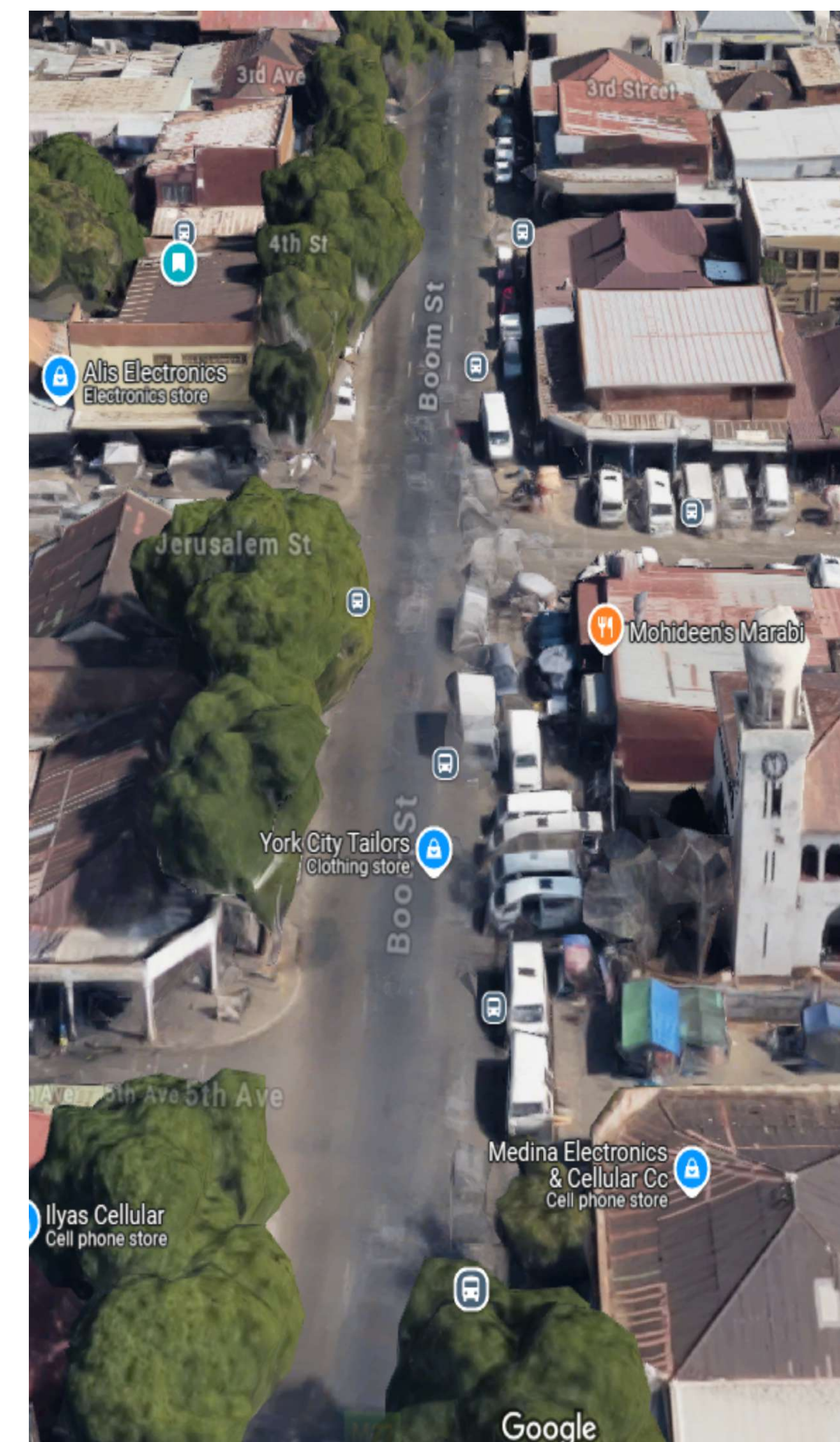


Key node - Transport Hubs.

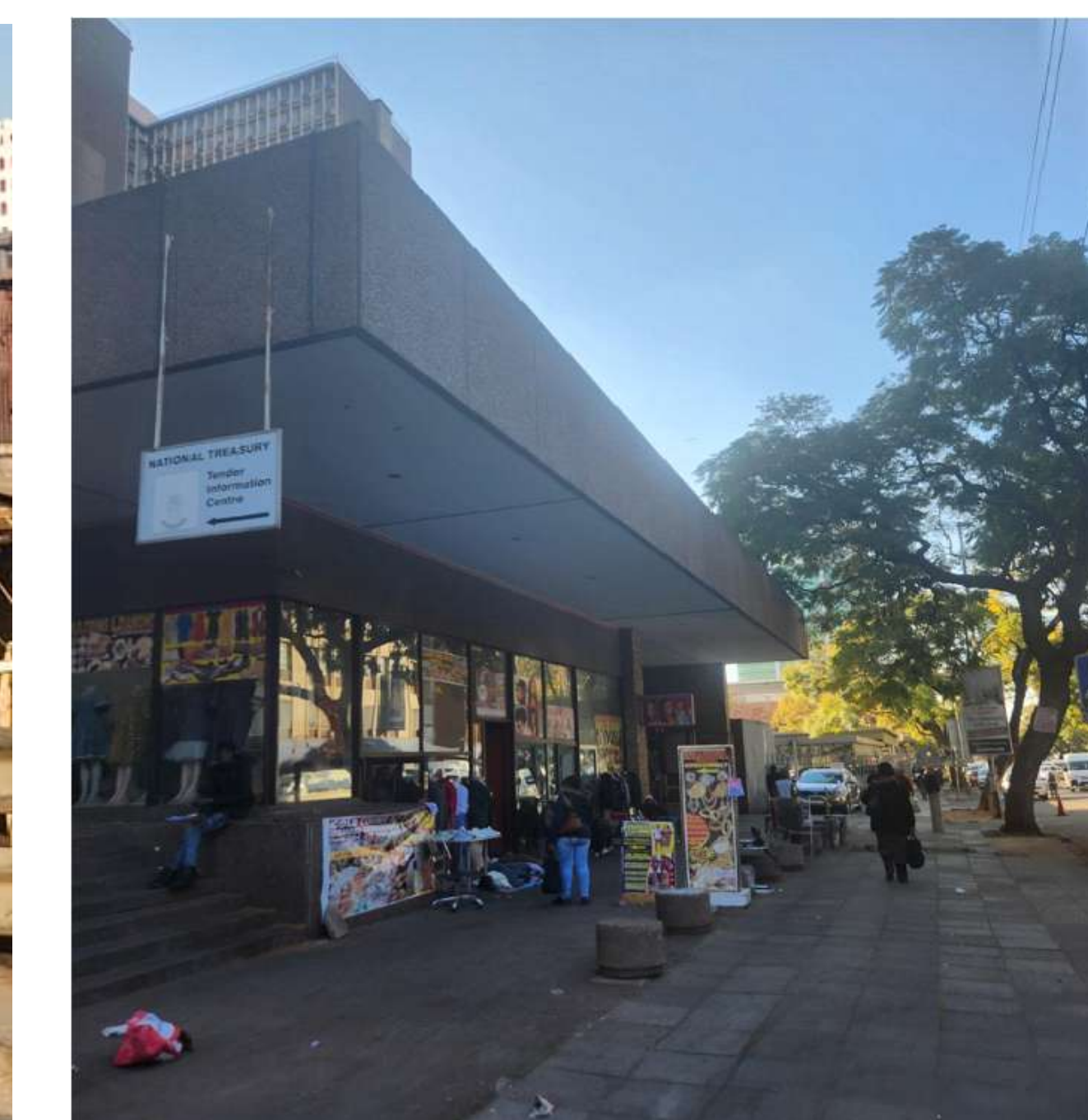
Captive Audience. Commuters waiting for transport often have time to browse and purchase goods.

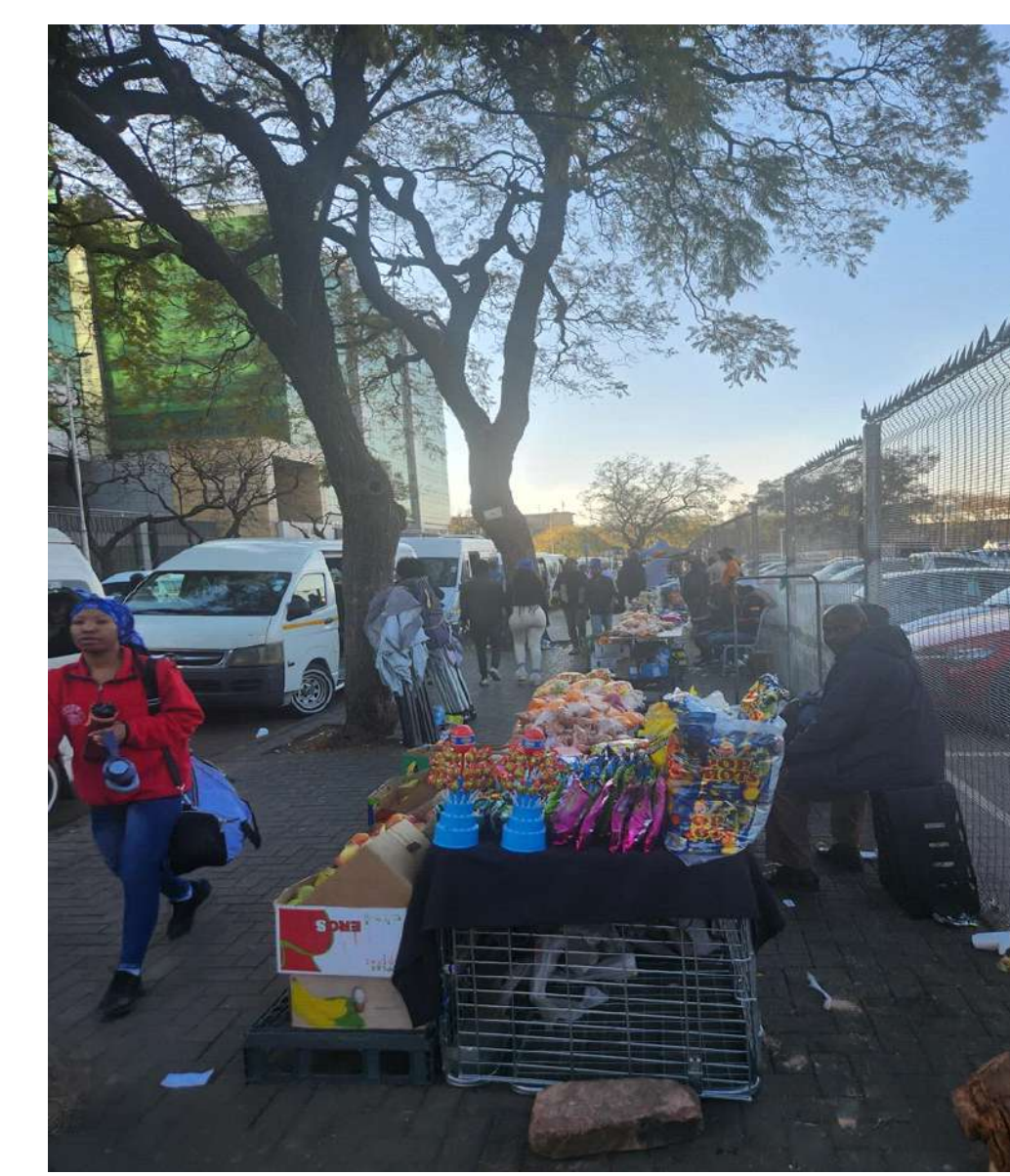
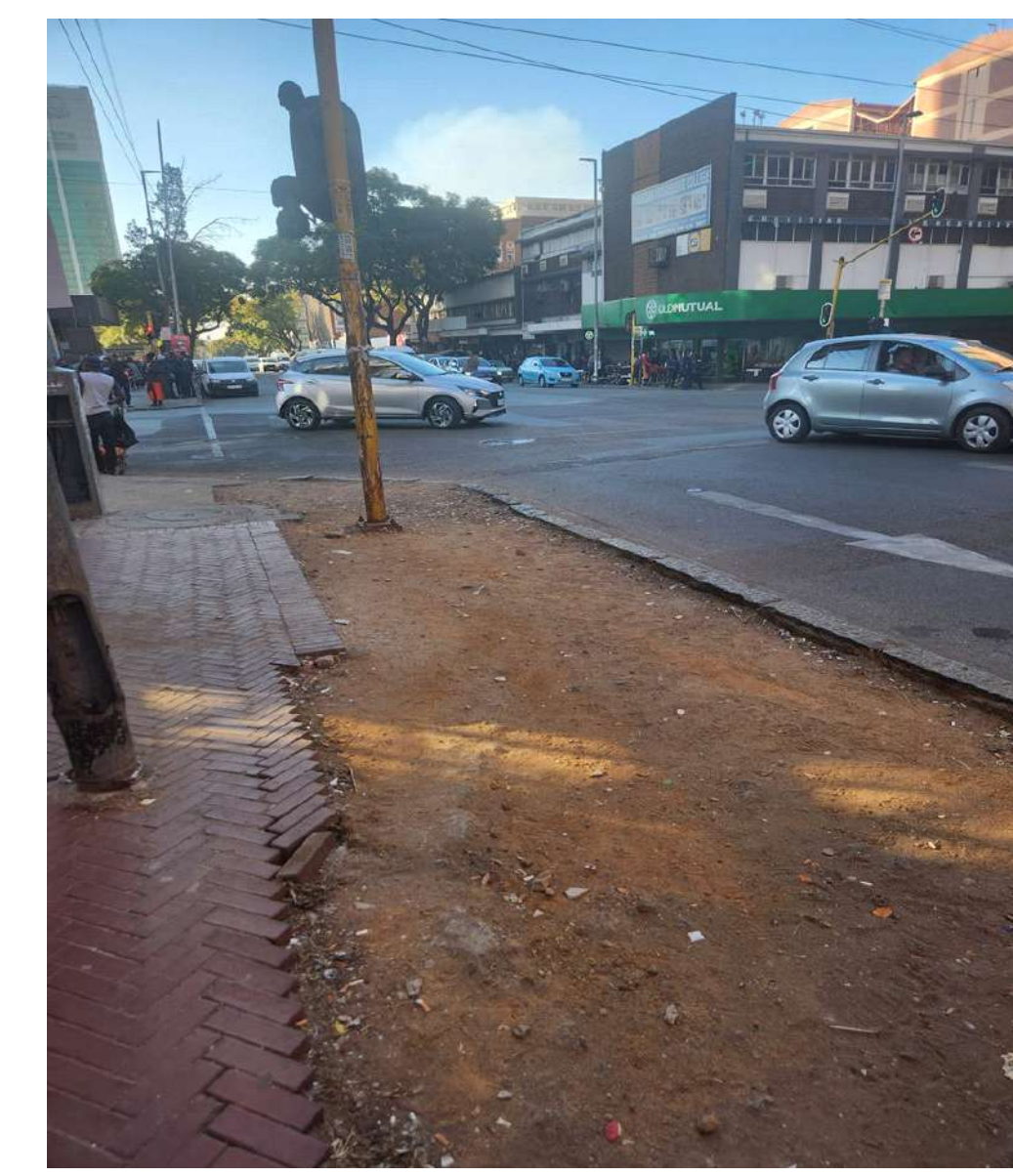
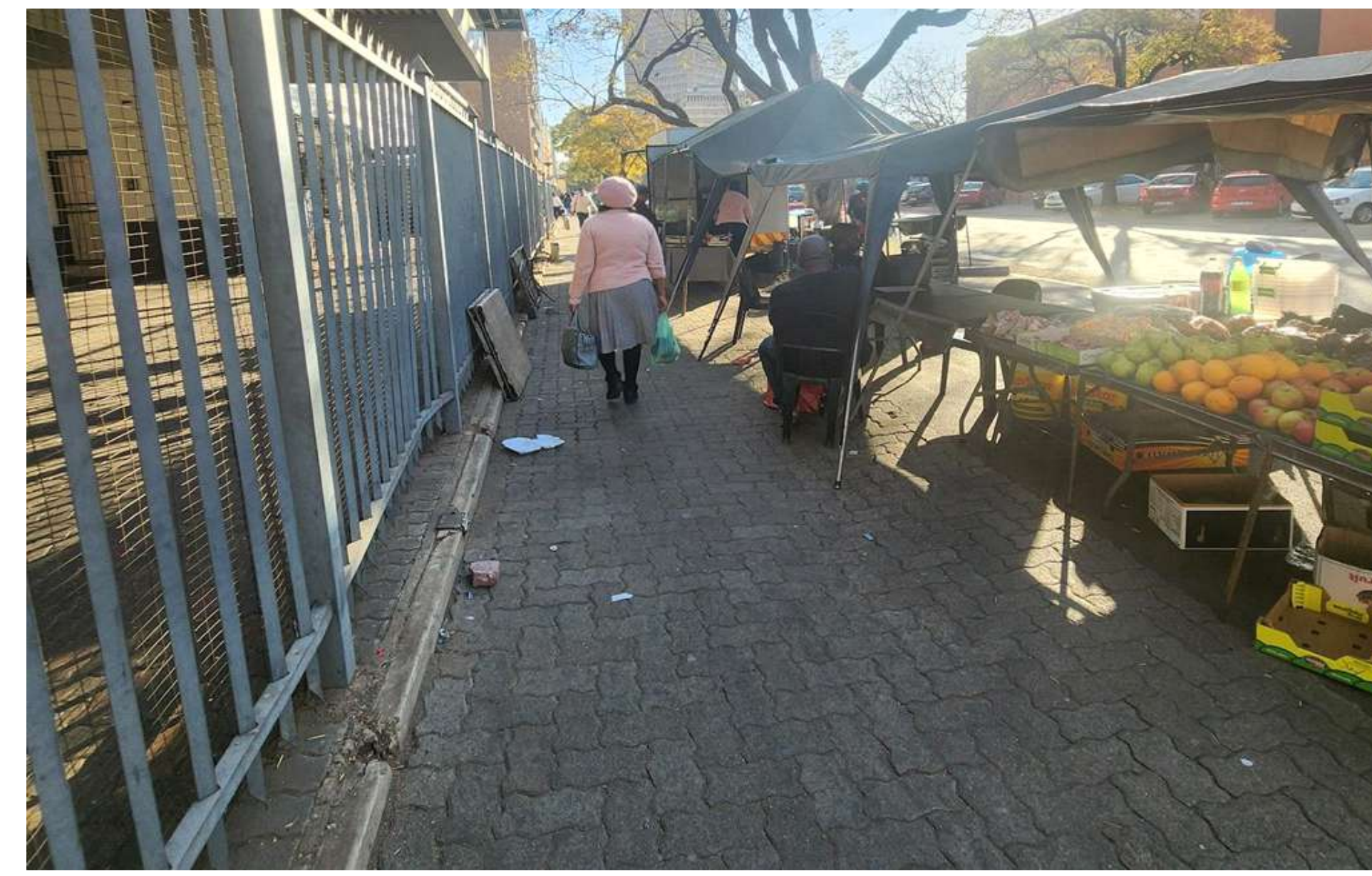
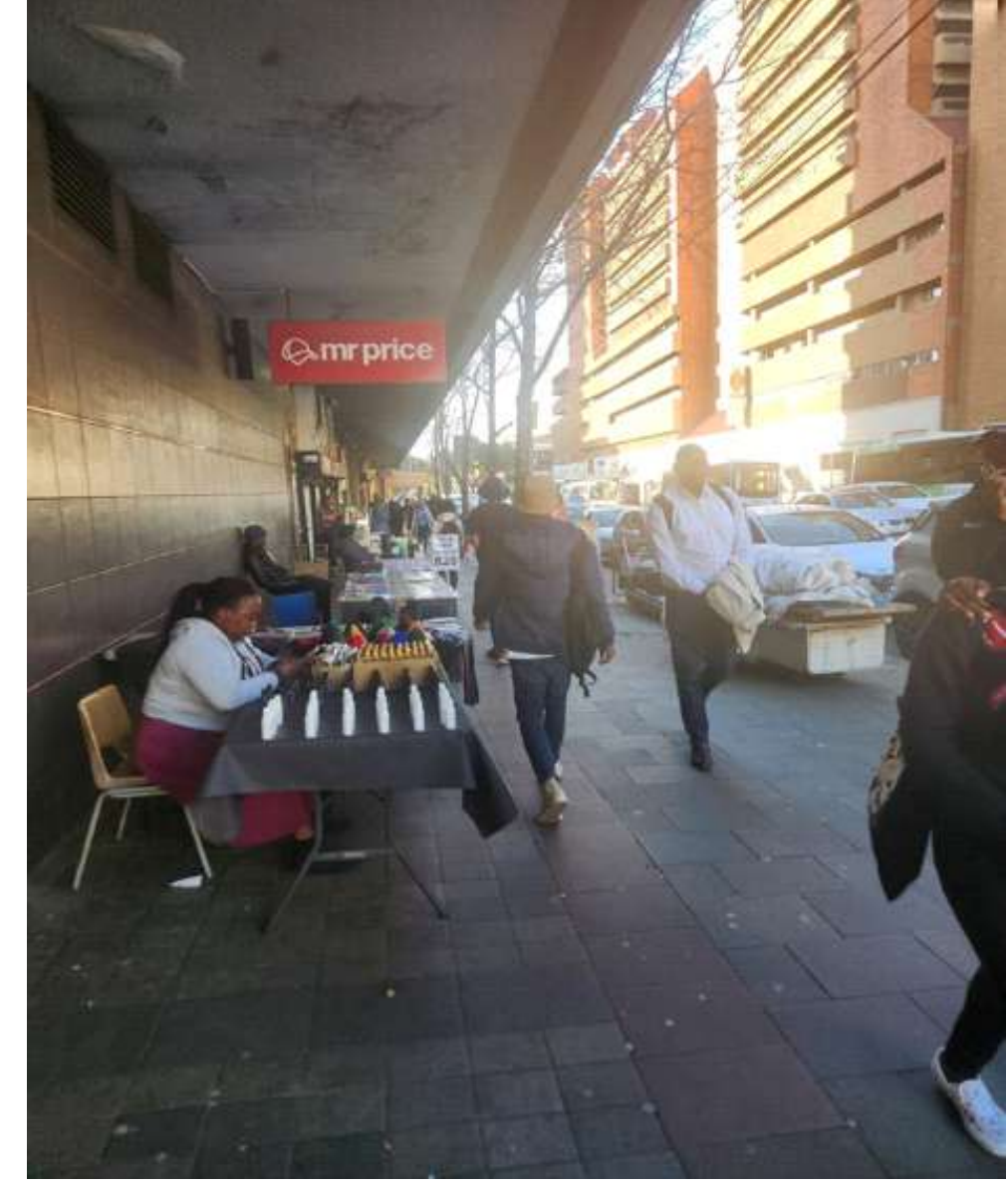
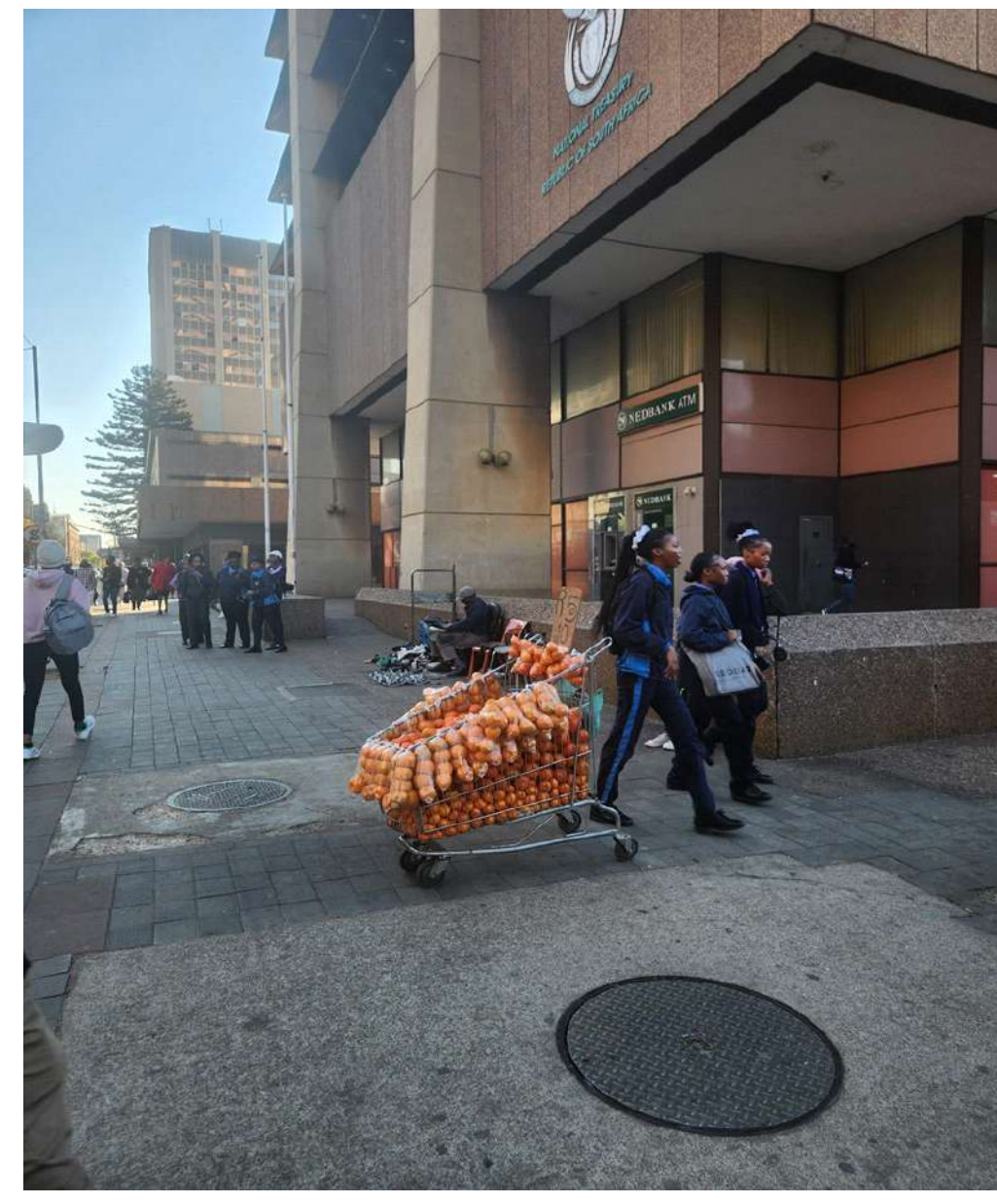
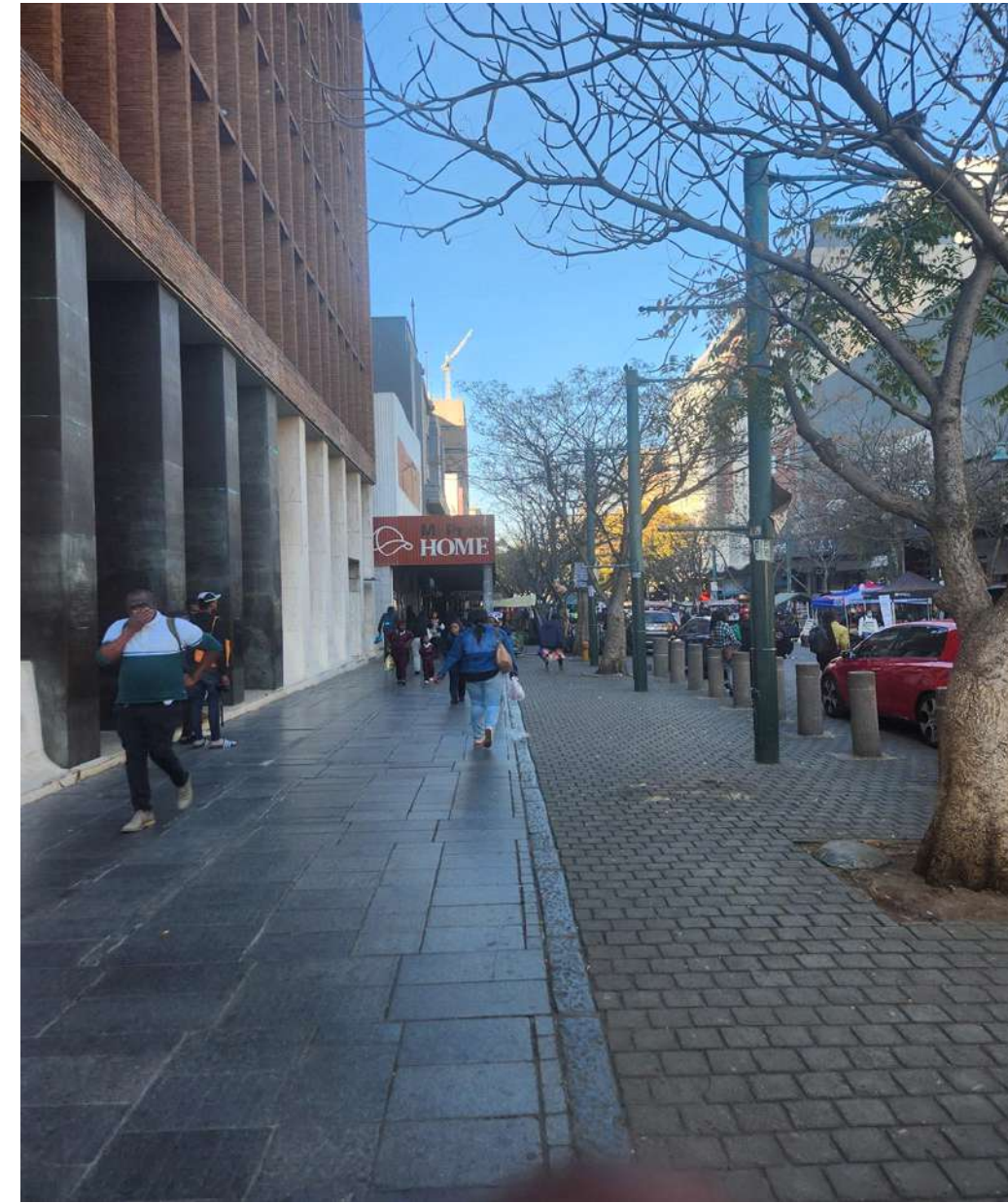
Essential Goods Market. Travelers often need quick, accessible items like snacks, drinks, airtime, and clothing.

Consistent Activity. Transport hubs operate for long hours, ensuring a steady flow of people, especially during peak times.



Marabastad spilling into the pedestrian realm





Traders corridor from church square along Thabo Sehume St

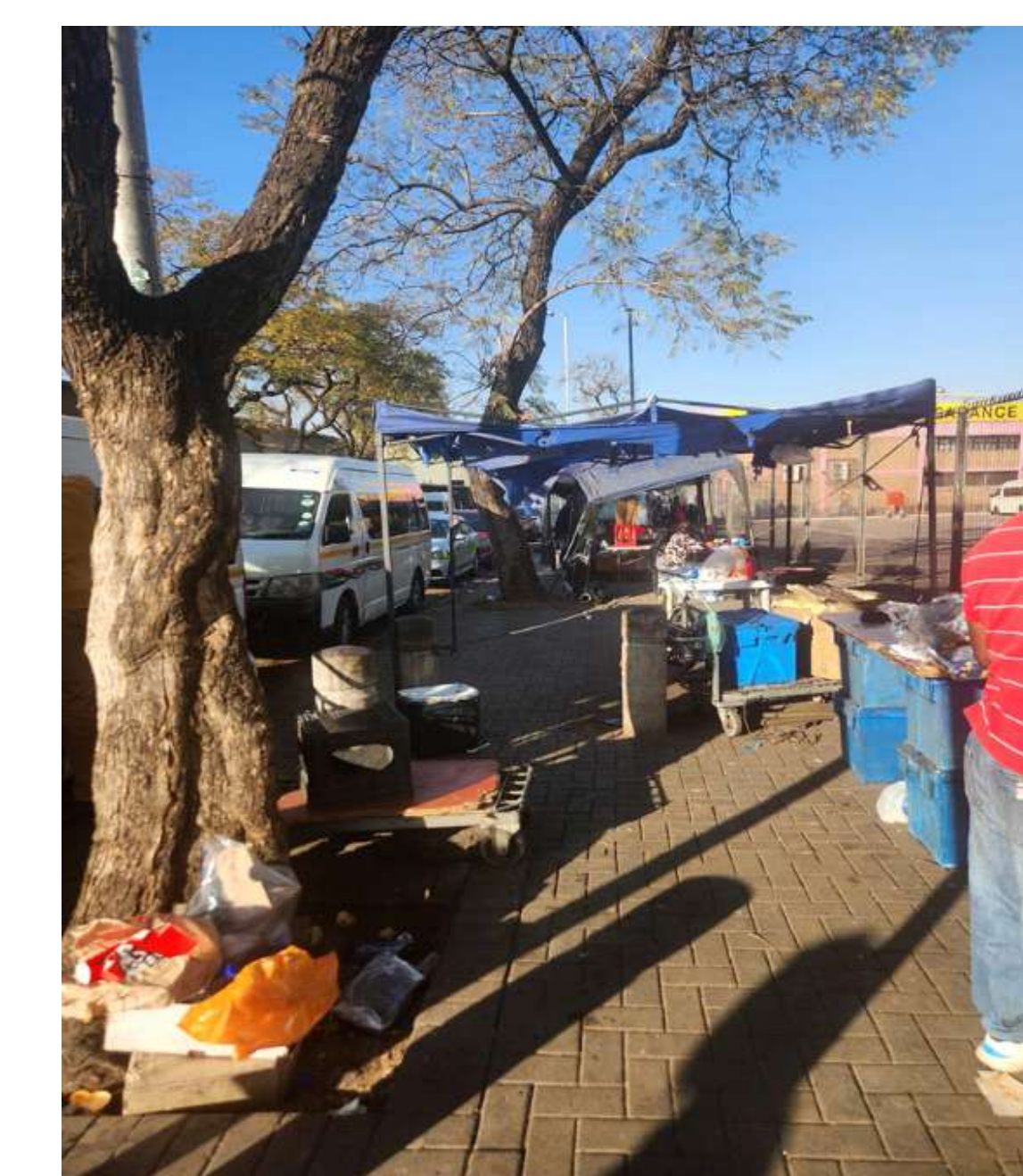
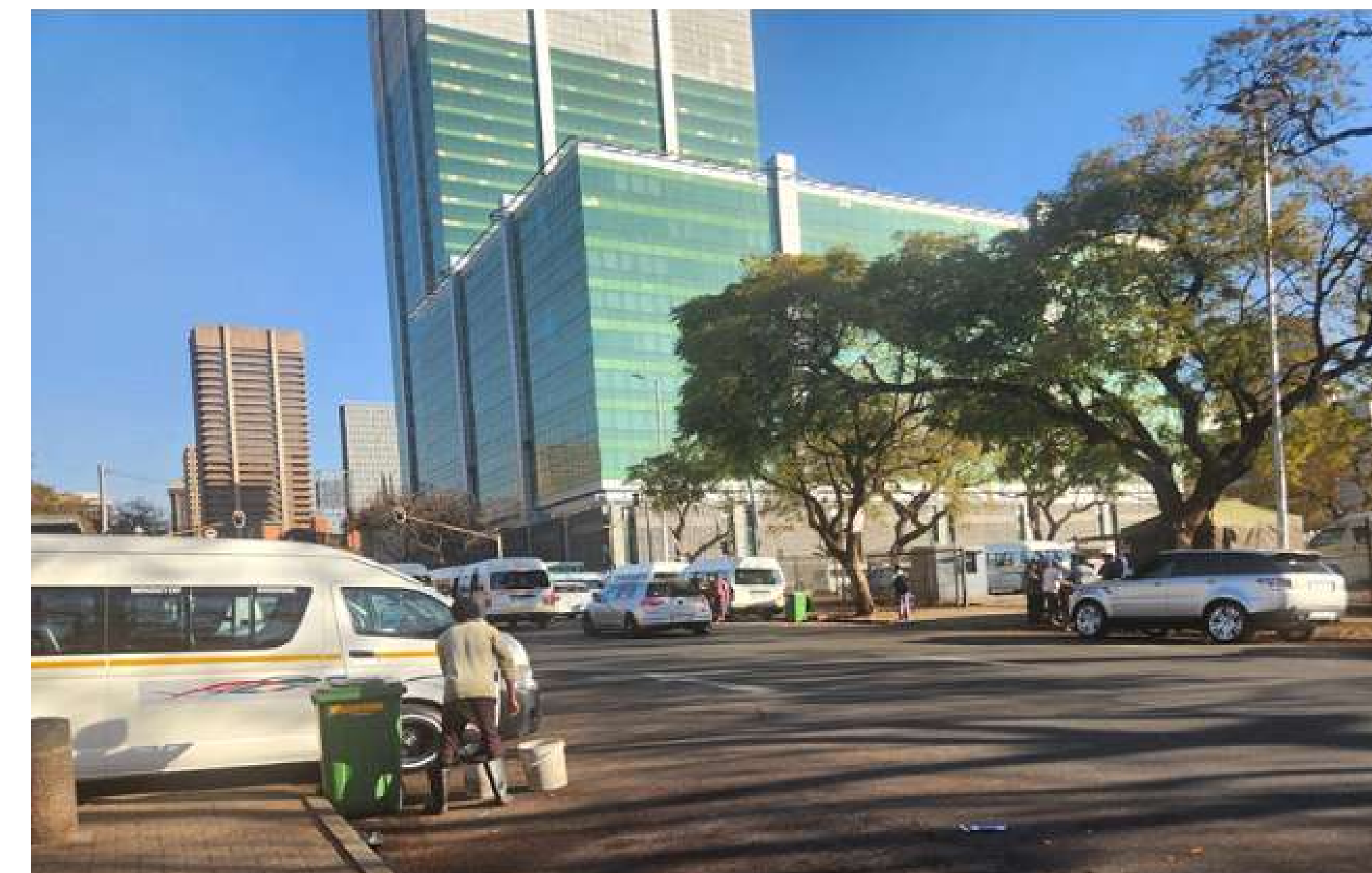


Key node - Streets with Public Space Integration.

Dynamic Urban Environment. Streets where shops spill into public spaces, create vibrant ecosystems where formal and informal interact.

Cultural and Historical Appeal. Areas with rich cultural or historical significance attract diverse groups, including tourists, creating a broader market.

Ease of Access. Pedestrian-friendly streets encourage browsing, increasing the likelihood of impulse buys



Key node - Parks and Other Public Spaces.

Family and Social Gatherings. Parks attract families and groups for recreation, creating demand for items like refreshments, toys, and leisure accessories.

Seasonal and Event Opportunities. Traders can benefit from festivals, concerts, or seasonal markets held in parks.

Relaxed Environment. The informal, leisurely atmosphere encourages spontaneous purchases.

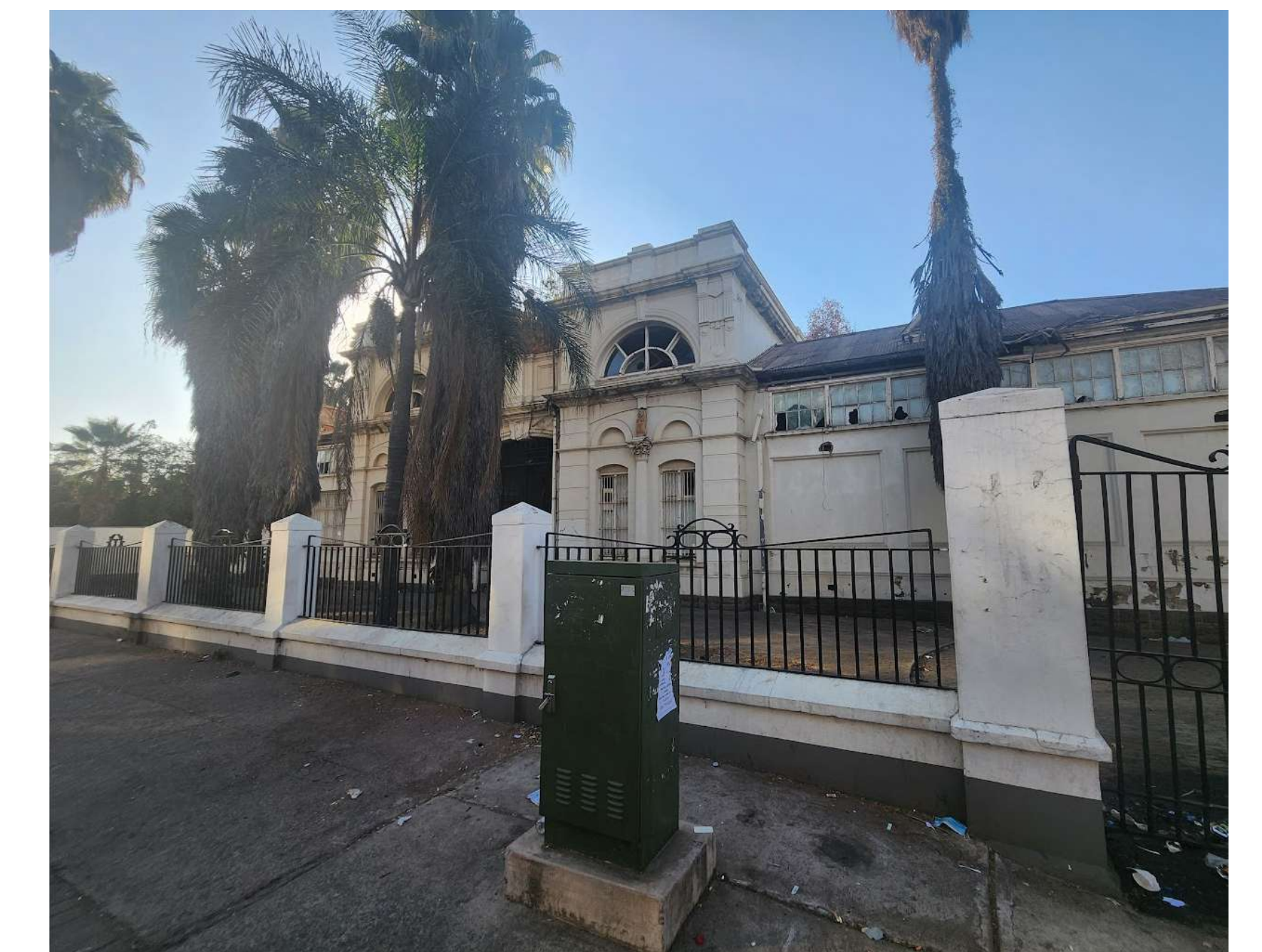


USER SCALE ANALYSIS

Redesigning the vendor stall.

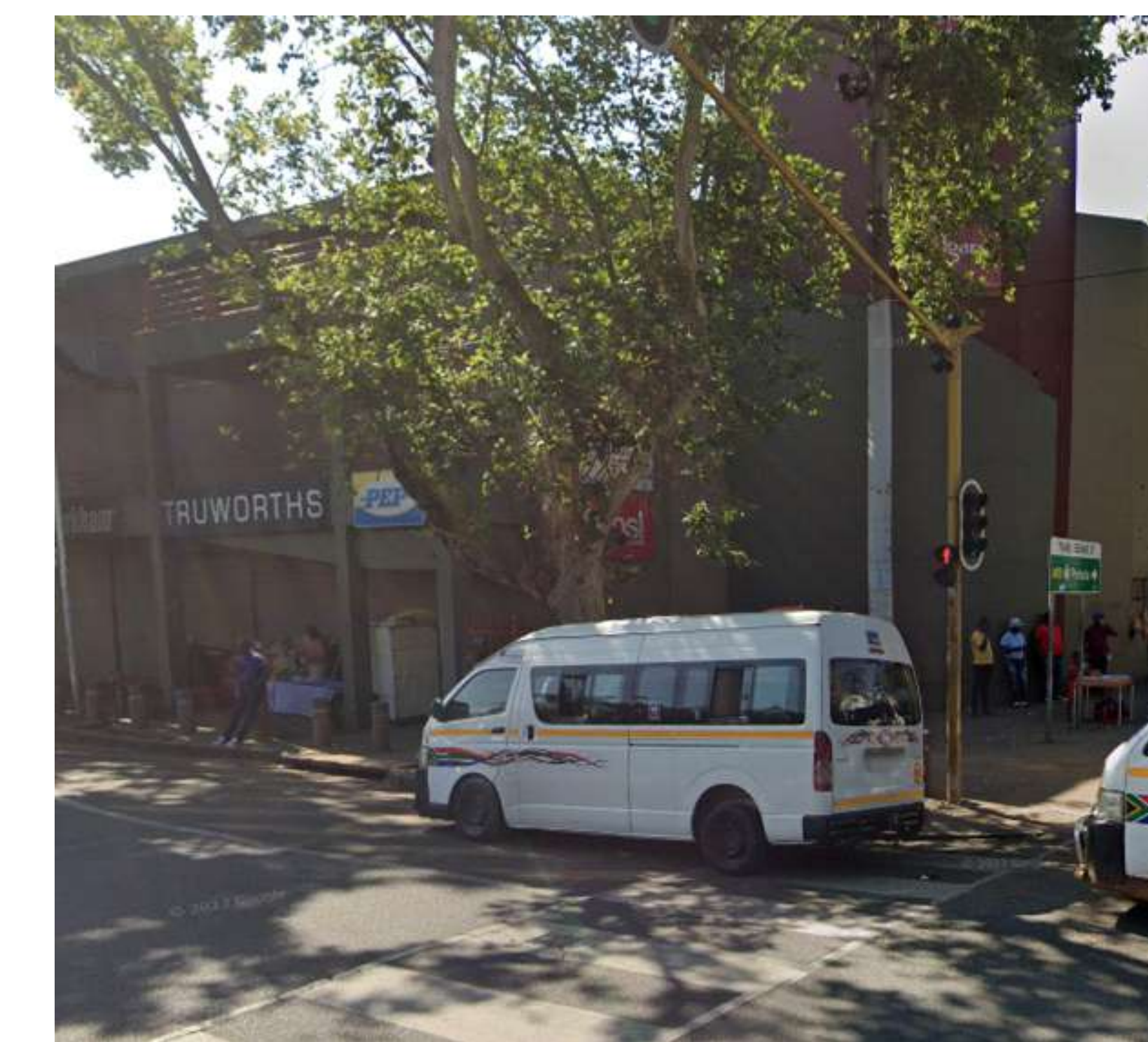
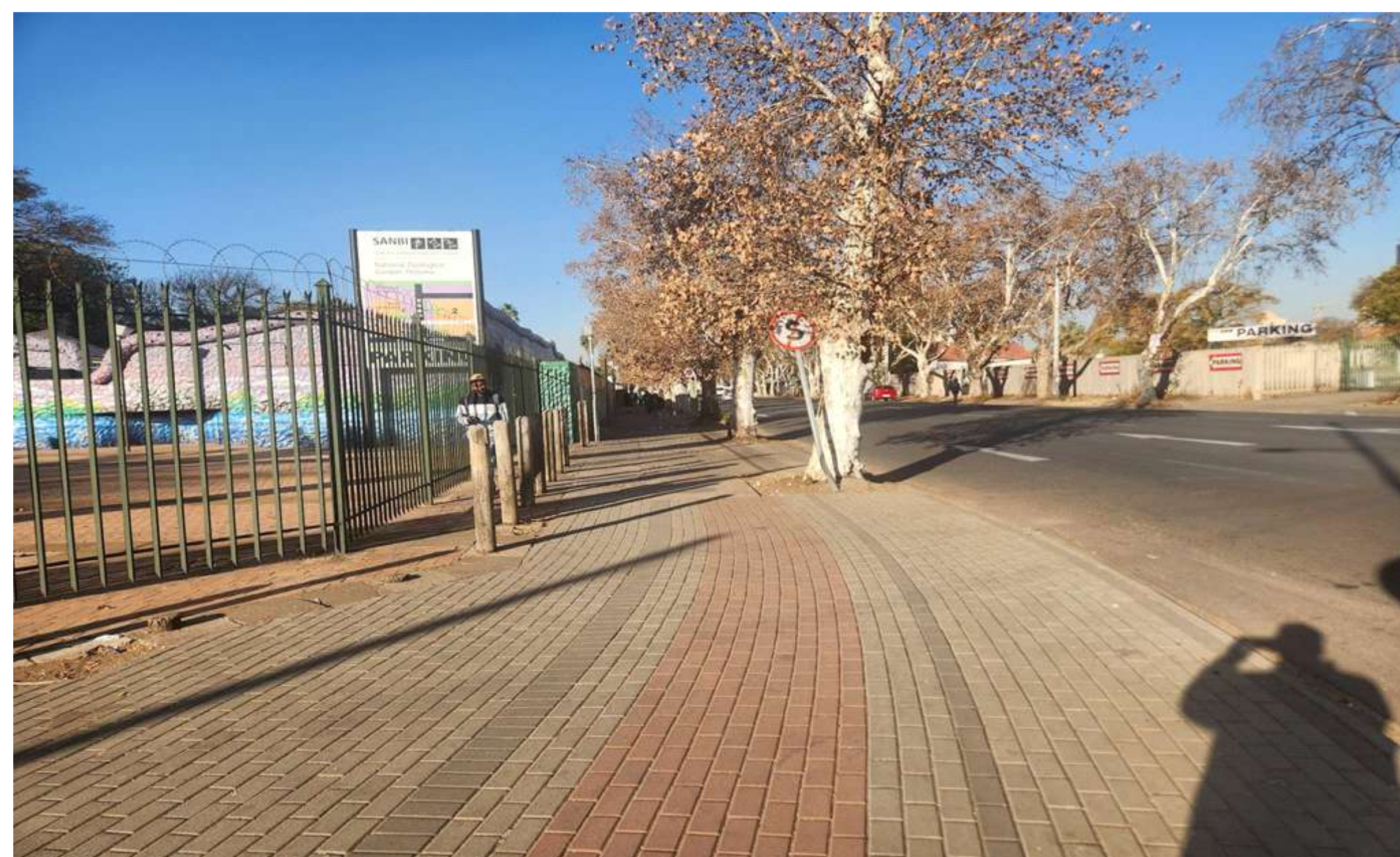
The design of the vendor structures is central to this project, aiming to create a supportive and functional environment for informal traders. These structures are multi-purpose, serving several critical functions.

Providing Shade and Trading Surface. The structures offer essential shade for vendors and their goods, protecting them from harsh weather conditions. They also provide a designated surface for displaying and selling goods, creating a more organized and appealing trading space.



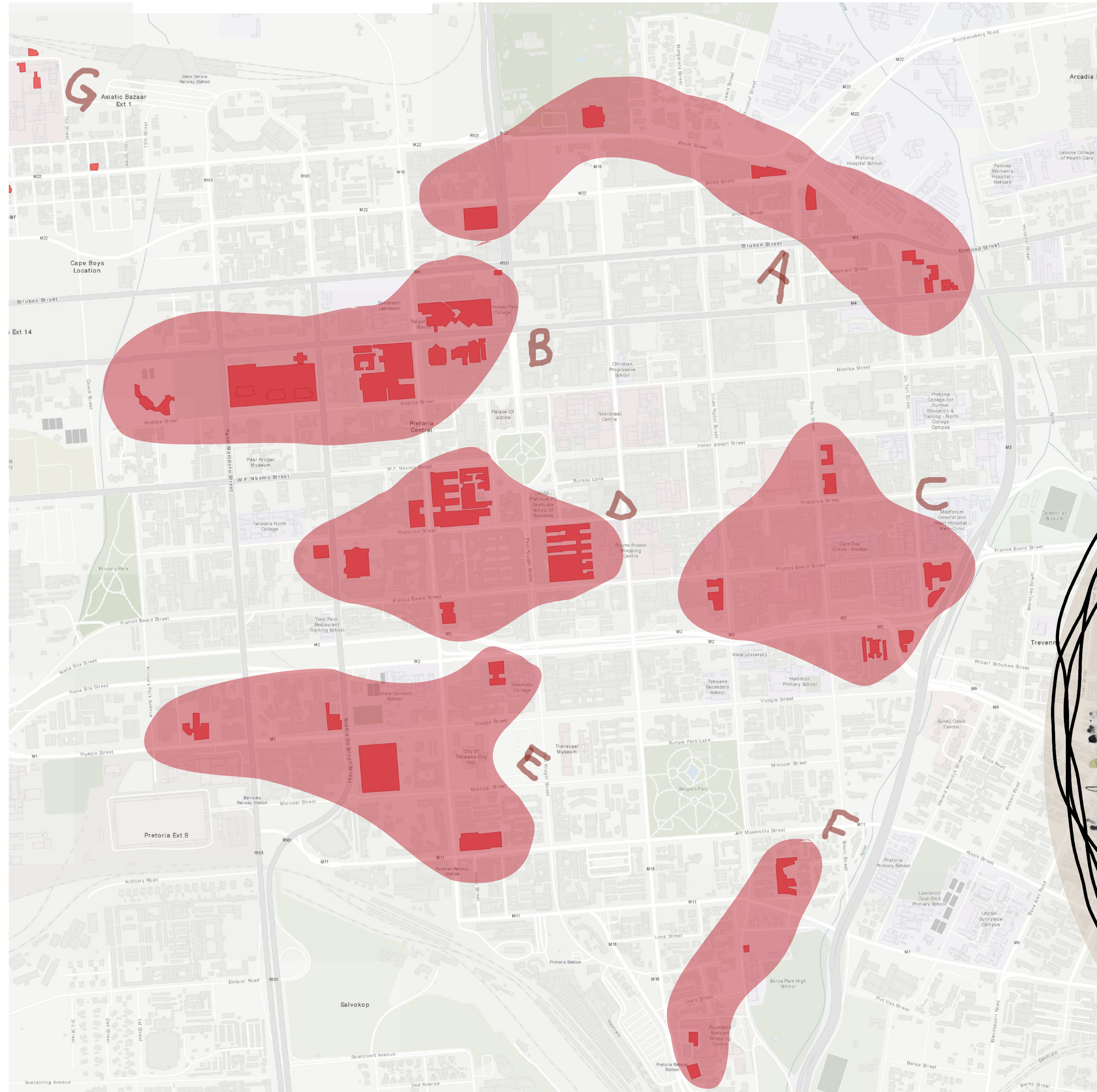
Incorporating Storage. Recognizing the need for secure storage, the structures include integrated storage compartments. This allows vendors to safely store their goods and personal belongings, reducing the risk of theft and damage.

Providing Access to Utilities. The structures are designed to provide access to essential utilities, including electricity and, in some cases, water. This access improves the vendors' working conditions and enables them to expand their product offerings and services.



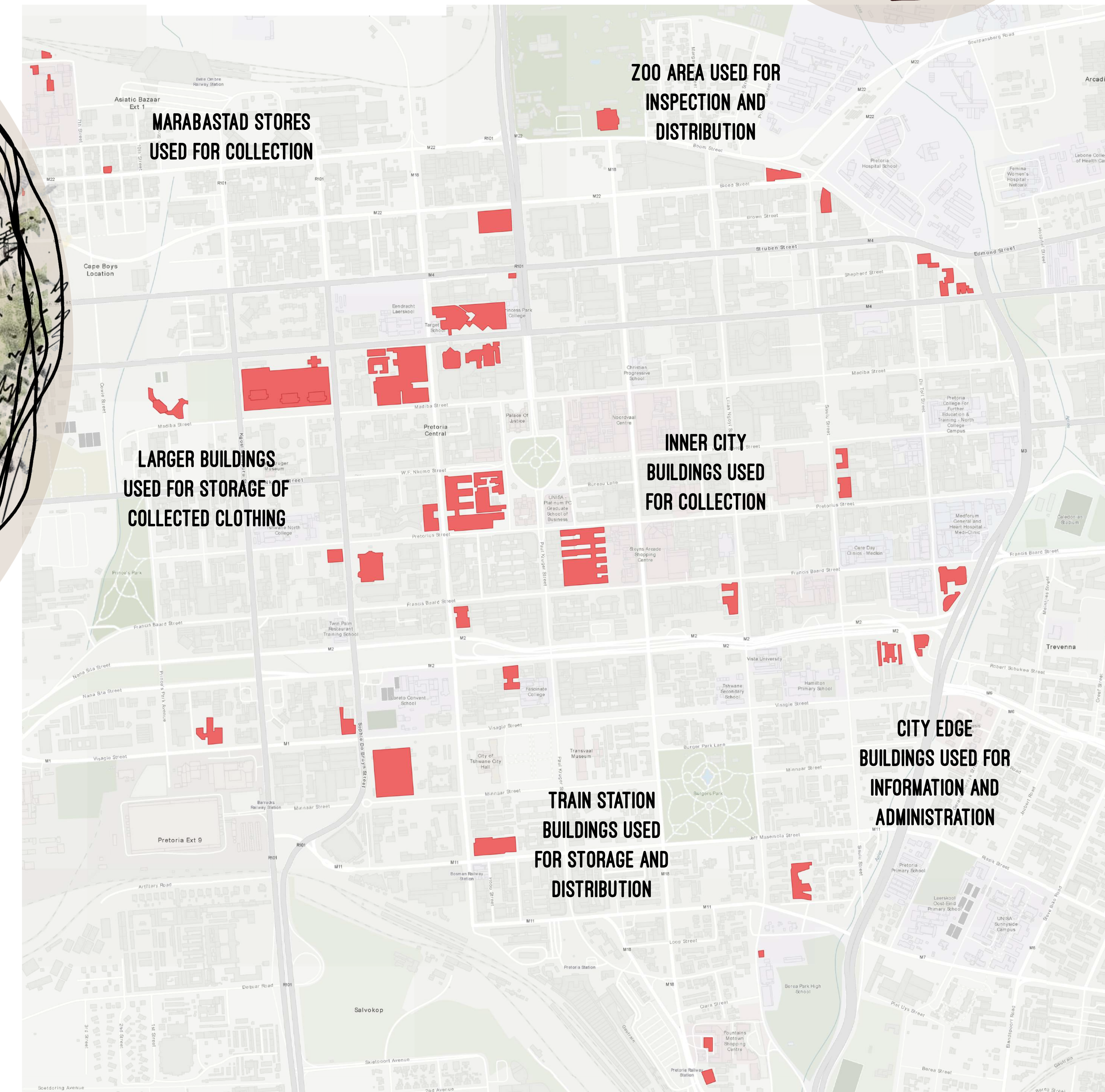
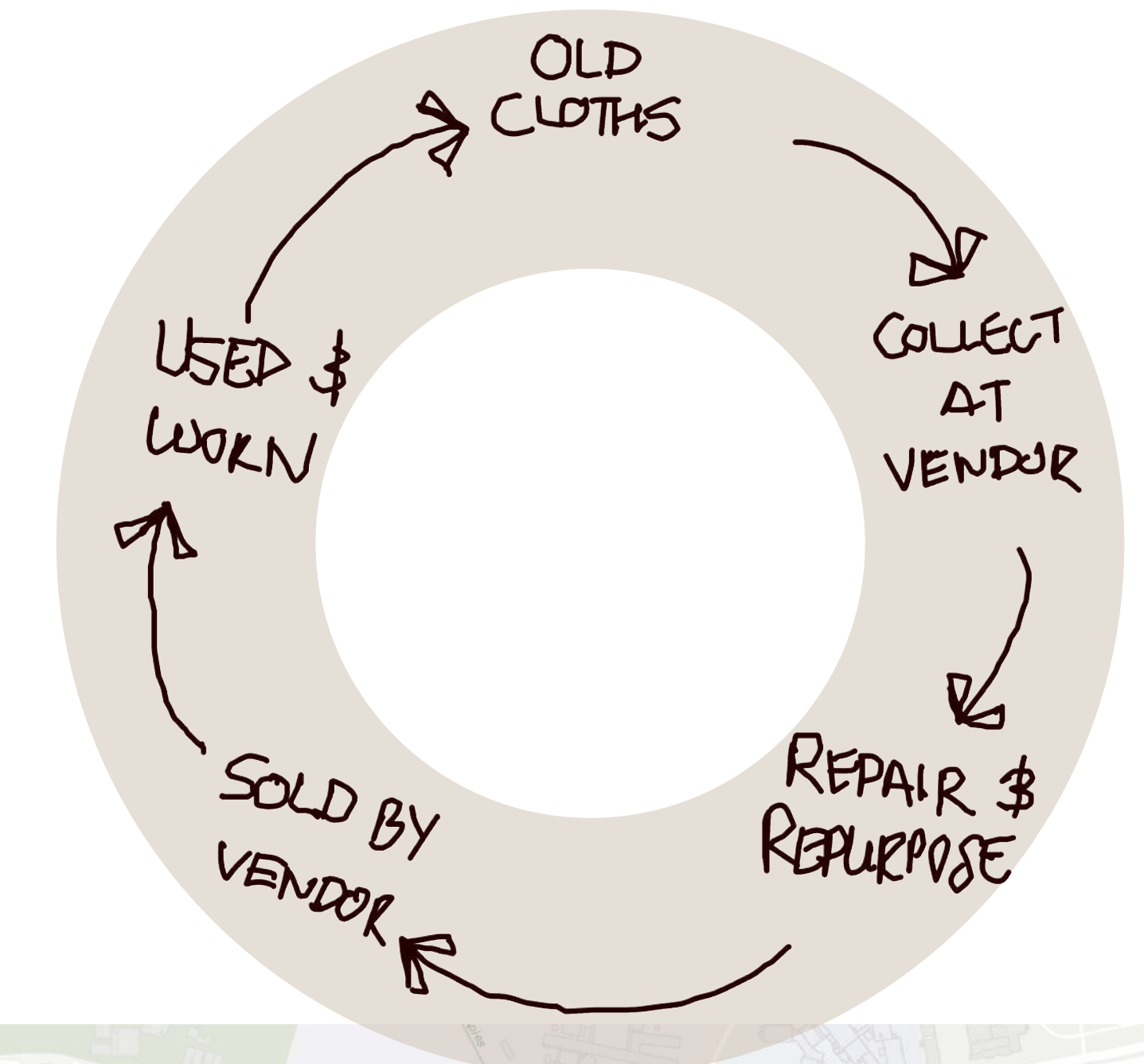
Improving the Public Realm. The structures enhance the public realm by creating more organized and visually appealing trading areas. They contribute to a more vibrant and welcoming atmosphere, encouraging social interaction, and supporting local economic activity.

URBAN FRAMEWORK



Urban Fashion.

Incorporation of fashion recycling centres and sorting stations all around the city will create a cyclical system that provides an input source to the informal fashion trade network controlled and managed by the informal traders. This will be coupled with makerspaces to mend, and scrap from, received goods, to then be resold as made-anew products within this new sector of the fashion trade

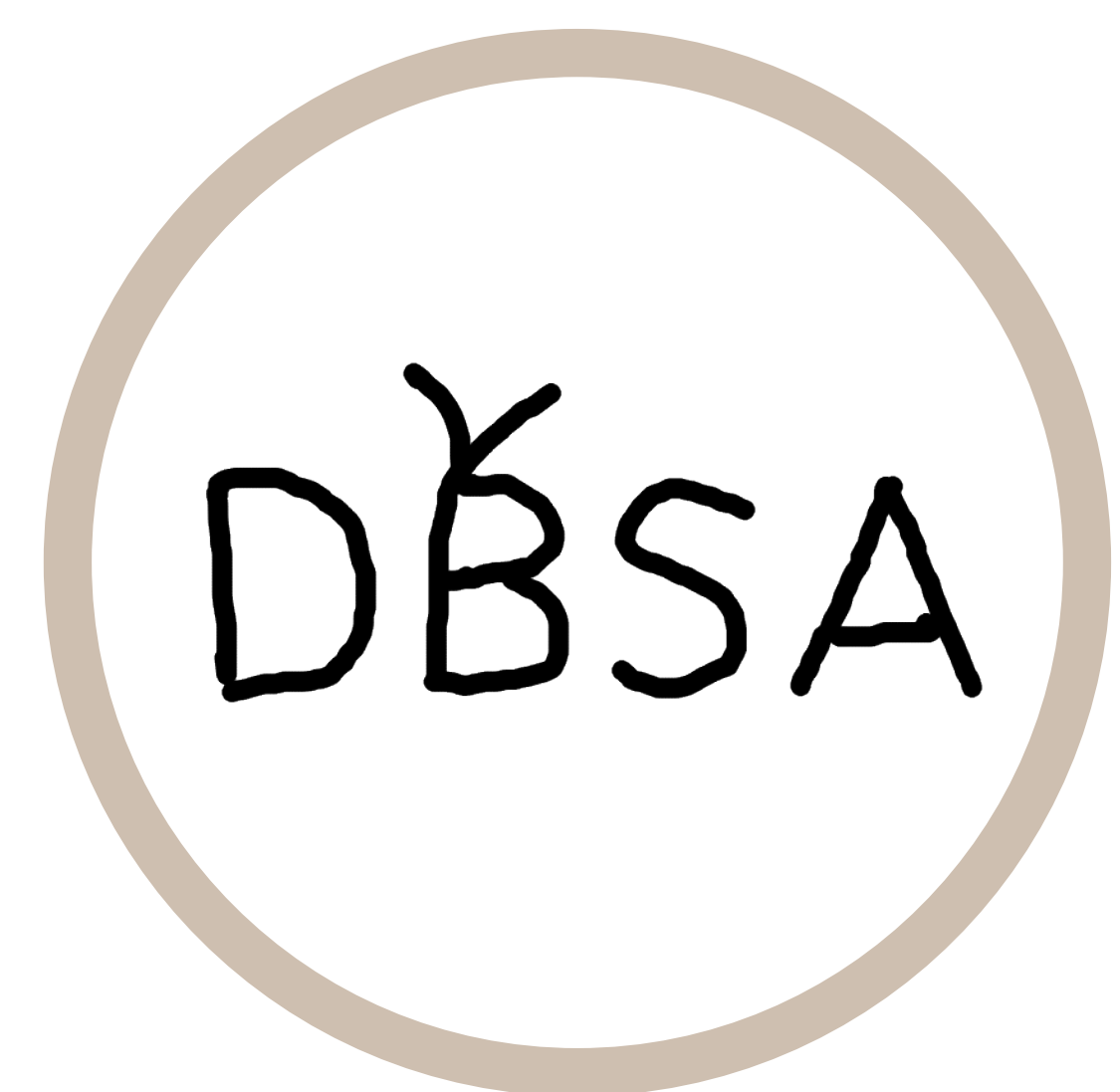


Urban Food.

Urban hydroponic farming zones will be introduced to provide produce to the informal food trade systems separate from the formal systems, empowering the informal through control over production sides of their products production chain. Produce will be grown in abandoned buildings, using high yield indoor farming to make a sizable dent in the produce requirements of the traders day to day operations. These will be managed by the traders, and grown/change based on their needs

Crop Group	Crops Included	Space Required (m ²)	Allocated Building Group	Space Used (m ²)	Remaining Space (m ²)
Group 1	Asparagus, Black Beans	9,000	A	9,000	1,096.65
Group 2	Beetroot, Broccoli, Cabbage, Cauliflower	80,700	C	80,700	277,899.16
Group 4	Garlic, Lettuce, Potatoes, Spinach	54,100	F, J	54,100	10,417.29
Group 3	Butternut, Carrots, Celery, Chillies	85,000	E	85,000	112,451.29
Group 6	Sweet Potato, Pumpkin, Peppers	80,600	D, I	80,600	25,861.11
Group 5	Green Beans, Soy, Corn, Onions, Tomato	99,000	B, G, H	99,000	37,401.31

SITE PROGRAMS × STAKEHOLDERS



POTENTIAL SITES FOR MEDIUM INTERVENTION



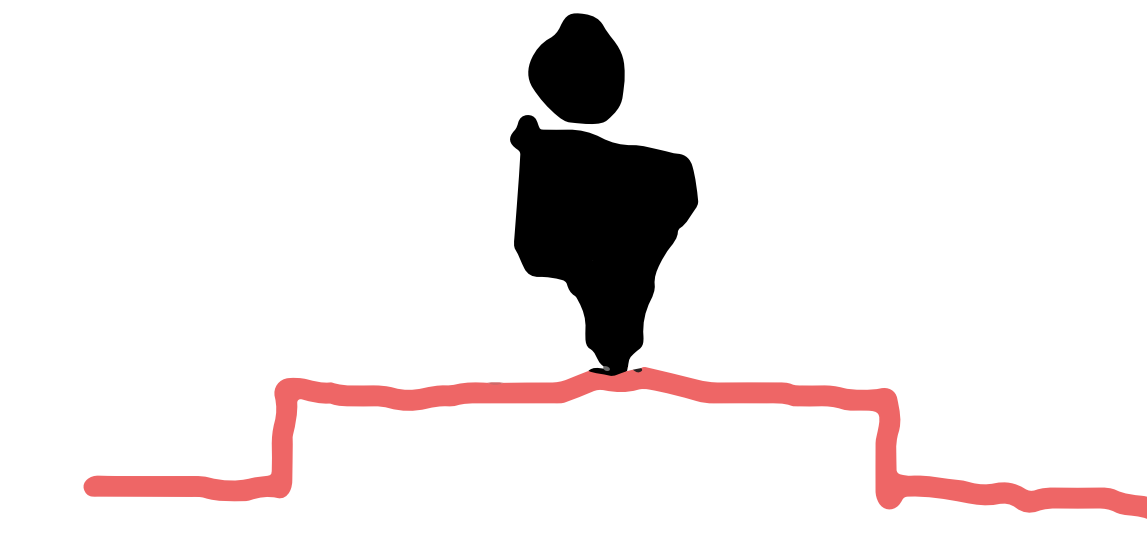
A	B	C	D
PRETORIA ZOO AND OLD STATES MUSEUM	KRUGER PARK BUILDING AND SURROUNDS	NANA STREET ARE YENG STATION	CHURCH SQUARE OLD POINTONS
NEAR MALL LOTS OF OPEN SPACE NEAR ZOO TAXI RANK ON STREET CORNER BUS STOP AT STREET CORNER ABANDONED BUILDING EXISTING INFORMAL TRADE CONTEXT	LOTS OF OPEN SPACE NEAR BUS DEPOT TAXI RANK ACROSS STREET ABANDONED BUILDING EXISTING INFORMAL TRADE CONTEXT	LOTS OF OPEN SPACE CONNECTED TO BUS STOP TAXI RANK ON STREET CORNER LOT OF GREEN PUBLIC SPACE EXISTING INFORMAL TRADE CONTEXT	NEAR MALL LOTS OF OPEN SPACE NEAR CULTURAL CENTRE BUS STOP ON STREET CORNER MANY ABANDONED BUILDINGS EXISTING INFORMAL TRADE CONTEXT CHURCH STREET MARKET

PUBLIC REALM RESPONSE

Site A. Zoo and Museum site



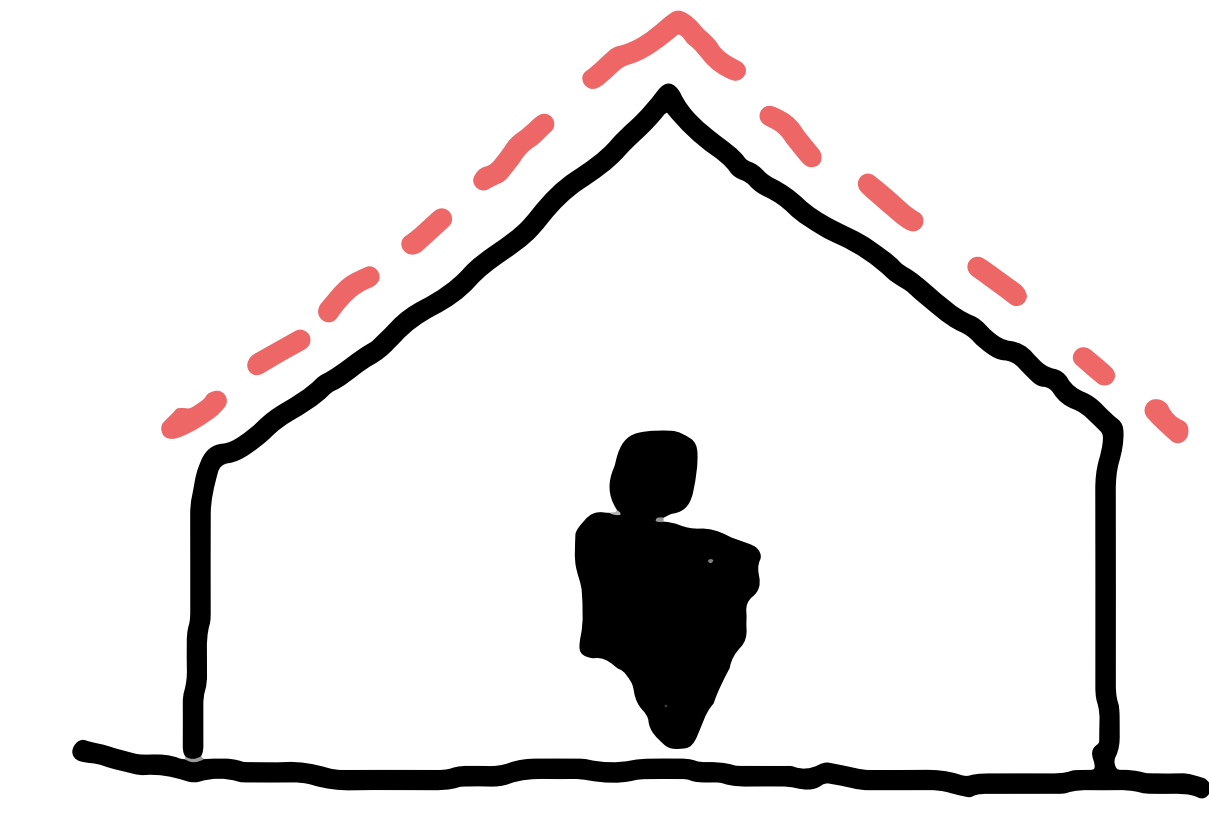
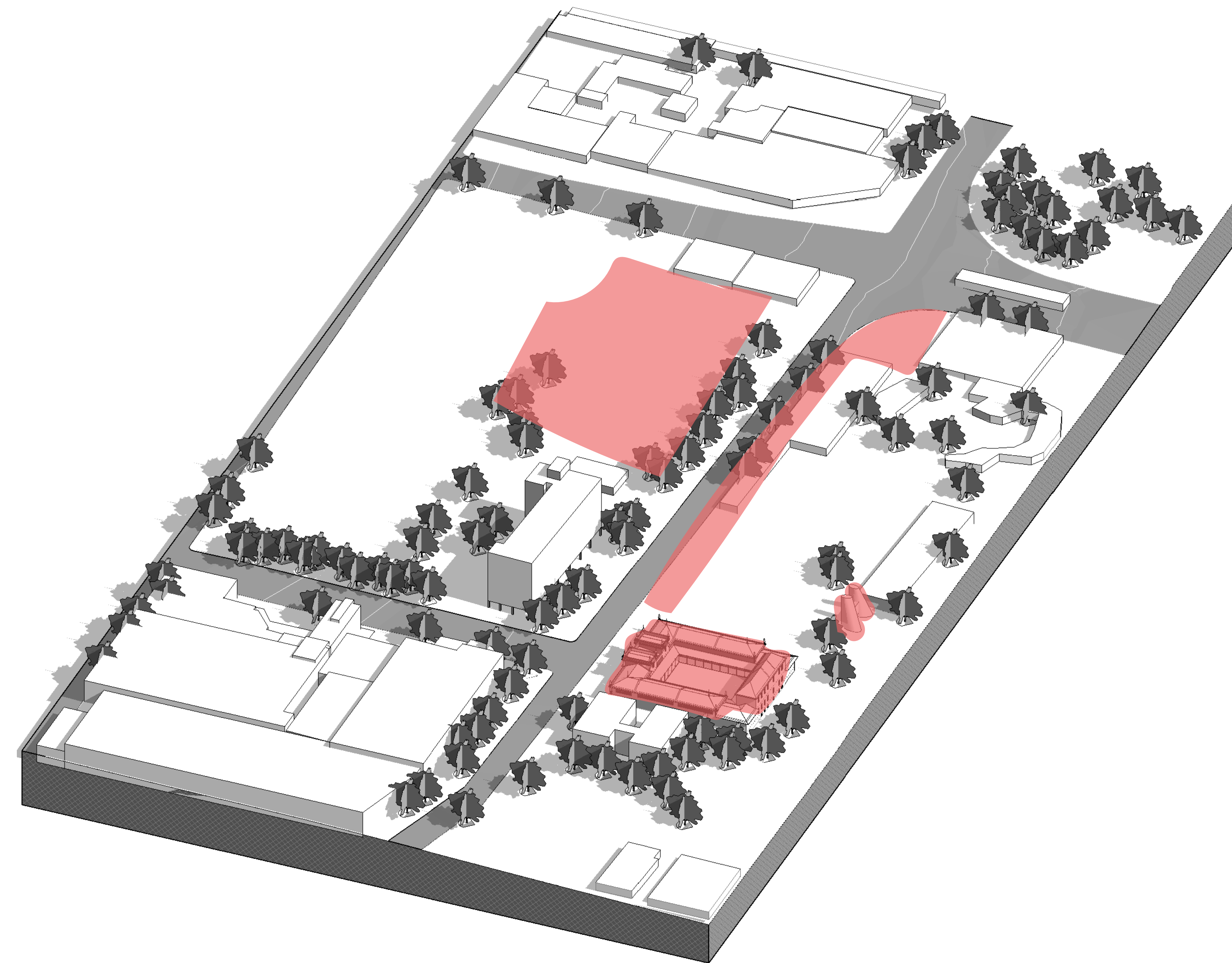
INTERVENTIONS ALLOW FOR A RECONTEXTUALISATION OF THE REUSED BUILDING, BRINGING IT BACK INTO IMPORTANCE TO THE COMMUNITY



THE BUILDING CREATES A PLATFORM FOR UPLIFTMENT OF THE VENDOR ECONOMY THROUGH PLACEMAKING AND OWNERSHIP LED INDEPENDENCE



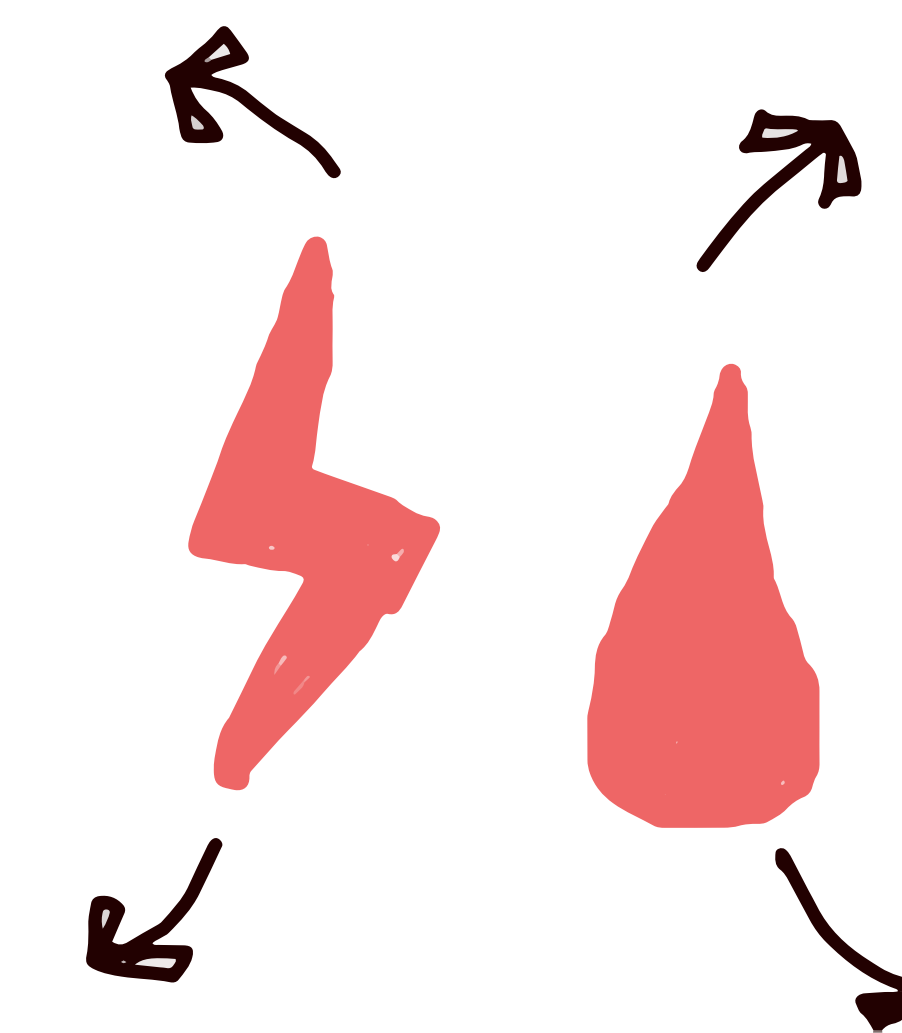
INTERVENTIONS CREATE THE OPPORTUNITY TO IMPROVE THE VISUAL IMPACT OF THE BUILDING ON THE SURROUNDING SITE



THE BUILDING IMPROVES WORKING CONDITIONS THROUGH THE INTRODUCTION OF PROTECTIONS FROM THE ELEMENTS AND SPACES FOR STORAGE



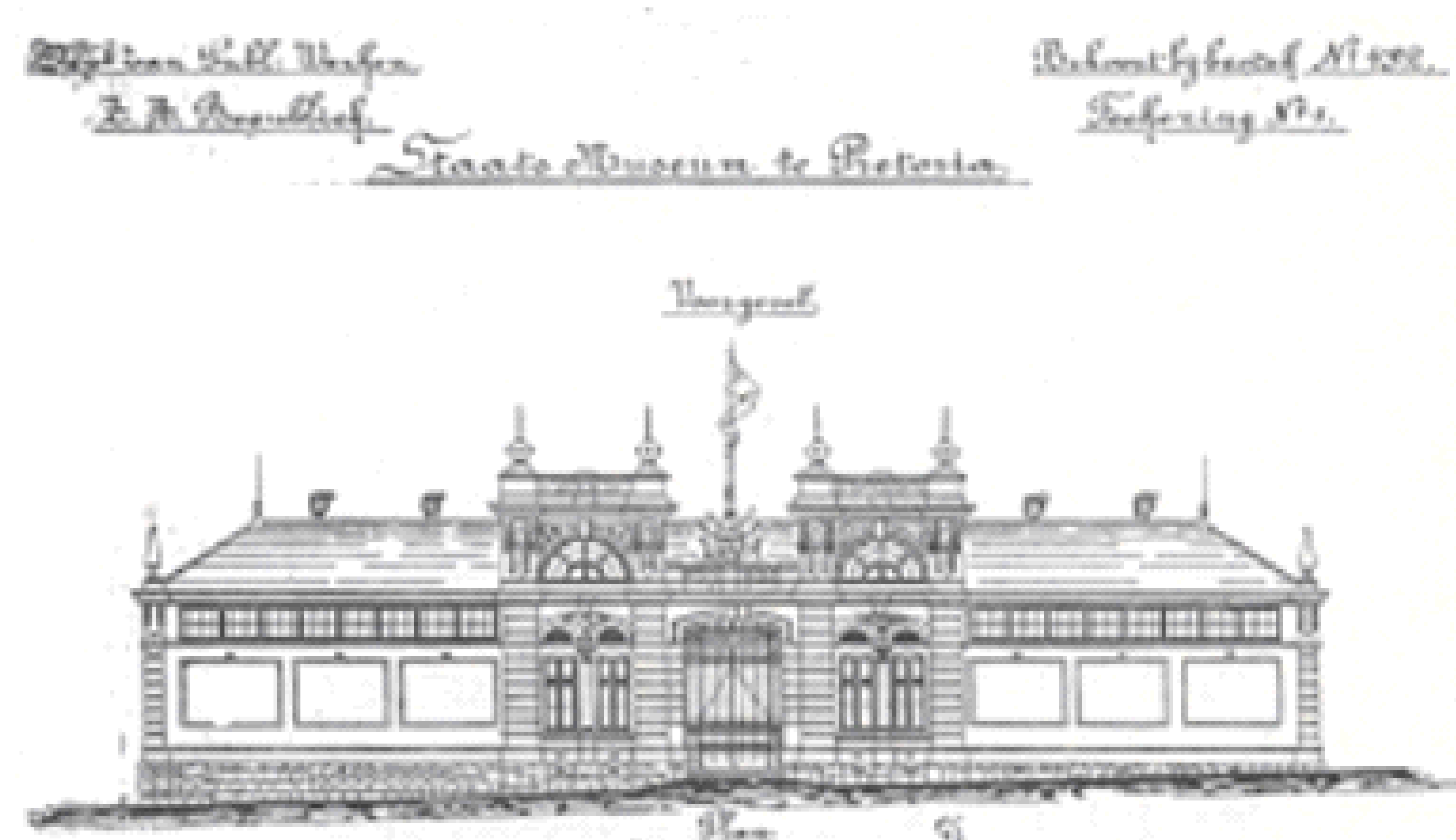
INTERVENTIONS REPAIR AND IMPROVE THE REUSED BUILDING, ALLOWING FOR LONGEVITY OF ITS USE BY THE COMMUNITY



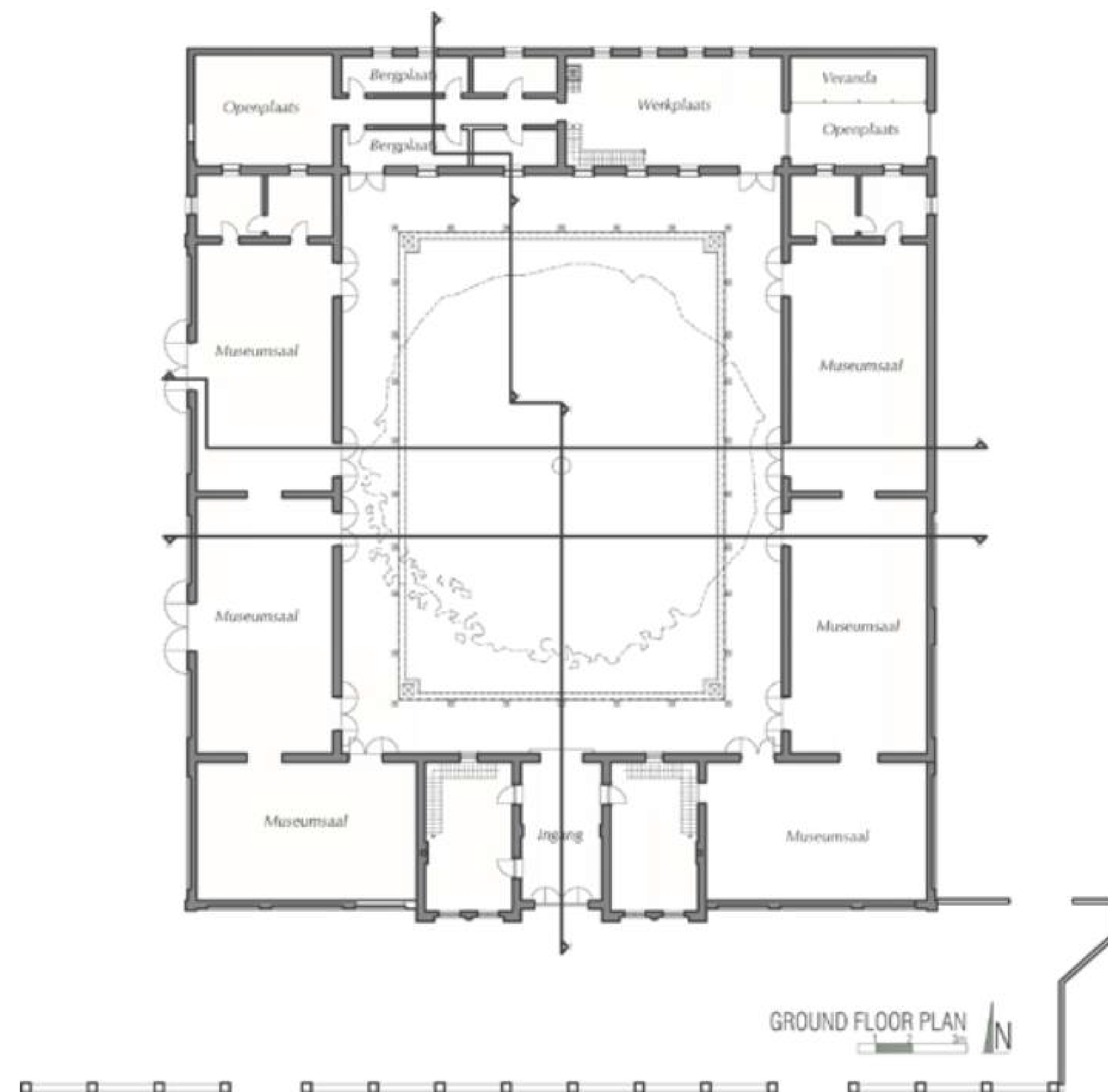
INFRASTRUCTURAL BENEFITS SPREAD OUT TO THE LOCAL VENDOR COMMUNITY, IMPROVING WORKING CONDITIONS AND FUTURE OPPORTUNITIES

ADAPTIVE REUSE OLD STATES MUSEUM 232 BOOM ST

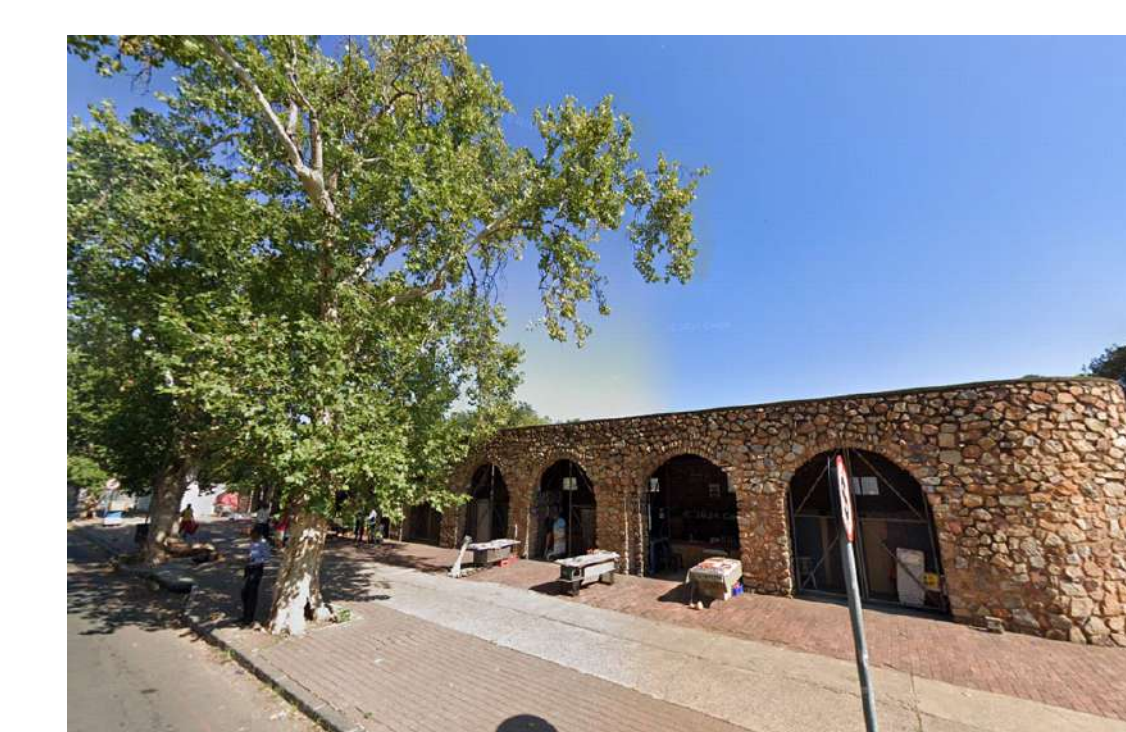
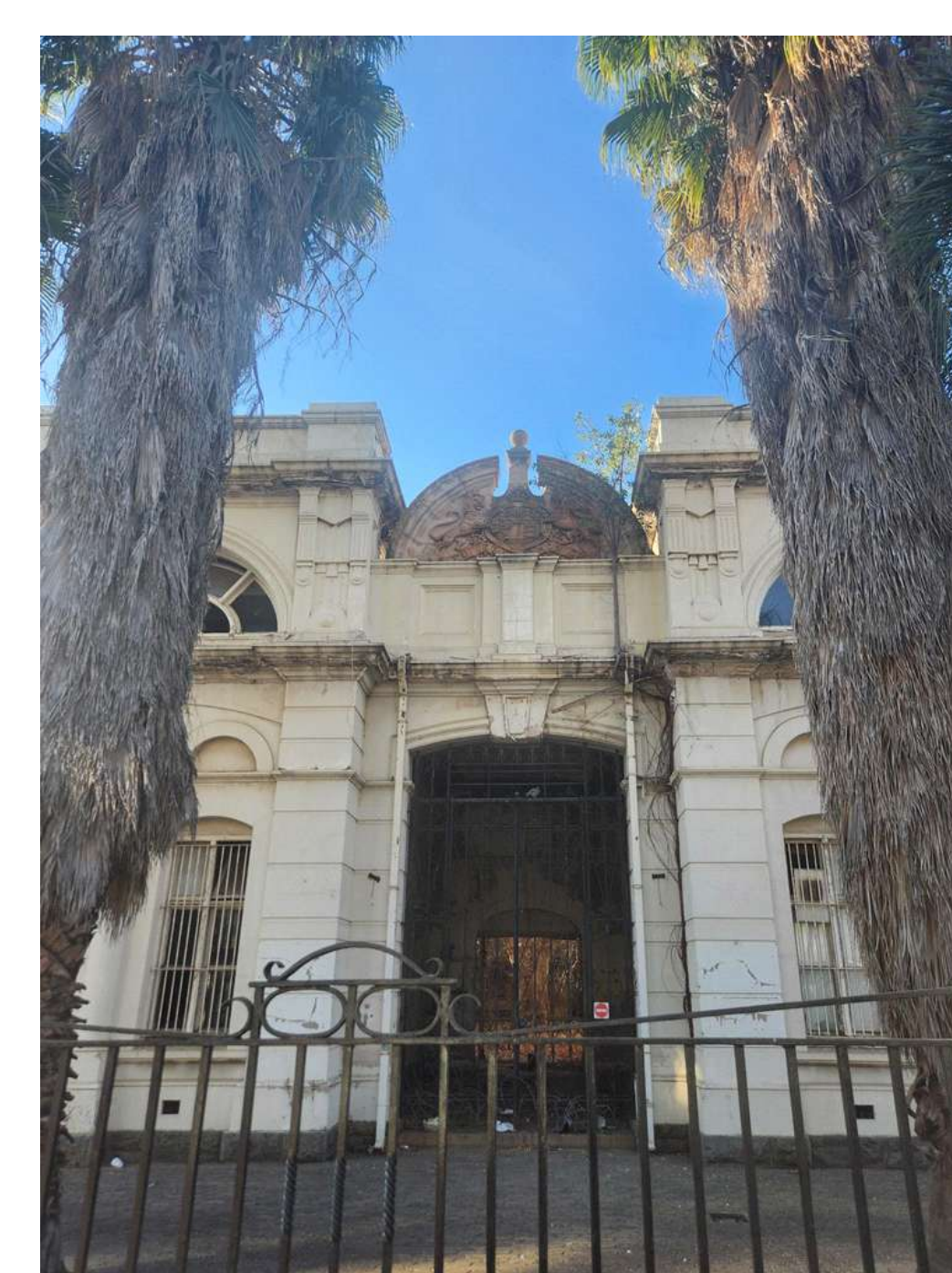
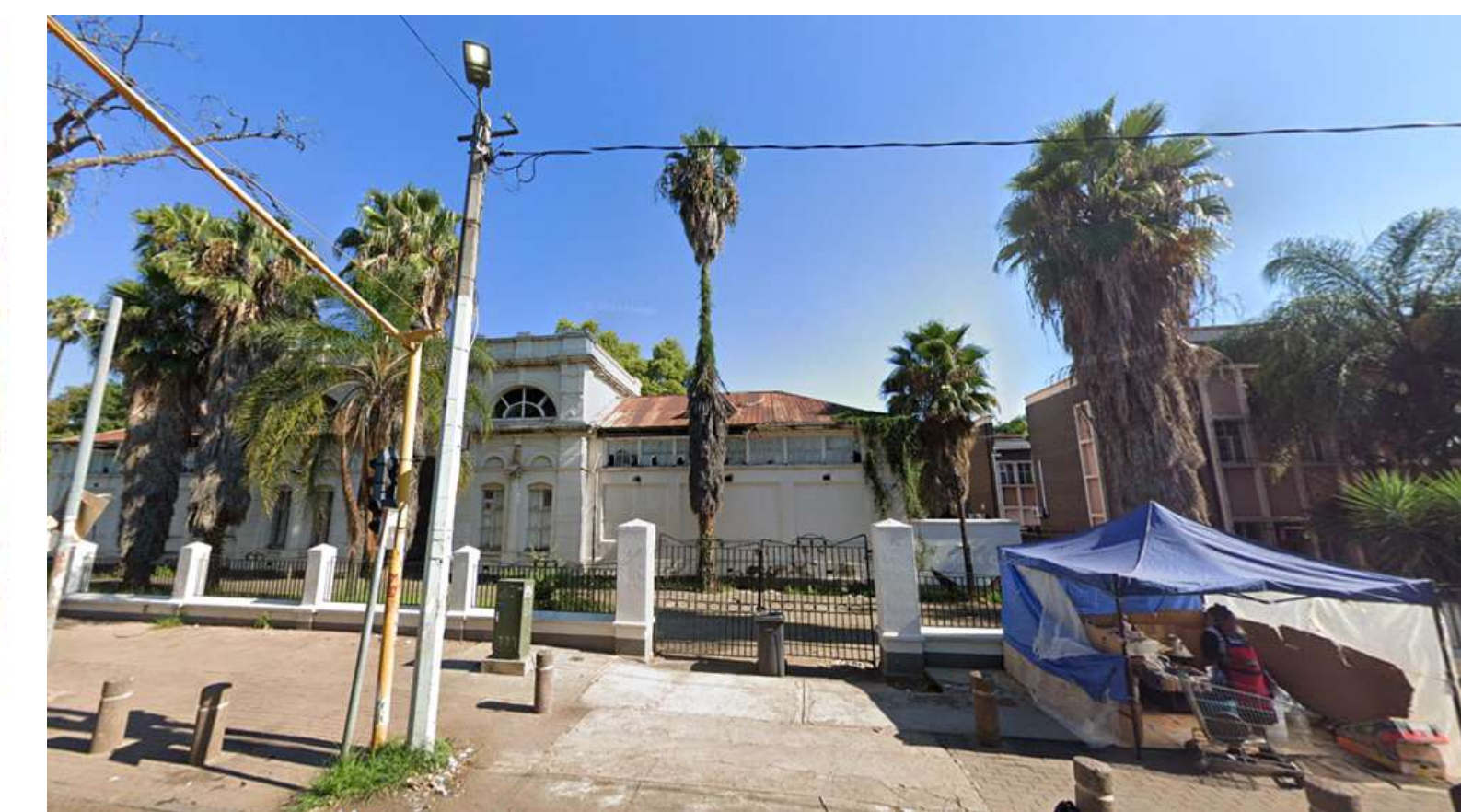
Heritage Value Facade



Ground Floor Plan



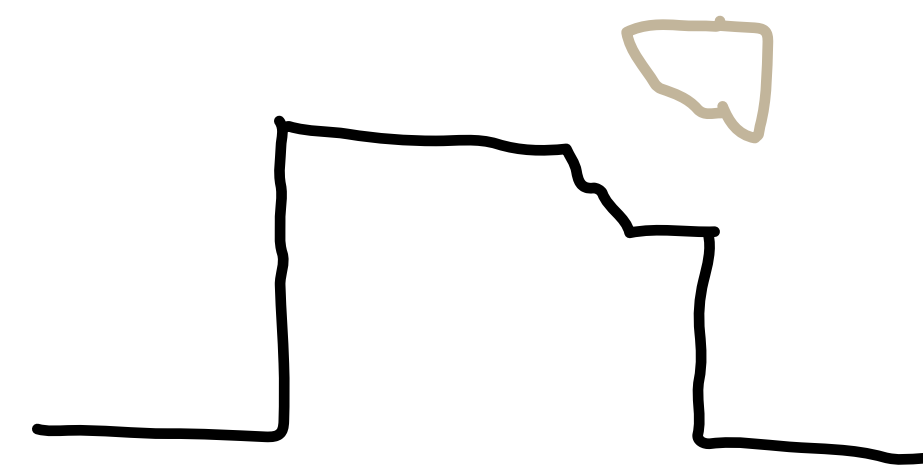
Value of the old stated museum and adjacent stone trader structure are primarily in their visual impact on the public realm right in front of them. This value will be grown through having programs move through their entrances. making them the new gateways into this new public realm and into the zoo as well



HERITAGE RESPONSE

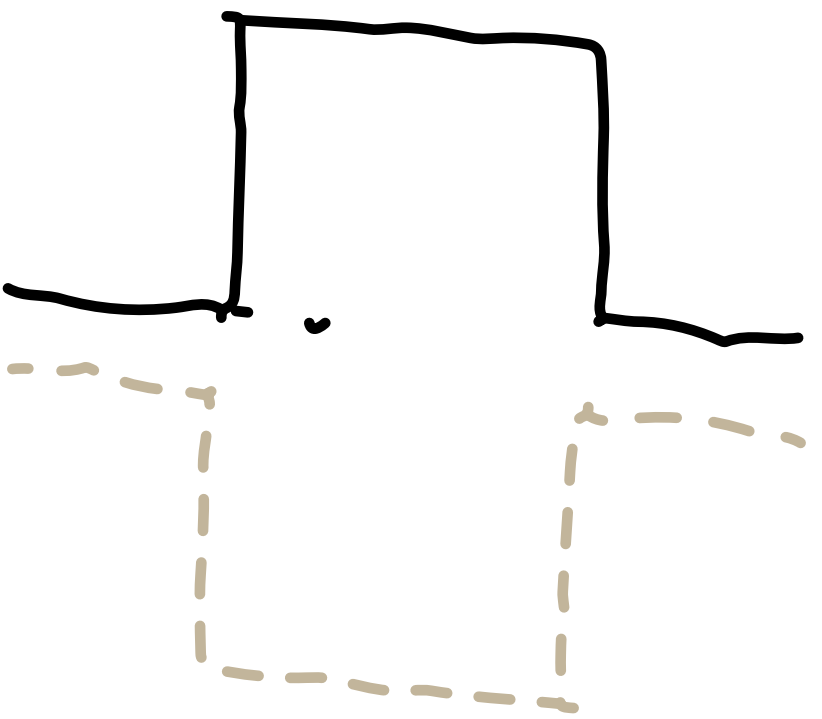
RESTORATION

RETURNING THE ARCHITECTURE TO AS CLOSE TO ITS ORIGINAL STATE



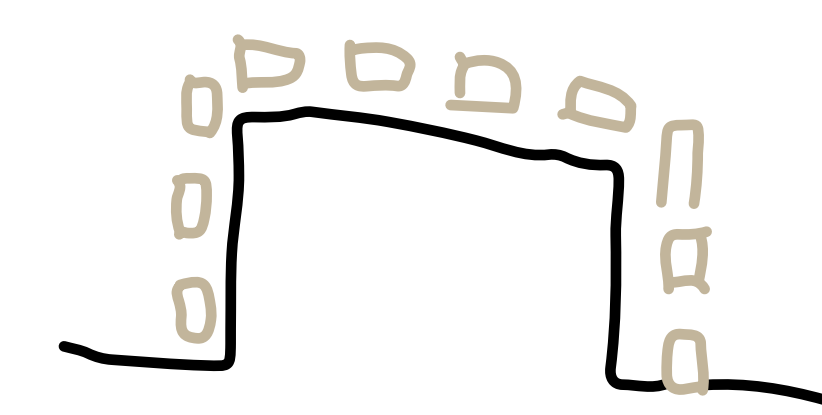
REFLECTION

DESIGN TO EMPHASISE THE ORIGINAL ARCHITECTURE



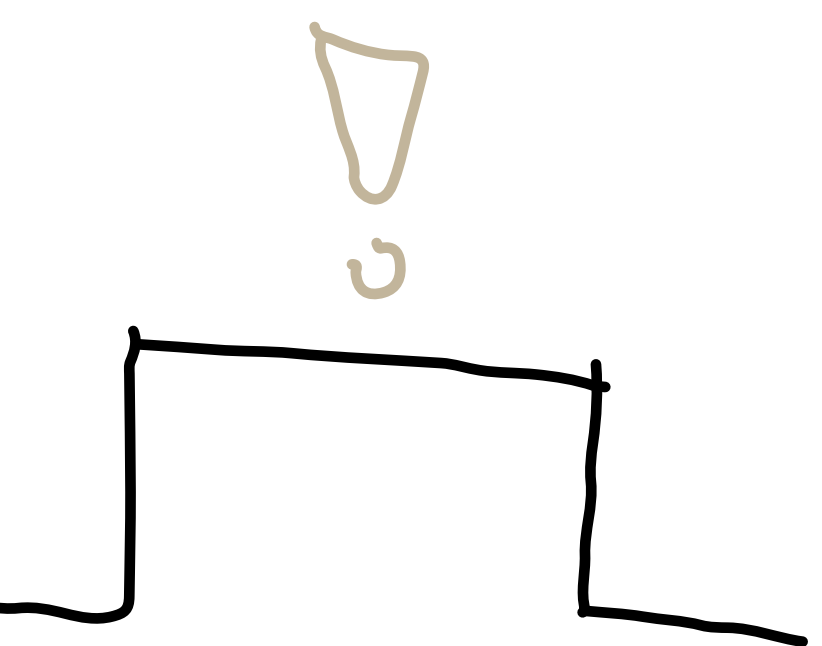
PRESERVATION

ACTIONS TO ENSURE LONGEVITY OF THE ARCHITECTURE



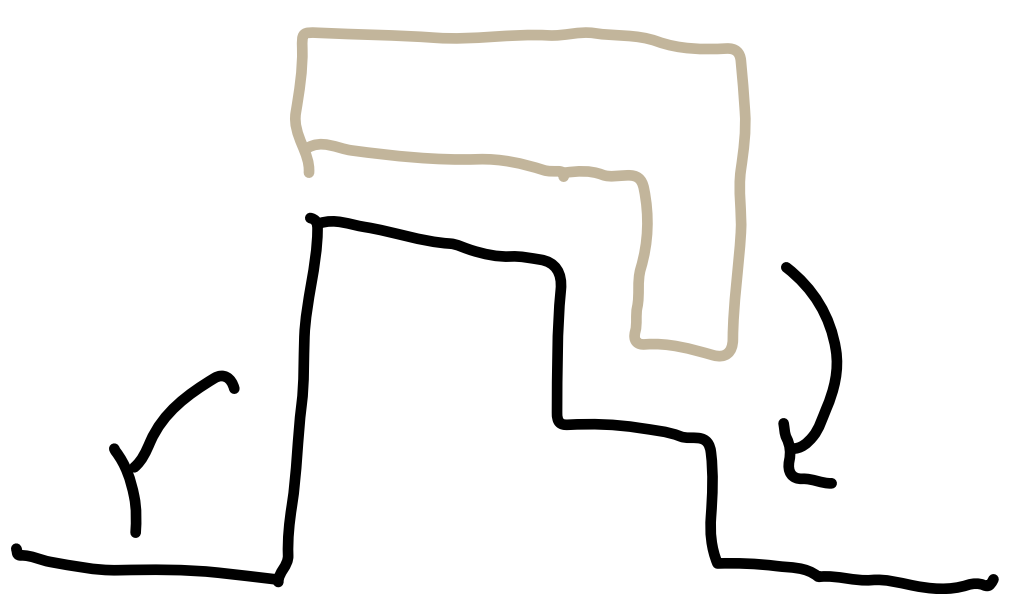
REACTIVATION

INTERVENTIONS THAT BRING PROGRAMS TO ATTRACT USERS



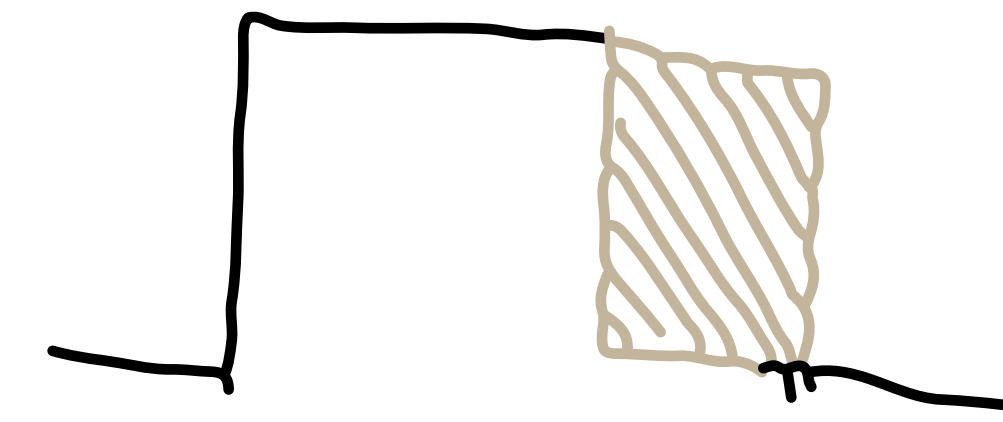
RECONNECTION

LINK TO CHANGED SURROUNDING CONTEXT OR PROGRAMS



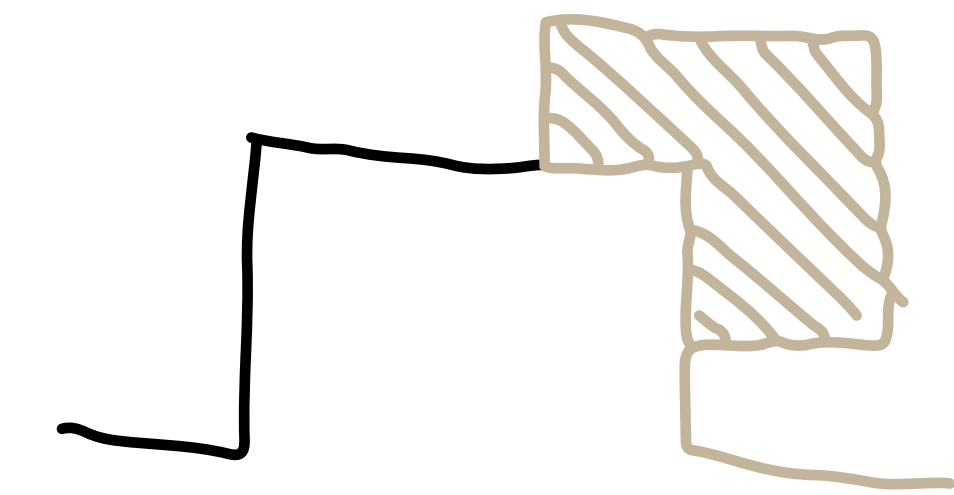
A D A P T I V E R E U S E A S M O N U M E N T A L

A D A P T I V E R E U S E A S P A L I M P S E S T



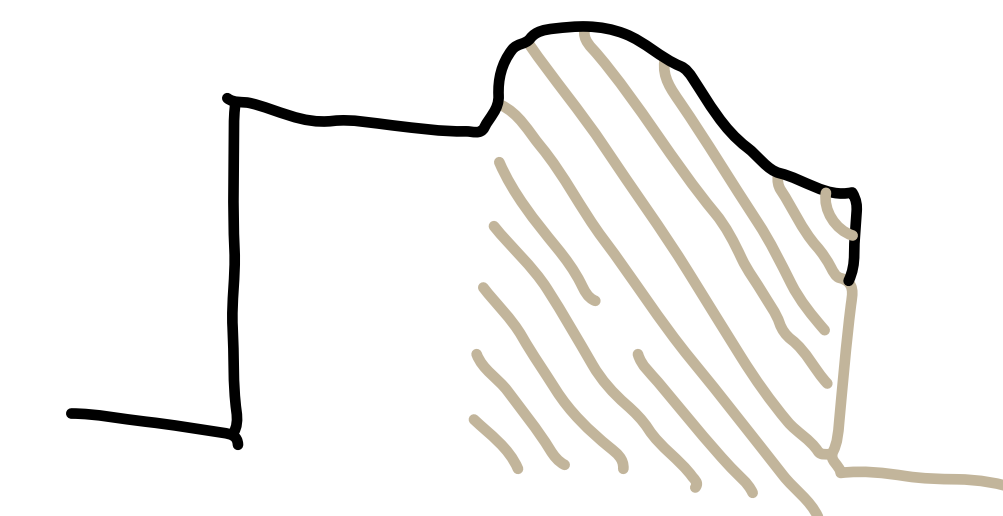
ADDITION

TO THE EXISTING TO ACCOMMODATE GROWTH



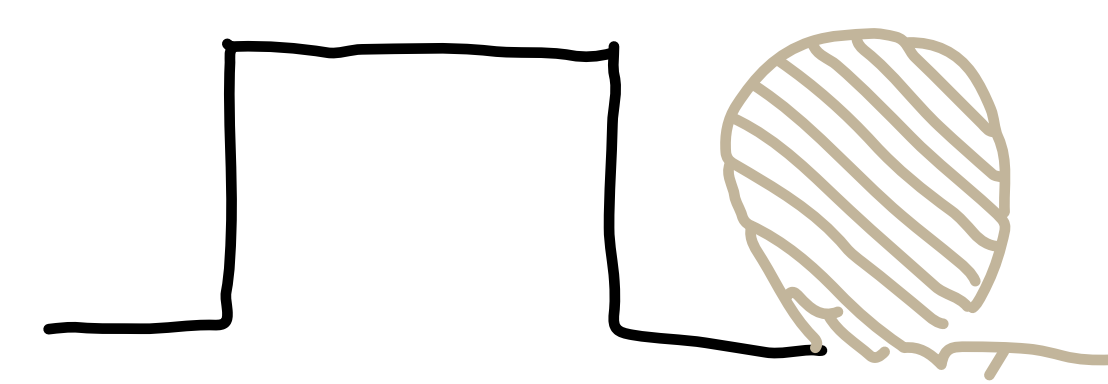
ATTACHMENT

PROGRAMS AND STRUCTURE TO THE EXISTING



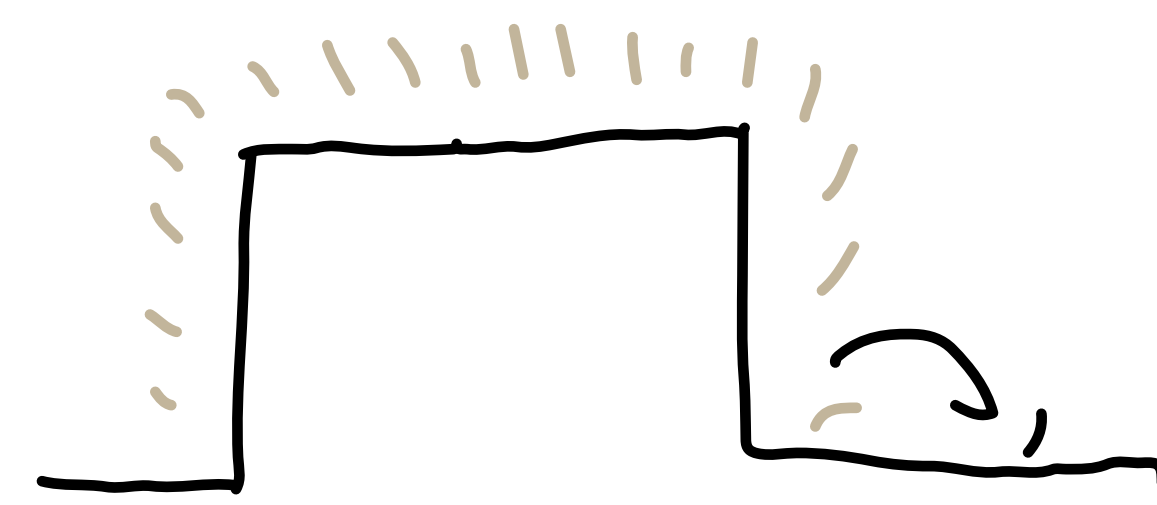
TRANSFORMING

THE EXISTING TO ACCOMMODATE NEW PROGRAMS



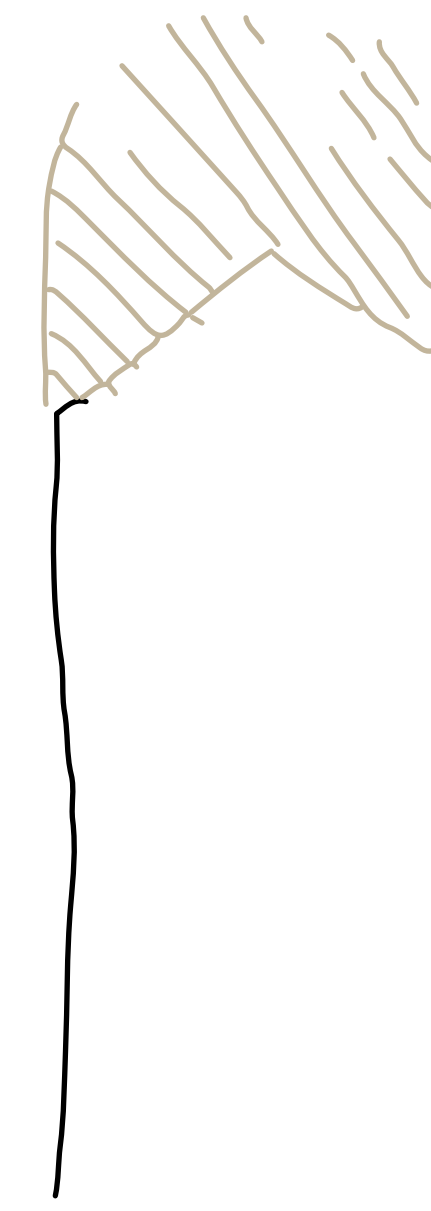
CONTRASTING

INTERVENTIONS TO HIGHLIGHT THE EXISTING THROUGH DIFFERENCE

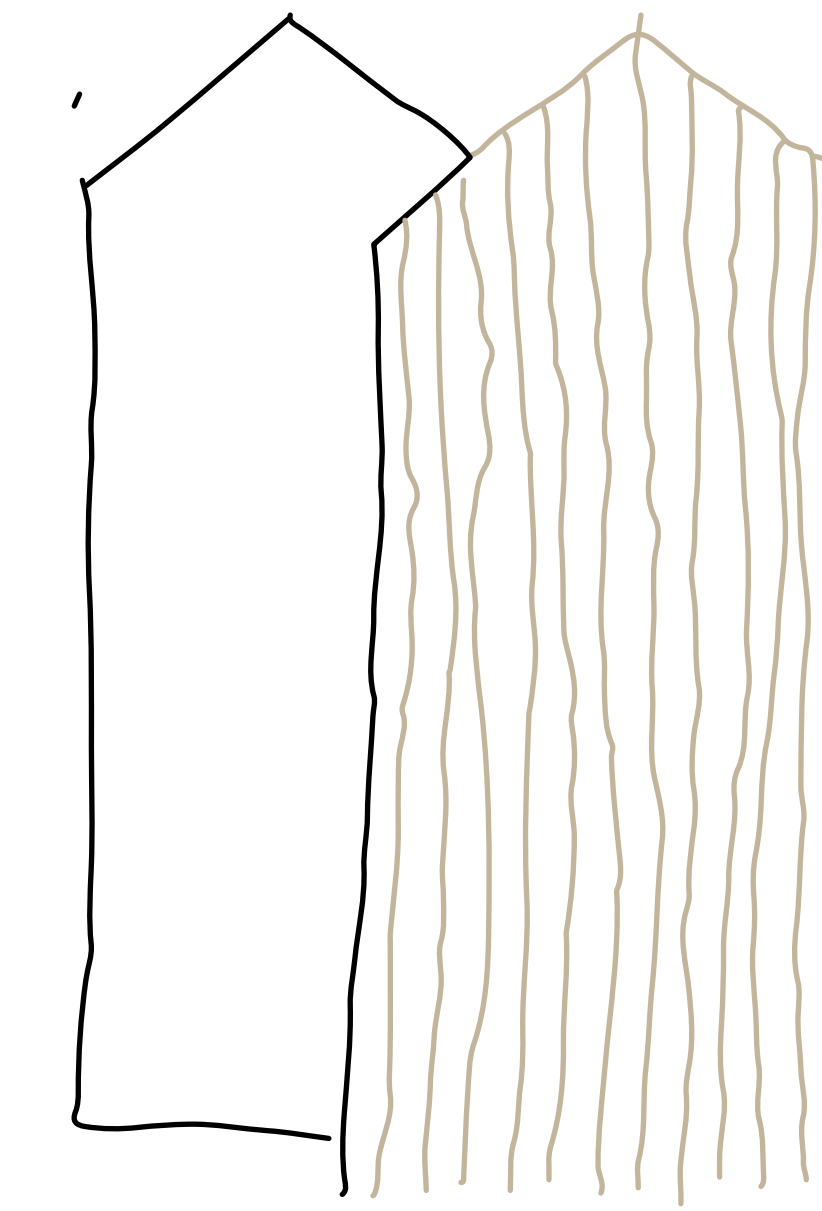


FRAMING

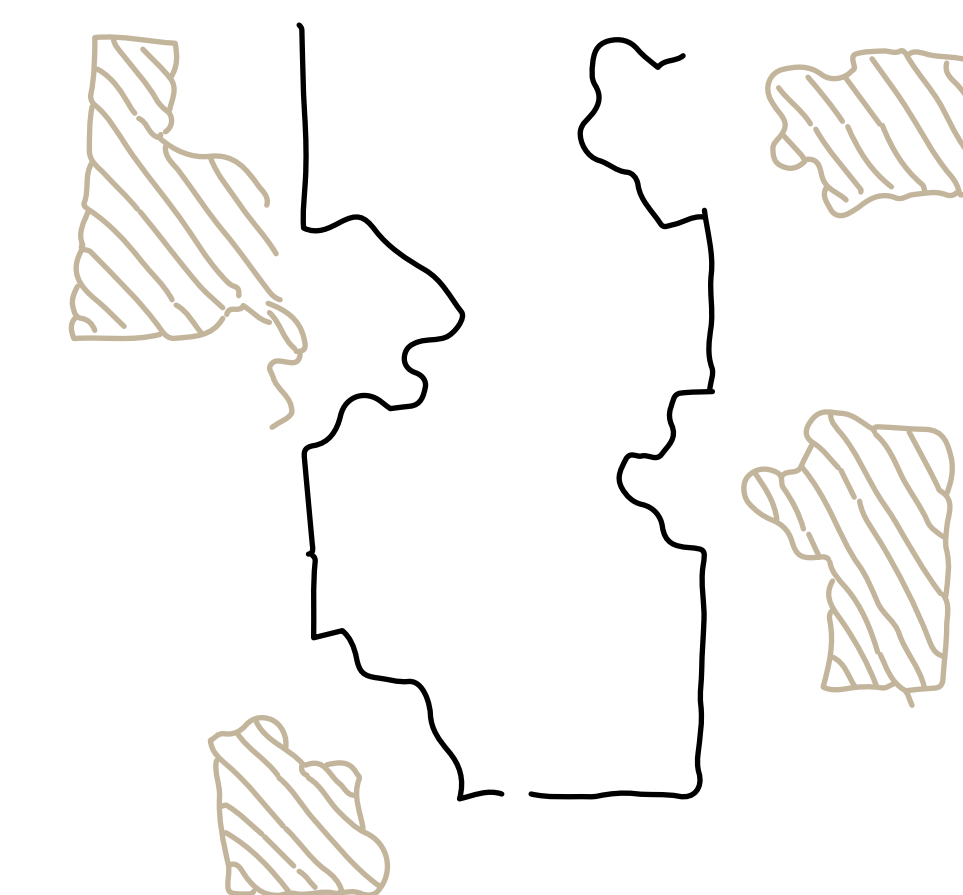
DESIGN THAT FOCUSES THE USER ON ASPECTS OF THE EXISTING



AEMULATIO
[EVOLUTION]



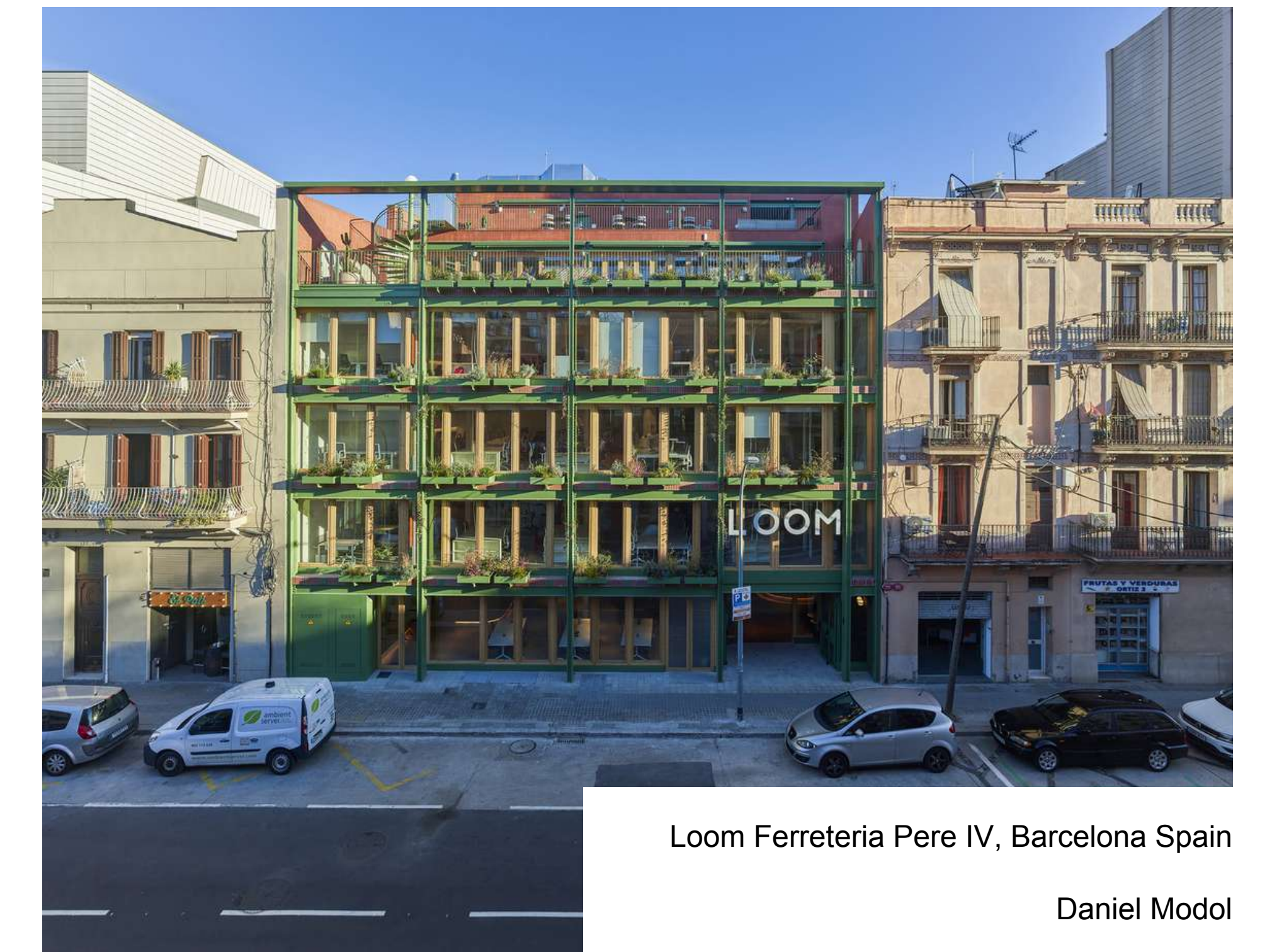
IMITATIO
[EQUALITY]



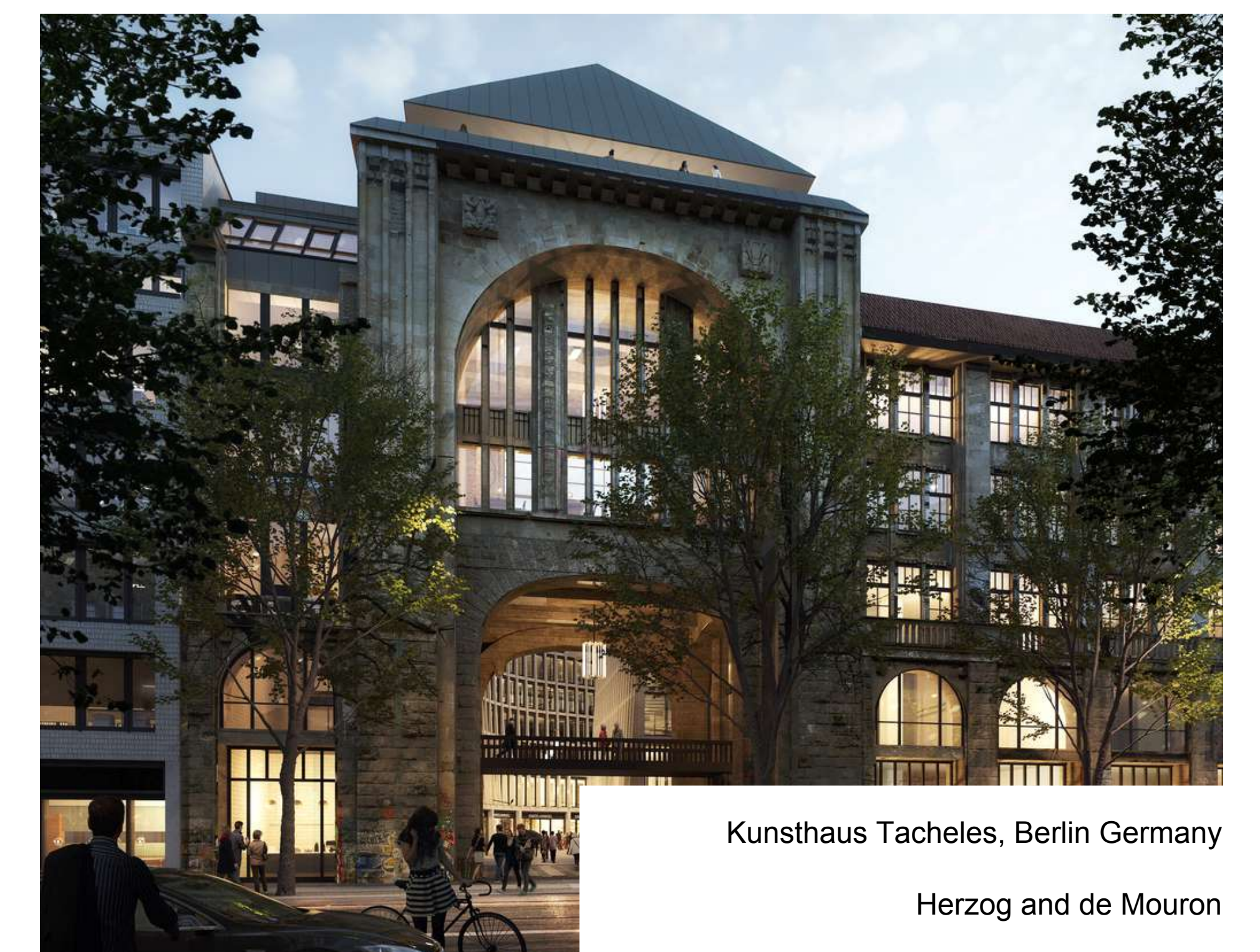
TRANSLATIO
[SIMILARITY]



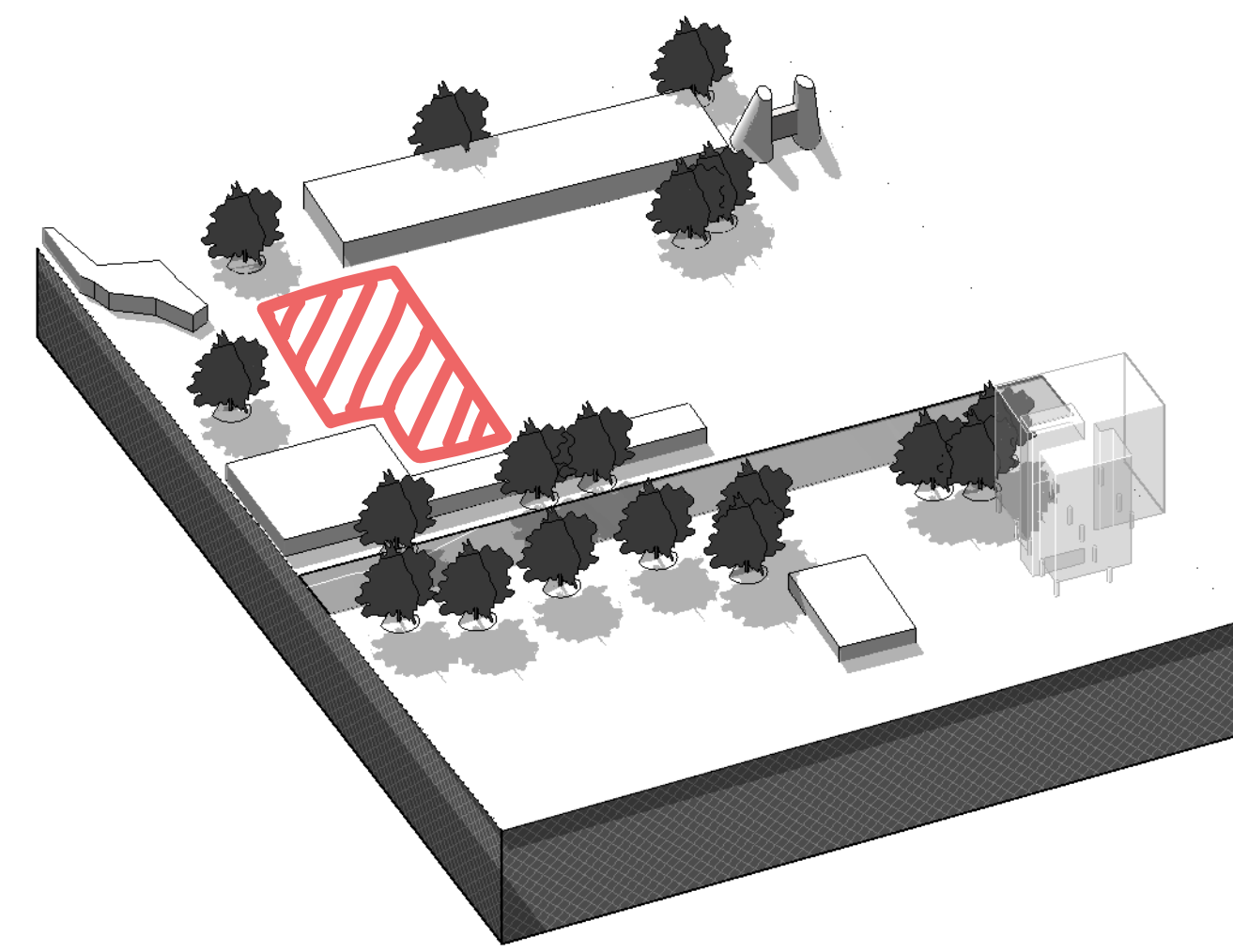
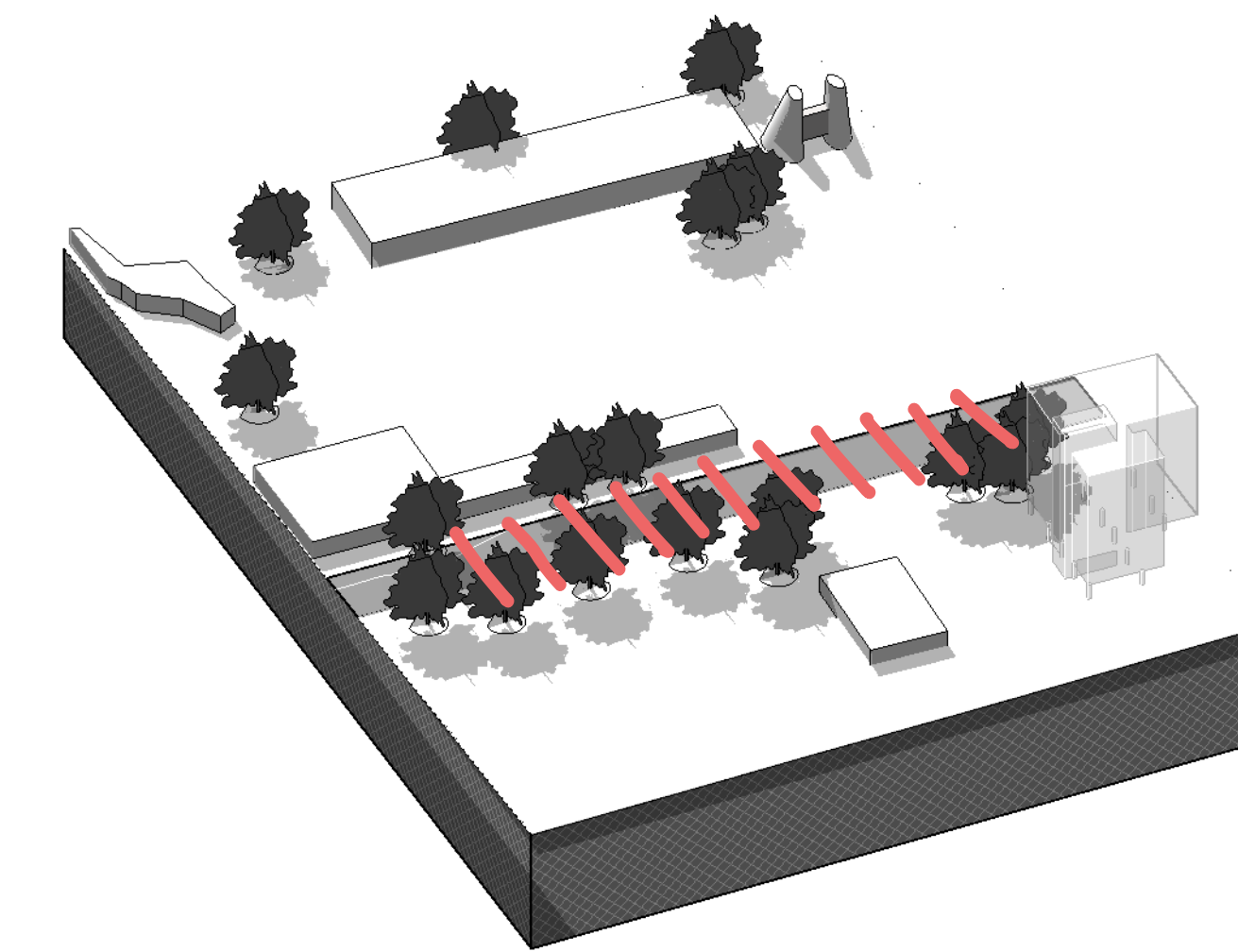
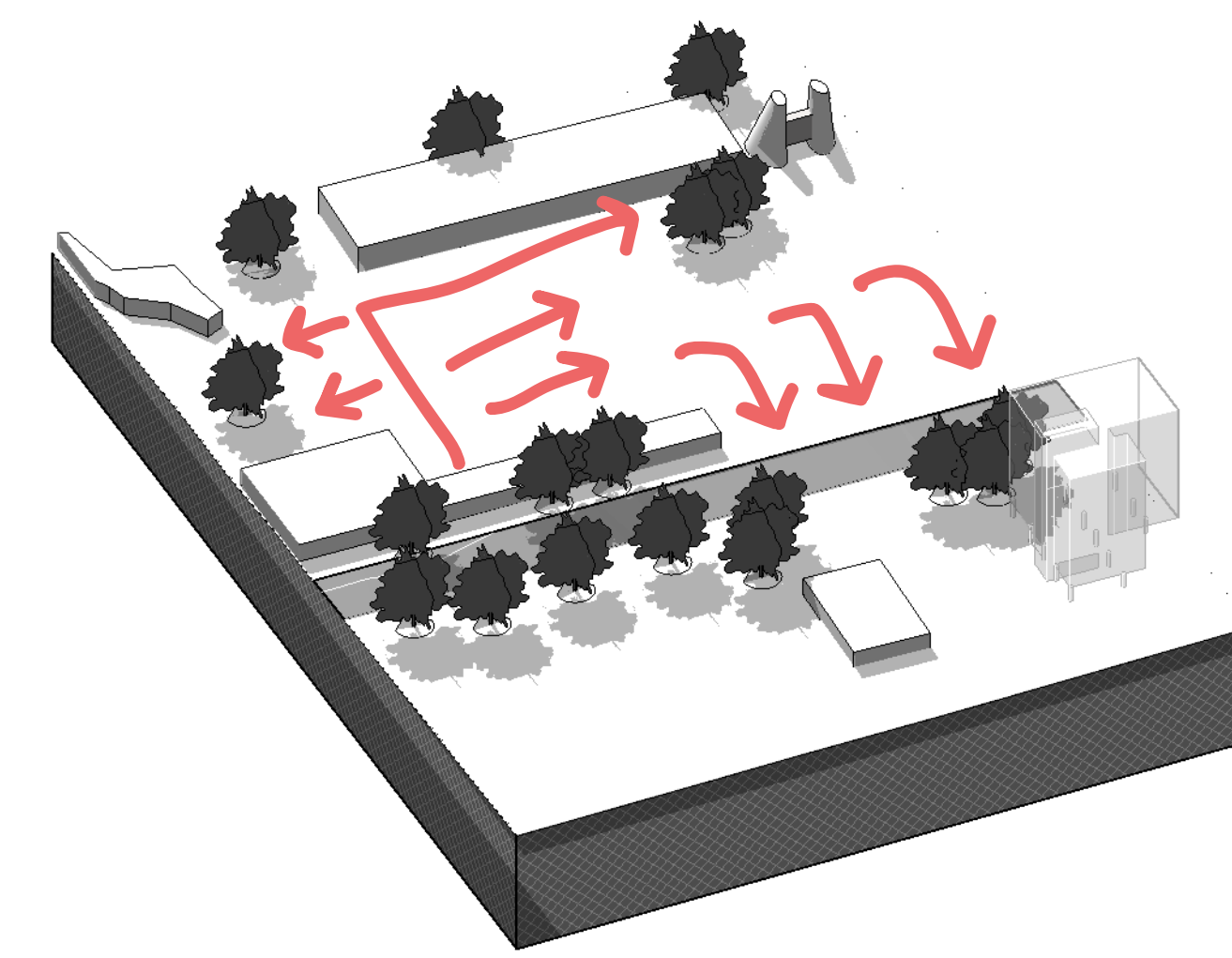
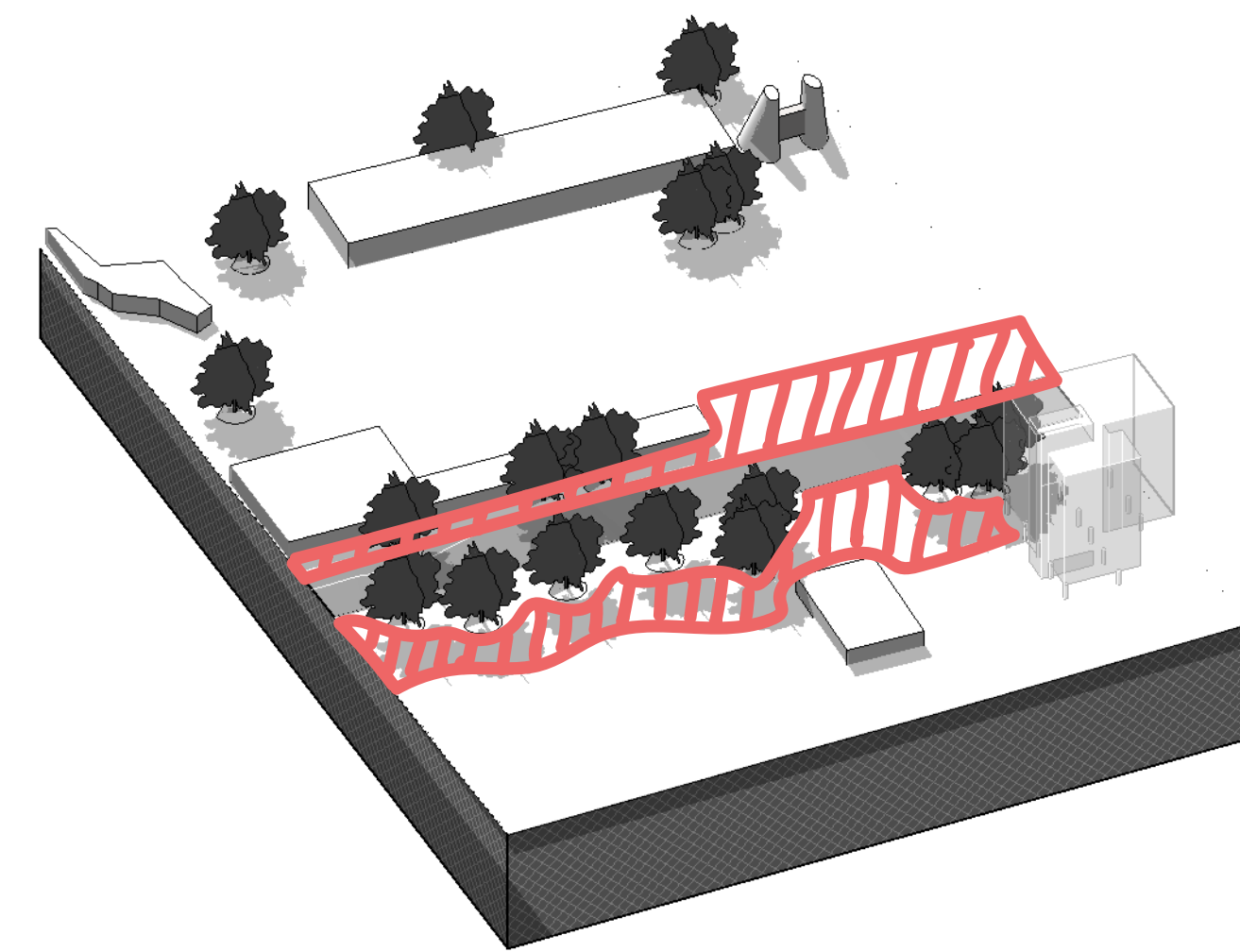
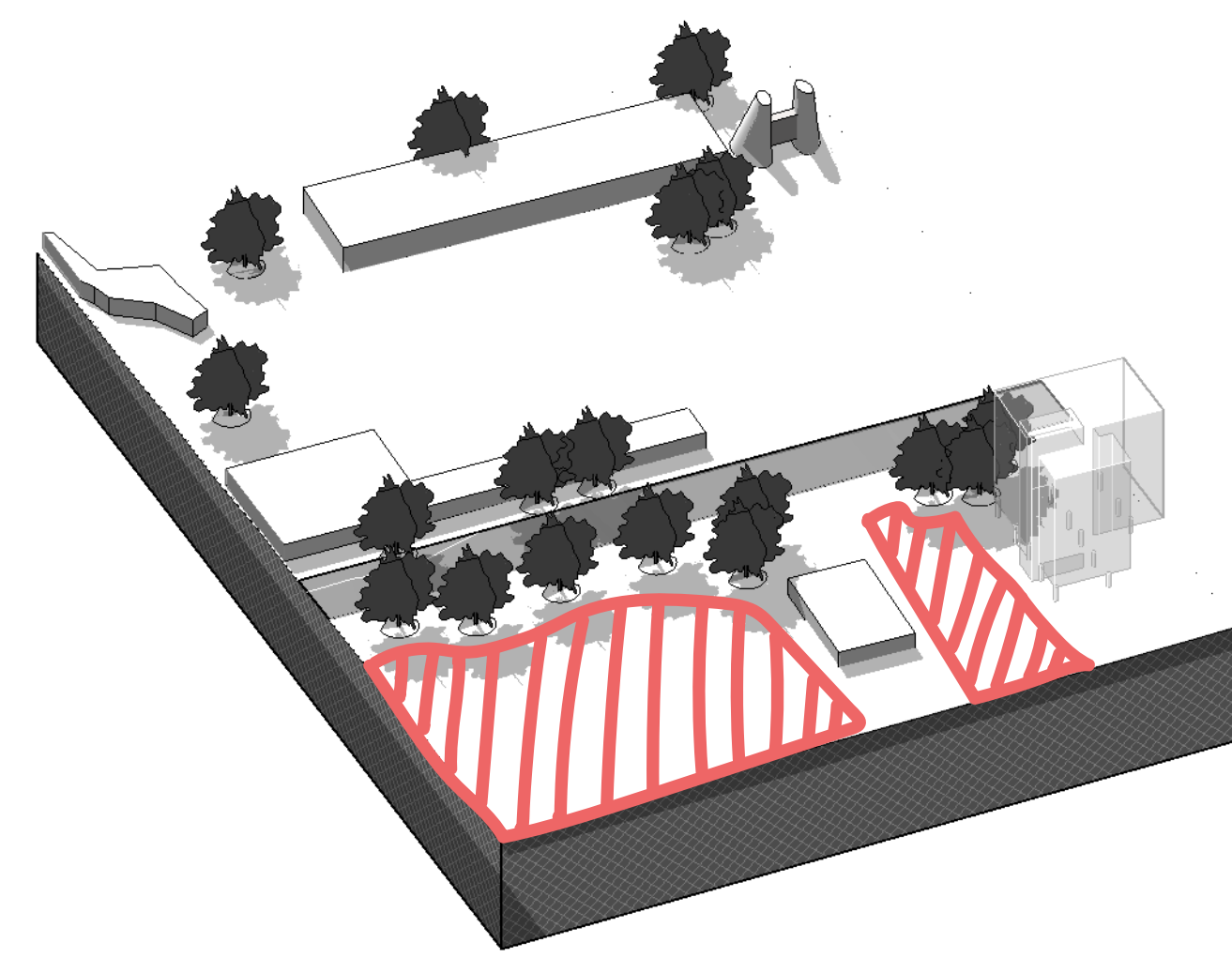
Wolverhampton School of Architecture, UK
Rodney Merville and Partners



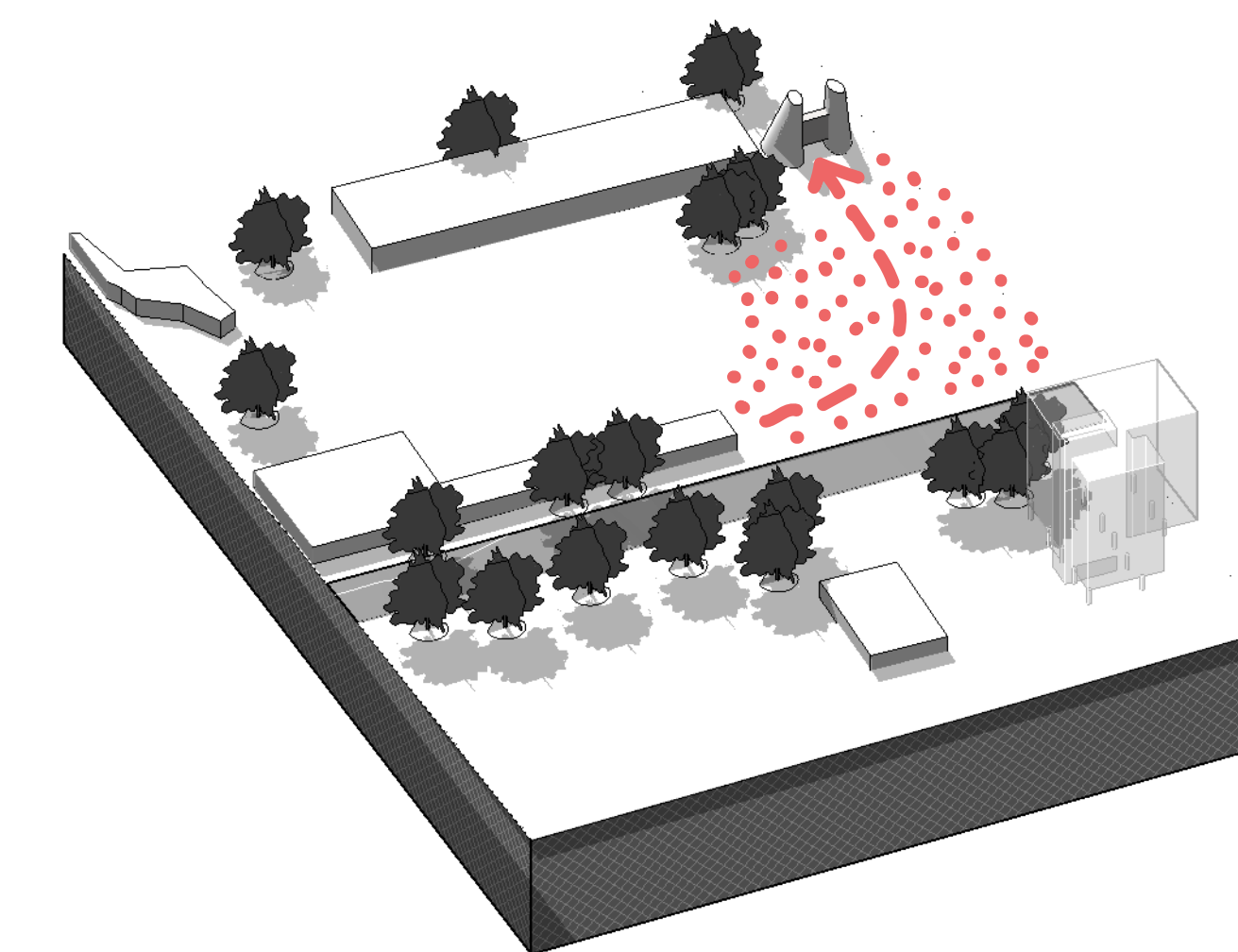
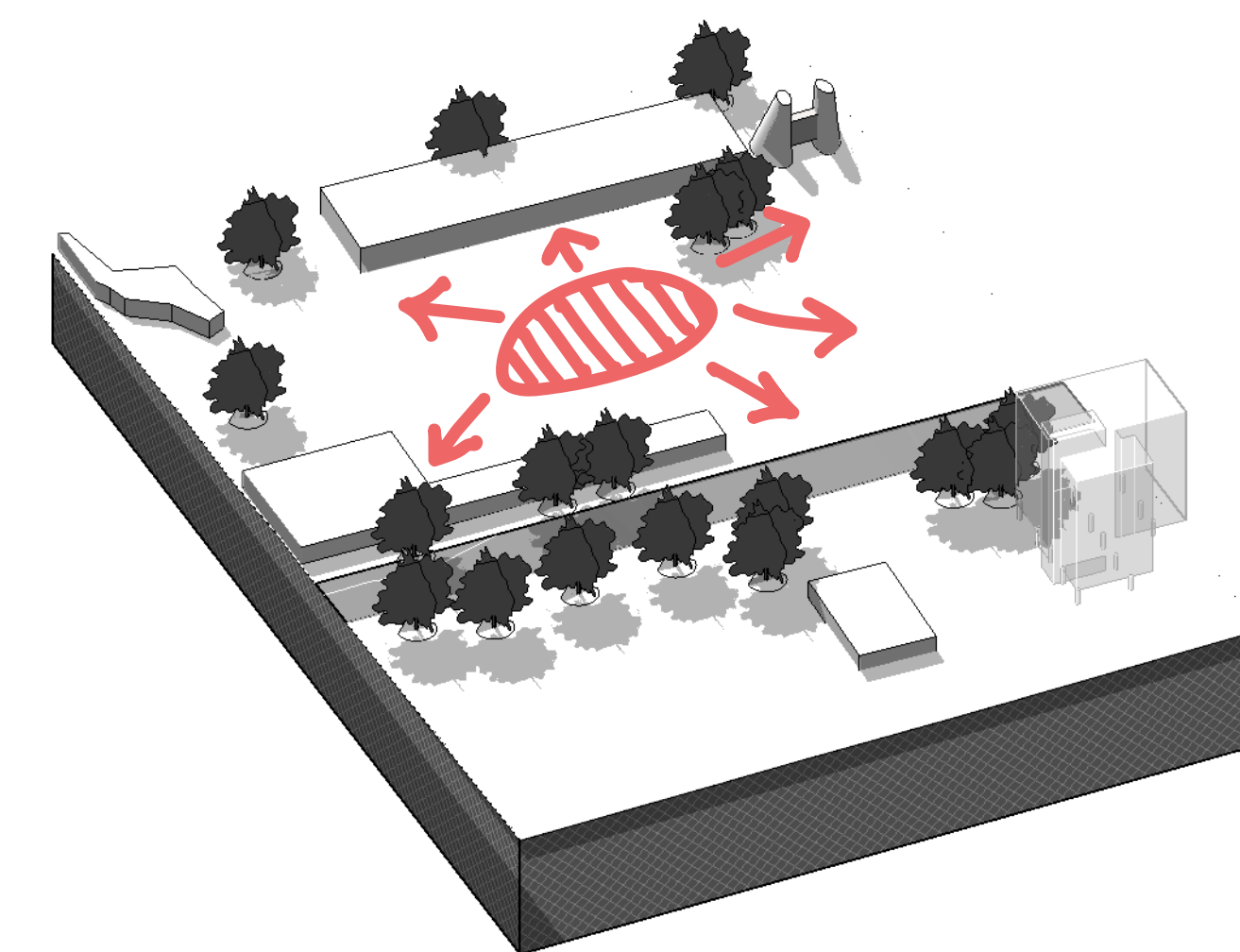
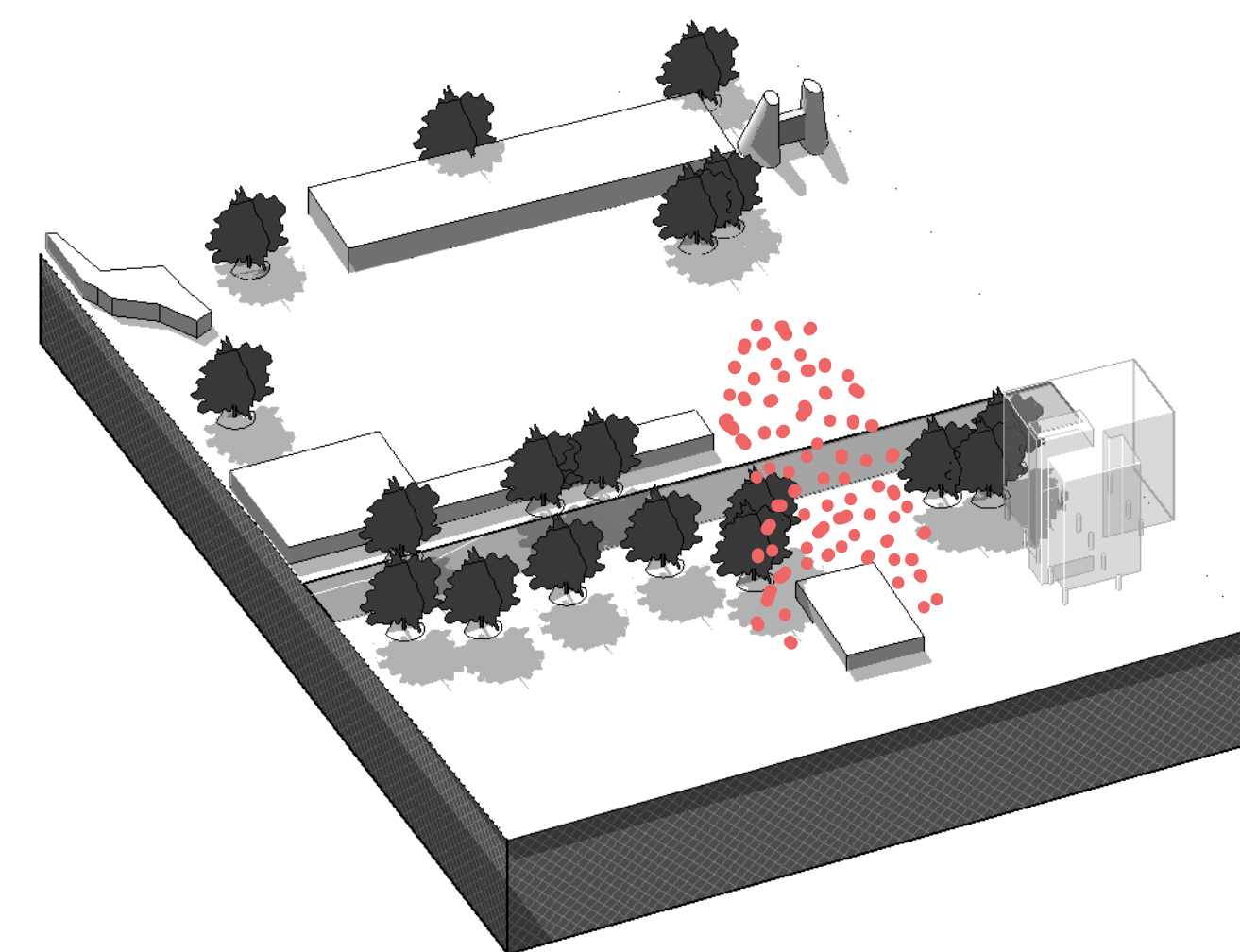
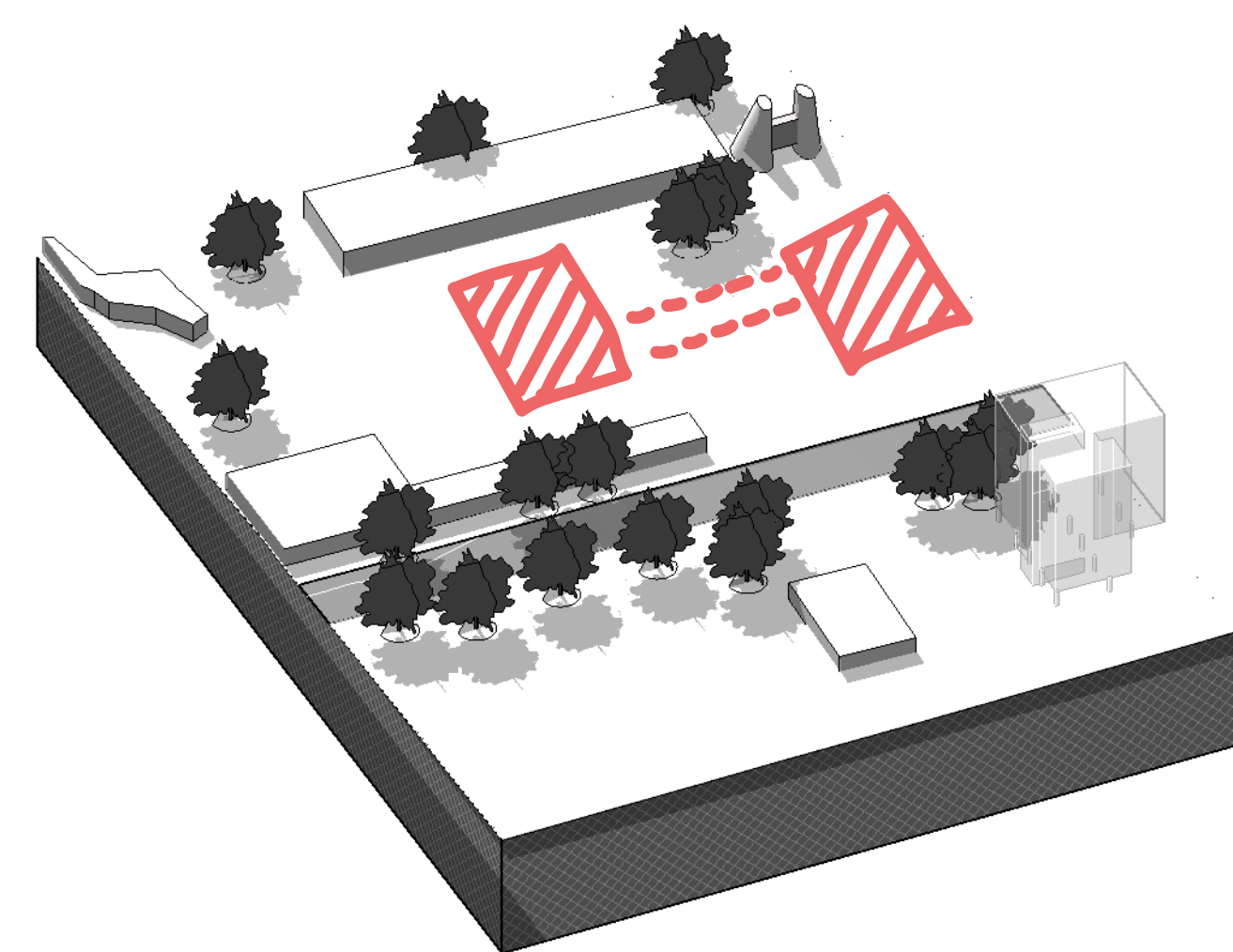
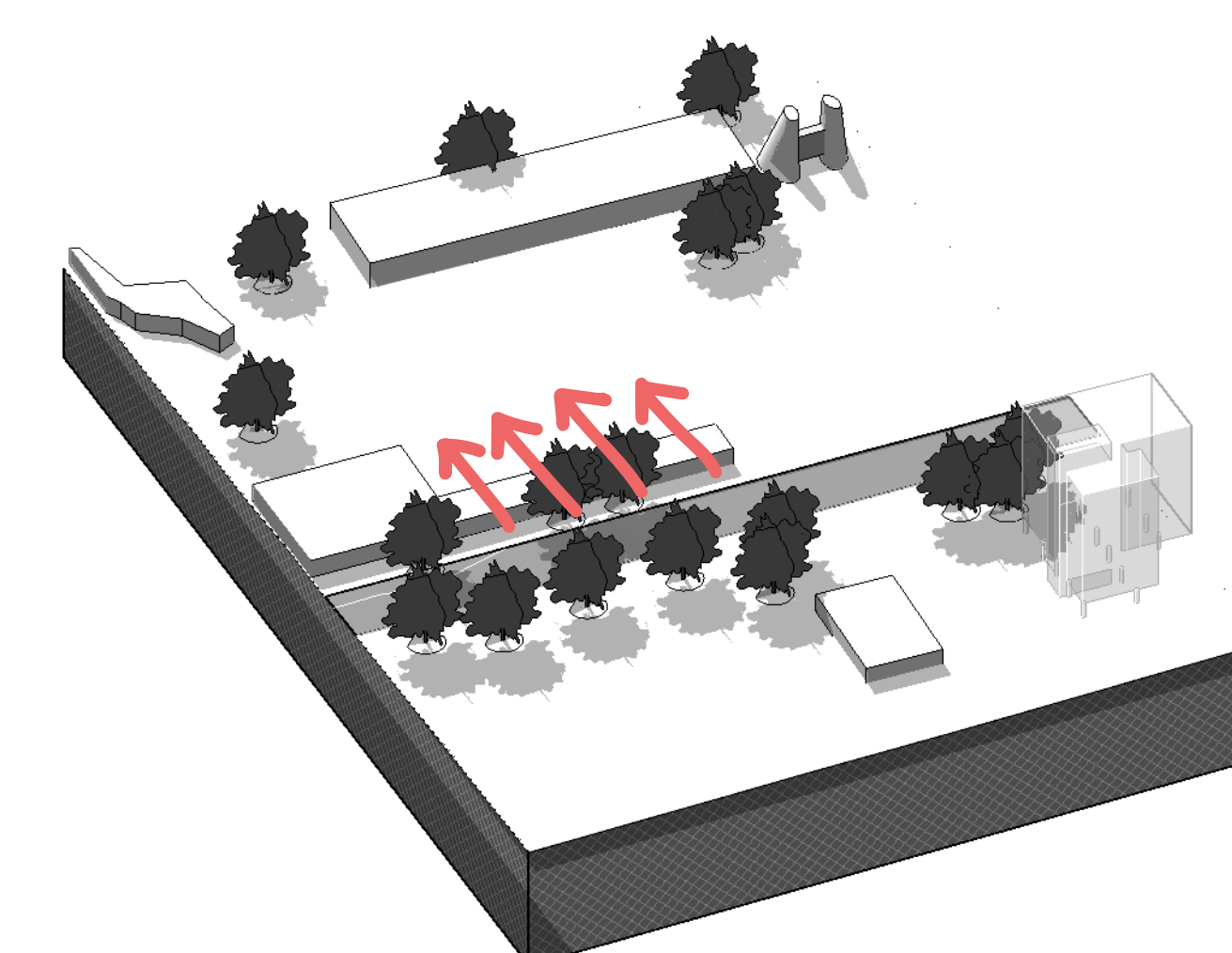
Loom Ferreteria Pere IV, Barcelona Spain
Daniel Modol

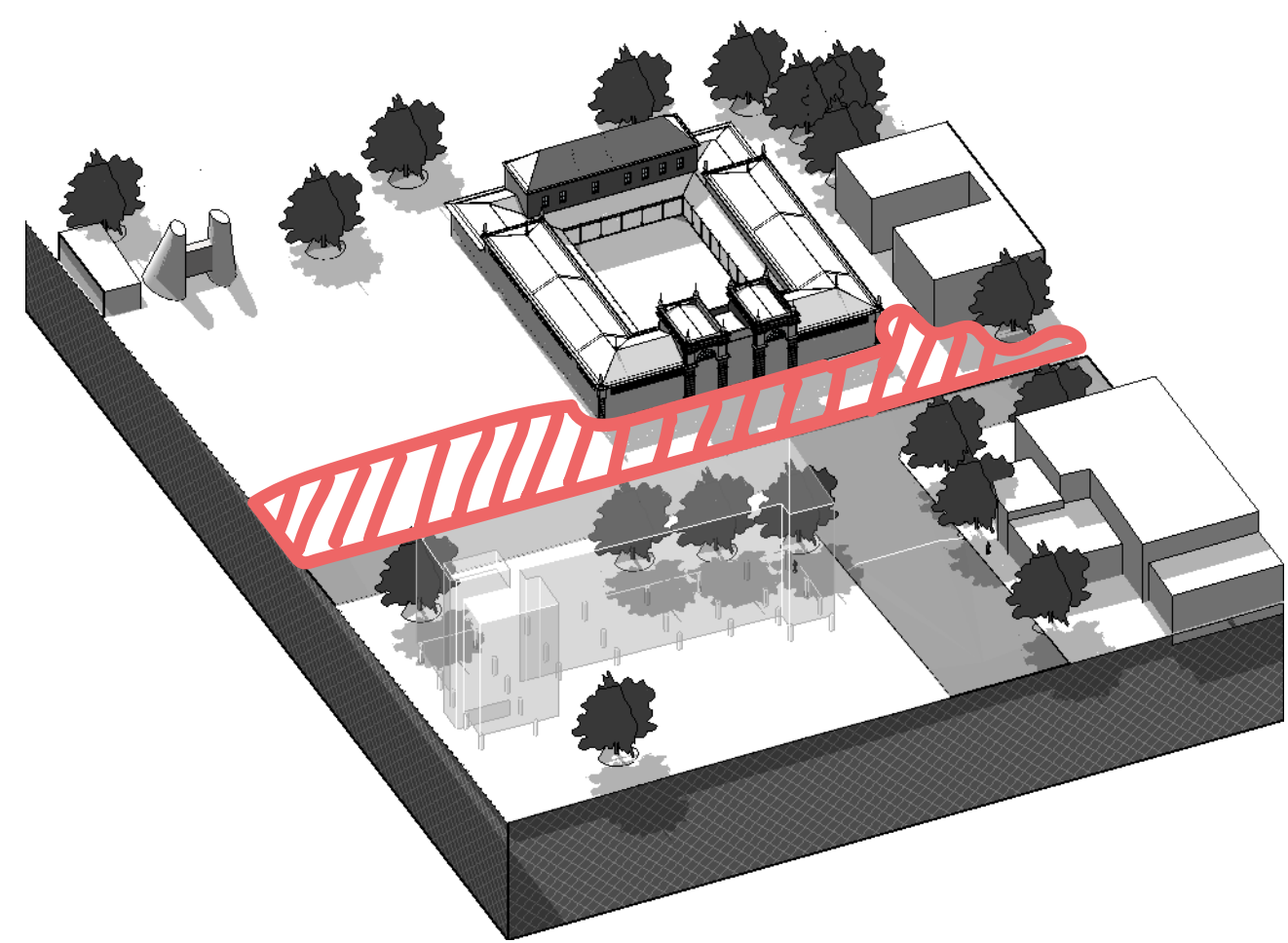
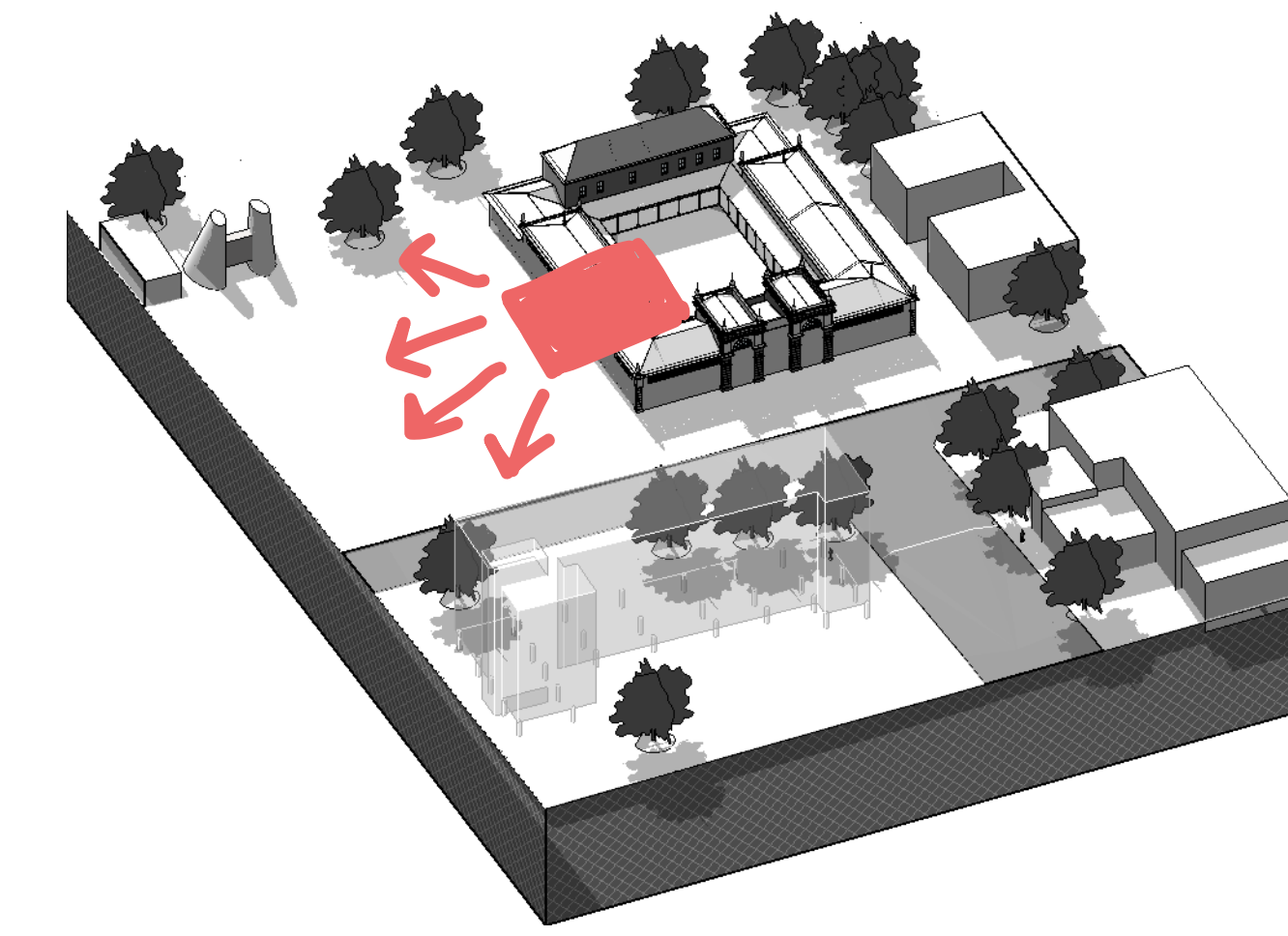
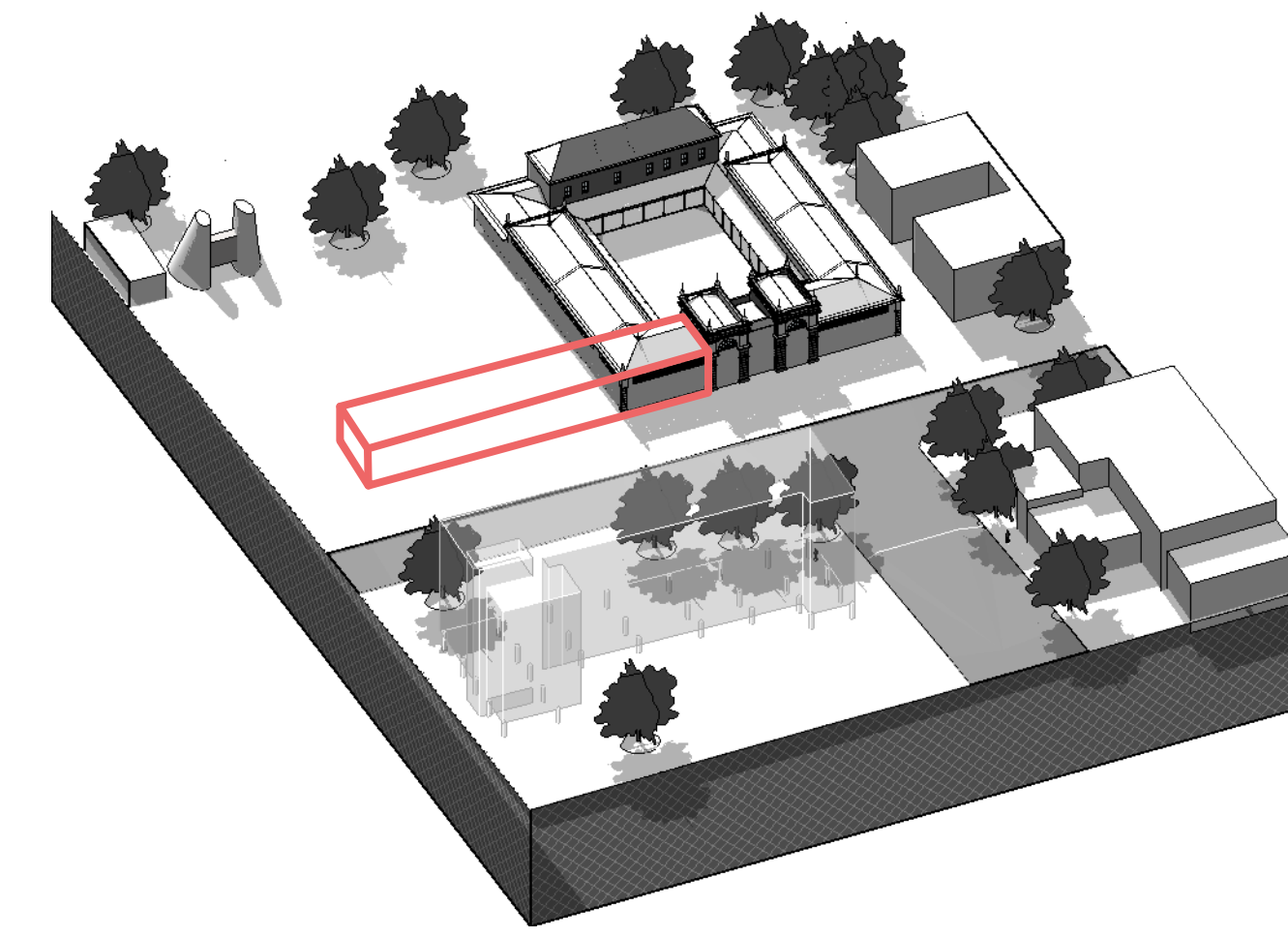
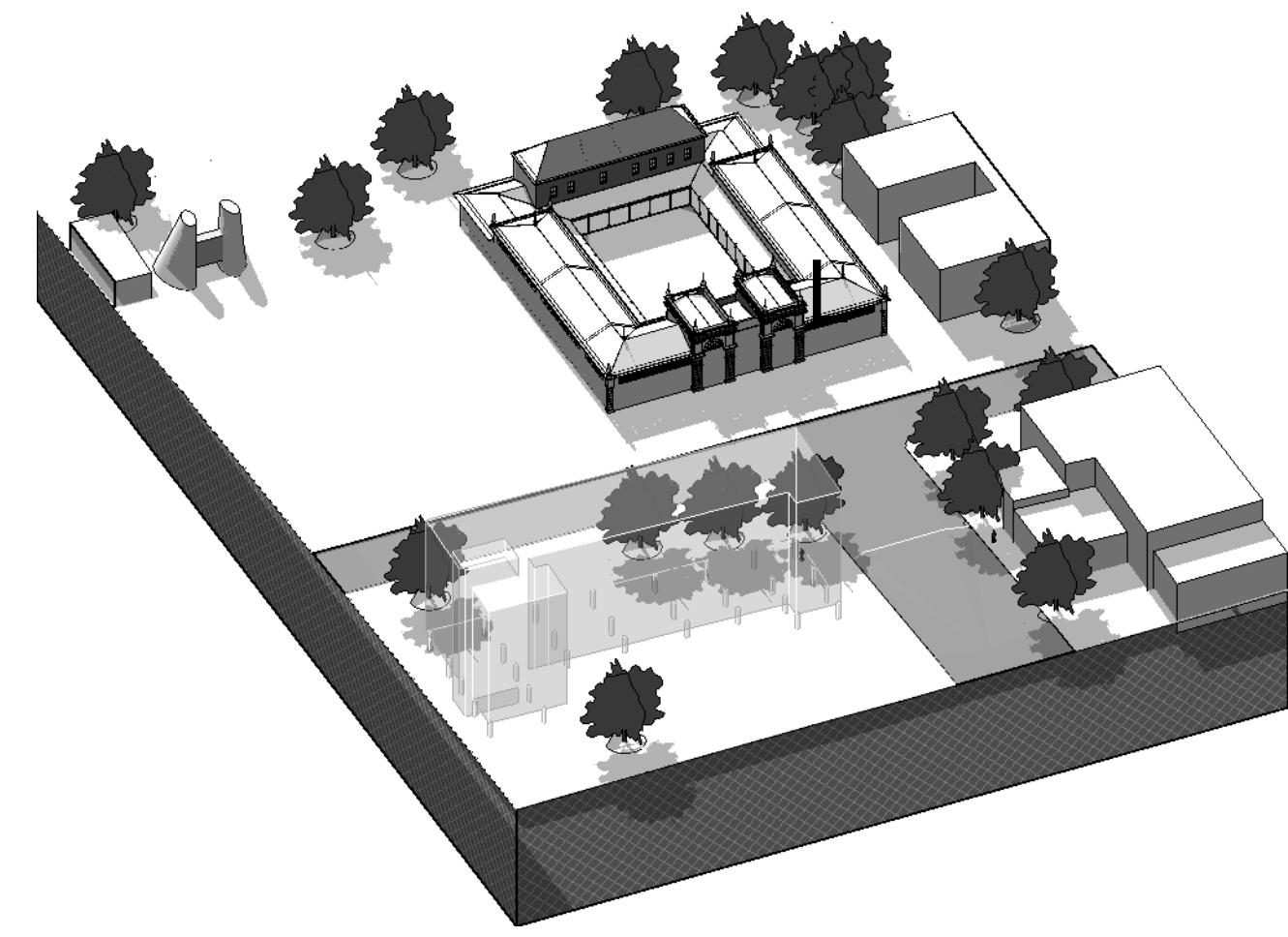
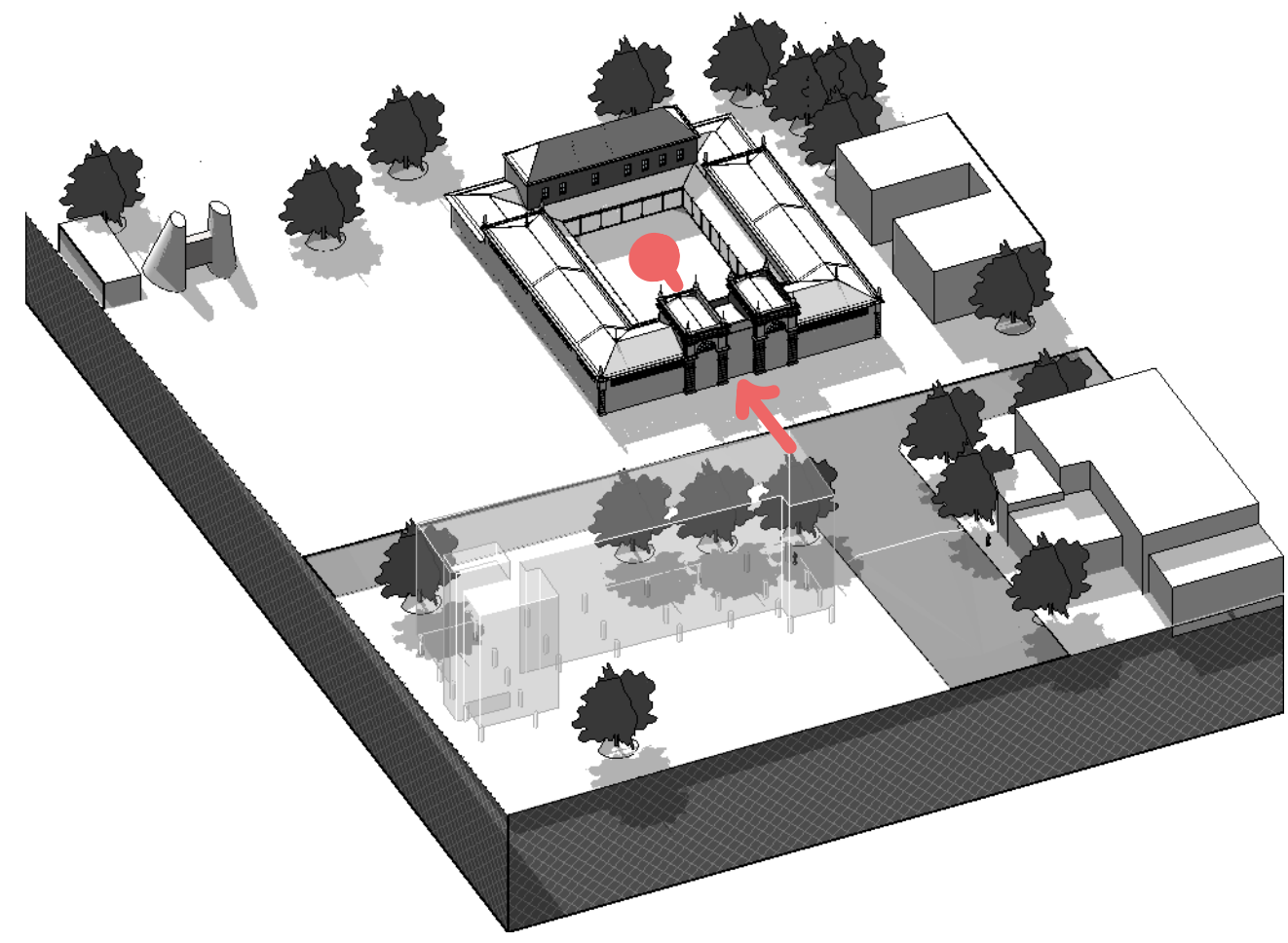


Kunsthaus Tacheles, Berlin Germany
Herzog and de Mounon

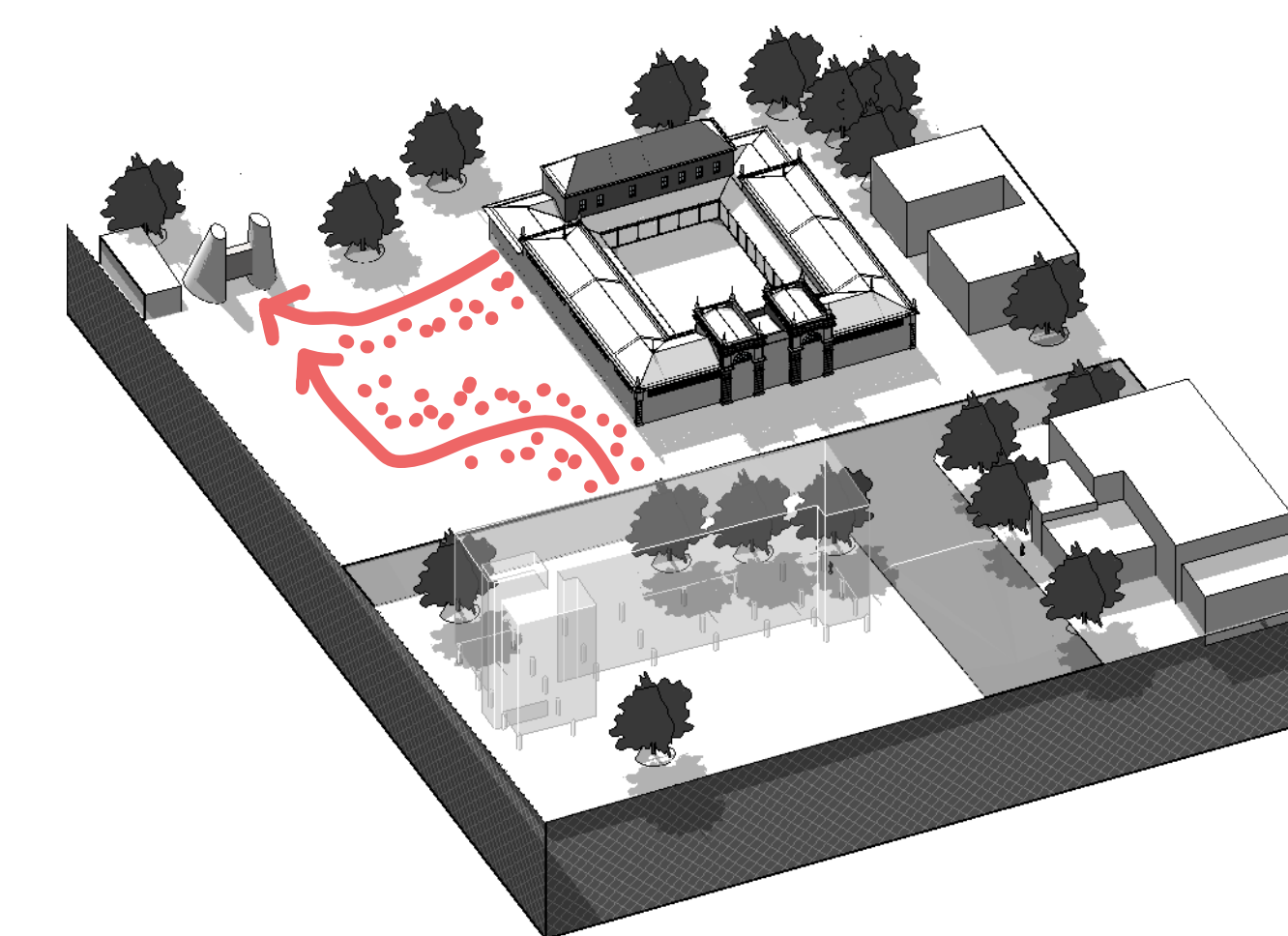
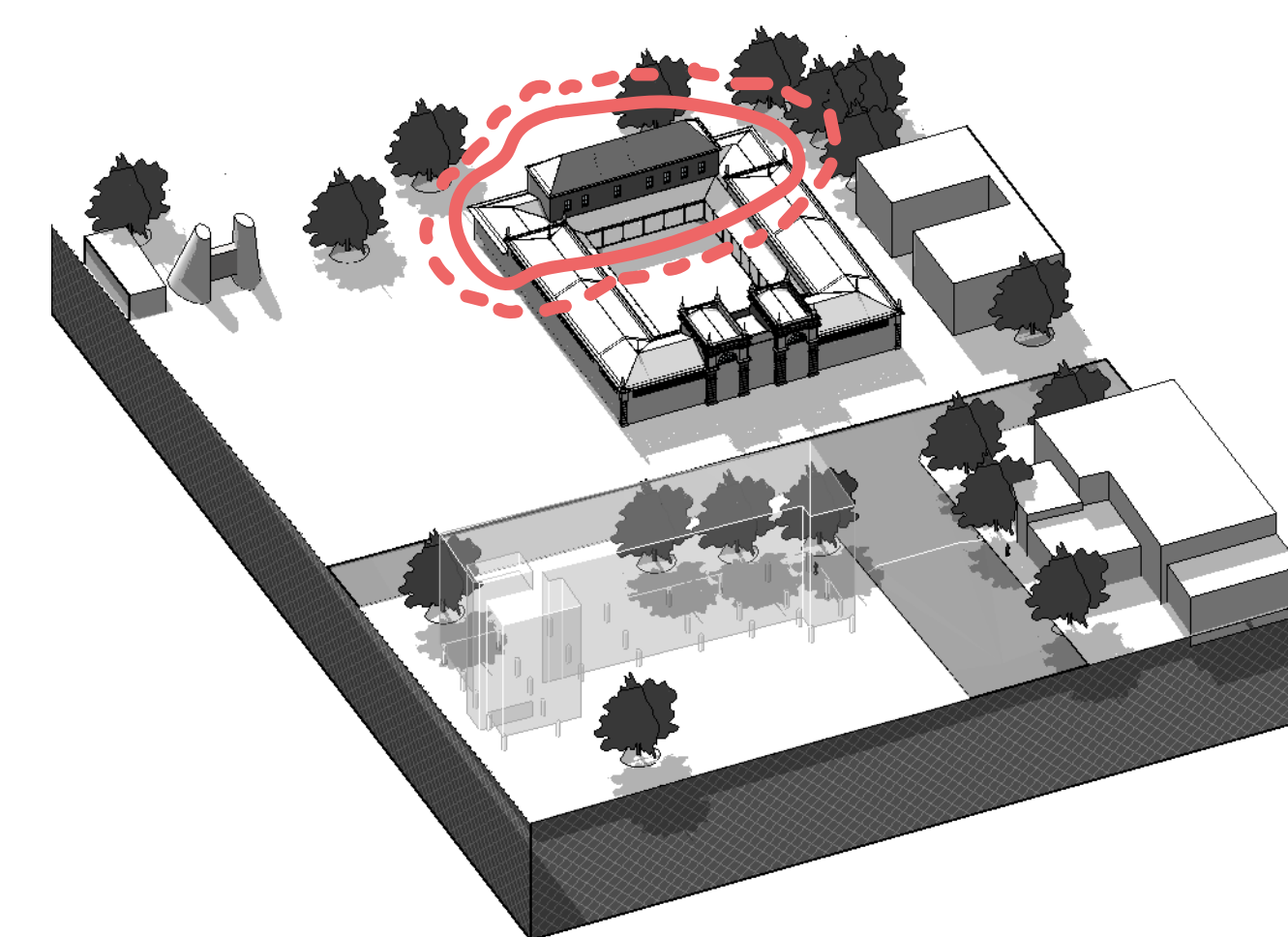
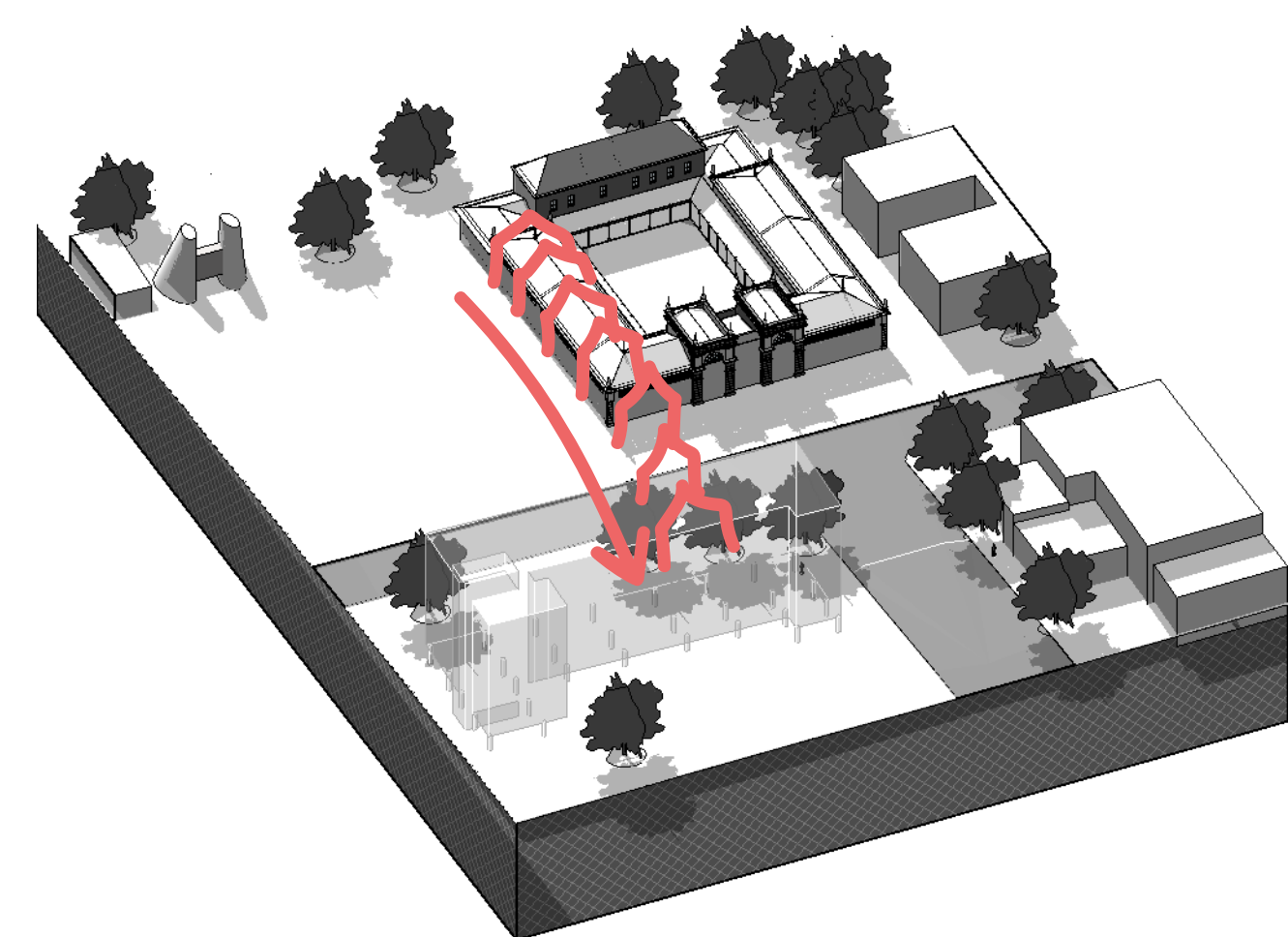
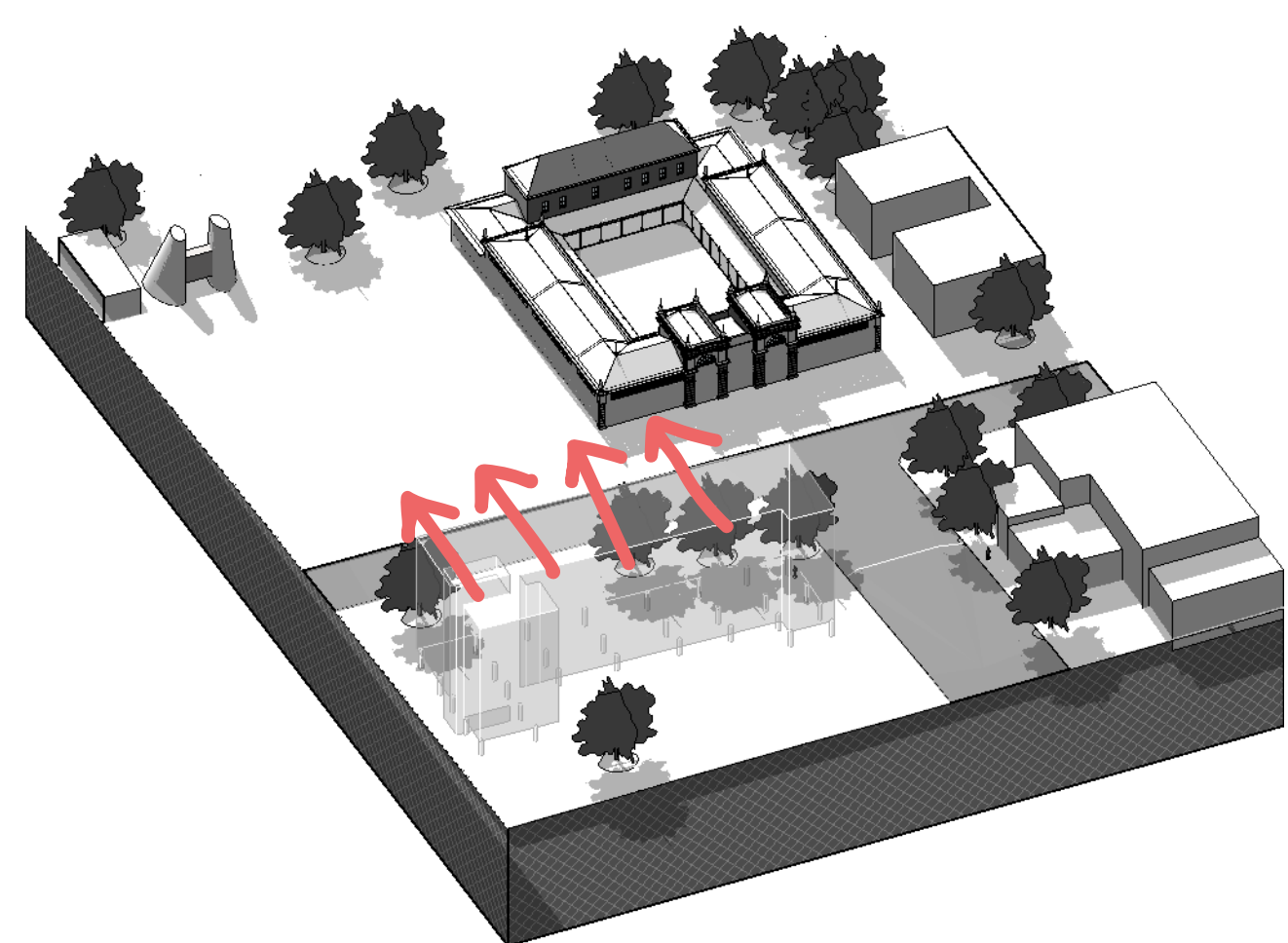
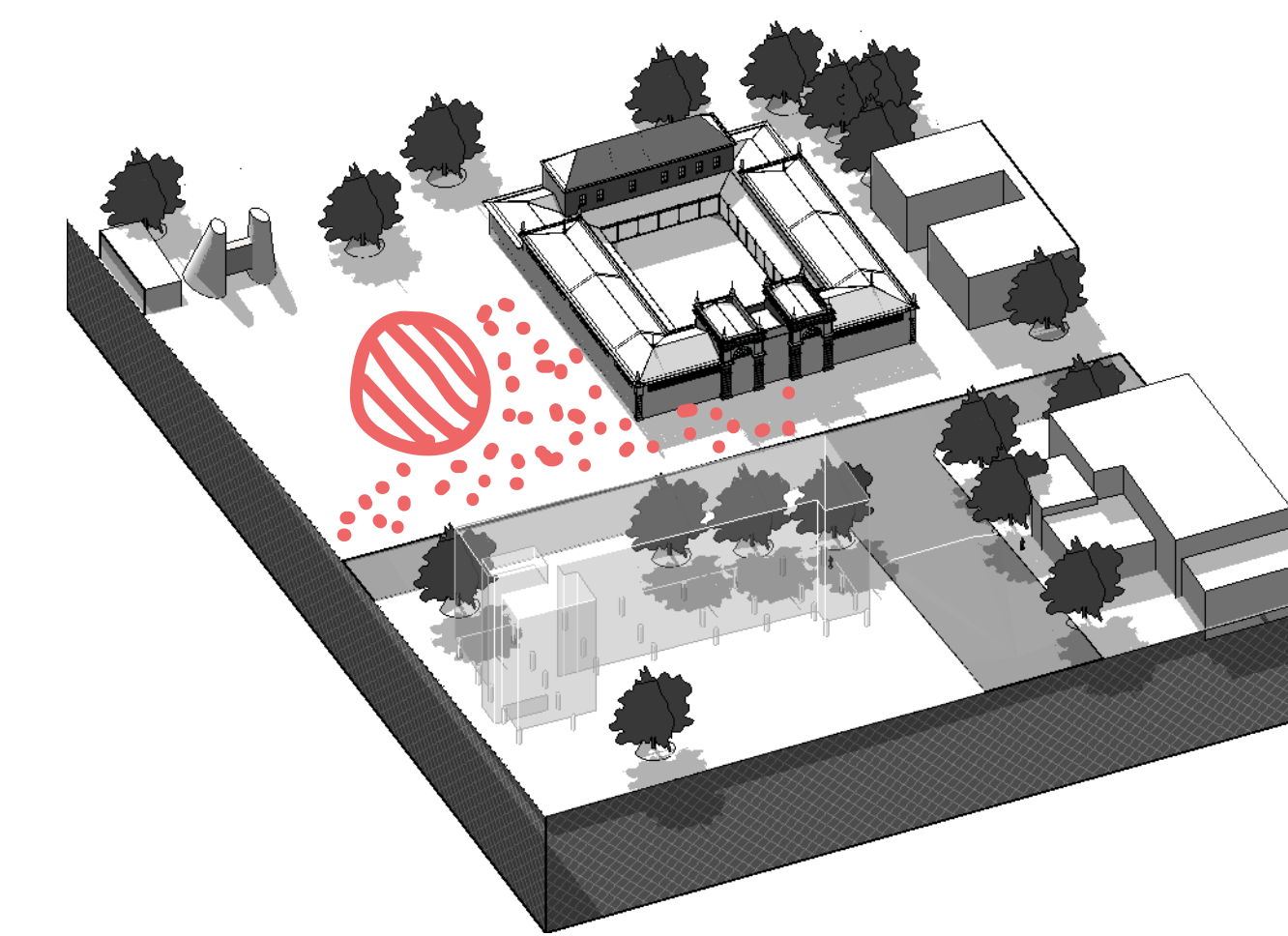


FOOD TRADE RESPONSE



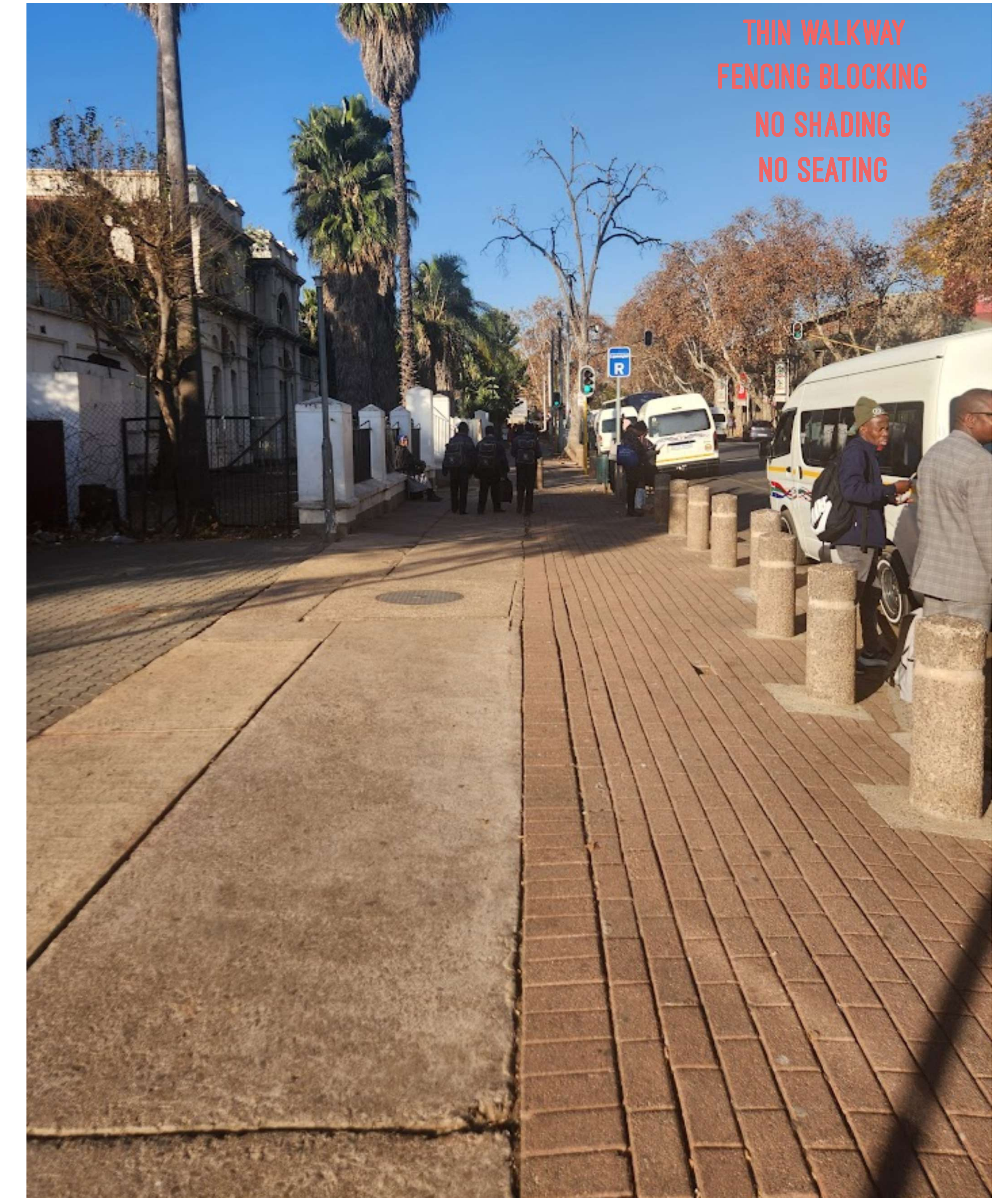
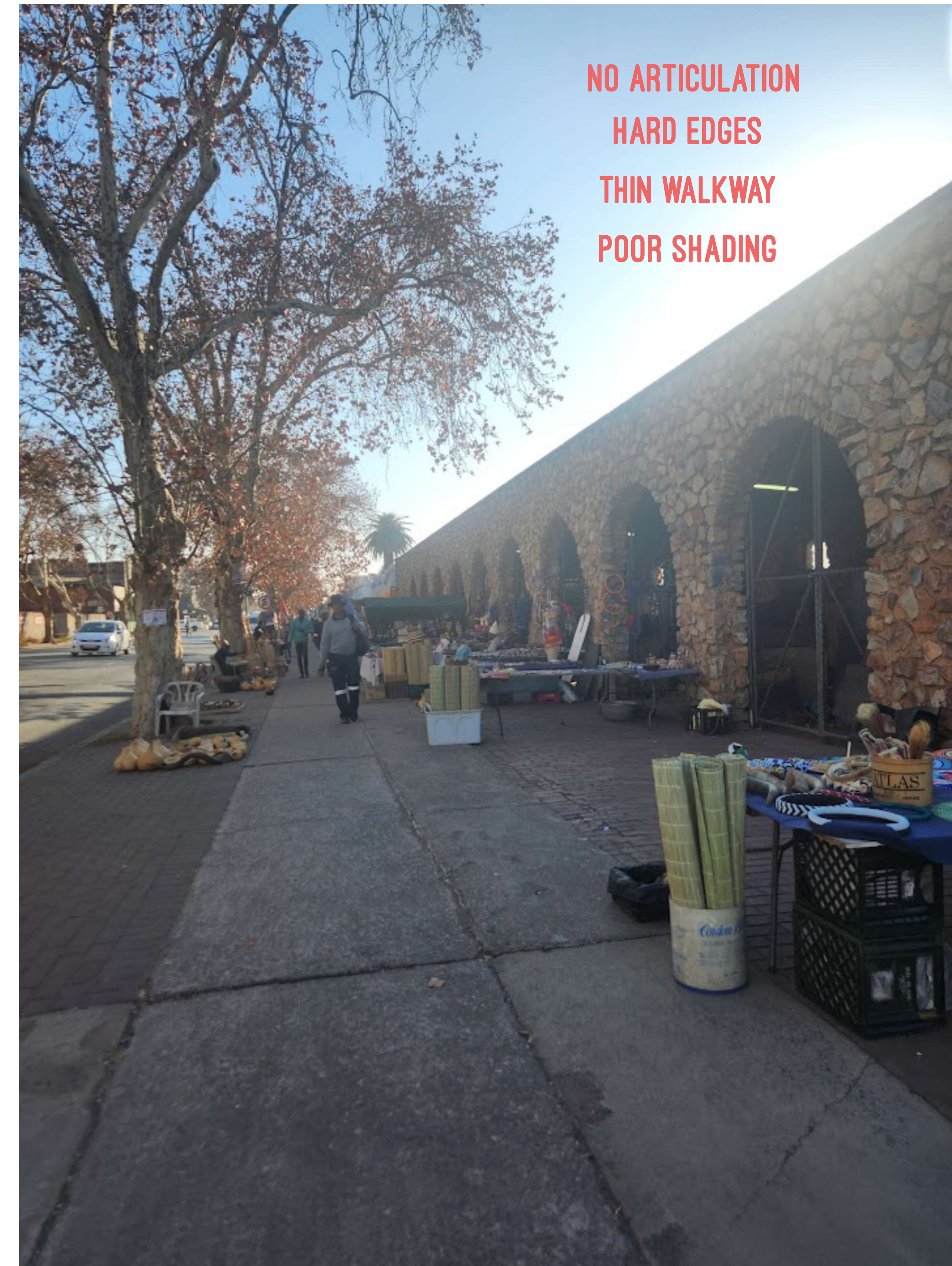


FASHION TRADE RESPONSE



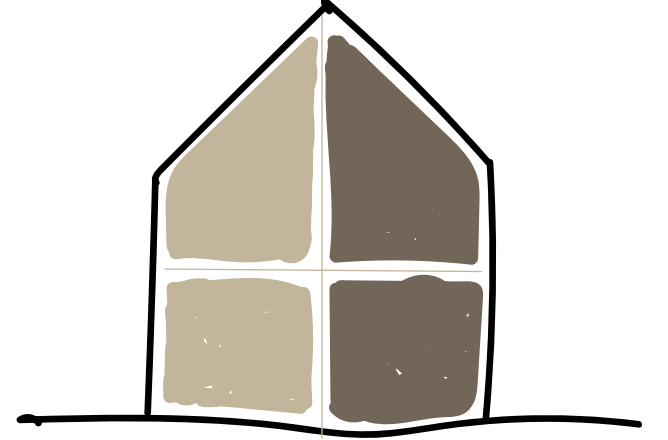
USER TRADER INTERACTIONS

Core spaces for the new user - trader interaction will happen on the new public realms created coming out of the old museum, the new wider walkway, and revamped old trader structure, and the new public realm created across the street

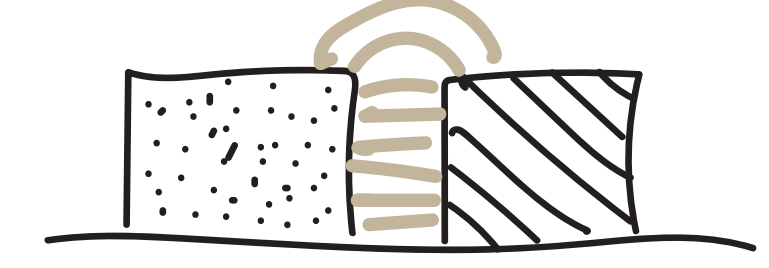


CITY MAKING PRINCIPLES

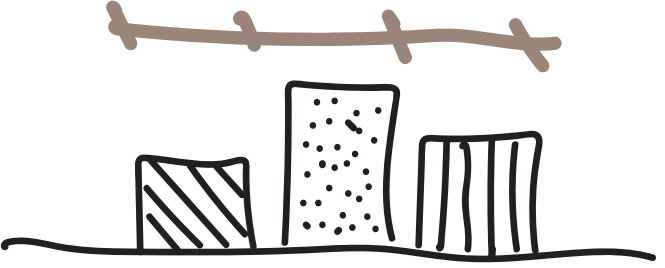
PROXIMITY



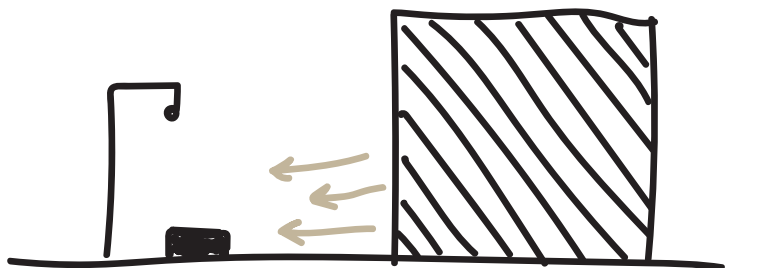
Programmed spaces are diverse horizontally and complementarily vertically



There should be a unifying element connecting programs



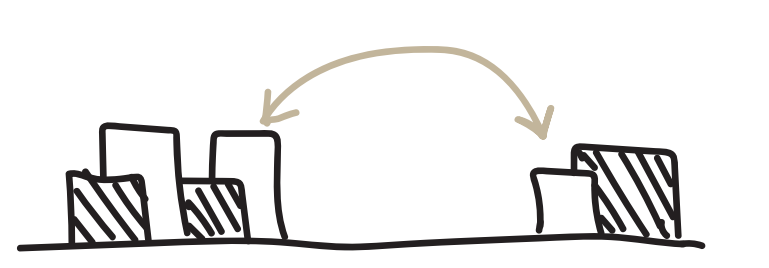
Programs should be placed in close proximity to each other. compact



Responsive public spaces should be included as supporting spill out spaces



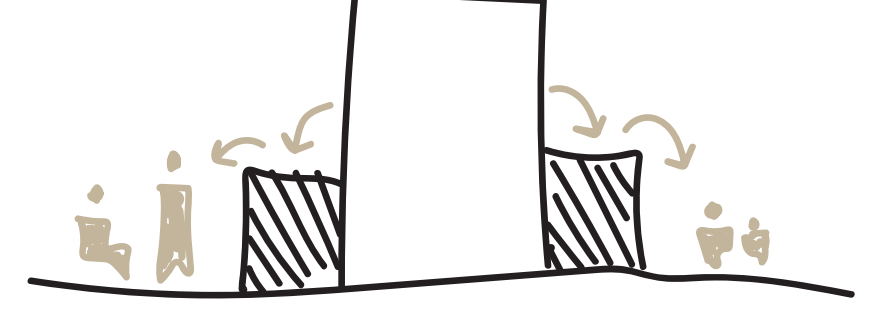
Entrances to appropriate programs should be oriented to face a common space



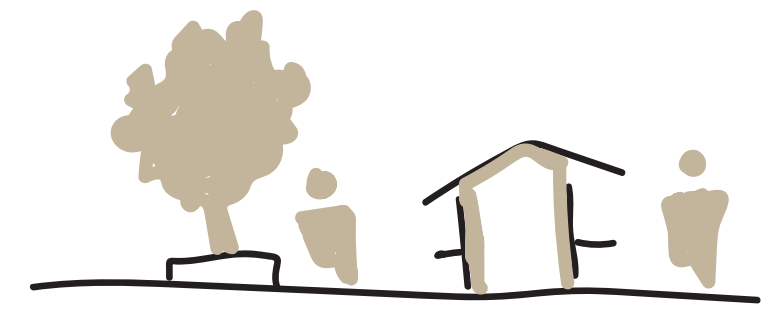
Consider the connection of offsite programs if applicable

PROXIMITY

DIVERSITY



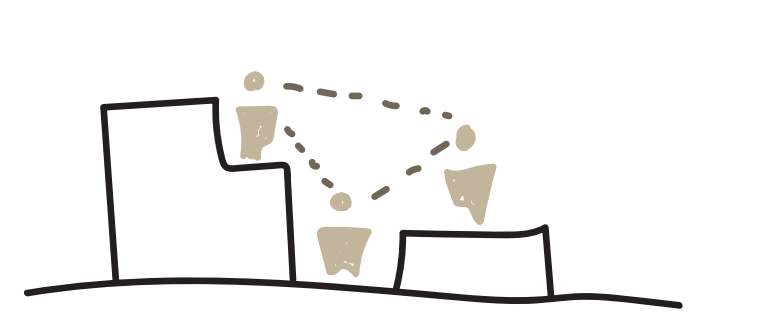
The diversity of uses should include necessary uses, optional uses, and social uses (appropriate to the users).



Include recreational uses and/or platforms for informal trade to foundational main uses



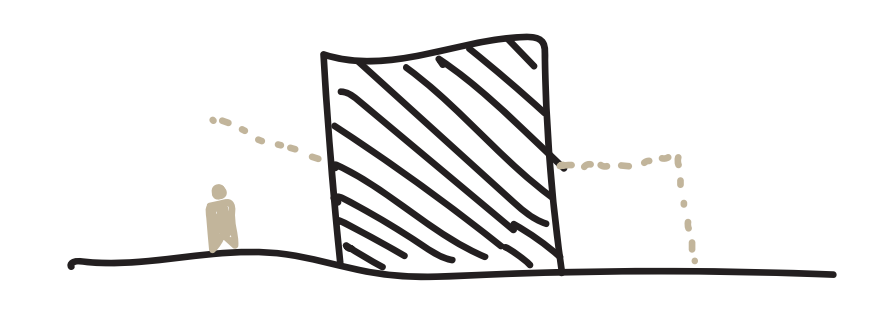
Diverse operating hours to encourage 24/7 use



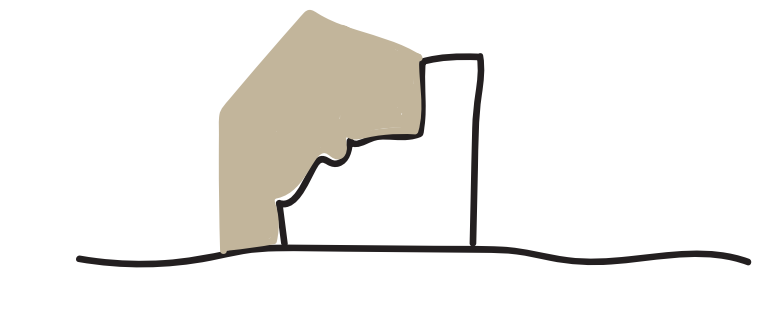
Strategic placement of programmes to support passive surveillance during 24 hours

DIVERSITY

ADAPTABILITY



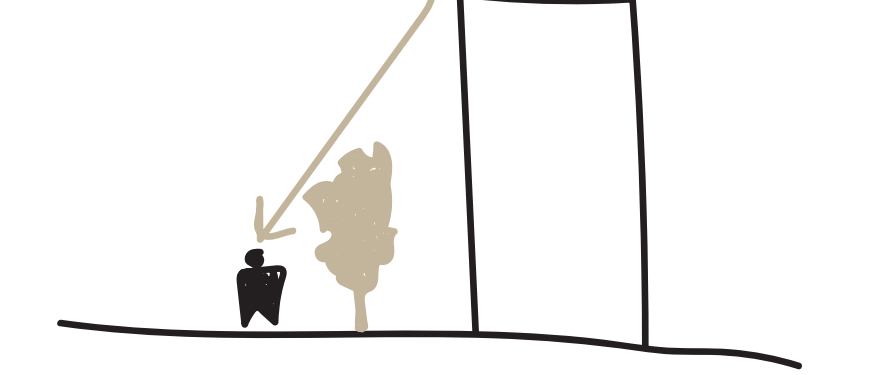
Allow for flexibility of space (leeway) to accommodate agency for sub uses



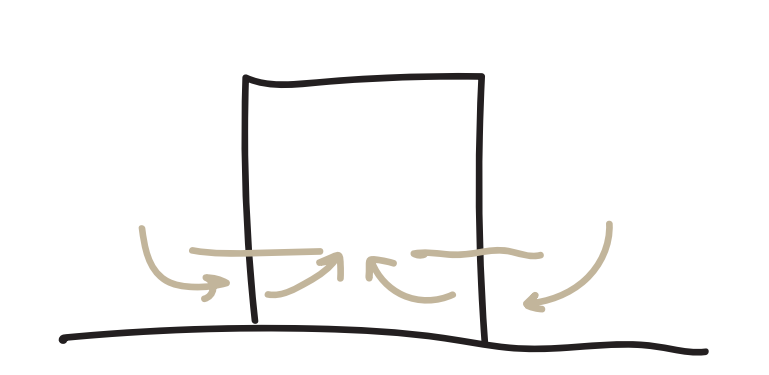
Consider adaptive reuse of existing building stock to facilitate new development

ADAPTABILITY

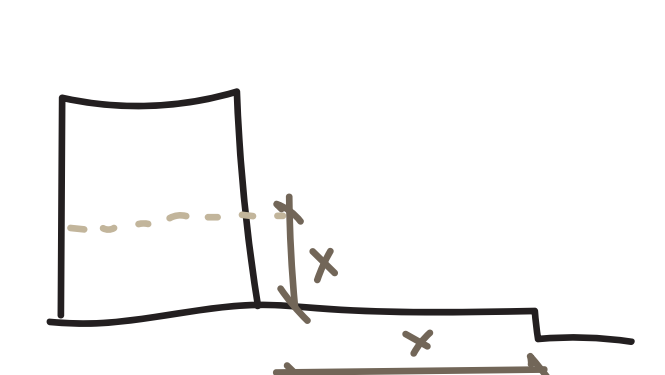
SCALE



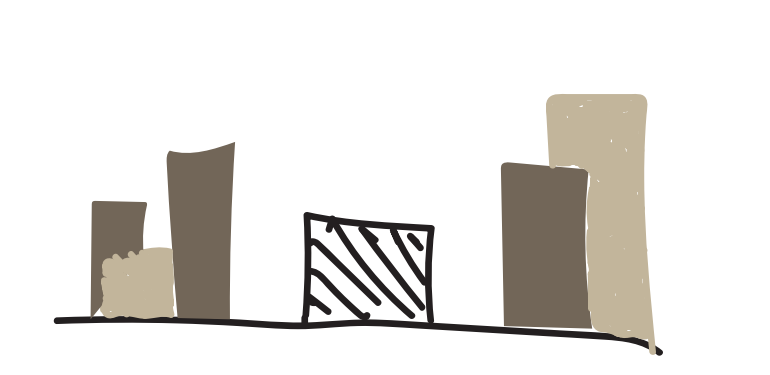
Use landscaping elements to create an appropriate human scale environment



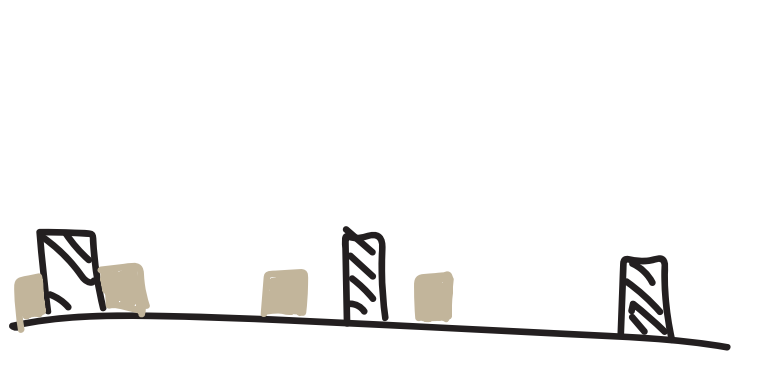
Include intimate entrances to mitigate larger spaces



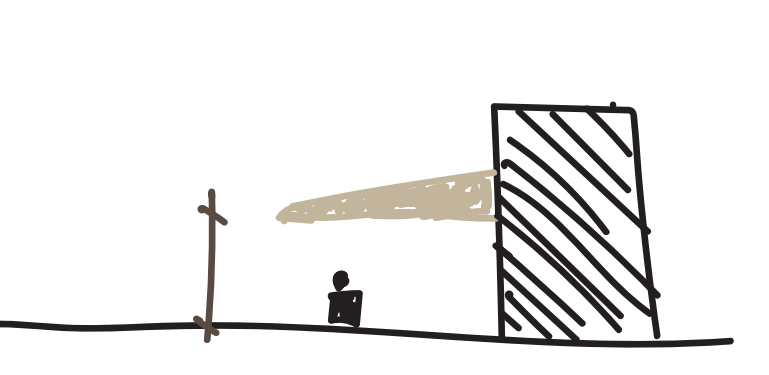
Ground floor height to street edge ratio. 1:1 or 1:2



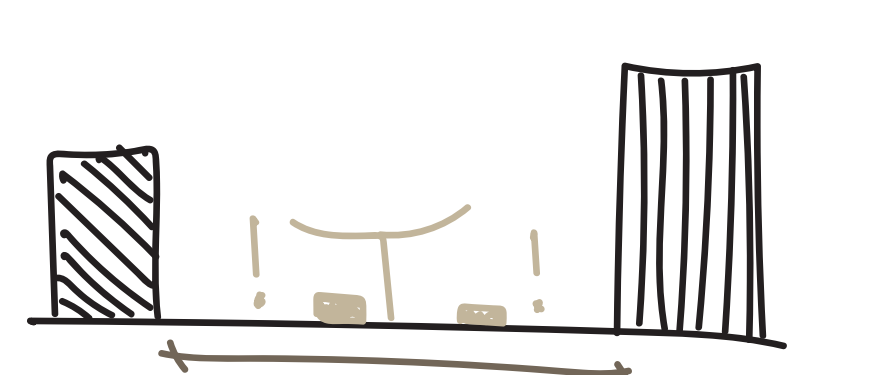
In a campus environment with multiple buildings



Levels of intimacy required. Small: 3-6 Medium: 6-15 Large: 15+



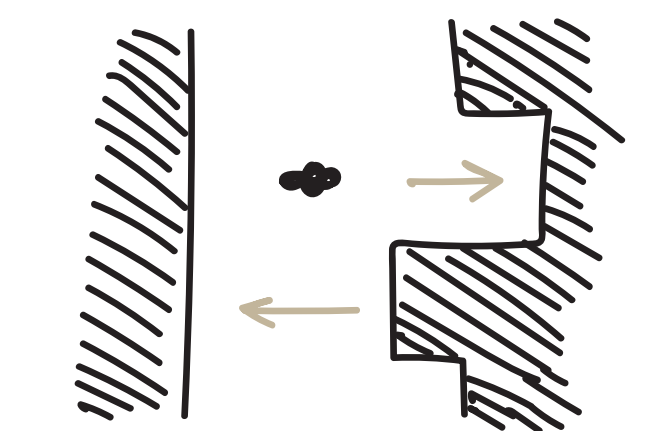
Overhangs should be 1 story high above ground level, not higher than 3m. Height to Width ratio of overhangs should be around 1:1



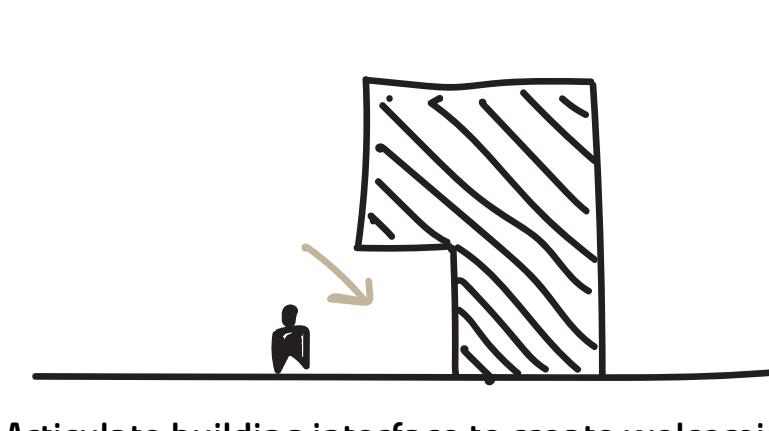
Introduction of programmed spaces to reduce the scale of the public space.

SCALE

INTERFACE



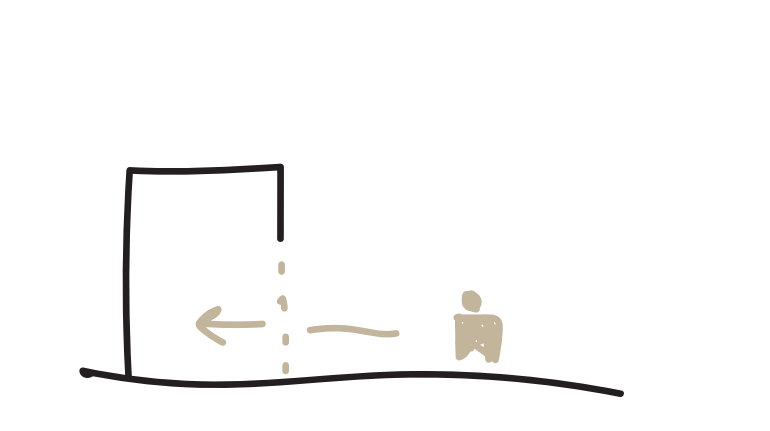
Articulate the form of buildings to create safer public space



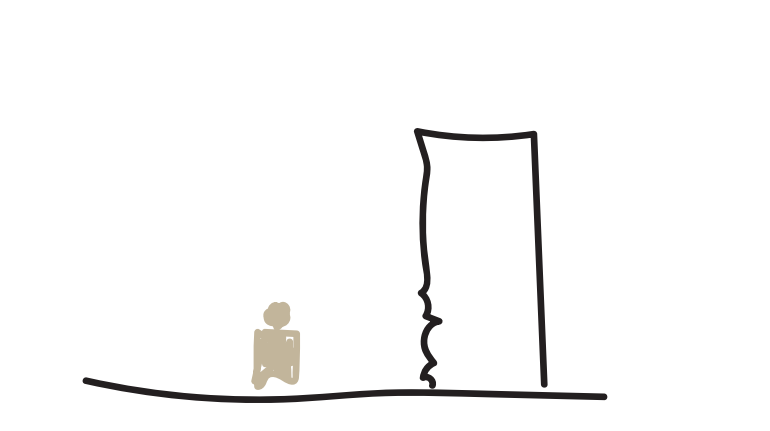
Articulate building interface to create welcoming entrances



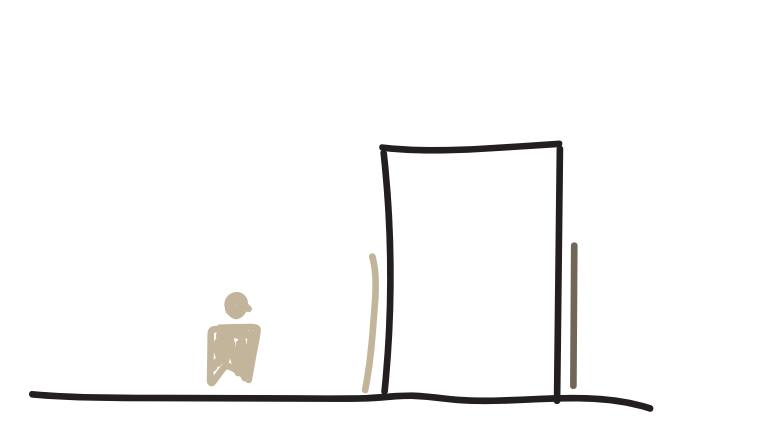
Activated interface



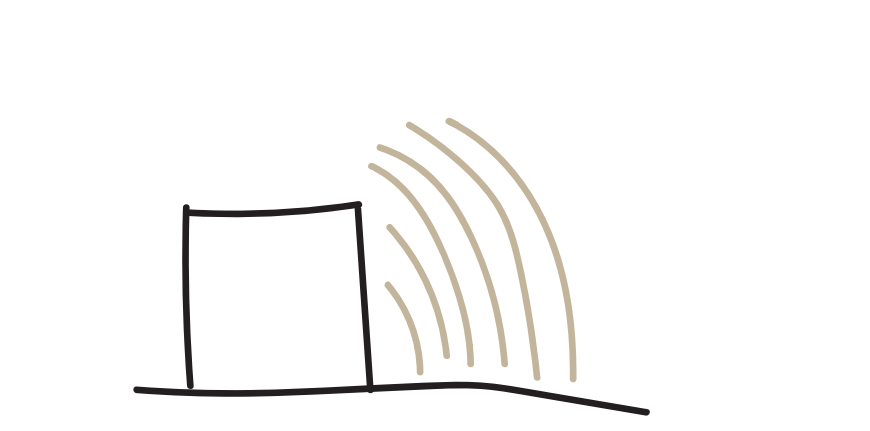
Visual and/or physical permeability



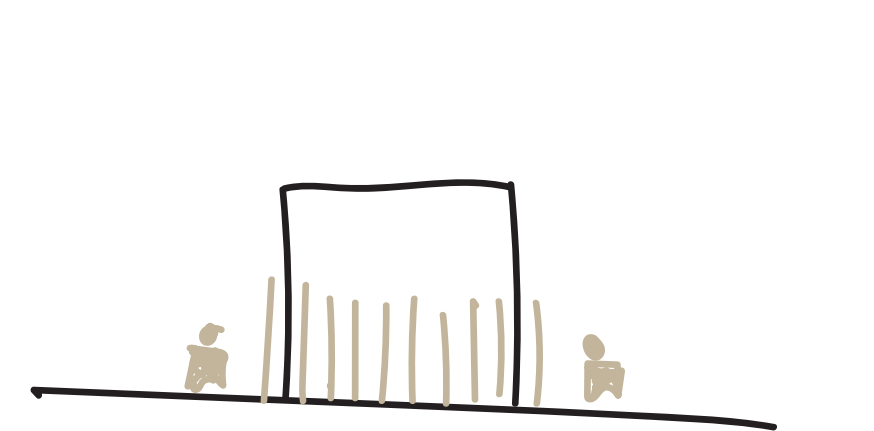
Textured interface



Visual (material) variation included in interface



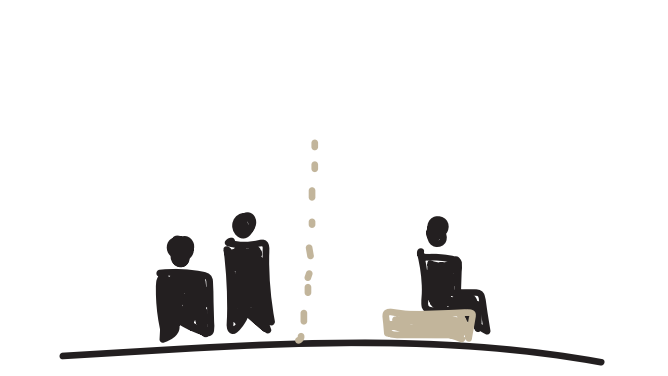
Sound (noise buffer) included in interface



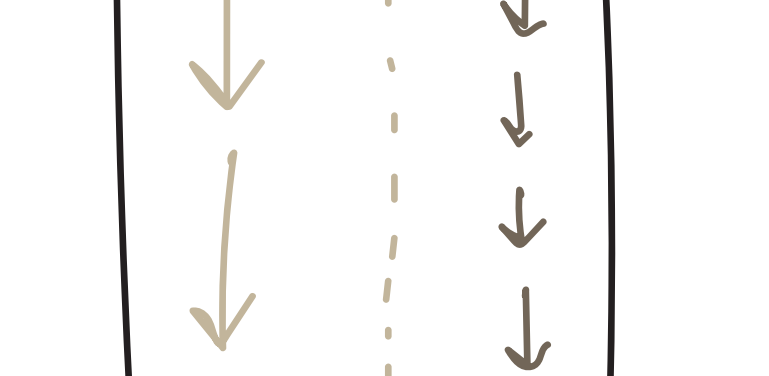
Vertical elements included in interface to break up horizontal surface

INTERFACE

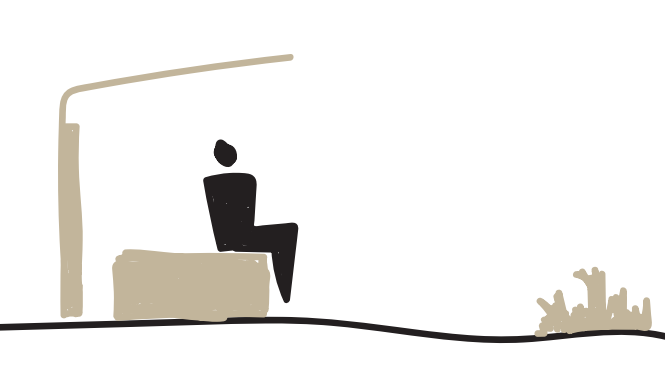
PEDESTRIAN COND



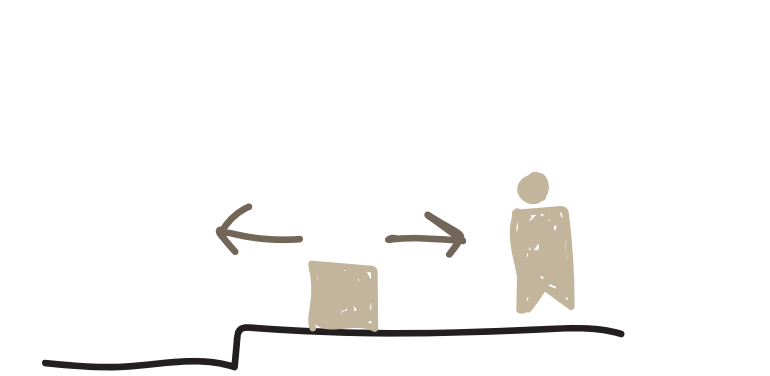
Within the public realm articulate movement and places to stay



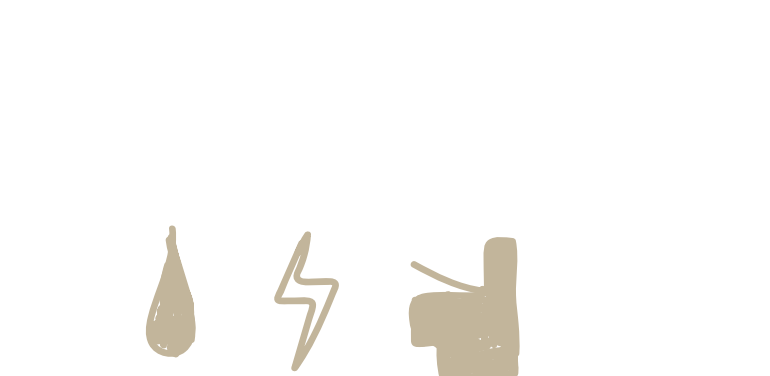
Differentiate pedestrian pathways based on primary and secondary movement



Places to stay should include: seating, shading, landscaping



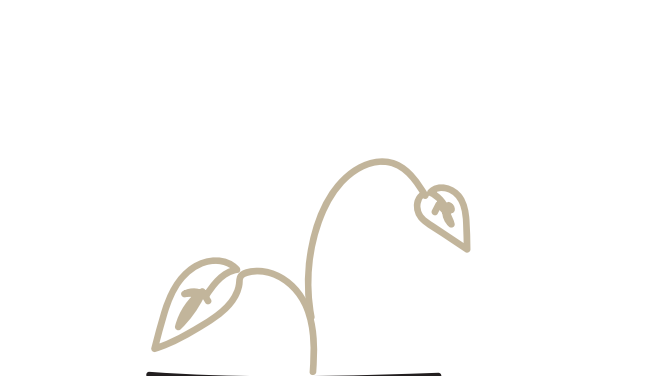
Between vehicular routes and pedestrian routes include buffers.



Provide appropriate public amenities (water point, wifi zone, public ablutions, charging points)

PEDESTRIAN COND

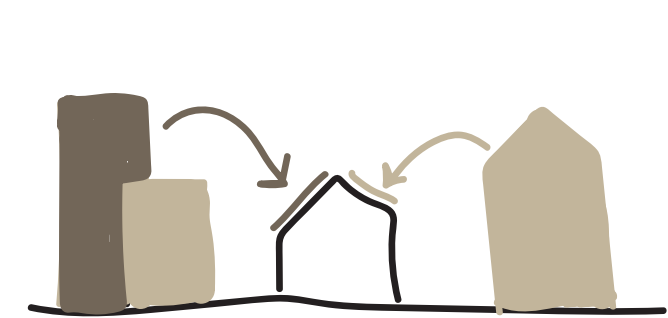
SUSTAINABILITY



Include expressed sustainable practices contributing the city as a whole (water harvesting, solar, landscaping)

SUSTAINABILITY

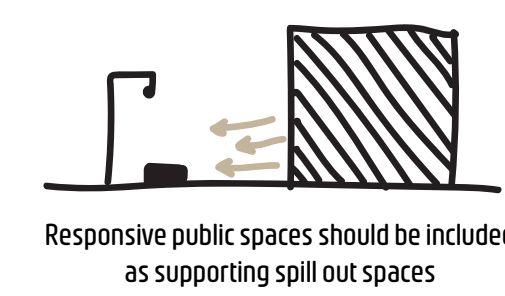
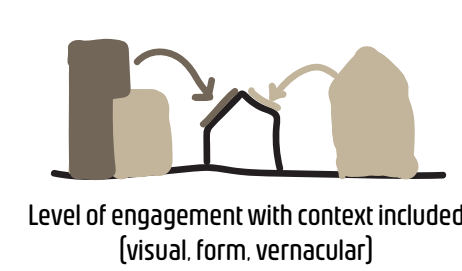
IMAGE



Level of engagement with context included (visual, form, vernacular)

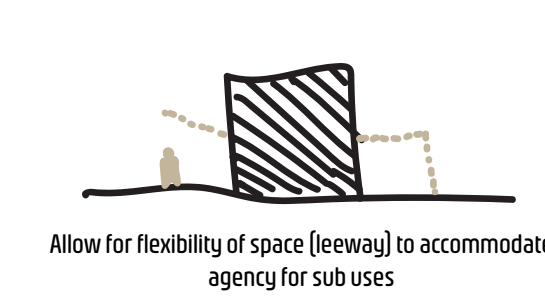
IMAGE

PRECEDENTS



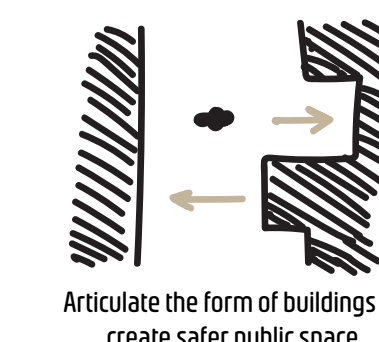
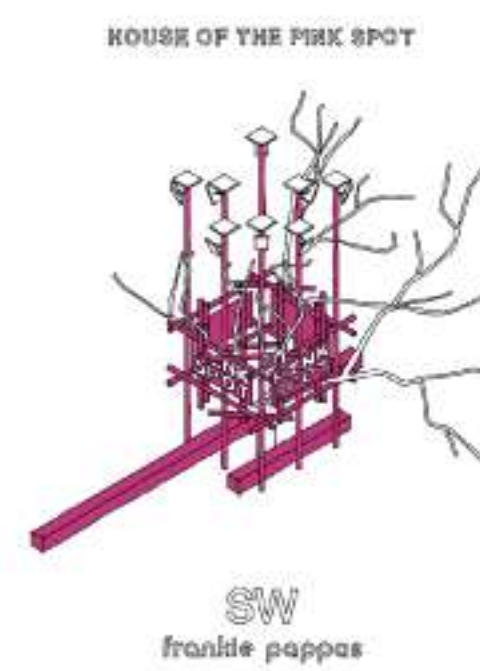
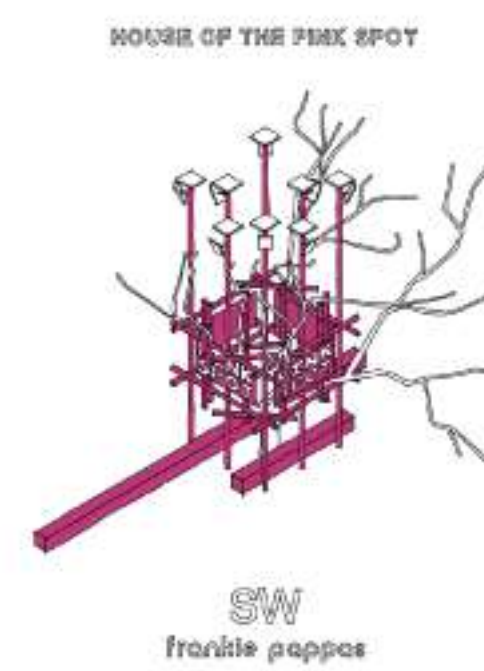
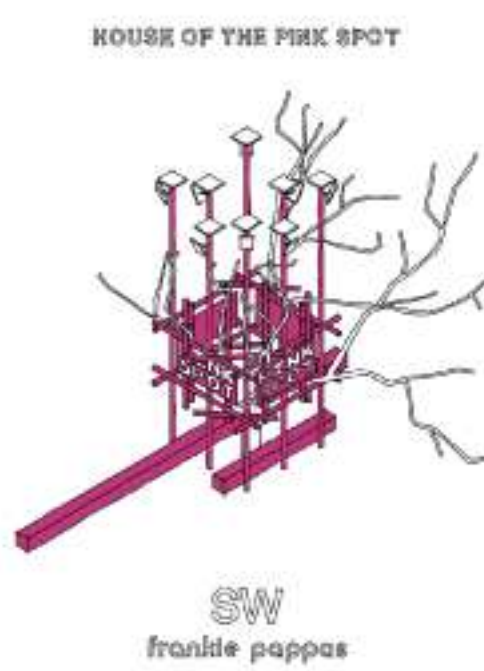
Walk-Up Avenue - Edinburgh, United Kingdom - New Practice

Walk-Up Avenue in Edinburgh is a vibrant, multi-purpose community space designed by New Practice to revitalize the Craigmillar town center. This brightly colored hub provides a welcoming environment with a flexible events space, a green-roofed stage, a communal garden, a cafe, and play areas, all freely accessible to residents and local groups. A striking nine-meter-tall timber "beacon" marks the entrance, drawing people in and connecting the space to the existing playpark. The project incorporates sustainable design elements like rain gardens and swales, contributing to Edinburgh's 20-minute neighborhood strategy and fostering a sense of community ownership and environmental responsibility. By providing a central gathering place and supporting local businesses, Walk-Up Avenue breathes new life into the high street and encourages social interaction and activity within the Craigmillar community.



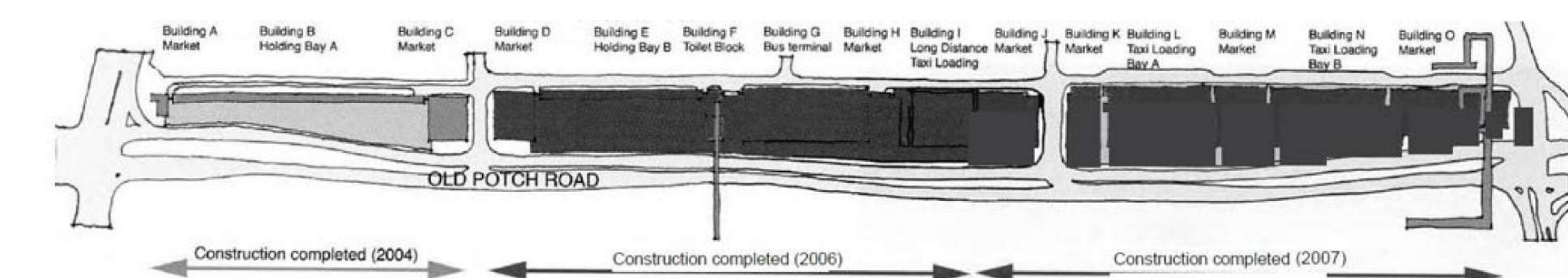
House of the Pink Spot - Drieziek, South Africa - Frankie Pappas

The Pink Spot in Orange Farm, South Africa, is a powerful example of community-driven design addressing a critical social issue: gender-based violence (GBV). Conceived as a beacon of hope and safety in a known GBV hotspot, this vibrant pink structure, built with local materials and community labor, transforms a previously neglected and unsafe space into a welcoming hub for residents. Its design incorporates elements like seating, shade, and lighting to encourage occupation and interaction, while hand-painted signage provides human rights education and access to resources for GBV survivors. The Pink Spot's rapid two-week construction, fueled by community involvement, demonstrates the potential for collective action to create positive change. More than just a physical structure, it represents a community's commitment to reclaiming public space and fostering a sense of safety and empowerment for women.



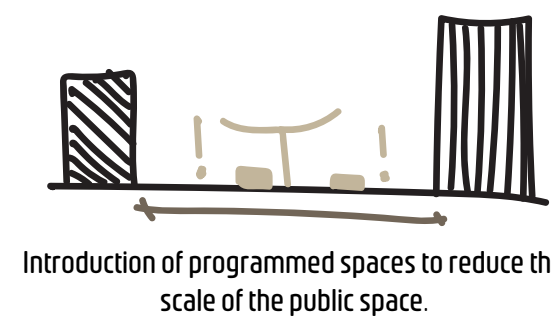
Baragwanath Transport Interchange and Traders Marke - Johannesburg, South Africa - Ludwig Hansen

The Baragwanath Transport Interchange and Trader Market, or Bara Mall, is a vital development in Soweto, designed to integrate the area with Johannesburg and enhance the experience of its many commuters. Its impressive 1300-meter arcade acts as a central spine, connecting various transport facilities, trader stands, and public amenities. This elongated design, a response to the site's unique shape, creates a bustling hub of activity while landmark towers provide orientation and showcase local artwork, fostering a sense of community ownership. The extensive use of concrete lends a sense of permanence and solidity, recognizing the importance of such structures in the community. With its focus on pedestrian access, the design prioritizes ease of movement and creates a porous, welcoming space. Bara Mall successfully combines functionality, community integration, and a distinct visual identity to serve as a crucial transportation and economic center for Soweto.





Places to stay should include: seating, shading, landscaping



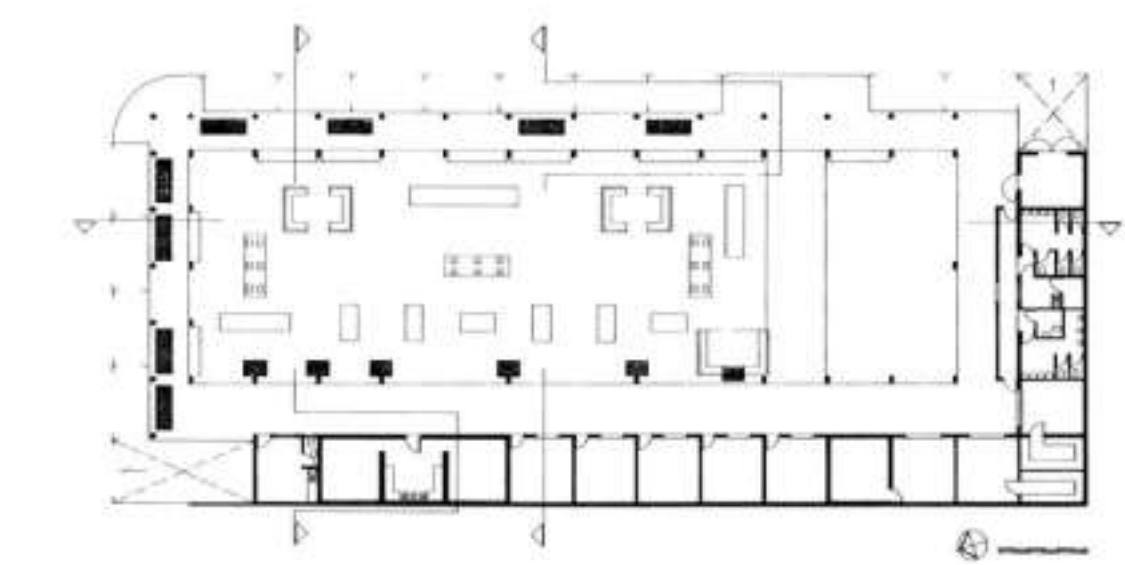
Introduction of programmed spaces to reduce the scale of the public space.



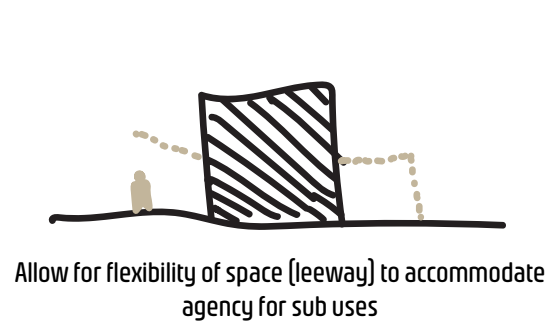
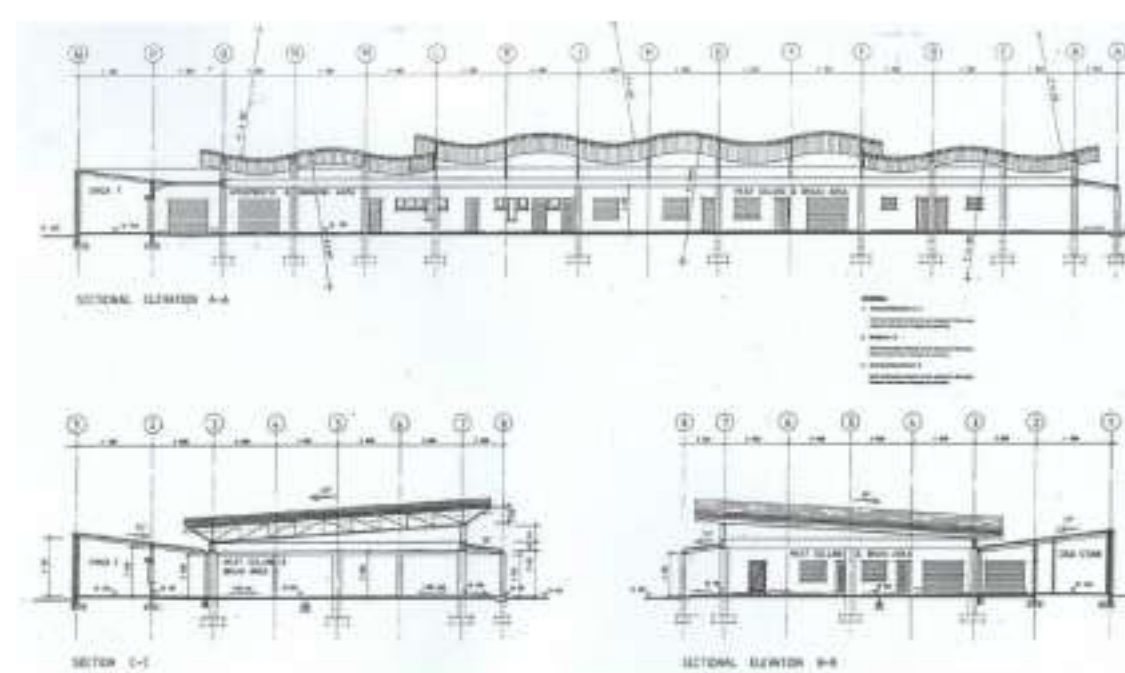
Include recreational uses and/or platforms for informal trade to foundational main uses

Gugulethu Central Meat Market - Gugulethu, Cape Town

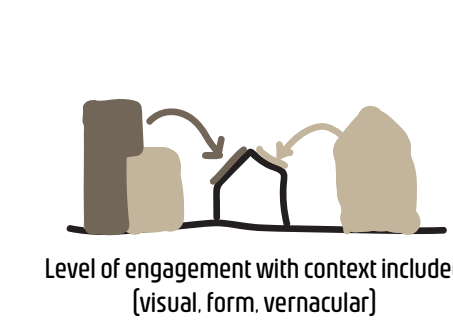
The Gugulethu Meat Market in the Western Cape, South Africa, is a striking example of community-driven design that blends functionality with a unique aesthetic. Originally conceived as a traditional European-style market, the design evolved based on feedback from local traders, who desired a distinctive "petrol station" style roof. The result is a giant, wave-like canopy that shelters the market stalls and creates a vibrant, iconic landmark in the neighborhood. This innovative structure, built with a limited budget and local labor, not only provides a safe and organized space for traders but also fosters a sense of community by encouraging social interaction and economic activity. The illuminated roof, appearing to float at night, further enhances the market's visual appeal and contributes to a positive urban space.



Central Meat Market ground floor plan



Allow for flexibility of space (leeway) to accommodate agency for sub uses



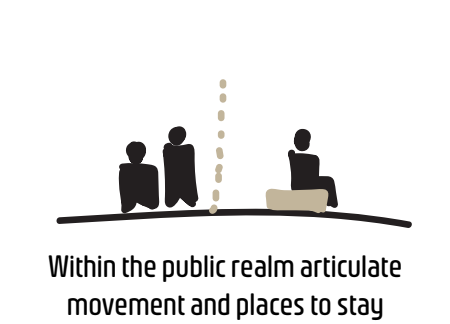
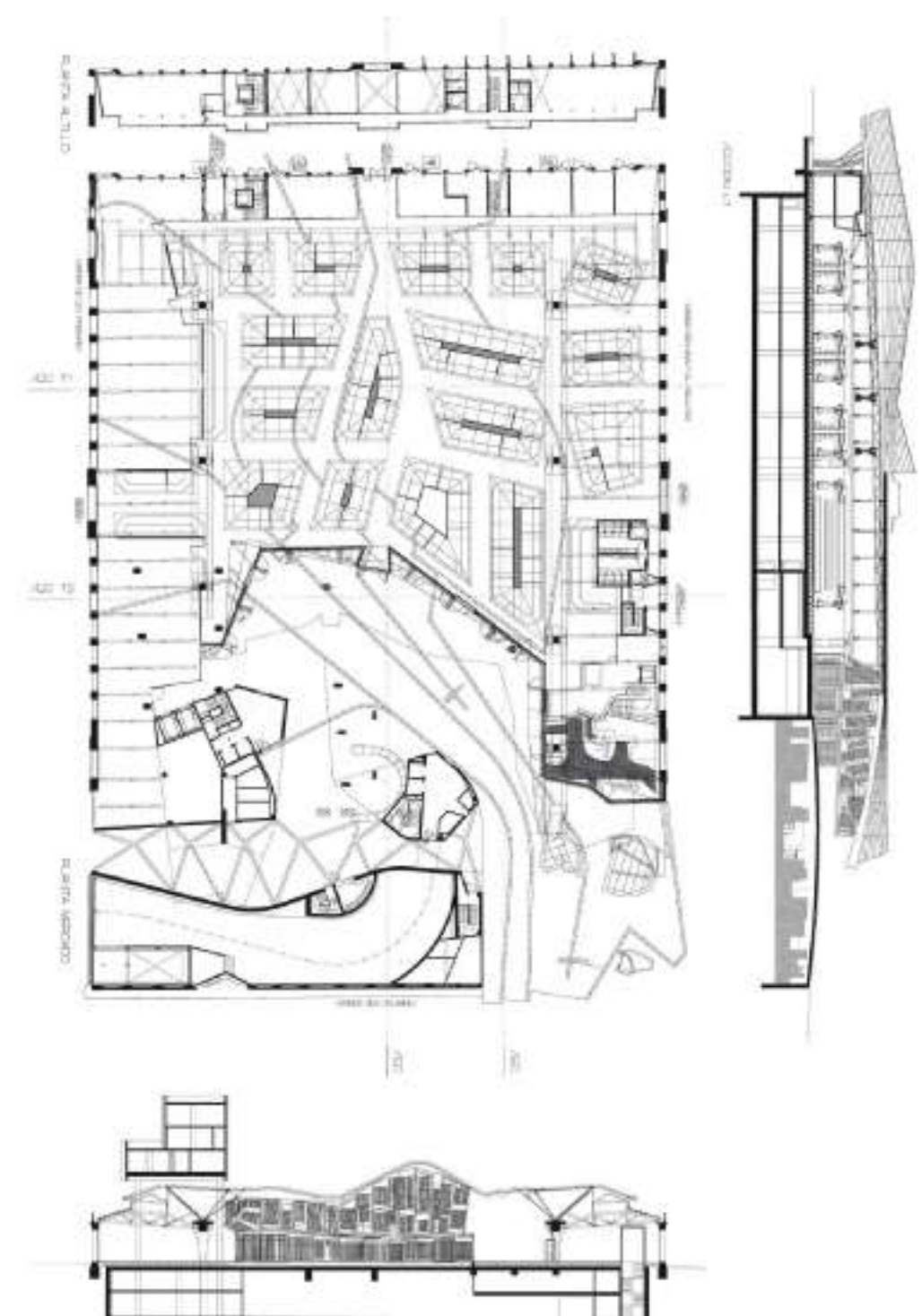
Level of engagement with context included (visual, form, vernacular)



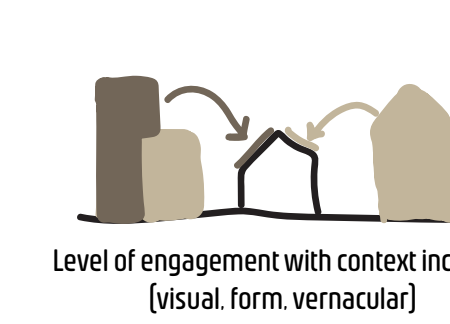
The diversity of uses should include necessary uses, optional uses, and social uses (appropriate to the users)

Santa Caterina Market - Barcelona, Spain - Miralles Tagliabue EMBT

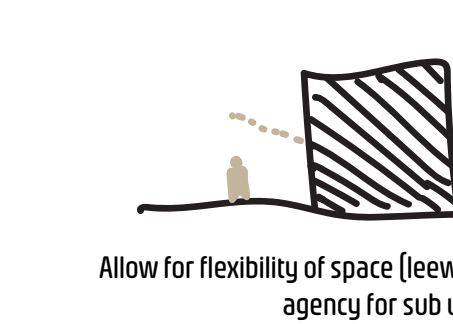
The new Santa Caterina market in Barcelona, built upon the site of its neoclassical predecessor, features a vibrant, undulating ceramic roof that serves as a colorful landmark in the dense Ciutat Vella district. This vast, wave-like canopy, supported by a complex structure of steel arches, wooden beams, and metallic tubes, evokes a still life of fruits and vegetables, adding a playful touch to the urban landscape. The market seamlessly integrates the historical elements of the site, preserving the old facade and incorporating excavated remnants of the convent of Santa Caterina. Beyond its commercial function, the market provides much-needed public space with a large atrium that extends towards the neighborhood, encouraging community interaction and offering a welcoming gathering place for residents.



Within the public realm articulate movement and places to stay



Level of engagement with context included (visual, form, vernacular)



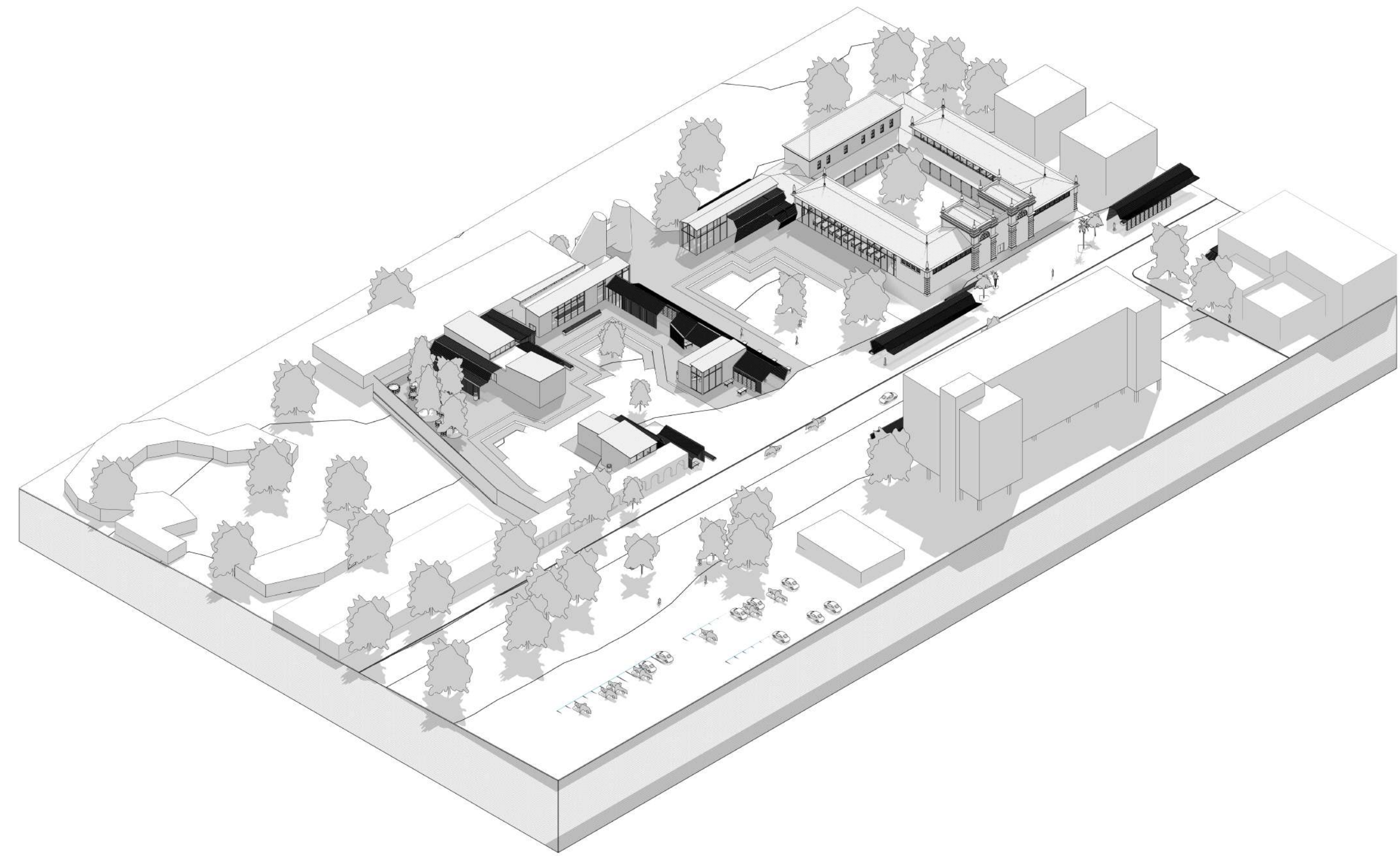
Allow for flexibility of space (leeway) to accommodate agency for sub uses

Songzhuang Micro Community Park - Beijing, China - Crossboundaries

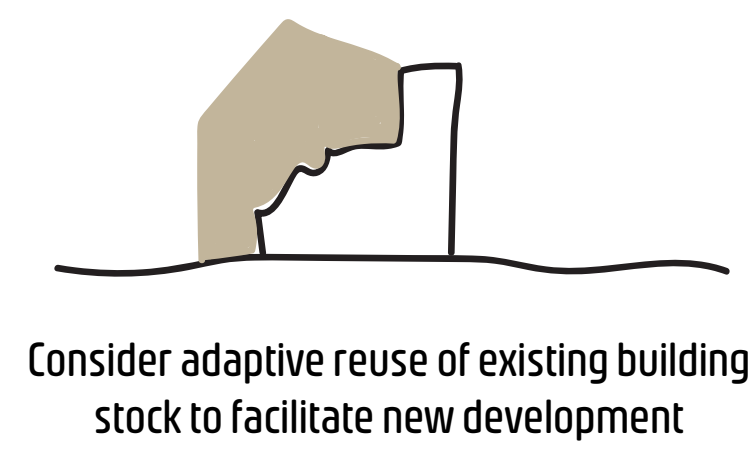
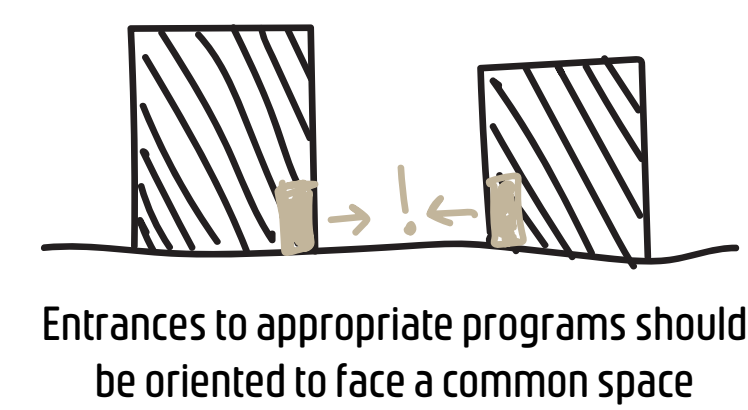
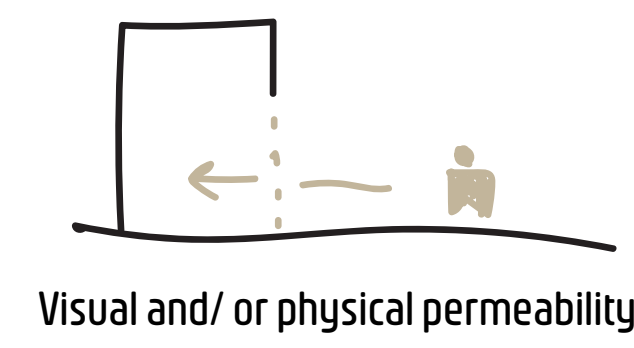
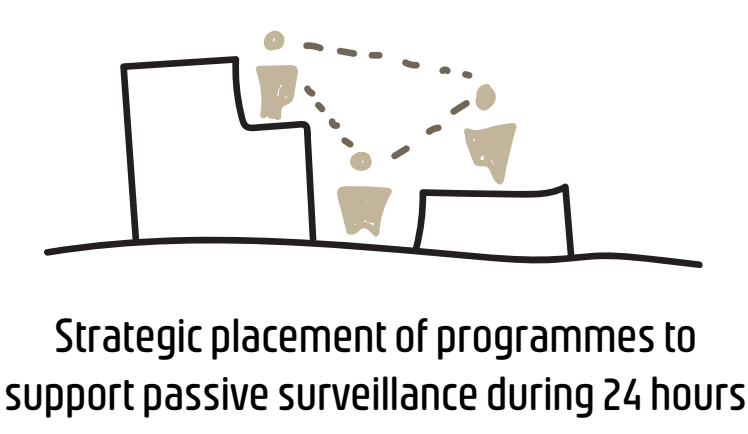
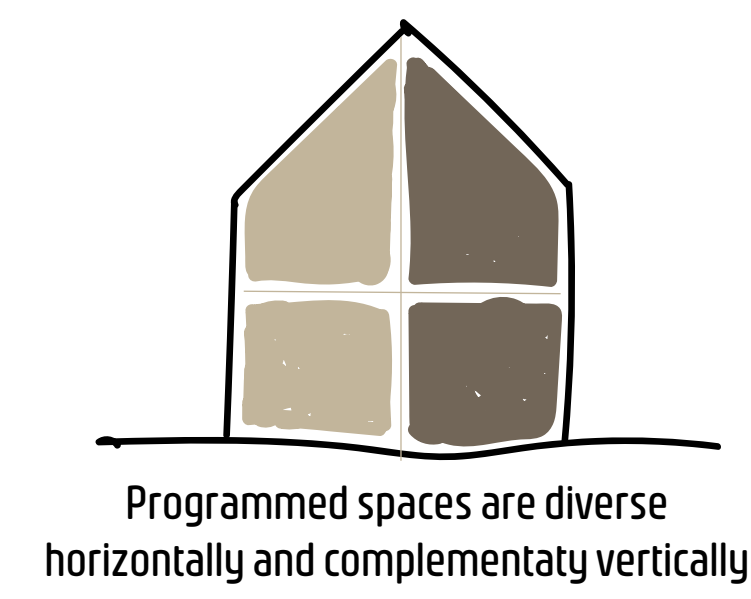
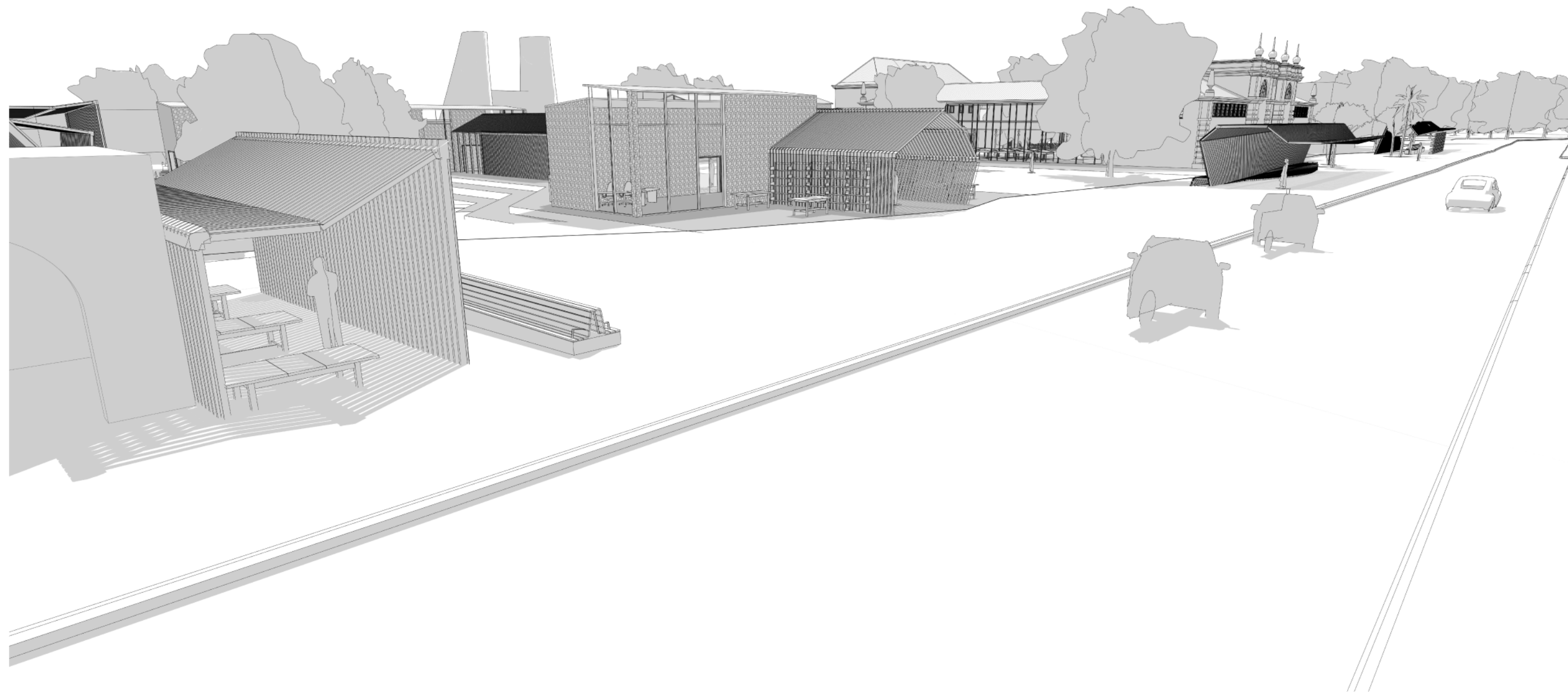
Crossboundaries' Songzhuang Micro-Community Park in China masterfully transforms a linear streetscape into a vibrant community hub. By integrating existing site elements with carefully chosen materials like perforated brick and Corten steel, the design creates a series of outdoor "rooms" that cater to diverse activities and age groups. A yellow loop track connects these spaces, fostering a sense of flow and unity, while lush greenery provides a calming atmosphere and a buffer from the surrounding urban environment. This thoughtful design, with its inclusive nature and vibrant spaces, has been instantly embraced by the community, demonstrating the power of public space to foster social cohesion and enhance urban life. As the first realized project of the Songzhuang Xiaopu Art Zone master plan, it serves as an inspiring example of how design can revitalize urban areas and create a sense of place.



DESIGN ITERATIONS



1st Iteration



1
PROXIMITY

0
DIVERSITY

5
ADAPTABILITY

0
SCALE

1
INTERFACE

1
PEDESTRIAN COND

0
SUSTAINABILITY

0
IMAGE

2
PROXIMITY

3
DIVERSITY

5
ADAPTABILITY

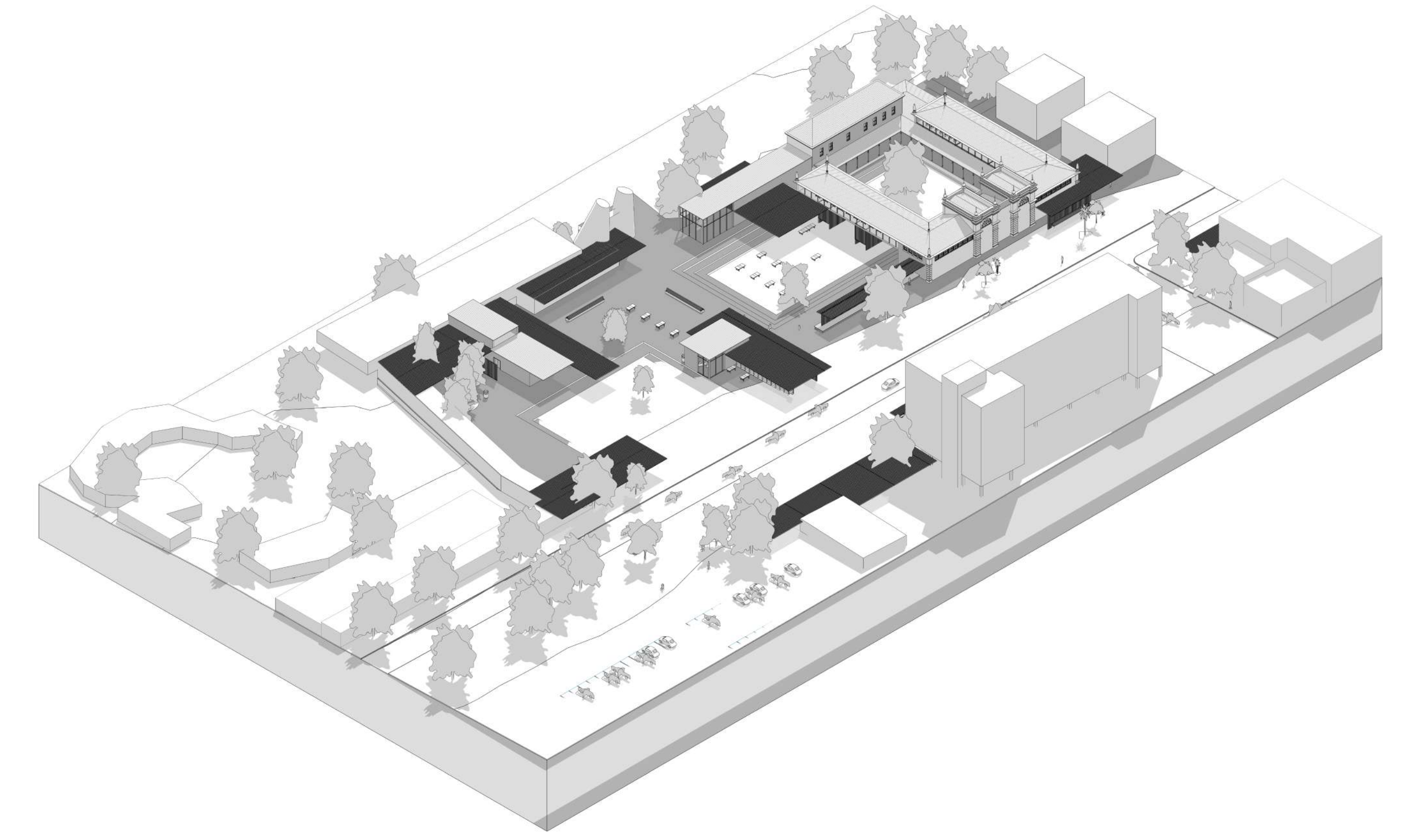
0
SCALE

2
INTERFACE

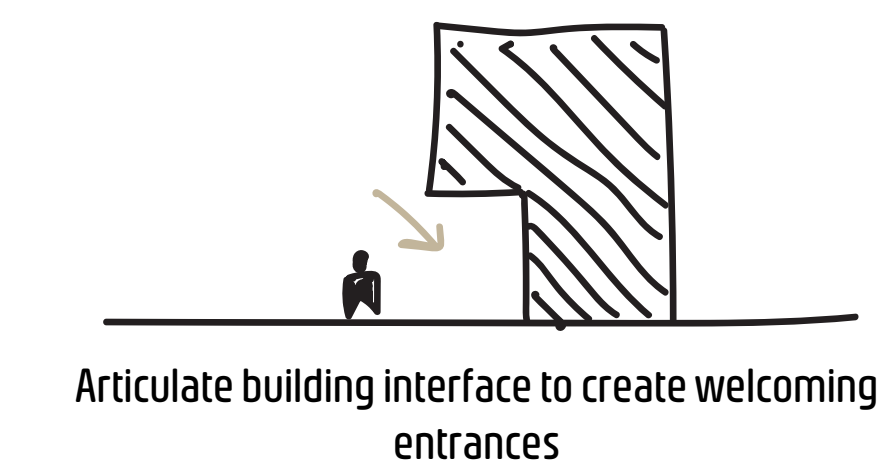
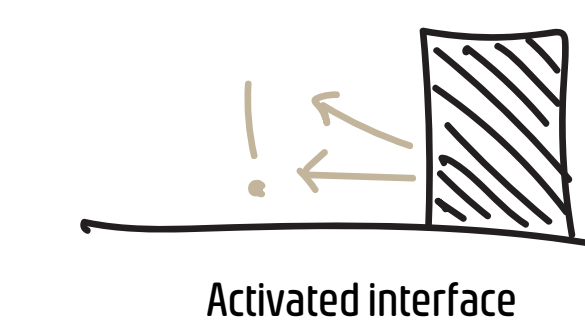
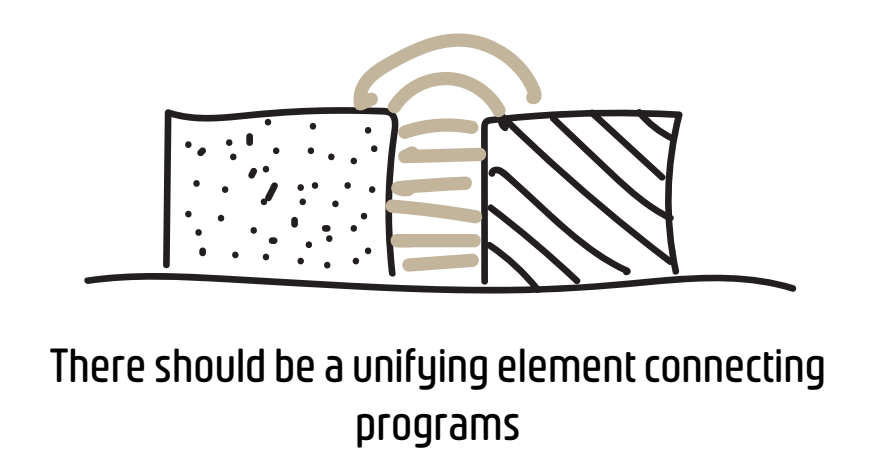
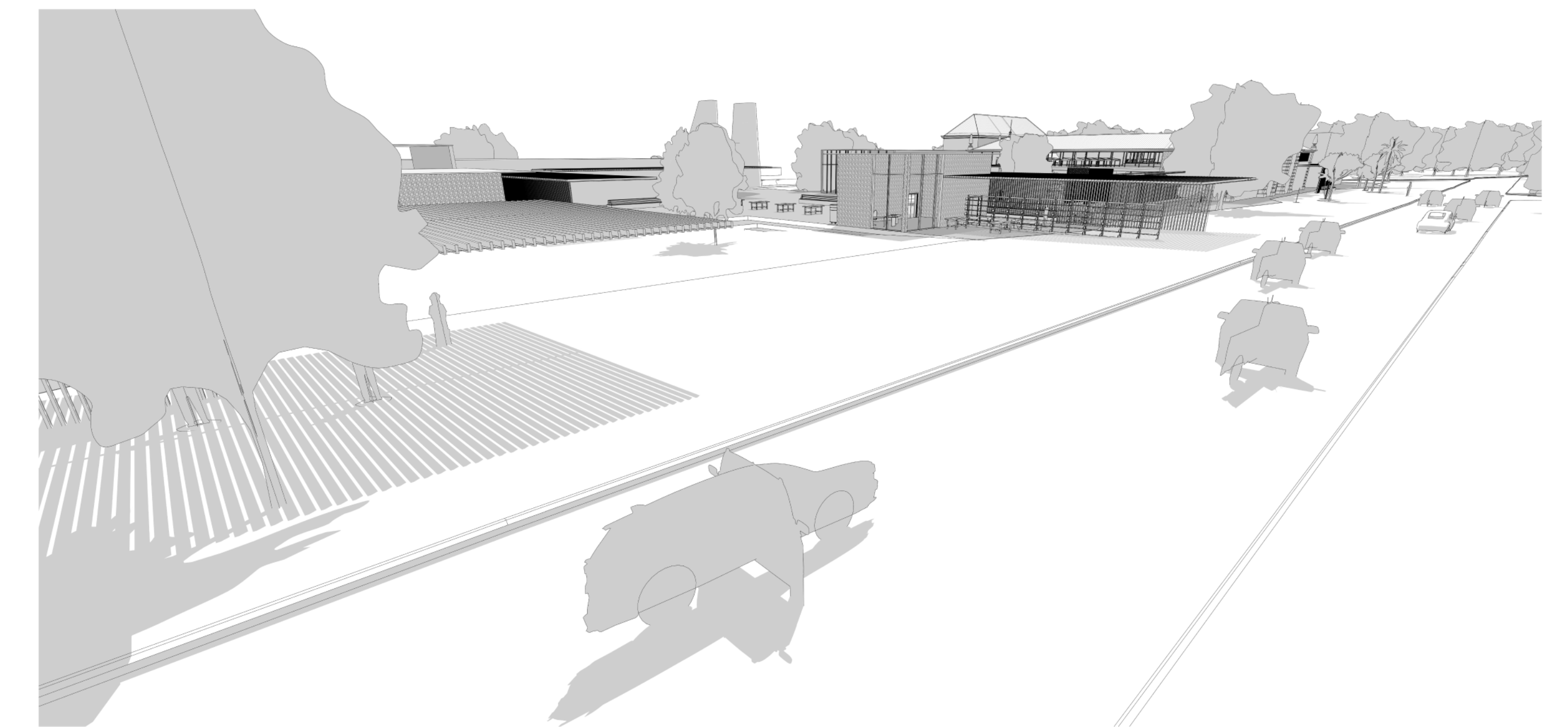
1
PEDESTRIAN COND

0
SUSTAINABILITY

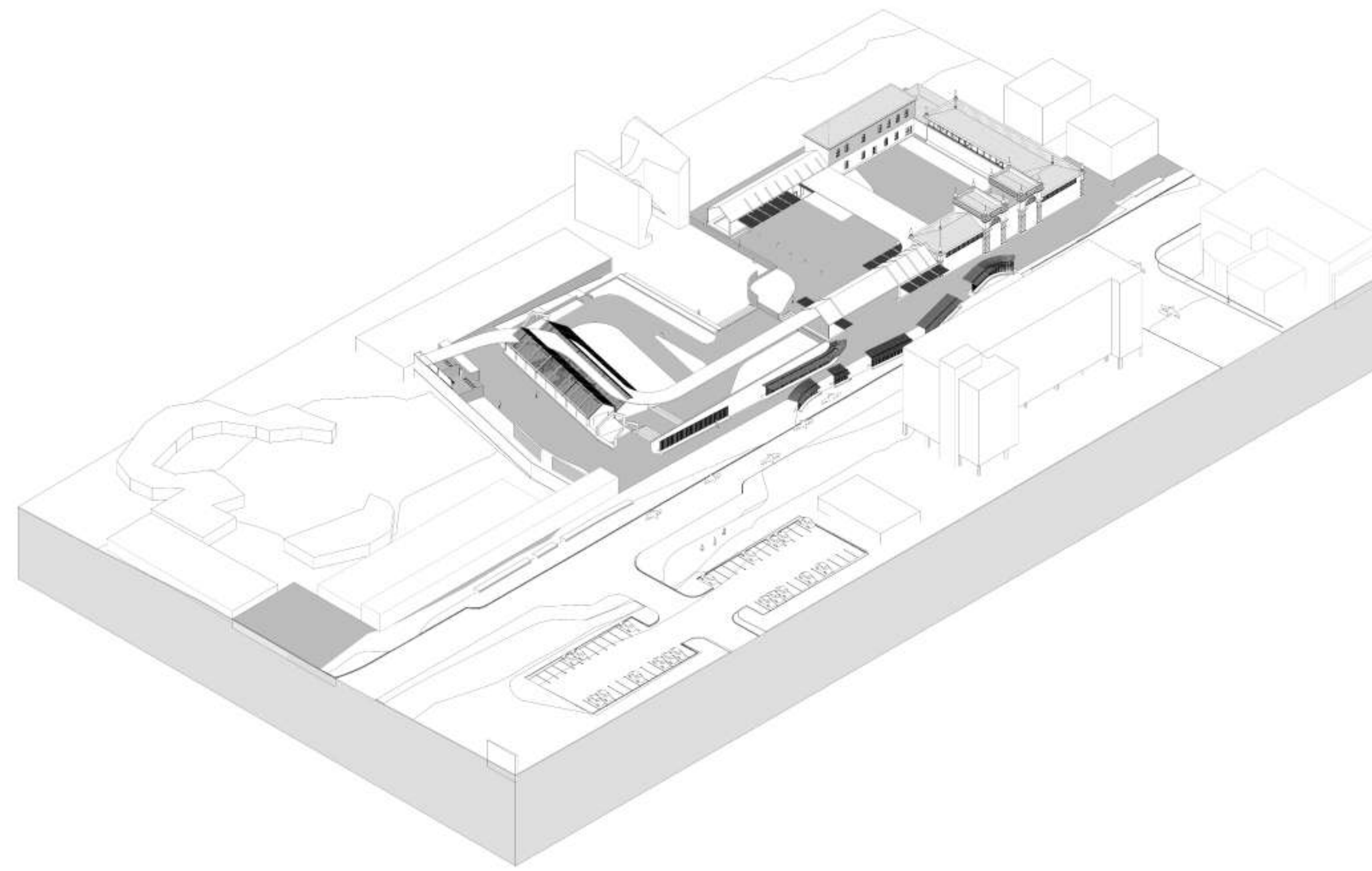
0
IMAGE



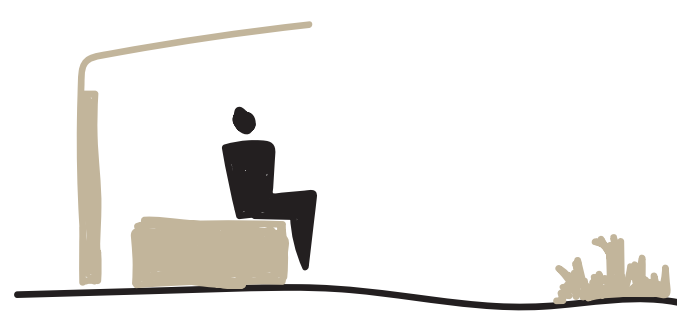
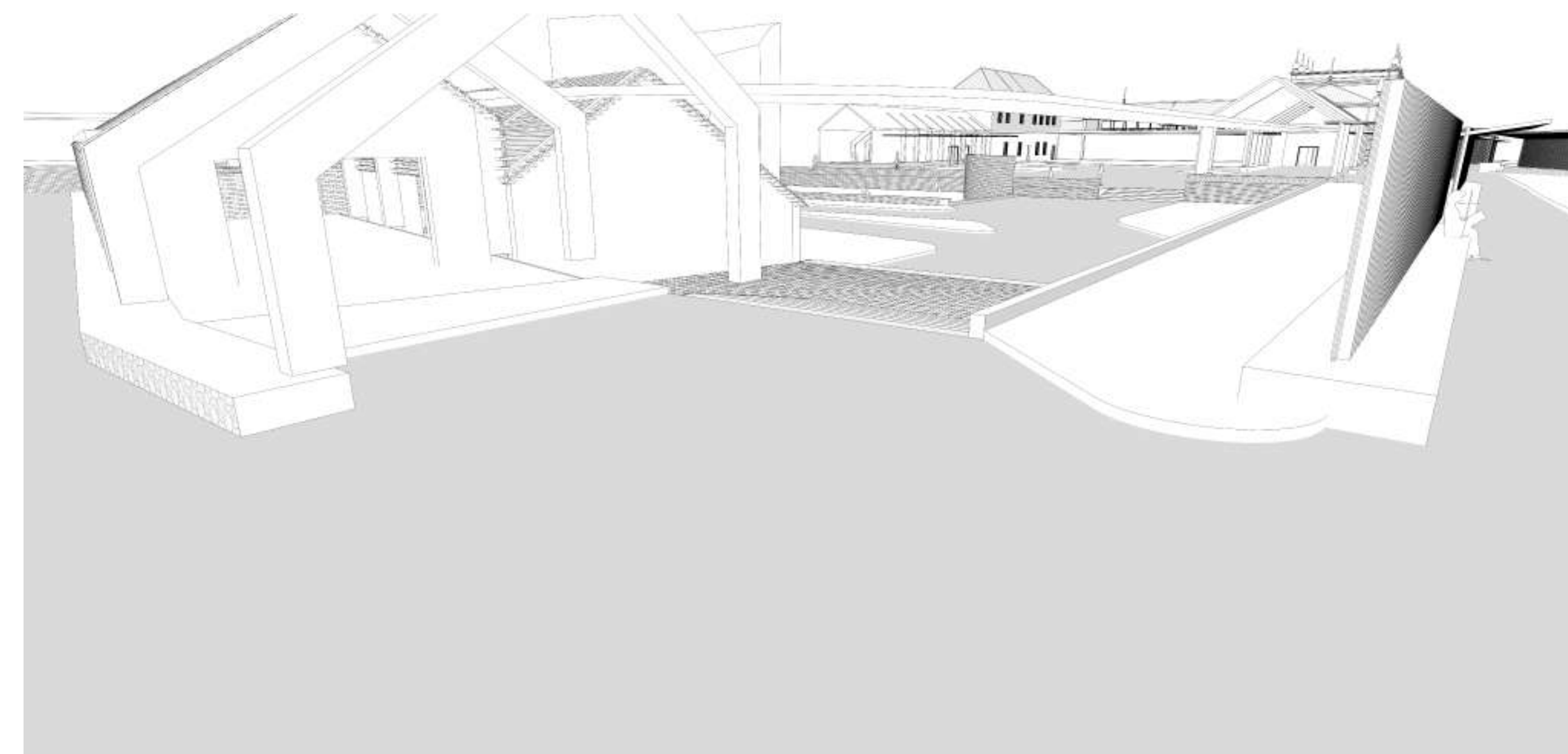
2nd Iteration



DESIGN ITERATIONS



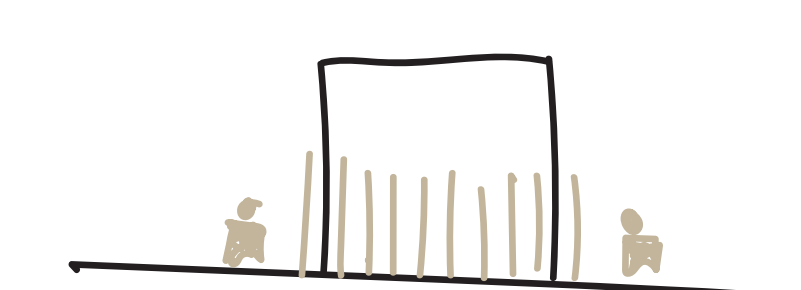
3rd Iteration



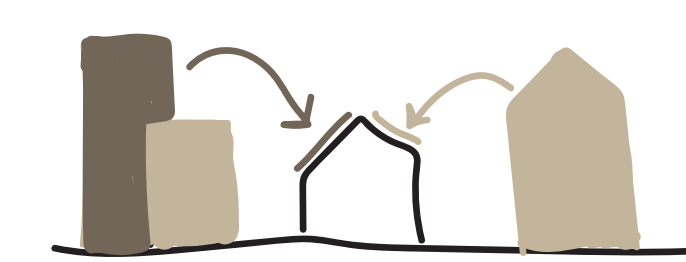
Places to stay should include: seating, shading, landscaping



Introduction of programmed spaces to reduce the scale of the public space.



Vertical elements included in interface to breakup horizontal surface



Level of engagement with context included (visual, form, vernacular)



Include recreational uses and/or platforms for informal trade to foundational main uses

2
PROXIMITY

4
DIVERSITY

5
ADAPTABILITY

2
SCALE

3
INTERFACE

3
PEDESTRIAN COND

0
SUSTAINABILITY

2
IMAGE

4
PROXIMITY

4
DIVERSITY

5
ADAPTABILITY

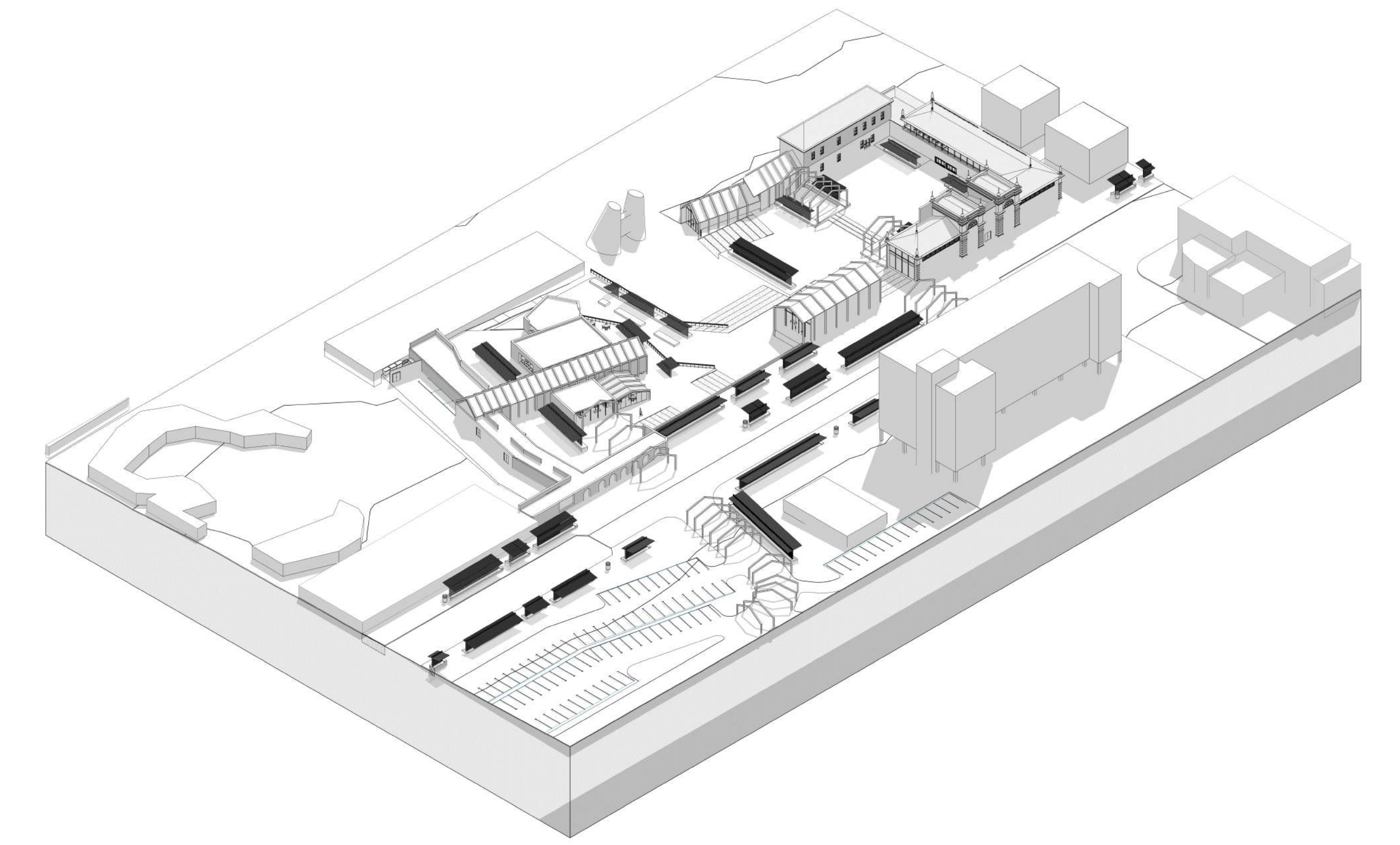
5
SCALE

4
INTERFACE

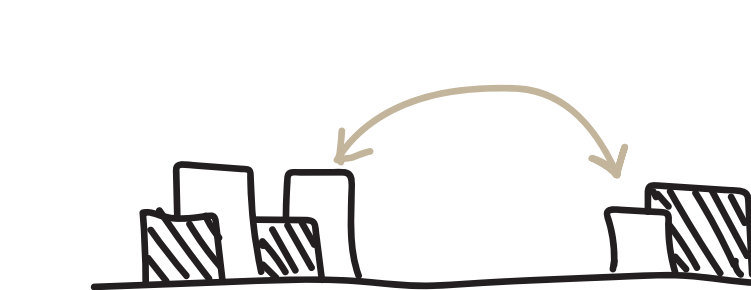
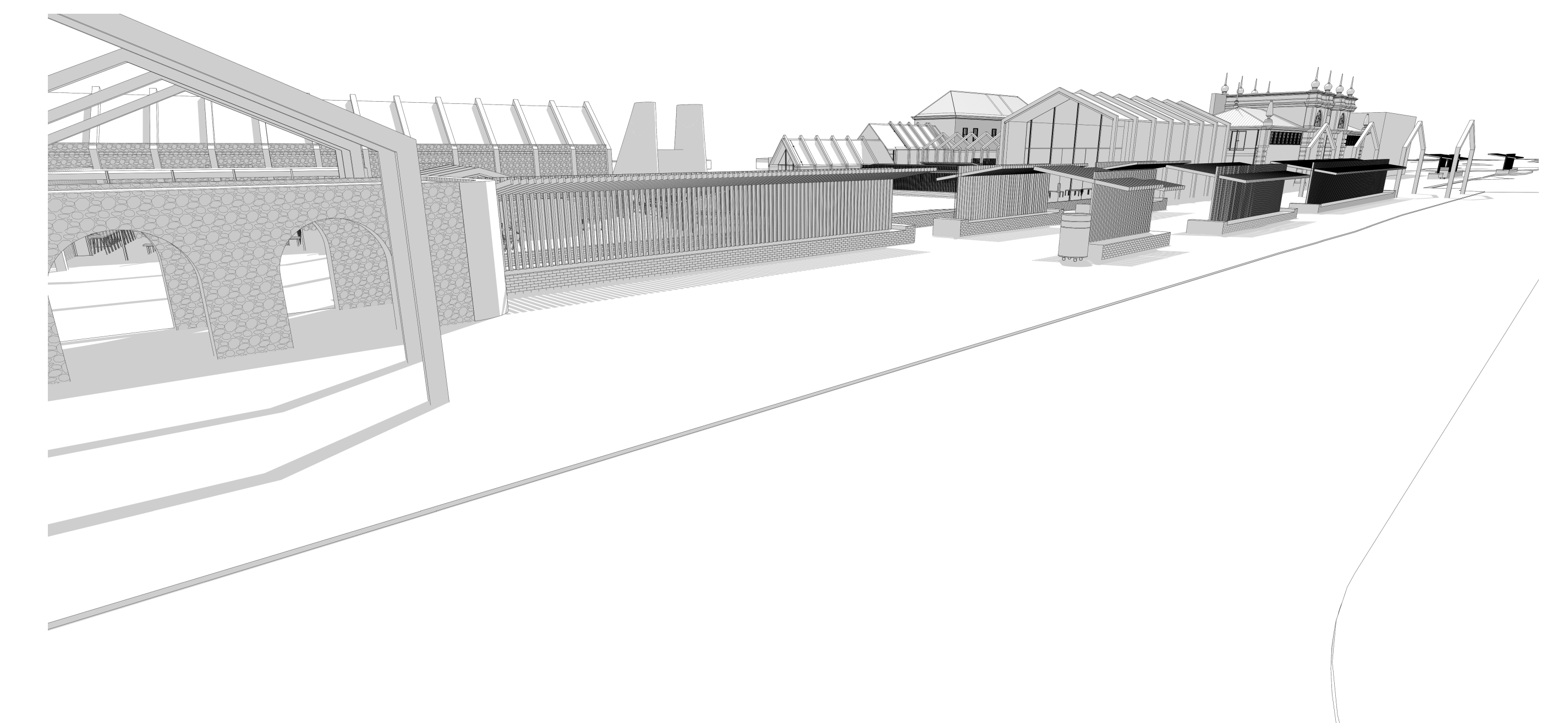
3
PEDESTRIAN COND

2
SUSTAINABILITY

2
IMAGE



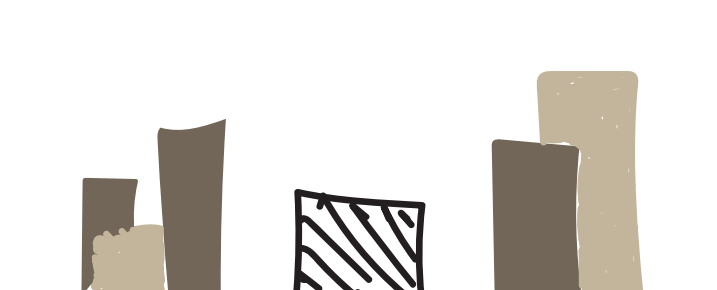
4th (Final) Iteration



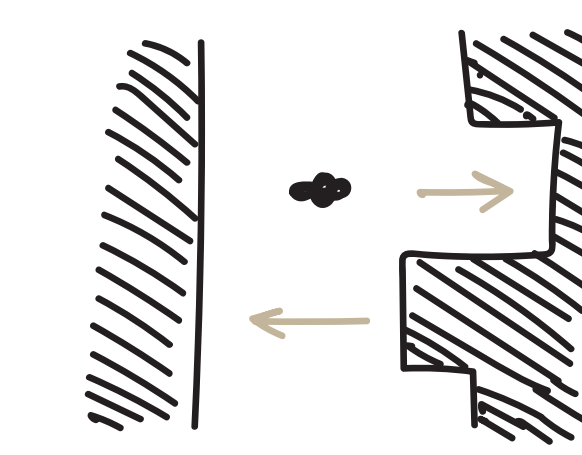
Consider the connection of offsite programs if applicable



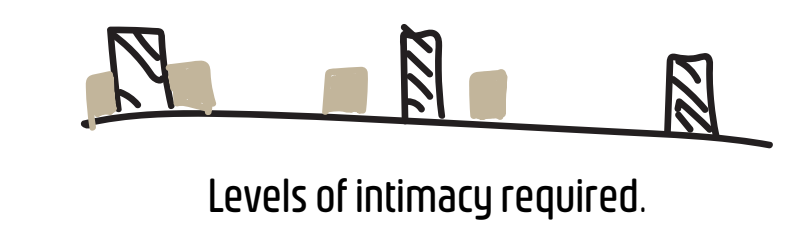
Include expressed sustainable practices contributing the city as a whole (water harvesting, solar, landscaping)



In a campus environment with multiple buildings



Articulate the form of buildings to create safer public space



Levels of intimacy required.
Small: 3-6 Medium: 6-15 Large: 15+

Final Results

