

# Marine Info Kiosk

Roslina Sharif & Shafizal Maarof

The white sandy beaches and mesmerizing blue sea water of magnificent Pulau Redang provides the site for the final project for the Year 1 students. A marine park with colourful sea creatures offers snorkelling activities for the visitors to experience and appreciate the marine life. However, without knowledge and special guidance, the activity can be harmful not only to the divers but also to the marine life and the precious coral. The objective of the final project is to design a marine info-kiosk facility that can promote the awareness of preserving and appreciating the marine and coral life. It also provides a place where visitors can hang around to enjoy the beautiful scenery.

The Student Centred Learning (SCL) approach used in the architecture design class calls for the design project to be divided into two major parts; the group work where collaboration and cooperation between groups and among each member of the groups and the individual design part. Peer learning is evidenced in the running of the design project and this further encourage active learning amongst the students. For the first part, the students worked in groups to conduct a site investigation. Four different plots of site were earmarked for the students to investigate which included measuring the size of the site, topography, climatic and environmental factors as well as social factors. They gathered, discussed, analysed those information and made recommendations or suggestions as to how those site factors might have an impact on their design later on. Experiential learning is definitely applied in this process, especially when the students are immersed in the actual site study and analyses.

Timber construction is the main construction technique to be applied in this project. Visits to various locations in Kuala Terengganu focusing on the traditional architecture allowed the students to observe the fine timber detailing and experience the ambiance and spatial qualities of timber buildings. They also conducted precedent study of the visited locations and similar buildings. Knowledge and data that they have researched on the precedent studies and site visit are to be used in the design of their marine info-kiosks.

The second part of the project, which is to design a Marine Info-kiosk that can cater up to 30 visitors at a time is an individual effort. The spatial requirements for the kiosk include an information display area, information counter, small briefing area, storage area for snorkelling equipment and toilets. An outdoor communal area to accommodate around 20 people is also to be provided. In addition to this, they also have to provide a living unit for a single person, the caretaker of the building, which consists of a living/dining area, pantry/small kitchen, bedroom and toilet.

The integration of knowledge from other courses must also be shown in this design. Thus, besides employing the timber construction technique, the application of natural ventilation and natural day lighting which include the use of sun shading devices must also be evidenced.

# Jury Review

Mohd Zafarullah

## MARINE INFO KIOSK: A REFLECTION ON INNOCENCE.

The Marine Info Kiosk is the second project for Year One and in its very brief has succinctly spelt in all clarity the programme of an information kiosk for 10 to 30 people with an outdoor communal area for 20 to simply promote awareness of Redang Island as a snorkelling haven and a place to hang around. Other than these, it is mainly to fulfil perfunctorily mundane facilities; public toilets and a single caretaker's flat.

Let us not fuss but concentrate instead on some of the simple ideas explained in the brief. First and foremost, the brief calls for the appreciation of nature on Redang through its marine presence and the snorkelling activities. Secondly, it is quite simply a kiosk facility; a small visitor centre promoting marine life awareness. Next, it aims for some level of physical gratification and to put it quite simply, a place to hang around. To summarize, deploy the K.I.S.S.\* factor.

I definitely can relate with all the fun associated with such site investigation, having gone through a few myself in the last 30 years of my architectural education and I believe most of us on many levels share similar sentiments. The groups of six despatched for site investigations have indeed done much extensive good work combing the beaches of Redang, as evident from the analyses on the walls. The students' subsequent departure to higher levels of their individual spatial consciousness as compared to the previous project is highly regarded and deserves credit.

There are some marked improvements too in the level of presentation techniques. The level of formalistic experimentation is evident here; on a certain level it can be regarded as a testament to the young students' transformative experiences. Whether these experiments in one's individual spatial and formalistic consciousness are deployed to reflect the seeming innocence of nature and the Redang eco-system are indeed grounds for many further healthy debates. Ultimately, when does design become an experiment in self-indulgence as oppose to attaining a purpose – especially the green, sustainable purpose? Can we put a full-scale Sydney Opera House on Redang without having a disastrous impact on the environment? What happens to context?

These are some of the crucial directions that students need to ask themselves and again, make the appropriate greener design choices. Having said these, there are exceptions nonetheless. As one of the more prominent juries, Ar Wooli Loke Kuang expresses potentials for one of the shingle-roof kiosk of as a design that can be sustainable and suitable against the sensitive eco-system of Redang.

Finally, there are indeed scale issues that are unresolved; as to how big can a kiosk be or for that matter, how small. In exploring form, there are issues on simplicity and intrusiveness to context which are not properly addressed here. The brief, after all, is very clear on this. A kiosk is a kiosk and in a delicate eco-system, size, or the lack of it, does matter.

# Marine Info: A Metaphor

Shafizal Maarof, Roslina Sharif, Afiza Churemy, Nurul Syafinaz Jamel & Abdul Rahim Mohd Zain

Barnacles have inspired Mohd Zakki in designing the marine info kiosk to be sited at Pulau Redang. Used as a metaphor, barnacles are sea creatures that grow by attaching themselves to a hard surface. Mostly, the barnacles have sharp edges of shells protecting the living organism inside the shell. These characteristics have inspired the designer to incorporate them in designing the marine info kiosk since the main objective of the information kiosk is to provide protection and awareness of the precious marine life through the dissemination of information and knowledge.

The designer is inspired by the natural phenomenon of a movement of sea fan undercurrent that is eminent in Pulau Redang. Using 'sway' as her design concept, she portrays it using curvilinear form to express the softness of the movement. The overall spaces are designed in responding to the context where splitting block massing is used. This provides a spacious plan hence providing a relaxing mood to the visitor without obstructing the spectacular view of beaches and the blue ocean as well as to respect the surrounding existing buildings.



Mohd Zakki bin Abdul Ghani



Wong Kail Li



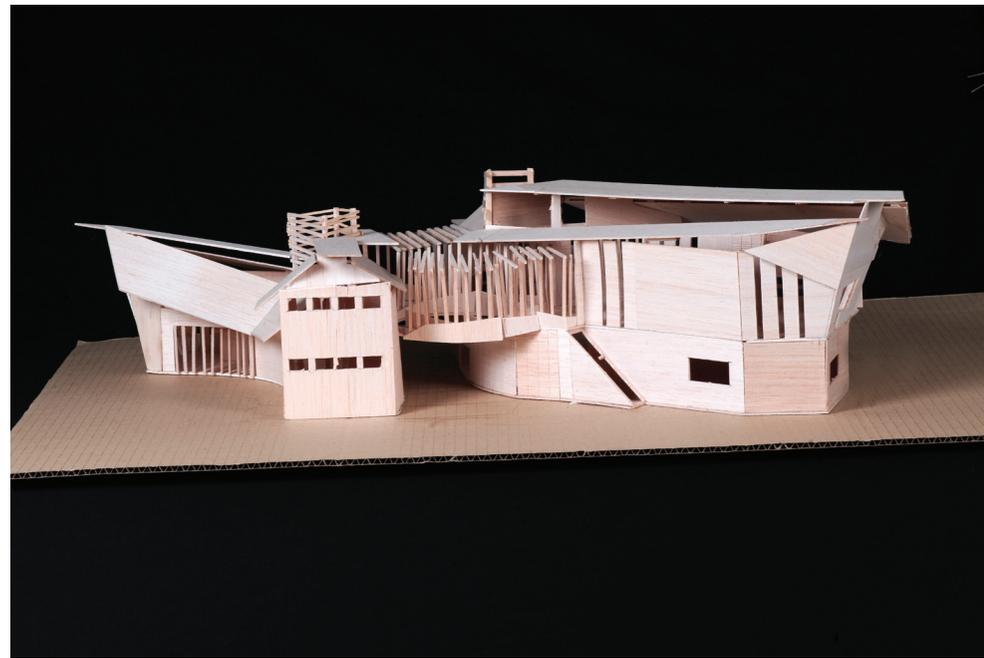
Starting with three basic circles resembling the boulders and rocks from the hill, Lee integrates the spaces required creating a smooth and flowing circulation. The resulting form and spaces within the space reflect the relaxing environment that the site offers. Designing semi enclosed spaces facing the beach is one of the main ideas for this building in its attempt to bring beautiful nature into the building. Appropriate shading devices and wider roof are applied in the design to provide shading to the spaces while still capturing the best panoramic view of the surroundings.

This particular design proposal by Luqman Alwi offers a spread out form – sprawled on the site in different directions. The architecture captures each angle of approaches and at the same time offers a multitude view of site features thus not allowing any good experience to escape the visitors to the beautiful island.

The form creates a landmark which is not arrogant but rather humble with an inviting factor to pull visitors without having any feeling of its becoming a formal building. All in all, the marine info kiosk exudes a humble and relaxing aura and yet successfully integrates the excitement of the surrounding natural phenomenon.



■ Lee Jian Xian



■ Luqman Alwi

