

# Building Ideologies

MSc\_2 Freedom



Living, Working, Playing in Antwerp by Sophie Twarog

Spring semester 2024

## Tutors

Janina Gosseye

Code	AR2MM001
Credits	15 ECTS
Location	Antwerp
Excursion	Yes
Costs	ca. 50 euros

Project type	Other
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Approved Master 2 Yes  
Architecture design project

What does freedom mean, for whom, and how can it be defined in terms of architecture and urban design? From the early 20th century, many architects have reflected on this question. In 1916 American architect Alice Constance Austin, for instance, proposed a scheme for a 'socialist city' that would free women from domestic labour; in the 1930s, Frank Lloyd Wright began developing Broadacre City, a utopian urban model that was to allow Americans greater freedom by giving each citizen one acre of land on which they could grow their own crops. In the 1960s and 1970s, numerous conceptual models emerged – some of which were (partially) built – that sought to give people greater agency in the shaping of their environment. Think, for instance, of John Habraken's theory of Open Building. From the 1980s then, under neoliberalism, which literally means 'new freedom', individual freedom and self-expression were increasingly celebrated, resulting in different kinds of architectural and urban experiments, and different kinds of theoretical urban models, such as *Collage City*.

The consideration of 'freedom' in architecture and urban design is dependent on the place and time in which it emerges, as well as on one's understanding of freedom. This studio will examine what freedom might mean in architecture and urban design today, and how our urban environment might change as we weigh individual freedom against 'the common good', also taking into account the role that conventions play in enabling/limiting people's freedoms, and the agency of the architect vis-à-vis the agency of the resident/user.

Students will design a work-dwelling complex that offers housing for 50-100 people in an inner-city plot in Antwerp. The final design will be presented in the form of a short story graphic novel that follows one day in the lives of three different occupants/inhabitants/users of the work-dwelling complex. The graphic novel should clarify how the design promotes freedom as understood by these protagonists.