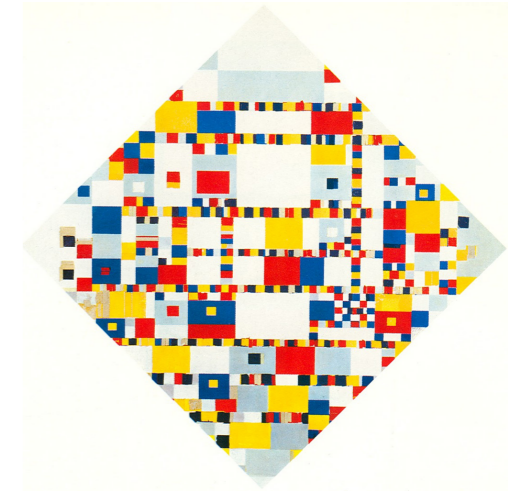


Rhythm and security in Architecture



Social security goes on the one hand in actually occurring crime (objective) and the other hand on feelings of insecurity (subjective) .

Feeling of insecurity can be caused by the environment, for example:

- Loitering youth
- A dark alley
- A lack of social cohesion

In practice, however, by good design and managing a space much misery can be occur .

In the book ' Sociale veiligheid en gebouwde omgeving' there are four rules explained, that should be used in designing an urban area:

- visibility



- accessibility



-clarity



- attraction



Visibility

With a good overview people feel more secure

In the primary school in Bouwlust the feel unsecure because of a lot of green around the building. The green has been removed and the children and teachers felt more secure again.



Lightning is really important



Accessibility



A clear routing



A good orientation possibility



A 360 degrees visibility



A good accessibility for police but a bad accessibility for criminals



360 View in Bouwlust



No clear routing





Clarity



It has to be clear what kind of function a certain area has (private, semi-public or public)



It has to be clear what kind of function a certain area has (for example: a shop, library)



It has to be clear who is responsible for the management of the location

Research has shown that lots of semi-public areas in a city causes indistinctness



Attraction



It has to be clean



It has to be undamaged



Attractive colours



Attractive materials



Based on the human scale



Good lighting



Attractive for multiple audiences

↑↔️ Design has to be flexible to respond to changing needs



'Dode plint' Undefined place semi-public



Nice house that work well for environment private space that flows into public space



undefined places in Bouwlust



A lot of green in Bouwlust



The need of moments of signification

Can be done by creating places where the neighborhood is shown



Performance and rhythm

Human rhythm seen in buildings



Bodysense

Very few people on the streets
Many unused spaces
Creates low bodysense, sense
of the presence of others



