



CHAPTER 9

final presentation & technical drawings



Schools and Further Training and Education Facilities



Open areas and Recreation in CBD



Movement through CBD

Table with 3 columns: Name, Address, and Contact Information. Lists various schools and training facilities.



Text describing the current recreation and open areas in the CBD, including a list of facilities and their locations.



Site Choice

Background

Background text describing the context and history of the project, including the role of the University of Pretoria and the importance of the CBD area.

Current Recreation

Current Recreation text detailing the existing recreational facilities and their usage in the CBD area.

Users

Users text identifying the various user groups and their needs for the project, including students, staff, and the general public.

Client

Client text describing the client's vision and requirements for the project, including the need for a modern, multi-functional building.

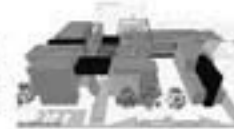
Table with 2 columns: Item and Quantity. Lists various items and their quantities, likely related to the project's budget or resources.

Accommodation Schedule

- Accommodation Schedule list detailing the project's timeline and key milestones, including design, construction, and completion dates.

Climate of Site

Climate of Site text describing the local climate conditions and their implications for the building's design and construction.





GAME ON!

A youth Centre in Pretoria

Abstract

The architect's aim is to highlight the presence of young people in the Central Business District of Pretoria, Botswana. The proposal aims to provide a facility to enhance the quality of the city while waiting for transport before or after school.

It is a multi-tenant site on the Central Business District (CBD) of Pretoria, Botswana. There are currently no schools, or even a covered bus stop, and no waiting facilities (MTC) in the CBD. These children and adults, born at a high density of population that is currently not catered for in terms of infrastructure.

The project is located in the youth sports quarter of the CBD, so this is where most of the schools and MTC are located.

The facilities will consist of a multi-level and multi-tenant building and facilities that they can engage in before and after class at school. These include indoor and outdoor sports areas as well as recreational amenities. All the facilities are arranged around a central courtyard space which is landscaped to include play area. The facility will also incorporate a small transportation mode consisting of taxi and shared taxis. This will reduce the need for children to walk substantial distances between their after-school activities and their modes of transportation.

As the title 'Game On!' suggests the architecture aims to highlight games in both form and function structure and materials. Furthermore, the aim is to create the design process and materials found in games. During the design process and using them to determine the functional organization of spaces found in the world.

In its game, design is a process that follows a narrative as determined by a set of rules and conditions. The proposed structure on the design site is an architectural element to represent it, in game the phenomenon can be seen as a series of levels of difficulty.

The game site needs to be clear in order to evaluate the situation or trigger the skills necessary for advancing to the next level. The process of design should be seen as a level in a game, where a player is involved in the design should be to evaluate and the necessary adaptation should be done in order to solve it.

Ultimately the process of design may be compared to the playing of a game. This is often to solve and negotiate and what is ultimately possible. The end product (level) becomes a set of things and may allow the user to interact with their surroundings like in a video game.



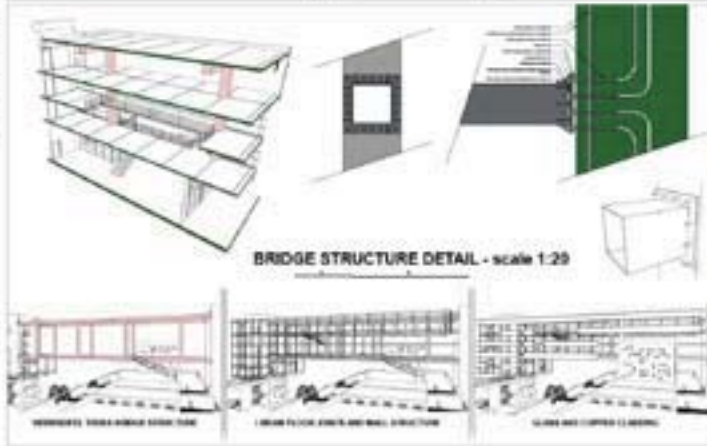
THE BRIDGE
The bridge is a pedestrian bridge that will connect the two buildings. It will be a simple, functional structure that will provide a safe and convenient way for people to cross the street. The bridge will be made of steel and concrete and will have a ramp for accessibility. It will be a landmark feature of the area and will improve the overall appearance of the street.

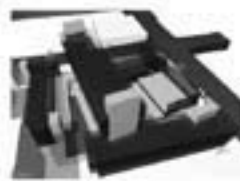


BRIDGE STRUCTURE
The bridge structure is a simple, functional design that will provide a safe and convenient way for people to cross the street. It will be made of steel and concrete and will have a ramp for accessibility. The structure will be a landmark feature of the area and will improve the overall appearance of the street.

BRIDGE MATERIALS
The bridge will be made of steel and concrete. Steel is a strong and durable material that is suitable for bridge construction. Concrete is a strong and durable material that is suitable for bridge construction. The bridge will be painted in a light color to make it stand out.

Item	Quantity	Unit	Notes
Steel	1000	kg	For bridge structure
Concrete	500	m ³	For bridge structure
Paint	100	kg	For bridge structure
Ramp	1	unit	For accessibility
Handrails	100	m	For safety





Introduction
The University of Pretoria is a leading institution of higher learning in South Africa. The new Health Centre is a key component of the university's commitment to excellence in research, teaching and learning. The Health Centre is a multi-story building that will house a variety of health services, including a hospital, a day hospital, a community health centre, and a research centre. The Health Centre is a landmark building that will transform the university's health services and provide a world-class facility for the people of South Africa.

Concept
The Health Centre is a multi-story building that will house a variety of health services, including a hospital, a day hospital, a community health centre, and a research centre. The Health Centre is a landmark building that will transform the university's health services and provide a world-class facility for the people of South Africa.

Site
The Health Centre is located on the University of Pretoria campus. The site is a prime location for a health centre, as it is centrally located and easily accessible. The site is also a landmark building that will transform the university's health services and provide a world-class facility for the people of South Africa.

Site Planning and Layout
The Health Centre is a multi-story building that will house a variety of health services, including a hospital, a day hospital, a community health centre, and a research centre. The Health Centre is a landmark building that will transform the university's health services and provide a world-class facility for the people of South Africa.

Site Access
The Health Centre is a multi-story building that will house a variety of health services, including a hospital, a day hospital, a community health centre, and a research centre. The Health Centre is a landmark building that will transform the university's health services and provide a world-class facility for the people of South Africa.

Site Parking
The Health Centre is a multi-story building that will house a variety of health services, including a hospital, a day hospital, a community health centre, and a research centre. The Health Centre is a landmark building that will transform the university's health services and provide a world-class facility for the people of South Africa.

Site Security
The Health Centre is a multi-story building that will house a variety of health services, including a hospital, a day hospital, a community health centre, and a research centre. The Health Centre is a landmark building that will transform the university's health services and provide a world-class facility for the people of South Africa.



East Elevation



South Elevation



North Elevation 1

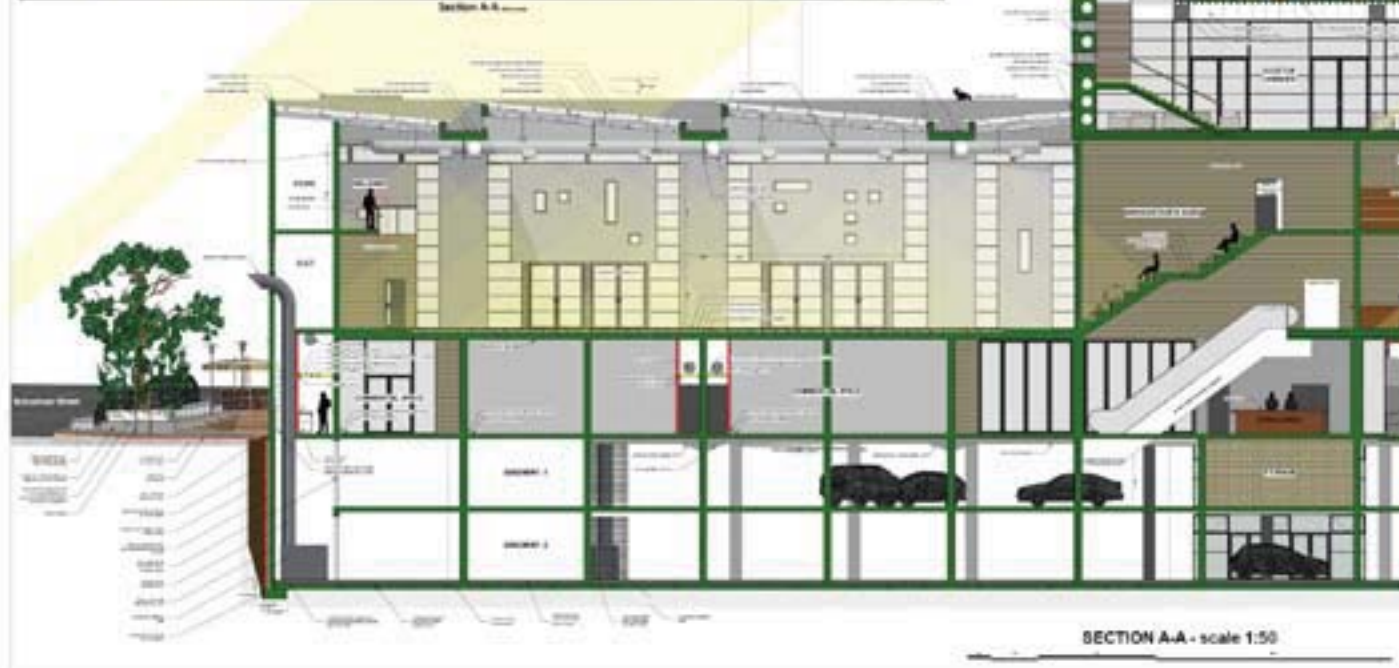
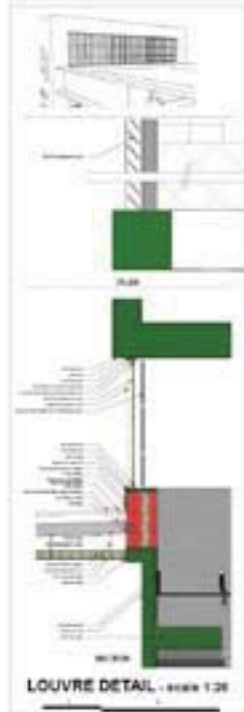
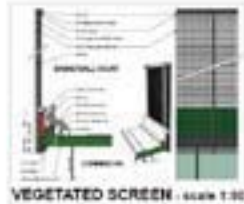


West Elevation

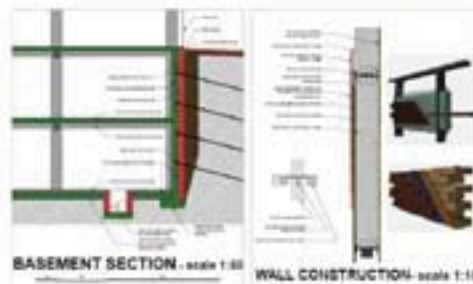
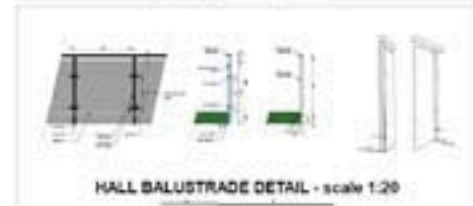


North Elevation 2







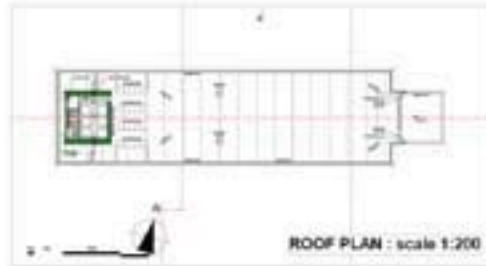




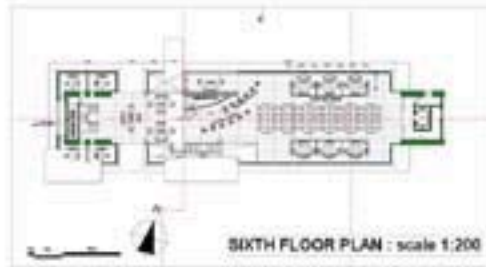
FIRST FLOOR PLAN : scale 1:200



THIRD FLOOR PLAN : scale 1:200



ROOF PLAN : scale 1:200



SIXTH FLOOR PLAN : scale 1:200



FIFTH FLOOR PLAN : scale 1:200



FOURTH FLOOR PLAN : scale 1:200



GROUND FLOOR PLAN : scale 1:200



SECOND FLOOR PLAN : scale 1:200



Conclusion

Architecture is more than a form.

This document started out as a medium to highlight the presence of young people in the city and the need to design spaces for them. It has been shown that a Youth Centre in the Central Business District of Pretoria is a viable idea.

The design process could be used as a problem-solving tool for any project by using a series of smaller problems. These included the site location, legal constraints, as well as design objectives.

Initially, during the early stages of design, the client's confusion with site location and challenges in obtaining work progressing through the design. The design process itself may be compared to playing a game where it starts with a goal, design, development and technical foundation.

Each level had to be completed in order to move on to the next. The problem was not solved until the previous one was either resolved or avoided. Through the iterative process of design it can be concluded that while technical aspects of a project, such as to be well-organized, that the client believes the function and form of a building, that each level will change during the development in such a way that the design ends in a more successful manner.

Therefore, it is an iterative process that has shown to be a valuable way of different aspects.

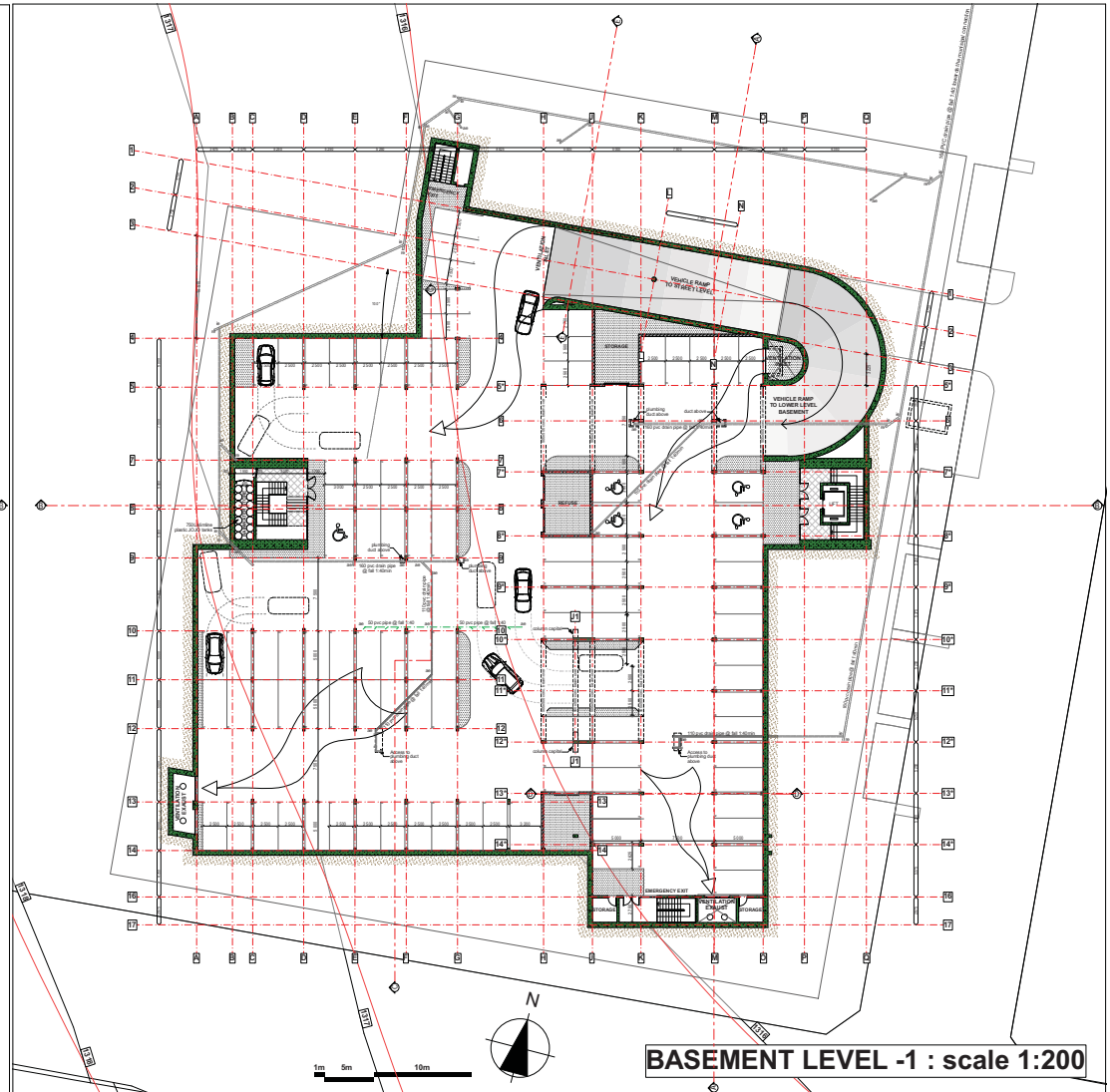
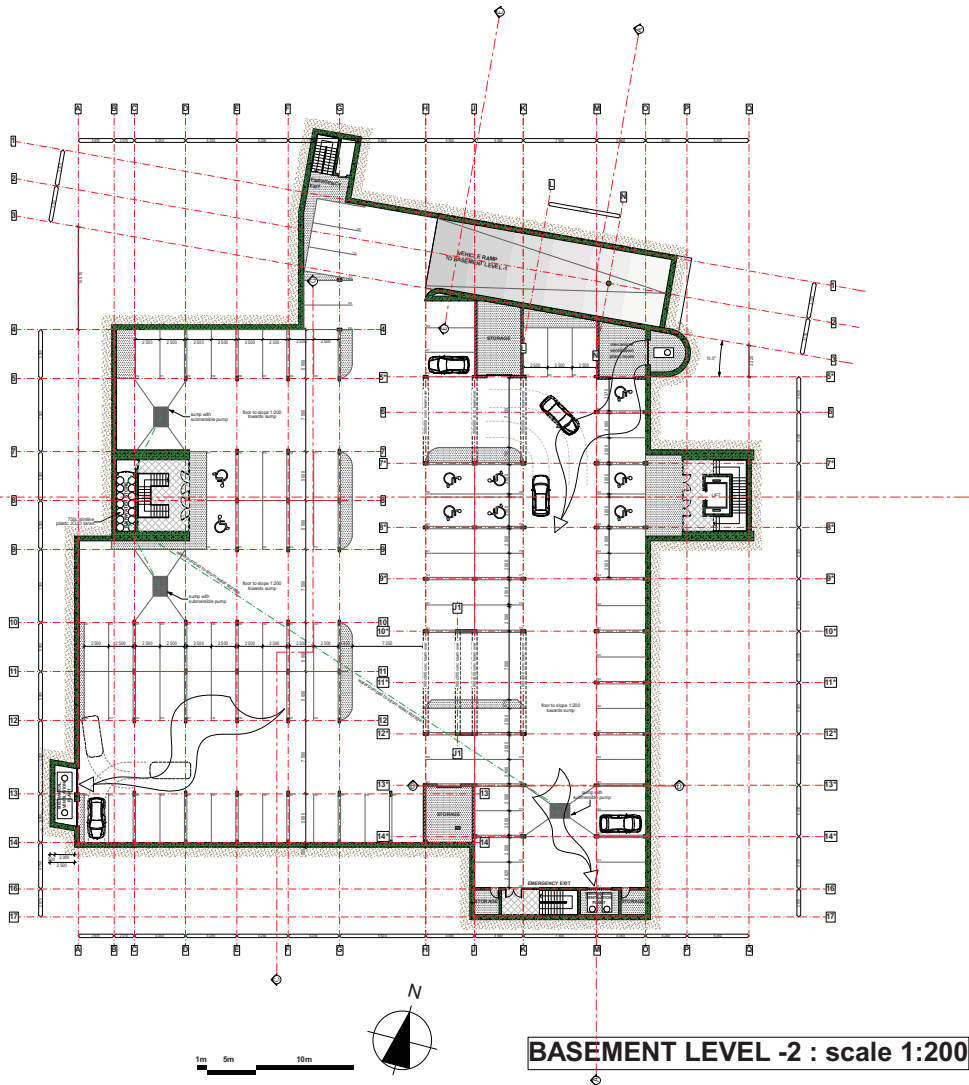
The process followed in the development was iterative. A solution was identified and then addressed in a design solution. This solution was then tested to determine its quality and effectiveness. The current state of the design had passed the criteria it was aimed to solve. The next level of the design was to be addressed in a new design solution that then generated and resolved it in a similar or similar way.

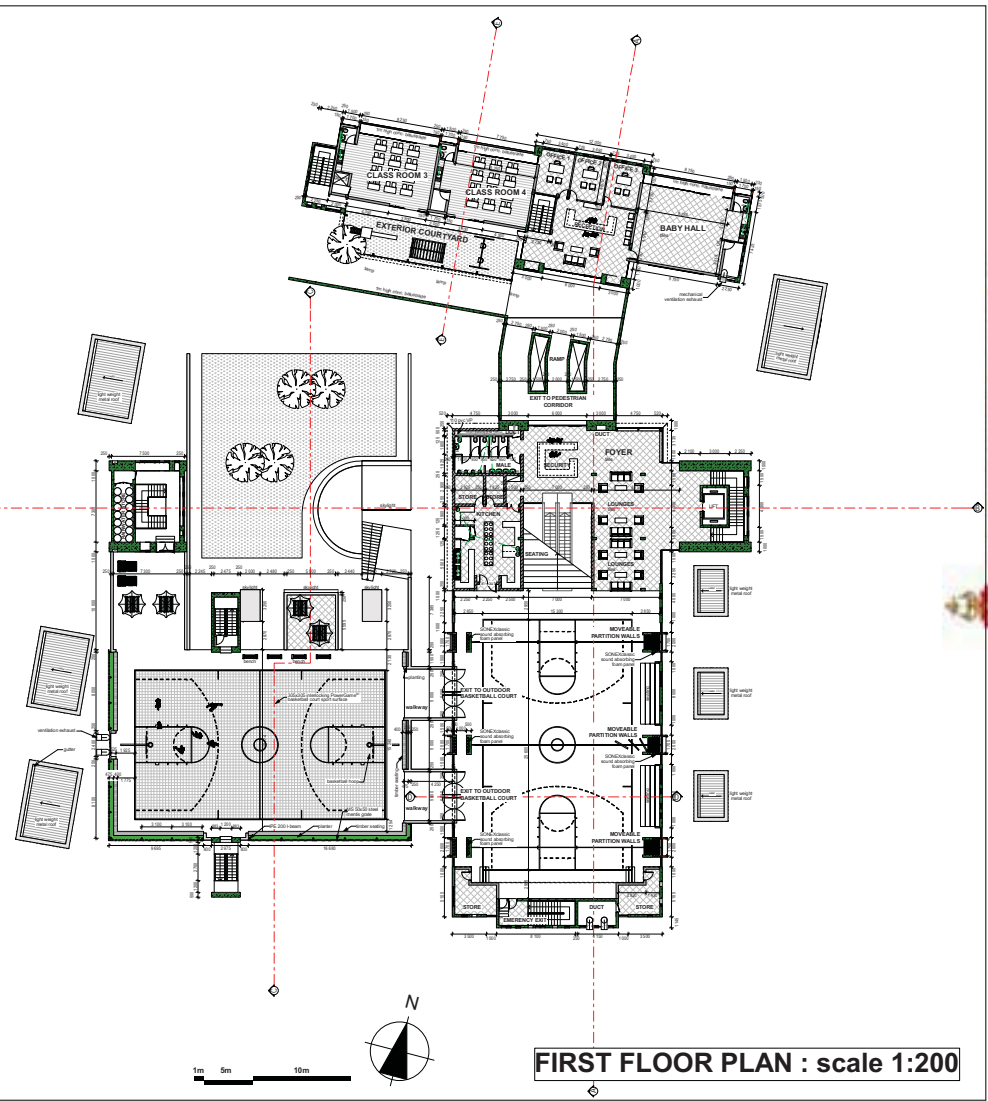
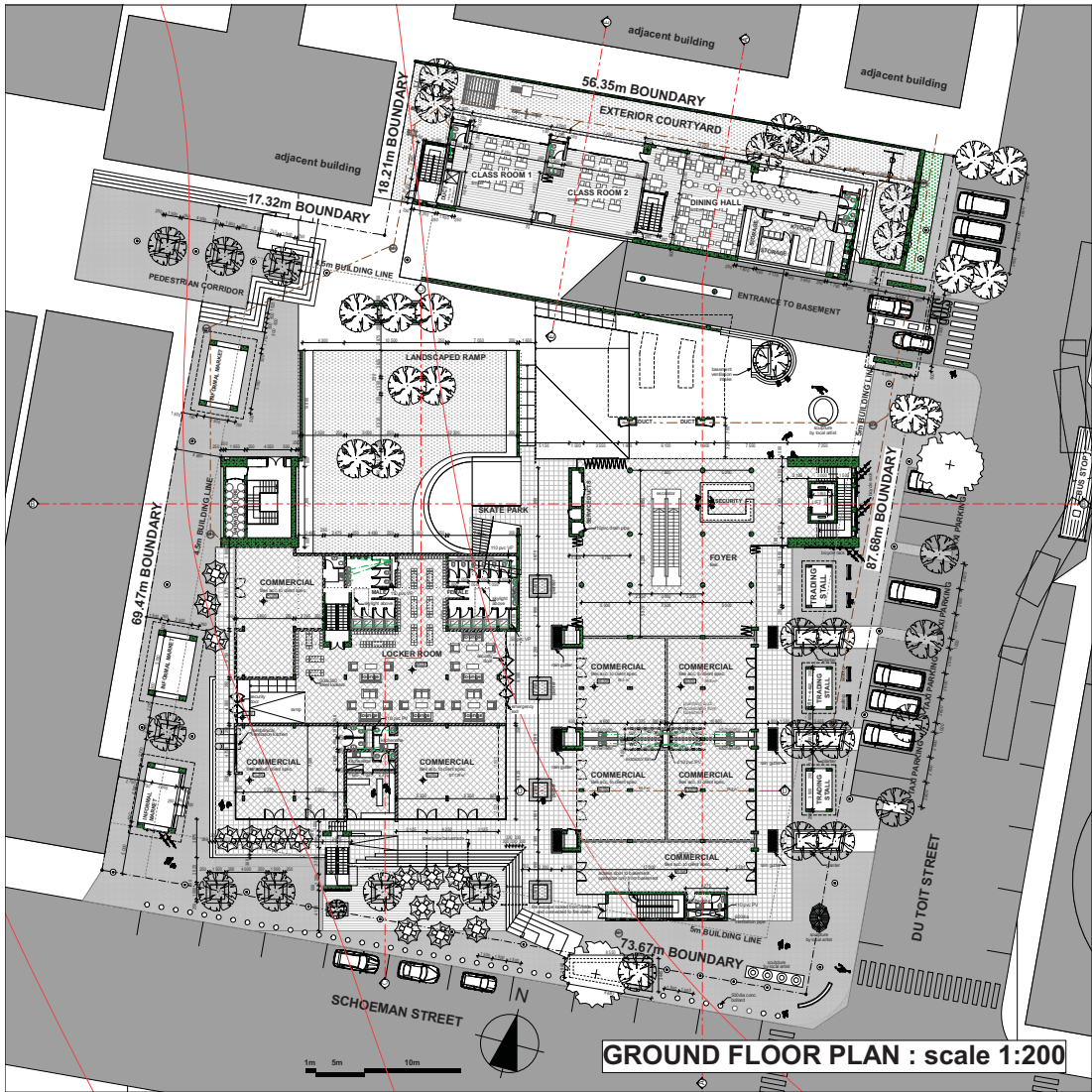
The conclusion can be drawn that the iterative design process is a valuable way of solving a problem, but it is not a linear process that has to be followed to the end.

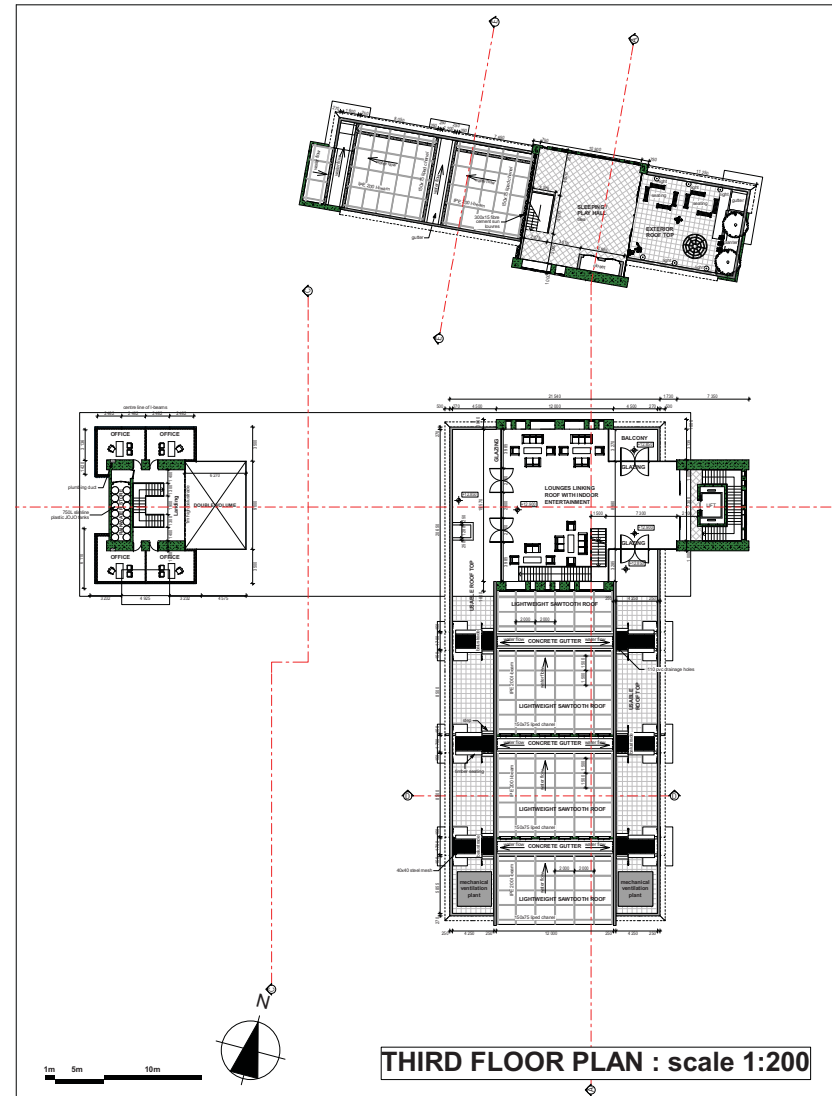
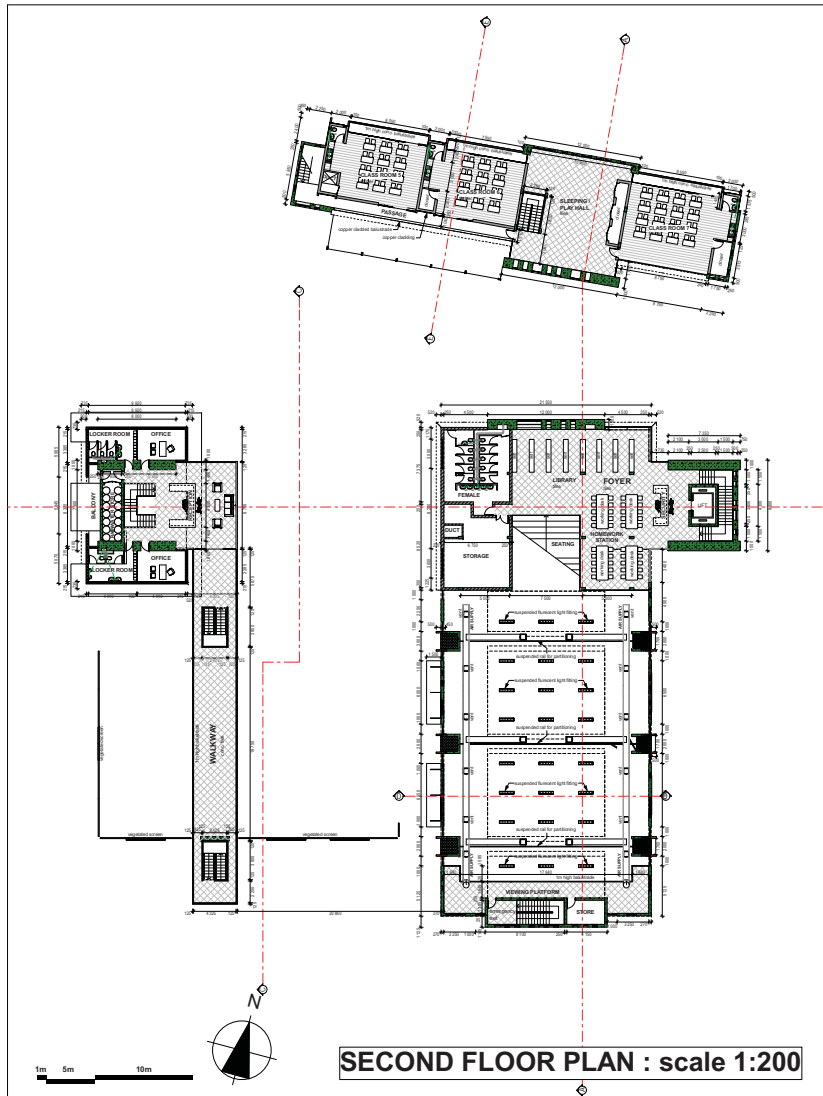
However, through the process of designing it was determined that the difference between the real world and the actual use in any building. Designing a building which would result in a better use of the building and its site and its site. The process of design is a continuous one that is not linear and it is a design process that is not linear.

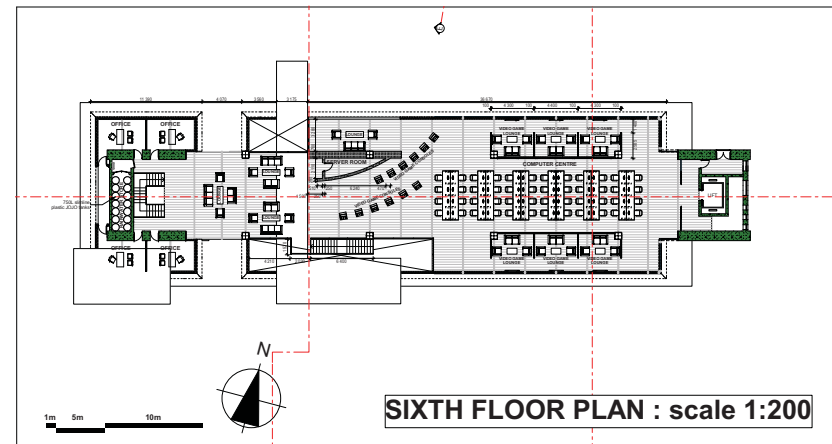
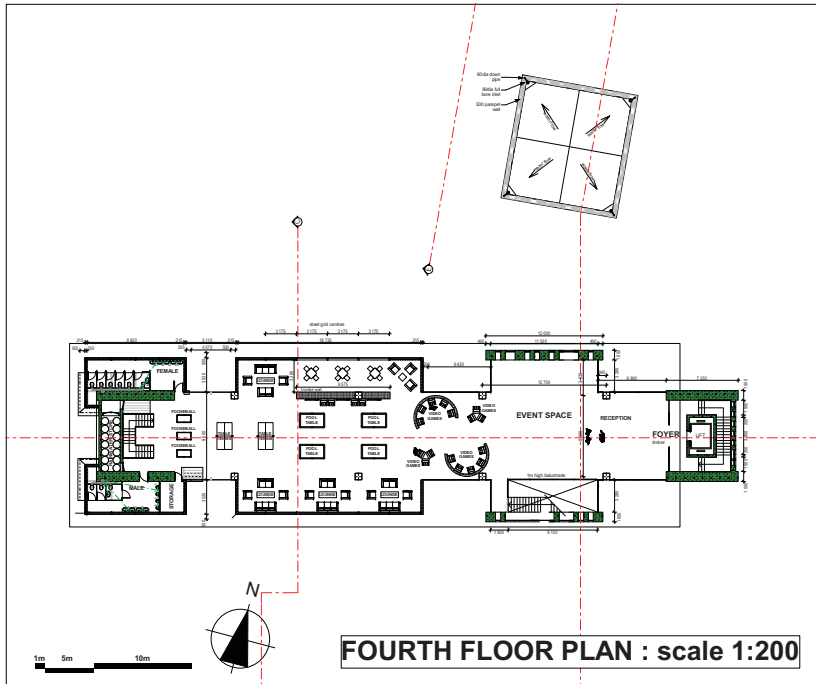
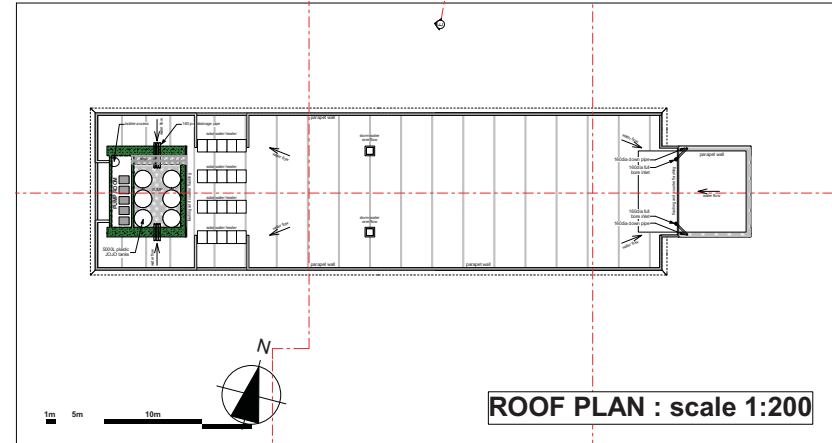
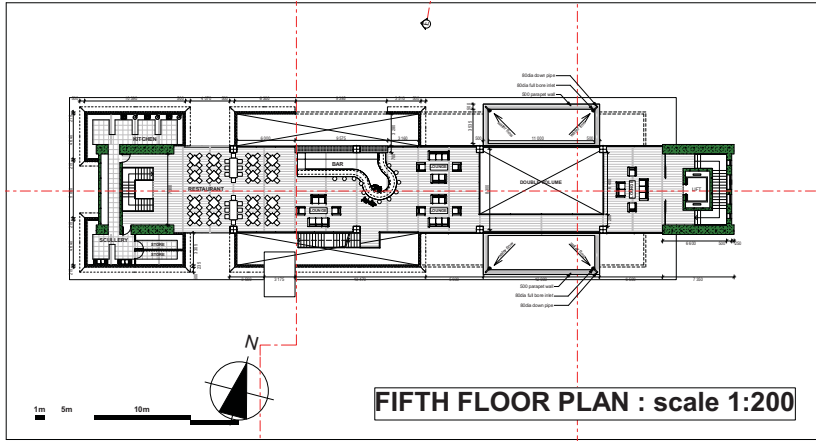
Therefore, architecture is more than a game. It cannot be defined as a game. The game is not a game and it is not a game. It is a game and it is a game. It is a game and it is a game. It is a game and it is a game.

Future research may be done to determine how the human quality of an interface may be introduced to the design process. It is a game and it is a game. It is a game and it is a game. It is a game and it is a game. It is a game and it is a game.











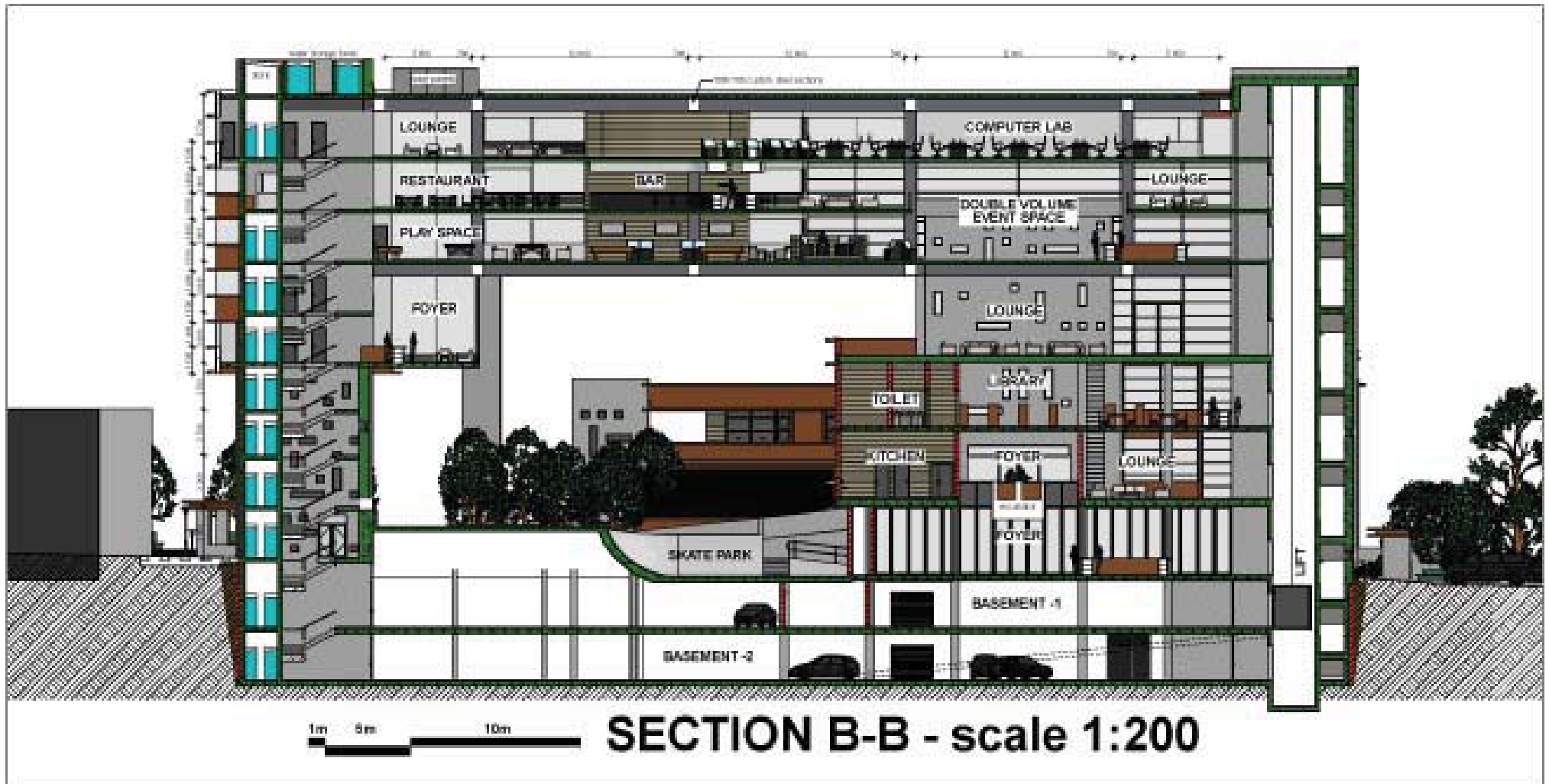
SITE PLAN - scale 1:500

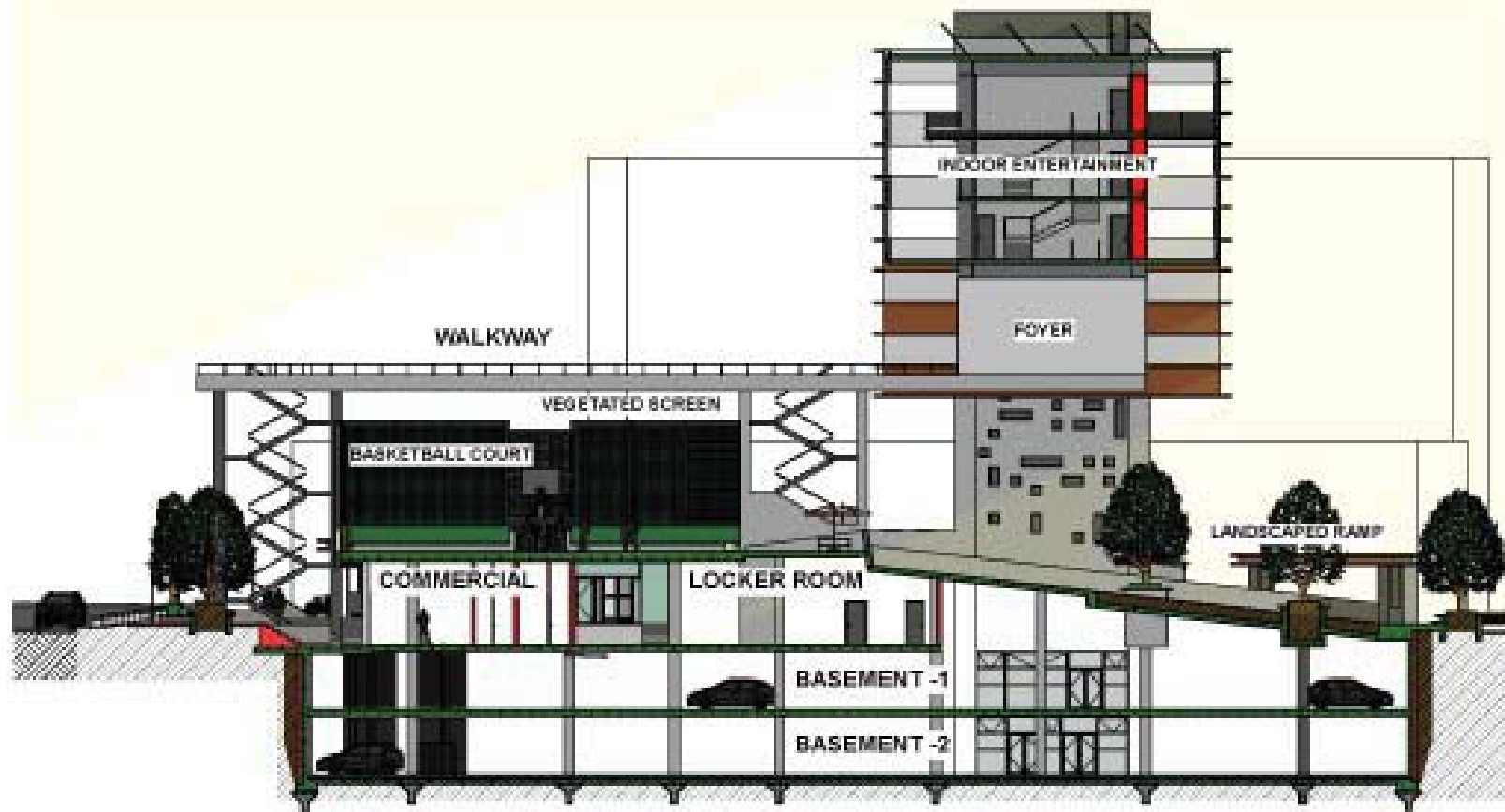




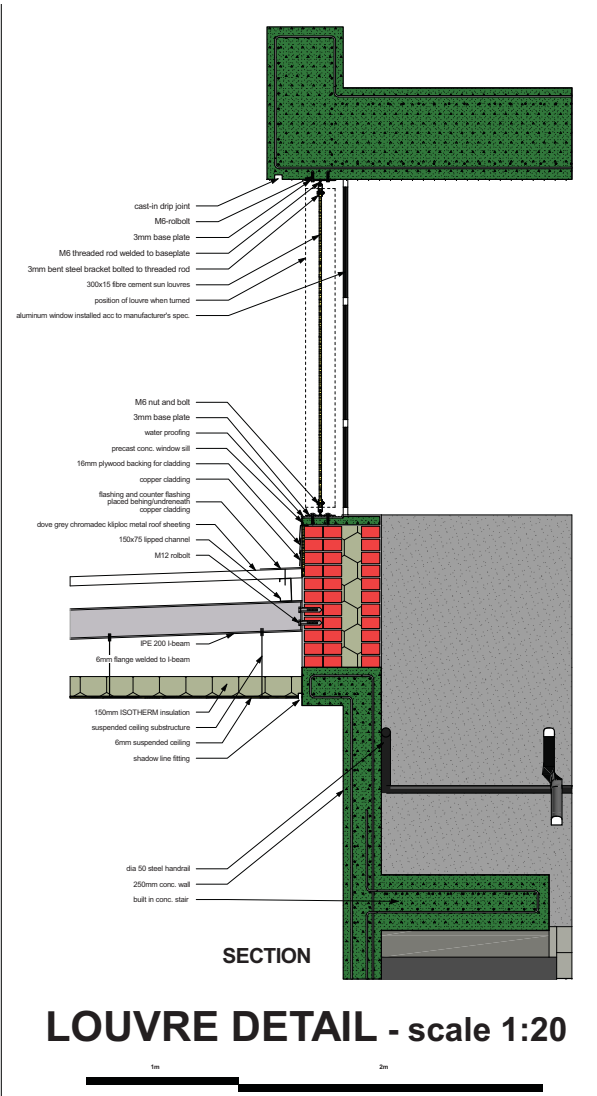
SECTION A-A - scale 1:50



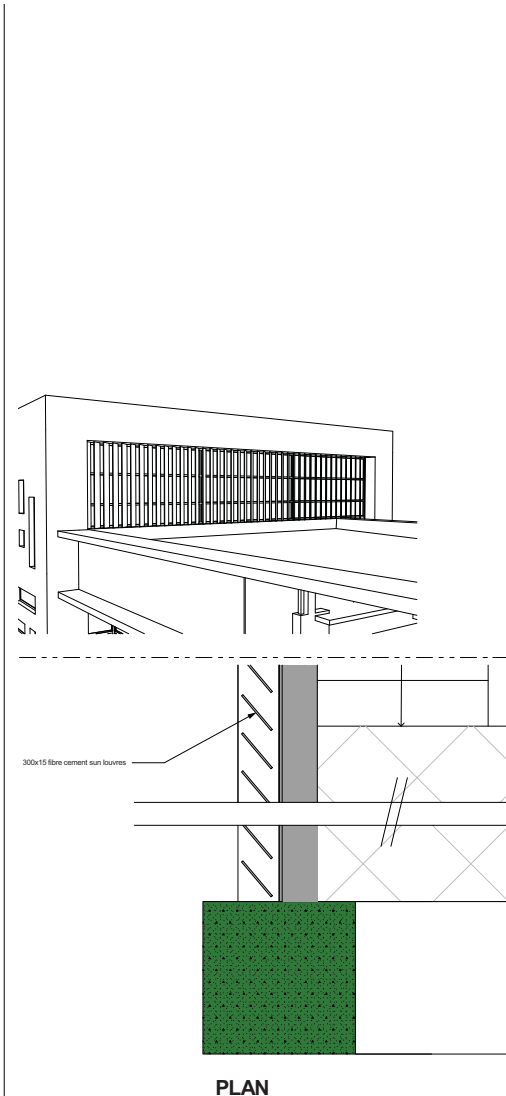


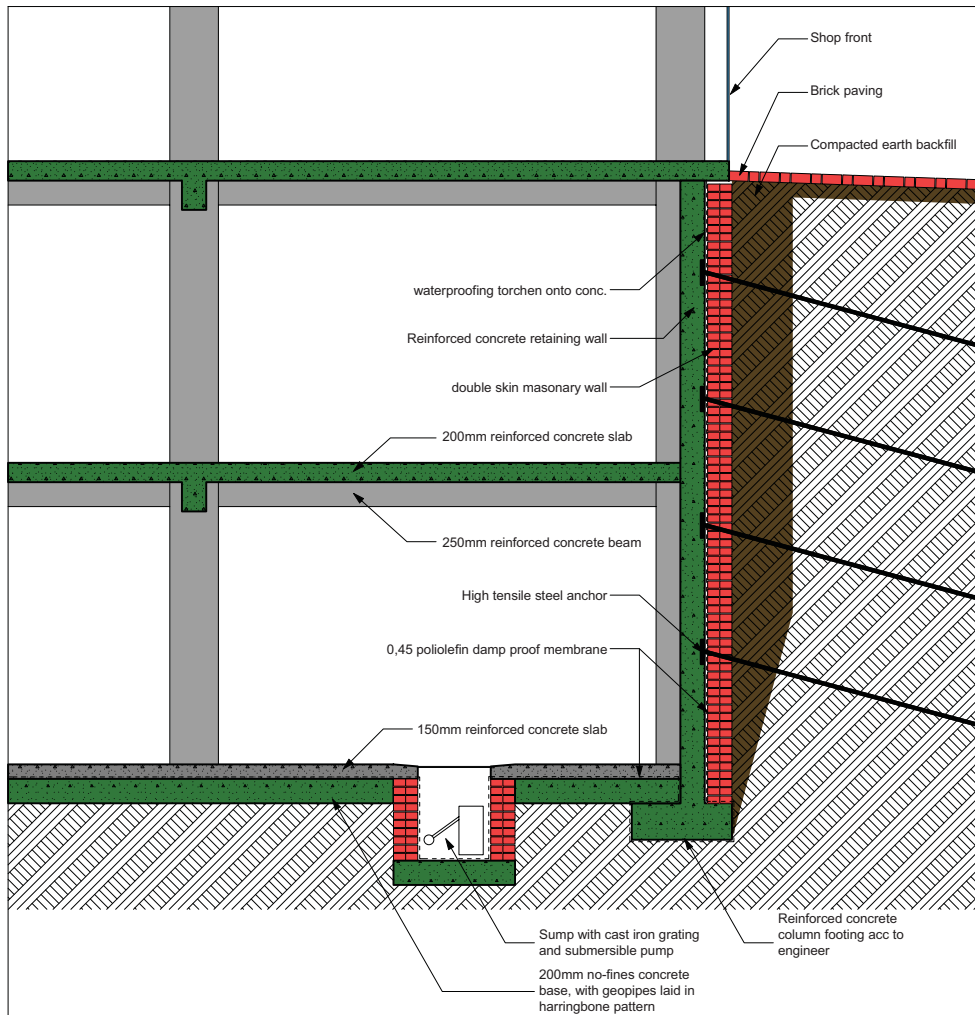


SECTION C-C - scale 1:200

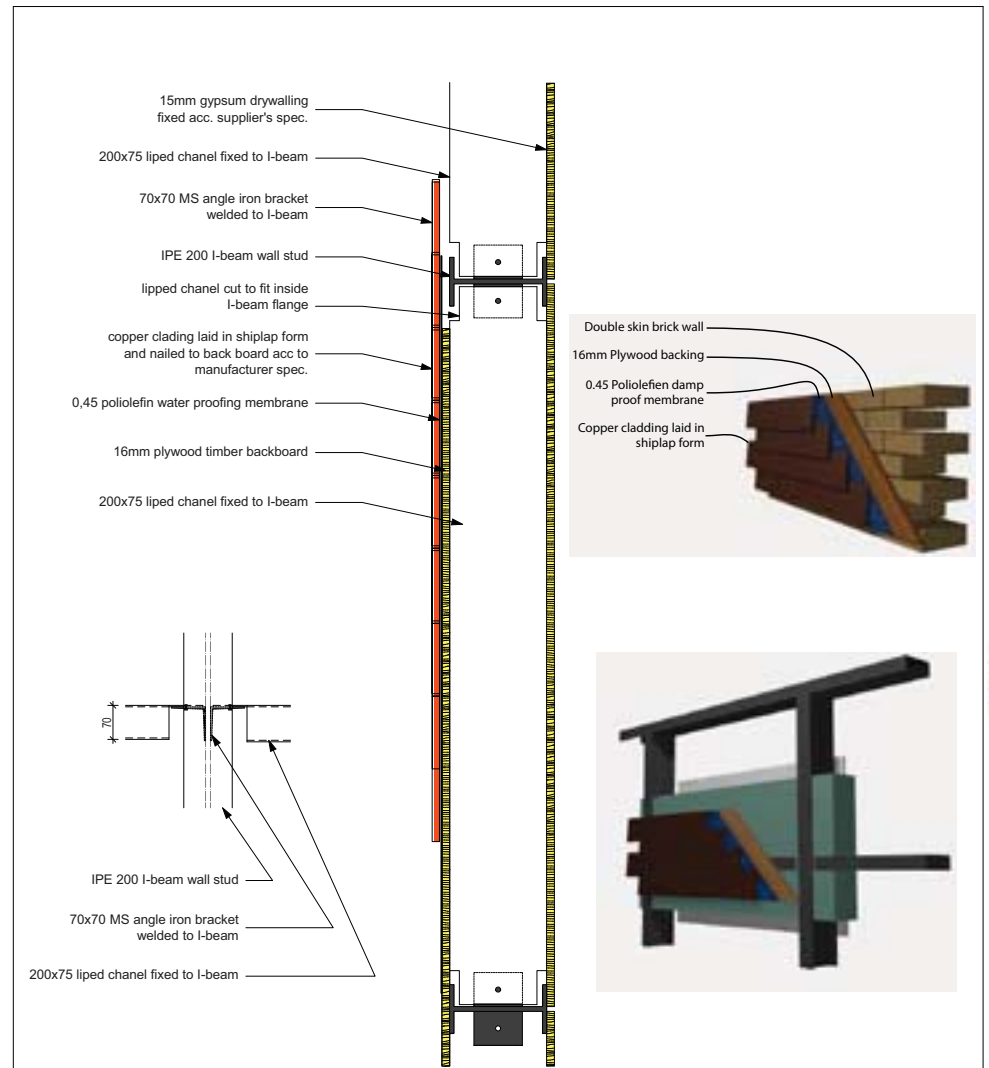


LOUVRE DETAIL - scale 1:20

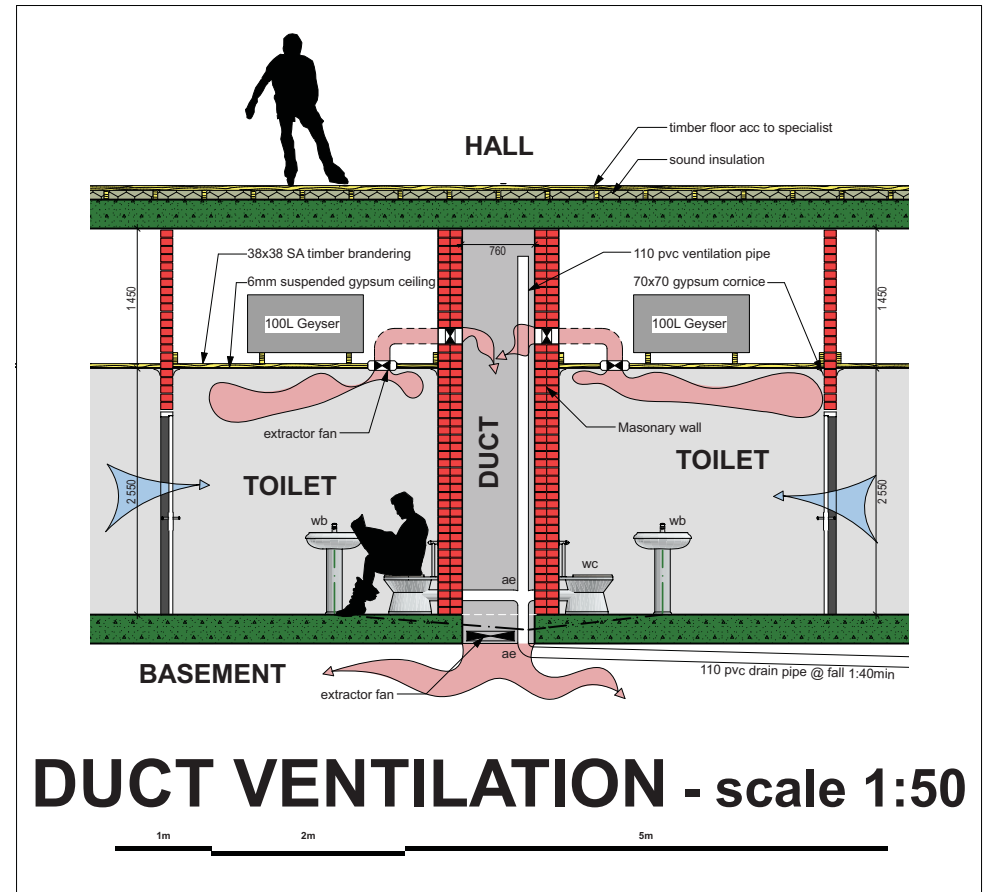
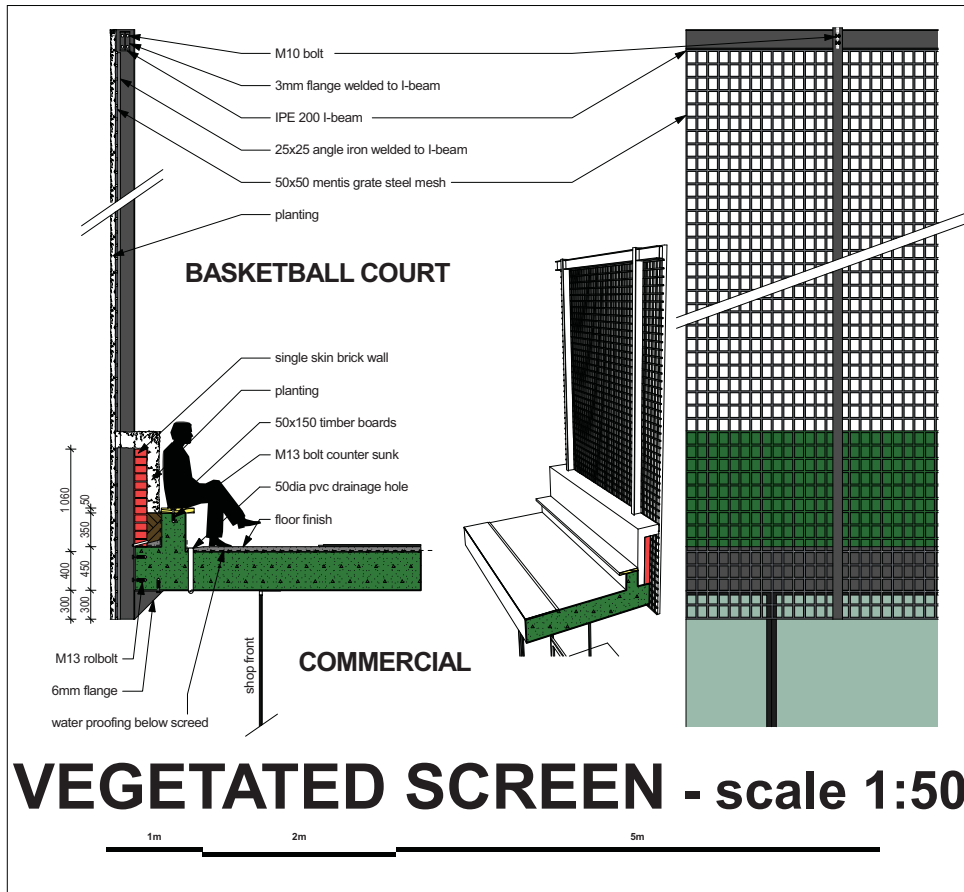


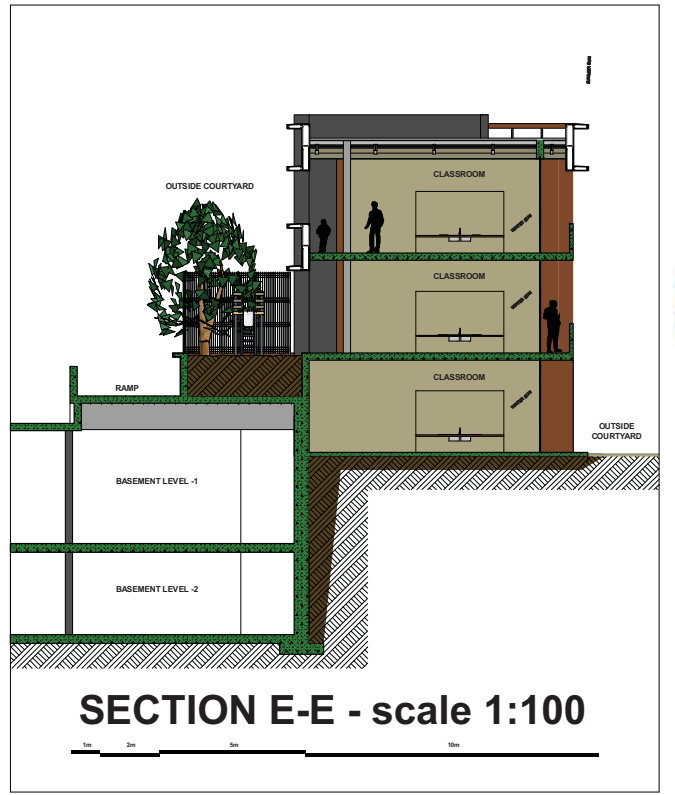
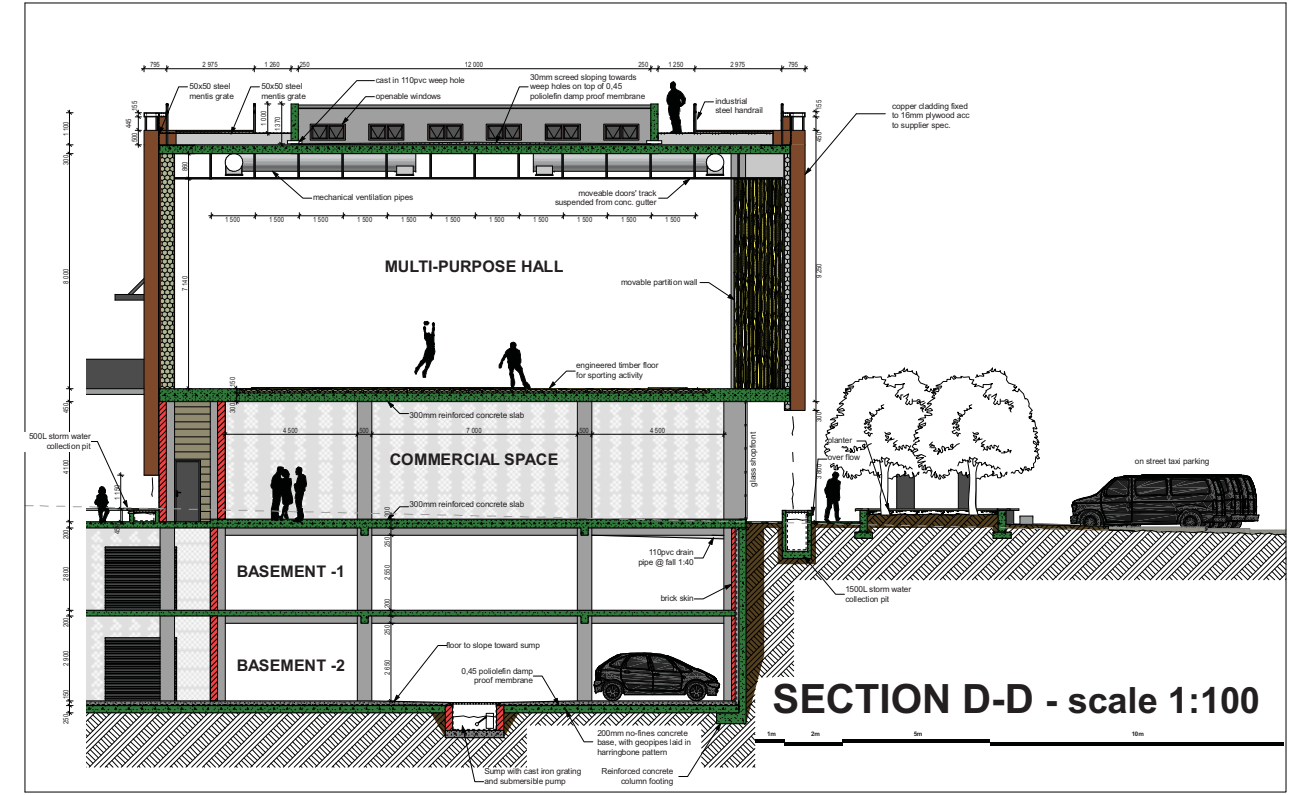
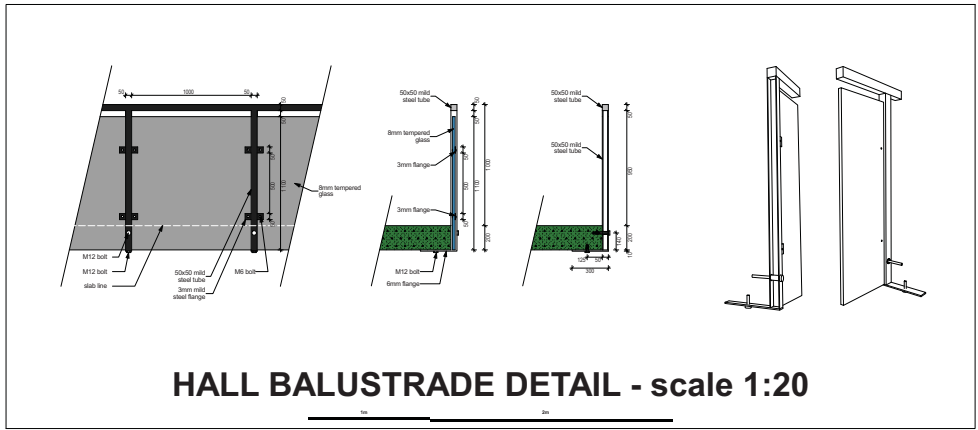
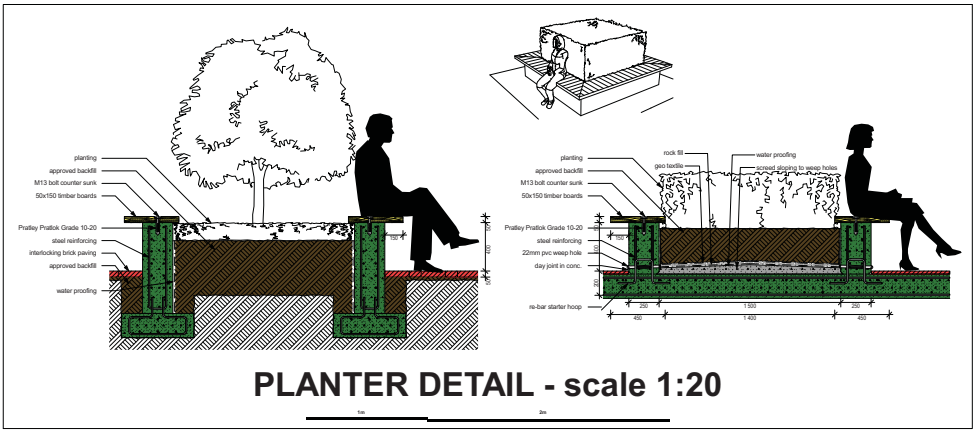


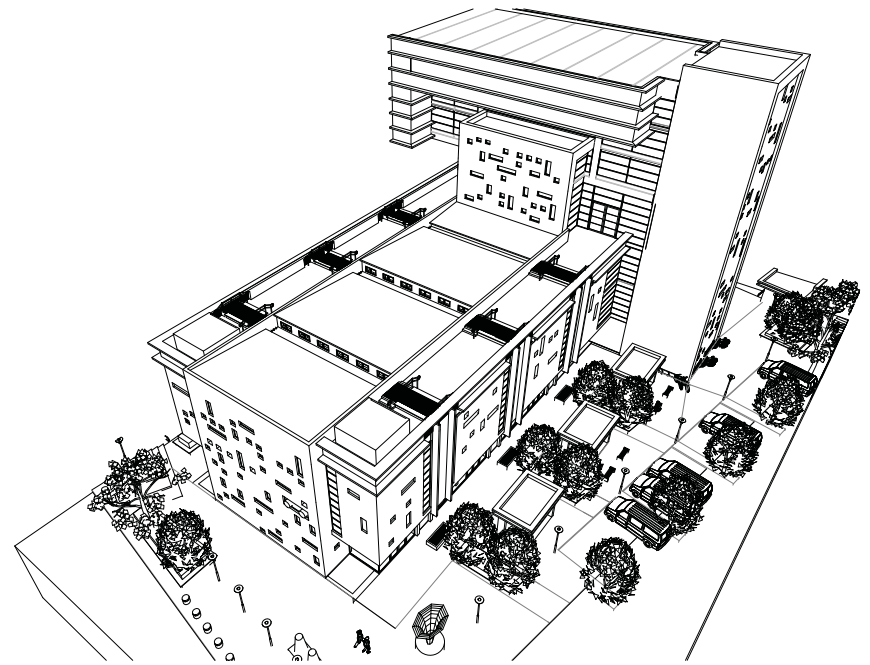
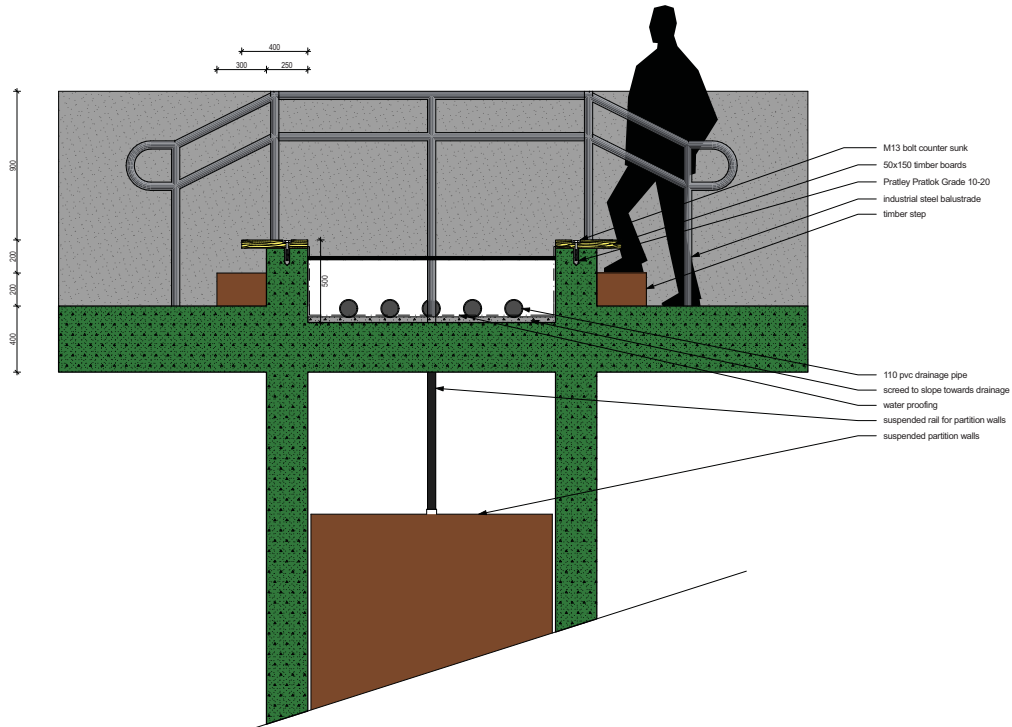
BASEMENT SECTION - scale 1:50



WALL CONSTRUCTION- scale 1:10

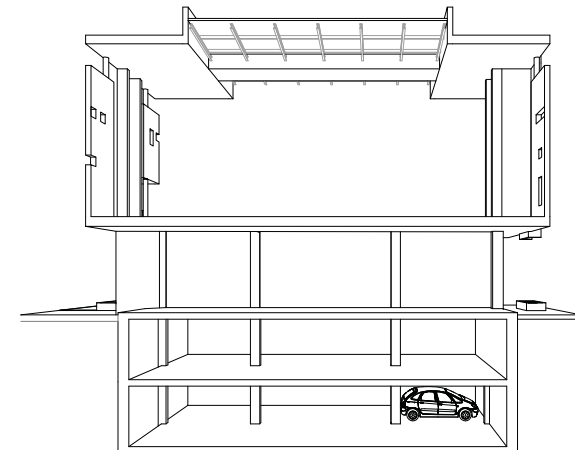
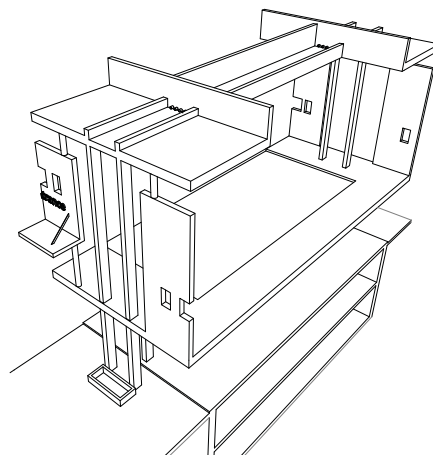


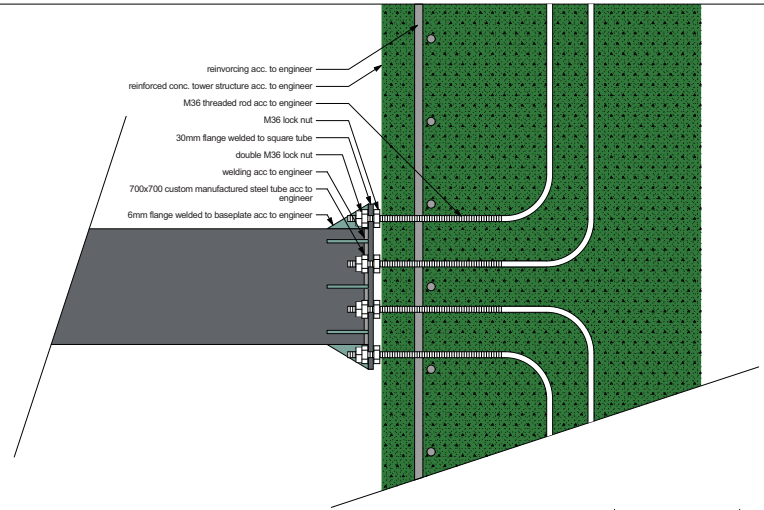
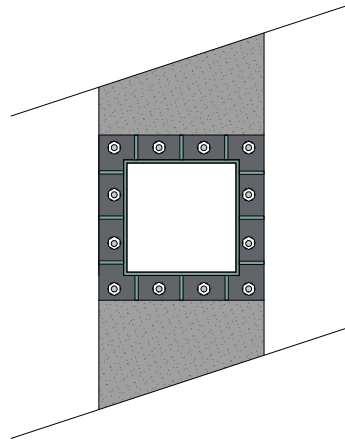
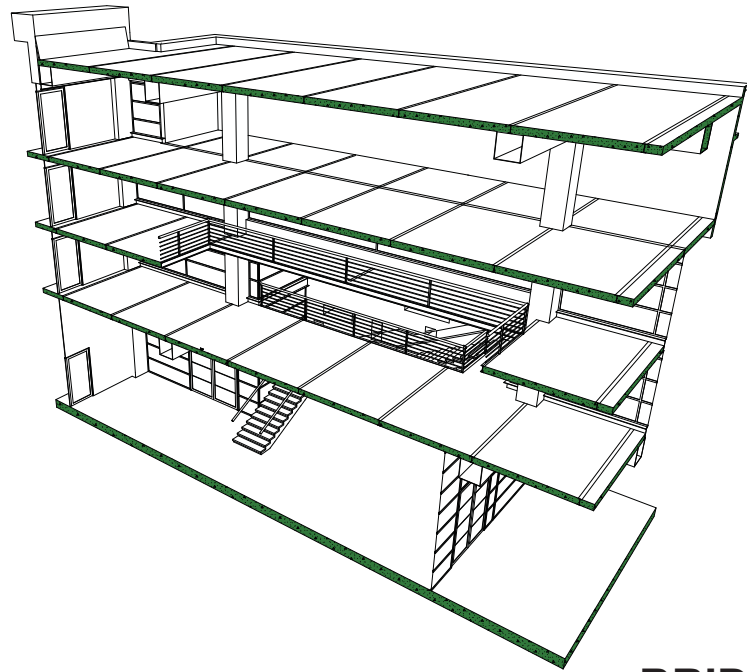




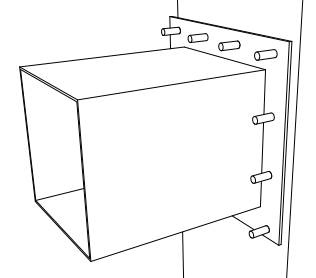
HALL ROOF DETAIL

scale 1:20

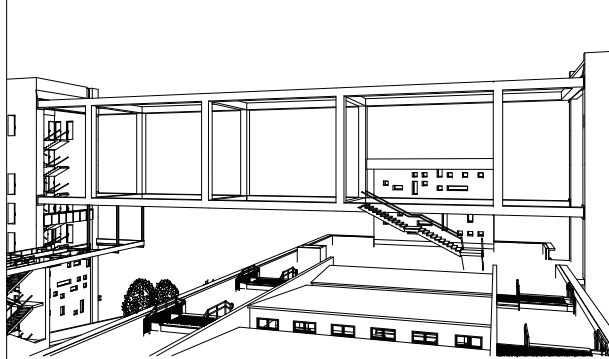




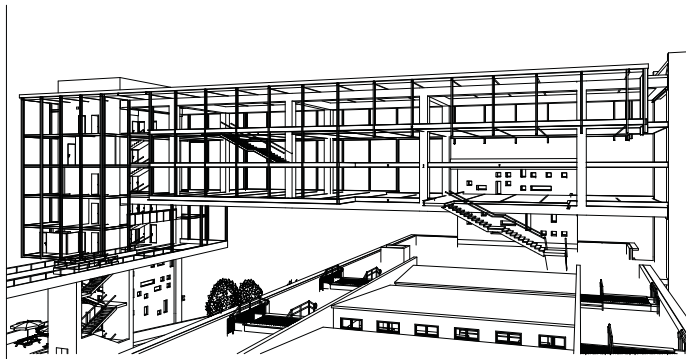
- reinforcing acc. to engineer
- reinforced conc. lower structure acc. to engineer
- M36 threaded rod acc. to engineer
- M36 lock nut
- 30mm flange welded to square tube
- double M36 lock nut
- welding acc. to engineer
- 700x700 custom manufactured steel tube acc. to engineer
- 6mm flange welded to baseplate acc. to engineer



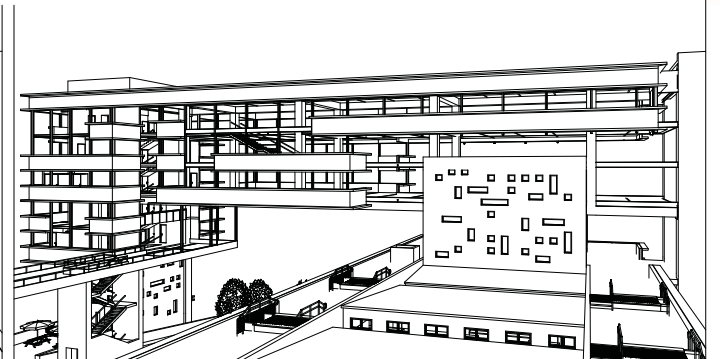
BRIDGE STRUCTURE DETAIL - scale 1:20



VIERENDEEL TRUSS BRIDGE STRUCTURE



I-BEAM FLOOR JOISTS AND WALL STRUCTURE



GLASS AND COPPER CLADDING

