DESIGN DEVELOPMENT

01– SITE POSITIONING
02– DESIGN PROPOSAL 1
03– DESIGN PROPOSAL 2
Option 1: The first option was to establish a secondary arcade along the eastern edge of the site with the intervention facing the secondary arcade as a building resembling a shopfront. The existing building will be utilised by using elements of parasitic architecture.

The second option was to have the building on the edge of the site where the two faces of the intervention is established; the one facing the street and commuters of the city, the second forming an internal courtyard for Citizen Connect and the existing city clinic. The existing arcade is to extend into the Reserve Bank gardens as an additional entrance to the centre and site.
The third option was to make the assumption that the hotel proposed for development on the site is to go ahead as it will improve the sustainability of the city. The centre will have a shopfront facing the square with entrances along the arcade and Sammy Marks square.

The site positioning was concluded by taking the best qualities of the three options to establish the final option. The elements being:

- Secondary arcade
- Connection to Reserve Bank gardens
- Connection to Sammy Marks square
- Connection to Theatre Square and pedestrianised Church Square
- An additional square as public space is needed in the city
- Parasitic architecture by utilising existing buildings
Illus. 7.11. Programmatic Logic Diagram.
The intervention takes place predominantly in the Lewis & Marks building, animating the edges and spreading into the public domain.

The centre has two squares on either side, the one being the existing Sammy Marks Square, and the other the new Citizen Square. Sammy Marks Square takes the form of a commercial square with private retail functions on the floors below. The square itself acts only as a thoroughfare for pedestrian movement and there are no elements of stay besides the steps, which act as seating, around the clock tower. A proposal for re-programming the square with the ground floor functions converted to restaurants and cafés and large planters to provide shade in the harsh climate. The new Citizen Square has a series of steps, which create opportunities for the citizen to sit, talk and listen.

A strong element of the site is the system of arcades. The flow through Citizen Connect is from the two squares on either side of the site, in the form of escalators surrounded by a steel frame structure, mimicking the route of the parallel primary arcade.

The steel structure is a stage where Citizen Connect can communicate with the citizen. The placement of the entrances animates the edges.

The primary activities take place within the centre, which is housed in the Lewis & Marks building, with glass boxes protruding out of the building that houses the support services.

*Illus. 7.12. Diagram showing existing flow through the arcade and new flow in Citizen Connect.*
1. New secondary arcade
2. New viewing platform
3. New information kiosk
4. New Citizen square
5. New step seating
6. New ablutions
7. New take-away
8. Take-away
9. New café
10. New open exhibition
11. Private retail
12. Sammy Marks square
13. Primary arcade
14. Entrance
15. Taxi/ bus stop
16. Staff circulation (existing staircase & lift)
17. outdoor waiting
18. reading & writing
19. information
20. forms
21. tellers
22. submissions
23. collection
24. child care
25. waiting area
26. e-government
27. entrance
28. staff circulation

29. waiting area
30. finger print
31. id photo
32. eye test
33. consultants
34. staff & management
35. kitchenette
36. boardroom
37. reception
38. outdoor staff rest
39. staff circulation
40. double volume
41. sky-light
42. solar panel

43. deliveries & staff entrance
44. rainwater harvesting
45. citizen entrance
46. mobile citizen connect
47. Lewis & Marks building above

Illus. 7.16.
Illus. 7.17.
Illus. 7.21. Perspective view from the Citizen Square
Illus. 7.22. Perspective of the support service boxes jutting into the primary arcade
The design further developed by moulding Citizen Connect with its context and programmatically through its functions. The design aims at breaking down the boundaries even further by increasing the entrances, interacting further with the surroundings, the primary arcade and the two squares.

A new arcade structure was designed above the primary arcade, by utilising the existing materials, on an urban, functional and heritage point of value. On an urban scale, the arcade aims to frame the Lewis & Marks building to further establish its importance as a building as it is surrounded by prominent buildings such as the Reserve bank, Munitora and the Absa tower, which all have an aerial view (see illus 4.37). By adding additional height, the programme of the centre is extended to fully utilise the valuable urban space. From a heritage point of view, the arcade, instead of acting as a barrier on a human scale, opens up the barrier to expose the Lewis & Marks building. While the citizen is walking through the arcade he or she is made aware of the building, which is further moulded into the site.

Illus. 7.25. Existing section through the Lewis & Marks building and existing arcade, showing the barriers
1. New secondary arcade
2. New viewing platform
3. New Information kiosk
4. New Citizen Square
5. New step seating
6. New ablutions
7. New take-away
8. Take-away
9. Café
10. Open exhibition
11. Private retail
12. Sammy Marks Square
13. Primary arcade
14. Entrance
15. Refreshment lounge
16. Bus/taxi stop
46. New arcade (coloured glass & brownbuilt)
47. Skylight
Illus 7.34. Perspective view through the primary arcade.
Illus. 7.35. Perspective view of the Citizen Square facing the Information Kiosk.
Illus. 7.36. Perspective.

Viewing platform
Illus. 7.37. Existing routes through the site and existing entrances into the Lewis & Marks building amounting to two.

Illus. 7.38. New routes through the site as a result of the design intervention and proposed entrances into the Lewis & Marks building amounting to 7.