Privacy and Publicity as Quality for Citizens

People do have different needs in terms of beeing in either a private or a public area or something inbetween. This is caused by different characters of individuals and the different moods of those in certain times under certain conditions. Those more **open** or more **closed** people do want to have a expression for their character in the architecture sytem they live in. This can be provided by the co-operation of a range of architectural elements and functions. But it is not only a question of „which kind of elements" are used in the regarded system, it is also a matter the „point of view", the level of „zoom" within the system or „distances" inbetween certain parts of private spaces and public spaces.

Looking at this „Question of Qualities and Needs" in terms of a generative approach to result in a code we first have to separate several scale focuses of the „System City".

We devide the system into following sub systems:
Room, Flat, House, Block, Quarter, City, and County as the surrounding of the City.

Each of this „elements" of the system has it own rules and possibilities of defining privat and public areas. Within a flat we have the living room as public space of the family, the single room is the privat area for each member the family. In a house with more flats we regard the roof garden, the garden as public space. In a block the public spaces can be a common court yard. In a quarter it can be a park or a play gound ...

Possible structure of the generator system.

Let us call the inhabitants of our system agents with different attributes. Those can be i.e. Characters and Moods. We throw them into a generator that is somehow a architectural constructer that is defining the elements of a city (room, flat ...). This generator of architecture is at this point not too important, but it should be able to create the needed elements. Each item in this generator is seperate generator. So a „openings" generator supports us with the abilitiy of defining holes in a wall. This hole can be good for a lot of different function within the system. We can go through, we can look in and out and we can add elements to the hole to set up graduations of being open or closed (doors, shutters, glas with different grades of transparency). All those elements can be uploaded either from a seperate generator with a special transformation code or can be feeded with fixed styles of elements out of a data base. Assuming that the main system generator is able to generate houses, blocks (seperated by streets) etc. to complete something we can call a city, we need to set up rules to evaluate the „design" in terms of the quality we are looking at to feed back the result into the system of generators. Because this is a quite complex structure we just can give some examples.

In a certain flat, there is a certain person with certain needs of hiding or presenting himself. The architectural elements provide this person with different possibilites in this case. Each of this possibilities can be judged in several ways in terms of fullfilling this needs. A large window with no shutter in the ground floor will get zero points if the person is somebody who is in the mood of being alone and does not want to be seen. A flat nearby a park and with access to the commonly used garden of the house inhabitants might get 10 points in case the person (agent) we focus is somebody who likes to be seen by others or meet poeple in general. The remark the judgement gives will influence the next „design-generation" of the entire system. Doors will be bigger, parks closer, courtyards larger, glasses less transparent etc. Agents will be forced to stay in the flat they have been placed in until the space is as „good" as it is wanted.

The following list gives some possibilities for thinkable fitness funktions.

1. Distance to Publicity
2. Size of the „Openings"
3. Degree of „Transparency"
4. Thickness of Walls (Public noice that bothers one)
5. Level of Height above Ground
6. Level of Height beneath the Roof
7. Position (Orientation towards the Street or the Backyard etc...)
8. Density of Population
9. Time to get to a place (transporting systems available)
...

Some Examples of Basic Elements

Roof Gardens

The quality of a roof garden can be more or less private. Attributes like plants can be and furniture can be a sign for this.

The Point of View

Depending on the point of view of a external spectator the quality of a private roof garden is different. A higher building nearby the regarded sytems is a factor we can use for the judgment of the quality of privacy of a particular roof garden.

Additives

A House is not a static thing. At some parts elements can be added or transformed to increase the quality of privacy. Peoples feeling of responsability for a certain place defines it as a place of „growing" in dimension and quality. The basic structure should provide this.

Floor Level

A certain position within a building usually offers different qualities of access to the „open" areas. (roof, balcony, street ...)
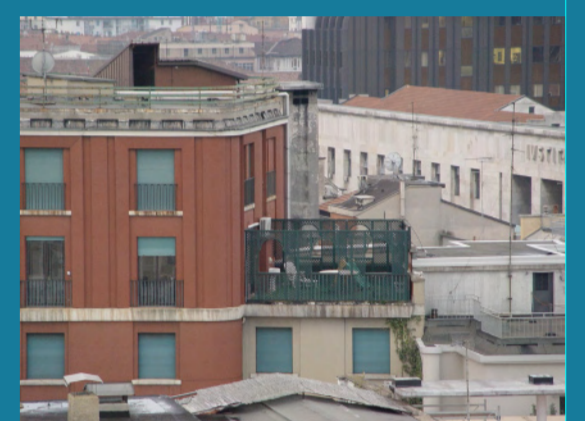
Borders

Mankind developed many tools for defining separation of spaces. In example a fence is a strong symbol for „privacy" . Also doors, gates, windows, shutters, walls and even lines on the floor or a sign like „Entance prohibited" are belonging to this group.

Parks and Playgrounds

Outside the privat flat or house we find public areas for different needs within a community. Parks, playgrouds or courts for different kinds of sportive action. Here poeple can satisfy their needs of presenting themselfs , communicate with each other or just watch the scenery.
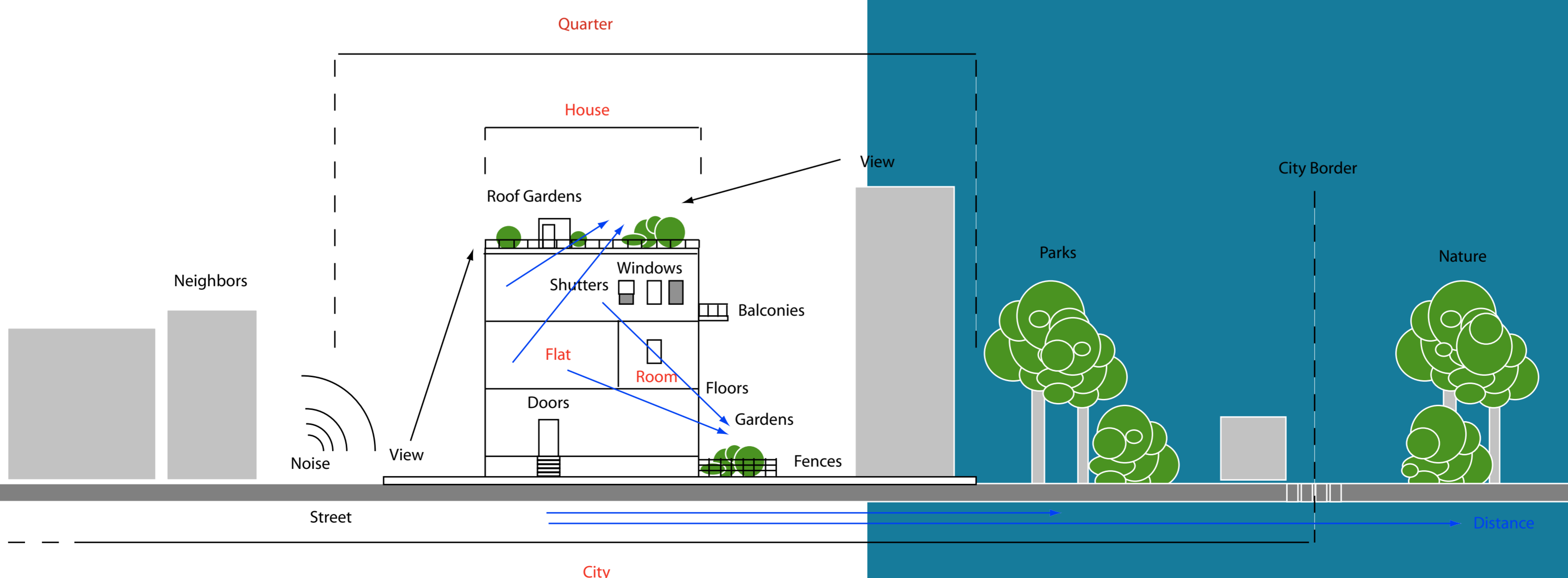
Style of Types

A window or a door can have many styles and graduations of being „open". So a fasade can express a intension of inviting or blocking somebody.

Distance

Each area within the system „city" has a different quality of access to different kinds of public spaces. Poeple choose to live close to the busy center or they prefer to live close to the city border. „Distance to ..." is a quality they regard as important meanwhile they choose.

Schematic View on some Influences of the System

Xinxin Chen / Tianjin / Tianjin / China
Oliver Endemann / Genestics / Kassel / Germany
Chaotsi Leu / Tong Ji / Shanghai / China