

# SKATE

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## Chapter 1

\_ Proposition



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## **Introduction**

Design is everything, from what we wear to what we use and what we see day to day, all of it has been designed in some way to meet a need or aesthetic. Interior design in particular is responsible for how we interact within a space and how that space makes us feel. Today, the use of interiors has become increasingly important. In recent years, we can see the complete change in how office spaces are being designed and the huge difference in decision making when it comes to layout and space planning.

Alongside this new need to advancing spaces, the demand for the need to create sustainable spaces rises. As interior designers, we need to make progress in making more sustainability influenced decisions within our design processes. The construction industry in the UK is responsible for 20% of the UKs waste. (Moxon, S, 2012). This project will research insights into creating a more sustainable, community-based space.



*(Skate pathway, fig 1.)*

## **Subject issue**

The built environment makes up for 40% of carbon dioxide emissions globally. (Gensler, 2024) Interior design contributes to this number, and this is why we are responsible for lowering that number. There are many factors that contribute to these emissions, however this projects key focus will be on the use of more locally sourced sustainable materials. Building statistics show that around 30% of carbon emissions within the built environment is due to transportation alone. Understanding that reducing the carbon production of all building production is an extremely large task, doing the best we can as interior designers to reduce it as much as we can make a significant difference in how we design for now and the future. The international commission on sustainable construction, suggest that the purpose of sustainable construction is "developing and operating a healthy built environment based on resource efficiency and ecological design." (Yan, Lyn, 2022). This project will aim to address these issues by finding innovate ways of using materials in a more environmentally friendly way.

## **Skating Newcastle**

Skateboarding in Newcastle has a long history within the city. The sport gained popularity in the 1970s and since then the scene has grown significantly. (A. Jenson, J, Swords, M, Jeffries. 2012).

Today, the skateboarding community remains strong. The city hosts a range of different skate venues with sites like the wasteland which has served as a DIY skate park for over 20 years, along with the five-bridge plaza located in Gateshead. These spaces are a great example of how skaters have applied the idea of adaptive reuse to their spaces, transforming forgotten or unused area of the city into thriving cultural hubs.

Cities such as Newcastle have begun to recognise the value of skateparks, as these spaces not only foster youth culture but also support the local community and how it interacts. Experiencing a surge in interest during the COVID-19 pandemic, interest in skating surged as people sought outdoor activities that abided by social distancing rules. Alongside this renewed interest in skating, connected subcultures such as streetwear and fashion also saw an increase in growth.

The pandemic changed how people viewed skateboarding, not only as a sport but also a way in which people express themselves. This surge has led to an increase in demand for skating facilities around the country. (M, Jeffries. 2015).

## **Nature of Business**

The following proposition will show research on reducing the carbon emission involved with the construction to create a new innovative, community supported space for a new generation to enjoy. SKATE aims to tackle issues in relation to reducing transportation of materials from overseas and rather using locally sourced sustainable materials that will support local business whilst also positively impacting the environment. SKATE will strive to use a wide range of innovative design techniques alongside new emerging sustainable practices to help reduce carbon emissions during construction but also in the future longevity of the project. The space will act as a local engagement opportunity for a newer generation to interact with a select range of skating related sports activities using material that is designed to positively impact the planet.

## **Target audience**

Skate is aimed at creating a safe social space for the younger generation between the ages 12-30, to enjoy a range of skate related activities, the space will also aim to incorporate subcultures surrounding skating. The business will aim to inform users of the importance of positively impacting the planet how we can, educating through waste production management and reusability of products. Skate will encourage inclusivity whilst providing a safe interactive space for everyone to use, disregarding, gender, ethnicity, age, disabilities, beliefs and backgrounds.





*(Supreme group photo, Fig 2.)*

## **Profiles**

### **The Casual skaters**

Skaters will visit SKATE as a place to partake in their hobby of skating, making use of the ramps and rails to perform tricks and connect with others in the local skating community. They will see skate as an easily accessible skating venue with a smart layout that uses resources that are environmentally cautious.

### **The professional skaters**

Professional skaters can use this space to practice and perform new tricks and stunts, with the access to new innovate set ups for new opportunities for skills. Professional skating events may be held in the venue with spaces for food venues and staff.

### **Photographers/ Videographers / artists**

Video makers can enjoy the venue for use in making films around skating for advertising or community related projects. The link between skating and fashion would open doors for skating related brands to use the space. Local artists who connect street art with skating parks and local talent.

### **Socialists**

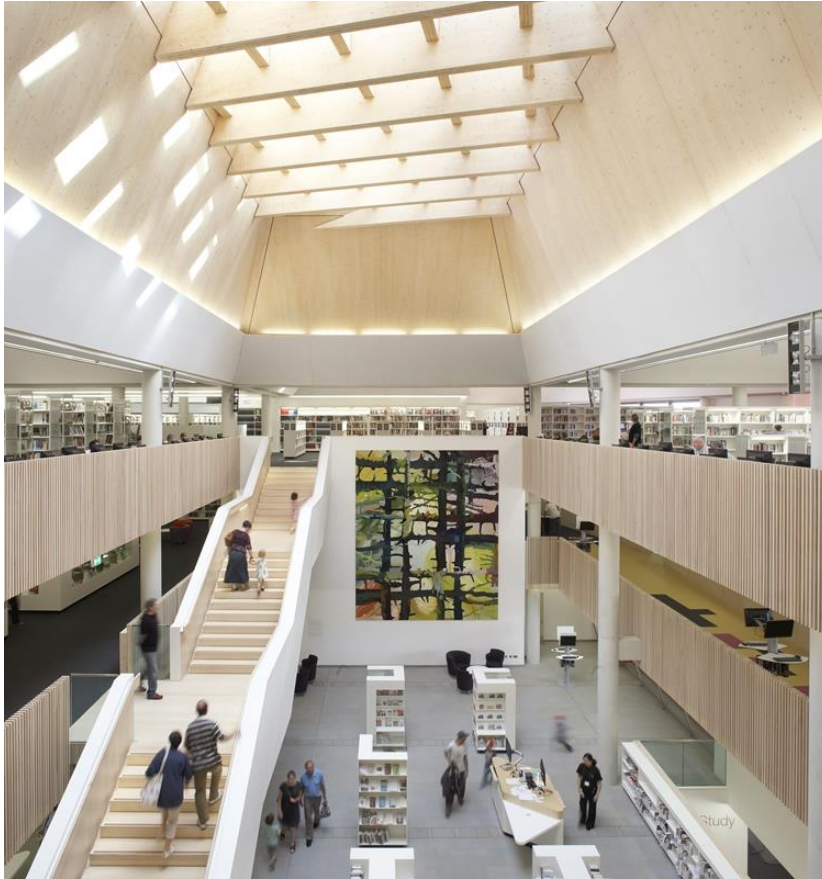
People who like to meet up with friends and family in places that are aesthetically pleasing, where they can partake lightly whilst having a drink or enjoying the company. Skate may be their go to place to socialise.

## **Critical design Analysis**

### **The Hive, Worcester.**

The hive is a state of the art community hub located in Worcester, England. The hive is the first joint public and university library in Europe and has become a key landmark in the city of Worcester since its opening in 2012. The buildings design supports environmental sustainability, as well as promoting learning and engagement within the community.

The space focuses heavily on sustainability, incorporating features such as, passive solar design, natural ventilation and high-end insulation to reduce energy consumption within the building. The hive makes use of collecting rainwater that is used for flushing, which significantly reduces water use. This could be a useful feature to implement within the skate warehouse as its location is optimal for rainy weather.



*(The Hive, Worcester, Fig 3.)*

The surrounding landscaping has also been enhanced to include features that encourage biodiversity, such as green spaces and wildlife friendly plants. This also could be beneficial to redesigning the existing outdoor area at Hoult's yard.

The hive also boasts a BREEAM Excellent rating due to its high environmental standards. To achieve this with a community focused space is inspirational to sustainable design and how as designers we need to be more environmentally cautious with our decisions.



*(Hive section, Worcester, Fig 4.)*

The hive hosts workshops, talks and exhibitions on topics, such as, sustainability, arts and education. It supports local schools and acts as a cultural hub, offering book clubs and author talks.

### **Stussy, London.**

The Stussy store, located on Wardour street in Soho, London will provide great insight into an aesthetic retail store. The space blends minimalistic design and adventurous spirit. The space was designed by Willo Perron of W&PA. The exterior of the store showcases a simple shop front design with their brands typical 8 Ball featuring in the window.



*(Stussy Storefront, London, Fig 5.)*

The interior of the space makes use of raw materials such as concrete and cinder blocks. The space indicates a destructive element, showing the inside of partition walls and how these fixtures have been striped back to show their construction. The store mirrors the brands' identity and origins from surf and skate culture.





*(Stussy Store Interior, London, Fig 6.)*

The inspiration from this space will influence the design of skate's store within the skate park. The deconstructive design elements can prove to provide sustainable aspects in relation to saving the use of materials.

In summary, the spaces design serves more of an aesthetic appeal over functionality. It makes great use of branding and connections between the global surf and skate community.

### **The House of Vans, London.**

The house of vans located near Leake Street in London, serves as a 30,000 square foot space beneath the Waterloo railway arches. The venue hosts multi different spaces including, different skate areas from easy to hard, an art gallery, cinema, music venue and café, making it a cultural hot spot for local skaters and creatives alike.

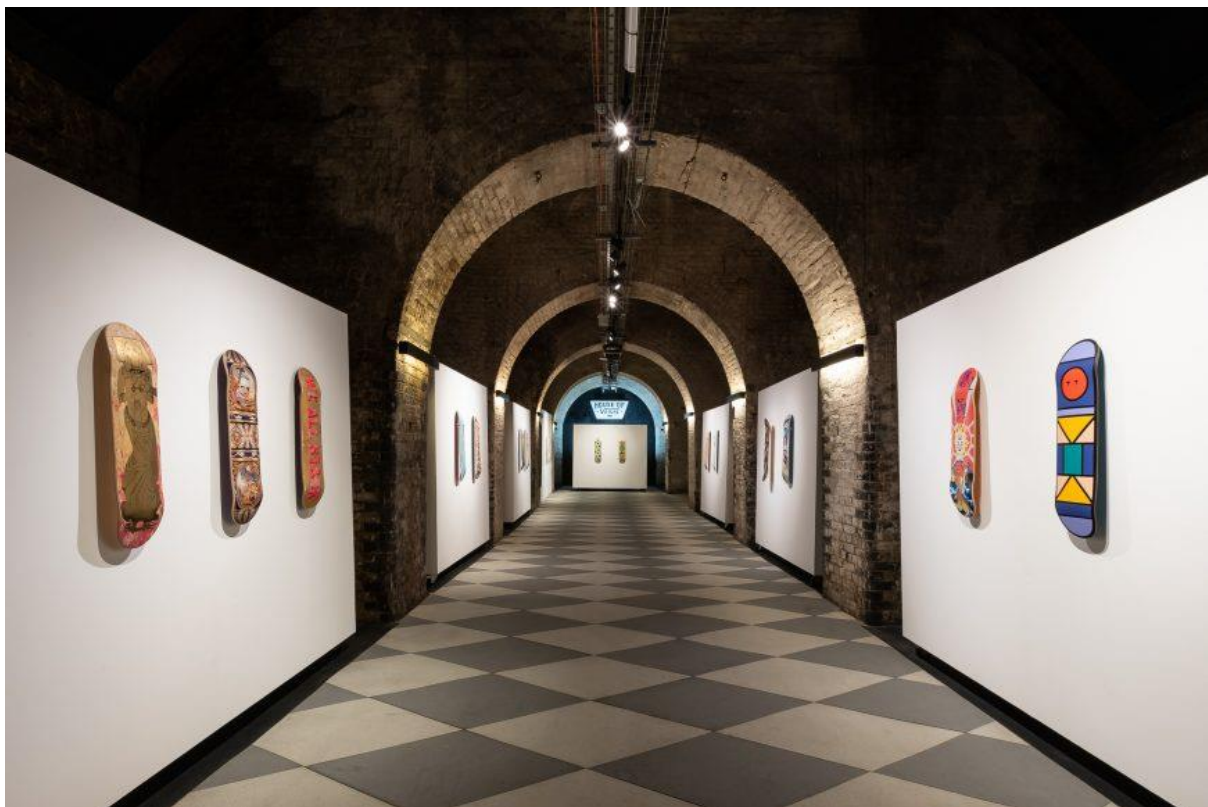


*(House of Vans interior, London, Fig 7.)*



The space occupies a unique setting beneath London's Waterloo station. The is spread between five interconnected tunnels, which combine skateboarding, art, music and community engagement. The design makes use of preserving the historic site whilst also introduction new architectural elements that link to the Vans brand identity. An example being the raw brick material used on the walls, along with the vaulted ceilings that have been left intact, combining this with modern elements such as, durable patterned rubber flooring inspired by the sole of the Vans shoe.

The spatial design heavily reflects inspiration towards the State space. Combining skating with other multi-purpose areas such as a store, lounge and exhibition area. A great showcase of how an adaptive reuse project can aim to benefit the local creative culture within the community.



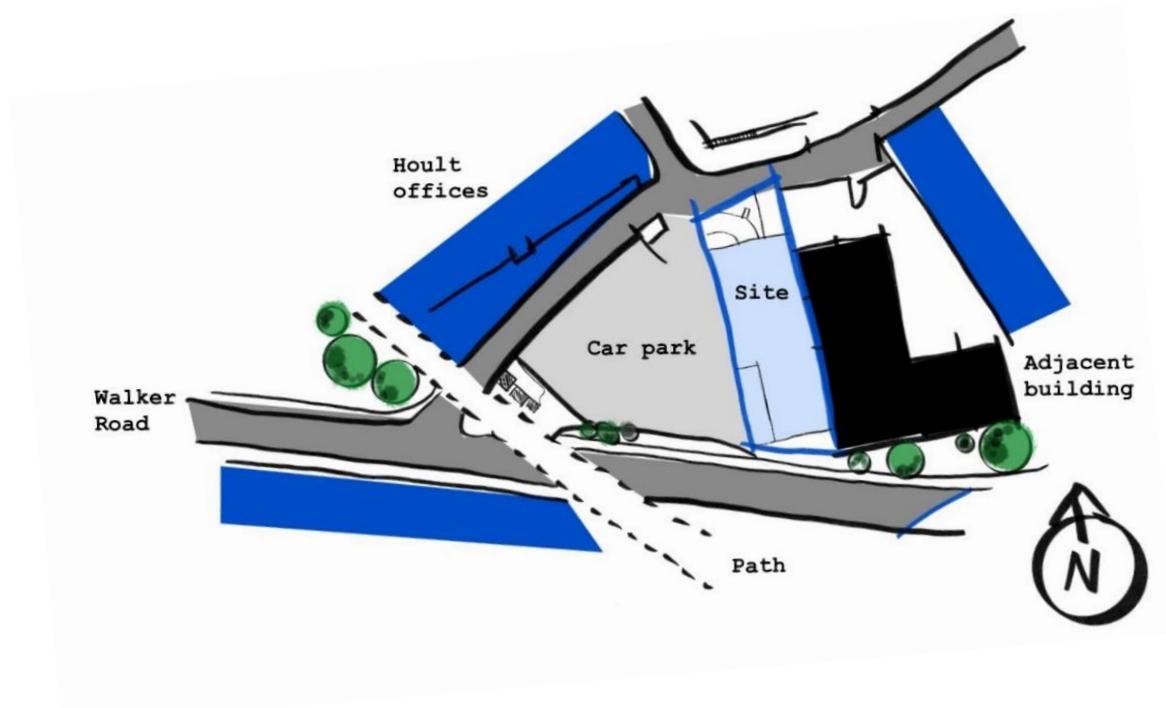
*(House of vans, Interior hall, London, Fig 8.)*

## **The City of Newcastle**

The chosen city for this project is Newcastle Upon Tyne. Newcastle is recognised for its Northern independence, a city that thrives on being Geordie. The city has a rich background in architecture, night life and cultural contributions, grey street for example has been voted the finest street in the North-East region. (independent 2002). Newcastle, however rich in culture does not feature many skatepark facilities. This making it a prime location to provide a lacking service. The Hoult's yard location within the city makes for a perfect location for a skatepark, the area is situated around a 30 minute walk from the city centre, with parking space and access to the tyne river footpath, it makes it ideal for younger and older skaters no matter the travelling distance.

## **Site context**

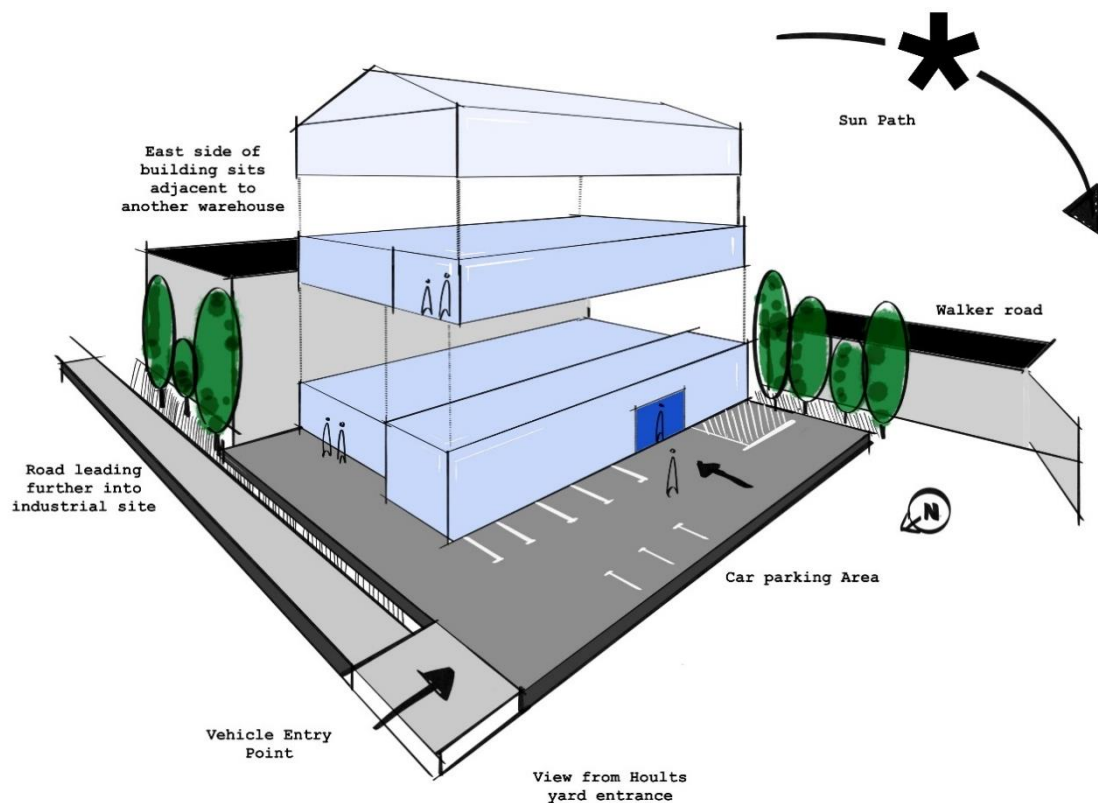
Skate will be located within the Hoult's yard brewery building which is situated in the outer Ouseburn area in Newcastle Upon Tyne. Ouseburn is an area with many culturally trendy venues such as retro pubs and brewery's, neo diverse focused club venues, small business vendors, history rich buildings and many other edgy spaces. The area is home to the biscuit factory, seven stories, Ouseburn farm, the free trade inn and the Tyne bar.



*(Site context map, Full circle Brew, Fig 9.)*

Hoult's yard is located in the southern area in between Ouseburn and byker, it is a creative hub and is well-known for its collection of small local businesses that includes several breweries, the most popular being Full Circle Brew Co. Full circle brew is the current business located on site at Hoult's yard, it operates a taproom and a brewery onsite. The building itself is industrial yet has an artistic feel, with the use of murals and installations, feeding back into the local culture of Ouseburn and its aesthetic independent feel.

The building itself makes use of modern slate cladding making it look less like a warehouse and more established. There is an outdoor seating area located on the north side of the building. The ground floor level of the building is made of exposed red brick which adds character. The interior space is large and hosts a tap room and a larger brewery area. The space is open to visitors daily and offers its tap room and brewery for weddings and other social events.



(Site context, Full Circle Brew, Fig 10.)

## Site History

Hoult's yard has a rich industrial history dating back to the early 20<sup>th</sup> century. Originally, the site of Hoult's Ltd, which was a well-known pottery and warehousing business established in 1917 by the Hoult family in Newcastle. The company was started by offering furniture removal and storage, and quickly grew into one of the largest moving and storage business in the northeast of England.

However, by the early 2000s, as traditional warehousing declined and the city evolved, the Hoult family began to think about how better to use the space. Their solution was to transform the space into a vibrant hub for emerging local community and its business needs. This was achieved by leasing spaces to local artists, entrepreneurs, tech start ups and even media companies.

Today, one of their warehouses is home to Full Circle Brew co who have been in business there since 2019.

## **Exterior Presence**

The buildings exterior resembles a typical warehouse building that you would find in most industrial style yards. The exterior reflects its industrial heritage, blending together historic elements with newer modern features. Classic features like exposed red brick laces the lower levels of the warehouse, with tall factory style windows and a larger loading dock door that is still prevalent. Whilst preserving these original elements the space has been renovated with new slate grey exterior cladding for a more modern and fresher look. New street art and murals further add to the yards contemporary aesthetic that aligns with the local Ouseburn area.

The building's structure is simple and effective for a warehouse design, it uses a steel-frame design, commonly used in the early 20<sup>th</sup> century. The actual structure includes large steel columns and beams, this creating a large, open interior space with minimal interior supports. The red brick exterior walls act as a foundation for the cladding whilst also providing durability and thermal mass. The large factory windows provide natural light, combined with the use of polycarbonate skylights on the roof of the warehouse. These features can maximise light to the interior whilst also preventing harmful UV. This warehouse structure allows for a huge open plan space with large ceilings and fixability to incorporate different spaces within the space such as another floor or enclosed area for storage and other facilities.

## **Building Analysis**

The buildings overall internal space is roughly 943 Square metres. Traditional Warehouse design typically focuses on placement of docking stations, reception and racking equipment. (Albert, P. 2023). This would have been the case for the original design when it was built for storage. However, the renovated building now consists of two floors, a lower level that houses the 'Pip Shop Stop', the main reception, along with office space and storage. The lower-level reception leads up to the first floor that houses the tap room and office spaces. The tap room is located on the north side corner with a meeting room and toilet facilities to the south end. Across the east end of the warehouse is a large brewing area that takes up around 60% of the floor space. There are two further entrances on the first floor, two fire escapes with a large rolling door leading out towards the north side seating area.

## **Accessibility**

The site is currently accessible from Walker Road which runs just parallel to the tyne river on its northern bank. Walker road stretches from City Road leading out of the city centre towards St Anthonys. There is a large car park just outside the entrance to the brewery. There is a larger car parking space further into the industrial park located beside other local businesses. A downfall of this space is that the east side of the warehouse is not accessible as it runs adjacent to another warehouse behind it.

## **Brand**

SKATE is an edgy locally known brand that is deeply connected within its skating culture. SKATE will highlight a wide range of new innovative ideas and techniques within its design to showcase the need for sustainability changes within interior design. SKATE will represent a safe, responsible area for the local skating and youth community to engage with friends. Skate looks to bring a more interesting approach to creating sustainable spaces and how design can be used in many ways to do this, not by traditional methods like imposing long, boring newsletters and essays on the subject, but to showcase innovations within the space, showing the physical aspects of sustainable design choices. The experience and feel of the space should inform users of these choices. Skate will do this through showcasing local vendor communities and giving back, the carbon footprint of its use, material choices to improve sustainability reach and waste management within the space. Skate will be seen as an environmentally ethical space that provides a safe and welcoming skate venue for young adults that will help strengthen the community and local art forms.

The Ouseburn location will influence the edgy aesthetic of this space and how it will be surrounded by other culture aware venues that have similar aims towards the environment and community.



(Skating, Redbull, Fig 11.)



## **Conclusion**

This proposition has provided an insight into this project's intentions in relation to sustainability issues surrounding the construction of interiors.

SKATE will aim to tackle these issues by creating a space using sustainability sourced materials within the local area, supporting local businesses whilst creating healthy relationships within the community. It will aim to inspire new innovative ways of construction with the use of sustainable materials. It will bring attention to the widespread misuse of materials in constructing interiors and aim to provide inspiration in newer more sustainable methods. Combining these methods with the local culture of Ouseburn to provide an experience of local culture. This local culture will be imbedded into the space through art and material use. Skate will provide a new and inclusive space to Ouseburn that will strengthen the local culture and community by protecting the local environment that helps Ouseburn thrive.

## Chapter 2

### \_ Feasibility



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- \_ Surveys and Authorities
- \_ Consultants
- \_ Consultant fees
- \_ Timescales
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## **The Brief**

Designers have good reason to be concerned for the future. Designers are certainly among those whose positive contributions are essential to the building of a more humane world (Mangolin, V. 2007). It is our responsibility to make the right choices within our designs to aim for a more sustainable future. When designers create interior spatial designs for various types of uses and experiences, they consider both the aesthetic qualities of a space and how people experience interactions and sensations within the spaces. (Poldma, T. 2020). Combining these two design ethos, it is this project's mission to create a sustainable space for the future that is also an enjoyable, aesthetic experience.

Sports and entertainment as a social hub are a great way of bringing a community together. Through sporting events and tournaments whilst also being a social hub for interaction and meeting new people. SKATE will act as a new social hub for skaters within the local Ouseburn community whilst providing space for socialising and food vendors. SKATE will bring a focus to sustainability within the area by demonstrating how products and spaces can be particularly designed in a better way or with a better material to make it more sustainable. The space will create an inviting atmosphere by presenting the values of the brand throughout, whilst also offering local services such as, food vendors, music events and exhibits.

## **Operations**

Skatepark

10-9pm

Store

12-8pm

Exhibition space (opening varies)

6pm-11pm

## **Skate area**

The skate area will provide relevant space and innovative skating facilities for all skaters to enjoy, from beginner level to professional. The skate area aims to provide for everyone. The skate area will make up most of the buildings space, however, it will also be incorporated into other areas that are relevant to the concept. Along side this area will be an open space to relax and for people to socialise. This lounge area may incorporate other types of entertainment, such as arcade games, board games and music devices. This area will also provide education on the need for sustainability within the built environment. The information will be provided through magazines and other brochures.

## **Store**

The store will operate normal opening hours alongside the skatepark. This will cause less confusion and create consistency within the space. The store will sell local art supplied by creatives within the city of Newcastle.

## Rockpanel Analysis

Rockpanel is a leading company that provides construction materials such as, stone and wool solutions. The company is certified by Cradle to Cradle which is a globally recognised standard that credits solutions that support the circular economy and make a positive impact on both people and the planet. They offer facades made from basalt which is a naturally sustainable material. The natural rock forms the basis of the stone wool panels make the product a unique, sustainable and durable material. Basalt is naturally fireproof and meets the strictest regulations, offering optimum protection for people and the environment. Rockpanel also offers design freedom, so not only is it sustainable material, but it also offers opportunity for aesthetics. Rockpanel have responded to nine of the UN Sustainability Development Goals linked with climate and environment. They also offer a Rockcycle, which is a reclaimed material service which takes back used stone from the market, providing a great sustainable solution to the issue that the built environment is responsible for 30-40 percent of the global waste production.



*(Rockpanel, Fig 12.)*

## **Back of house**

The operations area of the skatepark, exhibition space will play an important part in managing the services and events to prioritise the best possible services are being provided in the space. Therefore, the need for function office/meeting room, along with catering facilities and personal spaces. The staff are just important to the space than the customers, they are key to providing the best services and being motivated in their job. The staff must feel welcomed within the space and cared for, supplying all necessary facilities is only the beginning. People are the most critical asset to any organisation, therefore, when your people succeed, so does your business. (Workpatten, 2024)

Back of house area will include, a kitchen, an office/ meeting space, accessible toilet/ changing facilities and storage space all designated to the staff. All these spaces will be finished to a high standard insuring a welcoming environment.

## **Exterior**

The exterior area of the building has a large car park at the front of the entrance, the loading bay at the north side of the building, along with the outdoor seating area. The site provides walking paths through the car park and around the building. However, half of the car parking space must be paid for after 1-hour stays. The existing outdoor car park will remain mostly the same, however plans for the loading bay door and outdoor seating will be changed due to the non-essential need of a loading door for the buildings new purpose. The outdoor seating area is in the most logical position in term of incorporating the loading entrance, but with this gone the seating area could be moved and expanded across the north side of the building. The exterior structure and shape of the building will mostly stay the same with changes in materials and colour.

## **Circulation and Accessibility**

Skate aims to make the space as accessible as possible for the entire community, the space will take inspiration from the existing Full Circle Brew layout and how they have implemented a wheelchair access ramp at the entrance along with a chair lift to the first floor. The space also incorporates wide open walkways making it easy to navigate and clear signage as to what areas are where. The maximin number of floors will be two, following again close to the existing layout. It is important that the space feels welcoming and easy to navigate. The current main entrance is located on the east side; however, the north side existing loading door may make for a more interesting, larger entrance point. The overall aim is for the space to feel open and free flowing, with views from all corners.

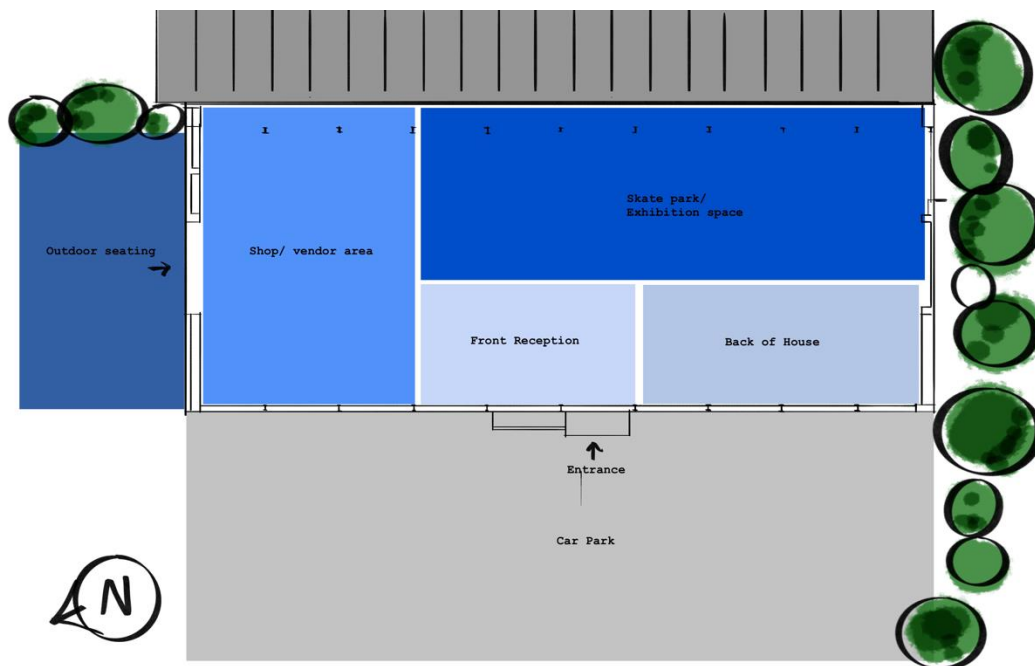


## **Marketing**

With Skates unique advantage of being one of the first buildings in sight upon entry to Hoult's yard, it would make sense that there would be eye catching graphics and signage to expose the space to people right away. Skate will be marketed subtly but effectively, using smart advertising and trendy photography to create curiosity. In today's society, social media plays a key part in how a business and space is marketed. "Made-for-Instagram museums" are encouraging artistic content and experiences that are optimized for selfie-taking and posting (Appel, G. 2019). Taking this new age into consideration, Skate will prioritise photo opportunity from the exterior and interior of the site. Skate will aim to become the new place to be within the Ouseburn/Byker area which is why it is critical that customers want to engage with the brand and share it on social media.

## Block plans

A block plan has been produced to provide an estimate cost per square metre for this project's physical implementation to the space. This reflects the function of each of the areas within the space. The different areas have been divided into 'Front of house' and 'Back of house'. The front of house area will include a reception space, store and the skating facilities. The middle of house area is for stairways and any toilet facilities on site. The back of house area is for the staff room, kitchen and storage. The budget has been amended as Skate recognises that a lot of the space will be taken by skate ramps and other fairly cost effective features. However, costs for the first floor F.O.H are more expensive as this store will act as a feature area for innovative design and pleasing aesthetics. Further amendments are yet to be considered, therefore the budget may slightly increase or decrease further into the project.



*(Block plan, Full brew plan, Fig 13.)*

## Cost estimates

Space	Area	Cost/m2	Cost Estimate
Ground floor F.O.H	550m2	£2000	£1,100,000
Ground floor B.O.H	50m2	£800	£40,000
First floor F.O.H	330m2	£2500	£825,000
First floor B.O.H	50m2	£900	£45,000
Middle of house	20m2	£1500	£30,000
TOTAL	1000m2		£2,040,000

## **Surveys and Authorities**

Skate must acknowledge the different surveys and authorities that must take place to ensure that the building project is safe and successful. Employing a strong team that have clear communication skills will ensure that these processes are carried out to the highest possible standard.

### **Building Survey**

A building surveyor is responsible for carrying out a comprehensive inspection of the property condition. They will provide insights into the structure, defects and maintenance needs of a building. The survey may uncover hidden problems within the building's layout or structure, usually found in other more historic buildings. (J, Smith 2019).

### **Dimension Survey**

Also known as a measured survey, is a detailed survey of the building that accurately captures the dimensions, layout and structural elements. This is then used to produce precise plan, elevation and section drawings of the building.

### **Asbestos survey**

The Control of Asbestos Regulations 2012 was introduced on 6 April 2012, updating previous asbestos regulations. (CAR, 2006). The survey is a crucial inspection conducted to identify if asbestos is present on materials within the building. An asbestos survey is essential for health and safety compliance, especially in older buildings that may have used asbestos while in construction.

### **Fire containment survey**

A fire containment survey is designed to assess the buildings fire protection abilities, ensuring that there is clear compliance with fire safety requirements. The survey should accomplish its goal of identifying and evaluating the systems and materials in place to contain and prevent the spread of fire within the building. This also accounts for the spread of smoke and a toxic gas. This survey is in place to protect the occupants and structure from fire.

### **Levelling survey**

A levelling survey is used to establish any relative heights or elevations on the site surface. This ensures structural stability. This will be relevant to ensure that the skating facility is as level as possible in the beginning stages of construction.

### **A services survey**

This survey is responsible for identifying, accessing and documenting the location and condition of any service utilities around the property. This survey is important to ensure that none of these services are interrupted during the construction and renovation of the property.

### **Building regulations**

Building regulations play a crucial part in how the construction of the building is complete. Approval from the local council is required before any construction can begin on site. Authorisation will be acquired from Newcastle building control.

### **Planning applications**

A planning application is required to change the buildings listing from office use to Class D2 (assembly and leisure). The permission will also be required as the building will require the construction of new structures such as, ramps barriers and walls.

## **Advertising consent**

The skate as a site will provide insights into brand for local culture and artists. This will require the use of graphics and signs on the property, therefore permissions will be required to display signage on the exterior of the property. This is also relevant to wayfinding methods of signage throughout Byker. Skates own branding will require permissions to be displayed on the site.

## **Consultants**

The architect is responsible for reviewing the structural features of the buildings design and layout. The architect will provide insight into aspects of the building that essential and non-essential. The architect will communicate heavily between the interior designer and the structural engineer to ensure that the projects construction complies with buildings regulations.

## **Interior designer**

The interior designer is responsible for overseeing the project from its initial concept stage, right through until its final completion. The interior designer will ensure that the interior of the space is informed by a key concept relating to the brands identity and its purpose. The design should answer the requirements of the brief. The interior designer will communicate with the onsite contractors to ensure the design is implemented successfully. Thorough planning and research will be required to maximise the efficiency of the space planning. Visual presentations should provide an insight into the finished product as well as excite the client.

### **Structural engineer**

The structural engineer is required to work closely with the architect and interior designer to ensure that their plans and designs meet the structural load bearing requirements of the building. Confirmation of key structural elements will be identified to ensure the site's safety.

### **Building services**

The building services consultant will take responsibility for fitting of new utilities and services on the site. Their expert insights will maximise the performance of these utilities and ensure safety and successful maintenance through the project's lifespan.

### **Lighting design specialist**

Due to the large open areas within the space and the large ceiling height, a lighting specialist will be able to provide insights into how to maximise light within the space without compromising aesthetics. Lighting that is adaptable to the needs of the space during certain times will provide the best possible experience to customers.

### **Acoustic specialist**

An acoustic specialist will be required to provide insight in how to manage sound levels throughout the space. The need for manageable noise levels will be important as the warehouse space existing will be large and empty. Adapting the space to work for other events that may require music will also be important.

### **Electrical consultant**

An electrician will plan and supervise the installation of electrical equipment and sources within the space to ensure they are safe and comply with regulations. They will also be responsible for maintaining these fittings as well as working closely with the lighting specialist and structural engineer to maximise the potential of the buildings design.

### **Fire Consultant**

The fire consultant will provide insight on the best possible fire routes, whilst also giving insight on fire protocols that should happen in a fire emergency. The fire consultant will also advise on an assembly and evaluation point for the building and its local surroundings.

### **Quantity surveyor**

A quantity surveyor will provide insights on how to maximise the costs of the project. Consulting with all areas of the project to ensure that costs are kept at an effective level.

### **Graphic designer**

The graphic designer will work with the interior designer to help design an aesthetic space that utilises art and design effectively within the space. Managing the use of exterior graphics and wayfinding.

### **Skating specialist**

A professional skater will be able to provide extensive first hand insights in to what makes a successful skate park. Their firsthand knowledge will assist in guiding all aspects of the design, from structure to lighting and sounds, to layout and flow of the space.



**Consultant fees**

Architect	%6	122,400
Interior designer	%8	163,000
Project Manager	%2	40,800
Structural engineer	%0.5	10,200
Building services consultant	2	40,800
Lighting design specialist	1	20,400
Acoustic specialist	0.5	10,200
Electrical Consultant	0.5	10,200
HVAC	0.5	10,200
Fire Consultant	0.5	10,200
Quantity Surveyor	3	61,200
Graphic designer	2	40,800
Skating specialist	0.5	10,200
TOTAL		610,400

## Timescales

### Timescales of stages

This timescale will aim to provide an overview of how the planning process will take place during the project up until its completion. The initial development process of this project will take up to 6 months, with construction beginning at the start of July.

	January	February	March	April	May	June
Initial Meetings and Idea Development						
Feasibility Report						
Scheme Design						
Client meetings						
Design Drawings						
Statutory Approval						
Working Drawings						
Consultant drawings						
Specifications						
Quantities bill						
Tendering period						
Tender receipt						

### Timescale of works

The following table will outline the timescale for the next 12 months of working on the project. A longer production has been accounted for due to risk of unforeseen circumstances and delays throughout the project. The production of innovate design for a multipurpose space will take time to achieve to its highest standard.

2024	Jun.	Jul.	Aug.	Sep.	Oct.	Nov.	Dec.
Lead in							
Production							
Sit works							
Meetings							
Liability period							

2025	Jan.	Feb.	Mar.	Apr.
Lead in				
Production				
Site works				
meetings				
Liability period				

## **Procurement**

This is the process of acquiring new products and services that will be needed during the construction of the project. The design services and construction for this project will be agreed upon with the client. The procurement of this project will link heavily to its sustainable aspect. Contracts key suppliers will be signed and agreed upon before construction begins.

## **Design**

The project will be overseen by a single contractor who will also work closely with the Project manager. They will work as a team to communicate between every person working on the project, from start to finish, including planning all the way to the hand-over.

## **Comprehensive tendering**

This process involves inviting contracting business to bid for the provision of work. It will ensure transparency and fairness. This process will start with a Request for Proposals that will outline the projects requirements. Once submitted, the client will make a decision based on criteria such as, price and quality.

Contractors will be required to produce a tender pack that will include:

- A proposition document
- Feasibility document
- Research paper
- Contractual drawing pack
- Models
- Material board
- Visual design pack
- Presentation boards of scheme

## **Completion**

The handover for this project will take place between April and May of 2025. Once all construction on site is complete then the handover will take place. To ensure for a smooth handover, constant communication will be needed from the contractor to ensure the handover date agreed is met. A 6-month

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