

We are

CoLab is a Collaborative Design Laboratory that explores the transfer of design strategies and new design processes to today's production and industry. Unfortunately, there is still a lack of communication and interaction between designers or architects and the manufacturing trades. The person who plans is rarely the same as the one who executes the planning. Many individuals are involved, and they often do not know exactly what the other is doing.

To bridge this gap and promote effective collaboration, design practices, architectural representation, and production processes are integrated into projects that rely on working together.

CoLab Berlin is part of a wider network which includes also a team in Madrid, where it emerged in 2009. CoLab Berlin is located in the department of Architectural Representation and Design at the Technical University of Berlin.

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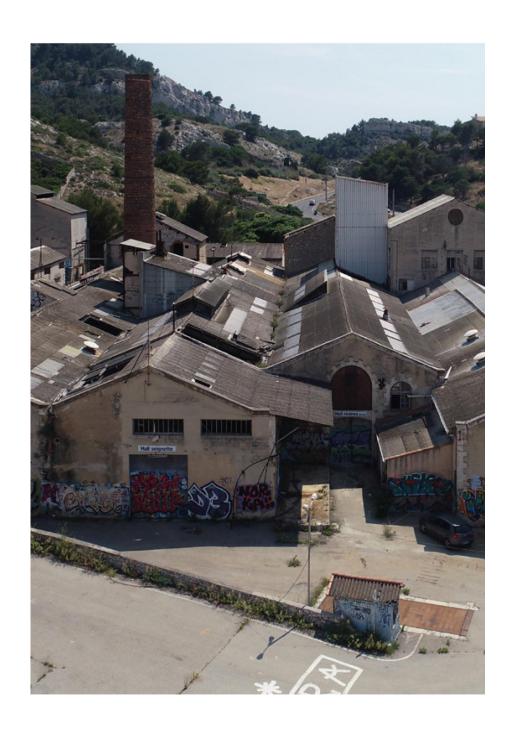
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"Never demolish, never remove or replace, always add, transform, and reuse!"

Lacaton & Vassal



Introduction MARSEILLES

#SITUATION



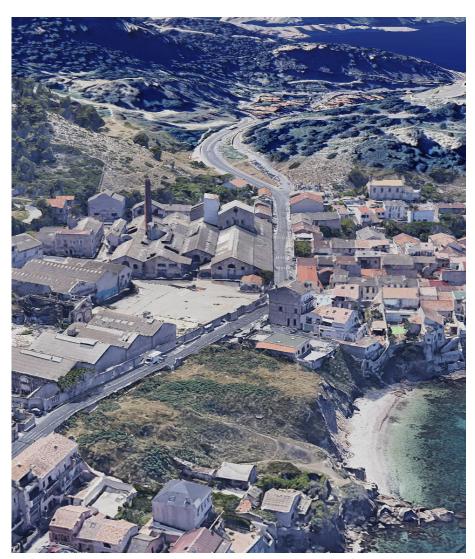
Marseilleisnoaccident. It is a city deliberately founded at a hinge of sea and stone. Set like an amphitheater on limestone slopes that face the water, the port became an engine of exchange, and the city learned to live with wind, salt, and sudden light.

South of the Vieux-Port, the coastline narrows to a thin strip where road, workshops, and small ports press against the cliffs. In the nineteenth century these coves hosted furnaces, chemical works, and yards that turned imported ores into goods. At Montredon the remains of factories meet the threshold of the Calanques. Contaminated ground, informal parking, and seasonal pressure break continuity, even with neighborhoods, beaches, and trails close at hand.

Our goal is to heal this edge and reconnect city and sea. The studio will work with what is already there through careful preservation, adaptation, extension, and measured densification. Remediation becomes program, not only constraint. New public rooms on the shore, light structures, and clear paths will make safe access possible. Proposals must respect climate and logistics, account for mistral, spray, and crowds, and explore hybrid typologies for extensions along the coastal strip.

Phase 1 <u>Master Plan</u>

#VISION



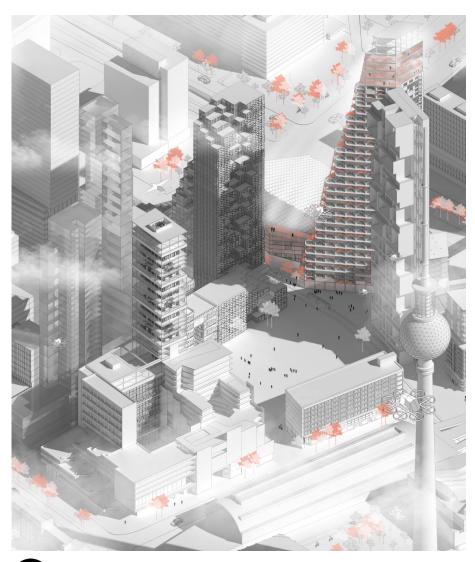
For our master's thesis, we aim to explore the possibilities of this area, using its limitations as design opportunities. The challenges of the site could inspire new typologies that blend housing, culture, offices, and production spaces. To connect the area with its surroundings, the strategy for accessibility, public space, and infrastructure will be a critical part of the design approach.

We will work collaboratively in two phases to achieve this goal. In the first three weeks, an internal competition between student teams will define a common strategy for the intervention. The outcome will be a master plan for the entire area, which will be divided into plots or fragments for individual development in the second phase.

The thesis is organized as a studio environment in which ideas are continuously tested, challenged, and refined. We meet in person every week, with biweekly input from the professor (marked with an "X" in the semester calendar). To foster precise and rich architectural communication, all reviews are conducted using printed material and scale models - no digital presentations. Sketching and direct annotation are core tools of exchange.

Phase 2 Individual project

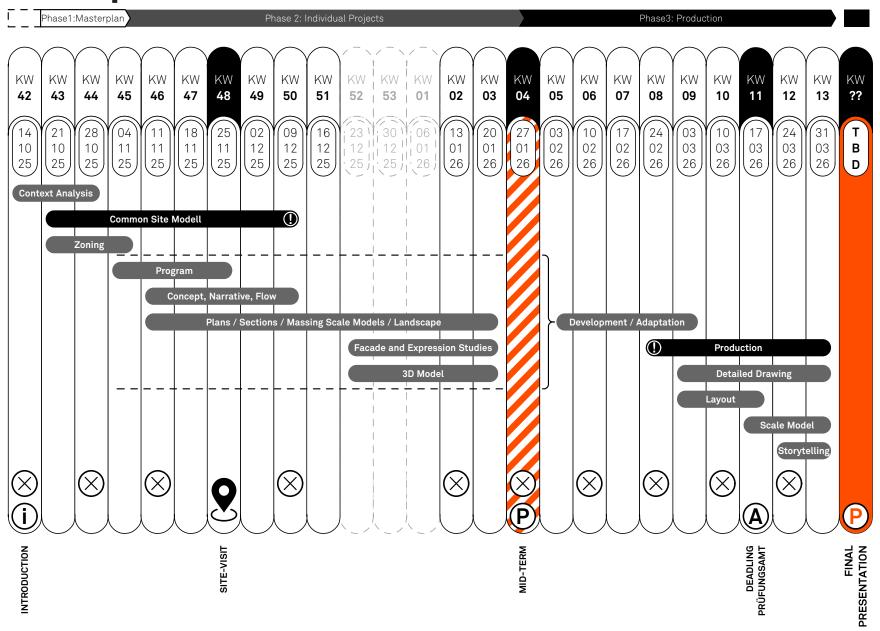
#HYBRID



The second phase will be conducted individually and will consist on the further development of a part of the masterplan. For this, each student will be able to choose an area or plot to design a part of an infrastructure, a building, a buildings complex or a public space. Each project will have to take in consideration the commonly chosen structure to meet the requirements of the masterplan and be able to fulfil the needs of the area with an integrative design.

Each student will as well design the program/s that should roughly be divided in 1/3 housing, 1/3 public function and 1/3 is left to students to define a function that adequately answer the needs of the area in his/her specific site: transportation hub, cultural facility, housing, landscape... Ideally a combination of uses that not only coexist but influence each other to create a hybrid infrastructure.

During these two phases every student is expected to work in different scales from territory to construction and materialization. The particularities and properties of the site have to be taken in consideration in all the stages of the project to produce, through a collaborative process, individual projects that will create a new order for the area.



Kick-off meeting + Registration

A204b aka CoLab Factory

Wed. 15.10.2025 @ 16 °°

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