

BASIC PRINCIPLES / CONCEPT

Individual identities of the islands. There are a lot of similarities between the different islands, which include the archipelago, the nature elements and villas, privately owned and otherwise. On the other hand, each island has its own characteristics. These existing identities of the islands are strengthened in this proposal. They are discovered through an analysis of the existing environment. Through the analysis on the islands, it is easier to find interests of possible visitors in the future. One may look for an adventure in the archipelago and one for a special sauna experience for an evening. Some might be interested in villa era history. Even though a lot of the services needed on the island are similar, these characteristics of each island require some differentiation in the services and built facilities. This way it is also easier to promote each island by creating different atmospheres around them.

Using already existing as well as possible. All the islands have already existing traces of human actions and built environment. One of our main principles is to use existing traces as a base for new structures to bring as little new things to the islands as possible. The islands have already existing buildings, cast concrete foundations, stone foundations and a lot of other usable parts. By using the already existing it is possible to harm as little as possible the fragile environment of the archipelago. By using the existing built environment it is also possible to continue and strengthen the history of the islands. This way it is possible to strengthen the existing identities of these islands. By using the existing as base for new, it is also possible to minimize the logistics.

Reuse of building parts. Using reused building parts for the design has many benefits. This way it is possible to minimize the harm to nature not only in the fragile archipelago but elsewhere too. Making new building parts is always harmful to nature somewhere. Unheated or lightly heated buildings, paths and decks are excellent places to use reused wood that is highly available. One good source for the wooden parts buildings is leftover wood from the infra construction such as cast concrete bridges but also demolition sites. Wood that is used in these constructions fits well for the structures in the archipelago. For example the design of the roof structure in the modules is thought to be as reusable as possible, which is why it can be constructed from shingle-like parts to be easily adaptable, modifiable, and replaceable.

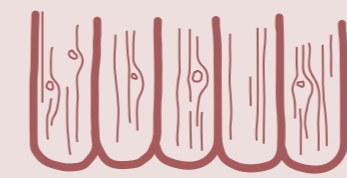
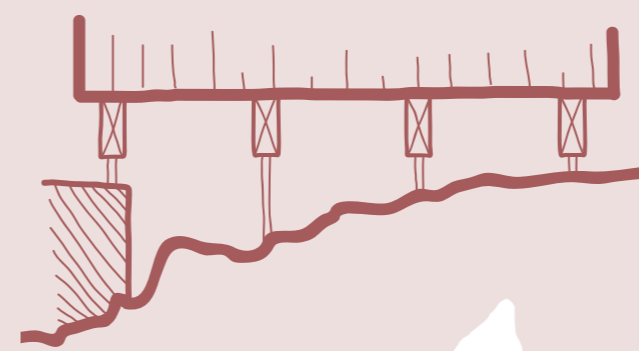
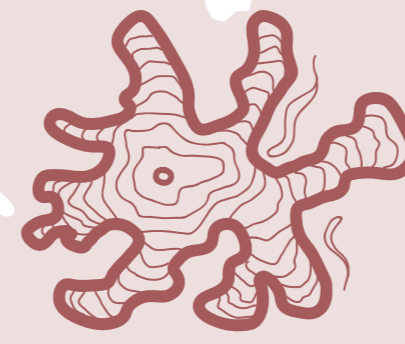
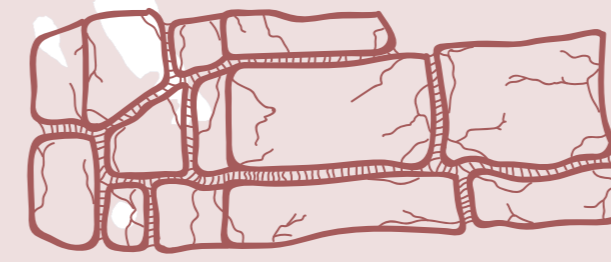
Places for nature to attach. The design focuses mainly on leaving as little traces as possible. In some parts, the focus is on leaving places for nature to attach on land as well as in the water. Foundation and anchoring has to be attached to nature. To make this less harmful, nature attachment is thought. In case of foundation, using the existing concrete and stones is considered. Otherwise using as light foundation as possible such as screw piles is favored. In case the local biota needs support, some parts of islands could be turned into sanctuaries or human help such as bat boxes or insect hotels could be integrated. Otherwise the focus is on preserving the existing nature as well as possible.

Archipelago, adapter, module. Archipelago nature and the existing built environment and human traces form a unique kind of base for the built environment. This unique base is also really uneven, which is also an important part of the magic of the archipelago. Hill shaped topography, rocky ground and old foundations form a base that needs an adaptive part for the modular structures. To be able to use the modular parts with similar measurements, it is important to form an even base for them. This is why all the buildings attached to the land are founded on top of an adaptive foundation. This adaptive foundation is based on existing foundation and steel columns that are adjustable according to context. With adjustable columns it is possible to use similar solutions for different contexts.

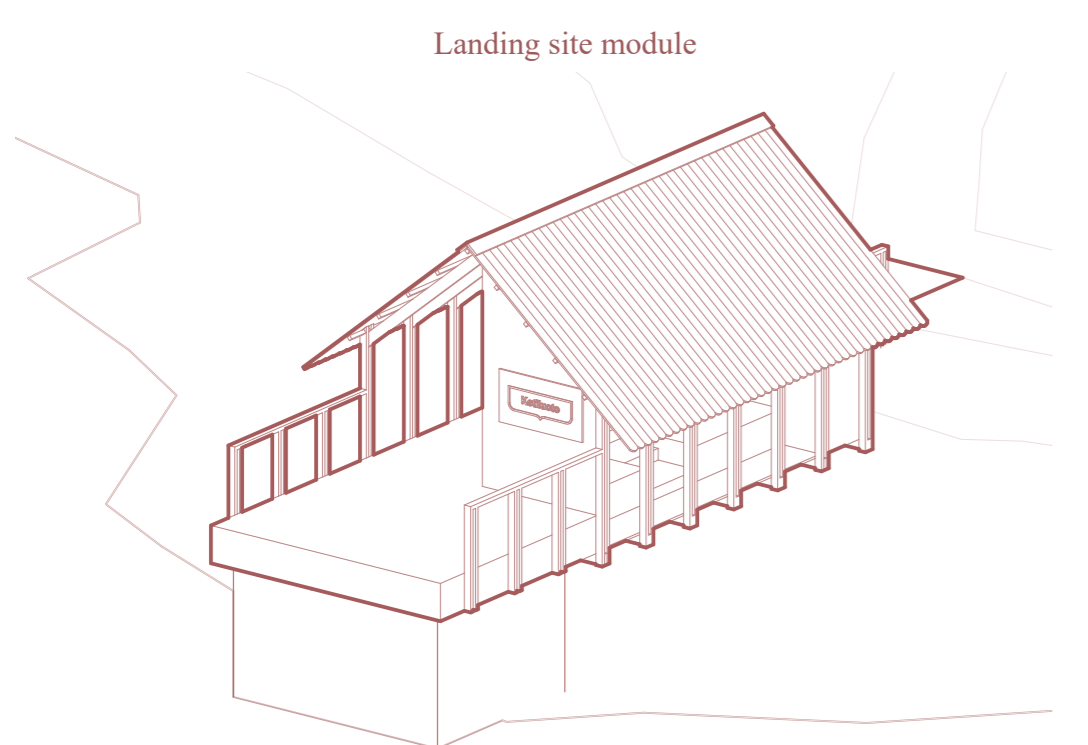
Reusability and movability. Foundations, connections and floating parts are made in a way that they are easily reusable in another context or moved according to the season. Moving whole buildings is hard in the archipelago because of the boat logistics. This is the reason why the design focuses on deconstructable connections of building parts. The buildings also use a lot of parts that have the same measurements so that they are easy to use in other constructions.

Flexible and recognizable frame. The same form in the building frames makes them easy to recognize throughout the whole archipelago both at the shores and deep in the islands' nature. By using the same logic in all structures, it also makes the buildings more flexible to changes in time when they can be combined, divided, or dismantled and reused again and again.

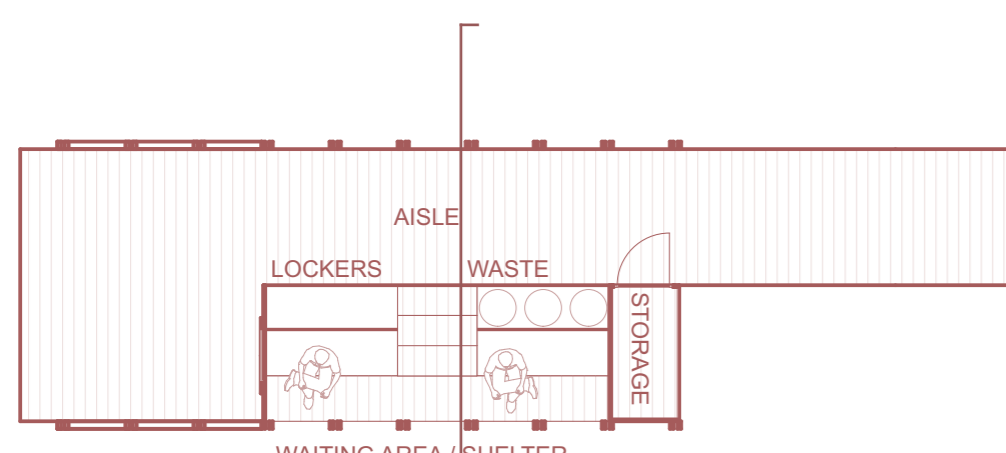
Helsinki archipelago look. The design uses a lot of recognizable building shapes and details that are inspired by the archipelago history and villa era. Boat shed-like buildings are part of the recognizable history of the archipelago, which has been the inspiration for especially the building visible from the sea. Round shapes both in windows and wooden part details are inspired by the playful architecture of the villa era that is special to most of the islands in the competition. This also fits well with the graphic design principles of Helsinki that is recognizable from the mainland of Helsinki.



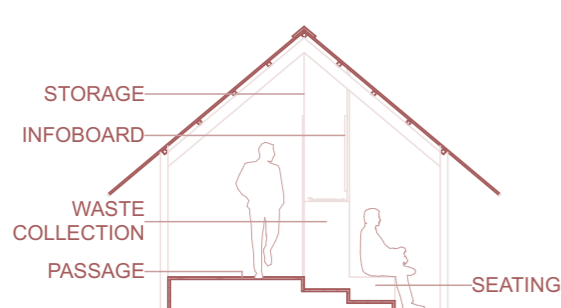
MODULES 1:100



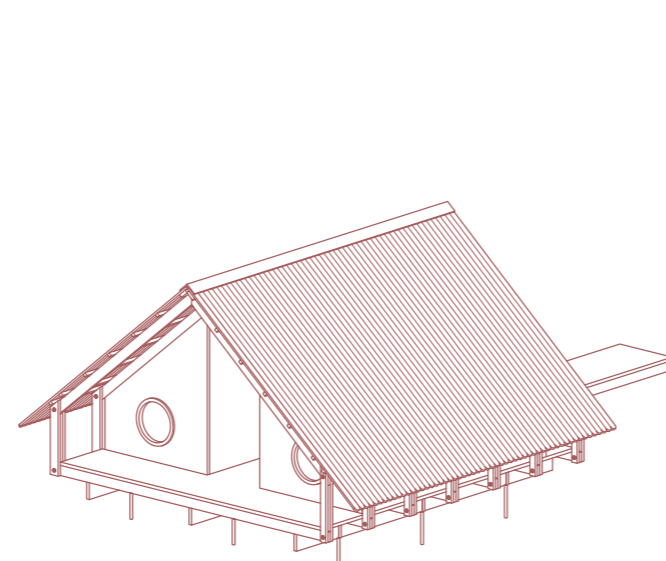
Axonometry



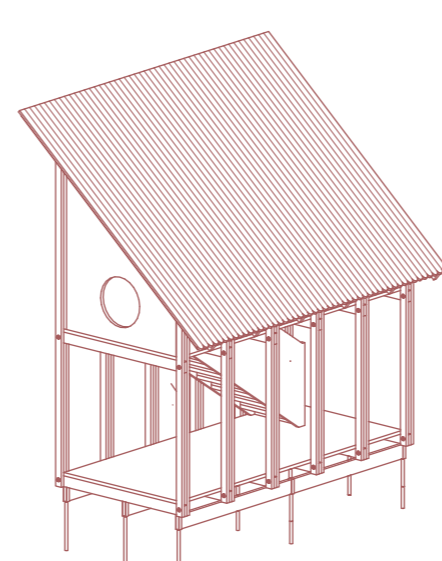
Layout



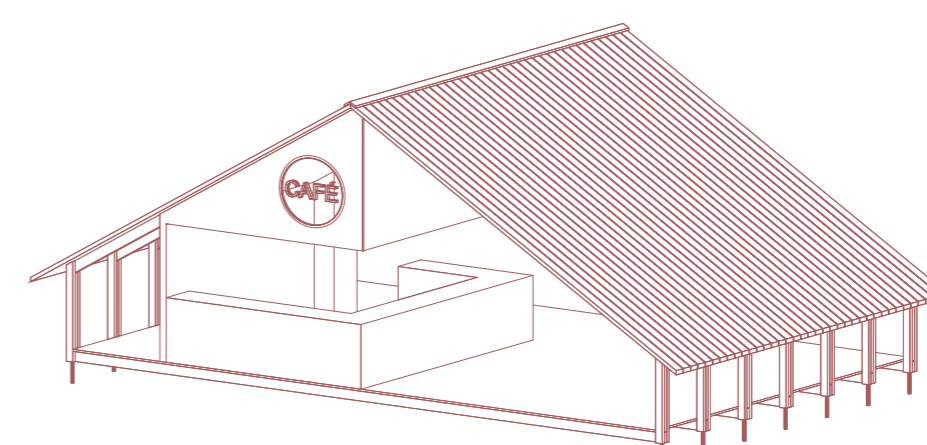
Section



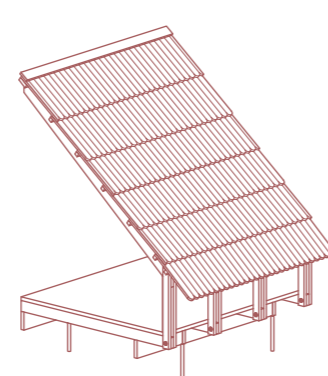
Accessible double glamping cabin



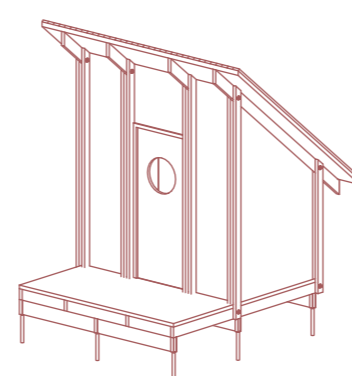
Single glamping cabin



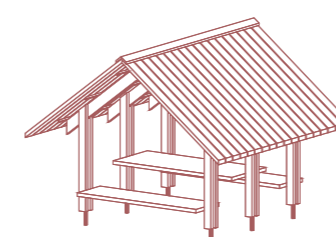
Cafe



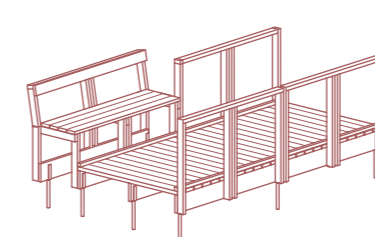
Alternative roof structure



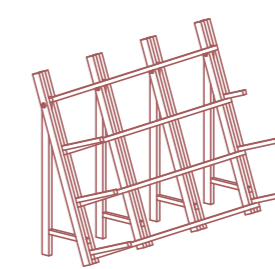
Dry toilet



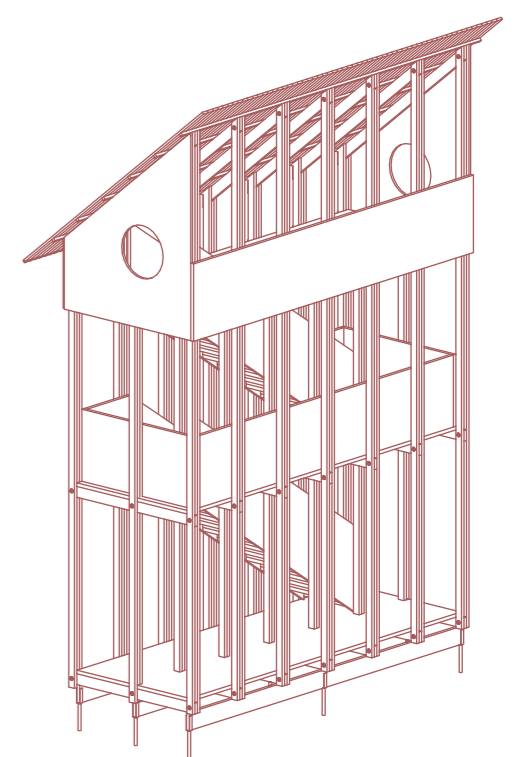
Picnic table



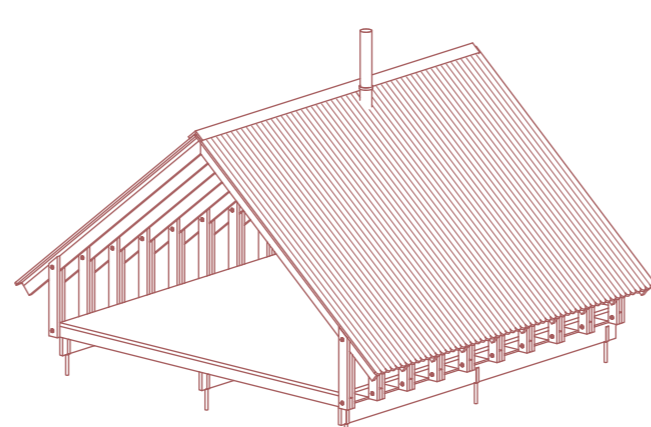
Walking trail



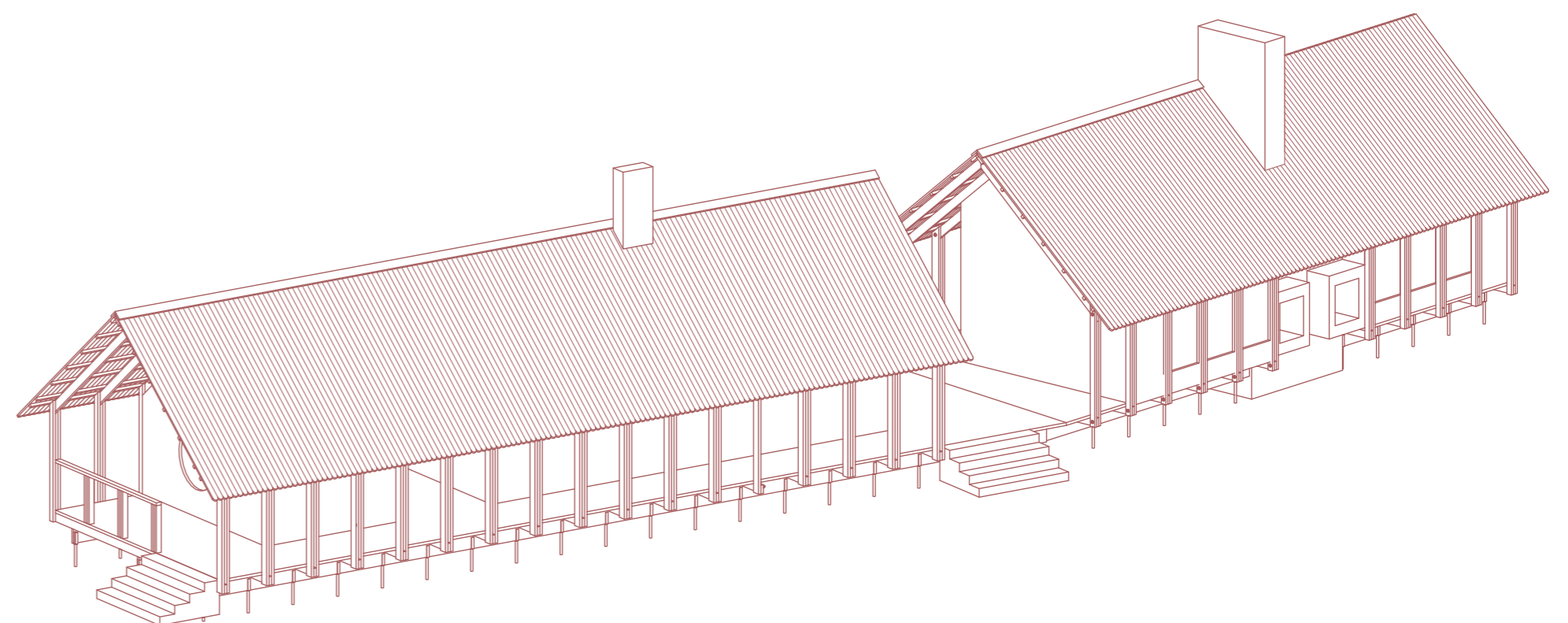
Kayak stand



Observation tower



Barbecue shelter



Sauna building