

## **The Pier**

*A makerspace / public living room in Nyhamnen, Malmö*

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Today, in a digital era when people can do their everyday tasks from home, the city as a social platform faces new challenges. Individuals do no longer need to run errands around the city, which has, until now, been the standard way of city life. The comfort of today's modern life, where most of one's chores are done through digital platforms and services, impacts the public life in cities. The urban dynamics of the city life are likely to be reduced when stores and services disappear from the streets. It is not necessarily a dystopian future where heading towards, but we have to be aware of how our modern ways affect the public life of a city.

The public sphere is crucial for urban life, almost everybody likes to spend time at a busy shopping street or central square where one can spend hours being anonymous and just do some people watching. These activities are especially important for young people since this is the platform teenagers use to break out from their child role to build a personal identity. The public sphere is also where they learn how to be an adult (Lieberg, 1992).

How can we use design to maintain social life, and maybe even enhance, the public domain in the modern city? How can we create social platforms in reality, where people can meet, see and be seen in this new reality?

This project is a makerspace and public living room in Nyhamnen in Malmö. Using architecture, the project should attract the visitor to explore the entire building and hopefully also reduce the individual's threshold to try new experiences. The building is a weather protected public space, programmed with recreational and creative activities.