



Think,
hands-on
build,
architecture
play...



ingredients

36 students

7 workshop leaders

1 carpenter

a former sewage plant site

3,5 days

a load of planks

rope

what the site gives

a play in ten acts



Act 1
Absorbing context
and challenge



Act 2

Collaborating dialogues



Act 3

Testing material and form



Act 4
Exchanging ideas:
speech



Act 5
Changing through
discussions

A group of people are climbing a large tree. The tree has a complex structure of vertical poles and ropes. One person is visible on the left, another on the right, and a third in the center. The background is filled with green foliage and sunlight filtering through the leaves.

Act 6 Transforming goals



Act 7

Listening and experiencing



Act 8

Finishing and improvising



Act 9 Performing



Act 10
Taking it
elsewhere

Think, build, play was a summerschool that took place from the 29th of August till the first of September 2013 .

Participants where the university of Oldenburg, the Erfurt School of Architecture and the Academy of Architecture Groningen, organizing host of the event.

Idea and content of the workshop by Onix architects.

Workshop leaders were Alex van de Beld, Haiko Meijer and Peter de Kan, in collaboration with Allart Vogelzang, Scott Fitzgerald (Oldenburg) and Philipp Krebs (Erfurt).

Location for the workshop was 'ORIZU', a piece of urban wasteland and former sewage plant in Slochteren, owned by Haiko Meijer (Onix).

The idea is to create architecture by focusing on the process of making. For that reason the available amount of time, three days, was divided in 10 acts, which makes it even more evident that the playground for architecture is 'action in time'. It underlines the 'nature of making' by focusing on dealing with an idea, the material exploration of it and a limited amount of time. By working in small groups this proces was challenged both as a opportunity but also as a possible complication.

Think, build, play is about practicing multiple skills, as much as it is about finding the unexpected in ones own work. Soon we will present you the workshop results and reveal part of this hidden potential.

Think, build, play is a result from '**hands-on architecture**' an initiative by Onix architects to connect European educational networks through architectural workshops on site.

Onix has a rich experience in these kind of workshops a.o. in Kütiorg (Estonia), Helsingborg (Sweden), Glasgow (Scotland), Boulder (USA) and several places in the Netherlands.

We thank above all the participants (Erwin Ottens, Boukje Klaver, Martijn Brunsting, Jeroen Schievink, Abdul Aziz Salamov, Michael Wilms, Douwe Drijfhout, Lars Claassens, Beata Daszkiewicz, Nina Schouwman, Ton van Vilsteren, Iwan Schröder, Simone Poel, Gaatze Postma, Tom de Vries, Maarten Strik, Talje Meter, Guido Heere, Yerun Karabey, Stephan Goverts, Wytse Kamsma, Lamia Towalski, Marcel van der Schuur, Lynn Kunze, Mark Venema, Omar Smids, Polina Loshkaryova, Guido Tits, Julia Pflug, Henning Struve, Maria Nienhuis, Thomas Steensma, Ronald Brunsting, Lisanne Knoeff, Achmed Tangiev, Jalal Hachem), Peter de Kan, Allart Vogelzang, Scott Fitzgerald, Philipp Krebs and carpenter/ location manager Freddie Brossois. Last but not least Gert ter Haar (AvB Groningen, Hanzehogeschool Groningen) who made it possible.

Haiko Meijer, Alex van de Beld - Onix

Peter de Kan - aka Dékan

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Think, build, play...



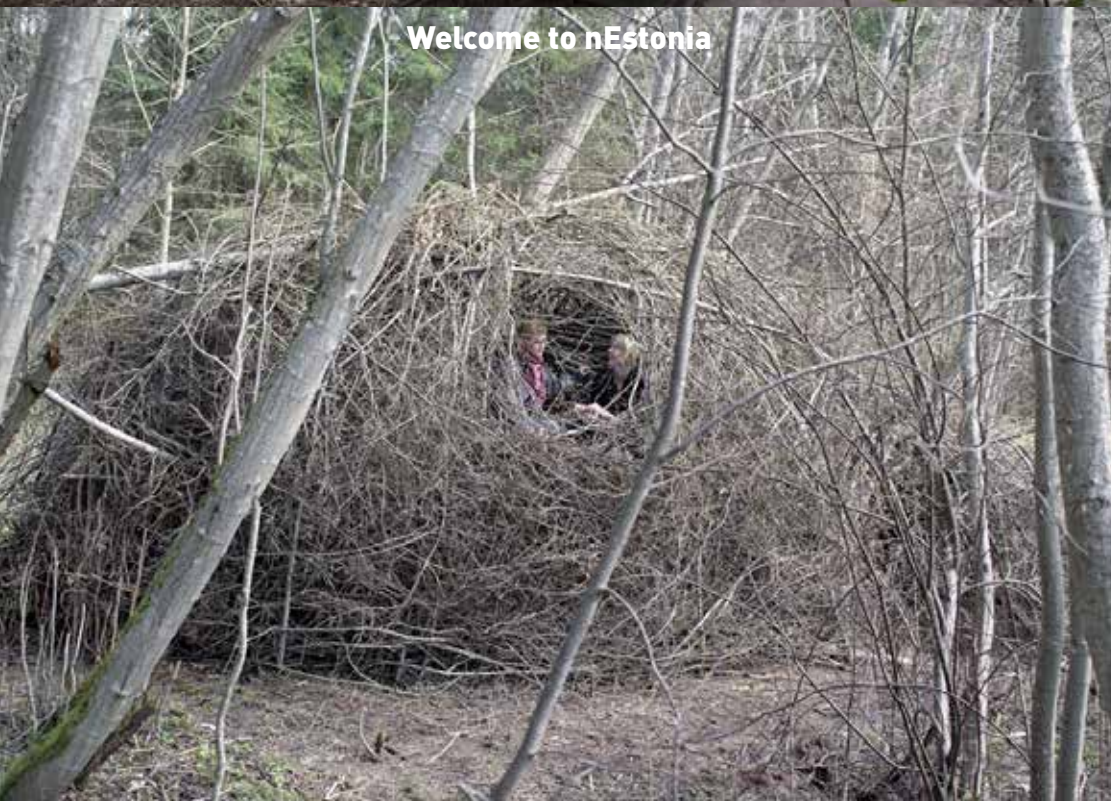
Think, build, play...



Chicken Shack Village Boulder (USA)



Welcome to nEstonia



Welcome to nEstonia



Think, build, play...







hands-on architecture

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