

Dubrovnik orphanage

BRIEF OVERVIEW:

When we think of an orphanage, the image of the stereotypical, 19th century institution run by local parishes. Images of iron clad fences, strict matrons and characters: Oliver Twist and Jane Eyre. Essentially, the church took charge of these hopeless orphans who were often little cared for, often proven to have little contribution to society; rather a burden to the financial and human resources of the church. However, generalisations aside, the orphanage is a place for children who have little direction and lost many things in their short lives.

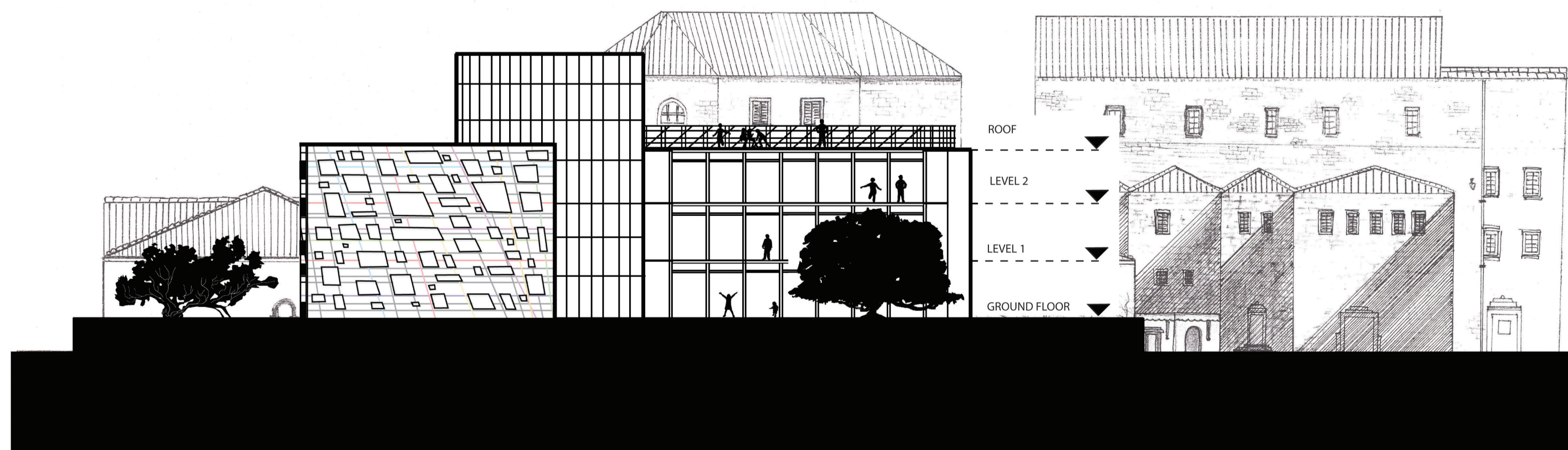
As a launching point, I began researching the background of Dubrovnik where the Roman Catholic church is a strongly influential institution, embedding traditional values within the social, religious and economic fabric of the city. I felt it important to uphold tradition within my building whilst creating a space for children to develop and discover.

It is necessary to incorporate existing ideas within my building without the compromise of Dubrovnik falling into a stagnant or regressing city. Whilst maintaining the central ideas of the faith, this orphanage also presents itself as a world of pure imagination where children are encouraged to interact with their environment. It is a center for discovery, a sensory playground that retains the traditional beliefs of Catholicism.

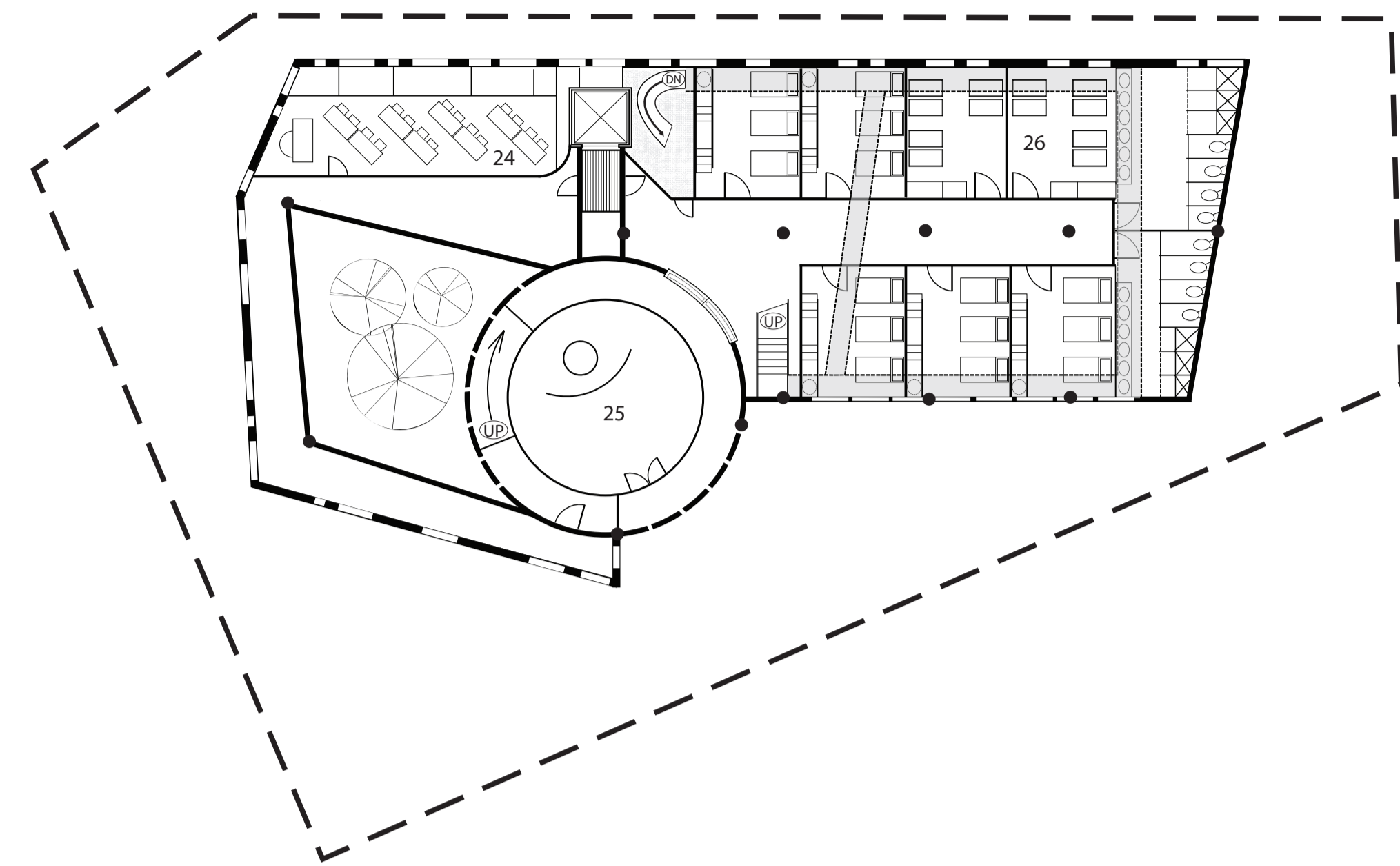
The incorporation of the environment into the building, the changing light values and the careful manipulation of the program allows for the building to be purely derived for children. Light is used to heighten the idea of salvation, reminding children of their loving Father in Heaven. Where there is a change from dark to light, the journey through life as one coming out of darkness (sin) into light (salvation) is emphasised further. The plan form emulates the shape of a hand which wraps around the building, cocoon-like; it is a nurturing safe haven for children to grow.



SECTION 1:200

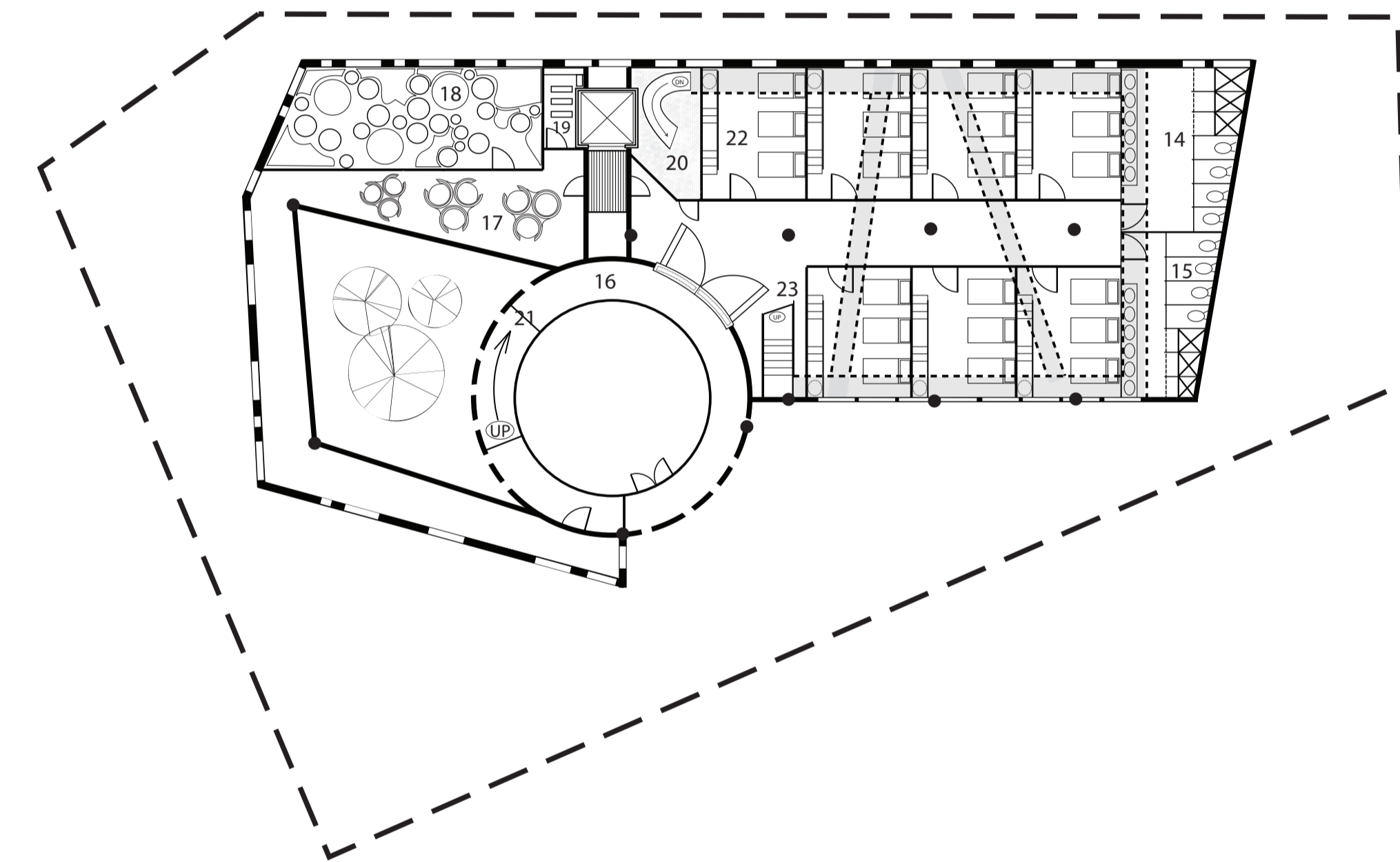


ELEVATION 1:200



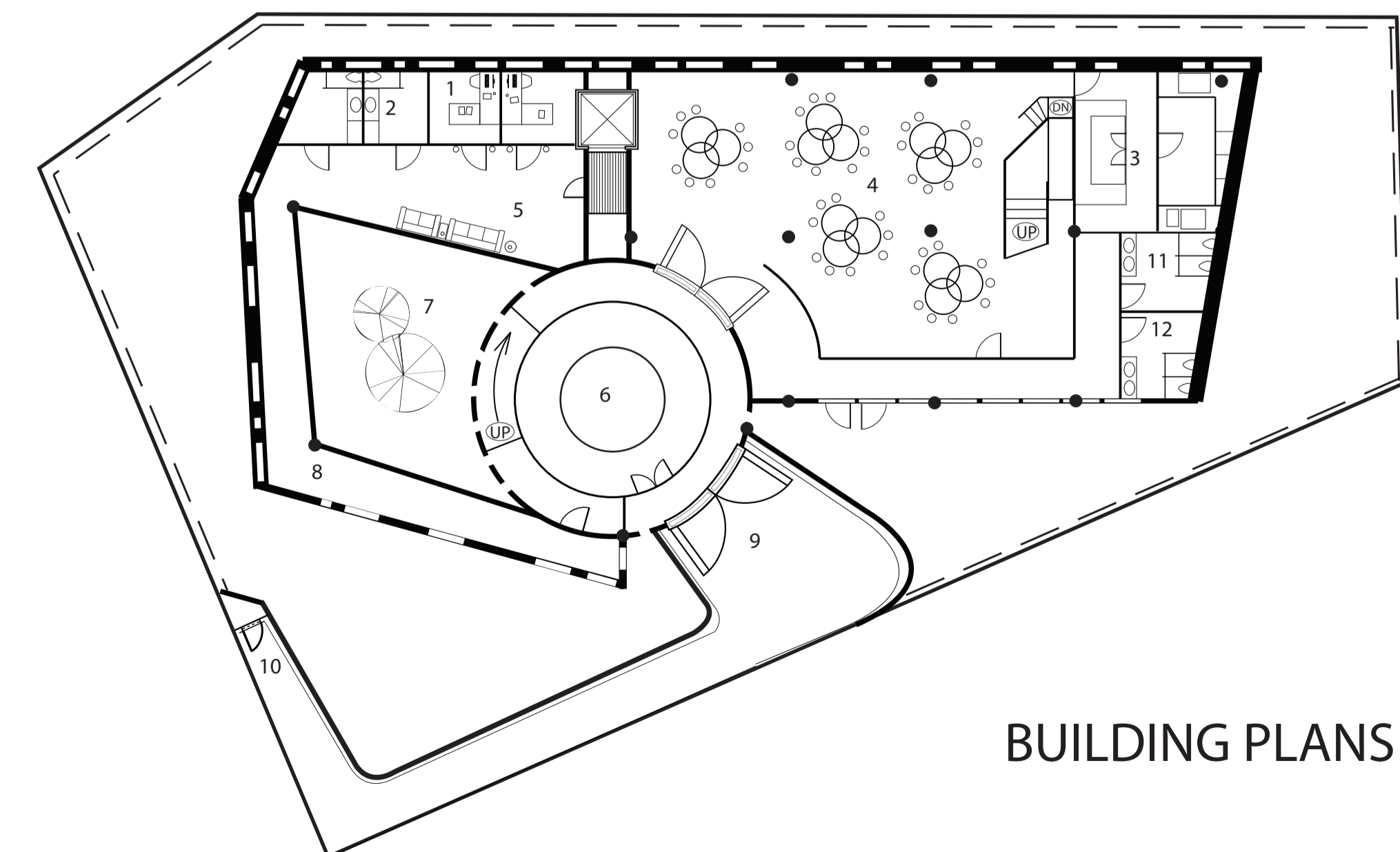
LEVEL 2

- 24. Classroom
- 25. Prayer room
- 26. Nursery



LEVEL 1

- 14. Female Amenities
- 15. Male Amenities
- 16. Open balcony
- 17. Leisure Lounge
- 18. Playroom
- 19. Storeroom
- 20. Slide and ball pit
- 21. Circular Ramp
- 22. Bedroom
- 23. Ramp up into tunnel



GROUND LEVEL

- 1. Offices
- 2. Staff amenities
- 3. Kitchen
- 4. Dining Area
- 5. Visitor Waiting Area
- 6. Courtyard Entrance
- 7. Atrium
- 8. Pilgrim Walkway
- 9. Main Entrance
- 10. Start of visitor's pilgrimage
- 11. Female bathrooms
- 12. Male bathrooms
- 13. 'Oliver' Steps

BUILDING PLANS 1:200