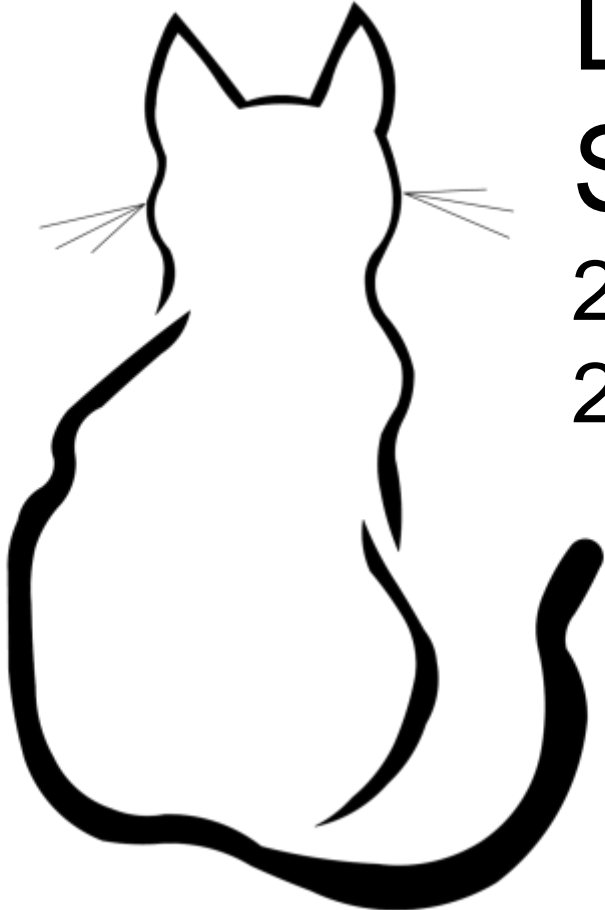




EASTERN MEDITERRANEAN UNIVERSITY / DOĐU AKDENİZ ÜNİVERSİTESİ  
FACULTY OF ARCHITECTURE / MİMARLIK FAKÜLTESİ  
DEPARTMENT OF INTERIOR ARCHITECTURE / İÇ MİMARLIK BÖLÜMÜ



# DIGITAL EXHIBITION OF STUDENTS PROJECT

2023 – 2024 FALL SEMESTER  
2023-2024 GÜZ DÖNEMİ

# FARC 101

# BASIC DESIGN STUDIO

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## **COURSE TUTORS**

Nazife Özay

Nevter Zafer Cömert

Ahenk Yılgin Damgacı

Guita Farivarsadri

Bahar Uluçay

Gaye Şenyaşa

## **Research Assists**

Tochukwu Nnaji

Nour Hijazi

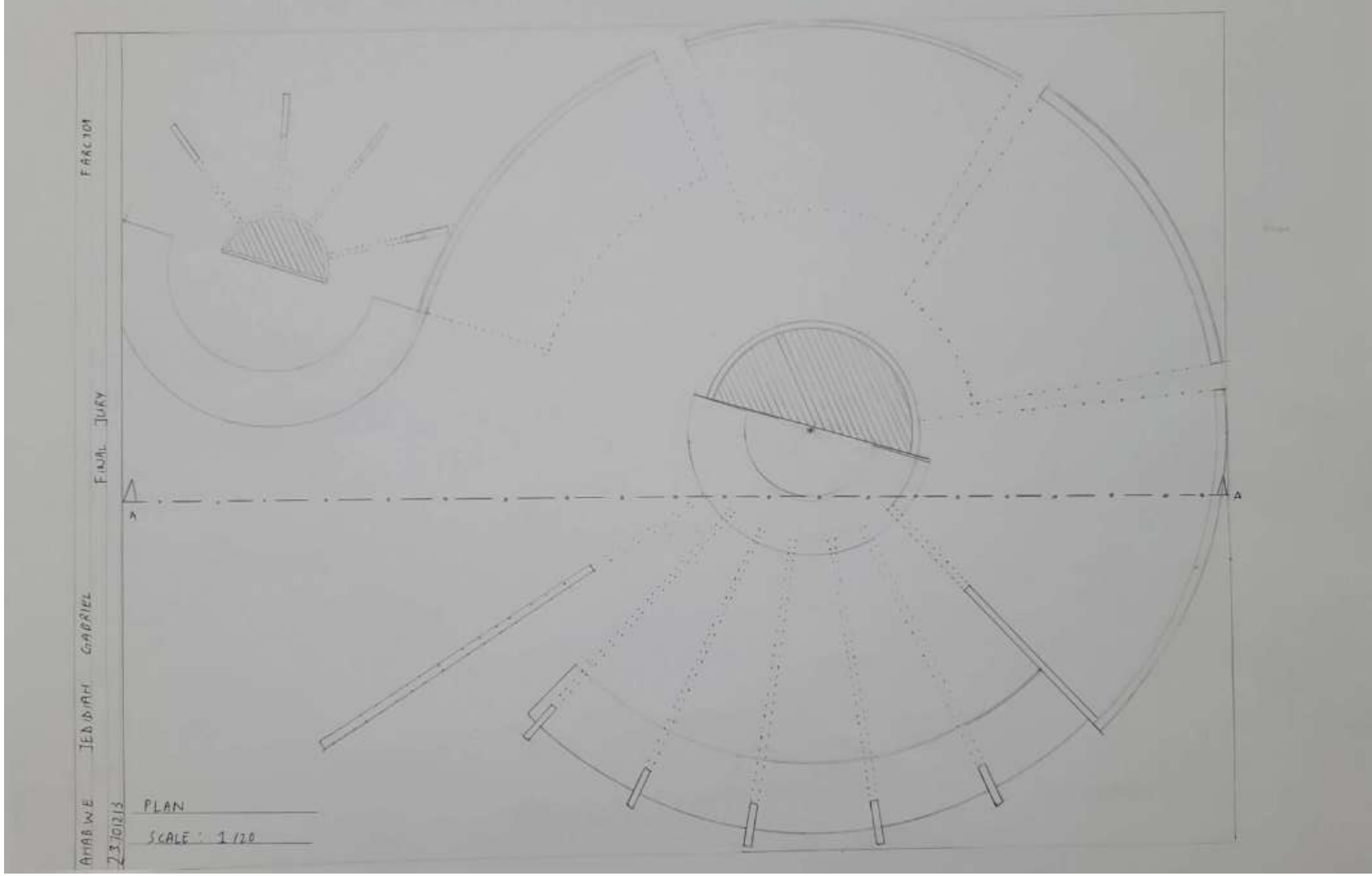
Zeynep Öztürk

Yağmur Çıtak

# BRIEF OF THE PROJECT

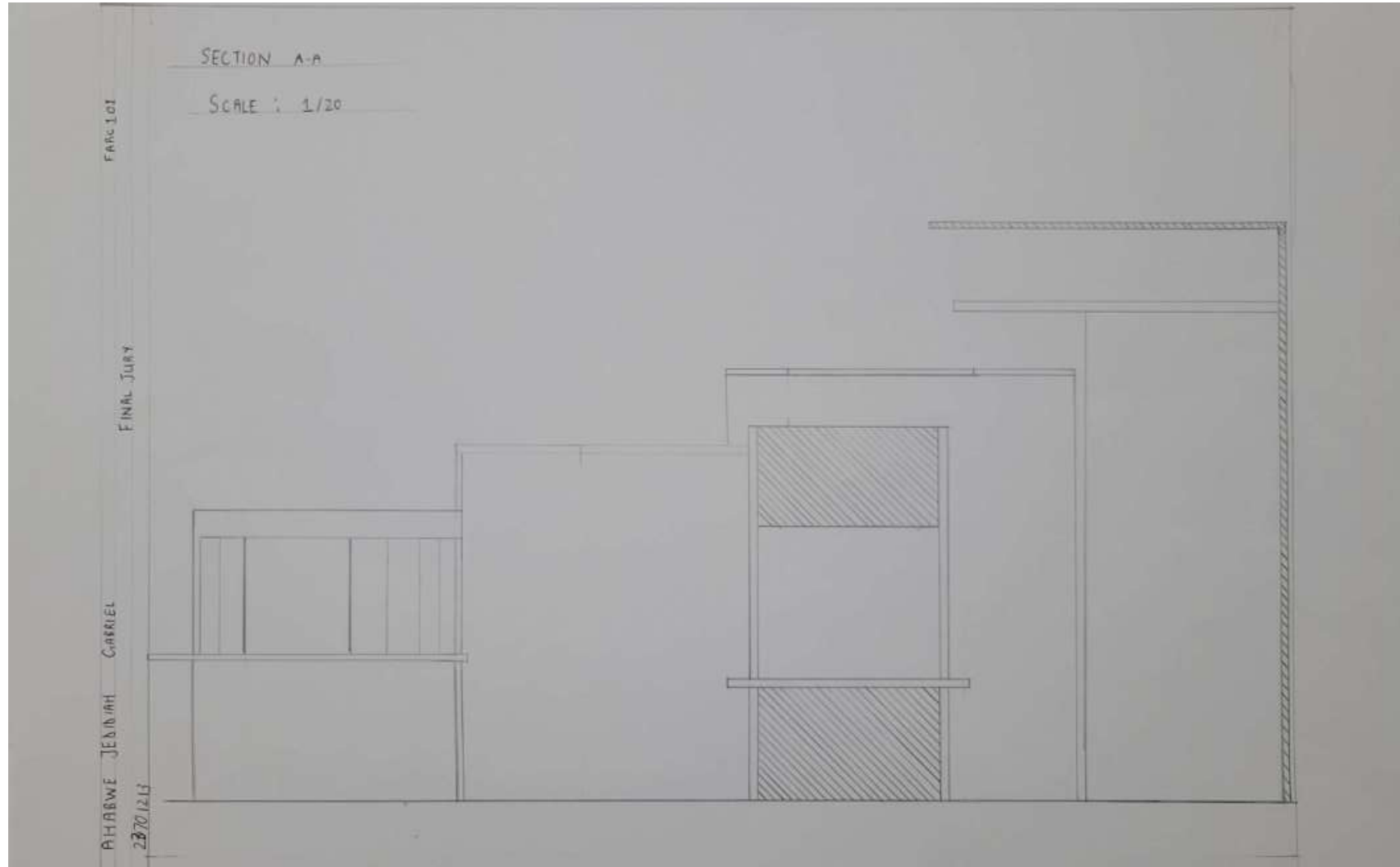
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The world we live in is facing serious problems. These **problems range from economic problems to social and environmental** ones. There are **wars, violence, pollution, actions** that destroy natural resources, poverty, malnutrition, water shortage, etc. all over the world. The world is suffering from the results of irresponsible acts of previous generations. But now it is time to do something to stop all these. Everybody is responsible for this now. Even United Nations has published a set of goals for achieving a **sustainable life on earth planet** and there are many international and national organizations and NGOs (Non-Governmental Organizations) that are working to improve these conditions. But these organizations need to find a platform to introduce themselves to the public. That's why a **fair is going to be organized in Nicosia, Cyprus**, where these organizations can present themselves and their aims to the public.



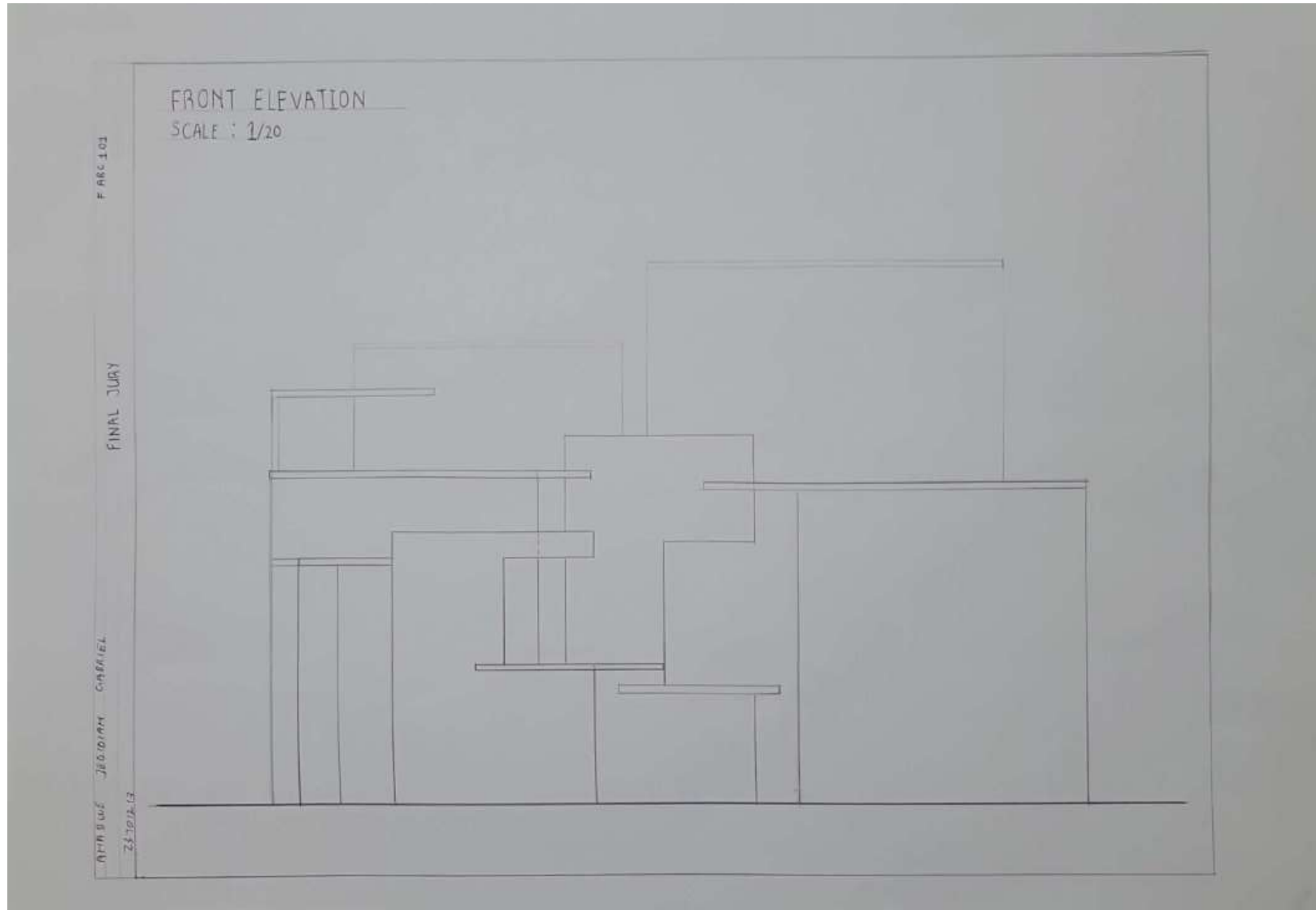
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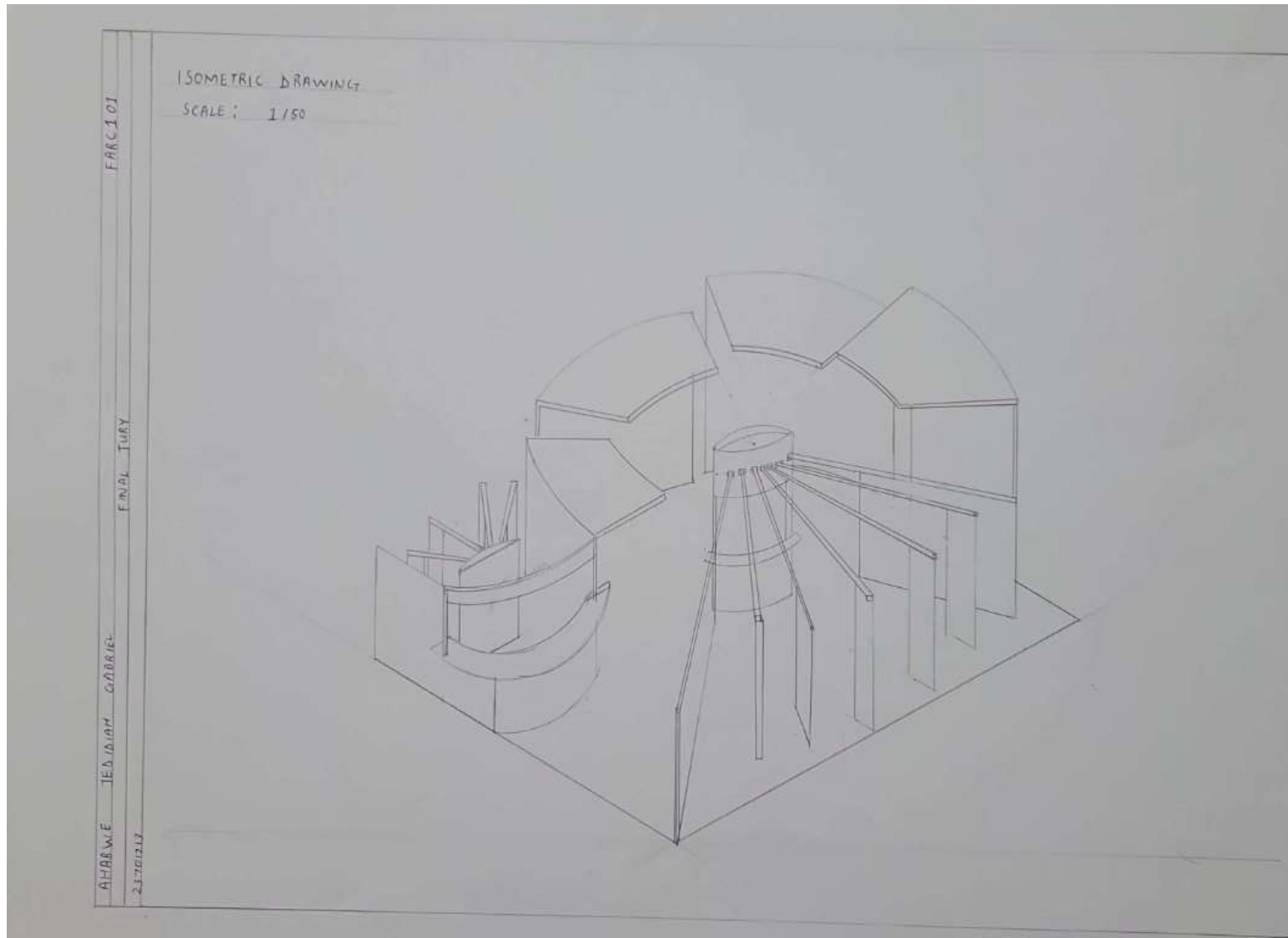
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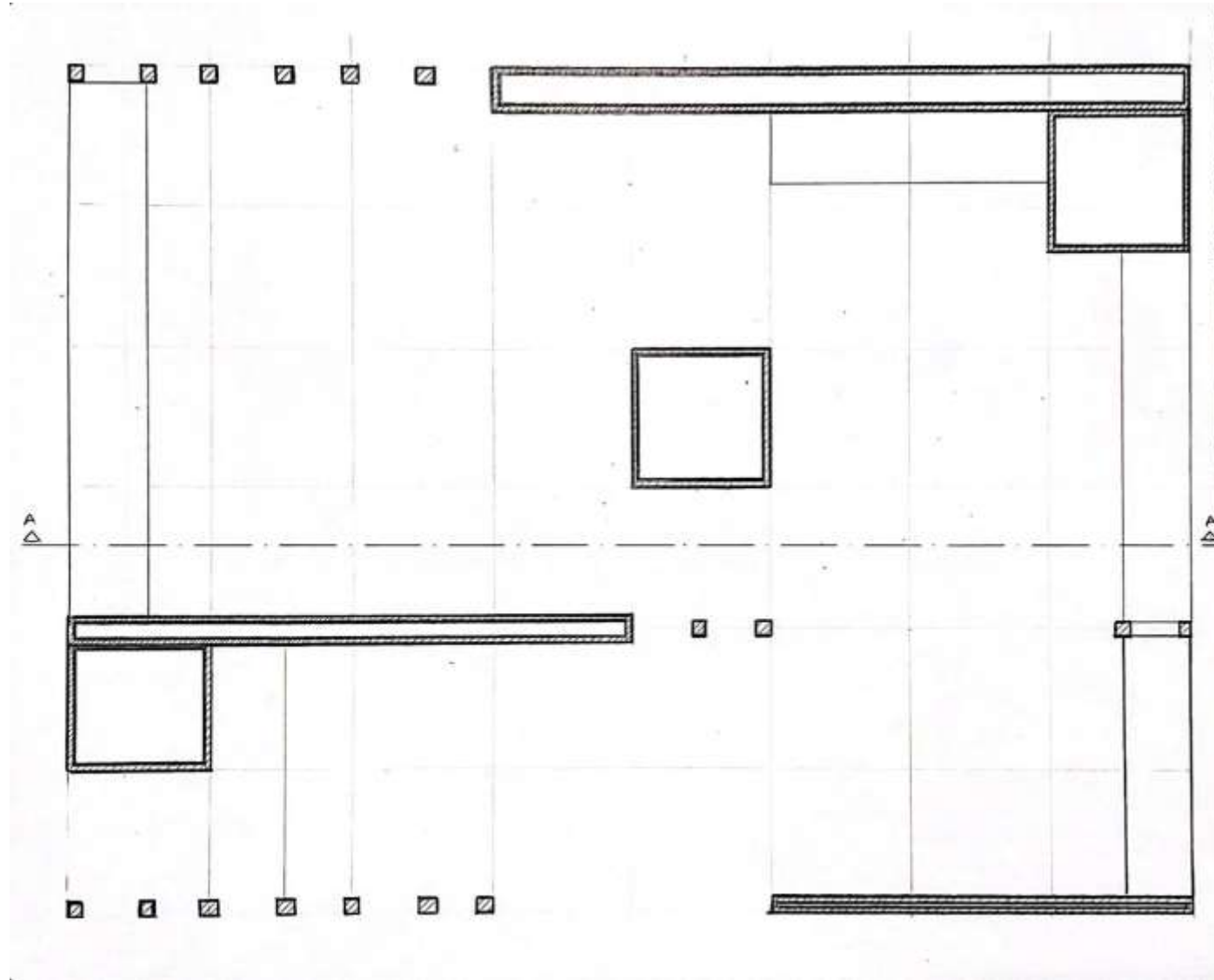
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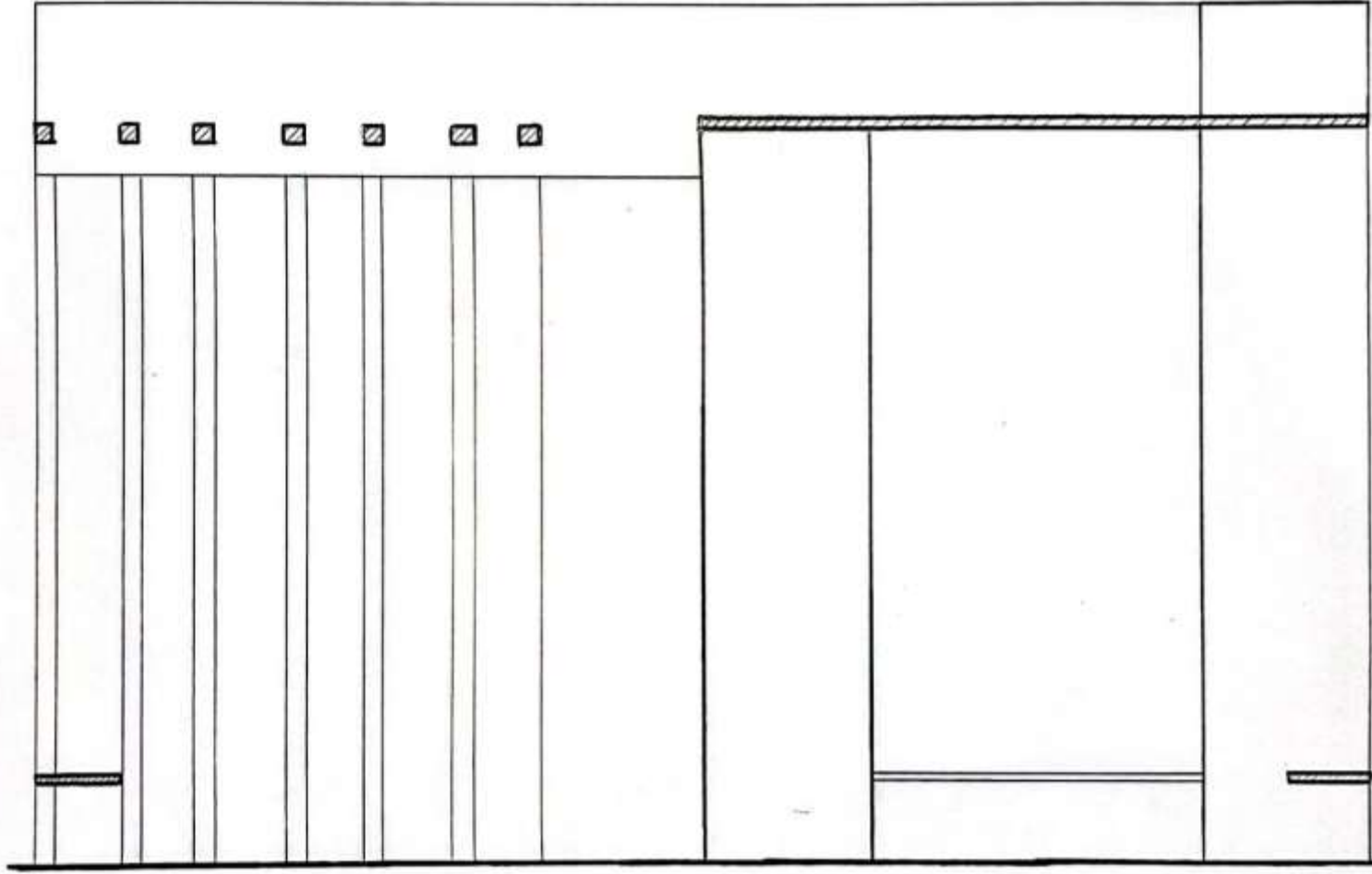
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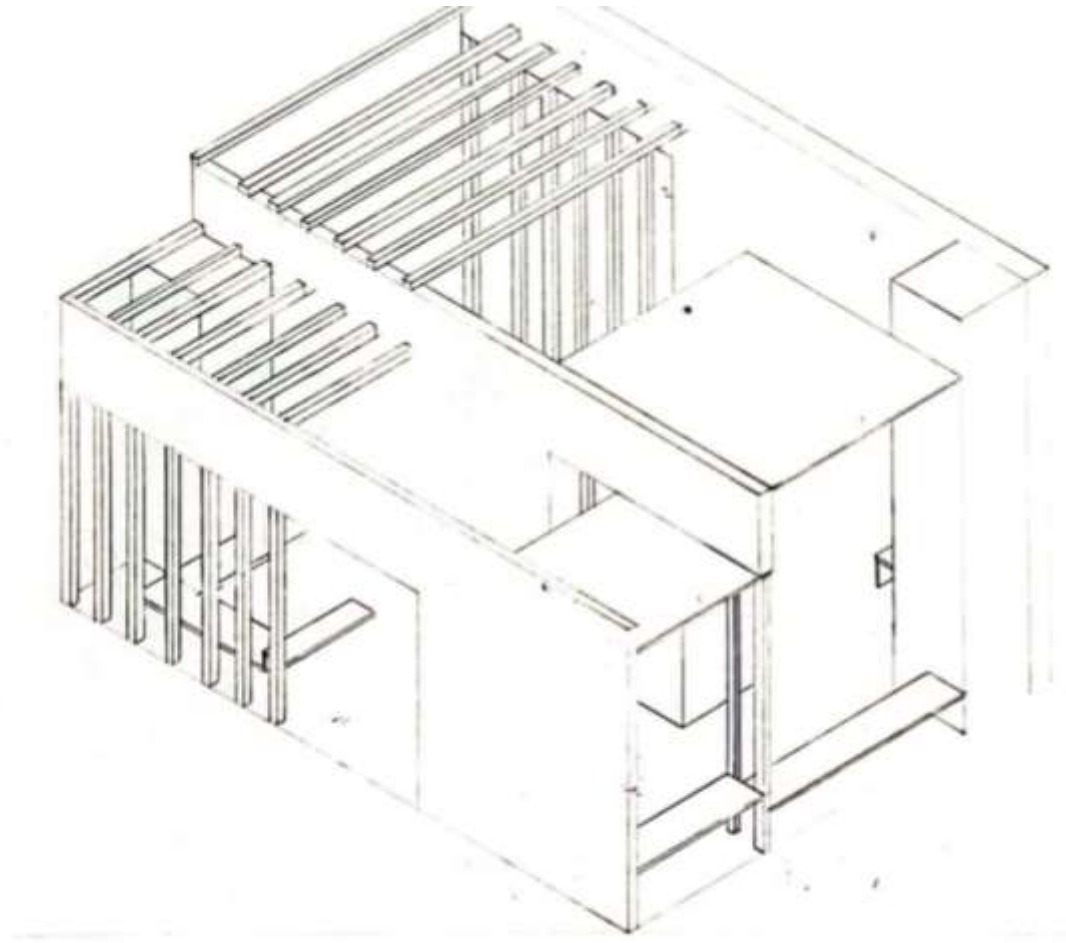
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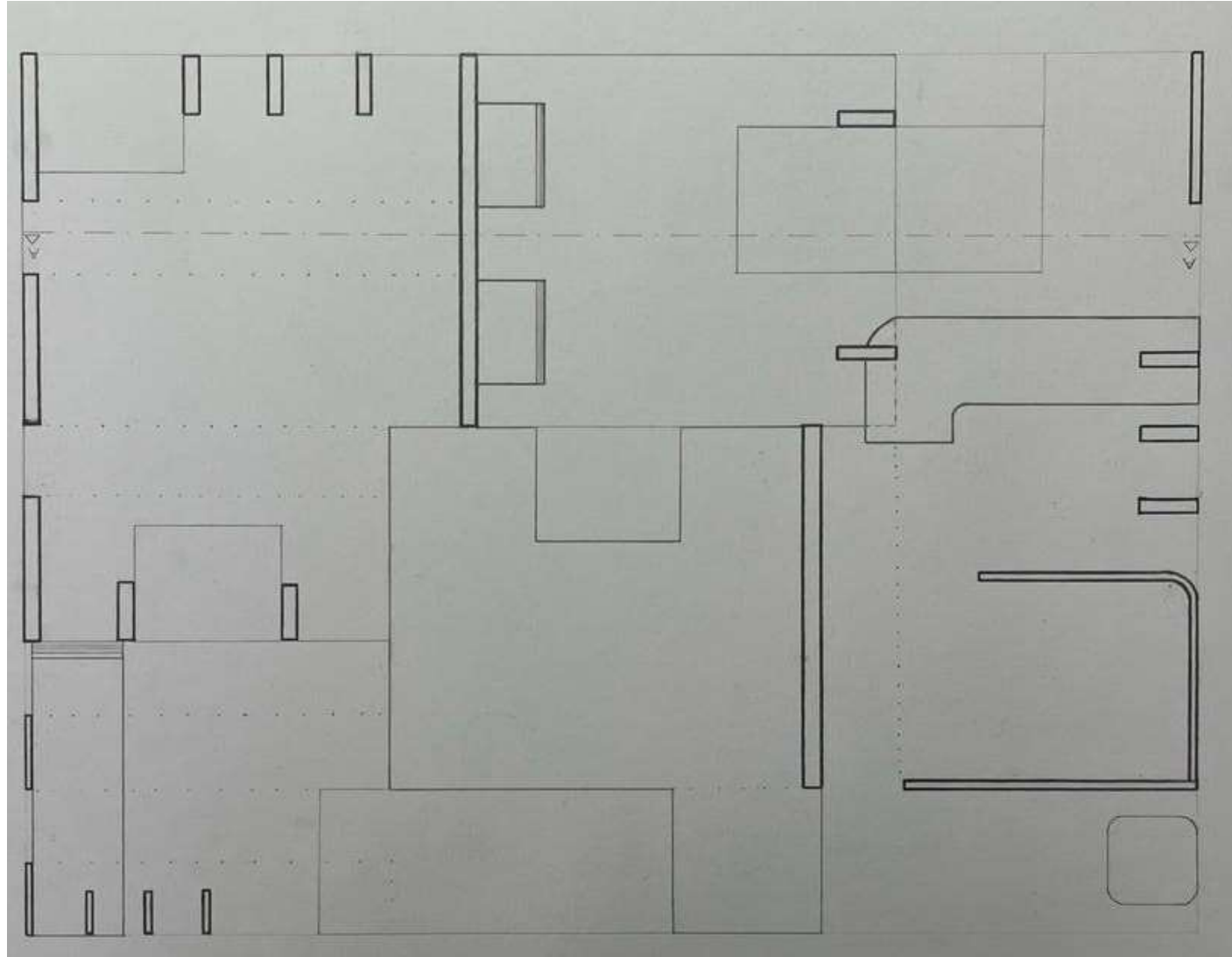
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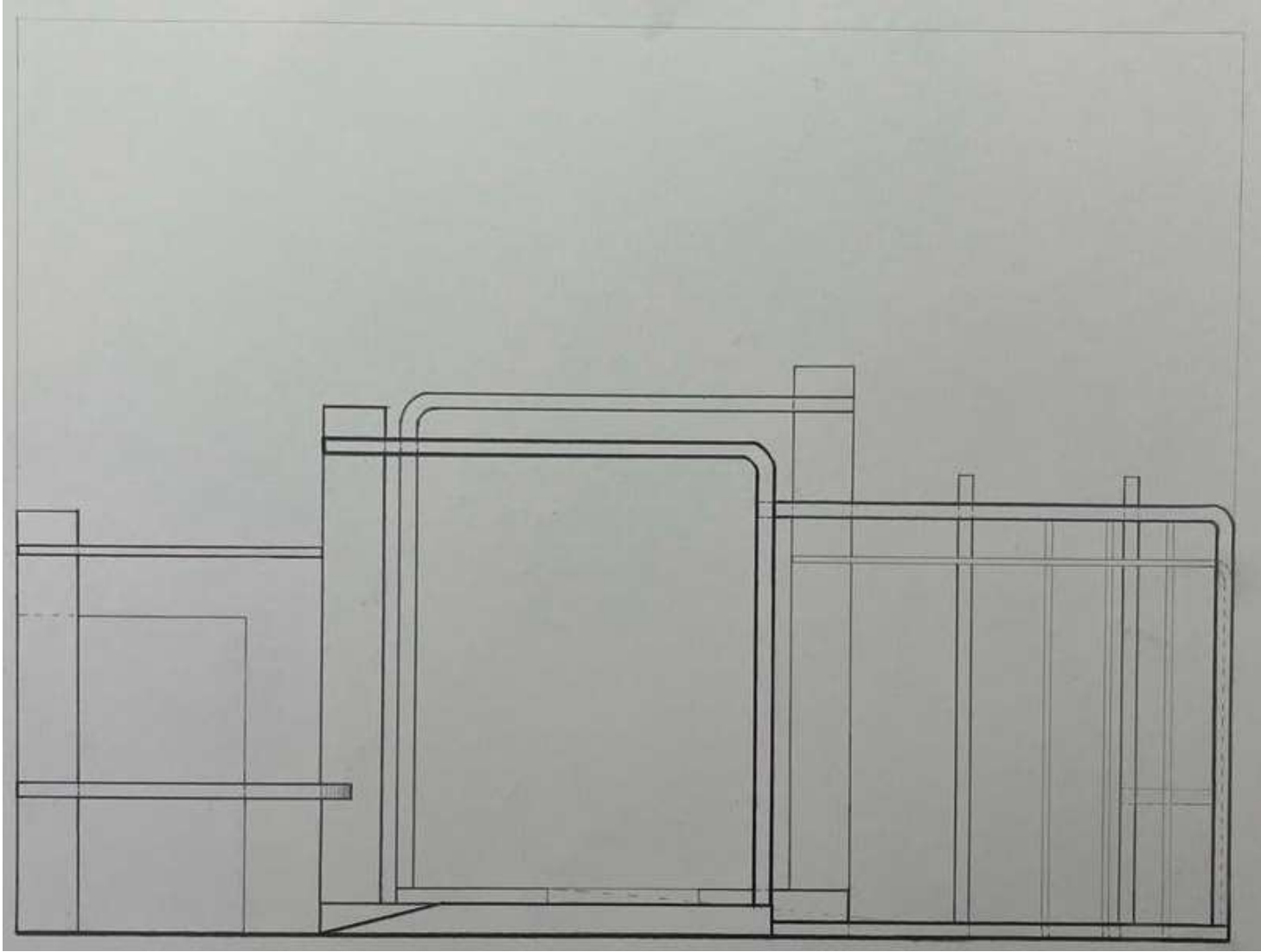
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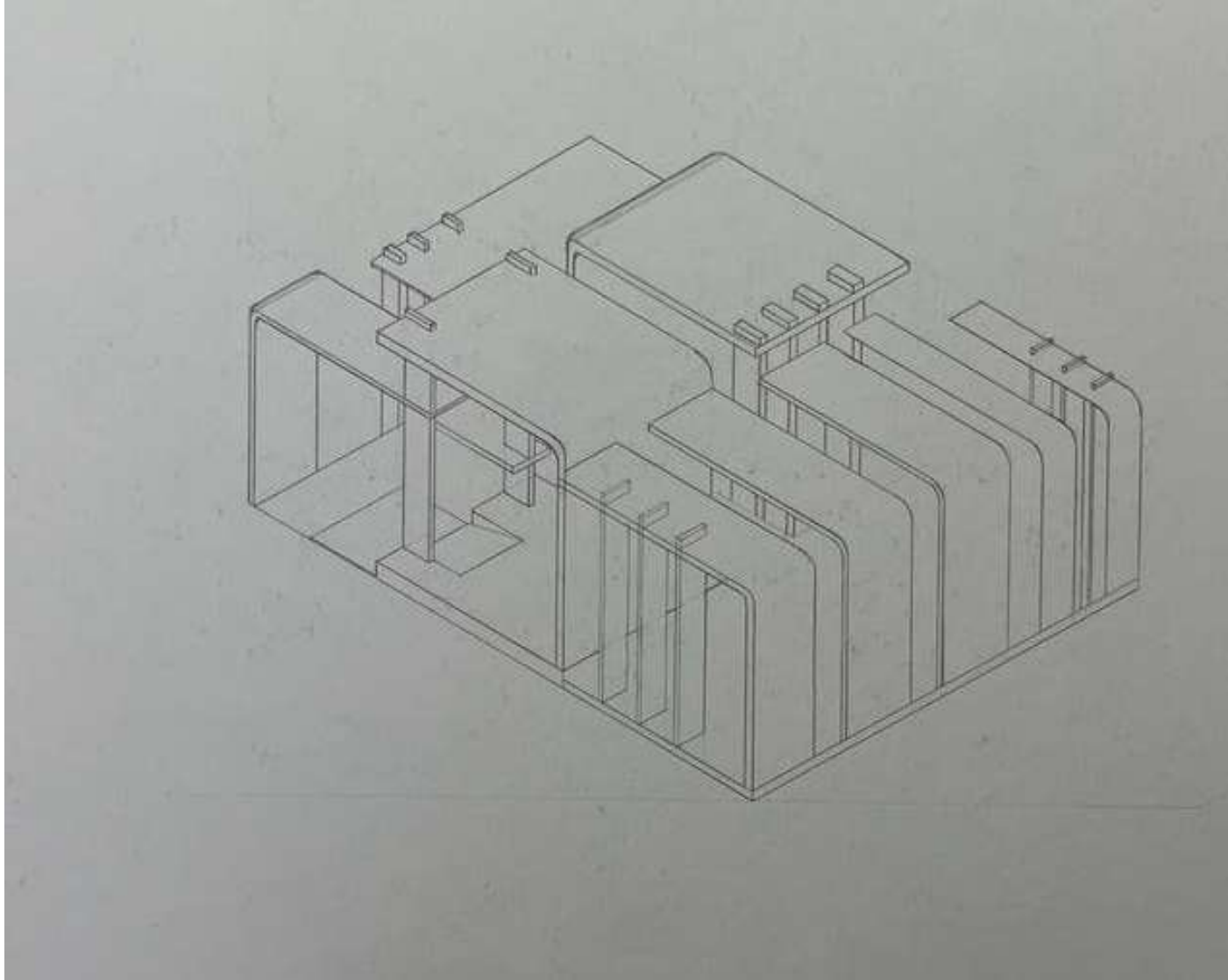
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# ITAS 101

## TEMEL TASARIM ATÖLYESİ

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### **ÖĞRETİM GÖREVLİLERİ**

Doç.Dr.Hacer Başarır

Öğr.Gör. Cavide Atukalp

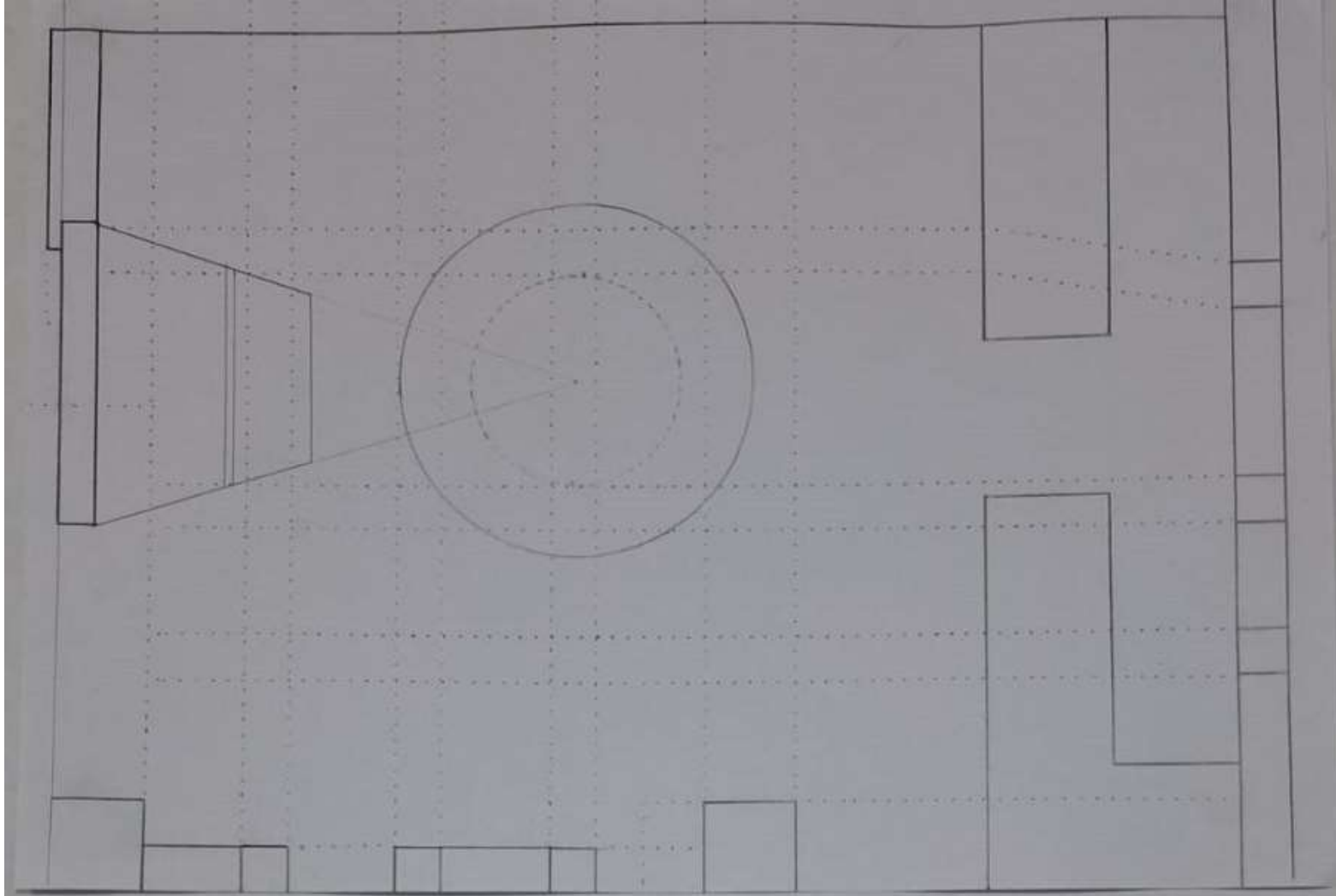
Öğr.Gör. Nisan Akalın Araş

### **ARAŞTIRMA ASİSTANI**

Erhan İlhan

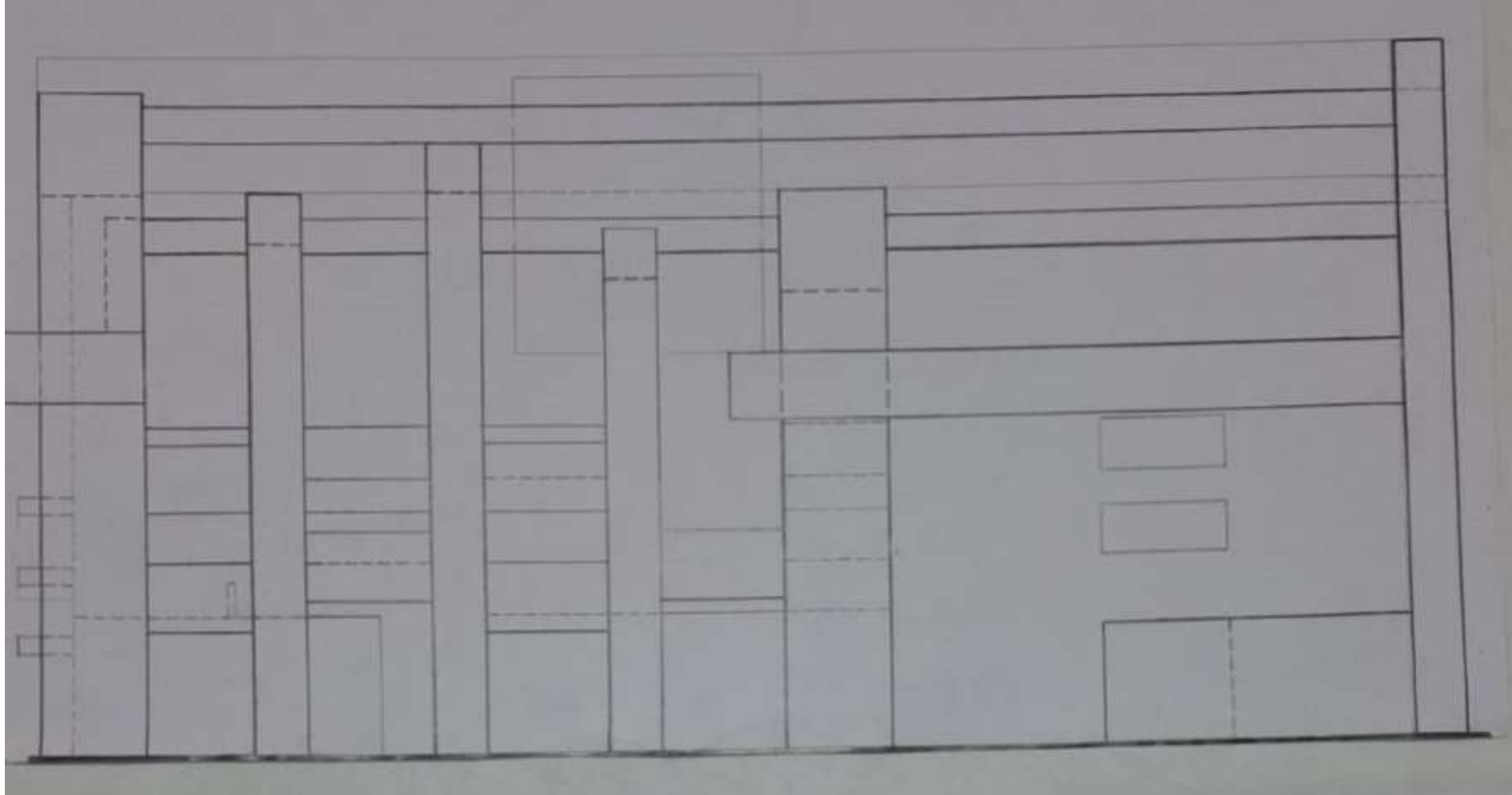
# BRIEF OF THE PROJECT

Bu aşamaya kadar öğrenmiş ve deneyimlemiş olduğunuz iki boyutlu ve üç boyutlu tasarım kompozisyonlarını bu projede **kullanıcı ve fonksiyonları da göz önünde bulundurarak mekanlar tasarlamamız beklenmektedir**. Bu aşamada öğrenip ve pek çok çalışmayla pekiştirmiş olduğunuz tüm tasarım ilke ve prensiplerini bu projede de en iyi şekilde yansıtmamız istenmektedir. Tasarım alanı 6x8 m dir. Verilmiş olan alanın dolaşım sikülasyonu, kullanıcı ve alan ilişkisini göz önünde bulundurarak tasarımınız yapmanız beklenmektedir.



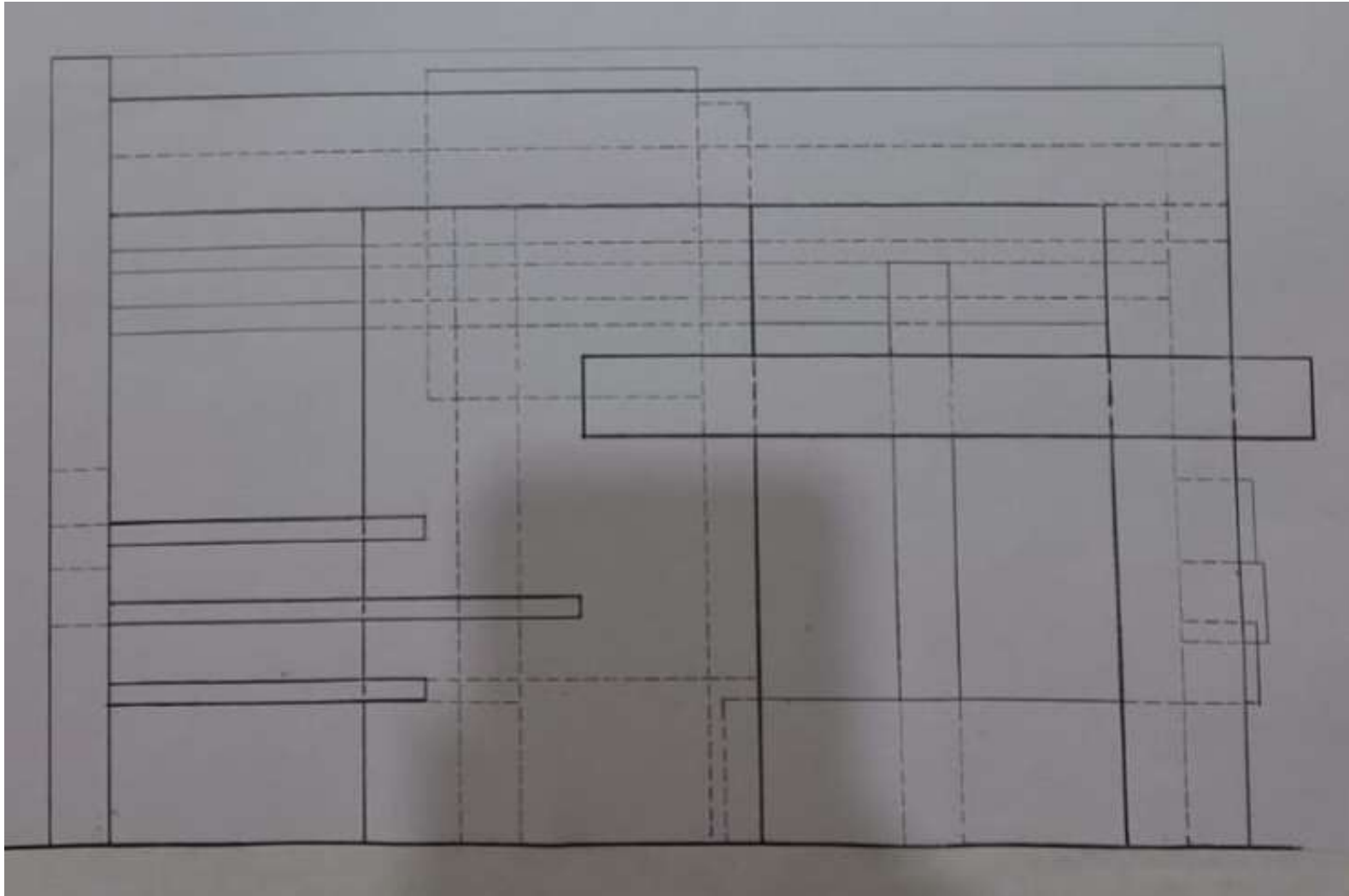
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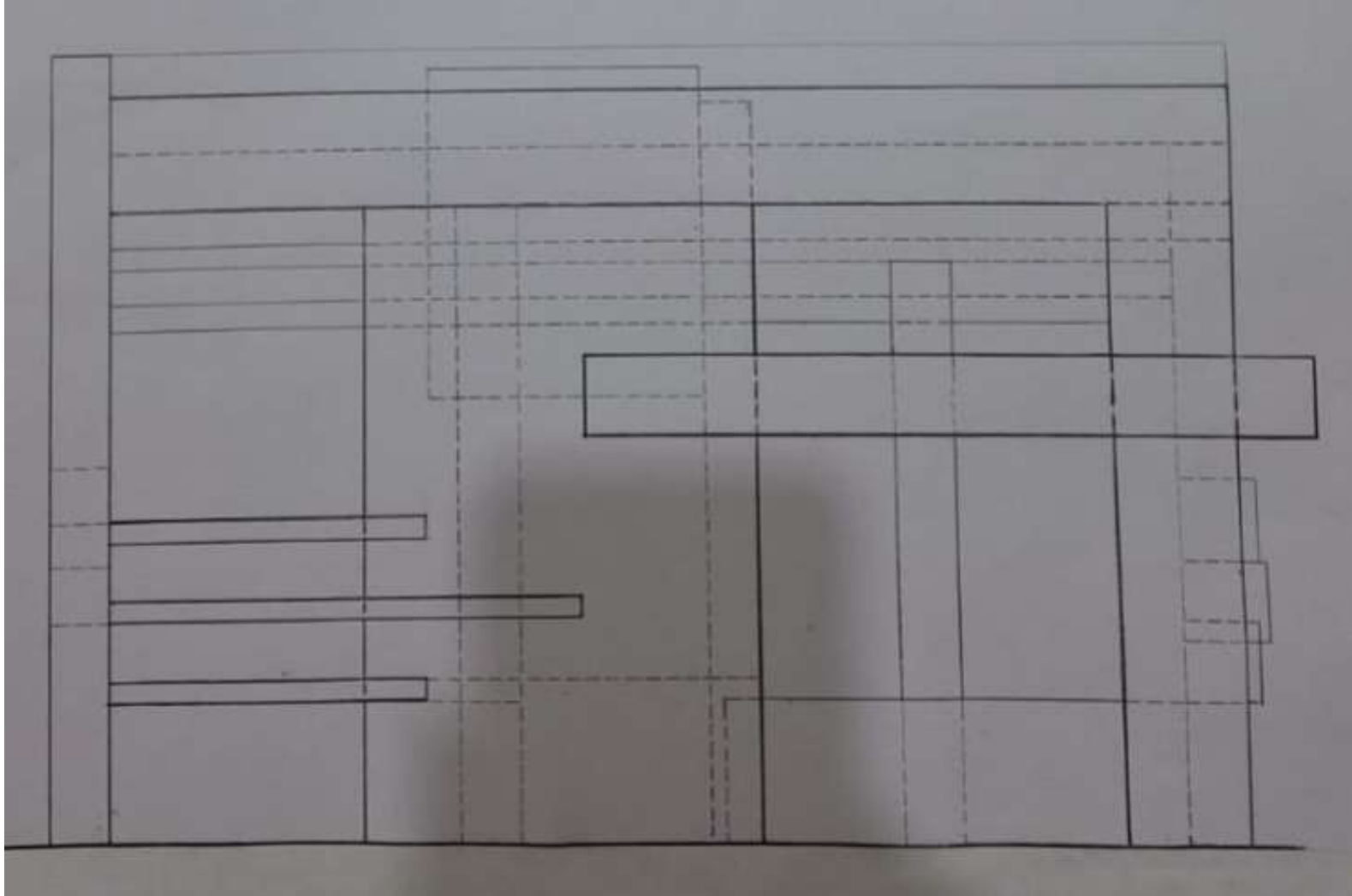
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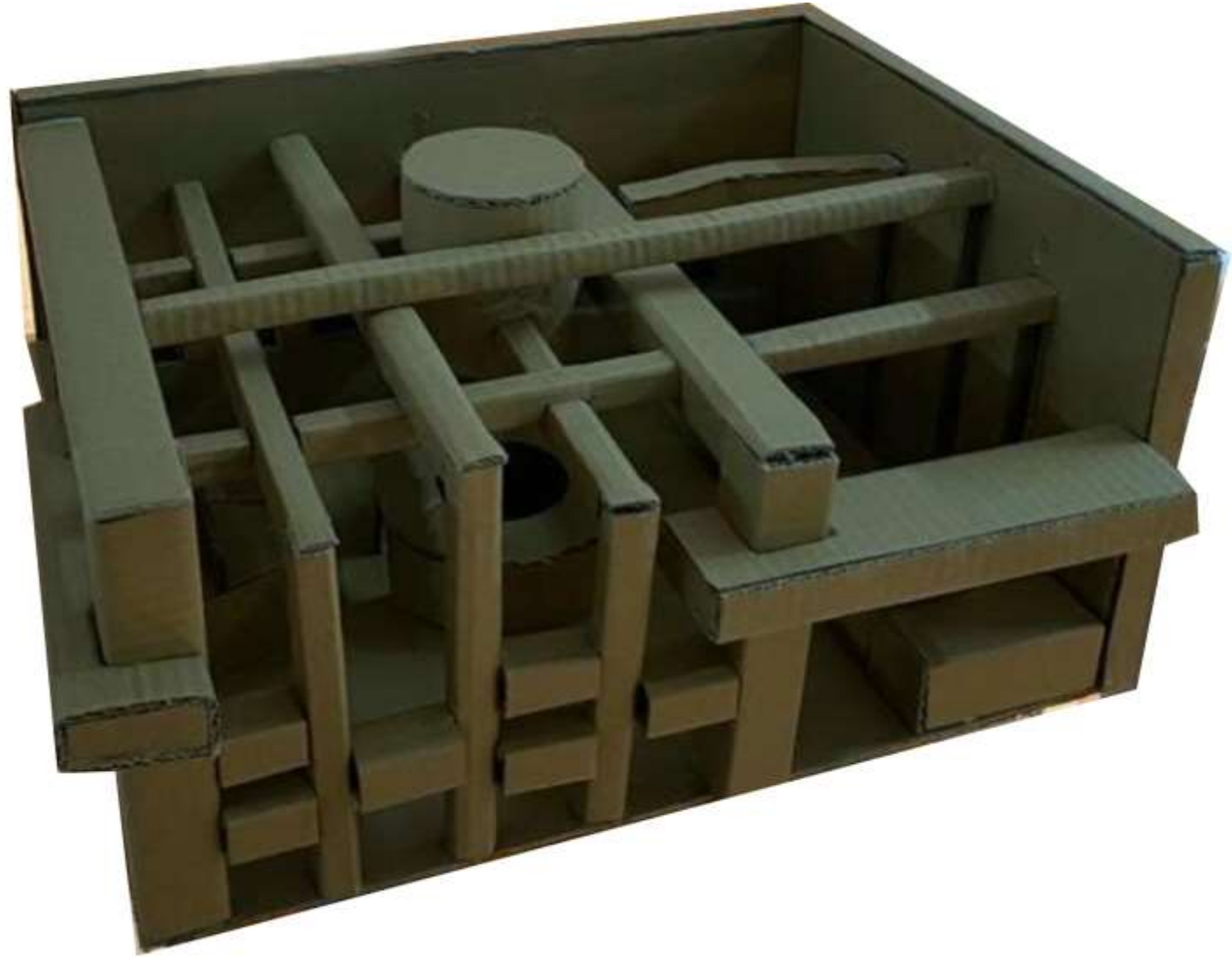
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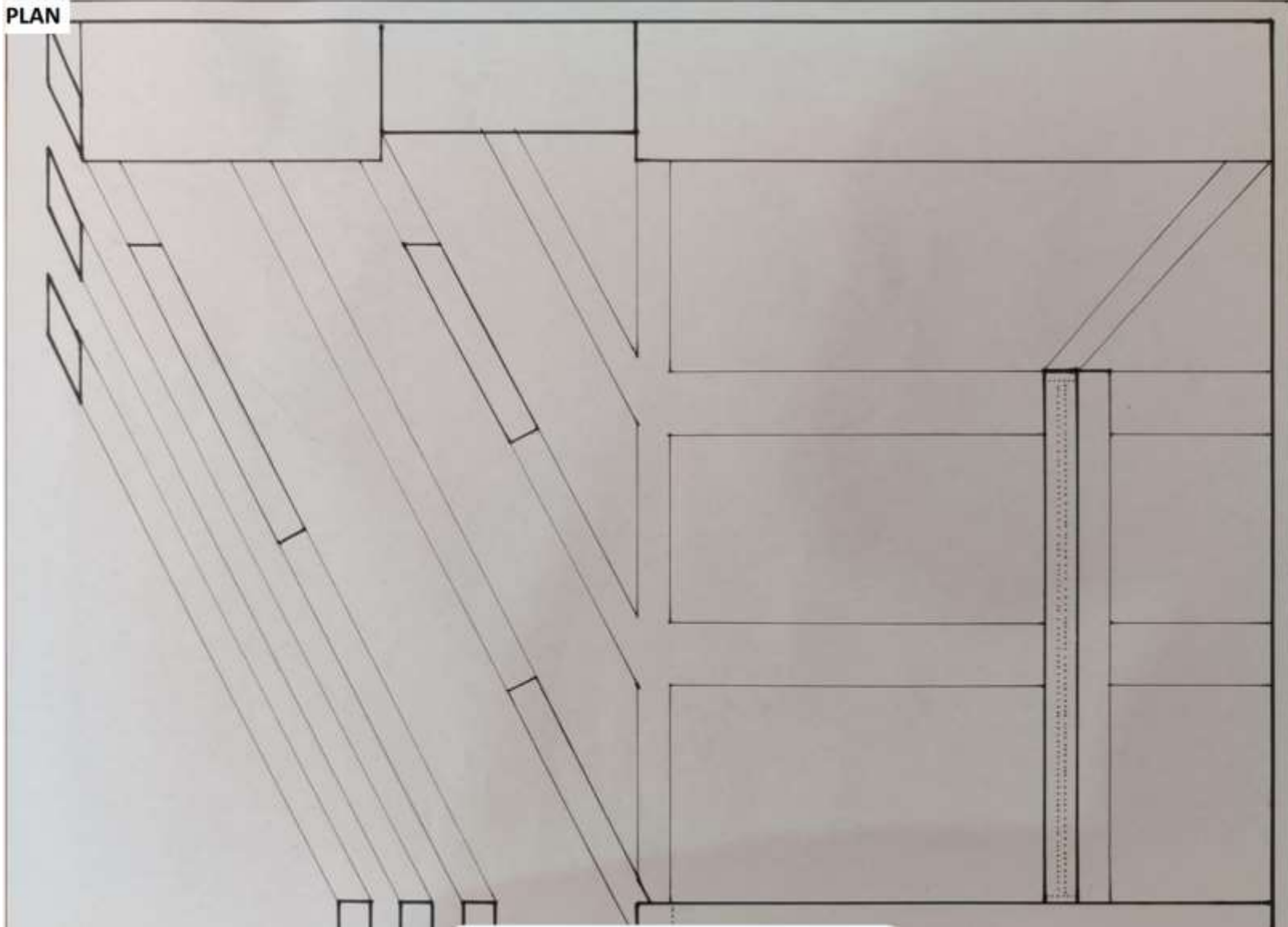


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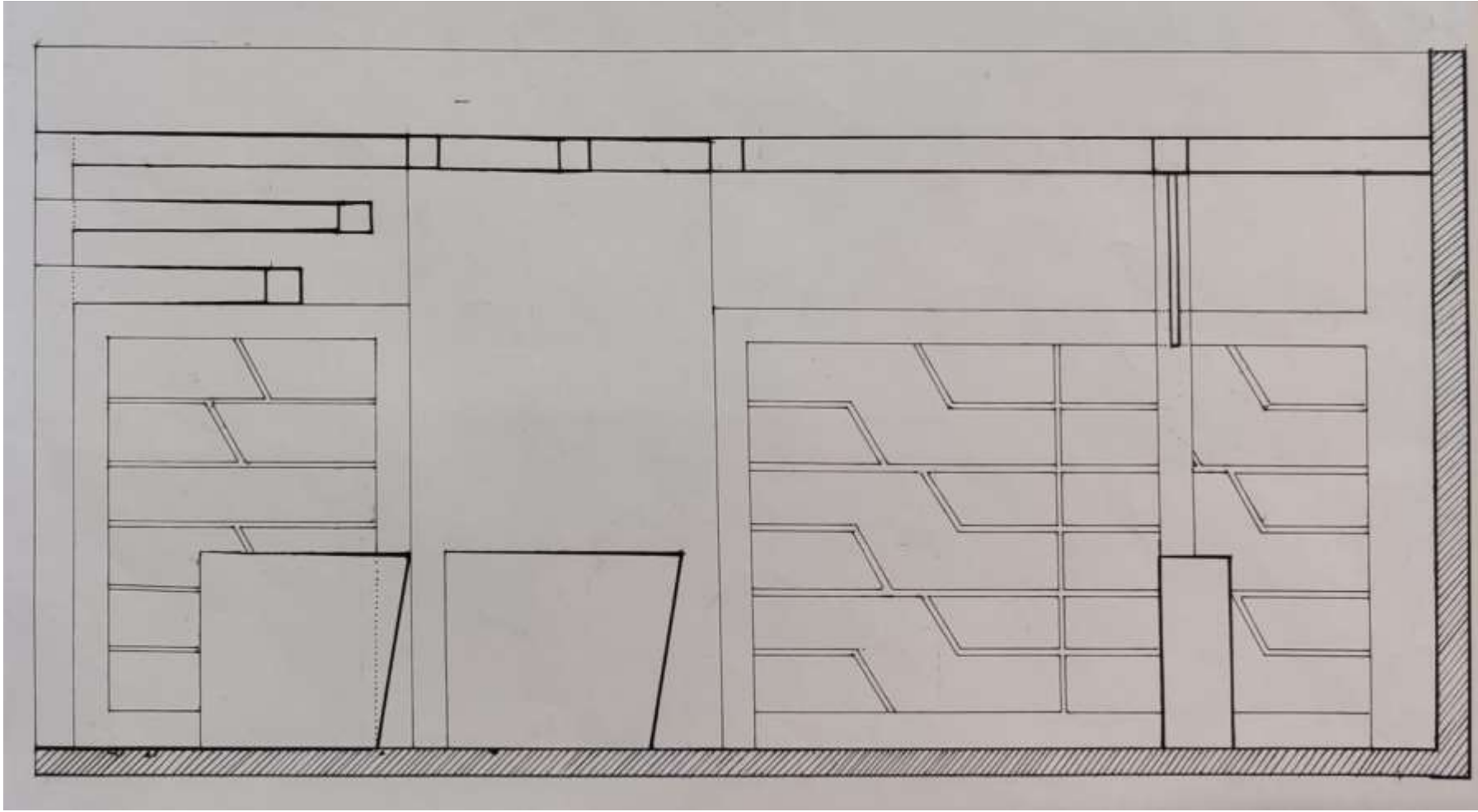


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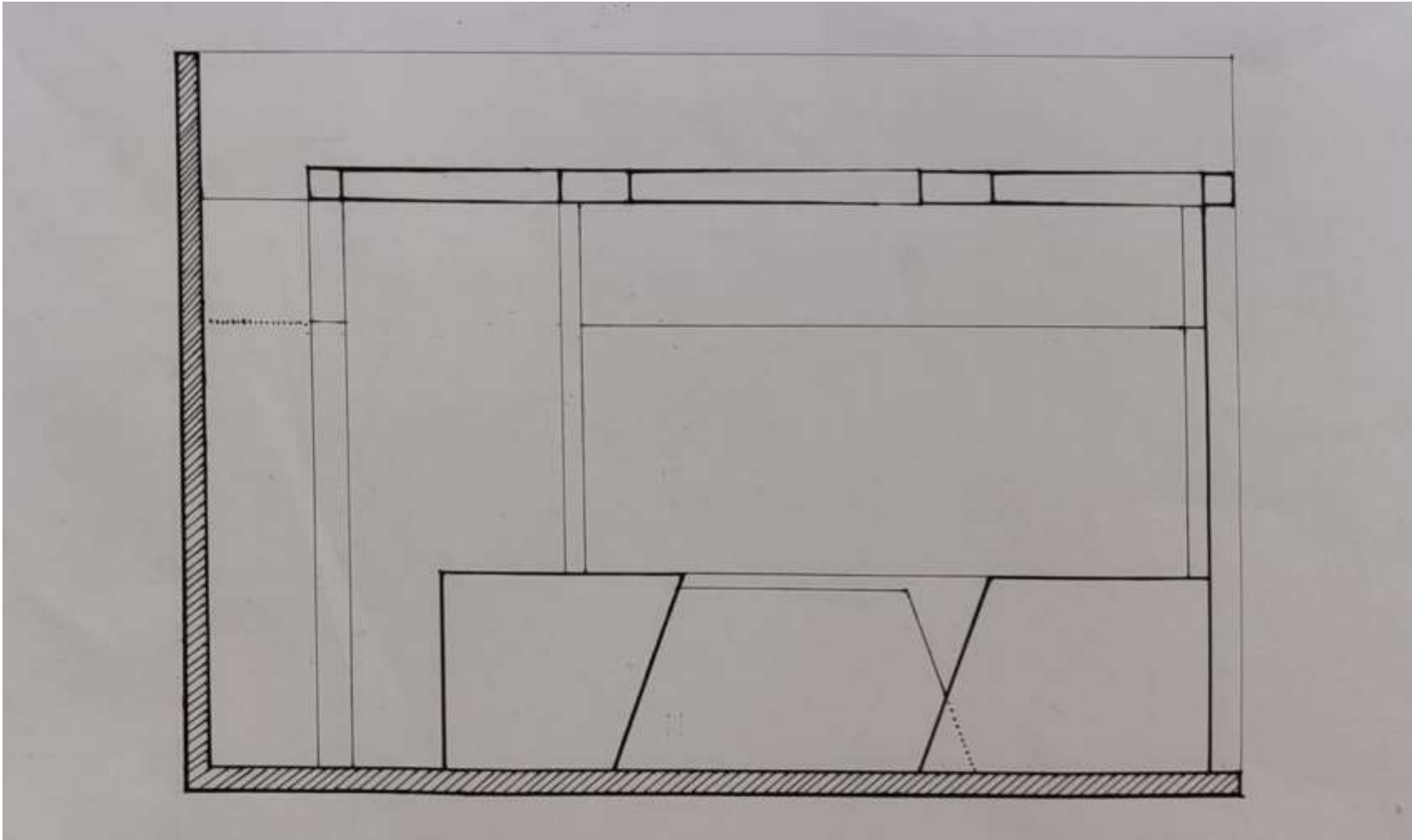
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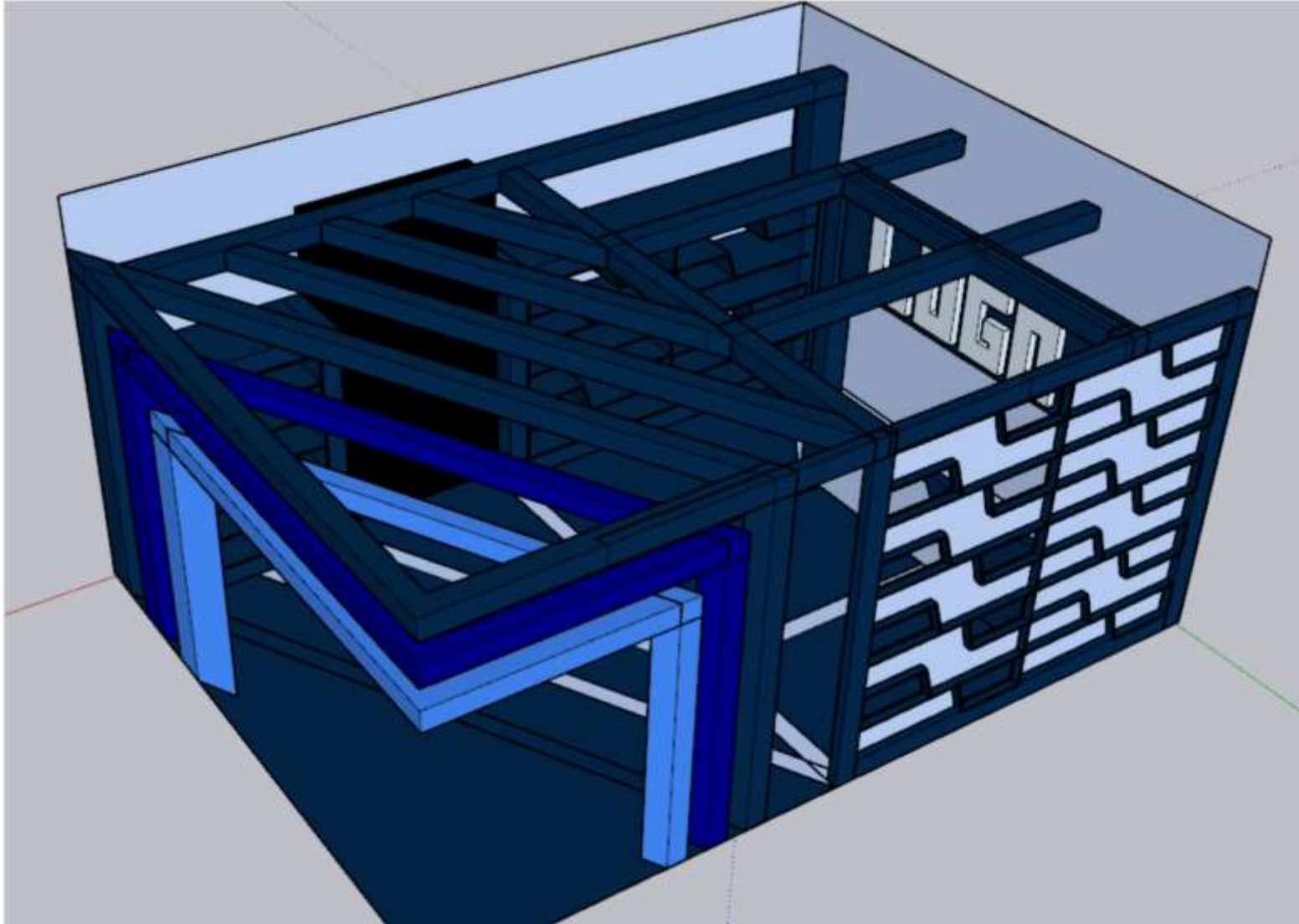
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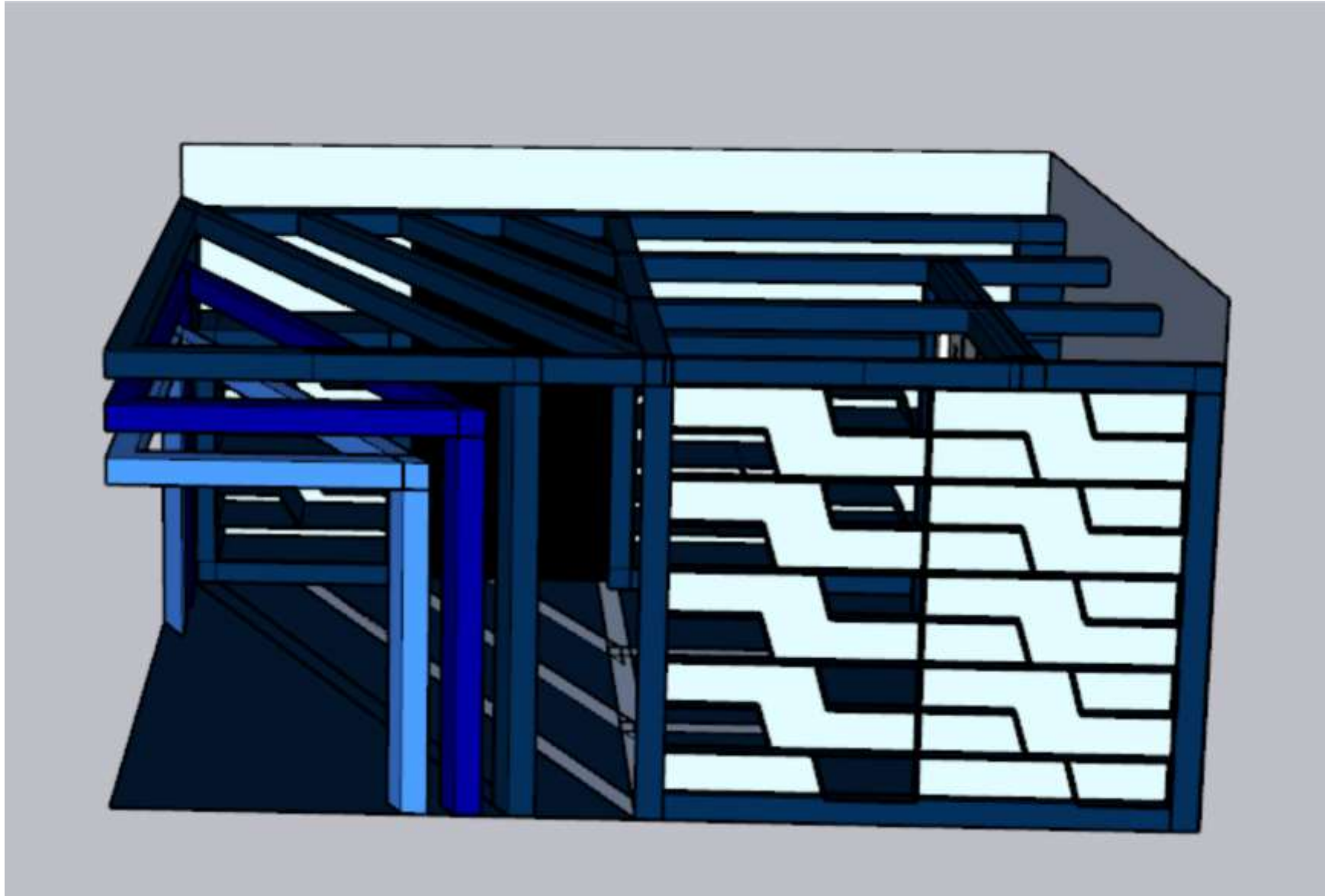
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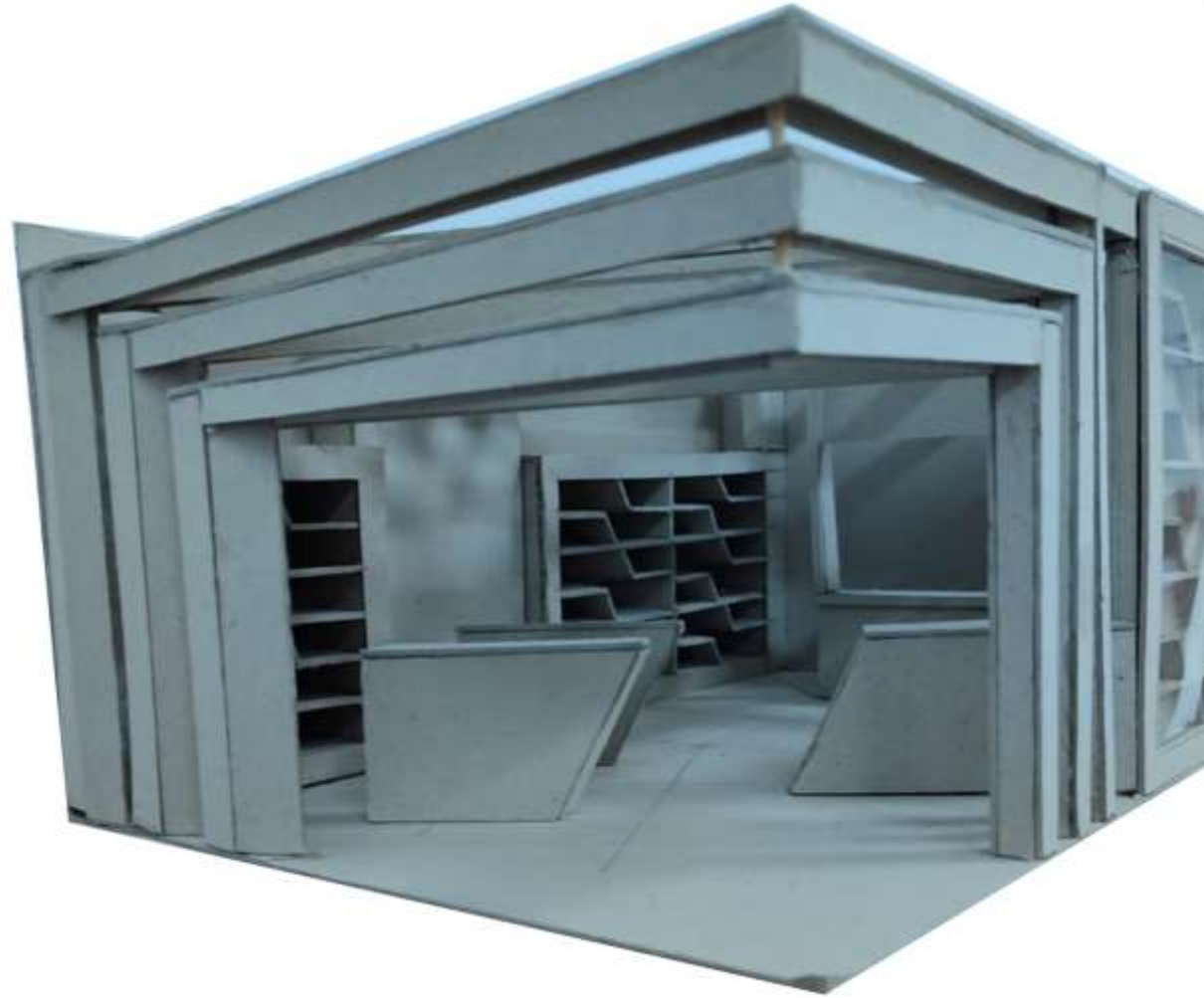
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# ITAS 102

# TASARIMA GİRİŞ ATÖLYESİ

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## **ÖĞRETİM GÖREVLİLERİ**

Öğr. Gör. Halide Eroğul

## **ARAŞTIRMA ASİSTANI**

Batuhan Akbulut

# BRIEF OF THE PROJECT

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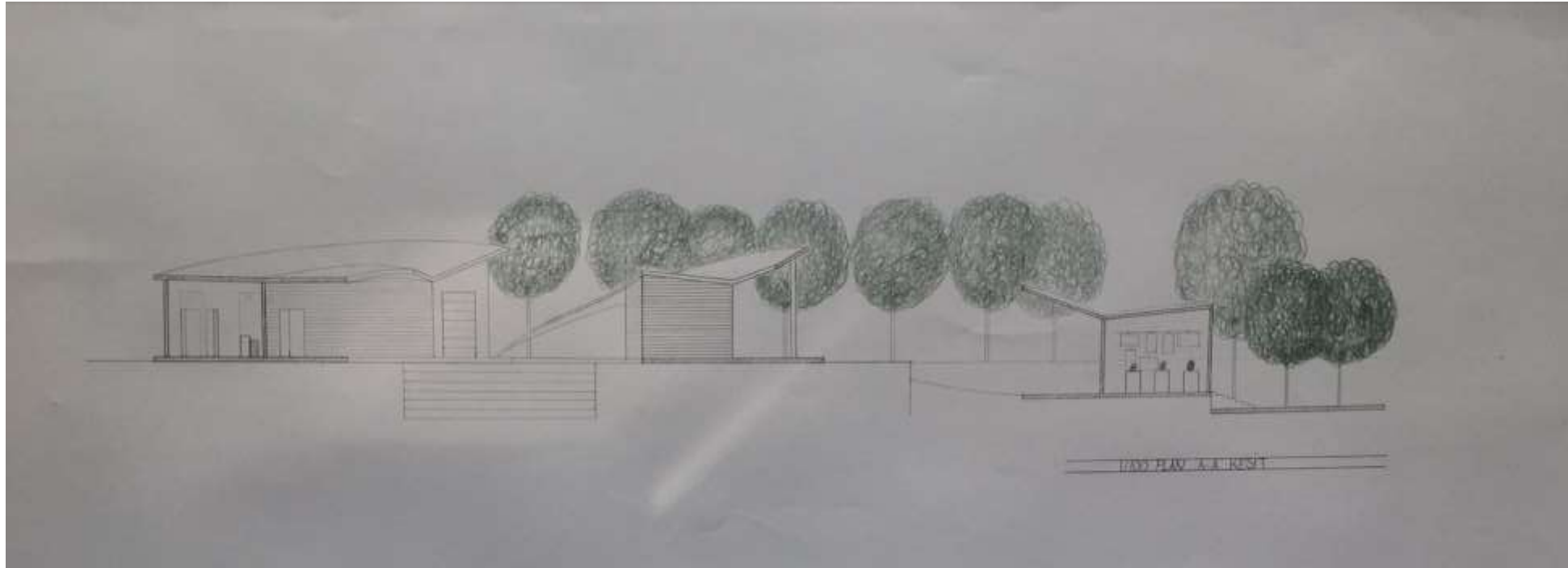
Proje kapsamında, Mimarlık Fakültesi tarafından her yıl organize edilen Tasarım Haftası (Design Week) kapsamındaki yaratıcı etkinliklerle kullanıcıların kendilerini geliştirmelerine olanak tanıyacak bir mekanlar bütünü tasarlanması beklenmektedir. Tasarlanacak olan mekanlar, kapalı, yarı-açık ve açık mekanlardan oluşacak; esnek tasarıma, geçici/sürekli fonksiyonlara cevap verebilecek niteliklere sahip olması öngörülmektedir. Bu kapsamda geliştirilen senaryo üzerinden mimari program her öğrenci tarafından özel olarak geliştirilecektir. Geliştirilen programa bağlı olarak, proje, açık, **yarı açık veya kapalı mekanların tasarlanacağı geçici strüktürlerden oluşturulacaktır.** Dönem içinde öğreneceğiniz strüktür türlerini kullanarak fonksiyon çözümleri için uygun mekanlar tasarlayacaksınız.





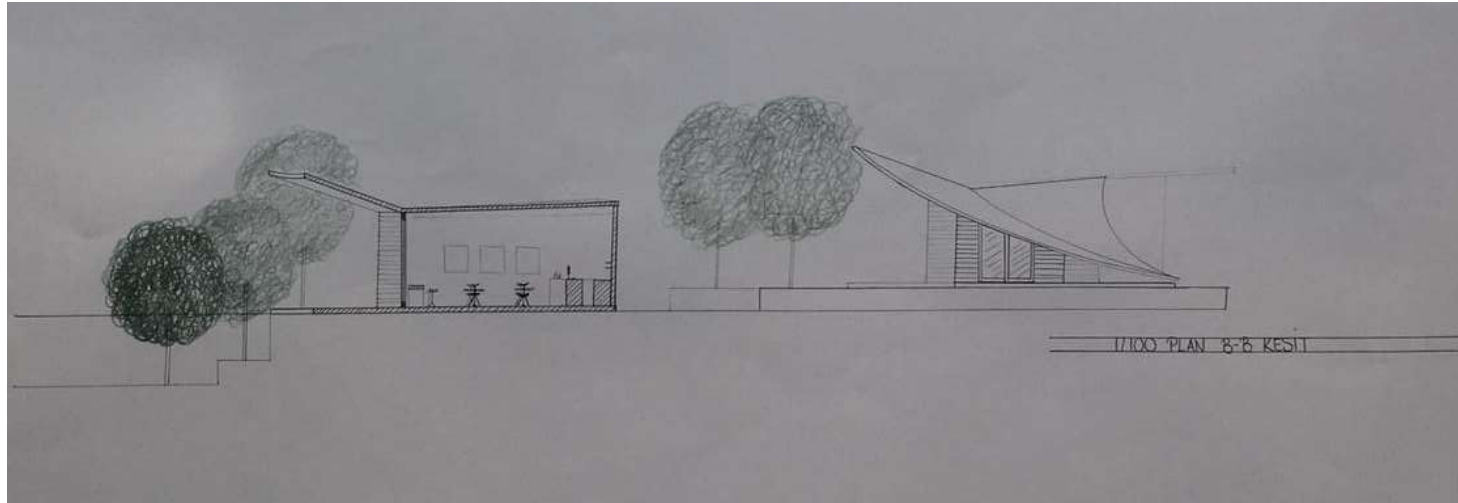
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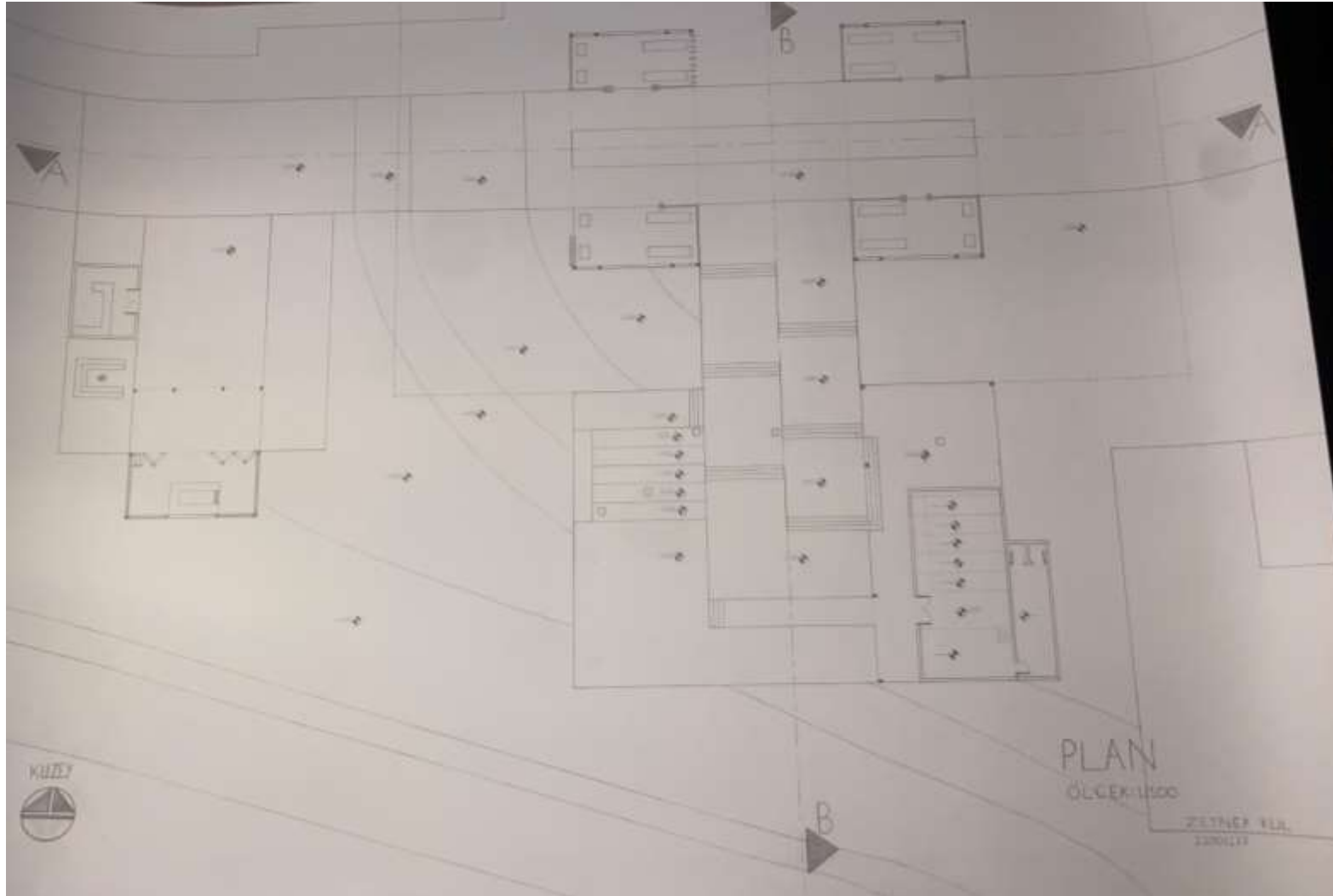
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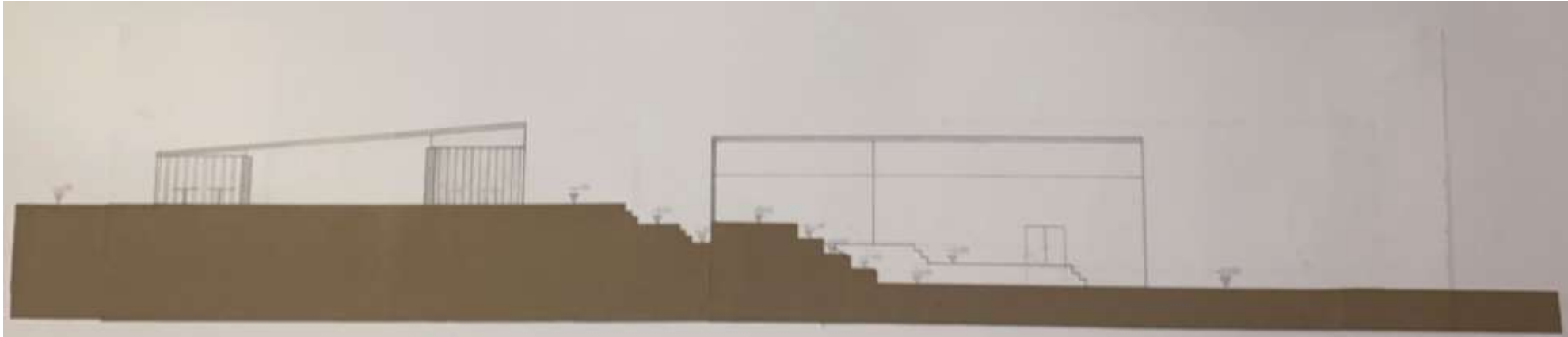
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# INAR 291

## INTERIOR DESIGN STUDIO - I

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### **COURSE TUTORS**

Nil Paşaoğluları Şahin

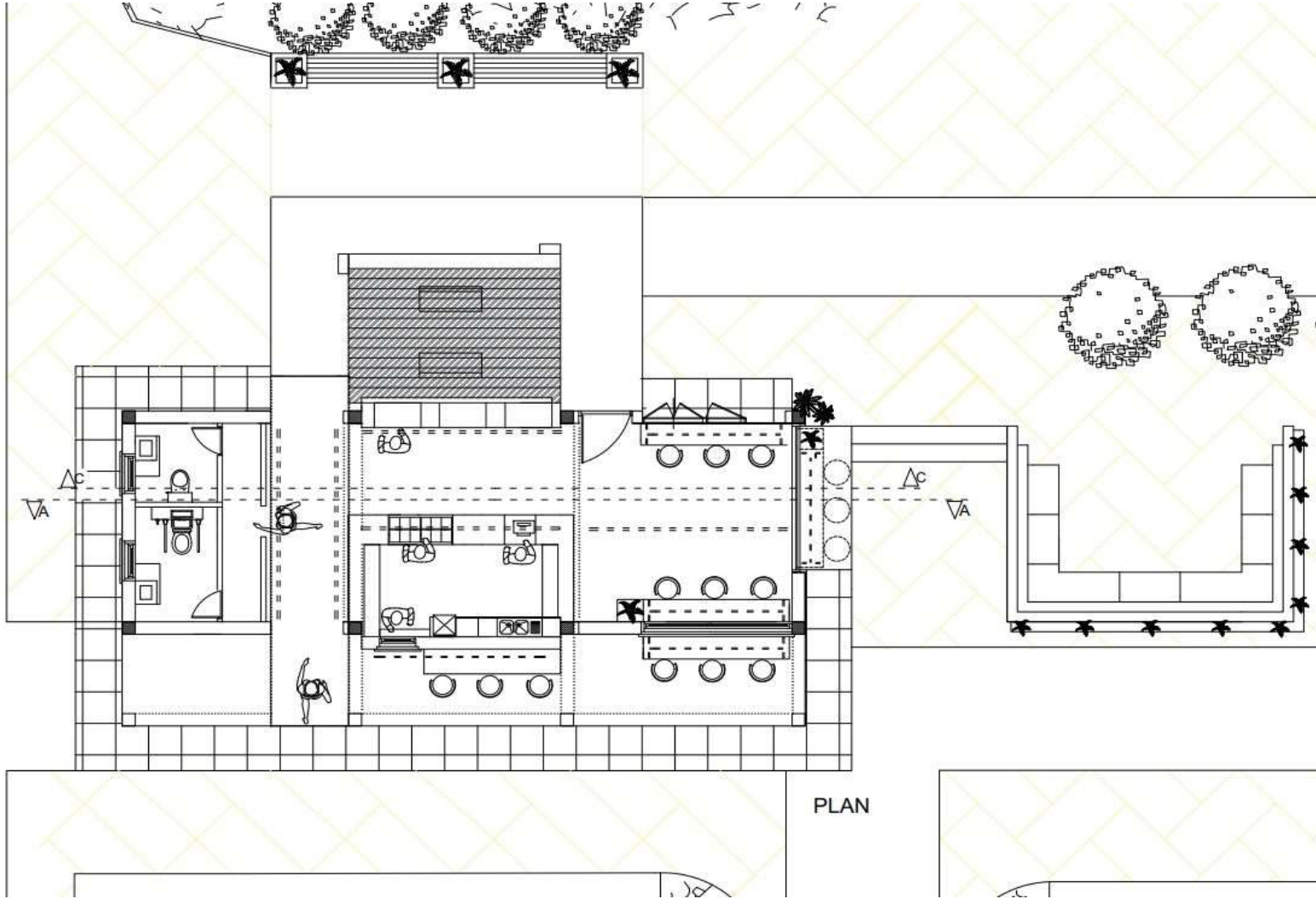
**Research Assist**

Rasil Sahlabji

# BRIEF OF THE PROJECT

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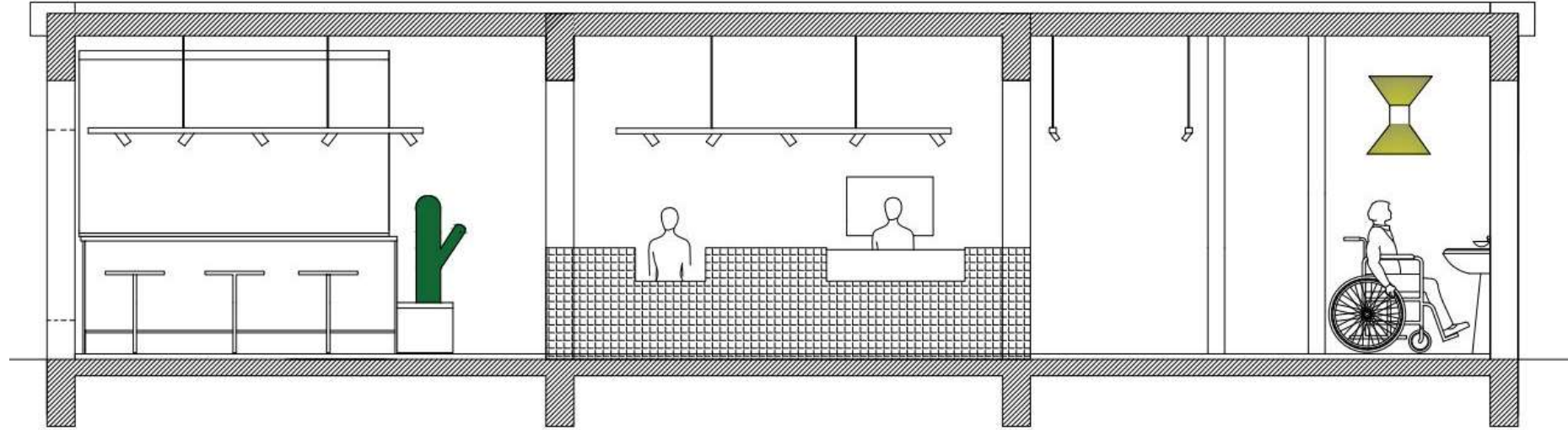
Nowadays we are seeing various conceptual food and drink stations in diversified contexts all around the world. Every country, even every region in the world has places to serve its own foods as well as other global foods too. Food and drink are inseparable parts of human life. Places to produce and serve them are one of the significant fields of study in interior architecture/design. Thus, as the design problem of this semester, you will design an **'express food/drink spot (shop)'** in the EMU Campus.



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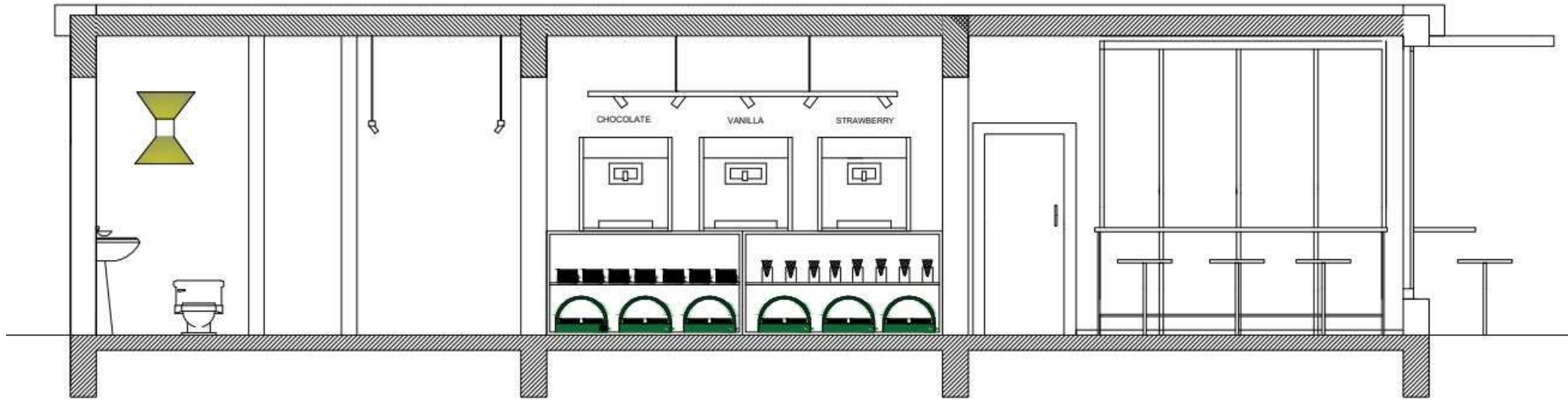
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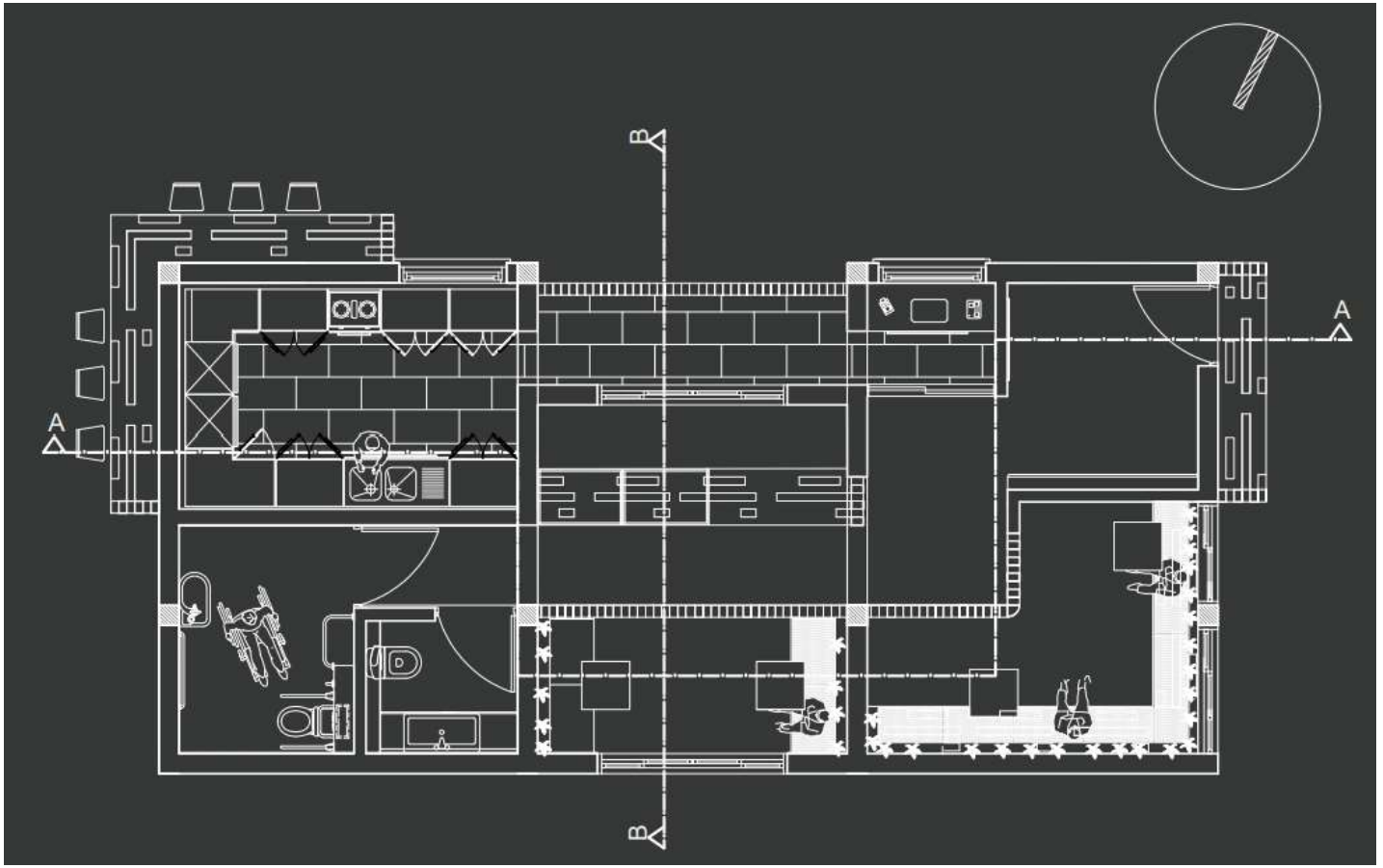
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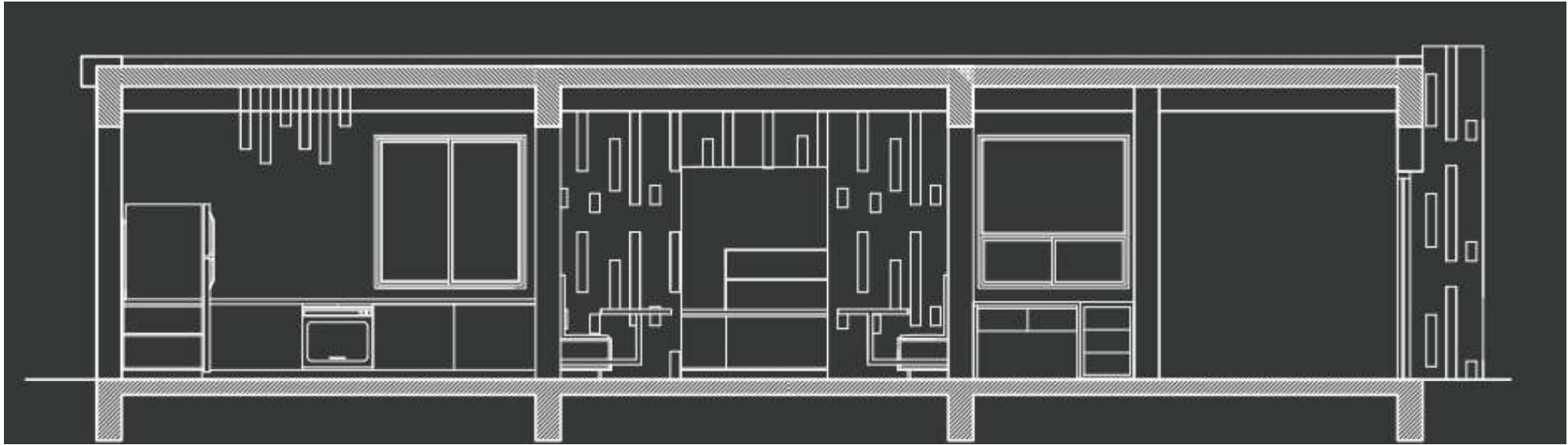
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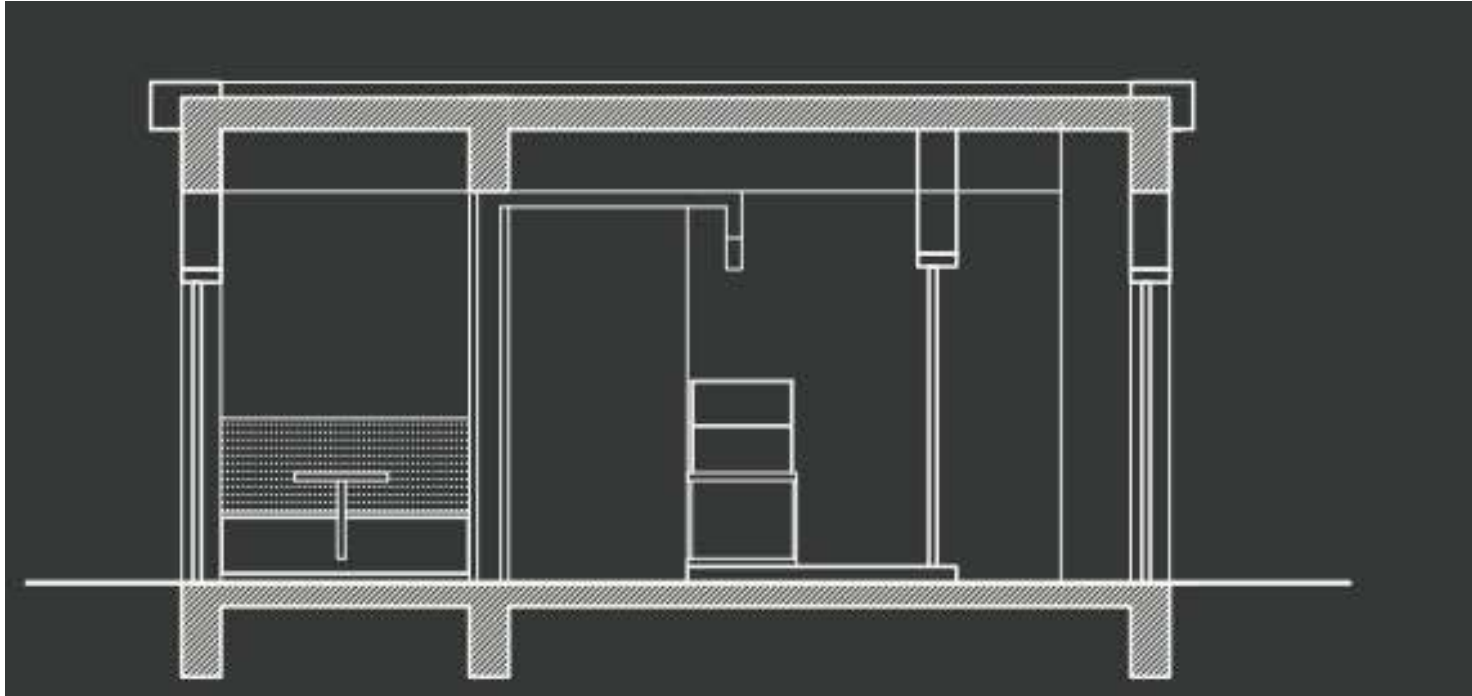
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# ITAS 201

# İÇ MİMARİ TASARIM STÜDYOSU I

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## **ÖĞRETİM GÖREVLİLERİ**

Doç. Dr. Zehra Öngül

## **ARAŞTIRMA ASİSTANI**

Soheil Soleimanipirmorad

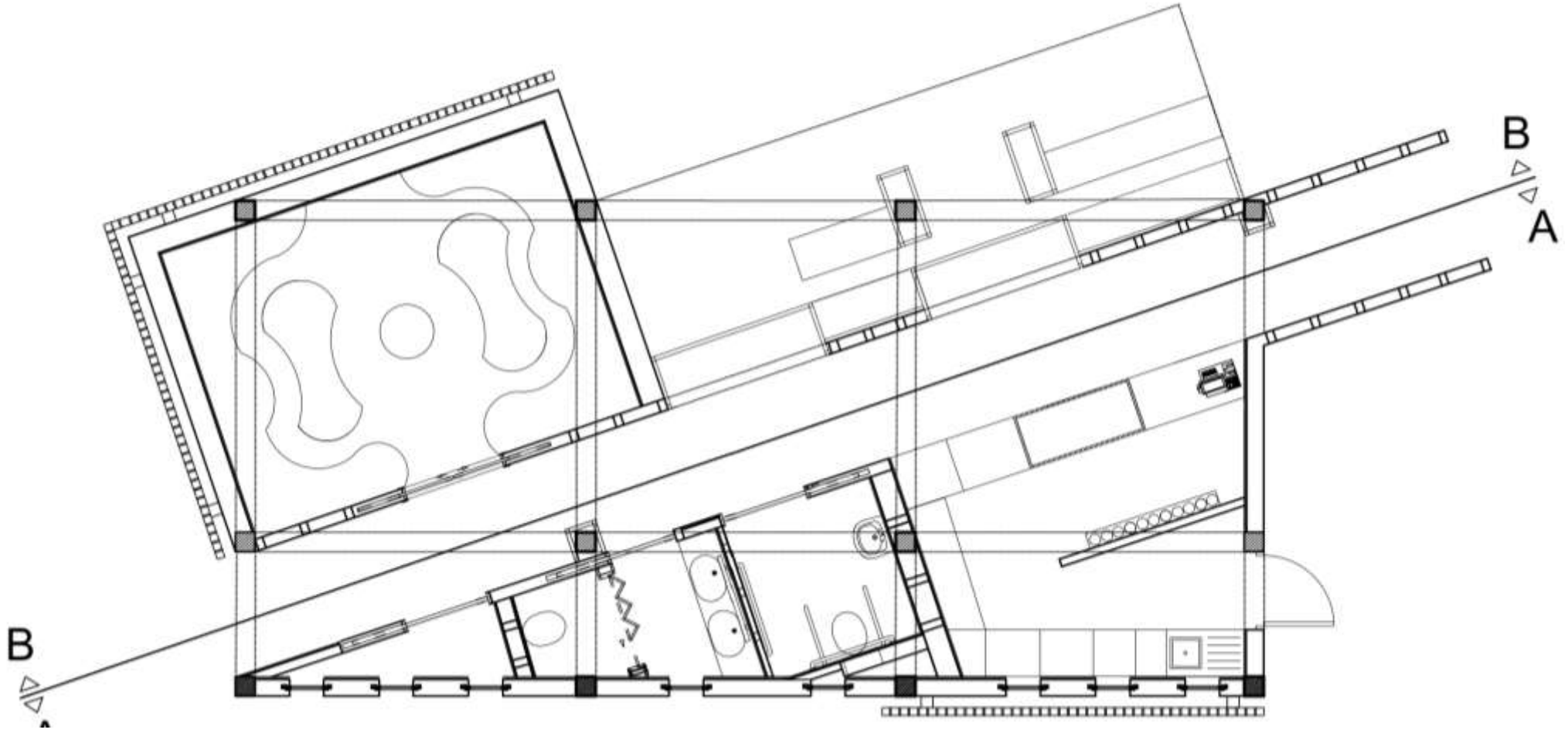
# BRIEF OF THE PROJECT

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DAÜ Mimarlık Fakültesi bünyesinde bulunan ‘ **Hidden Café** ’ ve yakın çevresinin yaşamın değişen dinamiklerine bağlı olarak ‘Özelleştirilmiş Tat Deneyimi’ sunan ve tek **bir gıda ürününün satılacağı** bir mekan olarak yeniden tasarlanması

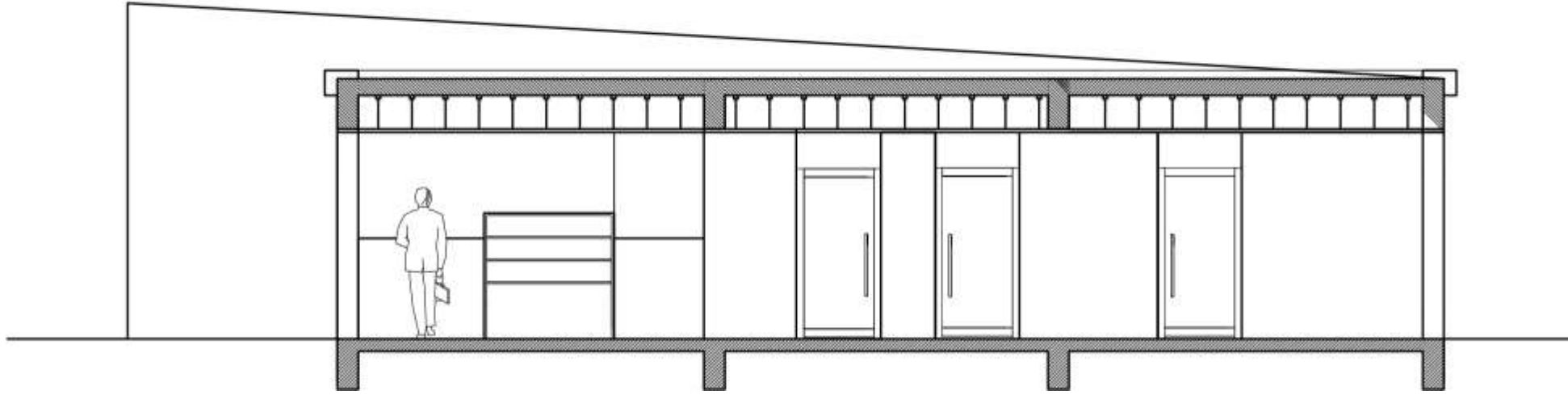
Bu mekanlar, bir öğünü sadece bir ürün etrafında inşa ediyorlar ve bu ürünü en iyi şekilde sunma amacı güdüyorlar. Pizza, hamburger, dondurma, kebab, kahve, makaron ve hatta çorba gibi birçok farklı gıda ürünü, tek bir ürün odaklı restoranlar ve kafeler tarafından benimsenmiştir. Bu yemek mekanları, özelleştirilmiş ve yoğunlaştırılmış bir tat deneyimi sunarak farklılaşıyorlar.





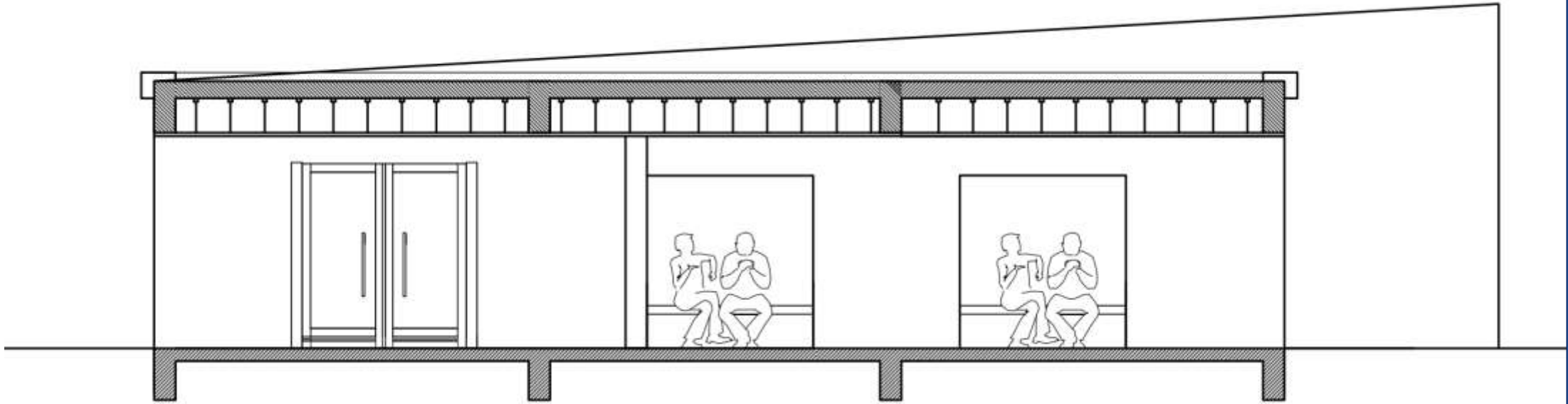
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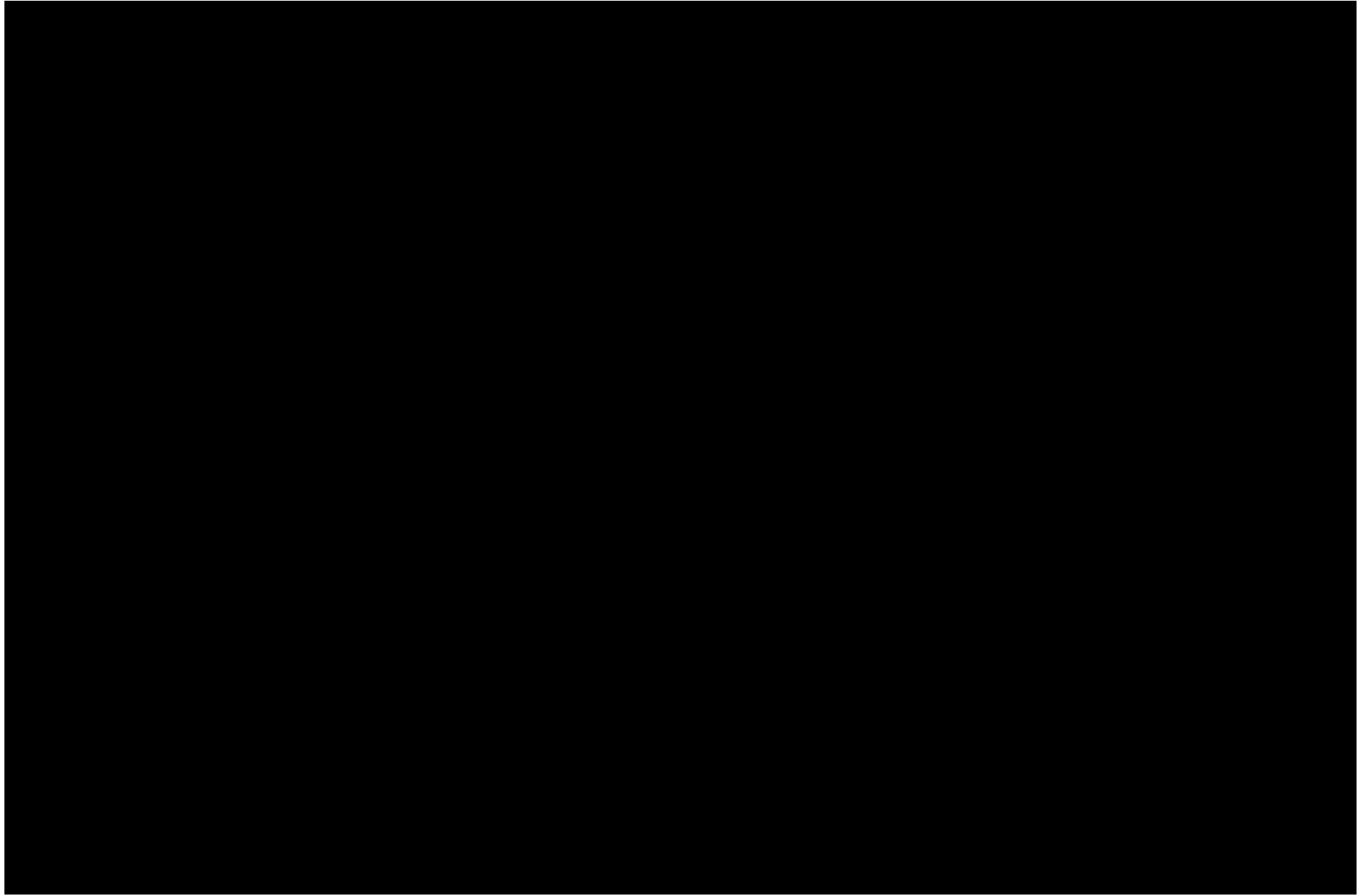
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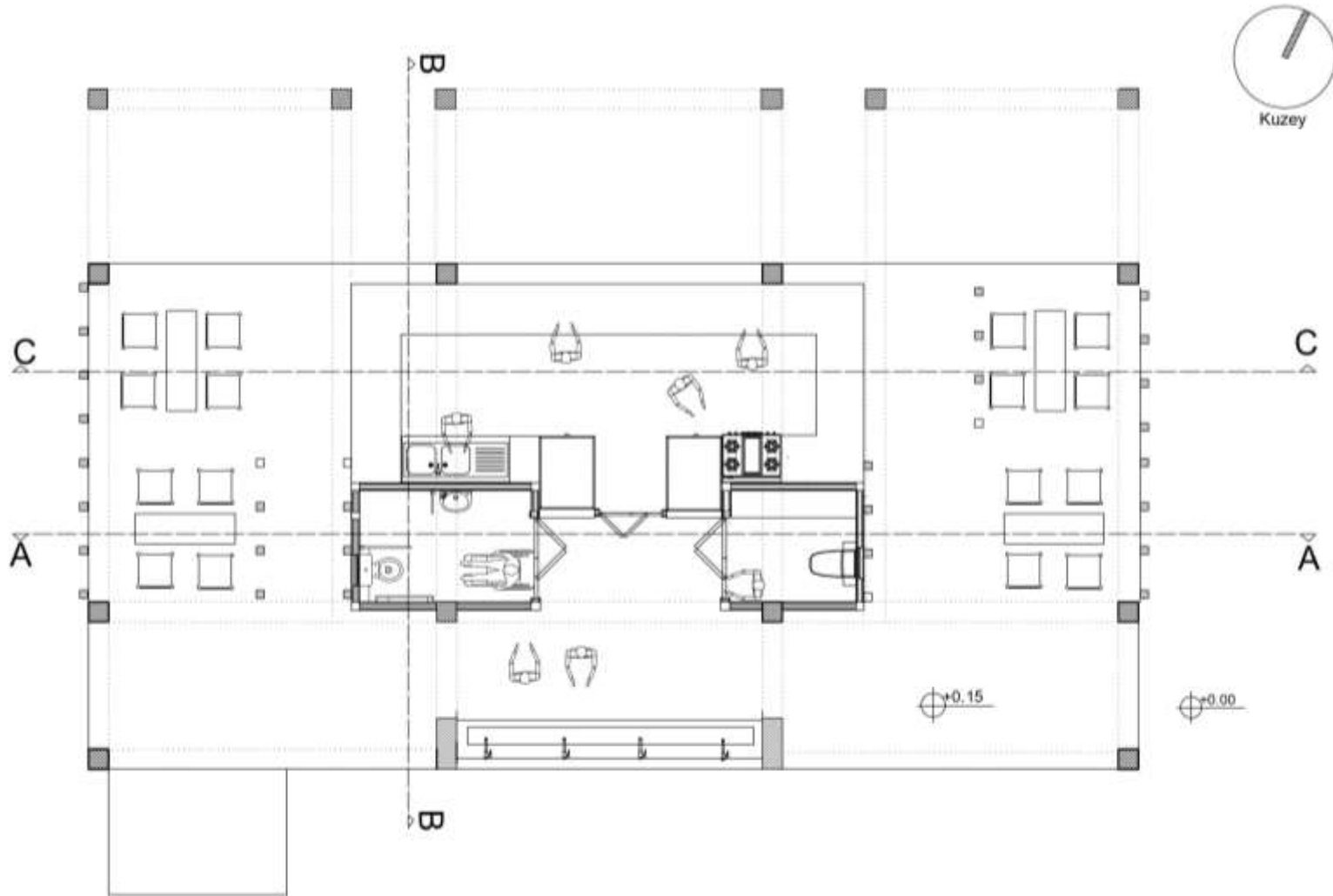
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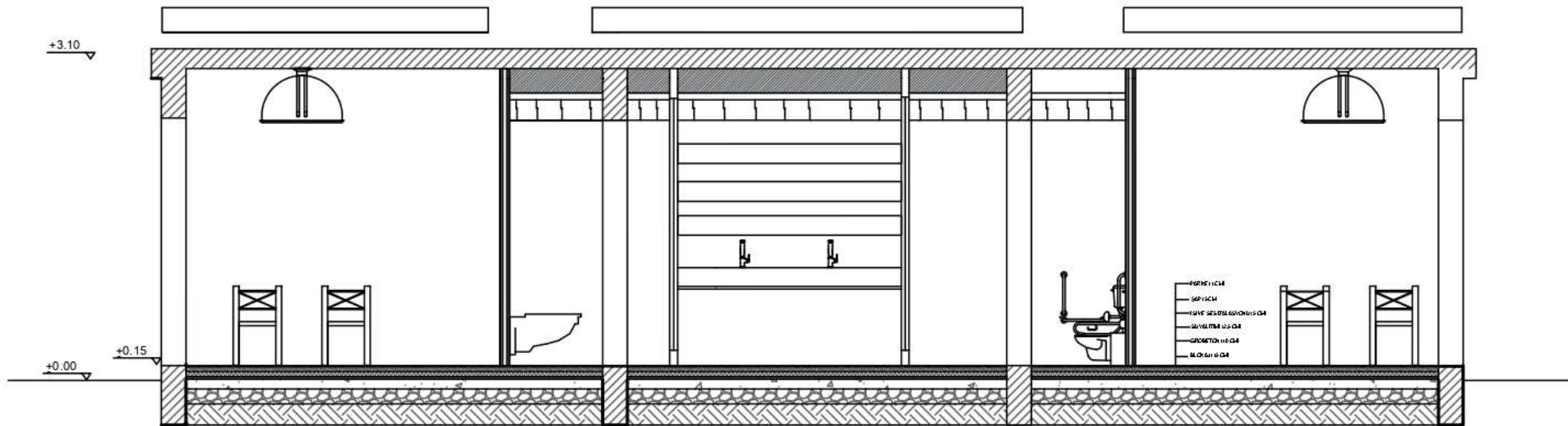
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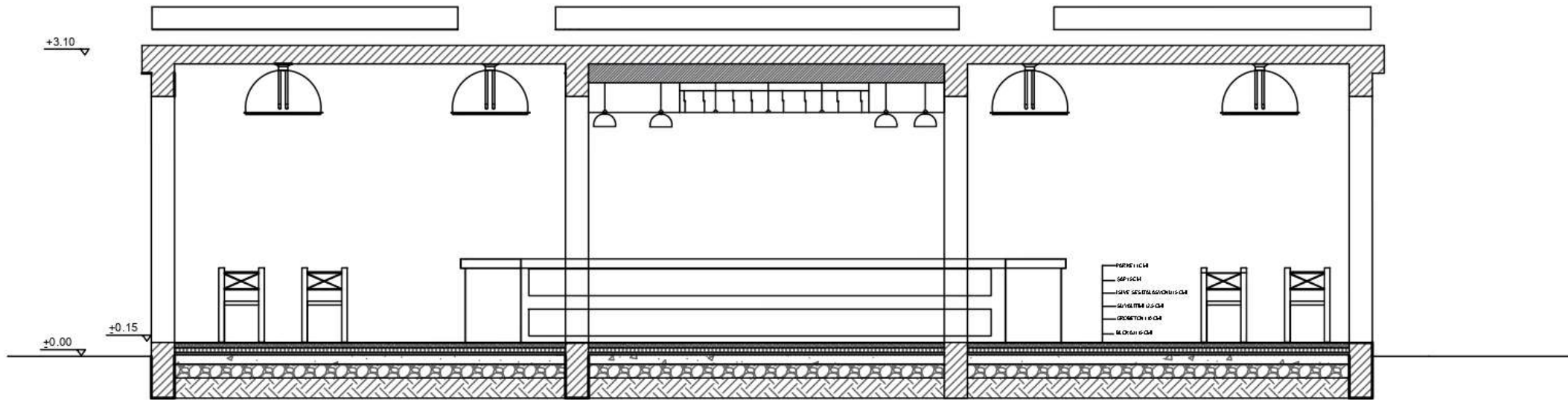
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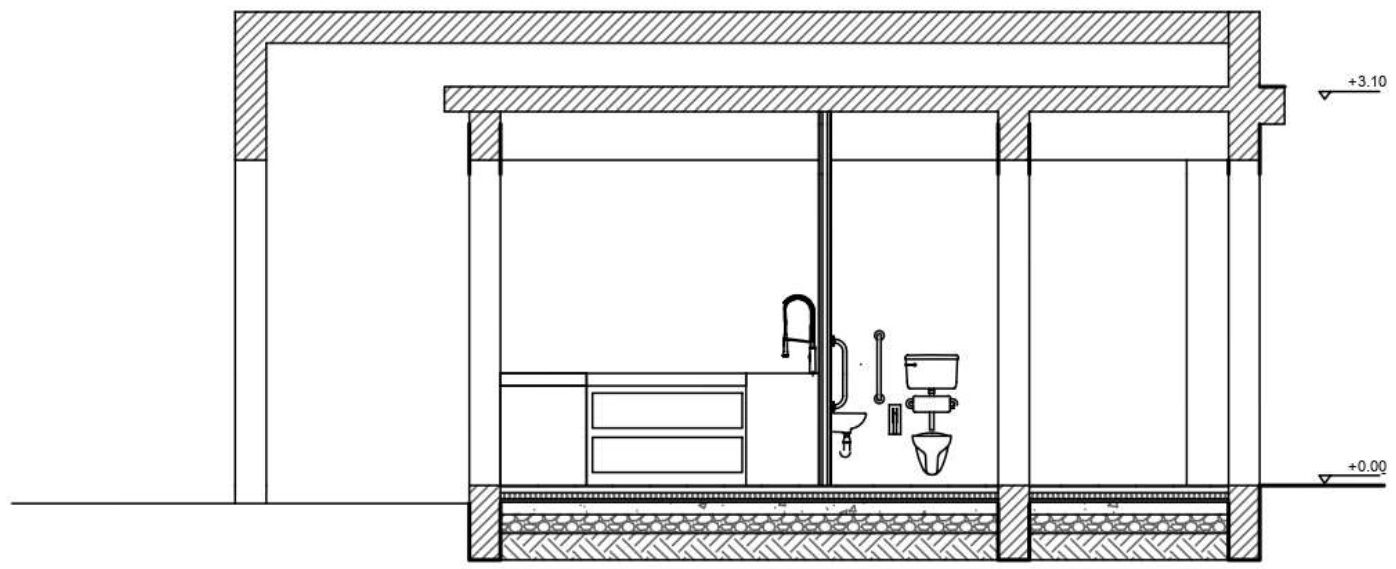


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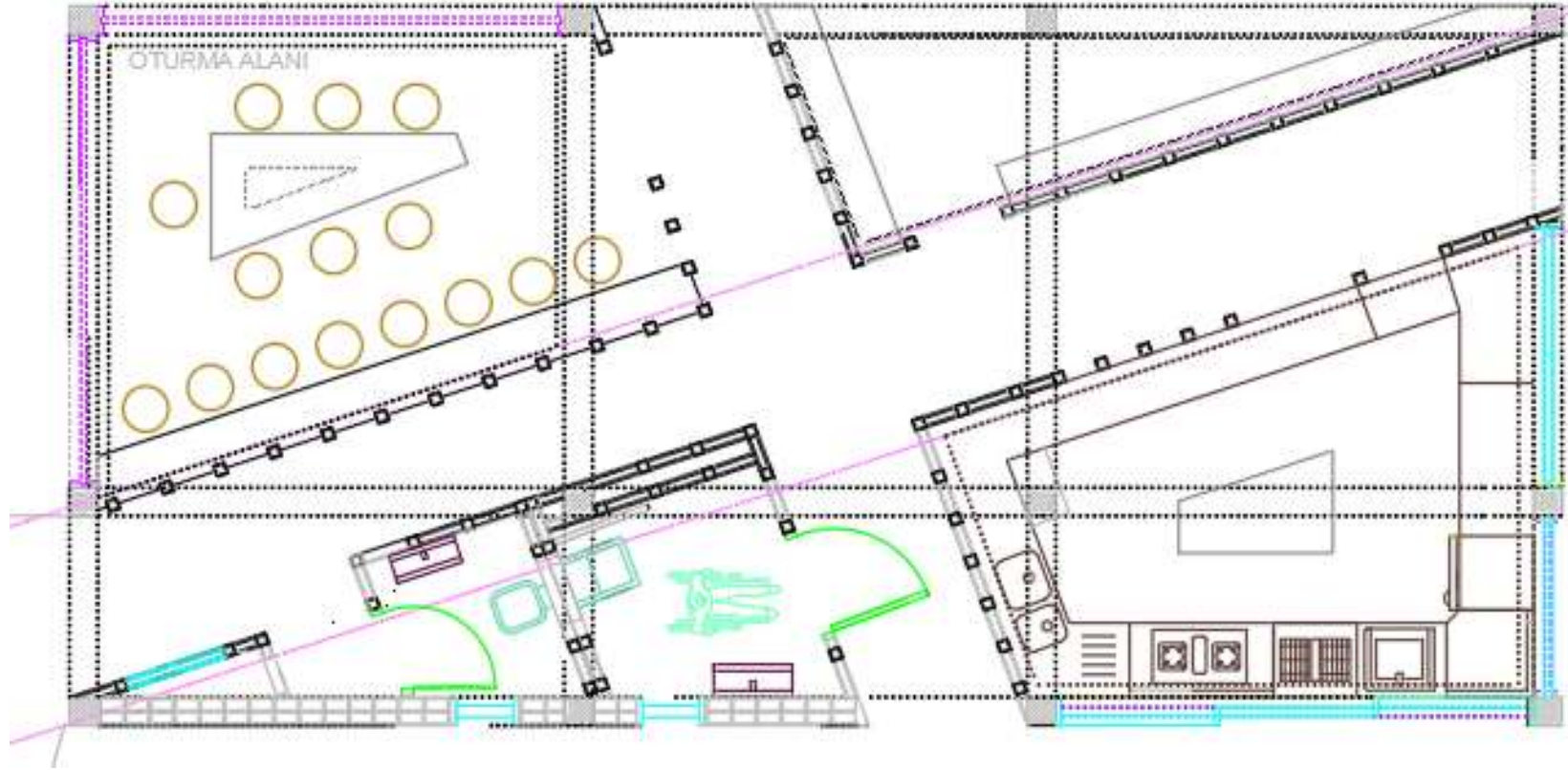
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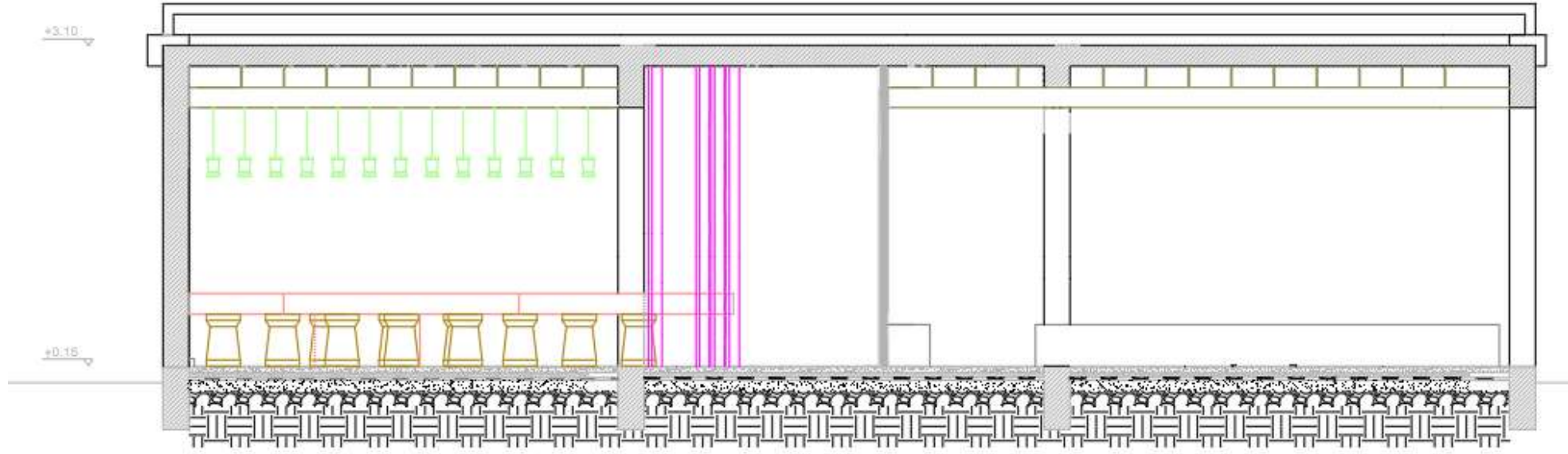
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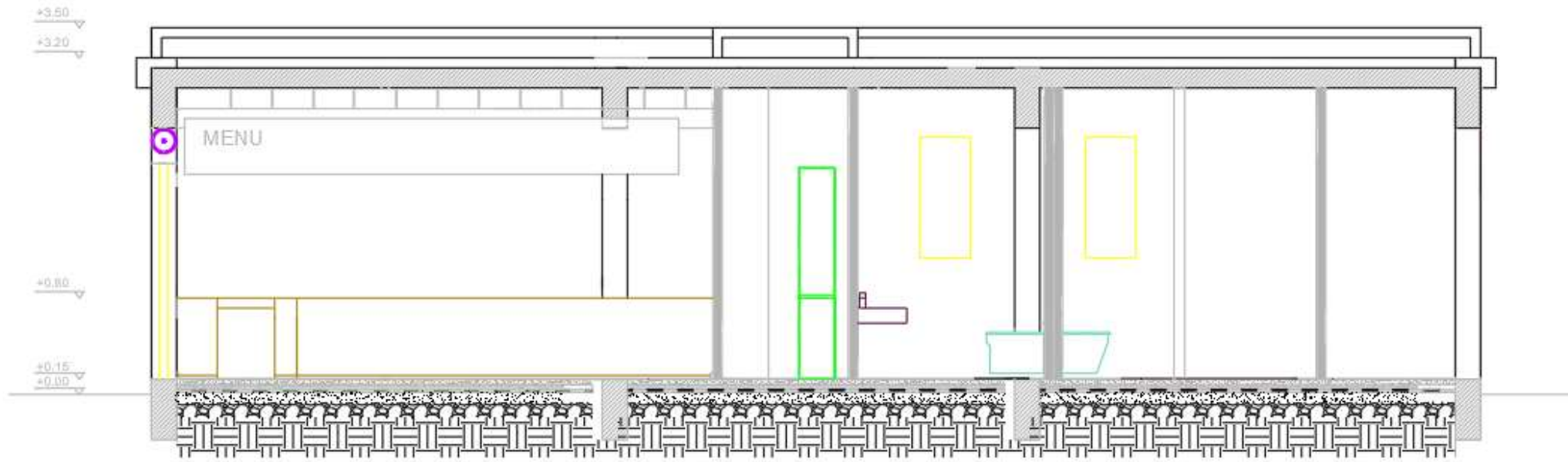
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# INAR 292

## INTERIOR DESIGN STUDIO – II

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### **COURSE TUTORS**

Sn. Ins. Bedia Tekbiyik Tekin

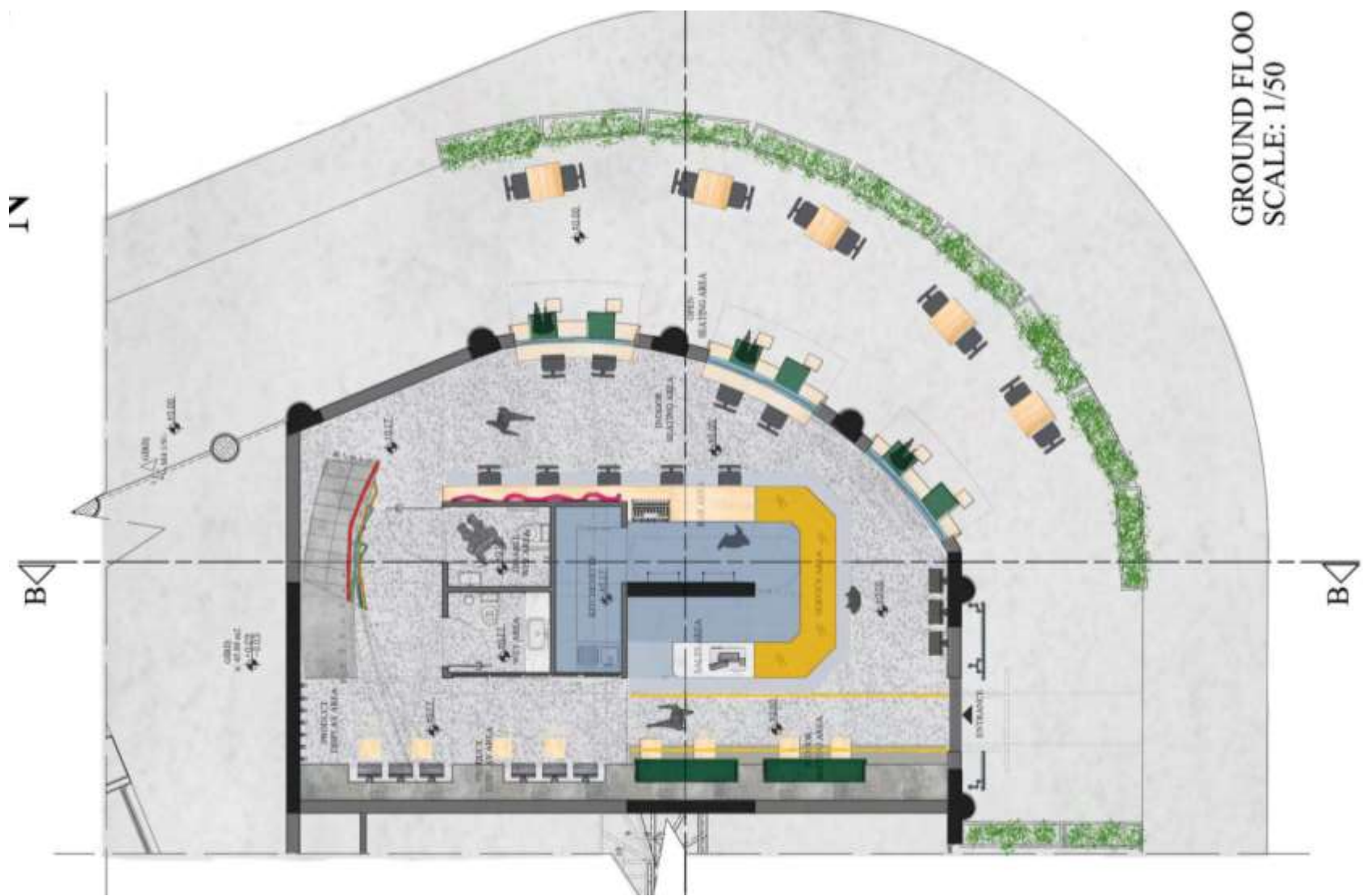
### **Research Assist**

Oytun Kayan

# BRIEF OF THE PROJECT

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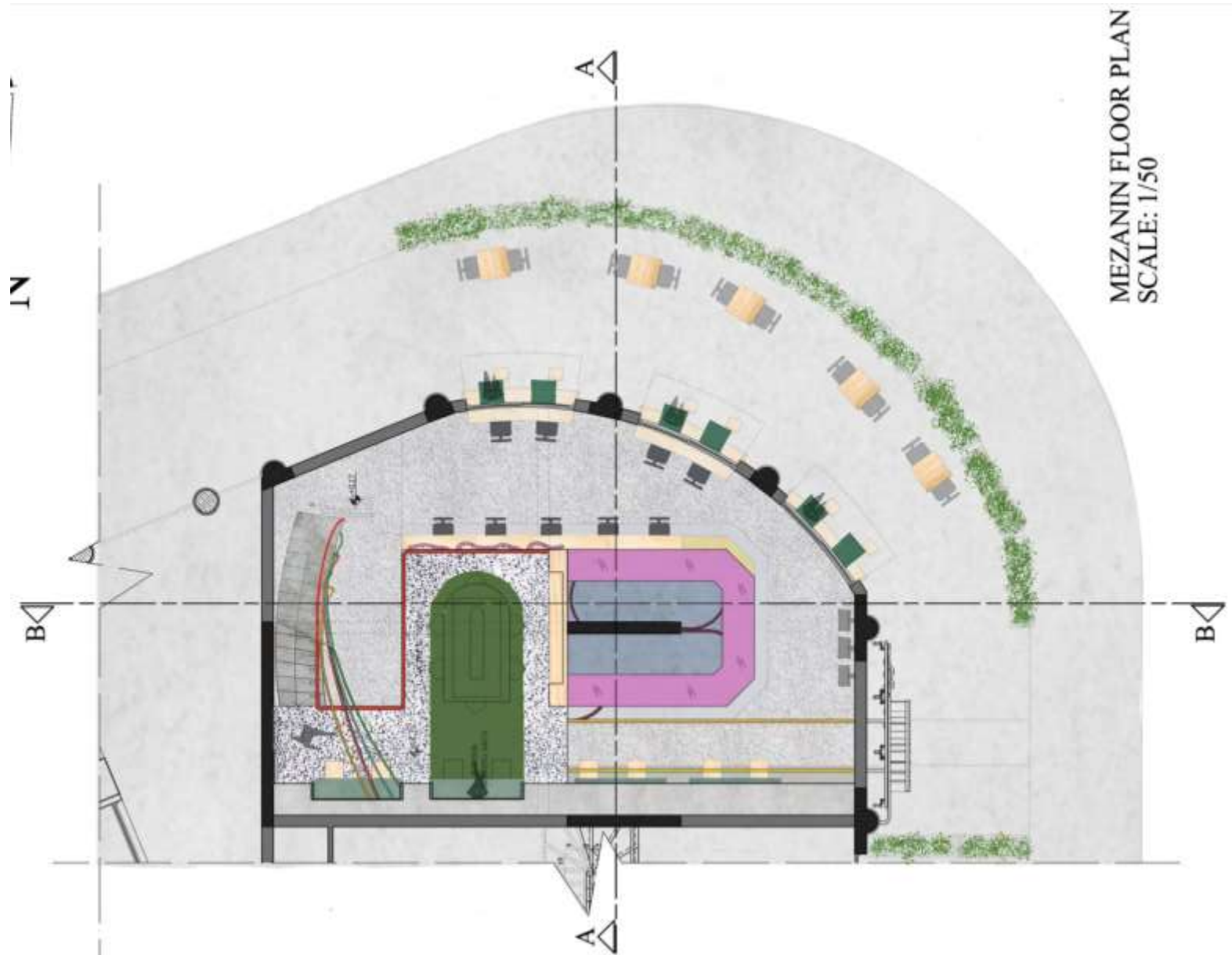
In the 2023-24 Fall Semester, you are asked to design a **PASTRY PATISSERIE interior**. The cafe you will design will be located in Famagusta, Northern Cyprus. The city of Famagusta is a multicultural city that hosts many universities and students from different cultures studying at these universities, as well as various tourists. The patisserie you will design should reflect the originality of the culture chosen by the student; and this designed space is expected to give customers the opportunity to experience the chosen culture. This place is expected to be a meeting / mingling / socializing / eating and drinking point where island people, students and tourists can come together. In this context, what is expected from you is to design a patisserie that has various areas and will bring a culture of your choice to this city.



GROUND FLOOR  
SCALE: 1/50

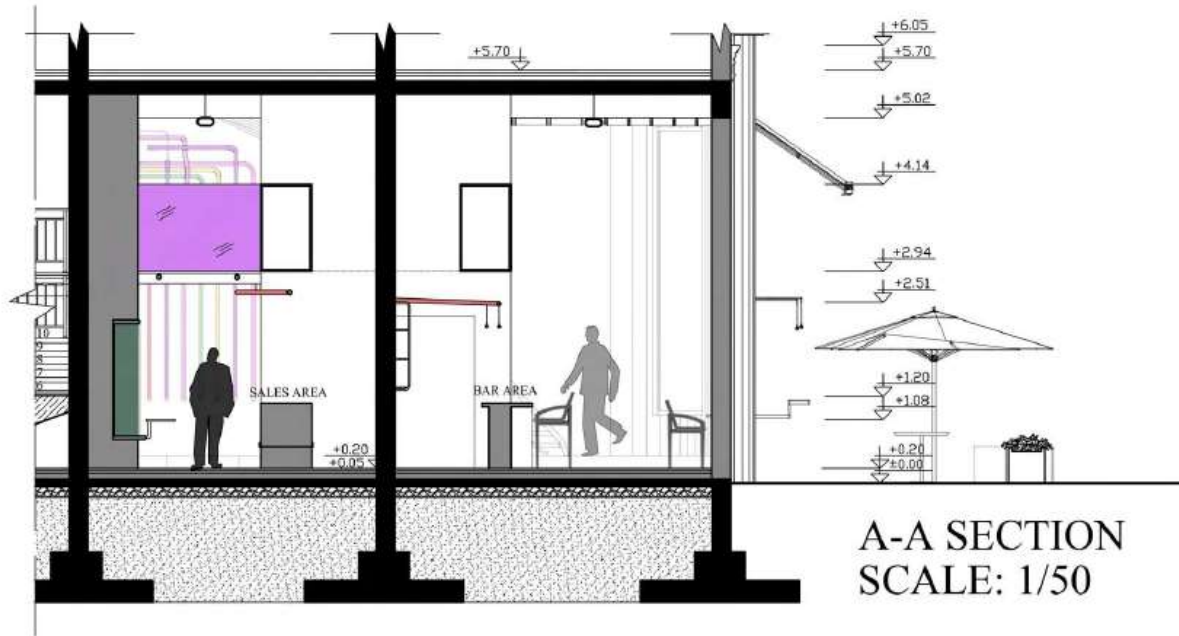
**GROUND FLOOR PLAN**

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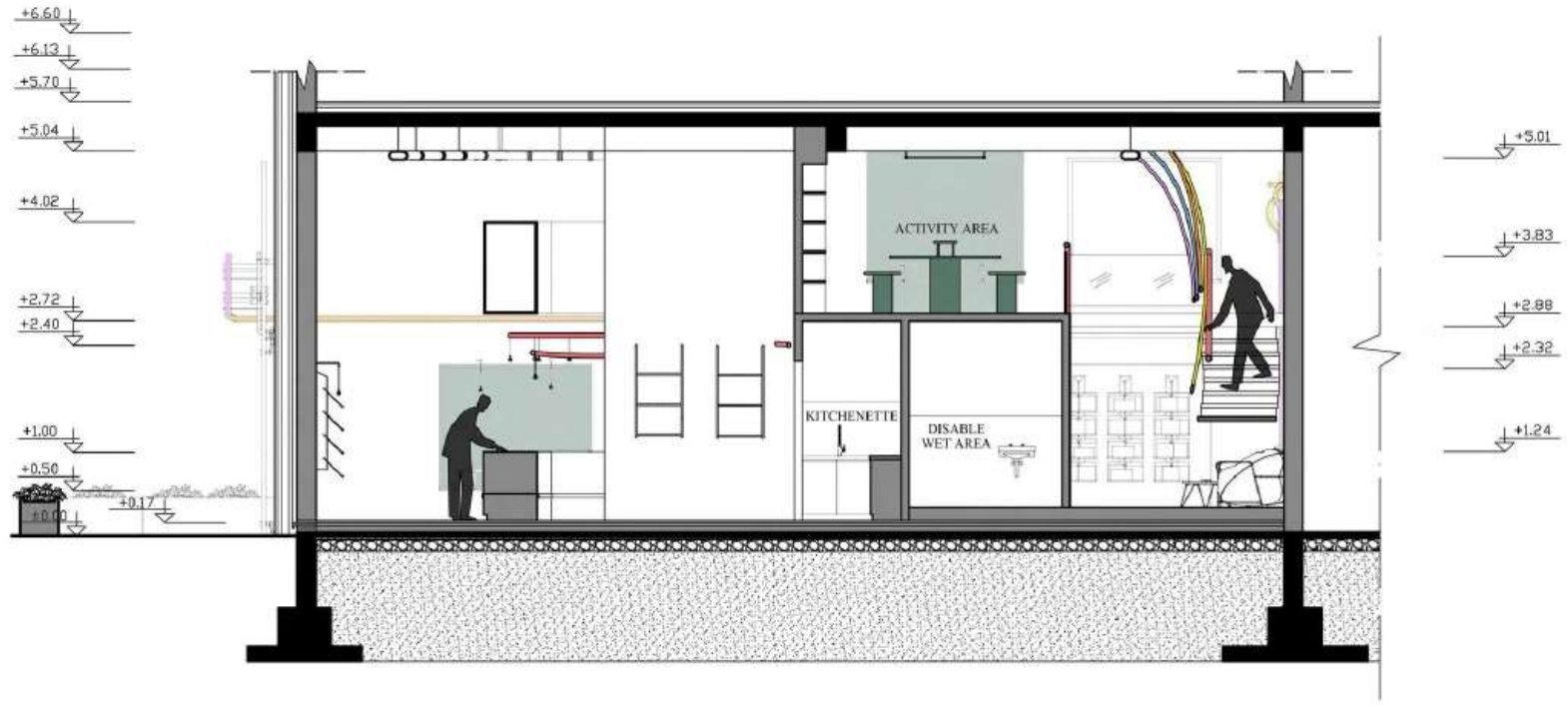
**MEZANIN FLOOR PLAN**





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ITAS 202

# İÇ MİMARİ TASARIM STÜDYOSU II

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**ÖĞRETİM GÖREVLİLERİ**

Dr. Eliz Erdenizci

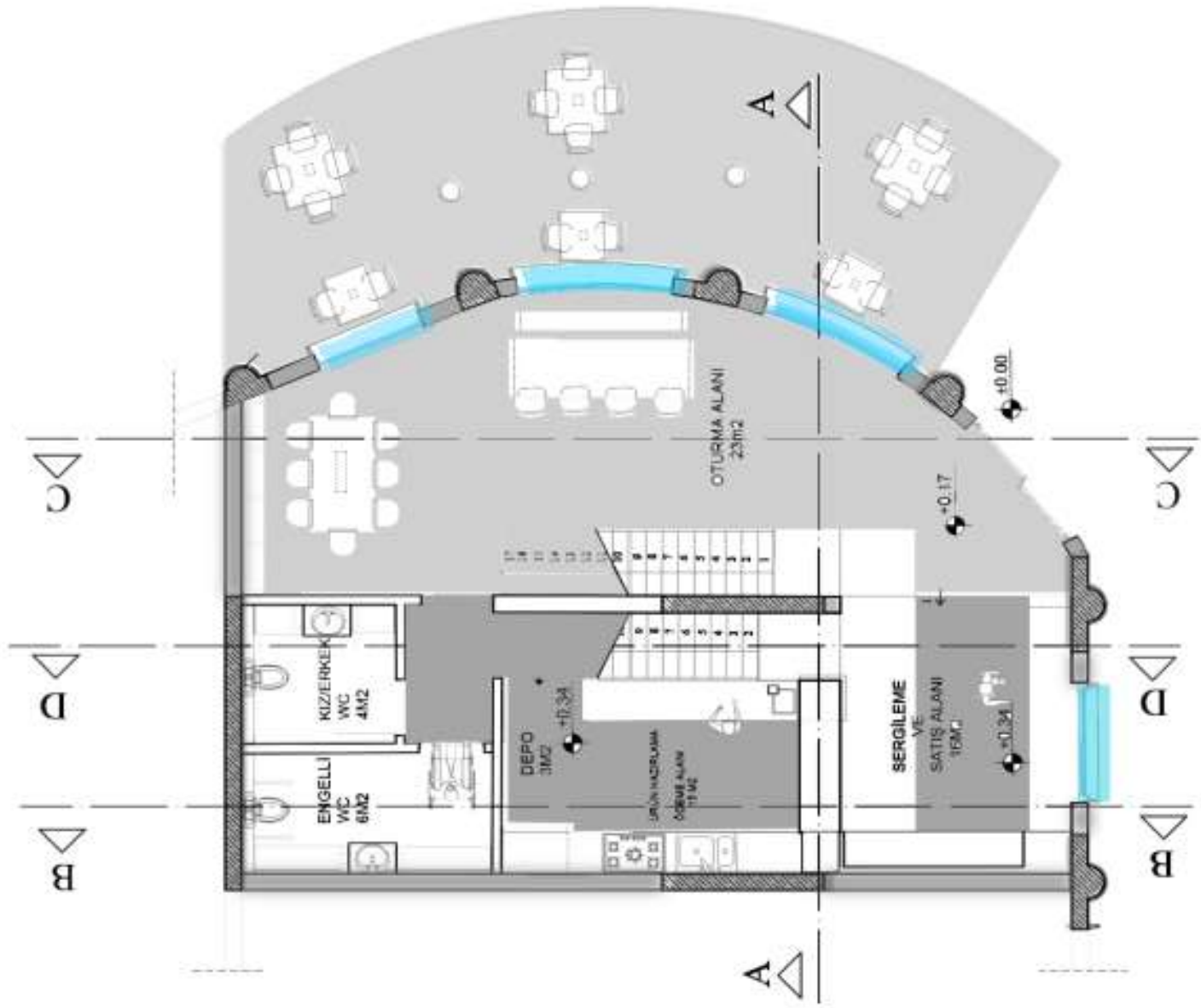
**ARAŞTIRMA ASİSTANI**

Erhan İlhan

# BRIEF OF THE PROJECT

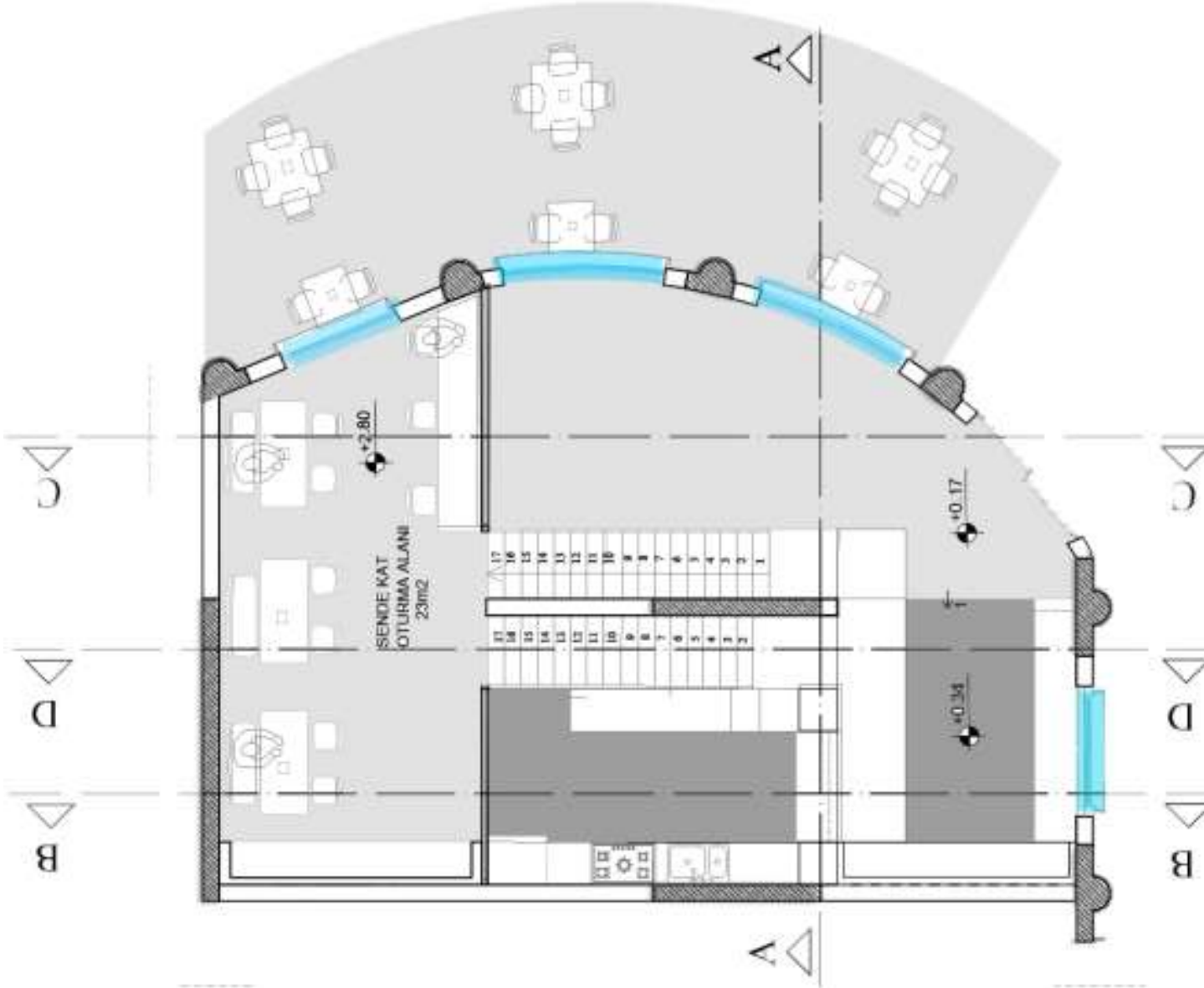
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2023-24 Güz Döneminde ITAS 202 İç Mimarlık Atölyesi-II kapsamında bu yıl sizlerden istenilen **PASTANE** iç mekan tasarımı yapmanızdır. Tasarlayacağınız kafe Kuzey Kıbrıs'ta yer alan Gazimağusa şehrinde yer alacaktır. Gazimağusa şehri, bünyesinde barındırdığı birçok üniversite ve bu üniversitelerde eğitim gören farklı kültürlerdeki öğrencilerin yanı sıra, çeşitli turistlerinde ziyarette bulunduğu çok kültürlü bir şehirdir. Tasarlayacağınız pastanenin öğrenci tarafından seçilecek olan kültürün özgünlüğünü yansıtması; ve tasarlanan bu mekanın müşterilere seçilen kültürü deneyimleme fırsatı vermesi beklenmektedir. Bu mekanın ada insanı, öğrenci ve turistlerin bir araya gelebileceği **buluşma/ kaynaşma/ sosyalleşme/ yeme-içme noktası olması beklenmektedir**. Bu kapsamda sizden beklenen, çeşitli alanlarına sahip ve seçeceğiniz bir kültürü bu şehre taşıyacak nitelikte bir pastane tasarlamanızdır.

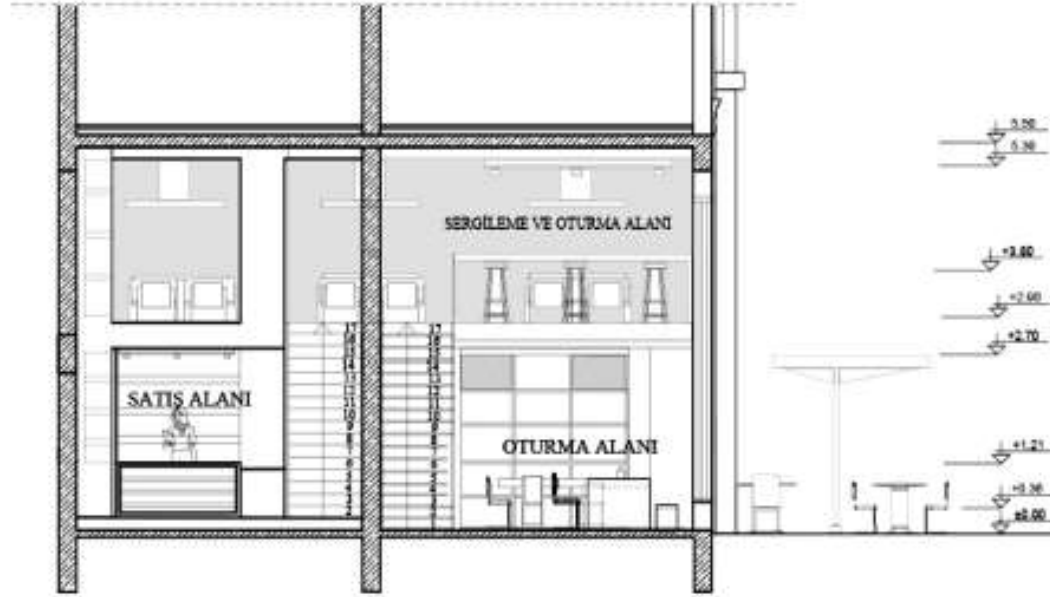


**GROUND FLOOR PLAN**



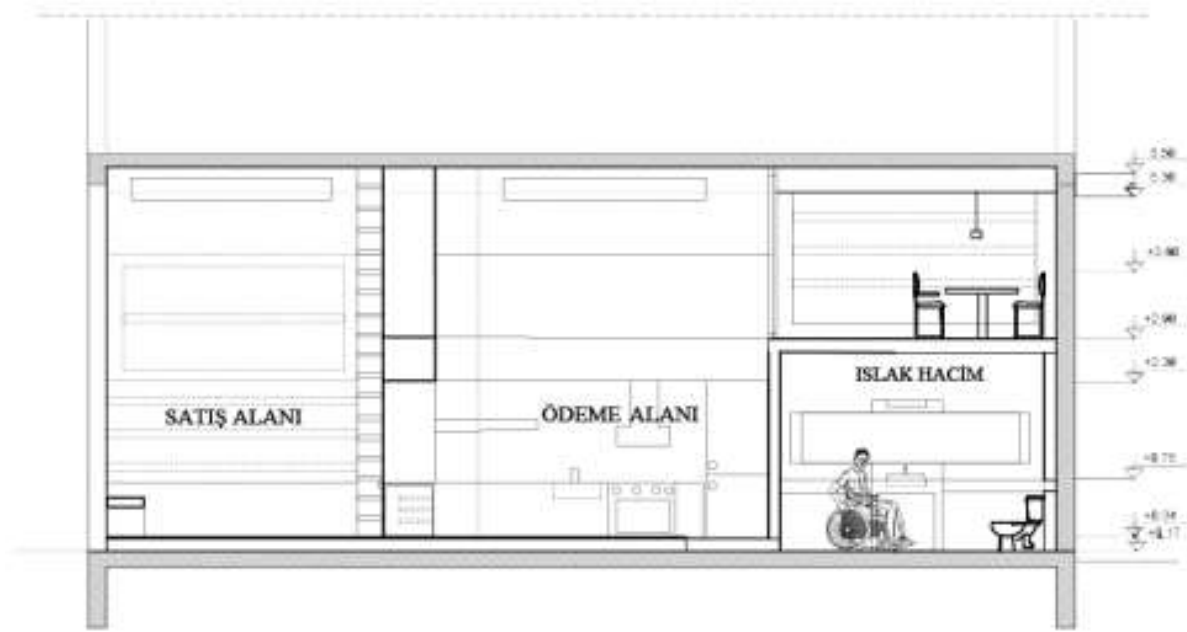


**MEZZANINE FLOOR PLAN**



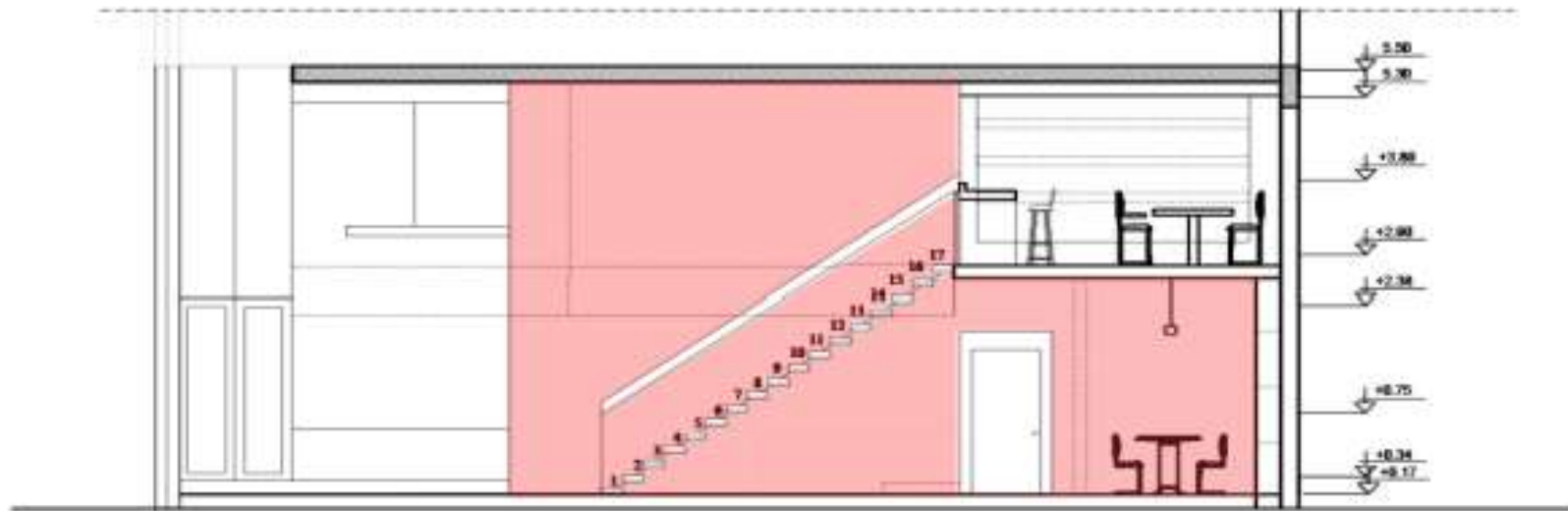
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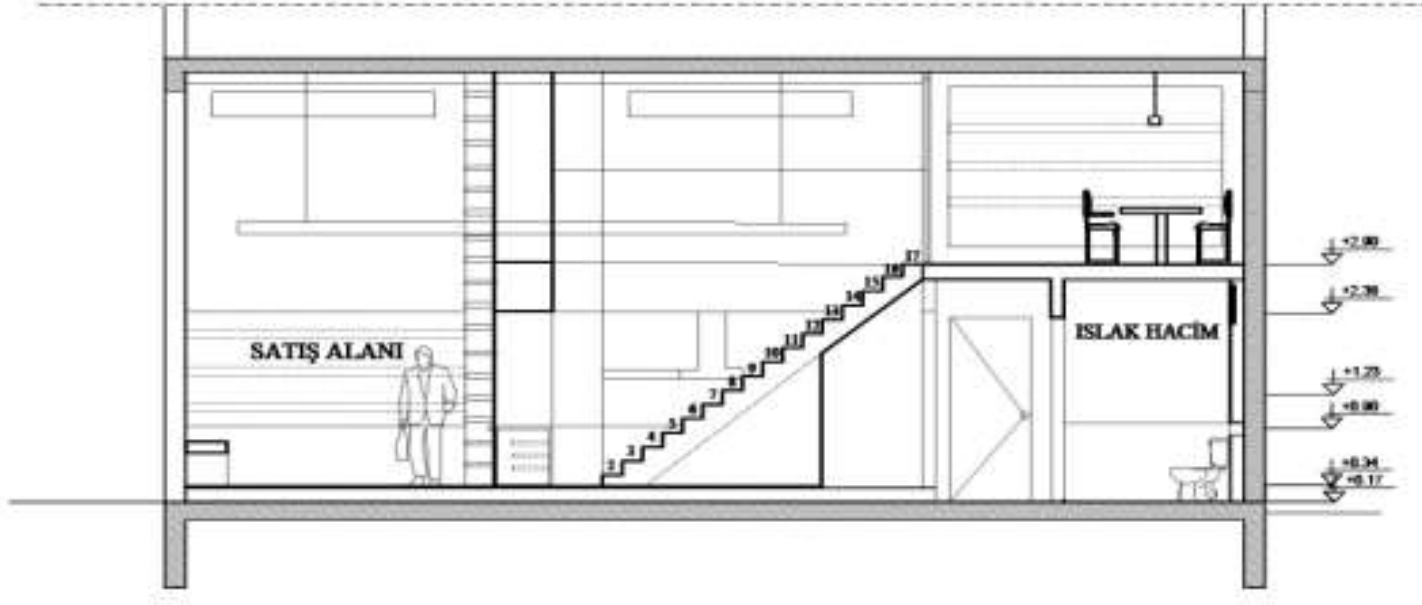
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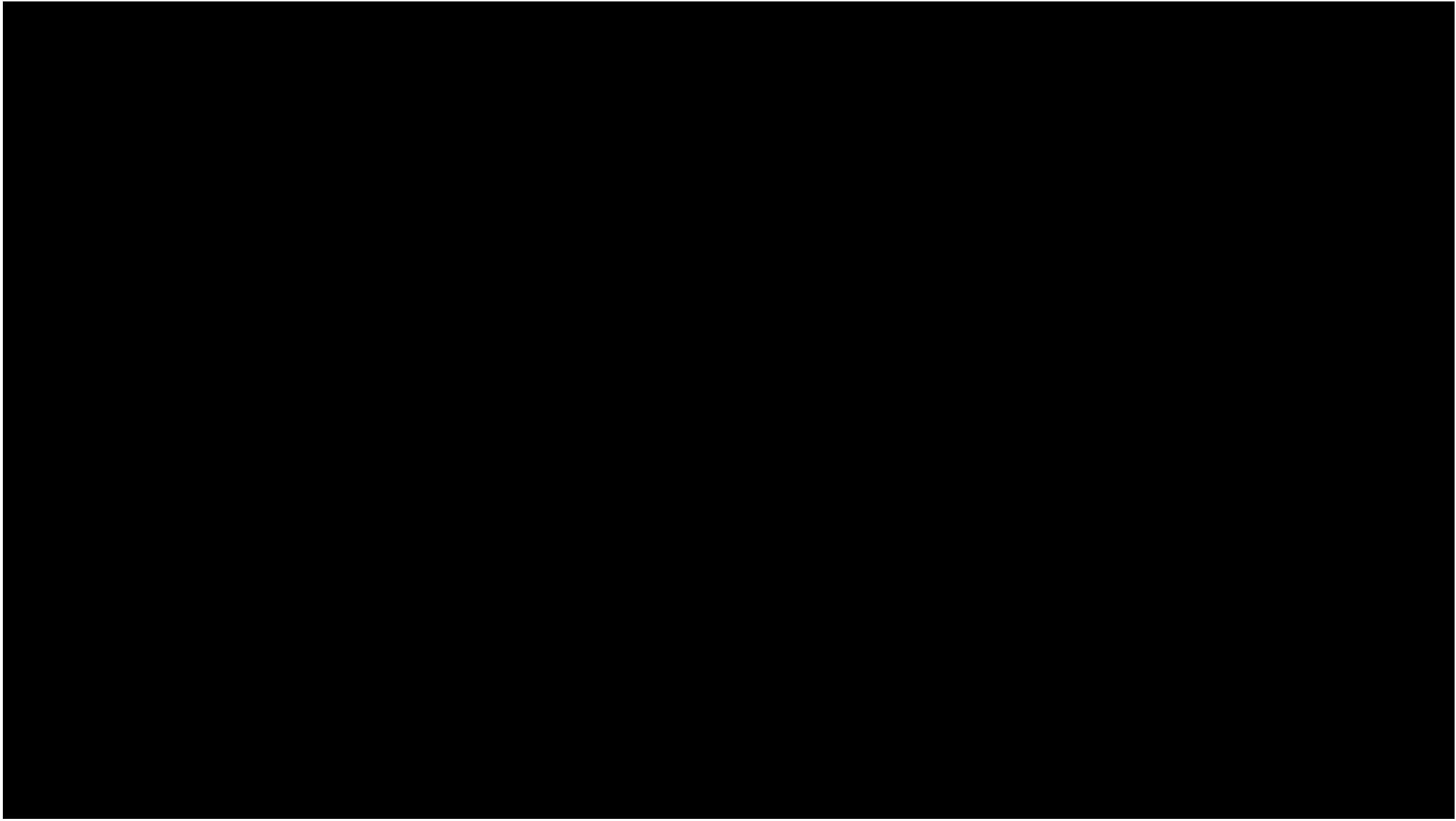
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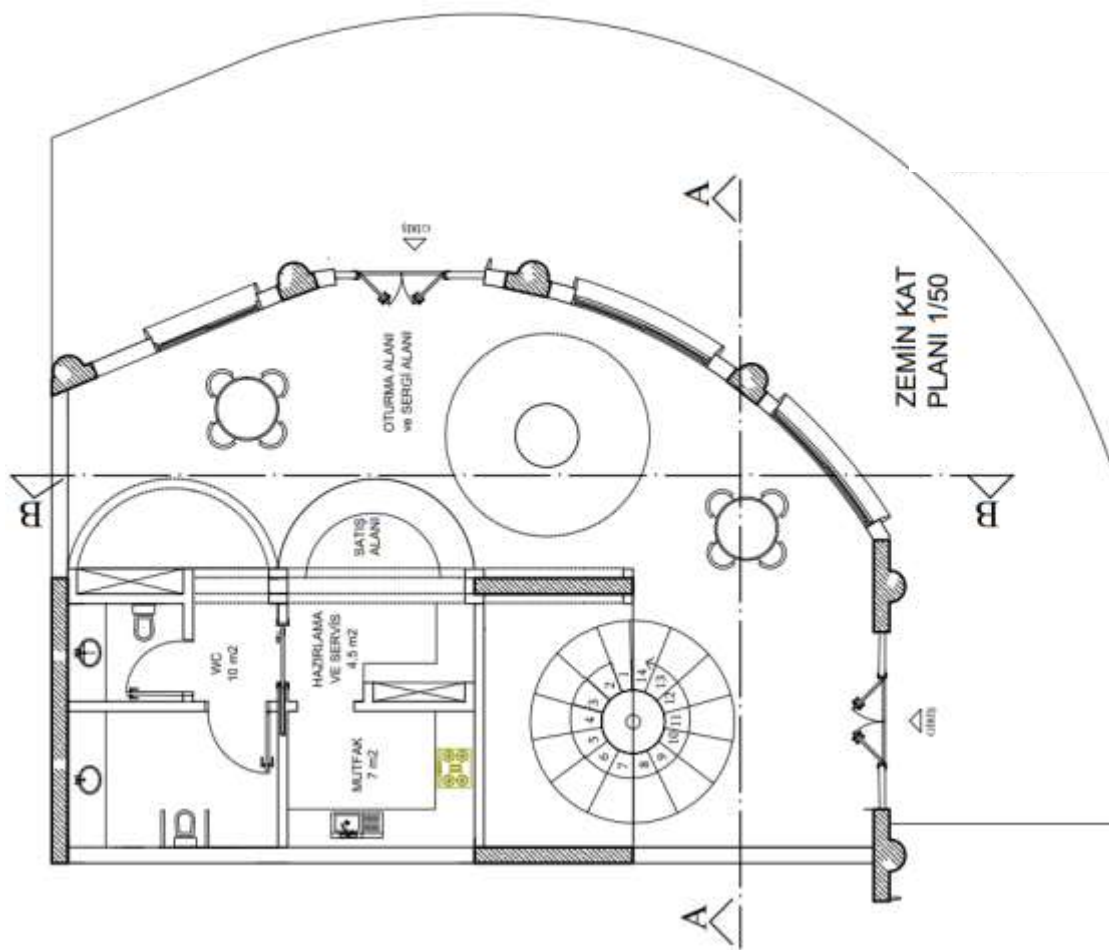
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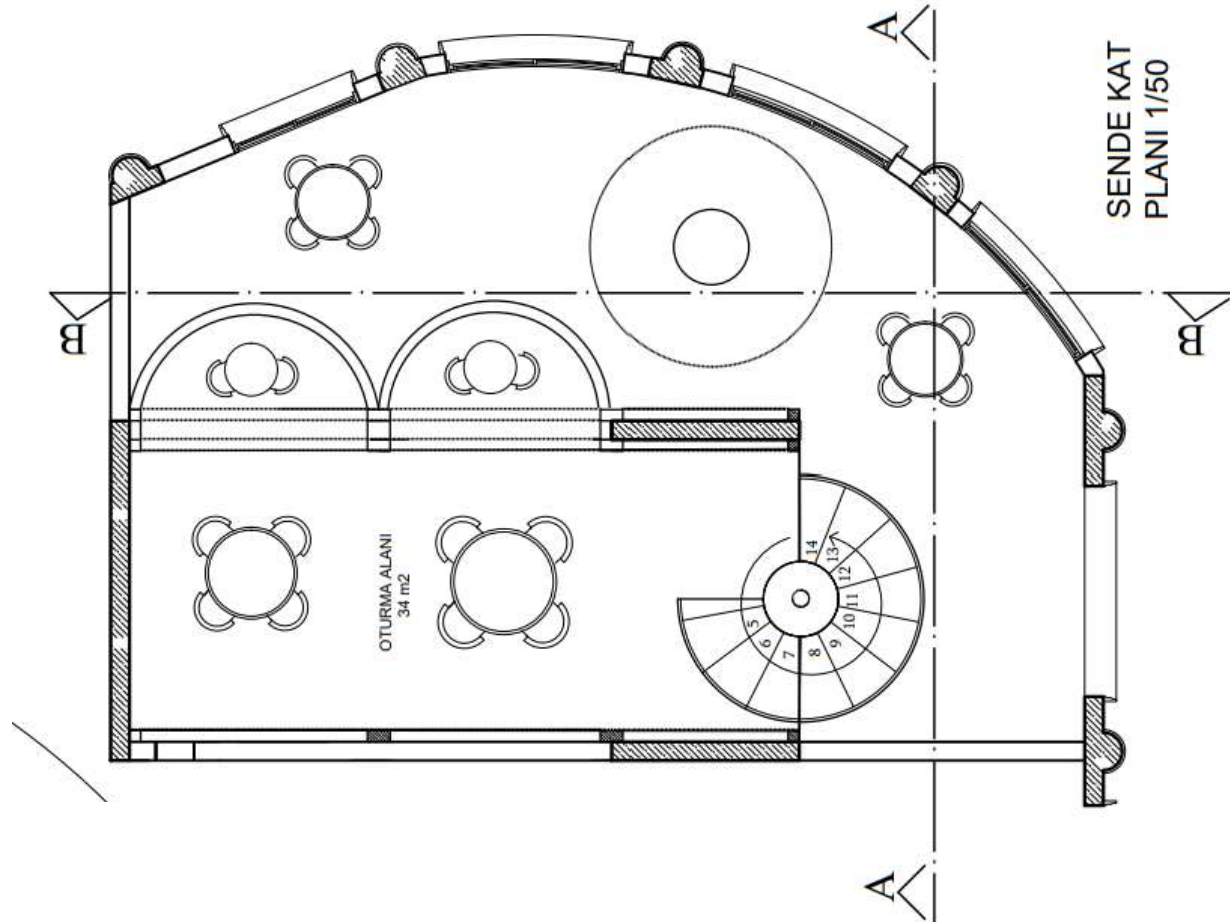




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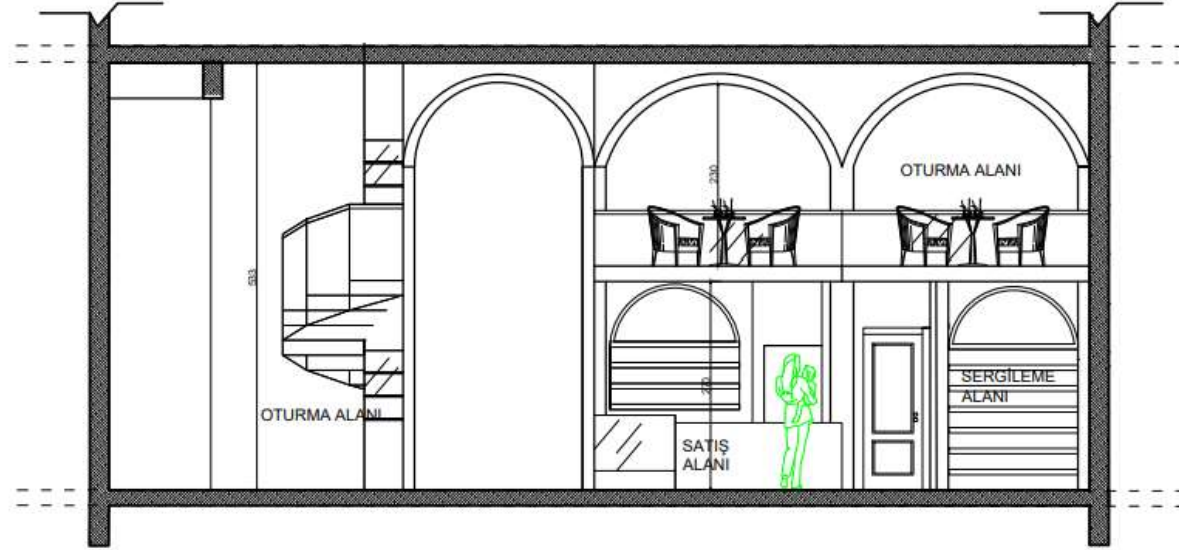
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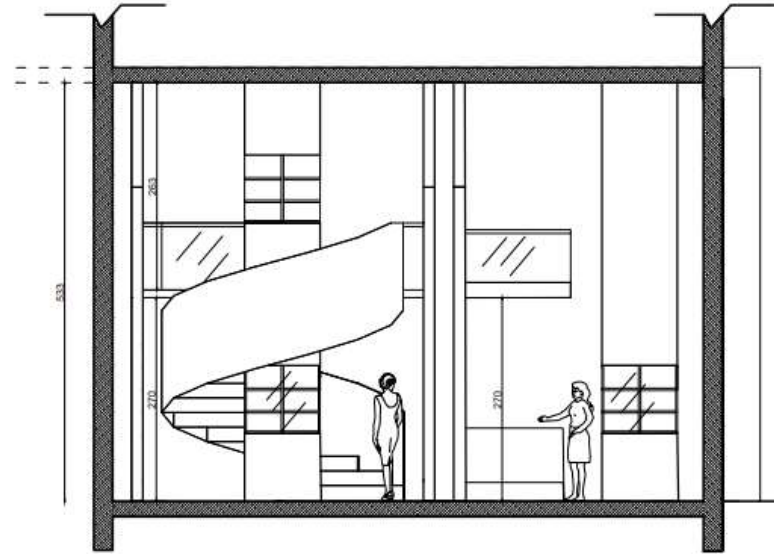
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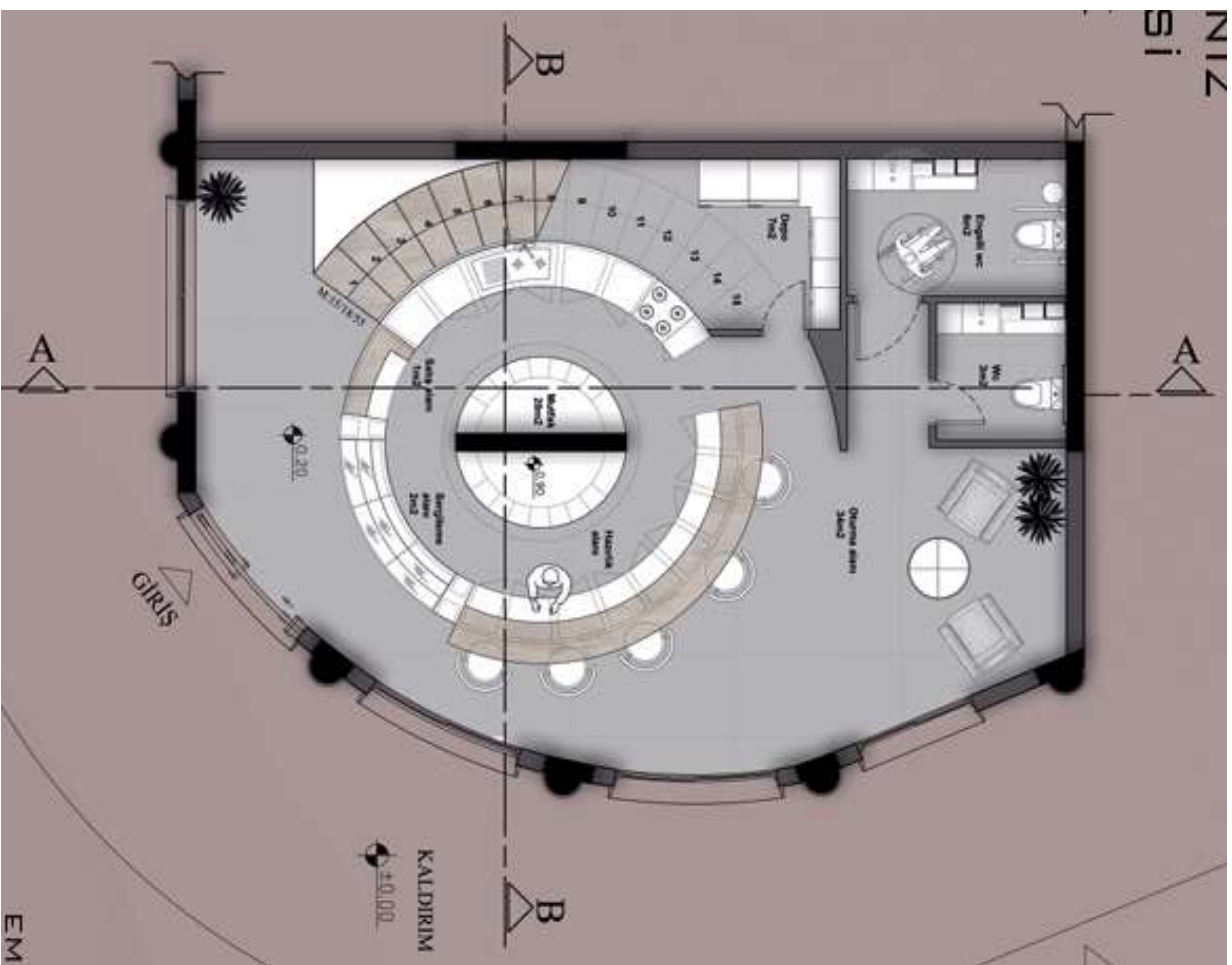
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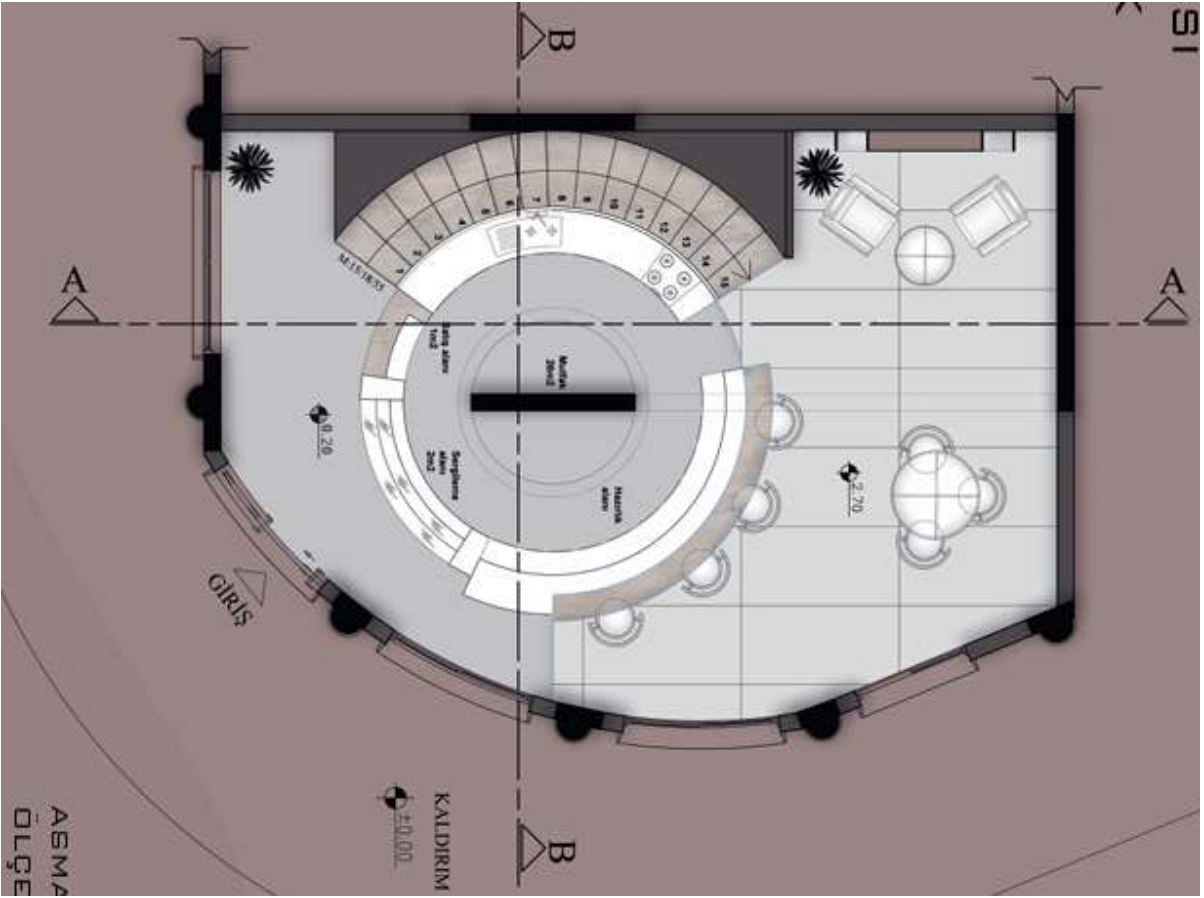


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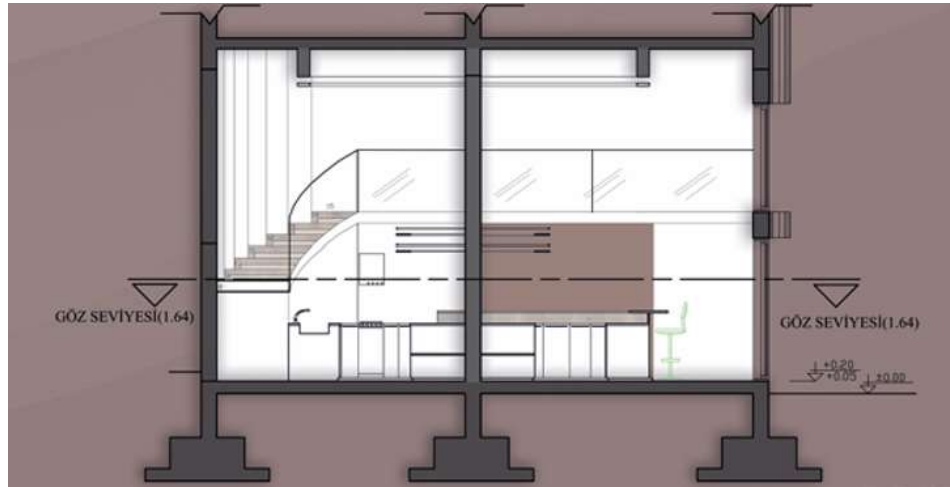
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# INAR 391

# INTERIOR Architecture Studio II

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## **COURSE TUTORS**

Assoc. Prof. Dr. Afet Çeliker Coşkun

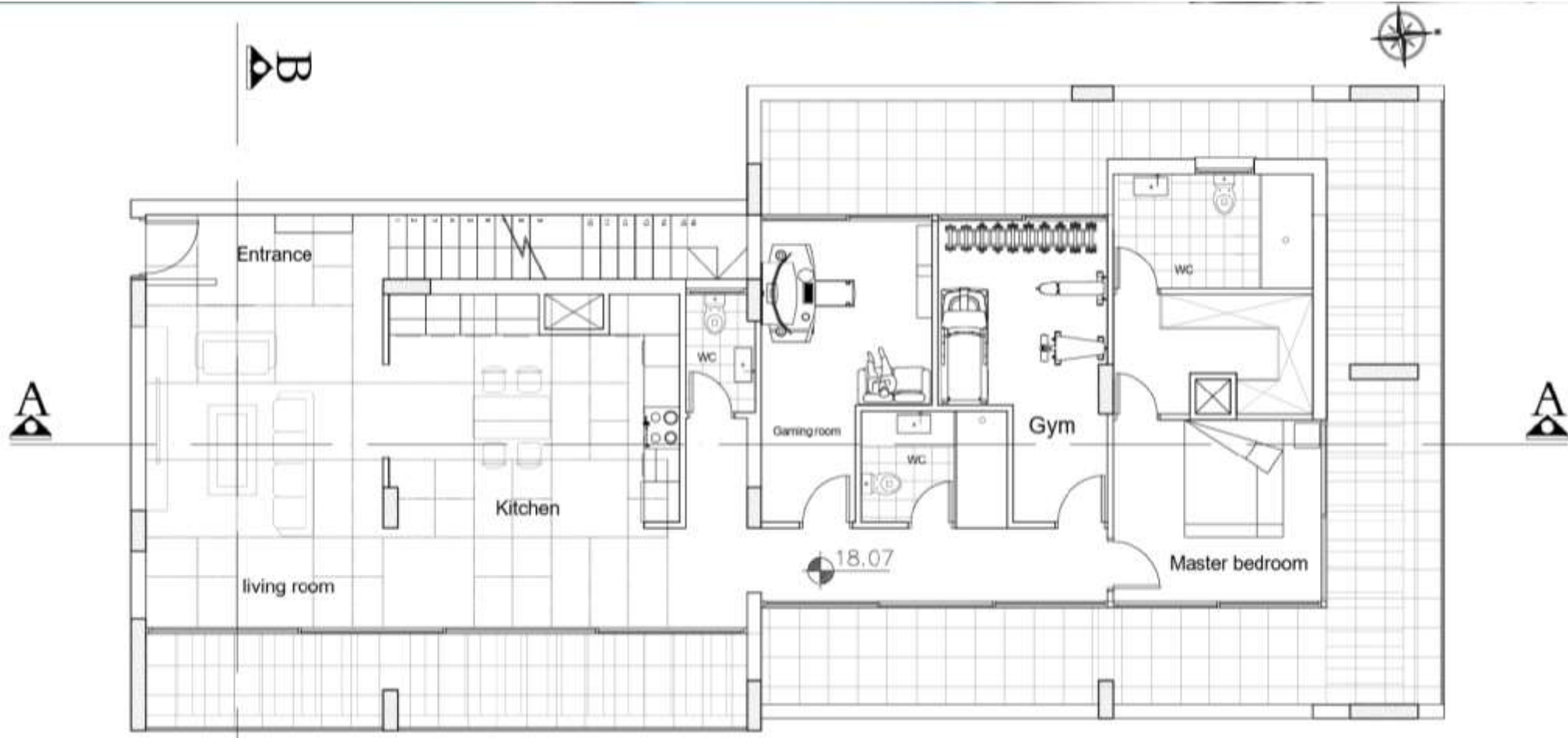
## **RESEARCH ASSIST**

Gülde Kasım

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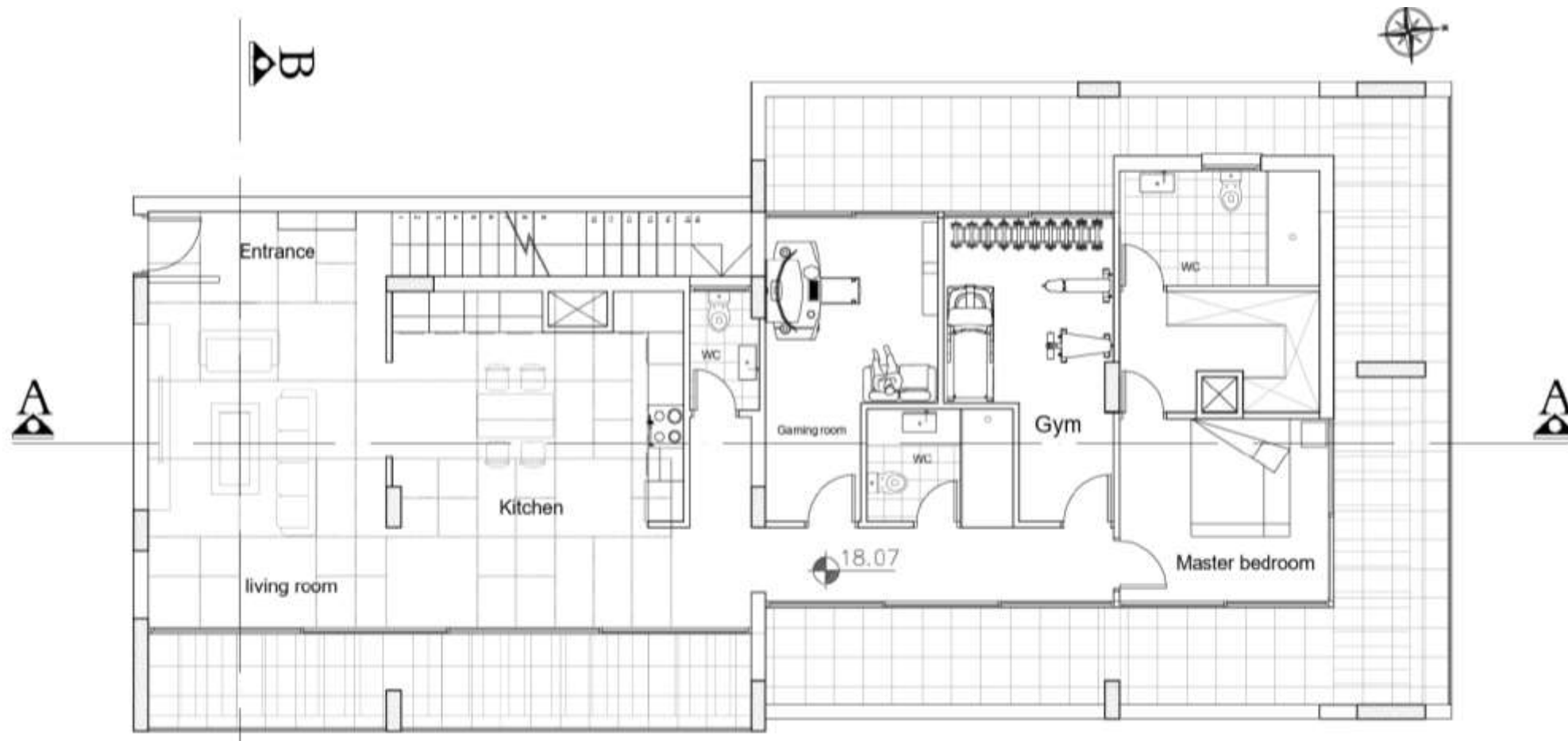
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This semester, students are required to **design a house**. One of the main aims of this research is to understand student's focus as well, in terms of mood and atmosphere. The second step will be to have a research on Airbnb: What it is. This research will help student to clarify the subject, especially, in terms of unique living experiences. The length of the stay and the type of the stay such as work-trip, family vacation, weekend getaway is needed to identify. The third step of the research is to understand and analyze the location of the given building, as well as the building itself, which is named as site analysis and building analysis.



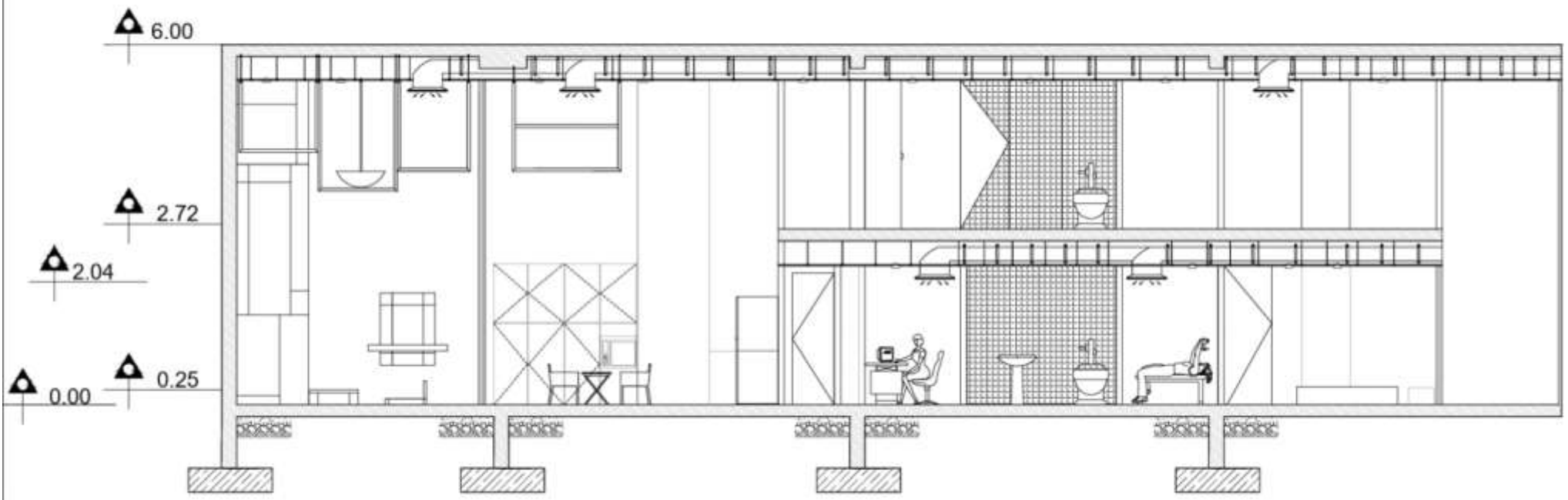
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**GROUND FLOOR PLAN**



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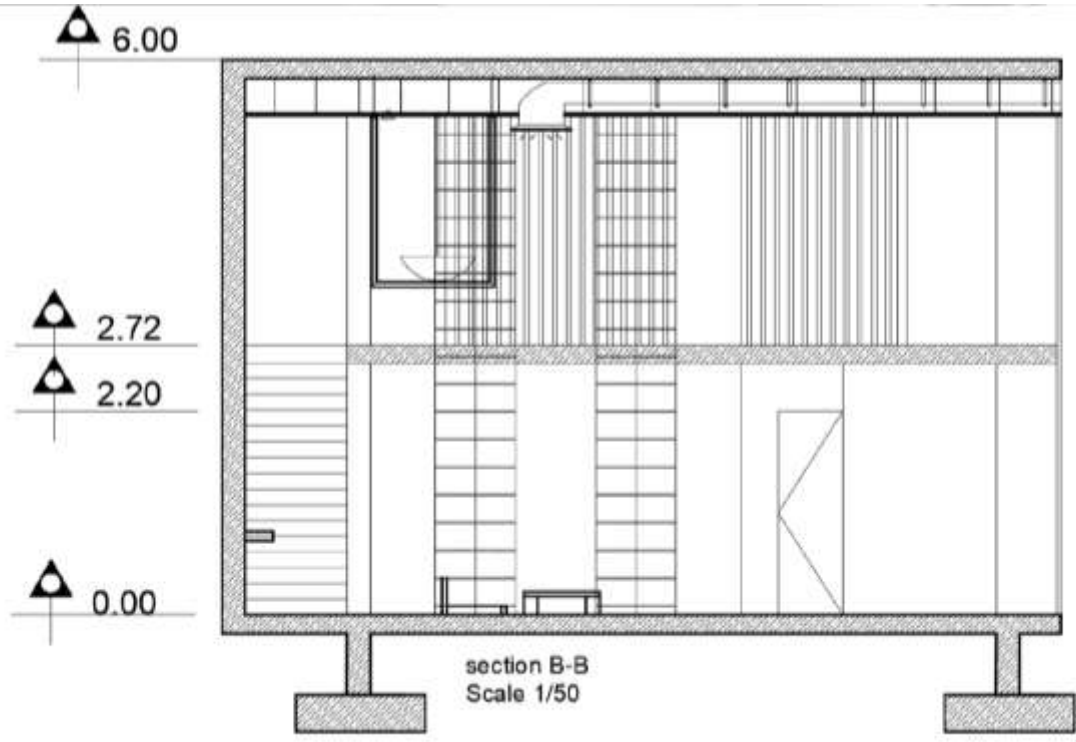
MEZZANINE FLOOR PLAN



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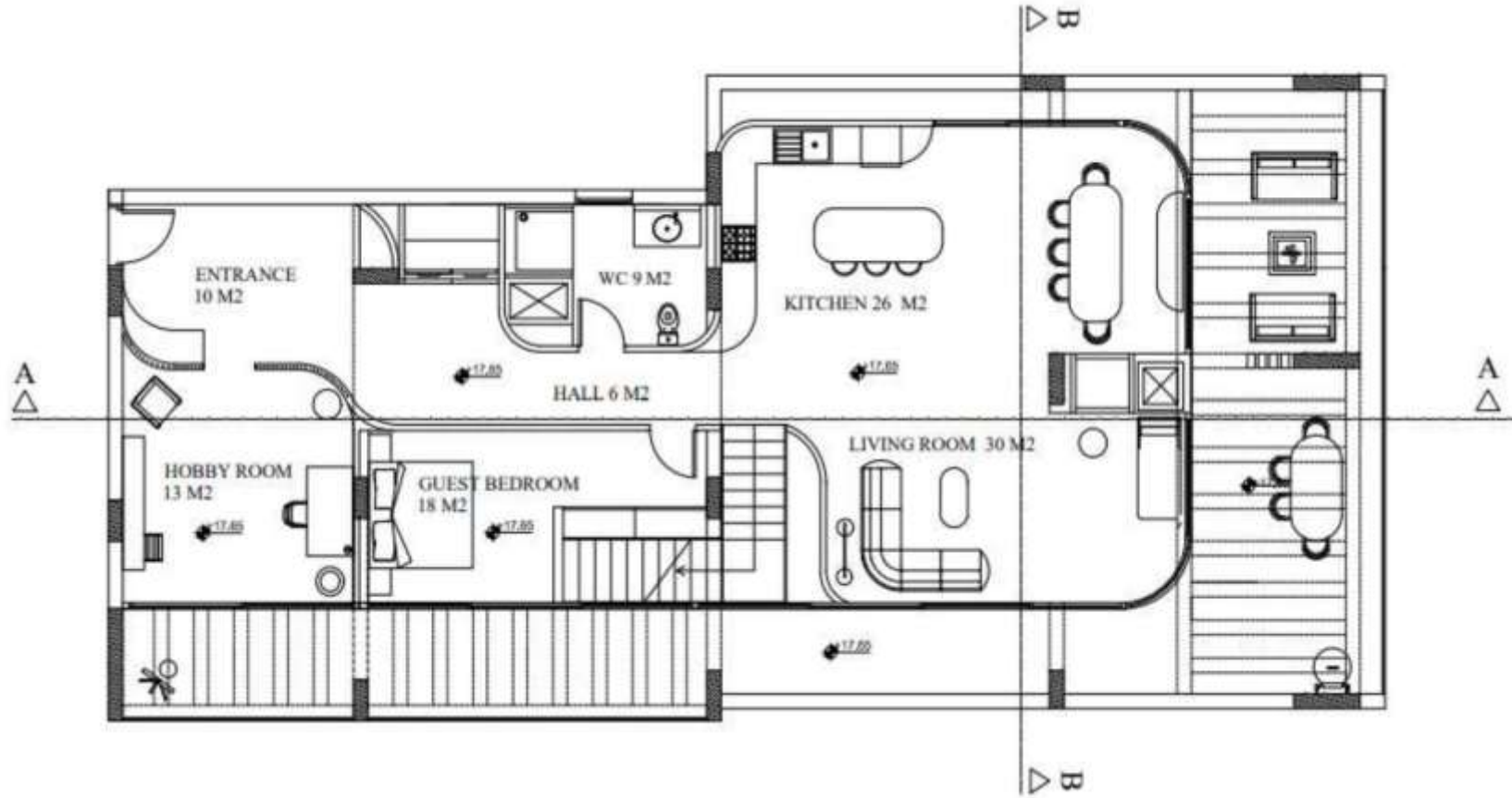
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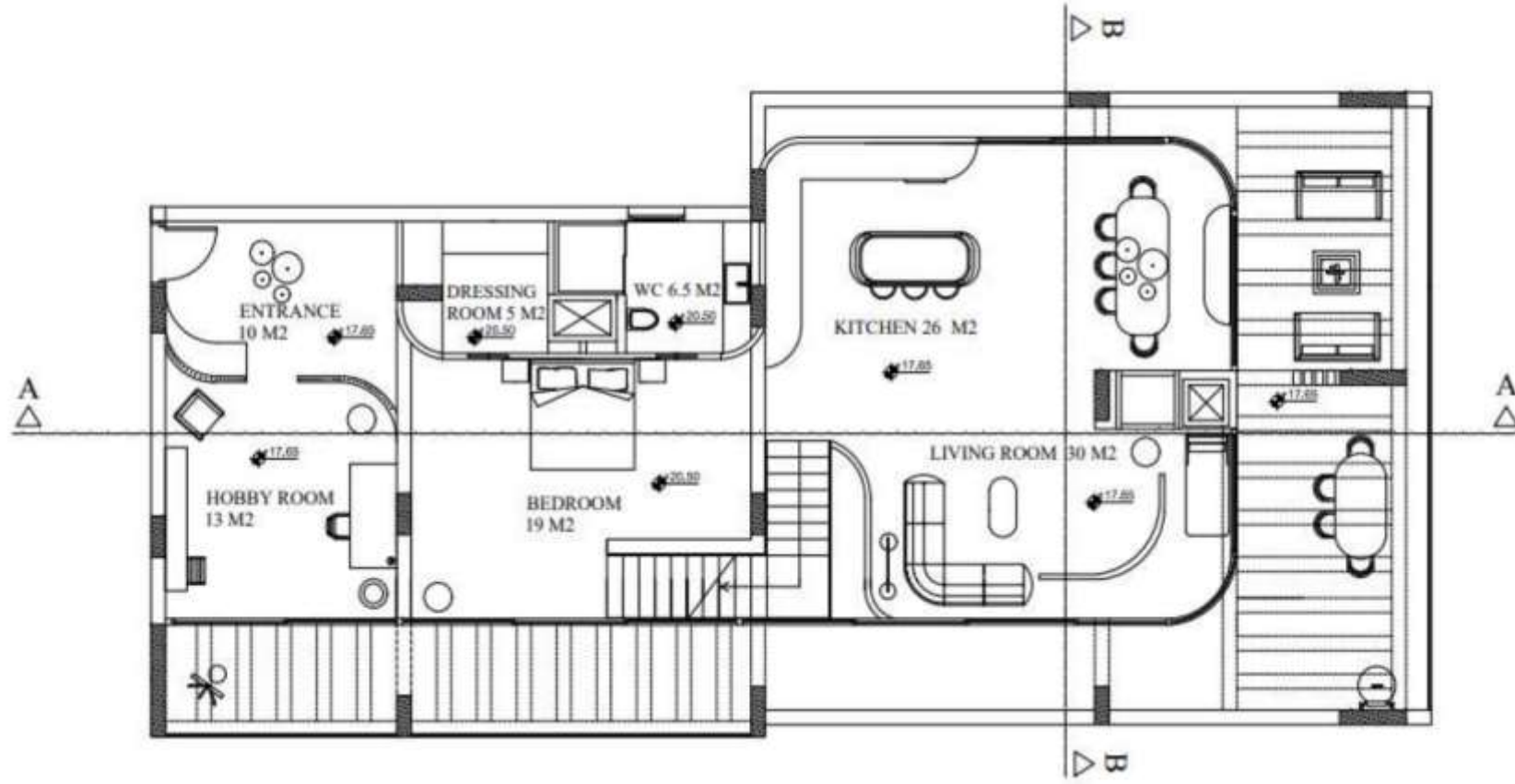
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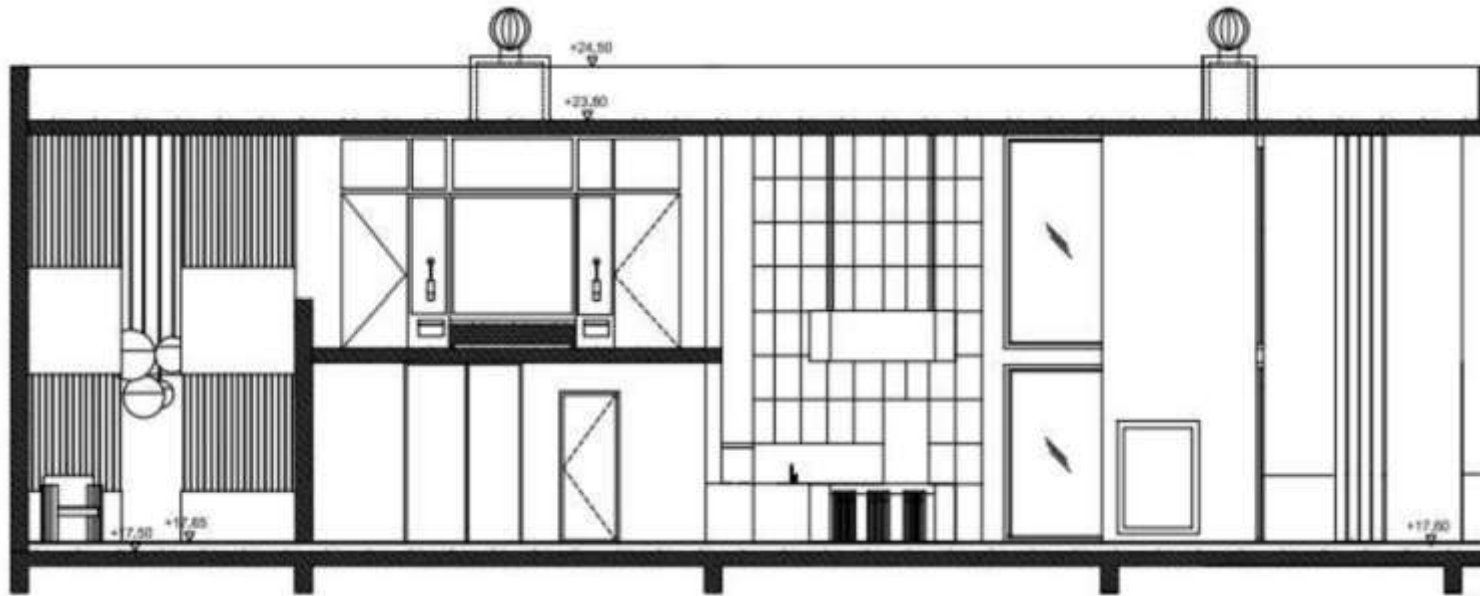


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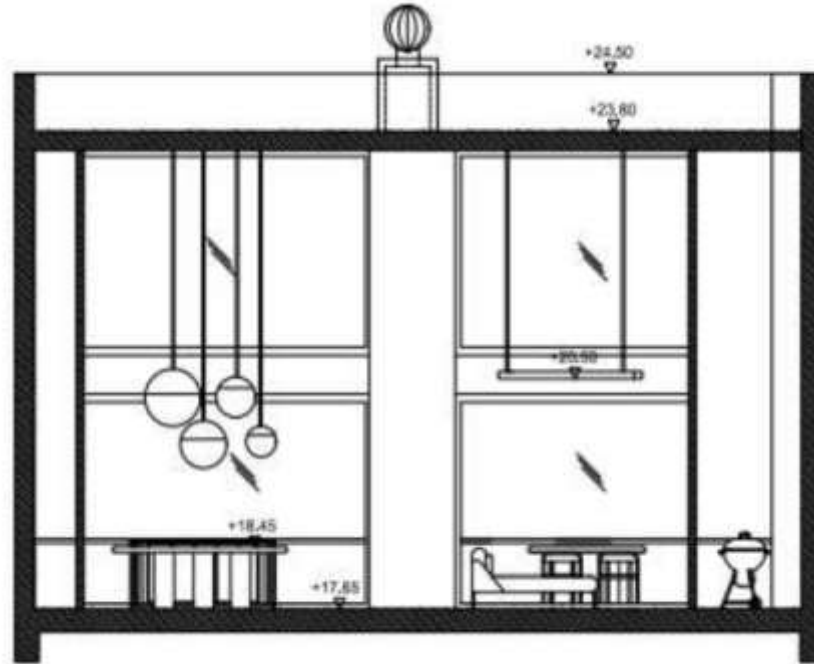


**MEZZANINE FLOOR PLAN**



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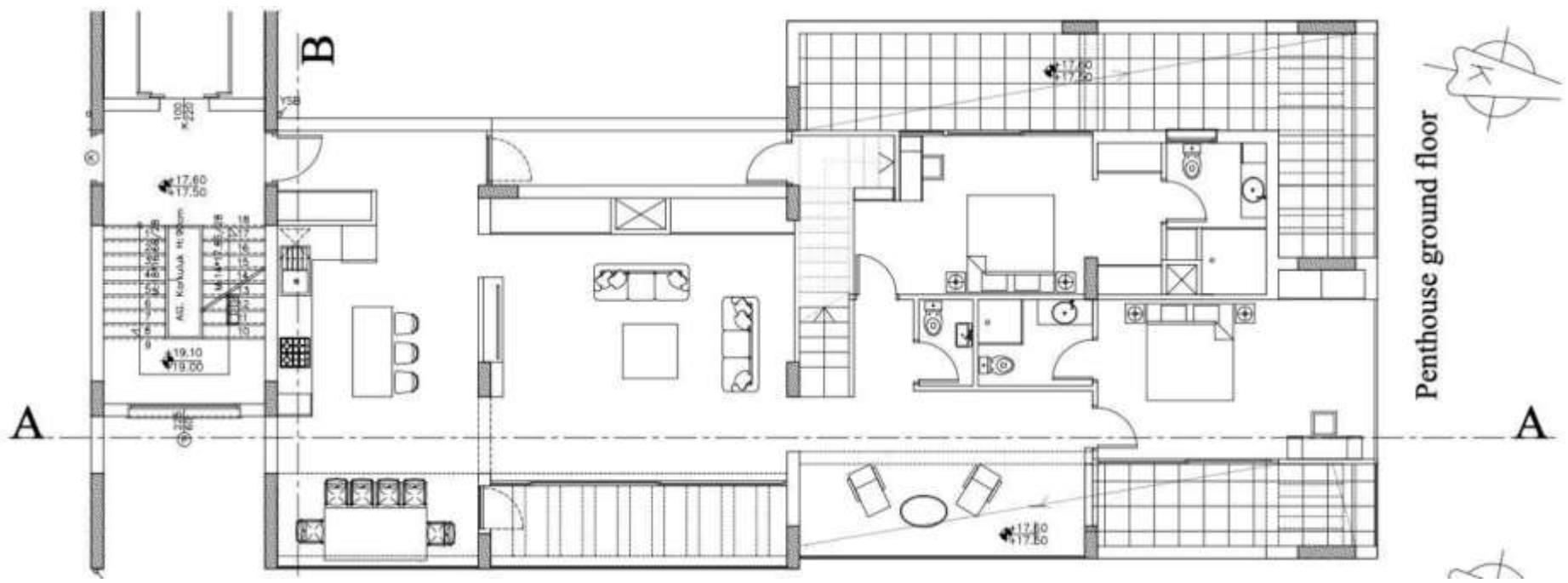
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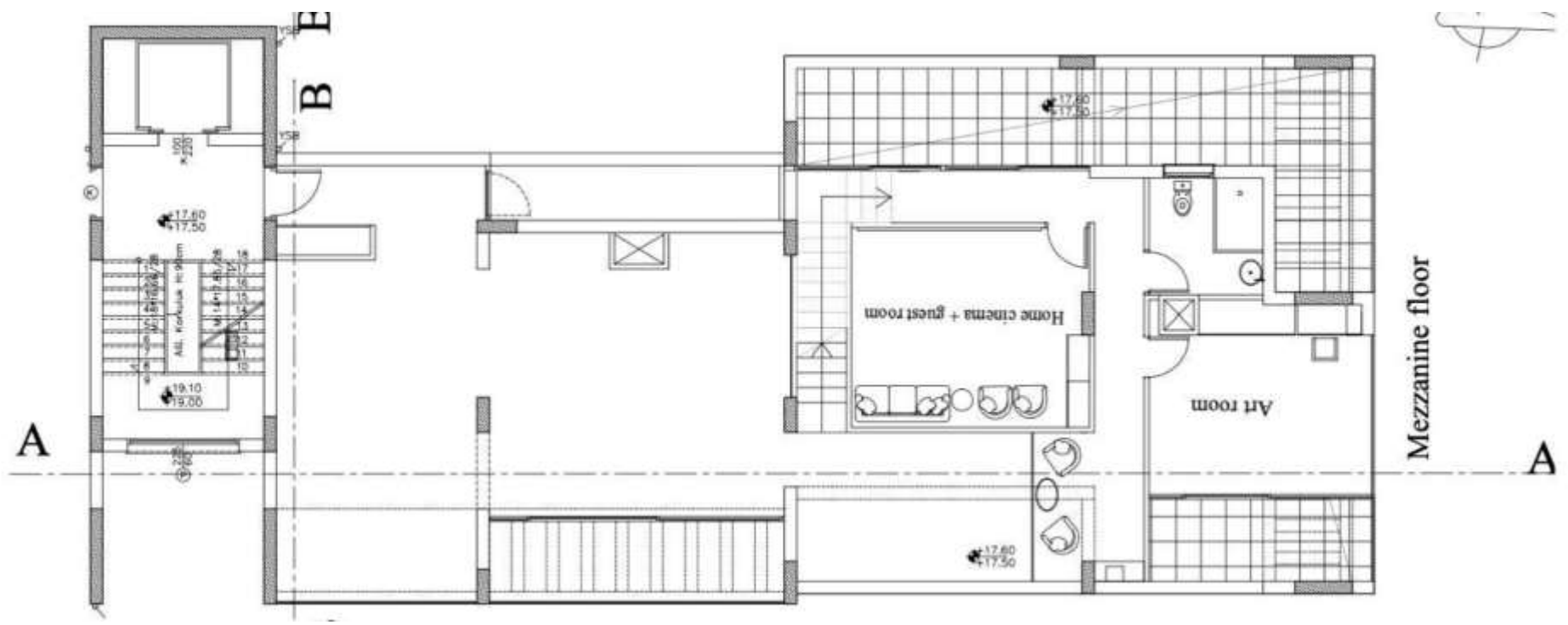
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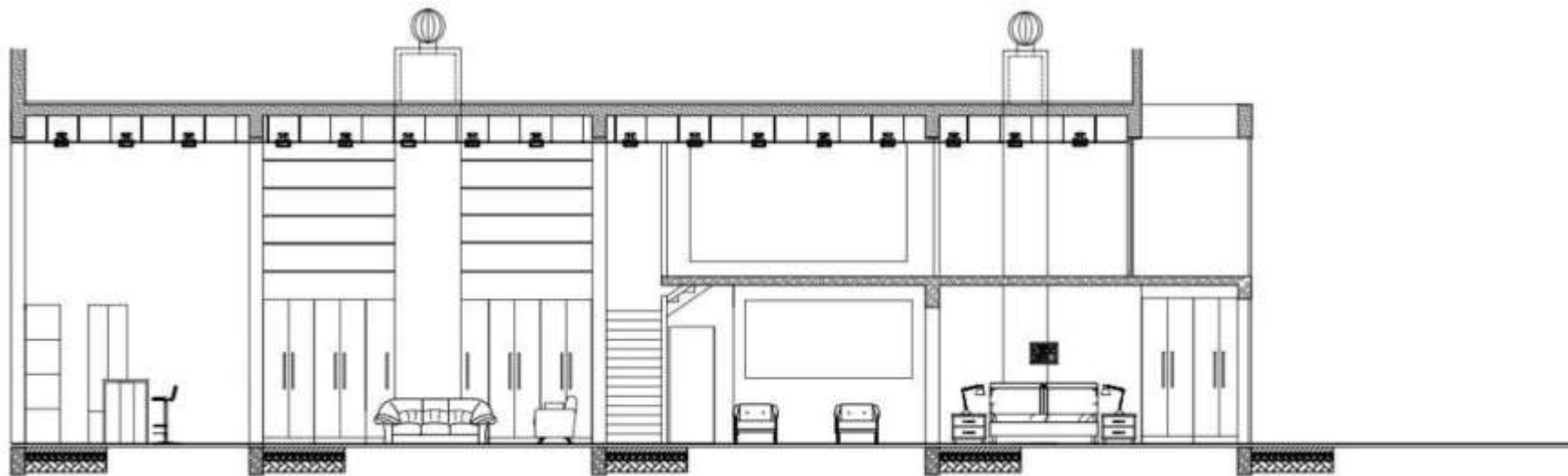
GROUND FLOOR PLAN



Mezzanine floor

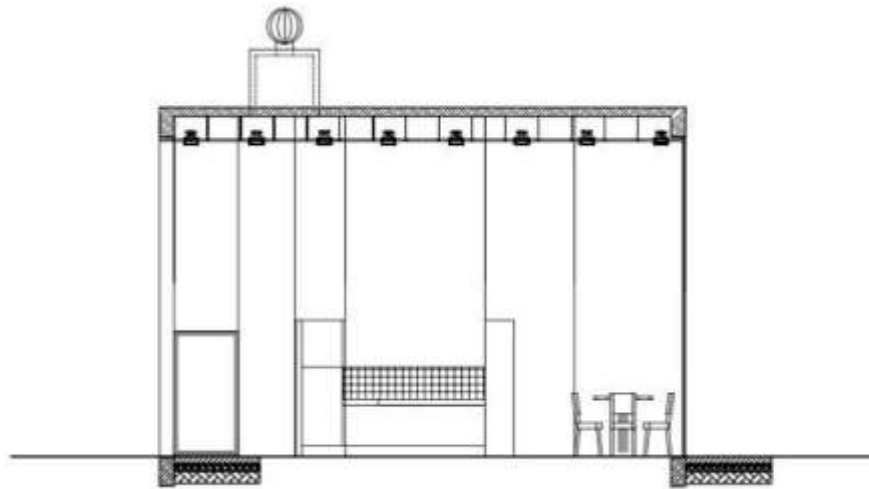
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# ITAS 301

# İÇ MİMARİ TASARIM STÜDYOSU III

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## **ÖĞRETİM GÖREVLİLERİ**

Öğr. Gör. Melek Erçakıca Kemaneci

## **ARAŞTIRMA ASİSTANI**

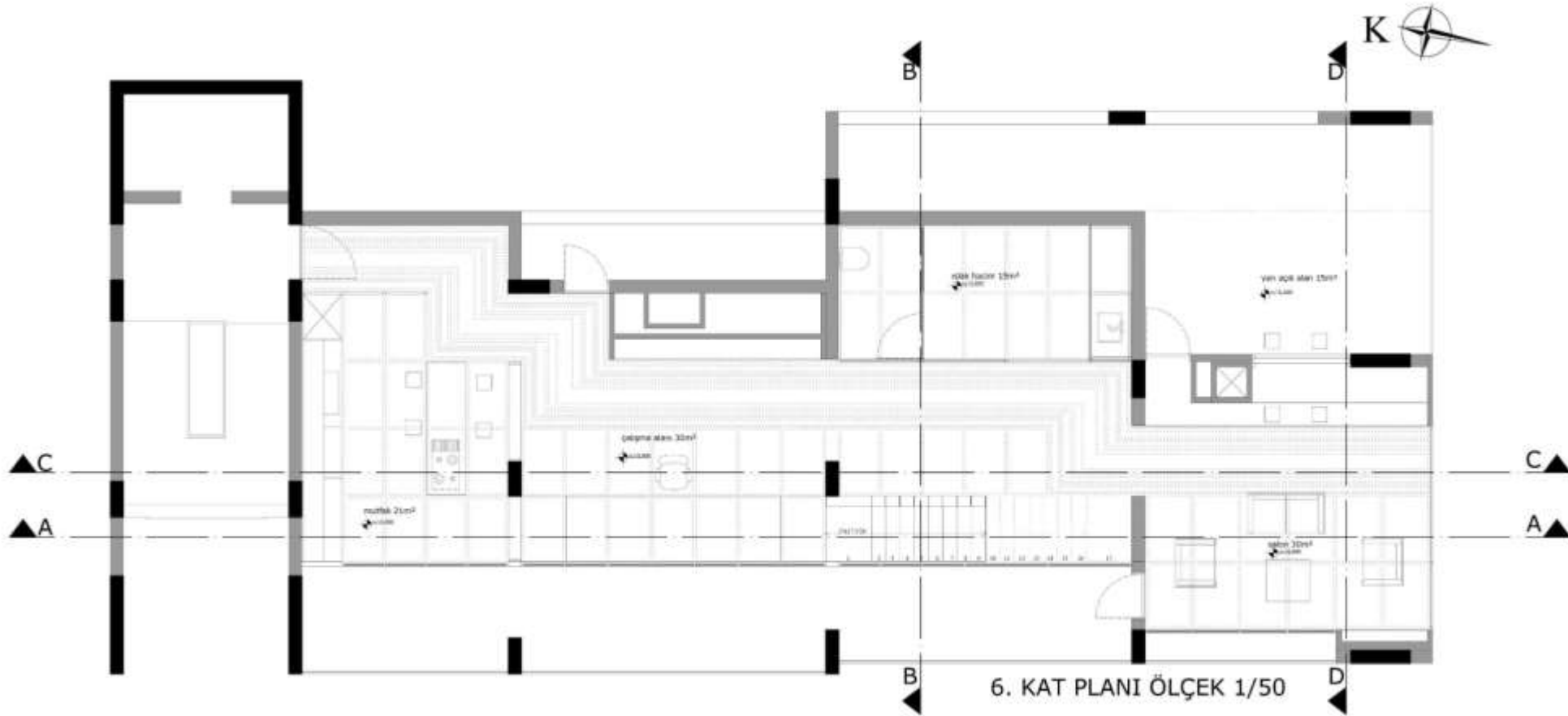
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# BRIEF OF THE PROJECT

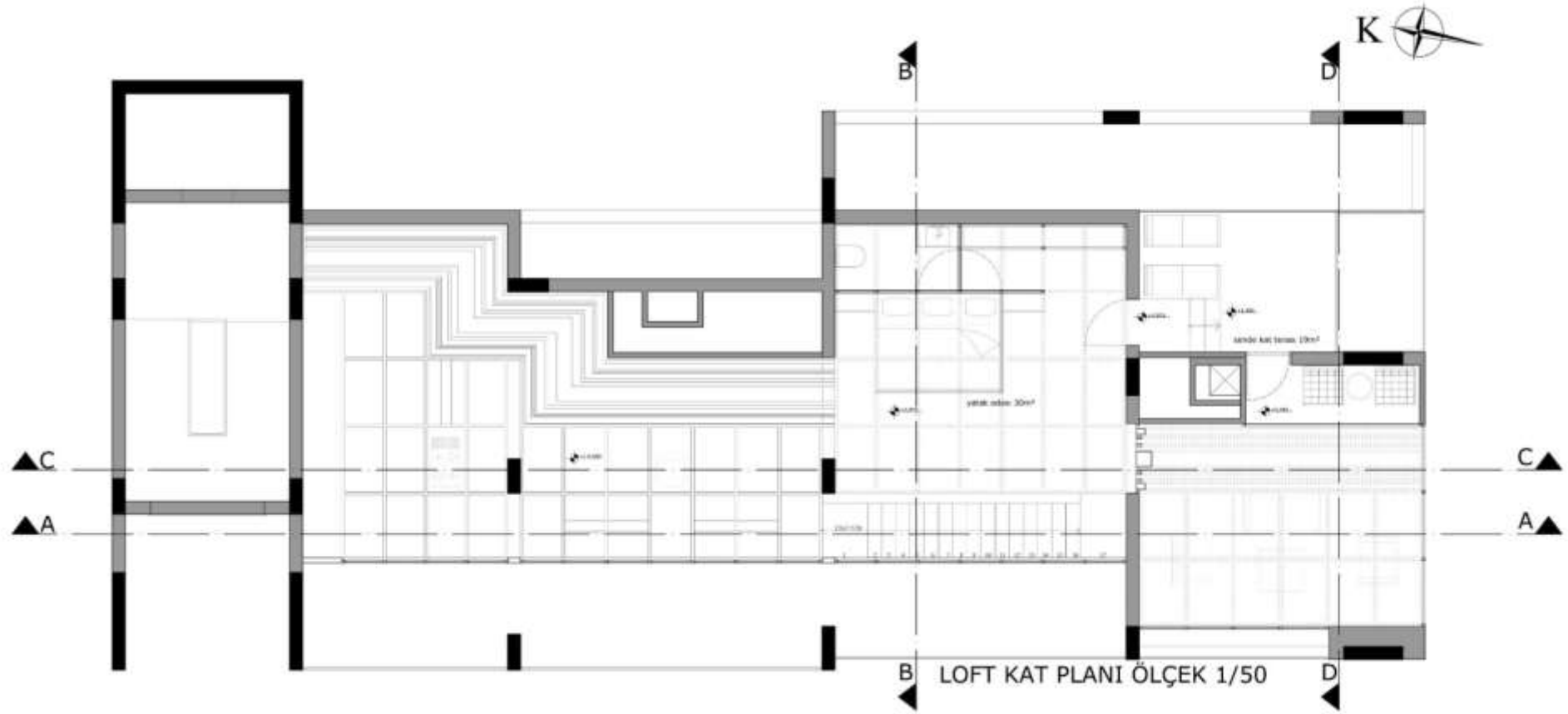
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Bu dönem öğrencilerin bir **ev tasarımları gerekmektedir**. Bu araştırmanın temel amaçlarından biri de öğrencinin ruh hali ve atmosfer açısından odaklanmasını anlamaktır. İkinci adım Airbnb hakkında bir araştırma yapmak olacaktır: Airbnb Nedir? Bu araştırma, özellikle benzersiz yaşam deneyimleri açısından öğrencinin konuyu netleştirmesine yardımcı olacaktır. Kalış süresinin ve iş gezisi, aile tatili, hafta sonu kaçamağı gibi kalış türünün belirlenmesi gerekmektedir. Araştırmanın üçüncü adımı, arazi analizi ve bina analizi olarak adlandırılan binanın .



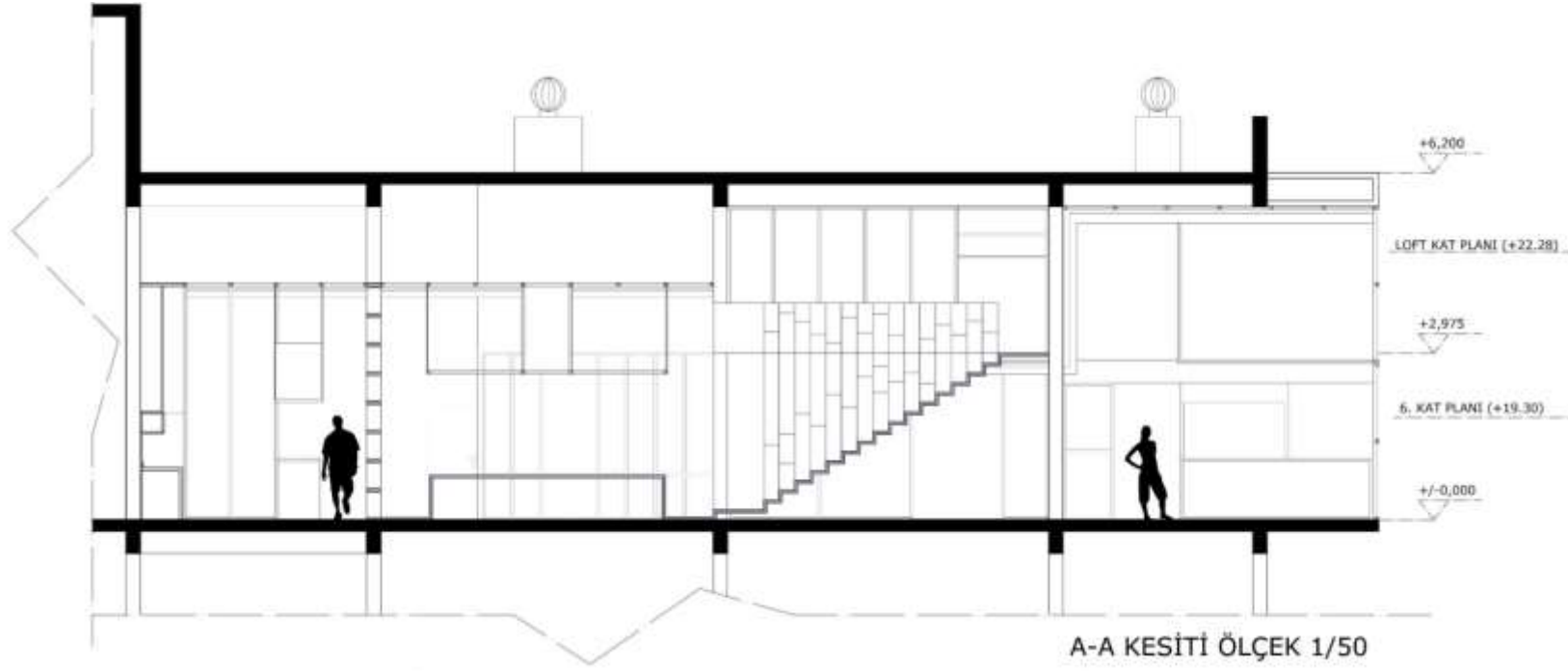
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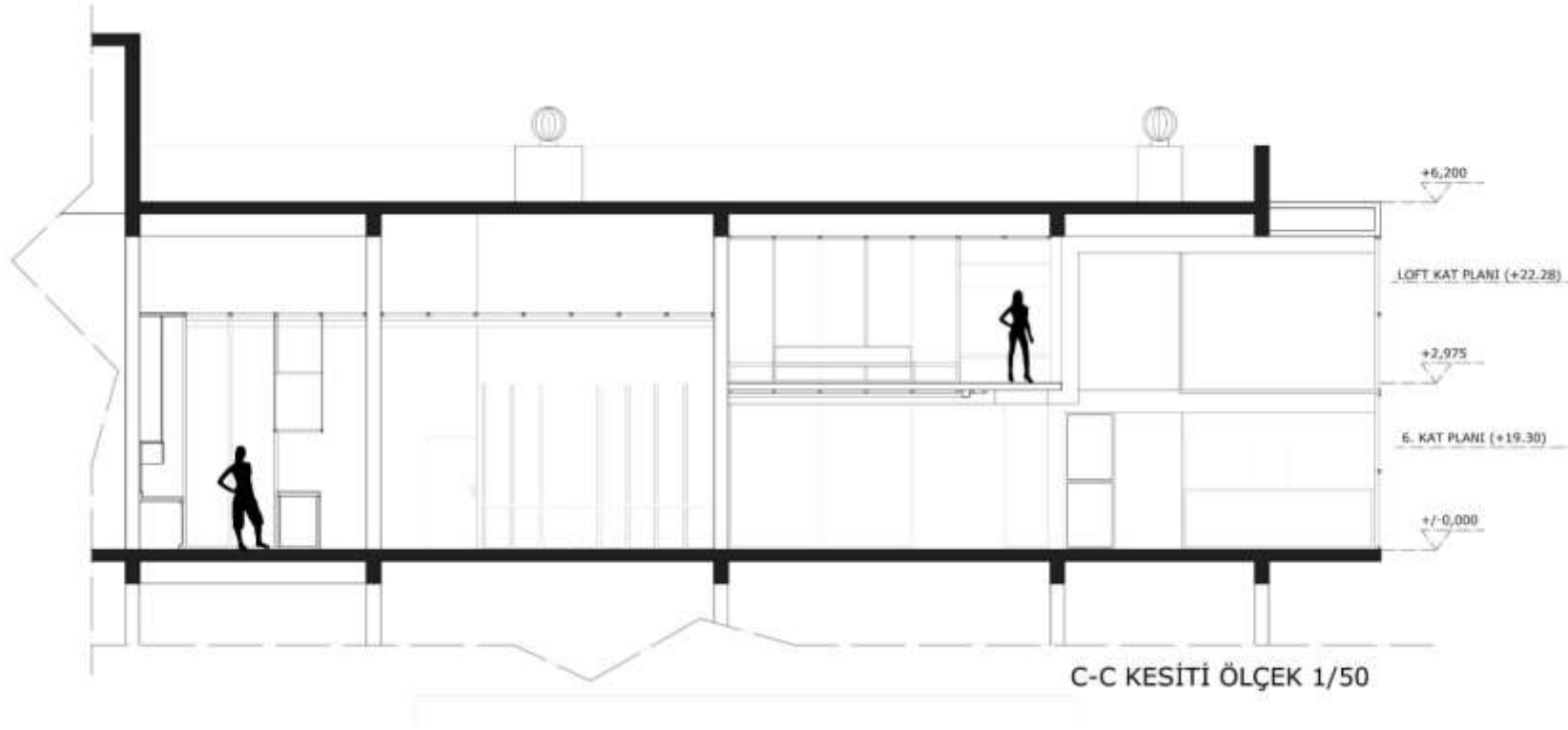
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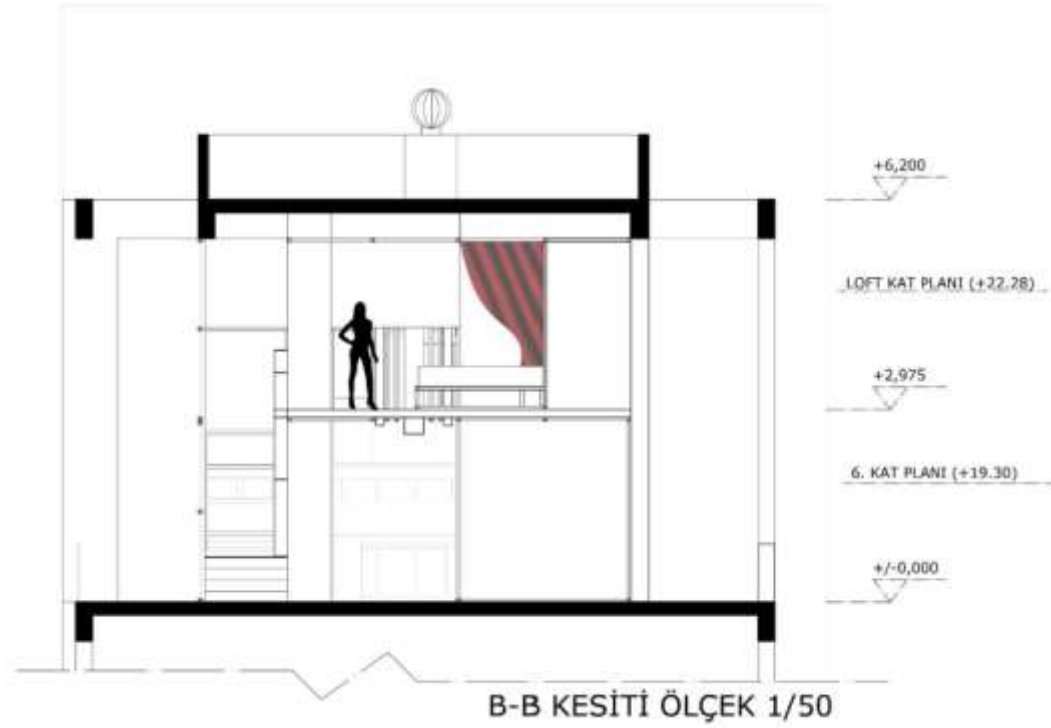


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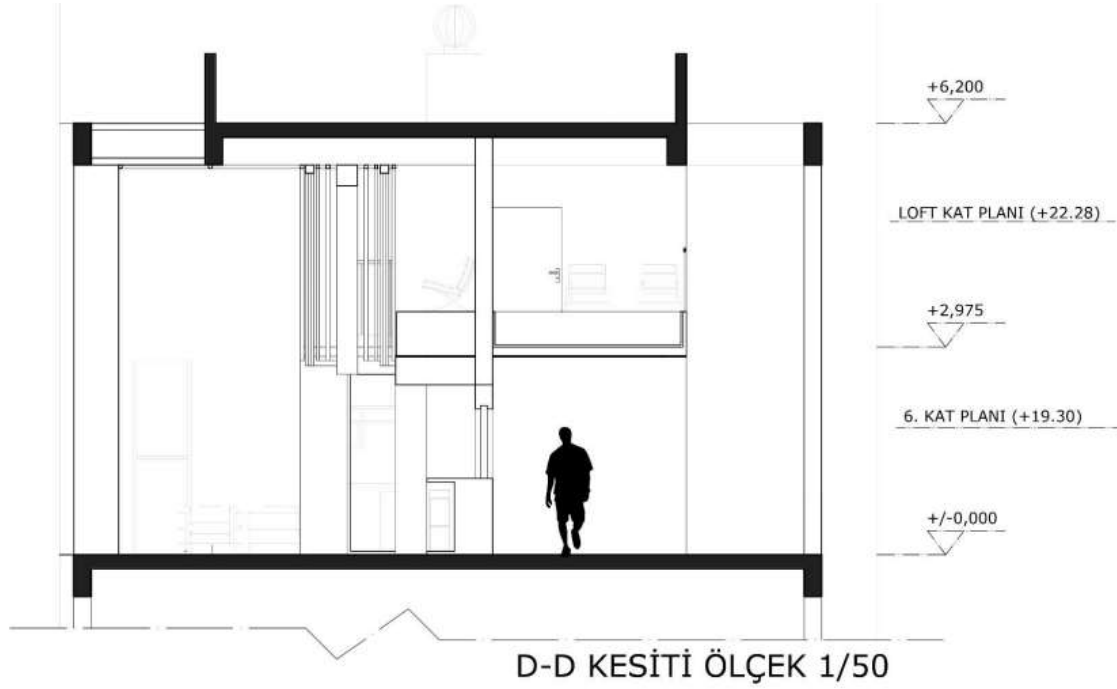


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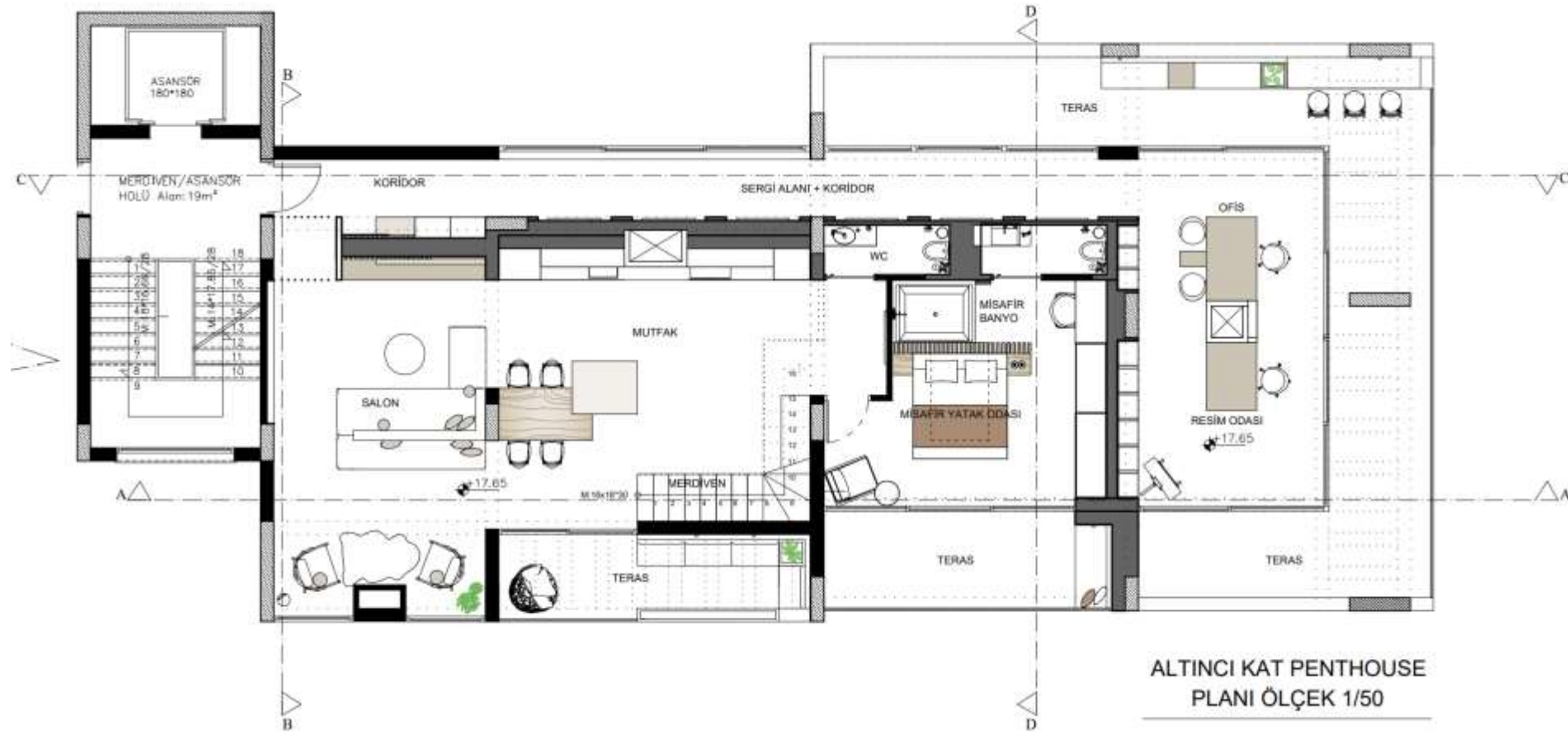
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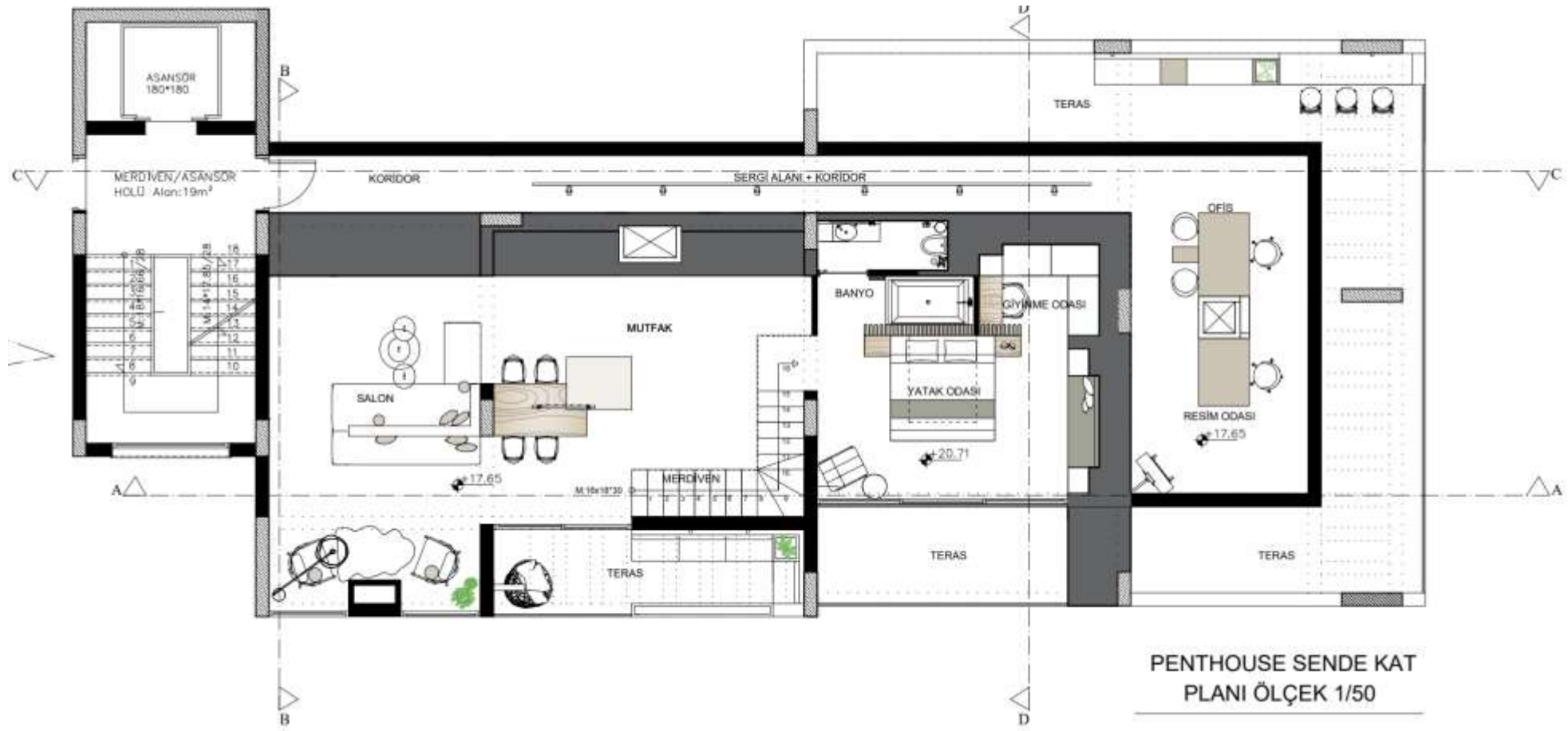
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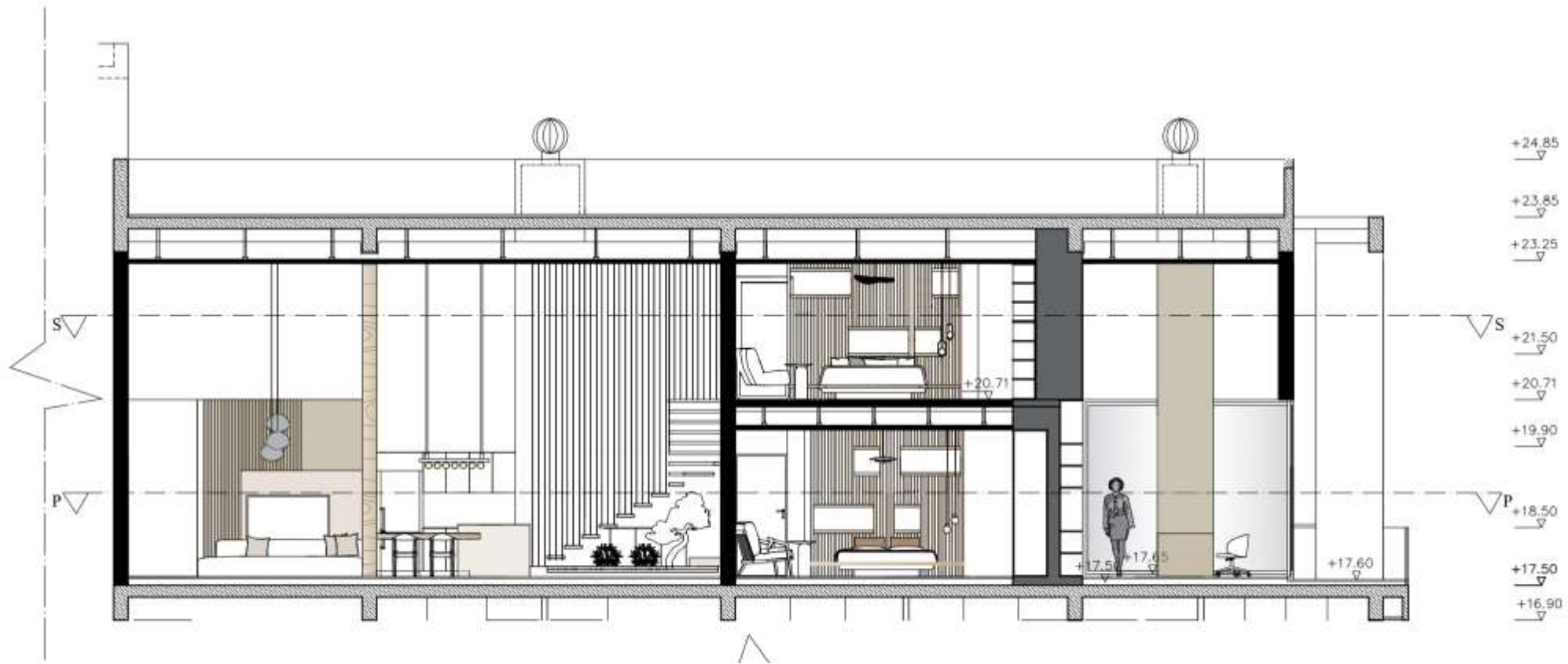
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PENTHOUSE SENDE KAT  
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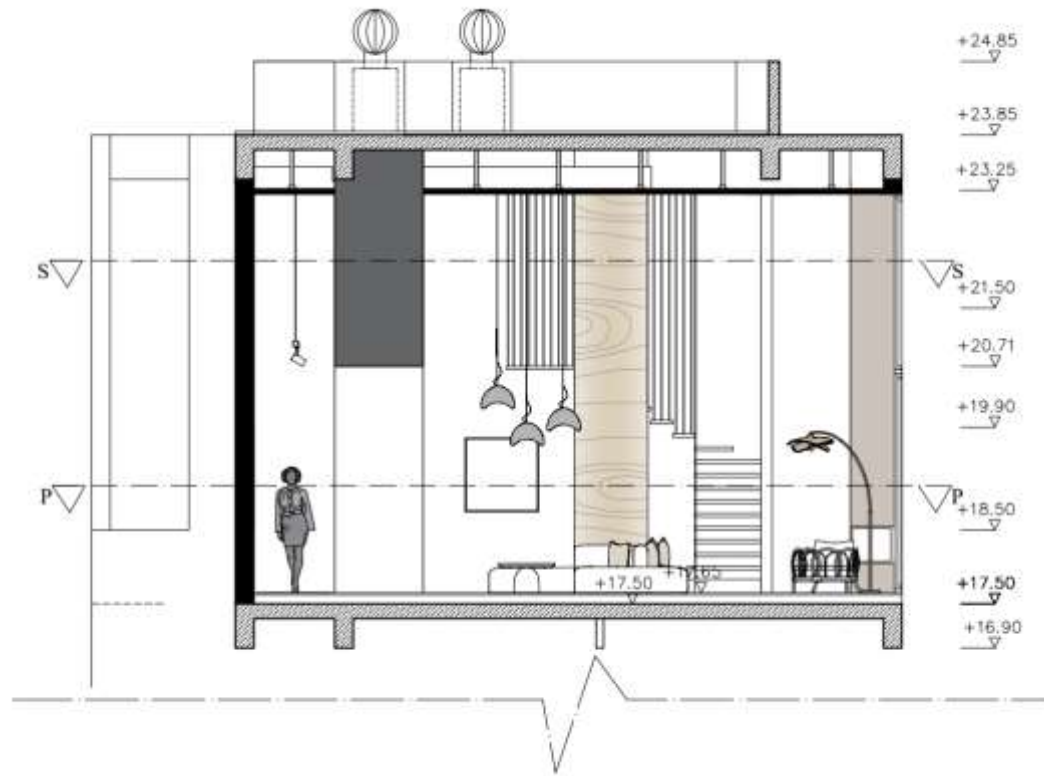
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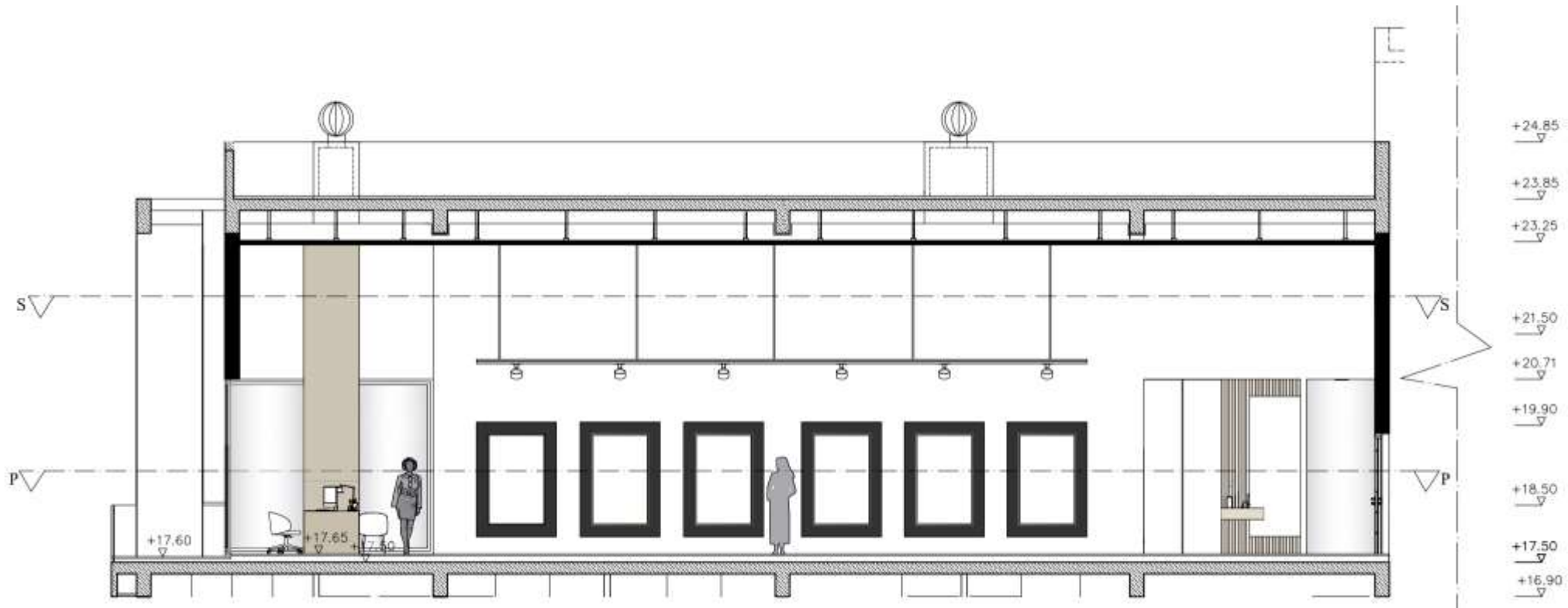
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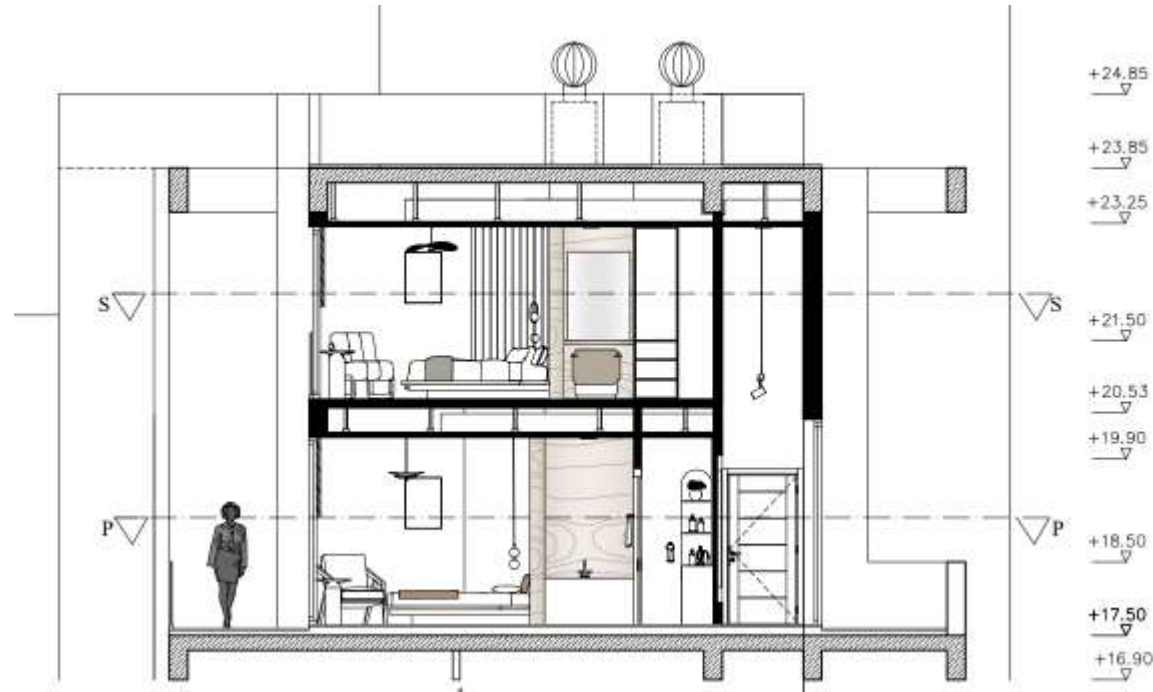
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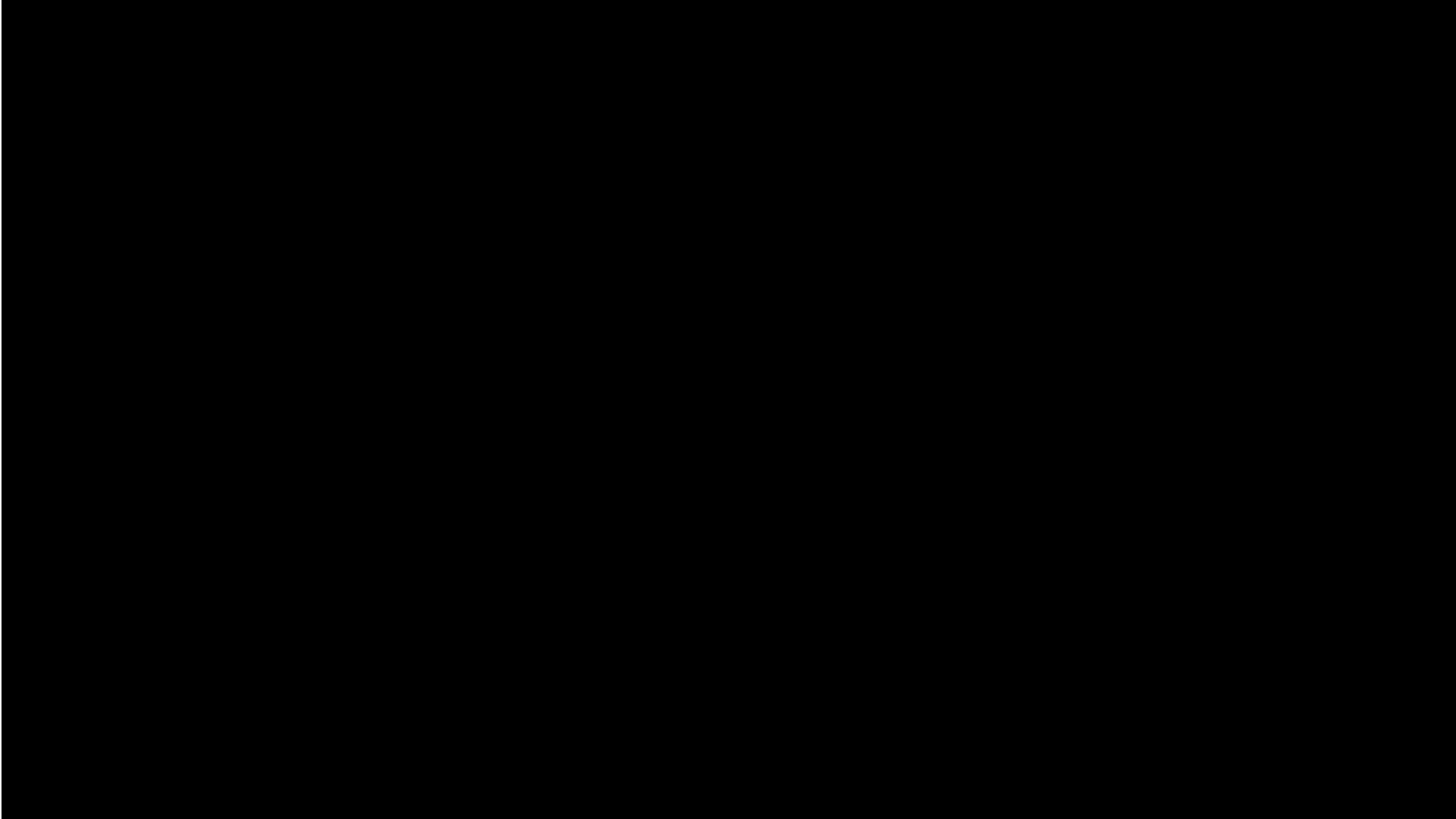
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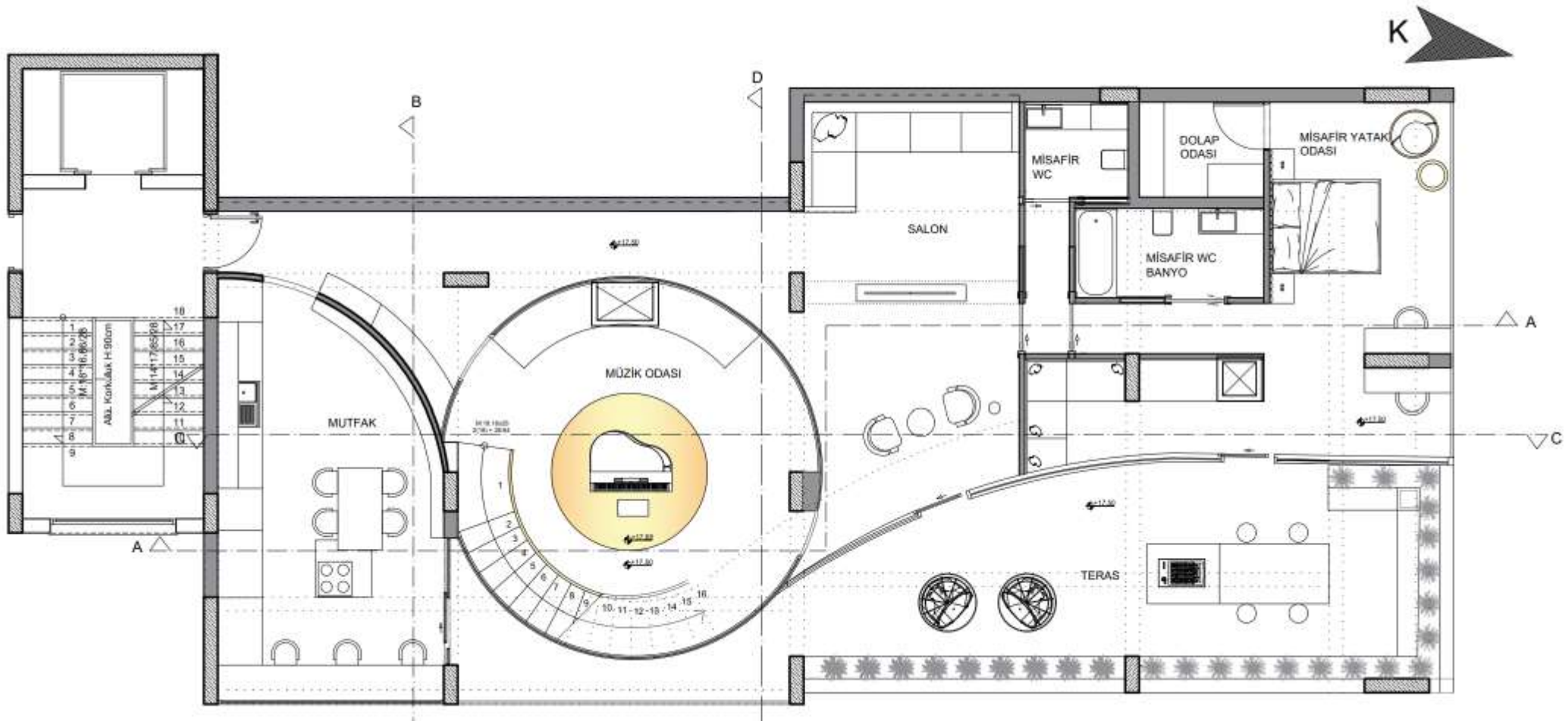
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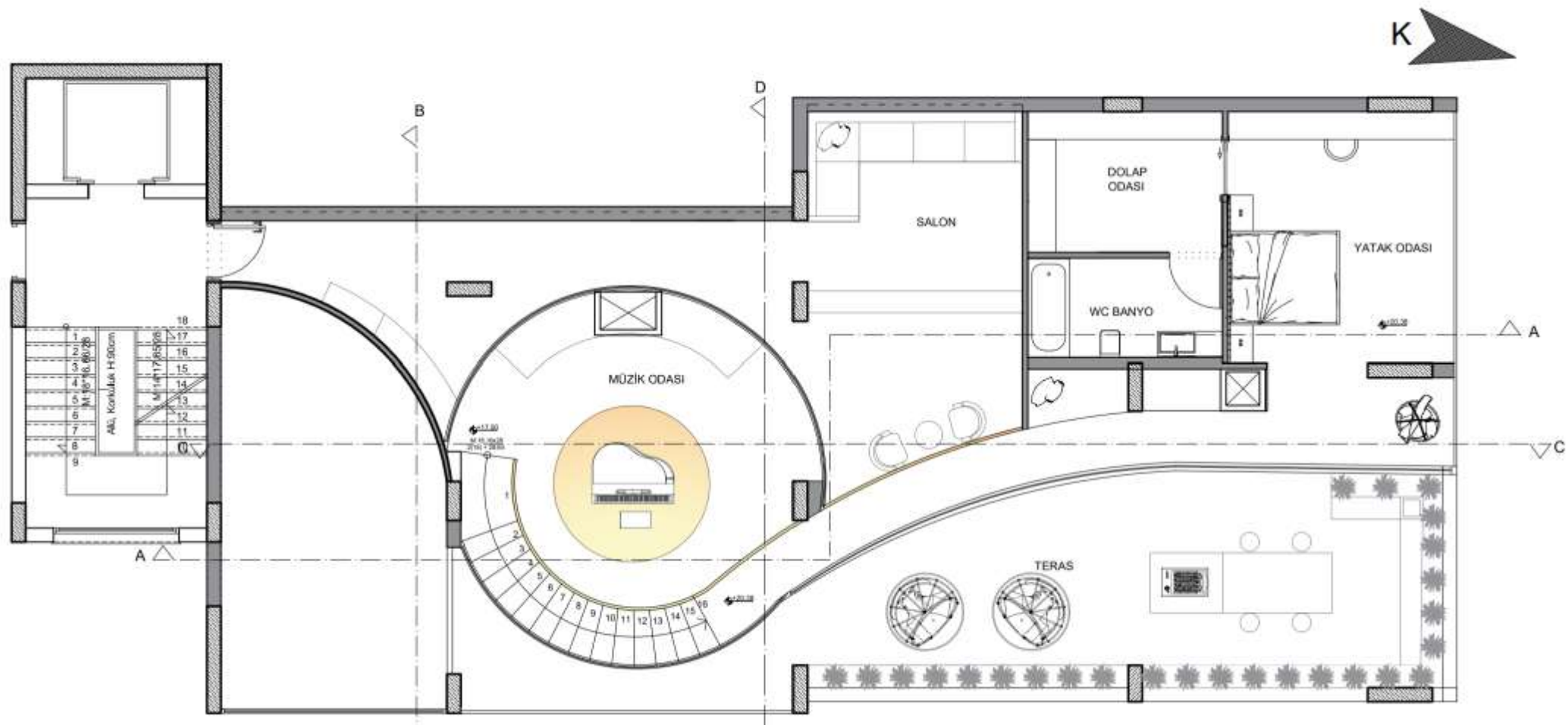
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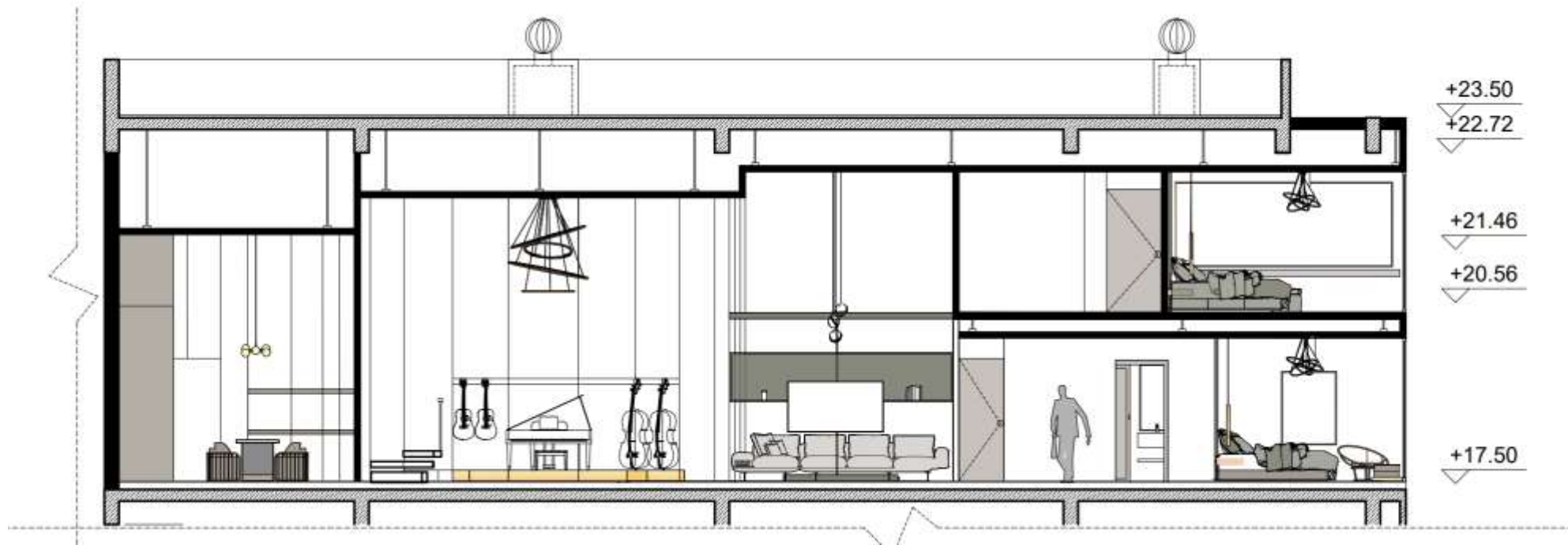
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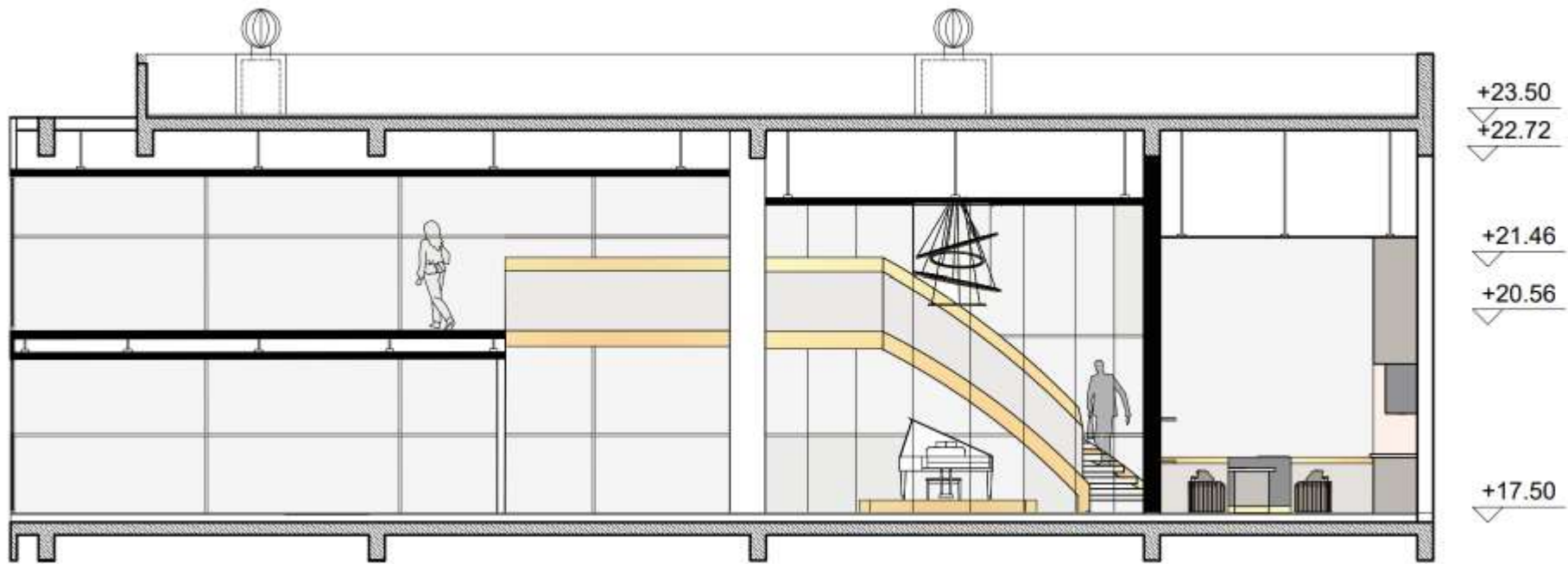
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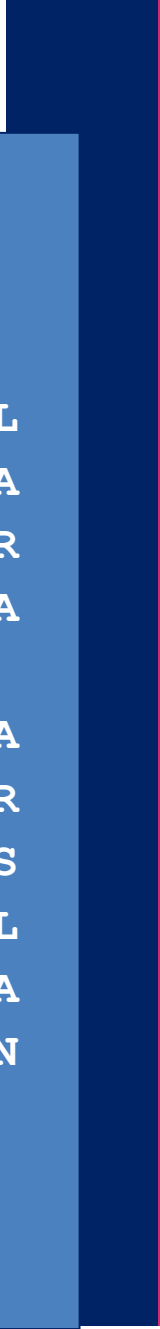
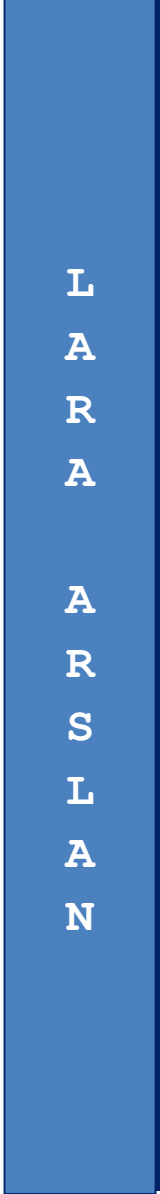
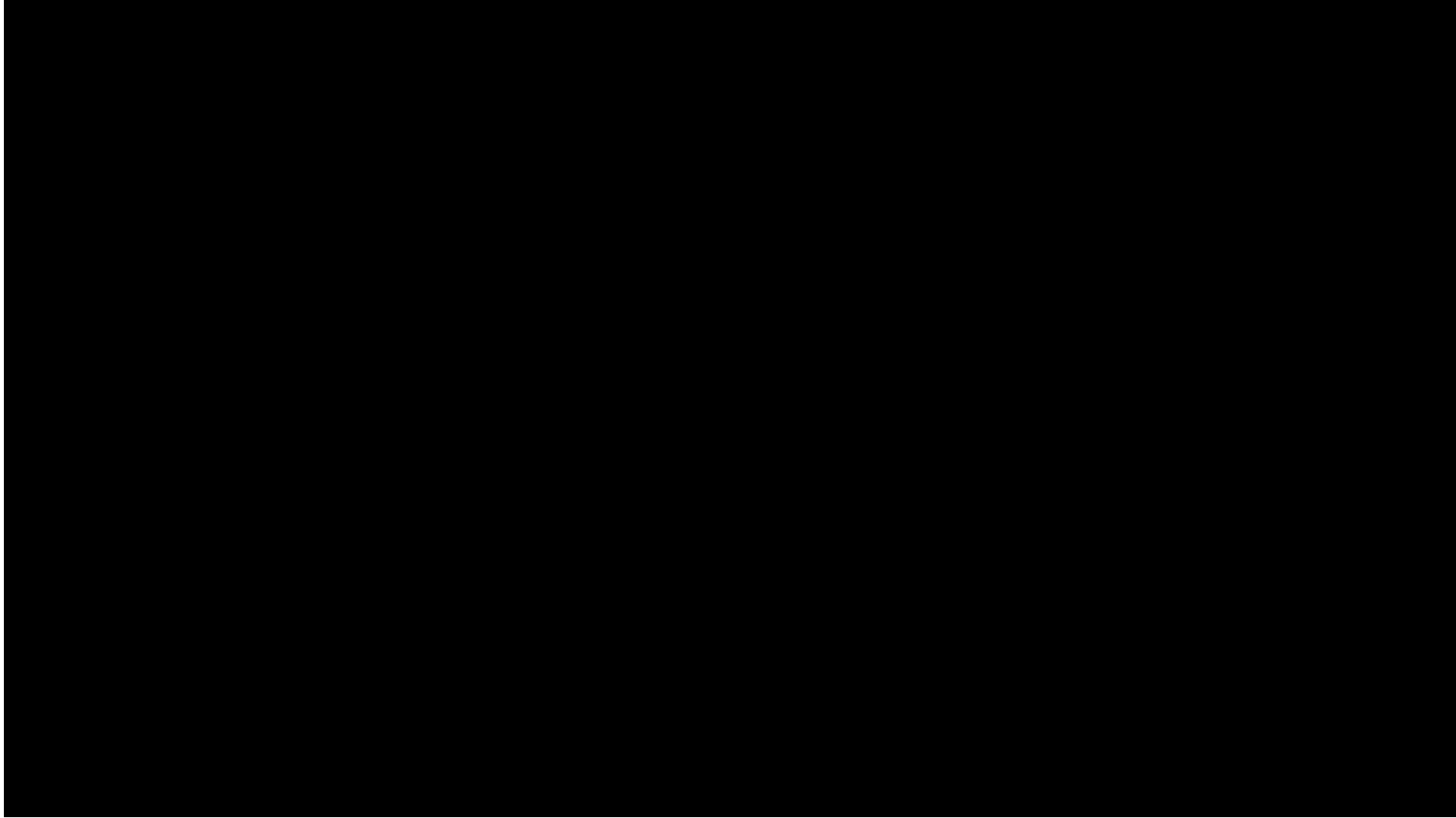
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ANIMATION

# INAR 392

## Interior Architecture Studio IV

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### **COURSE TUTORS**

Prof. Dr. Özlem Olgac Türker

### **RESEARCH ASSIST**

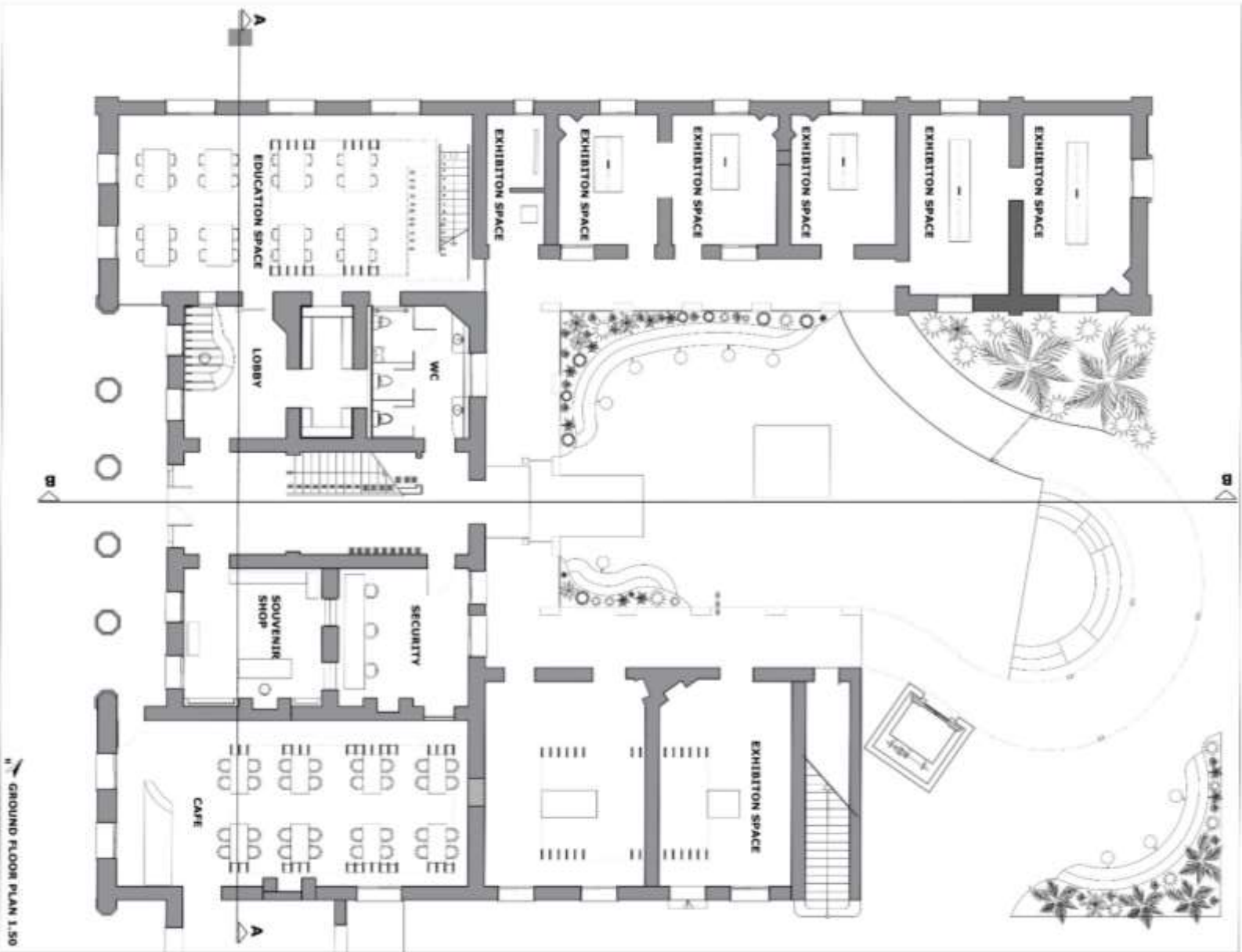
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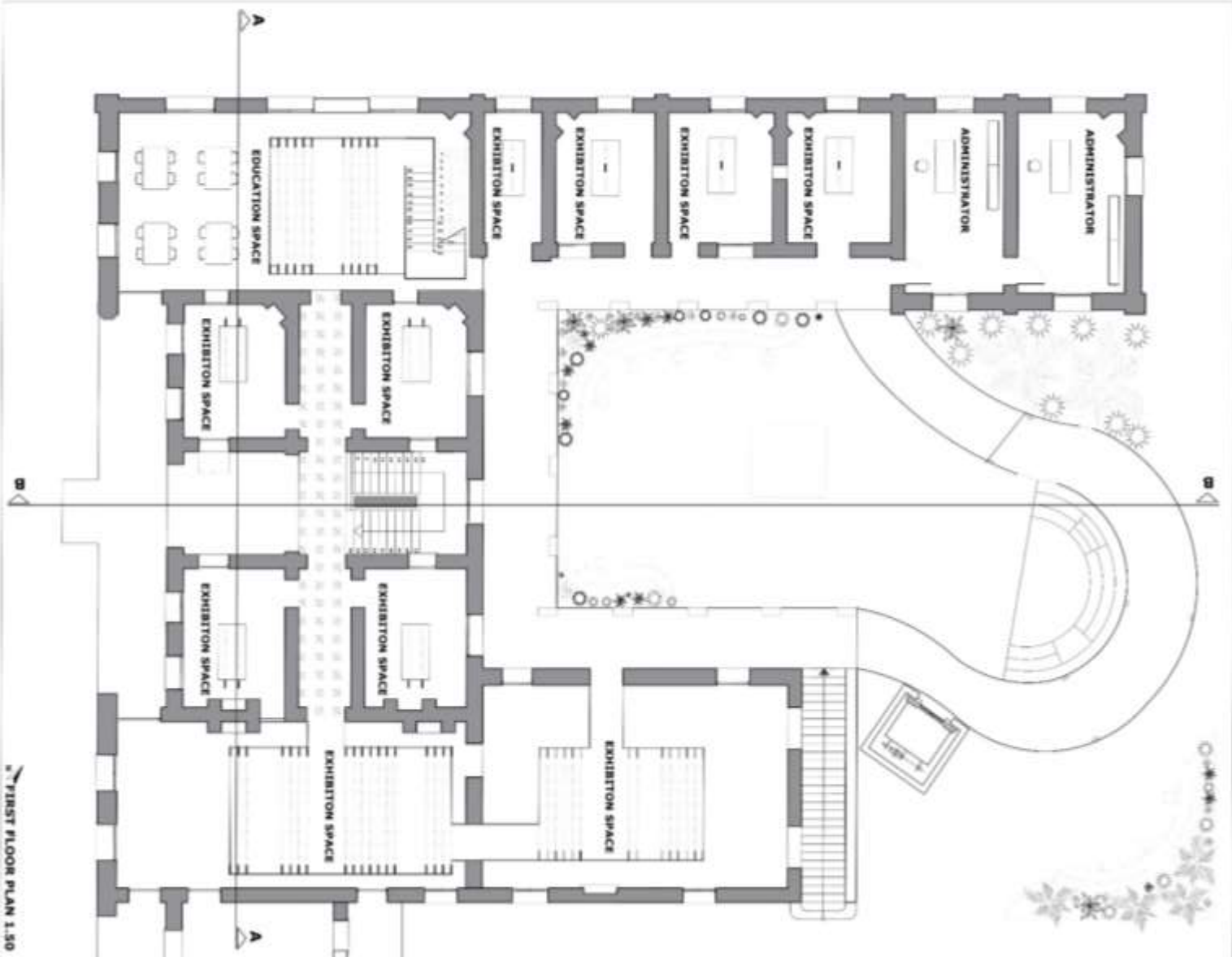
# BRIEF OF THE PROJECT

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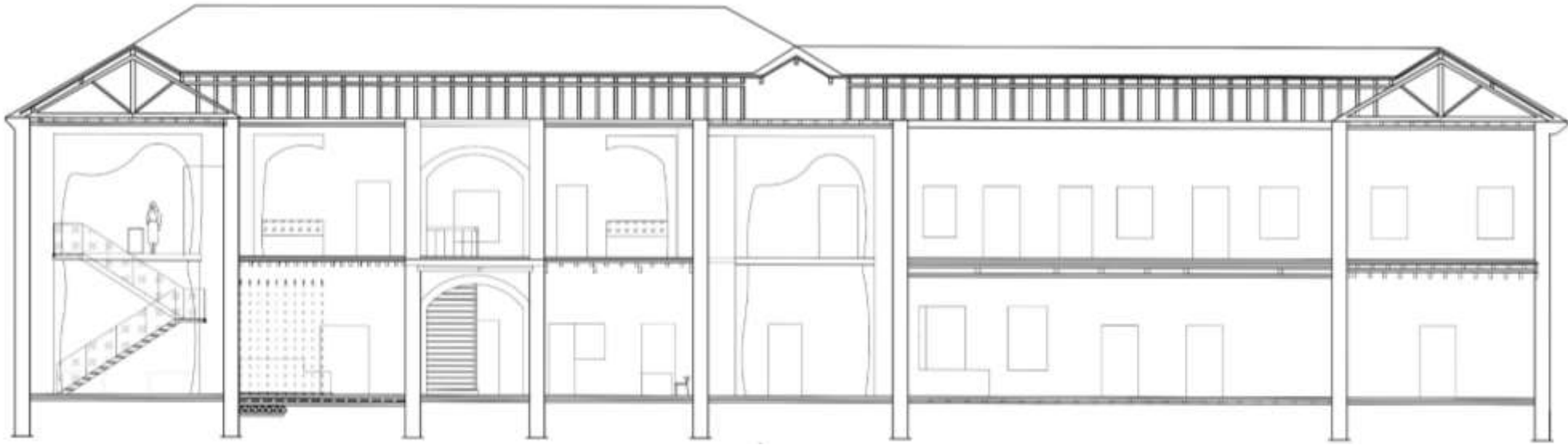
in the 2021-22 academic year, spring semester, interior architecture studio iv, '**city museum**' is chosen as the design subject. City museums reflect the memory of cities. 'Urban memory' means recording and sharing all kinds of information and data about the city, such as the memories of the people living in the city and the events that took place. It is memory that reminds us of the thoughts, lives, physical environments of the people who left a mark in our city, and therefore the socio-political environment of those periods. Therefore, this is especially important for societies that have started to lose their memory, whose cultural values and identities are eroding rapidly. City Museums are the most prestigious places, where all written, aural and visual data specific to a city create the historical-cultural heritage of that city.



GROUND FLOOR PLAN

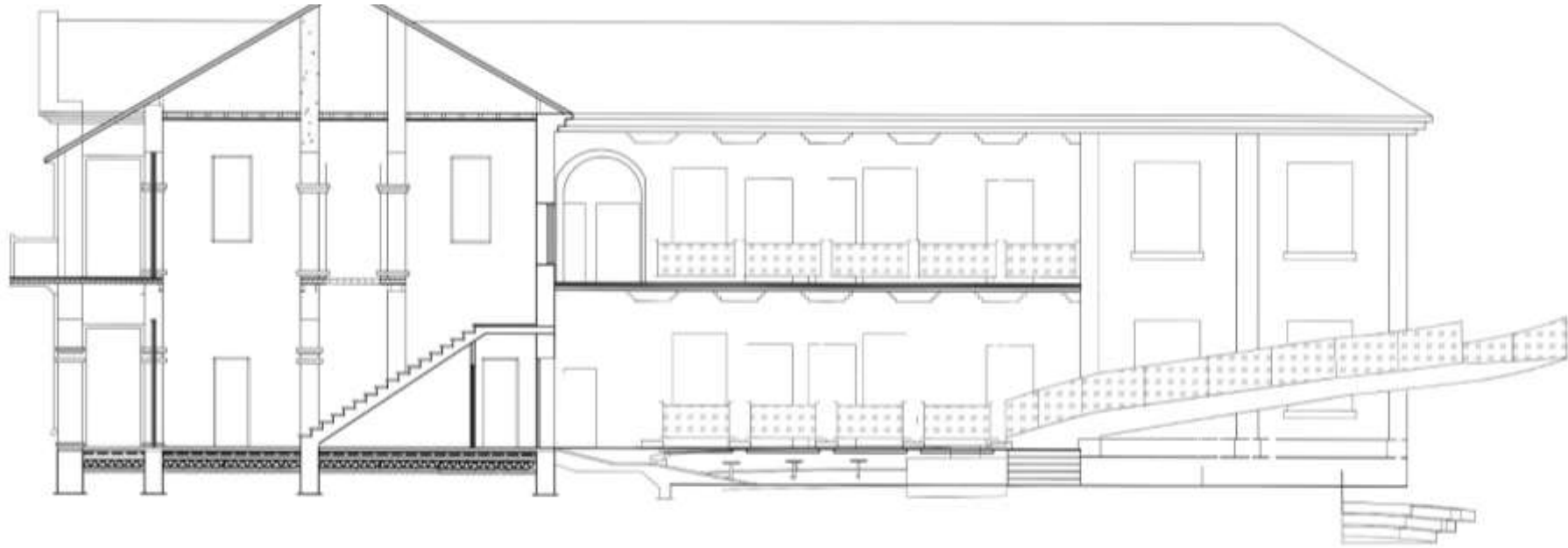


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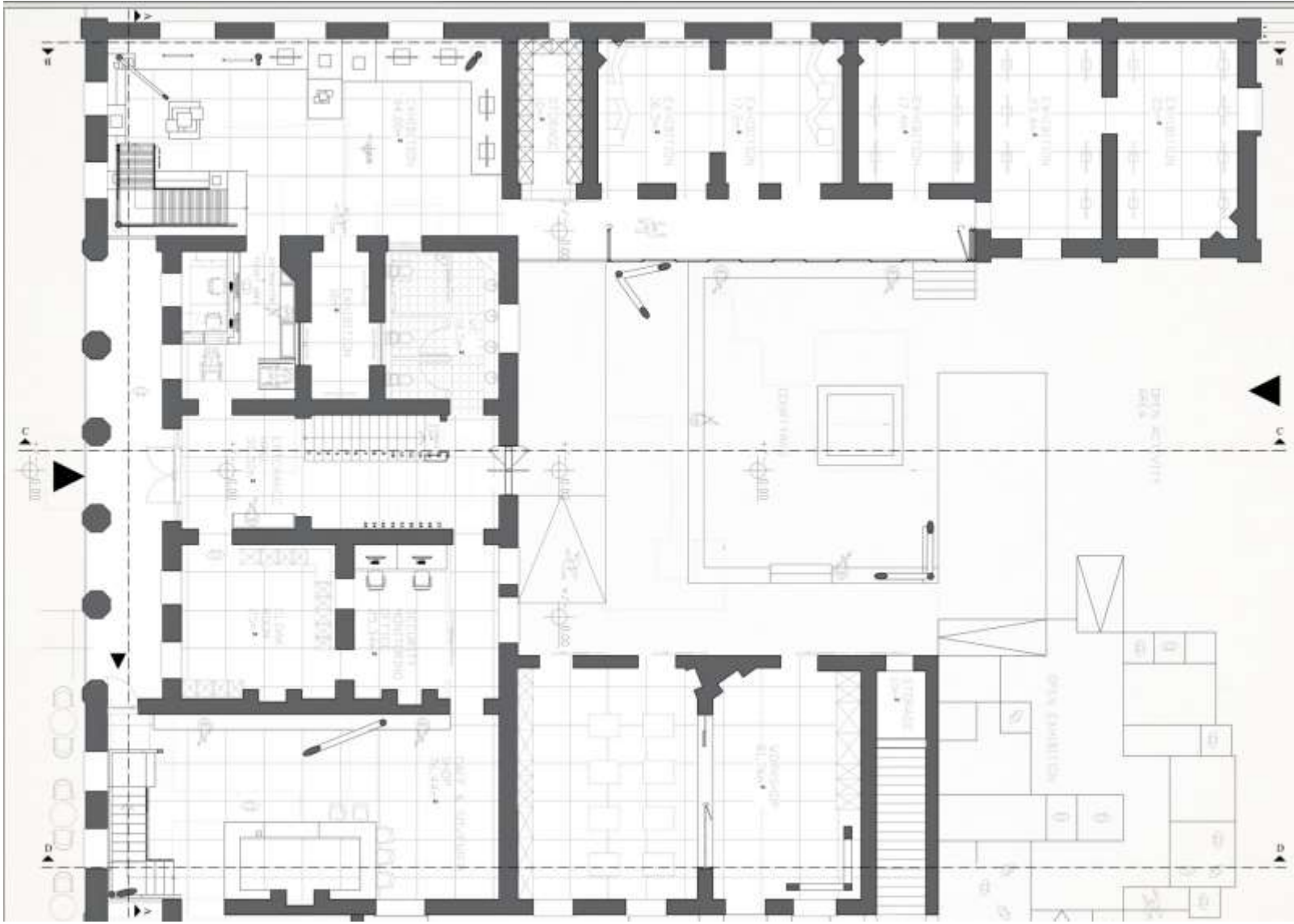
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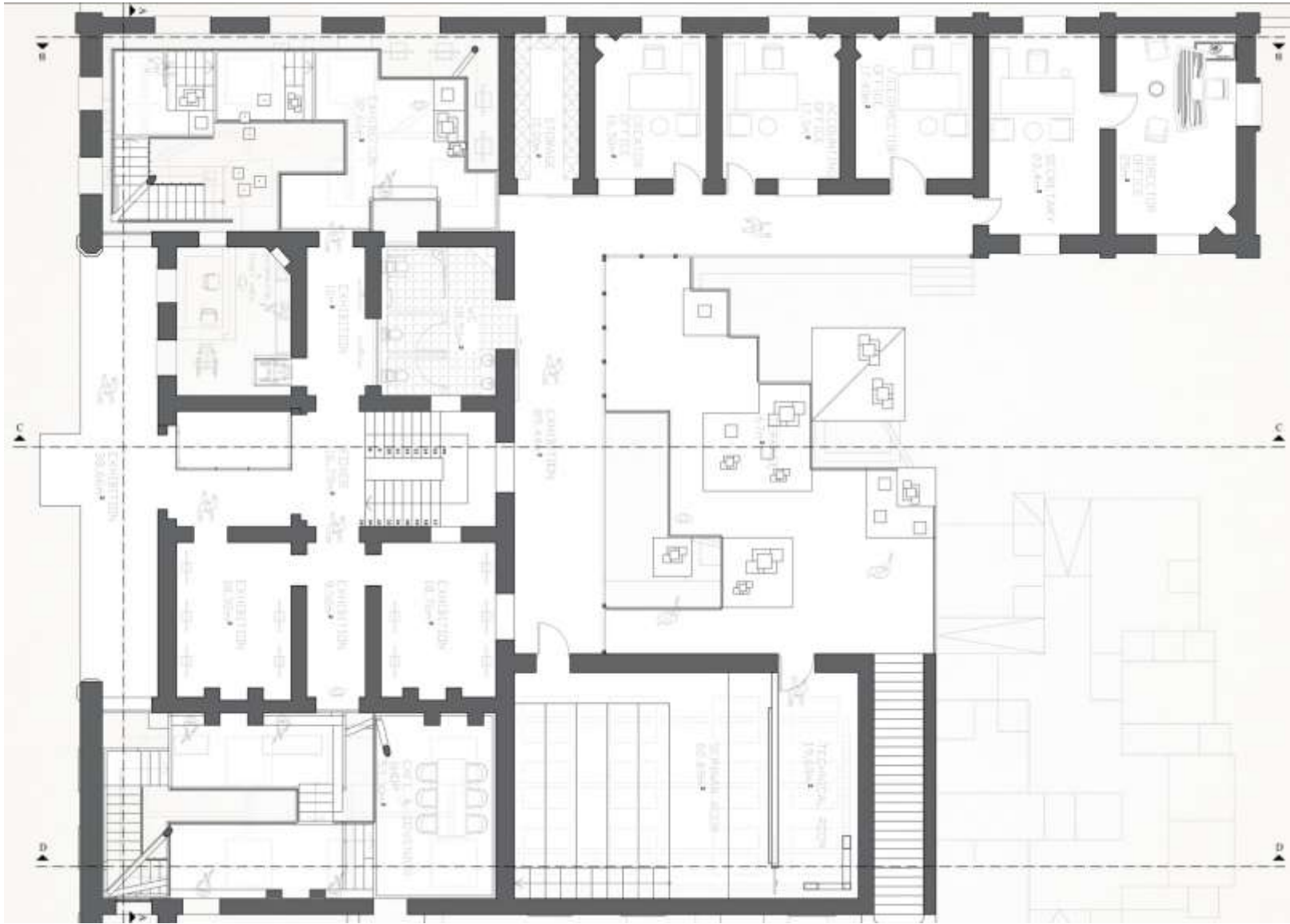
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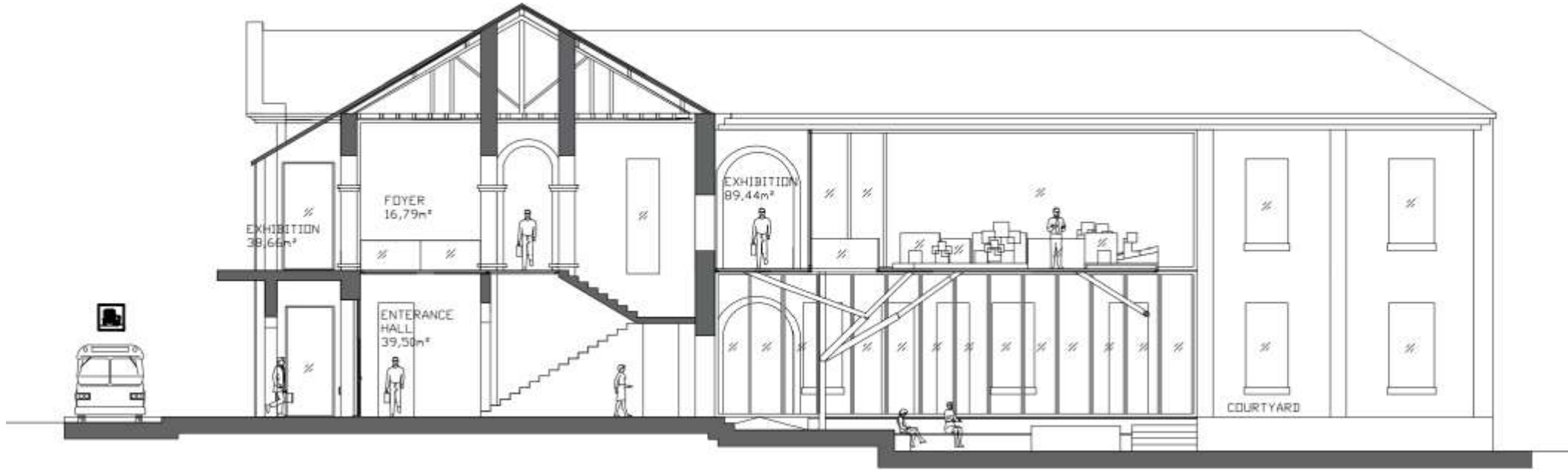


**GROUND FLOOR PLAN**



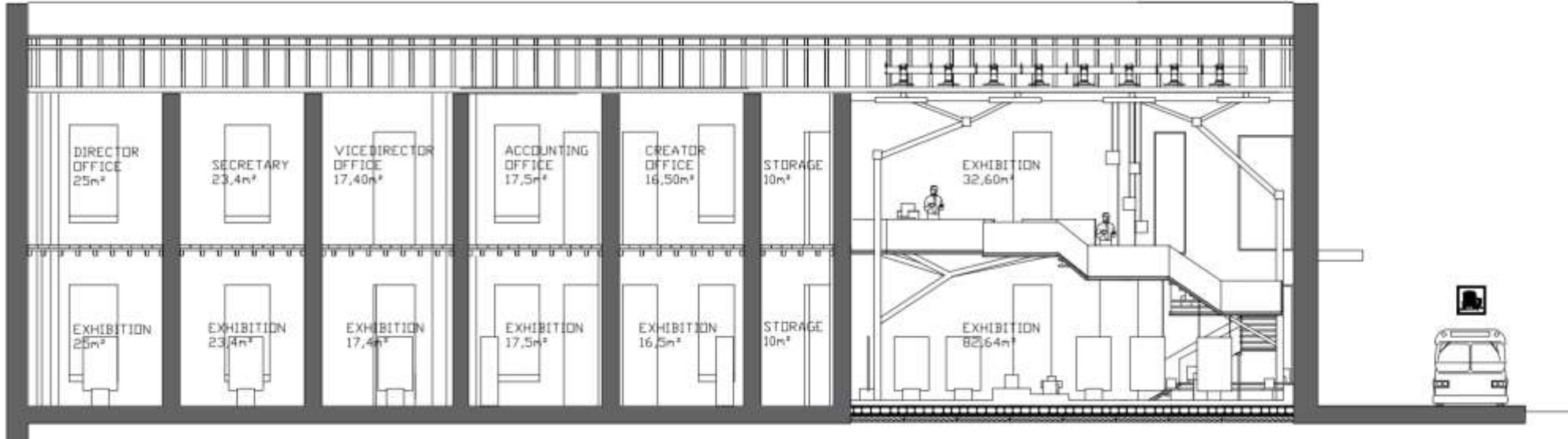


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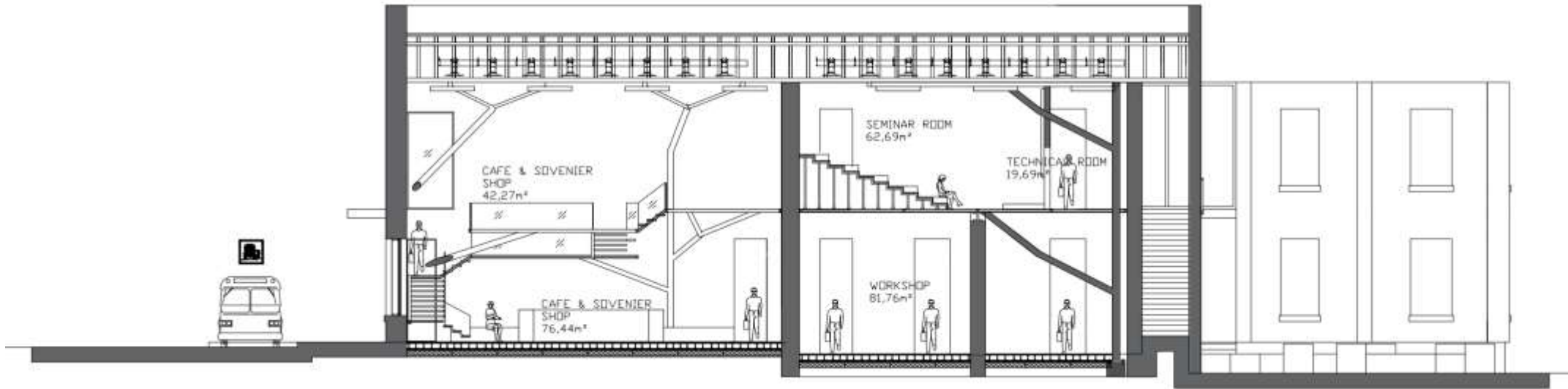
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# ITAS 302

# İÇ MİMARLIK ATÖLYESİ -IV

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## **COURSE TUTORS**

Assoc.Prof. Dr. Hacer Başarır

## **RESEARCH ASSIST**

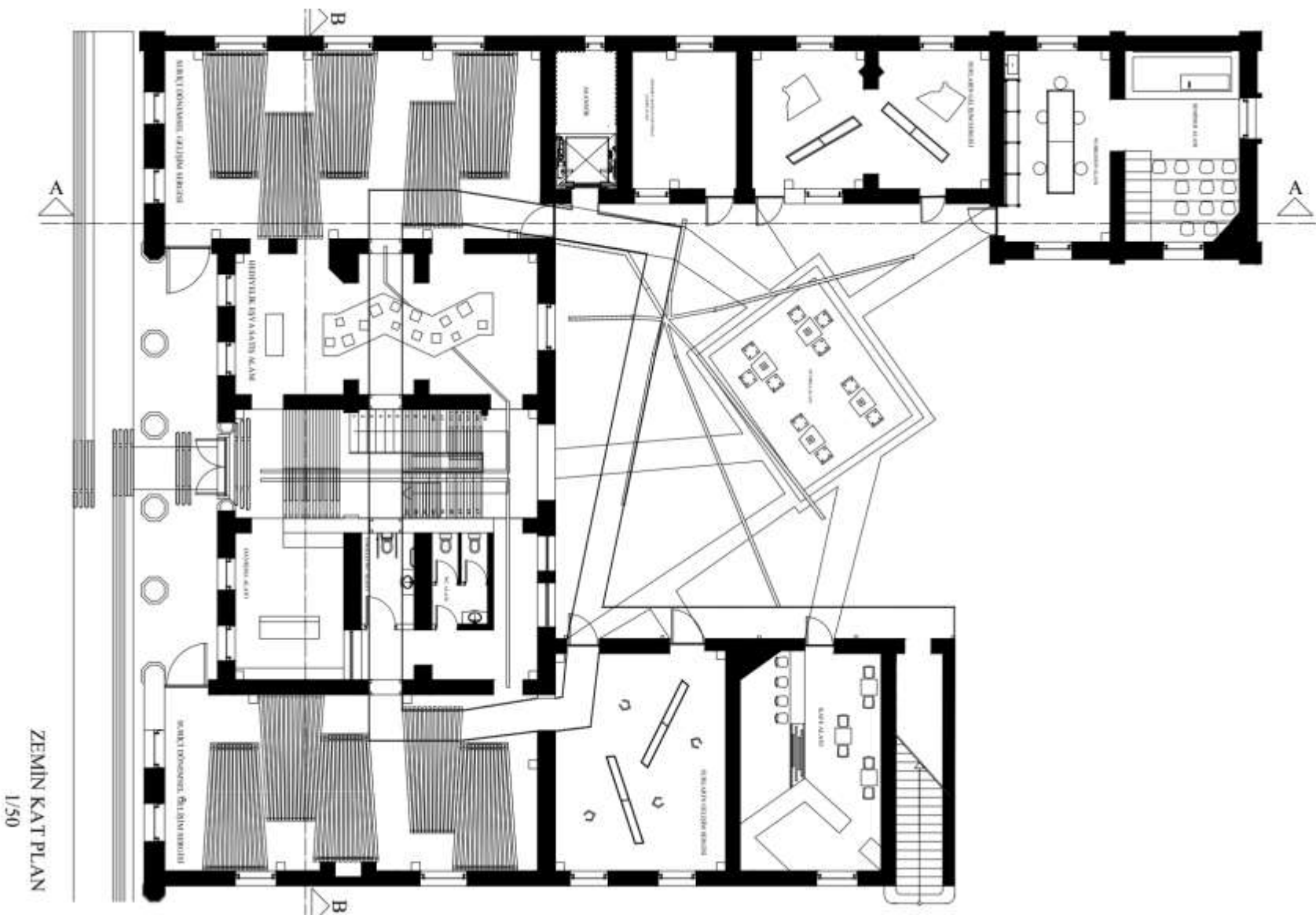
Batuhan Akbulut



# BRIEF OF THE PROJECT

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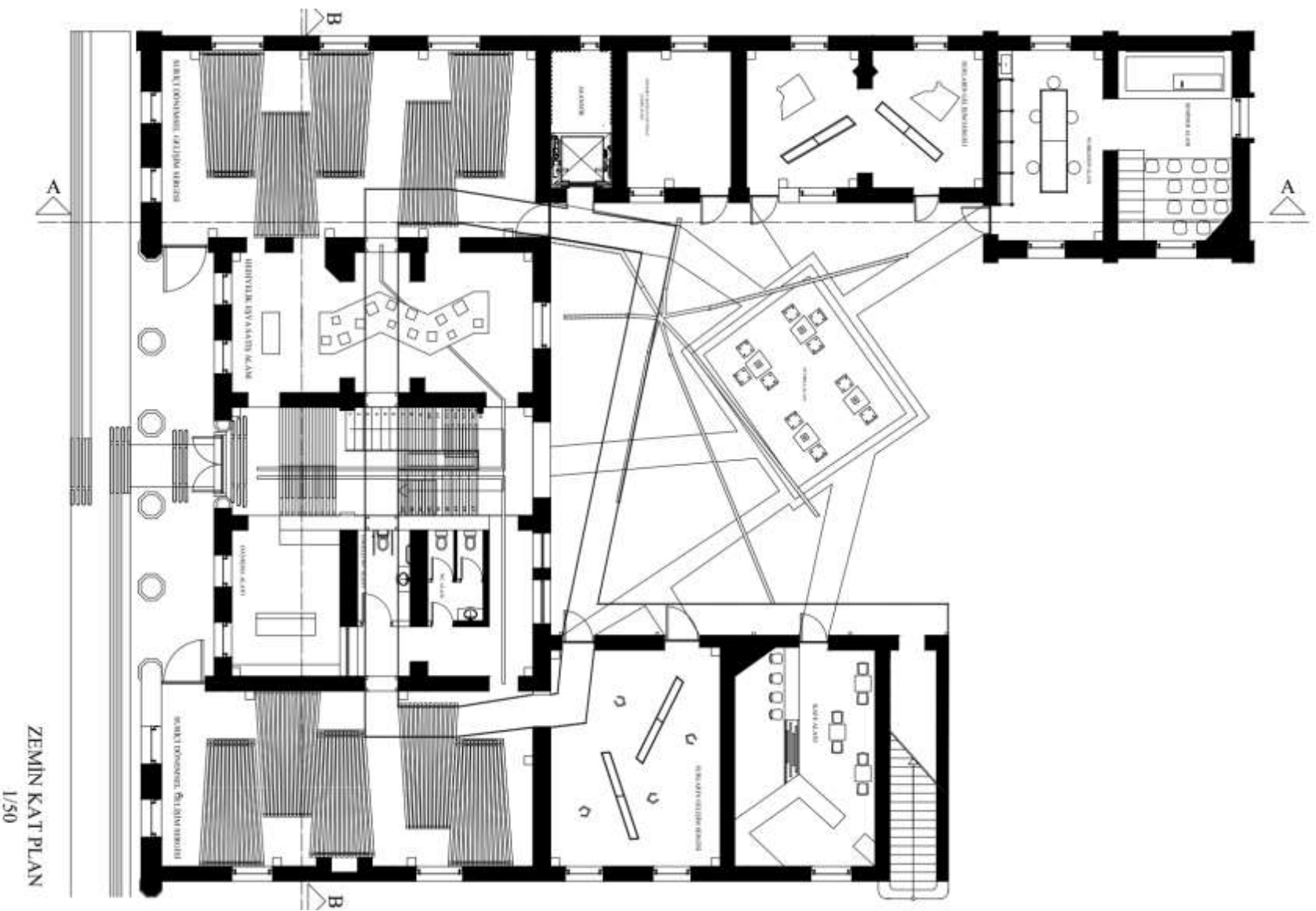
2023-24 akademik yılı, gz dnemi, i mimarlık atlyesi iv' **de tasarım konusu olarak 'Kent Mzesi'** seilmiřtir. Kent mzesi, kentlere ait belleęi yansıtılmaktadır. 'Kent belleęi', kentte yařayanların anıları, kentte yařanan olaylar gibi kente ait her trl bilgi ve verinin kayıt altına alınıp paylařılması anlamına gelmektedir. Kentimizde iz bırakan insanların dřncelerini, yařamlarını, fiziki ortamlarını, dolayısıyla o dnemlerin sosyo-politik ortamını hatırlatan bellektir, hafızadır. Dolayısıyla bu, zellikle belleęini yitirmeye bařlamıř, kltrel deęerleri ve kimlięi hızla erozyona uęratılmıř toplumlar ve onların yařadıkları kentler iin daha da nemlidir.



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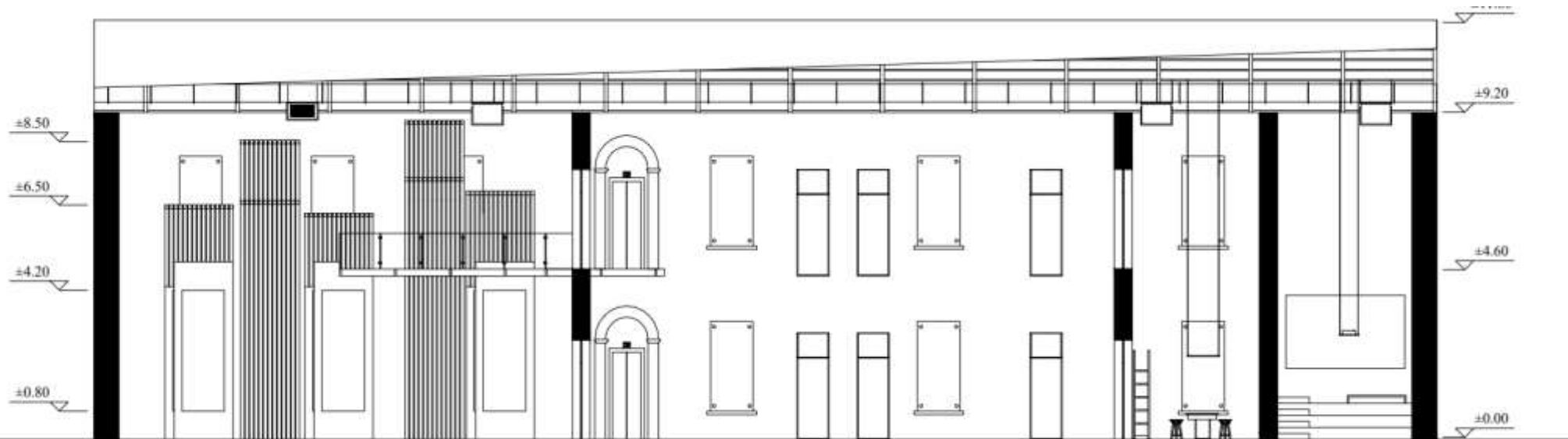
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ZEMİN KAT PLANI  
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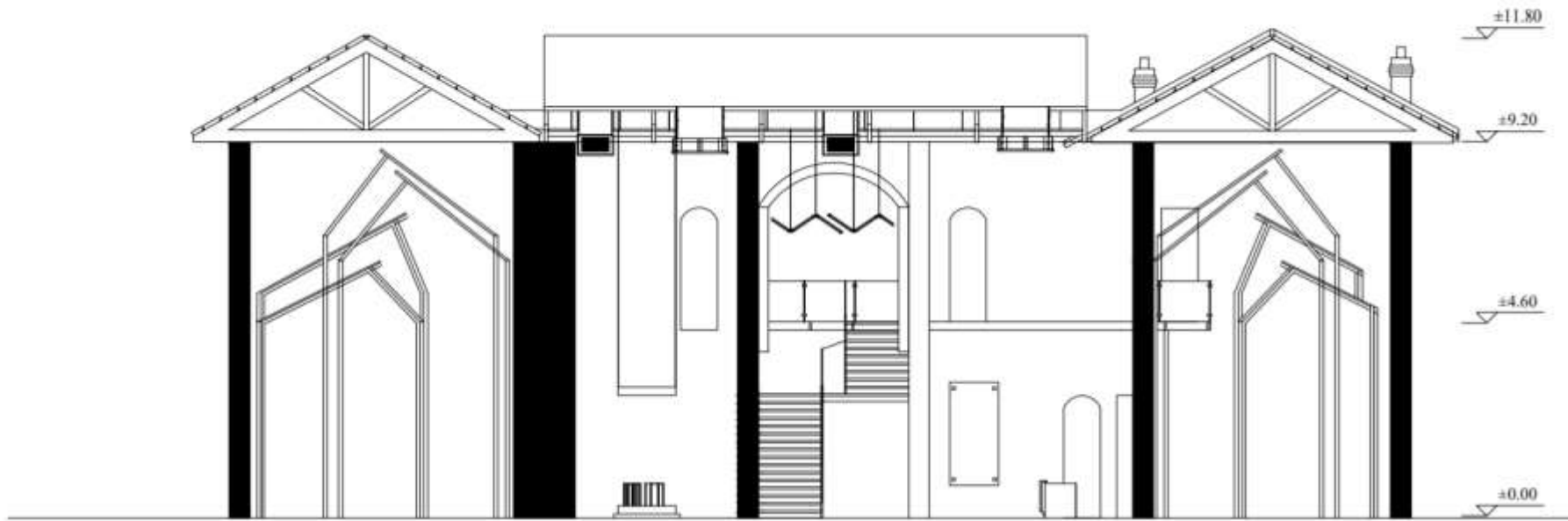
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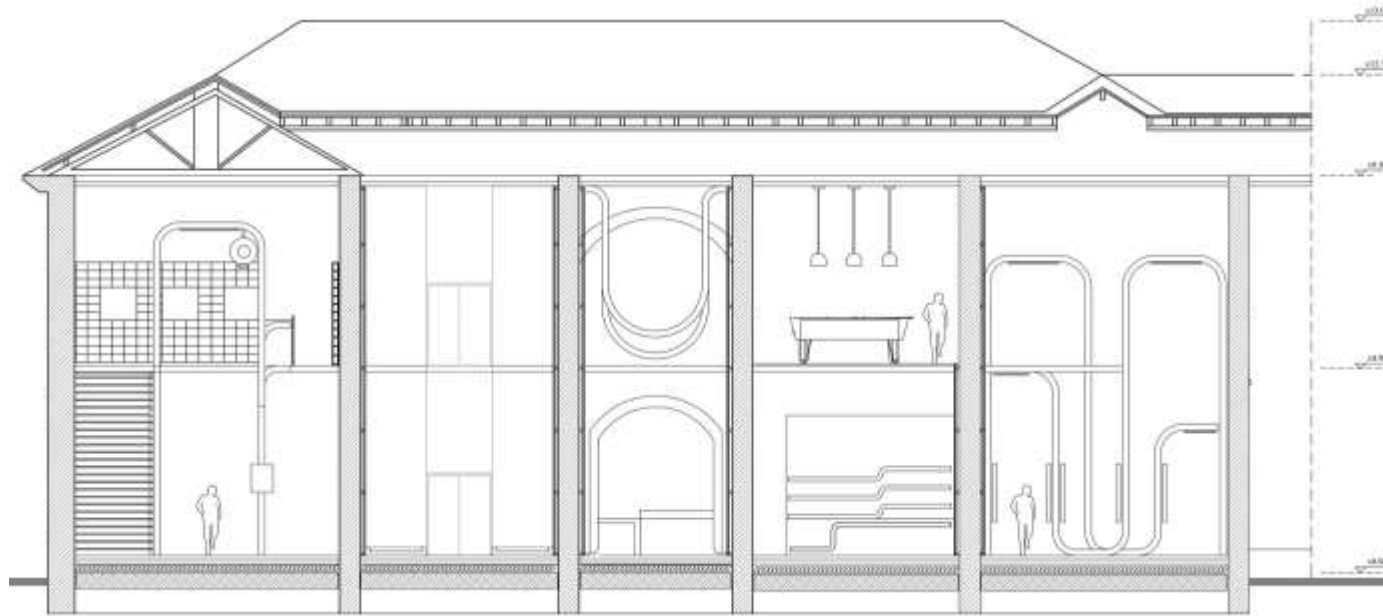
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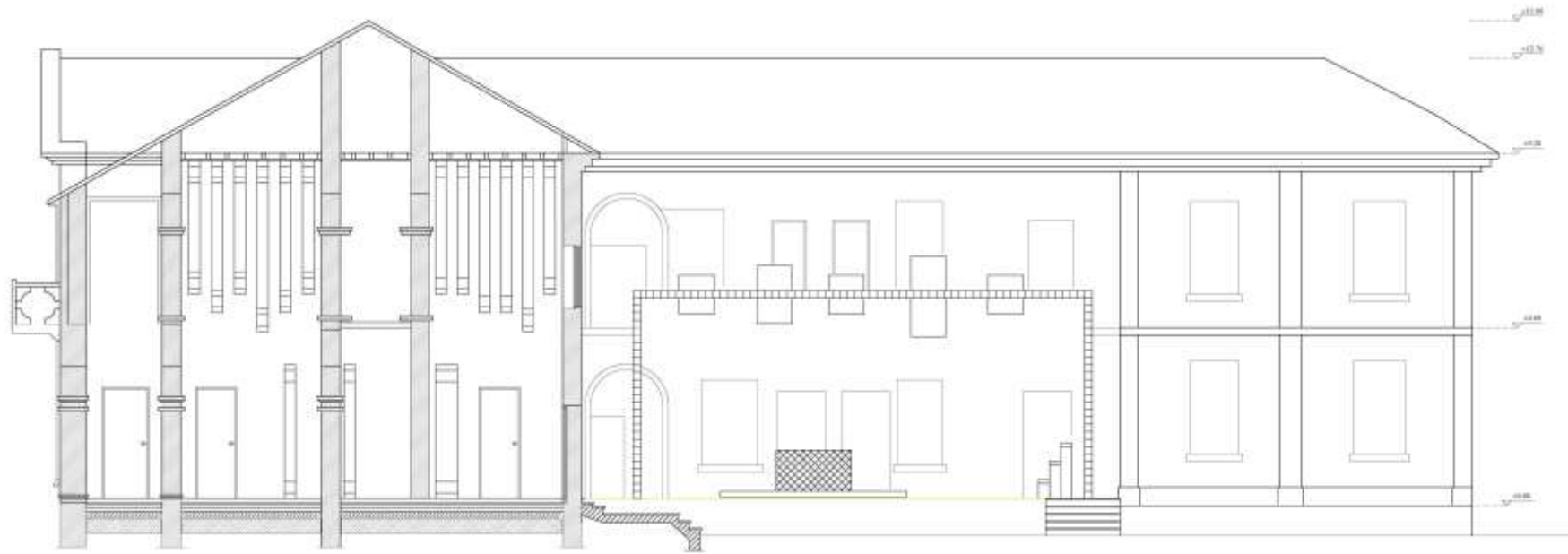
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# INAR 491

# Interior Architecture Studio V

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## **COURSE TUTORS**

Prof. Dr. Asu Tozan

## **RESEARCH ASSIST**

Tochukwu Nnaji

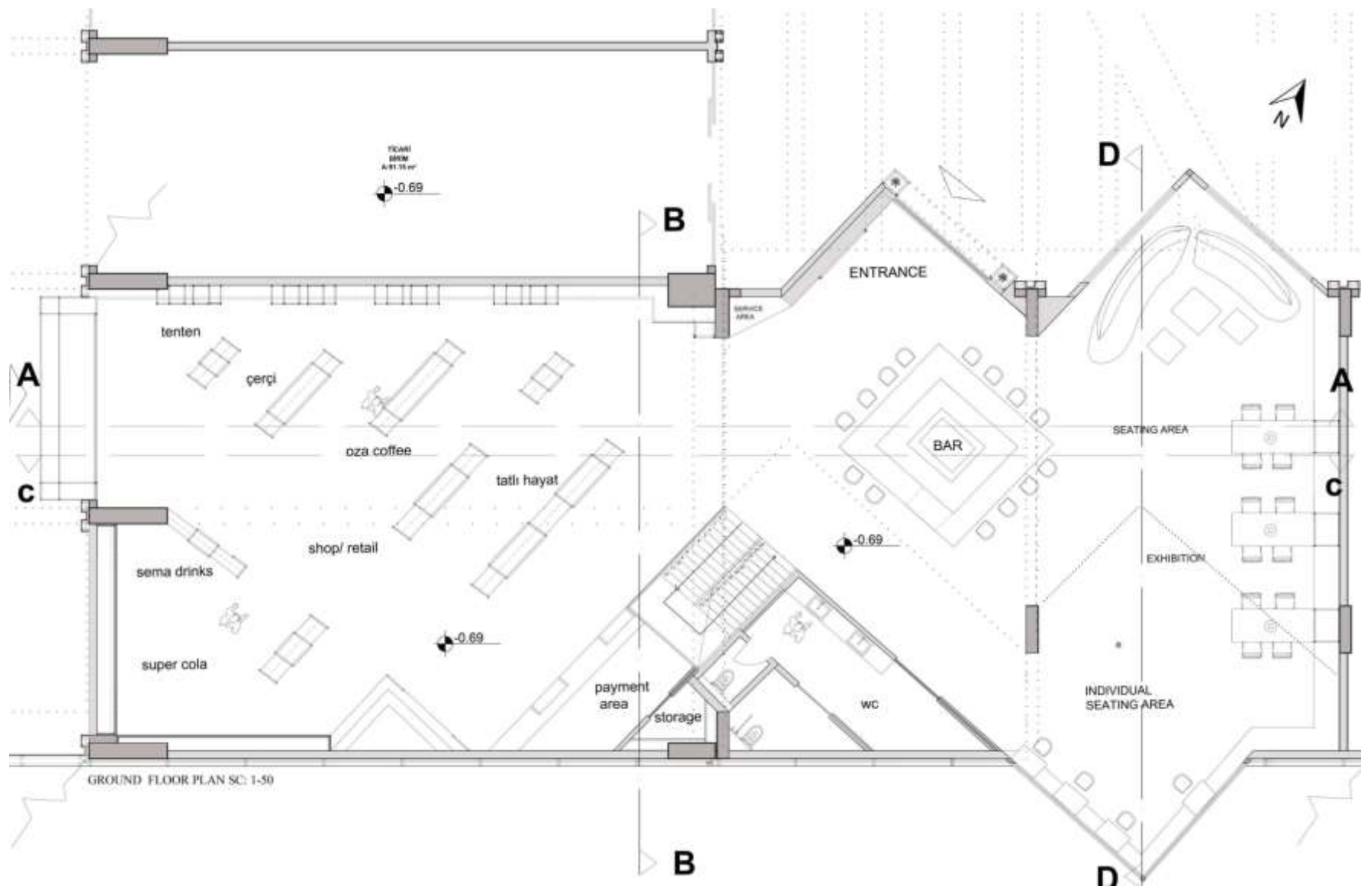


# BRIEF OF THE PROJECT

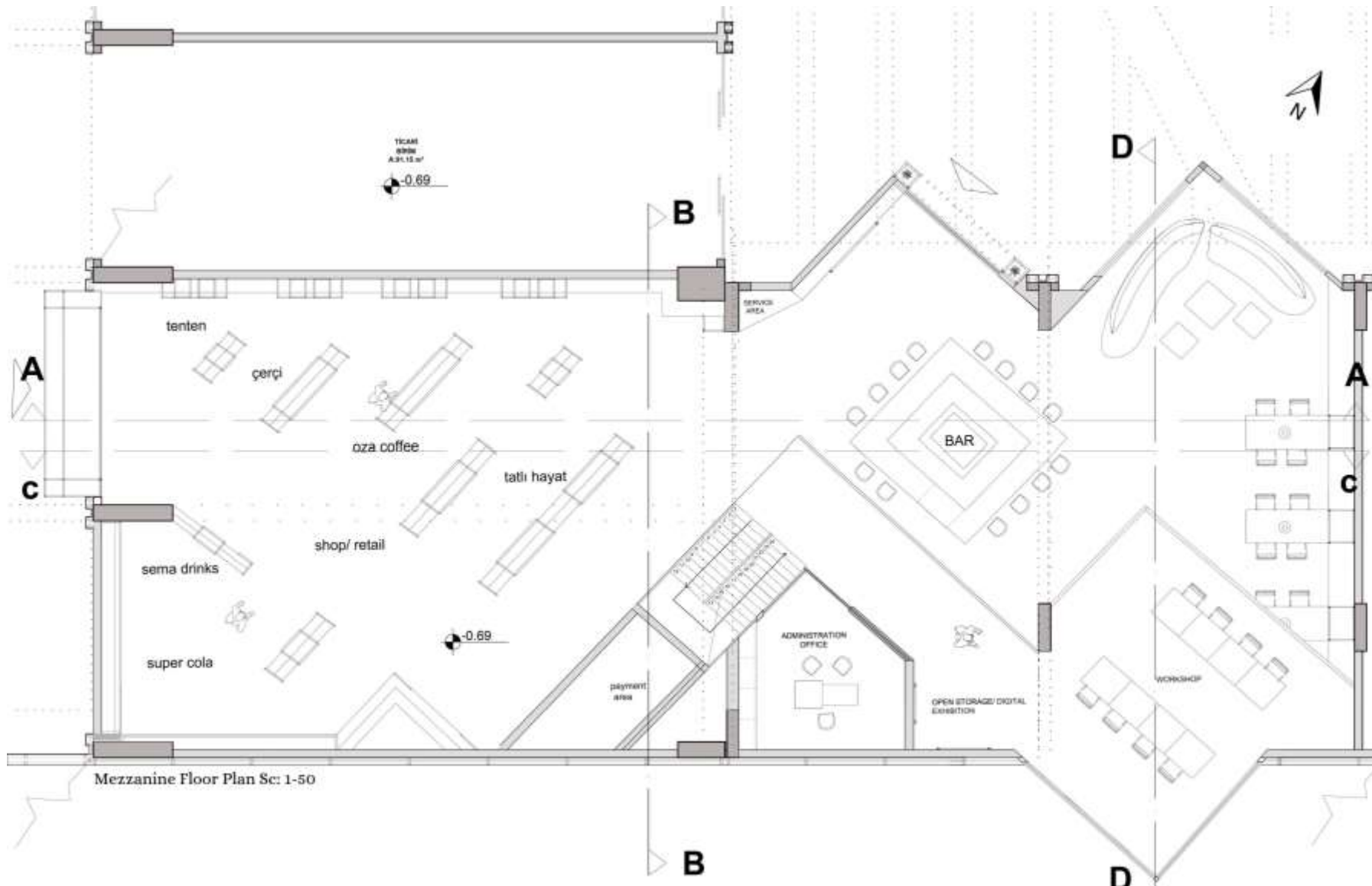
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In the project, the café and/or café patisserie/or café bar will be chosen as a creative approach that modernizes/combines **TWO LOCAL/TRADITIONAL BRAND IN A SPACE** with a new concept to give opportunity for socialization ideas and products based on the Famagusta Food and/or Drink Brand/s to welcome all inhabitants

and visitors of Famagusta. You are required to pair two brands (such as tatlı hayat & oza kahve) of Famagusta with **a boutique/brand new concept and create a café and/or café patisserie/or café bar** within the created conceptual frame and new scenario. The workshop will be a teaching environment to introduce new inspirations/tastes created by the local food&drink brands and/or it can be combined with international products of global brands. Additionally the workshop space will be an information point about Famagusta (to inform the visitors about important and unique dimensions of the city), maybe with a special focus on eating culture. The retail/sales area, on the other hand, will provide a shopping opportunity for the products of local brands and additionally selected global brands in relation to food &drink sector.



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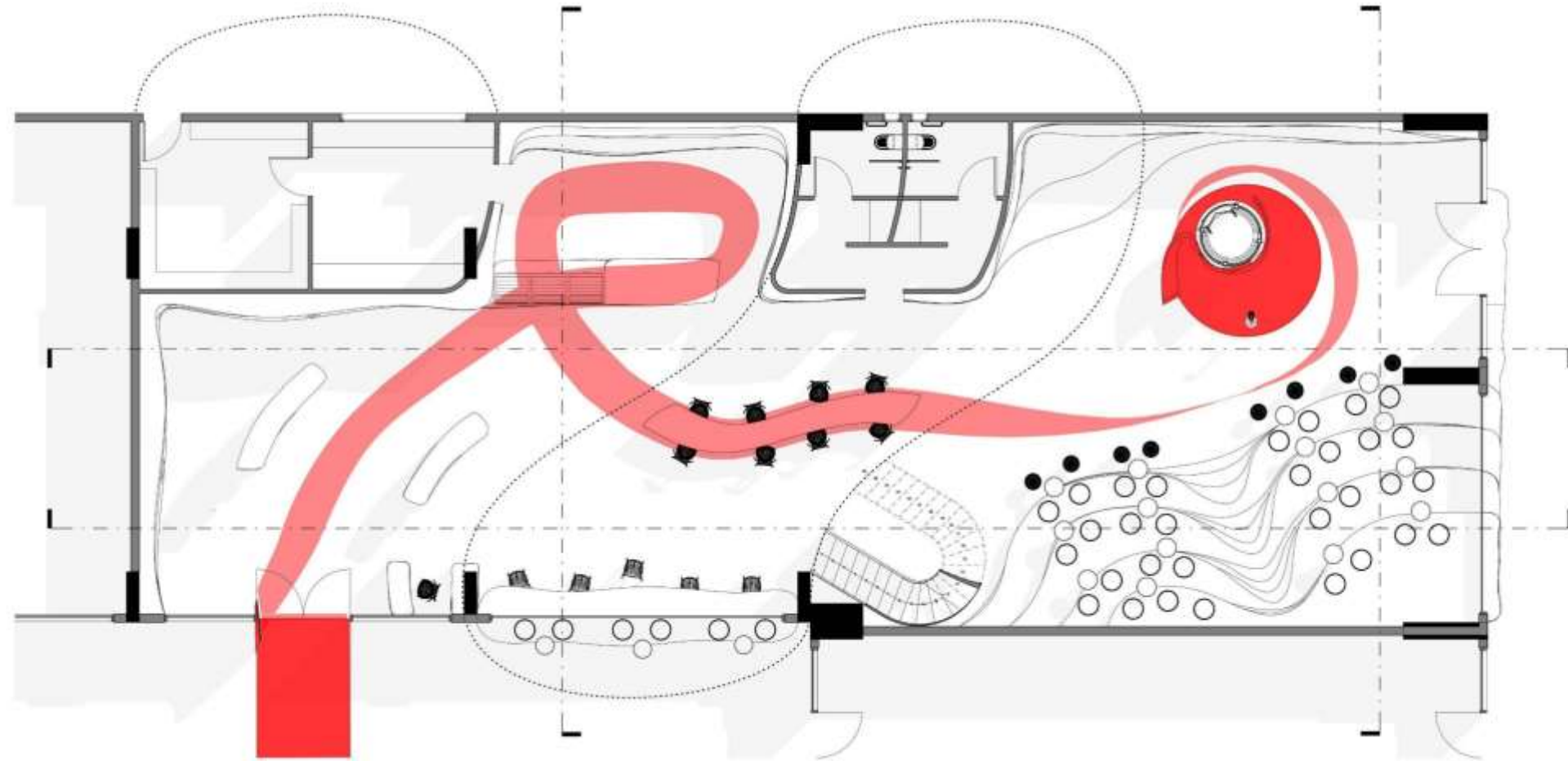
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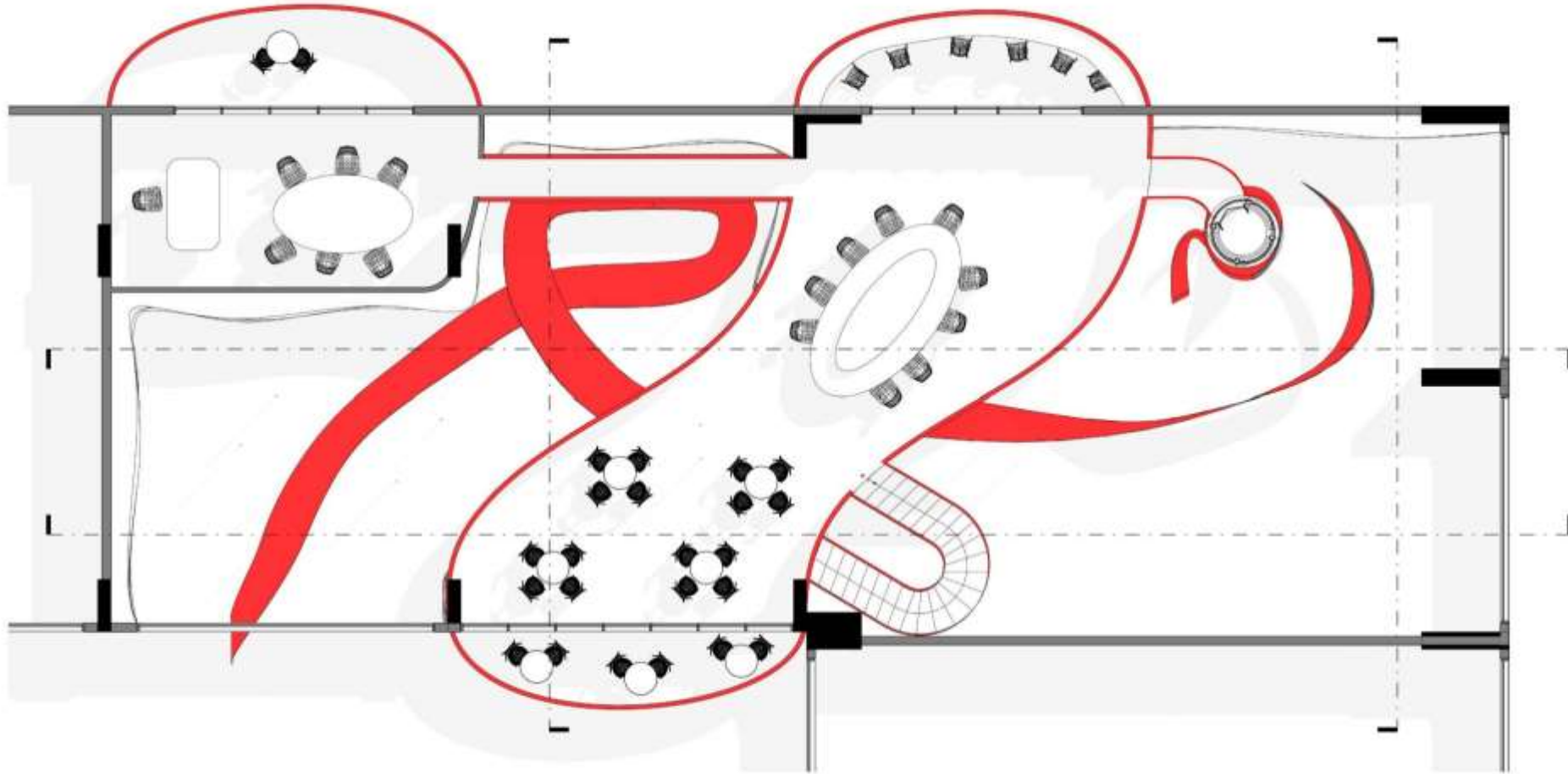
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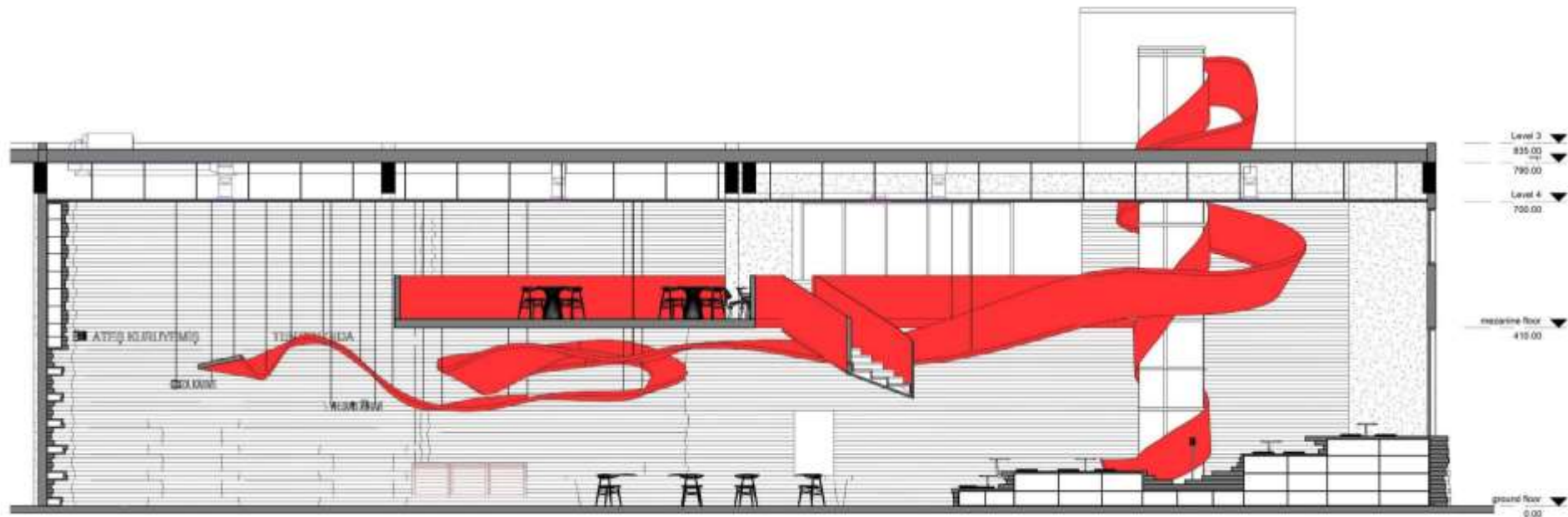


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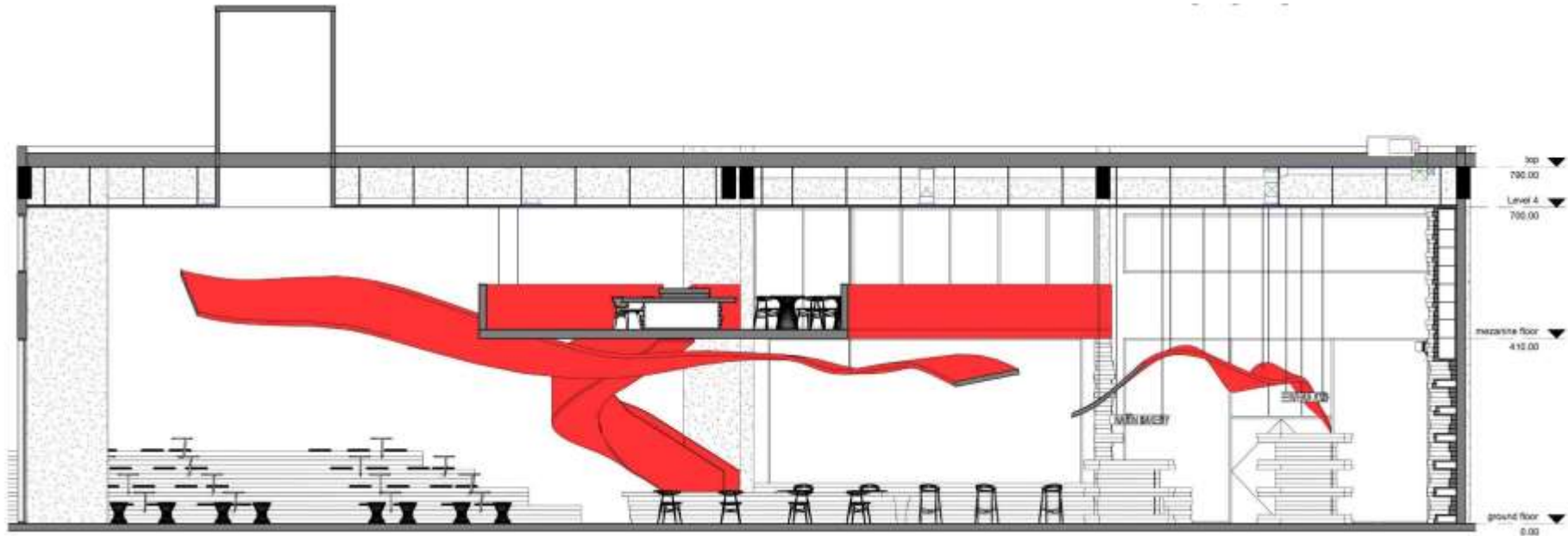


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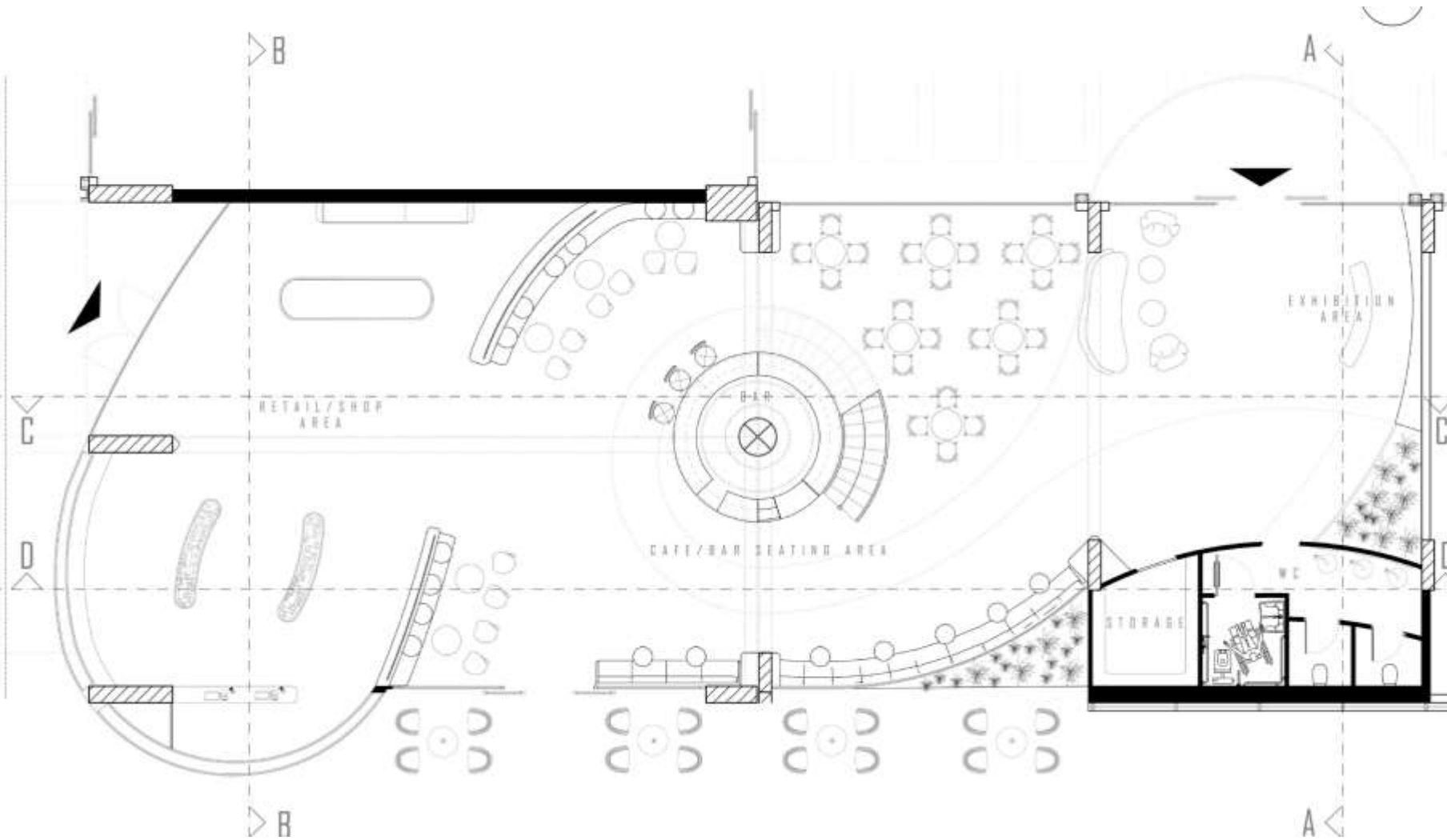
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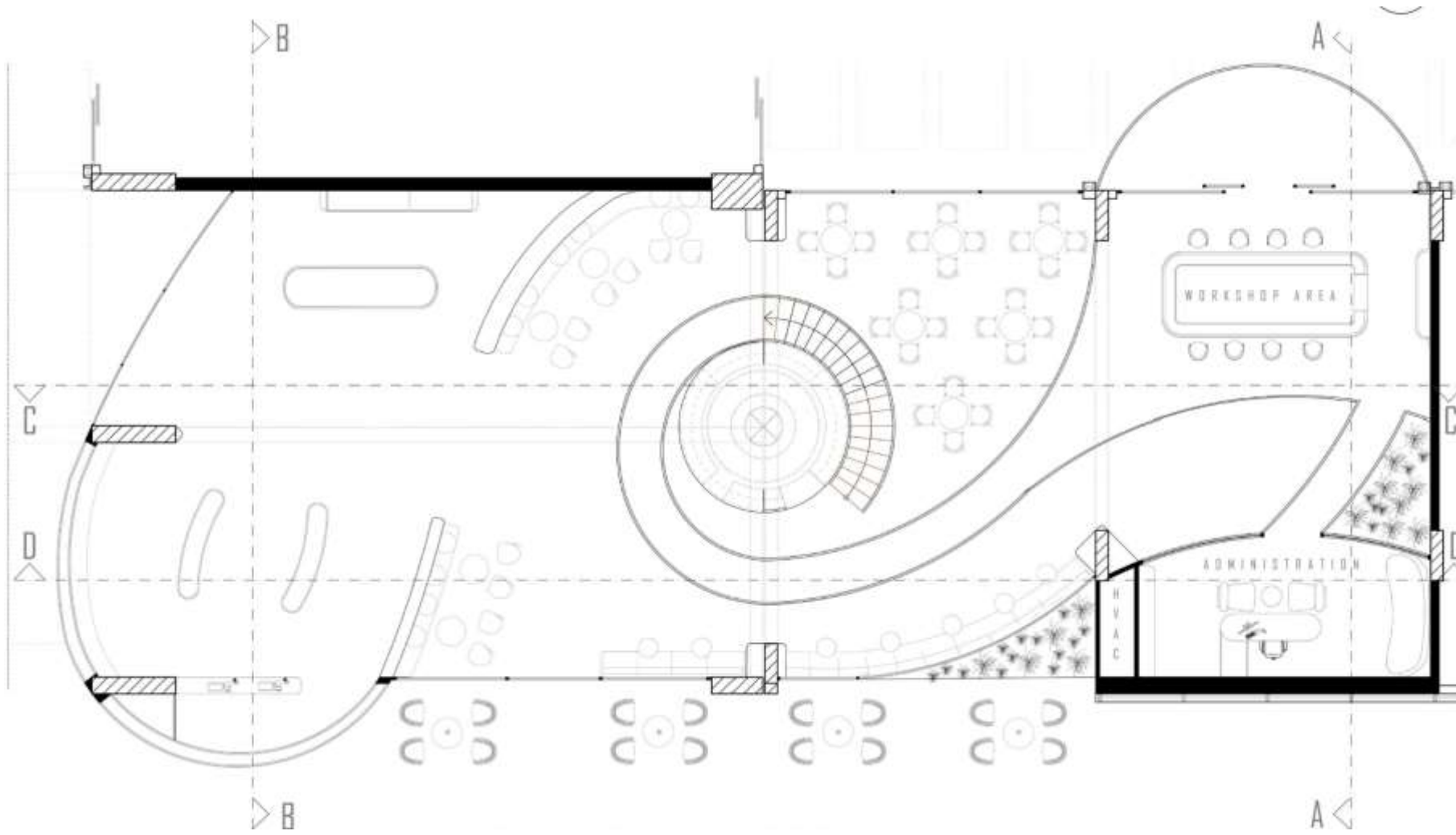
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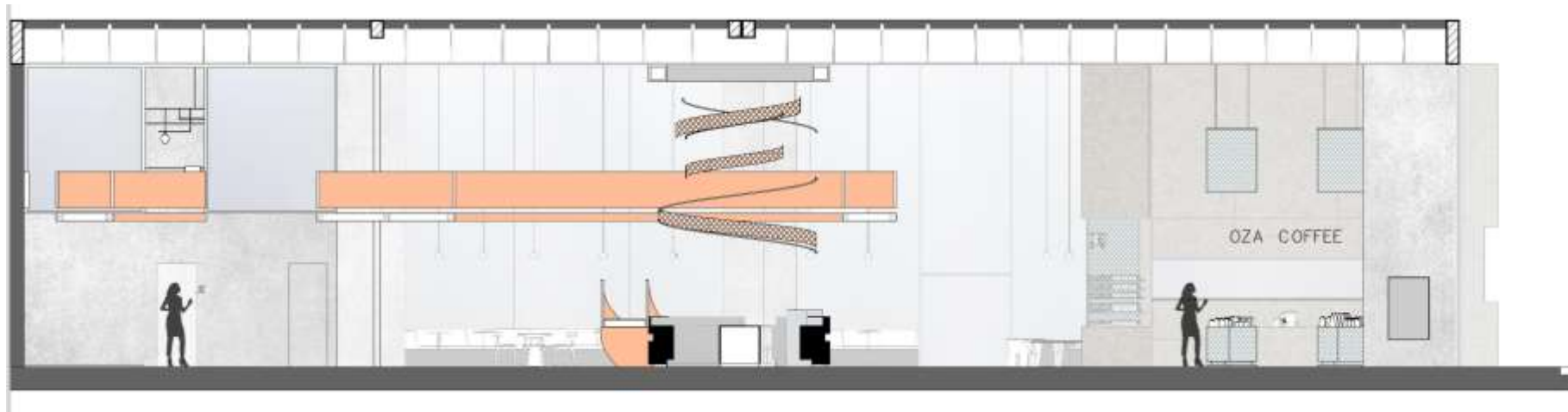
**GROUND FLOOR PLAN**





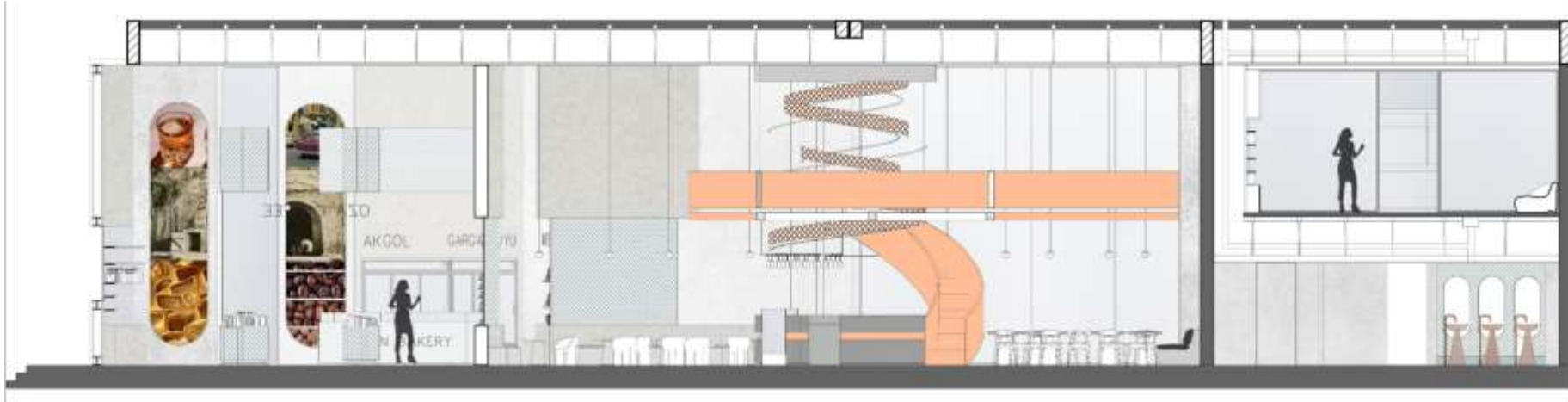
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**MEZZANINE FLOOR PLAN**



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# ITAS 401

# İÇ MİMARİ TASARIM ATÖLYESİ V

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## **COURSE TUTORS**

Asst. Prof. Dr. KAMİL GÜLEY

Sr. Instr. PINAR SABANCI

## **RESEARCH ASSIST**

Bilge KALKAN

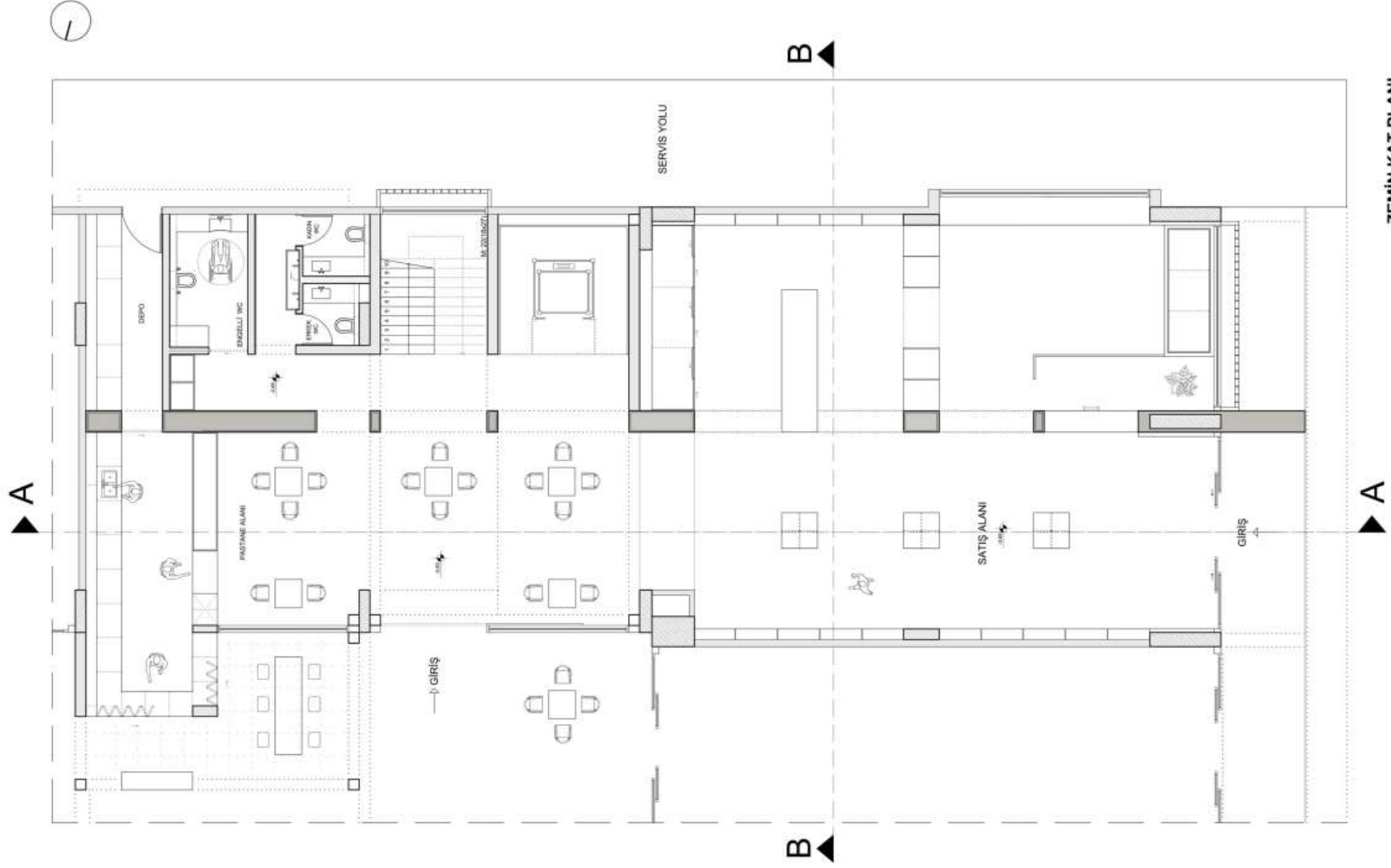
# BRIEF OF THE PROJECT

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Projede, kafe ve/veya kafe - pastahane ve/veya kafe - bar, Magusa Gıda ve/veya İçecek Markaları temel alınarak sosyalleşme fikirlerine ve ürünlere fırsat sunmak için yeni bir konsepti oluşturulmasını/yeniden birleştiren yaratıcı bir yaklaşım olarak seçilecektir. **ki markay (örneğin, tath hayat & oza kahve gibi) birleştirmeniz ve oluşturduğunuz konsept çerçevesinde kafe ve/veya kafe - pastahane/veya kafe - bar oluşturmanız proje kapsamında sizden beklenmektedir.** Atölye, yerel gıda ve içki markaları tarafından yaratılan yeni lezzetlerin tanıtıldığı bir öğrenme ortamı olacak şekilde tasarlanacaktır. Bu mekan uluslararası markaların ürünleri ile birleştirilebilir. Ayrıca atölye alanı, Magusa hakkında bilgi veren bir bilgi noktası olacak (ziyaretçilere şehrin önemli ve benzersiz boyutları hakkında bilgi vermek için, belki de yeme kültürüne özel bir odakla) şekilde tanımlanması istenilmektedir. Bir diğer yandan, perakende/satış alanı, gıda ve içki sektörü ile ilgili yerel markaların ürünlerini ve seçilmiş küresel markaların ürünlerini sergileyerek alışveriş fırsatı sunacaktır.



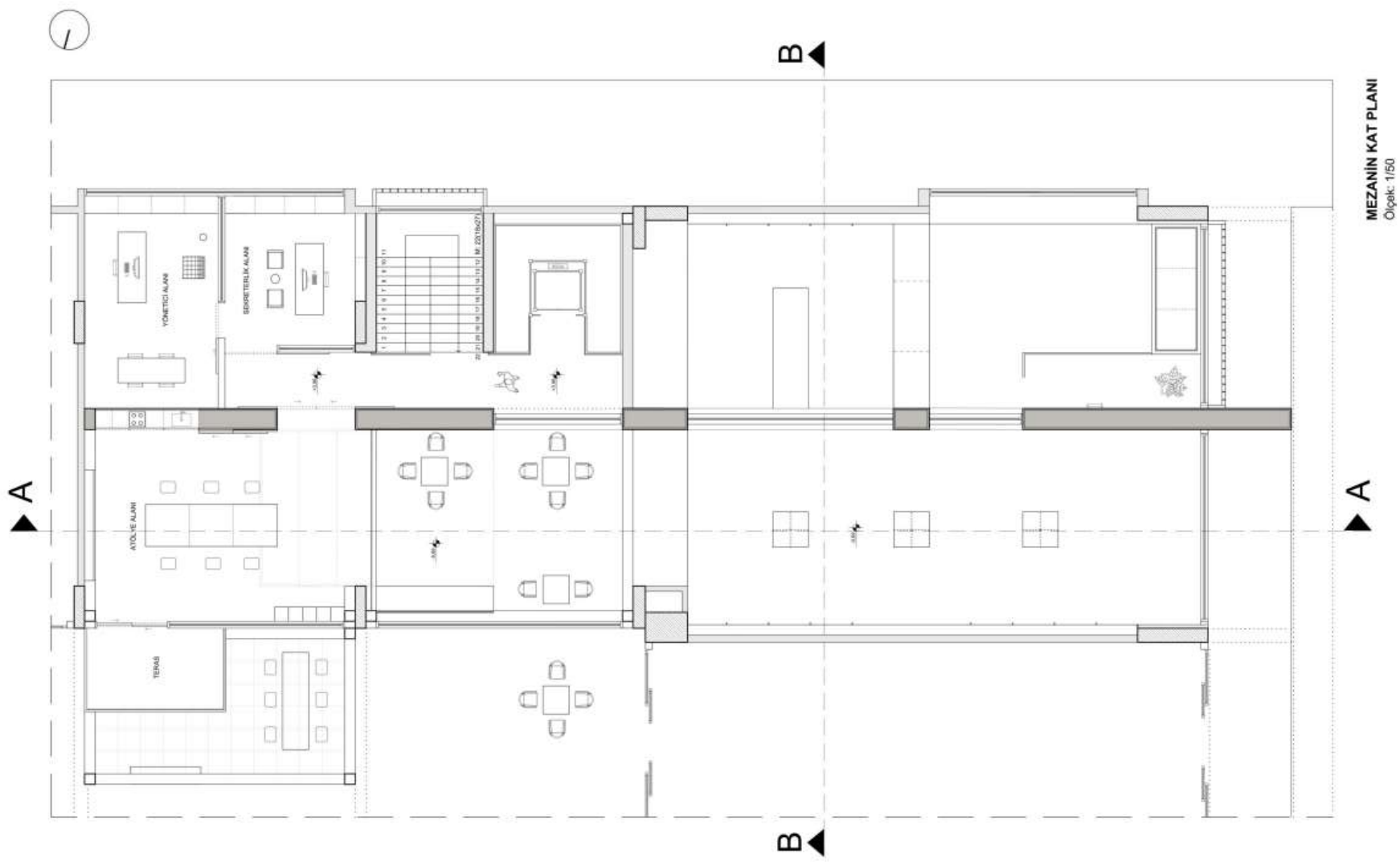
# GROUND FLOOR PLAN



ZEMİN KAT PLANI  
Ölçek: 1/50

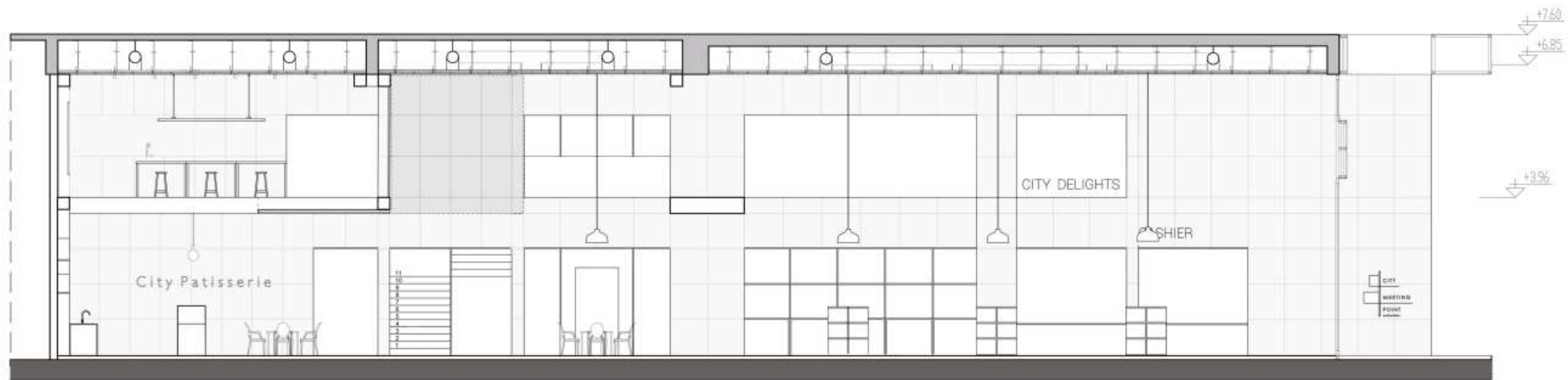
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# MEZZANINE FLOOR PLAN



MEZANIN KAT PLANI  
Ölçek: 1/50

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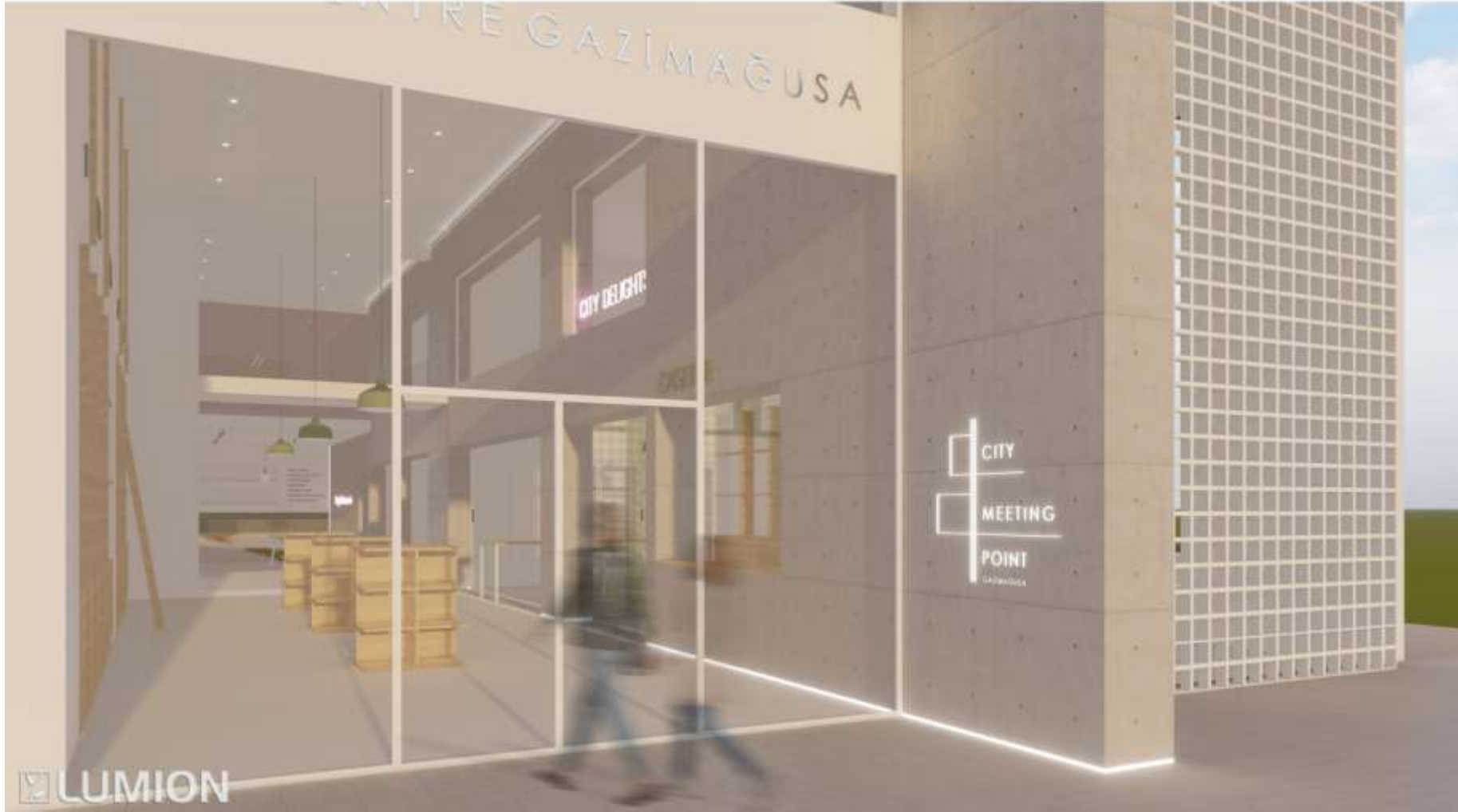
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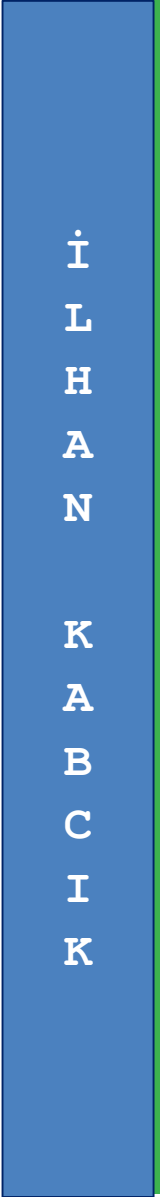
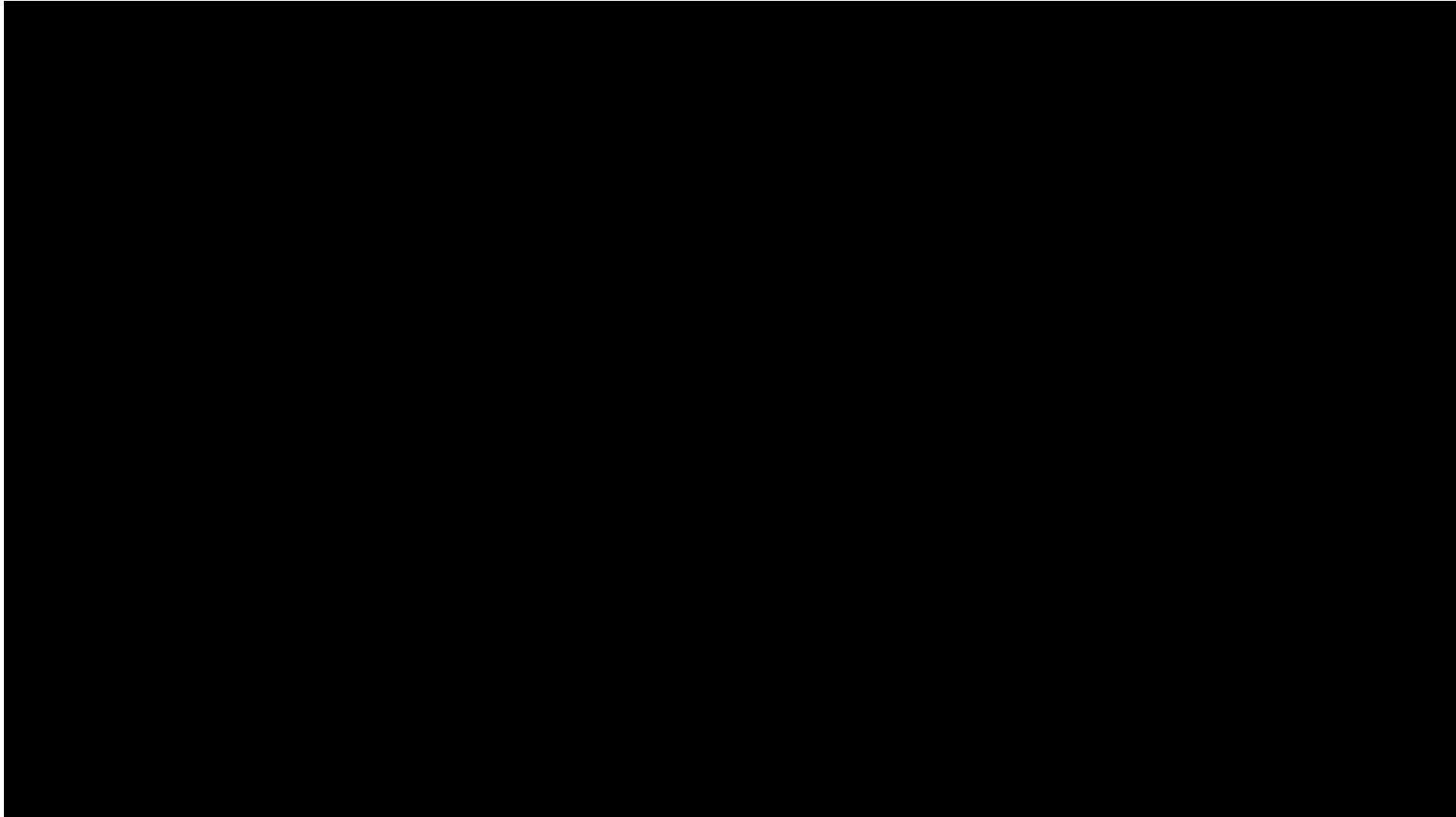
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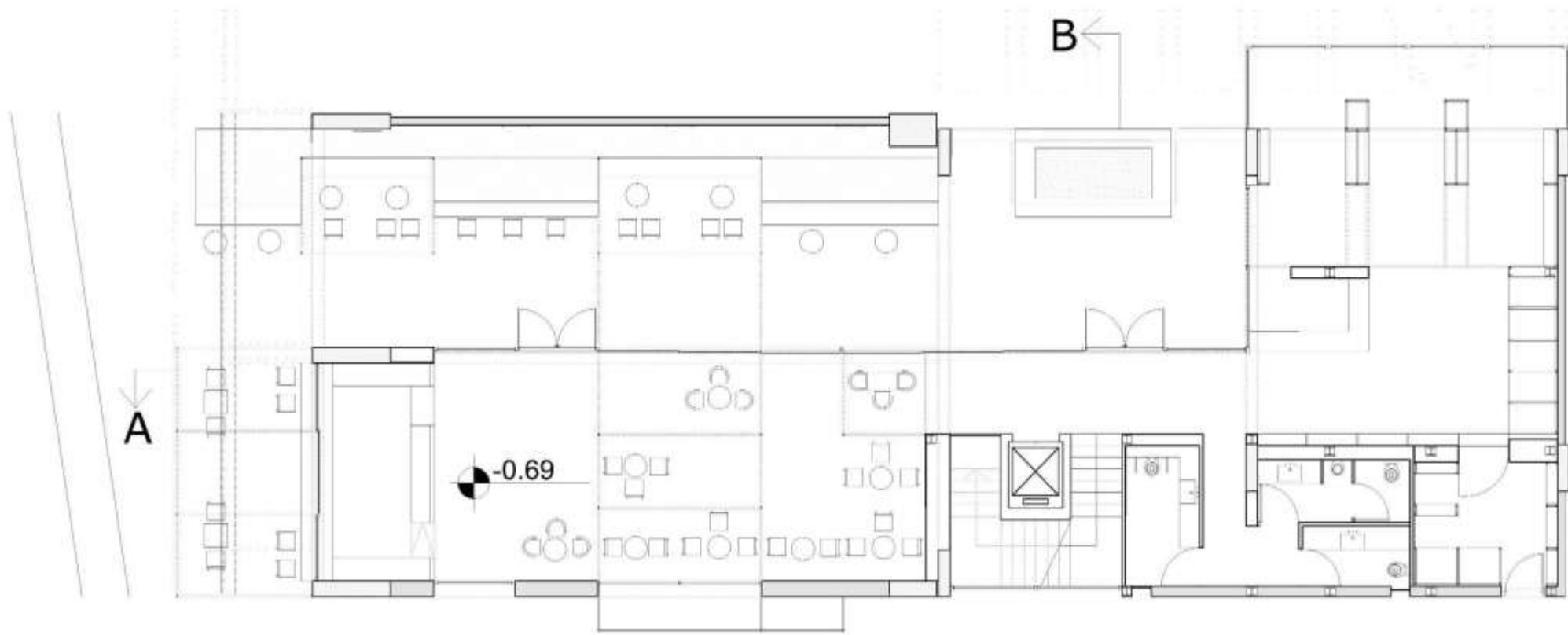
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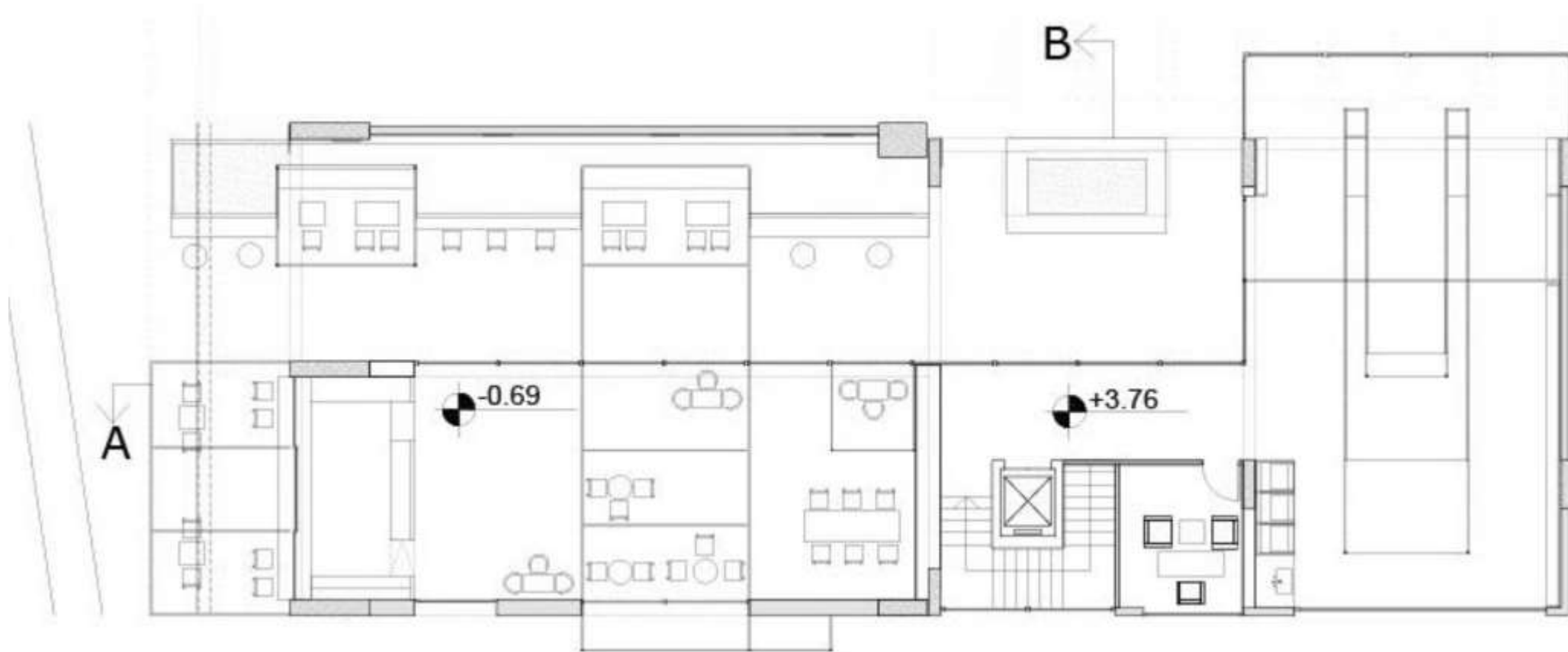
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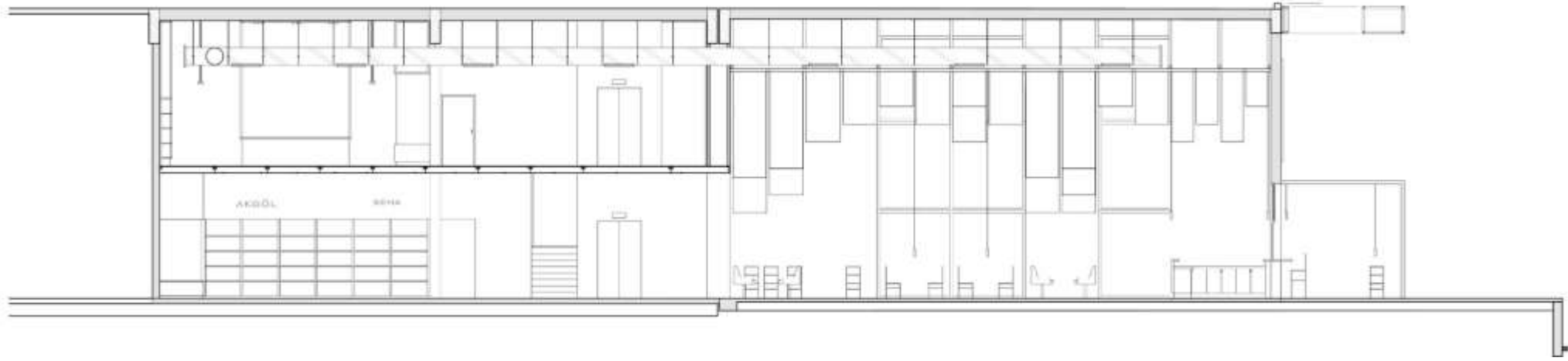
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**GROUND FLOOR PLAN**



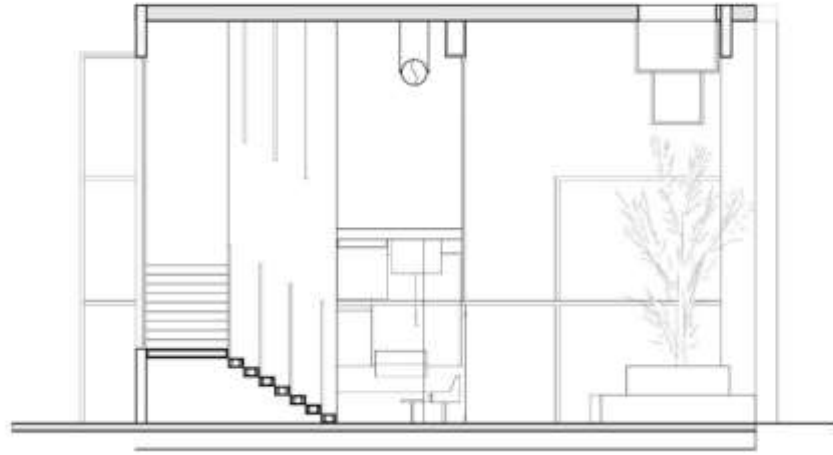
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MEZZANINE FLOOR PLAN



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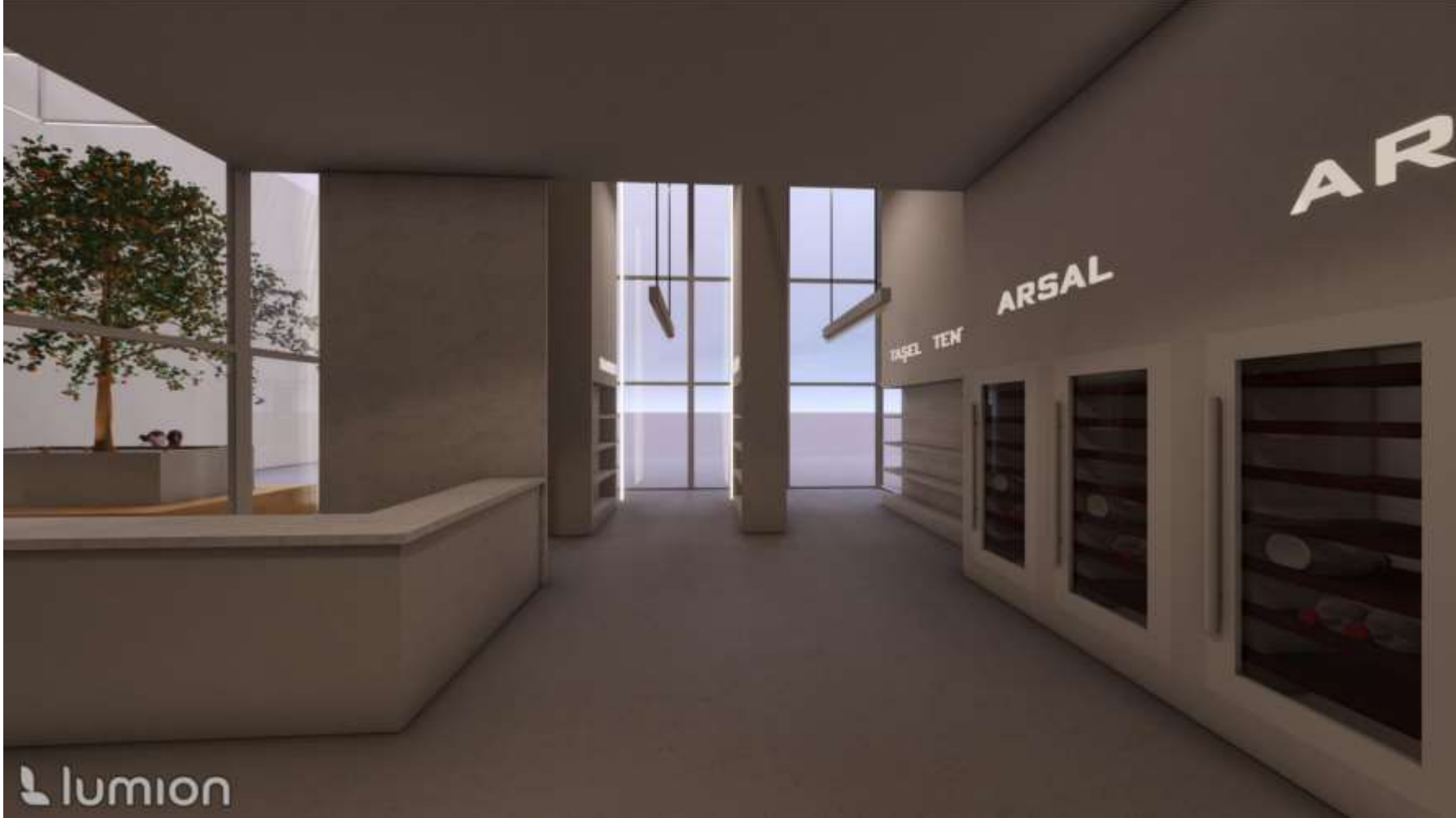
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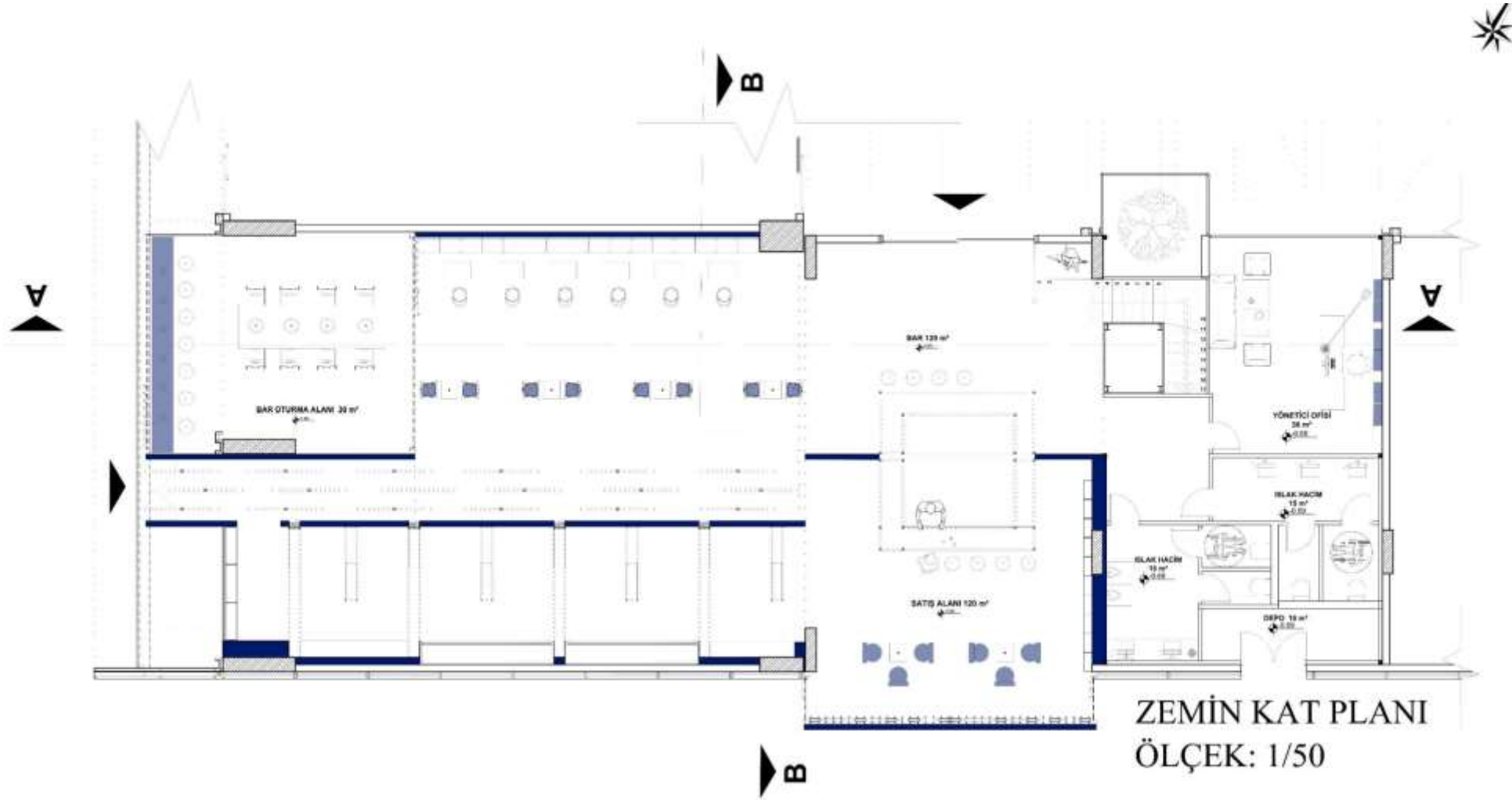
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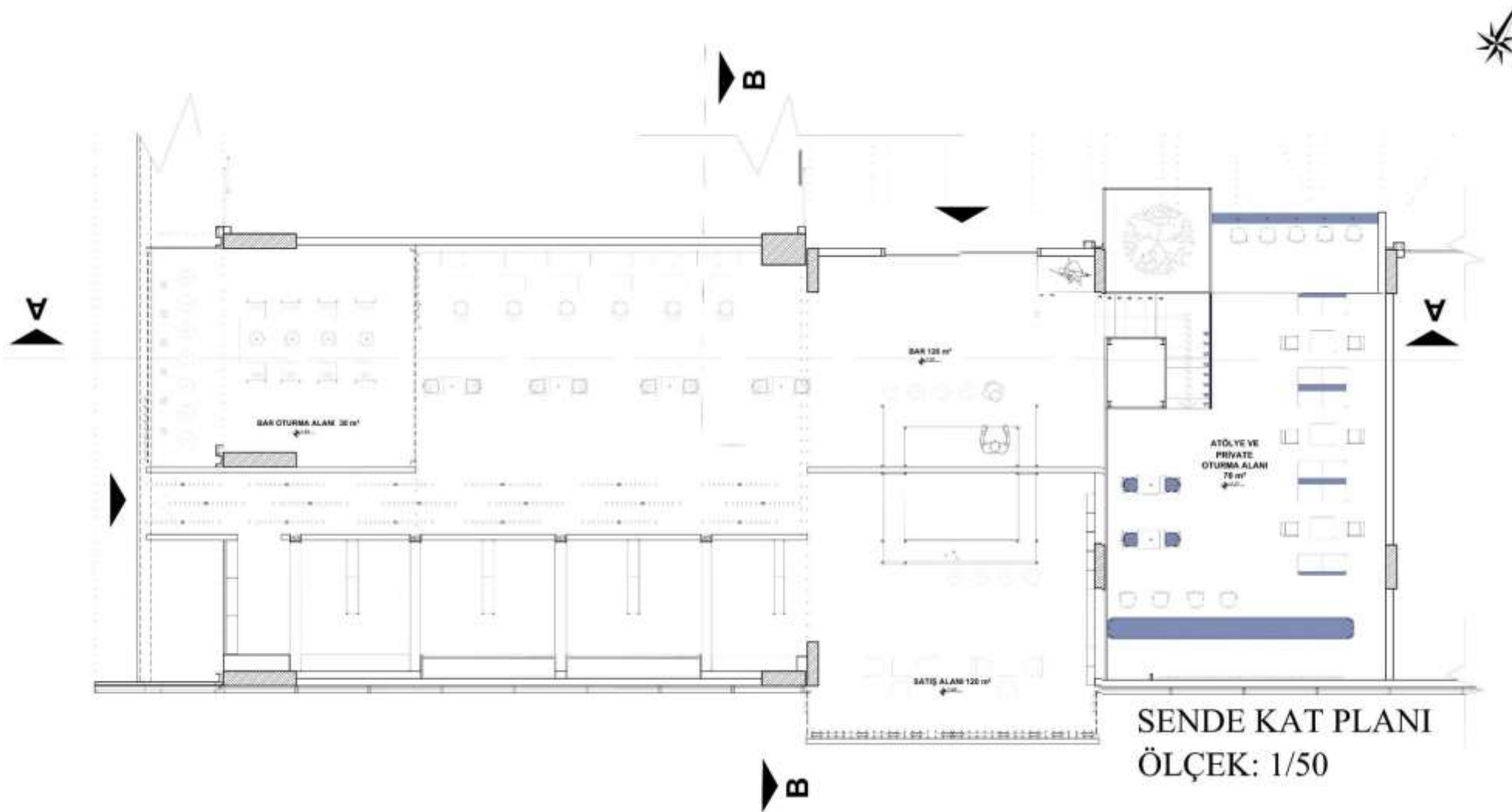


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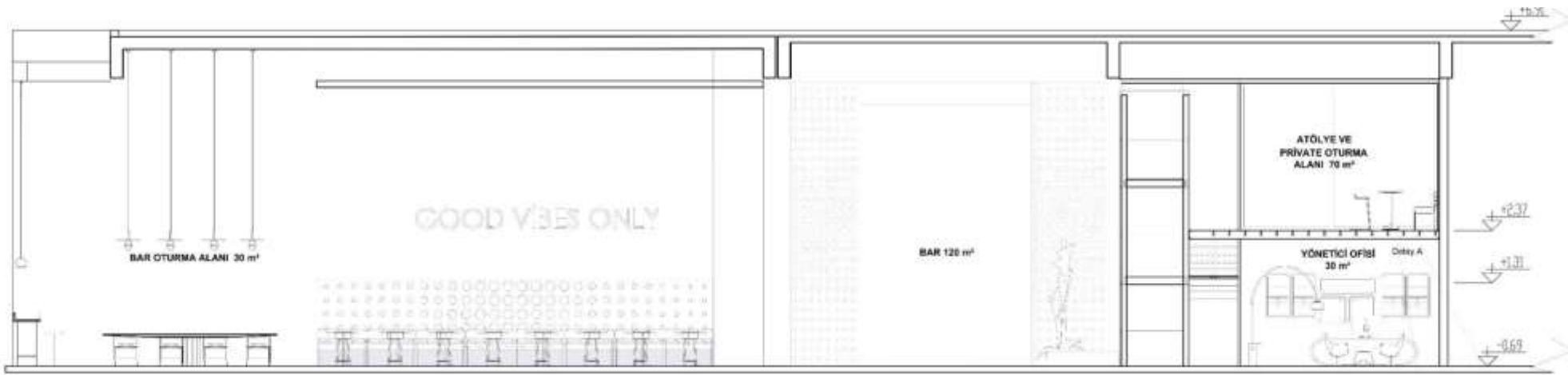




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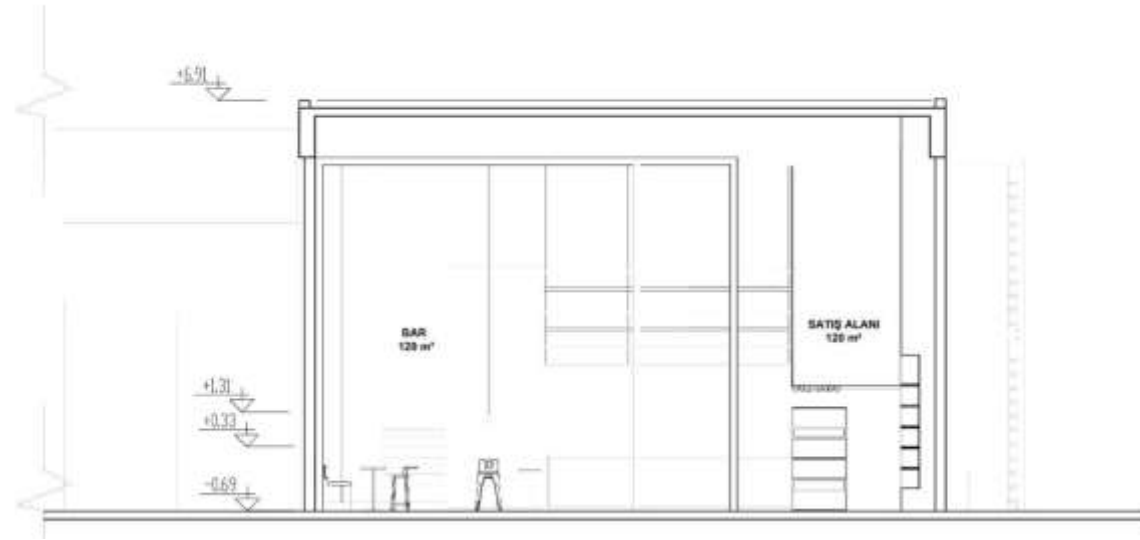
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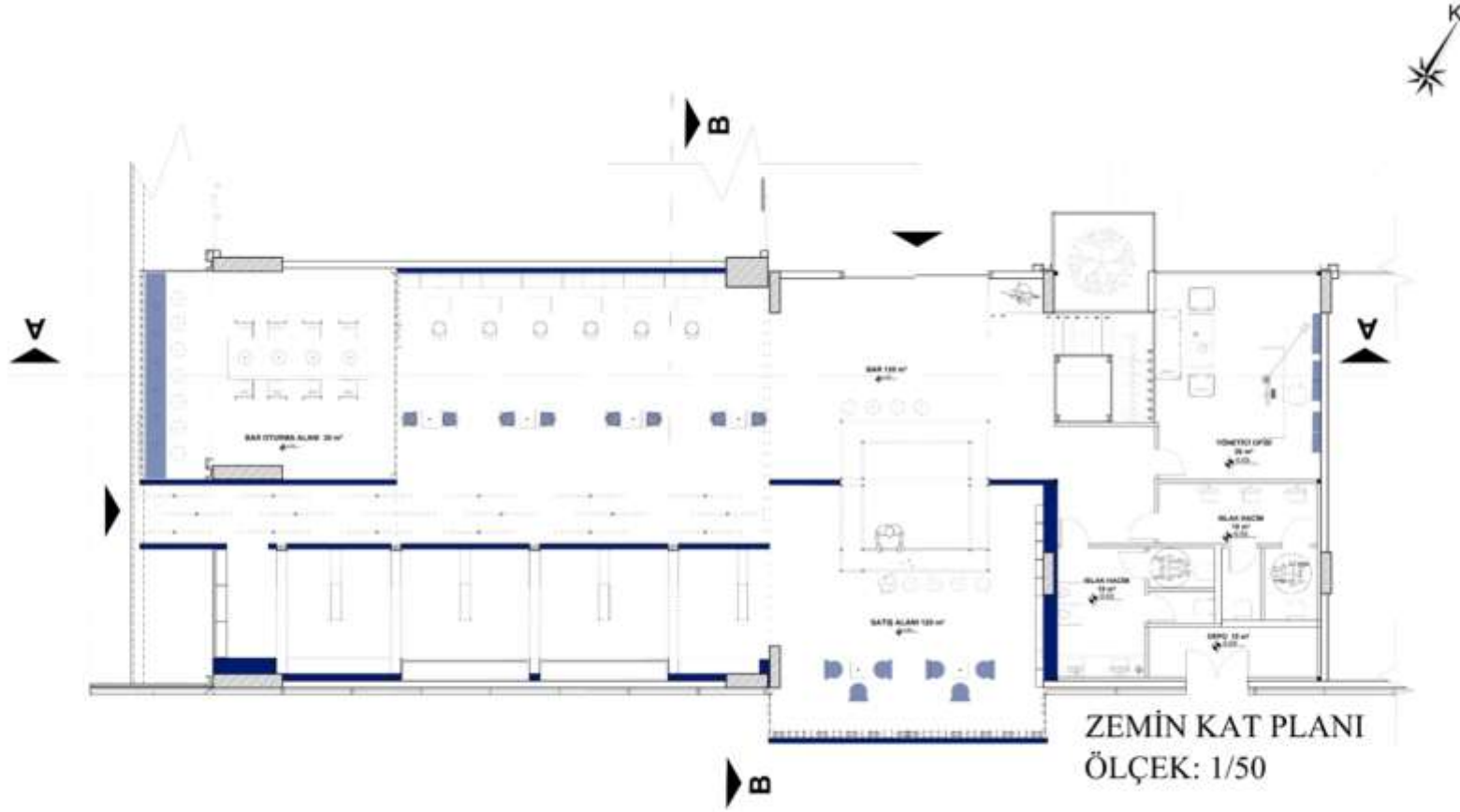
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ANIMATION

# INAR492

## Interior Architecture Studio VI

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### **COURSE TUTORS**

Assist. Prof. Dr. Seyit ERMİYAGİL

### **RESEARCH ASSIST**

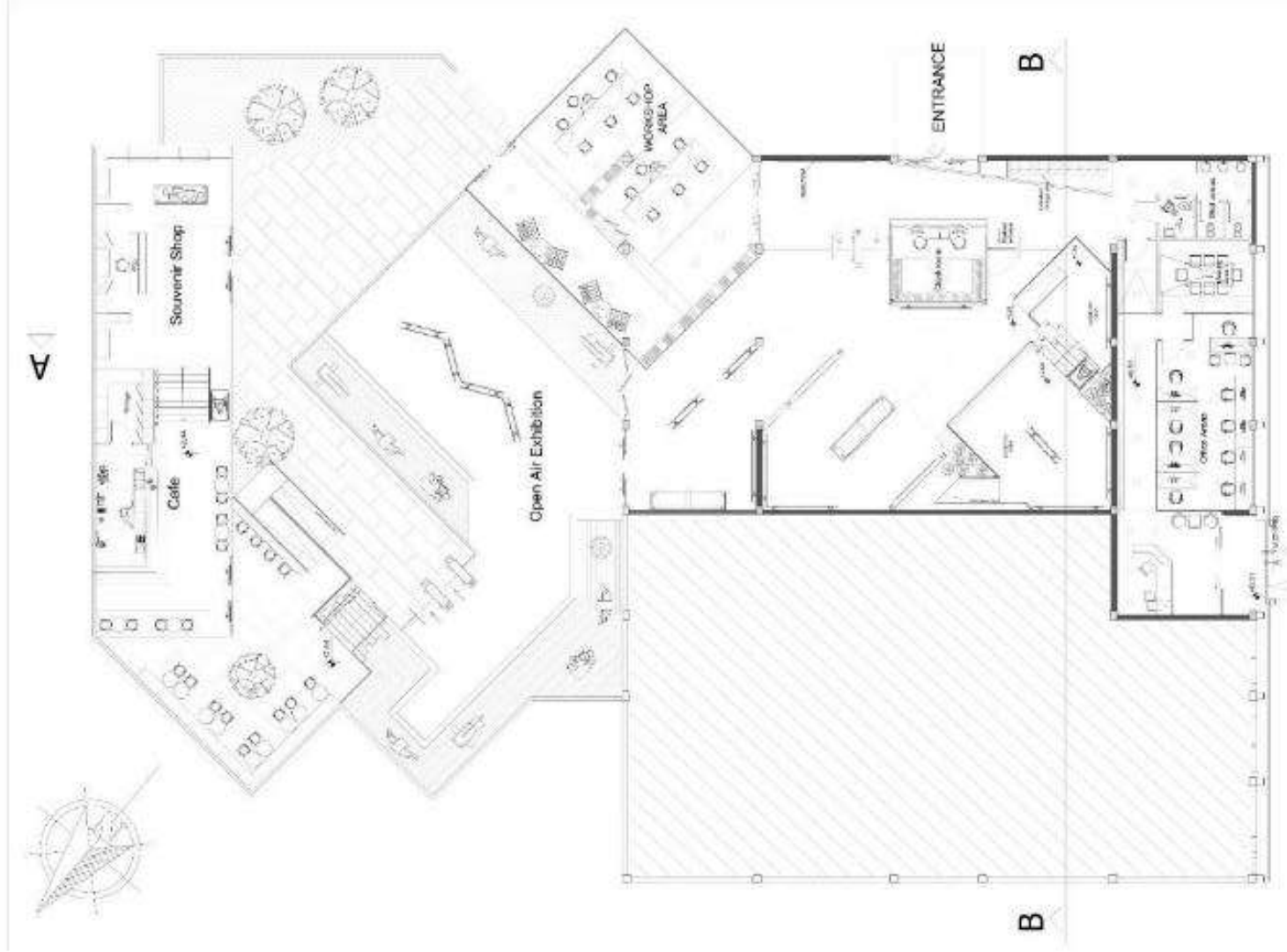
Şevin EMEKTAR



# BRIEF OF THE PROJECT

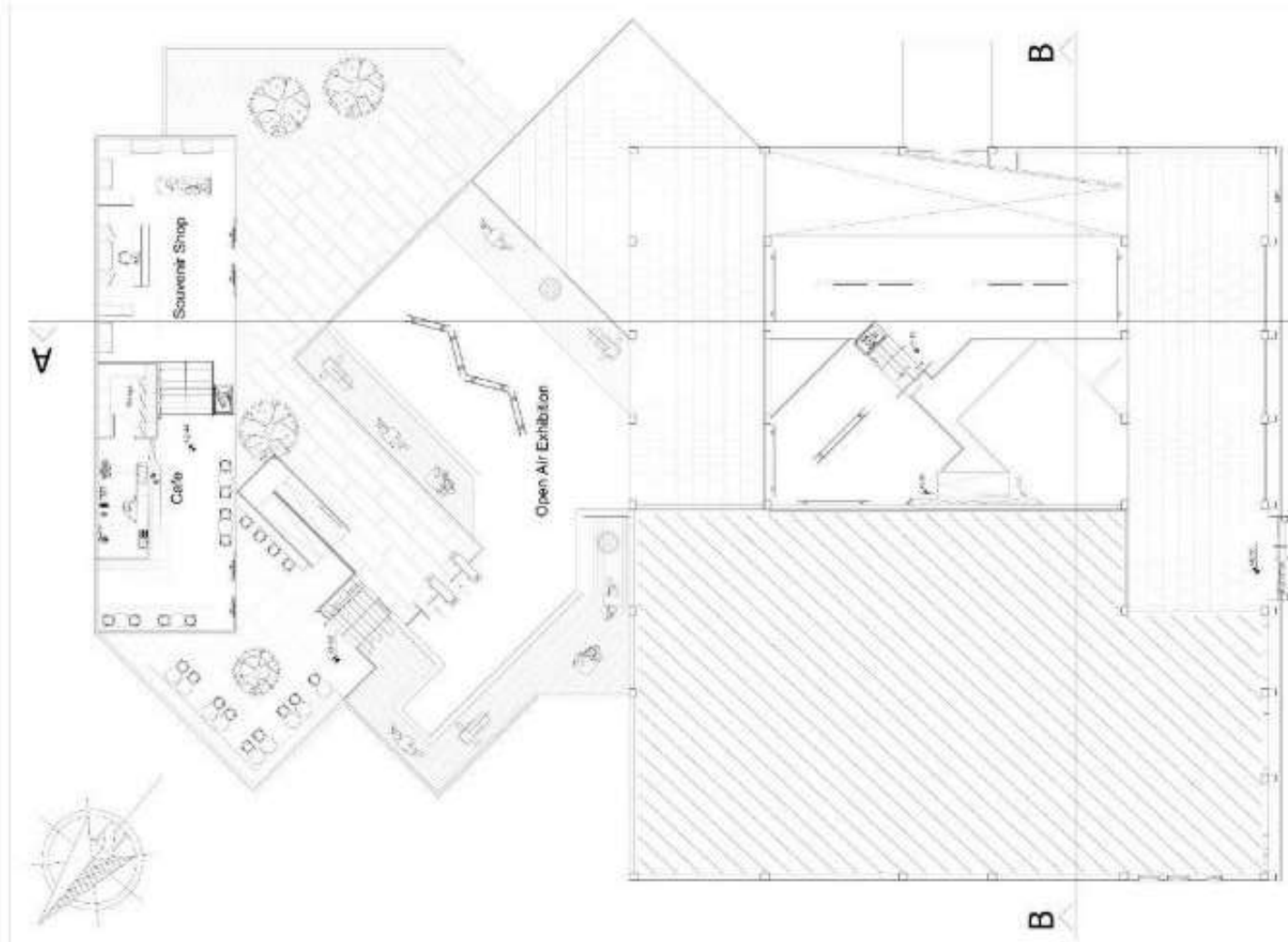
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Within the scope of the INAR 492 - Interior Architecture Studio VI, you are expected to design a **CONTEMPORARY ART / HISTORY / SCIENCE + OPEN AIR MUSEUM** for Eastern Mediterranean University. A museum is a building that houses collections of art, history, or other objects. Museums are often designed to be attract and inviting spaces for visitors. They can also serve as educational facilities where people can learn about the world around them.

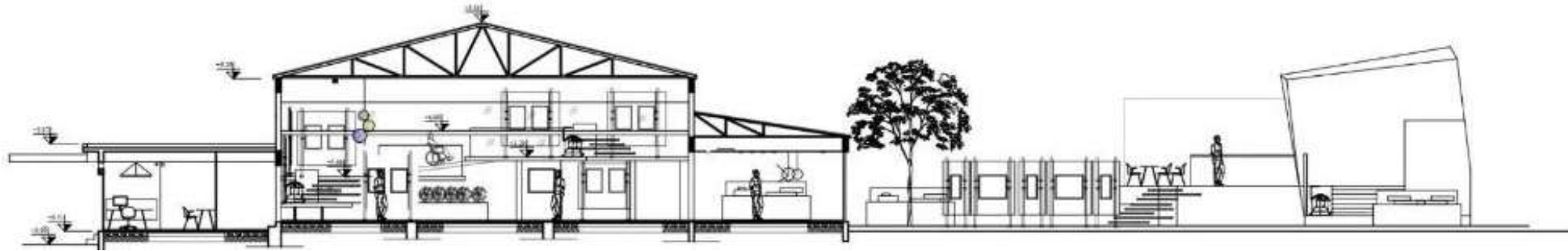


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**GROUND FLOOR PLAN**

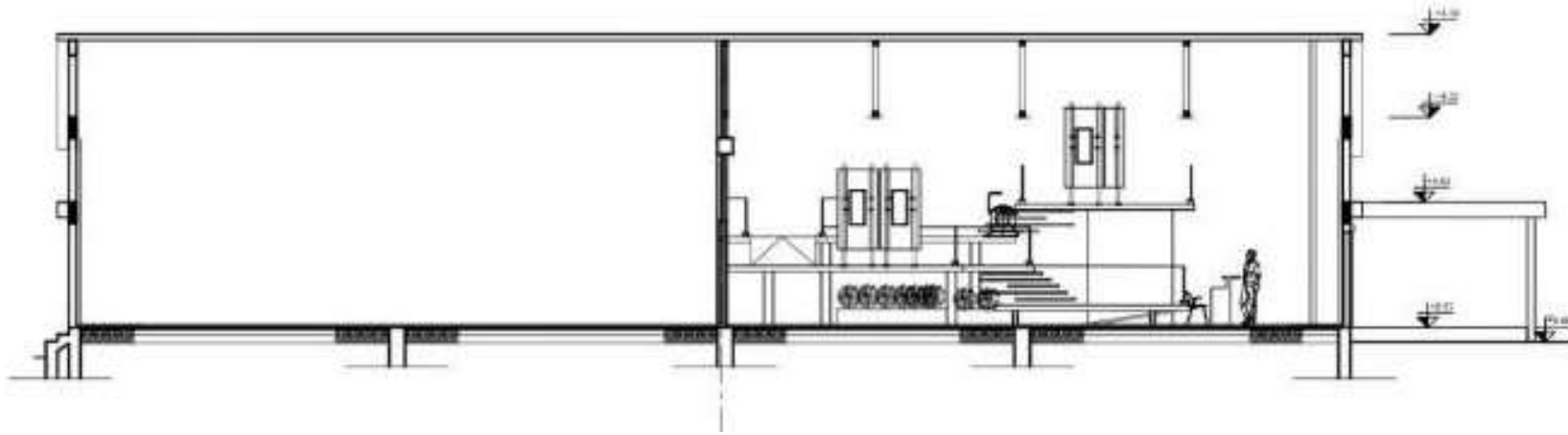


**MEZZANINE FLOOR PLAN**



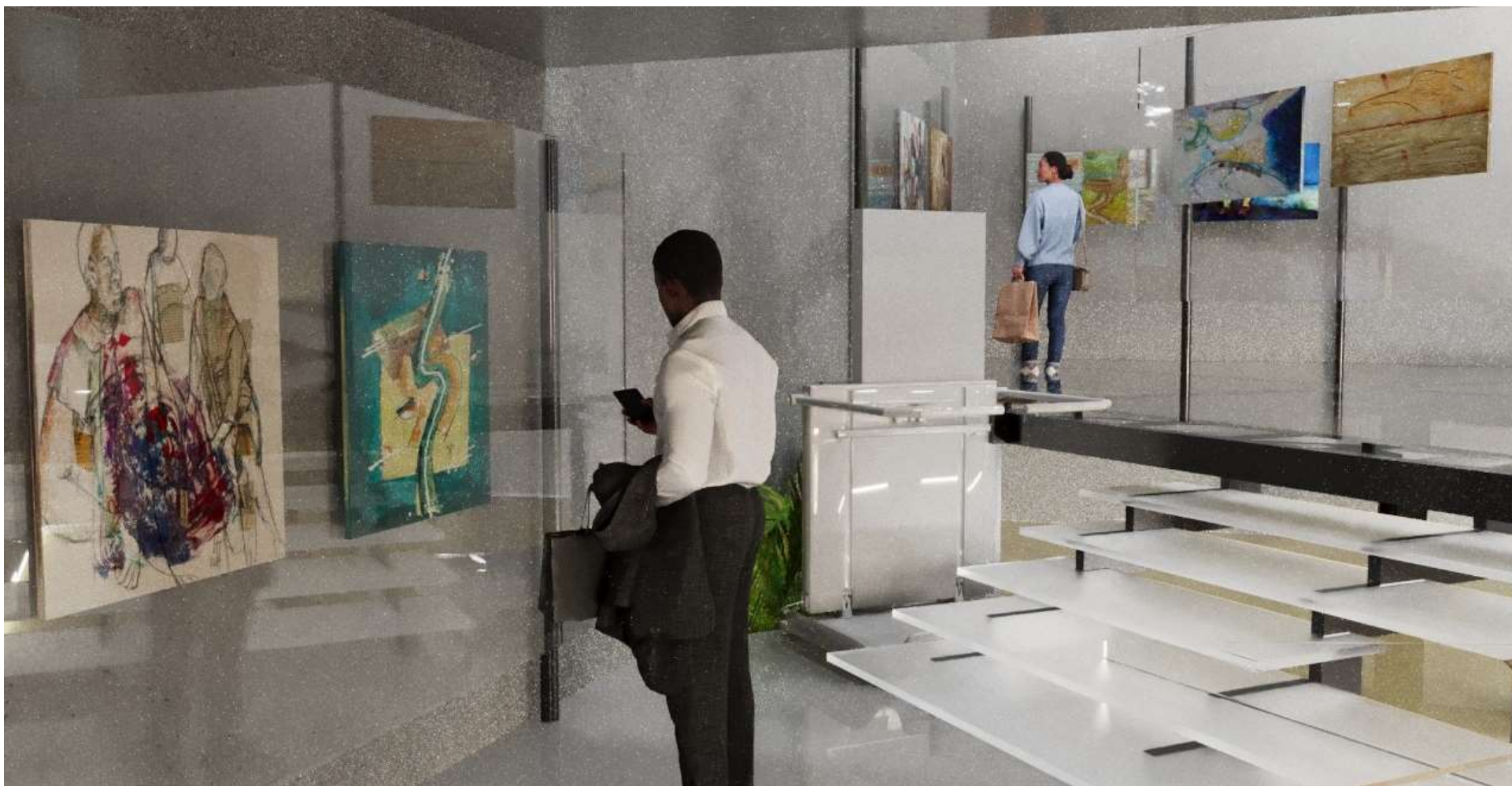
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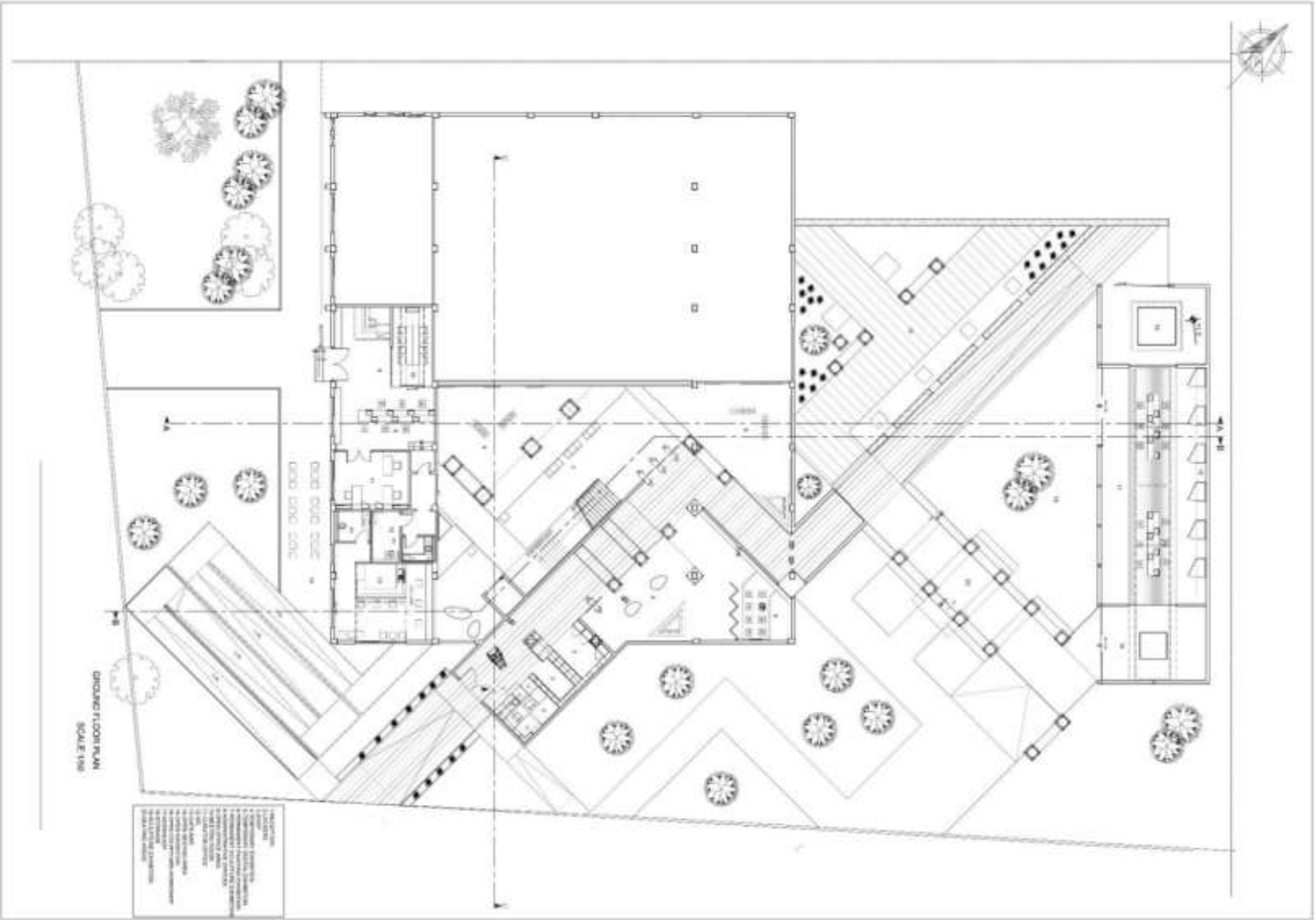
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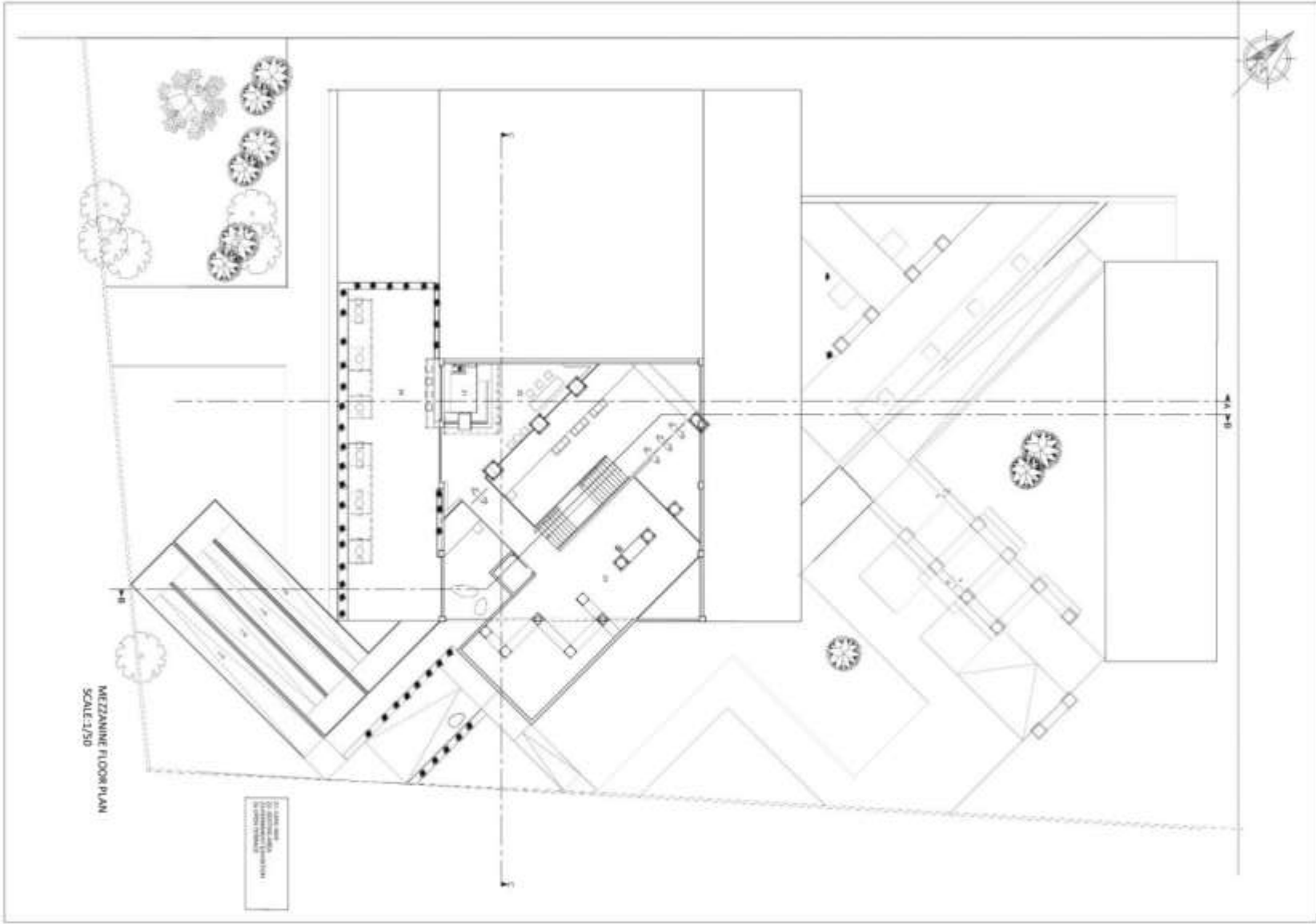
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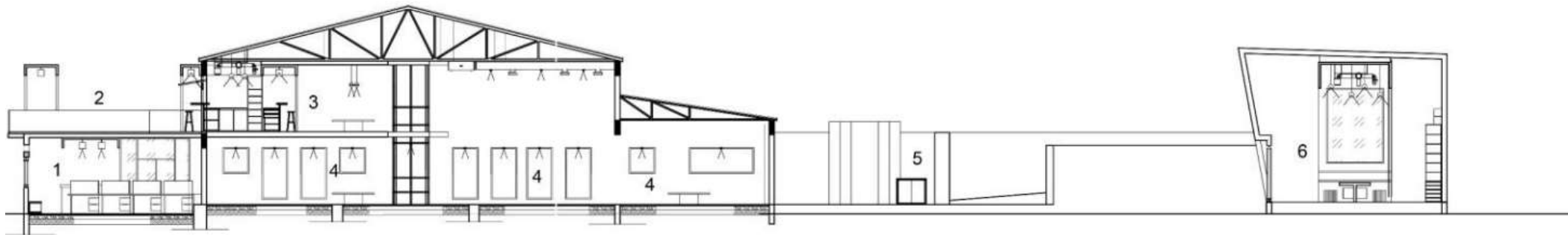
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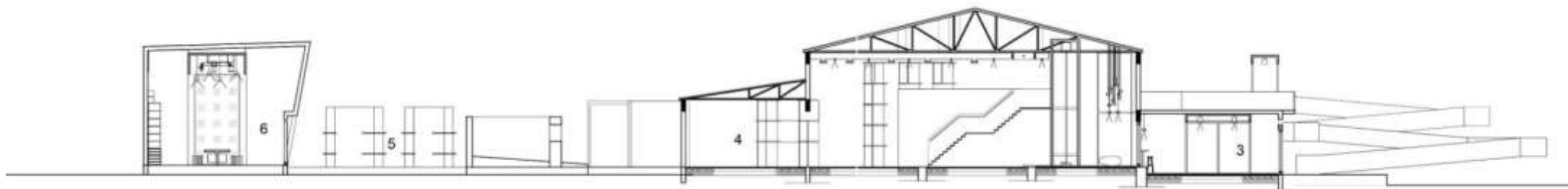
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# ITAS 402

## İç Mimarlık Atölyesi - VI

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### **COURSE TUTORS**

Prof. Dr. Özlem Olgaç Türker

### **RESEARCH ASSIST**

Gülde Kasım





# BRIEF OF THE PROJECT

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ITAS 402 – İç Mimarlık Atölyesi VI kapsamında Doğu Akdeniz Üniversitesi **sanat koleksiyonuna yönelik bir çağdaş sanat müzesi iç mekan tasarımı ve açık mekan tasarımı yapmanız beklenmektedir.** Müze, sanat, tarih veya diğer objelerin koleksiyonlarını barındıran bir binadır. Müzeler genellikle ziyaretçiler için çekici ve davetkar mekanlar olacak şekilde tasarlanmaktadır. Ayrıca insanların çevrelerindeki dünya hakkında bilgi edinebilecekleri eğitim tesisleri olarak da hizmet verebilirler.

Bir müzeye yönelik mekan planlaması için standart bir formül olmasa da, koleksiyon türündeki çeşitlilik nedeniyle fonksiyonel gereksinimlerin çoğu özgün senaryonuzdan kaynaklanacaktır. Müzenin misyonunu anlamak ve koleksiyon için ilginç / karmaşık bir düzen oluşturmak önemlidir. Bunun anahtarı, mekanlardaki dolaşım kararları ve ziyaretçilerin sergilerle nasıl etkileşime girdiğidir.



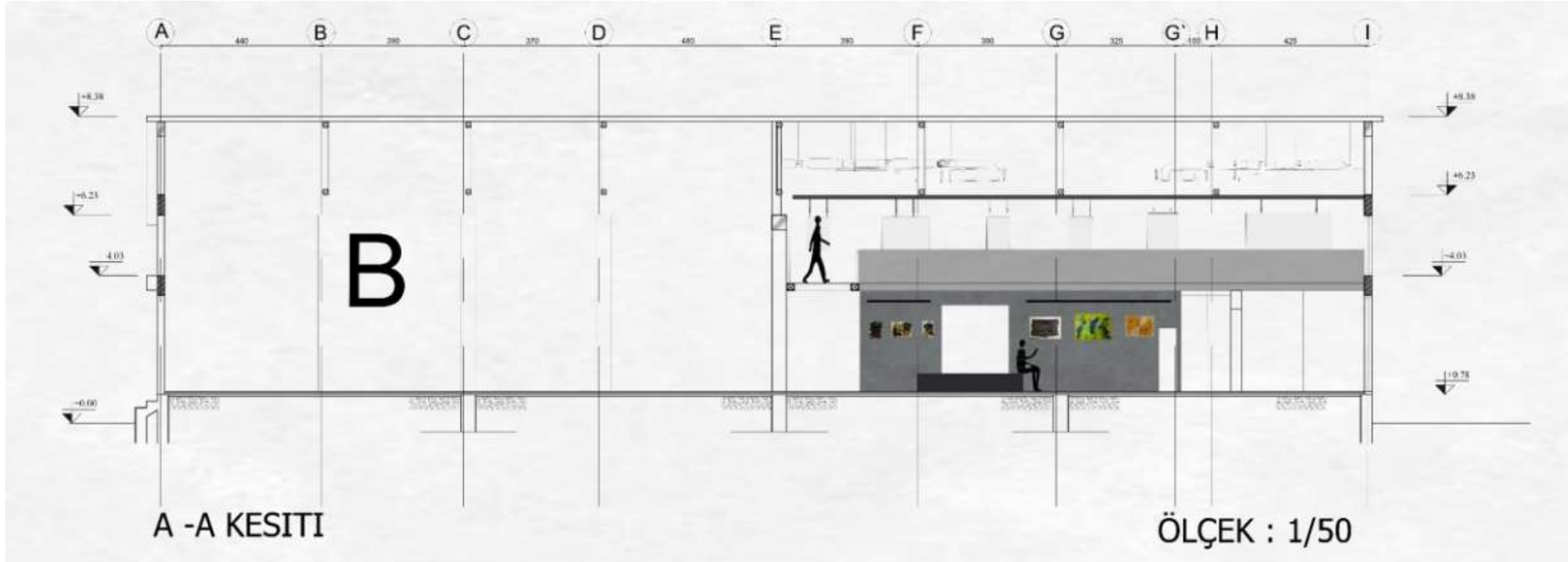
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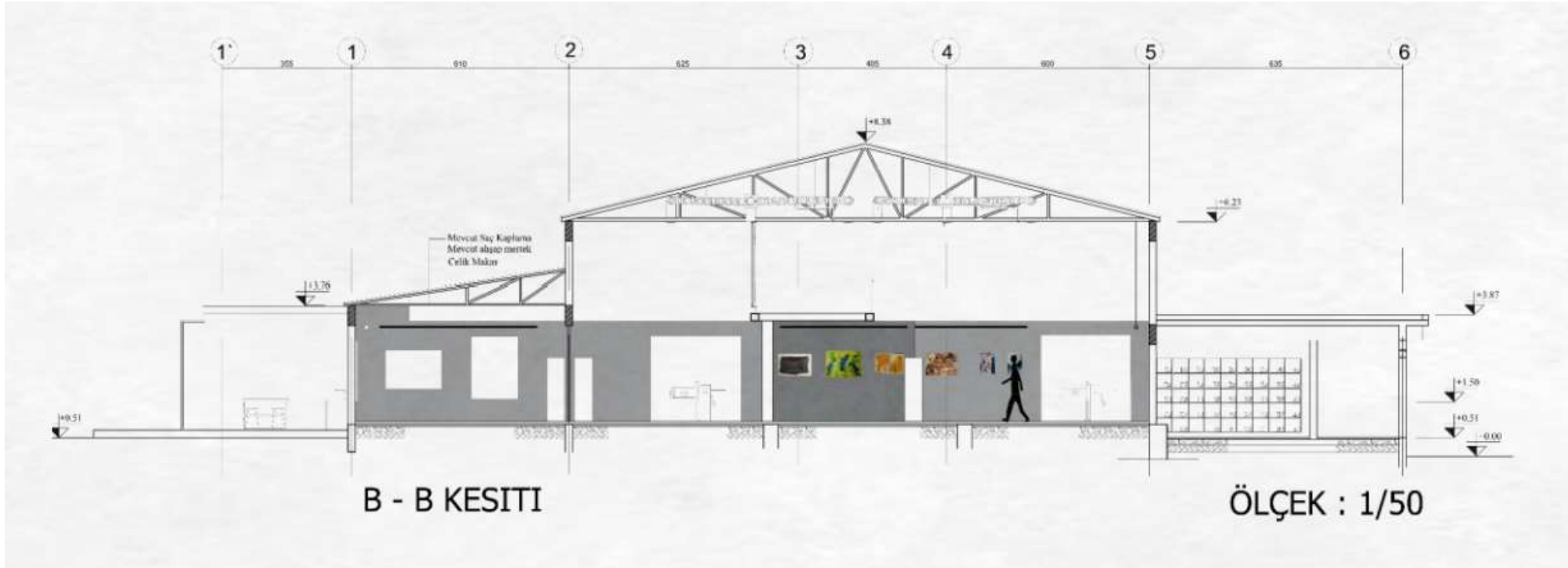
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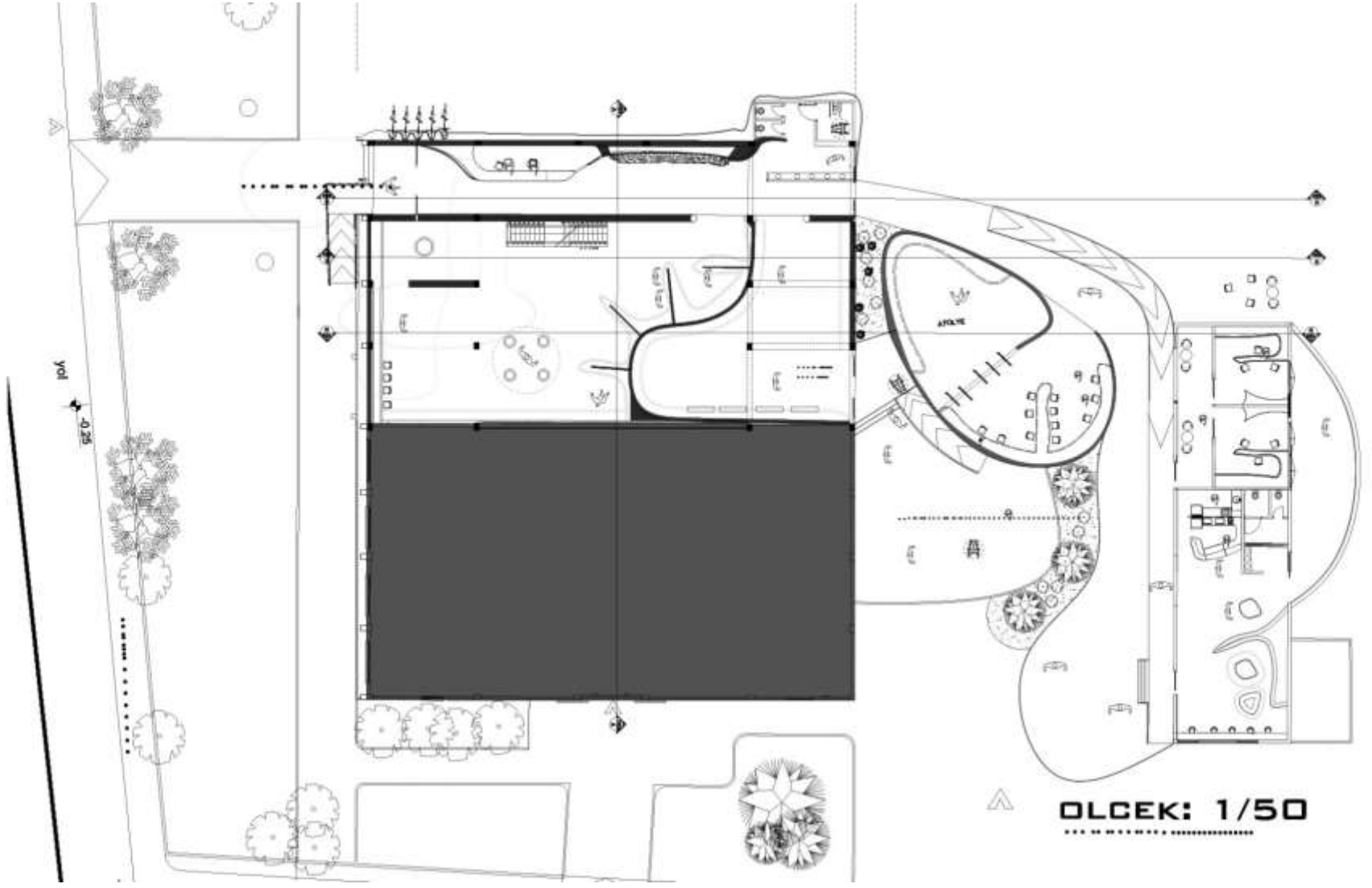


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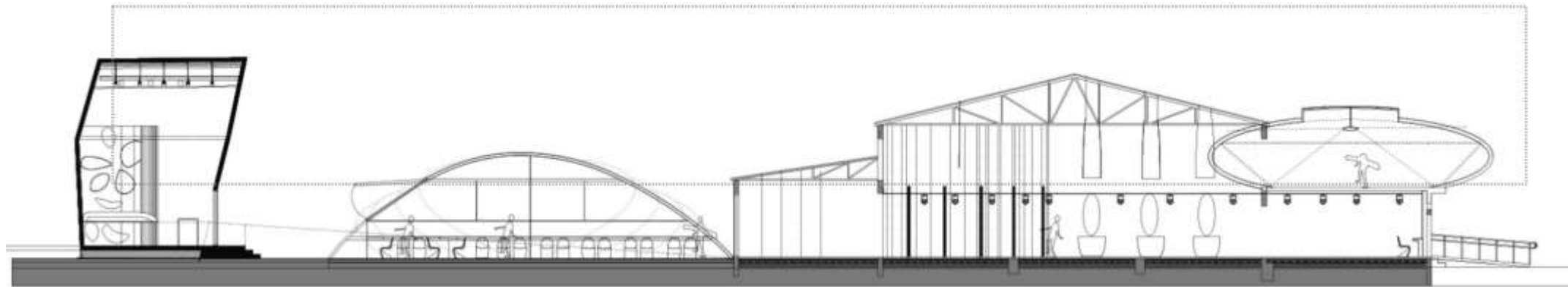
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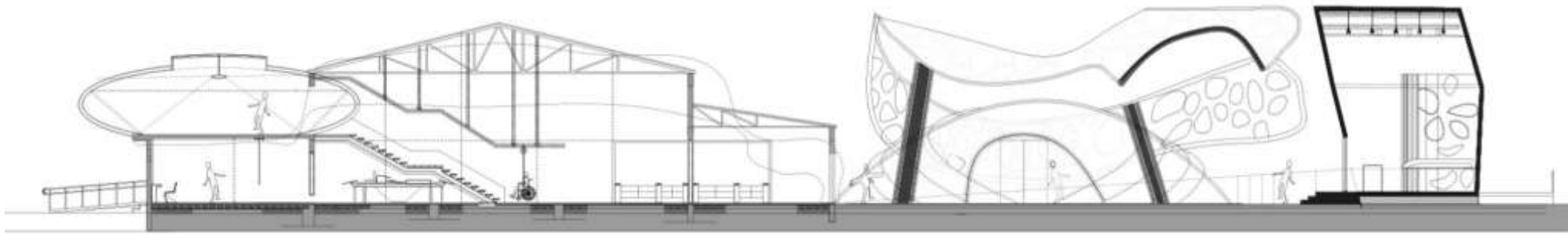


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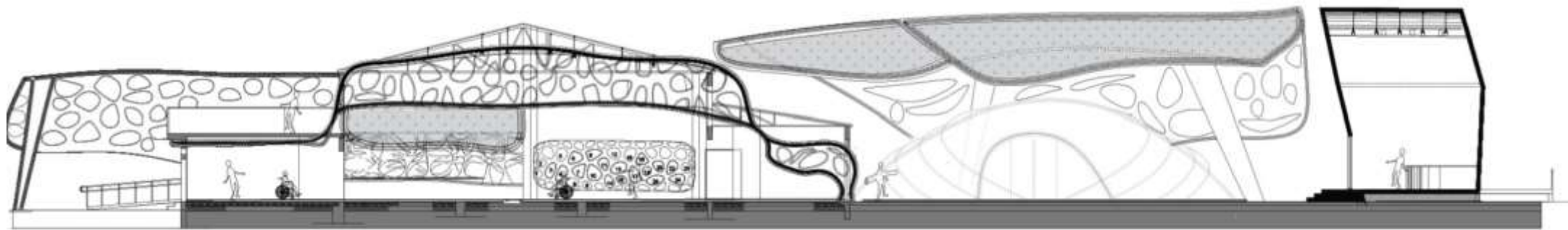
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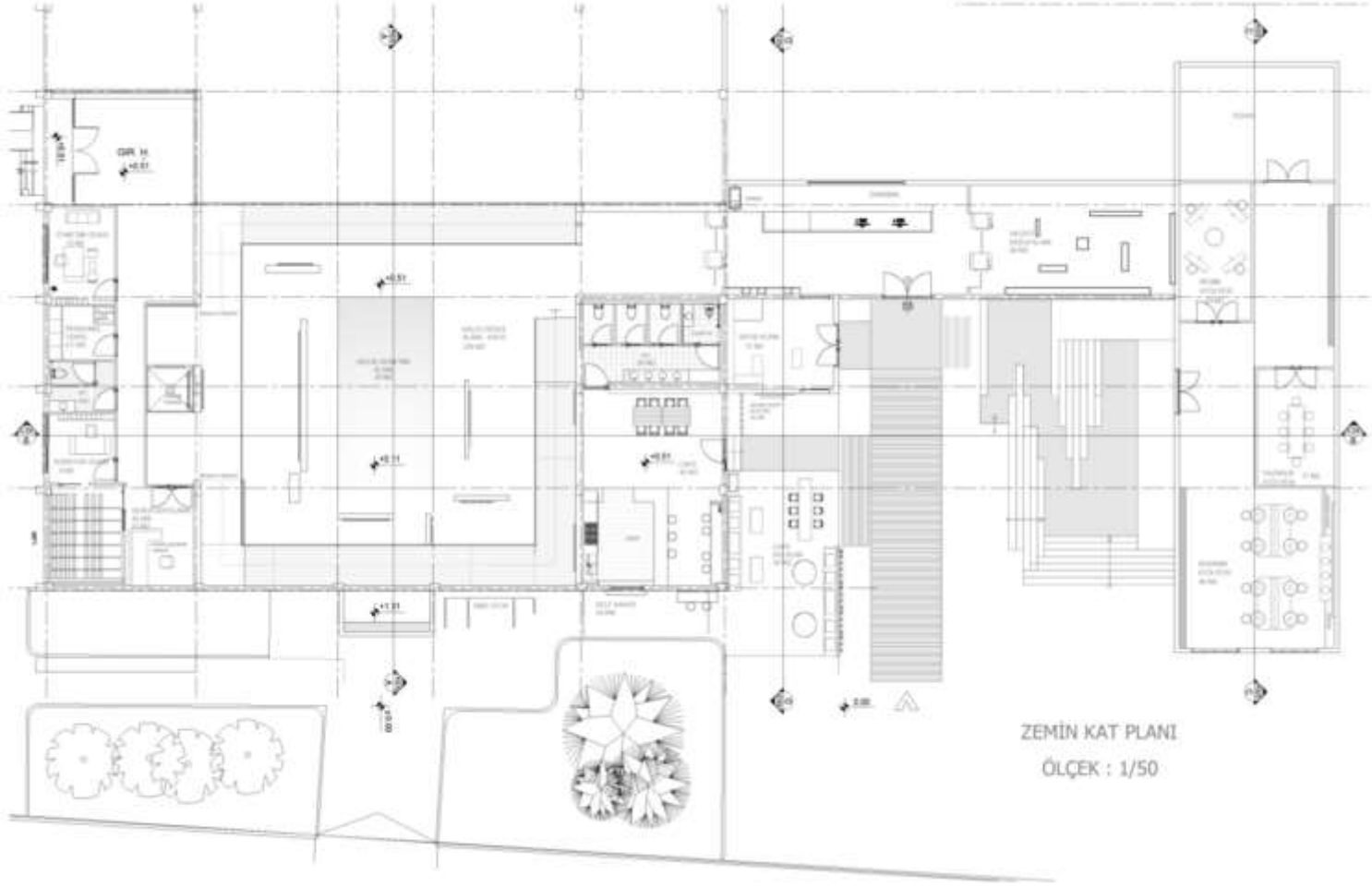
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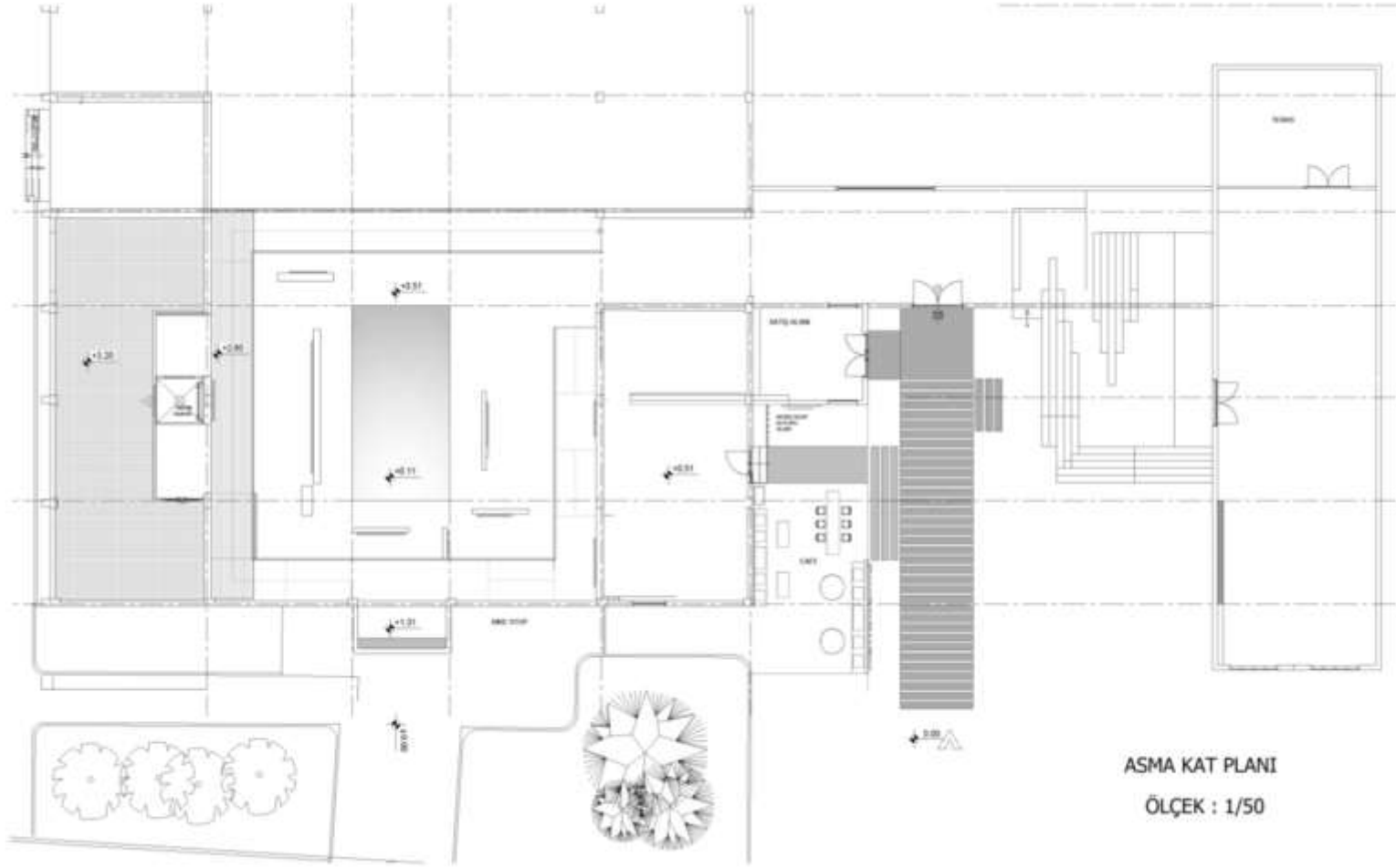
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GROUND FLOOR PLAN





ASMA KAT PLANI

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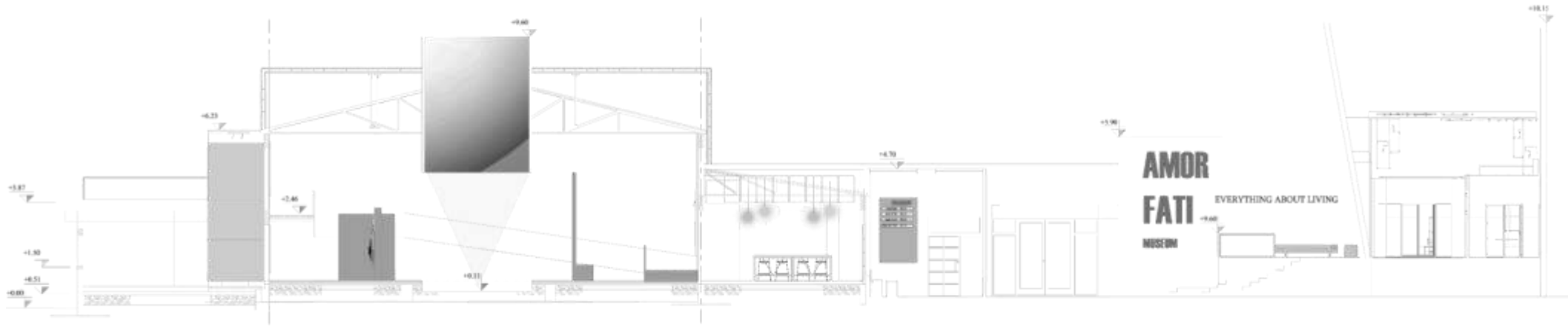
MEZZANINE FLOOR PLAN



A -A KESITI ÖLÇEK : 1/50

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