



WELCOME IN THE
4TH SPACE

TYGMR
TYGMR



Do you feel this empty space?



IT'S ANNOYING



BUT STILL

YOU ARE GOING DOWN AND DOWN AND DOWN



BUT STILL

YOU ARE WAITING FOR SOMETHING



HERE IS A LOBBY



AS AN INTRODUCTION

WE KNOW WHAT YOU DID

ESPECIALLY
WHEN YOU THOUGHT

YOU WERE ALONE
ONLINE



DON'T
LIE
TO
US

DO NOT



THE FOURTH PLACE

THE FUTURE OF PUBLIC SPACE

Just don't.

You did Zoom happy hour, awkward work meetings on Skype, family chats on WhatsApp, virtual sex on Facetime, and you were good at answering your boss, colleagues, friends and relatives while you were sitting on the toilet or in a video game party.

But, you have no story about it. Good or bad. Jimmy didn't ironically put anything in his butt while he was drunk (again). Jennifer didn't throw up over the balcony, destroying Mrs. Smith's roses on the terrace below. And Max and Lawrence didn't sneak into the bathroom to cheat only to be caught in the act later that night. Don't lie to us on this—online events don't have a good story, gossip or any build-up for the next party... For now.

BACKGROUND

Because a good party, a good family event, or, to be simple, a good memory, is like a good episode of your favourite show: it needs a context, set-up and many pay-offs. Conversations are a kind of constant social writing and build-up of a souvenir to be shared with others. Like a good Instagram story where virtual identities become characters—you follow characters you like or discover others that could be cool to meet for fun...or alchemy...or sex.

And when you meet again at the next party, nobody heads directly for the dance floor (except Karen, but she's an idiot), instead, you gather around the bar for a first drink and to people watch. That funny anecdote from the last party is the perfect conversation starter to reconnect. A kind of social set-up to share with friends. And the rest of the evening rebounds on this moment. In space, this setup is a foyer, an entrance or a lobby-- a place to gather and frame the rest of the experience.

And, just like in the real world, with online meetings or events, the party doesn't start immediately. It's still a step-by-step process. We need a framework to prepare us to enter the experience. Like a video game intro, opening film credits, an opera prologue or the entrance of a theme park.



THE FOURTH PLACE

THE FUTURE OF PUBLIC SPACE

BACKGROUND

If quarantine from COVID has taught us anything, it's that we are social creatures. Within the first weeks of lock-down there was a surge of Zoom and quaratini video conference chats. People, isolated in their homes took to the internet to connect: school, dance parties, yoga classes, and playing group games like Pictionary and Bingo. Even Tinder dates started taking place over webcams. Despite socially isolating ourselves in our physical environments, recreating public activities online seemed like second nature even if the tools to do it (flat screens) wasn't ideal. We have an innate human need to connect, not only with family or friends, but also with the larger community.

At the same time, large conferences, theatrical productions and events that used to pull thousands of people from around the world together in one physical location, are rearranging themselves in digital formats (when they can). And even

as these events return, their models may not be the same. With physical public spaces, or third places, as coined by Ray Oldenberg, no longer accessible, a new kind of space—a fourth place—is beginning to emerge.

It's up to us as future-oriented architects and planners of urban spaces to rethink public space online.

But lobbies are overlooked in the virtual world, often boring landing pages with a bit of UI and limited interactions devoid of social connection, the internet itself has no proper entrance. A lobby, a queue or an entrance is a promise. Promise of a future world, event, connection, or even an emotion, and a promise of the remembrance of something we lived and that we could love to experience again. But, we can only change our Zoom background photo so many times before we get bored, we need a new public space where we

can connect, exchange and play with our friends. These virtual spaces need to be redefined as a kind of game that is both fun, sexy and engaging. We can't take video parties and Mii conferences anymore.



WE ARE WAITING



AGAIN





AND AGAIN

ON REAL ON SCREEN



PRESS ANY BUTTON



**IN PUBS
IN SHOPS
IN HOTELS**

**AND ON DVDs
ON GAMES
ON VIDEO CHATS
ON ONLINE COURSES**

These virtual spaces need to be redefined as a kind of game that is both fun, sexy and engaging.



COURSE DESCRIPTION

In this course, students will design their vision for the future lobby—a virtual space that is both a menu, game and place to hang out and talk. We will do this by looking at the various forms of lobbies, entrances and menus in physical and virtual representations.

Students will break up into small groups to analyse and map the spatial layout, interactions and sub-spaces of lobbies, menus and entrances in a range of mediums from the virtual—video games, VR applications, website landing pages, title sequences and movie menus, social media landing pages—to the physical—Main Street USA, train stations, airports, Disneyland, student centres, hotel/spa lobbies, immerse theatre entrances, among others. Through analysis and mapping these spaces, we will create a new lexicon and design framework for creating virtual public meeting areas.

At the end of course, students will create their own virtual lobby with embedded social interactions and gameplay. Since the ideal virtual public space needs is spatial and immersive, and we, as future architects, are equipped to rethink physical space in virtual formats, the final outcome will be a lobby for virtual reality. Students will create lobbies for three or four different contexts: i.e. cinema, art galleries, education, online dating.



COURSE DESCRIPTION

PRIOR KNOWLEDGE

Students will need to be able to build a virtual space in a 3D software of their choice as well as create 2D visuals. No previous experience in app building, or coding is required, but it is highly recommended.

READING

Prior to the course, students must read the book **The Third Place** by Ray Oldenburg as well as the compiled pdf of articles we will share to with the students.

MATERIALS

Students should have their own laptops/ computers with a 3D software on it. Both 3D and 2D elements will be used in the final application for web.



AND THIS
WORLD NEEDS
IDEAS

COURSE DESCRIPTION

OUTCOMES

THE FOURTH PLACE PAPER RESEARCH

The course will be in the form of a collective think-tank. Students working alone or in pairs of 2 will research and evaluate each of the elements and programs that make up a public space lobby/meeting area and map them to their digital counterpoints. Examples include: human bodies vs. avatars, social gestures vs. UX controls, social activities in real life vs. online, circulation in real space vs. user journey in virtual environments (i.e. video games), among other comparisons.

Students will map, collage and diagram one or two of these elements and extract their meaning into concise definitions. Leading us to a dictionary and web of ideas that show their evolution, overlapping and speculations on the future of public space. This includes the influence of technological

advances, post-COVID design measures, internet culture, economic contexts, and new digital opportunities. Together, the collective research will result in a design toolkit for defining the new “fourth place.”

Along with texts, the following materials will be produced by the students:

- Maps and diagrams/drawings of case studies (jpg, png, tif)
- Diagram/drawings/level design/vision for the new lobby defined to it’s virtual context (jpg, png, tif)
- excavate the micro-narratives of lobbies and public spaces into visualizations. (jpg, png, tif and texts)

THE FOURTH PLACE WEBSITE

In conjunction, we will also create a website to work as a kind of experimental prototype of the new fourth place. The website will be a simulation of a game space; a result of

our collective vision of the fourth place.

We will design the website as a video game, but due to programming constraints, students are asked to create a level design or to their online virtual space, and import these assets (in a 3D model or 2D animation) into the website. This online space will be designed in isometric views as a kind of spatial interface where avatars and internet culture merge. Texts extracted from the book will be presented in overlays, woven together with the visuals as a way to show and explain the logic and design approach to the platform.

For this part of the course, the following materials will be produced by the students

- 2D drawings, illustrations, (jpg png and tif) 3D models (fbx or obj) and GIFs to explain their level design.
- animations of the interactions (.mp4 or .mov)



COURSE DESCRIPTION

We are based in France and Switzerland, with a time difference of 8 hours which complicates things a bit.

Classes will be taught everyday for 2 hours, from 15:00 - 17:00 Melbourne time. All students are required to be present during these sessions.

We will meet on various platforms from World of Warcraft, to Animal Crossing, Zoom, Online Town, among others.

Students will work together in groups and arrange the rest of the day to read and work on the assignments and materials. During this time, students can write or message us to ask for advice or feedback.

Deadlines will be set to submit materials for the instructors to rebound on via email, messaging or during the online classes.

WEEK 1//Paper Research

Monday

morning: AAVS meeting
15:00 -17:00: virtual class kick-off
afternoon: group work

Tuesday

morning: group work
15:00 -17:00: virtual class
afternoon: group work

Wednesday

morning: group work
15:00 -17:00: virtual class
afternoon: group work

Thursday

morning: group work
15:00 -17:00: virtual class
afternoon: group work

Friday

morning: group work
15:00 -17:00: virtual class
afternoon: group work

WEEK 2//Website Creation

Monday

morning: group work
15:00 -17:00: virtual class
afternoon: group work

Tuesday

morning: group work
15:00 -17:00: virtual class
afternoon: group work

Wednesday

morning: group work
15:00 -17:00: virtual class
afternoon: group work

Thursday

morning: group work
15:00 -17:00: virtual class//rehearsal
afternoon: group work

Friday

morning: group work
15:00 -17:00: virtual class /wrap-up
afternoon: exhibition & celebration



CONTACT

ALLISON CRANK
MYLADY@TYGERTYGER.IO

RAPHAEL PENASA
LORD@TYGERTYGER.IO



JOIN US TO CREATE
THE 4TH SPACE

TYGMR
TYGMR