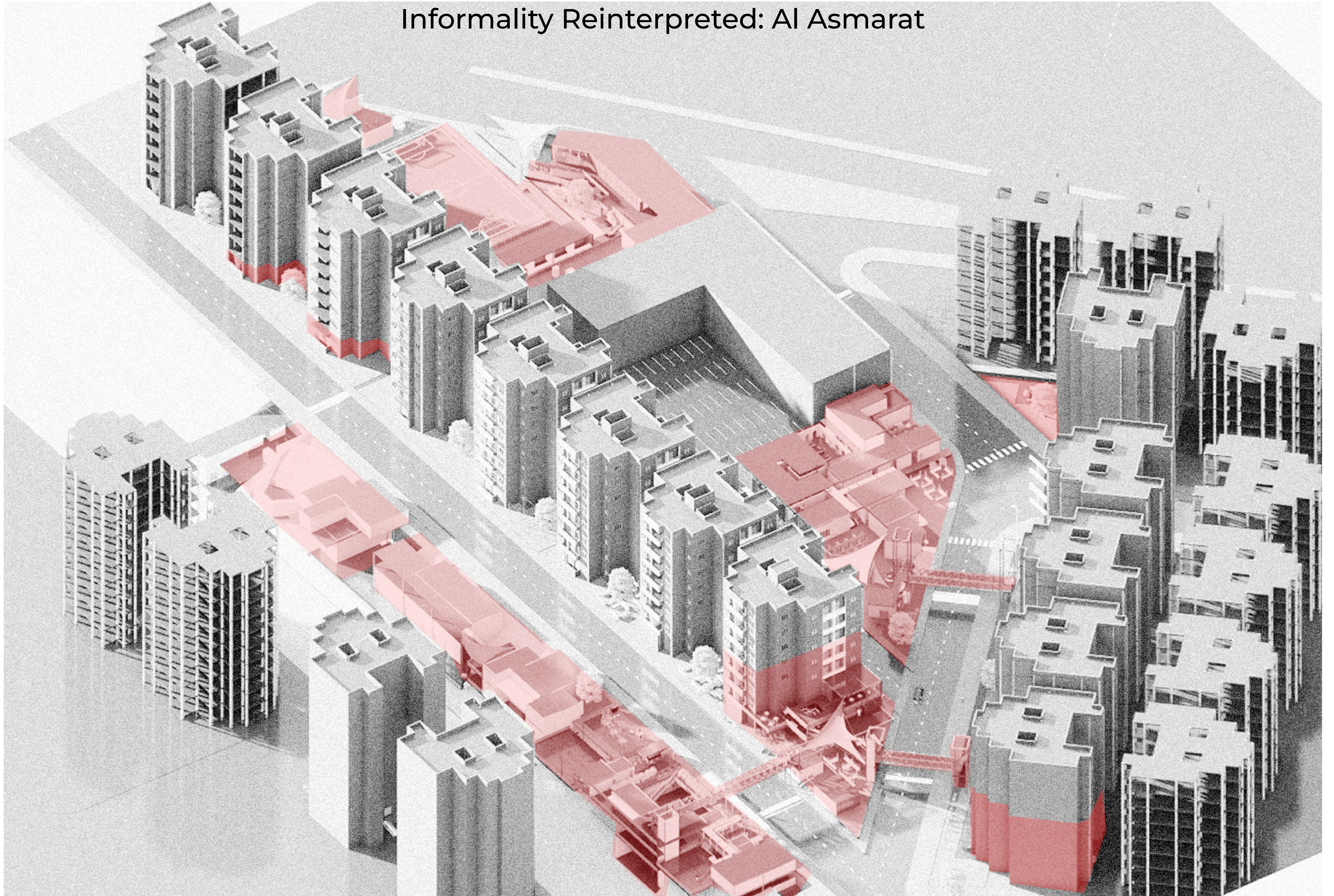


Informality Reinterpreted: Al Asmarat



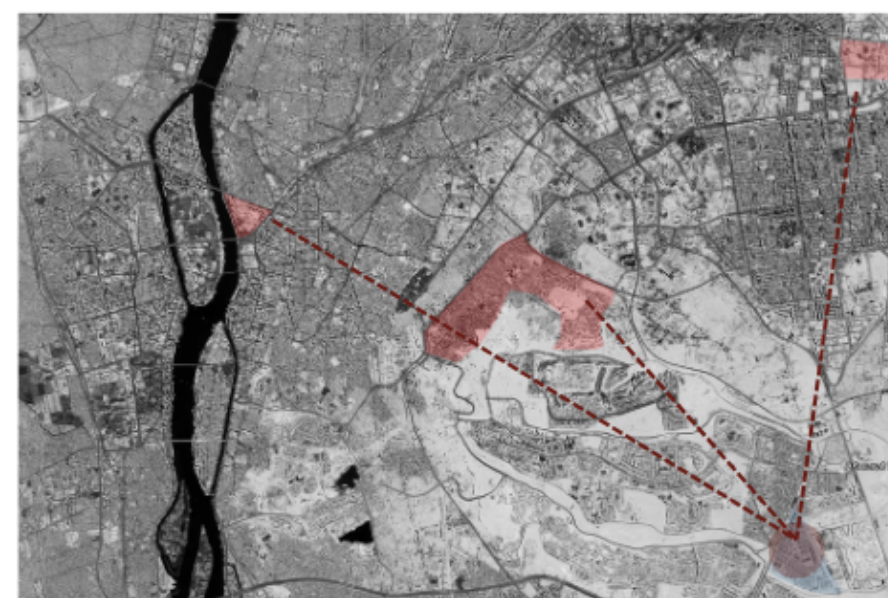


families have been displaced

The Problem

In just one year, whole neighborhoods Maspero Triangle, Manshiyet Nasser, Duweiga, Ezbet Khairallah, Establ Antar were erased. The rate of displacement multiplied almost fivefold compared to the previous 14 years. Families were uprooted to make way for highways, bridges, and speculative development. The price of “progress” was not just land, but lives. people relocated into unfamiliar social housing blocks, stripped from the networks, markets, and spaces that once sustained them.

Relocation to an unfamiliar social Housing project



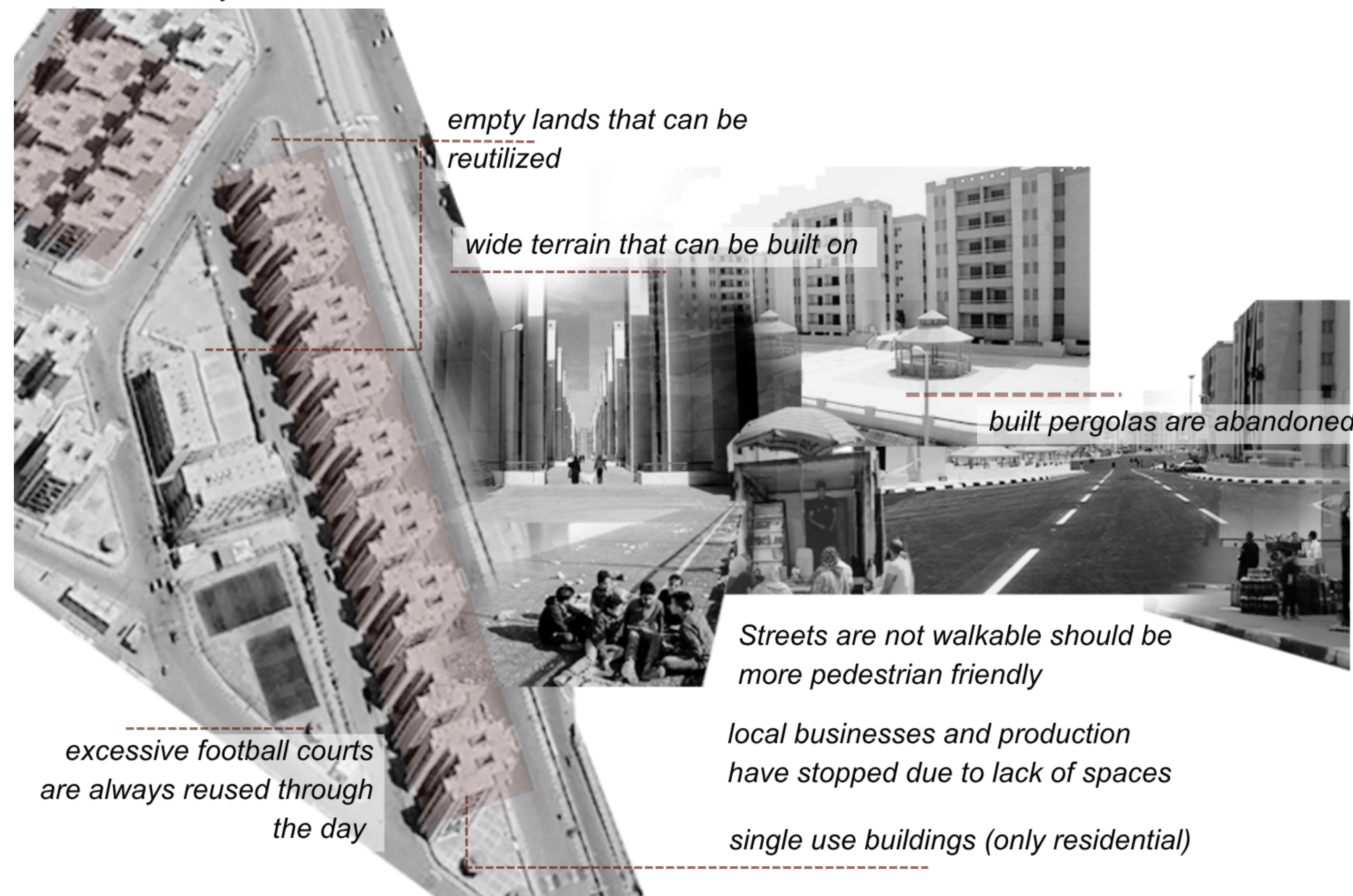
“Where people lived.”



“Where they were moved.”

Social Housing- Al Asmarat (intervention area)

What they received after relocation



empty lands that can be reutilized

wide terrain that can be built on

built pergolas are abandoned

Streets are not walkable should be more pedestrian friendly

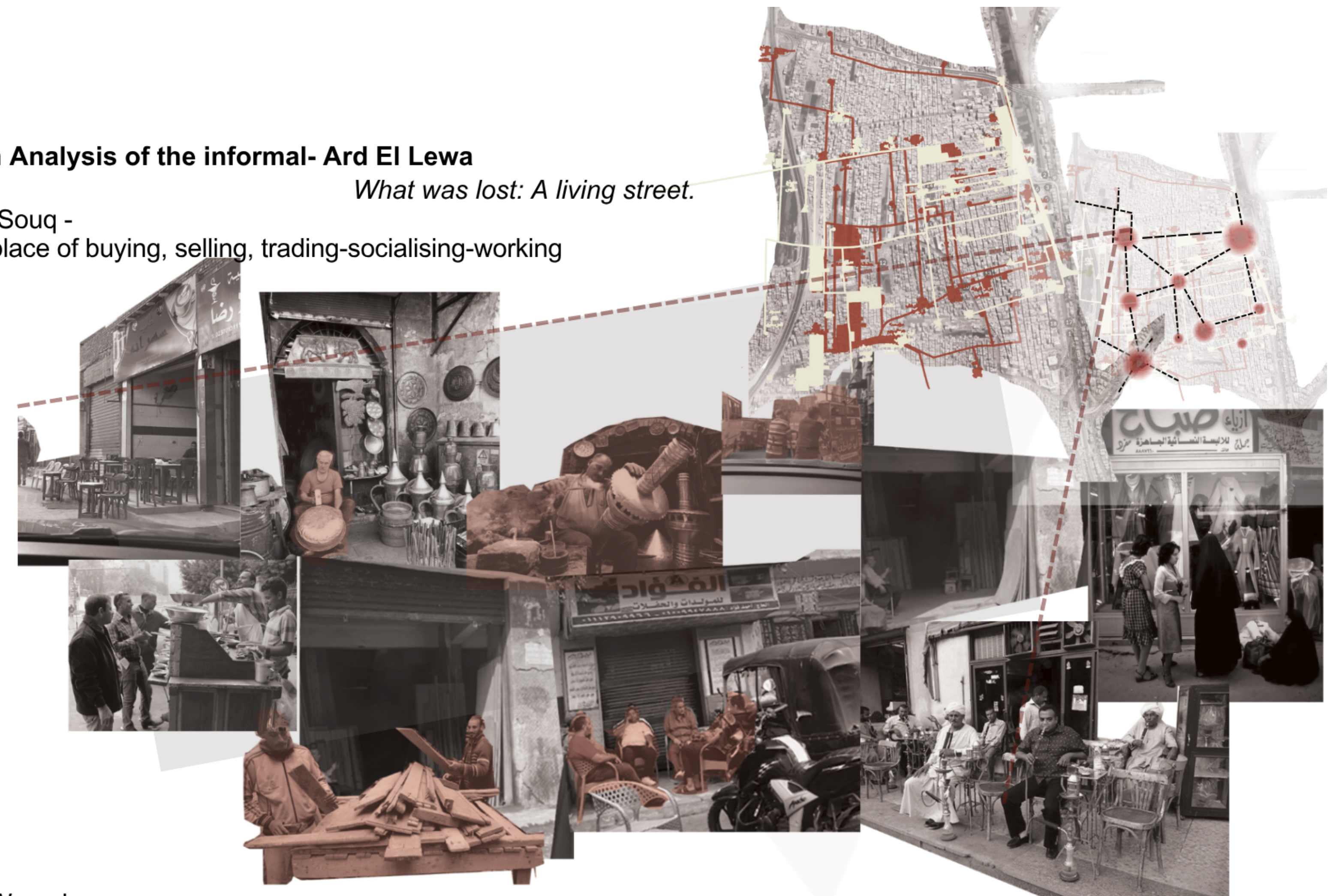
local businesses and production have stopped due to lack of spaces

single use buildings (only residential)

An Analysis of the informal- Ard El Lewa

What was lost: A living street.

El Souq - a place of buying, selling, trading-socialising-working



El Werash -

a place of creation, exhibition, work, errands, social space, production



people created an invisible network of different nodes of engagement that have different distributions of functions



- 1.Souq & Marketplace
- 2.Learning Center
- 3.Production area
- 4.Entertainment zone

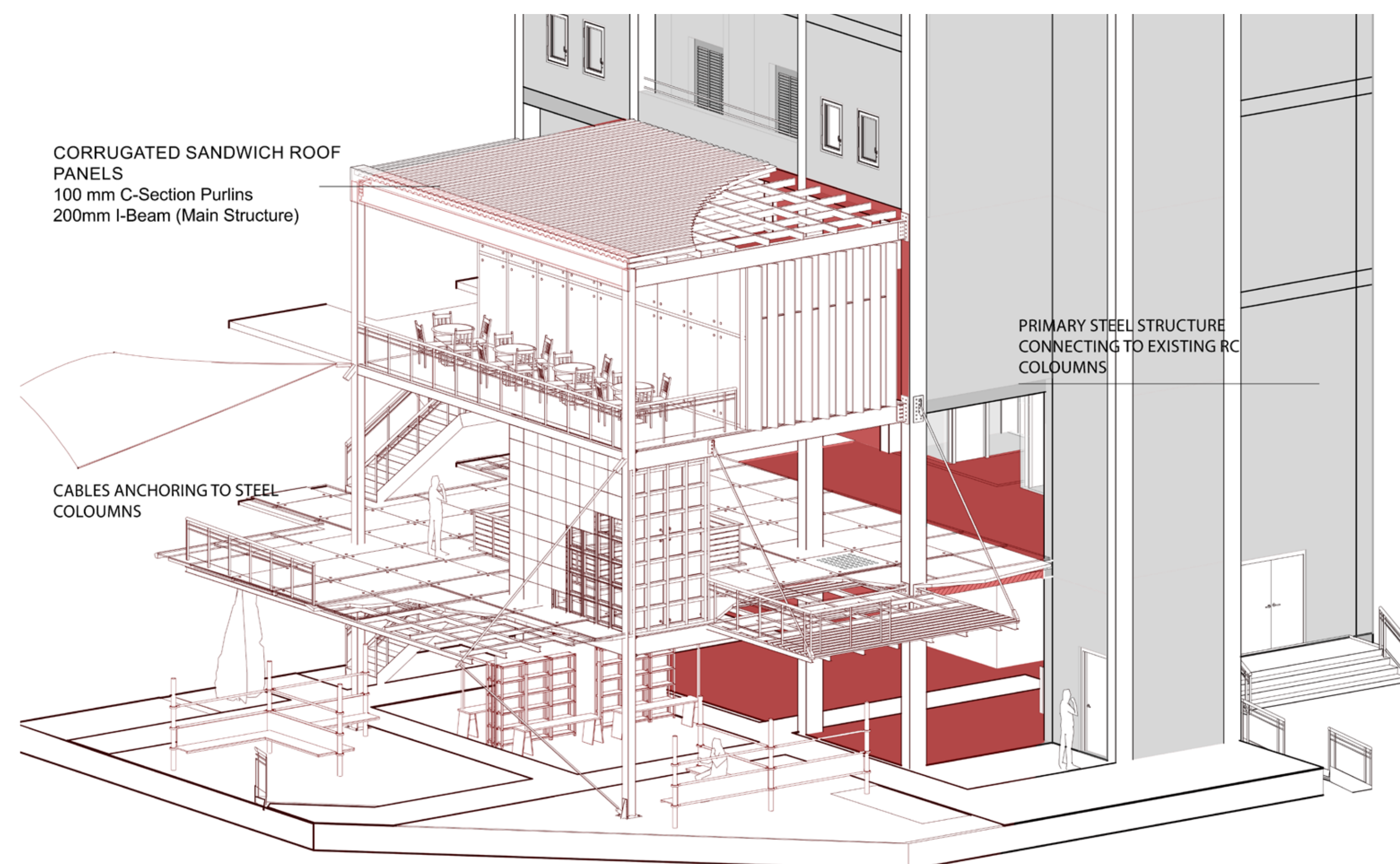
1. Areas of Intervention in Al Asmarat



2. Site Plan



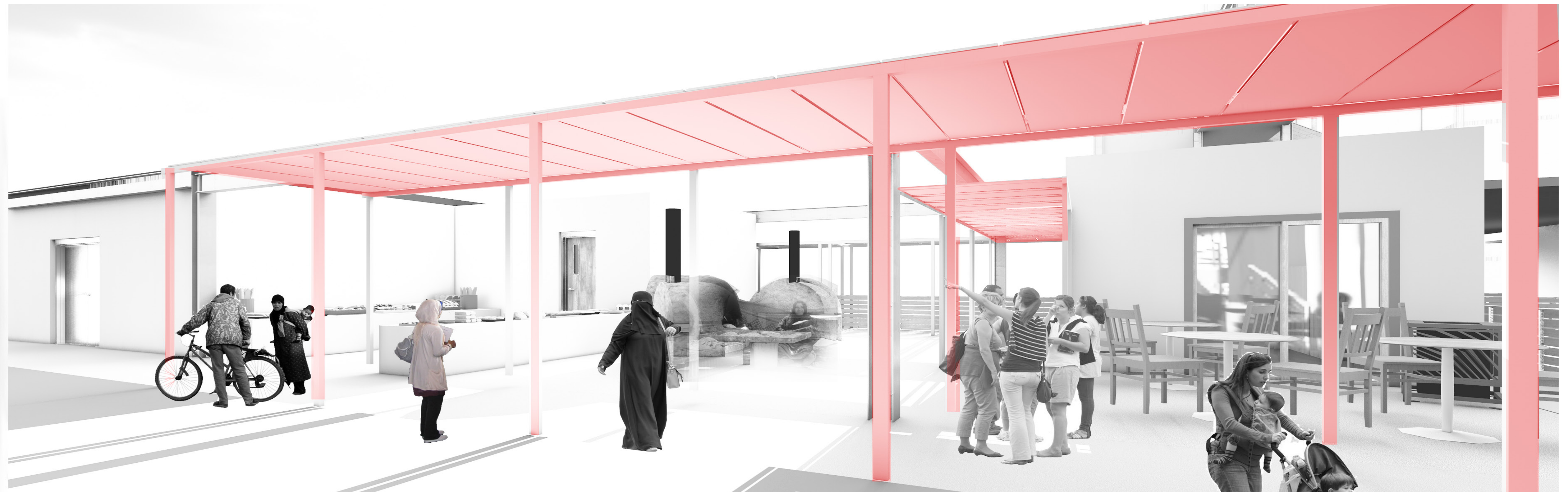
3. Ground Floor Plan- Node 1- El souq: Mainly commercial



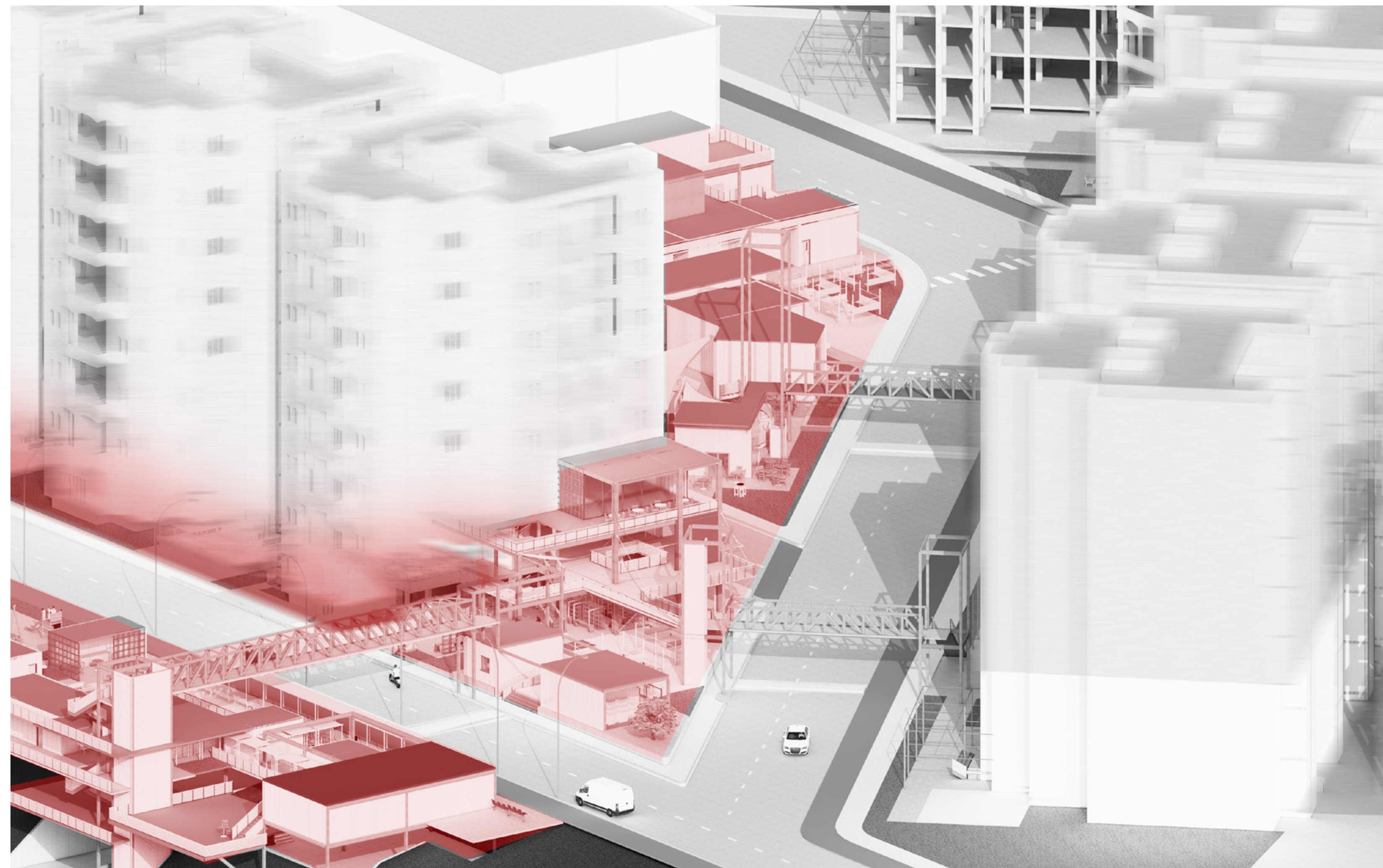
4. New structure latching on to the existing building



5. Section 1: Market Injecting the existing buildings



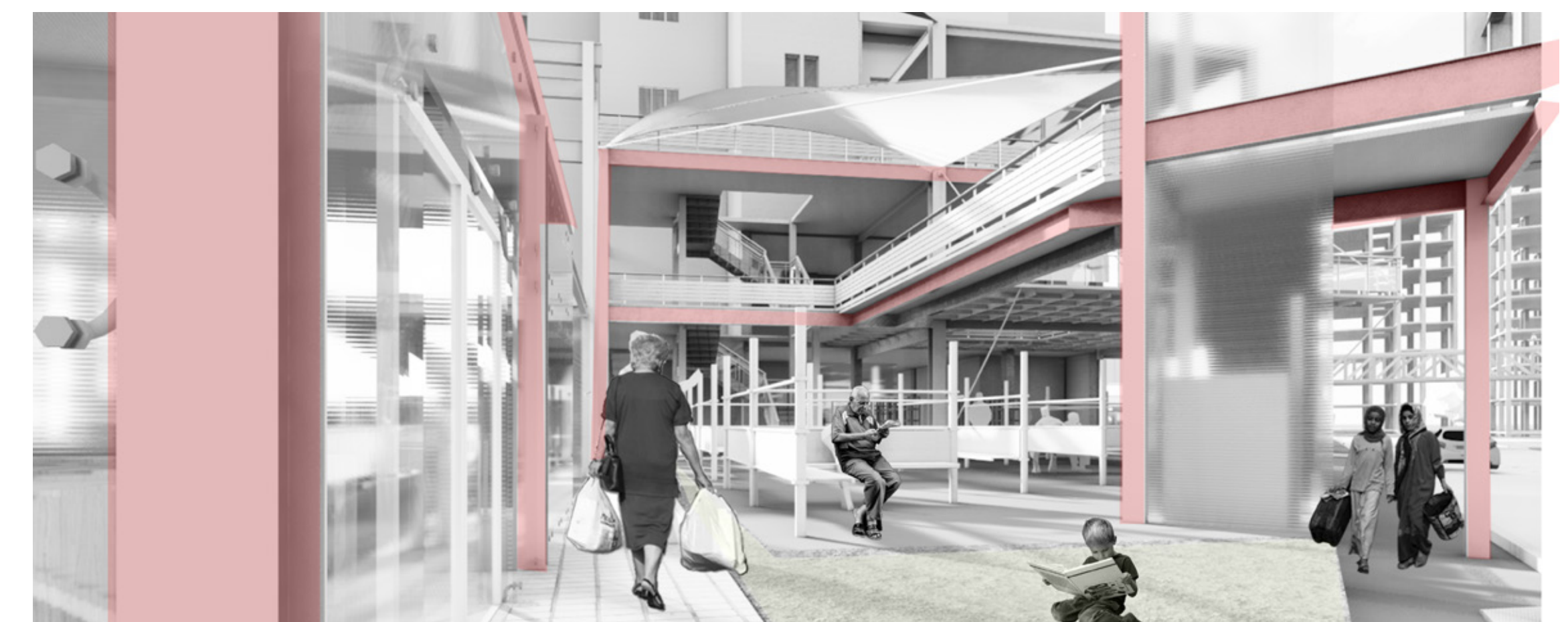
6. Experiential Shots in Market Extension



7. Intervention within the existing



8. Shops made by the community



9. Shaded walkways and proper utilisation of space

10. Node 2: The Learning Node:
Mainly Educational. Subfunctions; social and Commercial



11. Classrooms where community members teach each other



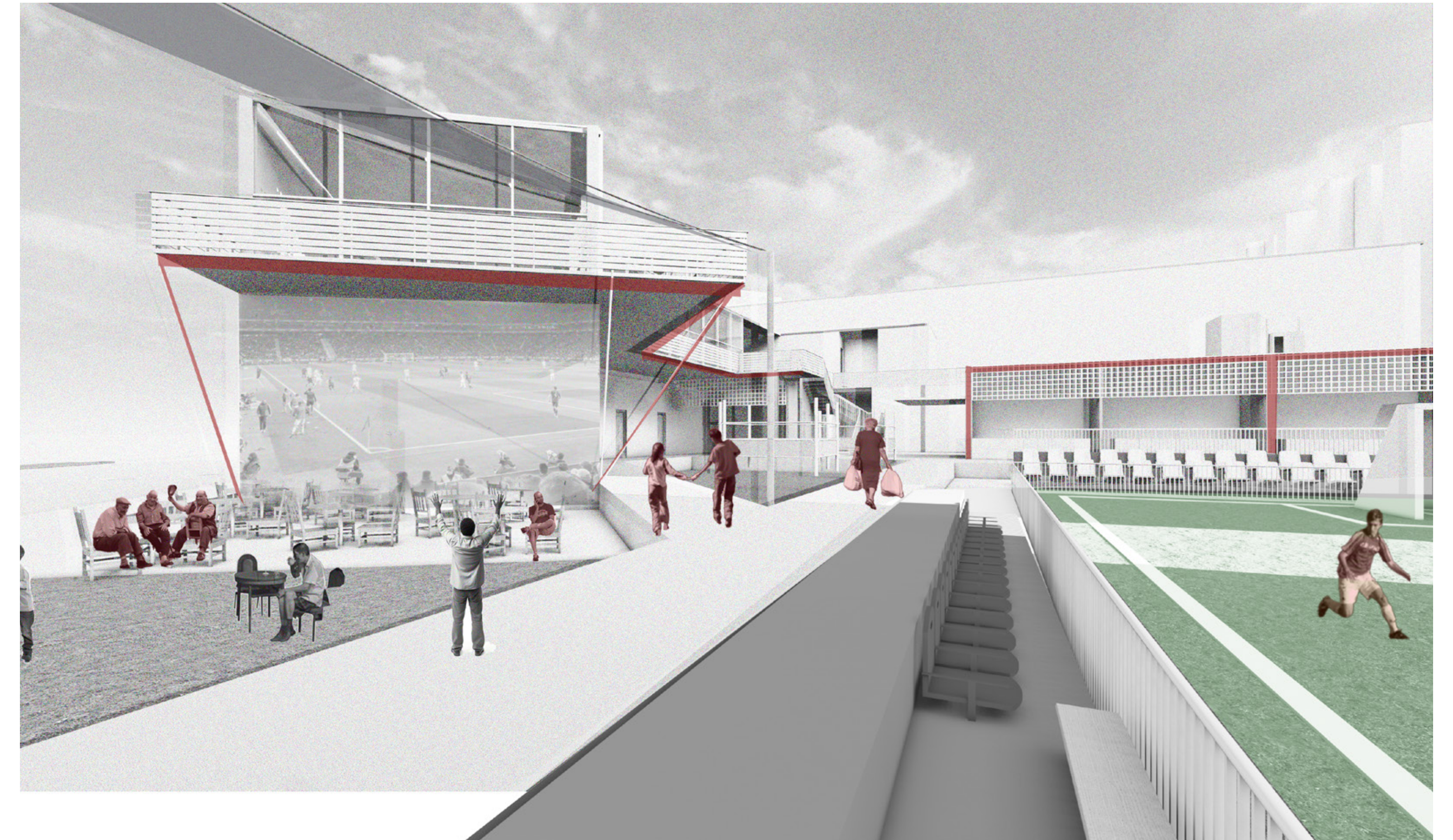
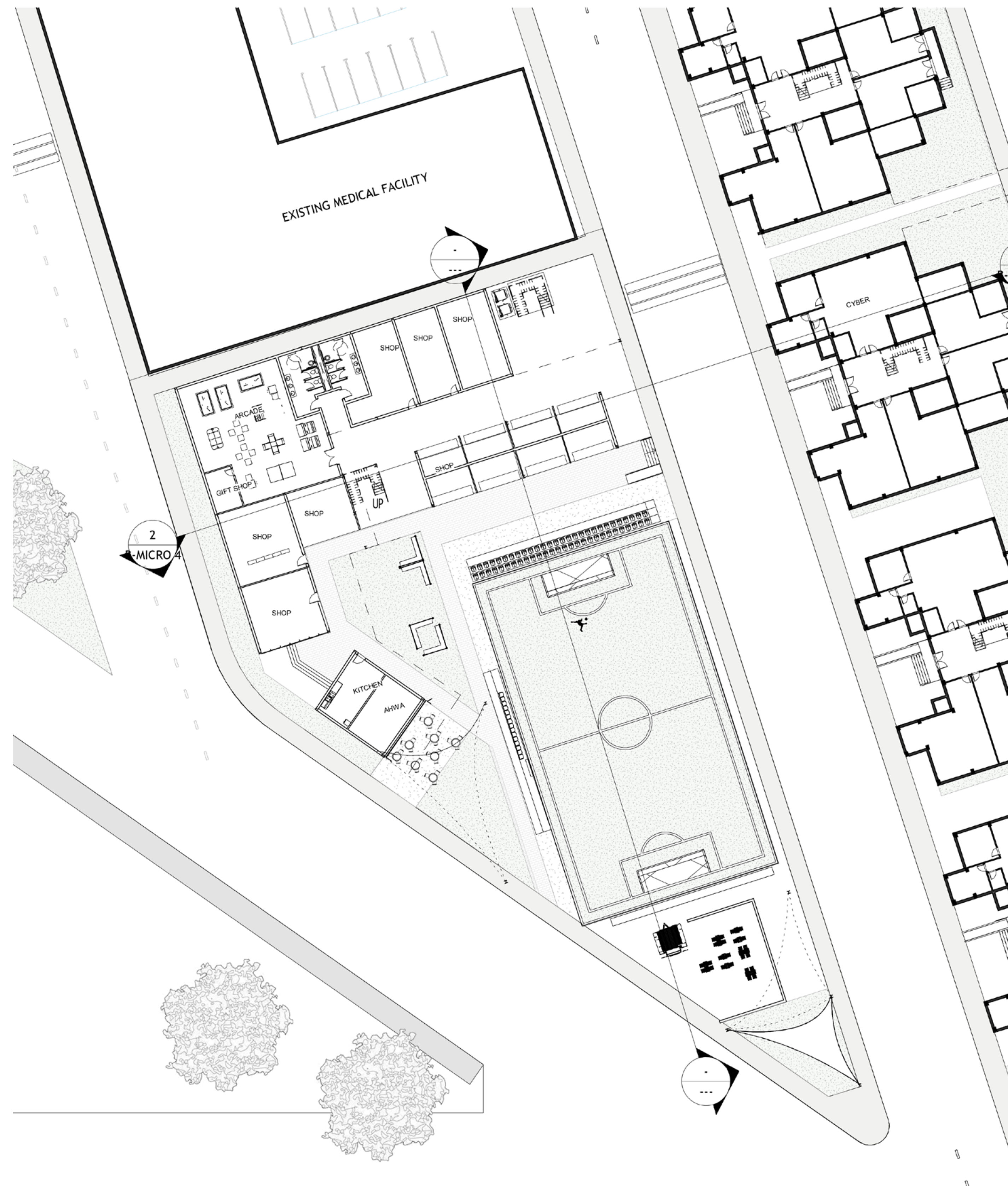
12. Production spaces are linked to the market spaces for selling

13. Node 3: Production Node with different user groups intersecting
Children Learning. People Buying. Workers Producing. People Socialising

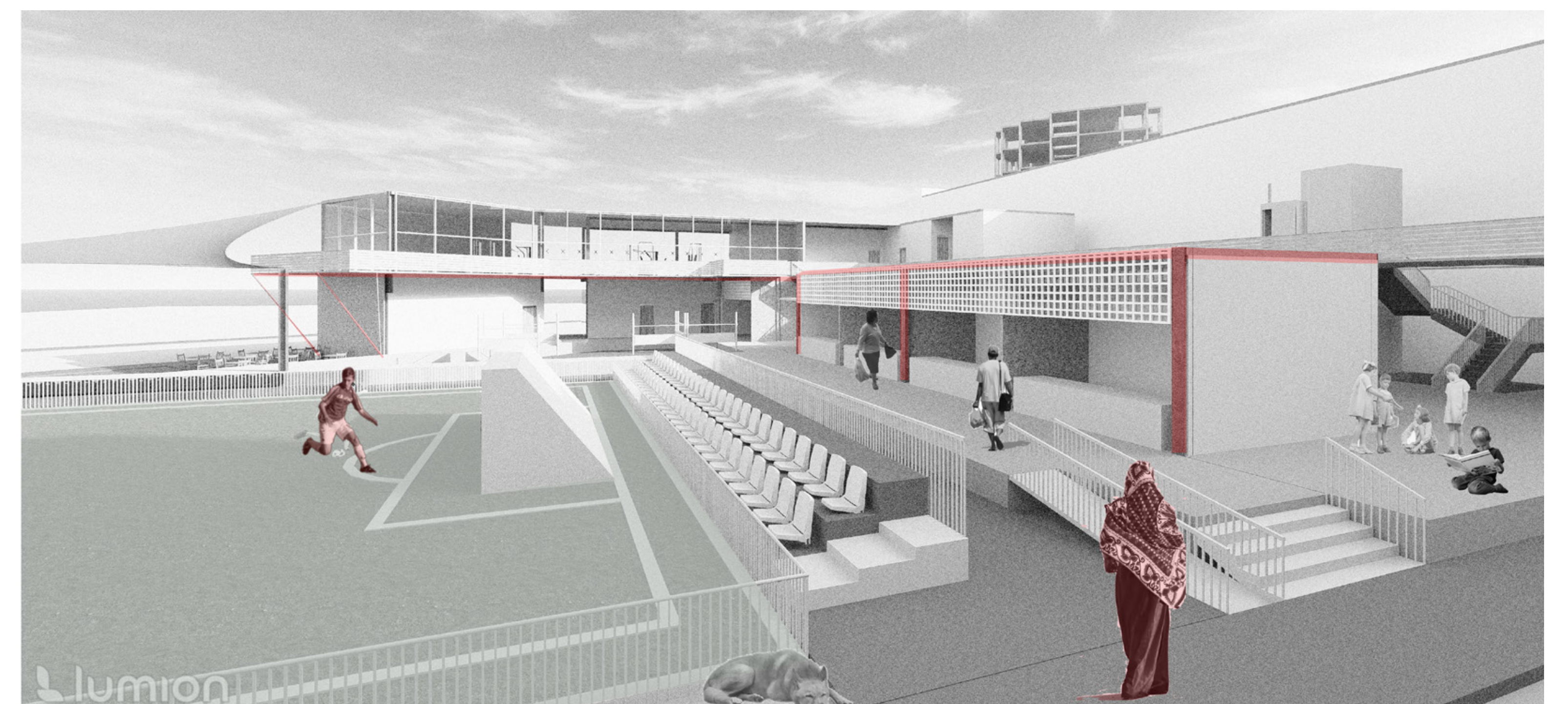


14. Node 3: Expanding to create different functions

15. Node 4: The Entertainment Node:
Mainly Entertainment. Subfunctions social and Commercial



16. Children reclaim the streets, neighbors connect



17. Football. market spaces. natural interactions