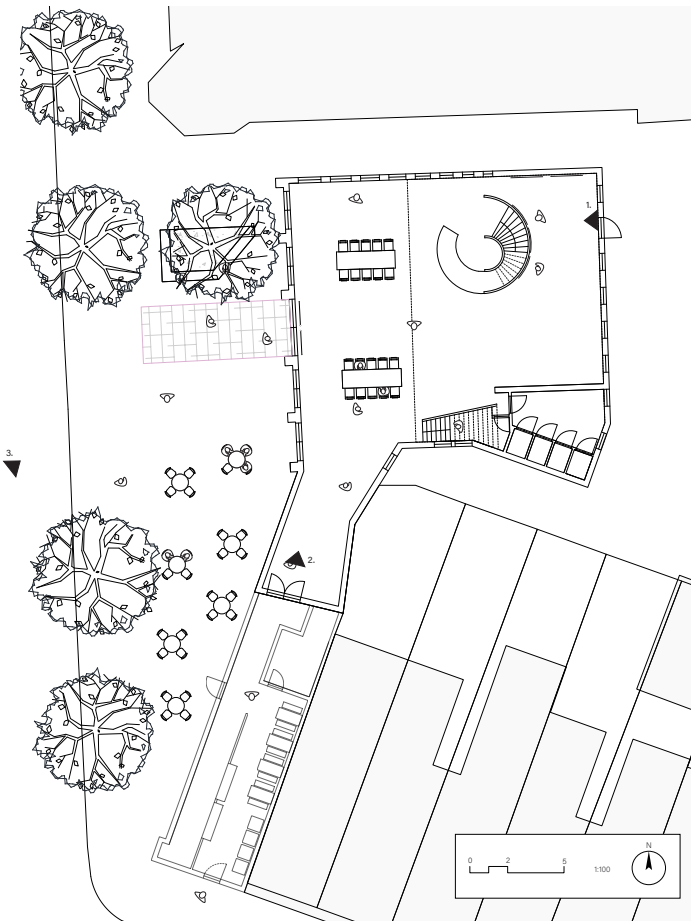


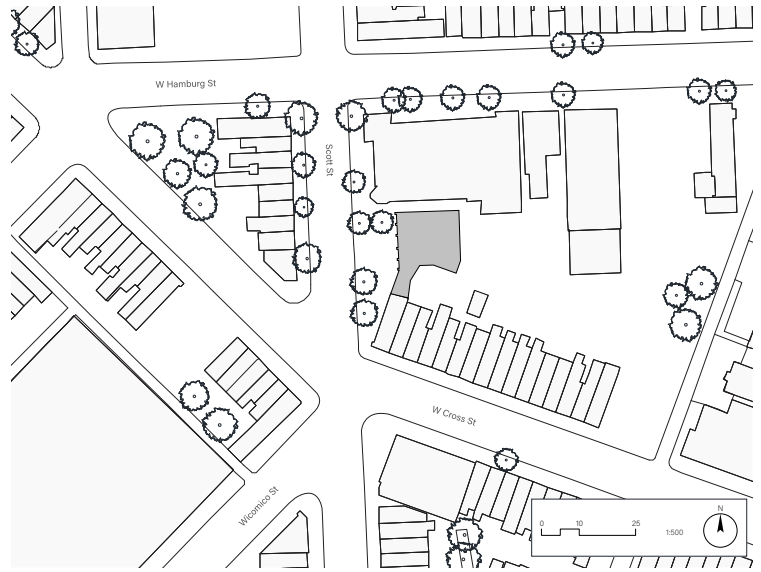
PIGTOWN WORKS

AN INCOME AS A BASIS

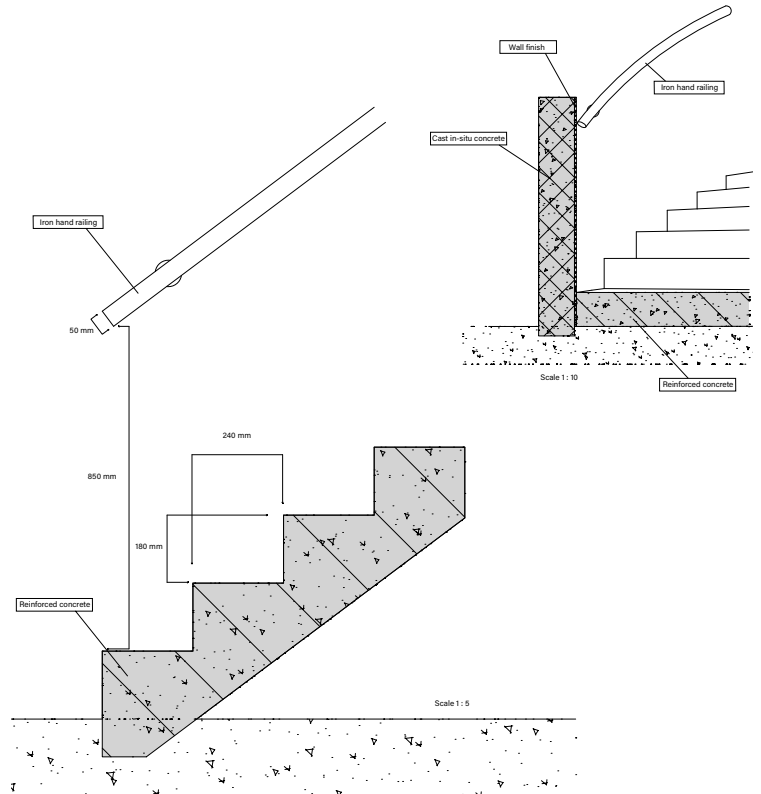
"An equal, just city starts with an equal chance at employment"



Floor plan first floor 1:100 (US)



Masterplan 1:500



Stairs detail 1:5 and 1:10



1. Impression job panels



2. Impression connection through Marty's Deli



3. Impression public space and facade

PIGTOWN WORKS

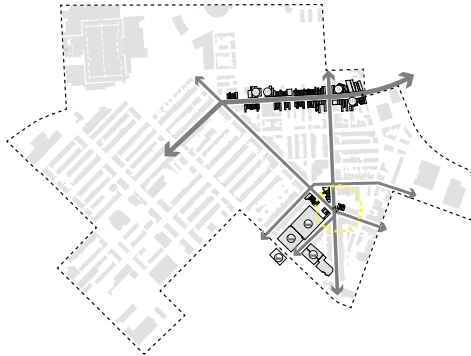
AN INCOME AS A BASIS

Baltimore City used to count near a million inhabitants. In the 70's, people started moving away from the city, leaving plots abandoned, factories closed and streets dilapidated. Pigtown, a small neighbourhood close to the city centre, is a striking example of these major physical and social changes.

Nowadays Pigtown's residents have difficulties finding employment. Statistics show around 12% of the population is jobless. Due to a lack of communicational tools, for example the internet, finding a job becomes even harder.

By designing a public building where employee and employer can meet directly, barriers such as the internet and having an updated resume no longer play a role. Located on the intersection W Cross St - Scott St, the building is close to the networks it links - that of the employee and the employer. The intersection with Marty's Deli as a main attraction functions as an active meeting spot in the neighbourhood. Linking Marty's Deli to the building offers a familiar atmosphere and a possibility to enter the building unnoticed.

Because I believe an equal, just city starts with an equal chance at employment.



Expensive Washington Boulevard versus dynamic West Cross Street and Scott Street intersection



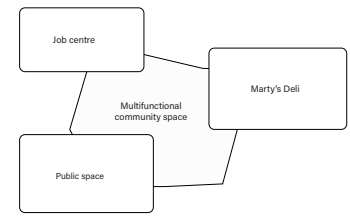
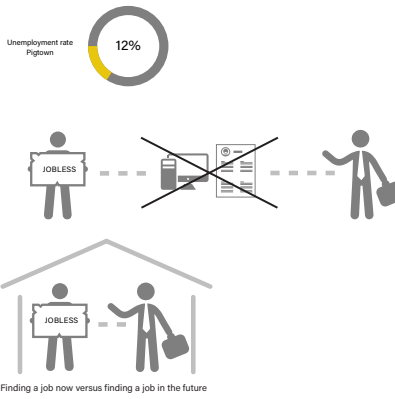
Location - Marty's Deli as a socially active place



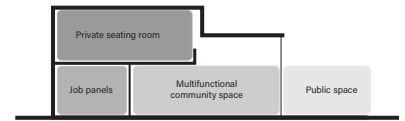
Current situation of job seeking in Pigtown



Data unemployment - Pigtown almost twice as high as Baltimore

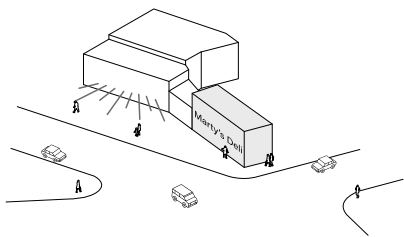


Multifunctional community space as a connecting factor

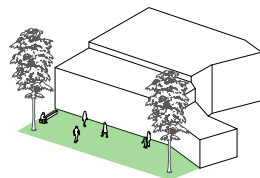


Building organization - gradually more private

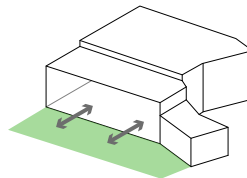
Design principles



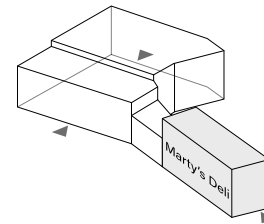
Active and visible location



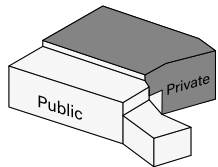
Making a place to be



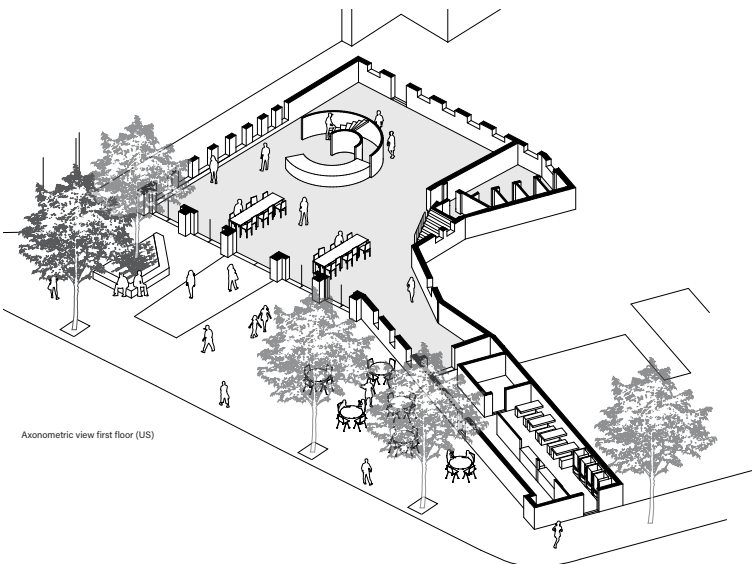
Connection inside with outside



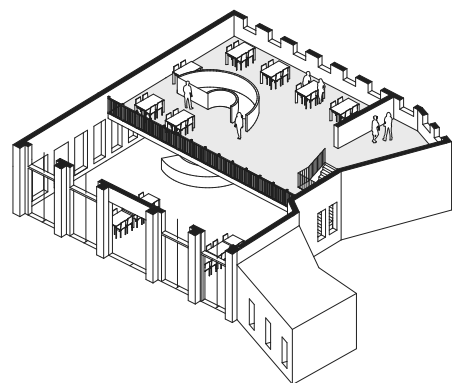
Multiple entrances



Division between public and private



Axonometric view first floor (US)



Axonometric view second floor (US)