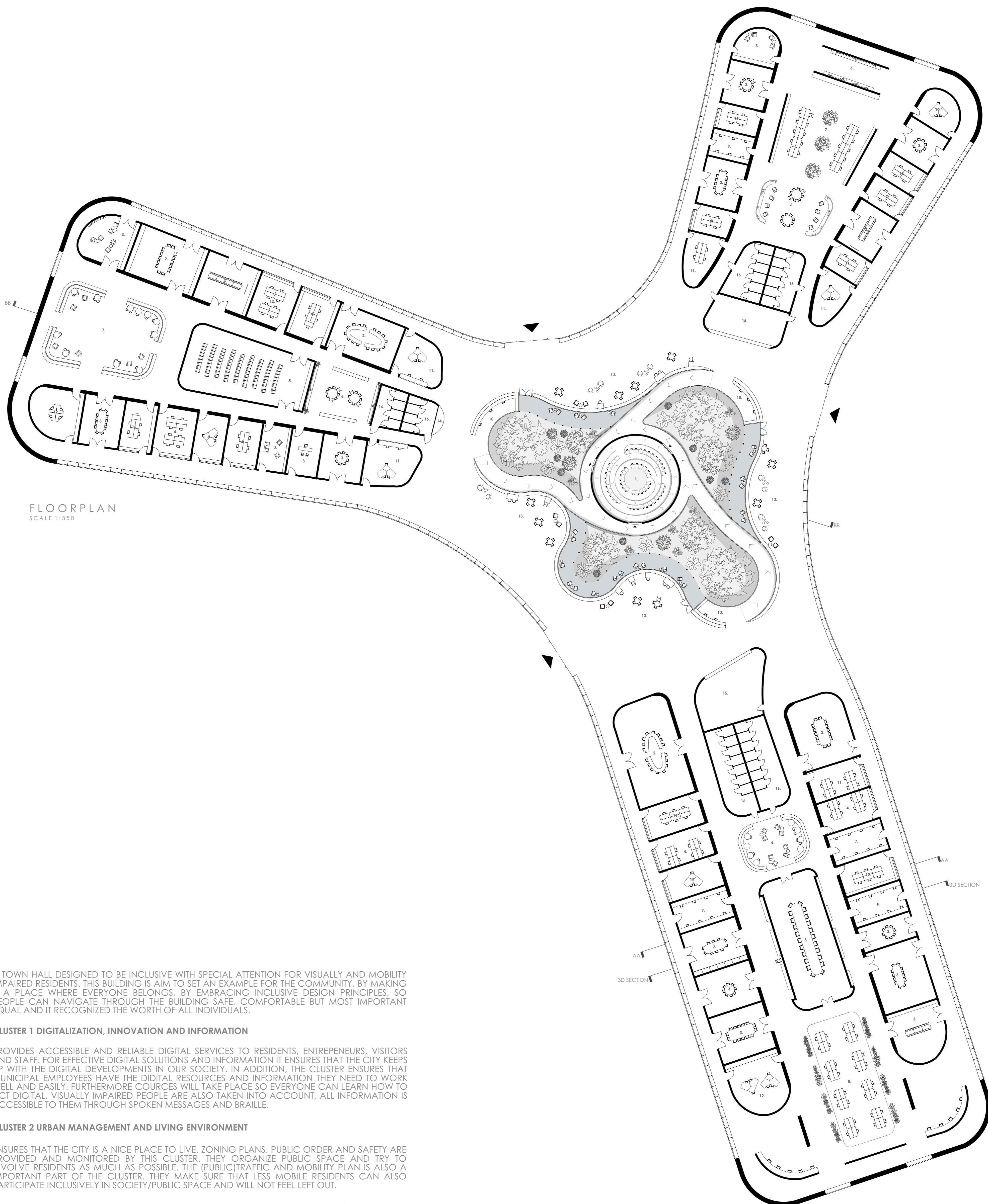


# ON EQUAL GROUND



FLOORPLAN  
SCALE 1:350

A TOWN HALL DESIGNED TO BE INCLUSIVE WITH SPECIAL ATTENTION FOR VISUALLY AND MOBILITY IMPAIRED RESIDENTS. THIS BUILDING IS AIM TO SET AN EXAMPLE FOR THE COMMUNITY, BY MAKING IT A PLACE WHERE EVERYONE BELONGS, BY EMBRACING INCLUSIVE DESIGN PRINCIPLES, SO PEOPLE CAN NAVIGATE THROUGH THE BUILDING SAFE, COMFORTABLE BUT MOST IMPORTANT EQUAL AND IT RECOGNIZED THE WORTH OF ALL INDIVIDUALS.

#### CLUSTER 1 DIGITALIZATION, INNOVATION AND INFORMATION

PROVIDES ACCESSIBLE AND RELIABLE DIGITAL SERVICES TO RESIDENTS, ENTREPRENEURS, VISITORS AND STAFF. FOR EFFECTIVE DIGITAL SOLUTIONS AND INFORMATION IT ENSURES THAT THE CITY KEEPS UP WITH THE DIGITAL DEVELOPMENTS IN OUR SOCIETY. IN ADDITION, THE CLUSTER ENSURES THAT MUNICIPAL EMPLOYEES HAVE THE DIGITAL RESOURCES AND INFORMATION THEY NEED TO WORK WELL AND EASILY. FURTHERMORE COURSES WILL TAKE PLACE SO EVERYONE CAN LEARN HOW TO ACT DIGITAL. VISUALLY IMPAIRED PEOPLE ARE ALSO TAKEN INTO ACCOUNT. ALL INFORMATION IS ACCESSIBLE TO THEM THROUGH SPOKEN MESSAGES AND BRAILLE.

#### CLUSTER 2 URBAN MANAGEMENT AND LIVING ENVIRONMENT

ENSURES THAT THE CITY IS A NICE PLACE TO LIVE. ZONING PLANS, PUBLIC ORDER AND SAFETY ARE PROVIDED AND MONITORED BY THIS CLUSTER. THEY ORGANIZE PUBLIC SPACE AND TRY TO INVOLVE RESIDENTS AS MUCH AS POSSIBLE. THE (PUBLIC)TRAFFIC AND MOBILITY PLAN IS ALSO A IMPORTANT PART OF THE CLUSTER. THEY MAKE SURE THAT LESS MOBILE RESIDENTS CAN ALSO PARTICIPATE INCLUSIVELY IN SOCIETY/PUBLIC SPACE AND WILL NOT FEEL LEFT OUT.

#### CLUSTER 3 SOCIAL AFFAIRS (EDUCATION, CULTURE, WELL BEING AND PARTICIPATION)

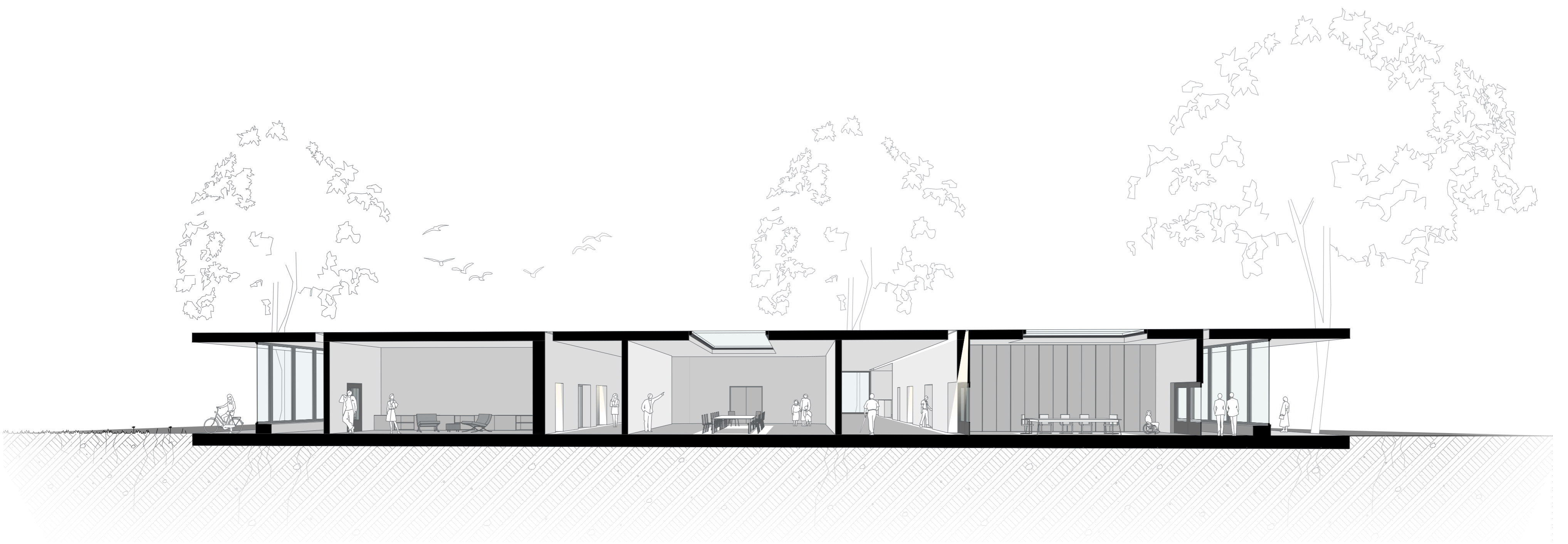
THE MUNICIPALITY HAS MAJOR RESPONSIBILITIES IN AREAS SUCH AS HEALTHCARE, YOUTH, DEBT ASSISTANCE, EDUCATION AND ANTI-DISCRIMINATION. THE MUNICIPALITY STRIVES TO PROVIDE EXCELLENT AND UNAMBIGUOUS SERVICES TO ALL RESIDENTS, INCLUDING VULNERABLE ONES, IN VARIOUS PHASES AND FACETS OF THEIR LIVES. COLLABORATION WITH RESIDENTS AND EXPERTS IS EXTREMELY IMPORTANT IN THIS CLUSTER.

#### THE CORE

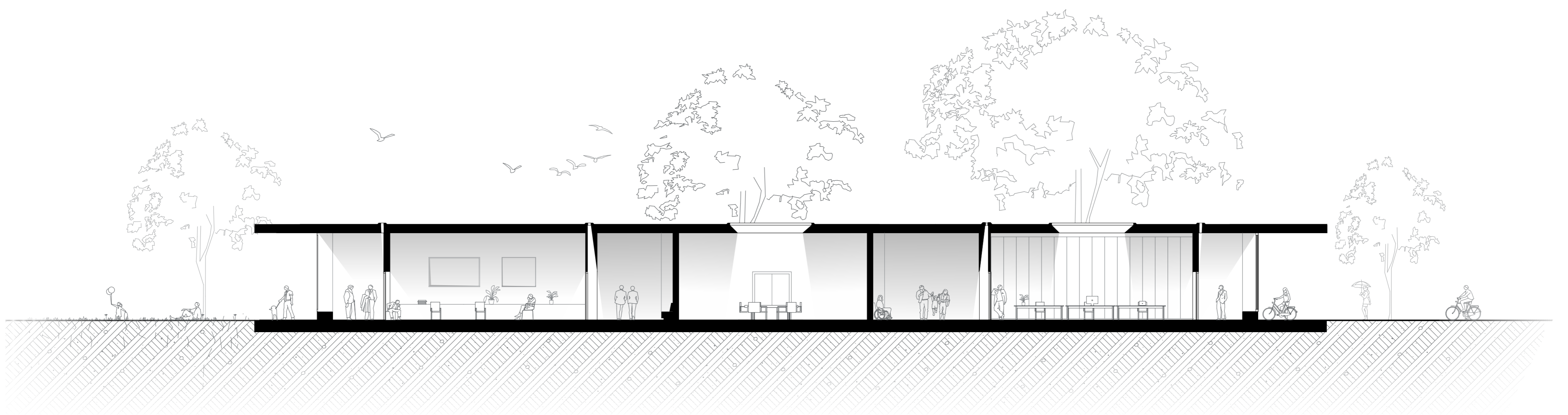
AT THE CENTER OF THE BUILDING AND THE COMMUNITY LIES THE COUNCIL CHAMBER, A UNIFYING SPACE WHERE RESIDENTS CAN GATHER WITH EMPLOYEES OF THE THREE CLUSTERS FOR MEANINGFUL DISCUSSIONS. THIS CHAMBER SERVES AS A FOCAL POINT FOR INCLUSIVE DIALOGUES, WHERE INDIVIDUALS CAN ACTIVELY PARTICIPATE, DELIBERATE AND COLLECTIVELY MAKE DECISIONS. ACCESSIBLE THROUGH A GENTLY SLOPING RAMP, THE COUNCIL CHAMBER IS INTEGRATED INTO THE CENTRAL GARDEN, ESTABLISHING A HARMONIOUS LINK WITH THE SURROUNDING AREAS OF THE TOWN HALL. FROM THE MAIN BUILDING, ONE CAN PEER INTO THE HALLWAYS OF THE CHAMBER, FOSTING A VISUAL CONNECTION WITH THE CORE OF THE BUILDING.

#### LEGEND

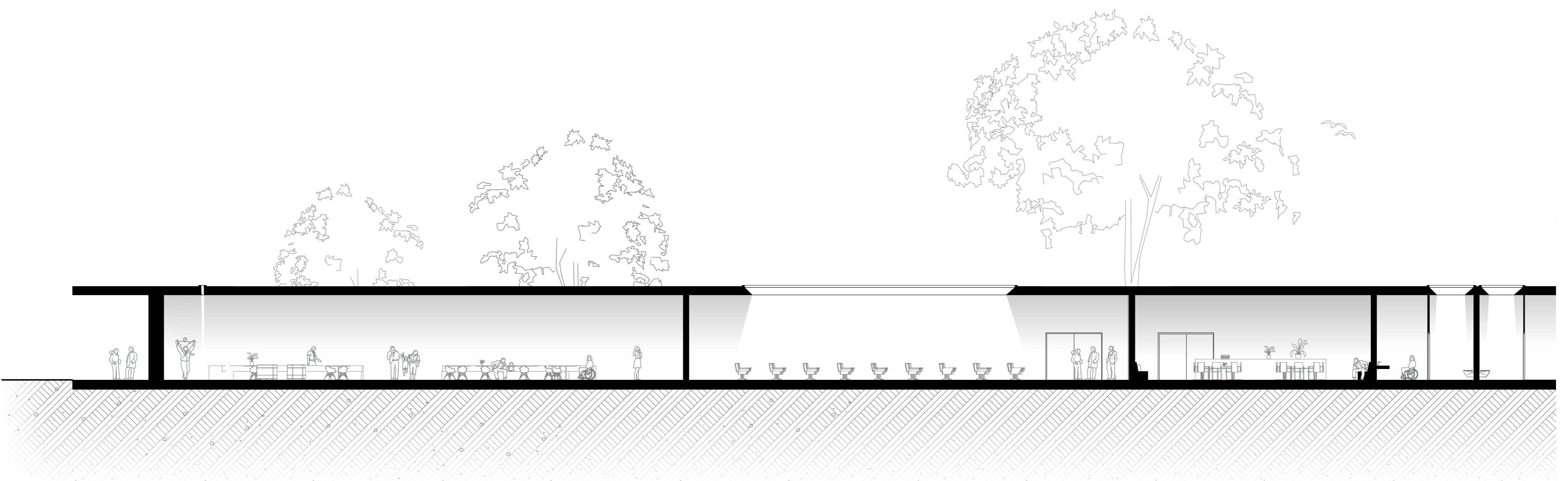
- |                        |                       |
|------------------------|-----------------------|
| 1. COUNCIL CHAMBER     | 9. SILENCE WORK SPACE |
| 2. FRACTION ROOM       | 10. (CITY) COUNTER    |
| 3. MEETING ROOM        | 11. FRONT OFFICE      |
| 4. OFFICE              | 12. BACK OFFICE       |
| 5. COURCE ROOM         | 13. CAFE/ LIBRARY     |
| 6. WAITING ROOM        | 14. COFFEE CORNER     |
| 7. FLEXIBLE WORK SPACE | 15. PANTRY/ KITCHEN   |
| 8. COMPUTER SPACE      | 16. SANITARY          |



3D SECTION  
SCALE 1:150

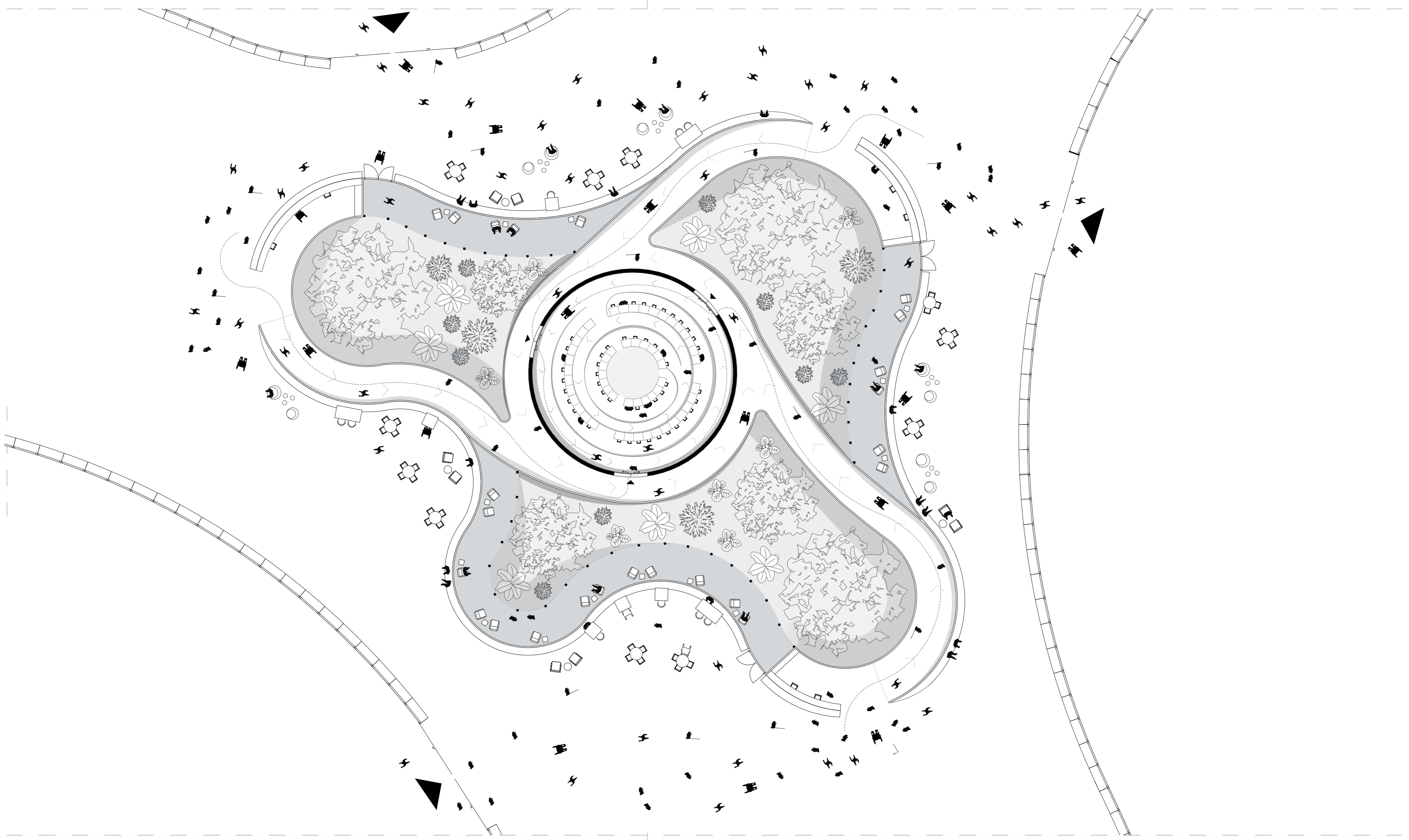


SECTION AA  
SCALE 1:150



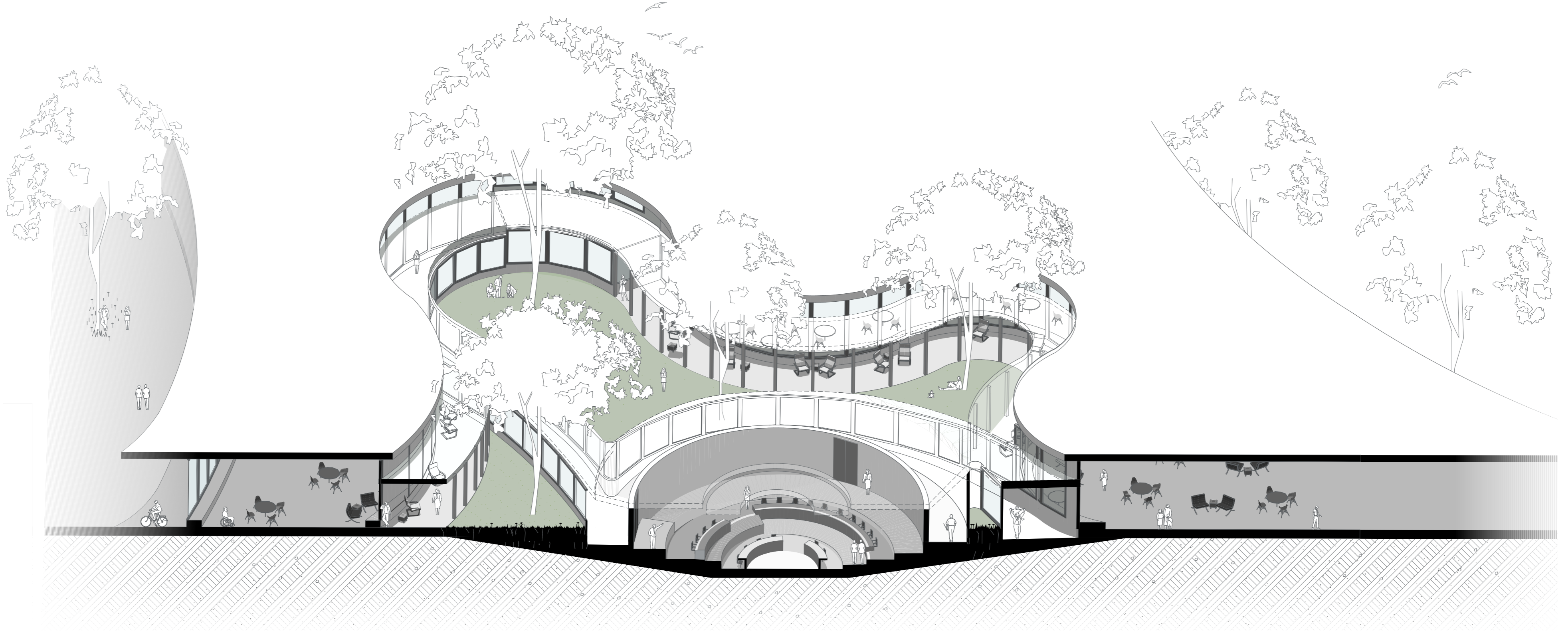
SECTION BB  
SCALE 1:150

3D SECTION



FRAGMENT - FLOORPLAN  
SCALE 1:200

3D SECTION



FRAGMENT - 3D SECTION  
SCALE 1:200

