

THE CIRCUIT OF CREATIVITY: CYBERJAYA CREATIVE MAKERSPACE CENTRE.

In the present time, creativity is a vital skill that should be harnessed and honed for the progression and betterment of a developing nation. However, in Malaysia there exists a **CONFLICT** whereby creative thinking is very much suppressed by the confines of book learning and orthodox erudition methods. Creative thinking drainage issue is especially saturated in South East Asian countries as they lack the resources and opportunity to express their creativity accordingly. Thus, this project strives to become **A PLACE FOR RESOLUTION** to address this **CONFLICT**. It revolutionises creativity and provide a proper platform to instil a creative culture that engages with the community's interest to create and innovate products for a living. This project is essentially a living space that allows for communities to be creative in learning, socializing, designing and experimenting. In tandem with this, exhibitions are regularly held to develop a strong sense of communal engagement within the public.

Cyberjaya is chosen as the location for this project. Initially a palm oil plantation in 1997, the city is paving down to become Malaysia's leading smart city. Located on a 4.0 acre land, the site planning is divided into three separate zones: public, semi-public and private. The public zone is located on the ground floor and 1st floor that enables the public to interact within the vicinity. There are public facilities such as Gallery of Maker, Open Exhibition (MakerFaire), retail stores, restaurant, heavy-duty shops such as Woodworking and CNC, and Urban Libraries. The visitors are then taken straight to the semi-public zone, where the classes, co-working spaces and auditorium are placed. Each program act as an Intermission Space where members of the public are introduced to the makers' life and culture which leads them to the Private Zone which is the Makerspace Area. This area is for the maker (individually or in groups) who rent the space/cubicle in order to work on their project. This space breaks into a few floors which start from 2nd floor until 4th floor mezzanine. The spaces, circulation, voids, openings, structural system and building services are deliberated in order to introduce new typology of learning and working spaces.

As for the main program, Makerspace Area is designed through the study of elements of 'CREATIVE SPACES' which consists of 'space type' and 'spatial qualities'. Both need to integrate upon each other in order to materialize the idea of creating a space that is exclusively focused to spark creativity. The criteria in 'space type' are Personal And Collaboration Space, Presentation Space, Making Space, And Intermission Space. These 'space types' are strategized to experience its recommended 'spatial qualities' which are Knowledge Processor, Indicator Of Culture, Process Enabler, Social Dimension, and Source Of Stimulation. Based on the results of manipulating both 'space type' and 'spatial qualities' within a space, in order to step-up the creative element in Makerspace Area, integration of raised floor, mezzanine floor, combination of spaces and natural element have been applied. This will promote Makerspace Area to generate more creative ideas amongst the users.