THE ART OF TRANSLATION IN ARCHITECTURE
REGISTERED FOR RESEARCH IN PRACTICE GRANT
Kampung develops itself in an organic way without having any design’s blueprint about how all the system could get connectified. Houses got planned and built depending on the user’s sense to perceived the space, which is limiting the scope of information of each user to know how the system works in a macro scale inside their Kampung.

One of the example is how they built the informal water system as a form of adaptation within the inability of the formal one to fulfill their needs. They know the formal system got 2 main water channel distributor, Gorong-gorong to distribute all the waste water and PAM to distribute the clean water. But not all the houses provided with pipeline to connect with the formal water system channel, so they built their own personal connector using rubber tube, piping unit, and self-digging sewage.
Other than that, the constriction of space inside Kampung make the user using their craftman skill to manipulate the function Of space so it could accommodate lots of activities in one time. It makes lots of activities becoming overlapped in the Same time and space. They turn Gang into The only public space which also circulation Area and mixed it up with some domestical activities of each house. It makes us see Gang has a special role in this Kampung. Each Gang looks so similar but never identical, but the first visual impression is quite much the same, it is looks so ‘messy’. However the livability of Kampung is so much reflected in Gang. The mothers wash the clothes, while the dads washing the vehicle, and the kids play around in the neighborhood. All the overlap activities could triggered every inhabitant to socialize themselves naturally.
Firstly, our design based by the research we take in collecting the information on how the inhabitant perceive their living space. Furthermore, we categorized what kind of activities happening related in the water consuming cycle of each inhabitant everyday. We also configure the system by trying to make a clear stages of how the waste water flows in the cycle. We made the flows of the produced waste water in each home could be processed before it reach the formal water channel, for the purpose of reducing the quantity so it could minimize the accumulation waste water in the system’s

All the detail information about any Kampung’s inhabitant daily wet activities, how it relate to any other dry activities, calculating all the water source they consume in each activity, where each of the activities located, it’s sequence daily timeline, and how much the waste water get produced in each of it. All the information we had is formulated to find out the characters of the inhabitants as a user to our design. As far as the design could understand the user’s habit yet facilitated each activities better than it used to, we consider it as a parameter of success in our design.
human + water + infrastructure

as subject

‘translate’

as method

design

as tools
The resident mastery of space based on perception is no longer seen as the cause of chaos, but as something more neutral. If we saw the characteristic of the resident as the medium on how the design system can work, the resident can start to adapt their changes in living pattern and context and lead them to a more sustainable life.
It is a micro scaled system with flexibility to adapt according to user needs. This micro system came in a form of little machine which works in every housing unit. It could sensically interact with every each Kampung’s inhabitant directly and allows them to individually controlled it. It makes them don’t need to rely in a collective control which is easily effected by their own social character situation.

The negotiation of function is the basic principal that explain the interaction between our little machine with its user. We realise that the residents of kampung will not openly received a system that will endangered the continuity of their resources. By hiding waste water system inside of the little machine that can support their everyday activity, it will soften the approach to to the water system and increase the probability of the design to be succesfull.
Creating a sustainable design will depend on how each individual perceive their everyday space. Design will not only work to stimulate new habit but also merge together with daily activity. The designed system will allows the resident to do their daily activity while unconsciously contribute to how our design will operate.
This system could give a role for user as an active controller. But giving a control not only meant to make the information of their water system becoming more transparent but also giving them ability to decide and modified the system itself according to their needs. User could make a design becoming visible and unvisible without interrupting the how the system works. This Flexible Micro System are able to bridging the assemblied of the existing formal-informal system, and giving user a power to contribute in their Kampung’s sustainability.
how to fit the concept of ‘translate’ to different types of context in Kampung Kembang Lestari?
how human interact with its immediate surrounding and how they perceive the space

bridge the limitations of human micro-scale perception of space, with the regulating infrastructure in meso scale (kampung alley)

kampung and city system

finding rules of possible connection between 5 different water-related activities and the activity that shared its spaces

finding possible intersection between one combination of sets of rules with another

finding possible entry point from city system

possible design of connection between activities

possible connecting design

plugging the connecting design into city system