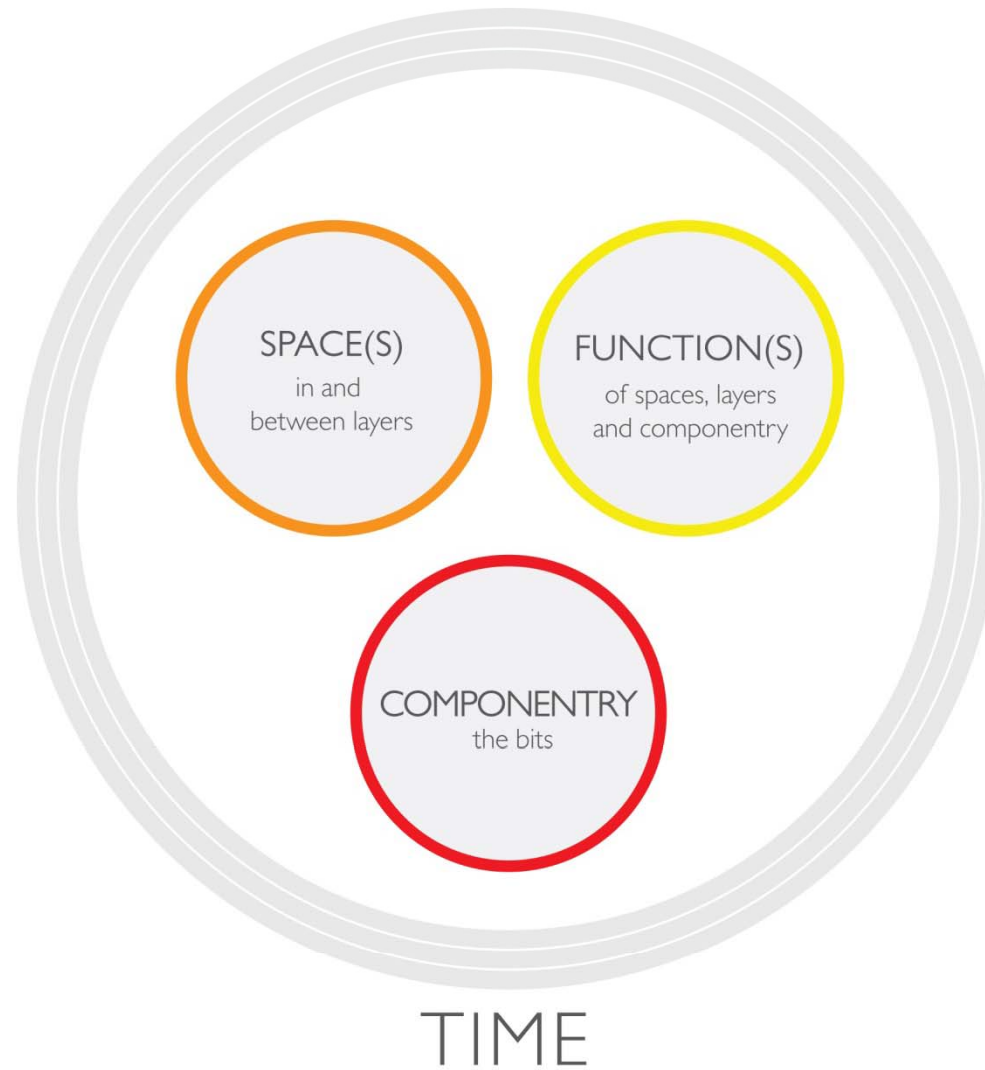


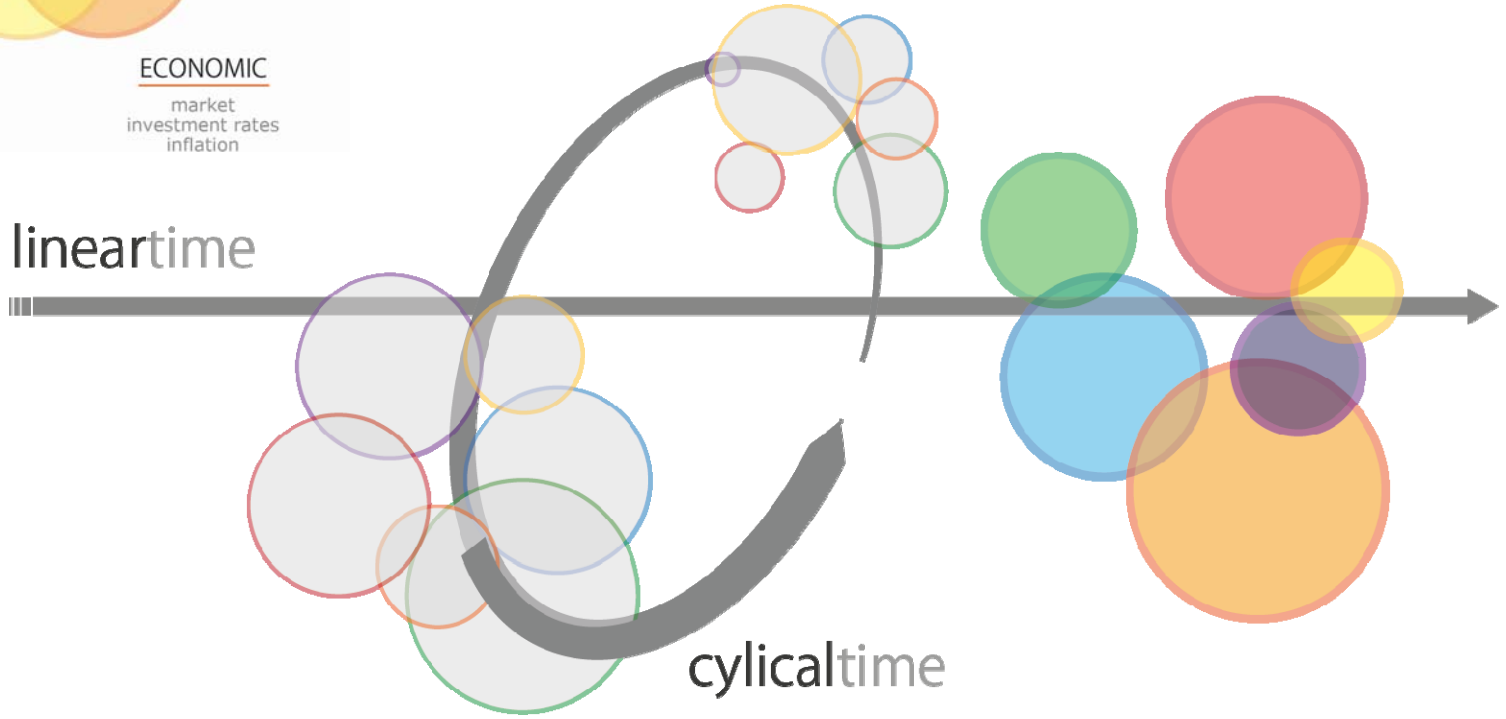
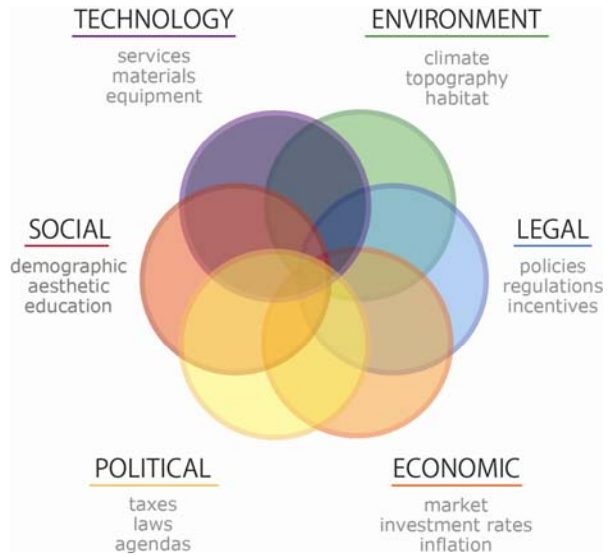


af » framework







thinking, designing and analysing adaptability

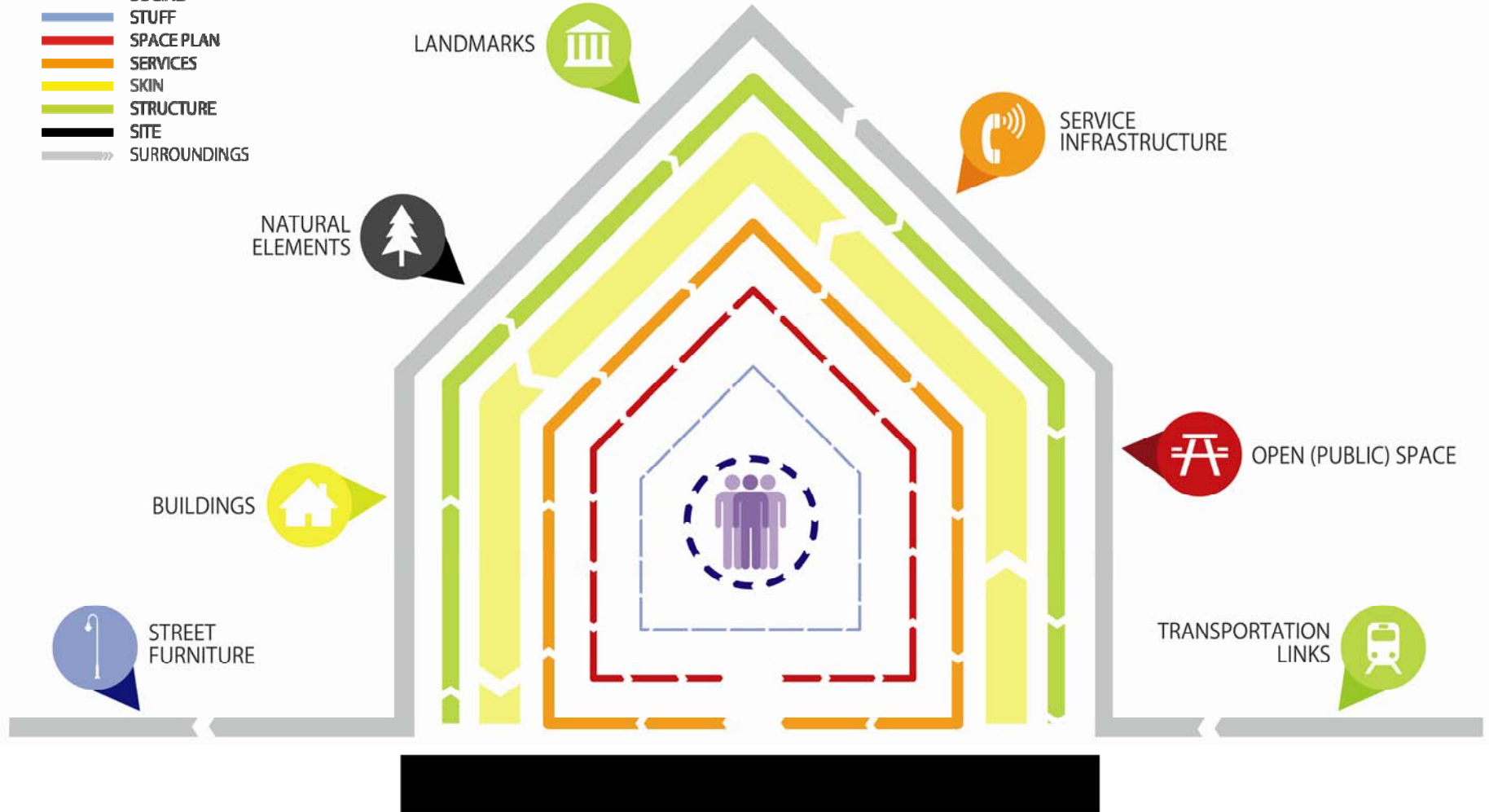






BUILDING LAYERS

-  SOCIAL
-  STUFF
-  SPACE PLAN
-  SERVICES
-  SKIN
-  STRUCTURE
-  SITE
-  SURROUNDINGS





af » defining adaptability

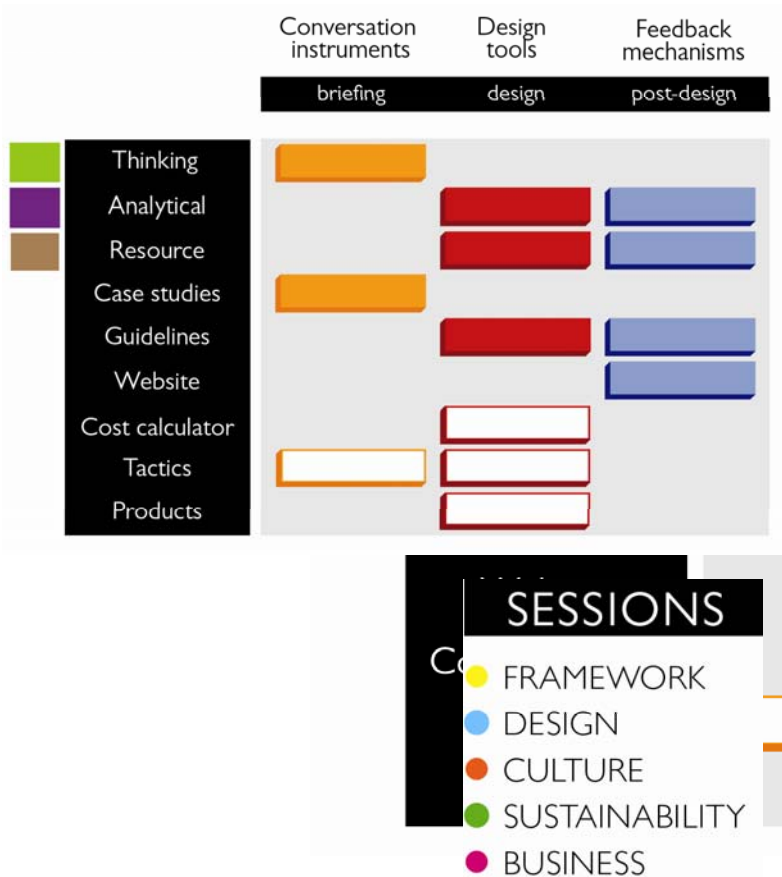
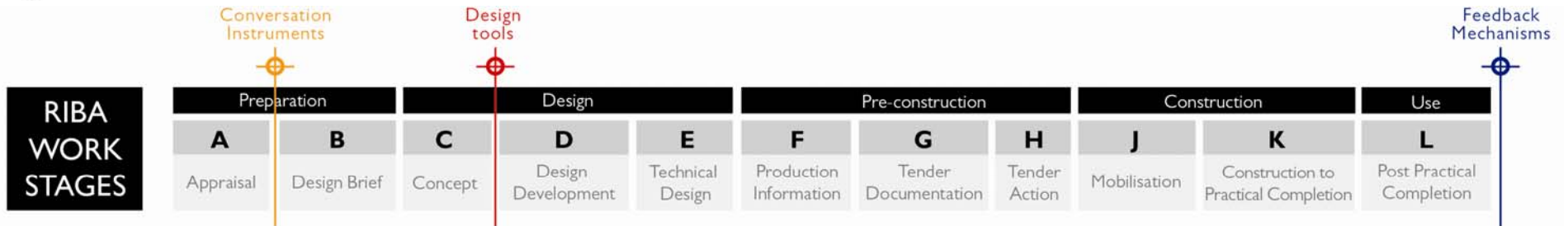
MOVING
ARCHITECTURE

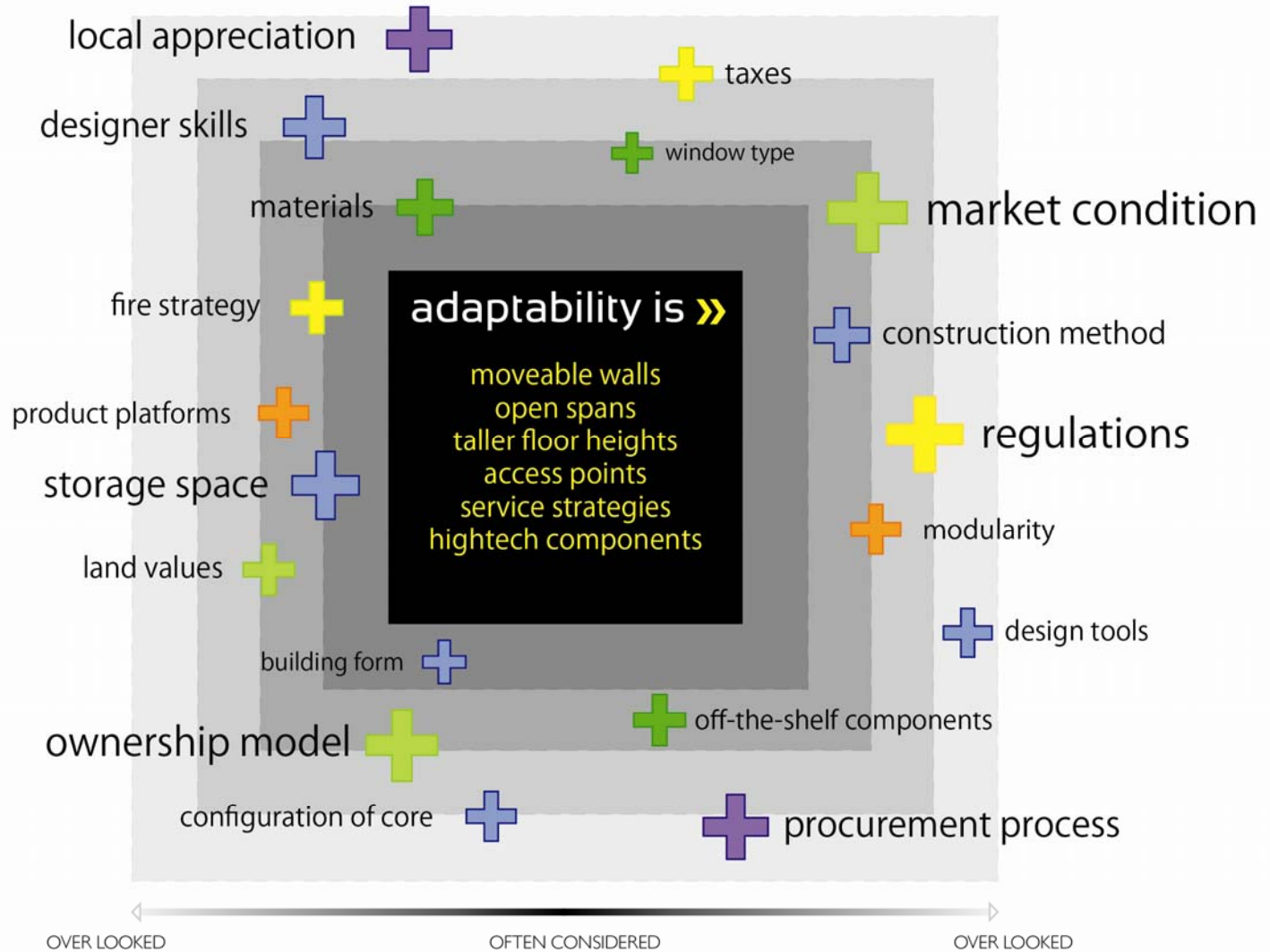
af » adaptability is...

the capacity for a building to accommodate

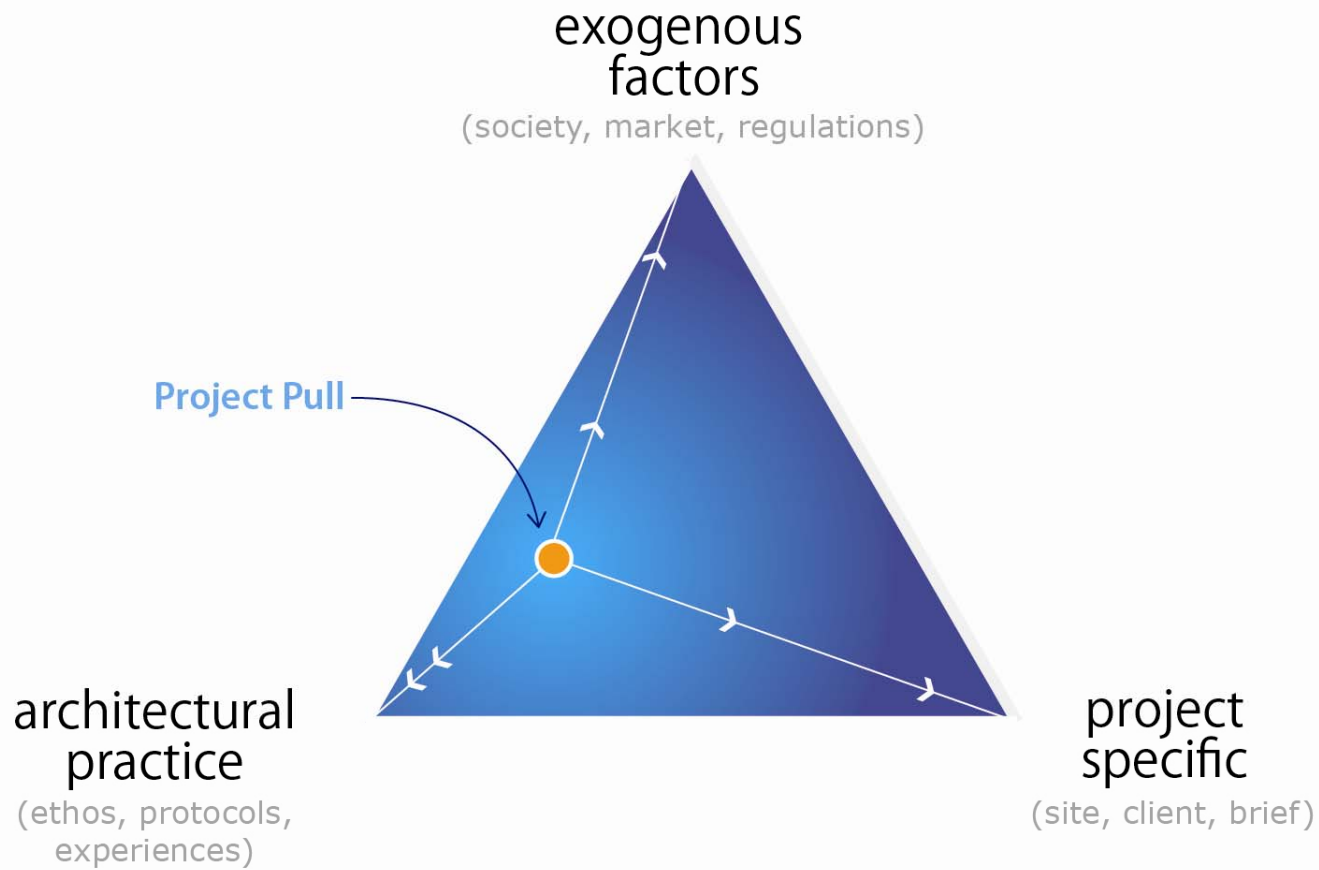
effectively the evolving demands of its context,

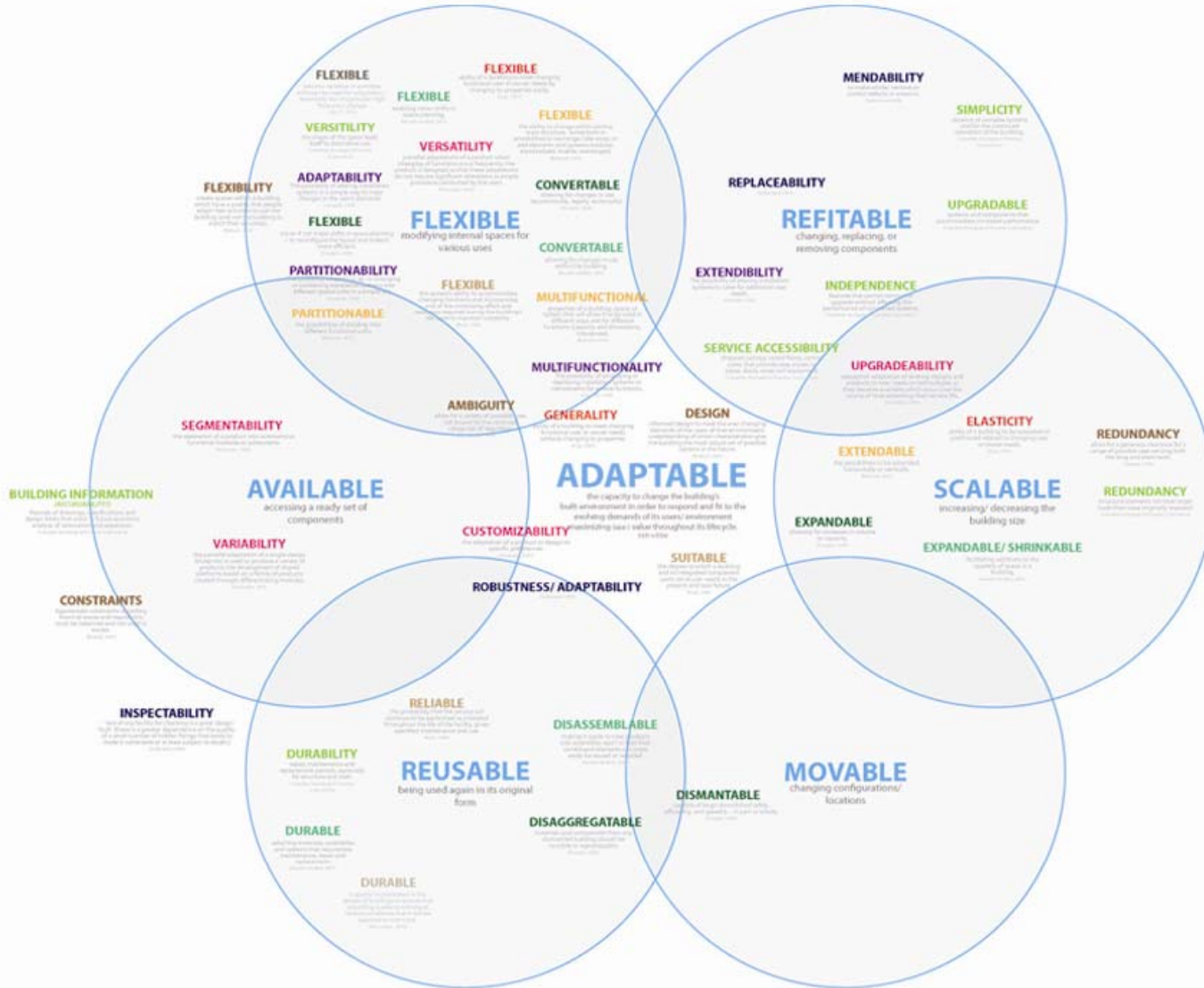
thus maximizing value through life

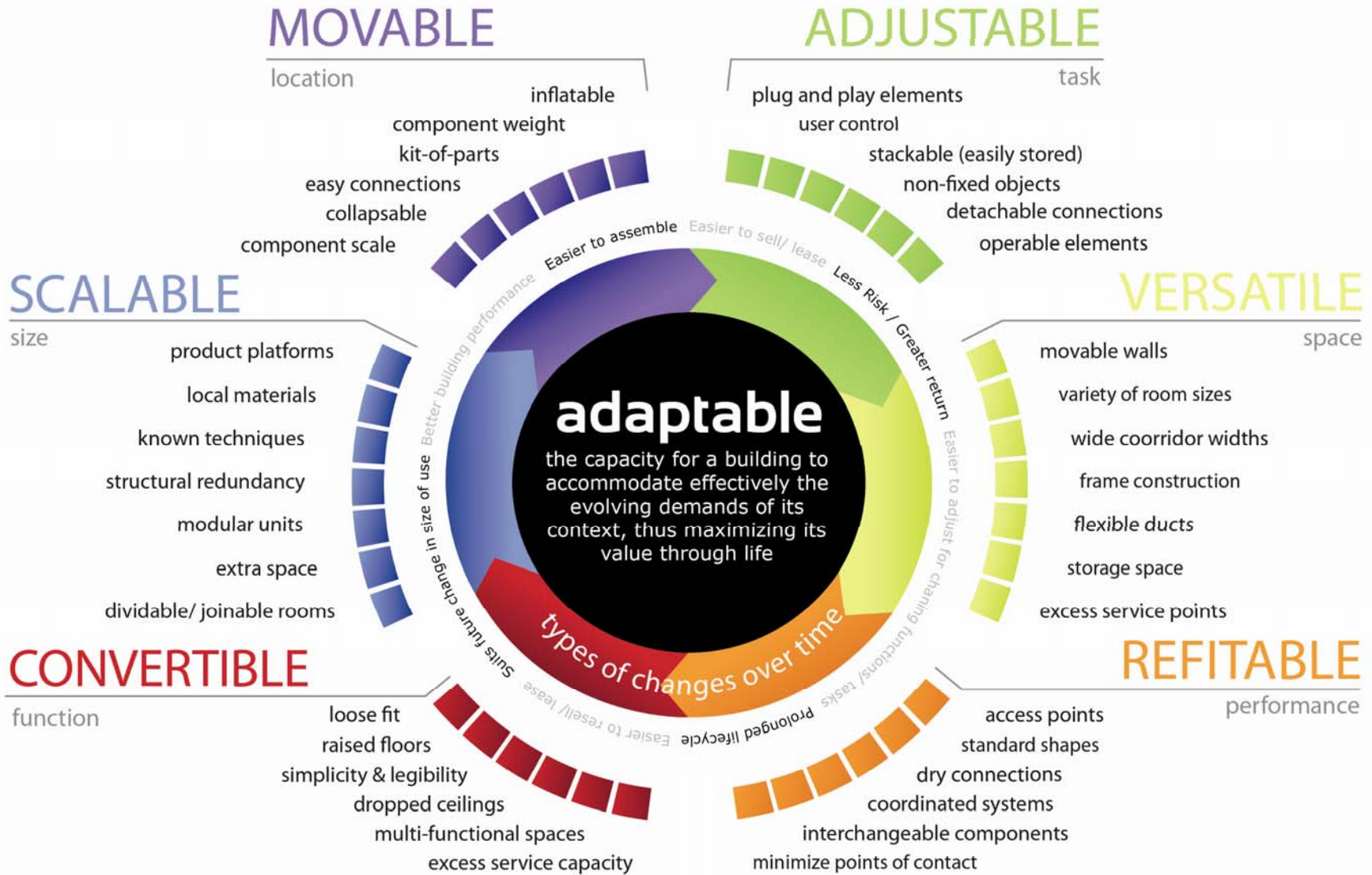




- products
- market
- policy
- rules
- strategy
- design intelligence
- culture

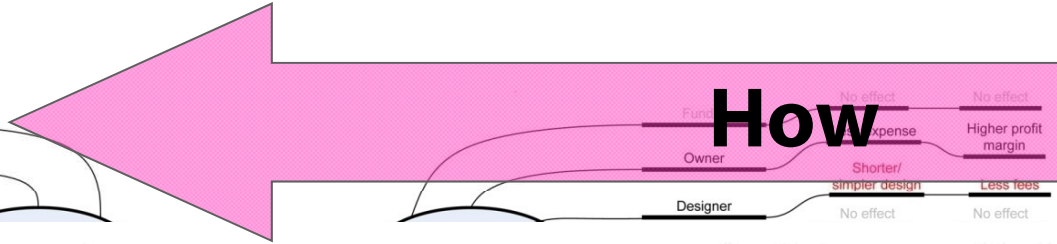








More profit	Sell for a higher price	Funder
Move on quicker	Increase/ quicker return on capex	Owner
Continuous cash flow	Continuous occupancy	Owner
No effect	No effect	Designer



Scalable
(extendable/
reducible)

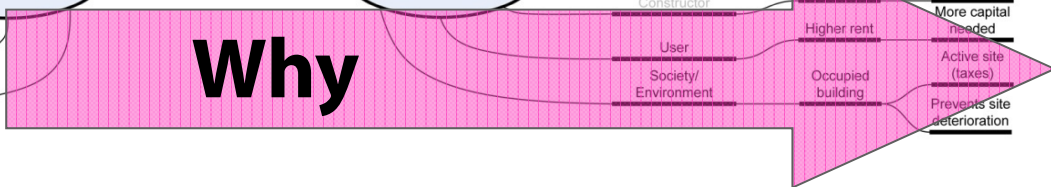
**Easier to extend/
reduce**

Funder	No effect	No effect
Owner	Less expense	Higher profit margin
Designer	Shorter/ simpler design	Less fees
Manufacturer	No effect	No effect
Constructor	Shorter construction	Less fees
User	Quicker occupancy	More efficient
Society/ Environment	Less disturbance	Higher productivity
	Less loss of resources	Less damage

No effect	No effect	Manufacturer
No effect	No effect	Constructor
Lower long term costs	Future flexibility	User
No effect	No effect	Society/ Environment

**(Suits future change
in size of use)**

**Easier to resell/
lease**



Manufacturer	No effect	No effect
Constructor	No effect	No effect
User	Higher rent	More capital needed
Society/ Environment	Occupied building	Active site (taxes) Prevents site deterioration



Y N **AVAILABLE**

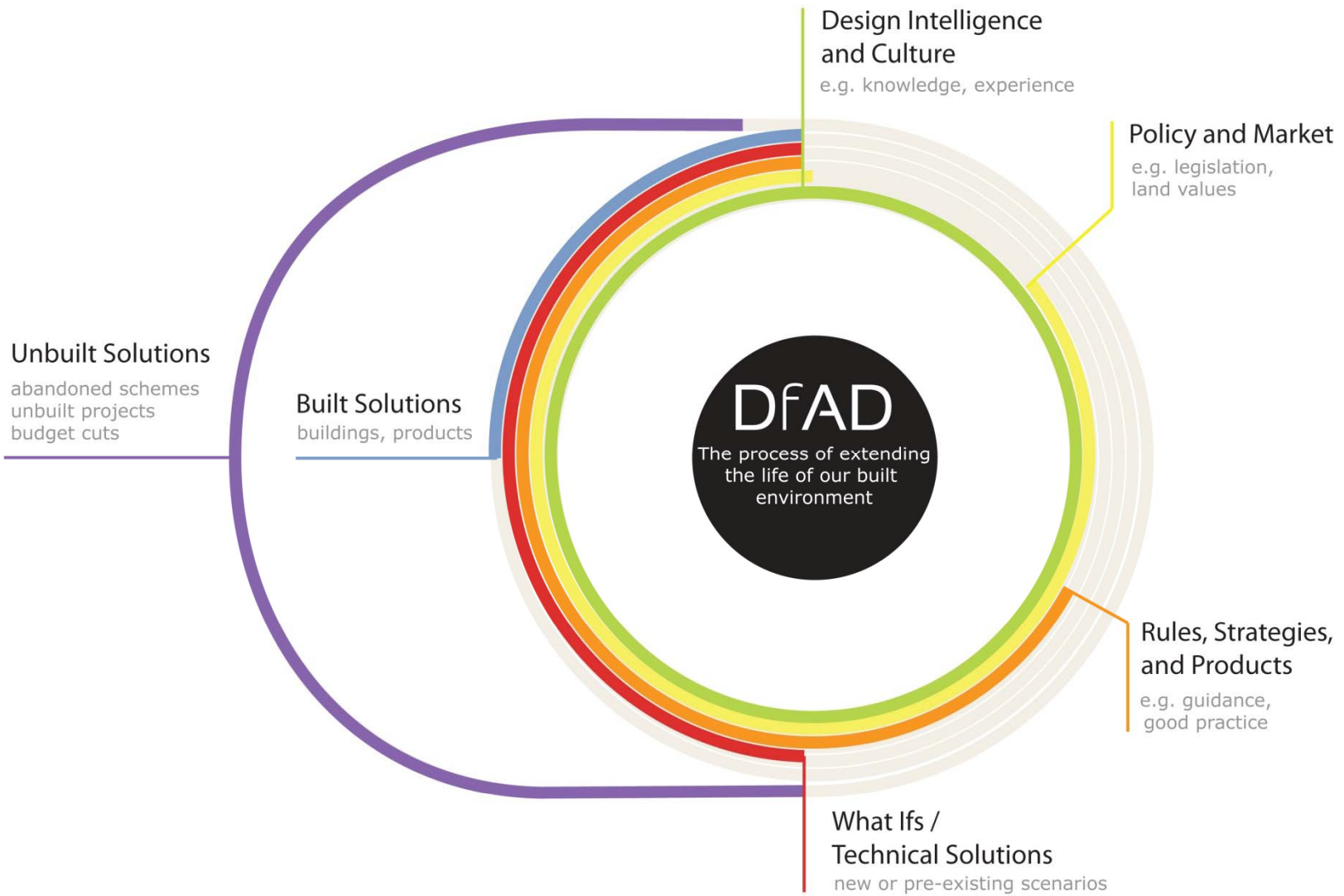
- Y N H M L **'Done before' pre-assembled**
 - X Y N Tested solution → Higher quality space
 - X Y N Product solution → Mass personalized Product
 - X Y N **Product solution** → **Less specific user-defined**
- X Y N H M L **Faster speed to occupation**
 - Y N Early occupation → Quicker start
- X Y N H M L **Simplier design process**
 - Y N No effect → No effect
- Y N H M L **Faster speed of construction**
 - X Y N Early occupation → Quicker start
- Y N H M L **Faster design**
 - X Y N Early occupation → Quicker start
- Y N H M L **Built offsite**
 - Y N No effect → less disruption → No effect

Y N **REFITABLE**

- Y N H M L **Easier to sell/ lease**
 - X Y N **Higher price** → **More capital needed**
- Y N H M L **Over design for initial use**
 - X Y N **Increased rent** → **Higher monthly cost**
- X Y N H M L **Easier to assemble**
 - Y N Quicker occupation → Quicker start
- X Y N H M L **Easier to adjust for changing functions/ tasks**
 - Y N More efficient → Higher productivity
- Y N H M L **Easier to upgrade**
 - X Y N Longer occupancy → Less long term costs
 - X Y N Update services easily → Remain current w/ technology
 - X Y N Modernized image → Good external perception
- Y N H M L **Easier to resell/ lease**
 - Y N **Higher rent** → **More monthly capital**



timebound						timeless
Products »	Market »	Policy »	Rules »	Strategy »	Design Intelligence »	Culture »
Technical or system solutions	Economic conditions	Legal framework for industry	Principles for building parameters	Approaches towards change over time	The (re)use of knowledge and skills	Patterns of actions, knowledge, and objects
<u>Standard details</u>	<u>Financial schemes</u>	<u>Building regulations</u>	<u>Service</u>	<u>Adjustable</u>	<u>Philosophies</u>	<u>Artefacts</u>
<u>Iso standards</u>	<u>Interest rates</u>	<u>Planning laws</u>	<u>Structure</u>	<u>Versatile</u>	<u>Experiences</u>	<u>Values</u>
<u>Pre-designed products</u>	<u>Economic condition</u>	<u>Government incentives</u>	<u>Spatial</u>	<u>Convertible</u>	<u>Protocols</u>	<u>Behaviors</u>
	<u>Land values</u>	<u>Demolition tax</u>		<u>Scalable</u>	<u>Solutions</u>	
	<u>Material costs</u>	<u>Resource tax</u>		<u>Refittable</u>	<u>Tools</u>	
	<u>Ownership models</u>	<u>Industry guidance</u>		<u>Movable</u>		



type of changes			Brand's layers						scales	
strategy	social (cause)	physical (affect)	stuff	space	services	skin	structure	site	physical	time
adjustable	task, user	equipment, furniture	probable						components	daily/monthly
versatile	pedagogy, operations	spatial arrangement	possible	probable					components	daily/monthly
refitable	age, technology, policy	component, performance	probable	probable	probable	possible			components	7 years
convertible	ownership	function	possible	probable	probable	possible			building	15 years
scalable	company, market	size, loads	possible	probable	probable	probable	probable	probable	building	15 years
movable	neighborhood, demographics	location	possible	possible	possible	possible	possible	probable	building	30 years

Key probable possible



Layer class: services (color)

Control		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
A - column	1		1				1	1	1	1				1	1	1									
A - load bearing wall A	2	1				1	1	1		1	1	1		1	1			1	1	1	1				
A - load bearing wall B	3					1	1	1	1	1	1	1					1			1					
A - load bearing wall C (Large	4						1	1	1	1	1	1			1		1			1					
B - bracing	5		1	1			1	1		1		1					1				1				
B - floor B (first floor)	6	1	1	1	1	1						1					1								
C - floor G (roof 2nd floor)	7	1	1	1	1	1																			
B - foundation A	8	1		1	1						1		1								1				1
B - foundation E	9	1	1	1	1	1				1		1		1						1	1				1
B - foundation F	10		1	1	1					1		1					1			1					1
B - Staircase	11		1	1		1	1			1	1	1				1									
C - shading device A (exterior	12													1	1										
C - shading device B (interior	13	1	1										1												
C - window A (exterior wall)	14	1	1		1								1						1						
D - window B (roof light)	15	1										1												1	
C - door A (framed door)	16			1	1	1	1				1														
C - acoustic A (inner material	17		1																		1	1			
C - acoustic A1 (inner materia	18		1												1							1			
B - vapour barrier	19		1	1	1					1	1	1													
B - insulation (wall)	20		1			1											1								
C - roof A (objects)	21																1	1					1		
B - roof B (objects)	22														1							1			
B - heating system A (alterna	23									1	1	1													
D - heating system B (electric	24																								

Dependency type: structural (number)

Tightly-bound structural module

Loosely-bound skin module

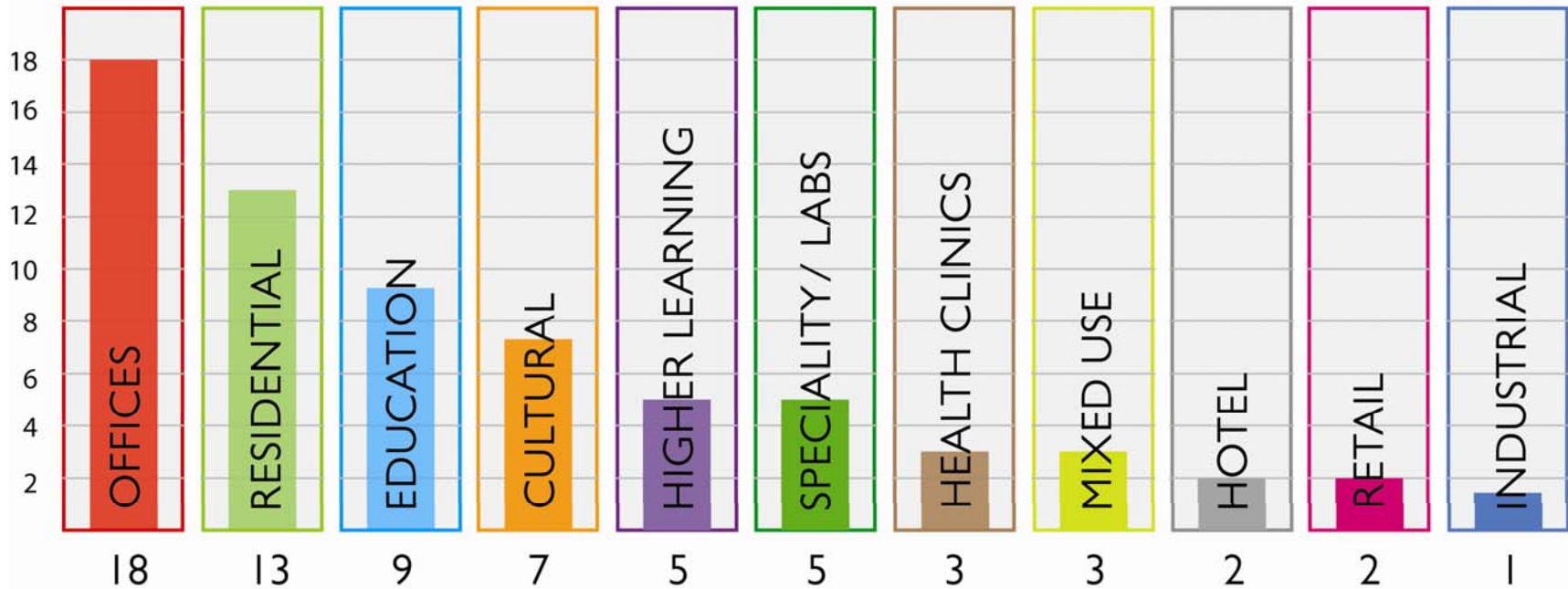
Source type: perceived (color)

Several dependencies between structural and skin modules

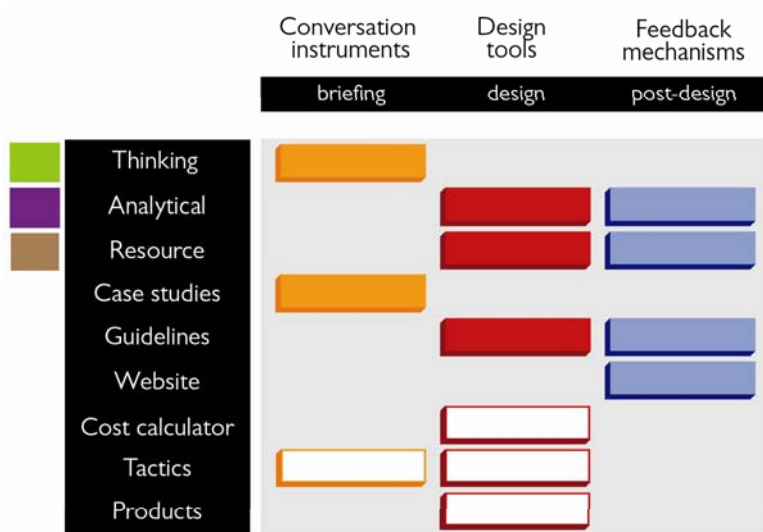
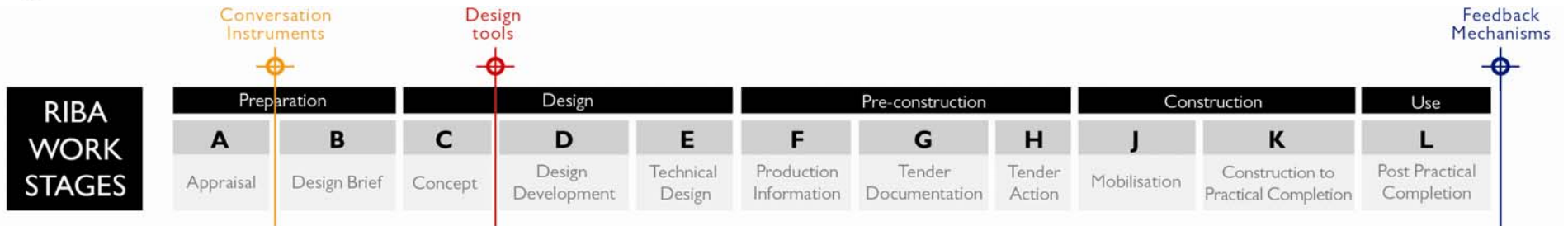
Layer subcategory: roof (skin layer)



68 BUILDINGS

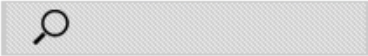


general concept ↔ specific stories





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