

DUBLIN CITY UNIVERSITY PUBLIC REALM DESIGN

Brady Shipman Martin

Dublin City University, appointed Brady Shipman Martin to develop a Masterplan for the revitalisation and enhancement of their Glasnevin Campus as a high quality 21<sup>st</sup> Century third level educational facility.

Development of the Masterplan commenced with detailed analysis of the character, function and connectivity of key buildings and public spaces throughout the campus, as well as connections to the wider local context. The Masterplan responds to both established and anticipated pedestrian desire lines, within and across the campus, while also establishing a contemporary new identity for the campus.

The Mall is the primary open space at the core of the campus, having been developed in the 1990's and defined by buildings on a substantially rectilinear grid, but was underutilised and closed off to campus users with a series of perimeter hedges which directed pedestrians along the edges of the spaces rather than through them.

The historic rectilinear structure is replaced with a more dynamic arrangement of paved and landscaped areas that connect people, destinations and usable open spaces. A hierarchy of primary and secondary pedestrian routes and pathways facilitate ease of movement through a network of hard and soft landscaped open spaces of different scales and character; greater connectivity between buildings and spaces; and encouraging participation and use by students and the wider community of a range of new gathering, passive amenity and recreation areas.

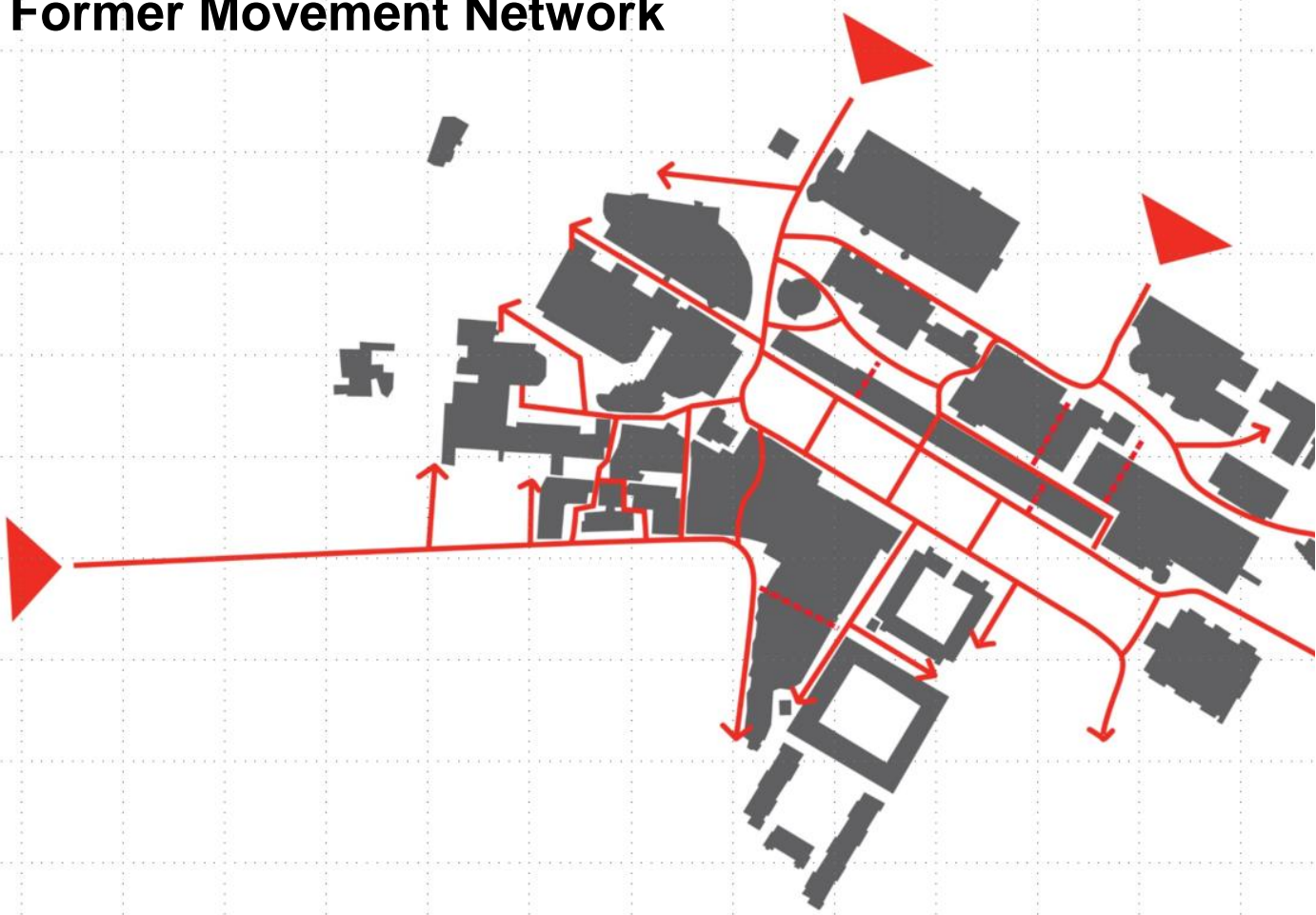
Phase 1 of the Masterplan implementation commenced in October 2018, centered on the western part of the mall and establishing a new setting for the Student U Building and the Henry Grattan and extending into Stokes Square.

The design focused on delivering animated spaces that would attract users to the mall, with areas to gather, quieter spaces to relax, and a raised grass area for outdoor events. The brown brick pavements were replaced with a bespoke paving mix to lighten the campus and colour was introduced into the street furniture to provide a livelier and fun environment. Mature tree grids were introduced to provide scale and layering of views through the mall. Phase 1 was complete in October 2019.

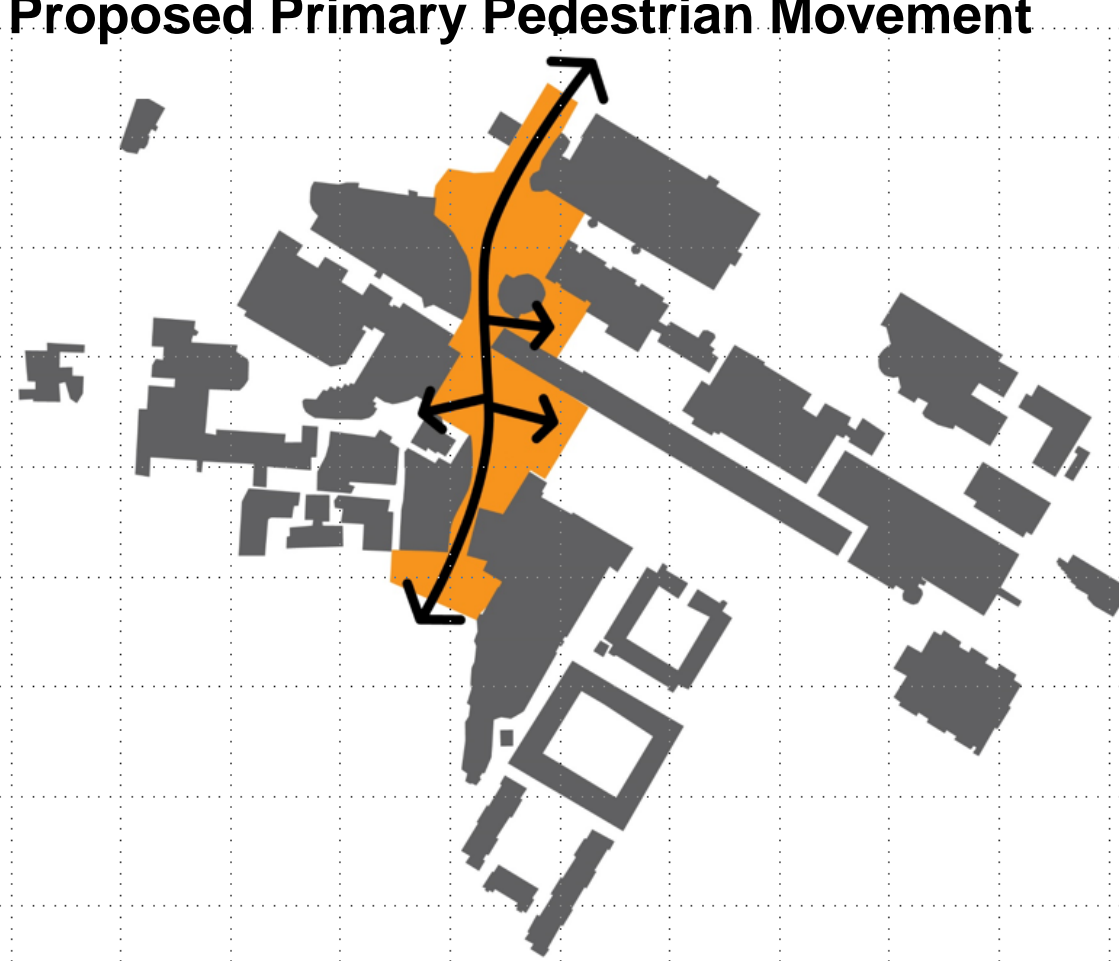


View of the West side of the Mall before the works commenced

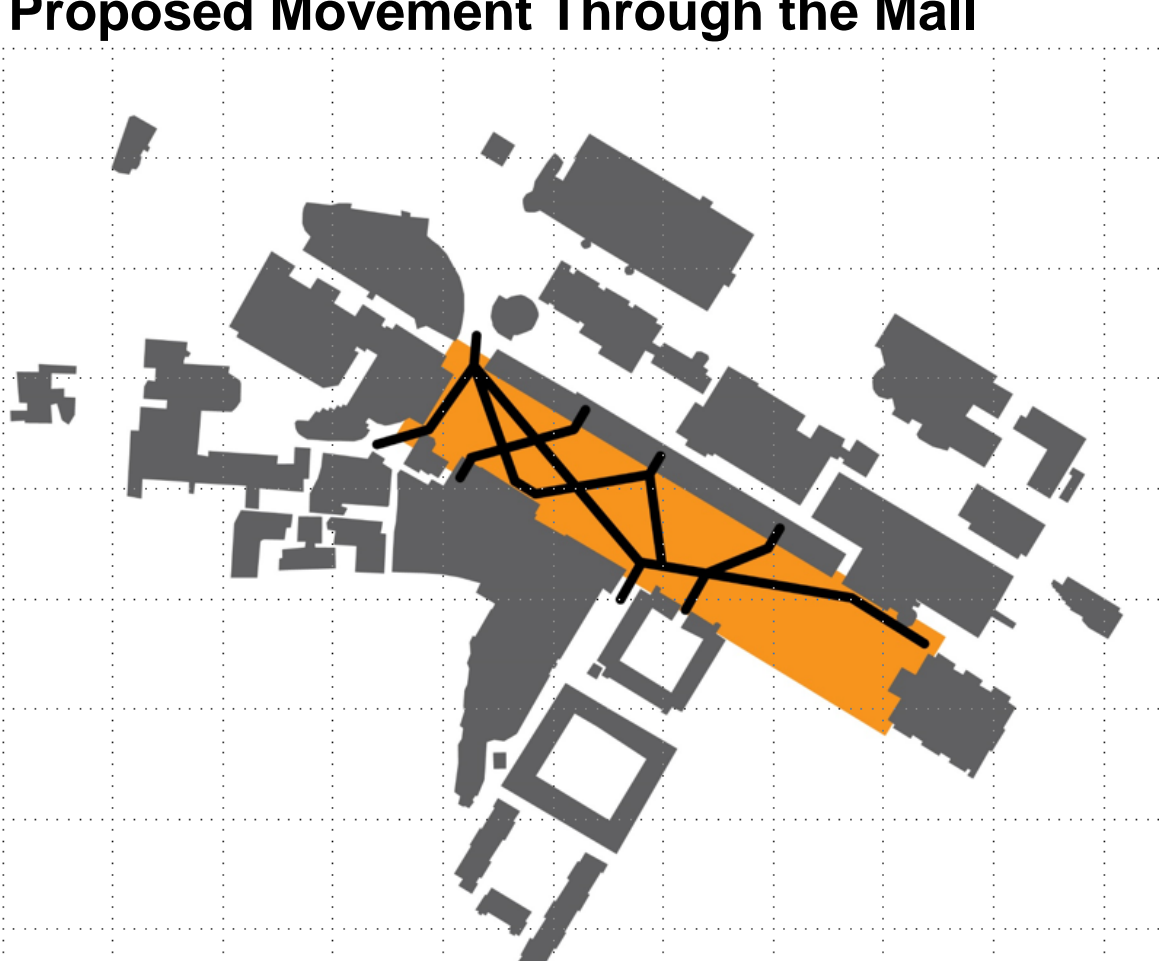
Former Movement Network



Proposed Primary Pedestrian Movement



Proposed Movement Through the Mall



Legend

- 1 Paving bands to define primary pedestrian route/spine from Collin's Avenue
- 2 Raised seating area in proximity to Student 'U' Building - the Student Union Facility
- 3 Raised lawn used as informal and multipurpose social area extending from the seating area
- 4 Gathering space for events / markets / marquees
- 5 Cycle parking
- 6 Smart bench with solar panels
- 7 Bollard feature lighting
- 8 Lawn
- 9 Existing trees retained
- 10 Tree Grid with seating below canopy
- 11 Existing Labyrinth



View towards Student 'U' Building



Central Seating Area/ Event Space

Public Realm Masterplan



Coloured Cubed Seating to Enliven Night Effect



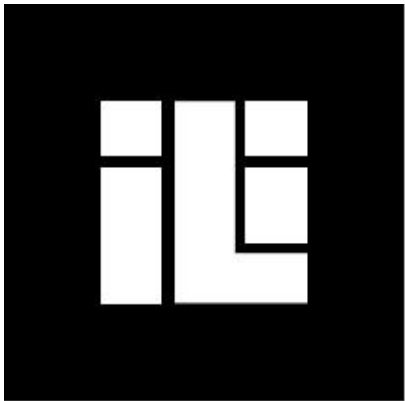
Mature Honey Locust Trees Planted in a Grid



Raised Seating Area Outside Student 'U' Building



Bespoke Concrete Retaining Walls with Seating



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DESIGN AWARDS 2020