

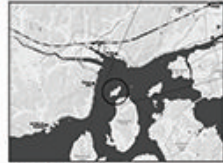
小佐木島

DYING ISLAND OF KOSAGI SHIMA, MIHARA CITY, HIROSHIMA

A small depopulated island with a total area 0,5 km² and a total population only 5 villagers with an average age of 80 years old
It is 15 minutes from Mihara Port (5 minutes walking distance from Mihara Station - local and shinkansen) by a high speed boat that runs 3 times a day



KOSAGI SHIMA



MIHARA CITY

LIGHTHOUSE



MURDER CASE
kaze no ko gakuen (closed)



School for children with problem
(delinquency, school refusal and emotional disorders)

28 July 1991 (Summer)

14 years old boy and 16 years old girl had been held in custody by their teacher with handcuffs inside the container (C20 JR type)

The cause of their death was due to dehydration after being confined for 44 hours under hot weather without food (33,8°C outside; 50-60°C inside)

The only industry on the island
by Okamoto-san (90 years old, the village chief)

Garage is always open
(woods, tools and unused items)



Community Center (new)
Built by an architect who was born on this island
(currently live in Hokkaido)

A place for gathering, meeting, and holding a local events, also for producing honey
Villagers often come for cook, eat and drink together



WOODEN BOAT WAREHOUSE (closed)



BEE HOUSE



Art Exhibition
Hiroshi Senju Painting (water specialist)

A revitalization project in Kosagi Shima

Renovated from a former villager's house
(with potato and orange natural fridge)



BH2 bio isle (revitalization project)

graveyard



setoda port



TEMPLE



orange fields



Top of the hill

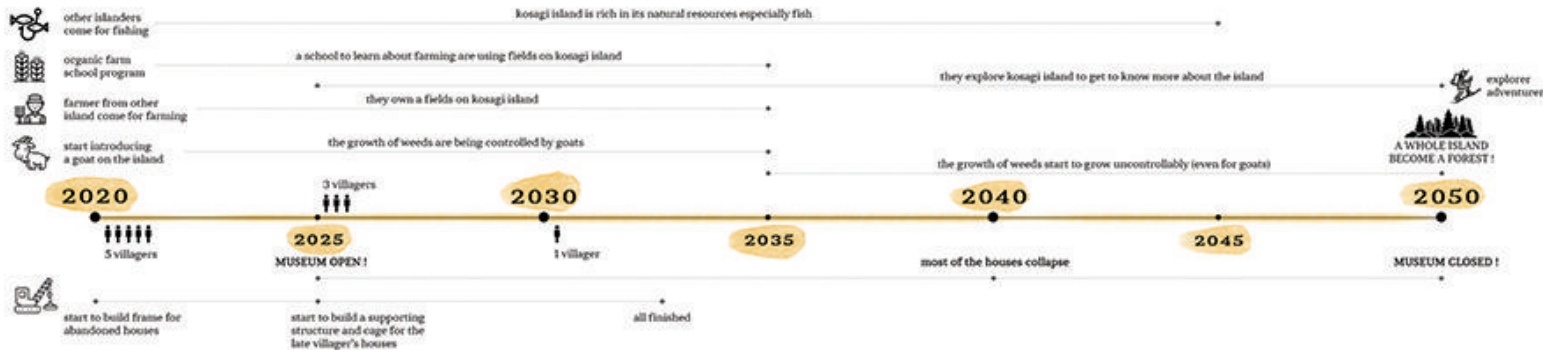
Almost all of the buildings can be seen
There are a rail for a wheeled container
(to transport oranges)
There are a bench for watching sunrise

private beach
(sunrise)



LEGENDS

The island itself can be explored entirely by foot in about 45 minutes. Reaching the top of the mountain is difficult, as the path is covered with wild plants and weeds, making the walk dangerous. However, the entire village can still be seen from the orange fields on top of the hill; all the buildings are located on the one side of the island that is close to the port, while the other side of the island is mainly a forest. No commercial buildings nor vending machines are present, making it problematic to find food on the island.



- DESIGN STRATEGIES -

For a better preparation to close this island (or, to abandoning the place), I came up with three scale of design strategies. The basic idea of these strategies is to challenge and maximize the potential of the island (cultural protection and resources protection)—there are a lot of story that live on the island and natural resources that we can make use of it, for free.



-Macro-
Island Scale



-Meso-
Village Scale



-Micro-
House Scale

Unlike the purpose of design in general, this design proposal is not for a specific user, it is not for making this place grow again like successful revitalizing projects. Instead, this project is for a Place Remembrance, it is for a better preparation to abandoning the island. It will give resources back to the main land and also the island story protected. It challenges the meaning of place by using a requalification method and focusing on the important role of the village's memory. Moreover, it also focuses on the art of decay, which can tell its story through the process of time. Through the design, it is expected that the island will encounter a brighter future; therefore, the island will become a forest again someday and we just need to let it go.

2020

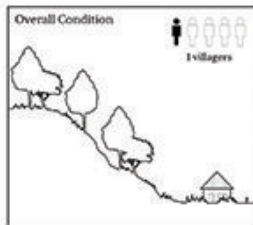
2030

2040

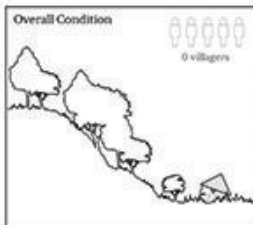
2050



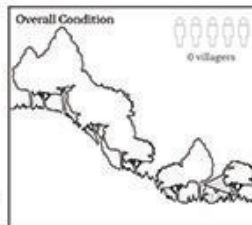
Currently, 5 remaining villagers keep the maintenance of the island. Big trees are growing on a higher ground floor and there are no weeds that disturbing villagers activities near their houses, streets and fields.



Even though there are no longer any villagers live on the island, people from other island come regularly for growing crops and fishing. Most of the ground and houses have already eaten by weeds.



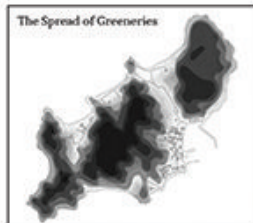
Most of the houses in Kosagi Shima have a wooden structure, in which are only supposed to last for around 20-30 years. Therefore, these houses will collapse.



The island become a forest again.



Most of the higher ground (mountain) has already dominated by trees.



The growth of the weeds cover most of the grounds except near the main street and port.



Most of the ground has already covered by the weeds, except the street near the seashore.



The island become a forest again.



The current condition of the street in Kosagi Shima. Some of the street to the mountain has already covered by weeds; yet, still accessible with the help of hand tools.



Although weeds also start to cover most of the grounds, the main street (which is shaped like a ring) still walkable with the help of farmer who come regularly for growing their crops.



Most of the ground has already covered by the weeds, except the street near the seashore. Those streets are made of concrete and people who come several times for fishing help to maintained it.



Since all of the area on this island become a forest, it is already inaccessible.



Farming (oranges, lemon, vegetables, wild plants)
Fishing



Farming (vegetables)
Fishing



Fishing



No activity

- IDEA -

Maximizing potential of the island
(Cultural Protection & Resources Protection)

"HOW TO MAKE USE OF LAND WITHOUT LIFE?"

ISLAND
POTENTIAL
SPOTS

- Current situation of accessible streets
- Inaccessible streets in the future
- Potential route to cultural & resources protection spots
- Fields

MACRO

ISLAND SCALE
LIGHTHOUSE - DESIGN

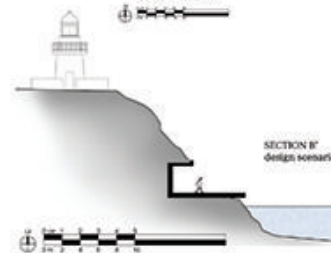
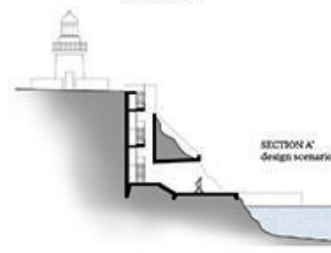
BEFORE



AFTER



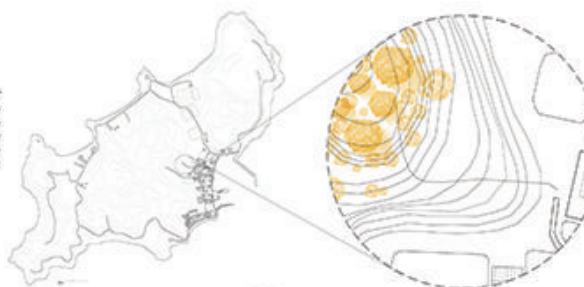
Since the current pathway to the lighthouse is blocked, my proposal is to make a new port to the side of the lighthouse so that it is accessible to reach and maintain the lighthouse from time to time. Furthermore, it is also accessible to go to the beach.

GROUND PLAN
design scenarioSECTION B'
design scenarioSITE PLAN
design scenarioSECTION A'
design scenario

MACRO

ISLAND SCALE
ORANGE FIELDS - DESIGN

There is an interesting orange track to the top of the hill near the village that leads us to the orange fields—we also can sit and watch the sunrise from the top. My proposal is to elevate and make a decent pathway and staircase to the orange fields, following the orange track, since it is a part of an island artifact.

SITE PLAN
"doing nothing" scenarioSITE PLAN
design scenarioSECTION A
design scenario

MESO VILLAGE SCALE

OVERALL DESIGN CONCEPT

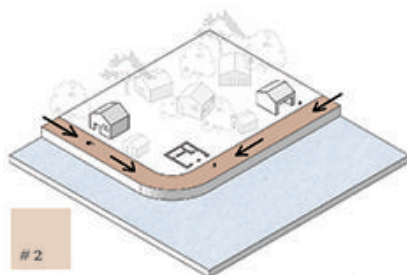
There are four steps of overall design concept: categorizing, waterfront opening, making alternative access, wrapping. First of all is to categorize the houses in the village so that we can treat each house differently that fit with the situation and story. Then, as the road on the seashore will be the last road covered by the weeds, this will be the only possible access to enter the house—the weeds will be growing from the opposite side of the sea.

Furthermore, as the ground floor will probably have already been eaten by the weeds, an alternative access is made by elevating the floor level to avoid weeds on the ground floor, and make a path that surrounds the house. This addition building is made by concrete which has high durability against decay. While walking, visitors can have a peep inside the house through the windows and openings—they can even come inside the existing house itself. Finally, wrapping it up with a fishing net (since this island is a fisherman island), which is for me, wrapping is a form of completing something or an ending.



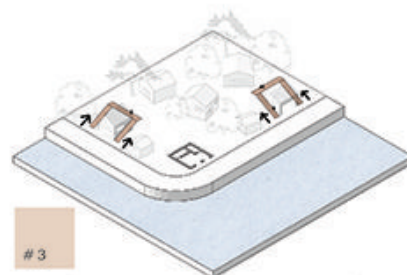
#1 THE CHOSEN HOUSES

Categorize the houses in the village so that we can treat each house differently that fit with the situation and story.



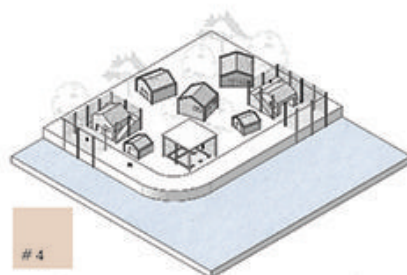
#2 WATERFRONT OPENING

Since the road on the seashore will be the last road covered by the weeds, this will be the only possible access to enter the house. The weeds will be growing from the opposite side of the sea.



#3 MAKE AN ALTERNATIVE ACCESS

Since the ground floor will probably have already been eaten by the weeds, alternative access is made by elevating the floor level to avoid weeds on the ground floor, and make a path that surrounds the house. While walking, visitors can have a peep inside the house through the windows and openings.



#4 WRAP WITH FISHING NET

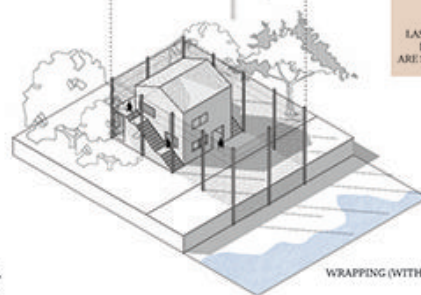
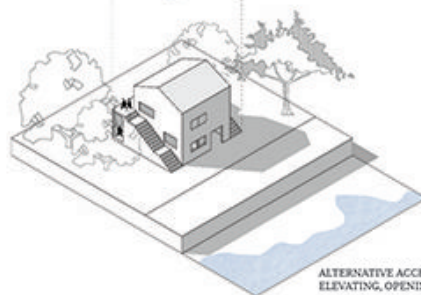
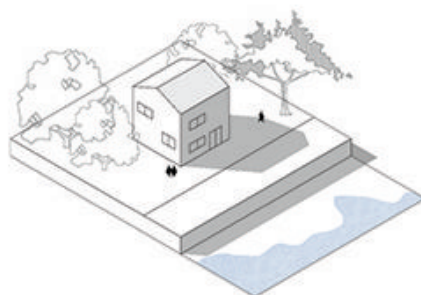
This idea of wrapping is a form of completing something (or an ending).



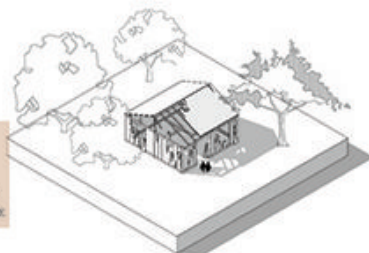
MESO VILLAGE SCALE

HOUSE CATEGORY AND STRATEGY FOR EACH

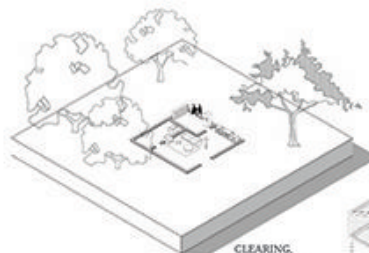
Basically, I focus on the last five villagers' house since the island really adores their existence and story—they are even inside the island pamphlet and website. I categorize it into three: last villagers' house that are still sturdy, last villagers' house that almost collapse, and other existing houses.



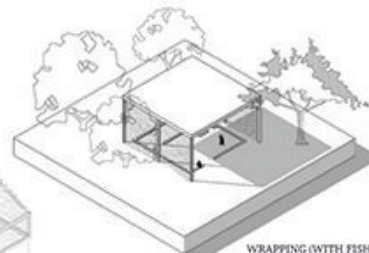
LAST VILLAGERS' HOUSES THAT ARE STILL STURDY



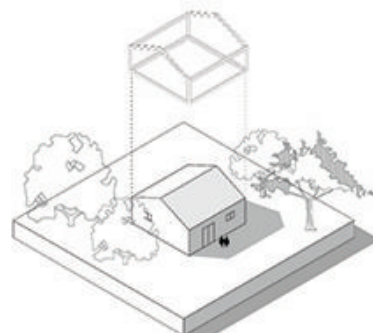
LAST VILLAGERS' HOUSES THAT ALMOST COLLAPSE



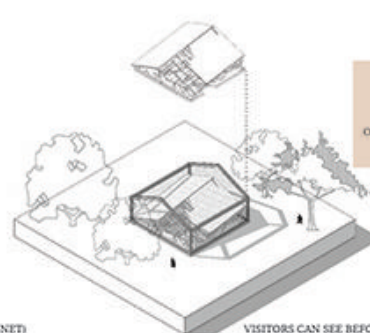
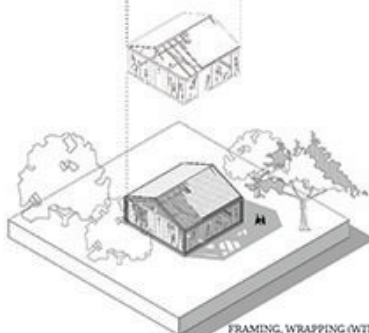
CLEARING, EXHIBITING



WRAPPING (WITH FISHING NET)



FRAMING, WRAPPING (WITH FISHING NET)



VISITORS CAN SEE BEFORE AND AFTER FORM

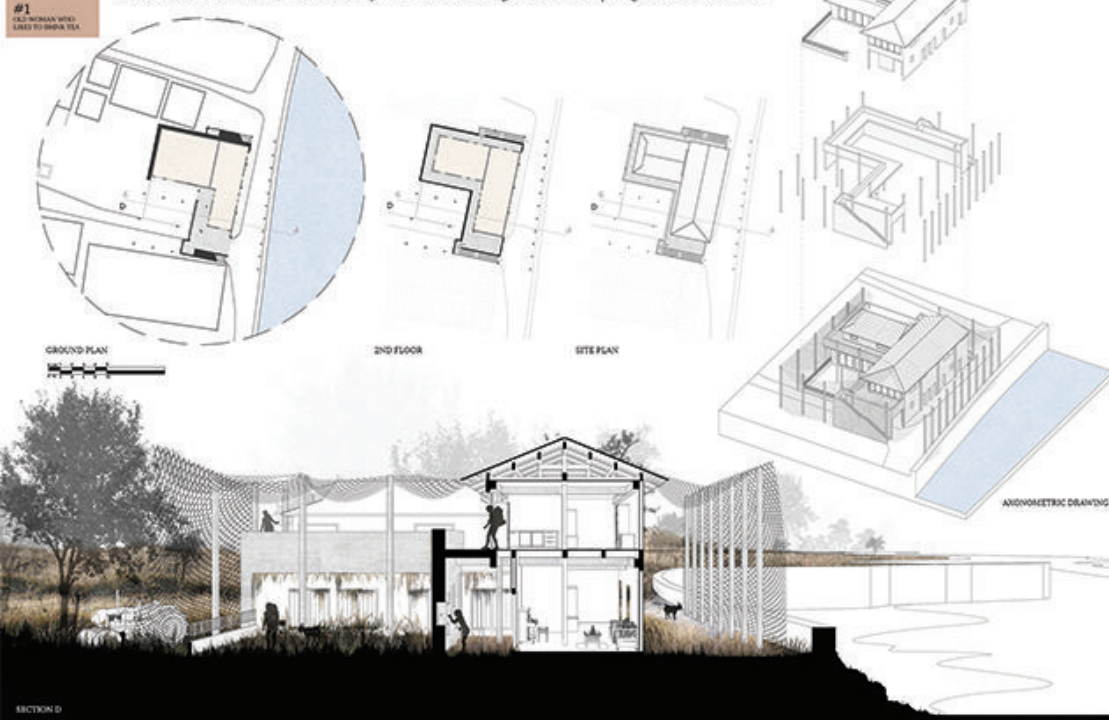
OTHER EXISTING HOUSES



MICRO

#1
OLD THORAN WOOD
LAKES TO SHIMA, IGA

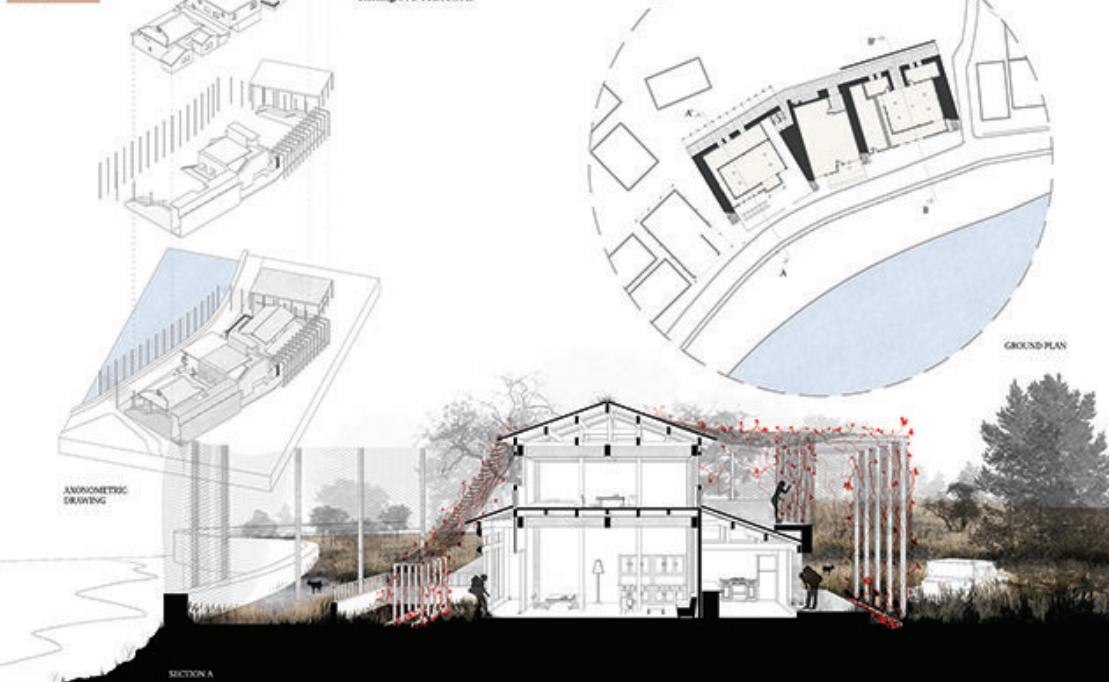
She likes to give a visitor something to drink, and asking whether we have eaten or not. An additional building attached to her house will also displaying a tea cup collection. As we can see from the section, visitors can easily come inside the existing house from the opening on the 1st or 2nd floor.



MICRO

#3
FISHING

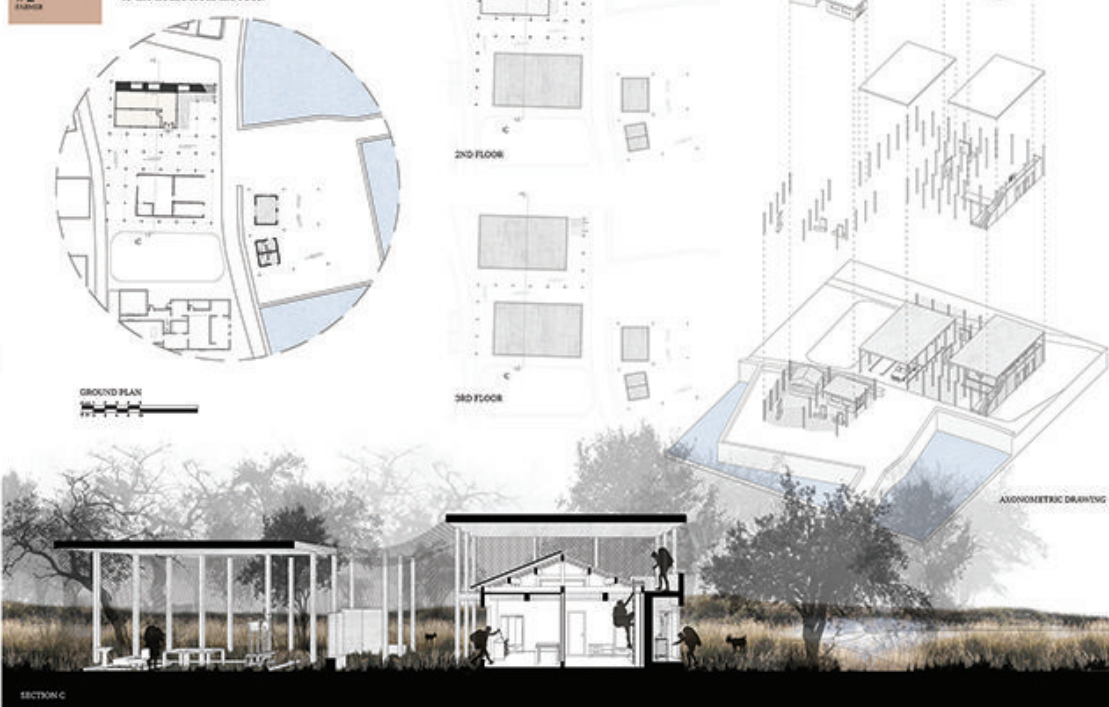
Visitors can come inside the house from several openings and it also displaying a fishing rod collection.



MICRO

#2
FISHING

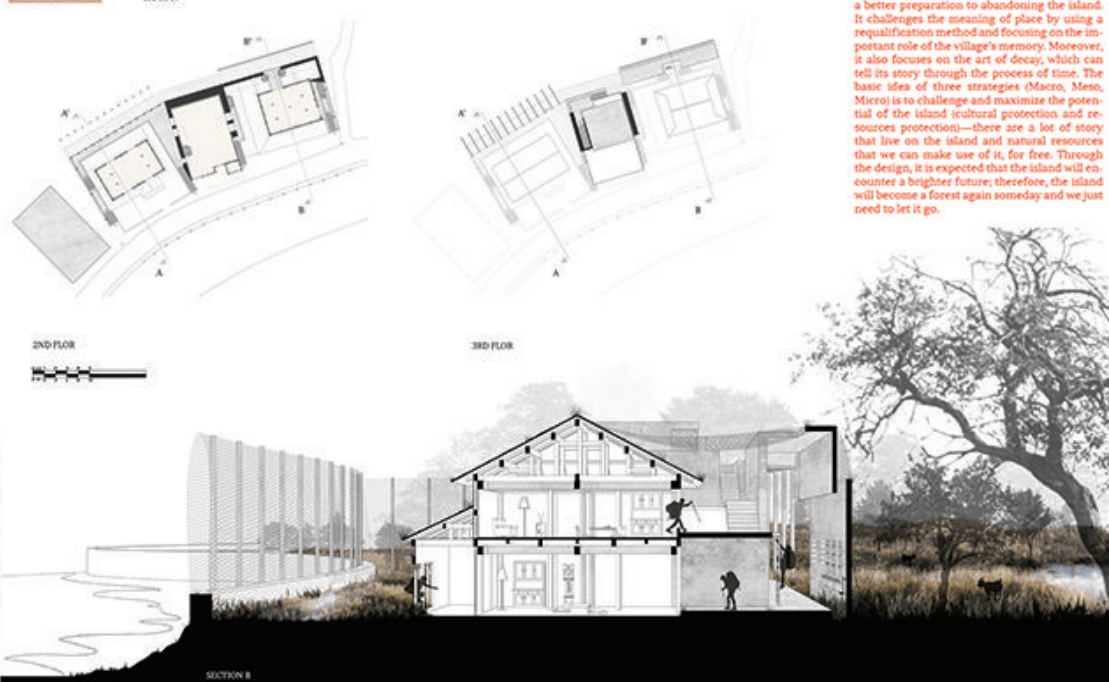
Since her house is one floor only, and the grow of the weeds probably blocked the ground floor, I make an alternative pathway so the visitors can COME IN to the house from the roof.



MICRO

#4
FISHING

Since the wife likes to make Ikebana, I displaying weeds and flowers to wrapped their house.



DESIGN CONCLUSION

Unlike the purpose of design in general, this design proposal is not for a specific user but for a better preparation to abandoning the island. It challenges the meaning of place by using a requalification method and focusing on the important role of the village's memory. Moreover, it also focuses on the art of decay, which can tell its story through the process of time. The basic idea of three strategies (Macro, Meso, Micro) is to challenge and maximize the potential of the island (cultural protection and resources protection)—there are a lot of story that live on the island and natural resources that we can make use of it, for free. Through the design, it is expected that the island will encounter a brighter future; therefore, the island will become a forest again someday and we just need to let it go.