

GUGGENHEIM **HELSINKI**

WORLD'S FIRST CONTEXTUAL MUSEUM
MUSEUM + PARK + COMMUNITY

LET'S GET DOWN TO BUSINESS: HELSINKI EFFECT.

Due to the technological advancement, dazzling exterior and convoluted interior has become a common place in the field of monumental architecture. Extravagant cost for infrastructure with little/risky communal merit caused a controversy. What if the museum becomes one of its kind - not by form - but by function of best serving the community?

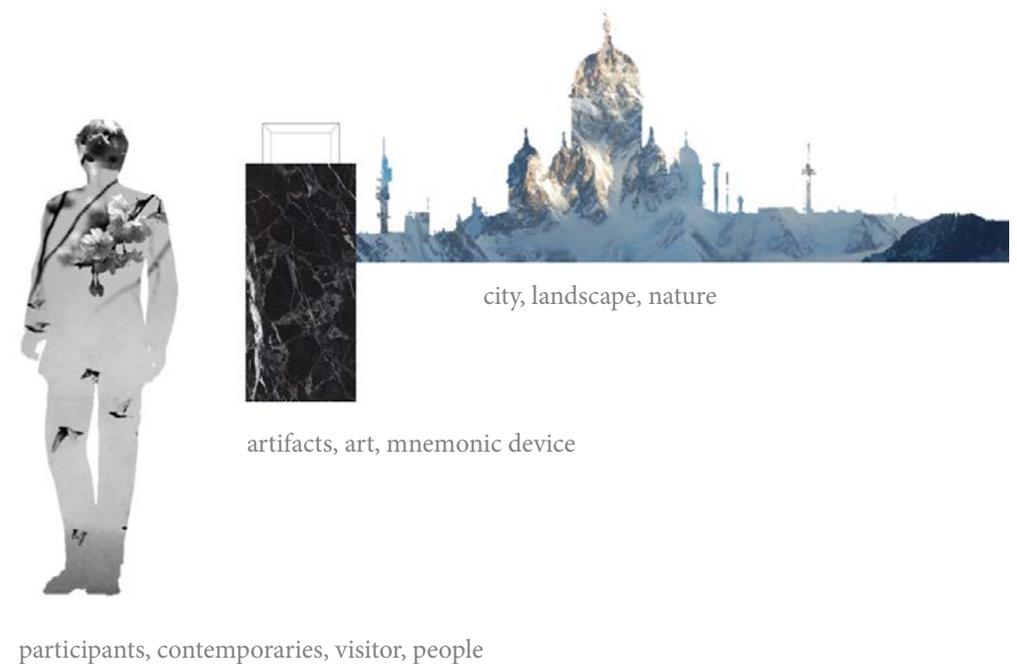


MUSEUM = 3D PICTURE FRAME

By the virtue of and the need for preservation, museum has shrouded itself in a static monolith, disconnected from the social fabric. We ponder about the necessity and dichotomy between museum and mundane routines, and explore the potentials of 'museum' typology.

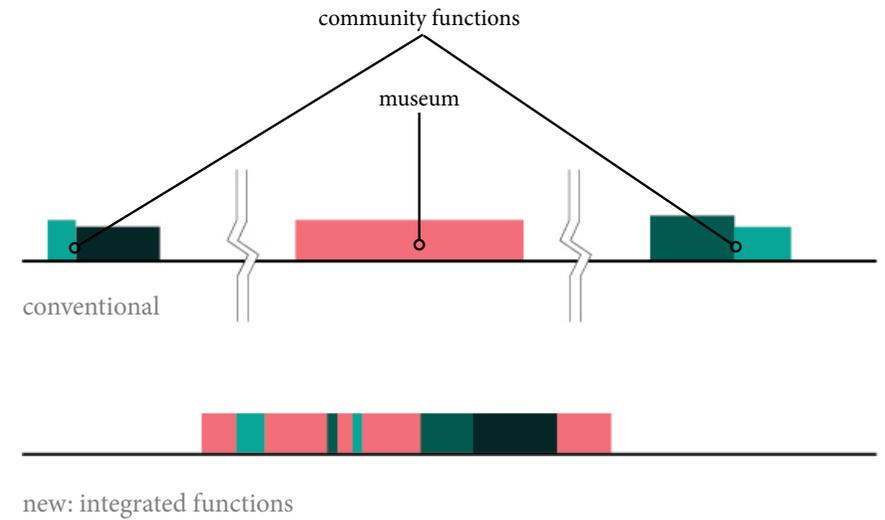
“ *Museum is a place of collection, preservation, interpretation, and display items of cultural, artistic, or scientific significance for the education of the public.* ”
 - James Smithson

In other words, museum is a mere window frame to the past in order to provide a learning environment, and preserve for future generations to learn. Museum frames artifacts of certain periods in the midst of infinite time line. Guggenheim Helsinki proposes to encapsulate 'past (embodied in artifacts)' with and within the 'present (embodied in live participants and city)' all together.



WHAT DOES A CITY NEED? THAT IS FOR PEOPLE TO DECIDE.

The act of 'framing' is done quite literally; physical architectural of Guggenheim Helsinki encapsulates community functions that are deemed useful to the residents.



FIRST-PERSON MUSEUM

Architect makes a deliberate attempt to link the audience to the artifacts, and furthermore, to the site and relative reference in time. While conventional museum has been the container for extinct specimen, this proposal shows the evolution of human triumphs.

Guggenheim Helsinki is an experimental, yet profound rendition of museum.

