

LÜV ATELIER

Yung-Ju (Lulu) Chung
M.S.AAD 2024-2025

COLUMBIA
GSAPP

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01

PLUG-IN COMMUNITY

Studio: The City Island SPECULATIVE ISLANDS OF THE CITY

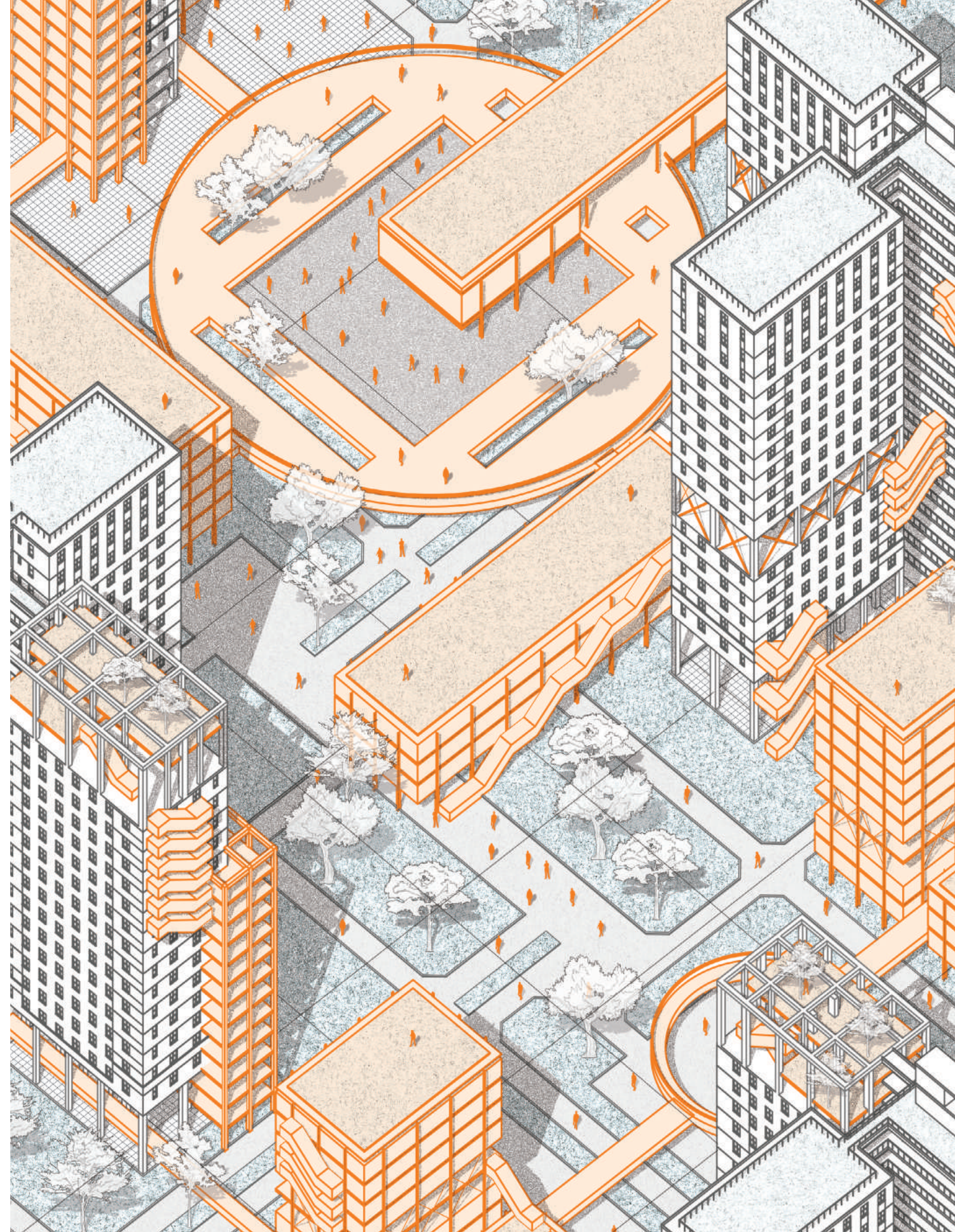
Academic Year : 2024 Summer

Instructor: David Eugin Moon

Team : Jaejun Choi.Sebastian Dominguez.Yung-Ju Chung

#

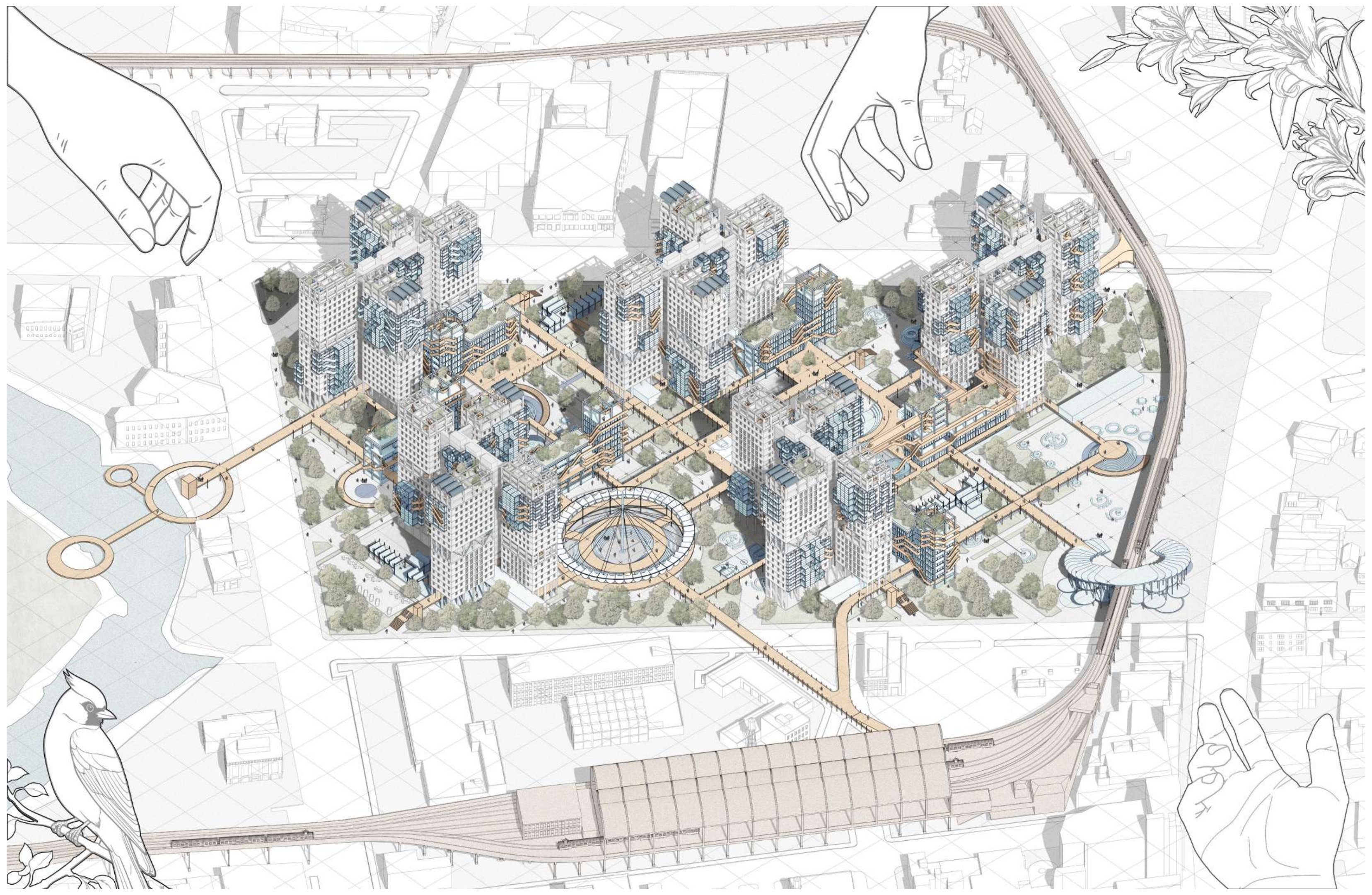
Contrasting the segregation in Coney Island with the gentrification from housing projects developed by Robert Moses, this project aims to foster inclusion through an intervention in the controversial Luna Park Housing Corporation. The primary concept introduced is the internal connectivity, which will then extend into the surroundings to fully integrate Coney Island. By adding new community services and housing units, the idea is to create a cohesion system between residents and visitors, primarily connected to the MTA system. Through specific design strategies, the project seeks to implement various systems that enhance connectivity and adapt to NYC's 100-year flood hazard mitigation plan. This involves creating elevated interconnected pathways at different heights that traverse existing buildings, linking them with the new units, and creating public spaces on rooftops and at different levels, which will adapt to rising water levels.





Site Context

The project is located in Coney Island, a historically significant but spatially divided area that has experienced gentrification phases frequently leading to a lack of community engagement and social exclusion. This intervention, which is focused on the Luna Park Housing Corporation, aims to bridge the gap between residents and visitors in order to promote an inclusive and welcoming urban environment.



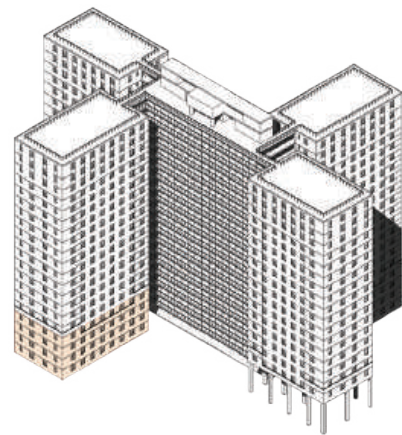
Section Perspective



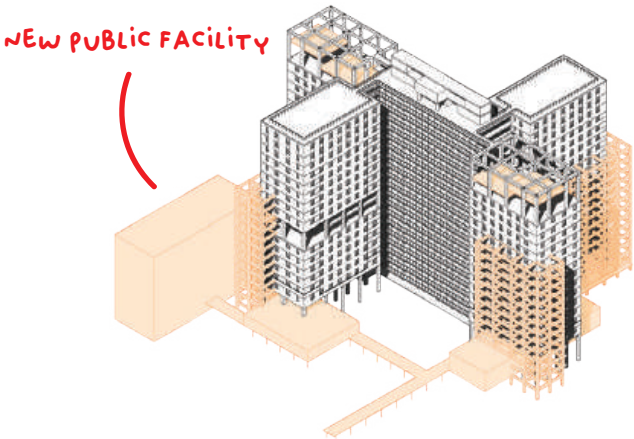
PLAZA

DESIGN PROCESS

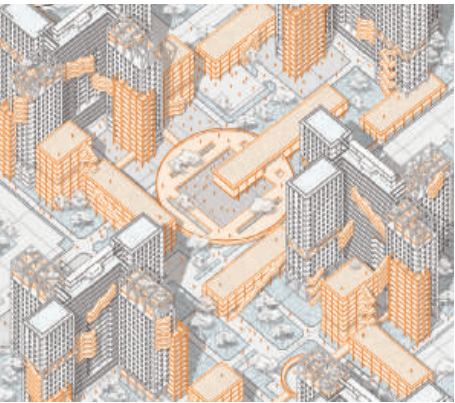
A High-Rise



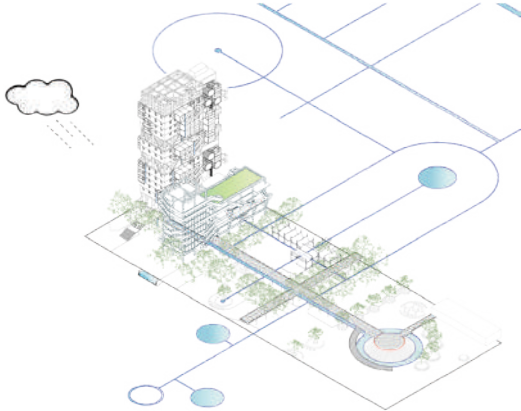
B Plug-In

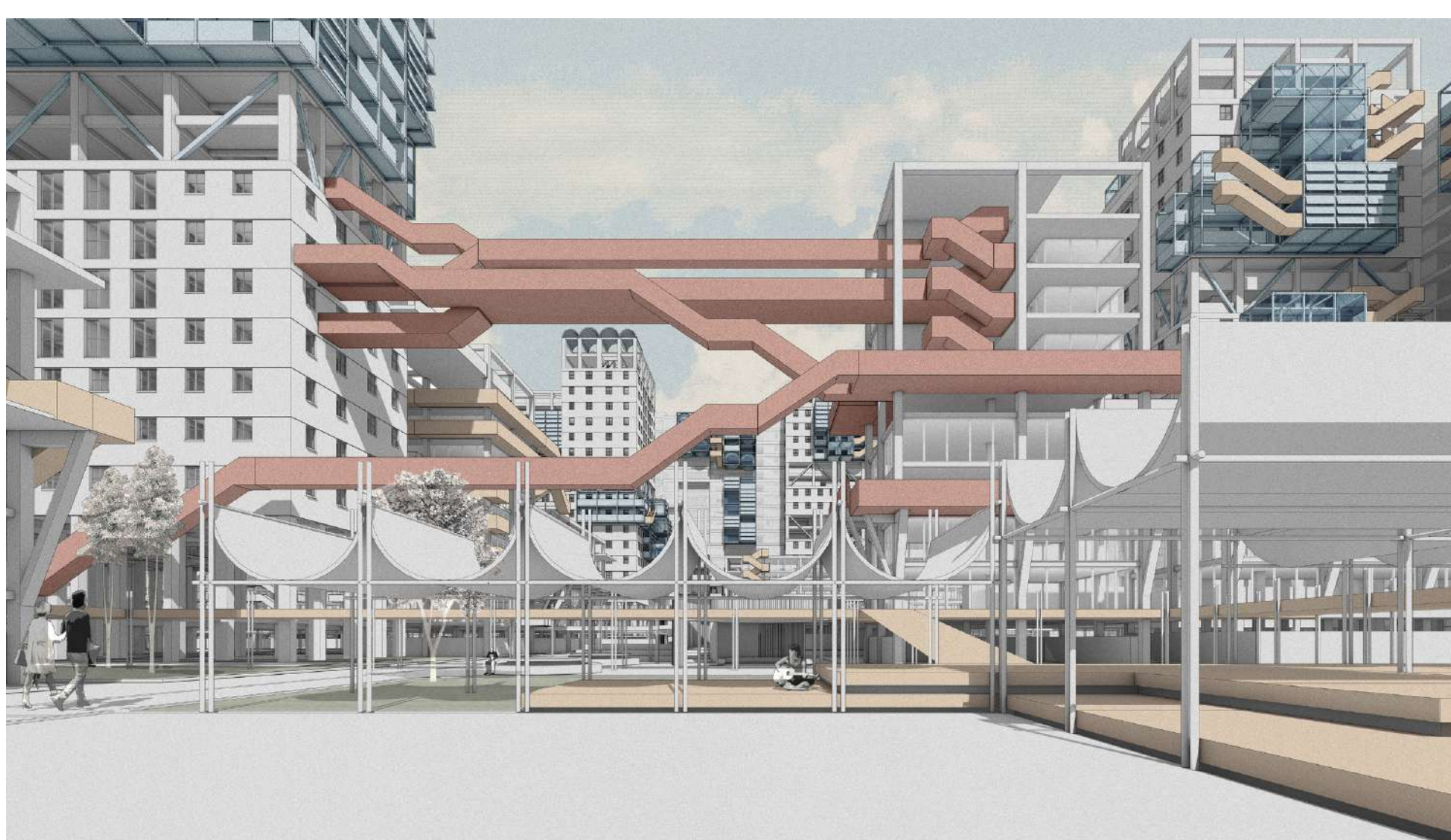


C Connect



D System (Water)



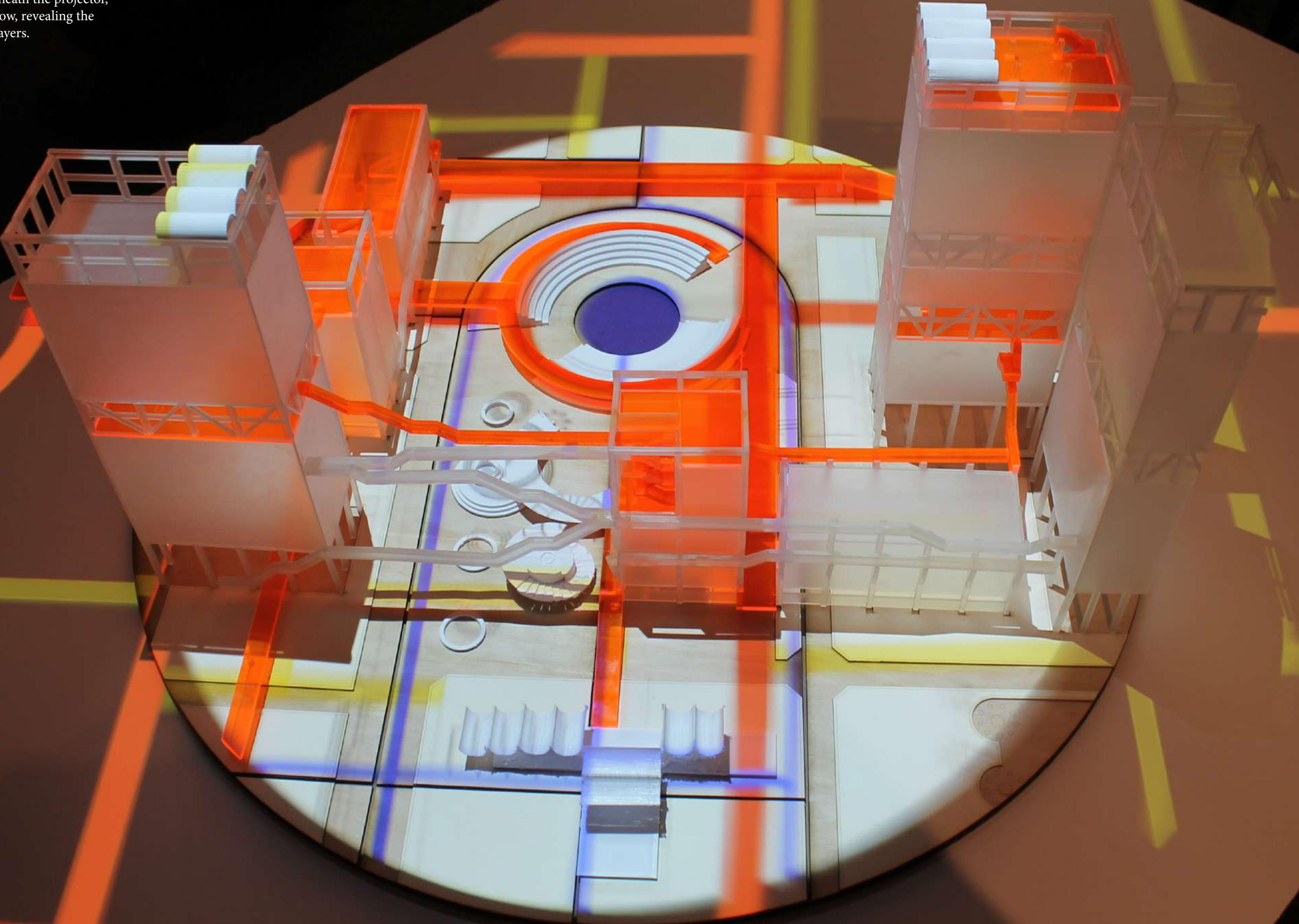


The layers of the Plug-In Community.



An external plug-in structure attached to the housing.

The model, positioned directly beneath the projector, captures a dance of light and shadow, revealing the main, secondary, and contextual layers.



02

THE WELL SCHOOL

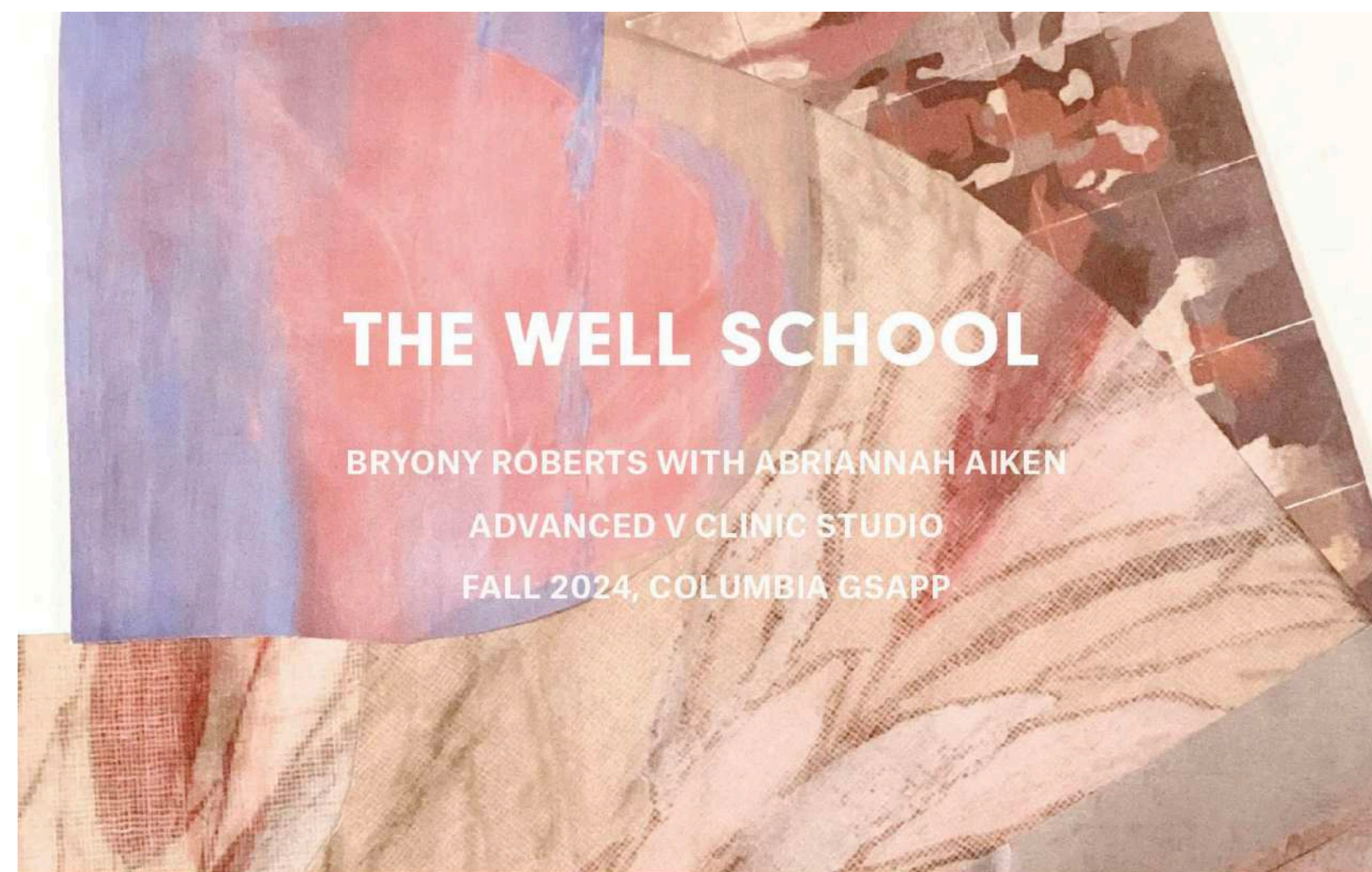
Studio: The Well School
Academic Year : 2024 Fall Advanced V Clinic Studio
Instructor: Bryony Roberts with Abriannah Aiken
Team : Junhyuk Kim.Yung-Ju Chung.Ka Heun Hyun

This project was developed in the Advanced V Clinic Studio at Columbia GSAPP with a team of 15 people, including three members from non-architecture disciplines. The research began with an analysis of Avery Hall, addressing critical issues related to spatial, sensory, emotional, and pedagogical aspects. The work culminated in 10 projects combined into a comprehensive research publication.

The projects were categorized into the following themes:

- 1) Pedagogical Proposal
- 2) Engaging Variety of Sensory Conditions
- 3) Promoting Student Agency
- 4) Fostering Community & Collaboration
- 5) Leveraging Technologies
- 6) Connecting to Nature

This collaborative effort reimagines architectural spaces as holistic environments prioritizing education, inclusivity, and well-being.



2. PROBLEMS WITH AVERY

Spatial

- High Density
- Inconvenient Circulation
- Isolation from Wellness Service/Resource
- Lack of Collective Space

Emotional

- Lack of Social Gathering
- Lack of Social Support Program
- Lack of Social Bridge Events
- Lack of Wellness Service /Resource Navigation

Sensory

- Acoustic
- Temperature
- Ventilation
- Exposure
- Smell
- Illumination

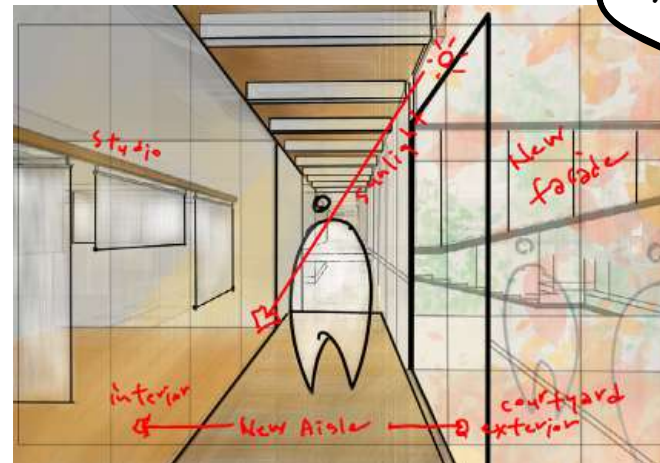
Pedagogical

- Exhausting Conventional Studio Culture
- Programs causing Sleep Deprivation
- Financial Restriction
- Isolation of Program in Architecture School

HOW CAN ARCHITECTURE DESIGN SUPPORT HEALTHY LIVING SPACES?



FACADE & INTERIOR



A / PROBLEM

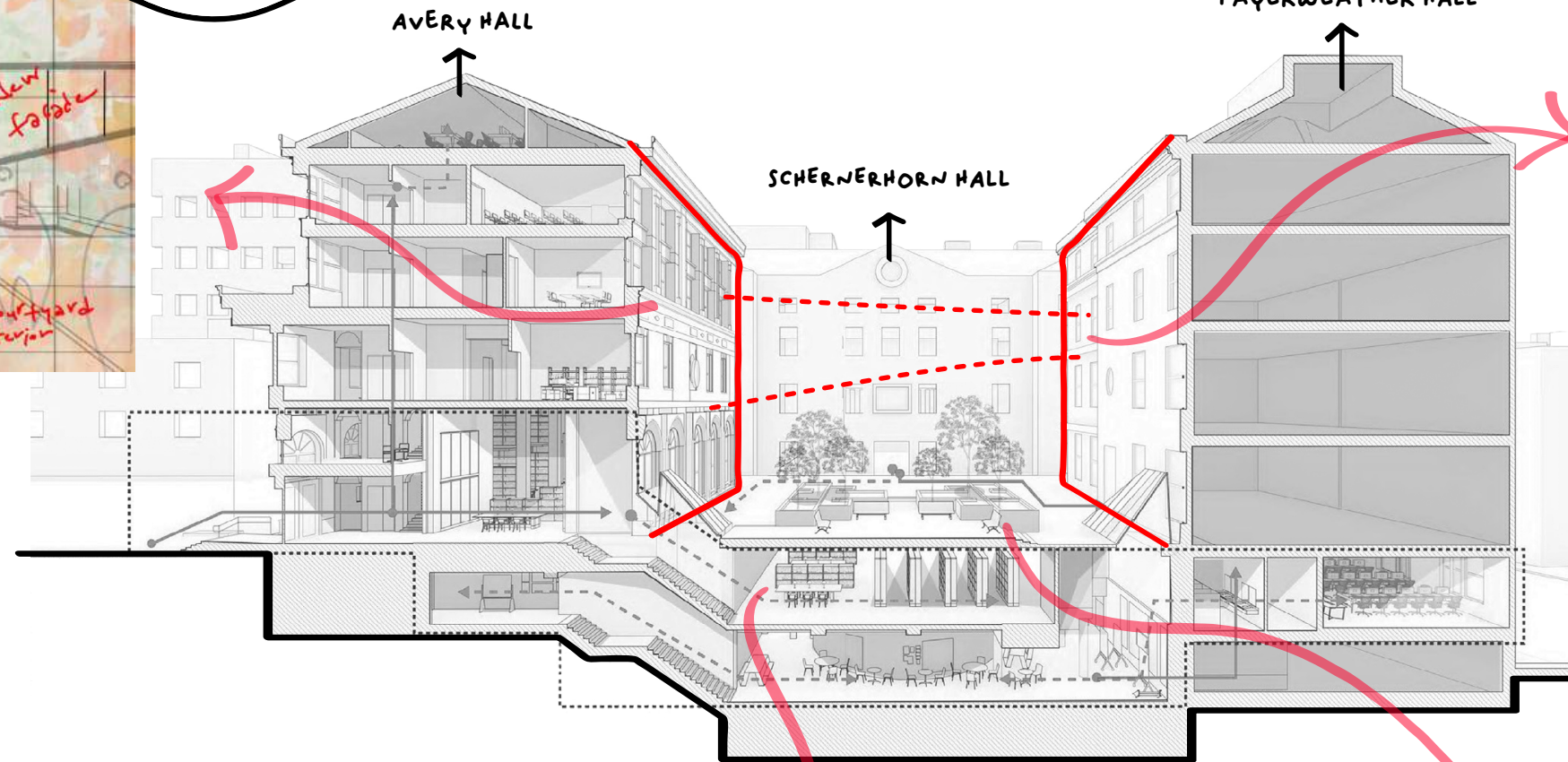
AVERY HALL

FAYERWEATHER HALL

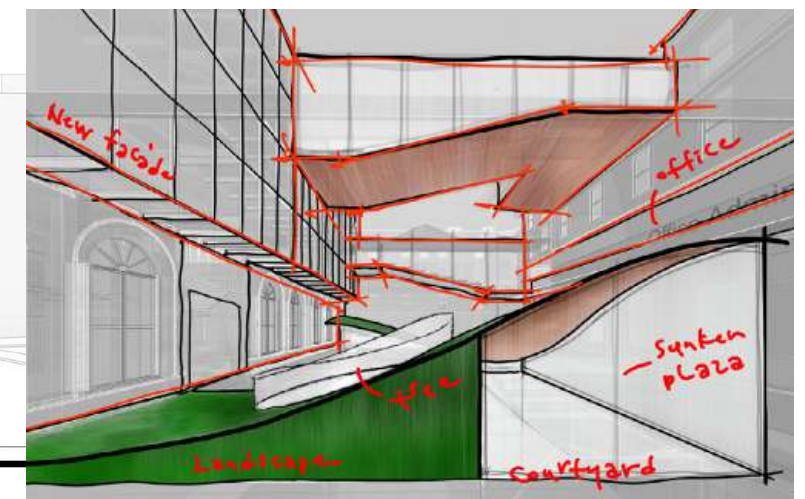
SCHERNERHORN HALL

SPATIAL
SENSORY
EMOTIONAL

PEDAGOGICAL



CONNECTION

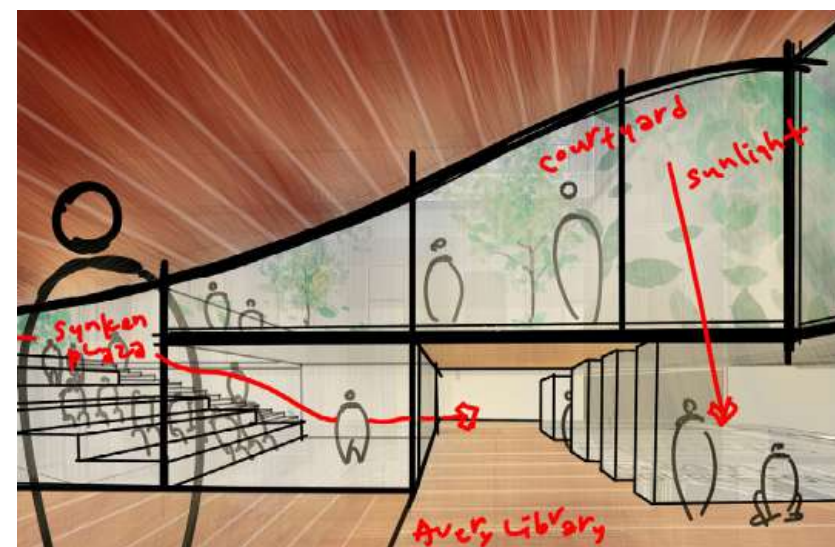
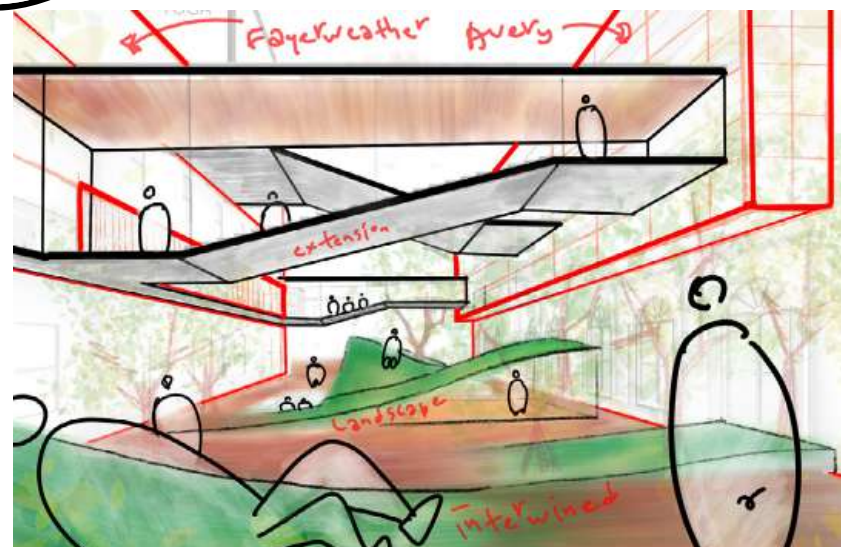


B / SKETCHES

SECTION

B1F / AVERY LIBRARY

GF / COURTYARD



STUDIO WITH STUDENT-ADJUSTABLE PARTITIONS

In the studio of the future, students become the central agents of spatial organization. The studio transforms continuously, serving as a space for design work, group meetings, meals, model making, or simply spending time with friends. To accommodate the ever-changing functions within the studio, the spatial design must be adaptable.

Vertical semi-transparent curtains, sliding doors, and folding doors enable students to autonomously configure spaces of varying sizes as needed. Rather than proposing fixed spaces, the studio provides a system that respects and accommodates the diverse preferences of individual students, helping each student find a sense of stability.

This system ensures that students always have the option to connect with others whenever they wish, while maintaining full autonomy over these choices rather than being directed by others.

EASY CREATION & ACCESSIBILITY OF SHARED SPACES

COMMUNITY & COLLABORATION

Using a partition system, the interior space of Avery was restructured to allow students to autonomously organize spaces, encouraging the creation of shared areas. Furthermore, the courtyard between Avery and Fayerweather, previously one of the least utilized spaces on campus, was transformed into a vibrant community space that draws people in.

Direct access from this courtyard to the underground Avery Library was created, strengthening the connection between the library below and the communal space above. Instead of being a secluded and isolated library, it now functions as an extension of the community & collaboration space, seamlessly integrating with the lively community area.

Students can engage in collaborative projects or individual study in the bright, naturally lit new library, while also having the freedom to move to the newly established park above ground whenever they wish. This flexibility and connection to an inviting communal environment ensure that students can feel a sense of mental ease and comfort, fostering both productivity and well-being.

NATURE CONNECTING THE STUDENT COMMUNITY

CONNECTING TO NATURE

Students using the new studio have the option to easily connect with nature. They can directly access the courtyard integrated within the interior of Avery or enjoy the small park created between Avery and Fayerweather. This small park will serve as a vibrant space not only for GSAPP students but also for the entire Columbia community, while also functioning as an entrance to the library below.

Additionally, the various trees planted in this intermediary space create an atmosphere where those using the extension connecting the two buildings can feel as though they are walking through a forest. Nature has always been a source of comfort and relaxation for people. Students who can easily access nature without much effort will find themselves reenergized during challenging times.

03

THE BOX IS NOW

Studio: MakerGraph
Academic Year : 2025 Spring
Instructor: Ada Tolla & Giuseppe Lignano
Designer : Yung-Ju Chung

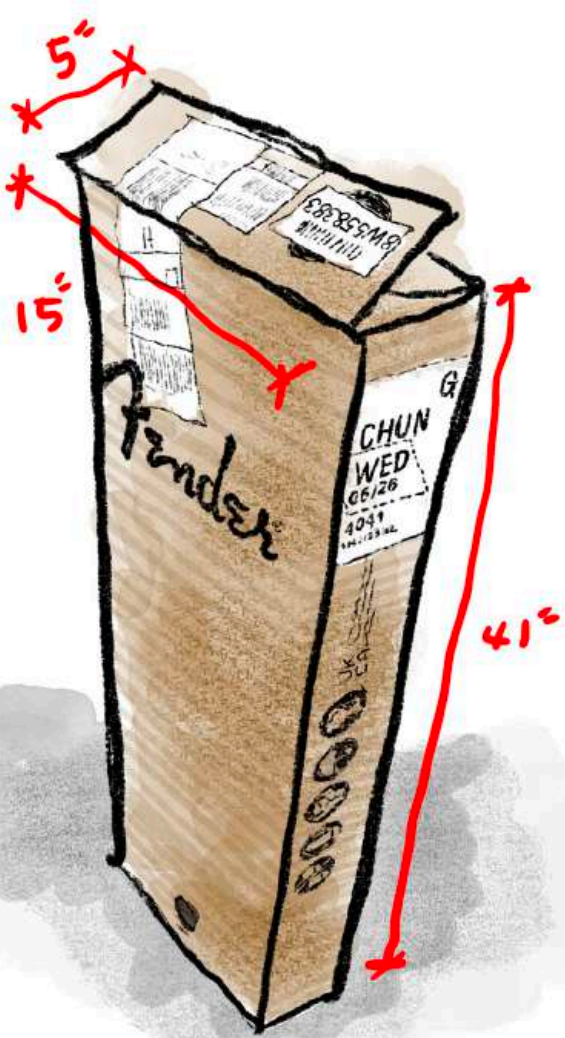
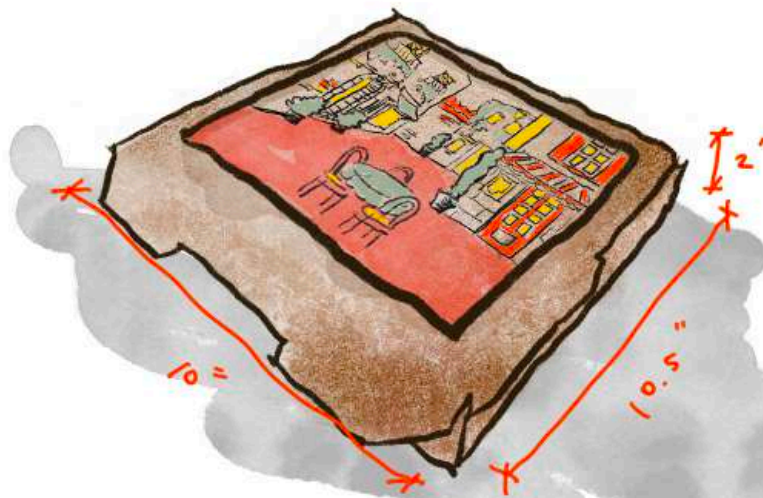
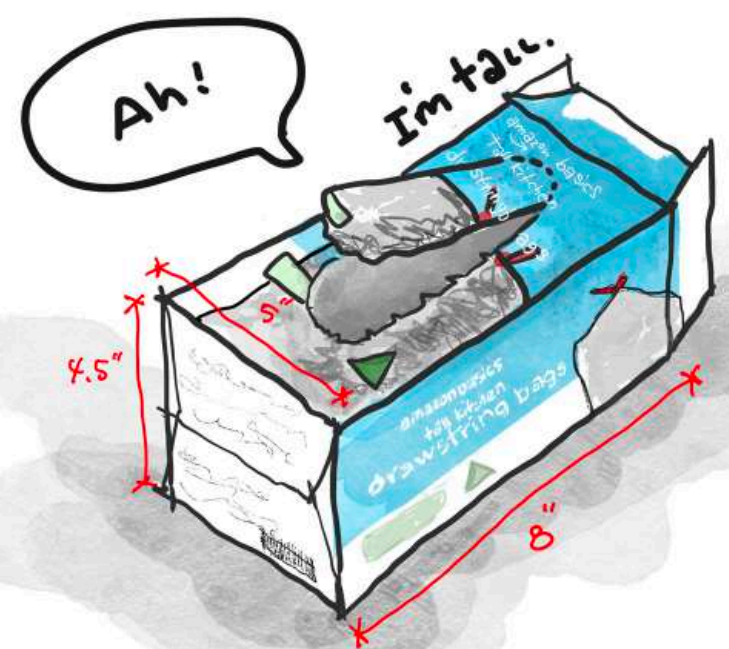
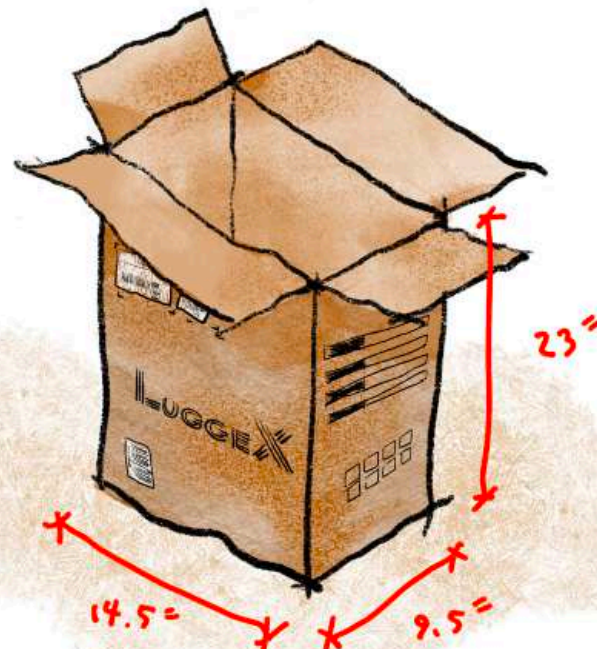
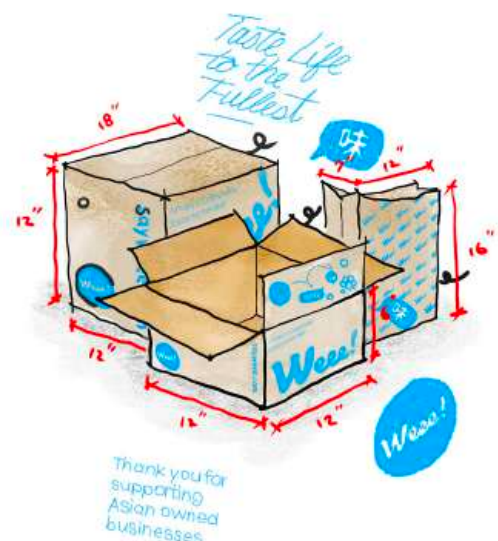
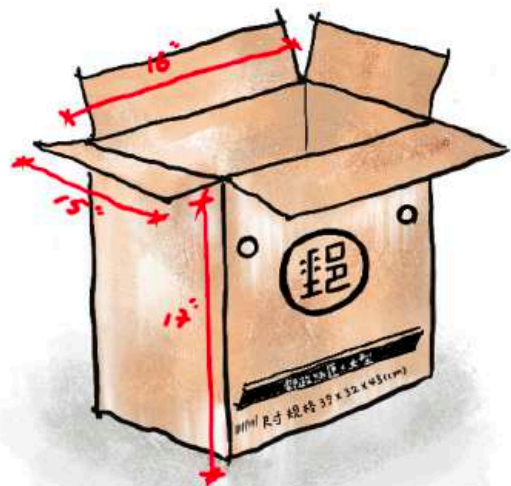
“ The Box is Now ” is shaped through sensory experience, embodiment, memory, temporality, language, culture, and imagination. These elements constantly shift and overlap throughout my chapters. The intersections are deeply personal.

The way I choose a box depends on my needs.
The way I see a box depends on my vision, my culture, and my language.
The way I imagine a box depends on my journey and my memory.

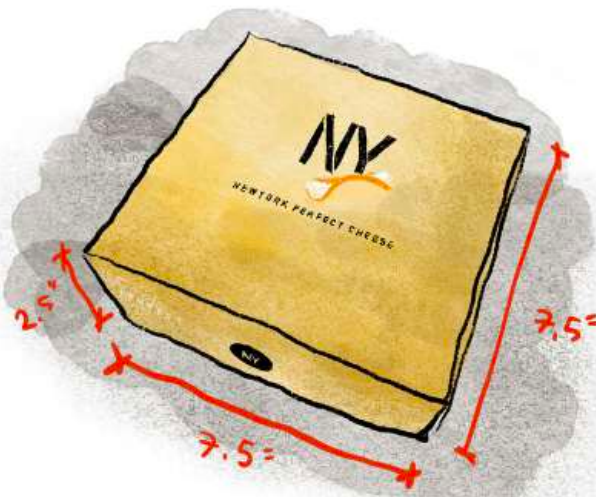
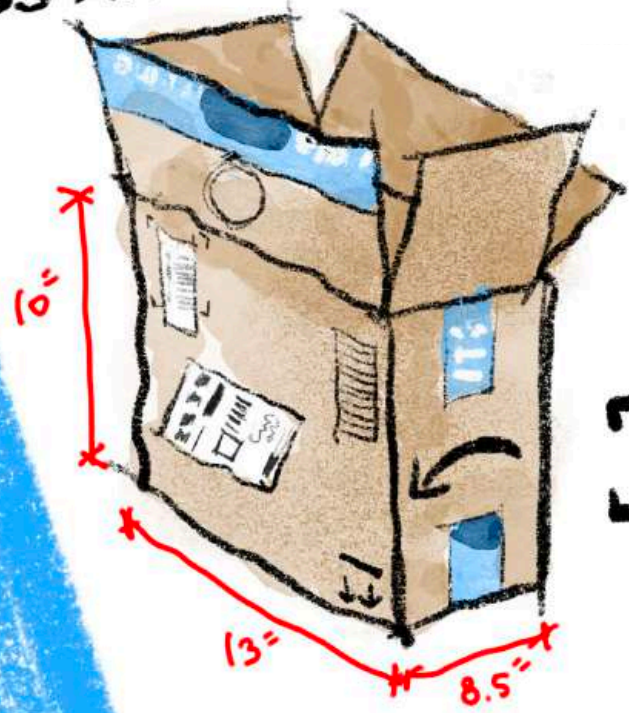
The project challenges me to explore the maximum potential of a single material — the box. All the traces of life and my environments shape who I am. What you see in a box may evoke something entirely different from what I see. It is ception (from the Latin *capere*, meaning “to take, seize, grasp”), but deeply personal.

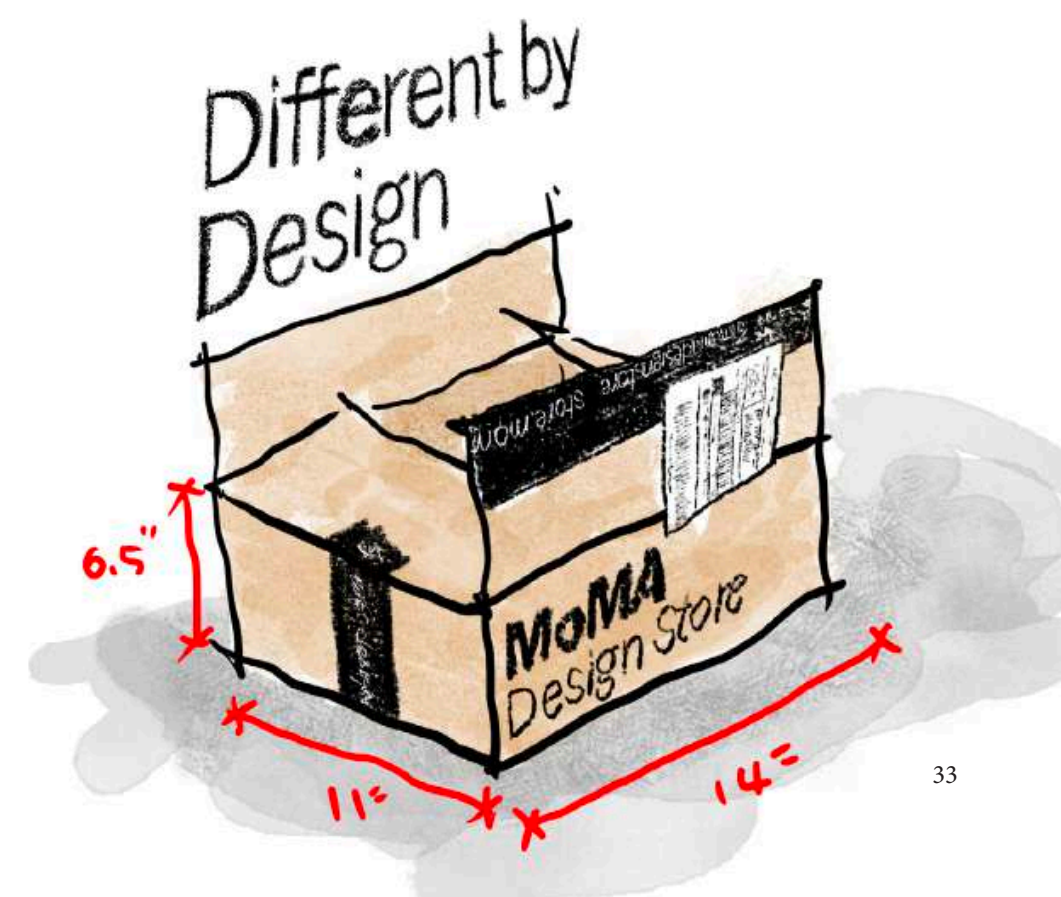
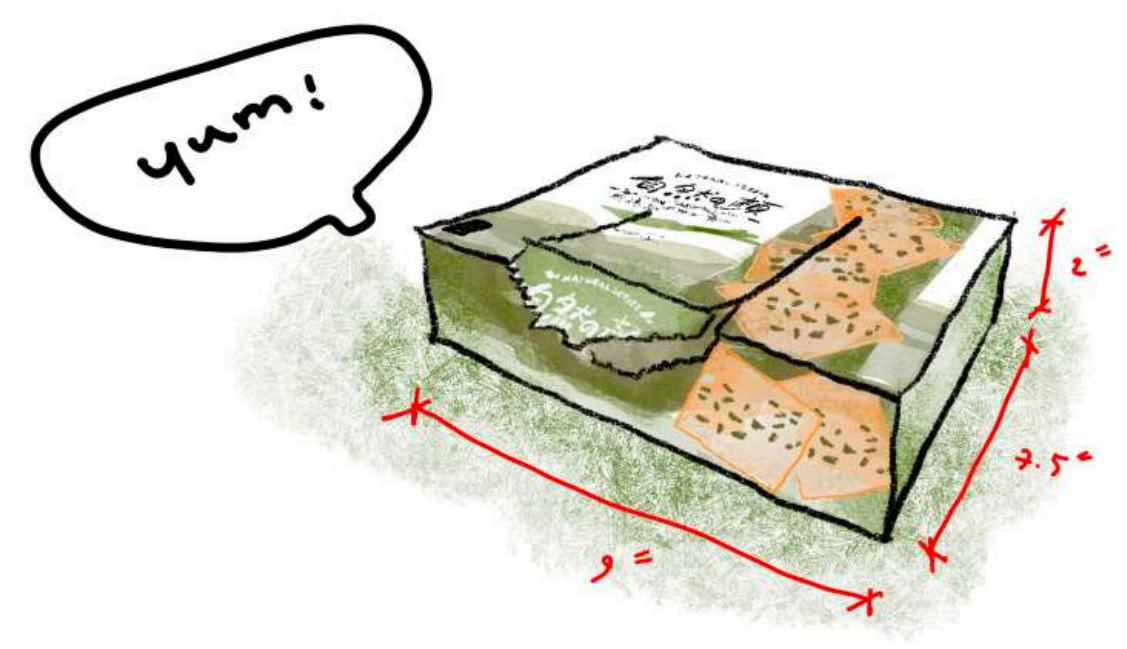
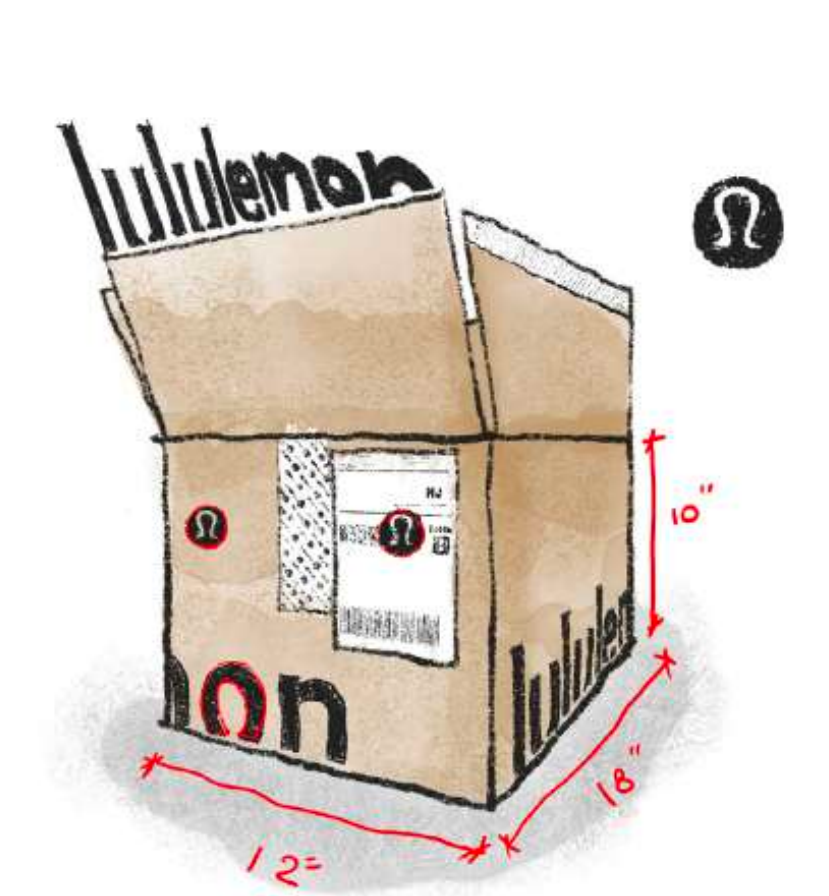
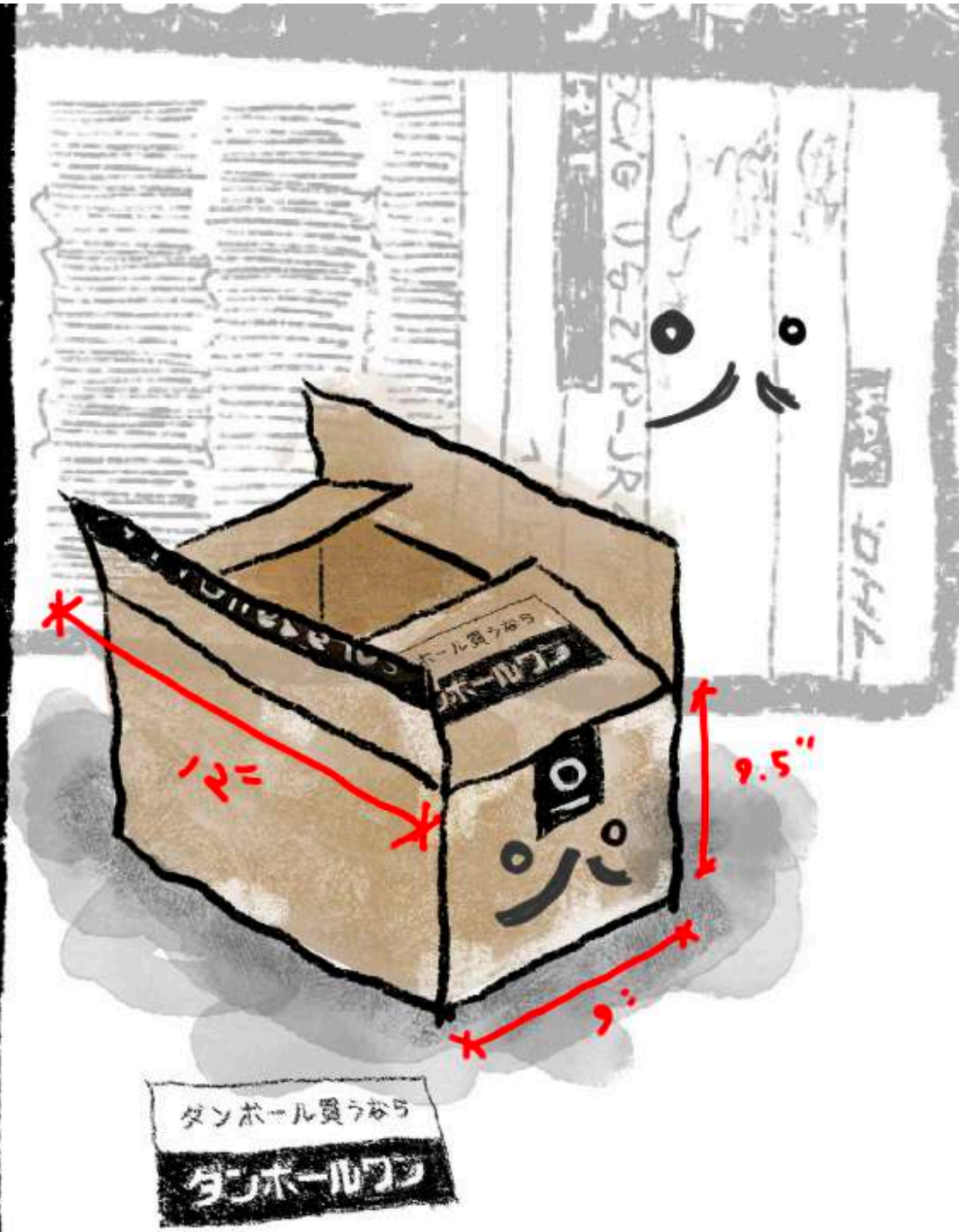
This is not only my home.
It is my soul.



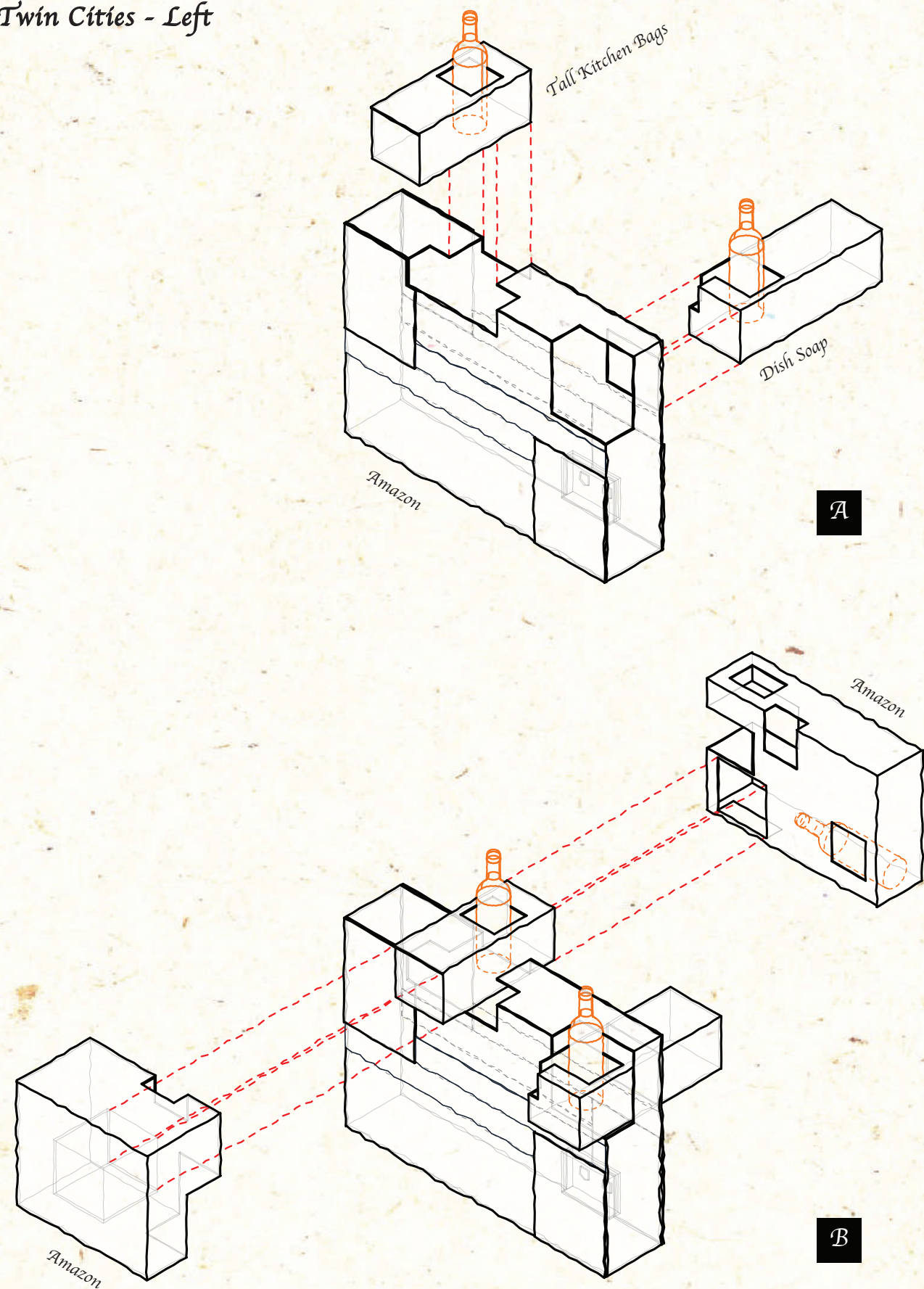


THIS BOX IS NOW
MADE WITH
LESS MATERIAL



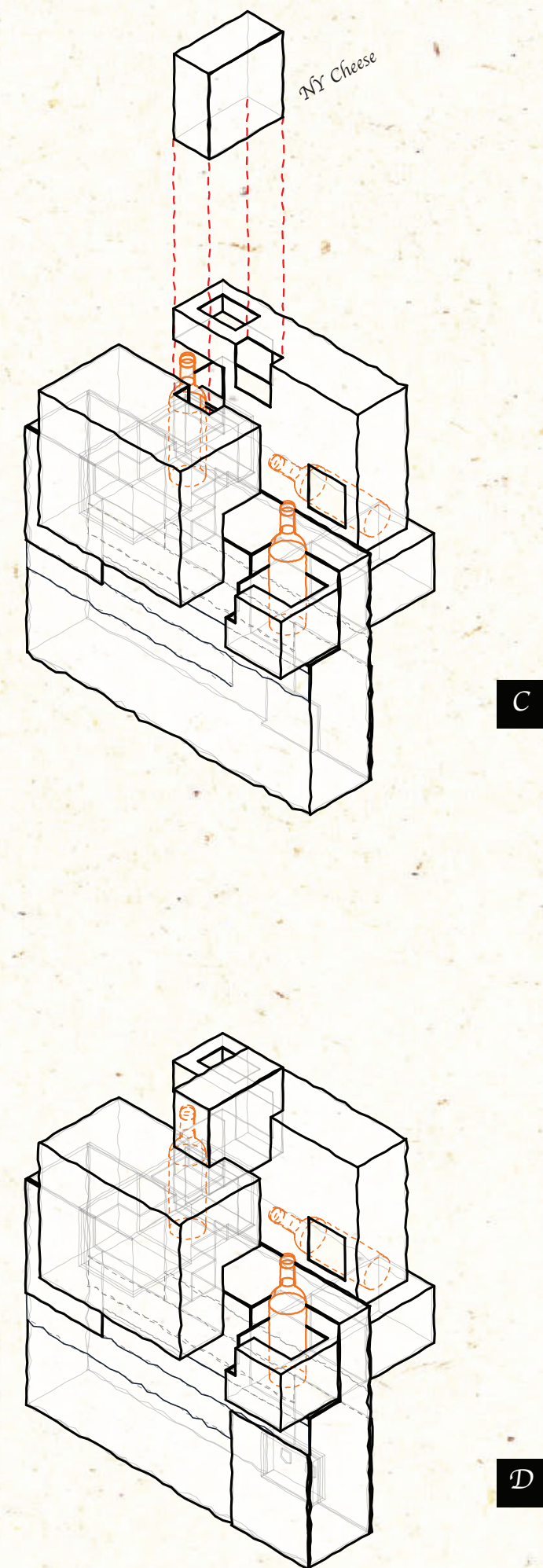


Twin Cities - Left



A

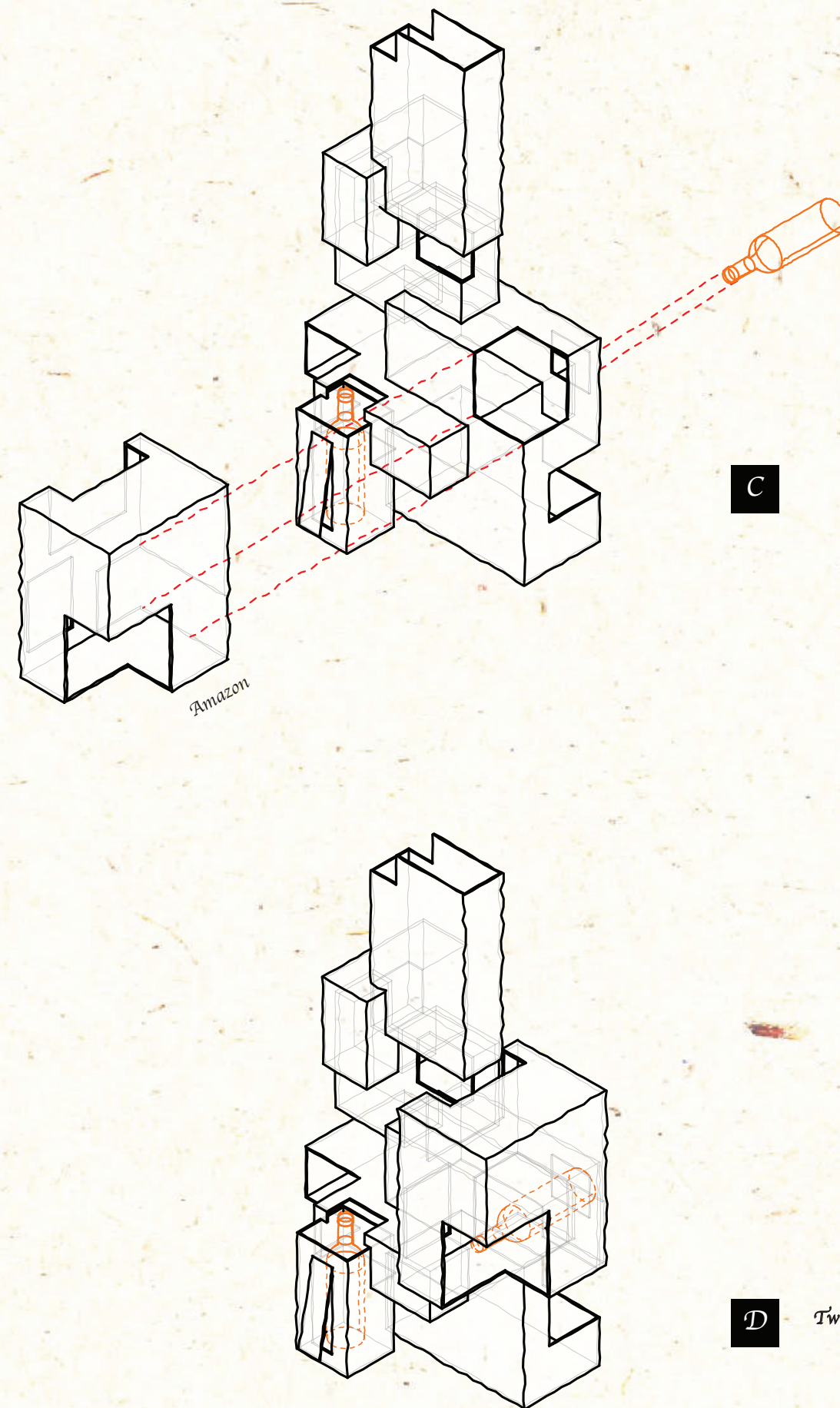
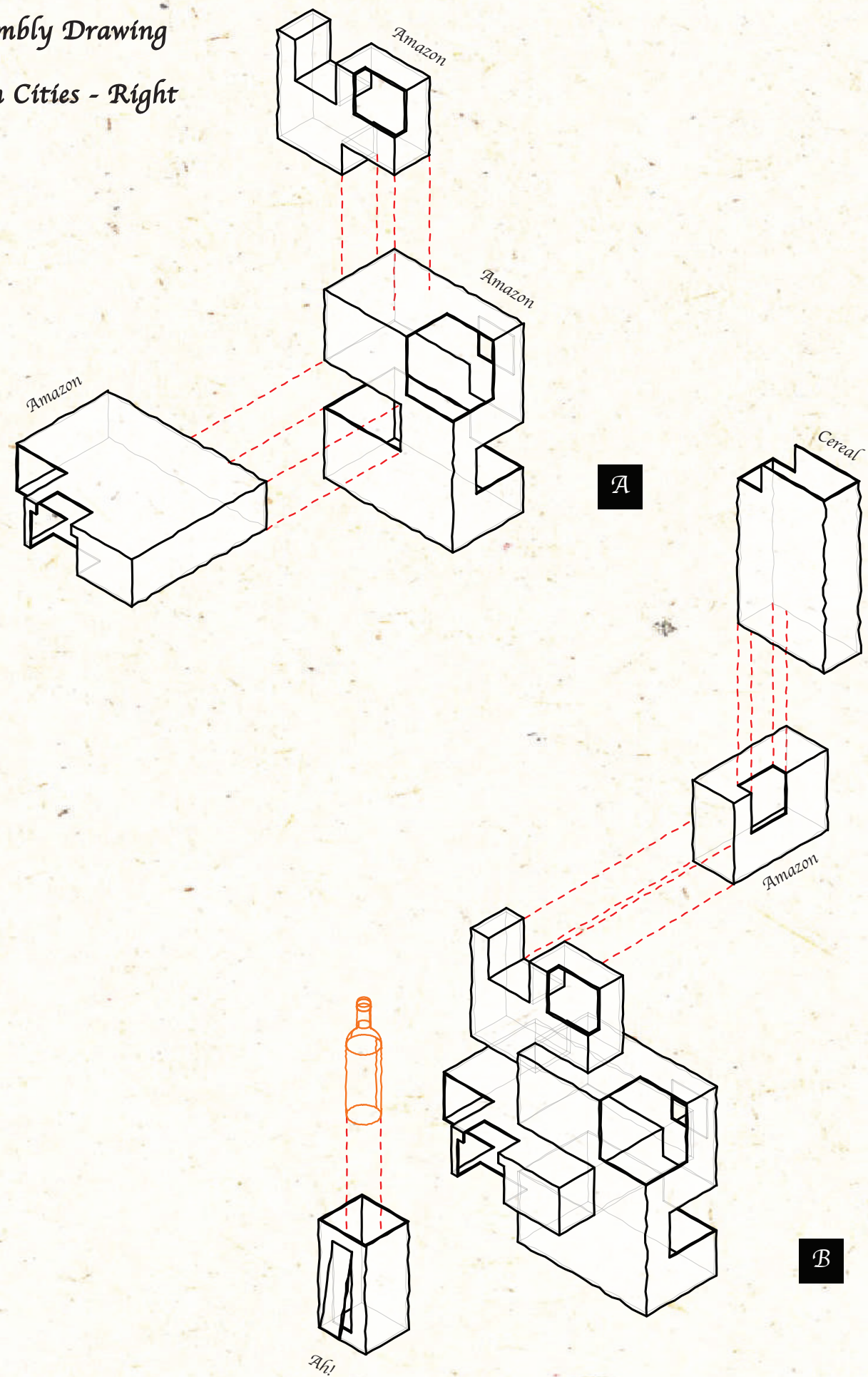
B



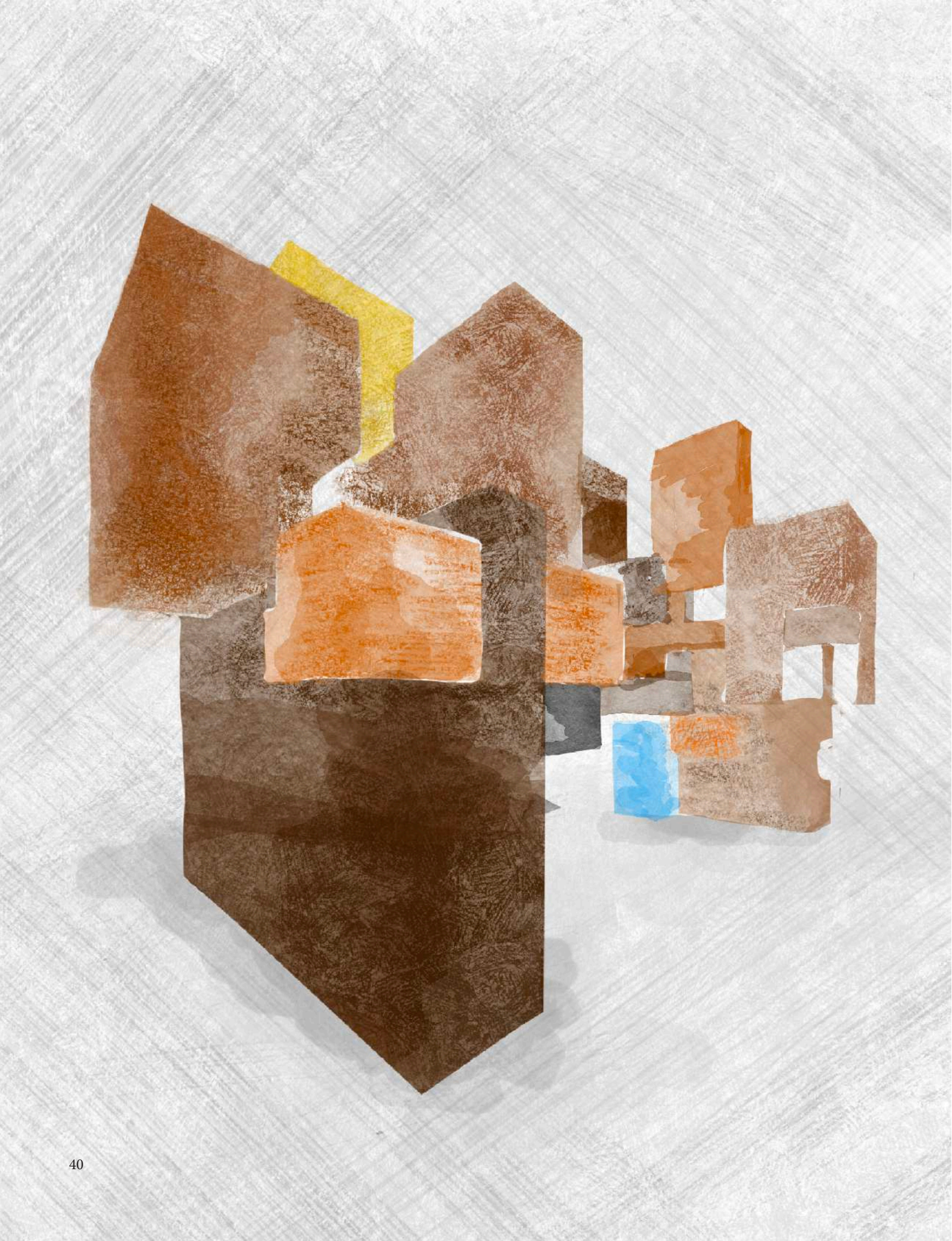
C

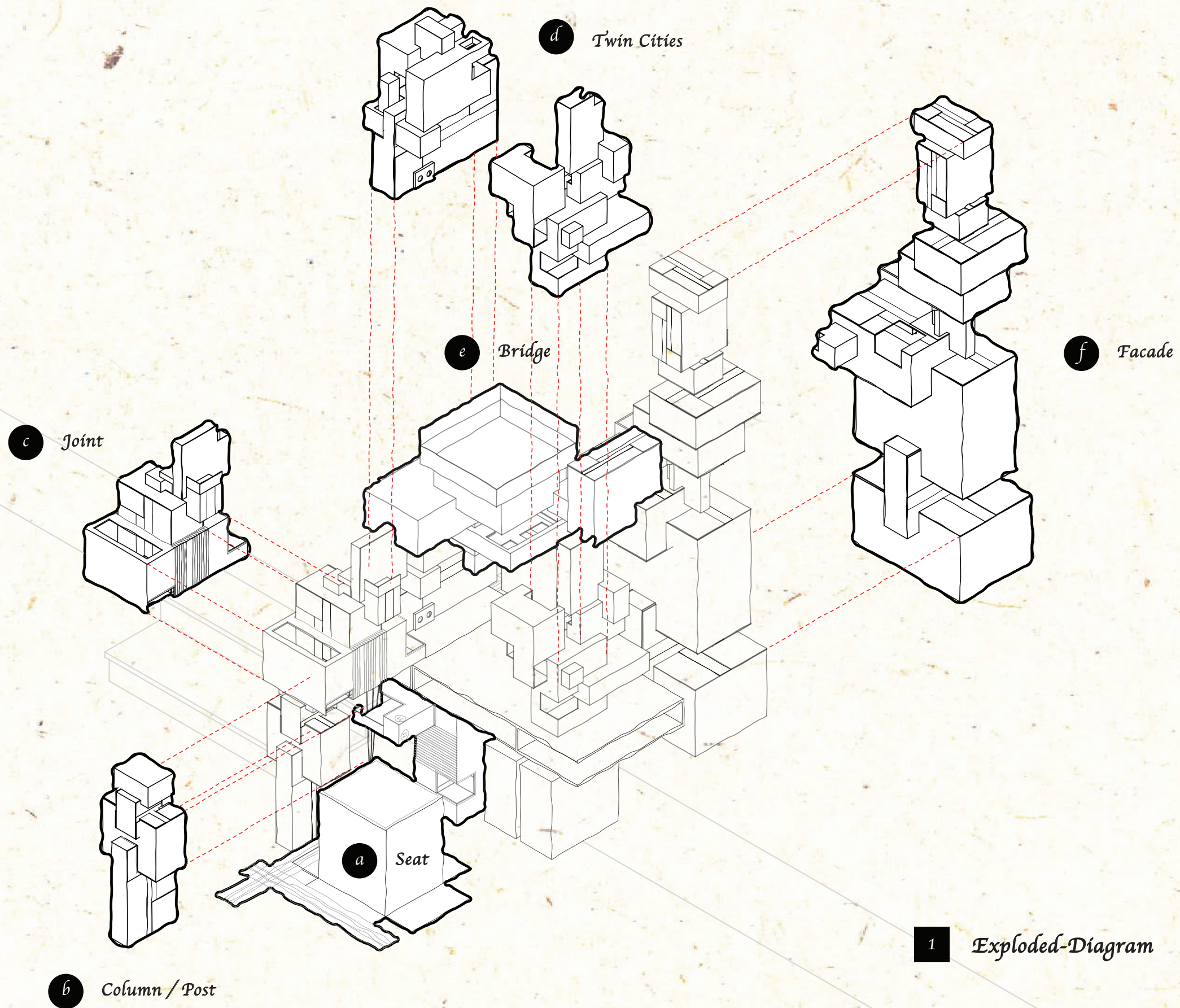
D

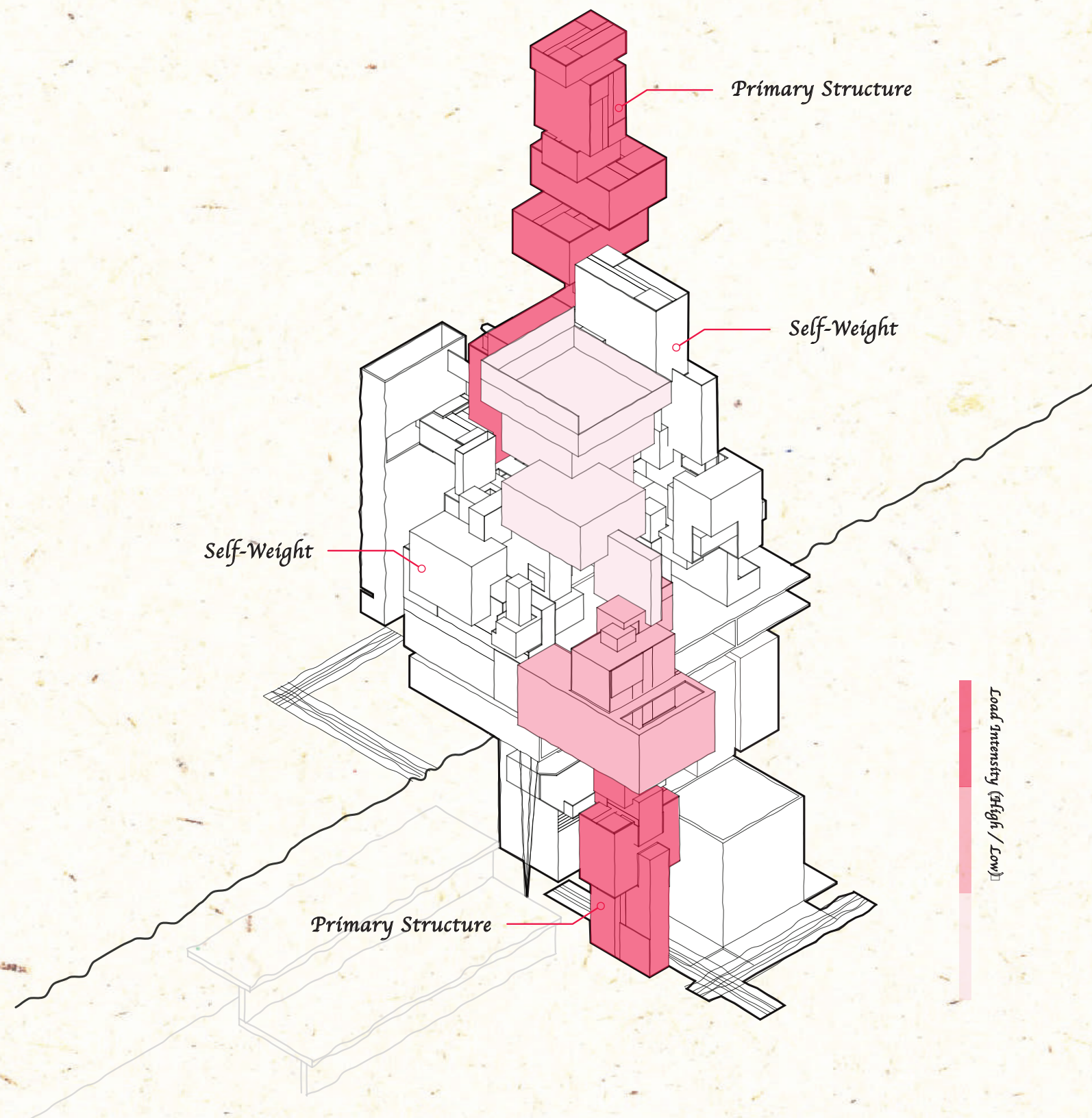
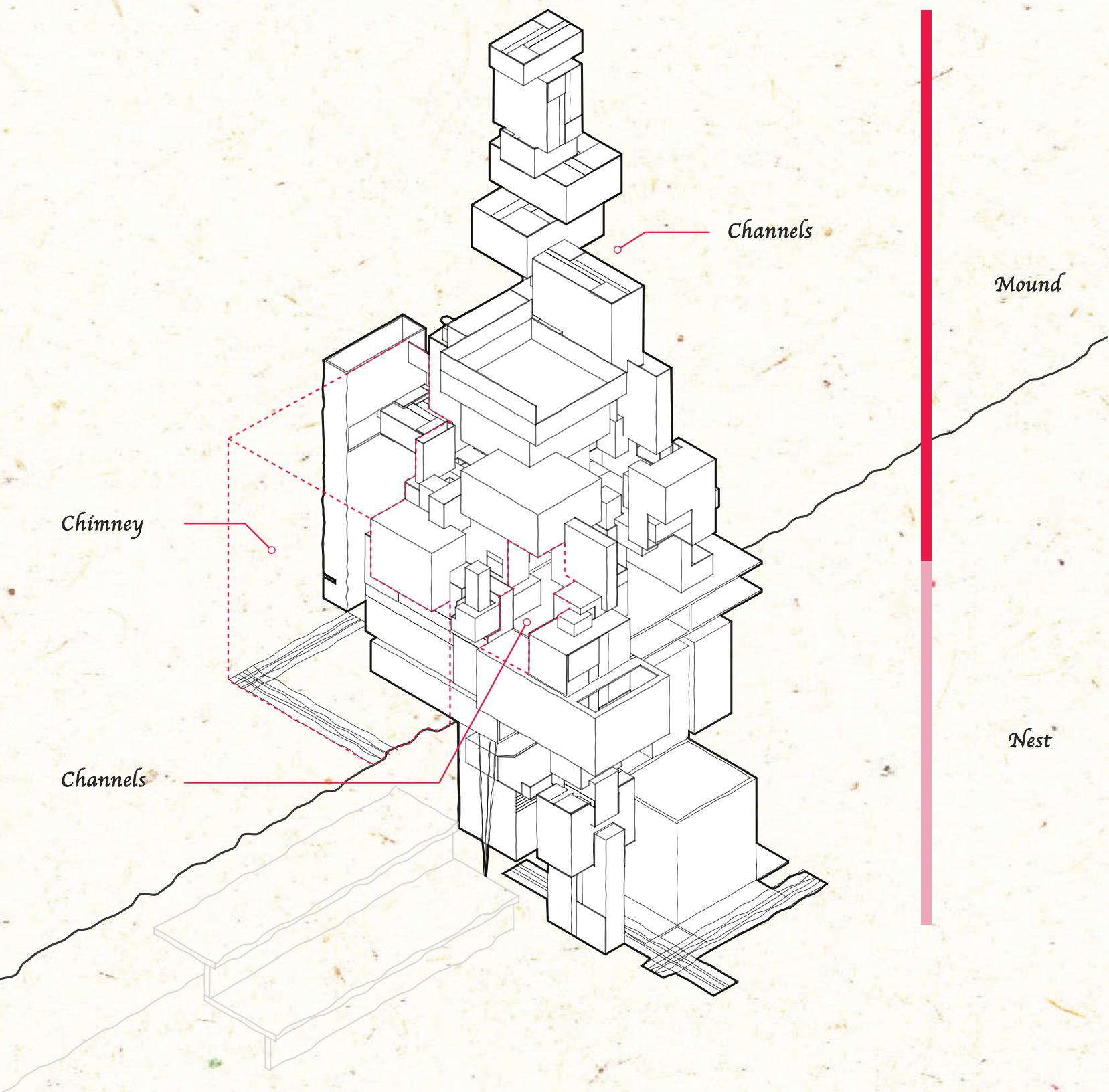
Twin Cities - Left





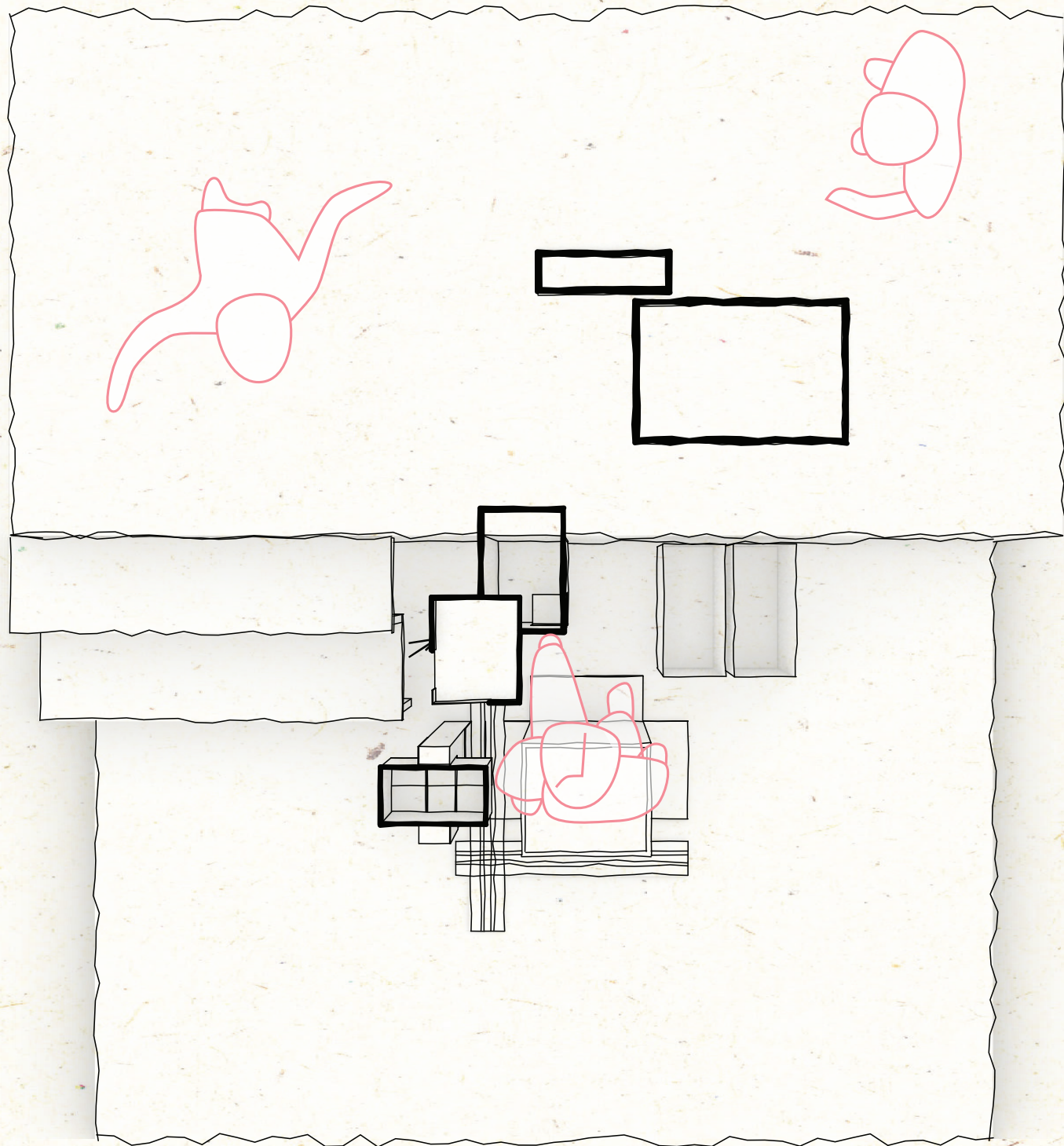




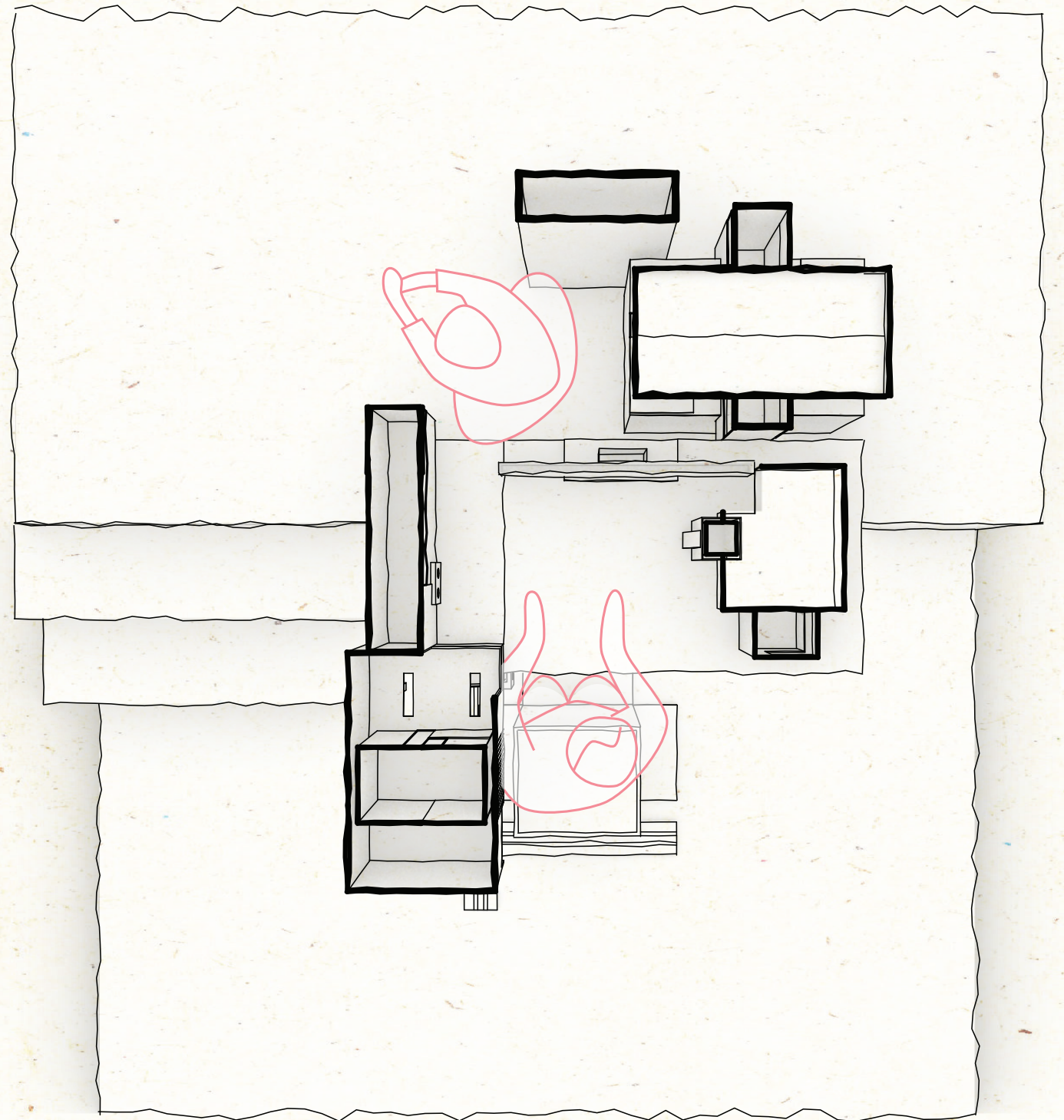


2 Diagram / Solid-Void

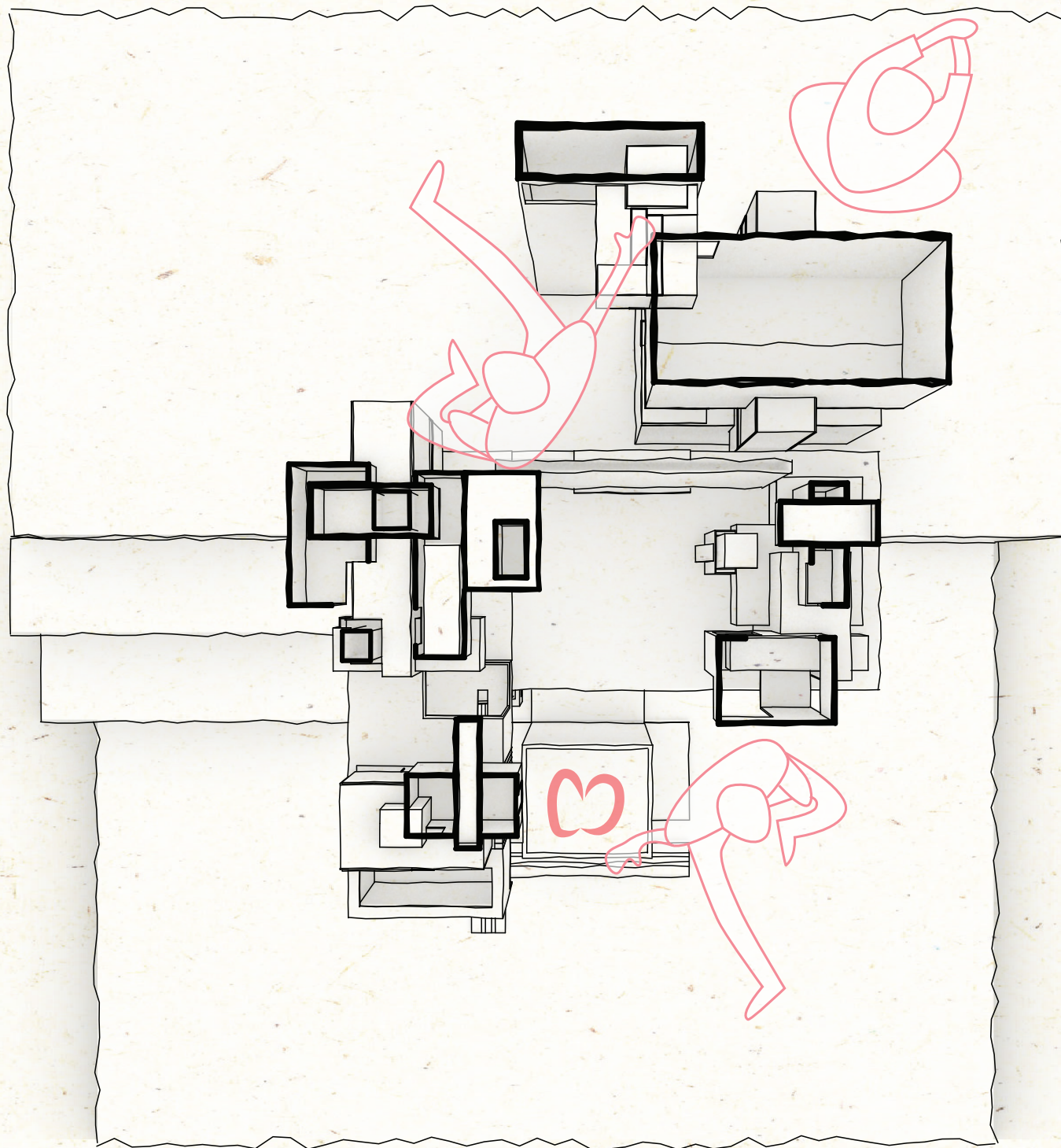
3 Diagram / Structure Analysis



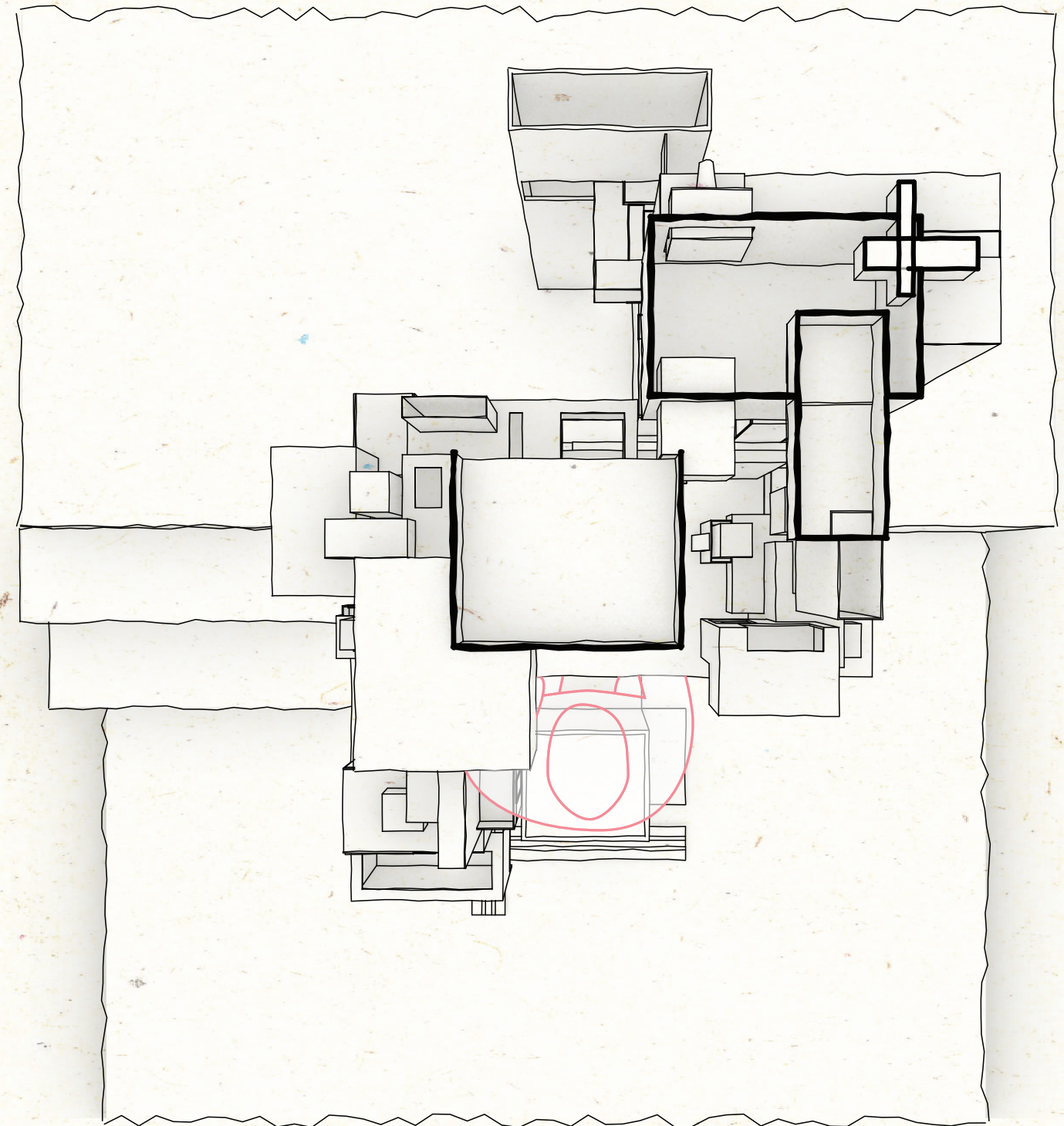
Plan Perspective A S=1/20



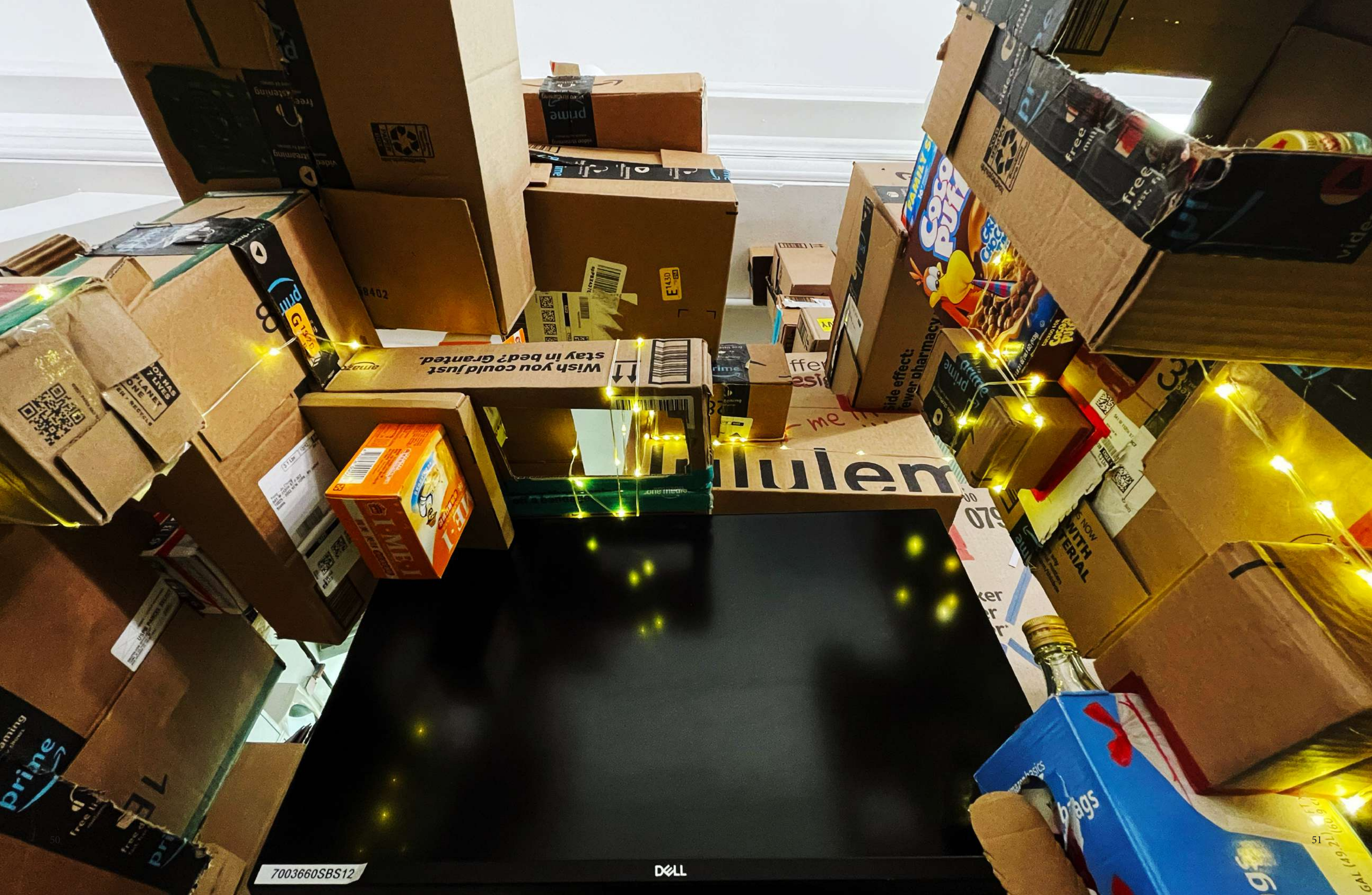
Plan Perspective B S=1/20



Plan Perspective C S=1/20



Plan Perspective D S=1/20



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DELL



04

FARM-TO-SCHOOL

Elective: Design Spaces for Children
Academic Year : 2025 Spring
Instructor: Anna Knoell
Team : Yung-Hsuan Tang, Yung-Ju Chung

Located in Borough Park, Brooklyn — the New York City district with the highest child population (73,729 children as of 2022) — this project responds to the pressing need for child-centered urban infrastructure. Data shows Borough Park ranks first across all age groups under 18, reflecting a densely populated, family-oriented community with a high concentration of young residents.

Rooted in the principles of “farm-to-school” food education, the architectural concept envisions a giant, transparent plaza-like structure — open, engaging, and flexible. The building serves as both a playground and a classroom, where children can learn with food, play with food, and grow with food. Through interactive gardens, edible landscapes, and communal cooking zones, the project supports sensory learning and environmental awareness, fostering curiosity and connection to nature.

This architectural response integrates spatial transparency with pedagogical play, transforming a dense urban context into a lively, nourishing, and educational environment for the city’s youngest citizens.

