

Gökçe Demiral | Design Portfolio
2015 - 2022



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education

master of science | transforming city regions | rwth aachen university | aachen | 24'
bachelor of arts | architecture, minor in business | mef university | istanbul | 19'

skills

software | rhinoceros, grasshopper, vray, autocad, revit, adobe suite, qgis, m. office
language | turkish, english, german
soft | model making, group work, project management, mediating, research and writing

interests

sustainable design, neuro-architecture, urban complexity, stage and curatorial design, placemaking

studios | workshops | exhibitions | congresses

academic participant | aesop | aachen | 24'
member | isocarp | brussels | 22'
contributor | biennale der urbanen landschaft | g.kirchen | 22'
contributor | vereniging deltametropool | rotterdam | 21'
instructor | fada | istanbul | 19'
contributor | fondazione la biennale di venezia | venice | 18'
contributor | fada | istanbul | 16'-18'
volunteer | whatabout | istanbul | 16'
volunteer | architecture for all | mugla | 15'

work experience

mobility consultant | rupperecht consult | köln | 23' - 24'
architect, urban planner | sögütlü municipality | sakarya | 20'-21'
assistant curator | uniq gallery | istanbul | 19'
junior architect | yerce-zaas architecture | istanbul | 18'-19'
director | yet-gen academy | istanbul | 15'-16'
teaching assistant | mef university | istanbul | 15'-16'

internships

editorial | xxi architectural magazine | istanbul | 18'
construction | podima architecture | istanbul | 17'
office | sebastiano adragna architectti | catania | 16'
in-school | mef university | istanbul | 15'

awards

1st prize | tasteful city | isocarp | 22'
3rd prize | symbioscape | lala.ruhr | 22'
finalist | dwelling | arched | 17'
special | a bridge to the dreams | arched | 15'
nominated | a bridge to the dreams | national arch. awards | 15'

gokcedemiral.com

architect | urban planner | designer

empera | gaziantep

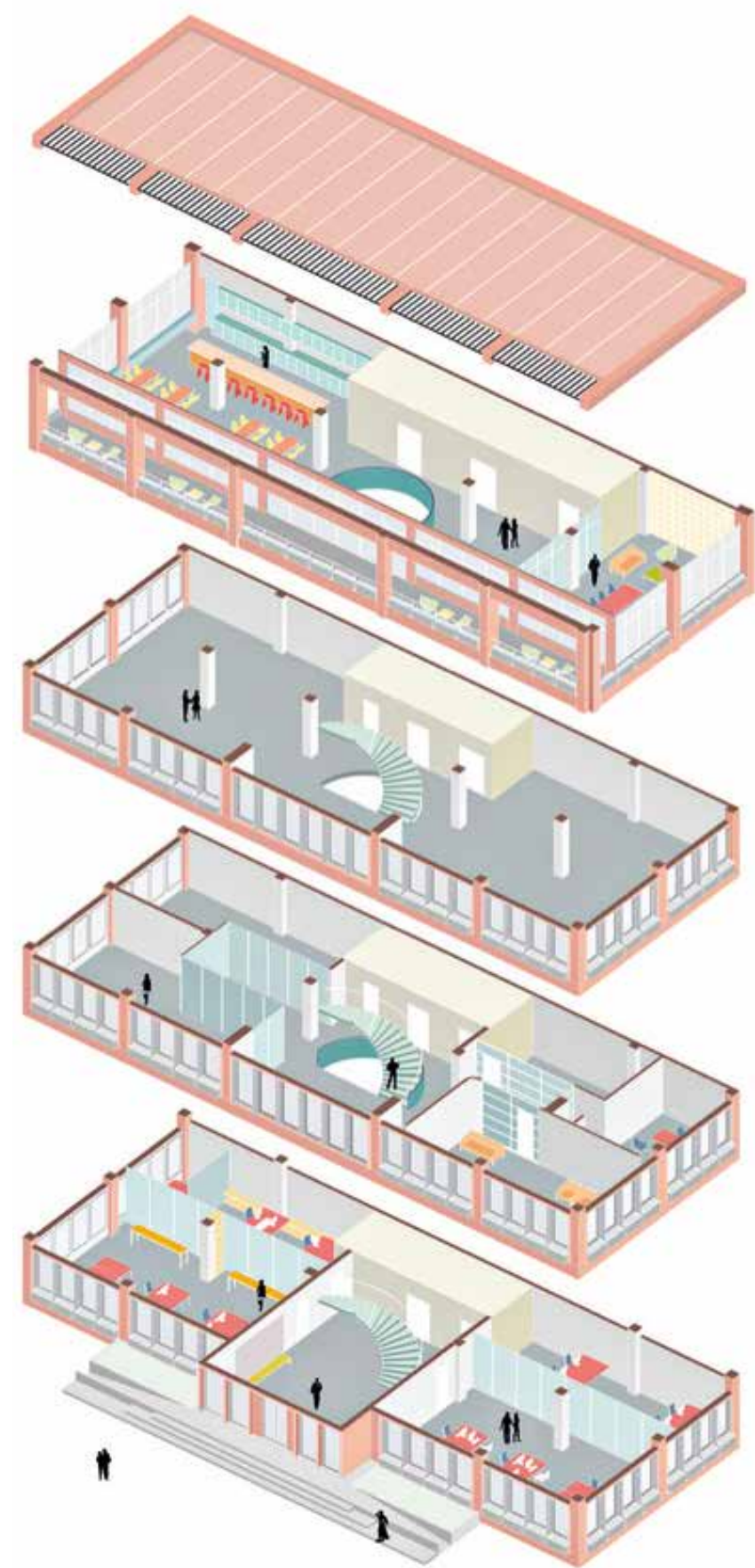
yerce + zaas architecture | office building and interiors | 2500m² | 2018
#commercial, office, sustainable materials, 2D-3D drawings

The exclusive rights to this project are held by Yerce + Zaas Architecture. Photo Credit: Yerce Photography

This project by Yerce + Zaas Architecture is located in Gaziantep, serves as Empera Headquarters. It has become a prominent landmark, integrating with the natural landscape and harnessing daylight. The building's layout accommodates reception, design, and operations offices in the ground floor, management units in the first floor and features a showroom in the second floor displaying the brand's products; and the third floor includes social areas, complete with a terrace offering sweeping views.

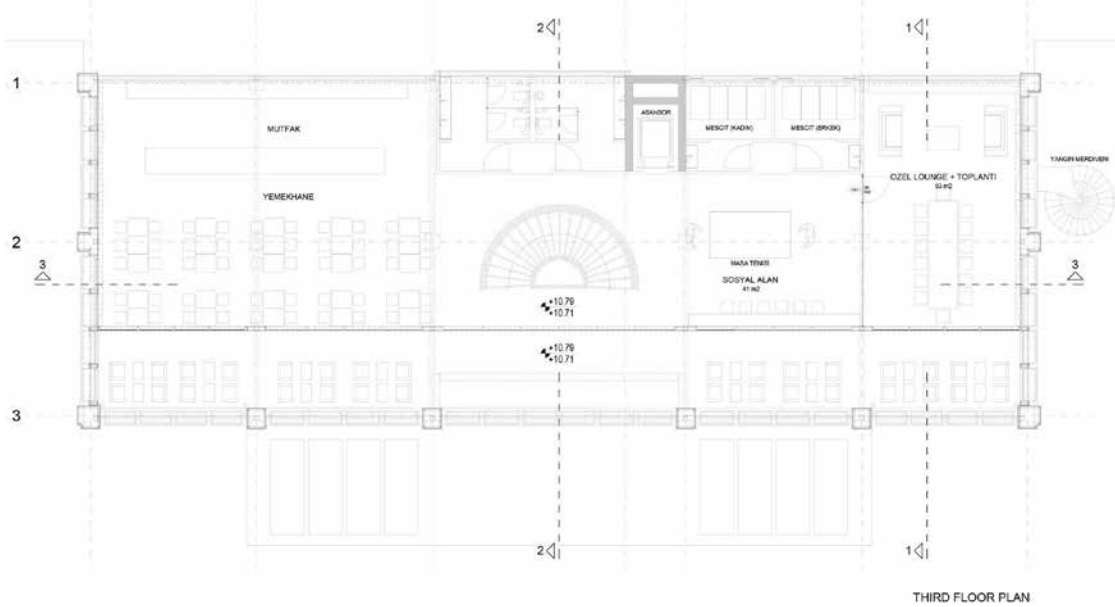
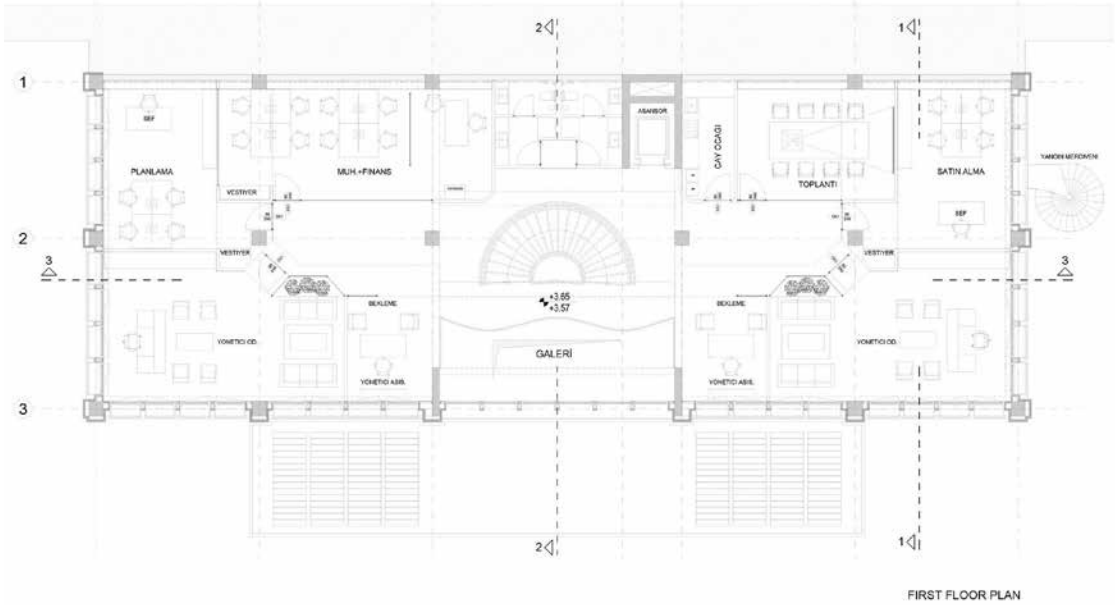
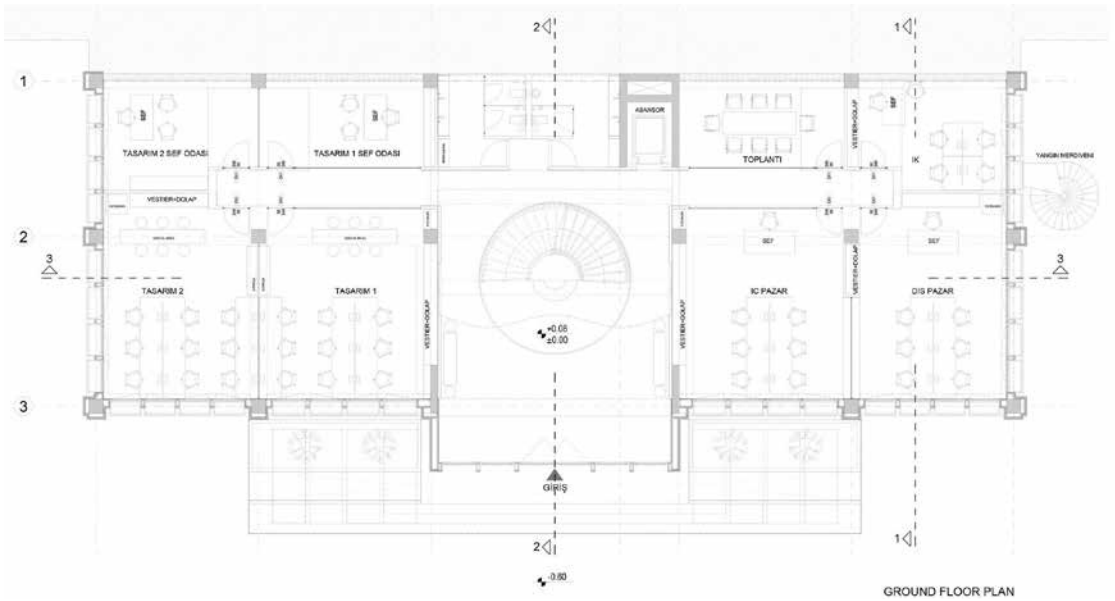
Sustainability was a key design parameter, and is emphasized through the use of natural materials such as brick, inspired by the region's red soil. Vegetation on the facade enhances the connection to nature and improves interior comfort. The architectural approach prioritizes maximum natural light and views, fostering an open and airy atmosphere.

As a junior architect on this project, my contributions included producing 2D and 3D drawings and illustrations to ensure both practical functionality and aesthetic integrity.











a bridge to the dreams | istanbul

*mef | design build studio | 2015 | supervisors: prof. arda inceoglu, dr. burcu köknar
#participatory design, project funding, design and construction, stakeholder engagement
archEd incentive award, nominated to national architectural awards*

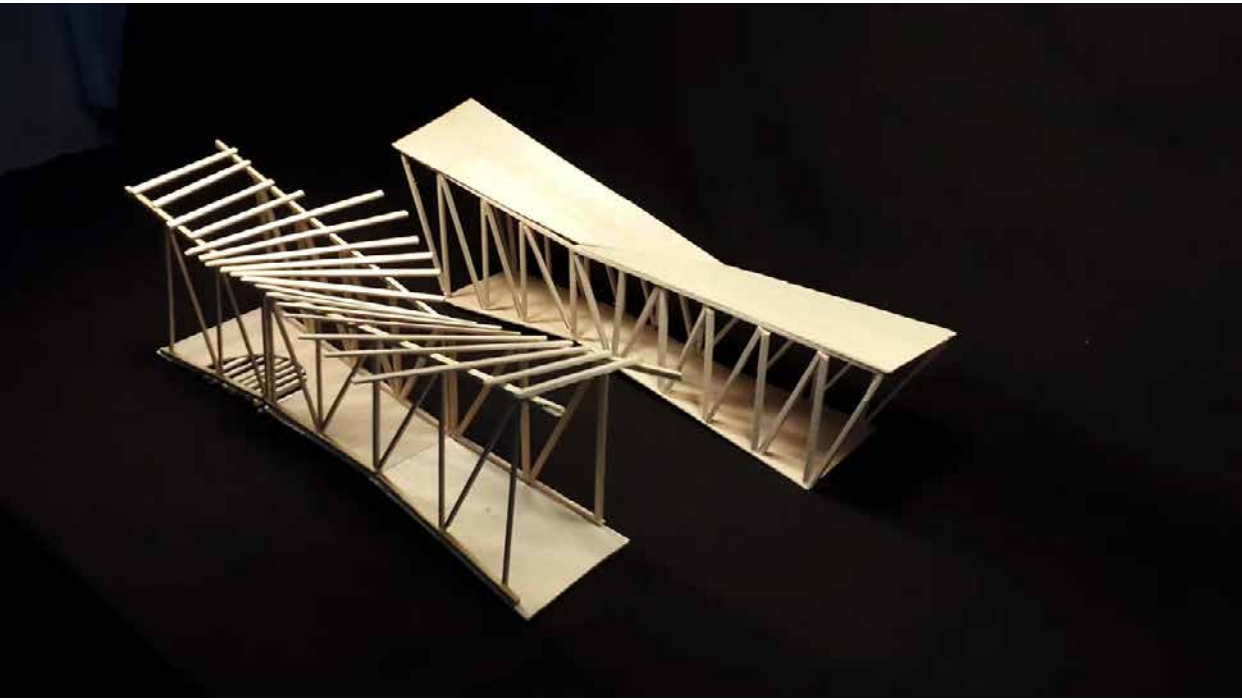
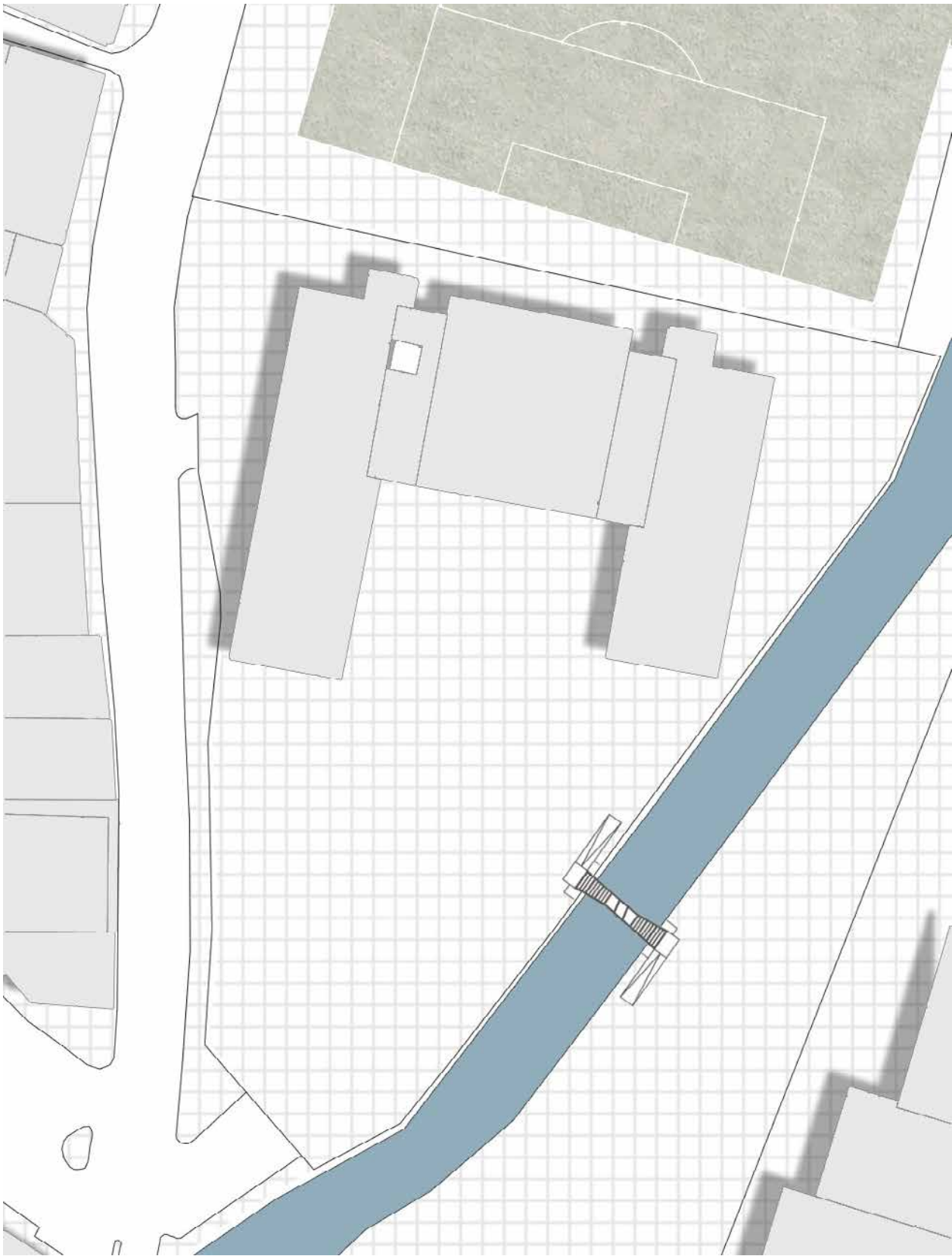
As part of first Design-Build Studio(an in-school internship program in MEF University) first-year students organized the process, funded the project while designing and constructing a bridge for Ayazaga Primary School's courtyard. While engaging actively with stakeholders such as school management, parents, municipality, workshops with pediatricians held with the children to ensure their needs were met.

The project began with thorough research and site analysis to understand the specific requirements. Collaboration with the municipality guided the design process, and an online fundraising campaign was launched to finance the construction. Prior to commencing the project, designers received extensive timber classes, focusing on its use as a sustainable material. The design process included an intense learning and experimenting phases which emphasized innovative solutions, resulting in a bridge characterized by a truss structure with dynamic cuts in both section and plan.

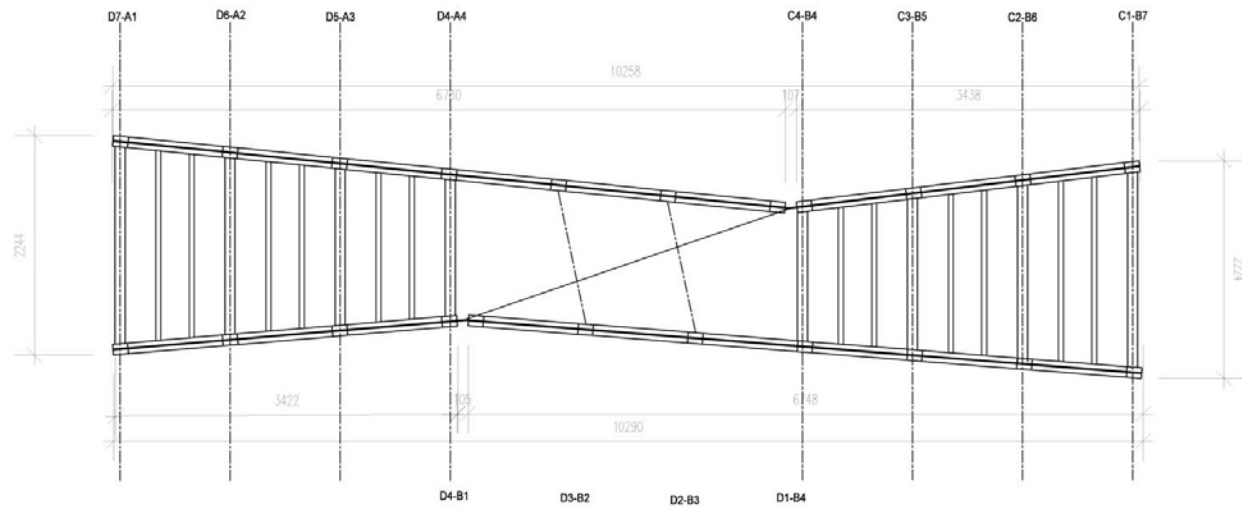
The construction phase was an intensive hands-on experience, with all work done manually by the deesigner. The bridge's successful completion and inauguration marked as a milestone in the school's transformation, providing access to a previously inaccessible section of the courtyard which has been designed with following semester's through other Design-Build Studio's.



Photo Credit: Yerçekim Photography



(south)



(north)



AU0-D	AU1-C	AU2-C	AU3-C	AU4BU1-G açık bağlama	BU2-A	BU3-F	BU4-A	BU5-A	BU6-B	BU7-C	BU8-D
AA1-C	AA2-C	AA3-C	AA4BA1-I açık bağlama	BA2-A	BA3-E	BA4-A	BA5-B	BA6-C	BA7-C		

CU0-D	CU1-C	CU2-C	CU3-C	CU4DU1-G açık bağlama	DU2-F	DU3-A	DU4-A	DU5-A	DU6-B	DU7-C	DU8-D
CA1-C	CA2-C	CA3-C	CA4-DA1-H açık bağlama	DA2-E	DA3-A	DA4-A	DA5-B	DA6-C	DA7-C		

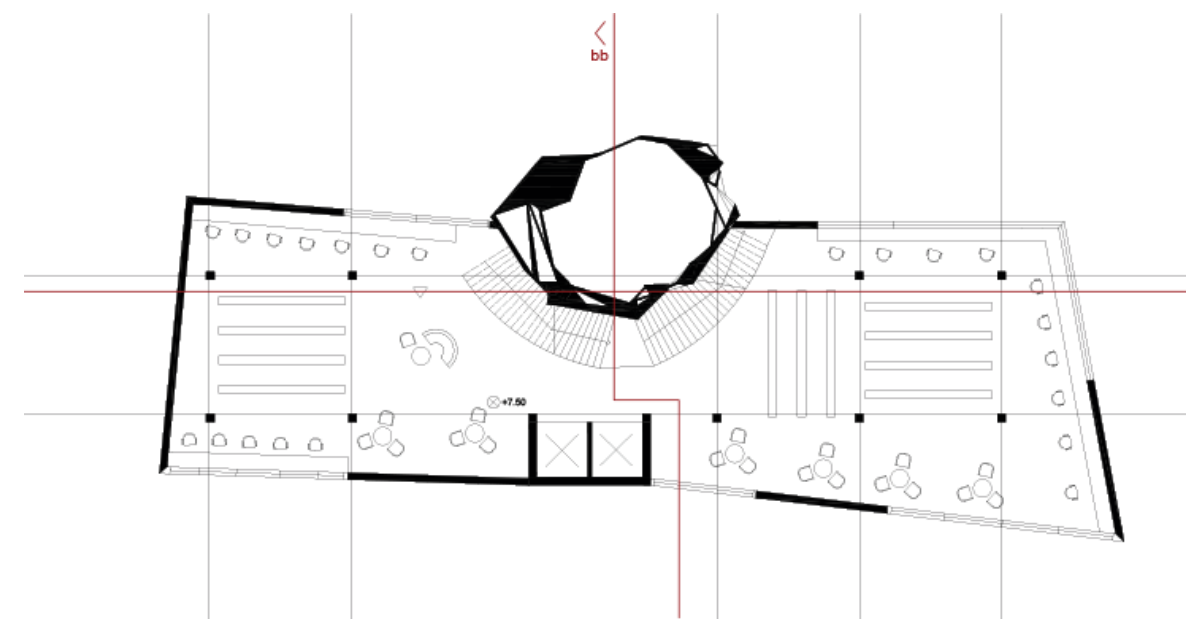
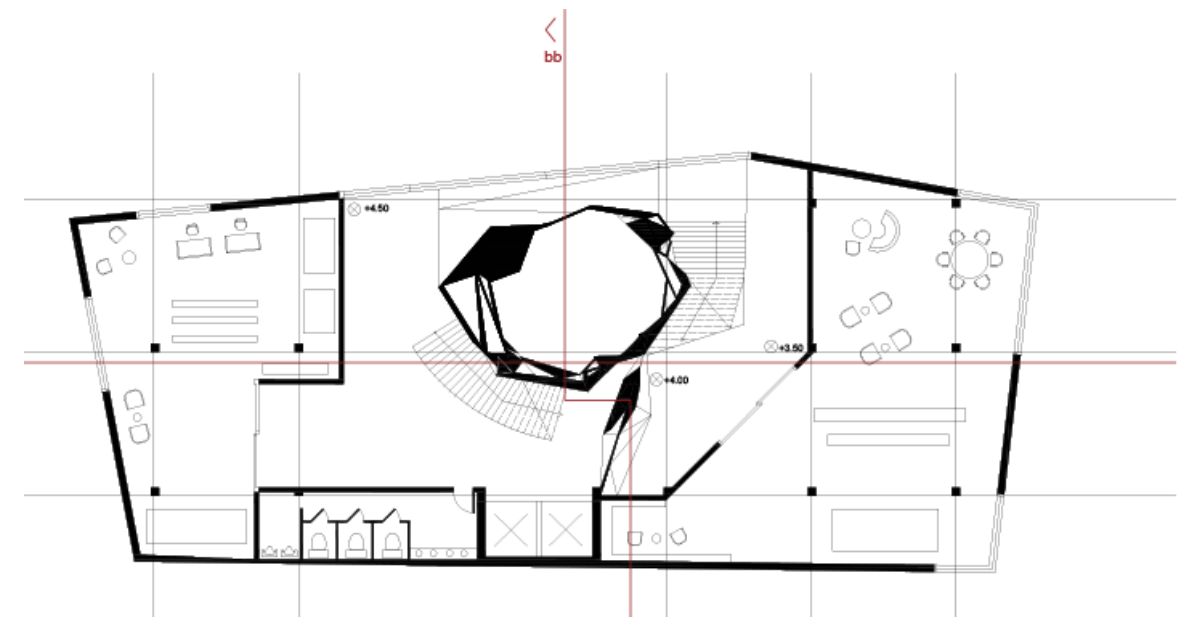
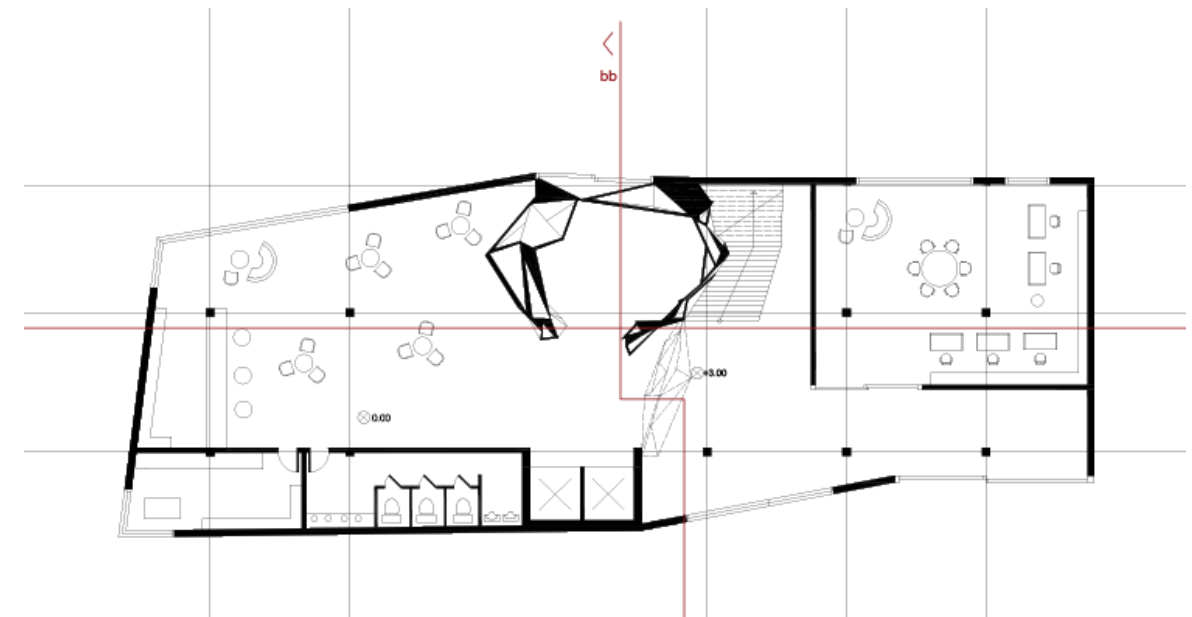
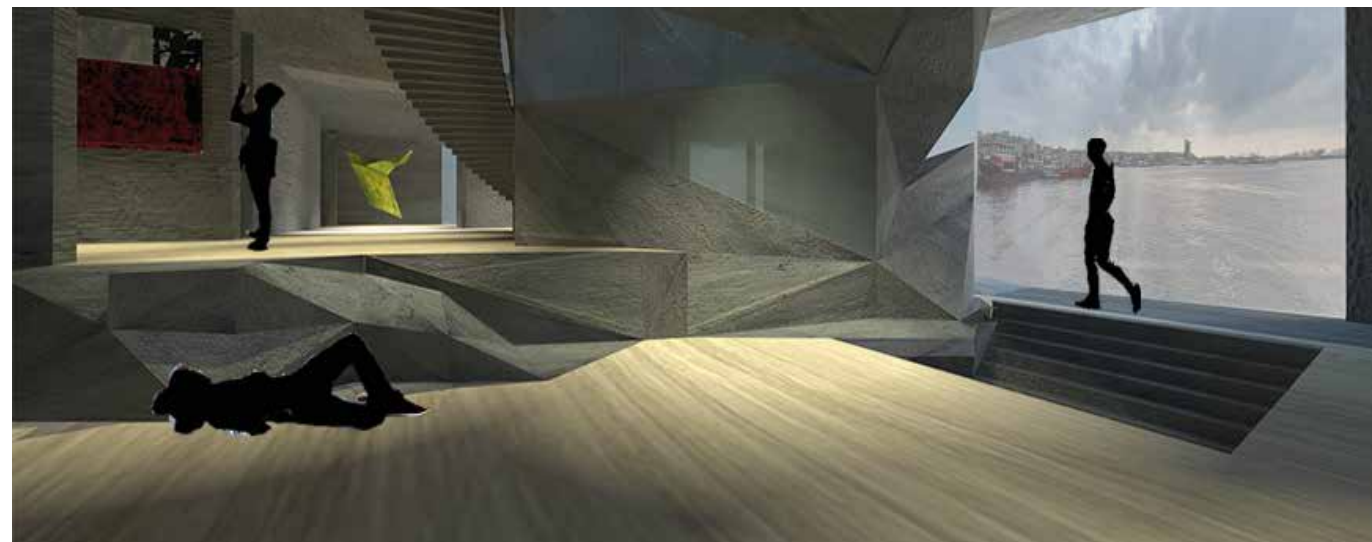
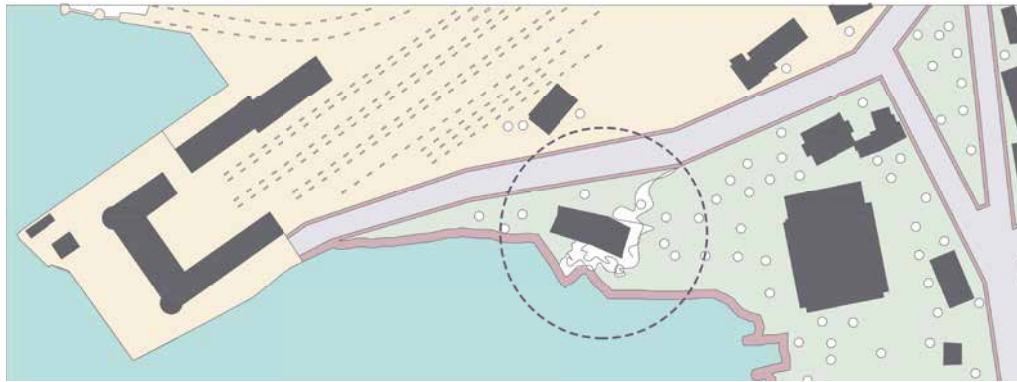
solitude | istanbul

mef university | 2017 | supervisor: dr. ipek yurekli
#communal spaces, preserving traditions, landmarks

The project aims to establish a cultural center that both preserves and enhances the area's intellectual and historical character. Kadıköy, known for its vibrant cultural scene with galleries and publishing collectives, is also home to the iconic Haydarpasa train station, a historic landmark symbolizing the connection between Anatolia and Istanbul. While Haydarpasa remains under renovation after a fire, its presence adds a rich historical context to the neighborhood.

Located near the station, the cultural center is designed to offer a peaceful refuge away from the hustle and noise of transportation hubs, while still connecting to the city's pulse. The center includes diverse spaces like a printing press, a photography red room, and a library. A gallery spans the building's interstitial space, linking the seaside to the city center, and providing visitors with quiet spots to rest, hide, and appreciate their surroundings. The design fosters both communal engagement and personal retreat.





dwelling | berlin

mef university | 2015 | supervisor: prof. arda inceoglu, dr. sevince bayrak

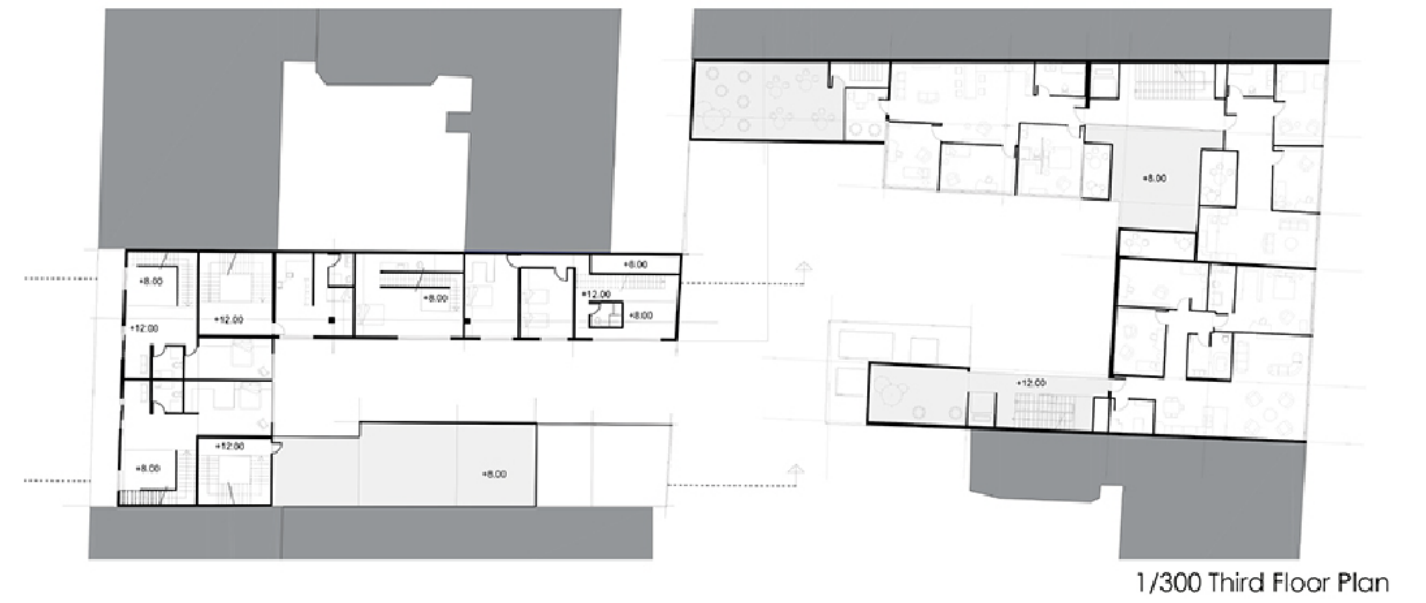
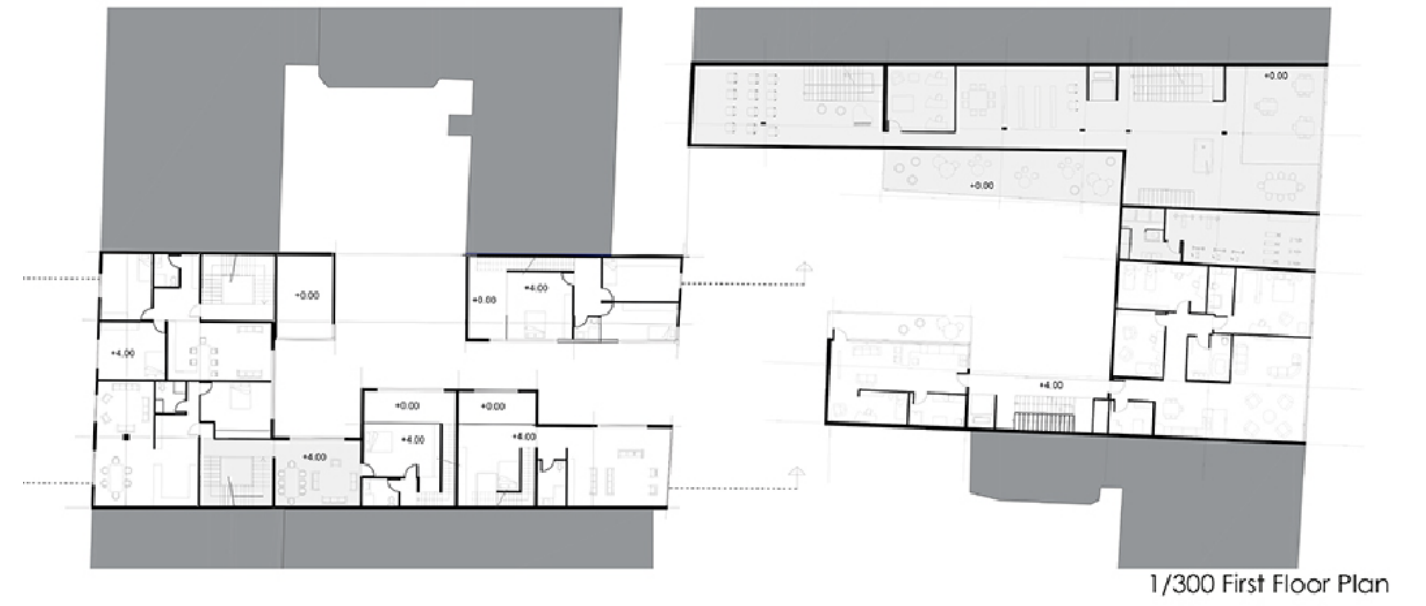
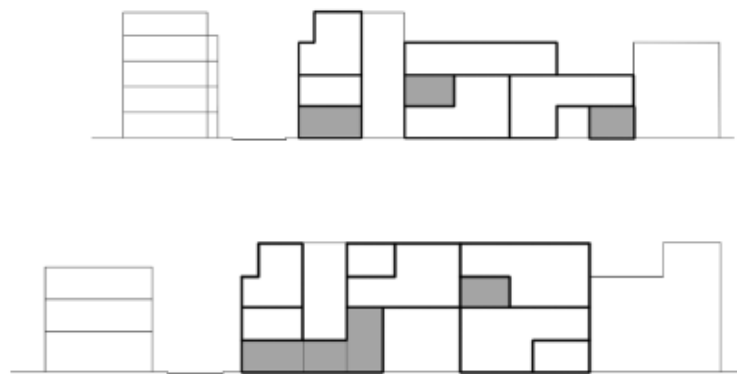
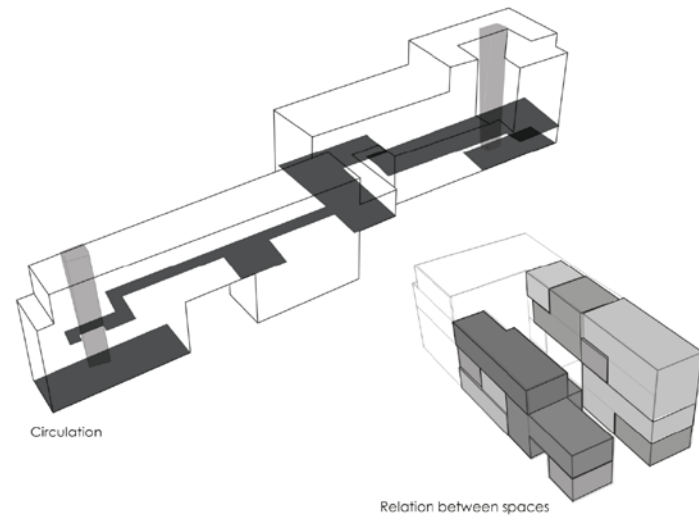
w: yaren bayir

*#communal spaces, social housing
finalist, archEd*

In Berlin's Prenzlauerberg, during a phase of gentrification, this project aimed to foster community integration by designing multi-purpose living units that blend public and private spaces. The design was inspired by the adaptable nature of the Tetris game, offering flexible living arrangements that support communal living. Before starting, the team conducted a 10-day study of housing systems in Berlin to inform their approach.

One challenge was the irregular "Z" shape of the project site. To address this, the team created a courtyard corridor system within the main buildings, ensuring easy access while separating public and private functions. This strategic division helped balance the new development with the existing surroundings, promoting harmony between the old and new functions in the neighborhood.





glowscape | istanbul

*fada workshop weeks | 2017 | supervisors: praxis landscape
#workshop, installation, sustainable materials*

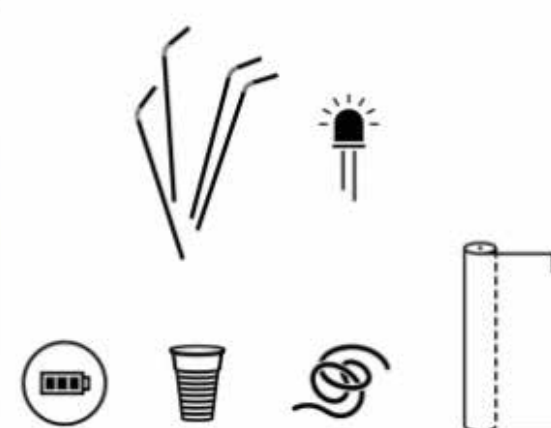
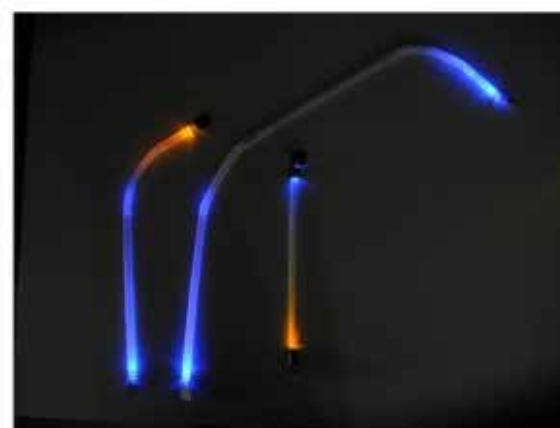
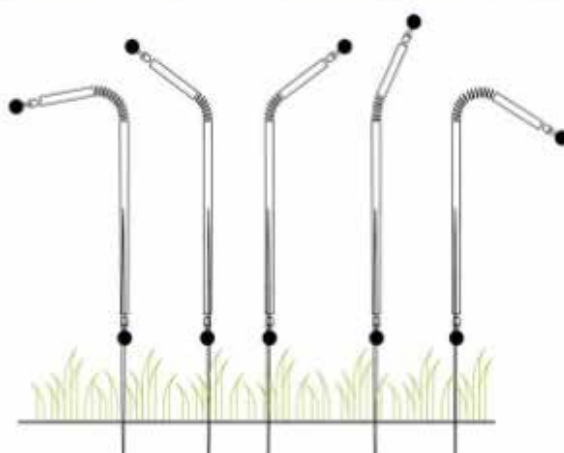
As part of a workshop with FADA Workshop Weeks, under the direction of Praxis Landscape Office, the focus was on exploring the effects of lighting in landscape architecture, public spaces and materiality. Emphasizing sustainability, the team worked with repurposed plastic materials to create a unique lighting installation.

Designed to be sensitive to wind and nature, the installation introduced a new topography to the area. As the wind interacted with the structure, it generated dynamic patterns of light and shadow, creating an interactive and ever-changing display. It was located in the campus garden welcoming the visitors.

The highlight was understanding the potential of reusing everyday materials in innovative ways, demonstrating how sustainable practices can transform public spaces. Through this hands-on experience, participants gained valuable insights into the interplay of environment and human relationship.



Photo Credit: Praxis Landscape | Architecture





mesudiye workshop | mugla

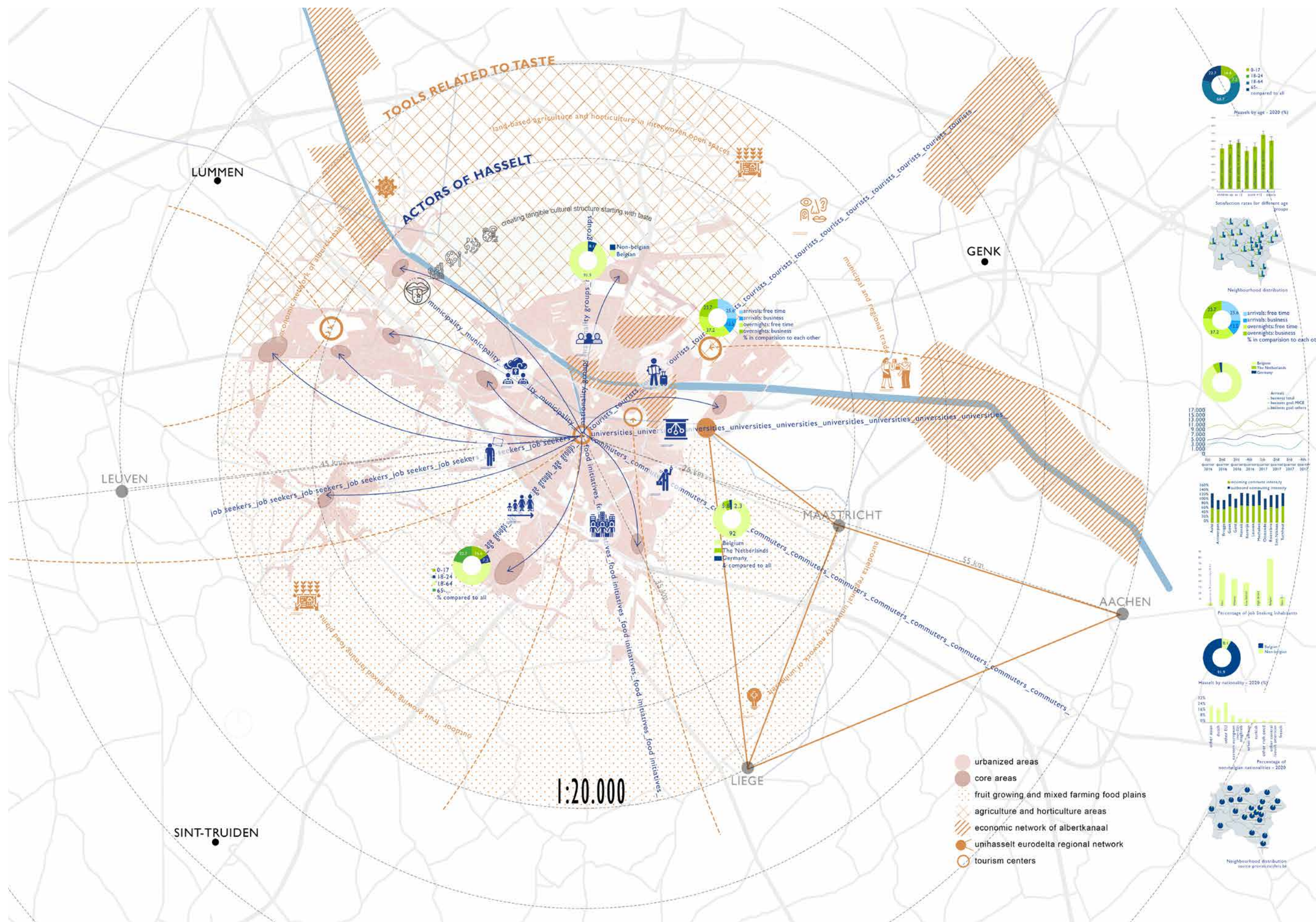
*architecture for all | 2015 | abandoned rural schools project
#participatory design, tactical urbanism, renovation*

In Mesudiye village, a collaborative workshop involving association members, university students, and local villagers focused on revitalizing the village school and its surrounding landscape. Teams used reclaimed materials to craft seating units and desks, addressing the elevation difference that divided the school's garden. The project also included structural repairs to the old stone building, transforming it into a welcoming open-air space.

The workshop emphasized community involvement, with shared meals and living arrangements strengthening bonds between participants. Villagers contributed resources and labor, reinforcing a collective effort to secure funding and achieve the shared goal of giving new life to the village school, ensuring its continued use and future growth.



Photo Credit: Architecture for All Association





TASTEFUL CITY

time to taste hasselt

meet with others
create new connections
make hasselt even more tastier

How to play the game?

1 Icebreaker round!

Each player answers these questions to break the ice and start to think about taste:

- _Which city do think is the Tasteful City, why?
- _Think about your favorite city and your favorite restaurant there. Share your experiences!
- _What is your favorite dish?
- _Share an event that you enjoyed with food and maybe music.
- _Can you cook? What is your best recipe?

2 Focus topic

Take a random #focus card as group. This will be your theme related to taste while generating your idea.

What is the game about?

Tasteful City is an idea generation game to enhance participation in city planning. The game aims to encourage the actors in the city to design proposals for the whole community and to show them how their ideas help to evolve the city's culinary culture.

Why Hasselt? Why taste?

In a city like Hasselt, full of culinary culture, taste is not merely a personal experience rather it is a tool for bonding the elements within the city. It resembles the traditions of the city, how people lived and how they are living. It sets a network line from land to mouth, from space to sense. And within this network lies all the experiences a tasteful city can offer.

People are used to experiencing the cities visually. It is also common to define a street with its textures and sounds and remember the forgotten memories with smells carried by the breeze. But how about the taste? How do you taste a city? How does the perception of a city change through taste? Is it possible to create a cityscape according to your own taste?

With this game, discover what is produced on the lands of your city; where and how do you eat; with whom are you eating... and create your tasteful city!

Rules of the game

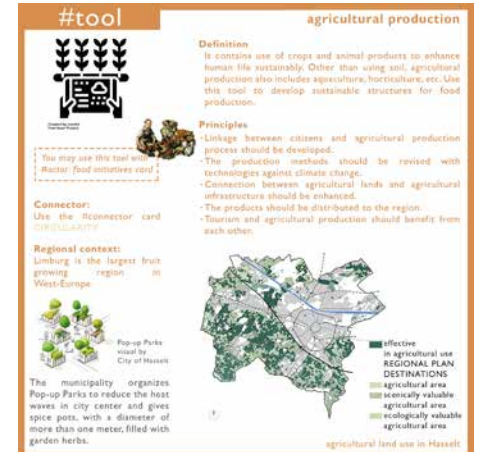
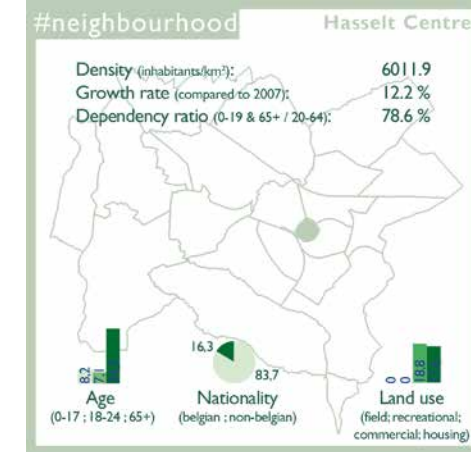
- duration is approximately 2 hours
- unlimited number of actors can participate to the game; best with minimum 3 actors
- there is no sequence, the game is played simultaneously
- decisions made with approval of qualified majority of the actors
- encourage everyone to participate!

Preparation

- place the map and the cards where everyone can see upside down: #focus and #actor cards
- choose a _moderator: checks the time and moderates the discussions
- _controller: controls whether the players votes according to their tasks

Game items

- #actor cards**
Actors are the human and non-human elements that define the identity of Hasselt. Actors are capable of change and develop the city while changing and developing with it.
- #tool cards**
Tools help to design the process from production to consumption and aim to create solutions and subcultures as a result. They provide information of existing systems and the vision of the municipality as well as tips and principles related to the card.
- #connector cards**
Connectors aim to urge players to think about people's values. They are categorized in five topics: urban elements, landscape elements, environmental features, social elements, cultural elements.
- #neighbourhood cards**
They provide demographical information and land use ratio for each neighbourhood of Hasselt. Their aim is to help players while choosing a project site.
- #idea cards**
They are used to present the final outcome of the game.
- #focus cards**
They include main topics of taste related to urban design



#idea

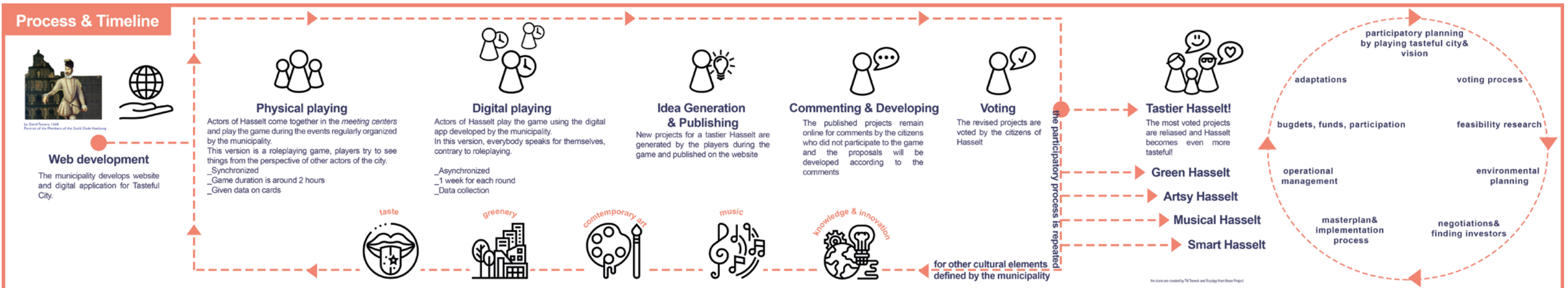
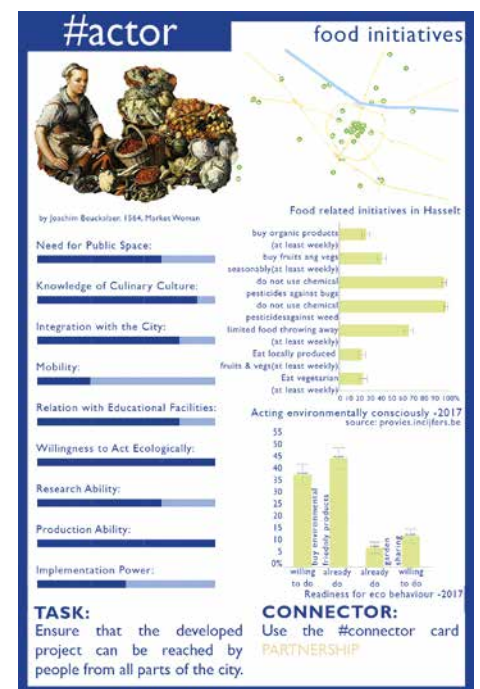
name of the idea

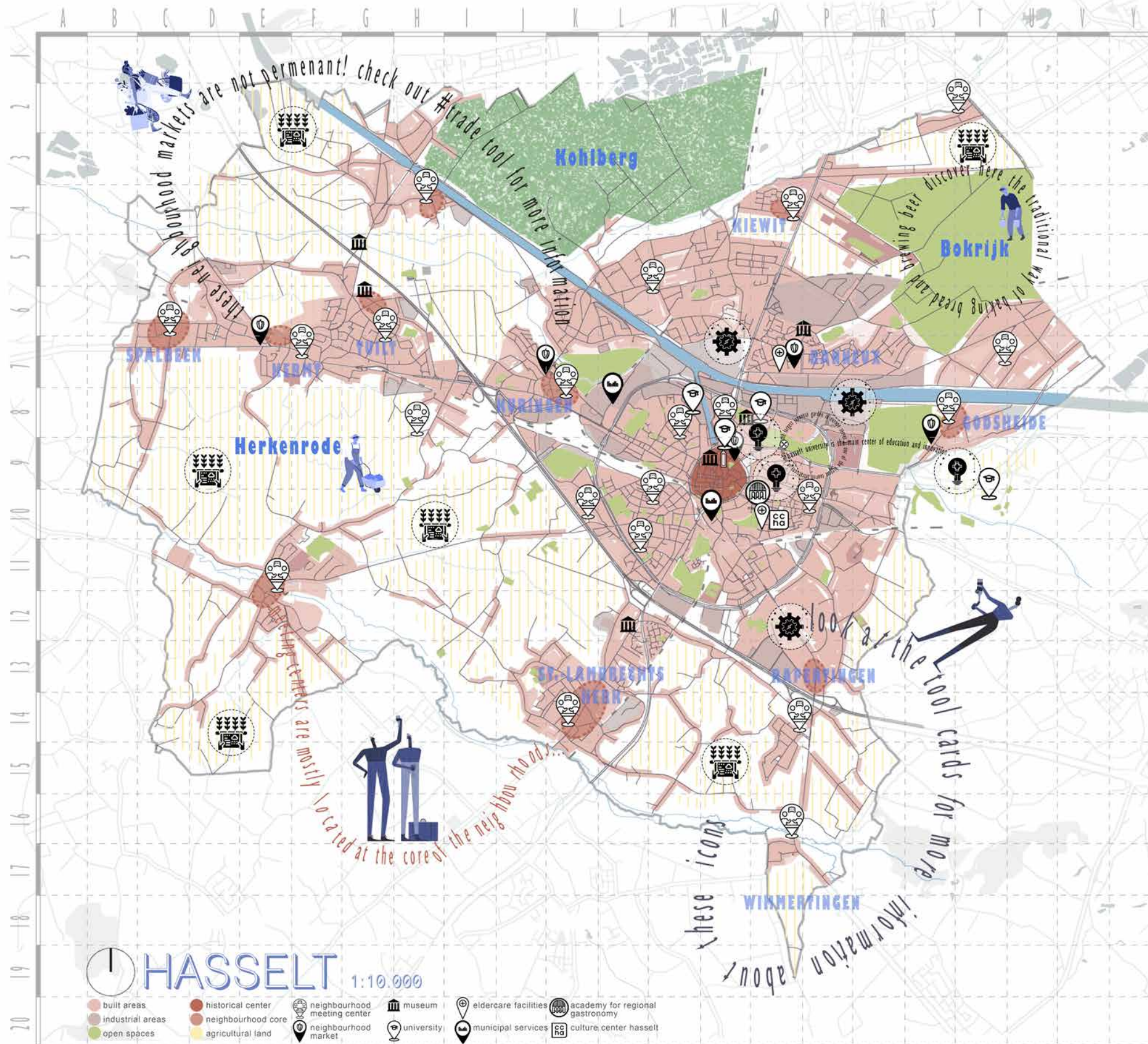
What does your idea offer to the city? How does it make Hasselt tastier?

Who does your idea serve to?

Is your project located in a certain place, if so where?

Attach any other things you would like to tell/show about your idea

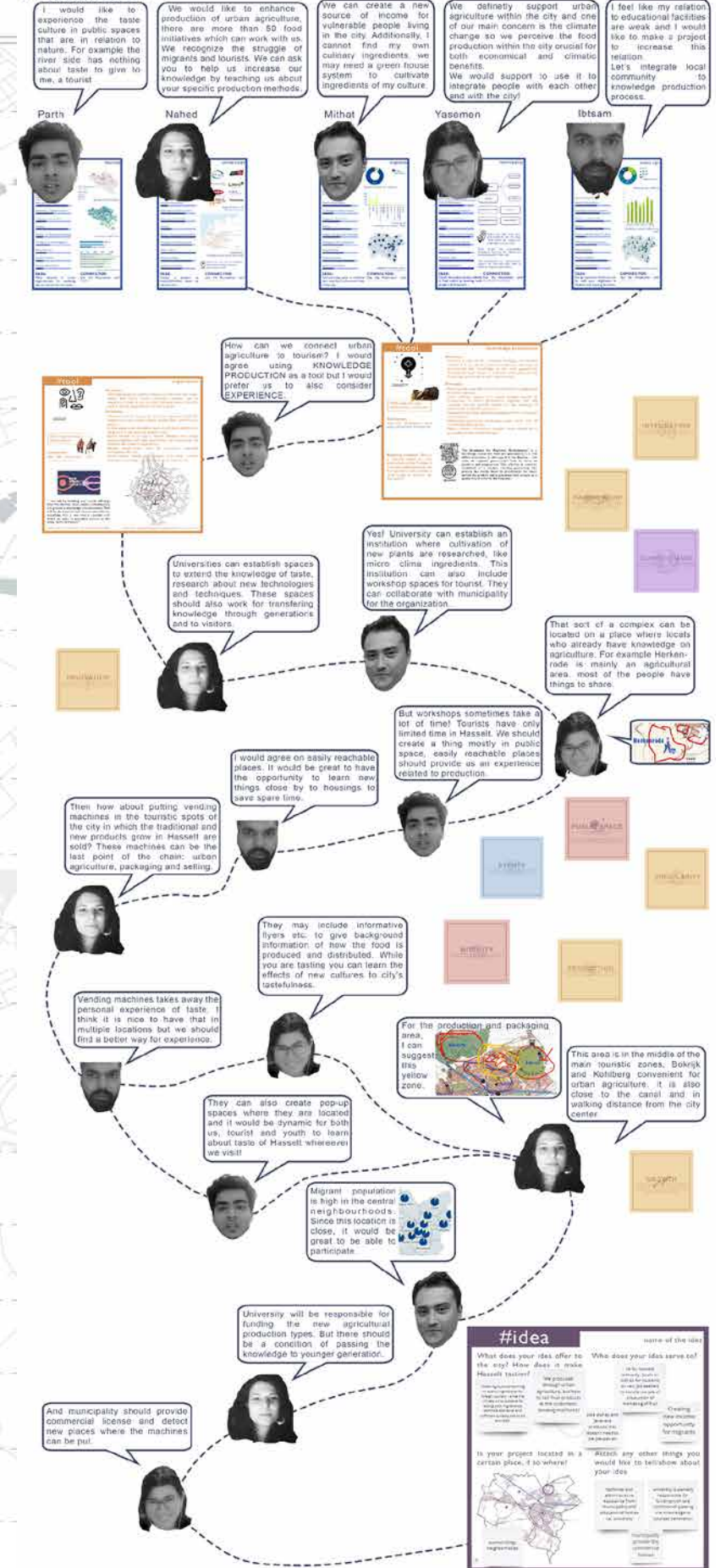


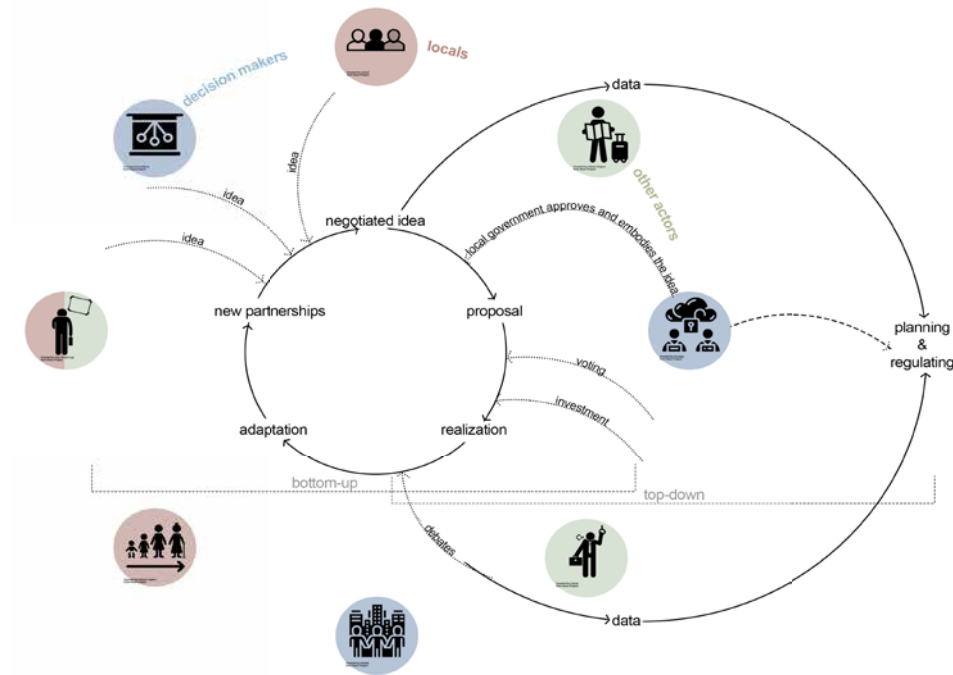
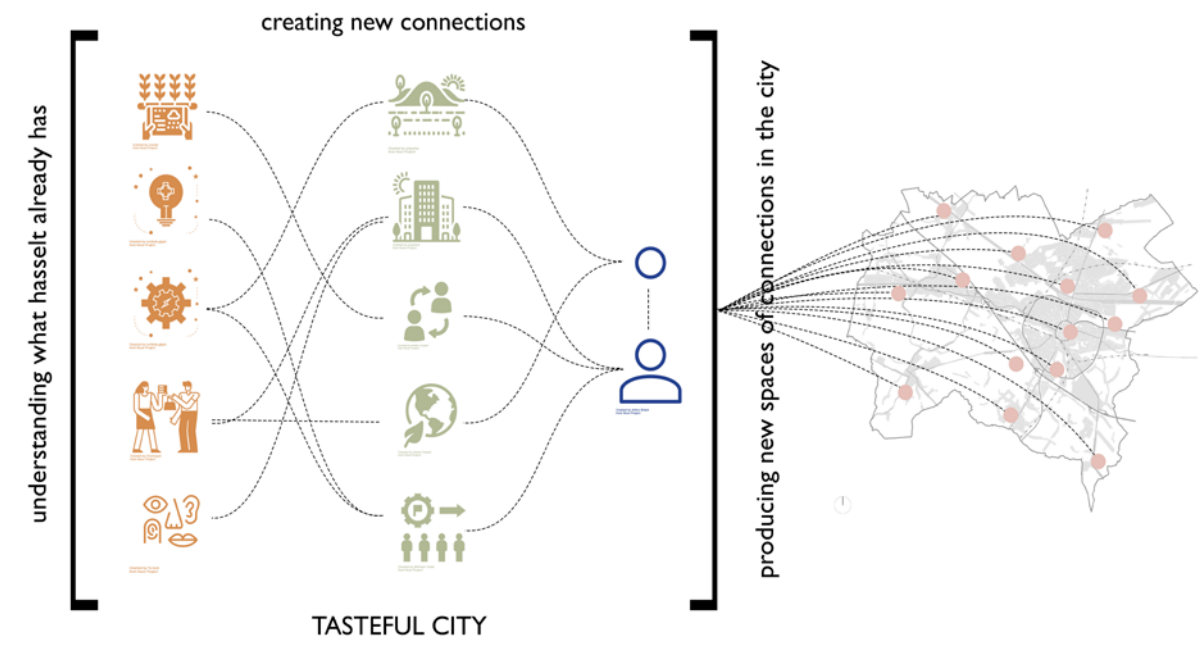
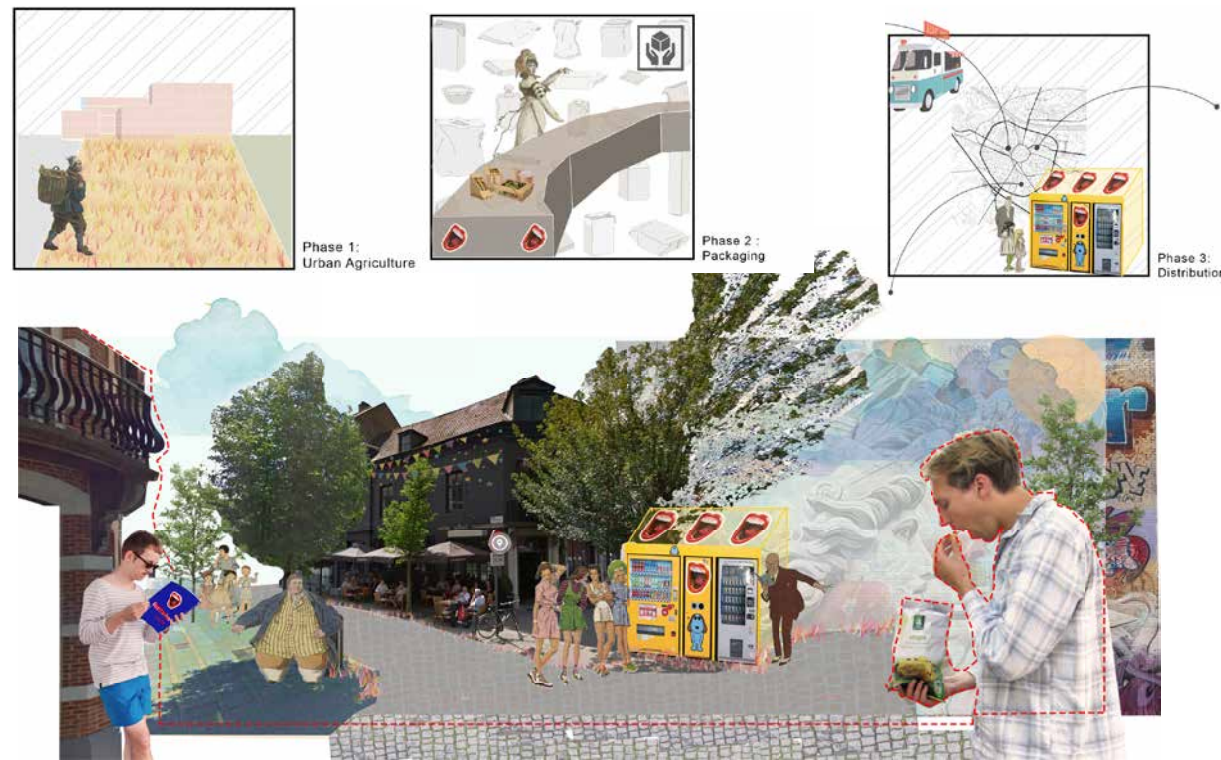


0 ICEBREAKER ROUND
Christmas market
Street food bringing people together
even from different income class.
Mumbai example

1 FOCUS TOPIC
Players took a random #focus card: it is
Urban Agriculture?

2 ACTORS OF HASSELT





justreets | amsterdam

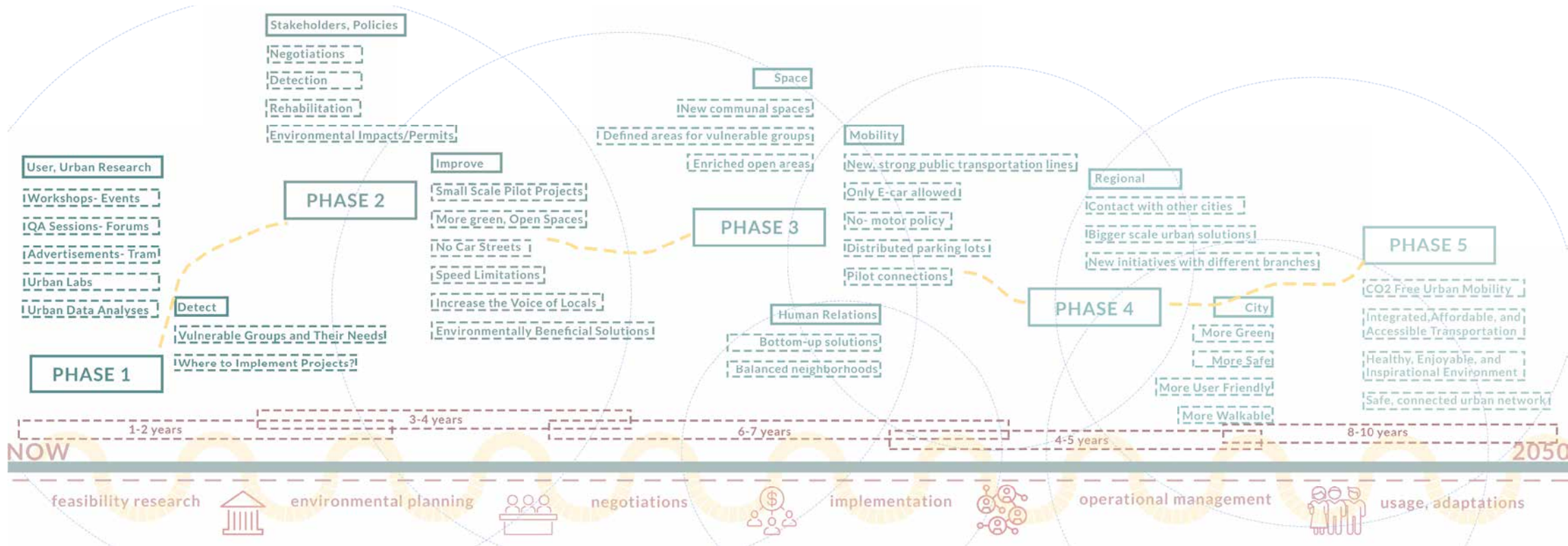
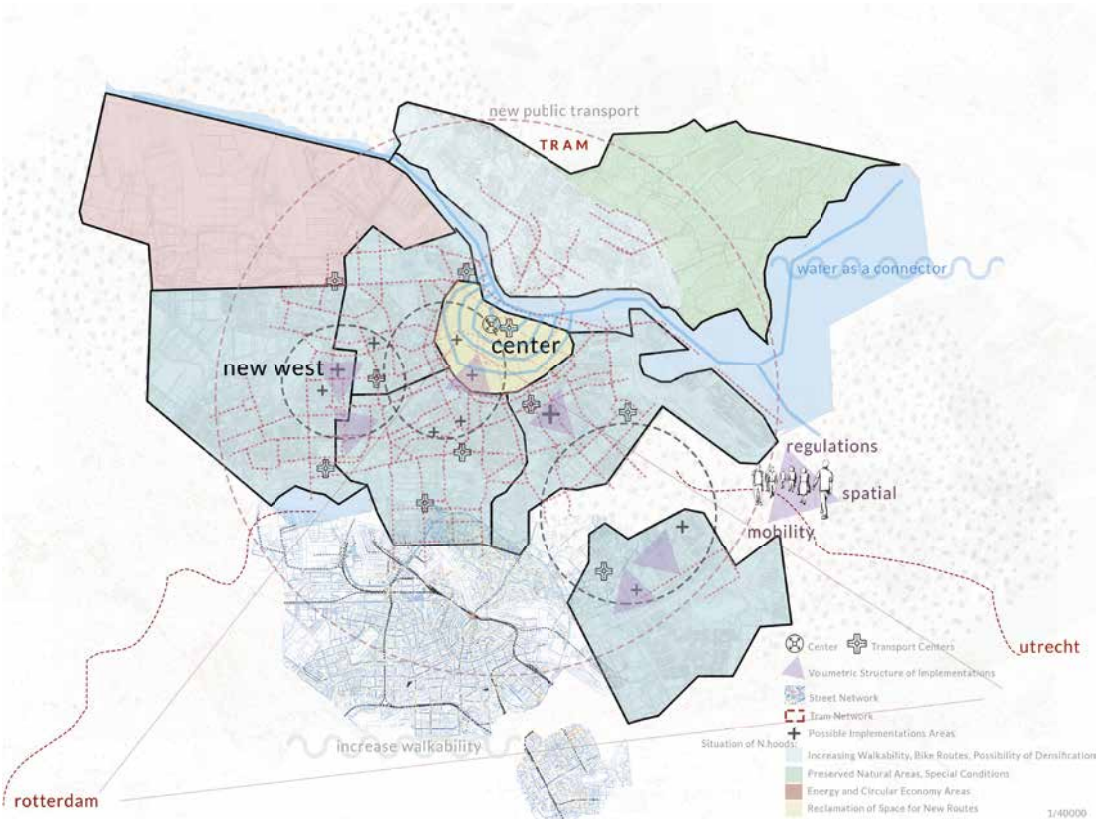
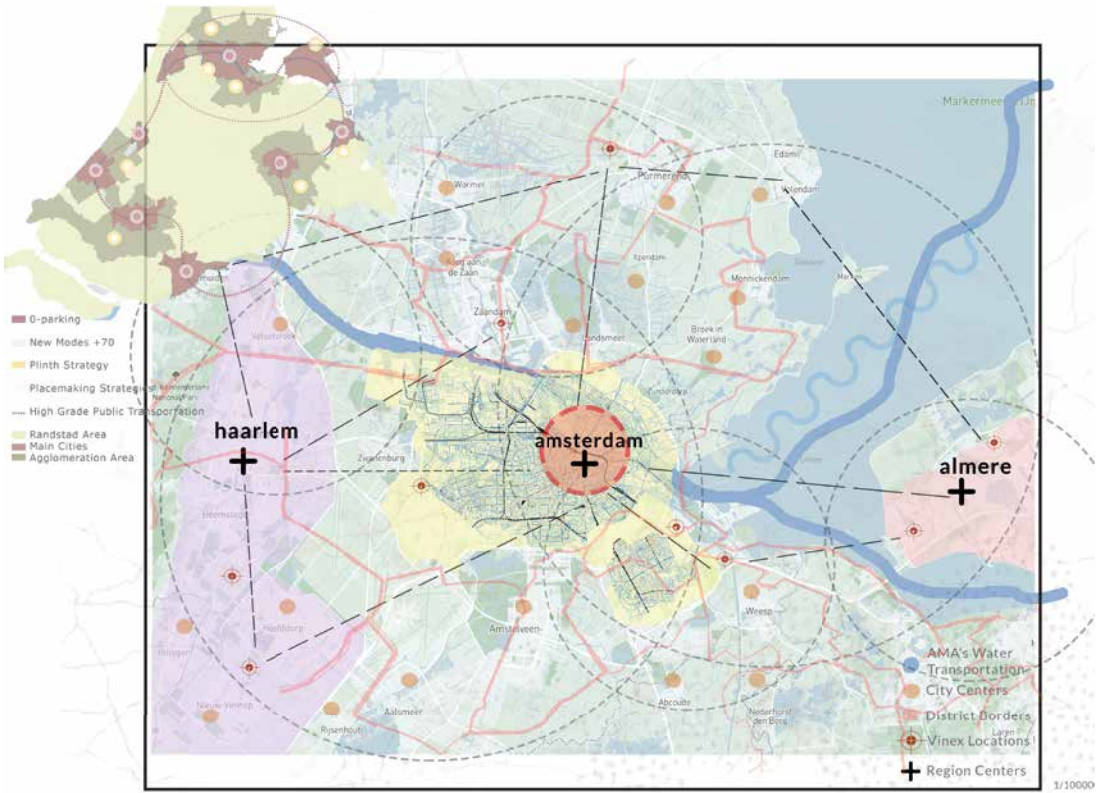
rwth aachen university | 2022 | s: prof. christa reicher, prof. jakob beetz, dr. ceren sezer
w: athena akbari, tahsin can çetinoglu, tonka malekovic
#spatial justice, streets for kids, accessibility, research

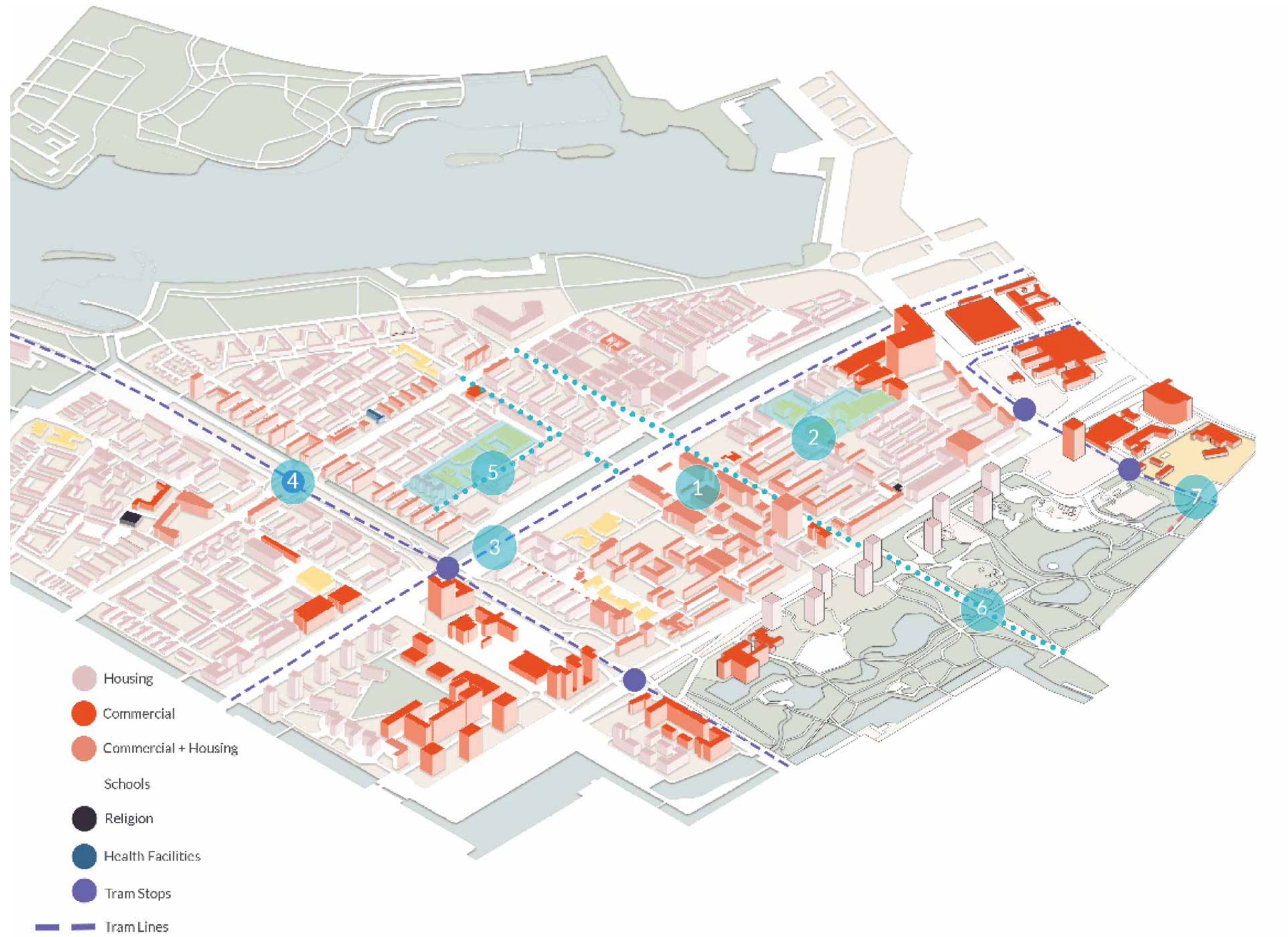
A street for kids is a street for everyone!

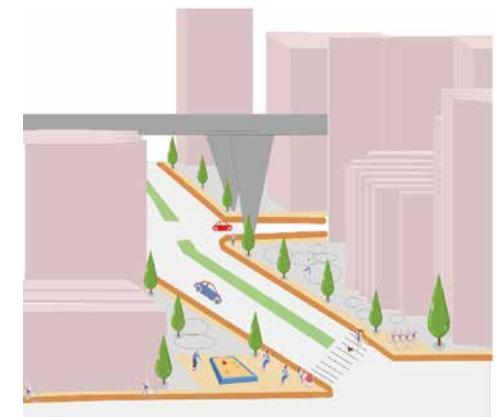
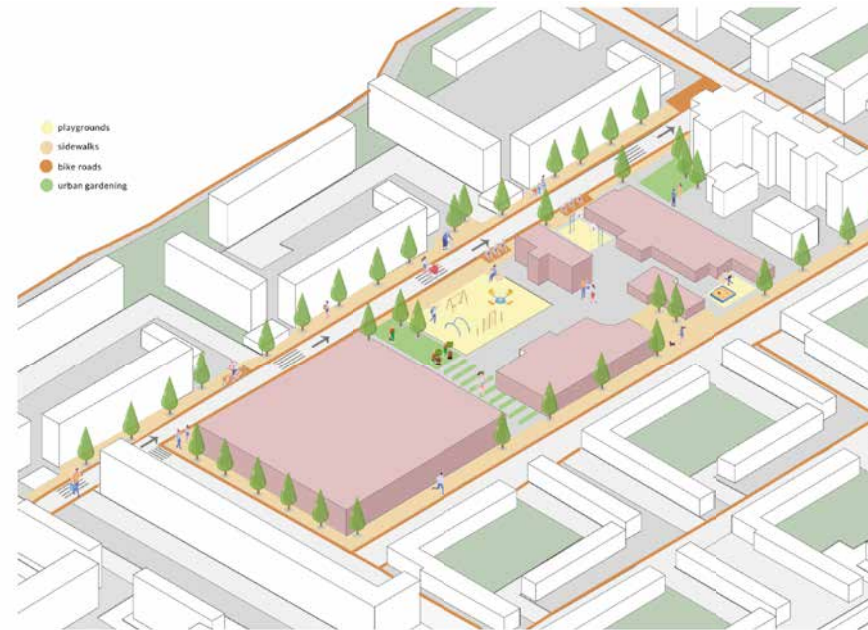
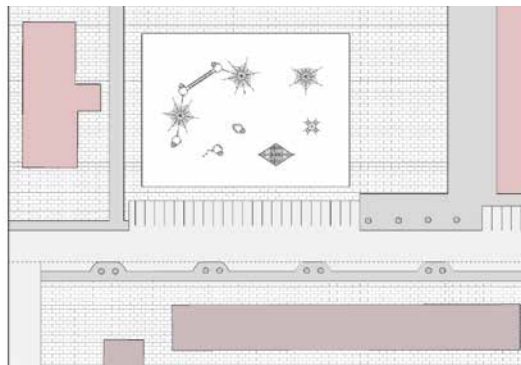
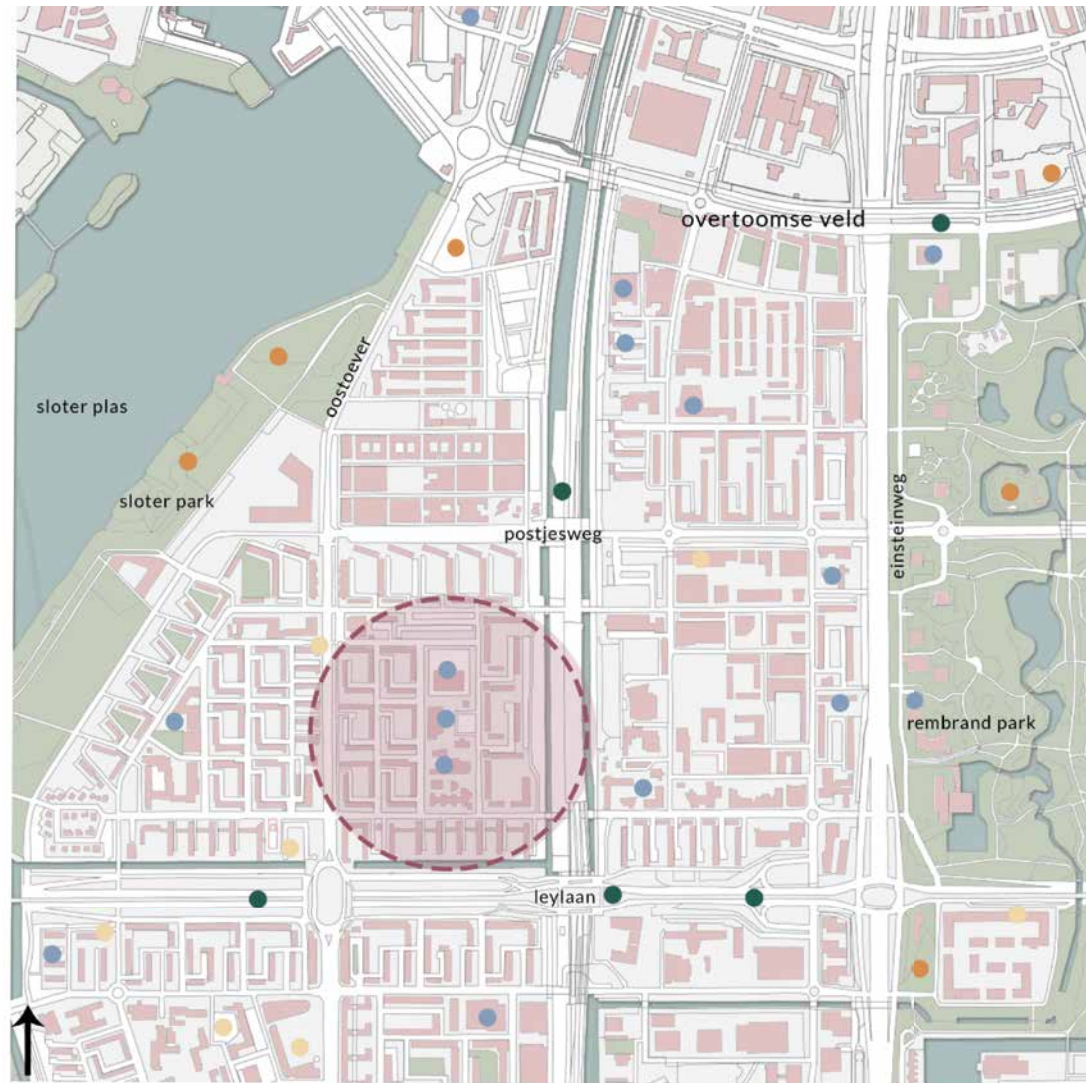
This project aims to transform the streets of Amsterdam's New West into safe, accessible, and enjoyable spaces for all residents, particularly children and the elderly. By analyzing the functions and needs of different neighborhoods, the team identifies key routes to essential destinations and enhances these streets through strategic planning, design improvements, and the creation of new public spaces. The goal is to foster a more inclusive urban environment where everyone can navigate the city safely and comfortably.

The project also focuses on reshaping the city's urban landscape through thoughtful interventions that combine utility and aesthetics, making communal spaces that enhance residents' quality of life. A key element of the project is the introduction of a maze-like system that encourages exploration and play for children, while also providing safe, engaging areas for all age groups. By integrating physical changes with sustainable governance and community-driven initiatives, the project envisions a vibrant, collaborative, and resident-centered urban experience in Amsterdam.







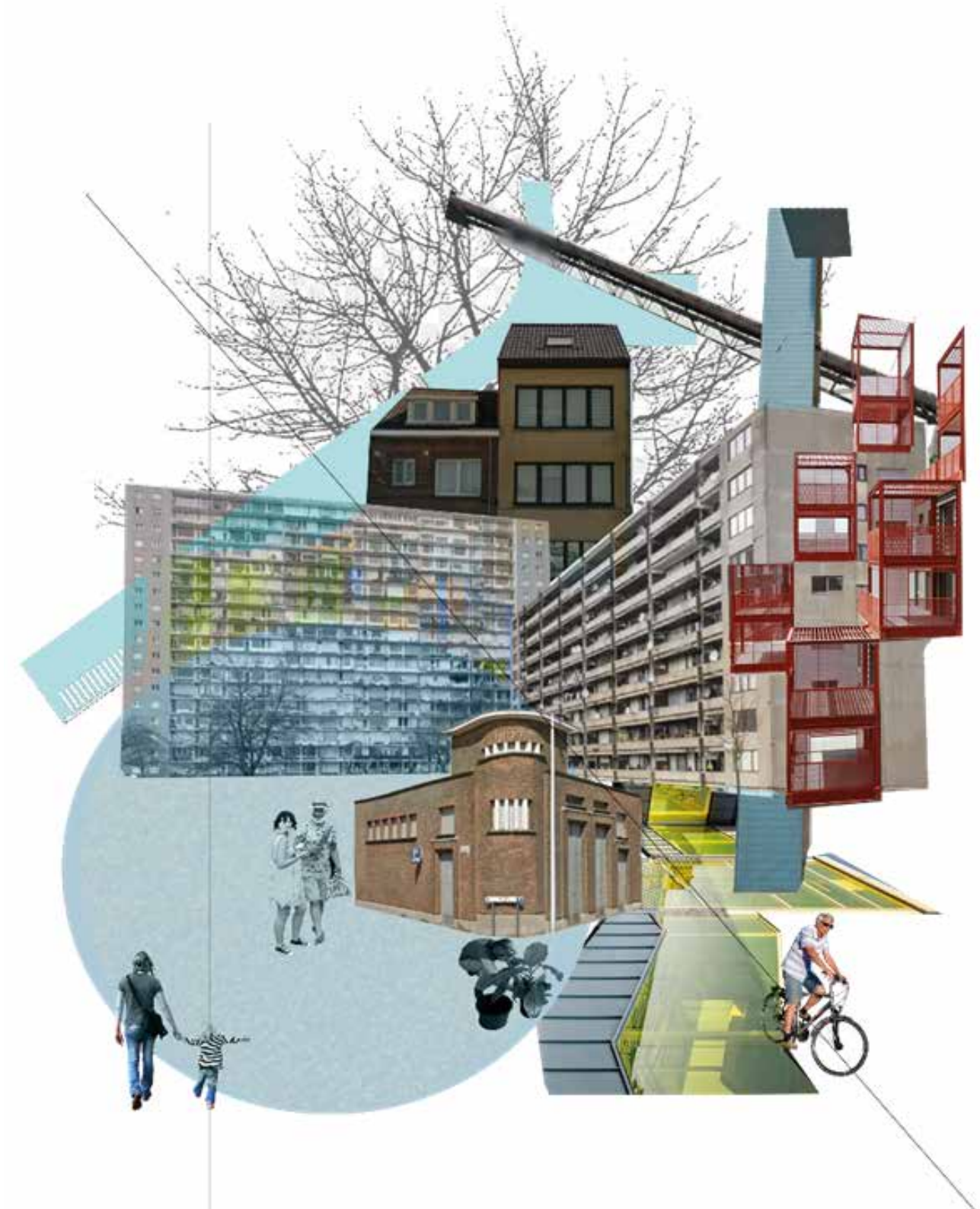


patchwork | gent

rwth aachen university | 2020 | supervisors: prof. christa reicher, dr. fabio kaiser
w: nahed nabhan, ibtsam saeed
#social housing, revitalization of industrial areas

Afrikalaan, an industrial neighborhood near Gent's old docks, is undergoing a revitalization effort led by Sogent and various stakeholders to transform the area into a vibrant, livable community. The project aims to preserve the historical warehouses while introducing new affordable housing to address the city's housing shortage. Additionally, the initiative promotes business and entrepreneurship opportunities, striving to create a dynamic urban environment that balances residential, commercial, and public spaces.

The team employed a "patchwork and pinpoint" strategy, ensuring an equitable distribution of functions across the neighborhood by organizing buildings based on public, semi-public, and private uses. This approach integrates Afrikalaan with the rest of the city while maintaining a strong connection between larger city-scale planning and the needs of individual buildings. By preserving key landmarks and introducing public green spaces, the project seeks to enhance the neighborhood's livability and sustainability, contributing to its long-term growth and integration into the broader urban landscape.





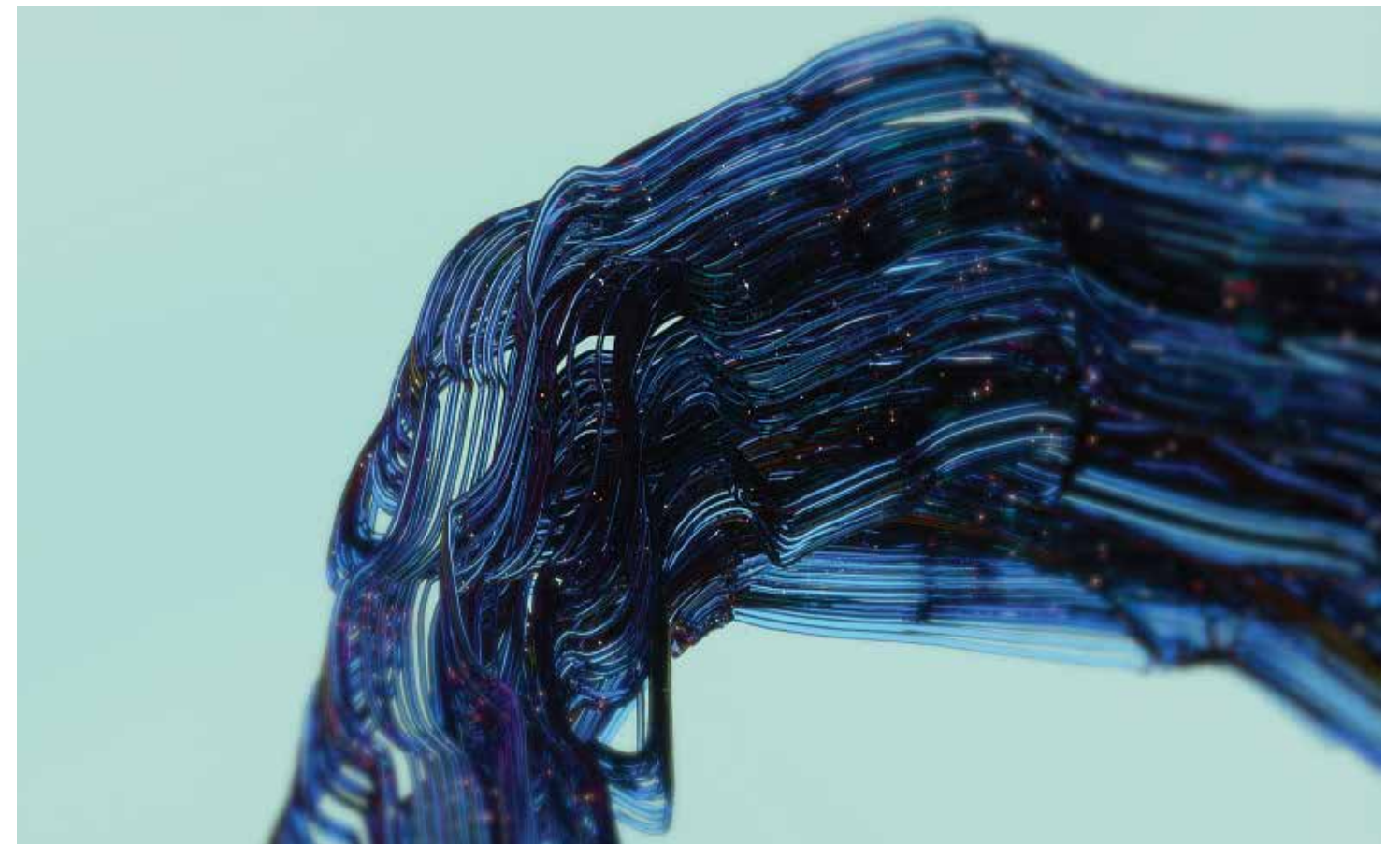
digigether| istanbul

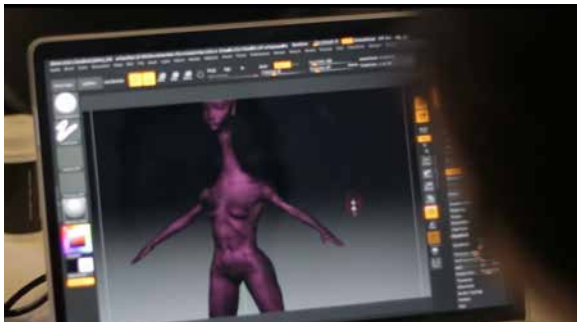
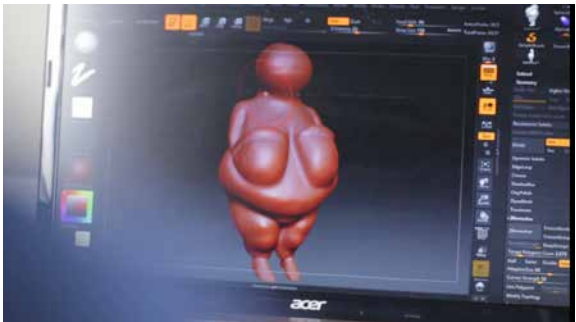
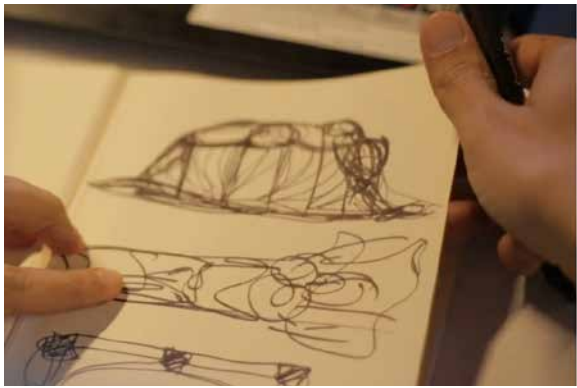
uniq gallery + unhcr | 2019 | curator: kerim kurkcu

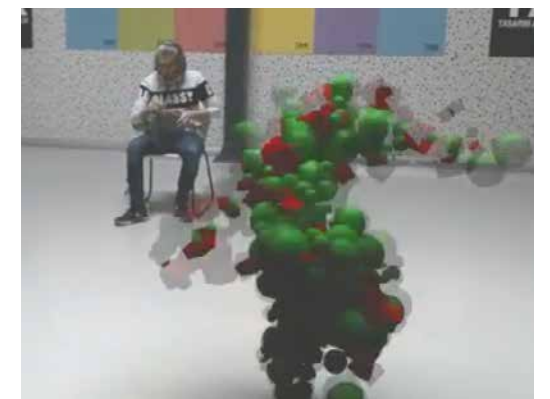
#curatorial, group work, exhibition design, organisation, workshop management

The Digigether project bridged technology and art, bringing together Turkish and refugee young artists to explore new creative possibilities through digital tools. By moving beyond traditional art practices, the project fostered social cohesion and coexistence, using art as a means to transcend cultural boundaries and create connections. The collaboration allowed artists from diverse backgrounds to engage in collective learning and shared artistic expression, highlighting art's transformative power in addressing societal issues.

As assistant curator, I oversaw the project's organization, coordinating everything from exhibition openings to event logistics. I also facilitated communication between artists and stakeholders to ensure smooth progress. Participants worked with cutting-edge technologies like Z-Brush, Cinema 4D, and the Rokoko Smart Suit, producing interactive works that visualized movement and sound, emphasizing themes of empathy and the human experience. Through workshops, guest speakers, and open dialogue, Digigether created a space for collaborative learning, where artists developed a shared creative language that addressed the broader theme of "Coexistence."







Artists produced their art works collaboratively in groups with digital tools. From above right to left:

- 1.) Gizem Dogan - Rama Samkari
- 2.) Ugur Kolege - Bodour Xena
- 3.) Hakan Cinar
- 4.) Hamza Kirbas
- 5.) Ahmet Rustem Ekici



- | | |
|---|---|
| Küratör /
Curator
Kerim Kürkçü | Müzik Performansı /
Music Performance
Basel Sheikh Alkar
Minoo Parhizkari |
| Yürütücü Sanatçılar /
Lead Artists
'ha:ar' (Hande Şekerciler
& Arda Yalkın) | Fotoğraf /
Photography
Eriş Durlanik
Abdi Deeq Muxumed |
| Katılımcı Sanatçılar /
Contributing Artists
Abdülrazzak Alsalhani, Ahmet
Rüstem Ekici, Bodour Xena,
Çizem Doğan, Hakan Çınar
Hamza Kırbaş, İmad Habbab,
Rama Samkari, Rand Ramadan,
Uğur Kolege | Video /
Video
Eriş Durlanik |
| Yardımcı Küratör /
Assistant Curator
Gökçe Demiral | Konuşmacılar /
Panelists
Saliha Yavuz, Heidi Boisvert,
Feride İkiz |
| Teknik Asistan /
Technical Assistant
Uğur Kolege | Çeviri /
Translation
Osman Şişman |
| Dans Performansı /
Dance Performance
Nisan Berkol | Grafik Tasarım /
Graphic Design
HaritaMetod - Aytaç Öztürk |

the shift | venice

venice architectural biennale | 2018 | supervisors: jan boelen, nadine botha, dr. cansu cürgen
#curatorial, group work, research, architecture as critical media

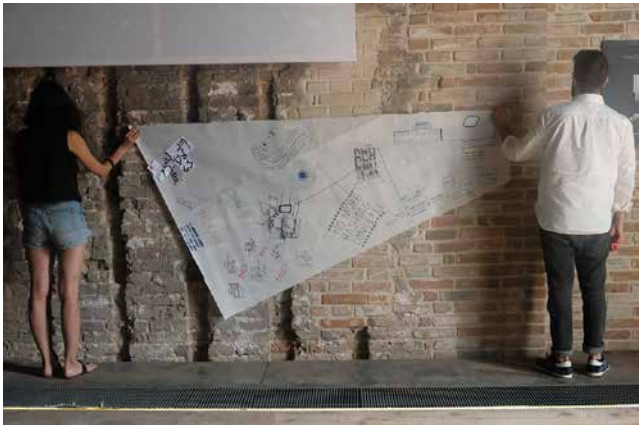
There is no such thing as freespace!

Vardiya (*The Shift*) was a dynamic program at the 2018 Venice Architecture Biennale, responding to the *Freespace* theme by transforming the Pavilion of Turkey into a center for cultural exchange and creative collaboration. Led by Kerem Piker, the initiative involved 122 international architecture students from 16 countries who participated in weekly shifts, engaging in discussions, multimedia installations, and digital roundtables. These conversations explored topics like architectural clichés, critical media, and speculative architecture, with the goal of examining architecture's role in addressing contemporary challenges.

The program culminated in a bold intervention, where participants removed the surface of a soft cell and replaced it with a monolithic mass to symbolize the contradictions within the biennale space. Vardiya's workshops, lectures, and discussions highlighted architecture's potential as a critical and transformative medium. A standout moment came during the "Architecture as Critical Media" shift, which focused on architecture's ability to critique societal issues, challenging participants to question global systems and reconsider design education's evolution since Bauhaus.







lost lost lost | istanbul

fada workshops | 2019 | w: alparslan turan

#curatorial, group work, exhibition design, organisation, workshop management

The “Lost Lost Lost” project, inspired by Jonas Mekas’ film, was a week-long event held during FADA Workshop Week that explored the intersection of art and architecture. Participants engaged in lectures and practical exercises, delving into the historical connections between these disciplines. The workshop encouraged participants to reinterpret imagery through a variety of materials, from soft fabrics to rigid architectural elements, blending art and architecture while highlighting the materiality of thought.

A key component of the workshop was the “Ganzfeld experiment,” designed to disrupt normal cognitive processes by immersing participants in a uniform sensory environment. This experiment allowed participants to bypass conscious thought and tap into their subconscious, generating imagery more freely. The final works from this process existed in a liminal space between art and architecture, embodying the fluidity of the mind and offering a glimpse into how creative impulses transcend traditional boundaries.

