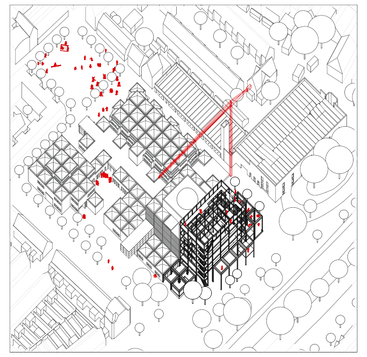
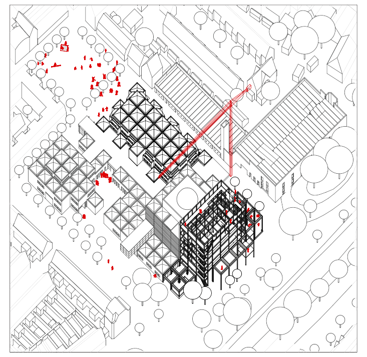
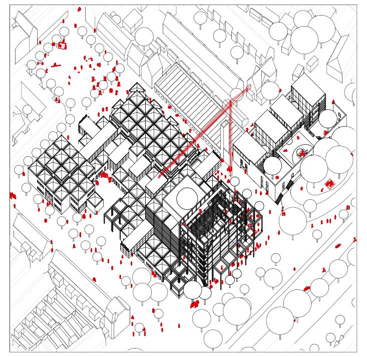
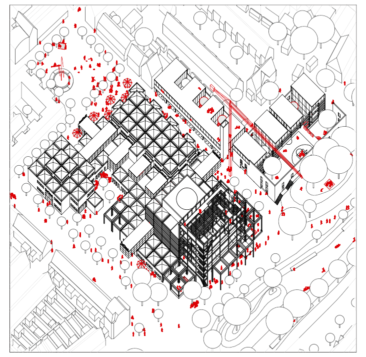
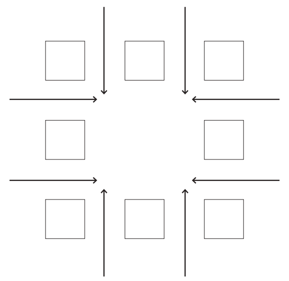




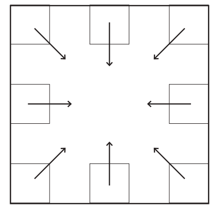






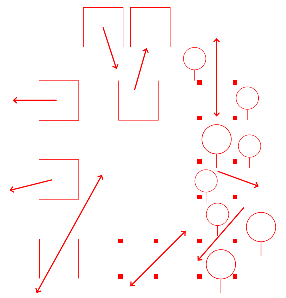
1970: new, unlocked, interesting

„A Play Town"



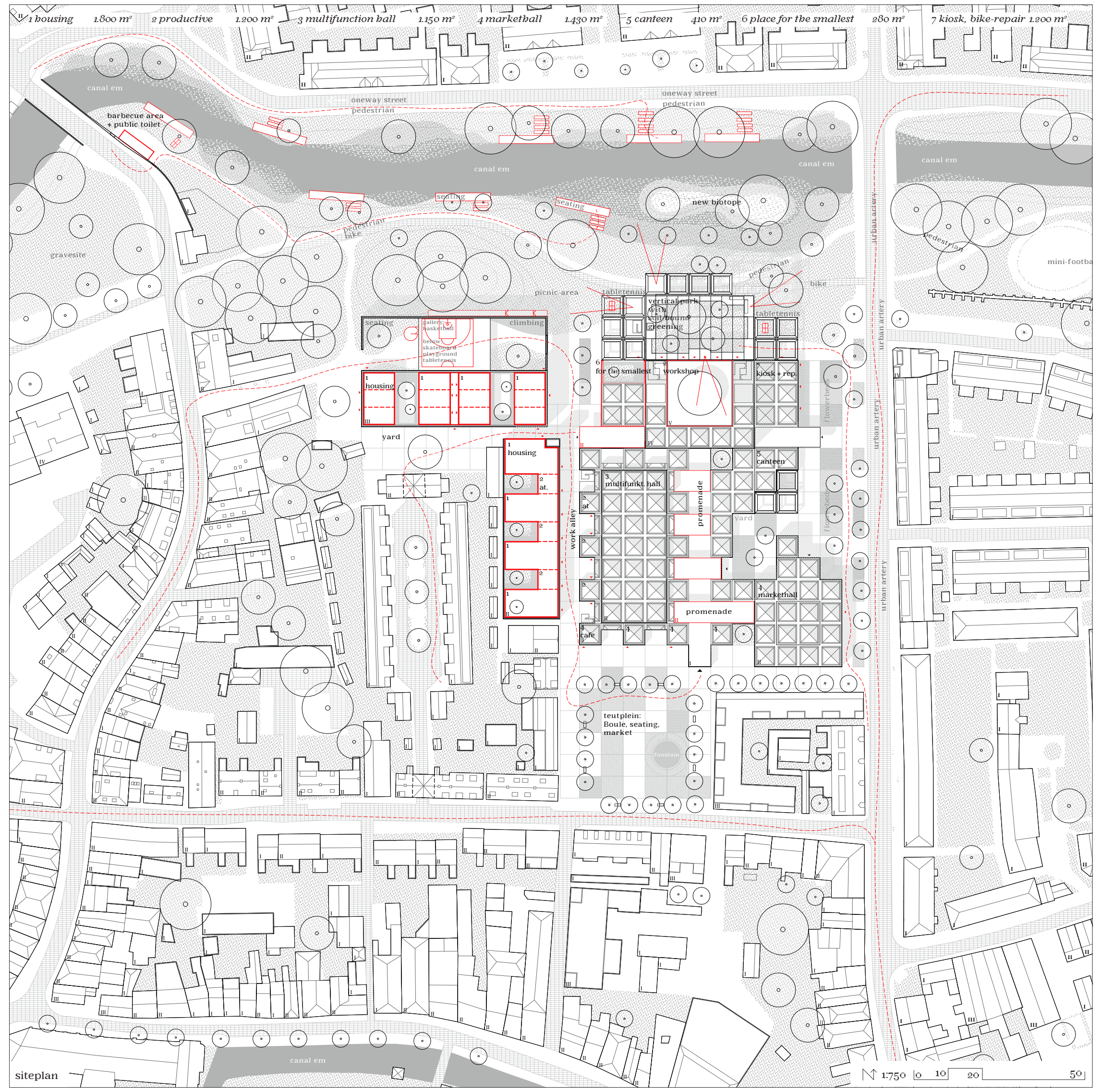
now: introverted, locked, disconnected

as described in the breif



future: extroverted, unlocked, interwoven

reverse structuralism


1 housing 1.800 m²
2 productive 1.200 m²
3 multifunction hall 1.150 m²
4 markethall 1.430 m²
5 canteen 410 m²
6 place for the smallest 280 m²
7 kiosk, bike-repair 1.200 m²
canal em
barbecue area + public toilet
oneway street
pedestrian
seating
new biotope
pedestrian
bike
gravesite
picnic-area
tabletennis
vertical park with cultivating greening
seating
climbing
gallery basketball
below skateboard playground tabletennis
housing
yard
for the smallest
workshop
kiosk + rep.
canteen
multifunkt. hall
promenade
work alley
markethall
cafe
urban artery
mini-footba
teutplein: Boule, seating, market
fountain
canal em
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siteplan

Reverse Structuralism

What once was, becomes more.

Context & Challenges

The city is never finished. Culture is not a product. And space belongs to everyone.

The monumental era of cultural palaces is over. What we need today is not a landmark, but a commons. A place that can grow, shift, and remain porous. In the heart of Amersfoort, we propose to transform the existing structuralist cultural centre – once designed as a "play cave for everyone" – into an open framework of possibilities.

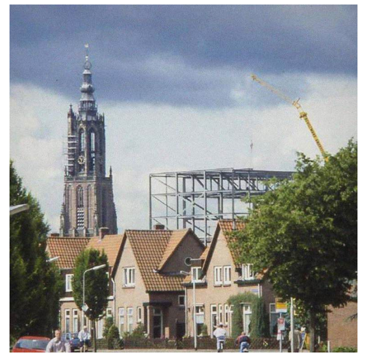
What has become increasingly mono-functional and closed, especially through its use by the DeFlint Theatre, will be reversed. Through minimal interventions, the existing building is reactivated: not demolished, not replaced, but re-read and re-used. A place of potential, shaped by use.

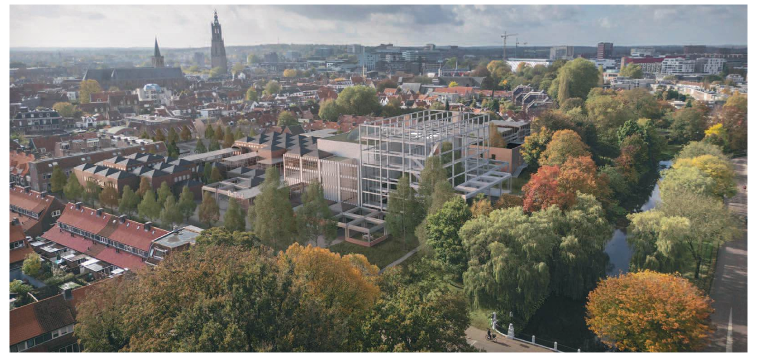
Vision: Reverse Structuralism

Our proposal is not a fixed image of the future. It is a spatial toolset. A collective foundation for a cultural ecosystem that grows from within – through people, their routines, and their adaptations.

We reclaim the stage tower – once the most exclusive and inaccessible space – and transform it into a vertical public park. We open up the facades to the green belt of amersfoort, pierce storage walls to the public spaces, and create thresholds between work, play, and dwelling.

We call this spatial logic *reverse structuralism:* A structure that enables appropriation. A space that allows change. A place that never ends.





Phased Implementation (Not a Project, but a Process)

The transformation unfolds in four steps – not as a construction project, but as an evolving process.

Step 1: Dismantling Party

A dismantling party marks the removal of the stage tower's shell. Its cladding is reused to build square infrastructure.

Now the people of Amersfoort are invited to take part in the reimagination of the Site.

Step 2: Everyday Suitability

A finished multifunctional hall, café, studios, and temporary workshop initiate the daily rhythm of the new social infrastructure „DeTeut".

Now the people of Amersfoort can play soccer in the hall and be creative in the studios.

Step 3: Expansion

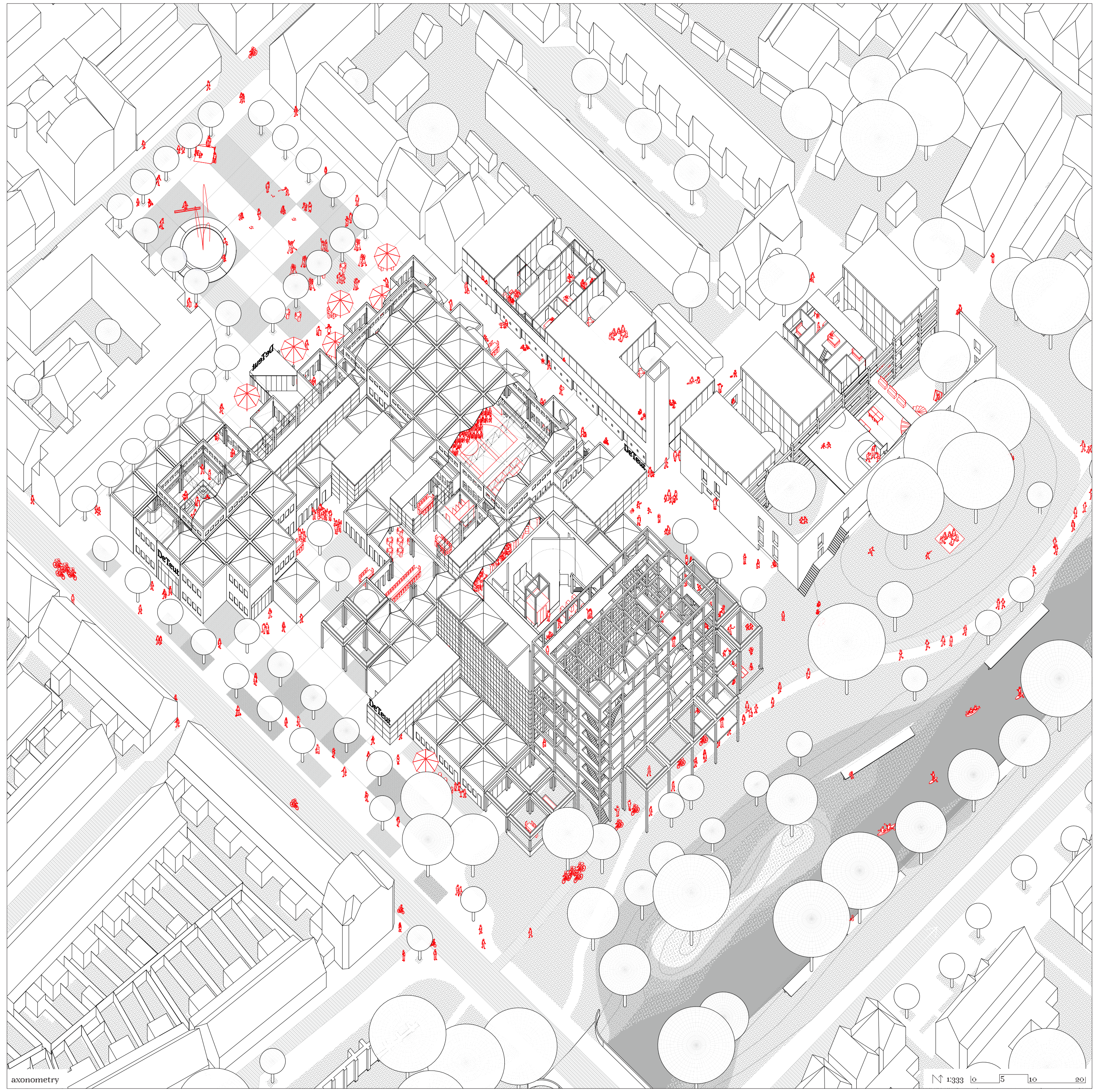
The rue intérieur is opened, the workshop is completed and the northern car park is converted into a public park and flats. The infrastructure for the independent further construction of DeTeut has been completed.

Now the people of Amersfoort can live and play basketball in the car-park.

Step 4: Living at the Park

Residents co-build their next layer: apartments, day care, market hall, kiosk.

Now the people of Amersfoort can create and recreate a place for themselfes and others.


DeTeut
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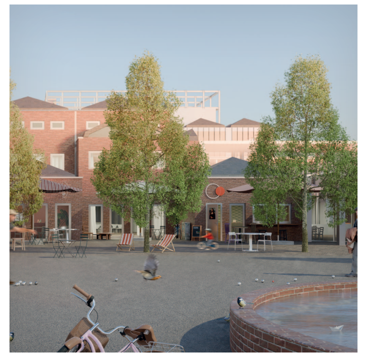
Urban Strategy & Transformation

The former back of the building becomes its new face. The scaffolding tower, visible from the citycenter and the urban arterie, becomes a signal to the city. On the south side, we activate the forecourt – now a sealed parking lot – and transform it into Teutplein, a public space for dancing, petanque, markets, and fountains.

The surrounding façades host cafés and ateliers that animate the edges and frame a new productive axis: a "work alley" that leads northwards from Teutplein, nestled between the multifunction hall and the converted parking garage. Workshops and studios now activate the once closed storage rooms along the western façade of the hall – creating a porous, lively, and hands-on urban corridor.



Ecology & Material Responsibility

This is a low-tech project. A circular one. We avoid demolition, and reduce carbon-heavy construction by reusing structure, slabs, and space.

What we take from the ground – e.g. the green space used in the tower park – we give back: by creating a waterfront zone of cleansing plants and seating steps, linking the EEM canal to the project.

Architecture: Reuse, Layer, Share

Instead of building new, we use what exists: prefabricated ribbed floor slabs from the parking garage are reused to build new levels inside the former auditorium, now home to shared workshops. The multifunctional hall is also open to the public as a sports hall on a daily basis. The stage disappears, the walls open up. The Rue Intérieure, once axial and controlled, is now porous and alive – punctuated by vertical openings and filled with natural light.

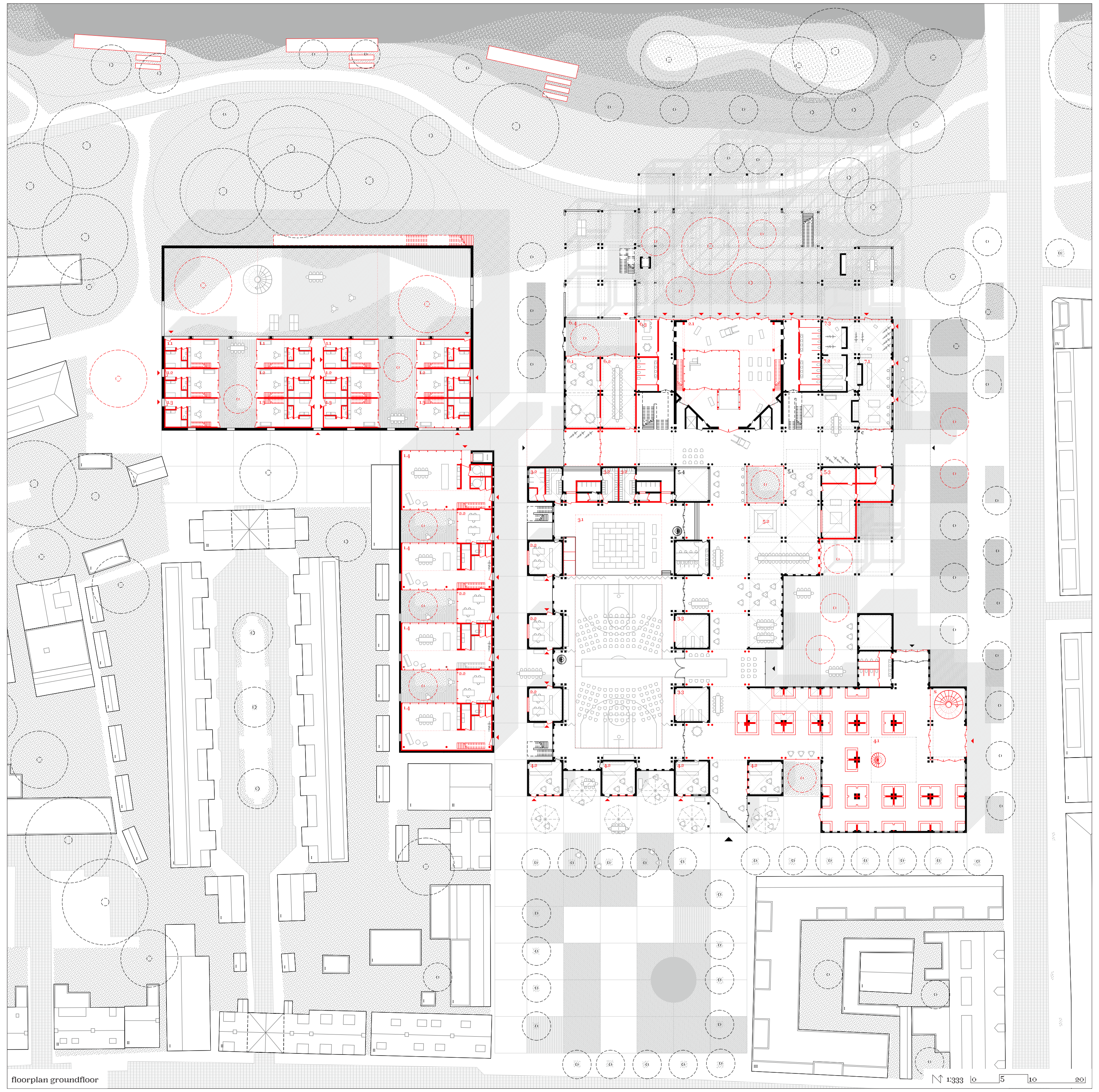
Culture as Infrastructure

This is not a building. It is a framework.

Not a finished product. But a platform for action.

A site where theatre meets football, politics meets soup, and workshops meet silence.

This is reverse structuralism – a space that belongs to everyone.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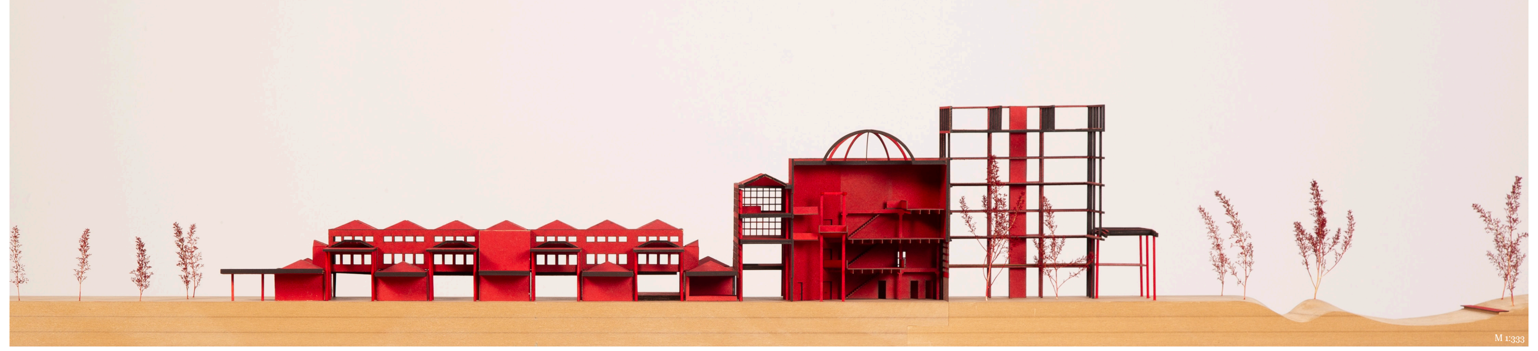
floorplan groundfloor



Programme: Spatial Ecosystem

The building becomes a dense mesh of coexisting functions – flexible, everyday, and diverse.

1	*housing*		
1.1	2,5-room-apartment	360	m²
1.2	3,5-room-apartment	480	m²
1.3	1,5-room-apartment	240	m²
1.4	4,5-room-apartment	720	m²
2	*productive*		
2.1	workshop-shelf	600	m²
2.2	atelier/co-working	200	m²
2.3	fablab/hackerspace	400	m²
3	*multifunction hall*		
3.1	multifunction hall	900	m²
3.2	changing rooms	90	m²
3.3	storage	160	m²
4	*markethall*		
4.1	market hall	800	m²
4.2	coffeeplace/restaurant	130	m²
4.3	library (2nd fl.)	500	m²
5	*canteen*		
5.1	picnic-area	250	m²
5.2	bar	30	m²
5.3	kitchen	100	m²
5.4	podium (stage)	30	m²
6	*place for the smallest*		
6.1	group-rooms (2., 3. fl.)	190	m²
6.2	common-room	70	m²
6.3	staff kindergard.	20	m²
7	*kiosk, bike-repair*		
7.1	kiosk	75	m²
7.2	storage	40	m²
7.3	bike-repair	75	m²