## adaptati **f0R**M

Adaptatifform attempts to address the issues with the adaptability of urban environments to the changing times. Since the dawn of human civilization, the succeeding generations of architects and engineers of society have built on top of the existing relics of the past. From bridges to the more recent hydro electric lines, old institutions to dilapidated pavilions, the archaic infrastructure and structures forces future projects to either build around it or to integrate it into its construction. However, through the use of two key methods the Adaptatifform envisions a few possible solutions to these societal predicaments, of which would be fittingly showcased on the former site of the "Expo '67". The first of these is a modular walkway that is built in adjustable sections, which snakes its way around the archipelago island of St. Helen. The segmented spans feature pin connections and portable columns that are rigid when fitted in the desired positions while its structural assemblies can be easily taken apart and relocated. This allows the walkway to easily and quickly adapt to any changes to its environment, such as the addition of a large pavilion that would have otherwise been restricted to the limited space. As seen in Figure 2, two lanes of in-ground rail tracks are imbedded within the walkway where multiuse spaces can be moved when needed to any location on St. Helen Island where the walkway has access to.

The second system is a series of floating platforms that are suspended with a form of electromagnets, with the collective areas visually representing the archipelago. The aim of these spaces is to inspire innovators and dreamers to build better systems to solve society's structural issues. The platforms themselves are to reflect the goal of the Expo '67 by providing spaces to host various technological fairs (such as Maker Fair).

These two systems would be the icons that would mark the beginning of the rehabilitation of the archipelago. It aims to impart inspiration by setting examples of creative solutions while reviving the once lost purpose of the islands.



