

MANCHESTER SCHOOL  
OF ARCHITECTURE

# 0161 community bus



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## Team

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## Partners

0161 Community is a non-profit and volunteer-led organization that seeks to promote a strong and unified Mancunian working class identity. They dedicate their time to bring disconnected societies together through various community-based programmes. 0161 Community is based in Bolton and works with people across Greater Manchester. They collaborate with all members of the community on projects that cross all demographics.

The organization's main focus is to empower the unheard and provide vulnerable communities with skills, guidance, and confidence. They offer a number of different programmes like boxing classes, graffiti workshops, as well as programmes centred around providing mental health aid and advices.

Their intention is to promote a healthy and positive lifestyle and provide a safe space to stimulate conversations and an exchange of ideas within the working class.



Discover more about 0161 Community at:

Facebook/Instagram/Twitter:  
[@0161community](#)

Email: [info@0161community.com](mailto:info@0161community.com)



# Agenda

## 0161 Community Bus

The goal of this project is to transform an old bus into a flexible moving community bus and a mobile art gallery, library, and multi-purpose space for all to use and enjoy. Alongside this, an accompanying digital resource in the form of an app will be created to support the work of the mobile space and act as a tracker to provide the community with the exact location of the bus for future community events. The project's community is centered around Greater Manchester, working to unite communities that have been previously torn apart.

Through the provision of a safe space, the project aims to reach a wider audience, focusing on art as a means of supporting mental wellbeing and empowering individuals to take control of their futures. The project will provide a positive impact on physical and mental wellbeing within communities across Greater Manchester.

The expected output of the project is a set of visualizations for the bus project and a digital portal interface to connect people through the mobile community hub.



# Project Outputs

O161 Community

## Bus Visualization

The goal of this project is to transform an old bus into an interchangeable moving community bus and a mobile art gallery, library, and sports activity/gym for all to use and enjoy.

## Mobile Application Interface

A mobile application interface to connect people through the mobile community hub (limited to only the app interface design).

# Project Timeline

Week 1

Introduction

Day 1

Collage Making

Day 2

Bus Study

Day 3

Day 4

2D Development

3D Modelling

Day 5

Week 2

3D Visualization

Day 6

Mobile Interface Development

Day 7

Mobile Interface Development

Day 8

Handover & Publication

Day 9

Final Outputs Production

Day 10

# Progression Journey

Getting to know the Bus

Change Me!

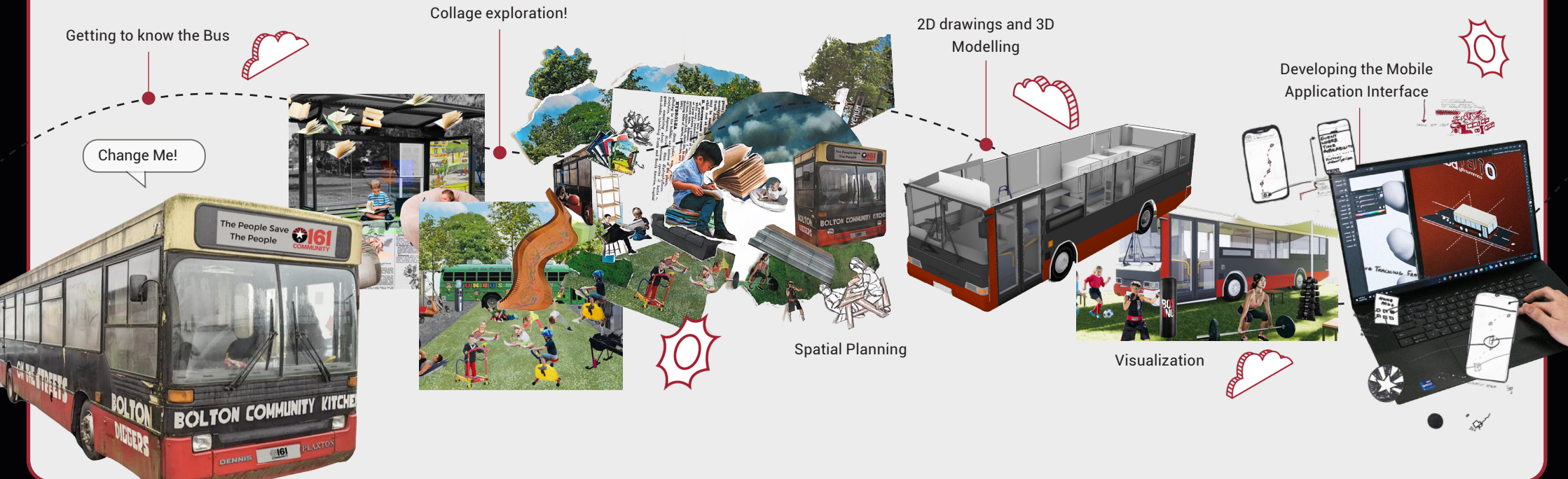
Collage exploration!

2D drawings and 3D Modelling

Developing the Mobile Application Interface

Spatial Planning

Visualization



## Mixed-Media Exploration

The main themes of the bus were introduced: Library, Art Gallery and Sports/Gym. Through three different groups, we worked on a visualization through a mixed media approach of a bus with a fixed theme for each group. This was to cultivate our creativity in the story telling aspect. Through this activity, we were encouraged to think outside the box and not to converge our focus solely on the interior—we let our imaginations run wild in creating an ambitious visualization of the bus under respective themes.

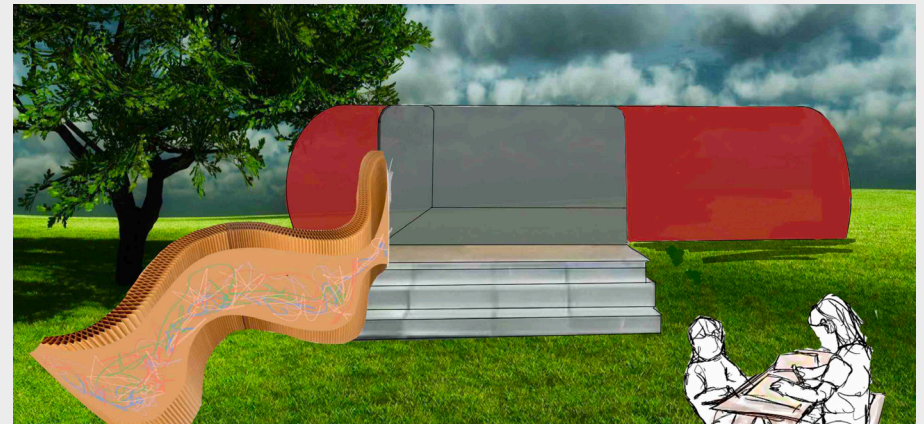


## Produced Outputs!

Group 1: Sports and Gym



Group 2: Art Gallery



Group 3: Library



## Cut 'n' Paste Collage and Spatial Programming

We were supposed to have a site visit to Bolton to visit the actual bus we are working on. Unfortunately, due to unavoidable circumstances with the bus' condition, we were unable to do so. Therefore, we initiated a new activity where the produced collages from previous day were printed out and combined together to envisage an interchangeable bus. This new visualisation produced together as a group allowed us to make critical decisions on how to combine the three programmes into one flexible moving bus. Later, more specific requirements tailored to the preferences and needs of 0161 Community were introduced to the group. We began to lay out our ideas for the spaces through conceptual bubble diagrams.

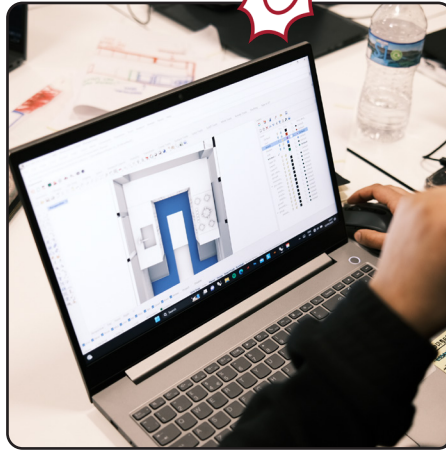


## Produced Outputs!



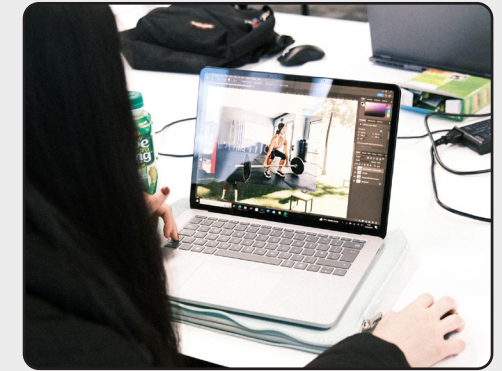
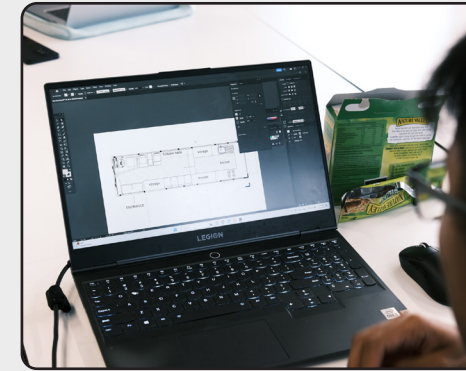
## 2D and 3D Exploration

The groups continued to translate their ideas on the spatial organization of the bus into a 3D model. The group was divided into two main teams; 3D team and 2D team. The 3D team focused mainly in modelling the interventions for the bus while the 2D team worked on annotating the plan, section, and elevation drawings for the bus. The workshop was guided by the MArch team in terms of software handling and architectural drawing conventions. New ideas for the bus was developed further throughout the workshop.



## 2D and 3D Visualization Workshop

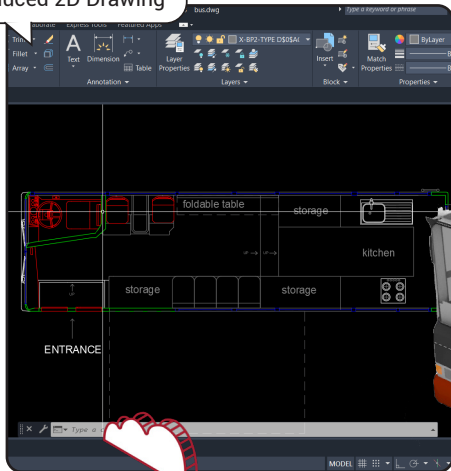
This workshop provides guidance in the basics of rendering orthographical drawings through Adobe Illustrator. We learned how to adjust line weights, assign plot styles and patterns to produce a comprehensive presentation drawing. The group also focused on visualisation renderings as a way to bring the design to life. Each group worked on their individual themes to create different scenarios for the flexible 0161 Community Bus.



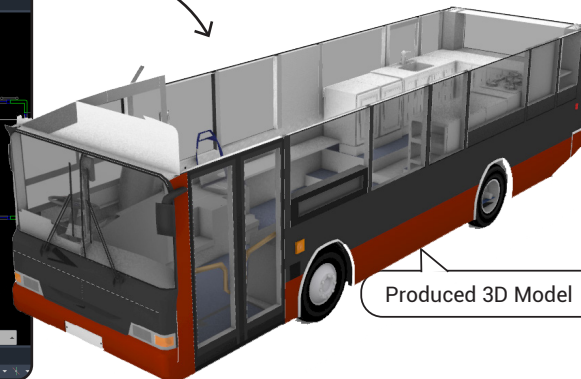
## Developing the Mobile Application Interface!



Produced 2D Drawing

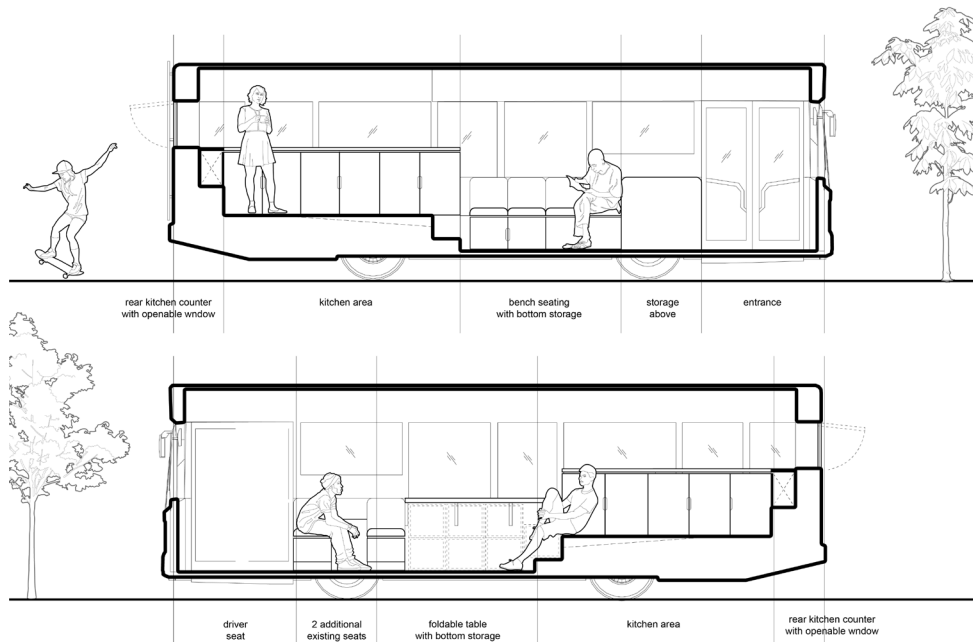
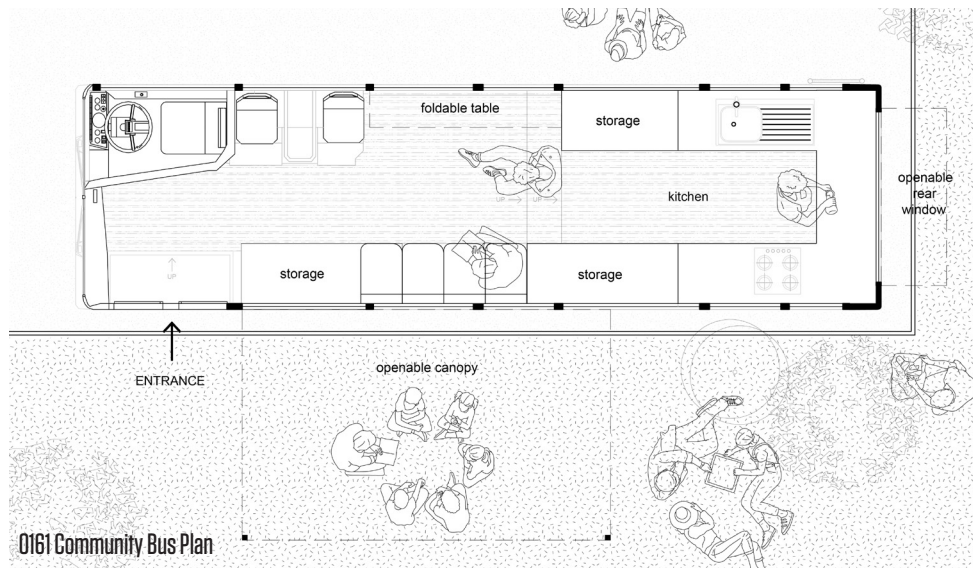


from 2D to 3D



Produced 3D Model

# Final Output: Bus Visualization



0161 Community Bus Sections

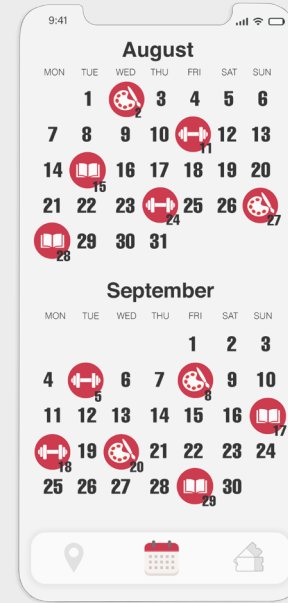
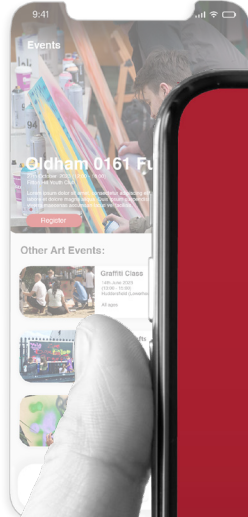
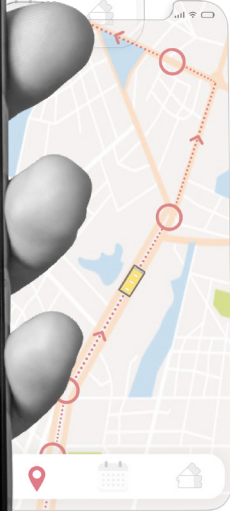
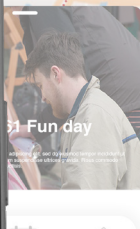
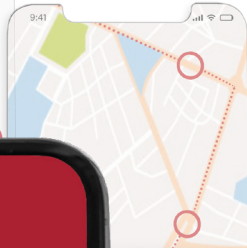
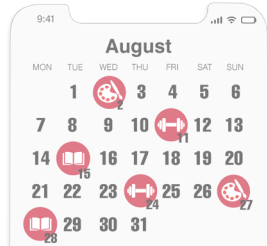


# Final Output: Mobile Application Interface

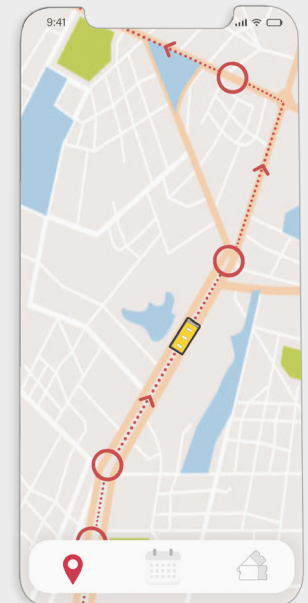
App's Logo



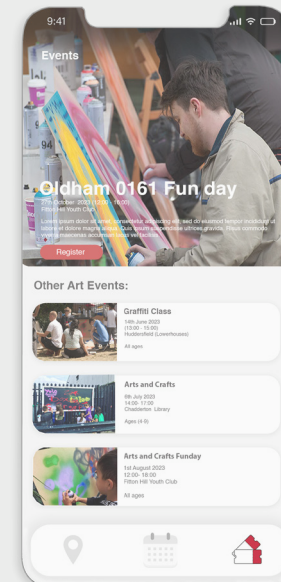
0161 Community



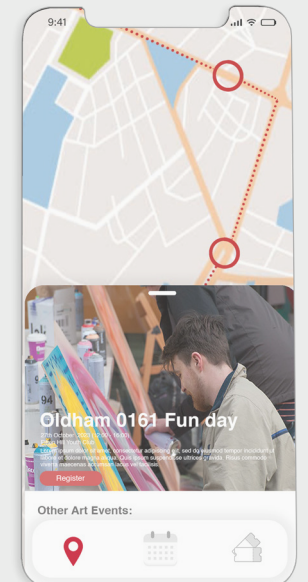
Events Calendar Interface



Bus Live Tracking Interface



Activities/Events Information Interface



Activities/Events Locations Interface



## ABOUT

Each year the MSA LIVE programme unites Masters Architecture year 1 students with those in BA year 1 and year 2 and Masters Landscape Architecture 1 in mixed-year teams to undertake live projects with external partners to create social impact.

## LIVE PROJECTS

All MSA LIVE projects are live. A live project is where an educational organisation and an external partner develop a brief, timescale, and outcome for their mutual benefit.

## SOCIAL IMPACT

All MSA LIVE projects have social impact. Social impact is the effect an organization's actions have on the well-being of a community. Our agendas are set by our external collaborators.

## EXTERNAL PARTNERS

MSA LIVE projects work with many organisations: charities, community groups, social enterprises, community interest companies, researchers, practitioners and educators.

## STUDENT-LED

Our MSA masters students take the lead in the project conception, brief development, delivery and co-ordination of a small project. Other cohorts joined for an eventful 2 weeks of activities at the end of the academic year.

## KNOWLEDGE TRANSFER

Working in teams within and across year groups and courses; MSA students participate in peer to peer learning. In addition, collaborators, participants and students engage in the transfer of tangible and intellectual property, expertise, learning and skills.

## LARGE SCALE

This year approximately 650 students from 4 cohorts in MSA have worked on 42 projects with partners.

## QUESTIONS

For questions about MSA LIVE please contact the MSA LIVE team:  
[msalive@mmu.ac.uk](mailto:msalive@mmu.ac.uk)

## BLOG

[live.msa.ac.uk/2023](http://live.msa.ac.uk/2023)

## SOCIAL

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## WEBSITE

[www.msa.ac.uk](http://www.msa.ac.uk)

