



OTAPIA

Anti-social House

Runwen DU
Interior Behaviour
MA Interior Design
Royal College Of Art

Introduction

Otaku is derived from a Japanese term for another person's house or family. This word is often used metaphorically, as an honorific second-person pronoun. In this usage, its literal translation is "you".

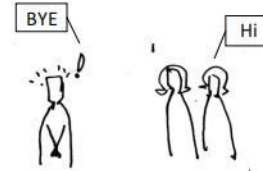
In modern Japanese slang, the term otaku is mostly equivalent to "geek" or "nerd" (both broad sense; common sense of geek would be "tech otaku") and common sense of nerd would be "intellectual otaku" or "gariben", but in a more derogatory manner than used in the West. However, it can relate to any fan of any particular theme, topic, hobby or form of entertainment. "When these people are referred to as otaku, they are judged for their behaviors - and people suddenly see an "otaku" as a person unable to relate to reality". The word entered English as a loanword from the Japanese language. It is typically used to refer to a fan of anime/manga but can also refer to Japanese video games or Japanese culture in general.



**1. Staying at home (or dormitory)
all day and rarely going out;**



**2. Not good at communicating with
others,
especially the opposite sex**



3.Addicted to the Internet, familiar with the language and culture of the Internet



Problems of the otaku's life

The otakus are mostly young people and students with lower incomes. Some otakus are too enthusiastic about games and animations, and investing a lot of money seriously affects their normal lives. Some otakus also require parents to provide financial assistance after adulthood, and they gradually become crickets.

"Otaku" as a way of life of individual choice, they do not affect others, without compromising their physical and mental health, it is understandable. However, it is worrying that some "otakus" are too dependent on the virtual world and lack the necessary physical exercises.

Because society couldn't understand Otaku, they do not have a sense of presence in the community. This feeling of contempt makes it easy for them to form a withdrawn, inferior, and introverted personality. They gradually suffer from "social fear" and "communication difficulties", which are very detrimental to physical and psychological development, and also have a specific negative impact on the school, work and life.



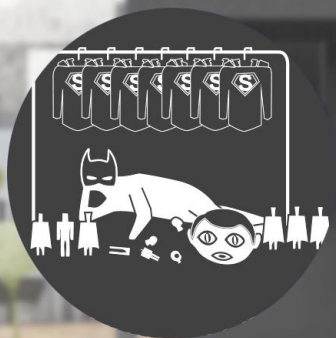
FOOD OTAKU



GAME OTAKU



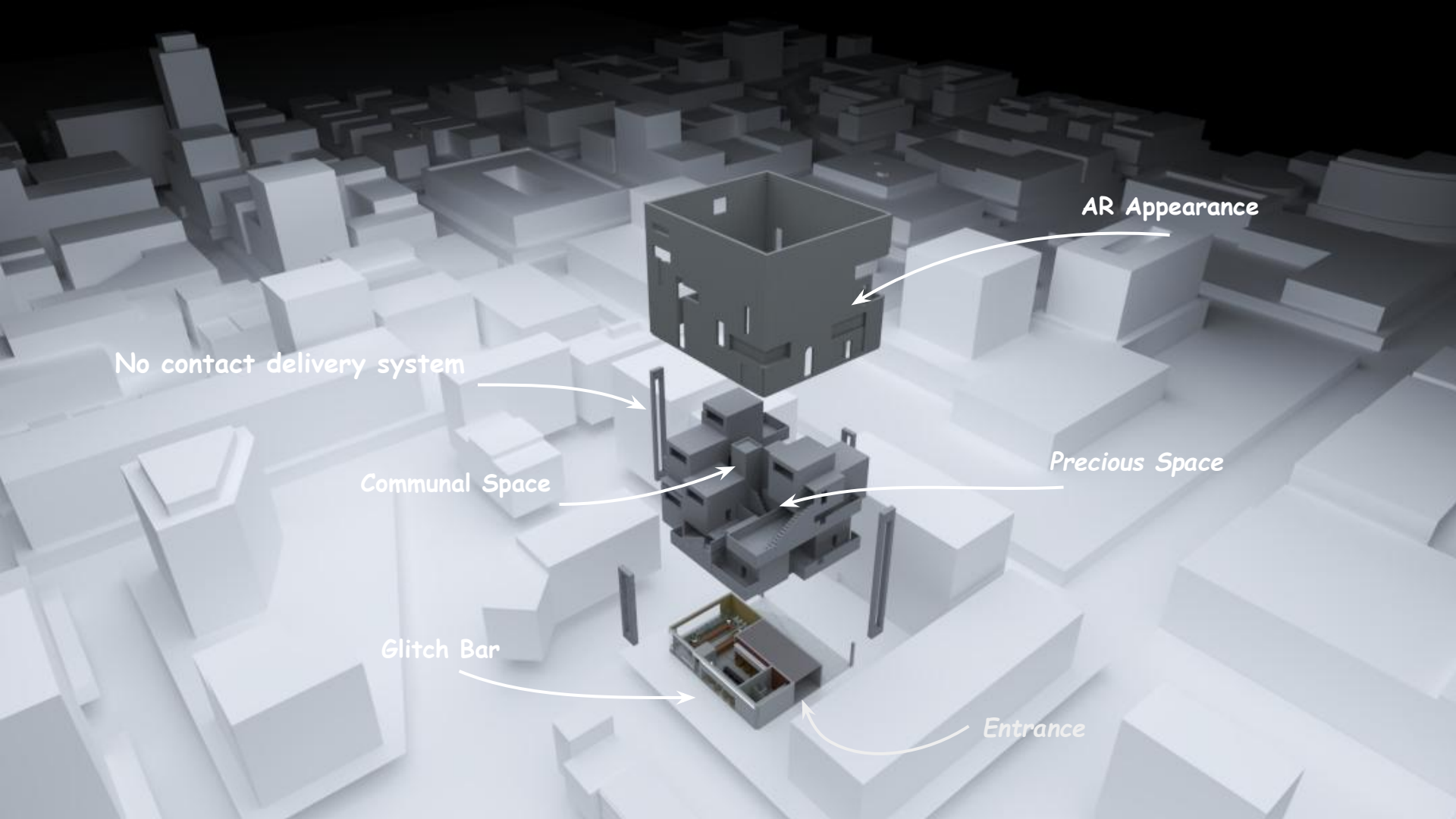
PET OTAKU



COSPLAY OTAKU



WORK OTAKU



AR Appearance

No contact delivery system

Communal Space

Precious Space

Glitch Bar

Entrance

Precious Space

Precious space - the hobby space is the core of each single unit, surrounded by living function spaces, the unnecessary function areas are adjusted or deleted according to the specific needs of the Otaku.



Work Otaku

My attitude towards my work is to help them work more efficiently. The work area is positioned closer to the kitchen and bathroom to reduce unwanted movement in space.



Work Otaku

Using white curtains to block out some awkward life scenes and create a simple, clean workspace (especially for zoom meeting) so that they can better immerse themselves in their work.



Food Otaku

Depending on the occupants 'needs, the kitchen and food pantry occupy most of the room in this space. Large, fully functional kitchen on the ground floor and a food pantry at the top of the stairs for storing food that needs to be protected from the light (such as homemade pickles or wine).





Food Otaku

The second floor features a garden and fish tank, where the client can also grow some common vegetables and spices for self-sufficiency, thereby reducing the client's unnecessary Exodus.

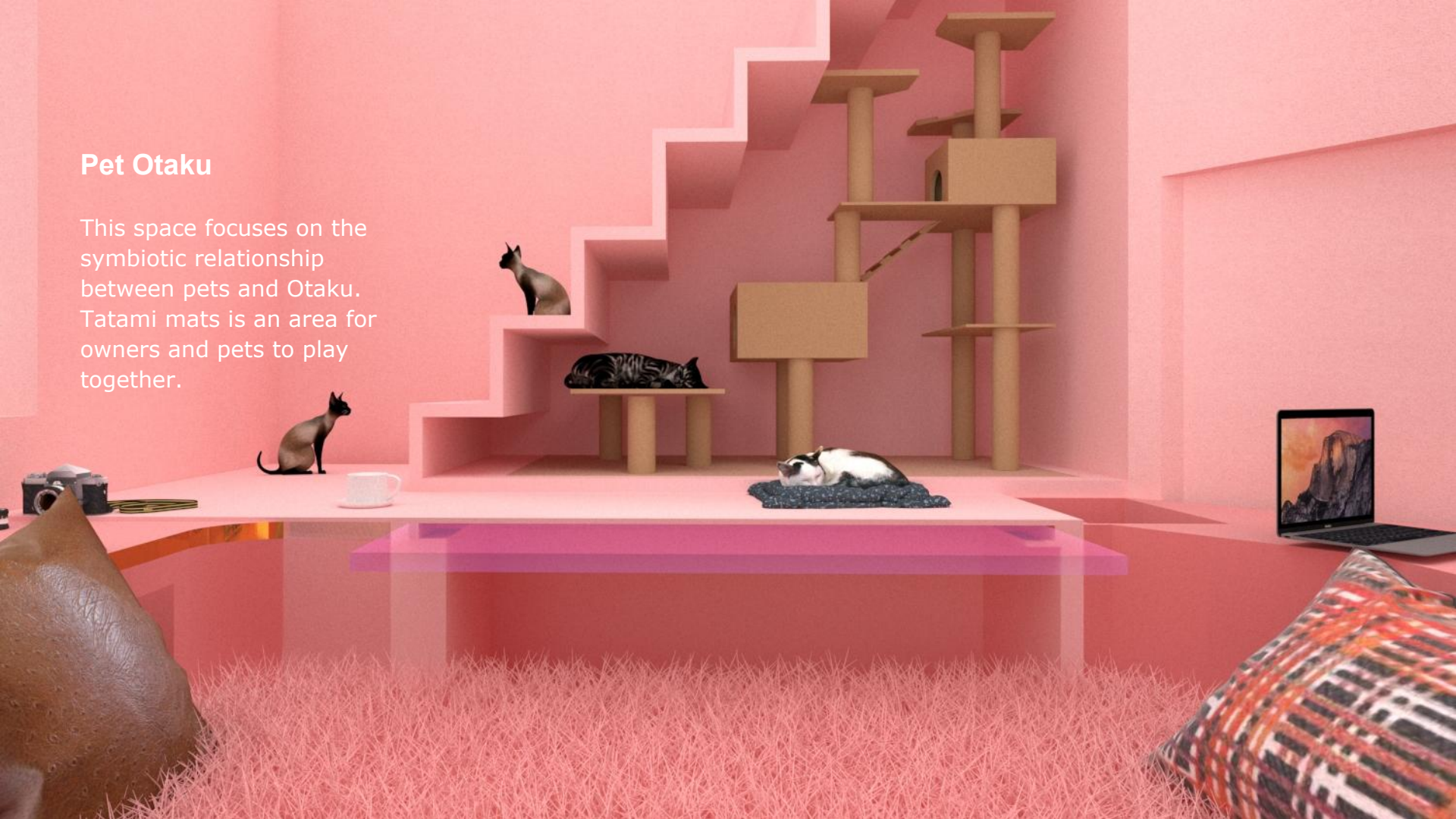


Cosplay Otaku

When designing this space, I realize occupants like dressing up and sharing their fancy makeup. This led to the design of a small studio where makeup and photography are assembled. I conceived the logic of the act of cleaning, dressing, shooting, and showing, thus linking the bathroom and the shooting space together.

Pet Otaku

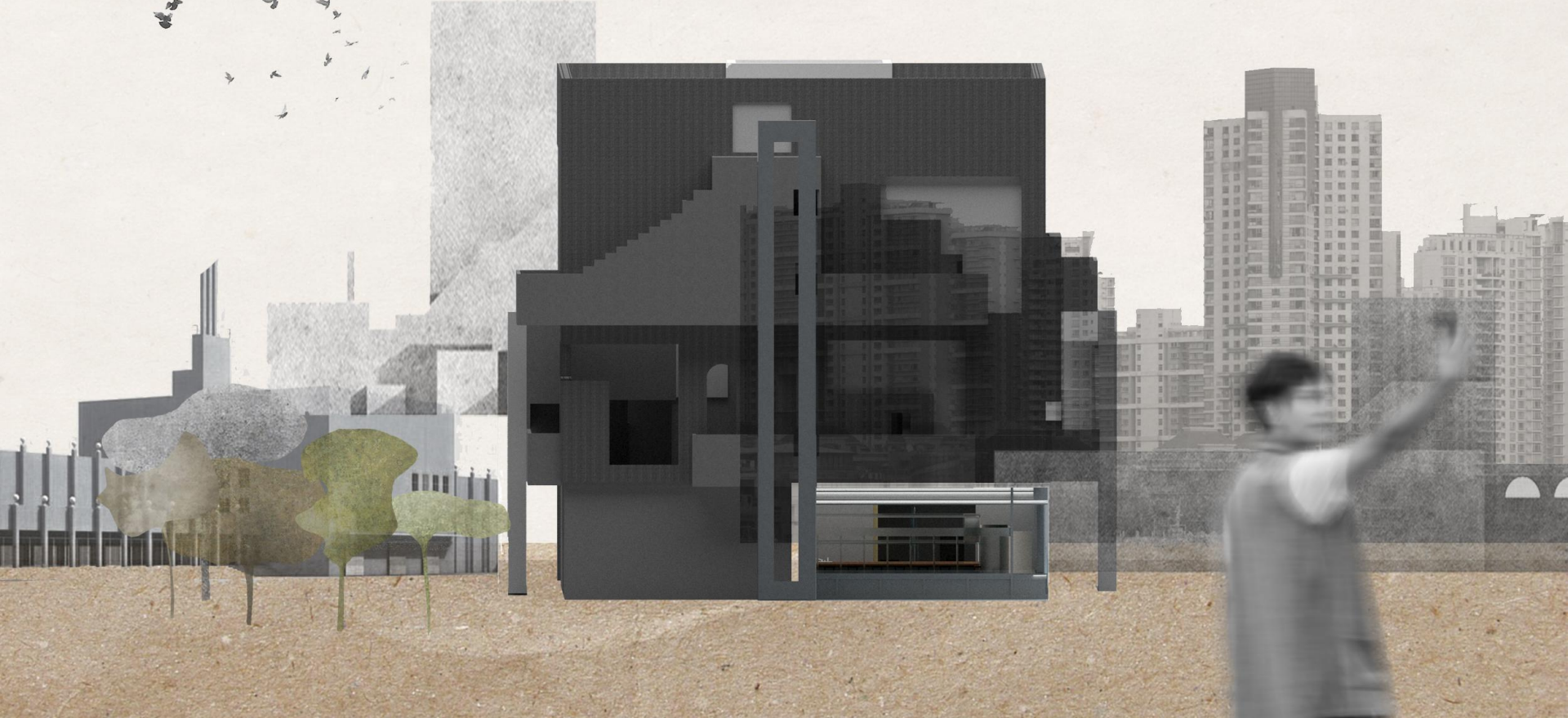
This space focuses on the symbiotic relationship between pets and Otaku. Tatami mats is an area for owners and pets to play together.

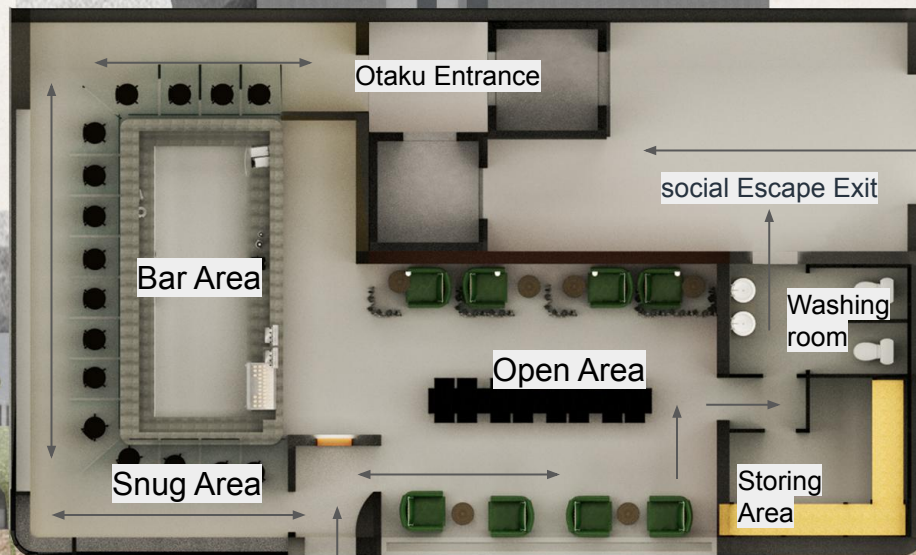
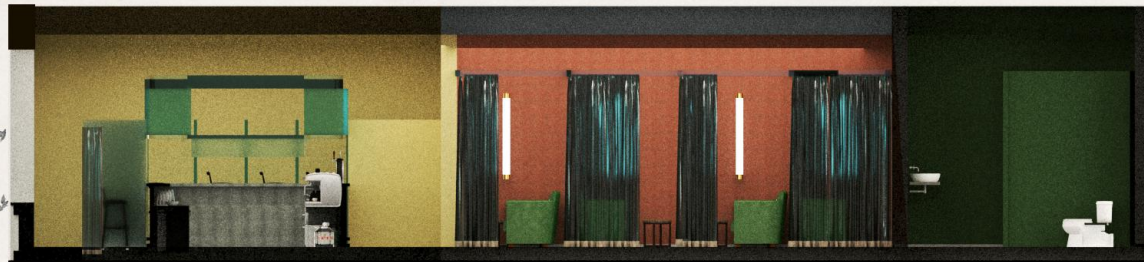


[illegible]

This space was designed as to help my occupants better immerse themselves in their game world. I reference cinema design, using materials and curtains that block out light and absorb sound better. I cut holes in the wall separating the bathroom from the hobby space so that customers can see screamt, even when in the bathroom , they can continue to enjoy their game.

Glitch Bar





Building Entrance

social Escape Exit

Bar Area

Open Area

Washing room

Snug Area

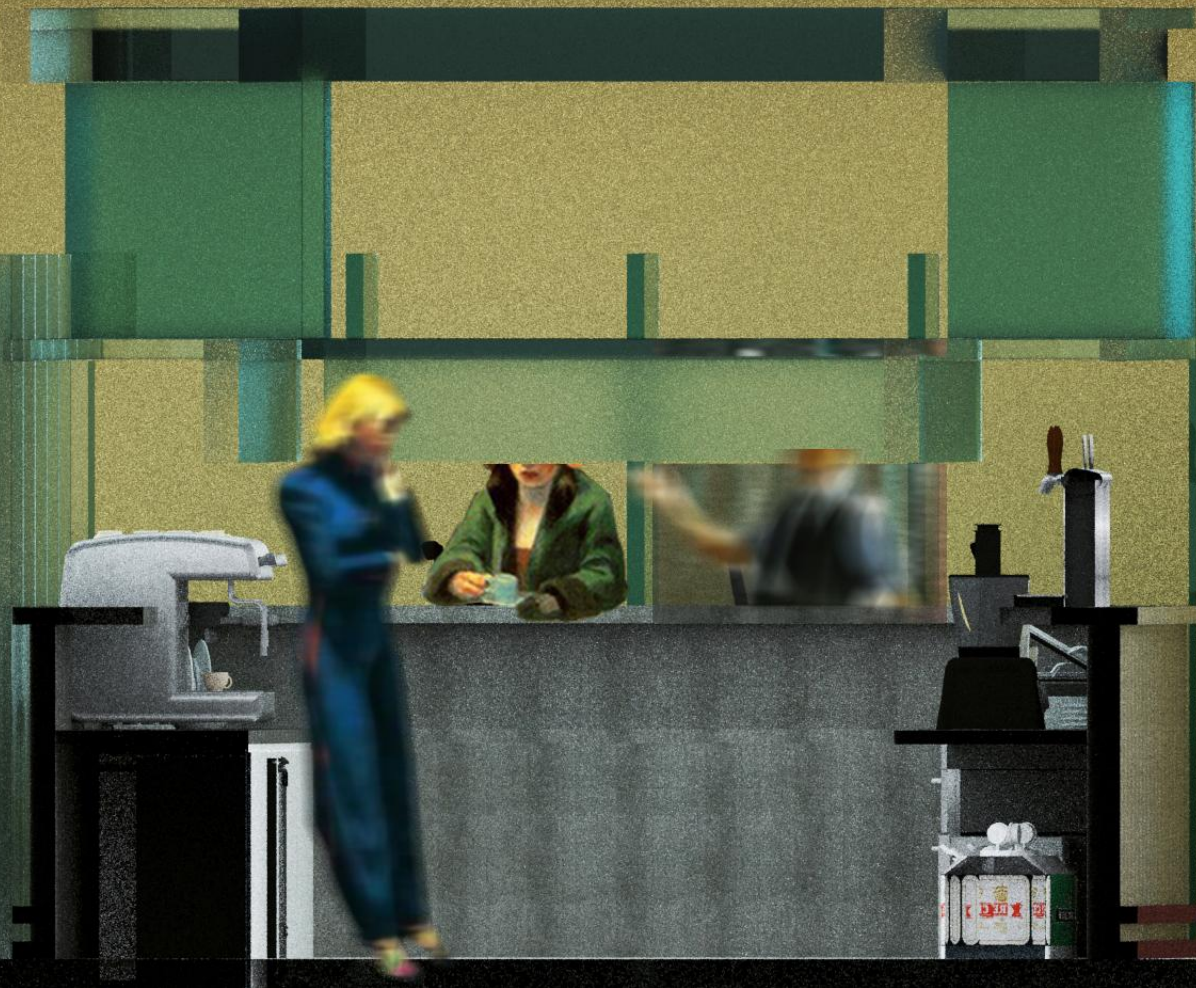
Storing Area

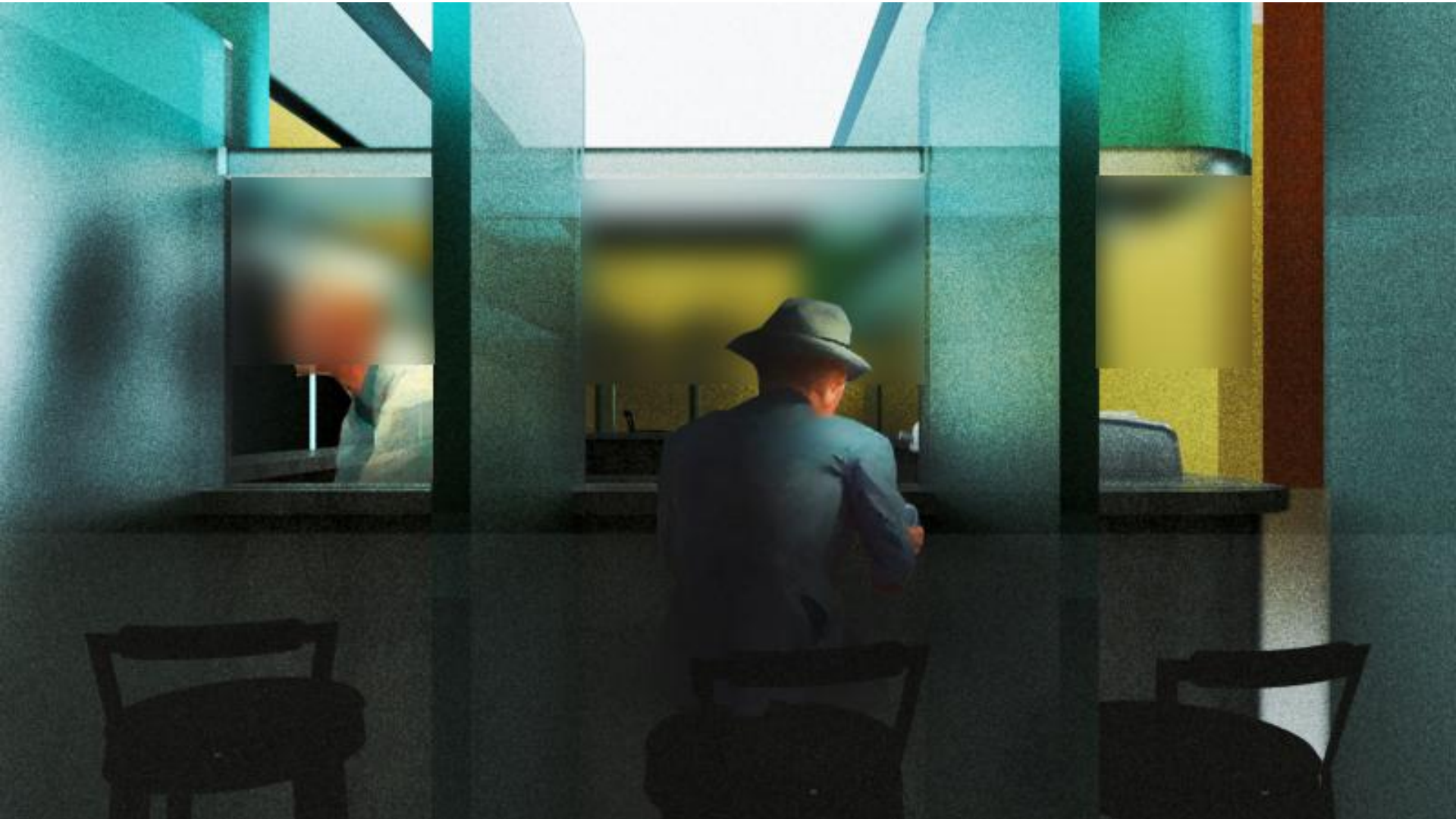
Main Entrance

The 'social escape exit' in the washroom. When Otaku meets a stranger who is difficult to communicate with, just tell someone: I'd like go to the washroom, then slip away.

Snug Area

I drew on the Irish pub snug for the design reference (inside a small, screened-off room attached to the bar, have a small window for bartenders to pass drinks through, so no one could see the patron order. They also had curtain so that they couldn't be seen from the outside, giving whoever was inside almost total privacy





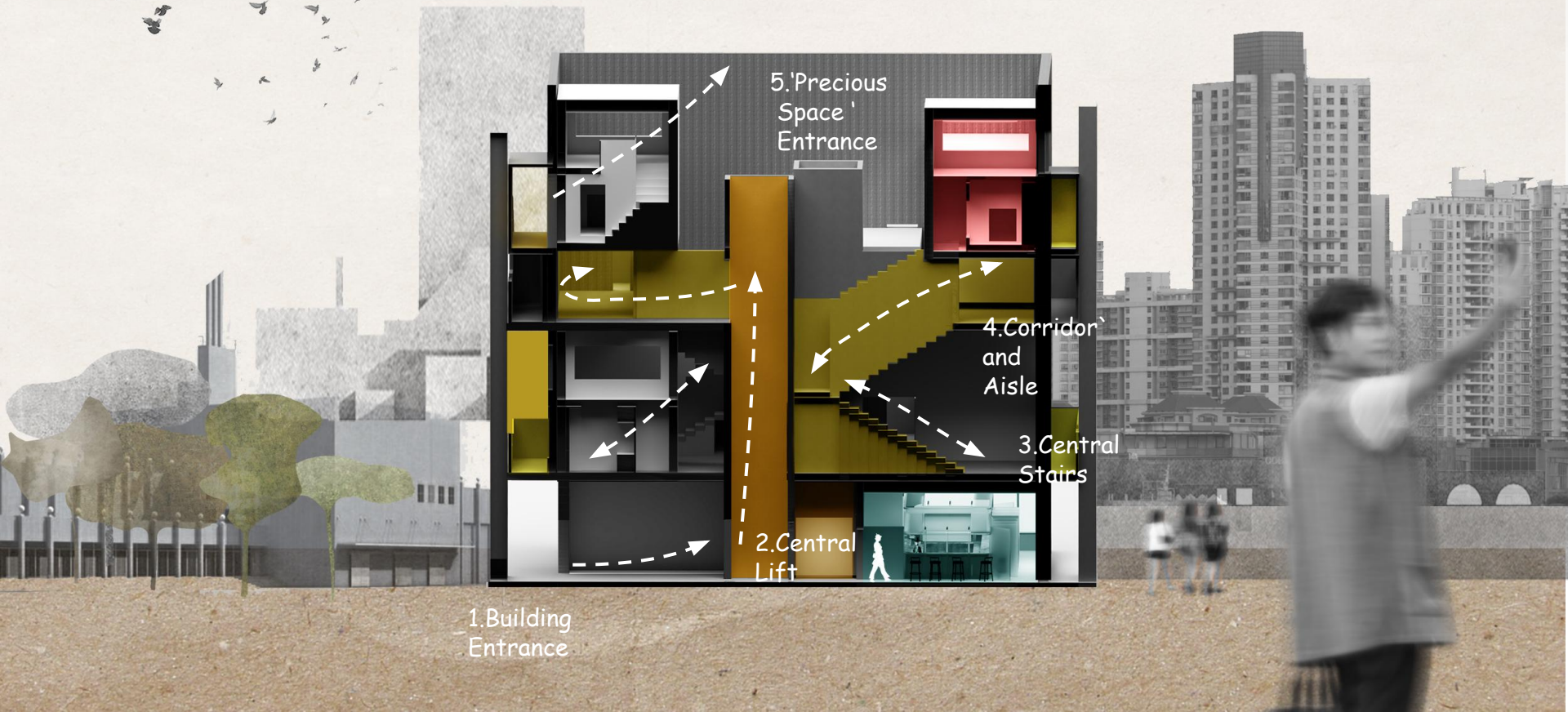
Open Area

On the other side is a more open communication area, also attached to a curtain to add some privacy. The lack of domesticity offers a relief from what can be the fullest comforts of home. It may be easier to give away conscious here.





Communal Space



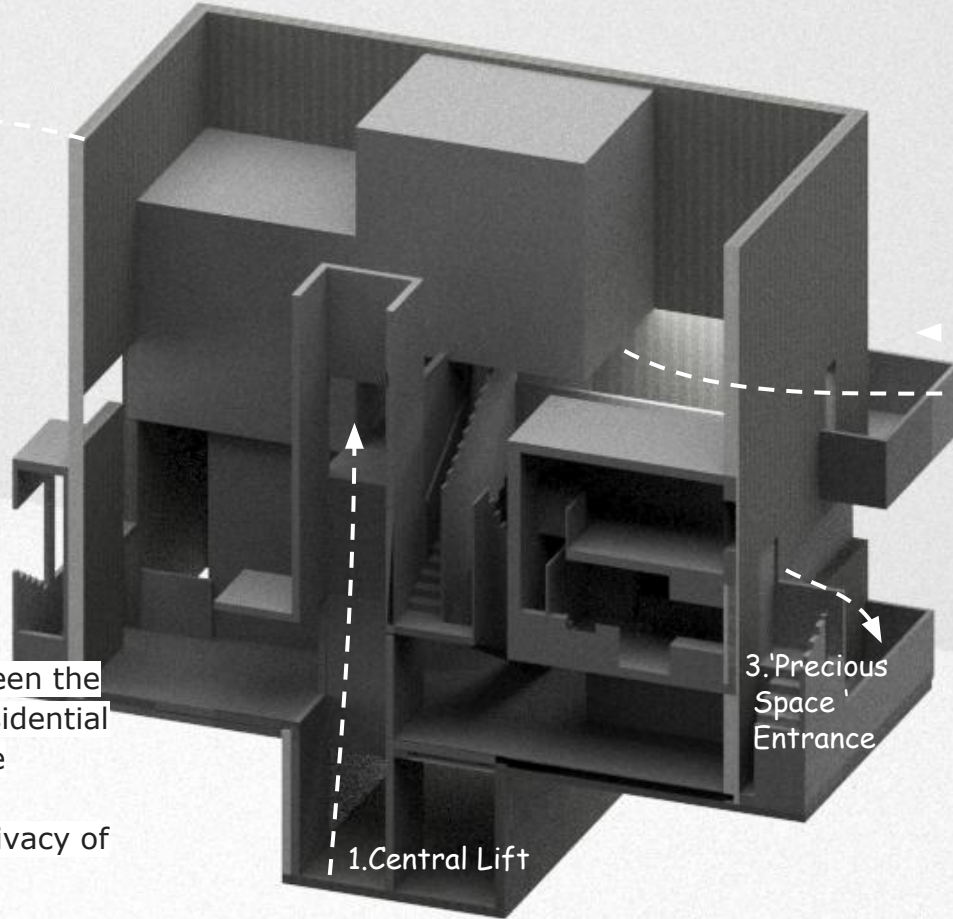
4.Outer Wall

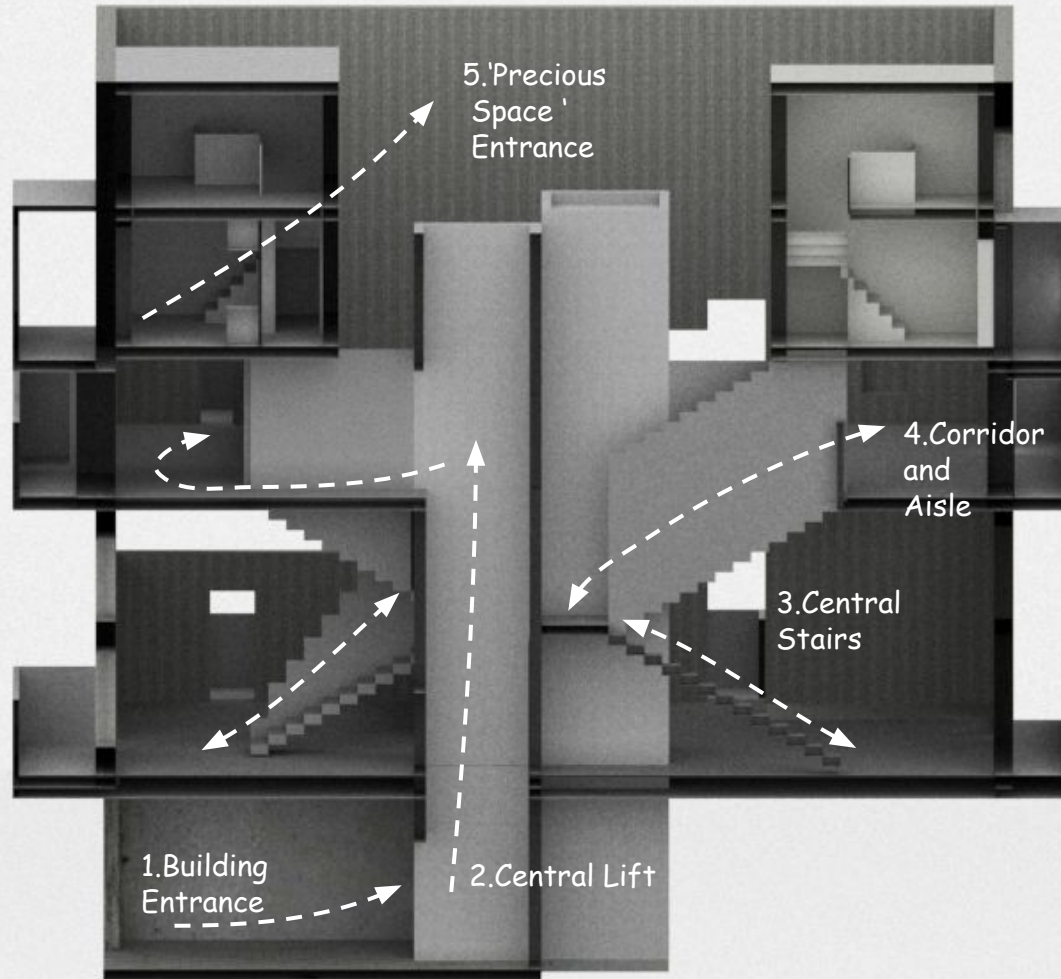
2.Corridor
and
Aisle

3.'Precious
Space'
Entrance

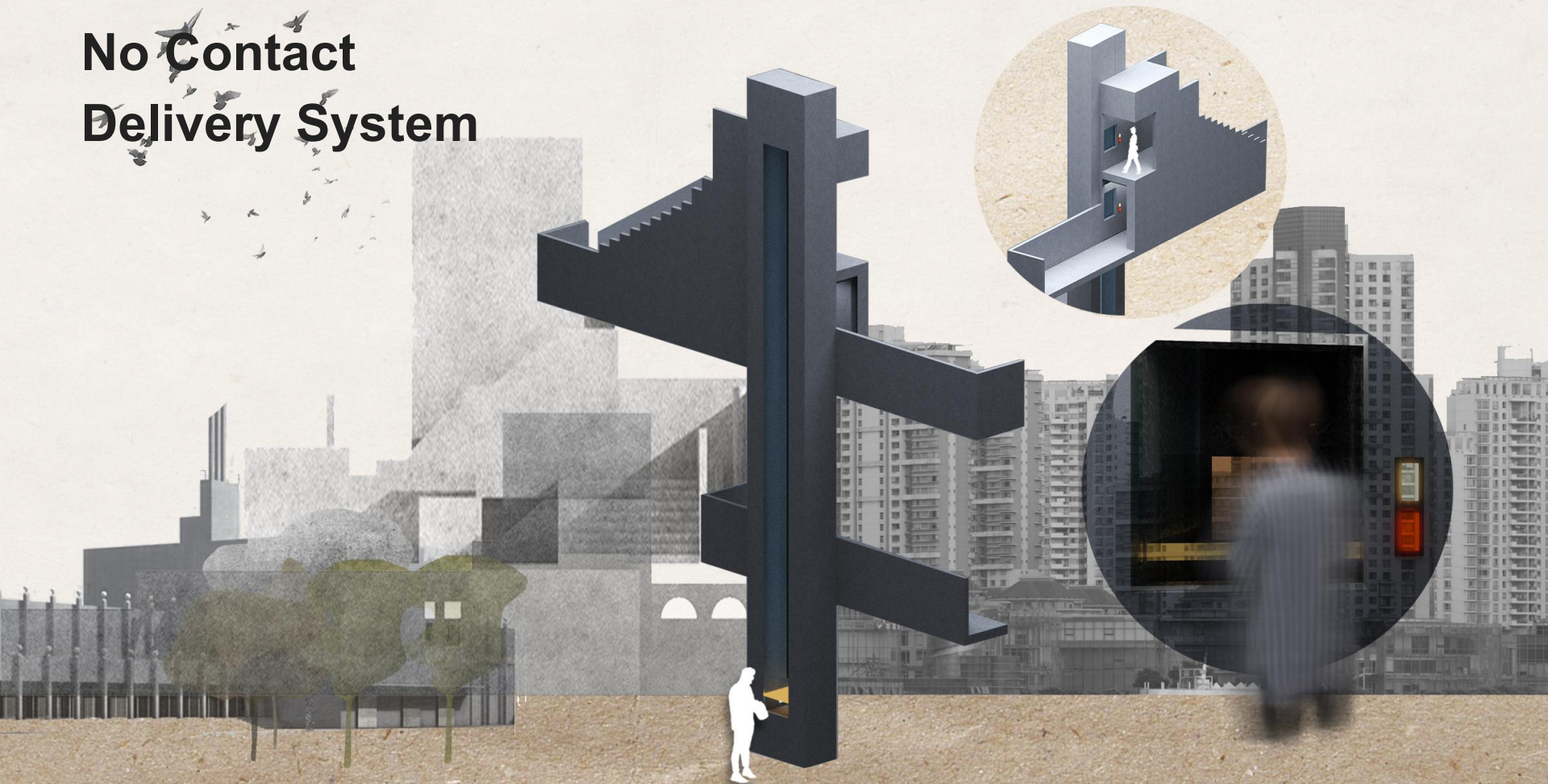
1.Central Lift

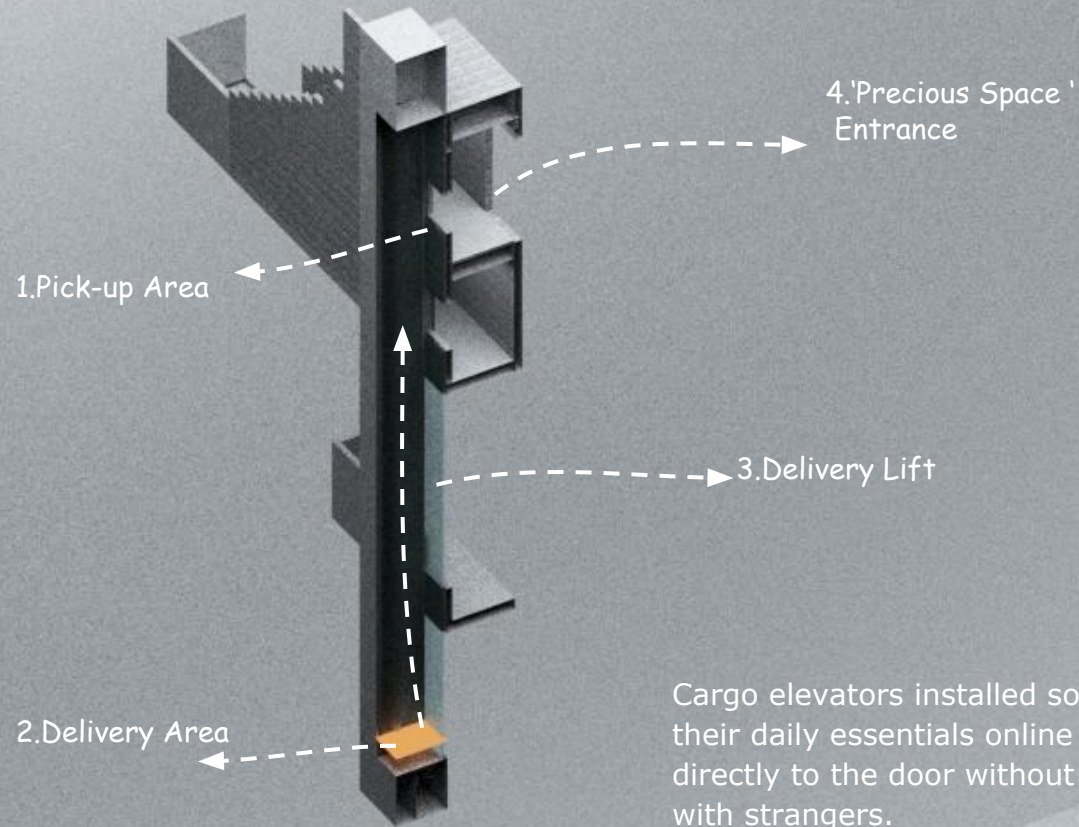
This is semi-open space between the core elevator area and the residential area. Using aisles to break the door-to-door form of ordinary apartments to increase the privacy of their living space.





No Contact Delivery System





Cargo elevators installed so Otaku can order their daily essentials online to be delivered directly to the door without physical contact with strangers.

AR Appearances

The Augmented Reality
exterior - people can scan the
building using their device,
and they can see the different
visual appearances



AR Appearances

