



MCA INTERNATIONAL CLUBHOUSE
Gahunje, Pune.

The MCA International Clubhouse Program



Conventions
&
Events



Hospitality
&
Leisure



Wellness



Culture



Sports
&
Training Facilities

The Users-Program Matrix



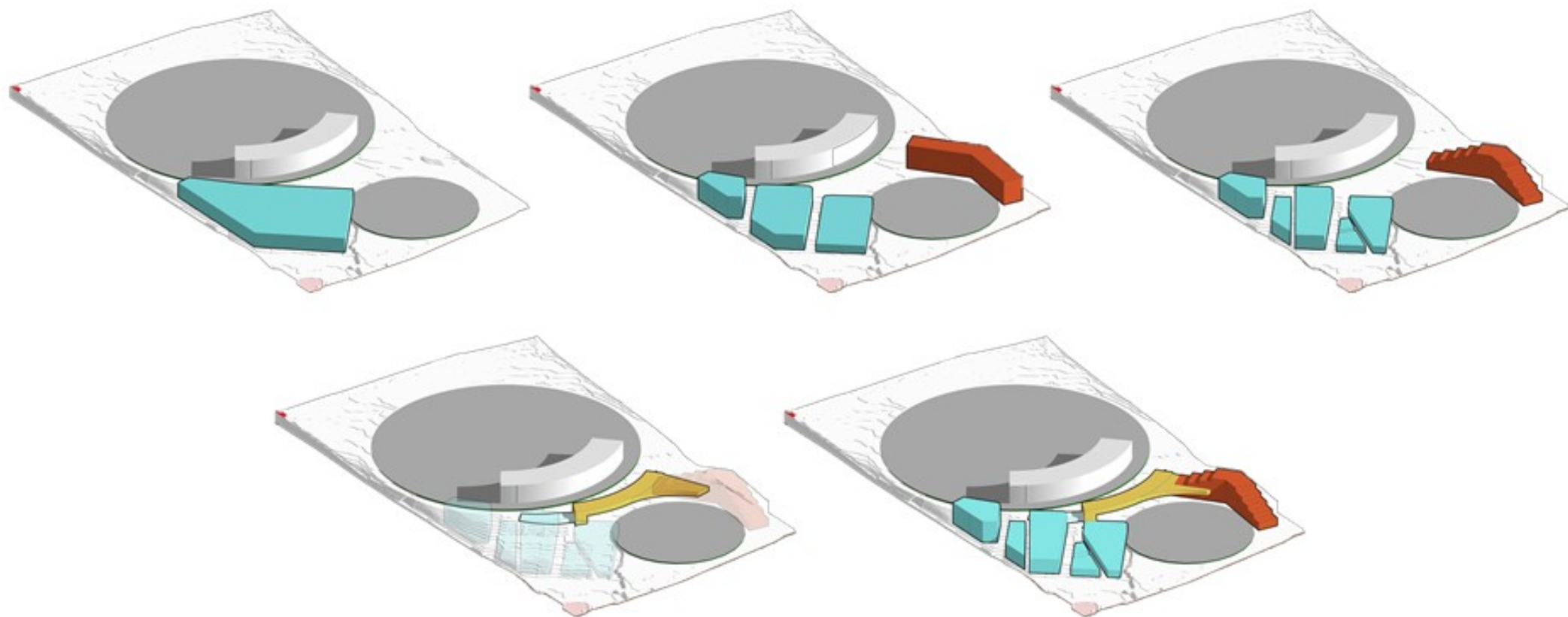
The Sports District at MCA Gahunje

A Global Destination for Sport, Culture, Hospitality & Wellness

Design Explorations & Iterations

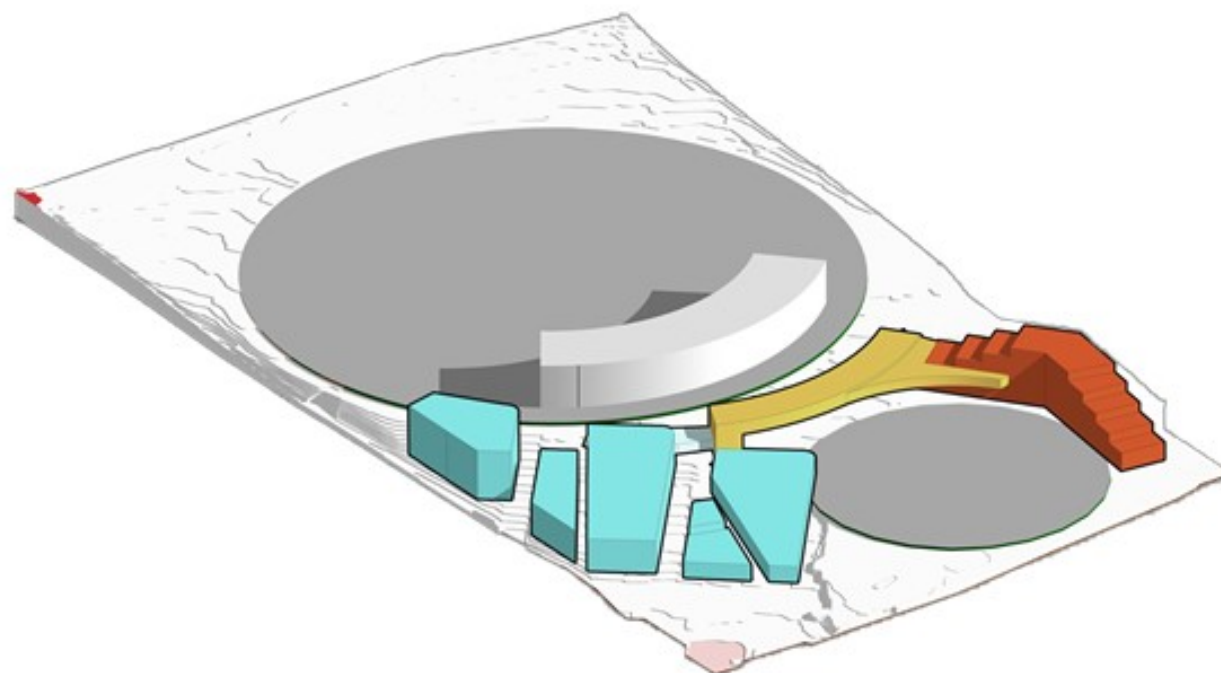
Design Explorations

01



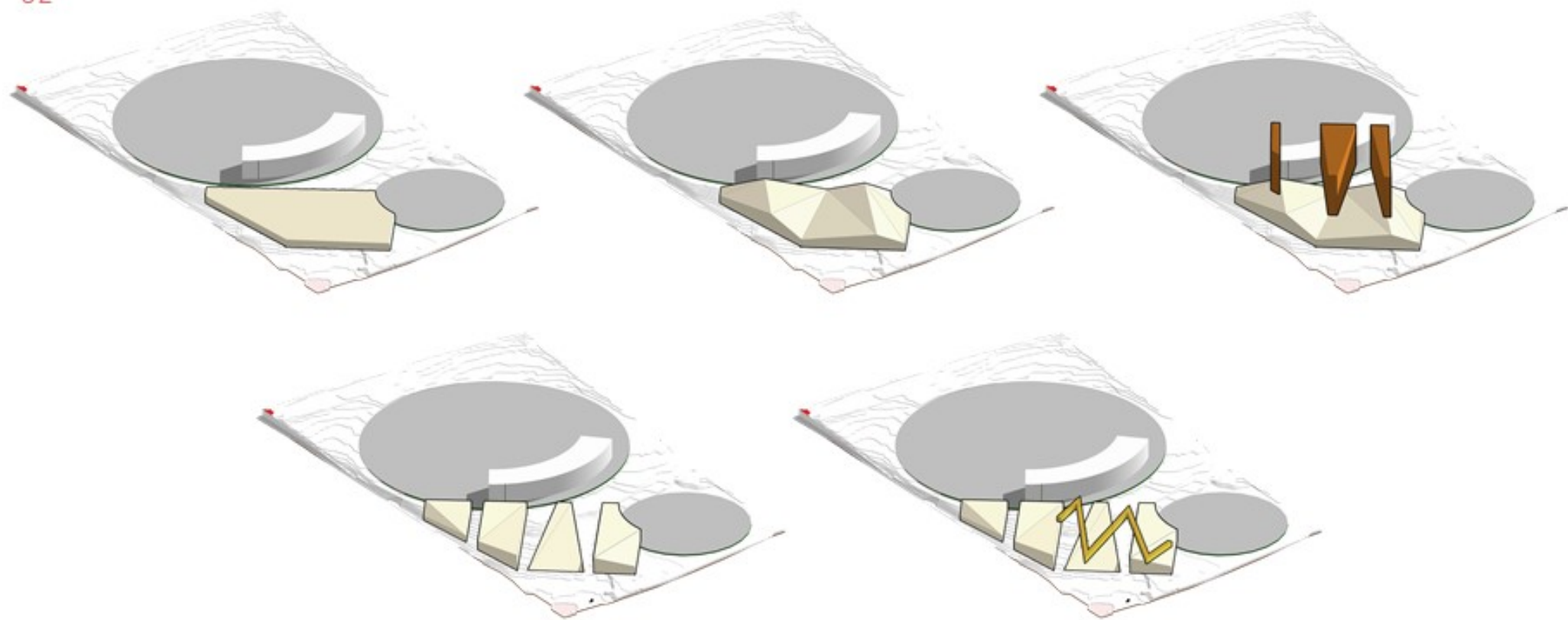
Design Explorations

01



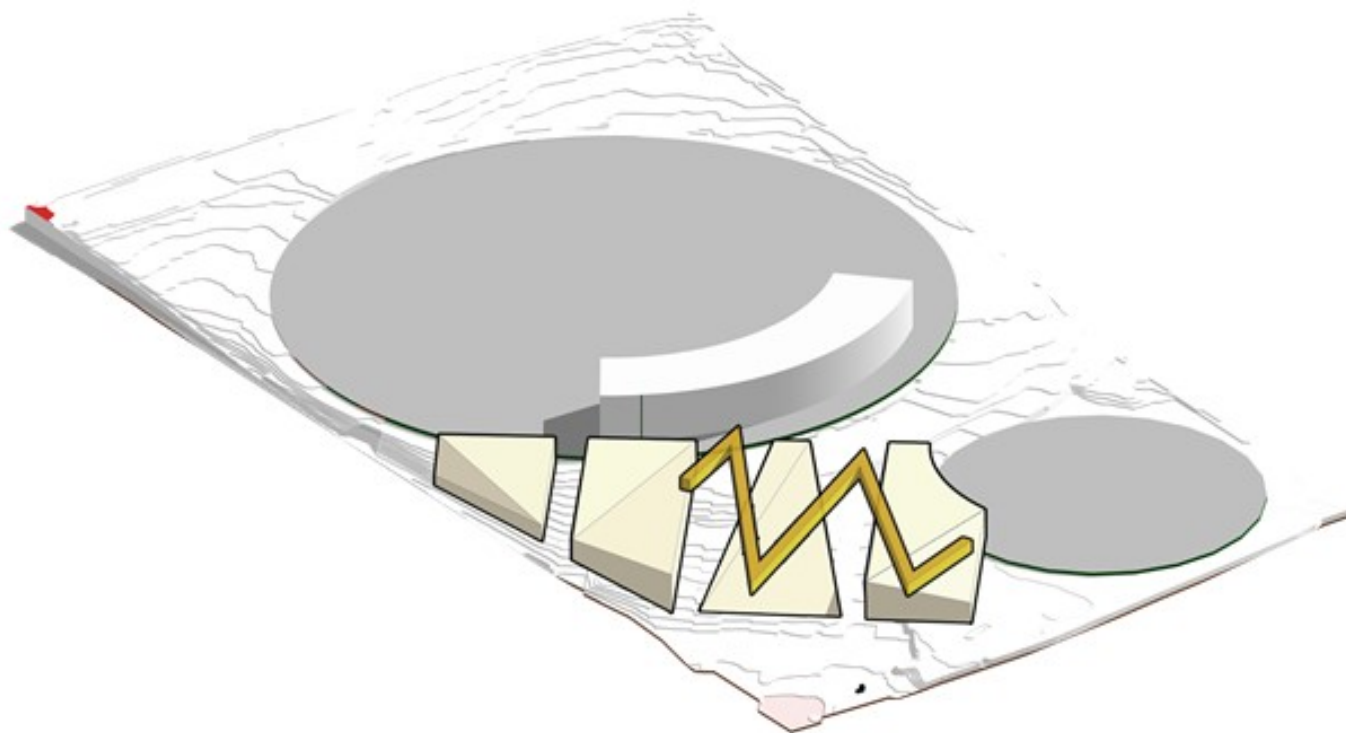
Design Explorations

02



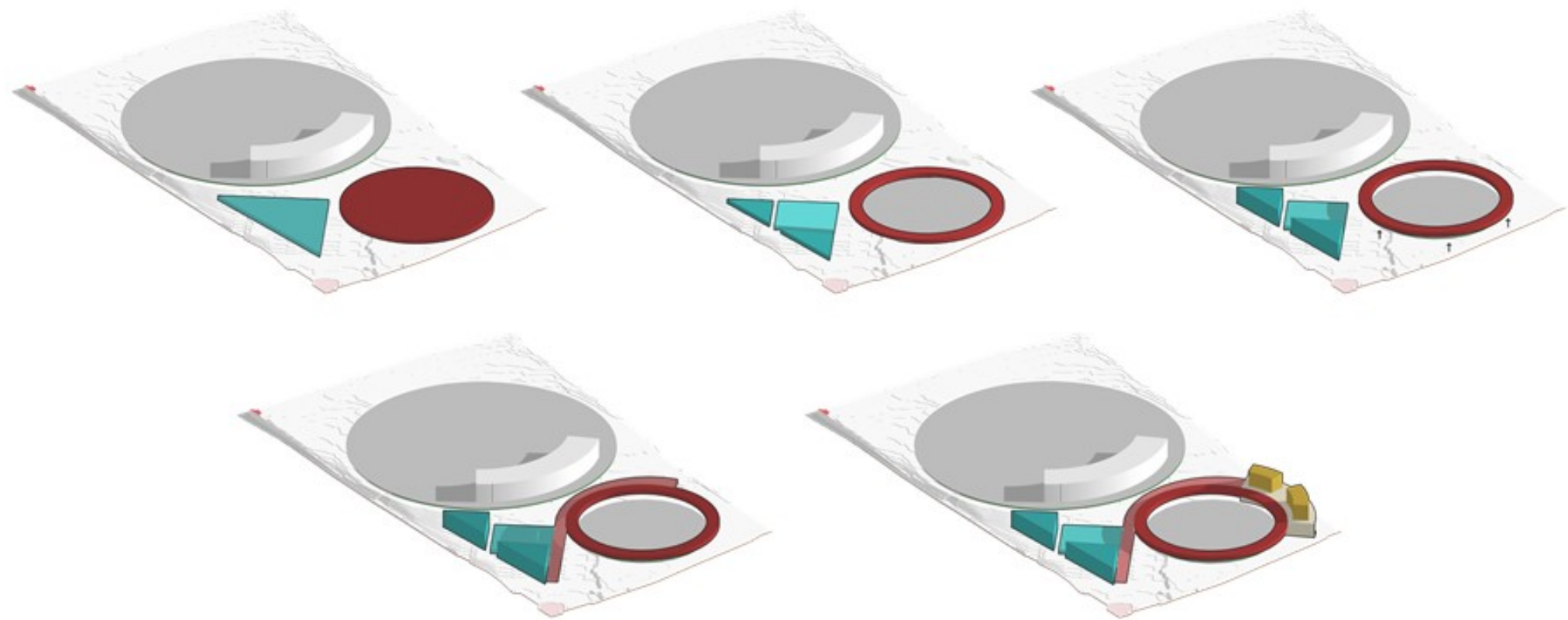
Design Explorations

02



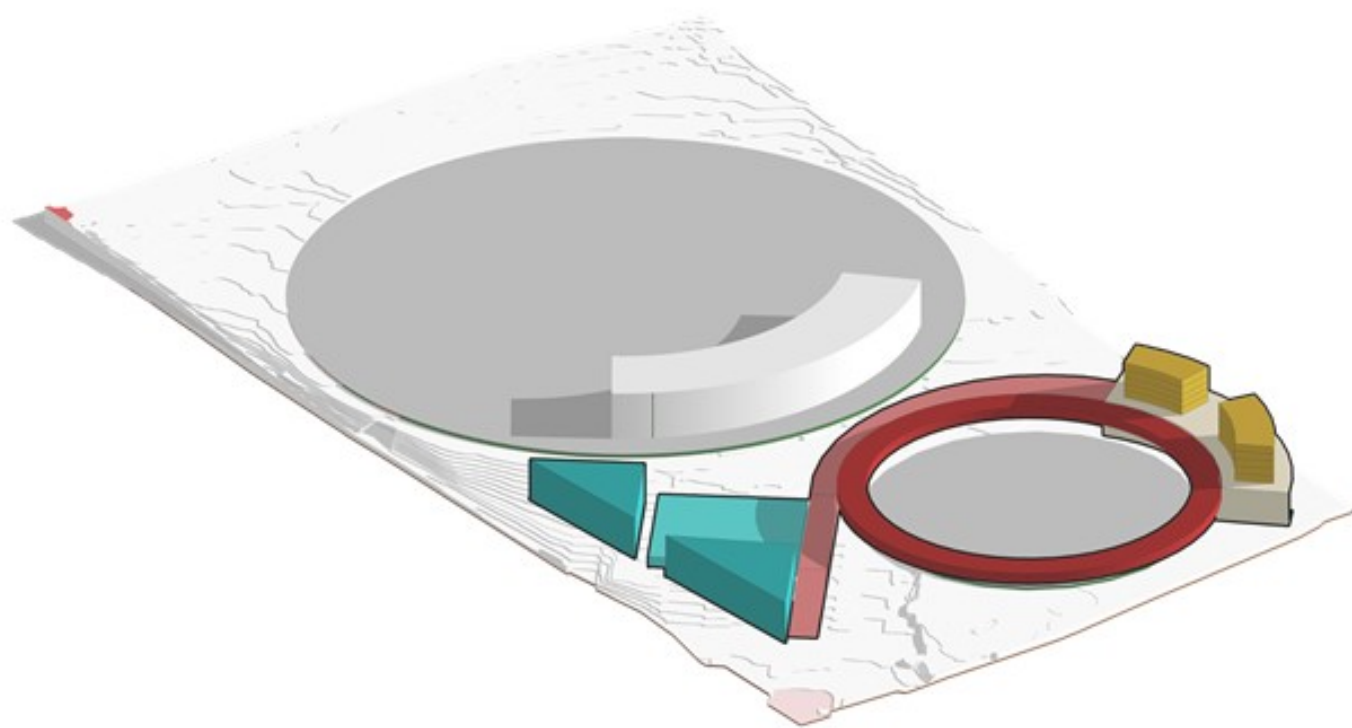
Design Explorations

03



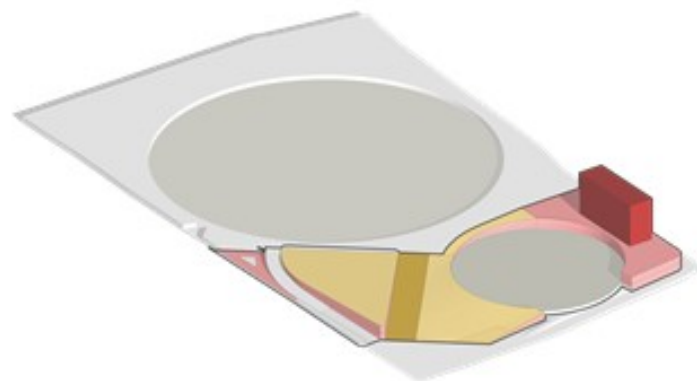
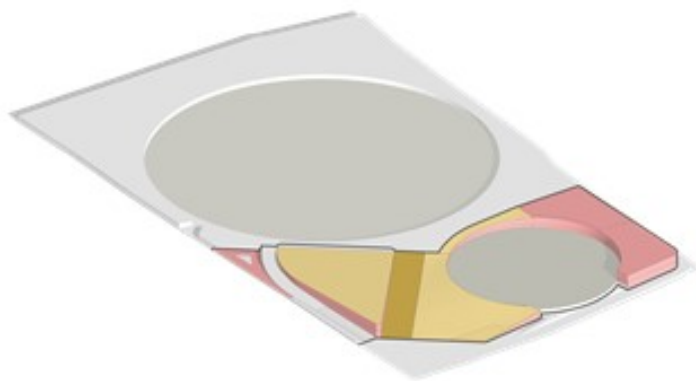
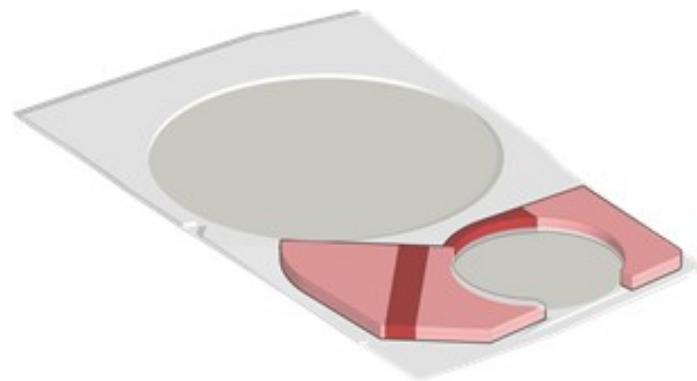
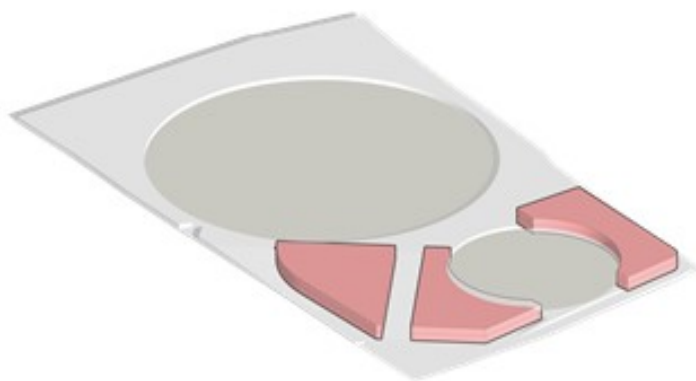
Design Explorations

03



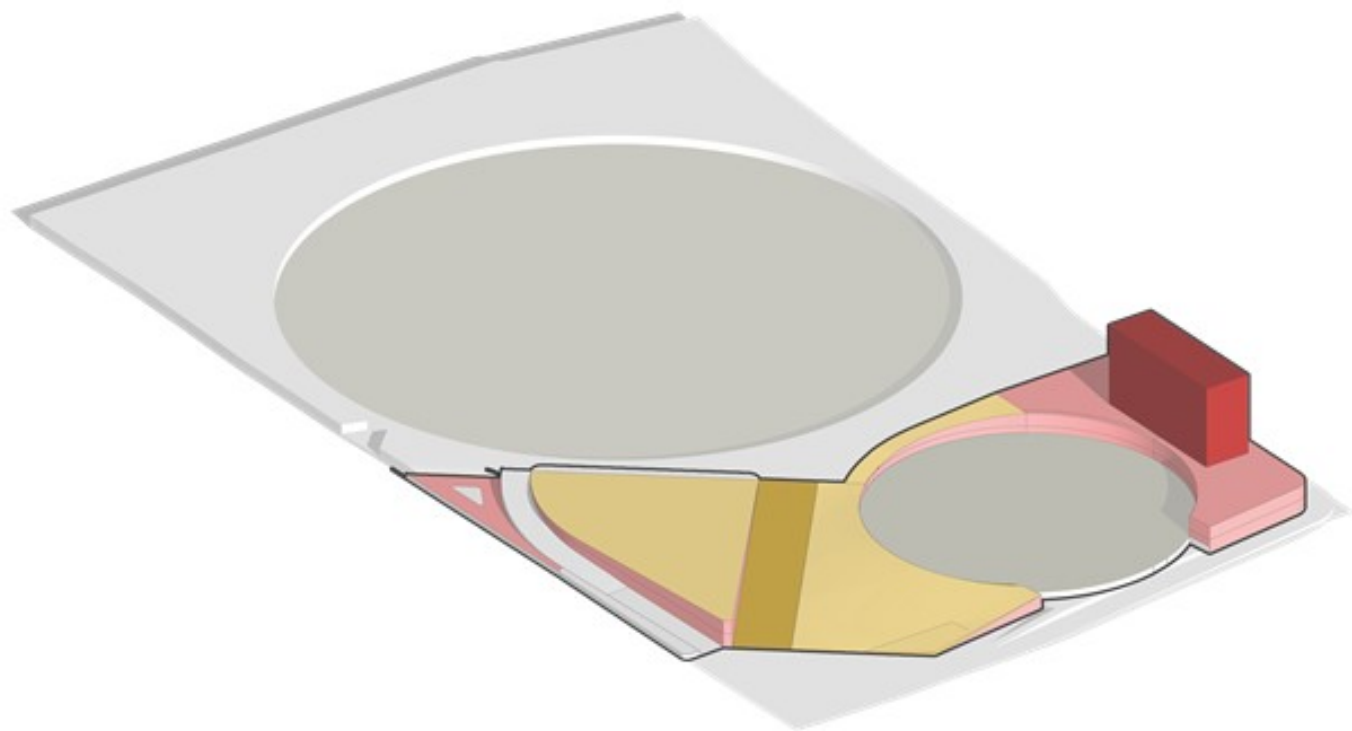
Design Explorations

04



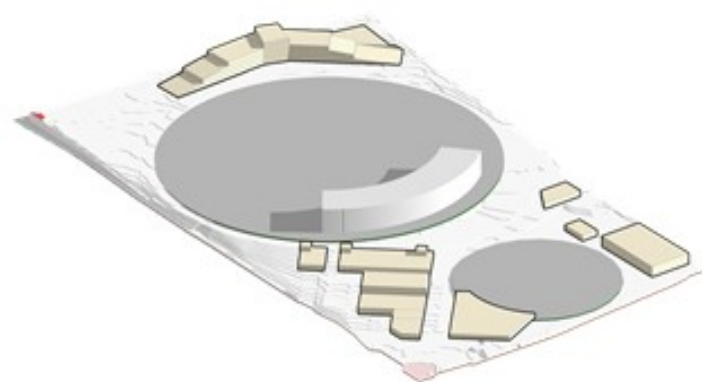
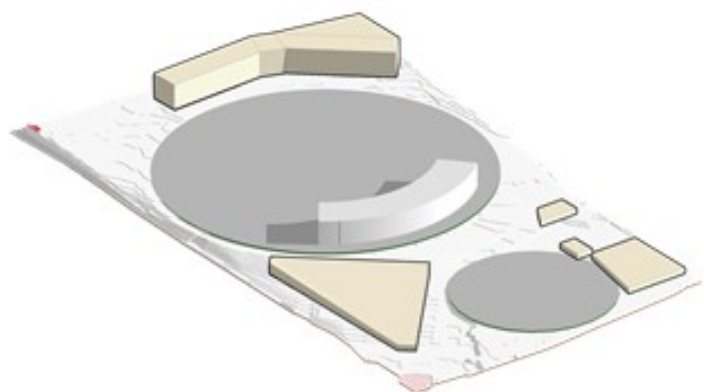
Design Explorations

04



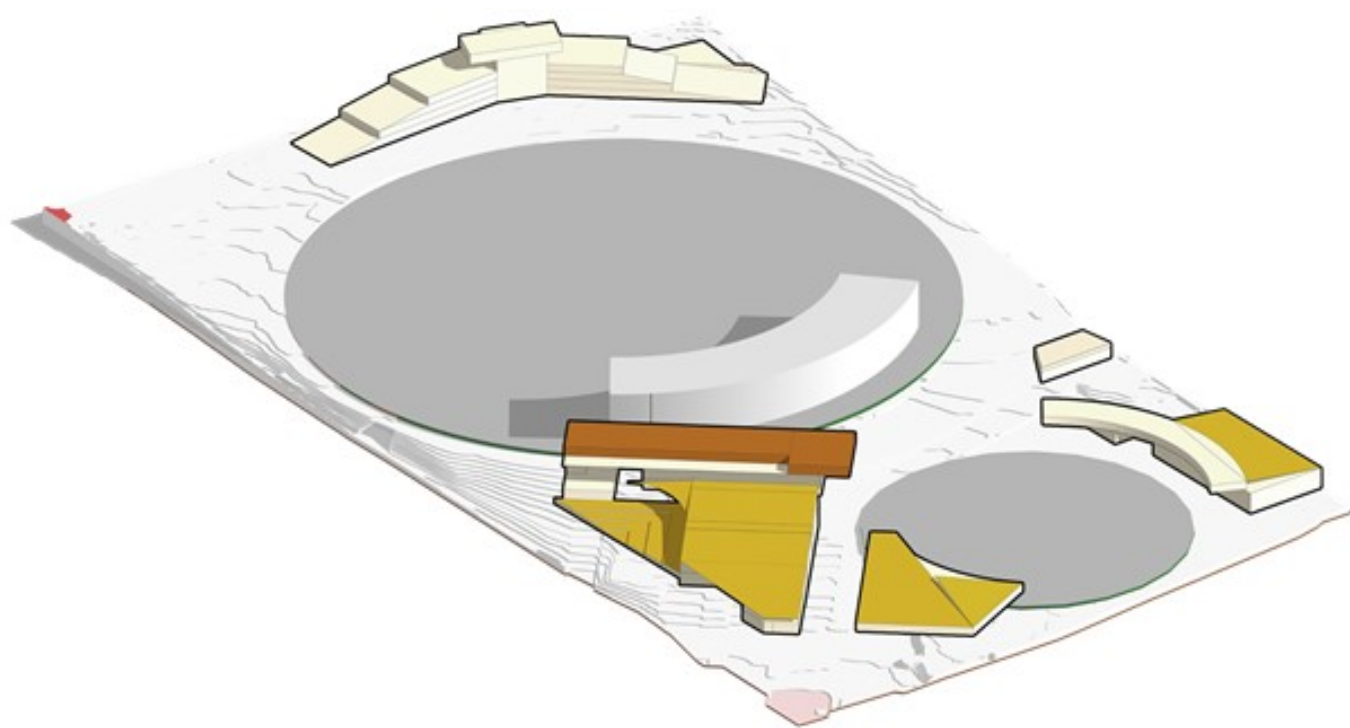
Design Explorations

05

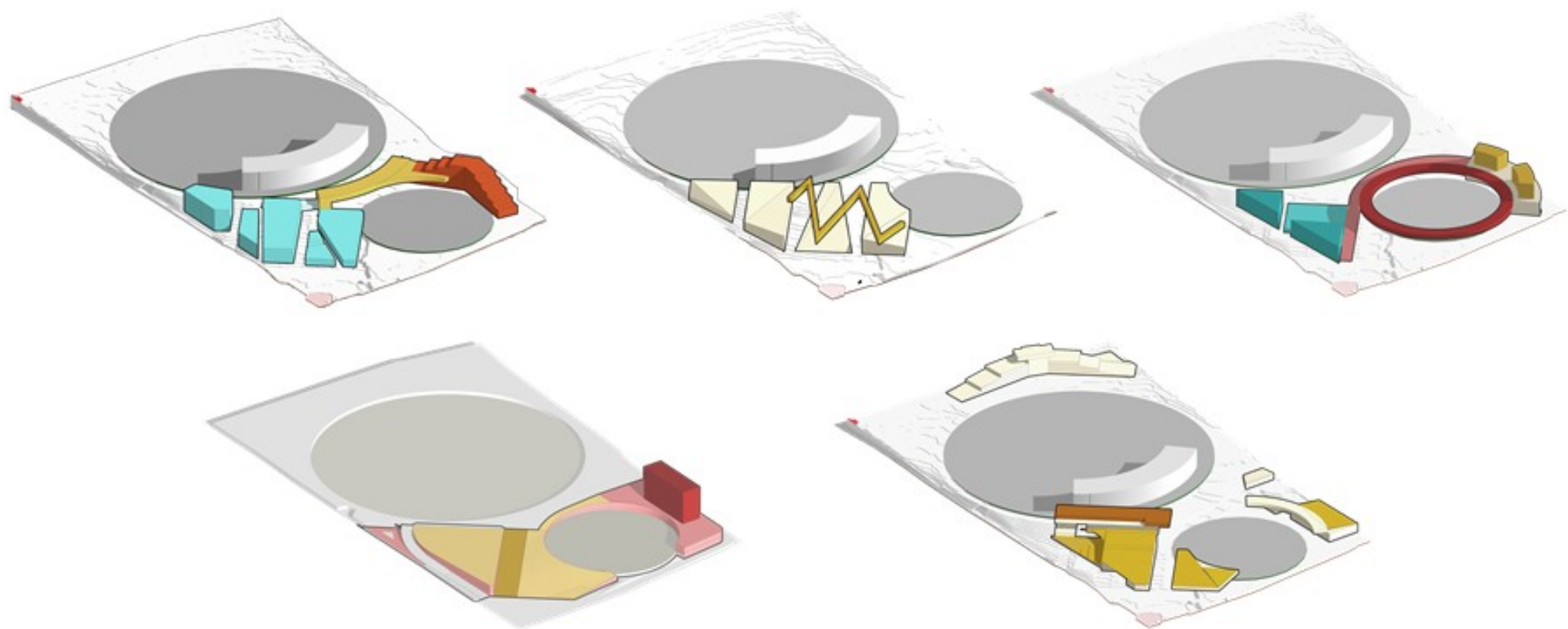


Design Explorations

05



Design Explorations



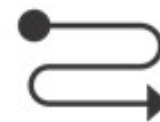
How should the sports district **EXPRESS** itself?



Program Distribution &
Organisation



Architectural Gestures



Arrival Experience & User
Journeys



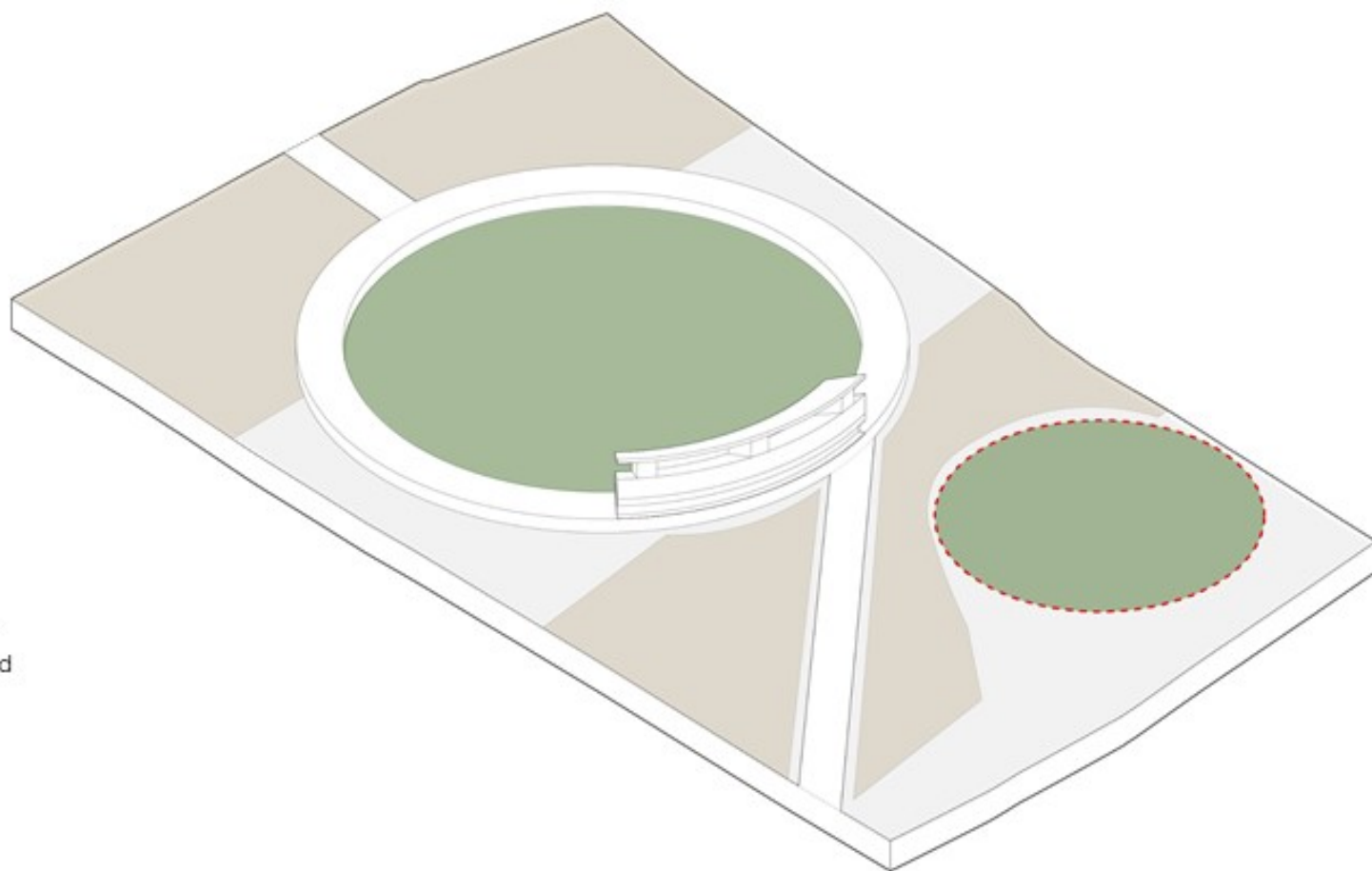
Program Distribution & Organisation

Program Distribution

01

The Building Potential

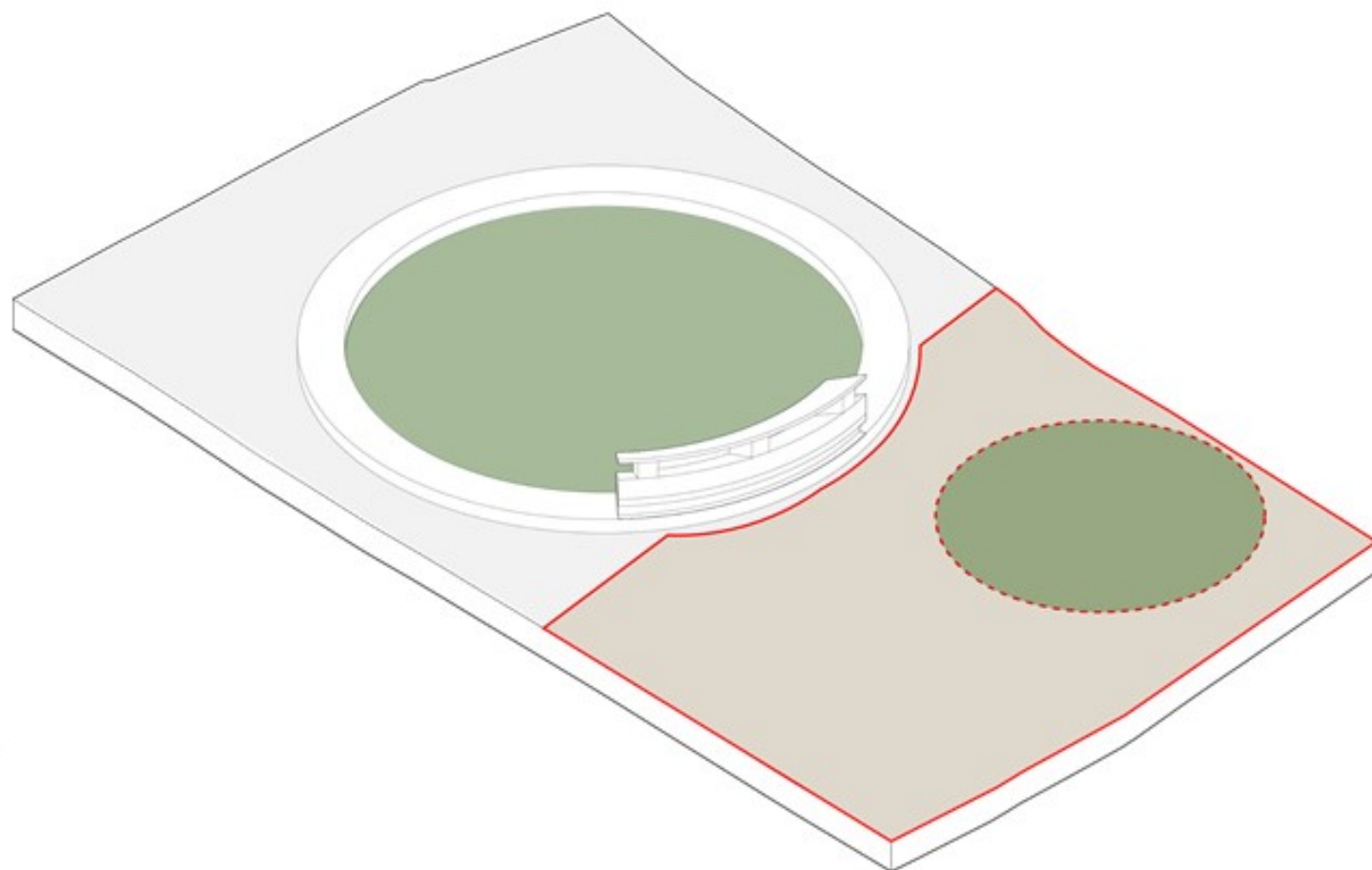
Initial explorations revolved around the location of the various programs on the site. We had four buildable portions on the site. There were two land parcels each to the front, and to the rear side of the stadium.



Program Distribution

02

Program Distribution & Organisation



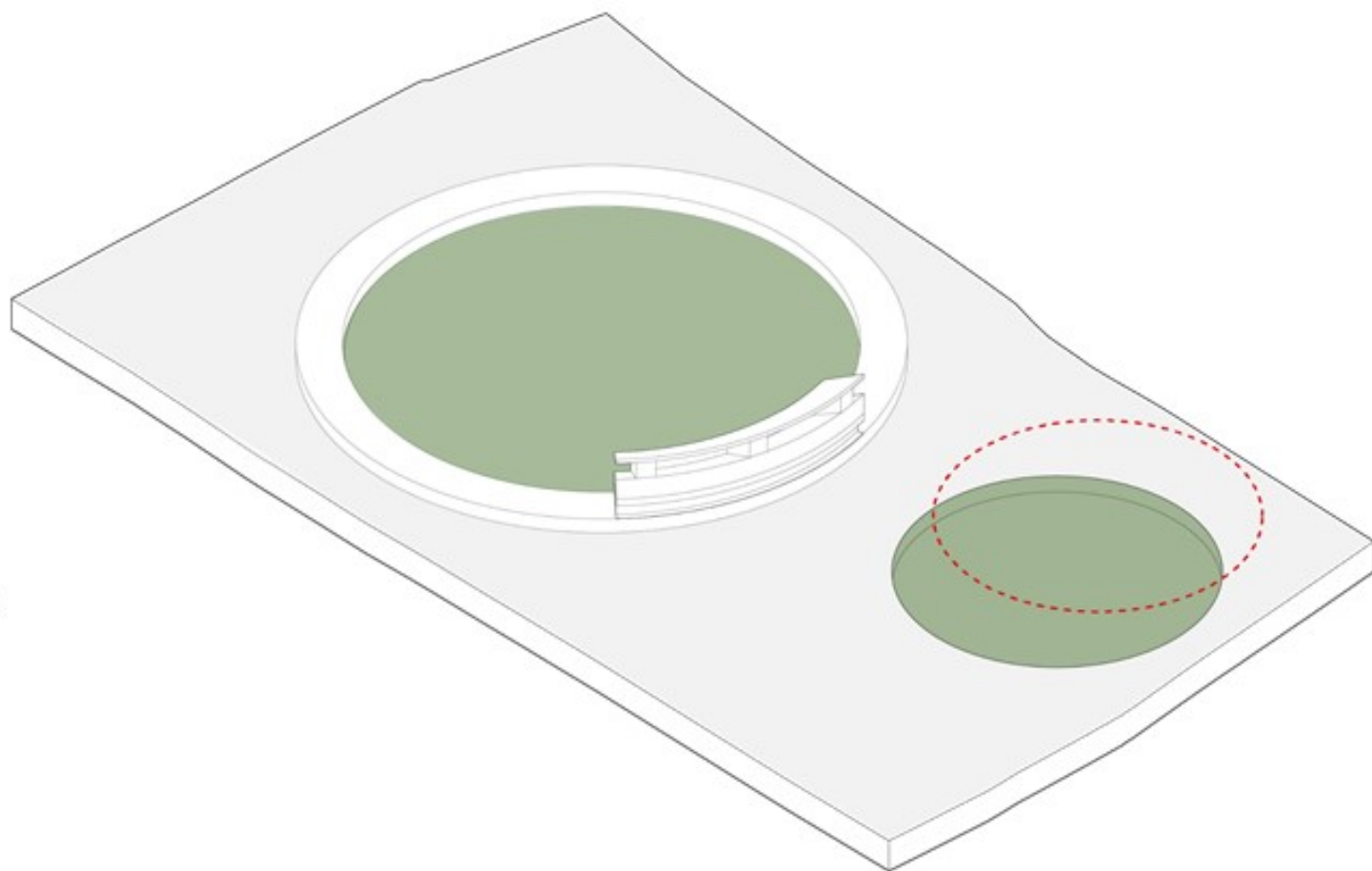
The choice was between segregating the programs between the front and the rear side or finding a way to integrate the programs on the front side. We chose the latter.

Program Distribution

03

The Practice Ground

To enable the integration of the programs on the front side, we decided to shift the practice ground.

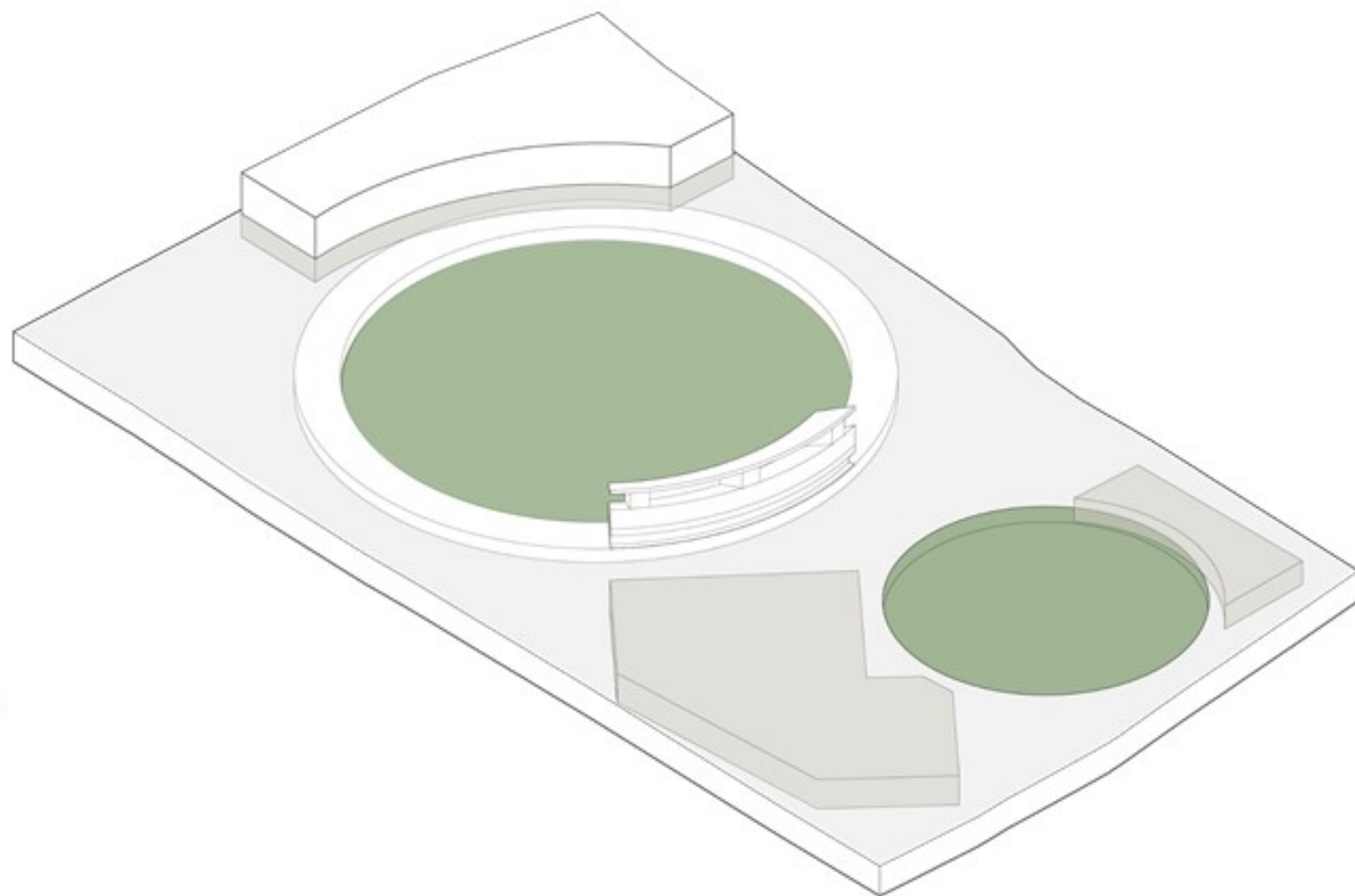


Program Distribution

04

Parking

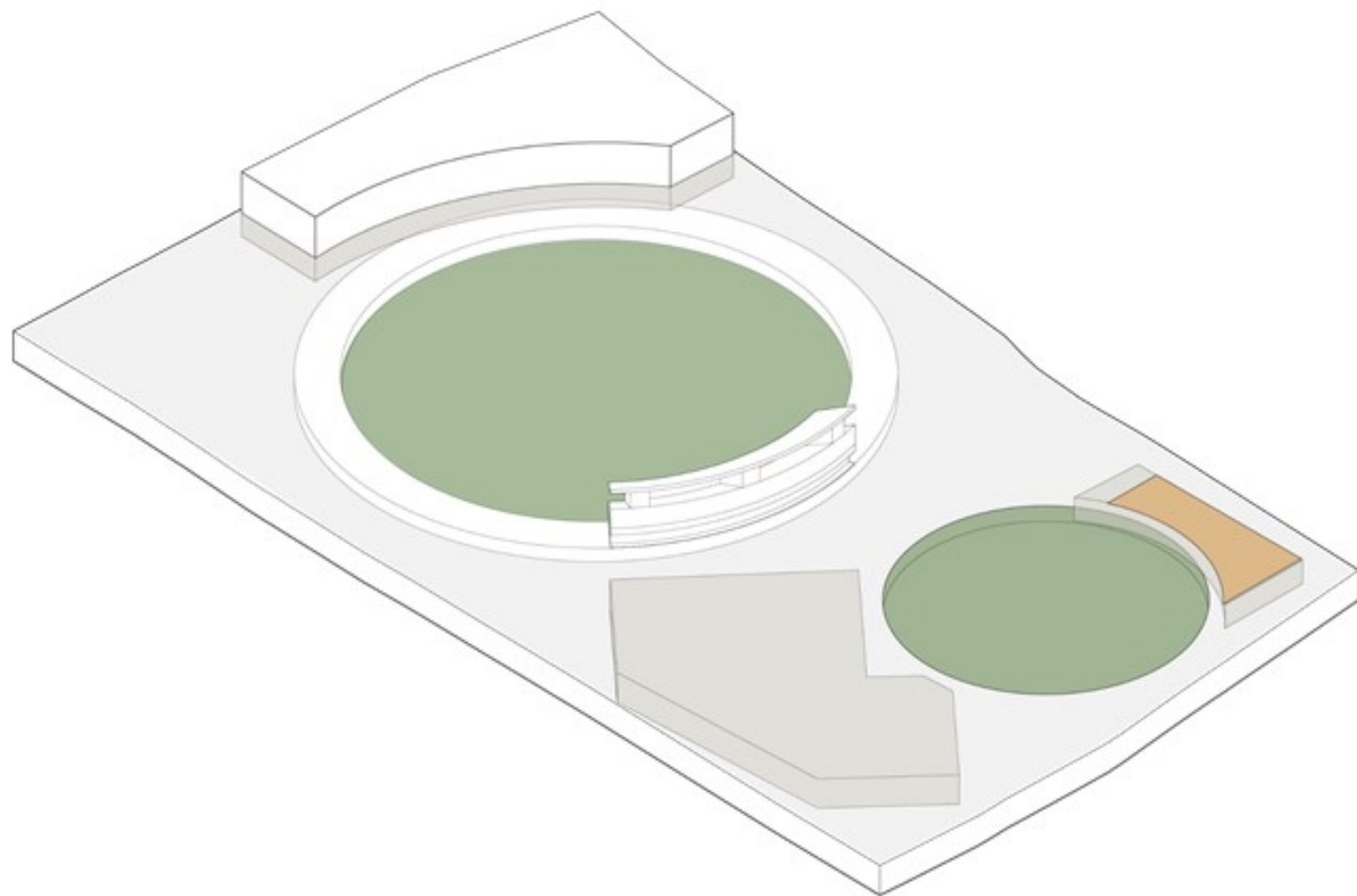
Parking is primarily distributed across three areas. There are two multi-level basements, one each beneath the clubhouse & hospitality blocks. A third facility is a parking building at the rear side of the stadium with four basement levels & eight levels above the ground level.



Program Distribution

05

Buildable Footprint



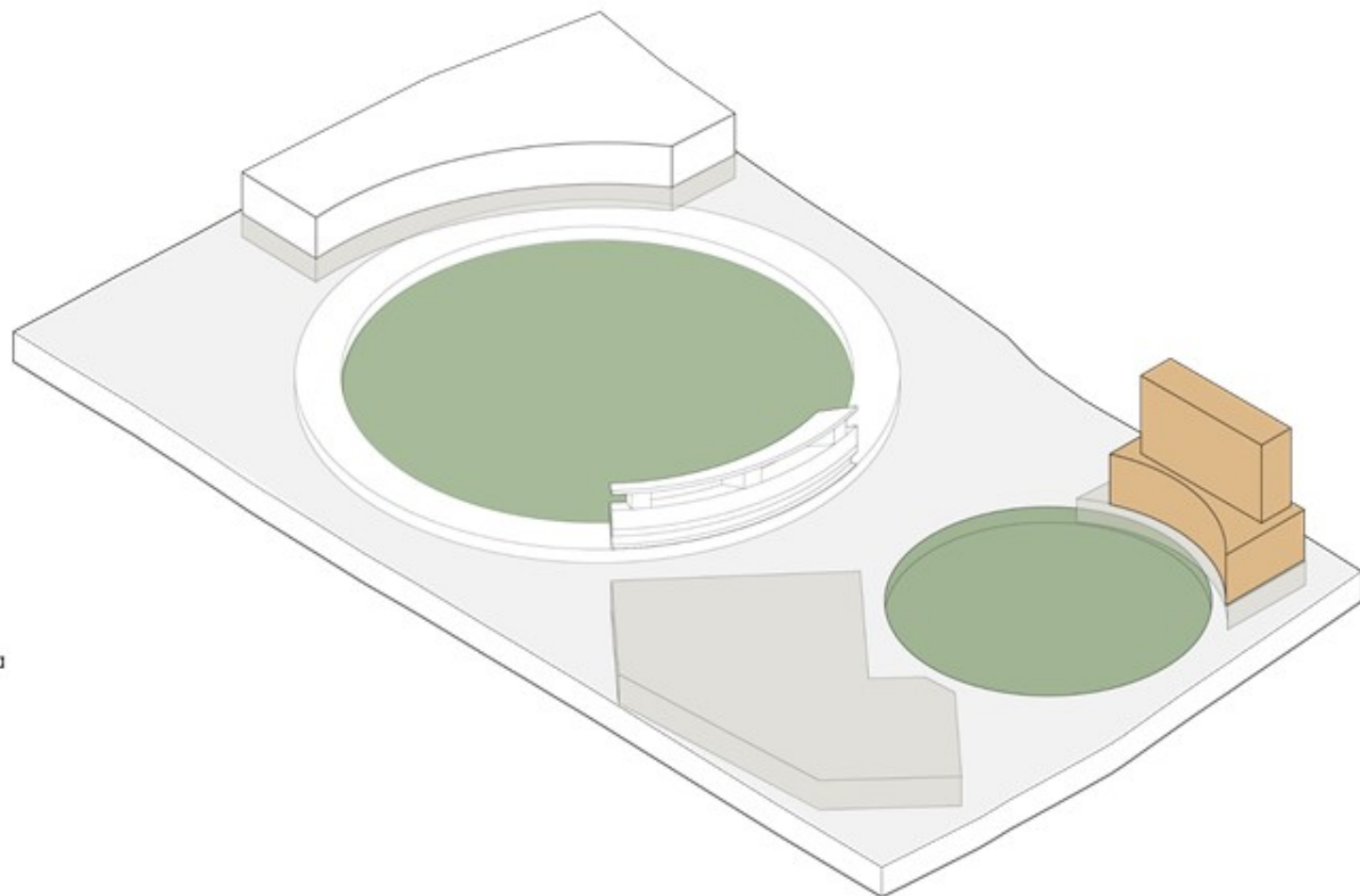
The shifting of the practice ground enabled the creation of a buildable footprint on the south eastern side of the site.

Program Distribution

06

Hospitality Block

We located the hospitality block on the south eastern side, & given the fact that this would be a tall building, it had the potential to act as a counterpoint to the stadium.

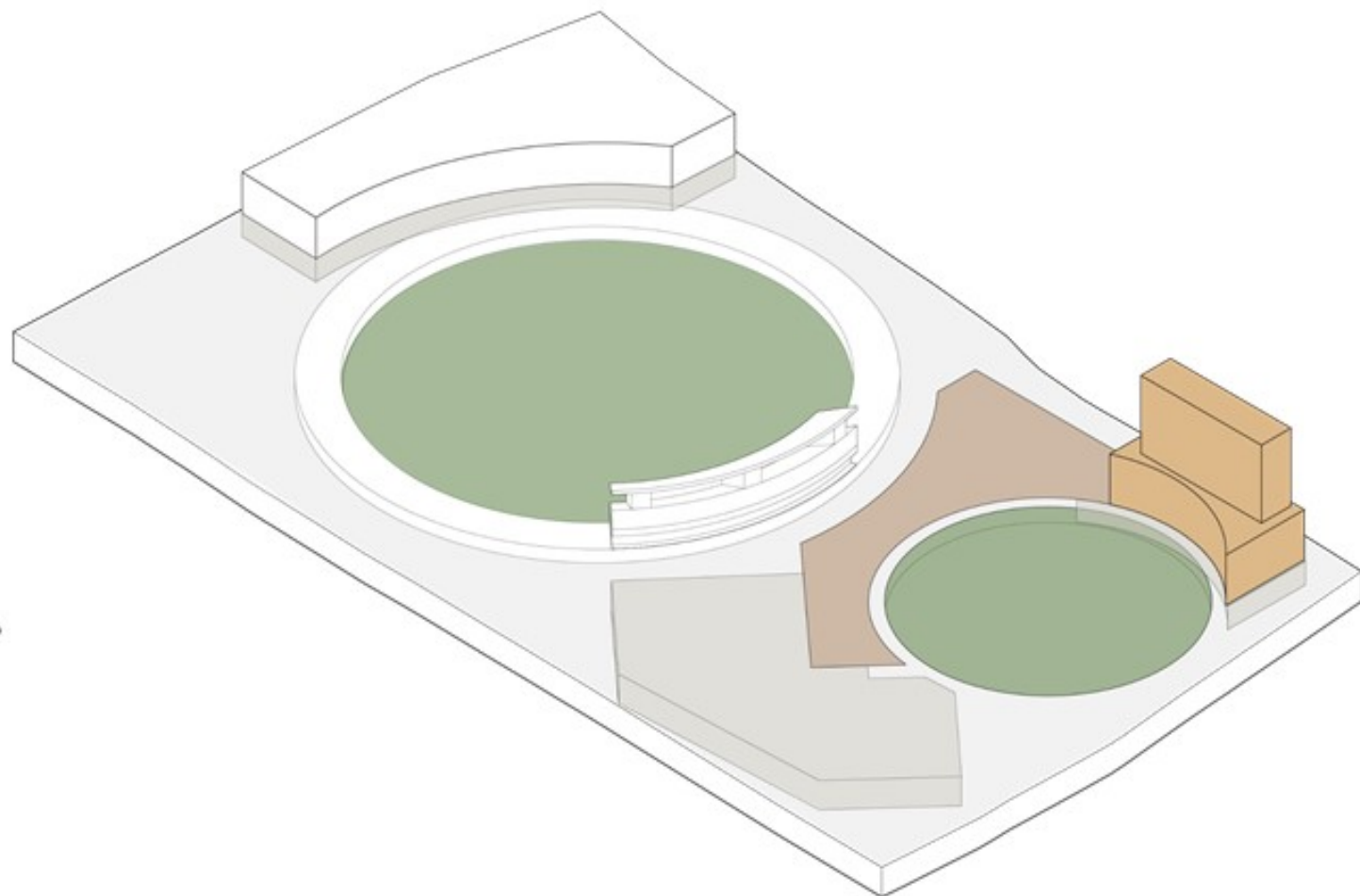


Program Distribution

07

The Sports Loop

Sports & training facilities were located as a loop around the practice ground.

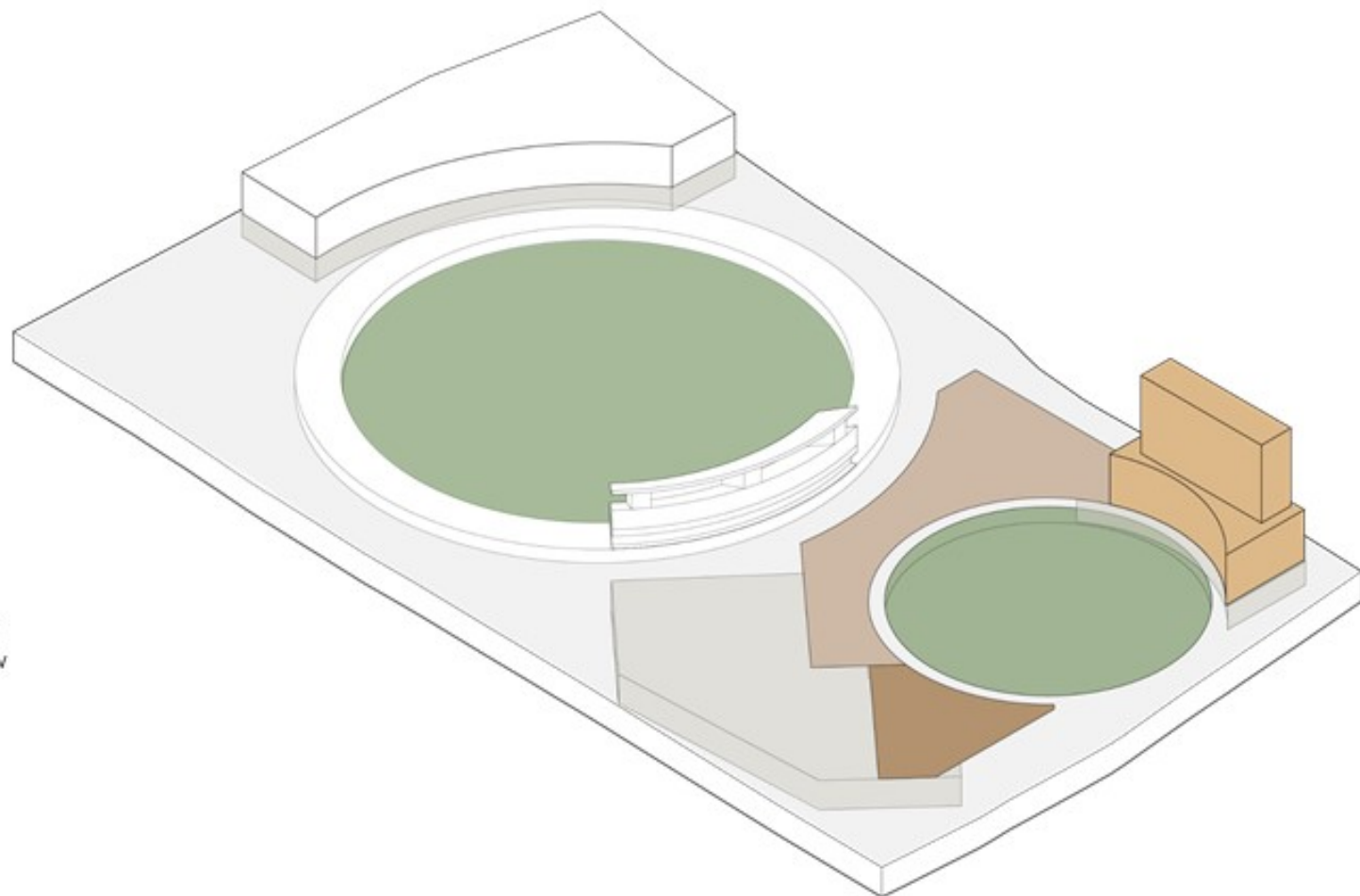


Program Distribution

08

The Museum

The museum was located on the western edge of the practice ground close to the entrance to allow for convenient visitor management & flow.

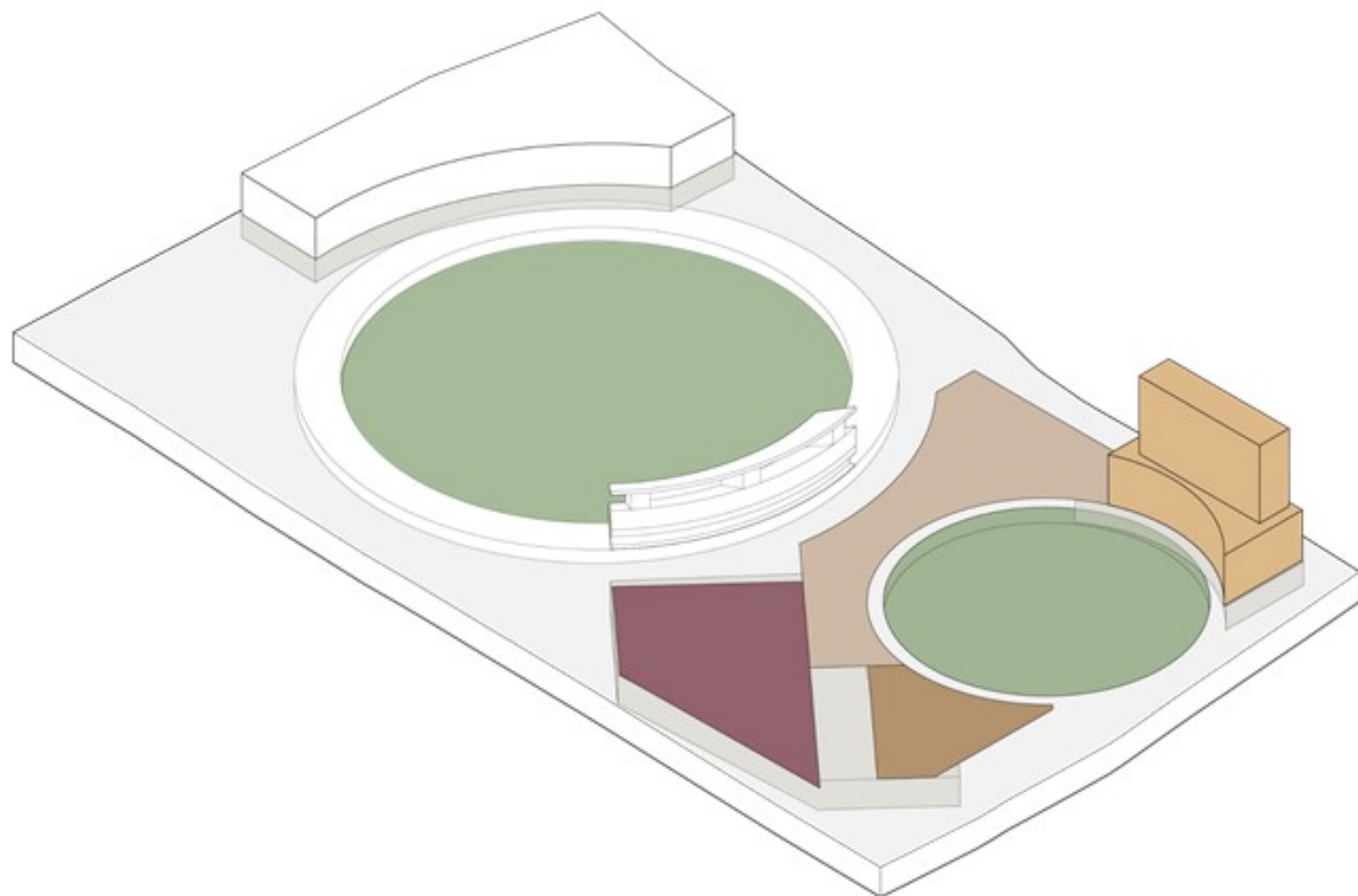


Program Distribution

09

The Clubhouse

The clubhouse was located on the southwestern edge of the site with a triangular footprint.

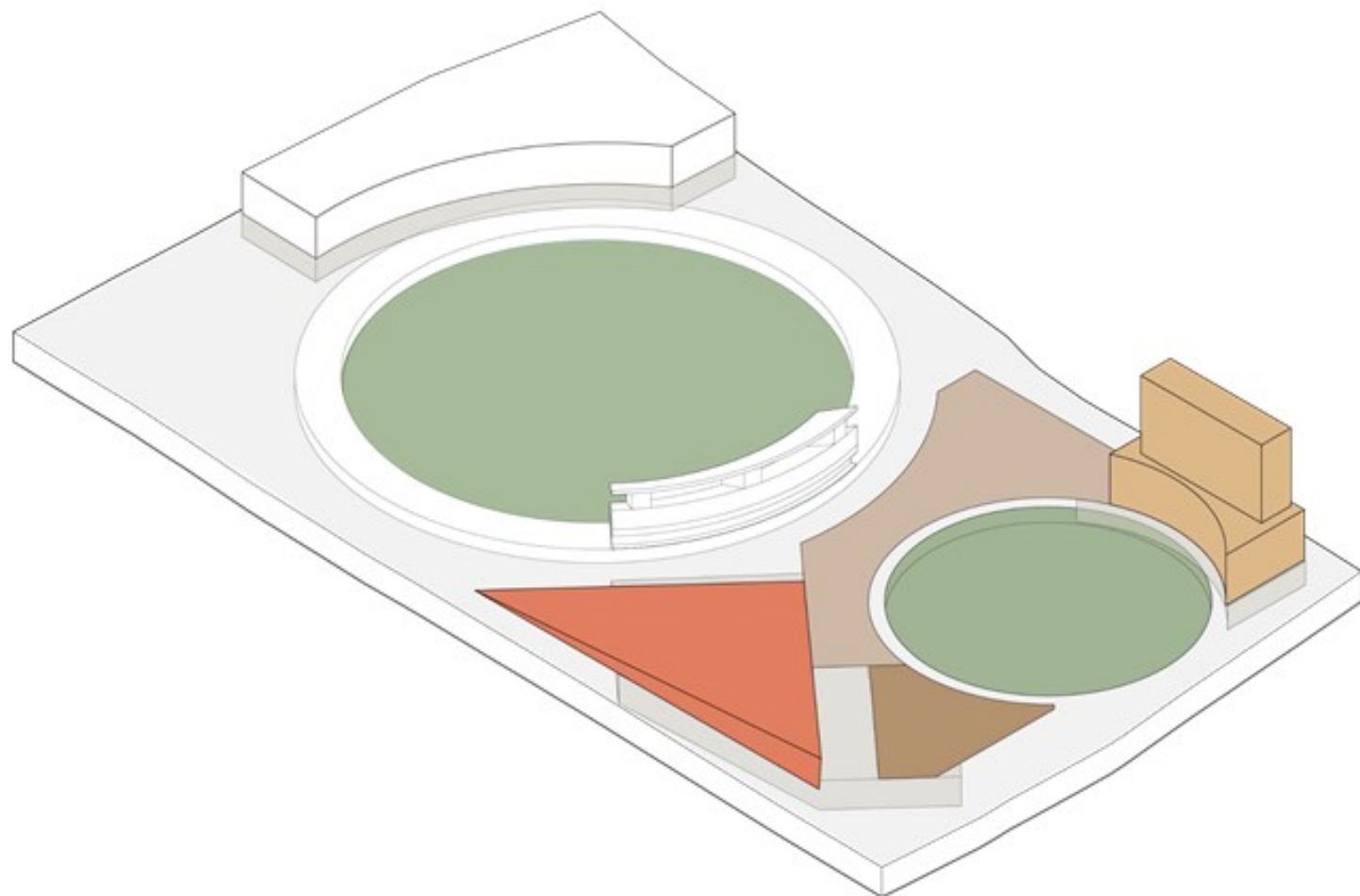


Program Distribution

10

The Fan Park

This is an addition by us to the program. We decided to locate a fanpark on the roof of the clubhouse building by working a ramp building along the contours.

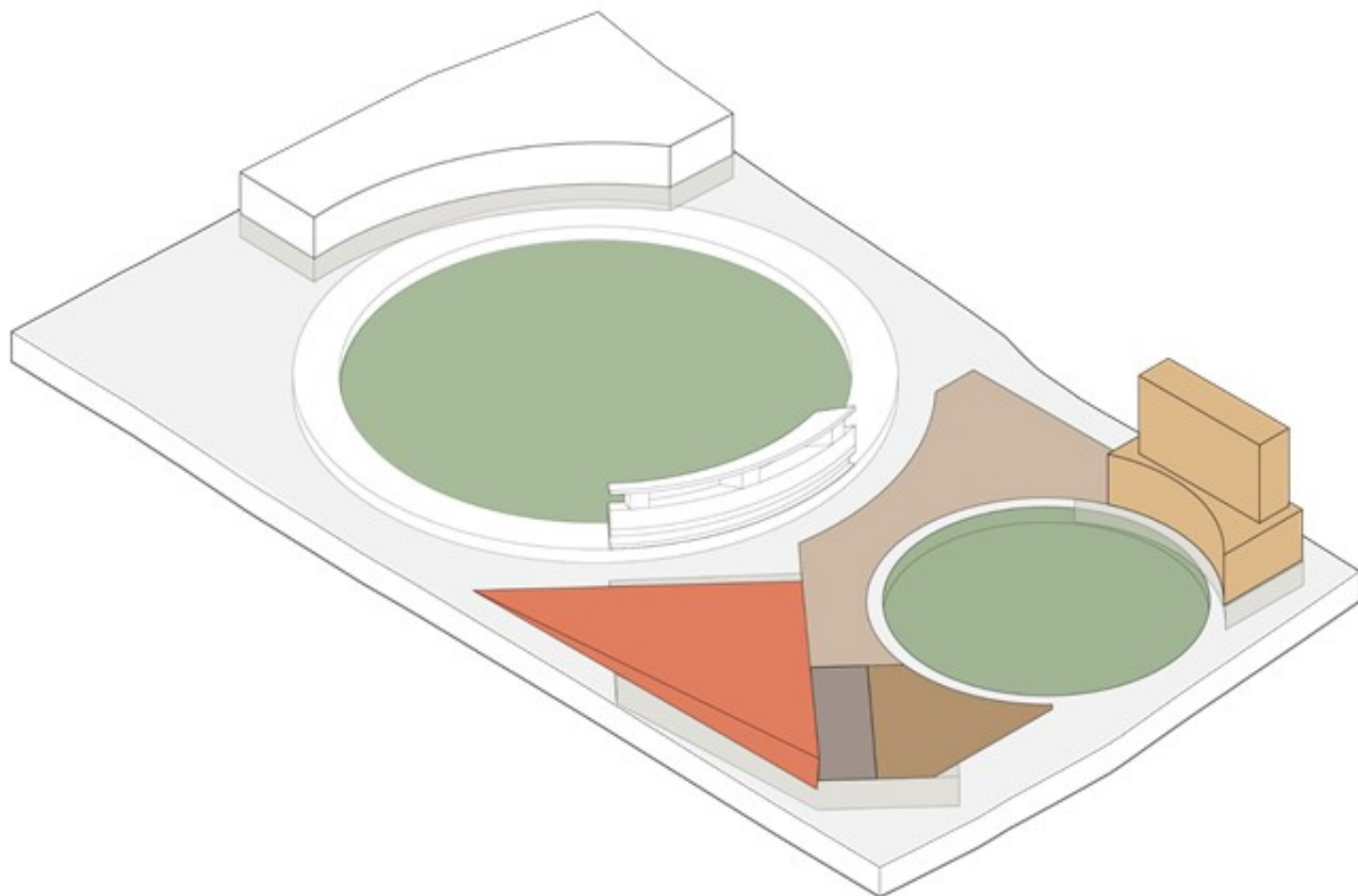


Program Distribution

11

The Spinal Ramp

A 24 meter wide ramp was wedged between the clubhouse, & the museum to act as the primary circulation spine for the site.







Architectural Gestures

Architectural Gestures

01

The Public Edge



The public edge of the site is set in to create a soft transition between the outside & the inside. The edge acts as a pause moment & as a welcome gesture before one accesses the mix of programs at the sports district.

There are three entrance points - one each to the clubhouse; the stadium & sports facilities; & the hotel facility. The edge & the transition cater equally to vehicular & pedestrian access.



Architectural Gestures

02

Ramp Buildings



The contoured nature of the site & the arrival level of the stadium required a specific response for the treatment of the ground plane. Our response to this condition is a built form that acts as a ramp with subterranean spaces beneath it, accommodating a mix of programs.

There are two ramp buildings. One slopes up towards the stadium acting as the primary circulation axis, accommodating the museum & sports facilities beneath it. The second ramp building slopes up from the arrival level of the stadium, accommodating the clubhouse program & a fanpark, before terminating into a sharp entrance feature.



Architectural Gestures

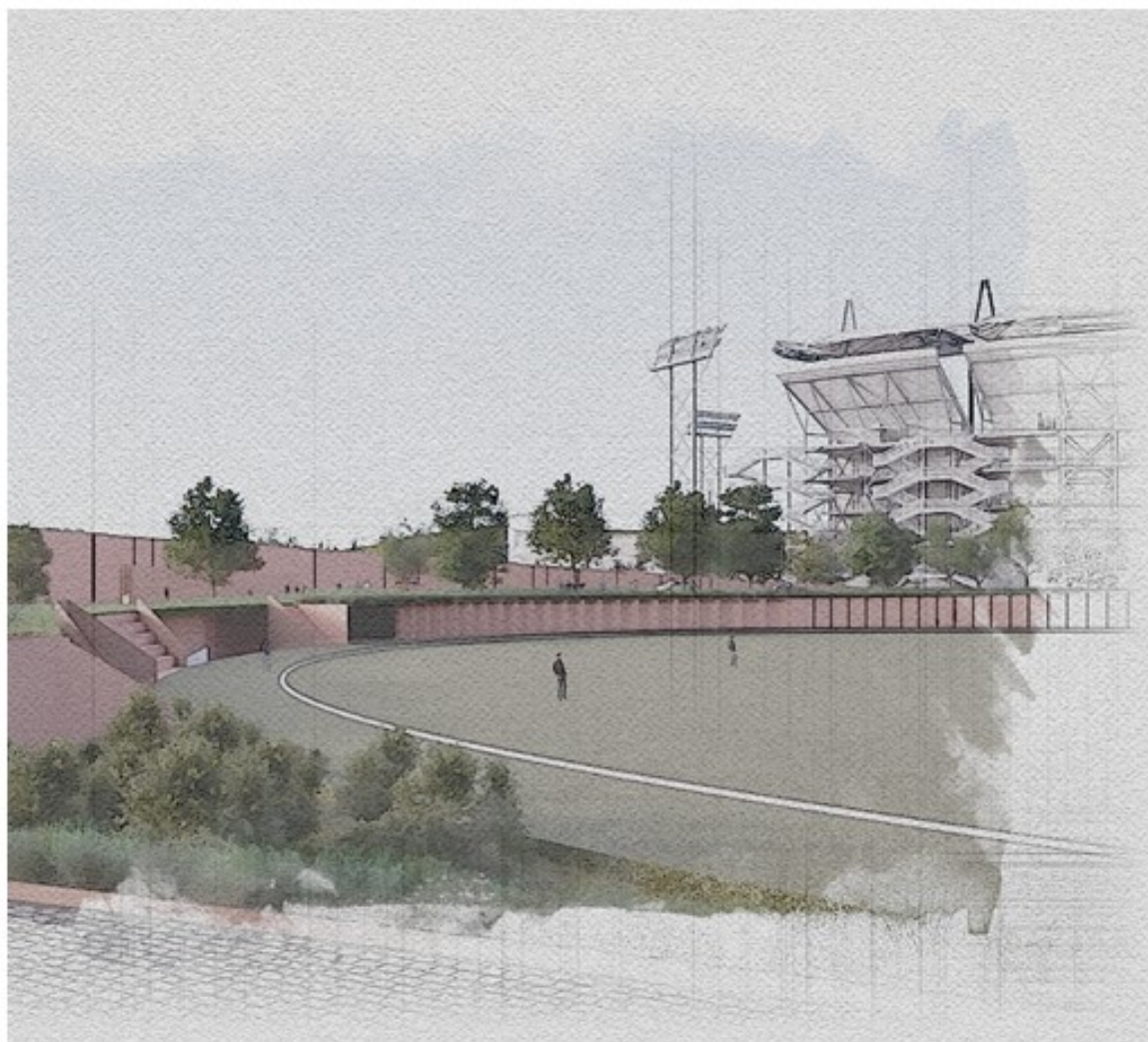
03

Non Building



The spatial relationship between the existing stadium & the proposed programs needed to be defined sensitively. Should the new built form compete for attention with the stadium, or should it dissolve into the site & act as an invisible foreground?

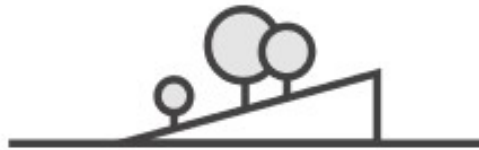
We chose the latter approach & have proposed the idea of a non-building as the foreground to the stadium - the protagonist of this architectural story.



Architectural Gestures

04

Terrace Gardens



The idea of the non-building is further accentuated by the terrace gardens on top of the ramp buildings, one of which also becomes the fan park.



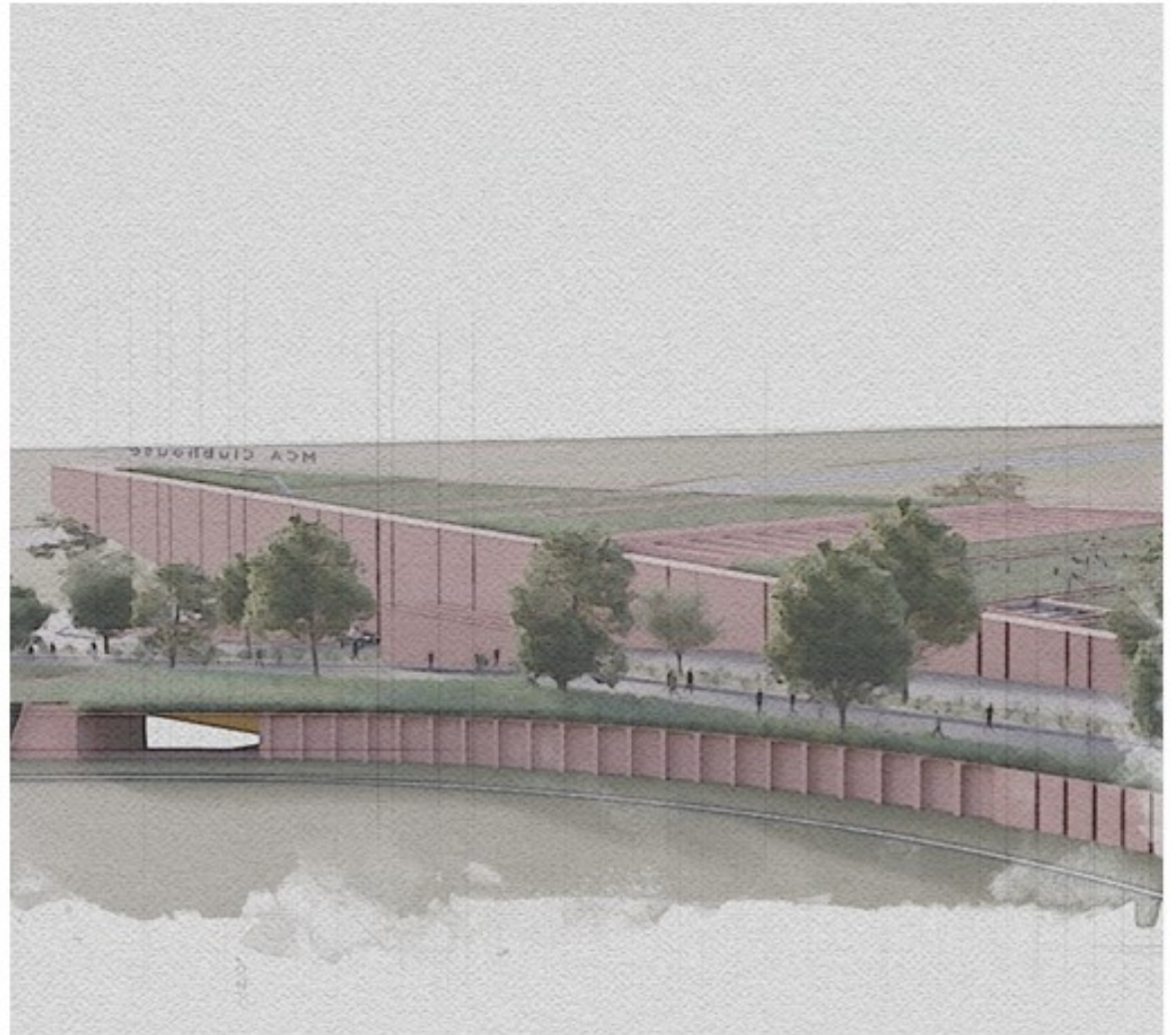
Architectural Gestures

05

Duality



There is a duality to the subterranean nature of the scheme depending upon your vantage point. The built form makes a sharp expression at the entrance & then appears to merge with the ground when one experiences it from the arrival level of the stadium.



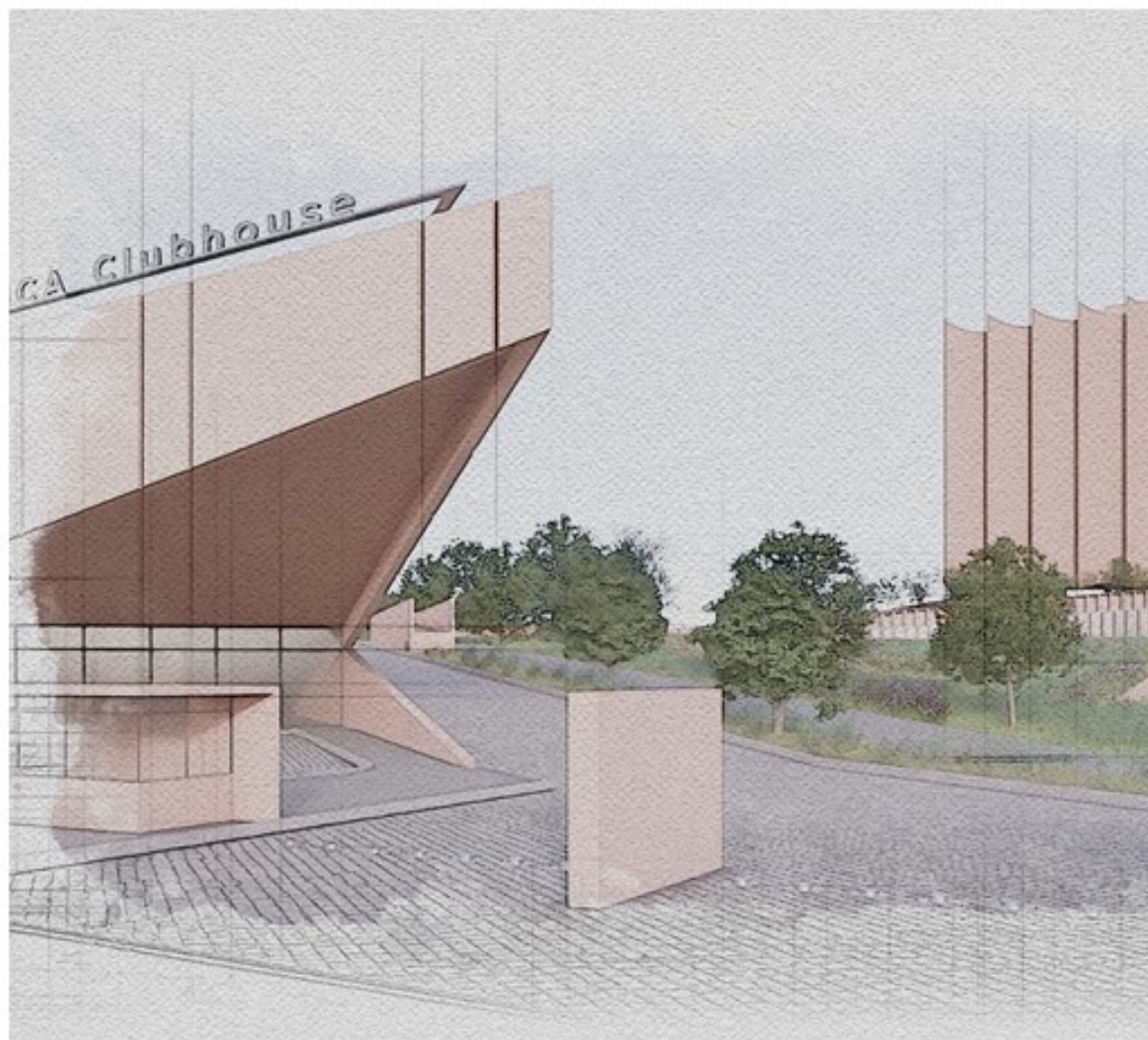
Architectural Gestures

06

Sharp Lines & Sweeping Curves



A set of sharp lines & sweeping curves define the edges of the builtform & act as directional elements. These lines & curves are expressed in polished concrete with metal offsets, and as an interplay of concrete fins & glazing. These sharp lines also define the exterior display spaces of the museum.



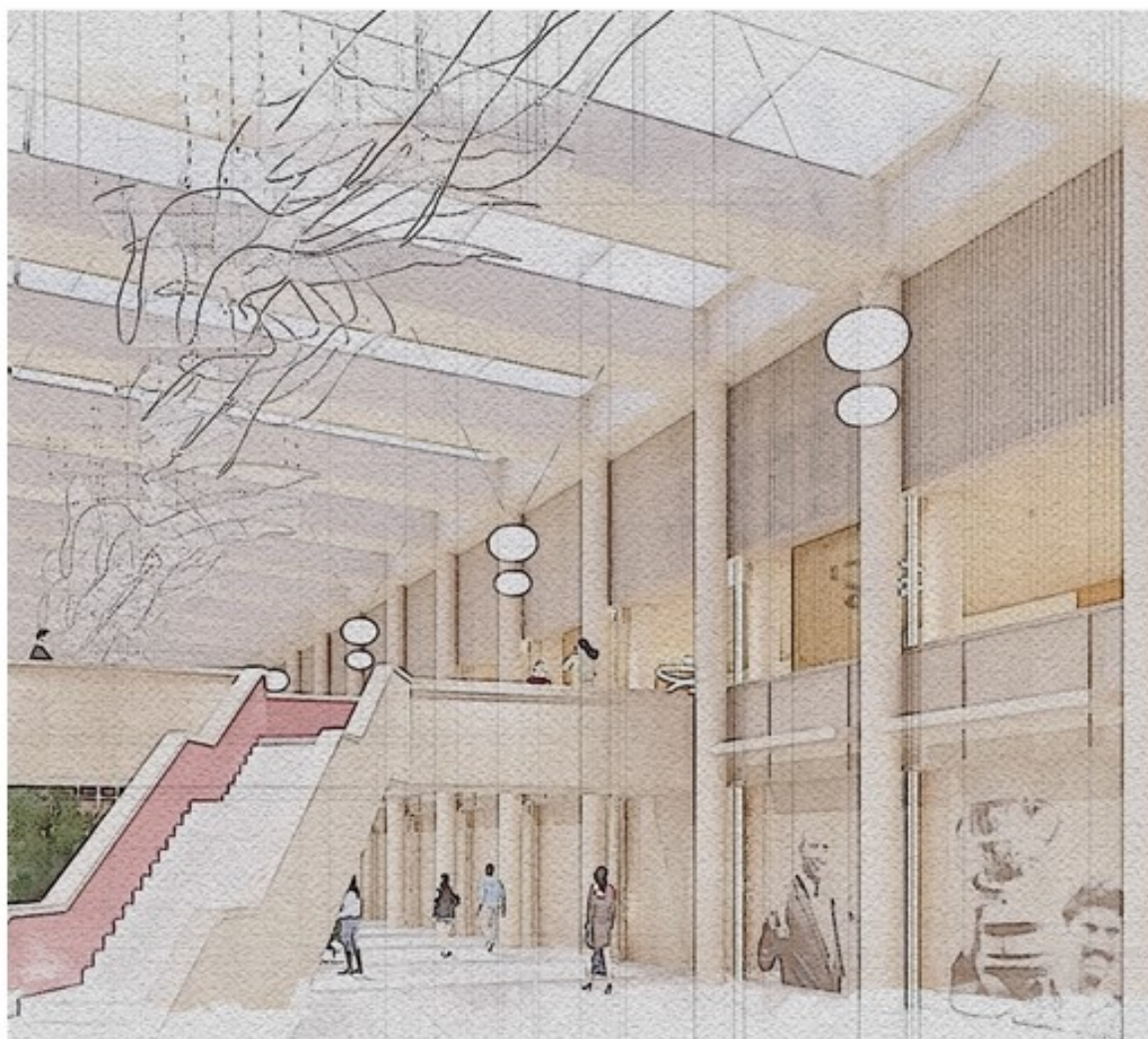
Architectural Gestures

07

Contrasts



The materiality is a play of several contrasts. Concrete exterior elements are in contrast with the landscape, oxidised metal, glazing, & terracotta. A warm material palette for the interior spaces, consisting of terrazzo floors, oak wood cladding, teak wood accents in the furniture, & a vibrant scheme of environment graphics act as offsets to the sharp palette of the exteriors.



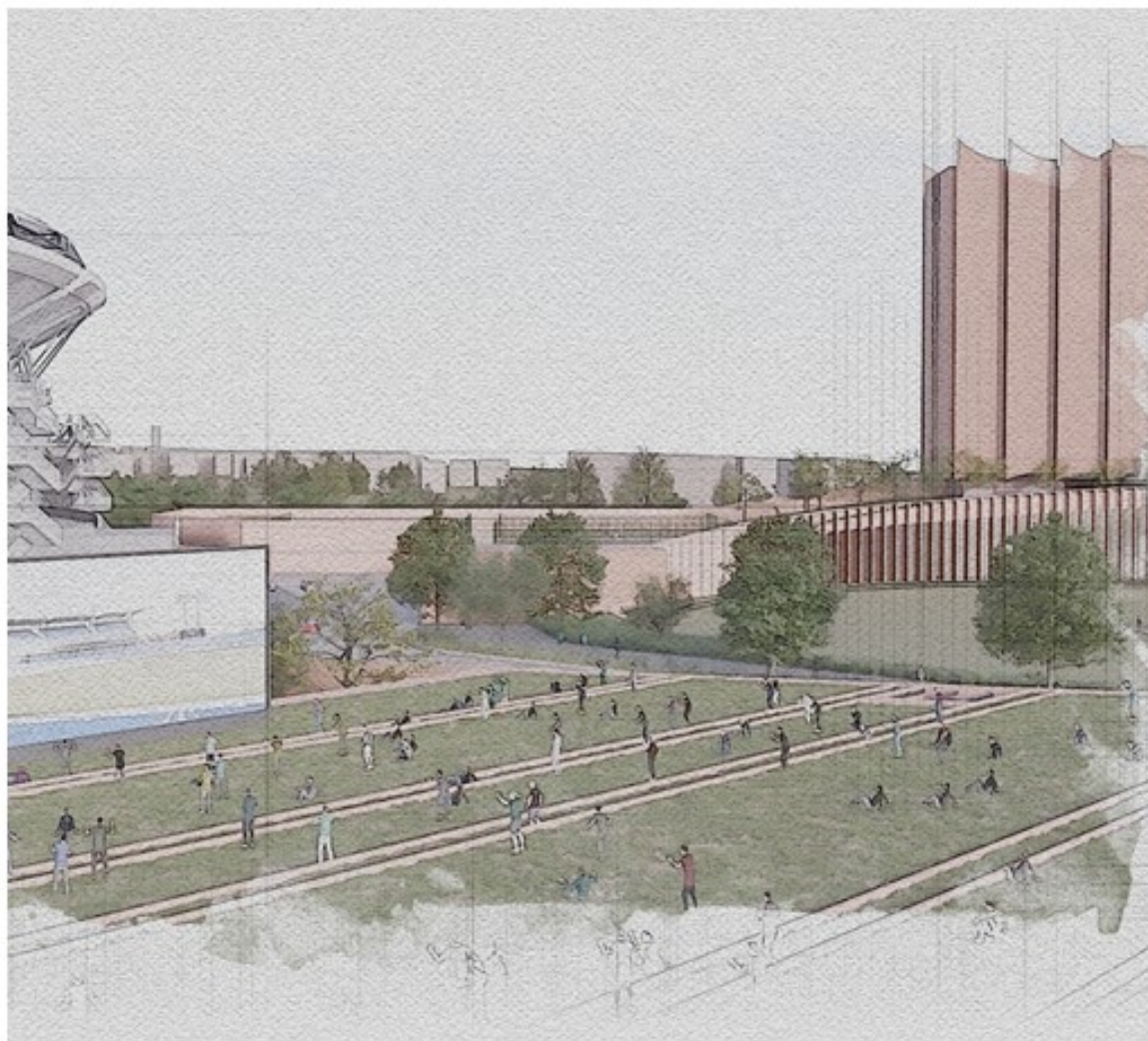
Architectural Gestures

08

Counterpoint



The hotel block is located on the south-eastern edge of the site & with its height & form articulation, it acts as a counterpoint to the vertical face of the stadium stands, & creates balance to the composition.



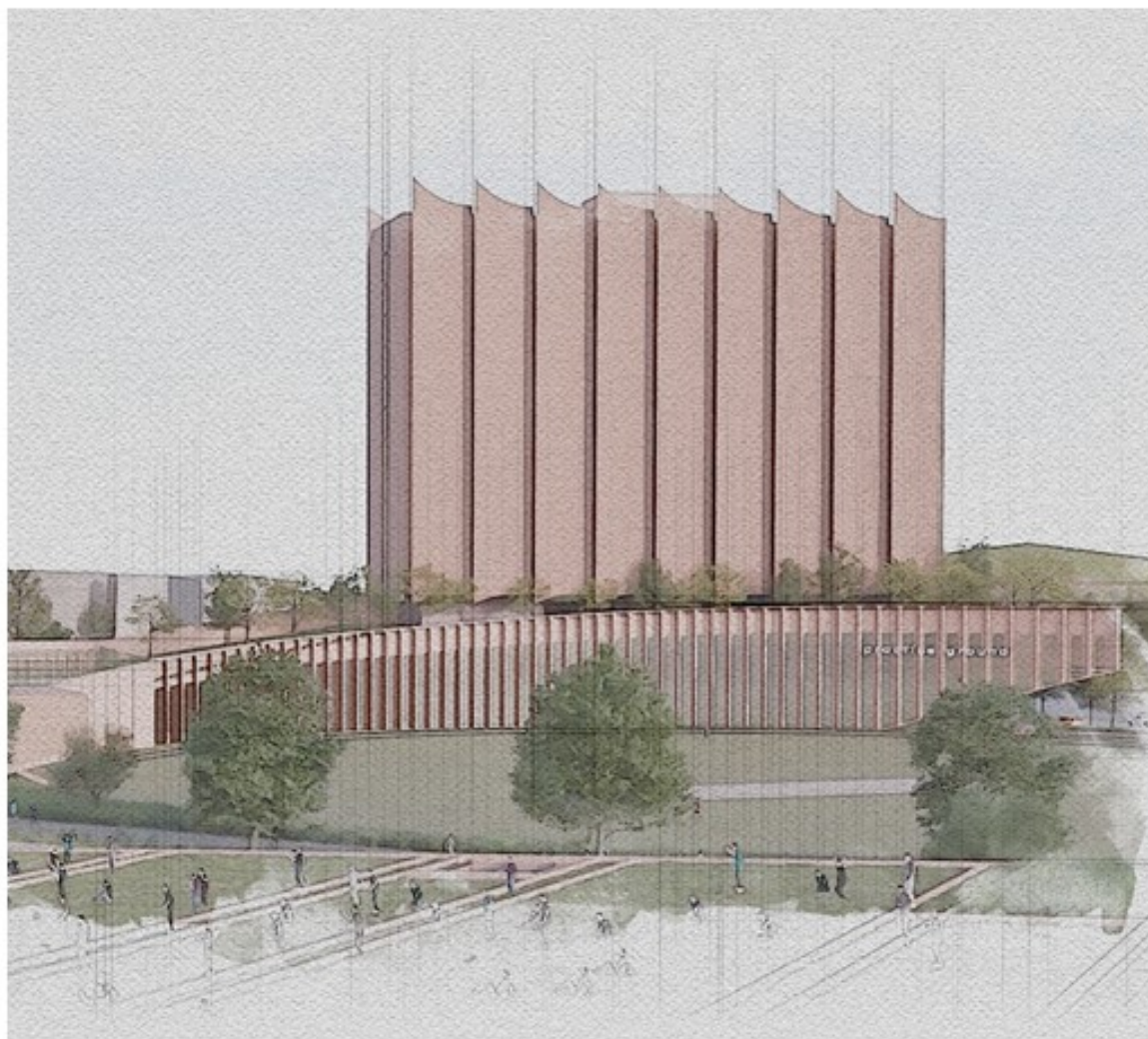
Architectural Gestures

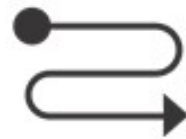
09

Metal Sails



The skin of the hotel block is characterised as a set of metal sails. These sails respond to the soft tensile fabric roofs of the stadium & create a subtle rhythmic pattern to the skin of the hotel. This pattern also conceals the linear floor wise layering of the accommodation floors creating a spatial illusion.



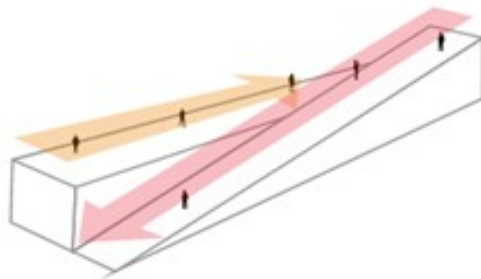


Arrival Experience & User Journeys

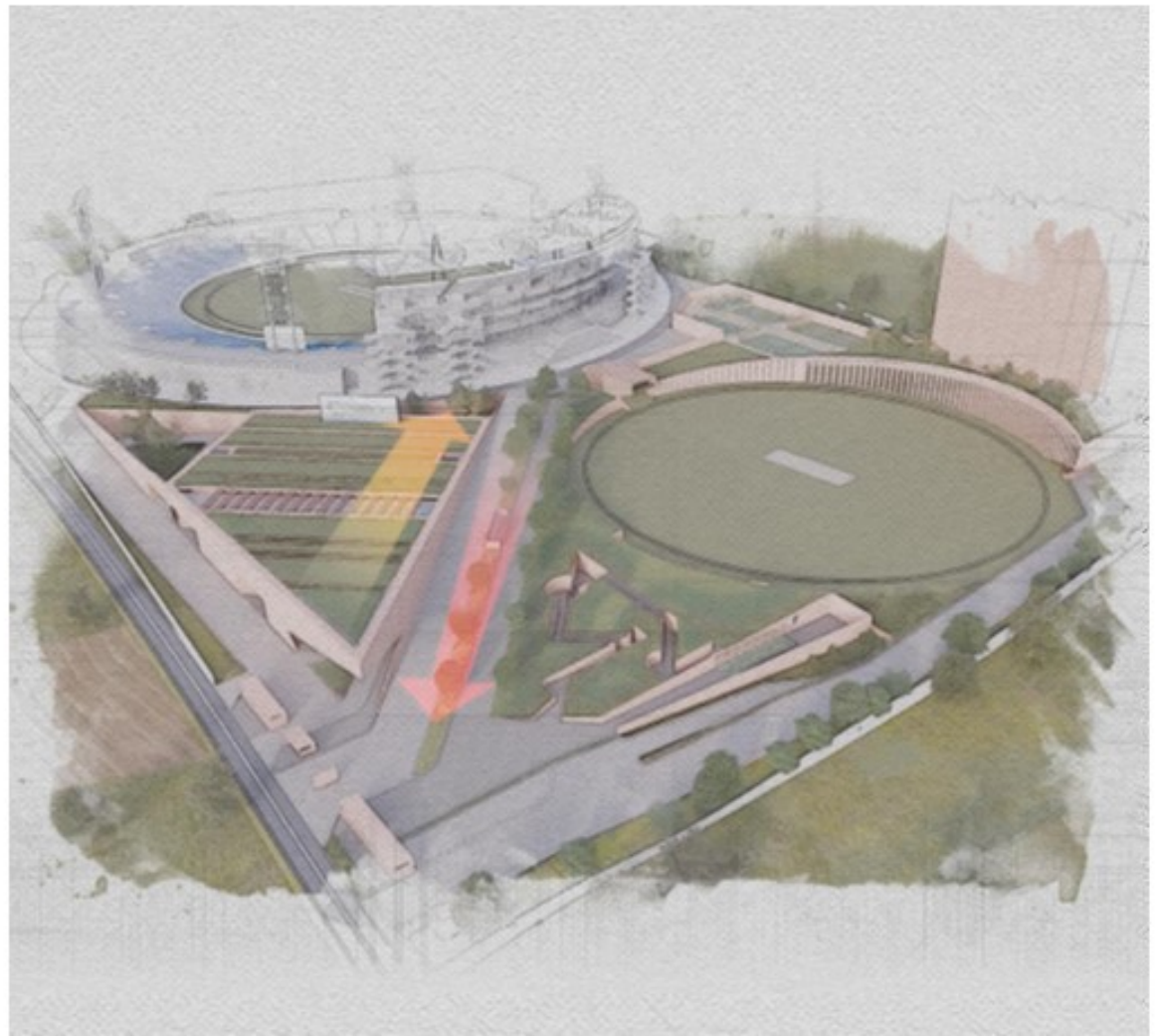
Arrival Experience & User Journeys

01

The Scissor Ramps



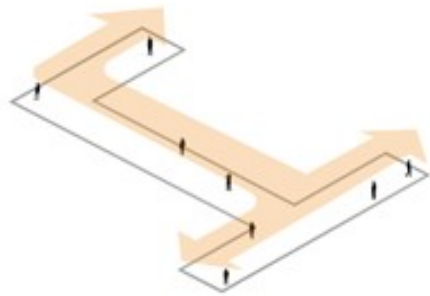
A definitive statement in the user journeys through the district are two ramp buildings in a scissor like arrangement. One ramp is the primary circulation axis in the district, and also one that organizes the scheme into two parts. At the end of the first ramp, the second ramp slopes up in the opposite direction, accommodating the fan park in the process.



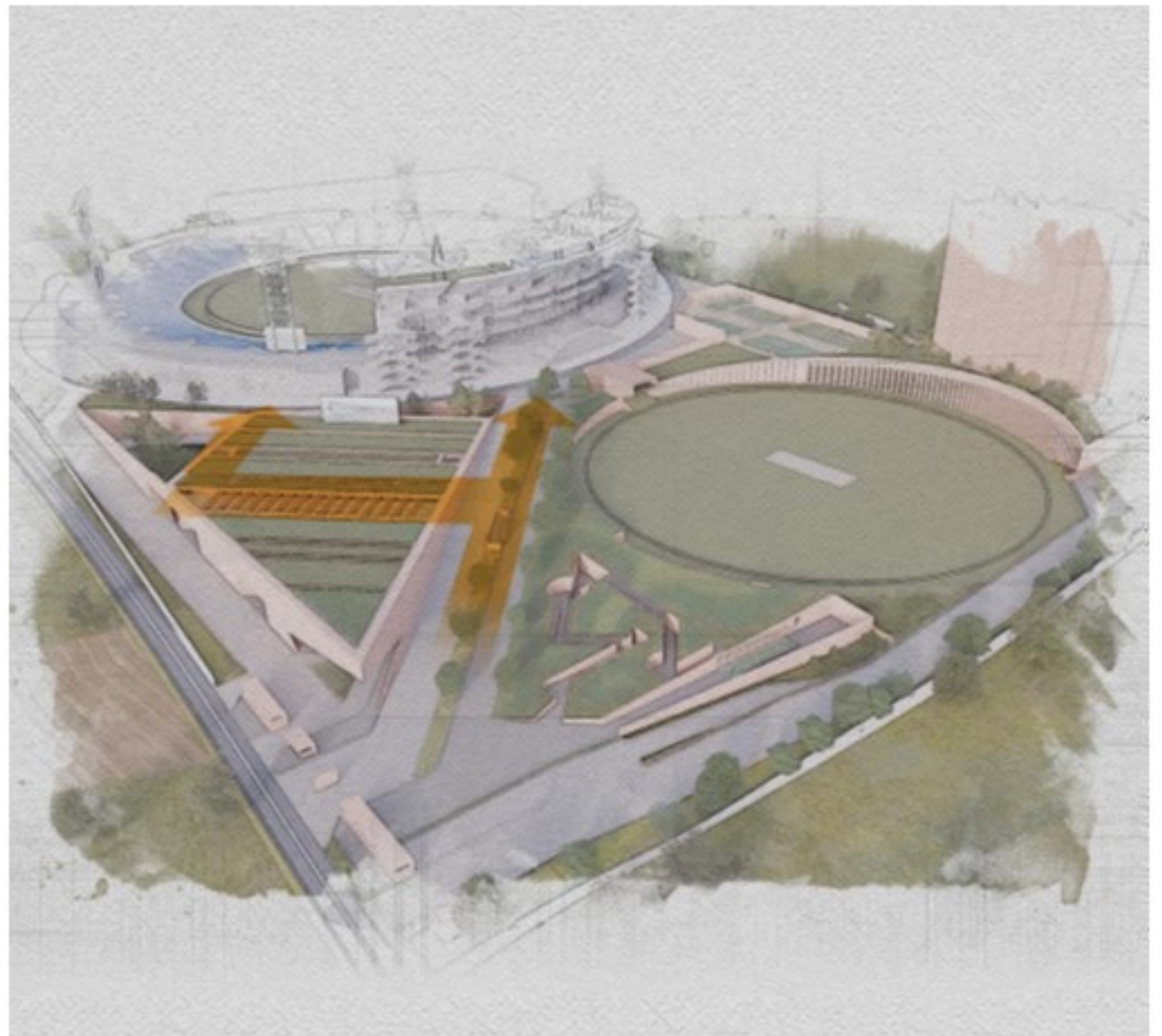
Arrival Experience & User Journeys

02

The Intersecting Atrium at the Clubhouse



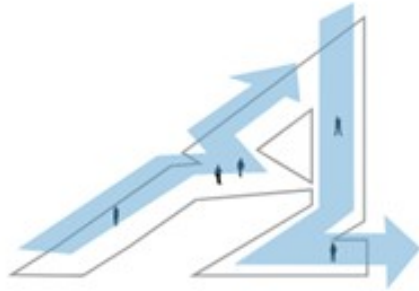
A continuous, intersecting atrium becomes the unifying element in the clubhouse building, organizing all the programs along its edge and some extensions within it.



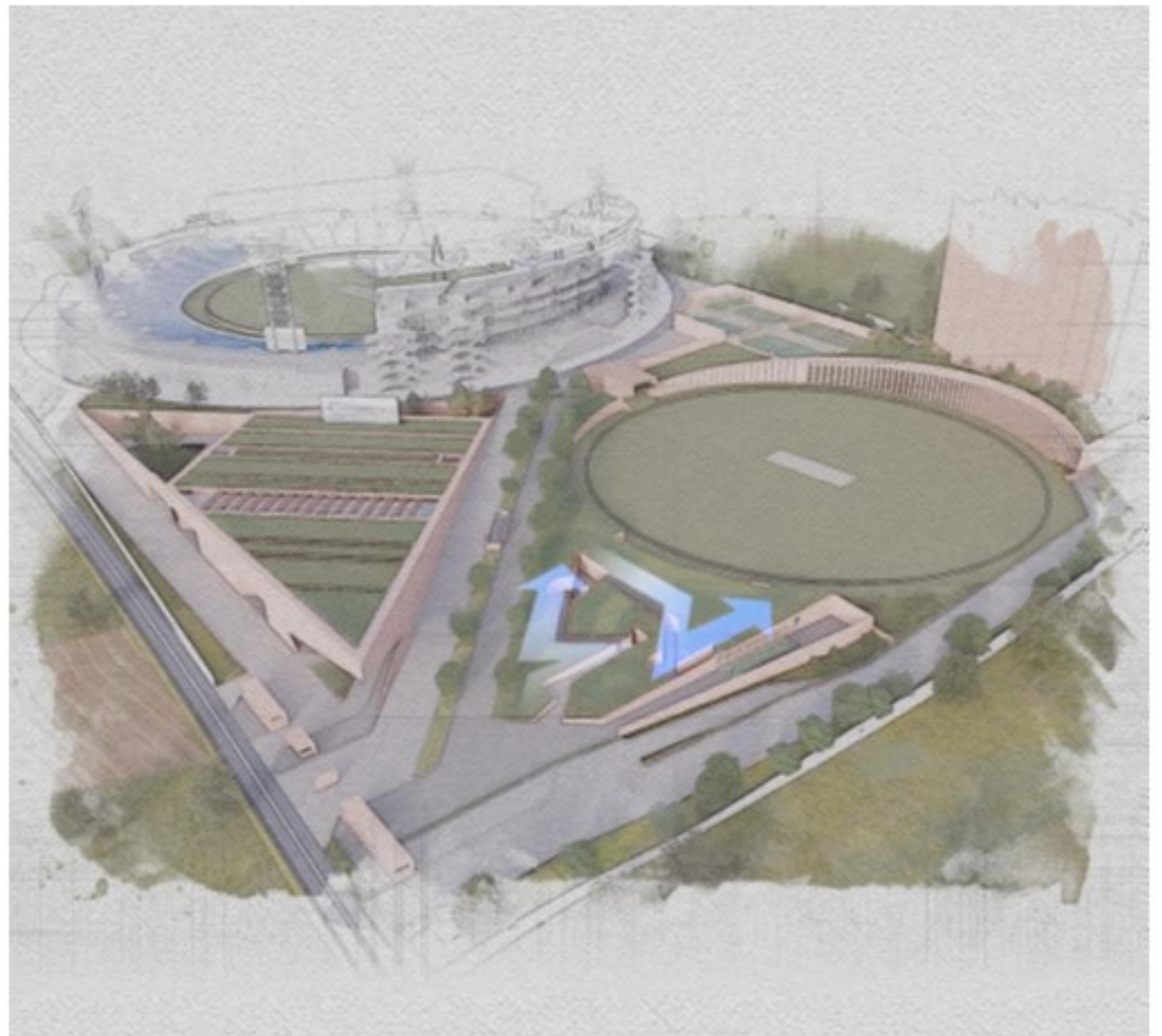
Arrival Experience & User Journeys

03

Walk and Pause at the Museum



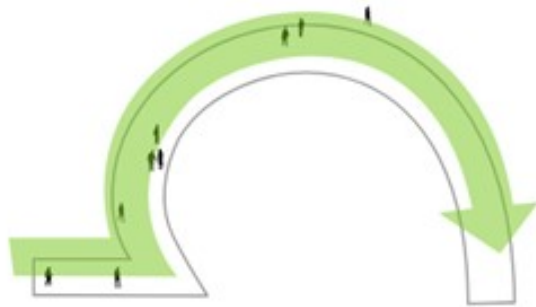
The journey through the museum is characterized by a unique outdoor exhibition path with two kinetic devices - a short walk followed by a space to pause. This rhythm is an abstraction of the way the game of cricket is played.



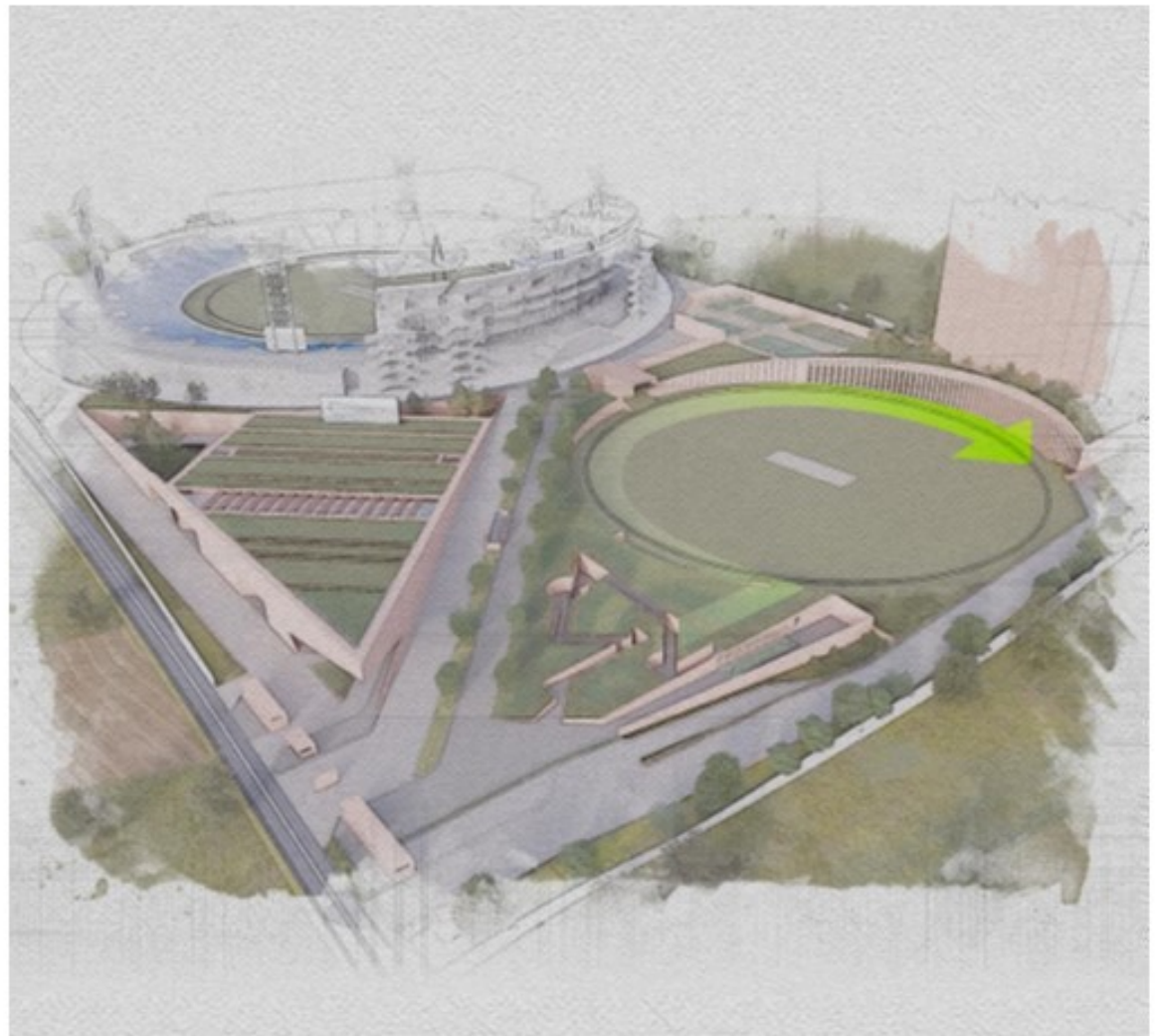
Arrival Experience & User Journeys

04

The Practice Ground Loop



A sweeping loop around the practice ground acts as another unifying element. It begins at the edge of the museum and ends at the hotel block enabling a movement loop around the ground, connecting various programs.



User Types



Club Members
VIPs



Artists &
Hosts



Visitors



Spectators



Players &
Support Staff



Media

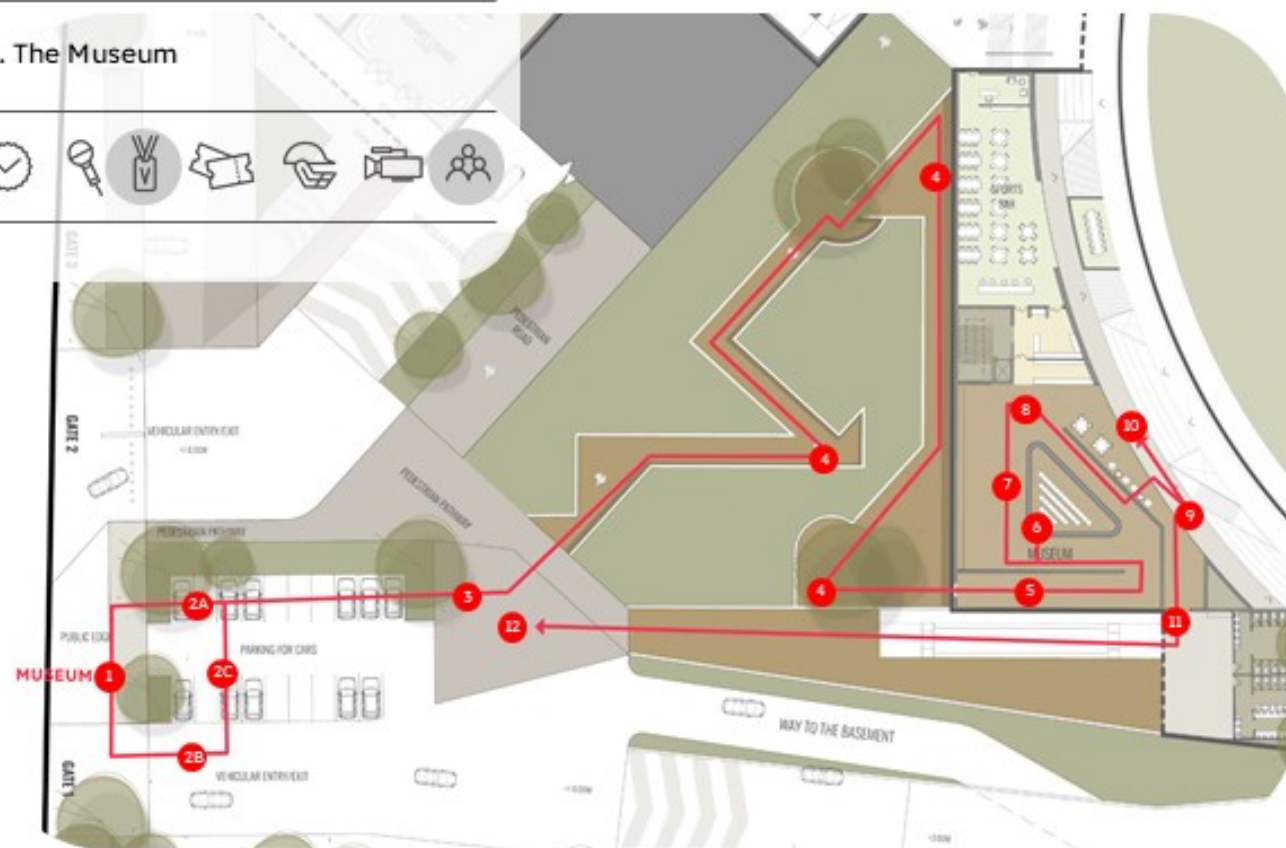


Service
Staff

The Museum

Arrival Experience & User Journeys. The Museum

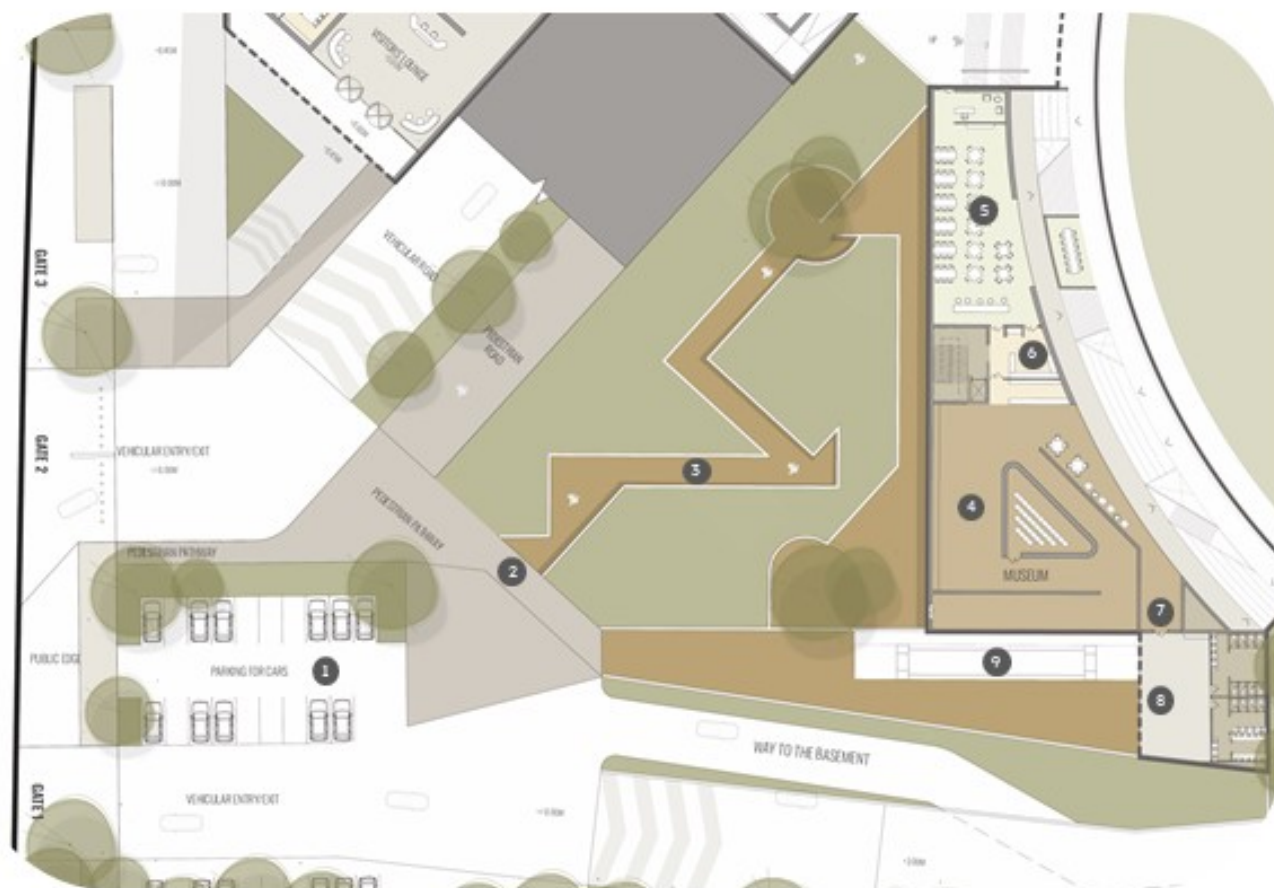
A. The Museum



- 1 Visitors' pavilion & ticketing
- 2A Pedestrian Entrance
- 2B Vehicular Entrance
- 2C Parking
- 3 Entrance to the museum
- 4 Open air exhibition path
- 5 Indoor exhibition
- 6 AV experience
- 7 VR experience
- 8 Café
- 9 Practice ground
- 10 Stadium tour
- 11 Washrooms
- 12 Exit



Arrival Experience & User Journeys. The Museum



- 1 Parking
- 2 Entrance to the museum
- 3 Open air exhibition path
- 4 Museum
- 5 Sports bar
- 6 Kitchen for sports bar
- 7 Exit
- 8 Toilets
- 9 Cricket practice pitch

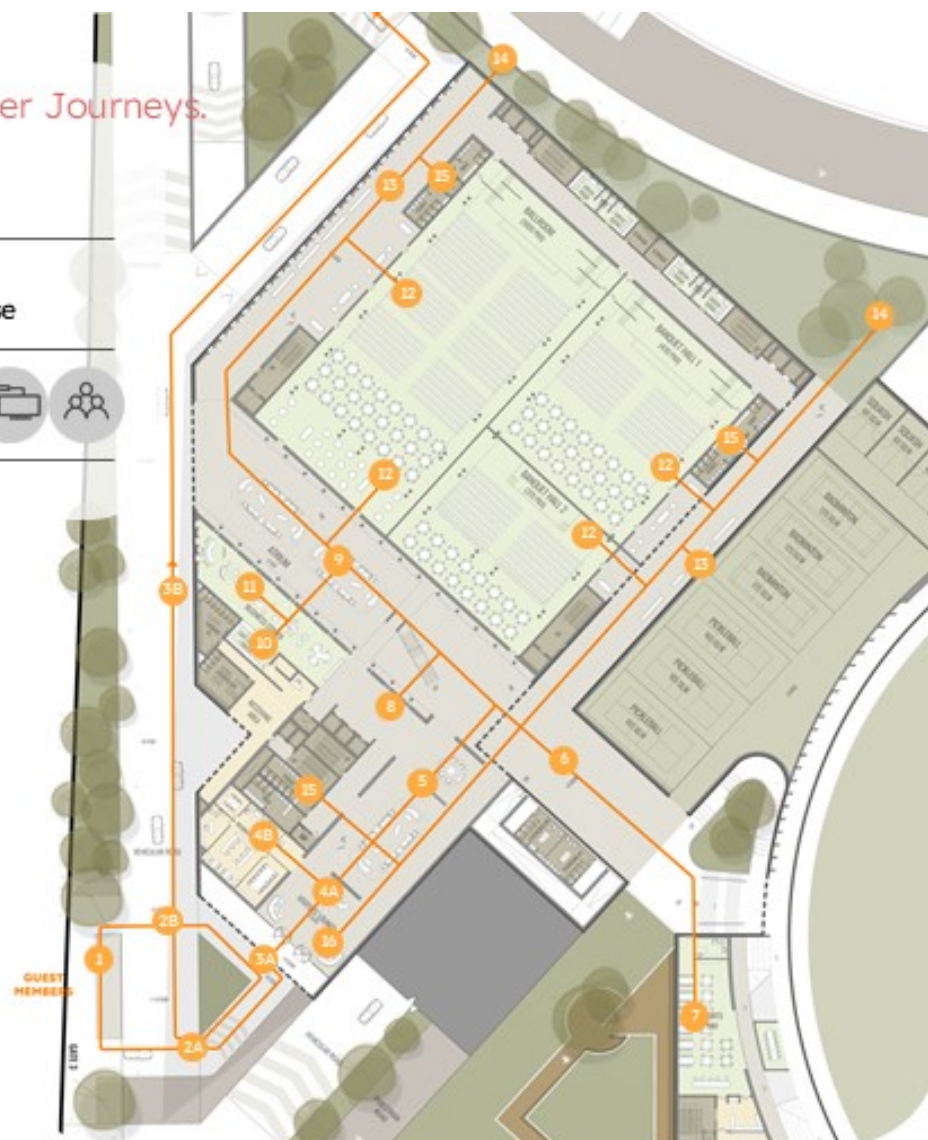




The Clubhouse

Arrival Experience & User Journeys. The Clubhouse

B. Guests / Club Members To Banquets & Events & Clubhouse

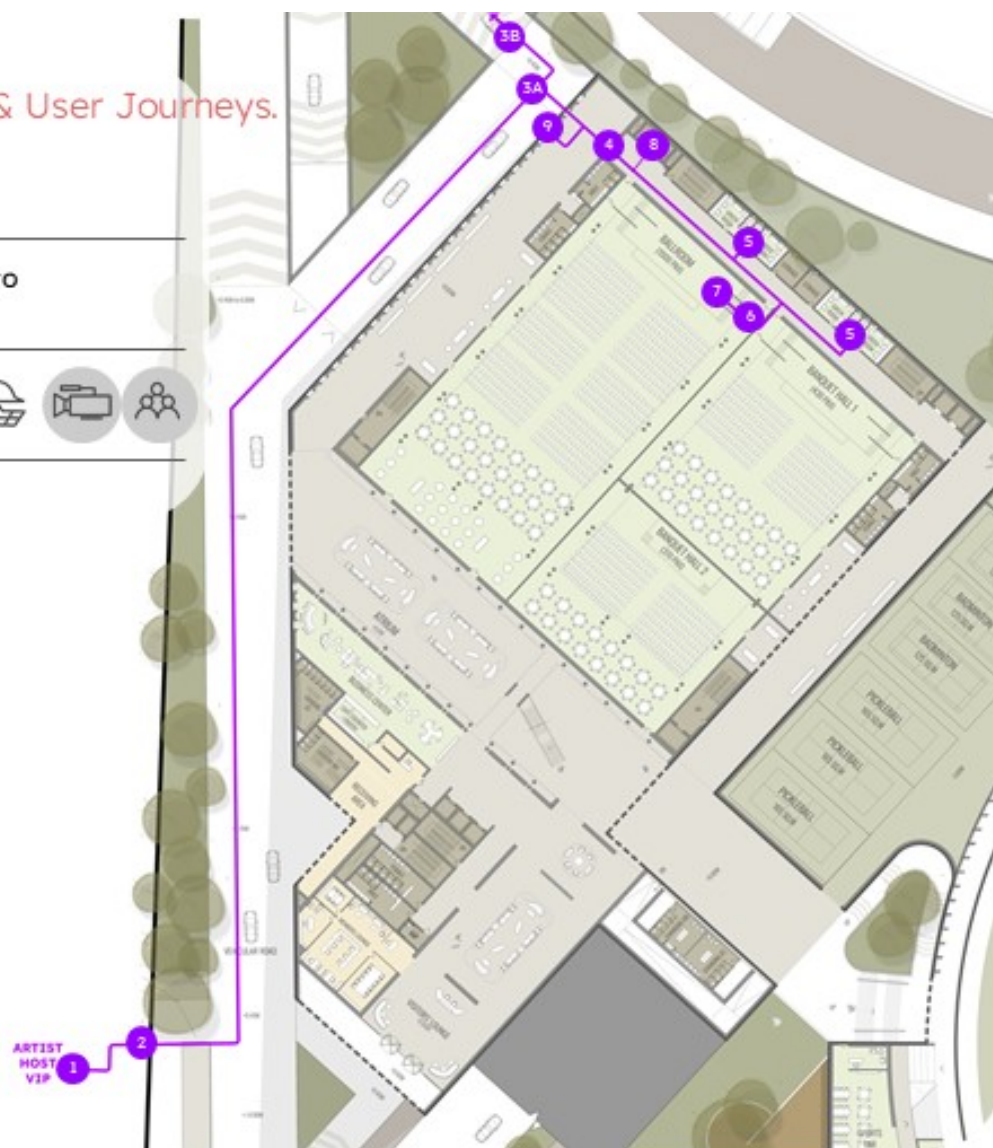


- 1 Security Touch Point
- 2A Pedestrian Entrance
- 2B Vehicular Entrance
- 3A Drop-Off Point & Entrance
- 3B Access To Ramp & Basement Parking
- 4A Arrival Desk
- 4B Member's Lounge & Administration
- 5 Lobby
- 6 Way To Sports Bar
- 7 Sports Bar
- 8 Elevator Lobby For Restaurants & Game Zone
- 9 Pre-Function Lobby
- 10 Café
- 11 Business Centre
- 12 Entrance To Banquets /Ballroom
- 13 Buffet & Dining Bays
- 14 Outdoor Events & Dining Bay
- 15 Washrooms
- 16 Exit



Arrival Experience & User Journeys. The Clubhouse

C. Artists / Hosts / VIPs to Banquets & Events

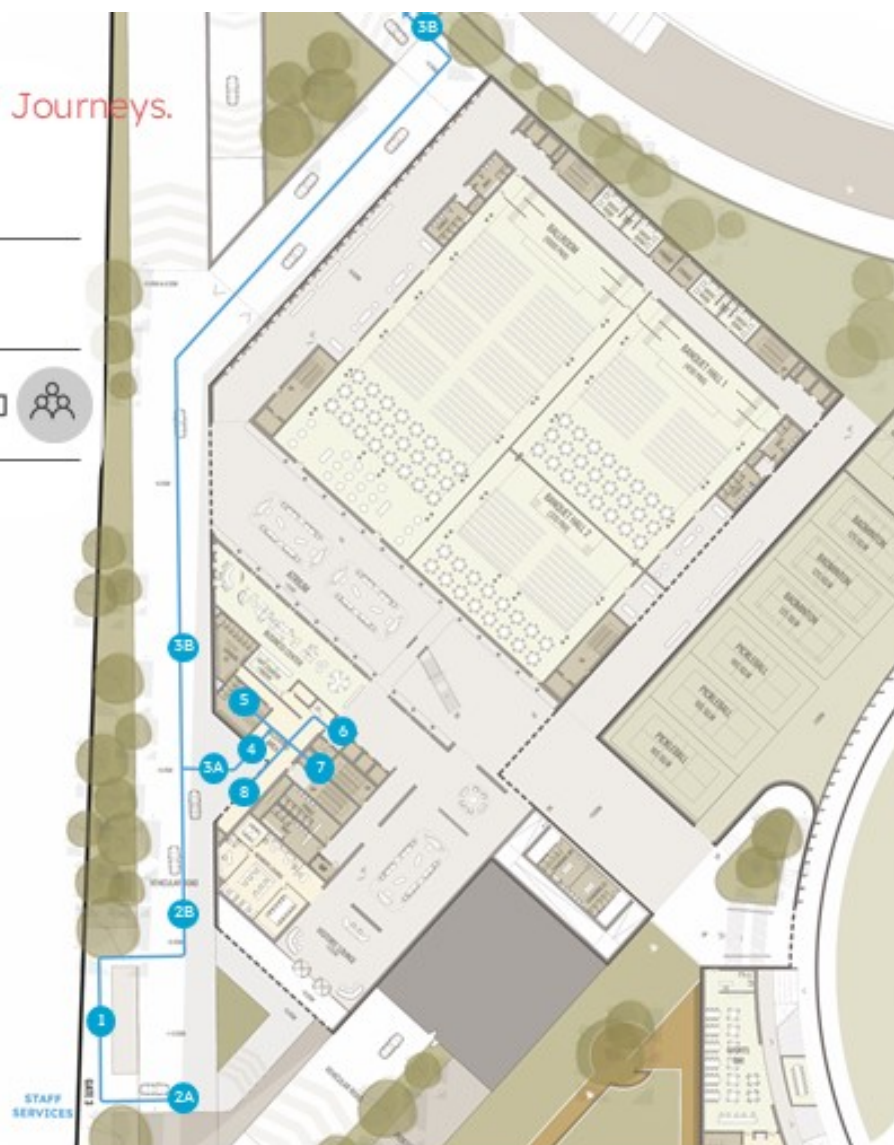


- 1 Security Touch Point
- 2 Vehicular entrance
- 3A Drop-off point
- 3B Access to ramp & basement parking
- 4 Entrance to back stage & lounge
- 5 Green rooms
- 6 Backstage entry
- 7 Stage
- 8 To Lounge
- 9 Exit



Arrival Experience & User Journeys. The Clubhouse

D. Staff / Services To Clubhouse



- 1 Security Touch Point
- 2A Pedestrian Entrance
- 2B Vehicular Entrance
- 3A Drop-Off Point & Entrance
- 3B Access To Ramp & Basement Parking
- 4 Staff entry and receiving area
- 5 Changing rooms and lockers
- 6 Staff entrance to clubhouse
- 7 Service elevator & staircase to service floor
- 8 Garbage collection & disposal



Arrival Experience & User Journeys. The Clubhouse



Plan Sports & Training Facilities

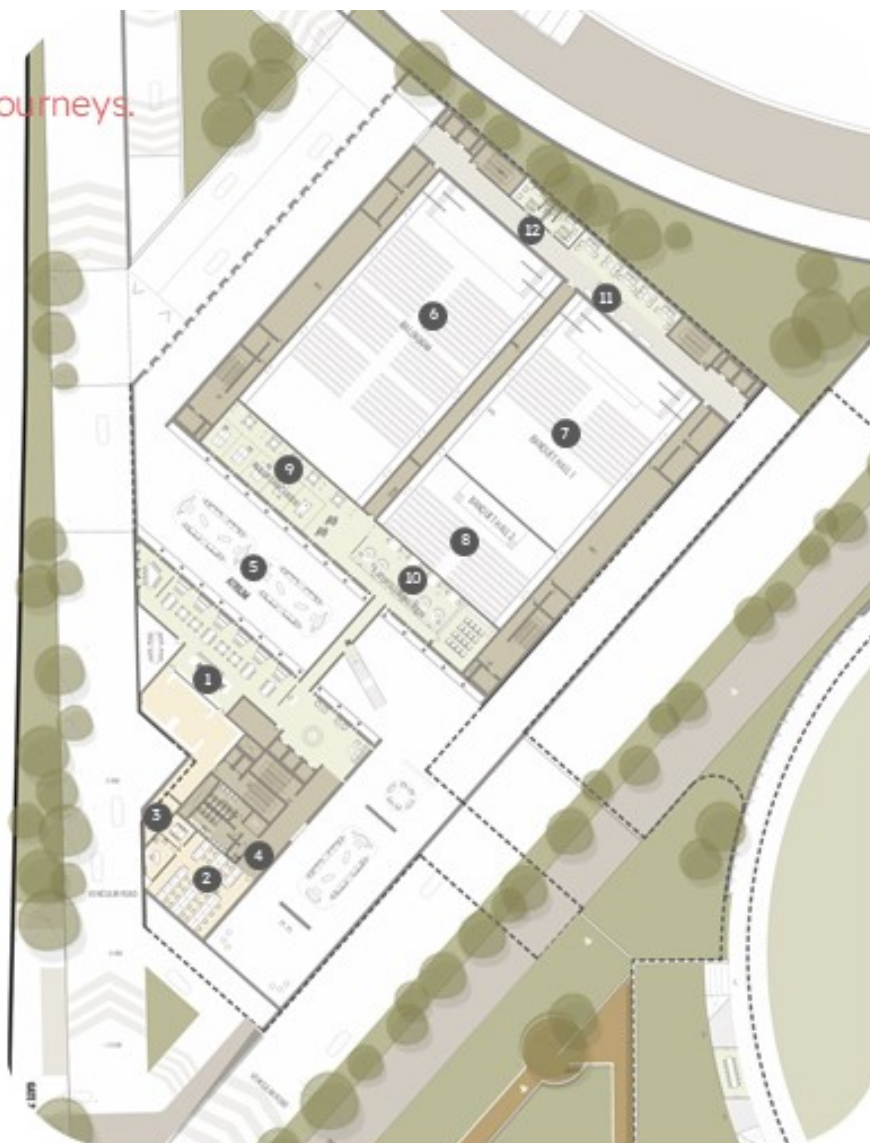


Ground Floor

- 1 Entrance
- 2 Visitor's lounge
- 3 Members lounge
- 4 Toilets
- 5 Receiving area
- 6 Lockers
- 7 Cafe counter
- 8 Business center
- 9 Atrium
- 10 Ballroom
- 11 Banquet hall 1
- 12 Banquet hall 2
- 13 Badminton courts
- 14 Pickleball courts
- 15 Green rooms
- 16 Storage
- 17 Changing rooms



Arrival Experience & User Journeys. The Clubhouse



First Floor

- 1 Restaurant
- 2 Back office
- 3 Storage
- 4 Toilets
- 5 Atrium
- 6 Ballroom
- 7 Banquet hall 1
- 8 Banquet hall 2
- 9 Indoor games room
- 10 E-sports games room
- 11 VIP lounge
- 12 Green rooms



Arrival Experience & User Journeys. The Clubhouse



Second Floor

- 1 Meeting room
- 2 Kitchen
- 3 Restaurant
- 4 Elevator lobby
- 5 Toilet
- 6 Atrium



Arrival Experience & User Journeys. The Clubhouse



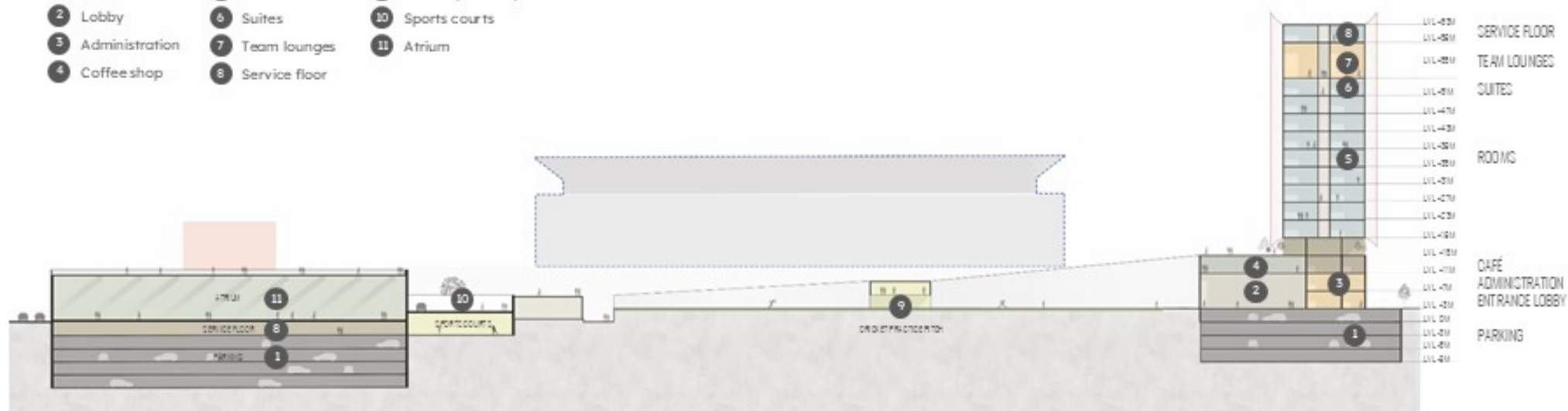
Plan Fan Park



Arrival Experience & User Journeys. Sports & Training Facilities



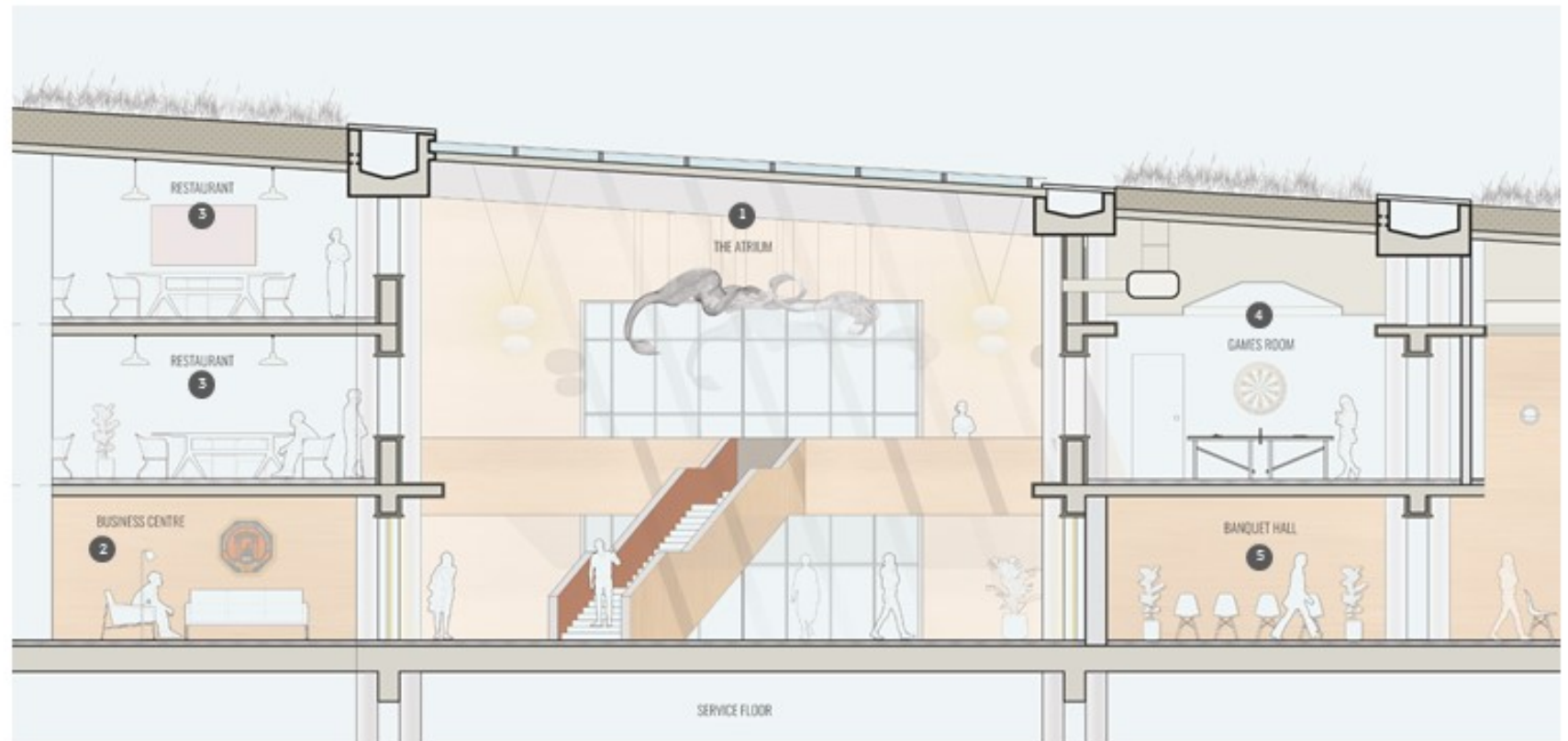
- | | | |
|------------------|-----------------|--------------------------|
| 1 Parking | 5 Rooms | 9 Cricket practice pitch |
| 2 Lobby | 6 Suites | 10 Sports courts |
| 3 Administration | 7 Team lounges | 11 Atrium |
| 4 Coffeshop | 8 Service floor | |



Arrival Experience & User Journeys. The Clubhouse



- 1 The Atrium
- 2 Business center
- 3 Restaurant
- 4 Games room
- 5 Banquet hall



Section. The Atrium interior





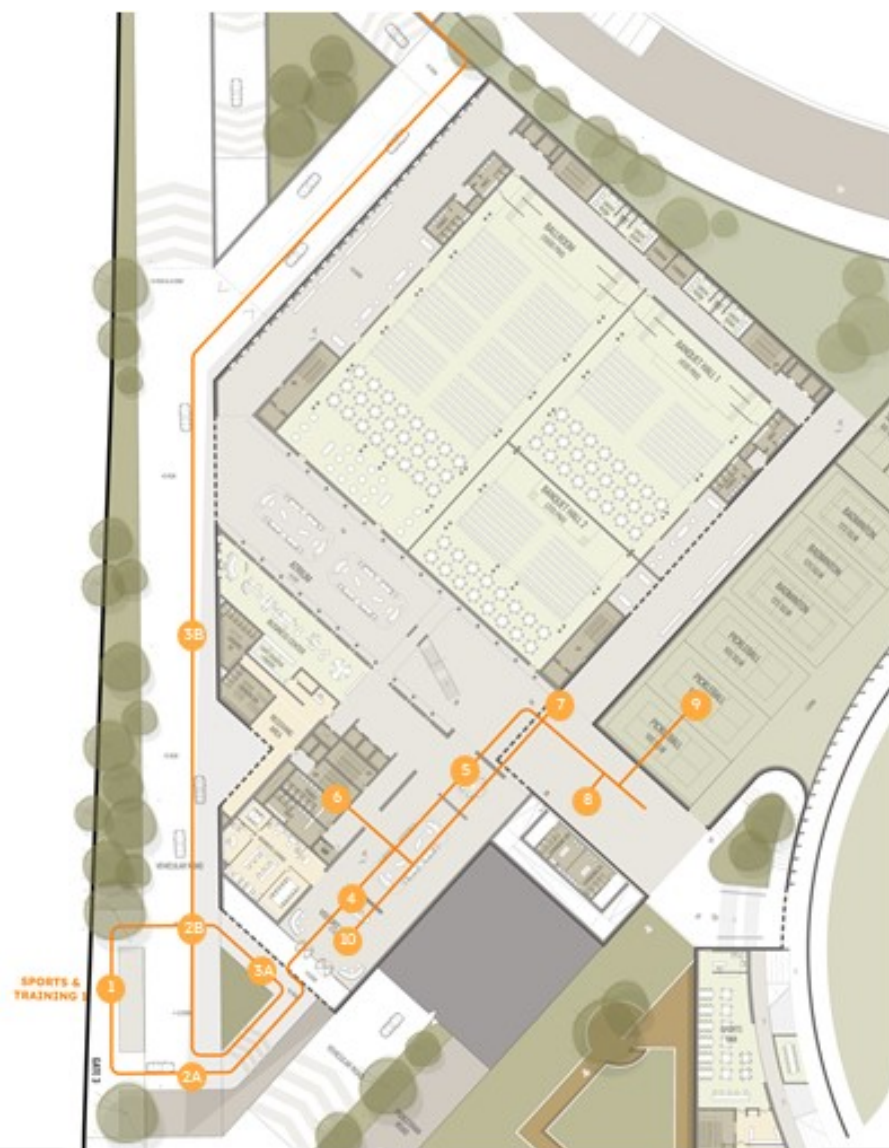
Sports & Training Facilities

Arrival Experience & User Journeys. Sports & Training Facilities

E. Club Members To Sports & Training Facilities - I



- 1 Security Touch Point
- 2A Pedestrian Entrance
- 2B Vehicular Entrance
- 3A Drop-Off Point & Entrance
- 3B Access To Ramp & Basement Parking
- 4 Arrival Desk
- 5 Member's Lounge
- 6 Washrooms
- 7 Lobby
- 8 Changing rooms & Washrooms
- 9 Indoor sports courts
- 10 Exit

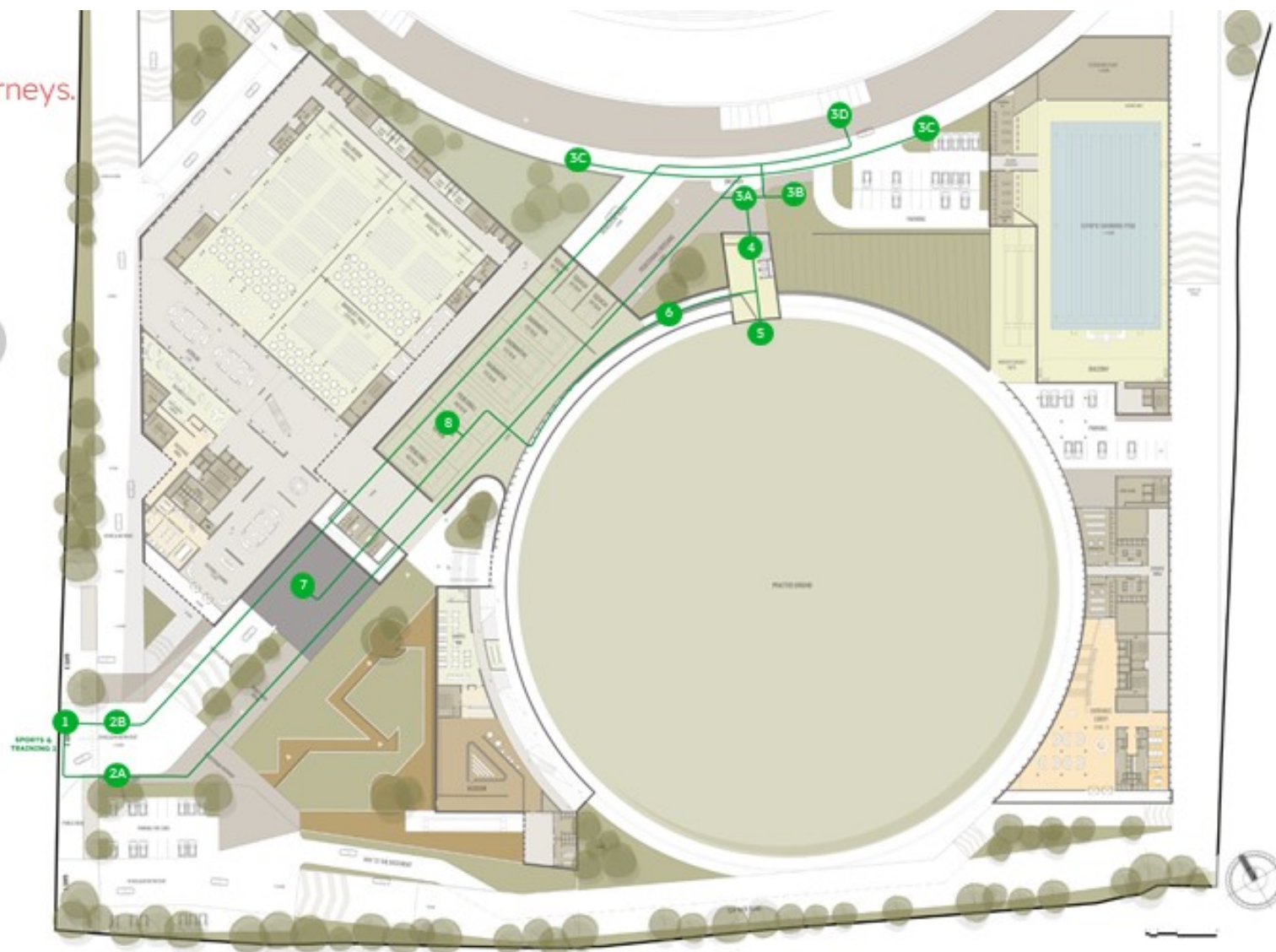


Arrival Experience & User Journeys. Sports & Training Facilities

F. Club Members To Sports & Training Facilities - II



- 1 Security Touch Point
- 2A Pedestrian Entrance
- 2B Vehicular Entrance
- 3A Drop-Off Point & Entrance
- 3B Parking point
- 3C Pedestrian access to stands
- 3D VIP drop-off point
- 4 Entrance to spectator's gallery
- 5 Access to practice ground
- 6 Access to indoor sports courts
- 7 Changing rooms
- 8 Indoor sports courts

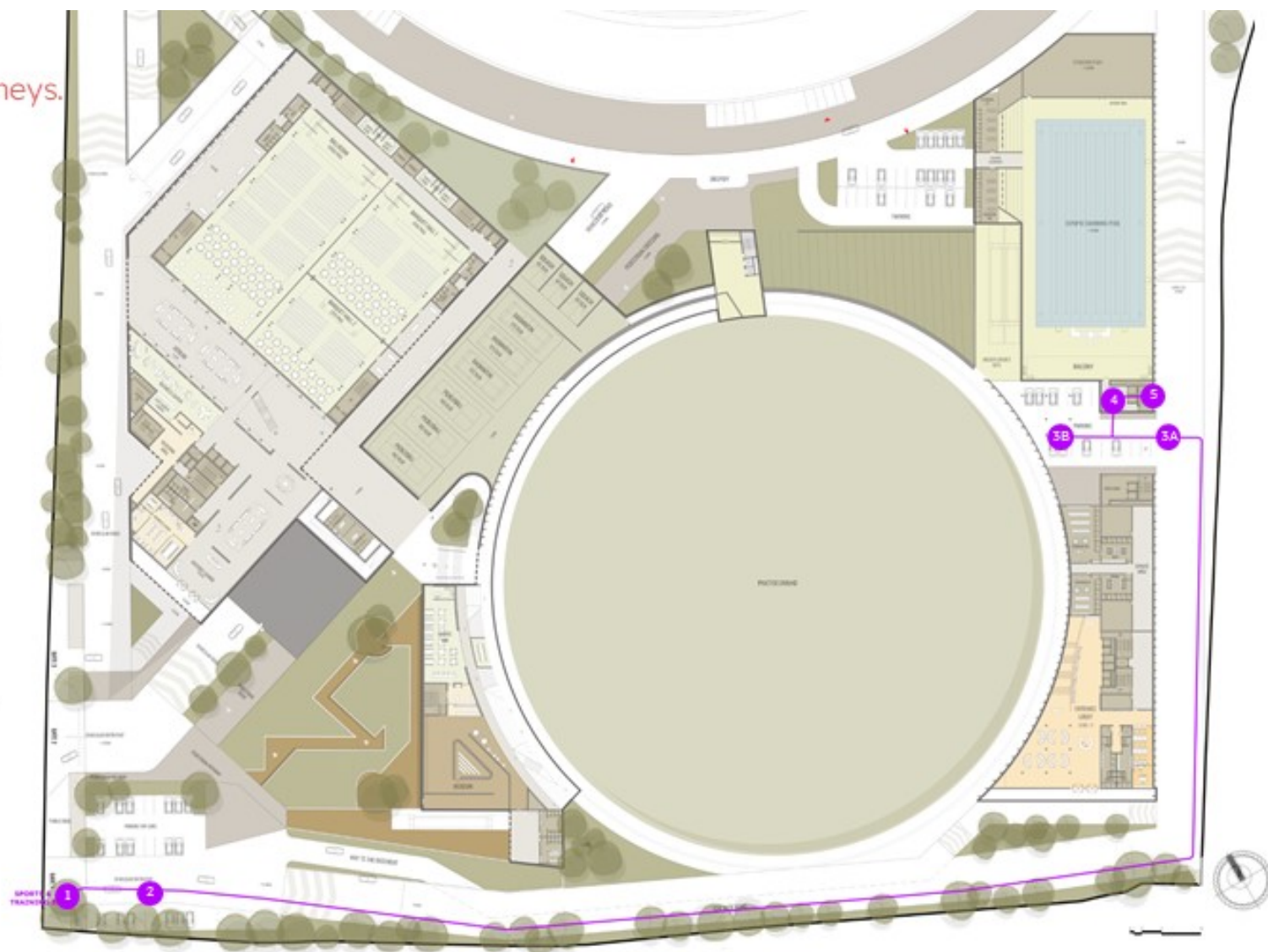


Arrival Experience & User Journeys. Sports & Training Facilities

G. Club Members To Sports & Training Facilities - III

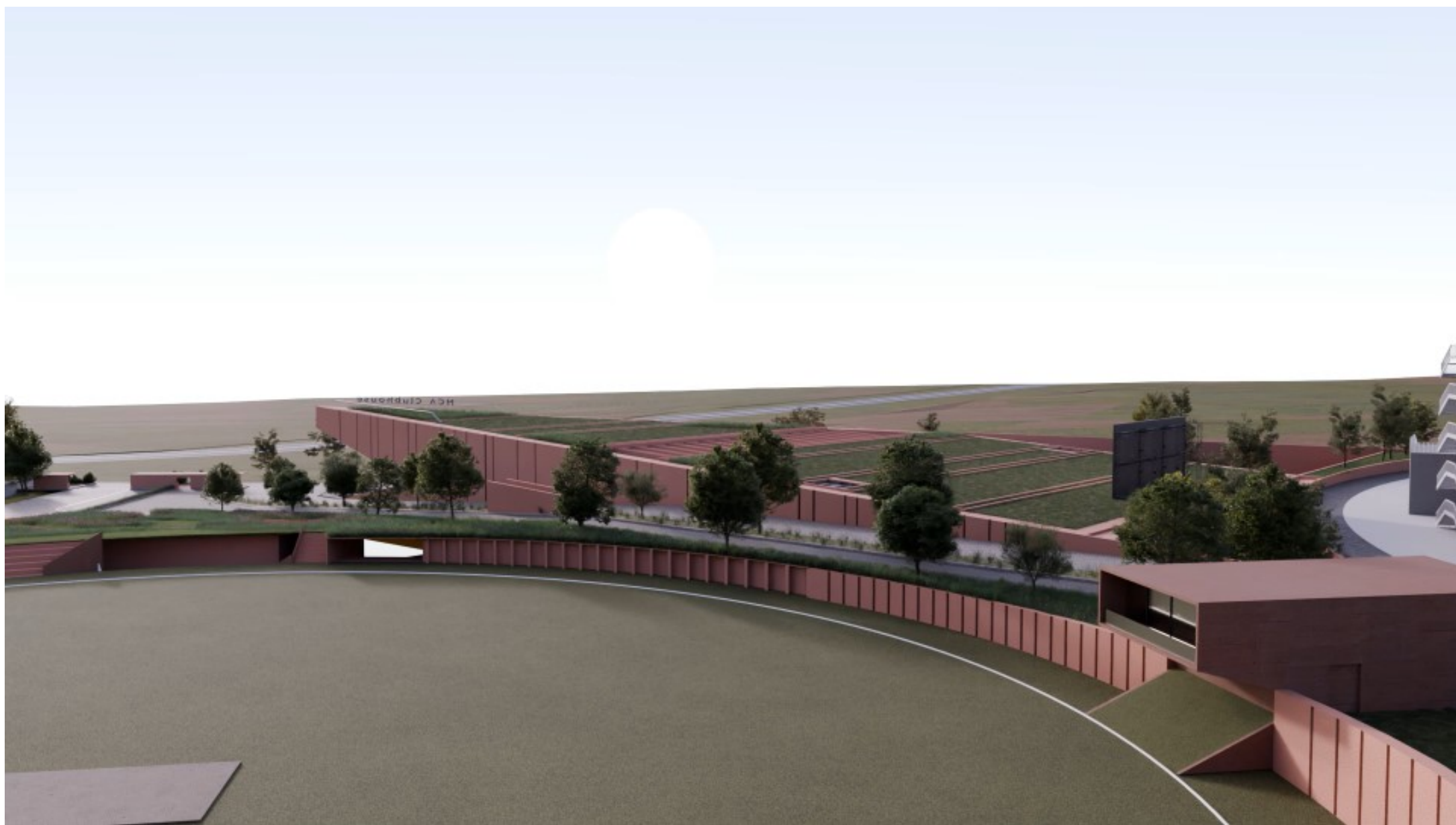


- 1 Security Touch Point
- 2 Vehicular entrance
- 3A Drop-off point & entrance
- 3B Parking point
- 4 Entrance to vertical cores
- 5 Access to gymnasium, wellness centre, swimming pool, terrace level courts



Arrival Experience & User Journeys. Sports & Training Facilities





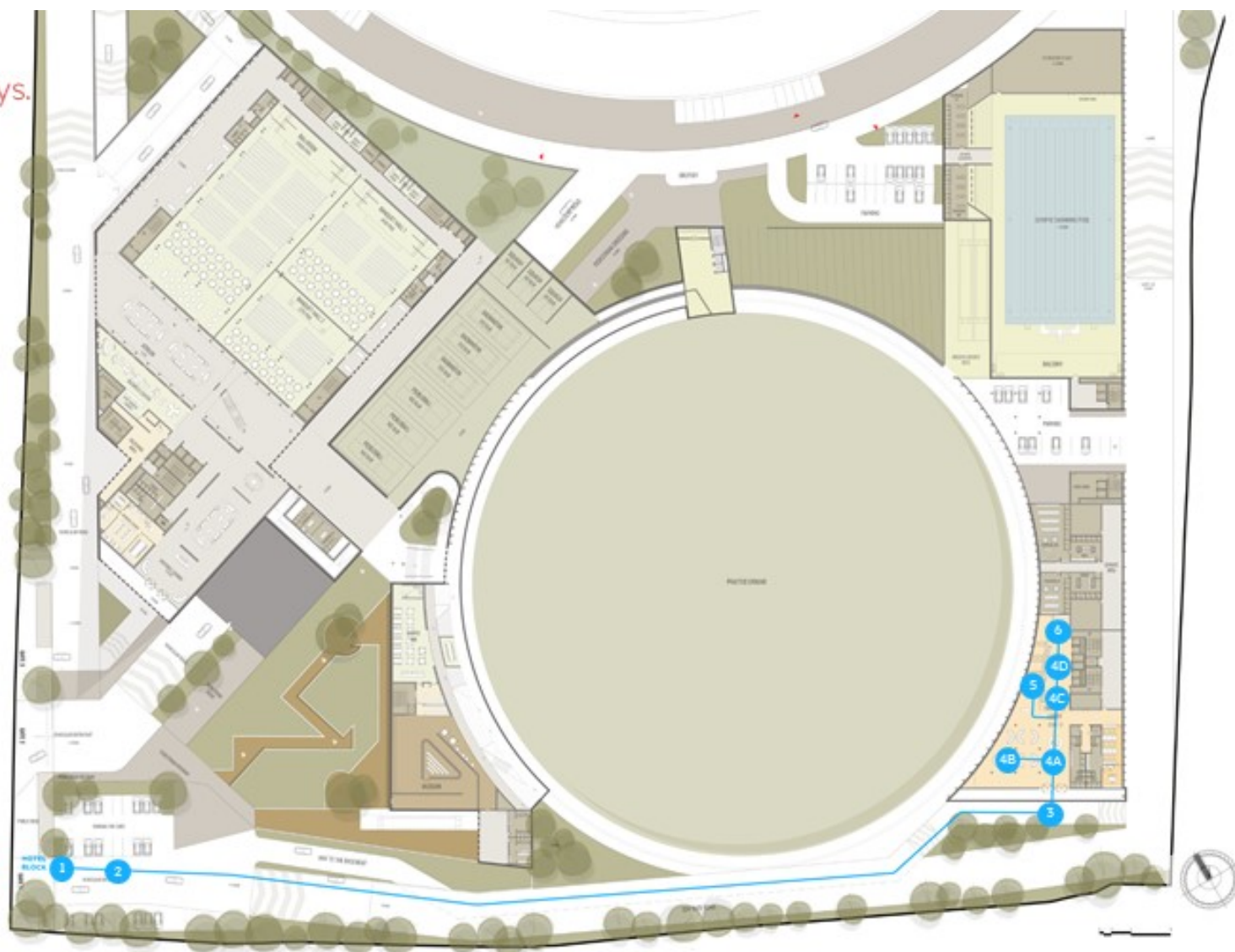
The Hotel Block

Arrival Experience & User Journeys. The Hotel Block

H. Guests / Club Members To The Hotel Block



- 1 Security Touch Point
- 2 Vehicular entrance
- 3 Drop-off point
- 4A Reception desk
- 4B Lobby
- 4C Elevator lobby
- 4D Access to coffee shop, rooms
- 5 Access to press lounge
- 6 Lobby cafe

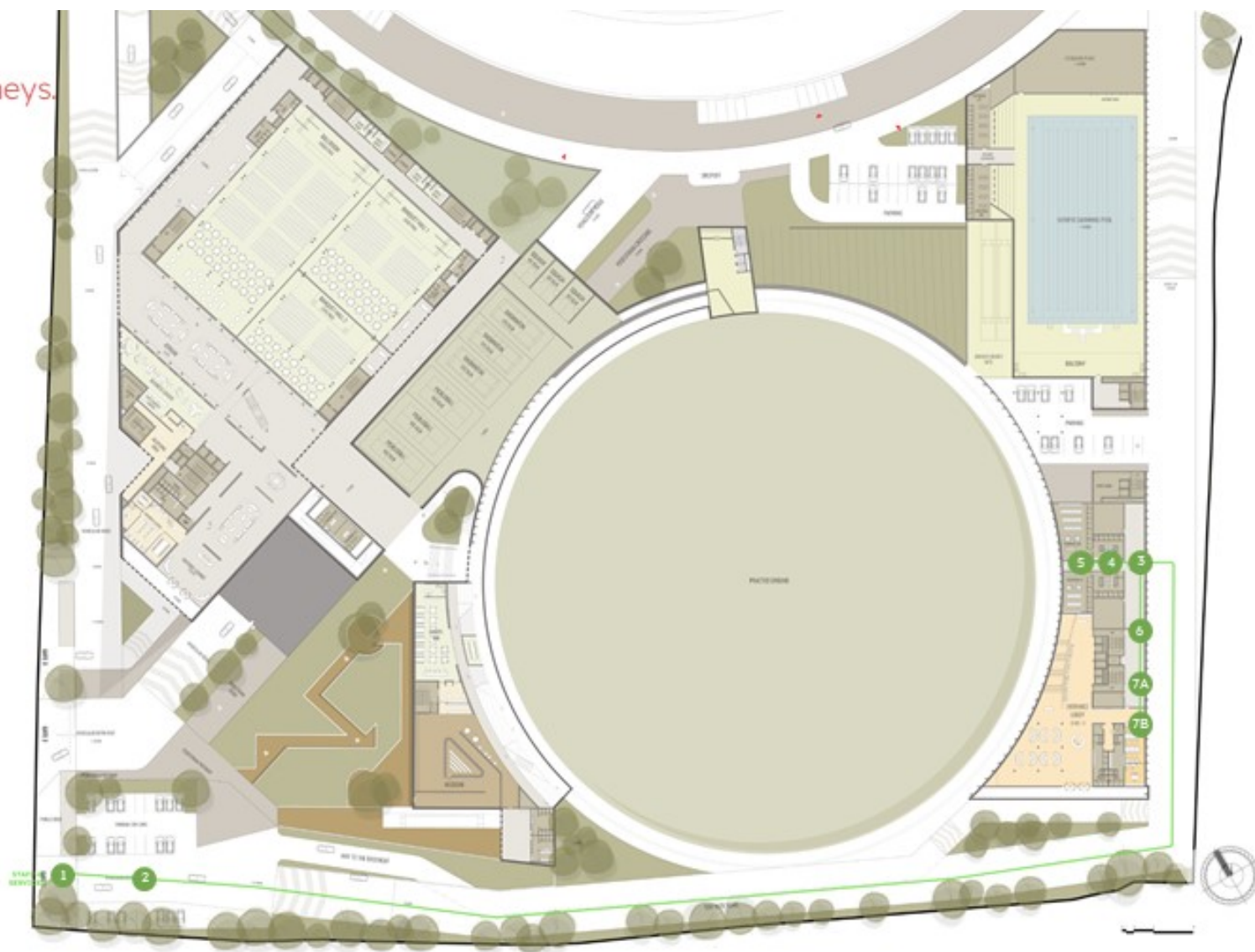


Arrival Experience & User Journeys The Hotel Block

I. Staff / Services To Hotel Block



- 1 Security Touch Point
- 2 Vehicular entrance
- 3 Drop-off point
- 4 Staff entry & receiving area
- 5 Changing rooms & lockers
- 6 Staff entrance to hotel
- 7A Staff & service elevator
- 7B Access to service corridor on each floor

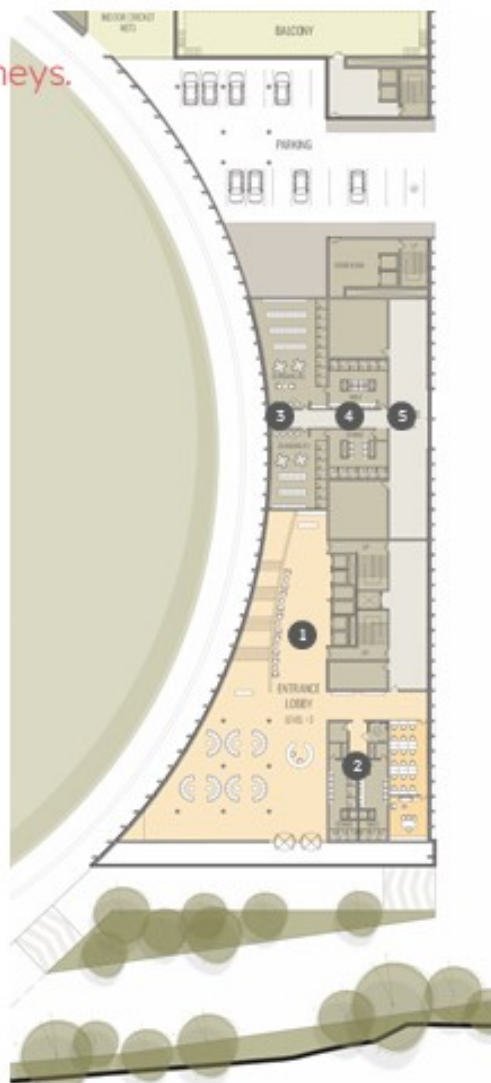


Arrival Experience & User Journeys. The Hotel Block



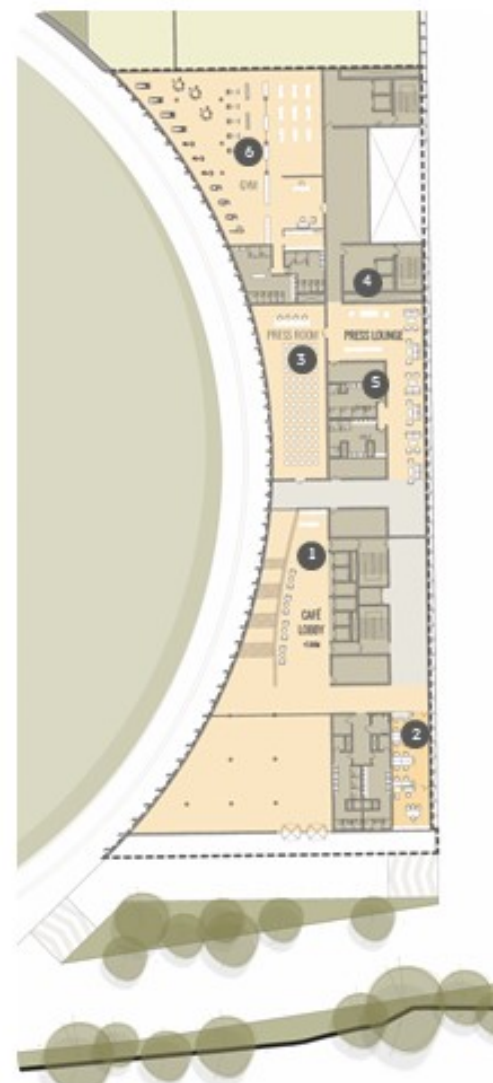
Ground Floor

- 1 Entrance lobby
- 2 Visitor's lounge
- 3 Staff changing
- 4 Toilets
- 5 Service area
- 6 Store room



First Floor

- 1 Cafe lobby
- 2 Administration
- 3 Press room
- 4 Press lounge
- 5 Toilets
- 6 Gym



Arrival Experience & User Journeys. The Hotel Block



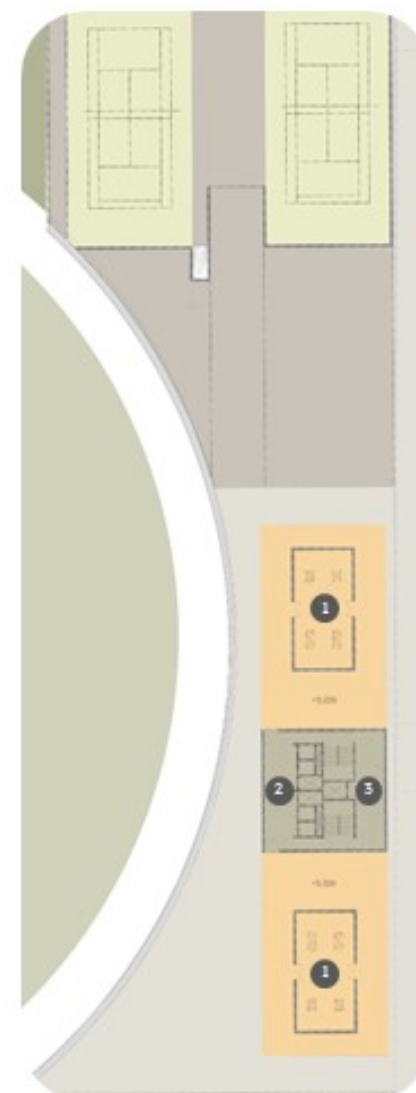
Second Floor

- 1 Lobby
- 2 Coffee shop
- 3 Kitchen
- 4 Wellness centre- lobby
- 5 Wellness centre- reception
- 6 Wellness centre- spa rooms
- 7 Toilets



Third Floor

- 1 Terrace garden
- 2 Staircase & lift lobby
- 3 Service corridor

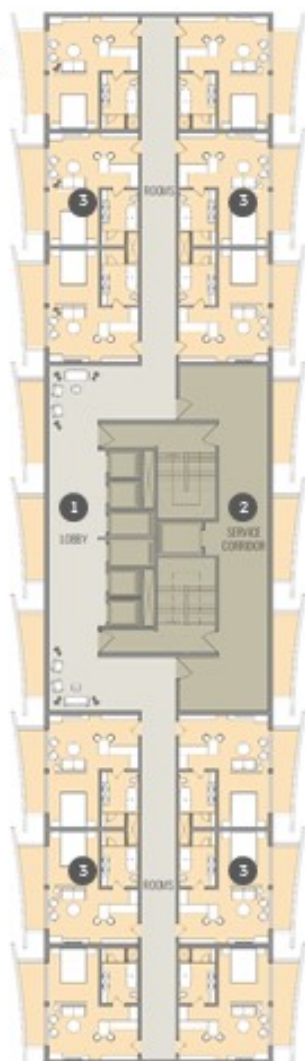


Arrival Experience & User Journeys. The Hotel Block



4th-11th Floors

- 1 Lobby
- 2 Service corridor
- 3 Rooms



12th Floor

- 1 Lobby
- 2 Service corridor
- 3 Suite Rooms



13th Floor

- 1 Lobby
- 2 Service corridor
- 3 Team lounge- A
- 4 Team lounge- B
- 5 Toilets
- 6 Briefing area
- 7 Dining area
- 8 Meeting room



Arrival Experience & User Journeys. The Hotel Block



Typical Unit

- 1 Entry
- 2 Living
- 3 Kitchen
- 4 Bedroom
- 5 Toilet
- 6 Balcony



Typical Unit: Suite Room

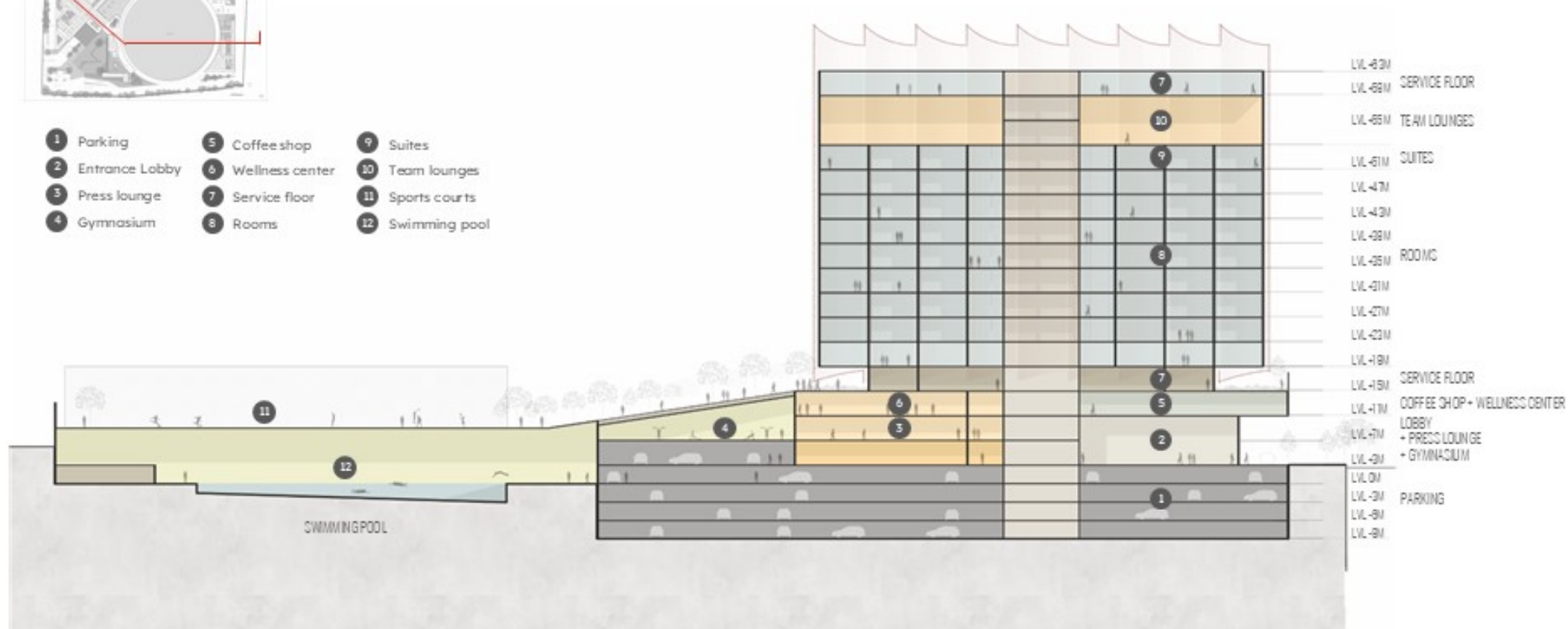
- 1 Entry
- 2 Living
- 3 Dining
- 4 Kitchen
- 5 Bedroom
- 6 Toilet
- 7 Balcony



Arrival Experience & User Journeys. The Hotel Block



- | | | |
|------------------|-------------------|------------------|
| 1 Parking | 5 Coffee shop | 9 Suites |
| 2 Entrance Lobby | 6 Wellness center | 10 Team lounges |
| 3 Press lounge | 7 Service floor | 11 Sports courts |
| 4 Gymnasium | 8 Rooms | 12 Swimming pool |



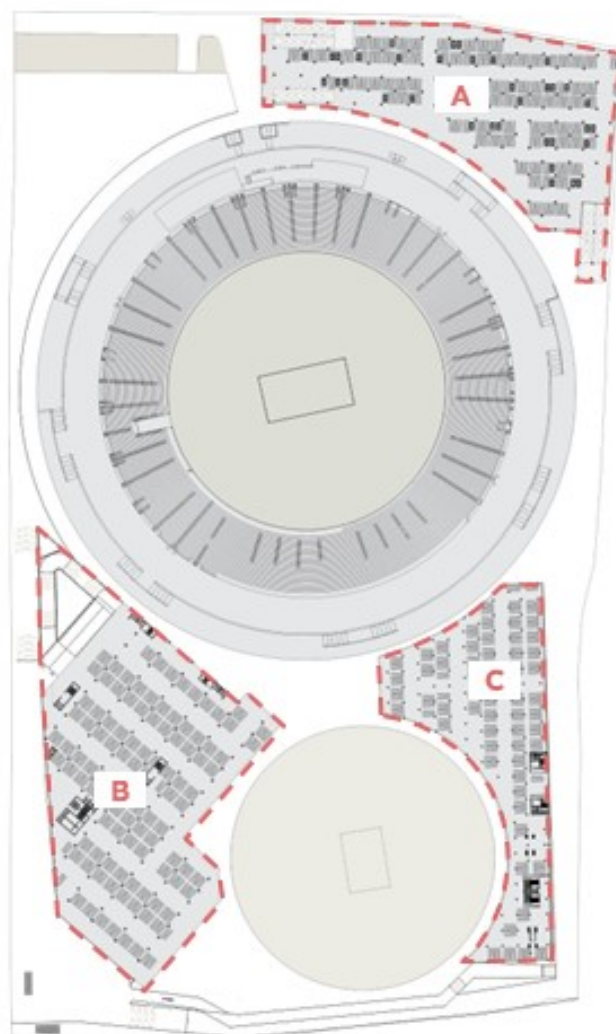
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Parking

Arrival Experience & User Journeys. Parking



Total vehicles 4317

A (MLCP)

No. of vehicles — 2520

No. of floors — 12

+

B (Clubhouse & Museum)

No. of vehicles — 860

No. of floors — 4

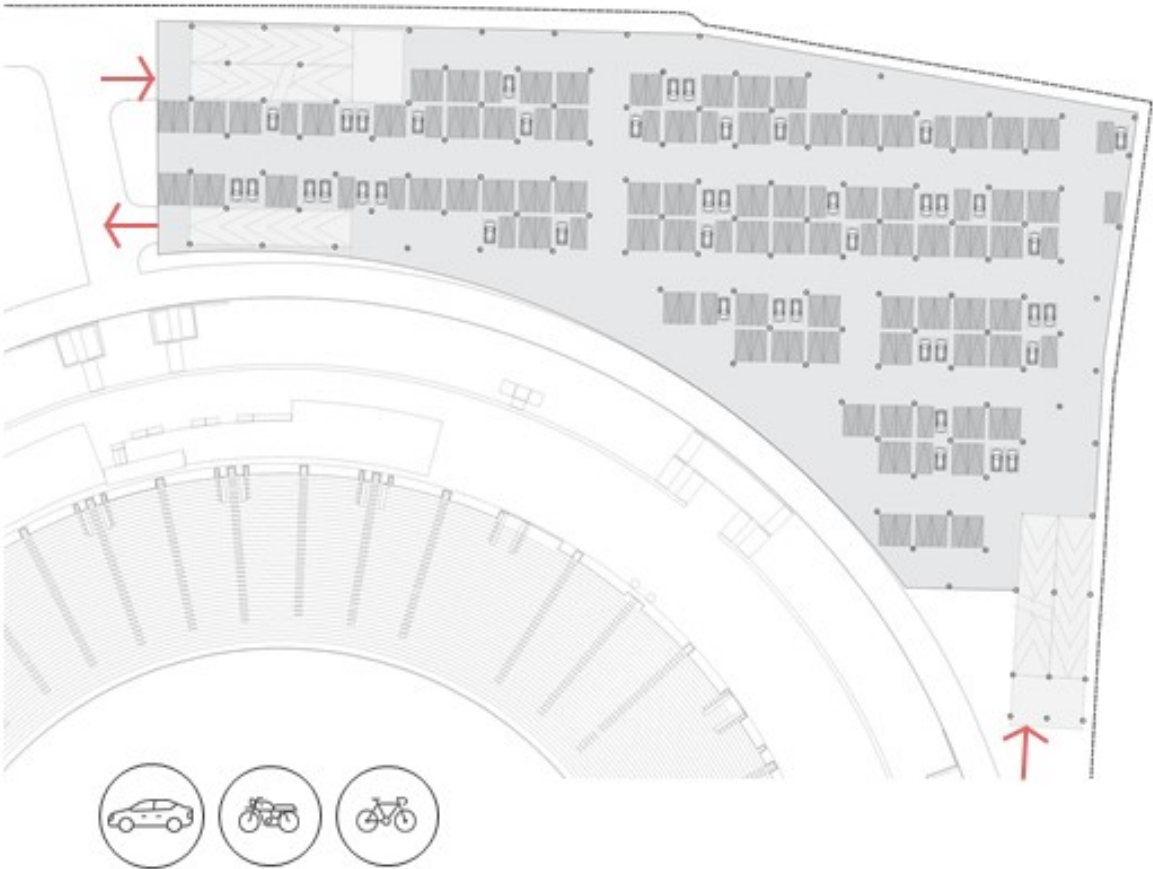
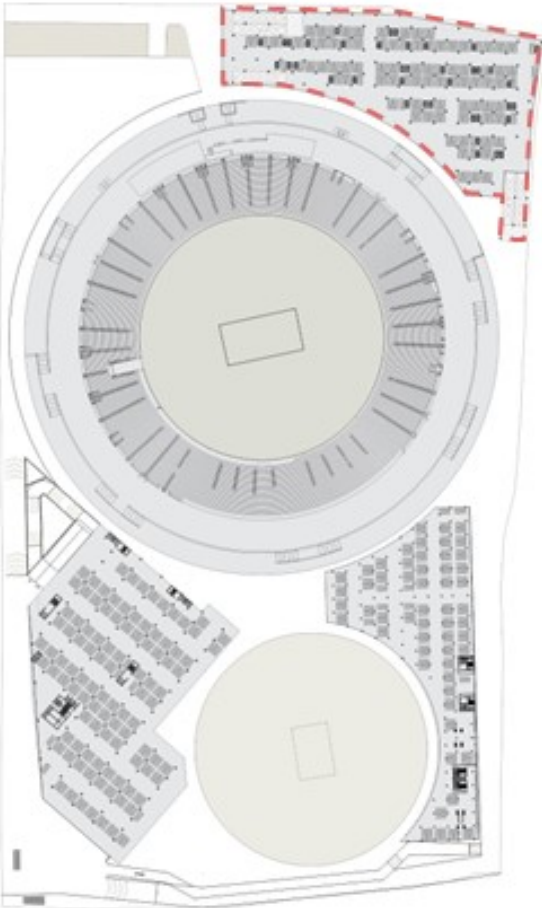
+

C (Accommodation & Outdoor Sports Block)

No. of vehicles — 500

No. of floors — 4

Arrival Experience & User Journeys.
Multi-Level Car Parking



Total vehicles in MLCP **2520**





Thank You.

PR125