



L-Università ta' Malta
Faculty for the
Built Environment

B.Sc.(Hons) in Built Environment Studies

BEN2103 Design Workshop: Occurrence A

POP / UP / CITY: Architecture of the Temporary

Design Tutors

Dr. Perit Amber Wismayer (Unit Co-ordinator)

Perit Audrey Galea

Dr. Perit Nathan Vella (Structural)

Duration

The design workshop consists of a 7-week design programme within the studio environment, commencing on the week of 13th April 2026. Examination will be conducted in the form of an individual submission via VLE by end of day on Thursday 28th May 2026, and a physical presentation on Friday 29th May 2026. Dates are subject to change.

Introduction

Cities are not static. They are continuously negotiated, occupied, and redefined through layers of temporary use. Markets appear and disappear, festivals transform streets overnight, and brands increasingly occupy the city through short-lived, highly curated spatial interventions.

Within this evolving urban condition, architecture is no longer limited to permanence. Increasingly, it operates through speed, adaptability, and precision, responding to cultural, economic, and social dynamics in real time.

This design studio positions architecture within this temporary condition. It shifts focus from the private interior to the public realm, from dwelling to exchange, from permanence to duration.

Students are invited to explore the design of a pop-up commercial space inserted within the city — a small yet powerful architectural intervention that engages people, communicates identity, and activates its surroundings.

This project asks you to rethink the meaning of “temporary”.

Temporary does not mean disposable.



Temporary demands clarity, intention, and immediacy.

Temporary must WORK — quickly, efficiently, and meaningfully.

Your ambition: To create an architecture that operates within time — spatially, socially, and experientially.

Design Project (100% weight of final grade)

This Workshop consists of a research-based exercise in which students investigate local communities in a particular urban fabric, and ascertain behavioural conditions: this such that a set of issues/problems may be defined as a source/purpose for architectural interventions in specific sites throughout the town under investigation.

Students will work within the urban context of Floriana, engaging with its public spaces, transitional zones, and its critical relationship to Valletta. Through site visits, observation, and analysis, students are expected to develop an informed understanding of the town's spatial, social, and commercial dynamics, as well as the issues/problems that exist therein.

Floriana presents a unique condition: it operates simultaneously as gateway, threshold, and pause — mediating flows between the intensity of Valletta and the broader urban fabric.

Students are required to select a specific site within Floriana, focusing on one of the following key urban conditions:

- The Granaries (Il-Fosos)
- The Mall (Maglio Gardens axis)
- City Gate Thresholds
- Transport and Arrival Nodes
- Public Gardens and Landscaped Areas
- Secondary Edges and Residual Spaces
- Other Sites of Justified Interest (subject to approval)

Students must justify their site selection through critical analysis.

Rather than imposing an arbitrary programme, each student must identify a gap, opportunity, or need within Floriana. Based on this analysis, students will define a client or narrative that directly responds to one or more of the identified conditions. Each student will then design a pop-up intervention: a small-scale, temporary architectural structure that is site-specific, programmatically justified, and temporally aware.



The project should demonstrate a clear understanding of construction, materiality, and assembly. Students are expected to research and understand how their proposals are fabricated, assembled and operate. Mock model making focusing on certain details as well as the use of certain materials, sustainable issues, financial and logistical aspects of following an architectural project from initial concept to completion.

The Programme

The weekly studio sessions will be conducted on Fridays for the duration of the design workshop at the ground floor studio of the Faculty for the Built Environment. Attendance at all studio sessions is mandatory. Each student will follow the official schedule that will rotate according to the assigned tutor to meet and discuss as a group/individually at the respective tutor's availability as per BSc Year 2 Semester 2 Timetable. In addition, design support for structural solutions will be provided as required by Dr. Perit Nathan Vella, who will give students appointments upon request.

Attendance

Attendance at all studio sessions, meetings, discussions, presentations, lectures and any related activity to this design workshop is compulsory. Regular participation ensures that students receive weekly constructive critique and guidance from tutors, demonstrate continuous progress, and allow the tutoring team to follow the project's development from initial concept through to the final proposal.

Deliverables

Urban Analysis and Site Justification
Client / Brand Narrative and Programme
Design Response, Concept and Spatial Strategy
Architectural Drawings (plans, elevations, sections, details)
Assembly and Construction Logic
Materiality and Technical Resolution
3D Representation
Working Models / Final Model

The above shall be presented on a maximum of 3 in number A1 presentation boards or sheets printed on non-glossy paper, as well as a booklet. Scales and sizes for the above deliverables may be discussed with tutors.

The design project should be presented in a clear, concise and graphically engaging manner that highlight salient points of the design proposal.



Assessment will include the following evaluation criteria:

- Progress and design development: 15%
- Concept, methodology and critical thinking: 35%
- Spatial innovation, technical resolution and detailing precision: 35%
- Representation quality and communication of ideas: 15%

Learning Outcomes

On completion of this module, the students should be capable of:

- Applying creative and critical thinking using temporality and urban analysis.
- Understanding commercial programmes emerging from real urban conditions.
- Developing coherent architectural proposals grounded in site and narrative.
- Resolving projects through material, structural, and assembly logic.
- Communicating ideas effectively through drawings and visual media.

Recommended Reading

- How Buildings Learn — Stewart Brand
- The Architecture of the City — Aldo Rossi
- Non-Places — Marc Augé
- Pop-Up City — Jeroen Beekmans & Joop de Boer
- Architecture on the Move — Jennifer Siegal
- The Temporary City — Bishop & Williams
- Retail Design — Chris van Uffelen
- The Experience Economy — Pine & Gilmore
- Brand Spaces — Errmann, Bohle & Merz

Recommended Journals & Platforms

- The Architectural Review
- Dezeen
- Divisare
- Detail Magazine

Participation Disclaimer

This brief is solely the basis of the Design Workshop that is fully developed through the Design Studio sessions, which introduce the full scope of the brief systematically, guide students in achieving learning outcomes through weekly milestones, and present the theory required.

The Design Studio sessions may combine lectures, class discussions, student presentations (pinups), and feedback sessions. Students' participation in all components is essential to design development. Students must follow peer feedback throughout the session and recognise and take on board aspects that apply to their design process.

Attendance is mandatory for the entire duration of the Design Studio sessions. Poor attendance will impact students' progress, results, and ability to develop expected deliverables at the required level.