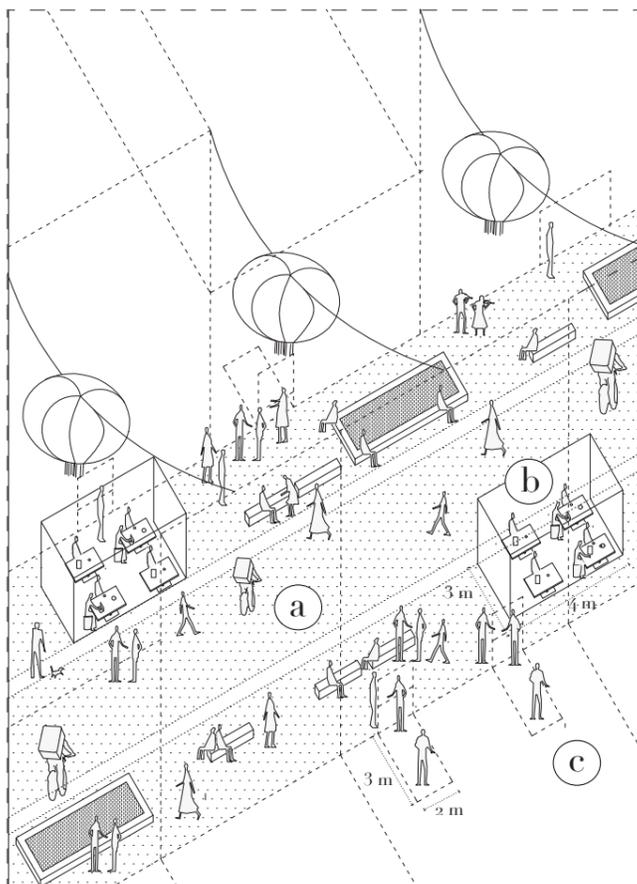


The research aims to investigate how the contemporary space could be interpreted and designed considering the **user's experience** as a key issue. The interest for the topic arises from the direct observation of spontaneous spatial practices in the metropolitan context, where it's possible to notice a complex mix of uses, actions and expressions that are difficult to describe only with the disciplinary tools of architecture: hubs, cultural platforms, open spaces, events, coworking areas, temporary set-up. These spatial phenomena don't follow specific morphological rules or functional criteria, but are flexible and able to embrace people's needs and initiatives. They seem to follow the dynamic flow of digital technologies, globalization and multiculturalism. For this reason the thesis wants to identify those categories that emerge from a more sensitive look at the contemporary ways of living, focusing on the importance of user's creative energy and personal experience as something that could be part of the design process.

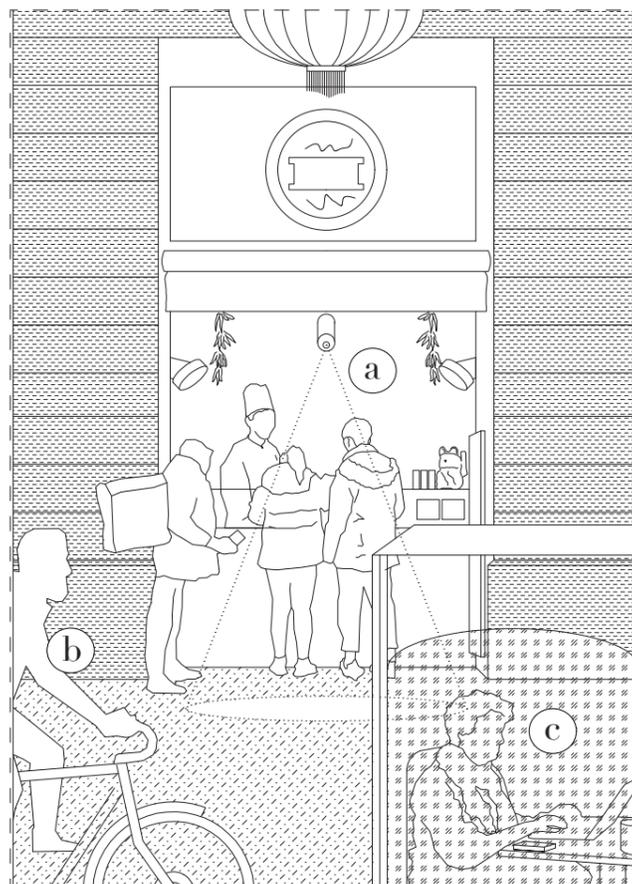
The focus on the user's relationship with space, described through the categories, will guide the research to its final aim: defining the idea of the **interior attitude of contemporary space**. It will be described as a peculiar quality that is not merely related to the condition of "being inside", but, rather, to the possibility of inhabiting spaces of many kind in a more dynamic, creative and intimate way. This attitude crosses different disciplines and scales, and allows to describe the metropolitan environment as a whole where the classical dycotomies of private/public, interior/exterior, domestic/urban are ibridated.

The research follows a methodology based on four actions: the *Interdisciplinary Research*, aimed to frame the user's experience of space under different disciplinary approaches; the *Design Driven Research*, aimed to collect a set of design observations from the direct analisys of complex spatial phenomena in the metropolitan context; the *Innovative Laboratories Research* aimed to provide a look on the innovative academic researches that focus on the user's experience of space; the *Cases Study Research*, aimed to show projects of many kind that embody an "interior attitude". They will be selected following these criteria: time span from 2000-2020, flexible layout, interaction with the dwellers. At the moment, the identified categories are the following: Real/Virtual, Tran-scalability, Geography of Uses, Inclusivity and Curatorship. Each of them focuses on a peculiar aspect of the user's experience of space and each of them is strongly based on the theories of some important authors, whose researches are the main references for the whole thesis: from William J. Mitchell to Vito Campanelli, from Andrea Branzi to Rem Koolhaas, from Carlo Ratti to Ezio Manzini, from Lawrence Lessig to Atelier Bow-Wow.

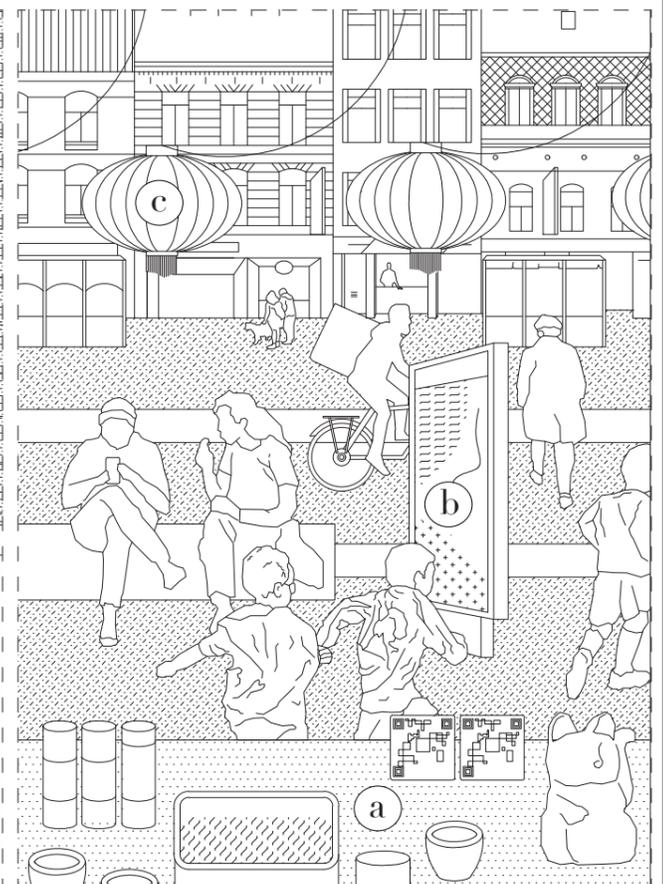
**Here below I show some schemes about my observations on the spontaneous spatial practices in the metropolitan context. I would like to show that, today, the user's experience of space is creative and personal. This is not just related to architecture, but also to some peculiar conditions of the contemporary cityscape, such as ubiquitous technology; curatorial approach and inclusive processes. The schemes are about a personal survey on the neighborhood of Paolo Sarpi in Milano.*



a. pedestrian street
b. gazebo
c. street-food spot



a. street food window
b. rider
c. working in the gazebo



a. streetfood window
b. digital advertising
c. folk decoration

Via Paolo Sarpi is the core of the Milanese Chinatown. It's a traffic-free street and it works as a complex geography where many actions and layers of meaning coexist: advertising, tourism, goods, exhibitions, food, music, leisure etc. In recent years, the development of technology and the ibridation of chinese and italian habits created a peculiar environment: local activities started to use the street as part of their space, using internet to connect with consumers and so reducing the phisical space they need for their work.

This situation changed the look of Via Paolo Sarpi that became as a continuous interior, where you can find people working in the gazebos located on the way; people eating in different street-food spots (each one providing music, fresh air, and peculiar facilities for different consumers) and riders that buy the food and deliver it around the city. The neighborhood has a costant connection with a wider public of users, that can experience it both directly or through the digital apps.

This scheme provides a look from the inside of a street-food spot. The view frames a continuous landscape, where all the practices, informations, goods, people's actions, virtual data, domestic activities, folkloristic expressions, space facilities are on the same level and describe the way of inhabiting the space. This environment can't be described just through its architecture, or its general shape or composition, but needs actions, creative uses of space, storytelling, cultural programs, goods, softwares and sences to be understood.