#### The subway station

Erik Aspengren, Architecture and Universal Design in the designer's eye, Teacher: Jonas Andersson

The subway system and the subway station is an environment with very high demands regarding usability, accessibility, sustainability and social inclusion. It is from a democratic point of view very important that this system works giving everyone access to the city and connect different parts of it.

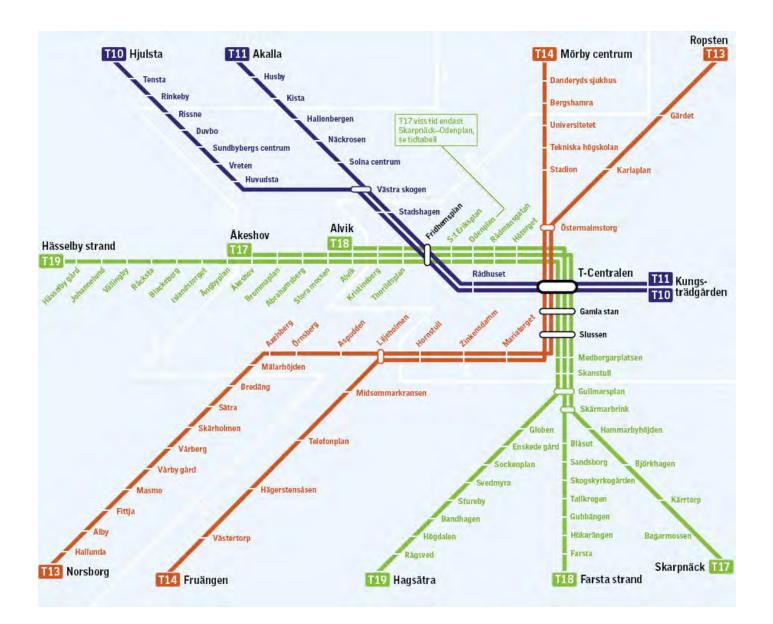
The subway station could easily be a claustrophobic and stressful environment for the human being, located in the underground with no sense of daylight. In a physical way the subway station have to deal with the complicated situation of bringing a lot of people from street level into to the underground and into a train. The station and subway system should also be able to work for all kinds of people inhabitants of the city as well as tourists and visitors, the users also have different ages, cultural backgrounds, and different kinds of disabilities.

The subway station is located underground an environment that could be seen as hostile for the human, this creates extra high demands regarding sensory aspects. The materials have to be strong and durable as well as varied and relate to the human scale. The subway stations in Stockholm are often of a high quality, regarding art and architecture and are called "The longest art exhibition in the world".

In this work I want to experience and investigate the environment in the subway system with emphasis on the station. The central questions are: what kind of spatial elements bring sensory qualities to this environment, and how is it made accessible in a physical way? The work is mainly based on photographs taken during travelling on the red and green line a weekday.

#### The subway station

Image source: SL http://sl.se/ficktid/karta%2Fvinter/Tub.pdf



# Geographically correct subway map

#### Image source:

Wikipedia http://commons.wikimedia.org/wiki/File:Stockholm\_metro\_map.svg



#### Signs and movement

Signs and graphics are very important aspects making it possible to orientate in the subway system

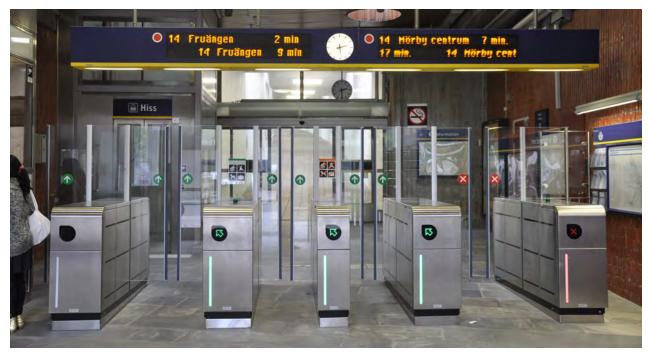
#### Image source:

http://sl.se/sv/Resenar/Valja-biljett/Kopstallen/Biljettautomater/



#### Turnstiles in the subway a good step for accessibility?

Making it harder to travel without a valid ticket SL have made investments replacing all old turnstiles with new ones.

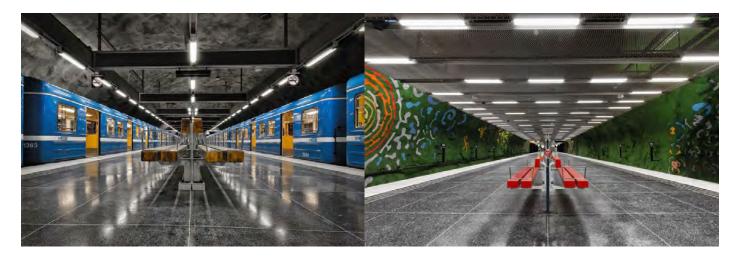


SL acess the electronic ticket system of the Stockholm metro since 2010.



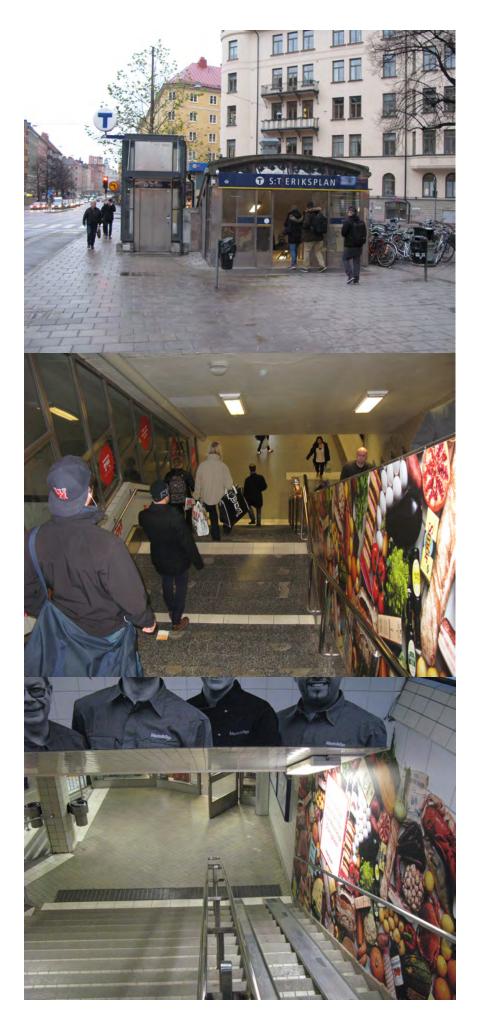
Variation creating identity and sensory qualities, a successful example of how architects and artists can work together

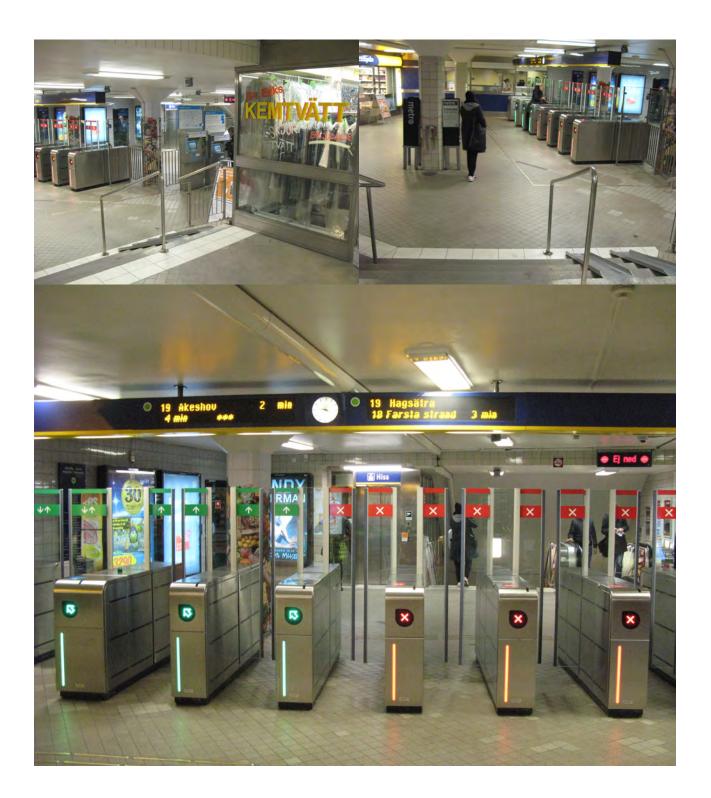
Image source: Visual News http://www.visualnews.com/2011/02/12/the-stockholm-subway-takes-art-underground/

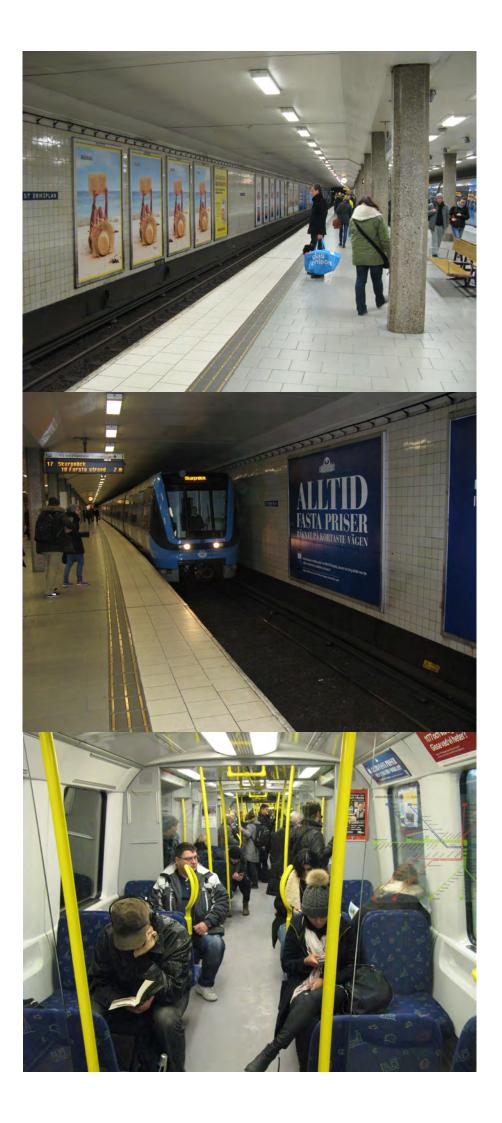






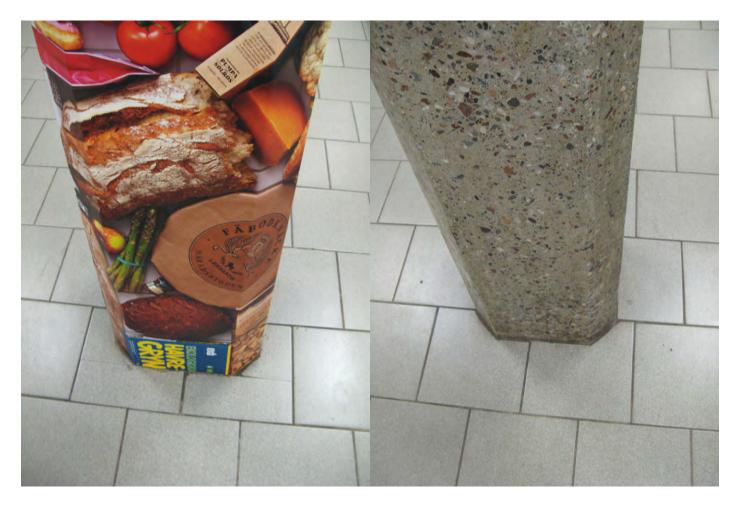






# Spatial elements

### Columns



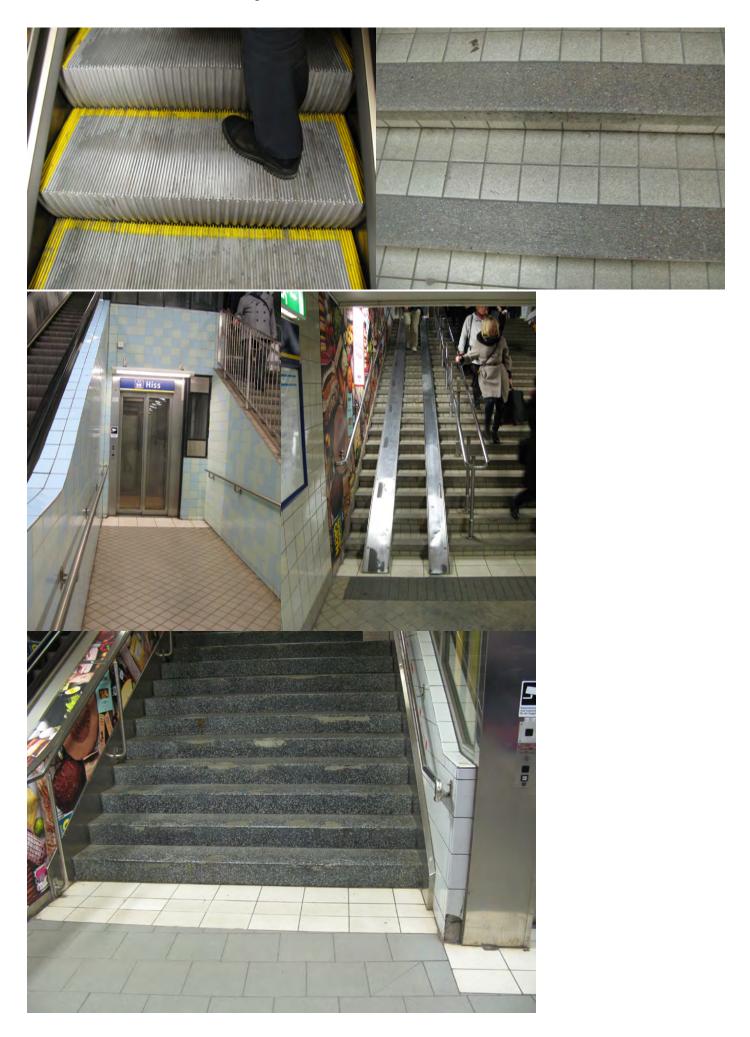
S:t Eriksplan



Hötorget

T-centralen

# Stairs escalators, and lifts connecting different levels

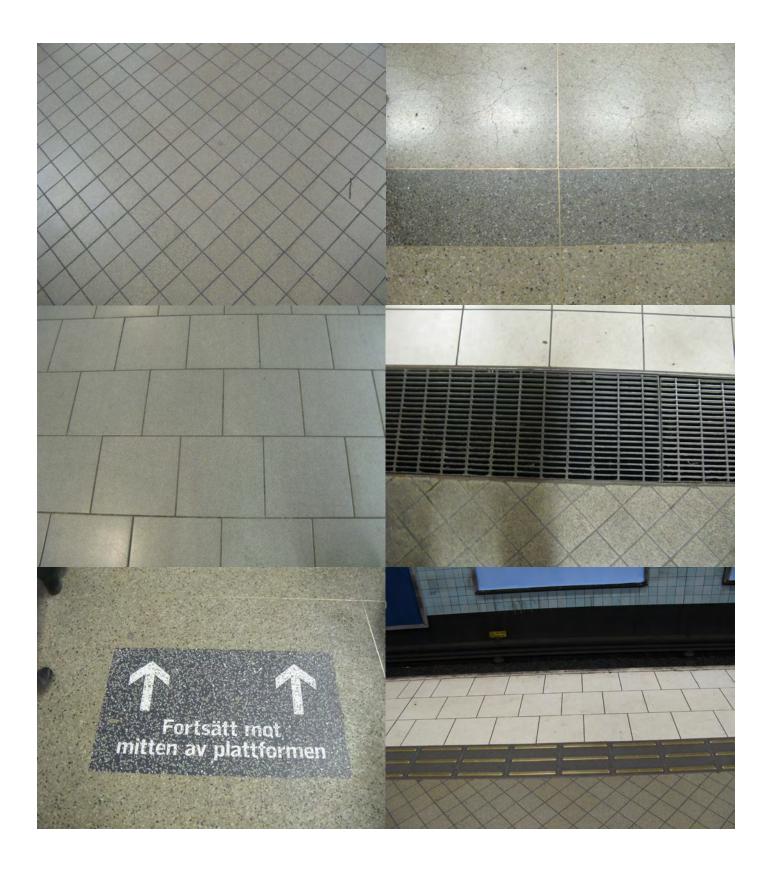


Floor, different materials and tactile elemens, signalizing the end of the platform



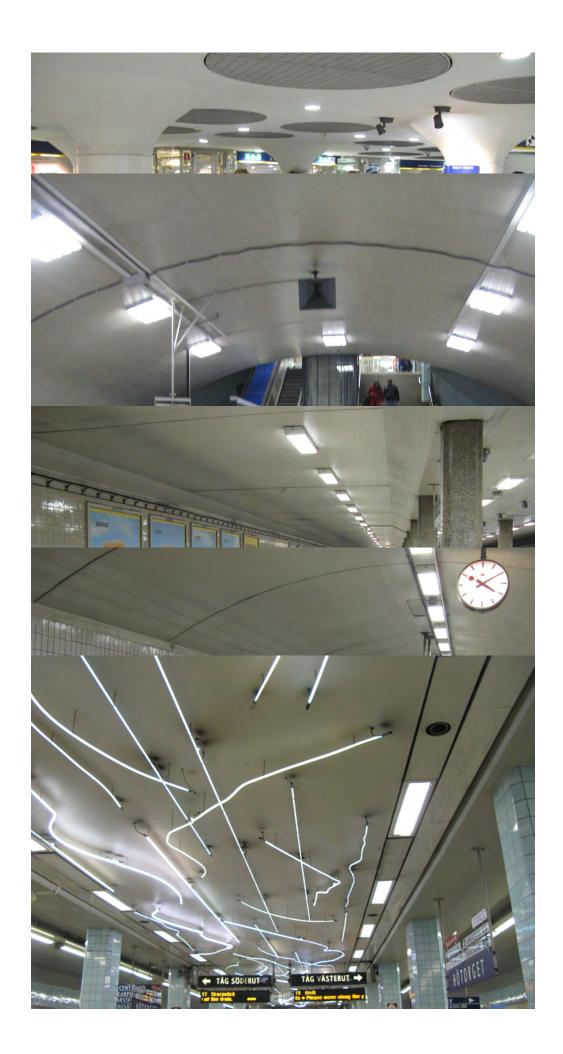








# Ceilings

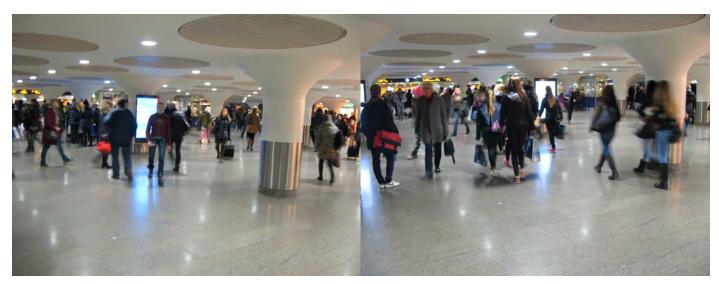


### T-centralen

The heart in the subway, connected to public space, Sergels torg







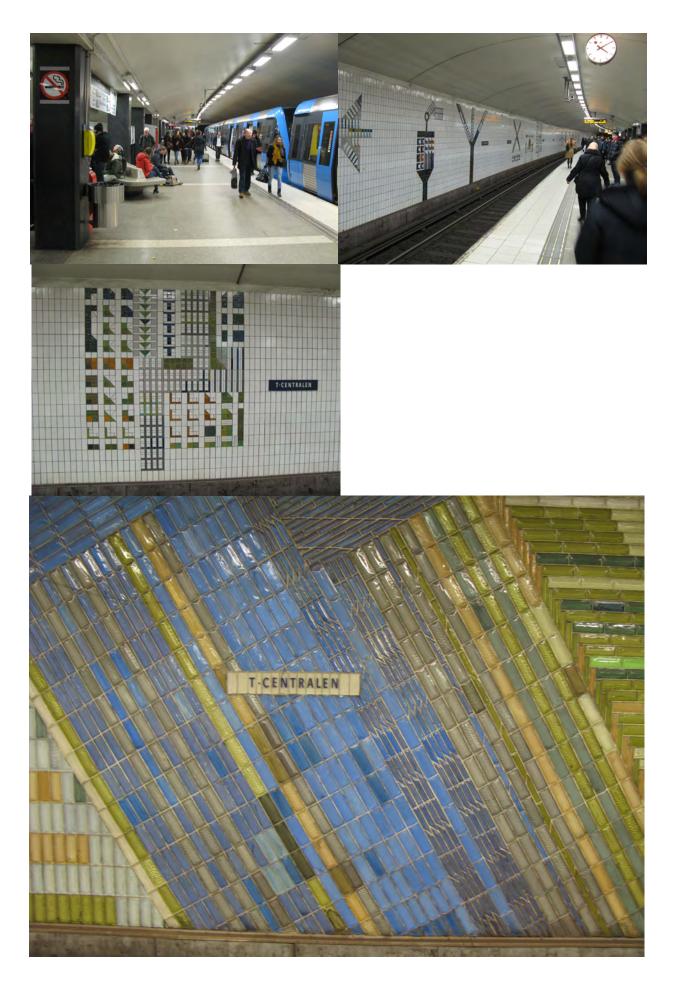
Columns, people movement

Stairs and escalators



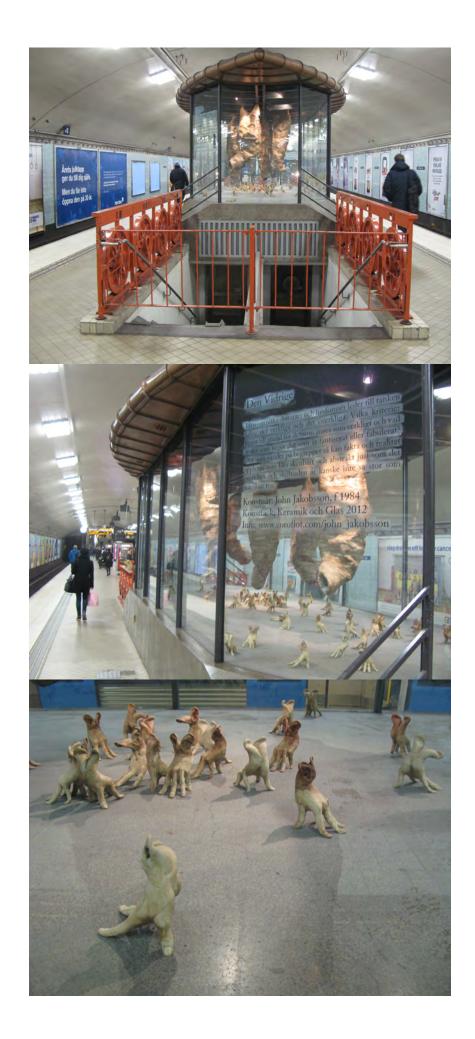
### Platform

The ceramic tiles made in 1957



# Odenplan

Flexible exhibiton space



### Advertisment

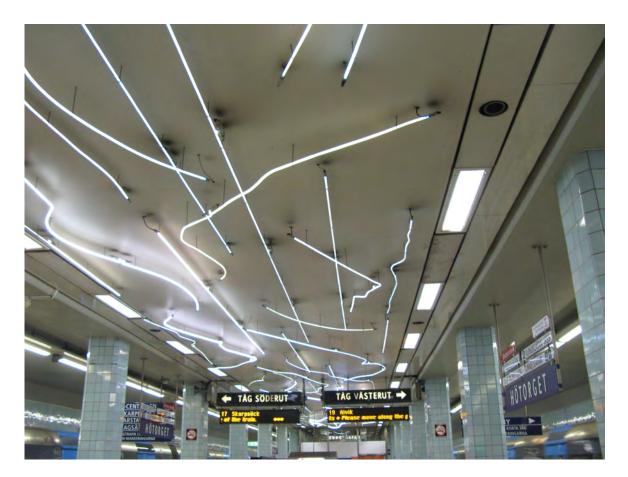
Billboards in Rådmansgatan & Hötorget





### Hötorget

Wall and ceiling





# Vårby gård

Platform above ground with views over the area, a ramp connecting platform and street

