Bahçeşehir University

DEPARTMENT OF

INTERIOR ARCHITECTURE AND ENVIRONMENTAL DESIGN

2023 - 2024 | Student Projects

BAU
Bahçeşehir University
Faculty of Architecture and Design

Faculty of Architecture and Design
Department of Interior Architecture and Environmental Design

-

Student Projects | 2023-2024 Academic Year

FACULTY OF ARCHITECTURE AND DESIGN

Design is not just a profession; it is a way of understanding, transforming, and shaping the future. At Bahçeşehir University Faculty of Architecture and Design, we embrace this philosophy by placing an interdisciplinary approach at the heart of our education system, offering our students a high-quality education that meets international standards and aligns with contemporary needs. Our faculty—which includes the departments of Architecture, Interior Architecture and Environmental Design, Industrial Design, and Textile and Fashion Design—operates with the vision of nurturing individuals who develop creative solutions ranging from the urban scale to product design. This catalog brings together a curated selection of student projects from studio and design courses, showcasing their design skills, research-driven problem-solving abilities, critical thinking, and innovative approaches. Regularly updated each term, this publication serves as a significant resource documenting both our faculty's educational philosophy and our students' progress. Our faculty supports its students with an enriched academic and cultural program that extends beyond the classroom, including technical excursions, seminars, exhibitions, international workshops, and exchange programs. Collaborations with Berlin International University of Applied Sciences, annual summer/winter schools in Japan, Spain, Austria, and Italy, as well as Erasmus/World Exchange programs, provide our students with a global design perspective. The central location of our faculty in Beşiktaş/Yıldız offers students direct engagement with Istanbul's historical and cultural heritage while also enabling them to incorporate strong urban contexts into their design projects. Through our CO-OP program, students gain early professional experience, integrating sectoral engagement into their academic curriculum. The projects featured in this catalog reflect our students' innovative and original ideas across various scales of design disciplines. Our faculty is committed to educating designers who are not only attuned to the needs of today's world but also responsive to future challenges, uphold ethical values, embrace cultural heritage, and actively engage in the globalized world. These projects stand as concrete evidence of our students' creative potential and our faculty's visionary approach to education. We hope this catalog serves as an inspiring resource that reflects the productive and dynamic academic environment of our faculty.

Prof. Dr. Murat Dündar
Dean, Faculty of Architecture and Design
Bahçeşehir University

DEPARTMENT OF INTERIOR ARCHITECTURE AND ENVIRONMENTAL DESIGN

The Department of Interior Architecture and Environmental Design, housed within the Faculty of Architecture and Design, encompasses a diverse range of disciplines that contribute to the design and organization of spaces for human activities. These disciplines—architecture, interior architecture, and industrial design—are closely interconnected, addressing spatial design at various scales, from the urban environment to detailed interior elements.

Interior architecture primarily focuses on the design, planning, and organization of interior spaces within buildings. However, its scope extends beyond conventional boundaries to include environments that serve functional purposes in direct relation to human interaction, such as exhibition stands, display elements, and public installations like bus stops. Interior architects are professionals dedicated to enhancing the quality of life within built environments, ensuring functionality, aesthetics, public safety, comfort, and overall well-being.

The field of interior architecture encompasses the design of diverse spaces, including educational institutions (schools), healthcare facilities (hospitals, clinics), entertainment venues (restaurants, cafés, bars), cultural hubs (museums, performing arts centers), hospitality establishments (hotels, dormitories), and residential settings (apartments, villas). Interior architects are responsible for programming and planning spaces to align with user needs and functional requirements; developing aesthetic and structural design solutions in compliance with regulations; selecting materials, furniture, color schemes, and textures; and integrating key spatial components such as lighting, climate control, and acoustics to enhance user experience.

Graduates of the Interior Architecture program pursue careers in interior architecture and architectural firms, as well as in construction and design-related industries. Those who specialize may engage in furniture design and production, working in dedicated design studios and manufacturing workshops. Additionally, they may assume roles as project managers or specialists in fields such as lighting, acoustics, and environmental systems. Many professionals also contribute to companies involved in the research, production, and distribution of interior and building materials. For those inclined toward research and academia, advanced studies at the master's and doctoral levels provide opportunities to become scholars and educators within universities.

Interior architecture is an ideal discipline for individuals with a strong interest in spatial design, art, architecture, psychology, and sociology. It is particularly suited to those who are creative, innovative, and solution-oriented, thrive in collaborative environments, and are committed to lifelong learning and research. By merging artistic vision with technical expertise, interior architects play a vital role in shaping the built environment and enhancing human experiences within it.

Prof. Dr. Sezin Tanrıöver
Head of Department of Interior Architecture and Environmental Design

ACADEMIC STAFF

Prof. Dr. Sezin Tanrıöver (Department Chair)
Assoc. Prof. Efsun Ekenyazıcı Güney
Assoc. Prof. Suzan Girginkaya Akdağ
Assist. Prof. Durnev Atılgan Yağan
Assist. Prof. Hande Tulum Okur
Assist. Prof Merve Taşöz
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Inst. Deniz Arslan Hindioğlu, PhD
Inst. Nagehan Yağmur Şimşek Sönmez
Inst. Tuğçe Gökçen Kütüklü
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Inst. Assoc. Prof. Damla Altuncu *
Inst. Adil Öngel *
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Inst. Ecem Arslanay *
Inst. Emre Evrenos *
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Int. İstem Özdilek *
Inst. Kaan Ödemiş *
Inst. Mahmut Altuntaş *
Inst. Merve Dilara Yıldırım *
Inst. Nazar Şigaher *
Inst. Nazlı Güngen *
Inst. Selin Serçe Yılmaz *
Inst. Sinan Polvan *
Inst. Tarık Emre Kırhallı *
Inst. Büşra Uysal *
Inst. Gamze Ergin *
Inst. Müge Taştan *
Inst. Nora Kavukcu *
Inst. Selen Suphiye Kandemir *
T.A Arda Çalışkan, Msc
T.A Beril Gök, Msc
T.A Ege Cankurtaran, Msc

*part time instructors

INT 1001

Basic Design

In 23-24 Fall semester, INT 1001 Studio challenges students to design a modular viewing platform, or mirador, in Istanbul, integrating enclosed, semi-open, and open spaces that emphasize a specific viewing direction. The design process begins with a grid-based module, encouraging exploration through repetition, variation, and structural experimentation. Students manipulate the module by employing fragmentation, shifting, addition/subtraction, and hierarchical dimensional variations to generate dynamic spatial compositions. A critical aspect of the project is incorporating multi-level design, ensuring both elevated and depressed spatial experiences while maintaining seamless circulation between levels. The structured grid system provides a foundation for creative articulation, guiding students in understanding spatial relationships, focal points, and user interaction. Ultimately, the project fosters an innovative approach to modular architectural design within the urban landscape of Istanbul.

INSTRUCTORS

Hande Tulum Okur
Dürnev Atılgan Yağan
Merve Dilara Yıldırım
Tarık Emre Kırhallı
Özge Gür Salem
Nazlı Mürüvvet Güngen
Ecem Arslanay
Seda Kızıltepe
Selen Suphiye Kandemir
Ege Cankurtaran [ta]

Physical model

INT 1001| Libertango | Şevval Damla Morgül

This study explores the dynamic rhythm and tempo of Libertango by Astor Piazzolla through spatial interpretation. The composition's rhythmic structure was analyzed to understand the gradual intensification of sound and movement, which was then translated into an abstract visual representation. This analysis informed a three-dimensional composition where sequentially arranged forms embodied the rhythm and energy of the music. The layering of these forms reflects the progressive addition of instruments, creating a sense of movement and unity. To enhance the emotional and cultural resonance of the design, a color palette was carefully selected—red, symbolizing passion and intensity, and blue, providing contrast and balance. The project aims to demonstrate that music extends beyond auditory perception and can be experienced through visual and spatial narratives. By employing Libertango's dynamic structure as a design tool, the study explores the interplay between sound, form, and spatial composition. This approach highlights the potential of design as a medium for interpreting and expressing musical elements. Through this exploration, the study contributes to a multidisciplinary dialogue on the intersection of music, space, and perception.

Project I

Collage

INT 1001| The Pavilion | Şevval Damla Morgül

This pavilion, designed for Nakkaştepe Millet Bahçesi, integrates a rhythmic and nature-responsive design approach. Built on a modular system of triangular units, the pavilion's composition adapts to the human scale while maintaining structural and aesthetic coherence. The arrangement of these modules, incorporating varying elevations, creates an organic sense of rhythm and movement. Designed to follow the site's sloped topography, the pavilion seamlessly blends with the natural landscape. Beyond its structural function, the pavilion serves as a viewing platform, offering visitors dynamic perspectives of the surroundings. The modular design ensures both visual engagement and an immersive spatial experience, reinforcing the interaction between humans and nature. Every aspect, from module placement to overall form, was carefully considered to maintain harmony with the terrain. The project ultimately aims to create a functional and aesthetically expressive space that enhances the natural environment while fostering a deeper connection with it.

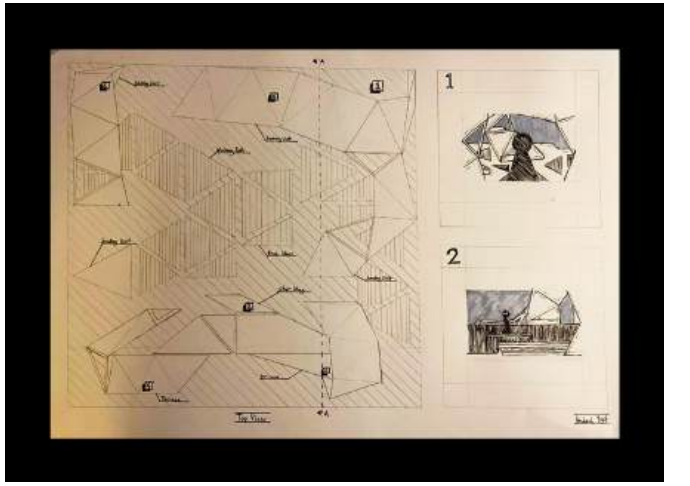
Project II

Physical model

INT 1001| Apex Horizon | Ataberk Yiğit

This project is based on a modular system, aiming to create a viewing terrace that seamlessly integrates with the topography. The design is structured around triangular modules, which define both the aesthetic and functional character of the space. The systematic arrangement of these modules enables the organization of the site at varying elevations, accommodating diverse uses. Beyond serving as a viewing platform, the triangular modules transform into structural elements such as balconies, seating areas, and framing structures. Some modules extend vertically to form terraces and spatial frames, while others are embedded into the ground to define seating areas, offering visitors a multifunctional space for viewing, relaxation, and social interaction. Additionally, the triangular module system extends beyond structural components to influence the ground design, reinforcing spatial coherence throughout the project. This integration enhances both the visual and functional continuity of the space, allowing for fluid movement within the environment. Ultimately, this project presents a contemporary and dynamic viewing terrace where geometric modules interact harmoniously with the landscape. The combination of balconies, seating elements, and framing structures adapts to diverse spatial needs while establishing a strong architectural identity for the site.

Physical model



Plan and views

INT 1002

Interior Design Studies

In 23-24 Fall semester, INT 1002 Studio focuses on designing a Local Administration Office and Exchange Node in Kınalıada, serving as both an administrative hub and a social catalyst for the neighborhood. The design must integrate closed, semi-open, and open spaces that promote interaction, respect diverse user needs, and contribute to the vibrancy of public life. Students are expected to create a multi-functional and flexible spatial organization, considering the relationship between public, semi-public, and private areas. The project emphasizes circulation, accessibility, and adaptability, ensuring a seamless flow between indoor and outdoor spaces. Additionally, the design should respond to topography through terraced levels, enhancing spatial experience. By fostering communication and exchange, this project aims to strengthen the neighborhood's sense of community while respecting the island's architectural and social context.

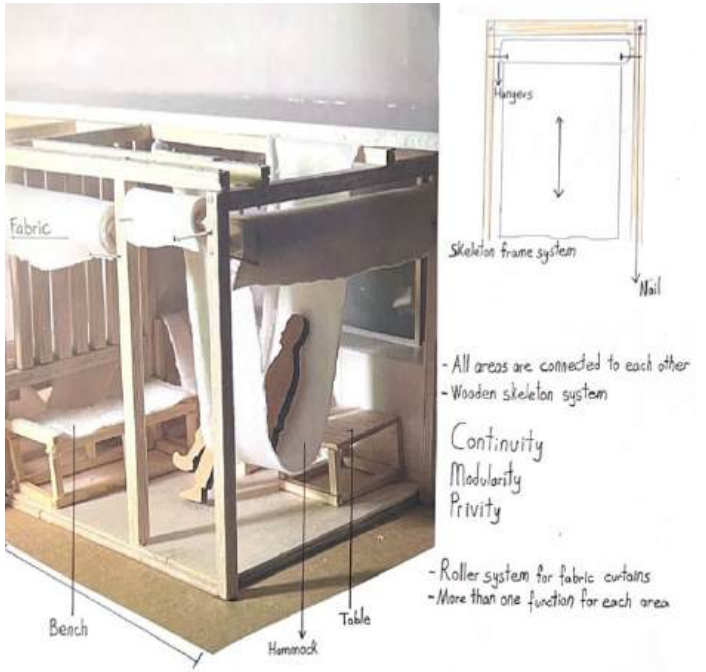
INSTRUCTORS

Hande Tulum Okur
Dürnev Atılgan Yağan
Merve Dilara Yıldırım
Tarık Emre Kırhallı
Nazlı Mürüvvet Güngen
Ecem Arslanay
Selen Suphiye Kandemir
Ege Cankurtaran [ta]

INT 1002 | A Kiosk for Students | Can Kirazoğlu

This project aims to design a multi-functional space for four students, accommodating exhibiting, socializing, resting, and storage needs. The design should consider ergonomics, level variations, and material selection, and can be either fixed or mobile.

Project I

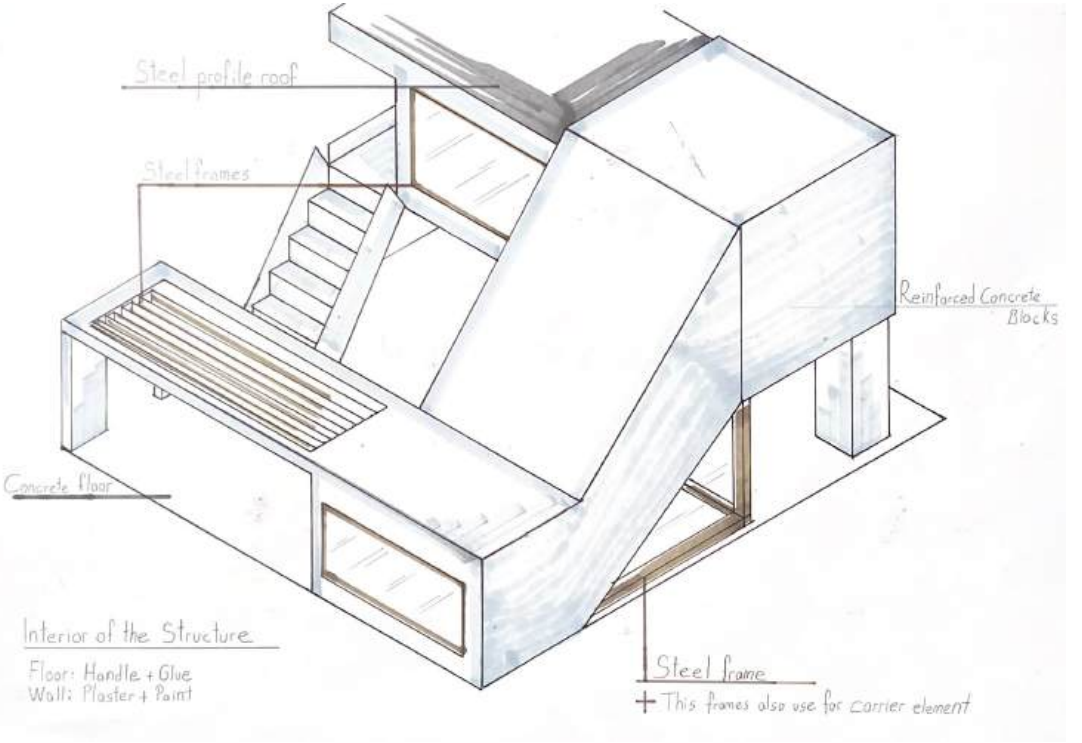


Physical model

INT 1002 | A Courtyard in Kınalıada | Can Kirazoğlu

In this project, the design of the local administration building was developed with careful consideration of the unique conditions and aesthetics of Kınalıada. A courtyard concept was adopted to emphasize centrality and facilitate intuitive navigation. However, the design intentionally incorporates a contrasting structural approach through the use of prominent concrete blocks, diverging from the island's traditional architectural character. The building accommodates both public and private office spaces, ensuring a functional and cohesive spatial organization. Particular attention was given to creating an environment that fosters comfort for both visitors and employees while reflecting the island's atmosphere. Additionally, accessibility and integration with the surrounding context were prioritized to enhance the building's relationship with its environment. This project provided an opportunity to explore the intersection of user needs and environmental factors, contributing to a deeper understanding of contextual and functional design considerations.

Project II

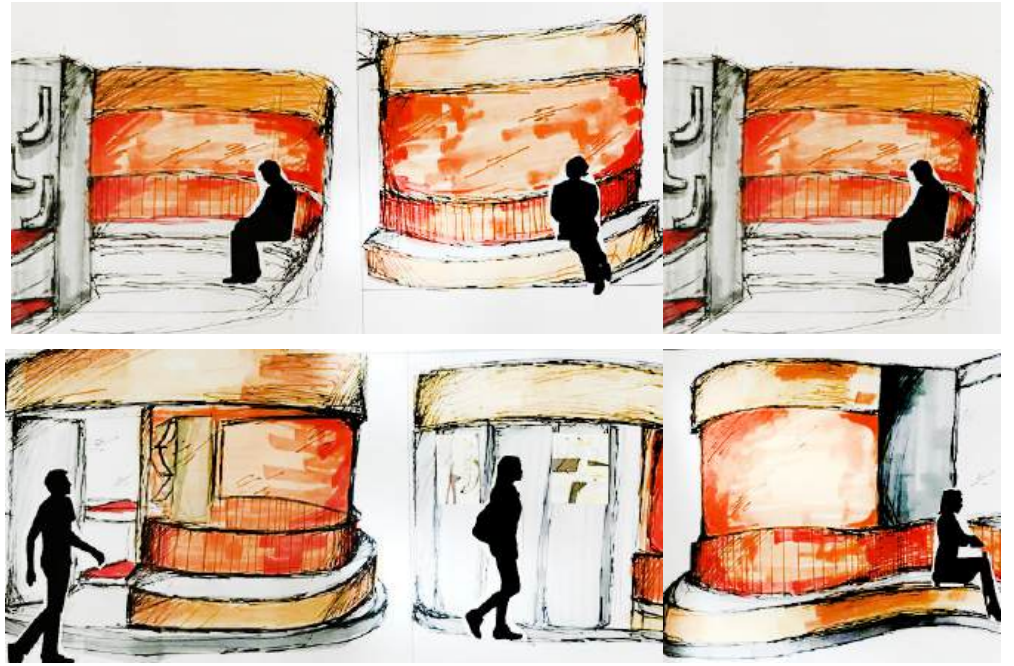


Perspective and details

INT 1002 | Place for Your Soul | Begüm Polat

This project aims to transform a limited classroom space into a multifunctional and efficient environment that accommodates diverse activities simultaneously. The design focuses on optimizing spatial organization to support four individuals engaging in different tasks concurrently. To achieve this, the space has been structured into three distinct zones: common areas, which facilitate collaborative interactions; private areas, which provide individuals with personal working spaces; and exhibition areas, which serve as display platforms for showcasing work. The selection of colors—orange, yellow, and white—was carefully considered to ensure visual harmony with the overall classroom environment. These colors were chosen for their ability to create a stimulating yet balanced atmosphere that does not disrupt the existing spatial context. Additionally, organic forms have been incorporated into the design to enhance comfort and foster a welcoming ambiance. The fluidity of these shapes contributes to a more dynamic and adaptable space, allowing for a seamless transition between different functions. By integrating these design elements, the project seeks to enhance the efficiency of space utilization while simultaneously improving the learning and working experience within the classroom.

Project I



INT 1002 | An Island Gateway | Begüm Polat

In this project, an organic architectural approach was adopted to reflect the island spirit of Kınalı Island. Natural forms were preferred to establish a harmonious relationship with the surrounding environment, while a monochromatic palette of black and white was selected to enhance visual prominence. The structure, situated on the pier, provides visitors with a multifunctional space where they can sit, enjoy tea or coffee, appreciate the scenic view, and purchase souvenirs. Designed with a compact form, the building ensures efficient circulation and accessibility. The placement of the structure maximizes the panoramic experience, offering an uninterrupted connection with the landscape. Through these design choices, the project aims to integrate seamlessly with its coastal setting while maintaining a distinctive presence. The spatial configuration prioritizes both functionality and aesthetic coherence, contributing to the island's architectural identity.

Project II

INT 2001

Interior Architectural Design Studio I

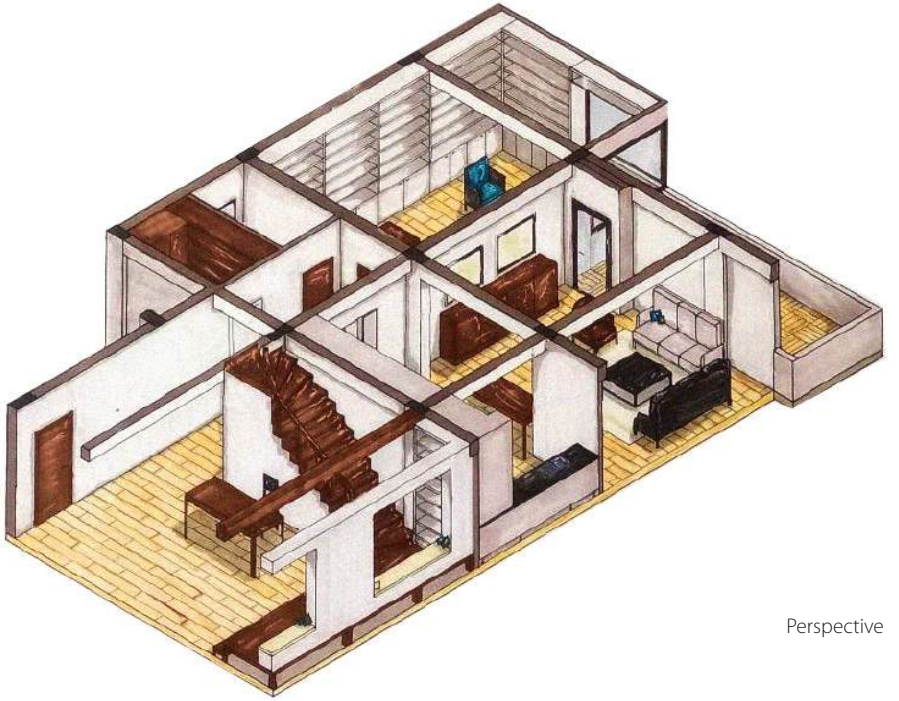
In 23-24 Fall semester, INT 2001 Studio students are asked to design the interior of an apartment building on Kadıköy Bağdat Street. This region has been one of the most important dwelling areas of Istanbul throughout its history. During the semester, students will work at Süner Apartment, an apartment building designed by architect Melih Koray, who designed many apartment buildings in and around Bağdat Street, especially in the 1960s. Students are responsible for designing the interior of the apartments on the upper two floors of this building as a residential unit where at least two people will live. They will also handle this unit as a work area for one of the household members. These two different functions will come together in this space and students will be responsible for solving the interior organization challenges of the space and functions.

INSTRUCTORS

Efsun Ekenyazıcı Güney
Şevkiye Merve Taşöz
Tuğçe Gökçen
Nagehan Yağmur Şimşek Sönmez
Alphan Bayındır
Selin Serçe Yılmaz
Müge Taştan
Arda Çalışkan [ta]

INT 2001 | Apartment in Kadıköy
Hümeyra Meryem Demir

A home-office design tailored to the lifestyle of a psychologist living with her daughter was developed. Primarily, the personalities and needs of both the homeowners and potential visitors were analyzed to ensure a functional and comfortable environment. In the project, which was conceptualized as a home-office, careful consideration was given to the distinction between private and interactive spaces, ensuring a seamless transition between professional and domestic life. Spatial organization was planned to maintain privacy while fostering a welcoming atmosphere for clients. A modern vintage style was selected and implemented as the spatial concept, emphasizing a timeless aesthetic that balances sophistication and warmth. The decision to incorporate a vintage aesthetic was based on its understated nature, as well as its reliance on natural materials and detailed craftsmanship, which contribute to a sense of familiarity and tranquility. Throughout the majority of the project, a preference was given to natural colors and materials, with particular attention paid to ensuring that the space exerts a calming effect on visitors. Soft, muted tones and organic textures were integrated to enhance comfort, while carefully curated furnishings and lighting elements further reinforced the desired ambiance. Conversely, in the daughter's room, where she is the primary occupant, darker tones were incorporated to reflect her distinctive personal characteristics, creating a more intimate and expressive space that aligns with her individuality.



Perspective

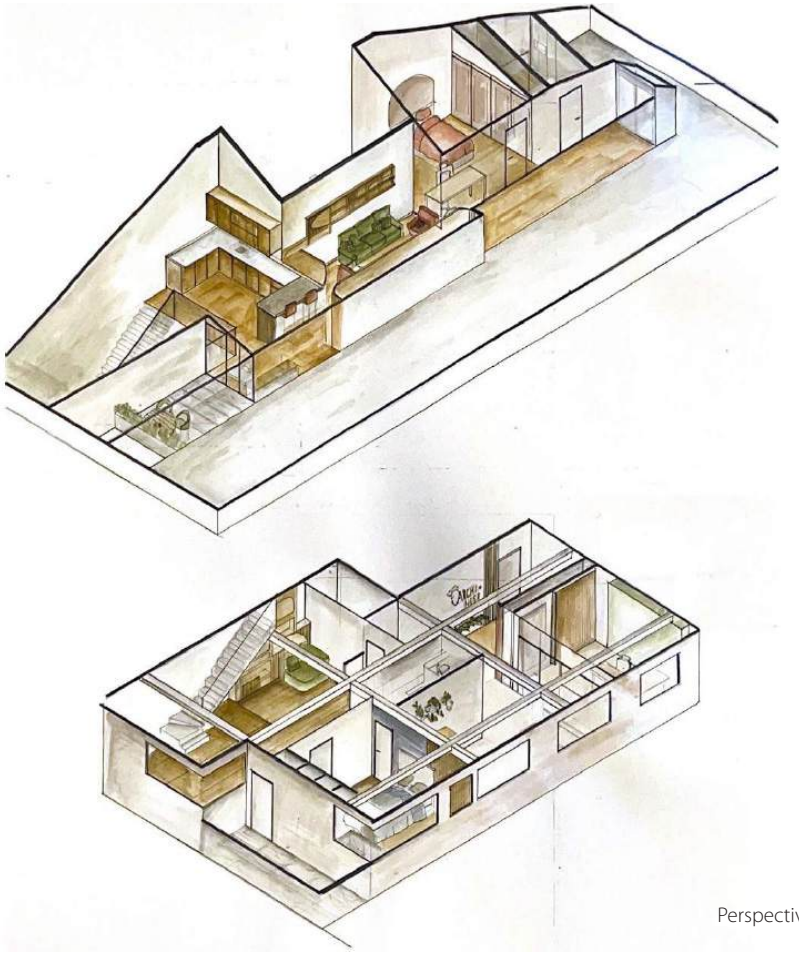
Ground floor plan

Upper floor plan

Section

INT 2001 | ArchiNest: A Nature-Inspired Living and Working Space
Burcu Doğan

ArchiNest is an innovative living and working space located on the top two floors of Süner Apartment, nestled in the bustling Bağdat Avenue of Istanbul. Inspired by the harmony and protection instincts of bird nests, the design brings the calming influence of nature into urban interiors. Featuring natural materials, hidden corners, and a warm color palette, it combines tranquility with comfort. The ground floor serves as a shared space, accommodating both architectural office clients and residents. Designed to respect privacy while meeting intersecting needs, this area seamlessly blends functionality with aesthetics. Ergonomic layouts and curvilinear designs in the workspace enhance comfort while addressing professional requirements. The upper floor prioritizes individual privacy, offering spaces for relaxation and social interaction. The "Perch" corner, adorned with books and greenery, provides a cozy retreat for users. A rooftop garden adds a serene oasis, connecting occupants with nature amidst the cityscape.By blending functionality and aesthetics, ArchiNest delivers a unique experience, harmonizing the demands of modern living and working with the serenity of nature.



Perspective

Physical model

Sections

INT 2002

Interior Architectural Design Studio II

In 23-24 Spring semester, INT 2002 Studio students are asked to design an interior space to increase the innovation & creativity of Kadıköy community. Here, local designers will be conducting workshops & sharing their knowledge & expertise for the people of the neighborhood. Main principles of this center is to highlight the power of design, creative ideas & applicable designs. The interior space to be used is located in an apartment in Süner Apartment in Bağdat Street, Kadıköy. Students will use the first two floors of the apartment and design this interior as a center to host different branches of arts workshops (ceramics, painting, glass making, marbling, jewelry design). In addition to thesespaces, the project also includes social gathering spaces such as a meeting area, an exhibition space & a small cafe. Students are responsible for solving interior organization problems in this space where these functions are used together.

INSTRUCTORS

Efsun Ekenyazıcı Güney
Şevkiye Merve Taşöz
Tuğçe Gökçen
Nagehan Yağmur Şimşek Sönmez
Alphan Bayındır
Selin Serçe Yılmaz
Müge Taştan
Arda Çalışkan [ta]

Interior views

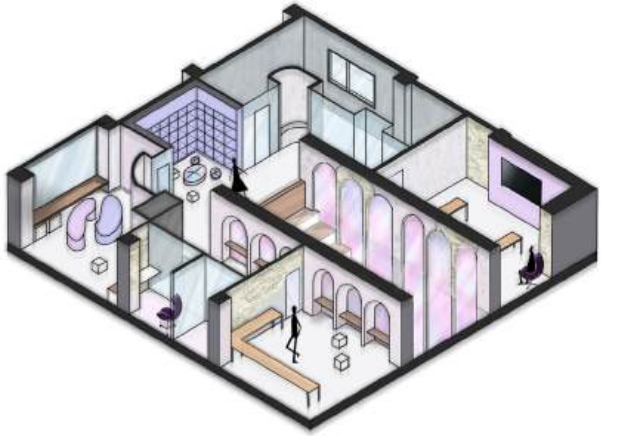
INT 2002 | Student's Club Center in BAU

Bengisu Gökalp

In the area I designed for student clubs, there are flexible rooms that can be used by various student clubs, as well as dedicated rooms for the Artificial Intelligence Club and the Finance and Stock Market Club. Accessibility and modularity are at the forefront of the design. In addition to the club rooms, the space includes a common area featuring a conference hall that can accommodate approximately 30 people, seating areas, spaces where students can spend time together, waiting areas, and a kitchenette. As a concept, Istanbul's historical hans, which are a part of the past, have been reinterpreted in a contemporary style for student clubs and adapted into a modern social space, enhanced with cyberpunk aesthetics through lighting and color.

First floor plan

Second floor plan



Perspectives

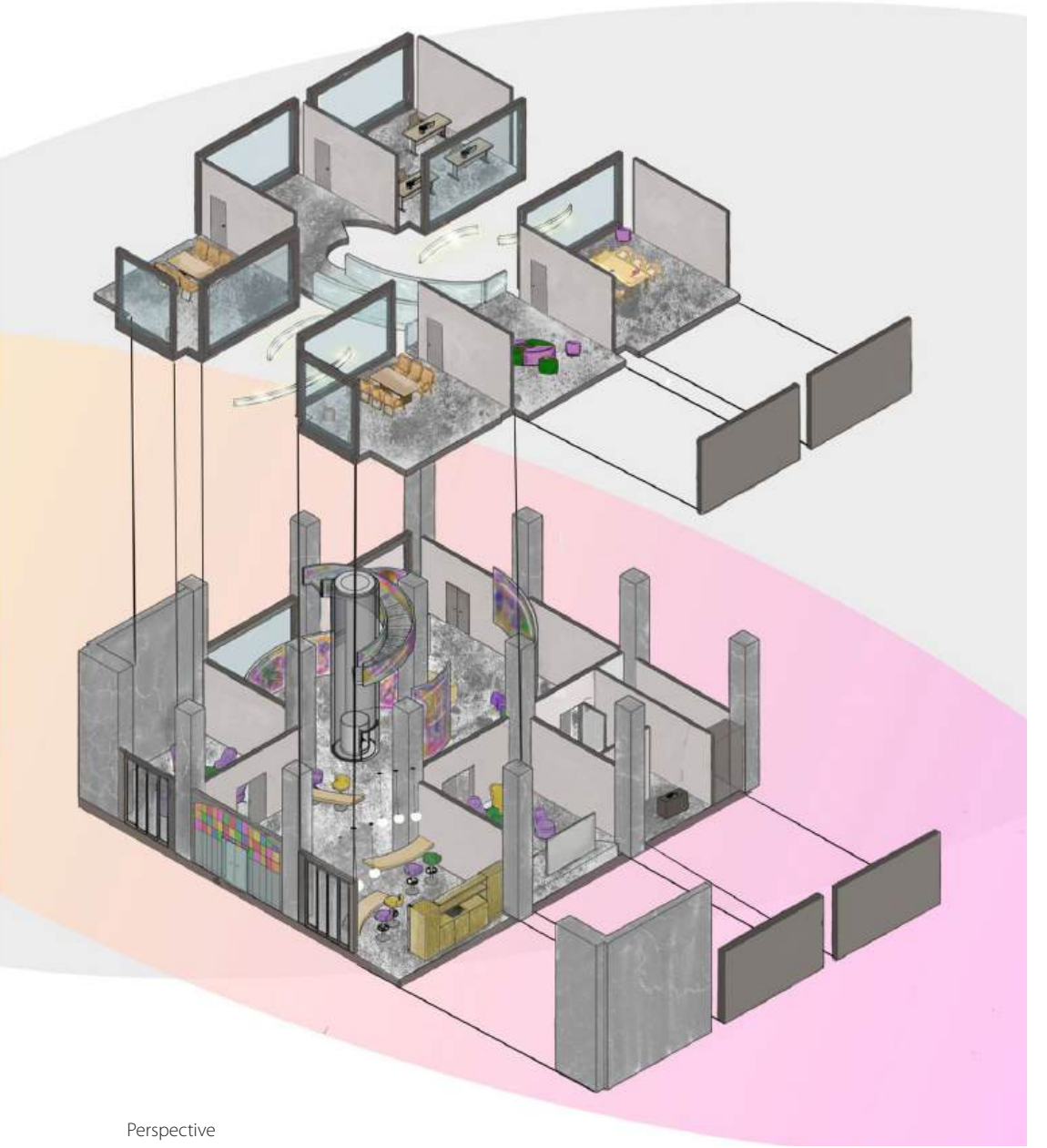
Sections

INT 2002 | Student's Club Center in BAU | Doğa Çıkal

An interior space was designed on the South Campus to inspire student clubs by fostering creativity and collaboration. The project included fixed spaces for the Entrepreneurship and Art Clubs, along with three flexible areas for other organizations. The lower floor was dedicated to artistic practices, maintaining a raw concrete texture for an authentic atmosphere, while the upper floor, emphasizing glass and technology, was exclusively allocated to the Entrepreneurship Club, creating a floating effect within the artistic environment.

The staircase served as both a transitional and artistic element, symbolizing the integration of technology and art through contrasting materials. A longitudinal gallery and a mezzanine bridge enhanced spatial depth and circulation. During exhibitions, the entrance was reconfigured to guide visitors from the exterior, reinforced by Mirror Mirror by Softlab, an installation that metaphorically highlighted the relationship between art and technology. The project aimed to demonstrate art as the foundation of creativity, making the synergy between technology and artistic expression both visible and tangible.

Sections



Perspective

INT 3001

Interior Architectural Design Studio III

In 23-24 Fall semester, students are asked to design an interactive kiosk for non-governmental organization (NGO) in Zorlu Centre, Istanbul. During times of severe economic crises, unpredictable diseases, resource depletion, and devastating natural disasters such as earthquakes and floods, the critical importance of social solidarity and the role of non-governmental organizations (NGOs) becomes increasingly apparent. NGOs not only provide immediate relief in the aftermath of such events but also play a crucial role in long-term disaster management efforts. Their involvement ranges from mobilizing resources and coordinating volunteers to implementing recovery strategies that help communities rebuild. By fostering collaboration between local populations and governmental bodies, NGOs work to mitigate the impacts of disasters, reduce future risks, and ensure that the most vulnerable populations receive the assistance they need.

INSTRUCTORS

Suzan Girginkaya Akdağ
Pınar Sunar Bükülmez
Ümit Sirel
Nazar Şigaher
Nora Kavukçu
Zeynep Beşer
Beril Gök [ta]

Interior views

Sketch

INT 3001 | Blend in with Nature: A Tree House Effect for Zorlu Center | Nazlı Zeynep Yıldız

This project is an educational and stimulating treehouse, designed for diverse activities and unique experiences. Inspired by the treehouse concept, it invites users to ascend and engage with dynamic, vibrant spaces defined by color. The wooden interior enhances the natural ambiance, while the striking red exterior symbolizes global issues like climate change. Perforated red panels with integrated lighting create a welcoming atmosphere.

The structure includes VR rooms, a meeting room, and activity areas aimed at younger audiences. The lower level features digital screens displaying keywords, videos, and posters, while the back facade offers tensile seating overlooking greenery. The upper floor houses an exhibition leading to a café, encouraging social interaction. A meeting room provides space for workshops on climate change and sustainability. This integration of exhibition, education, and engagement fosters an interactive learning environment.

Facade and its immediate surroundings

Interior view

Interior view

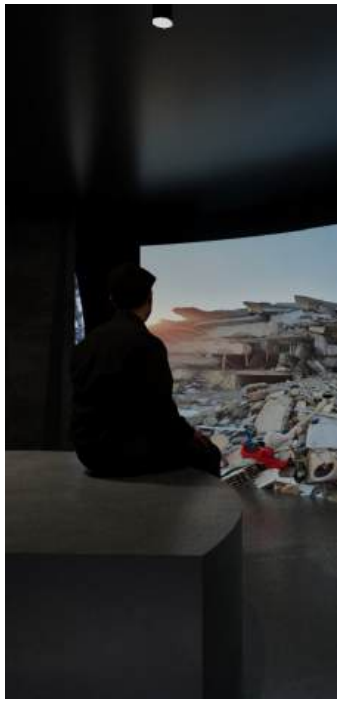
INT 3001 | AFAD Kiosk at Zorlu Center

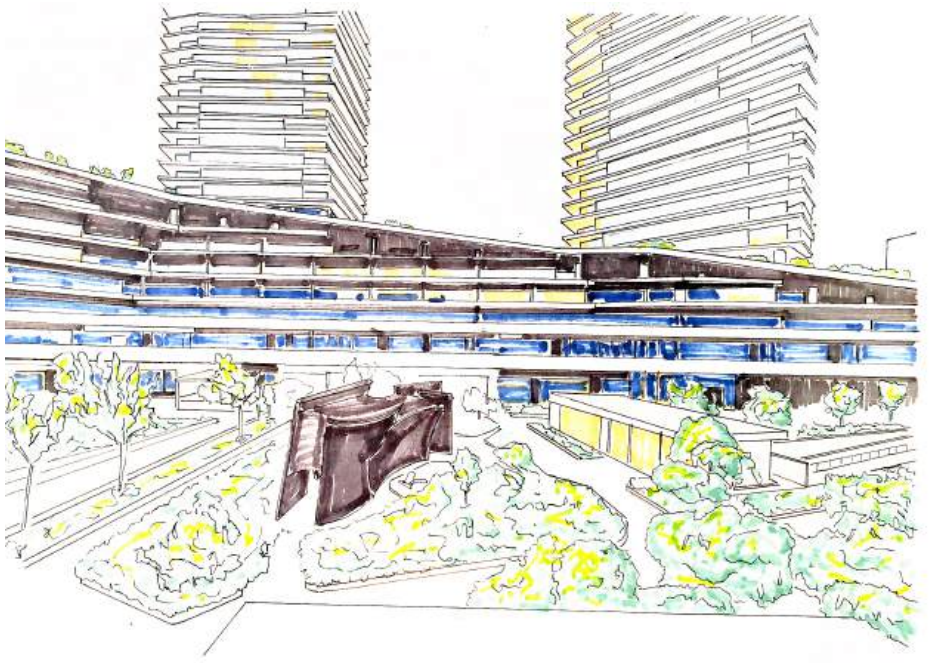
Adem Eren Biçer

Situated in the central courtyard of Zorlu Center, a high-profile multi-use complex in Istanbul, the AFAD information kiosk is designed to be highly visible and easily accessible. This strategic location allows the kiosk to attract a diverse audience, from residents and shoppers to foreign tourists, offering a unique platform to promote AFAD's mission in a bustling urban setting.

AFAD (Disaster and Emergency Management Authority) plays a crucial role in disaster prevention, risk management, and post-disaster coordination. By positioning this kiosk in one of the city's busiest and most prestigious locations, the project aims to raise awareness about the importance of disaster preparedness. It serves as a reminder of AFAD's significant contributions, especially during times of crisis.

The kiosk's dark, low-light environment is intentionally designed to evoke a reflective emotional response. This immersive design encourages visitors to engage with their surroundings on a sensory level, prompting them to think more deeply about the importance of disaster readiness and the role AFAD plays in safeguarding lives and minimizing risks in Turkey.





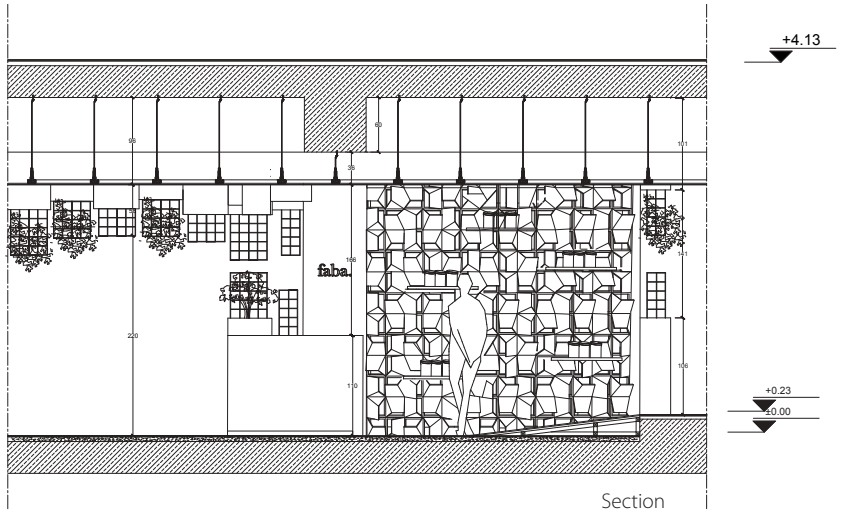
INT 3002

Interior Architectural Design Studio IV

In 23-24 Spring semester, ihe INT 3002 project invites students to design a gastronomic space that offers an immersive, sensorial experience enhanced by technology, addressing the evolving expectations of contemporary dining. Set in the historical Simon Kalfa and Fesçizade buildings in Ortaköy Square, Istanbul, the project engages with the area's rich cultural and architectural heritage while reinterpreting its spaces for modern use. Spanning 850 sqm across closed, semi-closed, and open areas, the design must accommodate flexible seating arrangements, ensuring adaptability for different service types. The program includes a foyer, staircase, service areas, and back-of-house functions, requiring thoughtful spatial organization. Students are expected to analyze the building's context, propose meaningful interventions, and carefully select materials, furniture, and acoustics to enhance both functionality and atmosphere. A key challenge is integrating historical character with contemporary needs, creating a dynamic and well-functioning public space that enriches the gastronomic experience through design.

INSTRUCTORS

Suzan Girginkaya Akdağ
Pınar Sunar Bükülmez
Ümit Sirel
Nazar Şigaher
Nora Kavukçu
Zeynep Beşer
Beril Gök [ta]



Section

Interior views

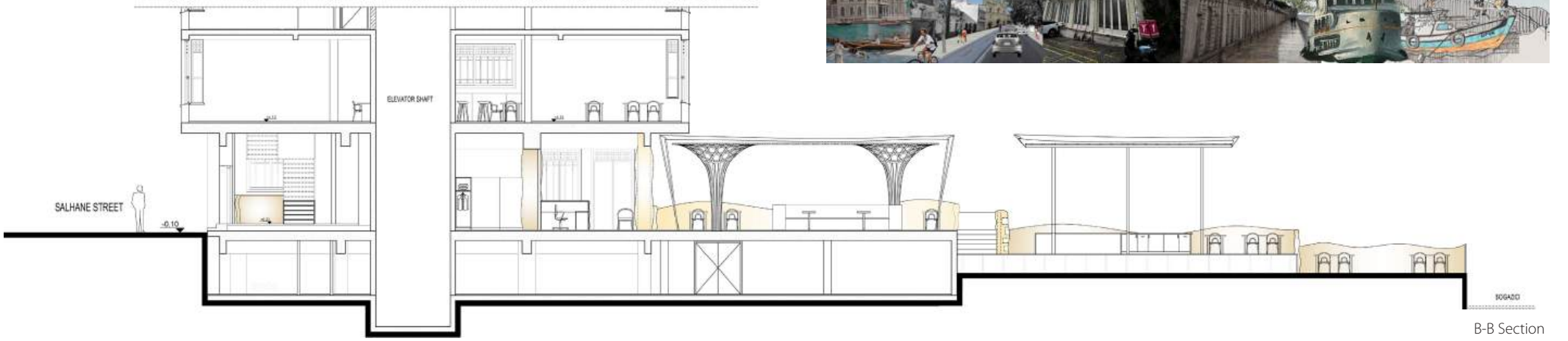
INT 3002 | FABA | Ece Pamuk

The restaurant's design transforms dining into a multi-sensory experience, where architecture and nature merge to create an immersive atmosphere. A labyrinth-like arrangement of modular seating units defines spatial flow, encouraging movement and engagement. These planter-like units integrate lush greenery, enhancing the ambiance with natural aromas while creating intimate dining pockets. Pathways formed between them invite guests on a journey through layers of light, texture, and vegetation, making navigation an integral part of the experience. Inspired by phenomenology in architecture, the design employs natural materials such as rammed earth for a tactile, grounding presence, while industrial mesh introduces a sleek, modern contrast. This interplay between organic textures and refined finishes reflects a balance between tradition and innovation. Sustainability is embedded in both function and concept. A water collection system repurposes rainwater and excess irrigation from the planters, reinforcing the connection between nature and architecture. Rooted in gastrophysics, the spatial composition heightens sensory perception, turning dining into a journey of discovery where space, materials, and flavors intertwine seamlessly.

Interior views

INT 3002 | ALA Restaurant | Şule Gündüz

The restaurant focuses on Central Anatolian cuisine, known for its unifying cultural significance. Just as Ortaköy brings together people of different religions, languages, and ethnic backgrounds, fire played a central role in early Anatolian civilizations such as Çatalhöyük and Göbeklitepe—not only for cooking but also as a gathering point for communal life. Inspired by this idea, the restaurant is designed to evoke a sense of warmth, safety, and belonging. Fire is positioned as a focal point, while cave-like architectural elements reminiscent of early Anatolian dwellings reinforce a historical connection. To enrich the dining experience, a system allows meal renewals for a small fee at specific hours. On the first floor, a semi-enclosed terrace is preferred over a fully open space to create a more comfortable setting for students. Near the entrance, a showroom stand displays chef-designed products featuring Anatolian motifs. The second floor includes private rooms for large gatherings and a dedicated space for chef-led workshops. Additionally, bar areas offer views of the Bosphorus, blending cultural heritage with contemporary leisure. This restaurant aims to honor Anatolian traditions while serving as a bridge between past and present, fostering a sense of community and cultural appreciation.



B-B Section

INT 4001

Interior Architectural Design Studio V

In 23-24 Fall semester, students were tasked with redesigning Bahçeşehir University North Campus A Block in Yıldız, Beşiktaş, as a hostel for BAU students. The existing reinforced concrete building, facing Fulya Valley, consists of a ground floor, mezzanine, and first floor, which were examined at multiple scales (1/100, 1/50, 1/20, 1/10) to address varying spatial needs. Students analyzed the site, considering orientation, views, spatial volume, and natural light. They explored functional and spatial requirements of a hostel, developed a design concept and scenario, and worked on atmosphere, identity, and user profiles. The project emphasized efficient spatial organization, focusing on staff and guest circulation to ensure segregation where needed. Through models and drawings, students experimented with form, material, lighting, furniture, and color, aiming for an effective and cohesive interior design.

INSTRUCTORS

Sezin Tanrıöver
Devrim Işıkkaya
Emre Evrenos
Kaan Ödemiş
Sinan Polvan
Handan Duyar Güzelci,
Istem Özdilek

INT 4001 | Blanche Hostel | Deren Gebeşoğlu

Blanche Hostel has been designed as a tranquil retreat from the fast-paced rhythm of Istanbul. Located in Bahçeşehir University's North Campus, the building features a fully glazed façade, creating a modern and transparent aesthetic while allowing natural light to permeate the interiors. Constructed with a reinforced concrete system, it consists of ten main floors, one mezzanine, and four basement levels. To counterbalance the overwhelming energy of urban life, organic and fluid forms have been integrated into the design, fostering a sense of comfort and relaxation. Warm wood textures and neutral tones create a serene and elegant atmosphere. The hostel offers single, double, and triple rooms, along with communal spaces such as a restaurant/ cafeteria, a welcoming lobby, study areas, and shared seating zones, providing both private and social environments. A defining feature of Blanche Hostel is its expansive Zen garden, inspired by Asian aesthetics, offering guests a peaceful escape to reconnect with nature. Designed as more than just a place to stay, Blanche Hostel merges functionality with aesthetics, creating a thoughtfully curated environment where guests can feel truly at home.

Exterior and interior views

Ground floor plan

Mezzanine floor plan

INT 4002

Degree Project Design

In 23-24 Spring semester, students were assigned to transform part of an old industrial building in Küçükçekmece, near Küçükçekmece Lake, into an international entertainment complex for young adults and adults. The project focuses on designing spaces that foster relaxation, entertainment, and escape from daily stress. The complex includes a nightclub and/or restaurant, incorporating bars, dancing platforms, resting areas, and service spaces, with extensions to outdoor areas. Students are expected to emphasize interior volumes, spatial organization, and temporary modifications while preserving the exterior facade. Key considerations include natural light, views, and environmental integration. The design process, conducted at various scales (1/100, 1/50, 1/20, 1/10), involves concept development, scenario building, functional planning, material selection, lighting design, and furniture layout. Students will experiment with models and drawings to refine their proposals.

INSTRUCTORS

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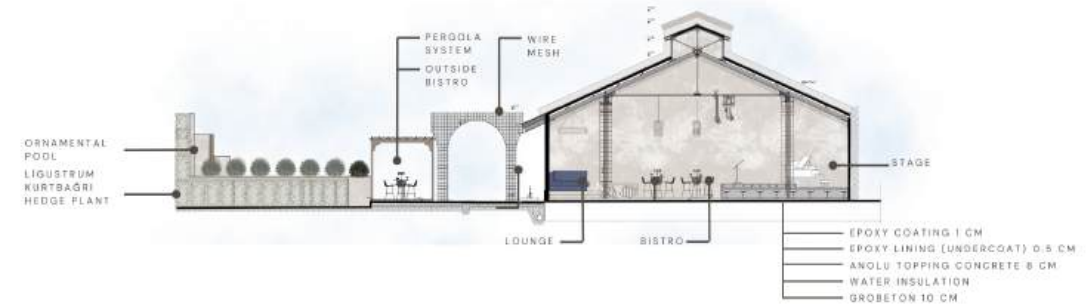
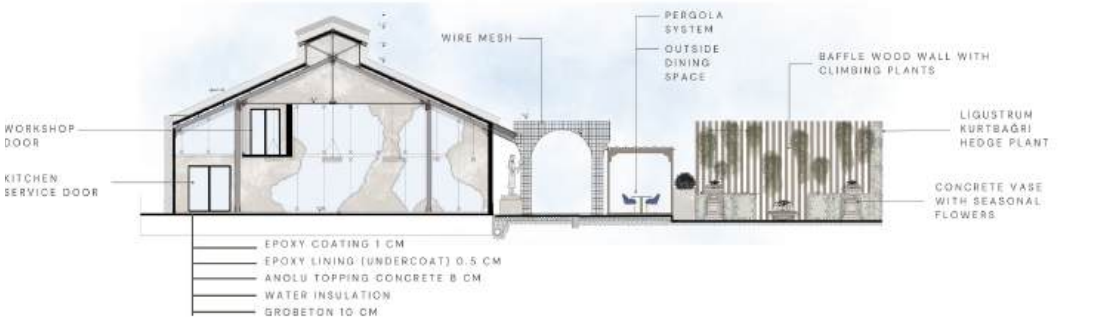
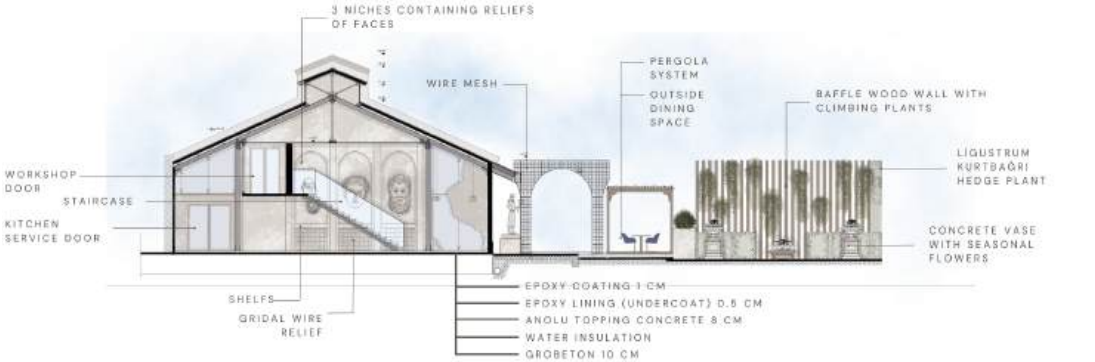
INT 4002 | Olympus Taverna | Pelinsu Özkaya

Olympus Taverna draws inspiration from Greek mythology, referencing Mount Olympus as the home of the gods and the traditional taverna as a space for dining and entertainment. The design concept emerged from the mystical atmosphere of the site, evoking a sense of stepping outside contemporary Istanbul and into another era. This impression guided the architectural approach, which was influenced by the rectangular floor plans of Ancient Greek temples. Rather than replicating classical architecture, the design adopts an abstract and contemporary interpretation. The ethereal wire mesh structures of Eduardo Tresoldi inspired the spatial composition, while Virgil Abloh's industrial-style furniture introduced a modern material contrast. This combination creates a dialogue between classical and contemporary aesthetics, blending historical references with industrial sensibility. A central thematic element is the Twelve Olympian Gods, whose presence is symbolically integrated into the design. These deities, central figures in Greek mythology, enhance the space's narrative depth and mystical ambiance. Elements representing gods such as Zeus, Athena, and Poseidon contribute to the immersive experience, enriching the connection between architecture and mythology. Through this synthesis, Olympus Taverna pays homage to the architectural and mythological heritage of Ancient Greece while offering a contemporary reinterpretation.

Interior views



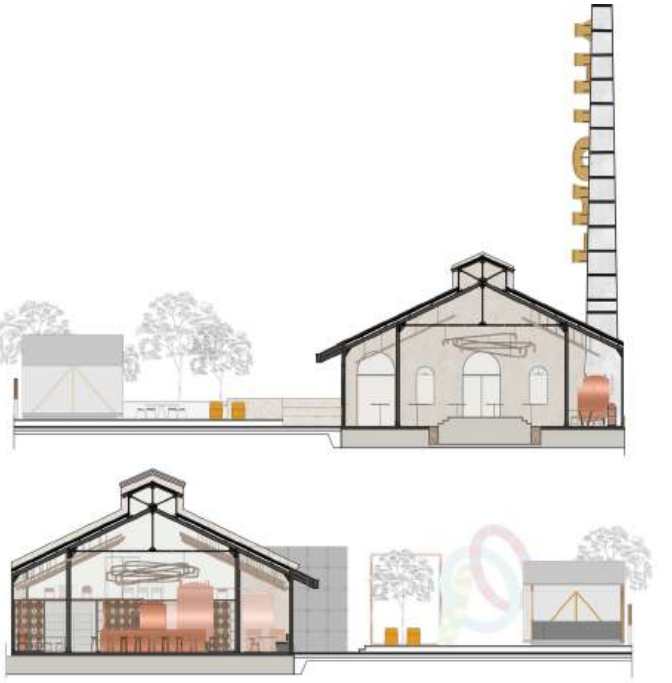




Sections

INT 4002 | Frothy | Fatma Turab Balcı

Frothy is an entertainment center designed with an Oktoberfest concept, incorporating various facilities such as a restaurant, nightclub, and festival grounds. The complex consists of multiple functional areas, including seating zones, kiosks, bar areas, beer tanks, and festival spaces, where various events and workshops are organized. Additionally, Frothy produces its own beverages. The center operates between 3 AM and 3 PM and features a dedicated mobile application that supports multiple functions within the venue. The entertainment center is located in a former match factory, originally constructed in the second half of the 19th century by the Ottomans and the French. The project has been designed with careful consideration of the site's historical and spatial characteristics, preserving the industrial essence of the structure through material and color selections. In the outdoor area, kiosks, seating arrangements, sculptures, and lighting elements contribute to the festival atmosphere. The interior is divided into technical and customer areas. The technical section comprises the kitchen, storage rooms, security room, infirmary, meeting room, and staff facilities, while the customer area includes seating zones, a stage, a bar area, and beer tanks. Additionally, the lighting system has been meticulously designed to complement the building's roof structure, ensuring both functionality and aesthetic coherence.



Sections

Interior view

Exterior view

INT 4002 | Kibrithane Restaurant & Night club

Neslihan Yalçınkaya

This project repurposes an existing structure near Kibrithane Küçükçekmece Lake into a restaurant and nightclub, blending both functions with a modern and industrial design approach. The concept revolves around the use of curves, which shape the spatial layout, furniture design, and overall organization. The industrial character of the building is preserved while being reinterpreted with contemporary elements. Iron, metal, concrete-textured plaster, and paints emphasize the industrial aesthetic, while red velvet fabrics and marble details add a sophisticated touch. Curved and enclosed entrance forms create a fluid spatial flow, further enhanced by dramatic lighting that reinforces the nightclub ambiance. Warm red tones in the bar area contribute to a welcoming atmosphere. Functionality and ergonomics were key considerations, as reflected in technical drawings at various scales, detailing zoning, circulation, and seating arrangements. The bar area and entrance details were further refined through 1/20 scale drawings, ensuring a well-executed design. Overall, the project transforms an old structure into a dynamic and immersive venue, balancing industrial elements with contemporary aesthetics. By integrating curves, material contrasts, and atmospheric lighting, the design creates a distinctive and engaging experience.

Exterior view

Interior views

instagram

bau_architecture

bau_interiorarchitecture

bau_industrial design

bau_fashiondesign