

# CONNECTED CITY

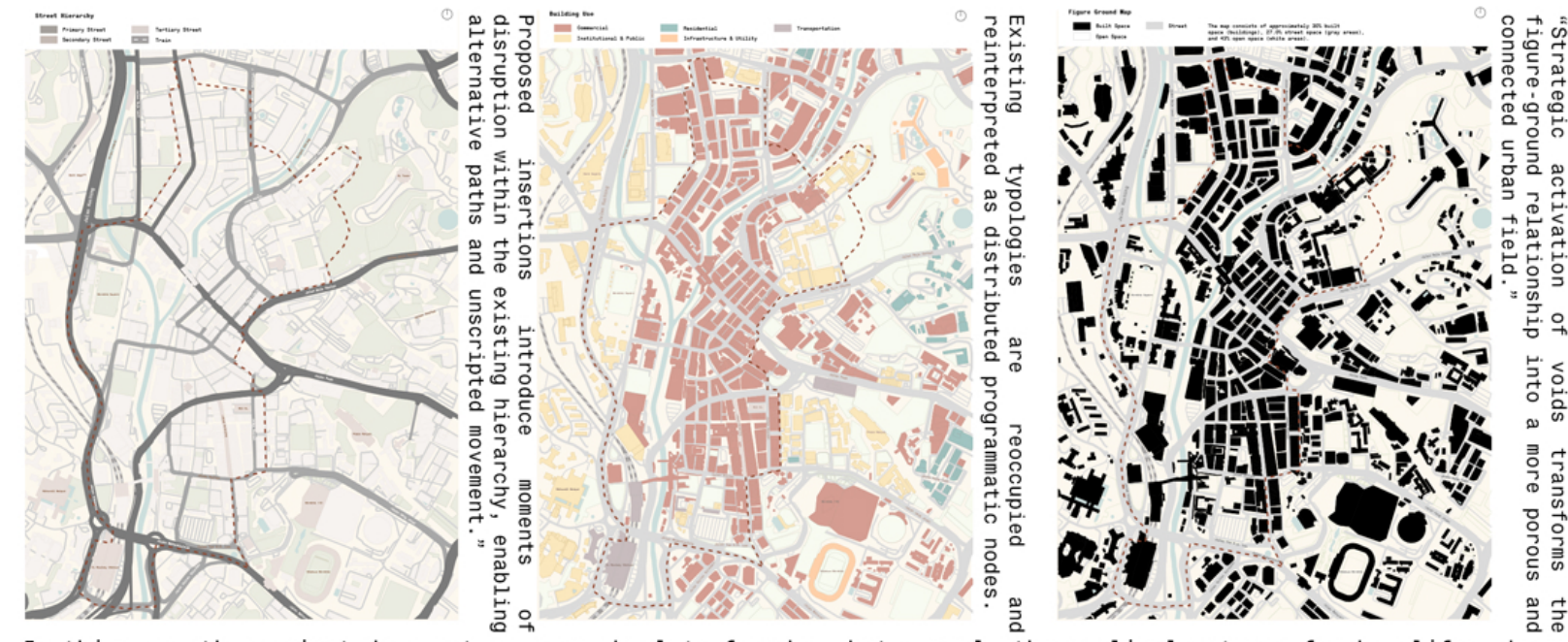
Why put 20,000 sqm in one building?

"The 20,000 sqm is not centralized, but dispersed across the site as a network of interconnected fragments, transforming program into movement and experience."

Connected City (CC) is a strategic response to the KLAF 2026 theme, "Future Culture," redefine urban renewal within the constraints of a 20,000 sqm brownfield brief. Rather than identifying a single, contiguous 5-acre site, a rarity in the dense fabric of KL Downtown, we propose a decentralized intervention. Conventional urban renewal is often commercially driven, favoring the demolition of heritage structures to maximize private profit, often at the expense of the city's social grain.

Connected City challenges this paradigm by consolidating a series of underutilized, smaller plots into a singular, "invisible" urban network. By targeting sites typically deemed non-viable for large-scale development, we breathe second life into the city's forgotten corners. These nodes are activated through a curated program of interlinked activities, creating a pedestrian-centric circuit that encourages deep exploration of the urban core.

This modular framework is not restricted to our selected sites; it serves as a scalable model for future growth. It invites individual property owners to join a collective campaign, empowering the community to actively shape the evolving culture of Kuala Lumpur. This approach transforms architecture from a static object into an active urban system. A sequence of spatial interventions is inserted throughout the site, moments where expected movement is disrupted. These are not fixed destinations, but experiential thresholds that invite disorientation, solitude, and reflection. Paths diverge, overlap, and fragment, creating an environment where circulation is no longer optimized but intentionally ambiguous. Users are encouraged to lose direction, slow down, and rediscover personal agency within movement.



In this way, the project does not propose absolute freedom, but reveals the cyclical nature of urban life, where drift and return coexist. By distributing the 20,000 sqm across the site, the proposal increases porosity, accessibility, and inclusivity. It extends beyond the boundaries of a single building and allows the surrounding city to actively participate. Architecture becomes not just a form, but a framework for urban life. Ultimately, the project reframes the brownfield site as a productive cultural landscape, one that supports new patterns of movement, interaction, and identity. It is not an architecture of escape, but one that reveals how people drift, gather, and inevitably return, collectively shaping the future culture of the city.

## SITE STRATEGY: FROM PLOT TO NETWORK

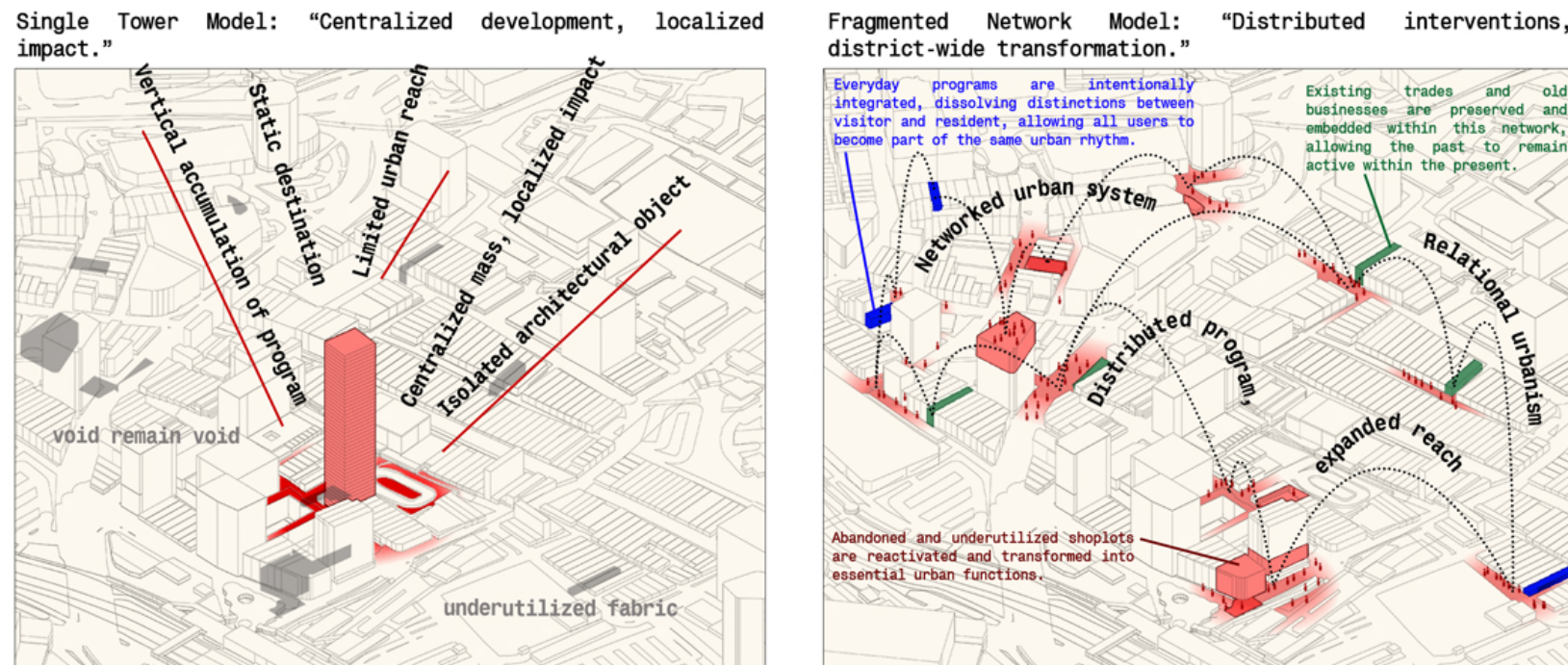
3 ANCHORS + SCATTERED PROGRAMS (centralized facilities) + CONVERGING PATHS = BACK INTO COLLECTIVE SPACES

Connected City is reconsidered through a distributed spatial strategy.

Rather than a monolithic intervention, the 20,000 sqm is decentralized into a series of programmatic fragments, extending beyond the primary site into adjacent underutilized buildings, residual plots, and inactive public spaces across the 1.08 km<sup>2</sup> cultural district. Each intervention operates as a targeted act of urban reactivation, occupying existing brownfield conditions and transforming them into active civic nodes.

The selected site functions as anchors, while the dispersed interventions establish a networked urban system. This configuration shifts the emphasis from object-based architecture to relational urbanism, where spatial continuity, movement, and connectivity define the overall framework.

In contrast to a singular vertical development, this strategy enables distributed cultural activation at the district scale, embedding programmatic intensity within the urban fabric and extending civic engagement beyond a single site.



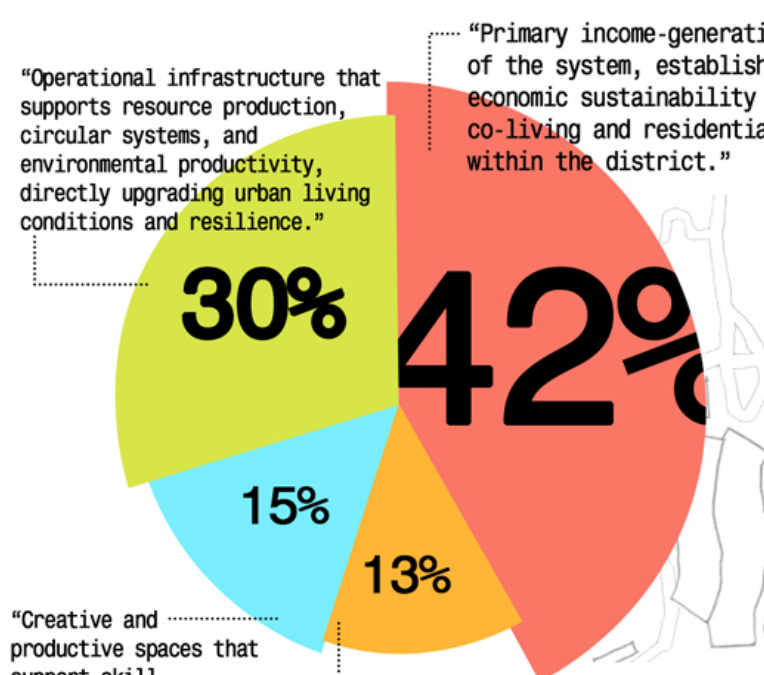
To inhabit the city, one must move through it. Movement is structured through three overlapping urban routes:

1. Historical Walk : Tracing memory, heritage, and continuity
2. Cultural & Market Walk : Engaging local practices, crafts, and social life
3. Lifestyle Walk : Navigating productivity, exchange, and daily routines.

These routes are not rigid paths, but narratives in motion.

Kuala Lumpur Creative & Cultural District	1.08KM <sup>2</sup>	1.08 KM <sup>2</sup>
3 Residential/ Co-living Buildings Reactivated	1,600M <sup>2</sup>	8,400 M <sup>2</sup>
4 Community, Lifestyle & Culture Spaces	460 M <sup>2</sup>	2,600 M <sup>2</sup>
3 Work & Learning Space (Ateliers)	1,500M <sup>2</sup>	3,000 M <sup>2</sup>
2 Urban System (Urban Farming + Circular Econ)	4,500M <sup>2</sup>	6,000 M <sup>2</sup>

RATHER THAN CONSOLIDATING 20,000 M<sup>2</sup> INTO A SINGULAR BUILDING, THE PROJECT DISPERSES ITS MASS.



"Creative and productive spaces that support skill development, cultural production, and knowledge exchange, reinforcing the district's creative economy."

"Primary income-generating component of the system, establishing long-term economic sustainability through co-living and residential activation within the district."

"Civic and cultural investment layer that strengthens social cohesion, public engagement, and identity, embedding culture as a core driver of long-term urban value."

"Adaptive reuse heritage buildings"

"New building"

"Building activation"

"Building activation"

"Building activation"

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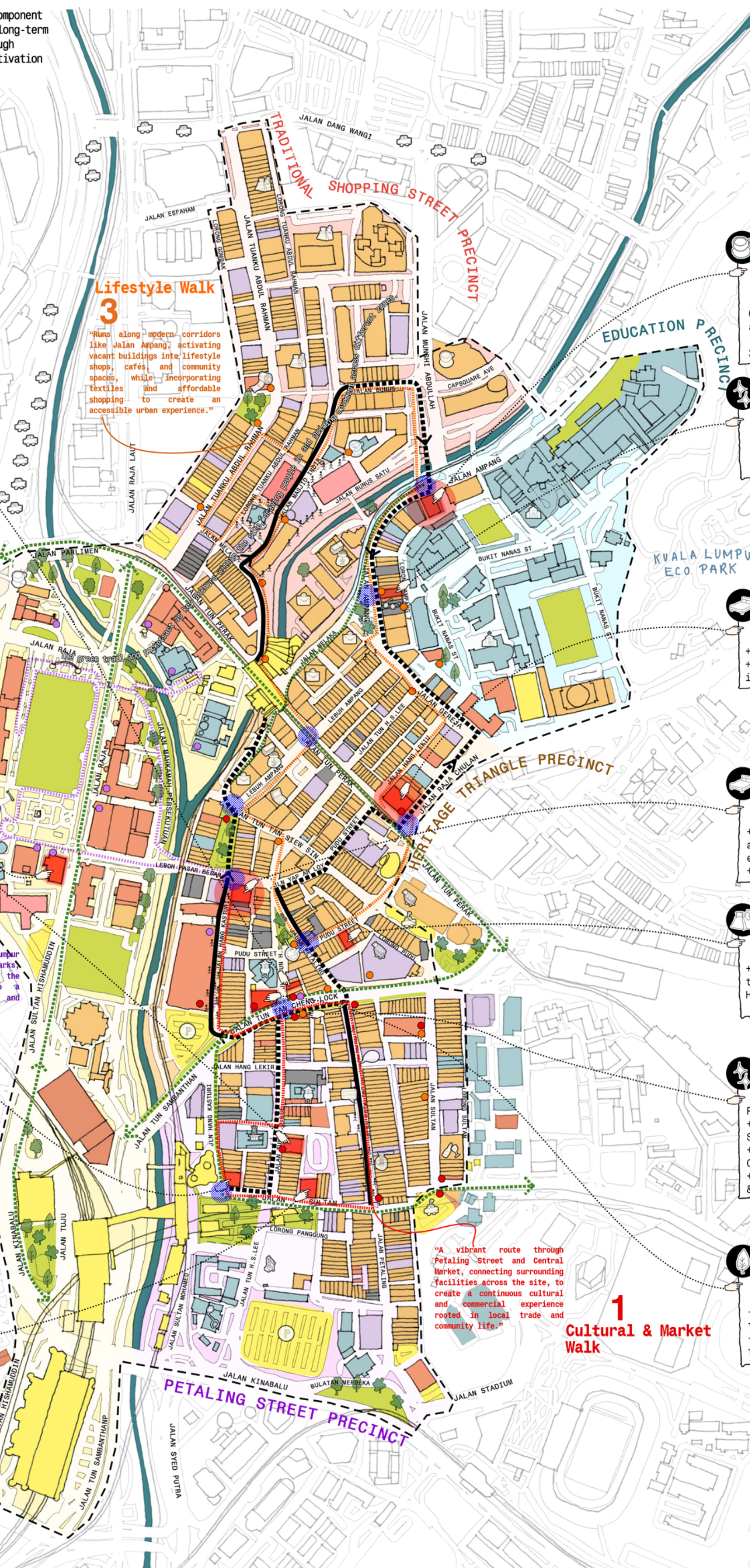
"Building activation"

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"Building activation"



<b>Map key:</b>	Store	Construction	Pharmacy	Cinema	Bank	Mosques	Street Food
	Cafe	Police	Mall	Church	Old Trades	Bar	Office
	Coffee shop	Lifestyle	Work Space	Temple	Parking	Cultural/Art	Hindu temples

adaptive reuse heritage buildings  
Refined Memory Archive Hub-Bookstore Cafe (Area = 682 m<sup>2</sup>) (3-storey)  
Warehouse - Dispensary (Food)  
GF: Former coffeshop reinterpreted as social gathering core  
1F: Care & Transitional Dining Layer  
2F: Memory & Collective Archive

adaptive reuse heritage buildings  
Indoor pool (Area = 460 m<sup>2</sup>) (2-storey)  
Convert the abandoned warehouse into an indoor swimming pool and spa facility and redesigning the space into wellness centre.

building activation  
Hostel / Go-living Collective Return Habitat (Area = 1600 m<sup>2</sup>) (2-levels)  
+ Converging social cores.  
+ Dispersed sleeping pods reconnect into communal kitchens/lounges.

building activation  
HOTEL Anti-Routine Living System (Area = 1750 m<sup>2</sup>) (2-levels)  
+ Facilities not directly accessible, making living system exploratory.  
+ Centre of reactivation zone.

building activation  
Revitalize Syarikat Isetan (M) Sdn. Bhd. Rebrand (Area = 1800 m<sup>2</sup>) (5-levels)  
+ Transformation: Convert the traditional shop into a "Modern Heritage Atelier."

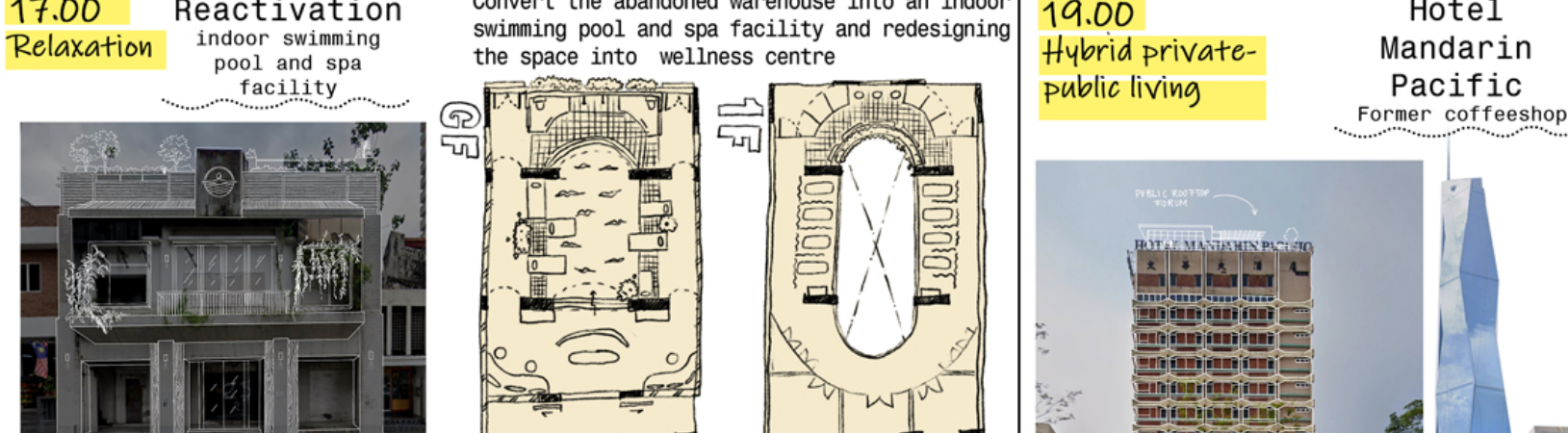
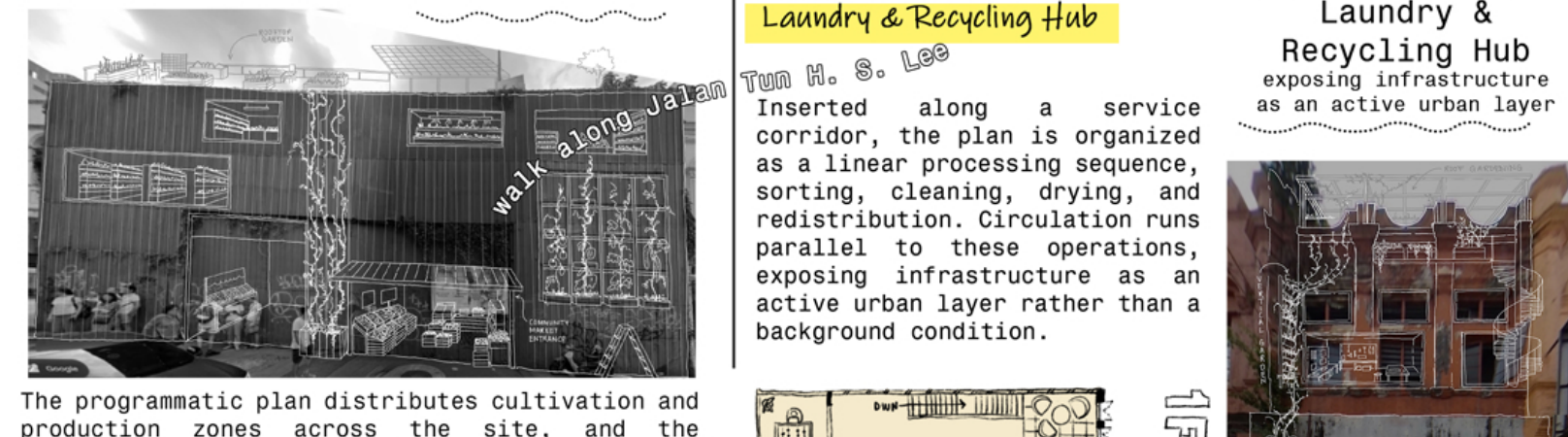
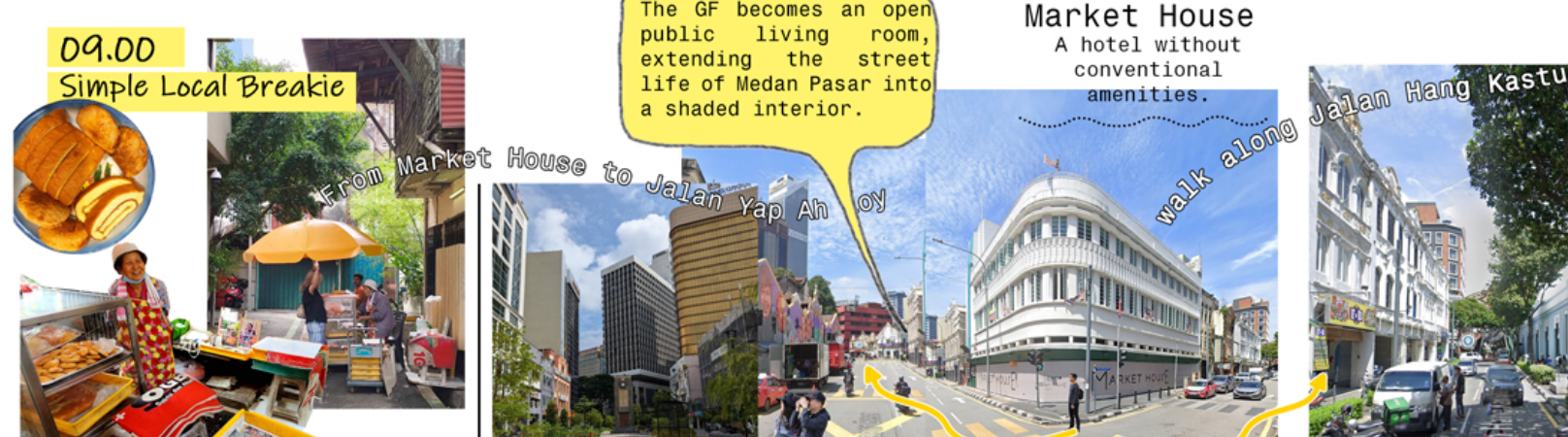
building activation  
Social & Collective Facility (Area = 300 m<sup>2</sup>) (2-levels)  
Reintroduce anchor of familiarity:  
+ Former Hair Salon: Stylo Hair Salon (Intimate Social Threshold)  
+ Former Convenience Store: Aksara Convenience Shop  
+ 50 years Tailor shop: Syarikat Fah & Co

building activation  
URBAN FARMING Conversion of abandoned Wisma Megah (Area = 4500 m<sup>2</sup>) (5-levels)  
+ Promotes local and sustainable food systems.  
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<b>Zone Legend:</b>	Traditional Shopping Precinct	Education Precinct	Civic Precinct	Heritage Triangle Precinct	Petalting Street Precinct	Upgraded Nodes	
<b>Line Legend:</b>	Existing market street	Must visit route	Green trail	KL Heritage Walk	Urban Lifestyle Walk	Cultural & Market Walk	
<b>Residential</b>	Houses, apartments, condominiums	Commercial	Shops, malls, offices	Institutional / Public Religious	Temples, Masjid, School, Hospitals, government buildings	Recreational / Open Space	Parks, sports complexes, community spaces
<b>Cultural hubs</b>	Transportation / Infrastructure	Bus terminals, train stations	Mixed-Use / Hotel	Combination of hotel + commercial			

## PLAN & VISUAL RESEARCH

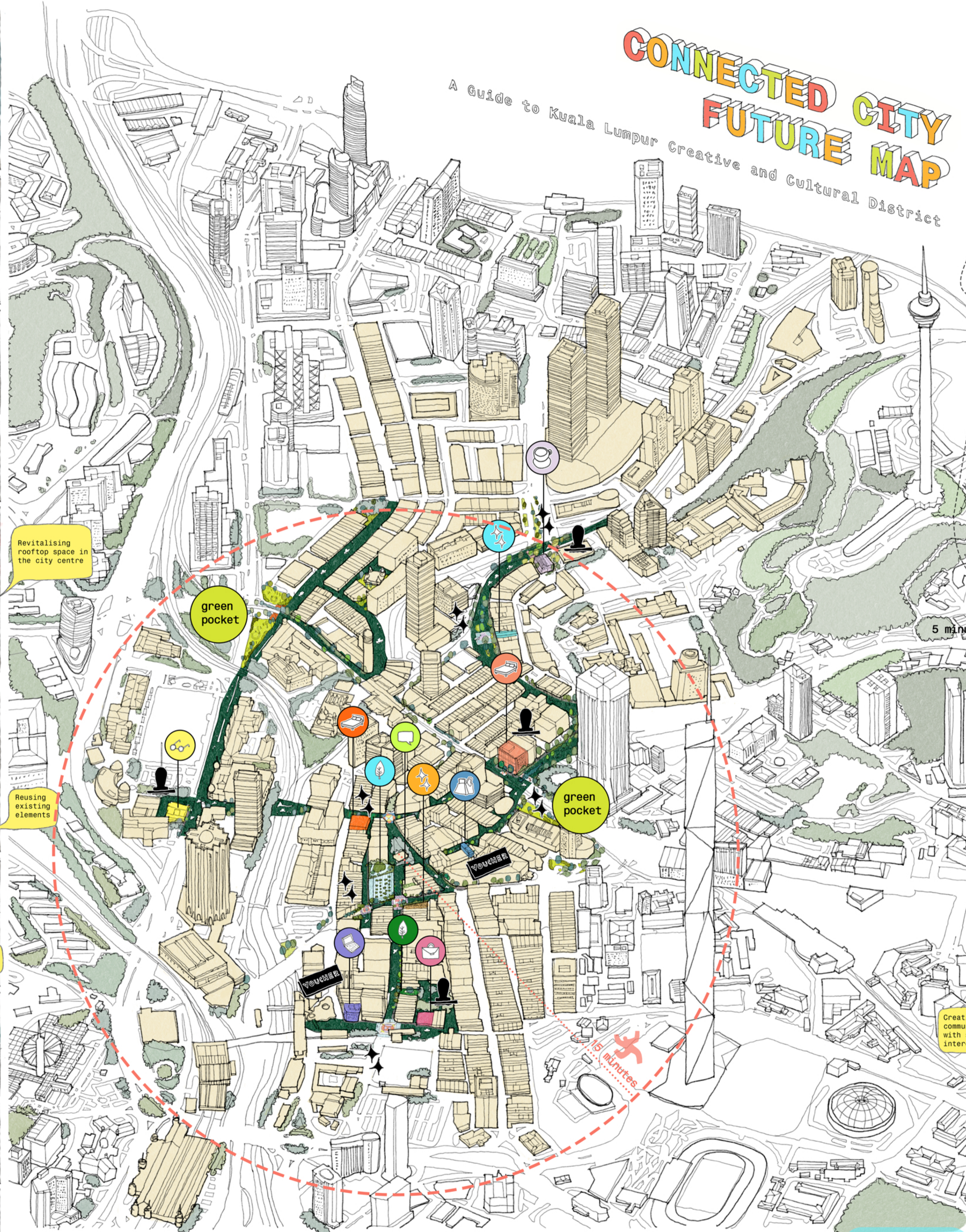
Within Kuala Lumpur City Centre, twelve underutilized and heritage structures are strategically reactivated to establish a cohesive urban system. The intervention operates as a programmatic node, collectively reinforcing density, walkability, and adaptive reuse. Rather than large-scale replacement, the leverages existing typologies, inserting new spatial and productive logics into the fabric.



The programmatic plan distributes cultivation and production zones across the site, and the circulation plan connects these elements through pathways and social spaces, linking users to processes of growth and consumption.

# CONNECTED FUTURE CITY MAP

A Guide to Kuala Lumpur Creative and Cultural District



inspired by the Dayabumi building at the background

get your clothes fixed here!

in need of a new hairstyle?

new commercial space

a nod to the traditional mosaic

Roof Garden UP  
AQUAPONICS GARDEN  
PLANT LAB  
STORE  
STORE

PLANT LOCAL FOOD

Reactivating facades

3 minutes

Reusing existing elements

Creating vibrant statement pieces to connect the city

Accessible to organic greens

from farm to table

URBAN FARMED

restaurant  
1 green lab  
2 the grocer

33 farm to table

Create space for the local community to share a healthy lifestyle

FRESH

CULTURAL WALK

Reintroducing traditional architectural elements

Internal reconfiguration to suit the function of space

A hostel to rest. Relax. Have fun.

Showcasing local artists!

DIRECTORY  
6F ROOF  
5F GOURMET  
4F CULTURE  
3F FASHION  
2F DESIGN  
1F LIVING

A space for local designers and brands

Reinterpreting local delights

5 minutes

Restoring existing architectural elements

Opening up the lower levels to create more street exposure

Creating public spaces that invites city dwellers

Creating a community with shared interest

Old facades, new look!

2 minutes

Spaces for wellbeing

### Where to visit

- the collective.
- urban farmers
- green lab
- lokal
- kita-kota
- W+ Wellness and Spa
- buku-buku

### Where to stay

- kommune
- nomad.

### Where to shop

- pokok-pokok
- the grocer
- atelier isetan

### Where to eat

- leafy cafe
- folia restaurant
- kuih kopi
- table + fable

### SPOT! these junctions!

Look for stamp here!  
\*\*exchange for vouchers when you've collected all