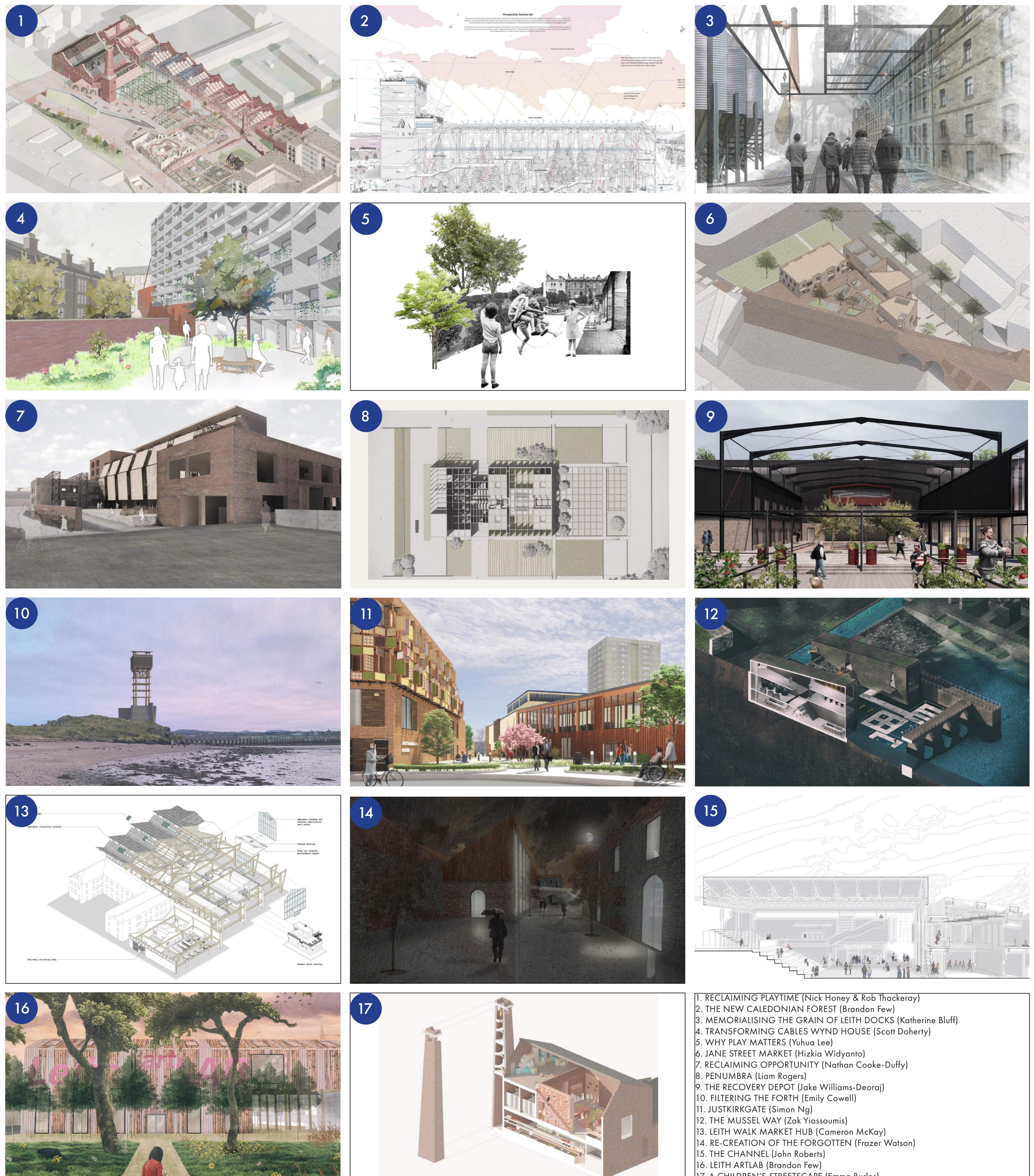
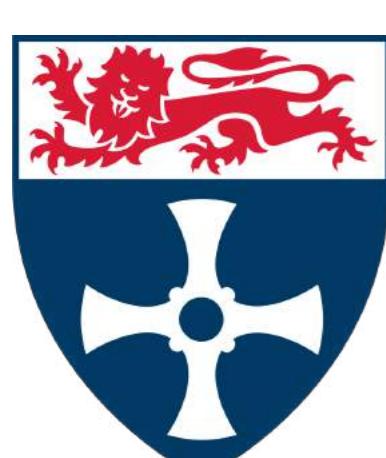


EDGE CONDITIONS



1. RECLAIMING PLAYTIME (Nick Honey & Rob Thackeray)
 2. THE NEW CALEDONIAN FOREST (Brandon Few)
 3. MEMORIALISING THE GRAIN OF LEITH DOCKS (Katherine Bluff)
 4. TRANSFORMING CABLES WYND HOUSE (Scott Doherty)
 5. WHY PLAY MATTERS (Yuhua Lee)
 6. JANE STREET MARKET (Hizkia Widjanto)
 7. RECLAIMING OPPORTUNITY (Nathan Cooke-Duffy)
 8. PENUMBRA (Liam Rogers)
 9. THE RECOVERY DEPOT (Jake Williams-Deoraj)
 10. FILTERING THE FORTH (Emily Cowell)
 11. JUSTKIRKGATE (Simon Ng)
 12. THE MUSSEL WAY (Zak Yiassoumis)
 13. LEITH WALK MARKET HUB (Cameron McKay)
 14. RE-CREATION OF THE FORGOTTEN (Frazer Watson)
 15. THE CHANNEL (John Roberts)
 16. LEITH ARTLAB (Brandon Few)
 17. A CHILDREN'S STREETSCAPE (Emma Burles)



Newcastle
University

Edge Conditions offers a summary of the work carried out by students of the Master of Architecture at the School of Architecture, Planning and Landscape at Newcastle University. It showcases selected student work from a studio led by academics **Christos Kakalis**, **Zeynep Kezer** and **Ivan Marquez Munoz** between 2019-2022, which set Leith as the context of intervention. The studio encouraged explorations of architectural responses to Edge Conditions, conceived literally and figuratively, proposing them as a deliberately loose frame. This enabled a wide range of experimentations and iterations from the most literal and material translations of the notion, to the most ephemeral and metaphorical.

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