

JULY 30 MINUTES

Attendees

Matt Ganley; BSNC
 Edwin Weyiouanna; Shishmaref,
 Wilma Osbourne; White Mtn.,
 Rose Fosdick; Kawerak,
 Faith Jeld; Saami Barke,
 Troy Walker,
 Flora Simon; Native Village of Council,
 Dora Mae Hughes; First Alaskans/BSNC,
 Kirsten Timers; BS Foundation,
 Sue Steinacher; AK. Fish and Game,
 Pat Hahn; City of Nome,
 Richard Beneville; Nome Chamber/Tour Dis.,
 Betty Olanna; BSNC/Kawerak,
 Brian & Donna James; Kawerak, Inc.,
 Al Sahlin; Nome Eskimo Community,
 Al Burgo; 907 Productions,
 Jim Adams.
 Tracy Johnson and Charles Bettisworth,
 Bettisworth North Architects & Planners



Presentation by Bettisworth North was given on materials and important design factors for consideration and review– which included:



Below is a collation of ideas expressed by attendees. Please note ideas are paraphrased not direct quotations.

Reference to beach sand, colors and texture should be considered
The compactness of Nome is unique to the area
Importance of Native culture with the Land
Sami Parliament – based on lavo (round) shape
Colors should reflect nature
Town of Council has timber and rock quarry- for possible materials
Celebrate
Artists and Crafts should be visible
Future and Past- Remember both
Scale of materials- important to location and place
Anvil Mountain wall of rocks- stacked for mining purposes has relevance
Inspiring- this project is more than art and artifacts, the building won't live without the people and programs
Engage the research component
Show relationship of people & animals & supernatural
Acknowledge that things are changing globally – environment- and could be source for funding/grants to house research
Not so much of a museum, but rather a school (feels more alive)
Original people were scientists- understanding the environment and tied to the land and animals
Today's people are separated from the natural environment, so this facility would truly help with history and cultural understanding



Facility must be for young and old people

This facility has the potential to impact the community greatly

Barrow- Inpiat Center- is creative source for community, good example

Is this center embracing Siberia and circumpolar regions? Yes! This is an international facility

“Heavy thinking” is necessary to provide a solution as to what and how the building will reflect all the important thoughts

More space needed for art- such as visiting artist studios

Could be used to teach traditional throat singing

Abilities and skills are taught here

Example of interactive facilities- Tate = technology, St. Lewis museum of western expansion- entered in circle- laid out with time as a factor, and Nike headquarters in Portland with glass floors = abstract representation of water

Recognize kayak, ulu, kuspuk, harpoon, ivory...must be able to visit this building and understand these important pieces of innovation

Reflect native view of world- integrated not lineal

The below (6) concepts were presented.

Color coded key for the following concepts.

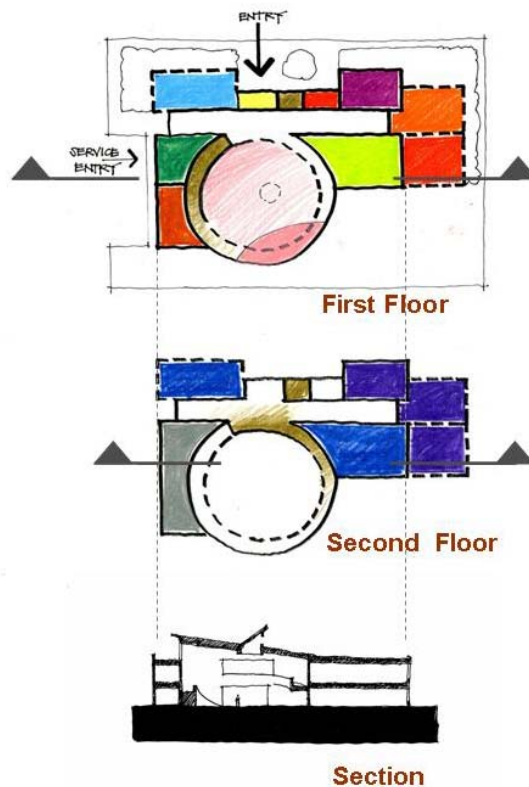
 ENTRY	 OFFICES
 RESTROOMS/ JANITOR	 ART AND ARTIFACTS
 ESKIMO HERITAGE PROGRAM	 ARTISAN STUDIO
 GATHERING PLACE	 SHIPPING & RECEIVING
 GIFT SHOP/ TOURISM	 KITCHEN
 CLASSROOM	 MECHANICAL
	 VERTICAL CIRCULATION

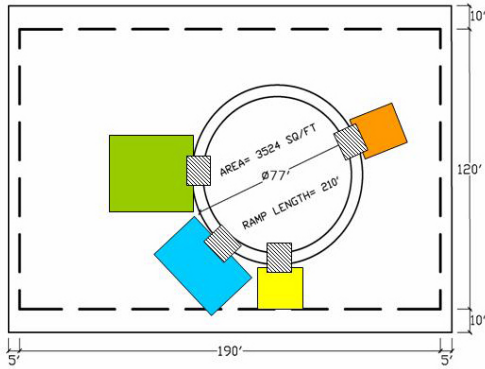
Concept A

A variation of Workshop I- Table 1 concept

Information was presented on how the entirely round building that Table 1 proposed will not work with the budget constraints, constructability issues, and making each floor accessible off of a central ramp.

Bettisworth North





Key points of design include:

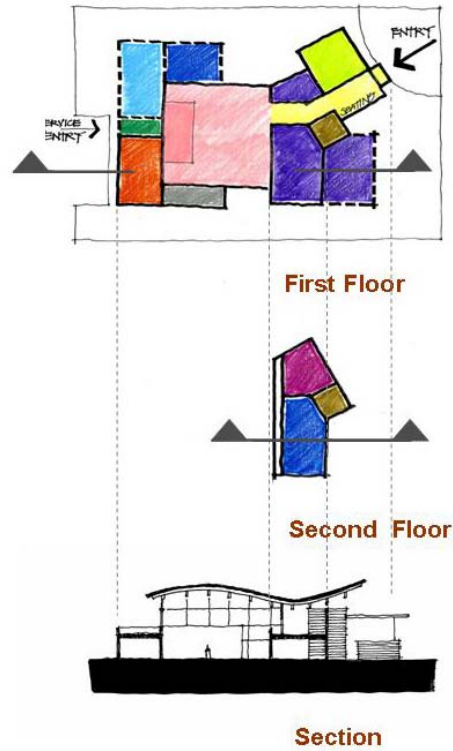
- Asymmetrical design
- circular shape of gathering hall
- North Entry, protected from wind, vehicle pull off
- Service access from west
- Addition (Phase II) on East
- Center clerestory window-depicting smoke hole of traditional sod dwelling

Concept B

Based upon Workshop I- Table 2 concept

Key points of design include:

- Entrance to NE of site- entrance park that relates to park and sculptures at St. Joes
- Long hallway = Inee of traditional igloo style
- Unique roof shape – depicting hills, or organic shape
- Second floor balcony that overlooks gathering hall



Concept C

Based upon Workshop II- Table 3 concept

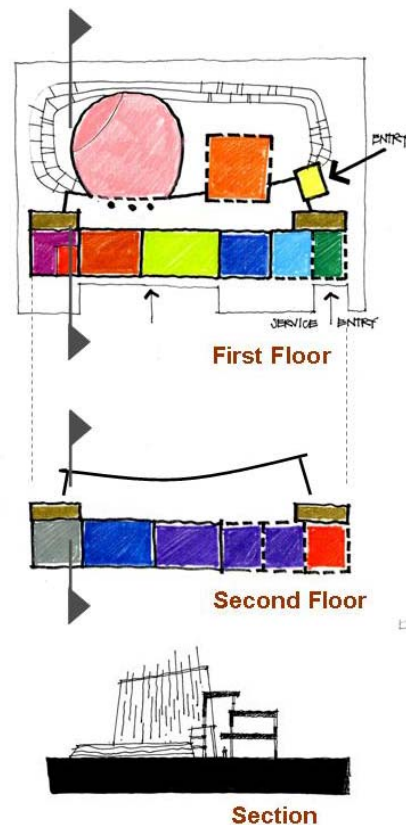
Key points of design include:

- Entrance from East
- Partial basement
- Large balcony (roof over partial basement) for outdoor gatherings
- Unique roof shape
- Gathering hall that can be divided into multiple smaller rooms

Concept D

Key points of design include:

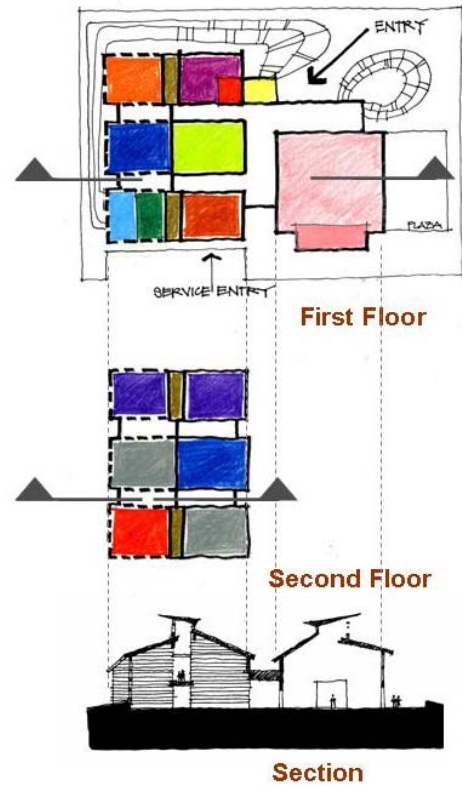
- Asymmetrical design
- Round gathering hall- organic shape
- 2 story circulation hall = spine of building
- Entrance to East
- Design – including shape and siding- of gathering hall to be unique and represent the stacked driftwood used for traditional construction



Concept E

Key points of design include:

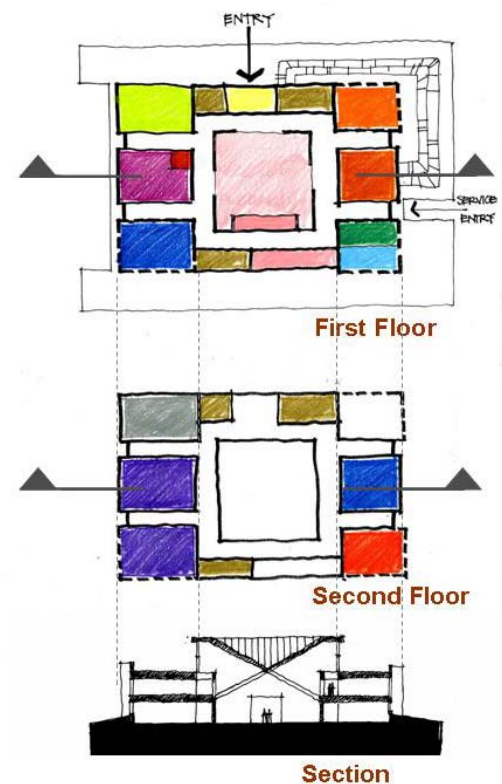
- Entrance from NE
- Addition (Phase II) to West
- Section of building represents roof lines of traditional sod dwelling
- Gathering hall is located to east – opens directly onto plaza outdoor space for large functions



Concept F

Key points of design include:

- Symmetrical Design – based on center space being most important = gathering hall
- Entrance is from north
- Addition (Phase II) occurs at several locations around Phase I building
- Unique roof and ceiling plan to allow daylight into central gathering hall



Below is a collation of ideas expressed by attendees. Please note ideas are paraphrased not direct quotations.

General comments:

- Aesthetically the curves and circles are welcoming and nice = natural forms
- Flip umiak on side- used for shelter on beach. Suggested using as roof form.
- Major access is needed into gathering hall
- Stage could be center- not at one end, surrounded by audience, flexibility in stage is desirable
- Main Entry off of 3rd works best – for vehicle pullout and drop off, wind protection
- Need space for tables and circulation for craft fair, next to or around gathering hall
- Must incorporate some sustainable design features-very important.
- Dominant winter wind is from NE (note AC store doors are exposed on NE corner and are closed during winter months)
- Sales area should be near front door- for access, visibility.

Specific Concept Comments:

Concept A =

Skin- like translucent glazing at gathering hall
Like smoke hole idea
Could make more “igloo” shape

Concept B =

Nice element of long hallway
Shape and design of roof is intriguing

Concept C =

Basement not viable in soils (permafrost) conditions,
Entry on 3rd Street is desirable

Concept D-

Shape and design of gathering hall is good, unique, tie to past
Keep driftwood design

Concept F =

Design is very “buildable” and efficient – cost to build and heat
 Won't drift snow
 Add Inee hall design of B

A vote was conducted to better understand the preferred options. Each attendee was given 2 votes. Below are the results of that vote.

First Choice

A = 2
 B = 0
 C = 0
 D = 1
 E = 0
 F = 10



Second Choice

A = 2
 B = 7
 C = 0
 D = 3
 E = 0
 F = 2

Total votes were tallied with the clear favorite schemes being F, B, D and A.

Programmatic Comments:

- Functionally, Exhibit , Gift Shop/Tourism Counter needs to be directly linked to the main entry as well as the Administration Support space.
- Shipping and receiving needs to be close to kitchen, stage and classrooms.
- This building needs to have an iconographic image as well as fit into the context of it's site.
- The exterior of the Gathering Space can help in this image making; the exterior can represent its contents, as well as become more of a focus of visual interest, while the rest of the building is a bit more traditional in construction and form.
- Portions of the Gathering Space can be used for exhibits, sculptural pieces and seating areas.
- The Gathering Space most likely will not expand.
- Toilet and coat room need to be accessible from main entry and gathering space.