



MÜGE
SEVER
HAUER

2026



/

COMPETITION PROJECTS

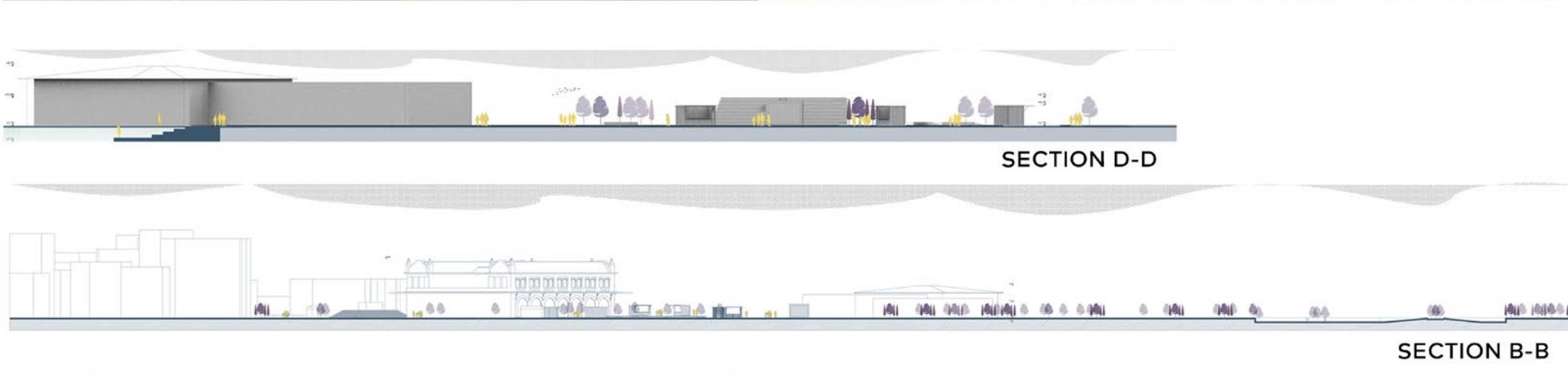
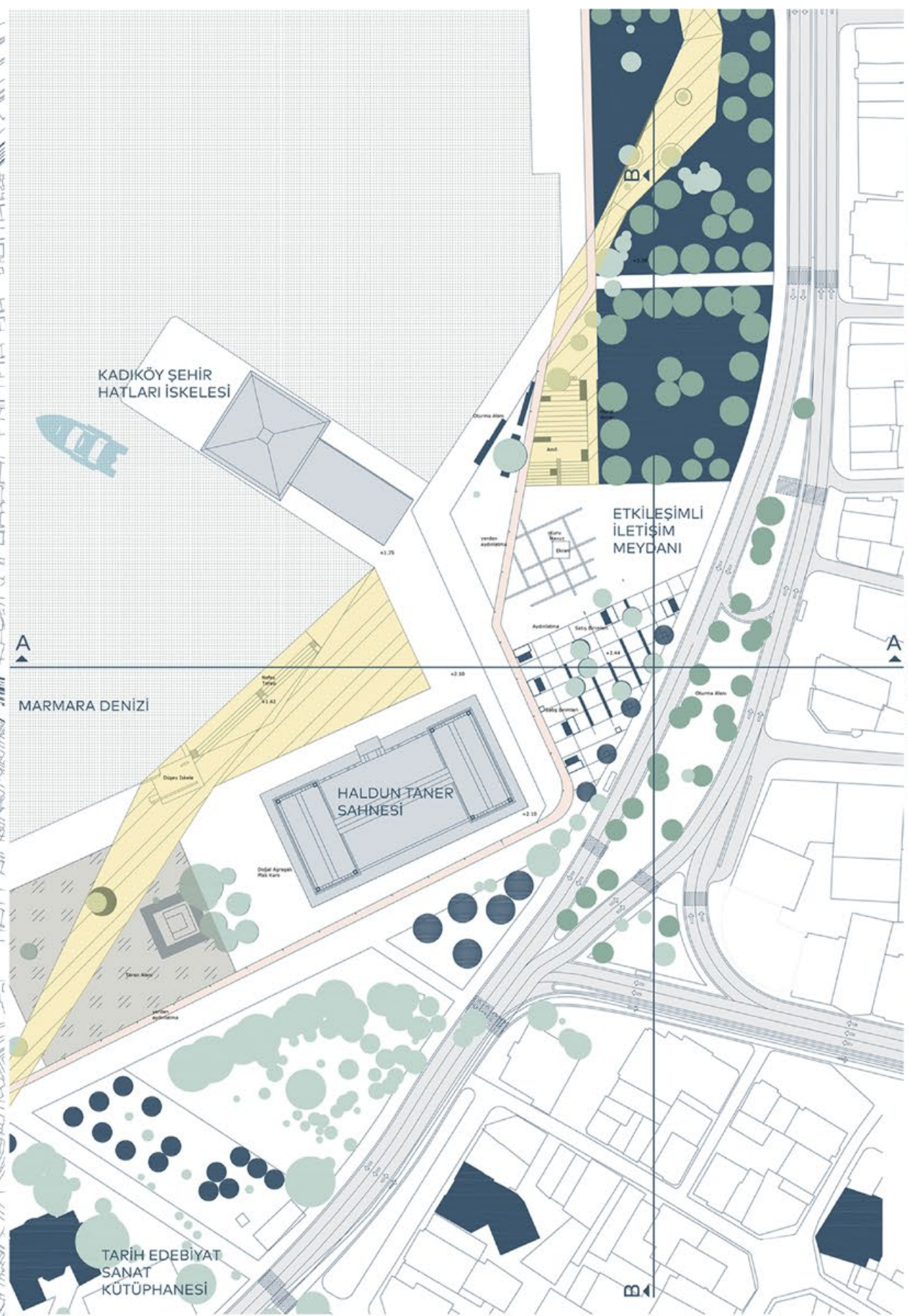
- KADIKÖY WATERFRONT DESIGN | PARALAX KADIKÖY | İSTANBUL
- SALACAK WATERFRONT DESIGN | A SYNESTHETIC SPACE FOR IDLENESS | İSTANBUL
- SWIMMING ACADEMY DESIGN | LÜLEBURGAZ

STUDIO PROJECT

- SHORTLISTED IN ARCHIPRIX | CAMPUS DESIGN | BURSA INSTITUTE OF TECHNOLOGY | BURSA

■ EXHIBITIONS & GRAPHIC WORKS

■ COURSES



Symbiotic spine
Cycle path
Pedestrian way



- Main Focus
- A. Public Space for learning: Archeological Park
- B. Public Space for an Experience and Observation
- C. Green Space for Resting, Walking and Recreation
- D. Public Plaza
- E. Urban Forest
- F. Urban Gardens for Learning and Production



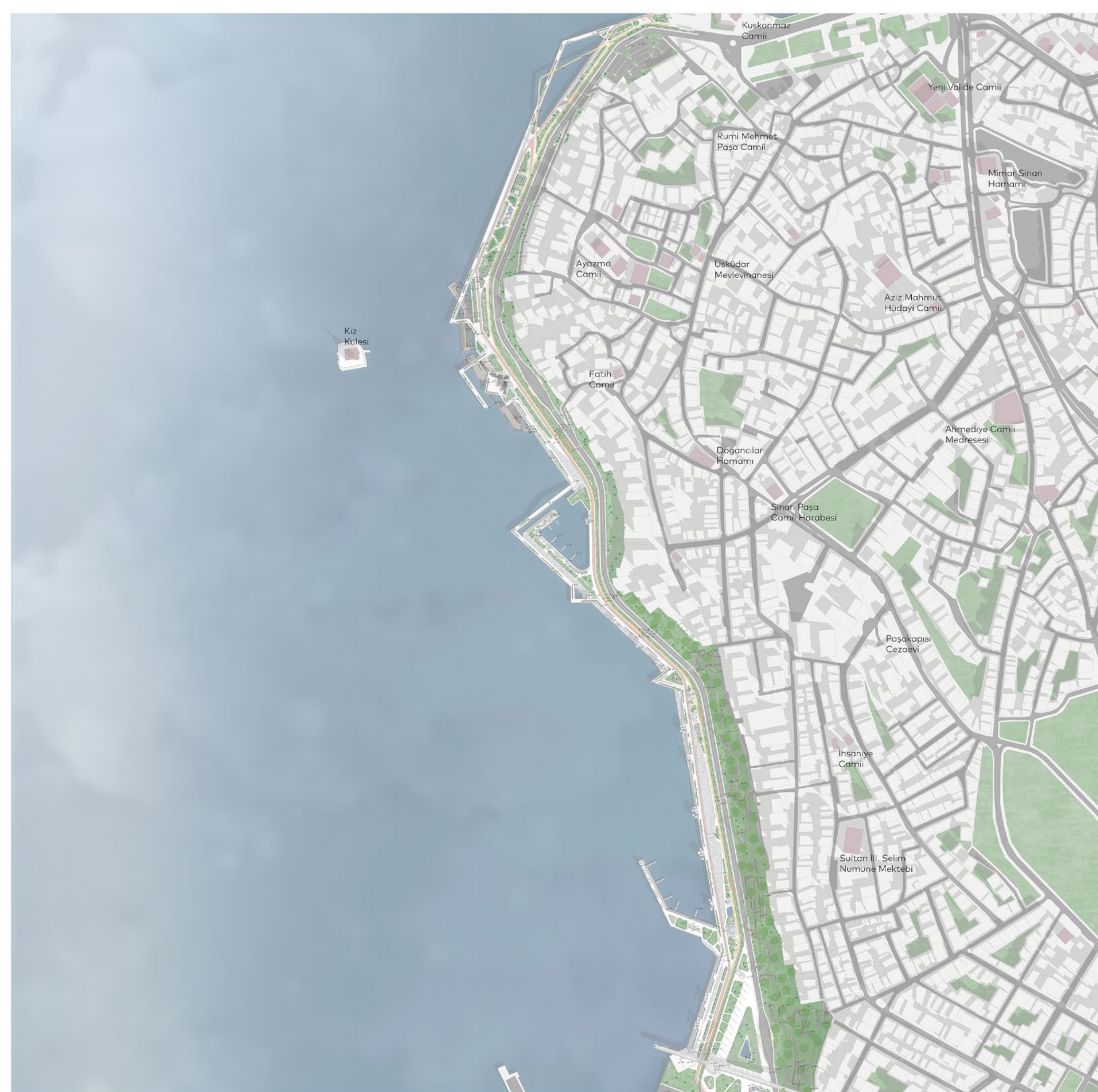
SALACAK AS A SYNESTHETIC SPACE FOR IDLENESS:

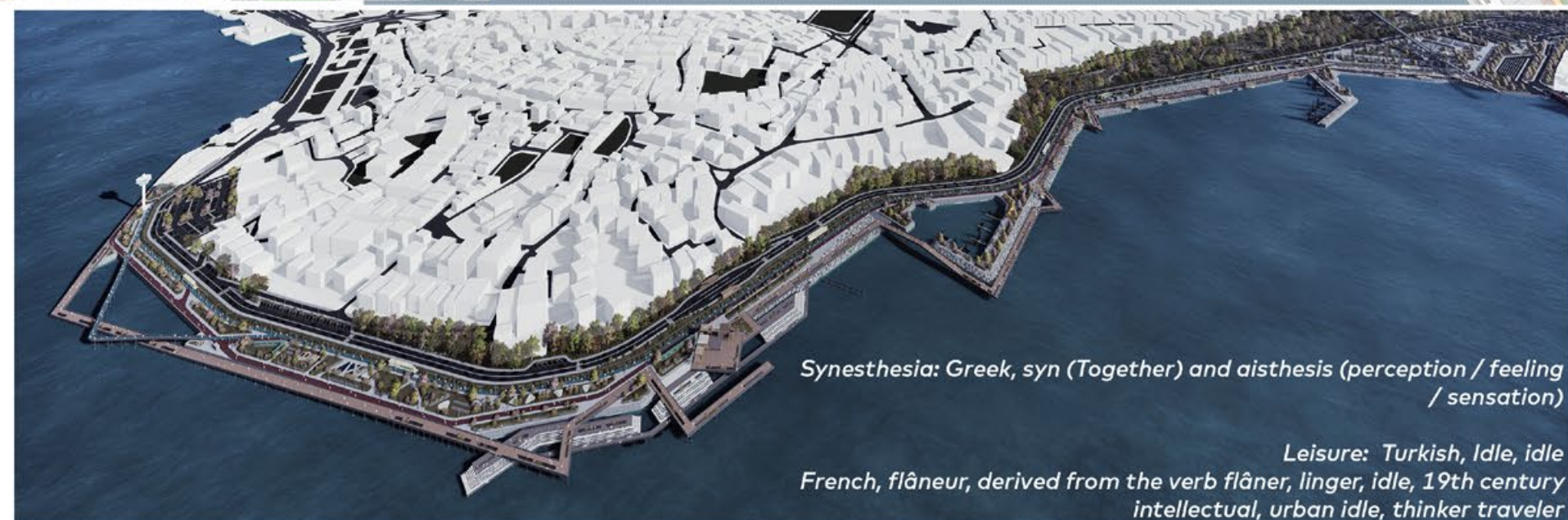
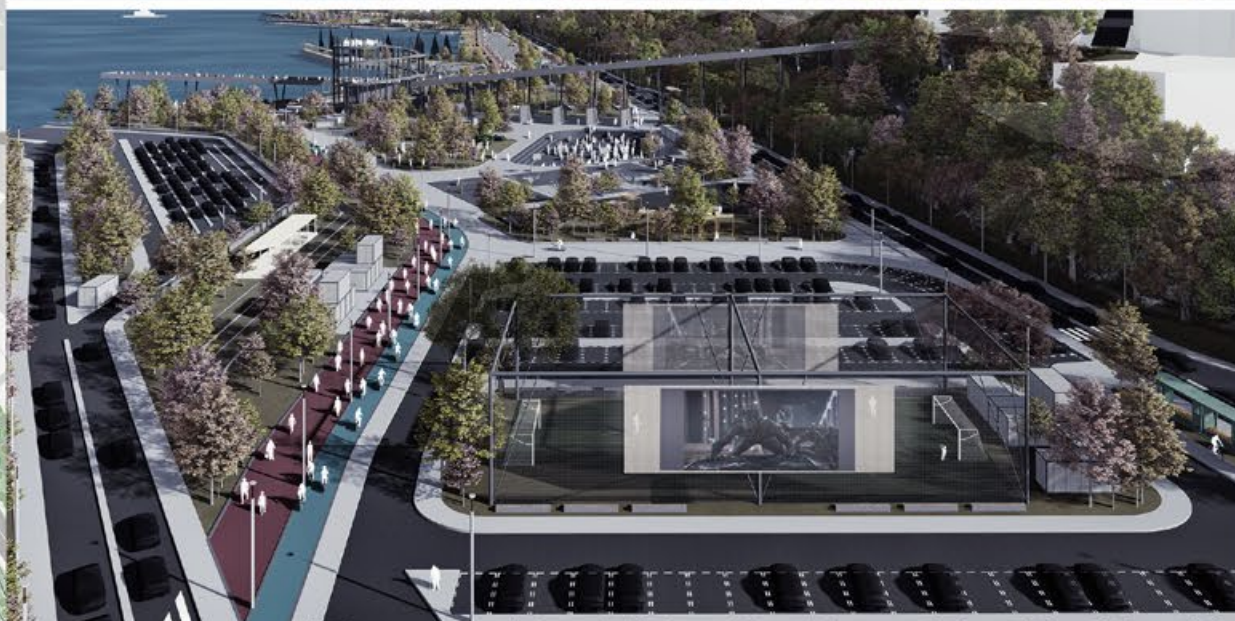
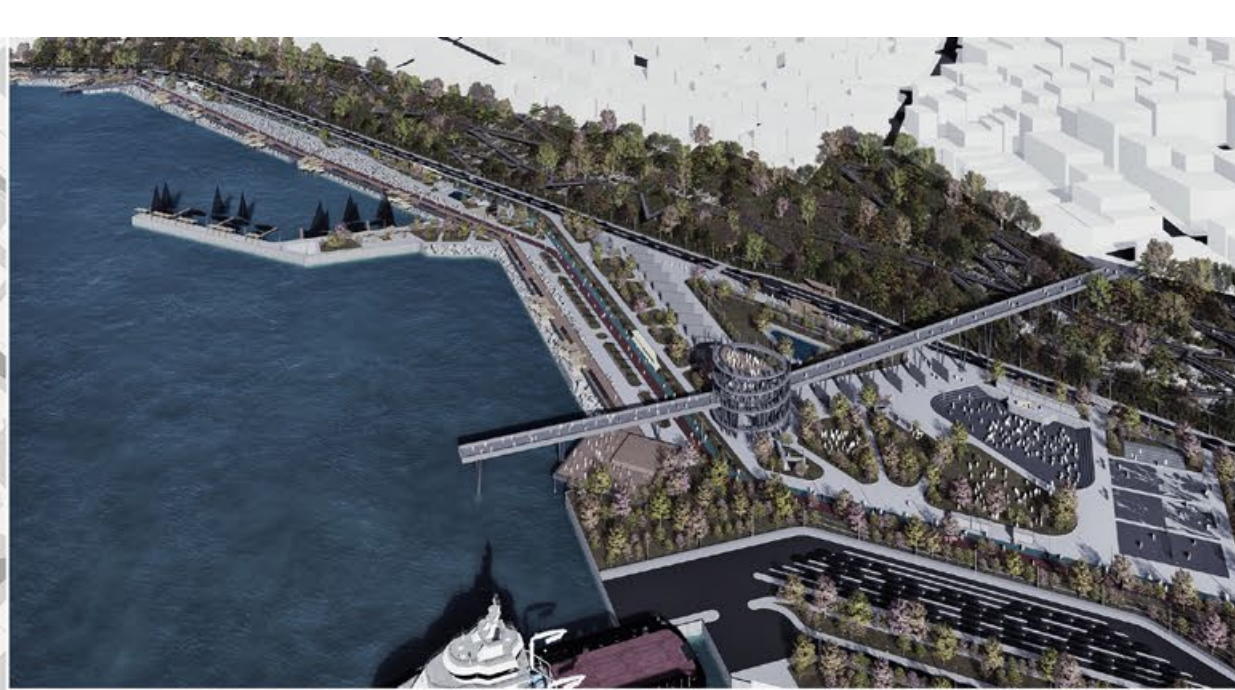
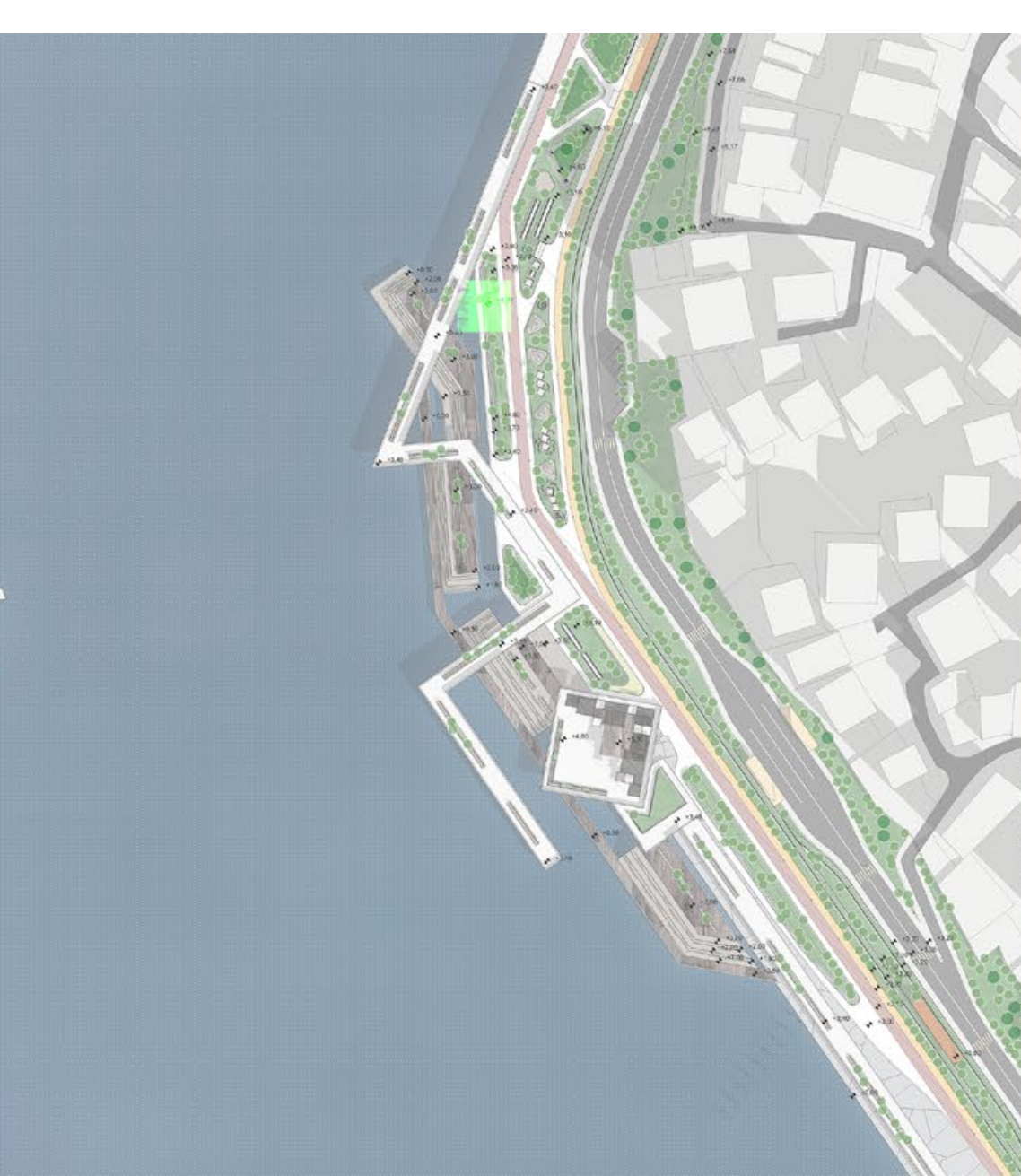
A SPACE OF MULTI-SENSORY EXPERIENCE

SALACAK SQUARE URBAN DESIGN COMPETITION PROJECT | 2020

Design Team Member

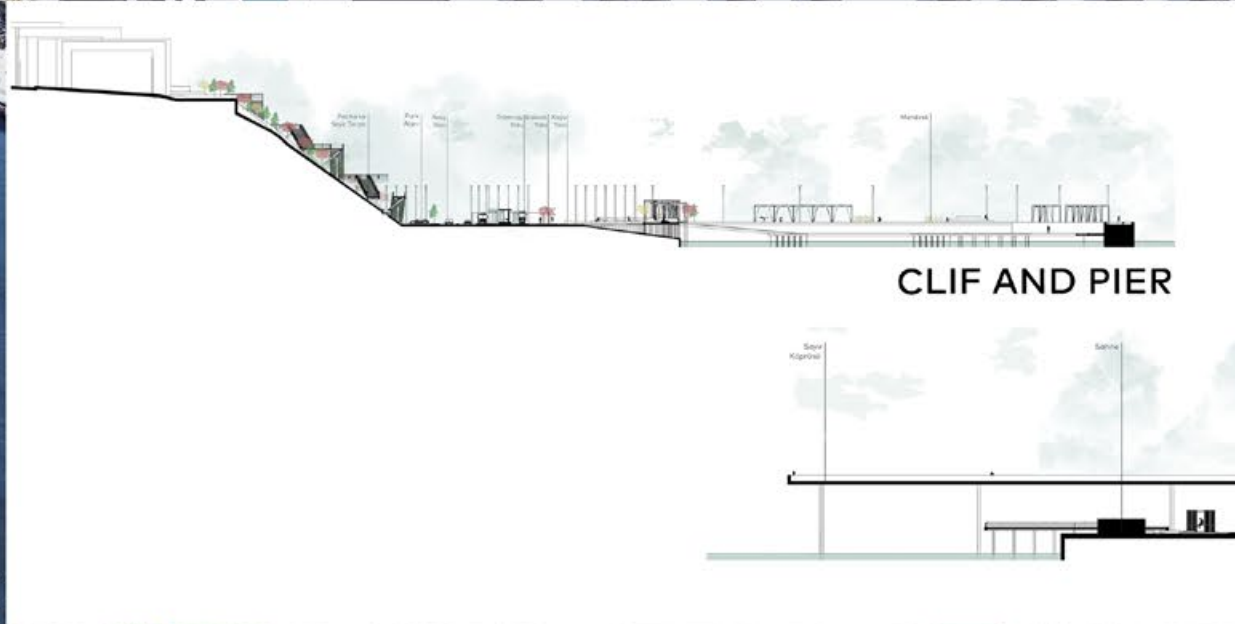
Location: Üsküdar | İstanbul



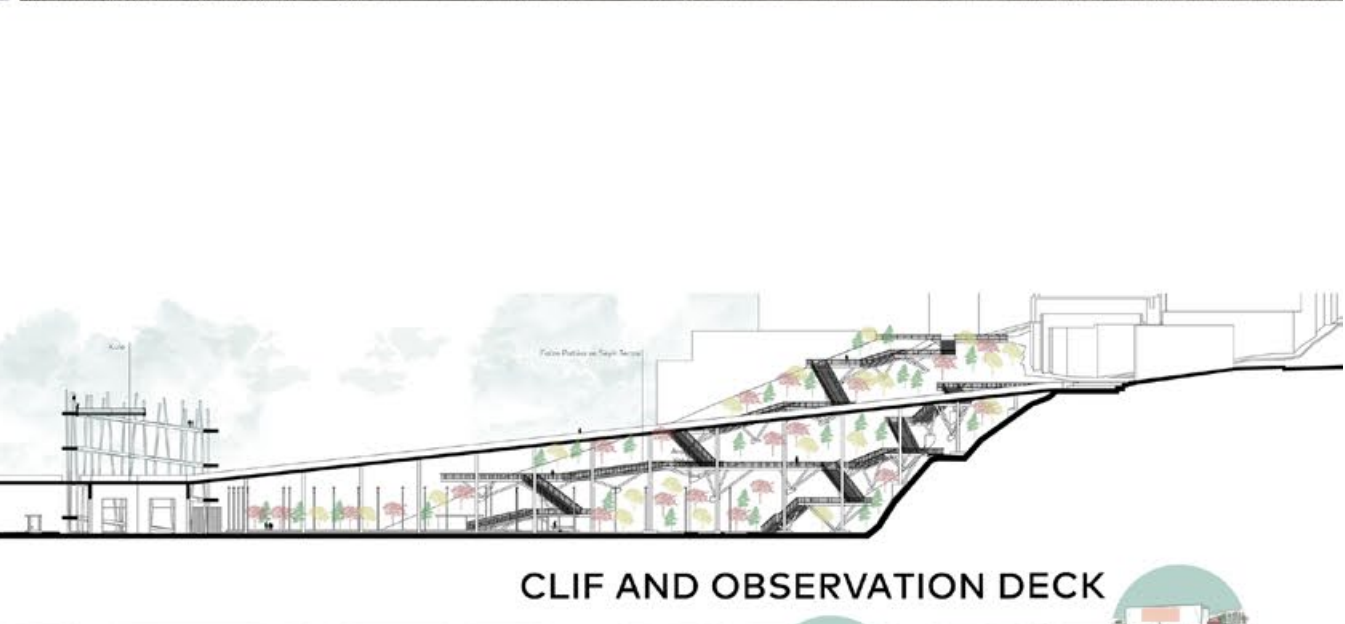


Synesthesia: Greek, syn (Together) and aesthesis (perception / feeling / sensation)

*Leisure: Turkish, Idle, idle
French, flâneur, derived from the verb flâner, linger, idle, 19th century intellectual, urban idle, thinker traveler*



CLIF AND PIER



CLIF AND OBSERVATION DECK



SWIMMING ACADEMY

DESIGN COMPETITION PROJECT | 2016

Design Team Member

Location: Lüleburgaz | Kırklareli | TURKEY

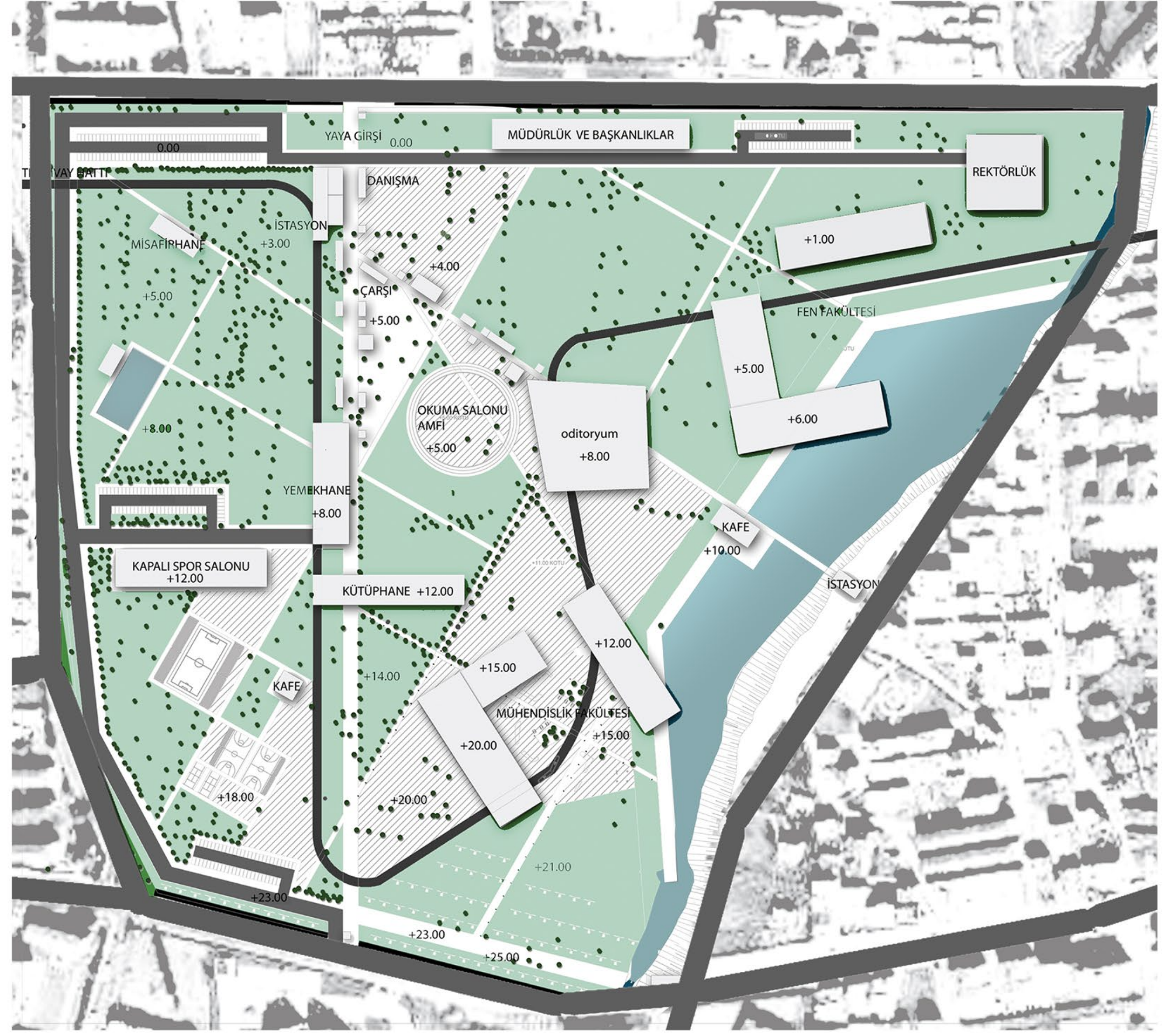
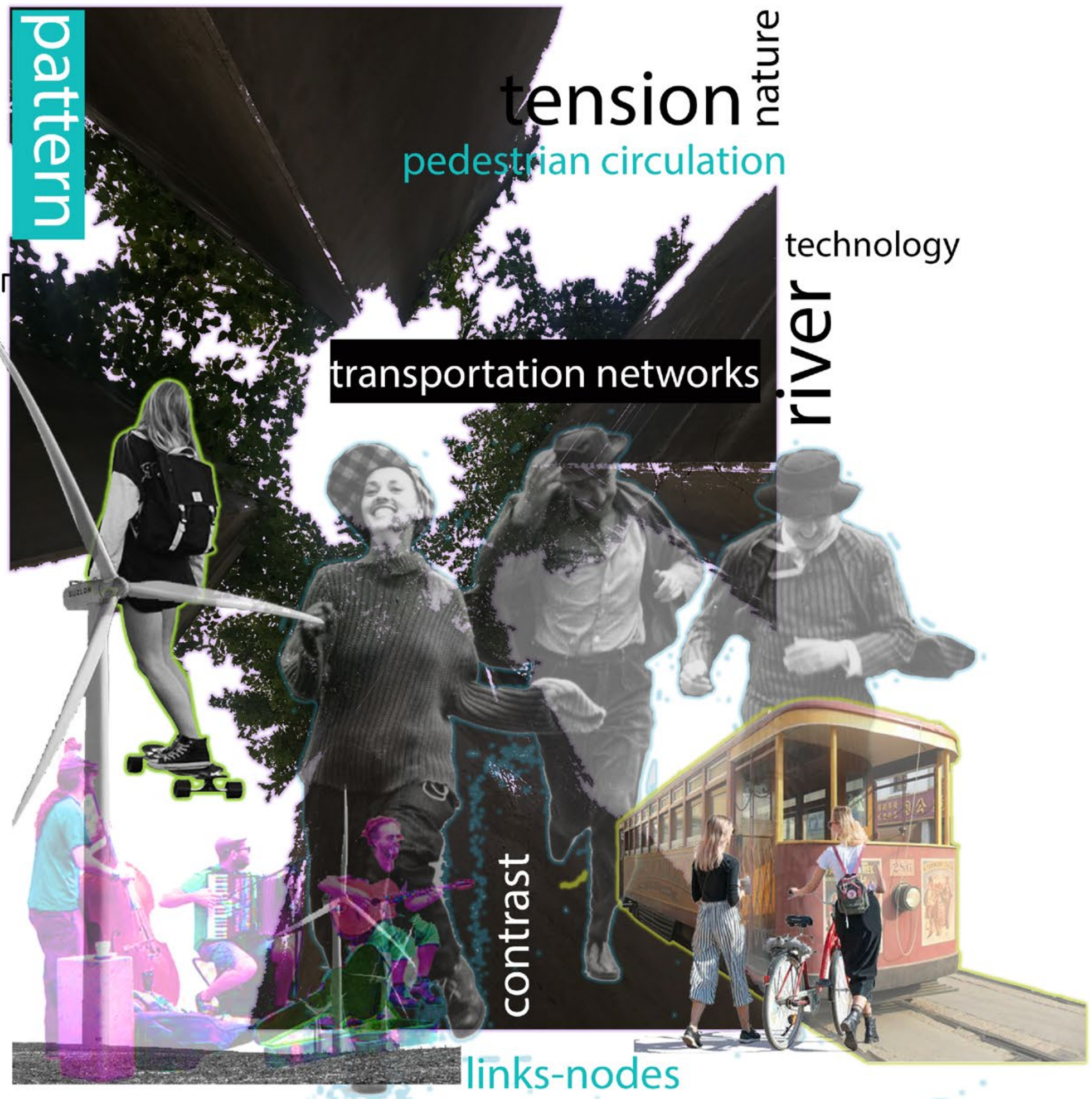


BURSA INSTITUTE OF TECHNOLOGY UNIVERSITY CAMPUS

SHORTLISTED IN ARCHIPRIX | 2010

Student project

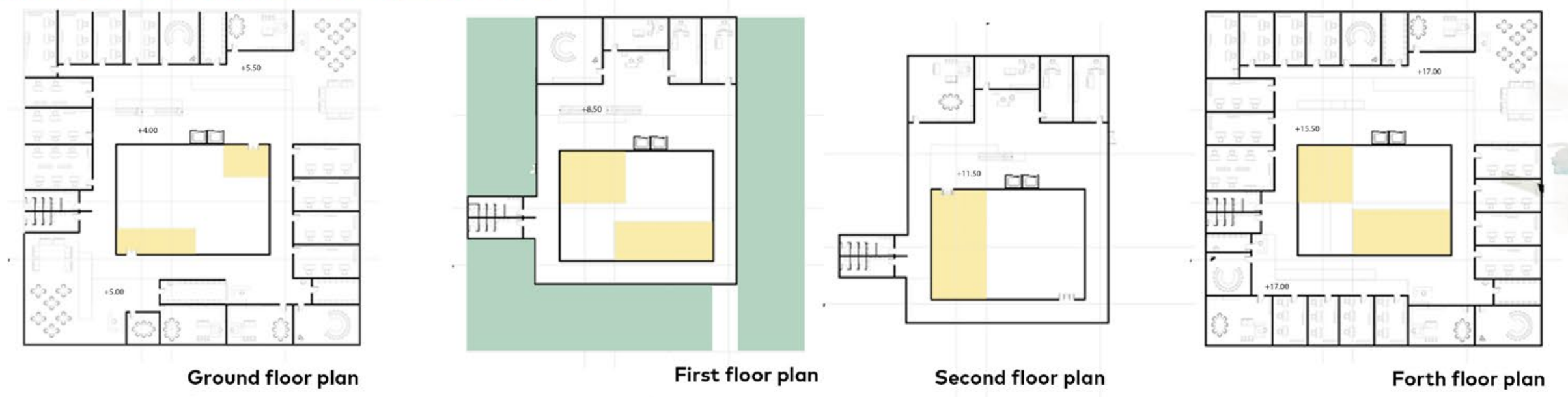
Location: Arabayatağı | Bursa



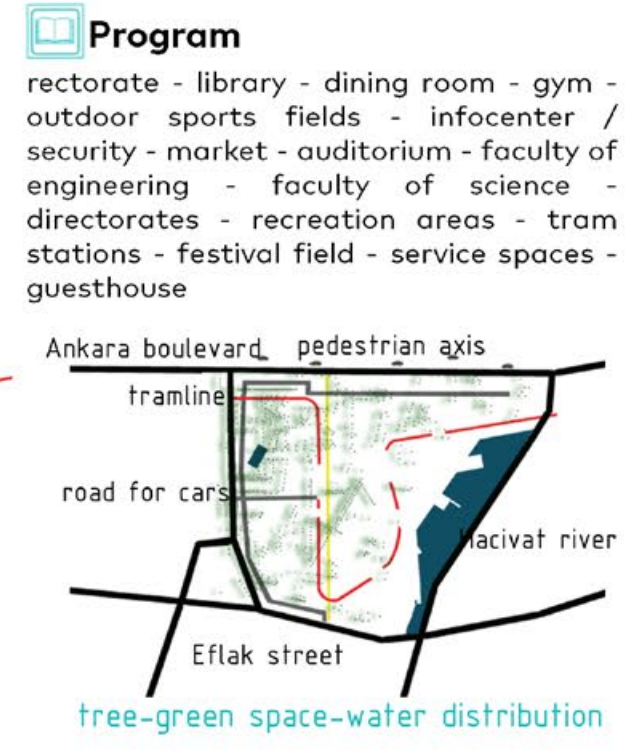
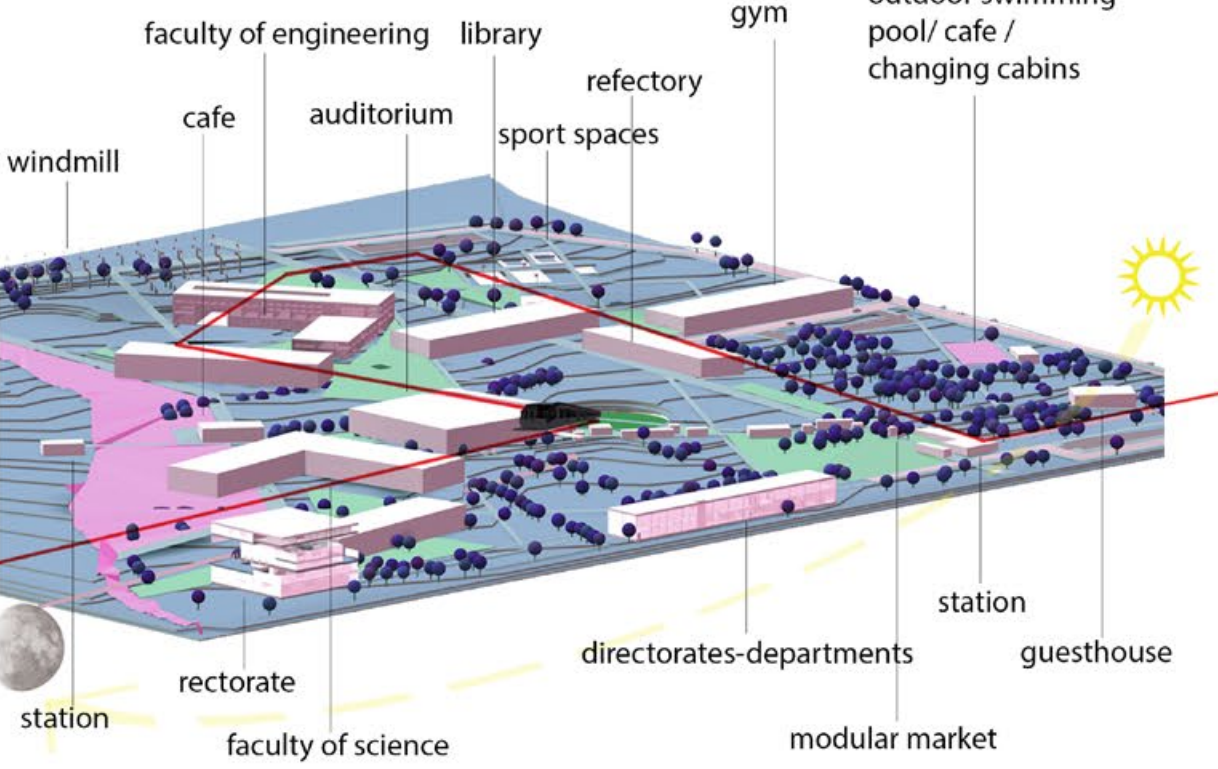
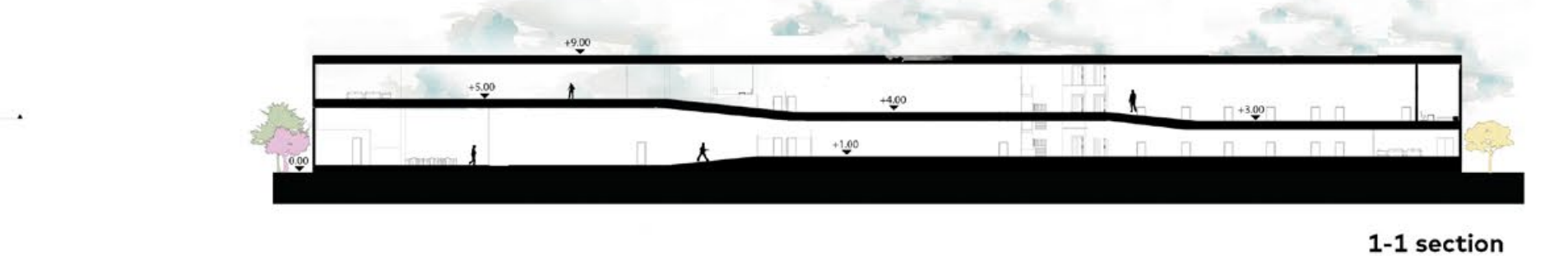
AUDITORIUM BUILDING



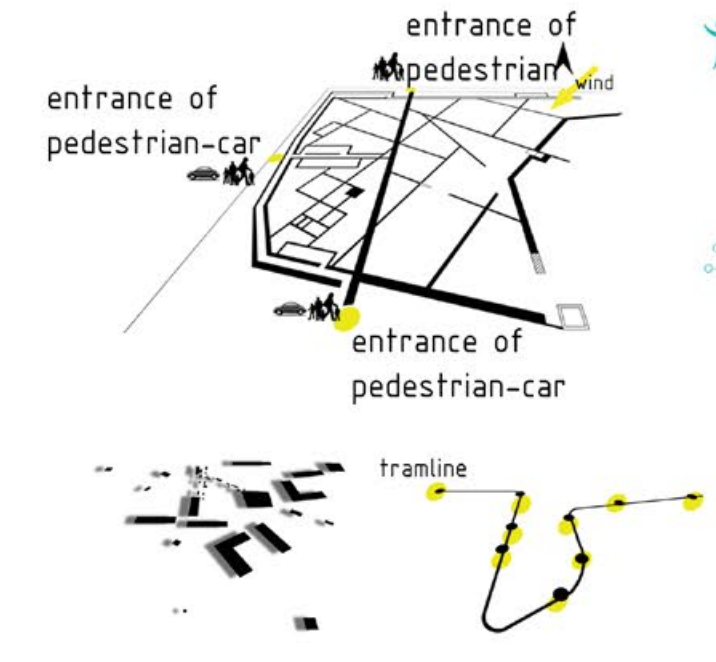
RECTORATE BUILDING



ADMINISTRATIVE BUILDING



Program
 rectorate - library - dining room - gym - outdoor sports fields - infocenter / security - market - auditorium - faculty of engineering - faculty of science - directorates - recreation areas - tram stations - festival field - service spaces - guesthouse



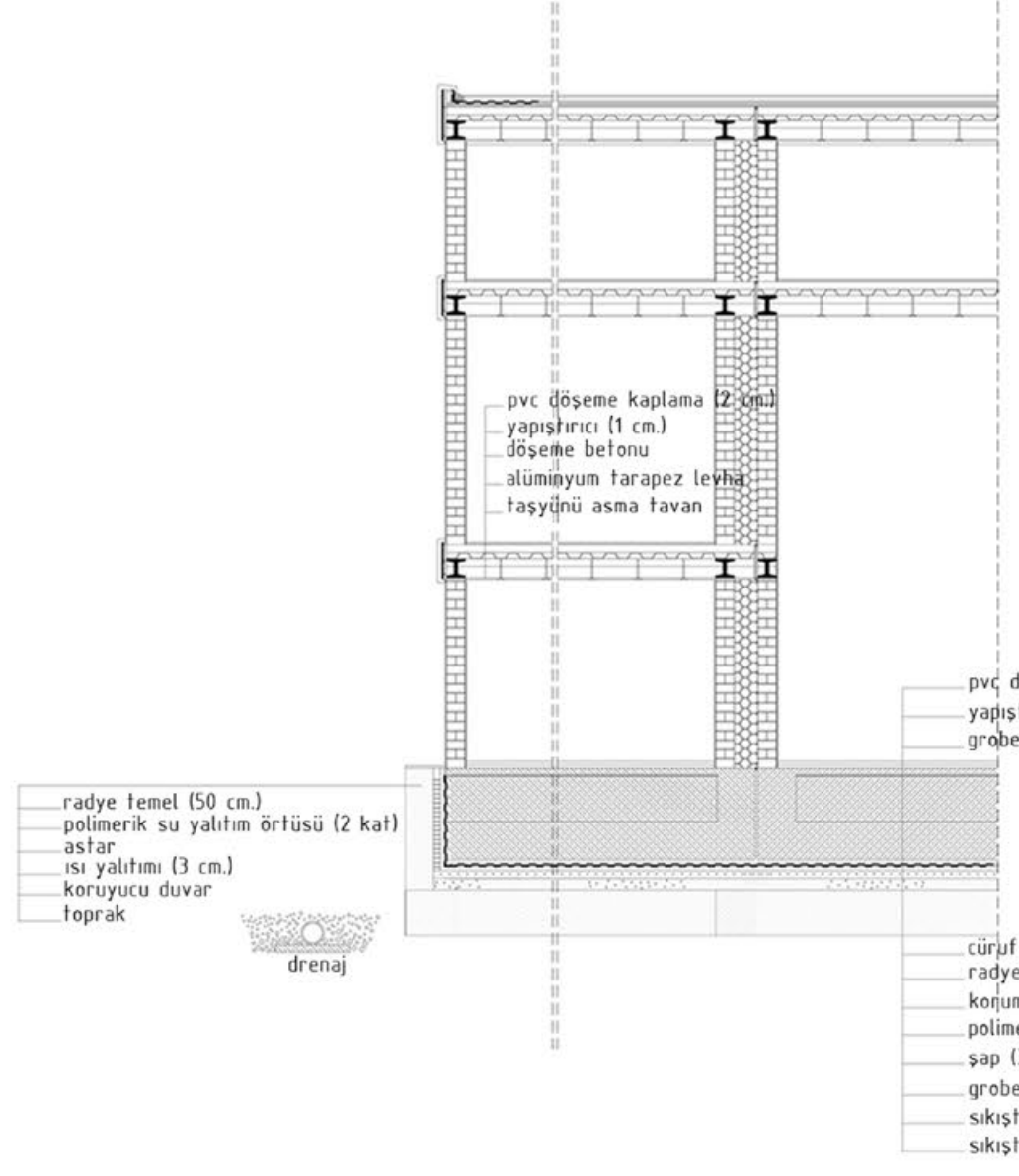
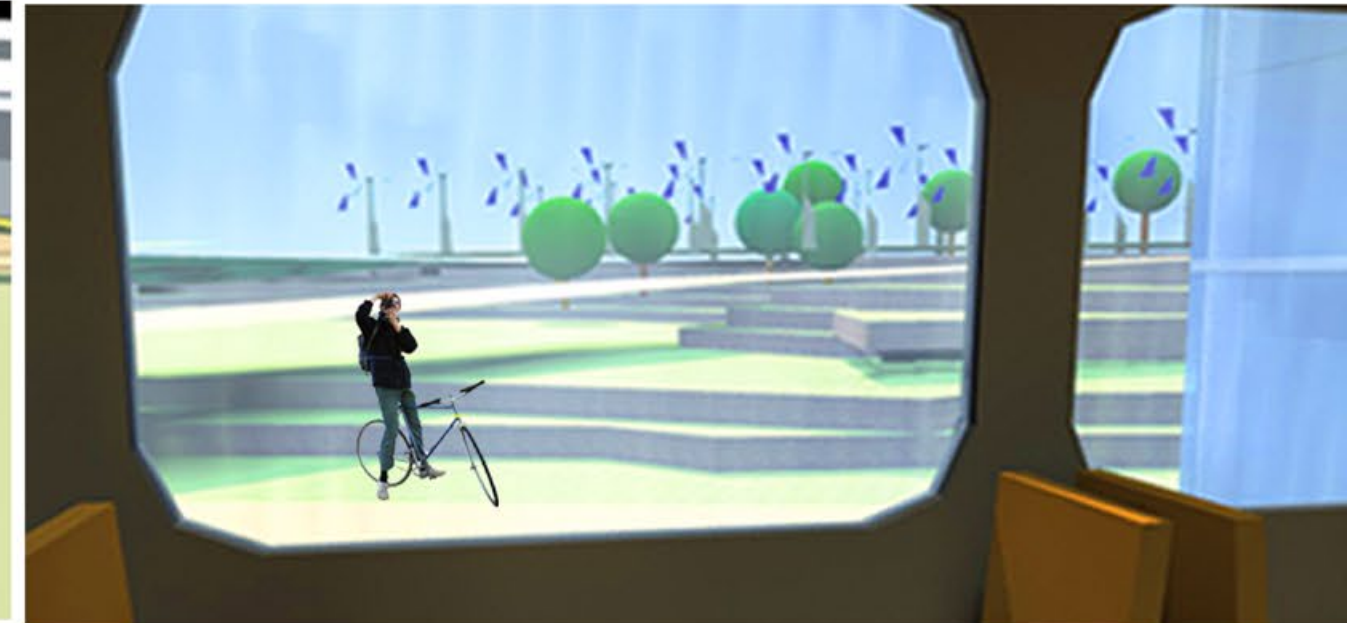
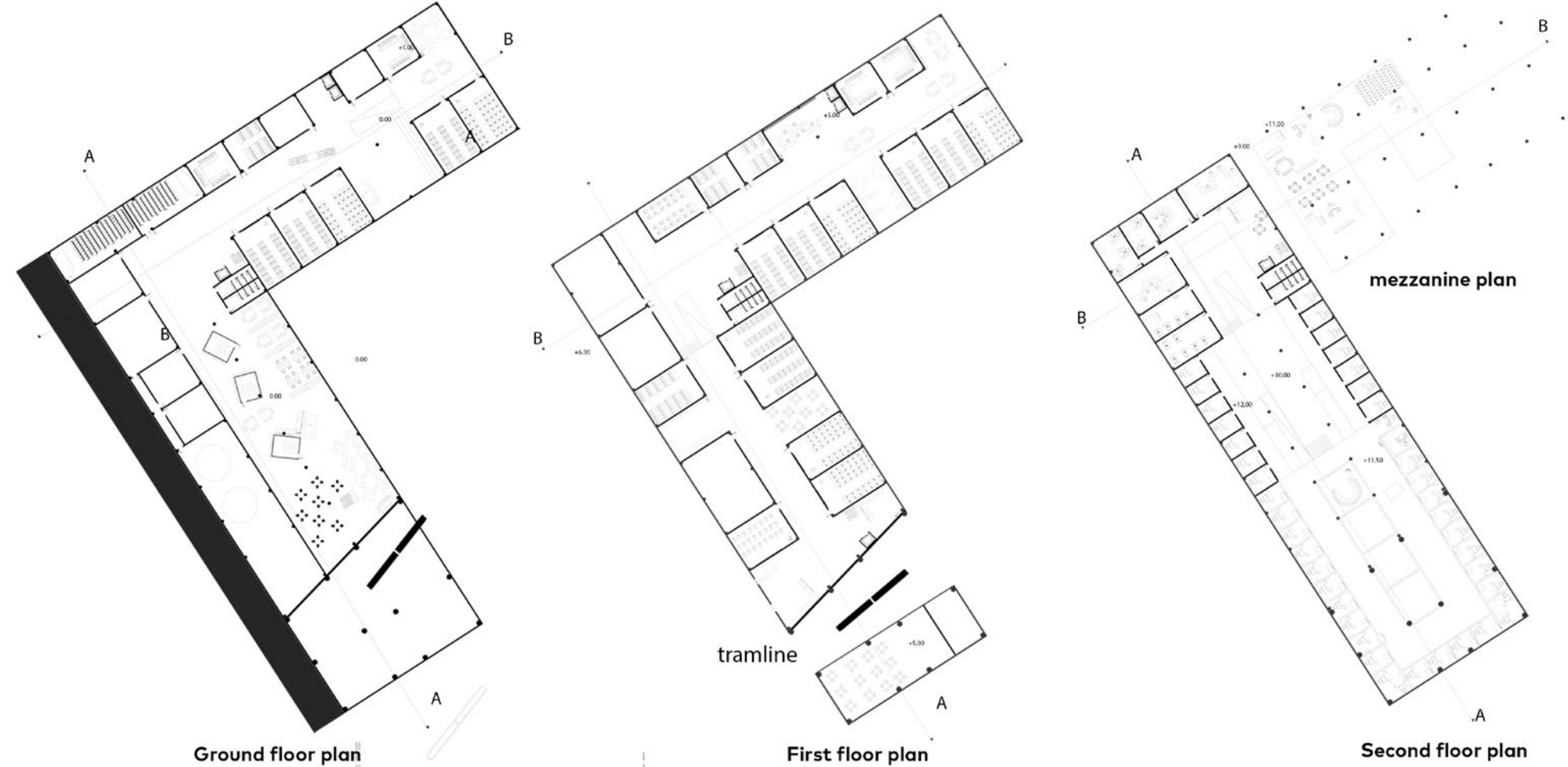
In the campus it is aimed for all units to have provided the discrimination of public-semi private and private area and for this pedestrian roads and stop points of the tramway tracks are used.

Faculties which are the places the most of the time is spent are located near the river and it is aimed for the shore to be used actively. Main square which is assisted by public units, library, dining hall, auditorium and the bazaar in the entrance of the institute; is designed as an area in which organizations such as fetes and festivals can be arranged. Sports fields are placed on the areas in which natural pattern is dense.

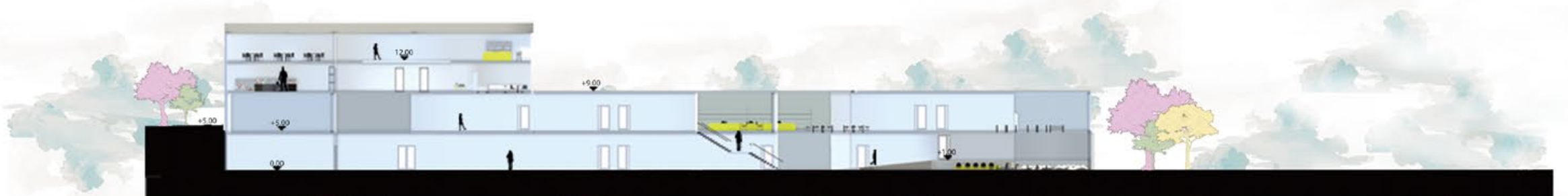
With building the campus in this area, it is predicted that residential stocks to be increased and life standarts to change, because of the needs of residents, entertainment and work of the students. In the campus area in which dominant wind direction is sou'wester, it is aimed for an ecologic cycle to be formed by using windmills, water-propellers in the areas in which the flow rate of the river is high, in-building water-refinement systems. With the photovoltaic panels which are used on the sides of the building, both the effect of the sun in the building is decreased and energy production is provided.



EDUCATION BUILDING



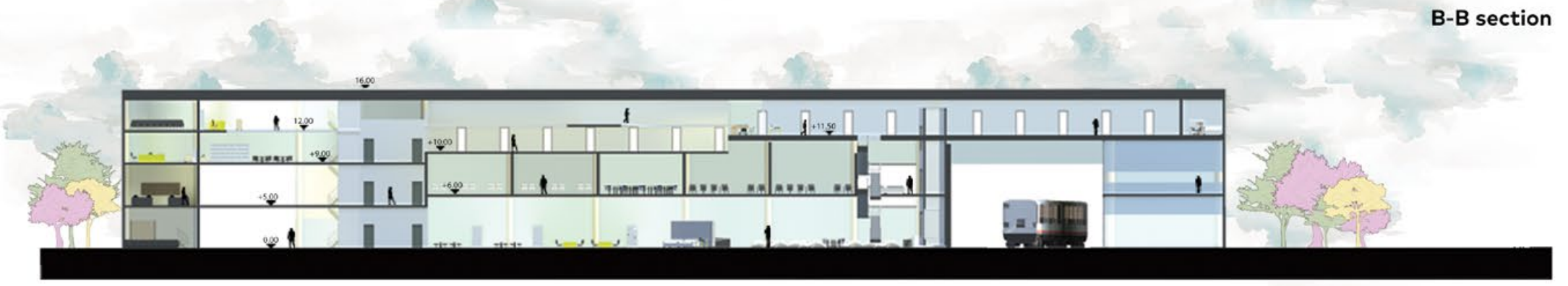
System detail



A-A section

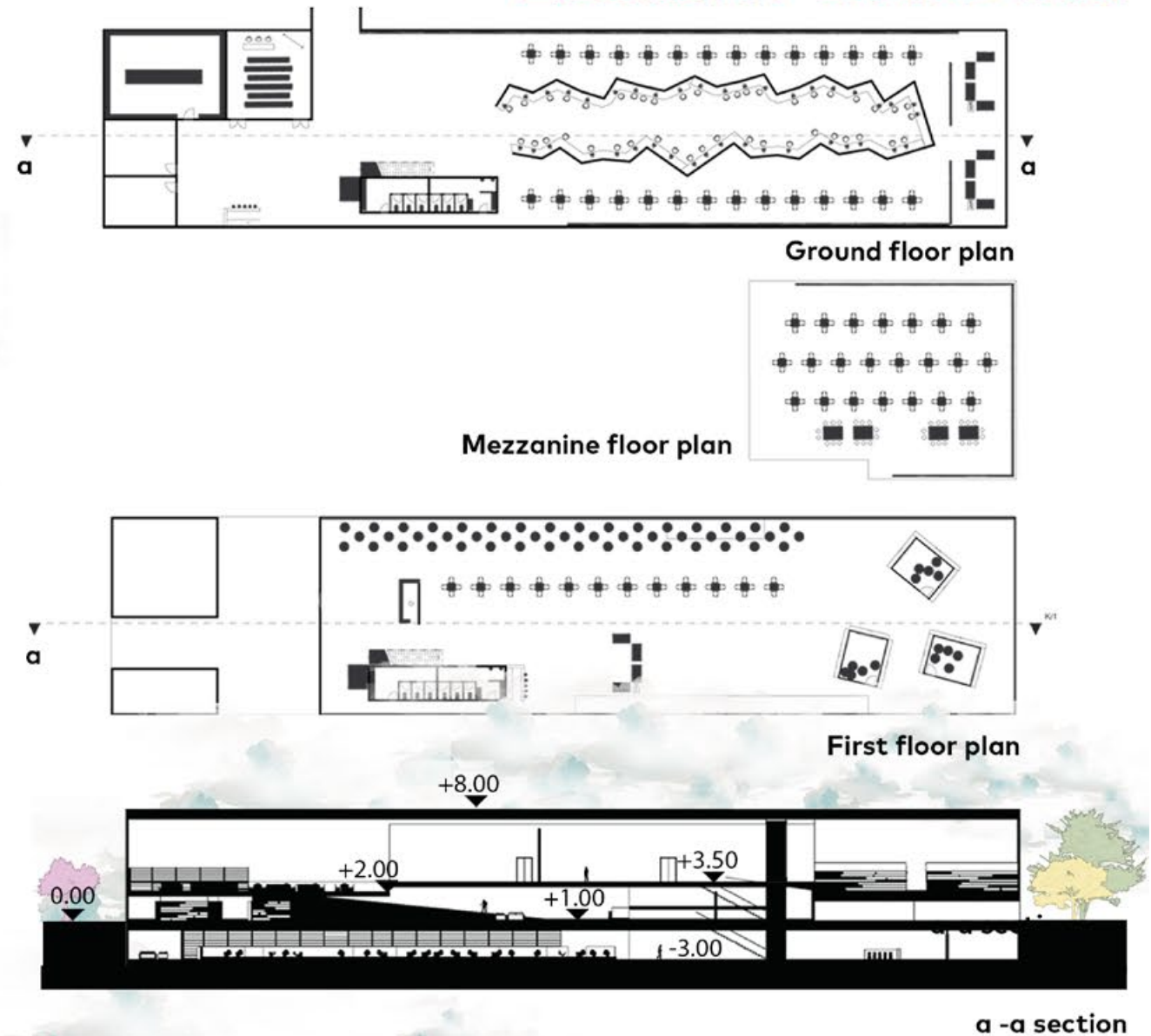


B-B section



C-C section

LIBRARY BUILDING



a-a section

1 Country Land Ülke
2 Design Tasarım
1 Architect Architect Mimar
1 Architect Exhibition

Bruno Taut in İzmir: the Republican Institute for Girls and the Culture Pavilion (1937-1938)

Bruno Taut in İzmir: das Republik Institut für Mädchen und der Kulturpavillon (1937-1938)

Bruno Taut İzmir'de: Cumhuriyet Kız Enstitüsü ve Kültür Pavilyonu (1937-1938)

Chamber of Architects İzmir Branch
 Architektenkammer Niederlassung İzmir
 Mimarlar Odası İzmir Şubesi

Izmir
 Display Ausstellung Sergi
01-10/Dec

2023

On display Geöffnet: 01-10/12 Monday Montag, Tuesday Dienstag, Wednesday Mittwoch, Thursday Donnerstag, Friday Freitag, Saturday Samstag, Sunday Sonntag, closed geschlossen

BRUNO TAUT IN TURKEY TÜRKİYE'DE BRUNO TAUT (1936-1938)

1. Republican Institute for Girls Cumhuriyet Kız Enstitüsü (1937-1942)
2. Culture Pavilion Kültür Pavilyonu (1938)
3. Istanbul Design Biennial "Are We Human?"
4. Istanbul Design Biennial "Are We Human?"
5. Istanbul Design Biennial "Are We Human?"
6. Istanbul Design Biennial "Are We Human?"
7. Istanbul Design Biennial "Are We Human?"
8. Istanbul Design Biennial "Are We Human?"

BRUNO TAUT IN İZMİR: THE REPUBLICAN INSTITUTE FOR GIRLS AND THE CULTURE PAVILION BRUNO TAUT İZMİR'DE: CUMHURİYET KIZ ENSTİTÜSÜ VE KÜLTÜR PAVİYONU (1937-1938)

1. Republican Institute for Girls Cumhuriyet Kız Enstitüsü (1937-1942)
2. Culture Pavilion Kültür Pavilyonu (1938)

1 Land, 2 Design, 1 Architect Exhibition, "Bruno Taut in İzmir: the Republican Institute for Girls and the Culture Pavilion (1937 - 1938)"

YONAKA

STRIPPED BACK

YONAKA | ALBUM COVER DESIGN COMPETITION

HAPPY NEW YEAR!
 Department of Interior Architecture and Environmental Design
 Faculty of Architecture
 İNAR

NEW YEAR CELEBRATION CARD

Yasar University Faculty of Architecture
 Yasar Üniversitesi Mimarlık Fakültesi
Year - End Exhibition 2015-2016 Yıl Sonu Sergisi
 You are invited to OPENING CEREMONY.
 Sergi açılışına davetlisiniz.

15 JUNE/HAZİRAN 2016
 İzmir Architecture Center/ İzmir Mimarlık Merkezi

Opening Speech&Cocktail/ Açılış Konuşması&Kokteyl Prof. Dr. İ. Sevil Sarıyıldız: 17:30
 Keynote Speaker/ Davetli Konuşmacı Prof. Dr. Zeynep Onur: 18:30

Exhibition Duration/ Sergi Süresi: 15-26 June/ Haziran 2016

YEAR - END EXHIBITION

INVITATION CARD DESIGN

LOGO TRIALS FOR THE DEPARTMENT

Yaşar University Faculty of Architecture / Yaşar Üniversitesi Mimarlık Fakültesi
Year - End Exhibition
 Venue / Yer:
İzmir Architecture Center/ İzmir Mimarlık Merkezi
15-26 JUNE/HAZİRAN 2016

YEAR - END EXHIBITION

Poster Design

Opening Ceremony Program / Açılış Programı:
15 JUNE/HAZİRAN 2016
 17.30 - Opening Speech & Cocktail/ Açılış Konuşması & Kokteyl
 Prof. Dr. İ. Sevil Sarıyıldız
 18.30 - Keynote Speaker/ Davetli Konuşmacı
 Prof. Dr. Zeynep Onur



3. İstanbul Design Biennial "Are We Human?" Curator: Mark Wigley & Beatriz Colomina "Is Design a Solution or a Remedy?"

Assignment 1: A Report and Collage: Art in İzmir

The objective of this assignment is to immerse students in the diverse artistic offerings of İzmir, Turkey, fostering an appreciation for various forms of art and cultural experiences. Students will attend multiple cultural events, including the İzmir Mediterranean Biennial, İzmir Culture and Arts Factory, a theatre/classical music concert/opera, a film screening, and a museum visit. Through this experiential learning, students will gain insights into the local art scene, develop critical thinking skills, and create a collage that represents their artistic journey.



Student Work: Doğa İlgin Opak

Assignment 2: A Sculpture's Life and Work

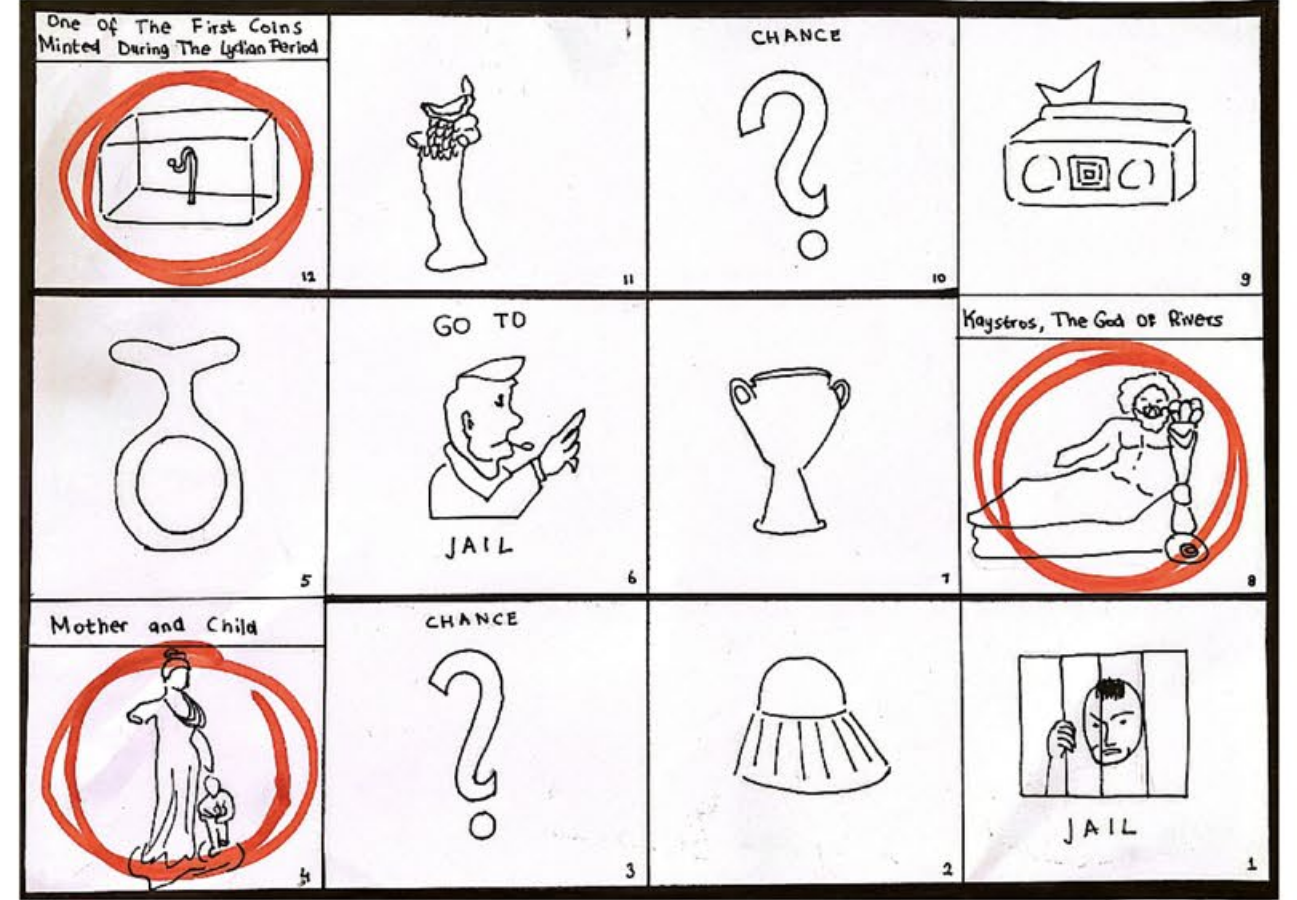


In this assignment, students are asked to make a detailed research on a famous sculptor, picked from the given list, and to present him/her literally and graphically as a magazine.

Student Work: Nehir Önalın

Assignment 1A: Exploring İzmir Culture and Arts Factory: Creating a Museum Map

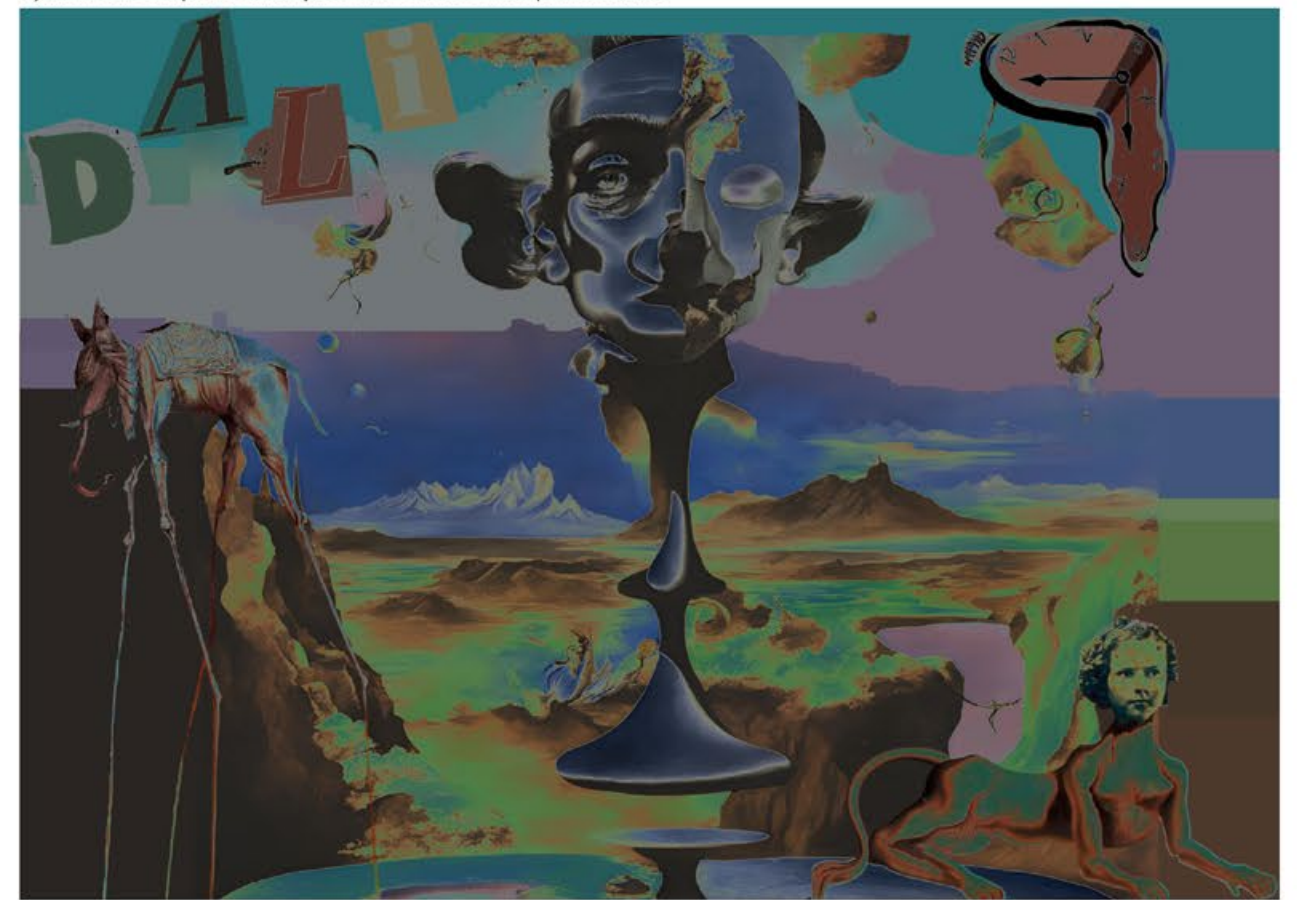
The objective of this assignment is to immerse students in the diverse artistic offerings of İzmir, Turkey, fostering an appreciation for various forms of art and cultural experiences. Students will attend multiple cultural events, including the İzmir Mediterranean Biennial, İzmir Culture and Arts Factory, a theatre/classical music concert/opera, a film screening, and a museum visit. Through this experiential learning, students will gain insights into the local art scene, develop critical thinking skills, and create a collage that represents their artistic journey.



Student Work: Nehir Önalın

Assignment 3: AI-Infused Art Collage

In this assignment, you will delve into the essence of a chosen art movement or artist's style and reimagine it through the lens of artificial intelligence. By investigating the artifacts and characteristics of your selected movement or artist, you will explore how AI can be utilized to recreate and reinterpret their aesthetic sensibilities. Through the creation of a collage, you will merge traditional artistic elements with AI-generated content, resulting in a visually compelling synthesis of past and present artistic expressions.



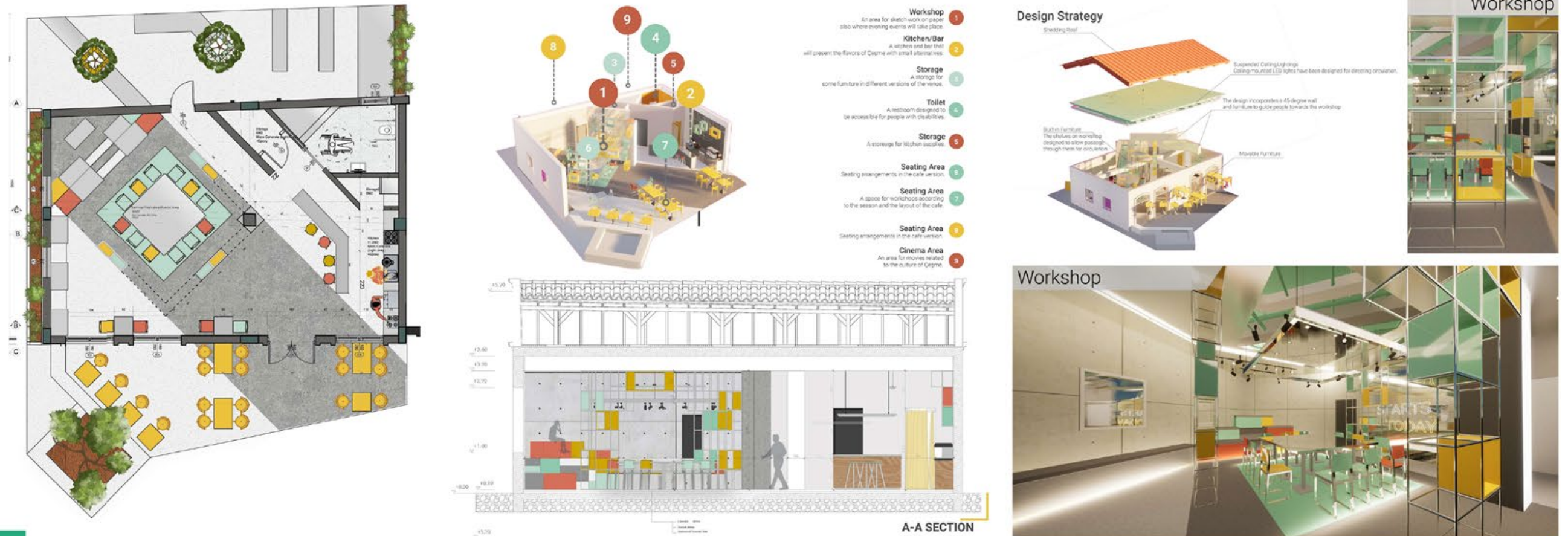
Student Work: Doğa İlgin Opak

Interior Design I

Social Hub Design In Çeşme Marina: Retail Interior Towards Bridging Communities

Project Brief: Students of INAR 2210 and INAR 2220 will work on a 'Social Hub' design proposal in Çeşme Marina, based on the needs of a selected retail theme. The given buildings' interiors and their near environment will be developed according to the selected theme's needs.

Issues Covered in the Studio Course:
Major: Concept Idea, User Profile
Minor: Ergonomics, Anthropometrics, Universal Design
Other: Compact/Modular Furniture Design



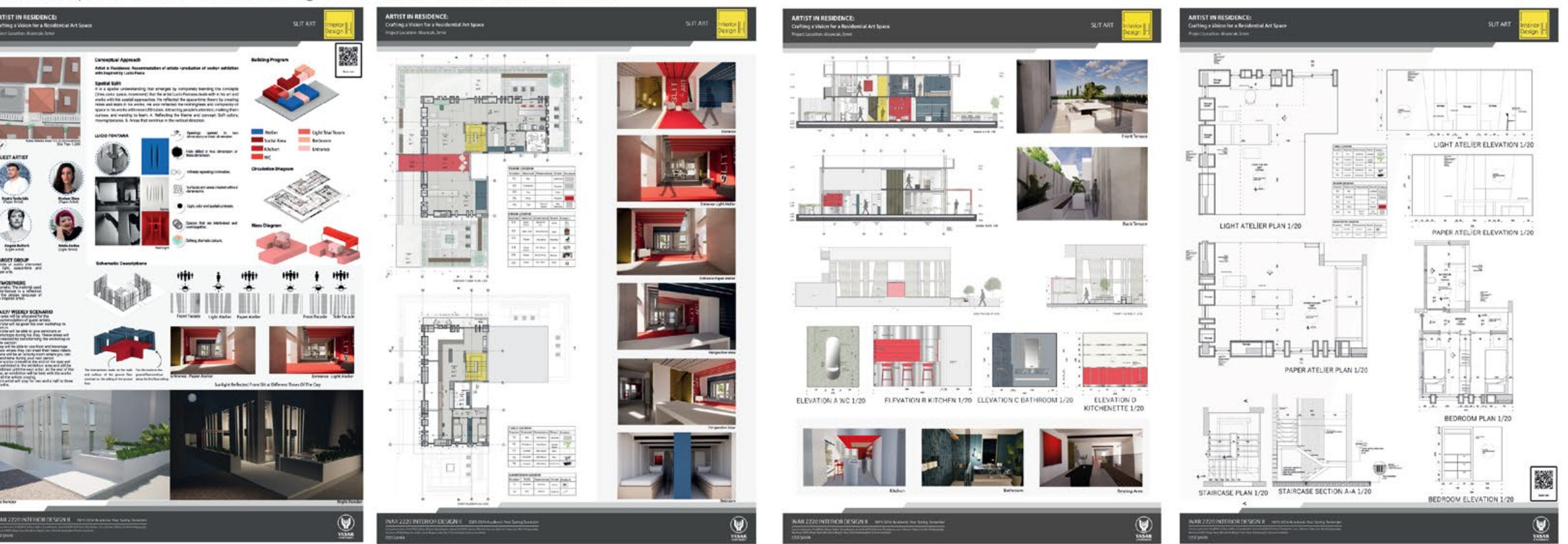
Student Work: Melih Bür

Interior Design II

Artist in Residence: Crafting a Vision for a Residential Art Space

Project Brief: Students of the INAR 2220 Interior Design II (as well as INAR 2210 Interior Design I) course will engage in the creation of a design proposal for a 'Residential Art Space' in Alsancak, focusing on the requirements of a chosen user profile, concept, and theme.

Issues Covered in the Studio Course:
Major: User Profile, Staircase Structure, Materials, and Detailing
Minor: Concept Idea, and Presentation
Other: Compact/Modular Furniture Design and Flexible/Transformable Interiors



Student Work: Ezgi Şahin

Interior Design V

Redesigning a Corporate Marina at Çeşme, İZMİR, TURKEY

The students will develop an understand on the concepts and relations of interior design in relation to public spaces for an internationally known corporate brand. Specifically, the students will investigate the research, choose the adequate one among the alternatives and perform experiments.

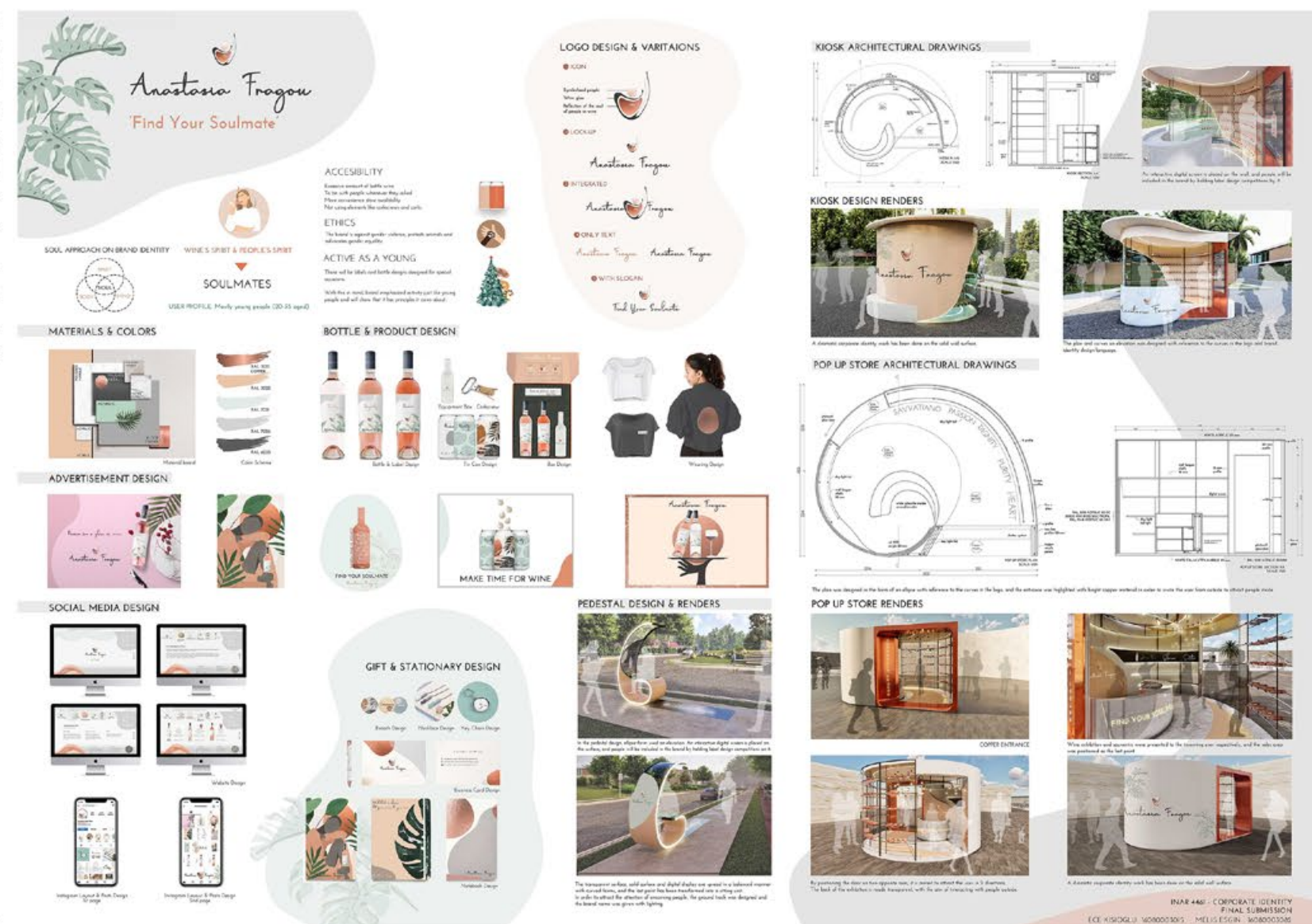
In this concept, ÇEŞME MARINA will be the addressed as the project space, which includes the shopping and restaurants buildings in Çeşme Coastline, the well known marina in Aegean Region. Within this existing structure, the students will gain the ability to see and think from different perspectives, i.e. producers', customers' and administrators' perspectives. Additionally, they will learn analysis methods of building systems together with a scenario and the concept in determining brand/corporate and cultural identity.



Final Board by Selin Erdem

Corporate Identity Design

The Corporate Identity Design course focused on revitalizing the Anastasia Fragou Wine Brand through a comprehensive design approach. Students were tasked with redesigning the brand's logo, slogan, and product packaging, while also crafting cohesive strategies for its social media presence and website. Emphasis was placed on developing a strong, innovative concept that not only enhanced the brand's identity but also seamlessly influenced the studio project integrated with the course. This interdisciplinary approach enabled students to align branding strategies with spatial and experiential design, fostering a holistic understanding of brand development and its application in various creative contexts.



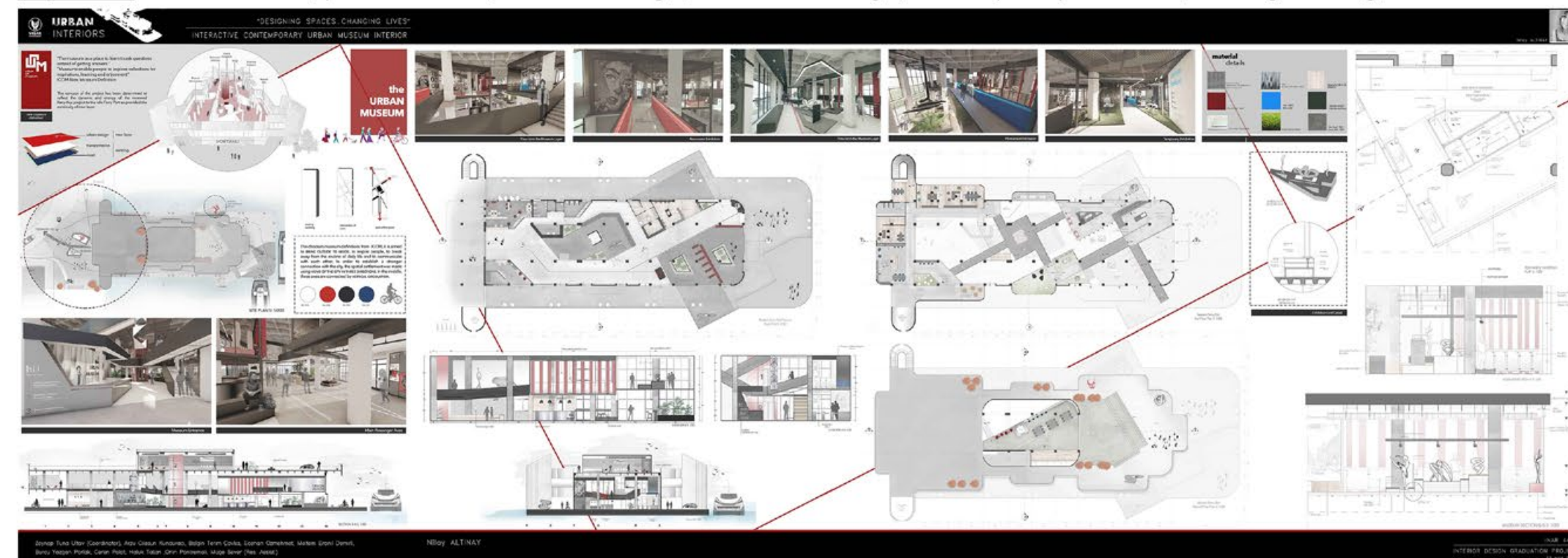
Student Work: Ece Kışioğlu & Melis Esgin

Interior Design Graduation Project

Designing Spaces, Changing Lives: Interactive Contemporary Museum Interiors

The aim of this project is to equip graduation-year students with advanced interior design skills through a comprehensive research and design process centered on the theme of "public interiors." The project focuses on repurposing a ferry station into a hybrid space that functions both as a museum—housing permanent and temporary collections—and as a transit hub for urban dwellers, ensuring seamless passenger circulation and functionality. This dual-purpose design emphasizes the development of innovative, problem-solving strategies and a profound understanding of the spatial dynamics and demands of public interiors. By integrating findings from all the department courses, students will cultivate key design methods, master intellectual and technical skills, and apply theoretical research to practical design, achieving a nuanced approach to designing interiors for high-traffic, multifunctional public spaces.

Keywords: Urban interiors, public interiors, museum design, interaction design, contemporary museums, lifelong learning, multi-functionality



Final Board by Nilay Altınay

Exhibition Board of the Students Work for Good Design Week 2020



MÜGE
SEVER
HAUER

mugesever@gmail.com