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A CONNECTION BETWEEN ARCHITECTURE AND DEATH

A century ago, we usually died from communicable disease like pneumonia from which we would die quickly if we get sick of them. As a rule, we died at home, in our bed surrounded by relatives. Actually this was often the only option because medical aid was not available to many people.

In the twentieth century, much has changed. We have created new drugs, for example, penicillin, which allows you to treat those infections. New technologies have emerged, such as X-ray units. And because their large size and costliness, we needed huge facilities to accommodate them. This is how modern hospitals appeared.

After World War II, many countries created unified health systems to help all who need it. As a result, life expectancy has increased from 45 years at the beginning of the century to nearly 90 years today. The 20th century was a period of great optimism associated with the achievements of science. But having focused on life, we completely forgot about death, although our approach to it has undergone great changes. All of us visited modern hospitals. You are familiar with those fluorescent lights, corridors which never end and rows of awkward benches. Hospital architecture has won an unsatisfactory reputation. Astoundingly, but this was not always the case.

"Shelter for the innocent", built in 1419 by Brunelleschi - one of the most famous and influential architects of his time. When we compare this building with modern hospitals, the scale strikes us the most. The Brunelleschi building is grand. The quadrangle courtyard provides light and fresh air in any room. In these spacious rooms with heightened ceilings is much more convenient to be [1]. And they are so wonderful! For some reason, we have forgotten that this is

possible in a hospital. If we want to die in the best buildings, we have to talk about it. But since it is embarrassing to talk about death, we prefer to remain silent and do not question how our society approaches the problem of death. One of the most amazing discoveries for us was how, in fact, we are fickle in this matter.

Britain's first crematorium built at Woking in the 1870s. The construction of the crematorium caused protests from local residents. Cremation was unacceptable, and 99.8% of people were buried in the old manner. Only a hundred years have passed, and now three-quarters of the population have cremated. In fact, people are very open to change when they have the opportunity to discuss them.

The beginning of this conversation about death and architecture was put on an exhibition on this topic, which took place in Venice and was named "Death in Venice". It was conceived rather in the form of a game to get people's attention. One of the exhibits is the interactive map of London, which shows how much real estate in the city is intended for death and dying. If you run your hand along the map, the names of real estate objects appear on it - buildings or cemeteries. Another exhibit was a series of postcards that visitors could take with them. They depict homes and hospitals, cemeteries and morgues that tell the story of the spaces through which we pass on both sides of death [2]. The exhibition wanted to show: where we die is the key to how we die.

The strangest thing was how people reacted to the exhibition, particularly to audio-visual materials. They danced, ran and jumped as if trying to give this exhibition a different charge. At a certain moment, they stop and remember that they are at the exhibition about death and, perhaps, behave inappropriately. But we would question the fact that there is only one type of proper attitude towards death.

And if this is not the case, we would ask you to think about what a "good death" is and what could be the architecture that supports such a departure from life. And perhaps people should think about it more respectable.

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