Abstract

South African Townships are constantly developing and growing. Increased urbanisation, poverty, unemployment, ineffective service delivery and scarce natural resources are some of the harsh challenges our townships are facing. And while we have to come to terms with these, the spatial environment is also transformed, in some cases almost overnight. This happens as a result of cultural influences on our townships.

An investigation into pop culture might reveal a set of parameters to which architecture can respond as an expression of contemporary South African culture. The goal of my investigation is to understand the plural realities of townships and their cultures, as reflected in the sometimes-controversial products of pop culture, and to ultimately relate these paradigms to inform an architectural solution for a facility to acknowledge pop culture in one of the townships, Soweto.

The objective of this investigation is to question the significance and relevance of a changing cultural aspect of Townships, Pop culture.

The background and motivation for this thesis is the immediate impact that pop culture has on architecture, place and space on the context of Soweto.

My architectural intentions are to create a building that exhibits the history of township pop culture but also a centre that reflects pop through the building programme.

AN INVESTIGATION INTO TOWNSHIP POPULAR CULTURE

POPmopolis