

# 72 hour hotel

For 72 hours it was possible to book a cardboard suite in Lovis Caputo and Sarah Kueng's Hotel. The suites could be booked for minimum 15 minutes – for a powernap for example – or a whole night. This unique project took place in the Güterbahnhof Zurich (goods station) from 7.12 – 10.12.2006

At the reception guests could select their preferred room by looking at small scale maquettes: Suite Royal, Suite Teenager, Suite Clochard, Suite Chalet, Suite Triple A and Suite Philosophe.

Having made their choice, the hotel porter then accompanied the guests to their room along with a suitcase of items stereotypical of the theme of the room. For example: the Suite Teenagers suitcase was a sporty, glossy bag that contained a lolly, a teddy bear, a diary, a walkman with tapes, a Justin Timberlake t-shirt, teeny fashion- and musicmagazines and a mini mirror ball.

The guests could withdraw to another world and relax with their foreign personal objects. The construction of the cardboard suites was built to give a particular spatial experience based on a specific attitude to life.



The six suites in detail:



Suite Philosoph: Cubes nested on one another rise spirally to the sky. Curious light composition suggests riddles.

Light and dark views stimulate dreams and mind games. But the guest's feet will remain firmly on the ground.



Suite Chalet: Stacks of wood give a feeling of native rusticity. The beams seem to fall into one another, although it's actually a very stable construction, which from the inside can be used as a shelf. Despite its spaciousness, it feels cosy and one could imagine hibernating there.

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Suite Teenager: The Suite was built with disorientating and unbalanced proportions to reflect the teenager's inner turmoil. The disharmony was actually constructed from cubes, suggesting an underlying potential order.

There were no openings, as teenagers are selforientated, and want to be left alone to communicate virtually with the world.



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Suite Triple A: It's an elegant construction of three intertwining cubes, which connect to form an interior reminiscent of a cathedral's vault. Strict, clear design colludes to a romantic interior.

Not only rooms meet other rooms!



Suite Clochard (Vagrant): The tramp uses a niche typology, removed from the common housingstyle. In this niche suite it is homely and comfortable with a minimum of space.

The Clochard Suite was the only room in the public space of the hotel (corridor). One entered the room through a small opening, which forced the guest to crawl. The room opened up into a hidden space, which from outside was invisible.

To play with the specifics of one's own imagination seemed to fascinate. Did the image conjured by the model correspond to the real object? In considering the external form of the suite, could the guest imagine the spatial condition within? The addition of the suitcase and its particular contents served to further engage the occupant with their chosen environment.

The Hotel-Project was developed within two weeks as part of the project 'Hosting a guest' at the Industrial Design Department at the Hochschule für Gestaltung Zürich.

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