Memory fades over time. Events that were once clear fade into blurred and shaky snapshots of places within the mind. The truth is usually not easy to convey to others, and perhaps thankfully cannot be remembered past experiences.

Memories, in the form of stories, books, photographs, artifacts, and other such forms, are passed down to younger generations, if they are passed on at all. However, the listener does not experience these events and moments as someone who took part in them, but rather as an outsider observing a scene or a select amount of private information. The stories and memories recounted may lose some of their meaning and significance. The greater the generation gap between the experiencer and the listener, the weaker the impact.

This is especially problematic when the memories and experiences involve events and places of importance. Often, when an event is unusually positive, like winning the lottery, the experiencer remembers it well but listeners cannot understand the event with the same clarity and context as the experiencer. The same is true for negative experiences - massively negative events are either blocked out completely by the experiencer until they cannot remember what happened, or are presented far better than other memories, with extra clarity and details. These memories, too, are impossible to convey to listeners without losing the power and effect of the experiences.

History is cyclical. Similar ideas occur many times over the course of human progress, taking different forms without losing their main focus. Often, the memories of those who lived through one period are forgotten or lost to time. However, the meaning by the time the idea of the period repeats itself is not the same. As a result, the people of the current cycle are injured or harmed by the ideas that existed in history, and the ideas are and the events can cause a stronger impact, they and their effects will last longer in the minds and understandings of the listener. As a result, the listener becomes left behind as the ideas get lost or get out of date. This has the power to slow history's negative cycle without also slowing its positive cycle.

The remaining concern is the means and methods of accomplishing such a thing. Current educational practices do their best, but the experiences of the past are not fully replicable experiences, especially to the degree needed to radically change history's course. However, other methods of education, in this case museums, are better equipped to accomplish this.

My approach is to design an atypical museum – one that creates quasi-experiences – as a vehicle for this. Current educational practices do their best, but the experiences of the past are not fully replicable experiences, especially to the degree needed to radically change history's course. However, other methods of education, in this case museums, are better equipped to accomplish this.

Multiple concrete forms cover the site. Their exteriors are similar, but their interiors vary greatly. Some areas are tight, some more open. Many buildings are intimidatingly large, while many are uncomfortably small. The circulation between them is unclear, and up to the user to determine the desired pathway. While one can see the city in some areas, it remain inaccessible to the rest of the site visible. A garden provides brief reprieves, but the buildings create a diverse showcase of past atrocities, and educate visitors about both the positive and negative cycles.

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