

Third Places and Optional Activities in the Vernacular Cities: Insights from Baghdad

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Abstract

Activities and events are important characteristics of a place. They are part of the daily life in the built environment. They represent social interactions that occur in the city. In addition, they are the basis for crystallizing the places and identifying the urban spaces. When these activities are related to entertainment and leisure time, users engage in optional activities such as sitting outside and eating or playing, shopping, recreation, and other interactive recreational activities. They occur when the public spaces are suitable and good physical environments are available. Collectively, they produce the 'third places'. People are always attracted to staying in such spaces and these activities will increase, if good places are available.

In vernacular cities, they exist in abundance as much as they exist in modern cities. However, there is a tendency for them to decline. Recently, third places in the vernacular city of Kadhimiya, in Iraq have been observed as being neglected. The research hypothesized that a third place is comprised of a group of optional and interactive activities.

The study explores the opportunities for the crystallization of the third places through optional activities that shape the urban spaces in the vernacular city in Iraq. It also examines their reflections in organizing the components of the third places.

The research poses the questions: how do the residents of the vernacular city of old Kadhimiya spend their free time? and how do we identify the third places in this city?

The intention of the research is to derive the patterns of the third places in the vernacular city of Kadhimiya. It examines the concept of third places and explain their relationships to the optional activities to determine the places and activities that people prefer. The study adopted a descriptive approach, and the hypothesis was tested in the old city of Kadhimiya in Baghdad in Iraq.

The research concludes that optional activities are part of the third places for the residents of the vernacular city of Kadhimiya.

Keywords: The third place, Activities, Optional activities, Physical properties of the third place, Vernacular city.

Introduction

Urban sociologist Ray Oldenburg proposed that people need a place that meets the user's wishes. This in turn leads to communities and cities calling for approaches to restore public spaces for public use, providing opportunities for people to meet, interact, play, shop, meditate and do other activities. Not only has it become a global necessity, but it has become a challenge for everyday life.

The concept of third place refers to informal social spaces away from home (first place) and work (second place) where people can gather, through which the work and home pressures can be set aside, hanging out and exploring one's talents and interests through activities, good company, live conversations and leisure (Oldenburg, 1989). Third place is not an isolated building, but a set of activities. It allows adaptability and diversity provided through good design and encourages social interactions between others through the built physical environment and its components. These spatial qualities allow a variety of activities to occur and promote social interactions and engagement with the public (Wales, 2021).

Vernacular and place are interconnected. Vernacular is derived from place and in turn invest in the place its significant meanings (Dayaratne, 2021). In vernacular cities, people are the ones who make their places, such as the housing where they live, the places of work where they earn their livelihoods, and their third places where various recreational activities are held (Dayaratne, 2017).

Gehl (2006) developed three categories of outdoor activities according to public space projects, which are necessary activities where these activities extend from the people's use of space by walking. They include daily tasks, such as walking to work or school and occurring in all kinds of weather where participants have no choice but to participate. The second category is optional activities that meet the wishes of users according to the appropriate conditions, i.e. when the place and weather conditions are suitable. They include activities to improve people's lives such as sitting outside or playing, shopping, eating and entertainment. Their replication depends on the environment.

In dense urban places, low quality optional activities exist. However, they occur at a high frequency. The last kind of social activities that depend on the participation of others are in public spaces. They include children playing, chatting, greeting, seeing people passing by and hearing them. They are not independent and therefore rely heavily on essential and elective activities. When different people walk, either to do the necessary activities or walk around to do an optional activity, they happen spontaneously. This means that improving conditions for essential and optimal activities in public spaces has a direct bearing on supporting social activities (Gehl, 2006).

Urban places come from the components of the place itself, such as activities, persons, buildings, spaces and other physical elements. Place can be conceived as an overlap between physical, social, and psychological systems. A place is constituted of physical attributes (physical), activities, (social) and, conceptions (psychological)(Rajapakse & Dayaratne, 2016). The activities of the third places are numerous, but the basis for their happening is the behaviour of individuals within those places and the nature of their daily lives. These activities are not required to occur together and simultaneously, but are expected to occur at any time. For example, public events may impose collective behaviour on individuals who are uniform and dedicated to certain activities and may include all such activities at other times (Xu,2009).

Organizing and presenting activities in a third place is the element that promotes active social interactions that attract people. The success of a place depends on the nature of the activities carried out as people have a great relationship with public places because they use and experience them on a daily basis (Xu,2009).

There are many different locations that can be identified under the category of "third places", based on the activities such as bars, cafes, restaurants, food stalls, etc. Indeed, they are more effective locations in a city. However, this category of third places does not receive attention from urban planning.

Towns such as the old city of Kadhimiya in Baghdad/Iraq have emerged through the actions of its inhabitants, unplanned and unofficial cities. There is no conception of how the third

places might have appeared in vernacular cities. Therefore, the paper asks the question: How do vernacular city dwellers spend their leisure time in their third places?

The aims of the research is to derive the patterns of the third places in the vernacular city of Kadhimiya. Its objectives are as follows:

- Studying the concept of third places and optional activities.
- Knowing the relationships between them,
- Determining the physical characteristics that encourage these activities and
- Determining the third places and activities preferred by the residents of the vernacular city of Kadhimiya.

Literature Review

Oldenburg (1989) defined third places as informal public spaces on neutral land where people could gather and interact unlike the first (home) and second (work) places. He argued that third places allow people to put aside their concerns and enjoy and talk around them. The thesis on third places focused mostly on the social aspects as socially neutral, compromising conversation as the main activity, accessible and accommodating a group of regulars. They are identified as being of low profile, fun, and viewed as a home away from home. He gave examples of third places, including community parks, high streets, bars, cafes, post offices and community centers.

Although these destinations are called third places, Oldenburg only discusses some material aspects of them, such as their proximity and easy access to home or work for many, and highlights that these places are likely to offer food and drink. However, there are likely to be other material features that distinguish third places from other similar places (Oldenburg, 1989).

Gehl (2011) talks on the importance of designing urban public spaces with people's basic desires as guiding principles. He suggests three types of outdoor activities (Fig. 1). Gehl describes the basic elements that contribute to people's enjoyment of spaces in the public sphere. It is the millions of daily interactions in ordinary neighborhoods that determine the quality of life for most people. Gehl feels that designs that encourage connections between people at any level, from very simple, non-binding contacts like seeing, hearing, and being with other people to complex and emotionally involved ones, enrich people's lives. He argues that designs that encourage people to spend time outdoors and facilitate interaction with others in the outdoors can make a significant difference to the quality of life for the city dwellers. Gehl notes that outdoor social interactions in the spaces between buildings result from both necessary and optional activities. He argues that good urban planning and design will increase the enjoyment that people have while participating in necessary outdoor activities and will encourage people to spend more time, enjoying optional outdoor activities (Gehl, 2011).

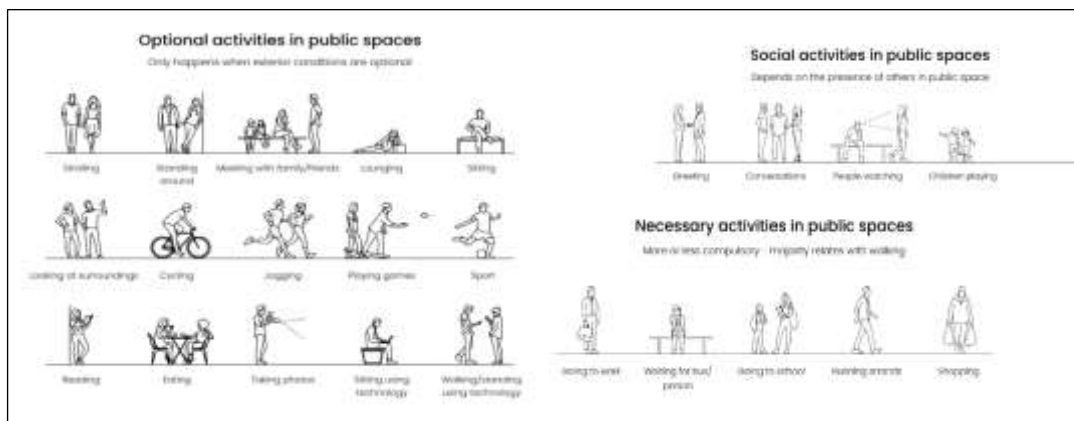


Fig. 2: Types of outdoor activities according to the classification of Jan Gehl
Source: Wells, 2021

Alexander classified the year 2019 as patterns of the pandemics of Third Places and stated that they have many patterns of appearances of activities but can be limited to four patterns:

- **Traditional:** Interactions in traditional third places are characterized by inclusion, democratic conversation and pure harmony and serve as the anchor of community life, where people feel at home and offer the possibilities of chance companionship, relaxation and attachment to the places such as cafes, bars, barbershops, gardens, recreation centers, swimming pools, cinemas, churches, schools, colleges, universities, clubs, organizations and community centers.
- **Commercial:** Third places are designed to attract customers and understand their behavior and increase the time and money they spend in the store. Like Starbucks, malls, shopping malls and other stores, they serve as places for informal social interactions. Libraries came to embody the third commercial places. By offering a comfortable environment, one of the main differences in this classification is that it allows the choice whether you want to contact others or not and this is called 'insulation connected'.
- **Scenic:** Third places can take the form of a temporary activity or event such as monthly knitting, sports team, city meetings or neighborhood parties, group parties, cooking parties, barbecues. etc. A third place is a home environment, comprised of spectacular theatrical spaces, and also meets consumers' feelings. A third place acts as a landmark (attracting attention), designed for shopping (encouraging browsing), a specific concept and as attractive places (to watch) to attract consumers. These are places such as museums, shops and galleries because they are places where people momentarily feel at home.
- **Virtual:** This is a community building serving as a multifunctional digital hub, which provides broadband internet connection, a range of rooms and spaces and support services for individuals or companies in the area. Relates to digital media and leads to the third virtual place and the application of the concept of third places on social elements. They include various media (newsletters, newspapers, telephones, games, social media sites, etc.). They have shifted from the public spaces to more comfortable roles within the home, but the shape is very similar to Oldenburg's form of third place (Alexander & Bethan, 2019).

Marsh (2018) explains how architecture can encourage outdoor and indoor third place activities as he compiles case studies of spaces that host third place activities. He identifies recurring patterns of user behavior and architectural design. For the field of architecture and interior design, this may give directions to the design of a third place in the future. If these spaces are better designed, they will be more successful in promoting third place activities. He identified six activities for third places, namely: entering the third place, leveling (users of the space can let go of their ego and self-consciousness), people watching and eaves dropping and observing, approaching and joining and participating in group, playing group games and watching playgrounds. He identifies architecture that encourages these activities from the furniture elements included seating, canopies, lighting, large windows, food stalls to provide good design for third place activities (Marsh, 2018).

Mehta and Bosson (2019) examine the physical characteristics of the third places that are not under the control of public or private authorities. They are controlled by individuals and business owners. They support social interactions that can be seen from the street, make public places and streets attractive to public life and create a sense of place. According to them, there are three types of places that can be distinguished from other places on the basis of the relations to the physical properties and social interactions. These are in addition to its physical features identified by Oldenburg, such as its proximity and accessibility and others. These four physical characteristics, according to Mehta and Bosson are:

- (1) **Personalizing:** This includes modifying the physical environment and taking care of the area to meet their specific needs and patterns of activities. Personalizing can happen by means of marking, symbolic aesthetics, psychological security and drawing the area with a sense of joy, and a sense of humor that can be shared by all.
- (2) **Permeability:** The permeability of the street facade is not only the transparency of the building facade, but the ability to penetrate and detect activities so that people on the street can sense what is happening inside the buildings. In addition to the basic activity of obtaining goods and services, people go shopping and roam the shops, including shop windows that offer and merchandise in them.
- (3) **Seating:** The most important characteristics for keeping people in public places and supporting social behavior are represented by Movable chairs. They are the desired shapes because of the choices, flexibility and comfort they provide, and people often combine eating, drinking and socializing.
- (4) **Shelter:** This is needed to control the exposure to sun. This could include those which produce shade provided by trees and shelters during the summer because environmental factors affect human behavior (Mehta & Boson, 2014).

Moore (2012) examines the theory surrounding the idea of the third place and how these places are currently 'successful' through the success of them providing comfort, safety, adaptability and ease of readability by the observers (intelligibility). Moore & Julia use research through process design and challenges (2012). (Table1)

Table 1: Summary of previous literature
Source: Author Based on previous studies

N	Author's name	Extract from the study
1	Oldenburg (1989)	Oldenburg proposed few physical characteristics of the third places, such as accessibility but did not mention other physical characteristics that support activities and social interactions.
2	Gehl (2011)	Gehl defined the concept of optional activities as those in which you participate, if there is a desire to do so, and if the time and place allows it. He mentioned that he needed an ideal place to support these activities, but did not mention his relationship to the third places.
3	Alexander (2019)	There are several types of activities for the emergence of the third places, which are traditional, commercial, virtual and landscape activities, other than the elective activities.
4	Marsh (2018)	Identified six third-place activities and recurring patterns for the user behavior and architectural design. He also suggested how to ideally design them.
5	Mehta, and Bosson (2019)	They focused on the physical characteristics of the three places that support social interactions and the occurrence of activities and make public places attractive to themselves. These include allocation and permeability and places of physical comfort such as seats and shelters. They are the most important characteristics that distinguish the three places from others, through which the third places can be detected.
6	Moore (2012)	This study investigates other good physical properties of the three places that support activities.

As can be seen, previous studies have dealt with the concept of the third places, their characteristics and patterns, and also have sought to develop a theoretical framework by presenting their ideal properties and the physical components that encourage activities in them. The studies have also dealt with the concept of optional activities and show that they are sensitive to the quality of the physical environment. However, none of the studies have addressed their

connection to the recreational activities of the third places. This research hypothesizes that these types of activities can be considered as one of the components of the third places. It is important to study them due to the decline in the emergence of the third places.

Research Methodology

For the purpose of testing the research hypothesis that a third place is comprised of a group of optional and interactive activities, the research employs a descriptive approach. It uses research techniques such as interviews. It explains the social phenomena through direct observation of places of social activities and direct analysis using field notes and questionnaires.

Thus the study used several techniques of data collection and analysis. It employed the following:

1. Direct observations: It is the direct personal observations that were crystallized by the researcher through visits, field observations, and pictures that were taken of the region.
2. Face-to-face interviews: These were employed to provide in-depth information to understand users' feelings, perceptions and attitudes towards different activities and environments. A total of 51 people of the residents of the area were interviewed: 21 for district 421, 17 for district 423, and 13 for district 419. 29 people were interviewed in the street on the benches. Some were interviewed inside stores that people considered third places: five in their residences and four in neighborhood coffee shops. Interview time ranged from 30 minutes to 2 hours, with a total average of 50 minutes. If the conversation was about the third places for them and the activities that meet them, it afforded the time.
4. Questionnaires: 86 questionnaires were distributed. The questionnaire was prepared after completing the theoretical framework. The questions were prepared based on the final indicators of the research. The questionnaire targeted the original residents of the neighborhood who actually used the places on a regular basis. The form included special questions about the characteristics of the third places in the region.

The research was conducted in the old city of Kadhimiya, which consists of three districts that are predominantly residential and provide a variety of activities. (Fig. 1)

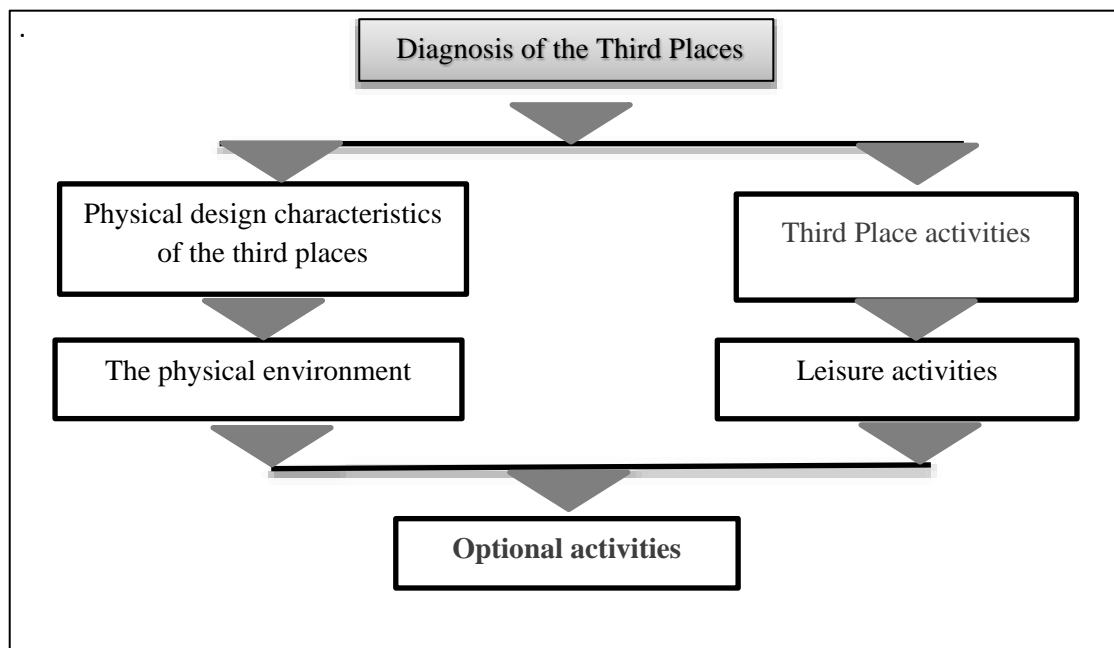


Fig. 1: The general concept of the research

Source: Author

The Study

The study includes identifying a theoretical framework, the indicators, the research sample, and determining measurements and its method of testing the hypothesis. (Table 2)

Table 2: Indicators derived from the theoretical framework

Source: Author

	Main Variable	The symbol	Secondary Variables			Possible Values	The symbol
1	The third place	Y1	Seating	Y11	Movable chairs, Seating benches.	X1	
			Personality	Y12	Sculptures, psychological security, landmarks, graphics, sense of humor.	X2	
			Shelter	Y13	Parachutes, barriers and trees	X3	
			Permeability	Y14	Street facade permeability and activity detection	X4	
			Adaptation	Y15	Meet the needs of users	X5	
			Clarity	Y16	Read space for the observer	X6	
			Safety	Y17	Availability of safety elements	X7	
			Comforts	Y18	Physical and psychological comfort and good image presentation.	X8	
2	Optional activities	Y2	Leisure activities	Y21	Play	X9	
					Entertainment	X10	
					recuperation	X11	
					Interact with the neighbor	X12	
					eating and drinking	X13	
					meet	X14	
					the shopping	X15	
					cultural festivals	X16	

Types of Measurements and Method of Data collection

The research adopted a descriptive approach in three stages. The first stage includes a general description of a sample supported by detailed drawings. The second stage involves measuring the variables. The third stage involves analyzing the results and composing values in Microsoft Excel with graphs.

Findings

The second stage : The old Kadhimiya area is located North of the capital Baghdad, on the western bank of the Tigris River, next to Karkh. It is bordered on the West by the lands of Gharbia and the Baghdad-Mosul railway, and on the North by the lands of Al-Taji, the Baghdad Gate and the Tigris River. Its area is about (90) hectares (Alwan,2012). It is considered a center of tourism, entertainment and stability attractions, which explains the continuous expansions around the shrine of Al-Kadhimi. It represents the architectural and planning nucleus of the

city. It is distinguished by the fact that it is not located directly on the river, as its appearance is due to the presence of Al-Kadhimi's shrine, and not to the presence of the river (Fig. 3). It is one of the culturally and socially holy cities in Iraq and the Islamic world. In the early days of the Islamic era, it was an area inhabited by the orchards. Abu Jaafar al-Mansur built the city of Baghdad and made the place of Kadhimiya a special cemetery, calling it the Great Quraysh Cemetery. When his son, Jaafar the Great died, he was the first to be buried in it. Imam Musa Al-Kadhimi died and he was buried in it too (Muhammad,2014)



Fig. 3: The borders of the old Kadhimiya area

Source: Google earth

It has gone through three stages of growth:

1. The first morphological stage (before 1936): There has been an intensive growth of the residential urban fabric around the mausoleum. There have been small curved alleys with closed ends. Homes with intermediate patios and shanasheel. In 1869, trams were drawn by horses. In 1883, a wooden bridge was built between Kadhimiya and Adhamiya. 1920 saw the beginning of the commercial markets and the caravanserais (Kawthar, 2011).
2. The second morphological phase (1937-1970): This saw the extension of the city to the South and Southeast, the development of new and straight streets, the expansion of the commercial area, the opening of the nation's iron bridge and the opening of the Al-Zahra Street (Kawthar, 2011).
3. The third morphological stage (1970-2003): During this period, there has been a random expansion of the city, unregulated migration, a deterioration of the condition of the existing buildings, an increase in pressure on the services, and the random demolition of the urban fabric (Kawthar, 2011).

The old al-Kadhimiya area consists of three districts adjacent to the shrine (419-421-423) and includes the districts of the Sheikhs in relation to the most famous settlers, namely the sheikhs of Nitay. They call it the Shait, relating to the Shatt River and Qattaneh with its cultivation, cotton spinning, and al-Debkhaneh, due to the presence of a large tanning plant in it, and the hill due to the height of its earthen mounds (Alwan,2012)

The texture of the city of Kadhimiya is integrated from the uses of the land resulting from the system of residential houses, shops and craftsmen, as well as heritage markets, inns, bathrooms, and religious institutions so that all these activities are mixed with each other (Fig. 4). The city of Kadhimiya enjoys the presence of many recreational places represented in cafes, restaurants and hotels. These provide places to eat, drink and celebrate with family and friends

in the old Kadhimiya, and the area is rich in shopping centers and shops for various needs, including clothing stores, salons, electronics stores, furniture stores, supermarkets and others. (Al-Ahbabi,2010)

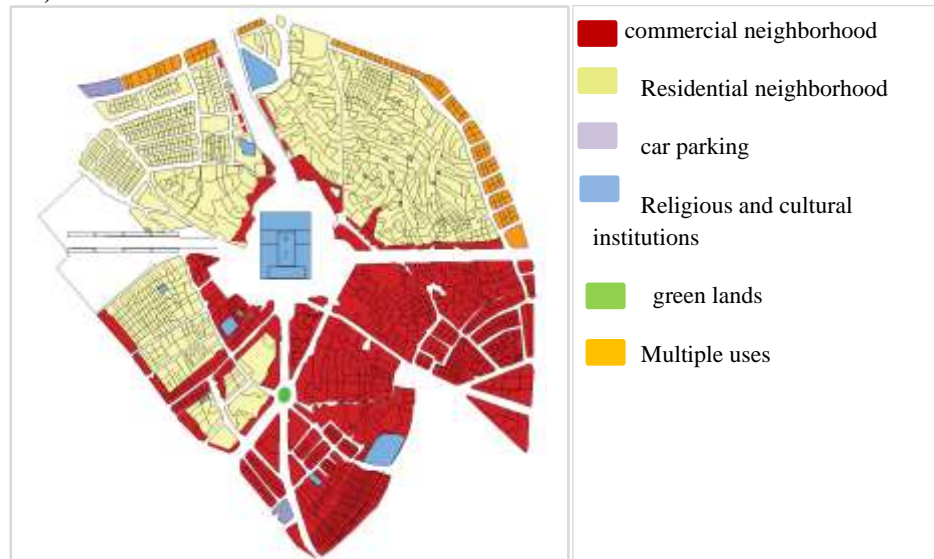


Fig. 4: Land use plan of the city of Kadhimiya
Source: Author

The planning formula for the land uses of the study area gives a high degree of different uses and activities. The various activities provide a high degree of ease of access to the rest of the activities such as schools, mosques and markets. This is what is shown by the area plan where most of the activities are located in the middle of the residential area. This makes all its residents travel approximately the same distance due to the fact that the pattern of the annexed mobility in the urban structure has an impact on social communication in the region (Al-Ahbabi,2010). The case study contains an integrated fabric for many uses of the land in terms of residential, commercial, open spaces and other religious, health and educational services as the commercial activity serves the activity of the city as a whole Al-Ahbabi,2010).

Through direct observations, it is noted that the most significant feature of the places visited are public places with the seating arranged facing the outside. There are no boundaries between the places and public spaces. They extend with passers-by and have tables outside (Fig. 5) so that the places can be reached easily. The activities in the neighboring public spaces come into being by chance, where the majority of the people present watch the surrounding. People watch other people while they are present and participate in another activity, such as talking and eating. When a close group of friends enter a place, the waiter or the host may suggest that the guest sits facing the public scene, which can be a cultural feature of the Kadhimiya cafés.

Direct observations: Through direct observations, it is noted that the most significant feature of the places visited are public places with chair seating arranged facing the outside. Most of the spaces have outdoor seating, with tables. These outdoor seating are for sitting for informal conversations rather than serious meetings. The door seats caught the attention of passers-by. In addition, they provide both indoor seating and shelter conducive to the physical uses of spaces as third places. Seating is arranged so that all people can sit and face each other to facilitate. There was an abundance of deflectors for air protection and safety elements. There are no boundaries between the places and public spaces. They extend with passers-by and have tables outside. There are parachutes and sunscreens to protect from the sun's rays. There are safety elements from the camera and lighting (Fig. 5) and active interfaces through which the activities within it can be detected. Thus the places can be reached easily. The activities in the neighboring public spaces come into being by chance, where the majority of the people present

watch the surrounding. People watch other people while they are present and participate in other activities, such as talking and eating. When a close group of friends enter a place, the waiter or the host may suggest that the guest sits facing the public scene, which can be a cultural feature of the Kadhimiya cafés.

Observing what others do is an important characteristic of public physical spaces and virtual spaces. It is followed by external views used for guests, playing, and chess, drinking coffee, and tables where customers order food and drink. Users in the third places can see people. We also note how information technology has changed activities, as people have begun to work on computers and mobile phones.

However, the street does not look inward. There are also arrangements that called for more private conversations and social interactions embedded within the larger public environment. The seats and activities of the observed places seem to support visitors and people in the public places.

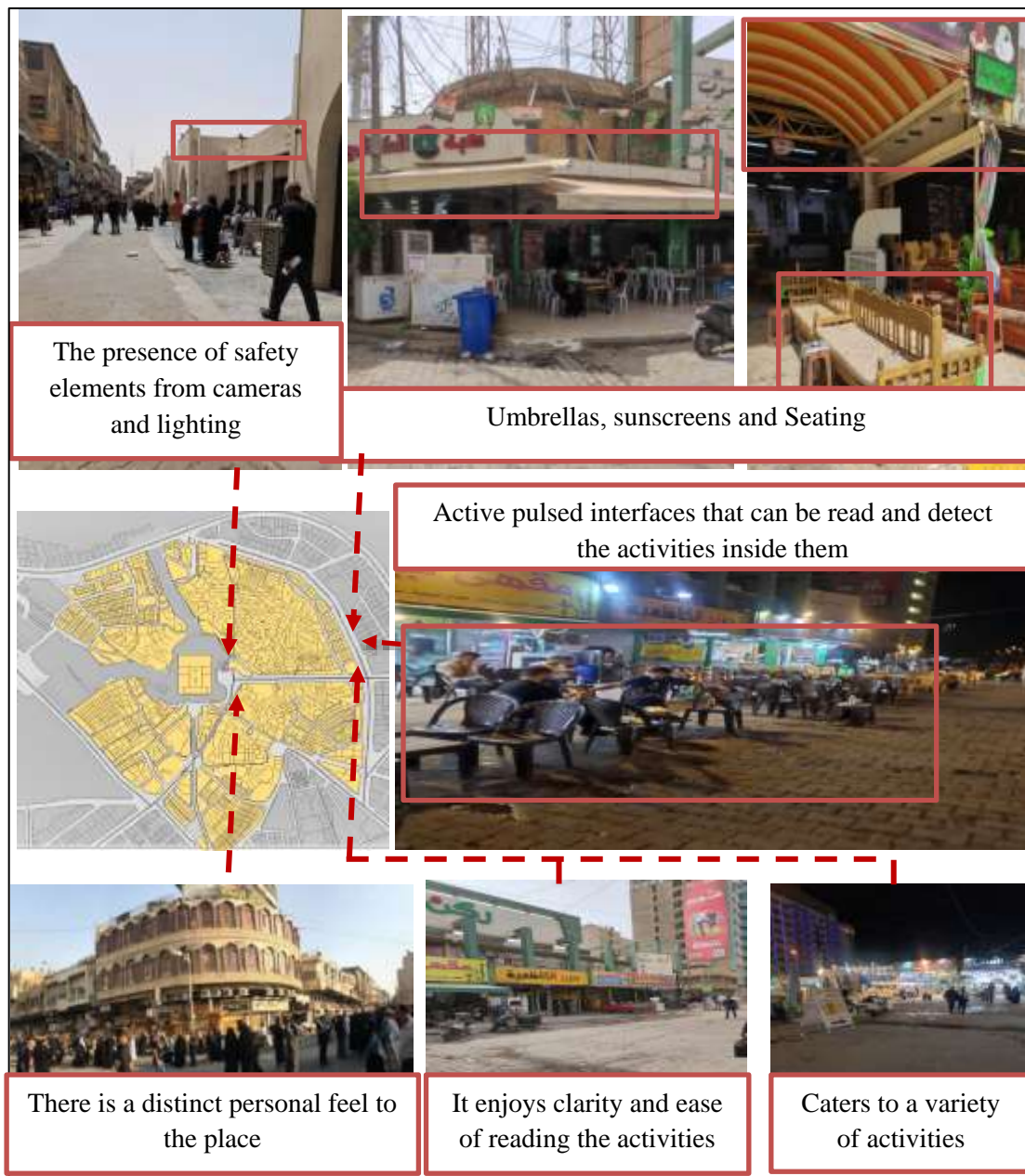










Fig. 5: The physical properties of the third places in the old city of Kadhimiya

Source: Author

Following have been observed: The Bab Al-Murad Street and the Bab Al-Qibla Street, were crowded. A group of optional activities were monitored in their third places. At least There are eight events represented in eating, drinking, entertainment, recuperation, shopping, playing, interacting with the neighbors, meeting friends, and participating in festivals. These streets are open from morning until late at night. They remained crowded with customers even after sunset. They were lit by many lamps, which are embedded in the souks, and consisted of shops (Table 3)

Table 3: The activities of the third places in the old city of Kadhimiya
Source: Author

Image	Optional activity	the description
	Eating and drinking	An activity associated with relaxation, people often combine eating, drinking, and socializing. This combination of food and social activities supported by outdoor seating causes people to stay in the places longer, making it an important property to support social life.
	Festivals	They are popular third places. These activities have values to individuals and societies, such as well-being, social inclusion, a sense of community and social capital. These spaces may become increasingly important as third places in the future.
	Interactions with the neighbors	It is characterized by the presence of patterns of activities exchanged by members of the neighborhood, and these activities are accompanied by social relations that are consistent with the nature and type of ties that prevail in the neighborhood. these activities help to unify and cohesion between neighbors and social interaction, especially through the poor classes in the region
	Recuperation	It is an activity for leisure. Spending leisure time is the need to do something for the sake of recreation, enjoying, entertaining, or having fun. They include doing various activities, playing sports, camping, picnics, exploring nature, cycling, operating a vehicle, walking, sightseeing, and any other outdoor sport, game, or educational activity.
	Entertainment	This refers to a series of tasks after getting rid of the family pressure and the social requirements of the job so that the person feels completely satisfied. It is related to the free time one spends in relaxation and pleasure, and it is a complex human need. Entertainment is a distinct activity that a person does freely in order to obtain comfort, or to entertain himself/herself .
	Play	This includes details of all the games you play such as playing in the alleys, in public squares and those hosted by cafes, including chess and others.

	Meeting	The three places are meeting points with friends, neighbors, family and strangers, designed as meeting places that are dynamic. People can gather and interact in an informal way that serves the community and uniquely. They provide a common meeting ground for people with different backgrounds.
	Shopping	One of the most prevalent social activities. It is like a void in the streetscape that draws people away from the streets, based on comfort factors such as shops, heat, suitable atmosphere, and seating.

The city of Kadhimiya contains a number of third places, where the common physical characteristics of the third places, such as seating, personal character, clarity, permeability, safety, comfort, protection, adaptation, and meeting a variety of activities exist.

It was observed that eight events occurred frequently in the region, namely playing, eating, drinking, entertainment, recreation, shopping, interaction with neighbors, meeting and participation in festivals.

The second stage: In this state, the research moves to measuring the set of values to understand the activities in the old Kadhimiya area, and to establish the physical characteristics of the third places.

Questionnaire: A questionnaire was administered to 86 randomly selected original residents of the area. They were asked about their third places. According to the questionnaire responses, the district No. 419 included 14 third places, and the district No. 421 included 48 third places. The district No. 423 included 24 third place with its floors. This is not the sum of all the third places in this city. 86 third places were taken according to 86 random samples from the city's population (Table 4).

Table 4: List of Third Places by Users of The city of Kadhimiya and the three districts
Source: Author

The third places	The number
District no.419 third places	
Coffee	3
Restaurants	2
Building entrance	2
Market	2
main streets	3
grocery store	2
Total	14
District no.421: third places	
Bab al-Murad square	12
Bab al-Qibla Square	6
Balcony	1
Islamic associations	4
food stall	5
Coffee	4
Building entrance	6
processions	2
Social Media	6
Outdoor seating	2
Total	

	48
District no.423: third places	
Neighbor's house	5
Astrabady Market	6
Outdoor seating	2
Bab Al Qibla Street	5
Coffee shops	4
Restaurants	2
Total	24

Table 5: Summary of the results and percentages of the scientific study extracted from the random sample questionnaire
Source: Author

Main Variable	Indicators	The symbol	the answer				
			answer type	the number	the total	percentage	the total
Y1	There are bench seating	X1	yes	55	86	%64	%100
			no	31		%36	
	There is a personal feel to the place	X2	yes	48	86	%55.8	%100
			no	38		%44.1	
	There is protection from weather conditions	X3	yes	45	86	%52.3	%100
			no	41		%47.6	
	Street interface permeability and activity detection	X4	yes	58	86	%67.4	%100
			no	28		%32.5	
	Cater to a variety of activities	X5	yes	57	86	%66.2	%100
			no	29		%33.7	
	The place can be read clearly	X6	yes	60	86	%69.7	%100
			no	26		%30.2	
	There are safety elements	X7	yes	80	86	%93	%100
			no	6		%6.9	
	Provides comfort	X8	yes	82	86	%95.3	%100
			no	4		%4.6	

Most third places display good images, and some provide safety elements such as cameras and lighting elements. They meet a variety of activities according to the needs of the user. Those who have a clear picture easy to understand and read, and the experience of mobility is easy and enjoyable, provides seating for rest and sitting. They have a distinct personal character, and places with permeability on the streets with the activities inside them can be detected.

Interviews: The interview asked the participants about how they use their third places in the area, and the behavior. The interviewees asked sitting, shopkeepers, and home dwellers in the old city of Kadhimiya, where participants indicated eight optional leisure activities they prefer in their third places, namely eating, drinking, playing, shopping, recreation, recreation, interaction with the neighbors, meeting friends and cultural celebration. (Table 6).

Table 6: Summary of the results and percentages of the scientific study extracted from the interview
Source: Author

Main Variable	Indicators	The symbol	the answer				
			answer type	the number	the total	percentage	the total
Y2	Recreational activities in the third place	X9	Play	38	51	%74.5	%100
			Entertainment	47	51	%92.1	%100
			recuperation	35	51	%68.6	%100
			Interact with the neighbor	43	51	%84.3	%100
			eating and drinking	46	51	%90.1	%100
			meet	27	51	%53	%100
			the shopping	28	51	%55	%100
			cultural festivals	26	51	%51	%100

The third stage: discussing the results

The above data could be interpreted as follows .

- 1) Through Direct observations, it was found that the vernacular city of Kadhimiya is supported by vibrant third places and readable spaces, active permeable and discoverable interfaces. It provides comfort and safety for users, and meet a variety of activities and the permeability of the street frontage. They provide seating and protection from weather conditions and personal character of the places. The physical characteristics of the third place in the study area appeared in the form of activities.
- 2) Through the results of the questionnaire, the physical characteristics of the third place appeared in the study area. There, most of the answers to the questionnaire supported the presence of these characteristic. The third places are relatively high in both safety and comfort, and also in celebrating people through the provisions of seats, shelter, and physical comfort. There are characteristics in the physical environment of the places that contribute to social communication, permeability, clarity, and the personal character of the place in the vernacular city of Kadhimiya. The results of the questionnaire indicated that the third places appear in different forms, such as squares, cafes, social networking sites, markets, the entrance to a building, or a balcony, and it may also be the neighbor's house and other forms.
- 3) The results of the interview indicated, that the city of Kadhimiya is characterized by the occurrence of different types of recreational behavior in the three places. Where there were at least eight optional activities, entertainment got the highest percentage of activities. This was followed by eating and drinking, then playing, recreation, meeting friends, shopping, and cultural festivals. In fact, they got the lowest percentage compared to the rest of the activities. While kadhimiya is still a place to live, it is also a place to play, meet friends, have fun, engage in group and other diverse behavioral patterns.

Conclusions

Third place are a theatres for social interactions. Indeed, they provide the physical arena for the practice of optional activities that are comfortable for people. They are places of pleasure and leisure for people to spend free time. People naturally know how to create places for recreation or play because it is one of the basic human needs. Thus, the third places are not linked to the formal forms of city planning and design, That was evident in the vernacular city of Kadhimiya located in the hot areas.

The third place appears in the form of an optional recreational activity. The residents of the vernacular city of Kadhimiya engage in activities such as eating, drinking, shopping, interacting with the neighbors, meeting friends, participating in the festivals, entertainment, recreation and playing. The third places were identified as community gathering places by the people who lived or worked in the neighborhoods. These places can be detected through the activities represented by entertainment, eating and drinking, playing, recreation, meeting friends, shopping, and cultural festivals, and through physical characteristics of the places that support these activities. This is personalization and permeability of the street, seating ,clarity, adaptation and provides elements of safety and comfort .

There is a group of locations in which the third places appear in the vernacular city of Kadhimiya, which may be squares, cafes, restaurants, the entrance to the building, social networking sites, food stalls, processions, and the neighbor's houses.

Finally, The emergence of the third center in the vernacular city of Kadhimiya is declining, although this city has many activities, events and physical characteristics that support these activities. The reason is that the vernacular city of Kadhimiya suffers from many urban design problems. This research revealed the third places through the activities and events of the area.

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