

ECHO - Urban Research Center for Myths



Yedikule Fortress was chosen as the location for the research center because it has been home to many narratives, legends, and urban myths throughout history. The center aims to examine the past and present impacts of myths on urban life, as well as their potential future effects and the cultural, social, and spatial meanings behind them. In this context, the building brings together a library, amphitheater, printing press, podcast recording workshop, and various research laboratories, offering an interdisciplinary working environment. Integrating research, production, and sharing processes, the center allows for a re-reading and interpretation of the relationship between myths and the city.

The research center operates through a network of laboratories dedicated to mapping, documenting, interpreting, and reimagining urban myths. While archival studies focus on collecting historical narratives, experimental laboratories investigate how myths continue to shape collective memory, spatial perception, and social behavior. Through publications, podcasts, exhibitions, and public discussions, the center transforms research findings into accessible knowledge, creating a platform where historical narratives can engage with contemporary urban life.

MAPPING OF YEDIKULE

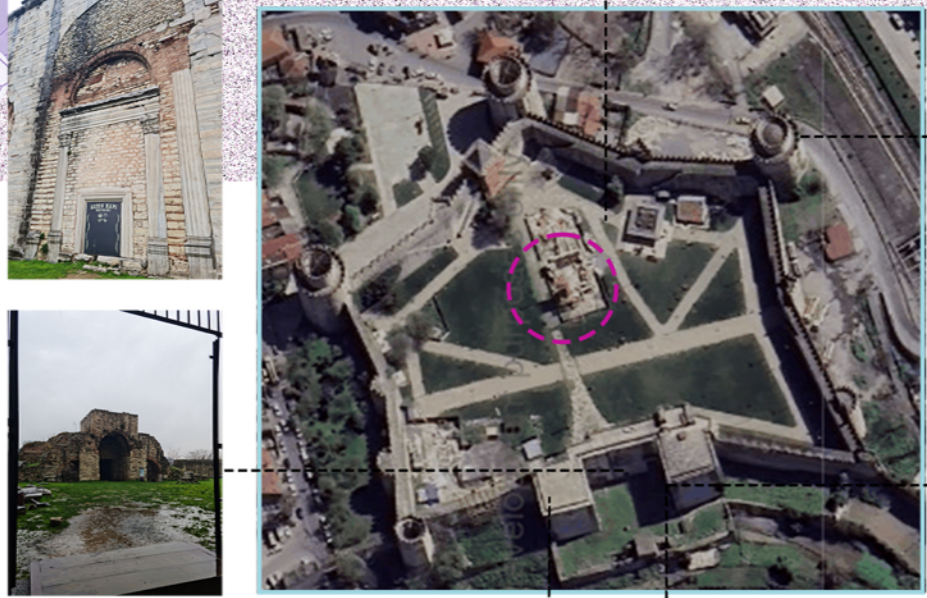


THE LOST FATIH MOSQUE
After the 1766 earthquake, the main dome and structural system collapsed, and the building was largely destroyed. The present mosque is an 18th-century reconstruction; only limited traces of the original structure remain.



THE GOLDEN GATE:

The Golden Gate was used by Byzantine emperors to enter the city triumphantly, and it was believed to be sacred. After the conquest of Constantinople, a legend spread that the last emperor would one day return through this gate. Sultan Mehmed the Conqueror had the gate closed because of this belief.



THE ARTILLERY TOWER:

It was believed that the spirits of the fallen soldiers roamed the tower. Therefore, one of the cannons in the tower was considered unlucky and was regarded as a bad omen among the soldiers.



GRAVESTONES

Admiral Kara Mustafa Pasha He was the commander-in-chief of the Ottoman Navy in the 17th century. He was executed as a result of political infighting and accusations related to his duties.

It is reported that the execution took place in the Yedikule Dungeons. According to popular legend, he was later found innocent and buried in a garden within the city walls.

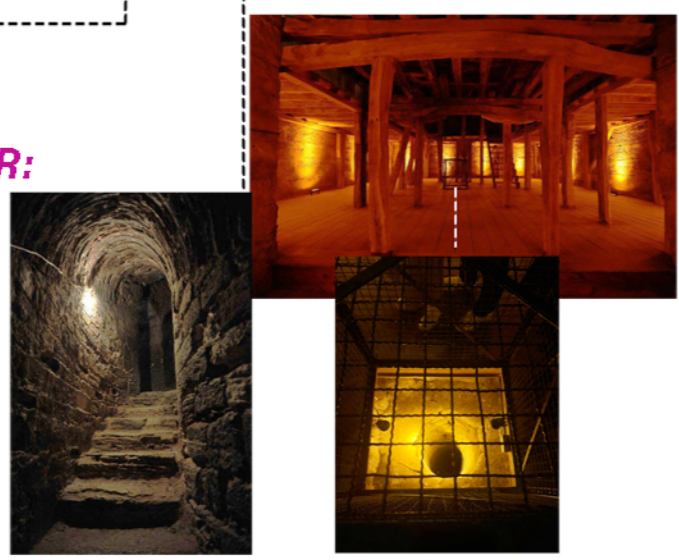


TOWER OF YOUNG OSMAN

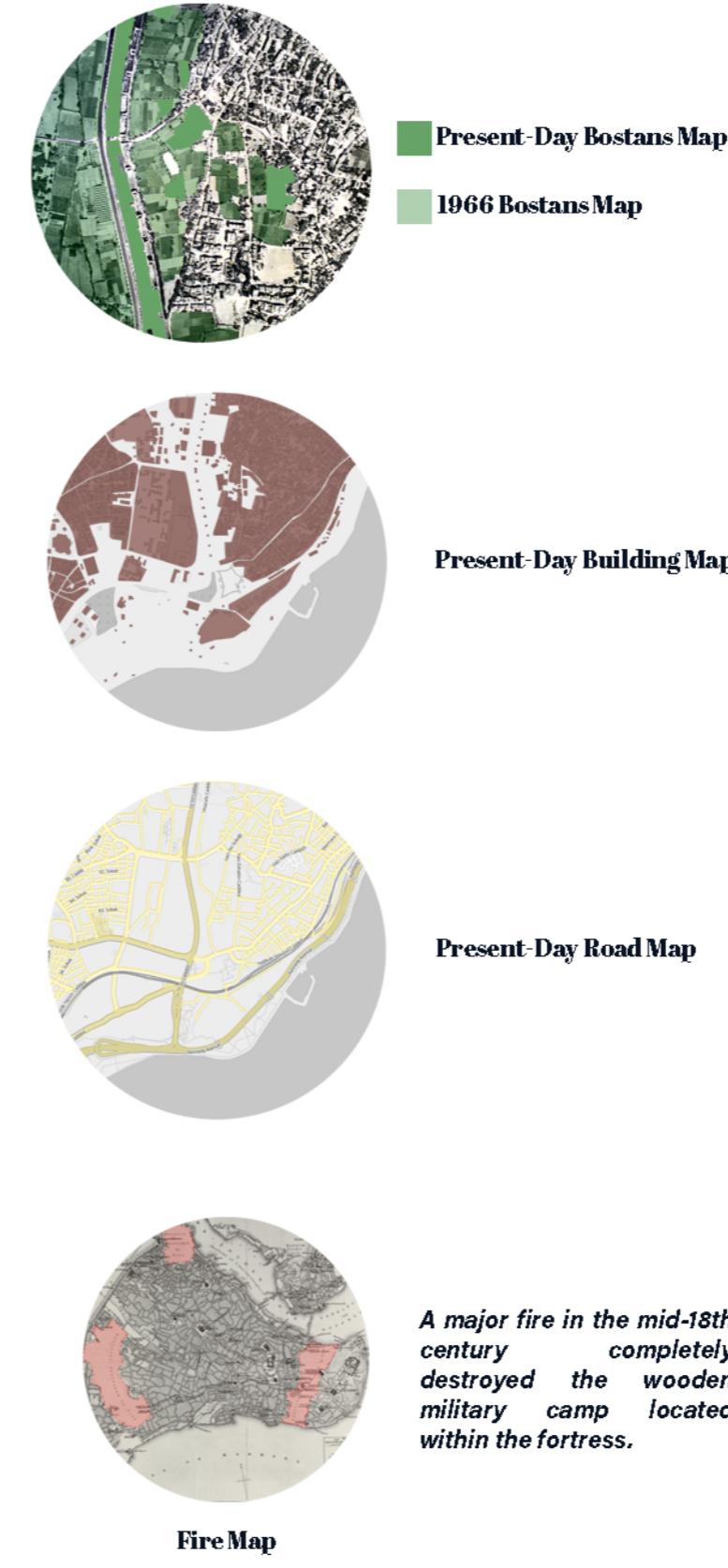
One of the youngest sultans in Ottoman history, Osman II, was deposed in a Janissary revolt after planning to abolish the Janissary Corps and establish a new army. The 18-year-old sultan was taken to the Yedikule Zindanları, where he was strangled with a bowstring on 20 May 1622. The tower takes its name from the belief that this was the place where Osman II was killed.

THE DUNGEON TOWER:

It was said that prisoners were tortured in the Dungeon Tower. Legend has it that one of those tortured was a pagan. Just before dying, he uttered a curse in ancient Latin that no one fully understood. From that day on, it was said that screams could be heard coming from the tower at night.



TODAY MAPPINGS



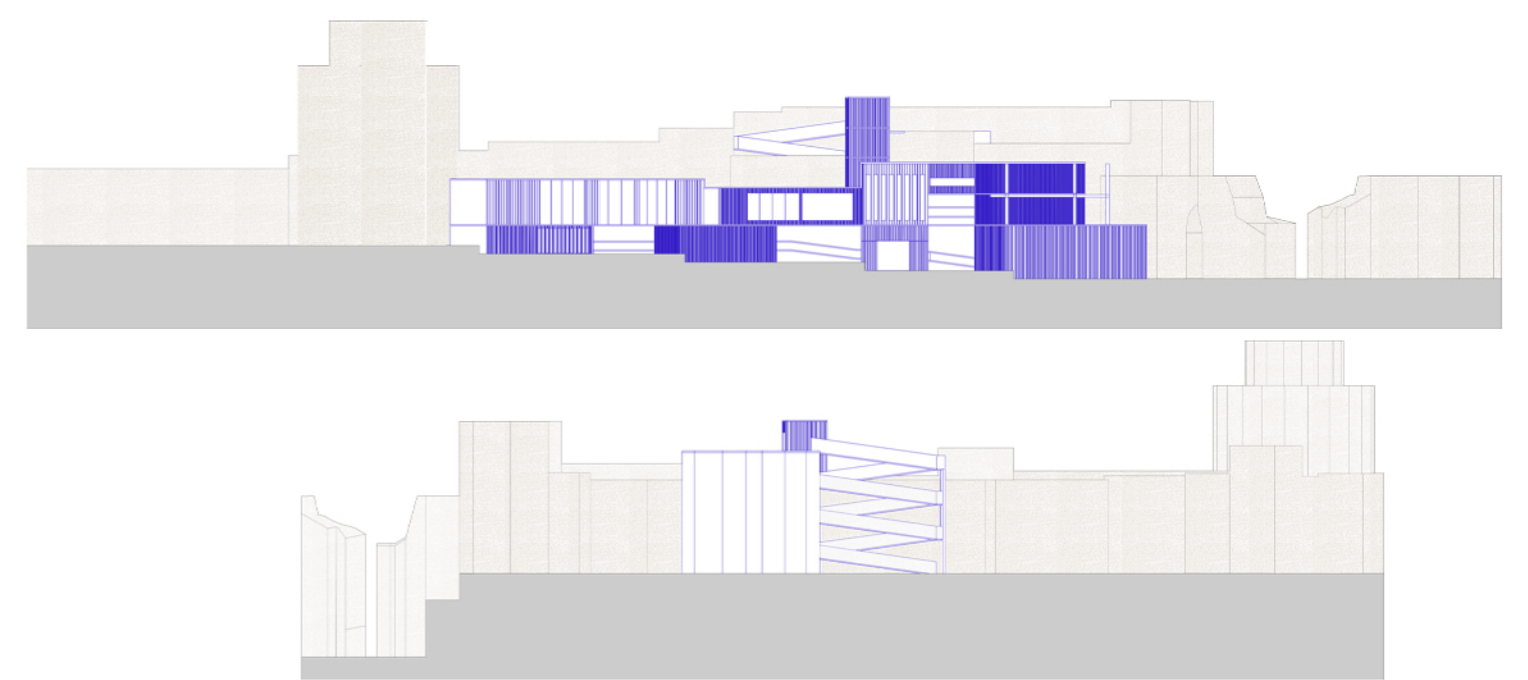
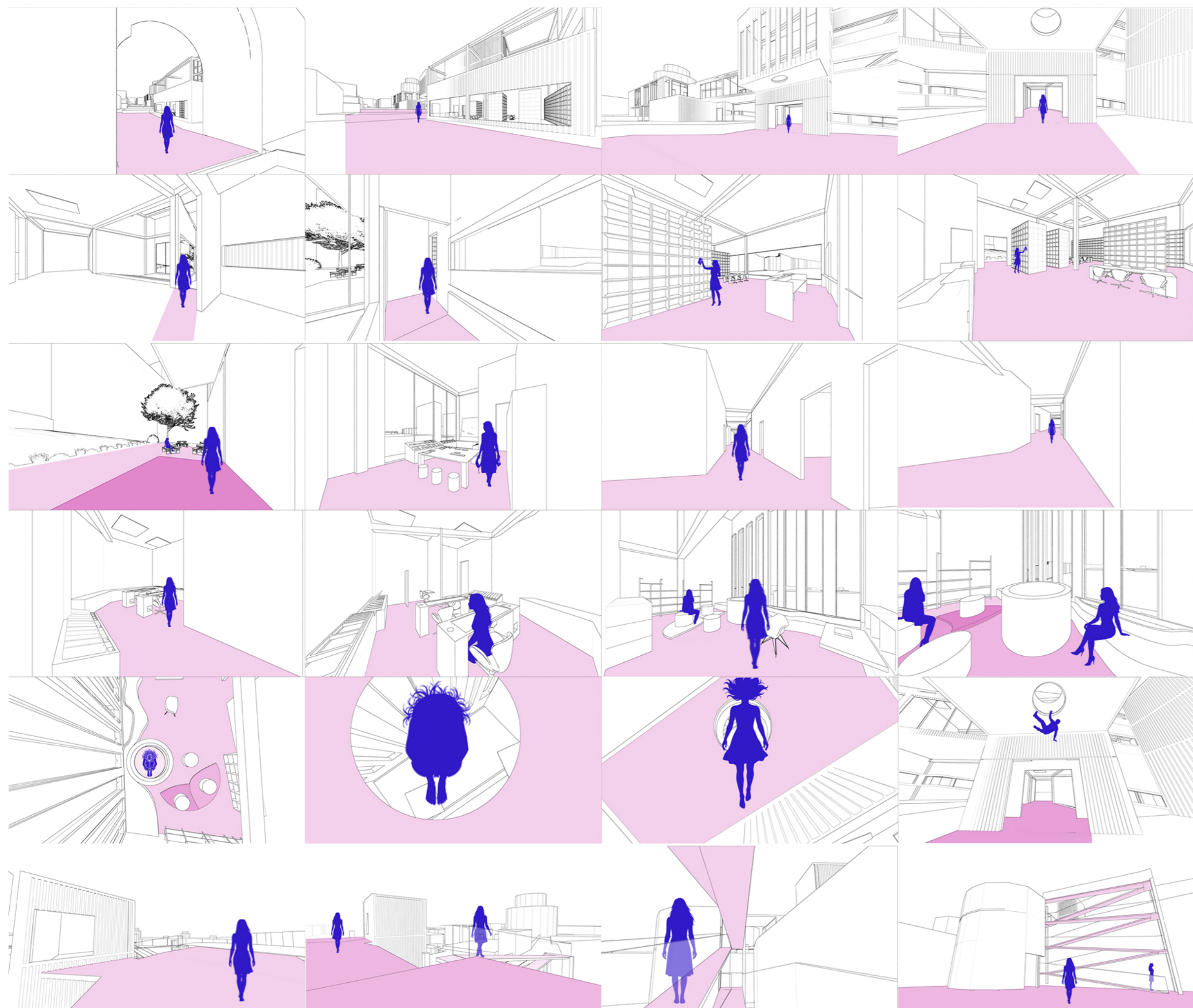
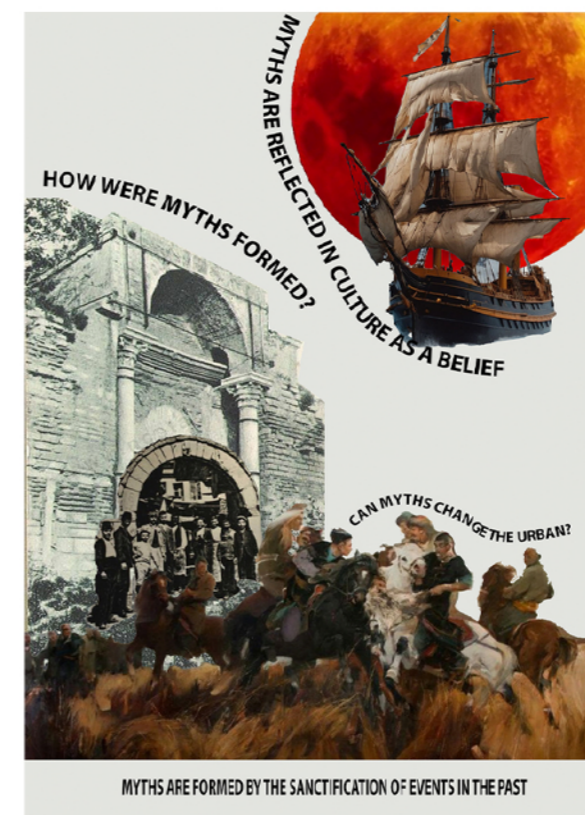
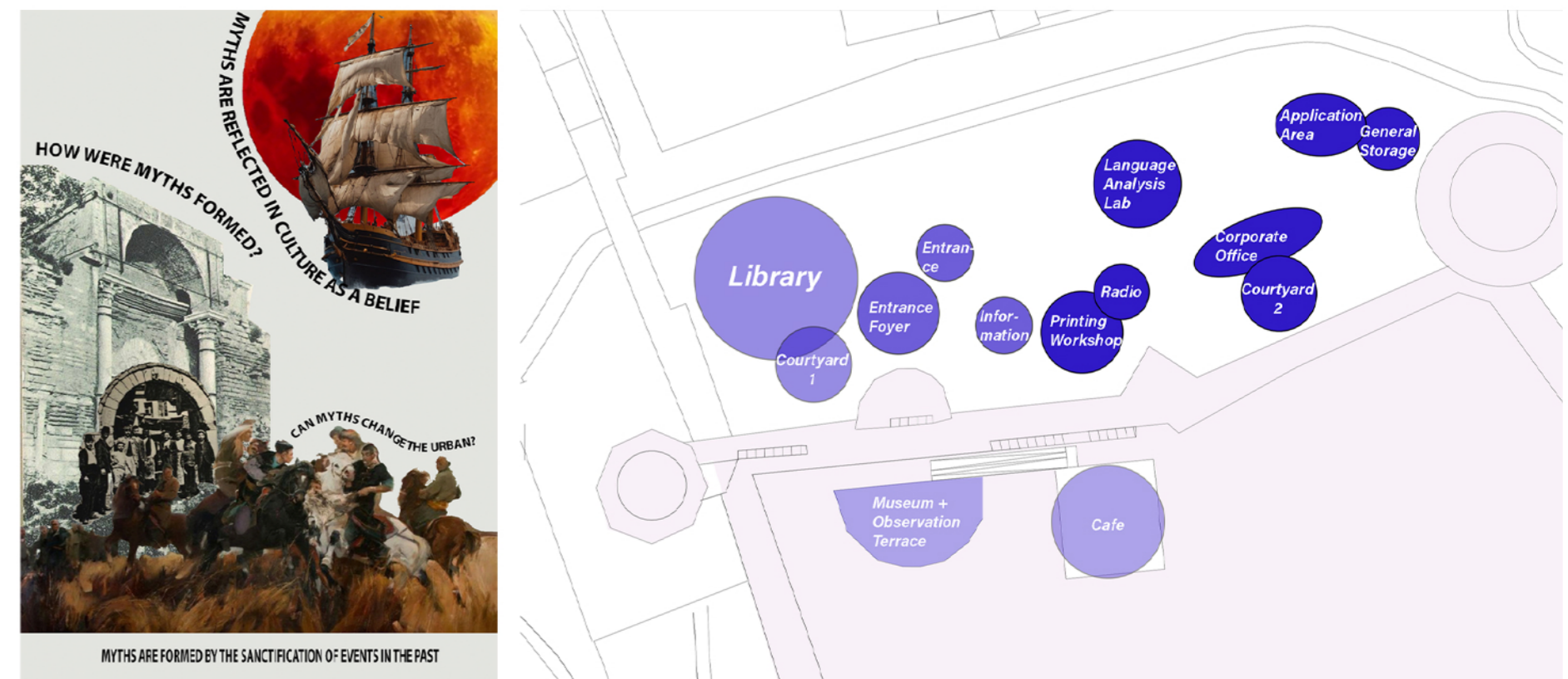
RECLAIMED LAND

Myths produce an invisible layer that operates beyond the physical boundaries of the city. Myth elevates space from being merely a built environment; it imbues it with symbolic and emotional spatial value. This value is transmitted over time through collective memory, transforming specific points in the city into meaningful thresholds that distinguish them from ordinary urban fragments.

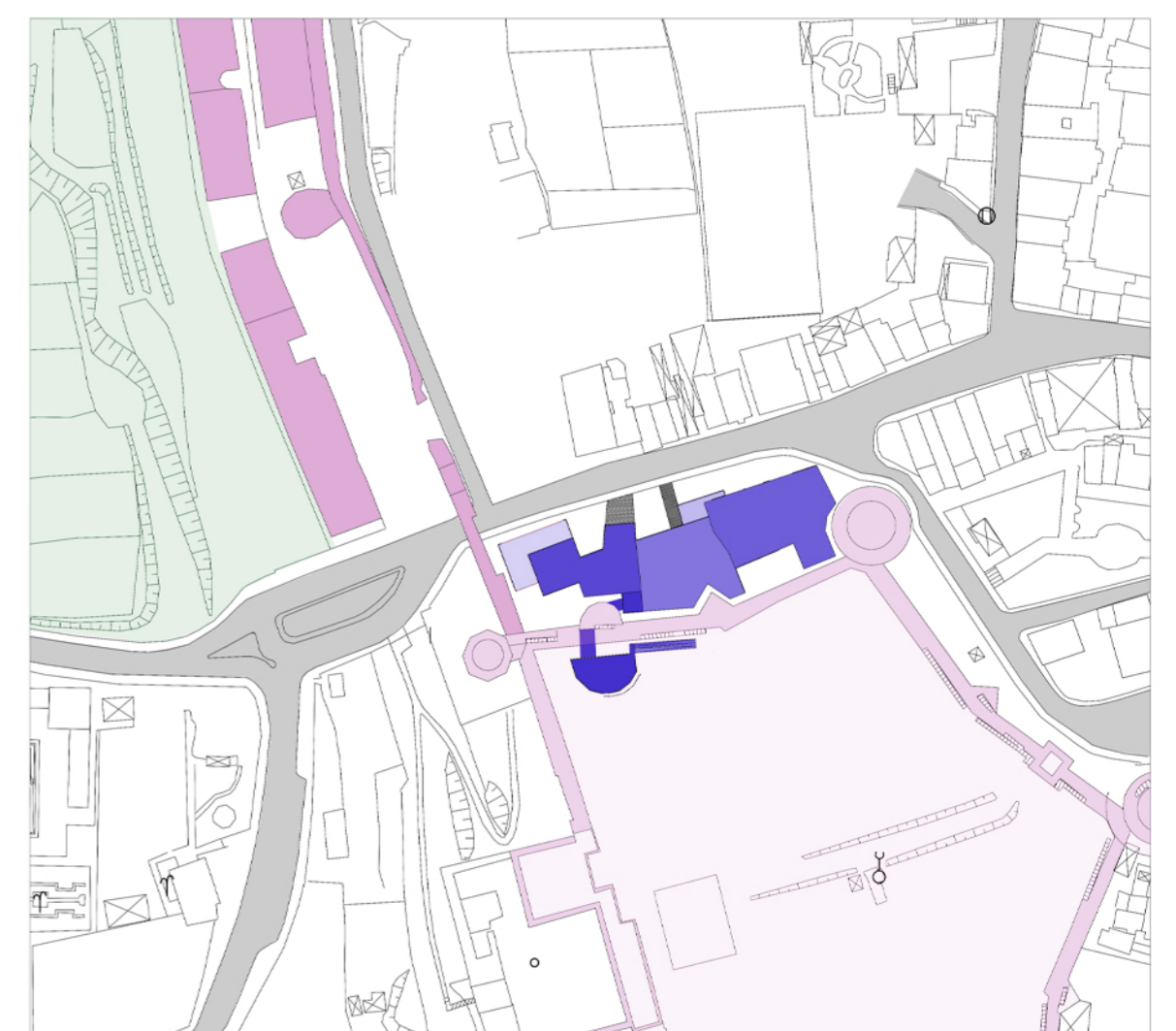
However, this production of meaning is not static. How a space is positioned on the protection/neglect axis directly affects the urban equivalent of the myth. In protected areas, myth becomes an element that produces identity and strengthens belonging; while in neglected areas, legend combines with abandonment and melancholy to create a different atmosphere.



Bubble Diagram

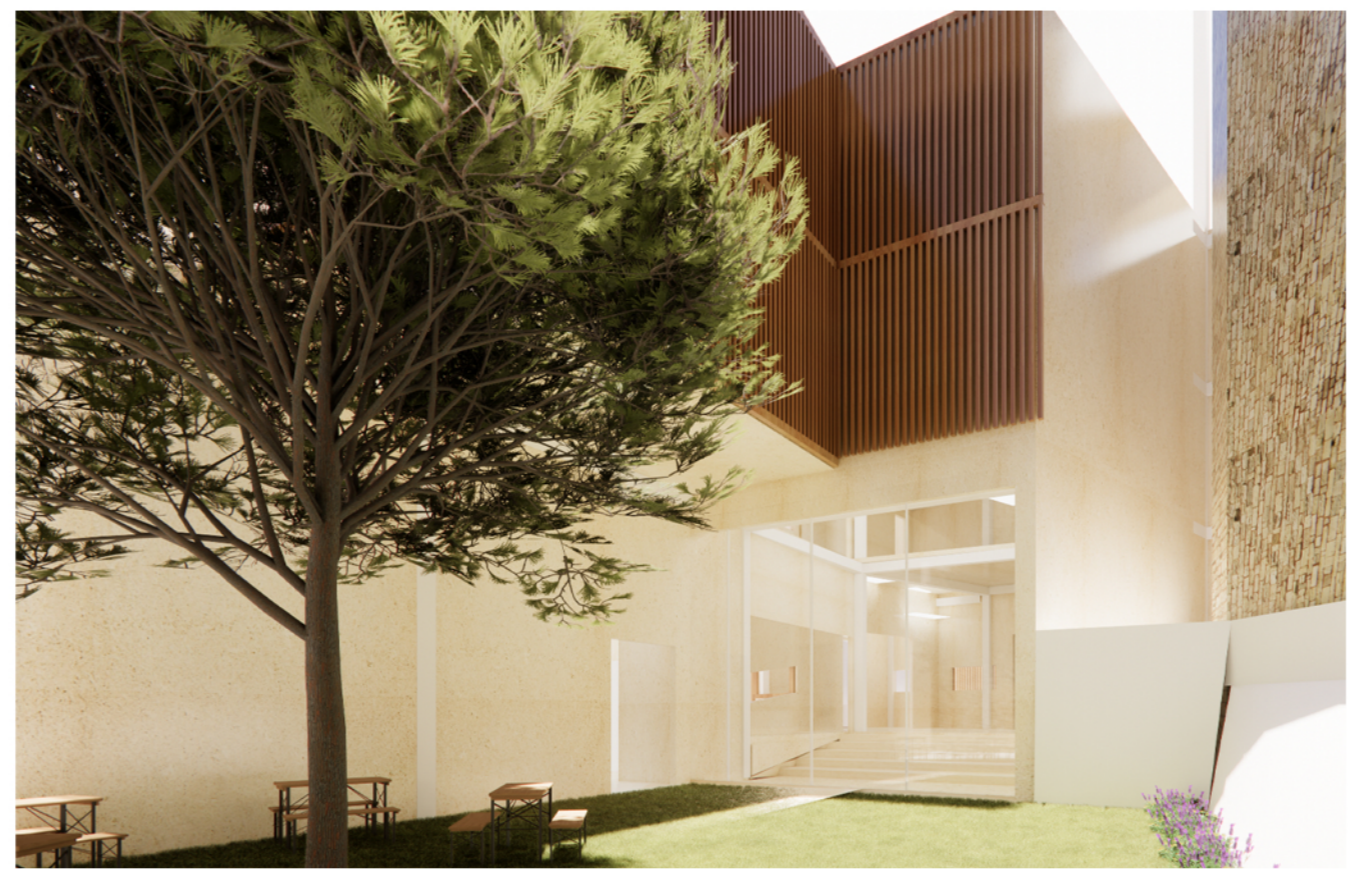


Elevations

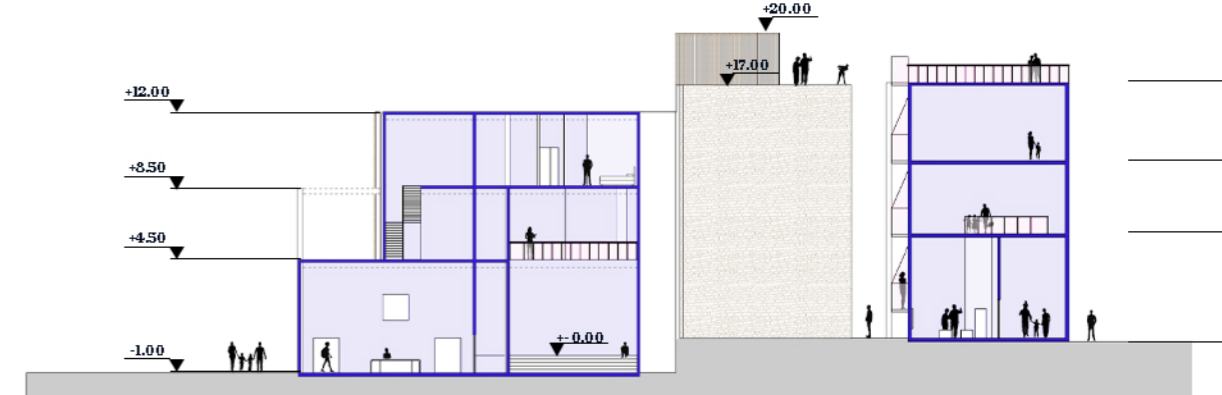


Site Plan

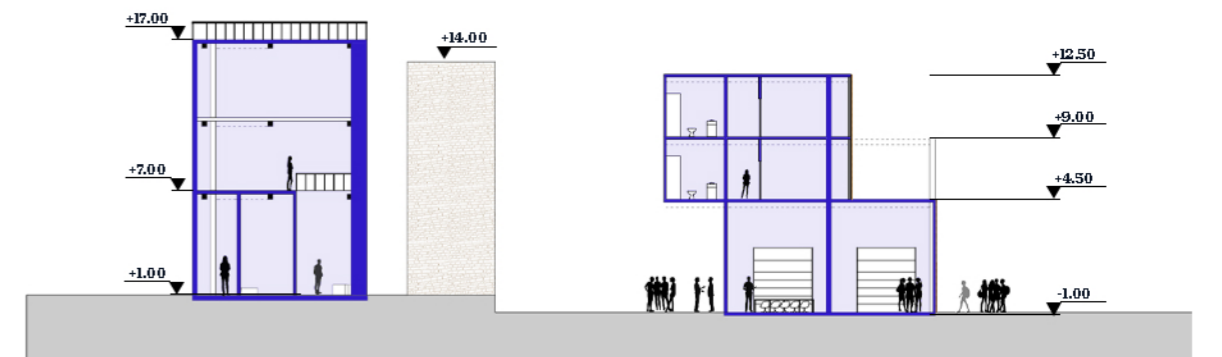
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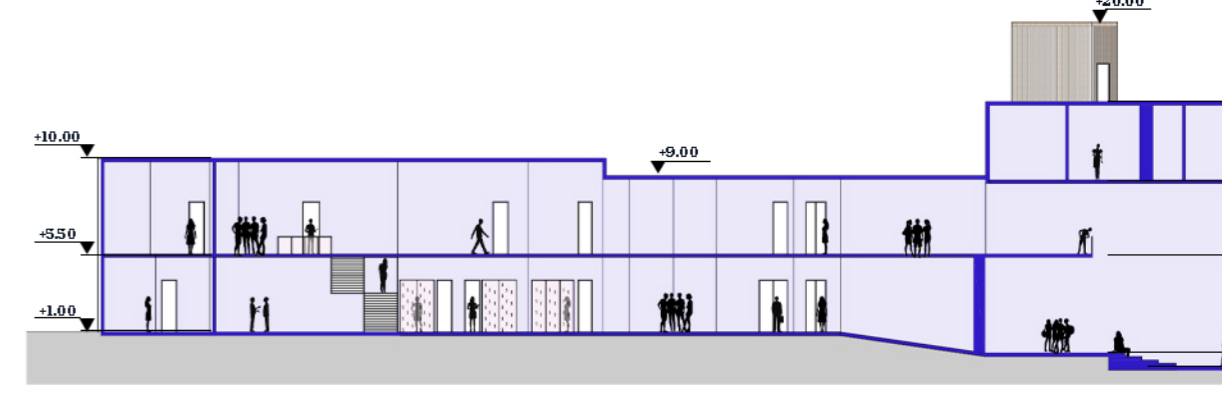
A-A' SECTION



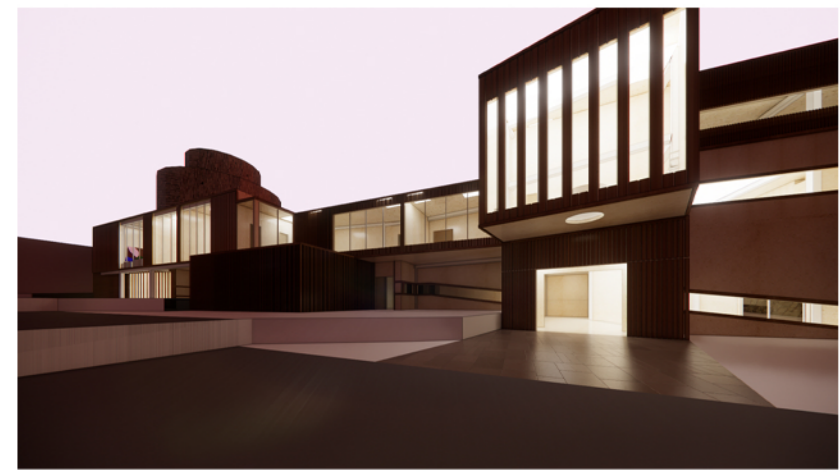
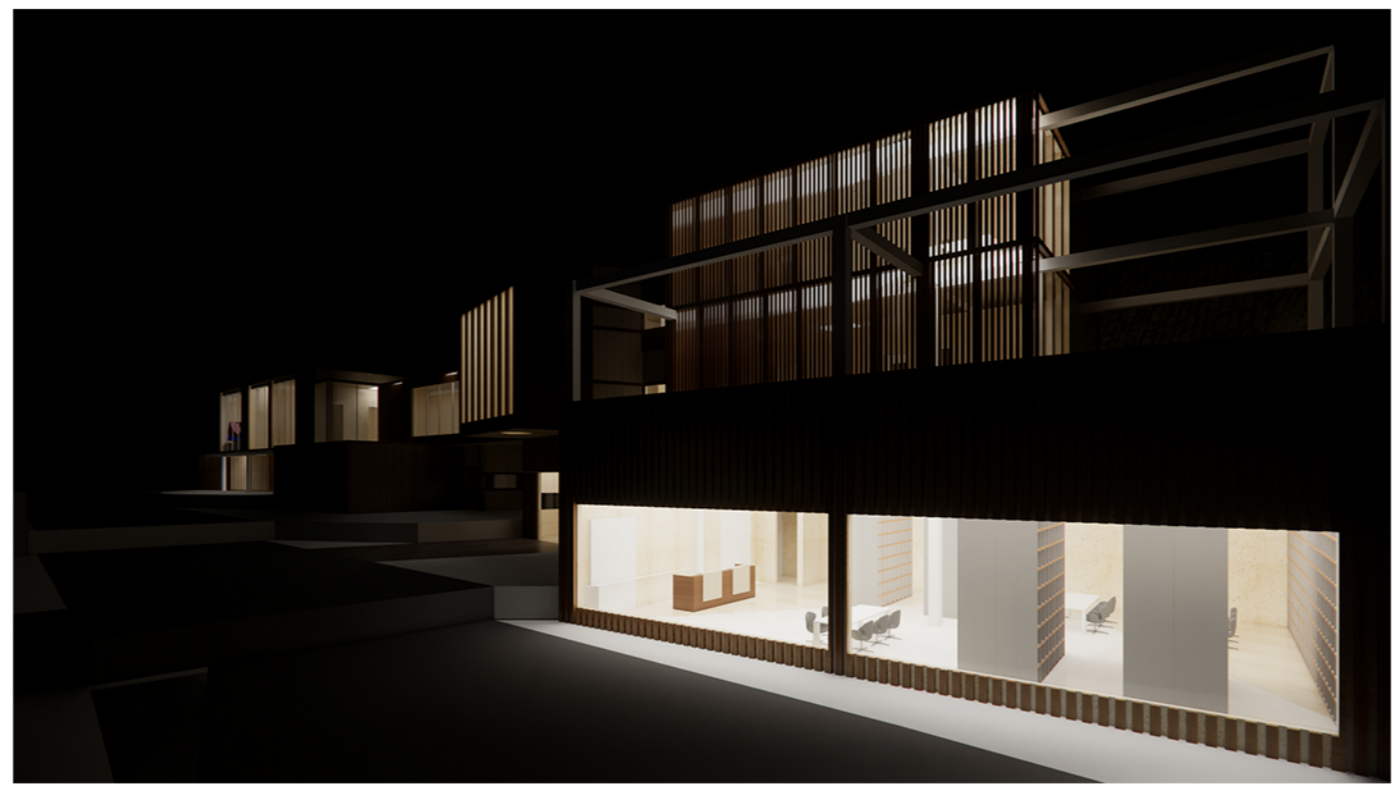
B-B' SECTION



C-C' SECTION



D-D' SECTION



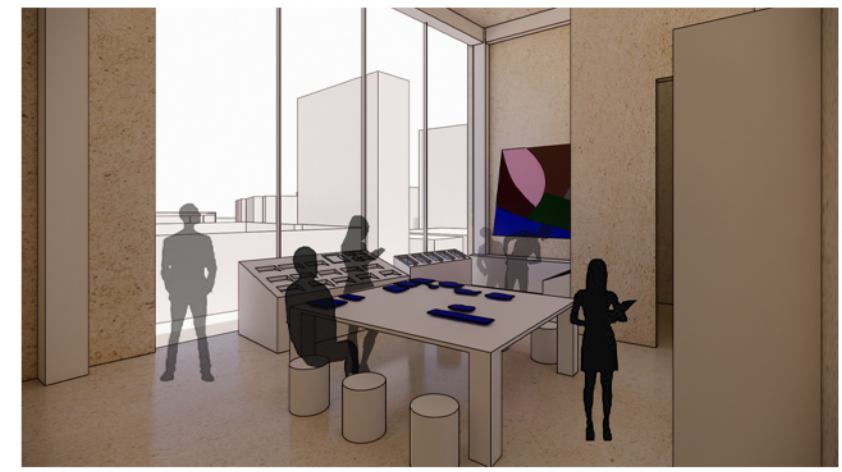
Ramp View



Dark Archive



Sensory Myth Lab



Materials and Traces Laboratory



Entrance Floor Plan

- 1) Library
- 2) Courtyard
- 3) Social Atrium
- 4) Information Desk
- 5) Printing Office
- 6) Record Room
- 7) Language Review and Analysis Laboratory
- 8) Offices
- 9) 3D Printing and Model Making
- 10) Kitchen
- 11) Courtyard



First Floor Plan

- 12) Accommodation Areas
- 13) Sensory Analysis Laboratory
- 14) Reading Hall
- 15) Future Lab
- 16) Map Analysis Laboratory
- 17) Dark Archive
- 18) Quiet Workspaces
- 19) Infirmary
- 20) Invisible City Room
- 21) Myth Interpretation Laboratory

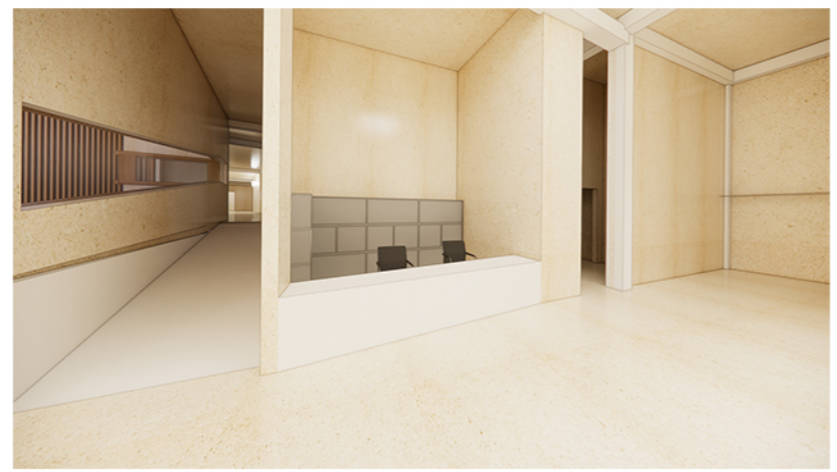


Second Floor Plan

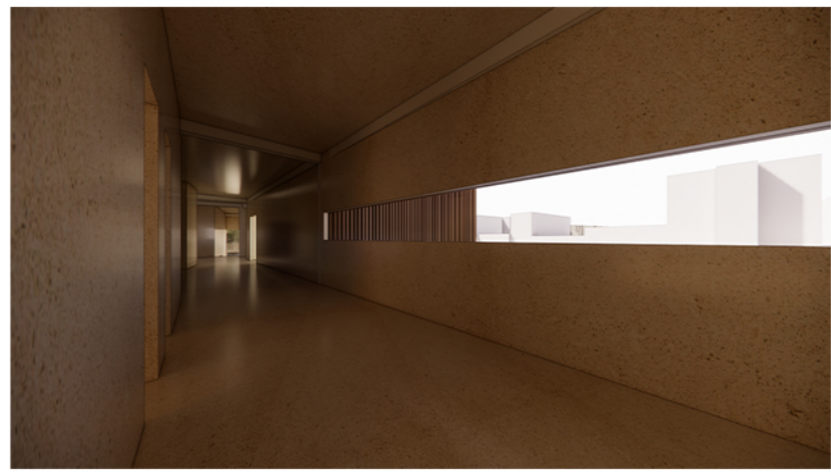
- 22) Meeting Room
- 23) Materials and Traces Laboratory
- 24) VR/AR City Simulation Production Laboratory
- 25) Data Observation



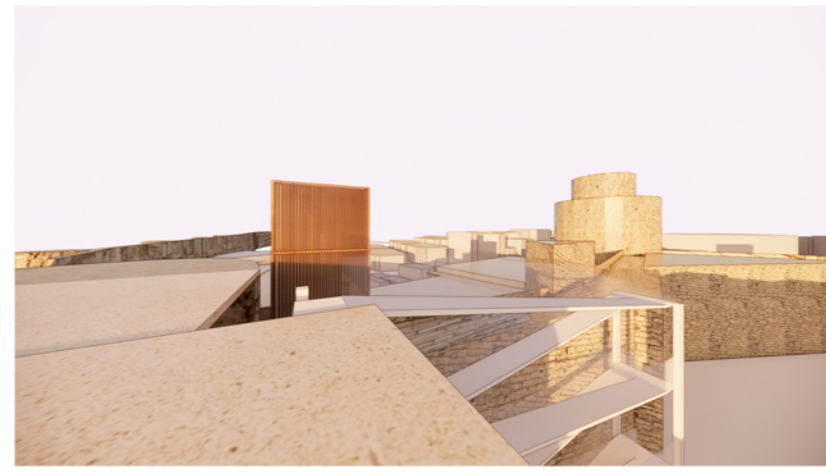
Social Atrium



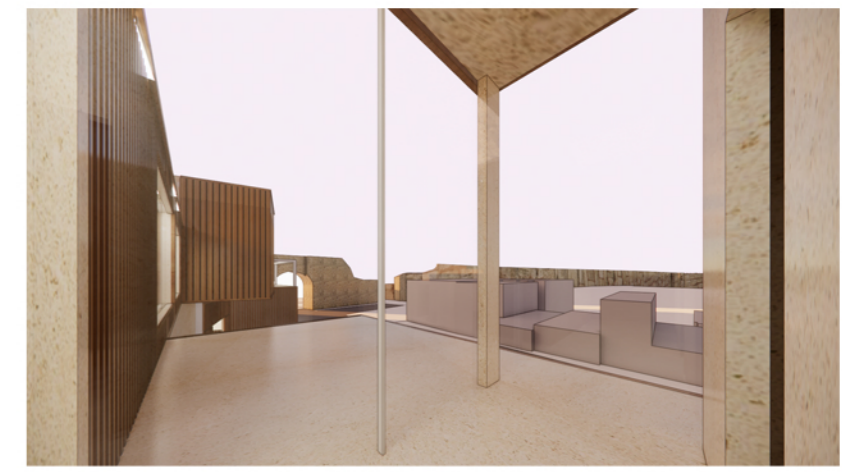
Information Desk



Corridor View



Detail Section



Exploded Facade Detail

Section Perspective

