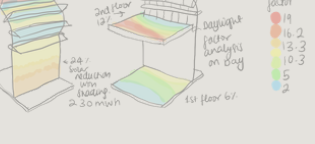
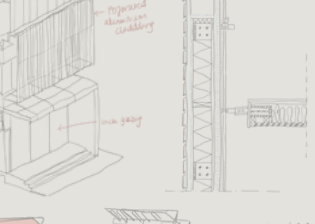
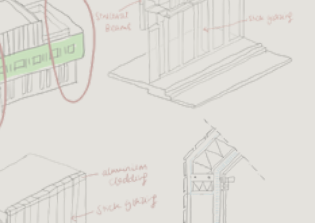
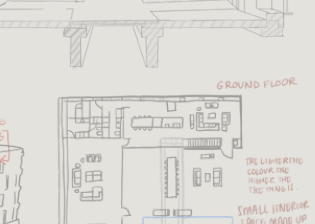
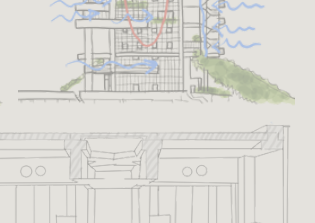
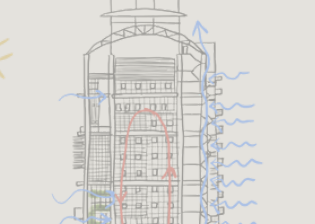
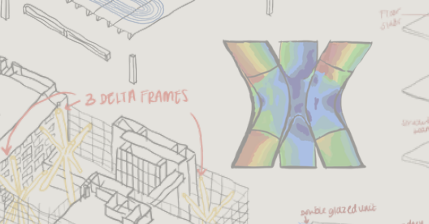
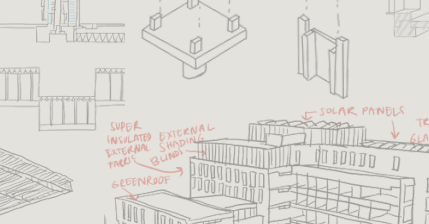
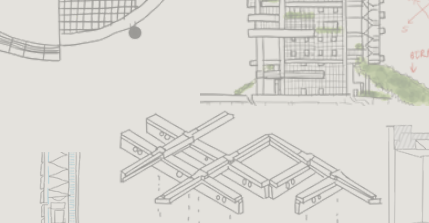
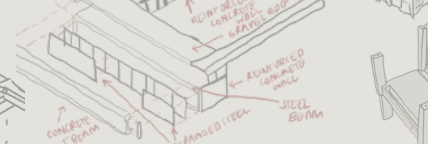
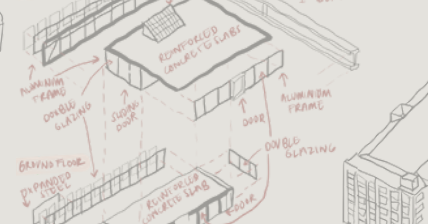
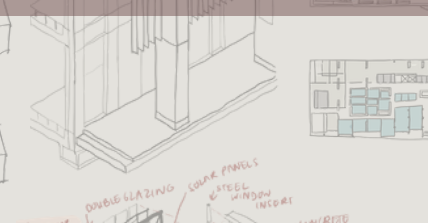
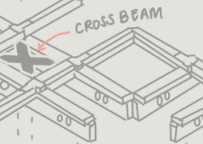
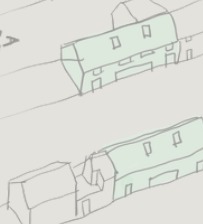
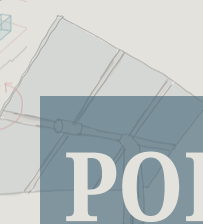
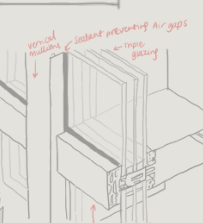
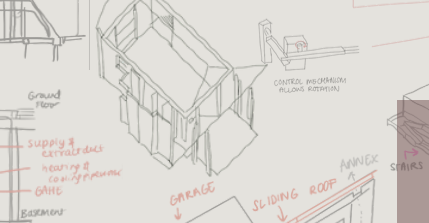
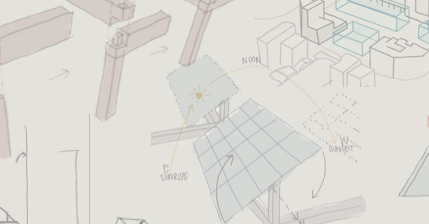
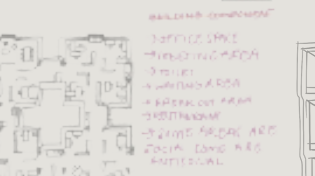
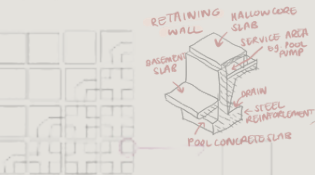
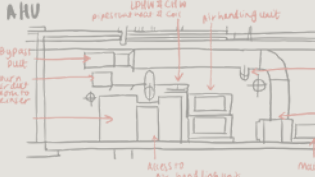
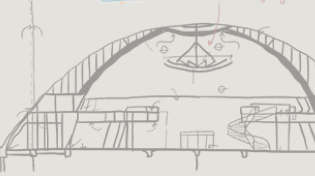
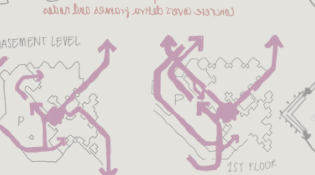
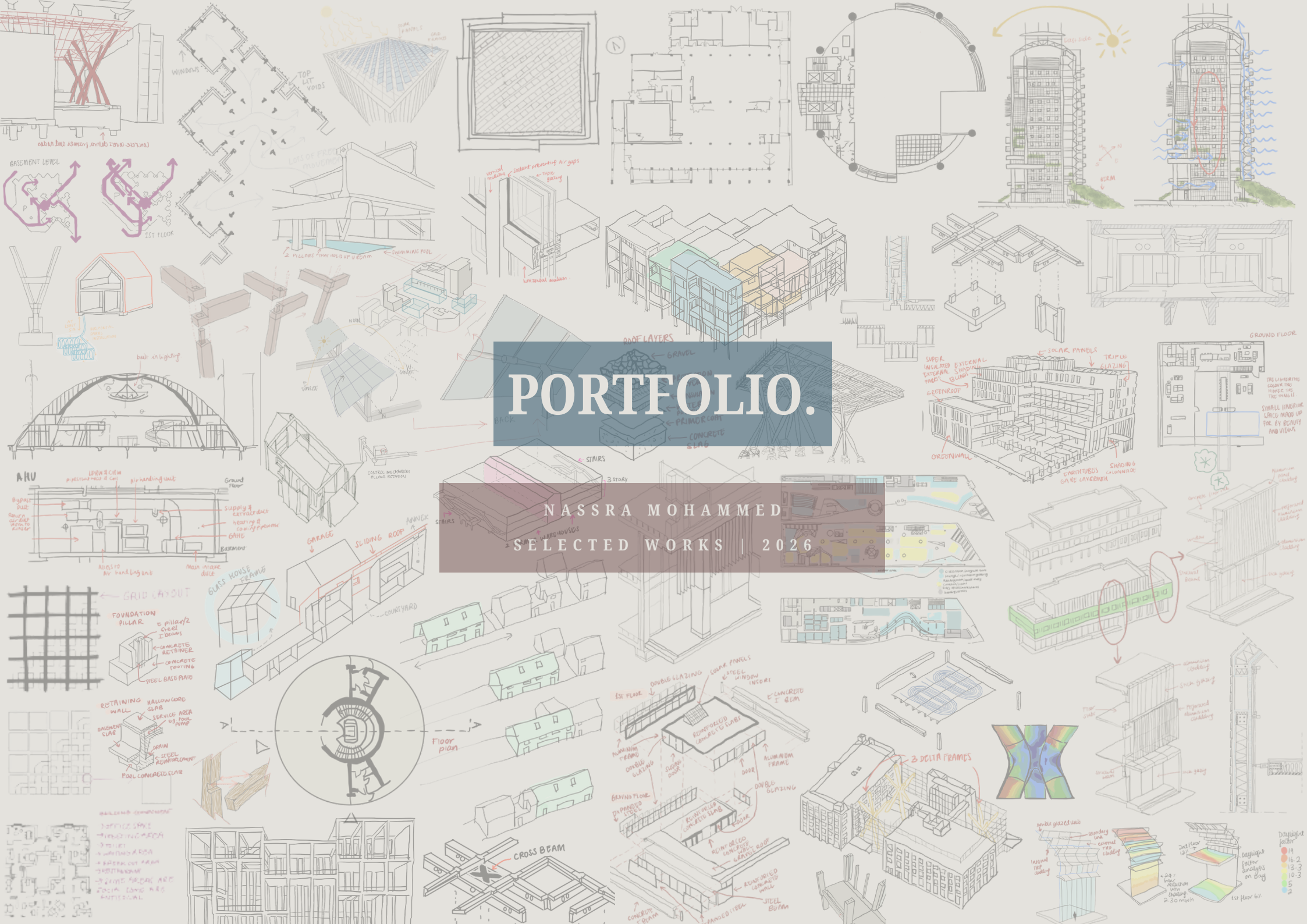


PORTFOLIO.

NASSRA MOHAMMED
SELECTED WORKS | 2026



Daylight factor	Value
1st floor	1.9
2nd floor	1.2
3rd floor	1.3
4th floor	1.0
5th floor	1.0
6th floor	1.0

01 THE FORGERS COLLECTIVE

ABOUT THE PROJECT:

The Forgers Collective is an urbanised repair and social infrastructure situated in Tour & Taxis, Brussels, Belgium, on the border of Molenbeek and Schaerbeek. It rejects the gentrifying prestigious developments in Tour & Taxis, which aren't at a human scale nor beneficial for the locals, by offering a civic hub for the localised rescue and repair of urban commons.

This project proposes a publicly supported repair and reuse centre responding to the EU's right to repair Directive coming into force, due to the simultaneous demand for repair. Brussels households have the legal right to repair as an equitable downscaling of production and consumption.

Additionally, residents face a high unemployment rate, and with the repair and green jobs boom, this becomes a new avenue for employability.

Media used: Rhino, AutoCAD, Photoshop, InDesign, Revit, hand and iPad drawings, Enscape

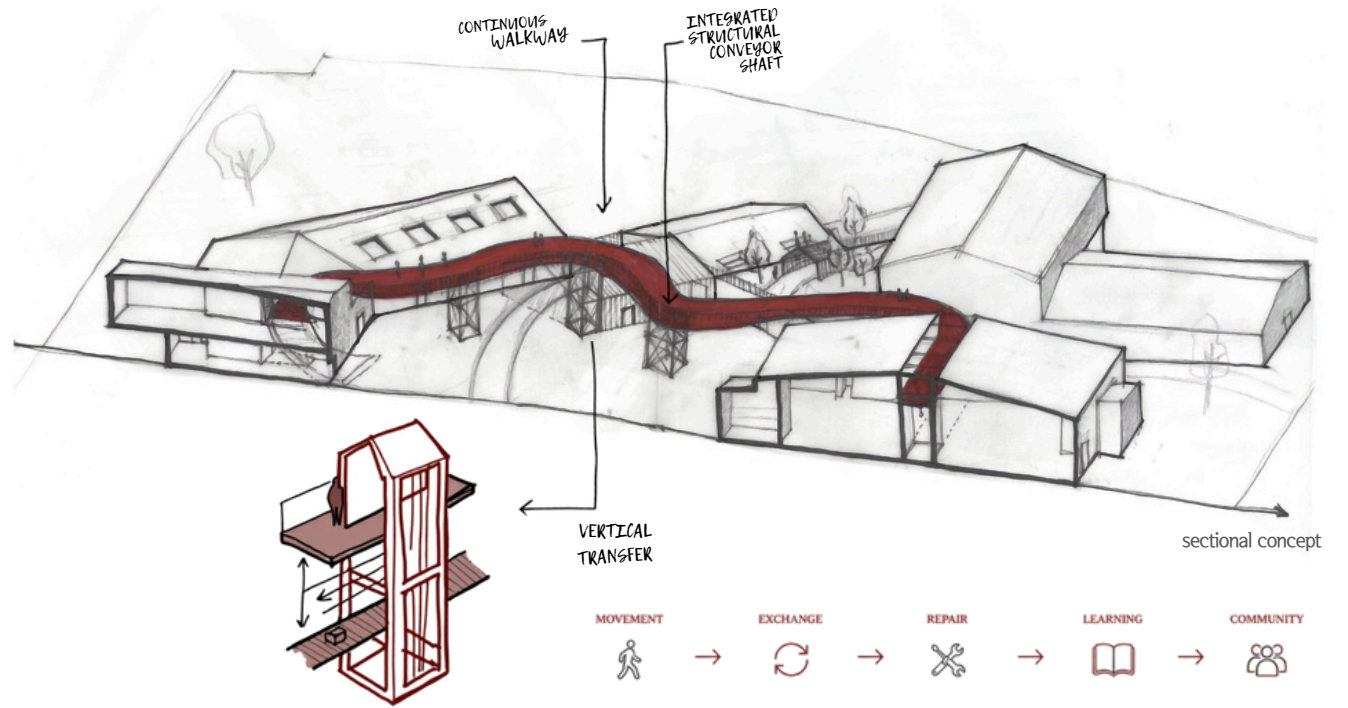
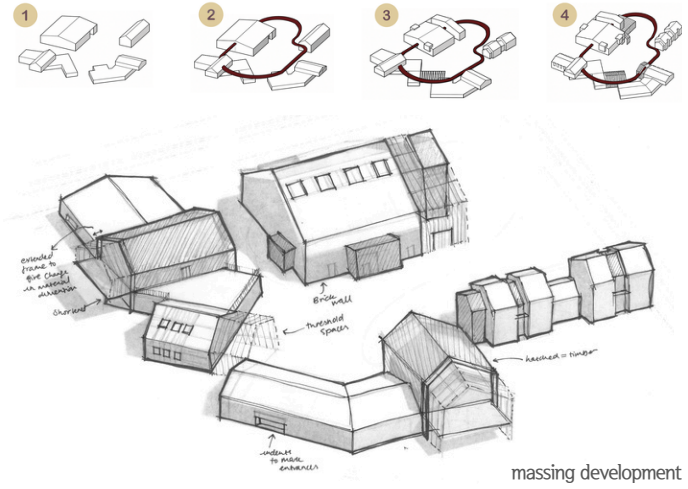


Completion: 2026

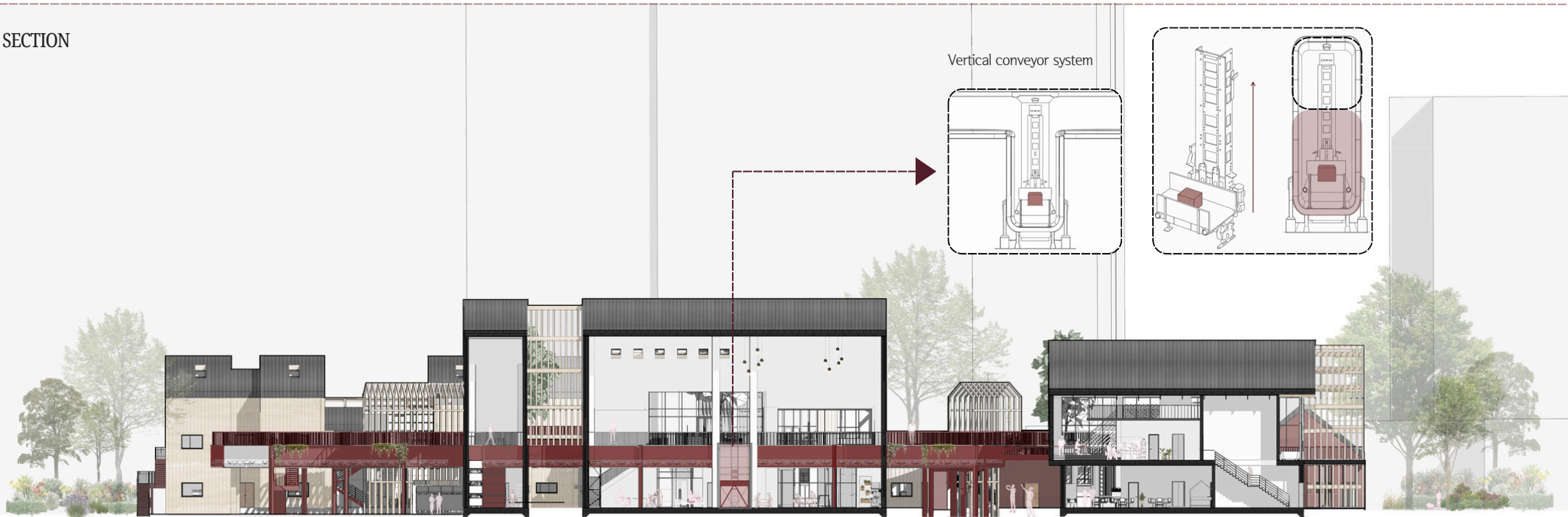


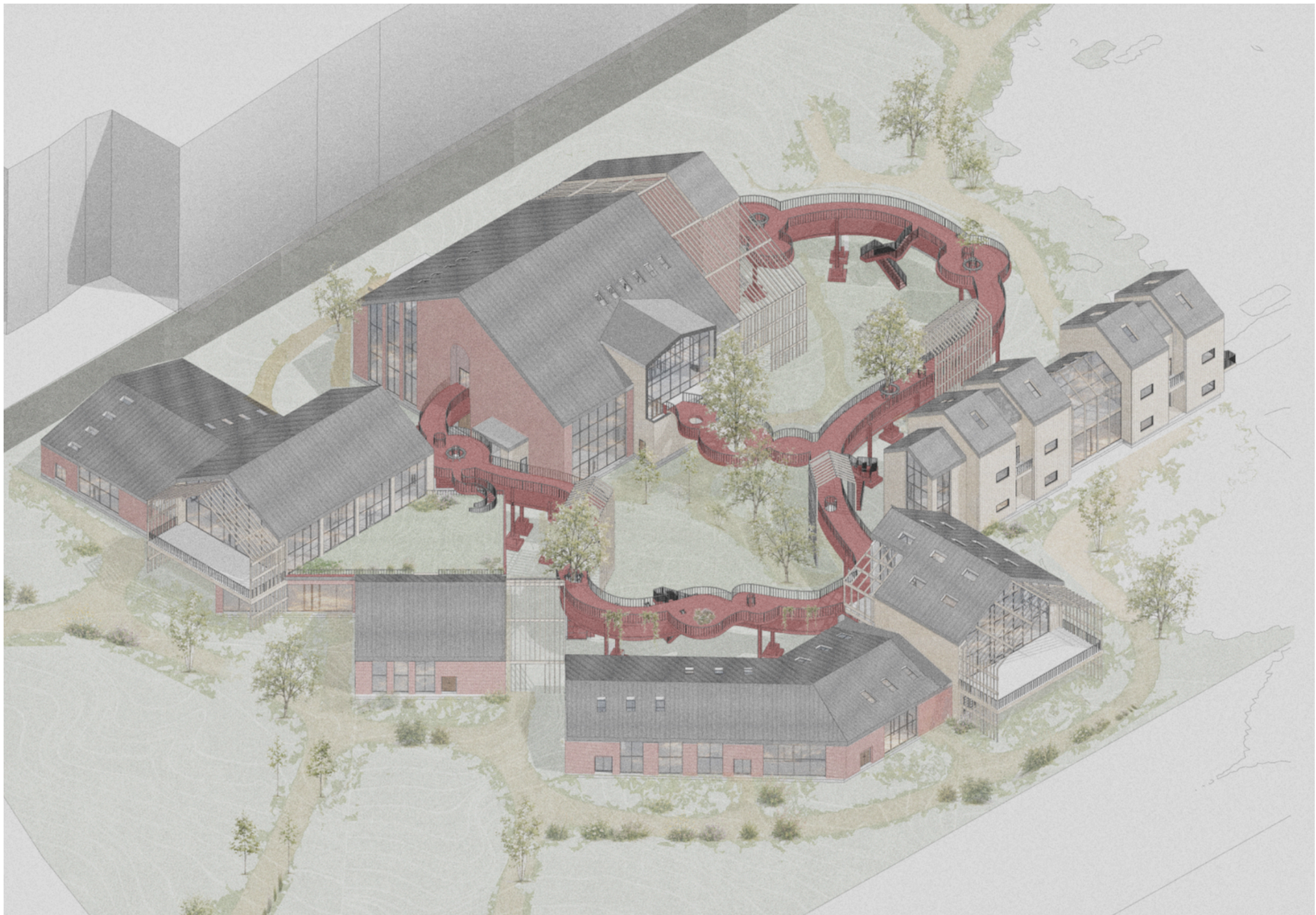
CONCEPT

The design concept is formulated to achieve a connective infrastructural system that stitches fragmented programmes together through movement, exchange and circulation.

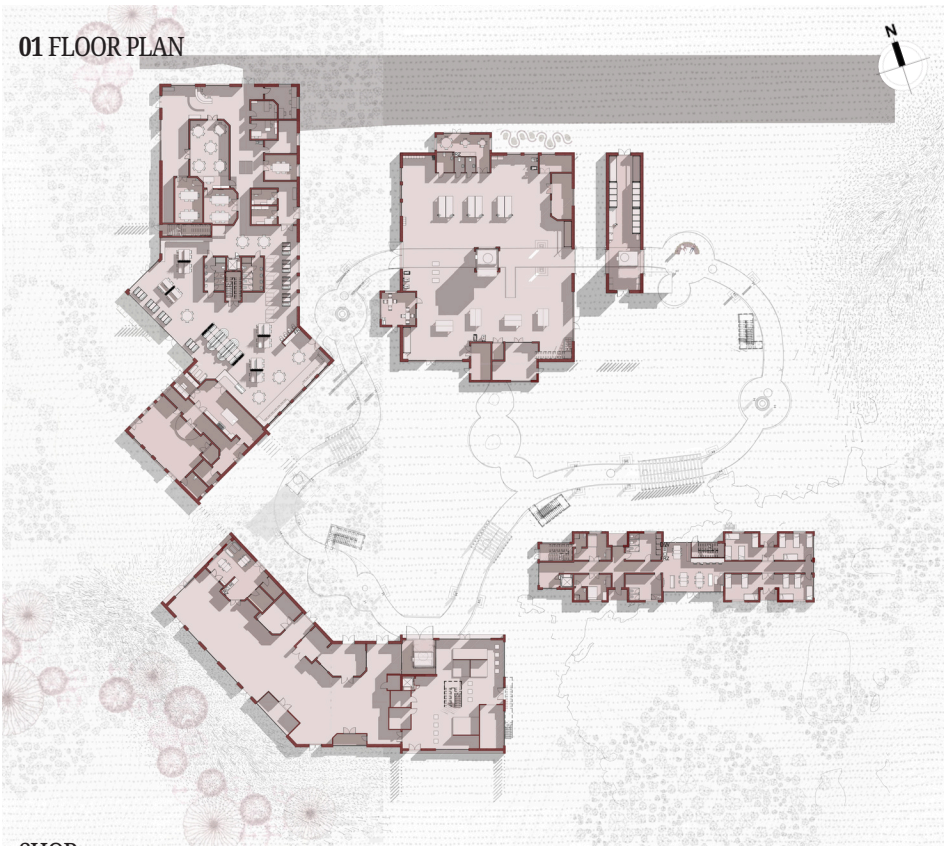


SECTION





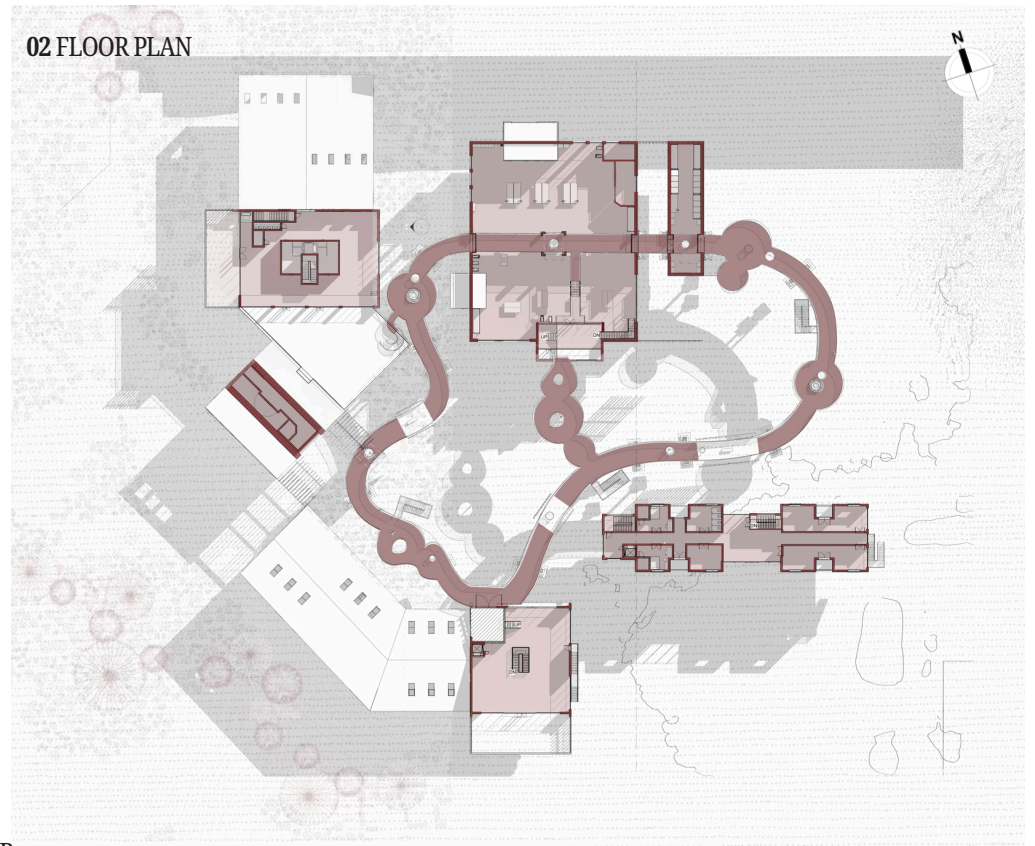
01 FLOOR PLAN



SHOP



02 FLOOR PLAN



WORKSHOP



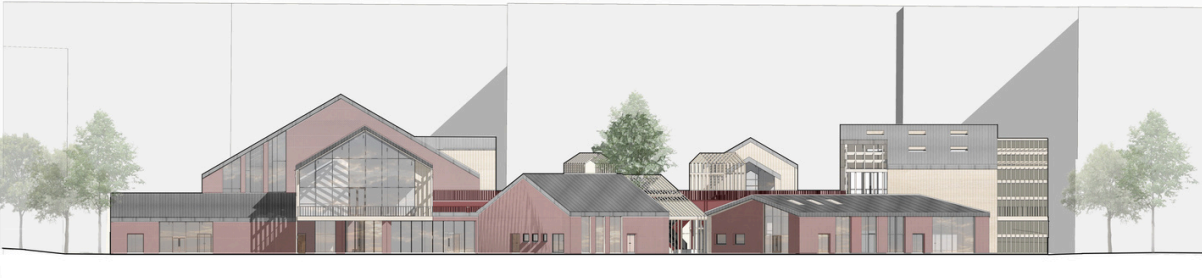
LEFT



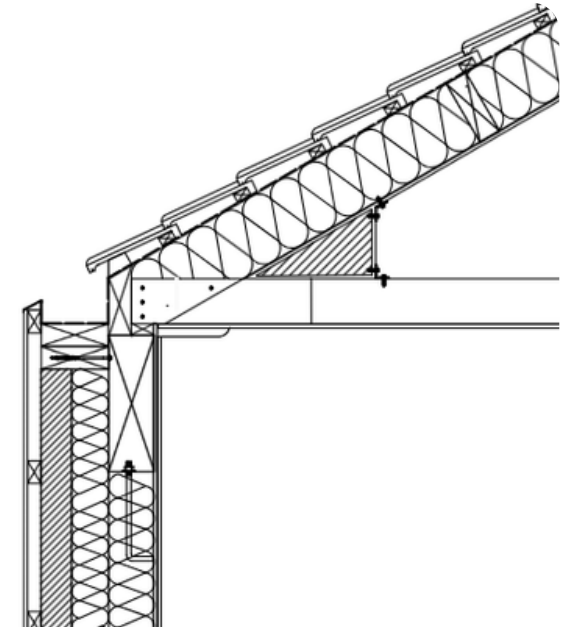
RIGHT



FRONT



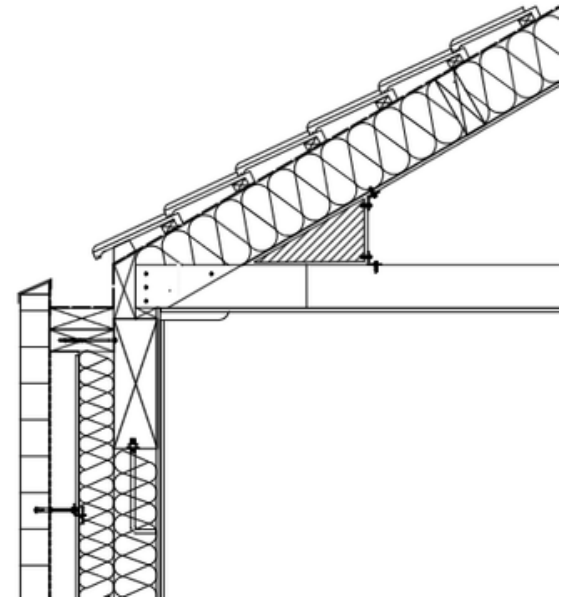
BACK



1

TIMBER WALL DETAIL

scale: 1:20



2

BRICK WALL DETAIL

scale: 1:20

02 THE NEXUS

ABOUT THE PROJECT:

A radical retrofit of a public University is as a beacon of connection and exploration, drawing visitors into a space where every step brings new insights and a deeper understanding of shared human experiences, whilst bridging the divide between the University and the citizens. Rooted in critical pedagogy, it redefines education through inclusivity, challenging classism and traditional Western academic hierarchies by embracing alternative, experiential learning. It challenged common barriers to education such as finances, life work balance, childcare and learning difficulties. It does this through breaking down barriers to education for those excluded from mainstream systems.

Software used: Revit, AutoCAD, Rhino & Photoshop, iPad drawings



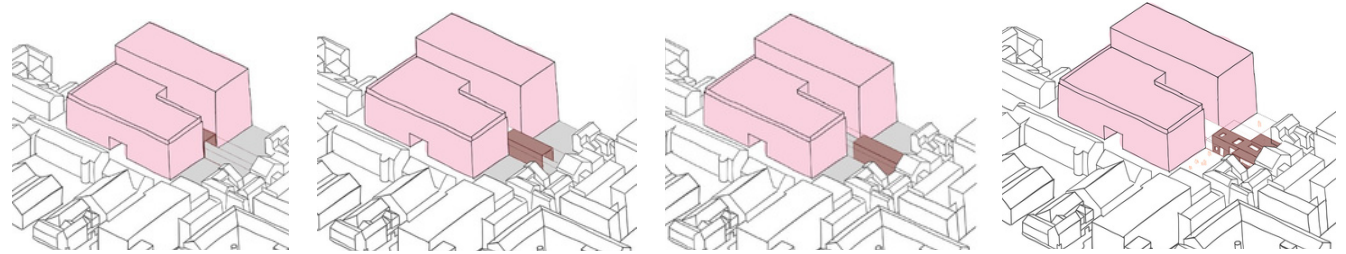
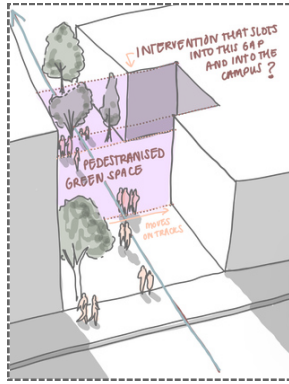
Completion: 2025

Awards: Sheffield Society of Architects' spaces of learning award



CONCEPT

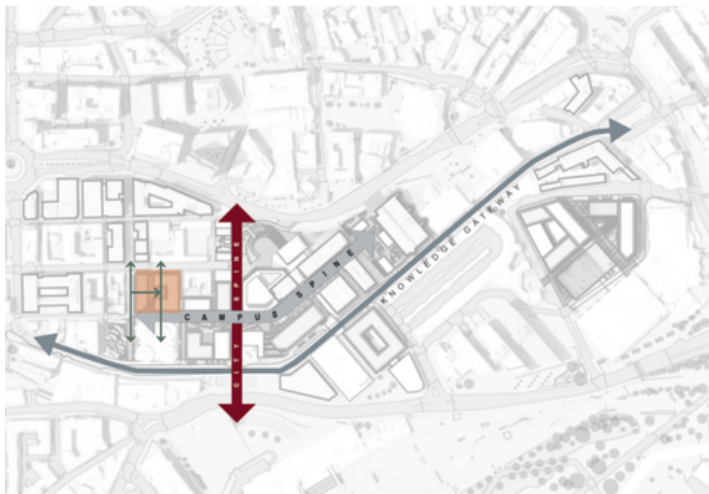
Dissecting the building opens up the campus spine, creating public routes that physically and symbolically bridge the university and the city. One of the main interventions is a sliding pre-fabricated pavilion that's slotted into the building in winter, allowing for extra insulation and slotted out in summer, providing shade as a pavilion for events or as a market.



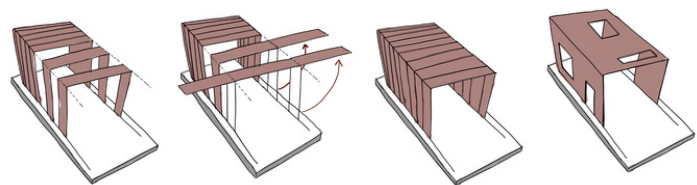
sliding pavilion



exploded housing typology

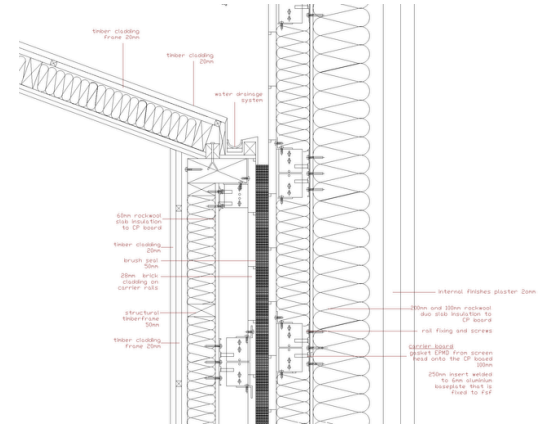


Site strategy: campus spine expansion

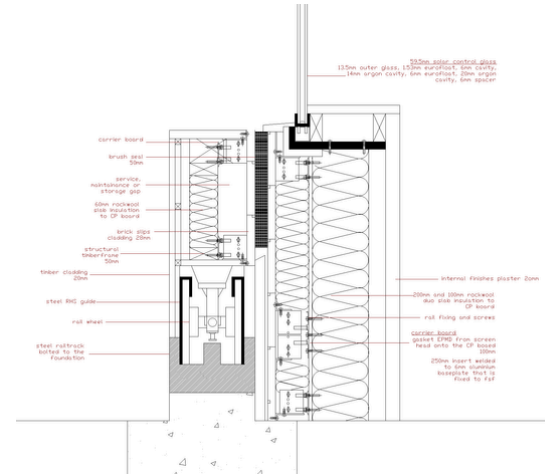


sliding pavilion iteration

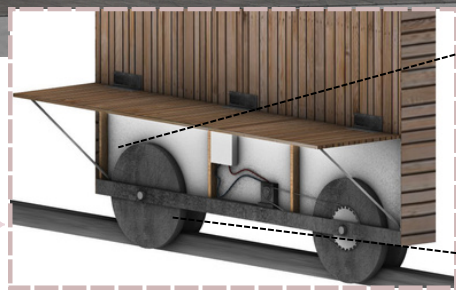




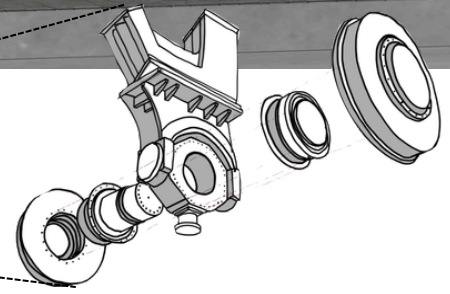
1 PAVILLION CONNECTION DETAIL
scale: 1:100



2 PAVILLION WHEEL DETAIL
scale: 1:100



2 WHEEL CONTEXT DETAIL
scale: 1:100



FOURTH FLOOR MODULAR HOMES



02 ON CAMPUS CHILDCARE



01 MARKET/EVENT SPACE



UNDER & LEVEL GROUND



INTERVENTIONS

- 1. Market/event space
- 2. On campus childcare
- 3. Pathway to sanctuary
- 4. Pavilion
- 5. Community kitchen
- 6. Allotment
- 7. Modular homes

06

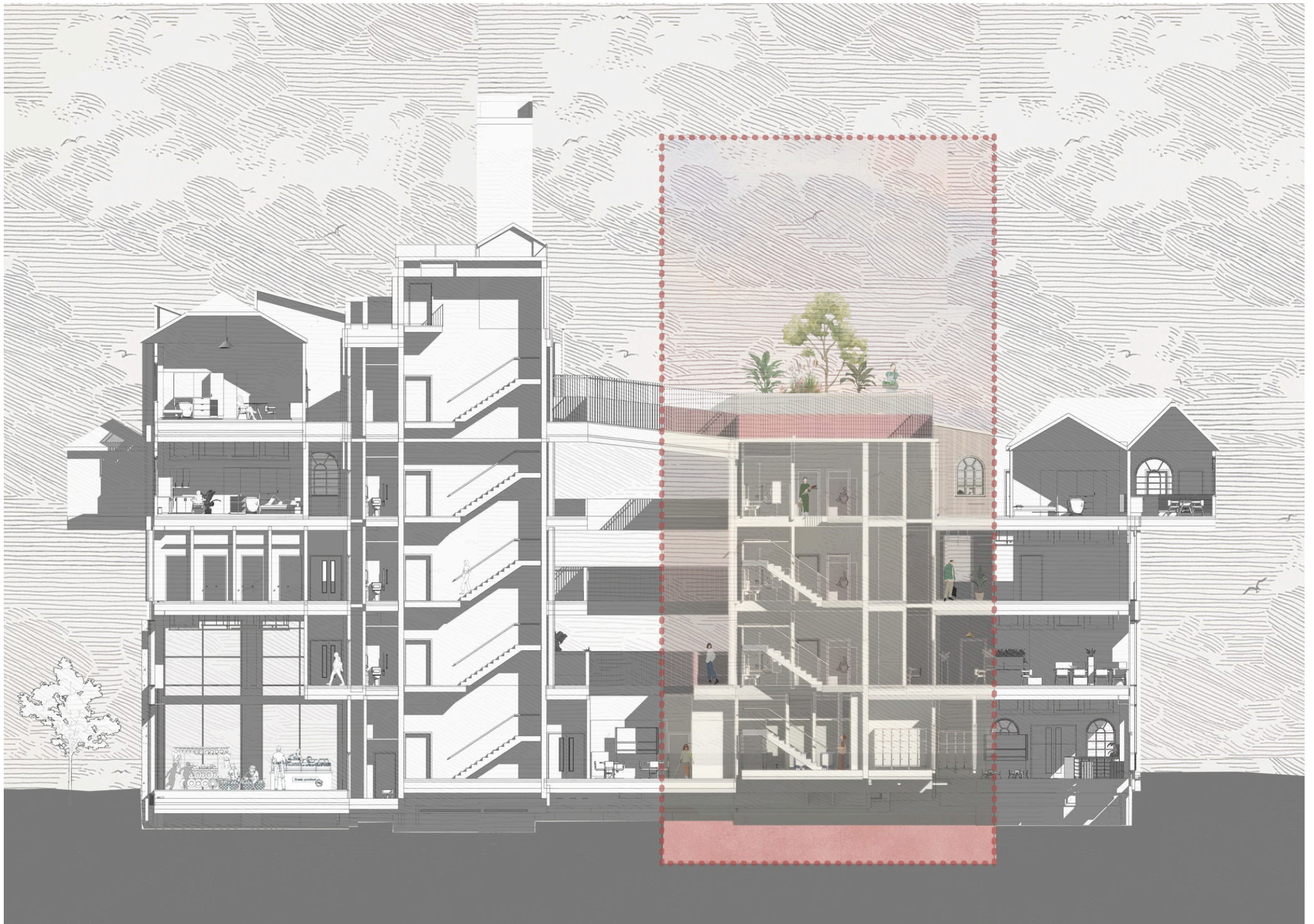
05

04

03

02

01



05 THE STAGE OF NEXTS

ABOUT THE PROJECT:

RIBA J / West Fraser competition entry (Original competition submission format retained):

The Stage of Nexts is a portable storytelling stage that transforms storytelling into an active process of play, discovery and performance. Inspired by travelling theatres and fairgrounds, a collection of demountable modules unfolds into stages, reading nooks, game boards and gathering spaces. At heart, it's a storytelling game in which children create narratives through play, performance, and prompts, with each move becoming the start of a new chapter.

Media used: Rhino, AutoCAD, Photoshop, InDesign, Enscape



Completion: 2026








THE STAGE OF NEXTS

By Nassra Mohammed

THE TRAVELLING STORYTELLING STAGE FOR PLAY, PERFORMANCE AND IMAGINATION.

The Stage of Nexts is a portable storytelling stage that transforms storytelling into an active process of play, discovery and performance. Inspired by travelling theatres and fairgrounds, a collection of demountable modules constructed from SterlingOSB Zero unfolds into stages, reading nooks, game boards and gathering spaces. Chosen for its durability, portability and suitability for repeated assembly and disassembly, SterlingOSB Zero enables the project to travel between communities while providing a safe and robust environment for children. At its heart is a storytelling game where children create narratives through play, performance and prompts, with every move becoming the start of a new chapter.

- 
PLAY
 Create and imagine through play.
- 
READ
 Discover stories & spark curiosity.
- 
PERFORM
 Storytelling through performing.
- 
CREATE
 Create stories, make friends and memories.
- 
SHARE
 Draw, write and listen to the stories of others.



THE GAME OF NEXTS

A game that creates stories.

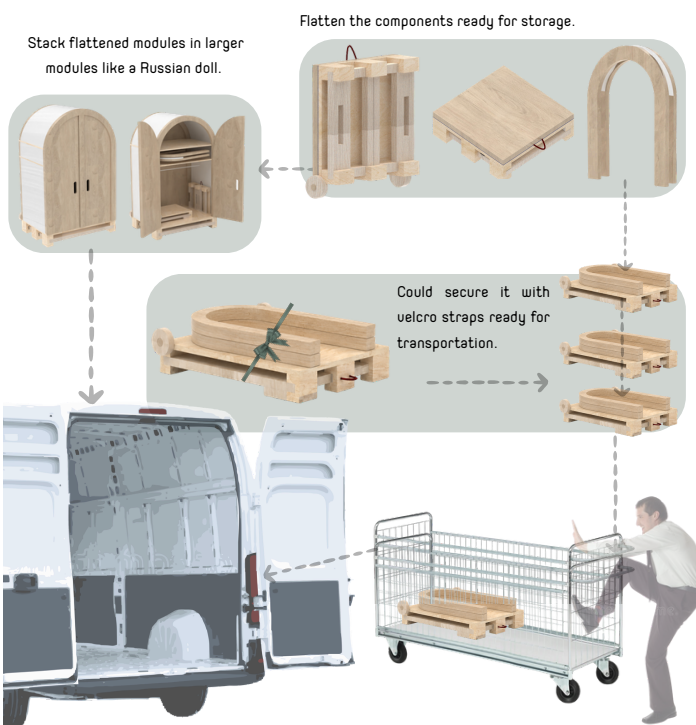
Stories are built on the concepts of challenges, successes, great characters, and adventure! This game prompts a storytelling journey through trials, tribulations and challenges.



HOW TO PLAY?

- 1. Create a Character**
 Choose a character and begin your journey at Home.
- 2. Spin & Move**
 Spin the wheel or roll the dice and move the number of spaces shown.
- 3. Follow the Path**
 Land on different spaces to collect rewards, complete challenges, gain extra lives, or receive story missions.
- 4. Build Your Story**
 As you travel, collect characters, companions, coins and adventures that shape your unique narrative.
- 5. Reach the End**
 The first player to complete their mission and reach the end wins.
- 6. Perform Your Story**
 Use the characters, challenges and rewards you've collected to tell or perform the story you've created.

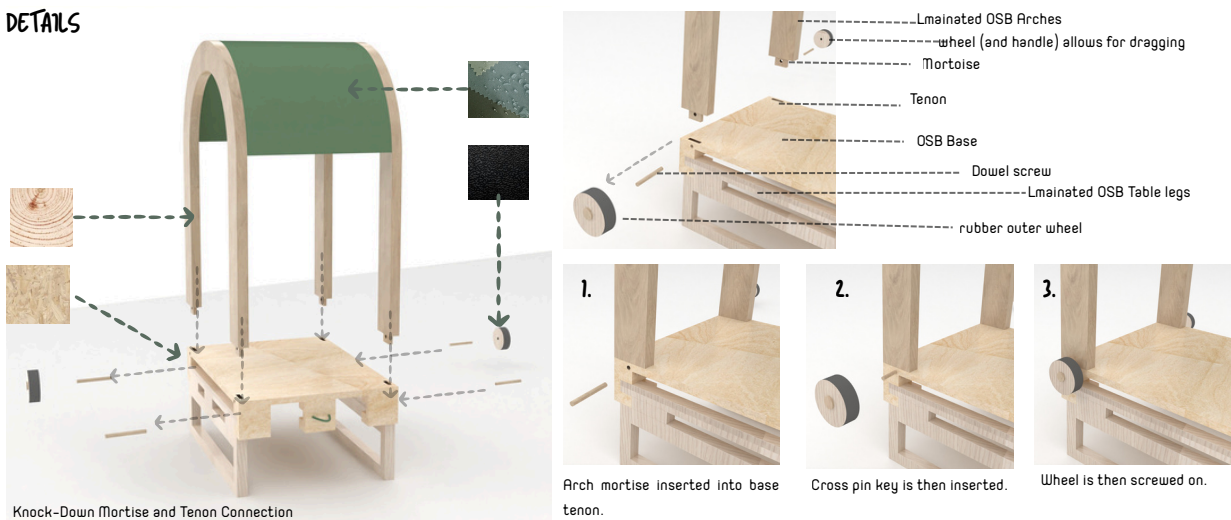
PACKING AND TRANSPORT



MODULARITY



DETAILS



MATERIAL PALLETTE



CREATING THE PROTOTYPE BASE



MODULE TYPES

