



## **Qumra: Palestinian Cinema Museum**

### **Abstract**

This thesis presents the design of a cinematic museum in Palestine, envisioned as a space to preserve and celebrate the nation's rich cinematic heritage while fostering creativity and cultural exchange. The project is organized into five core chapters: Introduction, Case Study, Site Analysis, Standards, and finally, the Design Proposal.

The Introduction frames the concept of a cinematic museum within the Palestinian context, highlighting the role of film as a tool for storytelling, identity, and resistance. The Case Study chapter analyzes relevant global precedents, extracting insights on spatial design, curatorial strategies, and the integration of multimedia technologies essential for an immersive museum experience. The Site Analysis examines a 20,000 sqm plot, focusing on its topography, climate, and accessibility, with the goal of harmonizing the museum's form with its surrounding urban fabric. The Standards chapter outlines the technical and functional parameters for the museum, addressing lighting, acoustics, environmental controls, and safety considerations to support a diverse program of exhibitions, screenings, and educational events.

The fifth chapter, the Design Proposal, presents the final architectural concept of *Qumra*, inspired by the path of light through a camera. The museum unfolds through five symbolic phases: beginning with a darkened entry that mirrors the camera's aperture, followed by fractured exhibition spaces that reflect fragmented memory, ascending to a panoramic rooftop symbolizing exposure and revelation, descending a memorial stairway as a path of remembrance, and finally arriving at the theater, the projection point where light forms an image, just as the Palestinian story is brought into focus. The massing, materials, and spatial sequence collectively narrate a cinematic journey that embodies cultural resilience, memory, and the reclaiming of erased narratives.

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