Design, Data and Society

MSc2 Studio_Inhabiting Data: People, Objects, Spaces

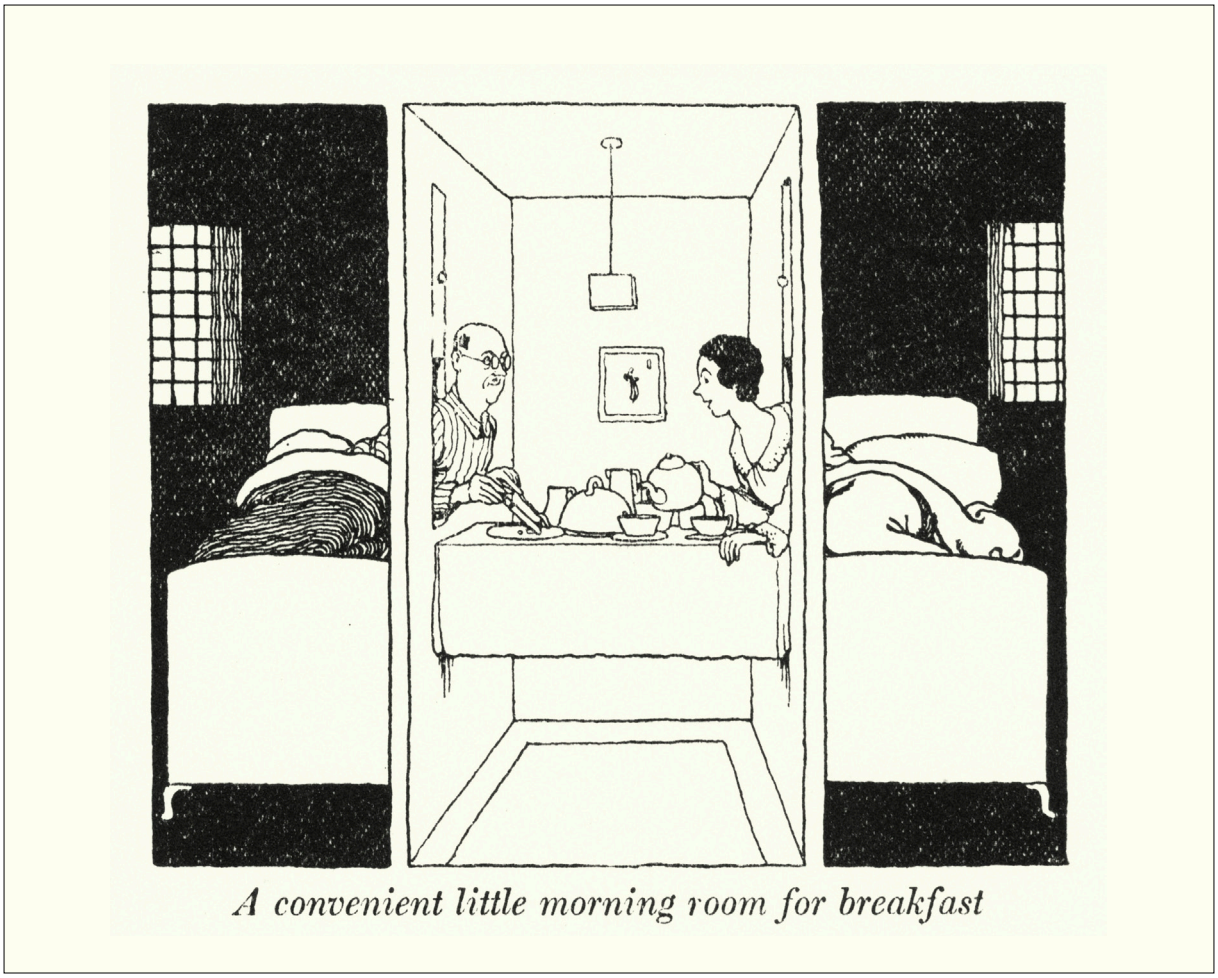

Image: “A convenient little morning room for breakfast” in How To Live In A Flat by W. H. Robinson and K. R. G. Browne (Hutchinson, 1936). © Look and Learn / Bridgeman Images

Tutors
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Code	AR2AA015
Credits	15 ECTS
Location	Netherlands
Excursion	Yes**
Costs	50-150 €

**Only for MSc2 projects*

Project type	Multidisciplinary

Approved Master 2 Architecture design project	Yes

** only in the EU, green/yellow zones are allowed

The “Inhabiting Data” studio challenges students to rethink and re-evaluate cultural practices and architectural design methodologies from data analytics and AI perspectives, through experimental design assignments and creative visualization experiments (short animations).

Students will design small scale conceptual design projects (e.g. a living/working unit, a specific type of room or a pavilion) that explore the relationships between people, actions, objects and spaces in the data (information) society. Design projects will connect to the broader cultural, technological and infrastructural networks of society such as delivery, energy, healthcare and knowledge networks that are intrinsically bound to architectural expressions. These dynamic networks and their associated processes inform the patterns of human life and transform the spaces humans inhabit, from the most intimate living/working spaces, to larger social and industrial production spaces.

By (re)examining and (re)constructing relationships between people, actions, objects and spaces through the perspective of data, architects can address current social and ecological challenges, contribute to understanding of the world and promote positive change through architectural design.

Students will learn basic fundamental theories, methods and techniques of data collection and analysis, and combine them with architectural narrative and visual storytelling methods to convey information and insights in a way that they relate to sensory, spatial, functional and aesthetic qualities of architecture. Through the development of design projects, students will explore the link between conceptual language of architectural objectives and qualities, and metrics for measuring, evaluating and improving them.

Students will conduct research in thematic groups, while the design assignments will be developed individually. Each group will design and produce a large scale poster containing a structured data matrix or a diagram. Each student will individually develop a short animation. Thorugh a series of moving images, drawings, and photographs, students will express different architectural and data-related concepts in a creative manner. Workshops and tutorials will support the development of animations and visual storytelling skills.

The studio will feature weekly reading seminars addressing societal questions, interdisciplinary lectures / discussions with data and AI experts delving into technological concepts, and a fun field trip within the Netherlands.

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