

TECHNO-POP ARCHITECTURE: SYSTEMS OF TECHNOLOGICAL INCLUSION



This course explores architectural strategies that enable intuitive making in virtual environments. Students will be asked to develop speculative architectural scenarios that make advanced fabrication methods accessible, affordable and inclusive. The proposed scenarios will use technology as a democratized design tool, encouraging user engagement and stimulating human creativity. Investigations in materials, textures, colorations and patterning techniques will be coupled with advanced digital tools -such as video gaming environments and user interfaces- in order to develop a series of design and fabrication processes that are part of future scenarios for urban living. The produced architectural systems will be platforms of physical and digital interaction that demystify technology and augment the role of human intuition in the design process.

Students will be asked to address issues

- Democratization of Design
- Demystification and Accessibility of Technology to a wider audience
- Civic Engagement and Empowerment as a result of the accessibility to innovative tools
- Expression of Human Diversity in the urban environment