Architectural Design: Systems & Materials

“For architects, performance can be a method for designing, a tool to transform users’ experiences, or an instrument of critique. In every case, performance is a blade that cuts into the matter of architecture. It slashes architecture open, but it can also reshape it.”
--Charles Aubin

“The very nature of performance suggests a study of the physical across space and time, which runs counter to the accelerated and disembodied culture we encounter online.”
--Mimi Zeiger

This architectural design studio will explore material assemblies, techniques of fabrication, and systems of organization. These explorations will be understood as catalysts for architectural analysis and design experimentation. Analog and digital methods of drawing and modeling will be used as complementary techniques of making.

In the past year the built environment has witnessed both the pandemic-driven retreat of everyday cultural practices away from the physical public realm and an explosion of political activism and collective actions demanding social justice. In response, architecture’s ability to inspire, support, and celebrate new modes of assembly and shared experiences is essential to move forward.

With a focus on architecture's performance in the public realm, we will investigate design strategies that facilitate a range of shared and individual experiences. To do so, we will study how specific techniques of making can respond to and enable social exchange. Challenging conventional notions of functionalism, our design investigations will preference ambivalence over purity and pluralism over singularity.

Through a series of design exercises, we will focus on techniques of making that facilitate a range of experiential conditions in order to support support a more diverse variety of social and cultural practices. Relatedly, we will consider how they contribute to a more inclusive and equitable built environment, and speculate about how this could be further enhanced.