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Alessio Erioli

._ Short bio [ENG]

Engineer and Senior Researcher at Università di Bologna where he also teaches Architectural Design, MArch in Biodigital Architecture, PhD in Architectural Engineering, co-founder and coder at Co-de-iT (www.co-de-it.com). He has been advisor of many Master Thesis in Engineering and Architecture; he has lectured and/or taught at (among others) IaaC (Barcelona), AA Visiting school in Paris and Dubai, Accademia Belle Arti Bologna, TU Innsbruck, KTH Stockholm, UNI Stuttgart, Universidad Iberoamericana (Mexico). His interests interweave teaching & design ecologies in Computational design, articulating complexity to trigger emergent potential. His recent interests regard the aesthetics and tectonics that emerge as a consequence of computation in architecture (and related fields), investigated through Agent-Based modeling simulation of Complex Adaptive Systems (autonomous constructor agents, whether robotic or biological) coupled with form-finding strategies. He is also skilled in computational design & modeling on several platforms (Rhinoceros, Grasshopper, Processing, 3D Studio, Ecotect; scripting skills in C#, Python, RhinoScript).

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