Okay, test, test. The transcription is working, recording is running, yeah. Okay.

Okay, it's the fact that Hiram is writing things on the board. Can I open the assignment? I'm gonna do that. I'm going to schedule my schedule.

It says assignment five, so I'm gonna open assignment five. This looks cool again. Simulation of a co-evolutionary design process.

I'm about to start an assignment. I'm gonna read the test text. I won't read it out loud.

I'm just gonna say I'm still here every 10 seconds. I'm still here. I'm still here.

I'm still here. I'm still here. I will think out loud.

This means you want to say I'm still here. Start assignment. This screen displays your current building spatial design.

Use the mouse wheel to familiarize yourself with each uniquely numbered space. The counter at the top left indicates your current iteration. When you're ready, you can continue to proceed or exit iteration one.

Continue. The first step in the assignment is the creation of a structural model. Cool.

You will now assign one of the three possible structural types to each rectangle of the spatial model. The variable types are beam, terms, and channel. In the next screen, you have to assign a structural type to each rectangle by clicking the corresponding option in the table.

Choose the type you believe is best suited for each rectangle. All horizontal rectangles, floors, and roof are assigned a flat shell by default. It cannot be changed.

Continue to think aloud as you assign structural types to each rectangle. Describe your choices and reason in mind to create structural design. Oh, it's upside down the whole time.

There are some cantilevers, like over here. Oh, I don't know if this is going correct. Okay, someone else's computer is flipping.

I was distracted. Please think aloud by choosing a certain type. You can only continue if you have selected every rectangle.

I don't think I'm able to select. Oh, there it is. Okay.

It's not indicating for me which. It was very unclear what wall is which. Okay.

Let's start at one. One's going to be a flat shell because of everything on top, so we need load-bearing walls over the full height there, I think. Where's two? Two's there on the side.

Okay, so I kind of want to make a wall from this as well if I look at it structurally because of the cantilever on top, but architecturally I don't think that's ideal. But a flat shell, of course, can have windows. I am going to make it a flat shell.

And three is going to be a simple beam. It's not too interesting. Where's five? Okay, five will be a flat shell as well, also because of the cantilever on top.

Yeah, I think it kind of has to be. Or no, I'm going to do it differently. I'm going to make the side walls open and then the outer one that is now still open, I'm going to close it, but I do it a year later.

Oh, there it is. Oh, that was not the one that I expected it to be. Oh, this makes it really hard that the numbers are not indicated on the wall elements.

This is going to be a bit of chaos. Okay, so I'm going to make the... No, that still has to be a flat shell. That also has to be... Oh, that's going to be a trans, that's going to be... Oh, it makes it so tricky that it doesn't indicate which wall is which number.

Okay, so the strategy apparently is first everything on the bottom floor. Okay, so in one direction, let's say the lateral of the building. I have no stability already, but I also need it in the longitudinal direction.

I think I'm going to do that with trusses mainly. They have to be on both sides of the hallway. Truss, truss.

No, that's okay. That's okay. Where's this one? Oh, is this the one in the back here? Yeah, there it is.

Okay, now I need to open that wall in the back here. It's not that one. Is it this one? No.

Yeah, there it is. Okay, so these are open now. That's mainly for the architecture.

I see a beam here in the middle part. It's not what I want. I see a truss in the middle of this big room that I do not want.

Not that one. Is that one? No. How much is the steel of the… Okay, so there we go to the top floor.

It's not everything from the bottom floor still. Oh, this is annoying. Okay, so this is from the intermediate floor, which is mainly going to be trusses.

Where's 18? It's not inside at the moment. That's probably on top. So, everything on top can be a truss anyway.

Okay, middle floor can also be truss. That one also truss. I'm going to do trusses here because of the weight, but it does need a national stability member.

So, it's going to be a truss and not a beam. A beam over here as well. Actually, I want trusses here.

So, I want a truss here on the bottom. That will come later. A wall there, yes.

A wall there, no. Just open. A wall there, yes.

Yes, let's do that. I will tell you why. Because of the vertical load dissipation of the… So, also there.

A wall. Also there a wall. I assume that doors can still be made in those walls.

That one can just be a beam. That one a wall, no, a truss because it's part of the cantilever. Also part of the cantilever, so it's a truss.

Now we're at the bottom, in the back here. So, that one can be a beam, but its adjacent member should be a truss and also a beam. Where is this? Where are we? Where are we? Where are we? Yeah, part of the cantilever also a truss.

Oh, that thing also, yeah. That can be just a beam. These have to be trusses.

No, actually, I'm going to make only one of them a truss. And then copy that to the other side. That one can just be a beam because it's stable by the plate behind it.

Yeah, let's make that a truss as well because of the cantilever. This one that's on top should also be a truss, but that one then can be a beam. Part of the cantilever is also a truss.

Okay, we're now at the bottom here. No, where was this? Oh, it's here. Yeah, one of these should be.

This one can be a beam because it's stable due to the plate action on the first floor. Should that be a truss? I'm pretty sure it's stable with that, so I'm going to remove it again. And then the same holds for that one.

Yeah, that one also just a beam. Okay, so this is the first design. I'm just going to check it for a bit.

The cantilever looks okay now. Bottom looks okay as well. I think I've quite a lot of diagonals.

I can remove some on the first and bottom. Then I do have to find where they are. Ah, there's one.

One like that. A beam. Now I also need to remove the one on the other side and on top of it.

Not that one. I can also probably remove this one. No, let's maintain it.

Yeah, so now it's going to be a search for the crosses that I want to remove. Once again, it would have been nice if it's indicated which wall has which number. I can't seem to find the ones that I want to change, so click through all of them.

Now there's one, so I'm going to make that a beam. I can't find the one on the bottom, so I'm going to leave it as it is now. I can remove one space.

Think aloud about the reasoning for choosing a particular space to remove. Enter the space ID below and press enter to confirm. Please think aloud as you decide which space to remove.

Right, which space to remove. If I could, I would change space 5 or 6, because I don't like the full symmetry we have now. Symmetry, I mean.

But I can't adjust it. I have to remove something completely. Then I'm going to remove the top block of 10, so it's just going to be a bottom story and a first story.

Why? Because I think it's a bit of a useless space on top. I think I like the looks, so the architecture better. If I remove the top spaces, so space 10.

I do now see that I forgot to place walls on the bottom floor below the now floating wall structure, but I'm going to remove 10. Oh, press Y to submit and to cancel. Why? Because it's submitted.

Continue. You are asked to split a maximum of one space. As you decide which space to split, please explain your reasoning aloud.

Enter the space ID for the space. Okay, so I can split a space. Then I think I'm going to split space 5 or 6, so I can remove one of the spaces on the complete sides, so I can remove the asymmetry.

So I'm going to split 5 and press Y again probably. No, first enter and then Y to submit. Okay, split successfully.

Continue. First iteration complete. Okay, start iteration two.

So I'm now looking at the spaces to identify myself with the spaces as described. Sorry, I'm a bit tired. Okay, continue.

Okay, so I'm going to do the same again now. Okay, so first I'm going to make a strategy. I think I need less of the actual walls this time.

I do still need them below the cantilever. All right, so a wall there. No, just a beam.

It's inner space. No need for stability elements there. Here at the end of the structure is a nice place for a stability wall, so I'm going to do a truss.

Yeah, a truss is fine. That's part of the cantilever, so I'll make a truss as well. Here at the end is not needed if I make the plates stiff already, so I'm not going to do that, just a beam.

Of course, it's nicer if you don't have the diagonals there for the architecture. Inner structure also beam. Inner structure also beam.

Where are we now? I think it's inner structure, beam, beam, yeah, beam, also beam. Where is this? Yeah, also beam. Where are we now? Yeah, so beam just to keep it open.

All right, that's part of the cantilever, so it's going to be a truss. This is open as well. Now we're getting somewhere.

Yeah, that's going to remain a stability wall, so I'm going to have this truss. That can be a beam. Where's this one? Over there.

Yeah, that's going to be it. Let's see. I do want stability elements somewhere along this wall.

I think this is fine. I'm going to keep it a stability wall, so this one can just be an open beam then. Now let's also make a truss on this side, just a bit more stiffness.

That can be open, yeah, because it's on the bottom floor. This can also be open. That's already stabilized by the adjacent elements.

Also beam. Okay, so that's going to be a truss because it's just part of the stability bracing in the longitudinal direction. That's one as well.

That one open. Okay, that's part of the cantilever. I'm going to make that a truss.

So this wall is indeed a flat shell, so it can take the vertical loads of the cantilever. That one as well. I think this is in the back and can just be open, yeah.

The idea with the extending small spaces here is that if the plates of the larger floors are stiff and well connected to the plates here, then they don't need stability elements in those small spaces on the sides. Wait, where are we? We're really in the back now. One of these has to be a truss as well, a stabilizing element, so I'm going to make it that one.

It can remain open. This one can also just be a beam. Where are we now? Where are we? Where are we? I think I saw it in the back.

Okay, so this one can be opened, however there's a stabilizing element next to it. This part of the cantilever should all be truss. Where are we now? Over here, okay.

Yeah, this is not part of the stabilizing wall, so it's just going to be a beam. Part of the cantilever is going to be a truss. Same here.

Where's this wall located? Over there, not part of a stabilizing system, so it's going to be a beam. Same here. Same here.

Oh no, this part of the cantilever, so it's going to be a truss. This one can just be a beam. This part of the cantilever is going to be a truss.

This can just be a beam. Part of the cantilever is going to be a truss. Okay, now we're all the way through.

Okay, so I can now remove one of the lower spaces, like I can remove space 11. I am really going to do that for the architecture, because I want to remove the symmetry. So it's going to be 11.

Yes, submit, continue. Oh, and I can split something again. Not necessarily something I want to split now, or at least not in terms of the structure.

Let me split six, so that there's a vertical load transfer of the large volume of nine downwards. Yeah, I'm going to split six. Continue.

Okay, I can now stop verbalizing my thoughts. Okay.