

# Time Based Design – Theory

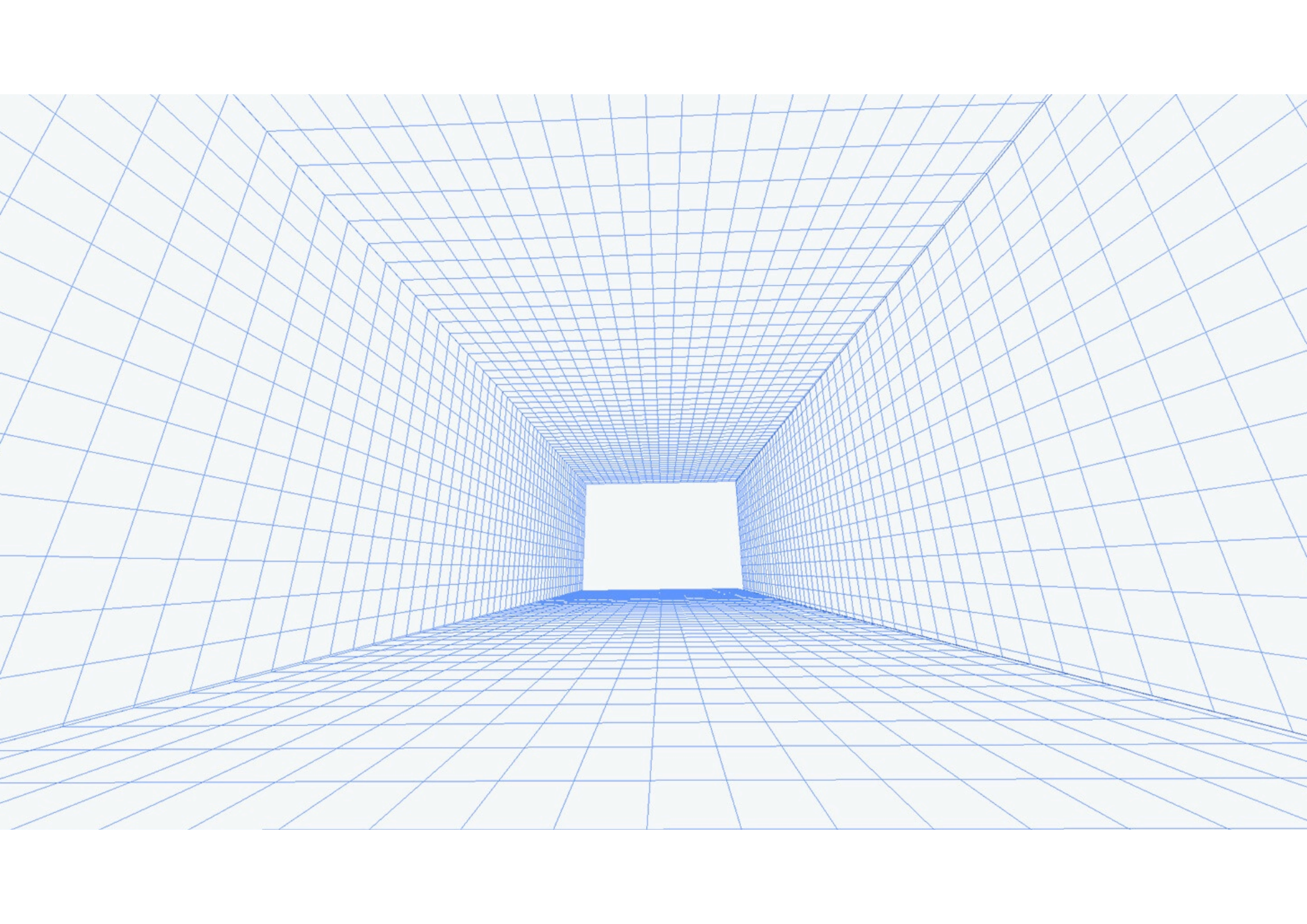
## 2. Time and Space

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$$\gamma = \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}}$$



"World" can be used to mean a *universe*, conceived of as a totality of objects of a certain kind. For example, the physical universe as the set of all physical objects, or a universe of discourse, such as mathematics, as the realm of all objects studied by mathematicians.

*The Ontical-Categorical Sense*

"World" can be understood as a set of particulars specified in terms of the essential characteristics of the entities that make up the set. For example, what defines the "physical world", i.e. what *all* physical objects have in common.

*The Ontological-Categorical Sense*

The world is "that wherein [a human being] as such can be said to live. This sense of world is reflected in such locutions as "the child's world", "the world of fashion", or "the business world"

*The Ontical-Existential Sense*



The worldliness of the world. This is the way of being common to our most general system of equipment and practices and to any of its subregions. When we try to imagine another reality, as in science fiction, we can only imagine our world changed in certain details.

*The Ontological-Existential Sense*

Resonance is a kind of relationship to the world, formed through af←fect and e→motion, intrinsic interest, and perceived self-efficacy, in which subject and world are mutually affected and transformed.







# Practical exercise - part 1

Form pairs.

Outside or inside the building, investigate different (types of) spaces.

Where do they differ and where do they agree in (the perception of) time and space?

Have an open mind for your own influence. How do you influence the experience of time and space, and what is the relation between you and the surroundings?

Choose two spaces.

How do you *resonate* with your surroundings?



## Practical exercise - part 2

Individually, think about interventions that you can use to change (these perception of) time and space.

Think about adding or removing light or sound, changing the position or orientation of furniture, rituals, ...

Perform these interventions.

Test the results with each other.

## Practical exercise - part 3

Document your experiments with photos and / or video's. Make pictures of the space before and after your intervention.