cm³ Summerschool: Sense Adapt Create

Time in Hours	Sunday 4/09	Monday 5/09	Tuesday 6/09	Wednesday 7/09	Thursday 8/09	Friday 9/09	Saturday 10/09	Sunday 11/09	Monday 12/09	Tuesday 13/09	Wednesday 14/09	Thursday 15/09
9.00	arrival / check-in Hostel	breakfast (*)	Morning Welcome	Morning Welcome		Morning Welcome	Morning Welcome		Morning Welcome	Morning Welcome	Morning Welcome	Morning Welcome
9.30			▼ **Course #2** How to Talk to Sensors? - Gilles Callebaut In this interactive workshop, students will learn how to program an ESP32 board to read out a sensor. The general workflow, on how to program and how these platforms work, will be presented. After this session, the students should be able to read out the other sensors provided by the documentation we will give. [E] duration: 9.00 - 12.00 Gilles Callebaut	▼ **Course #3** Design Sprint - Christophe Barlieb How can we properly frame complex questions to rapidly target core problems and create plausible solutions? Sense, Adapt, Create are inherent to the Design Sprint concept. We will use these methods to explore iterative design processes. [A] duration: 9.30 - 12.30 Christophe Barlieb	Site Visit @ Verbeke Foundation-Kemzeke (B)	Worksession in Groups	▼ **Course #6** Course #6 Design Thinking - Anders Warrel NaN [E] duration: 9.00 - 12.00 Anders Warrel	Day off	▼ **Course #8** Data, Design VR - Stefan Van der Spek & Hans Hoogenboom NaN [Ar] duration: 9.30 - 12.30 Stefan Van der Spek , Hans Hoogenboom	▼ **Course #9** How to Pitch - Anders J.J Anders J Johansson receivPd the M.S., Lic.Eng., and Ph.D. degrees in electrical engineering from Lund University, Lund, Sweden, in 1993, 2000, and 2004, respectively. From 1994 to 1997, he was with Ericsson Mobile Communications AB, developing transceivers and antennas for mobile phones. Since 2005, he has been an Associate Professor with the Department of Electrical and Information Technology, Lund University. His research interests include antennas, wave propagation, and telemetric devices for medical implants, as well as antenna systems and propagation modeling for MIMO systems. [Ar] duration: 9.30 - 11.00 Anders J.Johansson	Worksession in Groups	Worksession in Groups
10.00												
10.30												
11.00		▼ **Welcome!** We welcome you in the Hostel. Afterwards, we collect the bycicles @ De Krook and we cycle in group to Kasteel ter Beken.										
11.30												
12.00												
12.30		Lunch	Lunch	Lunch		Lunch	Lunch		Lunch	Lunch	Lunch	Lunch
13.00												
13.30		Teambuilding	Intro main Questions	▼ **Course #4** Point Clouds - Joris Putteneers Joris putteneers is an architect and researcher, interested in speculating the anthroposcene through means of software, hardware and media technologies. His work has been exhibited at MomA New York, Londen design festival, Venice Biennale and multiple film He has taught studios and workshops internationally at the Bartlett UCL, Texas A&M, KUL Faculty of Architecture and TU Wien. Since 2017 he has been actively working in his practice where he develops solutions in the fields of Data driven design, Machine learning applications, web and software development, visualisations and Art direction. [Ar+E] duration: 13.30 - 15.30 Joris Putteneers		▼ **Course #5** Blender Stories - Dimitri Coppens In the storyboarding phase of a video or animation project, the camera movement, angle and framing are important choices. An interesting way to explore the options, is by loading (hand-drawn) 2D images into a Blender scene and to animate the camera. The resulting movie evoques the feeling of 'flying through' a comic book, the storyboard becomes dynamic. This course starts with explaining the settings to load .png images with alpha layer with correct lightning settings into the scene. Next, the animation of the camera is used to explain keyframes. Participants are asked to draw and scan at least two images, to bring a laptop and to install Blender, as they will be making their own short animation. [E] duration: 13.30 - 15.30	▼ **Course #7** Houdini - Joris Putteneers + Stefan V.d.S & Hans Hoogeboom In this course Joris and Hans will cover techniques regarding data dramatisation, visualisation and mapping in Houdini. [Ar] duration: 13.30 - 17.00		Worksession in Groups	Worksession in Groups	Worksession in Groups	Showtime: Presentations + reception
14.00												
14.30												
15.00												
15.30		▼ **Course #1** Narrative - Corneel Cannaerts - Weronika Gajda This lecture will introduce the topic of the summer school, Sense Adapt Create, within the context of urgent contemporary challenges and crises. Based on numerous example it will explore emerging technologies in relationship to ecology, climate an societal challenges, critically as a driver and source of these crises, but also the potential of these technologies to sense the world differently, allowing us to adapt our practices and inform how we create novel outcomes. [A + Ar] duration: 15.00 - 17.45 Corneel Cannaerts	Worksession in Groups	Worksession in Groups		Worksession in Groups						
16.00												
16.30										intermediate review		Bicycle Return @ Krook
17.00												
17.30		Sharing is Caring	Sharing is Caring	Sharing is Caring		Sharing is Caring	Sharing is Caring		Sharing is Caring		Sharing is Caring	
18.00												
18.30												
19.00												
19.30		Reception	▼ **Guest Lecture #1** Dries De Poorter Dries Depoorter is a Belgium artist that handles themes as privacy, artificial intelligence, surveillance & social media. Depoorter creates interactive installations, apps, games. Depoorter exhibited internationally at the Barbican, MUTEK Festival, Art Basel, Bozar, Para Site Hong Kong, Mozilla – The Glass Room San Francisco, HEK Basel, WIRED, IDFA Doclab, Mundaneum, FOMU, Ars Electronica, Athens Digital Art Festival, Art Soutterain, STRP festival, Heidelberger Kunstverein. [A] duration: 19.00 - 20.00 Dries De Poorter		▼ **Guest Lecture #2** - Stefan Van der Spek In this lecture I'll cover the integration of the fields of geomatics and urban design. GPS tracking technologies delivered valuable data on how people use the city in real life: while 'visiting' and while 'living'. Studies have been carried out on people visiting European city centres (Spatial Metro, Tracking Delft, tracking Rotterdam), but also on dedicated groups such as high-rise residents (High-rise Rotterdam) and students versus families (Delft from Above). Sensoring platforms can support the collection of additional data: in the Geomatics Synthesis course static and dynamic sensoring systems were built collecting data on air quality and movement, collecting invisible traces people leave behind. Finally, this data is used for urban design and planning. Here Virtual and Augmented Reality offer useful tools for visualization, communication, evaluation and participation by providing full immersive virtual environments. Examples are the application in Urban Design for Improving Health in Groningen. [E] duration: 20.00 - 21.00 Stefan van der Spek		▼ **Guest Lecture #3** **Sound Narratives - David Novack** This course establishes a vocabulary for discussing sound in terms of psychoacoustics and basics semiotics, and then engages the students and their ears in dissecting both filmic audiovisual texts and the outside world's natural and architectural spaces, developing critical skills that enable critical engagement with the universe of sound. [Ar] duration: 9.30 - 12.30 David Novack		
20.00				▼ **Guest Lecture #3** VR- Data Creation - Hans Hoogenboom in my lecture I will give a brief overview of using VR as a design tool. VR already has a long history in the entertainment and military industry and only recently made serious inroads in the realm of architectural design. VR is not only a tool for the final visualization of a project but can also be used to assist in the design process itself. In the movie industry VR is used as a virtual production tool and I will draw a parallel with how VR should or could be used in architecture using this paradigm. At the end of the lecture I will show case a project the VR Lab has done together with SVP Architecten. The project entails the data collection and visualization of routes travelled by students inside a school. [Ar] duration: 9.00 - 13.00 Hans Hoogenboom				
20.30												
21.00												
21.30												
22.00												
22.30												