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|  | **LMC-6321 Architecture of Responsive Spaces** |

**1. Instructor Name, Contact Information and Office Hours**

Instructor: Michael Nitsche

Email: [Michael.nitsche@lmc.gatech.edu](mailto:Michael.nitsche@lmc.gatech.edu)

Office: TSRB 320

Meetings by Appointment

**2. Course Prerequisites:**(None)

**3. Course Description**

Media technology such as the telephone, video and more recently, computer simulation have profoundly altered on our conceptions of reality and virtuality, of our experiences of habitation and urbanity. This course explores several moments in the history of hybrid architecture and how we imagine, construct and inhabit such computational and physical built spaces. Roughly half of the course will explore different ways of making sense of the world, and the criticisms leveled against those approaches: simulation, cybernetics, systems theories. The second half of the course explores the project of constructing meaningful worlds by fusing physical matter, elastic spacetime and responsive computational media. We explore how speech, text and gesture may be used as material in hybrid, urban habitation. Students will be expected to respond to readings in the form of micro-essays and animation/videos. In the second half of this class, teams of 2 or 3 students will build a small responsive space or installation.

**4. Learning Outcomes**

* Conceptualize and articulate decisions for designing a responsive space based on a set of principles from critical architectural studies, urbanism and experimental performance art.
* Demonstrate proficiency in the components of evolving digital performance technologies, both for media generation and responsive logic, based on exposure to a few canonical simulation and performance programming environments.
* Situate decisions on the design of responsive spaces within the cultural and humanistic.
* Demonstrate familiarity with the range of disciplines that contribute to the digital
* design process.

**5. Required Texts**

*Christopher Alexander, A Timeless Way of Building*

*Christopher Alexander, Urban Design*

*Asymptote*

*Studio Azzurro*

*J. Bolter, K. Philip, T. Harpold*

*N. Denari*

*Gilles Deleuze & Felix Guattari, A Thousand Plateaus.*

*Gilles Deleuze, The Fold.*

*Peter Eisenman*

*N. Ellin, Postmodern Urbanism*

*FRAC, ArchiLab*

**6. Graded Assignments**

50% Students will be evaluated based on short written essays, animation/video responses,

and a 50% Term project: a simple responsive space designed and built in small team.

**7. Attendance Policy**

Attendance and punctuality are mandatory. Three or more unexcused absences will result in a half grade point reduction. An **excused** absence is one in which permission is requested in advance and you have a legitimate reason to skip class, such as an illness. You are expected to make up what you missed by checking with other students and reviewing lecture materials on the web site.

**8. Information for Students with Disabilities**

Please notify the instructor if you have any disabilities with which you need special assistance or consideration. The campus disability assistance program can be contacted through ADAPTS: <http://www.adapts.gatech.edu>

**9. Honor Code Statement**

Students are expected to adhere to the Georgia Tech Honor Code:

<http://www.honor.gatech.edu/plugins/content/index.php?id=9>

**10. Course Schedule**

1. Discourses of Design: Form, Order, Value

2. Scale: domus, piazza, polis, res publica

3. Modernism and Responses to Modernism

Pattern Language, ex. Christopher Alexander

4. (New) Urbanism (order discourse)

5. Technologies of Information: Databases

6. Technologies of Information: Net-based communication (e.g. ICQ)

7. Technologies of Simulation: physics simulations, role-playing games,

economic|ecologic-worlds

(ex. mTropolis, Director)

8. New Situationism (value discourse, ex. Wodicko)

9. Responsive Spaces (ex. Studio Azzurro, sponge, Hubbub project)

10. Technologies of Performance: review Director or Flash, plus extensions

11. Technologies of Performance: Director, MAX lab, exercises and critiques

12. Technologies of Performance: MAX, (or ex. jmax, pd, ...)

13. Dissections of Selected Responsive Spaces (ex. Studio Azzurro, sponge, Hubbub

project)

14. Student Projects

15. Student Projects