Appitecture

CourseNo: ARCHA4793_001_2015_1
Meeting Time: T 06:00P-08:00P **Meeting Location:** AVERY HALL 115

Instructor Information:
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Mobile phones, and particularly the current generation of smart phones, are an expansive platform for spatial computation. Taking on the role of software developer, architects are well-poised to deliver compelling experiences that build strong connections between information and space. Space can be mapped, tagged, generated, shared and experienced through the device's considerable sensing and processing capabilities. The platform allows one to design experiences and generative spaces that are simultaneously embedded in worlds both real and virtual. The goal of this seminar is for each student to develop a "spatial app" - a loose description that means to stimulate thinking on the notion of mobile and embedded technology.

Students will be led through the iPhone SDK, a powerful set of tools and APIs to let them manipulate and display maps, 2D and 3D geometry and user interface elements. Students will be encouraged to tap into the potentials of location-based services, social networking, augmented reality and other situated and spatial technologies.

The focus of the course will be to conceptually approach software design through a series of "wireframes" that will diagram and explore scenarios of use. A portion of the wireframes will be developed into an interactive prototype via the XCode development environment. Programming workshops will be held in a lab context, where we will focus on working with simple, modular pieces of code. No programming experience is required, though access to Apple equipment is preferred