

Assignment I.

Design an autonomous part of the faculty of architecture which will function as the building's "organ". In the student list spreadsheet you can find the program category and project group you have been assigned to. Read the short explanation of your category in the list below and formulate your design concept accordingly.

You are free to decide upon the scale of your design. It can be helpful for you to consider it in relation to the amount of users you think it should accommodate simultaneously. In that respect your approach to the task may vary. For example you may design one large building component which will serve the entire faculty or a small one that can have many instances, preferably differentiated, clustered together or spread throughout the building.

Rather than considering your design as a static object, think of it as a system, the purpose of which is to facilitate selected activities of its users. Define main components of your project, focus on relations between them and with the rest of the building, its users and its environment. Define connection [interaction] points.

Listed below program categories indicate user activities that building components designed by you have to facilitate. Be creative in interpreting them. It is possible to think of concepts that fit in two or more of these categories. In such case make sure that the activity you've been assigned to is the dominant one in your design. However, the preferred solution is to solve this problem by connecting your project to another design from another member of your group in order to provide the combined functionality.

Organize meetings with your group and discuss how your designs should be connected to form one large system.

Program categories:

A. Learning

Design a part of the faculty of architecture that will facilitate the process of learning. Traditionally this kind of activity takes place in lecture rooms, tutor rooms or instruction rooms where teachers communicate their knowledge to students. It's up to you, however, to decide upon the way in which this kind of activity should take place.

B. Designing

Normally this kind of activity takes places in various conditions. In front of a computer, in a meeting room, in different workshops that allow building scale and 1:1 models. Rethink what's necessary to create successful designs and design yourself a part of the faculty of architecture that will facilitate the process of architectural, technological and urban designing. You're free to define the design methods your unit should facilitate and the forms of design assistance that will take place there.

C. Socializing

A faculty of architecture is not only a place for gaining knowledge, but also an environment where you build your professional network. Design a building component which facilitates meeting other people, communicating, exchanging ideas and knowledge. Traditionally activities like this happen in many places in the building, but most specifically in exhibition events, conference venues, but also restaurants, lounges, coffee corners, pubs, or smoking zones.

D. Researching

Many students and researchers have to look for specific knowledge on their own without being explicitly guided by a tutor. Typically this kind of activity takes place in libraries or in front of computers connected to online databases and other knowledge and information resources. Design a component of the faculty of architecture that facilitates such individual processes of gathering of knowledge.

E. Supplying

Various facilities in the faculty of architecture are specialized in supplying different sorts of goods. Supplied goods can be food, drinks, study materials, books, magazines, but also services such as printing design panels or 3d model, renting specialized equipment. Even information can be seen as something you supply. Traditionally this kind of facility may be a vending machine, a shop, service desk, food court, information desk, notice board and many other.

F. Organizing

Faculty is organized, administered and managed by a large amount of people, which are traditionally clustered in offices, working in front of their computers. The staff of faculty includes academic teachers, professors, managers, secretaries, facility and IT workers, and many others. Propose a design for the part of the faculty of architecture which can serve as a working environment for those people.

Requirements:

The complete preliminary design concept has to be submitted on 19.09.08 as a post on Hyperbody blog. This post has to contain following content:

1. short description of the project
2. images illustrating:
 - its form
 - main design features
 - connections to other building components, to structural system and to the skin of the building
 - relations between different features of the design and external factors that may potentially affect them
 - examples of use
3. any additional material only if needed to communicate special features of the project.

Hyperbody blog posts to be submitted on 05.09.09 and 12.09.09 don't have to include the complete range of listed material. Their purpose is to communicate the essence of your design ideas and considerations.

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