3. interface architecture_eddy man kim

Background
Architects are faced with challenges in communication that are growing in complexity. There is a need for architects to become more versatile in traversing and integrating the physical and digital domains.

Method
This studio will research and develop processes for augmenting architectural representation and computation. After an initial round of individual research on current practices and frameworks for development, groups will form around select research topics and work towards the production and exhibition of the prototypes. The prototypes will explore the ambiguities of architectural materiality and scale as manifested by the trending culture of Big Data and the increasingly quantifiable universe.

Criteria
While the projects will be heavily hands-on with a specific digital medium or technique, the projects are critiqued mainly on how clearly and effectively the narrative of the content is represented and communicated to the intended audience.

Goal
The goal of the studio is for every student to critically understand the full spectrum of the design project delivery process, from predesign to deployment, but through the lens of interface design.