In Spring 2022 there will be a new set of second year option studios 48:205. The studios offer opportunities to explore differing disciplinary interests. There will be a preference process with an online form issued on Nov 12th. Second year students are asked to submit three preferences with the reasoning. Studio numbers will be balanced and the rosters will be published on Dec 1st.

OPTION STUDIOS
1. Jared Abraham
2. Stefani Danes
3. Eddy Man Kim
4. Steve Lee
5. Tommy Yang

5. An architecture of and for the common Tommy Yang

Human lives are stories frame by architecture and the environment. From old, painted worlds with mystical beings to the flying cars of the Jetsons, lives are formed, informed, altered, and enacted through characters and narratives. Stories help us to see from another perspective, to empathize, to imagine, and to expand our capacity as humans - urban imaginaries beyond the physical. These narratives are means of surviving - while architecture remains as spaces where communities negotiate identity with an ambiguous status of citizenship; a space contested between framework, the state, and people. This is where the apparatus of storytelling is mobilized — towards resisting the erasure of identity, history, and existence. As such storytelling and myth then become mechanisms of resistance against the erasure of history, especially in the case of the minority and the marginalized.

The construction of myths, rituals and belief-systems serves to help make sense of the complexities of the immediate environment and the world, in turn working to inform livelihood practices and worldview. By developing spatial narratives and ethnography - myths, beliefs, and rituals become instruments in the construction and reconstruction of worlds.

This studio explore how stories, myths, cinematography, animation, mapping, comics, and design can build an argument for an architecture for and of the people. It is here, where we will explore design as transformation - a tool to elevate the ordinary stories of stewardship, belonging, and making. At the end of the semester each student will present an architectural design in form of a comic book and animated illustrations — socio-ecologically resolved, politically charged, geographically situated, and culturally woven.