AR-301(t) Studio BA5 (Kueng et Caputo)

Cursus	Sem.	Type
Architecture	BA5	Obl.
HES - AR	Н	Obl.
Mob. AR	Н	Opt.

Language of	English	
teaching	4.0	
Credits	10	
Withdrawal	Unauthorized	
Session	Winter	
Semester	Fall	
Exam	During the	
	semester	
Workload	300h	
Weeks	14	
Hours	6 weekly	
Courses	2 weekly	
Project	4 weekly	
Number of		
positions		
Il n'est pas autorisé de se retirer de cette matière après le délai d'inscription.		

Remark

pas donné en 21-22 - Inscription faite par la section

Summary

La Vita è Bella engages with the question of how people appropriate their surroundings in the private and public sphere. How do we adopt and intervene in this world? By means of built interventions, 1:1 prototypes and collective activities, we investigate space in its proportions and dimensions.

Content

La Vita è Bella examines architecture as an active process to increase quality of life. We analyse our immediate environment and intervene on-site in the urban reality.

Through sketching, walking, talking and building we acquire knowledge and uncover new potentials and perspectives, which are directly tested in practice through the 1:1 prototype.

This studio is the collective attempt to explore design processes. We face the discomfort of the unknown by asking what if questions. Based on our desires we map out a possible future. To carry out this research, we build 1:1 prototypes, walk through the city, and visit our homes. We observe and question the reality, test ideas, and challenge the limits. La Vita è Bella engages with the question of how people appropriate their surroundings in the private and public sphere. How do we adopt and intervene in this world? By means of built interventions and collective activities, we investigate space in its proportions and dimensions.

1:1 BUILDING

We think and design in 1:1. Only the scale of reality exists. The potential of these prototypes lies in the immediate experience of a physical concept. Thinking in the 1:1 prototype as an idea calls for a spontaneous, detailed approach. The 1:1 prototypes are the built fragment of a possible future and the realistic argument of the project. They are proof that we can change the way we think about the future. From imaginative speculation to constructive details, we shape and define the reality to come.

TESTING TESTING TESTING

By experiencing a space through our body and senses, we create a spatial argument that becomes the foundation of our discussions. To sharpen this arguments and our vocabulary of space, we need to repeat this process again and again.

WALKING

During the semester, we develop a collective memory. Walking is more than just relocating ourselves, it is a tool to start a dialogue within the group and to create an alternative understanding of the urban territories we live in. The studio investigates the idea of collective learning and questioning as a design process.



CRITICAL DIALOGUE

The collision of different interests creates a versatile and shared memory. Through the receptivity of learning from others and the erasure of personal authorship, unforseeable, surprising and unexpectedly rare things are possible.

THE ROOM

The field of interventions spans from your intimate bedroom to the public square. First, we test our arguments in 1:1 prototypes in a private room and explore possible implications in real life. By analysing the 1:1 draft collectively, we question what is common perception and what is individual assumption.

THE CITY

In a next step, the 1:1 intervention moves from the room to the city. The relocation of a spatial idea from the intimate living space to the urban context questions boundaries between private and public space. It gives rise to social and spatial questions in an inevitable but playful way. Urban initiatives organised by students for students highlight collective interests in the city and landscape.

TEAM: Lovis Caputo, Sarah Kueng, Michelle Geilinger, Nicolas Rothenbühler

WORKSHOP: Susanne Kaelin

GUEST CRITICS: Gian Trachsler, Li Tavor

Learning Outcomes

By the end of the course, the student must be able to:

- Analyze the immediate environment through walking research and develop techniques to record and map the experiences
- Develop a consistent architectural concept
- Design in 1:1 scale. Various techniques for a fast-paced design process
- Develop verbally a thesis based on the students' own desire
- Develop strategies to moderate a discussion and cultivate a dialogue
- · Design collectively
- Test different design techniques
- · Elaborate critical thinking

Transversal skills

- Give feedback (critique) in an appropriate fashion.
- Demonstrate the capacity for critical thinking

Teaching methods

Research, Analysis, Concept, Draft, Implementation

Question the common architectural design process

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Process-oriented

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Working with proportions

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Test design through actual experience

Visualize concept three-dimensionally

visualize concept three-dimensionally

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Appropriation of new methods through repetition



Expected student activities

- doing one project individually
- analyzing, testing and criticising projects of other students
- doing one project in a group
- walk, talk, build

Assessment methods

- 33 % engagement en groupe et en studio: participation en discussions, cooperation en groupe
- 33 % critiques intérmediaires et de fin de semestre,
- 33 % pour la communication : représentation, présentation orales, documents écrits, maquettes, travail en groupe

Supervision

Assistants

Yes