Call KC sliedrecht

Parallel presentations

Clean up protospace

Set up beamers

Print out student list

1. Short Introduction to hyperbody:

* Hyperbody is a group that deals with “non-standard and interactive” architecture
* You will soon learn a more precise definition of what we mean by this, but in a nutshell “non-standard and interactive” architecture means architecture which is different than what we are used to commonly encounter around us. It is non-standard, because its every part is unique. It is interactive because it can take action and it does so in response to people and things.
* why bother with non-standard and interactive architecture? Why reinvent what is already working so well?
* At hyperbody we all think that architecture as it is commonly designed, built and used is simply NOT working so well, or at least it is not working well enough. We can and therefore we should try to do better, and better usually means different.
* Everyone at hyperbody would probably give a different specific answer to the “why” question of non-standard and interactive architecture. Because architecture touches so many aspects of our lives, there are many of such reasons. Yet ultimately all those reasons are all complexly interrelated and co-dependent.
* Some of us would begin by relating to critical theory and philosophy and say that everything around us is complex and dynamic, and so is architecture
* Others would say that architecture as it is now, does not satisfy all human needs well enough.
* Some would look into the contemporary culture and social phenomena and see how non-standard and interactive architecture can make our society and culture work better, how we can focus more on the people in our designs and how we can make people and context of buildings actively participate in formation of architecture.
* Others would start from a different angle, and say that we simply have incredible new technology at hand that as architects we need to explore the potential of.
* From yet another viewpoint, some of us would begin by saying that conventional architecture is not sustainable, it uses much energy, it is not efficient, and it often needs to be modified. Especially in recent years, when energy use has become so important an issue for all of us, it is common sense that those aspects of architecture need to be improved.
* Last but not least, many of us would say that non-standard and interactive architecture opens up unprecedented ways to look for beauty in architecture and create exceptional spatial experiences.
* …but the list of “whys” doesn’t end here, there are many more reasons why non-standard and interactive architecture is worth exploring, and we hope that each one of you will soon find your own, personal answer to the “why?” question.

At hyperbody we do have some preferences. We don’t like to do things in a predefined way. We like action, or even better: inter-action. We don’t like hierarchy, we don’t like to control and we don’t like to be controlled. We like complexity, but we hate complicatedness. We prefer many to more. If there need to be rules, they should be simple and clear. We really like technology, but only if it’s used in a smart and meaningful way. We think all people and things are unique, and we think people and things should be tightly inter-connected.

1. Before we move on to the organisational issues and before we brief you on all the courses, schedules, grades and other important things, we would like to briefly introduce ourselves and we would like to get to know you a bit. As teachers we’re in the comfortable position of being able to show you more information about ourselves, but we would also like to know as much as possible about you. We have set up short presentations about our personal backgrounds, but when we’re done presenting, feel free to use our computers to display anything about yourselves and anything else that you feel is relevant. To make the talk easier we’re going to throw around this ball. Whoever holds it has to say something, long or short but always about him or herself. When done throw the ball on! And always start by saying your name out loud!

Tomasz Jaskiewicz (Tomas/Tomek)

protoSPACE coordinator, MSc1 hyperbody co-coordinator, DS1 teacher, PhD candidate

-I did my undergraduate studies in Gdansk, in Poland where I come from. My focus then was on urban design. What troubled me back then was the way in which we were taught to design cities. I was wondering how an utterly complex city system can be designed top-down by some semi-educated urban planner, heavily influenced by even more clueless politicians.

- I cameto Delft for a study exchange, which eventually became a full master study. I came to hyperbody and it clicked with my interests. I participated in some design courses, eventually designing a digital platform for participatory and bottom-up design of complex and vibrant urban environments.

-I also then worked as a student assistant on the development of protospace lab (1.0) and experimental virtual environments for collaborative design of architectural and urban environments.

-After my studies I worked for some time at the ONL, the office of prof. Kas Oosterhuis as architectu and project manager. It was a very rewarding experience, being in charge of often really large and complex projects.

-But practice was to constraining for me. Over four years ago I came back to the university and started my own PhD project, where I develop a multi-agent framework for dealing with interactive architecture.

- In that time I’ve also been teaching numerous courses, the most rewarding of which was initiating and coordinating the first edition of Interactive Environmnents Minor.

- I’m now finishing my thesis and recently became the manager of protoSPACE lab.