

CA²RE



7th – 9th of April 2017
KU Leuven, Faculty of Architecture
Campus Sint-Lucas, Ghent



KU LEUVEN

A R E N A E L I A

CA²RE (CONFERENCE FOR ARTISTIC AND ARCHITECTURAL (DOCTORAL) RESEARCH)

It is important to create a joint platform for research in all fields of architecture, design and arts. This also includes subjects such as environmental design, sustainable development, interior design, landscape architecture, urban design/urbanism, music, performing arts, visual arts, product design, social design, interaction design, etc. One of the objectives in doing so is to support early-career researchers and PhD students in the fields of architecture and the arts to improve the quality of their research. Another objective is to show that senior researchers CARE about the work that is being done by more junior researchers.

We are happy the CA²RE event is co-branded by the Architectural Research European Network Association (ARENA), the European Association for Architectural Education (EAAE) and the European League of Institutes of the Arts (ELIA).

CA²RE, the Conference for Artistic and Architectural (Doctoral) Research, proceeds from the previous ARM (Architectural Research Moments) symposia, with a flavour of the PRS (Practice Research Symposium). It will be hosted in early-April 2017 at the KU Leuven Faculty of Architecture's Sint-Lucas Campus in Ghent, in collaboration with LUCA School of Arts, ARENA, EAAE and ELIA. The aim is to create an international event at which early-career researchers, doctoral students and post-docs can present their research project to experienced researchers and have their work discussed by international panels in these diverse fields. It may be embedded in a to-create EUROPEAN network for Research by Design.

Following this first event in Ghent in early-April 2017, the plan then is to host further editions in other cities across Europe. Therefore, subsequent CA2RE events already are scheduled on 8th - 10th September 2017 in Ljubljana and at the Aarhus School of Architecture in 2018. We welcome further proposals for hosting the event.

And we hope you enjoy Ghent and find in the CA2RE event a good platform to exchange experiences amongst doctoral candidates.

Prof. dr. Johan Verbeke

Conference opening lecture
Extended Drawing by Robin Schaefferbeke



Location: room TBA The Extended Drawing PhD project explored conceptual and practical margins and boundaries of architects' tools, techniques and formulas for drawing, and ways to extend them. The project resulted in a series of reflections, drawings, learning environments, manuals and autonomous prints which provide an account of the different steps that shaped the project but also of the degrees to which they can be recombined and transformed into new ones.

Friday 5th of April 19.00 hrs
KU Leuven, Faculty of Architecture Sint-Lucas campus Ghent
Hoogstraat 51, 9000 Ghent

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Guess who's coming to dinner

A performative conversation with fascinations, blurring the boundary between research and practice

Alicia Velázquez
KU Leuven



Inhabiting In Between, 2014

'If we allow intimacy with the objects we choose to live with, even with the ones we encounter, our capacity to deepen human understanding, empathy and, ultimately, love, will also expand' (Alicia Velázquez, unpublished writing during research, 2015)

Keywords: performance, emotional affordance, interviewing, fascination lines, research methodology

The hybrid hero: a contagious counter-example

Benjamin Van Tourhout
KU Leuven & LUCA-school of Arts

Abstract. Fictional heroes have been considered as moral exemplars, entertaining or soothing characters. Their creators however do not work in a vacuum. Therefore, the emergence of heroic narratives is closely connected to a specific space and time context. In recent times two opposing heroic types surfaced: the franchised hero and – what I define as – the hybrid hero.

Both try, with a specific set of characteristics and moral frameworks, to provide a jouissance and by doing so soothe, entertain or challenge their audiences. Both focus on the reception by audiences although their means and behaviour differ on many levels.

Although the research and development of the hybrid hero is still at its initial stage, this paper will elaborate on its construction and conceptualizations as fictional character and as moral challenger in today's fiction. (Examples are (e.g. Frank Underwood, Dexter, Walter White)

The hybrid hero challenges both audience and creators on empathic, moral and narrative levels and is a contemporary symbiosis of heroic and villainous features. The text consists of two parts: a) background and contextualization, and b) a description of a personal case study (The Borgia trilogy, a theatre performance) to clarify the empathic and narrative features of hybrid heroes.

Keywords: Hybrid Hero; Exemplary Hero; Empathy Performing Arts.

Insights on the reconfiguration of fragile industrial waterfronts defined by climate change and economic decline: The case of Coney Island Creek, New York

Abstract. This paper ventures from a fascination for impacting through architecture the everyday urban reality, often taken for granted. As attested to in various fields, artefacts play profound roles in how we think the world. One might then follow Mouffe's call to Architecture to erect agnostic stages within public space, renegotiating our world (Mouffe 2012). Then, architectural artefacts are endowed with a 'political' agency, capable of inducing change. The notion impact is related to that of agency, as foregrounded by Till and Schneider: a transformative agency, empowering actors to initiate alternative spatial practices (Till & Schneider 2009). This shifts a dominant focus on aesthetical autonomy towards other conceptions of architectural aesthetics, such as an aesthetics of use (Dunne 2005) and an aesthetics of politics (Rancière 2010). Such aesthetics project different versions of a world that is considered always multiple. This implies inducing a certain degree of conflict and subsequent processes of negotiation between versions, of making sense. Lingering on the project Walled House, we distinguish between how this project was conceived and built, discussing its agencies. We then elaborate on two divergent perspectives on urban reality raising the question: is architecture a 'policing' activity or a 'political' activity?

Keywords: waterfronts, urban floods, resilience, industrial development, collective structures.

Development impetus through inter- and trans-disciplinary design processes within architectural design

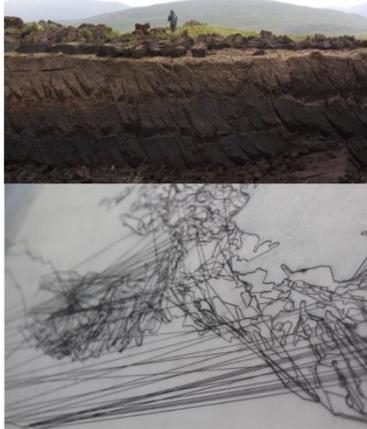
Michael Wildmann
KU Leuven, Faculty of Architecture

Abstract. With the aim of building an energy-efficient environment, the design and planning processes of buildings and cities become more and more complex. The current planning processes are even more multidisciplinary. If these are replaced by inter- and trans-disciplinary processes, new developments are taking place. In Forensic Design Strategy the effects of the various possible approaches of the individual planners are set as a function of one another in order to get the best overall solution and not the best single solution for each department.

Keywords: Forensic Design Strategy; Green Building design; environmental design; energy; inter- and trans-disciplinary design process.

Place in its momentary status; durational unfolding

Riet Eeckhout
KU Leuven, Faculty of
Architecture



Abstract. This writing aims at discussing the space between paper and digital representations enabling occupancy by the architect in the production of drawn speculations. A main principle in this text is for the drawing to be regarded as a principle source for knowledge. Drawings are

explained as a place for dialogue between mind and paper allowing the act of drawing to be understood as a being in time. Such method of research finds its origin in a postmodern academic world of the second half of the 20th century driven by a desire to look at the world from multiple vantage points thus opposing an assumed objective positivist stance. Form is not merely used in reference to unambiguous geometric spatial qualities, often described through means of orthographic projection. As drawing is understood as a being in time sanctioning a looking at the world from multiple vantage points, form can be understood as perpetual ambiguous permutations.

Exhibiting experiences

A study of the installation 'Tea n°2' by Carlo Mollino and Italo Cremona

Gerlinde Verhaeghe
KU Leuven, Faculty of Architecture

Abstract. In 1935, the society Pro Coltura Femminile of Turin invited a mixed group of architects and artists to make work for a thematic exhibition entitled *L'ora della merenda* [tea-time]. The young architect – painter duo Carlo Mollino and Italo Cremona made a noteworthy contribution entitled *Tea Number 2. Signs of Internal Architecture*. Rather than an



afternoon-tea setting, *Tea n°2* resembled an art-installation, exhibiting experiences linked to the tea ceremony. This paper reads *Tea n°2* against contemporary developments in the surrealist avant-garde movement, with a focus on objects and installations. Italian architect and designer Carlo Mollino left a varied and distinct oeuvre characterized by a dual logic of tradition and alienation. Surrealism offers a language to perceive Carlo Mollino's work in a new way. Through a close reading of written

(an exhibition text) and visual sources (two plans, four photographs), the paper revisits the installation to gain a better understanding of surrealist expressions in architecture.

Photo: Politecnico di Torino, Sezione Archivi biblioteca Roberto Gabetti, Fondo Carlo Mollino.

Tea number 2. Signs of Internal Architecture. is perceived as a prelude to the interiors Carlo Mollino continued to create

from the mid-1930s. Interiors that can be described as dreamscapes in their constellations of objects that form a scenography for surreal acts, alienated from the real world.

Keywords: Surrealism; experiential objects; installation art; internal architecture; Carlo Mollino

The Maiensäss

Theses on the future of Swiss Alpine summer farms in the Canton of Grisons

Anna-Lydia Capaul
University of Liechtenstein

Abstract. Initially the Maiensäss is an intermediate mountain pasture, situated between the Alp and the farm in the valley. Since the middle of last century the buildings increasingly become redundant for alpine farmers due to agricultural and social changes. The conversion in weekend cottages is based on the longing for idyllic places. One can observe an emotional attachment and a sense of moral responsibility to preserve the cultural heritage as places of remembrance. Whereas, the continuous approximation to modern conveniences makes, the longing for simplicity and authenticity become utopia. In past research settlements were inventoried. It lacks an exploration of the current Maiensässe and a comparison between built reality and a collective utopia to develop theses on the future of Swiss Alpine summer farms. My research consists of an inventory and image development through the lens of architectural perspective, characterized by the inductive research approach and the step-by-step approximation from large to small scale and from abstract to concrete concepts. The intention is to generate socially robust knowledge, developed in close collaboration with practice. Through this kind of knowledge production I would like to raise awareness of architectural interventions in the context of cultural heritage and illustrate new perspectives.

Keywords: alpine architecture; cultural heritage; collective utopia; rural buildings; Swiss alps; future scenarios.

Setting and tweaking

The architect as improvisatory choreographer of ecologies

Eric Guibert
KU Leuven, Faculty of Architecture

Abstract. This research investigates the relationship between architecture and natures; a nature is defined as an ecology that emerges according to its nature. It has developed ways of designing architectures with these unpredictable processes. By supporting their agency, places develop their resilience and diversity. Processes of growth as well as decay are expressed. It has been investigated through reflecting on three series of work in my practice that combine buildings and landscapes.

The tools used are open patterns that fall into two categories: spatial instruments and rituals. They are developed in dialogue with the ecosystems within which I am working, especially with the users. These patterns set situations and tweak the dynamic processes over time. They choreograph the elements of architecture - the void, the climate, the resources and the living. In this practice, architecture is the improvisatory choreography of the elements' rhythms; the role of the designer is dual: to design a setting and rituals that will guide its polyphonic performance and simultaneously develop a language of patterns for use elsewhere.

Instruments and ritual patterns grow together to support the existing ecological processes dialogically. The designer does not control, (s)he guides ecologies as an improvisatory choreographer.

Keywords. architecture; landscape; pattern language; nature; ecology.

The Monolith Drawing

A making present of absence

Ephraim Joris

KU Leuven, Faculty of Architecture

Abstract. This paper aims at describing a drawing protocol through which the dialectics between representation and expression are under perpetual review. The protocol, termed The Monolith Drawing, acts as a performative discourse syncopating between representation and expression like Rubin's Vase allowing both models to simultaneously exist on for and background.

Notes on creating in-betweens

Outlines of research into the interrelations between artist, site, and artistic concept

Florian Kühnle

BTK University of Applied Sciences, Art & Design

Abstract. This paper looks into the artistic practice of combining site-specific art with media art. It discusses two site-specific media artworks which combine a particular actual location, or site, with an (augmenting) layer of video image and sound, which is then completed by the interpretational and associative contributions of every visitor. In the artworks, all these layers are complexly intertwined and dynamically changing, resulting in an 'in-between' experience that is always in flux. This notion of in-between is then related to a selection of theoretical concepts dealing with experience and place. Subsequently, the paper shifts the view over to outlining another research focus, which looks into the relations and processes that take place between artist, site, and resulting artistic idea or concept; and how this research focus could be approached.

Keywords: Site-Specific Art; Media Art; Place; Space; Artistic Process.

Multiple spatialities and temporalities of displacement

The island of Imbros

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Abstract. This research addresses age-long discussions on the disappearance of ‘minorities’ under the sovereignty of the Republic of Turkey, and investigates the wider implications of spatial, temporal and political aspects of displacement within the island of Imbros and its diasporic locales.



Photo: Abandoned Rum Shops of Shinudi Village/ Derekoy (2016).

Located in the Aegean Archipelago, Imbros has a Rum population (Anatolian Greek) who have faced different means of displacement; initiated by the compulsory exchange of populations in 1923 between Greece and Turkey, and intensifying with the policies targeting minorities during the 1960s and the 1970s. The period in question resulted in a poignant erasure of original communities, their modes of production, and the reconstruction of Turkey’s overall pattern

of urban and rural settlements. However, Rums of two islands, Imbros and Tenedos, and Istanbul, were excluded from the 1923 compulsory exchange and survived the 'first wave' of displacements.

Following a site-specific methodology that is organized by, and operates through different scales of inquiry, varying from region scale to building scale, this research explores multiple spatialities and temporalities of displacement through Imbros, expressed and examined through the different names given to the island – Imroz, Imbros and Gokceada. The act of naming and renaming reveals a unique set of conditions, that can be also identified with different interest groups involved in Imbros' transformation. Each name offers a distinct experience and alternative understanding of the island, together with questions concerning identity, territory and transnationalism. This paper in particular looks at the island's ancient name 'Imbros'. Representing conceptual spaces 'Imbros' is closely related to the concepts of diaspora, archive and 'islandness'.

Keywords: Displacement; island; Aegean archipelago; archive; Rums.

Innovation supporting knowledge work environments

Piia Markkanen
University of Oulu, Oulu School of Architecture

Abstract. The innovation and organizational knowledge creation are highly important for building a sustainably successful company. Although in the heart of innovation and creativity are the persons habituating the knowledge work environment, the space and the atmosphere may support and accelerate innovation and knowledge creation processes to give organizations and enterprises the competitive edge regardless the size of the organization. In this project we study innovation supporting knowledge work environments in local startup companies. Through interventionist approach and piloting the concepts in the premises of local startup companies, we aim to understand key features in work environments that support innovation processes and collaborative working in shared work environments. Our pilots are small scale adaptations of contemporarily prevalent knowledge work environments. In this paper, I will discuss the research methods and processes of my doctoral thesis study, which is part of our ongoing research project, InnoStaVa.

Keywords: Knowledge work environment; innovation; startup; research-by-design; participatory design.

The forgotten termini

A biography of the first main railway station in Java-Indonesia

Harmilyanti Sulistyani

Vrije Universiteit Amsterdam, Graduate School of Humanities

Abstract. The one of the greatest achievements of the industrial revolution that transformed Europe and America in the 19th century was railways. Their grand central stations become a monument in Gothic, Neoclassic or Romanesque cathedral style. But how were the railway stations in their colony. Did the colony have a similar railway station design as in Europe?

The Java railway were a part of colonial system, which facilitated the exploitation of natural resources of the island. Its first main station will be studied to explain that the railway architecture cannot be separated from the context of technology, materials, producers, and geography. The history of the terminus will be reconstructed from its architectural appearance. To know its life cycle, it will depart by studying the negotiations between the colonial government, private company and local rulers in the micro, meso and macro level. The general aim of the research is to provide a thorough understanding of the Java first main station design. The results of this investigation through a biographical approach can help establish both the intellectual framework and the visual background for future plans for the construction of new, or transformation of the station that is conceived as cultural heritage.

Keywords: Termini; railway; station architecture; a biographical approach; transformation.

Pavilions and landscapes

Outline of PhD by Prior Published Work

Abstract. Since the publication of *The Unthinkable Doctorate* in 2006, there has been considerable progress in the implementation of doctoral activity outside the conventional PhD framework. On such route that merits more attention in the fields of architecture, design and art is the PhD by Prior Published Work – a pathway that recognises a substantial body of research work completed before the PhD enrolment. A coherent subset of the prior output is selected as the basis of the PhD and is presented as a series of cognate published pieces drawn together by a substantial introduction and conclusion. The model is a general one, and the published research is required to meet the norms of the discipline. This paper will identify a series of different outputs: previously published academic papers; book chapters; exhibitions; and built works, that form the basis of a proposed PhD by Prior Published work in Architecture at University College Cork (UCC). In bringing the proposal to CA2RE it is hoped that the process of peer-review will help to improve the quality of the emerging doctorate and to sharpen the focus of the selection of outputs and artefacts.

Keywords: Explicit knowledge; Tacit knowledge; Cognate pieces.

Designing from within an imaginary landscape

Ontwerpen vanuit een denkbeeldig landschap

Eva Gheysen,
KU Leuven, Faculty of Architecture

Abstract. This research project started off with taking a closer look at my architectural practice, revealing several representational tactics that are at play in my design projects. An investigation of these representational tactics, and their role in the conceptualisation of the respective design projects, followed. The creative potential of architectural representation, beyond the neutral imitation of reality, became visible throughout the design projects. The architectural representations proved to be dynamically interconnected with my architectural thinking. This observation raised the question in which ways architectural representation can have a productive role in the conceptualisation of architectural design. One of the representational tactics that occurs in my work tactically represents architecture in highly sensorial environments, as for instance moonscapes, deserts, oceans... The tactic takes advantage of the specific conditions of these environments in different ways. Designing from within an imaginary landscape challenges me as a designer to engage in an alternative mode of reasoning and designing since preconceived ideas and conditioned thinking no longer make sense in these contexts. The paper/presentation will focus on the above mentioned representational tactic by demonstrating how it influenced my design thinking in some of my design projects.

Keywords: Representation; imagination; design thinking; conceptual relocation, sensorial landscapes.

‘Do-It-Yourself’ product design development in the Albanian market

Moving towards inclusive and sustainable design”

Erida Curraj
Ferrara University & Polis University

Abstract. The process of product design, development and production is intertwined with the human factors such as emotional and cognitive as well as with contextual factors such as social, cultural and economic in a particular market. In this sense, the dynamics of the Albanian market in lieu of the multifaceted transformations following the collapse of the communist regime and moving towards the accession processes in the European Union as well as the demographics of the Albanian society as a whole, deeply impact the ways in which products are designed, development and produced. This paper is interested in exploring the development of the ‘Do-it-yourself’ (D-I-Y) market in Albania. This constitutes an under researched area in Albanian scholarship given that the ‘D-I-Y’ market is recently established and currently attempting to catch-up with the regional and international advancements and respond to the Albanian customers’ needs, interests and demands.

Keywords: ‘D-I-Y’, ‘D-I-Y’ product design, mass production, product development.

From 'domesticities of autobiography' and 'autobiographical urbanities' all the way to the 'autobiographic economy'

Theorizing the genre of autobiography within architecture and urbanism

Aristotelis Dimitrakopoulos
University of Ioannina Campus, School of Architecture

Abstract. The ideological framework of architecture demonstrates a record of continuous confrontations with the autobiographic. My research attempts to unveil these frontiers and to possibly schematize a scaled series of nascent manifestos for architectures of autobiography. First, in what may be tentatively termed as domesticities of autobiography, master and domus – or inhabitants and their home – are inexplicably bound to a reciprocally autobiographical affair. The master-builder's tectonic monologues or, rather, dialogues with a split ego and its tangible synecdoche, the house, unveil as self-narrating records; as other iterations of architecture parlante. Secondly, the introduced notion of autobiographical urbanities examines narratives of urban design conceived as self-referential pursuits; as the ceaseless re-genesis of self-initiated resemblances conceptually 'arrogating' the city to him/herself. Then, if autobiography is interpreted as the archiving and compilation of experiences into coherent records, we may even re-iterate Fredric Jameson's terminology for "experience economy" as the economy of the autobiographic. Circumventing Jameson's almost one-directional construal and focusing instead on the evidently emerging zeal – or a psychopathologically driven desire – of individuals for developing, exercising and broadcasting their own agendas of experience, we may arrive at the recent transmutation of late(st) capitalism into what is currently termed as social media.

Keywords: Autobiography; urbanism; social media; literature; houses.

Urban project and physical geography

Theoretical and design experiences of Italian architecture in the second half of XX century

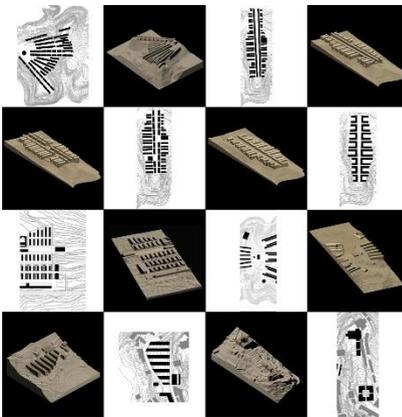
Giuseppe Tupputi

DICAR, Faculty of Architecture, Politecnico di Bari

Abstract. Today, the huge expansion of contemporary cities, their progressive dispersion over a large territory, reveals a moment of crisis in the relationship between natural and human environments.

However, this crisis could also represent a chance for reflection, and its structural, dimensional and spatial problems could hold positive potentials for contemporary cities.

For this reason, the relationship between urban project and physical geography is the central core of the problems assumed by the research.



The paper analyses the work of some emblematic figures of Italian architectural culture in the second half of the XX century because it is possible to recognize a common leitmotiv that brings together the different experiences of that period: they try to define the syntax of urban construction in relation to the orographic conformation.

The aim of the paper is to recognize the methods assumed by these projects, through the analysis of some case studies, in order to understand if they can be useful to the contemporary urban project.

Keywords: Urban project; physical geography; urban form; topography.

Re-presenting situations built 1:1 in public

Making the knowledge of makeshift architecture

Gitte Juul

University of Ljubljana & Aarhus School of Architecture

Abstract. This research is searching for apparently insignificant knowledge about ways of living that hasn't been integrated in the architectural language. It is a research into issues and concerns that is traditionally not regarded significant by "professional" architecture. It wants to remind architecture of the importance of provisional things and situations that are not visible on city maps; and not built from technical drawings, specifications and building permits.

The situations are built in care of public space and operating in a space partly inside and outside – on the threshold to the public - supporting aspects that can help transform common spaces into active and vibrant places of civic expression and social relations. In order to discover new ways of transmitting knowledge from these situations, the research seeks to develop a coherence between re-presentations in academia and 1:1 created situations in public. It aims at tying together the relation between material and immaterial forces through architectural drawing. The architects' traditional media – maps and technical drawings – are reconsidered in order to expose and communicate the invisible in the drawing process. The traditional drawing tools – pencil and paper - are chosen to compensate for the small computer screen in the development of the complex outside with all its connections and relations.

Keywords: Situations; public realm; building 1:1; non-professional architecture; relational drawing.

From centrewards to southwards

The architectural work of Rem Koolhaas / OMA in Rotterdam, Porto and São Paulo

Rodrigo Tavares

University of Coimbra, Department of Architecture

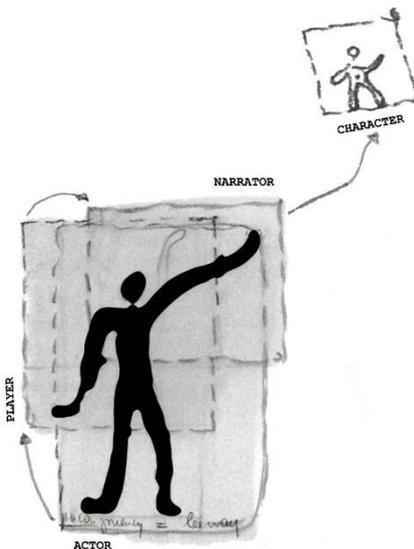
Abstract. This doctoral research aims at analysing and accounting the architectural specificity and performance of Office for Metropolitan Architecture architectural work in Rotterdam, Porto, and São Paulo; by investigating the design processes, the controversies, structures and agencies of the architectural objects, and their networks, designed in those three architectural cultures through a multidisciplinary theoretical and methodological approaches, in the perspective of Post-Critical, Actor-Network, and Structure and Agency theories. Therefore, this approach permits to expand the efforts of this study on understanding and explaining the modes of existence and the sociocultural, economic, and political dimensions of its object of research. This is, for those reasons, an operative approach to characterise the evolution of architectural thinking and design practice of Rem Koolhaas/OMA, whose influence on contemporary architecture is undeniable. Despite focusing on an itinerary from centrewards to southwards, the research highlights a set of architectural cultures in which cross-cultural conditions drive architectural development and the designers' performance remain unexplored. Thus, through mapping the controversies, redrawing, and analysing the case studies, this research can expand the architectural theory body of knowledge, probing into the current theoretical positions and the complexities and ambiguities of the practices of designers.

Keywords: Office for metropolitan architecture; post-critical theory; contemporary architecture; diverse architectural cultures; cross-cultural conditions.

Game and play in placemaking

Petra Marguc
KU Leuven, Faculty of Architecture

Abstract. The urban game Tabula Rosa was conceived as support structure to facilitate inventing possible futures together including multiple viewpoints. Looking back at a decade long experience of urban game productions either as cultural event or within urban planning and design projects, this presentation will reflect upon the relevance of game and play for placemaking, the opportunities and risks which occur when applied to collaborative design processes. What kind of transformative power do play and game have on our living environment? What is the impact of the gaming environment on pleasure, social inclusion and abuse of power? How do player mechanics anchor visions in a place and stimulate the imagination of new worlds?



Play and game as a framework for Placemaking raises questions about collective decision taking and the empowerment of stakeholders who are usually further away from decision taking processes and action.

How and why should sustainable urban planning with geothermal energy be supported by qualitative research by architects

Aleksandar Jovanovic
Graz University of Technology

Abstract. In this paper, a brief overview of Utica's urban planning and its historical context is given. In the introductory part, the situation in Utica is compared to the global need for refurbishments of cities. Then, special emphasis is to determine the qualities that once allowed for Utica to grow. Another emphasis is to see whether and how technology played a role in the urban planning. Finally, a reference is made to two different geothermal applications – existing and planned. Therefore, we can easily see the potential problems and possibilities on applications in future. The value of this research is that it tries to focus on the specific aspects of geothermal in cities and it continues the discourse on energy planning and its integration within urban planning. The contemporary context of planning is discussed.

The literature reviews and their results are explained prior to presenting this case study's original scientific research in the results chapter. In conclusion, by using interview method and exchange of knowledge that occurs this way, a potentiated knowledge on geothermal energy can influence urban development understanding. More particularly, understanding of both for academia and practical applications and the bond between them. With a synergy of various stakeholders, in cities, a geothermal project is successful and next levels of utilizations can be expected. What can be done in the future is to make a quantitative assessment or model of Utica's urban development and to try to make geothermal a regular component in urban planning. In other words, a local resource can play a greater role. Based on the interview, change of demographic numbers and more interest among young entrepreneurs in Utica can support geothermal as well,

in synergy with other initiatives leading to sustainability of the city.

Keywords: Planning, Geothermal, re-thinking, cities, interviews, change, ecology, sustainable

The project of archaic

Purpose and place in the work of Peter Zumthor

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Abstract. What are the original connections between the human's primal being and man's act of making? Would it be possible to be drawn in a study between the archaic and architecture? The proposed dissertation pursues these questions in order to discuss the position of Peter Zumthor and his relevance within the wide contemporary architectural practice. The dissertation will argue that the unitary character of smaller works such as the chapels Sogn Benedetg and Brüder Klaus expand the specific contents of their programme while, simultaneously, condensate the broad surroundings of their site. Moreover, the chapels will be taken as a 'comparative case' that shape the thematic production of an architectural practice that refuses to fit into any categorical style. Instead, one should be talking about concepts and ideas. The main one deals with the construction of atmospheres, a well-established claim by the Swiss architect. The curiosity is now placed in what precedes that formulation. Hanging on the start – "I love beginnings", is supposed to have been said by Louis Kahn –, an attempt is made as The Project of Archaic. Supporting the main frame, the drift of the discourse will range between the Purpose and Place in the work of Peter Zumthor.

Keywords: Archaic; Purpose; Place; Matter; Time.

Garden design and civilization processes

The role of the religious and mathematical perspectives in the first public gardens of Romania

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Abstract. Since the Early European Modernity, gardens were designed and used for countless purposes, but some of the most famous were created as political, cultural and economic statements and, sometimes, even as instruments for modernizing and civilizing societies (first created by/for a privileged few, and later, for the general public). If such gardens were built in Western Europe for a relatively long period of time, the first similar examples were created in Romania only since the mid 19th century. However, the Romanian society was not used to the European types of gardens, and the Romanians had had a very different opinion over what a garden is or what it should suppose to represent. To this end, the first foreign gardeners and landscape architects that designed private, but most importantly, public parks in Romania had to resort to a series of artifices through which to implement Western European garden design principles in some typical Romanian gardens and public spaces. One of the most interesting such artifices was to mix religious aspects and religious celebrations with wide mathematical views and architectural perspectives.

To this end, this paper will focus on how the first foreign landscape architects created new local garden design techniques in which they mixed arts, architecture and religion in order to create cultural spaces, urban sanitation 'devices' and, indirectly, also obtain civilising instruments.

Keywords: garden history; religion; perspectives; modernizing; civilizing instruments; Romanian gardens.

Urban collective spaces for super-diversity

Antagonism of affinity

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Abstract. Urban Collectiveness and Super-Diversity are both of great importance in today's city, collectiveness, as an at long last countermovement towards Brussels fragmented and raptured cityscape.

Parallel to these matters is Sint-Joost-Ten-Node, by statistics (Brussel Institute for Statistic and Analysis (2015), the most dense municipality of Brussels; surface area 1,1 km² /population 27.332 / nationalities 153.

Walker's (De Certeau, 1984) perspective presents us: infrastructure equals public space, as if lost in a grey urban jungle of row houses and urban fractals.

How can we make future collective spaces for super-diversity? - can we transform conflicts and needs into fruitful design strategies? - can we redistribute the social and spatial infrastructures to accommodate inclusiveness and productivity?

A public creation where we can pride ourselves on a large and remarkable scale that could solidly be anchored in people consciences and cultures (Cohen,2002). To break open today's accepted views and illustrate: 'perception of a space is dynamic because it is related to action- what can be done in a given space - rather than what is seen by passive viewing' (Hall, 1966).

GESU The closest possibility to open a space for a different type of "seeing"
/ for a different 'music' to be heard. The stone upon one can build.

To develop a capacity to shift so that all can sense and articulate emerging futures, both individually and collectively, Gesu should be the canvas. The power of inviting the residents to become co-creators.

I DON'T LIKE HOTELS, DO YOU?

Design leap!

Developing a divergent tool through film for use within the architectural design process

Matthew Hynam, Rachel Sara, Jonathan Moseley, Bill Gething
The University of the West of England

Abstract. This paper and accompanying short films (www.designleap.org/478/) have been produced to inform the development of a wider design research based PhD. The aim of the PhD is to develop a divergent tool to help designers be more creative within the early stages of the architectural design process. The paper and films are a snapshot of the tool's development to date and comprise the examination of a series of design process tests by the researcher, who is an architect and architectural students from the University of the West of England. The selection of testers for this stage of the research was based on availability sampling.

The paper is structured into four distinct sections, which emerged whilst analysing the short films. These sections are fixate, diverge, leap and verify and are mapped onto Wallas' 4 stage creativity model (1926).

The analysis of the films identifies the importance of divergent activities in supporting emergence (as opposed to a singular 'creative leap'), in which new, previously unrecognised properties become apparent through the design process. The research has highlighted the importance of a balance between divergent and convergent activities within successful creative processes and has developed a filmic framework for exploring the architectural design process. This is particularly pertinent at a time when the architecture industry, driven by efficiency, is moving towards convergent step-by-step processes and away from divergent processes and creative possibilities.

Keywords: Divergent; Tool; Film; Creativity; Practice.

Strategic goals for physical activity reflected in urban planning documents

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Abstract. Different European countries have objectives developed at the national and local strategic levels, describing general aims of physical activity promotion and general requirements for urban environment to encourage active lifestyle. However, there is a gap between strategies and specific urban planning and design solutions, as objectives described in different strategic documents often do not appear in any planning and design guidelines, making those objectives quite difficult to achieve.

This article demonstrates research on 10 European countries' national strategic documents, and capitals' strategic and urban planning and development documents, which address urban planning and design to promote physical activity. Having active living or physical activity strategic objectives at the national level, only some of the analysed countries have national cycling and green infrastructure development plans. Furthermore, only few capitals showed physical activity strategic objectives integrated in urban planning and design guidelines at the regional level. Based on the chosen case studies, a diagram of interconnections at different strategic and planning levels has been developed, proposing specific guidelines for physical activity strategic objectives' integration into urban planning documents.

Keywords: Active living; physical activity; urban planning; national strategies; cycling plans.

Typological and architectural patient's room design in psychiatric residential care facilities in Slovakia

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Abstract. This article analyses existing building interior conditions in specialized psychiatric facilities in Slovakia, with special attention on patient's room. The main aim is to understand, to what extent can architectural design help in creation of more pleasant interior environment that would support the process of treating of depression and seasonal affective disorder (SAD). Objective



functional parameters of existing architectural conditions are obtained from the building

plans and documentations, verified by visits form, were the basis of the architectural design principles of the most common patient rooms of psychiatric facilities in Slovakia. They were created two basic proposals patient rooms in the monitored hospitals, under the recommended values (if available) found in Slovak literature and inspired by British standards and U.S. mental health design guide. The identified problems of carried analysis were eliminated as much as possible without affecting any structural floor plan and significant changes.

Keywords: Psychiatric hospital; patient's room; design; architecture; depression.

Synaesthetic scape

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Abstract. This research project is an interdisciplinary venture which introduces the term 'synaesthetic scape'. It explores the combination of 'synaesthesia' with virtual spatial environments or 'scapes'. Synaesthesia describes cross-sensations; for example, it denotes the rare capacity to hear colours or taste shapes.

The research combines synaesthesia as a cross-sensory model with the use of virtual scapes in architectural design practice, where users' sensory associations, perceptions and emotions are blended. It thus explores possibilities for how architects might design in a synaesthetic way.

The aim is to contribute to the design palette of architecture by developing the expressive values of design tools. The findings will be relevant to the design of virtual scapes and the design process in architecture more generally.

The project is organized into two areas of research:

The first area is theoretical and it explores synaesthesia and architecture to set the context in which synaesthetic scape will have relevance and meaning within architectural practice.

The second area is practical and involves repeated experiments, starting with a pilot study to test a previous work ("Sound Space": animated work 2002). This study involved both quantitative and qualitative methods. The results and insights of the pilot study have informed the design process of the current 'synaesthetic scape' (PhD. project).

Keywords: architecture; emotions; sensory perception; synaesthesia; virtual scape.

Learning from Tissergate

"Thinking and working on design of dense urban communities for tomorrow with a new social order and communicate this with appropriate tools to explicate the research more precisely and to experiment with own forms of discourse to open a social debate."

Frank Delmulle

Abstract. How can we provide quality space, in a world evolving towards a man-centered planet (the Anthropocene), for 9 – 12 billion people by 2050? Can architecture play an important role in this necessary evolution? This issue has been relevant for a long time and is increasingly gaining importance because of the growing world population.

Alternative residential communities, based on the concept of the ksour and participatory democracy, can be a solution to deal with the growing and aging population.

A discourse concerning such concepts, can work out an evolution from our present passive treatment facilities, where elderly become consumption objects hidden in society, to structures that improve the quality of living. We want to explore this social issue through architectural and planning parameters based on several projects.

With reference to the research model, Ksar Tissergate, a historic village located in southern Morocco, we look at a number of contemporary projects by Delmulle Delmulle Architects which incorporate the intrinsic qualities of the Ksar by creating new strategies for future projects. These projects are a prospectivism for the future and must be an effort to optimize the available space in a physical and human context. From a holistic research through an academic architecture terminology, evolve to an architecture that aims to optimize the available space and to sublimate the physical and human context, by means of pragmatic created total spaces.

Axonometric drawings are therefore used as ‘interfaces’ clarifying the relationship between man and space through a simplification of complexity.

Keywords: Prospectivism; social capital; human context; materiality; experience

Sniffing for culture: Learning about medieval history through churches using Go Walkeez, a child-centered engagement tool

Kazz Morohashi
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Abstract. Whilst buildings of historical significance form part of our urban landscape, there is broad agreement that much of their heritage value remains under-explored, especially by children. The city of Norwich, for example, boasts the largest concentration of medieval churches north of the Alps (Medieval Churches of Norwich Project). While the churches are well integrated into the city's cultural fabric, there are currently few child-focused schemes to inform children about their significance. This paper presents an applied design approach to cultural engagement employing Go Walkeez—a cultural engagement system and tool that involves children walking a special toy dog and using a mobile app to photograph their experience—and investigates its use as an educational tool through a collaborative project with University of East Anglia's Medieval Churches of Norwich Project (MCNP) team. MCNP is a research project investigating the history of medieval churches in Norwich. Together, our objective was to establish a link between cultural engagement and cultural learning. A detailed outline of our pilot project—a children's medieval churches walking trail—and user feedback in addition to thoughts for future design considerations are also given.

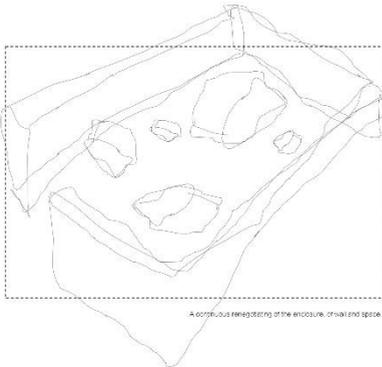
Keywords: Cultural engagement; cultural education; child-centred design; heritage in built environment, interdisciplinary collaboration

Of fragments: taxonomic landscapes: markings of a threefold practice

Tomas Ooms
KU Leuven, Faculty of Architecture

Abstract. Of Fragments: Taxonomic Landscapes: Markings of a Threefold Practice is an exhibition-installation created for the CA2RE conference. Taxonomic Landscapes are developed as a method of reflection and giving an account of the 'Yard and World: to draw a distinction: an architectural inquiry (into the liminal)' PhD research. Since the Taxonomic Landscapes are partially created in situ, this paper cannot give an account

of the actual Taxonomic Landscapes that will be on display during the CA2RE event. The paper will briefly contextualise the Taxonomic Landscapes within the PhD and show a selection images from previous installations of Taxonomic Landscapes as a 'contrapuntus' to the theme of the text.



Taxonomic Landscapes; Markings.

Keywords: Practice Based Research; Fold; Fragment;

The painting's edge

Wayne Robinson
The University of Chester

Abstract. Painting's internal space acts as a means of engaging with the externality of the world in which we live. The delimited form of painting sets out to contain the otherwise boundless, externality of the world, offering security to the spectator (Berger). The peripheral edge of a painting is an area of uncertainty, a place where one's experience may become heightened, a space we encounter in an adjusted mode. "Causal vicinity" (Gell) instigates and enhances sensual interactions in these liminal areas. The external edges of the picture plane, understood in terms of the Parergon (Derrida) and heterotopian spaces (Foucault) share common characteristics centred on uncertainty, betweenness and unpredictability. The mnemonic nature of human memory and its inter relationship with the act of painting, may be prompted by the signs contained within the material of the picture plane, such as pre-semiotic, semiotic and supra-semiotic information. This includes and extends to objects placed on and around the borders, where outer edges can support and promote other less certain forms of signification through complex, cross dialogues and inter connections. This paper considers how 'trigger objects' placed within these liminal areas; the edges and borders of paintings, affect the reading of the picture plane.

Keywords: Painting; liminality; Parergon; heterotopian-space; betweenness.

The village building

Consequences of a theoretical reconfiguration of settlement

Britt Sørlie

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Abstract. A concept for a new typology was developed as an entry to an architectural competition in 2006; the Village Building. This compact development strategy for the Norwegian countryside constitutes a three dimensional framework of public infrastructure within a cube of 130 by 120 by 100 meters. It is a multifunctional community for 5000 inhabitants. A public square sandwich, a scaled up country courtyard, with a public street revolving around it upwards, defines an urban and civic space within the cube. The Village Building is a decentralization strategy on a national level, but a limited centralization strategy on a local level, challenging sprawl.

The Village Building is the starting point for this research, where the goal is to find some of the social and environmental consequences of this experimental project, and to make a contribution to the research field of sustainable settlement. As an iconographic diagram, the Village Building is not a fully designed project, but a flexible framework that can be interpreted and developed differently.

Different interpretations of the diagram create the basis in a process of identifying social and environmental aspects, where issues of compactness, technology, infrastructure and the borders between public and private space are essential.

Keywords: Settlement pattern; land use, sustainability; public space; infrastructure, compact living; megastructure; hybrid; social condenser.

Multiple narratives and boundary spaces

The transformation of collectives in the Xinyuanli neighborhood in Beijing

Tiany Zhu
Technische Universität München

Abstract. Urbanist research encounters the discord between the solidity of the physical environment and the fluidity of social boundaries, especially when interpreting activities at community boundaries. The concept of "boundary space" is employed to overcome the defects of the conventional concept of community boundary when confronting dynamic, ambiguous and contingent urban situations. To investigate how the two boundaries interact and mutually create experienced realities, Paul Ricoeur's theory of narrative is applied explaining the function of interpretation of actions in space creating and reality construction. The theory is also used to examine the effect of multiple narratives on the interactions of the two boundaries and to discuss the formation and transformation of collectives in this process. This is followed by a case study in the Xinyuanli neighborhood in Beijing. Narratives connect physical and social boundaries in the present and history. While performative actions at physical boundaries enter multiple narratives in which social identities and their boundaries are created and presented, the situation in the emerging boundary space aligns the personages and intrigues as one collectively experienced event. In this way individual identities and collective are created mutually transformed.

Keywords: Narratives; boundary space; identities; collective; urban Beijing.

Publi/Cities

An interpretation of housing consumption conditions on the basis of the spirit of optimism conveyed by advertising

João Almeida e Silva
University of Porto, Faculty of Architecture

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Abstract. Between the 1940s and the 1980s Portugal's housing stock underwent major expansion. During this period, large-scale housing construction aimed to overcome Portugal's major housing shortages, through extensive building of mid-rise buildings and the beginning of major real-estate developments on the outskirts of the largest cities. This phenomenon was not only a decisive factor in definition of urban expansion, it also contributed to the emergence of a rising

middle class, whose increased purchasing power changed the relationship patterns between houses and modes of habitation (and ultimately also with the city itself).

Advertisements – specifically those published in Portuguese specialist architecture magazines – now offer us the possibility of reinterpreting this phenomenon in the light of one of advertising's intrinsic characteristics: the use of an optimistic narrative, that aims to stimulate the desire for a specific product while changing the parameters of that which is

considered to be "desirable". This desire played a decisive role in the consumer-user's acceptance of the proposed housing typologies and urban models.

Using a selection of advertisements published between 1946 and 1988 in the magazines, *Arquitectura* and *Binário*, we will provide an overview of advertising – from construction to consumption – and the manner in which advertising has accompanied the urbanisation process. We will analyse images of urban and domestic life that have embodied and shaped this process and which in turn have been shaped by advertising, seeking out the proposed models and the underlying lifestyles. On the one hand, we will demonstrate that the housing complexes revealed via advertising observe a logic intended to create desire in the consumer-user, by systematic recourse to a narrative anchored in the promise of "unpostponable happiness". On the other hand, we will see that, for this reason, such advertisements have assumed a unique role in the dissemination of several key goals that have defined urban growth, in particular in terms of interpretation of the taste and aspirations of the population as a whole.

Keywords: City; housing estates; habitation; dissemination of taste; consumption; advertising.

The Loaded 'In-between' as First Space

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Abstract. SVET VMES is an architectural practice from Ljubljana, Slovenia, that analyses the existing dilapidated educational and public interior/exterior 'in-between' areas, to situate the sore points and to

remediate, heal and transform them into places of events, potential, comfort, interaction, negotiation, delight and seclusion - the 'loaded nooks'. The importance of SVET VMES' 'continuous act of loading' into the sore 'in-between', within longer, renovation processes, will be explored through the analysis of existing Instructions for Building Elementary Schools in Slovenia, where architectural design is overly controlled by the 'A+B+C' formula allowing little design experimentation and delight. Our schools, designed as cost efficient, durable and sustainable machines, will be put under scrutiny. A notion of 'loaded in-between' will be introduced through the society of various loaded nooks that have the potential to gradually transform the sore left-over into a healthy and active informal First Space in educational buildings.

Photo by Matevz Paternoster

Framework for Tectonic Thinking, a Conceptual Approach

Udo Garritzmann
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Abstract. This research paper is a contribution to the field of architectural design theory in the area of tectonics. From the designer's point of view, it will develop an overarching conceptual framework for tectonic thinking (FTT), which will serve as a tool for the comparative analysis and interpretation of a wide range of tectonic motifs and design positions. The understanding of tectonics will be broadened and differentiated. The conceptual framework will be developed in writing and in hand-drawn mappings. This comparative method assumes not one single, supposedly right, meaning of tectonics, but several different meanings. The conceptual framework will employ the following oppositional poles as distinguishing criteria: *loadbearing construction* versus *non-loadbearing construction*, *solid construction* versus *filigree construction*, and *tectonic expression* versus *a-tectonic expression*. It does not assume a value judgement beforehand about any of these positions. Also a-tectonic design positions will be regarded as valid positions within this framework.

Keywords. Architectural design theory; practical aesthetics; tectonics; a-tectonics; *venustas et firmitas*.