Production of Digital Space

1 | Which Space?

The topics of this seminar introduce the idea of multiple types of spaces and overview the contents of the whole series.

2 | Lived Space

This is the first of the two theoretical seminars that set out the discussion. It reflects on the nature of architectural output and argues that lived spaces, or places, rather than buildings or objects as such, are its ultimate goal.

3 | Design Space

This is the second theoretical seminar that considers how the architectural outputs discussed in the Lived Space seminar can be achieved in creative practice. It highlights an understanding of creativity as distributed and points out to the existing and potential benefits of this interpretation.

4 | Representational Space

The remaining seminars utilise examples to consider several types of spaces and their applications to creative practice. This seminar focuses on various understanding of representation from visual, to communicative, to campaigning, to political and emphasises the fundamental role of representation in social construction of spaces and in distributed creativity.

5 | Virtual Space

This seminar uses examples to consider virtual spaces from technical simulations to games emphasising virtuality as a powerful means of translation.

6 | Parametric Space

This seminar demonstrates examples of parametric spaces and considers their implications for the architectural outputs and the creative process. It explains how processes of representation such as those given by virtual spaces are fundamental to the new approaches to designing supported by parametric, procedural and algorithmic techniques.

7 | Augmented Space

This seminar uses examples to consider increasing interpenetration between analogue and digital domains. It returns to the discussion of architectural outputs and illustrates types of inhabitable environments - lived spaces - that could benefits from the involvement of architects and yet to not take form of buildings. This seminar reflects on how such environments and their designing depend on representation, virtuality and proceduralism.

8 | Networked Space

This seminar uses examples to demonstrate how hybrid environments - augmented spaces - link together creating new types of global systems where objects can have memory, intelligence and ability to communicate with each other and with humans. The existence of contemporary networked spaces depends on versatile representation, virtualisation, proceduralism and augmentation discussed before.