



STRANGE GARDEN

The Mini-Symposium "Strange Garden" is organized by Interaction Design as part of the "Spatial Interaction" course in collaboration with colleagues from Computer Aided Architectural Design (ETH) and from Master Transdisciplinary Studies.

TUESDAY 8.3 2016
PROBEBÜHNE 1.D08
TONI-AREAL



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Zürcher Hochschule der Künste
Zurich University of the Arts

Talks

09.00 - Moritz Kemper and Joël Gähwiler

Strange Garden

A short introduction to the day, the general topic of the Mini-Symposium and the upcoming work in the space.

09.30 - Luke Franzke

Decay & Ephemeral Electronics

Introducing the emerging technology of transient electronics, and its impact on the future of interaction.

10.00 - Christoph Brunner, Ernesto Coba and Rosamund v.d. Westhuizen

Texturing Space

A Mobile Lab for Urban Research.

10.30 - Break

10.45 - Karmen Franinovic

Active Architecture

Reflections on design, qualities and values of responsive environments.

11.30 - Mihye An

Affair with Network

Stories of network ability in media architecture and various garden breeds.

12.00 - Lunch

People often come to a garden to seek relaxation and connectedness to nature through sensorial and caretaking experiences. A garden is a place of growth, transformation and decay, but above all a place of care. In this, both natural and artificial space, humans begun to manipulate living plants, for better or for worse. A gardener grooms his garden by sometimes following nature's cycles, offering nutrients provided by the animals to the soil.

Workshops

13.30 - Selina Reiterer

It's all about Arrangements

A visual exploration of reliant networks.

15.00 - Luke Franzke

Decay & Ephemeral Electronics

DIY construction of light emitting electronic devices made from paper and other ephemeral materials.

16.00 Christoph Brunner and Karmen Franinovic

Responsive Space as an Urban Knot

Gathering flows of urban experiences.

Our Strange Garden has two soils: one large surface hanging above us and one below our feet. These soils are rich of seeds which can enable various experiences to emerge. They can be connected physically and through their media responsiveness. The surfaces will be populated by luminous, sonic and moving stuff which can expand and evolve, connected through the soils and the space between them. Like a gardener, who negotiates and guides various materials and informations streams such as flows of seeds and bees, inhabitants may groom this digital-physical environment the same way.