



Tutor: Thierry Berlemont / Semester 2 / Mediating Tactics / Language: English / Campus: Brussels

## //MAINFRAME

In this studio we consider architecture as a (material) practice that produces interfaces and not merely objects. Interfaces are the places where systems meet and interact, or the devices that are in-between and qualitatively modify the relational encounters between us and the natural and artificial environments that we inhabit. Architecture is thought of in terms of a search for the adequate adjustments to dwelling in context, rather than in terms of the production of buildings. The classroom shown in the photograph above is emblematic for such an attitude. It suggests a shrewd understanding of place and what is needed to modify, construct, and recursively re-construct it. Part of the architectural intelligence is situated in the fact that this interpretation of a classroom is not equated with a preconceived model of a classroom as an enclosed space in a building. It rather expresses appropriate and suitable material interventions that organise activities in a particular manner, and that determine the relation between the dwellers or users and the specific conditions defined by place and circumstance.

## //PROCEDURE & OUTPUT

The aim is to design one or more *processes* with their embedded events and situations rather than objects. The most important feature of objects is their constancy with respect to certain (cognitive) actions. A process, on the contrary, represents an ongoing change that is the result of the interactions between the different actants involved. The output will be multi-modal, i.e. combining the several expressive means that are available to articulate a non-existing and fictional reality. Since must have the capacity to show both moments and movements, both intermediate and temporary states and the transformations that happen through a more or less extended time-lapse. The outcome at the end of the semester will be an architectural fiction formatted as a story with its made to measure scenery composed of simulations with imagery and tangible material installations. Those will also have to be produced on a weekly basis as a means for sharing, conversation and assessment of ideas and proposals.

## //REFERENCES

Brady Burroughs, *Architectural Flirtations*; Georges Perec, *'Species of Spaces*; Jill Stoner, *'Toward a Minor Architecture*; Michael Spooner, *'A Clinic for the Exhausted*'; Zuzana Kovar, *'Productive Leakages*'; etc.