



**IDEALLY
THIS SIGN WOULD
BE DEEPER**

Analog

At Play

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Chasing Accidents



Experiments with Steel Pipes, Riccardo Dalisi, Naples, 1972

"In a digital recording studio there is no moment from lived experience that is captured forever and unalteredly so. An analog recording is like an accident. On tape there was no undo, you could try again, if you had the time and money. But you couldn't move backwards. What's done, is done, for better and worse."
Ways of Hearing - Damon Krukowski

The studio is an exploration of architecture through the perspective of the physical, analog experience. We will observe, articulate and measure the impact and implications of objects, surfaces and space onto the human body, from the individual to the urban scale.

The explorations will be done through reiterative physical models that are documented in videos, adding variables like time, light and sound to our perception of space. Digital tools are used to enable analog building methods, but shall remain backstage. With an open and experimental mindset, we are looking to uncover the consequences of our gestures, looking for the unexpected and unplanned.

At Play



The Event of a Thread by Ann Hamilton, 2013

"Play is to create, to discover, to proceed in half-serious mood to experiment with one's culture."

Creative Playthings Catalogue 1964

The framework for the analog is Play.

Play is the one unexplained biological trait: all mammals do it, the smarter the mammal, the more playful they are. Yet it doesn't make sense from an evolutionary standpoint: it requires energy, doesn't serve any evident purpose and is dangerous. And maybe because of that the notion of play is so ubiquitous. We play games, we play instruments, we play sports, we play in plays, but play lives well outside of any framework: it can be recognized in the rites and rituals of any society, in gestures and words, in the way we dress and perform on a daily basis.

Thinking of it as an integral part of the city, we will aim to identify and define ways of play. Analyzing the structure and parameters of your version of play, you will develop tools to deploy it at various scales and use it as a driver in the creation of an architecture.

Framework



All - Maurizio Catellan, Guggenheim New York , 2011

Part 1

Observe, explore and define Play. Make a conceptual model to illustrate your notion of play.

Part 2a

New York City's current environmental issues (air and water quality) and economic realities (43.6% of the population is living around the poverty line), are exacerbated by the development trends and climate change. Speculate through the lens of play radical strategies that could be applied at city wide scale to make New York a healthy and safe city for the next generations to come. Develop a video to illustrate the strategy and how play plays into it.

Part 2b

Design a fragment of the above strategy at a 1:1-1:20 scale, in physical model. Explore how the design is driving the notion of play.

Part 3

PS 188, The Island School, is located on the Lower East Side of Manhattan, and serves 450 Pre-K to 8th graders. With 47 percent of the students homeless, it offers a Community School Model with families health services, an after-school enrichment program, and Makerspace. The Island school is framed by the Wald Playground, run by NYC Parks and Rec department. The studio aims to address through design the complexity of the mixed programs, as well as proposing a further development through supportive housing and public programs.

Folding in Part 1 & 2, design the project to allow the optimization of its role as a community space and mixed public program on the one hand, and a school and place for kids on the other.

The existing building can be altered or demo-ed, pending justification. Use physical models at various scale to address the urban as well as the individual. Use video as a tool to explore the power of the design and its reflection of play.

Everything Else

Schedule & Deliverables:

September 5th Intro

September 12th Part 1 - Deliverable Physical Model, Scale may vary

September 19th Part 2 - Deliverable Video of Urban Strategy

September 25th Part 2 - Physical Model of Fragment, Scale may vary

October 3rd Part 3 - Studio wide Site Analysis - Deliverable Video & Collage

October 21 Mid Review - Deliverable Part 1 & Part 2, Part 3 model and video

December 6 Final Review - Deliverable Part 1 & Part 2, Part 3 model and video

- * Students can choose whether to work individually or in groups
- * Videos are not by default narratives or documentaries
- * Drawings are at students discretion as long as the project is clear

To Read:

Homo Ludens: A Study of the Play-Element in Culture - Johan Huizinga

The Playgrounds and The City - Aldo van Eyck

Isamu Noguchi: Playscapes - Isamu Noguchi

The Playground Project 2016 - Xavier Salle, Vincent Romagny, Sreejata Roy, Gabriela Burkhalter

Ways of Seeing - John Berger

Ways of Hearing -Damon Krukowski

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