Course Syllabus

Hacking the Urban Experience II

Spring 2018

Building off the skills and experience gained in the first half of the class, this second session will look deeper into the possibilities of public fabrications to functionally alter everyday urban encounters. The built work will seamlessly hybridize with its existing surroundings to create a wholly new experience through these juxtapositions. Specific emphasis will be placed on programming space in a sensitive and flexible manner. The goal will be to create a proposal for a mobile installation that can accommodate future progress and participation - a malleable first draft that allows a feedback loop with the neighborhood to give back and evolve together.

The students will push the notion that learning occurs through making, doing, and interactivity; while giving primary focus to the designing of experiences in lieu of objects. How can you engage with a pluralistic public to have them become a partner in your work? How does that experience become fun, easy, and understandable?

The topic of this semester is "mobility." The course will conclude with groups designing, building, deploying, and testing a 1:1 scale prototype that can be rapidly implemented at various sites. Individual classes will comprise of a mix of lectures, discussions and hands-on tutorials, while work will be completed in fluid groups. Students will be expected to interface with city agencies, as well as strangers in the community, and other stakeholders. We will collaborate with the NYC Dept of Transportation, as well as local Business Improvement Districts and other community groups as necessary.

Schedule

Week 07: "BIG INFLATABLE SPACE"

Research into the flexibility and fluidity of flexible architecture. In-class tutorial.

Begin Flash Assignment 02 - design and fabricate a working mobile shelter

Week 08: "LIGHTWEIGHT URBANISM"

Conduct precedent research in to low end materials and "undistraction" space.

Review Flash Assignment 02

Begin Final Assignment with given topic and program

Week 09: "PARTICIPATORY URBANISM"

Incorporate open-ended programmatic specifications.

Guest: Emily Colasacco, Director, Urban Art/Summer Streets, NYC DOT

Week 10: "LIVING IN THE NOMADIC CITY"

Discuss role of community in temporal networks.

Week 11: "RESIST THE SMART CITY"

Interventions in the world of ubiquitous surveillance and computing.

Full scale mock-ups and materials testing. FabLab tutorials as required.

Week 12: "ACTIVE AND ENGAGED CITIZENS"

What is the role of architecture in promoting public commons. Final prep.

REVIEW_Final reviews will occur during the simultaneous activation of the student's installations at the shared, public site.