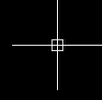




MSc INFORMATION BOOKLET



MSc 2
MSc 3/4
Spring 2009



www.delftschoolofdesign.eu

20 November | 2008

INFORMATION BOOKLET

DSD [MSc] FACULTY AND STAFF:

DSD DIRECTOR: Arie Graafland

Program Coordinator: Deborah Hauptmann

Project Leaders: Arie Graafland (Urban Asymmetries) & Winy Maas (T?F)

Urban Asymmetries Tutors:

Heidi Sohn, Miguel Robles-Durán, Gerhard Bruyns, Tahl Kaminer, Gregory Bracken, Lukasz Stanek & Marc Boumeester

The Why Factory Tutors:

Ulf Haukauf, Pirjo Haikola, Felix Madrazo, Tihamér Salij & Alexander Sverdolv,
Daliana Suryawinata & Young Wook Joung.

Architecture Thinking Instructors:

Tahl Kaminer, Roemer van Toorn, Heidi Sohn, Andrej Radman & Deborah Hauptmann

DSD (MSc) Student Assistant Team:

Timme Schunselaar & Roel van der Zeeuw.

DSD Secretary:

Annemieke Bal-Sanders

FOR MORE INFORMATION:

1. www.delftschoolofdesign.eu
2. dsdmastersprogram-bk@tudelft.nl
3. NEXT [IN DEPTH] INFORMATION DAY:
 - a. THE WHY FACTORY
November 28th, Room U (12.30-13.45)
 - b. URBAN ASYMMETRIES
December 3rd, Room C (12.45-13.45)

MSc COURSES SPRING 2009:

SECTION 1:

DSD MSc2: URBAN ASYMMETRIES

- > DESIGN STUDIO [15 ECTS]
- > THEORY SEMINARS & LECTURE SERIES [15 ECTS]

SECTION 2:

DSD MSc3/4: URBAN ASYMMETRIES THESIS STUDIO

- > RESEARCH & DESIGN THESIS STUDIO [15 ECTS]
- > THEORY SEMINARS AND LECTURE SERIES [15 ECTS]

SECTION 3:

DSD MSc2: T?F [THE WHY FACTORY]

- > DESIGN STUDIO & WORKSHOP [18 ECTS]

SECTION 1: URBAN ASYMMETRIES MSc2

**DSD MASTER PROGRAM FUTURE CITIES
RESEARCH AND DESIGN STUDIO
'Film / Video / City'
MSC2 SPRING 2009
URBAN ASYMMETRIES – SINGAPORE.
[15 ects]
[AR0044]**

1 Course description

Singapore is not like other cities, it did not gradually develop around a trading settlement, or a river crossing, it was simply invented one morning early in the nineteenth century by a man looking at a map. *Sir Thomas Stamford Raffles* decided that the *British Empire* needed a manufactory (trading post) half way between *India* and *China*, he signed a treaty with the *Malay Sultan* and *Singapore* became a *British* colony on 6th February 1819. Independent since 1965 Singapore has reinvented itself as an important node in the global city network, one of the handful of cities whose decisions have ramifications that reach far beyond its borders.

The Singapore Studio intends to explore the city of Singapore, theoretically and empirically, with the aim of designing urban interventions for the densely developed fabric of the city-state. These interventions will be the ultimate aim of the Studio, but the overall focus of the course will be on the process and not on the product.

The main **Research Questions:**

- How can one define an urban morphological structure of a 'global island'?
- In what way does architecture affect a larger urban context?
- How to apply architectural form *socially in an Asian context?*

2 Course outline

Part one: Introduction

- Lectures and seminars series aimed at gaining an understanding of the city of Singapore today [why it is the way it is, and the factors that have gone into its make-up.
- Overview of design strategies: [urban scale orientated]

Part 2: Empirical

- Study trip to Singapore
- Data and empirical collection of material in Singapore.
- Synthesis of Part 1 with material gathered and preparation of a design proposal – urban or architectural.

Part 3: Design

- Design definition and strategy formulation.
- Finalization and actualization of a design.

The **Assignment:**

Readdressal of a specific section of the city through an intervention focussing on different housing conditions and contexts. Design work would have to be equated to the higher scales of the urban, and the local scales of the neighbourhoods.

The **Site**:

A 10-day site visit is planned to Singapore. students will have an extensive island tour, with visits to the Urban Redevelopment Authority (city development – gallery with city models), Housing Development Board, and specific city areas as; Chinatown, Little India, Kampong Gelam, Padang, Raffles Place, Waterfronts, Orchard Road, Tanglin. Suburban areas (HDB) such as the pre-colonial regions of Pulau Ubin, Taman Warisan Melayu, Malay Village (re-creation in Geylang), will also be examined.

The **Studio Team**:

- Studio Participants: maximum of 12 select students (MSc2)
- Program Leader: Prof. Arie **Graafland**
- Studio Instructors: Gregory **Bracken**, Gerhard **Bruyns**, Heidi **Sohn** (program Coordinator)

Recommended **electives** with this course:

- FILM / VIDEO / CITY: Media Workshop [AR0043] (3 ECTS)
- FIGURES OF THOUGHT: Theory Seminar [AR0042] (9 ECTS)
- SEEING AND WRITING: Lecture Series [AR0041] (3 ECTS)

The **Sources** (Studio / Seminars):

Books: Urbanism

- Bhabha, Homi K., *The Location of Culture*
- Castells, Manuel, *The Information Age: Economy, Society and Culture, Volumes I-III*
- Graafland, Arie, *The Socius of Architecture: Amsterdam, Tokyo, New York*
- Michel Foucault, *Essential works of Foucault 1954 - 1984* (series), London
 - *Ethics, Subjectivity and Truth*, volume 1, ed. P. Rabinow
 - *Aesthetics, Method and Epistemology*, volume 2, ed. J. D. Faubion
 - *Power*, volume 3, ed. J. D. Faubion
- Grahame Shane, David, *Recombinant Urbanism: Conceptual Modeling in Architecture, Urban Design, and City Theory*
- Harvey, David, *The Condition of Postmodernity*
- Howe, Stephen, *Empire: A Very Short Introduction*
- Jacobs, Jane, *Cities and the Wealth of Nations: Principles of Economic Life*
- Jacobs, Jane, *Dark Age Ahead*
- Knapp, Ronald G. and Lo Kai-yin, eds., *House Home Family: Living and Being Chinese*
- Reijndorp, Arnold and Hajer, Maarten, *In Search of New Public Domain*
- Richards, Ivor, *T.R. Hamzah & Yeang: Ecology of the Sky*
- Roszbach, Sarah, *Feng Shui: Ancient Wisdom on Arranging a Harmonious Living Environment*
- Rowe, Peter G., *East Asia Modern*
- Sassen, Saskia, ed., *Globalization and its Discontents*
- Sassen, Saskia, *The Global City: New York, London, Tokyo*
- Sassen, Saskia, ed., *Global Networks, Linked Cities*
- Sudjic, Deyan, *The Edifice Complex*

Books: Singapore / City / Architecture.

- Byrne Bracken, G., *Singapore: A Walking Tour*
- Davidson, Julian, *Black and White: The Singapore House 1898-1941*
- Lee Kip Lin, *The Singapore House 1819-1942*
- Lee Kuan Yew, *The Singapore Story: Memoirs of Lee Kuan Yew*
- Lee Kuan Yew, *From Third World to First: The Singapore Story: 1965-2000 Memoir of Lee Kuan Yew*
- Li Xiaoxiang, *Origins of Chinese People and Customs*
- Lip, Evelyn, *Notes on Things Chinese*
- Lim, Irene, *Secret Societies in Singapore*
- Menzies, Gavin, *1421: The Year China Discovered the World*
- Powell, Robert, *Singapore: Architecture of a Global City*

- Powell, Robert, *The Asian House: Contemporary Houses of Southeast Asia*
- Slessor, Catherine, *Eco-Tech: Sustainable Architecture and High Technology*
- Sun Tzu, *The Art of War*
- Tan Kok Meng, *Asian Architects*
- Urban Redevelopment Authority, *Chinatown Historic District*
- Urban Redevelopment Authority, *Kampong Glam Historic District*
- Urban Redevelopment Authority, *Little India Historic District*
- Yeoh, Brenda S.A., *Contesting Space in Colonial Singapore: Power Relations and the Built Environment*

SECTION 2: URBAN ASYMMETRIES MSc3/4

DSD MASTER PROGRAM FUTURE CITIES GRADUATION STUDIO MSC3/4 SPRING/FALL 2009 URBAN ASYMMETRIES – LOWER EAST SIDE, NYC [30 ects]

STUDIO DESCRIPTION

The point of departure of the **URBAN ASYMMETRIES–LOWER EAST SIDE Studio** is that the relation of architecture to society can be determined via the relation of the building to the city. In this equation, **the city is the social**. New York's Lower East Side, a dense immigrants' neighbourhood with a rich cultural and social history, will be the departure point for the studio's work.

The **URBAN ASYMMETRIES – LOWER EAST SIDE Studio** will study the architectural possibilities of the social betterment of a neighbourhood which has been experiencing extreme transformation in the last couple of decades. It will focus its attention on the difficulties of bettering a neighbourhood without causing **gentrification**, on the problem of adding to an existing environment, and on the social function of architectural form.

The main **Research Questions**:

- How to improve a neighbourhood without causing gentrification?
- How to add new architecture to an existing urban environment?
- How to apply architectural form *socially*?

The **Assignment**:

The studio will analyze the neighborhood in relation to the city, and intervene in it by focusing on **housing issues** in this area.

The **Site**:

During Spring 2009 the UA-LES Studio will visit NYC for a duration of 10 days; stationed in the DSD loft in the Lower East Side of Manhattan, the studio will explore the city and the neighborhood. During this visit, the studio participants will hold a workshop with Prof. David Harvey, and consult a variety of experts in the topic.

The **Studio Team**:

- Studio Participants: maximum of 12 select students (MSc3/4)
- Program Leader: Prof. Arie **Graafland**
- Studio Instructors: Tahl **Kaminer**, Heidi **Sohn** and Miguel **Robles-Durán**
- Studio Advice: Lukasz **Stanek**
- Experts and critics include: Prof. David Harvey (CUNY), Neil Smith (NYC), Akke Visser, Stefan Metal (UvA, NL).

The **Courses**:

- UA-LES Design Studio (15 ECTS)
[AR3DSD020 - MSc3]
- [AR4DSD020 - MSc4] (20 ECTS)
- The Agency of Mapping (theory seminar)
& Media-Workshop [AR3DSD040] (6 ECTS)
- New Urban Questions - or Minor Infractions? [AR3DSD040] (3 ECTS)
- Architecture Thinking - Thesis Seminar [AR3DSD030] (6 ECTS)

The **Sources** (Studio Seminars):

Academic:

- Reyner Banham, Paul Barker, Peter Hall & Cedric Price, 'Non-Plan: An Experiment in Freedom', *New Society*, 13, no. 338, 20 March 1969, pp. 435-43.
- Walter Benjamin, 'The Author as Producer', Victor Burgin [ed.], *Thinking Photography* (London: Macmillan Press, 1982), pp. 15-31.
- Rosalyn Deutsche & Cara Gendel Ryan, 'The Fine Art of Gentrification', *October*, Vol. 31., Winter 1984, pp. 91-111.
- Anna Dezeuse, 'Thriving on Adversity: The Art of Precariousness', *Mute Magazine*, Vol. 2 #3, Naked Cities.
- Ben Franks, 'New Right / New Left: An Alternative Experiment in Freedom', in Jonathan Hughes, Simon Sadler [eds.], *Non-Plan: Essays on Freedom, Participation and Change in Modern Architecture and Urbanism* (Oxford: Architectural Press, 2000), pp. 37-43 [excerpt].
- Arie Graafland, *The Socius of Architecture: Manhattan, Tokyo, Amsterdam*. 2001.
- Rem Koolhaas, *Delirious New York*
- Johan Lagae, 'Reading Public Space in the [Non-Western] City: A Dialogue Between Zeynep Çelik and Wim Cuyvers', *OASE #69: Positions*, 2006, pp. 32-43.
- Jon Modalle, 'Guerrilla Gardening', *New York Times*, June 8, 2008.
- Neil Smith, 'The Evolution of Gentrification', *Houses in Transformation* (Rotterdam: NAI, 2008).
- Robert Stern [ed.], *New York 1960*
- Manfredo Tafuri, 'Towards a Critique of Architectural Ideology', K. Michael Hays [ed.], *Architecture Theory since 1968* (Cambridge, Mass.; London: MIT Press, 2000), pp. 6-35.
- Raymond Williams, 'Culture is Ordinary', in Ben Highmore [ed.], *The Everyday Life Reader* (London; New York: Routledge, 2002) pp. 91-100.
- Sharon Zukin, *Loft Living*.

Films:

- Jim Jarmouch, *Permanent Vacation*
- Martin Scorsese, *Mean Streets*
- John Cassavetes, *Shadows*
- *The Naked City*
- *Liquid Sky*

Literature:

- Paul Auster, *New York Trilogy*
- James Baldwin
- William S. Burroughs, *Junky*

SECTION 3: THE WHY FACTORY MSc 2

DESIGN STUDIOS AND DESIGN WORKSHOPS

1. The Death of Leisure City

The Next Resort

The Why Factory MSc 2 studio

Course code: AR0046

Prof. Winy Maas

Tutors: Felix Madrazo, Alexander Sverdlov

[AR0046: 15 ECTS]

Collaborators:

Lieven de Cauter, philosopher

John Jerde, architect

TUI, touroperator

Challenge

If in the past holidays to far destinations were about 'exoticness', now this word has lost its meaning due to globalization, mass traveling and mass tourism. Maybe we are spoiled... Sameness of leisure patterns all over the world turn leisure into a global routine; there is no more 'the other' to escape from our daily life. That is the danger of getting claustrophobic at the scale of the globe. Leisure might kill us. As much as we need to re-invent 'exoticness' and 'authenticity', we have to speculate on new forms of leisure itself. After all, how leisure today could be meaningful and exciting at the same time?

T?F invites you to research, theorize and design new leisure.

Studio format

The studio will consist of three parts: research, design and publication. Each student will participate in all parts, but according to the personal choice, focus on one part is encouraged. Individual interest from the student part will be given special attention in order to guarantee high quality graduation project.

Research

Together with our collaborators we will look into leisure from political, economic, social and cultural perspective. We will process various data and information in order to embrace the whole world of leisure and pinpoint its urban implications. Furthermore, we will make hypothesis on how leisure should become a creative force for our cities.

Design

Design assignments will be derived from the research conducted during the first mid-term. That should allow us to formulate several design themes, actual and sharp. Whether we will design the 'next holiday house', 'next exotic resort' or 'next leisure city', all projects should aim at being both pragmatic and visionary.

Open to max. 10 participants

2. Robotic City

-We make robots!

The Why Factory MSc 2 studio

Course code: AR0046

Spring semester 2009

Prof. Winy Maas

Tutors: Pirjo Haikola, Ulf Hackauf, Tihamer Salij

[AR0046: 15 ECTS]

The research is conducted both by the T?F team members as by the students in this studio. The research leads the students to their design project that explores the challenges and potential of an intensely automated, adaptive and responsive robotic city. The MSc2 students will learn, and share the knowledge, from research done autumn semester 2008 in the MSc3 studio. They will work together with the MSc4 students (however, each student on their individual project). Robotic City studio collaborates with ESA (European Space Agency).

What can be automated in a city?

The focus of the project is the influence that robotic devices, automation and developments around artificial intelligence have on the city and our life in an urban setting. The emotional aspects of our relationship with machines, computers and robots forms another important part of the research project. As Rodney Brooks illustrates, little is necessary for us as human beings to project human behavior and motivation into artificial constructions. Looking into literature and films show that these emotions mostly stretch from skepticism to fear. If we include automation in our views on the future city, we need to understand and address this part of our relationship to the artificial part of our environment.

In the Robotic City we can foresee an integration of multiple functions and products into the architecture and infrastructure of the city. In a smaller scale this is already happening in so called ubiquitous computing, an integration of information processing into everyday objects, activities and spaces. What kinds of new relationships will there be between people, objects and spaces? To what extent will our bodies function as interfaces to the environment? When everything is automated and transparent, where is excitement and danger?

Many futurists suggest that there will be even stronger relationship between virtual and physical environments. This is already resulting in merging of spaces and functions. How far can this merging go? If we implement future possible robotic and automated devices, what does it mean to the urban structure? Can the city thus follow and direct the human wish and demands? What becomes obsolete? What kind of professions will become extinct? What professions will appear? What does it mean to the future of labor force? What city sectors become important? Will cities become smart enough to support sudden change, will the city change faster than the inhabitants? What kind of cities can we think of? Soft Cities? Growing Cities? Self Healing Cities? Hyper-Automated City? Hyper-Transformable Cities? Cyborg Cities? Matrix Cities? What happens to the buildings; Transformer architecture or on the contrary, blank-white screen-architecture onto which different ideas can be projected?

Open to max. 10 participants

3. WEALTHFARE S(T)IMULATOR

The Why Factory MSc2 Studio

Course code: AR0046

February-July 2009

Prof. Winy Maas

Tutor: Daliana Suryawinata

[AR0046: 15 ECTS]

Challenging *welfare* into *wealth-fare*...

The issue of a city's prosperity is still *terra incognita*. Welfare is defined in the socialistic society as a status which the city maintains in order to meet the minimum standard of living conditions. Would anyone dare to question why does it have to be a minimum? Can we as architects/ planners envision the new universal measurement of prosperity?

There have been numerous amounts of studies regarding slum management and other poverty-related urban development, but little has been researched on the other extreme. We can imagine how poor one can be, but we have less idea on how rich we all can be. And when we are all 'rich', or when we have reached a very high living standard (which is the case throughout history that living standard has always been improving), do we know then what to build? What would be our spatial needs and wants quantitatively and qualitatively?

One key research issue is the Universal Measurement of Prosperity. MSc2 students will be guided to explore various measures and indexes which currently exist: like LSMS (Living Standard Measurement System), HDI (Human Development Index), quality of life index, and also poverty measures like Atkinson index, gini coefficient, robin hood index, theil index, etc. These measures will be evaluated to propose new formulas.

The studio will be conducted in steps: formulating research questions (defining specific topics, task distribution) -> collecting ingredients (exploring definitions, acquiring data, literature studies, interviews, on-site visits) -> evaluating existing measures (creating analytical tools, making conclusions) -> proposing new measures (creating a constructive design tool)-> design applications/ tests (preparing sites, using the analytical and design tools, making design sketches/ models/ drawings) -> revision of new measurement system (readjusting tools and formula with the feedback from design). The process is not fully linear and will be adjusted with the development of the whole studio.

There will be design workshop(s) involving The Why Factory, DSD MSc2 studio, and possibly other institutes. The workshop will engage financial experts, developers, and instances who have been involved on measuring poverty and prosperity indexes. The result will be simulations of the studio's proposed wealthfare measures on existing cities in the world which need prosperity boost.

Open to 8 participants.

4. Change

The Why Factory MSc 2 studio

The Why Factory MSc 2 studio

Course code: AR0046

Spring semester 2009

Prof. Winy Maas

Tutors: Young Wook Joung

[AR0046: 15 ECTS]

'There is nothing permanent except change.' and *'No man ever step in the same river twice, for it's not the same river and he's no the same man.'*

Heraclitus (Greek philosopher 544 - 483 BC)

Aim.

The Studio wants to address the critical point of architecture/city which wants to be slow and permanent. By stimulating the speed of change in the architecture and city, new ways of approach is possible. By looking at the nature which has a smart system adapting itself to new condition is the starting point of the project rather than constructing the line to regulate the nature. Architecture should be able to follow the stream of change. Because of the global climate and economic crisis, big changes are needed. Architecture which are the starting point of civilization are gaining more attention ever before and will lead the society again. Change is the key for the future sustainable system.

Change

As change is a fundamental word which could describe the world largely, studio will define the word first. These definition needs some model such as Thomas Kuhn's Paradigm Shift from 'the structure of scientific revolution', or Ilya Prigogine's Open System from 'Order Out of Chaos'. Artistic or scientific model which visualize the definition will be a reference besides the social model.

Future

To response to the changes, studies on the future are essential. Rather than looking to the past history the challenge will be on the future forecast. Various agencies and institute's data will be the resources to forecast the future. Collecting, scanning information and rearranging the hierarchy will be the task. How to understand and read the future is the goal for this section.

Image

All the forecast is word or data, visualization is the important task to understand or communicate. The studio believes on the power of the image rather than a word. Design the future changes or change the design.

Open to 8 participants.

Internet references

'Drivers of change' _ Arup Foresight

<http://www.arup.com/arup/skill.cfm?pageid=2496>

'Speed of change map' _ Social technologies'

<http://www.socialtechnologies.com>

Dr Patrick Dixon _ Future trends

<http://www.globalchange.com/Future-Trends/>

Future atlas

<http://www.futureatlas.com/blog/index.php/about/>

Future exploration

<http://www.futureexploration.net/>

Definition of philosophical change

<http://www.science.uva.nl/~seop/entries/change/>

Understanding change _ Scott London

<http://www.scottlondon.com/reports/change.html>

Future file book sources

<http://www.futuretrendsbook.com/sources/>

Massive change _ Bruce Mau and institute without boundary
<http://www.massivechange.com/>
World changing
<http://www.worldchanging.com/>

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