“Climbables” – experiments in spatial access structures

The three professional fields comprising the “AEC domain” – architecture, engineering, and construction – are closely related in practice by virtue of their common focus on the built environment, yet there are fundamental differences in the respective working methods and immediate design concerns of each field. With an aim to bridge the design-cognition gap between these sub-domains, this experimental design studio shall focus on the core issues of architectural perception, structural mechanics, and construction prototyping in a compact set of design criteria for building a temporary structure that affords a new perspective on a familiar environment: the UO campus.

Experimental design methodologies will be introduced and implemented in collaborative design teams that emerge from the introductory research phase of the design challenge. This initial phase will involve both the on-site exploration of intrinsically motivating design potentials and familiarization with current literature in the field of design research. Students are expected to actively participate in video and other forms of process documentation, reflective discussions, large-scale model building and full-scale prototyping, as well as in the final presentation of design thread development at the end of studio work.

Margit Rudy, currently resident and originally native of Austria, holds master and doctoral degrees from the Vienna University of Technology in architecture and building science. She completed her bachelor degree with a double major in physics and studio art at Williams College (Williamstown, MA) and also studied architecture at the University of Copenhagen and Columbia University. Her research activities focus on construction design research, information technologies for design-decision support, and visualization methods aimed at informing the architectural design process. This research work is reflected in and motivated by her professional background, which ranges from architectural design practice and teaching to software development and experimental public projects (see e.g., [link to website]).

Studio meetings: Mondays, Wednesdays, and Fridays, 1 to 5 p.m.