

ARC 586/686-B2 RAD LAB from IOT to XR

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Wednesdays 9.05 am – 12.05 pm

(location: RAD LAB)



The course will explore applications of XR in the production and experience of the built environment. It entails a series of experiments that probe different aspects of the XR family (Virtual Reality, Augmented Reality, Mixed Reality, Spatial Computing, etc.) and their associated techniques. The experiments will bring XR to enrich conventional practices in architecture and potentially yield new approaches, while developing synergies with other transformative agents such as AI and Blockchain.

Assignments will range from short exploratory exercises that should broaden the discussion to more focused and motivated problems for a purposeful deployment of XR in addressing pressing issues such as climate change impacts or healthcare.

We will use the technology as a tool in the design process to aid in developing, visualizing and testing projects; we will also deploy it as an essential aspect/component of the proposed object, building, or landscape. We will therefore approach XR as an environment that constitutes an architectural project in and of itself and not only as a medium of representation.

The course is also an experiment in new learning and collaboration modalities. While most of the work and interaction will happen in person and in the studio, some collective sessions will be conducted with avatars in virtual environments. The aim is to tease out and test the pedagogical ramifications of XR. Students will therefore have dedicated VR (Meta Quest 2) and AR (Magic Leap) headsets to utilize throughout the term, at home or in the studio.