



Hardware/Software 2.

KOSMOS Architects

Entwerfen Master ● 253.G52 ● 10 ECTS ●
SS2020/2021

weekly meetings on Thursday ● 10:00-16:00 ●
Hybrid mode in teams of 3 ● English ●
registration with portfolio via TISS

Online introduction 04.03.2020 10.00 - 16.00 ●
excursion to site in Vienna to be announced

Institut für
Architektur und Entwerfen
Gebäudelehre und
Entwerfen

We live in a rapidly changing world: economically, climatically, politically, and culturally; and architecture, as a tool of society, reflects its challenges. Architecture takes so long to get built, that in some cases by the time when the project is designed, all the permissions are received, and the structure is finally built, reality has changed so much that a newly built building has to undergo a renovation. That leads to unnecessary demolitions, transformations, and consequently – to an extremely unsustainable design process.

We as architects speak about green architecture, LEED certificates, energy-efficient buildings, but in reality after all those goals are achieved, we often witness relatively new, sometimes brand new buildings which are torn down, just because of their inability to adapt to new requirements and urban needs. During the recent pandemic crisis, we have witnessed how thousands of buildings around the world have transformed functionally without transforming structurally. The same happens during all sorts of crises: floods, wars, hurricanes etc. Convention centers transform to morgues, luxury hotels – into hospitals, stadiums – into housing for the refugees, and so on. We as architects should carefully observe this phenomena, research it and see how we can learn from these extreme transformations.

Instead of simply rebuilding the buildings we have to learn how to curate them and make efficient 24/7, but as well - to design it in a way that makes the adjustments as easy as an update of the App on a Smartphone or Program on a Computer. To install a new program we don't need to buy a new computer: we update only software but use the same hardware.

Therefore we propose to call this approach: „HARDWARE & SOFTWARE IN ARCHITECTURE“.