



Hardware / Software in architecture

Artem Kitaev

Großes Entwerfen ● 253.J72 ● 10 ECTS
SS 2023 ● applications with portfolio via TISS

Weekly meetings Thursdays ● 14:00 - 19:00
present format ● English

Intro meeting Thursday, 02.03.2023 ● 14:00
Site excursion (tbc)

Professor Tina Gregorič will join Mid Term and
Final Presentation ● 10.05.2023 ● 28.06.2023

ARCHITECTURE OF CRISIS:

We live in a rapidly changing world: economically, climatically, politically, and culturally. Sometimes urban challenges change faster than concrete gets hard. It causes constant reconstruction and demolishing of recently built structurally strong buildings. It makes the construction industry one of the most ecologically dangerous industries, accountable for almost a half of the pollution on the planet.

“HARDWARE/SOFTWARE IN ARCHITECTURE” IS AN ATTEMPT TO IMAGINE ALTERNATIVE APPROACH TO DESIGN, CONSTRUCTION AND TRANSFORMATION OF BUILDINGS.

Admitting inevitability of buildings to undergo unforeseeable changes the concept proposes to develop from the beginning architecture-to-change. The building consists of two main parts: 1) everlasting structure (Hardware) and 2) flexible functional infill (Software). The Software of the building could be easily adjusted to host a new function, while the Hardware would remain untouched, addressing urban, architectural and aesthetical challenges.

AT THE TIME OF DRAMATIC SCARCITY OF RESOURCES, EXISTING BUILDING STOCK SHOULD BE SEEN AS AN IMPORTANT RESOURCE FOR FUTURE DEVELOPMENT

Despite increasing growth of built area all around the world, the demand in infrastructure and new square meters does not run short. Working within perimeters of already existing cities and settlements is more efficient and responsible approach to satisfy new needs of society. Existing buildings stock preserves enormous potential for development. Adaptive reuse helps to minimize resources and energy consumption by using already existing urban resources and embedded in them energy. Working with existing built context roots new developments and connects history and future.

UGLY AND WORTHLESS: ALTERNATIVE TO DEMOLITION.

We will work with existing structures doomed for demolition. Buildings which do not have any historical or cultural value. We will look at the built structures first of all as at resource for the future development. Our goal is to show what could be an alternative to demolition. How can we work with existing structures, so the new construction require less material, new buildings will not reduce comfort for the users, construction process will go faster and in much more ecological way, and cities become more beautiful and exciting places to live.