



Hardware / Software in architecture

The Preservation Issue

Artem Kitaev

Großes Entwerfen ● 253.K27 ● 10 ECTS ●
WS2023 ● applications with portfolio via TISS

In collaboration with TU Innsbruck, Department of
Architectural Theory,
bplus.xyz Arno Brandhuber, Olaf Grawert, Jonas
Janke, Roberta Jurcic, Jolene Lee

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

Intro meeting Wednesday, 04.10.2023 ● 16:00 ●
Site excursion (tbc)

Midterm ● 29.11.2023
Final presentations ● 31.01.2024

PRESERVE:

TO DEVELOP INSTEAD OF TO PROTECT

To “preserve” (German: “erhalten”) means to maintain an existing structure. Fundamentally, preservation (“Erhalt”) emphasizes the adaptability of buildings, in contrast to protection (“Schutz”), which aims to retain a building’s original state. This perspective on preservation introduces concepts like adaptive reuse, where aging structures are repurposed while preserving their core characteristics.

How to preserve and efficiently use existing building stock, but keep it open for the future development and transformation - is the focus of this studio.

THE PRESERVATION ISSUE:

HOW TO USE EXISTING BUILDING STOCK TO SATISFY CONTEMPORARY URBAN NEEDS

What are the main characteristics we want to preserve, and how do we value them?

In times of climate change, can we still afford to preserve buildings exclusively based on their cultural value - their aesthetic, their style, their relevance?

How physical characteristics of a structure and embodied carbon can define new architectural approach?

How overlooked elements of built environment, often defined as ugly and worthless, could be used for development of contemporary urban infrastructure in environmentally responsible way?

How ordinary can be transformed in extraordinary?

“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 approach 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, addressing urban, architectural and aesthetical challenges.

THEORY AND PRAXIS: COLLABORATION OF GBL AND DEPARTMENT OF ARCHITECTURAL THEORY in collaboration students of TU Wien and TU Innsbruck will approach contemporary adaptive reuse challenges from different fields: theoretical and practical. TU Wien student will develop architectural solutions, while students of TU Innsbruck support them by expertise of legislation and narrative design. Proposals of students’ teams will offer architectural vision and strong speculative narrative. We will work with typologically similar buildings in Vienna and in Innsbruck, revealing potential of transformation of sibling project sites. Together, students will formulate a strategy for each typology/pair, comprising a design proposal and a narrative grounded in legislation, on how to adapt and repurpose the existing building.