NODE

research / education / encounters

an interdisciplinary design module

# WS 2018 / 2019 – SS 2019

UdK Berlin, Studio R 236 / Hardenbergstr. 33, 10623 Berlin

Studio sessions every Friday, 10am-3pm

Participants:

15 UdK architecture students

10 TU interdisciplinary students (Full- and parttime)

# Organizers:

Prof. Albert Lang, TU - Dramaturgy and Spatial Composition

Prof. Dr. Hauser, UdK - Art and Cultural History

Prof. Dr. Palz with Prof. Pfeiffer, UdK – Digital and Experimental Design

Prof. Dr. von Herrmann, TU – Literary studies

with

Prof. Dr. Dr. Schildhauer with Susanne Hamelberg, UdK – Berlin Career College (ZIW)

Prof. Dr. Heiß, TU- Vice President for Education, Digitalization, and Sustainability

Contact UdK Students: Prof. Dr. Palz / n.palz@udk-berlin.de

Contact TU Students: Prof. Dr. von Herrmann / h.vonherrmann@win.tu-berlin.de

# Project description

The two semester interdisciplinary design course investigates contemporary and future technological, spatial and communicative conditions for study and research on the example of the Campus Charlottenburg, an area located on the touching ground between the Berlin University of the Arts (UdK) and the Technical University Berlin (TU).

The project will be conducted by an interdisciplinary group of students from UdK and TU and should develop design proposals in differing scales, field- and theoretical work and performative actions with digital media. The collaborative research, discourse and design work should provide suggestions for the establishment of a programmatically versatile milieu of research, teaching and human encounters that can lay a fruitful ground for the different artistic and technological sensibilities and skillsets of both institutions. The course will attempt to gain a better understanding of these future practices of collaborative work between art and technology and their implications for design related fields. The project should conduct this investigation with a longer timeline in mind that projects a changing environment in regard to human-machine interaction, technology-inspired pedagogics-, dissemination- and research strategies, energy design, mobility and social interaction and others. Experimental strategies for on- and offline learning, engagement and research will be investigated during the summer-semester in dialogue with UdK´s Berlin Career College.

The organization lies in the hands of a group of teachers and project partners from both institutions and beyond. Students can participate as [a] full time participants (15 ECTS points), an engagement that requires continues studio work in the atelier at the UdK or with a more consulting approach [b] that is corresponding to distinct thematic project phases (5 ECTS) and requires presence at the intermediate and final presentations. A focus will be placed on the selection of suited interdisciplinary participants that can complement the more generalist skillset of UdK´s architecture students that form the core group. These participating students can come e.g. from energy design, sociology / psychology, process engineering, human-machine-interaction and others.

The project will build a theoretical trajectory that investigates the relationships between technological development and design practice, this research draws upon concepts for design, innovation and practice from cultural science and philosophy (WS 18/19).

The summer semester will give the students an insight into media-theoretical subject-matters and e.g. their implications for human-human or human-machine interaction. These aspects will be investigated in accompanying seminars conducted by the Institute for History and Theory of Design by Prof. Dr. Hauser (5 ECTS).

# Mode #1. Full-time participant (15 ECTS/semester)

Full time participation requires full-time engagement in the studio practice.

Modes of work:

* The student work will be conducted in teams of different interdisciplinary compositions over the course period of up to 2 semesters.
* Language: German and English

Deliverables:

* Full-time students will create, document and present theoretical and practical design proposals for a forward-thinking research, education and social environment for the Campus Charlottenburg. Students will work in many areas that include theory, analog/ digital/ hybrid modes of representation and engagement, cartography, film- and photographic documentation, media, energy design, urbanism, architecture and others.

Course content

* Students will get acquainted with inter- and transdisciplinary concepts and working methods and transfer them into a group´s design proposal. Students will reflect upon these new modes of collaborative working and its extended perspective on the conditions of design.
* The design work is enriched and discussed through a theoretical and a practical work in the studio and through seminars.
* Students will engage with a wide spectrum of computational media and receive basic and extended training in CAD/CAM strategies, parametric modelling and concepts of data visualization.

Mandatory:

* Participation in the excursions of the winter- and summer-semester
* Participation in the weekly studio critiques and all intermediate and final presentations
* Participation in min. 1 theory seminar of Prof. Dr. Hauser, UdK (5ECTS)
* High level of engagement

Desirable

* Extensive presence in the studio
* Curiosity for interdisciplinary work
* Communicative skills
* Good team player
* Content-driven working ethics
* Participation in the 2 semesters
* Self-organized
* Rigorous in research and execution

**Please send 1-page motivational letter and short CV to**

**Prof. Dr. von Herrmann h.vonherrmann@win.tu-berlin.de**

# Mode #2. Part-time participant (5 ECTS/semester)

Modes of work

* The student will work on research material and/or consult design teams along distinct thematically bound timeslots. Permanent presence in the studio is not required but welcome. Student should participate in intermediate and final presentations.
* Language: German and English

Deliverables

* Part-time students can work on data collection, coding and visualization, consult teams on specific design tasks or provide input/inspiration/discussion for the whole group through lectures or workshops. Exact deliverables will have to be decided personally in regard to the distinct discipline and favorable modes of working and representation.
* Time slots for the individual participation during the semester will be structured along a preliminary thematic timeline that will be handed at the beginning of the course.
* Contributions can include theory, analog/ digital/ hybrid modes of representation and engagement, cartography, film- and photographic documentation, media, energy design, urbanism, architecture and others.

Course content

* Students will get acquainted with inter- and transdisciplinary concepts and working methods. Part- time participants assist in the development of group´s design proposal. Students will reflect upon these new modes of collaborative working and its extended perspective on the conditions of design

Mandatory:

* Participation in the selected studio critiques and all intermediate / final presentations
* High level of engagement

Desirable

* Curiosity for interdisciplinary work
* Communicative skills
* Good team player
* Content-driven working ethics
* Self-organized
* Rigorous in research and execution

**Please send 1-page CV to:**

**TU Berlin Students: Prof. Dr. von Herrmann** [**h.vonherrmann@win.tu-berlin.de**](mailto:h.vonherrmann@win.tu-berlin.de)

**UdK Students: Prof. Dr. Palz** [**n.palz@udk-berlin.de**](mailto:n.palz@udk-berlin.de)