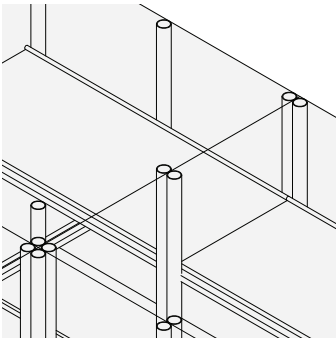
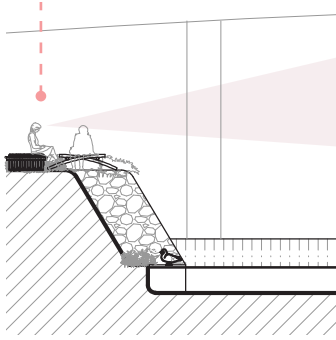
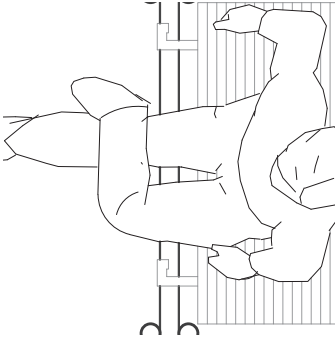
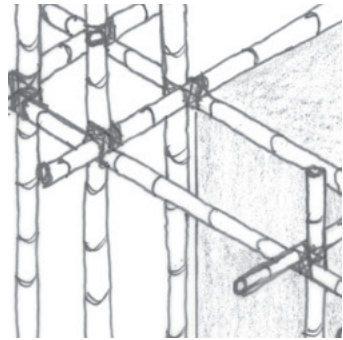


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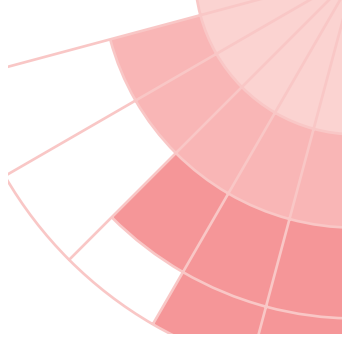
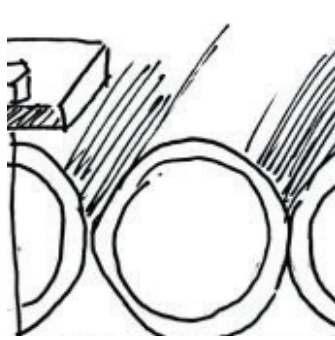
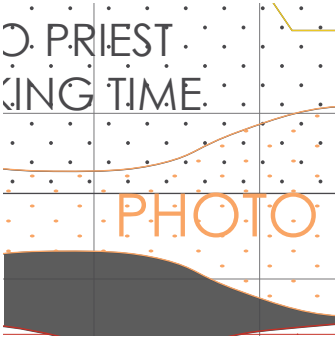
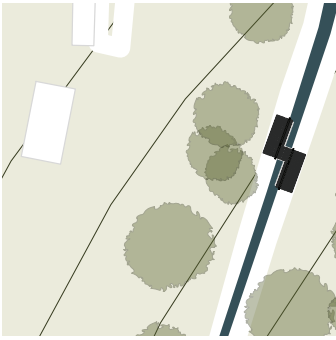
本演習では、それぞれ個性的な活動を展開する建築家たちによる小課題に取り組む。人間の身体、材料・構法、環境・自然の間に結ばれる関係と、その境界(インターフェース)について考えてみたい。これからの建築を考えるプロトタイプングとしての設計演習である。



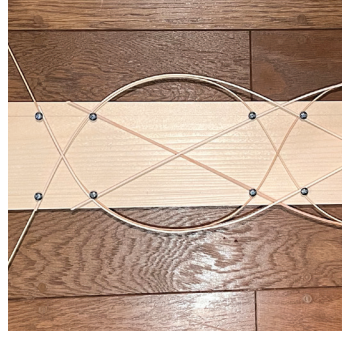
This course comprises short assignments set by architects, each with their own unique design approach. We would like students to consider the relationships and the interfaces between the human body, construction materials, and methods of assembly, as well as with the environment and the natural world. These design exercises are intended as a means of developing prototypes for future architecture.

Close Encounters 展

Kyoto through the eyes of international students & their proposals for alternative experience in mass-tourism sites
留学生の眼から見た京都と、過密観光地における新たな体験の提案



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Students and Guest Instructors after the Final Review (Photo: Yosuke Komiya)

Architectural Design Studio II 2024

Close Encounters

Matteo Poli, Francesca Zanotto | Politecnico di Milano

Among the many challenges that overtourism brings to the places it affects, the standardized way in which tourists experience popular destinations (where people seek out the same images and experiences, visit the same landmarks, follow the same routes, and engage in similar activities) leads to a flattened perception of these places, disregarding their cultural, social, and ecological complexities. At the same time, this mass-consumption model makes it difficult to establish individual, personal, and unexpected relationships with both the environment and the other species inhabiting it.

Our brief proposes the design of architectural/spatial devices that enable individual and personalized experiences within mass-tourism destinations, fostering alternative relationships with other beings in these environments and creating unexpected ways to experience such places.

The first phase consists of mapping and discussing mass-tourism hotspots in Kyoto. Each student is expected to choose a location in Kyoto affected by mass tourism, analyze and describe it through three key lenses: humans, plants, and animals, and present it to the class. Afterward, each student will select the location they will work on during the design phase, with the option to choose a location presented by another student.

The second phase involves designing architectural/spatial devices that allow individuals to engage with mass-tourism locations through individual, personalized and alternative cultural, social, and ecological paths, emphasizing the coexistence with other humans, plants and animals in a selected project area. These devices have to be partially envisioned using bamboo, to explore its potential as a climate-friendly and renewable resource.

Given the critical role of social media in shaping and driving mass-tourism trends, each project must be presented through a consistent social media presence (e.g., an Instagram account) that conveys alternative tourism experiences through both format and content, along with a physical model illustrating the architecture of the device.

Site: A mass-tourism hotspot in Kyoto, selected through prior discussion.

Function: An architectural/spatial device designed to foster individual and personal experience of the place—both its architecture and landscape—and with the other species that inhabit it. The size and structure of the device can be chosen freely, but bamboo must be employed or partially incorporated (in the structure, cladding, fibers, etc.).

Deliverables: a social media presence (e.g., an Instagram account) illustrating the analysis and the design phase; a physical model illustrating the architectural outcome.

Readings:

Borgonovo, V., Franceschini, S., *Global Tools, 1973-75, SALT/ Garanti Kültür AŞ, Istanbul 2015.*

Latour, B., *Reassembling the Social: An Introduction to Actor-Network-Theory*, Oxford University Press, Oxford 2005.

Riedler, R., *Fake Holidays*, Moser, Munich 2009.