

Title of Exhibition: Designing Our City

Background

The exhibition presented design-oriented research to offer an alternative future vision to that of the City of Sydney's *Sustainable Sydney 2030* plan. The work, developed in Masters of Architecture Studio, was produced in partnership with the School of Architecture (UTS) and the Object Gallery.

Contribution

Innovation in methodology and New Knowledge. I was curator of exhibition content and design of artwork layout.

Significance

The research rationale accepted that the pervasiveness of information economy technologies would, in the hands of today's digitally aware youth, substantially affect the social and political patterns of urban inhabitation and generate new urban programs and forms. The specific methodology employed collection of qualitative and quantitative data, associated with the use of such devices, which was then projectively translated through a range of digital softwares and 'sites'.

Significant was that the act of projective mapping resisted any move towards the projection of professionally valorised and sanctioned precedent form. Counter to those methods employed in many conventional planning instruments, the subsequent emergent urban propositions were premised on the likely reality of a future condition. Thus the design of, and for, the city was anticipated on possible future shifts in patterns of inhabitation, rather than on pre-formed tectonic visions.

SUPPORTING EVIDENCE

(Press, invitations, reviews, photographs of exhibitions /installations/artworks etc. Evidence of public exposure of work.)

1. Exhibition 'Catalogue' *see attached documentation*
2. Images of Exhibition. All images taken on opening night.

IMAGES OF EXHIBITION / WORK



Image 1- View overlooking the web based interactive exhibition component.



Image 2- View of the exhibition movie.

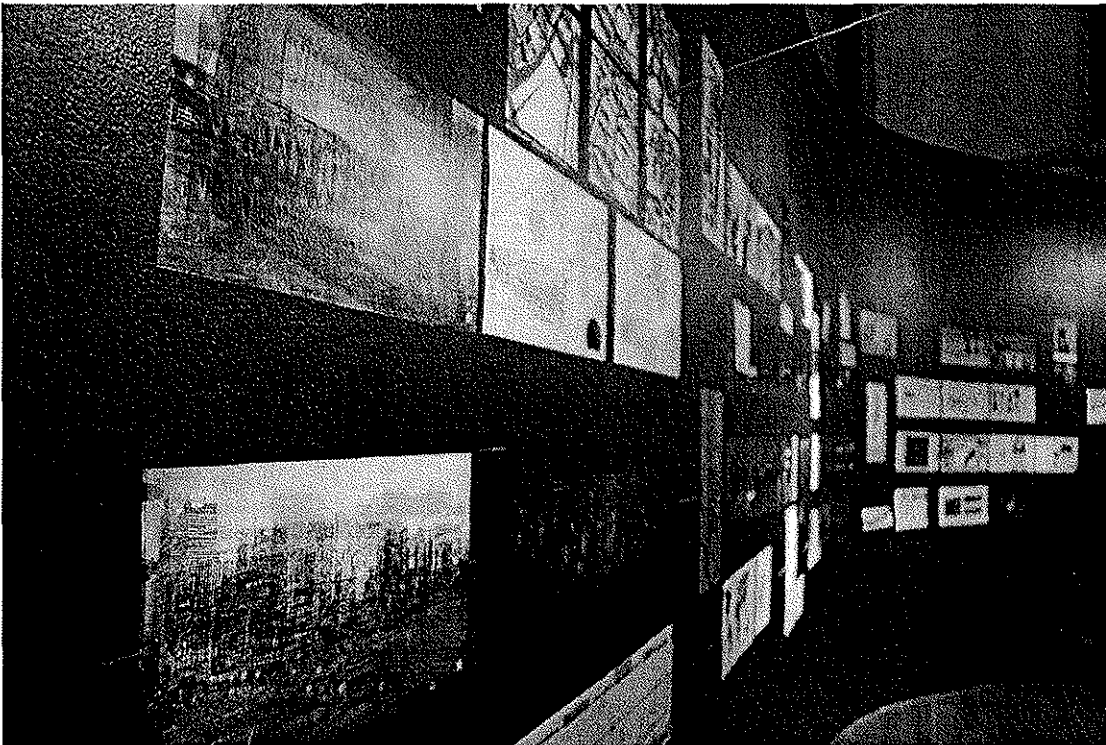


Image 3- A view showing the graphic content of the exhibition.



Image 4- A view showing the graphic content of the exhibition.



Image 5- A view showing the graphic and movie content.

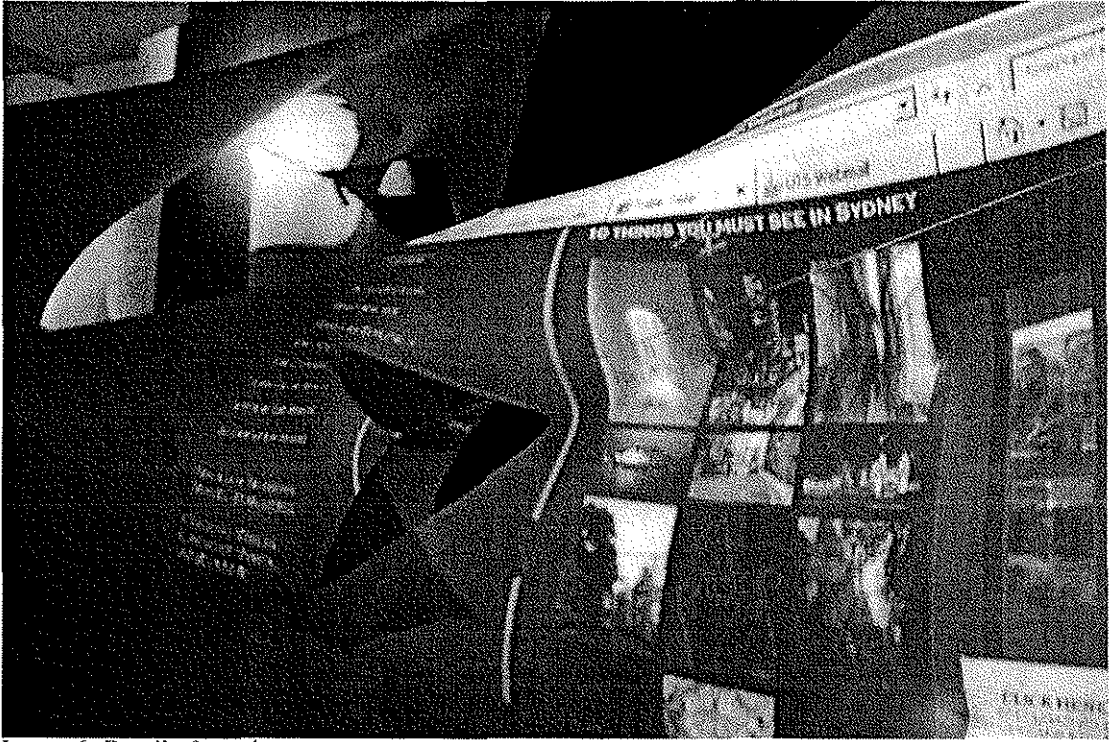


Image 6- Detail of movie content.

//DESIGNING OUR CITY//

06 September _02 November_2008



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vision/

noun

1. the faculty or state of being able to see.
2. the ability to think about the future with imagination or wisdom.
3. a mental image of what the future will or could be like.
4. an experience of seeing something in a dream or trance, or as a supernatural apparition.
5. the images seen on a television screen.
6. a person or sight of unusual beauty.

Ask Oxford Online (Compact Oxford English Dictionary)
Cited 21 Aug 2008 http://www.askoxford.com/concise_oed/vision?view=uk

envisage/
invizzij/

verb

1. regard or conceive of as a possibility.
2. form a mental picture of.

ORIGIN French *envisager*, from *visage* 'face'.

Ask Oxford Online (Compact Oxford English Dictionary)
Cited 21 Aug 2008 http://www.askoxford.com/concise_oed/envison?view=uk

The affects of the disciplinary faith in the utopian master plan are still evident today. Admittedly its contemporary formal expression may be far less ambitious, but scratch the surface and the apparent meekness of many plans can often be understood as merely a pragmatic response to society's suspicion of the plans that architects and urbanists make for the city.

Designing Our City exhibits the results of a joint project developed and run by Object and the School of Architecture at UTS. This design-orientated research encouraged Master of Architecture students to interrogate the City of Sydney's Sustainable Sydney 2030 plan so as to project an alternative urban future that avoided the utopian desire to remake the city through large-scale interventions.

Designing Our City offers an alternative approach to envisioning the future city. The term *envisage* here is important, important because it suggests a process of looking before leaping, important because it draws on something other than the profession's catalogue of architectural and urban forms. There is no projection on the city of our vision but rather a process of envisioning a likely city, a city that bares a striking similarity to that which we see today, but has subtly changed. Along with this change comes a new understanding of how to read and interact with the surface of the city.

What we found was an urbanism that arises from the technological changes in the transfer and flow of information. This protocological city defined new programs that both created or modified spaces and buildings. Most importantly it is an urbanism of small things.

Gavin Perin/
Lecturer, School of Architecture, UTS/

music my city

John Paul Araujo
Simon Johnson
Joshua Lynch

Our project is about understanding the city of Sydney through music and sound.

Music is something everybody is exposed to and has been a part of every known culture. It brings with it layers of meaning and understanding such as, emotion, tradition, taste, occasion, interaction, belonging, rebellion and expression and it is known to affect people in many ways – impacting productivity and mood.

Our aim is to use this information to better understand public spaces in the city, allow people to interact with the city's public spaces on a new level and evaluate the quality of these spaces (and future spaces) from a musical perspective.

These elements form the three main parts of our project:

1. Understanding public space and people's perception of it; by getting people to assign music to certain parts of the city we are able to create a mapping of the city which expresses people's feeling and understanding of these spaces through the various meanings associated with the songs.
2. Allowing people to interact and affect public spaces through sound and music; using technology to set up a system which allows people to upload, download, and listen to music in public spaces around the city. Allowing people to customise public space and share/connect with other people in those spaces (virtually or physically)
3. Using musical cues to evaluate the performance and quality of public spaces; this is critiquing spaces using signs which are known to give music certain values such as, rhythm, pitch, loudness and timbre. It is also possible to evaluate how spaces link together, and the changing qualities of space over time, through the melodic contour, pitch intervals and rhythmic patterns created by the spaces.

Glitch

Kathryn Bunn
Carl Redfern
Angela Rowson
Tobias Robinson

The Sustainable Sydney 2030 plan is a vision that foregrounds the physical aspects of the city. Whilst the plan's vision for Sydney's CBD is focused on beautification and improvements for pedestrians, it does not address the impact that new social, informatics and surveillance technologies will have on our personal and collective experiences in the public realm.

Our project attempts to speculate on the complexity of experiences in Sydney 2030. The project begins with the assumption that technology will pervade our everyday life like never before- that our city will be a hybrid space of the real and the virtual. Protocols will control information exchange and 'code' our relationships¹. Our project attempts to understand how we might live in a 'protocological' city.

The project first establishes a '2030 meta-narrative' based on research into technological advances and the impact that scenarios like peak oil will have on global and local political, economic and social systems. It considers changes in social behaviour brought on by the increased mediation of social and spatial relationships through technology. We ask the question, how do these conditions begin to change our engagement with the public realm?

The second phase of the project establishes ways of engaging in this networked life. One strand develops alternative networks to manage the issues of climate change and consumerism. The other strand looks at smaller scale forms of engagement within networks by establishing the idea of the 'glitch' as a critical way to engage with such a technologically advanced world.

¹ Galloway, A and Thacker, E, 'The Exploit: A Theory of Networks', University of Minnesota Press, Minneapolis: London, p. 30

Nanotech – Nanotechnology in Sydney 2030

Vahab Athari
George Bouropoulos
Kristijan Gadza
Dean Kizi
Domenic Martorano
Mathew Romanous
Anthony Vecchio

Nanotechnology is predicted by many to become a mainstream mechanism of society by 2030. It will revamp social interaction methods, change existing economic systems and overhaul the power structures within politics.

In terms of the Sustainable Sydney Project, nanotechnology will play an important role in changing the functions of the built environment and the manner in which people interact with it. The increasing pace in the development of nanoparticles and their capabilities leads to a city that is encompassed by them.

Nanoparticles, about the size of a billionth of a metre, have the capability to travel through air and be inhaled by humans. Once inhaled, they are activated and perform the tasks that they were programmed to do. Nanoparticles will be released in public zones where controlled spread can occur, such as at activity hubs and also directly from and through building facades.

This combination of transmission strategies is going to severely change Sydney's city fabric and its incorporated interactive systems.

Get Lost – Project Sydney 2030

Diana Hani
Adriano Migliorino
Samanta Piatek

Sydney city is a place inherently fabricated through various types of activities in which programs are defined, spaces and events created. Tourism is one of the major activities within any city and has dominated our study of Sydney and its urban environments. By identifying urban culture through various itineraries, specific locations and touristic type activities, our studies brought to the surface, a level of restrictive movement and patterns of commodification within the city precinct.

Tourism, being a domestic and global mechanism and technique of attraction, has been the drive for our project which aims to define mis/used and dis/missed spaces in the city and to re-instantiate experience and activity in these spaces.

With the use of blue-tooth technologies and advertising techniques such as 'pull and push', we utilize virtual reality (VR) and augmented reality (AR) to combine real-world and computer generated data to allow the user to interact with a new urban landscape.

Connectivity – Convergence – Information

Michael Fantini
Timothy Keir
Ho Wah Lui
Vincenzo Pulice
Janis Thomas
Peter Ung

This project aims to explore the impact of mobile technology on the way our streets will work in 2030.

The patterns of data in our streets, the systems that enable and carry them and the devices that facilitate them, will all have a great effect on the way the urban environment adapts and re-configures itself.

As our ability to receive, share, create and access information becomes increasingly sophisticated and mobile, the relationship between the physical and virtual becomes increasingly important.

The project examine issues of boundary, identity, surveillance, security and protocol while attempting to understand the impact of connectivity, convergence and information on our inhabitation of public space in 2030.

Languages

Hyuk Joon Kwon
Garu Nauman
Cheuk Pong Tang

We are interested in the various communities within the city, how they behave and how the city form takes into account the increasing immigrant population.

Our project is in four stages. The first stage involves general data collection and mapping of the current situation. This mapping shows the effective use of the city by Chinese and Korean speakers and forms the foundation of our further study. Data collection illustrates immigration patterns from 2001 to present as well as the impact of overseas students on the city fabric, including design and layout.

In the second stage, we collect further data on varying daily lifestyle patterns of ethnics groups within Sydney. We use a timeline to show occupied space and leftover unoccupied space at different times of the day throughout the city. Would the invention of a device that could utilise the left over space bring together different communities, and what activities and programs can be generated in that area?

Exploring the use of a translator is the third stage of our project. We examine the impact digital translators have on the city. How will the city change when language barriers disappear?

The final stage of our project is the exhibition component. This includes three videos showing the effect of the translator, a series of maps to display current and predicted environments in 2030 as well as a series of hand illustrations of 2030 Sydney.

2030_Sydney City

Jakob Baumann
Damien Follone
Jennifer Mahon

Retail currently acts as a major provider of public spatial activation and social activity within Sydney city. In 2030, technological shifts and retail programs will impact the activation and use of public space.

With consideration of redundant space as it is today and pre-empting the shift in 'how' we shop, new programs will start to unfold within the retail landscape of the city.

With a shift in retail boundary from doors and shutters to technological devices, an abundance of redundant space is revealed for a new program. This program will include arts, liquor and culture.

An example of new retail program is the bookshop. The concept of maintaining physical stock shifts to a catalogue kiosk whereby obtaining a book = 'just press print'.

The ability to shop online, a cashless society, individual data recognition technology, augmentation of reality- the virtual vs. the non-virtual- will all affect the retail program of 2030.

Within the built fabric of the city, pedestrian program will be increased. Fragmentation of pedestrian flow due to vehicular pathways will be reduced to increase fluidity. Scale, environmental impact and quantum of vehicles will be kept to a minimum with transportation of goods and services kept underground.

The virtual world will impact on the physical retail realm causing redundancies in our city fabric.



Screen Design

Regina Chan
Gerald Li
Grace Uy

Exhibition Production

John Paul Araujo
Jakob Baumann
Stephen Goddard
Simon Johnson
Gavin Perin
Debbie Pryor
Carl Redfern



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