Computation + Repair in Design: Practices, People, Technologies
ARCH 4833/8833 (CRN: 38398/38407)
Georgia Institute of Technology
School of Architecture - Spring 2020

COURSE OUTLINE
Instructor: Vernelle A. A. Noel (vernelle.noel@design.gatech.edu)

Credit Hours: 3 (Upper-level Undergraduate and Graduate Levels)

Location + Time: Tuesdays 6 - 8:55pm | CoD Digital Fabrication Lab

Pre-requisites: No prerequisites except an interest in deep examination of the field of computation.

Course Description: This course will examine and present the fields of craft and computation as fields of scholarly and creative inquiry to expand the scope of design practice and critically engage with technological change. Advocating for exploratory, experimental, and improvisational processes of inquiry, the course seeks to renegotiate designing and making as new and exciting sites of creative, sociotechnical inquiry that imaginatively and materially reconfigures practices and theories of craft, computation, and technology in design. Weekly readings, writing, discussions, and assignments will familiarize students with themes, concepts, and methods coming out of craft studies, and science technology and society studies (STS) for contributions to computational design, architecture, and other creative fields. Topics include practices and theories as they relate to:

- making and repair;
- craft and material entanglements;
- situated, embodied design knowledge;
- tools; and
- people, technology, and society.

Research students preparing theses or dissertations in design, and computation, or undergraduate students interested in developing a critical understanding of computation and design technologies are welcome.

Objectives: By the end of this course, you will be able to:

- Draw from theories on technology and society for creative and critical approaches to computation and design issues.
- Think critically about computation in the making of real and virtual artifacts and environments.
- Foster the development of research questions and innovative approaches in the field of design computation.
- Develop a critical perspective of technology as a pivotal concept in contemporary architectural practice, pedagogy, and discourse.

Interested? Go here... https://forms.gle/zvgF4LPt8p7hUDzM7