

RURAL TRANSFORMATIONS

Shifting Ingrained Spatialities, Practices, Alliances

How a Stranger Sees a Place I Know Well

During this design studio we will work in the conceptual space between subjective perceptions of a place and its objective realities. You will learn oral history methods as well as strengthen the visual thinking skills you have learned in your architecture studies to date.

To gather the local knowledge needed to better understand your – as well as other peoples’ – perspectives on the study area you will need to actively engage with the people you encounter during the fieldwork excursion. Thus you need to be able to strike up conversations with people, and follow where your questions lead them (not you!).

This assignment is about demonstrating that skill: of finding out how others see a place that you know well. It also requires you to experiment with your visual thinking abilities.

1. Go to a place you know well. This could be in the Kiez where you live, or a part of the city you go to often. Record – as written notes and visual thoughts – what strikes you about this place; how it makes you feel, and what you observe in the place. (stay there for circa. 30 mins)

2. Then get talking to someone! Ideally of different age cohort to you (a quick way to get contrasting experiences). Let the conversation flow informally. Follow their narrative to draw out information about how they use and experience the place. Don't give them clues from your

experience or observations. Aim to talk for at least 15 minutes. It will probably take a few tries before someone is in the mood to converse with you! So don't give up!

3. Prepare a drawing depicting the stranger's experience of the place, and how this differs to yours, or not! (type and techniques of your choice. Or, try to apply techniques from a drawing/illustration you like), You can focus on particular themes such as movement, important spaces, time, sensory experience, etc.

Submission Requirements

by e-mail to **both**
a.ryan@tu-berlin.de
and
vittoria.capresi@tu-berlin.de

by 6pm on Thursday 4 April 2019

- (a) Digital scan of 1 x A3 Drawing (plan, section, diagram, free-form, drawn by hand or computer).
- (b) should include a short explanatory text – circa 150 words – on the drawing (English or German).
- (c) File name: Aufgabe Null_Your Surname_title of your drawing.pdf (Max size 3 Mb)

Note: As the studio is a collaboration with the research project MODESCAPES, all documentation (including assignments) will be in English. Day-to-day teaching language is German (or English for Erasmus students).

**BA Arch: Entwerfen und Baukonstruktion IV
SS 2019**

Habitat Unit