

Toby Burgess, Arthur Mamou-Mani

Dip 1: Luka Kreze, Chris Ingram, Kristine Sulca, Michael Clarke, Carly Mallon, Emma Whitehead, Anam Afroze Hasan, Maria Valente, Antony Joury, Daniel Dodds, Scott Lewis, Jacob Alsop, Megan Sadler, Chris Mount, and Joseph Magri. Dip 2: Jack Munro, Kayleigh Dickson, Natasa Christou, Carolyn Butler, Marina Karamali, and George Hintzen

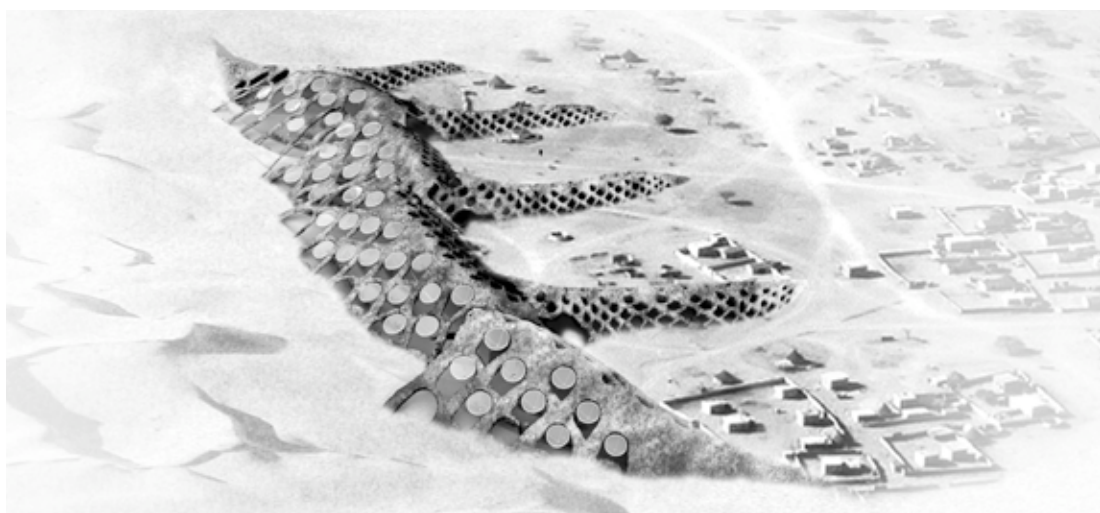
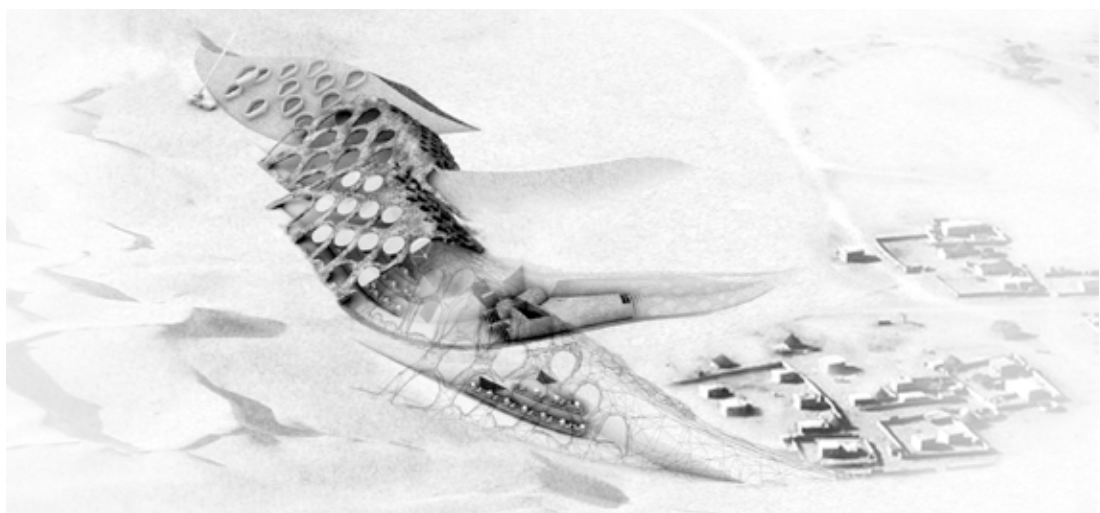
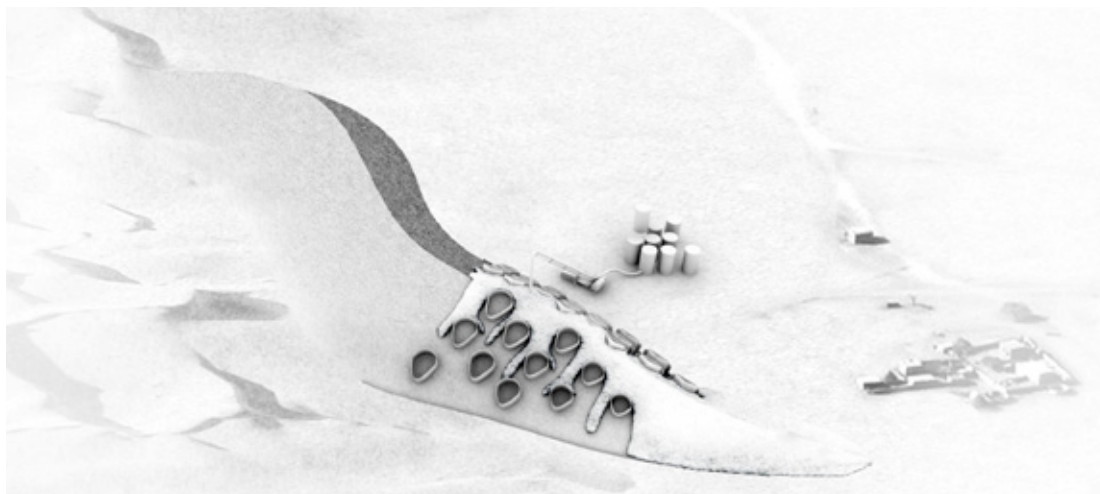
WeWantToLearn.net

LEARN: Taking the work of Frei Otto and Buckminster Fuller as precedent, the students began with an intensive period of both analogue and digital experiments which were documented through rigorous diagramming. Accompanied by software training sessions students explored techniques and developed skills in computational design including parametric tools, environmental analysis, physics modelling, recursion and iteration. Each student developed an arsenal of digital and representation skills as well as a systematic architectural strategy which they incorporated in later work. The brief ended with a short but fun trip to Stuttgart where we visited the Institute for Lightweight Structure (ILEK), Institute for Computational Design (ICD) and Baubotanik structures.

BURN: The studio continued with a project based in the Nevada desert, exploring the unique cultural event that is Burning Man Festival, a lesson in radical self-reliance in an extreme environment. Temporary structures dealing with issues of economy of materials, rapid deployment and self-sufficiency were encouraged, against a backdrop of playful, alternative culture and a unique urban planning experiment students designed small programmatic interventions and developed large scale physical models, winning several free tickets from the event organisers for our efforts.

REALISE: The main thesis evolved from earlier work, combining alternative social models, and autonomous structures, with students free to propose their individual sites and programs. We encouraged exploration of closed loop systems, financial, social and programmatic, and designing for a changing world within existing urban environments. Most projects looked at contemporary topics such as the gift-economy and the occupy movement, mass-collaboration and wikinomics, start-ups and the Silicon Roundabout in London. Students thought about their projects from the viewpoint of entrepreneurs as much as architects. They became editors of WeWantToLearn.net, a live blog, sharing work, research and resources, which received more than 100,000 views this year alone from across the world and was referred to on Wired.com.

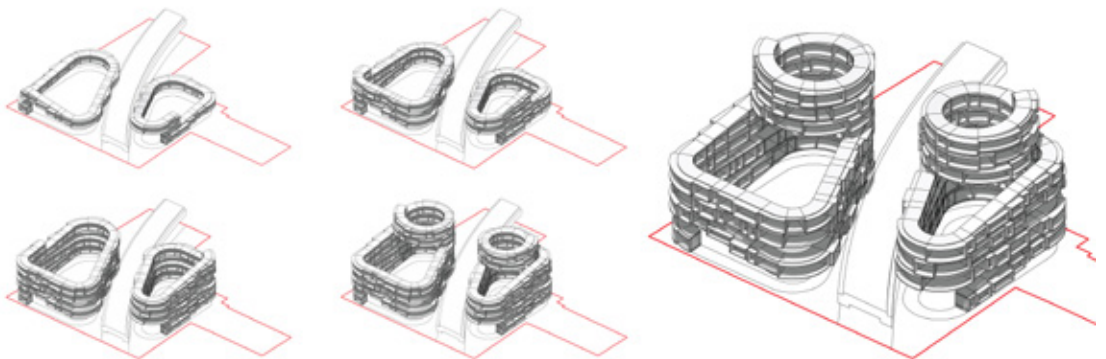
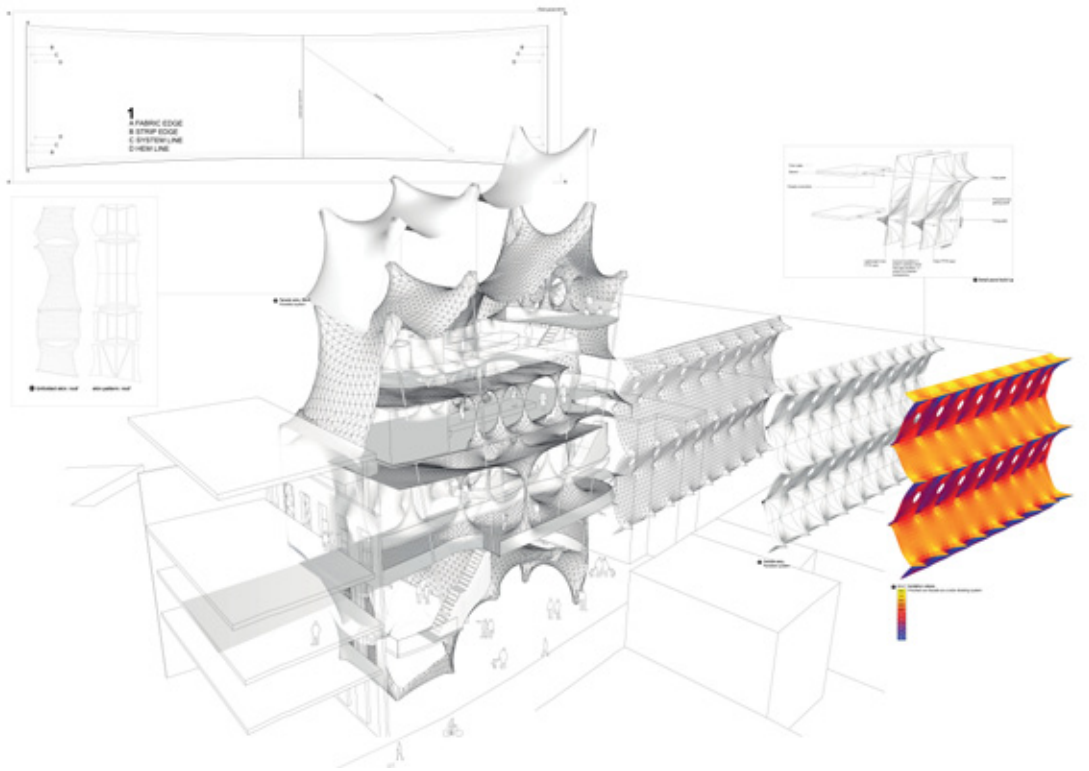
Guest Critics: David Andreen, Ioseb Andrazashvili, Lawrence Friesen, Pavlos Ferreos, Adam Holloway, Karl Kjelstrup-Johnson, Magnus Larsson, James McBennet, Louise Mackie, Gennaro Senatore, Gareth Wilkins, MAciej Woroniecki, Pablo Zamorano



Jack Munro - Sanguis et Pulvis - Sand dunes solidified with cow blood creating a self-sufficient community in the Egyptian desert



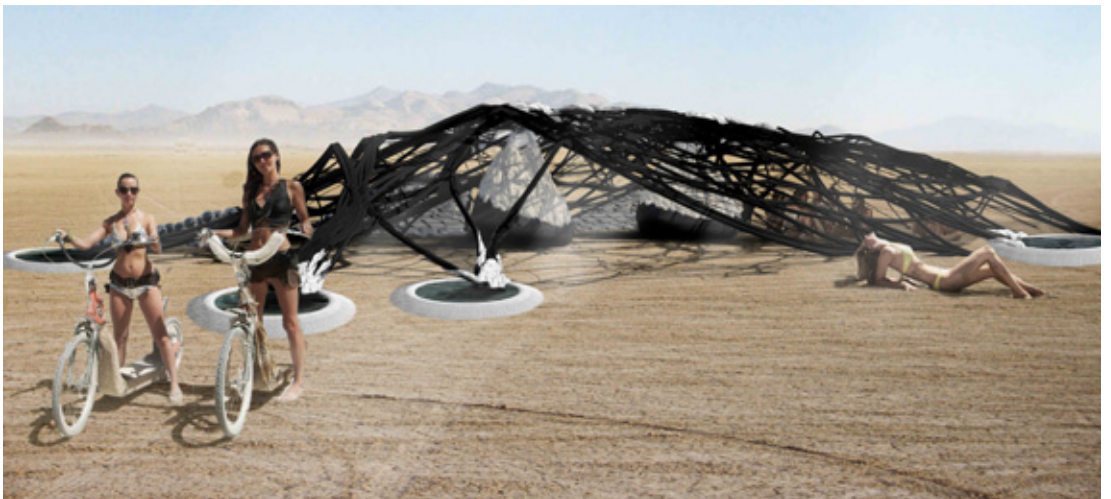
4 Jacob Alsop - The Quasi-Church For Atheists in La Defense, Paris, France



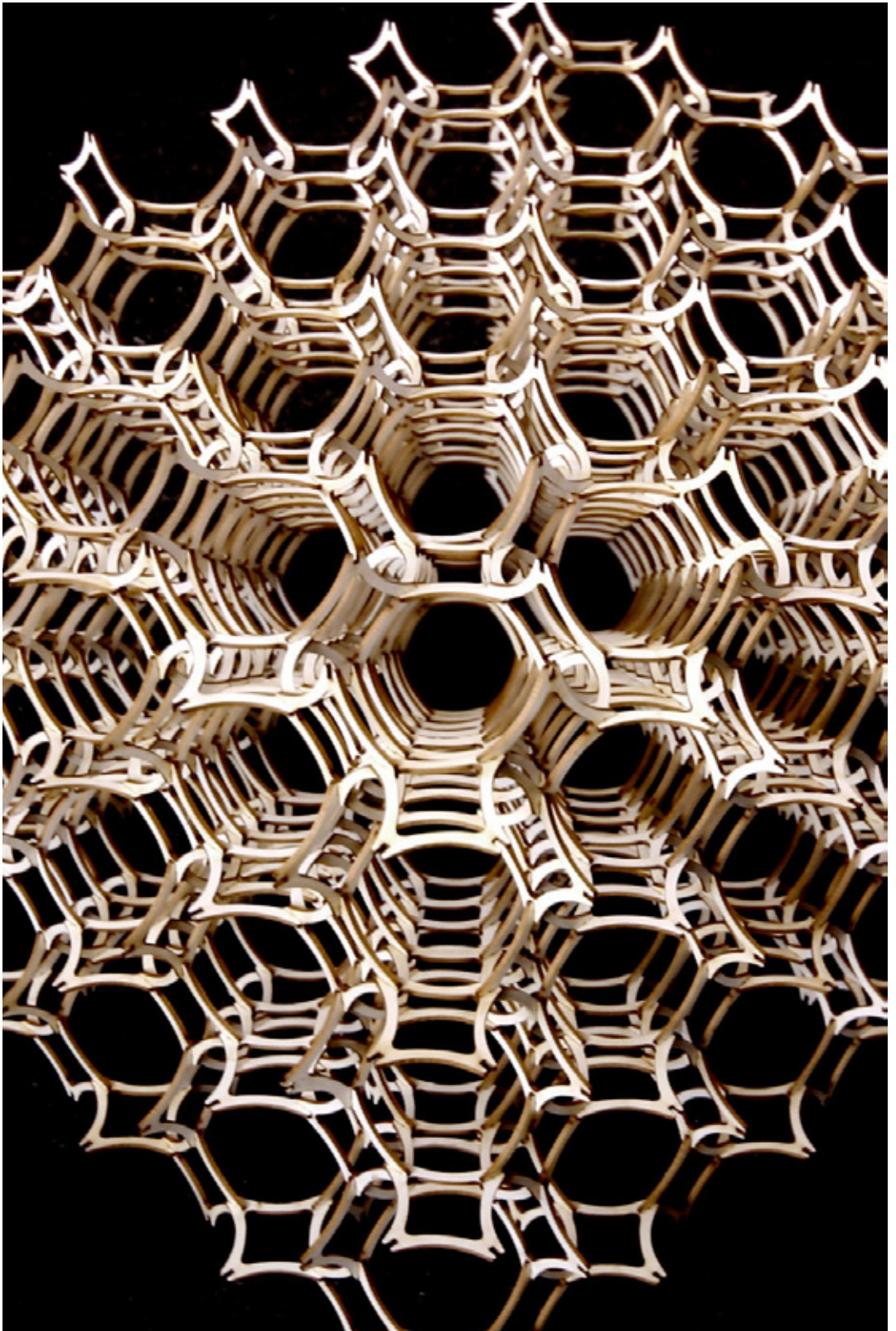
Below: Christopher Ingram - Shoreditch Tech Hub - Above: Megan Sadler - The Tensile Fashion Hub London, U.K.



Top to bottom: Maria Valente - Aetherius - Anam Hasan - A Ladder to the Burning Cloud - Jacob Alsop - Quasi Shadow Theatre



Top to bottom: Christopher Ingram - Plywood Play Structure - Carolyn Butler - Flotation Power - Daniel Dodds - TETRA



Baniel Dodds - Truncated Octahedron Truss Model for the British Library Business Incubator



Stresses are at MIDDLE of element
Output axis: global

40.00E+6 Pa
30.00E+6 Pa
20.00E+6 Pa
10.00E+6 Pa
0.0 Pa
-10.00E+6 Pa
-20.00E+6 Pa
-30.00E+6 Pa
-40.00E+6 Pa
-60.00E+6 Pa

