

DISCOURSE

01 INSTRUMENTS OF INVENTION OR EXPEDIENCE

RMIT Architecture & Urban Design values ideas-led venturous design experimentation and exploration. To be venturous is to be brave and take risks. At RMIT students are asked to articulate the positions contained in their projects, to be critical and assert their interests and future directions. It is important that architectural projects and ideas are situated within wider discussions in the discipline and that propositions are formed that suggest how a contribution can be made to disciplinary, as well as to wider contexts and ideas in the world.

The Architecture & Urban Design Discourse Series will use five themes as catalysts to initiate conversations amongst design studio leaders and reveal their positions, attitudes and propositions. There is a long standing tradition of discourse at RMIT and this series aspires to reveal our collective and diverse concerns and facilitate speculation on how these might contribute to advancing the discipline and the wider terrains that they engage in. If we drill down and look behind the statements made at design studio presentations, what do they explicitly refer to, what do they suggest and what do they lead to? Vivian Mitsogianni - Deputy Dean Architecture & Urban Design

Friday 11
August 6:00pm

Swanston
Academic
Building (SAB)

Building 80,
Level 2,
Room 07

Convenors
Roland Snooks &
Ben Milbourne

Moderator
Roland Snooks

Panel
Loren Adams
Alisa Andrasek
Matias del Campo
Gwyllim Jahn
Isabelle Jooste
Ben Milbourne
Cameron Newnham
Roland Snooks

The instruments of design and fabrication establish limits of architecture. This symposium will explore the relationship between innovation in technique and architectural design - to critically examine whether an emerging set of technologies provide a platform from which to rethink architecture or whether they are merely tools of expediency.

The tools that designers use influence design outcomes: from the development of perspective through to architecture's first digital turn in the early 1990's, the adoption of novel tools catalyse paradigm shifts in architectural design. The concern of this symposium is whether an emerging set of contemporary digital techniques have a similar capacity to fundamentally impact the architecture that we create. Four techniques will be examined through the symposium: augmented reality (AR), artificial intelligence (AI), contemporary computational processes and robotic fabrication.