Post-Covid Architecture: Rethinking Space After Pandemic

/experimental research in educational process/

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University of Belgrade – Faculty of Architecture, Master Final Project, Master Studies in Interior Architecture

Mentoring Committee:

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/experimental research in educational process/

Theoretical Framework and Methodology

David Kolb /

Experiential Learning Model

testing implications of conpepts and reflections

formation of abstract concepts and

The COVID-19 pandemic caused the transformation of the traditional learning environment. This experiment represents a spontaneously formed research through an architectural design that focused on the isolation experiences and lifestyle during the Pandemic, as well as the consequences that changed the overall patterns of behavior. The application of D. Kolb's Experiential learning model in architectural education, at the Master studies in Interior Architecture at UB-AF, reflects the transformation of personal experiences into operational tools in the design process and it is presented through the selected student projects.

Conceptual Framework: Contemporary Spectacle - Culture and Craftsmanship:

The research process is focused on understanding the cultural component of the everchanging urban lifestyle. The focus is on defining new layers as an upgrade of the existing activities of the contemporary city characterized by a process of constant transformation.

Through an analysis of the given spatial framework on the edge of Belgrade city center, a former industrial space and foundry "Sculpture" on the corner of Carigradska and Knez Miletina streets, emphasis is on the conceptualization of new architectural programs to answer the current social and cultural moment. Through creative "construction of situations", evoking the importance and role of old crafts in the development of society, the results of research through design aim to integrate various aspects of urban life into the continuity of hybrid functions (culture, education, crafts, tourism, recreation, etc.). By initiating individual research topics and

addressing the isolation experience, students strived to form a new (contemporary) identity of the space defined by a strong heritage and contemporary tendencies of urban development. The outcome of individual research conceptualizes a new architectural program solution in order to give an answer to the newly formed patterns of behavior and the transformation of space usage

The teaching methodology is focused on finding a solution that transforms the specific isolation experience during COVID-19 into knowledge. The students alongside with mentor explored the potential of experienced situations in the form of reflective research at the individual level. The design process emphasizes the interpretation of different values and individual reflections based on various aspects: the cultural context, heritage, the experience of space, perception, identity, social interaction, and personal space.



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ON ARCHITECTURE -

CHALLENGES IN DESIGN

EXHIBITION BOOK

strand

SUSTAINABLE URBAN SOCIETY ASSOCIATION





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PREFACE

At the beginning of the 21st century, faced with the challenges of climate change, depletion of resources, high environmental pollution, and hints at an uncertain future, we are questioning the various roles of architecture.

Whether technological development and the use of new concepts in design, the use of new materials in construction, the use of new tools in the creation of concepts can provide an answer, is the theme of the conference and exhibition "Challenges in Design".

The new concept of architectural objects and the use of materials in the isolation of objects and the concept of facade envelope are an inspiration and a challenge in creation. Is art a part or is it against the concept of an architectural work – art vs architecture. Whether architecture and new media and the use of virtual and augmented reality can be tools in architectural design is the question of the position of architecture in the digital era – from parametric design to VR and Al, as tools in design. In addition to new buildings in the transformation of the city and the change in the structure of activities, there are many huge abandoned industrial buildings, which refers to the topic of reconstruction – reworking of the city and architecture – reworking of architecture and the city – reuse of abandoned buildings and places.

That is why it is particularly interesting how cities will be organized in future development, how to improve the quality of work and life, and how architecture can help through the organization of space, materialization. In particular, the further improvement of information technology, which have made an outstanding contribution, enabling the holding of study programs in the faculties, as well as the holding of conferences and meetings.

Topics

An interdisciplinary approach is essential in defining thematic blocks. Within these topics, it will be discussed how architecture and urban design provide the answer. Divided in 5 blocks as:

Architecture – design challenges in macro and micro scale

Challenges in Architecture, Urban Design and Art

Modeling the Future – modeling of the future architecture and design with implications for environment and society,

Living architecture

Urban Design Projects – small scale design thinking and town planning as an inspiration for integrative planning,

Showcase Presentations – new idea or project realization in Architecture, Urban Design or Art.

Technology and architecture

Innovation in Art, Architecture, Science and Technology in Digital Era

New concepts of the city, healthy environment / healthy cities Green city, de-carbonized city; examples of application or critical attitude,

Smart City: principles in architecture and urban design

Reworking architecture/city

Reworking the City through New Architecture

Creative space: architecture and interior design, smart space, green space, built world / street world

Cultural Identity and Tradition vs. globalized Design

Art and architecture

Architecture and/or Art - inspiration for creating

New media arts

New Media Approach – New Materials and Design in Architecture

New media and new tools in design

New media arts, computational design, and architecture

Virtual and augmented reality in art and architecture

Al influence and innovation in information technologies / enhanced use and user experience

Editor

ARCHITECTURE/ CITY

- Reworking the City through New Architecture
- Creative space: architecture and interior design, smart space, green space, built world / street world
- Cultural Identity and Tradition vs globalized Design

Ivana Rakonjac

POST-COVID ARCHITECTURE: RETHINKING SPACE AFTER PANDEMIC

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