

ARCHITECTURAL DESIGN IN

SOCIAL, **TECHNOLOGICAL**, PLANETARY COMMONS,

BRINGING TOGETHER TRANS-DISCIPLINARY PERSPECTIVES ON

ENVIRONMENT AND AGENCY, REPAIR AND REUSE, TECHNOLOGY AND ECOLOGY, SPATIAL JUSTICE, AND FURTHER...



ACKNOWLEDGES UNCERTAINTY AND DISTURBANCE, ENTROPY, INDETERMINACY, AND NONLINEAR DYNAMICS.

(WALTNER-TOWES ET AL, 2008)



REPAIR AND REUSE **BROKEN WORLDS** RETHINKING REPAIR

EROSION, BREAKDOWN, AND DECAY, RATHER THAN NOVELTY, **GROWTH, AND PROGRESS, AS OUR STARTING POINTS IN** THINKING THROUGH THE **HUMAN RELATIONSHIP WITH** THE ENVIRONMENT

(JACKSON, 2014).

REPAIR AND REUSE

THE ADAPTATION OF THE **PROFESSION IN TERMS OF** ECONOMY, LABOUR, MATERIAL, AND INFRASTRUCTURE, THE CHALLENGES OF CLIMATE CRISIS AND SOCIAL INEQUITY, AND THEIR RELATIONSHIP TO AN ETHOS OF REPAIR.

LEARNING PROCESSES

CASE STUDY
COLLECTIVE READING
WITNESSING AND ENGAGEMENT
PROXIMITY TO SITE
BLACK BOXES OF KNOWLEDGE
PEER REVIEWING
REHEARSING

DIRECTIONS OF INQUIRY

REPAIR, CUSTODIANSHIP, MAINTENANCE, **REUSE AND RENOVATION AS PROGRAM** AND INTERVENTION; **WET ONTOLOGIES:** APPROACHES TO FLUID/ TRANSITIONAL LANDSCAPES; **UNDERSTANDING FRAGMENTS, ANECDO-**TES, AND PARTS; **MORE THAN HUMAN AGENCY; ECO-SYSTEMIC THINKING: ENTANGLEMENT AND UNCERTAINTY;** TIME AS MEDIUM; DIGITAL TURN; **TECHNOLOGIES OF INFRASTRUCTURE** AND INSTITUTING

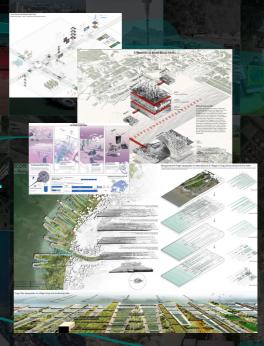
1. CASE STUDY GROUPS OF 3 2 WEEKS

2. SITE RESEARCH GROUPS OF 5 3 WEEKS

1-2 WEEKS

3. SCENARIO DEVELOPMENT GROUPS OF 2

4. INDIVIDUAL PROJECT
6-7 WEEKS



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