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Tolya Stonorov Danny Sagan -- chapter 2 The Future of Community Engagement / José Galarza -- chapter 3 Manifesto for Handwork -- Quality, Material, and Ideas / Daniel Wheeler -- chapter 4 Manifesto for Digital Fabrication -- Control, Craft, and Agency / Adam Marcus -- chapter 5A Urban Farm Supershed Neighborhood Design/Build Studio / Steve Badanes -- chapter 5B IDA 1, 2, 3, 4: Island Design Assembly / Stephen Kredell John McLeod Jonathan Marvel -- chapter 5C Learn-Move-Play- Ground 1, 2, 3: baladilab / Vittoria Capresi Barbara Pampe -- chapter 5D Skate Spot, Dwnccity Design / Adrienne Gagnon Manuel Cordero Alvarado -- chapter 5E Sanatorija, Building Works Unit / Thomas Randall-Page Theodore Molloy -- chapter 5F Construction Week 2014, University of East London / Danny Sagan -- chapter 6 Case Studies: Fast Build Less than One Semester Programs -- chapter 6A Liina Shelter, Wood Program / Pekka Heikkinen Philip Tidwell -- chapter 6B Cloud Nine Farm Shed, Remote Studio / Lori Ryker -- chapter 6C The Archistream, 802 LAB / Tolya Stonorov Aron Temkin -- chapter 6D Wakathuni Early Learning Center, Bower Studio / David O' Brien -- chapter 6 Case Studies: Build Semester-Long Programs -- chapter 7A Galileo's Pavilion, Studio 804 / Dan Rockhill -- chapter 7B Grow Dat Youth Farm, Tulane City Center / Emilie Taylor Welty Scott Bernhard -- chapter 7C A Jam Manufactory for Naxií, CoCoon-Studio / Ursula Hartig Nina Pawlicki -- chapter 7D Play Perch / Sinéad Mac Namara Larry Bowne -- chapter 7E Mexican Water Cabins, DesignBuildBLUFF / Erik Sommerfeld -- chapter 7F 3 Houses, 3 Years Jim Vlock First Year Building Project / Alan Organschi -- chapter 7 Case Studies: Long Build Semester-Plus Programs -- chapter Conclusion / Tolya Stonorov.

Sommario/riassunto

The Design-Build Studio examines sixteen international community driven design-build case studies through process and product, with preceding chapters on community involvement, digital and handcraft methodologies and a graphic Time Map. Together these projects serve as a field guide to the current trends in academic design-build studios, a window into the different processes and methodologies being taught and realized today. Design-build supports the idea that building, making and designing are intrinsic to each other: knowledge of one strengthens and informs the expression of the other. Hands-on learning through the act of building what you design translates theories and ideas into real world experience. The work chronicled in this book reveals how this type of applied knowledge grounds us in the physicality of the world in which we live.
