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ISBN	9783031141607 9783031141591
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Descrizione fisica	1 online resource (204 pages)
Collana	Springer Series in Adaptive Environments Series
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Nota di contenuto	1: Disruptive Technologies in Architecture (General Introduction) -- 2.1: Robotics and AI in Architecture -- 2.2: Bioptemes and Mechy Max Systems: Topological Imaginations of Adaptive Architecture -- 2.3: How Do We Want to Interact with Robotic Environments? User Preferences for Embodied Interactions, from Pushbuttons to AI -- 2.4: Design-to-Robotic-Production and -Operation for Activating Bio-Cyber-Physical Environments -- 2.5: Conceptual and Methodological Constructs for People-Oriented Public Spaces -- 3.1: Architectural Intelligence, Machine and Human Learning -- 3.2: Architectural Knowledge and Learning Algorithms -- 3.3: On Legibility: Machine Readable Architecture -- 3.4: Where is reality? Can you show it to me? Constructing Artificial Agency -- 3.6: From Disruptions in Architectural Pedagogy to Disruptive Pedagogies for Architecture -- 4.1: Cyber-Urban Integration, Disruptive Construction Technologies, and Tectonics -- 4.2: Cyber-Urban Integration -- 4.3: Democratising Tectonism: High performance geometry for mass-customisation of virtual and physical spaces -- 4.4: Why Disruptive Business Models are Inseparable from Disruptive Technologies?.
Sommario/riassunto	Through a series of highly speculative contributions by both leading and highly acclaimed practitioners and theorists, this book gives a new

comprehensive overview of architectures' most recent practical and theoretical developments. While a few chapters are mostly dedicated to a historical analysis of how we got to experience a new technological reality in architecture and beyond, all chapters including the most forward looking, have in common their rigorous understanding of history as a pool of radical experiments, whether one speaks of the history of architecture, or of sociology, technology, and science. Disruptive Technologies: The Convergence of New Paradigms in Architecture is required reading for anybody student, practitioner, and educator who wants to do serious research in architecture and all disciplines dealing with the shaping of our environment, beyond the important but restricted domain of computational architectural design. Additional multimedia content via app: download the SN More Media app for free, scan a link with play button and access to the Additional Contents directly on your smartphone or tablet.
