

Interactive Hotel Spaces

The course has a workshop format and involves the design and application of interactive systems in order to create responsive and transformable spaces, within the context of the architecture of tourism. The focus is to help students understand the methodological and technological tools that are required to identify, process and design spatial dynamic elements.

The students are introduced to the semester's project through the activity-based design direction, which gives priority to the analysis of the activities taking place to the given site, paying attention at the changes of the quantitative and qualitative elements through time. After the design methodology phase, the focus moves to the application of digital embedded systems in the built environment and enable space's "response", regarding the functional, aesthetic, and communicative intentions that were stated at the design phase.

The course is interdisciplinary as it involves the fields of architecture, computer science, and mechanical engineering. Its framework is based on the potential presented by digital technologies to augment the product of the architectural processes, from concept to design to construction to experience. These tools are able to facilitate the better understanding of contemporary society and the type and scope of architectural interventions to better suit the emerging needs. Bridging architectural technology with the society of "information" in multiple levels is one of the most interesting challenges designers and engineers are facing today.