

ARCHI- TECTURE IN THE AGE OF DIGITAL MEDIA

FiArch
philosophy
& architecture
symposium

25-27 MAY 2023
UNIVERSITY OF PATRAS,
DEPARTMENT
OF ARCHITECTURE,
PATRAS, GREECE

CALL FOR PAPERS

Architecture in the Age of Digital Media

Digital media, software interface used by computers, prevail today in all types of visual communication that provide information or services, including architecture. Digital media allow complex calculations and forms to be created using computer algorithms, leaving to the designer the role of selection among a series of options, a fact that has ignited debates regarding creativity, human agency, releasing control of the design process to software, curvilinearity, expressionism, computing information, all kinds of virtual space and the role of technology in society. Digital design combined or not with artificial intelligence has resulted to a vast expansion of the creative sphere, especially towards what Greg Lynn calls animate form, which is contrary to the ethics of statics in all visual arts, dedicated as they are to eternal stasis and permanence. This desire for timelessness in architecture is intimately linked with interests in formal purity and autonomy, Lynn contends, whereas digital design favors multimedia and hybrid forms. Challenging architecture by introducing models of organization which are not inert does not threaten its essence but advances its scope. Advancing systems of dynamic digital organization in architecture alters the abstract space of design from a neutral set of Cartesian coordinates to a space defined by force and motion, as in naval, airplane or automobile design where the properties of flow, turbulence, viscosity and drag are taken into account. Animate design is defined by the co-presence of motion and force at the moment of formal conception. Buildings like sculptures are designed with the cultural expectation to last forever when in fact they persist only for a limited period of time. Rather than designing for permanence, techni-

ques for obsolescence, dismantling, ruination, recycling and abandonment through time, warrant exploration. Likewise, the functional fixity, stability as well as vertical development in architectural conventions are notions that ought to be questioned when it comes to outcomes like buildings. Architecture engaging with digital design is obliged to incorporate factors of time and motion and via experimentation with non visual regimes permeated by transformation and deformation, architects may discover how to engage time and motion in design.

The profound transformation that digital media have introduced in design has reshaped the architectural modes of production that have been roughly stable for the last five centuries and has deeply shaken the disciplinary foundations of architecture. Digital media have blurred the distinction between original and copy and have challenged the traditional notion of authorship. Furthermore, images have become poorer, as Steyerl argues, by losing resolution and by becoming endlessly ripped, accelerating through the web in the form of immaterial presence of temporary binary code translations, as May contends. An increasingly faster internet and digital social media platforms offer an alternative sense of space and time, instant gratification mechanisms, fostered by a neoliberal economy that, as Pasquinelli claims, transforms every subject into a digital entrepreneur of a Neofeudal society.

FILARCH 2023 is about the effects that the “digital turn” has had in architecture and how digital media have transformed the way we conceive, think, discuss, produce, build, interpret, consume and define architecture.

FILARCH 2023 provides an open academic setting where philosophy and architecture in which digital media play an important role provide a rich horizon of interdisciplinary reflection and exchange. In order to promote dialogue with contributions from the entire spectrum of academic research, the submission of proposals on the following topics is particularly encouraged:

- 1.** Design with paper and pencil and with digital media
- 2.** Science or art? The epistemological status of architecture in light of its digital era
- 3.** Latest developments in digital design and their conceptualization
- 4.** Hyper, virtual and cyber space and the visual arts
- 5.** Digital design and its creative sphere
- 6.** Digital design and artificial intelligence
- 7.** Animate form, permanence and cultural stability in architecture
- 8.** Static and dynamic organization in design. The ethics of motion, time and force.
- 9.** Building for eternity versus incorporating techniques of obsolescence, ruination and dismantling in architecture
- 10.** Functional fixity and flexibility in contemporary multicultural societies
- 11.** Architecture and non-architectural regimes of transformation and deformation
- 12.** Releasing control of the design process to software
- 13.** Computational media and genetic design strategies
- 14.** Architecture and its digital representations
- 15.** Intellectual labor in digital design
- 16.** Architectural figures in digital media
- 17.** Design trends promoted by social media
- 18.** Architecture in the metaverse.

All proposals for contributions should be in English and abstracts ought to be submitted to filarch2023@gmail.com by 15 January 2023 in the form of a pdf file attachment.

Submissions must include:

- an abstract of 500 words maximum
- the paper title
- the contributor's name and academic affiliation (if applicable)
- the contributor's email address and telephone number
- a short bio of 150 words maximum

More information at the FilArch [website](#)

Submission until:

15th January 2023

Notification of abstract acceptance:

15th February 2023

Registration deadline:

1st May 2023

FilArch Symposium:

25-27th May 2023

Revised papers for publication:

July 2023

Publication:

September 2023

KEYNOTE SPEAKERS:

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