UE X: EXPERIENCE DESIGN
AUGMENTED CITY
The seminar UE X - Experience Design examines the effects of digitalization on architectural experiences in the contemporary city. The course questions traditional typologies by focusing on an understanding and redesign of social, geographic, spatial, temporal and emotional experiences.

At the beginning of the digital revolution, technologists painted a picture of a disembodied future in which people would shed their skins and live online, evolving from citizens into “netizens.” While the virtual world has profoundly changed the way we practice some of our most basic social everyday activities - learning, working, banking, shopping, praying, healing, etc. – it has not rendered the physical world obsolete or even less important. People enjoy and need social and sensual contact. Yet, as digital infrastructures increasingly become part of our built environments, physical and virtual elements merge in many ways, leading to new architectural typologies.

This year, UE X – Experience Design will focus on the Augmented City as a response to the inevitable changes catalyzed by Covid-19. The recent outbreak of global pandemics has accelerated the virtualization of our everyday life, and made aware of the potential (and dangers) of digitalization to transform the practice of everyday life in the city and the associated experiences. We will explore the notion and practices of experience design by analyzing, mapping and questioning contemporary urban life and developing alternative urban apps and interfaces that combine physical and digital environments.

Cities are a multiplex of networking flows that form an incredibly complex systems that is alive and changing constantly. Over fifty percent of the world’s population currently live in urban areas, and this share is predicted to increase to over 70% by 2050. As new technologies and methodologies begin to decrypt the multiple interwoven flows of urban environments, designing uses
for collected data will become crucial to ensure that cities are planned, built, and evolve to reflect the needs and desires of its citizens.

As more and more urban data become available, how can it be translated and leveraged into experiences to impact urban life and well-being? How can the perception and interaction with one’s urban environment alter with access to new data through experiential elements? What new applications and experiences become possible? How can a digital interface raise awareness of issues such as climate change, data privacy, and urban health, as well as promote citizen-involvement and social equity?

The seminar will combine students from both IC and ENAC to work together in a real interdisciplinary process. The course will be conducted through weekly mini-workshops that will guide the seminar through the experience design workflow.

The first half of the semester will focus on the examination of the current city experience, and include a rigorous mapping and critical analysis of the actors involved, the spatial-temporal flows, and the key touchpoints of a chosen virtualized experience. The second half of the semester will focus on the redesign of that experience. Digital interfaces and augmented urban artifacts will be considered as possible alternatives to reconfigure the senses of perception, redistribute time, and re-orchestrate the configuration of social, emotional and spatial experiences in the augmented city. The course will culminate in a final experience design proposal that will use the city of Lausanne, as a case study or living laboratory. Projects will study the complex and diverse flows that define its “urban pulse“, and propose novel, unexpected, radical, engaging, civic experiences that combine UX design with virtual (and possibly physical artefacts) in proof-of-concept prototypes.
Friedl Kubelka
Kazumi Terasawa & H. Kani
Kowloon Walled City, Hong Kong, 1997.
Office for Metropolitan Architecture (OMA)
How feminine is Hamburg?

The distribution of streets in Hamburg that are named after men and women.

How old are the street names used in Berlin today?

Streets in Berlin have often been renamed over the course of history, some multiple times – after the end of Nazi rule and the fall of the Berlin Wall, for example. The result is a city map in which new street names can often be found next to ones that are centuries old.
Lost In the Supermarket:

Love and Loneliness in the Bowery Whole Foods

One of the more often referenced cliché locations for New York Missed Connections is the grocery store, specifically any Whole Foods in Manhattan. This typical type of Missed Connection, and the mockery of it, refers to one of the easiest to mock demographics of the Missed Connections community: consolidation, overcrowded, excessively groomed, well-to-do young urban professionals. The Whole Foods Missed Connection is a trope that combines criticism of both the shallowness of both the New York dating scene and of expensive feel-good organic food shopping.

For such a frequently satisficed scenario, it doesn’t actually happen all that much. Among settings that are neither on public transportation nor in the street, grocery stores are the fifth most common setting for Missed Connections. What’s interesting about this percentage is that everyone (or, hypocritically, everyone) goes to the supermarket at some point—not everyone has a gym membership, not everyone drives or goes in cars, but we all eat, and we have to get food from somewhere. And, stereotyping aside, among grocery stores surveyed thus far, the Whole Foods located at the corner of Houston Street and the Bowery is the most common site of grocery store Missed Connections. We set out to identify some factors that might contribute to the associations that this store has with Missed Connections and why shoppers might be looking for something more than fair trade organic coffee in its aisles.
@Dantethetree @SteveFulop4Gov we need more pervious surfaces in jersey city! More parks and trees! #treespeech
5:55 PM · 14 Sep 16
Das Mehrfamilienhaus an der Forsterstrasse liegt in einem dicht be- grünten Villenviertel in unmittelbarer Nähe des Stadtzentrums. Die Geölte und Situation des Gebäudes wie auch die strukturelle Auf- lösung des Baukörpers ist ein Versuch, restriktive baugesetzliche Vorgaben dieser Wohnzone in eine architektonische Logik zu über- führen, um aus vereinzelten, unzusammenhängenden Gestaltungs- vorschritten eine architektonisch verständliche Einheit zu schaffen.


**Adresse**
Forsterstrasse 38
8044 Zürich

**Öffnungszeiten**
Samstag
Geöffnete Führungen
Reservation erforderlich

**Führung mit Reservation**
Sa 26 Sep 10:00–11:30 (0 freie Plätze)
Sa 26 Sep 13:45–14:15 (0 freie Plätze)
Sa 26 Sep 14:30–15:00 (0 freie Plätze)
Sa 26 Sep 15:15–15:45 (0 freie Plätze)

**Reservieren**
Für Reservation bitte mit Benutzername anmelden +
Oder als neuer Benutzer registrieren +

Mit Catherine Dumont Eysset: In der oberen Etage gibt es eine Einführung. Danach kann die Gruppe in geschlossener Formation die andere Wohnung der Künstlerin Hanna Roebuck besichtigen.
Too Good to Go - “Anti-Waste Food App”
toogoodtogo.org
Grassrooted - Food Waste reduction subscription
grassrooted.ch
Pokémon Go is a no-go when driving.
Stranger Visions - Facial Reconstruction from DNA on Chewing-Gum and Cigarette Butts - 2012-13 - Heather Dewey Hagborg
deweyhagborg.com
TELEPHONE LINES

Unclear if this refers to VoIP communications or traditional telephony, given the volume of existing copper wires still in underground ducts; the latter seems likely.

TRANSIT WIRELESS

Transit Wireless is the contractor building out a fiber optic network for the MTA’s subway platforms. See more in Subway Wireless Networks.

TELEVISION MARKING

This cable is more commonly seen in boroughs other than Manhattan. Although the labeling indicates a television cable, it’s possible that it’s really for cable internet. New York operators refer to “bundles” that combine television and internet connections, commonly serviced by the same company.

WINDSTREAM COMMUNICATIONS

Windstream, a smaller telecommunications company based in Little Rock, AR, spun off its copper and fiber network into a real estate investment trust (REIT) in the summer of 2014. The REIT is a REIT is a REIT is a small business choice: by placing their infrastructure assets into a tax-exempt entity, Windstream saves around
Polluted Selfie / LDF
Fragmentin, 2017
States of Disassembly
Lateral Office, SBAU 2017
Urban Flows

- **Culture**
  (Tourism, Art, Events, ...)
- **Mobility**
  (Public Transportation, Public bikes, Shared Vehicles, ...)
- **Safety**
  (Natural Disasters, Illumination, Crime, ...)
- **Health**
  (Sports, Pollution, Contaminants, ...)
- **Energy**
  (Energy use, PV potential, ...)
- **Water**
  (Water quality and pollution, potable water points, ...)
- **Nature**
  (Biodiversity, Plant-Life, Insects, ...)
- **Waste**
  (Recycling, Sharing Economy, ...)
- **Construction**
  (Building Materials, Heritage Preservation, ...)
- **Biology**
  (Microbes, Viruses... )
- **Food**
  (Reducing waste, local agriculture, urban farming, ...)

AUGMENTED CITY

[Diagram showing interconnected concepts such as Energy, Water, Nature, Waste, Construction, Biology, Food, Culture, Mobility, Safety, Health]
California Grid Control System
The New York Times, 2018
Title

CONCEPT:

Vivamus ultrices vestibulum sem, sit amet sodales mais dignissim. Aliquam vulputate odio at lacinia iaculis.

descriptions

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Donec egestas et enim ac euismod. Sed euismod, nisl vitae luctus luctus, velit magna tincidunt sem, ac rutrum mi risus sed nunc.

touchpoints

1. touchpoint name
2. touchpoint name
3. touchpoint name
4. touchpoint name
5. touchpoint name

key AI/AR/VR mechanisms for disruption

mechanism 01

mechanism 02

mexD lab, EPFL

Schedule
Fall, 2021

Week 1: Introduction / Intuition Workshop
  EMOTIONEERING

Week 2: Immersion Workshop
  FORENSIC MANUAL

Week 3: Mapping Workshop
  EXPERIENCE JOURNEY

Week 4: Disruption Workshop
  THREE RADICAL IDEAS

Week 5: Precedenting Workshop
  ANALOGIES

Week 6: Sharpening Workshop
  DIAGRAMS

Week 7: Midterm Review / Pitching + Mashup

Week 8-11: Critical Prototyping I – IV

Week 12: Packaging Workshop

Week 13: Final Review / Pin-up

Keywords

design thinking, ethnography, prototyping, assumption testing, visual thinking, convergent thinking, divergent thinking, collaboration, visual thinking, value propositions

Dates are subject to change.

Media x Design Laboratory

Prof. Jeffrey Huang
Alex Sadeghi, Mikhael Johanés, Christina Doumpioti, Christoph Holz, Frederick Kim, Gianna Ledermann