This M.Arch. final-year studio was dedicated to giving form to working life in a digital society. Our pursuits aimed to realize design outcomes that were less sculptural, more performative: “animated boxes.” Our design activities coupled with those of the concurrent Electrical and Computing Engineering ECE 655: “An Introduction to Robot Manipulators” offered to Masters students by my close research collaborator, Dr. Ian Walker. The outcomes advanced knowledge and understanding in both Architecture and Computer Science and Engineering by defining the “robot as a room” and the “room as a robot.” Redefining what constitutes Architecture, Robotics and Information Technology (IT) is not only a conceptual leap in these disciplines but a fully appropriate, even necessary response to conditions in working life that are both technological and social.
Animated Boxes
Giving Form to Working Life in a Digital Society

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This page: I.I.D. House by R. Raghavendran [below] presentation boards; [top left] detail, living environment; [right] programmable lounge. See video on CD.

This I.I.D. House is an effort towards merging the virtual and physical environments by adapting CAVE technologies to a physical living space. This I.I.D. House also features programmable furnishings employing continuum robot technologies.
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This page: Para-Layering House by J. Lutz with prommable stairs and facade by CAM. See video on CD.