

REVIEWING DIGITAL

RE-DESIGNING THE DIGITAL CRIT AS A PRIMARY MEANS OF PEDAGOGY



PRATT CENTER FOR TEACHING + LEARNING FACULTY FELLOW PROPOSAL

PROJECT SUMMARY /

A common phrase used by design educators to student's would be, "You need to get your digital model out onto paper so we can discuss it." To an incoming 2019 student, who might be labeled as a digital-native, the logical return question would be "why?"

The original statement is usually supported by the outdated discussion that in practice, construction realization and communication with clients happens over a series of physical and static documents. This argument, has over the past ten years been proven antiquated as we witnessed a large portion of the construction industry move towards building directly from digital information models as well as progressive design practices move into VR technology for client and civic presentation. This new paradigm suggests a direct real-time relationship between the ideated content and the receiver for more close and meaningful impactful discussion. Further, recent advances in hardware performance such as real-time rendering, coupled with the lowering costs of digital displays, VR headsets, + phone based applications for exchanging third dimensional information, stir the inquiry that maybe its our review format with students that truly needs to be revisited. How much longer are we going to be saying, "don't show me your digital rhino model?"

This fellowship will focus on the inquiry of how can we use the classroom as a digital review environment to prepare the next generation of students to both produce and present information in the virtual realm for future oriented practice. Through faculty survey, the fellow will establish the range of practices and methods available within the school of architecture for the digital crit + workshop, and will hold a colloquium and workshop series to proliferate that information into the school's population.

BIO TEAM LEADER /

Jonathan A Scelsa, AIA FAAR
Assistant Professor in Undergraduate Architecture

Jonathan Scelsa is a licensed architect and partner in the cross-disciplinary practice op.AL. Scelsa's design research explores the computational methods associated with the geometric legacy of optical mechanics in architecture. Scelsa's design work has been supported by the New York State Council of the Arts, the Architectural League of New York, and the American Academy in Rome as the recipient of the Mark Hampton Rome Prize in Design. His research has been published in multiple journals and he was the coeditor of *The Function of Style* (Actar D, 2015).

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