

FORMATS:
LANGUAGE:
LV-NO. :
READER:
DISCORD:

INDIVIDUAL / GROUP WORK
ENGLISH / GERMAN
052-1144-25
TEN.STUDIO/25-ETH (FROM 18.02.25)
HTTPS://DISCORD.GG/KZGWPQC7

FS_25

TEN
STUDIO TEACHING

ETH D-ARCH

[73 110 47 65 112 112 114 111 112 114 105 97 116 101 32 84 101 99 104 110 111 108 111 103 121]

IN / APPROPRIATE TECHNOLOGY

[IMAGE CREDITS]

ANDY WARHOL AND DEBBIE HARRY, BLONDIE, WITH AMIGA COMPUTER, 1985

INTRODUCTION:
BLOCK 1 REVIEWS:
BLOCK 2 REVIEWS:
BLOCK 3 / FINAL REVIEWS:
LECTURES / CONFERENCES:

WE, TECHNOLOGICAL ANIMAL

TUESDAY, 18.02.25
WEDNESDAY, 12.03.25
WEDNESDAY, 16.04.25
TO BE ANNOUNCED
TO BE ANNOUNCED



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STUDIO TEACHING

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IN / APPROPRIATE TECHNOLOGY

[IMAGE CREDITS]

PETER FISCHLI AND DAVID WEISS, SNOWMAN, 1987/2016

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IN / APPROPRIATE TECHNOLOGY

[IMAGE CREDITS]

NFTS, 2001: A SPACE ODYSSEY - AN OUT OF THIS WORLD REPLICA SET BUILD!, 2022

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WE, TECHNOLOGICAL ANIMAL

IN/APPROPRIATE TECHNOLOGY

The human is inherently a technological animal; its bidirectional relationship with technology mediates its existence and shapes the environments that it inhabits. The trajectory of technological change suggests that our place in the future is precarious. This reality calls for a critical understanding of how emerging technologies generate new orders of knowledge as well as necessitate a redefinition of the mandates and values that shape disciplinary practice. For architecture, this means interrogating design as a technique through which humans create and interact with the material world, and asking if design serves intended needs or if it facilitates further reliance on technology. Addressing this requires not only examining the manifestations of technology by design, but also questioning the basic assumptions of designing.

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DESCRIPTION

The **[IN/APPROPRIATE TECHNOLOGY]** semester challenges the conventional design process by emphasizing critical, open, and exploratory design methods. Through generative AI, physical modeling, and curatorial practices—combined with diverse formats for shared reflection—the approach aims to reach what could be described as collective design intelligence.

The thematic focus of the semester will be habitation in Zürich. The task will be to respond to the program and selected sites, by developing prototypes for urban habitation and social spaces that consider scalability, life-cycle, and aesthetic appeal. These prototypes will follow the loose principles of *capable structures*, a type of building designed for robustness and adaptability without compromising the stability of its image in the collective imagination.

Parallel to the design studio, individual and group work will take place across two adjunct research tracks with inputs from invited guests. These tracks will focus on revealing the limits and characteristics of technology while investigating the potentials of collective agency in shaping technique and formulating critical positions. If architecture is considered both primordial and technological, one might ask:

- WHAT WOULD HAPPEN IF RELIANCE ON NON-VITAL TECHNOLOGIES WERE DRASTICALLY REDUCED?
- HOW MIGHT MORE SOPHISTICATED RELATIONSHIPS WITH THE REMAINING TECHNOLOGIES BE DEVELOPED?
- CAN TECHNOLOGY BE CONSIDERED NEUTRAL, OR ARE THE AGENDAS OF ITS CREATION INHERENTLY EMBEDDED WITHIN IT?
- IN WHAT WAYS DO TECHNOLOGICAL DEPENDENCIES INFLUENCE THE DESIGN PROCESS?
- WHAT VALUES SHOULD TECHNOLOGIES EMBODY TO REFLECT DIVERSE CULTURAL AND SOCIAL CONTEXTS?
- CAN COLLECTIVE EFFORTS ALTER THE WAYS IN WHICH TECHNOLOGIES SHAPE THE PRODUCTION OF DESIGN KNOWLEDGE?

STUDIO WORK

The studio aims for an open, collaborative environment, with high encouragement for experimentation and chance. The work we do will play out over three interdependent blocks dedicated to particular design methods, materials, and outcomes.

[BLOCK 1]

We will be working between new AI generative design technologies and analogue means to generate ideas, atmospheres and aesthetic vocabularies. The aim is to develop personalised techniques and positions through the critical handling of design technology. Working with a range of simple material palettes we will be developing architectural models on scales determined by design interest. The aim is to transform the material from the first block into formal and spatial design propositions that respond to the program.

[BLOCK 2]

We will combine the work generated in the previous blocks with a third piece to compliment the key ideas. The form of which will be determined by a curatorial design process to present the individual works in relation to the collective studio output in a final exhibition.

[BLOCK 3]

COLLECTIVES RESEARCH

TECHNOLOGY DESIGN RESEARCH

Working in groups, we will research decentralized, collective or subsidiarity based organisations experimenting with alternative structures for collaboration. The research will be conducted using a range of interview and drawing formats.

Working individually, each will undertake a short design research to reveal the limits, characteristics and bias of a selected technology. A variety of methods will be presented, the selection of which will be determined by the intended outcome.