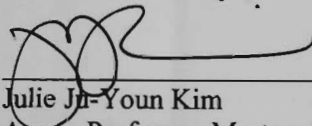UNIVERSITY OF DETROIT MERCY
GRADUATE SCHOOL
MASTER'S PROJECT

SUBMITTED IN PARTIAL FULFILLMENT OF THE REQUIREMENTS FOR
THE DEGREE OF MASTER OF ARCHITECTURE
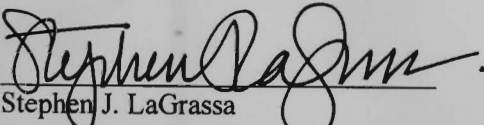
TITLE:  **Fragmentation in Narrative Space**

PRESENTED BY:  **Joel Cudnohufsky**

ACCEPTED BY:

Julie Ju-Youn Kim
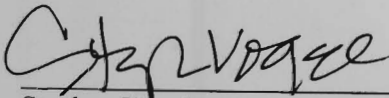Assoc. Professor, Masters Studio Instructor

5.06.2005
Date

Stephen J. LaGrassa
Assoc. Dean, Director Masters Program
School of Architecture

5/09/05
Date

APPROVAL:

Stephen Vogel
Dean, School of Architecture

5.09.05
Date

# FRAGMENTATION IN NARRATIVE SPACE

JOEL CUDNOHUFSKY
MASTERS OF ARCHITECTURE
MAY 2ND 2005
JULIE JU-YOUN KIM
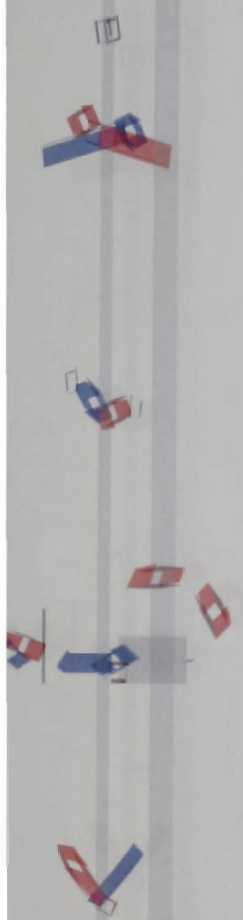
# TABLE OF CONTENTS

# ABSTRACT

The use of technology in society today is creating many aspects of dealing with the spaces that we interact with. This is through the spaces that come about from the necessity of new program spaces coming from incorporating such technology, and also the multiplicity of meanings due to the use of technology.

The spaces that we create have strong narratives associated with them. The spaces that we build in also have these narratives associated with them. Is it possible to look at the narratives of space as a way of designing? In looking at the idea of the narrative as a way of organizing the way we build is it possible to weave into the existing context in new and meaningful ways?

The idea of fragmentation of entities in society today is something that is pervasive in everyday things. This is through the use of multiple meanings of the same thing. This is done through technology. The technologies that we are using are giving us a schizophrenic way of existence. The more that technology is used the more personalities a person takes on. This does not only pertain to people, but also to the spaces that they inhabit. Is it possible to see this in the spaces that we create?

This thesis intends to look at the combination of looking at narrative space and that of the fragmentation of space. Can the way in which we look at the ideas of fragmentation and narrative space co-inhabit the same space? How can fragmentation help to inform the way in which narrative space is designed, and how can narrative space help to enforce the ideas brought about by fragmentation?

# PRECIDENT STUDY

Office of Metropolitan Architecture [OMA]

Project: ZKM [Zentrum fur Kunstund Medientechnologie]
Date:   1989 [start]
        1997[building opened]
Location: Karlsruhe, Germany
Architect: OMA

Importance:
        This is a space that envelops the body into technology. This is a place where technology and interactivity happen. This space creates the opportunity for an integration to take place. This is a place for the ideas of media and interfaces to come forth and be what the building is about. In this space there is interaction between many different disciplines. This shows the idea of the integration. Integration is at the center of what I am trying to do with virtual worlds and the one that our physical bodies live in.

Critique:
        The actual building is the problem I have with the building. The area of that looks like the "Borg cube" from Star Trek is not very successful. I feel that this is having the idea that technology is a scary thing. The integration should not be something that scares people away from engaging with it. I do understand that the design was chosen on the basis that it was to get people's attention when they are driving on the Audubon. So the design is in drastic opposition to the rest of the landscape just to get people's attention and to let them know that this was a place of technology. There should be a way that the integration happens where people want to engage in it. Some other aspect of the project I find very intriguing. The idea that it is not just a museum, but that it is a place to learn, interact, and be creative in a space that is truly for integration.

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# zkm building anaylsis
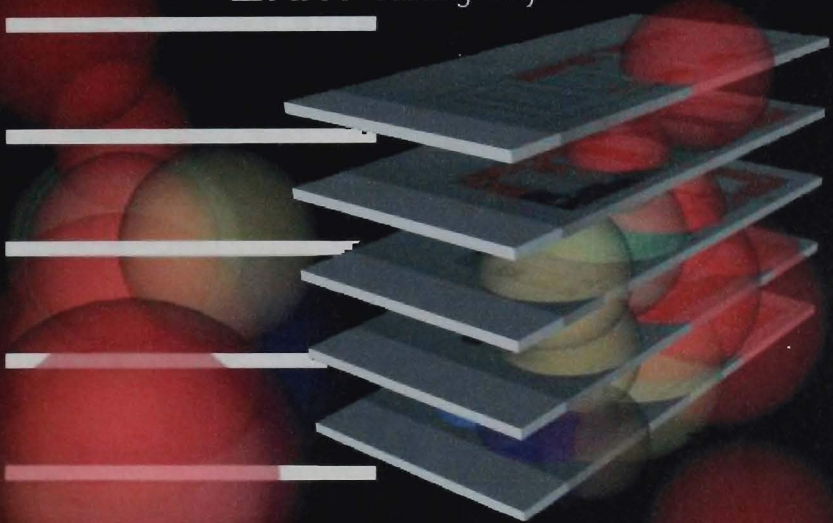
The idea behind this model is to find out how the different diciplines of the building were integrate. All of these programs have to do with the integration of digial means of interacting. Whether it be the labs for studying, the interactive exibits, or the areas in which you can imerse yourself in the technology. I believe that this building does a good job of laying out the diciplines to maximize the chances of interaction across mediums.

Süden    Norden

Medienthaster    Foyer    Rahmenlage
Studios    Technik

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# zkm

The idea that you can inhabit a virtual world and a physical world means that your perceptions are all in your mind. In the ZKM people are in virtual and physical space at the same time. One of the interesting things about the building that was renovated for the cZKM is that it was an old muntions factories. This is an interesting commentary that technology is one of the means for human distruction.

In the design of the addition to the ZKM there is something that I do not feel that is appropriate. The idea that technology is scary. The addition is dark and in stark oppostion to the exsisting architecture. It is giving the commentary that integrating technology into the physical world is something tthat is dangerous. I do feel that the layout of the program spaces was done well.
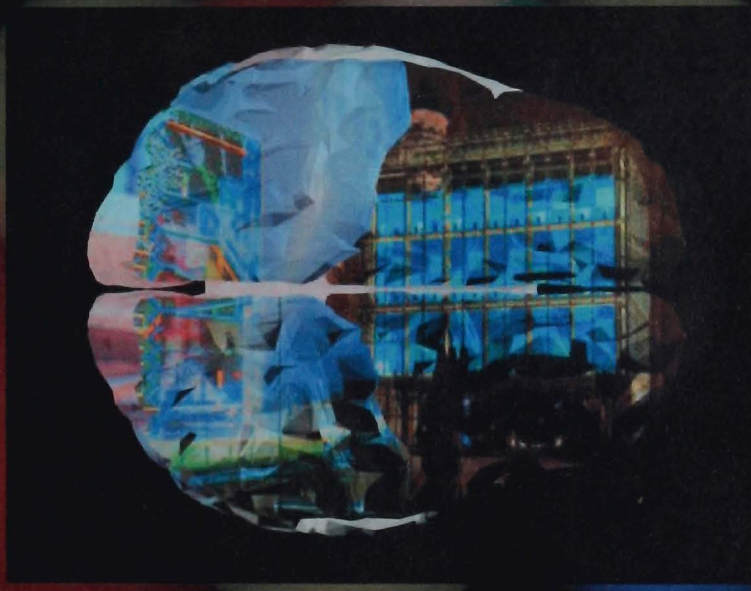
Nox

Project: V2 Lab [interior]
Date: 1998
Location:
Architect: Nox

Importance:
This company is focusing on unstable media. So the design is focusing in on the integration of machines and the interface in which man and machine interact. The space acts as a catalyst that enables the virtual world to come into the physical one.

Critique:
This building, I feel, shows a weakness of designing on a computer. The material that are involved in the interior spaces, I feel, are an afterthought of the design process. They feel like they were chosen not for the materiality, but for the ability to do what was shown on the computer screen.
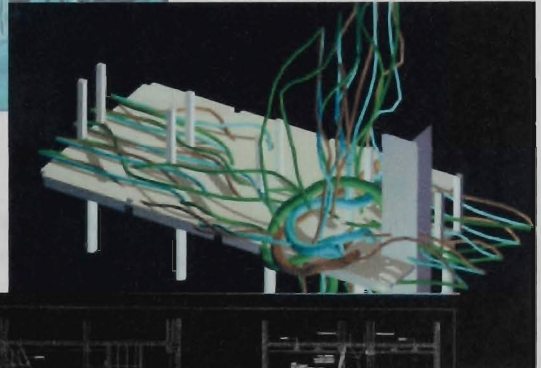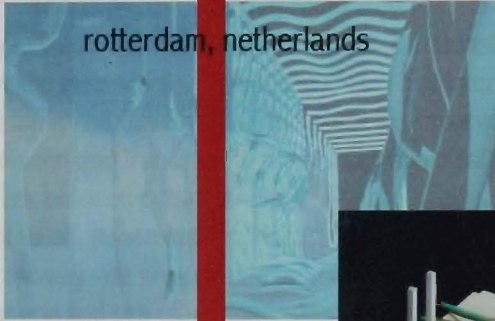
# v2 lab

rotterdam, netherlands

The v2 project is a research labretory for unstable media. This is a place for collaboration of many diciplines to interact with one another. It is a place that fosters the growth of many types of diciplines to develope new ideas of dealing with the idea of unstable media.

dECOi

Project: Aegis (interactive art piece)
Date: not built
Location: Birmingham, England
Architect: dECOi

Importance:
   This is an art piece that completely involves human reactions to work. It takes many ideas and brings them into view. It can translate movements that you cannot see and make them visible. This is the idea of the interface. It is an integration of ideas of an input and the stimulus. This piece interacts with the theatre and takes the sound information and translates it into a visible manifestation of the sound. It is also seen as a link between outside and inside space. This shows that a surface could be one of potential. Its strength is the fact that it is an interface for our body to engage in a different way. We are not able to perceive sound visibly, but through this project we can see sound and see other non-visible factors in a movable skin.

Critique:
   I feel that this is an important exercise in manipulation of space in order to make things visible. I believe that with technology today you will not be able to fully explore the ideas of the manipulating surface. There would have to be some sort of controlled liquid in a solid state, not just a bunch of small metal panels. The hold-up on the project is that it would not be completely interactive. There would have to be a controller making all of the decisions and not the environment around it. I feel that technology could reach that point in the near future, but it is not there yet. The fact that the piece is a long rectangle is interesting because when you think of computers and their designs, at least recently, you think of morphic shapes and curves that make no sense on first glance. The intention of making it a rectangle so that the activity going on in the form is what is important is what I feel is one of the strengths.

Morphosis

Project: Hippocampus
Date: 1998 (conceptual project)
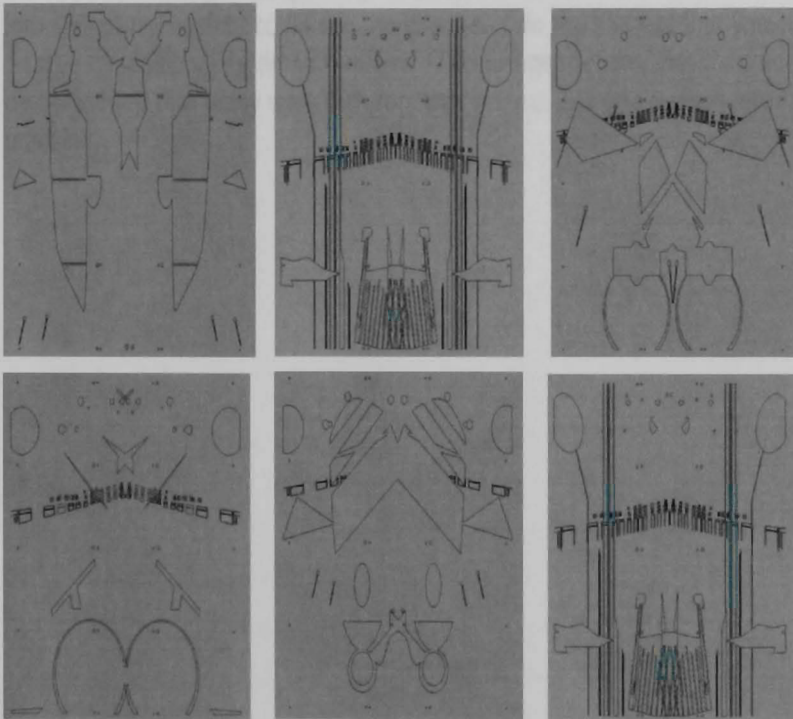Location: no location
Architect: Morphosis

Importance:
　　　　This is a campus where the integration of digital interfaces is key. This is a project where a person can live in a digital space integrated with the physical world. This is an idea of true integration of physical man and digital man.

Critique:
　　　　Although the idea is quite relevant to what I would like to do, the formal design is a bit lacking. The models are too ambiguous and offer no basis on what is physically there. This does not look like an inviting space. This is supposed to be a microcosm of a city and it just looks like a space that I would not like to inhabit.

Oosterhuis Associates

Project: Active Innerskin
Date: 1999
Location: space station proposal
Architect: Oosterhuis Associates

Importance:
        This is an active skin to a building. This shows one of the ideas that could push the idea of integration forward. This is a proposal for a space station, and in this design the idea is to maximize space and in doing so they integrate all of the interactive systems into the walls and make them an active part in the structure. This is an interactive system that can let you inhabit the area inside words, and also you could see what the three-dimensional representation is before you build it.

Critique:
        This makes all of the integration ideas possible. I do not agree with the idea that the form changes morphically. If there was some reason that the form changed into something useful I could see the change. I do like the fact that you could work on a three-dimensional model with others. This brings the idea that the interface could be something that many work with together on, not just one person interfacing with the machine.

# PROGRAM

Project Identification:

My project will be focusing on the idea of creating a building that will look into the cohabitation of digital and physical elements and how they interact with each other. The building will look at blurring the line that exists now in our society. The main focus will be on the idea of interaction design, and how we research through different mediums.

This will be an environment that challenges the conceptions of how the virtual realm can enhance the study of non-technological oriented ventures, such as Language Arts. As well as focusing on the non-technological studies it will concentrate on merging that of the technology studies. This will be a habitation of the two a place where there is the merger of ideas. There are things to be learned from the non-technological studies. They have their own idea of what virtual is.

Before I get too much further on what virtual and physical is I should define them.
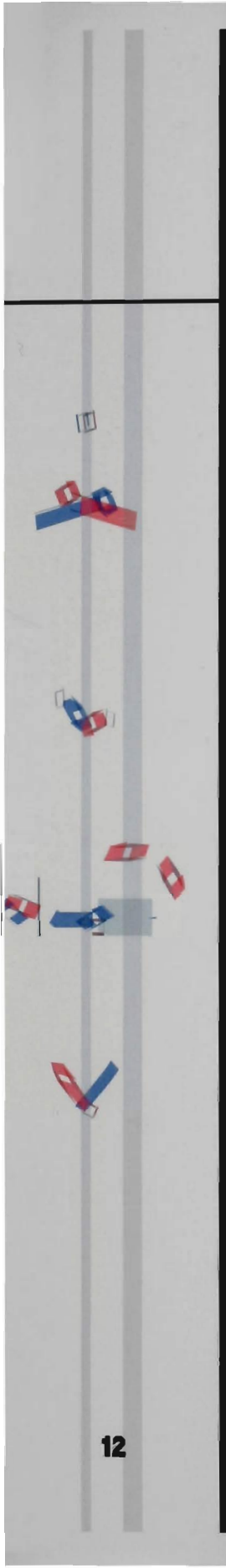
Virtual: Anything that is not in physical form or intangible to the body i.e. oral
storytelling, digital worlds, etc.

Physical: Anything that can be physically interacted with the body. Something that
is a tangible object i.e. a book, physical environment, etc.

Now that I have looked at the terms that will be guiding me through this investigation I will see how they can guide a research into the conceptions that are had about them. In looking at the conceptions that people have about the way a Language Arts class looks at technology. How do they articulate the idea of real? How do they look at the virtual worlds that they create through their own explorations? These are areas that can be looked at by using the program of the building to look at virtual visualizations that they create. With the integration of other programs that seem to be

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at odds the way that virtual and physical seem to be at, we can get a new appreciation of how the opposing ideas commingle with each other.

In studying these two areas I will be focusing on the forms of production that is associated with them. The way in which the language art focuses on ways of making is different from the way that of the digital studies will take. So there is a way in which the making of a book could inform the way the digital world is made, and vice versa. The way in which a book is made has its own rules and ways of being organized and constructed, and through this process is where the ways of making change.

Articulation of intent:

The goals of this project are to look at the relationships that the two disciplines work and how they could work together to inform each other. The ways that this will be accomplished are through the collaboration of the two disciplines. It will also be focusing on their ways of construction. Through this process of construction is how the decisions are made of how to proceed. My intent is to try to allow the collaboration aspect of the project to help the transfer of the ways of making and to integrate them into the other program. With this focus on the process that each separate discipline uses there will be ways of looking at the way the building can go together.

The building type that will help me look at this is that of the academic building. This is a setting in which the two areas of study can come together in a nurturing environment. This building will function in the same ways that a book functions for the virtual space of the story. It will be a place that houses the imagination for virtual space. So the building can be an interface for the virtual.

Enumeration of Actions

- Learning: This place needs to be one where people can come and get new information on topics of interest to them. Where people come and discover new ideas, and share them with others. And research the idea of fragmentation and narrative in the spaces that they create in the building. This is also a new

venture in trying to bring the two programs together. This is also a learning experience in how the two programs will interact with one another.

- Research: In looking for the information for papers and exams. This should be a place where the way researching is done is the goal of the program of the building. This is an interactive process. One does not research without engaging with some material. Also there has to be the spirit of experimentation. With this idea of experimentation there needs to be the idea of how to create in narrative space. The backbone of the research is that of the language that is used, be it through the use of the written language or that of the visual one of the computer world.

- Gathering: It should also be a place where many come together and experience the research together. A way to collaborate with others to learn and research. This can also mean the collection of information. The way in which you collect the information in a different way.

- Exploring: Looking at many things, and going many places is the best way of learning and research. This can also be through using new tools to discover information. This is the way of learning through doing.

- Sharing: This could be done by giving presentations, or by discussing what one has gathered in the course of their exploration. Also by collaborating with others, either in your physical presence or telepresence.

- Digitizing: Making what is physical digital, making what is digital physical, and experiencing it in a new way.

- Touching: There needs to be tactile element to the space. The touching is one

of the most important things about learning. People learn through a practiced touch, and learn more through doing than by only seeing.

- Expanding: horizons and conceptions. This is to expand people's horizons on how the making of digital artifacts is important to everyday life.

- Creating: looking at a way to make something that has a life of its own. Coming up with ideas on their own and then making them something real. To design and collect ideas to make something come to life.

### Site Criteria

The site should be in an academic area of the city. It would be most appropriate near a campus or on a campus that has an atmosphere conducive to learning. The site should be in an urban area. One where there is a possibility to engage the community in a new way. The students and faculty of the school should be able to access this building, but also by the professionals in the area in the area; the idea of community in the building should be strong.

The site should be in an area that has a great deal of foot traffic and is easily accessible. This would be the best way to have an environment of collaboration. The site should also be a larger site. This would be beneficial to the layout designs. It would also give the feeling on openness.

The biggest point that needs to be addressed in selecting the site is that of the community around it. This program needs to be in an academic community. The way that the program fulfills its purpose is it needs to be accessed by many people for the purpose of researching and learning.

# PROGRAM PRECIDENT

In the Interdivisional Research Building there is the cohabitation of multiple disciplines. This building was designed to be the catalyst to start new and innovative research. This is related to my project because this building is taking areas of study that have been separated into their own buildings and now brings them together because there is the chance for a new and meaningful interaction within the different disciplines. Through this building I see parallels to my own investigation. There was careful thought to how all of the programmed spaces would interact with each other.

This building is strong in that its main focus is on the merger of different areas of science; now if this building is successful is yet to be determined, but the ideas are great. The idea of blurring the preconceived line of what the different areas are is great. This building challenges what people think is in a certain area of science. As Glenn D. Steele Jr., M.D., Ph.D., said, "We expect that this combination will lead to the development of high impact projects that transcend the boundaries separating the traditional disciplines of the biological and the physical sciences." This is the ultimate goal of the project, to transcend the boundaries. Some more of the strengths lie in the layout of the plan. In the plan there is careful thought to how to facilitate these interactions between the disciplines. In looking at possible interactions and designing for them is a strength of the program.

Some of the weaknesses that I see in the project are that all of the areas of study are still segregated to an extent. It would be nice if you could not tell where the respective departments were. This would be a true integration then, but now there are only certain areas that facilitate the interactions. The building is now just a place to house the respective areas, but it needs to challenge the areas that are being housed in the building and make them interact more with the other sciences. This building is also very long in plan. This does not seem like it would be the ideal atmosphere for the interactions to take place. It would seem that more open gathering areas or research areas would facilitate this more.
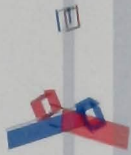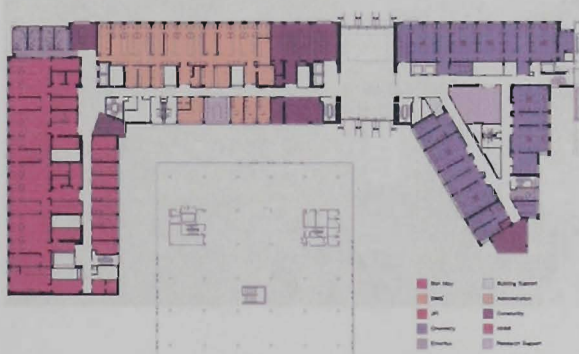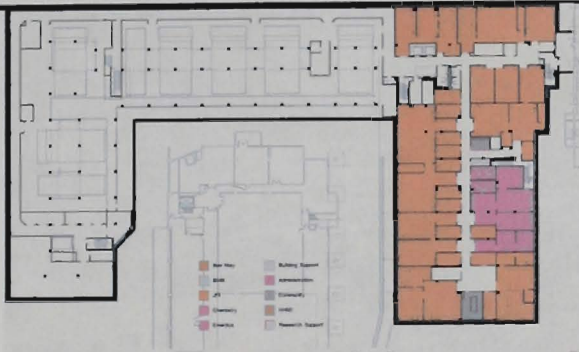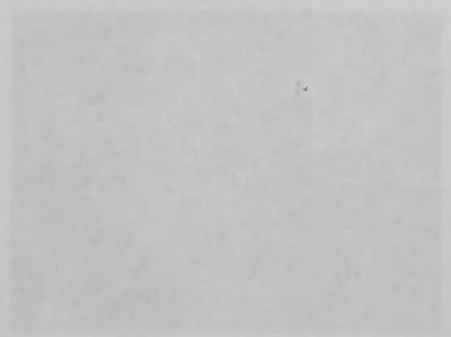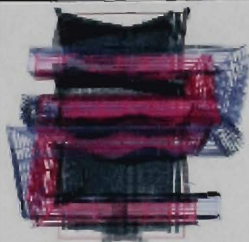
# SKETCH PROBLEM





The sketch problem that I was working on was titled the Real of the Virtual. In this project I was focusing in on how do you make a virtual object real. Through this I had to use a narrative and come up with a game that could be played using the concepts that were involved in the story. The narrative that I had chosen was that of "'Repent, Harlequin,' said the ticktockman" by Harlen Ellison.

In this story there was a great deal to do about time. So the game idea that came out of it was that one was supposed to race against time in order to make it to the end of the board first. The way in which the game board was designed was that you could not see the other person and where they were at in the space of the playing area, but there would be clues that would guide one to know where the other person is due to the way the environment around you is changing. This was done through using the weight of the opposing player to shift the walls of the path that you are moving through.

Through this analysis of the story I realized that virtual space is not just in the computer but everywhere we look.
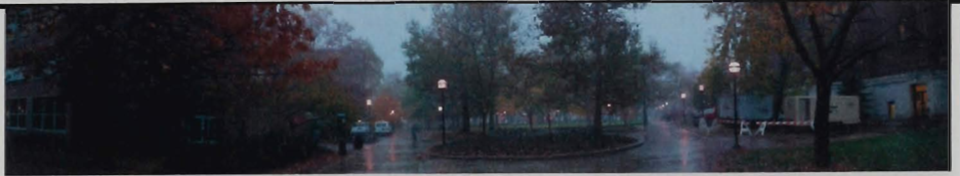
Pictures of the gameboard

The game that came out of this looking at the narrative of the book is one that has two paths. In these two paths there are no connection to the other one other than the ability to sense where the other person is due to the way the walls are shaped. This game is a race to the end of the path looking at the distance that is generated by each path. In this game the ticktockman's path is shorter due to the fact that he is the one in control of society and therfore has society on his side and therefore has an easier time controling the Harlequin.
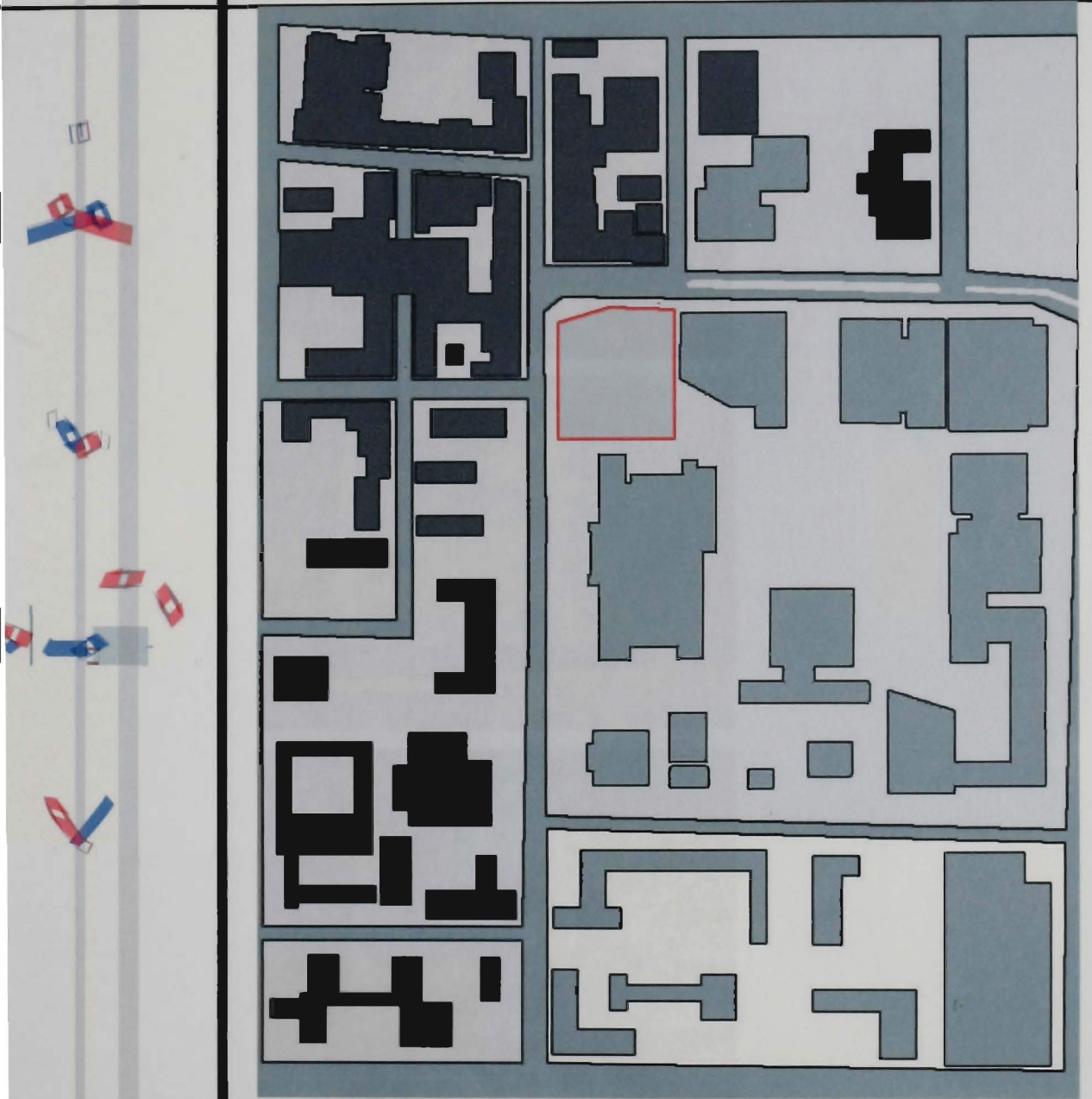
This game board was a way of looking at the way narrative space could become real and what the implications of looking at a predefined narrative in the designing of space instead of designing our own story of the spaces we create.
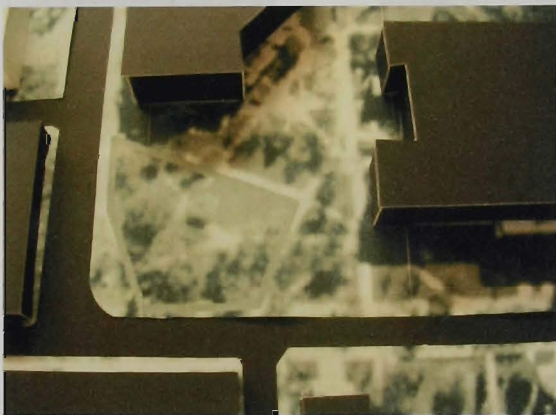
# SITE ANALYSIS



The site that I had chosen to investigate my thesis is on the corner of N. University and State St. on the University of Michigan campus in Ann Arbor, MI. This site is located directly on the Diag and has a huge pedestrian traffic amount. This site was the perfect place for me to test my ideas. This is due to the huge amount of narrative of the space that is there.

drive wait watchstop go drive drive wait watchstop go drive drive wait watchstop go drive drive wait
watchstop go drive drive wait watchstop go drive drive wait watchstop go drive drive wait watchstop
go drive drive wait watchstop go drive drive wait watchstop go drive drive wait watchstop go drive
drive wait watchstop go drive drive wait watchstop go drive drive wait watchstop go drive drive wait

LEARN READ LISTEN STUDY WATCH
LECTURE TEACH LISTEN WRITE
NOTATE STUDY TEST QUIZ EXAMINE
LOOK WATCH LISTEN HEAR THINK
QUESTION GUESS CONFUSION
WRITE LEARN HEAR LOOK WATCH
SLEEP WAKE FRUSTRATION GUESS
TEST QUESTION LEARN WRITE
NOTATE GUESS QUESTION WAIT SIT
WALK STAND WAIT LOSE FAIL SUC-
CEED PASS LEARN WATCH NOTATE
GUESS LEARN CHEAT HIDE
EXPLAIN WALK WAIT TEST
QUIZ LISTEN HEAR
WRITE THINK STUD
Y EXAMINE
ENTER

# QUANTITATIVE SUMMARY

Virtual Studies Building

Research Area [Areas where the collaboration can take place.
                     These are the true merger spaces.]

| | | |
|---|---|---|
| Group meeting area/ workspace [x 6] | | 3600 sf |
| Lounge [x 2] | | 3200 sf |
| | | |
| Storage [backup hardware] | | 200 sf |
| Technician workspace | | 225 sf |
| Storage for old interactive media | | 200 sf |
| Circulation | | 1485 sf |
| | Total sf | 8910 sf |

Administration Area
| | | |
|---|---|---|
| Director's office | | 400sf |
| Secretary | | 100sf |
| Meeting space | | 600sf |
| Waiting area | | 100sf |
| Offices [other faculty]x15 | | 15000sf |
| File space | | 100sf |
| Server space/ Building controls | | 250sf |
| Large workspace [computer maintenance] | | 200sf |
| Storage | | 200sf |
| Circulation | | 3390 sf |
| | Total sf | 20340 sf |

Entry Hall
| | | |
|---|---|---|
| Café | | 2500 sf |
| Waiting Area | | 2400 sf |
| | | |
| Circulation | | 980 sf |
| | Total sf | 5880 sf |

Gallery Area
| | | |
|---|---|---|
| Gallery small | [changing exhibition] | 2500 sf |
| Gallery large | [changing exhibition] | 4000 sf |

| | | | |
|---|---|---|---|
| Coat check | | | 600 sf |
| Circulation | | | 1420 sf |
| | | Total sf | 7100 sf |

## Class Area

Classrooms [30 person] [collaborative design] [x 20] 4800 sf

| | | |
|---|---|---|
| Storage[20] | | 1000 sf |
| Circulation | | 1160 sf |
| | Total sf | 6960 sf |

# SPACE DETAIL

Research Area

| Space name | capacity | quantity | nsf/unit | nsf |
|---|---|---|---|---|
| Group meeting/workspace | 20 | 6 | 600 | |
| 3600 | | | | |

## Purpose/function
This is the collaborative space that the users of the building come together and share the ideas.

## Activities
This is a space where people come to work on projects and share ideas. This will be the open space that is available at anytime during the day.

## Spatial relationship
This space is one where there should be lots of natural light

## Special considerations
This space should be designed for interactions between people. It is a educational area, but not one that is regimented without a definite front and back.

## Equipment/furnishings
This space should have a large table in the center.

## Behavioral considerations
This should be a space where people can identify that the room is occupied and when it is not. The meetings should be able to happen without interruptions.

| Space name | capacity | quantity | nsf/unit | nsf |
|---|---|---|---|---|
| Lounge | 45 | 2 | 1600 | 3200 |

## Purpose/function
This is the place for students to relax in between classes. This is also be a place to wait for others. It is also a place where students can study and interact with others.

## Activities
Place for student to study and interact with the surroundings

## Spatial relationship
This should be a space where people can relax. There should be a flow through the space so not to disturb others when moving through it.

## Special considerations
This should be an open space. One where you can see through the whole space and see where there is an open space to sit. There should also be plenty of natural light through the space.

## Equipment/furnishings
There should be plenty of seating for relaxing and tables for studying.
## Behavior considerations
There should be movement through the space that is not obtrusive. There also should also be acoustics that stop the flow of sound through the space.

| Entry |  |  |  |  |
| Space name | capacity | quantity | nsf/unit | nsf |
| Café |  | 1 | 2500 |  |
| 2500 |  |  |  |  |

## Purpose/function
This is one of the key aspects of the program to bring people from the commercial district into the building. This is to have people who are not part of the academic community to interface with the building.

## Activities
This is a commercial space in the academic community. There are the sales of small snacks and coffee. There can be small gatherings of people that are interested in the ideas that come out of the aspects of the building. This will be a space that is open later than the classes that take place inside.

## Spatial relationship
This is located on the corner of the site. This is a more open space that lets the sound carry more than the other spaces.

## Special considerations
There needs to be openness to the space.

## Equipment/furnishings
There needs to be tables and chairs. There also needs to be the counter for the commercial aspect of the space.

## Behavior conditions
This space should be viewable from the commercial district. This should also not be visible from the academic part of the building.

| Space name | capacity | quantity | nsf/unit | nsf |
|------------|----------|----------|----------|-----|
| Waiting area | | 1 | 2400 | |
| 2400 | | | | |

## Purpose/function
This is a place to wait for the openings of the exhibitions or the show in the auditorium.

## Activities
This is a place to watch and wait for people to arrive.  This also is a place of gathering and after parties for the activities.

## Spatial Relationships
This is a place that is the blur between the exterior and the interior of the building.  This is also an open space that has plenty of natural lighting.

## Special considerations
This space needs to be on the first floor and towards the street.

## Equipment/furnishings
This is an open space with very little seating

## Behavior Considerations
This is a space that has access to all of the community spaces on the first floor.

| Space name | capacity | quantity | nsf/unit | nsf |
|---|---|---|---|---|
| Small gallery | | 1 | 2500 | |
| 2500 | | | | |

## Purpose/functions
This is a place to display and show the real of the virtual that is created in the building.

## Activities
This is a place to for learning and sharing of ideas.  This is a place that has changing exhibitions that explore the different aspects of virtual creation in real space.

## Spatial relationships
This is an open space that is flexible to allow for any of the exhibits that could happen in the space.  This is also a space that has very controlled lighting.  There should be very few views into the space from the exterior.

## Special considerations
This is a space that should entice people into wanting to interact with the space of the exhibits

## Equipment/furnishings
There should be no furnishings in the space.  There should be some movable wall partitions.  These will be the space of the exhibits.  There might also be the ability to have projectors to show the virtual spaces.

## Behavior considerations
There needs to be control of the access to the space.  There is only going to be select hours of operation as well.

| Space name | capacity | quantity | nsf/unit | nsf |
|---|---|---|---|---|
| Large gallery | | 1 | 4000 | |
| 4000 | | | | |

### Purpose/functions
This is a place to display and show the real of the virtual that is created in the building.

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### Behavior considerations
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| Space name | capacity | quantity | nsf/unit | nsf |
|---|---|---|---|---|
| Coat check | 5 | 2 | 600 | |
| 1200 | | | | |

Purpose/function
This is a place for people to leave their coats when they go to an exhibit or a presentation in the auditorium

Activities
This will just be the storage of personal belongings during specific activities

Behavioral considerations
Only open during key activities

### Office

| Space name | capacity | quantity | nsf/unit | nsf |
|---|---|---|---|---|
| Director's office | 5 | 1 | 400 | |
| 400 | | | | |

Purpose/function
To be the office of the director of the building

Activities
To maintain the building's front of the house responsibilities.
Spatial conditions
This should have a good view of the surrounding areas

Equipment/furnishings
Should have a desk/chairs

| Space name | capacity | quantity | nsf/unit | nsf |
|---|---|---|---|---|
| Secretary | 2 | 1 | 100 | |
| 100 | | | | |

Purpose/function
To facilitate the work in the office.

Activities
To be the person that handles the tasks that need to be done to make sure the office functions properly

Spatial conditions
Needs to be at the front door to the office and overlooking the waiting area. Able to access the filing room easily

Equipment/furnishings
Desk/chair/computer

| Space name | capacity | quantity | nsf/unit | nsf |
|---|---|---|---|---|
| Meeting space | 20 | 1 | 600 | |
| 600 | | | | |

Purpose/function
To facilitate meetings in the office

Activities
The meetings in the office with possible outside sources

Spatial conditions
Needs to be able to be accessed easily from the offices and also the waiting area, but needs to be a space that cannot easily be disturbed when a meeting is going on

Equipment/furnishings
Table/chairs/projector

| Space name | capacity | quantity | nsf/unit | nsf |
|---|---|---|---|---|
| Office | 3 | 15 | 100 | |
| 1500 | | | | |

Purpose/function
To work as a place for the faculty to work and have small meetings with students

Activities
Plan for lessons/meet with students/share ideas with other faculty members

Spatial conditions
Do not need to be laid out in rows or along one corridor.  They should be dispersed so that there is the feeling of the merger of two disciplines

Equipment/furnishings
Desk/chairs/computer

| Space name | capacity | quantity | nsf/unit | nsf |
|---|---|---|---|---|
| Large workspace | 2 | 1 | 200 | |
| 200 | | | | |

Purpose/function
To be the space where the computers get worked on when they go down.  This will be the office of the technical staff of the building

Activities
To fix and maintain the computers in the building

Spatial conditions
This should be a space that is not seen physically but should be easily accessible to every part of the building

Equipment/furnishings
Work tables/shelving for spare parts/diagnostic tools

Classes

| Space name | capacity | quantity | nsf/unit | nsf |
|------------|----------|----------|----------|-----|
| Class room | 30 | 20 | 700 | |
| 14000 | | | | |

Purpose/function
To be the learning spaces of the building.  To facilitate the learning of the students in the space.

Activities
A place to sit and learn, it is also a place that is designed so it is not lecture classes. These are places for collaboration with your fellow classmates.

Spatial conditions
These are to be designed like that of the meeting rooms.  There is to be no row seating and a very flexible layout so that the inhabitance of the room can easily share ideas with one another.

Special considerations
There also needs to be technology ports in the room to allow for the virtual space of the computer to be introduced into the room.

Equipment/furnishing
There needs to be tables and chairs in the space, as well as computers for the use of the students.

Behavioral conditions
These spaces need to act as a link between these two disciplines.  There should be no weight given to one over the other.

# SPRINGBOARD



These are composite images that have been created through the use of overlays. The meaning of them is that they are looking at the relation of the two idea of actual and virtual. The idea of the linear path as that of being more virtual and that of the curvilinear path being more actual. The orange composite of the two on top is how they can relate to the site.

The ideas that came out of this has to do with the ideas of interaction and immersion and how to bring the two together. The orange is the representation of that effort to bring the two together.

These are some models that have been completed with respect to the spring board. They are having to do with the ideas of movement through the site and also the movement of the ideas. The "path" that is taken through actual and virtual space.

These were spatial studies relating to those ideas of movement. The idea of movement is very prevalent in the world of the virtual that it should be investigated to a certain extent.
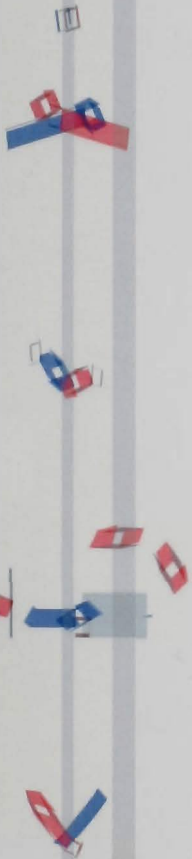
These images have to deal with the reactions of sides. The top image has to deal with giving a depth to words. This is making a space for the words to interact. There is also a sense of depth and scale to the construct. The bottom two images have to deal with scale and the push and pull of different elements, and how they react. When they react they create a different condition that could be considered the merging of the elements.
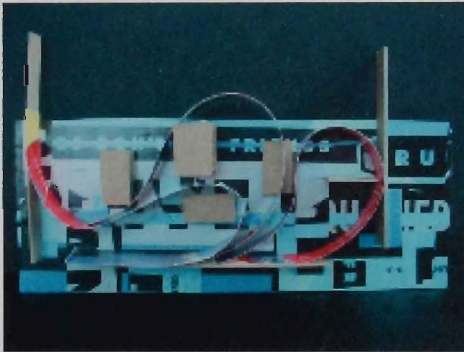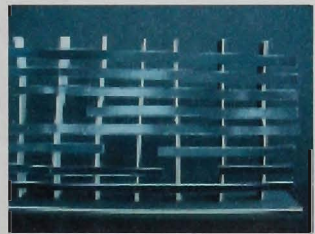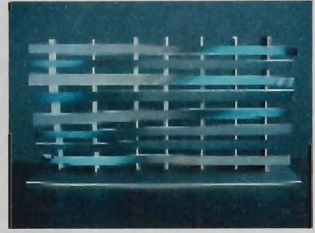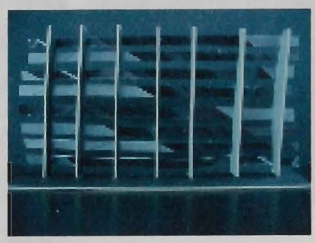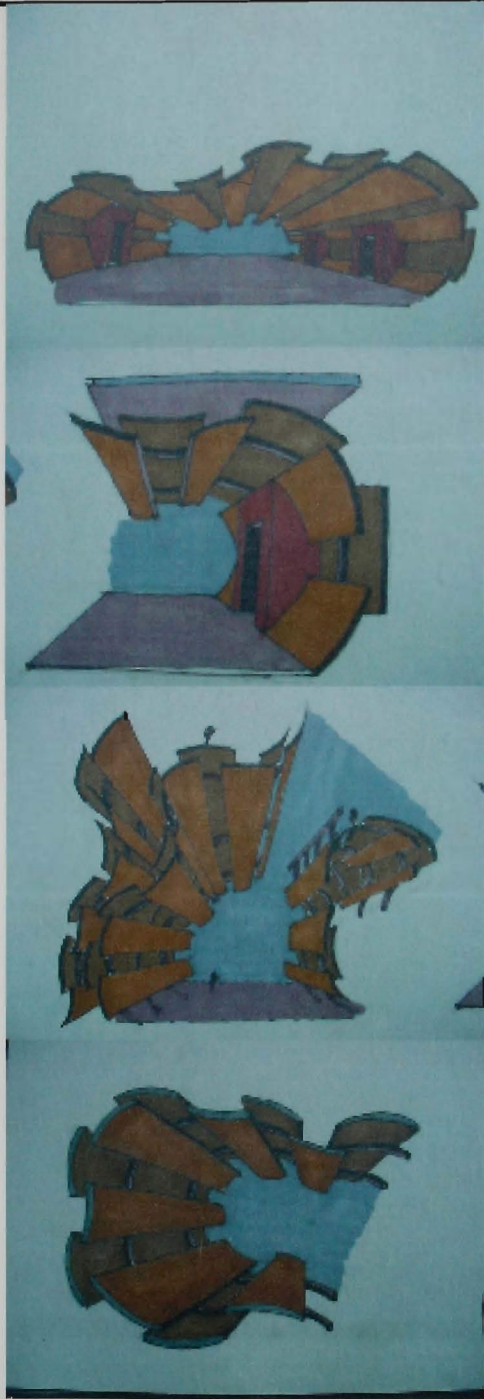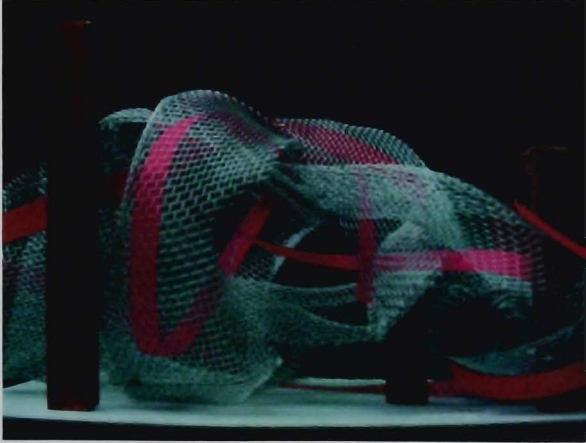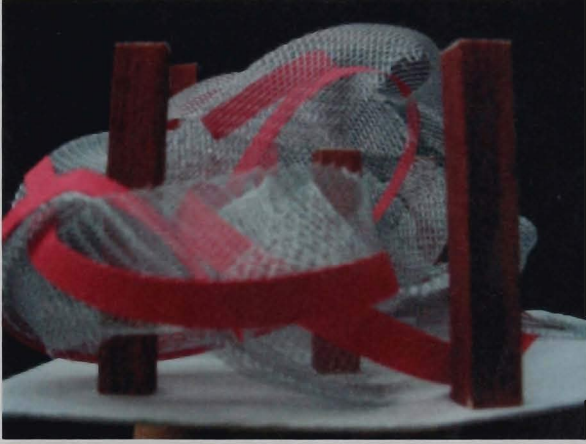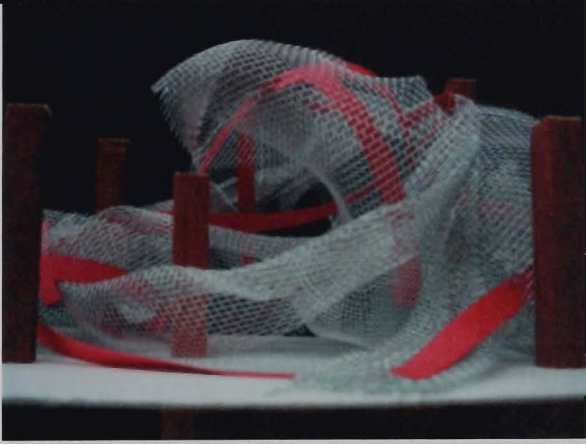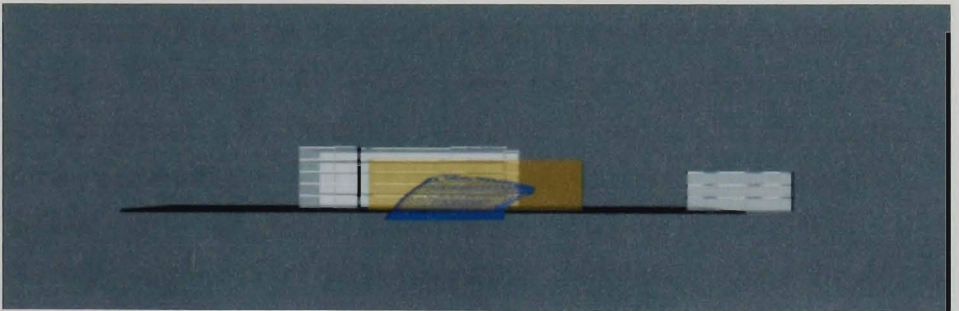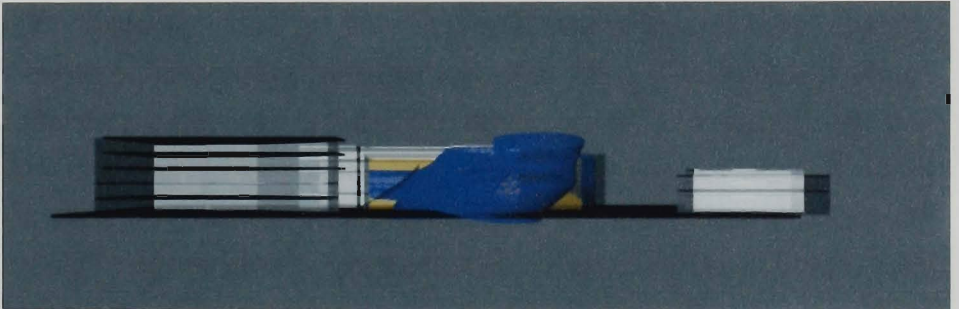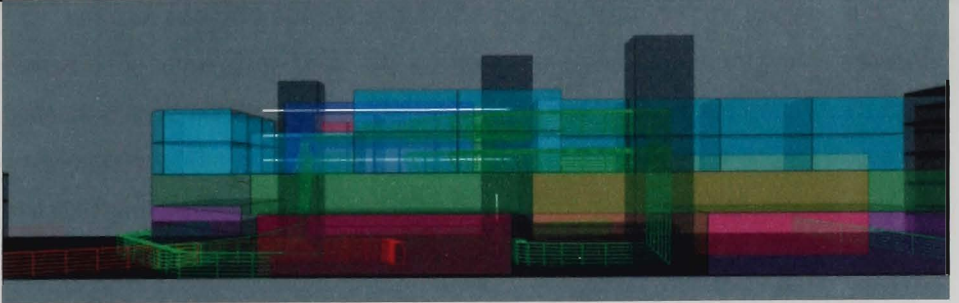
# THESIS PAPER

We are living in a society today that is teaching us to become less and less human in the sense of our being. We are being rewarded for gathering more and more gadgets to make our lives easier. The person that has the latest gadgets is seen as a savvy person. The idea of pervasive computing is taking over our society, that is that computer functions are in everything that we own and use. They take the shape of the minutest gadgets to the biggest supper computers in the world. Our society is one where consumerism is taking over our lives at the expense of our fundamental humanness. This is due to the fact that we are, in essence, copying ourselves several times through different accessories and therefore outstripping our human nature by being more than just one person and one identity. The nature of humans is to just have what is on our immediate bodies and not try to become immortal through the uses of these devices, but in society today you can be reached at any time with the use of a cell phone or pager. That is just one example of people outstripping their humanness. As N. Katherine Hayles postulates in her book How We Became Posthuman she says that all of these amenities that we use today have lead to the posthuman condition.[1] Through these devices people take on different personalities when they use these technologies; one of the prime examples of that on the Internet. People take on many personalities when interacting over the Internet. This is one of the promises you have when dealing with the virtual world. You are no longer yourself. You are just a copy of yourself put into a different environment where you have no physical properties. In essence society has been becoming cyborgs.[2]
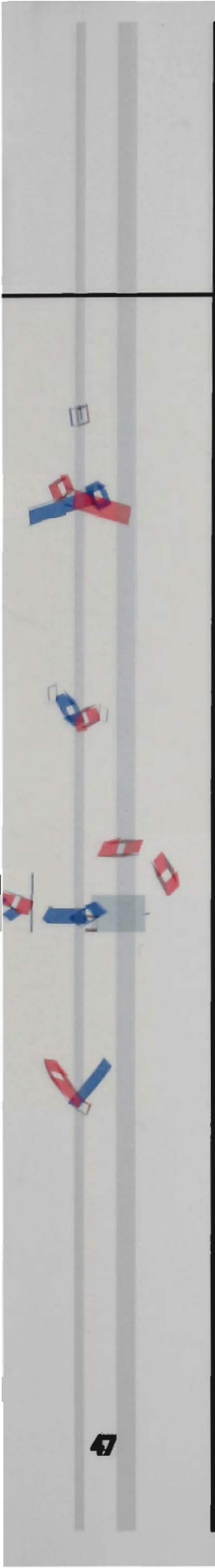
The major factors in this are the ideas of the Internet and the promise of other worlds that can provide us the things that we do not have in the real world. This is where people can be anything that they want to be. The virtual world offers much more to many people than they get in their daily life. This is a space of infinite possibilities. The most popular interactive activities on the Internet now are the MMORPG's (massively multiplayer online role playing games). These games have massive appeal to most players because there is the opportunity to create your own image in the game. This is done through the use of avatars in the game. An avatar is your playable

character in the game. People create these avatars to try to get an image that is what they would like others to see them as. This fixes any deficiency that could be lingering in the person in actual space.

It is through these fixes that people forget that they are in the actual world. They would prefer to spend their time in these virtual worlds and not deal with the actual. They perform tasks in the actual world while thinking about the virtual one.

Computer technology is creating a shift in the way in which me create today. The places that we have come from in history and the ways we are making are changing. We no longer work with our hands and our eyes in the same way as a craftsman of years past did. There has been a shift away from the link between hand and eye.[3] They function together to do a task, but they are not in the same place. One example is that of looking at the monitor and the other is moving the mouse or typing on a keyboard. They no longer work at the same point in space. They are not used them in tandem to create in the way they used to. They are entities that do their job, but they do not work together. People spend days looking at computer screens and moving mice around, but when you think about it that is not how our body was made to function. The postmodern world is a place where there is a split in the way our body functions. True craftsman work with very skilled hands and eyes to create wonderful objects that impact their surroundings. That is a difference between the actual space of the world and that of the virtual. The way in which these places are created is not the same.[4] The crafts are different. Is there a way in which the virtual world could be crafted with the same type of methods as the actual one?

The term virtual reality is a relatively new term in the history of human existence. It was coined in the early nineties as a way to express the new technology that was on the horizon.[5] This term has a strong connotation related to computers. This is something that has been in common place since the inception of the virtual reality as a way to interact with environments that do not exist in actual space. Although

in scholastic philosophy the terms actual and virtual are not in opposition to each other. The idea of the virtual is one that has the potential to become real (Ryan 27)[6]. These spaces promised different types of interactions that could not take place within the realm of the actual world. Virtual reality environments have not as successful as the theories that have brought them forward. The ideas of digital environments are more of a utopian ideal that could never fully be realized. The ideas behind the virtual reality are a theorist's territory.

As soon as the inception of the Internet there have been countless treks into the virtual realm. The Internet has been the realization of what people consider virtual in today's society. The Internet has embodied some of the ideas of virtual theorists. It is the place to interact with many people without ever meeting them in person.

There are strong opinions about what virtual reality. Some of them are that virtual reality will replace reality, or that virtual reality will never replace reality. Some other opinions are that virtual reality challenges the concept of reality. It does this through the use of nonrealistic representations of physics. There are no absolute rules to follow in the virtual. Another is that virtual reality is addictive and will enslave us. This is an idea of the MMORPG.

As Merriam Webster's definition of virtual reality states: "virtual reality is an artificial environment which is experienced through sensory stimuli (as sights and sounds) provided by a computer and in which one's actions partially determine what happens in the environment." At the earliest time of virtual it was used as a term that differentiated between the physical computer and the part of the computer in which users interacted with (Ryan 25.)[7] These are very narrow views of looking at the realm of virtual reality.

As most people that think of virtual as only a computer based entity they are not thinking about the truest form of the virtual. The narrative of stories is one of the first inceptions of virtual reality. This is a truer form of virtual reality because it takes people into a richer virtual environment than that of digital environments. There are no boundaries that restrict flow of the space. Anything is possible in these environments

unlike that of the computer simulations that have the windowpane around the place of interaction.

The story has changed its focus over the course of its history. In the 18th century there was a focus on nonfiction types of literature. This kept the audience out of a story, but told the tale of the person that was writing the passage. In the 19th century there was a shift to a more story-based style of writing. This is where the idea of the virtual body in narrative lies. The style of writing changed from the nonfiction style to that of one that got into the narrative style. It got into peoples heads and let you know what they were thinking. This allowed for people to act as direct witnesses to the acts that were taking place in the story (Ryan 4)[8].

There is an aspect of narrative storytelling that has come into place since the inception of the Internet, that is the idea of hypertext. Hypertext allows for a new type of interaction. It is one that the reader chooses what actions to take with the options that are given to them. This is creating a new type of author in the sense that there is no author. The person who creates the text itself is irrelevant to the actions that are taking place. There is no pre-scripted movement through the space of the story. This, in essence, is making the reader the author. With this type of interaction with the virtual space there are endless possibilities. The reader also does not have to look at all of the text on the page to interact with it. There is instant gratification of the actions that take place. The reader in essence does not have to engage with the story; they only have to skim to see the next move to take.[9]

With the idea of hypertext as a new type of narrative there are some ideas that keep them in line with the traditional narrative. These ideas have also been able to be used in the work with ideas of virtual space on the computer. These ideas are that of interaction and immersion. The interaction has been linked to how you engage in the narrative of the space you are dealing with. It also has to deal with the choices that you make once you are in the space of the story. Interactivity is something that lends

itself more to the computer in that you see instant reaction to what you have chosen to do. In a narrative you do not think of it as a true interactive element. The narrative of story is not one that is akin to interacting with the people that are interacting with it. There is not push from the user of the virtual space. The only part that is given is what the author of the narrative wanted you to experience. It is very pre-scripted. This is due to the very linear nature of the story itself.

The other term that is used is that of immersion. Immersion has to deal with how engaging a virtual space is. This is how you put your self into the space of the virtual. This is more associated with that of the virtual of the narrative. There is more to being able to see yourself in the space that is being described in a narrative than that of the visual space of the computer generated virtual reality. There is the idea of immersion in virtual space of the computer, but you cannot get into that as easily as that of the narrative. The narrative engages the reader and makes them create their own space. This is a space that is shaped more of their own experiences than what the author truly intended.

So how do we coincide these ideas of the narrative of the story and the virtual reality of the computer? The main goal of all types of virtual reality is to make the object creating the virtual disappear. The ability to make the object disappear is the sign of an environment that is truly engaging in both the interactive and immersion senses. These areas have been coming more and more

As William Mitchell states in his book "architects and urban designers of the digital era must begin retheorizing the body in space."(Bits 28)[10] This is due to the fact society is becoming more cybernetic than they every used to be. They are taking the enhancements of their creation and altering themselves. What he means by this also is that we need to start designing the virtual to interact with these new "bodies" in the virtual realm.

# DESIGN DEVELOPEMENT
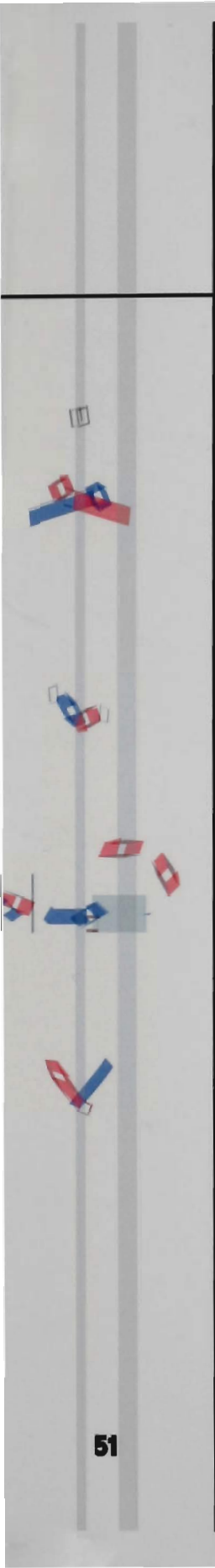
Fragmentation in Narrative Space

First off to understand my process I need to articulate my position in architecture. My position in architecture is one that has to engage in the movement through space and how people engage with the sectional qualities of the space. Architecture is one that engages the body through the movement through space. The circulation spaces are the areas of movement and therefore the life of the building. So in my architecture there is a focus on the movement through space and how the architecture supports those moves.

The program itself is one that is looking at movement, not in a literal sense of movement but in the moving of the narrative of space. The space of the narrative is one that has a progression and movement throughout. The program of the building itself is moving towards designing movement. There is progression through space with every action taking place.

My methodology of working on this project has changed through the design development process by looking more at the narrative of the site to guide my decisions in the designing of the building. Since the site has a strong sense of movement throughout there needed to be more of a focus on how my building interacts with this narrative. I focused more on the inside conditions of the site as opposed to the way that I was looking at the site from the outside in as I was before. The external conditions of the site are important ones, but they are not the driving force of the design as they once were. So in looking at this site in the context of looking at how the narrative of the site can inform and reinforce the narrative of the building itself is one that needs to be addressed. The methodology of designing has changed by looking at the program and breaking it up into two distinct built forms. This has changed due not looking at the program as one wholly inside one built form. This changed my thinking of how this program could function.

My position to the site is that of trying to fit into existing conditions. To make a mark on the site that does not harm the existing narrative of the site itself. This

site itself is one that encourages movement. This site itself has strong pedestrian movement throughout. This area is one of the reasons that the site was chosen. The idea of movement and experiencing space through moving is one that the site allows for.

The issues that guided my thinking are wholly related to my site itself. The idea of the "Diag" running through the site itself is the key to the organizational elements. The "Diag" is a strong part of the condition of the University of Michigan campus. This area also has the extra condition to being an entrance to the campus and therefore is an important site to the area. The most important issue that the program addresses is the idea of a new kind of condition that can lead to this idea of the entrance to campus. The idea of fragmented movement through the building itself is another. The idea of movement is the main idea of organization. This was the design principle that lead the design.

The idea of the site itself as being the entrance to the site is one that the building form that came out can be important is that of a landmark to mark that start of the campus and also act as a way of way finding on the campus.

The methods that I employed in designing this space are that of the computer models themselves. This was due to the fact my searching has lead me to designing in the digital. The idea of designing fragmented narrative space and the program of the building itself has lead to the use of the computer. The idea of creating the narrative that I have been working with has to do with the use of digital technologies and how they are making the transition into the physical realm. This is the new way of looking at the flow of narrative space. This allows us to engage in the narrative before the space is actually built. It also allows for the language arts to take place at a stage much earlier than before

The most important aspect that I have been dealing with is that of the movement of the narrative. Looking at how the program spaces relate to each other and how you move through the space to get to them. This is important because of the idea of the fragmenting of the space. Fragmenting of the space can be done most

effective through the use of the movement through the circulation spaces.

My thesis question has been translated into the building design process by looking at how fragmented spaces are formed and how you can look at the narrative of these spaces and how they relate to one another. It also has been looking at the theories that underlie the search by looking at the idea of grand meta-narratives. The idea that there are all of these underlying aspect of our culture that form the narrative of our spaces of inhabitation and how do we break these narratives that are associated with our built environment? This was done through breaking the notion of size of the building and also the movement through the space itself.

The shortcomings of this part are looking at the layout of the program spaces themselves and fragmenting them more. There needs to be less of an attempt to rationalize the positioning of the spaces themselves. There has been little attempt to treat the administration building with the same level of rigor as the academic building, but that was not done out of not caring, but done because of the condition that I had perceived within the program. If I had looked at my thesis in respect to my schematic design I would look at the idea of the fragmentation in more depth. The idea of the multiplicity of spaces and how they are not labeled spaces. This however looks at the fact that you design for everything in a space and in the end up with designing a space that accomplishes nothing.

These are images that try to capture the idea of the fragmentation of the space with in the building. This is mostly done through the movement through the spaces. The movement through the site is one that needed to be addressed and became an orgainizing element in the building form itself.

The images at the bottom take a look at the interior qualities that come about from the area of the meeting area.

This image is one that is looking at the fragmentation of the form. This shows that there is a blur between the real form and what is actually perceived.
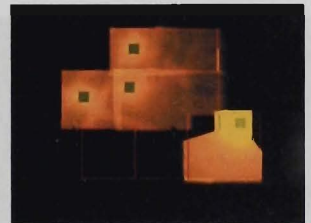


These images are dealing with a way to organize the building itself. The buidling does not want to be a stagnant form. There needs to be a way to look at the sectional qualities of the building and see the way that they relate to eachother.
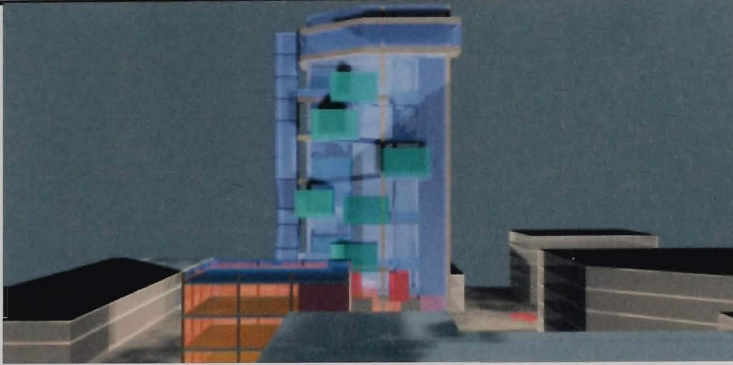
These images deal with the sectional qualities of the space. The way in which the program spaces relate to one another. This is the looking at how each of the program spaces are not on the same plane. This looks at the idea of the multiplicity of meanins that each space can have.
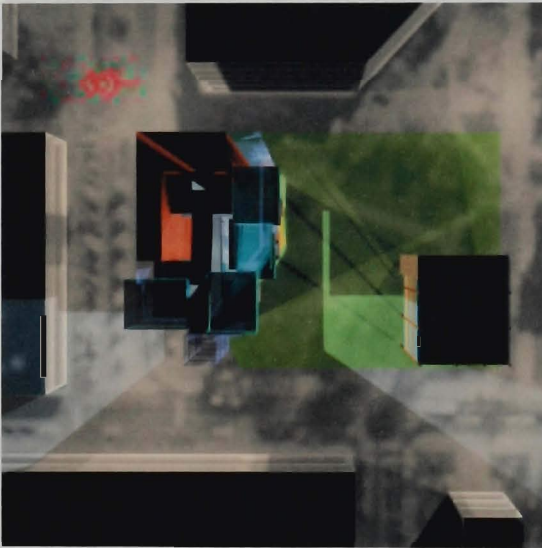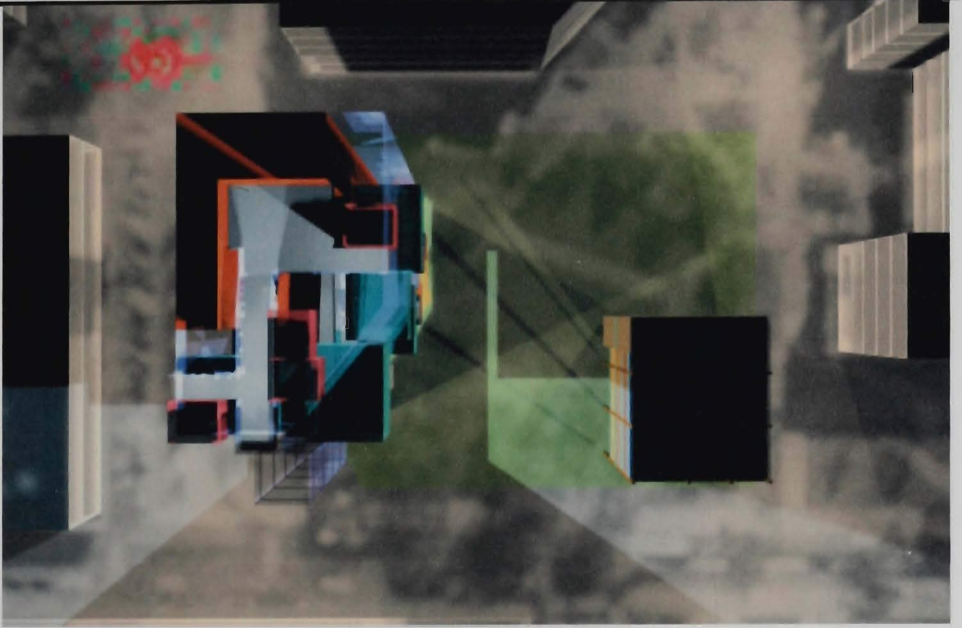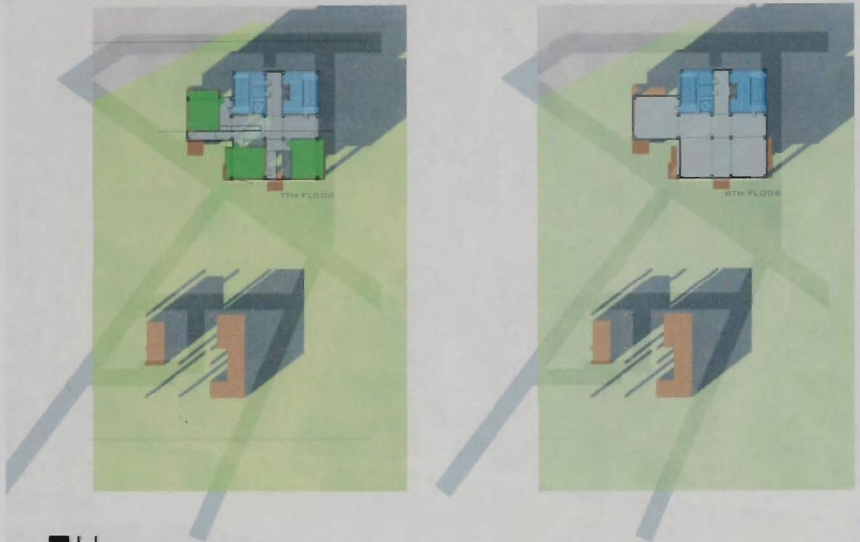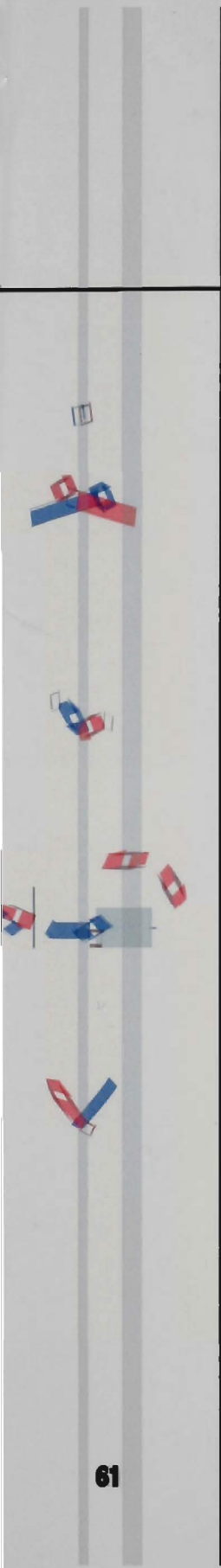
# FINAL DESIGN
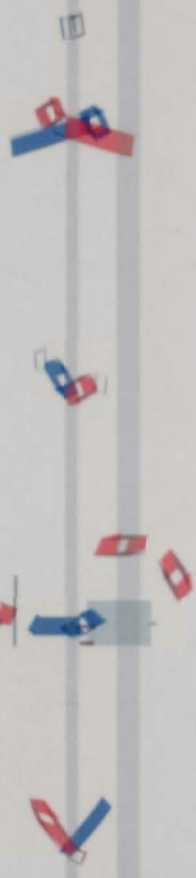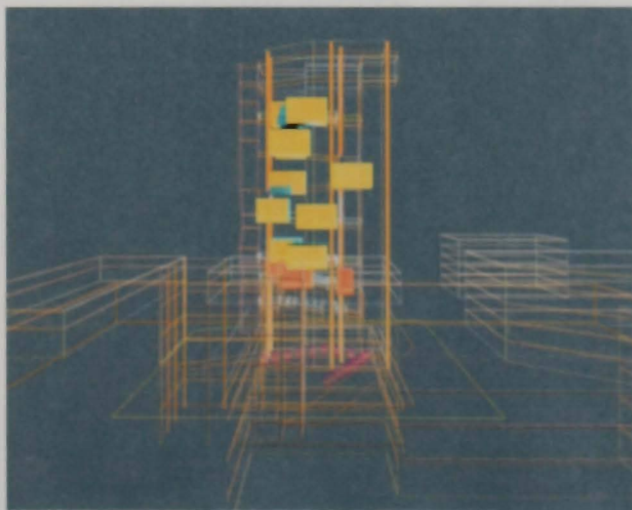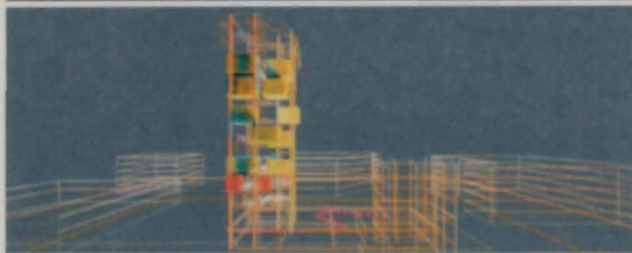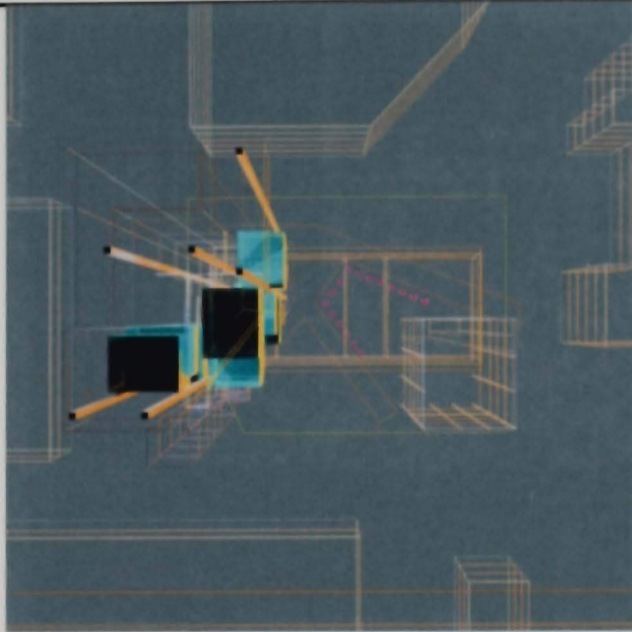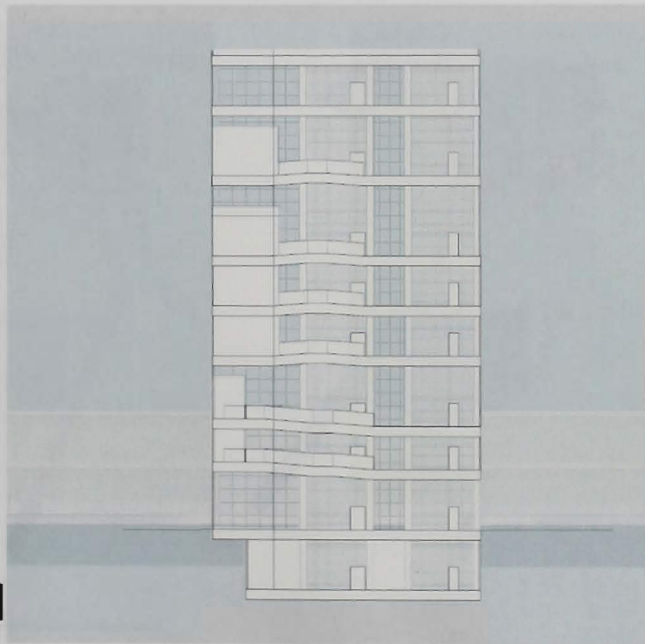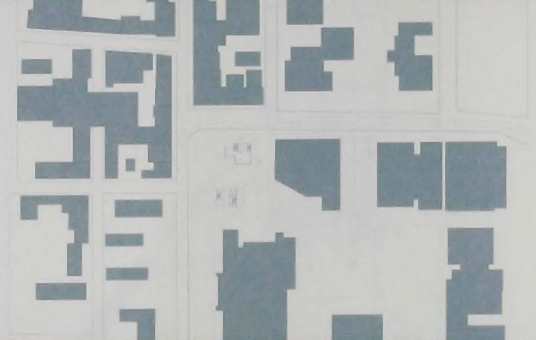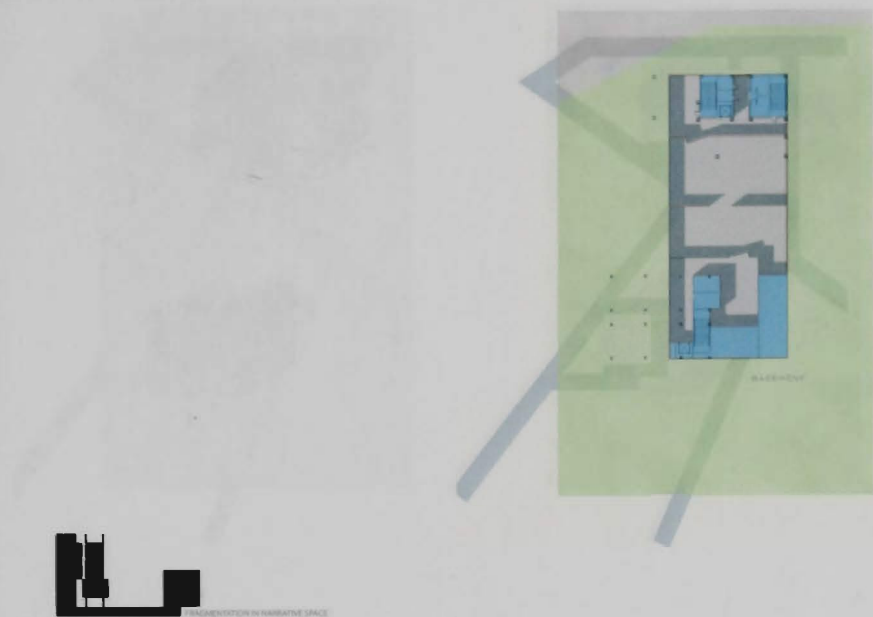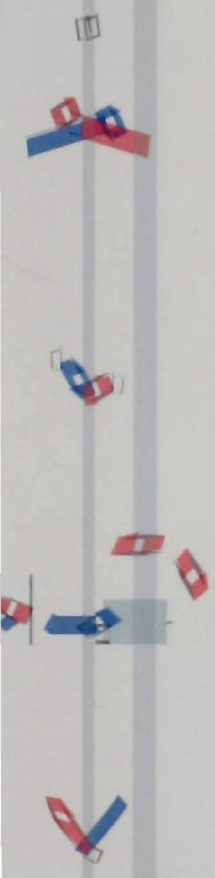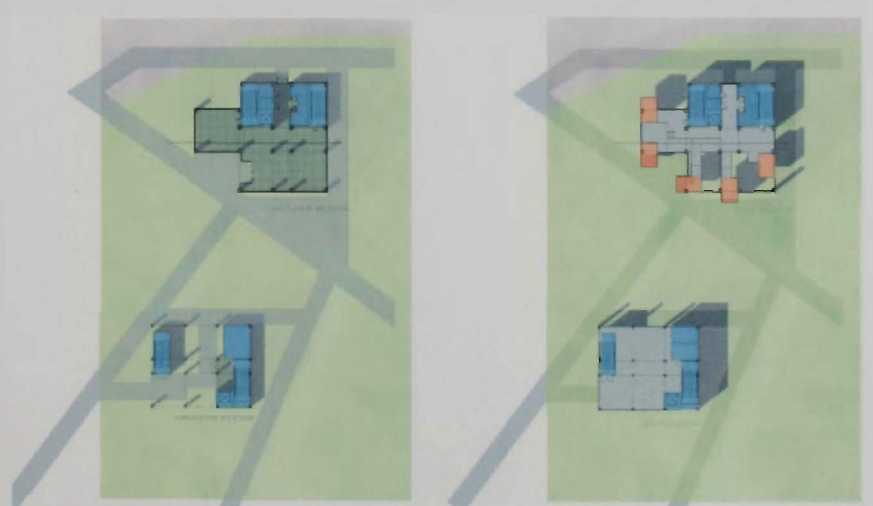


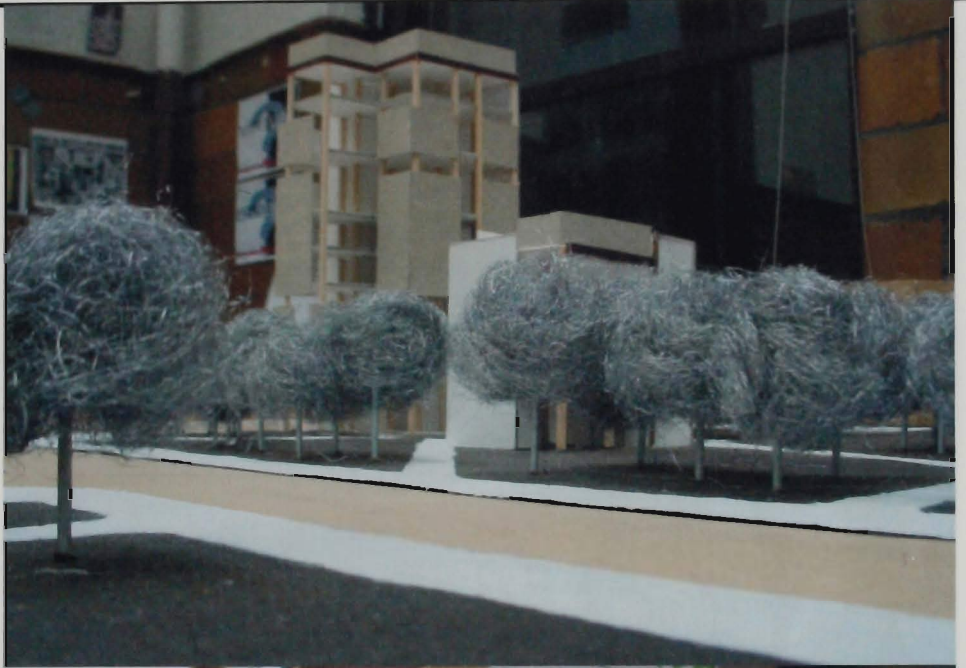SITE

FRAGMENTATION IN NARRATIVE SPACE
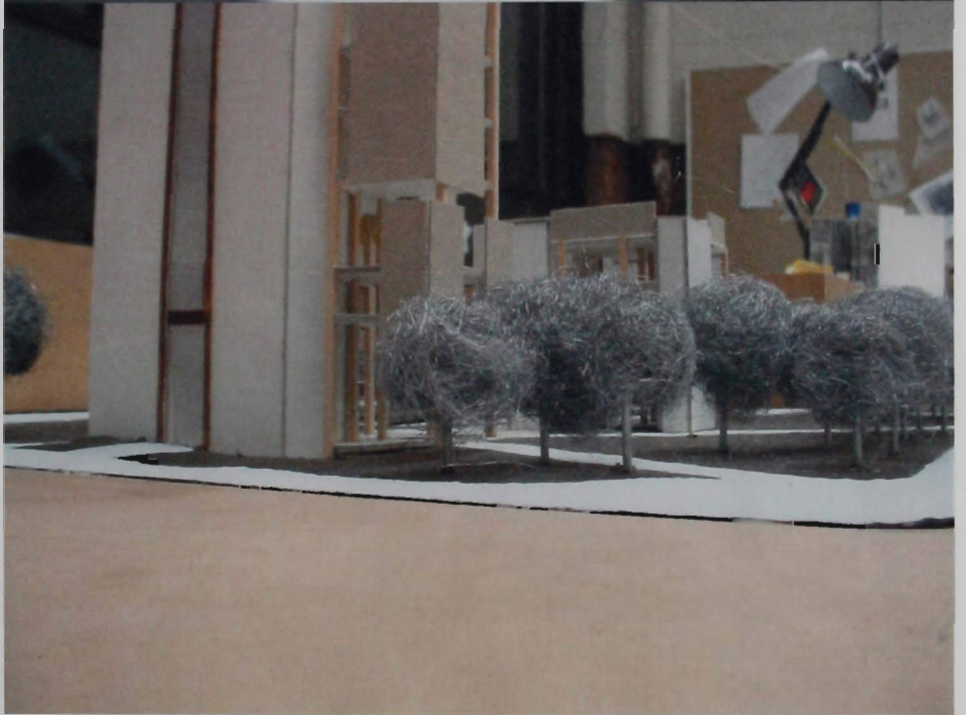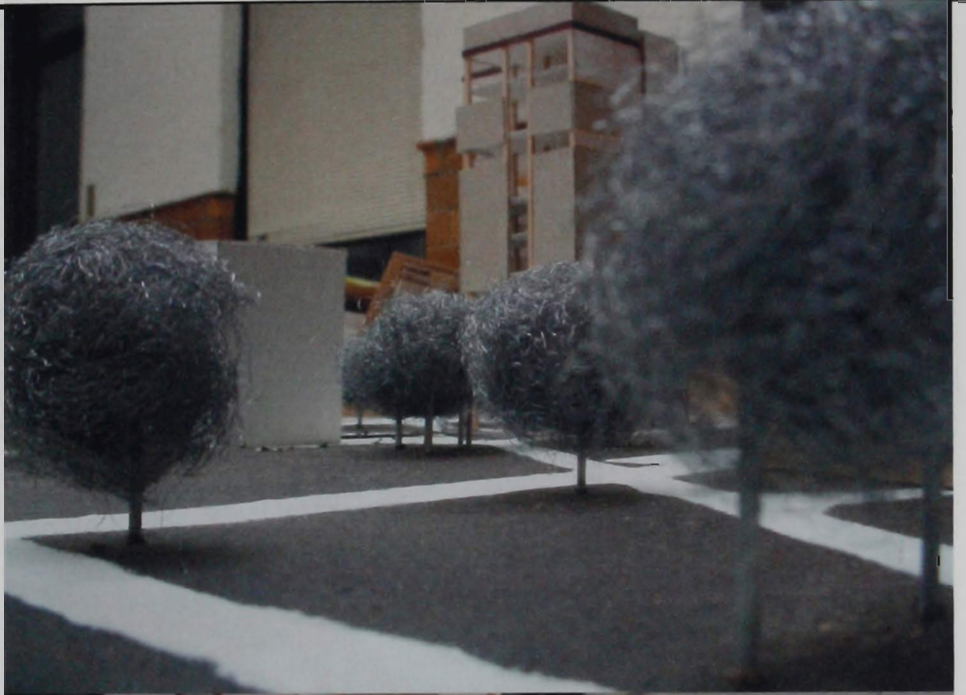


FRAGMENTATION IN NARRATIVE SPACE

FRAGMENTATION IN NARRATIVE SPACE



FRAGMENTATION IN NARRATIVE SPACE
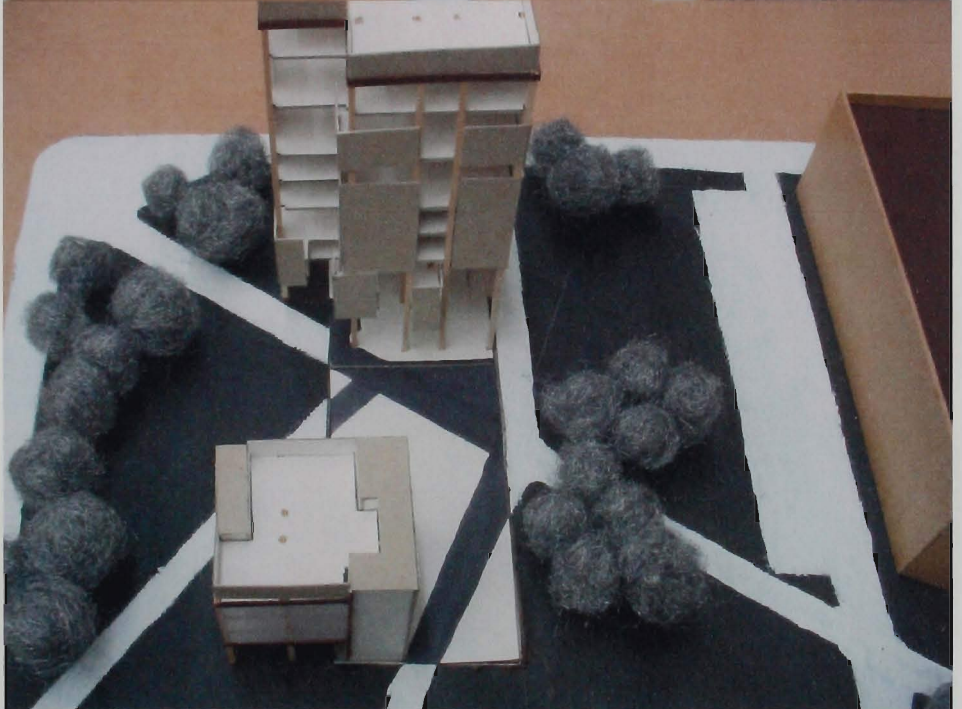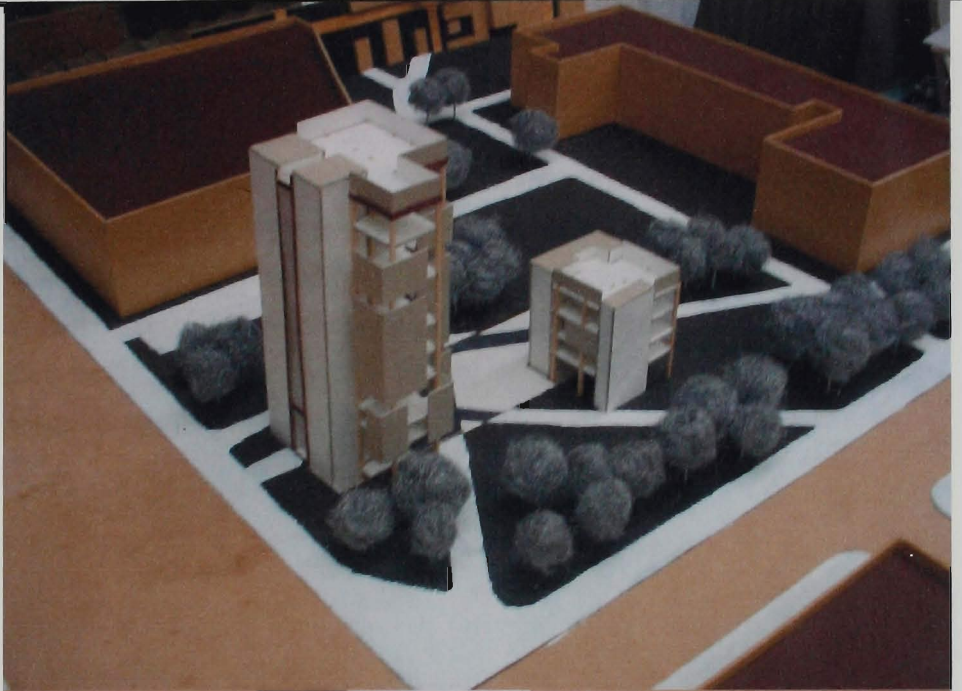
7TH FLOOR



8TH FLOOR
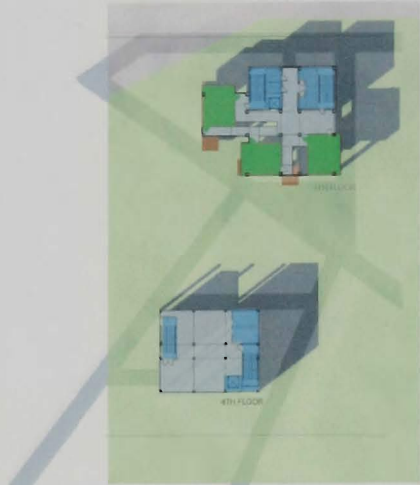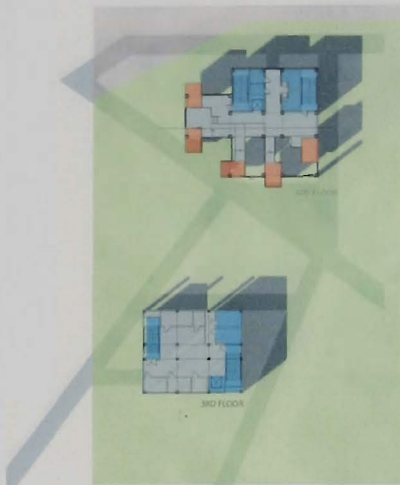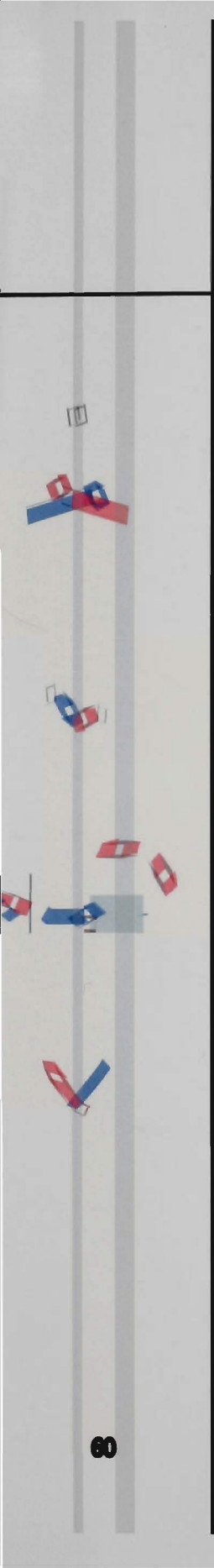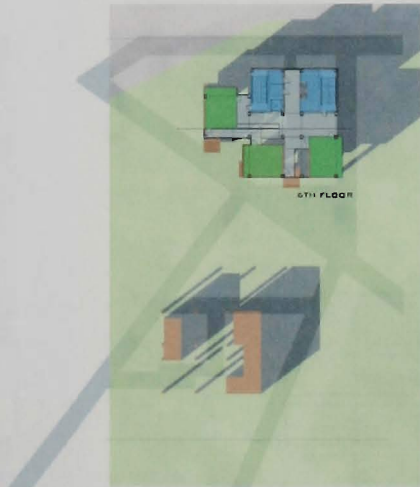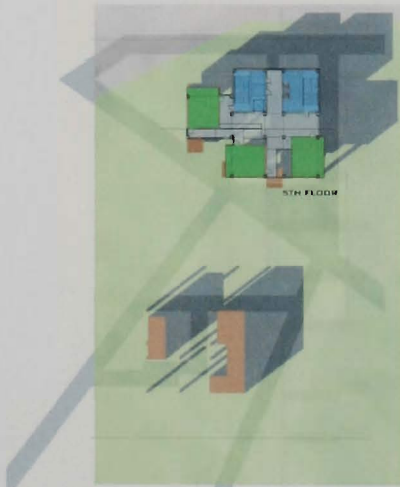
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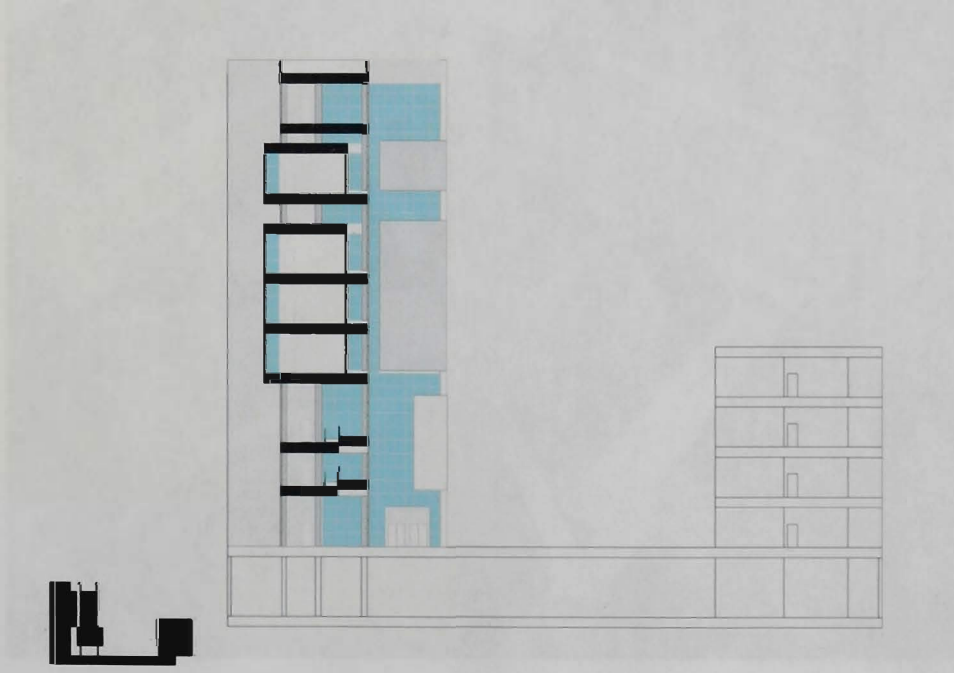
# CONCLUSION

The investigation that I have had conducted for this year has been looking at the ideas of fragmentation in the narrative space. The project was successful in the theory aspect of the investigation. The ideas that have come out of it have shaped the way in which my attitudes toward architecture. The site that I had chosen helped the investigation by being a way to push some of the theories that I had researched by the way of the grand meta-narratives of society. This was done through the local accounts of what the space is. Then the program of the building has been pushing against the ideas that I have been looking at by pushing me in ways of how our society thinks about educational buildings and how they can change.

# ENDNOTES

[1-2] This is showing that we have been becoming more and more like machines. With all of the gadgets that we buy. This is one of the key concepts in N. Katherine Hayles book How We Became Post Human. Chicago: University of Chicago Press, 1999.

[3-4] For more information on the history look in McCullough, Malcolm. Abstracting Craft: The Practiced Digital Hand. Cambridge: MIT Press, 1996

[5-9] Referenced in Ryan, Marie-Laure. Narrative as Virtual Reality. Baltimore: John Hopkins University Press, 2001.

[10] As referenced in in Mitchell, William J. City of Bits . Cambridge: MIT Press, 1995.

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