

MEDIA FACADE | THE BOARD

GABOR RÖSER | HOCHSCHULE BOCHUM

CAD AUFBAUKURS | INTERACTIVE ARCHITECTURE
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At the Bochum University of Applied Sciences, the media facade 'The Board' is about showcasing students' work in the Department of Architecture. The interactive augmented reality walls aim to address the issue of temporary and under-appreciated student work.

These walls allow for presentations to be viewed independently of time and space, providing a permanent and accessible platform for the student's work. As soon as new content is available, the screen signals this by moving the individual elements. The walls are designed as QR codes that can be scanned directly with a smartphone. Using the camera, the content can then be virtually projected onto the screen.

The screens are intentionally kept in a simple and plain design. The focus here is on design follows function since an agitated wall structure would only make it more challenging to see the content. This approach allows the student's work to be the focal point rather than the technology used to display it.

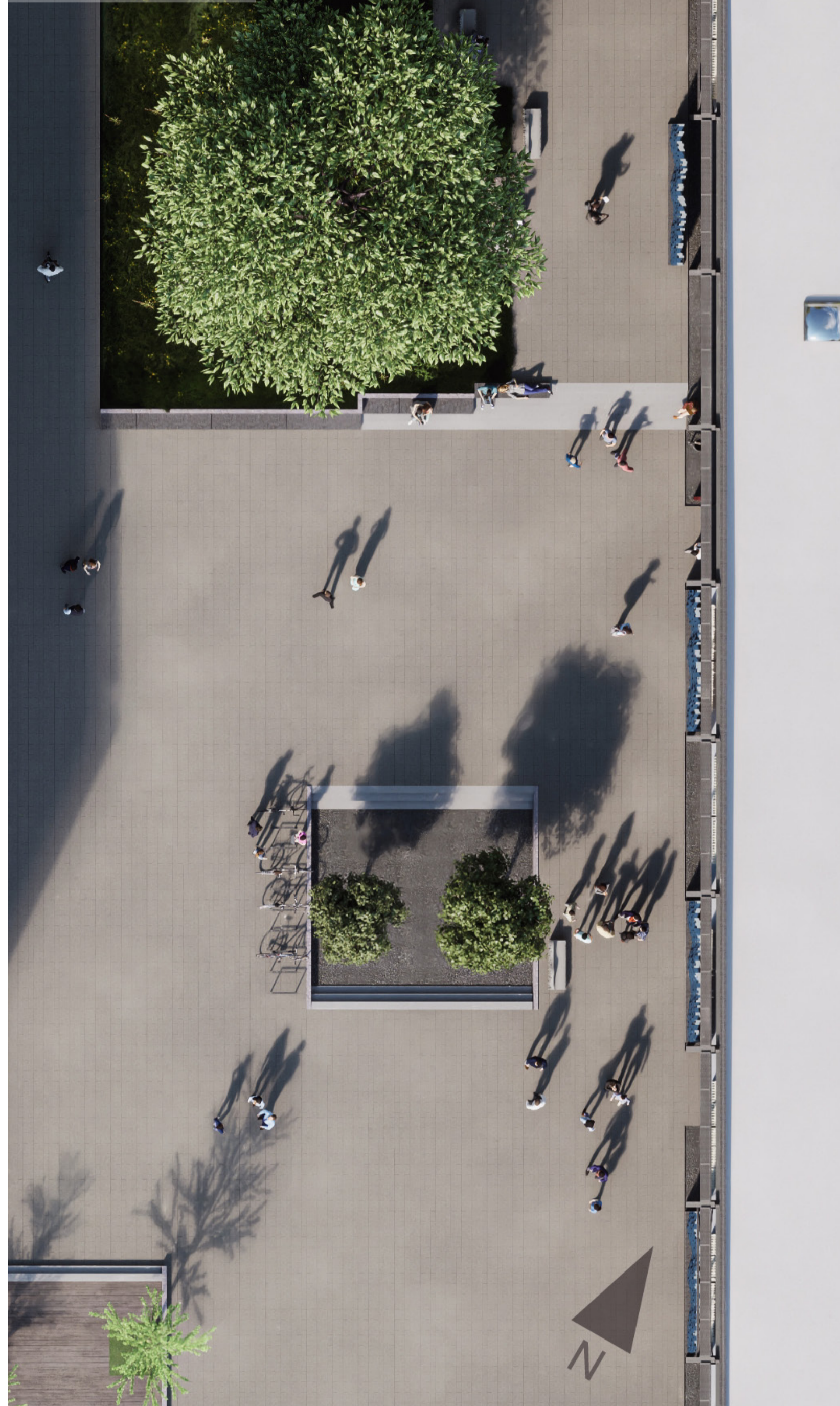
In addition to the augmented reality walls, suitable benches have been installed on the square to allow for the viewing of more extended content. This provides an inviting and comfortable space for visitors to take in the student's work and appreciate the effort and creativity that went into it.

The media facade 'The Board' at the Bochum University of Applied Sciences not only provides a platform for students to showcase their work, but also allows for the wider public to appreciate and recognize the talents and achievements of the next generation of architects.

ELEVATION 1:100



SITEPLAN 1:100



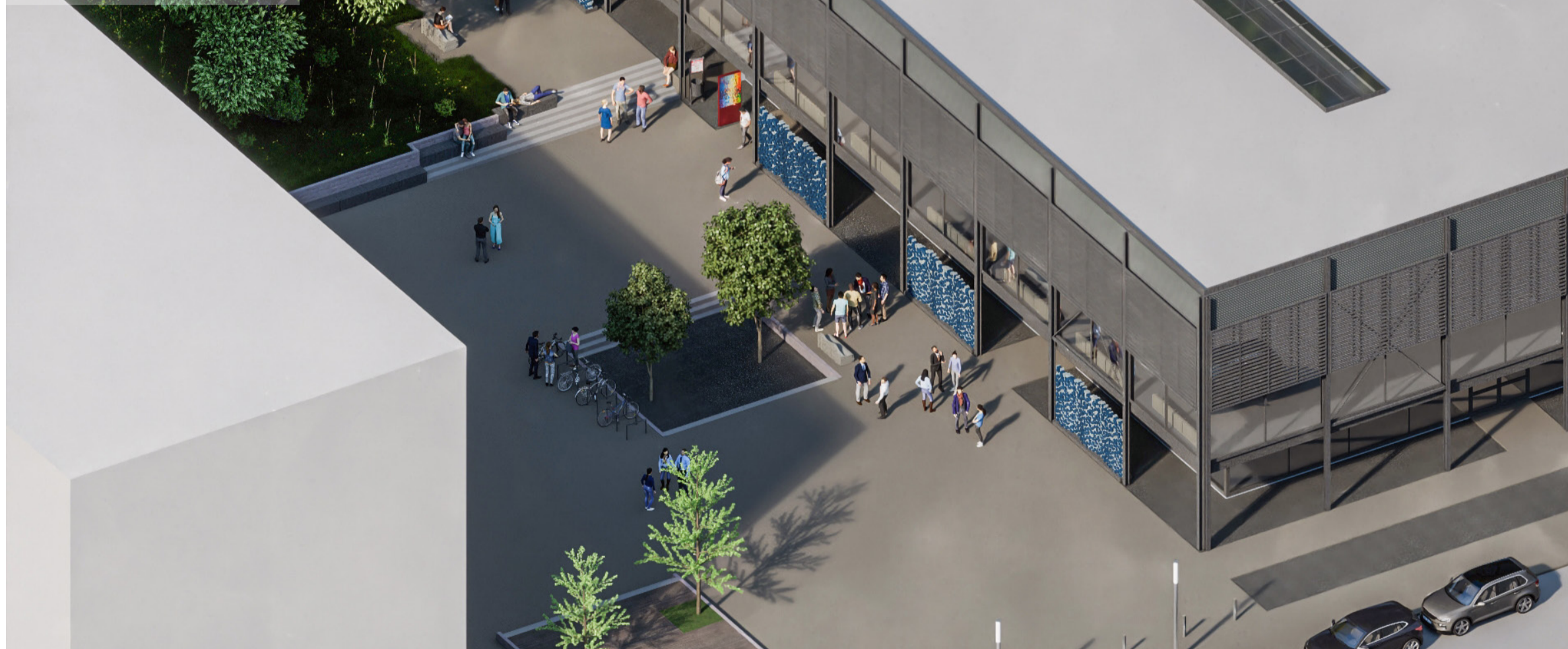
ELEVATION 1:100



AUGMENTED REALITY



AXONOMETRY



AUGMENTED REALITY

