

A MIND NEEDS ITS BODY

VISION

To maintain a connection between members of a student group whose education has been moved exclusively to a digital space. We aim to channel the virtual energy back to the campus using digital tools. The intervention aims to evoke shared memories and act like a common companion, shifting the current future implied scenarios of Control, Capsularisation and Commodification into:

COMMUNITY, CONNECTION and CO-CREATION.

CONCEPT

In preparation for remote learning, the student group collectively install light scenes in the outdoor courtyard of their physical educational hub, the school of architecture building at KTH, Stockholm. A live video feed of the site is used to create its online identity as it participates as a key element in the student group's online presentations & meetings. A responsive feedback loop emerges between the digital and physical educational environments, strengthening after sunset through the use of light.

PROJECT STRENGTHS

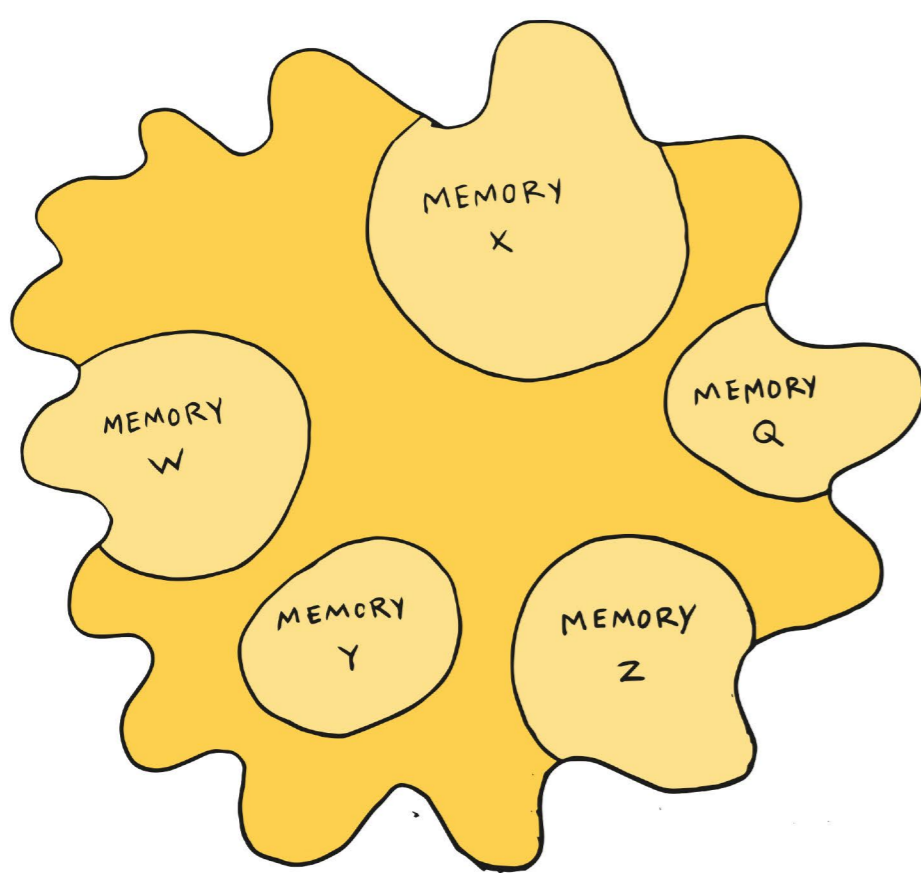
Student involvement in the process of shaping the physical space is key to online adoption & interaction in its digital form. It is through this shared experience, that memories are made & connections between the student group and physical space are formed. Light is used to complement the rich heritage of architectural elements at the institute, resulting in a meaningful digital experience for the student group.

DESIGN ORIGINS

Natural elements and a feeling of warmth were key to the design narrative, a response to the needs identified by surveys and interviews of the wider KTH campus.

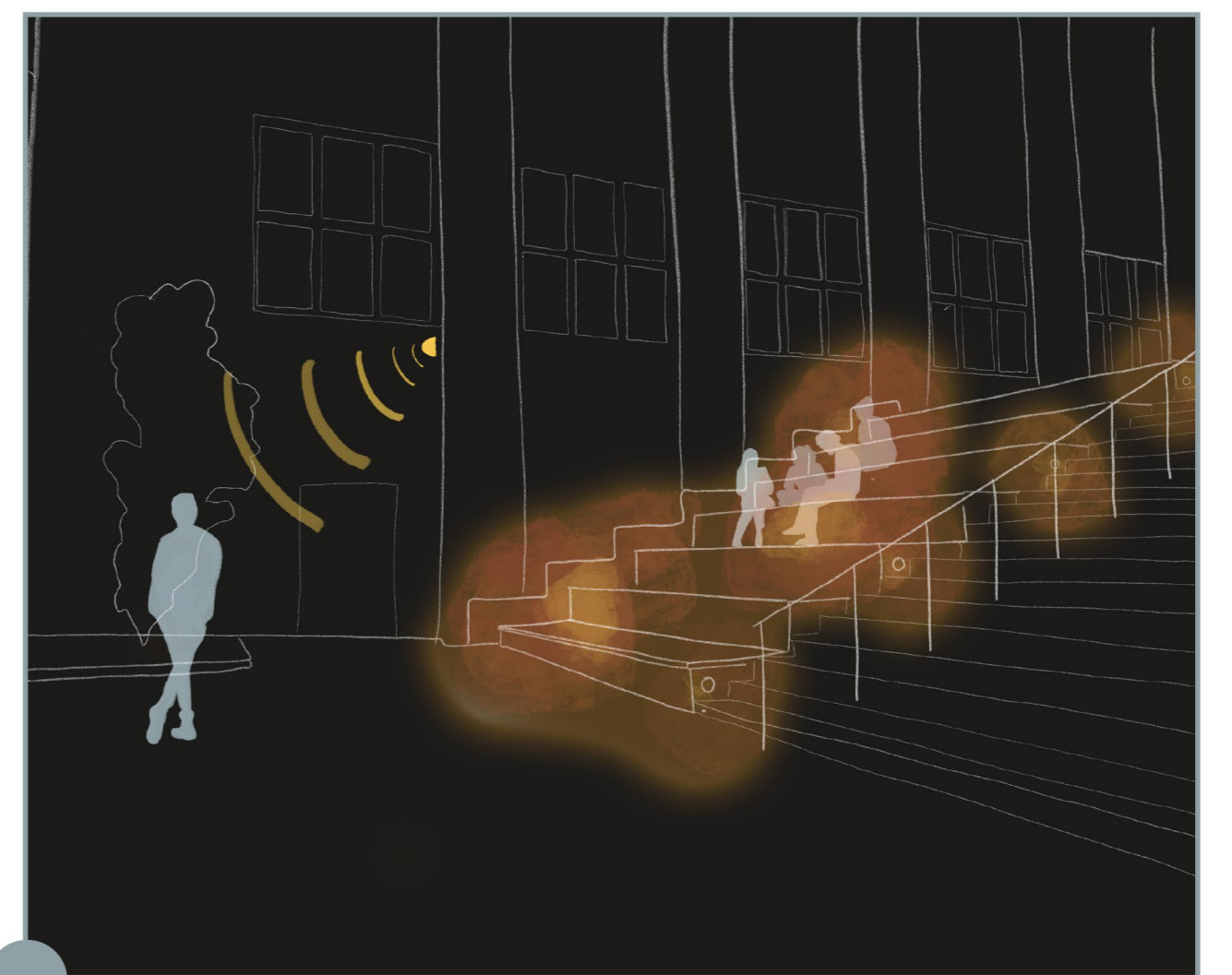
MATERIALISATION OF SOCIAL ENERGY

Recollecting memories of a space can restore its energy



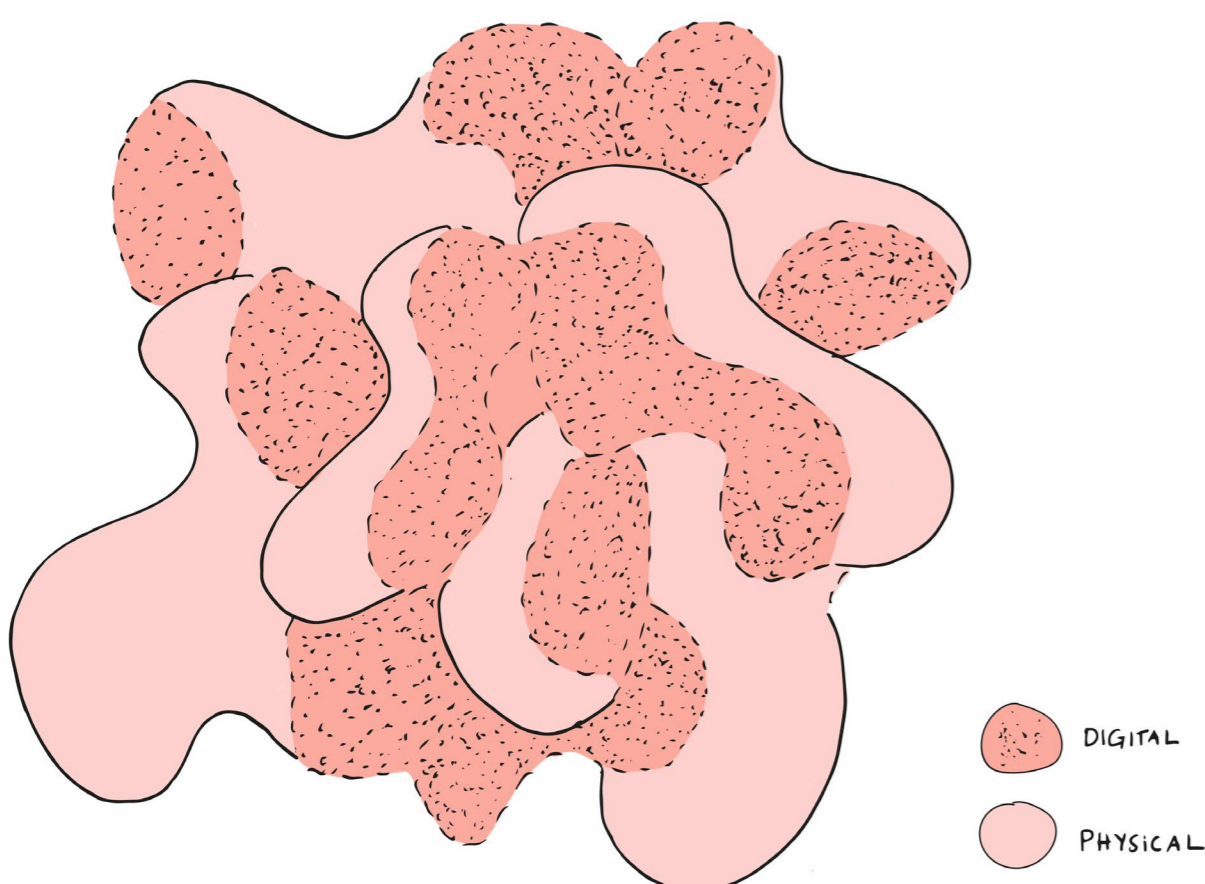
EXPLAINING SCENES

Scenes	Conditions	On-site effects
	Physical presence in space detected between dusk - after 10pm	Light frame activated to mark surveillance area. Warm light in stair area invites people to linger
	One or more students log into online learning portal between 8am-10pm (facility open hours)	Full light scene is activated at dusk for the duration of online portal activity. As student number increase, so does intensity of light effect
	Students digitally 'poke' the installation within a plugin in the online learning portal	Subtle movement is created with the intensity & colour of the light effect
	Default state, no physical or digital presence detected / daytime	Base level lighting, minimum light levels. No artificial light during daytime



INTERACTION PHYSICAL / VIRTUAL

Connecting the digital and physical world into a new shared space, elaborating on an idea that a mind needs a body



DESCRIBING SCENES

Passers by are informed of the defined video feed area with the activation of a frame of light and accompanying information board on approach. Those in the pedestrian space are invited to sit & linger in the space as the warm scene fades in, triggered by their presence.

Light scenes depicting a Nordic glade with elements representing a moon, lake and sauna are activated when students log into their online portal for presentations or meetings. The intensity of the light effects increase with online activity, providing a visual representation which can be both felt & observed.

Students have the option of directly affecting the installation with a 'poke' button which generates subtle movement of the light effect at the site.

There is a base level of light that defines the main architectural features of the space, visible from the neighbouring office windows & beyond the motion sensors, active from dusk - dawn, providing a minimum level of light for safe passage.



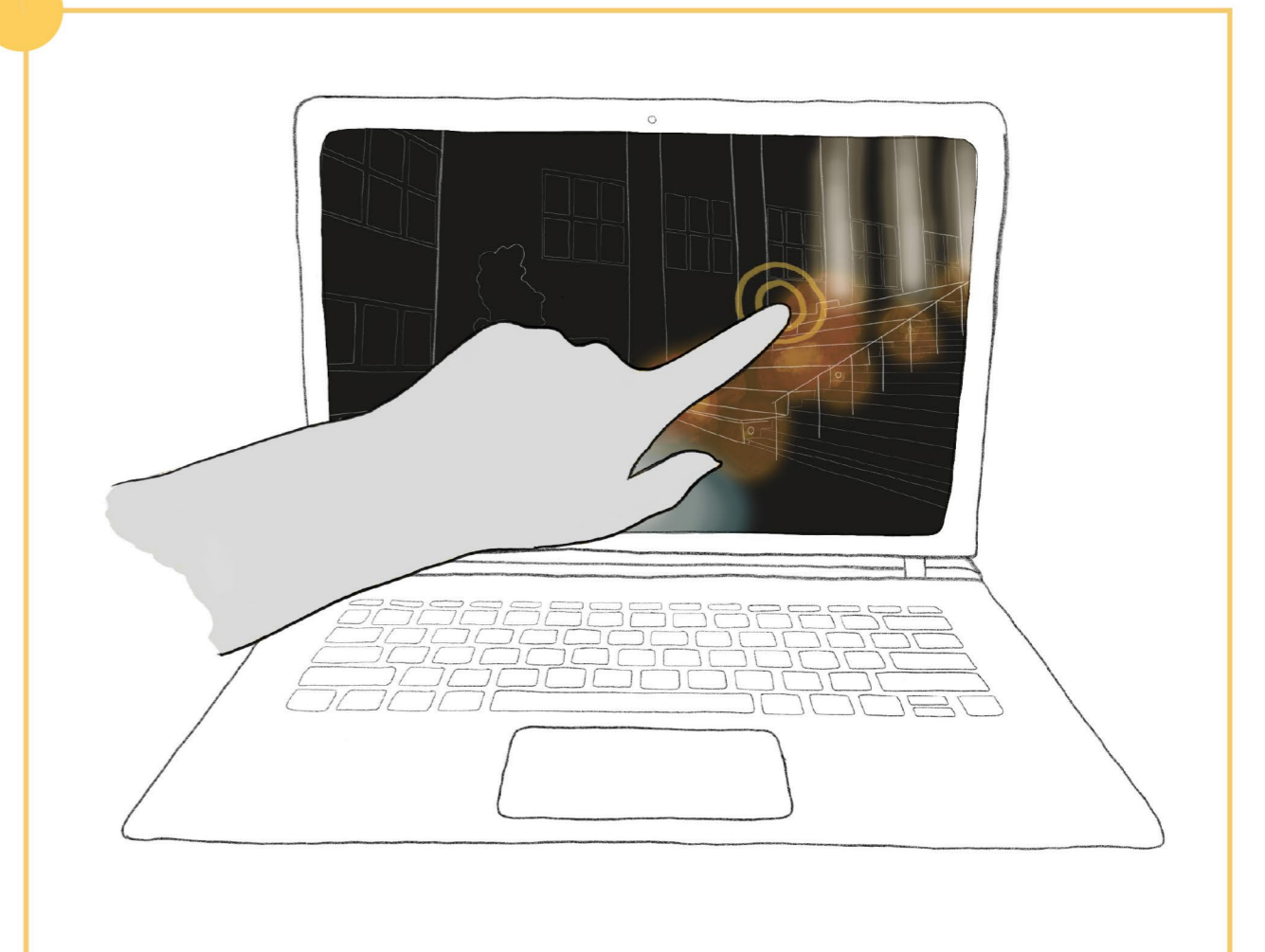
COMMUNITY IDENTITY

A responsive livestream that offers companionship and an opportunity to connect with the land for the students' digital community



SUMMING UP

This common digital ground would become a channel for expressing a virtual social energy into a physical space. Connecting the educational community through co-creation.



Competition submission for MEDIA ARCHITECTURE BIENNALE 2020

It is a group project, created by KTH "Architectural Lighting Design" students and submitted by Anastasia Angeli, Elin Ghersinich and Siobhan Lawson.