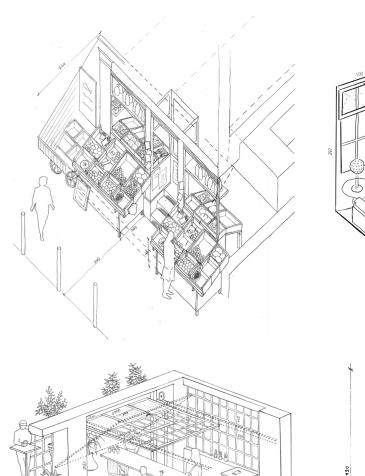
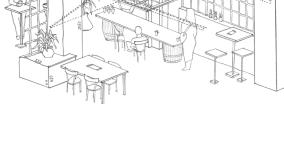
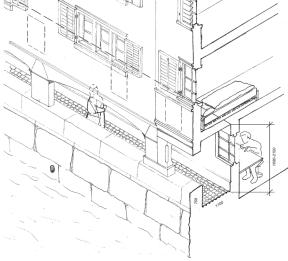
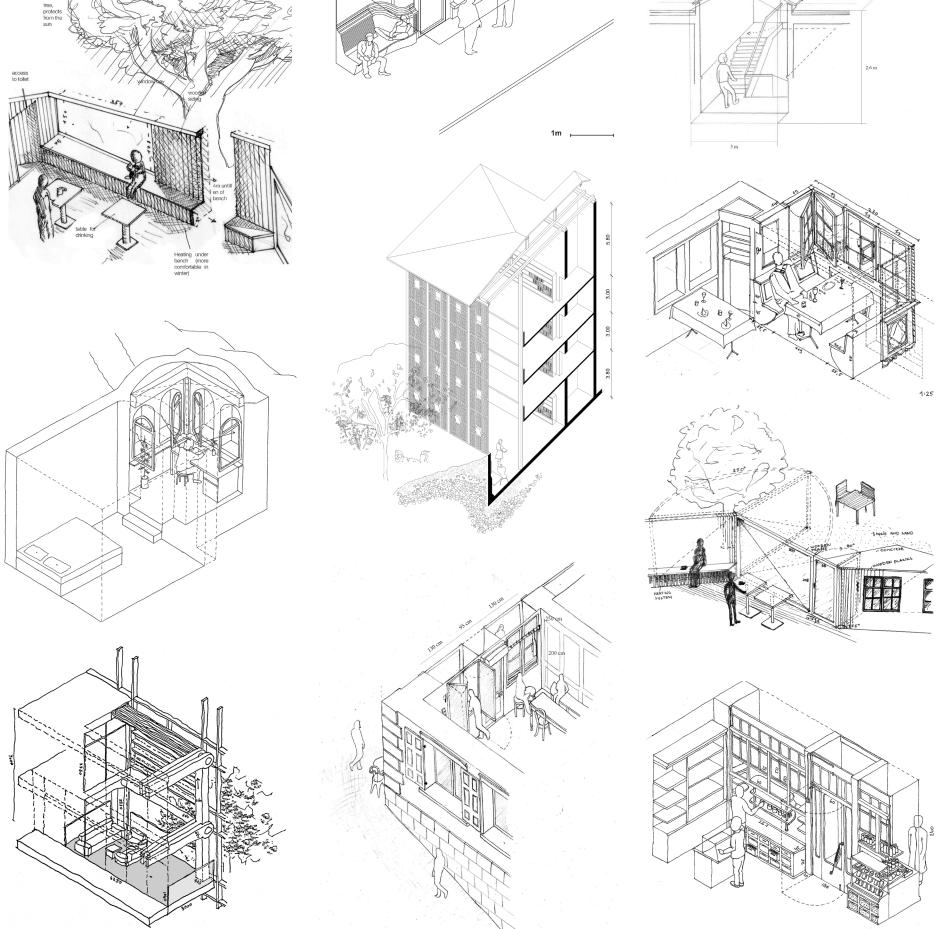
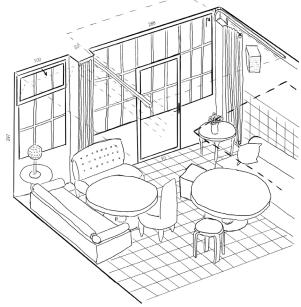
Studio Bow-Wow ETHZ **Call for Entries Architectural Behaviorology**

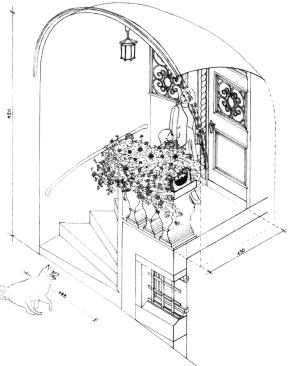


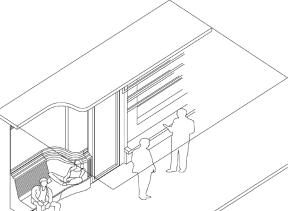


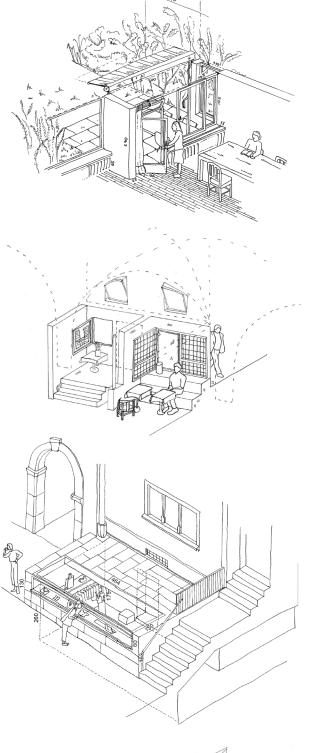


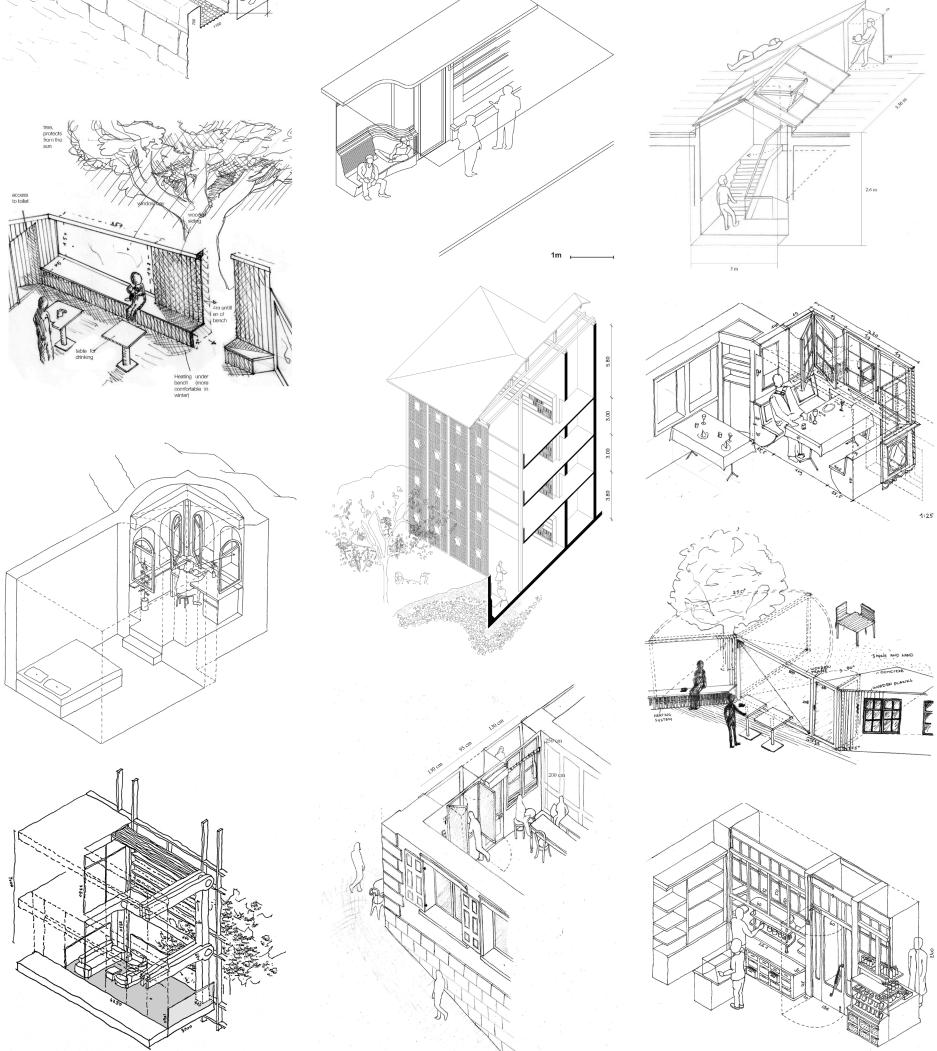












Zurich Window Behaviorology by students in autumn semester 2017

The development of the modern technology and industry in the 20th century has constructed the barrier between our everyday life and the local resources such as nature, human skills, and their knowledge. Architectural Behaviorology is our architectural design methods, in which we focus on creating the better accessibility to such local resources. Through the lens of ethnographical network, we cultivate local resources to rediscover unconscious and invisible relationships among them, and then activate them by proposing architectural design. The program under the Chair of Architectural Behaviorology has 6 themes in 6 years; 'Window Behaviorology' 'Genealogy of Architectural Typology' 'Actor Network of Timber Construction' 'Urban-Rural Exchange' 'Urban Hybrid' 'Urban Commons,' comparing between one theme in Japan and the same one in Switzerland/Europe each year.

Design Studio 2018SS Window Behaviorology in Switzerland

A window is the architectural element behaving between/with human and nature, and it can be regarded as a culture of building typology. This year, we particularly focus on designing windows, learning and finding their meanings in terms of Architectural Behaviorology. After the last semester with the focus on Machiya (Town House) typology in Kanazawa, our study field in this spring semester is in several Swiss cities with the focus on 'live-work' building types such as Bürgerhäuser. These various Swiss cities have kept a live-work built environment or architectural types, which have been gradually transformed and customized with special manners, incorporating local people's needs/desires in each period.

In this design studio, the students explore and visualize the actor network as a map of window and live-work buildings with an ethnographical approach, which leads them to re-design the relationship between buildings and society. Then, by drawings and models, the students propose an updated live-work architecture with reimagined windows, for a better future of these Swiss cities.

Professor: Momoyo Kaijima Supervisor: Yoshiharu Tsukamoto Studio Assistant: Tamotsu Ito, Hans-Christian Rufer Research Assistant: Simona Ferrari Expert: Laurent Stalder Collaborator and Sponsor: YKK AP Window Research Institute Language: English

Seminar Week 2018SS Window Behaviorology in Switzerland

In the 2018 spring semester, Studio Bow-Wow offers a trip to several Swiss cities to investigate the theme of the Window Behaviorology, with a particular focus on 'live-work' building type such as Bürgerhäuser. In the 7-day trip we will visit several cities all over Switzerland by bus, which are chosen for their unique urban contexts and characteristic traditional windows in terms of construction system and local culture/industry. Field works, lectures by specialists, visits to traditional local craftsmen and contemporary window factories, along with visits to selected architectural pieces will deepen the knowledge on the theme. Japanese students will join the trip to exchange the study and culture. We will also visit the referential cities from small to big scale, in order to study/discuss the window behaviorology in contemporary architecture.

The trip will be an integral part of the design studio, giving the students an opportunity to visit the site and to experience the broader context. The students will investigate the interaction between architectural elements, townscape, and people's lives, as well as understanding cultural and historical implications, all of which would be essential insights for their projects.

Trip dates: 19th - 25th March, 2018 Cost category: C Language: English

*Enrolment in this seminar week is mandatory for students attending the design studio.

Contact: Hans-Christian Rufer (rufer@arch.ethz.ch)

