DATA CITIES CHICAGO

Chicago is quickly becoming the nation’s leading city for data analytics. Once a city shaped by a boundary condition of heavy industrialization, Chicago is transforming itself into one of the most connected and creative metropolises in the country under the influence of a new set of postindustrial prerogatives, instantaneous access to information, and new research agendas. Today, the city is a catalyst for architectural innovation and experimentation, performing as a test bed for new architectural prototypes. As part of this rethinking, Chicago's Urban Center for Computation & Data has installed an Array of Things that will soon provide real-time information about the city’s environment. Sensors will be able to detect mobile devices with Bluetooth turned on and collect data about its surroundings, such as weather, noise or pollution density. The collected large data sets, known as “Big Data,” will encompass everything from data collected by environmental sensors to messages on social media.

This studio leverages the positive implications of environmental data as a method to understand future architectural interventions, a goal that is realized and reproduced through proximity to ubiquitous technologies connecting individuals with one another and with the urban environment. As a design research studio, we will investigate these data streams, combine them with other information, and make predictive programmatic assumptions that will inform our urban strategies.

Building upon the City of Chicago’s ambitions, the studio will develop a mixed-use Transit Oriented Development [TOD] located adjacent to the Loop. This area is currently the home of Google, Bluescape, Motorola Mobile, and 1871 – an incubator space to many internet and cleantech start-up companies. While the former industrial neighborhood has a rich history of cultural production – art studios, theatres and gallery spaces - today it is a hotbed of innovative and entrepreneurial activity.

The studio will focus on design, theory, technology, and urbanism. The first half of the semester will emphasize research, site analysis, data visualizations, programming, and architectural studies, leading up to final schematic design investigations. Additional guest lectures, discussions, field trips, digital workshops, mid and final reviews, and public events will also be planned to incorporate, introduce, and involve students with contemporary design culture.

**Studio requirements**
All students must be familiar with Rhino software.
http://tracesf.com/2013/02/acadia-2012-synthetic-digital-ecologies/

**Required texts**
Bjarke Ingels – *Yes is More*, Taschen 2009
Mohsen Mostafavi – *Ecological Urbanism*, Lars Müller Pub, 2010