Tuesday 16.09.2003 09:00 - 18:00

Session A1: Virtual Reality | Chair: Tom Maver
Session D1: Design Process 2 | Chair: Guillermo Vasques de Velasco

Schedule eCAADe21

Session A1: Virtual Reality | Chair: Tom Maver
Session D1: Design Process 2 | Chair: Guillermo Vasques de Velasco
Session C2: 3D-City Modeling 2 | Chair: Bob Martens
Session B3: Design in Cyberspace 2 | Chair: Alexander Koutamanis
Session B1: Collaborative Design | Chair: Urs Hirschberg

Monday 15.09.2003
Registration of participants in Foyer TUG from 8:00

August 16 - 19, 2003
80% Lecture 20% Discussion (~ 12 min. per Topic)

Tuesday 16.09.2003
09:00 - 09:30 Aula Official Opening
09:30 - 11:30 Aula Keynote: Andy Brown / Arturo Montagut
11:30 - 13:00 Coffee_Break
13:00 - 14:30 Lunch_Break
14:00 - 18:00 HS 1 Session A1: Virtual Reality | Chair: Tom Maver
15:00 - 18:00 HS 2 Session D1: Design Process 2 | Chair: Guillermo Vasques de Velasco
16:00 - 18:30 Aula Registration of participants in Foyer TUG from 8:00
18:30 - 20:00 From Digital to Real: Architectural Walk 1 (From TUG to the Graz City Hall)
20:00 - 21:30 Reception at the graz city hall

Wednesday 17.09.2003
14:00 - 18:00 HS 1 Session A1: Virtual Reality | Chair: Tom Maver
15:00 - 18:00 HS 2 Session D1: Design Process 2 | Chair: Guillermo Vasques de Velasco
16:00 - 18:30 Aula Registration of participants in Foyer TUG from 8:00
18:30 - 20:00 From Digital to Real: Architectural Walk 1 (From TUG to the Graz City Hall)
20:00 - 21:30 Reception at the graz city hall

Thursday 18.09.2003
14:00 - 18:00 HS 1 Session A1: Virtual Reality | Chair: Tom Maver
15:00 - 18:00 HS 2 Session D1: Design Process 2 | Chair: Guillermo Vasques de Velasco
16:00 - 18:30 Aula Registration of participants in Foyer TUG from 8:00
18:30 - 20:00 From Digital to Real: Architectural Walk 1 (From TUG to the Graz City Hall)
20:00 - 21:30 Reception at the graz city hall

Friday 19.09.2003
11:00 - 13:00 Coffee_Break
13:00 - 14:30 Lunch_Break
14:00 - 18:00 HS 1 Session A1: Virtual Reality | Chair: Tom Maver
15:00 - 18:00 HS 2 Session D1: Design Process 2 | Chair: Guillermo Vasques de Velasco
16:00 - 18:30 Aula Registration of participants in Foyer TUG from 8:00
18:30 - 20:00 From Digital to Real: Architectural Walk 1 (From TUG to the Graz City Hall)
20:00 - 21:30 Reception at the graz city hall

Saturday 20.09.2003
11:00 - 13:00 Coffee_Break
13:00 - 14:30 Lunch_Break
14:00 - 18:00 HS 1 Session A1: Virtual Reality | Chair: Tom Maver
15:00 - 18:00 HS 2 Session D1: Design Process 2 | Chair: Guillermo Vasques de Velasco
16:00 - 18:30 Aula Registration of participants in Foyer TUG from 8:00
18:30 - 20:00 From Digital to Real: Architectural Walk 1 (From TUG to the Graz City Hall)
20:00 - 21:30 Reception at the graz city hall

Schedule eCAADe21


downloaded Schedule-PDF >
15:30 - 16:00 Coffee/break
16:00 - 17:30 HS 1 | Session D3: Hybrid Environments | Chair: Dirk Donath |
Boxa Strojan | The Visual Blend: The Case of Minor Urban Project Site
Yiwen Alagen, Cécile Epin | An Interactive Database (EDS) for Reserching Local Modernist Sites
Stephan Bilguth, Iiri Fiox | Developing Simulated Building Modelling Technology for 3D Digital Modelling of Physical Architecture Models
Maël Faure | Digital Simulating Caracters
José Ruiz | 3D models as a driver for Historical Narrative Experiments
16:00 - 17:30 HS 2 | Session D2: Functional Environments | Chair: Ullrich Weferling |
Tiziano Visconti | Blending Upon Neutrona: A Hybridised Model of Culture Suitable for Responsive Architecture
Manuel Zeller, Volker Rohn | New Clothes for Robot Albert
K.P. Tane, O. Ohs | Towards a machine for doing: a heterogeneous survey of smart homes
J.-Y. Liu, Y. Chen | Smart prototypes for achieving "Ubiquitous Computing" - Reconfiguring the existing space with physical interactions
Katharine Glanin | Spatial Mapping: Connections Between Virtual and Physical Navigation
Christian Fröhlich, Martin Führer, Urs Hirschberg, Michael Wand | For a "dat.in field" - to common ground it's ward in just a second?
19:30 - 20:00 From Digital to Real / Architectural Walk 3 (From TUG to the IKG)
20:00 The Conference Dinner Party at IKG & Poster Session

FRIDAY 19.09.2003
9:30 - 10:30 HS 1 | Keynote (Nils Jentschke – Kunsthaus / Jan Edler und Tim Edler – realtimescenario)
10:30 - 11:00 Coffee/break
11:00 - 12:30 HS 1 | Session E3: Human Computer Interaction | Chair: Hannu Pentillä |
Thomas Richter, Mark Bury, Jørgen Ipsen | Interaction of Generative Forces for Parametric Design and Rapid Prototyping
Tan Heelan, Cristian Davia | An analysis of the poly-animacyality of being
Branka Kuzic | Computing the Performance in Architecture
Stefan Glaise | Benchmarking the Use of Generative Design Tools in the Early Stages of Design Education
Robert Flanagan | Interactive design in Digital Design Education
Burak Pak, Zeynep Öner, Aris Eklen | EDGAH: A randomized design test for non-ambiguistic digital design methods in architectural design studio and visual design
11:00 - 12:30 HS 2 | Session E2: Data Modeling | Chair: Scott Chase |
Marta Negroponte, Beata Mostow | The Impact of IT within the Early Stages of Architectural Conservation Design
Michael Umbreit | Distributed and Constructed Knowledge in Design Education
Janine Kramer, Svetlana Otsch | Pictures in Babels - using naming images to approach urban tasks
Rahmah Silva, Enrico Zoma | Assessing the Effectiveness of CAD-modelling - a culture spared approach
Brian Hamer | Integrating Public Participation Projects into CAD Curriculum
Andreas Guder, Richard Doorn, Urs Hirschberg | Calculating Bevacit - defining a new introductory course in visual design for the year architecture students
12:30 - 13:00 Lunch/break
13:00 - 14:45 HS 2 | Session E1: research / design / education | Chair: Andreas Voigt |
Dirk Durak, Ullrich Weferling | Digital Building Surveying and Planning
Robert Pelte, Marc-Antoine Filial Gout | Data Building of Buildings with IMBAL
Palamcioglu | Virtual Stacked Thinking for Technical Architecture Modelling
Magdy Brahimi, Robert Kowasiak | CAD: Smart Objects, Potentials And Limitations
Kristina Bave, Robert Amth, Marco Goussinvis | Towards Integrated Performance-Based Design-Generation Tools
Yuri Martens, Alexander Koutamanis | Real estate and Information Systems
Nevena Dvurka, Kyi Talbot | The Non-Relation between Efficiency and Choice of Computer tools in Design Modeling: An Automated Protocol Analysis
14:00 - 15:30 HS 3 | Session E2: Data Modeling | Chair: Branko Kolarevic |
Andreas Negroponte, Beata Mostow | The Impact of IT within the Early Stages of Architectural Conservation Design
Michael Umbreit | Distributed and Constructed Knowledge in Design Education
Janine Kramer, Svetlana Otsch | Pictures in Babels - using naming images to approach urban tasks
Rahmah Silva, Enrico Zoma | Assessing the Effectiveness of CAD-modelling - a culture spared approach
Brian Hamer | Integrating Public Participation Projects into CAD Curriculum
Andreas Guder, Richard Doorn, Urs Hirschberg | Calculating Bevacit - defining a new introductory course in visual design for the year architecture students
15:45 - 16:05 Coffee/break
15:45 - 17:05 HS 1 | Session F1: Digital Design Education 1 | Chair: Mike Knight |
Chie Hwang Lee | 2a pen-based system: past another year or more than a pen?
Jae Bok, Minchan Minchon | Computer Design - Is There Any Other Way?
Robert Bostock | The Student: The Master and the Computer
Karin Rehfelder | Playing Games: The Role Of Computers in Sketching
16:15 - 17:05 HS 2 | Session F2: Digital Design Education 2 | Chair: Branko Kolarevic |
Hristo Lavrov | EDGAH: A randomised design test for non-ambiguistic digital design methods in architectural design studio and visual design
Marcel Diet, Gisbert Eiss | Educating Digital Designers: A Problem-Oriented Approach
Alexander Francisetti | ARCHITECTURAL COMPOSITION IN DIGITAL SPACE
Alexandre Soria | A Study of Architecture - a Computer Based?<nHong Wei-Wen, Ziga Tuck | iFACE – Hypertextual in Civil Engineering Constructions
Haisam Patelak | Survey of Architectural IT in the Educational Curricula of Europe
Mathias Poppovitsch | Digital Space and Ephemeral Visuals as Determinants of Contemporary Design; a survey of projects of architectural students in CANAD.
15:30 - 16:05 Coffee/break
16:30 - 17:30 HS 1 | Session F3: research / design / education | Chair: Andreas Voigt |
Chiho Jung Lee | 2a pen-based system: past another year or more than a pen?
Jae Bok, Minchan Minchon | Computer Design - Is There Any Other Way?
Robert Bostock | The Student: The Master and the Computer
Karin Rehfelder | Playing Games: The Role Of Computers in Sketching
16:45 - 17:30 HS 2 | Session F1: Digital Design Education 1 | Chair: Mike Knight |
Hristo Lavrov | EDGAH: A randomised design test for non-ambiguistic digital design methods in architectural design studio and visual design
Lorenzo Falessi | Rule Based Rapid Prototyping of Palladio’s Villa Detail
Alexander Koutamanis, Yutaka Sempa | Space and procedence in design guidance
Hung Ming, Chen | A digital modelling with reasoning system in the early design phase
Jöel Ducrée | A Discursive Environment for Constructing Margherita Moresi
17:30 - 18:30 Closing Ceremony / Annual General Meeting Aula
19:00 - 20:00 Bus tour leaving for the Evening Heurigen Event in the Styrian Toscany

SATURDAY 20.09.2003
Optional Architectural Excursion 10:00 - 14:00

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80% Lecture 20% Discussion (~ 12 min. per Topic)
Laptops, connection for laptops and video-beamer are on site!