

Archi-Novation Phenomenology

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The phenomenon that innovation cannot be controlled is fictional. Modern movement that began in the early 20th century evolved as time changed. There are no designs impossible to build as the invention of new materials and products are as recent as the inspirations of the new generations in this chapter.

There are 2 different projects with different scales, requirements and expectations presented here. Each semester has one small-scale project and one medium-scale project. The small-scale project acts as a catalyst to initiate students' creativity in architectural design studio with the intention for tutors to gauge their capabilities in design.

PAVILION OF PERSONALITIES – EXPOSITION OF THE SELF

The projects' primary objective is to initiate a more individualistic and inspiration-based approach to design in contrast to a more systematic or algorithmic-based design processes. The exercise requires responses to context and brief on individual selected parameters for more idiosyncratic solutions to the same design brief.

On each respective plot, the student designated to the plot designed a morphological statement of themselves which is actually an architectural expression or representation of their own respective personalities. Within that metaphor, the students introduced functions into their pavilions that allow visitors to know more about their respective personalities in the manner and form as per determined by the students themselves.

AMPHIBIOS BOATEL

The boatel is a waterside hotel to be designed primarily for boating and other watercraft activities. They offer both transient land facilities for journey breaks as well as a point of arrival/departure for the area around it. This project involved students in all phases of the design process from research to the formal design solution, formal presentation and preparation of the drawings ready for construction.

As it is a new approach to look into hotels for boaters, students are required to do research into the culture of boating and watercraft enthusiasts, design of accommodation within boats or watercrafts vessels, docking technology of watercrafts, and develop understanding above the relationship between man and his watercrafts. Later, it is the individual's responsibility to create the best configuration of docking in relation to the habitat units followed by the other facilities of the boatel and its waterfront environment. The design of accommodation units should have a similar approach as if designing within a water craft i.e., design which does not rely on loose furniture to serve different functions but are fitted or built into the units themselves for easy maintenance.