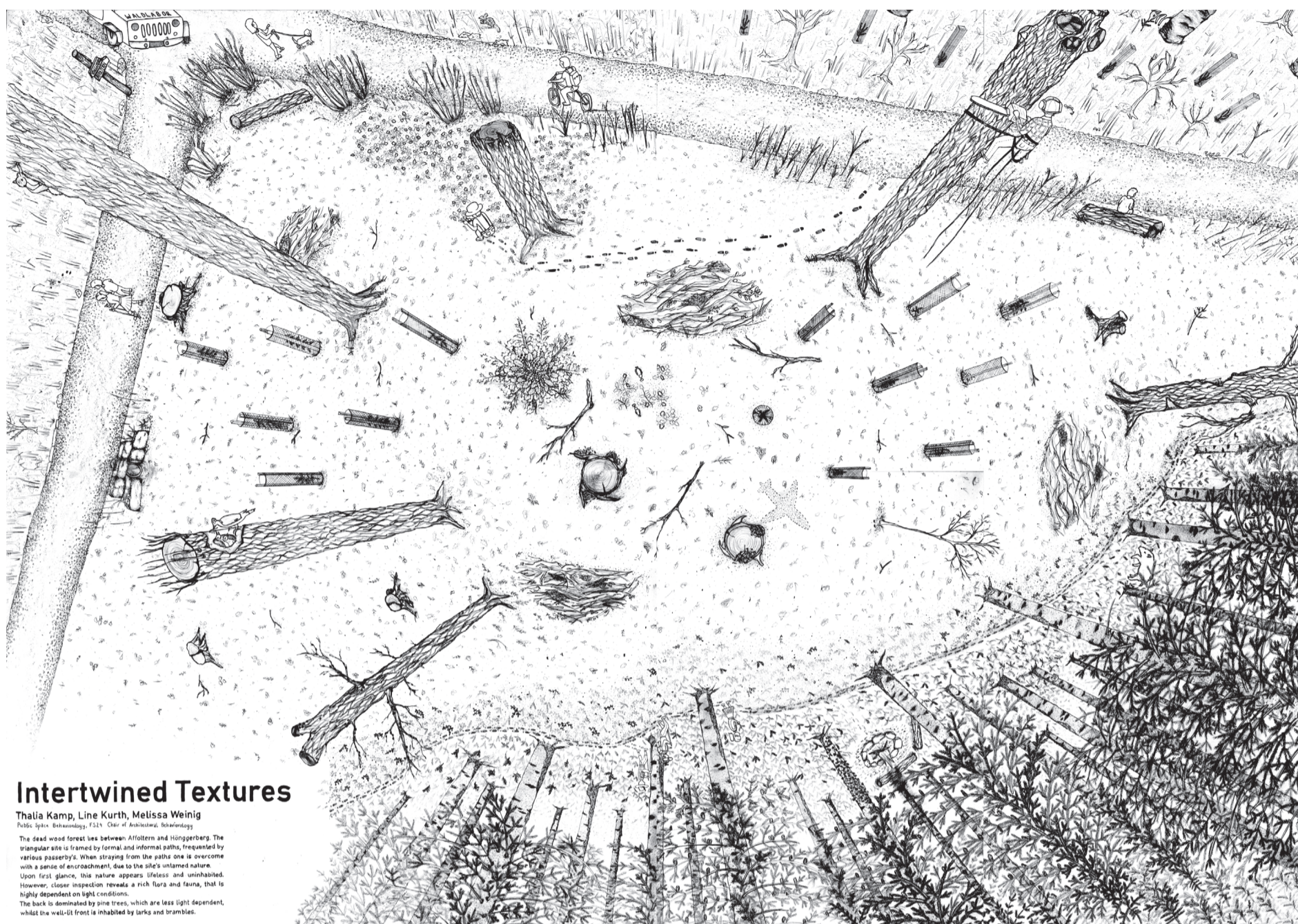


# Chair of Architectural Behaviorology



## Intertwined Textures

Thalia Kamp, Line Kurth, Melissa Weinig  
Public Space Behaviorology, FS24, Chair of Architectural Behaviorology

The dead wood forest lies between Affoltern and Hüngrberg. The triangular site is framed by formal and informal paths, frequented by various passerby's. When straying from the paths one is overcome with a sense of enclosure, due to the site's untamed nature. Upon first glance, this nature appears lifeless and uninhabited. However, closer inspection reveals a rich flora and fauna, that is highly dependent on light conditions. The back is dominated by pine trees, which are less light dependent, whilst the well-lit front is inhabited by larks and brambling.

Thalia Kamp, Line Kurth, Melissa Weinig, Public space Behaviorology FS24

## Public Space Behaviorology in Switzerland Design Studio FS25

Public spaces play a crucial role in our civic and urban life, serving as hubs for spontaneous gatherings, demonstrations, markets, but also offering spaces for everyday activities such as seating lunch, having a drink, exercising. The functionality of these spaces significantly influences the quality of life for nearby residents. But what defines a good public space?

To answer this question, we will use the methods of Architectural Behaviorology and build upon previous research in public spaces. By observing spaces in and around the forest, we will aim to identify the natural, typological and human actors at play, as well as the rules of interplay between those, which lead to people using specific places. We will look at what activities are happening in a public space and the roles individual actors play in facilitating them. This semester, we will place particular emphasis on the topic of water – whether as a natural element, a resource, a sensory experience within the space,... – and explore its influence on the behavior and dynamics of public spaces. Additionally, we will explore the tool of drawing both as a way of representing gathered data and a means for design.

With these observations in mind, we will work on enhancing these spaces by designing furniture- scale interventions.

The goal is to make people more aware of the interplay between the different actors in these spaces, ultimately making them more enjoyable. Working with models, mock-ups and 1:1 installations will provide hands-on experience, fostering a better understanding of materials, construction and various building techniques.

The semester's working method will seamlessly integrate design with research, acknowledging that questions of design are inherently questions of research. Students will formulate one key question concerning the relationship between users and public spaces. Through individual research, they will explore how this relationship can be utilized, strengthened, or altered to enhance public space quality. This research will directly inform the design of the furniture or small-scale structures. In the final phase, we will place the constructed structures in the chosen public space and observe to assess whether the design has the desired effect. This cyclical process – between observation, research, design, construction and observation again – serves as the foundation for students to critically evaluate their design work, delve into their individual interests and design philosophies, and foster continuous learning among all participants.

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