

International Conference GameSetandMatch II The Architecture Co-Laboratory 2006

WEDNESDAY, 29. March 2006

08:00 – 09:00 Registration

09:00 - 10:30 Keynote session [Session chair:]

OOSTERHUIS Kas

[Swarm Architecture II](#)

SALEN Katie

[They must first be imagined](#)

10:30 - 11:00 Coffee break

11:00 - 12:30 Parallel session - 1.1 [Session chair: NIEBORG David]

WALZ Steffen P.

[A Spatio-Ludic Rhetoric: Serious Pervasive Game Design for Sentient Architectures](#)

NITSCHKE Michael

[The Many Worlds of Charbitat](#)

BECAM Alain

[A Location-Based Knowledge Layer for RPG and Adventure Computer Games](#)

BROM Cyril

[Affordances and Level-of-Detail AI for virtual humans](#)

11:00 - 12:30 Parallel session - 1.2 [Session chair: HOOIMEIJER Fransje]]

DE JONG Mark and SCHUILENBURG Marc

[Redefining Creativity in the Practice of Architecture](#)

MAURER Marc and MAURER Nicole

[PLAY Design Approach](#)

HEIM Michael and ZSCHABER Chris

[Control 6 - Playing Architecture](#)

ROOSEGAARDE Daan

[Liquid Constructions](#)

12:30 - 14:00 Lunch

14:00 - 15:30 Parallel session - 1.3 [Session chair:VAZQUEZ-RUANO Olga]

BOTEVA Ralitza

[The VIRTUvian Man. Massivly Multiplayer Online Games as the Model for an Elastic Architecture to Come](#)

VERMEER Gerrit

[Games: Designing Cities and Civilizations](#)

NIEBORG David

[First Person Paradoxes: The Logic of War in Computer Games](#)

DEKKER Annet

[The New Art of Gaming, Or What Gaming can Learn From Installation Art](#)

14:00 - 15:30 Parallel session - 2.2 [Session chair: OOSTERHUIS Kas]

KOLAREVIC Branko

[Surface Effects: Ornament in Contemporary Architecture](#)

EDLER Jan und EDLER Tim

[Message vs. Architecture? Dynamic Media as a Continuation of Architecture](#)

15:30 - 16:00 Coffe break

16:00 - 16:45 Keynote session [Session Chair:]

STREITZ Norbert

[Cooperative Buildings, Ambient Intelligence and the Disappearing Computer](#)

17:00 - 18:30 Conference Reception

20:00 - 21:30 Netherlands Architecture Institute, Panel

Moderator: BETSKY Aaron

Speakers: OOSTERHUIS Kas, SALEN Katie and STREITZ Norbert

THURSDAY, 30. March 2006

- 09:00 - 10:30 Keynote session [Session chair:]**
 AISH Robert
[Exploring the Analogy that Parametric Design is a Game](#)
 FRAZER John
[The Generation of Virtual Prototypes for Performance Optimization](#)
- 10:30 - 11:00 Coffee break**
- 11:00 - 12:30 Parallel session - 2.1 [Session chair: READ Stephen]**
 BIER Henriette
[SpaceCustomizer: Scripting Based Methods in Architectural Design](#)
 DE BODT Kathleen
[Digital Resonance: Sound Parameters in Architectural Design](#)
 MENNAN Zeynep
[Non Standardization Through Non-Visualization: Scripting the Dom-Ino House](#)
 CONVERSO Stefano and BONATTI Fabrizio
[Parametric Models for Architectural Design](#)
- 11:00 - 12:30 Parallel session - 2.2 [Session chair: TUNCER Bige]**
 KLOFT Harald
[Structural Design of Form](#)
 KILIAN Axel
[Developing an Articulated Vehicle - The H- Series](#)
 TEUFFEL Patrick
[Utilization of Advances in Material and Computer Science for Building Structures](#)
 COENDERS Jeroen and BOSIA Daniel
[Computational Tools for Design and Engineering of Geometrical Structures from a Theoretical and Practical Point-of-View](#)
- 12:30- 14:00 Lunch**
- 14:00 - 15:30 Parallel session - 2.3 [Session chair: HUBERS Hans]**
 GOZUBUYUK Gaye, CAGDAS Gulen and EDIZ Ozgur
[Fractal Based Design Model for Different Architectural Languages](#)
 TURRIN Michela
[Generative Design - Contextual and Semiotic Legibility](#)
 JASKIEWICZ Tomasz
[Paracity - A Digital Urban Design Process](#)
 VANDERFEESTEN Erik and DE VRIES Bauke
[Confection for the Masses in a Parametric Design of a Modular Favela Structure](#)
- 14:00 - 15:30 Parallel session - 2.4 [Session chair:]**
 WYELD Theodor G., PRASOLOVA-FORLAND Ekaterina and CHANG Teng-Wen
[The 3D Cave as a Cross-Cultural Classroom](#)
 HUBERS Hans
[COLAB](#)
 RODRIQUEZ Hector
[Metaesthesis](#)
 KOSTER Elwin
[How VR Can Help Studying Urban History: Two Renaissance Squares in Italy](#)
- 15:30 - 16:00 Coffe break**
- 16:00 - 17:30 Parallel session - 2.5 [Session chair: BITTERMANN Michael]**
 SCHEURER Fabian and VRACHLIOTIS Georg
[Theory and Applications of Biological Inspired Computer Aided Architectural Design](#)
 FELICETTI P., XIE Mike, TANG J.W. and HUANG X.
[Applications of Evolutionary Structural Optimisation Techniques to Architectural Structures](#)
 WIEDENHOFF Jaap
[Sensual Buildings](#)
 ANSHUMAN Sachin
[Computational Media ans the Issue of Spatiality](#)
- 16:00 - 17:30 Parallel session - 2.6 [Session chair: VOLLEBREGT Alex]**

[Linking realities. Multidimensional Networking: Creating Environments in the Network Society](#)

SCHUERER Oliver

[Building: Cognitive Agent](#)

15:30 - 16:00 **Coffe break**

16:00 - 17:30 **Parallel session - 3.1 [Session chair: Henriette Bier]**

AYRES Phil

[Constructing the Specific](#)

FRUEWIRTH Martin

[FROMFOAMTOFORM* Digital Stones](#)

BILORIA Nimish

[Inter-Active Spaces: A Multidisciplinary Approach Towards Real-Time Performative Spaces](#)

SOMLAI-FISCHER Adam

[PING GENIUS LOCI: Interfacing Architecture for a Networked Society](#)

16:00 - 17:30 **Parallel session - 3.2 [Session chair: SCHOONDERBEEK Marc]**

BUNSCHOTTEN Raoul

[Touching the Second Skin. Non-Linear Open Source Behaviour: Dynamic Planning and the Digital Agora](#)

FLACHBART Georg

[Golem Reloaded For More Capitalism and Less Architecture](#)

17:30 - 18:00 **Coffe break**

18:00 - 18:45 **Keynote session [Session Chair:]**

NOVAK Marcos

20:00 - 21:30 **Netherlands Architecture Institute, Panel**

Moderator: NIGTEN Anne

Speakers: BOUMAN Ole, NOVAK Marcos

