This course will explore design with a finer-granularity of space and time of data than previously available. Methods will include: 1) geospatial data acquisition using Rhino Grasshopper, Elk and Elephant; 2) Arduino prototyping and coding with sensors for PM, CO, NO, sound, light, heat, humidity, barometric pressure, soil moisture or PH; and 3) Adobe Premiere and possibly After Effects and Google Earth Studio. Students will DESIGN a plaza space in based on data analysis and or responsive design strategies and simultaneous baseline data elsewhere. Landscape Architecture and Barcelona 2024 students are especially welcome.