dwelling prototypes for the 21st century: flexibility, work, community
A STUDIO PROJECT IN NEW YORK OR PORTLAND

In this studio, each student will choose one of two site/program options, to engage in the possibilities of architectural innovation in dwelling design. Each will focus on a building with dwellings for about 20 families plus common and neighborhood spaces that support work and community.

- The first option is a building for artists and visually creative people in New York’s Lower East Side, above an existing supermarket (that may be rebuilt as part of the project), that will incorporate dwellings, individual studios, and shared studio space.
- The second option is the rebuilding of the Portland Mercado, a successful facility for small start-up food businesses that suffered a bad fire last January. The original project does not include housing, but our rebuilding will include dwellings as a critical part.

We will be working in the context of three societal changes:

1. recognition of different people who need places to live: "non-traditional" families, multi-generational families, people left out of the housing market or experiencing homelessness...
2. the growing practice of home-based work, not only people who work for big companies but also with small businesses of their own: artists, craftspeople, people starting food-related businesses, etc. ...
3. a new emphasis on community: common indoor and outdoor spaces, places for shared work, "neighborhood living rooms," places for children, places of connection to the neighborhood, etc. ...

These changes all have architectural implications. The studio will interpret contemporary and historic precedents to develop particular sites in ways that may be reinterpreted as models and types for a new set of "dwelling prototypes for the 21st century."

The precedents will include modern and contemporary work in northern and central Europe, Japan and other places, work in the very innovative decades of the Bauhaus and Werkbund, as well as vernacular and other projects. We will take the precedents seriously, and will be explicit about the ways they influence the projects.

The studio will require rigorous and continual involvement with the tools and processes of architecture: design thinking at multiple scales simultaneously, continual re-iteration and ‘recycling’ of design ideas, the use of multiple hand and digital media techniques, including orthographic and perspective drawing, sketching, and modeling. The final project will be (a) particular building(s) in a particular place—but presented in a way that makes its basic architectural principles explicit so that it can be seen as a prototype for other innovative projects in the next decades of this century of transformation.