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“The misconception […] is the notion of ‘independent existence.’ There is no such mode of existence;

…

Alfred Whitehead

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“The misconception […] is the notion of ‘independent existence.’ There is no such mode of existence;

every entity is to be understood in terms of the way it is interwoven with the rest of the universe”.

Alfred Whitehead

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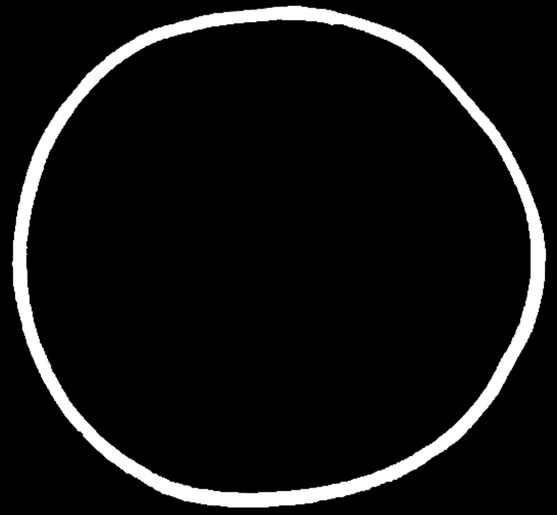

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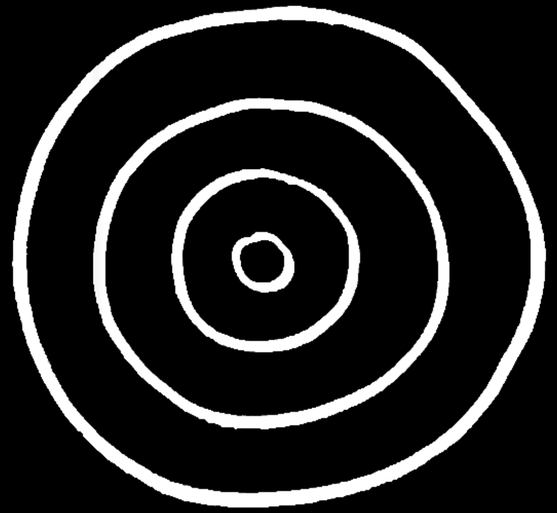

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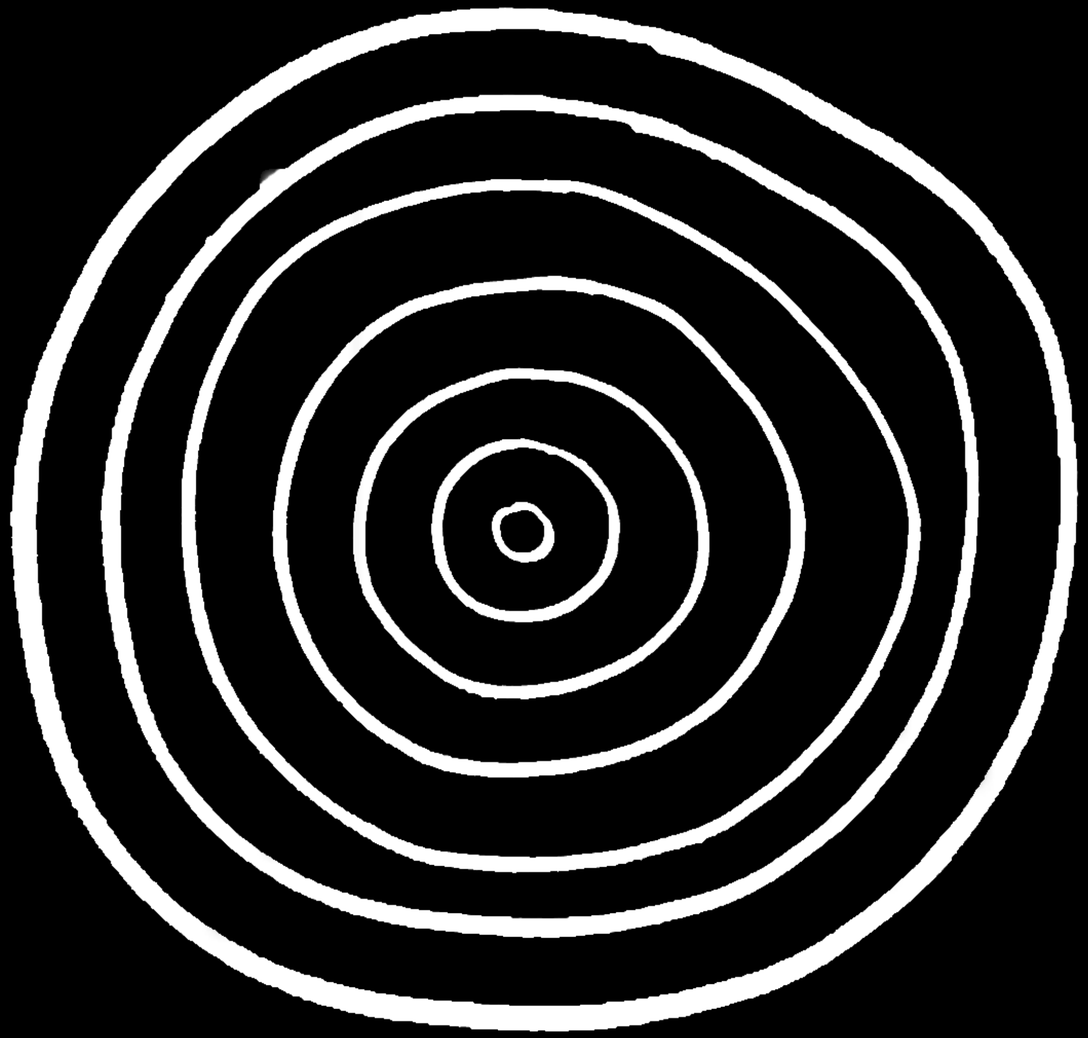

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GLOBAL TRENDS

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Interdependent problems

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Interdependent problems
—> solve in constellation

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Interdependent problems
—> solve in constellation

not by a single entity

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Interdependent problems

—> solve in constellation

not by a single entity
not one discipline at a time

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Interdependent problems
—> solve in constellation

not by a single entity
not one discipline at a time

INTERACTIONS

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ON CAMPUS_

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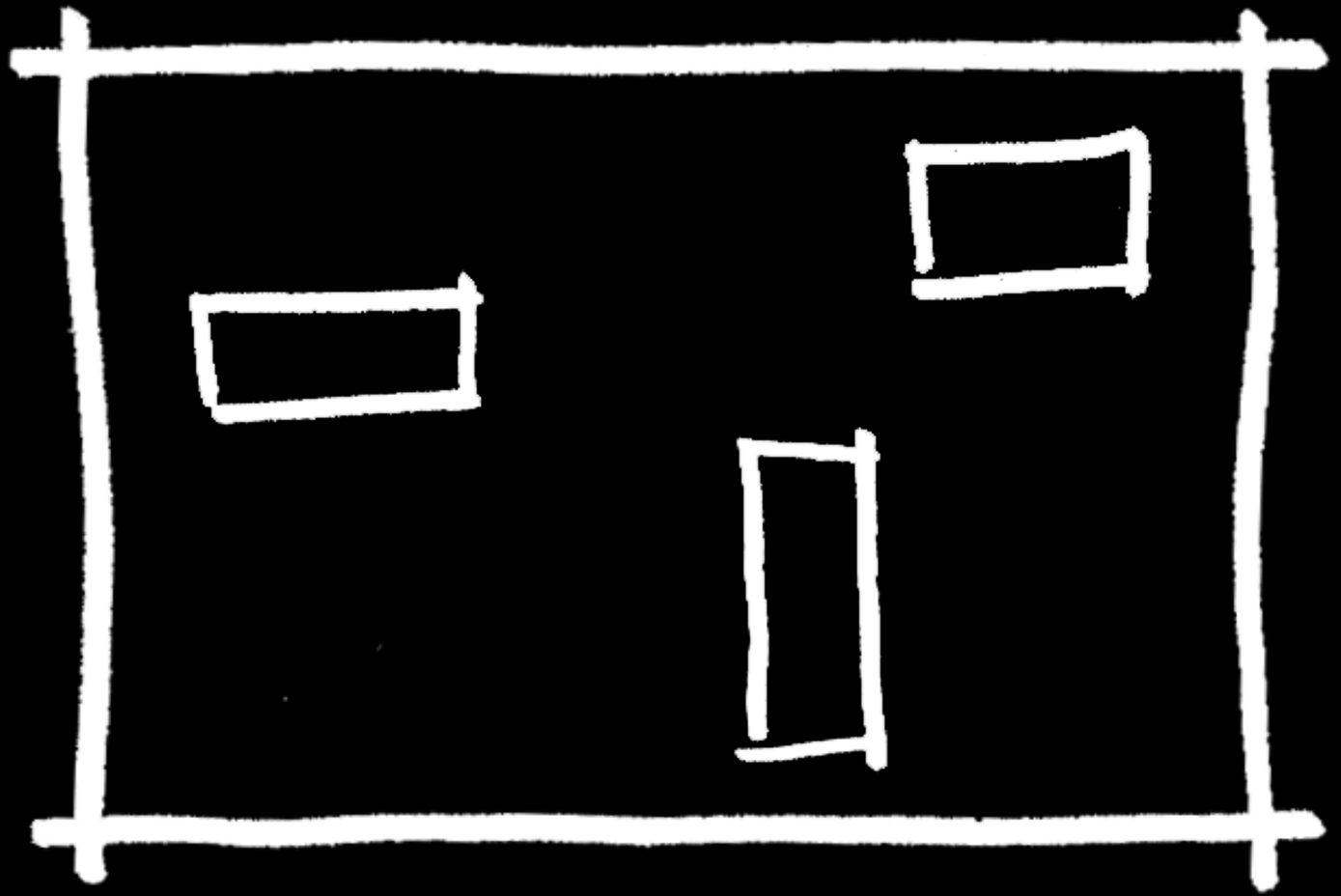

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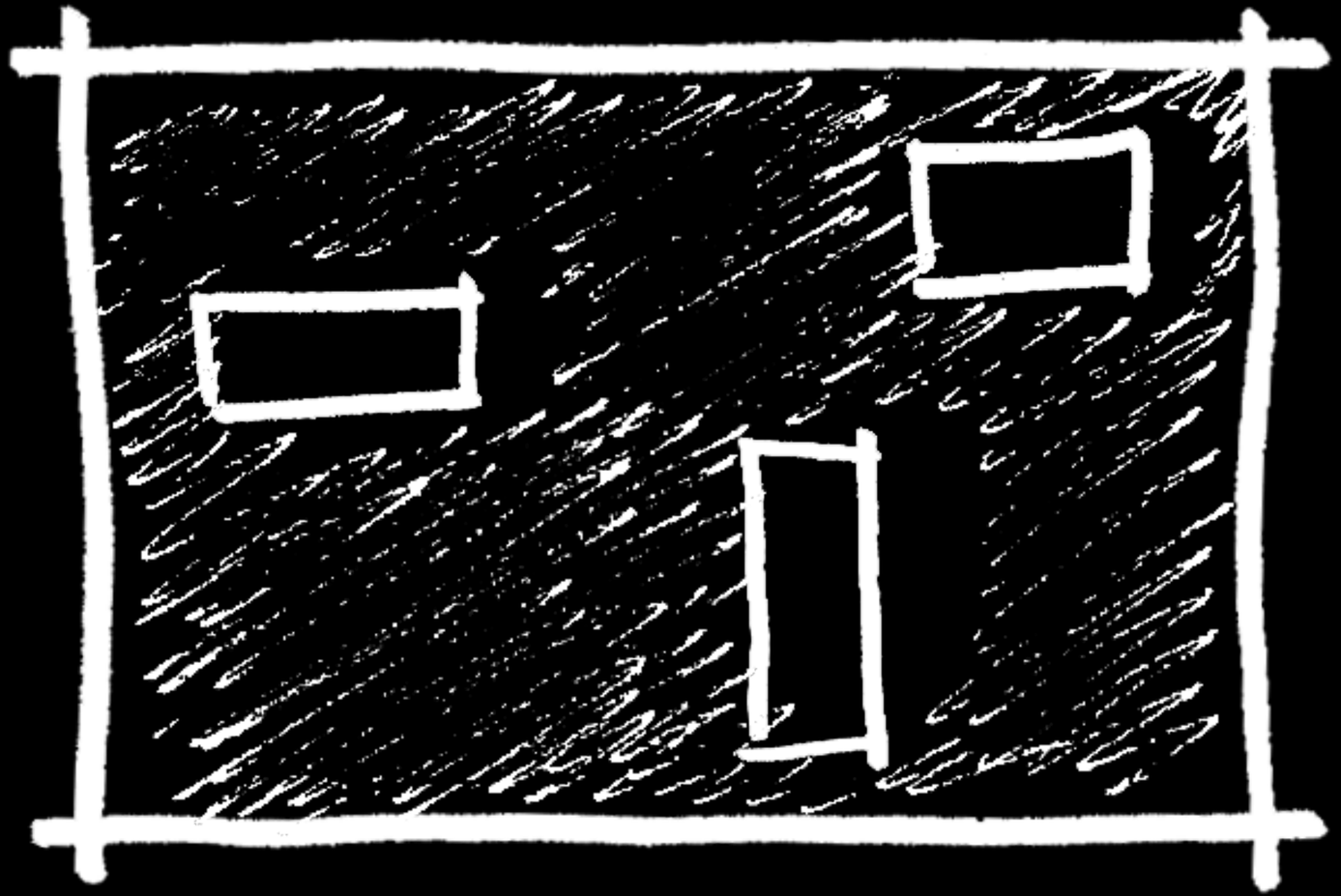

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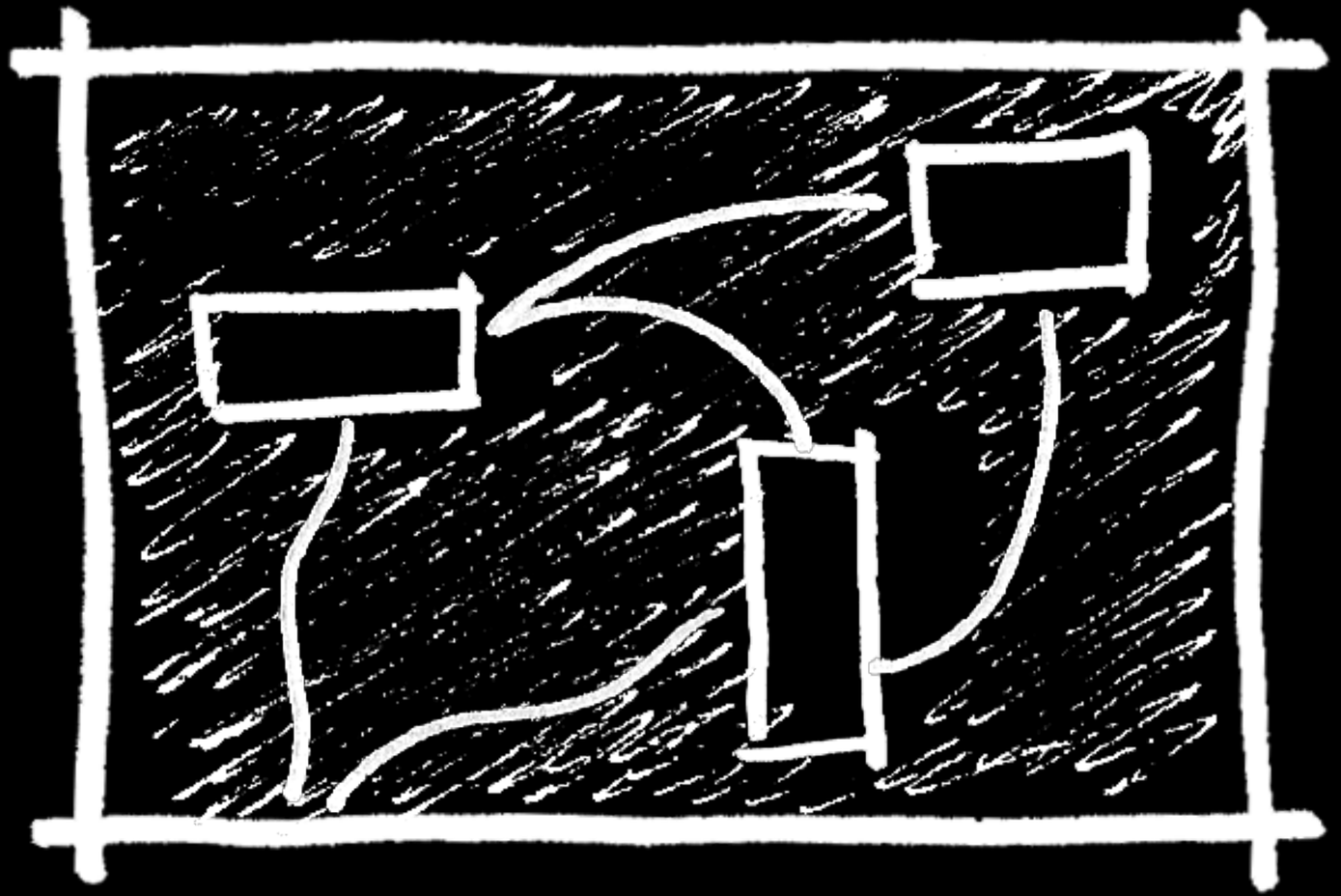

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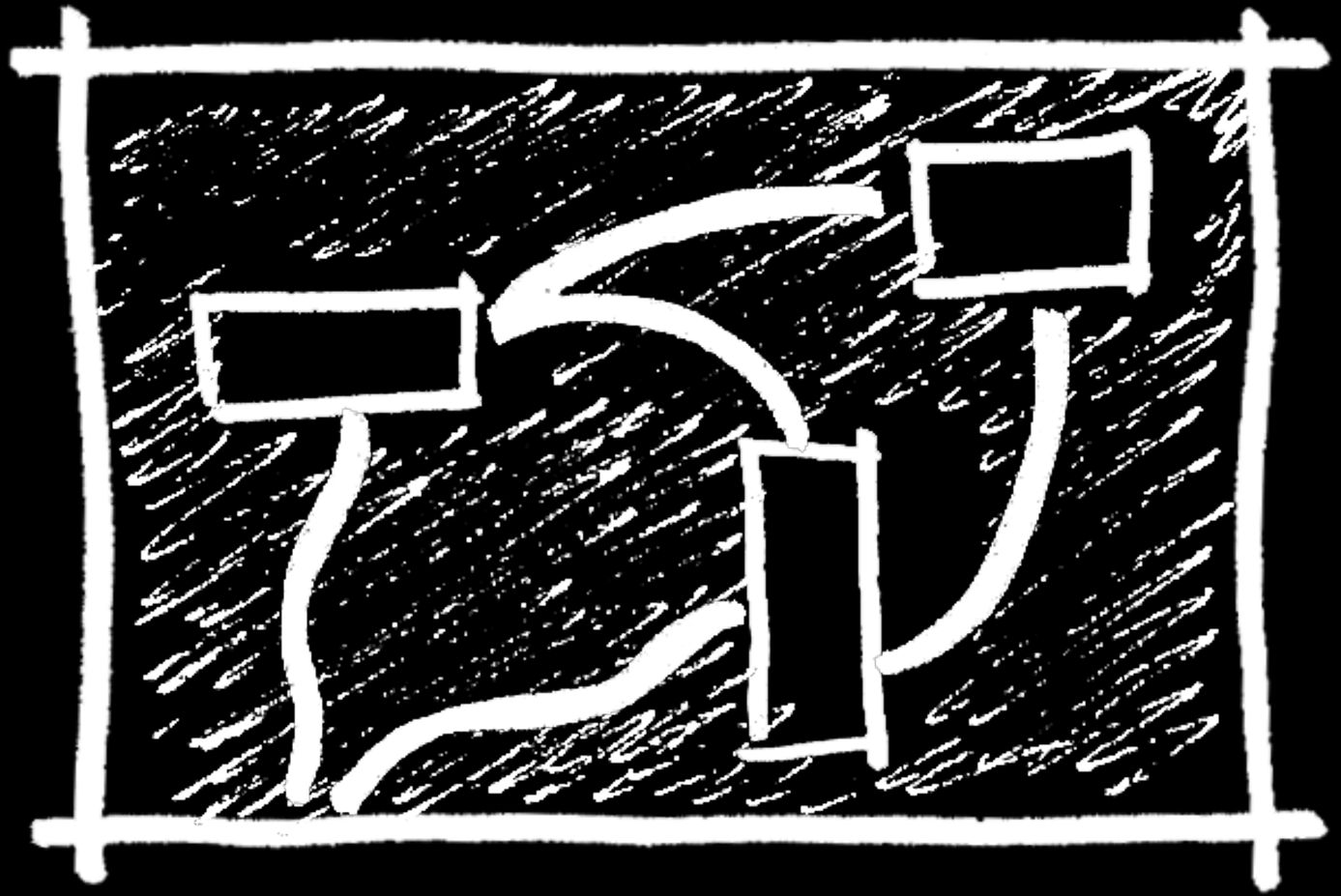

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THREE CONCEPTS_

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THE INTELLIGENCE OF USERS

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THE INTELLIGENCE OF USERS

THE HONESTY OF BEHAVIOUR

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THE INTELLIGENCE OF USERS

THE HONESTY OF BEHAVIOUR

THE VALUE OF TIME

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INTERACTION

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AN INTERACTION IS A LIVING RELATIONSHIP

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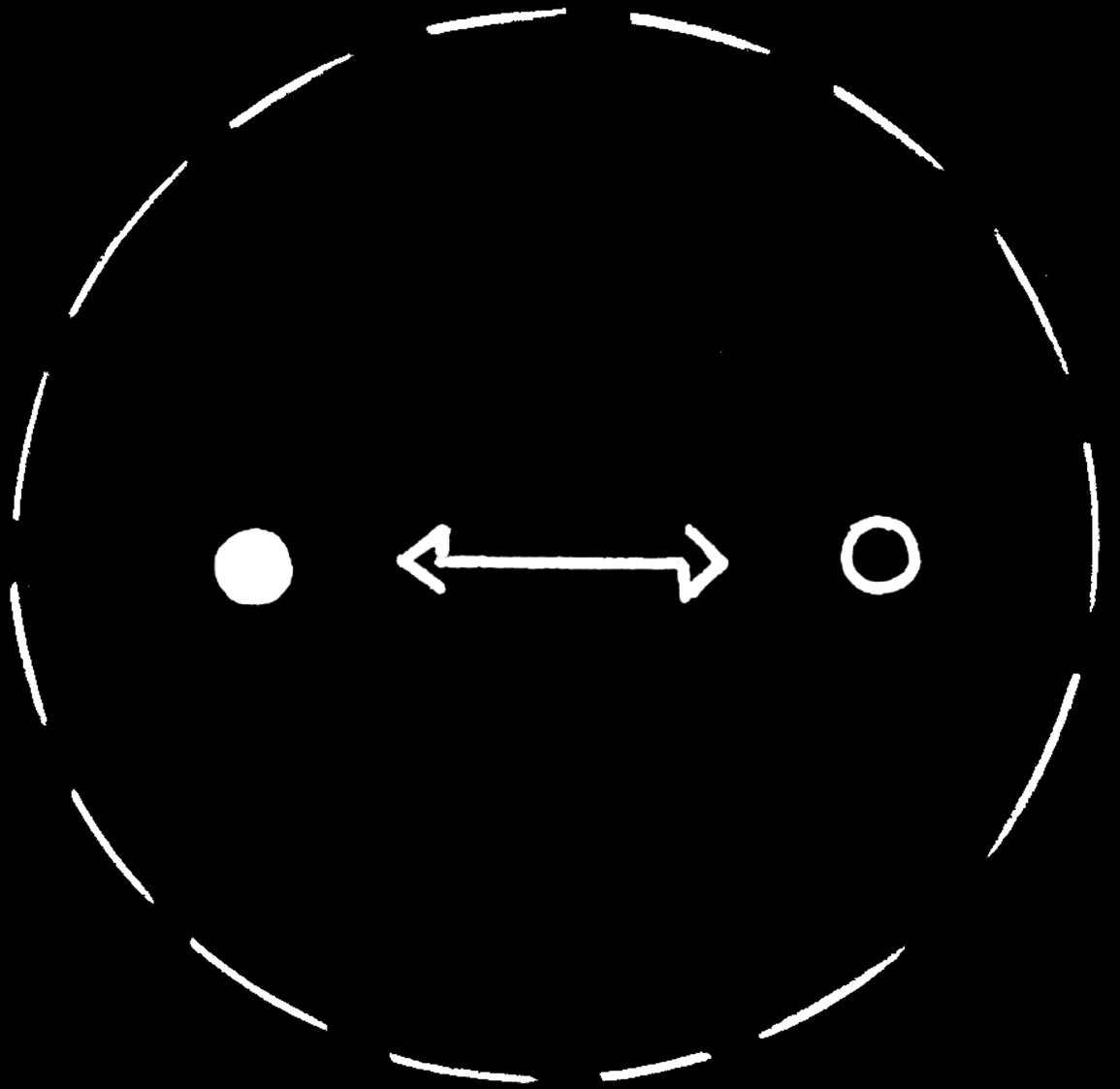

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CONTEXT

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CONTEXT GIVES MEANING TO OUR INTERACTIONS

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THE INTELLIGENCE OF USERS

THE HONESTY OF BEHAVIOUR

THE VALUE OF TIME

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How can we gather THE INTELLIGENCE OF USERS?

THE HONESTY OF BEHAVIOUR

THE VALUE OF TIME

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SERVING_

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SERVANT LEADERSHIP

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“Good leaders must first become good servants”.

Robert Greenleaf

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MATURE LEADERSHIP

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DICTATOR

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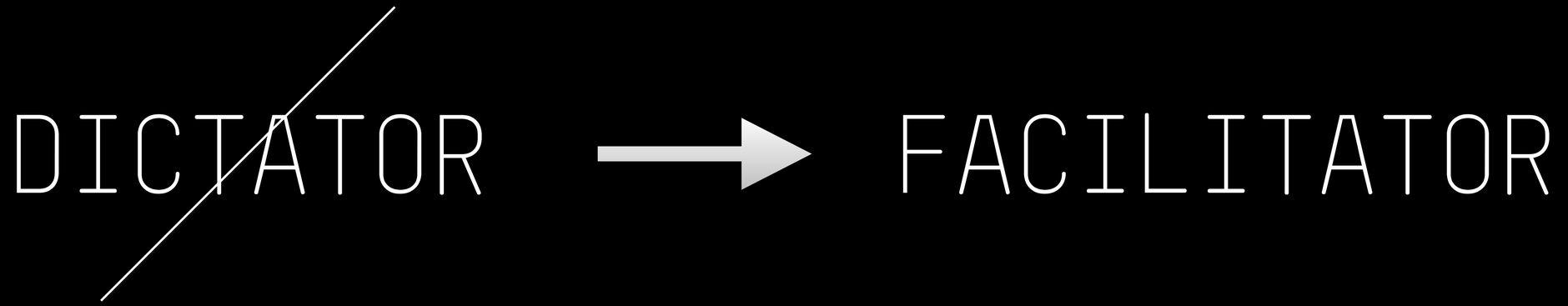

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FACILITATION

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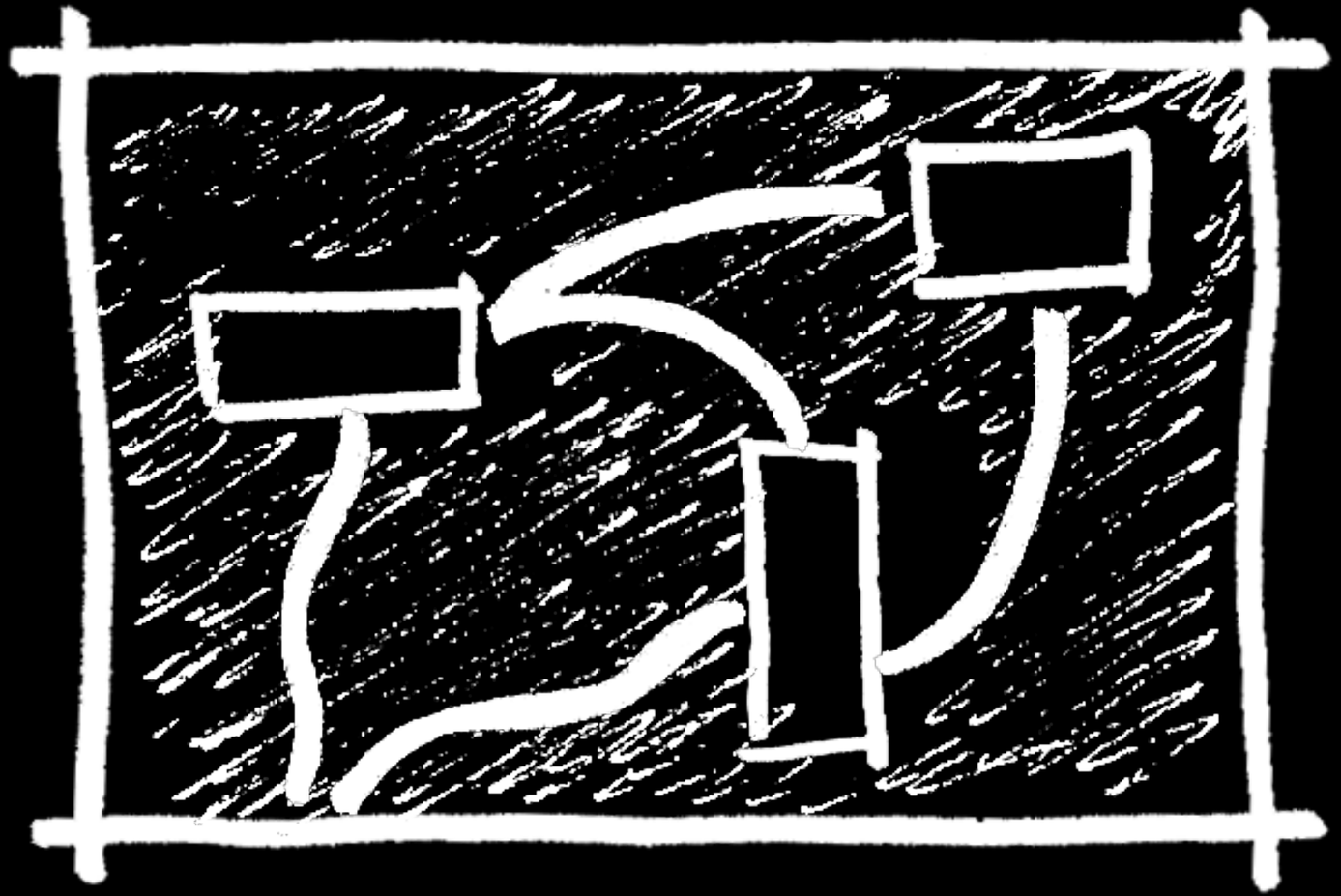

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Incomplete

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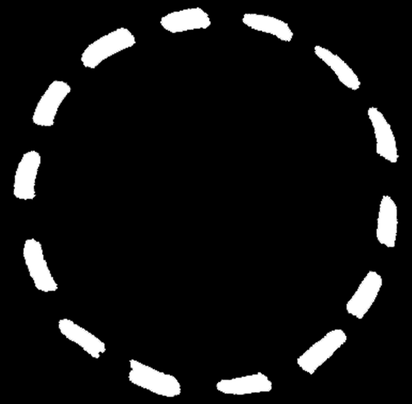

Incomplete Impermanent

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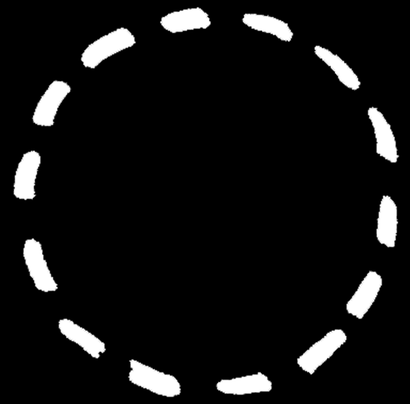

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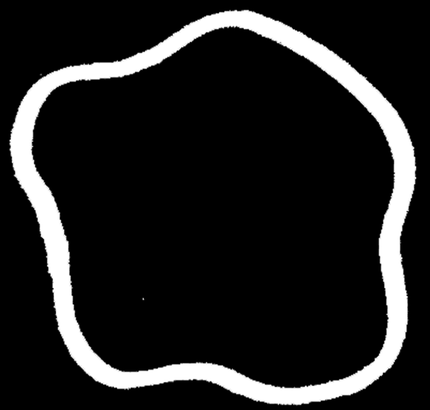

Imperfect

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FACILITATING IS
CREATING CONTEXTS THAT ARE

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FACILITATING IS CREATING CONTEXTS THAT ARE INCOMPLETE, IMPERMANENT, IMPERFECT

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How can we gather THE INTELLIGENCE OF USERS?

THE HONESTY OF BEHAVIOUR

THE VALUE OF TIME

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How can we gather THE INTELLIGENCE OF USERS?
by facilitating their interactions

THE HONESTY OF BEHAVIOUR

THE VALUE OF TIME

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How can we gather
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by facilitating their interactions

How can we harness
THE HONESTY OF BEHAVIOUR?

THE VALUE OF TIME

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FORM & FLOW_

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FORM

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FORM → FLOW

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BARCLAYS
elf
PALACE
PHANTOM
ROXY

IT IS NOT WHAT IT IS
IT IS WHAT IT DOES

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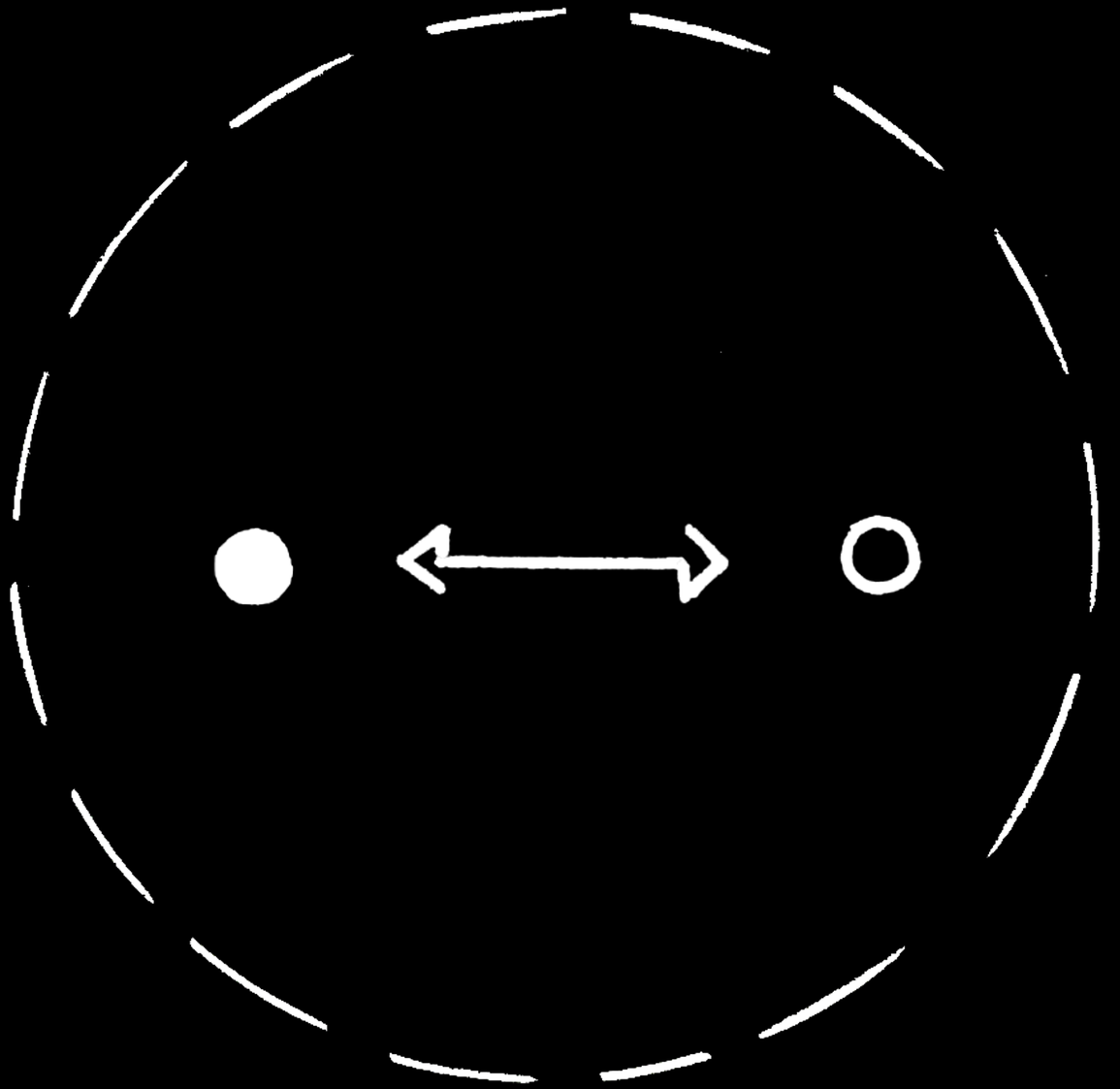

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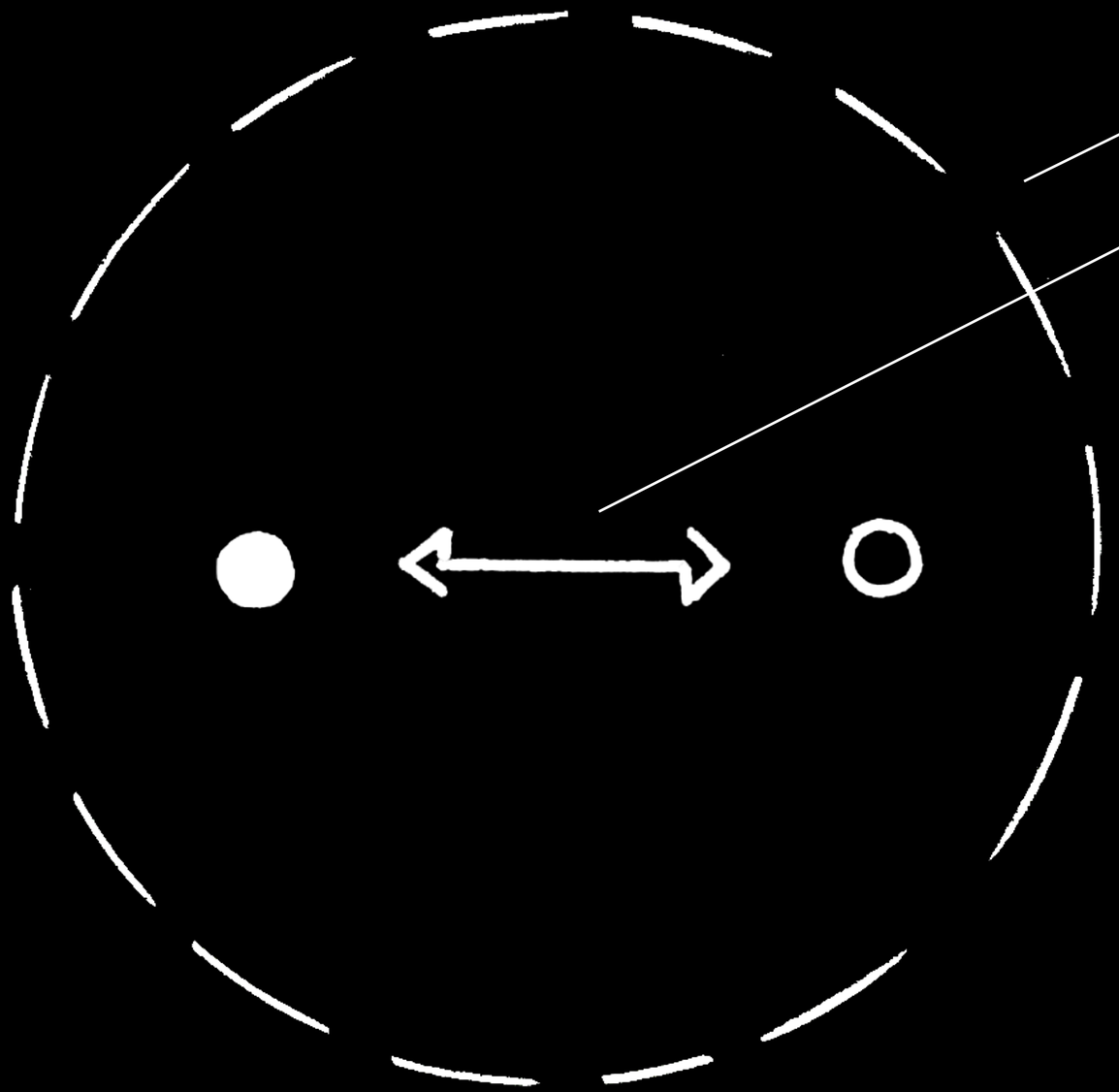

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How can we gather
THE INTELLIGENCE OF USERS?
by facilitating their interactions

How can we harness
THE HONESTY OF BEHAVIOUR?

THE VALUE OF TIME

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How can we gather
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How can we harness
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from conversation to observation

THE VALUE OF TIME

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from conversation to observation

How can we utilise
THE VALUE OF TIME?

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OXFORD_

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DESIGNING SUSTAINABLY

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DESIGNING SUSTAINABLY IS FACILITATING THE PROCESS

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DESIGNING SUSTAINABLY IS FACILITATING THE PROCESS INTO THE FUTURE

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How can we gather
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by facilitating their interactions

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How can we gather
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from conversation to observation

How can we utilise
THE VALUE OF TIME?
fostering interactions along 4D

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How can we gather
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from conversation to observation

How can we utilise
THE VALUE OF TIME?
fostering interactions along 4D

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INTERDEPENDENCE OF HARD & SOFT_

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CITIES; ORGANISED COMPLEXITY

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“Cities are the result of a million individual human decisions,

…

Mike Batty, The Bartlett Centre for Advanced Spatial Analysis

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“Cities are the result of a million individual human decisions,

all rational but relatively non coordinated,

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Mike Batty, The Bartlett Centre for Advanced Spatial Analysis

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“Cities are the result of a million individual human decisions,

all rational but relatively non coordinated,

which makes the resulting whole behaviour quite unpredictable”.

Mike Batty, The Bartlett Centre for Advanced Spatial Analysis

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15-20%

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INTENSIFICATION OF SOCIAL INTERACTIONS

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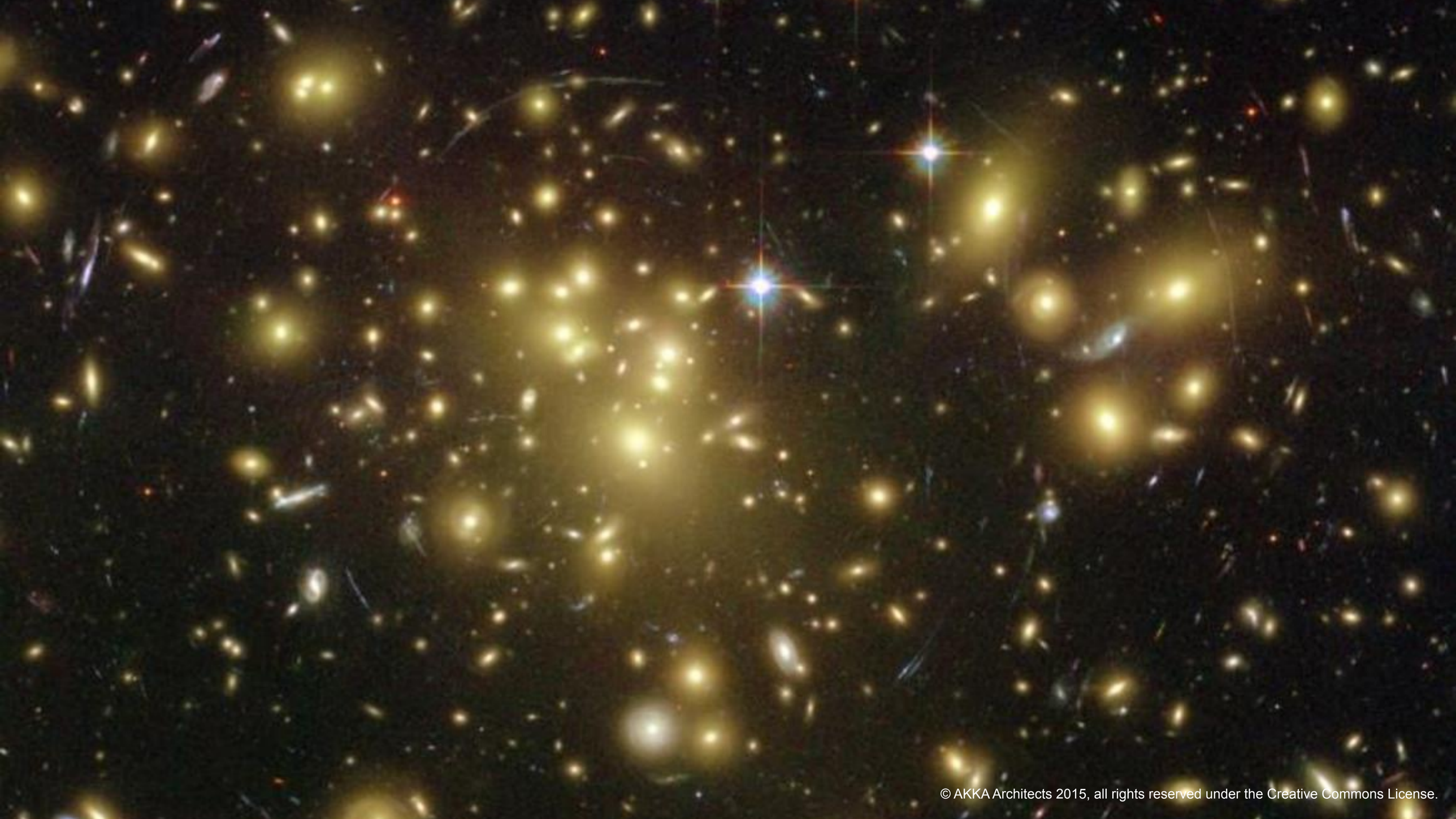

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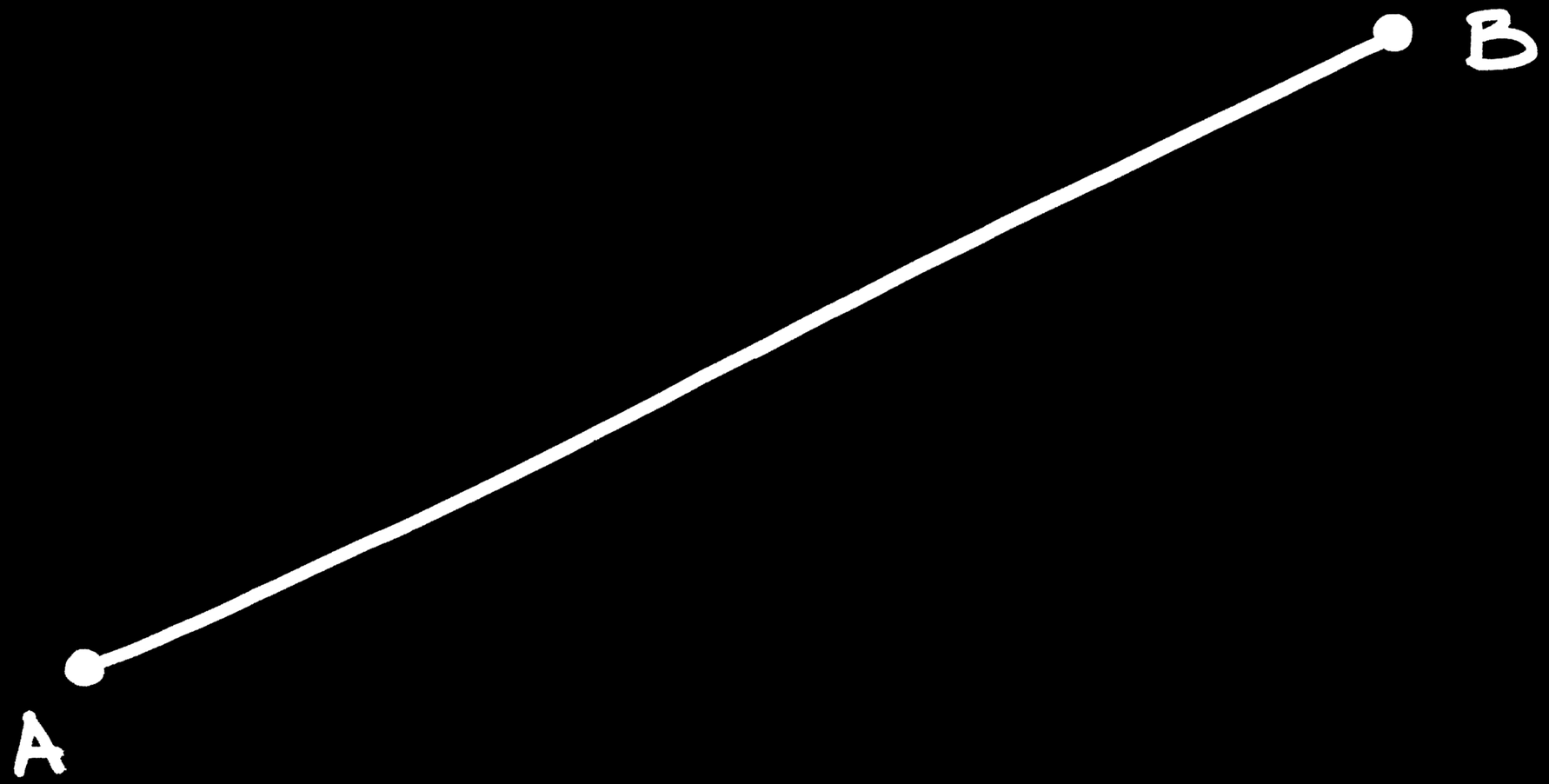

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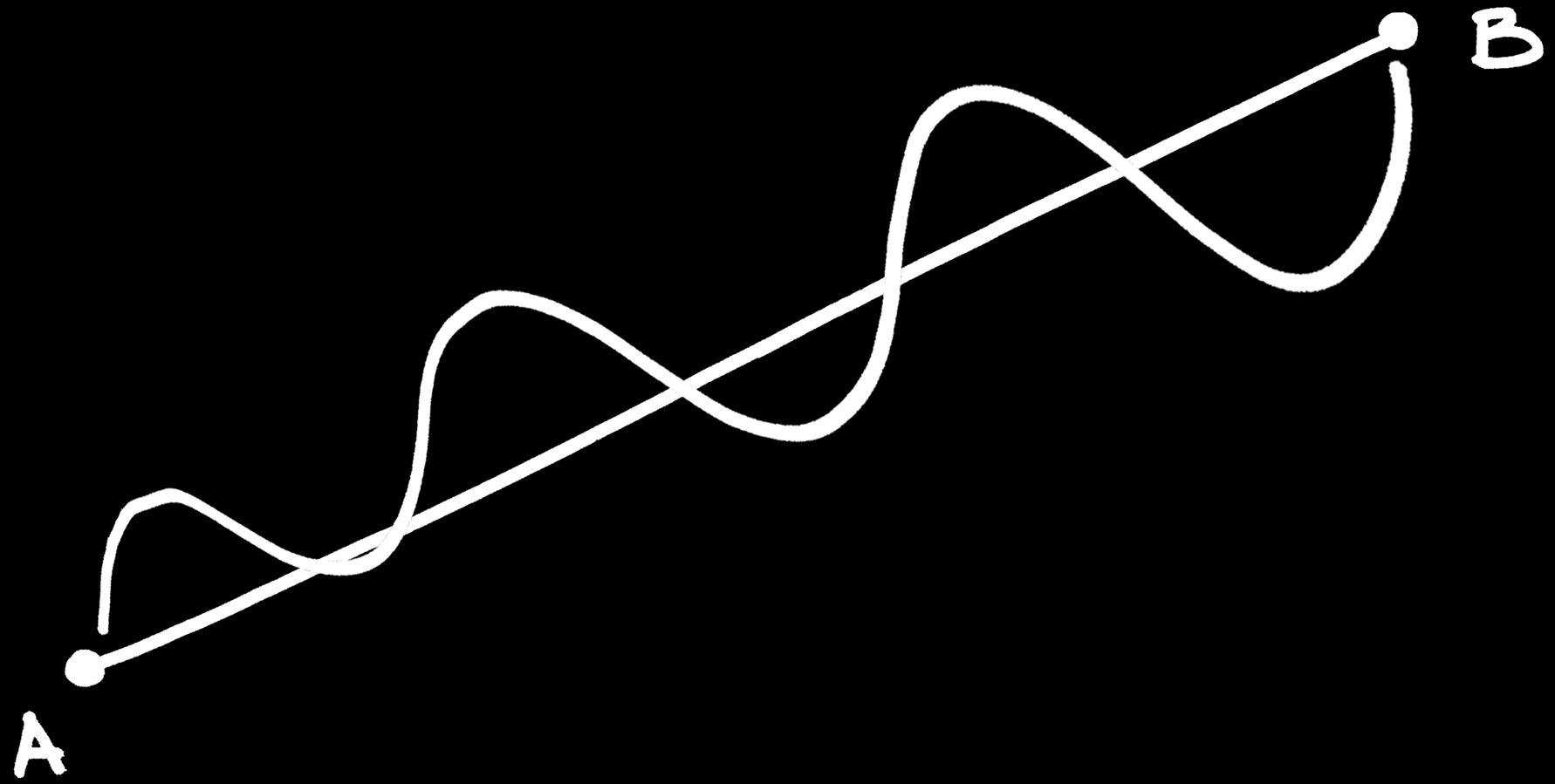

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The journey is defined
by the quality
of its interactions

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MINISTRY OF INFRASTRUCTURE_

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De Verkeersonderneming

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“BETER BENUTTEN“

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BETTER UTILISATION

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BETTER UTILISATION

↑

BEHAVIOUR

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“Rotterdam’s **international port** is one of the most important crossroads of trade flows in the world.

…

- De Verkeersonderneming

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“Rotterdam’s **international port** is one of the most important crossroads of trade flows in the world.

Good **accessibility of the Rotterdam** region is of vital importance to the **Dutch and international economies**”.

- De Verkeersonderneming

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CIVIL

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PUBLIC

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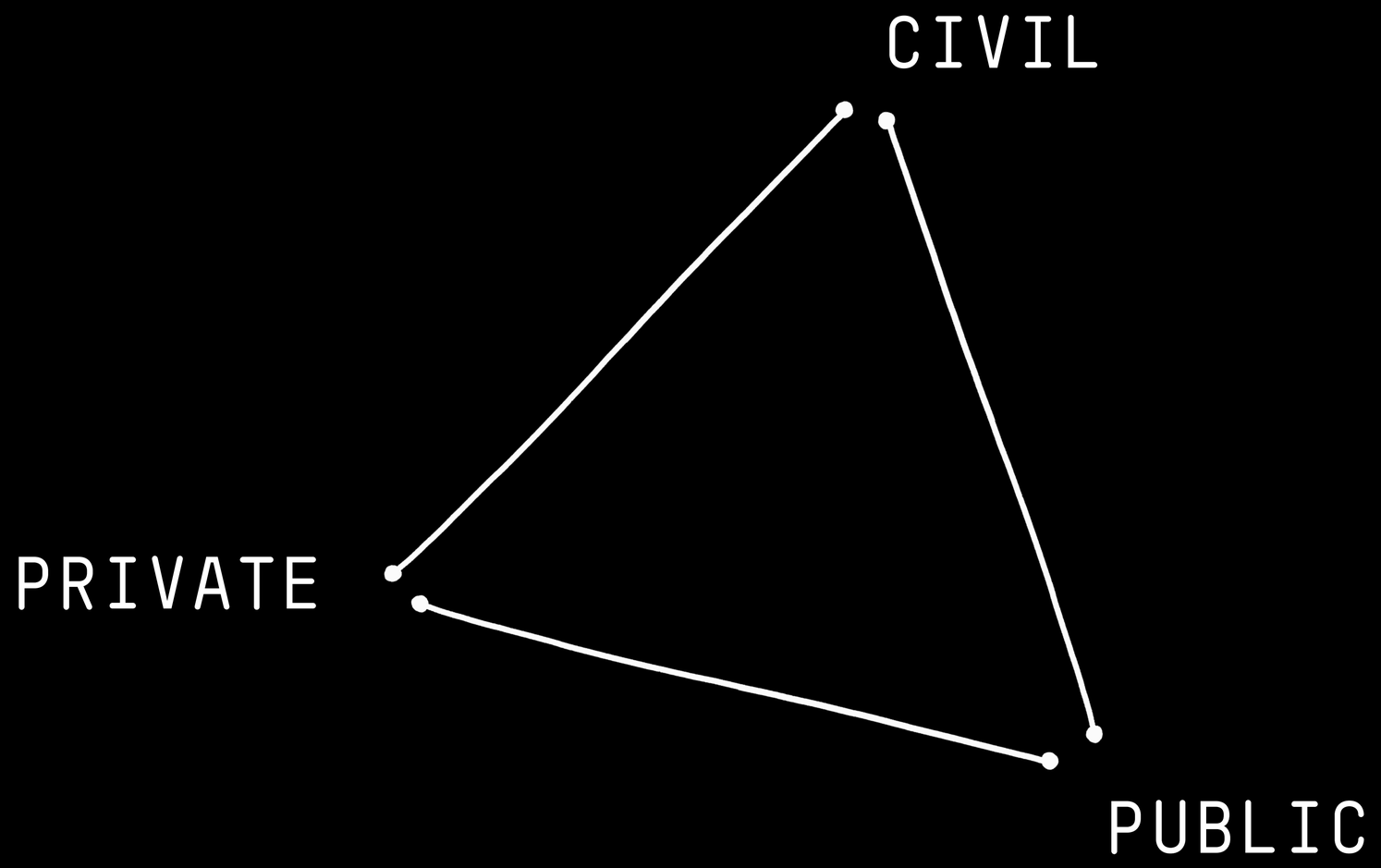

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TRAVELER

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TRAVELER

- Behavioural change happens in stages

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TRAVELER

- Behavioural change happens in stages
- Focus on the receptive traveller

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TRAVELER

- Behavioural change happens in stages
- Focus on the receptive traveller
- Do not talk about but with travellers

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TRAVELER

- Behavioural change happens in stages
- Focus on the receptive traveller
- Do not talk about but with travellers
- Utilise compelling events

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14 167

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14 167

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14 167

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2000

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TRAVELER BEHAVIOUR

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BETTER UTILISATION

TRAVELER BEHAVIOUR

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BETTER UTILISATION

↑

TRAVELER BEHAVIOUR

↑

MINDSETS

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LOGICAL LEVELS_

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5. ENVIRONMENT

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4. BEHAVIOUR

5. ENVIRONMENT

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3. CAPABILITIES

4. BEHAVIOUR

5. ENVIRONMENT

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2. BELIEFS

3. CAPABILITIES

4. BEHAVIOUR

5. ENVIRONMENT

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1. IDENTITY
2. BELIEFS
3. CAPABILITIES
4. BEHAVIOUR
5. ENVIRONMENT

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1. IDENTITY
2. BELIEFS
3. CAPABILITIES
4. BEHAVIOUR
5. ENVIRONMENT

external conditions
- when? where?

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1. IDENTITY
2. BELIEFS
3. CAPABILITIES
4. BEHAVIOUR — actions or reactions within the environment - what?
5. ENVIRONMENT — external conditions - when? where?

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1. IDENTITY

2. BELIEFS

3. CAPABILITIES — guide behavioural actions through mental map - how?

4. BEHAVIOUR — actions or reactions within the environment - what?

5. ENVIRONMENT — external conditions - when? where?

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1. IDENTITY

2. BELIEFS — reinforcement to support or deny capabilities - why?

3. CAPABILITIES — guide behavioural actions through mental map - how?

4. BEHAVIOUR — actions or reactions within the environment - what?

5. ENVIRONMENT — external conditions - when? where?

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1. IDENTITY

shapes beliefs through our sense of self - who?

2. BELIEFS

reinforcement to support or deny capabilities - why?

3. CAPABILITIES

guide behavioural actions through mental map - how?

4. BEHAVIOUR

actions or reactions within the environment - what?

5. ENVIRONMENT

external conditions - when? where?

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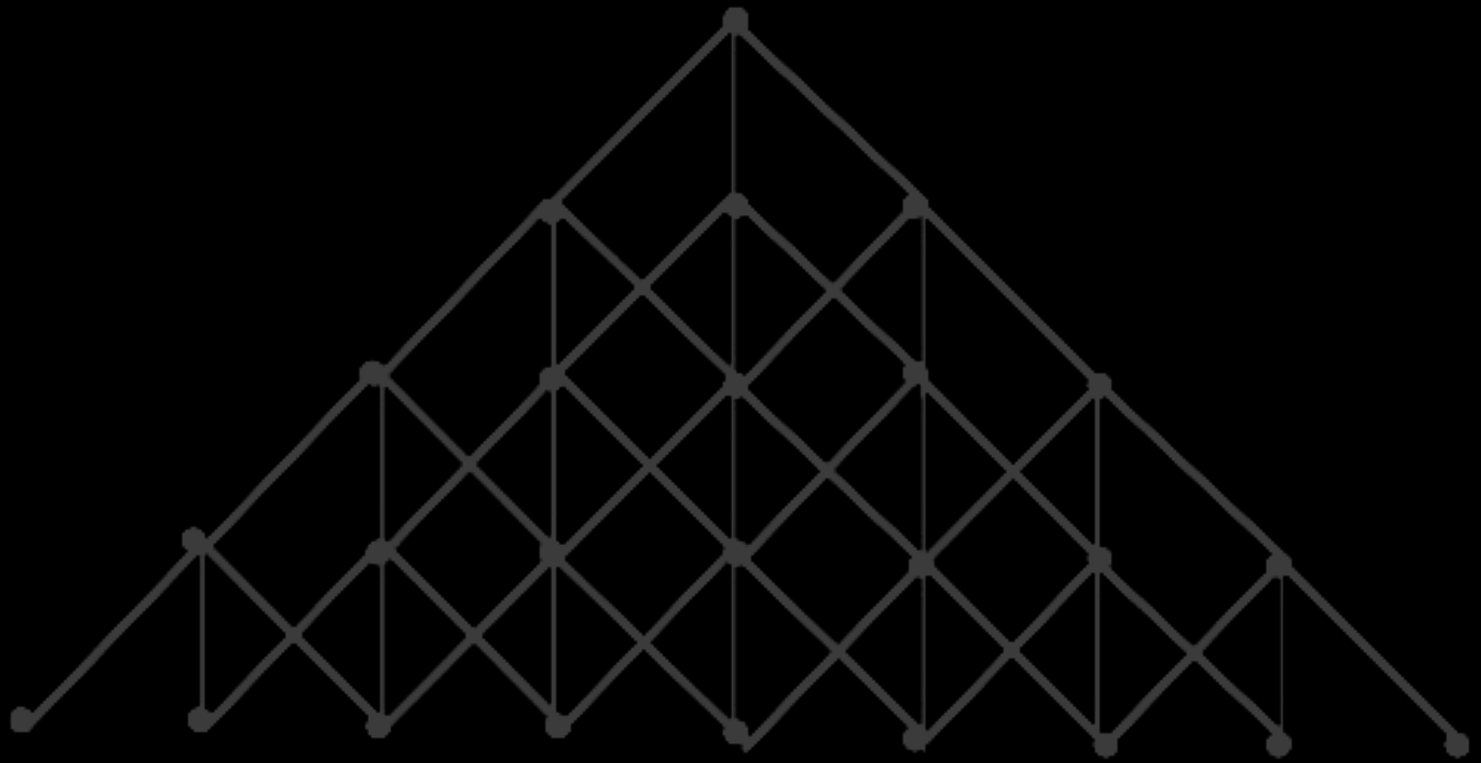
IDENTITY

BELIEFS

CAPABILITIES

BEHAVIOUR

ENVIRONMENT



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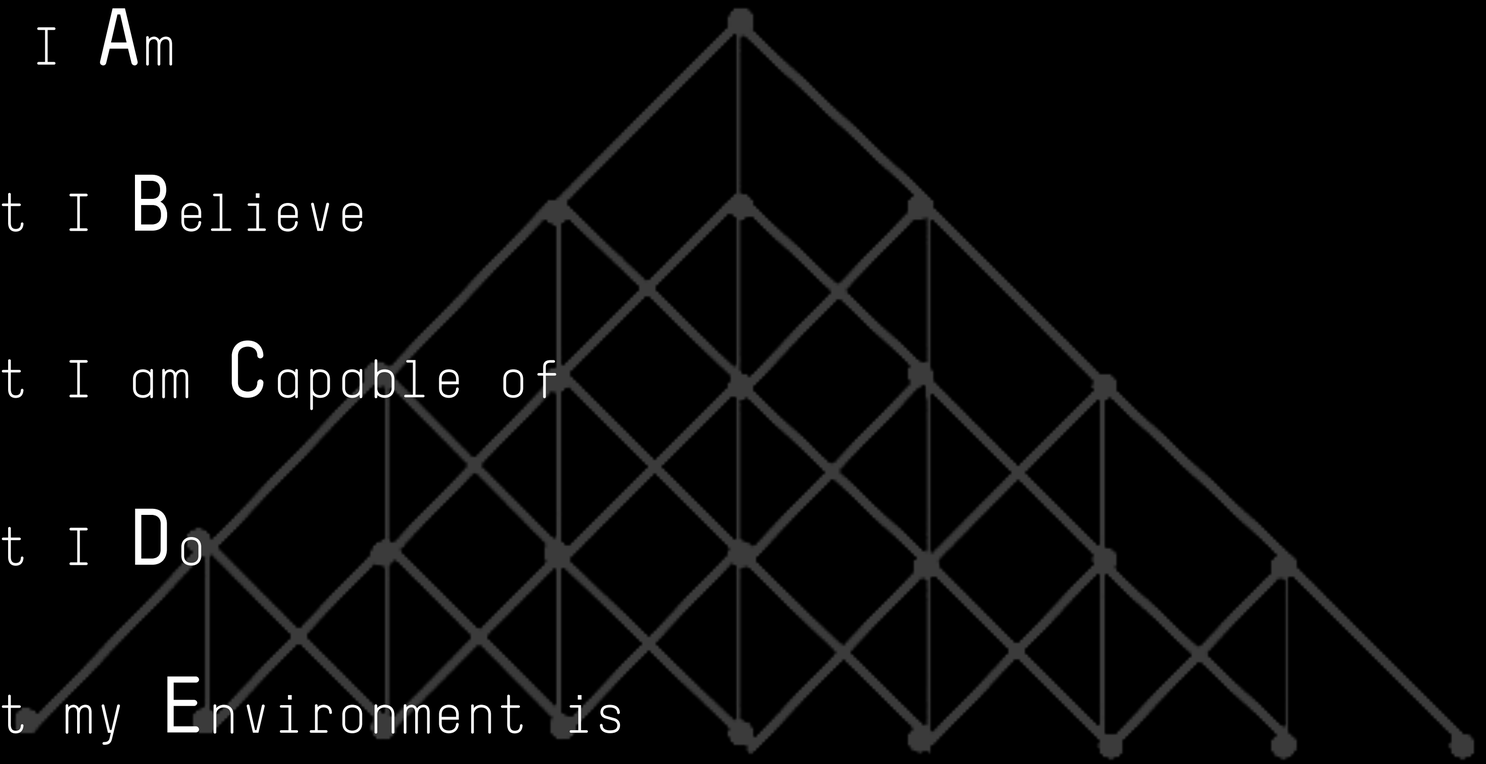
IDENTITY who I Am

BELIEFS what I Believe

CAPABILITIES what I am Capable of

BEHAVIOUR what I Do

ENVIRONMENT what my Environment is



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DO NOT_

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DO NOT DESIGN INTERACTIONS

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DO NOT DESIGN INTERACTIONS
INSTEAD DESIGN THE CONTEXT
FOR INTERACTIONS

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BRICKS & BIRDS_

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DO NOT DESIGN INTERACTIONS
INSTEAD DESIGN THE CONTEXT
FOR INTERACTIONS

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QUESTION_

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How can we design contexts that foster interactions?

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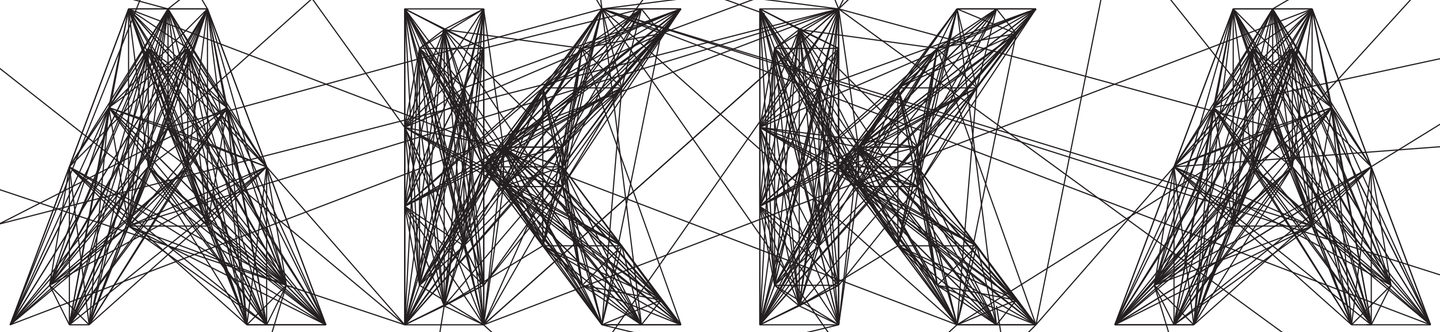
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ARCHITECTING INTERACTION

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CREATING CONTEXTS THAT FOSTER INTERACTION

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INTERACTIONS ARE THE SEEDS OF INNOVATION

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A MATTER OF PROCESS_

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ARCHITECTURE

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ARCHITECTURE

Beginning
of design

End of
construction

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ARCHITECTURE

Beginning
of design

End of
construction

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ARCHITECTURE

Beginning of design

End of construction

Inhabited space

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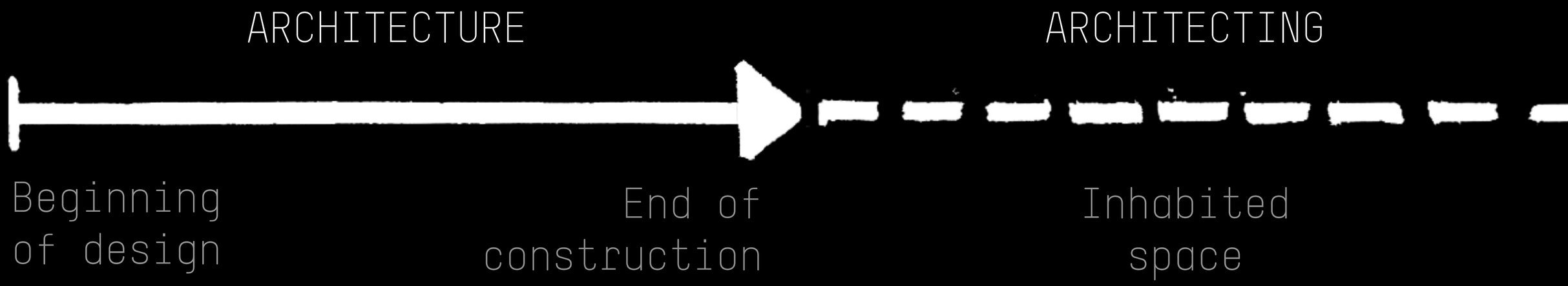

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STATIC
ARCHITECTURE

LIVING
ARCHITECTING

Beginning
of design

End of
construction

Inhabited
space

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SCIENTIFICALLY SPEAKING_

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$$E = MC^2$$

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$$E = MC^2$$

ENERGY

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$$E = MC^2$$

ENERGY MASS

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$$E = MC^2$$

ENERGY MASS SPEED OF LIGHT

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$$E = MC^2$$

ENERGY BUILT MASS SPEED OF LIGHT

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$E = MC^2$

ENERGY BUILT INTERACTIONS
MASS

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$E = MC^2$

EMERGING QUALITY

BUILT MASS

INTERACTIONS

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QUANTITATIVE

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QUANTITATIVE → QUALITATIVE

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A CUSTOM PROCESS_

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INTRINSICALLY COLLABORATIVE

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INTRINSICALLY COLLABORATIVE
BASED ON THE COMMUNAL

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INTRINSICALLY COLLABORATIVE BASED ON THE COMMUNAL CREATION OF KNOWLEDGE

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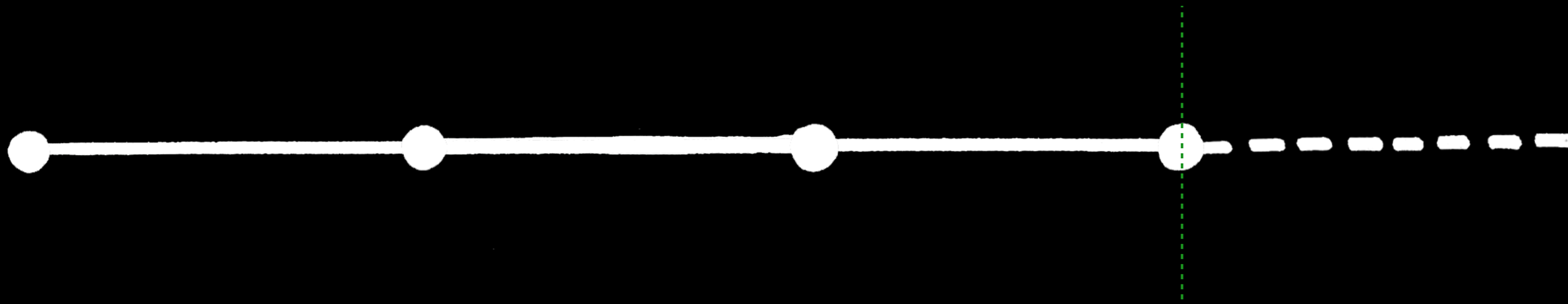

Delivery of space
for users to move in

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APPRECIATE

Community
Consultation

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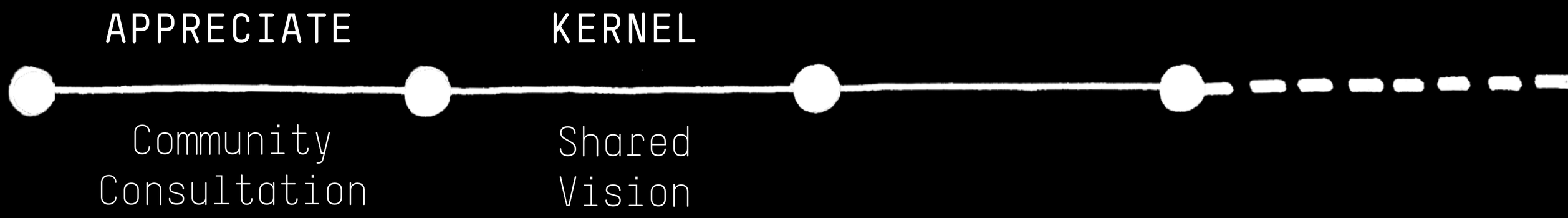

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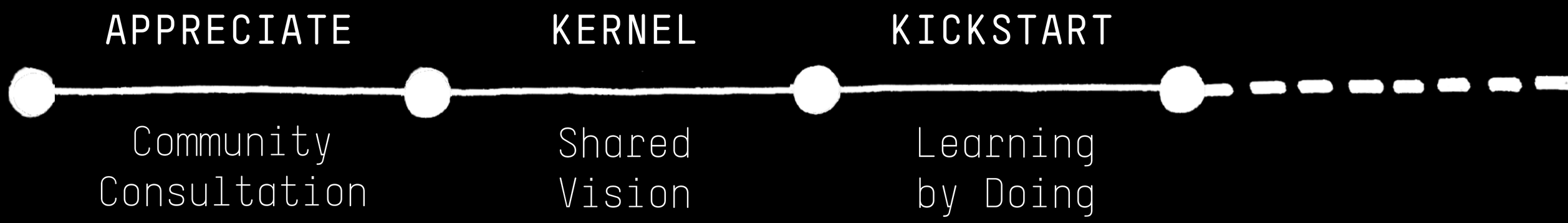

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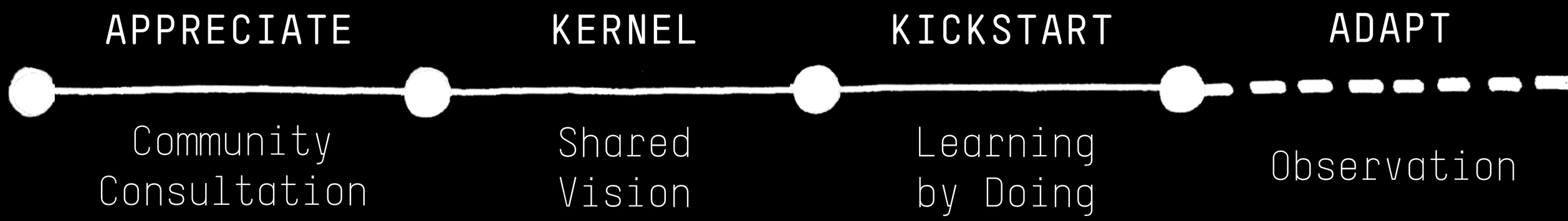

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INSIGHTS

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THE USERS ARE THE EXPERTS

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ONGOING_

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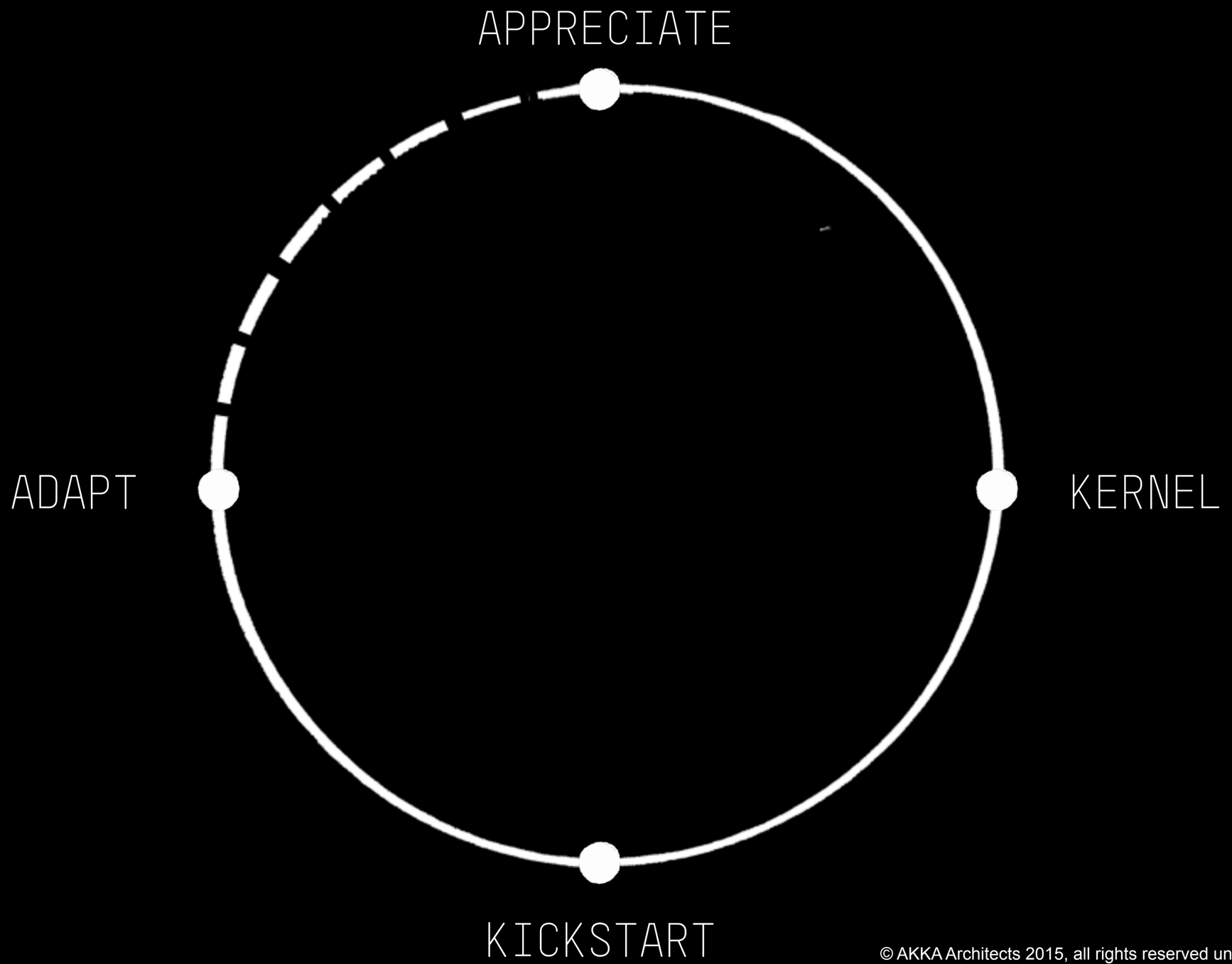

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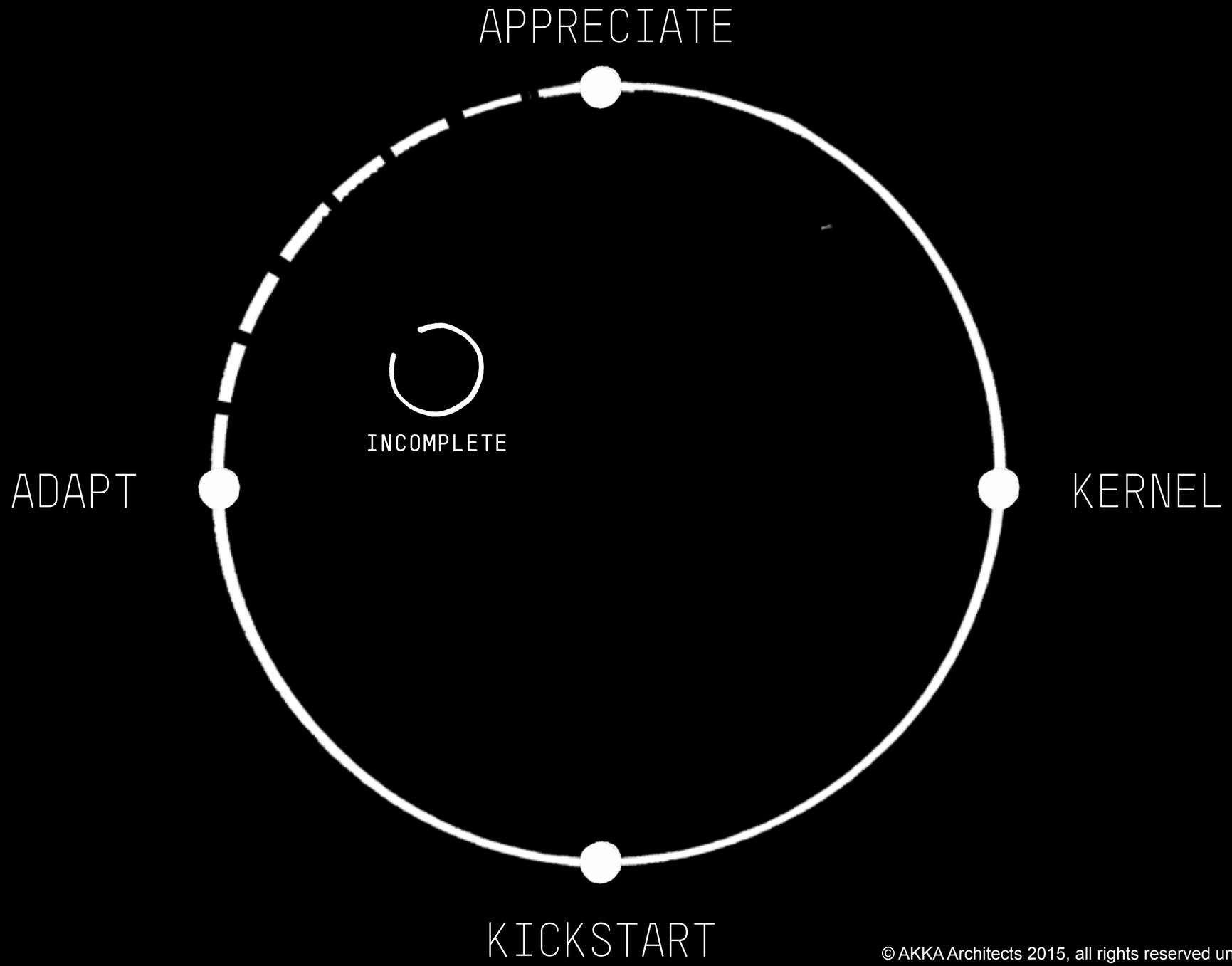

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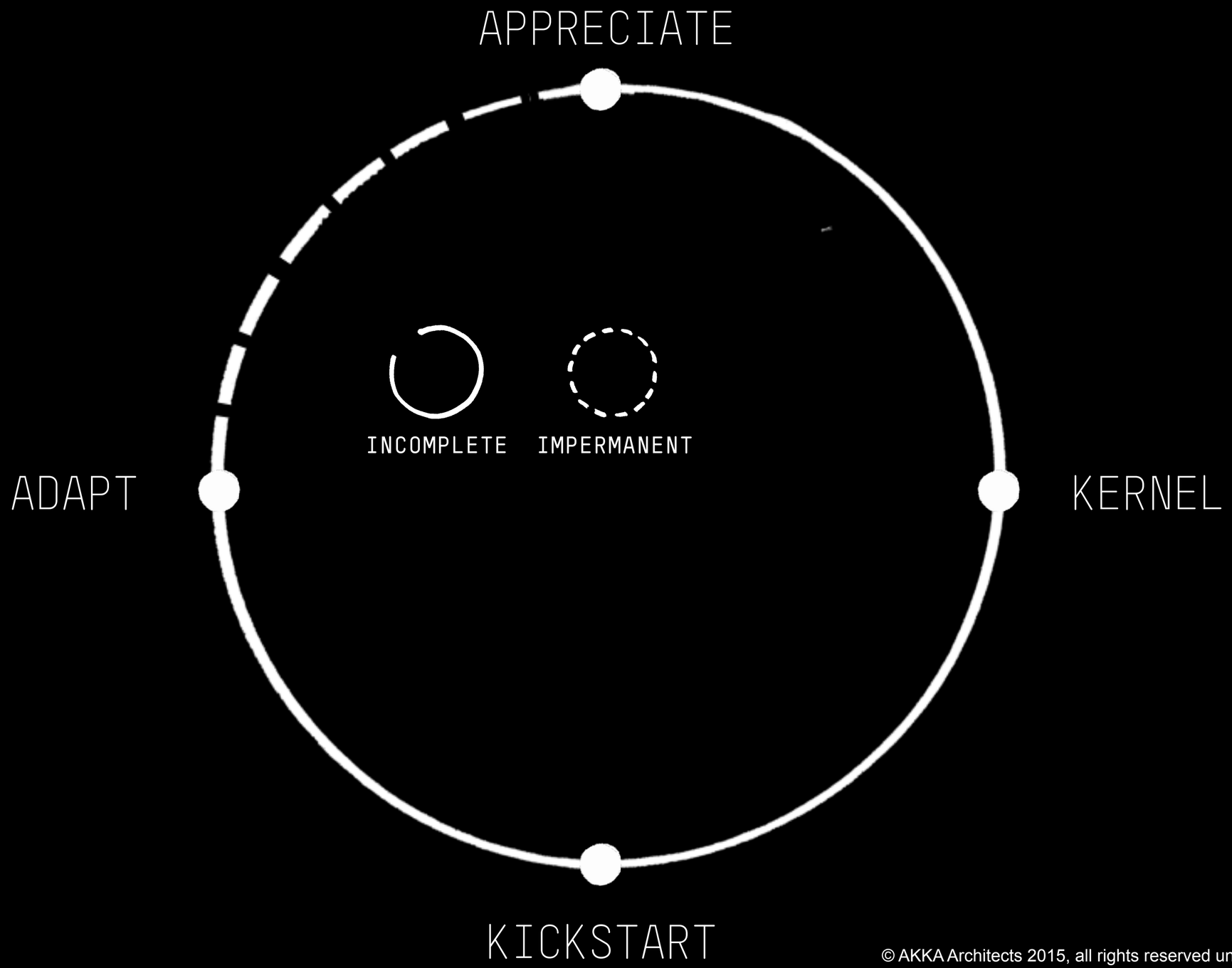

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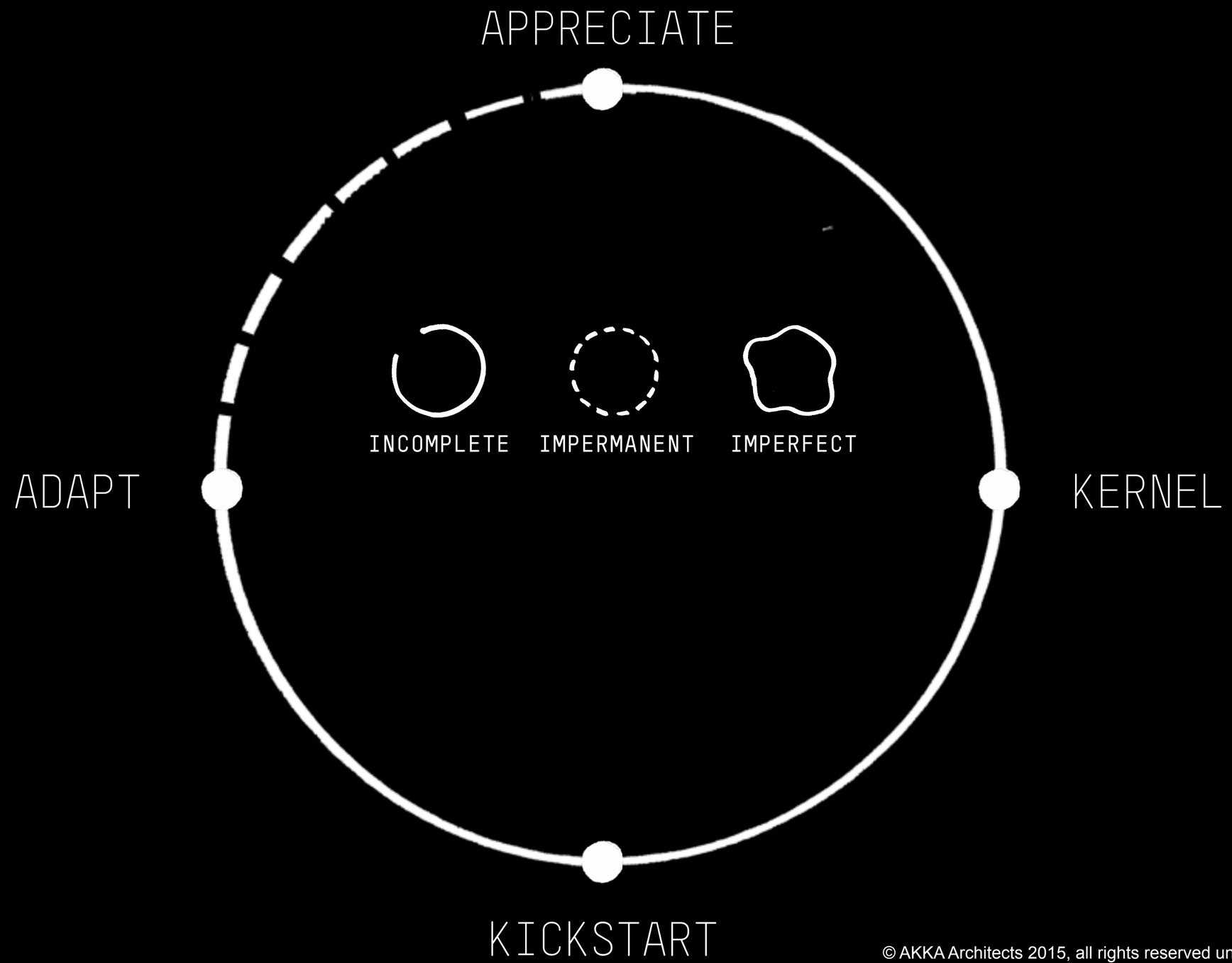

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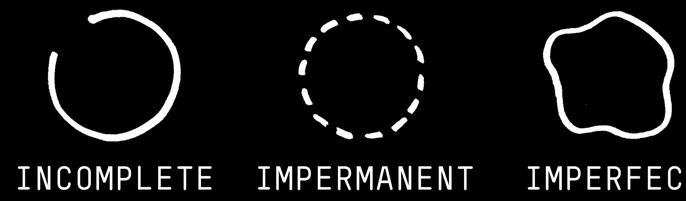
APPRECIATE



ADAPT

KERNEL

DO NOT DESIGN INTERACTION,
DESIGN THE CONTEXT
FOR INTERACTIONS

KICKSTART

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A MOMENT OF REFLECTION_

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IN CONCLUSION_

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ARCHITECTING INTERACTION

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EVERY CONTEXT NEEDS TO FOSTER INTERACTIONS, ONLY TO VARYING DEGREES

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DESIGNING SUSTAINABLY

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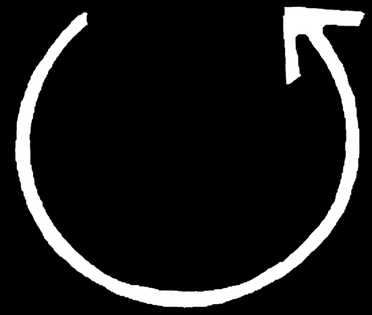
DESIGNING SUSTAINABLY



FACILITATING
INTERACTIONS

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GATHER THE INTELLIGENCE OF USERS

HARNESS THE HONESTY OF BEHAVIOUR

UTILISE THE VALUE OF TIME

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DO NOT DESIGN INTERACTIONS
INSTEAD DESIGN THE CONTEXT
FOR INTERACTIONS

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HOW CAN WE CREATE CONTEXTS THAT FOSTER INTERACTIONS?_

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HOW CAN WE CREATE CONTEXTS
THAT FOSTER INTERACTIONS?_

BY DESIGNING
INCOMPLETE, IMPERMANENT & IMPERFECT

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HOW CAN WE CREATE CONTEXTS
THAT FOSTER INTERACTIONS?_

BY DESIGNING
INCOMPLETE, IMPERMANENT & IMPERFECT

THROUGH A PROCESS IN ITSELF
INCOMPLETE, IMPERMANENT & IMPERFECT

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ALL

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WE NOW ALL CREATE CONTEXTS THAT FOSTER INTERACTIONS

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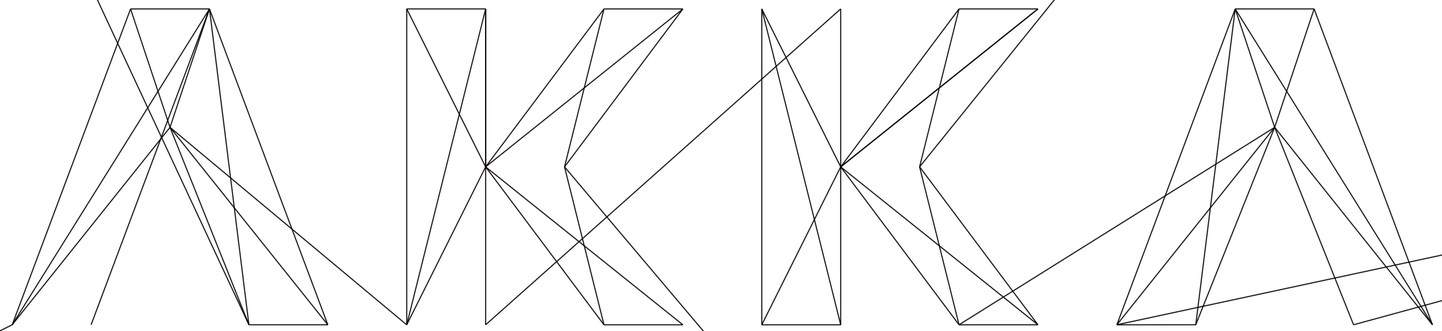
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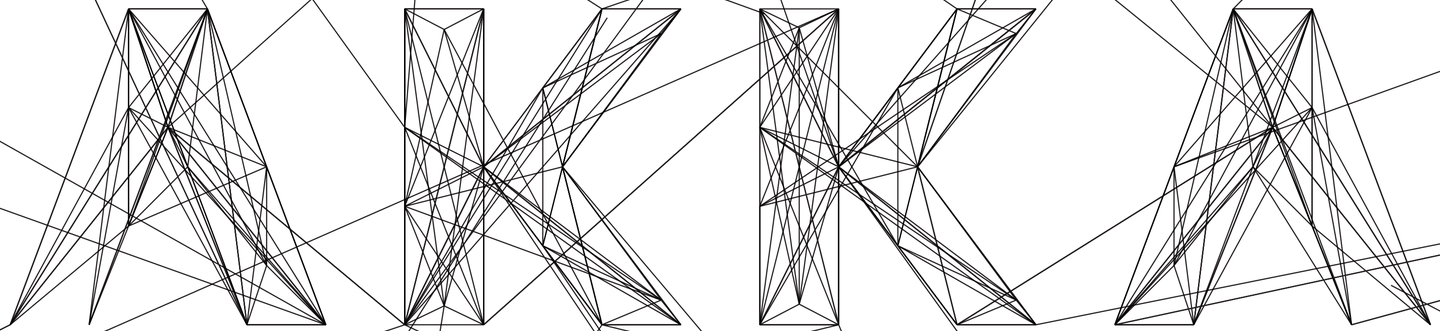

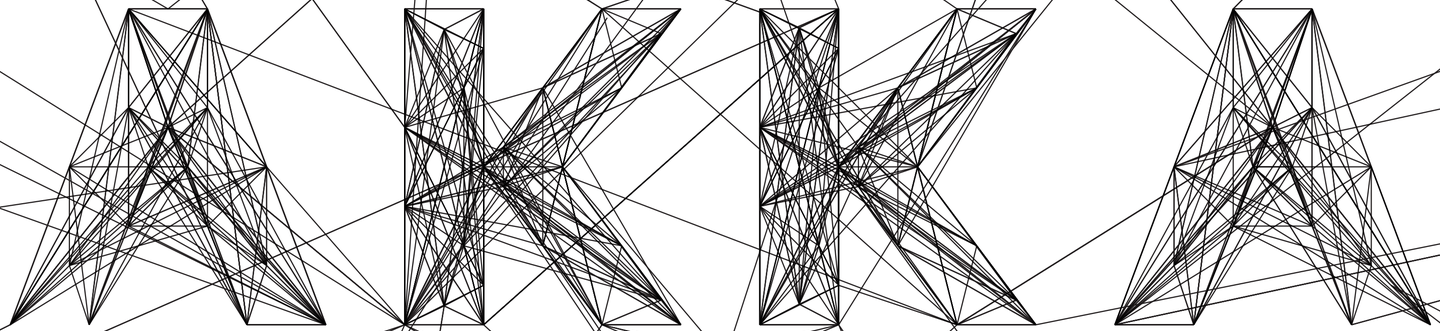
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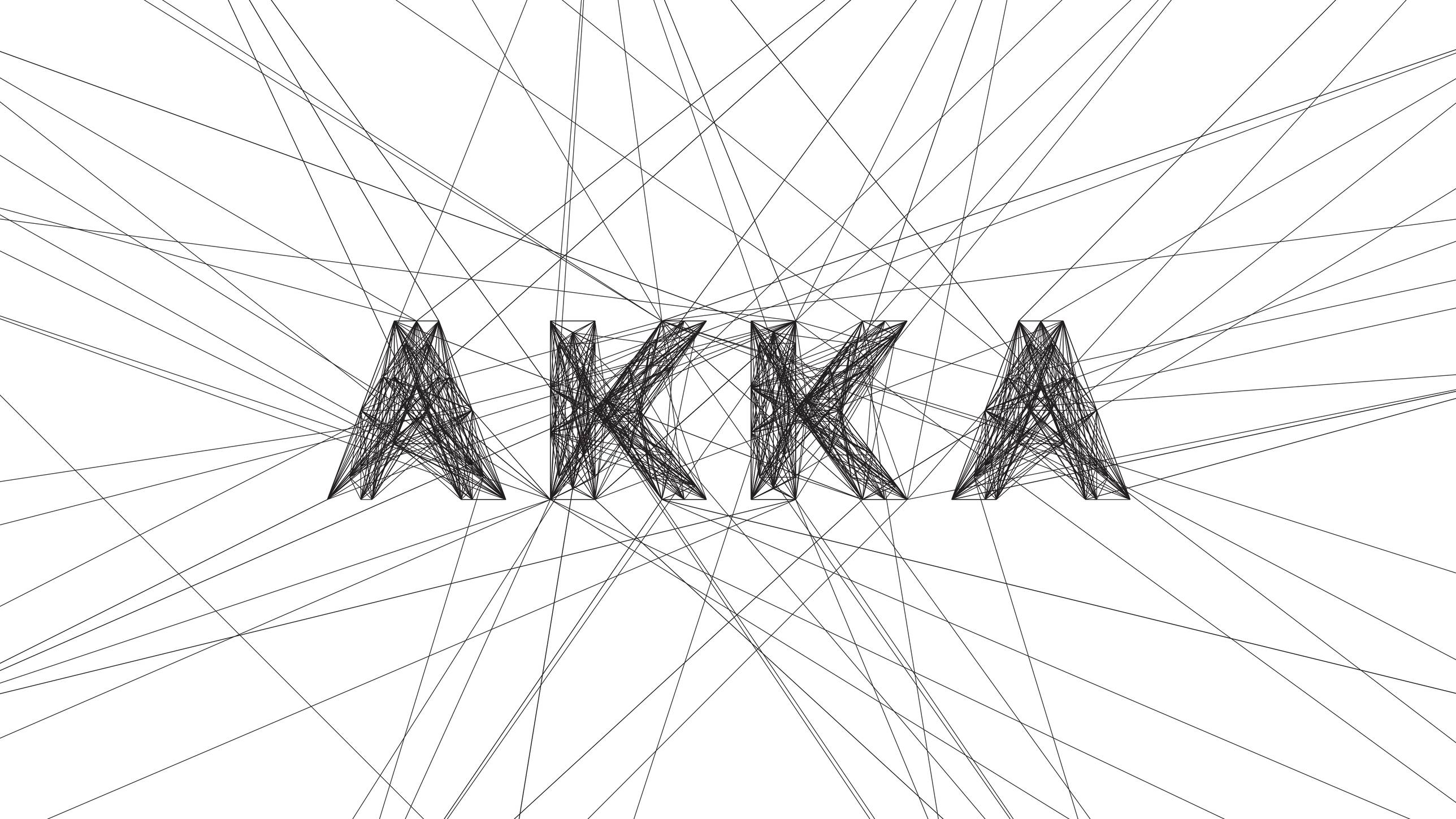
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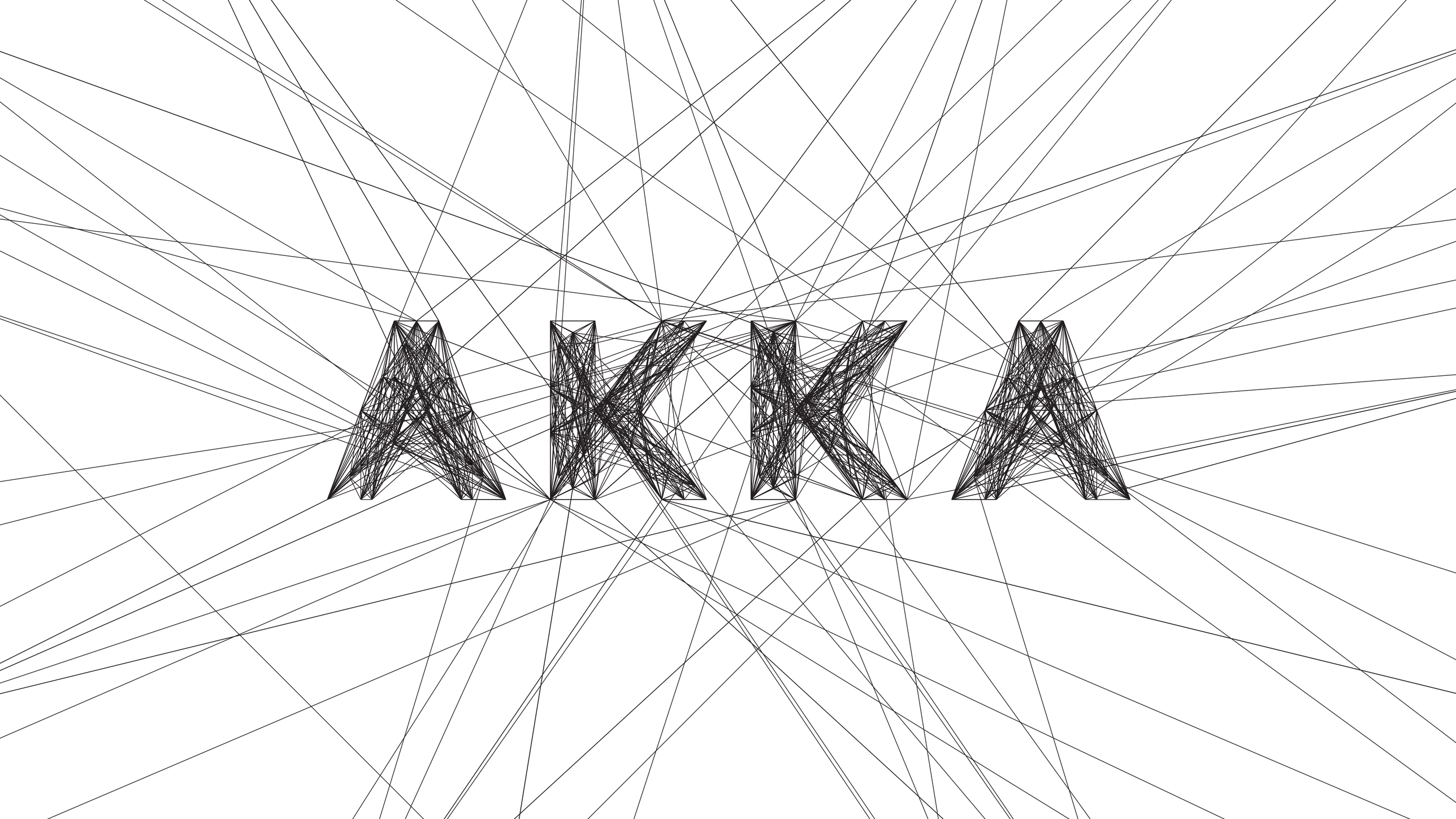
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