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# (Ex)treme.

design xperiments for earth 2.0

Since the earliest of civilizations, we have made much progress. But that progress came with a cost. Our world has changed. And despite our advances in both science and technology, we can no longer deny what is clear: our time on the planet is becoming questionable. Resources are diminishing, instable geographies causing political turmoil, increasing population stresses the importance of basic resources and at the dawn of the 21st century, the humanity is facing critical problems which are threatening the existence of next generations.

The studio will tackle this problem from a proactive design standpoint and use extreme locations and scenarios for design experiments through a counter position to conventional living assumptions. Students will provide a diverse set of architectural, spatial, socio-economic, technological, cultural and environmental strategies in support of the proposed programs and activities for achieving self-sustaining communities in wild and harsh environments as means of human survival.

The studio will explore innovative design strategies/production methods, and the design process will emphasize digital/physical models—both conceptual, representational and analytical—to critically develop, interpret and present ideas.