

CORE 2

MIT ARCHITECTURE
ARCH 4.152
SPRING 2022
TThF 1:00 – 5:00

THE STRAND PLAYHOUSE

THE OTHER TIMES OF ARCHITECTURE

Studio Instructors:

Anda FRENCH
Silvia ILLIA-SHELD AHL
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Teaching Assistants:

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Kevin MALCA; Il KWAN KIM
and Zhicheng XU

ACT 1.

LEARNING FROM THE THEATER

Research/Analysis/Interpretation. In teams of 3

A) THE THEATER AS BUILDING SITE:

Choose one or two of the following analysis angles for the Strand Theater: circulation, structure, program, access, thresholds, material qualities, seating/view corridors, lighting, theater environments, mechanical elements (backstage/stage lighting), acoustics; and produce the following documents:

- 1 Presentation for the collective knowledge of the class
- 1 (or more) Interpretative section. Scale: 1/8"=1'-0"
- 1 (or more) Interpretative model Scale: 1/8"=1'-0"
- 1 (or more) Interpretative drawing

B) THE THEATER AS PROGRAM:

Take a position, and report on one of the topics below. The report will take the form of a presentation with slides. The quality and eloquence of the images chosen and developed matters as much as the factual information or the historical narrative relayed. If there is a need to produce a set of diagrams or redraw spatial rules and conditions for a topic, students should do so. The intelligence we collect on these topics will be open source for all the studio.

** starting point resources for each topic provided in dropbox.*

1-History of Performances. Japanese, Greek, western, medieval cycles, happening, performance walk, circus... Epic Theater (Brecht) Immersive theater.

2-Building temporalities: Construction/deconstruction/maintenance as performance.

Isu Temple, Mosque of Djenne...

3-Jean Littlewood: The Fun Palace and The Interaction Center.

4-Lina Bo Bardi: Pompeia and Teatro Oficina

5-Uphams Corner. Theater RFP. Fairmount Indigo Planning.

6-Performance Arts in Boston. [Upham's Corner Art Place/Markets etc](#) [Place Making DS4Si](#)

7-Play and Performance: Aldo Van Eyck; [Assemble](#) and [RaumLaborBerlin](#)

Skills and tools:

- 1-Critical thinking to uncover hidden histories, relationships and qualities of the building.
- 2-Improving agility in shifting from 2D to 3D in spatial representation.
- 3-Understanding the role of abstraction in architectural analysis/projection.
- 4-Understanding the Strand Theater as the "site" of intervention in future exercises.
- 5-Program resources for Act 2

SCHEDULE.

Week 1

T	02/01	STUDIO LOTTERY
Th	02/03	<u>Intro ACT1</u>
F	02/04	Desk Crit/ <u>Skill session.</u>

Week 2

T	02/08	Visit to Strand Theater.
Th	02/10	Desk Crit
F	02/11	Desk Crit

Week 3

T	02/15	<u>Review ACT1</u>
Th	02/17	<u>Intro ACT 2</u> Lecture John O. (Materials/Structure)
F	02/18	Desk Crit

Week 4

T	02/22	No class. Monday Schedule
Th	02/24	Desk crit
F	02/25	<u>Pin up ACT2A.</u> Group Dynamic.

Week 5

T	03/01	Desk Crit
Th	03/03	Pinup
F	03/04	Desk Crit + Skill Session

Week 6

T	03/08	Disk Crit
Th	03/10	Review ACT 2B
F	03/11	<u>INTRO ACT 3</u>

Week 7

T	03/15	Disk Crit
Th	03/17	Disk Crit
F	03/18	Disk Crit

Week 8

T	03/22	SPRING BREAK
Th	03/24	
F	03/25	

Week 12

T	04/19	MID TERM REVIEW
Th	04/21	
F	04/22	

Week 15

M	05/09	FINAL REVIEW
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CORE 2 Spring 2022. Syllabus.