**OP CITY: Figuring the Urban Future**

April 20 & 21

230 College Street, Room 066

University of Toronto

**OP CITY: Figuring the Urban Future** will explore the way we represent, illuminate, and visualize the city, and how these methods lead to new opportunities for remaking the city. This conversation will form the basis of future events, publications, and projects on how different emerging media and techniques (such as gaming, live-mapping, graphic narratives, and digitally-manipulated photography/video) can enable both designers and the public to see the city in different ways — a key step in leveraging change in the way that our cities are designed and, ultimately, work.

Hosted by:

**UNIVERSITY OF TORONTO**
**JOHN H. DANIELS FACULTY OF ARCHITECTURE, LANDSCAPE, AND DESIGN**
Friday, April 20

2:00 PM
WELCOME
Richard Sommer

INTRO “Beyond Description”
Roger Sherman

BACKGROUND “Two folds of representation”
Richard Sommer
Review/discussion of antecedents that presage current descriptive techniques

3:00 PM
SESSION 1 “Visual Uncertainties”
Presenters: John Danahy, Hunter Tura & Janette Kim
Respondent: Tim Love
This panel will discuss forms of visual narrative that convey urban transformation, visualizing cause-and-effect based design strategies, and the “before” and “after” view as a means of ‘test-marketing’ the future

6:00 PM
KEYNOTE Ben Katchor presents “Reading in Public”
Room 103
Saturday, April 21

9:00 AM
SESSION 2 “Falsified Forensics”
Presenters: Assaf Biderman, Laura Miller & Ben Katchor
Respondent: Keith Krumwiede
This panel will discuss the production of ideas of the future based upon alternative readings or interpretations of existing contexts/practices/trends, including the ironic recycling or re-engineering of failed or obsolete techniques and typologies

11:00 AM
SESSION 3 “Form Plus”
Presenters: Beau Trincia & Penelope Dean & Rodney Hoinkes
Respondent: Robert Levit, Rodolphe el-Khoury
This panel will discuss methods of augmenting the real/familiar through the imposition of different material/disciplinary logics, including how to change the appearance of the city other than through building form

1:00 PM
LUNCH

2:00 PM
SESSION 4 “Imagined Audiences”
Presenters: Eric Gordon & Jiang Jun
Respondent: Richard Sommer, Aziza Chaouni
This panel will discuss reception and description as a means of eliciting or producing particular audiences, and re-visioning the city through interactive, real-time technologies of communication

4:00
WRAP-UP
Roger Sherman & Richard Sommer, moderators
Assaf Biderman teaches at the Massachusetts Institute of Technology, where he is the associate director of the SENSEable City Laboratory, a research group that explores the “real-time city” by studying the increasing deployment of sensors and networked hand-held electronics and their relationship to the built environment. At the 2006 Venice Biennale, the group revealed the world’s first city-scale dynamic maps, describing the movement of pedestrians, buses and taxis in real-time. In preparation for the 2009 U.N. Summit on Climate change in Copenhagen, the lab developed a hybrid bicycle wheel, which captures the energy of braking to give riders an extra push. Biderman’s work focuses on engaging city administrations and industry members worldwide to explore how pressing issues in urbanization are being impacted by a wave of new distributed technologies, and how these can be harnessed to create a more sustainable future living in urban environments.

Aziza Chaouni is founding principal of Bureau E.A.S.T. and an assistant professor at the John H. Daniels Faculty of Architecture, Landscape, and Design. Her research focuses both on developing world design issues and on methodologies to integrate architecture and landscape, particularly through investigating the potential of green technologies in arid climates. Chaouni was awarded the Progressive Architecture Award in 2007 for her research project, “Hybrid Urban Sutures: Filling the Gaps in the Medina of Fez” and was the Aga Khan Visiting Fellow at the Harvard Graduate School of Design in 2006-2007. Bureau E.A.S.T. has been recognized with top awards for both the Global and Regional Africa and the Middle East competition from the Holcim Foundation for Sustainable Construction, the Architectural League of New York Young Architects Award, Environmental Design Research Association Great Places Award, the American Society of Landscape Architects Design Awards, and other professional design awards and prizes. Bureau E.A.S.T.’s work has been published and exhibited internationally, including the International Architecture Biennale in Rotterdam, INDEX: Design to Improve Life in Copenhagen, and the United Nations Human Settlements Programme (UN HABITAT) World Urban Forum.

John Danahy is a professional Landscape Architect, Associate Professor of Landscape Architecture, and an OALA Academic Councilor. Professor Danahy has developed an internationally recognized expertise in digital media for design, planning and visualization. He teaches in landscape architecture, urban design,
planning, architecture, and computer science. He has lead the development of research software systems at the Centre for Landscape Research (CLR) and been a pioneer in the use of computing and virtual reality in urban design and landscape architectural practice. He is Director of the CLR, a steering committee member of the Knowledge Media Design Institute (KMDI) and a founding member of the Canadian Design Research network (CDRN). Since joining the Faculty of Architecture, Landscape, and Design at the University of Toronto in 1981, he has concentrated his creative professional practice work through the CLR on numerous innovative commissions with consulting firms, agencies, cities and citizens groups as a means of engaging basic research in design funded from the bottom up.

Penelope Dean is Assistant Professor of Architecture at the University of Illinois at Chicago. Her scholarly research addresses the impact of design’s radical expansion and reconfiguration on architecture’s disciplinary and professional identity since the late 1970s. Her writings have appeared in Log, Trans, Archis, Architectural Design, Architectural Record and Praxis. She has served as guest editor of the Berlage Institute’s journal Hunch (2003-2007), an editorial consultant for Crib Sheets: Notes on the Contemporary Architectural Conversation (New York: Monacelli Press, 2005), Content (Cologne: Tashen, 2004), and KM3 (Barcelona: ACTAR, 2005). She has received grants from the Graham Foundation for Advanced Studies in the Fine Arts (2009), and held a post-doctoral visiting scholars residency at the Canadian Centre for Architecture at Montreal (2011). Dean is founding editor of Flat Out, a forthcoming architecture and design magazine emanating from America’s mid-west and has just completed her book manuscript entitled Choice by Design.

Rodolphe el-Khoury is a principal in the design firm Khoury Levit Fong. He is the author of numerous critically acclaimed books in architectural history and theory and a regular contributor to professional and academic journals. His books include Monolithic Architecture, Architecture: in Fashion, Shaping the City; Studies in History, Theory and Urban Design, and See Through Ledoux, Architecture, Theatre, and the Pursuit of Transparency. He has received several awards and international recognition for his design work as principal at Office dA, ReK Productions and currently at KLF. el-Khoury is particularly interested in architectural applications for advanced information technology aiming for enhanced responsiveness and sustainability in the build environment.

Eric Gordon studies civic media, urbanism, mobility, and serious games. He is the director of the Engagement Game Lab at Emerson College where he focuses on the design and research of digital games and social software that foster local civic engagement. His game Participatory Chinatown was named “best direct impact
game” of 2011 by Games for Change. And his most recent game, Community PlanIt, will be played in Boston, Detroit, and Philadelphia, as part of urban planning processes taking place in those cities. He is the co-author of *Net Locality: Why Location Matters in a Networked World* (Blackwell Publishing, 2011) and the author of *The Urban Spectator: American Concept Cities From Kodak to Google* (Dartmouth, 2010). He is currently working on a new book about games and civic engagement.

**Harrison (Tim) Higgins** is Associate Director and Researcher in Architecture and Urban Design at UCLA’s cityLAB. He is an architect by training, via Princeton and SCIArc, and an urban designer and community planner by practice. Prior to joining cityLAB he was Associate Director of the Florida Planning and Development Lab. Higgins’ own research interests — concerning the cultural aspects of neighborhood change, planning and design for environmental hazards, urban mobility and transportation, and new forms of spatial data representation — have been funded by various Federal and state agencies and foundations. Each of his research areas is particularly important to Los Angeles, to architecture’s relevance in an urban context, and to cityLAB.

**Rodney Hoinkes** is a pioneer in the development of group interactive experiences, immersive cinemas, cultural MMOs, serious games, and online communities through more than 50 installed projects. He has received numerous awards, including the Apple “Interfaces for the rest of us” Competition First Prize, an International EMMA Award for Technical Innovation, an Interactive Multimedia Arts and Technology (IMAT) Innovation Award, and a Canadian New Media Award for Programmer of the Year. He was part of a team that won the PC Game Design and Overall competition awards at the 2007 Vortex Gaming Competition. Rodney received his Doctorate of Design from Harvard in the area of advanced visualization and knowledge management. He has more than 12 years direct experience in the development of interactive visualization software as Head of Design Applications for the Centre for Landscape Research at the University of Toronto. Rodney has developed interactive visualization and design software that has been used as the foundation for teaching and research in over 30 universities worldwide. He has taught at the University of Toronto, ETH, Zurich, and Harvard University.

**Jiang Jun** is a designer, editor, and critic, who does urban research and experimental study, and explores the interrelationship between design phenomenon and urban dynamics. He founded Underline Office in late 2003 and was the founding editor-in-chief of *Urban China Magazine* (2005-2010). Jun was project director at the Strelka School of Architecture, Design and Media in Moscow (2010-2011) and a visiting scholar at the ESRC Centre on Migration Policy and Society of Oxford University (2011-2012). He is now an associate professor at the Guangzhou Academy of Fine Arts.
Ben Katchor’s picture-stories appear in *Metropolis* magazine. His new collection of weekly strips, *The Cardboard Valise*, was published by Pantheon Books in 2011. His most recent music-theater collaboration with Mark Mulcahy, *Up From the Stacks*, was commissioned and premiered at the Cullman Center for Scholars and Writers at the New York Public Library and at Lincoln Center in 2011. Katchor was the recipient of a Guggenheim Memorial Foundation Fellowship and a MacArthur Foundation Fellowship, and was a fellow at The American Academy in Berlin and the Cullman Center for Scholars and Writers at the New York Public Library. He is an Associate Professor at Parsons, The New School for Design in New York City.

Keith Krumwiede is an Associate Professor and Assistant Dean at the Yale School of Architecture where he was awarded the King-Lui Wu Award for Distinguished Teaching. He received his B.A. from the University of California at Berkeley and his M.Arch from the Southern California Institute of Architecture. Prior to teaching at Yale, he taught at the Rice University School of Architecture in Houston, the Otis College of Art and Design in Los Angeles, and the Konstfack University College of Arts, Crafts and Design in Stockholm, Sweden. He is currently working on a book entitled *Freedomland: An Architectural Fiction and Its Histories*, an excerpt of which was recently published in 306090: Making a Case. Selected drawings from *Freedomland* were exhibited at the Woodbury University Hollywood Gallery in Los Angeles in February of this year. Other recent essays include, “The Bauhaus Tweets” in *Log 22: The Absurd* and “(A)Typical Plan(s)” in *Perspecta 43: Taboo*.

Janette Kim is an architectural designer, critic, and educator based in New York City. She is a faculty member at Columbia University GSAPP, where she directs the Urban Landscape Lab. Janette’s work focuses on design and ecology in relationship to public representation, interest, and debate. Janette’s recent projects include a master plan for the Fall Kill Creek in Poughkeepsie; “Safari 7,” a public art project that circulates self-guided tours of animal life along public transit routes; and “Underdome,” an ongoing research project on the political ecology of energy. Janette has worked in partnership with municipal agencies such as the Metropolitan Transit Authority in New York and the City of Newark, as well as non-profit advocacy groups such as Hudson River Sloop Clearwater. Her extensive work on energy has been awarded the Graham Foundation and the Van Alen Institute New York Prize Fellowship. As former partner of Town/Kim studio, Janette was chosen through an international design competition to design the AIDS Memorial in San Francisco.

Robert Levit joined the Daniels Faculty in January of 2002 and was director of the Master of Urban Design program from 2003-2010. He is a partner in the design firm Khoury Levit Fong and has won several international architecture and urban design competitions.
He is currently designing the research district for a new satellite city in Tai Yuan, Shanxi province, China. His work links the urban and architectural scales. He has led research funded by the Province of Ontario examining the relationship between density and urban form and providing models for urban intensification. His work on housing types has received academic and professional awards. His design work and writing on architecture have appeared in numerous domestic and foreign publications. Levit teaches in both the Urban Design and Architecture programs of the Faculty. He holds a Master’s degree in Architecture from Harvard University and received his Bachelor of Arts degree from Columbia University. Prior to beginning his own practice he worked for the architect Alvaro Siza in Portugal.

Tim Love is the founding principal of Utile, a Boston-based architecture and urban design firm. Love’s primary focus is the relationship between individual works of architecture and the larger city. He takes a strategic and collaborative approach to complicated urban projects — including charting and leading the public participation process and helping to bring together diverse public agencies and stakeholders around a single shared vision. Recent and on-going assignments include the redesign of Boston’s City Hall Plaza, launched by a grant from the EPA-HUD-DOT Partnership for Sustainable Communities; a planning study for the Medical District in New Haven, Connecticut; and the Boston Harbor Islands Pavilion, winner of the 2011 Honor Award for Design Excellence from the Boston Society of Architects. In addition, Love is the lead design review and urban design consultant for the Massachusetts Port Authority's development parcels. Prior to founding Utile, Love was a Vice President at Machado & Silvetti Associates where he was the project director of the Getty Villa in Los Angeles and the Allston-Honan Branch library in Boston, the winner of a 2003 National AIA Design Award. Love is also a tenured Associate Professor at the Northeastern University School of Architecture where he teaches housing, architectural theory, and a research studio focused on contemporary market-driven building types.

Laura Miller joined the Daniels Faculty in Fall 2010 as an Associate Professor of Architecture. She is a partner in borfax / BLU, a research-based design office that seeks to renegotiate the disciplinary boundaries between architecture, landscape, and urban design in its work. Her proposals for the redevelopment of large urban areas, such as Hell’s Kitchen (Manhattan) and Mission Bay (San Francisco) have been exhibited and published, most recently in Fast-Forward Urbanism: Rethinking Architecture’s Engagement with the City (Princeton Architectural Press, 2010). Miller’s design work has received several AIA awards and citations and a Progressive Architecture Design Award citation. Prior to joining the Daniels Faculty, Miller was an Associate Professor for over a decade at Harvard’s Graduate School of Design. In 2003-2004 she was the American Fellow in Architectural Design at the Radcliffe Institute of
Advanced Study. Miller was on the faculty at SCI-Arc and has held visiting appointments at UCLA, Rice, Washington, and Iowa State Universities. In addition to her design work, Miller’s theoretical research encompasses the archiving and display of objects, the socio-cultural meanings of materials and artifacts, and the ways in which the spaces of domesticity have been construed historically in both popular culture and design discourses.

**Hunter Tura** is the President + CEO of Bruce Mau Design, Inc. (a member of the MDC Partners network of companies) where he is responsible for driving global growth in all business sectors and expanding the legacy of the BMD brand. Under his leadership BMD has clarified its service offerings, expanded its network of collaborative partners and has actively pursued new global markets. He has taken on the task of advancing BMD’s role in the conversation around contemporary design, design education and rethinking the contemporary design organization. Additionally, Tura has directed creative business initiatives, including recent BMD collaborations for GE, Unilever, Starwood, the Oprah Winfrey Network, Coca-Cola, McDonald’s, Harvard University Graduate School of Design, the Smithsonian Institution, and OCAD University in Toronto. Prior to joining BMD, Tura was Managing Director at 2x4, Inc., responsible for leading operational and strategic business efforts in the U.S. and China. Before his time at 2x4, Inc, Tura was a designer at Rockwell Group/Studio Red in New York and has worked in the office of AMO/Rem Koolhaas. He has served on the design faculty of the University of California, Berkeley, Columbia University and the Boston Architectural College and has lectured at conferences and served as a guest critic at Universities worldwide.

**Roger Sherman** is principal of Roger Sherman Architecture and Urban Design in Culver City, whose work has been featured on CNN, in Newsweek and Fast Company. His acclaimed projects include Playa Rosa, a public/private mixed-use community-centered development in South LA, exhibited at the 2010 Venice Biennale; Duck-and-Cover, a design strategy for big box sites, featured at the 2009 International Architecture Biennale in Rotterdam; the 3-in-1 House (Santa Monica, CA), named Home-of-the-Year by Architecture magazine in 2006; and the Flex Deck Spec House in the UK, exhibited at the Victoria and Albert Museum (London) in 2005. Mr. Sherman’s larger-scale urban planning work also includes award-winning projects for the redevelopment of the Santa Fe Pacific Railyard in Santa Fe, NM (2002); and RePark, an end-use plan for FreshKills Landfill in Staten Island, NY (2000). Sherman is Co-Director of cityLAB, an urban design thinktank at UCLA, where he is also an Adjunct Associate Professor. He is author of LA Under the Influence: the Hidden Logic of Urban Property (Univ. of Minn., 2010), Re: American Dream: Six Higher Density Housing Prototypes for Los Angeles (Princeton Architectural Press, 1995); and co-editor, with Dana Cuff, of Fast Forward Urbanism: Reconnecting Architecture with the City (Princeton Architectural Press, 2011).
Richard Sommer is an Architect, Professor, and Dean of the John H. Daniels Faculty of Architecture, Landscape, and Design at the University of Toronto. His diverse professional, and academic experience includes serving as an Associate Professor of Architecture and Urban Design, and Director of the Urban Design Program at Harvard’s Graduate School of Design for a decade before joining the Daniels Faculty. He has held a number of other academic appointments, including at the University of Leuven and Columbia, Washington and Iowa State Universities. From 2005-2010, Sommer held the O’Hare Chair in Design and Development and was a Visiting American Scholar at the University of Ulster, where he worked with government agencies, academics, and other groups to develop proposals for the design of Northern Ireland’s cities and towns as they emerge from “The Troubles.” He was a Scholar-in-Residence at the California Collage of Arts from 1995-98. Sommer received his Bachelor’s Degrees in Architecture and Fine Arts from The Rhode Island School of Design, and his Master of Architecture from Harvard. Sommer’s research, writings, and projects have been included in publications such as Perspecta, Metropolis, ANY, JAE, Harvard Design Magazine, and Critical/Productive and in the books Fast Forward Urbanism, Shaping the City, Urban Design, and The Democratic Monument in America: A Twentieth Century Topography. His work has been supported by the U.S. National Endowment for the Arts, The Tozzier Fund, The Wheelwright Fellowship, and The Graham Foundation for Advanced Studies in the Fine Arts, among others.

Beau Trincia is a senior experience designer and project leader at IDEO, taking his expertise as an architect and applying it to the design of digital interactions and environments. He has worked with clients that include Microsoft, The American Red Cross, Bank of America, State Farm Next Door, Samsung Mobile, Jumeirah Hotels, and the Stanford d.School. Prior to joining IDEO, Beau worked for notable architects Iwamoto Scott, NOX and Emergent, designing everything from a small origami shade wall to a 50-unit affordable housing community. His work includes projects exhibited in the Vitra Museum and published in Transmaterial, Network Formations, FastCo Design and Metropolis magazine. More recently, Beau has been collaborating with many Bay Area interaction designers, developers, and urbanists to activate public spaces by creating tactical architectural installations with integrated social media experiences. Beau received a Master of Architecture degree at the University of California, Berkeley and a Bachelor of Environmental Design in Architecture with Honors from North Carolina State University. At Berkeley, Beau taught several design studios and received the John K. Branner Traveling Fellowship, spending a year studying interactive and responsive architecture in Asia and Europe.