“who ever said that pleasure wasn’t functional?”
Charles Eames (Architect, Graphic and Industrial Designer, Filmmaker)

ARCH 1360/1362/1366 Post Graduate Design Research Seminar in Landscape Architecture

**onterior**

*etymology* of *ontos – being* + *terior* (positional)

A portmanteau word derived by combining parts of two or more words

The onterior* seminar series takes as its starting point intersubjectivity – a term “used to describe a condition somewhere between subjectivity and objectivity, one in which a phenomenon is personally experienced (subjectively) but by more than one subject.”

As landscape architects we “depend on spatial knowledge and experience”. How might we draw on our intuition (“the sum of our experience”), our spatial intelligence, and our mental spaces, to better design the everyday experiences of others?

There are multi sensory qualities to our experience of space and time. By placing a renewed emphasis on the haptic we can emphasise the participatory nature of our environments, transforming our perception of the places in which we live, and determining how we live. Throughout the seminar series we will use qualitative design research techniques to gain an understanding of human experience and the elements that can determine that experience.


Image Credit: Memory Game, Milton Bradley, 1970s.

Tutor: Claire Martin
Class Day/Time: Monday 5:30pm–8:30pm
Room: 8.11.42
Note combined seminar classes will run 2:00–4:00pm 9 March and 2:00–4:00pm 23 March 2011