

Architecture Mediates

Abstract

Like snails and crabs, people build exoskeletons to support and protect their bodies. While most animals are tightened to their protective shells, humans are not; they have found a way to loosely connect to their homes. Also, typically more people share one home, as a family or other form of social group. Not only with the intention to live in it but in other instances as well: to work, to exercise sports, to be entertained. The behavior of the people shape these protective shells. People open and close doors, doors have keys, some people are authorized to enter, others are not. Such communities—from families to massive events—follow strict rules for authorization. Authorization is a response of the built environment to an individual person. Allowing to open the door with a key is a strictly personal responsive act of the shell. You can enter, your neighbor can not—at least when you have the key and the neighbor has not. In almost all aspects of the built environment, such unique responses from shell to people are materialized. Buildings are the interface for people to give shape to their disembodied yet strictly personal communication with their exoskeletons. Such interaction has made a recent jump in terms of intensity since the introduction of ICT in the very materials buildings are made. Now it is the task of the designers to seriously change their attitude towards design and, building, using and recycling their exoskeletons, and consider building materials as informed components that, together with their users, form the Internet of Things and People (IoT&P). Architecture mediates.

Keywords

Digital Culture; Internet of Things and People; Buildings as Interfaces.