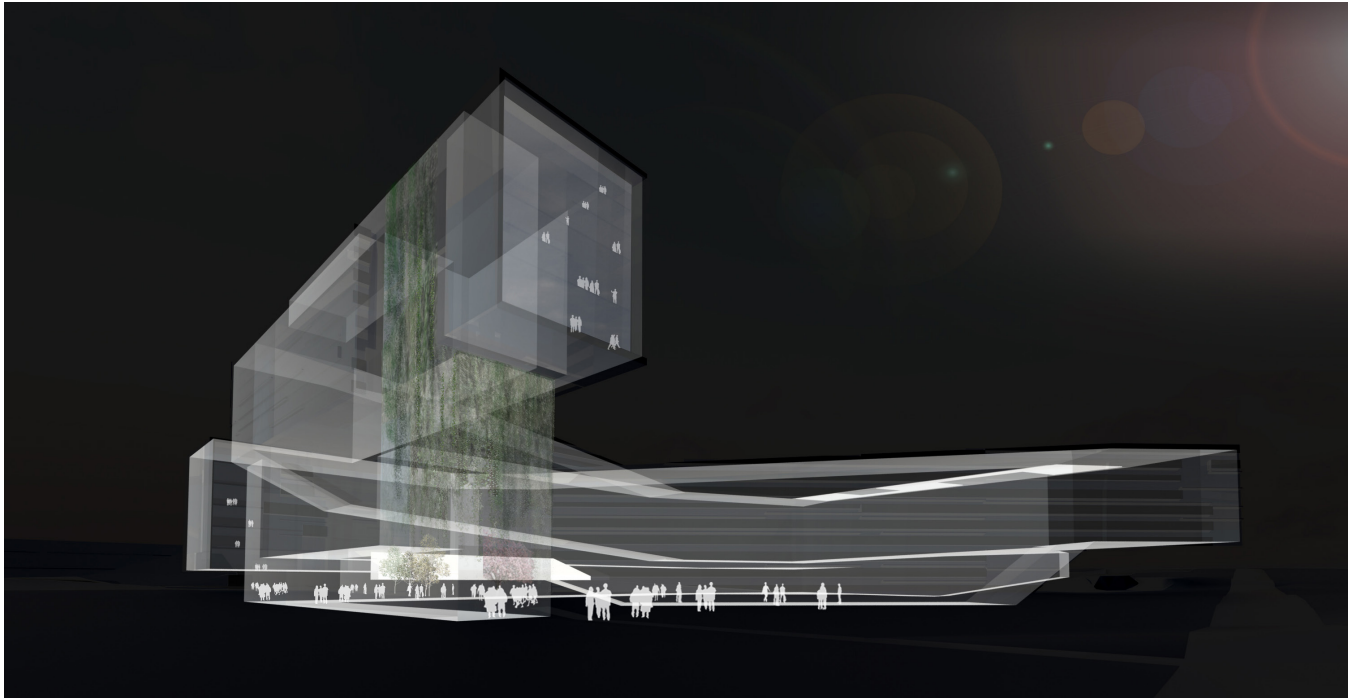
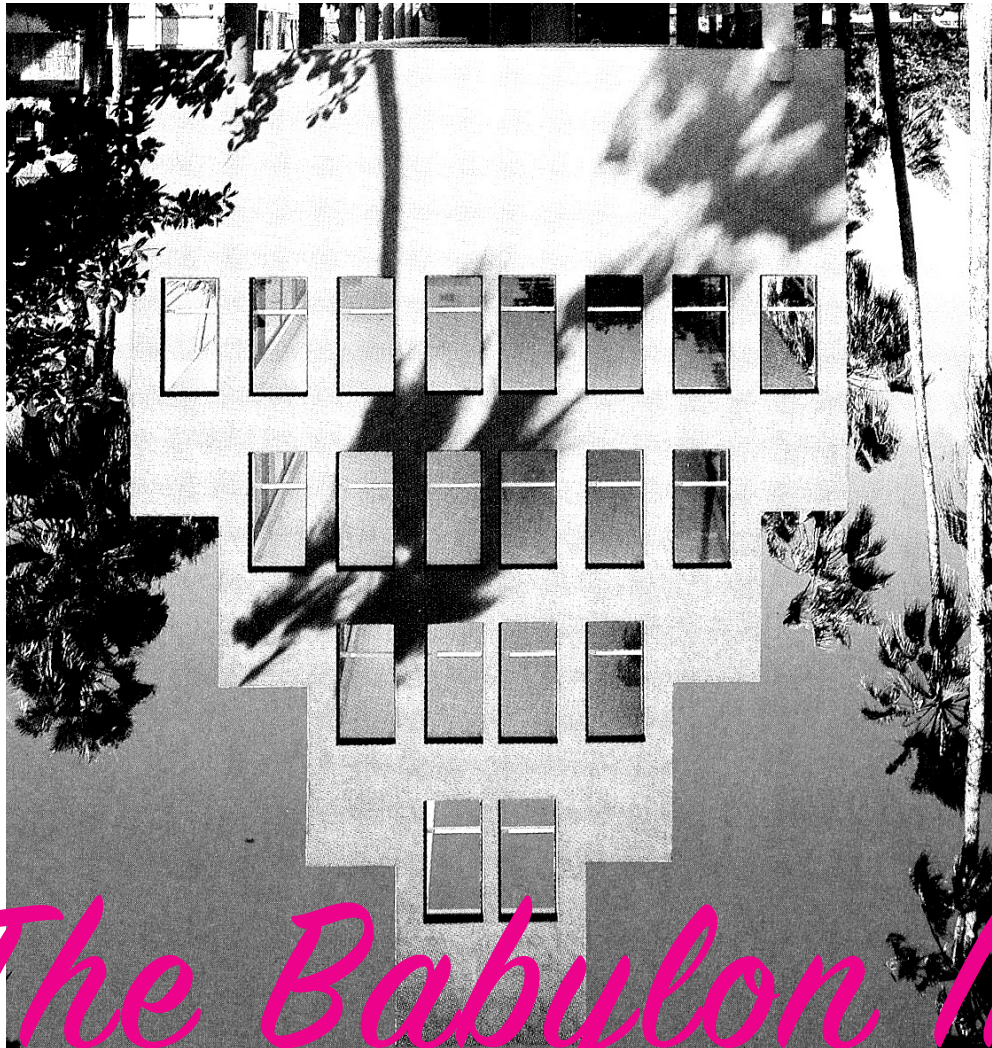


# RESPONSIVE ARCHITECTURE FUTURE READY VISION FOR MIAMI

UPPER LEVEL DESIGN STUDIO  
PAT BOSCH  
SPRING 2019



Transformational Design rises from the intersection of program, site, climate and culture. This studio will research and develop this intersection to create a future-ready vision for the built environment of Miami. The aim is to speculate on the next generation of buildings, spaces, and places that respond to contemporary challenges. Utilizing advanced technological tools, alongside a humanistic lens, students will be immersed in process of exploration and analysis to produce projects that can influence the Miami community towards an optimistic ideal of our city.



The Babylon, Miami, Florida  
Arquitectonica, 1978-81

# The Babylon II

Only a year after Arquitectonica's first realized project – the Babylon Apartments – won historic designation in 2017, Miami city commissioners have overturned the building's landmark status to pave the way for its demolition. A small-scale structure nestled into the Brickell neighborhood of high-rise-buildings, it contains only 15 apartments – some one-, two-, and three-bedroom units, while each has a terrace with a view to the bay. The apartment block's bright red façade and stepped, ziggurat-inspired shape extruding back into the long and narrow lot instantly made it an icon when it opened its gates in 1981.

As a homage to this seminal housing project in Miami, students are asked to design the Babylon II: based on the expressive volumetric disposition and scale of the original building, they are to propose alternative sites for the placement of the new Babylon, adapting the original design to respond to the specificities of the new site. These alterations, which should be in line with the conceptual strategy of the proposal, could range from minimal interventions to the complete re-assessment of the original plan.

Altogether, the studio will be a radical investigation into how a highly charged and specifically attuned historical building structure can be used as a prototype to accommodate today's social, programmatic and environmental requirements.

Studio, 6 credit points  
mandatory site visits & physical model building  
Prof. Charlotte von Moos



Integrative learning, bridging academia and profession . . .



11<sup>th</sup> Street Bridge Park Competition, Washington DC | OMA & Olin

INTERNSHIP + RESEARCH + NCARB hrs.  
9 credit upper-level studio + research seminar

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## PAIR Professional Advancement Internship + Research

Upper-level studio + research seminar forming a bridge between academic research and professional practice. This opportunity will challenge mature students to integrate what they have learned within the classroom and gain internship experience working with a professional office. Students should expect PAIR to occupy a 40-hour work week. 50% of the time, 20 paid hrs. weekly, will be spent on prescribed office projects and 50% of the time, 20 non-paid hrs. weekly, will be spent advancing an individual research topic. At least once a week students will meet on campus for a group seminar, professional reflection, advancement of individual research and participation in the evening lecture series. This is a competitive placement with limited seats.

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### requirements

Open to B.Arch & M.Arch  
Min. 3.3 GPA + Letter of Intent  
Resume + Portfolio

### questions

SoA Courtyard following presentation

### coordinator

Wyn Bradley, wbradley@miami.edu



# URBAN DESIGN STUDIO

## 2 Urban Design Studio Spring 2019 6 Credits

0 Faculty: Joanna Lombard, [jlombard@miami.edu](mailto:jlombard@miami.edu); Associated Faculty Team: School of Architecture- Elizabeth Plater-Zyberk Director of Master of Urban Design Program; Veruska Vasconez, [v.vasconez@miami.edu](mailto:v.vasconez@miami.edu), Real Estate Development + Urbanism Chuck Bohl, Director, Mark Troen, Business School, Alex Morcate; McCord: Gonzalo Echeverria, Ryan McCord & Development Team

1 The Spring 2019 Urban Design Studio explores the challenges of responsive urban infill in two projects: a major redevelopment proposal through the ULI Hines Student Competition; and a new, wellness-focused district near Houston, Texas. Each project provides a diverse group of clients, constituents and consultants, coordinated to enable students to develop the ability to apply urban planning principles in distinctive locations with the potential for informing local development.

9 ULI Hines Student Competition: 14-28 January  
The project for an integrated urban design and development proposal for a large-scale, urban site commences on Monday 14 January at 10am EST with the release of the site and project brief. The UM Faculty Team will provide technical assistance to the teams throughout the two-week competition and for those teams reaching the finals in March and April. Finalist teams receive \$10,000; the winning team, \$50,000 (see ULI/Hines Student Competition FAQs for more info; team registrations are due by 10 December 2017).

Health & Wellness District, Generation Park, Texas: 30 February – 24 April  
(*Site workshop in Houston scheduled for Thursday-Saturday, 15-17 February 2019*)

Building on the vision, principles, and processes established for Generation Park in northeast Houston, the studio will focus on proposals for a new Health & Wellness District in an area southwest of Redemption Square. This new district is intended to address the potential for re-imagining healthcare as an ecosystem of wellness through the development of a community that provides a panorama of opportunities for healthy living and healthcare across the spectrum of life.

The studio will work in collaboration with Generation Park's leadership on the McCord Development team, as well as with students and faculty in the Real Estate Development + Urbanism, Health Management and Policy, and Miller School of Medicine to advance informed, integrated and innovative proposals. Three major events supplemental to the Monday/Wednesday studio meetings will provide deep knowledge and inspiration through direct experience –the UM Real Estate Impact Conference, Site Workshop in Houston hosted by the McCord Development Team, and the UM Business of Health Care Conference.

Each of the studio teams will benefit from both studio-based multidisciplinary investigation and collaborations across the disciplines with leading professionals and the McCord team. A continuity of communication throughout the semester will enable rapid response as ideas are proposed, analyzed, developed and refined. The results of this dynamic exploration of possibilities for a community at the intersection of health and wellness, economics, real estate, environment, climate, and visionary planning will be shared with the McCord team in a final presentation at the end of the semester, and will conclude with the submission of a project Prospectus from each team.

### Links:

ULI Hines Website: <http://uli.org/programs/awards-competitions/hines-student-design-competition>

Generation Park: <http://generationpark.com>

Real Estate Impact Conference: <https://real-estate-impact.miami.edu/>

Business of Health Care Conference: <https://www.bus.miami.edu/thought-leadership/business-conferences/business-health-conference/2019/index.html>



# RECONSTITUTION OF THE COLONIAL SUGARCANE MILL

Design alternatives for "*Ingenios Azucareros*" in the Dominican Republic

**Carmen Guerrero + Jaime Correa**



**Upper-Level Studio - Spring 2019**

A research design studio focused on the retrofit and adaptive reuse of colonial sugarcane mills in the Dominican Republic. Core studio themes are the preservation of heritage sites and the appreciation of the historic landscape in the contemporary discourse of architecture and the city. Following the successes of the Medellin and Mexico studios, students will document relevant historic precedents and heritage structures *in-situ* and will propose an *imaginarium* of alternatives for the reconstitution of the first industrial structures in the New World. This is a travel sponsored studio in partnership with the Ministry of Culture of the Dominican Republic and the School of Architecture of Universidad Nacional Pedro Henriquez Urena

## Preservation Studio: City Hall, Coral Gables



### ARC 407- 510, 609: Vertical Design Studio, Spring 2019

Faculty:

Prof. Frank Martinez, UMSOA

The studio focus on **innovative practice**, in the preservation of cultural heritage, architectural and urban historic preservation, shall be **explored in proposals for the expansion of Coral Gables City Hall**. The integration of Architecture and Urban Design, in **Theory and Practice**, will be a primary goal of the studio. Lending support and resources to the studio will be the Coral Gables Historic Preservation staff, the Planning Department, the City Architect, the City's Board of Architects (BOA) and the Historic Preservation Board (HPB). This unique team of professionals and academics will give emphasis to:

Research, Applied Learning, Presentations & Public Discourse, and

**Education in Practice.**

The architectural projects focus intendeds to address the timeless needs of the present while framing **Architecture and the City** as a singular investigation.

**Inquiry, History and Invention**

will be interwoven in the commitment and pursuit of

**Excellence in the Built Environment**

The design studio, to share and advance the project objectives within the broader field of **Practice**, will mirror the real life experience and processes that architects engage within the field, inclusive of presentations and submittals to the Board of Architects and a special session with the Historic Preservation Board



# NEW YORK STUDIO



## SKYSCRAPER

The NEW YORK CITY STUDIO is dedicated to the invention of a new generation of skyscrapers inspired by the architecture of the city. Emphasis will be placed in the relationship between the building, the street and the city.

The studio will travel to NYC and work in teams of two students. Using NYC as laboratory of the vertical city and high urban density, the class will research classic and contemporary examples such as The Empire States Building, Chrysler Building, Rockefeller Center, Waldorf Astoria and Seagram Building as well as contemporary interpretations of the city by Aldo Rossi, Frank Gehry, Herzog de Meuron and Sanna.

SPRING 2019

UPPER LEVEL STUDIO

6 CREDITS

PROF. ROBERTO BEHAR

## Spatial and Ubiquitous Computing in the Built Environment—A RAD Studio U-SoA Upper Level Studio Spring 2019

Rodolphe el-Khoury, Dean  
with Christopher Chung, Lab Supervisor, RAD



The studio explores spatial and ubiquitous computing in their potential to change the ways we conceive, construct, inhabit and interact with our cities, buildings, and objects of everyday life.

Computing is migrating from dedicated static appliances to mobile devices, objects of everyday life, and physical environments thanks to proliferating microchips, ever-expanding information networks, and new interactive interfaces such as Augmented/Mixed Reality. Soon every object around will be inherently or virtually equipped with some computational power and become enmeshed in a network of communication. The built environments will take on functionalities we usually reserve to computers and hand-held communication devices. The studio course will explore this new reality and propose designs for its unprecedented environments.

We will look for synergies between Mixed Reality (MR) and the Internet of Things (IoT), using Magic Leap's Magicverse as a platform for spatial computing. We will consider the following aspects of everyday life and how they may be transformed by the new technology: working, learning, leisure, health, shopping, and storing. Particular attention will be given to public spaces and how they may be digitally enhanced to enable new forms of interaction and socialization.

Although some knowledge of recent developments in digital technology will be necessary, no advanced technical skills are required. While the studio includes tutorials that enable a hands-on approach to technology in modest design exercises, the purpose is to imagine the convergence of spatial computing and the IoT with speculative projects and not to implement fully-working prototypes that require advanced computational skills. The emphasis is on research, design and imagination. The projects will range from architecture to industrial and interface design. The studio course will also include a series of lecture presenting the work of thinkers and designers who are currently transforming their respective fields.