

Wednesday 20th September 2017

08:30
09:00 Registrations

09:00
09:30 Classroom 1 Opening Ceremony - Authorities

09:30
10:15 Classroom 1 Keynote Gernot Riether

10:15
11:00 Coffee Break

<p>A1 - Classroom 1 Design tools - robotics</p> <p>Session Chair: Henri Achten</p> <p>#039 ROBOTRACK: Linking manual and robotic design processes by motion-tracking by Renate Weissenböck</p> <p>#061 Hydroassemblies: Unit-based system for the symbiosis of urban spaces and greeneries through hydraulic driven tectonics by Dario Castellari and Alessio Erioli</p> <p>#089 MoleMOD: On Design specification and applications of a self-reconfigurable constructional robotic system by Jan Petriš, Jan Havelka, Miloš Florián and Jan Novák</p> <p>#099 Tópos: GPGPU Accelerated Structural Optimisation Utility for Architects by Sebastian Bialkowski</p> <p>#161 Fibrous Aerial Robotics: Study of spiderweb strategies for the design of architectural envelopes using swarms of drones and inflatable formworks by Samuel Pietri and Alessio Erioli</p> <p>#144 Elements robotic interventions II by Christian J. Lange</p>	<p>B1 - Cloister room CAAD education - tools</p> <p>Session Chair: Davide Simeone</p> <p>#007 Contrasting Publications in Design and Scientific Research by Gabriel Wurzer, Wolfgang Lorenz, Tomo Cerovek and Bob Martens</p> <p>#018 The architectural gadget factory by Volker Koch, Matthias Leschok and Petra von Both</p> <p>#142 The Role of VR as a New Game Changer in Computational Design Education by Arzu Gönenç Sorguç, Müge Kruşa Yemişioğlu, Çağlar Firat Özgenel, Mert Ozan Katipoğlu and Ramin Rasulzade</p> <p>#199 Computational and Modeling Tools: How effectively are Urban Designers and Planners using them Across the Design Development Process? by Firas Al-Douri</p> <p>#244 Digital fabrication with Virtual and Augmented Reality for Monolithic Shells by Stephanie Chaillet, Maite Bravo and Angelos Chronis</p> <p>#026 Early design stage automation in Architecture-Engineering-Construction (AEC) projects by Ivan Renev, Leonid Chechurin and Elena Perlova</p>	<p>C1 - Classroom 7 Material studies - methodologies</p> <p>Session Chair: Wolfgang Dokonal</p> <p>#076 A framework to evaluate the architect-friendliness of environmental impact assessment tools for buildings by Elke Meex, Elke Knapen and Griet Verbeeck</p> <p>#087 3D Concrete Printing in Architecture: A research on the potential benefits of 3D Concrete Printing in Architecture by Marjolein P.A.M. Marjijnissen and Aant van der Zee</p> <p>#112 Hygro_ Responsive Structure: Material System Design by Gülce Kırdar and Birgül Çolakoğlu</p> <p>#148 Photoreactive wearable: A computer generated garment with embedded material knowledge: A computer generated garment with embedded material knowledge by Efilena Baseta, Aldo Sollazzo, Laura Civetti, Dolores Velasco and Jaume Garcia-Amorós</p> <p>#274 Craft and Digital Consequences: Micro-Hybrid Explorations at (Full) Scale by Thomas Lanham, Irvin Shaifa, Ebrahim Poustinchi and Gregory Luhan</p> <p>#273 Embedded Building Components: Prototyping with Emerging Technologies by Andrizej Zarzycki</p>
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12:30
14:00 Lunch

<p>A2 - Classroom 1 Fabrication - virtual and physical prototyping</p> <p>Session Chair: Bob Martens</p> <p>#044 Simulating Self Supporting Structures: A Comparison study of Interlocking Wave Jointed Geometry using Finite Element and Physical Modelling Methods by Shayani Fernando, Dagmar Reinhardt and Simon Weir</p> <p>#085 Integration of environmental criteria in early stages of digital fabrication by Isolda Agustí-Juan, Alexander Holberg and Guillaume Habert</p> <p>#201 Fabricating Stereotomy: Variable moulds for cast voussoirs by Pedro De Azambuja Varela and José Pedro Sousa</p> <p>#225 Geometry as Assembly: Integrating design and fabrication with discrete modular units by Andrea Rossi and Oliver Tessmann</p> <p>#257 Digitally Conscious Design.: From the Ideation of a Lamp to its Fabrication as a Case Study by Carlos L. Marcos, Mara Capone and Emanuela Lanzara</p>	<p>B2 - Cloister room CAAD Education - philosophy</p> <p>Session Chair: Giafranco Carrara</p> <p>#032 Computation As Design Logic Indicator: The Expo Project Experiment by Anetta Kepczynska-Walczak</p> <p>#169 COMPETENCES FOR DIGITAL LEADERSHIP IN ARCHITECTURE by Tadeja Zupancic, Johan Verbeke, Aulikki Hernejoja and Henri Achten</p> <p>#069 Unfolding the design of architecture as a strategy to assess intellectual property: Bridle pirating architecture by Domenico D'Uva</p> <p>#203 Digital Design Hermeneutics: Proposing a Metacode for Architectural Pedagogy in the Information Age by Anthony Papamanolis and Katherine Liapi</p> <p>#215 Why Immersive?: Using an Immersive Virtual Environment in Architectural Education by Hadas Sopher, Yehuda E. Kalay and Dafna Fisher-Gewirtzman</p>	<p>C2 - Classroom 7 Space syntax and ontologies</p> <p>Session Chair: Mark Luther</p> <p>#050 An ontology-based platform for BIM semantic enrichment by Stefano Cursi, Davide Simeone and Ugo Maria Coraglia</p> <p>#195 KBAD: Knowledge Base for Architectural Detailing by Jeffrey Collins and Russell Gentry</p> <p>#116 Ontological Instrumentation in Architecture: A Collection of Prototypes Engaging Bodies and Machines from the Inside Out by Rachel Dickey</p> <p>#240 SKY VIEW FACTOR CALCULATION: A computational-geometrical approach by Amer Al-Sudani, Hussein Hussein and Steve Sharples</p> <p>#253 Morphology & Development: knowledge management in architectural design computation practice by Frans Magnusson, Jonas Runberger, Malgorzata A. Zboinska and Vladimir Ondejcik</p>
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15:15
15:45 Coffee Break

<p>A3 - Classroom 1 Smarter Cities</p> <p>Session Chair: Liss C. Werner</p> <p>#156 Informed Design Platform: Multi-modal Data to Support Urban Design Decision Making by Bige Tunçer and Linlin You</p> <p>#192 Participatory Evaluation of the Walkability of two Neighborhoods in Brussels: Human Sensors versus Space Syntax by Burak Pak and Chotima Ag-ukrikul</p> <p>#255 A Multiscale Model of Morphological Complexity in Cities: Characterising Emergent Homogeneity and Heterogeneity by Mary Katherine Heinrich, Phil Ayres and Yaneer Bar-Yam</p> <p>#280 PLUG-IN DESIGN: Reactivating the Cities with responsive Micro-Architectures. The Reciprocal Experience by Matteo Baldissara, Valerio Perna, Antonino Saggio and Gabriele Stancato</p> <p>#291 Stratification of Public Spaces based on Qualitative Attribute Measurement by Anastasia Koltsova Jenne, Bige Tunçer, José Nuno Beirão and Gerhard Schmitt</p> <p>#256 Reinventing Design-Build projects with the use of digital media for design and construction: A survey of 120 educational pavilions by Ioanna Symeonidou</p>	<p>B3 - Cloister room Collaborative and participative design</p> <p>Session Chair: Aulikki Hernejoja</p> <p>#173 On-site participation linking idea sketches and information technologies: User-driven Customised Environments by Peter Buš, Tanja Hess, Lukas Treyer, Katja Knecht and Hangxin Lu</p> <p>#194 Learning Participatory Urban Research: Towards a Network of Collective Ingenuity (OURB) by Dieter Michielsen, Tonia Dalle, Mara Usai, Rosaura Romero and Burak Pak</p> <p>#208 Immersive retrospection by video-photogrammetry: UX assessment tool of interactions in museums, a case study by Emmanuel Beaudry Marchand, Xueying Han and Tomás Dorta</p> <p>#095 DSA - Digital Support for Art: Process and Tools to Realize a Large Sculpture in a Heritage Urban Environment by Armando Trento, Uwe Wessner, Joachim B. Kieferle and Andrea Cataldo</p> <p>#301 Data-responsive Architectural Design Processes by Saleh Kalantari and Mona Ghandi</p> <p>#077 Exhaustive Exploration of Modular Design Options to Inform Decision Making by Mohammed Mekawy and Frank Petzold</p>	<p>C3 - Classroom 7 Shape grammars</p> <p>Session Chair: Tadeja Zupancic</p> <p>#071 The complexity of formulating design(ing) grammars by Rudi Stofffs and Dan Hou</p> <p>#268 Mapping the Architectural Genome: A Preliminary Study of Facade Syntax by Nicolai Steino</p> <p>#227 "Houses for everybody" Brazilian competition: An application of shape grammar and space syntax for analyzing low-income housing by Elton C. Lima, Aline Vieira, Leticia T. Mendes and Cristiana Griz</p> <p>#133 A shape-grammar for double skin facades: A basis for generating context sensitive facades solution by Negar Ashrafi and José Pinto Duarte</p> <p>#264 Santa Marta urban grammar: Towards an understanding of the genesis of form by Debora Verniz and José Pinto Duarte</p> <p>#265 A Shape Grammar of Emotional Postures: An approach towards encoding the analogue qualities of bodily expressions of emotions by Nasim Motalebi and Jose Pinto Duarte</p>
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17:15
20:00 Welcome Dinner

09:00
09:15 Registrations

09:15
10:00 Classroom 1 **Keynote John S. Gero**

10:00
10:45 Coffee Break

	A4 - Classroom 1 Agent-based systems Session Chair: Tomohiro Fukuda	B4 - Cloister room Biomimicry Session Chair: Joachim B. Kieferle	C4 - Classroom 7 Material studies - energy Session Chair: Jeremy Ham
10:45	#146 Extended modelling: Dynamic approaches applied to design reef habitats at Sydney Harbour by Yannis Zavoleas and M. Hank Haeusler	#302 Biofilm-inspired Formation of Artificial Adaptive Structures by Mohammad Hassan Saleh Tabari, Saleh Kalantari and Nooshin Ahmadi	#149 Kinetic Shading System as a means for Optimizing Energy Load: A Parametric Approach to Optimize Daylight Performance for an Office Building in Rome by Alireza Jahanara and Antonio Fioravanti
	#124 Emergent order through swarm fluctuations: A framework for exploring self-organizing structures using swarm robotics by Evangelos Pantazis and David Gerber	#067 Feather-inspired social media data processing for generating developable surfaces: Prototyping an affective architecture: Prototyping an affective architecture by Chenjun Liu, Tsung-Hsien Wang, Mark Meagher and Chengzhi Peng	#046 Implementing the General Theory for Finding the Lightest Manmade Structures Using Voronoi and Delaunay by Mohammed Ezzat
	#230 Modelling Buildings and their Use as Systems of Agents by Davide Simeone, Stefano Cursi and Ugo Maria Coraglia	#117 Optimization of Facade Design for Daylighting and View-to-Outside: A case study in Lecco, Lombardy, Italy by Mohamed Adel Wageh and Mahmoud Gadelhak	#105 Stereotomy, an Early Example of a Material System by Irina Miodragovic Vella and Toni Kotnik
	#152 Saving Lives with Generative Design and Agent-based Modeling by Sofia Sousa, Inês Caetano and António Leitão	#027 Sun Shades: About Designing Adaptable Solar Facades by Timo Carl, Markus Schein and Frank Stepper	#306 Form is matter. Triply periodic minimal surfaces structures by digital design tools by Michela Rossi and Giorgio Buratti
	#056 Multi-objective design optimization and robotic fabrication towards sustainable construction: The example of a timber structure in actual scale by Odysseas Kontovourkis	#059 Thermal and Daylighting Optimization of Complex 3D Faceted Façade for Office Building by Amartushin Narangerel, Ji-Hyun Lee and Rudi Stouffs	#243 The Effect of Building Materials on LIDAR Measurements by Mathew Schwartz and Andrzej Zarzycki
12:15	#213 Improving proactive collaborative design through the integration of BIM and agent-based simulations by Antonio Fioravanti, Gabriele Novembrì and Francesco Rossini	#101 Daylight Optimization: A Parametric Study of Urban Façades Design within Hybrid Settlements in Hot-Desert Climate by Mohammed Ayoub and Magdi Wissa	#269 Energy Model Machine (EMM): Instant Building Energy Prediction using Machine Learning by Mohammad Rahmani Asl, Subhajit Das, Barry Tsai, Ian Molloy and Anthony Hauck

12:30
13:45 Lunch

	A5 - Classroom 1 Fabrication - robotics Session Chair: José Pinto Duarte	B5 - Cloister room CAAD educations - teaching Session Chair: Leman Figen Gül	C5 - Classroom 7 BIM Session Chair: Pia Fricker
13:45	#094 Case Specific Robotic Fabrication of Foam Shell Structures by Marko Jovanovic, Marko Vucic, Dejan Mitov, Bojan Tepavcevic, Vesna Stojakovic and Ivana Bajanski	#021 The Use of Simulation for Creating Folding Structures: A Teaching Model by Asli Agirbas	#163 BIM-based Multiuser Collaborative Virtual Environments for end user involvement by Jesper Bendix Sørensen and Kjeld Svdt
	#210 Robotic Spatial Printing by Manuel Jimenez Garcia, Vicente Soler and Gilles Retain	#140 Digital Fabrication in Education: Strategies and Concepts for Large-Scale Projects by Philipp Eversmann	#130 Spatial Typology for BIM: Preassembling for Synthetic Architectural Design by Takehiko Nagakura and Woongki Sung
	#252 ADAPTIVE INDUSTRIAL ROBOT CONTROL FOR DESIGNERS by Shani Sharif, Varun Agrawal and Larry Sweet	#017 Adaptive Lighting for Knowledge Work Environments: A Pilot Design by Pii Markkanen, Henrika Pihlajaniemi and Aulikki Hernejoja	#080 BIM Tools Overview: Target group- and process-oriented examination of free BIM tools by Steffen Wallner and Petra von Both
	#254 A cloud recycling light: (human) feedback matters by Liss C. Werner	#014 Teaching architecture students to code: Thrills and spills by Tim Ireland	#073 The uptake of BIM: From BIM teaching to BIM usage in the design studio in the Bachelor studies by Dana Matejovska, Ivana Vinsova, Michal Jirat and Henri Achten
15:00	#028 Low-Cost Housing: Testing snap-fit joints in agricultural residue panels by Kareem Elsayed, Antonio Fioravanti and Francesco Squasi	#013 Development of parametric CAAD models for the additive manufacturing of scalable architectural models by Stefan Jurk and Philipp Gawron	#090 An Automated Code Compliance system within a BIM environment by Panagiotis Patlakas, Andrew Livingstone and Robert Hairstans

15:15
15:45 Coffee Break

	A6 - Classroom 1 Design tools - theory Session Chair: Khaldoun Zreik	B6 - Cloister room Space performance Session Chair: Matthias Kulicke	C6 - Classroom 7 Simulation and web-based design Session Chair: Bige Tuncer	Cloister Poster session
15:45	#031 Integrated Algorithmic Design: A single-script approach for multiple design tasks by Renata Castelo Branco and António Leitão	#109 The city as an element of architecture: Discrete automata as an outlook beyond bureaucratic means by Daniel Koehler	#008 PhotoAR+DR2016: Integrating Automatic Estimation of Green View Index and Augmented and Diminished Reality for Architectural Design Simulation by Tomohiro Fukuda, Kazuya Inoue and Nobuyoshi Yabuki	
	#029 A Visualization Dashboard and Decision Support Tool for Building Integrated Performance Optimization by Mahmoud Gadelhak, Werner Lang and Frank Petzold	#189 Parametric Room Acoustic workflows: Review and future perspectives by Dario Parigi, Kjeld Svdt, Erik Molin and Delphine Bard	#157 A Parametric Approach To Simulating Use-Patterns in Buildings: The Case Of Movement by Kartikeya Date, Davide Schaumann and Yehuda Kalay	
	#002 ARch4models: a tool to augment physical scale models by Fábio Costa, Sara Eloy, Miguel Sales Dias and Mariana Lopes	#202 MACHINIC AGENCY: Implementing aerial robotics and machine learning to map public space by Aldo Sollazzo, Armando Trento and Efilena Baseta	#033 WP-BIM: Web-based Parametric BIM Towards Online Collaborative Design and Optimization by Wei Yan	
	#108 Contemporary Stereotomic Trait, an Opportunity for the Development of the Volumetric Digital Architecture by Irina Miodragovic Vella and Toni Kotnik	#155 CIM-St: A Design Grammar for Street Cross Sections by José Beirão and Rui de Klerk	#249 A Simulation Model for Logical and Operative Clash Detection by Ugo Maria Coraglia, Davide Simeone, Stefano Cursi, Antonio Fioravanti, Gabriel Wurzer and Daniela D'Alessandro	
	#198 Free-form Transformation Of Spatial Bar Structures: Developing a design framework for kinetic surfaces geometries by utilising parametric tools by Hussein Hussein, Asterios Agkathidis and Robert Kronenburg	#282 Exploring the Three Dimensional Spatiality of Polyhythmic Drum Improvisation by Jeremy Ham, Joachim Kieferle and Uwe Woessner	#175 Luna Moth:: A Web-based Programming Environment for Generative Design by Pedro Alfiante and António Leitão	
17:45	#047 Evaluating the capability of EnergyPlus in simulating geometrically complex Double-Skin Facades through CFD modelling by Salma El Ahmar and Antonio Fioravanti	#138 Modulated corrugations by differential growth: Integrated FRP tectonics towards a new approach to sustainability, fusing architectural and energy design for a new students' space by Maria Giuditta Nerla, Alessio Erioli and Massimo Garal	#214 H-BIM and web-database to deal with the loss of information due to catastrophic events: The digital reconstruction of San Salvatore's Church in Campi di Norcia (Italy) by Vincenzo Donato, Stefano Giannetti and Maurizio Marco Boccocino	

20:30
20:40 Palazzo Brancaccio **Gala Dinner**

Friday 22nd September 2017

09:00 09:15	Registrations		
09:15 10:00	Classroom 1 Keynote Gianluca Peluffo		
10:00 10:45	Coffee Break		
10:45	<p>A7 - Classroom 1 Design tools - programs Session Chair: Armando Trento</p> <p>#271 Collective Construction Modeling and Machine Learning: Potential for Architectural Design by Taro Narahara</p> <p>#097 INTEGRATION OF CFD IN COMPUTATIONAL DESIGN: An evaluation of the current state of the art by Angelos Chronis, Alexandre Dubor, Edouard Cabay and Mostapha Sadeghipour Roudsari</p> <p>#122 Performative Materiality: A DrawBot for Materializing Kinetic Human-Machine Interaction in Architectural Space by Mercedes Peralta and Mauricio Loyola</p> <p>#129 Integrated Adaptive and Tangible Architecture Design Tool by Qingying Li and Teng Teng</p> <p>#305 The Application of Daylighting Software for Case-study Design in Buildings by Mark B. Luther</p> <p>#277 APART but TOGETHER: The Interplay of Geometric Relationships in Aggregated Interlocking Systems by Alireza Borhani and Negar Kalantar</p>	<p>B7 - Cloister room City modelling and tools Session Chair: Anetta Kepczynska-Walczak</p> <p>#048 Towards a modular design strategy for urban masterplanning: Experiences from a parametric urban design studio on emerging cities in Ethiopia by Martin Denmark, Sven Schneider, Reinhard Koenig, Abdulmalik Abdulmawla and Dirk Donath</p> <p>#066 The role of Open Data in identifying and evaluating the Livability of Urban Space: Importance and Method by Eleanna Panagoulia</p> <p>#083 Human-driven and machine-driven decisions in urban design and architecture: A comparison of two different methods in finding solutions to a complex problem by Jacek Markusiewicz and Adrian Kręzlik</p> <p>#091 Visual Programming meets Tangible Interfaces: Generating city simulations for decision support in early design stages by Gerhard Schubert, Ivan Bratovc and Frank Petzold</p> <p>#288 Towards defining perceived urban density by Beatrix Emo, Lukas Treyer, Gerhard Schmitt and Christoph Hoelscher</p> <p>#181 Visualizing and Analysing Urban Leisure Runs by Using Sports Tracking Data by Özgün Balaban and Bige Tunçer</p>	<p>C7 - Classroom 7 Parametric and generative design Session Chair: Gabriel Wurzer</p> <p>#042 Analogue Automation: The Gateway Pavilion for Headland Sculpture on the Gulf by Katie Hitchings, Yusef Patel and Peter McPherson</p> <p>#049 Foldable Responsive Surfaces: Two Design Studios with a Comprehensive Workflow by Filipa Osorio, Alexandra Paio, Sancho Oliveira, Andrea Casale, Graziano Valenti and Michele Calvano</p> <p>#057 Tangible Computing for Establishing Generative Algorithms: A Case Study with Cellular Automata by Emad Al-Qattan, Wei Yan and Philip Galanter</p> <p>#248 Square tessellation patterns on curved surfaces: In search of a parametric design method by Katherine Liapi, Andreana Papantoniou and Chrysostomos Nousias</p> <p>#038 Parametric design: Tool, medium or new paradigm? by Aleksander Asanowicz</p> <p>#037 Learning by Merging 3D Modeling for CAAD with the Interactive Applications: Bearing walls, Vaults, Domes as Case study by Mohamed Hassan Khalil</p>
12:30 13:45	Lunch		
13:45	<p>A8 - Classroom 1 Fabrication - manufacturing Session Chair: Burak Pak</p> <p>#100 An Italian BIM-based portal to support collaborative design and construction: A case study on an enhanced use of information relying on a classification system and computational technical datasheets by Bruno Daniotti, Sonia Lupica Spagnolo, Claudio Mirarchi, Daniela Pasini and Alberto Pavan</p> <p>#309 From digital design to physical model: Origami techniques applied to dynamic paneling shapes for acoustic performance control by Massimiliano Lo Turco, Ursula Zich, Arianna Astolfi, Louena Shtrepi and Matteo Botto Poaola</p> <p>#054 ROAMNITURE: Multi-Stable Soft Robotic Structures by Vasilija Abramovic, Ruairi Glynn and Henri Achten</p> <p>#111 Articulate Objects: hard processes and soft effects by Clay Odum</p> <p>#220 Tangible Computing: Manufacturing of Intertwined Logics by Andrea Quartara and Angelo Figliola</p>	<p>B8 - Cloister room CAAD education - history Session Chair: Aleksander Asanowicz</p> <p>#134 pneuSENSE: Transcoding social ecologies by Marcella Del Signore</p> <p>#041 Optical Integrity of Diminished Reality Using Deep Learning by Tomohiro Fukuda, Yasuyuki Kuwamuro and Nobuyoshi Yabuki</p> <p>#308 New digital trends in current architecture: A comprehensive critical examination by Giuseppe Pellitteri and Alessia Riccobono</p> <p>#183 Learning Space: Incorporating spatial simulations in design history coursework by Augustus Wendell and Ersin Altin</p> <p>#184 Tradition and Innovation in Digital Architecture: Reviewing the Serpentine Gallery Pavilion 2005 by Daniel Almeida and Jose Pedro Sousa</p>	<p>C8 - Classroom 7 Digital heritage Session Chair: Rudi Stouffs</p> <p>#290 Theory of Games and Contracts to define the Client role in Building Information Modeling by Giuseppe Martino Di Giuda, Valentina Villa, Angelo Luigi Camillo Ciribini and Lavinia Chiara Tagliabue</p> <p>#293 From TSL survey to HBIM, issues on survey and information modeling implementation for the built heritage: The case study of the Temple di Bacco Ravello by Alessandro D'Amico and Edoardo Currà</p> <p>#072 Raising Awareness for Digital Heritage through Serious Game: The Teos of Dionysos by Guzden Varinlioglu, Ali Aslankan, Gazihan Alanuk and Gokhan Mura</p> <p>#294 Post-Digital Design: The Hyperheritage project by Khalidoun Zreik and Nasreddine Bouhail</p> <p>#170 Interiority & Perception in Cinema: Digitally Reconstructing Space, Light, and Motion by Adam Modesitt and Augustus Wendell</p>
15:00	<p>A9 - Classroom 1 City modeling and GIS Session Chair: Silvia Gargaro</p> <p>#003 Parametric master planning through topographical GIS data by Kuai Yu, M. Hank Haessler and Alessandra Fabbri</p> <p>#011 Urban Pinboard: Development of a platform to access open source data to optimise urban planning performance by M. Hank Haessler, Rob Asher and Lucy Booth</p> <p>#019 Rethinking the Urban Design Process from a Data Perspective by Yuezong Liu, Rudi Stouffs and Abel Tablada</p> <p>#143 Advanced tools and algorithms for parametric landscape urbanism by Attilio Pizzigoni, Vittorio Paris, Andrea Micheletti and Giuseppe Ruscica</p> <p>#211 Merging the Physical and Digital Layer of Public Space: The PobleJoe Installation Case Study by Chiara Farinea, Areti Markopoulou, Aldo Sollazzo, Angelos Chronis and Mathilde Marengo</p> <p>#118 Generative computational tools for the design of Urban Morphology by Mateos Shehu and Anna Yunitsyna</p> <p>#228 SenCity City Monitor as a platform for user involvement, innovation and service development by Henrika Pihlajaniemi, Anna Luusua, Esa-Matti Sarjanoja, Risto Vääräniemi, Evelina Juntunen and Sini Kourunen</p>	<p>B9 - Cloister room Virtual and Augmented Reality Session Chair: Wolfgang E. Lorenz</p> <p>#009 3D Spatial Analysis Method with First-Person Viewpoint by Deep Convolutional Neural Network with Omnidirectional RGB and Depth Images by Atsushi Takizawa and Airi Furuta</p> <p>#053 Studying Architectural Massing Strategies in Co-design: Mobile Augmented Reality Tool versus 3D Virtual World by Leman Figen Gül</p> <p>#151 Lines from the Past: Non-photorealistic immersive virtual environments for the historical interpretation of unbuilt architectural drawings by Jules Moloney, Simon Twose, Ross Jenner, Anastasia Globa and Rui Wang</p> <p>#174 Designing Colour in Virtual Reality: Comparing a Virtual Reality based and a Screen based Colour Design Method by Christian Tonn</p> <p>#229 Soft Human Computer Interfaces: Towards Soft Robotics in Architecture by Martina Decker</p> <p>#212 Participatory Design Supported with Design System and Augmented Reality by Krystian Kwieciński, Jacek Markusiewicz and Agata Pasternak</p>	<p>C9 - Classroom 7 Shape and form studies Session Chair: Athanasios Economou</p> <p>#052 Parametric modeling applied to the virtual reconstruction of the damaged sculpture of St John Nepomuk in Petrovaradin by Stojakovic Vesna, Igor Budak, Ratko Obradovic, Daniela Korolija-Crkvenjakov and Zeljko Santosi</p> <p>#098 The Interplay of Figures Using Superimposed Arrays by Kory Bieg</p> <p>#232 Descriptive Geometry 2.0: Define vs. design by Karolina Ostrowska-Wawryniuk, Jacek Markusiewicz and Jan Stryk</p> <p>#172 Mapping Mass Customization by Filipe Brandão, Alexandra Paio and Christopher Whitelaw</p> <p>#079 A value-driven perspective to understand Data-driven futures in Architecture by Mohammad Qabshoqa, Tuba Kocaturk and Arto Kiviniemi</p> <p>#164 From Envelope to Layout: Buildings Massing and Layout Generation for Solar Access in Urban Environments by Francesco De Luca</p>
15:15 15:45	Coffe break		
15:45	<p>A9 - Classroom 1 City modeling and GIS Session Chair: Silvia Gargaro</p> <p>#003 Parametric master planning through topographical GIS data by Kuai Yu, M. Hank Haessler and Alessandra Fabbri</p> <p>#011 Urban Pinboard: Development of a platform to access open source data to optimise urban planning performance by M. Hank Haessler, Rob Asher and Lucy Booth</p> <p>#019 Rethinking the Urban Design Process from a Data Perspective by Yuezong Liu, Rudi Stouffs and Abel Tablada</p> <p>#143 Advanced tools and algorithms for parametric landscape urbanism by Attilio Pizzigoni, Vittorio Paris, Andrea Micheletti and Giuseppe Ruscica</p> <p>#211 Merging the Physical and Digital Layer of Public Space: The PobleJoe Installation Case Study by Chiara Farinea, Areti Markopoulou, Aldo Sollazzo, Angelos Chronis and Mathilde Marengo</p> <p>#118 Generative computational tools for the design of Urban Morphology by Mateos Shehu and Anna Yunitsyna</p> <p>#228 SenCity City Monitor as a platform for user involvement, innovation and service development by Henrika Pihlajaniemi, Anna Luusua, Esa-Matti Sarjanoja, Risto Vääräniemi, Evelina Juntunen and Sini Kourunen</p>	<p>B9 - Cloister room Virtual and Augmented Reality Session Chair: Wolfgang E. Lorenz</p> <p>#009 3D Spatial Analysis Method with First-Person Viewpoint by Deep Convolutional Neural Network with Omnidirectional RGB and Depth Images by Atsushi Takizawa and Airi Furuta</p> <p>#053 Studying Architectural Massing Strategies in Co-design: Mobile Augmented Reality Tool versus 3D Virtual World by Leman Figen Gül</p> <p>#151 Lines from the Past: Non-photorealistic immersive virtual environments for the historical interpretation of unbuilt architectural drawings by Jules Moloney, Simon Twose, Ross Jenner, Anastasia Globa and Rui Wang</p> <p>#174 Designing Colour in Virtual Reality: Comparing a Virtual Reality based and a Screen based Colour Design Method by Christian Tonn</p> <p>#229 Soft Human Computer Interfaces: Towards Soft Robotics in Architecture by Martina Decker</p> <p>#212 Participatory Design Supported with Design System and Augmented Reality by Krystian Kwieciński, Jacek Markusiewicz and Agata Pasternak</p>	<p>C9 - Classroom 7 Shape and form studies Session Chair: Athanasios Economou</p> <p>#052 Parametric modeling applied to the virtual reconstruction of the damaged sculpture of St John Nepomuk in Petrovaradin by Stojakovic Vesna, Igor Budak, Ratko Obradovic, Daniela Korolija-Crkvenjakov and Zeljko Santosi</p> <p>#098 The Interplay of Figures Using Superimposed Arrays by Kory Bieg</p> <p>#232 Descriptive Geometry 2.0: Define vs. design by Karolina Ostrowska-Wawryniuk, Jacek Markusiewicz and Jan Stryk</p> <p>#172 Mapping Mass Customization by Filipe Brandão, Alexandra Paio and Christopher Whitelaw</p> <p>#079 A value-driven perspective to understand Data-driven futures in Architecture by Mohammad Qabshoqa, Tuba Kocaturk and Arto Kiviniemi</p> <p>#164 From Envelope to Layout: Buildings Massing and Layout Generation for Solar Access in Urban Environments by Francesco De Luca</p>
17:45 18:30 18:30 19:30	<p>Round Table - Angelo C.L. Ciribini Chair, Stefania Manna, Antonino Saggio, 3TI Progetti,</p> <p>Prizes: Logo, Carrara, Best presentation - Obituary on Johan Verbeke - AGM - Future Conferences</p>		
	Get Together		