

Exploring urban change through visual and environmental simulations

International Workshop

Milano, Politecnico, Laboratorio di Simulazione Urbana

17 - 18 June 2010, 2 days

Abstract

The works ideated at the Urban Simulation Laboratory are presented, discussed and compared to analogous experiences carried out in other European Laboratories that make use of virtual and physical models at different scales with the basic purpose to improve the way of teaching urban design. The focus of the workshop deals with visualisation and urban simulation techniques intended as a support for planning and design processes.

In the past three years the educational and research activities of the laboratory were offered to students through internships, design studios and academic courses, bachelor and master theses. The workshop represents the occasion to make the point about our work by discussing it together with researchers and professionals involved in urban and large scale design projects.

In particular, we want to explore two topics: first, the ability of simulation laboratories to give students specific skills for the interpretation, representation of places within the urban design process; second, the validation of the technical possibilities offered by different simulation tools for the assessment of the impact of urban transformations, in relation to the morphology of the urban fabric and the environmental quality of the public open spaces.

Organisation and Scientific Committee

Fausto Curti, Rossella Salerno, Lidia Diappi, Andrea Arcidiacono; Gianni Scudo, Alessandro Rogora with Eugenio Morello, Barbara Piga, Valerio Signorelli, Daniele Villa; Gianluca Brunetti, Valentina Dessì



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Invited Participants

Margherita Cavallo (Glasgow City Council), **Eckart Lange** (University of Sheffield), **Dominik Lengyel** (Brandenburgische Technische Universität, Urban Centre of Colonia), **Cynthia Echave** (Agència d'Ecologia Urbana de Barcelona), **Giulio Podestà** (BetaNit), **Martijn Stellingwerff** (TU Delft), **Steve Tiesdell** (University of Glasgow), and **Catherine Toulouse** (Brandenburgische Technische Universität, Urban Centre Colonia).

Andrea Arcidiacono, **Paola Caputo**, **Laura Cibien**, **Matteo Clementi**, **Fausto Curti**, **Lidia Diappi**, **Valentina Dessì**, **Matteo Doni**, **Remo Dorigati**, **Patrizia Gabellini**, **Eugenio Morello**, **Barbara Piga**, **Gianni Scudo**, **Rossella Salerno**, **Francesco Secchi**, **Valerio Signorelli**, **Elisabetta Troglia**, **Daniele Villa** (Polimi).

Preliminary Program

The activities of the workshop are distributed in two days as follows:

- *Day 1, Morning:* **Opening seminar: Work in progress of the Labs of Urban simulation and Environmental modelling**, whereby results of recent research and educational activities carried out at the School of Architecture and Society are presented.
- *Day 1, Afternoon:* **European simulation laboratories. Exchange seminar** where purposes, equipments, educational and research experiences implemented in similar European laboratories, research structures and institutions are presented and discussed; the works are illustrated by international speakers and commented together with the invited experts, professors and students of the school.
- *Day 2, Morning:* **Learning by trials and error: the use of the Lab as a didactic setting. Simulation workshop**, whereby physical and virtual models realized by the students in different courses are tested using some tools developed and applied at the laboratories.
- *Day 2, Afternoon:* **Approaches and tools for improving urban design education and projects evaluation. Round table closing session**, open to the invited speakers, experts and professors aiming at discussing the presented works and delineate future research collaborations and seminars.

