



ARCH 497

HACKING: MATERIALS AND PRODUCTION METHODS

The aim of this course is to challenge and hack conventional approaches to materials and production methods, and to investigate potential ways to expand the tools of the designer's trade.

With hands-on and minds-on learning at the core, we will work all together and learn from each other. We will be making and breaking. We will troubleshoot. Whenever we are left without a solution, we will ask others for help, collaborate with students and faculty from other departments and learn from them.

In previous semesters, we have built our own stamp-making machine and 3D ceramic printer, we have hacked an old electronic knitting machine, experimented with knitting, thermal printing, cyanotype printmaking. We have learned to tinker, to collaborate, and to share our knowledge. Previous outcomes of this course can be explored from the following website: materialsandmethods.wix.com/hacking

No previous experience in coding and prototyping is mandatory, but an enthusiasm for making and persistence in overcoming problems will be highly appreciated!!

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