

Architecture Depends Mit Press

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<i>Architecture Depends Mit Press</i>	<i>2019-07-09</i>
KIRBY WATERS	

In Time, digital original edition MIT Press

A unified framework for analyzing urban sustainability in terms of cities' inflows and outflows of matter and energy. Urbanization and globalization have shaped the last hundred years. These two dominant trends are mutually reinforcing: globalization links countries through the networked communications of urban hubs. The urban population now generates more than eighty percent of global GDP. Cities account for enormous flows of energy and materials—inflows of goods and services and outflows of waste. Thus urban environmental management critically affects global sustainability. In this book, Paulo Ferrão and John Fernández offer a metabolic perspective on urban sustainability, viewing the city as a metabolism, in terms of its exchanges of matter and energy. Their book provides a roadmap to the strategies and tools needed for a scientifically based framework for analyzing and promoting the sustainability of urban systems. Using the concept of urban metabolism as a unifying framework, Ferrão and Fernandez describe a systems-oriented approach that establishes useful linkages among environmental, economic, social, and technical infrastructure issues. These linkages lead to an integrated information-intensive platform that enables ecologically informed urban planning. After establishing the theoretical background and describing the diversity of contributing disciplines, the authors sample sustainability approaches and tools, offer an extended study of the urban metabolism of Lisbon, and outline the challenges and opportunities in approaching urban sustainability in both developed and developing countries.

The Art of Systems Architecting MIT Press

One of the most important books on the modernist movement in architecture, written by a founder of the Bauhaus school. One of the most important books on the modern movement in architecture, *The New Architecture and The Bauhaus* poses some of the fundamental problems presented by the relations of art and industry and considers their possible, practical solution. Gropius traces the rise of the New Architecture and the work of the now famous Bauhaus and, with splendid clarity, calls for a new artist and architect educated to new materials and techniques and directly confronting the requirements of the age.

The Violence of Participation MIT Press

Animals live in a world of other minds, human and nonhuman, and their well-being and survival often depends on what is going on in the minds of these other creatures. But do animals know that other creatures have minds? And how would we know if they do? In *Mindreading Animals*, Robert Lurz offers a fresh approach to the hotly debated question of mental-state attribution in nonhuman animals. Some empirical researchers and philosophers claim that some animals are capable of anticipating other creatures' behaviors by interpreting observable cues as signs of underlying mental states; others claim that animals are merely clever behavior-readers, capable of using such cues to anticipate others' behaviors without interpreting them as evidence of underlying mental states. Lurz argues that neither position is compelling and proposes a way to move the debate, and the field, forward. Lurz offers a bottom-up model of mental-state attribution that is built on cognitive abilities that animals are known to possess rather than on a preconceived view of the mind applicable to mindreading abilities in humans. Lurz goes on to describe an innovative series of new experimental protocols for animal mindreading research that show in detail how various types of animals -- from apes to monkeys to ravens to dogs -- can be tested for perceptual state and belief attribution.

Relationescapes MIT Press (MA)

A comprehensive account of how energy has shaped society throughout history, from pre-agricultural foraging societies through today's fossil fuel-driven civilization. "I wait for new Smil books the way some people wait for the next 'Star Wars' movie. In his latest book, *Energy and Civilization: A History*, he goes deep and broad to explain how innovations in humans' ability to turn energy into heat, light, and motion have been a driving force behind our cultural and economic progress over the past 10,000 years. —Bill Gates, *Gates Notes*, Best Books of the Year Energy is the only universal currency; it is necessary for getting anything done. The conversion of energy on Earth ranges from terra-forming forces of plate tectonics to cumulative erosive effects of raindrops. Life on Earth depends on the photosynthetic conversion of solar energy into plant biomass. Humans have come to rely on many more energy flows—ranging from fossil fuels to photovoltaic generation of electricity—for their civilized existence. In this monumental history, Vaclav Smil provides a comprehensive account of how energy has shaped society, from pre-agricultural foraging societies through today's fossil fuel-driven civilization. Humans are the only species that can systematically harness energies outside their bodies, using the power of their intellect and an enormous variety of artifacts—from the simplest tools to internal combustion engines and nuclear reactors. The epochal transition to fossil fuels affected everything: agriculture, industry, transportation, weapons, communication, economics, urbanization, quality of life, politics, and the environment. Smil describes humanity's energy eras in panoramic and interdisciplinary fashion, offering readers a magisterial overview. This book is an extensively updated and expanded version of Smil's *Energy in World History* (1994). Smil has incorporated an enormous amount of new material, reflecting the dramatic developments in energy studies over the last two decades and his own research over that time.

Plato's Camera Penguin

The process of user-centered innovation: how it can benefit both users and manufacturers and how its emergence will bring changes in business

models and in public policy. Innovation is rapidly becoming democratized. Users, aided by improvements in computer and communications technology, increasingly can develop their own new products and services. These innovating users—both individuals and firms—often freely share their innovations with others, creating user-innovation communities and a rich intellectual commons. In *Democratizing Innovation*, Eric von Hippel looks closely at this emerging system of user-centered innovation. He explains why and when users find it profitable to develop new products and services for themselves, and why it often pays users to reveal their innovations freely for the use of all. The trend toward democratized innovation can be seen in software and information products—most notably in the free and open-source software movement—but also in physical products. Von Hippel's many examples of user innovation in action range from surgical equipment to surfboards to software security features. He shows that product and service development is concentrated among "lead users," who are ahead on marketplace trends and whose innovations are often commercially attractive. Von Hippel argues that manufacturers should redesign their innovation processes and that they should systematically seek out innovations developed by users. He points to businesses—the custom semiconductor industry is one example—that have learned to assist user-innovators by providing them with toolkits for developing new products. User innovation has a positive impact on social welfare, and von Hippel proposes that government policies, including R&D subsidies and tax credits, should be realigned to eliminate biases against it. The goal of a democratized user-centered innovation system, says von Hippel, is well worth striving for. An electronic version of this book is available under a Creative Commons license.

Mindreading Animals MIT Press

The architect and critic Jeremy Till offers a proposal for rescuing architects from themselves: a way to bridge the gap between what architecture actually is and what architects want it to be. In this BIT, Till discusses how to allow time into architecture, transcending false notions of eternity and the eternal now.

Book from the Ground MIT Press

The contributions to this volume, the sixteenth in the prestigious Attention and Performance series, revisit the issue of modularity, the idea that many functions are independently realized in specialized, autonomous modules. Although there is much evidence of modularity in the brain, there is also reason to believe that the outcome of processing, across domains, depends on the synthesis of a wide range of constraining influences. The twenty-four chapters in *Attention and Performance XVI* look at how these influences are integrated in perception, attention, language comprehension, and motor control. They consider the mechanisms of information integration in the brain; examine the status of the modularity hypothesis in light of efforts to understand how information integration can be successfully achieved; and discuss information integration from the viewpoints of psychophysics, physiology, and computational theory. A Bradford Book. Attention and Performance series.

Play Between Worlds MIT Press

How inclusive methods can build elegant design solutions that work for all. Sometimes designed objects reject their users: a computer mouse that doesn't work for left-handed people, for example, or a touchscreen payment system that only works for people who read English phrases, have 20/20 vision, and use a credit card. Something as simple as color choices can render a product unusable for millions. These mismatches are the building blocks of exclusion. In *Mismatch*, Kat Holmes describes how design can lead to exclusion, and how design can also remedy exclusion. Inclusive design methods—designing objects with rather than for excluded users—can create elegant solutions that work well and benefit all. Holmes tells stories of pioneers of inclusive design, many of whom were drawn to work on inclusion because of their own experiences of exclusion. A gamer and designer who depends on voice recognition shows Holmes his “Wall of Exclusion,” which displays dozens of game controllers that require two hands to operate; an architect shares her firsthand knowledge of how design can fail communities, gleaned from growing up in Detroit's housing projects; an astronomer who began to lose her eyesight adapts a technique called “sonification” so she can “listen” to the stars. Designing for inclusion is not a feel-good sideline. Holmes shows how inclusion can be a source of innovation and growth, especially for digital technologies. It can be a catalyst for creativity and a boost for the bottom line as a customer base expands. And each time we remedy a mismatched interaction, we create an opportunity for more people to contribute to society in meaningful ways.

Placing Words MIT Press

This book offers the first comprehensive overview of alternative approaches to architectural practice. At a time when many commentators are noting that alternative and richer approaches to architectural practice are required if the profession is to flourish, this book provides multiple examples from across the globe of how this has been achieved and how it might be achieved in the future. Particularly pertinent in the current economic climate, this book offers the reader new approaches to architectural practice in a changing world. It makes essential reading for any architect, aspiring or practicing.

Street Commerce University of Pennsylvania Press

A philosophical account of the structure of experience and how it depends on interpersonal relations, developed through a study of auditory verbal hallucinations and thought insertion. In *Real Hallucinations*, Matthew Ratcliffe offers a philosophical examination of the structure of human experience, its vulnerability to disruption, and how it is shaped by relations with other people. He focuses on the seemingly simple question of how we manage to distinguish among our experiences of perceiving, remembering, imagining, and thinking. To answer this question, he first develops a

detailed analysis of auditory verbal hallucinations (usually defined as hearing a voice in the absence of a speaker) and thought insertion (somehow experiencing one's own thoughts as someone else's). He shows how thought insertion and many of those experiences labeled as “hallucinations” consist of disturbances in a person's sense of being in one type of intentional state rather than another. Ratcliffe goes on to argue that such experiences occur against a backdrop of less pronounced but wider-ranging alterations in the structure of intentionality. In so doing, he considers forms of experience associated with trauma, schizophrenia, and profound grief. The overall position arrived at is that experience has an essentially temporal structure, involving patterns of anticipation and fulfillment that are specific to types of intentional states and serve to distinguish them phenomenologically. Disturbances of this structure can lead to various kinds of anomalous experience. Importantly, anticipation-fulfillment patterns are sustained, regulated, and disrupted by interpersonal experience and interaction. It follows that the integrity of human experience, including the most basic sense of self, is inseparable from how we relate to other people and to the social world as a whole.

The City of Tomorrow Routledge

A state-of-the-art method for introducing new information technology systems into an organization, illustrated by case studies drawn from a ten-year research project. The goal of participatory IT design is to set sensible, general, and workable guidelines for the introduction of new information technology systems into an organization. Reflecting the latest systems-development research, this book encourages a business-oriented and socially sensitive approach that takes into consideration the specific organizational context as well as first-hand knowledge of users' work practices and allows all stakeholders—users, management, and staff—to participate in the process. Participatory IT Design is a guide to the theory and practice of this process that can be used as a reference work by IT professionals and as a textbook for classes in information technology at introductory through advanced levels. Drawing on the work of a ten-year research program in which the authors worked with Danish and American companies, the book offers a framework for carrying out IT design projects as well as case studies that stand as examples of the process. The method presented in Participatory IT Design—known as the MUST method, after a Danish acronym for theories and methods of initial analysis and design activities—was developed and tested in thirteen industrial design projects for companies and organizations that included an American airline, a multinational pharmaceutical company, a national broadcasting corporation, a multinational software house, and American and Danish universities. The first part of the book introduces the concepts and guidelines on which the method is based, while the second and third parts are designed as a practical toolbox for utilizing the MUST method. Part II describes the four phases of a design project—initiation, in-line analysis, in-depth analysis, and innovation. Part III explains the method's sixteen techniques and related representation tools, offering first an overview and then specific descriptions of each in separate sections.

Real Hallucinations MIT Press

An argument that the meaning of a psychological or biological measure depends on the age, gender class, and ethnicity of the human subject. In *Kinds Come First*, the distinguished psychologist Jerome Kagan argues that—contrary to the common assumption—age, gender, social class, and ethnicity affect the outcomes of psychological measures, and he questions the popular practice that uses statistical procedures to remove the effects of these categories to confirm a favored predictor-outcome relation. The idea that psychological measures have meanings that transcend the kinds of subjects, Kagan writes, reflects a premature hope of discovering broadly generalizable conclusions. In *Kinds Come First*, Kagan hopes to persuade investigators otherwise. Kagan examines the unique properties of the four categories, making the case that life stage, gender, class, and ethnicity affect psychological measures in complex, nontrivial ways. He discusses the relevance of a person's developmental stage to many outcomes, focusing on the interval from five to twelve months, when working memory and the ability to relate the past to the present expands. He cites evidence suggesting that a person's gender, class of rearing, and ethnicity, within a particular society, are better predictors of health, arrest record, cognitive skills, and current life satisfaction than either their genomes or answers to a personality questionnaire. Finally, Kagan argues, the biological properties that are more common in one gender, class, or ethnic group, are not a defensible basis for restricting access to an educational program, vocation, or position of authority. A society can ignore such differences in order to honor an ethical imperative for equality without incurring serious costs.

Drawing Yale University Press

The classic work on the evaluation of city form. What does the city's form actually mean to the people who live there? What can the city planner do to make the city's image more vivid and memorable to the city dweller? To answer these questions, Mr. Lynch, supported by studies of Los Angeles, Boston, and Jersey City, formulates a new criterion—imageability—and shows its potential value as a guide for the building and rebuilding of cities. The wide scope of this study leads to an original and vital method for the evaluation of city form. The architect, the planner, and certainly the city dweller will all want to read this book.

Democratizing Innovation MIT Press

Buildings have often been studied whole in space, but never before have they been studied whole in time. *How Buildings Learn* is a masterful new synthesis that proposes that buildings adapt best when constantly refined and reshaped by their occupants, and that architects can mature from being artists of space to becoming artists of time. From the connected farmhouses of New England to I.M. Pei's Media Lab, from “satisficing” to “form follows funding,” from the evolution of bungalows to the invention of Santa Fe Style, from Low Road military surplus buildings to a High Road English classic like Chatsworth—this is a far-ranging survey of unexplored essential territory. More than any other human artifacts, buildings improve with time—if they're allowed to. *How Buildings Learn* shows how to work with time rather than against it.

The First House MIT Press

Why we organize our personal digital data the way we do and how design of new PIM systems can help us manage our information more efficiently. Each of us has an ever-growing collection of personal digital data: documents, photographs, PowerPoint presentations, videos, music, emails and texts sent and received. To access any of this, we have to find it. The ease (or difficulty) of finding something depends on how we organize our digital stuff. In this book, personal information management (PIM) experts Ofer Bergman and Steve Whittaker explain why we organize our personal digital data the way we do and how the design of new PIM systems can help us manage our collections more efficiently. Bergman and Whittaker report that many of us use hierarchical folders for our personal digital organizing. Critics of this method point out that information is hidden from sight in folders

that are often within other folders so that we have to remember the exact location of information to access it. Because of this, information scientists suggest other methods: search, more flexible than navigating folders; tags, which allow multiple categorizations; and group information management. Yet Bergman and Whittaker have found in their pioneering PIM research that these other methods that work best for public information management don't work as well for personal information management. Bergman and Whittaker describe personal information collection as curation: we preserve and organize this data to ensure our future access to it. Unlike other information management fields, in PIM the same user organizes and retrieves the information. After explaining the cognitive and psychological reasons that so many prefer folders, Bergman and Whittaker propose the user-subjective approach to PIM, which does not replace folder hierarchies but exploits these unique characteristics of PIM.

Why We Build MIT Press

Stan Franklin is the perfect tour guide through the contemporary interdisciplinary matrix of artificial intelligence, cognitive science, cognitive neuroscience, artificial neural networks, artificial life, and robotics that is producing a new paradigm of mind. Along the way, Franklin makes the case for a perspective that rejects a rigid distinction between mind and non-mind in favor of a continuum from less to more mind.

Spatial Agency: Other Ways of Doing Architecture MIT Press

Explorations of the many ways of being material in the digital age. In his oracular 1995 book *Being Digital*, Nicholas Negroponte predicted that social relations, media, and commerce would move from the realm of “atoms to bits”—that human affairs would be increasingly untethered from the material world. And yet in 2019, an age dominated by the digital, we have not quite left the material world behind. In *Being Material*, artists and technologists explore the relationship of the digital to the material, demonstrating that processes that seem wholly immaterial function within material constraints. Digital technologies themselves, they remind us, are material things—constituted by atoms of gold, silver, silicon, copper, tin, tungsten, and more. The contributors explore five modes of being material: programmable, wearable, livable, invisible, and audible. Their contributions take the form of reports, manifestos, philosophical essays, and artist portfolios, among other configurations. The book's cover merges the possibilities of paper with those of the digital, featuring a bookmark-like card that, when “seen” by a smartphone, generates graphic arrangements that unlock films, music, and other dynamic content on the book's website. At once artist's book, digitally activated object, and collection of scholarship, this book both demonstrates and chronicles the many ways of being material. Contributors Christina Agapakis, Azra Akšamija, Sandy Alexandre, Dewa Alit, George Barbastathis, Maya Beiser, Marie-Pier Boucher, Benjamin H. Bratton, Hussein Chalayan, Jim Cybulski, Tal Danino, Deborah G. Douglas, Arnold Dreyblatt, M. Amah Edoh, Michelle Tolini Finamore, Team Foldscope and Global Foldscope community, Ben Fry, Victor Gama, Stefan Helmreich, Hyphen-Labs, Leila Kinney, Rebecca Konte, Winona LaDuke, Brendan Landis, Grace Leslie, Bill Maurer, Lucy McRae, Tom Özden-Schilling, Trevor Paglen, Lisa Parks, Nadya Peek, Claire Pentecost, Manu Prakash, Casey Reas, Paweł Romańczuk, Natasha D. Schüll, Nick Shapiro, Skylar Tibbits, Rebecca Uchill, Evan Ziporyn *Book Design: E Roon Kang Electronics, interactions, and product designer: Marcelo Coelho*

The Architecture of the City MIT Press

A book without words, recounting a day in the life of an office worker, told completely in the symbols, icons, and logos of modern life. Twenty years ago I made *Book from the Sky*, a book of illegible Chinese characters that no one could read. Now I have created *Book from the Ground*, a book that anyone can read. —Xu Bing Following his classic work *Book from the Sky*, the Chinese artist Xu Bing presents a new graphic novel—one composed entirely of symbols and icons that are universally understood. Xu Bing spent seven years gathering materials, experimenting, revising, and arranging thousands of pictograms to construct the narrative of *Book from the Ground*. The result is a readable story without words, an account of twenty-four hours in the life of “Mr. Black,” a typical urban white-collar worker. Our protagonist's day begins with wake-up calls from a nearby bird and his bedside alarm clock; it continues through tooth-brushing, coffee-making, TV-watching, and cat-feeding. He commutes to his job on the subway, works in his office, ponders various fast-food options for lunch, waits in line for the bathroom, daydreams, sends flowers, socializes after work, goes home, kills a mosquito, goes to bed, sleeps, and gets up the next morning to do it all over again. His day is recounted with meticulous and intimate detail, and reads like a postmodern, post-textual riff on James Joyce's account of Bloom's peregrinations in *Ulysses*. But Xu Bing's narrative, using an exclusively visual language, could be published anywhere, without translation or explication; anyone with experience in contemporary life—anyone who has internalized the icons and logos of modernity, from smiley faces to transit maps to menus—can understand it.

Architecture Depends MIT Press

Aldo Rossi was a practicing architect and leader of the Italian architectural movement *La Tendenza* and one of the most influential theorists of the twentieth century. *The Architecture of the City* is his major work of architectural and urban theory. In part a protest against functionalism and the Modern Movement, in part an attempt to restore the craft of architecture to its position as the only valid object of architectural study, and in part an analysis of the rules and forms of the city's construction, the book has become immensely popular among architects and design students.

The New Architecture and The Bauhaus MIT Press

First published in 1996, *The Eyes of the Skin* has become a classic of architectural theory. It asks the far-reaching question why, when there are five senses, has one single sense – sight – become so predominant in architectural culture and design? With the ascendancy of the digital and the all-pervasive use of the image electronically, it is a subject that has become all the more pressing and topical since the first edition's publication in the mid-1990s. Juhani Pallasmaa argues that the suppression of the other four sensory realms has led to the overall impoverishment of our built environment, often diminishing the emphasis on the spatial experience of a building and architecture's ability to inspire, engage and be wholly life enhancing. For every student studying Pallasmaa's classic text for the first time, *The Eyes of the Skin* is a revelation. It compellingly provides a totally fresh insight into architectural culture. This third edition meets readers' desire for a further understanding of the context of Pallasmaa's thinking by providing a new essay by architectural author and educator Peter MacKeith. This text combines both a biographical portrait of Pallasmaa and an outline of his architectural thinking, its origins and its relationship to the wider context of Nordic and European thought, past and present. The focus of the essay is on the fundamental humanity, insight and sensitivity of Pallasmaa's approach to architecture, bringing him closer to the reader. This is illustrated by Pallasmaa's sketches and photographs of his own work. The new edition also provides a foreword by the internationally renowned

architect Steven Holl and a revised introduction by Pallasmaa himself.