



Responsive Environments: Architecture, Art and Design, Lucy Bullivant, Harry N. Abrams, 2006, 1851774815, 9781851774814, 128 pages. The latest title in the V&A Contemporary series looks at groundbreaking interior design, art, and architecture. Responsive environments are spaces that interact with people who use or pass through them and have become ubiquitous lately. Lucy Bullivant provides an intriguing look at these cutting-edge spaces, from an installation in a shopping center that registers passers-by with patterns of colored light and sound, to an interactive artwork in the boardroom of a British TV network. With insights drawn from the author's interviews with many of the designers featured, Responsive Environments will appeal to designers, students, and creative professionals, as well as anyone interested in interior design, architecture, and technology. The latest title in the V&A Contemporary series looks at groundbreaking interior design, art, and architecture. Responsive environments are spaces that interact with people who use or pass through them and have become ubiquitous lately. Lucy Bullivant provides an intriguing look at these cutting-edge spaces, from an installation in a shopping center that registers passers-by with patterns of colored light and sound, to an interactive artwork in the boardroom of a British TV network. With insights drawn from the author's interviews with many of the designers featured, Responsive Environments will appeal to designers, students, and creative professionals, as well as anyone interested in interior design, architecture, and technology..

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Architecture, Means and Ends , Vittorio Gregotti, Nov 15, 2010, Architecture, 137 pages. Vittorio Gregotti is the architect of Barcelona's Olympic Stadium, Milan's Arcimboldi Opera Theater, and Lisbon's Centro Cultural de Belém, among many other noted constructions ....

Interior spaces a pictorial review of significant interiors in the U.S.A., Images Publishing Group, 1997, , . .

Space invaders , Ruth Ur, Lucy Bullivant, Pedro Gadanho, British Council, 2001, Architecture, 150 pages. .

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Collapse How Societies Choose to Fail Or Succeed, Jared M. Diamond, 2006, History, 575 pages. A study of the downfall of some of history's greatest civilizations discusses the Anasazi, the Maya, and the Viking colony on Greenland, tracing patterns of environmental ....

The latest title in the V&A Contemporary series looks at groundbreaking interior design, art, and architecture. Responsive environments spaces that interact with people who use or pass through them have become ubiquitous lately. Lucy Bullivant provides an intriguing look at these cutting-edge spaces, from an installation in a shopping center that registers passers-by with patterns of colored light and sound, to an interactive artwork in the boardroom of a British TV network.

Lucy Bullivant Hon FRIBA is a leading architecture curator, critic, author and consultant who investigates and evaluates innovative synergies in contemporary architecture and urban design between theory and practice across cultures. She works internationally with leading museums, galleries, cultural and educational institutions, publishers, corporate and non-profit bodies, and in February 2013 founded Urbanista.org, a new webzine of critical analysis of urban design. She is Adjunct Professor in the history and theory of urban design, Syracuse University in London, autumn 2013.

As a result of her conceptual planning and fundraising work, many speculative exhibition, conference and publishing projects have been realised. A cultural historian with a Master's degree from the Royal College of Art, she began her professional activities working as an art curator and

director of open art exhibitions, and in the early 1990s became Heinz Curator of Architectural Programmes at the Royal Academy of Arts, London.

Lucy has curated a wide range of ground-breaking and successful exhibitions - some global touring projects such as Space Invaders, for the British Council, London, and Kid size: the material world of childhood, for Vitra Design Museum, Germany - conferences and talks including Softspace, 4dspace, Spaced Out III, the Archis series and Shared Territories. Featuring exceptional practitioners from a range of disciplines, her exhibitions and conferences deal with topics including architecture's role as a social art, models of best practice in the emerging field of responsive environments, new design strategies for housing, the design of children's environments within and beyond the Western world, inclusive design and young architectural practices.

Lucy is a widely respected and internationally read critic and author in the field of architecture and urban design, a correspondent to Domus, The Plan, Volume and Indesign, some of the world's most authoritative international architectural magazines. She is also a contributor to the collaborative initiative Al Manakh monitoring new developments in the Gulf Region, published as a special edition of Volume, and advocates higher design standards and experimental multidisciplinary strategies countering the negative effects of globalisation, and lectures and chairs events internationally on these issues. She has recently given guest lectures at AIA New York Center for Architecture, Gerald D. Hines School of Architecture, University of Houston, Strelka Institute, Moscow (see the video here), Architectural Association, University of Rome, Westminster University, South Bank University, Royal College of Art and Plymouth University. She is also a Tutor in the History and Theory of Urban Design, and tutored at Cybergardening the City, the 2012 AA Summer School in Milan, run by ecoLogicStudio. Her Talking Architecture series at the V&A Museum, a series of conversations with renowned architects, has been running since 2010. She also works as a specialist architectural expert witness in planning appeals.

Lucy regularly judges architectural competitions including RIBA London Awards (2010), the Emirates Glass LEAF Awards (2013, acting as Chair of the judging panel, 2012 and 2011, a year in which she was also compere of the evening Awards presentation), Outside the Box: Low and High Technologies for Emergencies, 2011 (Contamina), and City Sense: shaping our environment with real-time data (IAAC, 2011).

Her latest book, Masterplanning Futures (Routledge, 2012) was published in July 2013, a global analysis of the ideals and processes of contemporary adaptive planning, and was launched with an international roundtable event at RIBA. In April 2012 she published New Arcadians: emerging UK architects (Merrell), the follow up to Anglo Files, her extensive analysis of young UK architects and their cultural and political context, which was published in 2005 by Thames & Hudson, Princeton Architectural Press and DVA (in a German edition). Another strand of her work exploring the hybrid discipline of interactive architecture and design is represented by three publications: Responsive Environments: architecture, art and design (V&A Contemporary, 2006), 4dspace: Interactive Architecture and 4dsocial: Interactive Design Environments, two sought after publications for which she was Guest Editor (AD, 2005, 2007). She is currently writing Recode: participatory placemaking with Thomas Ermacora.

In Responsive Environments Lucy Bullivant introduces this field by exploring a range of projects, from large-scale buildings and installations through to proposals and prototypes. It's a V&A publication so approaches the topic from a mainly art-world perspective, but this doesn't make it any less interesting to readers from other disciplines. Bullivant moves from project to project along fluid associative lines, using them almost as building blocks in the construction of the book's larger ideas.

Among the projects covered here are Usman Haque's Sky Ear, a cluster of balloons that floated above Greenwich and changed colour in response to the array of electromagnetic interference they encountered there. The balloons also contained mobile phones which, when called by members of the public, would relay the sonic environment of the urban sky.

Another project is Litmus by Jason Bruges, a series of five 12-metre towers found on roundabouts along the A13 in Essex. Each tower displays different data to drivers, drawing upon information such as the level of the Thames, electricity generated by a nearby wind turbine, or the volume of traffic moving through the area.

In the case of Sky Ear the information represents invisible aspects of the space, the police radio signals and magnetic fluctuations in the atmosphere, while Litmus responds to information gathered from the surrounding areas. Both are examples of objects in space that embody and convey information about that space's properties to its inhabitants. But a lot of the other works discussed are created spaces in their own right, where technology is used to shape the space and make it interact with those within it.

This is a very visual book with each project accompanied by photographs, diagrams, and concept sketches. This means that virtual environments don't make an appearance: Responsive Environments deals instead with the manifestation of information space in physical environments and its numerous implications, a sufficiently fertile territory in its own right.

If you're interested in this topic generally I'd recommend reading this book along with *Everyware* by Adam Greenfield. The same ground is approached from different directions; Greenfield as an ethical technologist (or technological ethicist, it's hard to be sure) while Bullivant, and the artists she covers, as experimental practitioners whose work illustrates and reifies some of the threats and possibilities that Adam Greenfield sets out so clearly.

Adam Somlai-Fischer ambient architects artworks audio Avesta Blur born Bruges building Centre cloud collaboration College of Art colour Commissioned communication context create cultural Cybernetic Daniel Langlois Foundation D&Costerd developed devices digital media Diller display electromagnetic Electronic Shadow Electronica emotional exhibition experience explore facade Festival film Fumihiko Maki gallery Golan Levin haptic HeHe intelligent Interaction Design interactive installations Interactive Institute interfaces Jason Bruges light London media art media artists mobile phones movement Museum Netherlands networks nn Lru Paris Pavilion perception Pervasive Computing Peter Weibel Philippe Rahm Photo physical pixels projects prototype Rafael Lozano-Hemmer real-time relationship RemoteHome responsive environments RFID Rolf Gehlhaar Rotterdam Rubin Science Scott Snibbe screen sense sensors Sky Ear smart Smart Studio SmartSlab Snibbe social sound space spatial structure Studio surface Tobi Schneidler Tokyo Tony Dunne trigger urban Usman Haque viewers virtual visitors visual wall wireless

Lucy Bullivant is a critic, author and curator based in London, UK. She has curated exhibitions for the Architectural Association and the ICA in London, and writes for "Architectural Design," "Architectural Record," "The Financial Times," "Tate Magazine," "Archis," "Icon," "Domus," "Building Design," "RIBA Journal," "Metropolis," "a-matter," "Arch'it" and "Indesign,

Extract from the editor's blurb: Artistic manifestations of the use of digital technology in physical spaces are growing. Electronic billboards have been around for decades, but now the concept of connectivity has also literally seeped into the skins of buildings in new ways. Artists - and architects working in hybrid fields on interactive projects - are responding to the electro-physical flux of urban environments, coopting responsive dynamic media systems, wireless sensing, wearable computing and even topological media. They (...) are not interested in 'tech' or smart spaces for the sake of it, but to create environments that act as mediating devices for a new social statement.

I found about the book on Interactive Architecture. As Ruairi notes, several blogs were mentioned as a resource for the book: Interactive Architecture, Pixelsumo, Gizmodo and we-make-money-not-art. That reaaaally made my day. I ordered it immediately as Bullivant is also the author of a small book i read last year and liked a lot 4dspace: Interactive Architecture (UK - USA.)

Responsive Environments is not big on theories and risky forecasts, it's rather a walk into the best and the latest of what interactive space can mean. It is split in small chapters (about interactive

building skins, intelligent walls and floors, responsive artworks, etc.) and has plenty of beautiful pictures. Although the book deals with technology-heavy installations and concepts, i never felt i needed a degree in engineering to understand it, there's even a glossary that explains what are Bluetooth, LEDs, RFID tags, etc. All of the above makes a very easy read, although i sometimes had the feeling i was reading a catalogue.

I was very happy to "hear the voice" of the artists, interaction designers and architects themselves as Bullivant has interviewed names most of you are familiar with: Jason Bruges, Lars Spuybroek, Ben Rubin, Rafael Lozano Hemmer, Christian Moeller, Usman Haque, HeHe, Shona Kitchen and Ben Hooker, Golan Levin, Toyo Ito, UN Studio, Mark Goulthorpe, Toshio Iwai and KDa, Maywa Denki, Kas Oosterhuis, Tobi Schneidler, Realities:united, Adam Somlai-Fischer, etc.

The melatonin regulates levels of alertness in the human body. A high level induces sleepiness, a low level greater alertness. Two climates alternate in the Melatonin Room. The first is defined by the emission of a bright green electromagnetic radiation at 509 nm, at an intensity of 2000 lux, which eliminates the production of melatonin, the space becomes thus a physically motivating place. The second climate is a dissemination of ultraviolet rays, bathing the visitor in soft blue light which stimulate the production of melatonin. This "physiological architecture" explores the ways environments can change consciousness.