Posthuman Design Architectures of the Post-Anthropocene

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Every era has had its own iconic architectural typology. Whereas the dream commission was, in the past, the church, Modernism had the factory and the house, while in recent times the museum became the best occasions for extraordinary architectural exploits and, at the same time, public spaces acquired a new relevance, merging architectural, urban and landscape design to get better standard for social life.

Today, by contrast, the most significant and the newest kind of buildings, and spaces, look entirely empty of people. Be they datacenters or natural reserves, vertical farms or sustainable infrastructures, third landscapes or biospheres, they all in fact entail a non-human protagonist, either in terms of fruition or agency. And this explains why qualitative researches, in this regard, are still partially lacking.

The current proposal therefore promotes researches by design aimed at investigating the architectural relevance of this topic, assuming an experimental point of view, in order to qualify the most meaningful spaces of the next

future. Architectures that are not designed for humans only or that are not designed for humans at all. By studying how to mediate, by means of architecture, the coexistence among humans and other species and technologies, or how to define an architecture in which humans are not included. Thus dealing with the development of new spaces, typologies, design methods and approaches.

Students can present a proposal related to one or more of the abovementioned specific topics, and are free to further expand the range. The proposal however must be in the field of architectural design, with possible and recommended insights about interior, landscape, and infrastructural design.

The development of the thesis should not exceed the arc of a semester, and revisions are held once every one or two weeks, according to the state of development.