DIGITAL URBAN VISUALISATION. PEOPLE FLOWS.



Digital Urban Visualization. People flows.

The students examine patterns of crowd-flows in an extraordinary urbanisation phenomena: festivals. They will learn how to program simulations using Processing/Java. Previous programming knowledge is not necessary. Furthermore they will gain insights into other analysis methods and learn about their significance, strengths and weaknesses.

Students will look at those patterns from two sides. One being the view of a planner asking to find bottle necks or the ideal place for amenities such as booths, toilets etc. Another being the view of visitors. Students will program different behaviours that should compete against each other in order to compare different strategies. Caliente Festival in Zurich will be used as a case study.

21.09.2015	Introduction
28.09.2015	Programming basics
05.102015	Programming with Visual Output
12.10.2015	Crowd Flows in Public Space
19.10.2015	Seminar Week (No lecture)
26.10.2015	Introduction to our Framework
02.11.2015	Design of the Festival Layout
09.11.2015	Presentation/Evaluation Layout Design
16.11.2015	Program your own Festival Visitor
23.11.2015	Preparation Final Presentation
30.11.2015	Final Presentations

Where HIT H 31.4 (Video wall)

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* Total 60 h = 2 ECTS

Precence and participation = 80%

The most recent outline will be found on www.ia.arch.ethz.ch

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