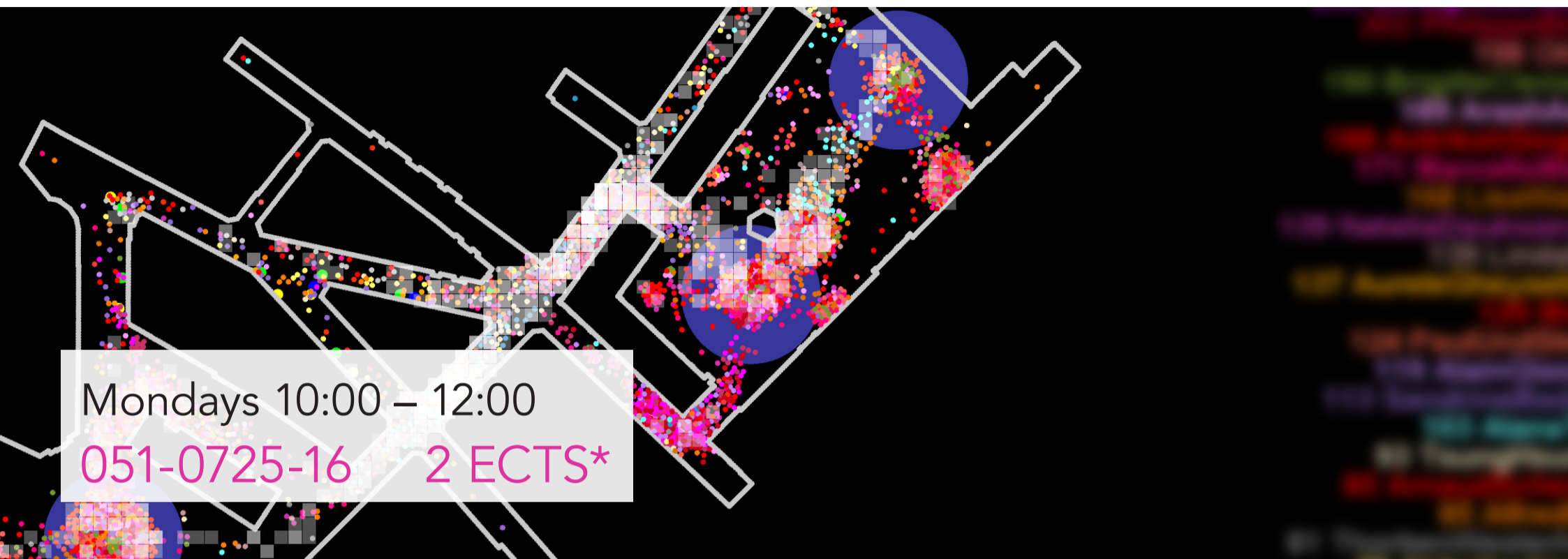


DIGITAL URBAN VISUALISATION. PEOPLE FLOWS.



Mondays 10:00 – 12:00

051-0725-16 2 ECTS*

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.

Where

HIT H 31.4 (Video wall)

Supervision

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26.09.2016	Introduction
03.10.2016	Programming Basics I
10.10.2016	Programming Basics II
17.10.2016	Programming Basics III
24.10.2016	Seminar Week (No lecture)
31.10.2016	FAQ Session
07.11.2016	Design the Festival Layout
14.11.2016	Crowd Flows in Public Space (Evaluation Layout Design) / FAQ Session
21.11.2016	Introduction to Our Framework
28.11.2016	Programme your own Festival Visitor
05.12.2016	Programme your own Festival Visitor
12.12.2016	Competition: Win a Prize
19.12.2016	Final Presentations

* Total 60 h = 2 ECTS
Precece and participation = 80%

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