Introduction 7

Index 217

On the Author 224

| People, Computers and Architecture: A Historical Overview | 15 |
|--|-----|
| The emergence of the society of information | 16 |
| The rise of computer epistemology | 24 |
| cybernetics in architecture and planning: patterns, systems and networks | 32 |
| the formalist turn in postmodernism and critical theory | 45 |
| nigital culture, space and sociability | 48 |
| architecture as interface | 55 |
| | |
| Experiments in Form and Performance | 59 |
| The seduction of innovative geometries | 60 |
| piagramming complexity | 73 |
| The surface as architecture | 84 |
| From animation to algorithmics | 94 |
| <pre>intricate or minimalist elegance?</pre> | 100 |
| pigital age subjectivity, performance and meaning | 104 |
| | |
| From Tectonic to Ornament: Towards a Different Materiality | 115 |
| contemporary technology as landscape | 116 |
| τhe crisis of scale and tectonic | 124 |
| rrom memory to oblivion | 133 |
| Reinventing ornament | 138 |
| a different materiality | 143 |
| materials by design | 159 |
| pesign strategies and professional perspectives | 162 |
| will robotization take command? | 164 |
| | |
| The City in the Digital Sprawl | 171 |
| urban features in the digital age | 172 |
| A city of individuals | 177 |
| an augmented urban reality | 185 |
| events, simulations and scenarios | 191 |
| τοwards a splintered city? | 205 |
| | |
| Conclusion | 209 |
| Charles and the states that the states of th | 7-5 |
| Material Continuity and the Design Practice | |
| | |