Introduction

ON EDUCATION IN ARCHITECTURE AND COMPUTING
This Book
On Tradition and Architectural Education
The Beauty of Information Technology
How to Read This Text

ARCHITECTURAL MACHINES
Everybody an Expert. 1948: Cybernetics
1989: From Expansion to Connectivity

THE GENERIC AND THE DEADLOCK

The Skeleton

SOCIAL MEDIA
ABOUT THEORY
ABOUT MASTERSHIP
ABOUT LEARNING
THE CENTERED VOID
CULTIVATING THE PARADOX
WHERE WE ARE TODAY
Dialectics
Structuralism
Post-Structuralism
TYRANNICAL NATURES
Grasshopper
Processing and Logo
More...

The Body

OSCILLATIONS
THE NAME, 3RD C. BCE—(N)C
THE WORD, 3RD C. CE—(C)N
THE PROJECT, 16TH C.—(N)C
PROJECTIVITY OR THE CENTERED VOID, 17TH C.—(N)C
PRODUCT OR SYSTEM, 18TH C.—(C)N
PRODUCTIVITY, 19TH C.—(C)N
THE ARTICLE, 20TH C.—(N)C
It's Not Simple
Objective Knowledge
QUANTUM, 20TH C.—(N)C
The Double-Slit Experiment
and the Dimensionality of Time
INFRASTRUCTURES AND FUNCTIONALISM
Shape Grammars
Parametrism

The Play

SELF-FICTITIOUS THINGS OF RATIONAL TALKS, 19TH C.
PCA, the Eigenvector, or Who Am I?
Matrix, or How to Talk?
Riemann, or What to Look Like?
EVOCATIVE TALK OF FICTITIOUS THINGS, 20TH C.
Morphogenesis
Markov
Self-Organizing Map