

Entwerfen 2 (Bachelor)

SS 2026

Institut für Gestaltung / Konstruktion und Gestaltung - i.sd Structure and Design

Course Number:

847326

Teaching Language:

German & English

Instructors:

Univ.-Prof. Mag. Stefan Rutzinger

Univ.-Prof. Mag. Kristina Schinegger

Arch. Lara Yegenoglu, BYAK, MA (LV-Leitung)

Tutorials:

Wednesday 10:00 - 16:00

Learning Outcome:

Students are able to master simple design and planning tasks. They are able to analyse a design task, to formulate an architectural programme, to create a spatial concept and to translate it into an architectural design of a high aesthetic level.

Catalysts of Common Ground

Adaptive Structures
for
Resilient Public Spaces

PJ
Design Studio E2
SS26

Intro

The E2 Design Studio explores urban and rural public spaces as testing grounds for adaptive, climate-responsive structures. Responding to environmental stress, social diversity, and changing patterns of use, students develop modular, volumetric systems that merge architecture, vegetation, and public furniture. These interventions act as spatial and social catalysts, shaping microclimates and collective interaction. The goal is to propose resilient, expressive structures that activate public space through ecological and social integration.

Lecturers

Arch. AA-Dipl. Lara Yegenoglu
Univ.-Prof. Kristina Schneegger
Univ.-Prof. Stefan Rutzinger

Kick-off
04.03.2026
10:00 AM
@i.sd foyer

i.sd
STRUCTURE AND DESIGN
UNIVERSITY OF INNSBRUCK

CATALYSTS OF COMMON GROUND

Adaptive Structures for Resilient Public Spaces

ABSTRACT

Public spaces in urban and rural contexts face growing challenges - from climate-related stresses and the need for social inclusivity to limited space and changing patterns of use - requiring adaptive and environmentally responsive design strategies. The E2 Design Studio will explore how volumetric approaches can generate temporary architectural structures that activate and enhance public squares, parks, and streets, creating synergies between social interaction, ecological performance, and spatial quality.

The studio emphasizes modular elements that combine built structure with vegetation, creating hybrid installations that function as public furniture, urban greening, and social catalysts. Students will develop design proposals that go beyond isolated objects, conceiving public spaces as layered systems in which climate, materiality, programmability, and user interaction intersect.

INTRO

Urban and rural public spaces are vital for community life, social cohesion, and environmental quality, yet many remain underutilized or inadequately equipped to respond to contemporary challenges. Increasingly hotter summers, urban heat islands, and extreme weather events make the need for climatically resilient public spaces urgent. At the same time, public areas must adapt to evolving social behaviours, multifunctional programs, and inclusive usage patterns, addressing the demands of diverse communities and populations.

In this context, designing temporary and adaptive architectural structures becomes an instrument for revitalizing urban squares, village centres, and communal gathering points. Structures should integrate vegetation, passive climate control, and flexible use while enabling social interaction, play, work, and public engagement. The interventions are not only functional; they are also expressive and spatially articulate, allowing the public to experience the benefits of sustainable design directly.

The E2 studio situates these challenges within the volumetric design discourse: structures are conceived as layered systems, where spatial, material, and environmental data inform social, climatic, and programmatic performance. Volumetric thinking enables students to design adaptable objects that mediate between people, climate, and place, activating public space both physically and experientially.

DESIGN PROPOSAL

The E2 Studio will explore how adaptive, modular structures can activate and enrich urban and rural public spaces, addressing the social, environmental, and programmatic layers of contemporary life. Students will develop proposals for temporary architectural systems that combine public furniture, greenery, and flexible structures to create multifunctional spaces. These structures should not be understood as isolated objects but as catalysts for interaction, climate resilience, and community engagement, capable of responding to diverse site conditions, seasonal variations, and usage patterns.

Each intervention will integrate ecological strategies, such as shading, passive cooling, vegetation, and microclimatic enhancements, alongside programmatic flexibility that allows spaces to accommodate rest, social gathering, workshops, performances, markets, or other public activities. The design challenge is to synthesize these elements into coherent volumetric systems, where material, spatial layering, and environmental performance work together to shape a resilient and engaging public realm. Proposals should reflect an understanding of the site's context, the social needs of its users, and the environmental conditions that influence public space quality, producing solutions that are both architecturally inventive and socially meaningful.

DESIGN METHODOLOGY

Students will begin the semester with an in-depth analysis of selected urban and rural public spaces within Innsbruck and its surrounding municipalities, focusing on patterns of use, social interaction, spatial configuration, and environmental conditions. Particular attention will be given to microclimatic factors such as solar exposure, shading, wind, vegetation, material behaviour, and seasonal variation, as well as to the role of existing buildings, surfaces, and infrastructures in shaping public space. These observations will form the foundation for understanding how adaptive structures can enhance comfort, usability, and social engagement in public environments.

The studio is grounded in the method of volumetric design, as developed within the agenda of the Research Group for Structure and Design. Volumetric thinking understands space not as empty form, but as differentiated mass informed by program, climate, materiality, atmosphere, and use. Students will explore how public furniture and temporary architectural structures can be conceived as layered volumetric systems, in which spatial organization, environmental performance, and social use are inseparable. Rather than designing isolated objects, students are encouraged to articulate spatial thickness, gradients, and transitions that mediate between body, climate, and public ground.

Within this framework, structure is understood not only as a technical system, but as an organizing principle that generates character. Character is not predefined

stylistically, but emerges from the interaction of structural logic, environmental response, and social function. Through this approach, students will investigate how even small-scale, temporary interventions can possess architectural presence, identity, and experiential depth.

The design process will emphasize iterative exploration through drawings, volumetric models, and physical prototypes, allowing students to test how modular systems adapt to different spatial and climatic conditions. Vegetation, shading devices, and passive cooling strategies will be developed in parallel with structural and programmatic concepts, reinforcing the idea of public furniture as an adaptive architectural system rather than a fixed artifact. Experimentation is encouraged, with a focus on ambiguity, flexibility, and appropriation by users.

Working in groups, students will continuously refine their proposals through collective discussion and critique. The methodology supports an open-ended design process in which structure, climate, and social use inform one another, resulting in temporary public-space interventions that are environmentally responsive, socially inclusive, and architecturally articulate.

DESIGN DELIVERABLES & FORMAT

The studio concludes with a comprehensive presentation of the adaptive structures as proposals for temporary, climate-responsive public furniture. Each group will produce a detailed set of deliverables that communicates the concept, design logic, and functional performance of their intervention. These deliverables will include site analyses illustrating spatial, social, and environmental conditions, and diagrams that explain programmatic distribution, volumetric organization, and ecological strategies.

Architectural drawings, including plans, sections, elevations, and axonometrics, will emphasize spatial layering, integration of greenery, and user interaction. Physical and/or digital models will communicate materiality, scale, and adaptability, while renderings or visualizations will convey atmosphere, comfort, and experiential qualities. Students are encouraged to include documentation of process experiments, tests of modularity, and studies of environmental responsiveness to show how their designs engage dynamically with the public realm.

The final submissions will be presented in a curated studio exhibition featuring selected project boards, physical models and printed design portfolios.

REMARKS

The E2 studio will meet once a week for joined workshops and individual tutorials. Besides the final submission of the project, the continuous design process is also part of the assessment. The attendance at Pin-Ups and Reviews is therefore mandatory.

REFERENCES

Books:

Abraham, Raimund. *Elementare Architektur - Architectonics*, Verlag Anton Pustet, 2001.

Aït-Touati, F, Arènes, A, Grégoire, A. *Terra Forma, A Book of Speculative Maps*. MIT, 2022.

Atelier Bow-Wow. *Pet Architecture Guide Book*. World Photo Press, 2002.

Condorelli, Céline. *Support Structures*. Sternberg Press, 2009.

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Grigoriadis, Kostas. *Mixed Matters - A Multi-Material Design Compendium*, Jovis, 2016.

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Manzini, E. *Design, When Everybody Designs: An Introduction to Design for Social Innovation*. MIT Press, 2015.

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Papanek, V. *Design for Human Survival: Ecological and Social Responsibility in Design*. MIT Press, 2021.

Picon, Antoine. *Ornament: The Politics of Architecture and Subjectivity*. Wiley, 2014.

Reiser + Umemoto. *Atlas of Novel Tectonics*. Princeton Architectural Press, 2006.

Rübel, D, Wagner, M, Wolff, V. *Materialästhetik: Quellentexte zu Kunst, Design und Architektur*. Dietrich Reimer Verlag, 2005.

Smithson, Alison and Peter Smithson. *Architektur als Zeichen*. Birkhäuser, 1976.

Spiller, Neil. *Drawing Architecture*. Wiley, 2013.

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Tschumi, Bernard. *The Manhattan Transcripts*, 1976-1981.

Thwaites, K., Porta, S., & Romice, O. *Urban Sustainability and Public Space*. Routledge, 2021.

Websites:

<https://cntxtstudio.com>
<https://www.gercoderuijter.com>
<https://oxman.com/projects>
<https://projectstudio.co.uk>
<https://senseable.mit.edu/>
<https://studioswine.com/>
<https://www.structureanddesign.at/reuse-garden/>
<https://www.ucl.ac.uk/bartlett/architecture/exhibitions/bartlett-b-pro-show>
<https://transsolar.com/de>
<https://www.futureenvironmentslab.com/copy-of-collaboration>

BIO:

Lara Yegenoglu is an architect and director at VILAA, an architectural practice specialising in radical design solutions that respond to cultural, social, and environmental challenges. Working across rural and urban contexts within the fields of architecture, interior and landscape design, the studio approaches every project with sensitivity to site conditions, spatial qualities and the evolving needs of its users with a focus on adaptability, material intelligence, and the lived experience. The practice has developed an international portfolio covering residential, cultural, and public realm interventions. Throughout her architectural discourse Lara worked on projects of various scales and eventually was engaged in the restoration of Battersea Power Station with WilkinsonEyre. She has taught at several institutions in the UK, Germany and Austria including the Bartlett (UCL), IU, University of Innsbruck, Munich University of Applied Sciences and the AA School of Architecture in London, as a studio master of INTER14.

DATES:

MAR	W01	04/03/2026 WED KICK OFF	
		INTRO	<i>Course Info, Brief, First Task</i>
	W02	11/03/2026 WED TUTORIAL	
		WORKSHOP 01	<i>Site Analysis, Mapping</i>
	W03	18/03/2026 WED TUTORIAL	
		WORKSHOP 02	<i>3D Modelling, Axonometrics</i>
		DESK CRITS	<i>Individual Groups</i>
	W04	25/03/2026 WED PIN-UP 01	
		FEEDBACK	<i>With Prof. Kristina Schinegger and Prof. Stefan Rutzinger</i>
		DEBRIEF	<i>All Groups</i>
APR	W05		HOLIDAY
	W06		HOLIDAY
	W07	15/04/2026 WED TUTORIAL	
		WORKSHOP 03	<i>Concept Diagrams</i>
		DESK CRITS	<i>Individual Groups</i>
	W08	22/04/2026 WED TUTORIAL	
		DESK CRITS	<i>Individual Groups</i>
	W09	29/04/2026 WED MIDREVIEW	
		FEEDBACK	<i>With Prof. Kristina Schinegger and Prof. Stefan Rutzinger</i>
		DEBRIEF	<i>All Groups</i>
MAY	W10	06/05/2026 WED TUTORIAL	
		DESK CRITS	<i>Individual Groups</i>
	W11	13/05/2026 WED TUTORIAL	
		WORKSHOP 04	<i>Design Drawings & Atmospheric Views</i>
		DESK CRITS	<i>Individual Groups</i>
	W12	20/05/2026 WED TUTORIAL	
		DESK CRITS	<i>Individual Groups</i>
JUN	W13	27/05/2026 WED PIN-UP 02	
		FEEDBACK	<i>With Prof. Kristina Schinegger and Prof. Stefan Rutzinger</i>
		DEBRIEF	<i>All Groups</i>
	W14	03/06/2026 WED TUTORIAL	
		WORKSHOP 05	<i>Portfolio</i>
		DESK CRITS	<i>Individual Groups</i>
JUN	W15	10/06/2026 WED TUTORIAL	
		PROJECT PREVIEW	
		DESK CRITS	<i>Individual Groups</i>
	W16	17/06/2026 WED E2 FINALS	
		FEEDBACK	<i>With Prof. Kristina Schinegger and Prof. Stefan Rutzinger</i>
		DEBRIEF	<i>All Groups</i>
	W17	24/06/2026 WED i.sd CROSS REVIEW	
		E2, E4, M2	<i>With E2, E4, M2 teaching staff & students + external guests</i>