

RESTART | RETREAT

THE MINNESOTA CENTER FOR THE RESPONSIBLE USE OF TECHNOLOGY

a design thesis by

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This thesis proposes an architectural design for an educational facility that promotes the responsible use of technology. The design provides for education and research related to the responsible use of computer technology as well as promoting a tangible connection between humans, technology, and the built world rather than a technologically mediated virtual environment.

PROBLEM: How can a built environment facilitate the responsible use of technology?

PREMISE 1: The virtual environment (i.e., the Internet) provides the groundwork for irresponsible use of technology.

PREMISE 2: The built environment can be experienced firsthand, while the virtual environment is mediated by technology.

PREMISE 3: The built environment offers tangible experiences that the virtual environment cannot.

UNIFYING IDEA: A design that promotes direct connections between technology and the built environ-

THE INTERNET may be the greatest technological advancement of our generation. It has opened a vast web of social and economic interactions that span the globe. However, the Internet is not immune to the affects of progress; it has changed the way we use technology for good (or bad). Computers are no longer simply productivity tools-- we use them to explore the world, meet friends, shop, read, watch television, and play games as well. As computers begin to mediate our daily activities more and more, it becomes increasingly difficult to separate work from play.

SOCIETY
INTERACTIVE
PLAYGROUND
SCALE **IMAGINATION** **THERAPY** **MEDIATION** **TRANQUILITY**
AWAKEN **THERAPEUTIC** **VIEWS**
TECHNOLOGY **HEALTHY**
RESPONSIBILITY
TIME **TEACHING**
IMMERSIVE **INTRIGUING** **INTERACTIONS**
INTERNET **HEALTH** **REWARD** **SUSTAINABLE** **REVEAL**
WELCOMING **REHABILITATION** **AUTONOMOUS**
ADAPT **TANGIBLE**
EDUCATION **RESEARCH**
COMMUNITY
LEARNING **DAYLIGHT** **RELEARN** **LEARN**
ALTERNATIVE **WONDER**
LIFESTYLE
OPENSUPPORT **GARDENS**
CONNECTION **NATURAL**
RETREAT **RESTART**
REVEALING **TREATMENT**

DESIGN OBJECTIVES

provide a 'digital workshop' -- spaces to work with high-end technology that is not a personal computer, thus limiting personal distractions

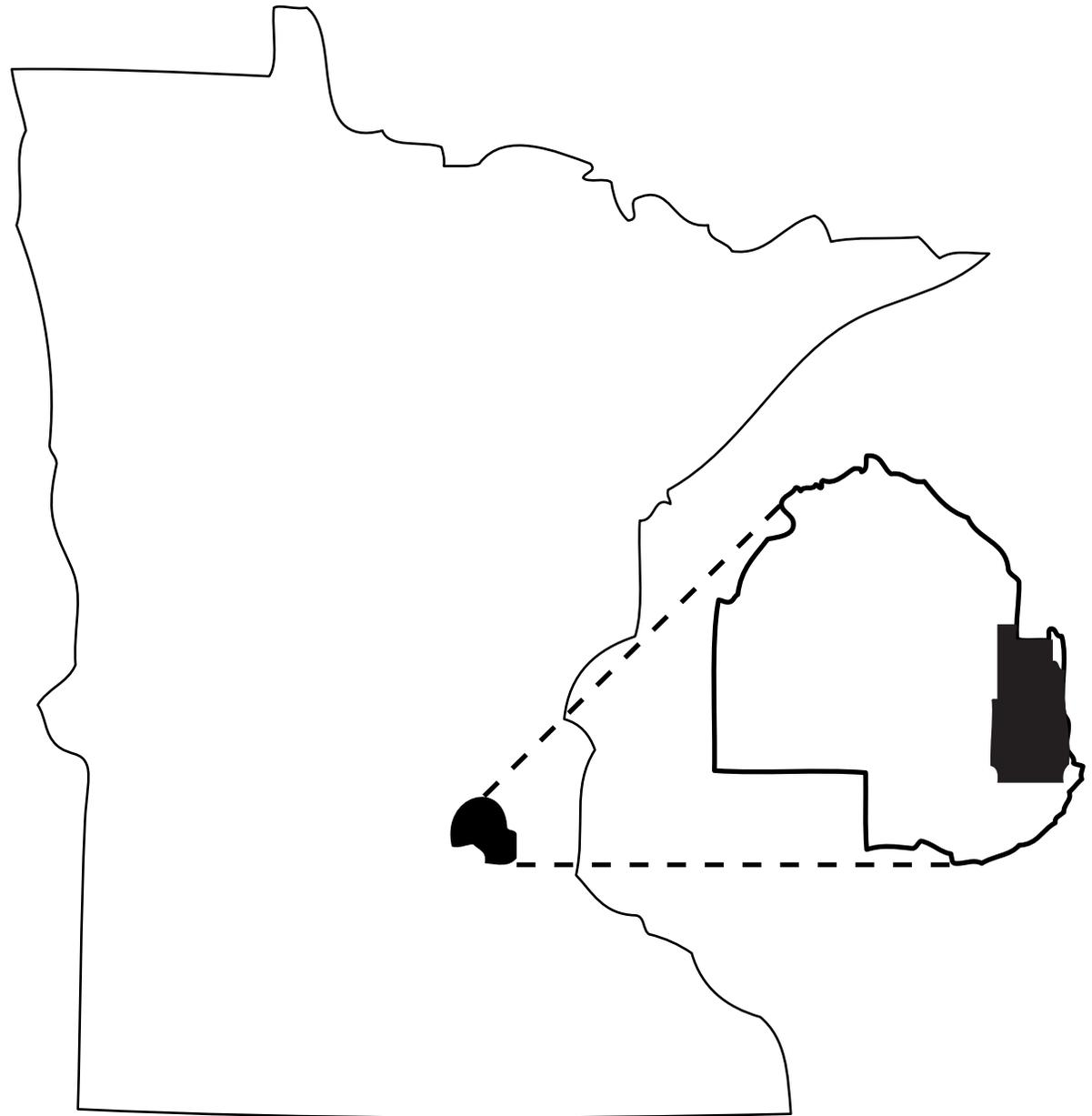
teach responsible technology use through passive building systems that are directly observable

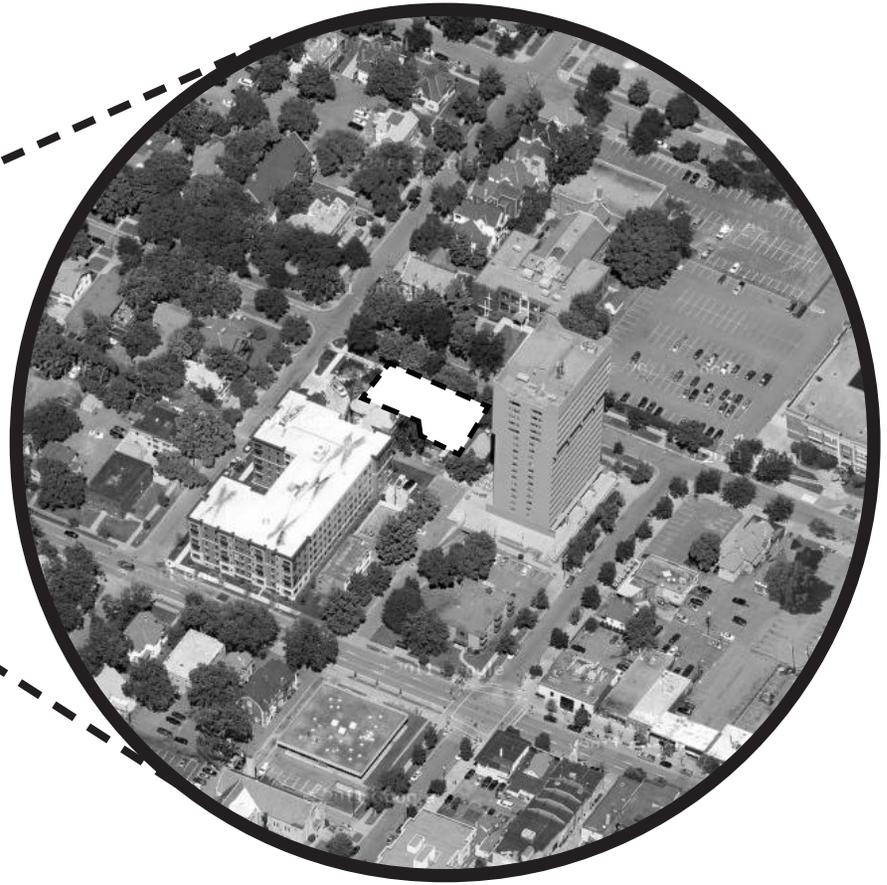
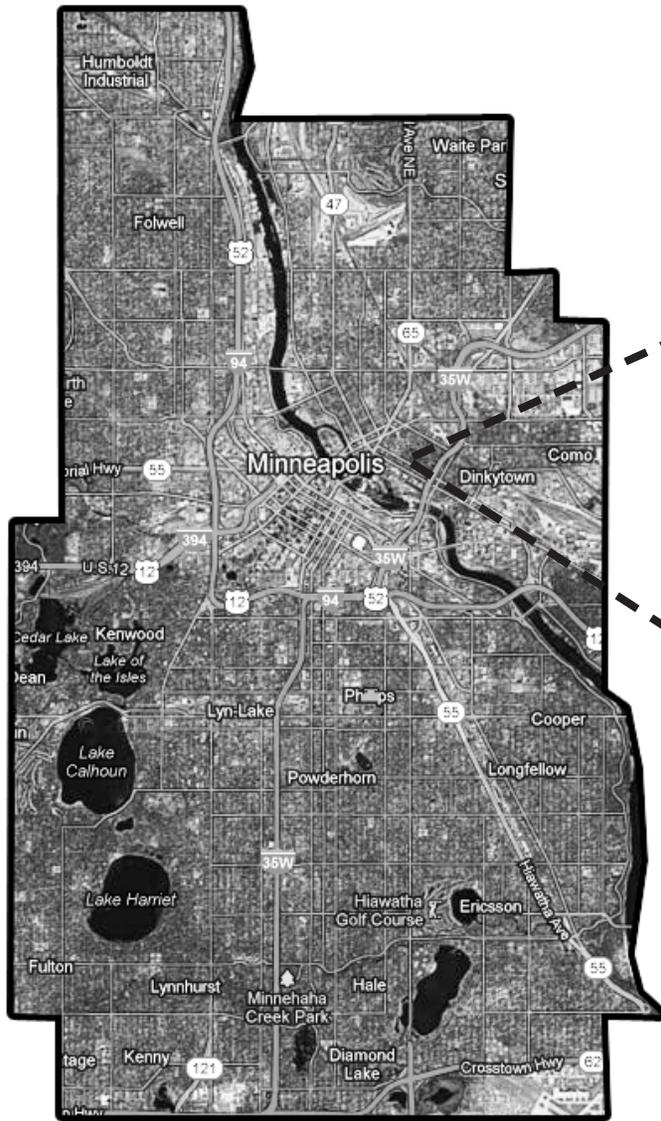
educate users through seminar and workshop-based courses promoting computer literacy and responsible computer use

provide a positive user experience that promotes well-being and social interaction

SITE

The site, a roughly 2000 sqft corner lot in the Dinkytown district of Minneapolis, was chosen for several reasons. First, it is close to the University of Minnesota Minneapolis campus, providing a perfect opportunity for university-related research. Second, there is a very large population of young people in the area; Dinkytown is known for its young residents, and the site is adjacent to the University Technology Center. Also, the site is in a pedestrian-friendly neighborhood with plentiful nearby parking and slow traffic.





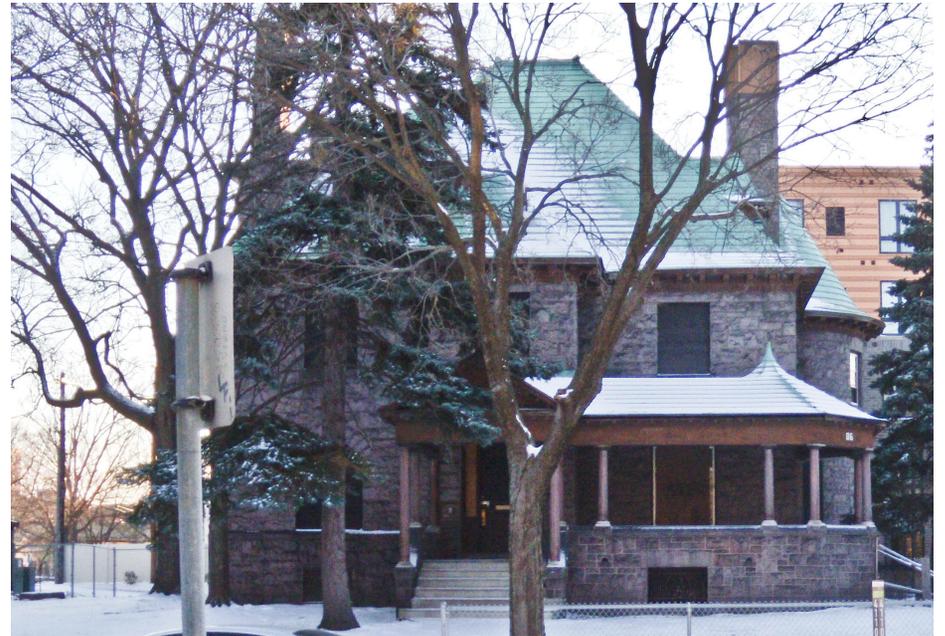
**1212 5TH ST SE
TRI-PLEX**

Bedrooms:	4	Bldg Area:	4050
Baths:	3	Above Grade Area:	2760
Res. Rooms:	12	Ground/Main Flr:	1290
Year Built:	1900	Second Flr:	1380
Stories:	2	Bsmnt Area:	1290



**1206 5TH ST SE
VACANT VICTORIAN**

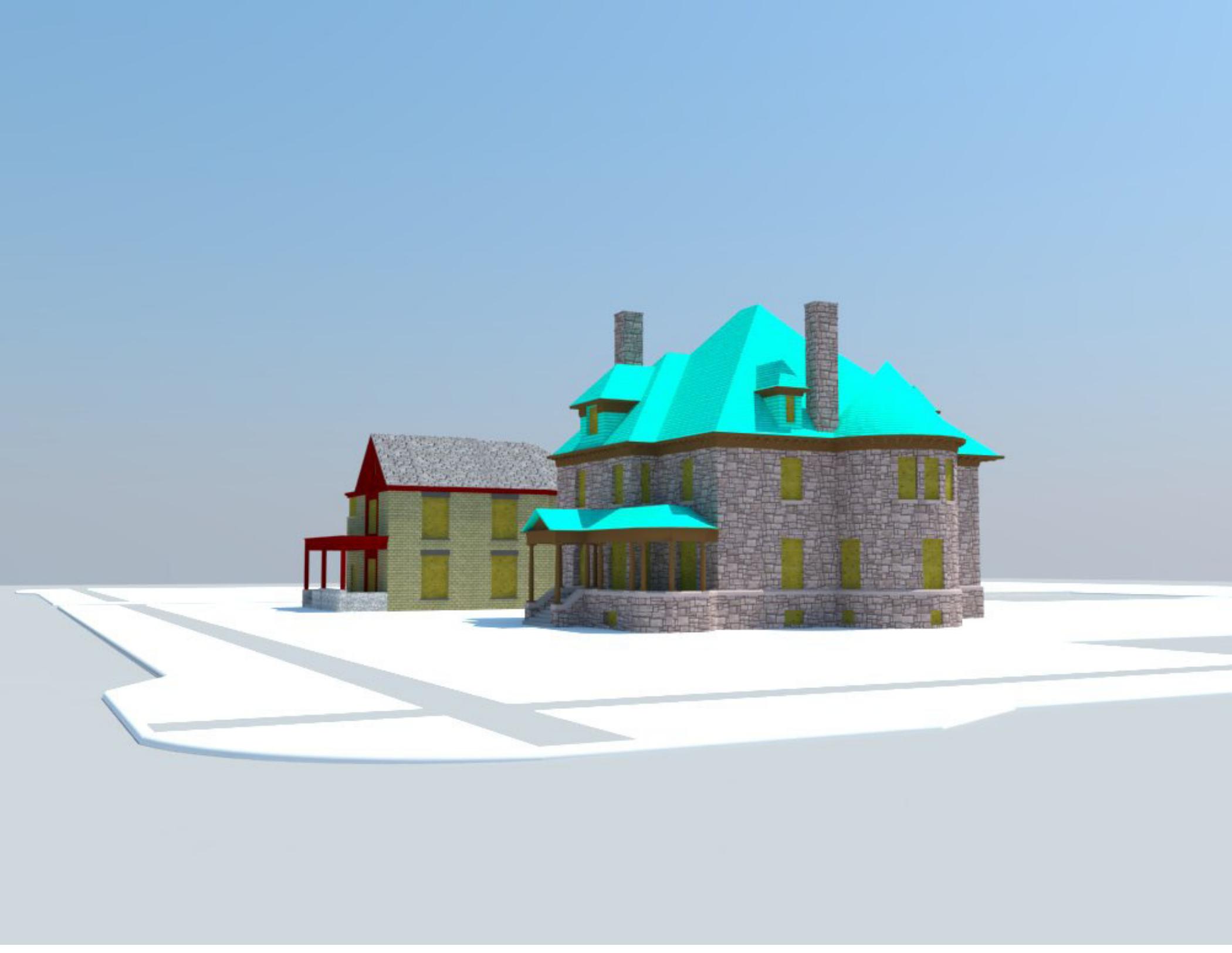
Year Built:	1892	Ground/Main Flr:	2148
Stories:	3.5	Second Flr:	2148
Bldg Area:	6444	Bsmnt Area:	2148
Above Grade Area:	4296	Finished Bsmnt:	537





SE 12th Av

ONE WAY
←

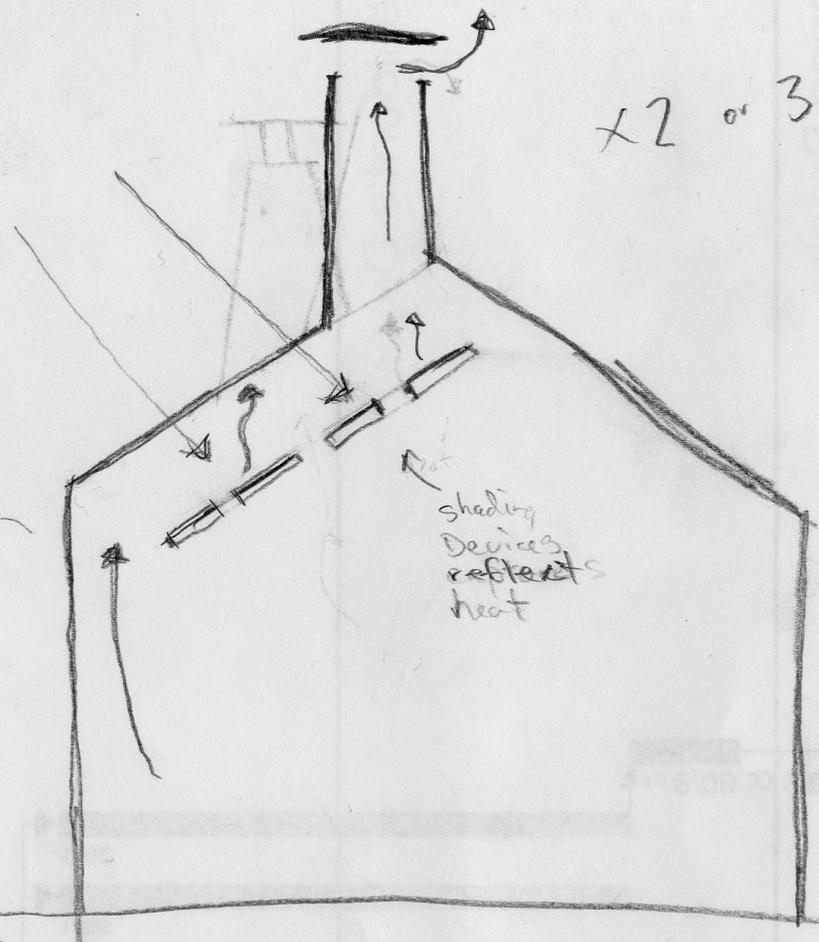




2.5'

3.5'



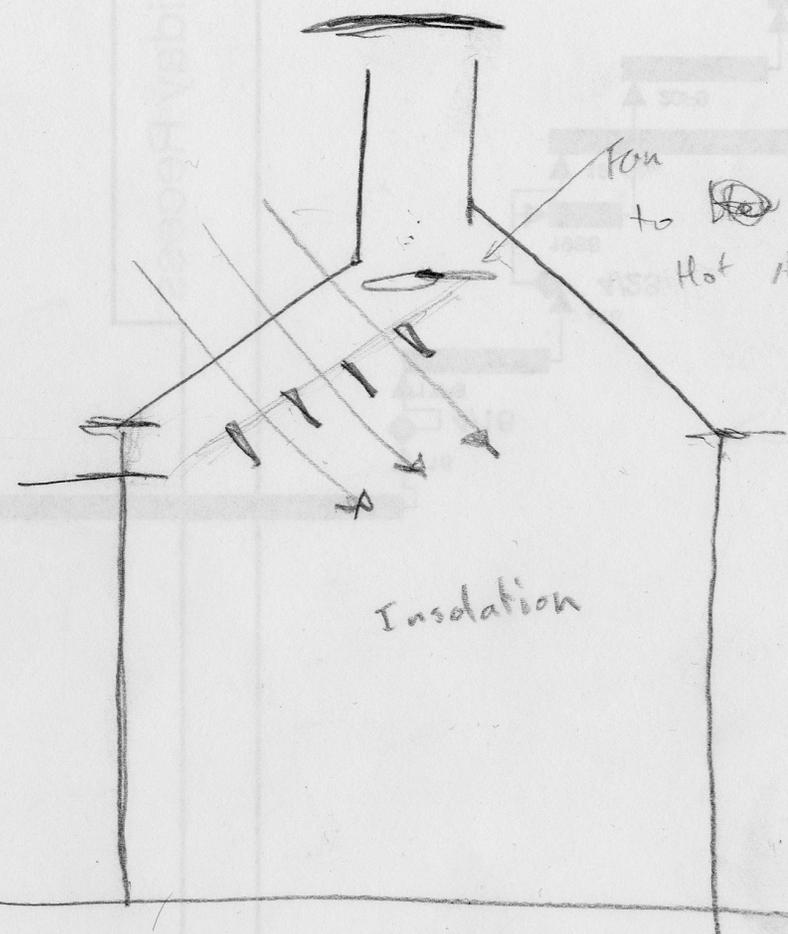


x2 or 3

supply low

shading Devices reflect heat

SUMMER



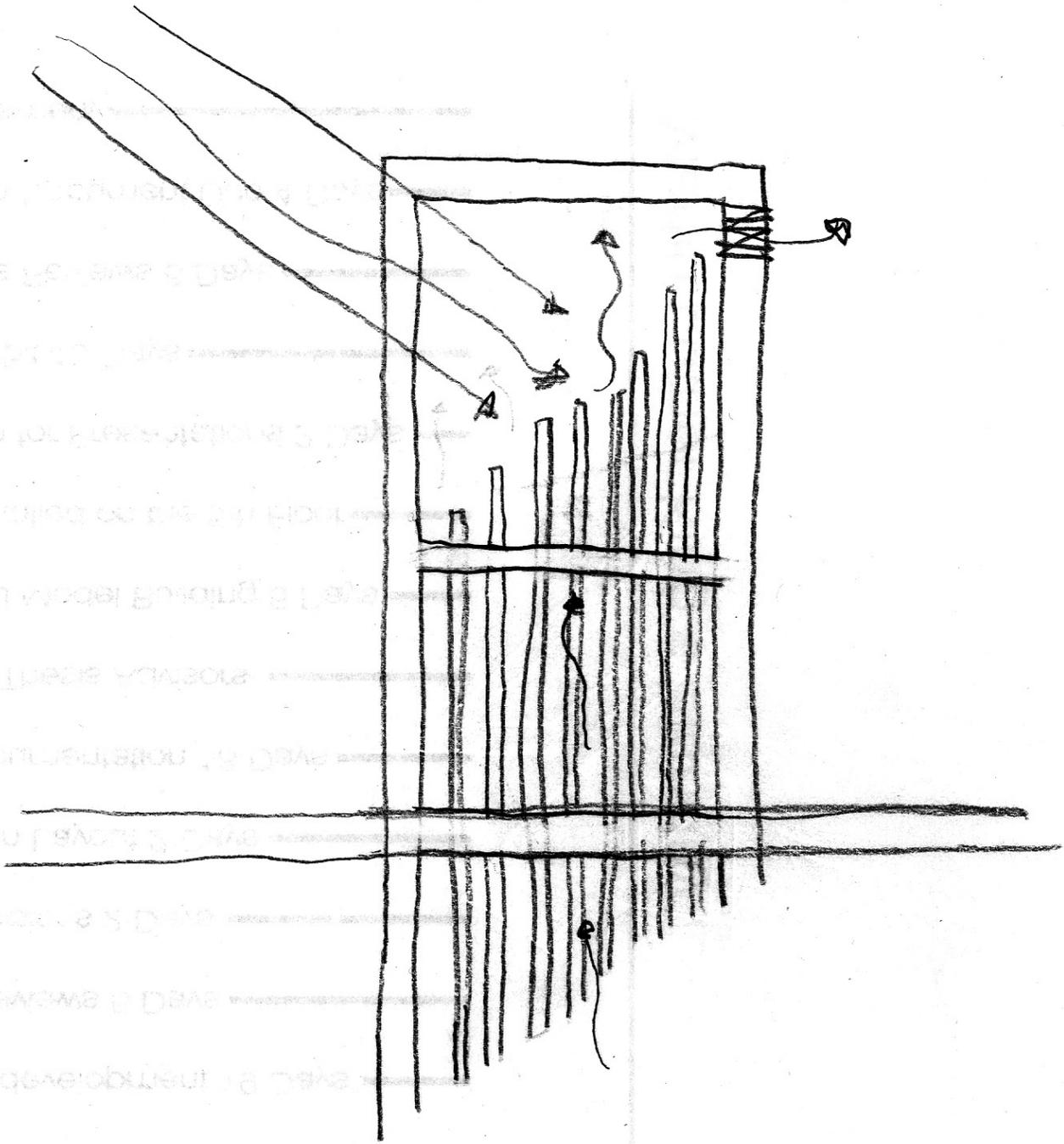
You to Hot

Insulation

WINTER

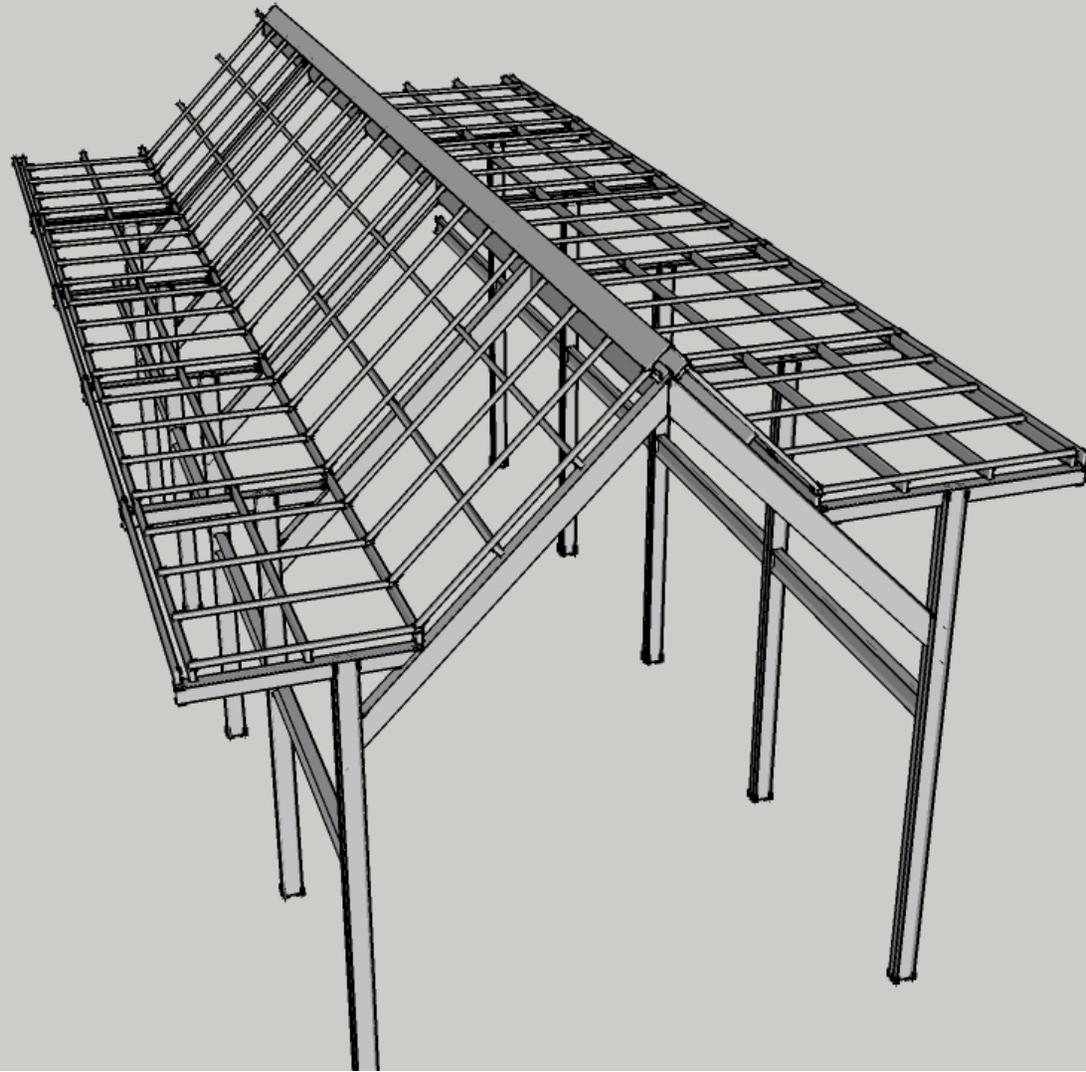
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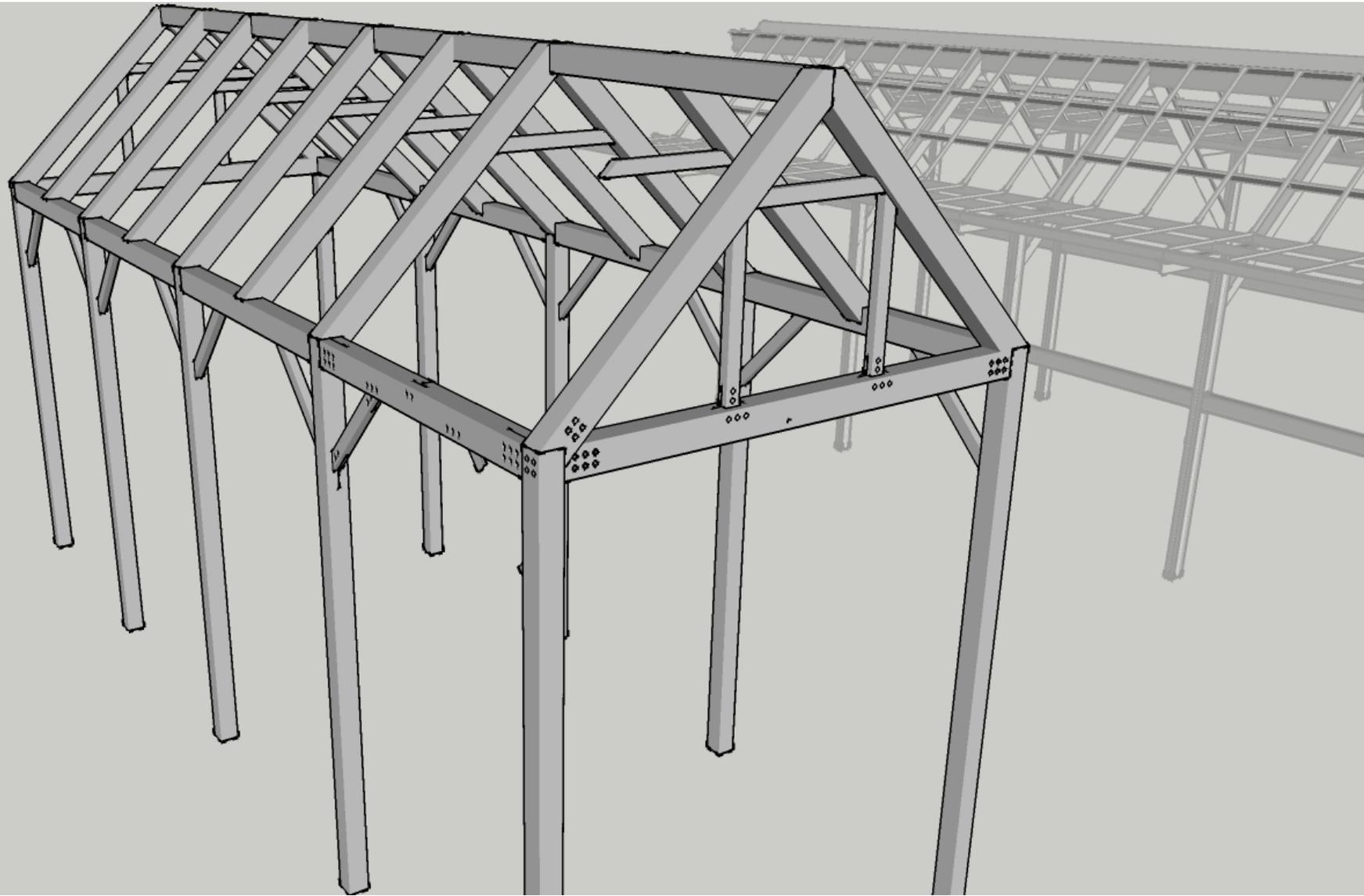


1980

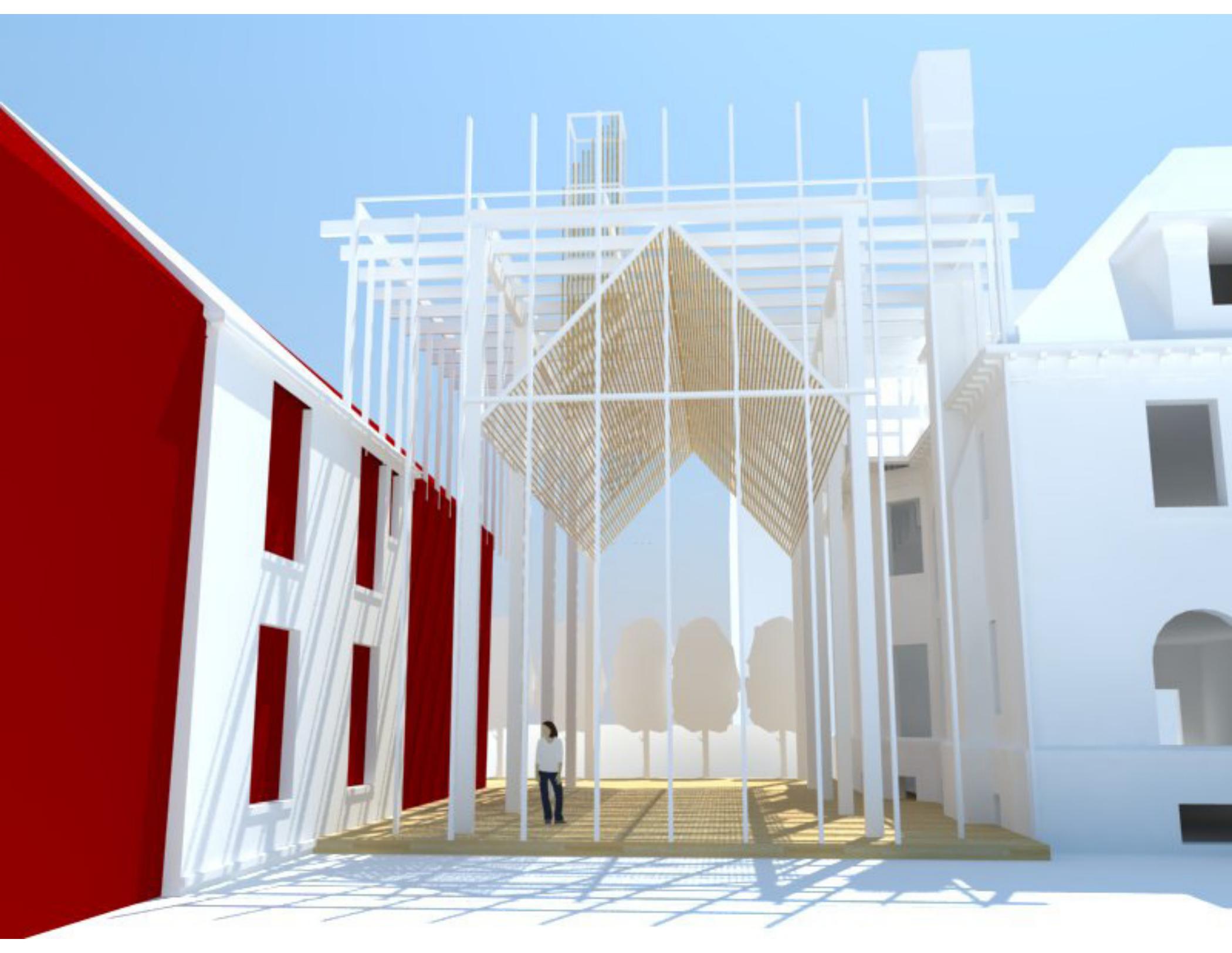
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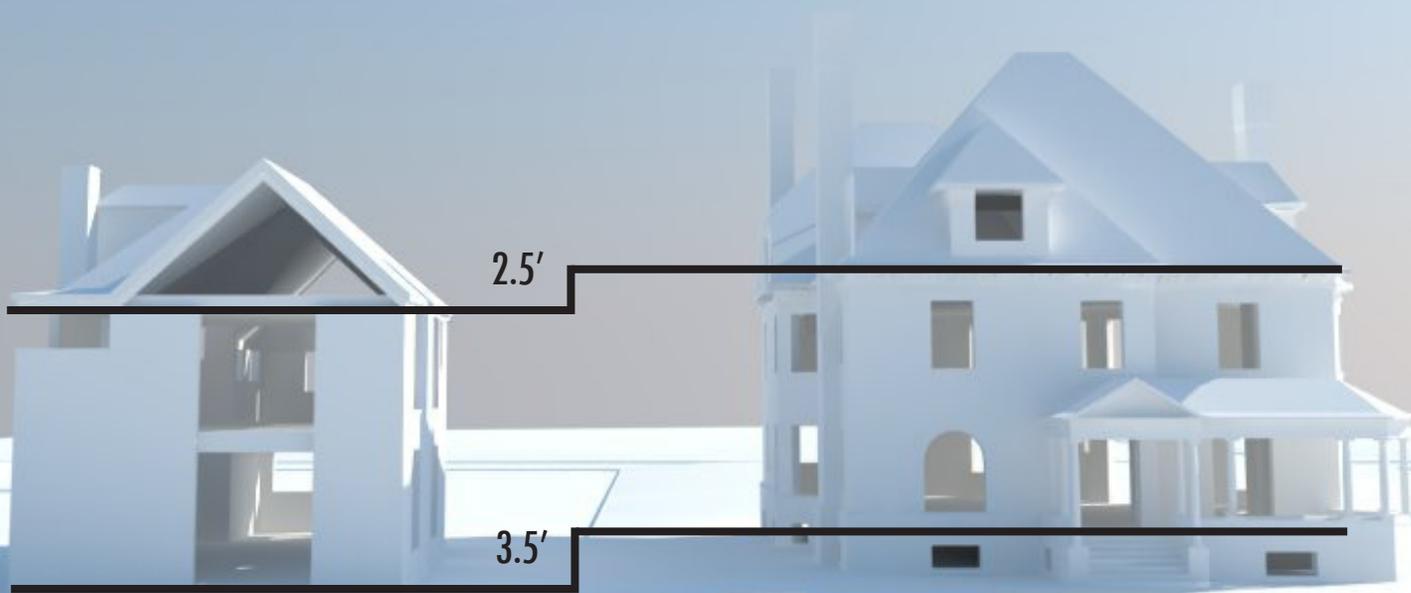












2.5'

3.5'



