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ENGINEERING THE DIGITAL WORKPLACE
The Architecture of Changing Social Interaction
Eric Lagergren, Thesis 2013
What is the role of architecture in the context of an increasingly social and interconnected society?
Project Typology: Software Engineering Firm

Location: Sioux Falls, SD
Humans have been interacting for thousands of years.

Largely face to face, human to human.

Recent decades have placed devices harboring intangible environments between people, and done so at an ever increasing rate.

An asset for business... Transformative for social lives...

Understanding Connectivity
Human-Computer Interaction

is about interfacing between people, using systems designed by people.

Presents an evolutionary disconnect.

Many systems seek human conformity. The best systems are intuitive.
Privacy

In the information age... In the modern working environment.
Sensitive issue in western culture.
Most have a vague concept of its application (spend little time or energy protecting their privacy).

A form of social control.
A deterrent to criminal activity.
Communication Across Networks

Voice
Visual
3D Visual (the future)
Combinations

Each tech-driven method filters out cues essential to fully engaging conversation.

The Developer Challenge: Secure, cost-effective virtual environments which preserve the 'human' part of communication.
Business (Technological Workplace)

Buildings are smarter
More automation
More end-user knowledge

Companies less grounded in 'brick and mortar'
Case Studies

Locations both domestic and global

Apply delight to the work

Sprawl & Adaptive Reuse
1856: Dakota Land Company + Western Town Company make claims

Fort Sod

Fort Dakota

Rich history as agricultural hub, economic powerhouse

Sioux Falls: America's 47th fastest growing city
Energy of Place

Circulation Patterns:
Vehicles and Pedestrians

Sources of Noise:
The building will be configured with centralized collaboration spaces, strongly connected private work zones and relaxing environments.

The software engineering firm will be the ideal vessel with which to study the relationship the built environment has with our interactions, and be a model for social space people desire to be productive in.

Movement patterns through downtown and the riverfront master plan will help to interpret the site and context.

Visual connections within and outside the building will serve as a reminder that the research is about connecting people.

The result will be an environment which emphasizes playful nature of the human spirit rather than focusing on social control.

Design Directives
Site Proposal

Parking relocated below grade
Removal of river wall
Narrowing of River Road
Indoor Street

Dining
Large Gathering
Transition Space

Design Elements
Channels of Energy + Individualized Workstations

Second Level

Design Elements

Direct link from offices to work spaces, bridging the indoor street
River connection
Open to the third level
Design for Chance Encounters

Spaces for spontaneous collaboration

Design Elements
Bicycle + River User Services

Design Elements
Contrasting Material Palette

Steel + Glass as synthetic and manufactured

Wood as warm, natural

Architectural expression of the coexistence of tangible and digital interactions

Masonry at the west end, security and contextual relationship

Connecting
Sunshade + Light Shelf

Seasonally Ventilated Curtainwall
Usable, Planted Roof Space

Buildings with servers require greater cooling
Big Sioux River provides a nearby, pre-chilled supply of water

River Water Cooling
Ultimately, architecture will be a means through which society can remain productive through social-electronic innovation without sacrificing tangible interaction.
Thank You.