

# Juvenilia

Dom Gross

Juvenilia

Can we keep alive a moment between a certain helplessness in the world and a fearlessness towards the potentials of what will come?

In recent years the "discovery" of youth has led to large shifts in development of technology and the creation of a new market segment which is trying to capitalise on its helpless/fearless condition. Such development has taken leads from the overwhelming amount that is being written in popular literature and mainstream media, where Youth is being problematized in a manner that intends to give an image of its "debilitation".

Juvenilia is not studio about the problems a youth faces, it is a studio that will ask questions of the architectural project with nominal prerequisites, fearlessness, and stemming from new sociocultural scenarios that have not hitherto existed.

Can we embrace--without prejudice--these complex spatial and aesthetic reflections that youth face in order to capture architecture projects? Juvenilia will unearth non-linear forms of space-making working with abstract narratives by association. The end of the studio will create unique portraits concerning new obsessions of youth.

In Juvenilia, each participant will document a new scenario facing youth and respond by actualising literary, spatial and material responses. A full list of Juvenilia topics and buildings will be provided at the beginning of the course and will set the foundations towards the individual projects.

Topics with architectural implications that concern the generation growing up today include novel forms of: independence of driving after AI; courtship and message-bound dating; dealing with the Realism of the local vs. the planetary horizon of the internet; evaluation between truthful reports and biased life-stories that are washed away in social media; socializing in the suburban Mall; contagions of the social and emotional; parental monitoring 24/7; following real-time/mass saturated News; corporate patronisation landscapes, the right to be forgotten etc.

The final delivery will be an individual "Juvenilia project", comprised of: a "radiography" of a precedent space, a Fragment-That-Never-Existed (FTNE) ie. a video, collage or physical fragment), a project text, sections/plans/volumetry and five images of a fully accomplished building. Knowledge of Adobe Creative Suite (eg. Illustrator, Photoshop, InDesign), Rhinoceros (Grasshopper is an advantage) is a minimum requirement. Prompt weekly attendance is compulsory.

Start of the studio: Friday 06/10/2017, 9:30am. Regular presentations: or "Pin-Ups": Fridays, 9:30-12:00. Workshops: Fridays 13:00, plus (irregularly) Saturday's / Guest critics will be invited for mid-term and final reviews.

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