H.A.U.S. - HUMANOIDS IN ARCHITECTURE AND URBAN SPACES

BLOG IS OUT

Monday, October 9, 2017
16:30 – 17:30

Google Calendar • ICS

The interdisciplinary research group “Architecture Humanoids Project” is researching issues of humanoid technology in human lifeworlds with a focus on architecture and urbanism. By correlating approaches of architectural theory, philosophy and computer engineering, the project is conducting architectural theory and philosophy driven experiments with Aldebarans Pepper, Romeo and some Naos.

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Earlier Event: October 2
All Lectures of the ETHICS OF CODING / TOWARDS A QUANTUM LITERACY Conference are online!

Later Event: November 1
Gregg Lambert: Reflections on a Silurian Lake
Team

Clara Haider
Christoph Hubatschke
Matthias Hirschmanner
Christoph Müller
Vesela Petrova
Oliver Schürer
Benjamin Stangl
Christiana Tsiourti
Mission Statement

May those machines called humanoids, be envisioned as assistive or instrumental, robots reach beyond their intended functionalities as actors in social and spatial human relations. While instrumental robots take care of household chores and other productive tasks, assistive robots provide all kinds of services to the people. Especially assistive robots will enter intimate and private human situations. Some researchers, such as Sherry Turkle, the director of the MIT Initiative on Technology and Self, anticipate robots becoming a social problem. Clinical psychologist by training, she has analyzed machines as “relational artefacts” and fears that people form intimate nurturing bonds with evocative objects, including sensitive robots (or toys). This argument feeds off the much older irrational fear that robots would one day enslave humans, but it does show the need to develop the mediated aspect of humanoid robots. Just like personal computers have evolved from sophisticated calculators to multimedia aggregates, robots will also turn into media as they get positioned amidst human communications. The first steps in this direction have already been taken by Anybots with their telepresence robot, the QB, for example. (A next step in this technological evolution is iRobots AVA Mobile. Conceived to allow for more than just telepresence by offering an open an expandable platform. But) common to this branch of robotic technology is that it misses means to affect an environment by physical action, a core aspect of social actors. (As a development in technology from telepresence to social action) Androids in this project are conceived in environments of future homes and workplaces that are already significantly augmented by technology. Complimentary to the augmented Architecture equipped with sensors and actuators for all kind of reactive functions, an architectural android is understood as the active technical element. While reactive Architecture will watch, perceive and advise the architectural android will investigate, fetch and put up efforts. 

The goal of the Architectural Android project is to develop an application for an humanoid meant to exceed the traditional mediation of mental content may it be symbolic or iconic to
About

H.A.U.S.
HUMANOID ROBOTS IN ARCHITECTURE AND URBAN SPACES

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H.A.U.S. was founded by Oliver Schüter 2014

TAGS

anthropomorphism / Ars Electronica / Benjamin Stangl / Christoph Hubatschke / Christoph Müller / conference / cultural differences / cultural robotics / HRI / humanoid / Kari Jormakka / Laboria Cuboniks / lecture / machina / Mark Cœckelbergh / nao / night of the robots / Oliver Schüter /