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The Architect in the Digital Age

The thesis aims at creating an overview of algorithmically controlled design methods and their outcome, pinpointing those regarded to be beneficial or disadvantageous for the quality of architecture and design projects. During the research, two major discussions have been detected: First, there is a debate about authorship and creativity, which is ascribed the human designer, the computer or complementary relationships between the two. Second, there is a question of liability regarding the underlying motives of the outcome that are sometimes strongly associated with the design methods used and/or with the conceptual origin of certain simulations. The thesis have identified a trend where factions are approximating the extremes of these discussions. Based on ethical arguments and research on creativity combined with experiences of conversion from the digital to the physical world, the thesis presents a normative statement regarding the utilisation of algorithmically controlled design methods. The statement argues that the human is the author as well as the creative force of the design process, that motives should be driven solely by arguments regarding aesthetics and function and suggests that a discussion about conduct, throughout the design process and fabrication, might give way for an overarching approach to maintain quality.