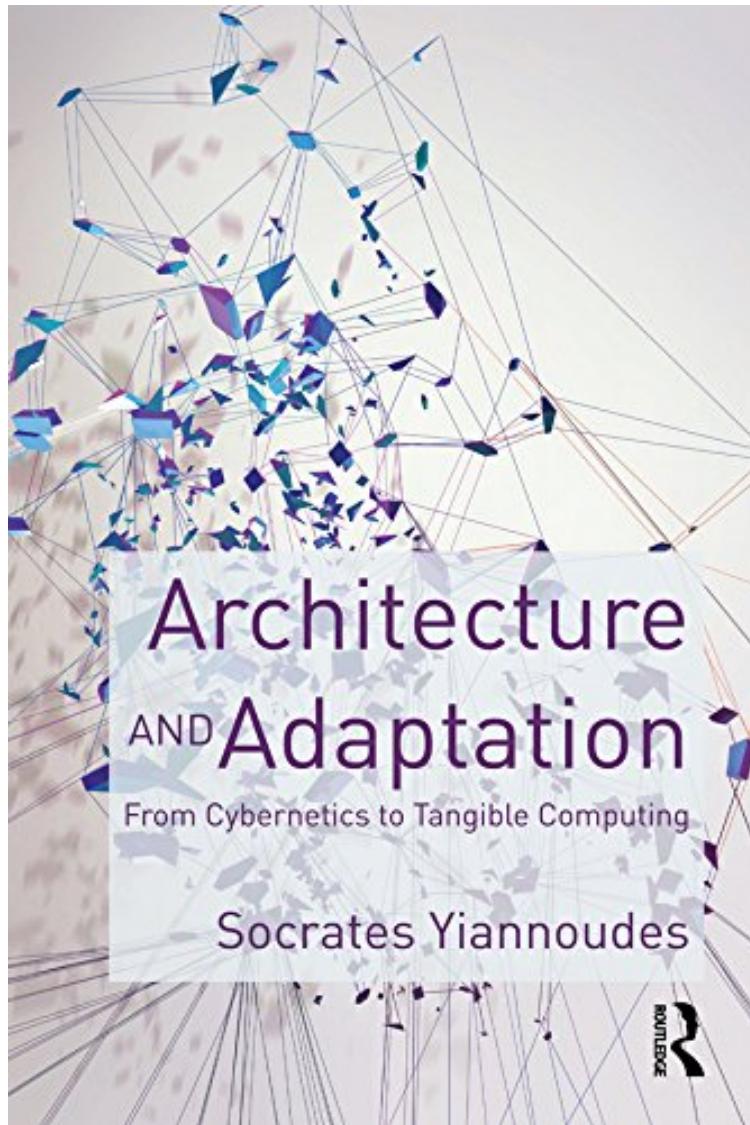


Architecture and Adaptation: From Cybernetics to Tangible Computing

Socrates Yiannoudes
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Architecture and Adaptation discusses architectural projects that use computational technology to adapt to changing

conditions and human needs. Topics include kinetic and transformable structures, digitally driven building parts, interactive installations, intelligent environments, early precedents and their historical context, socio-cultural aspects of adaptive architecture, the history and theory of artificial life, the theory of human-computer interaction, tangible computing, and the social studies of technology. Author Socrates Yiannoudes proposes tools and frameworks for researchers to evaluate examples and tendencies in adaptive architecture. Illustrated with more than 50 black and white images.

About the AuthorSocrates Yiannoudes is a Lecturer at the School of Architectural Engineering, Technical University of Crete, Greece. He teaches Architectural Design and Digital Technologies, theory and practice, at undergraduate and postgraduate level. His research interests include digital culture and architecture as well as the application of science and technology studies in architectural research.