Music Sharing Center by Assaf Shvo

Theme/goal:
To provide a visceral (bodyrelated) experience in our increasingly digital lives.

Working method/technique:
Generating space which talks of three basic conditions: first the idealized, absolute space tuned for spatial and acoustic experience located within an existing building structure without referencing the context (alienation), second the transitional space in which the new condition merges into the existing (insertion/ how to make people forget), third 'off springs' from an ideal space within the compromised context of the actual environment of down town (hybrid condition/ dual urban existence) – using three dimensional representation combined with collaging techniques, using sections to talk about concrete spatial conditions, aspects of construction and use re. the varying conditions

Achievements:
– program: acoustic urban infrastructure , music sharing centre as an interactive experience, providing listening booths (intimate listening and download spaces) outside and inside, device/gadget–architecture addressing a certain lifestyle essentially connected with products such as skateboard, mp3, etc. challenge of how to appropriate digital download space within architecture, manifestations/simulations of a virtual, multiple and eventually commercial condition on the side of the physical, the real, allowing to become tactile
– material: website illustrating various points investigation incl. research, 3d representations of the three conditions mentioned above, analytical sections through different spaces (rel. to conditions) (1:20)

References:
"Both software and Hardware have undergone a process of miniturization – becoming increasingly smaller simply because they can. Digital infrastructure has no patience for our bodies. Concessions to the body (keyboards, earpieces, etc.) seem only to be hindering the quest for efficiency. With the goal of pure efficiency and invisibility, technologies are becoming pervasive. Some recent trends indicate the desire for a type of spatial and territorial compensation. The popularity of SUVs and suburban mini–mansions suggests a desire for space and territory that flies in the face of necessity and efficiency. In engaging physical and environmental systems that are equally complex but offer more transparent expression and engagement, the following projects attempt to address this yearning for visceral experience in our increasingly digital lives." Thaddeus Briner, HardWHERE

"There is a discrepancy between the amount of effort manufacturers put into producing new goods and the functionality and quality that people want . The side effect is the wastage of products that are discarded, usually just because a fraction of their value has gone. () We humans are not easily satisfied, I realise that all too well. Each of us wants a walkman, a TV set, a mobile phone, a computer, a disc man, a tuner amplifier, a clock, a calculator, a laptop and a camera just to survive in our jungle of social commitment: a minimum of ten commodities in a row. Power plants, accumulators and batteries provide them with energy.() If one of them is no longer satisfactory because something breaks off or gets scratched. Or its design or technology seem outdated, we simply get rid of it and buy an `improved´ low quality specimen of modern technology. We expect it to be more in line with the evolution of our personal taste and wishes, until further notice." Thierry Kazazian, Service instead of sales