



INTERNATIONAL RESEARCH GROUP IN ARCHITECTURE AND SOCIETY **GIRAS**

23th INTERNATIONAL CONFERENCE
ARQUITECTONICS: MIND, LAND, AND SOCIETY
 ETSAB, Technical University of Catalonia, Barcelona, June 4-6, 2025

CONFERENCE THEME:
 EDUCATION IN A DIGITAL ENVIRONMENT: ART, DESIGN AND
 ARCHITECTURE
*In Commemoration 250 Years of La Llotja School of Design (Barcelona, 1775-
 2025)*
 Online and in-person

CALL FOR PAPERS

ORGANIZED BY

International Research Group in Architecture and Society (*GIRAS*). Technical
 University of Catalonia (Universitat Politècnica de Catalunya UPC).

VENUE

School of Architecture of Barcelona (ETSAB), Technical University of Catalonia
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www.racba.org

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llojta.cat/internacional/

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Catalan Urban Form Fund, National Archives of the autonomous government of Catalonia (ANC).

Mind, Land & Society Architectonics Newsletter Network.

PROGRAM

(To be updated one week before the conference)

The global, environmental situation is driving new technology changes into the teaching of both the visual arts and architecture. Changes affect the architectural profession. The conference addresses the interface between, on the one hand, design disciplines such as programming and evaluation and, on the other, the built environment. Also, it focuses upon the scientific disciplines of human perception and behavior, traditionally related to the teaching of art, design, architecture, landscape, urbanism, and to overall environmental design. New trends share scientific inquiry on similar areas of knowledge. Sessions will question first of all how to challenge climate, environmental change through the coexistence of models that include diversity, historical and cultural identity. Secondly, how to provide an educational dialogue between the human brain and emerging technologies.

The relationship between different areas of knowledge requires for teaching no longer allows each area to be a separate discipline or self-closed box. They are

not independent from each other even though they might operate from different pedagogical, neurological or cultural points of view. The brain is able to simultaneously learn art, design, architecture and the history of material culture. Virtual simulation of buildings and cities provides tools to support multisensory perception of space that awakes the mind.

The education of art, design and architecture in today's digital environment profits from the advances of Artificial Intelligence. The use of new technologies should facilitate the accomplishment of fundamental human and educational purposes. As shown in recent surveys conducted by the GIRAS research group, there is an increasing demand among professionals for advancing possible negative impact of non-human brains upon creativity, architecture and society. Further work is needed by a critical, multidisciplinary effort to develop new tools of knowledge. The conference aims at contributions on a kind of architectural, neuroscience and social science research that predicts the behavior of the non-human brain upon environmental design activities. Particularly when design activities are understood as holistic, human, cultural practices.

HOW TO PARTICIPATE

Send abstracts to conference sessions and workshops.

This year's new event: Open workshops on art, design and architecture. Thanks to an agreement among institutions, in commemoration of the 250 years of the foundation of La Llotja School of Design of Barcelona in 1776, the 2th and 3th of June workshops will take place in the public facilities and urban art installations. Participants can thereafter assist to the conference next day. Inscription of workshops is due before 31st of March 2025. Send registration/application form to: newsletter.pa@upc.edu

One week-workshop on architectural and urban design will develop architectural and urban design projects through multimedia resources, simulation games, model-making, videos, drawings, theatre, graphics and animation. The workshop aims at exploring – and maybe questioning – the future role of artificial Intelligence (AI) in the traditional mental process that architects usually follow to produce designs which eventually materialized in buildings. Some scholars argue that the integration of artificial intelligence (AI) in architecture is transforming the design process; architects could become more creative by interacting with data scientists and engineers. The workshops will provide: Installations have Fab-Labs workshops on broad activities on arts and crafts, design and architecture; engravings and lithography; ceramics; new technologies including AI digital tools; fire enamel (with a Big Four); artistic fabrics (different kind of fabrics); cast sculpture with different materials and technology; industrial design methodology; interior design; photographic lab for architecture; Fab-Lab, Sketch-Fab models; artistic jewelry; artistic and technical drafting; illustration design; Fab-Lab. comics and mural painting. Before and during the conference these workshops can be visited and analyzed from a pedagogical viewpoint online: llojja.cat/internacional/www.llojja.cat

DEADLINES

Abstract submission: March 31st, 2025 (extended).

Notification of acceptance: April 15th, 2025 (extended).

Final Full paper submission in Word Deadline: October 31st, 2025 (Limited to 10 pages, DIN A 4 format).

SUBMISSION ABSTRACT GUIDELINES

Abstracts restricted to 250-500 words.

The title cannot exceed 65 characters (with spaces).

Two abstracts per conference by author or co-author may be submitted.

Abstracts should be submitted to: newsletter.pa@upc.edu

Online and in-person, 15-minute presentations will be scheduled according to program and track sessions. Abstracts and papers will be uploaded in Open Access, website www.arquitectonics.com. A selection of full papers will be published in the Newsletter Journal *Arquitectonics: Mind, Land & Society*. Papers may be presented at the same time to other accredited magazines or publishers such as ACE, EGA, SPRINGER, etc.

Co-authors unable to attend the conference are not required to pay registration without a certificate of attendance. Co-authors who attend the congress will register with a special, fee discount. See Table below:

REGISTRATION AND PAYMENT FEES

	PROFESSORS AND PROFESSIONALS	STUDENTS
WORKSHOP + ABSTRACT PRESENTATION	300€ PER GROUP	
CONFERENCE ATTENDANCE WITH PRESENTATION OF ABSTRACTS	300€	100€
CONFERENCE ATTENDANCE WITHOUT ABSTRACTS (ONLINE AND IN- PERSON)	100€	50€

REGISTRATION AND PAYMENT

Please fill in the application form: [Formato de Registro](#)

Choose payment methods: card or automated bank transfer:

<https://event.meetmaps.com/Arquitectonics2025UPC/en/registration>

KEY SPEAKERS

EILEEN ADAMS

Creating Links between Art Design and Architecture in Schools

She has a wide experience of cultural leadership as a teacher, lecturer, researcher, writer, examiner and consultant, at all levels of education. Her work in research and development has connected art, design, the environmental to architectural education. The outcome has changed government policy-making on teachers' practice in the UK.

ANNA BOFILL LEVI

The Inter-Artistic Future of Fine Arts in Catalonia: An Example through Music and Architecture

Architect co-founder, with Ricardo Bofill Levi, of the architectural firm in Barcelona *Taller de Arquitectura*. She left the office to work as an independent architect and musical composer. She has published several books and articles on architecture, music and genre studies; most recently, *Hacia la ecomorfología. entre la utopía y la realidad* (Madrid, 2025). As a music composer, she has designed several musical events and performances in different countries by using the artificial intelligence of digital musical systems. She recently received the "University of Alicante Equality 2025" award and held an exhibition of her work at the T.S. School of Architecture in Barcelona (UPC).

MARIA TERESA CEDILLO SALAZAR

Academic Challenges in Farq Uanl

She is dean of the UANL School of Architecture of Monterrey (Mexico). In the past thirty years, she has been teaching and doing research by developing academic leadership, spearheading curriculum updating, space revitalization, and knowledge advancement.

FLORES & PRATS STUDIO

The Discipline of the Existing

Flores & Prats Studio is an architecture office, founded in Barcelona in 1998 by Ricardo Flores and Eva Prats. It is dedicated to the confrontation of theory and academic practice with design and construction activity. They have worked throughout Europe on projects of adaptive reuse, social housing and urban public spaces by including neighbors' participation in the design process. They have obtained, among others, the Grand Award in Architecture at the Royal Academy of Arts, the City of Barcelona Award and the City of Palma Award. They have been invited to the last five editions of *La Biennale di Venezia*. Eva Prats is professor at the Mendrisio Academy of Architecture and Ricardo Daniel Flores, Guest Professor ETH Zurich university. They are part-time professors in the School of Architecture of Barcelona (ETSAB).

PAOLO FURIA

Morphology, Phenomenology, Hermeneutics: Continental Philosophy Approaches to Human Geography

Professor at the Department of Humanities of the University of Torino. His Ph.D. dissertation and recent published research focus upon on the philosophy of Paul Ricoeur. He co-organizes the “Aesthetics Research Torino Seminars”. He is a member of the European Society of Aesthetics, the Italian Society of Aesthetics, the Interuniversity Center of Morphology, the Centro Studi Luigi Pareyson and the Society for Ricoeur Studies. He has participated in international conferences and seminars in Berlin, Paris, Palermo, Rome, Chicago, Los Angeles, Detroit, Leuven, Ljubljana. He is a member of the PRIN project “Revis – Silentscapes” and was a member of project teams in Paris (Ehess and Paris Nanterre). He has published 3 monographs (*Rifiuto Altrove Utopia*, *Mimesis* 2019; *Estetica e Geografia*, *Mimesis* 2020; *Spaesamento. Esperienza estetico-geografica*, Meltemi 2023) and several articles in English, Italian, and French. In 2023 he has been visiting professor at the Pontificia Universidad Católica del Perú (Lima), Universidad Para el Desarrollo Andino (Lircay, Perú) and in 2024 at the Guangzhou University for Foreign Studies (China).

DAFNE MUNTANYOLA - SAURA

Internationally Artistic Gossip in Architecture: A Cognitive Ethnography of Practice

Professor of Sociology and Vice-Dean for cultural affairs, Autonomous University of Barcelona (UAB). Postdoctoral research at the University of Nice and Fulbright Fellow in Cognitive Sciences, University of California at San Diego (UCSD). Visiting professor in UCSD, Trinity College, London and in St. Petersburg State University. Director of the Board of the Sociology of the Arts of the European Sociological Association (ESA) and Member of the executive Committee of the FES. Her research is centered in the sociology of cultures and the arts, with emphasis on ethnographic analyses and social networks

JUAN DOMINGO SANTOS

Relations Between Mind Land and Society Through My Own Work

Ph.D. Architect was awarded the FAD Prize of Criticism (Barcelona 2014). He worked with Alvaro Siza Vieira in the project “New Door of the Alhambra”, La Alhambra (Granada). Professor at Granada School of Architecture and visiting professor in other schools. He will evaluate the design work of several studios as well as the work of freelance architects and university partners.

RODRIGO SAAVEDRA

Architectural Design from the Viewpoint of Form, Act and Observation

Ph.D. in Architecture, Dean of the Faculty of Architecture and Design in the Pontificia Universidad Católica de Valparaíso (PUCV). Co-founder and executive architect in the construction site of the “Ciudad Abierta” School of Design. His research focuses upon learning in early childhood through space configuration.

RAN SHABTAY

Deterministic Imagination, the 15-Minute City and Information-Based Models: A framework Applying Rule-Based Thinking and Information Systems to Data-Driven, Urban Design Solutions

Ph.D. candidate at the International University of Catalonia (UIC), Barcelona. He is the founder and director of Studio Chimera, specialized in parametric architecture and algorithmic design. He serves as a lecturer at the International University of Catalonia (UIC), where he integrates advanced computational methods with architectural theory and practice. His research explores the frontiers of non-linear architecture, the science of complex systems, and the transformative intersections of technology and architectural design.

CONFERENCE SESSIONS

Selected abstracts will be assigned to a session track. The focus should consider the impact of use of computers to increase design awareness, environmental sensitivity, and climate change. Papers should emphasize situated digital power for developing how to teach a “new sense of place”. The aim is to provide working hypotheses of alternative forms of artistic and architectural education based upon digitized programming; they should also be relevant to artistic practices, inter-artistic, design performance, environmental design, architectural, landscape and urban design. Evidence should be provided through topics and questions raised in the following session tracks. Track 1: The education of art and architectural design from infancy to adulthood. Track 2: The social construction of cross-cultural placemaking at the design studio. Track 3: A critical inquiry into artificial intelligence and the human brain: the point of view of artists, performers, architects, planners, and landscape and urban designers.

Track 1: The education of art and architecture from infancy to adulthood

1.1. How to educate children to live in a new place that is becoming a globalized world?

How to combine in-person and virtual communication in the aftermath of COVID-19 bio revolution? What are the best pedagogies to involve architecture and environmental design into basic education, next to other subjects such as mathematics, history, geography? What kind of interdisciplinary digitized tools and skills are needed? What could be the political implications for a new kind of school curricula? What are the spatial dimensions of new education methods used in the architectural design studio? Projects are done by students working within project teams or alone, in individually assigned tasks? Raymond Lifchez, a pioneer scholar on architectural education, noticed that when teaching in socially conscious studios, students of architecture increase their levels of design awareness and accomplish functionally-and-aesthetically fit projects; e.g., by incorporating accessibility and disability justice into design education.

There are other questions on architectural education related to children's rights in the city. Design studios should at once implement UNICEF quality-of-life indicators into actual regional planning and urban design. The indicators have been long developed and recommended by the "UNICEF Program Child Friendly Cities" but hardly applied by local governments, either in environmental-design programming or digitized, inter-artistic design, as Sheridan Bartlett has recently reported.

1.2. Teaching art, design, architectural design, urban design, landscape and regional planning in schools and universities

What is the interface between learning from virtual telematic and learning from reality? How to digitize social experience of everyday life for design programs and how students gather the data in physical spaces? How to evaluate today's multidisciplinary networks available in the market? How to analyze the best way to teach in the design studio of universities and colleges, either through group project assignments to design of a same site and with same design program, for all students in the class alike, or to design through individual assignments for students to freely choose a particular site and write their own program of needs? How to achieve a balance between individual obsession of innovation and a collective, rigid and homogeneous discipline? Finally, and as questioned recently by Ashraf Salama, how to relate architecture schools to their surroundings, to the reality of an ever and constantly changing historical, social, cultural and natural environment? In this context, Richard Sennett has pointed out to the ways today's global, ever-mutable form of capitalism is affecting our lives.

1.3. Smart cities and smart buildings: To design for the past and for the future

Institutions teaching how to design have invaded our cities with an overwhelming number of programs, master's degrees in art, design, urban design, urbanism and architectural design. They have diverse ecologies and an explicit sustainable, environmental, landscape and urban design intent. This conference invites these institutions, their students and professors, to participate and discuss their educational theories and practices. How to use computer simulation models so that the scientific, aesthetic and ethical capabilities of the users, for example, may increase. How digital tools may produce highly qualified designs grounded on human needs? How to follow the proposal made by Aldo Rossi to search for a new science of urban planning, sensitive to the collective memory of communities that want to preserve cultural identity?

Track 2: Social construction and cross-cultural placemaking in the design studio

2.1. Participation in placemaking is not merely product-design

The term of placemaking is not yet found in the language of product design, based mostly on, quantitative research analysis (marketing and probability mathematics) rather than qualitative type of research. Some software companies deliver information solutions that pretend to enable superior levels of project intelligence,

management and collaboration. Product-design still does not include participation parameters, set of variables that required in many cases in the design process. Social and cultural factors which people need in planning, namely through architectural programming and decision-making. Richard Sennett has explored social exclusion created by the gentrification policy-making, which involves product-design management; gentrification does not allow the development of the human welfare of communities by sharing different cultural values. Some software, product-design companies advertise themselves by challenging how architects are adopting AI to shape its role to “enhance design while preserving human creativity.” (AIA – Deltek 2025).

2.2. Tools for environmental impact evaluation and programing for participation

What is the role of interdisciplinary research in environmental impact programming and evaluation? How to prompt designers and decision makers into the social process of participation? To what degree post-occupancy evaluation studies accounts for life satisfaction standards? Self-reported life satisfaction tends to correlate architecture with well-being. Can participation make a difference between corporative images of architectural firms and cooperative, co-working office space alternatives? How this difference may facilitate user participation in design and the phenomenology of self-actualization along the design process? In spite the claims made by Ellen J. Kirkpatrick on the togetherness myth to cover up fear of economic collapse, David Seamon has observed that ethno-methodological studies implemented in participatory design have increased in number after the pandemic. The conference will address Case studies to evaluate post-impact effects of the pandemic with digital tools.

2.3 Cultural heritage and history of urban form

There is an urgent global need, both in schools and in the profession, for a constructive dialogue between contemporary, AI urban design and the preservation of historic urban fabrics; they are highly at risk at different scales of the built environment (e.g., in urban and/or rural settings). According to a recent AIA survey, in the USA there is a rise in new construction projects and steady growth in renovation, rehabilitation, additions, and historic preservation projects. (AIA *Firm Survey Report 2024*”, November, 4, 2024).

Track 3: A multidisciplinary inquiry into artificial intelligence (AI) and the human brain: Neuroscientists versus artists, performers, architects, planners, landscape and urban designers

3.1. Innovative knowledge and digital tools in the design studio and among architectural practioners

The mentioned above AIA survey conducted last year on the architectural profession shows that only a 28% of architectural firms are sole architectural practioners. This means that architects, as well as students, use AI in their day-to-day work all along the thinking, design process; not only as single applications for implementation in construction sites. Together with AI, how knowledge

(embedded, extended or distributed) may affect the design process? How about other theory frameworks such as phenomenology, problem-solving systems approach and hermeneutics may lead to improve AI models and concepts of architectural, Tech modernity? In this session Ph.D. dissertations will be reviewed on perceptions architects have on the use of AI tools at different stages of the design process.

3.2. The use of digital tools and AI to create a new sense of placemaking. Neuroscientists versus artists, performers, architects, planners, landscape and urban designers

Can a new sense of placemaking be developed in the architectural design studio only with the aid of the cognitive sciences? This final session presents current Ph.D. dissertation topics on architecture and neuroscience. It explores the role of the following list of digital tools and models to improve design efficiency: Space Syntax; Elan; spatial analysis platforms such as Isovists; and Biogenetic Analysis techniques. Papers are encouraged to give an overview of the work of some scholars who argue that artificial intelligence (AI) in architecture will increase the creativity of all agents involved in the design process. David Kirsh observes there is a need for interaction of architects with data scientists and engineers. Further research into AI and placemaking is also needed to better understand the relationship between, on the one hand, design experience and on the other, evidence on how the mind works in artistic, architectural and urban design creativity.

ABOUT US

The *Arquitectonics. Mind, Land and Society Network* has been reviewed by IA (bing.com) as follows:

“The *Arquitectonics: Network: Mind, Land & Society*” is a database and platform for architectural research that aims to facilitate the interrelation between professors, researchers, and Master's program and doctoral students, who study the relationships between mind, land and society in the field of architecture and urban planning. The network is directed by Josep Muntañola Thornberg and Magda Saura, School of Architecture, Universitat Politècnica de Catalunya. The network also publishes a journal called *Arquitectonics: Mind, Land & Society*, which features articles on a variety of architectural topics: critical thinking in architectural education; space syntax; semiotics; urban morphology; and inclusive projects. The network also organizes congresses, workshops and other events to promote the exchange of knowledge among its members and collaborators. The interest of the *Arquitectonics: Network Mind, Land & Society* is to explore the complex and dynamic relations between architecture and its social and natural contexts, and to develop a rigorous and innovative approach to architectural research that integrates theory and practice. The network also seeks to contribute to the advancement of architectural education and culture, and to foster a critical and creative dialogue among different disciplines and perspectives.” (www.bing.com May10th, 2023).

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