

Envisioning Future Spaces

Immersive Exploration with [des-Fi]XR

Begum Moralioglu | Prof. Dr. Leman Figen Gül

Objective:

This workshop aims to introduce participants to the novel concept of designing future architectural spaces using a blend of Design Fiction principles and Extended Reality (XR) technologies through hands-on experience with the [des-Fi]XR tool. This practical session is designed to foster creative exploration and critical thinking, providing a deeper understanding of how immersive technologies can shape the future of architectural design.

Full-Day Workshop

Duration: Approximately 7-8 hours (including breaks)

Number of Participants: max.20

Space Requirements:

- Access to a stable, high-speed internet connection.
- A presentation area with a projector or large screen.
- Power outlets and extension cords for charging devices.

Workshop Schedule

Introduction (1 hour)

Welcome and Introduction to XR Technologies and Design Fiction.

Briefing on the [des-Fi]XR tool and its objectives.

Exploring [des-Fi]XR Tool (2 hours)

Hands-on demonstration of the [des-Fi]XR tool.

Participants explore the tool individually and discuss their initial thoughts.

Lunch Break (1 hour)

Collaborative Design Session (2 hours)

Participants form small groups to collaboratively design future spaces using the [des-Fi]XR tool.

Facilitators provide guidance and support, stimulating critical discussions and creative problem-solving.

Reflection and Sharing (1 hour)

Each group presents their designs and shares insights about their experience.

Open discussion on the possibilities and challenges of using XR technologies for envisioning future spaces.

Conclusion (1 hour)

Review of the day's outcomes.

Feedback on the [des-Fi]XR tool and suggestions for future improvements.

Next steps and how to further engage with the [des-Fi]XR tool.

Requirements for Participants:

- A laptop computer
- Having some familiarity with any 3D modeling software
- Having some basic knowledge of Augmented Reality, Virtual Reality, and Mixed Reality

This workshop is designed to offer a comprehensive and immersive introduction to the [des-Fi]XR tool, enabling participants to understand its potential and contribute to its ongoing development. It is an ideal platform for architects, designers, researchers, and students who are passionate about technology's role in shaping our future built environment. By participating in this workshop, attendees will be at the forefront of new developments in the intersection of XR technology, Design Fiction, and architectural design.

Participants will have accomplished the following by the end of the workshop:

- Understand how design fiction and WebXR technologies intersect in the process of envisioning and designing future spaces.
- Have hands-on experience designing immersive, interactive digital environments that represent potential future spaces using WebXR technologies.
- Be able to apply design fiction principles and themes to their own designs, enhancing their innovative and creative abilities.
- Have made connections with other participants, broadening their professional network in this emerging field and cultivating a sense of community around the use of WebXR in design.
- Feel comfortable exploring and representing their visionary ideas for future architectural spaces using WebXR as a tool.

Participants will be a part of a platform on <https://fiction-xr.com/>. They will be able to access their final designs and the [des-Fi]XR tool even after the workshop ends, and they will be able to use the tool for their future studies and works.

**For further information or questions, please contact
moralioglu@itu.edu.tr**

