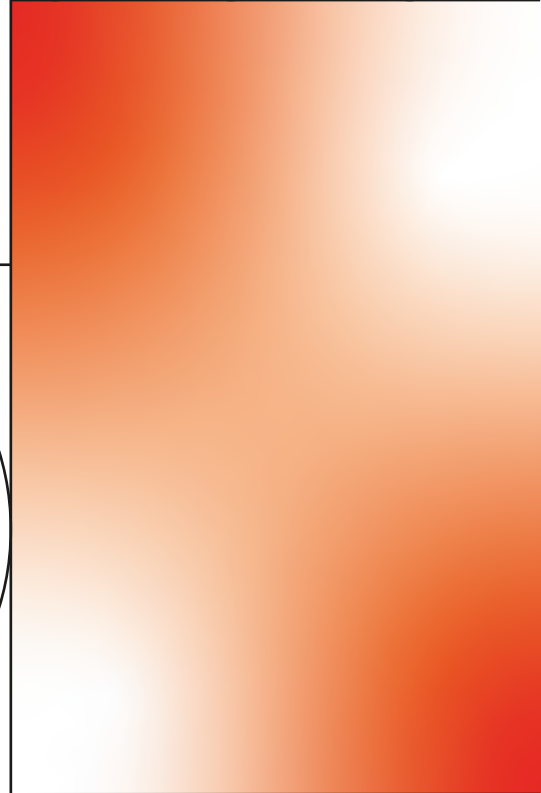
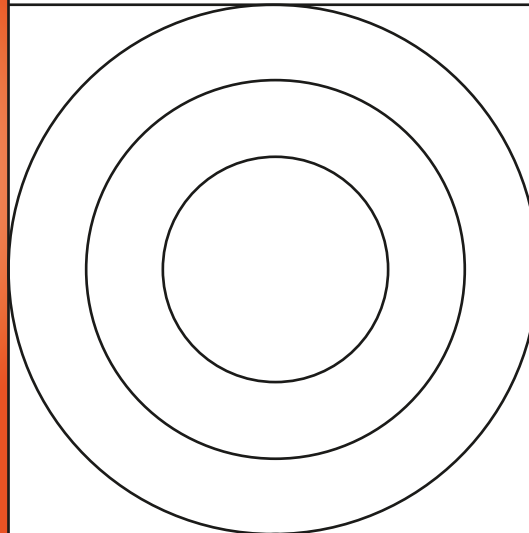
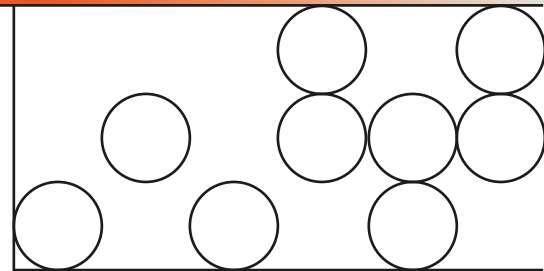
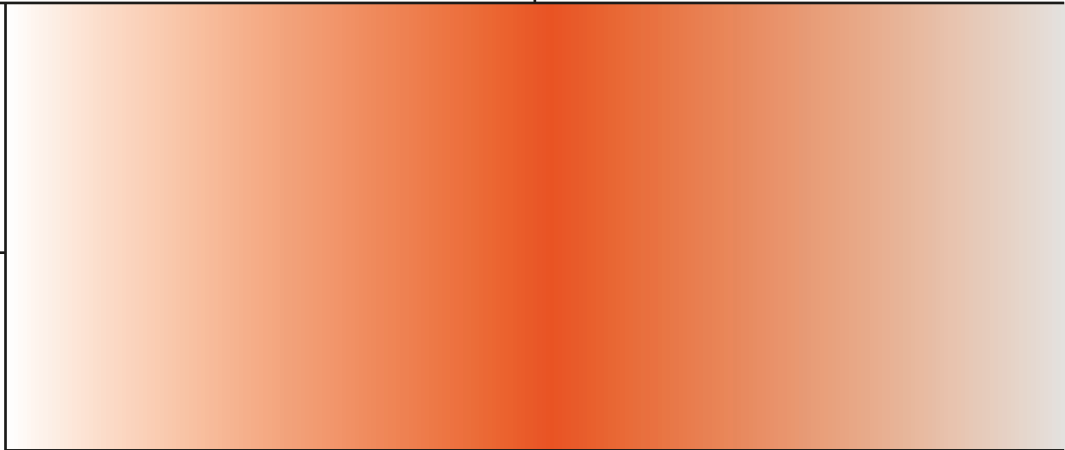
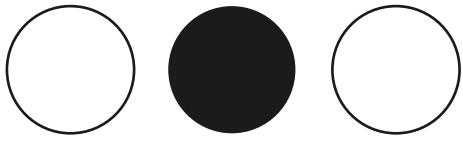
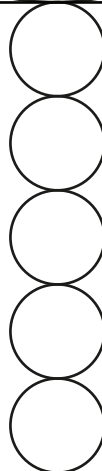


# [In]tangible

International  
conference



Call for abstracts

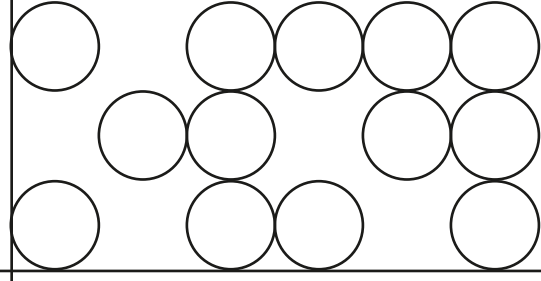


Architecture and  
Design Cultures  
PhD Program

Department of  
Architecture  
Alma Mater Studiorum  
University of Bologna



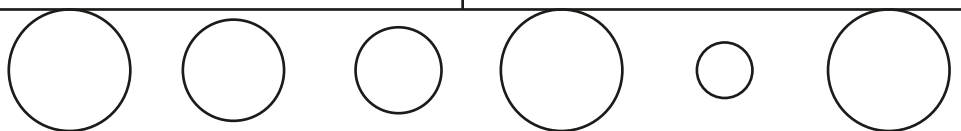
# Call for abstracts



Grey zone  
exploration

Individual, urban  
space, society

Collective  
existence



# Deadline

~~September 9<sup>th</sup>, 2024~~

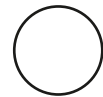
September 30<sup>th</sup>, 2024

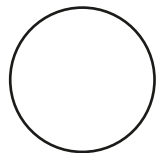
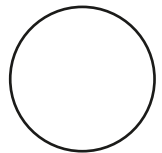
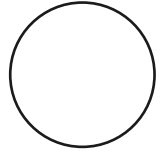
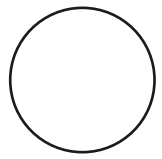
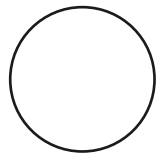
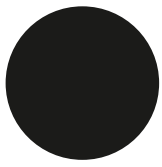
In the contemporary era, the fluid character of social and urban relations challenges us to reconsider our perceptions of *tangible and intangible*, the visible and the invisible. The distance between these spheres seems to blur, leading to an intersection of mutual interactions and influences between the individual, society and urban space. *[In]tangible* is proposed as an inclusive research approach aimed at declaring and enhancing this continuum, where the concrete and the abstract coexist and mutually define each other.

In this context, design projects achieve a dual dimension: on one side, it is configured as a medium for analyzing and understanding *contemporary dynamics*; on the other, it works as a catalyst for change and innovation in the cities we inhabit. Through an ongoing dialogue with EU research, *[In]tangible* is configured as a transition bridge between the world of ideas and the world of concrete outputs.

The call invites the *grey zone exploration*, meaning a conceptual and design space not clearly defined either as real/physical or material/immaterial, which marks an intermediate area of relationship between tangible and intangible, exploring the exchange place, where innovative dynamics and surprising results emerge.

Focusing on three thematic areas, *[In]tangible* interactions, *[In]tangible* projects, and *[In]tangible* connections, *[In]tangible* aims to map the intersections and interactions between these elements, revealing how our relationships with urban space can be renewed in an age marked by rapid change and global challenges. This exploration offers a critical perspective on how we can live, build and imagine our cities in ways which respect and enhance both the tangible and intangible essence of our collective existence.





# [In]tangible interactions

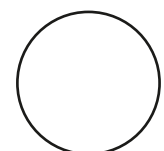
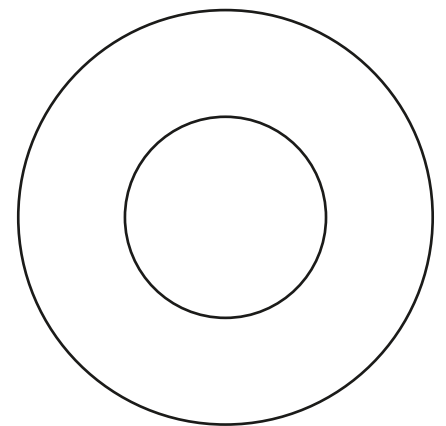
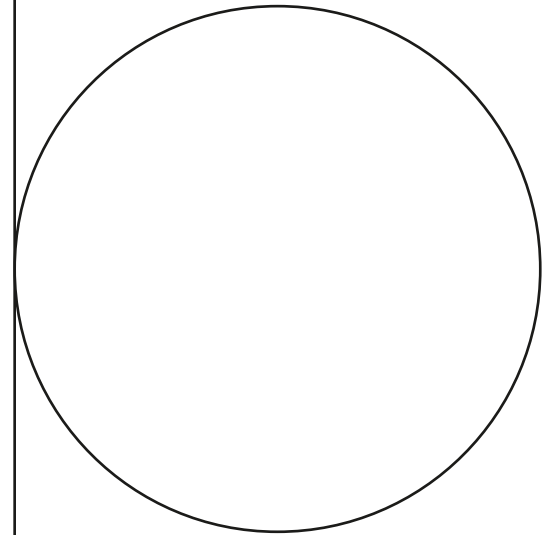
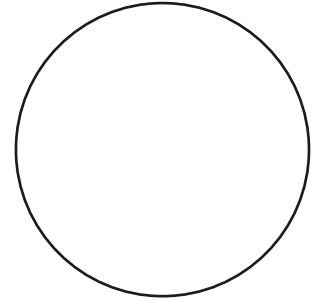
More-than-human design and technology

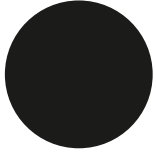
Inclusive and accessible experiences

Environmental, relational and social levels

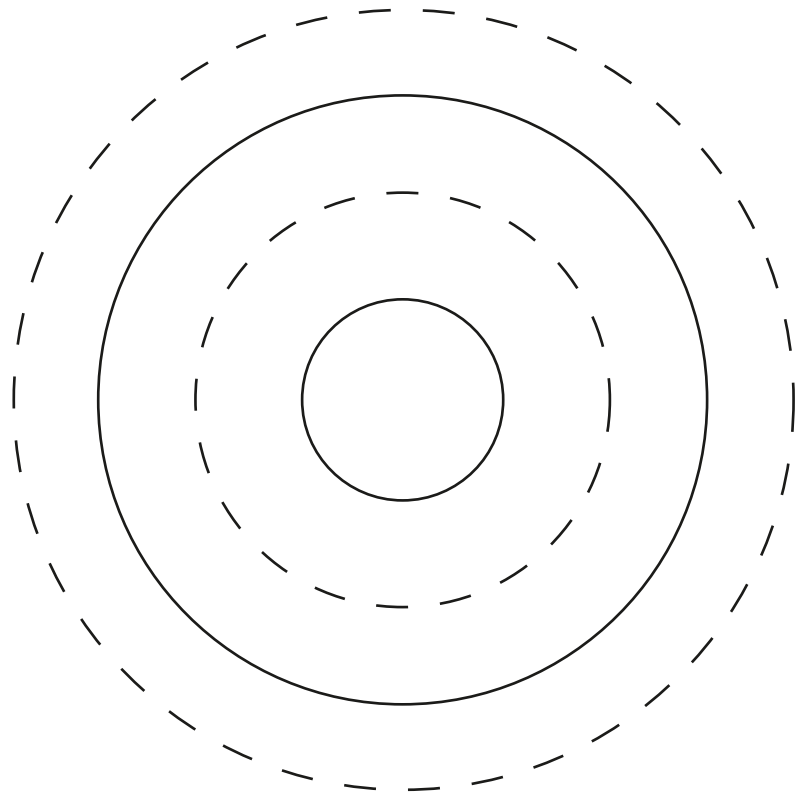
In an era characterized by rapid *technological and social change*, ecosystems distinguished by human, artificial and environmental aspects co-evolve and are referred to as . In the mentioned framework, project cultures assume a key role with the function of mediators between *human agents and digital agents*, between the tangible and intangible. The *[In]tangible interactions track* focuses on analyzing the mutations in the relationship between *design and technologies*, which acquires both tangible and intangible characteristics reflected in their impacts on society. These transformations make it possible to imagine new contexts of communication and knowledge for designing more *inclusive and accessible experiences*, and new design spaces in the sphere of more-than-human design and technology.

The goal of the track is to investigate the role of design and the efforts of designers in representing and enhancing the tangible and intangible relationship with technology and its *impacts at the social, environmental, and relational levels* by fielding experiments on user experiences, data visualizations, and, more generally, interaction-interface systems capable of overcoming physical and cognitive barriers. Researchers, experts, designers, and technologists are invited to present their contributions, proposals for interdisciplinary experiments and ethical and practical reflections between design and technology as vehicles for social innovation, inclusion, and accessibility with a focus on defined application areas such as cultural heritage and the relationship between society and artificial intelligence, to outline future directions for a more sustainable and inclusive society.





# [In]tangible projects



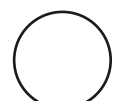
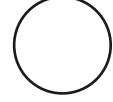
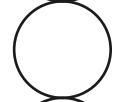
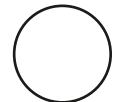
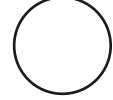
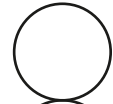
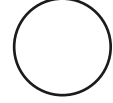
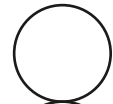
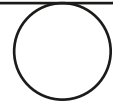
## New urban imaginaries

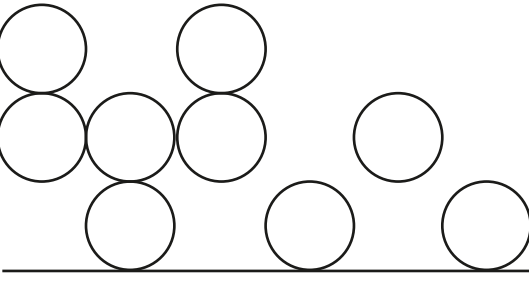
## Unbuilt and built projects

## Form of knowledge

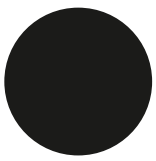
In the extensive debate surrounding the fate and future of contemporary cities, *[In]tangible projects* seeks to uncover the intangible relationships that exist between the architectural project and the built environment. Numerous proposals, limited to a purely theoretical dimension and never realized, have made an essential contribution to the *architectural debate* by offering alternative scenarios regarding the future of the city, thus generating significant repercussions on the built environment. In the ongoing search for a definition of *city* amidst evolving and interconnected urbanization processes, the representation of the city plays a crucial role. The depiction of *new urban imaginaries* is not merely a descriptive operation but a tool for understanding ongoing processes and projecting alternative realities.

Emphasizing the importance of theoretical work in architecture as a catalyst for change, *[In]tangible projects* aims to highlight projects that successfully shaped intentions and left intangible traces. Drawing is the tool that allows urban planners, architects, and designers to capture ongoing developments, imagine, and guide spatial and social transformations, *recognizing that it is precisely in theoretical work that architecture, as a form of knowledge and a way of understanding things, reclaims its space, which is that of thinking, criticizing, and, if possible, changing the space in which we live and struggle.* We welcome contributions that explore further *unbuilt projects*, or aspects of them, to reframe the conversation on architectural design as a catalyst for change within the discourse on the contemporary city?



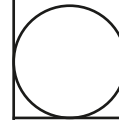
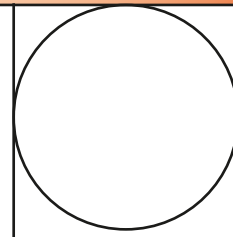


# [In]tangible connections





Public spaces have always played a key role in urban and territorial development: from a conscious reading of the built environment to historical-aesthetic perspectives and planning experiences, the role of these areas emerges as fundamental and contributes to the development of cities in their most tangible aspects. These spaces and their policies are intimately linked to intangible aspects such as shaping identities, social inequalities and expressions of differences that can influence the well-being of the inhabitants and impacting on the quality and development of urban life. Public spaces are thus configured as contested and debated places, where differences and conflicts that animate cities not only reveal themselves, but also meet and collide over their uses, meanings and designs, embodying different ways of inhabiting and thinking of cities. Collective spaces, and more generally built heritage, represent the place where the intangible networks of socio-economic interactions are manifested by becoming space, and occupy a central role in public life for their capacity to shape citizen relationships and to help direct the urban way of life. Even in marginal areas, public space becomes a decisive vehicle in the relationship between tangible and intangible traits; it now requires regeneration processes capable of preserving existing cultural realities. Questioning the perspectives of these actions, in which actors are engaged, and critically reflecting on the interventions and processes involved in the design of public space remains a non-derogable issue. This track welcomes reflections, research and Italian and international case studies that recognise the value of the relationship between tangible and intangible aspects of public space, showing the quality of social relations and creating opportunities for encounter and inclusion, but also for conflict and contention. Awareness and reflection on this dualism become fundamental to foster the creation and change of social ties and to promote participation in urban life: through heritage enhancement activities, urban policies and projects involving local realities, the aim is to show how it is possible to transform public spaces into drivers of sustainable development, transformation and invention capable of responding to the needs and aspirations of those who live in these places, to overcome inequalities and social exclusions, to increase the quality of urban life and the expression of differences.



Expression of identities

Socio-economic interactions

Quality of social relations

Aureli P. V. (2016) Il progetto dell'autonomia. Politica e architettura dentro e contro il capitalismo. Macerata: Quodlibet.

Bandarin, F., van Oers, R. (2012). Historic Urban Landscape: Managing Heritage in an Urban Century. Ed. Wiley-Blackwell, Oxford, UK.

Barbera, F. (2023). Le piazze vuote. Ritrovare gli spazi della politica, Laterza, Bari. "dimenticarsi dello spazio significa trascurare i corpi delle persone e le loro conseguenze per l'agire in comune. [...] lo spazio condiviso è alla radice dell'interazione faccia-a-faccia, o interazione situata, mediata dalla corporeità delle persone"

Beka, I., Lemoine, L. (2023). The emotional power of space, Bêka & Lemoine, London, UK.

Bettiol, M. (2024). La sostenibilità ambientale del digitale: il ruolo dei data center. Padova University Press.

Carlini, A., Farroni, L., Mancini, M. F. (a cura di), (2023). Orizzonti di accessibilità. Azione e processi per percorsi inclusivi. Accessibilità del patrimonio culturale, Romatre-Press.

Drage, E., & McInerney, K. (2024). The good robot: why technology needs feminism. Bloomsbury Academic.

Eubanks, V. (2017). Automating inequality: how high-tech tools profile, police, and punish the poor (First Edition). St. Martin's Press.

Giaccardi, E., & Redström, J. (2020). Technology and More-Than-Human Design. Design Issues, 36(4), 33–44.

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Mosco, P. V., & Triassi, C. (2017). Viceversa—Attualità dell'utopia (1–6). LetteraVentidue.

Schurk, H. (2020). The Potential of Abstraction. The Drawing in Landscape Design and Urbanism, OASE, (107), 56–59. <https://www.oasejournal.nl/en/Issues/107/ThePotentialofAbstraction>

Tafuri, M. (1973). Progetto e utopia. Bari: Laterza.

UN General Assembly (2015). Transforming our world: the 2030 Agenda for Sustainable Development.

Van Schaik M., Macel O. (ed.) (2005). Exit Utopia: Architectural provocations 1956-76. Munich: Prestel.

Vidler, A. (2000). Diagrams of Utopia. DAIDALOS, (74), 6-13.

# Submissions

## Eligible Participants

Submissions are welcome from PhD students, architects, designers, engineers, planners, urbanists, geographers, philosophers, sociologists, anthropologists, and all researchers/professionals interested in the topic.

## Application Process

Authors are invited to submit their applications by email to **in-tangible@unibo.it**, using the two templates (abstract and authors) on the site. **The new deadline for abstracts submission is September 30<sup>th</sup>, 2024.**

Please write as the subject line in the email: *Abstract Submission\_[IN]T24*. In the attachment, please name the file as follows: *TrackN\_ShortTitle\_[IN]T24* (instead of N indicate the Track number from 1 to 3).

### **The document must be in PDF format.**

We invite submissions of abstracts with the following structure, using “[In]tangible-Abstract-template”:

- Title of the proposed contribution;
- The conference track to which you would like to apply;
- An abstract of 3,000-5,000 characters and 3-5 keywords;
- A short list of bibliographic references in APA style;
- If applicable, one image (in .tif or .jpg format) including captions with titles, dates & copyright information.

Please upload in the attachment another document including, using “[In]tangible-Authors-template”:

- Name and surname;
- Affiliation, email address, disciplinary area;
- Short biography of maximum 100 words for each author.

**There are no conference fees. All texts must be submitted in English.**

The proposals will be evaluated based on their originality, scholarly quality, and relevance to the conference themes and topics. The proposals will be evaluated through a double-blind peer-review process, by the Organising Committee of the Conference.

**Acceptance notifications will be sent out within October 30<sup>th</sup>.**

All selected authors will be asked to submit their full paper no later than **November 30<sup>th</sup>**. Following the selection, the authors

will be notified of the editorial rules to be complied for the final version of the paper. Full papers will go through a double-blind peer-review process, by the Scientific Committee of the Conference.

The authors of the selected full papers will be invited to present their work at the **International Conference in February 2025** in the manner that will be further communicated. The Conference will be held in Bologna; location and details will be announced following the selection of contributions.

Following the conference, the proceedings will be published by Unibo AMSActa, in an open-access edited volume. AMS Acta is the institutional open access repository which enables the researchers of the Alma Mater Studiorum - University of Bologna to share, preserve and showcase their scientific works making them easily accessible, citable and reusable.

For updates and more details on deadlines, please refer to the website of the conference at:  
<https://events.unibo.it/in-tangible-conference-phdarchitecture-bologna-2024>

For all questions and requests, please contact:  
**[in-tangible@unibo.it](mailto:in-tangible@unibo.it)**

## **Scientific Committee**

The Scientific Committee is composed of the members of the Academic Board of the PhD Programme in Architecture and Design Cultures, Department of Architecture, Alma Mater Studiorum - University of Bologna.

## **Organising Committee**

XXXVIII PhD Cycle in Architecture and Design Cultures: Giacomo Astolfi, Benedetta Cavalieri, Peiru Chen, Chiara Ciambellotti, Simona Colitti, Alessandra D'Ovidio, Federico Foschi, Elena Girelli, Alberto Grassetti, Margo Lengua, Francesco Lipparini, Ramona Loffredo, Veronica Pasini, Leo Piraccini, Diego Pucci, Francesco Selmi, Lorenzo Stefanini, Mattia Sullini, Lei Sun, Mahdiyeh Tabatabaei, Maria Cristina Tommasino, Virginia Vignali.