

Workshop 3

Design/Build Workshop:

A Symbiotic ReCharging Station for Renewal and Renewables

By Dr. Charlie Hailey, Dr. Bahar Aktuna, Dr. Berna Göl

How can the symbiotic nature of a built work achieve balance and harmony from asymmetrical conditions? This workshop will design and build a small charging station that includes solar panels and plants to explore symbiotic balance (literal, ethical, and metaphoric) as well as symbiotic exchanges between inside and outside, shade and sun, heaviness and lightness, technological and natural. The outcome will be a moveable station to charge mobile phones and laptops with other programs including composting, gardening and other activities of renewal.

Workshop 4

Design Of African Print

By Cameroonian Student Society – Erna- Audrey Mangaleu Toukam

There are many different African print fabric styles and designs, which change frequently . The fabric have designs include flowers, plants, animal print (particularly birds), tribal print African fabric, and geometric shapes

This workshop will serve as an introduction to design of African print , explanations of the various prints which at the end students will be able to make their own prints.

Workshop 5

ECOLOGY PATHWAY

By Assist. Prof. Dr. Vedia Akansu, Dr. Elnaz Farjami, Dr. Shabnam Golkarian, Nafiseh Zamanzadeh, Nehir Kaya

Our proposed project aims to integrate the principles of symbiosis into the design of an ecology pathway within a specific district of Cyprus. Symbiosis in architecture involves fostering mutually beneficial relationships between built structures, natural elements, and human inhabitants. Through careful planning and innovative design, our pathway will serve as a harmonious link between urban development and the surrounding ecosystem. By embracing symbiosis in architecture, our project seeks to create a symbiotic relationship between human activity and the natural environment, fostering a sustainable and resilient future for the community and the ecosystem as a whole.

Workshop 6

EXPLORING "SYMBIOSIS" via AI

By Afet Coskun, Rasil Sahlabji

Symbiosis, the intricate interplay between different entities for mutual benefit, serves as a profound lens through which to examine the harmonious relationship between nature, culture, and technology. This design workshop aims to delve into the concept of symbiosis and explore how it can inform and inspire innovative design solutions/prototypes that integrate these three domains seamlessly by using AI.

Workshop 7

Landscape in House: The Symbiosis between natural and manmade

By Housing Education Research and Advisory Center (HERA-C)

Participants will deeply explore and experience the concept of mutual benefit and interdependence between natural and man-made environments by designing and implementing a landscape design project for the reserved area(s) in the Faculty of Architecture. Drawing imagination from the significance and meaning of 'faculty spaces' for various users -such like academics, students, animals- Faculty of Architecture with its indoor and outdoor spaces is considered as 'the house of diversity' having a garden to be cultivated, to be harvested, or to be enjoyed with its colours, shades and shadows. Briefly, to be commonly shared by all individuals!

Workshop 8

LINKING (WAL)L THROUGH TUNNEL

By Elif Songür Dağ, Devrim Yücel Besim

The workshop aims to observe, understand, and visualize symbiotic relations in-between built and natural environments. Its approach is to interpret the habitat of Cyprus.

The abbreviation "(WAL)L" in the title does not mean only a wall as an element of the built environment but also represents the **W**ater, **A**ir, **L**and + **L**ocation.

The participants are expected to create tunnel books as small stages of the habitat and symbiotic life forms. This workshop offers an interdisciplinary method that is related to architecture, graphic design, and photography. After the introductory presentation of the workshop, there will be a technical trip where students discover the environment, and realize the images by making sketches and taking photos around the surroundings. Then, students will start to evaluate their observations, discuss their ideas, and interpret their impressions. According to their approach, they will edit and cut out the visual documents for making collages. They will integrate different pieces of images and create the stages of the tunnel. The products will be exhibited at the end of the workshop.

Workshop 9

“LIVING WITH DRYAD”

By Özge Mercan, Hasan Altan, Hilmi Okutan, Çağla Beyaz

In Ancient Greek Mythology, Dryads were considered tree fairies, and many stories were produced about this. The study aims to combine 'nature and space' in design in a conceptual context, questioning the question of how space is created from the vision of a fairy and producing an installation/workshop design with the joint work of 30 students.

This work will be inspired by the design approaches of renowned painter and sculptor Arne Quinze, who creates colorful works that emerge from the plant world to encourage the viewer to re-embrace nature and its fascinating diversity. By understanding the artist's design philosophy, the work will be developed in that direction.

In the first stage, students will be given a short training about Arne Quinze and his works by the instructors, and an environment for joint study and discussion will be prepared. Then, groups will be determined and the work will be divided, and then, after completing the technical drawings of the work, production will begin. The workshop will last for three days in total.

Workshop 10

LIVING WITH NATURE – STUDENT VILLAGE

CLIMATE PROTECTION STUDENT HOUSE

By Assoc. Prof. Dr. Harun Sevinç, Damla Gül Begüm Keke

“Living with Nature – Student Village” covers accommodation and daily consumer needs of students considering the energetic, ecological and social requirements of the settlement. Care is to be taken on sustainable urban issues like protecting biological diversity and ecology, avoiding heat island effect, reduce paving and establishing green areas and general integration with the EMU Campus while considering a contemporary approach.

Climate Protection Student Houses are to be organized in the design with the given site with the aim of improving living standard and its environmental quality, while passive solar design and renewable energy technologies (hybrid systems) can be integrated as a future sustainable design concept

Workshop 11

SHARED SPACES: PLACE-SPACE-LIFE TRACES IN CAMPUS

By Ahenk Yılgin Damgacı, Laden Tarhun

The phenomenon of human-centered design brings a new perspective on whom and what we share common living spaces with.

Especially after the pandemic, the fact that places can be shared not only with people but also with other living things has emerged. Well, how well do we know these living things so that we can make them a part of the design?

Accordingly, the purpose of the workshop is to investigate place, space and life cycle of dogs in campus area and finding some evidences of behavior of dogs: capturing of nutrition, playing, resting, sleeping, etc. Finding some traces of their life conditions and to determine the needs: the needs for not only from their point of view also from human point of view regarding wellbeing issue.

The poster presentation will be the result of the workshop in the light of observation, photography, sketch and interview with animal lovers.

Workshop 12

URBAN SYMBIOSIS:

PHOTOMONTAGE, as a Tool for Integrated Urban Design

By Assist. Prof .Dr. Doğa Üzümcüoğlu, Assist.Prof.Dr. Gizem Güvenbaş, Çılga Günaydın,
Assist. Prof. Dr. Sara Salehi

In today's rapidly evolving urban landscapes, the concept of symbiosis holds great significance. Symbiosis in urban design refers to the harmonious coexistence and interaction between various elements of the cityscape, including buildings, infrastructure, green spaces, and communities. This workshop explores the intersection of urban design principles, photomontage techniques, and the concept of symbiosis to envision sustainable and cohesive urban environments.

Workshop 13

Tourism Faculty Workshop

Workshop 14

Recycling Fashion Design Workshop

By Asst.Prof. Dr. Umut Ayman, Dr. Leyla Çınar Algül

This work includes fashion design products made from recycled materials naturally obtained from our environment. In this way, sustainability and environmental concerns will come to the fore as well as protecting nature by recycling waste for economic use. At this point, it is to emphasize the essence of the concepts of awareness and messaging through the concepts of recycling. Before the workshop, a small presentation will be made on waste materials in nature, and in the first stage, a sketch will be made to design products within the scope of what can be made from waste materials. The works, the sketches of which are completed, will be applied verbatim and the designs will be exhibited outdoors.

Workshop 15

Screen-printing on T-Shirt

By Specialist Shahryar Mirzaalikhani

Embark on a two-day journey into the captivating world of silk screen printmaking in our immersive workshop. Participants will learn the intricacies of preparing designs for screen printing on the first day, mastering techniques like color separation and image exposure. Then, on the second day, they'll witness their designs come to life as they employ the screen- printing technique to transfer their creations onto T-shirts. Whether you're a seasoned artist or a curious enthusiast, this workshop offers a unique opportunity to dive deep into silk screen printing and unleash your creativity onto fabric.

Workshop 16

"You See, Time Becomes Space Here" on space, memory and cinema.

By Assoc. Prof. Dr Aysu Arsoy, Tatjana Kononenko

How are space and memory are connected and how does cinema works with it.

Workshop 17

Design and Play: Game Prototyping

By Ertül Erciyas, Cem Akkaya, Assoc. Prof. Dr. Guita Farivarsadri, Dr. Eliz Erdenizci

Within the framework of this workshop, students of Çanakkale Secondary School and Interior architecture and Architecture students of EMU will embark on an exciting journey to bring their game ideas to life through tangible prototypes, whether on paper or digitally. While some students will design games and toys, others will work on creating identities, logos, promotional films, etc. With a playcentric approach, students will engage in hands-on activities, explore the fundamentals of game-making, and unleash their problem-solving skills and teamwork abilities.