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DAH–Journal, issue 3: Disruptions and Genealogies of the Digital in Architecture

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International Journal for Digital Art History
CALL FOR MANUSCRIPTS
Issue 3: Disruptions and Genealogies of the Digital in Architecture

In the realm of Digital Art History, architecture represents a broad field in which the use of various computational methods provide extraordinary tools not only for architects but also for art historians and information scientists. Art historians use computers to reconstruct historical architecture through 3D renderings and to document listed buildings and structures using video drones to gather visual data for research and conservation. Architects, on the other hand, look back on a long history of integrating software into their day-to-day work to generate and process digital images of architecture. Computer-aided-design (CAD) has fundamentally changed architecture and its possibilities.

Not only have digital methods shaped current design thinking and aesthetics, but they have also led to a complete rethink of the theoretical foundation of architecture and what defines it. In this regard, the role of IT specialists in architectural processes has to be given more attention. For example, planning and design software allow certain innovative architectural forms but at the same time exclude other design possibilities. Hence the question arises to what extent programmers are co-authors of architecture.

Ultimately, a discussion has to unfold on how the relationship of architects and information scientists should be cultivated. What should interdisciplinary curricula look like and what is the current approach to the issue at universities around the world? Can the impact of the digital be defined as the ultimate paradigm shift in architecture, or can we trace genealogies through its history and see analogies to other developments in media culture?

These questions and others will be in the forefront of the third issue of the DAH-Journal, which will outline a broad overview of new theoretical approaches in digital architecture history. We welcome articles from art historians, architects, information scientists, and authors from other related disciplines who are concerned with questions and projects around this topic, e.g.: historical construction research, use of gaming platforms for spatial simulation and theory, visualization software for teaching, the role of the digital image in architecture.

The third issue is scheduled for publication at the end of 2016. The featured author will be Mario Carpo, who is currently inaugural Reyner Banham Professor of Architectural History and Theory at

The Bartlett, University College London and is author of "The Digital Turn in Architecture, 1992-2012".

Please register first at http://dahjournal.org/register.html and then submit articles by August, 15 2016 (6000 words max.). For more information please visit "Information for Authors" on our website http://www.dah-journal.org/authors.html