STRUCTUR

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THE COMPLEXITY AND CONTRODICTION IN SPACE







The idea of the Master thesis is to conclude a methodology that defines the contradiction and complexity in an architectonic space as well as prototypes (spatial prototype)that are potentially infinite, an endless sequence of reiterations, combinations through a series of abstract and clear rules, and theoretically understands and thinks about the essence of space.

The method of the thesis would be focusing on the research regarding the definition of contradiction and complexity in space through case study and references, acquiring the concluded spatial prototypes of iterations. This thesis project is primarily driven by research through iterations of contradiction and complexity in space, working artistically and exploratorily. The design research is divided into two chapters, one in which I develop a methodology to materialize the contradiction and complexity, one in which previous research, as well as interactions, will be integrated into an architectural design project within the urban context.

Overall, one aim of this master thesis is to understand the essence of space through contradiction and complexity and eventually conclude a methodology as a design langu-

age that uses the complexity to explain the contradiction in space. And the other one is an awareness of architectural autonomy. which influences how we perceive, evaluate, and interact with contradiction and complexity in space.

Keywords: Contradiction, Complexity, Architectonic, spatial sequence, spatial experience, prototype

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