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Learning from Design Heritage - Research Incubation Workshop on Data-driven Methods -







Computation Design Lab









First class meeting: 11am, Monday, February 3, Room 8-119

Homepage: http://cat2.mit.edu/4.570

This class investigates recent information and visualization technologies that helps studying "design heritage", spatial designs that surround our lives. Design heritage broadly includes architecture, city and landscape; the built, demolished, and planned; and culturally important as well as the banal ones. We will look at various data-driven methods relevant for learning them, such as image/video feature detection, machine learning, physiological sensors, natural language processing, photogrammetric scan, augmented/virtual reality, and gamification. By examining how to collect data, how to process the raw data into forms useful for evaluation, and how to interpret and apply the findings, the students build a foundation for research projects bettering our understanding of the design heritage around us.

Each week during the first half of the class, the class will invite a guest speaker, conduct a short hands-on exercise on a data processing tool, and read relevant literature from previous research projects in design heritage. The second half is run in a workshop format with desk critiques, where students are expected to design and develop a small research project individually or in a group. There is no requirement for computational skills for this class, although familiarity with some scripting language is an advantage.

- * 2025 class does not include any field trip component.
- * Course numbers: 4.550 for Undergrad, 4.570 for Grad students.
- * Grading: 25% class participation, 35% weekly assignments, 40% mid-term + final review,
- * Regular meetings: Monday 11am-2pm (Rm 8-119), Tuesday 7-8:30pm (Rm 5-216)