





+ Problem Statement

The general public is not aware of the advances in the field of information technologies. This creates a *digital divide* that stimulates a culture of ignorance rather than a culture of knowledge, which can in turn lead to a state of de-evolution.

+ Addressing the Problem

This problem needs to be addressed by informing the ignorant, creating an awareness of the advantages and providing access to the emerging technologies. If this is not achieved the developing world will be left behind in the rapid evolution of a global digital community, which could lead to even greater socio-economic concerns in the developing nations.

+ Objectives

- 01 Narrowing the gap caused by the digital divide
- 02 Introducing a programme into the public realm which creates an awareness and informs the civil society of Pretoria

+ Research Questions

- 01 How can architecture contribute to bridging the digital gap?
- O2 Can physical elements be designed in order to be perceived as digital?
- 03 Can the virtual be perceived as real in an architectural intervention?
- O4 How can the dynamics of a single space/spaces be altered to act as an adaptive multifunctional space?

+ Delimitations

This dissertation does not deal with *virtual architecture*¹, but rather with *digital architecture*² and the emerging relationship of the virtual realm to architecture. Technical aspects regarding 'Intelligent Building Systems' are also not explored in depth as it would require specialist design in fields that fall outside of architecture.

- 01. Virtual architecture refers to architecture intended for the virtual realm only: spaces and buildings in video games and cyber worlds
- O2. Digital architecture refers to physical architecture created via digitally enabled design processes. It allows complex calculations that delimit architects and allow a diverse range of complex forms to be created with great ease using computer algorithms.



