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+ Conclusion

The main objectives of narrowing the current *digital divide* by means of an architectural intervention as well expressing and exploring the relationship between the *real* and the *virtual* in an architectural form was, in the opinion of the author, successfully achieved.

By introducing a programme into the urban context, which informs civil society, the intervention would create a definite awareness of the emerging technologies and the possibilities it holds which, in turn, stimulates a culture of knowledge and encourage the integration of city dwellers into the global digital society. The provided access to these technologies should allow for self-edification and opportunities for self-upliftment by encouraging users to gain an understanding of digital technologies as well as develop the necessary skills. This answers the first research question: how can architecture contribute to bridging the digital gap? Architecture can narrow the divide by strategic design strategies that inform users and 'broadcast' its contents.

The answer to the second research questions lies in the method used to 'broadcast' the intentions and programme of the building: the u-profile glass façade and weaved shading screen system. This facade system indicates that physical elements can in fact be perceived as digital elements when it is designed accordingly (as in the simulated digital patterns of the shading screen and reception wall installation). The opposite objective is also realised by means of the same façade system, where the virtual is perceived as physical when allowing it to become part of the architecture - the projections appear to be digital façades from the exterior while interior projections act as space defining elements. The spatial dynamics of the exhibition towers is effectively altered by the introduction of rotating floors which allow the size, use and nature of the space to be adapted sporadically.

The architectural problem is therefore resolved by an informative architectural intervention which clearly illustrates the relationships between the traditional physical landscape and the emerging metaphysical environment. The setting of the building is, as a result, an augmented space which becomes the transitional zone between *digital architecture* and *virtual architecture*.

The *Digital Art Pavilion* would have a significant impact on the urban context not only in terms of its informative characteristics, but also as a catalyst for similar developments which spark an interest and act as a pulling force in the city of Pretoria.