Authors

Oya Atalay Franck is an architect, historian of architecture and urbanism, and a Professor of Architecture. She is the Dean of the School of Architecture, Design, and Civil Engineering at Zurich University of Applied Sciences (ZHAW) in Winterthur, Switzerland. She is a past president and honorary member of the European Association for Architectural Education (EAAE), the network and lobbying body for architecture, design, and urban planning schools in Europe. She holds the Special Recognition Award 2024 from the Association of Collegiate Schools of Architecture (ACSA), the association of architectural schools in the USA and Canada. Atalay Franck has taught architecture and construction, urban design, and architecture theory at Rensselaer Polytechnic Institute (RPI) in Troy, NY, the Swiss Federal Institute of Technology (ETH) in Zurich, and ZHAW. Her research areas include design research methods with a focus on research by design at all scales, design-driven doctoral research in artistic fields, and higher education policymaking. She acts as an expert for various international scientific bodies and funding agencies in the fields of architecture, design, urbanism, planning, and civil engineering. These include, among others, the Swiss National Science Foundation (SNF), the Fundação para a Ciência e a Tecnologia of Portugal (FCT), and the Research Foundation Flanders (FWO) of Belgium. She is a regular member of international peer review committees, scientific conferences, quality assessment audits, and professional competitions. She is dedicated to education, research, and professional practice that promote social responsibility and a high-quality built environment at all scales.

Cem Ataman is a postdoctoral researcher in the Information Systems in the Built Environment (ISBE) group at Eindhoven University of Technology (TU/e) in the Netherlands. He is an architect and a researcher specializing in sustainable cities, AI-based methods, and digital participation processes that support

human-centric urban environments. He was awarded his PhD in Architecture and Sustainable Design by the Singapore University of Technology and Design (SUTD), where he was affiliated with the Informed Design Lab. Prior to that, he completed his Bachelor (2016) and Master of Architecture (2018) at Middle East Technical University in Ankara, Turkey, focusing on architectural research methods, alternative housing strategies, performative architecture, and computational design processes. To pursue his doctoral studies, he was awarded the Singapore International Graduate Award (SINGA), which supported his research at the intersection of technology and design. His research interests include urban (big) data, information and knowledge management, computational linguistics, and AI-driven approaches for informed architectural and urban design processes. Throughout his career, he has collaborated with city administrations and government agencies in Germany, Spain, Singapore, and the Netherlands, in addition to leading research institutions including Politecnico di Torino, RWTH Aachen, TU Delft, and École Polytechnique Fédérale de Lausanne (EPFL). His work explores collaborative and co-creative processes among architects, urban researchers, city makers, and communities, aiming to design inclusive, sustainable, and digitally-oriented urban systems.

Giulio Bettini is a Swiss architect who leads the Zurich-based office PENZIS-BETTINI. Architekten together with Daniel Penzis. Their architectural practice focuses on public buildings and spatial potentials of structures. Their experience has been synthetized in the book *Typostruktur* (Park Books, 2025). After studying at ETH Zurich, he worked in Milan, Lisbon, and Zurich. He won the BSA fellowship in 2014 and published the book *La città animata. Milano und die Architektur von Asnago Vender* (gta Verlag, 2016). Bettini has written articles for different magazines, including *Werk*, *Bauen+Wohnen*, *Hochparterre*, and *Archi*. He taught as an assistant of Professor Martin Boesch at the Accademia di architettura di Mendrisio, and has taught at the ZHAW Institute of Constructive Design since 2021.

Roberto Bottazzi is an architect, researcher, and educator based in London. He studied in Italy and Canada before moving to London. He is currently Programme Director of the Masters in Urban Design at the Bartlett School of Architecture, University College London (UCL). He is the author of *Digital Architecture beyond Computers: Fragments of a Cultural History of Computational Design* (Bloomsbury, 2018) and co-editor of *Walking Cities: London* (Camberwell Press, 2017). Bottazzi's research analyzes the impact of computational tech-

nologies on architecture and urbanism, and has been exhibited internationally at venues including the Centre Pompidou, Venice Architecture Biennale, FACT Liverpool, and Future Places Porto.

Mario Carpo is the Reyner Banham Professor of Architectural Theory and History at the Bartlett School of Architecture, UCL. He was a Guggenheim Fellow in 2022–23, Vincent Scully Visiting Professor of Architectural History at the Yale School of Architecture from 2010 to 2014, Head of the Study Centre at the Canadian Centre for Architecture in Montréal from 2002 to 2006, Resident at the American Academy in Rome in 2004, and Senior Scholar in Residence at the Getty Research Institute from 2000 to 2001, among others. Carpo's research and publications focus on the history of early modern architecture and on the theory and criticism of contemporary design and technology. His award-winning *Architecture in the Age of Printing* (MIT Press, 2001) has been translated into several languages. His most recent books are *The Alphabet and the Algorithm* (2011), *The Second Digital Turn: Design Beyond Intelligence* (2017), and *Beyond Digital: Design and Automation at the End of Modernity* (2023), all published by MIT Press.

Ron Edelaar is a Swiss architect whose career has been marked by a search for experimental practice and teaching. After training as an architectural draughtsman, he studied at the Kunstgewerbeschule Zurich from 1997 to 1999. After working as a carpenter and graphic designer, he studied architecture as a visiting student at ETH Zurich from 2001 to 2003. He then worked for a short time with Peter Märkli and Bétrix Consolascio. Since 2004, he has run the Zurich-based architecture studio Edelaar Mosayebi Inderbitzin together with Elli Mosayebi and Christian Inderbitzin (EMI). Having won numerous competitions, housing and urban development have a special place in their work. After a short teaching assignment at the ZHAW Institute of Constructive Design in 2010, he headed the "Ruins and Machines" design studio at ETH Zurich together with Elli Mosayebi and Christian Inderbitzin in 2017. He has taught at the ZHAW Institute of Constructive Design since 2020. Housing and its current changes are an essential part of his practice and teaching.

EMI Architects has won several awards and prizes, including the Swiss Art Award for Anthropomorphic Form in 2019, the Prix Lignum 2024 for the school building Chliriet, and Die Besten 'Gold' for the Performative House in Zurich. In 2023, the Japanese magazine a+u dedicated an issue to their work. Ron Ede-

laar is co-editor of several publications such as Performanz (Park Books 2025), Signau Haus und Garten (Park Books 2019) and Garten (Park Books 2017).

Lidia Gasperoni is associate professor, co-director of design, and member of the Just Environments Cluster at the Bartlett School of Architecture, UCL. She is a philosopher and architectural theorist specializing in the transformative function of architectural theory, practice, and pedagogy. Before her role at The Bartlett, she was a postdoctoral researcher and lecturer in the Department of Architectural Theory at TU Berlin between 2018 and 2024. Her publications include *Versinnlichung* (De Gruyter, 2016), *Media Agency*, with Christophe Barlieb (Transcript, 2020), *Construction and Design Manual: Experimental Diagrams in Architecture* (DOM publishers, 2022), and *Epistemic Artefacts: A Dialogical Reflection on Design Research in Architecture*, with Matthias Ballestrem (AADR, 2023).

Elena Gavagnin is an Italian–Swiss researcher and lecturer specializing in AI, data science, and computational astrophysics. She holds a PhD in Computational Sciences from the University of Zurich, with a focus on numerical astrophysics and hydrodynamical simulations, following degrees in Physics and Astrophysics from the University of Bologna. She is currently co-head of the Information Systems and Technologies Group and a senior lecturer at the Institute of Business Information Technology, both at ZHAW. Previously, she worked as a data scientist at Swiss International Air Lines and a postdoctoral researcher at the University of Zurich. Since 2023, she has also been an Associate Fellow at the ZHAW Centre for Artificial Intelligence. Her research focuses on machine learning, computer vision, and natural language processing, with particular emphasis on multimodal AI and human–machine interaction. She has secured funding for projects ranging from generative deep learning for astronomical data to the development of intelligent systems for assistive technologies. Her work has been published in peer-reviewed journals and presented at international conferences, covering topics from astrophysical simulations to AI-driven human–computer interaction. She actively contributes to scientific advisory roles, serving on the SRCNet Advisory Committee for the Square Kilometre Array Observatory and as a board member of SKACH.

Christoph Geiger is a researcher for Computation & Design at Zaha Hadid Architects. Having studied in Stuttgart, Istanbul, and Tokyo, he joined the firm in 2022 as part of the CODE and Analytics and Insights (ZH A+I) team.

His work there focuses on data-driven design and procedural and generative methods. He is responsible for developing and maintaining a computational framework for evaluating and comparing spatial layouts and he has contributed to a variety of projects by providing consultation to design teams, delivering additional insights for optioneering, and creating buildings and interior layouts with computationally-optimized performance. Additionally, he is involved in developing concepts for data-driven building environments. In addition to his expertise in spatial analytics and the collection and maintenance of large, structured datasets, Geiger's research interests extend to generative deep learning for architectural design. Recently, he has focused on building workflows and customizing tools and integrations to effectively utilize AI, particularly text-to-image systems and large language models, as an emerging technology within architectural practice. Geiger also teaches technology modules at the B-Pro program at UCL, where he collaborates with students to explore building and training deep learning models for applied design purposes.

Andri Gerber is an architect and co-head of the Institute of Constructive Design at ZHAW in Winterthur. He studied architecture at ETH Zurich and worked for Peter Eisenman in New York. He holds a PhD (awarded with an ETH medal) and a habilitation (founded by an SNF Ambizione grant) from ETH. His recent interests revolve around the potential of analogue and digital games to address and convey architectural and urban subjects connected to sustainability. He is the author of several games, such as *Dichtestress* (a game on the COVID-19 Pandemic and the perceived density of urban environments), *Where am I* (a game for Ukrainian Refugees in Zurich), and the tabletop *Re-Use Game* (with Michelle Schneider). He is currently designing a computer simulation game on sustainable construction—*Net Zero*—and a game for training spatial abilities (with Ulrich Götz). He is also the co-editor, alongside Ulrich Götz, of *The Architectonics of Game Spaces* (transcript, 2019). He recently finished work on an SNF-founded project on leftist architects in Milan (1960–1990) and is currently working on an SNF-founded project on the history of ecological architecture in Switzerland.

Adam Kiryk is a Swiss-based architect and researcher specializing in the intersection of architecture, art, and emerging technologies. His work explores extended reality and AI-driven design, integrating 3D scanning and 3D printing into contemporary architectural and artistic practices. Along-

side his architectural background, he has contributed to art exhibitions, providing technical solutions and visual content for the art industry. As an educator, he has taught immersive technologies at ETH Zurich, prior to which he studied architecture in Warsaw (TU Warsaw, Bachelor's), Tampere (TU Tampere), and Zurich (ETH Zurich, Master's). From 2017 to 2025, he worked at ETH Zurich, initially at the Chair of Architecture and Art under Professor Karin Sander, where he focused on 3D scanning, modeling, and immersive design, while also teaching courses such as "360° Reality to Virtuality" and "3D Scanning and Freeform Modelling." He later joined the Chair for Digital Building Technologies under Professor Dillenburger, where he expanded his research into AI-based design solutions. Between 2020 and 2023, he was an architect at Burkard Meyer Architekten, developing virtual reality workflows for the competition team. In 2022, he co-founded Hybrid Reality Research at ETH Zurich with Adi Grüninger, Nicolas Rolle, and Nico Stutz, a group focused on hybrid digital design solutions in architecture. Since 2023, he has been working at Penzel Valier, initially as an architect in the cost management team, and subsequently as a Project Manager for Landscape and Infrastructure. In 2024, he took on the role of Head of the AI Unit within the firm's technology department, focusing on the integration of AI in architectural workflows.

Immanuel Koh is an Assistant Professor in Design & Artificial Intelligence (DAI) and Architecture & Sustainable Design (ASD) at the Singapore University of Technology & Design (SUTD). Trained at the Architectural Association (AA) in London and holds a PhD from the School of Computer Sciences and Institute of Architecture at the École polytechnique fédérale de Lausanne (EPFL), he is an international pioneer in AI x Architecture. He directs Artificial-Architecture and is the Principal Investigator for several AI research projects, such as those supported by the National Research Foundation, AI Singapore, DesignSingapore, Urban Redevelopment Authority, Ministry of Defence, and National Supercomputing Centre. Internationally, he conducts research for high-profile architecture practices such as Zaha Hadid Architects (London) and MVRDV (Rotterdam) in developing custom state-of-the-art deep learning models. His work has been featured at premium AI conferences (e.g., CVPR, ICCV, NeurIPS, AAAI), published in top architecture journals (e.g., Architectural Intelligence, AD, Design Computing and Cognition), awarded with prestigious architectural design prizes (e.g., BLT, WAF, IDA, SG Mark, A'Design, ADC), and exhibited at international biennales and museums (e.g.,

Venice Architecture Biennales, V&A Museum, National Design Centre). Immanuel is the author of the book 'Artificial & Architectural Intelligence in Design' (2020) and guest-editor of IJAC special issue 'Artificial Architecture: Accelerated 3D Forms with Generative Artificial Intelligence' (2025). He is the conference chair of CAADRIA 2024 and co-curator of the Singapore Pavilion at the Venice Architecture Biennale 2025.

Julia Krasselt is a linguist and professor for methods of language data analysis at ZHAW. She studied German linguistics, medieval and modern history, and psychology at the University of Leipzig and received her PhD in linguistics from the Ruhr-Universität Bochum in 2016 with a corpus-linguistic study on the serialization of verb complexes in Early New High German. She worked as a research associate at Ruhr University Bochum from 2011 to 2016 before joining ZHAW in 2017, where she focuses on digital linguistics, corpus-based discourse analysis, and open research data. Her research includes large-scale projects such as Swiss-AL, a language data platform for analyzing multilingual discourse in Switzerland, as well as studies on media discourse, language technologies, and quantitative text analysis. Krasselt is co-founder of the ZHAW Digital Discourse Lab. Her research has been published in peer-reviewed journals such as the Journal of Cultural Analytics, Journal of Communication Management, Publizistik, and Zeitschrift für Diskursforschung, and she has contributed to edited volumes on corpus linguistics and digital discourse analysis. Krasselt is a strong advocate of Open Science in linguistic research.

Stefan Kurath is a Swiss architect, urbanist, lecturer, and writer whose work centers on the production of urban landscapes, the role of architects, and the future of architectural practice. After studying architecture in Switzerland and the Netherlands, Kurath read for a PhD at HCU Hamburg in the field of urban planning. Since 2010 Kurath has been co-director of the Institute of Urban Landscape at ZHAW School of Architecture, Design and Civil Engineering. Together with Peter Jenni he was awarded the 2013 Credit Suisse Award for Best Teaching for his Master Studio Urban Project. Alongside his academic work, Kurath works as an architect in his offices in Zurich and Grison. His projects, "Viamala Raststätte Thusis" and "Besucherzentrum Viamalaschlucht," were published in architecture journals internationally. He is also the author of many well-known books on architecture and urbanism, most recently *Baukultur mit Bestand* (Triest Verlag, 2025).

Clemens Lindner is a Designer at Zaha Hadid Architects, which he joined in 2021. He studied at TU Munich and the Tongji University in Shanghai. At Zara Hadid Architects, he is involved in innovative design projects, notably the Forest Green Rovers Eco-Stadium in England, a soccer stadium which features a pioneering timber frame structure—the first of its kind globally—as part of a broader zero-carbon campus initiative. Clemens specializes in the integration of Generative AI into contemporary design practices, focusing on systematic AI-assisted workflows and the development of custom AI models tailored to architectural applications. He organizes and leads forums such as the AI Round Table, which promotes knowledge exchange and explores the implementation of AI tools within diverse design projects and competitions. Additionally, Clemens has experience teaching and leading workshops at TU Munich and at various conferences in Germany and China. His research interests span the customization and application of Generative AI in design, with an emphasis on practical integration of AI technologies within professional architectural contexts. His work and contributions have been recognized by awards including the University Prize of the Bavarian Construction Industry Association and the Student Award for Excellence in Architecture from Tongji University.

Christian Georg Martin is professor of philosophy at the University of Stuttgart. He has also been a visiting professor at the University of Chicago, the Panthéon-Sorbonne in Paris, and the University of Leipzig. In his philosophical work he focuses on post-Kantian metaphysics, philosophy of logic and language, aesthetics, and the philosophy of nature. He is the author of three monographs entitled *Ontologie der Selbstbestimmung. Eine operationale Rekonstruktion von Hegels 'Wissenschaft der Logik'* (Mohr Siebeck, 2012), *Die Einheit des Sinns. Untersuchungen zur Form des Sprechens und Denkens* (Brill | Mentis, 2020) and *Hegel's Philosophy of Nature* (Cambridge University Press, forthcoming). Among others, he has edited *Language, Form(s) of Life, and Logic. Investigations after Wittgenstein* (de Gruyter, 2018) and *Naturästhetik im Zeitalter der ökologischen Krise* (Brill | Mentis, 2022).

Dieter Mersch, Prof. Dr. Emeritus, is a German philosopher and former Director of the Institute for Critical Theory at the Zurich University of the Arts (ZHdK). His work focuses on aesthetics, media and art theory, the philosophy of images and music, and the philosophical foundation of artistic research, and most recently on a critique of algorithmic rationality with a special link to the relation between art and AI. His main publications include *Posthermeneutik*

(De Gruyter, 2010), *Epistemologies of Aesthetics* (Diaphenes, 2015), *Kein Würfelwurf bringt den Zufall zu Fall. Spiel Kunst Zufall* (Willms Neuhaus Stiftung, 2023), *Actor & Avatar: A Scientific and Artistic Catalog*, edited with Anton Rey and Thomas Grunewald (transcript, 2023), *Humanismen und Antihumanismen. Studien zur Gegenwartsphilosophie* (Diaphenes, 2024), and *Kann KI Kunst?* (Herbert von Halem, forthcoming).

Michael Mieskes is an artist working in sculpture, painting, and digital modelling. He works as a lecturer at the architecture department of ZHAW and TU Munich. He holds a Bachelor of Arts in Industrial Design (Pforzheim University), a Diploma in Fine Arts (ADBK Munich), and a Master of Arts in Aesthetics (Goethe University Frankfurt/M.), focusing on philosophical aesthetics, media theory, and theory of the fine arts and architecture. He has recently submitted his PhD dissertation at Goethe University's Faculty of Philosophy, focusing on the effects of the digital and AI in artistic practice. His practical and theoretical interests include the influence of (digital) technologies on the arts, mimetic practices, and artistic material. He has received scholarships from the Digitalization Initiative of the Zurich Higher Education Institutions (DIZH), Bauhaus Stiftung Dessau, and Stiftung Kunstfonds, among others.

Darío Negueruela del Castillo has led the Center for Digital Visual Studies at the Max Planck Institute, University of Zurich since January 2020. From 2017 to 2019, he was Head of Research at the ALICE lab at EPFL, where he earned his PhD in 2017 with a dissertation entitled "The City of Extended Emotions." Negueruela del Castillo's current research focuses on the implicit urban theory of Foundation Multimodal Deep Learning Models, examining how to leverage these models' general learner capacities for urban analysis. He is also actively involved in the critical spatial curation of large collections using AI, demonstrated in his project "Newly Formed City" for the Helsinki Biennial. His research spans architecture, urbanism, affect, and spatial and visual perception with an emphasis on imagination and spatial agency. Among others, his current projects "On the Urbanity of Images" and "Multimodality and Digital Apophenia" explore the processes of machinic imagination, mimesis, and love and artificial desire. In addition to his research, Negueruela del Castillo is the co-founder, along with Shin Koseki, of Data Think, a research and educational platform dedicated to critical and creative approaches to data and its methodologies. Data Think has successfully organized three summer and winter schools to date. Negueruela del Castillo recently co-organized

the symposium and upcoming edited volume "Digital Double—AI & Cities: Situating and Troubling AI Technologies for Architectural De/Reconstruction and Urban Simulation," as well as the "Uncertainty & Aesthetics Symposium 2025." He is the co-editor, alongside Eva Cetinic, of From Hype to Reality: Artificial Intelligence in the Study of Art and Culture (Hertziana Studies in Art History, 2024).

Iacopo Neri researches at the intersection of architecture, computer science, and the humanities. Engaged in both theoretical and applied research, he is passionate about the implications of machine learning for architecture and city studies and more generally the way we interact with the digital, and the way the digital interacts with us. He serves as Computational Lead at MUPD, and scientific collaborator for the Center for Digital Visual Studies (Max Planck – University of Zurich). He received an Msc in Architecture & Arch. engineering – Polytechnic University of Milan in 2019, and a Master degree in City and Technology, MaCT – Institute for Advanced Architecture of Catalonia – IAAC in 2017

Philipp Schaerer is a Swiss artist and lecturer whose work critically engages with digital image processing and examines the increasingly blurred boundaries in the representation of virtual and physical worlds. After studying architecture at EPFL, Philipp Schaerer worked from the year 2000 as an architect and knowledge manager at Herzog & de Meuron in Basel. He is the author of many well-known architectural visualizations for the same firm and has significantly contributed to new digital imagery standards in the architectural context through his work. Between 2003 and 2007, he directed the postgraduate program in CAAD under Prof. Dr. Ludger Hovestadt at the Department of Architecture at ETH Zurich. Since 2010, alongside his freelance artistic work, Philipp Schaerer has lectured at various universities in Switzerland, and since 2014 as a visiting professor at the School of Architecture at EPFL. Schaerer's works are continuously published and exhibited, and represented in several private and public collections including the Museum of Modern Art (MoMA) in New York, the Centre Pompidou in Paris, the National Museum of Norway in Oslo, the Museum of Contemporary Photography (MoCP) in Chicago, the Center for Art and Media Karlsruhe (ZKM), and the Fotomuseum in Winterthur. In 2023, Schaerer was honored with the Art Prize of the City of Thun.

Bige Tunçer is a Professor and Chair of Information Systems in the Built Environment at TU/e in the Netherlands. She is an architect and researcher specializing in data-driven AI methodologies for design and decision support in the built environment. Her chair's work focuses on the interplay between urban spaces, user behavior, and perception, as well as the role of physical attributes in shaping spatial experiences. She holds a PhD in Architecture (Design Informatics) from TU Delft, an MSc in Computational Design from Carnegie Mellon University, and a BArch from Middle East Technical University. Before joining TU/e, she was an Associate Professor at SUTD, an Assistant Professor at TU Delft, and a Junior Faculty member at ETH Zurich. She has also held visiting positions at ETH Zurich, MIT, and the University of Pavia. Her research centers on data collection, information and knowledge modeling, and visualization to support architectural and urban design, energy transition, urban resilience, digital construction, and nature-based solutions. As an established leader in evidence-based design and urban science, she leads and collaborates on large-scale, multidisciplinary research projects spanning AI, IoT, big data, and smart cities. She frequently delivers keynote speeches at academic, governmental, and industry events and serves on various expert panels and advisory boards. Her work has been widely published in leading academic journals and conference proceedings and has received international recognition through exhibitions and awards.