**COLLABORATIVE EVENTS**: ARCH 423/523 MEDIA FOR DESIGN DEVELOPMENT

Credit: 3CR  
Term: Winter 2021  
Instructor: John Leahy, jleahy@uoregon.edu, 503.412.3748  
Schedule: Fridays, 8:45-11:45am  
Location: Online  
Enrollment Limit: 15 participants

**Description:**  
The objective of this course is to study the efficacies of collaboration for shaping architecture and urban design. A series of modeling activities are reframed as game based simulations in an attempt to put new ideas on the table. Research into game theory and types of games identify potential game plans for developing team focused interactions. Debates over staged limitations, targeted stakeholders, and rules of negotiation play out the flow of material assets and bundled affordances. Participants reimagine the extension of design applications into immersive platforms redirecting purpose-built commands into new thematic portals for role sharing. A collective strategy to revise instantly sets up the next contest.

**Content:**  
The course will utilize a variety of software applications, such as Unity and Revit, but no prior experience with these applications is required.

**Evaluation:**  
20% attendance/participation  
80% assignments/presentations

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*Block’hood, Jose Sanchez, 2016*  
https://www.plethora-project.com/blockhood