

96 年邁向頂尖大學計畫—進軍國際之綜合媒材藝術團隊

Antonino Saggio 工作坊

Wed. 11/21—Mon.11/26

關鍵變革、現代性與資訊科技

Crisis, Modernity and Information Technology

※譯注：crisis 通常翻譯為危機，但 Saggio 教授所指的是關鍵、決定性、影響至深至廣的現象、問題、潮流或趨勢，而不論其好壞，所以我在文中將 crisis 翻作饒口的「關鍵變革」。

主持：義大利羅馬大學建築系 Antonino Saggio 教授

策劃與協助：交大建築所侯君昊(June-Hao Hou)助理教授

日期：11/21 (三) 至 11/26 (一)

時程規劃 (暫定)：

11月	21 (三)	22 (四)	23 (五)	24 (六)	25 (日)	26 (一)
10:00						
11:00			工作坊	工作坊		評圖 11:00 15:00
12:00			11:00 14:00	11:00 14:00		
13:00						
14:00	工作坊簡介 13:30~14:30					
15:00	演講#1	工作坊		演講#2		
16:00	15:00 18:00	15:00 18:00		15:00 18:00		
17:00						
18:00						

演講#1

講題：漫談當代建築研究裡人工與自然的混合(Hybridization of Natural and Artificial in Contemporary Architectural Research)

時間：11/21(三)15:00-17:30

地點：人社一館 HA105

開放全校師生參與

演講#2

講題：資訊科技崛起後時空觀念的異變(The Changing Notion of space and time in relationship to the rise of Information Technology)

時間：11/24 (六) 15:00-17:30

地點：人社一館 HA105 (暫定)

開放全校師生、各界相關領域人士參與

參加成員：

進軍國際之綜合媒材藝術團隊：音樂所、應藝所各 3 人，共 6 人。
建築所學生：學士後 11 人與數位設計創作課全班約 9 人，共 20 人。
合計 26 人，以分組方式進行設計概念創作。

主題說明（中譯）：

著名的建築歷史學家 Bruno Zevi 曾經問我「Saggio，什麼是現代性(modernity)？我 50 年來都在研究這個主題...」我記得我回應「它不盡然是用時間順序(chronological)來決定的...」之類的話，接著他說「Saggio，現代性就是將關鍵變革轉化為價值並呈現出一種新美學的東西。」這個爆炸性的說法讓我一時語塞。

一年多之後，Zevi 邀我參加一場他籌劃的景觀與建築研討會，會中我回憶起這段對話，便對 Zevi 說「當代性將關鍵變革轉化為價值」，他打斷我的話，說「但那不是我的說法」(Zevi 指的是 Jean Baudrillard 之類的思想家在這個主題上的說法)。這次我回應的聰明些了「我知道那不是你的說法，但杜象(Duchamp)告訴我們選擇才是最重要的，被我弄懂了吧！」一比一平手。

所以，究竟這個概念是 Zevi 的、Baudrillard 的、還是我的？其實都不是，我認為是你們的。現代性與時間順序無關的這個想法，只有透過各位的行動與創意思考展現出來，才顯得有意義。

所以，在本工作坊的範疇中，當代性的一種特質就是能以理智關注不同的文化與社會狀況下的問題與關鍵變革。這個概念可以發生在遠古時代、也可以是在當代，而且是建構行動與理解的重要想法。現代性具備一種尋找新方向的內在強度，用以強調所面臨的問題，而且不仰賴舊方法去面對需要新做法與新想法的狀況。

工作坊的第二面向，是強調不同狀況條件中的「關鍵變革」。本工作坊嘗試專注於這些條件與環境，其中創意性、動機性、聰明的作為是重要而且必要的。就這方面，我們很明顯將「現代性」與「關鍵變革」串起關係，對我們來說這兩個字是密切相關的。

第三面向是資訊科技(IT)的樣貌，一種多層次的樣貌。一方面來說，IT 造成我們這個時代的關鍵變革，因為我們正依循歷史的足跡，從工業時代轉變為資訊時代。這個轉變過程不僅引發很多新問題，同時也開創更多新機會；但另一個方面來說，IT 不僅只是決定性的變革，而且還是現今提供解決方案的關鍵。從 IT 已經應用在人類活動的各個層面來看，就可以清楚了解。想像一下，如果目前蓬勃發展的物理學、醫學、生物學沒有 IT 的協助，會是什麼樣子？

最後，在今日，探討 IT 的樣貌上最困難的問題就是美學。就美學而言，我們並不是指表面上的「好看」，而是更高層次、更複雜、甚至是知識的對立形式。「現代性是將關鍵變革轉化為價值並提出新美學的東西」，所以，IT 同時是危機、解決方案、也是尋找新美學的媒介，一種能夠利用藝術上充滿矛盾而複雜的方法來重新詮釋我們這個世界的美學。

根據這個概念架構，工作坊學生將與 Antonino Saggio 教授和侯君昊助理教授共同探究、設計、發展若干創新提案。實際的基地、軟體、工具與規劃將隨著工作坊的進行而逐步公佈。

Antonino Saggio 教授是「建築的資訊科技革命」系列叢書創始人與主編，英文版自 1999 年起由 Birkhauser 出版，中文版於 2000 年起由旭營文化出版。他頻繁在美國與歐洲各大學講學、任教。本工作坊不是以軟體操作為導向、也不強調技術專長，而是利用 IT 作為工具，探討新的設計議題與創新主題。

本工作坊的兩個核心問題：

1. 資訊科技(IT)工具之間的概念相通之處何在？
2. 我們能夠產生什麼創新的設計想法，用以探究與開發新的資訊科技工具？

主題說明 (原文):

Once Bruno Zevi, the great historian of Architecture, asked me "Saggio, what is modernity? It is 50 years that I am been working on it..." I answered something like "Well is not chronologically determined...". He added: "Saggio, modernity is what changes the crisis into value and promotes a new aesthetic". Well, I thought, this is a bomb.

One or two years after this Cappuccino conversation (because we had it in the bar close to his house-office), Zevi organized a conference on landscape and architecture and invited me to intervene. During this talk, I recalled the previous dialogue and when I said that "Modernity changes crisis into values" he stopped me and said "But this is not mine". (Zevi was referring to Jean Baudrillard and others thinkers on the same subject matter). This time I answered quite smartly: "Yes, It is not yours, but Duchamp taught us that is the choice which is crucial. And I got through you" 1-1.

So this concept is Zevi's is Baudrillard's is mine? I think that is yours instead. This anti-chronologically idea of Modernity has sense if it is capable of promoting your actions and your creative thinking.

Modernity, therefore, is referred in the context of this workshop has an intellectual status of attention towards the crisis and problems of different cultural and social situations. The concept can be referred to Paleolithic times as well to contemporary ones and it is a very important idea that structures actions and understanding. Modernity has the inner strength of looking for new directions to address problems and not rely to old models in order to face new situations that needs new efforts and ideas.

The second aspect of this workshop is addressed to the different contexts within which we can address the world "crisis." This workshop tries to concentrate the attention to those situations and environments for which a creative, motivated and intelligent action can be crucial and necessary. Within this approach we clearly relates Modernity to Crisis. These two words are for us intimately related. The third aspect of the question is the presence of Information Technology. And here IT has a multilayered presence.

From one point of view IT is the "Crisis" of our times because we are living the historical process of transformation from the Industrial Paradigm to an Informational one. This period of changes creates huge problems and at the same opens immense opportunities.

On the other side, IT is not only the crisis but also a key aspect, nowadays, to provide answers and solutions. This is clear in the presence of IT in so many aspects of human actions. Imagine for example Physics, Medicine, Biology these days "without Information technology"!

Lastly there is the most difficult aspect of the presence of IT in our time that is aesthetic. By aesthetic, naturally we do not intend "pretty" but the highest, most complex and even contradictory forms of knowledge. "Modernity is what changes the crisis into value and promotes a new aesthetic" So, IT is at same time crisis, solution and search of a new aesthetic. An aesthetic that is capable to reinterpret, with the contradictory and complex tool of art, our new world.

Within this conceptual framework the students will work with professor Saggio and Assistant professor June-Hao Hou to focus, design and develop innovative proposals. The actual site, software, and program will be revealed gradually in the course of the workshop.

Antonino Saggio is the founder and chief editor of the book series "IT revolution In Architecture" that has been published In English by Birkhauser since 1999 and since 2000 in Chinese. He has taught extensively in the United States and Europe. This workshop is "not"

software driven, and is "not" technological concentrate but will use IT to focus on new design issues and innovative themes.

The design workshop will address these two fundamental questions

1. What is the conceptual relevance of IT tools
2. What innovative design ideas can we develop to focus and fully develop IT tools?

參考書籍：

君昊老師辦公室已經有從圖書館借出的「建築的資訊科技革命」系列叢書、Bruno Zevi 著作「如何看建築」與「建築的現代語言」中文譯本，供各組參考使用，借用時請登記。