

1. Holographic Pony

Demonstrates rigorous thinking in their examination of the idea of holographic play thresholds. Evidence of theoretical connection and research to actual ideas. Evocative imagery, and well presented.

The ideas were developed into a cogent narrative that was effective in the intent and incorporated architectural notions of defining spaces through manipulation of 3d light and sound.

The utilisation and connection to sound as the activator was a cleaver interpretation of the brief, with further opportunity to present legitimate arguments for the understanding and shaping of these surreal environments, and resolution of the final ideas.

2. Bro Town

Critical analysis and approach to the brief was developed well with legitimate proposals based around the 'day dream', a phenomenological dimension for mind activity. This project shares some interesting ideas that have been developed from the analysis and identification of the 'In-between' spaces and connection and merging with the 'In-between' state of mind.

The architectural manifestations were effective, adequately engaging the viewer to interact with functional architectural devices that super-imposes the dream-time onto the constructed landscape as it speeds by.

3. Traffic

This proposal presents some interesting opportunities for new perspectives on the analysis and activation of 'the fringe'. A simple installation that attaches itself to the bridge is also a metaphor for the bridging of community debate, was effective here to not only delight in the mundane, but also map and provide data regarding modes of transport.

Good understanding of general ideas, which were presented well with further opportunity to make certain statements regarding environmentally friendly modes of transport and highlight societal attitudes towards energy consumption.

4. The Epic Adventure

A solid proposal which highlights the increasing reliance of gaming and computer technology for leisure, thus rendering our built environment more and more redundant rather than an environment for play. Interesting ideas presented here to activate the in-between and neglected urban spaces through analysis of 'the gamer' demographic and notions of recycling of both technology, and every day objects to create architectural spaces to appeal to the urban flaneur.

5. The Green-Gauge Initiative

This proposal demonstrates the potential to create stimulating and unpredictable urban installations to highlight the intrinsic qualities associated with sustainable technology. Well presented ideas regarding the possibilities for technology to operate in un-used urban spaces as ornamental apparatus to evoke thought.