Table of contents

- **Introduction** (p. 7)
- People, Computers and Architecture: A Historical Overview (p. 15)
- The rise of computer epistemology (p. 24)
- Architecture as interface (p. 55)
- Experiments in Form and Performance (p. 59)
- The surface as architecture (p. 84)
- The crisis of scale and tectonic (p. 124)
- A different Materiality (p. 143)
- The emergence of the society of information (p. 16)
- The seduction of innovative geometries (p. 60)
- Cybernetics in architecture and planning: patterns, systems and networks (p. 32)
- Intricate or minimalist elegance? (p. 100)
- The formalist turn in postmodernism and critical theory (p. 45)
- From Tectonic to Ornament: Towards a Different Materiality (p. 115)
- Digital culture, space and sociability (p. 48)
- **Diagramming Complexity** (p. 73)
- Digital age subjectivity, performance and meaning (p. 104)
- From animation to algorithmics (p. 94)
- Contemporary technology as Landscape (p. 116)
- From memory to oblivion (p. 133)
- Reinventing ornament (p. 138)
- Materials by design (p. 159)
- Design strategies and professional perspectives (p. 162)
- Will robotization take command? (p. 164)
- The City in the Digital Sprawl (p. 171)
- Urban features in the digital age (p. 172)
- A City of individuals (p. 177)
- An augmented urban reality (p. 185)
- Events, simulations and scenarios (p. 191)
- Towards a splintered city? (p. 205)
- **Conclusion** (p. 209)
- Material Continuity and the Design Practice
- **Index** (p. 217)
- **On the Author** (p. 224)