

Master thesis inSIGHT is an exploration into the relationship between the virtual world blending with physical architecture. The virtual world – built on the framework of vast data networks – is becoming increasingly referential to the nervous system. Architecture strives to tangibly enhance humanity's wellbeing through the design of complex systems. As cybernetics increasingly interconnects the virtual and physical worlds, how will this relationship influence architecture and its physical context to solve complicated problems?

Recently, augmented reality (the process of viewing the real world and virtual objects simultaneously, where the virtual information is overlaid, aligned and registered with the physical world) has started to gain more and more public attention and applications, but it hasn't been used much in the field of architecture yet.

The project proposes an augmented reality platform that allows its users to digitally manipulate physical visibility by expanding and limiting eyesight in an existing environment. The platform has the potential of being revolutionary because of its adaptability (space that is visible can be adjusted and changed instantly) and multi-functionality (several users can be in the same physical space, yet see the space they choose to). Such platform could also allow different levels of accessibility by different user groups, allowing more access to those who have the closest connection to the building. An example of user groups could be teachers, students and visitors in a university building.

So what is the existing and/or potential technology that is needed to develop such a platform? What operational qualities can be added to the physical space by digitally manipulating its visibility? How would user interface function and look like? How could one's perception of a physical space change by expanding sight and/or limiting it? These are the focal questions that the project aims to explore.