virtual interiorities

2020 VIRTUAL INTERIORITIES SUMPOSIUM

Architects enjoy experimenting with virtual reality as an "emergent" medium, yet the primitive version of the technology has been around since late-1960s while theoretical musing about the subject can be traced back to discussions as old as Plato's Allegory of the Cave, the butterfly dream, and the brain-in-a-vat problem. But what place does VR hold for design disciplines in a post-digital era? Will it end up as merely amphibious — a transitional species destined to be replaced by augmented/mixed realities?

Aside from its wide accessibility (and affordability), what makes experimentation with VR attractive to those involved in the design of our built environment is the underdeveloped language of the medium. Much like the advent of any new media, explorations in VR has for long remained under the hegemony of existing and competing representational media and artistic paradigms. To liberate the language of spatial experiences in VR, it is necessary to understand how its modes of representation differ from other media and from reality itself.

This symposium provides a forum for interdisciplinary discussion about VR, not as another representational rendition of reality, but as a medium and/or a method. While experimentations aimed at exhausting the linguistic opportunities of the medium are highly encouraged, so too are methodological investigations that use the simulative capacity of VR to address challenges that our built environment faces. Submissions for all scales of the built environment, from interior furniture to metropolitan urbanism are welcome.

PROVOCATIONS

Virtual Interiorities considers the following provocations:

- How does virtual reality facilitate, complicate, or challenge spatial experience?
- What are the methodological benefits of virtual reality in architectural research?
- How do virtual mediums filter, manipulate, and alter our perception of the built environment?
- What are the pedagogical values in the application of VR in design studios?
- How can virtual reality be used to frame emancipatory theoretical positions about the built environment?
- What are the potential challenges, drawbacks, and threats that the immersive nature of VR may trigger?
- How does virtual reality provoke design innovation?
- What does spatial design entail in post-virtual receptions of architecture?

VENUE

School of Architecture
Florida Atlantic University
111 East Las Olas Boulevard
Fort Lauderdale, FL 33301

Symposium Chairs:
- Shermeen Yousif, Ph.D. | Florida Atlantic University
- Vahid Vahdat, Ph.D. | Washington State University

CALL FOR PAPERS AND CREATIVE WORKS:

Virtual Interiorities offers a critical forum for presenting creative practices and scholarship of historical, theoretical, realized, and speculative work involving virtual reality, architecture, and design. More specifically, it promotes innovation in design theory, pedagogy, research, and practice. The symposium invites interdisciplinary research and collaborations that include, but are not limited to architecture, spatial design, interior architecture, interior design, landscape architecture, urban design, adaptive reuse, preservation, computer science, media studies, and the performing arts.

SUGGESTED THEMES:

- o VR as an Architectural Medium
- o Virtual Simulations
- o Virtualizing Architectural Research Methods
- o VR and Sustainability
- o Histories of Virtuality in Design
- o Theorizing Virtual Space
- o Virtual Reality and Architectural Pedagogy
- o Virtual Ecologies
- o Urban Virtualities
- o Interdisciplinary Collaborations

SUBMISSION INSTRUCTIONS

Virtual Interiorities accepts the following forms of scholarship:

1. Paper Presentations
2. Pecha Kucha Presentations
3. Virtual Projects/Installations

PRESENTATION CATEGORIES

Paper Presentation

Papers must report on completed research or creative work and cannot be previously published. All papers will go through a double-blind peer review process. Accepted authors are expected to present their project at the symposium. Papers presented in the symposium will be published in the symposium proceedings. Authors of presented papers will be required to complete a copyright transfer form for the publication of their images in the symposium proceedings.

Requirements:

- o Abstract: 300-word abstract describing the paper
- o Manuscript: 4,000-word maximum including abstract and endnotes
- o Images: Up to 5 images (low resolution) must be embedded into the manuscript
- o Format: Papers must be sent in MS Word format up to 20 MB in size
- o Blind Peer Review: Omit all author names or institution identifiers for anonymity
- o Contact Details: Provide full name, university, department, and title of corresponding author
- o Authors: Provide a list of author(s) as they are to appear in the publication
- o Papers must be written in English
- o Submission Deadline: 23:59pm EST on June 28, 2020

Pecha Kucha Sessions

Pecha Kucha sessions will include presentations of 20 images shown for 20 seconds each for a total of six minutes and forty seconds. Pecha Kucha presentations may report on completed or in-process research or

creative work. All submissions will go through a double-blind peer review process. Accepted authors are expected to present their project at the symposium. The abstract and the accompanying images for Pecha Kucha sessions presented in the symposium will be published in the symposium proceedings. Authors of presented Pecha Kucha sessions will be required to complete a copyright transfer form for the publication of their images in the symposium proceedings.

Requirements:
- o Abstract: 500-word abstract describing the project
- o Images: 20-image presentation in PDF format up to 20 MB in size
- o Blind Peer Review: Omit all author names or institution identifiers for anonymity
- o Contact Details: Provide full name, university, department, and title of corresponding author
- o Authors: Provide a list of author(s) as they are to appear in the publication
- o Submission Deadline: 23:59pm EST on June 28, 2020

Virtual Projects/Installations
Virtual Projects/Installations may take the form of various creative endeavors. All submissions will go through a double-blind peer review process. Accepted authors are expected to attend the symposium. Accepted virtual projects will be displayed on temporary VR stations adjacent to the symposium venue. Only presented Virtual Projects/Installations will be published in the symposium proceedings with a still image and accompanying abstract. Authors of Virtual Projects/Installations will be required to complete a copyright transfer form for the publication of their images in the symposium proceedings.

Requirements:
- o Abstract: 500-word abstract describing the project
- o Images: 5 still images from the project in a single PDF format up to 20 MB in size (Videos of the installation are not required but highly encouraged – up to 40 MB MP4 file or link to video)
- o Format: While a few high-performance computers equipped with Unreal Engine and Unity VR and HTC Vive and Oculus Rift headsets will be available, authors are encouraged to bring their own equipment for the display
- o Blind Peer Review: Omit all author names or institution identifiers for anonymity
- o Contact Details: Provide full name, university, department, and title of corresponding author
- o Authors: Provide a list of author(s) as they are to appear in the publication
- o Submission Deadline: 23:59pm EST on June 28, 2020

SYMPOSIUM TIMELINE
- o Call Announced: February 17, 2020
- o Submission Deadline: June 28, 2020 @ 23:59 EST
- o Notifications to Authors: August 3, 2020
- o Symposium Registration Deadline: September 7, 2020 @ 23:59 EST
- o Final Revised Submissions Due: September 7, 2020 @ 23:59 EST
- o Symposium Date: October 17—18, 2020

REGISTRATION AND SUBMISSION
Symposium Registration Fee covers coffee breaks and meals
- o $130 | academic & professional attendees
- o $55 | students

Register Online: www.virtualinteriorities.org/registration
General Inquiries: info@virtualinteriorities.org