



We increasingly work and live within a society that is fearful of ideas and agency and where the general public have been conditioned to consider and believe that architecture isn't really something for 'them'. It's something other - for other people, for other places. It is either lifestyle or spectacle - Grand Designs or the V&A. Architecture has become the go-to scapegoat for many of society's ills; slums, schemes, sink estates, schools that fall apart, museums that cost too much, parliaments that take too long to build. The development system in Scotland has developed into a dysfunctional bureaucracy that breeds a culture of mediocrity amongst the disciplines of planning, architecture and urban design. A much vaunted policy on Architecture and Place appears to mean nothing in practice as a quality built environment becomes the exception rather than the norm. Schools that fall apart, big box retail destroying our town centres, cycle lanes that crash into bus shelters and the proliferation of developer led suburban housing all spread like a virus of banality. All these things are symptoms of a systemic failure that lowers the aspirations of common society and stifles creativity, innovation and agency amongst our planners, architects and designers and the general public. As a profession we seem trapped in a cycle of trying to produce the 'least worst' instead of delivering what we know to be the best.

I'm interested in work that creates fresh perspectives, suggests new possibilities and alternate realities. I'm interested in the act of making not as a finite act but as a suggestive act. Design not as a means to dictate behaviour but as a means to facilitate new behaviours through an acceptance and celebration of other people's ideas and agency. The success of a place is ultimately dependent on the success of its programme and to what extent its design can facilitate accessibility, diversity and flexibility in terms of human experience.

What most places need is a physical environment that provides an invitation to do things; people want to experience, participate in and consume the productivity, creativity and activity of others whilst also developing their own agency as well.

BACKGROUND



















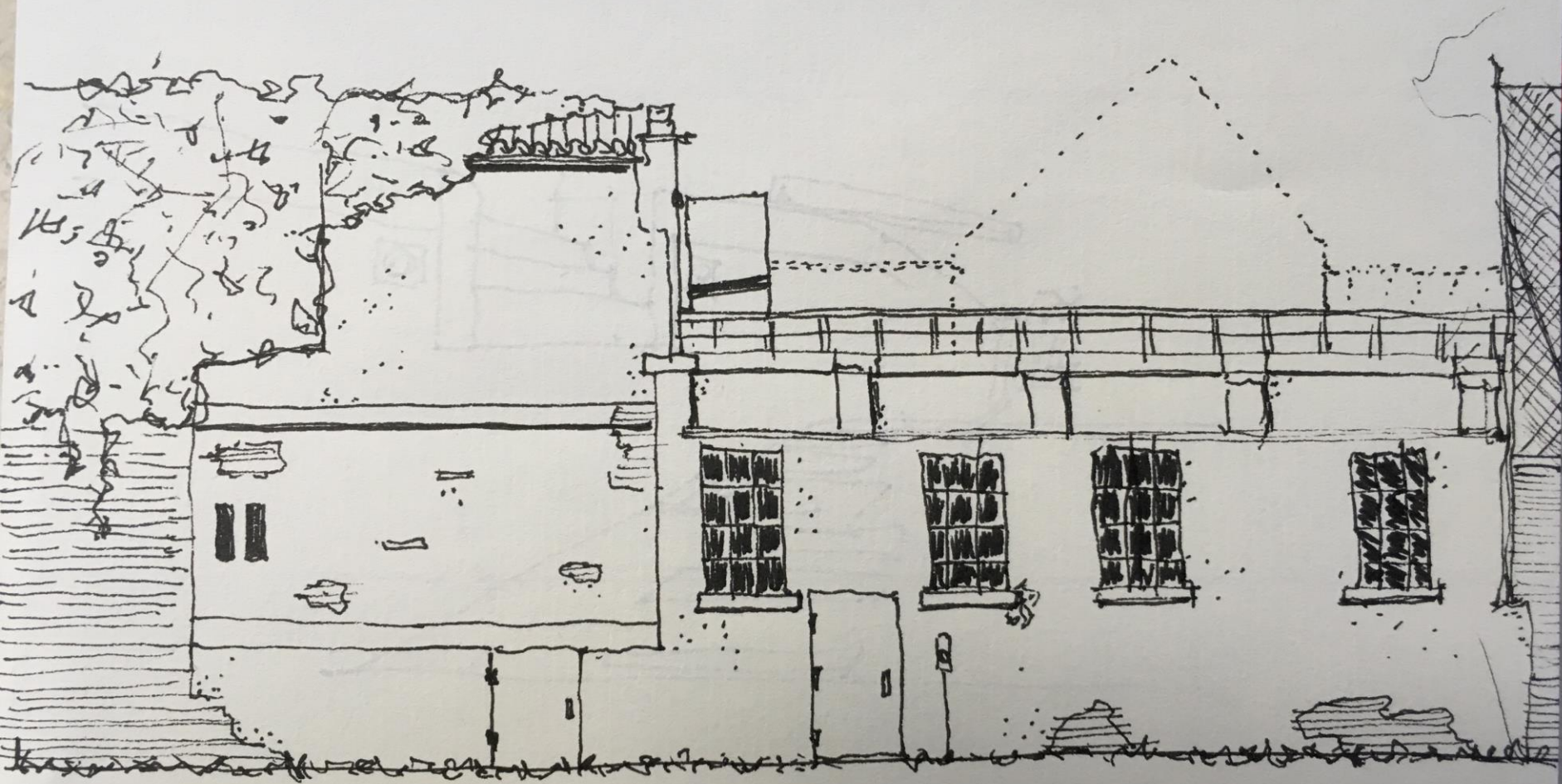


OBSERVE+EXPERIENCE

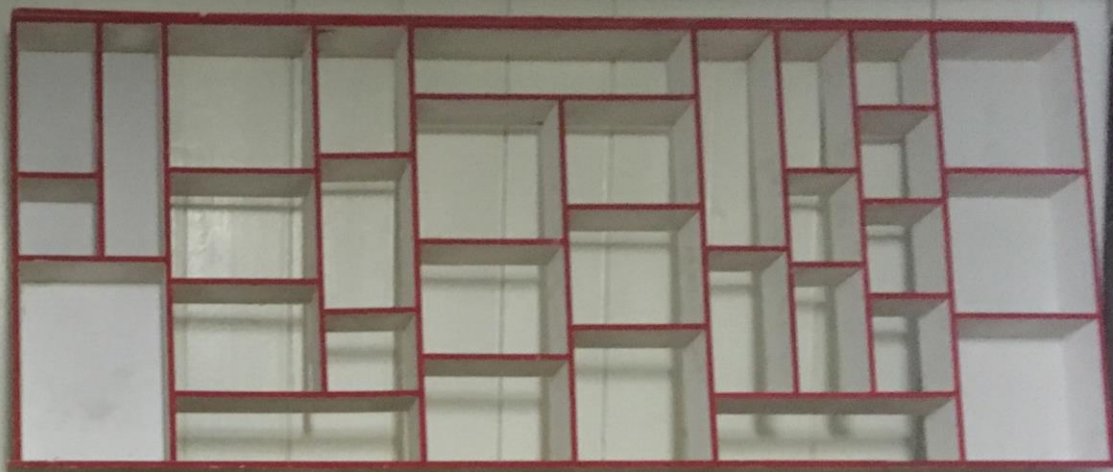






































WATER

LANES

TOWERS

TOPS

BOARDWALKS

PLATFORMS

LIFE

COLOUR



















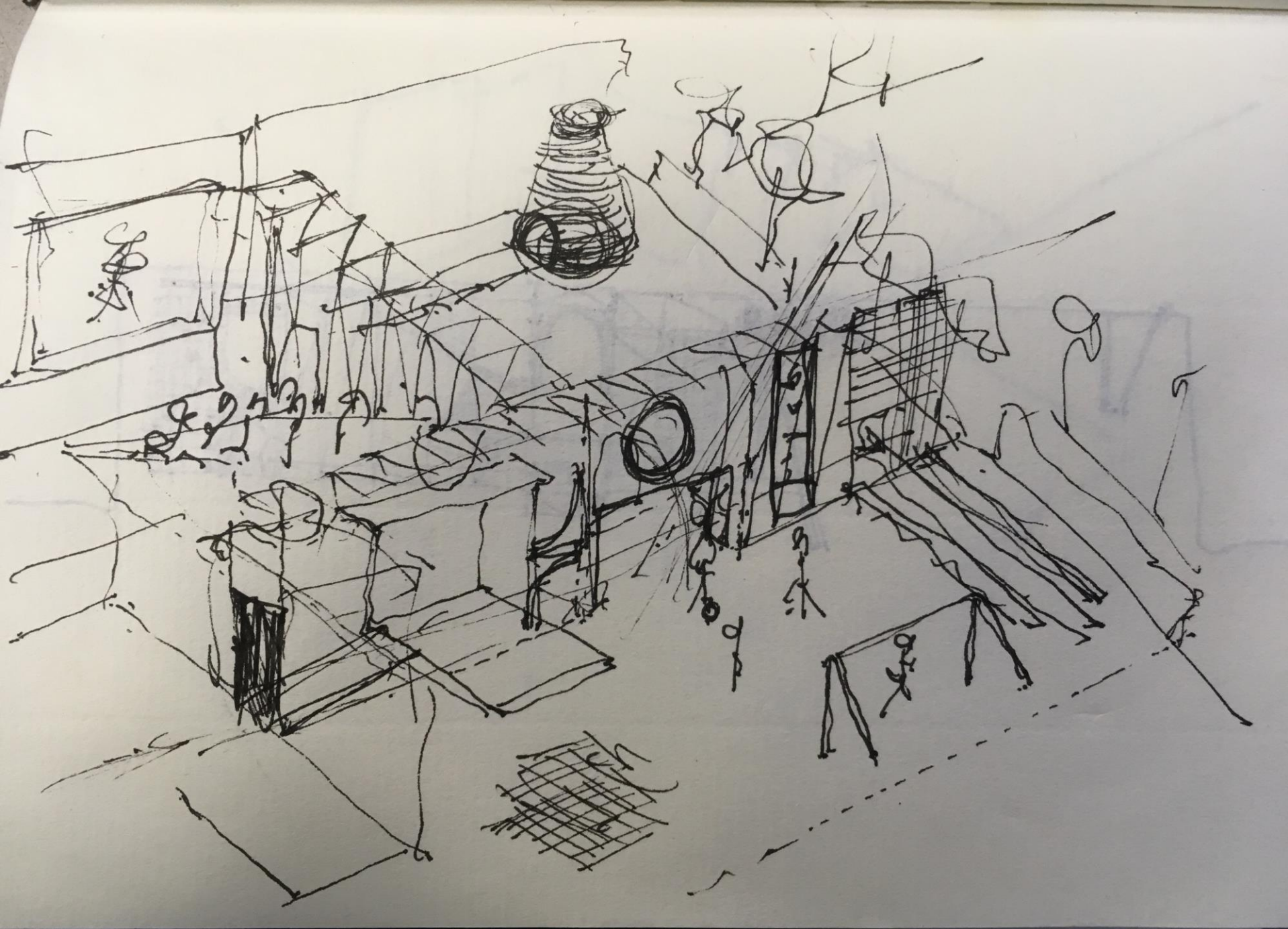




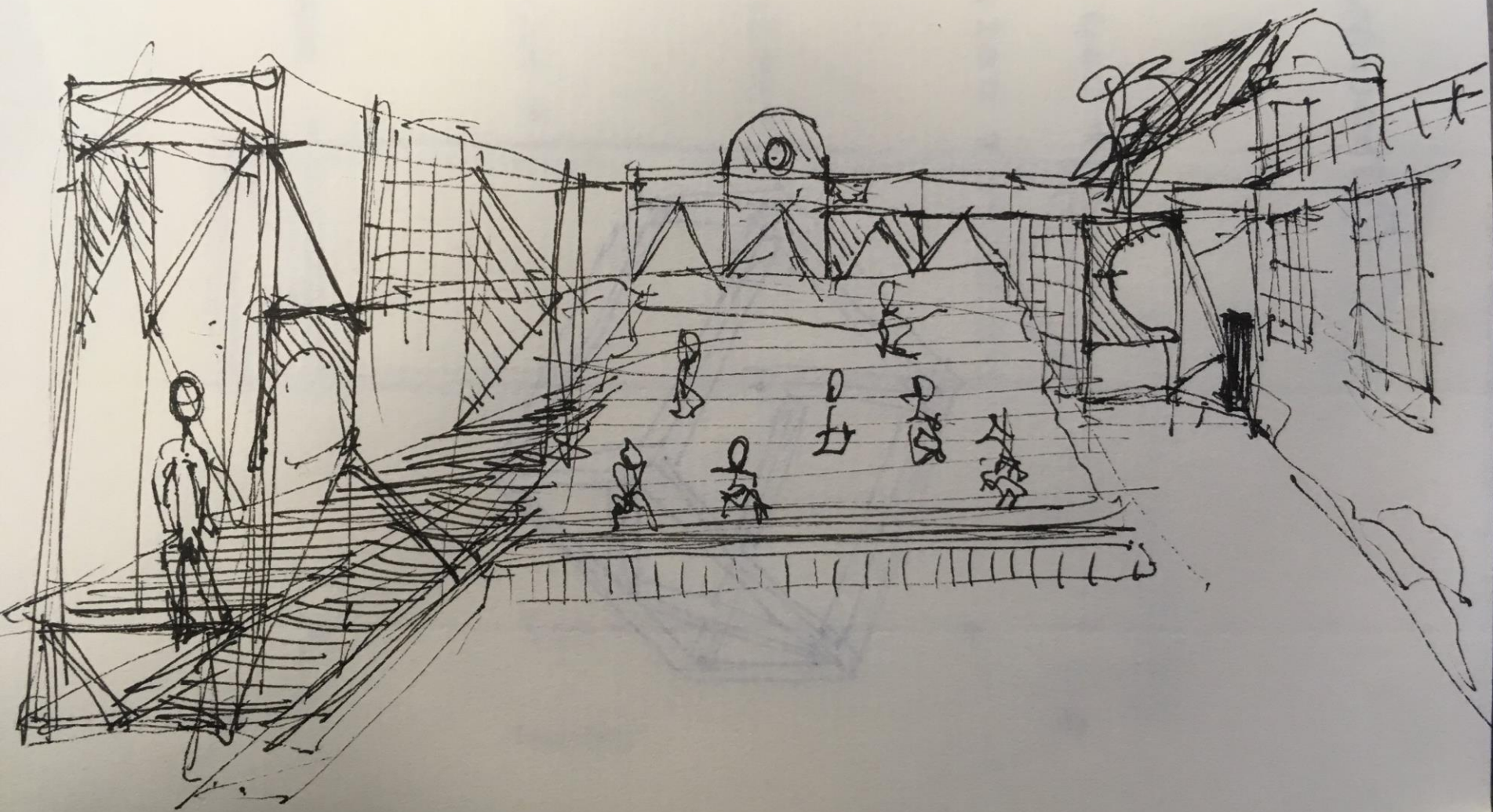


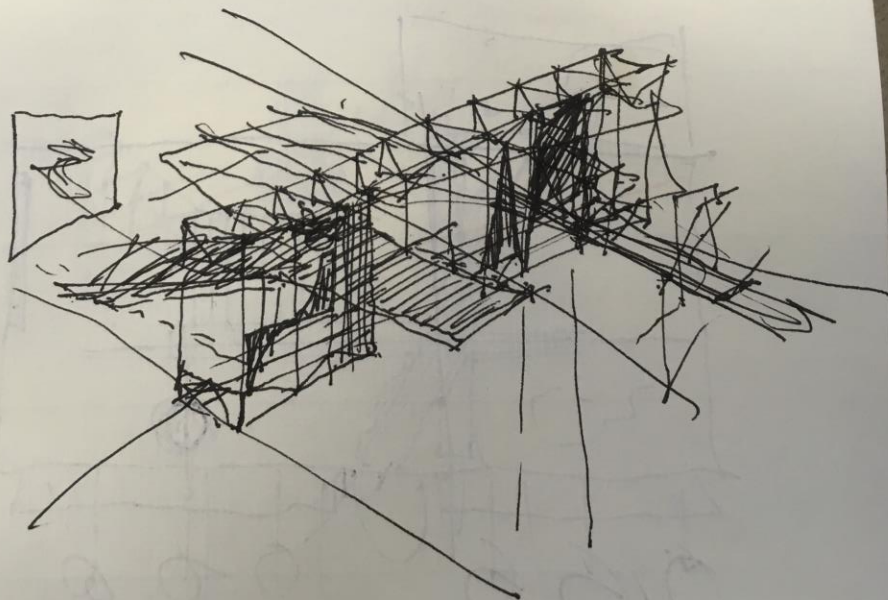
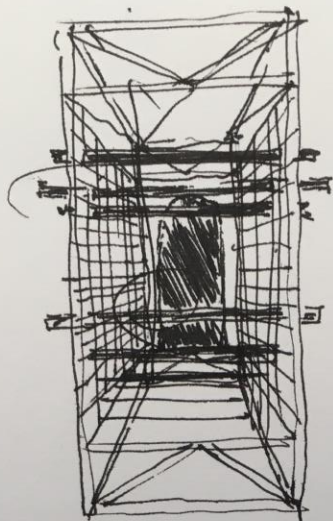


DESIGN



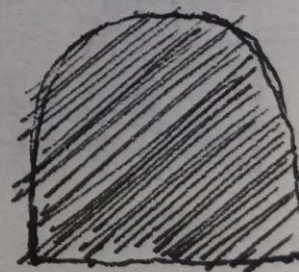
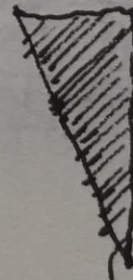
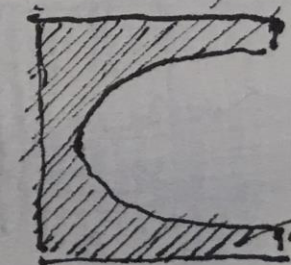
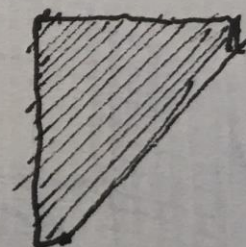
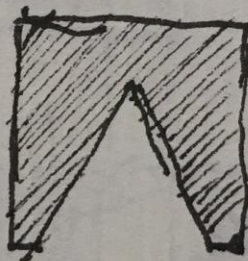
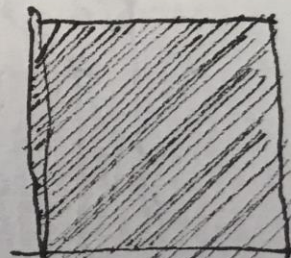
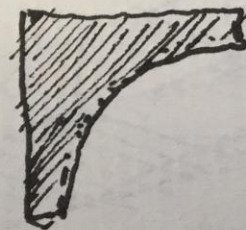
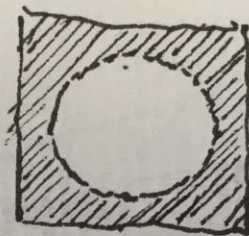
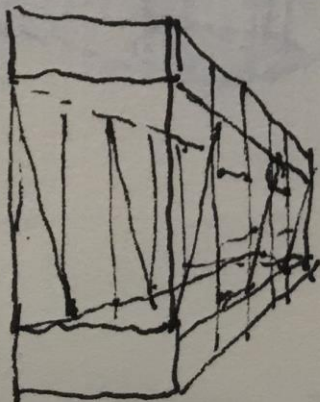
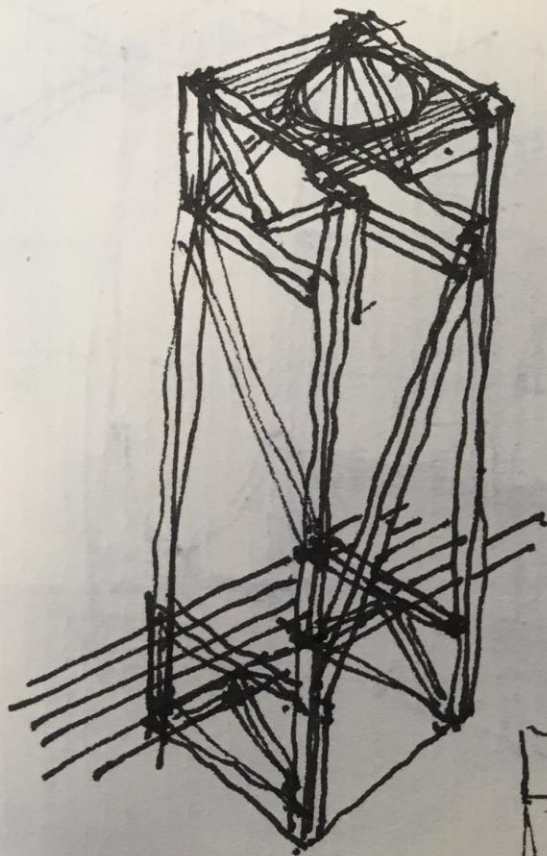


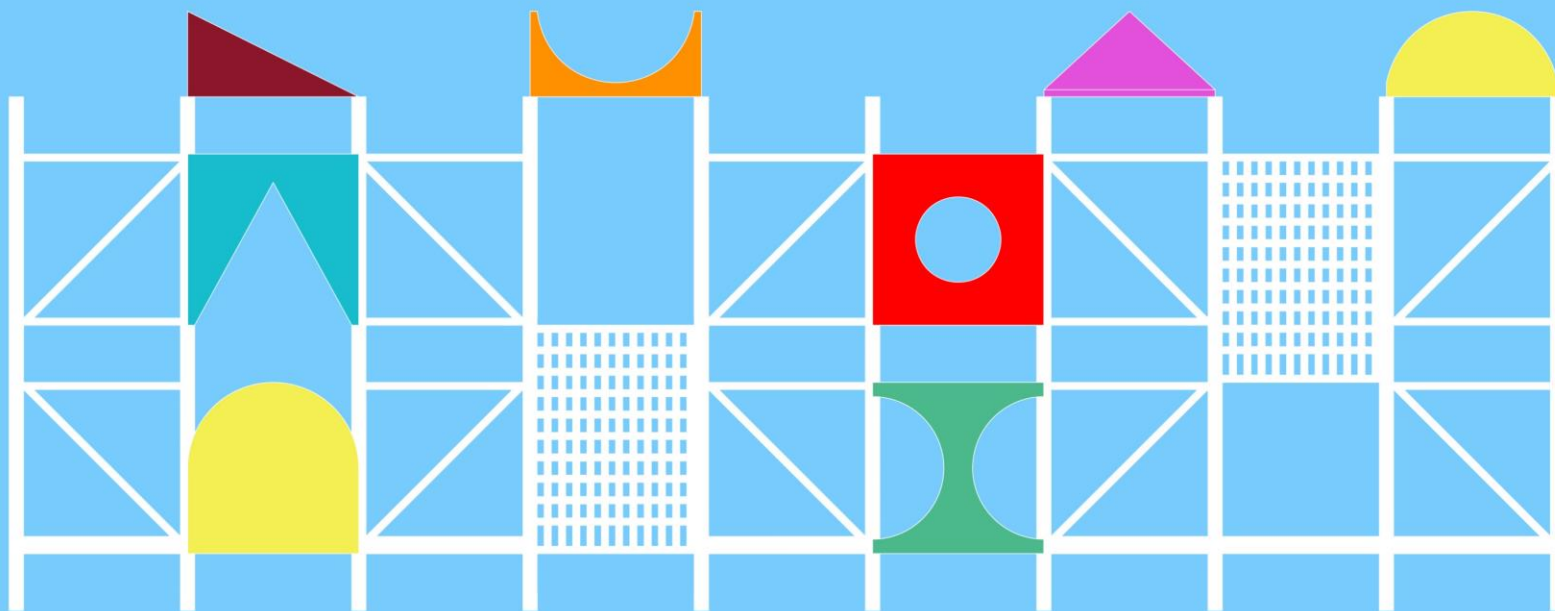




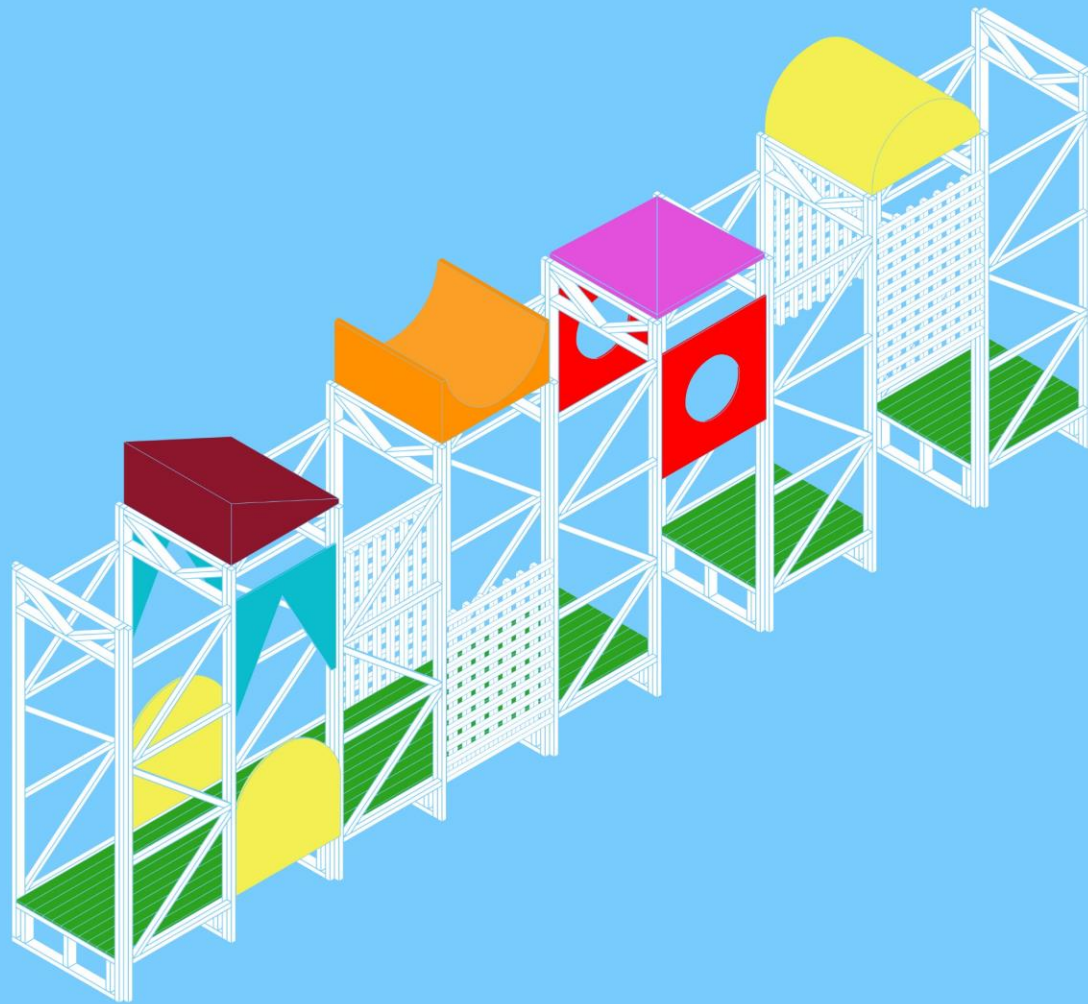


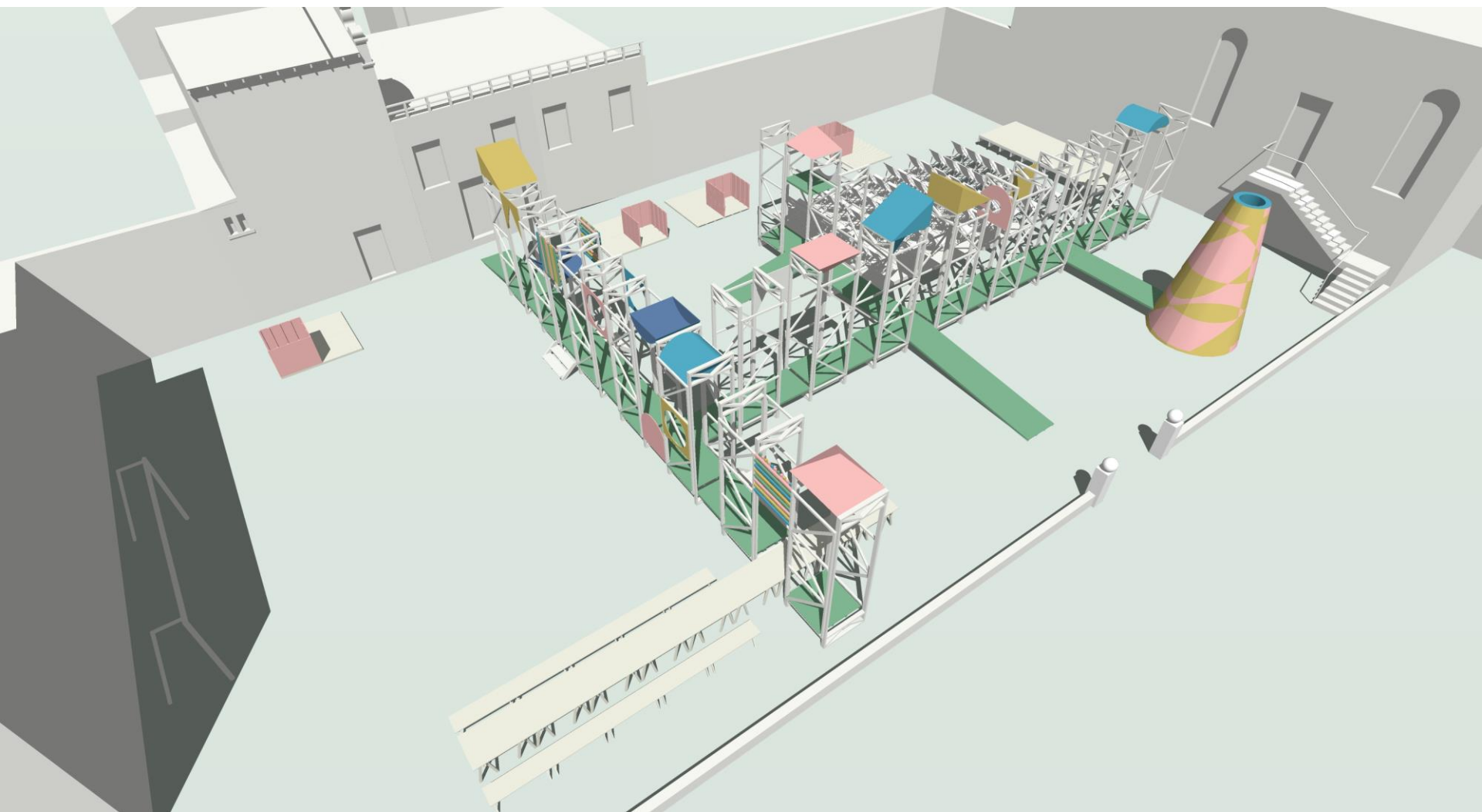
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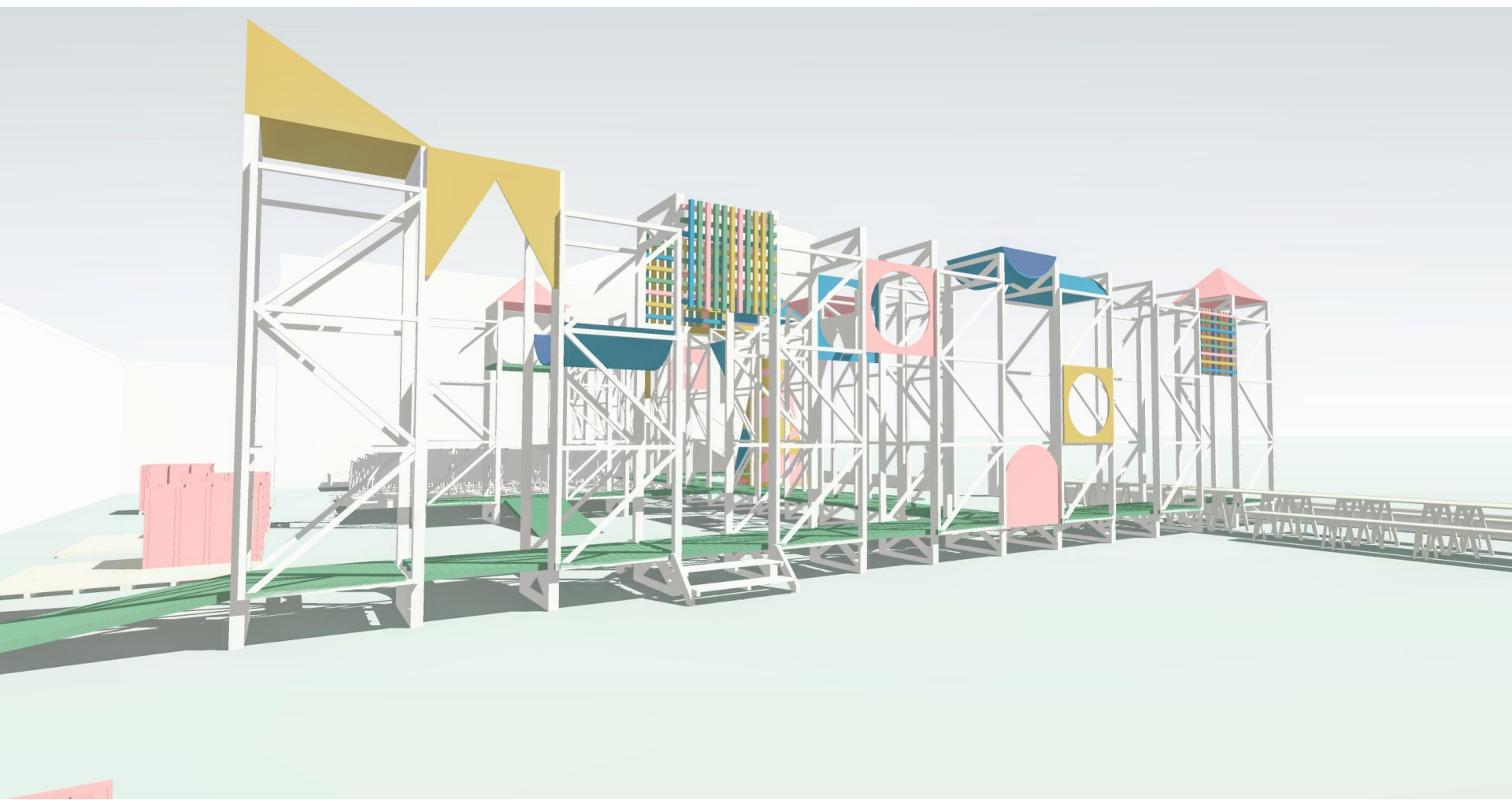


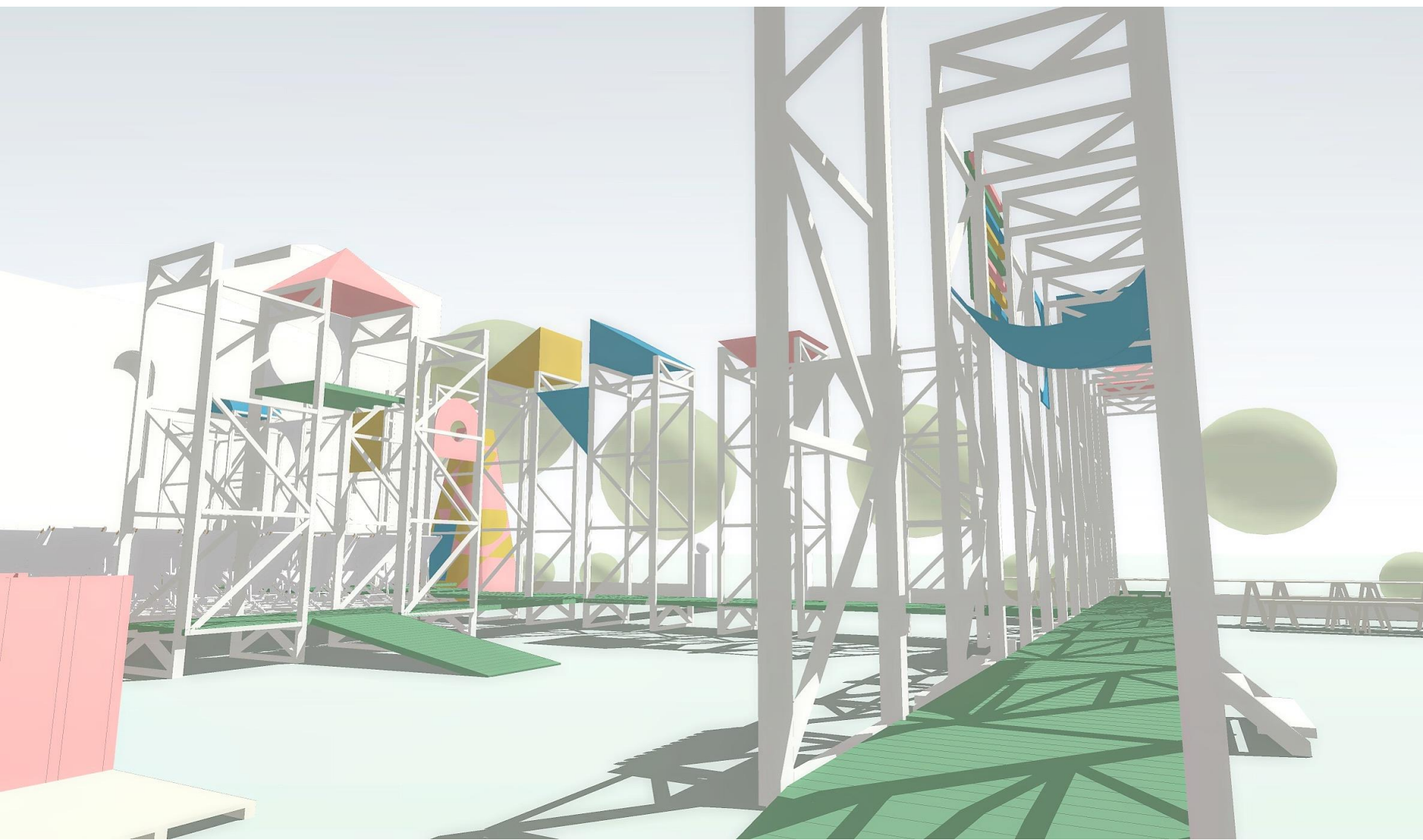














THE



la Biennale di Venezia

16. Mostra  
Internazionale  
di Architettura  
Eventi Collaterali

WHAT HAPPEN

STANCES

MAKE

















































EVOLVE





























































LET GO







