

## CALL FOR PARTICIPATION

PhD and Master Student International Training Programme

# ISP 4: Build Digi Craft

New mindset for high-quality European Baukultur

29 NOVEMBER – 3 DECEMBER 2021

## What is it about?

**Build Digi Craft** explores the interrelation of new digital tools, traditional building craft techniques, current design practice and the values behind the process of shaping the built environment.

**Build Digi Craft** is a network cooperation project between 8 EU countries from the Baltic Sea Region, funded by the ERASMUS+ programme.

How do we shape the future built environment in a world of growing digitalization and professional specialization?

## Who can participate?

Early-stage researchers: PhD students and advanced Master level students, who:

- 1) have an academic degree in a discipline related to the built environment (i.e. architecture, structural engineering, urban design/planning, building services, applied arts, etc.)
- 2) are interested in a project/research related to one of the following topics:
  - ◆ digital transformation in the planning and building industry;
  - ◆ cultural transformation of the professions of the built environment;
  - ◆ future of craftsmanship, digital craftsmanship;
  - ◆ formation of new cultural and aesthetic values in the built environment.

Participants need to be enrolled in or affiliated with one of the 8 partner universities (see *Expert Committee of the Partner Universities*), guest participations can be individually considered.

## What to expect?

The 5-day training programme, also called Intensive Study Programme (ISP), is dedicated to the topic:

### “ReThink Baukultur in the Digital Age” From Bauhaus to the New European Bauhaus

*What is Baukultur in the digital age? What is the essence of the digital revolution in respect to the shaping of the built environment? How do we design, build and maintain the built environment based on craftsmanship, data and algorithms? What is the historic role of the Bauhaus movement and which Bauhaus values do we want to transfer to the Baukultur of the Digital Age and to the New European Bauhaus?*

◆ Keynotes and input from renowned international experts in the following fields:

- Historic Perspective on Bauhaus
- Integration of Art and Technology
- New Society and New Man in the Built Environment
- Innovative Revolutionary Education
- New European Bauhaus and Digital Age Baukultur

◆ Interactive group tasks and virtual workshop activities, supported by a set of innovative digital tools for collaborative working.

◆ Reflection and feedback on the individual (PhD) project in respect to the **Build Digi Craft** project: Baukultur, craft and digital.

The ISP4 is the last of four consecutive training events, which have been organized between 2020-2022 within the thematic framework of the BuildDigiCraft project. Participants can join an ISP without having participated in one of the previous programmes. At the same time, participants were encouraged to take part in more than one ISP, and if possible, even in all four training programmes.”

Credits for participation can be awarded in ECTS.

**+Public Event**  
**Gdańsk**  
**Public Debate**  
December 7th,  
14:00–16:00 CET

## Expert Committee / Partner Universities

**HafenCity University Hamburg**, Hamburg  
Annette Bögle, Daniel Mondino, Emiliya Popova

**Royal Academy of Fine Arts**, Copenhagen  
Olga Popovic Larsen

**Denmark Technical University**, Copenhagen  
Lotte Bjerregaard Jensen

**Chalmers University of Technology**, Gothenburg  
Karl-Gunnar Olsson and Anna Kaczorowska

**Tallinn University of Technology**, Tallinn  
Roode Liias and Raido Puust

**Gdansk University of Technology**, Gdansk  
Bartek Macikowski, Justyna Borucka and Małgorzata Kostrzewska

**Riga Technical University**, Riga  
Sandra Treija and Ugis Bratuskins

**Aalto University**, Helsinki  
Günther Filz

## HOW TO APPLY?

### Application Deadline November 18th, 2021

If you want to participate in the BuildDigiCraft Training Programme and thus become part of the Baltic Sea Science network of young researchers and practitioners from the field of studies about the built environment, this is how to apply:

Send us your application to [build-digi-craft@hcu-hamburg.de](mailto:build-digi-craft@hcu-hamburg.de) by **18.11.2021** (addressed to the BuildDigiCraft Expert Committee).

The application should contain the following information:

- 1) detailed CV
- 2) short motivation letter, answering the following questions: (*max. 1 A4 page text, no limits for pictures and graphs*)
  - ◆ What is your research interest and how does it address the BuildDigiCraft project?
  - ◆ What benefit do you think your project/research could gain from the **Build Digi Craft** project?
- 3) ISP1-3 participants can re-apply with their ISP1-3 application

Find out more about the project on [www.builddigicraft.eu](http://www.builddigicraft.eu).

### Notification November 22nd, 2021

All candidates will be notified by **22.11.21**.

Selected candidates will receive full information on the training programme, as well as the description of the short preliminary tasks to be prepared prior to the workshop activities.