



The Physical and the Digital City (Book)

Invisible Forces, Data, and Manifestations

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*The Physical and the Digital City* is a unique collection of projects where researchers and designers show how the theories of technology underpinning the digital urban environment are applied in practical and spatial terms. 79 b&w illus.

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*The Physical and the Digital City* is a unique collection of projects where researchers and designers show how the theories of technology underpinning the digital urban environment are applied in practical and spatial terms. The authors are experts in their respective fields, who pursue cutting edge solutions for city-making and consider the theoretical premise critically. It is designed to be a self-contained and interdisciplinary reference text to introduce students, designers and scholars to the idea of

physical/digital and its urban application.

The book will help students and designers to develop a clear understanding of the physical and digital principles underpinning urban assemblages and a solid set of references to start working within this topic with confidence. Of interest to all students and scholars interested in urban studies (geography, planning, urban design, social sciences and humanities) and human-computer interaction (media studies, computer science, social sciences, cognitive sciences, anthropology and psychology). The book will clarify the role of digital technologies within the city, along with its possible implications for people and communities.

It is oriented to the academic and professional communities interested in architectural, urban and digital design from different angles. This includes those interested in computational architecture, for example, eCAADe Education and Research in Computer Aided Architectural Design in Europe, ACADIA Association of Computer Aided Design in Architecture, CAADRIA Computer Aided Architectural Design Research in Asia, SIGraDi Sociedad Iberoamericana de Grafica Digital, CAAD Futures Foundation as well as those interested in the human-computer interaction.