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Description : Project Abstract SECURBIA - 'homeland' revisited The phenomenon of one family housing is spreading more and more throughout Europe and the whole western world in 'shape of big or small areas serving only one single purpose: living. This 'homeland' appears on city edges or nearby villages in the countryside. The will for an own home with an own piece of land is promoted by society as a goal for individual living. Therefore 'homeland' is well financially supported by the state. SECURBIA is a virtual 'homeland' using the UnrealEditor as a scenario and at the same time information tool on the phenomenon 'homeland'. The scenario of SECURBIA shows how the will for individual living is standardised in specific building elements that can be chosen from a catalog. By mutating the house elements into offensive fortification devices the houses of SECURBIA reveal that the demand for a peaceful dwelling is accompanied by a strong will for order, security, rule, private property and quietness caused by fear for crime, uncertainty, egoistic thinking showing how people start self-prisoning and closing out the world around by fortifying up their homes. So what if the calm, peaceful picture of 'homeland' really collapses one day, homes turn into bunker-like protection fortresses? And will that be enough security? Visit SECURBIA.

Bio : Studying architecture at the TU Dresden, Germany since 1999. Since August 2004 studying at the School of Architecture at the Royal Institute of Technology Stockholm, Sweden. Worked at RohdeCan architects, Dresden. Play guitar in FrameStar, an emo-rock band from Dresden, and Wieland y EsteVicio, an acoustic guitar project. Play volleyball at Lidingö SK, Sweden. The workshop on Computer Gaming was a very good opportunity to reflect on more vernacular architectural phenomena and use the computer as a scenario tool mutating reality and analysing what kind of picture it gives back to that reality.