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Postphenomenology and Architecture

Architecture mediates reality in a fundamental way. In the architecture perspective, the postphenomenological entanglement of humans and tools is transferred into a macro-perspective, where architecture and architectural assemblages, like for instance cities, are viewed as technology in a classical phenomenological sense. Also in its making architecture mediates thinking through a material, and as Don Ihde has pointed to, it is a designer fallacy to believe that there is something like a perfect plasticity of that material (Ihde 2008, 58). But how does this co-creation take place through and with materials? Architecture, is not just a mediating technology in its making, but in its framing of human life. We embody time and space through temporal place-making that we tend to call home. The process is endless (from cradle to grave) as Martin Heidegger has suggested in "Building, Dwelling, Thinking" (1951). Every kind of architecture becomes architecture, exactly because this type of thinking has been made. Otherwise it is just a building, an obsolete technology. In this perspective, we ask the question, inspired by Heidegger: How can we embrace the chiasm of Thinking Things and Thinging Thoughts? How can we materialize the process of bridging action and reflection, and make this materialization become evidence of this effort, i.e. architecture?