

CALL FOR PARTICIPATION

PhD and Master Student International Training Programme

ISP 3: Build Digi Craft

New mindset for high-quality European Baukultur

14–18 JUNE 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:

“Craft and Craftsmanship”.

What is Baukultur in the digital age? How do we design, build and maintain the built environment based on craftsmanship, data and algorithms? What are the qualities of craftsmanship, what is the essence of craft and craft-based production that we would like to transfer to the future digital shaping of the built environment?

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

Digital: Disturbing Delight | [Jüri Soolep](#)
 Digital Twin | [Jörg Noennig](#)
 Construction Value Chains | [Lauri Tuulberg](#)
 The Right to Design & The Link to Heritage | [Henric Benesch](#)
 Masonry Mechanics | [John Ochsendorf](#)
 Art & Crafts | [Didzis Jaunzems](#)

◆ 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 ISP3 is the third of four consecutive training events, which will be 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 are 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.



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 June 3rd, 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 by **03.06.2021** (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 participants can re-apply with their ISP1 application

Find out more about the project on www.builddigicraft.eu.

Notification June 7th, 2021

All candidates will be notified by **07.02.21**.

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.