metaverse design lab

3 ECTS
13.10.2022 – 15.10.2022
Master AR, INF, ENG, MGMT, SOC

Jury: Bjarke Ingels Group, a.o.

Apply Now.

In designing the real world, architects, civil engineers and urban planners are taking significant responsibility for buildings, urban quarters, cities and open spaces. With the advent of the metaverse a new area is opening up for designing and building immersive experiences. +++ What role will architects, civil engineers and urban planners play in developing jointly with game engineers, programmers, web3 experts, VR/AR specialists and others these new virtual worlds. What responsibility shall they take, what definition of a metaverse will they foster, and what opportunities will they seize? +++ Discuss in an interdisciplinary three-days design workshop these questions. Define a concept of a metaverse for creative and sustainable human interaction in a frame of 10x10x10. Prototype the metaverse using your tools of architecture, engineering and design. Present your 3-dimensional model at an international conference in Munich with world-leading experts from web3, gaming, 3D animation, visual effects, sociology, management and architecture with the Bjarke Ingels Group (BIG).

Apply until 30.09.2022 +++ As Master's degree student of architecture, engineering, management, informatics, sociology +++ With short motivation letter, why to participate (max. 200 words) +++ With short CV (max. DIN A4) +++ With short portfolio of 3 projects of your work at university (if applicable). max. 3MB) +++ 3 ECTS (Elective course module: AR30382 Fast Track Design Methods, Chair of Architectural Informatics, TUM School of Engineering and Design).

October 13 – 15, 2022 // Workshop @ TUM Venture Lab Built Environment +++ Room 2345@0503 // 08:00 – 17:00
November 10, 2022 // Pitch @ Munich Urban Colab +++ MUC.XYZ WEB3 Innovation Forum, 09–10.11.2022 // 10:00 – 11:00

TUM Venture Lab Built Environment | TUM Cluster Sustainable Real Estate | MUC.XYZ