Cybernetic theories are central to how we design and what we design. Feedback systems and conversation theory show a way to describe how we design, explaining the iterative process of action, reflection and discovery. Constructivism and embodied cognition could lead toward understanding what we design, describing the relationship between humans and their built and natural environments.

Our objective is to set up a framework for the discussion of these topics. Speakers will be presenting historical background, projects and ideas about how we design and what we design in light of cybernetic theories, challenging the current way we approach design research, practice and education.

This lecture series is a public extension of the Design Computation Group Forum, which is led by Daniel Rosenberg (d_rosen@mit.edu). For more information about the dcg or the lecture series please contact Daniela Stoudenkova (danielas@mit.edu).

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**Jeff Lieberman**

Jeff Lieberman explores the connections between the arts, sciences, education, passion, creativity, and the potential future of human consciousness. He hosts ‘Time Warp’ on the Discovery Channel, composes music in the duo gloobic, and shows technological sculptures around the world. Lieberman finished four degrees at MIT (BS: Physics, Math, MS: Mech. Engineering, Media Arts and Sciences).

**Ted Krueger**

Ted Krueger is Chair of Graduate Programs in the School of Architecture at Rensselaer Polytechnic Institute where he directs Ph.D. in the Architectural Sciences and the Master of Architecture programs. His research interests include architecture for extreme environments, human-environment interaction, and perceptual prosthetics. He has been exhibiting, publishing and lecturing on an international basis for twenty years.

**Ayodh Kamath**

Ayodh Kamath is a partner at Kamath Design Studio, an architectural practice in New Delhi, India, and teaches design at the Sushant School of Art and Architecture, Gurgaon. Prior to this he worked with Ball-Nogues Studio in Los Angeles and graduated from the SMArchS (Design Computation) program at MIT in 2009.

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**Paul Pangaro**

Paul Pangaro works at the intersection of theory and practice, combining his background in computer science and the cybernetics of conversation, research and development, product roadmaps and innovation methodologies. He consults to startups and product groups, mobile device companies and research organizations. Pangaro earned a Ph.D. in Cybernetics from Brunel University (UK). He currently teaches the language of cybernetic models at the School of Visual Arts in the interaction design department.

**Alise Upitis**

Alise Upitis received her Ph.D. from the MIT Department of Architecture in 2008, where her research considered how norms and nature were reconceptualized during the Design Methods movement. Since 2010 she has been public art curator at the MIT List Visual Arts Center. Recent and forthcoming publications are included in the edited volumes *Intellectual Birdhouse* (Rodopi) and *N52: On Art + Research at MIT*.

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