James Burch

Communication between agents in the construction process, whilst it is supported by drawn and written statements, is synthesised by verbal discussion and decision-making that ultimately becomes fixed in place as a rhetorical assemblage for the project. Those central to the development of a project – the design manager, constructor, designer, surveyor, for example – will hold most if not all of this assemblage in their individual memories. From this supposition, a hypothesis is offered that the *space* of architectural production is a Memory Palace built within the shared imagination of those agents of the industries of architecture that collaborate on a construction project. This paper asks how the *space* of architectural production formulates an architecture of memory by which a project is developed and executed. It seeks to characterise the mnemonic and rhetorical features of its architecture and compare these with the information architecture of a shared virtual simulation of a future construction.

Biography:

James Burch (James.Burch@uwe.ac.uk) teaches design studio, theory and professional practice and jointly-leads the undergraduate programme in Architecture & Planning at The University of The West of England in Bristol. He is haunted by spectres inhabiting the mind-palaces he developed during fifteen years of architectural practice.