

# PhD RESEARCH PROJECTS 2024

TIMETABLE

TUESDAY 20 FEBRUARY 2024;  
ROOM 6.02

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9.45

Introduction

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10.00

**Session 1:** chaired by  
Associate Professor  
Tania Sengupta

**ELIN SÖDERBERG**

*Tingskog - A Proposal to Reforest the Contemporary  
Architectural Imagination of Things*

10.15

**KIRTI DURELLE**

*On Landscape and Dialectics*

10.30

Discussion

11.00

**Session 2:** chaired by  
Professor Penelope  
Haralambidou

**JONATHAN TYRRELL**

*Architecture's Acoustic Shadow:  
Unsettling the Sound/Space Relationship*

11.15

**VASILIS ARONIDIS**

*Musical Event as 'Synecdoche' of Interrelated Sound and Spatial  
Parameters: Composing Sound and Space in Harlem in the 1920s-30s*

11.30

Discussion

12.00

**Session 3:** chaired by  
Associate Professor  
Oliver Wilton

**YICHUAN CHEN**

*The Power of Cement: Concrete and the Building  
of Chinese Modernity in the 20th Century*

12.15

**ANNA TALVI**

*Microgravity-wear: Quantifying Parameters for Improved  
Astronaut-Spacesuit Multiscale Performance*

12.30

Discussion

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13.00

Lunch Break

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<b>14.30</b>	<b>PATRICIA RODRIGUES FERREIRA DA SILVA</b> <i>After the Future: Architecture and the Military Regime in Brazil (1964-85)</i>
<b>Session 4:</b> chaired by Professor Colin Marx	
<b>14.45</b>	<b>MATAN FLUM</b> <i>Historiography of National Planning and the Racialised Dispersion of the Israeli Shikun</i>
<b>15.00</b>	<b>Discussion</b>
<b>15.30</b>	<b>MELISSA BARRIENTOS</b> <i>Uncovering the Dislocated Structure behind Peri-urban Areas in Traditional Cities</i>
<b>Session 5:</b> chaired by Professor Elsa Arcaute	
<b>15.45</b>	<b>ZAHIRA EL NAZER</b> <i>Architecture and Complexity: Re-thinking the Anonymous Collective in Computational Urban Design</i>
<b>16.00</b>	<b>Discussion</b>
<b>16.30</b>	<b>RÍAN KEARNEY</b> <i>Graphite Gay Bars: The Eliciting Potential of Drawing</i>
<b>Session 6:</b> chaired by Professor Stephen Marshall	
<b>16.45</b>	<b>MIKE KWOK</b> <i>Towards a Ludic Interpretation of Cities and Architecture: Transposing Protests into Allegorical Worlds in Videogames</i>
<b>17.00</b>	<b>Discussion</b>
<b>17.30</b>	<b>Closing comments</b>
<b>18.00</b>	<b>Drinks reception and exhibition opening</b>

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