



OF THINGS

ECHOES OF TOMORROW

A Voice for the Voiceless of Berlin

RESEARCH PLAN

2023

**COMPLEX PROJECTS
Bodies and Building Berlin
AR3CP100**

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PROLOGUE

01

‘I have done my job as philosopher and constituent by gathering together the scattered themes of a comparative anthropology. Others will be able to convene the Parliament of Things’

Bruno Latour (1991)



Figure 1. Bruno Latour and the Parliament of Things. (Partizan Public, 2023)

In 1991 Bruno Latour published “We Have Never Been Modern”, an “anthropology of science” (Latour, 1991) which deepens the separation between society and nature, according to the principle of modernity. According to Latour, the things and phenomena in our surroundings are not confined to either the social or the natural sphere; rather, they represent hybrids—a fusion of cultural and environmental factors devoid of free will. Latour emphasizes the need to refrain from speaking on behalf of things and the universe, making the political disparity between humans and things a critical concern in modern societies. This requires a revolution of thought, as Latour states:

Non-human entities should also be formally represented, have rights, etc. in addition to human entities (...). Non-human “things” only have a voice vicariously articulated by scientists, activities, artists etc..., since they don’t have free will and ability to express themselves. (1991)

In his book, Latour introduces the concept of a “Parliament of Things,” a hypothetical assembly where both humans and things (represented vicariously by technicians) participate in discussions and vote for themselves. Latour argues that humans have never had the privilege of granting rights to nature, asserting that the belief in human superiority over things has always been an illusion, with power dependent on both the social and natural spheres. According to Latour:

The Parliament of Things is a speculative research into the emancipation of animals, plants and things (...). Law should not be centered around Men, but around Life. We are just one party, among all animals, plants and Things. (1991)

Latour contends that our societies are not truly modern, as the dichotomy between nature and culture is a fabricated notion. Numerous examples, such as the ozone layer, computer chips, AIDS, and frozen embryos, challenge the idea of a clear

separation between human and non-human factors. Pre-modern people didn’t make this distinction: in this sense, “we have never been modern” as a society.

While the theory of the Parliament of Things is intriguing, it raises several complex questions. From the challenges of delineating the boundaries of things to the consideration of various voices, from the concept of legalisation to methods of prioritisation and selection, the realization of such a Parliament poses numerous issues in effectively regulating society. In this sense, the concept of modernity appears distant from the current structures of our governments. Latour himself acknowledged the need for more speculative research, recognizing the disparities between theory and reality.

INTRODUCTION

02

Vocabulary

For clarity, I will list a set of terms and concepts on which the research and the project are founded. For each term, the

Parliament

🔊 /'pɑ:ɪm(ə)nt/ • *noun*

From Old French parlement, “discussion, discourse”, from parler, meaning “to talk”.

In some countries, the group of (usually) elected politicians or other people who make the laws for their country. In modern politics, and history, a parliament is a legislative body of government.

Thing

🔊 /θɪŋ/ • *noun*

From Old English þyng, of Germanic origin; related to German Ding. Early senses included ‘meeting’ and ‘matter, concern’ as well as ‘inanimate object’.

1. An object that one need not, cannot, or does not wish to give a specific name to.
2. An inanimate material object as distinct from a living sentient being.

Democracy

🔊 /dɪ'mɒkrəsi/ • *noun*

From late 15th century French démocratie, via late Latin from Greek dēmokratia, from dēmos ‘the people’ + -kratia ‘power, rule’.

A system of government by the whole population or all the eligible members of a state, typically through elected representatives.

Rescracy

🔊 /rɛzkrəsi/ • *noun*

Neologism, from res ‘thing, things’ + -kratia ‘power, rule’.

A system of government both by human and natural entities, typically through elected representatives.

phonetic transcription, the lexical category, the ethymology, and the definition are provided.

Parliament of Things

🔊 /'pɑ:ɪm(ə)nt ɒv,əv θɪŋ/ • *nouns + article*

From Bruno Latour’s theory and philosophy, described in the book “We Have Never Been Modern”, 1991.

A political assembly where not only humans but also non-human entities such as animals, ecosystems, and technology have a voice and are granted representation in decision-making processes, highlighting the interconnectedness of the natural and human worlds.

Human

🔊 /'hju:mən/ • *adjective*

From late Middle English humane, from Old French humain(e), from Latin humanus, from homo ‘man, human being’. The present spelling became usual in the 18th century; compare with humane.

Relating to or characteristic of humankind.

Modern

🔊 /'mɒdn/ • *adjective*

From late Middle English: from late Latin modernus, from Latin modo ‘just now’.

Relating to the present or recent times as opposed to the remote past.

Technician

🔊 /tek'nɪʃn/ • *noun*

From technic (from Latin technicus, from Greek tekhnikos, from tekhnē ‘art’.) + -ian (from Latin -iānus, which forms adjectives of belonging or origin from a noun.).

An expert in the practical application of a science. Usually employed to look after technical equipment or do practical work in a laboratory.

Thesis topic

The research endeavors to redefine the conventional notion of “Parliament” as a space dedicated to discussion, voting, and law-making. Traditionally, parliaments serve as fundamental institutions within the framework of governments, fulfilling specific functions and embodying meaningful values. They stand as tangible representations of democratic ideals and authoritative governance. Their architecture usually symbolizes the character of the governance both internally and externally, playing a relevant role for the State.

As an integral part of this exploration, the project addresses the evolving needs of the Parliament in response to contemporary challenges. Climate control and management, gender equality enhancement, civil rights, international cooperation, peace, and the formulation of effective local policies emerge as crucial considerations. The Parliament’s role is expanded to accommodate these pressing concerns, thereby becoming a dynamic institution that actively addresses the multifaceted challenges faced by the states.

Furthermore, the thesis delves into the concept of the Rights of Nature, exploring the legal frameworks that grant non-human entities the right to exist and flourish. Drawing inspiration from instances such as The Tree That Owns Itself, the Whanganui River, the Amazon rainforest, and the Ganga and Yamuna rivers, the project considers the modern trends of recognizing and upholding the rights of the natural world, reshaping the conventional understanding of legal rights and representation.

By looking at the limitations of existing paradigms, the project aspires to take a bold step by infusing some of the theoretical concepts of the Parliament of Things into the design process. This theoretical framework, as expounded by Latour, challenges the idea of modernity and the conventional boundaries between human and non-human entities, emphasizing the interconnectedness of society and nature.

02 INTRODUCTION

The Parliament envisioned for the future is intended to transcend the traditional divide, providing a space where both human and non-human natural elements actively participate in the legislative dialogue.

As a result of these considerations, the thesis contemplates the transition of government systems from “democracy” to “rescracy,” which means from a system of government by the whole population to a system of government both by human and natural entities. This ambition aims to a more inclusive and comprehensive form of governance that accommodates both human and non-human voices within the legislative process.



Figure 1. Collage illustrating the Echoes of Tomorrow project. The collage displays the main concepts regarding thesis topic, problem statement, and research question(s). (Own work, 2023)

Problem statement

Contemporary parliaments find themselves at a critical juncture, facing multifaceted challenges that question the efficacy of their traditional structures and practices. The crisis is evident not only in the demographic makeup of parliamentary bodies but also in the widespread discontent and demands for substantial changes in national politics.

In Germany, a significant concern arises from the current composition of parliamentary representatives, with a staggering 18% of individuals under the age of 40 among the 709 parliamentarians in the national Bundestag. This demographic imbalance raises questions about the diversity and representativeness of parliamentary bodies in reflecting the dynamic perspectives of the population.

The democratic fabric is further strained by a substantial 39% of the German population expressing a demand for drastic changes in national politics. Dissatisfaction rates, standing at 36% in Germany (ranking as the 4th best among EU countries), signal a growing disillusionment with the efficacy of parliamentary systems.

The discontent is multifaceted, putting into risk the democratic setting of Germany (and other states). The representativeness of parliaments is under scrutiny, as demographic imbalances may compromise

the ability of these bodies to authentically voice the diverse perspectives within society. Furthermore, issues of participation and transparency question the accessibility and openness of parliamentary processes to the public. Concerns about corruption and elitism challenge the foundational principles of democracy, while evolving notions of freedom demand a reevaluation of the balance between individual liberties and governance.

As a result of these considerations, key questions emerge from this crisis:

- *What role does the parliamentary institution play in our society today?*
- *Is the conventional form of the legislative body losing public trust and nearing obsolescence?*
- *What is the future of parliaments in the coming years?*

In light of these challenges, it becomes imperative to reconsider the future trajectory of parliaments. The classical form of the legislative body, with its traditional functions and structures, faces skepticism and a decline in public trust. As we navigate the complexities of contemporary governance, this problem statement sets the stage for a critical examination of the evolving role and viability of parliamentary institutions in the years to come.

18% Under-40 Parliamentarians
Out of 709 Parliamentarians in the Bundestag.
Source: The Governance Post.



Representativeness



Corruption



Participation

39% People who demand for drastic changes
About national politics for German population.
Source: Pew Research Center.



Elitism



Transparency



Freedom

36% Dissatisfaction rate
In Germany (4th best ranked EU country)
Source: Pew Research Center.

Figure 2. The crisis of parliaments and the problems of democracy. (Own work, 2023)

Research question(s)

What if we welcome all things, plants and animals to the Parliament of Berlin? What would the Spree river vote for during the plenary sessions? What would be the reasoning of the brown bear? What claims would the Tiergarten and its trees make, and what future would the red fox see for itself? (Adapted from Partizan Public, 2023)

The thesis addresses the dichotomy between nature and society in the legislative process through an architectural design project. The ambition of the project is to provide a personal contribution to the evolution of parliamentary buildings and to engage in a critical reflection on the future of this architectural typology. To do so, the main goal is to design a new Parliament for the city-state of Berlin by drawing inspiration from the theory of the Parliament of Things, articulated by Bruno Latour in his book "We Have Never Been Modern".

As an architect, I scrutinize the architectural approach for a Parliament of this nature. Presently, the sole proposal translating Latour's theory into design was put forth by Partizan Publik. They envisioned creative floor plans and sections for the Holland Festival in 2017 (figure 3). Out of personal curiosity, I also sought potential designs for a Parliament of Things in Berlin using the AI image Creator DALL·E 3, receiving the visual outcomes showcased in figure 4.

This project is distinct in its nature; it ventures into uncharted territory and architectural

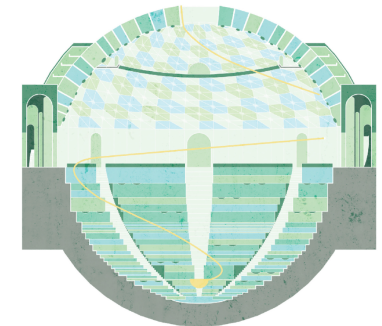
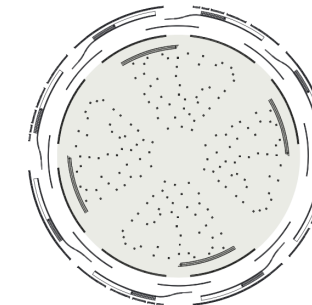
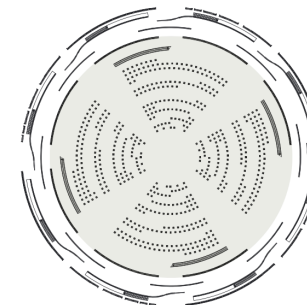


Figure 3. Partizan Publik floor plans and sections for a Parliament of Things. (Partizan Publik, 2023)

innovation without a pre-existing reference or established precedent. In a metaphorical sense, it resonates with Terragni's work on Casa del Fascio in Como, where the architect created a new standard and typology without a tangible reference in the national and international panorama. Similarly, this design project seeks to redefine the essence of parliamentary spaces by embracing the voices of all entities, both human and non-human, within the legislative process.

In exploring this topic, the central research question emerges as follows:

- *As architects, how can we design a modern governance space where both humans and non-human entities have a voice in the legislative process?*

The research question is complemented by the following sub-questions:

- *In what ways can architectural design facilitate the inclusion of non-human entities in the governance space?*
- *How might the physical layout of a legislative environment be modified to ensure equal representation and participation?*
- *How can the design of parliaments encourage public engagement, transparency, and education regarding the impact of decisions on both human and non-human ecosystems?*
- *How can Berlin's political institutions be considered a model for creating a healthy city that considers the needs of all its inhabitants?*

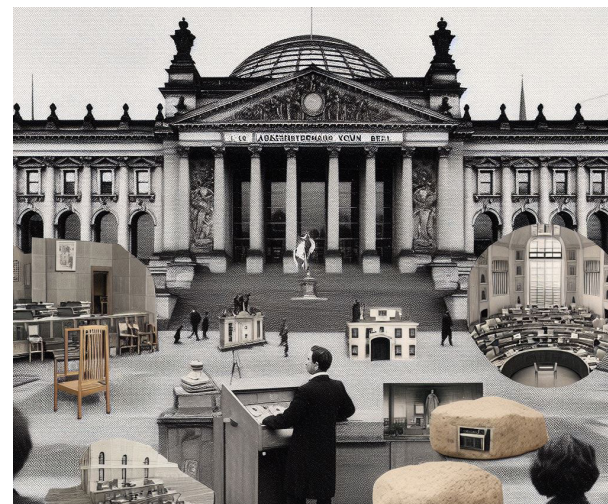
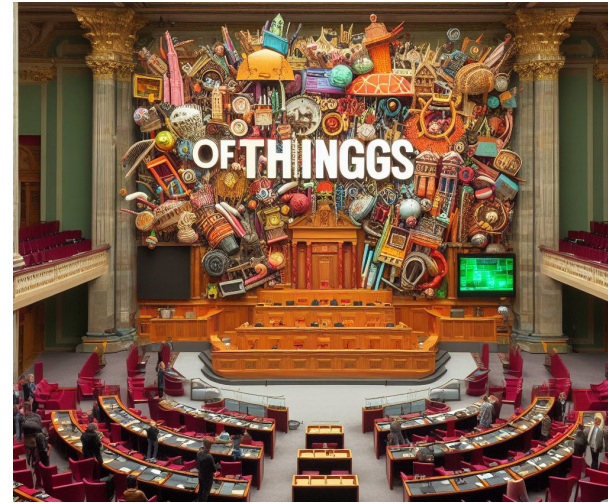
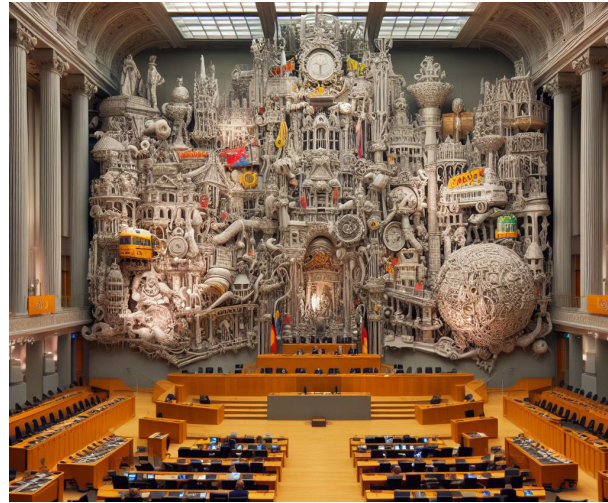


Figure 4. AI suggestions about a Parliament of Things in Berlin. Prompt: Create a collage about a Parliament of Things in the Abgeordnetenhaus von Berlin. (DALL·E 3 & Own work, 2023)

RESEARCH FRAMEWORK

03

Theoretical framework

The proposed thesis aims to explore the potential developments in parliamentary typology in the future through a comprehensive investigation utilizing both quantitative and qualitative methods. The quantitative aspect involves a critical analysis of case studies and precedent parliaments, laying the foundation for the project. Meanwhile, the qualitative dimension employs readings and literature reviews as primary tools of investigation.

In the realm of architectural discourse and socio-political thought, the theoretical foundations supporting the concept of a Parliament of Things in Berlin constitute a multifaceted subject rooted in diverse sources. This theoretical framework aims to elucidate the complex dimensions contributing to the project's philosophical significance, weaving together key references, theories, and innovative ideas.

At the core of this conceptual exploration is Bruno Latour's "We Have Never Been Modern." Latour challenges the established notions of modernity by dissecting the perceived dichotomy between society and nature. His insights into the hybrid nature of entities provide a philosophical starting point for reimagining the traditional parliamentary space. Alongside Latour, the anthology "Rights of Nature: Case-Studies from Six Continents" offers a global perspective on the evolving discourse surrounding the inherent rights of non-human entities, enriching the theoretical landscape with real-world examples and practical considerations.

Derived from these sources, the theories of the Parliament of Things, the Legalisation of Things, and the Rights of Nature are

synthesized. The Parliament of Things, as articulated by Latour, challenges conventional notions of governance, envisioning a space where both human and non-human entities actively engage in legislative processes. Building on this, the Legalisation of Things explores the notion of formally representing non-human entities, endowing them with rights and recognition to face the asymmetry in the political disparity between humans and things. In alignment with these ideas, the Rights of Nature theory, rooted in environmental ethics, posits that natural entities possess intrinsic rights, advocating for a shift from a human-centric worldview to a more ecologically balanced perspective, by shaping the parliament of the future.

Beyond these thematic explorations, the project draws insights from XML's "Parliament," investigating possible shapes and the associated meanings of the plenary hall (figure 1). This research, connected to Vale's "Architecture, Power, and National Identity," frames the project within the context of architectural identity and its socio-political implications. This source illuminates the interconnectedness of architectural features with power dynamics and national narratives.

A unique aspect of this theoretical framework lies in acknowledging the Parliament of Things as a project without a reference. Unlike traditional architectural approaches drawing inspiration from existing projects, this thesis aspires to formulate a new path. The metaphorical parallel with Terragni's Casa del Fascio in Como, designed without a tangible reference, highlights the innovative spirit driving the conception of the Parliament of Things in Berlin.

Relevance

The exploration of a Parliament of Things in Berlin emerges as an innovative attempt in architectural research, dealing with creative ideas that redefine traditional paradigms. The significance of this topic lies not only in its unprecedented nature but in the potential implications that extend far beyond the immediate context.

Embarking on a project without a previous reference poses a distinctive challenge, provoking questions that defy conventional norms. Is it a bicameral system, a tricameral system, or an entirely new configuration? How is the plenary hall designed, and does it conform to existing models, or does it transcend canonical shapes? And also, is it a plenary hall, a market hall, or an entirely new type of space? These questions not only stimulate architectural imagination but also challenge the very essence of parliamentary spaces, pushing for a reevaluation of their form and function.

The need to design a plenary hall that has never existed before calls for a questioning of preconceived notions and a reimagining of the spatial and functional attributes of parliamentary chambers. It becomes an invitation to architects to envision spaces that go beyond historical constraints, fostering an environment conducive to the active participation of both human and non-human entities.

Beyond its immediate impact, the project catalyzes a potential global shift. The start of a process that could witness the proliferation of Parliaments of Things worldwide carries immense implications for the future of governance. It introduces an innovative form of democratic expression that accommodates a more comprehensive representation, fostering conversations about inclusivity, rights, and legalisation.

Moreover, the concept's versatility is a key driver of its relevance. The application of the Parliament of Things can be scaled from the local to the international level, presenting opportunities for adaptation to diverse contexts. Whether implemented within

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the confines of a city-state or expanded to address global issues, the concept introduces an innovative framework for modern governance.

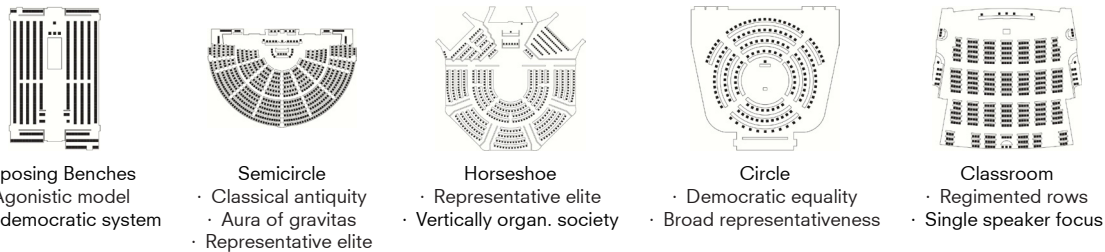


Figure 1. Plenary halls types and their meanings. (XML, 2023)

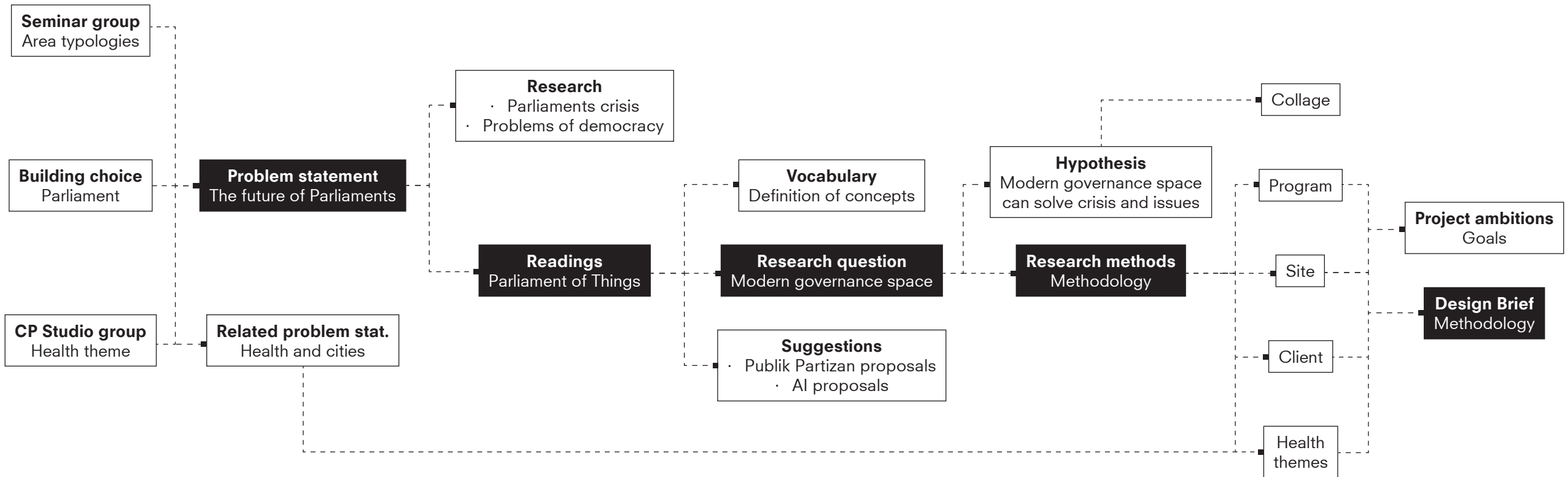


Figure 2. Research framework diagram. (Own work, 2023)

RESEARCH METHODS

04

Program

The definition of the building's program encompasses several key aspects. Initially, I conducted a thorough analysis of program elements in diverse case studies worldwide. Six exemplary projects (refer to Figure 1) were selected about three analytical features (government type, democracy index values, number of seats in the plenary hall) and personal preferences.

The chosen case studies for the comparison are the Reichstag Building in Berlin, Germany; North Rhine-Westphalia State Parliament, Germany; Old Royal Palace in Athens, Greece; Louise Weiss Building in Strasbourg, France; National Congress Palace in Brasilia, Brazil; Jatya Sangsad Bhaban in Dhaka, Bangladesh.

For each case study, external and internal appearance, project details, floor plans, and sections were collected. In addition to this, the program proportions were calculated about six primary analytical categories: Committee, Assembly, Administration, Recreation, Visitors, and Functional, based on the square meter size of various rooms within each project.

Subsequently, the results of this analysis informed the calculation of an average program bar for parliamentary buildings. Also, my exploration extended to include the evaluation of two parliament student projects from last year. By measuring the differences between the average program bar and the student projects, I defined six \pm personalization margins, offering valuable guidelines for future program personalization.

However, the program bar is not the only aspect I focused on. Together with a qualitative comparison of views, photos, floor plans, and sections, a comprehensive analysis of the plenary hall shapes protocol was conducted. This examination sought to understand how the size (from small to large) and the shape (opposing benches, semicircle, horseshoe, circle, and classroom) of the plenary hall influence the democracy index, providing critical insights into the spatial considerations that impact democratic processes within parliaments. This investigation provided me with the fundamental notions for imagining the plenary hall of my Parliament in Berlin.

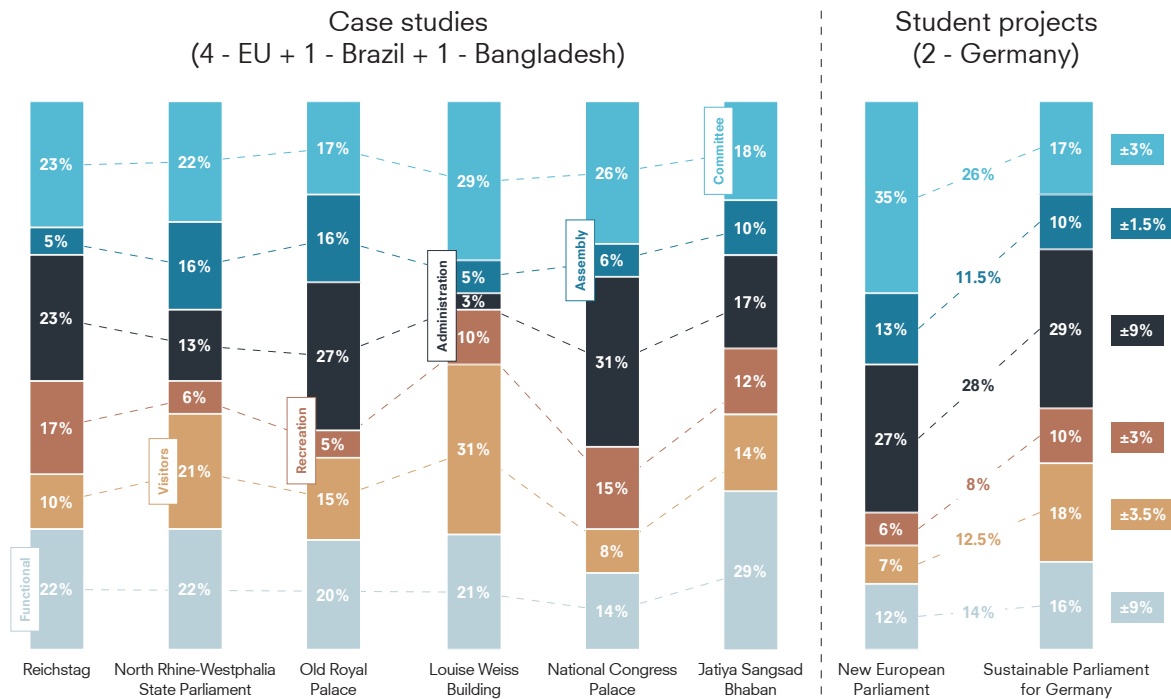


Figure 1. Analysis of the program bars of six different case studies, together with the bars of the two student projects from last year and the \pm personalisation margins. (Own work, 2023)

Client

The exploration of client identification and analysis involves three interconnected aspects: users, clients, and stakeholders. These facets collectively shape the goals and objectives of the design project.

To initiate the client analysis, an examination of the current clients of the Abgeordnetenhaus was conducted to grasp the existing client dynamics within the Parliament. Subsequently, a detailed analysis of Latour's theory of the Parliament of Things was undertaken to identify the diverse figures involved in the project.

The process of client definition commenced with outlining the potential users of the project, categorized into two groups: private users and public users.

For private users, the classification is further segmented into three distinct fields:

- Politics - Encompassing the Abgeordnete (Parliamentarians) and government officials;
- Berlin - Inclusive of citizens and residents, students and teachers, and community activists;
- Tourism - Encompassing visitors and tourists.

On the other hand, public users are organized into the following three main areas:

- Media - Involving journalists and photographers;
- Things - Inclusive of citizens and residents, students and teachers, and community activists.
- Science - Involving environmentalists, students and professors, and scientists and researchers.

This user classification and description lay the foundation for targeting the primary clients and stakeholders aligned with the project's concept. The interplay between these diverse entities will guide the design process toward the project's overarching vision and objectives.

Site

04 RESEARCH METHODS

The process of site selection will be underpinned by a mix of group and personal criteria, creating a comprehensive set of requirements to guide the identification of the most fitting location for the project.

Group criteria centre around the overarching themes of health and mitigating overstimulation. These criteria will adapt based on the group strategy, which currently necessitates:

- Highly Stimulated Area - Within 100 meters of the most stimulated areas concerning air pollution, noise pollution, thermal burden, and traffic congestion.
- Absence of Category-Specific "Cabins in the City" - Ensuring a distance of 100 meters from existing cabins.
- Connection to Urban Trails - Enhancing all areas overstimulated and connected by urban trails.

Conversely, personal criteria are grounded in the chosen architectural typology (the Parliament), aligning with the project concept and the context of Berlin. These criteria include:

- Relevance - Clear visibility from key infrastructure, public spaces, and natural areas of the city.
- Logistics - Proximity to the main infrastructure of the city for enhanced connectivity.
- Noise Control - A tranquil environment situated in a low-noise area.
- Organization - Closeness to institutional areas and associations related to things.

Several tools and methods will be employed to formulate a viable set of locations, including:

- Satellite Image Study, for a comprehensive view of potential sites;
- Line Vector Drawing, for precise representations through DWG files;
- 2D Diagrams, providing insights into the contextual layout of the sites.
- 3D Diagrams, for evaluating massing options and their potential impact;
- Table of Comparison, to evaluate different locations against the requirements for a systematic comparison.

DESIGN BRIEF

05

Program

As a result of the process illustrated before, the final program bar of the project was defined. In figure 1, the program is broken down into six main categories of functions (Committee, Assembly, Administration, Recreation, Visitors, and Functional). Depending on the specific needs and requirements of this project, the program bar differs from the average bar of the case studies by respecting the ± resulting from the comparison with the student projects of last year, except for the Committee category. This divergence is justified by the unique spatial requirements mandated by the political dynamics of a Parliament of Things, necessitating additional space for committee members.

These six main categories are then further delineated into specific functions, complete with defined percentages and proportions. These functions collectively constitute the building's program (netto) and are arranged based on their respective m² sizes. For precision, each function is subdivided into multiple rooms where possible, providing a detailed breakdown of spaces crucial for the design process. Moreover, for each function, a specific hypothesized number of users is provided: in total, the calculated number of users of the building is 1900.

Focusing on relative percentages in the program bar, particular attention was given to the Plenary hall. Analyzing case studies (National Congress Palace in Brasilia, Reichstag in Berlin, and Jatiya Sangsad Bhaban in Dhaka), three potential m²/seat ratios were identified for this critical space in the project: 1.49 m²/seat, 2.41 m²/seat, and 2.94 m²/seat. The choice of ratio significantly impacts the building's netto, ranging from 11,920 m² to 19,280 m², or even 23,520 m².

Having established the project's program bar and spatial requirements, I turned my attention to the distribution of functions through a spatial diagram (see figure 2). This exercise aimed to elucidate the relationships between categories and functions, determining which spaces should be in proximity to others. Constructed in six steps, the distribution

diagram emphasizes the significance of the Plenary hall and Confrontation hall, around which other functions orbit, symbolizing the building's typology and purpose.

Subsequently, I delved into the analysis of user flows within the project, visible in figure 3. Four primary flows were identified: politicians (in blue), technicians (in light blue), citizens (in brown), and visitors (in orange). Categorizing users based on their roles in the building is crucial to understanding the interplay between private and public spaces. While the building aims to be public and accessible, the nature of the parliamentary institution demands a balance between openness and confidentiality. This dichotomy is reflected in the strategic emphasis on key areas for different user groups.

In the end, making use of the Plenary hall protocol analysis explained before, I imagined the possible floor plan of the Plenary hall of my project. In this sense, the configuration of both the Plenary hall and the Confrontation hall is visible in figure 4.

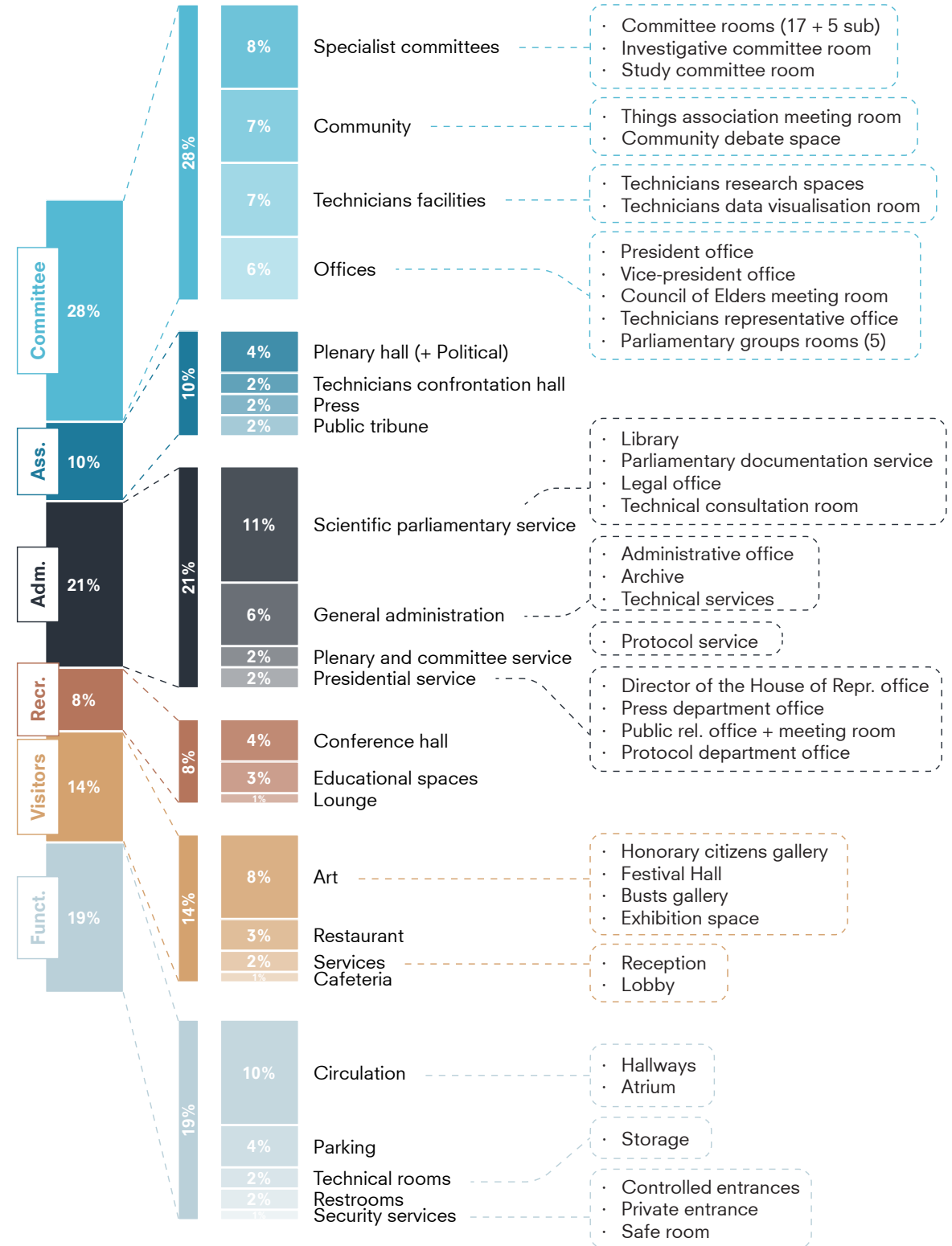


Figure 1. Personal program bar for the project, with percentages for every function and specification of the possible different rooms and spaces. (Own work, 2023)

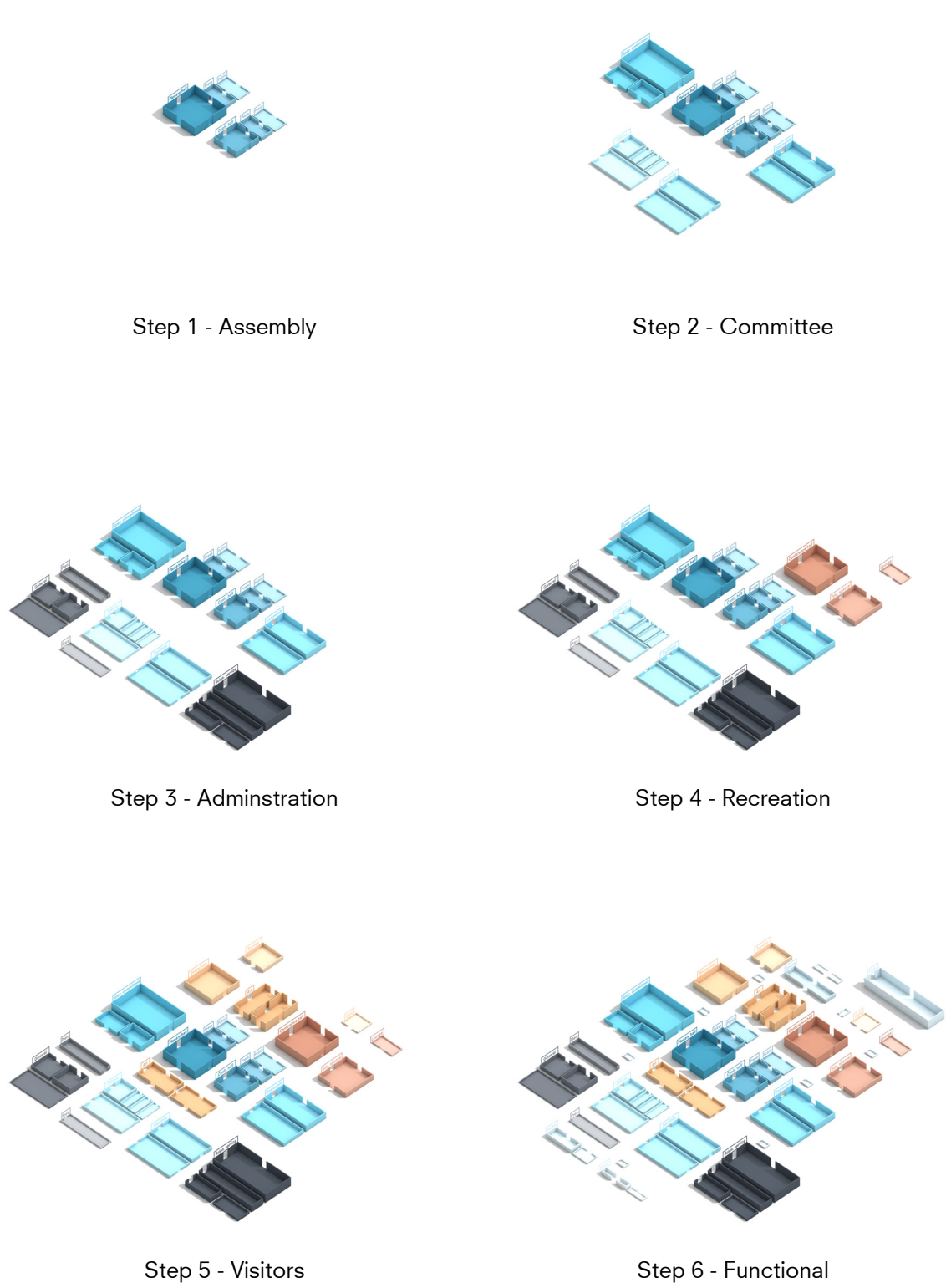


Figure 2. 6-step process of the possible distribution of the program's functions. The entire distribution is created starting from the positioning of the assembly spaces. (Own work, 2023)

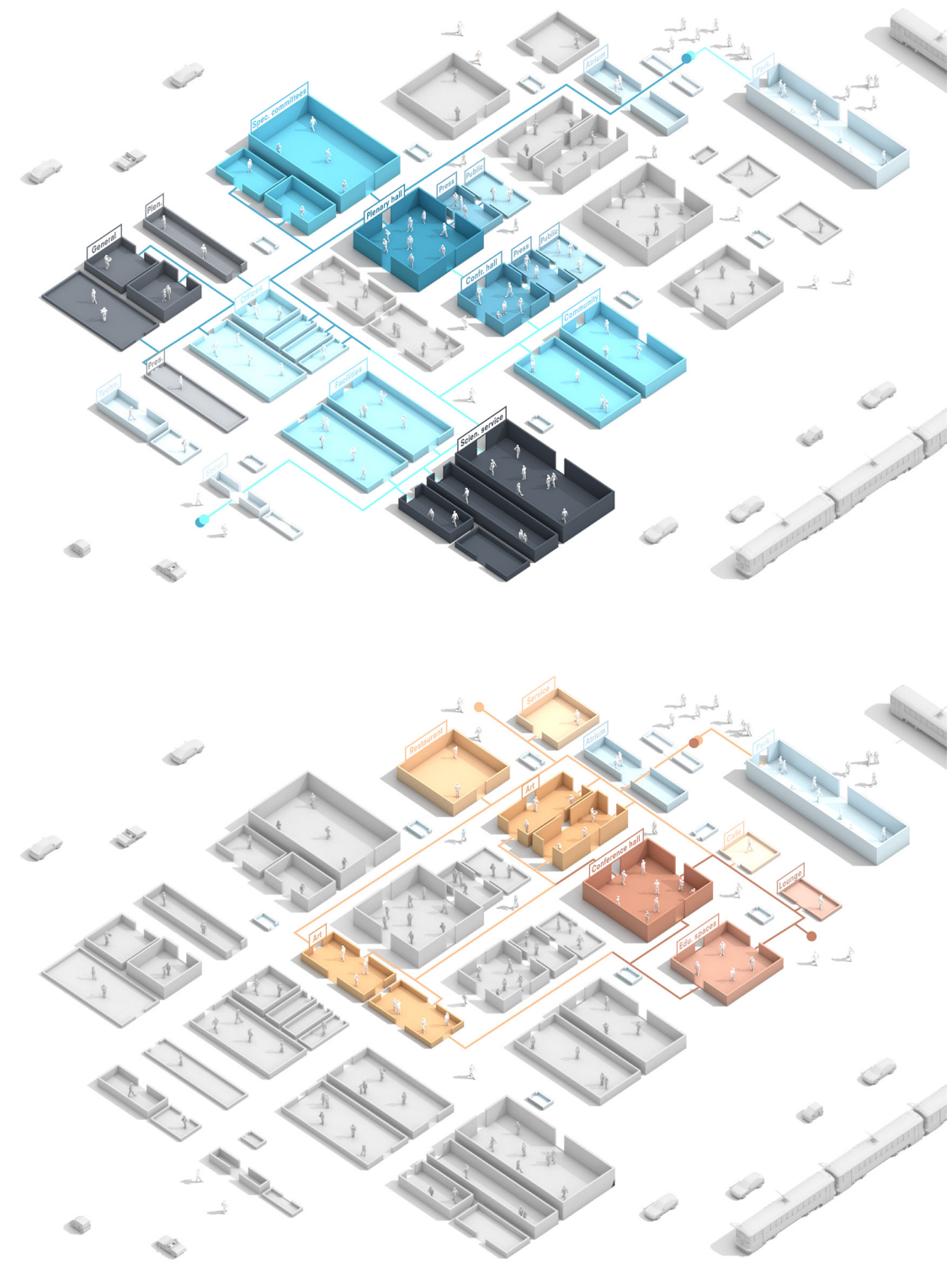


Figure 3. Study of the main 4 possible flows of users: on the top, politicians and technicians; on the bottom, citizens and visitors.. (Own work, 2023)

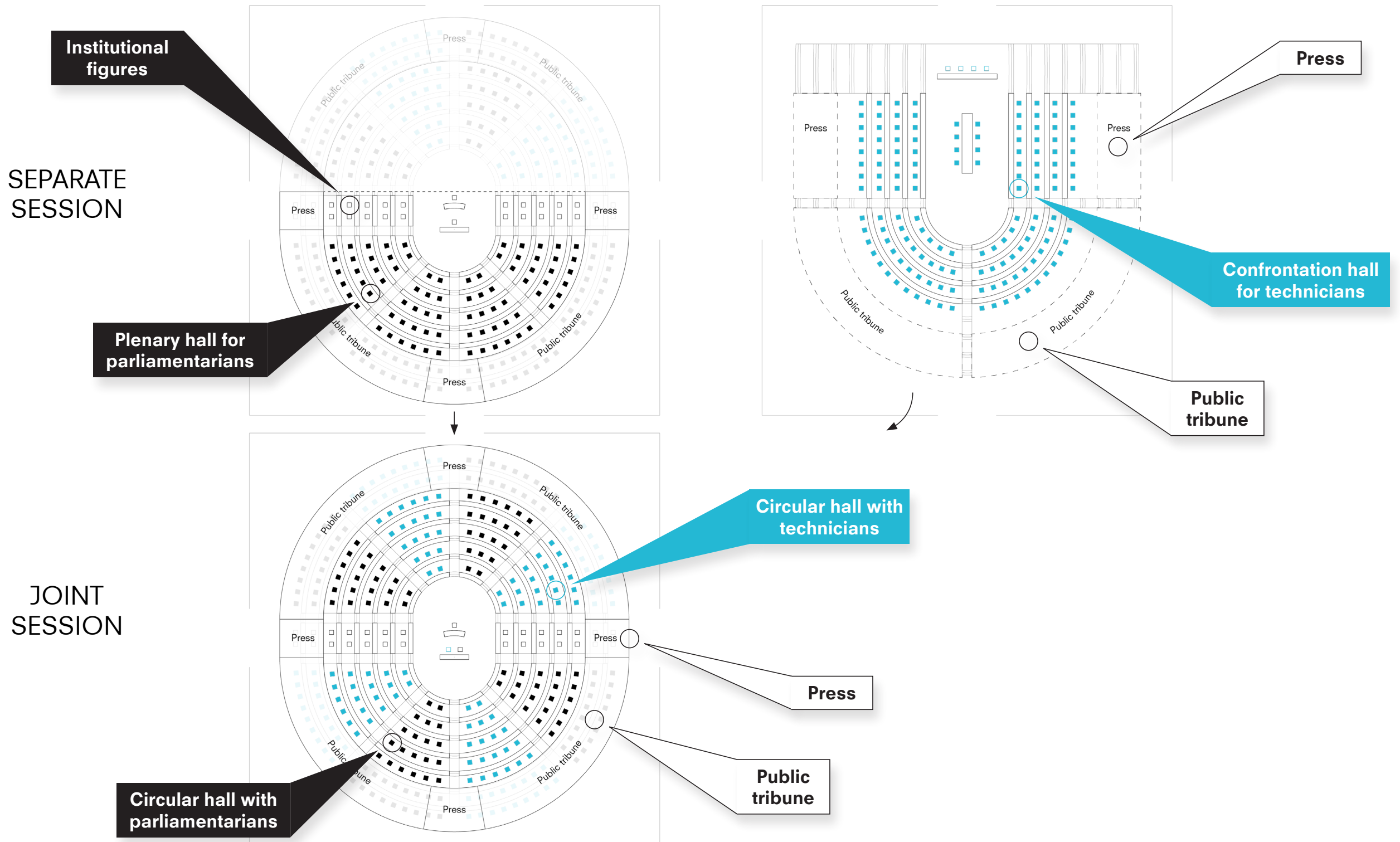


Figure 4. Plenary hall and Confrontation hall design possibilities. (Own work, 2023)

Client

Upon assessing the diverse user categories for the building, namely politics, Berlin, and tourism in the public realm, and media, things, and science in the private sphere, my focus shifted to identifying a suitable client. Given the nature of the building as a public institution, private clients were excluded from consideration due to their potential negative, non-democratic, and non-inclusive impact on the political process. Consequently, the project exclusively entertains public clients.

The public clients were categorized into two groups: city-state institutions and national institutions. The Abgeordnetenhaus von Berlin and the city Senate, being the first group, hold the most substantial influence, a factor mirrored in the hypothesized budget. The second group comprises the Federal Ministries and the Federal Republic,

demonstrating an interest in the development of a new democratic Parliament in one of their states (Berlin), leading to their investment in the project.

Aligned with the project clients are the stakeholders, entities that do not financially contribute to the project but maintain a vested interest in its development. To better organize these stakeholders, I categorized them into six distinct groups: city-state institutions (municipalities), national institutions (agencies and offices), international organizations (political entities like the EU), academic institutions, environmental organizations (such as nature unions), and community groups. This segmentation allows for a comprehensive understanding of the various entities invested in witnessing the successful realization of the project.

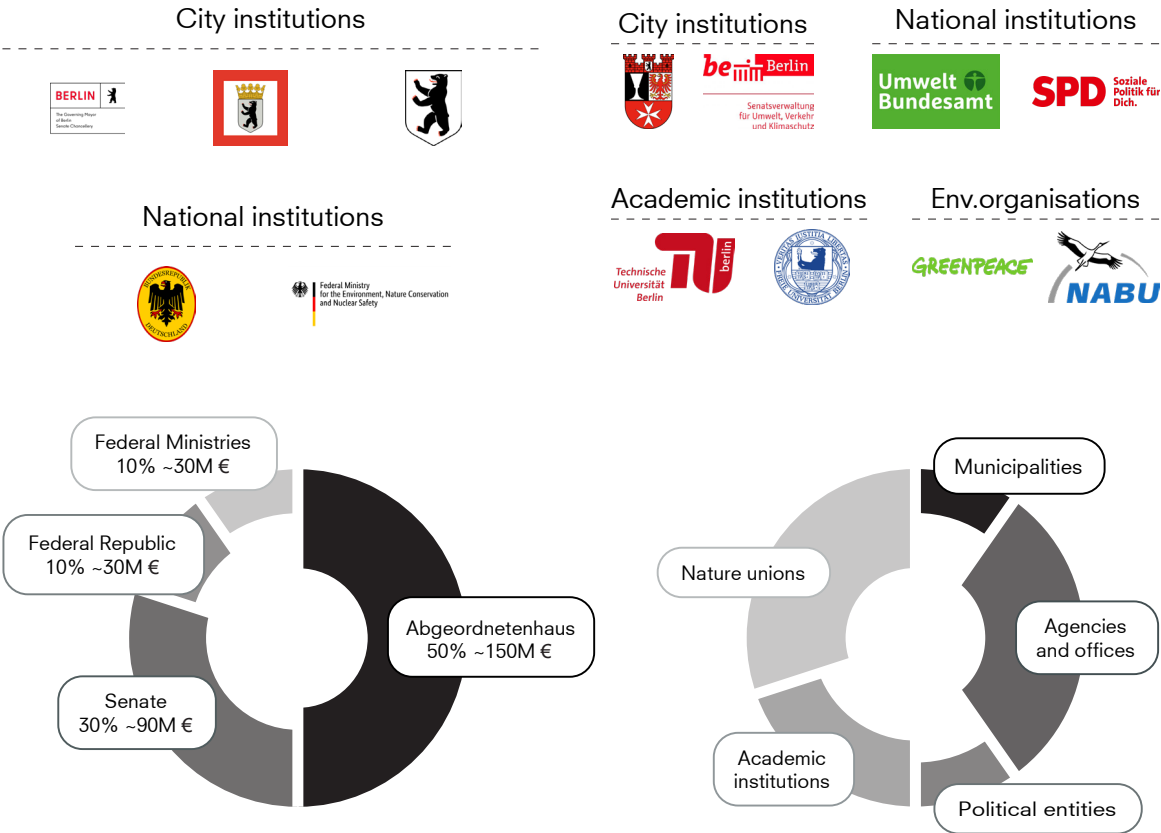


Figure 5. Client (on the left) and stakeholders (on the right) pie charts. The client diagram also reports percentages of influence and an estimation of a preliminary budget. (Own work, 2023)

Site

Following the previously outlined guidelines, my attention was directed towards mapping city institutions and associations of “things” in Berlin. The objective was to establish a comprehensive overview of areas of interest within the city, as the project hinges on the current interplay between human political governance and the public interest of “things.” In this context, the building’s location should strategically embody proximity and connectivity to both spheres of political representation.

Upon completing the mapping exercise, the city institutions were interlinked to emphasize areas of intersection, while “things” associations were identified as distinct focal points. Through this mapping operation, five potential project locations were identified. Among these, two are situated within the polygon formed by the interconnections of city institutions, while the remaining three exhibit strong connections with “things”

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research labs or discussion centres.

The in-depth analysis of these sites and the final selection will evolve over the next few weeks. At the current stage, two sites stand out as particularly promising for the project, both situated within the polygon.

The first option is Marx-Engels-Forum (0.040 km²), a memorial park along the Spree River with significant historical value due to its strategic location. It not only shares proximity with the Town Hall (Rotes Rathaus) but also with the Museum Island and the Berliner Fernsehturm Tower.

The second option is Monbijoupark (0.036 km²), a park along the river opposite the Bode-Museum and Pergamonmuseum. This location is distinctive for housing an elevated metro line within the site, introducing elements of noise and visual overstimulation that add an intriguing problem to solve for the project, in line with the studio group’s goals.

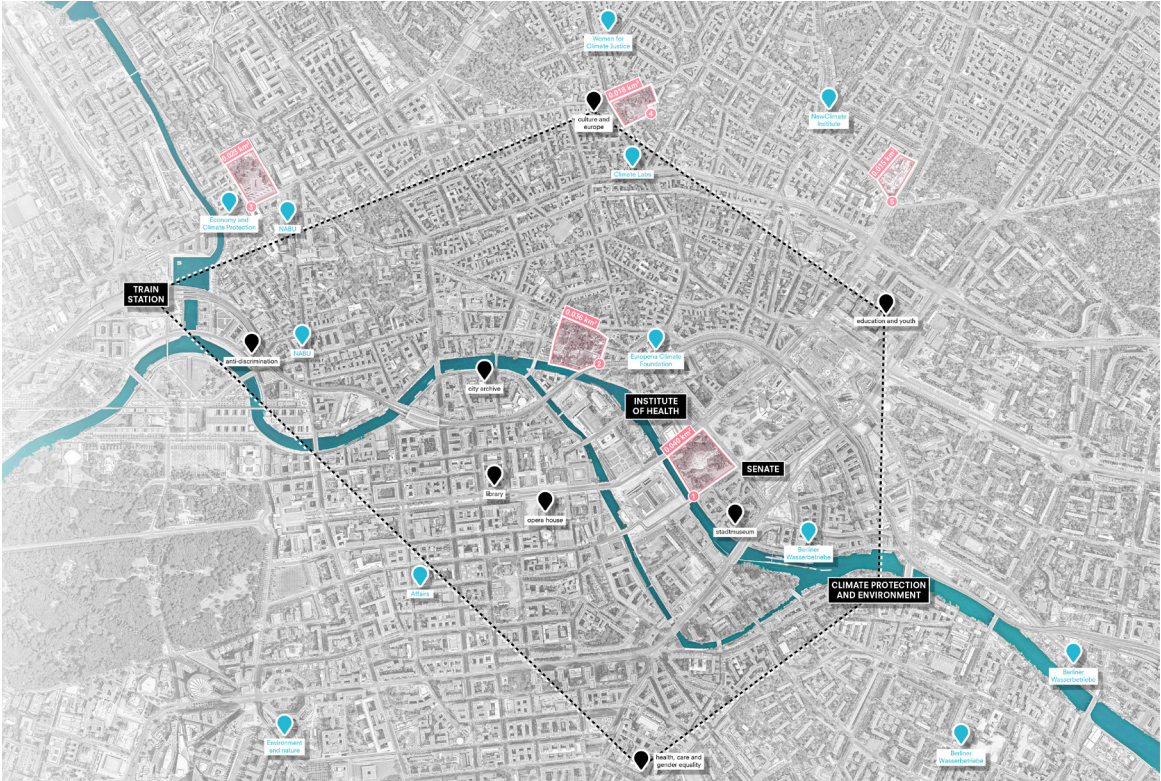


Figure 6. Possible location of the project. The diagram shows 5 possible locations, the city-institutions (in black) and the “things” associations (in light blue). (Own work, 2023)

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06

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Figures

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- Figure 3. Partizan Publik. 2023. Partizan Publik floor plans and sections for a Parliament of Things. Diagram.
- Figure 4. DALL·E 3 & Own work. 2023. Collage about a Parliament of Things in the Abgeordnetenhaus von Berlin. Illustration.

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