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Round the Table: A Planetary Classroom Beyond the 2D Frame

24 September 2021–29 October 2021, 10:00 am–5:00 pm



Round the Table is an experimental virtual roundtable in 3D format. Over two sessions, it will bring together educators, students, and software groups to discuss the future of our education and the tools that interface us.

Event Information

Open to
All

Organiser
Provides Ng and Alberto Fernandez
provides.ng.19@ucl.ac.uk

This event will be broadcast on Provides Ng's [YouTube channel](#). No registration is required.

About

Round the Table is an experimental virtual roundtable in 3D format. From the lessons that we have learnt in the past year, can we imagine a more sustainable, inclusive, interactive and accessible educational environment that helps us to communicate beyond the 2D frame? Most importantly, how would this shift bring changes to our urban environment and the way we distribute tasks between the virtual/physical? The idea of 'Globally Virtual, Locally Physical' suggests a search into the prospects of knowledge sharing at the planetary-scale, beyond disciplinary and geographical borders.

This two-session roundtable, brings together educators, students and software groups who are working and learning inter-disciplinarily between both the virtual and physical worldwide to discuss the future of our education and the tools that interface us. In the same spirit, each session will take place in a WebVR space that is multiplayer accessible via any mobile/desktop devices.

This event is organised by Provides Ng and Alberto Fernandez - respectively a Tutor and PhD candidate at The Bartlett School of Architecture, and is supported and funded by UCL's Researcher-led Initiative Awards.

Schedule

3 September | 10:00 | Decentralised Education: P2p Learning ▼

Decentralised Education: P2p Learning

How can traditional means of education be disrupted and diversified, and should it?

Guests are invited from all over the world to share their experience and visions in (de)centralising education and knowledge dissemination. The roundtable will explore how different forms and scales of institutions, conferences, platforms, and educators may form a global peer-to-peer collaborative network. In particular, the role of immersive tools and digital technologies will be discussed, pondering on how we may distribute educational tasks between the virtual and the physical.

Opening Introduction: Prof. Mario Carpo and featuring talks from:

- **Deepcity** by EPFL, Lucía Jalón Oyarzun & Dario Negueruela del Castillo
- **CAADRIA Hong Kong**, Adam Fingrut
- **ZHCODE** by Zaha Hadid Architects, Vishu Bhooshan
- **BME**, Sarolta Rab, András Gyökér, Melinda Bognár
- **Fieldstation Studio**, Michiel Helbig & Comeel Cannaearts + RC19 students
- **@R.E.Ar_**, David Doria, Baha Odaibat, Nikoletta Karastathi

24 September | 15:00 | The Phygital in Education ◀

29 October | 10:00 - 13:00 | The Phygital to Cyber-physical ◀

More information

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Image: '(Un)learning', from Urban Design MArch, RC19

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