The changes caused by political, economic, and ecological events continue to show the relevance of portable architecture that satisfies the basic human need for shelter. Designing to accommodate mobility results in a fundamental change in the relationship between Site, that thing we think of as permanent and unmoving, and the other primary systems (Structure, Skin, Services, Space, and Stuff) that define our architecture.

This course will involve an investigation into the development of portable, transportable, demountable and temporary architecture from prehistory to present day. The examination of the historical foundations of transportable architecture and the impact that technology has had on the development of the systems which support it will offer insights into potential solutions to satisfy the needs of contemporary and future society. This research-intensive advanced technical elective will focus on the technical issues involved in the design of ecologically powerful solutions that foster an architecture of mobility. Students will work in teams, as well as individually, to research, design and make prototypes for the primary systems of architecture that considers the requirement of mobility as a guiding principle.