Jose Sanchez Dipl. Arch. / MArch (dist)
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Education

2008–2010	**Master of Architecture, MArch Architecture and Design** Architectural Association, School of Architecture, London, UK, Sept. 2008 – Feb. 2010 Design Research Laboratory (DRL), Distinction
2005	**Dipl. Architecture and Urbanism** Universidad de Chile, Santiago, Chile. 1999–2005

Academic Appointments

2020- ongoing	**University of Michigan, Taubman College, Associate Professor** Tenure position at University of Michigan.
2020	**University of Southern California, School of Architecture, Associate Professor** Tenure position at USC.
2013 – 2020	**University of Southern California, School of Architecture, Assistant Professor** Tenure track appointment.
2011–2013	**The Bartlett School of Architecture, University College London** Studio Master on MArch in Architectural Design (GAD) - Cluster 7, "Gamescapes" Lecturer of ENVS2023 course, technical drawing, second year. Teaching Assistant for 2011 and 2012 Studios for Alisa Andrasek (Course Master) MArch Workshop "Topological Monsters"
2009–2012	**Architectural Association Design Research Lab, London** General Studio Course Tutor Teaching Assistant for 2011 and 2012 Design Research Lab Studios for Philippe Morel (Course Master) Tutor of Introduction to Programming: Object Oriented Design, Advanced Programming (term 2) Teaching Assistant for 2010 and 2011 Design Research Lab Studio for Alisa Andrasek (Course Master) Teaching Assistant in reTurningMatter Workshop Teaching Assistant in Fabware Workshop
2010 – ongoing	**Plethora-Project.com, Online Platform, Online Teaching** Programming courses have been implemented in an online platform with an average of 1,000 users per day
2003–2004	**Universidad de Chile, Santiago, Teaching Assistant 3D Media** 3D Studio Max, 3D modeling, Animation & Rendering Adobe Flash and Adobe After Effects. Animation, Video and Web design

Visiting Appointments

2017	**FAB 13 Workshop, Santiago, Chile** Ecology simulations workshop using *Block'hood*
2016	**Institute of Advanced Architecture of Catalonia (IAAC) Workshop, Barcelona Spain** Ecology simulations workshop using *Block'hood*
2012	**Angewandte Workshop, Vienna, Austria** Workshop on swarm intelligence and complex adaptive systems
2010	**Architectural Association, Visiting School Co-Director with Alisa Andrasek, Rovinj, Croatia** "Agentware" Workshop in Rovinj, Croatia, on complex adaptive systems

Professional Experience

2010 – ongoing	**Plethora-Studio, Director,** Detroit, MI Principal Director of Plethora Studio. Architectural design and research through video games. *www.plethora-project.com*

2015	**World Building Lab,** Los Angeles, CA
	Consultant for world building project in collaboration with Alex McDowell
2012–2015	**Bloom Games, Partner,** London, UK,
	Partner at Bloom Games, a start-up company based on the fabrication of *Bloom*
2009–2012	**Biothing, Principal Designer,** London, UK
	Principal Designer in multiple architectural projects and competitions of different scales. Principal computation manager.
2010–2011	**Probotics, Cofounder,** London, UK
	Main designer in competition proposals including 2nd prize in Nous4m Office Space UK.
2005–2008	**Nouum Arquitectos, Cofounder,** Santiago, Chile
	Project manager on several projects including La Florida council theater
	Director of Nouum Digital, a rendering company founded alongside Nouum Arquitectos
2003–2004	**Matias Honorato Studio**, Santiago, Chile
	Architectural design for Etex Pavilion, among other projects

Creative Research

2022 - ongoing	**Pluriversal Speculations**
	Library of AI generated images considering speculative development of neighborhoods. The project is a critical take on prompt generated images attempting to service imaginaries that steer away from capitalism.
2017 – 2022	**Common'hood — The Ecology of Labor, Video game simulation**
	Common'hood *is a video game that allows the simulation of fabrication and labor. The project seeks to explore the ecology of labor by developing a modeling software mediated by scarcity. The project was completed in November 2022. The completed game contains a 45,000 word narrative discussing commons as governance and self-provision strategies, a multiplayer modeling engine, and a digital platform for sharing designs. It currently has been played by over 10,000 people.*
2018 – 2019	**Combo-Nest**
	Combinatorial Nest (Combo-Nest) is a material system that allows for complex timber space frames. The system was used for the Tallinn Pavilion proposal and received 3rd prize in the competition. The system has been prototyped in real scale and continues to seek funding for larger installations. The system advances the thesis of discrete architecture as a cooperative strategy.
2018 – 2020	**Combo-House**
	The Combinatorial House is a project still in early development that seeks to allow for a large array of discrete units to configure a myriad of dwelling units. The house is tied to the Common'hood *project as it is intended to be shipped as open-source blueprints within the game.*
2014–2017	**Block'hood — Ecology simulation video game**
	Block'hood *is an ecological city-building video game released in 2016. The project has received several awards, including "Best Gameplay" at the Games for Change Festival, a Faculty Design award at the Association of Collegiate Schools of Architecture (ACSA), and a best paper award at the Association for Computer Aided Design in Architecture (ACADIA) in 2015. The game is available online and is constantly updated for a community of over 120,000 players worldwide.*
2014	**Polyomino — "From Gaming to Making" research sponsored by Stratasys**
	Polyomino is an academic research project that seeks to connect gaming technology with fabrication. The project was sponsored by Stratasys allowing for 3-D content developed within a game platform to directly output models for a series of exhibitions.
2012–2015	**Bloom — Interactive installation**
	Bloom is an interactive pavilion developed in collaboration with Alisa Andrasek for the London 2012 Olympic Games. Since its initial presentation, the project has been installed and engaged in several cities and museums across the globe, including the Naturalizing Architecture exhibition at Frac Centre in France, and the Design Museum in Melbourne.
2011 – ongoing	**Video tutorial repository**
	Archive of over 170 free video tutorials and demonstrations on technology and software related issues, including learning how to code and develop video games in the context of architectural design. The site has received over 1,900,000 views through YouTube and Vimeo since its release in 2011.
2011–2012	**Plethora Library: Open-source agent simulation library**
	Open-source processing library for steering behaviors and flocking simulations. The library of code is free to download and is accessed on a daily basis by students and designers in the international community.

Awards & Funding

2022	**Nominated for "Impact Award"** IndieCade, Independent Games Festival, Los Angeles — *Common'hood*
2019	**Winner of the Association for Computer Aided Design in Architecture (ACADIA)** **Innovative Research Award of Excellence**
2019	**Winner of the 2018 "Best Paper" Award,** *The Plan Journal*
2019	**Winner of the Association of Collegiate Schools of Architecture (ACSA)** Faculty Design Award for *Block'hood* project
2019	**3rd Prize** for the Tallinn Architecture Biennial Pavilion Part of the Tallinn Biennial exhibition, Estonia
2018	**Winner of Prix Union de Compositeurs de Musiques de Films (UCMF), France, New Media Award** Soundtrack of *Block'hood*, Directed by Jose Sanchez, Composed by Selma Mutal
2017	**Publishing fund** for *Block'hood* VR, Devolver Digital: $27,000
2016	**Winner of the "Best Gameplay" Award**, Games for Change Festival, New York — *Block'hood*
2016	**Finalist for "Games for Impact,"** The Game Awards, Los Angeles — *Block'hood*
2016	**Finalist for Best App**, "Innovation by Design" Award, Fast Company — *Block'hood*
2016	**Official Electronic Entertainment Expo (E3) Selection** International Festival for Independent Games (IndieCade) 2016 — *Block'hood*
2016	**Winner Young Guns Award,** Curbed 2016
2015	**Winner of Association for Computer Aided Design in Architecture (ACADIA) 2015 Emerging Research Award** Best Paper Award for "Temporal and Spatial Combinatorics in Games for Design"
2015	**Publishing Fund** for *Block'hood*, Devolver Digital: $45,000
2015	**Design Sponsorship** for Polyomino Project, Stratasys: $31,000
2015	**2nd Prize** Intel Developer Showcase, San Francisco — *Block'hood*
2014	**Design Sponsorship** for Polyomino Project, Stratasys: $3,640
2014	**Finalist for International Festival for Independent Games (IndieCade) awards** Bloom Project
2014	**Successfully funded Kickstarter** campaign with 110% support: $11,000
2012	**Winner of 1st Prize "Wonder Series,"** City of London competition for architectural installations during the 2012 Olympics – *Bloom*, the Game: $100,000 fabrication budget
2011	**Honorary Mention** Europan Dubrovnik Plaza, "Climath" — Biothing
2010	**2nd Prize** Nous4M office space design
2007	**Infrastructure Grant** for the development of La Florida council theater, Santiago, Chile (currently under construction)
2006	**Regional Winner** (America) Celeb Cities 2, Venice Biennial, category professionals
2003	**2nd Prize** Sustainable design school, student competition, Santiago, Chile
2002	**2nd Prize** Diego Portales building refurbishment, student competition, Santiago, Chile
2002	**Honorary Mention**, BTicino concept competition, Santiago Biennial

Grants

2021-2023	**Center for Academic Innovation,** University of Michigan: "Programming for Designers Massive Open Online Courses Specialization," Co-Principal Investigator, 2021-2023, $180,000 (Cash and in-kind Support).
2019	**NSF Grant Application (Not awarded)**, We Are Martinsville [WAM]: Levering Mobile Gaming for Increasing Community Engagement and Improving Health Outcomes.
	PI: Dr. Mona El Khafif, Associate Professor University of Virginia **Co-PI: Shubham Jain, Assistant Professor, Department of Computer Science, Old Dominion University** **Co-PI: Dr. Tho H. Nguyen, Department of Computer Science, University of Virginia** **Co-PI: Jose Sanchez, Assistant Professor, University of Southern California**
	Co-PI: Katherine Hsu Wibberly, Phd, Assistant Professor Public Health Sciences, University of Virginia School of Medicine.
	Co-PI: Ila Berman, Dean and Edward E Elson Professor, University of Virginia
	Co-PI: Elgin Cleckley, Assistant Professor, University of Virginia
	Co-PI: Jennifer J Roe, DeShong Professor of Design + Health & Director, University of Virginia

Budget requested: $1,499,803

2013 **MY LA 2050 Grant Competition**, , Block'hood videogame.
Runner-up Place in Public vote, Funding not awarded.
https://challenge.la2050.org/about/
PI: Jose Sanchez
Budget Requested: $100,000

Exhibitions

2023 **"Poetics and Politics of Virtual Architecture"   (Upcoming May 2023 – In production)**
Curated by Marlies Wirth, Curator Digital Culture and Head of Design Collection along with Bika Rebek
MAK - Museum of Applied Arts, Vienna — *Common'hood* and *Block'hood*

2023 **"zkm_gameplay. the next level"**
ZKM | Center for Art and Media – Permanent Exhibition — *Block'hood*
https://zkm.de/en/exhibition/2022/12/playful-architectures

2023 **"Architecture After AI"**
Curated by Daniel Kohler, Kory Bieg and Clay Odom
Mebane Gallery of Goldsmith Hall, Texas A&M — *Pluriversal Speculations*

2022 **Urban Cosmologies**
"Finite world, infinite game" Game Section curated by Min Chen
9th Bi-City Biennale of Urbanism & Architecture, Shen Zhen, China — *Common'hood* and *Block'hood*

2022 **Architecture Faculty Exhibition,**
Liberty Annex, Ann Arbor, Michigan, US
Taubman College of Architecture and Urban Planning — *Common'hood*

2021-2022 **Survival Architecture and the Art of Resilience,**
Curated by Randy Jayne Rosenberg
MODA – Museum of Design Atlanta, US — *Common'hood* and *Block'hood*

2020 **Designing Worlds: Re-envisioning Realities through Video Games**
Curated by Anthoney Morey
A+D – Architecture and Design Museum of Los Angeles, US **—** *Common'hood* and *Block'hood*

2019–2020 **The Coming World: Ecology as The New Politics 2030–2100**
Curated by Snejana Krasteva and Ekaterina Lazareva
Garage Museum of Contemporary Art, Moscow, Russia — *Common'hood* and *Block'hood*

2019–2020 **Design-moi un jeu vidéo**
Curated by
Cité du Design, Paris, France — *Common'hood* and *Block'hood*

2019 **Discrete Familiars**
Curated by Ryan Manning
Fort Worth Community Arts Center — *Common'hood*

2019 **Primitive Hut – Tallinn Architecture Biennial Pavilions**
Curated by Yael Reisner, Tallinn Architecture Biennial — *Combinatorial-Nest.*

2019 **Prague Experimental Biennial**
Curated by Martin Gsandtner — *Common'hood*

2019 **Slow Festival – "Espace Gaming"**
Organized by Lisa Pardoen, Quai 10, Belgium — *Block'hood*

2018 **Bruges Triennial**
Curated by Abdelkader Damani, Grootseminarie, Bruges — *Bloom*

2018 **Designing Women**
Curated by Simone Leamon, National Gallery Victoria, Melbourne, Australia — *Bloom*

2017–2019 **3d Print The World / "Imprimiendo El Mundo"**
Curated by Carmen Baselga and Héctor Serrano, Organized by Fundación Telefónica — *Polyomino*
Sept. 2019 – Feb. 2020 (Universum, Cdmx)
Aug. **–** Dec. 2019 (Mexico City)
March **–** July 2019 (Santiago, Chile)
July **–** Dec. 2018 (Buenos Aires, Argentina)
Dec. 2017 **–** April 2018 (Lima, Peru)
June **–** Oct. 2017 (Madrid, Spain)

2015	**Globale: Exo-Evolution**
	Curated by Peter Weibel, ZKM Karlsruhe, Germany — *Bloom*
2015	**Xenotypes**
	Curated by Juan Azulay, Carlo Aiello, Benjamin Rice
	Organized by eVolo + Makeform Media + Design Matters Gallery, Los Angeles — *Bloom*
2015	**Prague Experimental Biennial**
	Curated by Martin Gsandtner and Imro Vasko — Polyomino and *Bloom*
2015	**Transitio_Mx, Festival de Artes Electrónicas y Video**
	(Festival of Electronic Arts and Video) *Block'hood*
2015	**New Urbanism Film Festival**
	Directed by Josh Paget, Los Angeles — *Bloom*
2015	**Giant Robot Gallery Games Night**
	Curated by Carlos Lopez, Los Angeles — *Block'hood*
2014	**The Future Is Here**
	Curated by Kate Rhodes, Fleur Watson, Design Museum of Melbourne, Australia — *Bloom*
2014	**Process, An Exhibition of Visionary Architecture and Generative Design**
	Curated by Vlad Tenu, Shanghai, China — Polyomino
2014	**Association for Computer Aided Design in Architecture (ACADIA) 2014 Exhibition**
	Curated by David Gerber, Alvin Huang, and Jose Sanchez, USC School of Architecture, Los Angeles — *Bloom*
2014	**International Festival for Independent Games (INDIECADE)**
	Directed by Sam Roberts, Los Angeles — *Bloom*
2014	**Blindspot Initiative Exhibition**
	Curated by Jose Sanchez, Biayna Bogosian, and Jason King, Los Angeles — *Doto*
2014	**Elsewhere Envisioned: Global Design NYU**
	Curated by Peder Anker, Louise Harpman, and Mitchell Joachim, Building Centre, London, UK — *Bloom*
2013 -2016	**9th Archilab: Naturalizing Architecture**
	Curated by Frederic Migayrou and Marie-Ange Brayer, Frac Centre, Orleans, France — *Bloom*
2012	**Multiversities Creatives**
	Curated by Valerie Guillaume, Centre Pompidou, Paris, France
	Biothing — Fissure Port by Alisa Andrasek, Jose Sanchez Principal Designer
2009–2012	**Elles@Centrepompidou**
	Curator Camille Morineau, Frederic Migayrou, Centre Pompidou, Paris, France
	Agentware research by Alisa Andrasek, Jose Sanchez Principal Designer
2010	**Beijing Biennial**
	Curated by Neil Leach

Other Media

2017   *Gaming the Real World* **documentary**

Documentary film directed by Anders Eklund following the story of three video games (*Minecraft*, *City Skylines,* and *Block'hood*) in their attempt to bridge the gap between gaming and simulation. The research and motivations behind the *Block'hood* project are prominently featured, as the director spent several months documenting the development of the project.

The documentary has been included in the following festivals:

One World (Czech Republic), Transitions Film Festival (Australia), One World (Slovakia), Seoul International Architecture Film Festival (South Korea), special screening at Singapore Design Centre, Nordisk Panorama FF (Sweden), Arquitecture Film Festival in Lisbon 2018 (Portugal), Architecture & Design Film Festival in New York 2018 (USA), Glocal Film Festival 2018 (Sweden), Architecture Film Festival in Rotterdam (Netherlands), Urban Eye Film Festival 2018 (Romania), Budapest Architecture Film Days 2019 (Hungary), Arkitekturfilm Oslo 2019 (Norway), Architecture & Design Film Festival in Washington DC 2019 (USA), Architecture & Design Film Festival in Los Angeles 2019 (USA).

Permanent Collections

2022   *Block'hood*

Permanent loan for "zkm_gameplay. the next level", a new permanent exhibition at the ZKM | Center for Art and Media in Karlsruhe, Germany.

https://zkm.de/en/exhibition/2018/09/zkmgameplay-the-next-level

2014   ***Bloom***
Acquired as part of Frac Permanent Collection, Orleans, France
This acquisition demonstrates the historical relevance of the piece in the eyes of the Frac institution, giving them rights to exhibit the piece in different exhibitions over time.

Publications // Books

2020   **Architecture for the Commons:**
Participatory Systems in the Age of Platforms
Authored by Jose Sanchez
Under contract with Routledge

2019   **Blindspot Initiative: Design Resistance and Alternative Modes of Practice**
Edited by Jose Sanchez
Published by eVolo

2014   **Association for Computer Aided Design in Architecture (ACADIA) 2014**
Paper Proceedings Book
Edited by David Gerber, Alvin Huang, and Jose Sanchez
Published by Riverside Press

2014   **Association for Computer Aided Design in Architecture (ACADIA) 2014**
Project Proceedings Book
Edited by David Gerber, Alvin Huang, and Jose Sanchez
Published by Riverside Press

Publications // Journals Peer Reviewed

2018   **"Towards a Cooperative Architecture Platform"**
The Planning Journal 3 (No. 2), 2018, Winner of the Best Journal Article from 2018

2018   **"Infrastructure for Recombination: the Work and Ethos of Plethora Project"**
Materia Arquitectura, Chilean journal, edited by Claudio Palavecino

Publications // Journals by Invitation

2022   **"The Politics of Tectonics"**
Taubman College of Architecture and Urban Planning
Gradient Journal

2020   **"Social Realism in the Age of Simulation"**
Institute of Advanced Architecture of Catalonia (IAAC)
Bits Journal Issue on Learning Cities: Artificial and Collective Intelligence in Design

2019   **"Architecture for the Commons"**
Architectural Design, Discrete: Reappraising the Digital in Architecture, edited by Gilles Retsin

2017   **"Combinatorial Commons: Social Remixing in a Sharing Economy"**
Architectural Design, Autonomous Assembly, edited by Skylar Tibbits

2016   **"Massive Repatterning of the Urban Landscape"**
Architectural Design, Digital Property, edited by Antoine Picon and Wendy Fok

Publications // Book Chapters

2022   **"Mediated by Scarcity" (Upcoming)**
Design Technology and Digital Production: An Architecture Anthology
Published by Routledge, edited by Gabriel Esquivel

2019   **"From an Autopoietic to a Sympoietic Architecture Discipline"**
Instabilities and Potentialities, Notes on the Nature of Knowledge in Digital Architecture
Published by Routledge, edited by Chandler Ahrens and Aaron Sprecher

2019   **"Platform Architecture"**
Book chapter for forthcoming publication by AAgora
Edited by Francesco Catemario di Quadri

2014   **"Post Capitalist Design: Design in the Age of Access"**
Paradigms in Computing, Published by eVolo

Publications // Peer reviewed papers with conference presentations

2022   **"Entangled Simulations: The affordances of narrative within computational systems"**
Association for Computer Aided Design in Architecture (ACADIA) 2022

2018   **"Platforms for Architecture: Imperatives and Opportunities of Designing Online Networks for Design"**
Association for Computer Aided Design in Architecture (ACADIA) 2018

2016   **"The Social Physics of the Discrete"**
Texas Society of Architects (TxA) Interactive Proceedings 2016, edited by Kory Beig

2016   **"Combinatorial Design: Non-parametric Design Strategies"**
Association for Computer Aided Design in Architecture (ACADIA) 2016 Proceedings

2016   **Responsive Cities Symposium**
Institute of Advanced Architecture of Catalonia (IAAC), Barcelona, Spain

2015   **"Temporal and Spatial Combinatorics in Games for Design"**
Association for Computer Aided Design in Architecture (ACADIA) 2015 Proceedings
Winner of the Emerging Research award for best paper

2015   **"Block'hood, Developing an Architectural Simulation Video Game"**
Education and research in Computer Aided Architectural Design in Europe (ECAADE) 2015

2014   **"Polyomino: Reconsidering Serial Repetition in Combinatorics"**
Association for Computer Aided Design in Architecture (ACADIA) 2014, Published by Riverside Press

2014   **"Paradigms of Computing: Making, Machines, and Models for Design Agency in Architecture"**
Panel at Association for Computer Aided Design in Architecture (ACADIA) 2014
University of Southern California, Los Angeles, CA

2014   **"Bloom the Game"** Paper
Fabricate 2014 Proceedings, Published by GTA Verlag, Zurich

2013   **"Gamescapes"** Paper
Association for Computer Aided Design in Architecture (ACADIA) 2013 Proceedings
Published by Riverside Architectural Press, Canada

2013   **"Hacklikes: Weird Interactions between Things"** Paper
Texas Society of Architects (TxA) Interactive Proceedings 2013

Publications // Academic Articles

2018   **A Brief Symposium on Automation in Architecture**
Invited panel organized by Sara Constantino and Emmet Zeifman, Los Angeles, CA
Transcript published in *Project* Issue 7, Summer 2018

2012   **"Polyomino: The Missing Topology Mechanic"**
ALIVE: Advancements in Adaptive Architecture, published by Birkhauser
Edited by Manuel Kretzer and Ludger Hovestadt

2012   **"Scripted Geometries: Beyond Geometry"**
Scripting the Future, edited by Neil Leech
Published by Tongji University Press, China

2010   **"Machinic Processes" — Architecture Biennial Beijing**
Featuring design work by Jose Sanchez
Edited by Neil Leach, Xu Weiguo, Published by China Architecture & Building Press

Publications, Citations & Reviews by Others

2022   ***Ecologies of Inception: Designing Hyperobjects, Design Potentials on a Warming Planet***
By Ferracina Simone
Published by Routledge

2019   ***Architectonics of Game Spaces: The Spatial Logic of the Virtual and Its Meaning for the Real***
Edited by Andri Gerber and Ulrich Götz
Published by Transcript Verlag

2019   ***Architektur Aktuell***
Edited by Matthias Boeckl
Published by Architektur Aktuell GmbH

2019   ***Speculations: Beyond human center design***
                  Edited by Kazuya Kawasaki
                  Published by BNN

2017   ***4D Hyperlocal: A Cultural Toolkit for the Open-Source City***
                  Architectural Design
                  Published by Wiley, Volume 87, Issue 1, 2017, guest edited by Lucy Bullivant
                  Article: "Less Smart City, More Shared Social Value," by Lucy Bullivant

2017   ***Pavilions, Pop-Ups and Parasols***
                  Architectural Design
                  Published by Wiley, Issue 01 Volume 87, 2017, guest edited by Leon Van Schaik and Fleur Watson
                  Article: "Indeterminacy and Contingency," by Alisa Andrasek

2017   ***Evoking Through Design: Contemporary Moods in Architecture***
                  Architectural Design
                  Published by Wiley, Issue 6, Volume 86, 2016, guest edited by Matias Del Campo
                  Article: "Excessive Resolution," by Mario Carpo

2014   ***Global Design***
                  By Peder Anker, Louise Harpman, and Mitchell Joachim
                  Published by Prestel
                  Project featured: "Bloom, the Game"

2013   **"Naturalizing Architecture"**
                  Exhibition Catalog featuring Bloom the Game installation
                  Published by Editions HYX, Orleans

2011   ***Scripting Cultures***
                  Edited by Mark Burry, Published by Wiley

2009   ***Biothing***
                  Featuring the work of Biothing, Jose Sanchez principal designer
                  Author: Alisa Andrasek, Published by Editions HYX

2006   **"UIA Celeb Cities," Venice Biennial**
                  Exhibition Catalog for competition winner
                  Featuring Bicentros Project by Jose Sanchez

<u>Keynotes</u>

2021   **Keynote at CAAD Futures**
                  Keynote panel for CAAD Futures with Konstantinos Dimopoulos, and Lydia Kallipoliti, Peer review conference, Online
                  Invited Keynote

2016   **Keynote at PACT 2016, Parallelism in Architecture, UEL**
                  Keynote presentation for PACT symposium, Peer review conference, University of East London, UK
                  Invited Keynote

<u>Selected Lectures</u>

This section includes prominent lectures and events that are part of an international lecture series or an annual or biannual event at prestigious institutions worldwide. They have also been selected by the size of the venue and the impact of my contribution.

2022   **TheHost.is**
                  Online artist talk and conversation with Hyphen Labs
                  Invited international Talk

2022   **Institute of Advanced Architecture of Catalonia (IAAC)**
                  Game design for cities simulation Masterclass

2022   **McGill Peter Guo-hua Fu School of Architecture**
                  Lecture: "Platform Realism"
                  Montreal, Quebec, Canada
                  Invited international Lecture and Review

2021   **Architectural Informatics Society Japan**
                  Interview

Tokyo, Japan
Invited interview by Satoru Sugihara, Interview Series

2021   **Institute of Architecture at the University of Applied Arts in Vienna**
Lecture: "Platform Realism"
Vienna, Austria
Invited as part of the SLIVER Lecture Series

2021   **Texas Architecture, University of Texas at Austin**
Lecture: "Platform Realism"
Austin, US
Invited as part of the Spring 2021 Lecture Series

2021   **Institute of Advanced Architecture of Catalonia (IAAC)**
Theory of Cities Masterclass
Barcelona, Spain
Invited as part of the Master in City & Technology

2020   **Tbilisi Architecture Biennial**
Lecture: "Participation in the Age of Platforms"
Tbilisi, Georgia
Lecture and Conversation hosted by VOLUME magazine

2020   **University College London (UCL)**
Lecture: "Platform Realism"
London, UK
Prospectives Lecture Series Autumn 2020

2020   **Book Launch Panel - Architecture for the Commons: Participatory Systems in the Age of Platforms**
University of Michigan Taubman College
Organized and Hosted by Jose Sanchez
Guest Speakers: June Grant, Gilles Retsin, Gina Reichert

2019   **Garage Museum of Moscow**
Lecture: "Architecture for the Commons"
Moscow, Russia
Public Talk

2019   **Prague Experimental Architecture Biennial Symposium**
Lecture: "Architecture for the Commons"
Prague, Czech Republic
Invited lecture and panel discussion

2019   **Discrete Symposium / AD Journal Launch**
Lecture: "The Social Imperatives of Discrete Architecture"
Organized by Gilles Retsin, Bartlett School of Architecture
Invited lecture and panel discussion

2019   **Living a Digital Life, Winter Symposium: Environments**
Lecture: "The User and the Domain"
Organized by McLain Clutter, Ellie Abrons, and Adam Fure, University of Michigan, Ann Arbor
Invited lecture and panel discussion

2018   **National Symposium**
Lecture: "Architecture for the Commons"
Connecting Heritage and Communities through Technology, Landmark Columbus, IN
Invited presentation and panel discussion

2017   **FAB 13: Fabricating Society**
Lecture: "Architecture for the Commons"
Organized by Neil Gershenfeld and Tomas Vivanco Larrain, Fablab annual global meeting, Santiago, Chile
Invited lecture

2017   **International Lecture Series, The Bartlett**
Lecture: "Architecture for the Commons"
Organized by Bob Sheil and Frederic Migayrou
Invited lecture as part of the international lecture series, UCL The Bartlett School of Architecture, London, UK

2017   **International Lecture Series, Institute of Advanced Architecture of Catalonia (IAAC)**
Lecture: "Architecture for the Commons"
Invited lecture as part of the international lecture series, IAAC, Barcelona, Spain

2017   **International Lecture Series, Estonian Academy for the Arts**
Lecture: "Architecture for the Commons"
Invited lecture as part of the international lecture series, Estonian Academy for the Arts, Tallinn, Estonia

2017   **TU Delft — Hyperbody**
Lecture: "Architecture for the Commons"
Invited lecture at Hyperbody, TU Delft, Amsterdam, Netherlands

2017   **Texas A&M, Spring Lecture Series**
Lecture: "Architecture for the Commons"
Invited lecture as part of the international lecture series, College Station, TX

2016   **Computation Lectures, Massachusetts Institute of Technology (MIT)**
Lecture: "Massive Repatterning"
Invited lecture for the Computation Lectures organized by The MIT PhD Program, Boston, MA

2015   **Prague Experimental Biennial**
Lecture: "Gamescapes"
Invited lecture, Prague, Czech Republic

2015   **Southern California Institute of Architecture (Sci-Arc)**
Lecture: "Gamescapes"
Invited lecture as part of the international lecture series, Los Angeles, CA

2014   **Smart Geometry**
Presentation: "Block video game"
The Chinese University of Hong Kong
Cluster champion and panelist

2013   **Ecole Nationale Supérieure d'Architecture Paris-Malaquais**
Lecture: "Gamescapes"
Invited lecture organized by Christian Girard, Paris-Malaquais, Paris, France

2013   **Dessau International School of Architecture**
Lecture: "Design = Play"
Invited lecture, Dessau, Germany

2013   **ETH Zürich, Computer Aided Architectural Design (CAAD)**
Lecture: "Object Oriented Design"
Invited lecture, Zürich, Switzerland

Lectures

2023   **"Data Justice, AI, and Design" colloquium**
'Entangled Simulations' presentation
Taubman College of Architecture and Urban Planning & MIDAS (Michigan Institute of Data Science)

2022   **Lawrence Technological University**
'Entangled Simulations' presentation
Invited Lecture, Detroit Michigan

2022   **Alfred State College**
'Platform Realism'
State University of New York

2021   **Centro de Estudios de Arquitectura Contemporánea de la Escuela de Arquitectura y Estudios Urbanos de la Universidad Torcuato Di Tella – Buenos Aires Argentina**
'Simulacion y Escasez'
Invited International Lecture

2021   **Architectural Association Visiting School New York**
Lecture: "Simulation and Scarcity"
Invited Lecture and Final Review

2021   **Game Devs of Color**
Interview
Invited interview for the Game Devs of Color Festival

2021   **University of Tennessee, College of Architecture + Design**
'Platform Realism'
Invited lecture organized by Marshall Prado

2021   **Ontario College of Art & Design University (OCAD)**
Digital Futures Conversations: Jose Sanchez with Nick Puckett
Toronto, Canada

2021	**University of Virginia, School of Architecture (UVA)** Lecture: "Platform Realism" Charlottesville, US Part of the "Owning Up the Urban" Lecture Series
2021	**University of Houston, Gerald D. Hines College of Architecture and Design** Interview by Andrew Kudless Houston, US
2019	**Southern California Institute of Architecture (SCI-ARC)** "Discrete: Reappraising the Digital in Architecture Symposium" Presentation and symposium.
2019	**Architectural Association Lecture** Lecture: "Architecture for the Commons" Invited lecture organized by Alicia Nahmad, Design Research Lab
2019	**Blindspot Initiative Book Launch** Organized by Archinect, Hosted at the Architecture + Design Museum of Los Angeles (A+D) Talks by Jose Sanchez, Casey Rehm, and Biayna Bogosian
2019	**Mereology Symposium** Panel: Moderator and respondent Organized by Daniel Kohler, Bartlett School of Architecture, London, UK
2019	**Lecture at Los Angeles Institute of Architecture and Design (LAIAD)** Lecture: "Architecture for the Commons" Invited presentation
2019	**California College of the Arts (CCA) — Prototyping Collective Space** Lecture: "Reconstructing the Commons" Invited presentation and panel discussion organized by Adam Marcus
2018	**Woodbury University** Applied Computer Science Lecture Series Lecture: "Architecture for the Commons" Invited lecture
2018	**University of California Berkley** Lecture: "Architecture for the Commons" Invited lecture
2017	**Metropolis Magazine Think Tank** Lecture: "From Gaming to Making" Annual think tank at Perkins + Will office, Los Angeles, CA Invited presentation and invited panel
2017	**Machine of Loving Grace** Lecture: "Gamescapes" Organized by Guvenc Ozel Invited lecture and symposium at University of California Los Angeles (UCLA) Ideas Campus, Los Angeles, CA
2016	**Eco-Meta-Discrete-Parts** Lecture: "Gamescapes" Invited Lecture for symposium, Independent Architecture Research Colloquia (IARC), Innsbruck, Austria
2015	**Intel Developer Showcase** Presentation: "Block'hood" San Francisco, CA
2015	**University of Southern California (USC)** Lecture: "Exponential Design Strategies" USC School of Architecture, Los Angeles, CA Third-year tenure track lecture
2015	**Inventio Labs** Lecture: "Gamescapes" Roto Lab, Los Angeles Invited lecture
2015	**Universidad del Desarrollo** Lecture: "Senderos que se bifurcan" ("Forking Paths") Santiago, Chile Invited lecture

2014	**Autodesk University, Innovation Forum** Lecture: "From Gaming to Making" Autodesk University, Las Vegas, NV
2014	**LA Forum Panel** VDL House, Los Angeles, CA
2014	**Institution for Creative Technologies (ICT)** University of Southern California, Los Angeles, CA Invited presenter
2014	**Serious Play Preconference** USC School of Cinematic Arts, Los Angeles, CA Invited presentation
2014	**Public, Private, Protected** Lecture: "Object Oriented Design" Invited lecture organized by Kyle Steinfeld, University of California Berkeley
2014	**Playthink Salon** Lecture: "Design = Play" University of Southern California School of Cinematic Arts and Games, Los Angeles, CA Invited lecture
2014	**Emergent Cities Group** Lecture: "Design = Play" University of Southern California School of Cinematic Arts, Los Angeles Invited lecture
2014	**Architects Beyond Architecture** Lecture: "From Gaming to Making" Woodbury University, Burbank, CA Invited lecture
2013	**Angewandte** Lecture: "Object Oriented Design" Vienna, Austria Invited lecture and workshop
2013	**Guest Lecture** Independently organized by Alexander Kalachev Moscow, Russia Invited lecture
2013	**Resonate.io** Lecture: "Design = Play" Belgrade, Serbia Invited lecture
2013	**USC School of Architecture** Lecture: "Design = Play" Los Angeles, CA Invited lecture
2012	**Object Oriented Eclecticism Workshop** Lecture: "Heterotopias" Ghent, Belgium Invited lecture
2011	**University of East London (UEL)** Lecture: "Heterotopias" London, UK
2011	**Architectural Association Visiting School** Lecture: "Agentware" Rovinj, Croatia
2011	**Processing user group** Lecture: "Object Oriented Design" Ghent, Belgium Invited lecture

Academic Teaching

University of Michigan

2022-2023	662 Thesis Studio – 'Pluriversal Games'
	Studio Release – Preparation of Computational Design Certificate - MOOC
	660 Thesis Seminar – 'Pluriversal Games'
	509 Simulating the Commons Seminar
	MOOC development and filming – 'Introduction to Programming for Designers'
2021-2022	662 Thesis Studio – 'Common Property: Panamericana'
	Studio Release – Preparation of Computational Design Certificate - MOOC
	660 Thesis Seminar
	509 Simulating the Commons Seminar
	MOOC development and filming – 'Introduction to Programming for Designers'
	600 Independent Study – Fugitive Automata – Jasmine Wright & Gina Laudato
2020-2021	662 Thesis Studio – 'Common Property'
	552 Institutions Studio - 'Food Commons'
	660 Thesis Seminar
	600 Independent Study – Real Time Representation

University of Southern California

2019-2020	793B: Architecture Directed Design Research Option I — Graduate Thesis
	599: Special Topics — Seminar
	590: Directed Research
2018-2019	705: Advanced Graduate Architecture Design Topics
	793A: Architecture Directed Design Research Option I — Graduate Thesis Prep
	599: Special Topics — Seminar
	793B: Architecture Directed Design Research Option I — Graduate Thesis
2017-2018	793B: Architecture Directed Design Research Option I — Graduate Thesis
	705: Advanced Graduate Architecture Design Topics — Graduate Topic Studio
	793A: Architecture Directed Design Research Option I — Graduate Thesis Prep
	410: Computer Transformations — Seminar
2016-2017	793A: Architecture Directed Design Research Option I — Graduate Thesis Prep
	605A: Graduate Architecture Design II — Graduate Topic Studio
	Teaching Release (Spring)
2015-2016	202B: Architectural Design II — Second Year Comprehensive Studio
	599: Special Topics — Seminar
	705: Advanced Graduate Architecture Design Topics — Graduate Topic Studio
	410: Computer Transformations — Seminar
	590: Directed Research
2014-2015	202B: Architectural Design II — Second Year Comprehensive Studio
	599: Special Topics — Seminar
	590: Directed Research
	607: Advanced Computation — Seminar
	702: Advanced Graduate Architecture Design — Themes
2013-2014	605A: Graduate Architecture Design — Post-professional Topic Studio

Academic Service National Level

2017–2018	**Member of the Association for Computer Aided Design in Architecture (ACADIA) Board of Directors**
2014	**Co-chair of Association for Computer Aided Design in Architecture (ACADIA) 2014**

Academic Service Local Los Angeles Level

2018–2019	**A+D Architecture and Design Museum's Exhibition Committee**

Academic Service University Level

2018 **Liaison for the USC School of Architecture for the "Power of Artists" Initiative**
Community outreach initiative — Dean's Office USC

2015-2019 **Member of the Games Innovation Lab, USC School of Cinematic Arts, Interactive Media & Games Division**
Interdisciplinary collaboration for public engagement events such as lectures and community workshops.

2015 **Member of the Research Council at the USC Annenberg Innovation Lab**
Support for interdisciplinary initiatives with USC and with Industry.

Academic Service School Level

University of Michigan

2022-2023 Graduate Thesis Coordinator:
- Designer and coordinator for the Graduate Thesis Exhibition
- Designer and coordinator for the Graduate Thesis Book
- Designer and coordinator for the Graduate Thesis Website
Fellowship Search Committee - Member
Promotion & Tenure committee - Member
Computational Design Certificate development with Arash Adel
Contribution to Graduate Admission
Contribution to Urban Technology Admission
Member of the MUD Advisory Committee
Member of the Urban Tech Advisory Committee

2021-2022 Computational Design Certificate development with Arash Adel
Diversity, Equity and Inclusion Committee
Hosting and support of Organization of Wallenberg Symposium
Contribution to Graduate Admission
Contribution to Urban Technology Admission

2020-2021 Computational Design Certificate development with Arash Adel
Research Policy Committee
Lectures and Exhibitions Committee
Contribution to Admission

University of Southern California

2019-2020 Teaching Excellence Committee
Diversity Inclusion and Admissions Committee
Elected as part of the Faculty Council (2019–2020)

2018 Chair of the Gold Committee

2017 Member of the Gold Committee

2016 Member of the Gold Committee
Member of the Lectures and Exhibitions Committee

2015 Member of the Admissions Committee

2014 Member of the Lectures and Exhibitions Committee
Organizer of the Faculty Pecha Kucha Night

2013 Member of the Lectures and Exhibitions Committee

Peer Reviews / Juries

2022 **Bartlett School of Architecture – Super Jury**
2022 **Association for Computer Aided Design in Architecture (ACADIA) paper reviewer**
2022 **Games for Change Festival Judge**
2021 **Bartlett School of Architecture – Super Jury**

2021	**International Journal of Architectural Computing (IJAC) paper reviewer**
2020	**Association for Computer Aided Design in Architecture (ACADIA) paper reviewer**
2019	**Association for Computer Aided Design in Architecture (ACADIA) paper reviewer**
2019	**American Institute of Architects (AIA) 2x8 VR Competition Jury**
2018	**Association for Computer Aided Design in Architecture (ACADIA) paper reviewer**
2017	**Texas Society of Architects (TxA) — Emerging Technology paper reviewer**
2017	**Association for Computer Aided Design in Architecture (ACADIA) paper reviewer**
2017	**Games for Change Jury**
2017	**International Festival of Independent Games (INDIECADE) Festival Jury**
2016	**Association for Computer Aided Design in Architecture (ACADIA) paper reviewer**
2016	**International Festival of Independent Games (INDIECADE) Festival Jury**
2015	**Association for Computer Aided Design in Architecture (ACADIA) paper reviewer**
2014	**Association for Computer Aided Design in Architecture (ACADIA) paper reviewer**
2013	**The Association of Collegiate Schools of Architecture (ACSA) paper reviewer**
	"Game On: The Use of Location Based Technologies in Design Today," Eric Gordon and Amy Murphy

Selected Press:

Killscreen *Interview*
https://killscreen.com/jose-sanchez/

Portico *Interview*
https://issuu.com/taubmancollege/docs/portico_fall_2021

New Books Network *Interview by Bryan Toepfer*
https://newbooksnetwork.com/architecture-for-the-commons

The Guardian *In this article, the* Guardian *discusses the legacy of video games like* Simcity, *and how new projects such as* Block'hood *take these ideas and connect them with the real world.*
https://www.theguardian.com/sustainable-business/2016/jul/13/simcity-legacy-smarter-cities-when-urban-planners-play-for-keeps?CMP=share_btn_tw

The Telegraph *Article discussing how independent projects like* Block'hood *and* Eco *are tackling issues of sustainability using video games.*
http://www.telegraph.co.uk/gaming/what-to-play/independent-video-game-developers-exploring-worlds-environmental/

The Guardian — Most Anticipated Games of 2016 *Article naming* Block'hood *one of the most anticipated games of 2016. This was an important article as it led to signing a publishing deal with Devolver Digital, who published the game and supported its funding.*
https://www.theguardian.com/technology/2015/dec/30/video-games-2016-dishonored-2-uncharted-4-xcom-2

Dezeen *Interview describing the research and the studio environment within Plethora Project. Dezeen was particularly interested in discussing what led me to my interdisciplinary work, connecting architecture and games.*
https://www.dezeenjobs.com/2019/04/17/careers-guide-jose-sanchez-plethora-project/

LA Times *Article celebrating 40 years since the release of* Simcity. *I had a chance to contribute to the article with an interview and share how games like* Simcity *have influenced a new generation of designers like myself, as demonstrated in the video game* Block'hood.
https://www.latimes.com/business/technology/la-fi-tn-simcity-inspired-urban-planners-20190305-story.html?fbclid=IwAR2k4NsF41YRjj93vO_ZXRkUL0aSGG0Jz6WvHdv10v1LIeLna7yCFHZsx8E

Frac Centre interview *Part of a series of interviews from Frac Centre, discussing my point of view on what architecture is and where it is heading.*
https://vimeo.com/77963987

Plataforma Arquitectura Interview (Spanish) *Video interview in Spanish discussing the motivations behind my research. This was a great occasion to reconnect with members of the Chilean community and discuss research developments.*
https://www.plataformaarquitectura.cl/cl/tag/jose-sanchez

ArchDaily *Article focused on the game mechanics of* Block'hood *and its potential for the architecture community. The piece places special emphasis on the position of the game regarding the design of utopian or dystopian scenarios.*
http://www.archdaily.com/783538/blockhood-the-neighborhood-building-game-that-will-test-your-urban-and-architectural-prowess

Archinect *Article explaining the game mechanics of* Block'hood *and promoting its release.*
https://archinect.com/news/article/149933952/interdependent-city-design-video-game-block-hood-launches-thursday

Archinect Podcast *Interview discussing* Block'hood *and the research developed at USC connecting architecture and video games.*
https://archinect.com/news/article/149960918/gaming-the-neighborhood-one-to-one-32-with-jose-sanchez-co-creator-of-block-hood-computer-game

Dezeen *Article describing the game mechanics of* Block'hood *and its capacity to simulate the ecology of neighborhoods.*
https://www.dezeen.com/2016/03/07/jose-sanchez-block-hood-video-game-tools-solve-global-challenges-architecture/

Fast Company *Article comparing* Block'hood *with* Minecraft *and discussing the motivations behind the game. The piece also describes the educational potential of the project.*
https://www.fastcompany.com/3059803/can-a-video-game-teach-designers-to-build-better-cities

Creative Applications *Article focusing on the gameplay mechanics of* Block'hood*, in particular how ecology, decay, and coexistence are implemented in the game loop.*
https://www.creativeapplications.net/unity-3d/blockhood-vertical-city-simulator-with-focus-on-ecology-decay-and-coexistence/

Modelo *This interview attempts to track the motivations behind starting interdisciplinary research such as mine, connecting architecture and video game simulations. The piece also looks into the beginnings of my practice, the Plethora Project.*
https://medium.com/design-manifestos/design-manifestos-jose-sanchez-of-plethora-project-9e0452de6587

Time Out London *Article featuring* Bloom *and the opportunity to experience the piece while it was displayed in London.*
https://www.timeout.com/london/things-to-do/the-bartlett-installations-for-london-2012

Art Forum *Essay by Mario Carpo describing a generational transition towards granular geometries, leaving behind the smoothness of splines and nurbs modeling, characteristic of the first generation of computational designers.*
*This article misspelled my name: credit to my work is under "Jesse Sanchez." The site hasn't corrected this error.
https://www.artforum.com/print/201402/breaking-the-curve-big-data-and-design-45013

Arch Daily *Article showcasing* Bloom *and the participatory setup that was produced for its deployment throughout the London 2012 Olympics.*
https://www.archdaily.com/269012/BLOOM-A-CROWD-SOURCED-GARDEN-ALISA-ANDRASEK-AND-JOSE-SANCHEZ

Superslice *Article featuring the design of* Bloom *and the patterns or formations that can emerge from people's gameplay.*
http://thesuperslice.com/2012/08/13/bloom-alisa-andrasek/

Design Boom *Article describing* Bloom *as well as the simulations that were developed for its design and fabrication.*
https://www.designboom.com/design/bloom-urban-toy-sculptures-by-alisa-andrasek-and-jose-sanchez/

Arch20 *Article showcasing the concepts of* Bloom *prior to its construction, as well as the execution of the project for the London 2012 Olympics.*
https://www.arch2o.com/bloom-alisa-andrasek-and-jose-sanchez/

Urbanista *Article on the Bloom project focusing on the role of participation and the capacity of the public to create complex and unexpected designs.*
https://www.urbanista.org/issues/issue-1/features/bloom-alisa-andrasek-and-jose-sanchez

Metropolis *Article describing the potential experience of participating and playing with the* Bloom *project. The piece describes how the project came to fruition and the principles behind the system.*
https://www.metropolismag.com/cities/opening-games/

Architect's Newspaper *Article covering the* Bloom *project from fabrication to execution. The piece also features the possibility of public participation and design through gameplay.*
https://archpaper.com/2012/08/bloom-the-olympic-design-build-game/

Novedge Interview *Interview discussing my personal approach to design as developed in the* Bloom *projects and through my programming experience in generative design.*
http://blog.novedge.com/2013/06/the-edge-jose-sanchez-the-plethora-project.html

Other Press Articles *The publication of* Block'hood *produced a large amount of press articles in gaming outlets sharing opinions and the features of the game. Some of the largest outlets showcasing the game include: IGN, Forbes, Engadget, Sustainable Brands, Geek & Sundry, Kotaku and Gamasutra.*