

Modular, Responsive, and Interactive Green Walls - A Case Study

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Abstract : Due to the beauty, usefulness, science, constantly changing, constantly evolving features, and most of the time, mystery it involves, nature-based art is seen as a both modern and timeless direction that has been extensively used in design. The goal of the team's activities was to experiment with ways of fusing the two most common contemporary ways of referring to green installations, that is, either in a pure artistic or in an ecological manner, and creating a living, dynamic, interactive installation capable of both receiving and interpreting external factors, such as natural and human stimuli, that would not only determine some of the mechanism's presets. By consequent, a complex experiment made up of various research and project stages was elaborated in order to transform an idea into an actual interactive green installation within months thanks to the interaction, teamwork, and design processes undertaken throughout the academic years by both university lecturers and some of our students. The outcomes would lead to the development of a dynamic artwork called "Modgrew" as well as the introduction of experiment-based learning at the Timisoara Faculty of Architecture and Urban Planning, as well as at the Faculty of Electrical and Power Engineering, for the green wall automation issues.

Keywords : green design, living walls, modular structure, interactive proof of concept

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