

Lecture No.2: Deduction/ Induction

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Prologue: A few definitions

deduction *n.* 3. *Logic.* **a.** The process of reasoning in which a conclusion follows necessarily from the premise; reasoning from the general to the specific. **b.** A conclusion reached by deduction.

induction *n.* 3. *Logic.* **a.** The process of deriving general principles from particular facts or instances. **b.** A conclusion reached by this process

Traditional Manufacturing Terms:

Closed System: a. Components made for a highly specific market.

Example: Automobile assembly which relies on specific custom parts to make the object. ie. The Hummer

Open System: a. not attempting to make the entire product but uses a series of available components

Example: A bicycle manufacturer who manufactures a specific bike frame but able to substitute the additional components. ie. Kit of parts

Part One: Materials in the history of architecture

Part Two: Inductive/ Deductive Logic in Current Practice

Part Three: Materials in the Twenty First Century

"Material has traditionally been something to which design is applied. New methods in the fields of nanotechnology have rendered material as the object of design development. Instead of designing a thing, we design a designing thing. In the process we have created superhero substances endowed with superlative characteristics, from the hyperbolic to the almost human. Materials now have strength, agility, memory, intelligence. Mere matter no longer, materials have become active carriers of meaning and program."

Bruce Mau, Massive Change, 2004

References and Select Sources:

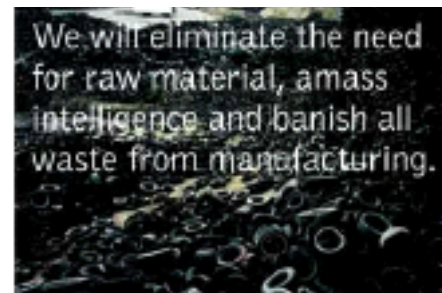
Bruce Mau, Massive Change, Phaidon Press, 2004

www.massivechange.com



For most of us, most design is invisible. Until it fails.

Bruce Mau, Massive Change, Phaidon Press, 2004



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Bruce Mau, Massive Change, Phaidon Press, 2004