ABSTRACT

Today's avalanche of new representational electronic tools have created a dramatic change in the premises for art, calling into question the way we see, the way we acquire knowledge and the way we understand it. The convergence of art and technology has created a new range of art forms, often termed as "Technological Arts". These new arts are produced and exhibited very differently from traditional arts.

Hence, this Thesis started with the aim to question the role of architecture in housing these new arts. The proposed Academy for Electronic and Laser Arts aims to provide an appropriate environment and infrastructure to produce and to exhibit technological arts, with the following objectives in mind.

First, the Academy aims to create an interactive and engaging environment to promote these new arts to the public. Secondly, it also aspires to explore the possibility of using architectural elements, as a realm of 'physicality', to enhance the 'virtual' experience of the technological arts. Thirdly, the Academy aims to promote a variety of different technological arts while creating a clear spatial order to integrate them. Finally, the Academy aims to be equipped with structural and services strategies that provide the possibility for future upgrading and changing of new equipment, in line with the ever changing and expanding technological arts.