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Wunderkammer / Cabinet of Curiosities: Perceive, Collect, Organise, Translate, Visualise

The Wunderkammer / Cabinet of Curiosities project is a web platform that provides an interactive research tool for landscape architecture and design-relevant tools to support the design process at the interface between teachers and students.

The design process comprises all of the following steps: research, analysis, programme, development and communication. Here the selection and evaluation of different information and what links and contextualises it as well as the translation of knowledge and individual experience through various design tools are important skills. The Wunderkammer/Cabinet of Curiosities platform supports the design process and helps with the presentation of these individual design steps.

1. Specific contextualised knowledge: The platform offers quick access to design-relevant landscape architectural knowledge for architecture students who choose landscape architecture as an elective subject. The style of navigation promotes independent elaboration on, and linking of, the content, which exposes students to different perspectives and allows them to explore terms and definitions in various contexts.
2. Gather knowledge and organise it: Students can use the platform either as part of a course at the Chair of Professor Vogt or independently. Users plan their research as project-specific 'collections' which they can organise according to various parameters and thereby reveal new connections. Using prescribed layouts, the collected material can be structured, expanded with images and texts and used as a knowledge base for design.
3. How do we apply design tools? The platform encourages students to take a considered approach to design tools and their appropriate application. It also encourages them to think about which technical and design methods are appropriate by demonstrating their use in a variety of disciplines.

Success factors

The platform meets the varying demands of architecture students at different stages of their education and makes a quick and targeted access to landscape architecture possible. The project is a long-term investment: its coordination with the teaching and research activities of the Chair of Professor Günther Vogt guarantees that content will be continually expanded, kept plentiful and up-to-date. The platform is not only for teaching, but should also be useful beyond that to include individual projects, research, or questions from students, e.g. developing a design for another Chair, preparing for exams, for questions on landscape etc.

Innovative elements

The project creates for the first time a specific, design-relevant knowledge base on the themes, types, methods and tools of landscape architecture for architecture students.

The potential of the online medium lies in intelligent linking and representation of knowledge, stimulating navigation through the content and the creation of an interface between digital and analogue, between teaching and independent learning.