

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 ENV2023 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, Los Angeles, CA**
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

- 2017 – ongoing** **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 announced in the Association for Computer Aided Design in Architecture (ACADIA) 2018 and is aimed to be released in 2020.
- 2018 – ongoing** **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 – ongoing** **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 100,000 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

- 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** European 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

- 2019 **NSF Grant Application (result pending)**, 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

- 2019–2020** **The Coming World: Ecology as The New Politics 2030–2100**
Curated by Snezana 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 Pardoën, 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), Architecture 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

- 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:
The Imperatives and Potentials of Platform Design**
Authored by Jose Sanchez
Under contract with Routledge
(manuscript due by October 1, 2019, publication planned for April 2020)
- 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

- 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

- 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

- 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

- 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
Article including the research done with Block’hood.
- 2019 ***Architektur Aktuell***
Edited by Matthias Boeckl
Published by Architektur Aktuell GmbH
Article by Jan Sebastian William describing the work of the Plethora Project studio, and the research done with Block’hood, Common’hood, and Polyomino.
- 2019 ***Speculations: Beyond human center design***
Edited by Kazuya Kawasaki
Published by BNN
Japanese publication including Block’hood in the context of post-anthropocene design with the use of algorithms.
- 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
In her article, Lucy Bullivant contextualizes the video game Block’hood together with a series of technologies that have aimed to accentuate data production and recollection at a local level within communities.
- 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
In this article, Mario Carpo uses the Bloom project as one of the references to mark a shift between a first generation of computational designers, who needed to use techniques of simplification, and a new generation of designers who have devised techniques to manipulate large amounts of data at a granular level. This is the argument further developed in his book The Second Digital Turn.
- 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 HXX, Orleans
In this exhibition catalog, architecture historians and curators Marie Ange Brayer and Frederic Migayrou expand on the Bloom project, contextualizing it in an 18th-century English tradition of “gardening,” which in the context of the project, offers a dynamic, unpredictable drive following the principles of morphogenesis.
In regards to Bloom, Marie-Ange Brayer states:
“Nature and artifice have engendered a new hybrid artifact, neither object nor prototype, stripped of scale and measure” (p. 19).
- 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 HXX

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

Keynotes

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

Selected Lectures

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.

- 2021** **Institute of Architecture at the University of Applied Arts in Vienna (forthcoming)**
Lecture: “Architecture for the Commons”
Vienna, Austria
Invited as part of the SLIVER Lecture Series
- 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

- 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

- 2019** 793B: Architecture Directed Design Research Option I — Graduate Thesis
599: Special Topics — Seminar
590: Directed Research
- 2018** 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** 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** 793A: Architecture Directed Design Research Option I — Graduate Thesis Prep
605A: Graduate Architecture Design II — Graduate Topic Studio
Teaching Release (Spring)
- 2015** 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** 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** 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

2019 **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

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:

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_ZXRkUL0aSGG0Jz6WvHdv10v1LLeLna7yCFHZsx8E

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.arch20.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.