

House of Utopia: an interface for creativity

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Abstract

In the present context of design research, it is proposed the reflection on the utopia (non-place) as a design methodology for the transformation of thinking and the development of ideas as ideal projection of full freedom of thought. Through an intervention in the entrance area of the Architecture Faculty of the University of Lisbon, this reflection aims to present the Pop Up as an ideal artefact that sees itself, stimulating creativity, reevaluating and requalifying the role of participants, approaching utopia and perfection. Thus, it is aspire that the entrance (available place) of the FA-ULisbon develops on it an interface in the search for authenticity and feasibility of creative ideal, fertile for social experimentation with people, materials and processes. In this scope, creativity is presented as a solution method of collective needs through continuous transformation, based on a dynamic network of relations that establishes a new order in opposition to chaos.

The possibility of a place that can stimulate creativity it is given by the use of no-place (Pop Up), which emancipates the emotional state of the individual through the artefact, in its always amazing action, promoting behaviours, developing identities and expanding memory. It is proposed therefore to systematize a project that, through its utopian manifesto, defends this interface as a place of creativity stimulus.

Keywords: Design, Utopia, Criativity, Pop Up