



# DESIGN SUPPORT. IKT OVERVIEW. STUDENT SKILLS.

# IKT i Byggeprocessen

Cand. Scient. Byggeledelse. Semester 1, 4.3.2009.

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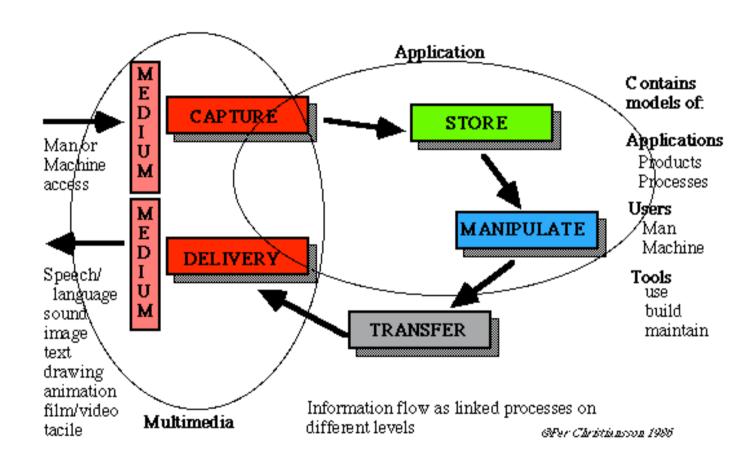


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- What is ICT?
- The building process
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- ICT support examples
- Implementing support systems
- Building informatics domains



## What is ICT?

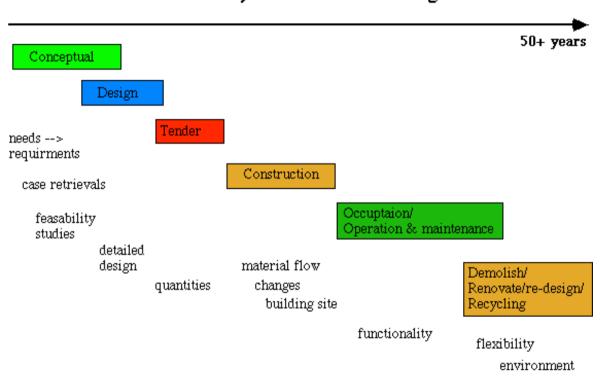


Information and Communication Technology - ICT



## The Building Process

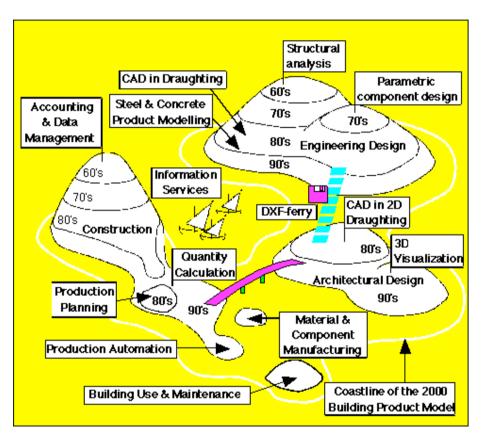
## Traditional Life Cycle of the Building Process



The traditional *serial* process (ICT) support.



## Interoperability



Models and applications for analysis, calculation and graphical presentations were earlier completely isolated islands.

Stronger connections have been established during the recent decades.



## Internet usage

# INTERNET USAGE STATISTICS The Internet Big Picture

**World Internet Users and Population Stats** 

from http://www.internetworldstats.com/stats.htm

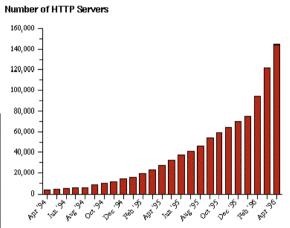
WORLD INTERNET USAGE AND POPULATION STATISTICS						
World Regions	Population ( 2008 Est.)	Internet Users Dec/31, 2000	Internet Usage, Latest Data	% Population ( Penetration )	Usage % of World	Usage Growth 2000-2008
<u>Africa</u>	955,206,348	4,514,400	51,065,630	5.3 %	3.5 %	1,031.2 %
<u>Asia</u>	3,776,181,949	114,304,000	578,538,257	15.3 %	39.5 %	406.1 %
Europe	800,401,065	105,096,093	384,633,765	48.1 %	26.3 %	266.0 %
Middle East	197,090,443	3,284,800	41,939,200	21.3 %	2.9 %	1,176.8 %
North America	337,167,248	108,096,800	248,241,969	73.6 %	17.0 %	129.6 %
Latin America/Caribbean	576,091,673	18,068,919	139,009,209	24.1 %	9.5 %	669.3 %
Oceania / Australia	33,981,562	7,620,480	20,204,331	59.5 %	1.4 %	165.1 %
WORLD TOTAL	6,676,120,288	360,985,492	1,463,632,361	21.9 %	100.0 %	305.5 %

NOTES: (1) Internet Usage and World Population Statistics are for June 30, 2008. (2) CLICK on each world region name for detailed regional usage information. (3) Demographic (Population) numbers are based on data from the <u>US Census Bureau</u>. (4) Internet usage information comes from data published by

Nielsen//NetRatings, by the International Telecommunications Union, by local NIC, and other reliable sources. (5) For definitions, disclaimer, and navigation help,

please refer to the Site Surfing Guide, now in ten languages. (6) Information in this site may be cited, giving the due credit to www.internetworldstats.com. Copyright © 2001 - 2008, Miniwatts Marketing Group. All rights reserved worldwide.

The Internet is one of the main contributors to transforming the world. Globalization, the global village, world wide services, global operating system, global knowledge management system....



Number of http-servers - the basis for the WWW



#### ICT at the Construction Site

VuMan 1991,

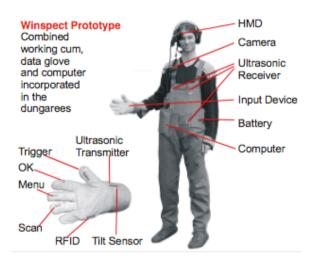
**CMU** 



RFID tags 2008 Ramboll, MTH, AAU



Digital Hardhat, UIUC, 1996



[wearLab] Bremen



We are in an intense period of development where we can do creative design of future user environments. High quality models of building products and processes can be used in augmented reality environments to make collaboration and 4D simulations more effective, supported by underlying models and efficient data transfer.



## ICT at the Construction Site



Ericsson T68i Mobile phone equipped with barcode reader scanning a laminated barcode sheet.



Drawings wireless from computer to iPod



## Collaboration



4 parts video conference, 2008



Desktop collaboration



Remote lecture and application sharing between Aalborg and Lund Universities 1999

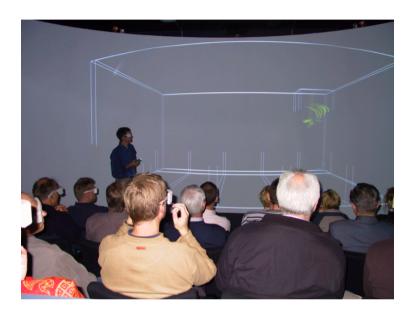


Flexible workspaces in physical and virtual rooms

Virtual rooms



## Virtual Reality







Panorama



CAVE



## Augmented Reality



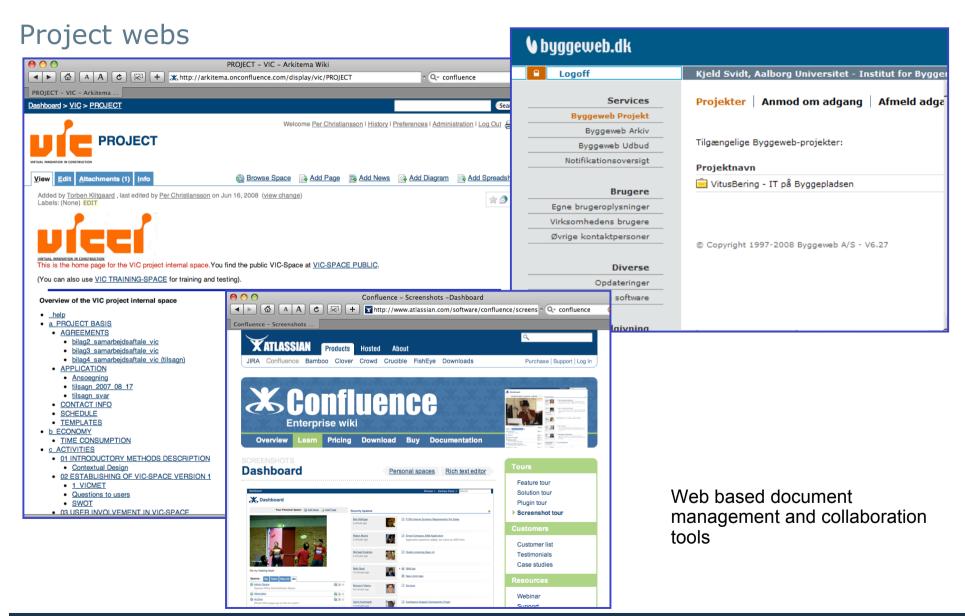






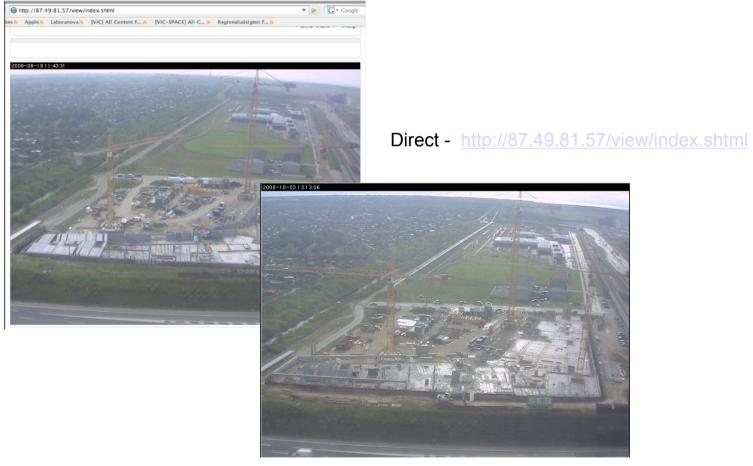
Mixed reality different degree of mix between real world and virtual world







## Reality access



Rambøll new headquarter at Ørestad



## Virtual Buildings

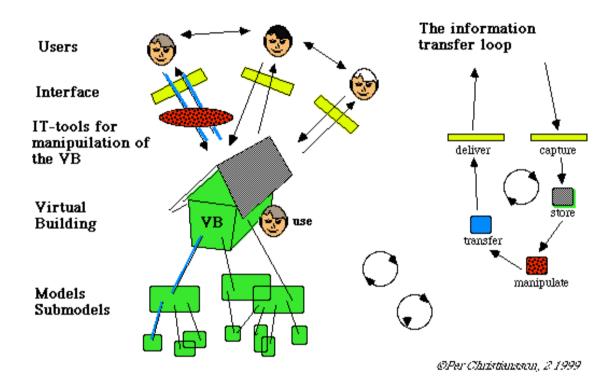




Arkitema and Rambøll headquarters



## The Virtual Building and the ICT loop

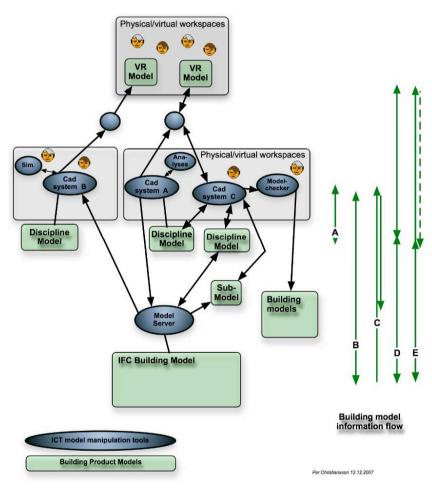


Designers etc *communicate/collaborate* and *access* and *manipulate* building product and process *models*.



## Models of Buildings

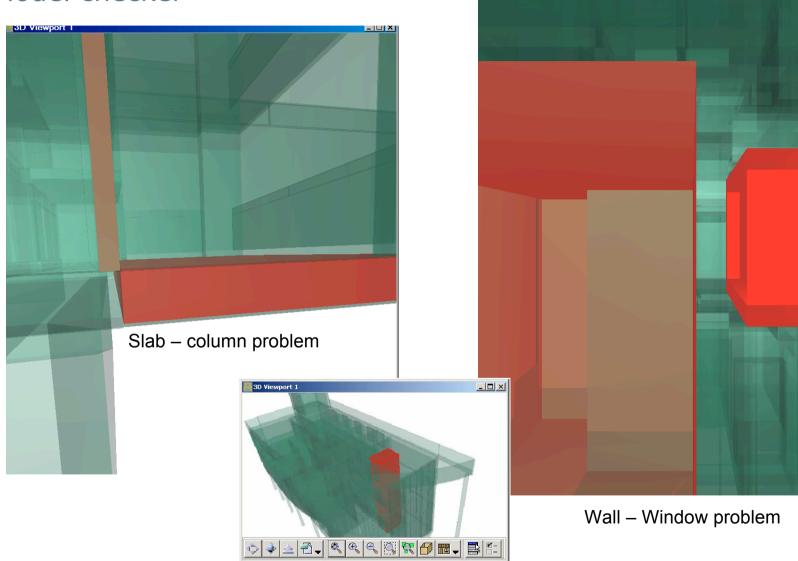
#### **Design and Model Storage Supports**



Building product models can today be stored shared and distributed and used in more or less mixed reality environments.

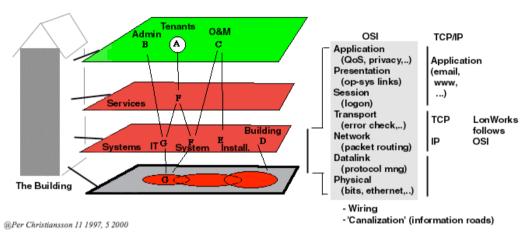


## Model checker

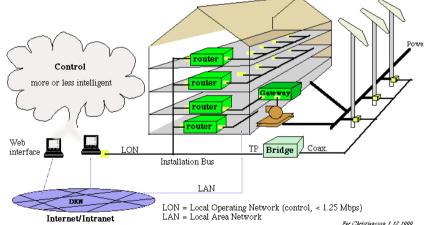




## Intelligent buildings

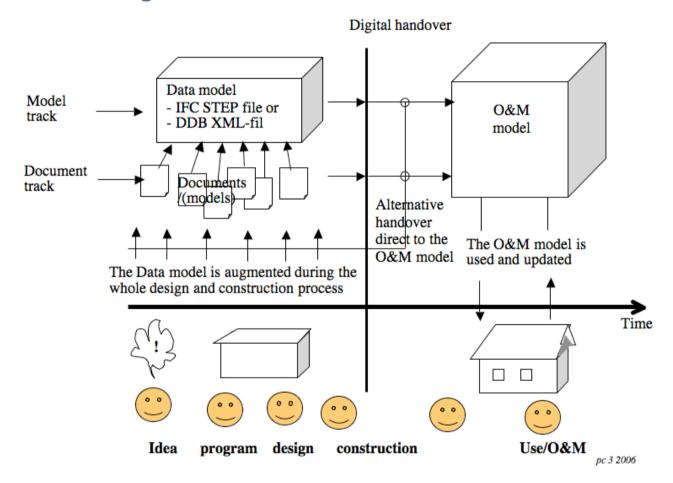


Intelligent buildings are buildings that through their physical design and IT installations are *responsive*, *flexible* and *adaptive* to changing *needs* from its users and the organisations that inhabit the building during it's life time. The building will supply services for its *inhabitants*, its *administration* and *operation* & *maintenance*. The intelligent building will accomplish transparent 'intelligent' behaviour, have state memory, support human and installation systems communication, and be equipped with sensors and actuators.





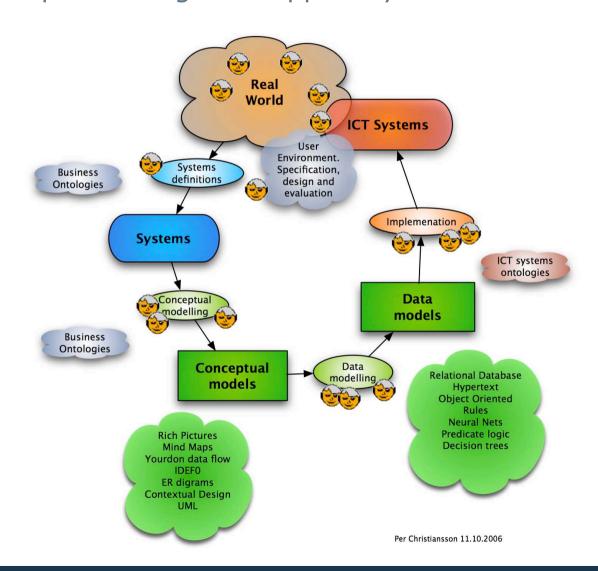
## Hand over of Building Models



The newly released, January 2007, Danish digital construction requirements lets public clients put requirements on the content of the digital models of the building handed over to the client after finalised construction. (DDB, 2006)



## Implementing ICT support systems



In the *real world* we identify activities, things, processes, context, and persons.

The real world can be described as (interrelated) systems (no de-facto structure is available today) to accomplish different functions e.g. a comfort system to provide personal living and working quality, personal transport system, load carrying building system, escape system, and communication systems (collaboration, knowledge transfer, mediation, virtual meeting).



## **Building Informatics**

#### User Environment (UE) design

User needs capture Requirements specs Contextual design Usability/evaluation

#### Computer Supported Collaborative Working (CSCW)

Virtual workspaces Sync/async communication Distributed collaboration Storytelling

Multimedia

#### Knowledge Management (KM)

Intranet/extranet specifications ICT and change strategy Knowledge and experiences discovery, capture, storage and transfer Information QA

# STORE ANIPULATE TRANSFER

#### Knowledge Human Computer Interaction/ Representations (HCI/MM) (KR)

HCI design Multimodal interfaces MM formats Computer graphics Virtual Reality

#### Intelligent Buildings (IB)

IB design Services and systems Networks Facility management Intelligent city

#### **Building simulations**

Building systems simulations Building systems integration

#### Virtual Buildings (VB)

CAD Product and process models and modelling Classification Conceptual modelling 3D geometric modelling

Building informatics related areas.

Relational databases

Object Oriented

Logic

XML

HyperText

Semantic Web



## **END**

http://it.civil.aau.dk