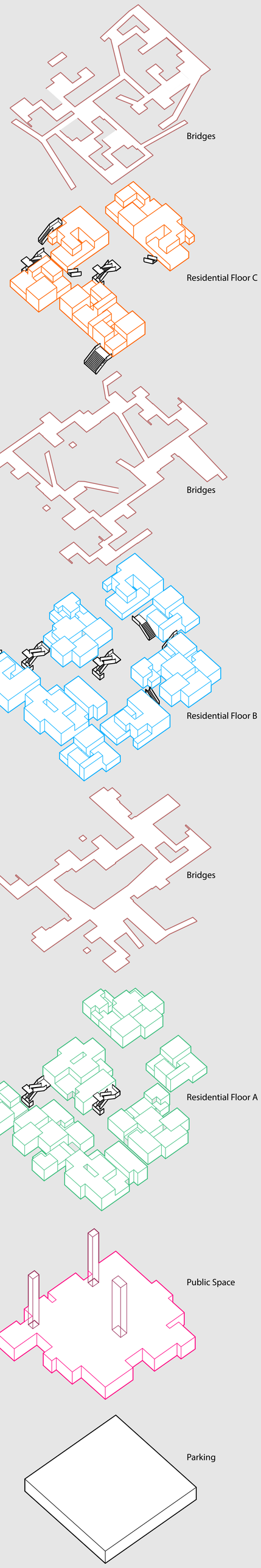
In terms of the scientific relevance of this thesis, while the topic seeks to investigate the technical interest in the vast possibilities of timber construction, it further investigates the possibilities of computational design as a systematised was of thinking in terms of configuration of spaces with attributes and properties one can take into account. I believe while the results of this thesis is subjective, the attempt to craft a computational work flow and process is the key interest in the work. The final product is not as relevant as the procedure that was designed and crafted. This positions my thesis towards the idea of generative ideation. Rather than forcing the design process, the tools of computation become a collaborator where the access to rapid prototyping. high performance algorithms, and interactive intelligent feedback creates a very new design process that feels less micro managed as it is right now.

Moreover, the results of this thesis can contribute to a broader scientific and professional framework to today relevance in AI, computation, IOT and subjects of tech. The architecture industry seems to be one of the least innovative industries in the world and therefore by pushing the agenda of the digital age towards the built environment as my thesis attempts to, I believe this contributes to the discussion as to the importance of these new methodologies.

While there are indeed ethical issues that need to be addressed in relation to the broader subject of automation, robotics, and ai, the same arguments are always exhibited: whether it be the threat to the economy of jobs or even the well being of society. However speaking within the bubble of the building industry to not broaden the scope to irrelevancy, the fact of the matter is, the architectural design process should be a playful creation atmosphere where the power of automation can aid in the design and build process benefiting several parties in the pipeline, let alone creating more jobs and opportunities at an exponential level. Computational and systematic thinking is the key process for this thesis and is the orientation that my thinking tended towards during the entire project.

I believe my approach with the help of my mentors was informed and thorough. While the thesis requirements has segmented times for design and research, my process entwined both these aspects the entire time. The mentors helped guide me both in aspects of design and materialisation which forced my to consistently think in both large and small scale which I believe gave a certain richness and complexity to my design. Often times, the feedback that was given to my work was the fact that I was mixing to many ideas therefore a consistent remark was to simplify and design and to integrate all design aspects. I have learned to therefore create thorough procedural work that at a moments notice can be edited and changed by adjusting a few parameters in my digital model. This was key in being flexible to change and continued feedback o the design as a whole.



Scheme Axon