

# TechNews

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## Scope's Show+Tell celebrates the multi-talented architect

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Scope—a new student project at the College of Architecture (CoA)—hosted Show+Tell 02 on Friday, April 3, in S. R. Crown Hall. The event follows a PechaKucha-like format where CoA students are free to share on a variety of topics, either related or unrelated to architecture. January's Show+Tell 01 featured over 10 speakers discussing a wide range of topics that included architecture, animation, jiu-jitsu, illustration, graphic design, photography, gaming, and more. Show+Tell 02 picked up where the first one left off, introducing seven new speakers and topics.

Scope's creators—5th-year undergrads Cameron Cortez, John Pasowicz, and yours truly—attribute the event's success with

the project's mission: celebrating the multi-talented architect of the 21st century.

As our class nears graduation, we ask ourselves all sorts of questions related to the stigmas that haunt our profession. How are we still relevant? What are our new roles? These linger in the background as we begin to define ourselves outside of academia. Scope provides a platform to aid in that self-discovery and help students create their own definition of architect. Indeed, the project's events have been mainly about anything but architecture encouraging students to present on their interests or hobbies derived from school or fostered outside of it. Students choose to use Scope in different ways. Presentations may raise awareness on a topic, reveal hidden talents, or debut unexpected work.

5th-year undergraduate Amy Czarkowski spoke on her urban graffiti project, not

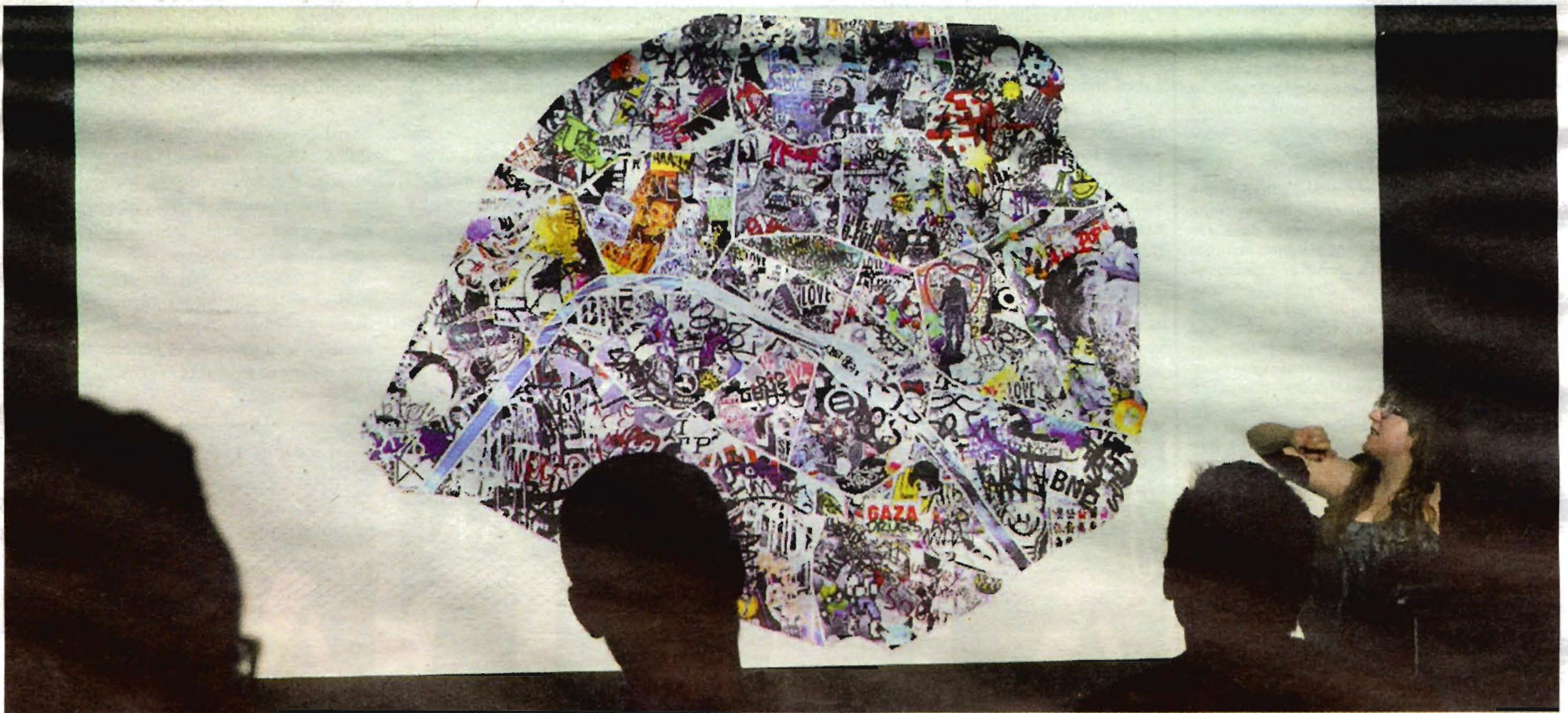
only expressing her love for the genre, but promoting it as a legitimate form of art. "We are more than our major," expressed Czarkowski. "We have so many interesting and creative people [here] and learning that there is more to each of us is the next step to cultivating our interests and passions for use in architecture."

Her classmate, Jacob Inserra, chose to share his clandestine illustration portfolio composed over long flights. "We spend countless hours learning how to draw and color, and even render our works. So why can't we put those skills to new uses?" asked Inserra. "This is just one example of how we—as architects—can broaden our horizons and really show off our talents and diverse training."

Other memorable presentations included those of 5th-year undergraduate Francisco Alvarez-Rincon who debuted his first animated film—Desk Crit—an 8-bit short about

the creative tension between a student and his professor, and 2nd-year undergraduates Jay Chang, Mohammed Kassem, Clayton Knapp, and David Walczyk, who demoed their design communications project, The Time Is Now, a video game about CoA Dean Wiel Arets' quest to change the school's curriculum.

For a project that started out as a niche online publication, Scope has surpassed expectations in its new life as a social platform. Students' works have enriched and refined Scope, giving new meaning to architecture beyond architecture. As the year comes to a close, we hope to continue to develop Scope, Show+Tell, and future derivatives to keep the spirit of professional and personal self-discovery alive and growing well past our time at IIT. Learn more about Scope at [writeforscope.tumblr.com](http://writeforscope.tumblr.com)



Photos by Jesse Pazmino