ABOUT

Not Smart Enough is an attempt to radically rethink the physical as well as immaterial aspects of digital infrastructure and its trans-scalar effects on planning, the configuration of urban form, and its manifestations in architecture.

The term ‘infrastructure’ casts a wide, but ambiguous net. To engage with issues of infrastructure is to assume a host of historical suppositions about scalar logics, material investment, and organizational efficiency. Far from shying away from these defining characteristics, Not Smart Enough argues that we should both expand what can be thought of as infrastructure and seek to become more precise in our delineation of the virtues of specific infrastructural components and operations. The arrival of ‘smart’ technologies and cities has not rendered the divide between ‘hard’ and ‘soft’ infrastructures obsolete, nor dissolved the boundary between top-down and bottom-up processes, but rather demands we examine and leverage the particularities inherent in each so as to design infrastructures that are adaptive, resilient, and accessible. Infrastructural design must be positioned to encompass a variety of roles, from programming social interactions, ecological processes, and resource mobilizations to translating operations present across a range of scales, audiences, and material languages. Toward these ends, Not Smart Enough brings together architects and urbanists with digital artists, designers, theorists, and media experts to discuss how new developments in information technology can inform the future of the infrastructural project.