

ABSTRACT

Learning From The Future: Application Of Technology On Cyberpunk Urban Typology And Morphology

Raka Naradi Pradana.¹⁾ Issa Samichat Ismail Tafridj, S.T., M.T., M.Sc.²⁾

¹⁾ Student of Architecture Department, Universitas Pembangunan Jaya

²⁾ Lecturer of Architecture Department, Universitas Pembangunan Jaya

One of the biggest driving factors in technological development are changes in lifestyle and human needs, for example the emergence of bullet train technology which is driven by the need for more effective and efficient mass transportation. In the era of “the internet of things”, ubiquitous computing and the increasing level of interaction between humans, computers and buildings are important topics. Technological developments like this are often imagined in Cyberpunk-themed science fiction works, such as those depicted in the film *Blade Runner* and *Cyberpunk 2077* computer games. This research examines the typology and morphology of cities that are the backgrounds of the *Blade Runner* film and *Cyberpunk 2077* computer game to learn how these two cities integrate innovative technologies in urban design. From the observations made, the *Blade Runner* film and the *Cyberpunk 2077* computer game are able to integrate technological developments in the typology and morphology of each city, especially in the open space. This technology integration is important to study because it can be a reference for future urban design innovations.

Key words: Technology, Cyberpunk, Typology, Morphology

Libraries : 31

Publication years: 1977 - 2020