Anton Savov

20.000 BLOCKS and Three Points for Crowdsourced Design

Images: Rottmann 2017

Anton Savov is a licensed architect, educator and computational design expert. He believes everyone on the planet could co-create their built environment using games and digital fabrication. This aspiration drives Anton in his work as a research associate at the Digital Design Unit (DDU) — TU Darmstadt and as the founder of the architectural studio AWARE. He initiated the platform "20.000 Blocks" as a means for collaborative architectural design.

Previously, Anton has worked at Bollinger+Grohmann Ingenieure and taught at the Städelschule Architecture Class. His work has been exhibited at the Venice Biennale, MAK Center in Los Angeles, NODE Frankfurt and others. His design approach explores the principles of crowdsourcing, gaming technology and digital fabrication to create an environment adaptable to the needs and preferences of its inhabitants.
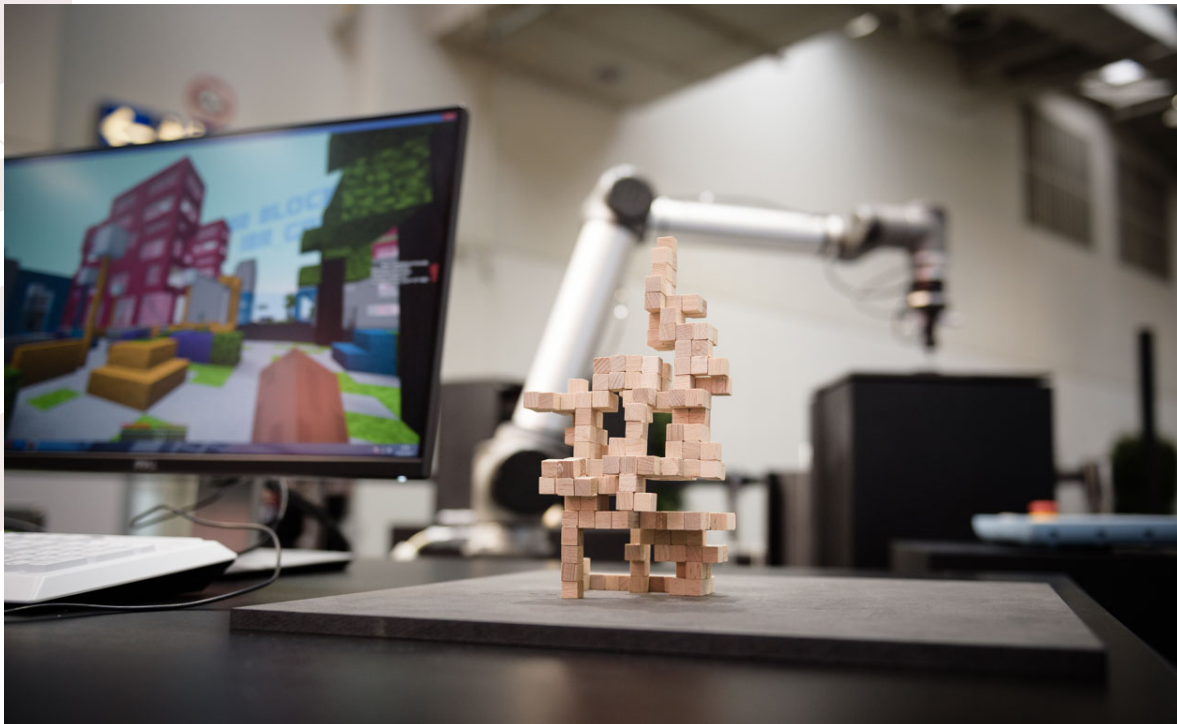
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