

## 2011 Heart House (Hjertehus), summerhouse, Denmark

To design a family cottage we used a number of experimental processes: Sensory explorations, storytelling - e.g. what happened in the old house to be replaced. This led to a playful and concrete prototyping in cardboard that allowed 4 generations to express and discuss their dreams and needs (e.g. dark corners for gaming)

Second prototype of the house - now in 1:1 - was build to decide the shape, position and lighting that led to more traditional design methods - models and drawings. Finally it was envisioned that the positioning of windows and doors were decided during the building process

