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Architecture Design

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	Semua	Sejak 2018
Kutipan	10	10
indeks-h	2	2
indeks-i10	0	0

JUDUL	DIKUTIP OLEH	TAHUN
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Articulating tectonic: From iteration to nexus 2 2021

Volume 3, – No. 1

Published April 30, 2023



The subconscious thinking governs the way the built environment is experienced and organised by its inhabitants. The collection of articles in this issue of ARSNET explores how our subconscious thinking provides alternative spatial narrative and design methods. The explorations in this issue highlight the different conditions and realms of the subconscious, as well as the various ways of learning and making driven by subjective subconsciousness. These inquiries offer deep thought on how the focus on subconscious thinking reveals hidden experiences and knowledge of architecture, as well as celebrating speculations and open-ended qualities that allow architecture to evolve.

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e-ISSN: 2777-0710

p-ISSN: 2777-0702

Published by Department of Architecture, Faculty of Engineering, Universitas
Indonesia
powered by OJS/PKP

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[Vol. 3 No. 1 \(2023\)](#)

Learning from nature: Exploring systems of plants and animals for form generation

[Arnis Rochma Harani[±]](#)[PDF](#)

DOI

<https://doi.org/10.7454/arsnet.v3i1.73>

Published

2023-04-30

Article downloads

20

Submitted

2023-03-26

Accepted

2023-04-29

Abstract

This paper aims to explain learning strategies for deconstructing and reconstructing natural objects as hidden knowledge in nature for application in design studio pedagogy, particularly in developing architectural forms. Current discourse on nature-based architecture learning often places nature as a form of metaphor and analogy. This article presents various results of tracing natural systems, especially plants and animals, as a basis for learning architecture in the Basic Design studio at the Department of Architecture, Faculty of Engineering, Universitas Diponegoro. The implementation of the design studio was conducted by groups of students who explore different types of plant and animal objects. The students were assigned to explore all the interesting aspects of the selected object's system in order to gain specific knowledge beyond the physical. The studio outputs demonstrate an exploration of new architectural forms based on the hidden knowledge of nature. The exploration method of this study follows the pedagogical process in the studio with data collection being carried out periodically through direct observation during model-making time. The learning result of this studio triggers students to be aware of the various hidden knowledge in the environment that can be used as a basic system for developing architectural forms.



Keywords

- nature
- nature system
- hidden knowledge
- design studio
- architectural form

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Articles

[Vol. 3 No. 1 \(2023\)](#)

Perception of designers of an enabling environment for dementia care in Thailand

[Yanisa Niennattrakul[†]](#)[PDF](#)

DOI

<https://doi.org/10.7454/arsnet.v3i1.68>

Published

2023-04-30

Article downloads

15

Submitted

2023-02-27

Accepted

2023-04-29

Abstract

This paper explores the perception of designers towards an enabling environment for dementia care in Thailand. The global number of people living with dementia has increased, and the number is growing in developing countries with the decline in the quality of care and the high turnover rates of formal caregivers. A dementia-friendly environment can support the challenging dementia symptoms, employing a specialised environment for quality care that is a significant therapeutic resource for supporting residents' well-being, such as comfort, familiarity, and organised space. Thus, the salutogenic design approach becomes vital in supporting personalised narratives related to personality, lifestyles, and a decision-making process to enable the person-centred care to enrich their quality of life. The concept of salutogenic design has become a trend for people with dementia to live in small-scale and home-like care settings to enhance meaningful daily activities in familiar domestic settings. This study thematically analyses 15 semi-structured interviews of architects and therapists in Thailand about their perception towards the dementia environment and its relation towards salutogenic design and capabilities approach. Based on such analysis, an enabling environment for dementia care should balance functions and aesthetics for the positive affordances between users and the environment. Instead of perceiving design as a



Keywords

- design for dementia care
- enabling environment
- perception of designers
- salutogenic design
- Thailand

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Articles

[Vol. 3 No. 1 \(2023\)](#)

Morpheus: Dreamscape architectural operations

[Adika Ramaghazy[±]](#), [Yandi Andri Yatmo[±]](#)[PDF](#)

DOI

<https://doi.org/10.7454/arsnet.v3i1.62>

Published

2023-04-30

Article downloads

29

Submitted

2022-09-30

Accepted

2023-04-30

Abstract

This study explores the narrative of dreams as a basis of architectural design operation. This study positions its exploration within a dreamscape; or a surrealist situation that becomes the basis of architectural design. Current architectural discourse has explored design based on some structured and rigid operations. However, understanding dreamscape as a design medium positions the importance of explorative and unstructured operations as the basis of the alternative spatial narrative. Morpheus is a title of experimental architecture programming in this design study which is driven by a series of speculative dream operations. This study employs dream narratives to develop architectural programming languages, from the initial exploration to the materialisation of its architecture. In this study, architecture emerge as an experimental instrument based on speculative and unstructured operations of dreamscape, as an alternative method in constructing narrative relationships.

References

1. Barrett, D. (2017). Dreams and creative problem-solving. *Annals of the New York Academy of Sciences*, 1406(1), 64–67.
<https://doi.org/10.1111/nyas.13412>



Keywords

- dreamscape
- dream operation
- narrative architecture
- architectural programming

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