

Architecture | Media | Representations

Background:

The following data were collected from a recent independent online survey about people's impressions of the current resources and media in representing architecture and how well they had assisted in the process of understanding architectural designs.

Survey Period: 24 February 2006 to 31 May 2006

Total Respondents: 343

Invalid Responses: 119

Selected: 224



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Many thanks to: Disclaimer:

Participants around the globe and also colleagues and friends who have helped in the pilot survey and assisted in disseminating the survey announcements.

A reasonable effort has been made to ensure the accuracy of data. No person or organisation can be held responsible for any inaccuracy that may be found or injuries/profit/loss /damage arising from the use of the data.

To participate: <http://www.arch.adelaide.edu.au/surveyResponse/>

The University of Adelaide, Australia. 2006.

DEMOGRAPHICS

a. Sex		
Sex	Response Percent	Response Total
Male	60.37	99
Female	39.63	65
Total Respondents:		164
(skipped this question):		60

b. Age		
Age	Response Percent	Response Total
25 and Under	32.22	58
26-35	37.78	68
26 and over	30.00	54
Total Respondents:		180
(skipped this question):		44

c. I am a:		
Professions	Response Percent	Response Total
First-Year Architecture Student	11.27	24
Second-Year Architecture Student	11.74	25
Third-Year Architecture Student	6.10	13
Fourth-Year Architecture Student	7.51	16
Advanced-Year Architecture Student	5.16	11
Post-Graduate Student (Architecture)	10.33	22
Full-time Lecturer/Professor	15.49	33
Architect (graduate or registered)	19.25	41
Others:	13.15	28
Total Respondents:		213
(skipped this question):		11

b. Country			
Countries		Response Percent	Response Total
Algeria		0.46	1
Argentina		1.39	3
Australia		16.20	35
Austria		0.46	1
Bangladesh		0.46	1
Belgium		2.31	5
Brazil		3.24	7
Canada		2.31	5
Czech Republic		0.46	1
Dominican Repu		0.46	1
Egypt		0.46	1
France		0.93	2
Germany		2.31	5
Greece		0.46	1
India		6.02	13
Indonesia		1.85	4
Ireland		1.39	3
Italy		0.46	1
Jamaica		0.46	1
Jordan		0.46	1
Korea		0.93	2
Malaysia		2.78	6
Mexico		0.46	1
Netherlands		2.78	6
New Zealand		0.46	1
Norway		0.93	2
Paraguay		0.46	1
Philippines		0.93	2
Portugal		2.78	6
Scotland		0.46	1
Singapore		26.39	57
Spain		0.93	2
Taiwan		1.85	4
Thailand		1.39	3
Turkey		0.93	2
UAE		0.46	1
UK		1.39	3
USA		11.11	24
Total Respondents:			216
(skipped this question):			8

QUESTIONS

1	To begin, think about the architecture which you have most recently learnt/studied -from media like print, broadcast, The Internet/digital, etc -but have not visited personally	
	Architects	Building names/locations
1	Archigram	(their general works)
2	MVRDV architect	100 Wozoco Amsterdam
3	Charles Correa	A building at MIT campus
4	jean nouvel	agbar tower
5	no idea or was it	Agra
6	Unknown	Alc�azar de Guadalajara (Spain)
7	Mode 1 Architects	Angell Town Brixton London
8	kerstin thomson	anglesea house
9	antonio gaudi	antonio gaudi
10	herzog & de meuron	apartment buildings rue des suisses par
11	muf Architects	Archaeological Shelter London
12	Peter Eisenman	Aronoff Center for Design and Art Unive
13	Harry Seidler	Australia Square Sydney
14	Fariborz Sahba	Bahai House of Worship New Dehli India
15	Glenn murcutt	Ball-Eastaway house
16	trenton	bath house
17	CCTV Building	Beijing China
18	Alberto Kalach	Biblioteca Vasconcelos Siglo XXI
19	Frank Gehry	Bilbao
20	Frank O Gehry	Bilbao Guggenheim.. Spain?
21	Frank Gehry	Bilbao Guggenheim Museum
22	Frank Gehry	Bilbao Guggenheim Spain
23	Guggenheim Museum	BioBao Spain
24	Peter Cook and Col	BIX Kunsthaus Graz Austria
25	Diller and Scofid	Blur Switzerland
26	hadid	bmw - central plant
27	Mazharul Islam	Bogra
28	bekkering adams ar	booster
29	Juliette Bekkering	Booster Oost
30	Francois Roche	Bridge between the Check Republic & Pol
31	Klaas Goris	Brussels
32	Renzo Piano	Building Workshop Vesima
33	Rene Nio	bus station Hoofddorp Netherlands
34	Rem Koolhaas	Casa da M�sica/Oporto
35	Rem Koolhas	cass de musica
36	Rick Joy	Catalina House/USA
37	Gaudi	Cathedral Barcelona
38	OMA	CCTV beijin China
39	Rem Koolhaas/OMA	CCTV/Bejing China
40	charles correa	cedade goa
41	Ken Yeang	Central plaza at Malaysia
42	Herman Hertzberger	Chasse Theater Breda

43	Richard Meier	church in Rome	
44	kas oosterhuis	cockpit/utrecht	
45	Richard Rogers Par	Court of Justice Antwerp	
46	J. Paxton	Crystal Palace / London - Hide Park	
47	Pierre Koenig	CSH #22	
48	Renzo Piano	Cultural Centre	
49	Renzo Piano	Cultural Centre Noumea	
50	Renzo Piano	Cultural Centre Noumea	
51	Shigeru Ban	Curtain Wall House	
52	Herzog and de Meur	de Young Museum of Modern Art San Franc	
53	herzog de meuron	de young museum san francisco	
54	Herzog & de Meuron	De Young Museum San Francisco CA	
55	Gehry Partners	Disney Concert Hall LA	
56	Burj Al Arab	Dubai	
57	Cesar Pelli	Edificio Rep�blica	
58	gustave eiffel	eiffel tower	
59	hassan fathy	egypt tower	
60	Photoshop and sket	engineering south	
61	Louis Kahn	Erdmann Hall USA	
62	Gehry	experience music Seattle	
63	daniel libeskind	extension to the berlin museum	
64	Diller and Scofido	Eyebeam museum New York	
65	Frank Lloyd Wright	Falling Water	
66	Frank Lyold Wright	Falling Water	
67	Bucholz McEvoy	Fingal County Hall	
68	tadaeo ando	forts worth museum	
69	viila savoye	france	
70	Daniel Libeskind	Freedom Tower	
71		Frye Art Museum Washington	
72	Tang Guan Bee	Gallery Hotel / Singapore	
73	IM Pei	Gateway sinapore beach rd	
74	Hans Brower	Glass House	
75	Frank Gehry	Guggenheim /Barcellona	
76	Frank Gehry	Guggenheim Museum - Bilbao (Spain)	
77	Frank Gehry	Guggenheim Museum	
78	Frank Ghery	Guggenheim Museum	
79	Frank Gehry	Guggenheim Museum Bilbao	
80	Frank Gehry	Guggenheim Museum Bilbao Spain	
81	Frank Gehry	Guggenheim Museum Bilbao Spain	
82	Hani Rashid	Guggenheim Museum US	
83	Frank Gehry	Guggenheim Museum/ Bilbao Spain	
84	Frank O. Gehry	Guggenheim Museum in Bilbao -Spain	
85	Rem Koolhaas	Headquarters for Central Chinese Televi	
86	FXFOWLE	Helena/New York City	

87	Renzo Piano	High Museum Expansion Atlanta Georgia U	
88	Glenn Muirkett Tro	House	
89	Glenn Muirkett Tro	House	
90	shigeru ban	ivy structure tokyo	
91	daniel libeskind	jewish museum / berlin	
92	SOM	Jianianhua Center/ Chongqing China	
93	Charles Correa	JNIDB	
94	lous kahn	Jonas Salk Institute	
95	Richard Mier	Jubilee Church/Rome Italy	
96	Sotnik and Nazaren	Kaleidoskop Kiev	
97	charles correa	kanchanjunga apartments india	
98	Charles Correa	Kanchanjunga Apartments/Mumbai	
99	peter cook colin f	kunsthau graz	
100	Peter Cook Colin F	KUnsthaus Graz Austria	
101	Antonio Gaudi	La Sangreada Familia	
102	Zaha Hadid	Landesgardenschau - Germany	
103	Hiroaki Ohtani	Layer House/KobeJapan	
104	Johann Otto von	LE GRANDE ARCHE/PARIS	
105	richard rogers	leloyds of london	
106	TuÅ±on & Mansilla	Lyon	
107	John Lautner	Malin Residence	
108	Tropo	Many	
109	Glenn Murcutt	Marika-Alderton House Australia	
110	Architect 61 Cox A	Marina Bridge (to be completed in 2009)	
111	Toyo Ito	Mediatheque	
112	Renzo Piano	Mercedes-Benz Design Centre	
113	Santiago Calatrava	Milwaukee Art Museum	
114	neutelings reidijk	minneart	
115	Frank Gehry	MIT Stata Center	
116	Vernacular archite	Monasteries Meteora Greece	
117		Musee du Louvre/ Paris	
118	Santiagop Calatrav	Museum Millwaukee	
119	ramcoulhas	music house oporto	
120	Frank O Gehry	Musseo Guggenheim Bilbao	
121	Unknown	My house Royston Park	
122	nil	nil	
123	Lynn	Online Gallery Los Angeles	
124	Toyo Ito	Opera House competition entry for Gent	
125	Santiago Calatrava	Palau de las Arts Reina Sofia / Valenci	
126	Renzo Piano and Te	Paul Klee Museum / Bern Switzerland	
127	Renzo Piano and Te	Paul Klee Museum / Bern Switzerland	
128	will alsop	peckham library	
129	Pelly	Petronas Tower	
130	Zaha Hadid	Phaeno Science Center	
131	Zaha Hadid	Phaeno Science Center/Wolfsburg Germany	

132	Zaha Hadid Archite	Phaeno Science Center/Wolfsburg Germany	
133	Zaha Hadid	Phaeno Science Centre	
134	Christian de Portz	Philharmonie Grande Duchesse Charlotte L	
135	HLarchitecture	Philippine Alabang Market Design	
136	richard rogers	pompidou paris	
137	Joachim Eble	Prisma Building Nurnberg	
138	Chipperfield	Private House Berlin	
139	norman foster and	reichstag berlin germany	
140	Jean Nouvel	Reina Sofia Museum Madrid	
141	plot	residential the netherlands	
142	Le Corbusier	Ronchamps	
143	Louis kahn	Salk Institute	
144	Louis Kahn	Salk Institute	
145	Enric Miralles	Santa Caterina Market Barcelona	
146	Michael Hopkins &	Schlumberger Research Lab Cambridge UK	
147		scottish parliament	
148	Charles Moore	Sea Ranch/West Coast USA	
149	OMA	Seattle Public Library	
150	Toyo Ito	Sendai Mediatheque / Japan	
151	FNP Architekten	Showroom in Pfalz Germany	
152	fabric/ch	siège mondial de Nestlé Vervey (Suisse	
153	mario botta	single family house at switzerland	
154	Calatrava	Spain	
155	Raphael Moneo	Spain	
156	Hundertwasser	Spittelau Fernwaerme heating plant	
157	12 Architects	St. Peters in Rome	
158	Kengo Kuma	Stone Temple	
159		Supreme Court Building Adelaide	
160	No Idea	Taipei 101 / Taiwan	
161	CY Lee & Partners	Taipei 101 Taiwan	
162	zaha hadid	taiwan????	
163	Mario Botta	TCS-Deccan Park Hyderabad	
164	hijjaz kasturi & a	telekom tower kuala lumpur malaysia	
165	callicrates	Temple of Athena Nike	
166	McBride Charles Ry	Templestowe Primary School Activity Cen	
167	Micha de Haas	The aluminium forest Utrecht Netherland	
168	Tadao Ando	The Chichu Art Museum Japan	
169	James Gandon	The Custom House Dublin	
170	Stewart and Osborn	The Marsh House	
171	John Pawson	The Moerkerke house	
172	Herzog and de Meur	The Tate Modern / London	
173	Peter Zumthor	Thermal Baths Vals	
174	fay jones	thornycrown chapel	
175	fay jones	thornycrown chapel arkansas	

176	fay jones	thorncrow chapel/arkansas	
177	Renzo Piano	Tjibaou Cultural Center New Caledonia	
178	some buildings	Torino Italy	
179		Traditional Malay Houses	
180	Calatrava	Turning Torso MalmÃ¶	
181	Mario Botta	UBS Building/ Basel	
182	g. burgess	uluru interpretive centre	
183	Santiago Calatrava	USA	
184	robert venturi	vanna venturi house pennsylvania	
185	Rem Koolhaas	various	
186	Rem Koolhaas	various	
187	Le Corbusier	Villa Savoye	
188	Le Corbusier	Villa Savoye	
189	Le Corbusier	Villa Savoye/France	
190	Le Corbusier	Villa Savoye/FrancePoissy	
191	Tadao Ando	Vitra Pavillion Wheil-Am-Rein	
192	Frank Ghery	Walt Disney Concert Hall New York	
193		Wat Pha That Luang in Laos Vientiane	
194	Kengo Kuma	Water + Glass / Japan	
195	kengo kuma	water/glass japan	
196	Grimshaw	Waterloo International Terminal	
197		watsu college	
198	shim-sutcliffe	weathering steel house	
199	peter eisenman	wexner centre	
200	Jesse Judd	Wheatsheaf Residence Kyneton	
201	CHRYSLER BUILDING	WILLIAM VAN ALEN	
202	Erik Gunnar Asplun	Woodland Cemetery	
203	Sean Godsell	Woodleigh School Australia	
204	Renzo Piano Buildi	Woodruff Arts Center	
206	Michael Arad and P	World Trade Center Memorial (Ground Zer	
207	unsure	World Trade Centre NY	
208	The Rural Studio	Yancey Chapel 1995 Sawyerville Hale Cou	
209	foreign office arc	yokohama port terminal	
210	foreign office arc	yokohama port terminal	
211	FOA	Yokohama Terminal / Yokohama	
Total Respondents:			211
(skipped this question):			14

2 In studying this architecture, where have you obtained your information from?		
Resources	Response Percent	Response Total
Books	62.61	139
Journal(s)/Magazine(s)	55.41	123
Lectures	27.93	62
The Internet/Computer	72.52	161
Video documentary(s)	13.51	30
Others	10.81	24
Total Respondents:		222
(skipped this question):		2

3 Do the resources you selected above include any of the following?		
Media	Response Percent	Response Total
Texts (written or spoken)	89.24	199
Sketches	55.16	123
Drafted drawings (plans, etc)	64.13	143
Photographs of the building/place	90.13	201
Photographs/pictures of models	49.78	111
Video footage of the building/place	15.25	34
Computer animations	17.04	38
Others:	3.59	8
Total Respondents:		223
(skipped this question):		1

4 Factors. First, rate how much you agree that the factor is important in understanding the architecture you studied, then rate how much you agree that you understand the factor of the design through the resources you have obtained.			
	The form	Response Percent	Response Total
IMPORTANCE	1 Strongly disagree	2.79	6
	2 Disagree	0.93	2
	3 Slightly disagree	2.33	5
	4 Neither agree nor disagree	8.84	19
	5 Slightly agree	13.49	29
	6 Agree	23.26	50
	7 Strongly Agree	46.98	101
Total Respondents:			215
(skipped this question):			9
UNDERSTANDING	1 Strongly disagree	0.48	1
	2 Disagree	1.43	3
	3 Slightly disagree	5.24	11
	4 Neither agree nor disagree	12.38	26
	5 Slightly agree	21.43	45
	6 Agree	27.14	57
	7 Strongly Agree	30.48	64
Total Respondents:			210
(skipped this question):			14

	The purpose/s	Response Percent	Response Total
IMPORTANCE	1 Strongly disagree	0.95	2
	2 Disagree	0.00	0
	3 Slightly disagree	1.42	3
	4 Neither agree nor disagree	6.64	14
	5 Slightly agree	15.17	32
	6 Agree	27.96	59
	7 Strongly Agree	47.87	101
Total Respondents:			211
(skipped this question):			13
UNDERSTANDING	1 Strongly disagree	0.48	1
	2 Disagree	2.42	5
	3 Slightly disagree	4.35	9
	4 Neither agree nor disagree	6.76	14
	5 Slightly agree	21.26	44
	6 Agree	30.43	63
	7 Strongly Agree	34.30	71
Total Respondents:			207
(skipped this question):			17

	The spaces		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree		1.91	4
	2 Disagree		0.96	2
	3 Slightly disagree		1.91	4
	4 Neither agree nor disagree		1.44	3
	5 Slightly agree		8.13	17
	6 Agree		30.62	64
	7 Strongly Agree		55.02	115
Total Respondents:				209
(skipped this question):				15
UNDERSTANDING	1 Strongly disagree		1.93	4
	2 Disagree		4.35	9
	3 Slightly disagree		13.04	27
	4 Neither agree nor disagree		13.53	28
	5 Slightly agree		24.15	50
	6 Agree		17.87	37
	7 Strongly Agree		25.12	52
Total Respondents:				207
(skipped this question):				17

	The circulation paths		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree		1.91	4
	2 Disagree		0.96	2
	3 Slightly disagree		4.78	10
	4 Neither agree nor disagree		12.44	26
	5 Slightly agree		21.53	45
	6 Agree		32.54	68
	7 Strongly Agree		25.84	54
Total Respondents:				209
(skipped this question):				15
UNDERSTANDING	1 Strongly disagree		6.80	14
	2 Disagree		11.65	24
	3 Slightly disagree		15.05	31
	4 Neither agree nor disagree		19.90	41
	5 Slightly agree		17.48	36
	6 Agree		15.05	31
	7 Strongly Agree		14.08	29
Total Respondents:				206
(skipped this question):				18

	The use of artificial lights	Response Percent	Response Total
IMPORTANCE	1 Strongly disagree	4.78	10
	2 Disagree	6.70	14
	3 Slightly disagree	14.35	30
	4 Neither agree nor disagree	25.84	54
	5 Slightly agree	22.49	47
	6 Agree	15.31	32
	7 Strongly Agree	10.53	22
Total Respondents:			209
(skipped this question):			15
UNDERSTANDING	1 Strongly disagree	14.49	30
	2 Disagree	14.49	30
	3 Slightly disagree	16.43	34
	4 Neither agree nor disagree	23.19	48
	5 Slightly agree	12.56	26
	6 Agree	9.66	20
	7 Strongly Agree	9.18	19
Total Respondents:			207
(skipped this question):			17

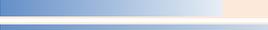
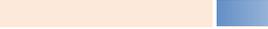
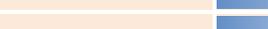
	The air quality	Response Percent	Response Total
IMPORTANCE	1 Strongly disagree	7.11	15
	2 Disagree	9.48	20
	3 Slightly disagree	15.64	33
	4 Neither agree nor disagree	22.27	47
	5 Slightly agree	19.91	42
	6 Agree	17.54	37
	7 Strongly Agree	8.06	17
Total Respondents:			211
(skipped this question):			13
UNDERSTANDING	1 Strongly disagree	33.50	69
	2 Disagree	15.53	32
	3 Slightly disagree	13.59	28
	4 Neither agree nor disagree	16.02	33
	5 Slightly agree	8.25	17
	6 Agree	6.80	14
	7 Strongly Agree	6.31	13
Total Respondents:			206
(skipped this question):			18

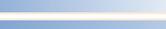
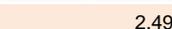
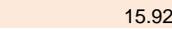
	The social context		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree		1.90	4
	2 Disagree		1.42	3
	3 Slightly disagree		3.79	8
	4 Neither agree nor disagree		8.53	18
	5 Slightly agree		17.06	36
	6 Agree		32.23	68
	7 Strongly Agree		35.07	74
Total Respondents:				211
(skipped this question):				13
UNDERSTANDING	1 Strongly disagree		7.21	15
	2 Disagree		11.06	23
	3 Slightly disagree		13.46	28
	4 Neither agree nor disagree		20.67	43
	5 Slightly agree		20.19	42
	6 Agree		10.58	22
	7 Strongly Agree		16.83	35
Total Respondents:				208
(skipped this question):				16

	The scale		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree		0.94	2
	2 Disagree		0.94	2
	3 Slightly disagree		2.83	6
	4 Neither agree nor disagree		8.02	17
	5 Slightly agree		20.28	43
	6 Agree		30.66	65
	7 Strongly Agree		36.32	77
Total Respondents:				212
(skipped this question):				12
UNDERSTANDING	1 Strongly disagree		1.44	3
	2 Disagree		5.77	12
	3 Slightly disagree		8.17	17
	4 Neither agree nor disagree		18.75	39
	5 Slightly agree		25.96	54
	6 Agree		21.15	44
	7 Strongly Agree		18.75	39
Total Respondents:				208
(skipped this question):				16

	The history		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree		0.98	2
	2 Disagree		2.94	6
	3 Slightly disagree		4.90	10
	4 Neither agree nor disagree		17.16	35
	5 Slightly agree		22.55	46
	6 Agree		30.39	62
	7 Strongly Agree		21.08	43
			Total Respondents:	204
			(skipped this question):	20
UNDERSTANDING	1 Strongly disagree		4.93	10
	2 Disagree		5.91	12
	3 Slightly disagree		5.91	12
	4 Neither agree nor disagree		21.67	44
	5 Slightly agree		19.21	39
	6 Agree		17.73	36
	7 Strongly Agree		24.63	50
			Total Respondents:	203
			(skipped this question):	21

	The users/visitors' feedback		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree		3.92	8
	2 Disagree		5.39	11
	3 Slightly disagree		9.31	19
	4 Neither agree nor disagree		16.67	34
	5 Slightly agree		21.57	44
	6 Agree		24.51	50
	7 Strongly Agree		18.63	38
			Total Respondents:	204
			(skipped this question):	20
UNDERSTANDING	1 Strongly disagree		20.50	41
	2 Disagree		14.50	29
	3 Slightly disagree		11.50	23
	4 Neither agree nor disagree		23.50	47
	5 Slightly agree		11.00	22
	6 Agree		9.00	18
	7 Strongly Agree		10.00	20
			Total Respondents:	200
			(skipped this question):	24

The daylight (shade/shadow)		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree	 0.99	2
	2 Disagree	 0.50	1
	3 Slightly disagree	 1.49	3
	4 Neither agree nor disagree	 13.86	28
	5 Slightly agree	 23.27	47
	6 Agree	 31.68	64
	7 Strongly Agree	 28.22	57
Total Respondents:			202
(skipped this question):			22
UNDERSTANDING	1 Strongly disagree	 7.07	14
	2 Disagree	 5.05	10
	3 Slightly disagree	 13.64	27
	4 Neither agree nor disagree	 26.26	52
	5 Slightly agree	 21.21	42
	6 Agree	 15.66	31
	7 Strongly Agree	 11.11	22
Total Respondents:			198
(skipped this question):			26

The cultural context		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree	 0.99	2
	2 Disagree	 0.99	2
	3 Slightly disagree	 3.47	7
	4 Neither agree nor disagree	 5.45	11
	5 Slightly agree	 20.30	41
	6 Agree	 33.66	68
	7 Strongly Agree	 35.15	71
Total Respondents:			202
(skipped this question):			22
UNDERSTANDING	1 Strongly disagree	 2.49	5
	2 Disagree	 4.98	10
	3 Slightly disagree	 15.92	32
	4 Neither agree nor disagree	 17.41	35
	5 Slightly agree	 22.89	46
	6 Agree	 20.90	42
	7 Strongly Agree	 15.42	31
Total Respondents:			201
(skipped this question):			23

	The acoustics /sound	Response Percent	Response Total
IMPORTANCE	1 Strongly disagree	2.46	5
	2 Disagree	3.45	7
	3 Slightly disagree	9.85	20
	4 Neither agree nor disagree	22.17	45
	5 Slightly agree	30.05	61
	6 Agree	22.66	46
	7 Strongly Agree	9.36	19
Total Respondents:			203
(skipped this question):			21
UNDERSTANDING	1 Strongly disagree	32.66	65
	2 Disagree	11.56	23
	3 Slightly disagree	15.08	30
	4 Neither agree nor disagree	18.59	37
	5 Slightly agree	12.06	24
	6 Agree	3.52	7
	7 Strongly Agree	6.53	13
Total Respondents:			199
(skipped this question):			25

	The designers' explanation	Response Percent	Response Total
IMPORTANCE	1 Strongly disagree	3.41	7
	2 Disagree	0.49	1
	3 Slightly disagree	6.34	13
	4 Neither agree nor disagree	8.78	18
	5 Slightly agree	20.98	43
	6 Agree	29.27	60
	7 Strongly Agree	30.73	63
Total Respondents:			205
(skipped this question):			19
UNDERSTANDING	1 Strongly disagree	6.50	13
	2 Disagree	3.50	7
	3 Slightly disagree	6.00	12
	4 Neither agree nor disagree	15.50	31
	5 Slightly agree	20.00	40
	6 Agree	25.50	51
	7 Strongly Agree	23.00	46
Total Respondents:			200
(skipped this question):			24

	The proportion		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree		1.47	3
	2 Disagree		0.49	1
	3 Slightly disagree		2.45	5
	4 Neither agree nor disagree		11.27	23
	5 Slightly agree		25.98	53
	6 Agree		29.90	61
	7 Strongly Agree		28.43	58
Total Respondents:				204
(skipped this question):				20
UNDERSTANDING	1 Strongly disagree		4.50	9
	2 Disagree		3.00	6
	3 Slightly disagree		7.00	14
	4 Neither agree nor disagree		20.50	41
	5 Slightly agree		26.00	52
	6 Agree		25.00	50
	7 Strongly Agree		14.00	28
Total Respondents:				200
(skipped this question):				24

	The temperature		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree		3.47	7
	2 Disagree		8.42	17
	3 Slightly disagree		14.85	30
	4 Neither agree nor disagree		19.31	39
	5 Slightly agree		25.74	52
	6 Agree		16.83	34
	7 Strongly Agree		11.39	23
Total Respondents:				202
(skipped this question):				22
UNDERSTANDING	1 Strongly disagree		30.85	62
	2 Disagree		10.45	21
	3 Slightly disagree		16.42	33
	4 Neither agree nor disagree		18.41	37
	5 Slightly agree		12.94	26
	6 Agree		6.47	13
	7 Strongly Agree		4.48	9
Total Respondents:				201
(skipped this question):				23

	The colour scheme	Response Percent	Response Total
IMPORTANCE	1 Strongly disagree	1.54	3
	2 Disagree	2.56	5
	3 Slightly disagree	8.72	17
	4 Neither agree nor disagree	16.92	33
	5 Slightly agree	25.64	50
	6 Agree	24.10	47
	7 Strongly Agree	20.51	40
Total Respondents:			195
(skipped this question):			29
UNDERSTANDING	1 Strongly disagree	2.09	4
	2 Disagree	3.66	7
	3 Slightly disagree	6.28	12
	4 Neither agree nor disagree	10.99	21
	5 Slightly agree	21.99	42
	6 Agree	29.32	56
	7 Strongly Agree	25.65	49
Total Respondents:			191
(skipped this question):			33

	The immediate surrounding	Response Percent	Response Total
IMPORTANCE	1 Strongly disagree	0.00	0
	2 Disagree	1.55	3
	3 Slightly disagree	1.55	3
	4 Neither agree nor disagree	3.09	6
	5 Slightly agree	20.62	40
	6 Agree	36.60	71
	7 Strongly Agree	36.60	71
Total Respondents:			194
(skipped this question):			30
UNDERSTANDING	1 Strongly disagree	2.65	5
	2 Disagree	3.17	6
	3 Slightly disagree	9.52	18
	4 Neither agree nor disagree	16.40	31
	5 Slightly agree	25.93	49
	6 Agree	21.69	41
	7 Strongly Agree	20.63	39
Total Respondents:			189
(skipped this question):			35

	The view	Response Percent	Response Total
IMPORTANCE	1 Strongly disagree	0.00	0
	2 Disagree	2.08	4
	3 Slightly disagree	1.04	2
	4 Neither agree nor disagree	8.85	17
	5 Slightly agree	19.27	37
	6 Agree	36.46	70
	7 Strongly Agree	32.29	62
Total Respondents:			192
(skipped this question):			32
UNDERSTANDING	1 Strongly disagree	3.72	7
	2 Disagree	6.38	12
	3 Slightly disagree	8.51	16
	4 Neither agree nor disagree	18.62	35
	5 Slightly agree	22.87	43
	6 Agree	20.21	38
	7 Strongly Agree	19.68	37
Total Respondents:			188
(skipped this question):			36

	The construction method	Response Percent	Response Total
IMPORTANCE	1 Strongly disagree	1.55	3
	2 Disagree	1.55	3
	3 Slightly disagree	2.58	5
	4 Neither agree nor disagree	11.34	22
	5 Slightly agree	19.07	37
	6 Agree	31.44	61
	7 Strongly Agree	32.47	63
Total Respondents:			194
(skipped this question):			30
UNDERSTANDING	1 Strongly disagree	3.74	7
	2 Disagree	4.81	9
	3 Slightly disagree	10.16	19
	4 Neither agree nor disagree	22.99	43
	5 Slightly agree	17.65	33
	6 Agree	22.99	43
	7 Strongly Agree	17.65	33
Total Respondents:			187
(skipped this question):			37

	The materials used & textures		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree		0.52	1
	2 Disagree		0.00	0
	3 Slightly disagree		0.52	1
	4 Neither agree nor disagree		4.66	9
	5 Slightly agree		11.92	23
	6 Agree		37.82	73
	7 Strongly Agree		44.56	86
			Total Respondents:	193
			(skipped this question):	31
UNDERSTANDING	1 Strongly disagree		1.08	2
	2 Disagree		2.69	5
	3 Slightly disagree		6.99	13
	4 Neither agree nor disagree		15.05	28
	5 Slightly agree		23.12	43
	6 Agree		30.11	56
	7 Strongly Agree		20.97	39
			Total Respondents:	186
			(skipped this question):	38

	The cost		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree		6.15	12
	2 Disagree		8.72	17
	3 Slightly disagree		11.79	23
	4 Neither agree nor disagree		15.90	31
	5 Slightly agree		14.87	29
	6 Agree		25.13	49
	7 Strongly Agree		17.44	34
			Total Respondents:	195
			(skipped this question):	29
UNDERSTANDING	1 Strongly disagree		16.93	32
	2 Disagree		12.70	24
	3 Slightly disagree		15.34	29
	4 Neither agree nor disagree		17.46	33
	5 Slightly agree		11.11	21
	6 Agree		12.17	23
	7 Strongly Agree		14.29	27
			Total Respondents:	189
			(skipped this question):	35

	The political context	Response Percent	Response Total
IMPORTANCE	1 Strongly disagree	3.61	7
	2 Disagree	9.28	18
	3 Slightly disagree	13.40	26
	4 Neither agree nor disagree	22.68	44
	5 Slightly agree	21.13	41
	6 Agree	17.53	34
	7 Strongly Agree	12.37	24
Total Respondents:			194
(skipped this question):			30
UNDERSTANDING	1 Strongly disagree	19.25	36
	2 Disagree	13.90	26
	3 Slightly disagree	12.30	23
	4 Neither agree nor disagree	22.99	43
	5 Slightly agree	12.83	24
	6 Agree	10.70	20
	7 Strongly Agree	8.02	15
Total Respondents:			187
(skipped this question):			37

	The air movement/ventilation	Response Percent	Response Total
IMPORTANCE	1 Strongly disagree	5.64	11
	2 Disagree	7.18	14
	3 Slightly disagree	9.74	19
	4 Neither agree nor disagree	17.44	34
	5 Slightly agree	14.36	28
	6 Agree	25.13	49
	7 Strongly Agree	20.51	40
Total Respondents:			195
(skipped this question):			29
UNDERSTANDING	1 Strongly disagree	28.04	53
	2 Disagree	10.05	19
	3 Slightly disagree	13.76	26
	4 Neither agree nor disagree	20.11	38
	5 Slightly agree	10.58	20
	6 Agree	10.58	20
	7 Strongly Agree	6.88	13
Total Respondents:			189
(skipped this question):			35

	The smell		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree		13.61	26
	2 Disagree		15.18	29
	3 Slightly disagree		14.14	27
	4 Neither agree nor disagree		19.90	38
	5 Slightly agree		14.66	28
	6 Agree		14.66	28
	7 Strongly Agree		7.85	15
Total Respondents:				191
(skipped this question):				33
UNDERSTANDING	1 Strongly disagree		46.28	87
	2 Disagree		15.43	29
	3 Slightly disagree		7.98	15
	4 Neither agree nor disagree		16.49	31
	5 Slightly agree		5.32	10
	6 Agree		4.79	9
	7 Strongly Agree		3.72	7
Total Respondents:				188
(skipped this question):				36

	Others		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree		0.00	0
	2 Disagree		0.00	0
	3 Slightly disagree		4.55	1
	4 Neither agree nor disagree		4.55	1
	5 Slightly agree		9.09	2
	6 Agree		31.82	7
	7 Strongly Agree		50.00	11
Total Respondents:				22
(skipped this question):				202
UNDERSTANDING	1 Strongly disagree		10.00	3
	2 Disagree		13.33	4
	3 Slightly disagree		16.67	5
	4 Neither agree nor disagree		20.00	6
	5 Slightly agree		13.33	4
	6 Agree		16.67	5
	7 Strongly Agree		10.00	3
Total Respondents:				30
(skipped this question):				194

	<p>Briefly describe how you think architecture should be represented to help you better understand above factors of building more effectively.</p>
	<p>2D printed media is limited in scope. I like the early format of a leading UK magazine (Architects' Journal I think) which interviewed the client architect structural/services engineer QS in turn as well as producing photos plans elevations.</p>
	<p>3d holographic representations that are fullt documented and user controllable</p>
	<p>a bird's eye view of a 3-D simulation of the building with control over a scaled simulated human being in the building where circulation in 3D and on architectural drawings and views are simultaneously shown as the human being moves in the building</p>
	<p>A critical alalysis of its context and response including the socio-political-economical aspects. Further more there is an additional parameter to form function and meaning which is environmental resposibility and it cannot be ignored anymore. Both related professionals and prospective building owners can be facilitated in making informed decisions through responsible critical representation of an architectural project.</p>
	<p>A precedent study in terms of a documentary would be most helpful</p>
	<p>A video would capture the essence better than pictures. Interviewing both the architect and the users would be useful in comparing the intention with the result.</p>
	<p>A visit to the building is of course the best option; but again it is difficult to know a building let alone understand its architecture unless one has actually lived or at least spent quality time in it. Factors like political context or the socio-cultural context of say the Kanchanjunga building would be lost on me if I was a tourist going through the same road in a taxi and glanced this building as any eager tourist would! Yes it would have seemed interesting to me as a form with its proportion colour tones marked difference with its immediately neighbouring buildings (context) etc. So for a clear "representation" and for something nearer to the real "experiencing" I would imagine to be in a room with a near-real walk-through of not only this building but also its surroundings depicting the various modes of access to the building along with the sights sounds and smells of that place. The same would apply if I were to understand the interiors of the building - where the context would be visible only if I looked through a window and would be 'felt' (air circulation/smells/exterior sounds etc) if I opened the window. Again I wouldn't actually know if sitting in a chair can enable me to know what it feels like walking on stairs or across slippery and polished marble floors! But this could be the nearest experience according to me. I hope this helps!</p>
	<p>Althought architecture is a combination of design and enginnering on structure form along with landscape environment it is important when it is presented to client students or people who are interested in a more systematic way to allow any individual to understand the thoughts feeling perspective brief of the architect or designer better. Hence gaining the necessary knowledge better.</p>
	<p>An international standard could be developed to assess the architectural quality of a Buil-space.</p>
	<p>animations</p>
	<p>Architecture is often discribed very briefly and harty ever all the above factors are mentioned. i have never read any thing about smell. Air movement and artificial light for example are also rarely covered only in books that specificially deal with the topic. Pictures of the interior would often help to catch the character of a boulding the feel of it which is hard to understand from elevations and plans. Often a scale bar is missing too.</p>
	<p>Architecture Representations should be more explicit. Designers tend to be consumed in their own world so much that architecture as a language cannot be expressed effectively to students. I think more books should be produced regarding what architecture really is and supporting buildings or diagrams to illustrate them. Its frustrating to always see text and no diagrams or architectural drawings or skteches without clear explanation as to what they mean or how they are applicable to each architectural technique.</p>
	<p>Architecture should be done in a way which every single individuals could understrand the concept and idea the designer wanted to portray in his architectural structures. More emphasis should be put in media like tele boardcast short film and coming up with more interesting reference/ design books in order to attract people from all walks of life.</p>

Architecture should be represented in a 3 dimensional form to express spatial qualities.
As an architect traditional scale plans sections elevations is the most legible method of orientation.
Basic schemes. Ideograms.
be more help and clear
brief history & description of building by architect followed by relevant concept sketches models or other presentation methods whether electronic or photographs of design process. Video feed live of construction in real time.
by interviewing the current or potential users
by more words and less images. by confronting different ideas and opinions. by opinions and experiences of those most ethically concerned namely users.
climatized architecture which strongly influenced by the user's behaviour and influence user to use spaces effectively.
Considering the dynamic component of space in others words considering the space-time itself where the observer should make you own path in spatial experience to know the building. Note that is fundamentally diferent from the results of an animation because the time should come from the observer not from an external source. Representaions like game engines could give us.
Definitely experiential.
details should be more elaborate. books should not consist of too much texts. more pictures (drafted sketches photographs) are preferred.
Diagrammatic representation of air movement might help Smellavision would be good
Different pictures and scketches showing the context and the building from many perpective points. the scketches should be organised on a graphic memory explaining the concepts and intentions
Digital Animations. Graphics & Models (Digital & analogs)
documents including drawings visual recording stories and critiques.
drawings
each factor should be represented by a beautiful clear (and animated if needed) 3D model illustration and could be manipulated by user to change different perspectives. and also a dynamic brief neat clear description.
Every publication has a differnt focus. The technical issues are not important to the readers of this journal. Hopefully articles on thes will appear in other publications. That also broadens the exposure of the building/architect to other groups.
experiencing the architecture itself by visiting the spaces
Experiential Site Specific Learning Field Trips Contemplative Time
Experiential Site Specific Learning Field Trips Contemplative Time
having more detail explanations and self experience
How do you represent an architecture? I do not really understnad the question... do you mean presented instead? I think... it should be able to give me elevations and sections as well as plans... and a description about the designer's concept and believes... his design philosophy and the choice of colours... everything should be explained to as best as could be so that the sources may give adequate answers to a question a reader should have. I particularly find it hard to get assess to information on the reason for certain materials used should there be an existing budget... and whether the materials are also easily obtainable or inexpensive in that certain place... or so...
I feel that architecture is presented in many different ways. Books are the best sources of information as they are thorough and have visuals that are hard to obtain. however i find that difficult terminology will be used in text in certain writings and obviously these terminology are very significant for the understanding of the entirey of the writing. and by terminology i do not mean simple terminology but really big words. magazines are good reads and they can act as a 'quick fix' as often they feature luxury products like furniture and luxurious frivolous people who spent on interiors. well-written yet eye-catching attention grabbing magazines are hard to find but i personally am a fan of Icon magazine from the UK as i find that they will critisize designs instead of the usual 'telling you where is bedroom is where the living room is where the hall is etc'. lastly i have seen very little videos of architects and architecture i do know that there is a considerable number of video resources around however they are hard to obtain and sometimes even major video stores do not have them and i have not mentioned the price of such videos.

I have rated construction method as relatively low on 'understanding the architecture of a building' but I do think 'in progress photos are valuable in trying to create a mental picture of the architecture. Also I always want to see architects thumbnail concept sketches and diagrams - to me this is invaluable in understanding
I think a video footage is the closest you could get in understanding the air circulation the immediate surroundings etc. But there is nothing as accurate as a live analysis of the structure how else would you possibly experience the smell and the air movement of a place?
I think a walk through animation is the best way for me to really know what it is about because it would be like being there in person. or a videotape of the real place. there's a lot of imagining to do from plans sections and elevations and pictures can be disorienting at times.
I think architecture is a spatial experience. This can be brought out by the use of video and multimedia animation
i think personal experience has to be to the site in order to understand more.
i think it is well presented in a lot of cases but the only real way to understand a building is to visit it
if possible it will be good if the building could be represented visually and verbally ie: with audible explanation from the architects/designers..to explain the above important factors.a 3D animation..to show the walk through of the spaces and views in and out of the spaces would be interesting too..
If you can't actually visit the buildings in person it would be great to have access to a 3D model of the building in context which you can manipulate/navigate your way around.
Images with text. Would also be helpful if diagrammatic sketches are shown.
in material colour smell & textures
in respond to the contextual issue
In terms of cost and political context it would seem that the so-called 'iconic buildings' are given too much representation within media circles and the spaces of everyday life are completely ignored in terms of their importance to the way the majority of humans live. To often buildings that may only be used or visited by a small minority of the earth's population are deemed more important than the buildings that most of us spend our lives using. In terms of the other factors I think there is too much reliance on computer generated imaging. That is not to say that I disagree with its use. It can be helpful but it often seems to manipulate what the reality will be. Simple sketching can often explain something in a much more concise way.
In the matter of historically buildings such as the one i studied the social context history and public opinion at the time of construction are all very important. Both sides of the coin should be researched through official documents and opinion pieces such as newspaper articles.
Inclusion of conceptual drawings
indoor and outdoor panoramic views
interactive and all-sensory
It is clear that representation has to do with models and models to do with specific interests. Your research will probably elucidate this particular subject ie. that in any publication book or exhibition (general media for knowing buildings you cannot visit)it is almost impossible to reach out particular interests. The interesting thing it will be to assess classes of interests and then to enquire as to whether or not they were fulfilled by the visited media (book exhibition journal or else)
It must be explained by the architect as architecture is subject to the various personal interpretation of individuals.
It should be presented as a singular report like an book on it.full with plans sections and ideas in how the building was thought of and history of the building and its cultural influences. presentation of the location as well as small details like the interior circulation must be included so it can be more detailed studied.
It should be represented in the form of process drawings upon inception of the project to completion. As well as pictures of the architecture in its surrounding site its interiors etc. Discourse with the architect would also be helpful in understanding his intentions to the space.
It should be well represented with many pictures and explanations of pictures/diagrams.
Make use of graphic and acoustic means in computer animations to suggest other factors like smell and temperature

more detail about the way the building was constructed and the cost implications. a good contextual analysis of what uses or buildings are adjacent the site. Some technical data about how the buildings are expected to perform eg heating cooling maintenance
More easily accessible information from the original architect /designer concerning the building's purpose and any design constraints and the original design brief
More explanatory text/diagrams.
More images should be provided including available 3D animations (to catch the soul of the building). The writing should put the architecture in historical context shaped by social and political events. Reduce/omit the focus on the architect and his/her philosophical speculations.
More schematic representations: function diagrams and schemes but plotted as annotation on a graphical sketch of the building rather than on an abstract diagram.
more simple diagrams as well as the sections and plans. more concept diagrams. more political context.
More statistics about the performance of the architecture should be provided. Photographs usually only show a certain perspective. Scaled drawings would give a better overview.
most important is the function of the building and also the design must reflect to the environmental friendly design
most of the book in publish are more of a generalised descriptive material of the works of architects. as a student we always wanted to know more of the reasons and methodology of the process of design. which is often too little even the sketch shown is somewhat unable to illustrate the design intention. i think the journey has always the most intensive and 'intimate' description concerning the design process.
Most postoccupancy analysis is needed. Why do some buildings become loved by their inhabitants?
Nothing better than visiting it personally... understanding and experience will help it but not the media.
nothing compares to real experience i guess we could use augmented reality to help?
Obviously there are a range of media varying in depth. I don't object to most shallow reporting except where buildings don't perform well and this fact is not discussed. I do wish that more in-depth resources were typically available.
Only by visiting can the Architecture truly be experienced.
Perhaps walk thru and panoramic views would better help us to understand the factors as listed
pictures with text explaining them
Plans are the written code to distribute architecture produced from whatever source or whatever kind of underlying model. They describe almost everything mentioned above.
Presented through architecture photography - text sequence photographs and 3D interactive
Represented by using more examples of places which include all of these factors such as form structure cultural aspects etc
Showing the process of how the architect has derived his idea from how he analyze the factors of cost tabulating how they reached to the final of giving a figure of how much the architecture of the building cost. I also would like to understand on the steps of how a project of building the architecture out. For example how does the architect engage to the ones who do the construction of this house The Moerkerke house.
Simulation should be considered as part of the processes in design decision.
Smell is very hard to describe and represent. Not sure if it is of value. It has been in automobile industry (smell of a new car is quite important). Air movement could be explained through animations of CFD analysis. Cost could simply be written but I did not find a reference to it on the web site.
Surreal interaction with the architecture and a guided walk along with the architect
the designer should explain its process
The followings links shows and provide 3d cad drwgs architecture intro as etc. http://www.datarq.fadu.uba.ar/datarq/introduc/homepage.html
The full explanation of the building could be added. Maybe by showing visuals and the reasons why they do the different rooms themes in such ways..
The more forms of representation the more others (from the same designer background) can comprehend the building. But different stakeholders need different forms of representation. Most clients do not understand anything but the simplest drawings - models. They need a lot of sketches and verbal presentation in my architectural experience.

	The most important thing is the transparent design process and user participation. It makes everyone understand architecture.
	The sensory impact of the building touch feel smell sound light can often be best described by interviews with users. Models or birdseye views can give an overall impression of form and scale. Nothing replaces the real life experience of seeing a building for yourself.
	The set of factors mentioned in this enquiry is so wide that there is no real standard way of presenting all this comprehensively to an anonymous audience. Just think of all the different ways of representing for example experiential factors such as smell view and so on.
	This is hard -- there are many many dimensions to a real building experience. Even the best renderings capture at best a few of these dimensions. Words may be more valuable than images in describing many of these dimensions.
	though there are many ways of representing a building...but the best way could be through movies...in which the the built form can be viewed from the eye of a user and simultaneously noting the context and the effect of the built form on the surrounding areas.....the technical information can be through books etc
	through a combination of text and visual representations (instead of through purely visual representations as is usually the cases)
	Through diagrams and explanation
	THROUGH LIVE DEMOS
	Through visual/graphic factors that suggest or may be associated with the factors to be represented.
	To be able to get a sense of the building all the way from conception to finish. Especially the concept or theoretical approach to the design if there is one.
	To know the unknown.
	Useful to include the conceptual sketches made during inception to best understand the thought processes the architect went through. This enables the rader to better appreciate the issues and constraints that confronted the designer at the onset.
	using all kind of media which is possible (static mouvement shÃªmes realistic textual showing human presence etc)
	Using all kinds of graphical resources especially the ones that give a pedestrian perspective.
	video or movie would help
	Virtual Reality and animation with description
	virtual tours
	With design process graphics abstract diagrams of the author information of the cultural context and economic budget of the work

5 Media Qualities. First, rate how much you agree that the factor is important in understanding the architecture you studied, then rate how much you agree that you understand the factor of the design through the resources you have obtained.

The accessibility of information		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree		1.14 2
	2 Disagree		0.00 0
	3 Slightly disagree		1.14 2
	4 Neither agree nor disagree		5.68 10
	5 Slightly agree		11.36 20
	6 Agree		24.43 43
	7 Strongly Agree		56.25 99
Total Respondents:			176
(skipped this question):			48
PERFORMANCE	1 Strongly disagree		0.58 1
	2 Disagree		4.07 7
	3 Slightly disagree		8.14 14
	4 Neither agree nor disagree		16.28 28
	5 Slightly agree		26.16 45
	6 Agree		25.58 44
	7 Strongly Agree		19.19 33
Total Respondents:			172
(skipped this question):			52

The clarity of information		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree		0.00 0
	2 Disagree		1.14 2
	3 Slightly disagree		0.57 1
	4 Neither agree nor disagree		4.57 8
	5 Slightly agree		8.57 15
	6 Agree		22.86 40
	7 Strongly Agree		62.29 109
Total Respondents:			175
(skipped this question):			49
PERFORMANCE	1 Strongly disagree		0.00 0
	2 Disagree		3.47 6
	3 Slightly disagree		10.40 18
	4 Neither agree nor disagree		17.92 31
	5 Slightly agree		28.32 49
	6 Agree		22.54 39
	7 Strongly Agree		17.34 30
Total Respondents:			173
(skipped this question):			51

	Interesting/appealing	Response Percent	Response Total
IMPORTANCE	1 Strongly disagree	0.00	0
	2 Disagree	1.14	2
	3 Slightly disagree	0.57	1
	4 Neither agree nor disagree	6.29	11
	5 Slightly agree	14.86	26
	6 Agree	32.00	56
	7 Strongly Agree	45.14	79
Total Respondents:			175
(skipped this question):			49
PERFORMANCE	1 Strongly disagree	0.58	1
	2 Disagree	1.74	3
	3 Slightly disagree	7.56	13
	4 Neither agree nor disagree	17.44	30
	5 Slightly agree	23.84	41
	6 Agree	23.84	41
	7 Strongly Agree	25.00	43
Total Respondents:			172
(skipped this question):			52

	The coherence of information	Response Percent	Response Total
IMPORTANCE	1 Strongly disagree	0.00	0
	2 Disagree	0.57	1
	3 Slightly disagree	1.14	2
	4 Neither agree nor disagree	5.14	9
	5 Slightly agree	12.00	21
	6 Agree	33.14	58
	7 Strongly Agree	48.00	84
Total Respondents:			175
(skipped this question):			49
PERFORMANCE	1 Strongly disagree	0.59	1
	2 Disagree	1.78	3
	3 Slightly disagree	8.28	14
	4 Neither agree nor disagree	24.85	42
	5 Slightly agree	29.59	50
	6 Agree	21.89	37
	7 Strongly Agree	13.02	22
Total Respondents:			169
(skipped this question):			55

	The organization of information		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree		0.00	0
	2 Disagree		0.58	1
	3 Slightly disagree		0.00	0
	4 Neither agree nor disagree		8.09	14
	5 Slightly agree		12.72	22
	6 Agree		30.64	53
	7 Strongly Agree		47.98	83
Total Respondents:				173
(skipped this question):				51
PERFORMANCE	1 Strongly disagree		1.76	3
	2 Disagree		2.94	5
	3 Slightly disagree		11.18	19
	4 Neither agree nor disagree		21.18	36
	5 Slightly agree		32.35	55
	6 Agree		18.82	32
	7 Strongly Agree		11.76	20
Total Respondents:				170
(skipped this question):				54

	The completeness of information		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree		0.00	0
	2 Disagree		1.16	2
	3 Slightly disagree		1.73	3
	4 Neither agree nor disagree		8.67	15
	5 Slightly agree		13.29	23
	6 Agree		27.17	47
	7 Strongly Agree		47.98	83
Total Respondents:				173
(skipped this question):				51
PERFORMANCE	1 Strongly disagree		5.85	10
	2 Disagree		5.26	9
	3 Slightly disagree		14.04	24
	4 Neither agree nor disagree		29.82	51
	5 Slightly agree		21.64	37
	6 Agree		13.45	23
	7 Strongly Agree		9.94	17
Total Respondents:				171
(skipped this question):				53

	Brings' you there/immersive		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree		1.16	2
	2 Disagree		0.58	1
	3 Slightly disagree		1.73	3
	4 Neither agree nor disagree		10.98	19
	5 Slightly agree		21.97	38
	6 Agree		19.08	33
	7 Strongly Agree		44.51	77
Total Respondents:				173
(skipped this question):				51
PERFORMANCE	1 Strongly disagree		4.68	8
	2 Disagree		12.87	22
	3 Slightly disagree		14.04	24
	4 Neither agree nor disagree		33.33	57
	5 Slightly agree		12.28	21
	6 Agree		11.70	20
	7 Strongly Agree		11.11	19
Total Respondents:				171
(skipped this question):				53

	Others		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree		0.00	0
	2 Disagree		0.00	0
	3 Slightly disagree		0.00	0
	4 Neither agree nor disagree		7.69	1
	5 Slightly agree		7.69	1
	6 Agree		38.46	5
	7 Strongly Agree		46.15	6
Total Respondents:				13
(skipped this question):				211
PERFORMANCE	1 Strongly disagree		14.29	2
	2 Disagree		0.00	0
	3 Slightly disagree		14.29	2
	4 Neither agree nor disagree		42.86	6
	5 Slightly agree		7.14	1
	6 Agree		7.14	1
	7 Strongly Agree		14.29	2
Total Respondents:				14
(skipped this question):				210

<p>What features in current media resources do you think need improvement in delivering architectural information? Please provide examples of the most comprehensive or interesting source/s you have come across, if any.</p>
<p>Bring you there/immersive has great potential to enhance the experience and understand fully the qualities of the building and its setting. Check http://www.virtualsweden.se although the technology needs to be improved to allow more interaction and more realism.</p>
<p>(I am glad someone finally asked.) North arrows and scales on all plans. Editing for completeness of information on drawings.</p>
<p>3D navigatable models would be a nice addition although in my view they are more usefull for the designer when designing then when viewing an existing building (complex) or urban environment. This is not so much because of the nature of such models (I think they are very important) but simply because of the technical limitation they still have.</p>
<p>3D representations of associative links between the space form and the ideas a building is trying to communicate</p>
<p>A video short clip a walkthrough to show enhance the atmosphere and a clearer understanding of how the spaces are being approached.</p>
<p>A+U magazine Architectural Records</p>
<p>again virtual tours. downloadable drawings would be great too (even if as images or a secure pdf document)</p>
<p>All</p>
<p>Anything that may: a) be reflexive b) express feed-back evaluation c) be controversial / express diferent opinions d) have ideas on it e) knowledgeable</p>
<p>Architects need to learn how to write more clearly. I am generally pleased with the visual representations that they use but there is often a strong disconnect between the images they use and the words they write.</p>
<p>Architectural re[representation] could go in Sync with the latest progress in IT research so as to access better ways of more immersive representations.</p>
<p>Architectural Review Environmental Building News www.grist.org www.bbcnews.com</p>
<p>At the very least, i felt the architect's views and development processes is a important source. With that we can go through the same steps deriving to the design of the architecture there's a difference between one who feel for a building and one who doesn't</p>
<p>Better organisation of text to highlight important aspects of the information .Coordinating the text and the graphics.</p>
<p>Books magazines informal conversations</p>
<p>Books magazines informal conversations</p>
<p>Books need improvement especially older ones. The most interesting are lectures and interactive sources of media.</p>
<p>completeness of information</p>
<p>Connectedness and completeness. A good example of immersive is the ABC "Int eh mind of the ARchitect" series but that was only focusing on already built form so it was easier for the viewer to understand the architect's perspective from them talking PLUS at the same time to see (with them) the finished product PLUS hear from the users.</p>
<p>construction drawings are usually discharged in favour of building representations and they are important to</p>
<p>Depiction of surface textures and material qualities cannot be shown well through photos only. A book by OMA called "Colours" perhaps come closest to showing interesting material and colour properties with the inclusion of samples.</p>
<p>Difficult to pin-point as publications cater to different consumers and thus align the media to best suit the consumer; eg a layman would be totally bored with reading Architectural Record simply because the content no matter how interesting is not able to cater to his consumer taste.</p>
<p>Enhanced immersive environment: not necessarily a VR application but a combination of views (photo or rendering) with added annotation and marked on a plan layout. E.g. hotspots on a plan view which load views movies images drawings and other resources. Layered and filtered information and annotation.</p>
<p>games and other interactive form of representation (interactive media such as flash animation etc) could be as one of the media to interpret ideas and design decisions.</p>

generally books focussing on a single architect are the best to get a feel of that architect's reasons for designing as they do.
home and deco. they are just advertisement on product but nothing to do with designing and crafting of spatial quality in conceptual point of view.
I guess an element of interactivity whereby the user can explore the form and space of the bldg is a must.
I think comparative analysis of architectural work is lacking in mainstream media ie: One writer looking at a few projects (or a whole typology) and commenting on this. What we tend to see is a collection of individual opinions about seemingly randomly selected buildings with no 'inter-analysis'.
I think I've described it in the past notes I wrote.
i think that books are the best resource. I wish though that more information would be available on the net. Our uni library is small and the books are limited and often it is hard to get the books you need. It would be nice if the internet was an alternative to the library.
I think that the current media resources do a good job of representing the buildings as such however there is a lack of information concerning context. I.e. aerial photo's of the buildings in a larger extent of their environment maps or location plan's as well as site or floor plans. Also alot of the images are without people so a sense of scale is lacking.
i think the internet still has a long way to catch up with books tbh
I think the more interactive a media resource gets the better. A book helps you to start researching a project but to understand its finer details the experiences etc. you may have an audio video footage of the project I guess
Images of buildings in use less of those bland unfurnished photos that abound. More guts to criticise negative elements of buildings! Architects' Journal (UK) 'Building Study' articles - includes detailed analysis of all aspects including unusual construction elements.
Immersive QTVR panoramas would help the immersive aspect. A more detailed description of the process and process sketches is important as an educational resource for students.
information on how users experience a building; information on how a building came into being (e.g. the Building Stories collected by UC Berkeley)
information on the web is disintegrated ill-organized and incomplete. and photographs for representation of architecture is not enough because i may want to see in different or unique perspective in detail.
Internet but there is no substitute with books magazine and prints I think still print media is still best text describing with plates pictures annotations and relationships.
Internet new media video clip
Media and publications should portray architecture from more than one perspective. For they now tend to depict architecture in a particular way.
more and more clear drawings including perspectives
more knowledge to be shared through media
more photographs and perhaps floorplan. drafts and sketches should be clearer and with explanation.
more virtual tours. Quick Time VR's are great.
My experience in reading/glancing through representations is that they are mostly representations of a building or architecture minus the inhabitants or their point/s of view etc. What is needed more is I guess a post-occupancy representation of things as they are at the given moment of perception - which can/may be represented again nevertheless with the hope that not many things (socio-cultural/political) would have changed or caused drastic changes in the building in question as such. Haven't come across a source that does all of that yet!
Need more about the people: information anecdotes pictures El Croquis is great. Anything on television is better than nothing.
needs more interior shots and need people in the pictures
None current media are limited. The most important factor to understand architecture as a three-dimensional construction is time. In order to understand architecture a semi-real model on site is needed which can be switched on and off modified on site etc.
One of the interesting sites which I've come across is the official site of Enric Miralles the architect I do appreciate so much. I was really sad when I heard about his death... http://www.mirallestagliabue.com/
photographs plans detailed researches detailed explanations and development of ideas.
Photo quality of perspectives. Realistic flythroughs.

Probably due to the reason that the books are meant to provide a general information to the public instead of a technical ones for architects or architectures students they tend to show an overall resulting quality of the buildings instead of a deeper knowledge on the understanding of the building.
Reliability and authenticity.
Should go back and find out what worked what didn't a year after occupancy five years after occupancy.
Similarly to what I said on the last page media representation of architecture - and particularly the written word - needs to engage more with the public that will be using the buildings that are being built as opposed to engaging only with those involved professionally in the built environment.
TELEVISION MEDIA. BOOKS R THE MOST INTERESTING
The clarity of information
The Clarity. Overloaded graphics should be reduced!
The completeness of information and interesting presentations
the internet needs improvement.
The Internet perhaps holds great promise as a means of delivering targeted layered information in a variety of formats.
The media shold be interactive. It should be fun like a game.
The most important resource is the real site Photos and some 3d models. Flight throughs are always helpful. For me clarity and sequence are the most important things
The old videos featuring history of buildings such as Antonio Gaudi's works should be better documented
The possibility to compare the place as it was before and as it is now - this can be done through simulations.
The sense of scale and context are "missing link" along with the building processes involved in the building. There are two interesting things to be done: on the side of perception to enhance the awareness of the building context (exterior) and scale of space (buildin interior); on the side of understanding (knowledge) linking the structural/technological/scientific reasoning behind the design of the building to its actual construction process.something wich can be done linking different media such as croquis simulation models animation of as
the useful material are always been so exclusive to the subscribed people.
the way architects explain their procedures intentions...
they should be clearer..as in made as much graphical as possible to explain things better.....
thye look and feel of the space where people will most spend their time
Vedio or VR Presentation
video representation (audio & visually)- it is always interesting to watch such delivery from the TV program like 'the travel & living' - depicting and describing architectural works lively..
Videomontaje interviews to inhabitants of the place political and economic context
visuals alone are not adequate for most people there should be an oral commentary. I recently saw three episodes of Robert Hughes television program on architects andf architecture and found them very informative and compelling viewing.
walkthroughs
we have our own architect's board we can share the global info and current issues such as design exhibition competitions or construction.

6 Media. Referring to your past experiences, first, rate how much you agree that each medium/mode is important to you to help you understand the architecture of a building, and then, rate how much you agree that this medium has helped you understand the architecture of a building.

Texts (written/spoken)		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree	1.78	3
	2 Disagree	0.59	1
	3 Slightly disagree	1.78	3
	4 Neither agree nor disagree	8.28	14
	5 Slightly agree	18.34	31
	6 Agree	35.50	60
	7 Strongly Agree	33.73	57
Total Respondents:			169
(skipped this question):			55
UNDERSTANDING	1 Strongly disagree	1.20	2
	2 Disagree	1.20	2
	3 Slightly disagree	5.42	9
	4 Neither agree nor disagree	12.05	20
	5 Slightly agree	16.27	27
	6 Agree	32.53	54
	7 Strongly Agree	31.33	52
Total Respondents:			166
(skipped this question):			58

Sketches		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree	0.00	0
	2 Disagree	1.78	3
	3 Slightly disagree	3.55	6
	4 Neither agree nor disagree	5.92	10
	5 Slightly agree	18.93	32
	6 Agree	24.85	42
	7 Strongly Agree	44.97	76
Total Respondents:			169
(skipped this question):			55
UNDERSTANDING	1 Strongly disagree	1.20	2
	2 Disagree	4.82	8
	3 Slightly disagree	9.04	15
	4 Neither agree nor disagree	12.65	21
	5 Slightly agree	15.06	25
	6 Agree	20.48	34
	7 Strongly Agree	36.75	61
Total Respondents:			166
(skipped this question):			58

	Drafted Drawings		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree		0.60	1
	2 Disagree		0.60	1
	3 Slightly disagree		1.79	3
	4 Neither agree nor disagree		4.17	7
	5 Slightly agree		20.24	34
	6 Agree		22.62	38
	7 Strongly Agree		50.00	84
			Total Respondents:	168
			(skipped this question):	56
UNDERSTANDING	1 Strongly disagree		1.23	2
	2 Disagree		5.56	9
	3 Slightly disagree		7.41	12
	4 Neither agree nor disagree		10.49	17
	5 Slightly agree		17.28	28
	6 Agree		20.37	33
	7 Strongly Agree		37.65	61
			Total Respondents:	162
			(skipped this question):	62

	Onsite photographs		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree		0.00	0
	2 Disagree		0.00	0
	3 Slightly disagree		1.18	2
	4 Neither agree nor disagree		2.96	5
	5 Slightly agree		8.88	15
	6 Agree		22.49	38
	7 Strongly Agree		64.50	109
			Total Respondents:	169
			(skipped this question):	55
UNDERSTANDING	1 Strongly disagree		0.61	1
	2 Disagree		1.21	2
	3 Slightly disagree		3.03	5
	4 Neither agree nor disagree		7.27	12
	5 Slightly agree		13.94	23
	6 Agree		27.88	46
	7 Strongly Agree		46.06	76
			Total Respondents:	165
			(skipped this question):	59

	Photos/pictures of models	Response Percent	Response Total
IMPORTANCE	1 Strongly disagree	0.59	1
	2 Disagree	1.78	3
	3 Slightly disagree	1.18	2
	4 Neither agree nor disagree	9.47	16
	5 Slightly agree	17.16	29
	6 Agree	26.04	44
	7 Strongly Agree	43.79	74
Total Respondents:			169
(skipped this question):			55
UNDERSTANDING	1 Strongly disagree	3.07	5
	2 Disagree	2.45	4
	3 Slightly disagree	5.52	9
	4 Neither agree nor disagree	13.50	22
	5 Slightly agree	21.47	35
	6 Agree	21.47	35
	7 Strongly Agree	32.52	53
Total Respondents:			163
(skipped this question):			61

	Onsite Video footage	Response Percent	Response Total
IMPORTANCE	1 Strongly disagree	1.78	3
	2 Disagree	2.96	5
	3 Slightly disagree	4.14	7
	4 Neither agree nor disagree	15.38	26
	5 Slightly agree	15.98	27
	6 Agree	24.26	41
	7 Strongly Agree	35.50	60
Total Respondents:			169
(skipped this question):			55
UNDERSTANDING	1 Strongly disagree	12.80	21
	2 Disagree	7.93	13
	3 Slightly disagree	7.32	12
	4 Neither agree nor disagree	17.07	28
	5 Slightly agree	15.24	25
	6 Agree	12.80	21
	7 Strongly Agree	26.83	44
Total Respondents:			164
(skipped this question):			60

	Computer animations		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree		0.59	1
	2 Disagree		1.18	2
	3 Slightly disagree		7.10	12
	4 Neither agree nor disagree		18.93	32
	5 Slightly agree		20.12	34
	6 Agree		21.89	37
	7 Strongly Agree		30.18	51
Total Respondents:				169
(skipped this question):				55
UNDERSTANDING	1 Strongly disagree		12.80	21
	2 Disagree		6.10	10
	3 Slightly disagree		10.98	18
	4 Neither agree nor disagree		21.34	35
	5 Slightly agree		12.80	21
	6 Agree		13.41	22
	7 Strongly Agree		22.56	37
Total Respondents:				164
(skipped this question):				60

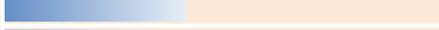
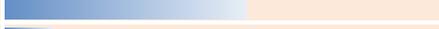
	Others		Response Percent	Response Total
IMPORTANCE	1 Strongly disagree		0.00	0
	2 Disagree		0.00	0
	3 Slightly disagree		0.00	0
	4 Neither agree nor disagree		6.67	1
	5 Slightly agree		0.00	0
	6 Agree		20.00	3
	7 Strongly Agree		73.33	11
Total Respondents:				15
(skipped this question):				209
UNDERSTANDING	1 Strongly disagree		11.11	2
	2 Disagree		5.56	1
	3 Slightly disagree		0.00	0
	4 Neither agree nor disagree		11.11	2
	5 Slightly agree		5.56	1
	6 Agree		22.22	4
	7 Strongly Agree		44.44	8
Total Respondents:				18
(skipped this question):				206

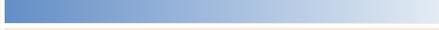
	<p>If a building you wish to study is difficult to reach or access, which single representation or combination of the above representations do you think would be able to assist you the most? And why?</p>
	<p>A combination of a drawing and a text; through the drawing you can visualize what is said in the text which delivers all the information (intention effect context...)that can't be seen in a drawing or any other form of visualisation.</p>
	<p>all of them. More is more.</p>
	<p>Almost all of the above except drafted drawings I think will assist me eventhough in their own modest ways to understand the architecture of a building. Drafted drawings may/may not have similar ways of drawing/reading/rendering across different cultures etc. But with the help of the others a building may be visualised in more than a single dimension.</p>
	<p>Analytic 3d models photos and a text description of the spaces. I think this three kinds of media in conjunction help the basic comprehension of the building.</p>
	<p>As stated earlier is a combination BUT you will have to have a logic structure governing this combination.</p>
	<p>BOOKS. Very difficult to get drafted drawings on the web.</p>
	<p>Building is not complete so at the moment their is only digital visualisations</p>
	<p>computer animation photos and drafted drawings.</p>
	<p>computer animation.</p>
	<p>computer animation. because many information could be selected and condensed in a short animation.</p>
	<p>Computer animations because you can "walk around". onsite photographs because they can show details</p>
	<p>Computer Animations combined with Design Sketches as the later brings to mind the intent while the animation paints the view of the intention.</p>
	<p>Computer animations text and drafted drawings</p>
	<p>Computer Animations/Sketches (3D drawings and illustrations)</p>
	<p>Computer simulations and perhaps animations with real images (compositing technique)</p>
	<p>Conversation with architect client and Texts Photos Drawings</p>
	<p>Conversation with architect client and Texts Photos Drawings</p>
	<p>drafted drawing and onsite photographs</p>
	<p>Drafted Drawings and computer animations. I did a project once on the Barcelona Pavilion. Its a popular pavilion so the cad drawings were easily available and there were computer animations and walkthroughs that helped me thoroughly to understand what the building was about. I think I was extremely clear of what i was researching for the simple fact t</p>
	<p>drafted drawings and photographs.</p>
	<p>DRAFTED DRAWINGS AND PHOTOGRAPHS/PICTURES OF MODELS. THIS TWO CAN OFFER ME THE CHOICE OF BEING ABLE TO LOOK AT THE STRUCTURAL SPACE AS A WHOLE AND ALSO CONSIDER WHAT WENT THROUGHT THE MIND OF THE ARCHITECT. I CAN STUDY THE SPACE RELATIONS AND THE DESIGN THROUGH THE MODELS. THE PHOTOGRAPHS CAN ALSO ASSIT IN HELPING ME VISULAISE THE SPACE.</p>
	<p>drafted drawings and pictures of models</p>
	<p>Drafted drawings complete set of plans. Completeness is the most important issue if you have not access to a three-dimensional model. I one floor plan or section is missing there is no way to imagine the architecture in one's mind. Therefor I can not agree to the question. If answered: complete set of plans and 2 or three photos from opposite directio</p>
	<p>Drafted drawings onsite photos. Using the plans I can construct a model (be it real or digital) of it myself and analyse the circulation programme etc. through the process.</p>
	<p>Drafted drawings photographs and well crafted digital models. These capture construction techniques and spatial compositions most effectively. Well crafted digital models are hard to come by because few people have the aesthetic wisdom to produce these.</p>
	<p>drafted drawings text and onsite photographs</p>
	<p>Drafted drawings. The information contained is accurate legible and able to be orientated.</p>
	<p>drafting drawings together with a 3D model and animations.</p>
	<p>drawing and video walkthrough</p>

drawing include detailing
Drawings / models / photographs
Drawings combined with photo's but linked so it is clear where the foto's have been taken.
drawings models and photographs together with written or spoken word pictures.I still find digital presentations very mechanical and they do not seem to convey texture and detail.
drawings photos sketches models they are the most clear representations of a building
For me I find the computer animations and the onsite video footage are preferable as I suppose there's nothing better than moving ourselves inside that real environment.
For my own aims I would find a combination of drafted drawings sketches photographs and the thoughts of users the most useful for understanding the nature of the building
i think drawings/sketches are the most important ways of communication as an architecture student you should be able to read and understand drawings
If it is a project a computer animation plus plans and sections. If it is built photographs and plans.
It would be a combination of both drafted drawings because they are easy to read and Onsite Photos and Onsite Video footage which once you had studied the drawings should be easier to understand the relationship of spaces.
Model and text regarding the conceptualisation of the building
Nor here
Onsite photographs
onsite photographs + drawings + walk-through computer model + text
onsite photographs and drafted drawings so that i could make a 3D model of the building and then try to draw my own interpretations of the architectural intentions from these resources
Onsite photographs and video footage. These give accurate depiction on what is actually on site.
onsite photographs video footage sketches and drafted drawings.
Onsite photographs: Is very developer the impact of the architecture in the place in its new context
Onsite photos and drafted drawings.photos provide the reality of image and drafted drawings provide the details.
Onsite pictures because they show the end product. We know that architecture is about the process but equally important or perhaps more importantly is the end product.
onsite video footage and drafted drawings - to get an overall view of the whole building as well as the little details found in the drawings
onsite video footage computer animations pics of the model texts and the drafted drawings
photograph coz the building is there.
photographs
Photographs
Photographs and text. They can cover a range of issues.
Photographs. The spirit of the spaces are frozen in time; one can almost feel as in one was there.
Photographse. The need for any of the other resources would be depend on teh complexity orthe project.
Photos text drafted drawing
Photos text drafted drawings
Photos/pictures of models
Photos/pictures of models. As I would be able to see the different views and spaces of the building in clarity. The model shows the crafted spaces of the building and thus the model speaks for itself and with just our own observation one would definitely visualize the outlook of the building.
pictures and text. better understanding.
pictures of models and onsite video footage. they are easy to understand
Real site footage as it is the best representation of already built form.

single representation of onsite video footage with spoken explanation/narration (taken by an architect though..to focus on the important factors mentioned before) would be sufficient actually because it is like being or going to the building itself..
sketches
Sketches and concept models are the most important followed by context imagery (scale materials landscape) and architects' text/spoken explanation. Construction site images would reveal a whole new 'side' of the building
sketches and VR to see the ideas and to experience the space
sketches computer animations
sketches/diagrams combined with computer presentations and photographs.
spoken words of architect while viewing building from his point of view.
technical drawings are the most important and hardest to come by resource. Sketches can be useful in understanding design process though often are done after the fact and do not represent any true insight. I very rarely find video or look at computer animations but video in particular can be powerful.
Text (for factual information) photos (for visual impressions) computer animations (for analytical purposes - unfortunately most are of very poor quality)
Text + Drafted Drawing + Computer Animation + Audio (perhaps decibel level) quality + Onsite video footage
text and computer animations... because the animation will be able to lead me through the supposed best circulation path. Text would be good too to further explain the animation.
text and drafted drawings is the minimum technical requirement.
text and photographs of the architecture. personally i would require text to explain the concepts and ideology behind the architecture mostly for the reason that i am not at the place and/or never been there before. photographs is extremely important as it assist the text to know where is what and what it is like visually. from photographs we could have a rough idea of the effects of the space and what the architect/designer is trying to achieve and whether it has been achieved successfully or not.
Text and Photos. Because they are the most understandable.
text onsite photographs and video footage. Because words are a good tool to communicate but real visuals are more clearly understood
Text photos elevations.
Text Sketches Drawings on site photographs Photos/Pictures of models. These are sufficient to convey the objective and approach of a project whereas onsite video footage and computer animations are for professional presentations to owners/consultants.
Texts and video footage
texts draft drawings and computer animations
texts may give food for thought. Arch space is a mental thing. Mostly urban space
Texts photographs drawings and computer animation
texts with sketches drawings and photographs.....this will help to understand the what why and how of a building
Video and text of existing architecture. It is closer to reality than photos alone. For architecture that is not built yet 3D graphic and text. Altho these almost always are not accurate and still subject of changes before and during construction.
Video footage
video footage and drafted drawings. I know this from experience of working on reconstruction of historic building that i haven't visited.
video/photos + texts + drafted drawings
video and computer animation
Visuals.
VRML lets user explore the virtual space. User can control and experience the space.
Written reports with images and a video walkthrough of the place.

7 Please rank top 3 preferences for information sources on architecture and provide reasons			
Rank 1		Response Percent	Response Total
Books		42.75	59
Journal(s)/Magazine(s)		7.97	11
The Internet		15.22	21
Onsite visit		21.01	29
Lectures		2.90	4
Interactive CD/DVD ROM		4.35	6
Video documentary(s)		3.62	5
Others		2.17	3
Total Respondents:			138
(skipped this question):			86

Rank 2		Response Percent	Response Total
Books		12.32	17
Journal(s)/Magazine(s)		18.84	26
The Internet		19.57	27
Onsite visit		23.91	33
Lectures		7.97	11
Interactive CD/DVD ROM		5.80	8
Video documentary(s)		11.59	16
Others		0.00	0
Total Respondents:			138
(skipped this question):			86

Rank 3		Response Percent	Response Total
Books		12.41	17
Journal(s)/Magazine(s)		19.71	27
The Internet		14.60	20
Onsite visit		21.17	29
Lectures		10.95	15
Interactive CD/DVD ROM		10.95	15
Video documentary(s)		9.49	13
Others		0.73	1
Total Respondents:			137
(skipped this question):			87

	Please provide brief reason/s for your selection of Rank 1 above. Also, give best examples of work, if any.
BOOKS	I enjoy reading about architecture.
	Self-immersion - immediate understanding of building & physical context
	An interpretation of a building and intention with text and image is engaging and evocative
	The real-est form - eg site visits to anywhere!
	Depth. Phaidon books or other monographs with detailed information.
	Provide an opportunity for in-depth information. Audubon House ... perhaps. A Place in The Sun.
	Books typically are the most comprehensive documented and well-researched resource
	You see it you experience it you explored it with more understanding with physical approach
	I I could get books in a timely manner I would prefer them.
	books are useful and easy to reference for pieces of writing
	good to have book all time to read and build up my self
	The best way to understand a place is to go there.
	What better way to experience a building.
	just have to experience it
	i can go check what i exactly want to check
	Books give the best information from a historical and technical point of view
	nothing is better than personal experience
	An onsite visit can let us feel the surroundings and understand better about the design of the building.
	In depth knowledge and comprehensivity
	in a site visit our understanding is not just by words and pictures but our 5senses are also being used
	provide best resource after journals periodicals etc
	many useful information which is not being taught during lectures can be found here.
	it gives all dimensions for understanding architecture
	Live experience of architecture
	detailed information about the work
	Books are written in a reflexive way - MVRDV FARMAX Delirious New York R. Koolhas
	nothing beat the actual visit..to take in the sight sound and smell..in fact all five senses can be utilized here..
	Good imagery long explanations. Falling Water
	Books often have more reliable information about architecture comparing to the other rest.
	Works form Alvar Aalto
experience	
books contain the most indepth and intelligent studies of architecture.	
Best experince afforded in furthering my own perception of the actual spaces. Pantheon Rome	

BOOKS (cont'd)	Is information perceptive and subjective. Example: Mercado de Santa Catarina-EMBT-Barcelona
	personal experience
	Books provide a view from a point of third party with interesting images.
	You can keep it forever and refer to it anywhere and at any time
	The books can give deep information of a building with analitic and theoretcial approaches for instance.
	visiting the building in its context is best and also to speak to designers at locus
	Can't beat going there to experience it yourself
	I get exactly what I need.
	on site visit because the building is there. we can touch it see it smell it feel it.
	a good source for more indepth study
	Often conveys more information in a poetic way.
	to capture directly visual form of the building and to experience the space inside and outside
	able to experience the ambience of building
it's the next best thing to being there personally	
JOURNAL(S)/MAGAZINE(S)	Journal articles are the most comprehensive review of projects (e.g. Architectural review).
	edited proof-read academic reading. 100% reliable facts.
	Have short documentary and latest work ie architectural record
	Introduces a wide range of architecture both experimental and mainstream.
	Up to date information on the current development in architecture
	eliminates unnecessary and bad information presents resources of a high standard
	current and peer reviewed
	facility to acess and use
Easy access. Great photographs. Enough text to let me determine if I want to do more research. Can keep the articles easily.	
THE INTERNET	immediate accessibility
	good first impressions and brief background. The entire world is available at a click
	possibilities of searching other informations about the same project ou author immediately and also using different media
	Most current information inexpensive and steady source of information
	It allows accessibility to architecture in any part of world if visiting it personally is not possible.
	immediacy interactivity availability

THE INTERNET (cont'd)	Internet is the most effective media. Million of people can access to the media anytime form anywhere.
	immediate genreal information for overal reference this is the most accessible
	easiest to access
	available all the time
	it is easiest to access
	we can found it easy
	any time any where accessable
	Best accessibility and greater freedom in variety of media
ONSITE VISIT	you wanted to experience what you have read.
	Nothing beats being there to experience the architecture
	it has exhaustive information
	there to experience the space and the way the building seems like. accesisbility have to be considered.
	Complete work LC
	tend to have more information
	More design experience be represent on the book
	visiting architecture first hand allows one to experience space though that is largely not an option
	prefer information to be contextualized in a critical discourse and not plain descriptive
	easiest to make reference to
	you can make your own picture experience it yourself
	reflexive
	Stone Log and Earth Homes by Magnus Berglund
	Usually the most in depth source available
	Can be experienced directly but still needs unseen information
Get a feel for the place need to physically visit	
LECTURES	Lecturers provide us with more experience and they teach us why the spaces are constructed.
	Because generally more insight is given by an architect who talks about their work.
INTERACTIVE C	Multimedia & abounding information
	IT can provide any media and information that focus on that building Fast Every where
	thsi media would give a better understanding
VIDEO DOC	Le Corbusier's Villa Sayoye
	Video documentary(s) show more than what a eye can see(like those that requires overhead views) Arashi Suspension Bridge
	for reason stated prior in category 5.
	is a movie mumbai documentry
OTHERS	clients provide insight into their needs and requirements
	cannot really experience a place until you live/work there
	as a librarian - enables quicjk and efficient access to range of articles on a topic or building - for our architecture staff

	Please provide brief reason/s for your selection of Rank 2 above. Also, give best examples of work, if any.
BOOKS	Neatly categorized with complete information.
	One is able to experience the quality and nuances of space
	it is like reading a story.
	Books sometimes present the most comprehensive and credible info
	explanations will be stated and i think it is more elaborate.
	Taliesin in Spring Green Wisconsin
	Books are more comprehensive
	Book is best
	books=inclusive of text photos layout explanation organized
	Notwithstanding the cost of travel this is next best thing to do to see the project itself.
	beyond photographers' bias dichotomy between media representation and product detail study
	Good for references. Suitable for the place that Internet access is not provided.
	Cause i have good access to the school library which is very useful. Noah's Ark with Saint Palle
JOURNAL(S)/MAGAZINE(S)	Widespread access to places I may not ever get to - brief & current coverage of what's out there
	Journals are actual with sufficient amount of informations. The Internet is still well unstructured and lacks behind!
	Short articles to sum up a whole building. Usually a comprehensive view from beginning to end.
	tend to be more architect oriented
	El Croquis
	Readily available source with picture sketches text all inclusive. From A+U Detail magazines etc
	more complete information
	a quick way to reach out to large source of different design
	Detail architektur aktuell
	provides up to date architecture and sufficient drawings eg. detail mag and architecture record
	journals and magazines provide current thinking with many accessed on-line.
	Journal articles - current often include visuals easy to access once subscription set up
	Beautiful images
	Reasonably current and concise information mostly expensive
	allows indepth information
THE INTERNET	It is so available and can be timely.
	internet is direct access to informations provide convenience and lots of discussions are available
	Internet is convenient for me to access info
	It consults easy the information. Example: MVRDV-Silodam
	It is the most democratic way of receiving and giving information
	Fast reliable and many options/views.
	Accessibility. ArchiNed
	easy to search but depend on internet speed
	there are many informations available in the Internet and certainly can be updated
	easy accessibility quick retrieval of information
	constantly atualized
	Easy access from almost anywhere. Can also easily research related architects projects and other factors.
	search quickly
	tend to have more pictures
	access to avariety of sources (and view points)
	most convenient but not necessarily trustworthy
	some opinion may be found free from conventional architect-to-architect comentary
	Tends to give the most up to date information
	free browse www.archnet.org

ONSITE VISIT	Personal experience and memories together with own photos.
	The experience of a building cannot be replaced by its representation
	Absolutely the best.
	There is no substitute for the real thing (all ugliness included which is often left out in presentations)
	visiting is the best way to understand the building
	live lectures to build up the infomations
	On site visits allow the best intersction with a building
	To experience architecture in totality on site visit works well
	Inmersive experience - Walking through Dr. Curutchet's house by Le Corbusier
	Only way to really experience architecture. Scottish Parliament Edinburgh
	Sydney opera House
	onsite visit gives a real feel for the building and instigates further investigation and understanding therefrom.
	Architecture is about experencing. Nothing is more real than visiting the site physically.
	Onsite visit obviously is the best way to know the architecture of a building.
	i'll have personal contact and first hand info about the building
	detailed information available
	return sources of timeless information
	If nothing else see the real thing!
	quality of textual "contenu"
	books give a deeper understanding need for reseach or indepth studies
	easy to access if available at libraries
	books are forever and easier to find
	easy to grasp from
Singeru Ban	
LECTURES	Hearing from the designer or a lecturer with frist hand knowledge
	Lectures are very useful and interesting in providing information as well as showing pictures related to what is said.
	important information is noted down during lectures
	The university provide the imformation is apart of important skill
	lectures permito to speak directly to the designer
	info provided by lecturere with great understanding of architecture
	speed
INTERACTIVE CD	details of project in 3D interactives
	interactive - it is a factor that can satisfy our request provided the CD/DVD ROM is complete or comprehensive enough.
	DVD is almost like being there if done well.
	probably provides info that you would otherwise not be able to access
	The feel of the space is here.
	to have a better understanding of the building from concept through construction
Gives a comprehensive picture of the built environment	
VIDEO DOC	Video documentaries "take you there" and offer a realistic experience together with useful information.
	Video Documentary allows us to walk through the spaces in our mind without having to go down to the site.
	getting museum documentary was well made
	most complete
	Through video it enables us to see the visuals such as the way it was built and other important information.
	easier to understand and absorb
	video can bring our thinking further compared to words spoken or read
	it is easy to understand with less bias from author
	Video of spaces + explanation for the theory history intentions behind complement very well
	videos are an hybrid representation that show reality architect's intentions and a possibility of interpretation
It can also add on to the feeling of being on the real site.	
somewhat the same reason with rank 1 (able to experience the ambience of building)	

	Please provide brief reason/s for your selection of Rank 3 above. Also, give best examples of work, if any.	
BOOKS	the site visit provides a reality check which will often determine construction method and environmental considerations	
	Should be first. But unfortunately money and time does not allow it.	
	photos and drawings enhanced by write ups provide good coverage of architecture	
	would be great but seldom possible	
	delivers research of professional (can expect to be right); gives broad information	
	Because books seem less fashion driven than magazines and they can also capture some of the architects original insight	
	practical knowledge anytime better	
	Direct and comprehensive experience. All of buildings I've visited.	
	allows comprehensive experience	
	Should be Number 1 but is hard to do with limited time and money.	
	On-site visits are the best option but only when feasible. Otherwise I would rate Books as the 3rd option.	
	JOURNALS(S)/MAGAZINE(S)	Journals and magazines are like books but more current.
The Tauton Press		
fantastic for photos and interviews with architects		
to hear what people say about the building		
widely information and it is could be fresh from everyday event		
most typical source for introductory level information. More information than typically on web.		
similar to books although not in as much depth usually		
quality of images but texts are rarely clear		
new architecture is most accessible from magazines may not yet be published in books		
Great imagery although text not as detailed as books. Santa Caterina Market Barcelona		
affordbale and easily accessed		
need to be subscribed		
feasible pricing and high standard information with plenty of pictures.		
it is a conclusion of what architect to be present		
This is traditional information that is still widely available and presented.		
wealth of information but expensive		
next best as compared to the others.		
easy to look at superficial good for up-to-dating fashion trends		
Generally the best source for images on projects		
THE INTERNET	next best thing to DVD or being there.	
	current often include visuals easy to access once subscription set up	
	It has most recent and updated information unlike many books.	
	internet permits a multiple view over a subject and also opinions of others then the designer.	
	The Internet allows quick access to get first impressions and data of buildings architects etc.	
	The internet is by far the most extensive source for information	
	Velocity instant delivery information phtographs renders etc. PushPullBar	
	Easily available but lack of precise information	
	most up to date and immediate	
	the internet is the most accessible medium for conveying information	
	simply free and easy.	
	The internet can give quick information but the reading of it is more uncomfortable than a book.	
	there is alot of information there allows comparison too	
	not every family have internet	

ONSITE VISIT	The sense of place does matter.
	experience space with senses effective in understanding
	Onsite Visit provides the direct interaction with the building however you only notice things you notice. St Paul's Church
	Ability to feel the spaces.
	One can learn precedents
	Nothing is better than seeing the thing.
	Access to places I may not ever get to - deeper coverage of what's out there
	It is impossible to substitute a well prepared onsite visit.
	comprehensive but expensive need to carry around can be bulky at times
	there is nothing like the real thing...architecture is experiential
	seeing is believing
	able to feel what's really going in the architecture
	i love it
	Nothing beats being there; all dimensions are available. Example: N/A
	in depth dedication and research for subject topic
	There is nothing like being there
	the security of the information
	library source
	Books provide critical analysis which often shows many view points from various experts.
	on site experience can not be replaced by any representation
	I think that's the best way to appreciate architecture.
LECTURES	teachers are able to answer our questions.
	Lectures - more indepth analysis
	Visiting critics tend to give varied perspectives of works or individuals they study.
	alternative views from lecturer
	Considered study and account reveals the building in a different light
	important from time to time to go and attend to lessons
	personalised approach
	some lecturers show many pictures
	this source can give 2 ways of communication and information at the same time
	Guided tour with illustrations. Live presentations are more appealing for me
	gain complete explanation about the building/architecture
INTERACTIVE CD	by any means you want to experience in virtual world
	It is good to be able to rotate go inside flythrough the architecture to get a better understanding.
	CD/DVD is made by someone who may not have the same information interest
	Lets the viewer direct themselves through a project
	Interactivity
	CD/DVD ROM can be designed to contain various and many information when compared with other media
	Complete stable and sure information. Le Corbusier-DVD
	hopefully the CD ROM also provides 3D models
Interactive	
helps to explore and "bring you into" the architecture	
VIDEO DOC	just not handy enough
	connection with the ideas of the designer and how they are developed
	back to the TV program 'travel & living' it can attract anybody..including the laymen out there..
	Next best thing to being there or hearing from someone who has been there.
	I have seen some good video documentaries. A good lecture would also rank no 3.
Bauhaus documentations	
OTHERS	[Video + Audio] includes more senses to analyze the space

c.	Profession (Other)
1	Architect & Software Engineer
2	Architect and Professor
3	Architect and Professor of Architecture
4	Architect turned Software Engineer
5	Architect/part-time lecturer
6	Architectural Designer
7	Architectural engineer/professor
8	Art Historian
9	Assistant Professor
10	Building user
11	Developmental biologist
12	Diploma in Interior Architecture & Design Grad
13	first-year interior architectural & design student
14	First Year Interior Architecture and Design st
15	Graduate from Interior Architecture & Design
16	Graduate Interior Architecture Design Student
17	INTERIOR ARCHITECTURE AND DESIGN GRADUATE
18	interior concepts
19	IT geek
20	Lecturer and part time architect
21	librarian
22	Librarian
23	Part -time Lecturer / Course Coordinator
24	PhD Candidate Environmental Design
25	post-doc researcher
26	Post-Graduate Student (Landscape Architecture)
27	Post Graduate Student (Landscape Architecture)
28	Postgraduate Geography Student
29	Postgraduate in Architecture media and computer
30	Practicing CAD Geometry Designer
31	Practicing CAD Geometry Designer
32	prep student (architecture department)
33	professor
34	Teacher

2	Resources (Other)
1	architects personal talk
2	broadcast media newspapers
3	collageseminars
4	conferences
5	discussion
6	exhibition
7	exhibition
8	First saw this building on Television
9	friends' travel photos
10	friends and travel
11	had a speeding glance from a taxi on the way to some nearby area
12	Lecture
13	museum
14	Museum Exhibition thru Friends/Colleagues
15	My job partners in the CSIC
16	news
17	newspaper
18	Newspaper
19	Newspaper
20	Other students project work
21	Photographic slideshow
22	Radio National TV documentaries
23	Radio Program-'the architects'RRRMELB
24	site visit
25	teaching studio
26	Venice Biennale 2004
27	Visit
28	WORD OF MOUTH

3	Included Media (Others)
 in PowerPoint
	Audio Recordings
	Comments on airArti
	interview of the ar
	model
	Models
	Original maps
	Quicktime panorama
	Recorded Interviews
	simulation

4	Factors (Others)
	bodily experience
	Change of Typology
	clients background
	Comparison to architect's body
	concept/design development
	economy
	energy consumption
	environmental impact
	Orientation
	Plans
	resource usage
	Safety
	simulation
	The feeling and inspiration of
	The sound/acoustics
	the type of building owner
	Users

5	Media Qualities (Others)
	games and interactive media
	Interactive information
	interactivity
	nil
	process
	reflexive opinion feed-back
	Using mock up models as aids
	validity

6	Media (Others)
	Analytical Diagrams (comparitive)
	concept diagrams
	critierious evaluations debates users surveys
	Immersion
	Immersion
	Interviews with users
	measured performance data
	physical models (made of above media)
	realtime 3D
	simulations
	site visits?
	Virtual Tours
	VRML

7	Preference (Others)
	architectural databases
	client interview
	Live-IN
	Video + Audio