

Architecture | Media | Representations 2006

5 Media Qualities. First, rate how much you agree that the aspect is important in understanding the architecture you studied, then rate how well the resources you have obtained performed in this aspect.			
	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):			46
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

Architecture | Media | Representations 2006

	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:		
(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:		
(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:		
(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:		
(skipped this question):			55

Architecture | Media | Representations 2006

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

Architecture | Media | Representations 2006

	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:		
(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:		
(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:		
(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:		
(skipped this question):			210

Architecture | Media | Representations 2006

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.
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.
(I am glad someone finally asked.) North arrows and scales on all plans. Editing for completeness of information on drawings.
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.
3D representations of associative links between the space form and the ideas a building is trying to communicate
A video short clip a walkthrough to show enhance the atmosphere and a clearer understanding of how the spaces are being approached.
A+U magazine Architectural Records
again virtual tours. downloadable drawings would be great too (even if as images or a secure pdf document)
All
Anything that may: a) be reflexive b) express feed-back evaluation c) be controversial / express diferent opinions d) have ideas on it e) knowledgeable
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.
Architectural representation could go in Sync with the latest progress in IT research so as to access better ways of more immersive representations.
Architectural Review Environmental Building News www.grist.org www.bbcnews.com
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
Better organisation of text to highlight important aspects of the information .Coordinating the text and the graphics.
Books magazines informal conversations
Books magazines informal conversations
Books need improvement especially older ones. The most interesting are lectures and interactive sources of media.
completeness of information
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.
construction drawings are usually discharged in favour of building representations and they are important to
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.
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.
Enhanced immersive environment: not necessarily a VR application but a combination of views (<i>photo or rendering</i>) 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.
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.

Architecture | Media | Representations 2006

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 EI 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 researchs detailed explanations and development of ideas.
Photo quality of perspectives. Realistic flythroughs.

Architecture | Media | Representations 2006

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 should 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.....
they 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.

Architecture | Media | Representations 2006

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

Architecture | Media | Representations 2006

	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:
			(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:
			(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:
			(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:
			(skipped this question):	59

Architecture | Media | Representations 2006

	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:		
(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:		
(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:		
(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:		
(skipped this question):			60

Architecture | Media | Representations 2006

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

Architecture | Media | Representations 2006

<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 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 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. Therefore I can not agree to the question. If answered: complete set of plans and 2 or three photos from opposite directions.</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>

Architecture | Media | Representations 2006

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.
Photographs. The need for any of the other resources would be depend on the complexity of the 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.

Architecture | Media | Representations 2006

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 drafetd drawings is the minimum technical requirement.
text and photographs of the architecture. personally i would require text to explain the concepts and idealogy 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 ot 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
videoe and computer animation
Visuals.
VRMLit lets user explore the virtual space. User can control and experience the space.
Written reports with images and a video walkthrough of the place.

Architecture | Media | Representations 2006

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

Architecture | Media | Representations 2006

	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.
	Selfimmersion - 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 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	

Architecture | Media | Representations 2006

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 theoretial 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	

Architecture | Media | Representations 2006

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. accesibility 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 CD	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

Architecture | Media | Representations 2006

	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 indept 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	

Architecture | Media | Representations 2006

ON-SITE 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 informations
	On site visits allow the best intersection with a building
	To experience architecture in totality on site visit works well
	Immersive 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 experiencing. 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 lecturerere 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)	

Architecture | Media | Representations 2006

	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
	affordable 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 photographs 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	

Architecture | Media | Representations 2006

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.
OTHERS	I have seen some good video documentaries. A good lecture would also rank no 3.
	Bauhaus documentations
	[Video + Audio] includes more senses to analyze the space

Architecture | Media | Representations 2006

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

Architecture | Media | Representations 2006

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

Architecture | Media | Representations 2006

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



Transcripts of Interviews

- *Architects: Glenn Murcutt (G), Wendy Lewin (W) and Reg Lark (R)*

- *Structural Engineer: James Taylor (J)*

- *Hydraulic Engineer: Peter Bacon (P)*

On The Arthur and Yvonne Boyd Education Centre |Design Process, Development and Representations|

Interview Date: 20 December 2005
Time: 10 am
Venue: 176A Raglan Street, Mosman, NSW, Australia

Interviewed by:
- Antony Radford (T) and Verdy Kwee (V)
The University of Adelaide

Transcribed by:
- Verdy Kwee



BACKGROUND

This interview is conducted as part of a research project on the digital documentation of outstanding architectural works, undertaken by Verdy Kwee in collaboration with Antony Radford and Dean Bruton of The University of Adelaide.

The Arthur and Yvonne Boyd Education Centre by Glenn Murcutt, Wendy Lewin and Reg Lark, architects in association, has been chosen as its main case study.

The interview concerns the overall process of the project procurement and development as well as the designers' views on its representation possibilities.

Under no circumstances should the transcript be reproduced or excerpts extracted for other purposes without the prior knowledge and agreement of the interviewees and the interviewers.

NOTE:

This transcript is included on pages 247-274
of the print copy of the thesis held in the
University of Adelaide Library.

- Landscape Architects: Sue Barnsley (S)

**On The Arthur and Yvonne Boyd Education Centre
|Design Process, Development and Representations|**

Interview Date: 20 December 2005
Time: 3 pm
Venue: 71 York St Sydney NSW 2000, Australia

Interviewed by:
- Antony Radford (T) and Verdy Kwee (V)
The University of Adelaide

Transcribed by:
- Verdy Kwee



BACKGROUND

This interview is conducted as part of a research project on the digital documentation of outstanding architectural works, undertaken by Verdy Kwee in collaboration with Antony Radford and Dean Bruton of The University of Adelaide.

The Arthur and Yvonne Boyd Education Centre by Glenn Murcutt, Wendy Lewin and Reg Lark, architects in association, has been chosen as its main case study.

The interview concerns the overall process of the project procurement and development as well as the designers' views on its representation possibilities.

Under no circumstances should the transcript be reproduced or excerpts extracted for other purposes without the prior knowledge and agreement of the interviewees and the interviewers.

NOTE:

This transcript is included on pages 277-283
of the print copy of the thesis held in the
University of Adelaide Library.

- Former Director of Bundanon property: David Chalker (D)

On The Arthur and Yvonne Boyd Education Centre |Design Process, Development and Representations|

Interview Date: 07 February 2006

Interviewed by:

- Antony Radford (T)
The University of Adelaide

Transcribed by:

- Verdy Kwee



BACKGROUND

This interview is conducted as part of a research project on the digital documentation of outstanding architectural works, undertaken by Verdy Kwee in collaboration with Antony Radford and Dean Bruton of The University of Adelaide.

The Arthur and Yvonne Boyd Education Centre by Glenn Murcutt, Wendy Lewin and Reg Lark, architects in association, has been chosen as its main case study.

The interview concerns the overall process of the project procurement and development as well as the designers' views on its representation possibilities.

Under no circumstances should the transcript be reproduced or excerpts extracted for other purposes without the prior knowledge and agreement of the interviewees and the interviewers.

NOTE:

This transcript is included on pages 285-298
of the print copy of the thesis held in the
University of Adelaide Library.

- **Builder: Jonko Berg (J)**

On The Arthur and Yvonne Boyd Education Centre
|Design Process, Development and Representations|

Interview Date: 25 May 2006
Time: 2pm
Venue: Sydney

Interviewed by:
- Antony Radford (T)
The University of Adelaide

Transcribed by:
- Verdy Kwee



BACKGROUND

This interview is conducted as part of a research project on the digital documentation of outstanding architectural works, undertaken by Verdy Kwee in collaboration with Antony Radford and Dean Bruton of The University of Adelaide.

The Arthur and Yvonne Boyd Education Centre by Glenn Murcutt, Wendy Lewin and Reg Lark, architects in association, has been chosen as its main case study.

The interview concerns the overall process of the project procurement and development as well as the designers' views on its representation possibilities.

Under no circumstances should the transcript be reproduced or excerpts extracted for other purposes without the prior knowledge and agreement of the interviewees and the interviewers.

NOTE:

This transcript is included on pages 301-318
of the print copy of the thesis held in the
University of Adelaide Library.

Building User and Visitor Feedback – (also in DVD-ROM Appendix C)

User and Visitor Survey 2005

User and Visitor Survey -

The Arthur and Yvonne Boyd
Education Centre

Background:

The following data were collected from visitors and students of The Arthur and Yvonne Boyd Education Centre

Survey Period: October 2005 to December 2005
Total Respondents: 103
Valid Responses: 103



Survey design: Verdy Kwee (verdy.kwee@adelaide.edu.au)
Advisory panel: Dr. Dean Bruton
Prof. Antony Radford
Dr. Veronica Soebarto
Dr. Susan Shannon
Dr. Katharine Bartsch

Many thanks to: Disclaimer:
Participants, colleagues and staff at The Bundanon Trust who have assisted in disseminating the survey. 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.

The University of Adelaide, Australia. 2006.

User and Visitor Survey 2005

DEMOGRAPHICS

a. Which of the following would best describe you?

Professions	Response Percent	Response Total
Architect	0.97	1
Architecture student	0.97	1
Architecture enthusiast	7.77	8
Others	90.29	93
Total Respondent:		103
(skip this question):		0

b. Age

Age	Response Percent	Response Total
under 10	16.50	17
10-19	63.11	65
20-29	6.80	7
30 and over	11.65	12
Total Respondent:		101
(skip this question):		2

User and Visitor Survey 2005

1.	How would you describe this building in three sentences to someone who has never seen it?
	Sentence 1
	big
	great view
	great view
	great view
	great to stay
	great size
	in the bush
	fantastic
	amazing budiling
	cool if you like art
	good views
	nice place to be
	great size-building
	brilliant
	artistic building
	very nice
	big building
	very interesting
	cabins
	wonderful
	big
	lots of rooms
	wonderful, fun.amazing place
	woderful building
	beautiful beds
	wonderful place to be
	big and beautiful
	architecturally magnificent
	amazing architecture compliment nature
	cosy rooms
	functional buidling to accommodate group
	great place to city people
	roof and walls
	contemporary form
	awesome design and surrounding
	building is unique shape and design
	amazing modern architecture
	modern
	relaxing
	building rich in historical culture
	building is modern and easthetically different
	magical building
	free
	big rooms
	different
	building has unique modern style
	large, accommodating
	abundance of windows but lack of blinds and curtains
	no privacy
	no privacy
	different
	unique
	amazing views
	best of bauhaus
	open living space

User and Visitor Survey 2005

bedroom of concrete and wood
beautiful
modern
large & modern
amazing building
modern and simple layout
open, full og light
beautiful, perfectly located
open spaces
magnificent site
open building
elongated, streamlined, well designed
very good
modern
modern, spacious and comfortable
modern
modern
living space is an artwork
contemporary form
efficiently spaced
unique and sleek
peaceful, relaxing, comfortable, modern layout
large open space
modern
modern building
spacious
well structured
there's a view to river, trees, bushes and slope
exotic mood
fashion
beautiful
modern but not sterile
harmonious
less safety
modern
ceiling is interesting
aesthetically soothing
light
modern
spacious
many big windows
many windows
no curtain
well designed
big, welcoming space
interesting building
creative building
modern
Sentence 2
fantastic site
seeing wombats
cool rooms
different
great experience of nature in rooms
the bush
art and nature
beautiful
cool for art

User and Visitor Survey 2005

many fun things to do
cool cabins
nice view
great for art workshop because doors open around the sides
beautiful workshop and good design
well-looked after
great painting
great place because of open area
it has a fun hill slope
there is a kitchen, bathroom and big playyard
it has upstairs and downstairs and nature around it
full of rooms
wonderful place and design
one of the best places to be
great views
astonishing views and well set out
the building become part of landscape
great location and design
beautiful views
many animals
great aesthetical qualities
peaceful oasis
artistic design suit the atmosphere
good heated rooms
relaxing
free
sums up attitude to the country
positive contrast to landscape
source of inspiration
spaces
nice design
nice
the bathrooms need more privacy
beautiful lush
bathrooms are prone to flooding
many bugs
many bugs
different style
beautiful architecture
design for living
greenery
building takes advantage of views
harmonious with env
well-thought accommodation
views and hill amazing
merges with the horizon
open and simple compliments natural setting
church-like
comfortable beds
lots of wildlife
excellent sleeping design
warm and homely
good views
neutral colour
magnificent views
open
open and spacey
modern

User and Visitor Survey 2005

not fitting environment
modern
many sharp edges and lines
great facilities
lots of room to operate
open to environment
surrounded by views
sleeping quarter more than adequate
basic material
building is at the top of the slope
special scenery
fantastic
smilly
the space works with environment
Majestic
bright
of wood and stone
enough light
modern edges
temperature is good - not hot nor cold
natural
unique because of ofrm and materials
can see into room from outside
natural materials
interesting shape
well presented
well planned out
many wombats
interestingly built
good views
Sentence 3
nice people
great-looking
nice beds
big
huge
many good paintings
many rooms but cozy
the right size for a class or two
wonderful beds and lovely food
nice views
good things
wonderful staff
nice people serve dinner. nice place
wonderful bedrooms
views
good food
love being here
big area to play
clean, tidy
comfortable simple living quarter
good kitchen
watchout for flies
you would have a great time
great learning experience
big work space
bauhaus affect
very modern

User and Visitor Survey 2005

heaven for creative art
big
well-designed
rooms need curtain
river-view
bugs infiltrate rooms and kitchen
too hot
very hot
very jane austen
english lawn meet concrete, gum trees, wombats
outback in style
shower with fantastic view
one with nature
great use of concrete and wood
clever use of concrete and wood
panoramic views
inside and outside merge
view to river is amazing
fantastic views
modern architecture
spectacular views
like a luxury designer hotel
excellent facilities
grey concrete industrial
well kept
spacious
middle of the bush
stunning scenery
great view
overlooking river
looking down at an amazing view
modern with aspects over river and hill
standard accommodation
nice, inspiring yet peaceful setting by river
living spacious
enhanced views
doesn't damage environment
the place is quiet and of japanese style/natural materials
wild animals
comfortable
grand
spectacular
good view
pleasant in the bush
excellent scenery
natural material contrast with black steel-harmonious
beautiful
has extraordinary view
relaxing to the mind
first floor is smaller than second floor
lots of sunshine
good windows looking at river
views are breath-taking
awesome cabin
many windows
good design
blended with environment

User and Visitor Survey 2005

2.	What three things/features do you find most interesting about the building?
	Feature 1
	fantastic lookouts
	river
	view
	door/window
	arts
	sliding door
	lots of spaces
	house
	good-looking
	very good-looking building
	paintings
	paintings in bedrooms
	beautiful
	the looks over river
	the view
	arts
	art work
	art
	art work
	cabins
	bedroom
	the river
	art work
	dining room
	art work
	layout of rooms
	windows
	the water catching roof
	beds
	structure
	smoke area downstairs
	louvres and windows in bedrooms and bathrooms
	its design
	shape
	opening slide doors
	sliding door
	the way it is set out
	surrounding
	contrast to nature
	shape of room
	the land
	how bugs can get in with wondows closed
	sliding door
	the structure
	The river
	exterior looks
	contrast bt wood and concrete
	contrast bt wood and concrete
	windows
	windows
	the japanese influenced features
	no glass window in bathroom
	topography

User and Visitor Survey 2005

how it takes adv of views
accommodation
open to the elements
able to split room
open meeting
interaction with nature
use of light
shower is amazing
wombats
light, slanted roof
open air shower
views from bedroom and dining
the hill
the architecture
kitchen stocked with food
concrete structure
kitchen
style
kitchen
open hall
roof line
modern, spacious design
windows
open style bathroom
kitchen
recreation room made well
sliding doors at dining room
the root of the building
the wild sound
form of building
doors
sliding door
the entrance
lake view
use of wood
hall's ceiling
the wood panelling
animals
very grand design
the natural material used
big doors of dining room
no flat ceiling
windows overlooking river
the repetition of rectangular shapes in main bldg
building is open
kitchen is big
windows in bedrooms
fresh air
Feature 2
nice rooms
animals
animals
kitchen
the hill
great views
studio
amazing pictures
many pictures

User and Visitor Survey 2005

food
the doors that open
the art
views
views
art work
the views
views
artwork
the views
views
views
lots of paintings
use of materials
open art space
room structure
big open window in common area
open area
the spiders
position
views
the set out
how it looks
views
sterility in natural location
the rooms
sliding panel in each room
open kitchen
the space
the land (flora/fauna)
views
exterior looks
exterior looks
door
wooden floor
sliding doors
view from beds
windows in bedrooms
open to air
large doors
windows and sliding door
small windows with amazing views
shower
boyd's paintings
views
open doors to dining
library
sliding doors
multi-style windows
surrounding relatively isolated
the kitchen
the artworks
recreational are with view
bedrooms
library
bushland
library
bedrooms cosy

User and Visitor Survey 2005

kitchen
open space & beautiful views
concrete are
large hall
hill
concrete pillars
not complex
the big door
natural environment
view
many windows
design
the sliding door
way of cooking
wooden doors
windows
white ceiling
the river has different colours at breakfast and dinner time
no curtain to bedroom to wakr up to beautiful view
the space
different floor
no curtain to bedroom to wakr up to beautiful view
shape of roof
ope atmosphere
conversation from kitchen to dining
window in room is openable
doors in the hall
good voew
Feature 3
huge kitchen/dining
views
river
rooms
old buildings
backyard
shape of the building
artistic look
the animals
nature
beds
views
the river
setting in the bush
nature
the feel
river
bedroom
games
beds
smoking areas
windows in each room
structure of room
history
design
arthur Boyd
the way it functions
mix of cement and timber structure
why doors swing outwards

User and Visitor Survey 2005

space
layout
good food
good acoustics
framing of view from windows
framing of view from windows
slanted roof
the location
open/shut public living
great shower space
large communal space
huge glass windows
view from rooms
awesome shower
privacy of rooms
piano
shower
windows above beds
good floors in bathrooms
the driveway
the view
comfortable, spcaious bedrooms
kitchen
driveway
living space
bathroom
good kitchen
large room
kitchen
driveway
kitchen
not too big or small
the space of the building
special construction
green of the bldg
rooms
works with environment
windows framing views
wombats
use of lines
sunlight
simple colours
the form/structure
painting in rooms
many drawings
space in main bldg
doors completely open
everyone feels included
no ceiling in toilet
how bedrooms are arranged
nature colour

User and Visitor Survey 2005

1.	How would you describe your experience of this building today?
	Experiences
	fantastic
	good fun
	great!
	very fun
	great experience
	big, bright, beautiful
	great history
	a famous artist lived here
	weather is great
	happy
	exciting
	great experience to express our artistic talent
	I love it
	fun
	my favourite excursion
	good place to be
	excited. The best I had felt in my whole life
	my favourite place in all the motels in the whole entire world
	amazing, best camp I've been to; fun and wonderful
	wonderful
	wonderful place to play and do art
	wonderful
	love it
	heaps of fun
	great
	good sleep despite the sun coming through the window every morning
	good time
	different to city place
	extremely exciting
	good
	modern building you would see in city
	very productive
	unique
	fun & enjoyable
	great
	a modern camp
	exciting
	very good
	good because of view
	would suit me better if no bugs and more privacy
	great
	extreme heat and insects
	better with more privacy
	too many bugs
	great
	stimulating and inspiring
	excellent
	wonderful
	comfortable
	comfortable
	easy
	relaxing
	relaxing
	relaxing
	relaxing

User and Visitor Survey 2005

relaxing
comfortable
utilitarian
relaxed
good
boring
good place to learn
working for me
relaxed
relaxed
relaxed
interesting that it was donated
relaxed
enjoyable
peaceful
happy & peace
light
I feel the nature
very good
impressive
peaceful
relaxing
makes me want to sit and draw pages and pages
relaxing, view
good view, warm sunshine
good
feel outside because of the open door
impressive

4. How important are the following in experiencing the architecture?

	Response Percent	Response Total
The Form		
Extremely Unimportant	0.00	0
Unimportant	1.98	2
Slightly Unimportant	0.00	0
Slightly Important	13.86	14
Important	49.50	50
Extremely Important	34.65	35
Total Respondent		101
(skip this question)		2

	Response Percent	Response Total
The Colour		
Extremely Unimportant	8.91	9
Unimportant	5.94	6
Slightly Unimportant	0.00	0
Slightly Important	37.62	38
Important	28.71	29
Extremely Important	18.81	19
Total Respondent		101
(skip this question)		2

User and Visitor Survey 2005

The scale/proportion		Response Percent	Response Total
Extremely Unimportant		0.00	0
Unimportant		6.00	6
Slightly Unimportant		4.00	4
Slightly Important		22.00	22
Important		36.00	36
Extremely Important		32.00	32
Total Respondent:			100
(skip this question):			3

The rhythm		Response Percent	Response Total
Extremely Unimportant		1.02	1
Unimportant		5.10	5
Slightly Unimportant		8.16	8
Slightly Important		25.51	25
Important		32.65	32
Extremely Important		27.55	27
Total Respondent:			98
(skip this question):			5

The textures		Response Percent	Response Total
Extremely Unimportant		1.01	1
Unimportant		4.04	4
Slightly Unimportant		11.11	11
Slightly Important		27.27	27
Important		34.34	34
Extremely Important		22.22	22
Total Respondent:			99
(skip this question):			4

The daylight		Response Percent	Response Total
Extremely Unimportant		1.98	2
Unimportant		1.98	2
Slightly Unimportant		0.99	1
Slightly Important		10.89	11
Important		27.72	28
Extremely Important		56.44	57
Total Respondent:			101
(skip this question):			2

The artificial lights		Response Percent	Response Total
Extremely Unimportant		0.00	0
Unimportant		5.00	5
Slightly Unimportant		10.00	10
Slightly Important		20.00	20
Important		41.00	41
Extremely Important		24.00	24
Total Respondent:			100
(skip this question):			3

User and Visitor Survey 2005

The sound	Response Percent	Response Total
Extremely Unimportant	3.00	3
Unimportant	6.00	6
Slightly Unimportant	6.00	6
Slightly Important	27.00	27
Important	27.00	27
Extremely Important	31.00	31
Total Respondent:		100
(skip this question):		3

The view	Response Percent	Response Total
Extremely Unimportant	1.98	2
Unimportant	0.00	0
Slightly Unimportant	4.95	5
Slightly Important	3.96	4
Important	20.79	21
Extremely Important	68.32	69
Total Respondent:		101
(skip this question):		2

The air quality	Response Percent	Response Total
Extremely Unimportant	3.03	3
Unimportant	2.02	2
Slightly Unimportant	3.03	3
Slightly Important	11.11	11
Important	34.34	34
Extremely Important	46.46	46
Total Respondent:		99
(skip this question):		4

The temperature	Response Percent	Response Total
Extremely Unimportant	2.00	2
Unimportant	7.00	7
Slightly Unimportant	3.00	3
Slightly Important	24.00	24
Important	35.00	35
Extremely Important	29.00	29
Total Respondent:		100
(skip this question):		3

The smell	Response Percent	Response Total
Extremely Unimportant	3.96	4
Unimportant	9.90	10
Slightly Unimportant	14.85	15
Slightly Important	11.88	12
Important	25.74	26
Extremely Important	33.66	34
Total Respondent:		101
(skip this question):		2

Appendix **B** | **Publications**

The International Journal of Architectural Computing

Kwee, V., Radford, A., Bruton, D., 'Hybrid Digital Media Architectural Visualisation Delivery – Murcutt, Lewin & Lark's The Arthur and Yvonne Boyd Education Centre on Digital Flatland', *The International Journal of Architectural Computing (IJAC)*, Vol. 3, Issue 4, Dec 2005, pp. 487-502.

Kwee, V., Radford, A. & Bruton, D. (2005) Hybrid Digital Media Architectural Visualisation Delivery – Murcutt, Lewin & Lark's The Arthur and Yvonne Boyd Education Centre on Digital Flatland.

The International Journal of Architectural Computing (IJAC) 2005, v. 3 (4), pp. 487-502.

NOTE:

This publication is included on pages 337-352 in the print copy of the thesis held in the University of Adelaide Library.

The 10th CAADRIA Conference 2005

Kwee, V., Radford, A., Bruton, D., 'Mixed Media Visualizations in the Digital Analysis of the Arthur and Yvonne Boyd Education Centre', in: Bhatt, A.(ed.), Proceedings of the Tenth Conference on Computer-Aided Architectural Design Research in Asia - CAADRIA '05, TVB School of Habitat Studies, New Delhi, vol. 1, pp. 268-276.

Kwee, V., Radford, A. & Bruton, D. (2005) Mixed Media Visualizations in the Digital Analysis of the Arthur and Yvonne Boyd Education Centre.
Proceedings of the Tenth Conference on Computer-Aided Architectural Design Research in Asia - CAADRIA '05, TVB School of Habitat Studies, New Delhi, v. 1, pp. 268-276.

NOTE:

This publication is included on pages 354-362 in the print copy of the thesis held in the University of Adelaide Library.

The 7th VAST Conference 2006

Kwee, V., Radford, A., Bruton, D., 'Educative Visuals – Digital Delivery of Architectural Information for (potential) Heritage Buildings', in: Ioannides, M., Arnold, D., Niccolucci, F., Mania, K. (ed.), VAST 2006 Eurographics Symposium Proceedings, Cyprus, Oct 2006, pp. 91-99. <available from: <http://www.eg.org/EG/DL/WS/VAST/VAST06>>

Kwee, V., Radford, A. & Bruton, D. (2006) Educative Visuals – Digital Delivery of Architectural Information for (potential) Heritage Buildings.

In: Ioannides, M., Arnold, D., Niccolucci, F., Mania, K. (ed.), VAST 2006 Eurographics Symposium Proceedings, Cyprus, Oct 2006, pp. 91-99.

NOTE: This publication is included on pages 364-371 in the print copy of the thesis held in the University of Adelaide Library.

It is also available online to authorised users at:

<http://dx.doi.org/10.2312/VAST/VAST06/091-099>

The 40th ANZAScA Conference 2006

Kwee, V., Radford, A., Bruton, D., Roberts, I., 'Architecture | Media | Representation Survey – Exigencies at a Media Crossroad', in: Susan, S., Soebarto, V., Williamson, T.(ed.), ANZAScA 2006 Proceedings, Adelaide, Nov 2006, pp. 225-232.

Kwee, V., Radford, A., Bruton, D. & Roberts, I. (2006) Architecture | Media | Representation Survey - Exigencies at a Media Crossroad.
In: Susan, S., Soebarto, V. & Williamson, T.(ed.), ANZAScA 2006 Proceedings, Adelaide, Nov 2006, pp. 225-232.

NOTE:

This publication is included on pages 373-380 in the print copy of the thesis held in the University of Adelaide Library.

The 4th GRAPHITE Conference 2006

Kwee, V., Radford, A., Bruton, D., 'Visual Expressiveness in Educative Architectural Animations', Graphite 2006 proceedings, Kuala Lumpur, Malaysia, Nov 2006, pp. 191-195. <available from: <http://portal.acm.org>>

Kwee, V., Radford, A. & Bruton, D. (2006) Visual Expressiveness in Educational Architectural Animations.
Graphite 2006 Proceedings, Kuala Lumpur, Malaysia, Nov 2006, pp. 191-194.

NOTE: This publication is included on pages 382-385 in the print copy of the thesis held in the University of Adelaide Library.

It is also available online to authorised users at:

<http://dx.doi.org/10.1145/1174429.1174461>