



VIRTUAL + ACTUAL: PROCESS AND PRODUCT OF DESIGN



DESIGN COMMUNICATION ASSOCIATION

DCA CONFERENCE 2018 | CORNELL UNIVERSITY, ITHACA, NEW YORK | OCTOBER 7-10, 2018
BLIND REVIEW EVALUATION BY TITLE

Recommended **3**
 Recommended with Reservation **2**
 Not Recommended **1**

	Reviewer 1	Reviewer 2	Reviewer 3	Total Points
1. Learning through Prototyping	1	2	3	6
2. The Role of Retrofits in Architecture Education	1	2	3	6
3. Materials Deployable Structures (Poster)	Poster Proposal			
4. Augmenting Reality: Mediating the virtual and actual in heritage interpretation	3	2	3	8
5. Grand Theatre Urbanism: A case study of grand theatres in Shanghai	3	2	3	8
6. Common Space Spatial Layout Design Model in Nursing Home	2	1	3	6
7. Visual Communication + Flipped Classroom Pedagogy	3	2	3	8
8. Ornament Permutations	3	2	3	8
9. Lungi Man: Understanding ergonomics and anthropometry of Bangladeshi population and exploring its impact on improving architectural design	1	1	2	4
10. Empowering Homebuyers to Design their Living Space Collaboratively within Virtual Reality (VR)	●	2	3	8
11. Need not Nostalgia: On the Efficiencies of Analog Drawing for Beginning Design Students	2	2	2	6
12. How Things Join[t] Together: Learning from Life's Models of Growth and Movement	3	3	3	9
13. Historic Preservation as a Vehicle for Integrated Design Practice and Sustainability	3	3	2	8
14. Tromb Wall System Utilization for Energy Efficiency in Solar Architecture	1	1	2	4
15. Ingenuity as an Identifier of Heritage: Content and Communication	1	1	3	5
16. Drawing Motion Through Stillness: Comparing Disciplinary Approaches,	2	2	3	7
17. Cultural References: New modalities in graphic Representation,	3	3	3	9
18. Binary Body Device	3	3	3	9
19. The Implications of Digital Media on Contemporary Architectural Practice - Online Platforms, Design Documents, and Networked Technological Languages	1	1	3	5
20. Innerspace: Inhabiting Human Proportions through Digital Media	2	1	3	6
21. Promiscuous Promise	3	2	3	8
22. Envisioning and Inhabiting Virtual Landscapes: Experiencing Paper Architecture through Virtual Reality	2	1	2	5
23. A Study of Mixed Reality Simulation For Architectural Space Design	2	2	3	7
24. Integrating Revit in the Beginning Design Studio	2	2	3	7
25. A Suburban Horror Story	1	2	2	5

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26. Out of Control: An Examination of the Role of Tools in Architectural Authorship	3	2	3	8
27. Creating an Urban Oasis, A Green Sustainable Minimalistic Architecture in Bangladesh	1	1	1	3
28. A meeting on the corner of Physical and Technological: Strategies for teaching the digital design student	2	2	2	6
29. Chronological Examination of the Morphology of Hexagonal Based Islamic Geometric Patterns	1	2	3	6
30. Digital Tablet Observation Drawing: Wacom Cintiq/Corel Painter	2	2	3	7
31. Fostering a bicycle culture through graphics as urban design method; Learning from The Netherlands	2	3	3	8
32. The collage in the digital context of architectural representation. Observation of student practice	3	2	3	8
33. Public art: An inclusion or an intrusion	1	2	1	4
34. Christ of the Light Mosque/Church Wall Drawings	3	2	1	6
35. Drawing Typologies and Implementation in Architecture	2	2	1	5
36. And Now I See: Teaching simplified methods of charrette-style illustration for urban design, urban planning, and community engagement	3	3	2	8
37. From 2D Klimt's Art Work to 3D Architectural Façade with Fluidic Forms	3	1	2	6
38. Reimaging Traditional Design Processes: Contrasting Virtual and Actual	3	3	3	9
39. Orthodox Paradoxes in the China's Urbanization: A Review on the Works of Alumni from from Tsinghua and Tongji, School of Architecture	2	1	2	5
40. Reflection on Construction Boom of Cultural Mega-Projects in Contemporary China	1	1	3	5
41. From Order to Reality --Discussing The "Grand Theatre Wave" Period in the Northern Part of China	1	1	2	4
42. Learning from Nodes: Rethinking Urban Transportation Issues of Dhaka	1	1	1	3
43. Mise-en-Scene and its Visual Impact	2	1	3	6
44. Optimization-driven Design Process for Window and Ceiling Based on Numerical Analysis of Prospect-Refuge	3	2	3	8
45. Pallasmaa on the Sublime	3	2	3	8
46. Sketching Loosely In Digital	3	2	2	7
47. Hidden/Exposed: Exploring Materiality in Digital Culture through Split Vision Urbanism	3	2	1	6
48. Sketching in Smart Environments. Between trace and construction	3	2	3	8
49. The Impact of Auditory Disorder and Visual Disorder on Message Elaboration and Self-Regulation When Presented with Psychiatric Help-Seeking Information	3	1	3	7
50. Virtual Systems - Actual Objects: Rendition of Morphosis' Compositional Principles in the mid 1980s	3	3	3	9
51. A Communication System in Urban Design Process	3	3	2	8
52. Processing and Design with Technology – Linking Architect and the Thrift Client	2	1	3	6
53. Is it Me (f)or a Moment? Reconciling Past and Present with Time Windows	3	2	3	8
54. Embracing Slowness, methods to digital fluency	3	3	3	9
55. A better indoor luminous environment by kinetic system in the elderly housing	1	1	3	5

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56. The Role of Central Public Plaza in Students' Experience of a University Campus: An In-depth Study of Earnest Spaight's Plaza, UW-Milwaukee	1	2	1	4
57. How to clearly see 2080: Graphics as process for predicting the future	3	2	3	8
58. The drawings that saved our hospital: open community-based communication strategies, process and product of design	3	2	2	7
59. Folding Facade Design with A Sectional Perspective	3	3	3	9
60. From Making the Drawing to Drawing the Making: Informed Representations and Changing Skills	3	3	3	9
61. GREY _ The Visual Identity Scale	1	1	1	3
62. Emotive Space	1	1	1	3
63. Pedagogic Strategies and Activities for the First Year Design Education	2	1	1	4
64. Visualising Variations: Designerly Explorations in Architectural Composition	3	3	3	9
65. Hyperobject Place and Felted Thing	1	3	3	7
66. Jean-Nicolas-Louis Durand's Clockwork: Computational Magnification of a XIXth Century Procedural Design Mechanism	3	3	3	9
67. Stretching the Design Process	3	3	3	9
68. Immersion : Interaction - a case for gamification	3	3	2	8
69. Rethinking circulation pattern in urban market at Dhaka	2	3	2	7
70. Objective Subjectivity: The Paradox of Virtuality in Architectural Representation	2	2	2	6
71. The Promise or Menace of UV: Topological Masterplanning in Urban Transformation Projects	2	3	3	8
72. Physical and Digital Hybrids: Design Approaches for a Digital Culture	2	3	2	7
73. The Ramifications of Teaching Design Studio Online	1	3	3	7
74. Education of a Robot: Syntax for Unmanned Representations	2	1	1	4
75. Manifold Destiny: 'sketching,' prototyping and simulating architecture using additive manufacturing	2	2	2	6
76. An Experiment on Impact of Implemented Configurations on Visual Comfort Metrics of Responsive Façade Systems	1	1	3	5
77. Integrating User-Centered Research Methods and Rapid Prototyping Techniques into Design Courses – A Case Study	3	2	3	8
78. DIY Cartography: Mapping as Analytic, Synthetic and Formative Design Research Tool	3	3	3	9
79. Synthetic Space-Ception: Grasping Synthetic Space through Collaged Viewports	1	3	2	6
80. iStudio: An Interactive Form-making Environment for Architectural Pedagogy	3	3	2	8
81. The Herculean Powerhouse	1	2	2	5
82. Allomimetic Behavior and Gestural Programming: Co-developed Movement between Robots and Designers	3	1	1	5
83. Polysemic and Monosemic –Image as Agent in the Design Process	3	3	3	9
84. The Role of the Analytique/Hybrid Drawing in the Design Process	2	2	1	5
85. Drawing as the Common Thread: Uniting Four Courses in an Architecture Study-Abroad Program	2	3	1	6

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86. Extended Realities: New Digital Media Tools for Architectural Heritage Representation	2	3	2	7
87. Architectural Drawing Machines from Representation to Fabrication	3	2	3	8
88. Learning from Scarcity	1	2	2	5
89. 1:1_Digital_Hand_Materiality	3	3	2	8
90. Looking Back and Looking Forward: Designing with Memory and Place	3	3	3	9
91. Drawing Strength in Community: The Normal Station Park Project	3	2	3	8
92. Drawing as Experience: Integrating Experience Through Drawing	3	3	3	9
93. On the foregrounding of photographic biases in architecture	2	3	1	6
94. Energy analysis of public school buildings through visualization	2	2	2	6
95. Understanding energy use in the built environment through games	1	2	1	4
96. "Between 'Eidetic' and 'Authentic' – Representation, Meaning and Experience in the Spaces of Cross-, Trans- and Interdisciplinarity"	3	2	3	8
97. Embedding Haptic Feedback in Immersive Virtual Environments	2	2	2	6
98. Mediated Grounds	3	2	1	6
99. Visual Ecologies: natural patterns in conceptual optics	3	3	3	9
100. A Graphic Constant	3	3	1	7
101. What Features of Social Media Do Design Students Want in Collaboration?: A Case Study in Advanced Interior Design Studio	2	2	3	7
102 . Write from the Start: Using Writing to Enhance the Design Process in a First-Year Design Studio	3	2	3	8
103. Aligning Setting with Character in Urban Sketching	3	2	1	6
104. Big Model + Drawing: An Integrated Design Process	1	2	2	5
105. Hybrid Imperfection: Expressive Authenticity and the Computer Sketch	1	3	3	7
106 . Form Generation Methodology of Curved Brick Surface by Parametric Design and Simulation	3	2	1	6
107. Utopian Representation: Drawing at the Edge of Reality	3	2	3	8
108. Architectural Identity of Digital Age: Displacement of Identity between Concept and Practicality	3	2	3	8
109. Ancestry, Heritage, Process and Product: Adaptive Intervention Architecture in Upstate NY	3	3	3	9
110. Teaching Creativity: Techniques in the Process of Design	2	2	2	6
111. General Spatial Ability vs. Domain Specific Spatial Ability in Interior Design: How Do They Relate with Interior Design Performance?	2	2	2	6
112. Inter-Scalar Tomographies: Making of Solid, Surface, Space Studies in Variable Formwork Design	3	3	2	8
113. Understanding Perception of Spatial Depth Using an Eye Tracking Device	3	1	2	6
114. Atunning data: Elements on survey, spaces, scales and context in heritage	2	2	2	6
115. Samuel Mockbee. Stories to Tell. Representation as a Conduit between the Virtual and Actual	3	3	3	9
116. The Rationale of Khona: To Craft Sustainable Urban Built Form for Serenity	2	3	2	7
117. Documentation of architectural design and it process: Lessons from documentation of conservation of British Residency	1	2	2	5
118. Logical + Illogical: The Counterintuitive Construction of Interior Effects	3	3	3	9
119. Man-Made to Born-Made: Shifting Perspectives in Architecture	1	1	3	5

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120. Typologies in Architecture Form understanding form complexity	1	2	3	6
121. Experiential Design Knowledge Using Digital Tools: Peril & Promise	2	2	3	7
122. Experiential Simulation and Psychological assessment as a learning process in architectural higher education	1	3	3	7
123. Poly-Protean: An Interface in Architecture	3	3	3	9
124. Applying UDL principles: Course mapping for a Foundation year Art and Design course	2	3	2	7
125. A Comparative Study of the Thermal performance of Conventional and Green Roofs in Islamabad	2	1	2	5
126. Respecting more sustainable issues in architectural education in Pakistan	1	1	2	4
127. Sustainable Water Management to Determine Quantity of Water That Can Be Saved By Smart Life Styles	1	1	1	3
128. 'Innovation + China': Outlining Future Workplace --- A cross-disciplinary and cross-culture design teaching experiment	1	2	2	5
129. Parametric Intention: Embodying a Thorough Design Ideology	1	3	3	7
130. Design, Advertising and Social Responsibility: Moving beyond commercial impact to evolving an authentic identity in a globalised media reality	1	3	1	5
131. Augmented Reality and Virtual Reality as Advanced Visualization and Presentation Tools for the Interior Design Thesis Project	3	3	2	8
132. Transition and progression of design - Analogue design process to digital software	2	2	1	5
133. Strategies and Design teaching: Process and product of design: Experimental studio design on techniques of Fashion and Architecture	1	3	1	5
134. Memory of Drawing: Probing the functions of drawing in a post-digital age	3	2	1	6
135. Political memes - what are their implications for the idea of 'Design as good citizenship' in the virtual realm?	2	3	1	6
136. The Mantle of Piranesi: Hybrid Explorations Between Analog and Digital Marking and Making	2	3	3	8
137. Total Recall-ibration: Teaching Spatial Thinking and Critical Design with Virtual Reality	2	3	3	8
138. The Emerging Coworking Workplace: An Urban Perspective	1	2	2	5
139. Boosting Realism and Spatial Experience with Everyday People in the Virtual Environment: Animated Avatars for High-Fidelity Virtual Reality Design Representation	2	3	2	7
140. Fractal Adaptation: Structure in Nature	1	3	2	6
141. Current Decline of Design Grammar during the Rise of the Digital Fabrication Era	3	3	2	8
142. Cardinal Divide: Inverting the Stigma of Borders as Dividers	1	1	2	4
143. Hashtag Culture Generated Design Learning	2	2	3	7
144. Sketching with Mathematics	3	3	3	9
145. Kernel House: a structural system to support active inserts for flexible, small-scale housing	2	3	2	7
146. Transfusing Architecture: Ascent of a Developing World	3	3	1	7
147. BIM and Kinetics: Linking Virtual Prototypes and Physical Models Using Parametric BIM	3	3	3	9
148. Untitled_Space by Toomend & Post: Unsettling the Actualities of Architecture through Immanence in the Virtual	3	3	2	8
149. Interrogating Virtual and Physical models a study of Materials, Structure, and Light	3	3	2	8
150. Disposable Architecture: Buildings with a Shelf Life	3	2	2	7
151. Urban Renewal: A focus on the ghetto	2	1	1	4
152. Urban Metabolism	2	1	1	4
153. Assessment of Using Building Information Modeling (BIM) for Maintenance of Existing Buildings	3	3	2	8
154. Mixed Architectural Robotic Interface (MARI): Augmentation of Robotic Design and Fabrication through a Custom Interactive Virtual-reality Platform	3	3	3	9