

DCA CONFERENCE 2018 | CORNELL UNIVERSITY, ITHACA, NEW YORK | OCTOBER 7-10, 2018

DCA 2018 Accepted Titles for Full Paper Submission and Conference Presentation

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1. Learning through Prototyping

 2. The Role of Retrofits in Architecture Education

 4. Augmenting Reality: Mediating the virtual and actual in heritage interpretation

 5. Grand Theatre Urbanism: A case study of grand theatres in Shanghai

 6. Common Space Spatial Layout Design Model in Nursing Home

 7. Visual Communication + Flipped Classroom Pedagogy

 8. Ornament Permutations

 10. Empowering Homebuyers to Design their Living Space Collaboratively within Virtual Reality (VR)

 11. Need not Nostalgia: On the Efficiencies of Analog Drawing for Beginning Design Students

 12. How Things Join[t] Together: Learning from Life's Models of Growth and Movement

 13. Historic Preservation as a Vehicle for Integrated Design Practice and Sustainability

 16. Drawing Motion Through Stillness: Comparing Disciplinary Approaches,

 17. Cultural References: New modalities in graphic Representation,

 18. Binary Body Device

 20. Innerspace: Inhabiting Human Proportions through Digital Media

 21. Promiscuous Promise

 23. A Study of Mixed Reality Simulation For Architectural Space Design

 24. Integrating Revit in the Beginning Design Studio

 26. Out of Control: An Examination of the Role of Tools in Architectural Authorship

 28. A meeting on the corner of Physical and Technological: Strategies for teaching the digital design student

 29. Chronological Examination of the Morphology of Hexagonal Based Islamic Geometric Patterns

 30. Digital Tablet Observation Drawing: Wacom Cintiq/Corel Painter

 31. Fostering a bicycle culture through graphics as urban design method; Learning from The Netherlands

 32. The collage in the digital context of architectural representation. Observation of student practice

 34. Christ of the Light Mosque/Church Wall Drawings

 36. And Now I See: Teaching simplified methods of charrette-style illustration for urban design, urban planning, and community engagement

 37. From 2D Klimt's Art Work to 3D Architectural Façade with Fluidic Forms

 38. Reimagining Traditional Design Processes: Contrasting Virtual and Actual

 43. Mise-en-Scene and its Visual Impact

 44. Optimization-driven Design Process for Window and Ceiling Based on Numerical Analysis of Prospect-Refuge

 45. Pallasmaa on the Sublime

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46. Sketching Loosely In Digital
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47. Hidden/Exposed: Exploring Materiality in Digital Culture through Split Vision Urbanism
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48. Sketching in Smart Environments. Between trace and construction
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49. The Impact of Auditory Disorder and Visual Disorder on Message Elaboration and Self-Regulation When Presented with Psychiatric Help-Seeking Information
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50. Virtual Systems - Actual Objects: Rendition of Morphosis' Compositional Principles in the mid 1980s
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51. A Communication System in Urban Design Process
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52. Processing and Design with Technology – Linking Architect and the Thrift Client
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53. Is it Me (f)or a Moment? Reconciling Past and Present with Time Windows
-
54. Embracing Slowness, methods to digital fluency
-
57. How to clearly see 2080: Graphics as process for predicting the future
-
58. The drawings that saved our hospital: open community-based communication strategies, process and product of design
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59. Folding Facade Design with A Sectional Perspective
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60. From Making the Drawing to Drawing the Making: Informed Representations and Changing Skills
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64. Visualising Variations: Designerly Explorations in Architectural Composition
-
65. Hyperobject Place and Felted Thing
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66. Jean-Nicolas-Louis Durand's Clockwork: Computational Magnification of a XIXth Century Procedural Design Mechanism
-
67. Stretching the Design Process
-
68. Immersion : Interaction - a case for gamification
-
69. Rethinking circulation pattern in urban market at Dhaka
-
70. Objective Subjectivity: The Paradox of Virtuality in Architectural Representation
-
71. The Promise or Menace of UV: Topological Masterplanning in Urban Transformation Projects
-
72. Physical and Digital Hybrids: Design Approaches for a Digital Culture
-
73. The Ramifications of Teaching Design Studio Online
-
75. Manifold Destiny: 'sketching,' prototyping and simulating
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77. Integrating User-Centered Research Methods and Rapid Prototyping Techniques into Design Courses – A Case Study
-
78. DIY Cartography: Mapping as Analytic, Synthetic and Formative Design Research Tool
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79. Synthetic Space-Ception: Grasping Synthetic Space through Collaged Viewports
-
80. iStudio: An Interactive Form-making Environment for Architectural Pedagogy
-
83. Polysemic and Monosemic –Image as Agent in the Design Process
-
85. Drawing as the Common Thread: Uniting Four Courses in an Architecture Study-Abroad Program
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86. Extended Realities: New Digital Media Tools for Architectural Heritage Representation
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87. Architectural Drawing Machines from Representation to Fabrication
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89. 1:1_Digital_Hand_Materiality
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90. Looking Back and Looking Forward: Designing with Memory and Place
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91. Drawing Strength in Community: The Normal Station Park Project
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92. Drawing as Experience: Integrating Experience Through Drawing
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93. On the foregrounding of photographic biases in architecture
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94. Energy analysis of public school buildings through visualization
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96. "Between 'Eidetic' and 'Authentic' – Representation, Meaning and Experience in the Spaces of Cross-, Trans– and Interdisciplinarity"
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97. Embedding Haptic Feedback in Immersive Virtual Environments
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98. Mediated Grounds
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99. Visual Ecologies: natural patterns in conceptual optics
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100. A Graphic Constant
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101. What Features of Social Media Do Design Students Want in Collaboration?: A Case Study in Advanced Interior Design Studio
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- 102 . Write from the Start: Using Writing to Enhance the Design Process in a First-Year Design Studio
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103. Aligning Setting with Character in Urban Sketching
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105. Hybrid Imperfection: Expressive Authenticity and the Computer Sketch
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- 106 . Form Generation Methodology of Curved Brick Surface by Parametric Design and Simulation
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107. Utopian Representation: Drawing at the Edge of Reality
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108. Architectural Identity of Digital Age: Displacement of Identity between Concept and Practicality
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109. Ancestry, Heritage, Process and Product: Adaptive Intervention Architecture in Upstate NY
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110. Teaching Creativity: Techniques in the Process of Design
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111. General Spatial Ability vs. Domain Specific Spatial Ability in Interior Design: How Do They Relate with Interior Design Performance?
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112. Inter-Scalar Tomographies: Making of Solid, Surface, Space Studies in Variable Formwork Design
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113. Understanding Perception of Spatial Depth Using an Eye Tracking Device
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114. Atunning data: Elements on survey, spaces, scales and context in heritage
-
115. Samuel Mockbee. Stories to Tell. Representation as a Conduit between the Virtual and Actual
-
116. The Rationale of Khona: To Craft Sustainable Urban Built Form for Serenity
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118. Logical + Illogical: The Counterintuitive Construction of Interior Effects
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120. Typologies in Architecture Form | understanding form complexity
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121. Experiential Design Knowledge Using Digital Tools: Peril & Promise
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122. Experiential Simulation and Psychological assessment as a learning process in architectural higher education
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123. Poly-Protean: An Interface in Architecture
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124. Applying UDL principles: Course mapping for a Foundation year Art and Design course
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125. A Comparative Study of the Thermal performance of Conventional and Green Roofs in Islamabad
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127. Sustainable Water Management to Determine Quantity of Water That Can Be Saved By Smart Life Styles
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129. Parametric Intention: Embodying a Thorough Design Ideology
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131. Augmented Reality and Virtual Reality as Advanced Visualization and Presentation Tools for the Interior Design Thesis Project
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134. Memory of Drawing: Probing the functions of drawing in a post-digital age
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135. Political memes - what are their implications for the idea of 'Design as good citizenship' in the virtual realm?
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136. The Mantle of Piranesi: Hybrid Explorations Between Analog and Digital Marking and Making
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137. Total Recall-ibration: Teaching Spatial Thinking and Critical Design with Virtual Reality
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139. Boosting Realism and Spatial Experience with Everyday People in the Virtual Environment: Animated Avatars for High-Fidelity Virtual Reality Design Representation
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140. Fractal Adaptation: Structure in Nature
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141. Current Decline of Design Grammar during the Rise of the Digital Fabrication Era
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143. Hashtag Culture Generated Design Learning

144. Sketching with Mathematics

145. Kernel House: a structural system to support active inserts for flexible, small-scale housing

146. Transfusing Architecture: Ascent of a Developing World

147. BIM and Kinetics: Linking Virtual Prototypes and Physical Models Using Parametric BIM

148. Untitled_Space by Toornend & Post: Unsettling the Actualities of Architecture through Immanence in the Virtual

149. Interrogating Virtual and Physical models | a study of Materials, Structure, and Light

150. Disposable Architecture: Buildings with a Shelf Life

153. Assessment of Using Building Information Modeling (BIM) for Maintenance of Existing Buildings

154. Mixed Architectural Robotic Interface (MARI): Augmentation of Robotic Design and Fabrication through a Custom Interactive Virtual-reality Platform
