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SBE-Capstone
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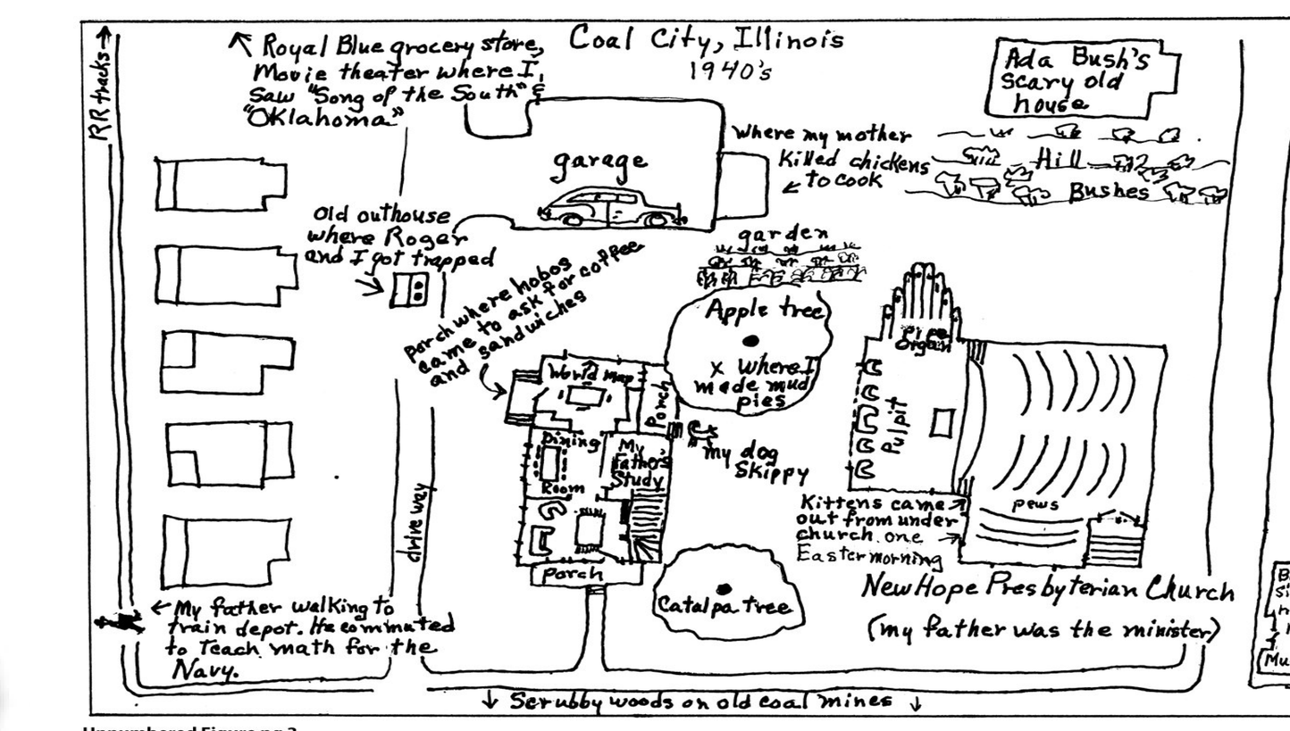
SENSORY AND INTELLIGIBLE PRINCIPLES IN THE DESIGN PROCESS

Benefits of Implementation

- Allows for a more interactive user experience
- Makes places more memorable
- Can influence mood and behavior
- Ability to create dynamic visual aesthetics
- Can create safer spaces

Mental Map



Unnumbered Figure pg 3
World Regional Geography, Third Edition
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Interpretations of Senses

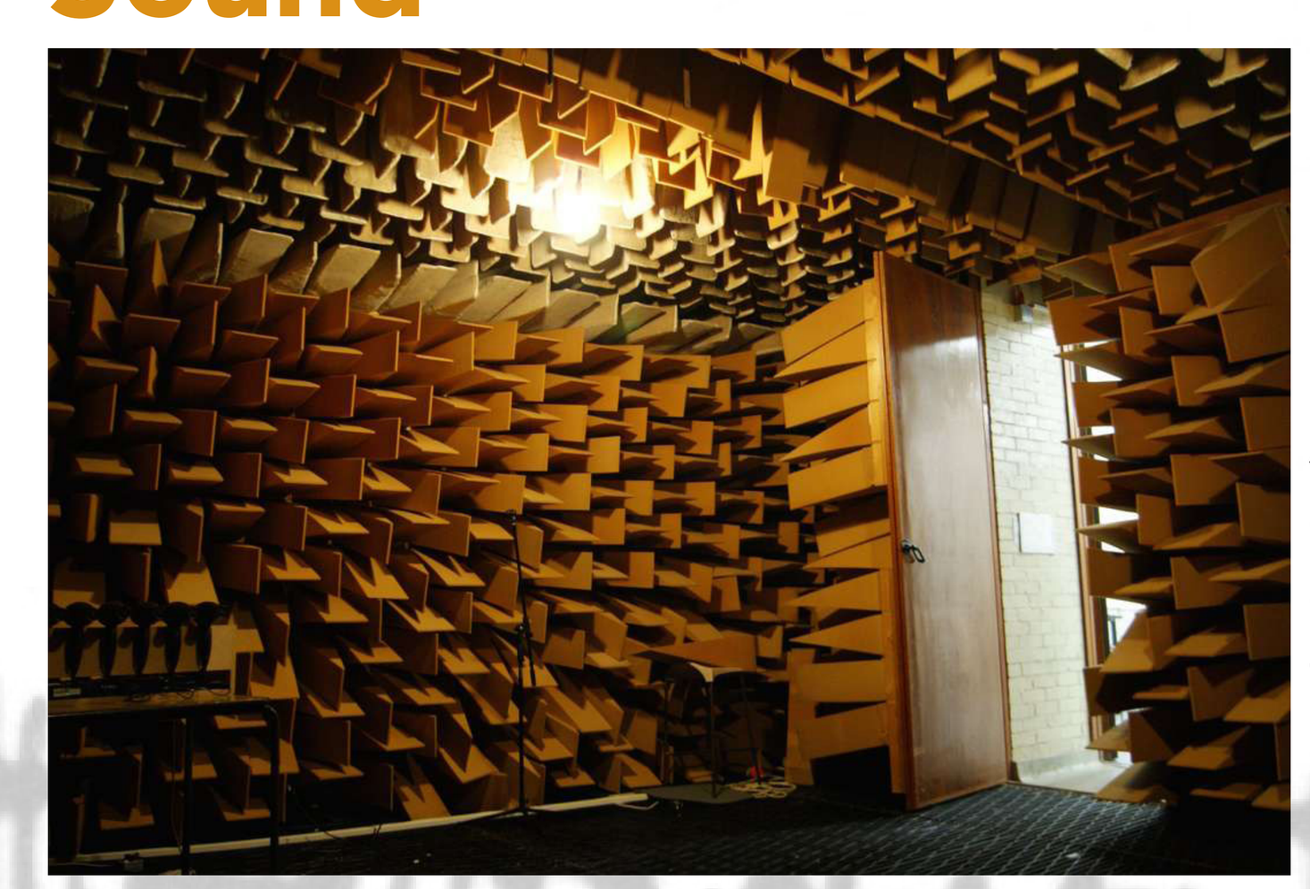
Touch

Hazelwood School, Glasgow
- Designed for children who are both blind and deaf
- Meandering plan allows children to walk through school in a linear pattern
- Fosters independence and aides orientation

Sight

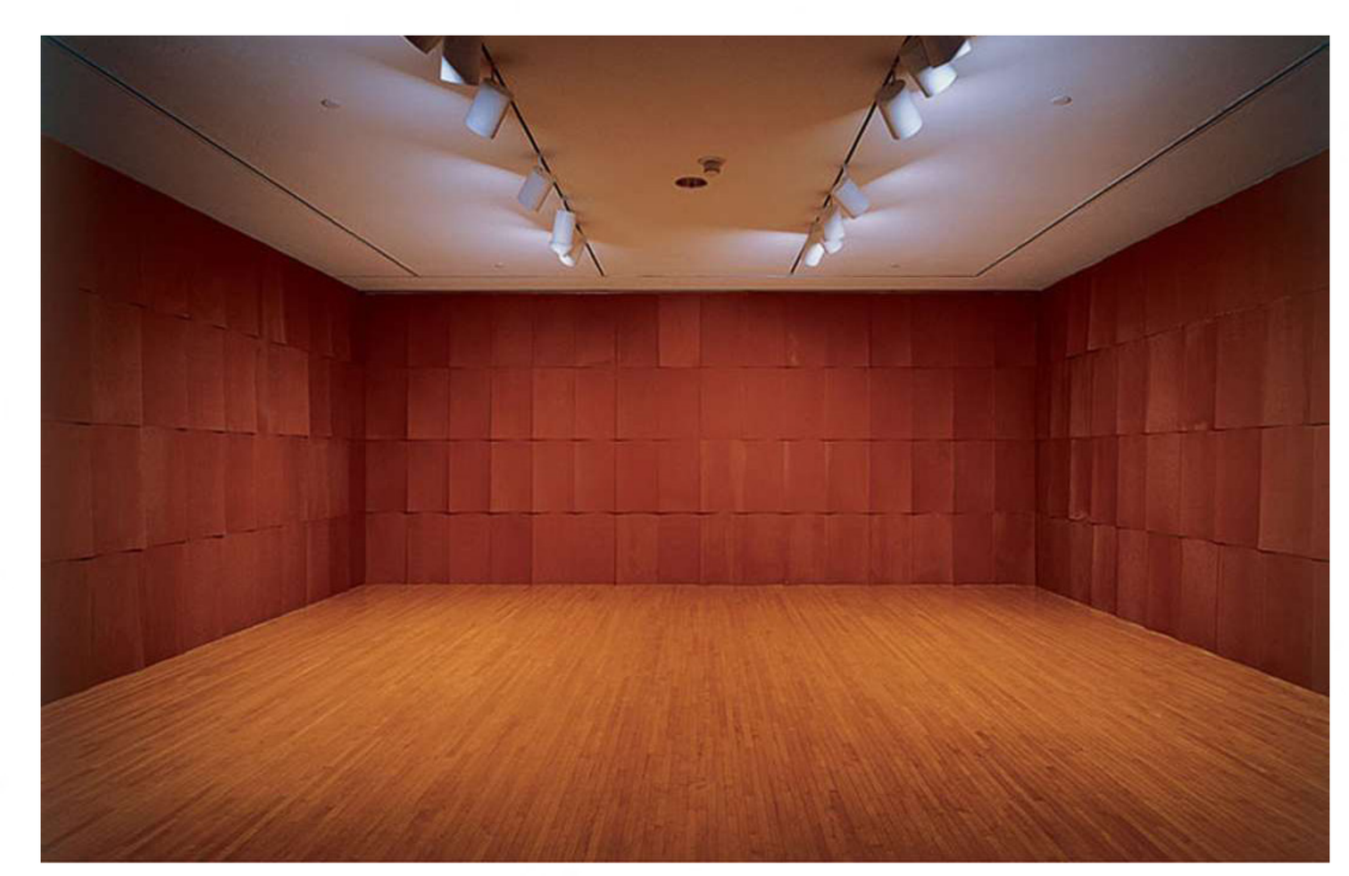
Backside Of The Moon, Naoshima
- Sensory deprivation
- A pitch-black space that renders you blind
- Space is designed in gray-scale, so it becomes more coherent when eyes adjust

Sound



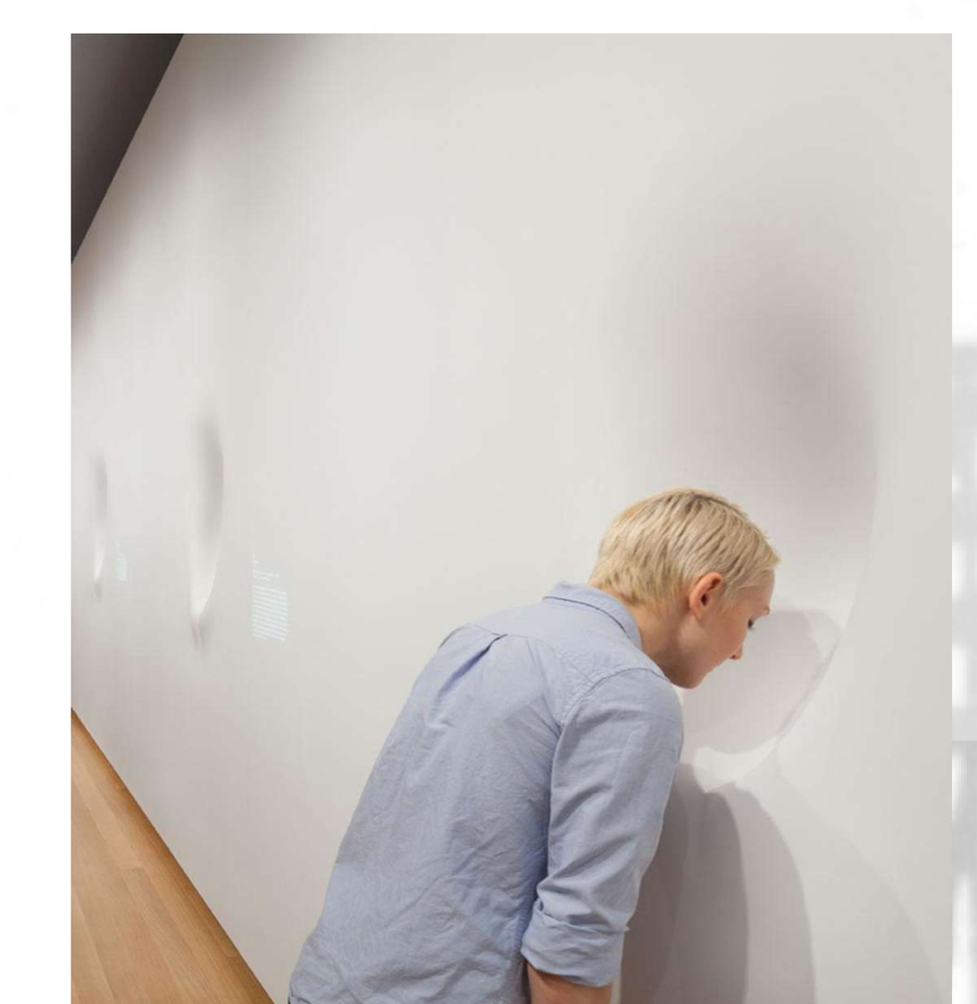
Anechoic Chamber, London
- A room designed to harness total silence
- Users become hyper-aware of bodies and their relation in space
- Able to hear the movement of blood in the head, heart beats, etc.

Taste



Chocolate Room, American Pavilion, Venice
- Silk-screen printing of 360 sheets with Nestlé chocolate
- Reminds viewers that too much of anything is bad

Smell



The Art of Scent, M.A.D., NYC
- Exhibition that utilizes fragrance as an artistic medium
- Works to evoke memories and affect thought patterns of visitors.

Examples In the Design Professions

Architecture

Oslo Opera House, Norway
- Highly interactive hardscape allows users to walk on and through the project
- Desgined with skateboarding in mind

Landscape Architecture

Geocoustic Terrain, Wales
- Harnesses weather to make music
- Amplifies and redirects the ambient air movements, coaxing out a tone

Planning

Traffic Calming, Minneapolis
- Used to increase safety of pedestrians
- Utilizes intriguing patterns and colors as well as different materials to slow vehicular speed

Paths.

Edges.