

Experience, atmosphere, ambience, affordances are some key aspects and modes of envisioning and perceiving our built environment that are increasingly being investigated and incorporated as primary concerns within design research and practice. Ineffable as they are, these themes need cross-disciplinary perspectives and methods such as those presented in this book. Research and experimentation in neuroscience, ecosystem modelling, environmental psychology, physiometry, affective computing, focal/peripheral vision analysis (through VR modelling) are here brought to bear on a fundamental question facing architects and environmental designers: how does the brain/body “singular organism see beyond mere vision” (Ellard and Condia)? And it is not simply about what architecture can learn from neuroscience, but also how architecture can challenge neuroscience with a “call for new research” (Arbib); or how affective computing can “allow us to teach machines to understand the complex interactions between people and their environments” (Chamberlain). Growing better equipped with possible answers to this kind of questions will allow us to envision environments better responding to the intellectual and emotional needs of people, ever yearning to afford the beauty of architecture.

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