idea

investigating design in architecture 2023 edition

edited by Gaia Leandri

foreword by Angelo Schenone





Full Papers

2

Conference Proceedings IDEA – Investigating Design in Architecture 2023 Edition April 17, 2023

Università degli Studi di Genova. In presence and Online.

This meeting stemmed out from studies, investigations and PhD lectures, in particular:

- 2022, Departamento de Expresión Gráfica Arquitectónica, Universitat Politècnica de València (UPV) and Dipartimento di Neuroscienze, Riabilitazione, Oftalmologia, Genetica e Scienze Materno Infantili (DINOGMI), Università degli Studi di Genova (UNIGE): Gaia Leandri, PhD thesis Freehand digital drawing: a boost to creative design the observer's eye and the draftsman's brain;
- 2022, Dipartimento Architettura e Design (DAD), Università degli Studi di Genova (UNIGE), lectures to PhD students in Architecture, Design, Digital Humanities and Neuroscience;
- 2023, Post Doc Consolidator Scolarship: *Ideazione dell'immagine e neurofisiologia: l'apporto creativo e gli strumenti per la comunicazione visiva*, Dipartimento Architettura e Design (DAD), Project Supervisor: Prof. Ruggero Torti; Research Fellow: Dr. Gaia Leandri.

The promoting committee is composed by professors, lecturers, PhD students and researchers from Italy, Spain, the US and the UK:

Angelo Schenone, Marco Testa (DINOGMI, Unige); Maria Linda Falcidieno, Andrea Giachetta, Gaia Leandri, Linda Buondonno, Elisabetta Canepa (DAD, Unige); Francisco Juan-Vidal, Susana Iñarra Abad (UPV); David Sunnucks (Queen Mary University of London).

Scientific Committee

Niccolò Casiddu, Maria Linda Falcidieno, Andrea Giachetta, Enrica Bistagnino, Gaia Leandri, Linda Buondonno (DAD)

Angelo Schenone, Marco Testa, Lucio Marinelli (DINOGMI)

investigating design in architecture

2023 edition

edited by Gaia Leandri

foreword by Angelo Schenone





è il marchio editoriale dell'Università di Genova



I contributi qui pubblicati sono stati selezionati dal Comitato Scientifico del Convegno.

Impaginazione, editing e revisione del presente volume a cura di Gaia Leandri.

© 2023 GUP

I contenuti del presente volume sono pubblicati con la licenza Creative commons 4.0 International Attribution-NonCommercial-ShareAlike.



Alcuni diritti sono riservati

ISBN: 978-88-3618-215-2 (versione eBook)

Pubblicato ad aprile 2023

Realizzazione Editoriale **GENOVA UNIVERSITY PRESS**Via Balbi, 6 – 16126 Genova
Tel. 010 20951558 – Fax 010 20951552
e-mail: gup@unige.it
https://gup.unige.it

INDEX

Foreword Angelo Schenone	10
Part I - Body, Mind, Emotions Anatomy, Neuroscience, Psychology, Creativity	12
Neural correlates of object and spatial visual cognitive styles. Psychological and electroencephalographic assessment	13
Linda Buondonno, Gaia Leandri, Manila Vannucci, Carlo Chiorri, Andrea Giachetta	
Scene perception of urban projects from architects and non-expert population: their verbal and visual responses Susana Iñarra, Maria Luisa Nolè, Francisco Juan, Carmen Llinares	24
Art and rehabilitation. Movement clues in signs and image structures as facilitators in paediatric motor rehabilitation processes Beatrice Intermite	34
Electroencephalogram in freehand and CAD drawing discloses different cognitive involvement	49
Assessing Architecture students' "in the moment creativity" and emotive response during design tasks Alexandra Mesias, Bob Condia	66
The Drawing Hand David Sunnucks, Gaia Leandri	84

Performance and improvisation in graphic works: new theoretical perspectives Michele Valentino, Fabio Bacchini, Enrico Cicalò	98
Technology and neuroarchitecture Mario Ivan Zignego, Alessandro Bertirotti, Paolo Gemelli, Laura Pagani	109
Part II - Technology and Human Perception Artificial Intelligence, Virtual Reality, Software	119
Imagination and digital media in the architecture design process Linda Buondonno, Andrea Giachetta	120
Mental imagery and digital media in architectural design process. An experimental study Linda Buondonno, Manila Vannucci, Carlo Chiorri, Andrea Giachetta	126
Architecture and Metaverse: Virtual and Augmented Reality technologies for spatial planning Angela Martone, Michela Artuso	137
Digitazing Empathy. Embodiment techniques for architectural representation in the Digital Age Alexandra Mesias	146
More-Than-Human research using the ChatGPT tool Isabella Nevoso	150
The role of Virtual Reality in the predisposition to design foreshadowing: a testing proposal Gabriele Oneto, Maria Canepa	162
Purification rituals and AI technologies as key in the performative policy around the human body. 7 Configurations by Marco Donnarumma Angela Zinno	173

Part III - Shaping and Experiencing Spaces Neuroaesthetics, Design for All, Society	180
Design for active public spaces: a review Francesco Burlando, Federica Maria Lorusso	181
Architecture as Atmosphere Elisabetta Canepa	191
Visual perception and architectural composition: an introduction to the cognitive method Maria Linda Falcidieno	195
Spaces where concepts click. Designing Fab Labs for education Xavier Ferrari Tumay	201
Inclusion of "Made in Italy". The role of accessibility for the valorization of cultural heritage Isabel Leggiero, Claudia Porfirione	208
Healing environment: the impact of physical environment on patient outcomes Evelin Marchesini, Simone Battista, Marco Testa	217
Space, vision and aesthetic. When form follows emotion Alessandro Valenti	228
Authors	236
Afterword Maria Linda Falcidieno	242

Architecture as Atmosphere¹

Elisabetta Canepa

Università degli Studi di Genova Kansas State University

Architecture is a complex process of spatial and temporal organization, which is conceived, developed, felt, and communicated also (and above all) through its atmospheric manifestations. Atmosphere is the essence of affective qualities we sense in our surroundings that confers identity and meaning to a situation or place. In the last three decades, atmospheres investigations about _ aimed at comprehending. experimenting, and representing their expressive properties — have been drawing remarkable attention. From the end of the 20th century, 'atmospheric turn,' some scholars have even observed an ramification of the more general 'affective turn' that bloomed in the Humanities in the early to mid-1990s. There is an ever-increasing enthusiasm for the atmospheric approach in architecture: today, atmosphere represents a crucial element for design practice and critical discussion, as well as architectural teaching. It satisfies the pressing need for bodily felt experiences and emotionally arranged ambiances.

Specific education is necessary to craft an architectural paradigm about atmosphere. My Ph.D. project (2019) was one of the first to analyze atmosphere from an architectural perspective by studying the topic through the sensory-emotional filter of the perceiving subject. Architecture and neuroscience were separate branches of knowledge until we acquired the awareness that the human brain develops in a continuous condition of adaptation to the variations of physical space. Wondering if it is possible to scientifically examine atmospheric perception, I completed my Ph.D. dissertation, undertaking a preliminary experiment that was supported by self-report tools. My current postdoc research (2021–2024) combines subjective indicators with measures of both autonomic and central nervous system activity.

The crucial question concerns how we can link a growing understanding and systematization of atmosphere in architecture to the study of the brain, body, and their emotion-related mechanisms, to gain insight into people's emotional complexity.

This IDEA presentation illustrates the jagged background that an architect should develop to manage the multidisciplinary essence of an atmospheric education. It is the occasion to show how it is possible to combine architectural theory, (neuro)physiological methodology, and experimentation in virtual reality. Specifically, the discussion focuses on the most recent experiment we carried out at the PLab2003 directed by Professor Bob Condia at Kansas State University (Manhattan, Kansas).

The priming potential of atmospheres is a deep-rooted intuition among architects, but we must consolidate evidence by collecting empirical data. We want to transform a design intuition into an informed intuition.

¹ The theoretical premises of this abstract and the physiological-signal-based experiment illustrated during the IDEA 2023 Symposium were developed within the RES-ONANCES project — Architectural Atmospheres: The Emotional Impact of Ambiances Measured through Conscious, Bodily, and Neural Responses. This project received funding from the European Union's Horizon 2020 research and innovation program under the Marie Skłodowska-Curie grant agreement no. 101025132. The content of this text reflects only the author's view. The European Research Executive Agency is not responsible for any use that may be made of the information it contains.



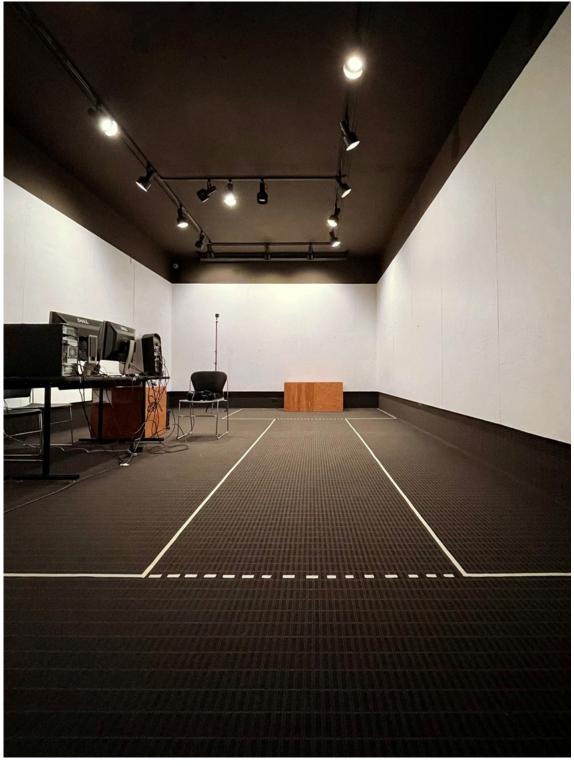


Figure 1 — PLab2003 experiments room, Kansas State University $\mbox{\ensuremath{@}}$ Elisabetta Canepa, 2023.



Figure 2 - RESONANCES experiment \odot Alex Mendoza, 2023.

Authors

Artuso, Michela - Graduated in Architecture, Art Professor at secondary school. Performed research on Architectural and urban regeneration of West Guangfu rd. area of Shanghai. Awarded two research internships at the Universidad Nacional de La Plata and East China Normal University in Shanghai. Collaborations with architectural and graphic studios in Italy.

Bacchini, **Fabio** - Full Professor at the Department Architecture, Design and Urban planning, Università degli Studi di Sassari. Research topics: philosophy of mind, philosophy of perception, philosophy of science, nanoethics, bioethics, rational argumentation in ethics, semiotics. His current research interests focus on the metaphysics of human race, architecture, and food.

Battista, Simone - Joint Ph. D. student in Neurosciences, Department of Neurosciences, Rehabilitation, Ophthalmology, Genetics, Child and Maternal Health, Università degli studi di Genova and in Medical Science, Lund University. Research topics: effect of health professionals' and patients' socioeconomic, demographic, cultural and psychological factors on the quality of rheumatic and musculoskeletal disease care.

Bertirotti, Alessandro - Adjunct Professor at the Università degli Studi di Genova. TEDx speaker. Member of the Academia Mundial de Educación, Buenos Aires. Writer. Founder of Antropologia della Mente.

Buondonno, Linda - Architect and Ph. D. student at the Architecture and Design Department at the University of Genoa. In her research, she deals with the relationship between mental images and digital technologies within the architectural design process. She is teaching assistant in the course of Laboratorio di Tecnologia.

Burlando, Francesco - Research Fellow at the Architecture and Design Department, Università degli Studi di Genova. His research focuses on the inclusive design of technological products and aspects of interaction with users, tackling issues of inclusiveness and accessibility.

Canepa, Elisabetta - Architect, Adjunct Professor at the Department of Architecture at Kansas State University, Marie Curie Fellow currently running the RESONANCES adjunct project (Università degli Studi di Genova, Kansas State University, and Aalborg University) on architecture, cognitive neuroscience, and virtual reality.

Canepa, Maria - Adjunct Professor and Postdoctoral Research Fellow at the Architecture and Design Department, Università degli Studi di Genova. Main research interests: sustainable design and on Near Zero Energy Building, Building Information Modelling, strategies to address Climate Change and environmental assessed design.

Chiorri, Carlo - Associate Professor of Psychometry at the Università degli Studi di Genova. Research experience in development and validation of psychological tests, personality disorders, multivariate analysis of data, cognitive styles, personality traits and individual differences, cognitive ergonomics, visual perception, traffic psychology, and related issues.

Cicalò, Enrico - Associate Professor at the Department Architecture, Design and Urban planning, Università degli Studi di Sassari. Teaching courses: Graphic Sciences and Graphic Languages. He directs for Aracne the publishing series "GRAFICA. Linguaggi grafici e comunicazione visiva', for Gangemi the series 'Rinnovare la tutela' and PUBLICA editions.

Falcidieno, Maria Linda - Full Professor in Design, at the Department of Architecture and Design at the Università degli Studi di Genova (dAD). Former Director of the DAD, member of the University Senate and Rector's Delegate for disabled students. Research topics: issues on design and visual representation as language and critical understanding of reality. Member of scientific and VQR committees.

Ferrari Tumay, Xavier - Ph. D. in Design founder of the Start-up SIAVS. Research topics: design for digital fabrication and processes for social innovation in the urban environment. Professional experience as graphicand video-maker.

Gemelli, Paolo - Adjunct Professor at the Department of Architecture and Design, Naval Architecture, Università degli Studi di Genova. Ph. D. in Architecture and Design. Interested in smart technologies in naval design.

Giachetta, Andrea - Associate Professor of Technology of Architecture at the Architecture and Design Department (DAD), Università degli Studi di Genova. Research topics on building technologies, sustainable design, teaching of design, relationship between imagination and technologies.

Iñarra Abad, Susana - Associate Professor at the Department of Architectural Graphic Expression, Universitat Politècnica de València. Her research activity is carried out in the "Neuroarchitecture" group of the Human-Centered Technology Research Institute with focus on virtual and augmented reality as a tool for analysis of the user's response.

Intermite, Beatrice - Education at the Department of Architecture and Design of the Università degli Studi di Genova with Bachelor's degree in Product and Communication Design. Master's degree graduation in Product and Event Design with the thesis Art and Rehabilitation collaborating with the Gaslini pediatric hospital in Genoa.

Juan-Vidal, Francisco - Full Professor at the Department of Architectural Graphic Expression (DEGA), Universitat Politècnica de València. Director of the University Institute for Heritage Restoration (IRP) of the UPV. Lines of research: 1) documentation, knowledge and conservation of architectural heritage and 2) semantics in the graphic representation of architecture, the city, and the landscape.

Leandri, Gaia - International Ph.D. in Architecture and Neuroscience at the Universitat Politècnica de València and Università degli Studi di Genova. Post-doc fellow at the Department of Architecture and Design at the Università degli Studi di Genova. Research on neurophysiological determinants of creativity, methods of architectural design, medieval architectural history.

Leggiero, Isabel - Ph. D. candidate in the Doctorate of National Interest "Design for Made in Italy: Identity, Innovation and Sustainability in the "Design for Inclusion" curriculum at the University of Campania "L. Vanvitelli". Research topics: inclusion and cultural heritage, use of the Design For All approach to different types of users, such as in the case of blind or aged people.

Llinares Millan, Carmen - Professor at the Universitat Politècnica de València. Scientific Coordinator of the NeuroArchitecture Laboratory of the Human-Centered Technology Research Institute. Research topic: human behaviour in architectural space, analysis of user's response through behavioural and neuropsychophysiological measurement.

Lorusso, Federica Maria - Ph. D. candidate of the National Interest in Made in Italy, Inclusion Curriculum at the University of Campania Luigi Vanvitelli. Her research addresses the issue of design for made in Italy by focusing on the role of design as a tool aimed at enhancing urban public

spaces, both in terms of maximum inclusion and from a physical and social perspective.

Marchesini, Evelin - PSYCH, MSc, Ph. D. candidate in Neuroscience at the Università degli Studi di Genova. BSc in 'Cognitive Psychology and Psychobiology', MSc in 'Neuroscience and Neuropsychological Rehabilitation'. Research topics: study and treatment of chronic rheumatic and musculoskeletal pain with psychological techniques delivered via immersive virtual reality.

Martone, Angela - Degree in architecture at the Department of Architecture of UNICAMPANIA "Luigi Vanvitelli", Napoli. Master of Bioarchitecture at Lumsa Master School. Currently Ph. D. student at the Information Technology Course of University of Sannio, with a project concerning augmented reality.

Mesias, Alexandra - Architectural Designer at Multistudio, Kansas City, USA. Masters in Architecture at Kansas State University and at the Institute for Advanced Architecture of Catalonia, Barcelona. Research at the Perceptions Lab, topic titles: "Assessing Architecture Students", "In the Moment Creativity", "Emotive Responses during Design Tasks"

Nevoso, Isabella - Ph. D. student in Architecture and Design (Design curriculum) at the Department of Architecture and Design (DAD), Università degli Studi di Genova. Research topics: issues related to More-Than-Human Design, studying the interaction between humans and other species. Master's degree in Digital Humanities.

Nolé Fajardo, María Luisa - Ph. D. student at the Universitat Politècnica de València, she is psychologist in neuroscience and studies on neuropsychology and human behaviour. She works as Senior Research Technician in Human-Tech and teaches in the Technical Architecture degree at the UPV.

Oneto, Gabriele - Ph. D. student at the Department of Architecture and Design, Università degli Studi di Genova. He graduated from the Università degli Studi di Genova with a thesis on the relevance of re-evaluating the design process during the development of innovative construction systems. Research interests in computational methodologies for design and planning, adaptation and mitigation strategies for climate change, and nature-based solutions.

Pagani, Laura - Ph. D. candidate in Marine Science and Technology. Researching in AI applied to naval design.

Schenone, Angelo - Full Professor in Neurology, Director of the Department of Neurosciences, Rehabilitation, Ophthalmology, Genetic and Maternal and Infantile Sciences (DINOGMI), Head of the Neurology Unit, San Martino Hospital, Università degli Studi di Genova. Research topics: clinical neurology, peripheral nervous system, neuropathology, rehabilitation. Representative of the Genova University Press, publishing company of the Università degli Studi di Genova.

Sunnucks, David - Senior Lecturer at Queen Mary University, Malta Campus. Head of Anatomy and Head of Year 3 MBBS, Malta. He obtained his first degree in Diagnostic Radiography and then his medical degree, both at Cardiff University. After working as a Doctor, he pursued his passion in education as a lecturer in Anatomy in 2017. He has a passion for clinical anatomy and strives to integrate clinical and anatomical teaching.

Testa, Marco - Associate Professor at the Department of Department of Neurosciences, Rehabilitation, Ophthalmology, Genetic and Maternal and Infantile Sciences (DINOGMI), Università degli Studi di Genova. Coordinator of the Master in Rehabilitation of Musculoskeletal Disorders. Research topics: role of contextual factors on placebo and nocebo effect in musculoskeletal rehabilitation, technology of sensors in rehabilitation.

Valentino, Michele - Assistant Professor at the Department of Architecture, Design and Urban planning, Università degli Studi di Sassari. Ph.D. "Architecture and Planning". Journal manager of IMG journal (Alma Mater Studiorum, University of Bologna) and member of the Editorial Staff of the Journal diségno (Unione Italiana per il Disegno) and a member of the Editorial Committee of the series Linguaggi Grafici (PUBLICA).

Vannucci, Manila - Associate Professor of General Psychology at the NEUROFARBA Department, Università degli Studi di Firenze. Research on mind wandering, perception, false memories, mental imagination, and cerebral bases of cognitive processes, working at the Klinik für Epileptologie in Bonn, the Swiss Epilepsy Center in Zurich and other international institutions.

Valenti, Alessandro - Associate Professor of Interior Architecture at the Department of Architecture and Design, Università degli Studi di Genova and guest professor at BUCT Beijing. Digital director of Elle Decor Italia, director of Sagep's scientific series De_Signs and a member of editorial boards for university magazines (Mugazine, GUD).

Authors

Zignego, Mario Ivan - Full Professor at the Department of Architecture and Design, Università degli Studi di Genova. Product and Nautical Design course coordinator. Italian Design Society member. Interested in smart technologies in design.

Zinno, Angela - Theatre director and Ph. D. in Digital Humanities - Performing Arts and Multimedia Technologies, Master's Degree in History of Modern and Contemporary Theatre (UNIOR) and Master's Degree in Writing for the Stage (UNIGE). Assistant Professor to the courses of Visualization of the Stage Space at dAD and Assistant Professor for the courses of Dramaturgy and Theater Antropology at DIRAAS at the Università degli Studi di Genova.

Gaia Leandri has a double international Ph.D. in Architecture and Neuroscience at the Universitat Politècnica de València and Università degli studi di Genova. She is a post-doc fellow at the Department of Architecture and Design at the Università degli Studi di Genova. Her research focuses on neurophysiological determinants of creativity, methods of architectural design, medieval architectural history.

The first IDEA symposium created the opportunity to compare hypotheses, procedures and proposals to evaluate and understand the potentiality in creativity, visuality and perception. This volume highlights the interest in these aspects and the subdivision into the three macro areas: *Body, Mind and Emotions; Technology and Human Perception; Modelling and Living Spaces*, shows that the research path is full of possible insights and new interpretations of only apparently consolidated and acquired topics.

ISBN: 978-88-3618-215-2



Cover artwork by Gaia Leandri, 2023

