Programming and culture class in architecture

Design, Architecture



24th June The first site to be visited is a waiting lounge, in a not so busy banking hall. The bank is located in a busy city and it is one of the international banks with branches all over the world. Just nearby there is the sound of footsteps going in and getting out of the offices. The footsteps are assumed to be of staff moving in and out of the offices. There is also the noise of a self-return door which is at the entry to the banks different offices. There are also low tone voices of people around. Mostly the direction of sound is from the inside offices towards the banks exit which is near the waiting lounge. There is also the sound of moving vehicles coming from the waiting lounge. Observing with the sense of hearing has the advantage getting a deeper feeling of things around through sounds.

The next site is a public square which is located in the same city. There are people around and the sound of scavenge birds. There is scent of perfume from nearby and the noise of vehicles from a highway that is just next to the public square. There is also smell of exhaust fumes that is presumably from the vehicles passing nearby. Through the sense of smell and hearing, it was possible to feel the contents in the atmosphere and distinguish them from each other.

The third site is at a public park. There are sound of birds and insects on the air. Beneath the feet is cold grass. The atmosphere is cool and relatively quiet. Then a piece of rock is collected and it is cold and with a very rugged texture. The piece of rock is hard and heavy. Through the senses of touch and sight one is able to have a clearer feeling of things around. The sense of sight and touch adds a better feeling to the sense of sound.

The next site is at the top of a public building. The far off horizon is clearing

visible and there is cold air blowing. Buildings around the city and their different shapes and designs can be seen clearly from this point. The sense of sight here is able to give a clearer feel by adding details such as colors. References

Anonymous. Programming and Culture in Architecture Class Notes. 2015.